

# Installing and configuring WHDLOAD and IGame

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Version 1.2

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## **Introduction**

In this document we are going to install and configuring WHDLOAD and IGame. The reason of this document is, some users has some trouble to get it running. It is not very difficult, but when we use the wrong files, IGame does not work. IGame works on every Amiga with Kickstart 2.0 and higher.

## What do you need to install WHDLOAD and IGame?

The following files do you need to install WHDLOAD and IGame:

- Already installed Workbench 2.0 or above on HD
- LHA,LZX and MUI installed
- Guifx.mcc
- TextEditor.mcc
- Render.library
- Guigfx.library
- IGame
- WHDLOAD
- Optional WHDLoad.key
- Kickstart Roms of 1.3 and 3.1
- And some games



Go to <http://igame.amigahellas.gr/files.html> and download the following files:

- IGame.lha version 1.5 or the latest version.
- Guifx\_render\_nofpu.lha archive (This one is only needed when you get a Guru 8000000B when you start IGame. We download it for just in case.



Go to <http://www.WHDLoad.de> and download the latest version of WHDLoad. Select “WHDLoad-user.lha” to download since we only want to play games and not to develop WHDLoad installs.

We can order a registered WHDLoad key for 20 Euro. If we use this key, we do not have to wait for the popup about registration.

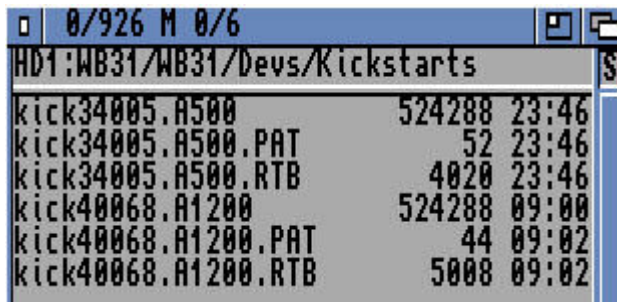
Go to <http://www.aminet.net> to download the following files:

- MCC\_Guigfx.lha
- MCC\_TextEditor\_68k.lha
- Skick346.lha

We also need some Kickstart ROMs in DEVS. The Kickstart ROMs are copyright protected. We could get these from the **Cloanto's AmigaForever package**. WHDLoad expects these ROM from version 16.5.

Copy from **Cloanto's AmigaForever package** the **Kickstart** drawer to your HD in the drawer **Devs**. The **ROM.key** is needed for the Kickstart ROMs from Amiga Forever to work.

When we already have them from other source, then we have to copy the the **Kickstart** drawer to drawer **Devs**.



We only need **kick34005.A500** and **kick40068.A1200** files. Also we need the **PAT** and **RTB** files.

