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**BACKLASH**  
*Software Revision v1.30*

Revision C / 26FEB96  
**SANCTUARY SOFTWARE STUDIO, INC.**  
Proprietary Information

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**REVISION HISTORY**

Revision	Release Date	Author	Summary of Changes
NR	04FEB96	MJT	Initial plan for version 1.30
A	08FEB96	MJT	Corrections, patch notes, remove W95 Install
B	09FEB96	MJT	Beaucomm requests.
C	26FEB96	MJT	Patch contents.

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# 1. INTRODUCTION

## 1.1. PURPOSE

This document describes the changes to be made to the **BACKLASH - A Turret Gunner Simulation** software package for development of version 1.30 from the existing version 1.20. The described changes are intended to be added to the BACKLASH product for the LCR release of the program. The proposed changes will increase the marketability of the BACKLASH product.

## 1.2. EFFECTED PRODUCTS

### 1.2.1. BACKLASH - A TURRET GUNNER SIMULATION - FULL RELEASE 1.30

The full release will incorporate all changes to the product. Documentation updates will be placed in the READ.ME or in a printed addendum to the manual.

### 1.2.2. BACKLASH - A TURRET GUNNER SIMULATION - FULL RELEASE 1.30 PATCH

Update to version 1.20 full release to match the 1.30 release. Available for download or on floppy disk.

### 1.2.3. BACKLASH - A TURRET GUNNER SIMULATION - SHAREWARE RELEASE

The shareware version of the software will incorporate changes that are not specific to the missions in Operation Gambit and Operation Iron Horse and that do not overly effect the size of the distribution. Changes will be documented in the read.me file.

### 1.2.4. BACKLASH - A TURRET GUNNER SIMULATION - SHAREWARE RELEASE - BBS VERSION

The BBS version of the shareware package consists of a ZIP file. It does not include the INSTALL.EXE program and as such is not effected by changes to the INSTALL program.

### 1.2.5. BACKLASH - A TURRET GUNNER SIMULATION - SHAREWARE 1.30 PATCH

The patch contains the information to upgrade an existing installation of BACKLASH to version 1.30. The patch will be made available as a ZIP file for downloading. The patch may be applied to version 1.00, version 1.10 or version 1.20 of the shareware. The patch may be applied to the **beaucomm interactive** release of the shareware.

### 1.2.6. BACKLASH - ASSAULT ON OMICRON STATION - LCR 1.30

A new release of the software will be generated that is specific to the **beaucomm interactive** LCR release of the BACKLASH product. This release is tailored to CD-ROM installation of the full product.

## 1.3. GLOSSARY

Term	Definition
PATCH	A subset of the product that consists of the changes between software versions.
LCR	Low cost retail. A retail distribution through low cost channels at a minimal purchase price.

## 1.4. REFERENCES

None

## 2. ENHANCEMENTS

The following changes to the software product are enhancements to the existing software.

### 2.1. SOFTWARE CREATIONS INFORMATION

#### 2.1.1. REASON FOR CHANGE

SWC BBS has requested additional information regarding their system be placed within the BACKLASH software. As good relations with the highly visible SWC BBS are desired, supplemental advertising for the BBS will be added to the software.

#### 2.1.2. PROPOSED CHANGE

Add a 320x200x256 color screen to the game that advertises the access to the Software Creations BBS via telephone or the WWW.

#### 2.1.3. TASKS

<b>Task</b>	Get screen from Steve Keith
<b>Classification</b>	Production
<b>Summary</b>	Contact Steve Keith regarding a 320x200x256 color PCX image that can be added to the splash screen set that details Software Creations. If desired, we can generate this screen.

<b>Task</b>	Update instructions help
<b>Classification</b>	Software
<b>Summary</b>	Update the instruction screen list to include the SWC information screen.

### 2.2. BEAUCOMM INTERACTIVE INFORMATION

#### 2.2.1. REASON FOR CHANGE

Provide advertising for the current distribution channels supplying BACKLASH - A Turret Gunner Simulation under the title BACKLASH - Assault On Omicron Station.

#### 2.2.2. PROPOSED CHANGE

Add a 320x200x256 screen to the game that advertises the Shareware Source, **beaucomm interactive** and the availability of BACKLASH through related channels. Update printed and online documentation with **beaucomm interactive** information.

#### 2.2.3. TASKS

<b>Task</b>	Get screens from Kevin Beauchamp
<b>Classification</b>	Production
<b>Summary</b>	Get the desired screens or information from Kevin Beauchamp for advertising <b>beaucomm interactive</b> . If desired, we can generate these screens.

<b>Task</b>	Update Manual
<b>Classification</b>	Production
<b>Summary</b>	The manual should be updated to credit <b>beaucomm interactive</b> where due.

