

FM7X: The Complete Fernando Márquez 7-Episode Full-Steel-Balled Pack

This file contains important information regarding the Duke Nukem 3D bundle "FM7X". It is recommended to read it fully before starting to play.

Note the information written here may change as the bundle gets updated after its original release. All information contained here may not be valid with future versions of the pack.

In case of any problems, always have the latest version of the bundle beforehand, so as to check whether a problem, issue or bug found on a previous version was fixed in the latest release.

Thank you very much for choosing "FM7X".

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Introduction

"It's time to abort your whole freakin' species" – Duke swore in this final speech to the alien queen as she was blown up into many liquid pulps of blood and splatter in her aquatic hideout.

A year has passed since that miraculous event. Duke Nukem, a hero in his own right, is well known and highly respected - the tough macho man the world needed to be safe from any threats the earth might face. Nowadays, the man himself has been resting without a single worry. Nothing could be more perfect than a good old tasty wine, a few cigarettes scattered on the living room table, and even some R&R, which he never grows tired of.

Fast forward a few days later – a huge spectrum of colors sparks through the sky of the United States and a massive spaceship sweeps down to earth as fast as a flashlight, ripping apart a huge chunk of earth and trembling down the whole damn country.

"Really? They are back! But, how is that possible?", Duke shrugs while glancing at the wrecked streets near his place. It seems they will attempt another try to conquer our planet. But unlike the prior attempt, they account for Duke's interference, and they are well prepared this time (or at least they think so...)

Suddenly, but completely expected, Duke's telephone rings uncontrollably... *"Well, I guess it's time to do another favor to the world..."*, he mutters as he answers the phone, greets the Colonel and awaits new instructions.

System requirements

The complete FM7X bundle ideally should run with the same system requirements as the original game, a 486/66 with 8MB RAM Multimedia PC.

Let's be honest, that is not a reality, as each and every map included is slightly more detailed and a bit more complex than the original Duke3D levels. But to not counter the fact that these levels are unplayable on lower hardware and feel left out of enjoying the wonders of FM7X, the bundle was tested and optimized for the following requirements:

<i>Hardware</i>	<i>MINIMUM</i>	<i>RECOMMENDED</i>	<i>OPTIMAL</i>
Processor (CPU)	90MHz	150MHz	200MHz
Memory (RAM)	8MB	16MB	32MB
Hark disk	40MB (1.3D) or 60MB (1.4+)	40MB (1.3D) or 60MB (1.4+)	40MB (1.3D) or 60MB (1.4+)
Sound card	No sound	SoundBlaster	Gravis Ultrasound

A complete performance test of the bundle with different computers is described in the Technical Reference document included on the original disc.

Although the complete soundtrack to FM7X was completely designed to be played on the Roland Sound Canvas SC-55, it was completely tested with all supported sound cards types and all provide satisfactory listening results. However, for the Gravis Ultrasound, if you are configuring the game with this card, it is compulsory you either rename or delete the ULTRAMID.INI file from the Duke3D directory. Otherwise, the music will not sound correctly.

Installation

In order to install FM7X, insert the original disc in the appropriate CDROM drive and run the installation program. Follow the instructions and let the installer perform the necessary actions so as to have a fully functional FM7X setup.

If for some reason the installer fails to perform the installation, check the disc for failures or try installation on another Duke3D folder. Remember that a valid Duke3D installation (either Registered 1.3D, Plutonium 1.4 and Atomic 1.5) is required in order to install FM7X. Failure to provide a valid copy will let the installer unable to copy critical files in order to patch those and enable the bundle.

After installation, the files installed depend on which version was chosen. Do consider that Registered FM5X files do not differ mostly in filenames, but they do in size and contents in comparison to the Plutonium and Atomic FM7X.

Please remember to never mix different version of FM7X on a Duke3D root folder, as strange things will occur if you attempt to play a game with such a mess.

