

SWEndor - Basics

Version: v0.1

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INTRODUCTION

SWEndor is a non-commercial flight-simulation game that was initially planned to be a remake of the games originally made by **Bruno. R. Marcos** back in the early 2000s. There are two such games to his name:

The [Battle of Endor](#) was the first of such game to be published by him, and the project name is thus named in this honor.

The [Battle of Yavin](#) was released soon after.

While Mr. Marcos had released a preview of the [Escape from Hoth](#), the game was unfortunately not yet published at the start of making of this project (January 2018). Eventually, I hope this project can bring even that into fruition.

This project aims to recreate the enjoyable (and rage-inducing, mostly rage-inducing) elements of the original projects by Mr. Marcos. The open-source nature of this project allows for expansion and improvement, which will hopefully bring about other elements that an fellow enthusiast can think up of.

While this project begins as a recreation of Mr. Marco's SW games, this project's core is a 3D flight/combat simulator, and is thus not limited in content. You may use this to recreate a WWII scenario, for instance, should the right models and logical sequence are available.

REQUIREMENTS

The game requires **Microsoft .NET Framework 4.0**.

The game uses TrueVision3D 6.5 (<http://www.truevision3d.com/>) to perform 3D rendering and calculations with DirectX. TV3D can only be run on **32-bit Windows**. The requirements for 3D rendering support are **DirectX 9** and a matching graphics card (**Shader Model 2.0 / 2.0a / 2.0b / 3.0**) to run properly.

While the resource specifications may change with the project, it is recommended to have at least **2 CPU cores (1 GHz)** and **1 GB RAM** for a minimum performance. This game is tested on a system with **4 CPU cores (2.70GHz)**, and **8 GB RAM**.

This project is created and maintained with **Visual Studio 2015**. It is recommended that programmers who wish to inspect or change the code use this minimum version of Visual Studio to do so.

Minimum Requirements	Recommended Requirements (60 FPS)
Microsoft .NET Framework 4.0	
DirectX 9.0	
Graphics Card supporting Shader Model 2.0 / 2.0a / 2.0b / 3.0	
>= 2 CPU cores	4 CPU cores
1 GHz processor	2.70 GHz processor
1 GB RAM	8 GB RAM

.NET Framework 4

The required framework comes pre-installed in Windows 8 and later.

Microsoft .NET Framework 4 can be installed in Windows XP, Windows Vista SP2 and Windows 7 SP1. More details here:

<https://docs.microsoft.com/en-us/dotnet/framework/get-started/system-requirements>

The installer for Microsoft .NET Framework 4 can be found here:

<https://www.microsoft.com/en-us/download/details.aspx?id=17718>

DirectX 9.0

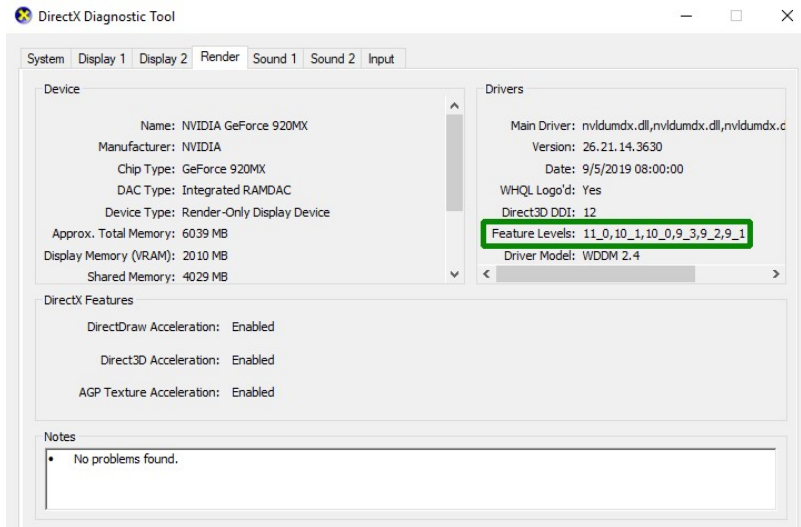
To determine the supported versions of DirectX in your computer:

- Run dxdiag.
- Under the System tab, check that DirectX version is at least **DirectX 9**

Graphics Card Shader Model

To determine the supported shader models in your graphics card:

- Run dxdiag.
- Under the Render tab and at least one of the display tabs, check that Driver feature levels has at least one of the following values: **9_0, 9_1, 9_2 or 9_3**.