<b>Task</b>	Update Online Documentation
<b>Classification</b>	Software
<b>Summary</b>	The manual should be updated to credit <b>beaucomm interactive</b> where due.

<b>Task</b>	Title screen / animation
<b>Classification</b>	Software/graphics/audio

<b>Summary</b>	Generate a title screen and sound for beaucomm interactive to play at the beginning of the game. This will only appear in the LCR version.
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## 2.3. ASSAULT ON OMICRON STATION

### 2.3.1. REASON FOR CHANGE

Beaucomm interactive wishes to distribute the game as BACKLASH - Assault On Omicron Station. The game contents should be changed to reflect the new title.

### 2.3.2. PROPOSED CHANGE

Pull or change references to a turret gunner simulation.

### 2.3.3. TASKS

<b>Task</b>	End of opening animation
<b>Classification</b>	Software
<b>Summary</b>	Remove A TURRET GUNNER SIMULATION pop-up at the end of the opening animation.

<b>Task</b>	Update instructions
<b>Classification</b>	Software
<b>Summary</b>	Update instructions, read.me, about box and agreement screen to reflect the name change.

## 2.4. CD-ROM SUPPORT

### 2.4.1. REASON FOR CHANGE

The LCR version of BACKLASH will be distributed on CD-ROM, as will the SHAREWARE version of the product in future releases. The file set should be tuned for this primary distribution method.

### 2.4.2. PROPOSED CHANGE

Generate a distribution file set that does not use HUFFMAN compressed files in the BAG set. Decompression is time consuming on slow machines and serves no purpose in CD-ROM distribution.

### 2.4.3. TASKS

<b>Task</b>	Generate an LCR and SHAREWARE release for CD-ROM distribution.
<b>Classification</b>	Software
<b>Summary</b>	Create uncompressed BAG files for distribution on CD-ROM.

## 2.5. AUTORUN SUPPORT

### 2.5.1. REASON FOR CHANGE

AutoRun is a trivial feature that pleases the new and unskilled customer. As more and more machines will be running Windows 95 with AutoRun support, it is desirable to add it in order to ease the use by novice consumers.

### 2.5.2. PROPOSED CHANGE

Generate an autorun configuration file for placement in the root directory of CD-ROM distributions.

### 2.5.3. TASKS

<b>Task</b>	Create an AUTORUN inf file.
<b>Classification</b>	Software
<b>Summary</b>	Create an autorun inf file to start the execution of the installation software.

<b>Task</b>	Verify AutoRun
<b>Classification</b>	Testing
<b>Summary</b>	Verify the proper operation of autorun on several Win95 installations.

<b>Task</b>	AUTORUN icon.
<b>Classification</b>	Software
<b>Summary</b>	Supply the BACKLASH icon file ( BACKLASH.ICO ) on the CD-ROM and mark the AUTORUN.INF file to set the CD icon in W95 Explorer.

## 2.6. RESTART MISSION

### 2.6.1. REASON FOR CHANGE

Make it easier for users to restart a mission instead of having to exit and reload the game.

### 2.6.2. PROPOSED CHANGE

Add a key to the command set that allows the player to restart a mission in progress. The state of the game will return to the beginning of the mission and the play will start from the launch sequence. This works exactly like the restart button in the death screen.

### 2.6.3. TASKS

<b>Task</b>	Add RESTART key.
<b>Classification</b>	Software
<b>Summary</b>	Designate and support a key that allows on the fly restart of a mission.
<b>Notes</b>	Key assigned as <b>ALT-R</b> and is available during mission play.

<b>Task</b>	Update documentation
<b>Classification</b>	Production
<b>Summary</b>	Update the manual and online documentation with the new key sequence.

### 3. BUG FIXES

The following changes address problems existing in version 1.10 of the software package.

#### 3.1. SOUND SUPPORT

##### 3.1.1. SUMMARY OF PROBLEM

The Turtle Beach Monte Carlo does not properly play packed sound files using the BACKLASH drivers. In addition, no program has been found that properly plays packed VOC files on this card. This problem has been known to generate lock-ups or missing playback. It may be appearing on other cards.

##### 3.1.2. PROPOSED SOLUTION

Unpack the existing sounds and play them back in chunks that fit in the sound buffer. The sound buffer will also be reduced in size to 32K to avoid DMA overruns in some EMM386 configurations. The following sound files need to be addressed.

SOUND	UNPACK	SPLIT
CLOGO.DVC	X	X
CKPT.DVC	X	X
PEXPLDPK.DVC	X	X
HYP.DVC		X
LAUNCH.DVC		X

##### 3.1.3. TASKS

<b>Task</b>	Update Sound Files
<b>Classification</b>	Audio
<b>Summary</b>	Unpack and split VOC files as necessary.

