

# Fade To Black (DOS) Technical Notes

## Debug information

The executable contains debug strings meant to be displayed over the game graphics.

The code is conditioned by a variable, that cannot be set by the player in the demo or retail executables.

```
cseg01:0002B468      cmp     _debug_messages, 0
cseg01:0002B46F      jz     loc_2B6B4
```

By patching the x86 code (jnz or nop), these messages can be displayed.

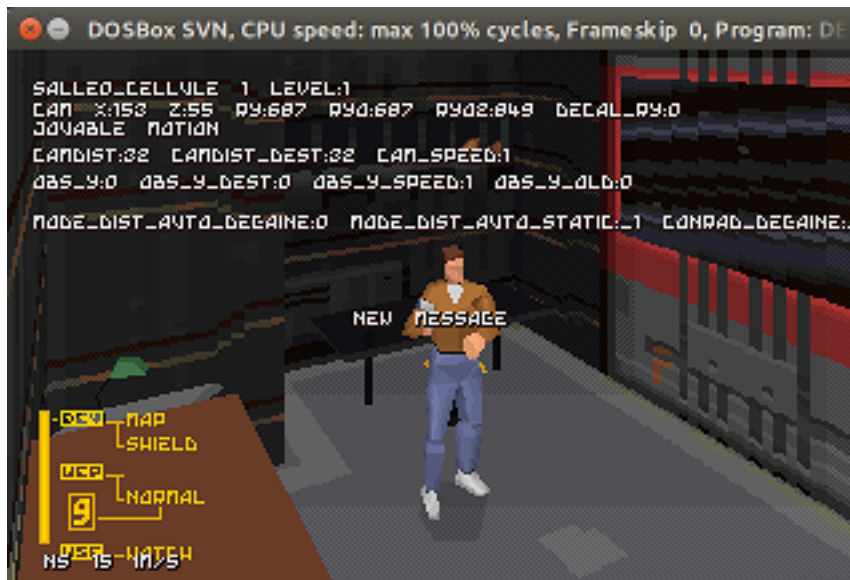


Figure 1: dosbox1

## Logging

The executable contains some left over code to log information to a secondary screen (@0xb0000).

The code detects the presence of the screen by writing a character and reading it back.

```
cseg01:00014F45      mov     dx, 3B4h
cseg01:00014F49      mov     al, 0Fh
cseg01:00014F4B      out     dx, al
cseg01:00014F4C      inc     dx
cseg01:00014F4E      in     al, dx
cseg01:00014F4F      mov     ah, al
cseg01:00014F51      mov     al, '0'
cseg01:00014F53      out     dx, al
cseg01:00014F54      mov     ecx, 100
cseg01:00014F59      loc14F59:
cseg01:00014F59      loop   loc14F59
cseg01:00014F5B      in     al, dx
cseg01:00014F5C      xchg   al, ah
cseg01:00014F5E      out     dx, al
cseg01:00014F5F      cmp     ah, '0'
cseg01:00014F62      jz     short loc14F73
cseg01:00014F64      xor     eax, eax
cseg01:00014F72      retn
cseg01:00014F73      loc14F73:
cseg01:00014F73      mov     eax, 1
cseg01:00014F78      retn
```

Enabling status messages can be achieved by passing -ghijklmnop as an argument to DELPHINE.EXE.

The demo and retail executables have little information left logged, mostly related to the frame rate when playing cutscenes.

FADE TO BLACK - Demo version, 27 june 1995

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0 im/s	fr 1	9 sz 13570
0 im/s	fr 1	9 sz 13570
30 im/s	fr 1	9 sz 3332
29 im/s	fr 1	9 sz 3332
20 im/s	fr 1	9 sz 3332
21 im/s	fr 1	9 sz 3332