



## Level II Demo Troubleshooting Guide

This troubleshooting guide has been included to provide you with information about the game, and to inform you of solutions to common problems that were encountered during the testing phase. In this guide you will find solutions to problems found while running the **Mysteries of the Sith Level II** demo in Windows 95 or Windows 95 Release Version 2 (OSR 2).

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# -1- General Information

## Minimum Requirements

- Computer:** 100% Windows 95 DirectX compatible computer required.
- Graphics Card:** PCI Graphics card required. **The Mysteries of the Sith demo supports most major 3D acceleration cards. Please check this document under Video Issues for a complete list of cards that are supported in the Mysteries of the Sith demo. Check the LucasArts website at <http://www.lucasarts.com> for an updated list of supported 3D cards.**
- CPU:** Pentium 90 or faster required. Pentium 133 recommended.
- Memory:** 16MB RAM required. 32MB RAM recommended.
- Sound Card:** 100% Windows 95 DirectX compatible 16-bit sound card required.
- CD-ROM:** Double speed CD-ROM drive required. Quad speed or faster recommended.
- Input Device:** 100% Windows 95 DirectX compatible keyboard, mouse, or joystick required.
- DirectX:** **Microsoft DirectX 5.0 must be installed to play the Mysteries of the Sith demo.** If you do not have DirectX installed on your computer, you can install DirectX 5.0 from this CD.
- Note:** Your system may require the "latest" Windows 95 drivers for your particular hardware.
- Installation:** Installation requires 30 MB free hard drive space (plus at least an additional 20MB free hard drive space for use by the Windows 95 swap file after installing).

## Operating System Supported

To be able to run the **Mysteries of the Sith** demo, you **must** have **Windows 95** as your operating system. MS-DOS, Windows 3.1x, Windows NT 3.x, Windows NT 4.0 and OS/2 are not supported. Your system must also be 100% DirectX compatible to run the **Mysteries of the Sith** demo at its optimum performance. For more information on DirectX, see Section 5 of this Troubleshooting Guide.

## MS-DOS Memory Managers

If you are running any memory managers, such as EMM386 or QEMM, you may experience problems when running the **Mysteries of the Sith** demo. Both the **Mysteries of the Sith** demo and Windows 95 are protected mode programs and may have problems running with memory managers loaded. We do not recommend making any changes to your system without first contacting your computer manufacturer about the configuration of your computer.

## **Running other Programs while Playing the Mysteries of the Sith Demo**

Generally, we have found that it is not a good idea to have any other programs running while playing the **Mysteries of the Sith** demo. Various video, sound, or memory problems may occur if other programs are running, including screen savers and virus-detection utilities. This includes items which start from your StartUp group, which were added to load programs automatically when Windows 95 is started. Some of these programs display icons on your taskbar. If you have icons on your taskbar, right-click on each of them and select the option to disable, unload, or close them, before playing the **Mysteries of the Sith** demo. The next time you start your computer, StartUp items will load once more and these icons will return. If you cannot disable them from the taskbar and you experience problems playing the **Mysteries of the Sith** demo, you may want to remove these shortcuts from the StartUp group. For information about how to do this, please consult Windows 95 Help. Please turn off any active screen savers while playing the **Mysteries of the Sith** demo, as they may interrupt the game and cause problems.

## **Microsoft Office**

If you are using Microsoft Office and are using their Toolbar, we recommend that you turn it off while playing the **Mysteries of the Sith** demo. When you restart your computer it will be turned on again. This also applies to any other programs that use a toolbar that stays on your desktop.

## **Power Management**

If your computer is equipped with a Power Management Feature, you may want to disable it as the monitor may go to sleep while you are playing. Please consult your computer's documentation or the manufacturer for assistance in doing this.

## **Desktop Color Palette**

We recommend that you set your desktop to **256** or **High Color (16 bit) color** with your desktop area set to **640x480**. When playing the **Mysteries of the Sith** demo with your desktop set to a color palette higher than 16 bit or lower than 256, you may experience various problems while running the game. Please check in **Video Issues** (Section 6) to see if there are any problems noted under **Specific Video Card and Chipset Issues** that were found when testing your graphics card with the different desktop color palettes.

