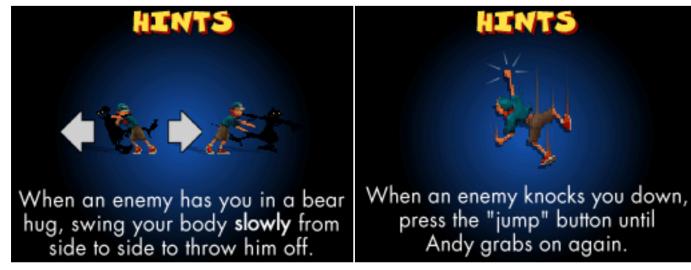


Most of the information presented here was found by studying the binary code and data files.

- Assets
- Compression
- Debug Mode
- Engine
- Savegame
- Resolution
- Shadows RenderingScreen Transform Effect
- Sprites Blitting

Assets

SETUP.DAT contains several files for the options, menus and the hint screens.



HOD.PAF contains the cinematics. PAF stands for Packed Animation File.

There are three files for each level:

- .LVL : contains the palettes, bitmaps, sprites and pre-calculated tables for shadows
- .MST : contains the bytecode and triggers for the monster logic
- .SSS: contains the sound and triggers

Se connecter



HOD_Win32.pdf

Détails

Taille

341,75 Ko

Afficher tous les détails



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