

## **Time of Defiance – Release Notes for Client 4.574A**

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Welcome to Time of Defiance! Existing players should pay special attention to the release notes which detail changes between the last released version and this one.

**Please read this document carefully before trying this version of the client, as (amongst other things) it contains important notes on known compatibility issues.**

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### **IMPORTANT DIRECTX INFORMATION:**

**Time of Defiance REQUIRES at least DirectX 9.0 to be installed in order to run.** If you do not have DirectX9 installed, please visit Microsoft's Windows Update web site in order to download the correct version.

For your convenience, if you have purchased a CD version of Time of Defiance the DirectX9.0b run-time installation program is in the "DirectX9" folder of the CD.

#### 1. Release notes:

##### Version 4.572:

- Tick-box on launcher for using reference rasterizer – this is a DEBUG option to identify if display problems are related to drivers or not.

##### Version 4.570

- Support for full-scene anti-aliasing provided.
- Support for more hardware functionality on modern graphics cards to be used.
- Indicator of empire received from empire now shown on all display screens.
- Empire view default position is now directly above home island.

##### Version 4.566:

##### New Features

- Island Database. All islands that you encounter are now remembered between sessions, so there is no longer a need to drop a marker at every island. Moving your pointer over an island shows its "island popup". There is a button top right of the popup to open the

details window. The details window allows islands to be sent to other players. Right clicking on islands in empire view no longer drops a marker.

- Object Finder. Next to the “Players” button top right is an “Objects” button. This opens the Object finder. You can use this to locate objects or islands by name and/or owner.
- Player Finder. This has had some substantial improvements including the ability to manage your allies, ignore list and friends list from its UI.
- Explosions now shown on Empire View. This greatly helps in the location of a new battle when it starts.
- Gate-to-position codes now have click-to-enter. If you purchase a gate-code from the Eighth House to go to a position on the map, you can now save yourself typing it in. Open the normal UI for entering the code, then just click on the chat message from the Eighth House with the code in it. This also works for codes sent to you from other players.
- Chat Window now supports larger font if required. The launcher allows you to set a larger font for chat messages.
- Time of Defiance now supports 1600 x 1200 mode. This can be set from the launcher’s graphics settings.
- Added two new empire filters for showing vehicle constructors and HQs that are trying to build things but cannot because they are out of or low on resources.
- Help file entries for objects now show mining rate per hour and per day where applicable. This is adjusted automatically to be correct for the speed of server that you are on.

### Enhancements

- Find button next to player ID on marker dialog. This lets you open the player finder to locate a player to send a marker to.
- Tooltip over resources in an object’s menu now shows the resource’s capacity as well as current level.
- The message window’s “(X minutes old)” tooltip now breaks minutes into hours if there are more than 60 – which is infinitely more readable than things like “1194 minutes old”. Same change for the major events.
- Tooltip over items in a vehicle constructor or HQ’s construction queue now shows estimate of when the object will be constructed (given all resources being present).
- Chat window now shows text that you’re sending in a darker colour than text received helping separate out conversations.
- Added transfer 1 and 5 tons to the quantum communicators and quantum pulse (AS).
- Added “auto-gather stone” to Shadoo Battle Bomber.
- Added “auto-gather fuel” to Cog Fuel Transport.
- Added new Intelligence Item to the Eighth House – buy location of where a battle is taking place. This may return you a marker of some combat that has taken place or is taking place over the past hour.
- Added a reset button to the server IP address on the logon screen.
- Replaced the old “connecting to server” screens with nice new ones.
- Added a “/disconnect” command for disconnecting from the server.
- You can right-click-to-goto on objects that you do not own from empire view.
- All objects now have a camera menu for camera tracking purposes.
- Disconnect and Quit dialogs now accept keyboard short-cuts.
- Shadoo far reaches can now be sent to deploy on a specific island.

### Fixes

- Setting a /macro chat macro would delete the macro above, so setting macro 2 would have cleared macro 3. Fixed.

