```
====================================
Duke Nukem 3D - Chilly Willy's build
====================================
```

This build uses my custom SDL library to both allow TV support and fix the pitch
problem with older versions of JFDuke3D-PSP. It also fixes the problem with loading
the music for the next level.

If you want to enable TV output, hold the TRIANGLE button after launching the
game from the PSP XMB. You will then get a few message dialogs asking about the
various video options my version of SDL allows. If you don't have a Slim with
a TV cable, you only get one dialog asking if you wish the LCD output to be shown
as widescreen (480x272, or "normal"), or not (364x272, or 4:3 aspect). That allows
you to play the game in its original aspect ratio.

If you have a Slim and a TV cable (composite or component), you are asked if you
wish to output to the TV, use interlaced output (component cable only - composite
is ALWAYS interlaced), whether you have a 16: 9 TV (HDTV), and whether the output
should be widescreen. It writes these to a file so that the next time you run
Duke3D, it uses these settings (unless you hold TRIANGLE again).

Also included are the official v1.3 shareware group file (so that you can start
playing immediately), and a set of mini-instruments for the music. You can get better
instruments, but these sound okay and are rather small.

The instruments are from: http://www.i.h.kyoto-u.ac.jp/~shom/timidity/

```
Controls
========
```

■: Fire
x: Open/Action
●: Crouch
▲: Jump

Right Trigger: Strafe Right
Left Trigger: Strafe Left

D-Pad
←: Change inventory item
↓: Use Current inventory item
→: Change weapon
↑: Mighty Kick

Joystick: Directional Movement

Start: Toggle "Always Run" on/off
Select: Menu