# The Trespasser Primer

## Welcome

Welcome to the world of *Trespasser*!  Whether you have discovered TresCom by accident or were actively seeking other *Trespasser* fans, you have come to the right place. TresCom is a community devoted exclusively to *Jurassic Park: Trespasser*.  This primer is designed to help you update your retail copy of *Trespasser* with the latest developments.

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## History

       *Trespasser* was released in 1998, by DreamWorks Interactive.  Billed as a revolutionary title, it was the first game to feature a game-world completely governed by realistic physics.  Reviewers, however, were quick to point out only its shortcomings, and subsequently the game failed to generate the expected accolades.

       Time and money were the primary hindrances during the development cycle, as the game had to coincide with the theatrical release of *The Lost World: Jurassic Park.* Unfortunately, many of the more novel features were removed or diminished in order to meet the aggressive deadline, contributing to the disappointment and frustration experienced by many reviewers.  After the initial release two Internet communities were formed, The Trespasser Hacking Society I & II, attempting to succeed where the developers failed; however, both groups achieved limited success, eventually disbanding.

       The Trespasser Community (TresCom) was founded in 2002.  Since its conception, TresCom has been the center point of many innovative developments. Member Andres James released his "Trespasser Level Editor," providing fans for the first time with an opportunity to create unique levels, and tools to generate new game content. Another member, "BigRed," released his innovative "ATX Patch," which has enabled level authors to add new action_scripts to the game, in addition to a variety of new features such as jumping dinosaurs, improved graphics, and an ingame video recording utility.

## Installing the Game

### Installing Trespasser

In order to take full advantage of recent developments, *Trespasser* must be installed via a hard drive installation.  Copy the contents of the entire *Trespasser* CD, including any hidden files, to a folder labeled "tres cd" located in the root directory on the primary hard drive (typically designated 'C').  Remove the CD, and then run the setup95.exe program found in the C:\tres cd\setup\ folder.

Unabridged instructions, as well as a link to installation help, can be found here: http://www.trescomforum.org/viewtopic.php?f=31&t=1328.

### Installing ATX

Installation of the ATX Patch is imperative, not only for improving gameplay, but also because newer fan levels require it.  The latest version, at the time of publication, is the ATX2 line.

The latest ATX files, in addition to older versions, can be found at the ATX homepage, http://atx.trescom.org/, under the "Downloads" section.  A table containing all files pertaining to the ATX2 package, with the minimal packages required highlighted in red, identifies and presents the download links.  Select the file under **Main Package** column, usually named atx20#.zip; then select the file under **Executables Package**, usually trespassATX2.zip

The atx20#.zip file contains the actual files and ReadMes required to run ATX, while the trespassATX2.zip file contains pre-patched executables.  In order to run the game with ATX enabled, one of these pre-patched executables (as indicated by the inclusion of "ATX2" in the filename) needs to be run.

Extract the contents of both packages to the /Program Files/DreamWorks Interactive/Trespasser/ directory.  Make sure the files are extracted into the root directory, not into their own folders.  TrespassATX2 contains one file (trespassATX2.exe) and three folders.  The three folders can be deleted; these simply contain additional vpre-patched ersions of the *Trespasser* EXE that were optimized for processors in 1998, but have no relevance with contemporary PCs.

Execute **trespassATX2.exe,** to run ATX-patched *Trespasser*.

## Improving the Graphics

ATX affords the ability to control the draw distance of the game engine. "Draw distance" refers to how *Trespasser* renders objects in the game world: if objects lie a certain distance away from the player, they are replaced with 2d sprites. Upon approach, these 2d objects are replaced with their respected 3d models. Increasing the draw distance ensures that 3D objects are visible at a further distance, reducing the so-called jarring "popping" issue.