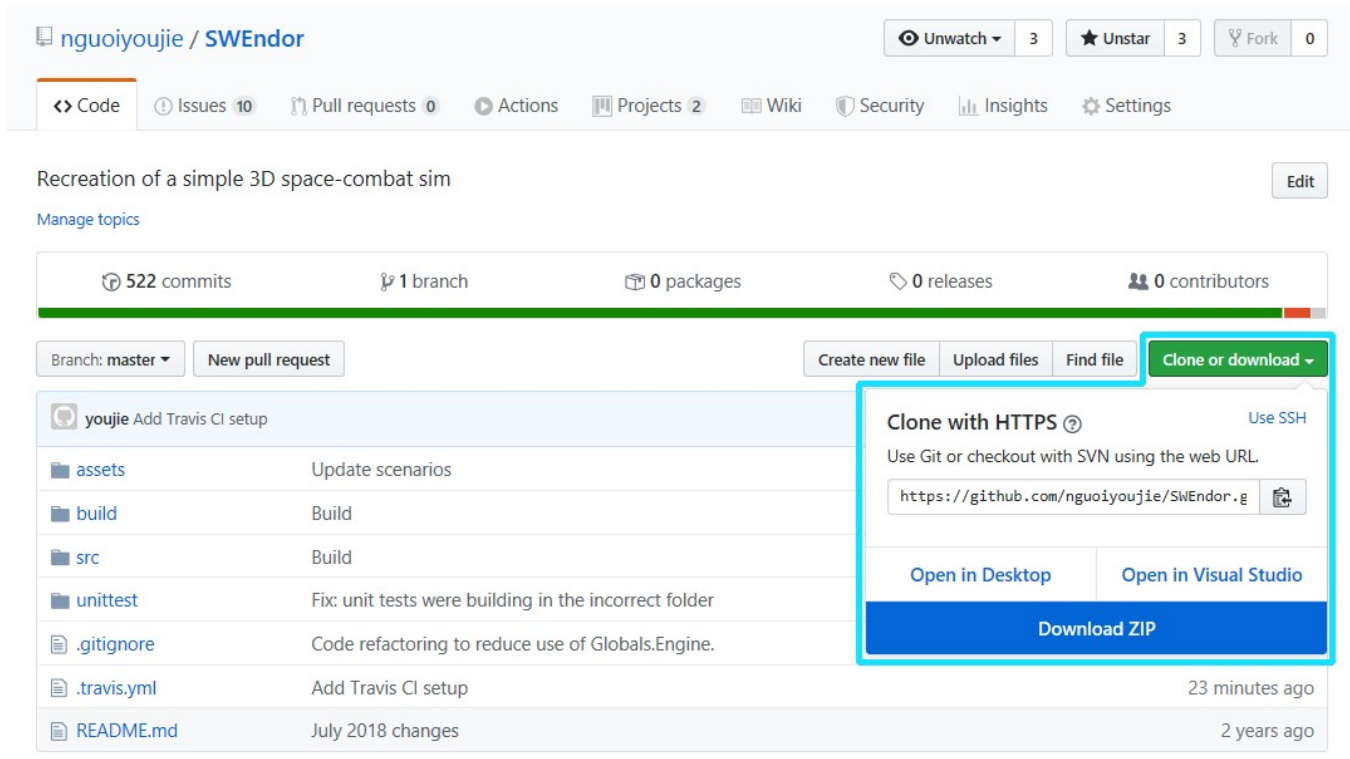


Feature Levels	DirectX	Shader Model
9_0	9.0	2.0
9_1	9.0a	2.0a
9_2	9.0b	2.0b
9_3	9.0c	3.0

INSTALLING THE GAME

To install the game, either download or clone the repository to a folder of your choice.

Repository: <https://github.com/nguoiyoujie/SWEndor>



nguoiyoujie / SWEndor

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Recreation of a simple 3D space-combat sim

Manage topics

522 commits 1 branch 0 packages 0 releases 0 contributors

Branch: master New pull request

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youjie Add Travis CI setup

assets	Update scenarios
build	Build
src	Build
unittest	Fix: unit tests were building in the incorrect folder
.gitignore	Code refactoring to reduce use of Globals.Engine.
.travis.yml	Add Travis CI setup
README.md	July 2018 changes

23 minutes ago

2 years ago

Clone with HTTPS

Use Git or checkout with SVN using the web URL.