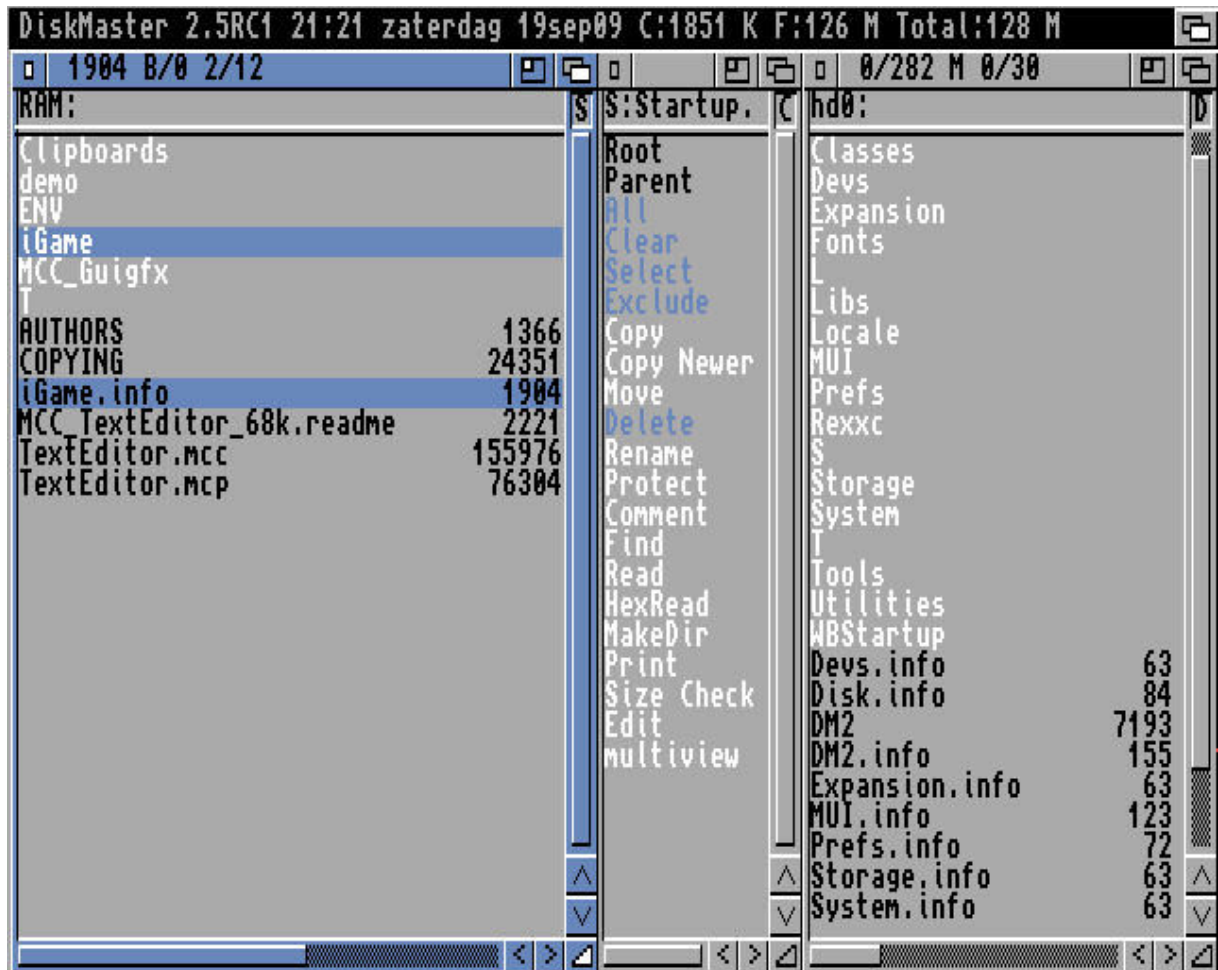
The WHDLoad installed games can be downloaded from <http://www.wdownload.com/> per game or as whole package from <http://kg.wdownload.com/kgwhd/> . We could also download the installation files of the game from <http://www.WHDLoad.de> and install the Game from floppy disk or CD.

## Installing WHDLoad and IGame

We are going to install WHDLoad and Igame.

