Wargasm Control Patch – Introduction

The following patch is for all releases of Wargasm and all nationalities.

To install the patch simply unzip the contents of the wargasm2.zip into the directory where you installed Wargasm. Please make sure you read the included PatchReadme file for further information.

Following are the changes that the Wargasm Patch will make:

Fixes

Now provides compatibility for the CYRIX chipset

Allows the user to configure his/her own controls. There is now also support for mouse control. The set up is as follows:

- First go to the options screen from the main menu, and click on Control. If you are already in the game, then Press 'Shift' and 'O' to get to the options screen (Shift+O doesn't work in Multiplay). After you click on 'Control' you will be presented with a Control Chart. Decide which unit type you wish to configure the controls for, then click on either 'Tank','Chopper' or 'Troop'
- Next, click on the function of the vehicle type you wish to change, eg 'Engine Power' for the Tank, then implement the new control for that function, eg push up, down, left or right on the joystick or the Mouse, or Press a button on the mouse, Keyboard or Joystick that you wish to carry out this function. You will then have to enter the command to negate the previous command. For example, if you push the Up cursor for engine positive, then press the Down cursor for engine negative
- The 'Qualifier' button enables a particular function that has the same configuration as another function. Eg. If you have selected the 'A' and 'Z' keys to move the troop forwards and back, and you wish the same keys to move the troop's gun up and down, then you would need to highlight a Qualifier button to enable this, eg the 'Shift' button
- The 'Y-Flip' button reverses the Y Axis control, like a reverse mouse feature, except here it applies to joystick's axis too
- Should you wish to use one control set for all the vehicle types, then after you have configured the controls for one unit type, click on the 'Copy to All' button to transfer the control set, to all the vehicle types
- If you have the Rock 'n' Ride chair (see below) there will also be a RNR Scale slider bar on this screen. This controls the sensitivity of the chair
- **Please Note:**
  - In all the vehicles' control config, the 'Fire' button and the buttons onwards can only be used with digital imput, ie the functionalities can only be attached to button presses
  - The following keys on the Keyboard cannot be configured as they are reserved keys:
    PageUp
    PageDown
    K
    M
    R
    N
    D
    F1-F12

1-0
    - and +
    2, 4, 6, 8 on the numeric Keypad

Rock 'n' Ride support. We've added support for the Rock 'n' Ride hydraulic chair peripheral. Just unzip the RNR.zip file to your windows\system directory

Instant Action Bug fix. A bug on the Instant Action mission select menu has been fixed

Union Reality fix. Union Reality's head set now works as a single input device

Gore. When killed with Sabot or other missile weapon, troops now explode

This patch also includes all the fixes in the previous patch which were:

- Works on DVD and CDROM drives which were previously incompatible
- Works with certain PCI 64 bit sounds cards which previously didn't work
- Compatible with the SoundBlaster Live! card

We have found that the Matrox G200 card causes some graphical defects. Simply download the latest drivers to fix this. The latest version of the drivers is available from [Matrox <http://www.matrox.com>](http://www.matrox.com) and the version number is 4.51.010