<b>Task</b>	Update SOUND.RSC
<b>Classification</b>	Software
<b>Summary</b>	Update the sound resource file to contain the new sound files.

<b>Task</b>	Update audio playback
<b>Classification</b>	Software
<b>Summary</b>	Update the BACKLASH source to properly play the new sound files.

<b>Task</b>	Verify operation under several audio configurations.
<b>Classification</b>	Testing
<b>Summary</b>	The software should be verified under several sound configurations with specific attention on the Turtle Beach Monte Carlo card.



## 4. RELEASE

### 4.1. SHAREWARE

#### 4.1.1. SHAREWARE V1.30

Version 1.30 of the software will be made available on all major BBS's that are being used for distribution of the shareware software. The file is to be distributed as BL130SW.ZIP. This version will not be shipped on floppy disks at this time as the distribution set fits on four disks.

#### 4.1.2. SHAREWARE V1.30 PATCH

A patch for versions 1.00, 1.10 and 1.20 shareware will be made available on all major BBS's that are being used for distribution of the shareware software.

##### 4.1.2.1. Patch Format

The patch will be distributed as a ZIP archive that is to be downloaded. Instructions are supplied for applying the patch. The patch is applied by extracting the patch archive over an existing version of the shareware game. The file is to be distributed as BLP130SW.ZIP.

##### 4.1.2.2. Patch Contents

The following files are patched to convert from versions 1.00 or 1.10 to 1.20. These files are placed in the archive P130DATA.ZIP.

File	Changes
BL.EXE	Updated. New game features.
SETUP.EXE	Updated version information.
CONFIG.EXE	Remove from support and maintenance.
ORDER.FRM	Updated the version of the software.
READ.ME	Updated. Lists the changes in the version.
ENGLISH.RSC	Updated. About screen version.
INSTRUCT.TXT	Updated. Minor corrections, additions.
INSTALL.EXE	Updated the version of the software.
SOUND.RSC	New sound data files.
STOCK.RSC	New instruction pictures for Beaucomm and Software Creations.
BACKLASH.BAT	Carried over from 1.20 patch.
MISSION.RSC	Carried over from 1.20 patch.
VENDOR.DOC	Carried over from 1.20 patch.
BACKLASH.ICO	Carried over from 1.20 patch.

The following files are placed in the distribution file BLP130SW.ZIP.

File	Changes
FILE_ID.DIZ	File id providing BBS description for the file.
PATCH130.TXT	Instructions for applying the software patch.
P130DATA.ZIP	Patch archive containing the changed files.

##### 4.1.2.3. Patch for 1.X0

One patch will be distributed for updating version 1.00, 1.10 and 1.20 software packages.

### 4.2. FULL RELEASE

#### 4.2.1. FULL RELEASE 1.30

Version 1.30 will be made available directly from Sanctuary Software Studio, Inc. In addition, version 1.30 will be used for distribution for promotional purposes.

#### 4.2.2. FULL RELEASE V1.20 TO V1.30 PATCH

A patch for version 1.20 will be made available on the Sanctuary Software Studio, Inc. BBS and Software Creations BBS. The patch will be available on disk upon request.

##### 4.2.2.1. Patch Format

The patch will be distributed as a ZIP archive that is to be downloaded. Instructions are supplied for applying the patch. The patch is applied by extracting the patch archive over an existing version of the shareware game. The file is to be distributed as BLP130FR.ZIP. The floppy version of the patch will contain the information unzipped.

##### 4.2.2.2. Patch Contents

The following files are patched to convert from version 1.20 to 1.30. These files are placed in the archive P130DATA.ZIP.

File	Changes
BL.EXE	Updated. New game features.
SETUP.EXE	Updated version information.
ORDER.FRM	Updated the version of the software.
READ.ME	Updated. Lists the changes in the version.
ENGLISH.RSC	Updated. About screen version.
INSTRUCT.TXT	Updated. Minor corrections, additions.
SOUND.RSC	New sound data files.
STOCK.RSC	New instruction pictures for Beaucomm and Software Creations.

The following files are placed in the distribution file BLP130SW.ZIP.

File	Changes
FILE_ID.DIZ	File id providing BBS description for the file.
PATCH130.TXT	Instructions for applying the software patch.
P130DATA.ZIP	Patch archive containing the changed files.

##### 4.2.2.3. Patch for 1.X0

Only version 1.20 is supported by the patch.

### 4.3. LCR RELEASE

#### 4.3.1. LCR RELEASE 1.30

Version 1.30 will be made available directly from Sanctuary Software Studio, Inc. In addition, version 1.30 will be used for distribution for promotional purposes and will be used for **beaucomm interactive** commercial publication.

#### 4.3.2. LCR RELEASE V1.X0 TO V1.30 PATCH

No patch will be made available as this is the first LCR release.