Star Trek: Hidden Evil
DEMO

Readme
November 19, 1999

This Readme contains last minute information regarding the Star Trek: Hidden Evil DEMO.

DirectX 7

This demo requires DirectX 7, the latest version of DirectX. The demo will not function properly unless DirectX 7 is installed.

Game Controls

Please see the document entitled "Controls.rtf," included with this demo, for instructions on how to control Star Trek: Hidden Evil.

System Requirements

You will need the following minimum system in order to run the Star Trek: Hidden Evil demo:

- 200 MHz Pentium® processor
- A 100% Windows® 95/98-compatible computer system
- English language Windows® 95/98 operating system
- 32 MB RAM
- Approximately 100MB of free hard disk space
- 4x CD-ROM drive
- 100% DirectX 7 or highter compatible sound card
- 100% DirectX compatible video card with 4MB of RAM or better
- 3-D Accelerator Card recommended, but not required. (See below for supported 3-D cards.)

Star Trek: Hidden Evil is optimized for Intel Pentium-class processors, and may not function properly on AMD processors. Cyrix processors are not supported.

Color Settings

In order to play Star Trek: Hidden Evil, you should be running in 16-bit color. The demo will switch the color setting automatically, and switch it back when it finishes. However, it is recommended that you change to 16-bit color before running the demo.

Video

Voodoo 3

If you are using a Voodoo 3 graphics accelerator, you need to turn off triple buffering. Under the Voodoo control panel, there is a checkbox labeled "Force Triple Buffering." You should uncheck this box.

Voodoo Graphics (Voodoo 1)

If you are using a Voodoo Graphics (Voodoo 1) accelerator, make sure you are running in Glide. We have noticed minor graphical artifcating when running with these cards in Direct3D.

The following video cards and chipsets were tested
and are supported by Star Trek: Hidden Evil.

NOTE: This is a partial list based on the information available to us at this time. The information is subject to change as new cards are released. Please check the Star Trek: Hidden Evil website for updates!

3dfx

Voodoo Graphics
Diamond Monster 3D
Canopus Pure 3D
Orchid Righteous 3D
Voodoo Rush
Intergraph Intense 3D Voodoo
Voodoo 2
3dfx V2 1000 PCI
Diamond Monster 3D II
Canopus Pure 3D II
Orchid Righteous 3D II
STB Black Magic
Voodoo Banshee
Creative Blaster Banshee
Diamond Monster Fusion
Quantum 3D Raven
Voodoo 3
3dfx Voodoo 3 2000
3dfx Voodoo 3 3000
3dfx Voodoo 3 3500TV

ATI Technologies

ATI Rage 128
ATI Rage Fury
ATI All-in-Wonder 128

Intel

i740
Diamond Stealth II G460
Real3D Starfighter

Matrox

Matrox G200
Matrox Millennium G200
Matrox Mystique G200
Matrox G400
Matrox Millennium G400

Nvidia

Riva 128
Diamond Viper V330
STB Velocity 128
Riva 128zx

STB Velocity 128zx
Riva TNT
Creative Blaster TNT
Diamond Viper V550
Hercules Dynamite TNT
Riva TNT2
Creative Blaster TNT2
Diamond Viper 770
ELSA Erazor III

Rendition

Rendition V2100
Diamond Stealth II S220
Rendition V2200
Hercules Thriller 3D

S3 Incorporated

S3 Savage3D
Hercules Terminator Beast
S3 Savage4
Diamond Stealth III S540