Nitemare-3D for Windows

Installation and Technical Notes

This installation is suitable for Windows 3.1, (or WFWG 3.11) and Windows 95.

An Uninstall program is included for conveniently removing the game.
Note: *When un-installing, we recommend you **ONLY** select the automatic mode. This is because the custom mode allows you to select windows system files which may be in use by other programs.*

WinG

WinG is a set of drivers released by Microsoft to enable high performance games such as Nitemare-3D to run under Windows. The first time you run Nitemare-3D under any particular Windows display mode, the WinG driver will perform a short display test to optimize itself for your computer. The following files are copied to your \WINDOWS\SYSTEM directory:

WING.DLL
WINGDE.DLL
WINGDIB.DRV
WINGPAL.WND
DVA.386

NOTE: The following line is added to the [386Enh] section of the SYSTEM.INI file (if it is not there already), and you must restart Windows before running Nitemare-3D for the first time:

device=dva.386

Joystick Driver

This consists of a joystick driver released by Microsoft to support joysticks under Windows 3.1
Users running Windows 95 should already have the Windows 95 joystick driver installed and do not need to read this section.

The following files are included in the Nitemare-3D directory:

ibmjoy.drv   (joystick driver)
joystick.cpl   (callibration applet for control panel)
oemsetup.inf   (joystick driver setup file)

Nitemare-3D will inform you if joystick support is not present if you attempt to enable the joystick within the game. You must follow the steps below to make Windows 3.1 aware of the new joystick driver:

If you have not used the Windows 3.1 Control Panel application before, you can read about what this does in the Windows user guide, chapter 5, in the section entitled "Installing a Driver Not Supplied with Windows". Follow these steps to add the joystick driver:

1. In the Control Panel window, choose the Drivers icon.

2. Choose the Add button.

3. In the List of Drivers box, select "Add Unlisted Or Updated Driver" and choose the OK button.

4. Type the drive and directory where you installed Nitemare-3D, the default is "C:\N3W" Then choose the OK button. At this point the List of Drivers box should read "Driver for Joystick". Choose the OK button.

5. Unless the driver is already installed on your system, you will be asked to specify the type of joystick you have connected. The default is one or two 2-Dimensional joysticks. Choose the OK button.

6. Restart Windows for the joystick driver to take effect. You can now enable or disable joystick support within the game, as you please.

7. To callibrate your joystick under Windows (which should only be necessary once), run the new callibration applet from the Windows Control Panel and follow the instructions. Your callibration is now available for Nitemare-3D and any new Windows game you install that supports use of the Microsoft joystick driver.

Nitemare-3D Technical Notes

This section contains notes in the form of frequently asked questions on running Nitemare-3D for Windows.

1. What computer does Nitemare-3D require?

Nitemare-3D for Windows requires a 386 cpu or higher, at least 4Mb of memory, Windows 3.1 or higher, and a VGA display or better. A sound card is highly recommended. Mouse and joystick input are supported.

The faster your computer and the faster your video card, the smoother the game will appear or, alternatively, the bigger the window you can have without the game slowing down. See the discussion below on the special fullscreen mode.

2. Is my sound card supported?

If Windows supports it, then yes. Nitemare-3D uses the standard multimedia programming interface which is not specific to any type or make of sound card. If your card is supported under Windows and installed correctly then in theory you should have no problems with it. Any problems you do have should be a result of incorrect installation or problems with the sound card manufacturer's drivers. The MCISEQ sequencer device is used via the Midi Mapper for General MIDI music, the waveaudio device is used for sound effects.

Please note some sound cards do not support volume control from within the game. Older 8-bit cards often do not have the necessary hardware.

Due to the design of the Windows 3.x Midi Mapper, some confusion has arisen over whether drums should be on channel 10 or 16. This program assumes the most popular default of drums

on channel 10. If the music sounds strange or no drums can be heard, you may have the wrong setup in your Midi Mapper. Start the Control Panel, select Midi Mapper and click on "Setups". Try selecting a different setup from the list. The correct one will probably be called "ExtFM" or "AllFM" or similar. If you press the "Edit..." button to inspect your setup, you should see at least the first 10 channels set to a valid port name, with the 10th destination channel number set to either 10 or 16, depending on your particular driver. In general the number is 10 but some drivers require it to be 16 to hear drums properly.

Windows 95 users should not have to worry about this.

3. What is fullscreen mode?

Fullscreen mode is a special display mode which takes over the entire screen and disables the Windows display driver. You toggle between this mode and regular Windows mode in the game by typing ALT-Enter. This mode looks like you are running in a full screen DOS window but in fact the game is still running as a native Windows application.

