

STARSIEGE DEMO

1.0

README FILE

3/2/99

About This Document:

Thank you for evaluating Starsiege.

This document contains instructions for use of the Starsiege Demo, and information pertinent to general problems and questions you may have concerning this software or your computer. Should you experience any problems with Starsiege, please refer to this file for additional help in answering questions about the game and solving technical difficulties.

**NO TECHNICAL SUPPORT IS OFFERED FOR THIS DEMO VERSION
OF STARSIEGE.**

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I: GENERAL INFORMATION

The Starsiege Demo includes four training missions and two campaign missions. It is recommended that you play the training missions before proceeding to the campaign missions.

NOTE: CONTROL QUICK REFERENCE CARDS ARE AVAILABLE IN THE FILES KEYBOARD.BMP AND KEYBOARD_QUICKREFERENCE.BMP, these files are installed to the Starsiege folder. It is highly recommended that you print these documents for quick reference while you are playing the game.

The most general way to control a vehicle is using the keyboard and mouse. The arrow keys on the keyboard are used for movement (up and down for throttle, left and right for rotation), and the mouse is used to look around an aim. The left mouse button fires weapons, and the right mouse button targets an enemy that is under the crosshair.

II: PURCHASING STARSIEGE

Starsiege is available for purchase at many software retailers, or online at www.sierra.com.

III: SYSTEM COMPATIBILITY

These are the minimum machine requirements needed to run Starsiege:

Pentium 166, 32 MB RAM with 3D Graphics Accelerator
Pentium 200, 32 MB RAM without a Graphics Accelerator
110MB Hard Disk space

Platforms:

Windows 95/98 w/DirectX6
Windows NT 4.0 w/Service Pack 4

Starsiege Demo Hardware Requirements:

2D Graphics Card:

DirectDraw compatible card (minimum SVGA 640x480 @ 256 colors)

3D Graphics Card:

3Dfx Glide compatible 3D accelerator (recommended), or OpenGL compatible card (see below for more information on OpenGL)

Sound Card Support:

DirectSound and Directsound3D compatible sound cards

Peripheral Support:

Mouse, Keyboard, Joystick, or any compatible DirectInput device

Starsiege requires DirectX6 to run properly on Windows 95/98. If you do not have DirectX6 installed on your computer, you can download it from WWW.MICROSOFT.COM. If you are running Windows NT 4.0, you must have Service Pack 3 installed. If you do not have Service Pack 3 (or greater) installed, you will need to download it from WWW.MICROSOFT.COM.

Windows must be configured with at least 200mb of virtual memory before running Starsiege.

IV: TRAINING MISSIONS

To play the training missions, select "Training" from the main menu, then select one of the four training missions and click on "Start".

V: CAMPAIGN MISSIONS

To begin a campaign, select "Campaign" from the main menu, then "New Game" from the campaign menu. At this point you must create a character, do so by selecting a character image and squad insignia, and then enter names for your character and squad. Finally, start the campaign by clicking on "Start New Game", you will then be at the Operations Screen.

THE OPERATIONS SCREEN

The Operations screen is the place to make vehicle and equipment assignments, catch up on the latest gossip, and check your squad statistics and mission history. It is also the place where new missions (and mission briefings) are handed down.

The two vertical columns running down the center of the Operations screen represent your Squad Roster. The four spaces in the left column are pilot slots; the four spaces on the right are vehicle slots. Your own character profile (pilot and vehicle) occupies the top two slots. The remaining six slots are grayed-out signifying that they are reserved for future squadmates and their vehicles.

VEHICLE DEPOT

In the Vehicle Depot, you can:

- Assign vehicles to squadmates that do not currently have vehicles.
- Change existing vehicle assignments.
- Modify the weapons and/or internal component configurations of vehicles currently assigned to yourself and other squadmates.

Assigning a New Vehicle

New pilot characters automatically receive default vehicles at the start of each campaign. Clicking the Vehicle Depot button automatically calls up the Configure Vehicle screen. This screen details the available weapon mounts and component hardpoints available on your default vehicle. See Configure Vehicle Screen immediately below for information on configuring your vehicles.

Reassigning Vehicles

If your pilot already has a vehicle, pressing the Vehicle Depot button automatically calls up the Configure Vehicle screen. Again, this screen details the available weapon mounts and component hardpoints available on your current vehicle. See Configure Vehicle Screen immediately below for information on reassigning vehicles

Modifying Existing Vehicle Configurations

Short of assigning pilots entirely new or different vehicles, you can also modify their vehicles existing weapon and component configurations. As you are given access to newer levels of technology, you'll want to upgrade your existing layouts. Damage is automatically repaired between missions but weapons/components that are lost or destroyed must be replaced. Follow the procedure for re-assigning vehicles as outlined in Reassigning Vehicles.

