Appendix B

CD-ROM Contents

In addition to containing some very useful information, this book comes with a CD packed with great programs and examples that will serve you well on your own arcade game projects.

This CD contains over 128 MB of software and graphic examples organized into the following categories:

- **EXAMPLES**—A variety of sample arcade game graphics and backgrounds to study, edit, and use freely in your own arcade game projects.
- **FONTS**—A large selection of high-quality TrueType fonts to use in your games.
- **FUN**—Play these complimentary games when you need to take a break.
- **GAMEDEV**—A nice selection of tools and libraries that can be used to make arcade games.
- GAMMA—Files to help you determine and set your gamma level.
- **GFXTOOLS**—A comprehensive selection of the best low-cost and free graphics tools available anywhere.
- **GRIDS**—Several predefined sprite grid templates to use for your arcade game projects.
- MISC—Several utilities that will help you manage your files.
- PALETTES—A selection of sample color palettes to use and experiment with in your own game projects.

NOTE: Several of the programs included on this CD are shareware and commercial programs. If you find any of them useful, you are encouraged to register for them or buy them.

Individual Directory Contents

This section briefly describes the contents of each directory.

EXAMPLES

- **ARINOID**—The complete graphic images for *Arinoid*, a sophisticated Pong-style arcade game.
- **COMPLEX**—A set of sophisticated frame-by-frame animation templates that can be used in your own game projects.
- **FISHDISH**—The complete graphic images for *Fish Dish*, the hands-on arcade game project described in Chapter 12.
- MAZECHASE—Contains images suitable for use in an infinite variety of maze/chase games.
- **PLATFORM**—Contains images useful for creating all sorts of platform games.
- **SHOOTER**—Contains images that can be used for any number of shooter games.

NOTE: There is enough variety in the provided artwork to keep one occupied for quite some time, and that's not counting the fact that many can be mixed and matched to form entirely new sprite sets.

NOTE: All of the images contained in this directory are free to use in your own games as long as you include this phrase somewhere in the program or documentation: "portions of this artwork are copyright 2000 by Ari Feldman."

FONTS

There are two directories here—one for Windows and one for DOS. The Windows directory contains the following:

- **ARMY**—Fonts useful for military-style arcade games.
- **CARTOON**—Fonts useful for arcade games with cartoon-like design styles.
- **DISPLAY**—Fonts optimized for displaying large amounts of textual information.
- **FANTASY**—A variety of fantasy-oriented fonts.
- MISC—Several decorative fonts.
- **SCIFI**—A variety of science fiction-oriented fonts.
- **SYMBOLS**—Several symbolic font sets.

- **TITLE**—Fonts suitable for title screens.
- VIDGAME—Fonts modeled after video games.
- **WORLD**—Several international style fonts.

The DOS directory contains a file called npfnts01.zip, which contains an assortment of GEM fonts compatible with *NeoPaint for DOS*.

NOTE: Most of the fonts included in this directory are free, but some are shareware. Please refer to each file for information on copyrights and any restrictions on their use.

FUN

- BullyFrog.exe—A great example of an arcade puzzler game.
- disasteroids.zip—A great example of an arcade shooter.
- FenceOut.exe—A great example of a maze/chase game.

GAMEDEV

TABLE B-1: DEVTOOL Directory

Filename	DOS	Windows	Description
all3932.zip	✓		The Allegro graphics library. A free programming library oriented to developing DOS-based arcade games.
fgl404a.zip	✓		FastGraph for DOS (part A). A graphics programming library useful for making DOS-based arcade games.
fgl404b.zip	✓		FastGraph for DOS (part B). A graphics programming library useful for making DOS-based arcade games.
as30.exe		✓	AniSprite. A graphics programming library useful for making Windows-based arcade games.
DXC.zip		✓	DX-Creator. A game-oriented development environment.
fglw600.zip		✓	FastGraph for Windows. A graphics programming library useful for making Windows-based arcade games.
fgw60doc.zip		✓	The documentation for FastGraph for Windows.
GFShw16.exe		✓	The Games Factory. A visually oriented game creation tool (16-bit version).
GFShw32.exe		✓	The Games Factory. A visually oriented game creation tool (32-bit version).