<i>Registered FM5X</i>	<i>Plutonium FM7X</i>	<i>Atomic FM7X</i>
FM5X.EXE	FM7X.EXE	FM7X.EXE
FM5X.GRP	FM7X.GRP	FM7X.GRP
FM5XDEFS.CON	FM7XDEFS.CON	FM7XDEFS.CON
FM5XGAME.CON	FM7XGAME.CON	FM7XGAME.CON
FM5XUSER.CON	FM7XUSER.CON	FM7XUSER.CON
FM5YDEFS.CON	FM7YDEFS.CON	FM7YDEFS.CON
FM5YGAME.CON	FM7YGAME.CON	FM7YGAME.CON

The listed files are the only files that are installed on your Duke3D folder. While the CON files, save for the Game components can be deleted afterwards (these are contained as backup copies inside the GRP file), it is recommended to leave them on the root folder should you have the desire to customize a few parameters. FM?X.GRP, on the other hand, is absolutely required. Delete the file and you will be unable to play FM7X.

Additional files can be examined in the original media, including documentation, the original template files for each individual level and more.

Initialization

After installation, you can have the choice of either using the traditional command line parameters or running the FM7X dedicated launcher.

If you want to play manually with command line parameters, you need to call the game as follows: "DUKE3D /xFM?XGAME.CON /gFM?X.GRP" (replace 5 for Registered and 7 for Plutonium and Atomic), and afterwards use any parameters of your desire. Remember that if you don't know the parameters of the Duke version you are running, simply type in the command prompt "DUKE3D /?". A whole list of supported parameters will be displayed on screen. Refer to the original game's help documentation for a list of all available parameters and its uses.

If you decide to use the dedicated launcher, just run FM5X (Registered) or FM7X (Plutonium and Atomic).

The launcher is a fully featured program, which can let you access the bundle in the normal way or with custom options. By running this launcher, you can play a normal single player game, select a particular level with varied parameters or even play a multiplayer network game.

The "Standard game load" will let you choose between a normal single player game, a fake multiplayer option (2 to 8 players available with fake AI enabled) and a real network game (passed to SETUP.EXE). Afterwards, the launcher will ask you if you want to play the base (episodes 1-4) or extended campaign (episodes 5-7).

Custom game configuration

This screen will let you choose from a wide array of options to load a particular level of FM7X. The following options are available:

- **Game type:** *Single Player, DukeMatch [Spawn], Cooperative Play and DukeMatch [No Spawn].*
- **Number of Players:** Between 2 to 8 players for an offline game (except Single Player).
- **Episode #:** The current episode of FM7X selected.
 - ◊ *Registered FM5X excludes episodes 4 "The Uprising" and 7 "Continental Odyssey".*
- **Level #:** The current level for the selected episode of FM7X.
 - ◊ *Registered FM5X excludes levels 9-11 for both episode 5 "DukeMatch Bonus" and 6 "Flashback Bonus".*
- **Skill:** *Piece Of Cake, Let's Rock, Come Get Some and Damn I'm Good.* There is a fifth skill *No monsters* which has no initial monsters, only respawn and bosses.
- **Respawn:** Actors which are going to respawn. *None, Monsters, Items, Inventory and All.*
- **Record Demo:** If enabled, a demo will be recorded on the currently selected level with all set parameters.

- **No Monsters:** If enabled, no monsters will be present in the game. Unlike the No monsters skill, not even the respawn and bosses will appear.
- **No Sound:** If enabled, sound will be disabled on startup.
- **No Music:** If enabled, music will be disabled on startup.
- **Fake AI:** If enabled, DukeBots on a multiplayer offline session will actually fight you. (Only for Plutonium/Atomic FM7X)
- **Memory Check:** Enabled by default, if disabled will allocate as much memory as possible for diagnosis and problem solving. (Only for Plutonium/Atomic FM7X)
- **Executable file:** *DUKE3D.EXE* runs the game in offline mode while *SETUP.EXE* calls the setup routine to configure a real multiplayer game.