Configure Vehicle Screen

The Configure Vehicle Screen lets you outfit or assign new vehicles as well as make modifications to existing ones. This screen consists of the following options: Engine, Reactor, Computer, Shields, Armor, Sensors, Specials, and Mounts (weapons and components). The Configure Vehicle screen also lets you link your weapons or create firing chains before setting out.

To make changes in the Configure Vehicle screen, left-click on the desired weapon or component. A pop-up display shows you an image of the item you have selected. Underneath the image is a brief description of the item. (For example, the first item on the Configure Vehicle screen is Engine. Left-click anywhere inside the row marked Engine and a pop-up depiction of your current engine will appear.)

You can preview a potential replacement weapon or component by left-clicking on its box. An image of the item appears in place of the current weapon or component along with a brief description of the item. Once you are satisfied with your selection, click on the Install button. The replacement part will be added to your vehicle. Changes to the planetary inventory will be made to reflect the transaction.

Tip: The number in the upper right corner of the images on the vertical display represents the number of these items currently available. You will not be allowed to select a weapon or component if none are available in inventory.

Before you can begin a mission, you must press the Briefing button and view the mission briefing. Even if you don't remember a word that's said, you must at least view the briefing before you are permitted to leave the Operations screen.

Press the Objectives button to see a list of your mission objectives.

Clicking on an objective brings up an intelligence photo so that you are able to identify it in combat. (For example, in the first mission of the Human campaign, one of your objectives is to destroy an Imperial cargo ship).

Press the Start button to begin the mission. Good Luck.

VI: CONTROLS

Starsiege comes with a number of unique control configurations for joystick, keyboard, and mouse combinations. It is recommended, however, that you use the default configuration on the Quick Reference Card (QRC) schematic until you are more comfortable with the game. Later, by using the keymapping editor, you can add, edit, and delete keys or controller inputs.

NOTE: CONTROL QUICK REFERENCE CARDS ARE AVAILABLE IN THE FILES KEYBOARD.BMP AND KEYBOARD_QUICKREFERENCE.BMP, these files are installed to the Starsiege folder. It is highly recommended that you print these documents for quick reference while you are playing the game.

The most general way to control a vehicle is using the keyboard and mouse. The arrow keys on the keyboard are used for movement (up and down for throttle, left and right for rotation), and the mouse is used to look around an aim. The left mouse button fires weapons, and the right mouse button targets an enemy that is under the crosshair.

KEYBOARD COMMANDS

The controls listed in this section are default configurations only. Each one may be changed (remapped) by individual users according to the procedure listed in the Input Configuration section of the previous chapter.

GENERAL GAME CONTROLS

Pause Game

Numlock key

Press the Numlock key to Pause the game. Note that the game automatically pauses whenever you open the Preferences menu (F11 key) in single-player mode. The game cannot be paused in multiplayer mode.

Esc key

Press the Esc (Escape) key to abort a single player (campaign) mission. If you press the key by accident, don't worry. A confirmation box keeps you from making a mistake.

Exit to Waiting Room

Esc key

Pressing the Esc (Escape) key also exits you from a multiplayer game to the Waiting Room. Your vehicle remains in the simulation, however, and is fair game for other players.

Toggle HUD Configuration

F9 key

Press the F9 key to rearrange the position of the various HUD components. Left-click on the component and drag it to its new location on the screen. This feature also lets you make significant changes to the way your HUD symbology is presented. See Chapter Five: Your Head-Up Display for more information on the Head-Up Display.

Toggle Preferences

F11 key

Press the F11 key to access a pop-up menu that lets you change certain graphic and control preferences once the game has begun. The graphic settings listed on this pull-down menu mirror those found on the Options screen in the Main Menu. This key lets you modify your graphic settings, adjust your CD audio level, and even change your control key configuration without leaving the game.

Toggle Objective Status (Campaign games only)

F12 key

Press the F12 key to check on the completion status of your objectives. Objectives not yet achieved are referred to as Active.

MOVEMENT AND NAVIGATION CONTROLS

Increase Speed

Up Arrow or Numpad 8 key

Pressing either the Up Arrow key or Numpad 8 key increases the speed of your vehicle incrementally. Refer to the speedometer component of your Multi-Function Display to see the effect this key has on your speed.