TABLE B-2: SPRITE Directory

Filename	DOS	Windows	Description
autograb.zip	✓	✓	Autograb. A utility to automatically grab batches of sprites from an image.
isd31.zip	✓		Icons & Sprites Designer. A sprite and icon editor.
lxe130.zip	✓		IXE. A sprite precompiler.
scat160.zip	✓		SCAT. A utility to cut sprites from images.
sprget11a.zip	✓		SPRiteGET. Another utility for extracting sprites from images.
!sprite.exe		✓	Sprite. A sprite animation utility.
dpdl_tas.zip		✓	The Tiny Animation Studio. A sprite animation utility.
spredit.zip		✓	SpriteEditor. A sprite animation utility.
tileit_v1.zip		✓	Tile It. A utility for cutting images into smaller pieces.
Wspr32.zip		✓	WSPR32. A sprite animation utility that supports Java.

TABLE B-3: TILEEDIT Directory

Filename	DOS	Windows	Description
MapMaker.zip		✓	MapMaker. A utility for plotting background tile layouts.
mm51demo.zip		✓	Mapmaker. A utility for plotting background tile layouts.

GAMMA

- findgamma.gif—Use this image to determine your current gamma level.
- setgamma.gif—Use this image to help adjust your gamma level.

GFXTOOLS

TABLE B-4: ASSETMGR Directory

Filename	DOS	Windows	Description
Portfolio411US.exe		✓	Extensis Portfolio. An asset management program.

TABLE B-5: CAPTURE Directory

Filename	DOS	Windows	Description
St204f.zip	✓		Screen Thief. A screen capture utility.
Ezepro45.exe		✓	EZ Capture Pro. A screen capture utility.
HySnapP.exe		✓	HyperSnap DX. A screen capture utility.
snagt436.zip		✓	Snaglt. A screen capture utility.

TABLE B-6: FONTUTIL Directory

Filename	DOS	Windows	Description
vgafed30.zip	✓		FONT EDITOR. A font editor for ROM fonts.
crossfnt.zip		✓	CrossFont. Converts TrueType fonts between the Macintosh and PC platforms.
fgfedit.zip		✓	FastGraph Font Editor. A font editor for FastGraph programming library.
font2bmp.zip		✓	Font2bmp. A utility that converts TrueType fonts into .BMP files.
ttgem.zip		✓	TT2Gem. A utility that converts TrueType fonts into GEM fonts.

TABLE B-7: MISC Directory

Filename	DOS	Windows	Description
MkExpl.zip	✓		MkExpl. A utility that generates explosion effects.
pcxred.zip	✓		Mercury PCX Reducer. A utility for scaling .PCX files.
squash10.zip	✓		WSQUASH. A specialized file compression utility for .BMP files.
Apr.zip		✓	PicturesToExe. Converts one or more graphic files into standalone EXE files.
univ162.zip		✓	Universe. A utility that allows you to visually compose space-oriented artwork.

TABLE B-8: PAINT Directory

Filename	DOS	Windows	Description
dnpaint.zip	\checkmark		DN Paint. A DOS-based painting program.
gfx2b965.zip	✓		GrafX2. A DOS-based painting program.
improc42.zip	✓		Improces. A DOS-based painting and image processing program.

Filename	DOS	Windows	Description
npt.zip	✓		NeoPaint for DOS. A DOS-based painting program.
px32e96.zip	✓		Pixel 32. A DOS-based painting and image processing program.
vp386exe.zip	✓		VGA Paint 386. A DOS-based painting program.
artgem.zip		\checkmark	ArtGem. A Windows-based painting program.
chaosfx12.exe		✓	Chaos FX. A Windows-based painting and image processing program.
npw.zip		✓	NeoPaint for Windows. A Windows-based painting program.
pm42fd.zip		✓	Pro Motion. A Windows-based painting program.
pm42lt.zip		✓	Pro Motion Lite. A Windows-based painting program.
psp602ev.exe		✓	Paint Shop Pro. A Windows-based painting and image processing program.
pxw997e.zip		✓	Pixel 32. A Windows-based painting and image processing program.
up24.zip		✓	Ultimate Paint. A Windows-based painting program.