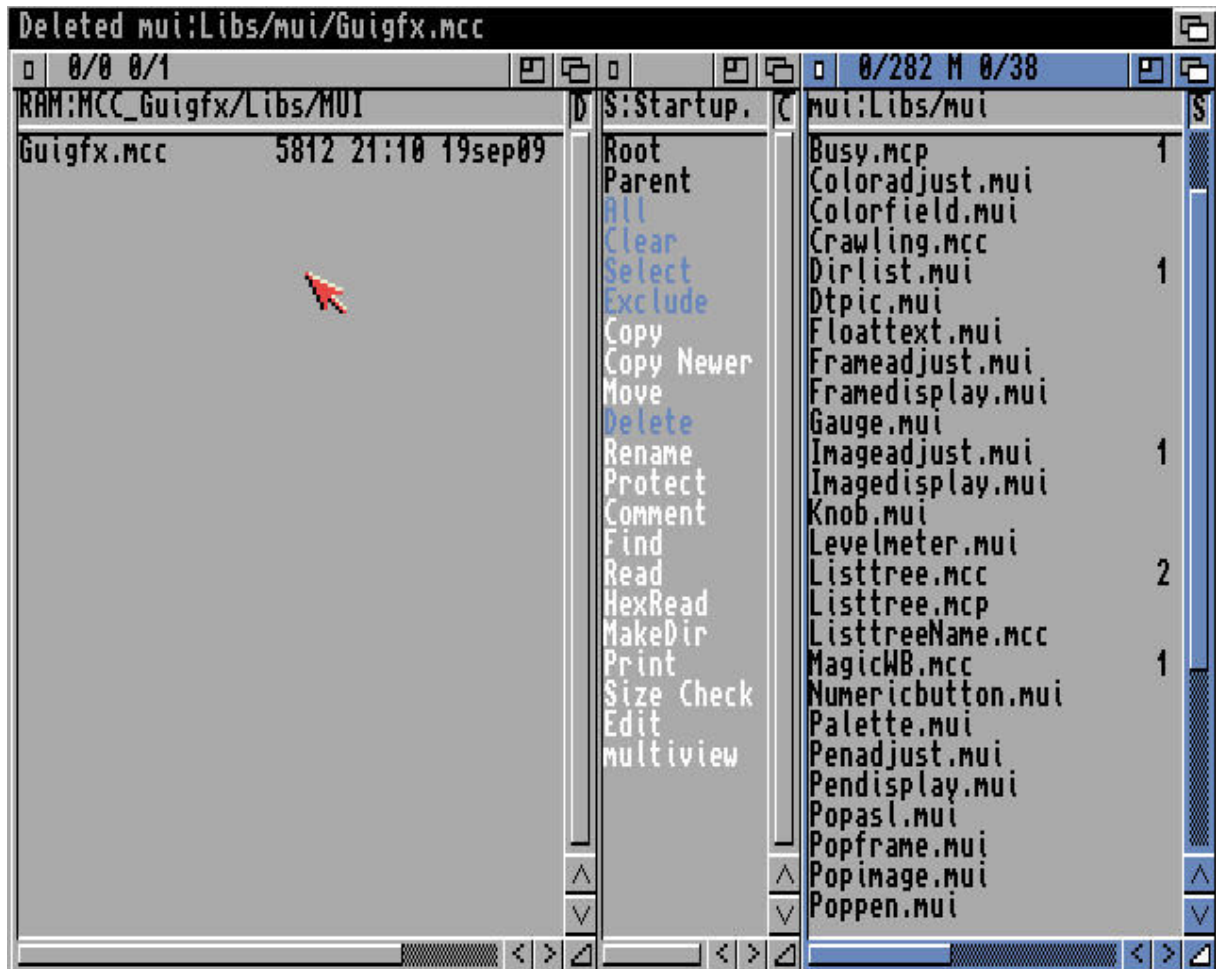
Unpack **WHDLoad\_user.lha** with “lha x WHDLoad\_user.lha Ram:”. Go to **Ram:WHDLoad\_user/WHDLoad** and double click **Install** to start the WHDLoad Installation. If we have the WHDLoad.key, then we copy it to the **S:** drawer.

Unpack **IGame.lha** with “lha x IGame.lha Ram:”.