Decrease Speed

Down Arrow or Numpad 2 key

Pressing either the Down Arrow or Numpad 2 key decreases the speed of your vehicle incrementally. Holding the key down long enough can cause the vehicle to begin moving in reverse. Refer to the speedometer component of your Multi-Function Display to see the effect this key has on your speed.

Reverse Throttle

Numpad 0 key

Press the Numpad 0 key to change reverse the throttle function. (In the case of a reversed throttle, pressing the Up Arrow key decreases your speed and pressing the Down Arrow key increases your speed.)

Stop

Backspace or Numpad 5 key

Pressing either the Backspace or Numpad 5 key causes you to come to a complete stop.

Turn Left

Left Arrow or Numpad 4 key

Pressing either the Left Arrow or Numpad 4 key causes you to turn to the left. If you are moving, the rate of turn is based upon your speed. If your vehicle is stationary, this movement causes you to pivot in place.

Turn Right

Right Arrow or Numpad 6 key

Pressing either the Right Arrow or Numpad 6 key causes you to turn to the right. Again, if you are moving, your rate of turn is based upon speed. If your vehicle is stationary, this movement causes you to pivot in place.

Crouch

C key

Press the C key to assume a crouched position. Crouching lets you better conceal yourself behind obstacles or terrain features. When you power down your reactor, your vehicle automatically assumes a crouched position.

Center Turret (Tanks Only)

[key (left bracket)

Press the [(left bracket) key to align your turret with your chassis so that you are looking in the direction you are currently moving. This key only functions when you are piloting a vehicle with a turret (e.g. a tank).

Center Body (Tanks Only)

] key (right bracket)

Press the] (right bracket) key to align your chassis with your turret so that you are traveling in the direction you are currently looking. This key only functions when you are piloting a vehicle with a turret (e.g. a tank).

Next Nav Point

N key

Press the N key to have your on-board computer cycle forward and display your next Navigation point.

Previous Nav Point

Shift N key

Press the Shift N key to have your on-board computer cycle back and display the previous Navigation point.

Toggle Nav Point On/Off

, key (comma)

Press the , (comma) key to toggle the Navigation Points On and Off. When Nav Points are toggled Off they do not appear in either your Pilot (Cockpit) or Map views.

Drop Nav Marker

M key

Press the M key to deploy a Navigational marker (labeled with your vehicle's name) at your current location. You are only allowed to have one Nav marker at a time.

WEAPON CONTROLS

Fire Weapon

Spacebar key

Press the Spacebar to fire the currently selected weapon (or weapons in the case of linked weaponry). Keep in mind that a certain amount of time is required to reload or re-energize your weapons between shots. See Chapter Five: Combat in the 29th Century for more information regarding use of your weapons in combat.

Single Fire Weapon (1-6)

Ctrl + number key 1-6

To select a weapon (i.e. ready it to be fired), simultaneously press the Ctrl key and the number key corresponding to the desired weapon. Weapon #1 is the top weapon on the Weapon Status Display. The rest of the weapons are numbered in descending order, (i.e. weapon #2 is second from the top). This places weapons in single fire mode. They will not cycle to the next weapon on the list once they have been fired. To exit this mode, select a new firing chain.

Toggle Weapon (1-6)

Shift + number key 1-6

To include or exclude a weapon from a weapon group's firing chain, simultaneously press the Shift key and the number key corresponding to the weapon. If the circle next to the weapon on the Weapon Status Display is solid (i.e. filled in), the weapon is currently included in the firing chain. If the small circle is open, the weapon has been excluded from the firing chain.

Select Weapon Group 1

Number 1 key

Press the number 1 to select Weapon Group 1. A rectangular box appears on the Weapon Status Display around all of the weapons (available or not) in the column labeled 1.

Select Weapon Group 2

Number 2 key

Press the number 2 to select Weapon Group 2. A rectangular box appears on the Weapon Status Display around all of the weapons (available or not) in the column labeled 2.

Select Weapon Group 3

Number 3 key

Press the number 3 to select Weapon Group 3. A rectangular box appears on the Weapon Status Display around all of the weapons (available or not) in the column labeled 3.

Next Weapon Group

= (equal) key

Press the = (equal) key to select the next Weapon Group. (If you currently have Weapon Group 1 selected, pressing this key selects Weapon Group 2.)

Function: Previous Weapon Group

- (minus) key

Press the - (minus) key to select the previous Weapon Group. (If you currently have Weapon Group 2 selected, pressing this key selects Weapon Group 1.)

