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95109819
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----- Title : SRO2 project Author : Created by Jason Date : 03/12/99 ///////////////\\////////
\\////////\\//\\//\\//\\//\\//\\// Explanation: This project is mainly a make file and a couple of basic ones as well. You
can use this to make multiple games. All games can be different, except the intro and the credits. The graphics and sounds are in
various formats (I created a couple of the graphics myself, but they are saved in the wad). The music is in wav format, and
the.dat files are in the.txt format. The graphics are in a sprite format. I just used one.raw file, and drew some of the graphics on
that file. The sprites were then copied and pasted into a new file. All the sprites are within the text file. And, in the sprite file,
they are sort of arranged in logical order (not saying that's a good idea or not). All the movies are in Quick Time, which means
they can't be pasted into a game, because that would be illegal. So they have been exported into wmv format. The scripting
language is called 'Elisp' (Lisp, for those who haven't heard of it). It's not really meant for people to make games with it, just for
people who like lisp. ----- Setting this up - Make a new folder in your documents - Move the files you just
downloaded into that folder - Open the folder - Make a new folder called 'game' - Copy the files into that folder - Make a new
folder called'sound' - Move the music files into that folder - Make a new folder called'music' - Copy all the music files into that
folder - Open up the main file (the one called 'game/rom.lsp') - Make some changes to the first part of that file - Make some
changes to the second part of that file - Go to the start of the fourth paragraph of the 82157476af

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