TABLE B-9: PALTOOLS Directory

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Filename	DOS	Windows	Description
epal11.zip	\checkmark		EditPal. A palette editor.
fixp28a.zip	✓		Fix Pal. A utility to apply a universal color palette to a group of images.
neopal.zip	✓		NeoPal. A utility that creates NeoPaint for DOS color palettes from images.
unipal.zip	✓		<i>UniPal</i> . A utility to apply a universal color palette to a group of images.
palmer30.exe		✓	PalMerge. A full-featured palette editor.
SetupOPal.exe		✓	Opal. A full-featured palette editor.
WhatColour.zip		✓	What Colour. A utility that tells you the RGB values for any color on the screen.

TABLE B-10: SCRUTIL Directory

Filename	DOS	Windows	Description
tweak16b.zip	✓		Tweak. A utility that allows you to construct your own Mode X video modes.

Filename	DOS	Windows	Description
unirfrsh.zip	✓		UniRefresh. A utility that allows you to set the refresh rate for any DOS-compatible display mode.
hztool14.zip		✓	Hz Tool. A utility that allows you to set the refresh rate for any Windows-compatible display mode.
vidres.zip		✓	VidRes. A utility that allows you to select any display mode supported by your video hardware.
zoomts21.zip		✓	ZoomTools. This program contains a graphic capture, magnifier, microscope, ruler, tape, square, and color analyzer.

TABLE B-11: VIEWER Directory

Filename	DOS	Windows	Description
Disp.exe	✓		Display. An image viewer and file conversion utility.
vwi86.zip	✓		Nview. An image viewer and file conversion utility.
cpic32.exe		✓	CompuPic 32. An image viewer and file conversion utility.
gwsp20.exe		✓	Graphics Workshop Pro. An image viewer and file conversion utility.
iview321.zip		✓	IrfanView 32. An image viewer and file conversion utility.
Xnview-gb-win.zip		✓	XNView. An image viewer and file conversion utility.

GRIDS

- 128x128.bmp—A 128x128 sprite or background tile template.
- 16x16.bmp—A 16x16 sprite or background tile template.
- 24x24.bmp—A 24x24 sprite or background tile template.
- 32x32.bmp—A 32x32 sprite or background tile template.
- 36x36.bmp—A 36x36 sprite or background tile template.
- 40x40.bmp—A 40x40 sprite or background tile template.
- 48x48.bmp—A 48x48 sprite or background tile template.
- 64x128.bmp—A 64x128 sprite or background tile template.
- 64x64.bmp—A 64x64 sprite or background tile template.
- 64x96.bmp—A 64x96 sprite or background tile template.
- 96x96.bmp—A 96x96 sprite or background tile template.

MISC

TABLE B-12: BACKUP Directory

Filename	DOS	Windows	Description
FileBack.zip		✓	FileBackPC. A full-featured file backup utility.

TABLE B-13: CHARTING Directory

Filename	DOS	Windows	Description
wftrial.exe		✓	WizFlow. A flowcharting and diagramming utility.

TABLE B-14: FILEEXCH Directory

Filename	DOS	Windows	Description
Macsee.zip	✓		MacSee. A utility that allows DOS users to read files from Macintosh disk media.
tmac.zip		✓	TransMac. A utility that allows Windows users to read files from Macintosh disk media.

TABLE B-15 VERCTRL Directory

Filename	DOS	Windows	Description
cs-rcs.zip		✓	ComponentSoftware RCS. A version control utility.

PALETTES

- dos sample1.pal—Sample DOS palette.
- dos sample2.pal—Sample DOS palette.
- dos16.pal—DOS 16-color system palette.
- dos256.pal—DOS 256-color system palette.
- mac256.pal—The Macintosh 256-color system palette.
- netscape216.pal—The Java/Netscape 216-color system palette.
- starter palettes.html—A collection of 50 sample color gradient examples.
- win sample1.pal—Sample Windows palette.
- win sample2.pal—Sample Windows palette.
- win sample3.pal—Sample Windows palette.
- win sample4.pal—Sample Windows palette.
- win256.pal—The Windows 256-color system palette.