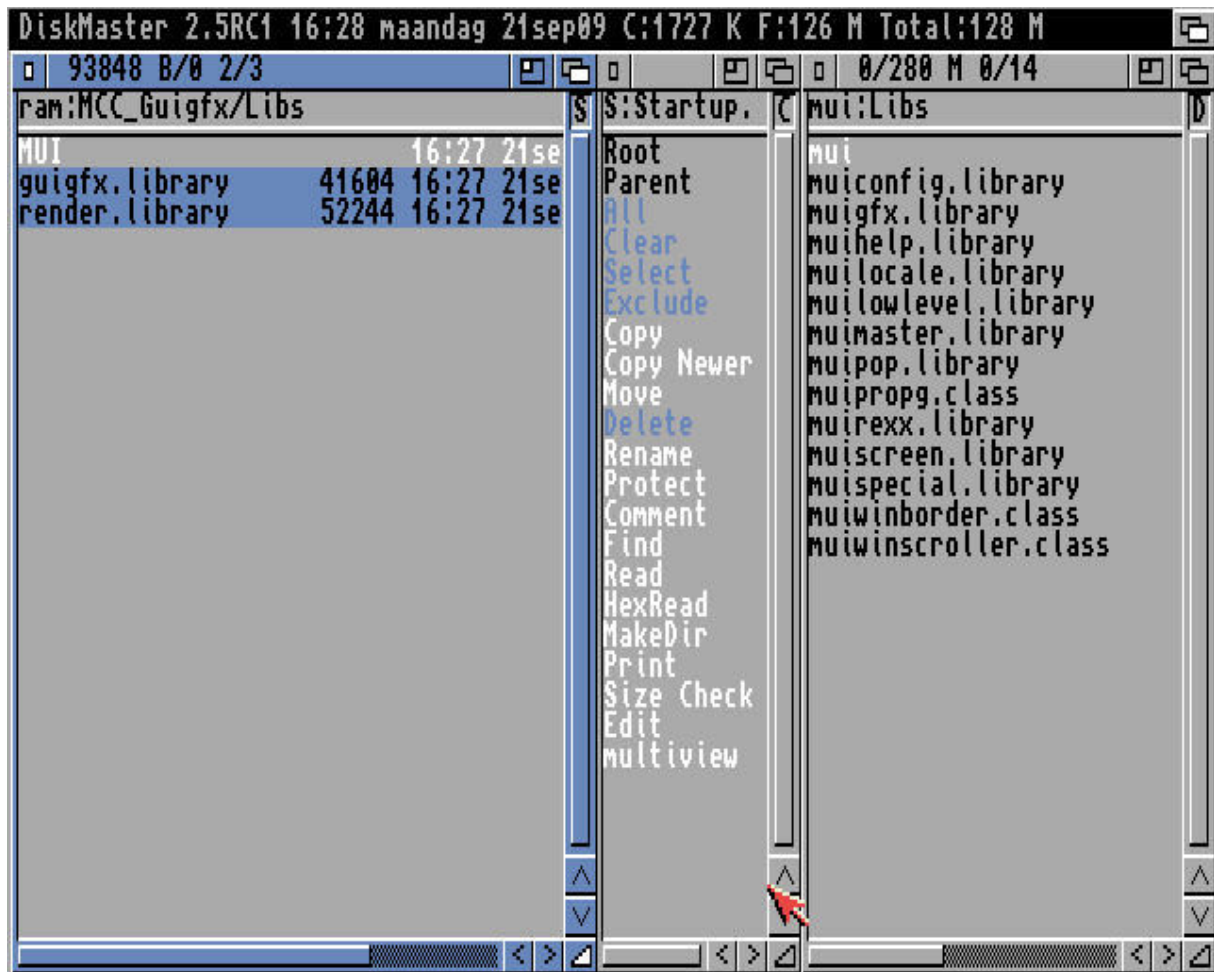
Go to **Ram:** and copy to your HD.

Unpack **MCC\_GUIFX.lha** with “**lha x MCC\_GUIFX.lha Ram:**” and Unpack **MCC\_TextEditor\_68k.lha** with “**lha x MCC\_TextEditor\_68k.lha Ram:**”.