Link/Unlink Weapons

L key, Tab key or Numpad + (plus) key

Press the L key, Tab key or Numpad + (plus) key to link or unlink weapons in a particular weapon group. Rectangular boxes appear on the Weapon Status Display around specific weapons that are linked. See Chapter Five, Firing Options for more information on linking and unlinking weapons.

TARGETING CONTROLS

Target Closest Enemy

T key

Press the T key to target the closest enemy vehicle. Keep in mind that the closest enemy may not necessarily pose the greatest threat. This feature is not available to vehicles without an Intermediate or Advanced computer component. Refer to Chapter 6: The Tactical Reference Guide for more information on computer components.

Target Next Enemy

Y key

Press the Y key to cycle forward to the next closest enemy vehicle. This feature is not available to vehicles without an Intermediate or Advanced computer component. Refer to Chapter 6: The Tactical Reference Guide for more information on computer components.

Target Previous Enemy

Shift Y key

Press the Shift Y key to target the previously targeted enemy vehicle. This feature is not available to vehicles without an Intermediate or Advanced computer component. Refer to Chapter 6: The Tactical Reference Guide for more information on computer components.

Target Closest Friendly

F key

Press the F key to target the closest friendly vehicle. This feature is not available to vehicles without an Intermediate or Advanced computer component. Refer to Chapter 6: The Tactical Reference Guide for more information on computer components.

Target Next Friendly

G key

Press the G key to cycle forward to the next friendly vehicle. This feature is not available to vehicles without an Intermediate or Advanced computer component. Refer to Chapter 6: The Tactical Reference Guide for more information on computer components.

Target Previous Friendly

Shift G key

Press the Shift G key to target the previously targeted friendly vehicle. This feature is not available to vehicles without an Intermediate or Advanced computer component. Refer to Chapter 6: The Tactical Reference Guide for more information on computer components.

Identify Target

I key

Press the I key to identify a target. Some campaign missions require you to perform a scan (identification) as a condition of victory (one of your primary objectives). ID range varies by type of computer installed.

SHIELD CONTROLS

Toggle Shields On/Off

Home key

Press the Home key to toggle your shields On/Off. Normally, you'll want to fight with your shields On to protect you from enemy fire. Turning Off your shields, however, reduces energy demands on your reactor and makes you harder to detect. A vehicle must be equipped with a Shield Generator in order to produce shielding.

Toggle Shield Tracking

Insert key

Press the Insert key to “track” a currently selected target with your shields. Shield tracking causes your shields to automatically re-focus their energy so that the enhanced portion of your shielding continually faces the tracked target as it moves. You can view the position of your shield enhancement on the HUD Shield Status Display. A Shield Modulator is required to use this feature.

Rotate Shield Right

End key

Press the End key to rotate the enhanced portion of your shielding to the right. You can view the position of your shield enhancement on the HUD Shield Status Display. A Shield Modulator is required to use this feature.

Rotate Shield Left

Delete key

Press the Delete key to rotate the enhanced portion of your shielding to the left. You can view the position of your shield enhancement on the HUD Shield Status Display. A Shield Modulator is required to use this feature.

Focus Shield Forward

Page Up key

Press the Page Up key to focus the enhanced portion of your shielding forward (i.e. in front of you). You can view the current position of your shield enhancement on the HUD Shield Status Display. A Shield Modulator is required to use this feature.

Focus Shield Rearward

Page Down key

Press the Page Down key to focus the enhanced portion of your shielding rearward (i.e. in back of you). You can view the current position of your shield enhancement on the HUD Shield Status Display. A Shield Modulator is required to use this feature.

Activate Shield Capacitor

Ctrl S key

Press the Ctrl S key to activate your Shield Capacitor. This immediately recharges your shield up to its maximum charge level. Frequent use can result in a malfunction (reducing your shield energy level to zero) or even physical damage to your Shield Generator. You can view the current level of shield energy on the HUD Shield Status Display. A Shield Capacitor is required to use this feature.

MISCELLANEOUS COMPONENT CONTROLS

Toggle Sensor Mode

R key

Press the R key to toggle your sensor mode between Active (radar) and Passive (Infra-Red). Your current sensor mode is displayed on your HUD’s Multi-Function Display.

Toggle Sensor Range

Shift R key

Press the Shift R key to toggle your sensor range. Your current Sensor range (in meters) is displayed on your HUD’s Multi-Function Display.

Toggle Reactor

Numpad Enter key

Press the Numpad Enter key to toggle your reactor On/Off. Shutting down your reactor significantly reduces your energy signature, making you much more difficult to detect.

