

# The key of solution

## exotically mastering TG

V 0.1

(C) 2005 by Phantom 25

Permission is given to copy on any media.

Altering the content of this document in any way is strictly forbidden!

Introduction .....	3
Ideal and real world ?.....	3
What is a virtual machine?.....	3
What is a program ?.....	3
What is an OS ?.....	4
What is the use for a virtual machine (VM) ?.....	4
Why this tutorial is written, and why to use VM to start TG and/or Maple Editor ?.....	4
Legal issues. Be warned!.....	4
VM concept in general.....	5
Types of virtual machines .....	5
<b>VMware</b> .....	5
Type: .....	5
Installation procedure.....	5
In short terms : .....	5
Pros and cons : .....	5
<b>Wine</b> .....	5
<b>Bochs</b> .....	6
Type: .....	6
Installation procedure.....	6
In short terms : .....	6
<b>Lin4Win</b> .....	6
Finally .....	7

## Introduction

Why another tutorial from Phantom25? Have I not bothered you enough by collecting tips for creation of maps? Well, I think, every people is born free, and has a right of knowledge. If you are offended by this attitude, you are free to forget about this tutorial and continue, just as nothing happened. If you have absolutely no problem with this great game, also skip this document. Why bother? Well, in my country (Croatia), there is a saying: The more you know, that more you are worth! This document is aimed to the ones having problems, thought. It aims to provide solution to a problem.

## Ideal and real world ?

Is there a difference? There sure is! In ideal world, everything works perfectly, there are no problems. In real world, however, this is not true. There are many complications and caveats. Since we (un)fortunately live in real world, we need to cope with problems and provide solutions, if there is any wish to succeed. In this document a value of 100% and other percentages is given. It is important to understand, that in real world, there is NO 100%! 100% is a percentage of our imagination, in which we transfer real world in an ideal world. The last "real" percentage would be 99,99%, or even 99,9999999999999999%, I think you figured out what is meant.

## What is a virtual machine?

A virtual machine is a software emulation of some physical hardware. It does "pretend" to be something else, as it really is. The existence of virtual machines makes some impossible things possible :

- running programs for one hardware on another completely different hardware
- running programs designed for one specific OS on another OS
- running programs (including OS-es) one inside of other (very exotic)

However there are some problems also :

- lower speed than original
- real world, compatibility might not be 100%
- legal issues (maybe some policy and/or law prohibit(s) the use of WM?)
- usually difficult installation procedure (only one-time problem!)

At the end, pros and cons must be compared, and if pros prevail, then using WM is recommended. Sometimes, running a WM is the ONLY way to run a desired software!

## What is an program?

An program is an order of instructions, which human give a computer, to tell it an order of operations, that must be processed in order to achieve specific desired result. The proces, which a program uses to solve a problem is called algorithm. Software is a term used, to reference to programs in general.

## **What is an OS ?**

An OS is in the context of this tutorial an acronym for Operating System. Operating System is the basic core program, a computer could not be run without. Actually, it could, but an OS makes a computer much more intelligent. It contains the basic set of intelligence of a computer system. There are different OS-es, and different hardware, on which each runs.

## **What is the use for a virtual machine (WM) ?**

Typical, and most common use is to run a program of an ancient computer system, which does not exist any more. However, virtual machines are usefull for some other things. They are used in debugging OS-es! Debugging is a process of searching for errors, which occure in certain situation, which follows a unexpected chain of (unlucky) events. For example, illegal keyboard or mouse input, unwanted power interruption (some WMs simulate even this). Anyway, the use of virtual machines is to simulate something.

## **Why this tutorial is written, and why to use WM to start TG and/or Map Editor ?**

TG is here a reference for Traffig Giant, a game (C) by Jowood inc. I simply addore this game, because of stunning graphic, fairly real behaviour and countless plesant hours it brought to me.