<https://github.com/nguoiyoujie/SWEndor.g>

Open in Desktop Open in Visual Studio

Download ZIP

If you download the repository as a zip file, you will need to extract the contents to a folder of your choice before proceeding.

The downloaded repository will look like this:

> git > GitHub.OwnProjects > SWEndor >				
Name	Date modified	Type	Size	
.git	12/23/2019 2:44 AM	File folder		
.vs	10/2/2019 2:43 AM	File folder		
assets	11/7/2019 2:39 PM	File folder		
build	12/23/2019 12:29 ...	File folder		
releases	12/23/2019 2:04 AM	File folder		
src	12/22/2019 11:27 ...	File folder		
unittest	12/22/2019 11:26 ...	File folder		
.gitignore	12/22/2019 6:27 PM	Text Document	2 KB	
.travis.yml	12/23/2019 2:26 AM	YML File	1 KB	
README.md	12/23/2019 12:54 ...	MD File	3 KB	
startgame.bat	12/23/2019 1:07 AM	Windows Batch File	1 KB	

STARTING THE GAME

There are several ways to start the game.

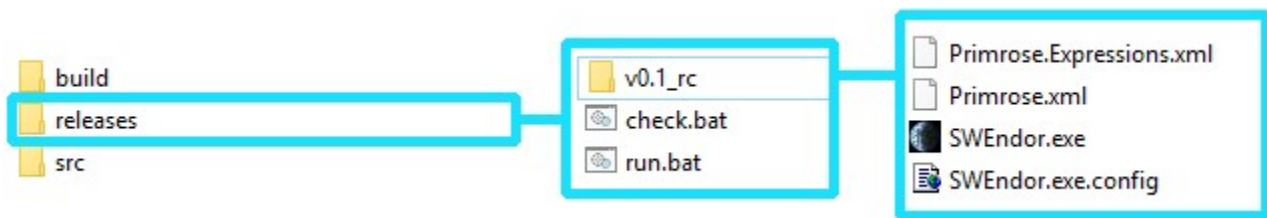
Starting the latest release

- Run startgame.bat on the root directory.



Selecting a release version

- Go to /releases
- Go to the version folder that you wish to play (e.g. v0.1_rc)
- Run SWEndor.exe



Starting a development version

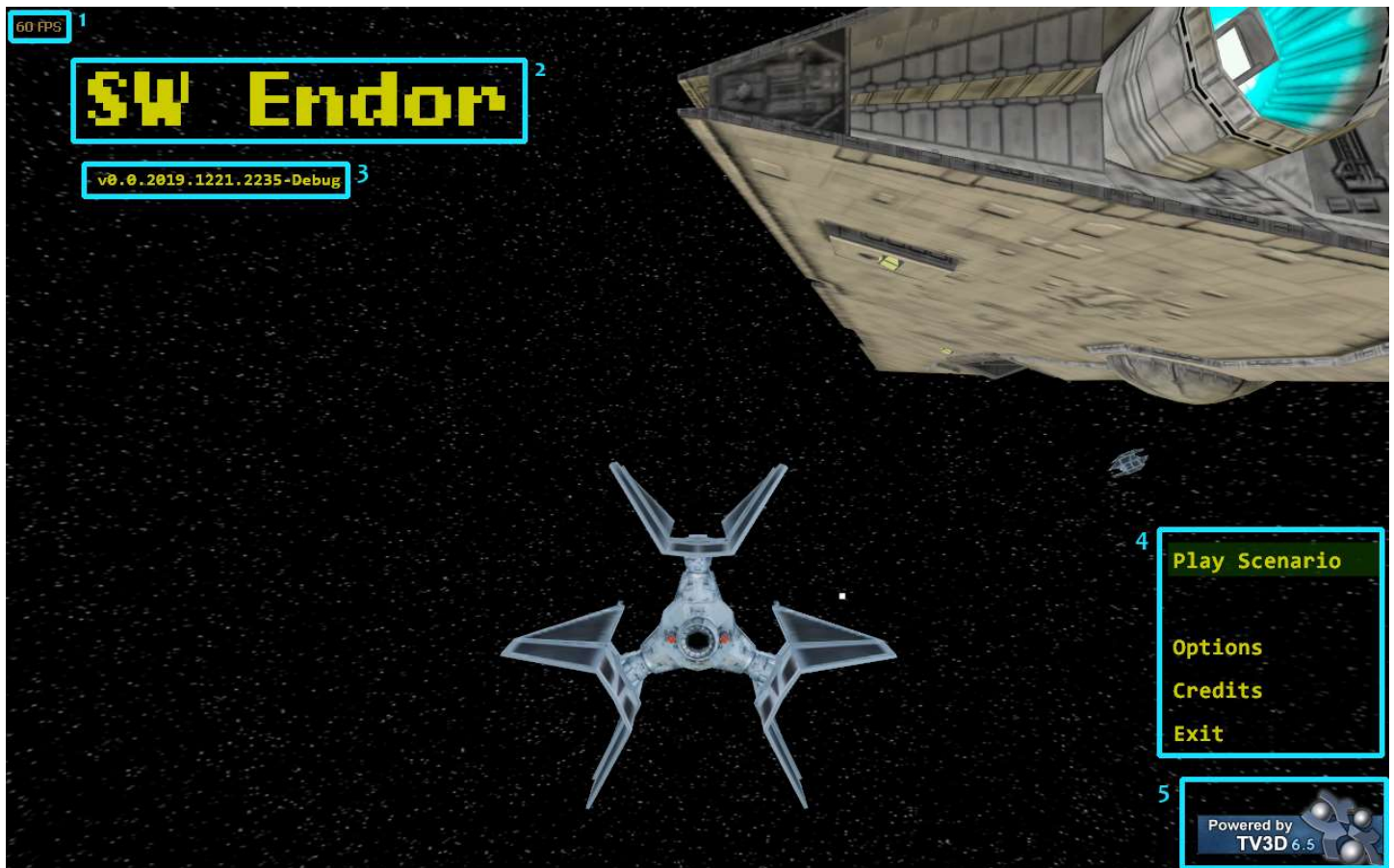
Note: Development versions are often subject to changes and break easily. Use with caution!

