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INTERACTIVE



PRO-PINBALL

timeshock!

TECHNICAL MANUAL

APPLE MACINTOSH

**TECHNICAL MANUAL
PRO PINBALL: TIMESHOCK!**

MAC VERSION

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1. INSTALLATION

To install the game. Put the CD into your CD drive. Open it and double click on the install icon. Choose a language by clicking on a flag. Select a destination drive, folder, and size of install. The install size options have the following meanings.

Small:	Program and configuration files only copied to hard drive.
Medium:	Small installation plus sound effects.
Large:	Medium installation plus Table graphics.
Very Large:	Large installation plus "Slideshow" and "Examine Table" data.

The larger the size of installation the shorter the loading times on start-up. Note: *The game WILL run entirely from CD without installation, but it does require the Apple Drawspocketlib to be copied to your Extensions folder in your System Folder.*

To uninstall the game simply drag the **Timeshock!** folder you installed to, into your wastebasket. The file Drawspocketlib, has also been installed into your System Folder -> Extensions folder. You may delete this also, but it is written by Apple and is used by many games, and you do not need to remove it.

2. STARTING A GAME / DEFAULT CONTROLS

To start play. Open the **Timeshock!** folder you installed to on your hard drive and double click the **Timeshock!** icon. If you have more than one suitable monitor connected to your Macintosh you will be asked to click in the monitor you want to play the game on.

After starting **Timeshock!** the table backbox is presented. Press Right Flipper (numeric keypad enter) to start a game. The **Timeshock!** CD must be in the CD-ROM drive during gameplay.

By default, the keys used in **Timeshock!** are:

- Navigation and option selection: the *Arrow keys* and the main *Enter key*.
- "S" to start a new game or to add an extra player (Max. 4 players).
- The *Ctrl key* (bottom far left of keyboard) for left flipper, and the numeric keypad Enter key (bottom far right of keyboard) for the right flipper. Note: *This is not the same as the main Enter key.*
- Keypad times '*' key for Magnosave (when enabled).
- *Left Alt* key nudges the left hand side of the table.
- Keypad period '.' key nudges the right hand side of the table
- *Space Bar* to nudge the table upwards/forwards.
- *Main Enter* key to launch a ball.
- *Escape* key to pause game during play.
- If you achieve a high score use the flipper keys to adjust the letters or characters. Main Enter key to select a letter or character.

Memory

You may find you run out of memory if you configure higher resolutions please see the resolutions section of the next chapter.

CD audio.

Each section of the game has accompanying CD audio music. This is music recorded directly onto the CD, that can also be played on a CD audio player. Please note the following.

You may need to configure the CD output on your Mac. Use the sound control panel (or the monitors and sound control panel on OS8) to set the input source to CD. On pre OS8 go to the "Sound in" tab and press the options button. You must also select "Playthrough" if this is an option. To test the CD, use the Apple CD Audio player and attempt to play any of the tracks on the **Timeshock!** CD.

If you have an external CD drive, you may find the audio is not routed back into your Macintosh. If so try plugging headphones or speakers directly into the headphone socket of the external CD drive.

Certain (non-Apple) CD drivers do not handle asynchronous CD seeks correctly. If so you will notice the game freezing momentarily whilst the music track changes. This can be avoided by either turning off the non-Apple CD driver or setting one of the other music restart options, detailed in the next chapter.

3. OPTIONS

At the backbox, press the Left Flipper for the game options. These options are also available in-game, although for table configuration, you will have to finish a game before changes can be made. All changes made are saved into a game configuration file and will be the starting options when you next play **Timeshock!**

Table View

A number of **Timeshock!** table views are available. The small graphics at the bottom of the screen show the options, and the main graphic shows a more detailed view of the current selection. Using the Arrow keys and the Enter key, select the preferred view.

Controls

This option allows you to configure the keys used to play **Timeshock!** Press the Enter key to start changing the default keys or Escape key to abort. For each action listed, press the key you wish to assign to that action. Pressing the Escape key during selection will select the previous key used for that action. Be careful not to assign the same key for different actions

Note: *Most Macs cannot tell the difference between the left and right shift keys. This also applies to the left right - ctrl, alt and Apple (command) keys. This is the reason for the choice of the numeric keypad enter and Ctrl as the default flipper settings. If you attempt to assign the flippers to the left/right shift keys, you may well find both keys operate both flippers!*



Graphics

Screen Flipping

This option is currently not available on the Macintosh version. It is there for compatibility with other versions and future expansion.