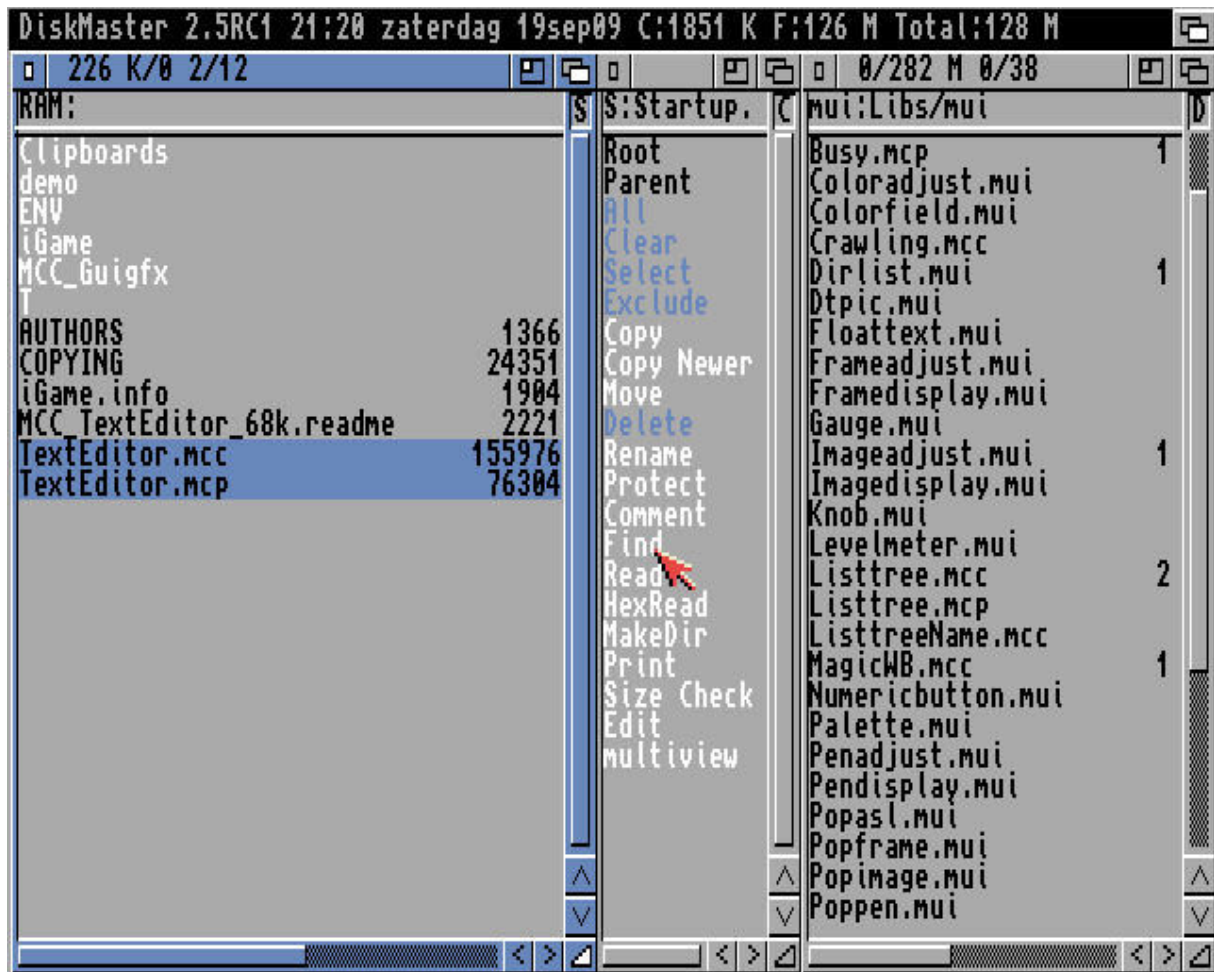


Go to `RAM:MCC_Guigfx/Libs/Mui` and copy the file “`Guigfx.mcc`” to the location “`mui:Libs/mui`”.