Network information

If the executable file is set to *SETUP.EXE*, the screen will show up a few additional options, except if Game type is set to Single Player.

- **Network mode:** *Auto-Detect*, *Client-Server* or *Broadcast*.
 - ◊ *Auto-Detect* will select the best mode depending on the number of players available on the network sessions. To override that configuration, select *Broadcast (2-4 players)* or *Client-Server (5-8 players)*.
- **Send fewer packets:** *Auto-Detect*, *1*, *2* or *4*.
 - ◊ If your network allows for better error correction, has a better recovery system, or most players are in a virtual IPX network or a real LAN, a bigger number of pack losses can be tolerated in the network session, therefore cutting the update rate for packets.

It is strongly recommended you do not tamper with these options, unless requested by the network administrator or want to experiment (at your risk) with these features.

After accepting all custom parameters, the game will run directly in offline mode. Just wait for it to load and shoot ahead any alien bastard in the way. For online games, the setup program will load and will let you choose to prepare a multiplayer game in any hardware supported, supporting all modes of the original game (*Modem*, *Serial*, *IPX*). Any parameters passed from the FM7X launcher will be passed to the setup program, which in turn will pass them to the original game.

Level listing

This is a list of the complete FM7X bundle levels. There is a total of 79 levels spread across 7 episodes. The base campaign includes the first 4 story episodes (FM1X-FM4X) and the extended episode campaign includes the bonus DukeMatch-only episodes (FM5X-FM6X) and the Duke-Tag story episode (FM7X).

- For *New York Rebellion* and *Continental Odyssey*, level 7 is only available in-game by finding the secret exit from the previous level. Levels 8 to 11 can only be accessed by command line parameters or by the FM7X launcher.
- If you wish to access episodes 5, 6 and 7 by command line parameters, replace the X with Y in the Game CON argument. i.e: "DUKE3D /xFM?YGAME.CON /gFM?X.GRP" (replace 5 for Registered and 7 for Plutonium and Atomic).

A huge consideration you need to remember is that Registered supports up to three episodes, while Plutonium and Atomic support four. The extra episodes are contained in the FM?YGAME.CON files.

All levels listed in the following table are included in the FM7X Group File. Remember that you can extract them and study them in the BUILD editor at your leisure. There is no restriction on what you

can do, you can even tamper with them and call them your own, but that would be stealing, and you will be a naughty kid should you get caught and will have no presents for Christmas. Shame on you, alien bastard!

* Episode excluded from Registered FM5X.

^ Level excluded from Registered FM5X.

% Episode number is defined as N-1 on Registered FM5X.

Base campaign (FM1X – FM4X)

	FM1X New York Rebellion	FM2X Orbital Oblivion	FM3X Anarchy Village	FM4X The Uprising*
L01	Sweeney Slime Refinery	SS Observatory	Durango Club	Mountain Pass
L02	Dark Palm Hotel	Intercommunication	Helecopt Road	Nature Valley
L03	Lonely Street	GnuStella Network	Boiler Cliff	Rainforest
L04	Sewer Confines	Optical Demounter	Summer Beach Condo	Frosty Grotto
L05	The Lava Reef (Boss level)	Alpha Core	Jungle Bay	Pipe Dreams
L06	Launch Center (Secret level 1)	Lunar Crossroads	Ghost House	Castle In The Winds
L07	Damned Space Life (Secret level 2)	Terran Moonshaft	Crescent Inn	Fun Fair
L08	User Map (Hidden level!?!)	Alien Fusion Tower	Knock-Out Factory	Sanatorium
L09	ClipArt Gallery (DukeMatch-only level 1)	Viewport (Boss level)	Coliseum (Boss level)	Temple Manor
L10	Spinning Rooms (DukeMatch-only level 2)	Cycling Perimeter (Secret level 1)	Loopy Shelter (Secret level 1)	Birth Cradle (Boss level)
L11	Skyscrapers (DukeMatch-only level 3)	Asteroid Stronghold (Secret level 2)	University (Secret level 2)	Ultrapower! (Secret level 1)