Activate Special Component 1

7 (number) key

Press the number 7 key to activate the special component in the Special 1 slot.

Activate Special Component 2

8 (number) key

Press the number 8 key to activate the special component in the Special 2 slot.

Activate Special Component 3

9 (number) key

Press the number 9 key to activate the special component in the Special 3 slot.

Tip: Any component can be activated by toggling its specific key (e.g. Ctrl X for Cloak) or by pressing the key corresponding to the slot it is mounted in (e.g. 7 key for slot 1).

Activate Energy Capacitor

Ctrl R key

Press the Ctrl R key to activate your Energy Capacitor. This immediately energizes your reactor to its maximum energy capacity. Frequent use can result in a malfunction (reducing your reactor energy level to zero) or even physical damage to your reactor. A Energy Capacitor is required to exercise this feature.

Activate Cloak

Ctrl X key

Press the Ctrl X key to activate your cloak component. Cloaking makes it more difficult for the enemy to detect you. You must have a cloaking component (Chameleon or Cuttlefish) in order to use this feature.

Turbo/ Rocket Booster

Ctrl B key

Press the Ctrl B key to activate your Turbo/ Rocket booster. This will give you a sudden burst of speed in emergency situations. You must have a Turbo/ Rocket Booster in order to use this feature.

ECM (Jammers)

Ctrl J key

Press the Ctrl J key to activate your ECM (Electronic Counter-Measures). ECM jammers interfere with radar detection and potentially jam incoming radar-guided missiles. You must have an ECM jammer in order to use this feature. You will get an audio confirmation when your ECM jammer is engaged.

Thermal Diffuser

Ctrl T key

Press the Ctrl T key to activate your Thermal Diffuser. Thermal Diffusers reduce your Infra-Red signature so that enemy passive sensors have a more difficult time detecting you. Enemy heat-seeking missiles are also affected. You must have a Thermal Diffuser in order to use this feature. You will get an audio confirmation when your Thermal Diffuser is engaged.

CAMERA VIEWS AND PERSPECTIVE CONTROLS

Pilot (Cockpit) Camera

Ctrl C key

Press the Ctrl C key to access the Pilot (Cockpit) view. This is the default view. The Pilot (Cockpit) view gives you a narrow field of view forward from your cockpit. HUD symbology is visible.

Orbital Camera

Ctrl O or Ctrl V key

Press the Ctrl O or the Ctrl V key to access the Orbital Cam view. The Orbital Camera has a PTZ (Pan/Tilt/Zoom) feature that lets you see the action from outside your vehicle. The orbital cam is controlled by the arrow keys or the joystick and will cycle between you and your squadmates with the Home key or joystick button 2. You can alternate between control of the orbital cam and vehicle by pressing the Ctrl O or Ctrl V keys.

Satellite Map

Enter key

Press the Enter key to access the Satellite Map (Map Mode). Map Mode gives you a God's Eye (top-down) view of the battlefield superimposed on a topographic relief map. It also lets you see enemy vehicles and objects, as well as issue orders to your squadmates. For more information on the Satellite Map see page 57.

Zoom In

Z or Numpad / (forward slash) key

Pressing either the Z or Numpad / key activates the temporary Zoom feature of your camera view. The view remains Zoomed In for as long as the key is depressed. The amount of Zoom depends upon your computer suite. More advanced computers have enhanced optics and give you greater Zoom.

Label Mode

' (single quote) key

Hold down the ' (single quote) key to access Label Mode. Label mode places a triangle (of the appropriate Team color) above vehicles you see on the battlefield at a range of 250 meters or less. Vehicles are also given name tags to help distinguish them from one another. Use of Label Mode requires you to have at least an Advanced Computer Suite. It remains in effect for as long as this key is depressed (held down).

Toggle Labels On/Off

;(semicolon) key

Press the ; (semicolon) key to toggle vehicle labels On/Off. Whereas the ' (single quote) key maintains Label Mode only as long as the key is depressed, the ; (semicolon) key toggles this mode On and Off. This function requires that you have an advanced computer on board.

Targeting Cursor Movement

Mouse X-Y Axis

Moving your mouse moves the targeting crosshair (and your direction of vision). Note that this movement is independent from your direction of travel.

Fire Weapons

Left Mouse Button

The left mouse button fires your selected weapons. It functions in all respects like the Spacebar key with regard to weaponry.

Target Object Under Crosshair

Right Mouse Button

The right mouse button targets vehicles or buildings. Move the targeting crosshair to the object then press the right mouse button.