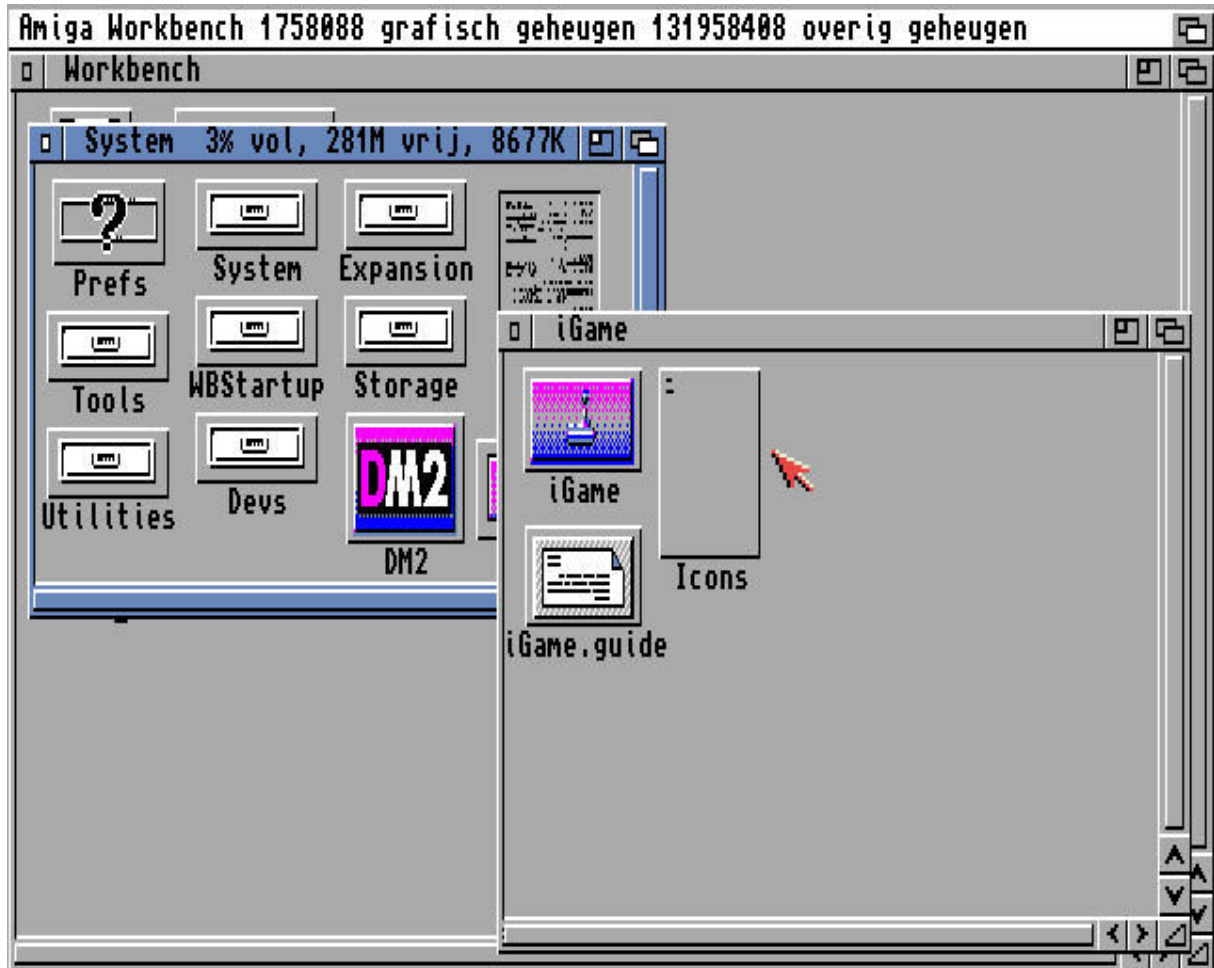
Go to **RAM:MCC\_Guigfx/Libs** and copy the files “**Guigfx.library**” and “**render.library**” to the location “**mui:Libs**”.



Go to **RAM:** and copy the files “TextEditor.mcc” and “TextEditor.mcp” to the location “mui:Libs/mui”.

## Configuring IGame

We are going to configuring IGame to find the location of our WHDLoad installed games.



Go to the HD, in this case on the **System:IGame**, and Double click on the **IGame** icon.



iGame has been successfully installed and we need to configure the location of our games. Right click on “Settings” and choose “Games repositories”.



Click on the Drawer icon and choose the location. The location in this example are on **CD32:WHDLOADGames**. Click on “Add” button to add the location. Click on the **Close** icon to close this window. Right click on “Settings” and choose “Scan repositories” to make a list of the games on that location. When you have lots of games installed, it will take a while to list them. You could make some drawers of the alphabet to reduce time to list the games in iGame.