This mode is provided for two reasons. Firstly for speed. When Windows is in a high resolution mode, say 1024x768, the game will run slower due to the much higher number of pixels on the screen. The game has over ten times the number of pixels to write on every frame. Instead of reducing the window size you can switch to fullscreen mode to regain the speed. Lack of speed will manifest itself by the game becoming jerky or control becoming too coarse, making it hard to aim. This can be compensated to some extent by using the Left-Shift key for finer control.

The second reason is because the game is optimized for 256 color mode. Obviously if you are running Windows in 16 color mode the game cannot display correctly. Instead of restarting Windows in 256-color mode, simply press ALT-Enter in the game to switch to fullscreen mode which automatically switches the display into the optimal 256-color mode. Note that if you are running Windows in higher than 256-color mode you may still wish to use the fullscreen mode since this will almost certainly run faster. In 24-bit color mode (16M) there are three times as many bytes to process for each pixel as in 256-color mode so the game will run slower unless you select the fullscreen mode.

4. Why do I get a warning message when I enable the joystick?

To enable joystick support in the game, select CONFIGURE GAME/HARDWARE from the main menu. Select the joystick option. If you get an error message at this point, such as "Joystick not present" then you need to install joystick support on your computer. Follow the instructions given above in the section "Joystick Driver".

5. How do I get to the secret level 5?

There is a secret level 5 in episode one, accessed from level 4 which would otherwise bypass it straight to level 6. Here is a hint to find the secret level entrance:

Having completed the rest of level 4, find the pile of boxes at 8,24. [Use the position readout on the status display]. Go into the small room nearby which contains two adjacent dumb waiters. Enter either dumb waiter and notice how you fall out of the other one without getting anywhere. The secret is to obstruct one of the dumb waiters (either will do) which will prevent you from inadvertantly emerging from the other in the same room. Then you will be able to proceed to a secret ante-chamber which leads to a second transportation booth which leads to the secret level 5.

6. What was the red display box for, the first time I ran Nitemare-3D?

The first time you run a WinG application such as Nitemare-3D in a particular Windows display mode, the WinG driver will perform a short test to optimize its internal display algorithms to your display card and driver combination. This is nothing to do with Nitemare-3D but is a built-in function of Microsoft's WinG product. You will only ever see this display again if you change your Windows display mode, e.g. by changing the number of colors or the screen resolution.

7. Are there any known problems with WinG?

Unfortunately, yes. The following list of known compatibility problems is taken from the Microsoft WinG documentation. If you suspect that your graphics card driver may be at fault, try replacing the driver with the plain VGA driver using Windows Setup (in the Main program group). If the problem goes away then this indicates the driver is at fault and there may be a more current driver available from the manufacturer of your graphics card. If you think you need a new driver, you must request one either from them or the place you acquired your computer. Sometimes new drivers are also available for download on large BBSs, like CompuServe.

Some names in this list are trademarks of the respective manufacturer.

- Early drivers for Diamond Viper cards included a "Power Palette"
 option that is no longer supported by Diamond. They recommend that
 you upgrade your drivers if you have this option. WinG may be slower
 when power palette is enabled.

- IBM no longer supports the IBM ThinkPad 720c. There are some
 problems using WinG with the ThinkPad 720c display drivers.

- Cirrus drivers before version 1.43 have many known bugs which
 have been fixed in the more recent drivers. Be sure to upgrade your
 drivers if you are still running with this version.

- Some ATI drivers offer a "Crystal Fonts" option. Turning Crystal
 Fonts on in 8-bit modes sets up a non-palettized driver that can
 slow WinG significantly.

- The ATI mach8 Radical drivers cause a number of problems in both
 WinG and in Windows with some versions of the ATI chipset. Be aware.

- The ATI VGA Wonder drivers (W31-*.drv) will crash during a call to
 StretchDIBits in the profiler. Users can run the SVGA256.DRV driver
 that shipped with Windows.

- Many miro Crystal drivers have problems with StretchDIBits, so they
 crash during profiling.

- Early ATI Mach 32 PCI cards have a hardware timing problem and will
 hang while blting. ATI will replace these cards for no cost.

- WinG is incompatible with the #9GXE "TurboCopy" mode. Use the
 #9 control panel to disable TurboCopy (it is off by default).

- WinG uses a GetPixel to synchronize with display hardware when
 writing directly to the screen. The ATI Mach 32 driver's GetPixel

does not work properly, so it is possible to use GDI to draw to
the screen, then use WinG to blt to the screen and have them overwrite
each other. Be careful mixing GDI drawing commands and WinG blts
to the display.

- The Orchid mmtllo.drv driver for the Prodesigner IIs has duplicate
 system colors which prevents applications from getting an identity
 palette and greatly reduces the WinG blt speed. A workaround is
 to set SYSPAL_NOSTATIC mode or use standard the Tseng ET4000
 drivers instead of the mmtllo drivers.