Resolution

Timeshock! can be run at resolutions from 640x480 to 1600x1200. The ability to run at the higher resolution depends upon the specification of your system, the amount of main RAM available, the amount of video RAM and your monitor. **Timeshock!** will automatically detect the limitations of your hardware and provide only those selectable options. Note: For multiple monitor systems, only the resolutions available for the monitor you chose to play on will be available.

Macintosh resolutions higher than those listed will cause our lower resolutions to be available - the game will play centred in the monitor. For instance a monitor with a maximum resolution of 1280x1024 will enable all our resolutions up to 1024x768 but not 1600x1200.

Both your monitor and graphics card must be capable of displaying a resolution for it to be available. Thus on an older Power Mac with a standard Applevision monitor you will find only 640x480 resolutions are available.

Important note: *Just because a resolution is available, does not mean the game will load - this will depend on memory. We have configured the game so that resolutions up to 1024x768 should load correctly, but some combinations of sound quality, table viewing angle and resolutions above this will cause the game to run out of memory whilst loading. If this happens, go to your installed copy of the game, select it and use the Get Info option from the Finder File menu. This will allow you to set the amount of memory you wish to make available to the game. Increase the Preferred size in 1Mb steps until the game loads correctly. Conversely if you only ever want to use the game in lower resolutions you may reduce this figure. We have not set this figure for all resolutions as this would make the game unnecessarily memory hungry for most people! Here is a table listing acceptable sizes for the default table view and audio settings.*

Resolution	Colours	Preferred memory
1024x768	Millions	19000K
1024x768	Thousands	18000K
1024x768	256	15000K
800x600	Millions	17000K
800x600	Thousands	14000K
800x600	256	12000K
640x480	Millions	14000K
640x480	Thousands	12000K
640x480	256	10650K

Colours

Timeshock! supports five colour depths: 256 Colours, 256+ Colours, Thousands (65,000 Colours), Thousands+ (65,000+ colours) and Millions (16 million + colours). The Colour depths with a + indicate that dithering is used. Generally dithering improves the appearance of the table; you may wish to experiment with this effect. As in resolution above, **Timeshock!** will automatically detect the maximum colour depth available. Higher colour depths make additional demands upon system RAM, video RAM and the system processor.

Detail

Generally, you should initially start with the graphic options at low levels and adjust them according to your own taste and to the performance of your system. If you notice any problem with the fluidity of ball movement then reduce the level of graphic detail until you are satisfied with the options chosen. Four default graphic levels are provided (Low, Medium, High and Very High) for quick graphic adjustments.

Dot Matrix Update

This refers to how often the dot matrix display is updated. Selecting a lower update rate will improve the smoothness of ball movement. Selecting a higher rate will improve the quality of the animations on the Dot Matrix Display.

Dot Matrix Size

The size of the Dot matrix display is adjustable. Four options for size are provided along with an automatic setting..

Flasher Activity

This refers to the level of Flasher Activity per frame in gameplay. Higher settings will add to the realism effect whereas choosing a lower setting may improve ball movement fluidity on slower systems.

Frenzy Flasher Activity

This refers to the level of Flasher Activity during multiball sessions (Frenzies) per frame in gameplay. Higher settings will add to the realism effect whereas choosing a lower setting may improve ball movement fluidity on slower systems.

Ball Shadows in Frenzies

This refers to the shadows cast by balls during multiball sessions (Frenzies) per frame in gameplay. Higher settings will add to the realism effect whereas choosing a lower setting may improve ball movement fluidity on slower systems.

Lights Updated Per Frame

This refers to how often the table lights are updated. Selecting a lower update rate will improve the smoothness of ball movement. Selecting a higher setting will improve the realism level of the lighting effects.



Dot Matrix

The Dot Matrix display is used to show the current score, video modes in gameplay, and to provide additional information to the player. The dot matrix display properties can be adjusted to suit the style of play. The Dot Matrix can be solid, with no underlying table features showing through, or transparent, allowing the player to see the ball if it moves behind the display. The player can also choose to have the Dot Matrix displayed permanently or intelligently. In the case of the intelligent display, the Dot Matrix display will only activate if an important event is triggered or other information needs to be communicated to the player.

Nudge Scrolling

Nudging the table during the game usually moves the screen during gameplay, this may be slow particularly at higher resolutions. This can be controlled using this utility. Six options are provided:

Disabled

The screen will not move in response to a nudge. Remember that the effect will still occur!

Two Way -

Only vertical nudging displayed whether you nudge sideways or upwards. The screen will "jump" to illustrate movement.

Two Way

This is similar to the technique described above except that the screen movement is smooth.

Two Way +

The nudge will be displayed smoothly in a vertical direction. Side nudging is also displayed smoothly and vertically.

Four Way -

The nudging will be displayed as a "jump" in both directions.

Four Way

Nudging is displayed smoothly in both directions.