# **-2- General Troubleshooting**

## **Having Problems Running the Mysteries of the Sith Demo?**

If the game unexpectedly freezes up, returns you to your desktop, or if you experience any other severe problems, you should try to properly exit Windows and reboot your computer. (As a rule, you should never turn off your computer while the hard drive is active.) This will help to prevent possible problems related to the error that you have experienced. It is especially important to reboot your computer before trying any of the troubleshooting tips or before attempting to restart the game. If your computer reboots into Safe Mode, go to Shut Down Windows and choose Restart the Computer. This will put you back into Windows 95's normal operation mode.

## **Why can't I get the Game's Launcher to Respond?**

- Your CD-ROM drive may have stopped responding.
- There may be a conflict in your system.
- You may have a scratched or dirty CD.

Please consult the CD-ROM Drive Issues section (Section 8) in this Troubleshooting Guide for more information.

### **I can't launch the game. What do I do now?**

- Please check DirectX Issues/Setup (Section 5) of this Troubleshooting Guide to see if your computer hardware is compatible with DirectX 5.0.
- You may not have enough free space on your hard drive for the **Mysteries of the Sith** demo to play. Check to see how much room is left on the drive. You need to have at least 20MB of free space on your hard drive **after** installation to play the **Mysteries of the Sith** demo.
- Do you have any other applications running, such as memory managers, screen savers, or virus protection programs? Any of these may interfere with the **Mysteries of the Sith** demo. Please refer to General Information (Section 1) for more information.
- The **Mysteries of the Sith Demo** CD may be dirty or scratched, or the CD-ROM drive may be having trouble reading the **Mysteries of the Sith Demo** CD. Please check CD-ROM Drive Issues (Section 8).
- If the letter of your CD-ROM drive changes after installing **Mysteries of the Sith Demo**, you will need to uninstall the game and reinstall it with the new drive letter.

### **What should I do if my computer goes to a Black Screen or Locks Up?**

If you end up at a black screen, please press **ESC**, **SPACE BAR**, or **ENTER** before trying anything else. If this fails, press **CTRL-ALT-DEL** and choose **END TASK** on the **Mysteries of the Sith** demo, which will take you back to the desktop. If you do not see the dialog box after pressing **CTRL-ALT-DEL**, press **ENTER** twice and this should take you back to the desktop. Then restart your computer and try running the game again. While playing the **Mysteries of the Sith** demo, we suggest that you do not use **CTRL-ALT-DEL**, as this may cause the game to stop responding or freeze up with a looping sound playing.

## **-3- Installation Issues**

The Sound Recorder and Volume Control are necessary components of Windows 95 when using DirectX 5.0. If they were not installed when Windows 95 was set up, you will want to install them before installing DirectX 5.0. You will need your original Windows 95 CD to do this.

Please follow these steps to add them to your system:

### **Adding the Sound Recorder and Volume Control**

- Go to the **Start** button on your taskbar.
- Choose **Settings**.
- Choose **Control Panel**.
- Double click on **Add/Remove Programs**.
- Click on the **Windows Setup** tab.
- Scroll down to **Multimedia** and select **Details**.
- Check the boxes next to **Sound Recorder** and **Volume Control**.
- Click OK, then OK again to close both of these windows. You will then be prompted for your Windows 95 CD.

When these steps are complete, you may continue with the installation of DirectX 5.0.

**Note:** It is always a good idea to check and write down which sound and video hardware you have in your computer before installing DirectX. To do this:

- Right click on the **My Computer** icon on your desktop.

- Choose **Properties**.
- Click on the **Device Manager** tab.
- Look at **Display Adapters** and **Sound, Video, and Game Controllers**. Write down your hardware devices in case you have to manually restore your video or sound card drivers.