- Beefed up the registry information storage code so that one failure would not prevent the rest of the data being saved.
- There was a slight text overflow on a single object's menu if the object had a name such as "mmmmmmmmmmmmmmmmmmmmmmmmmmmm" (AS). Fixed.
- Combat Manager was using its "fully open" height when restoring position from the registry (AS). It now factors in which panels you had open or closed.
- Clicking on the window body for the default marker colours, score deltas window or marker window could put the palette or drop-down colour selection box behind the window. Fixed.
- Manual marker display enable (through /mark command, for example) is now correctly reflected on the empire view toggle button.

There have been many other minor changes in this build.

#### NOTE ABOUT HARDWARE MOUSE POINTER:

Time of Defiance uses a hardware mouse cursor for full-screen users. This is so that you get a smoother mouse move even with a slow frame-rate. We have tested this on a variety of graphics cards, but there may be driver/card combinations that have problems. We have added an "emergency fallback to old pointer stuff" to the launcher (Time of Defiance.exe, under "display settings"). You can check the "Use software mouse pointer" box to get the software pointer back.

#### NOTE ABOUT THE GRAVITY WELLS:

This release has Gravity Wells displayed around the floating islands. This is a side effect of the ancient Nespan quantum anti-gravity machines and shows the area around floating islands where gravity is at its lightest. If you suffer performance issues over this effect, it can be switched off using the Display settings of the launcher.

#### NOTE ABOUT SKY AND QUANTUM CORE:

Nespanona's quantum core can be seen below islands as well as the high-level clouds above. You can disable this feature from the display settings on the Time of Defiance launcher application if you suffer display problems.

#### NOTE ABOUT VOICE:

Voice announcements of major events or important system messages can be enabled from the Audio settings of the launcher or by using the /enablevoice and /disablevoice commands. You will be advised if your system does not support voice. By default, Windows XP comes with just one voice – and it isn't "perfect" for Time of Defiance. There are other voices available to download, and some Windows applications install other voices. Office XP, for example, installs a male and female voice that you can test and listen to via the Speech control panel. We would be interested if you find this a useful feature and if so, what we could do to improve it. Also, should you find a really good voice that you believe we should recommend, we'd be very interested to hear (pun intended) about it.

Please note that not all Microsoft operating systems ship with speech as standard. You may require further software installed on your system in order to make speech work. If your control panel does not have a Speech panel, then it is not installed on your computer.

#### Numeric keypad controls:

In detail view, you can control the camera using the numeric keypad. With NUMLOCK on, you can side-step, yaw, roll, pitch and zoom the camera.

## 2. Minimum specification

You must have at least 64MB RAM, a 500 MHz Pentium 3 (or 100% compatible) processor, a 3D AGP graphics card and DirectX 9.0 installed in order to run this application. Furthermore, your graphics card must be capable of doing 32 bit 800 x 600 displays. This product runs under Windows 98, ME, 2000 and XP – but we recommend with Windows 2000 or Windows XP. We also recommend that you *seriously* consider installing any DirectX patches from Windows Update ([www.microsoft.com/directx](http://www.microsoft.com/directx)) and ensure your graphics card drivers are up to date. The vast majority of problems players encounter are related to drivers or DirectX not being up to date.

### **SPECIAL NOTE FOR “Linksys” ROUTER USERS:**

A bug has been identified in the Linksys router firmware that can cause problems with DirectX9.0. A fixed version of the firmware is now available (version 1.44.2). If you have not already got this version, we recommend upgrading.

## 2.1 Operating system patches and notes

If you are running Windows 2000, you should install Service Pack 4 prior to playing Time of Defiance. Windows XP users should install Service Pack 1. For all supported operating systems (Windows 98, ME, XP and Windows 2000) you should visit Windows Update and ensure that your machine is fully patched and up-to-date before running the client and that you have the latest AGP mini-port drivers for your motherboard (the latter of which is the most common reason for Time of Defiance failing to run on otherwise suitable machines).

If you are using Windows XP, you should install XP Service Pack 1 and run Time of Defiance from an account with sufficient privileges to install and run it in. Limited user accounts may not be suitable.