Audio

Audio output is an integral part of gameplay and *Dolby Surround Sound™* is used throughout. Options for audio configuration are:

Test Mechanical Sounds

Tests the mechanical sound effects used in *Timeshock!* (e.g. flippers).

Test Speech and SFX

Tests the voices and additional sound effects used in *Timeshock!*

Test Music

Tests the CD quality music used in *Timeshock!* If you hear no music please see the section on CD music in the "Starting a game" section at the start of this manual.

Volume Controls

Each of the types of sounds used in *Timeshock!* adjustable by volume.

Configuration

For fine-tuning of audio selections:

Mode

Mono, Stereo or Swapped Stereo options.

Quality

Four default options are provided (Low, Medium, High or Very High). Additionally you may wish to *Customise* the audio output. Remember that the higher the quality of the audio output the higher the demands placed upon the RAM available in your system.

Music Restart

Because all music tracks are held on the CD, there can be a small delay every time the laser head of the CD player attempts to change track. This is called seek-time. This is normally hidden from you when using Apple CD drivers, but CD driver software from other sources, may not be written as well! If you notice the seek-time affecting the ball movement slightly. The following options are available to customise this delay according to the preference of the player:

Slow

In this case the CD music will only change or restart when the ball is out of view of the player.

Quick

In this case the CD music will change or restart when the ball is clear of moving objects (i.e. other balls or flippers).

Instant

The music will change or restart as soon as the gameplay demands, irrespective of ball position. This is the default setting.

Table Rules

This gives an outline of the basic rules of gameplay. This is by no means an exhaustive list of all the aspects of the game and there are many hidden features that the player has to discover through practice and repeated play.

Examine Table

To enable the player to view the incredible detail within *Timeshock!*, this option allows for extreme close-ups of all areas of the table. Use the Arrow keys and then the Enter key to select an area of the table to view.

Slideshow

The Slideshow provides for alternative views of the table. Here you can see the ramps loops and targets from unusual angles.



4. IN-GAME OPTIONS

Pressing the Escape key during play acts as a pause key but also allows access to some in-game options. These are:

Return to Simulation

Continues the current game.

Start New Game

Starts a new game.

Activate Operators Menu

Activates the Operators Menu. The use and working of the Operators Menu System is described in the *Timeshock!* Table Manual

Adjust Volume

In-game volume adjustments.

Quit to Options

Quits current game and brings up main options screen.

Quit to Desktop

Exit program and return to Operating System.

5. *TIMESHOCK!* WORLD HIGH SCORES TABLE

Empire Interactive maintain a World High Scores Table on the Internet for the **Pro Pinball Series** at <http://www.empire.co.uk> and its mirror site in the USA at <http://www.empire-us.com>.

The finest pinball players in the world post their high scores on this table, and former world championship players feature in the current **Pro Pinball: The Web** high-score table.

How to enter a score in the *Timeshock!* World High Scores Table:

Your high score (or Ramp Champ/Master of Time counts), and the high score code is displayed when both flipper buttons are held down during attract mode (immediately after a game). Note down the high score code. Invalid codes will be ignored. The World High Scores Table is updated regularly but not daily.

6. INTERNET UPDATES

As with its forerunner, **Pro Pinball: The Web**, any enhancements to *Timeshock!* will be provided free of charge to registered users via our Website <http://www.empire.co.uk>. If you live in The USA you can access the USA Website <http://www.empire-us.com> for faster download times. Please note that the *Timeshock!* version you currently use is always displayed on the in-game Dot Matrix display at start-up.

The **Pro Pinball** development team members are regular visitors to the rec.games.pinball newsgroup and constructive comments are most welcome. We will read most, if not all comments, but we cannot guarantee to give a personal response!



7. MINIMUM AND OPTIMAL SYSTEM REQUIREMENTS

The minimum requirements are:

PowerPC based Macintosh (not 68k) running system 7.1 or better.

Display manager v2.0 or better.

At least 10Mb of available memory

Monitor and graphics card capable of displaying at least 640x480 pixels at 256 colours.

CD drive.

1Mb hard disk space

Recommended, the above plus:

At least 66Mhz machine.

Monitor capable of displaying 640x480 pixels at thousands of colours

16Mb available ram.

8. TECHNICAL SUPPORT

Should you require technical support in the installation or use of this product please contact:

By Post:

Technical Support
Empire Interactive
580 California Street
16th Floor
San Francisco
CA 94104

By Email:

support@empire-us.com

By Telephone:

415 439 4859

CompuServe

Updates are posted on, and some technical issues are discussed in our forum

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Big Thanks To:

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Many thanks to Andy Mullins may he rest in peace...



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