

Mac OS X

Drag the 'Oolite' folder (containing Oolite, this ReadMe, the License and the 'AddOns' folder) to any convenient place on your hard drive. If you are upgrading from a previous version of Oolite then drag the Oolite application from this disk's Oolite folder to your own Oolite folder. To run the game, double-click on the file 'Oolite.app' (the Oolite icon) in the 'Oolite' folder.

Oolite requires Mac OS X 10.5 or later.

Windows

A folder called 'Oolite' has been created in Start -> Program Files. This folder has icons for running the game, the reference sheet, the link to the official Oolite website, the Advice for New Commanders guide, this ReadMe and an uninstall program.

To run the game, choose the Oolite icon in the 'Oolite' folder.

Basic Instructions

Mac OS X

Oolite is mostly controlled from the keyboard and joystick, although the mouse can also be used in full-screen mode.

Windows and Linux

Oolite can be controlled from the keyboard, joystick or mouse

In Dock Commands:

1 or f1 · Launch. Propels your spacecraft from docked station

2 or f2

Quick-Save / Save / Load / Begin New Game

Use up and down cursor keys to select, return to choose.

Game Options...

- Autosave
- Autosave
 Use left and right to enable/disable the autosave feature.
 When enabled, Autosave will create a saved game every time you launch from a planetary station.
 Docking Clearance Protocol
 When enabled, the main Galcop station (and some OXP stations) will use the docking clearance protocol, and
 docking without clearance will result in a fine.
 Sound Volume

- Solid volume
 Use left or right to adjust the volume for effects and spoken messages.
 Spoken Messages
 Use left or right or return to toggle speech on/off.
 Spoken messages uses the default voice chosen in System Preferences.
- Music
 - Use left and right to toggle music on/off. (Mac only): Also used to toggle the iTunes integration on/off. See below for more details about iTunes integration.

- Full Screen Mode
 Full Screen Mode
 Use left or right to select screen size and refresh rate.
 Changes will only apply the next time you switch into full-screen mode.
 Play in Full Screen / Play in Window (Windows / Linux only)
 Press Enter to toggle between Window and Full Screen game view.
- (Mac: Press #Ref to toggle between window and Pull Screen game view.
 (Mac: Press #F during flight to toggle between the two.)
 Reduced Detail
 Use left and right to turn reduced detail on/off.
 Removing some graphic complexity increases the frame rate on slower Computers.
 Wireframe Graphics
 Use left and right to select/deselect retro-look wireframe graphics mode.

 Detailed Planets
 Use to right to polect/deselect procedurely generated planet rendering

- Use left or right to select/deselect procedurally generated planet rendering. Shader Effects
- Use left or right to adjust the desired level of shaders utilisation between None, Simple and Full.
- (Not available if your graphics hardware has no shaders support.)
 Joystick Configuration
 Press Enter to go to the joystick calibration and configuration screen.
- Back
 - Brings you back to the previous screen.
- · Reset to strict gameplay / Reset to unrestricted play
- Press return to reset the game. Strict play disables any expansion packs and places gameplay into 'classic' mode. Exit (Windows / Linux only) Press Return to quit the game.

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8 or 18 Commodity Market Use up and down cursor keys to select, Fight Key Commands: Fight Key	7 or f7		
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View communications log. Allows you to see recent ship-to-ship communications. L (shift-l) Request / Cancel / Renew docking clearance.

View screer	ns:
1 or f1 2 or f2 3 or f3 4 or f4 v	View forward View port View port View starboard Toggle between external views
5 or f5	Status / Ship's Manifest (see above)
6 or f6	Short range Chart / Galactic Chart (see above)
7 or f7	Planetary Database (see above)

Commodity Market (see above) 8 or f8

Automated Docking:

с	Begin/Abandon automated docking sequence with the main station, or current target. If only one station is in range, no targeting necessary (requires Docking Computer),
s C (shift-c)	Toggle docking music on/off (requires Docking Computer). Fast docking (without docking sequence), advances the game clock by 20 minutes. (requires Docking Computer).

Ejecting cargo items:

d	Eject one cargo pod.
R (shift-r)	Rotate cargo to determine what will be ejected.

Escape Pod: Esc-Esc Launch Escape Pod (if installed). Requires fast double tap of the Escape key.

 Specialist Equipment:

 0 (zero)
 Activate/deactivate specialist equipment (if installed).

Energy Bomb:

Activate energy bomb (if installed). Tab

Other Commands:

* (asterisk)	Take screenshot (writes a '.png' file to the oolite-saves folder under oolite.app)
₩Q shift-esc /	(Mac only): Quit
shift-Q	(Windows / Linux only): Quit
Ctrl-≋f	(Mac only): Switch between full-screen and windowed mode.
	(Windows: Choose 'Play in Full Screen / Play in Window' in the Game Options.)
F (shift-F)	Toggle FPS display.
M (shift-M)	(In full-screen only) Toggle mouse control on and off. X-axis is mapped to roll. To map the x-axis to yaw, use Ctrl+Shift+M :
	Mouse left-right controls roll.
	Mouse forward-back controls pitch.
	Left mouse button fires weapons.
	Right mouse button cancels roll and pitch, centering the controls.
ж?	(Mac only): Display control keys and license in a Help window (in windowed mode).

iTunes Integration in Mac OS X: iTunes integration allows you to choose the music to be played in the background as you are running Oolite. With iTunes integration switched on, Oolite looks for music in iTunes playlists with the following names:

	Oolite-Inflight	should contain music tracks to be played during flight,
and	Oolite-Docked Oolite-Docking	should contain music tracks to be played while in dock, should contain music tracks to be played during the docking sequence.

