

Harpoon Classic Beta Tester Manual  
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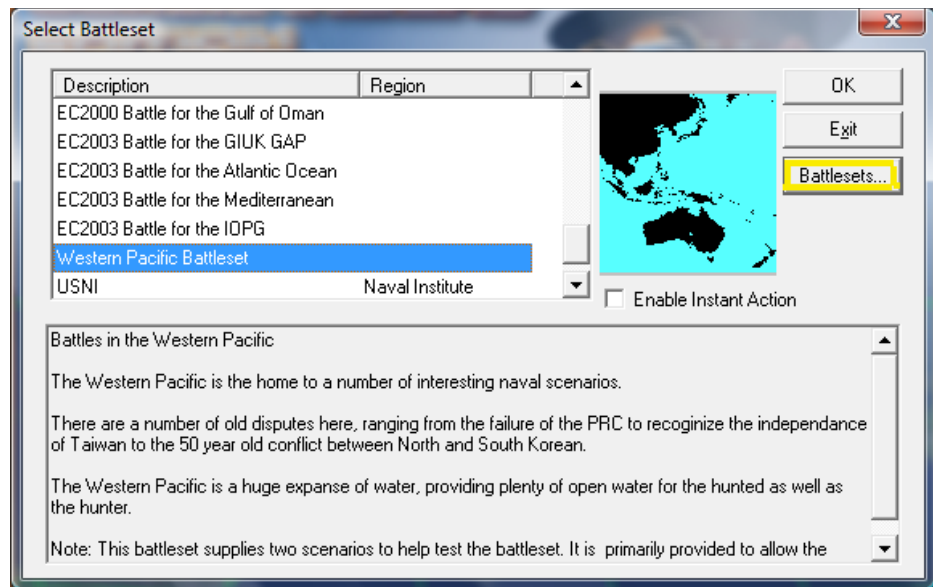
Welcome to the world of Harpoon testing, support, and improvement. The game would not be possible without you, so when everything looks grim, remember that. This document outlines some of the information and procedures needed to be an effective HC beta tester.

Acronyms: <http://harp gamer.com/harpforum/index.php?showtopic=2082>

Who is running the show here? See: <http://www.matrixgames.com/forums/tm.asp?m=1621618>

Setting up your beta installation:

- We suggest you maintain an installation for each public HC release.
  - My structure looks like... (you are under no obligation to mimic my structure)
    - C:\Games\HCCE (current beta build goes here)
    - C:\Games\HCE2007.000 (original release version)
    - C:\Games\HCE2008.024 (first patch)
    - ...
  - This allows you to not only beta test but to also help regular users who have game questions and also helps verify that there is an issue in one version and not another.
  - Once you have that bare 2007.000 installation, you can copy the entire folder to HCE2008.024 for instance, then install the 2008.024 patch on top of it, then copy that resultant folder to HCCE and lay the current betas on top.
- The current beta files are available at:  
<http://harp gamer.com/harpforum/index.php?showtopic=2049>
  - The first post in that topic will indicate how to install the betas. Often you will have to download and unzip multiple files.
    - Assume in C:\Games\HCCE I have version 2008.024 and I want to get to the current beta. As of the builds available right now I would...
      - Download and unzip HC2008.030GESEBB.zip to C:\Games\HCCE to bring me from 2008.024 to 2008.030
      - Download and unzip HC2008.037GESEDLLGR.zip to C:\Games\HCCE to bring me from 2008.030 to 2008.037
      - Download and unzip HC2008.038E.zip to C:\Games\HCCE to bring me from 2008.037 to 2008.038
    - The filename indicates a build (i.e. 2008.032, 32<sup>nd</sup> build in 2008) as well as which game components are modified (see Acronyms)
- Running the game
  - I make a habit of using Windows Explorer to navigate to the copy of the game I want to run and double-click the applicable .exe file rather than depending upon shortcuts that may be pointing to the wrong executable. This is a personal preference but I feel it works well.
  - BattleSet Path
    - In versions 2007.000 and 2008.024 you need to be mindful of the BattleSet Path when loading the GE and the SE. If you are switching from one version of the game to another (i.e. you previously ran 2008.024 and are now going to run 2007.000) make sure to...
      - Click the Battlesets button and point to the proper folder for the version of the GE or SE you are running.



