

### 3D CONSTRUCTION KIT SPECTRUM AND AMSTRAD ADDENDUM

#### CONTENTS OF TAPE VERSIONS:

- TAPE 1 SIDE 1 - 48/64K ENVIRONMENT EDITOR
- TAPE 1 SIDE 2 - 48/64K CONDITION EDITOR
- TAPE 2 SIDE 1 - 128K EDITOR
- TAPE 2 SIDE 2 - THE 3D KIT GAME (SAVED AS DATA FILE NUMBER 9)
  - "BORDER1" - THE KIT GAME BORDER SCREEN
  - "BORDER2" - THE DRILLER-LIKE BORDER SCREEN
  - THE FREESCAPE COMPILER

#### CONTENTS OF DISK VERSIONS:

- DISK SIDE 1 - 48/64K ENVIRONMENT EDITOR
  - 48/64K CONDITION EDITOR
  - 128K EDITOR
  - FREESCAPE COMPILER
  - FREESCAPE DATA DISK FORMATTER
- DISK SIDE 2 - "KITSCR" - THE KIT GAME BORDER SCREEN
  - "DRILSCR" - THE DRILLER-LIKE BORDER SCREEN
  - THE 3D KIT GAME (SAVED AS FILE NUMBER 9)

- When loading or saving to disk, the programs use a special disk format so have some disks formatted using the FREESCAPE DATA DISK FORMATTER before you start to create your 3d world.
- When compiling your 3d world, save to a disk formatted in the standard manner (NOT using the FREESCAPE DATA DISK FORMATTER). Refer to your computers' manual for more information.
- The freescape command TESTV allows you to test individual bits in a variable. It is the same as ANDV but the result is not stored anywhere.  
EXAMPLE : TESTV 128 001 will test the top bit of variable 1
- When editing objects in the globals area you will need to make them visible using the GLOBAL shortcut option.
- The floor in the start area and in newly created areas is a global object (object number 129) so it cannot be edited except in the globals area.
- Placing facets against flat cubes (one size is zero) or other facets can cause problems as these overlap. Use cubes with a minimum size of 1 instead.
- The release number can be found by looking at message 13 in the kit game. Please quote this number in any correspondence if possible.

RELEASE 1CPC00 120691 1522