Bonus/Extended campaign (FM5X – FM7X)

	FM5X DukeMatch Bonus%	FM6X Flashback Bonus%	FM7X Continental Odyssey*
L01	Thermal Waters	Sweeney Slime Refinery	Suffragette Rampage
L02	Epsilon Workshop	Sewer Confines	Amazonian Quarry
L03	Hive-N-Sip-N-Kill	Alpha Core	Quick Dip Oasis
L04	Crystal Glacier	Alien Fusion Tower	K-TIT Aerodrome
L05	Rotomotor	Viewport	Hellin' Beachin'
L06	Flickering Lights	Helecopt Road	Platinum Spatial (Secret level 1)
L07	Megaton Delirium	Ghost House	Zoned Out Moonlight (Secret level 2)
L08	Beachwoods	Loopy Shelter	Treetop Follies (DukeTag-only level 1)
L09	Overlapping Seasons^	Rainforest^	Chamber Of Kings (DukeTag-only level 2)
L10	Yamato Seabase^	Fun Fair^	Freerun Sport Field (DukeTag-only level 3)
L11	Poisonous Brawl^	Ultrapower!^	Infernal Gauntlet (DukeTag-only level 4)

Soundtrack credits

This is a complete list of all the music repositories and authors whose music were used in each of the levels of this bundle. Each episode has its own music, save for the extended bonuses levels, which reuse the base campaign's music data. A list of each level, with its respective music file and copyright information is provided in the Technical Reference document.

- 3D Movie Maker, © Microsoft Corporation
- Compaq Voyetra AS2, © Compaq Computer Corporation
- Crazy Gravity, © XLM Software & Webfoot Technologies
- Galaxy OnLine, © TVML Ltd.
- Gravis Ultrasound, © Advanced Gravis Computer Technology
- mfiles.co.uk, © Music Files Ltd.
- Office XP Media Content, © Microsoft Corporation
- Windows 3.0 with Multimedia Extensions 1.0, © Microsoft Corporation
- Windows 3.11 for Workgroups, © Microsoft Corporation
- Windows 95 Game Sampler CD 1 & 2, © Microsoft Corporation & Monolith Productions
- Windows Millennium Edition, © Microsoft Corporation
- WinGroove, © Hiroki Nakayama

Tips and troubleshooting

This section covers a few additional tips, problems or questions you may encounter during the game. It is strongly recommended you read this section, it can really help if you have any problems or doubts.

CORRUPTED FM7X BUNDLE AFTER INSTALLATION

Make sure, by any means, you do not have any files which may conflict with any internal files of FM7X. It may cause to malfunction and crash the game. Also, do not tamper with the files required by the game. If any problem arises with tampered files, sorry, but you are on your own and can't help you in any way.

DEGRADED PERFORMANCE ISSUES

Since FM7X maps are slightly more complex and detailed than the original maps, the requirements are slightly higher. If you experience slowdowns or performance issues in a minimum PC, you should try to lower detail, turn off sound or shrink the view screen to gain speed. Multiplayer games, on the other hand, are quite more demanding than solo play. Dealing with many players on a network game or offline game will seriously tax the PC to a big extent.

It is seriously recommended (in case you barely reach the minimum requirements) to upgrade your PC. Not only you will resolve your performance issues, but your system in general will run much better with newer and more powerful equipment.

DEMO PLAYBACK

If you have demo files in your Duke3D directory, the internal demos for FM7X will not play correctly. Those files are stored inside the group file, so as to not interfere with external files and have a cleaner game directory. It is recommended you backup your external demo files before you play. That way, you will be treated with a few game demos of levels from FM7X. This only applies to the base campaign episodes (FM1X-FM4X). Demo playback will inevitably be out of sync if you load the extended campaign episodes. If you desire, you can record your own demos and place them on the root folder where FM7X is installed.