## Starting game with IGame

We are going to start a game to play.



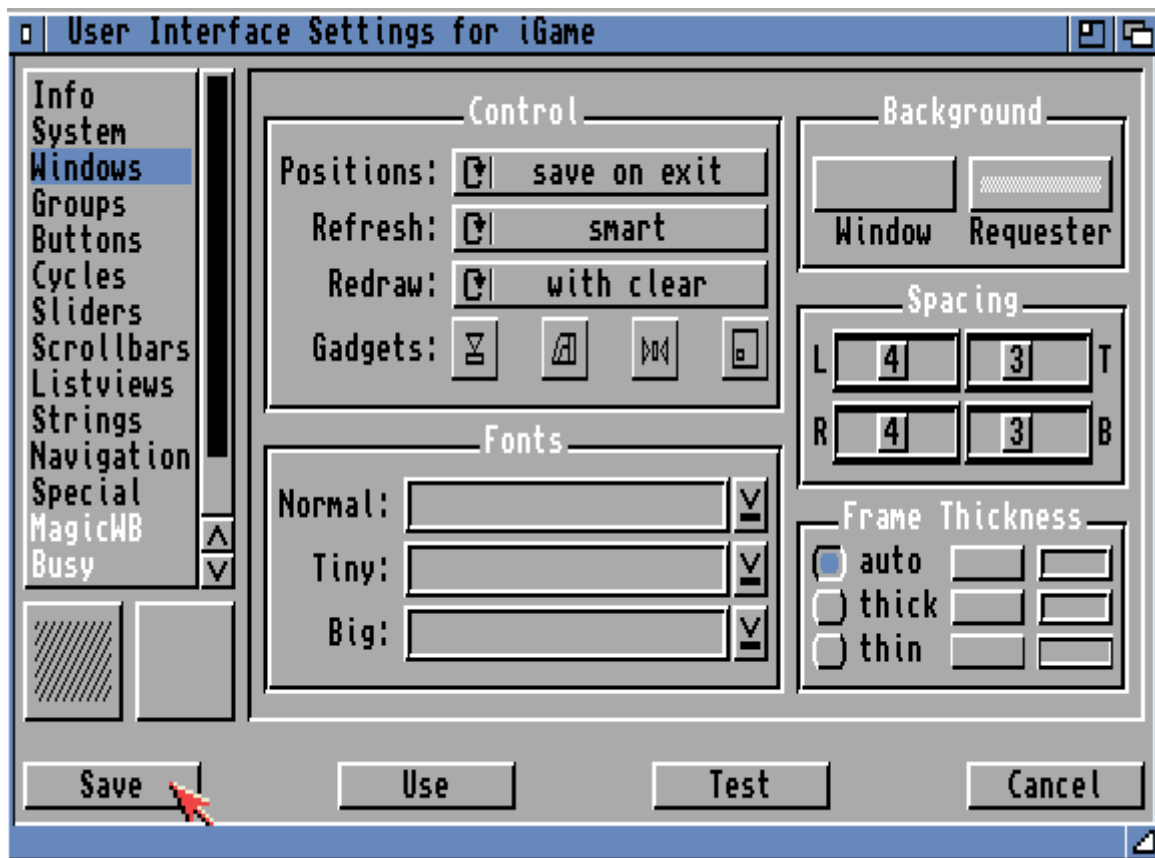
Double click a game you want to play and the game starts. Now we have successfully configured our WHDLoad and IGame setup. In the **Filter** textbox you could type the name of the game to narrow the list. Read the manuals for trouble-shooting and features.

## Save window position of IGame frontend

We are going to resize the IGame frontend and save the last position.



Right click on “Settings” and choose “MUI Settings”.



Select “**Windows**” and Choose in “**Positions**” for “**save on exit**”. Click on “**Save**” to save this setting. When we resize the IGame Frontend, it will save the last position.