

Slave Zero™ README.TXT

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SYSTEM REQUIREMENTS

Pentium 233

32 MB of RAM

Microsoft Windows® 95 or 98.

Microsoft DirectX 7 Compatible sound card

3D accelerator card w/ the latest DX7 compatible drivers

Microsoft DirectX 7 available from Microsoft at

<http://www.microsoft.com/directx/default.asp>

Approximately 230 MB of available hard drive space is required.

(there is a minimum install available which requires 125 megs)

(The recommended system is a PII 266 with 64 MB of RAM)

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You are playing the full, final version of Slave Zero.

SLAVE ZERO CONTACT INFORMATION

Technical support questions should be directed to the Infogrames Tech Support department. Contact information is at the end of this readme.

For updates, patches, and more information please see the Slave Zero web site: www.slavezero.com

Questions and comments are welcome and can be directed to:

slavezero@accolade.com

CHECKING VIDEO MODES

Slave Zero automatically checks what video cards you have in your machine and what video modes you have available. This can take a couple moments and your screen may change resolutions. There are a couple known problems:

1. 3dfx Quake3 drivers:

If you have these drivers installed an error may occur. You must have the latest 3dfx drivers in order for Slave Zero to perform correctly.

Getting the latest drivers for your video card from your video card manufacturer can solve most errors. Reference drivers can be used, but it is strongly recommended that you use driver provided by the hardware manufacturer.

- Video Mode Problems *

If you have problems with the video mode the game is in and the menu system will not fix it then you can try deleting the file named szHardware.ini which will force the game to re-check your available video modes and cards.

SOUND

Slave Zero supports A3D, 3d positional audio, and has EAX support. If your sound card supports these features they will automatically be enabled. You can disable any of them by using our in game menu system.

AUDIO HARDWARE

Slave Zero auto detects your hardware. Some sounds cards (like the Sound Blaster PCI 128) do not report the correct information to the game. If you have any problems with audio in Slave Zero (assuming you have the latest drivers for your sound card), simple turn off audio hardware in the menu. This will ignore the hardware present in your computer. Note that if you disable hardware support you will automatically disable reverb and occlusion support.

REVERB

You can toggle reverb support on and off through the menu as well (assuming it is available on your system).

AUDIO MODES

Slave Zero has several audio modes for you to choose from. You can listen to sound effects and music, sound effects and ambient sounds, just sound effects, or no audio. You can not listen to music and ambient sounds together, and if you disable audio altogether you will get a significant memory savings on most levels, but of course hear no audio. All of these settings can be changed from within the menu system in game.

OCCLUSION

Some sound cards support audio occlusion. Most Aureal boards do, the Sound Blaster Live!, and ESS Canyon3d boards all do. You can turn it on in the "audio" section of the szOption.ini file under the "Use Audio Occlusion" key (set it to 1). Turning it on if your hardware does not support occlusion will do nothing to your game, so if you're not sure and you want occlusion, just set it on.

KNOWN PROBLEMS

There is a known problem with the Creative Sound Blaster 128. If you have this sound card and experience any problems with Slave Zero, disable the audio hardware option (above). This should solve your problems.

There is a known problem with the Sound Blaster Live! 2.0 drivers. If you have these drivers and experience a problem with Slave Zero then install different drivers or disable the audio hardware option (above). There are Version 2.1 drivers available which do contain a fix for this problem.

Install the new drivers and this should solve your problems.

VIDEO

3D REQUIRED

Slave Zero is a 3D hardware required game.
Slave Zero supports most available 3D accelerators.
If you experience problems:

1. Make sure you have the latest drivers from the card manufacturer.

Some 3D cards do not support all the features of Slave Zero.
You will get varied results on different 3D cards.
If you have an older(2+ years) 3D card then Slave Zero may not function at all.

GLIDE NOTES

If you are playing with a 3dfx card, it is strongly recommended that you use the glide version. Slave Zero is a glide3x game.

D3D NOTES

The d3d version has some z-buffer inaccuracy problems making certain areas in the game tear. To fix this you can do a couple of things. First, you can manually edit the szOptions.ini file and set the "force 32 bit z buffer" key under the "video" section equal to 1. On most video cards this will give you a higher precision z-buffer and fix the problem. On certain video cards however (TNT boards for example) this will not work. On such boards you should simply put the game into 32 bit color mode by changing resolutions through the menu system (640x480x32 for example). Keep in mind that both of these solutions changes the way your video card renders and in some cases could drastically effect performance.

VIDEO "LAG"

On certain video cards, in high resolutions there can be a "lag" in the input. This lag makes it really difficult to play the game. Turning the "Wait for V-Synch" option on in the video menu should make this lag go away. The "Wait for V-Synch" options can also be used if there is excessive flickering in the display. The S3 Savage3d is one video card where this option can be used to clean up the display considerably.

3DEEP

If you have 3Deep installed on you computer, you will not be able to set gamma within the game. To chance gamma, you must do it through your 3Deep control panel on the desktop. If you have any problems with 3Deep in Slave Zero you can disable it by editing the szOptions.ini file under the "Video" section changing the "Use 3Deep" to 0.

RESOLUTION

Slave Zero defaults to run in low resolution (640x480). You can change the resolution in the in-game menu.

GAMMA

If your game is especially dark or bright then you can adjust the gamma.

The gamma can be changed in the in-game menu.