You should set up these playlists yourself, choosing whatever music you like to listen to while playing Oolite.iTunes integration relies on Applescript and the ability to run iTunes and Oolite simultaneously and therefore may not be a good choice on a slower machine. If your Mac is fast enough to allow you to do this normally then there should be no problem.

Changing user preferences in Windows:

The user preferences defaults file .GNUstepDefaults

The file <installation dir>/oolite.app/GNUstep/Defaults/.GNUstepDefaults contains the current settings for fullscreen mode and display resolutions, together with the user preference settings for sound volume, reduced detail (Yes/No), wireframe graphics display (Yes/No), and the shader effects level (Off, Simple, Full), in case your system supports shaders. All these can be changed by either the Game Options... menu, or by directly editing the .GNUstepDefaults file. The recommended way to change settings is to use the in-game menu. See below for examples of directly editing the preferences file. Note that .GNUstepDefaults will not be present immediatly after the game's installation. You will need to run Oolite at least once to have it created.

Switching between full screen and windowed mode, or changing resolution

To change the fullscreen mode resolution, you can use the Game Options... menu or alternatively edit the .GNUstepDefaults file by changing the display_width and display_height values, and ensuring the fullscreen property has a value of <*BY>.

.GNUstepDefaults editing examples

These settings will give a fullscreen display of 800x600, about one third sound volume, reduced detail set to 'No', wireframe graphics set to 'Yes', and shader effects set to 'Simple':

```
NSGlobalDomain =
{ };
oolite.exe =
{ display_width = <*I800>;
display_height = <*I600>;
fullscreen = <*BY>;
"reduced-detail-graphics" = *EN>;
"shader-effects-level" = <*I2>;
volume_control = <*R0.26>;
"wireframe-graphics" = <*BY>;
};
```

And these settings will give a fullscreen display of 1400x1050, full sound volume, reduced detail set to 'No', wireframe graphics set to 'No', and shader effects set to 'Full':

```
NSGlobalDomain = { };
oolite.exe = {
display_width = <*I1400>;
display_height = <*I1050>;
fullscreen = <*BY>;
"reduced-detail-graphics" = *BN>;
"shader-effects-level" = <*I3>;
volume_control = <*R1>;
"wireframe-graphics" = <*BN>;
};
```

There are quite a few other settings that can be used inside .GNUstepDefaults, some are:

"use-texture-lod-bias" = NO; "splash-screen" = NO; "mouse-control-in-windowed-mode" = YES;

For more information please refer to http://wiki.alioth.net/index.php/Hidden_Settings_in_Oolite.

Test Builds

Starting with Oolite 1.77 there will be two different versions of the game. A normal version without debugging tools and a slightly slower version with debugging options that can be used with the console. This test build version will be useful for oxp developers. The test builds have the following extra features:

You can use a console with test builds to directly type in Java Script commands.

While paused you can access the following debugging options:

0	Dump a list of all entities in the log-file.
b	Enables collision test debugging.
С	Enables octree debugging.
d	Enables all debug flags.
S	Enables shader debug messages.
x	Enables drawing of bounding boxes around all entities.
n	Disables all debug flags and displays HUD again.
Left/Right	Halve/Double Time Acceleration Factor

When pressing shift-F, the FPS display will show additional info, including a TAF indicator.

Helpful Information

For more information on playing Oolite visit <u>http://www.oolite.org</u> .

Oolite Development Project Page at https://developer.berlios.de/projects/oolite-linux (for all platforms, including Macs and Windows)

Browse the Oolite Wiki at http://wiki.alioth.net/index.php/Oolite_Main_Page .

Frequently Asked Questions at http://wiki.alioth.net/index.php/Oolite_FAQ .

Most Oolite eXpansion Packs (OXPs) are available at http://wiki.alioth.net/index.php/OXP .

For answers to questions about playing Oolite, customising Oolite and anything else Oolite related, post to the Oolite Bulletin Boards at http://www.aegidian.org/bb.

We are immensely grateful to all the people who have been testing Oolite and slowly bringing it towards perfection.

Thanks to all of you!

Note: my email address for feedback is AHRUMAN@OOLITE.ORG

You can also report bugs and give feedback at http://www.aegidian.org/bb

In the event this application crashes, please send an email to oolite.bug.reports@gmail.com, and attach the crash log (found at ~/Library/Logs/CrashReporter/Oolite.crash.log for the Mac version, <Oolite installation folder>/oolite.app/Logs/Latest.log for the Windows version and ~/.Oolite/Logs/Latest.log for the Linux version).

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VirtualRingBuffer

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Oolite is making use of various external open source libraries, some of them modified to fit certain requirements of the game. For more information about where to find the source code of those libraries, as well as information about where to find the source code of those libraries, as well as information about where the modifications required to make them build for Oolite, please refer to the file *ExternalLibrariesSourceCodeChanges.txt*, found inside the Doc folder of the game's source code distribution. Visit https://developer.berlios.de/projects/oolite-linux for details and Oolite's source code download.

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