Target Nearest Object

Third Mouse Button (if present)

Pressing the third mouse button automatically targets the nearest enemy vehicle or building. It functions in all respects like the T key with regard to targeting.

Joystick Controls

The following actions are bound to the indicated joystick controls when using any default configuration that supports joysticks (i.e. joystick.cs).

Fires Weapons

Joystick Button 0

Pressing joystick button 0 fires your selected weapons. It functions in all respects like the Spacebar key with regard to weaponry.

Target Object Under Crosshair

Joystick Button 1

Pressing joystick button 1 targets vehicles or buildings. Move the targeting crosshair over the target or object then press the button.

Link/ Unlink Weapons

Joystick Button 2

Pressing joystick button 2 links or unlinks weapons in a particular Weapon Group. It functions in all respects like the Tab key or Numpad + (plus) key on your keyboard.

Cycle Weapons

Joystick Button 3

Pressing joystick button 3 cycles forward through the Weapon Groups. It functions in all respects like the = (equal) key on your keyboard.

Reverse Throttle

Joystick Button 4

Pressing joystick button 4 reverses your throttle. It functions in all respects like the Numpad 0 key on your keyboard.

Toggle Sensor Mode

Joystick Button 5

Pressing joystick button 5 toggles your sensor mode between Active and Passive. It functions in all respects like the R key on your keyboard.

Toggle Reactor

Joystick Button 6

Pressing joystick button 6 toggles your reactor On or Off. It functions in all respects like the Numpad Enter key on your keyboard.

Toggle Protective Shielding

Joystick Button 7

Pressing joystick button 7 toggles your shields On or Off. It functions in all respects like the Home key on your keyboard.

Turn Left/ Right

X Axis

Movement of the joystick along its X axis causes your vehicle to turn left or right. This movement functions in all respects like the left/right arrow keys on your keyboard.

Adjust Speed

Y Axis

Movement of the joystick along its Y axis causes your vehicle to increase or decrease its speed. This movement functions in all respects like the Up/Down arrow keys on your keyboard.

Adjust Zoom Factor

Z Axis

Movement of the joystick along its Z axis lets you Zoom In your Pilot(Cockpit) view. This movement functions in all respects like the Z or Numpad / keys on your keyboard.

Change Direction of View

Hat Switch

Moving the Joystick hat switch lets you move the targeting crosshair (and change your direction of view). The hat switch replicates the movement of your mouse when using a joystick.

VII: OPENGL

The Starsiege Demo supports OpenGL on video cards that use the nVidia Riva TNT chipset.

To use OpenGL on a Riva TNT based card, you must have the latest drivers. Currently these are the Detonator drivers, and are available from nVidia at www.nvidia.com.

To run Starsiege in OpenGL mode, go to the Options screen from the Main Menu. In the "Full Screen Mode" drop-down box, select "OpenGL". From the "3D Hardware Type" drop-down box, select the chipset used on your video card.

If you experience problems running Starsiege in OpenGL, try reducing the color depth of your desktop from 32 bit (True Color) to 16 bit (65536 colors), using the "Settings" tab in the "Display Properties" control panel.

If you are using OpenGL under Windows 95 and have your taskbar set to "Always On Top" (which is the default), you will experience problems IF your taskbar has been placed at the top of the desktop or at the left of the desktop. The solution is to drag your taskbar to the bottom of your desktop, or uncheck the "Always On Top" box that is located in the "Taskbar Properties" dialog box, which is available from the Settings menu in the Start menu.

VIII: MULTIPLAYER SUPPORT

The Starsiege Demo does not include support for multiplayer games. The full version of Starsiege does allow multiplayer games over the internet via TCP/IP and over LAN via IPX.

IX: UPDATES AND PATCHES

There are no updates or patches available for the Starsiege Demo.

X: TROUBLESHOOTING

Here is a list of some of the known problems and interactions with other programs.

You cannot run Starsiege with the Windows Display Properties dialog box present on your desktop. Please close the Display Properties dialog box before running Starsiege.

Some machines experience crackling sound during gameplay. There may be several possible causes. Make sure you have the most recent drivers for your sound card AND video card (especially if you have a 3DFX Voodoo1 card). If you use A3D, get the latest drivers from www.aureal.com. If you have all the latest drivers and still experience problems, try changing your sound system type in the Options screen to DirectSound.

Some video cards have problems running in 720x480 resolution. The solution is to use a more standard resolution, like 640x480 or 800x600.

When using keyboard controls, some users have been able to reproduce the "Circle of Death", where their vehicle uncontrollably turns to the left or to the right. This problem usually occurs when you hold down some keys and repeatedly task-switch to and from Starsiege. The solution to this problem is to press the backspace key to stop turning.