Gamma does not work for all 3D cards. If you experience problems changing your gamma please make sure you have the latest drivers for your 3D video card.

SCALABILITY

There are several options in the video menu that will change the quality of the game but hopefully give some performance back on lower end computers (either low end processor/memory configuration or low end video card).

MIPMAPPING

Toggling mipmapping off will free up some system memory while effecting visual quality of the game a bit.

SHADOWS

Toggling shadows off will free up some memory and also give a lot of performance back on older 3d accelerators. Unfortunately this will dramatically alter the look of the game.

VIEW PORT

Changing the view port size will give some frame rate back on video cards that are fill rate bound. This will not change the look of the game other than it will be much smaller.

CLIP PLANE

Changing the clip plane location will also help video cards that are fill rate bound. With the clip plane pulled in, you may get attacked by enemies that aren't being drawn because they are outside the clip plane.

MRG

Turning MRG on reduces the poly count of the dynamic objects in the game. This also helps lower end video cards with performance. Some game models (bosses especially) look odd because of their lower poly counts.

ADVANCED FEATURES

If your card supports it, Slave Zero high resolution and bumpmapping. The follow are a list of boards that support both high resolutions and bumpmapping, but most recent boards will support them as well.

ATI Rage 128

NVida TNT and TNT2

Matrox G400

3dLabs Permedia3

NEW VIDEO HARDWARE/DRIVERS

If you install a new video card or in some cases even if you upgrade video drivers the game may need to detect your hardware over again so that it can fully take advantage of it. To do this, simply delete the szHardware.ini file. You

will also need to edit the szOptions.ini file and under the “video” section, change the “Display Mode Wanted” key to - 1. The game will auto detect your video hardware again and set up in the default configuration for that hardware.

VIDEO CARD SPECIFIC ISSUES

TNT (nVidia)

On some Nvidia TNT cards (Viper 550 and others), playing the game for an extended period of time may cause a fatal error in the game. This error is due to a driver problem in which the latest drivers should fix. This error will be marked by an “Out of Video Memory” error reported in the szDebug.txt file. If you get this error, make sure you have the latest drivers. Look at the nVidia web site (or your card manufacturers site) for the latest drivers. Work-around: If you do have the latest drivers and you’re still getting this problem you can set the Maximum Texture Usage Per Level key in the video section of the szoption.ini file equal to 125829120 (just add a 0 to the right end). This will force the d3d renderer into a different mode and avoid the bug.

ATI Rage Pro

The ATI Rage Pro is a board that does not support all the advanced rendering modes we need to give you the highest graphics quality for SlaveZero. If you have this board or a board with similar limitations, some effects will not draw correctly, and some have been disabled altogether.

3dfx Voodoo1 and Voodoo2

If you are using a Voodoo based 3d accelerator we strongly recommend using the Glide video mode. Using the d3d renderer on these cards will cause a significant performance loss. Download the latest glide3x drivers from your board manufacturers web site. The installer will set up the game to run the Glide version automatically.

S3 Savage

You may experience “tearing” if using a S3 Savage card. This may be fixed by changing the video option “Wait For VSynch” to ON. This will cause a slight performance hit, but will clean up your display.

COMPATIBILITY REPORT

On the Slave Zero CD-ROM there is a summary of Slave Zero’s video card compatibility. All the cards and any issues related to those cards is listed. This report is located on the disk in the “readme” folder. It is a Word DOC and is named “SZcompat.doc.”

VIDEO CARD DRIVERS

Because Slave Zero requires a 3d accelerated video card and supports hardware accelerated audio, it is strongly recommended that you download the absolute latest drivers from you hardware manufacturer. If these drivers are causing problems, try the reference drivers provided by your chip manufacturer.

It is very important to have the correct drivers for your video card. Without the proper drivers you may experience problems. Be sure to install the driver that corresponds to you card.

You can always go to the website of the card manufacturer and download the latest drivers or contact your card manufacturer.

KNOWN PROBLEMS (not mentioned above)

Quake3 reference drivers

The older 3dfx Quake3 reference drivers are not compatible with Slave Zero.

Canyon3D

We have support for the new ESS reverb technology. If you do not have the latest (correct) drivers for this hardware you could experience audio problems. If you do experience problems either get newer drivers or run the game with audio turned off.

Renderer did not init

This is a common error message and usually means you do not have the correct video drivers. Get the latest drivers from your chip/card web site. For 3dfx chip sets you will usually get best results using the reference drivers (3.x)

Voodoo3

The game may crash if the resolution is set to 800x600 when using a Voodoo3. The latest Glide drivers from 3dfx should fix this.

Alt-tab

If you hit alt+tab during a load screen the game will quit. Using alt+tab during normal game play should not cause problems.

CONTACTING CUSTOMER SUPPORT

Infogrames North America

You can ask for help with your Infogrames game by reaching us by Phone, Fax, Online and Mail:

PHONE

Infogrames can help you by phone between the following hours:

Monday - Thursday 8:00am - 5:00pm PST and
Friday 9:00am - 5:00pm PST
(408) 296-8400

INTERNET

website: <http://www.infogrames.net/>
email: help@infogrames.net

FAX

Faxes may be sent anytime to: (408) 246-0231

MAIL
Infogrames North America
5300 Stevens Creek Blvd.
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San Jose, CA 95129

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Thanks for playing Slave Zero!