TG was written for the OS Windows 95/98. Nowadays (the end of year 2005), the current OS version from Microsoft is Windows XP. A new Windows revision is already announced. In the ideal world, they would be 100% compatible. This means, any program (application), written for any of these versions of this specific OS Windows would run without errors on any other version. But, we live in real world. If they would be 100% compatible indeed, there would have been no need for different versions. There would simply be one windows, but the versions exist to improve the solutions for specific problems. Supposedly, every new version is more stable, has less errors (bugs in programers terms), and looks better then the predeccesor. But then, the compatibilty has to suffer. One for other. Stable and better, but less compatible with the previous (supposedly) slower, more buggy version. A new problem arises : compatibility. In this tutotial, a solution is searched, for these users, which are unfortunate to use Windows XP (in the time of writing this tutorial), to make them also able to also enjoy, what they are entitled to do by birth.

This tutorial might even bring solution to a problem, some have thought of. It is: How to run TG on another OS? Say LINUX!!? Ever wanted to do this? In ideal world, sure, no problem. In real world, maybe, but very probably, meaning high percentage, but less then 100%.

## **Legal issues. Be warned!**

Legally, you ALWAYS have to obbey any licenses (set of rules of a certain software imposed by it's author(s)). You always MUST obbey the laws of the country you are currently in. The

software licenses supplied with a software must also be obeyed. Failing to do this, will have legal consequences.

## **WM concept in general**

The common concept is to install the virtual machine, get it working properly and then to install the target OS inside this WM. Then, you just use the WM. The feel of WM-s is like working on the "real think". Ideally it would be so. Everything would be 100% compatible and work splended. Again, we live in real world, remember? The real problem is not 100% compatibility, caused among other thing through program errors (bugs), not having fully or correct speciffications of the original, when the WM was programmed, unscilled programmer etc. The reasons are many, many ... So, not every WM is 100% compatible! Some have even a so called "compatibility list", which contains tested OS-es and/or applications.

## **Types of virtual machines**

### ***WMware***

#### **Type:**

One of the best simulators ever. It contains native support for many devices and OS-es, but can run some unsupported pretty stable. Extremely easy to install.

#### **Installation procedure**

1. Get WMWare
2. Install WMWare
3. Install OS inside WMWare (preferably Windows 98)
4. Install TG and/or Map Editor inside WMWare

#### **In short terms :**

My remark : The best WM I have ever seen!

Procedure: Install WM, install OS (Windows 98) and then TG and/or Map Editor.

Host OS for the emulator: Windows,Linux

License : commercial

Tested: Windows98+TG, Win98+Map Editor

Result: 100% tests successfull

#### **Pros and cons :**

- almost everything pro
- almost no cons (except that it is comercial)

### ***Wine***

#### **Type:**

An interesting project, whose aim is to simulate directly windows on Linux.

## Installation procedure

Mostly included in newer Linux distributions. So, usually no installation necessary.

### In short terms :

OS for the emulator: Linux Tested: NO
--

### Pros and cons :

- almost everything pro
- almost no cons (except the compatibility issue)

## ***Bochs***

### Type:

Highly portable computer emulator! Enables you to run on almost ANYthing you can image !

## Installation procedure

1. Get Bochs
2. Install Bochs
3. Install OS inside WMWare (preferably Windows 98)
4. Install TG and/or Map Editor inside Bochs

### In short terms :

OS for the emulator: Windows, Linux... Hardware needed for the WM to work: PPC, Alpha, Sun, MIPS... License : LGPL Tested: NO
--

## ***Lin4Win***

### In short terms :

OS for the emulator: Linux License: commercial Tested: NO
---

## Links

WMWare homepage : <http://www.vmware.com/>

Wine homepage : <http://www.winehq.com/>  
Bochs homepage : <http://bochs.sourceforge.net/>  
Lin4Win: <http://www.win4lin.com/>

## Finally

If you made so far, congratulations! You have new knowledge! Never give up, always seek for more...

That is still not everything...

Phantom25

(C) 2005 by Phantom

All images, registered trademarks and other data are (C) and (R) by their respective owners.