Gamma correction with Voodoo2 and Banshee 3Dfx based cards: Changing the gamma correction slider in the game has no immediate effect on these cards. You must exit and restart the game for your gamma value to take effect.

Canopus 3D cards: At the time of this release, a number of people have experienced problems running Starsiege on these cards using this manufacturer's video drivers. The Glide reference drivers seem to work better. More information on 3Dfx/Glide drivers can be found in the Troubleshooting section.

The key combination Ctrl-F9 using the left-hand control key is intercepted by a driver on some machines, especially under Windows 98. Starsiege uses this key combination for quick chat. The solution to this problem is either to use the right-hand control key, or to change the Ctrl-F9 quick chat function to a different key combination.

Some 3DFX-based cards have problems taking screenshots when the scoreboard is up in multiplayer games. This problem is intermittent, and no solution to this problem currently exists.

The "Force Triple Color Buffering" feature of 3DFX Voodoo2 based video cards is incompatible with the screen shot mechanism in Starsiege. If you have trouble taking screen shots and you have a Voodoo2 based card, make sure "Force Triple Color Buffering" is turned off in the Display Properties.

Joystick Hat Problems. "When I move the hat on my joystick, my Herc fires its weapons and squats, or carries out some other strange and unexpected behavior." Solution: Some joysticks have a CH Flightstick emulation mode in which hat movements are translated into combinations of button presses. Most joysticks have a switch on the joystick itself that changes the behavior of the joystick to that of a normal joystick. For some joysticks, however, this change may be a setting in the calibration program found in the Control Panel. Change the position of this switch and recalibrate your joystick.

Problem: Game runs very slowly under Windows NT. Solution: If you do not physically have a joystick installed, check that your joystick control panel shows no joystick installed.

Joystick does not respond properly. Joystick is plugged in and calibrated but it doesn't seem to work at all. Possible Solution: If the joystick was plugged in after the machine was booted, the operating system may not recognize it. This problem may also occur if the joystick is not plugged in correctly. To be sure, check your joystick connection and reboot your machine by powering off. Go into the Control Panel and recalibrate your joystick.

Problem: Sometimes during the game, Starsiege crashes to the desktop after playing a little while. It does not seem to follow a particular pattern. Solution: If you have previously installed a service pack for your operating system, it is possible that you may need to upgrade the drivers for peripheral devices such as the joystick, mouse, sound, or video card. These upgrades can usually be found at the peripheral manufacturer's website.

Problem: Sometimes during play, the game locks up and everything appears to freeze. Solution: We have received a few reports that the game may be crashing as a result of certain virus scanning software. The solution is either to turn off the software while the game is running or to upgrade the scanning software.

Skin/Face/Logo won't remap. When I run the RemapArt.exe program, my bitmap does not get remapped. Solution: It is possible the bitmap is not saved in the correct format. Make sure it is saved in 24-bit color depth. PaintShop Pro writes out a 24-bit bitmap that is incompatible with our bitmap loading routine. If you use PaintShop Pro, you should load the bitmap with another program and save it back out before you attempt to remap the art. Skins stored in 24-bit color should have a file size of either 196,662, or 98,358,

depending on the size of the original artwork. If your bitmap is not one of these sizes, it probably will not work.

We have had problems with some Microsoft USB joysticks. Please make sure you have the latest drivers.

Problems with the Thrustmaster Fusion Gamepad have been reported. These problems occur because the gamepad incorrectly reports to Starsiege that it has a Z axis, making it difficult to use Starsiege's input configuration customization feature to autodetect input. If you experience problems with this gamepad, please visit www.starsiegeplayers.com for information on manually creating a custom input configuration.

Buttons five through eight on Microsoft Sidewinder 3D joysticks do not work on Windows NT. This is because the Windows NT joystick drivers only support buttons 1-4.

Under no circumstances should you copy existing keymaps, vehicle configurations, preferences, or any other files from the Alpha Technology Release Demo that was released in the summer of 98. These files are not compatible with the final release of Starsiege.

We hope you enjoy playing the Starsiege Demo. If you experience any difficulties in getting the game to operate to your satisfaction, please read further. If the symptoms of the problem obviously point to sound or video issues, concentrate on those sections. Otherwise, please spend a couple of minutes reading the entire section. The time you spend here may well help you get Starsiege running more quickly and will provide you with information that will be helpful in case you need to contact Technical Support.