Select **Options** from the main menu and then **Video**. By moving the slider to the right, the draw distance is increased. ATX also includes the higher resolutions patch, accessing screen sizes larger than 800x600, which can also be set from this menu.
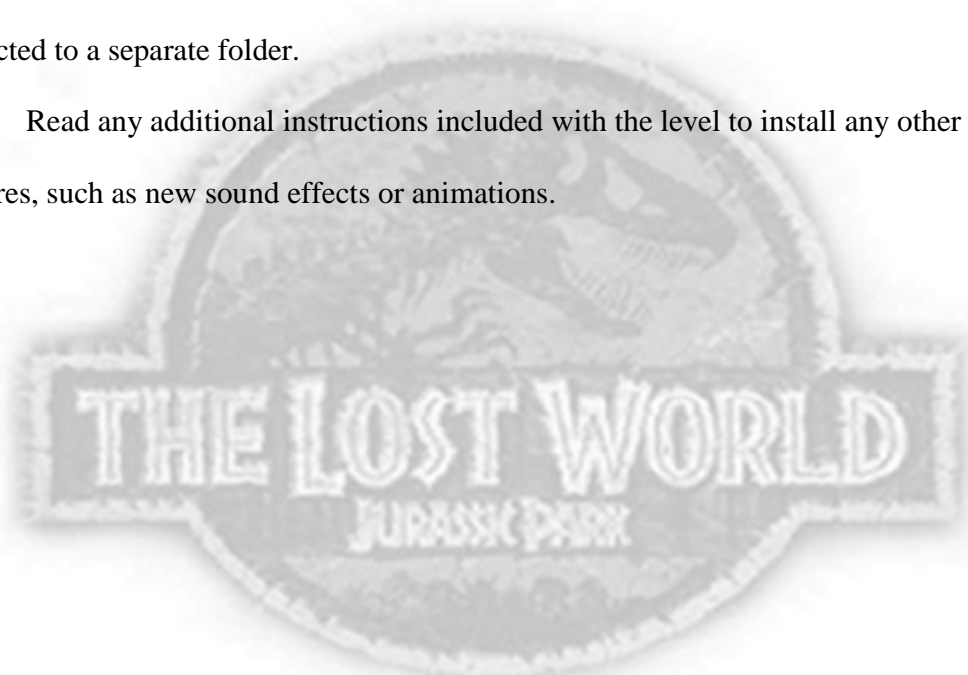
In addition to ATX, registry hacks can manually be applied to maximize graphic enhancement, improving clarity and doubling texture resolution. For these, check out the "Tips & Tricks" page at TresCom:

http://trescom.org/index.php?page=trespasser/tipstricks.htm.

## Installing Fan Levels

After performing the hard drive installation and updating to ATX, fan-made levels, available for download from TresCom, can now be installed and played.  After downloading the archived files containing the level's data, simply extract the package's contents to c:\tres cd\data.  All the files need to be located in that directory, not extracted to a separate folder.

Read any additional instructions included with the level to install any other features, such as new sound effects or animations.

## Where do I go from here?

- **Get involved at the forums!** The TresCom forums have been called one of the friendliest places on the web, and our members are intelligent and helpful.

- **Produce a level.** TresCom members are always looking for new and exciting levels. The "Trespasser Level Editor" is one of the easiest programs you will ever use to edit a level. Do not be afraid, any level is appreciated.

- **Tell others.** Do you have a friend who likes *Trespasser*? Refer him/her to TresCom, so he/she can update his/her copy of *Trespasser* and play new levels.

- **Have fun!** There are many exciting levels available already. Must-not-miss levels include TresCom's own "TC_Series," especially the groundbreaking "TC_Isle" level. The world of *Trespasser* projects is diverse, with levels ranging from a *Stargate* series to recreations of locations featured in the movies. The "Jurassic Park: Oblivion" series, set on the remains of Isla Nublar from the first film, is sure to be memorizing in its authenticity. "Jurassic Park: Dark Secrets," set on an expanded Isla Sorna, is surely destined to become the largest fan level created in *Trespasser* when released.

## Important links

- TresCom homepage – http://www.trescom.org

- ATX Homepage – http://atx.trescom.org

- FAQ Database –  http://www.trescomforum.org/viewforum.php?f=31

- How to Fix Trespasser's Sound –

  http://www.trescomforum.org/viewtopic.php?f=31&t=3609