



## Instruction of Tales of Tamar - Amandmants for Linux

### Index

1 General remarks.....	2
2 Installation.....	3
2.1 Installation of a basic archive .....	3
2.2 Installation of an update.....	3
3 Usage.....	4
4 Specials on registration.....	5
4.1 Resolution of 640x480.....	5



## Instruction of Tales of Tamar - Amandments for Linux

### 1 General remarks

We appreciate that you are interested in Tales of Tamar and wish you good luck with your first realm. If any obscurities appear, you can notify it in our forum (<http://www.tamar.net/phpBB>). Then we will try to help you immediately.

This instruction is just an amandmant to the indenpendent platform instruction.

In the linux packet are different ToT versions available:

- tamar the standard client for Little Endian Systems (usal computer with Intel/AMD Processor
- tamar\_debug the standard client which writes more information in the shell for developers which is readily used for analysing problems.
- tamar\_bigendian the standard client for Big Endian Systems (e.g. for PPC Processors)
- tamar\_bigendian\_debug The standard client for Big Endian Systems which writes more information in the shell for developers which is readily used for analysing problems.

Please pay attention to start the right version. You can delete the other Exe file without any problems, so that you won't start the wrong version by accident sometime.



## Instruction of Tales of Tamar - Amandments for Linux

## 2 Installation

### ***2.1 Installation of a basic archive***

After the download of the compatible basic archive please unzip the archive and copy it to any place on your harddrive.

The following Libraries are required:

- SDL
- SDL-NET
- SDL-MIXER

The packages have to be installed if they don't exist yet. SDL, SDL-NET as well as SDL-Mixer are copyrighted by LGPL Licence. The corresponding licence text is contained in the mentioned packets.

The SDL-Mixer requires the packet "libmikmod2" to play the sound module.

For 64Bit Systems the package "emul-linux-x86-sdl" may be required.

### ***2.2 Installation of an update***

For installing an update you need an already installed basis archive.

After the download of the compatible updates just copy the therein contained files in the existing basis archive. Present indexes of the basis archive shouldn't be clobbered thereby and just should be integrated into each other.



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### 3 Usage

The program "tamar" has to be started from the game index imperatively. If the game is started from the shell, you have to switch to the Tales of Tamar index with "cd".

The following start parameters are possible:

- "-classic" starts ToT in the resolution 640x480x8 bit and in window modus
- "-nosound" deactivates sounds
- "-update" go to download screen
- "-version" version gage
- "-w" see "- window"
- "-window" to activate window modus
- "-help" shows help up

Preferences for the screen resolution can be compiled in the file tot.cfg. The following resolutions are possible:

- 640x480 and 8 bit color depth
- resolutions greater or equal 800x600 at 16 or 32 Bi

The follwing example starts Tales of Tamar with a resolution of 1024x768, 16 bit color depth and full-sreen mode.

```
width = 1024
height = 600
depth = 16
window = off
fading = on
```

The parameters stand for the following values:

- width width (at least 800)
- height height (at least 600)
- depth color depth (8, 16 or 32)
- window window modus (on=activated, off=deactivated)
- fading fading of single screens (on=activated, off=deactivated)



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## 4 Specials on registration

### ***4.1 Resolution of 640x480***

You should consider that with a resolution of 640x480 it will come to a infinite loop directly after the initialization when you enter the city. Therefore it is essential to visit the map before the first entry of the city or alternative to it to start ToT again.