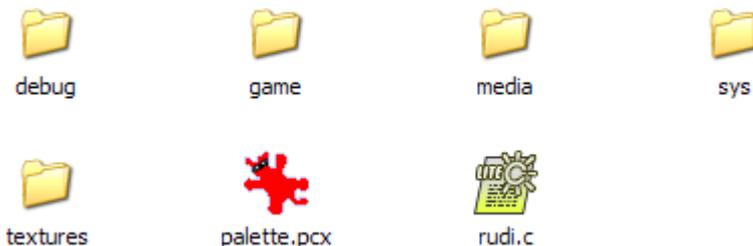


Table of contents

\bin Contains the RUDI.exe, the associated acknex.dll and the DirectX dll:



\src Contains the source of RUDI. Copy the contents of \bin into \src and execute RUDI.exe to start the game. To compile the code, start it via WED or direct with the acknex.exe from your Gamestudio A7 folder.



\ogg Contains the file „oggs0994.exe“. To play OGG files with Gamestudio A7, you'll need to execute this installer for the Ogg-Vorbis-DirectShow-Filter once, if you haven't already installed it before. If you ship a game that uses OGG files, attach this installer! The driver has been developed by Tobias Waldvogel (<http://tobias.everwicked.com>).

If you have further questions regarding the source code, read the game development workshop of RUDI v0.1 first. If your questions are still unanswered, send me an Email.

License

The compiled version of RUDI v0.1 is **freeware**, but the source of RUDI v0.1 is **GPL licensed**. You are not allowed to use any elements of the software (neither the compiled nor the source version) for any commercial purposes including contest submissions. Further details of the GPL are to be found in the attached „GNU General Public License.pdf“ file. A generally intelligible version of the GPL can be found here:

<http://creativecommons.org/licenses/GPL/2.0/>

but the juristic version is to be found here:

<http://www.gnu.org/licenses/old-licenses/gpl-2.0.html>

Any of the above conditions can be waived if you get permission from the copyright holder (which is Christian Behrenberg)

You can contact him via E-Mail: contact@christian-behrenberg.de if you need further information or if you have a specific request.