KRKAL

***User documentation***

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***Content***

1. Introducing KRKAL

o Installation

o System requirements

o What is KRKAL?

o Launching the game, first steps

o Configuration

o Description of KRKAL directories

1. Description of game Krkal, how to play
2. Using the GUI
3. Editing levels and scripts

o Level editor

o How to create a new graphics

o Package editor

o Script editor

***Installation***

The installation launches automatically as you insert the KRKAL CD in your CD-ROM drive, unless you have the CD autorun disabled. In this case, you have to launch it manually by running setup.exe located in the root of the CD. Installation program will ask you to specify the destination directory, in which KRKAL will be installed. Then it copies KRKAL program files to this directory, creates a new group KRKAL in your Start menu and places two shortcuts in this group - KRKAL (launches KRKAL) and Documentation (links to the user documentation and the experienced user documentation).

KRKAL requires DirectX 8.1 or later. KRKAL CD includes the installation files of DirectX 9 (in the DirectX directory), but the installation program does not install DirectX automatically, you have to install it manually if required.

You can uninstall KRKAL using "Add or remove programs" icon from the Control panels.

*Note: You do not necessarily need to run the installer. Instead, you can simply copy the whole directory KRKAL from the installation CD anywhere on your hard disk. However, you have to ensure that the files are copied without the read-only flag. Most file managers including Windows Explorer clear this flag, but some may keep it. KRKAL does not store anything in the Windows registry, its configuration is stored in several configuration files. More details can be found in the Configuration chapter. Uninstallation is simple too - you just have to remove the directory KRKAL.*

***System requirements***

1. Windows 98, Me, 2000, XP (tested under Win XP and Win 2000)
2. DirectX 8.1 or later
3. Intel Pentium III compatible CPU, 800Mhz or faster
4. 32MB DirectX compatible video card that supports 32bit color depth (tested with GeForce2 MX, GeForce 3, nForce, Matrox Millenium G450)
5. 128MB RAM (256MB recommended)
6. DirectX compatible sound card
7. about 30MB free on your HDD

***What is KRKAL?***

KRKAL is a sophisticated system for 2D games design and development. With KRKAL, you can develop new games or just improve already existing games, you can create or modify the game levels and play all games, of course.

KRKAL includes a full logical-action game Krkal, which is a remake of an excellent logical-action title. With one of three different characters, you have to avoid all dangerous traps, deal with various items, escape from deadly monsters and in the first place – boil your brain – to finally find the way through and reach so long desired exit… and then? Just select level that is even more difficult and rush to the battle again.

It is not easy to create a new game or a new object - detailed knowledge of KRKAL and some programming experiences are required. You will learn about it later in the experienced user documentation.

In the other hand, new levels creation is quite easy - every player should be able to create his own level. First of all, you have to learn how the level editor works and which game objects are available. You can learn much either by reading this documentation or by playing itself.

***Launching the game, first steps***

To launch KRKAL, just run „KRKAL.exe“ in the main KRKAL directory or click on its shortcut in the Start menu.

After a successful start, the game menu is displayed on your screen. In the center, you can see the list of available levels. You can choose a level using your mouse or keyboard. The game starts after you have clicked on the PLAY button (pressed Enter or clicked the selected level). The game launches. There will be explained how to play the game later in the documentation. Anytime during a game play, you can abort the game by pressing Esc. Then you will return to the initial screen (the last played level remains selected). The exactly same will happen if you die, or successfully complete the level.

KRKAL includes the Level editor, in which you can create your own levels. You start the editor either by clicking on “EDIT LEVEL” button or by pressing F2. (F3 returns you back to the main menu.) You will learn more about the level editor later in this documentation.

As stated above, an experienced KRKAL user may create new game elements, or even create a new game. This is described in detail in the “Experienced user documentation”. The new game elements can be created using the Script editor, which can be run either by clicking on the “EDIT SCRIPT” button or by pressing F1. Again, the F3 key will return you to the main menu.

***Configuration***

KRKAL can be configured through several configuration files. All these are plain text documents. You can modify them using any text editor (including the Windows notepad).

The main configuration file is krkal.cfg. Here, you can setup the screen resolution in the game as well as in the editor. Next, you can choose whether you want KRKAL to start in the window or in full screen (again separately for the game and the editor). You can also switch between the window mode and the full screen mode by pressing Alt + Enter anytime. Finally, you can setup the music and audio here (details can be found in the configuration file itself).

In DATA directory you can find configuration files for the experienced users:

1. keyboard.cfg – the keys can be assigned to miscellaneous game events here.
2. sound.cfg – the names are assigned to the sound files; the names are used in the scripts

KRKAL follows one more configuration file - KRKALfs.cfg, located in the main KRKAL directory. However, this file should not be modified as it maintains paths to the internal KRKAL directories.

***Description of KRKAL directories***

Experienced users should know where all the files they create are located. Ordinary users should know this as well, to be able to install and play new levels.

1. **KRKAL**

KRKAL.exe – launches KRKAL

KRKALfs.cfg – internal paths configuration, see above

o **Data**

KRKAL.cfg – the main configuration file

keyboard.cfg – a keyboard configuration

sound.cfg – sounds configuration

o **Games** – this directory contains the data of all KRKAL games

** Krkal\_4F88\_78B7\_A01C\_48AB** – Krkal directory

\*.kc – script source code

\*.pkg - package containing graphics or music for Krkal

\*.a – automatisms for Krkal (assigns the graphics to the game objects)

\*.lv – Krkal levels

o **Scripts**

The compiled scripts are stored here. Users should not modify the files in this directory at all.

o **Data\tex**

Editor images and the initial menu – no changes should be made here.

o **maxPlugin**

3DstudioMAX 4.0 plugin - exports the texture components, used to create new graphics for the game objects

o **!3dsmax!**

The package editor imports graphics from this directory.

o **!music!**

The package editor imports music and sound from this directory.