Section 1: Notes on Sound Problems

Starsiege uses DirectSound, which is a part of Microsoft's DirectX programming interface, for sound generation. If you have problems with distorted sounds or no sound at all, check to make sure that your sound card drivers are DirectSound-compliant. To do so, run DXDIAG; it is located in your C:\Program Files\DirectX directory on your hard drive. When running DXDIAG, choose the Sound tab. In the upper right corner of the dialog box, look for the line that reads "Certified." If this line says "No", then you should check with the manufacturer of your system or your sound card to determine if DirectX certified drivers are available. If you contact these companies via the Internet, you can usually obtain updated drivers free of charge.

Section 2: Notes on Video Problems

If you experience display problems while in full screen hardware mode (using Glide or OpenGL), you'll want to see if they persist when you switch to software mode. Simply hold down the ALT key on the keyboard and press ENTER to switch to windows (software accelerated) mode. If the problems go away when running in a window, the problem is probably related to the device drivers you are using with your 3D card. Contact the manufacturer of the card to verify that you have the most recent driver with the most current version of Glide or OpenGL. The latest Glide reference drivers can be obtained from 3Dfx at www.3dfx.com/download/download.html. See the OpenGL section (above) for more information on OpenGL issues.

The latest information on 3Dfx and Glide can be found at www.3dfx.com.

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If problems occur while running in windowed mode, changing the color depth may help. To change to 16-bit color, right-click on your Windows Desktop and choose Properties from the pop-up menu that appears. Choose the Settings tab in the dialog box; it should be the one furthest to the right. Select the Color pull-down menu and choose 16-bit color; you may have to reduce your screen resolution if you are raising the color setting.

The following points are steps that can be taken to help correct non-game specific issues, such as random game crashes or performance problems.

1. Verify you have sufficient hard drive space to install the program. Go to My Computer and right-click on the drive where you plan to install the game. Select Properties from the pop-up menu that appears. You should see a Free Space listing; make sure it shows that you have enough free space to install the game properly. The System Requirements for Starsiege are listed at the top of this document.
2. Make sure all non-vital programs are closed when you run Starsiege. To check which programs are active, hold down the CTRL and ALT keys on your keyboard and press the DEL key. This will bring up a dialog box called Close Programs. Generally, any program listed here besides Explorer and Systray is non-vital and should be closed before running Starsiege. To close a program, highlight it and click on the End Task button. You will need to repeat this process for each listed program. If a program will not shut down via this method, you may have to consult that program's documentation to find instructions for shutting it down. (Note: This is not a permanent change to your computer. Simply rebooting will re-activate all of the programs you shut down.)
3. Run a thorough ScanDisk on your hard drive. You can run ScanDisk by clicking on the Start button and selecting Programs. Inside the Accessories there will be a System Tools group containing ScanDisk. Once you have clicked on ScanDisk, select the drive to scan and put the dot in the Thorough option. Then click on the Start button. This will probably take at least half an hour and as long as several hours. ScanDisk will locate errors on the hard drive and attempt to fix these errors. (Note: Always back up any critical information on your system before running Scandisk. If you have errors in the data on your hard drive, Scandisk will fix them by deleting the corrupted data. After this deletion occurs, some programs on your computer may quit functioning. In this event, you will want to remove and reinstall those affected programs. If you need assistance with that process, you should contact the manufacturer of the particular program.)
4. Try using a boot disk to prevent real mode device drivers from loading. Put a blank, high-density diskette in your A: drive. Then, open the My Computer icon from the desktop and highlight the icon for Drive A:. Right-click on the icon and choose Format. In the resulting dialog box, make sure there are checks in the boxes for "Full" and "Copy System Files". Click on OK to start the process. Once the disk is formatted, double-click on the icon for the C: drive in My Computer. Look for the file called MSDOS.SYS in the list of files. If you cannot find it, click on the View menu, choose Options and then the View tab. Make sure "Show all files" is checked and "Hide MS DOS file extensions" is not checked. Once you've found the MSDOS.SYS file, right-click on it and choose Send To 3½" Floppy (A). You will be prompted to replace an existing file - click on OK. Once you've done this, reboot your system with the disk in the A: drive.
5. If you are still having problems at this point, try doing a clean installation of the game. Run SETUP from the root directory of your Starsiege CD and choose to uninstall the game. Reboot your computer with the boot disk that you created in step 4. Close all programs as listed in step 2. Then run SETUP from your Starsiege CD again and reinstall the game. For further information, see the Starsiege web page at www.starsiegeplayers.com.

XI CONTACTING SIERRA

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