



Crystal Dream is a result of many hours spoiling the schoolwork and other necessary dutys, sleepless nights, lots of fun developing, lots of hard work and a hell lot of debugging and finetuning. (mera kXkd - mera buggar)
We planned to contribute with it at Hackerence 5 in H4rn0sand, but we ran out of time and couldn't show a 100% version. Some time passed till we got all the inspiration needed to finnish the project, but 6 weeks later the product was ready for a release.

REQUIREMENTS

This demo requires a 12 MHz 286 with VGA graphics, but we recommend at least a fast 386 computer. You'll need about 550 kb free memory. If you have a 386 or 486, make sure that there's no EMM386/QEMM386 driver or something like that installed, because these programs slow down your computer while playing music.

It supports SoundBlaster, SoundBlaster Pro (Stereo), parallell port D/A converter (Mono and Stereo) and internal speaker for the music. If you don't have a SoundBlaster card, we recommend you to build a D/A converter. The internal speaker has VERY poor sound quality.

However, you should be entertained by this demo when it is running on a true 486 computer with a real stereo D/A converter or a SoundBlaster Pro card connected, in a dark room with a cold cc in your left hand (Why left? [because it's red of course!]) and your bottom pressed into your most comfortable chair. We hope it will amuse you even though it's only 16 colors at the screen, but sometimes that might be an advantage.

HISTORY

The group "Triton" was formed from the old group "The Physical Crew" in winter 91-92. The most succesful cooperation between TPC and Vogue was soon developing into a demo, and for this purpose, the name was changed. Some of the earlier TPC releases are "PC Demo" and "Vectra", but those demos were no products of some serious work. Vogue is originally an Amiga programmer and was a member of Phenomena in 91. The name "Triton" is taken from a moon of Neptune.

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Some basic rules:

- If you want to contact us - USE OUR REAL NAMES!!!
- We do NOT want to swap software.
- We won't join any groups with only some gfx-artists and musicians.
- We won't join any other group either.
- If you're a coder, you're very welcome to contact us. (Not L00T)
- Contact us if you want to inform us about any party being held somewhere.
- Contact us if you want to spread your latest demo.

THE RAYTRACING STUFF

If you're into raytracing and other vectormathematically based graphic producing, you should contact Vogue. The raytraced pictures were rendered in "Synthetic Image", which is my own raytracingscene editor. It was coded as my examwork in the last degree of the gymnasium. (Natur sÅ klart!)

TECHNICAL INFO ABOUT THE MUSIC

If you want to contact us about the music system, you should ask Mr. H, he's the one behind the music software and hardware. (Teknisk linje, vad annars???)

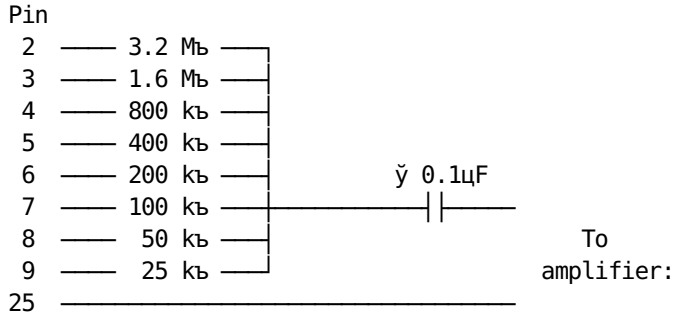
The music routine is very optimized since the last demo (Vectra). It can now play at 38 kHz on a 12 Mhz 286. As a result, it might sound a little poorer at lower frequencies.

The SoundBlaster routine uses DMA and takes less CPU time than the normal way. It is also possible to use Stereo on a Pro card. Thanks to Shadow man in TCB for GREAT help with this.

You can now play Stereo on a D/A converter in the parallell port. This requires an improved D/A converter with a REAL D/A, it won't work with resistors.

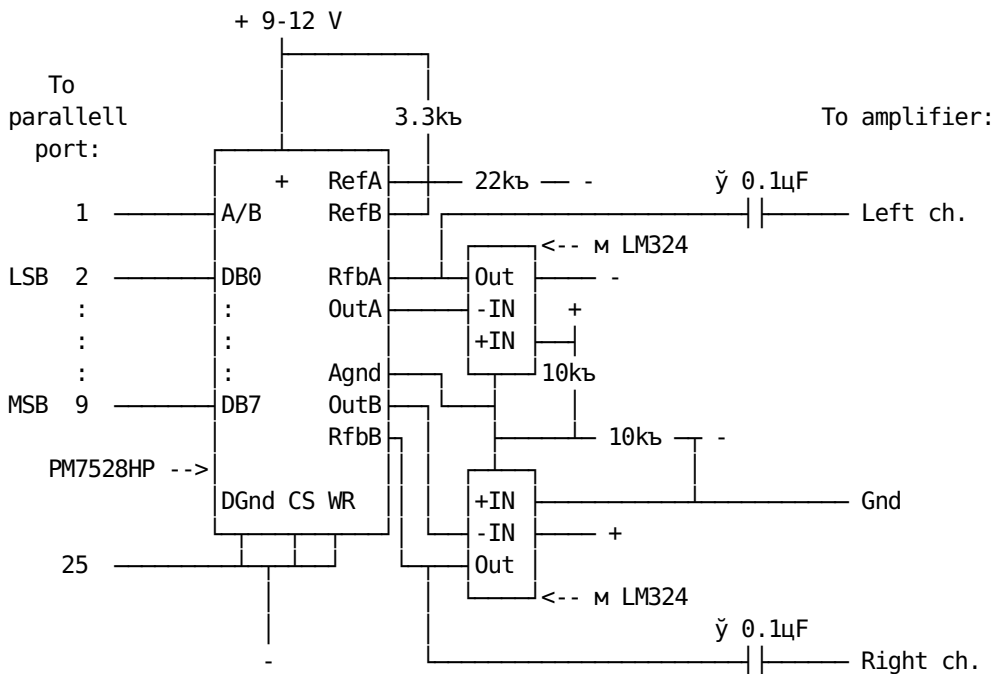
If you still want to build a simple resistor D/A, here is a drawing:

Parallell port:



The real D/A converter with stereo is a bit more complicated, but here is a drawing. You can find the components in for example ELFA. It should work (it does for me), but don't blame me if you burn your parallell port...

Mr. H



The pins in the parallell port is used as follows:

- 1 - Selects left or right channel
- 2 to 9 - 8 data bits (2 = Least Significant Bit , 9 = Most ...)
- 14 - Pin 1 inverted (isn't used in my D/A, but may be useful)
- 25 - Ground