HELP! I'M LOST!

Yes! It happens, even in the easiest of games which has long maps - the case you get lost is quite recurrent, and FM7X is not exempt of it. Although all maps have been made to be as easy for exploration as possible, a few of them can be quite misleading and exhausting, especially the longer maps on the series. As such, if you get lost, search a bit for clues.

If you are still stuck in an area after searching for a path for quite a while, you can message me to my mail address at the end of this document and I'll gladly help you in completing the level you are currently stuck.

MEMORY CORRUPTION

You should not face this problem if you are playing small maps, but if you reach larger maps, that is indeed a hassle. In the exceptional case you are facing extremely severe anomalies: corrupted play, distorted view, strange actor behavior, weapon malfunction, granular crashes or (worse yet) game freeze, you are facing memory corruption.

I've found that the 1.3D release only handles up to 8MB of main memory, no matter how much primary memory (RAM) you have. This leads to a serious problem in the engine when running large-sized user maps. Since larger maps require quite a chunk of memory to run properly, the engine does not have enough memory to load the map data - this leads to overwriting vital game functions of the game, thus leaving a whole, unplayable, mess. Conversely, the Plutonium and Atomic releases have a different memory handling routine and do not suffer this bug.

I won't delve further into this problem, but if you suffer this problem, do the following: restart the game to eliminate memory residuals, reduce view detail, turn sound off, set resolution to the lowest (320x200) if playing on a higher VESA mode, shrink the view screen and then restart the level.

You can check the memory table in the Technical Reference document to review which levels can lead to this problem. Mostly levels above 3M of size are the ones to worry about.

MULTIPLAYER OUT OF SYNC AND CONNECTION FAILURES

Obviously, all players participating in the network session need to have the exact same version of FM7X to run properly. That means having all files in order and verbatim. Having no more than 4 players in a IPX network session can really help in keeping a stable connection, even though all FM7X maps which have DukeMatch capabilities support the maximum 8 players cap. The launcher has additional parameters you can configure in the "Custom game configuration" screen. If you are having problems with network games, you can change any options listed for a real network game to see if the network performance improves. If you are still having issues and you are sure the parameters are correct, contact your system administrator for further assistance.

MUSIC SOUND CARD INCOMPATIBILITIES

The soundtrack for FM7X was taken from different sources, but of in-game test analysis, I can assume the original equipment used for all tracks is on a Roland Sound Canvas SC-55. If you have the game configured on any other soundcard, you may not hear the instruments as intended from the original authors. But on a way or another, they still sound quite good, giving it some kind of "full" support.

Also, remember you must remove your ULTRAMID.INI file from your game directory if you are using the Gravis Ultrasound, or the instrument set you'll hear will be completely irregular or non-functional, thus deleting the original ULTRAMID.INI will enable the game play the music with the instrument patches completely dependent on your system configuration.

Contact

If you ever need any word with me, contact me at the following mail address:

cristomarquez@udec.cl

Inquiries, comments, criticism, question and any other sorts of text is always welcome, and even appreciated. You can also follow or comment in many Duke3D sites scattered through the internet. Go ahead and search for them on the net. There are plenty of those around and I surely doubt they are going to fade anytime soon.

And finally, thank you very much for choosing FM7X. I do sincerely expect you to have a wonderful gaming in my gift to the Duke community. I've spent several years in completing this mammoth of a bundle with nearly 80 levels, and the least I expect from you is to play it and tell me something about it, wherever is good or bad, although I would prefer to hear just the good things, but life is anything but simple.

Oh. Don't forget to look for secrets... they may be easy to find at hindsight, but should you look carefully, the rewards may be as big as a cucumber on a dish plate.

⇒ Fernando Marquez

⇒ Original release date: May 31, 2000 @ 00:00:00