## 2.2 Performance issues

If your machine matches the minimum specification, you should have no problems running Time of Defiance. If you are having problems, though, there are some steps you can perform to improve performance:

- a. Ensure you have **the latest official (signed) drivers for your card**. We *seriously* recommend against running beta or leaked drivers. The majority of problems our players encounter turn out to be driver related.
- b. Ensure you have the latest official drivers for your motherboard chipset.
- c. Whilst the client is running, type “/cloudsoff” into the chat send box.
- d. If “c” solved your performance problem, quit Time of Defiance, re-run and click on the “Change Display Settings” from the launch screen. Turn detail levels down and clouds off.
- e. Ensure you are running at the lowest (800 x 600) screen resolution (click on “Change Display Settings” from the launch screen when you double-click on Time of Defiance.exe).
- f. **If you run NetMeeting** then be warned that it can interfere with the normal operation of DirectX, causing your hardware acceleration to fail.

## 3. Known issues and compatibility notes

- **Please** ensure that you have the latest certified drivers for your video card before running Time of Defiance. Also, some motherboards may require updates to the BIOS and AGP-

miniport drivers to ensure reliable operation. The FAQs on nVidia and ATI's site are good for breaking down steps you should take to ensure that game software runs reliably.

- Users of the **ZoneAlarm** personal firewall under Windows 2000 (any service pack) may experience application freezes on disconnecting and ultimately a STOP 0x00000076 error. This is a known and documented fault in ZoneAlarm (see [www.zonealarm.com](http://www.zonealarm.com)). If you are using Windows 2000 with ZoneAlarm and **do not** have this problem, **please** let us know along with the version of Windows 2000, DirectX and ZoneAlarm you have installed.
- As shipped, this client will run in full-screen exclusive mode. If you prefer, you can run the application in a window on your desktop. You can do this by clicking on the "Change Display Settings" button from the Time of Defiance launcher.

It is not recommended that you use any leaked, pre-release or beta drivers for your 3D video card when playing Time of Defiance, as these often affect the stability of your system and can lead to unexpected crashes, memory leaks and performance issues that are not related to problems in the Time of Defiance software.

#### 4. Notes for firewall users

Time of Defiance uses UDP, connecting to the port range 2000-2999 at the server end. Client users on standalone systems will be communicating *from* port 2302, but if you are on a network then you may find ports above 2302 being used. Corporate firewall users will need to ask their IT department to ensure that UDP communication from port 2302 to 2399 at the client side can connect to port 2000-2999 at our server's address.

#### 5. Issues that we know about

None at present.

#### 6. Reporting bugs and enhancements

If you wish to report a bug or suggest an enhancement, you can do so by e-mail or via our community forums. The forums are available on our web site and there are specific discussion areas for reporting bugs and enhancements.

We greatly appreciate all feedback and bug reports, and will endeavour to fix every reported issue for the next release.

#### 7. Note about the server

Occasionally, we may have to make updates to the client and server. This means that the server could be offline during the day whilst essential upgrades are performed. This is **very** rare. We will make every effort to ensure that downtime is less than one hour per month and will keep you informed of all downtime, reasons for it and what we've done to reduce it in the future. If you cannot get through to the server for more than 4 hours, please check with your ISP that there are no known problems with their service and then let us know at [support@nicelycrafted.com](mailto:support@nicelycrafted.com).

#### 8. Installation

Time of Defiance should install itself through its own installation program. This program will handle upgrading previous versions as well as entirely new installations. If you're reading this, you installed it OK :-). For other issues arising as a result of installing Time of Defiance, please contact [support@nicelycrafted.com](mailto:support@nicelycrafted.com).

9. Note about content

Some players are young people. We ask you to please moderate your language in the public forums such as the Eighth House.

Final note:

Enjoy Time of Defiance, and thank-you for all your help and assistance – without the feedback we have received to date from our players, the game would not be of the quality that it now is.

(TS/February 2004)

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