- Go to /build
- Choose either /debug or /release
- Run SWEndor.exe

NAVIGATING THE GAME

When the game is started, it will begin initializing and loading its assets.

When the game has finished loading, the game will cut to Main Menu.



Item	Description
1	FPS counter. Displays the rendering speed in frames per second.
2	SWEndor. The game title.
3	Version build number.
4	Navigation menu. The currently selected menu is highlighted in green.
5	TrueVision3D watermark logo. This project would not be possible without it.

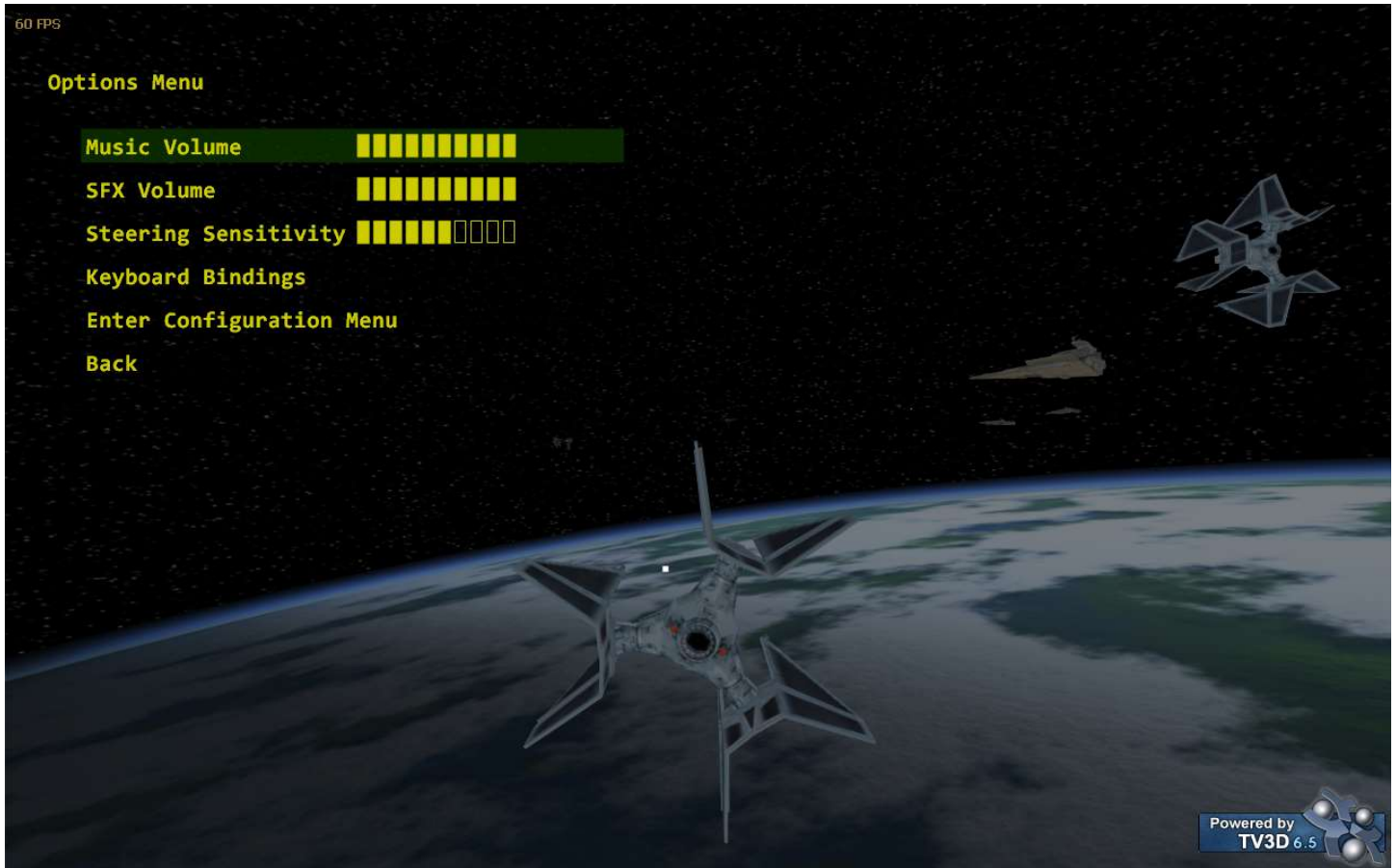
The menu is navigated using the keyboard. Press **UP** or **DOWN** to navigate. Press **ENTER** to select. Press **ESCAPE** to go to the previous menu.

You may select Play Scenario and start playing straight away. Before that, let us look at the Options menu.

CONFIGURING THE GAME

Options

When you select the Options menu, you are taken to this screen:



Option	Description
Music Volume	Controls the volume of the music. Use LEFT or RIGHT to adjust.
SFX Volume	Controls the volume of sound effects. Use LEFT or RIGHT to adjust.
Steering Sensitivity	Controls how sensitive the game is to mouse movement. Use LEFT or RIGHT to adjust.
Keyboard Bindings	Opens the Keyboard Bindings menu
Enter Configuration Menu	Opens the Configuration menu
Back	Returns to the Main menu

PLAYING THE GAME

Scenario Selection

When you select Play Scenario from the Main menu, you are taken to this screen:

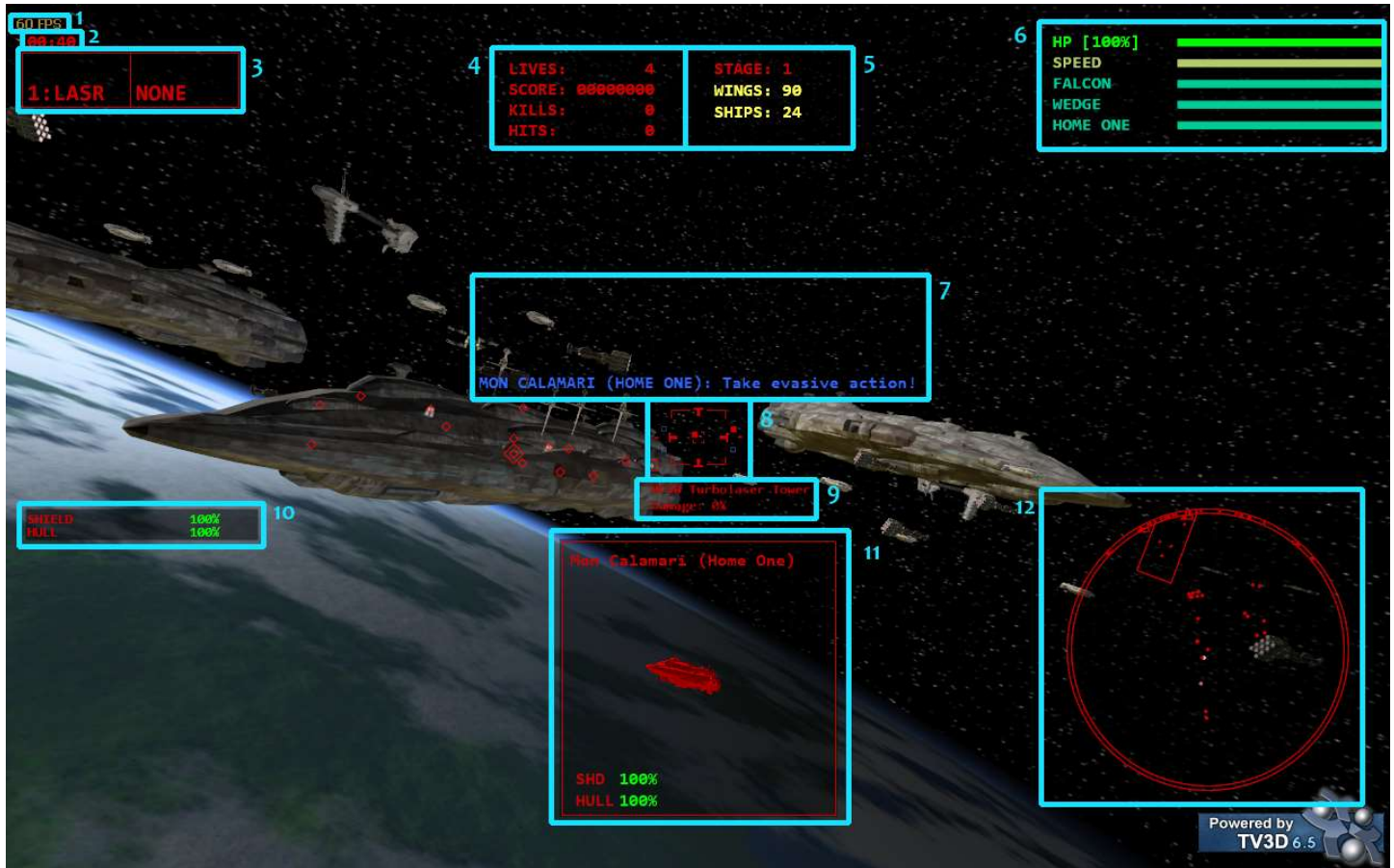


Option	Description
Scenario	Shows the currently selected scenario. Use LEFT or RIGHT to choose.
Choose your Fighter	Shows your currently selected fighter. Use LEFT or RIGHT to choose.
Difficulty	Shows the current difficulty setting. Use LEFT or RIGHT to choose.
Launch!	Begin loading the scenario.
Exit	Returns to the Main menu

GAMEPLAY DISPLAY AND CONTROLS

Pilot HUD

As you take control of your craft, you will see several display controls.



Item	Description
1	FPS counter. Displays the rendering speed in frames per second.
2	The elapsed scenario time.
3	Selected weapons. The left box is your primary weapon, the right box is your secondary weapon.
4	Scoreboard. Your score information is shown here.
5	Scenario information. Some scenario information may be shown here.
6	The sidebar. Your overall HP, your speed, and the strength of your critical allies and enemies are shown here.
7	Communication messages.
8	Crosshair. If you have secondary weapons equipped, their ammo information may be shown here.
9	Current target. Your craft automatically scans and locks-on to targets near your crosshair.
10	Your system information.
11	Current target. Additional information is displayed here.
12	Radar.

Controls

The default controls for the game are as follows:

Mouse	Description
Movement	Steers the player craft.
Left Mouse Button	Fires primary weapon. Hold for continuous fire.
Right Mouse Button	Fires secondary weapon. Hold for continuous fire.
Scroll Wheel	Rolls the player craft.

Keyboard	Description
Q	Increases speed.
A	Decreases speed.
Z	Switch to next primary weapon.
X	Switch to next secondary weapon.
W	Toggles unit indicator.
E	Switch camera mode, if more than one camera is supported.
S	(Squad leader only) Gives orders to squadron.
D	(Squad leader only) Cancels squadron orders.
U	Toggle HUD. Overrides all other UI toggles.
R	Toggle visibility of Radar.
Y	Toggle visibility of Score and Scenario information.
/	Shows the map (this will disable your movement controls)
SPACE	Locks / Unlocks the target.
ESCAPE	Pauses the game.