- If you are not able to even get to the Battlesets button you have to go into the registry and change the BattleSetPath manually.
  - SE: HKCR\Software\Matrix Games\HCE\SE\Options\BattleSetPath
  - GE: HKCU\Software\Matrix Games\HCE\Options\BattleSetPath
- Command Line Options
  - GE, Winharp32.exe
    - -a
      - Turns on autotesting which means each dialog during play of the scenario will be automatically clicked. This emulates the game playing against itself. The command line option aids in making batch files to run through a number of scenarios without user intervention.
    - -f
      - Defines log file name, must be followed by Path/Filename of log file
      - Example: Winharp32.exe -f C:\temp\mynewlog.txt
      - Without the -f command line option a log name of ge.log in the same directory as Winharp32.dxe is used.
    - -i
      - Ignore registry options such as window positions, battleset path, etc.
    - -l
      - Enables extended logging in one or more areas. List one or more logging areas after the -l
      - init\_annex
        - Logs detail when loading platform data from the database
      - ac\_ai
        - Logs aircraft artificial intelligence items
      - sub\_ai
        - Logs submarine AI actions in detail
      - sonar
        - Logs detail of attempted and successful sonar runs
      - refuel
        - Logs refueling event information, but not in much depth
      - mission

- Long Range patrol logging, possibly other items as well (formation patrols?)
  - intercept
    - Information about all intercept events but a focus on planes
  - res\_file
    - More database logging
  - load
    - Logs information about scenario and saved game loading
  - radar
    - Logs active radar detail
  - ecm
    - ECM (mainly active radar jamming) logging
  - missile
    - Logs critical hits, Nuclear triggers, etc.
  - areadef
    - Doesn't do anything at present, if the newareadefense was turned on, it would log details about that (SAMs firing against aircraft and such)
  - perf
    - Performance logging, indicates which sections of code will make the game faster with optimization
  - bad\_db
    - Unused
  - graphic
    - Logs graphic palette information and related minutia
  - all
    - Turns all of the logging on in one shot. Be aware, this will make huge logs, and the game will run slowly.
  - A large text file viewer for looking at humungous logs is available at <http://harp gamer.com/harpforum/index.php?autocom=downloads&showfile=241>
  - Ex: Winharp32.exe -l sonar radar
    - That will enable detailed logging for sonar and radar
- -s
  - Enable iterative saving of games to the temp directory on your system drive. If Windows is installed on your C: drive, then the saves will be in C:\Temp\
- -t
  - Defines the interval for the iterative saving
    - Ex: Winharp32.exe -s -t 0.5
    - Saves the game roughly every 30 real life seconds (0.5 minutes)
- -x
  - Disable the submarine AI, there isn't really a reason to do this anymore. It is a legacy of the submarine AI replacement in HC2002
- As always, save often and under multiple filenames so that you can get back to a spot where you find an anomaly.

What we expect of beta testers:

#### Key Tasks:

- When I release each build I post a thread in the beta testing area with the changes from that release. Each item in those release notes needs to be verified by the beta testers. Just because I think I've addressed an issue is no guarantee that another person will agree. When you have tested an item, report your results.
  - A release notes thread: <http://harp gamer.com/harpforum/index.php?showtopic=2767>
  - Example of good verification of release notes: <http://harp gamer.com/harpforum/index.php?showtopic=2816>
  - The release notes may indicate a Mantis ID, if it does, make any requisite entries in Mantis when verifying the change.
    - Ex: - Chg:2021 GE Tentative fix to non-air
      - 2021 is the Mantis ID, found at <http://mantis.computerharpoon.com/view.php?id=2021>
    - Do not enter new issues into Mantis, we're trying to phase it out.
  - The release notes may indicate a Issue Tracker ID, if it does, make any requisite entries in the Issue Tracker when verifying the change.
    - Ex: - Chg:B025 OW Prompt user to enter
      - 025 is the Issue Tracker ID, found at <http://harp gamer.com/harpforum/index.php?autocom=bugtracker&showbug=25>
    - When you test such an item, please leave notes both on the Release Notes thread and at the Issue Tracker
    - Do enter new issues into the Issue Tracker.
- Find and document unwanted behaviors.
  - Example: <http://harp gamer.com/harpforum/index.php?showtopic=2779> shows a pretty good report with lots of handy descriptive information.
- Contribute to the Pipe Dreams threads at <http://harp gamer.com/harpforum/index.php?showforum=39>
  - These threads are targeted discussions on improving the game and need sustained exchange of ideas. We will keep the number of Pipe Dreams small in the hope of encouraging discussion on the open topics, then we'll implement and open up a new Pipe Dream.
- Maintain your wishlist at <http://harp gamer.com/harpforum/index.php?showforum=35> as many things are not bugs or even issues, but rather wishes. This is also a good place to discuss issues that aren't yet pipe dreams. Don't forget to read the Guidelines...

#### Other Notes:

- We are always in need of more help. This document focuses on beta testing itself. Other help is needed as well.
  - Documentation creators/editors for writing help files and otherwise documenting the game.
  - Beta tester coordinators to badger the beta testers, keep them on task, and keep the interest level high if at all possible.
  - Support people to wander the forums and answer requests for help and clarification quickly.
  - Many other areas, database authors, scenario writers, marketers, ...