### Installing the Mysteries of the Sith Demo

- Do not install the **Mysteries of the Sith** demo into the same directory where you installed **Jedi Knight**.
- Please check your available hard drive space before choosing your installation size. If you have too little free space on your hard drive after installation, you may be unable to start the game. Too little space on a hard drive could also affect Windows 95, which needs room for its swap file. It can also affect other applications, such as word processors that need room to spool print jobs.
- The installation requires 30 MB of free hard drive space on your computer. It is also recommended that you have at least an additional 20 MB of free space available for optimum performance.

### Uninstall Warning

When you uninstall the **Mysteries of the Sith** demo, you may receive a warning stating that the uninstaller may not have removed everything. Here are a few reasons why you may see this message:

- The UnInstallShield may have left the **Mysteries of the Sith** demo program group in the start menu. Rebooting your computer may remove them after uninstalling.
- You may have chosen not to uninstall saved games.
- You have other LucasArts games on your computer. The "LucasArts" directory will not be removed from your computer because the other LucasArts games are stored here.
- You may have added files to the directory, such as screen shots. In this case, the uninstaller will not remove the folder.

### Can I Move the Mysteries of the Sith Demo Folder after I Install?

If you wish to move the **Mysteries of the Sith** demo to a new directory, uninstall first, then reinstall to the new desired location. Simply moving the **Mysteries of the Sith** demo folder may cause the **Mysteries of the Sith** demo to stop working. If you have saved games or custom controller configurations, you will need to move them from the previous installation directory to the new location where you install the **Mysteries of the Sith** demo.

## -4- Performance Issues

If you are running the **Mysteries of the Sith** demo on a Pentium 90 through Pentium 120 with 16MB RAM, here are a few things that will enhance the game's performance:

### Increasing Performance in the Mysteries of the Sith Demo

The following are a few things that you can do to increase performance in the **Mysteries of the Sith** demo:

- Play in a lower video resolution mode. Please follow the instructions below to change your video resolution mode in the **Mysteries of the Sith** demo.
- Adjust the view size by using the +/- keys. Playing in a smaller window ( - ) will improve the performance of the game.
- Play in **First Person Camera View**. (F1 key toggles the camera mode)
- Turn off **Music** by pressing **ESC** from within the game, then click on Setup. Go into the Sound menu, then slide the bar to the **OFF** position.

- Turn off **Sound** by pressing **ESC** from within the game, then click on Setup. Go into the Sound menu, then slide the bar to the **OFF** position.
- Turn down the number of **Sound Channels** by pressing **ESC** from within the game, then click on Setup. Go into the Sound menu, then slide the bar to 8.

### Slow Frame Rates in the Mysteries of the Sith Demo

You may experience frame rate drops or graphics problems while playing the **Mysteries of the Sith** demo. Some of the problems you may see are:

- You may only be able to shoot at a very slow rate.
- You may have problems maneuvering.
- You may not be able to open doors at all or there may be a long pause before doors open.
- When fighting with the lightsaber, items/enemies may be harder to hit accurately. You may want to try using your Force Powers in areas where the lightsaber's performance is affected by a poor frame rate.
- You may experience intermittent pauses in the game.

If you are encountering low frame rates or you are having intermittent pauses, you may want to play the **Mysteries of the Sith** demo in a lower resolution. To do this:

- While playing the **Mysteries of the Sith** demo, press **ESC**.
- Click on **Setup**.
- Click on **Display**.
- Choose a lower resolution, such as 512x384 (if available) from the list of resolutions offered.
- Click **OK** to return to the Setup Menu when you are done.
- Click **OK** again to exit the Setup Menu.
- Click on **Return to Game**.

For further information on video cards, please check **Video Issues** (Section 6) in this guide.

### File System Performance

If you are having trouble accessing files on your CD-ROM or Hard Drive, your drives may be set up to run in MS-DOS Compatibility Mode. To check this:

- Right click on the **My Computer** icon on your desktop.
- Choose **Properties** from the pop-down menu.
- Click on **Performance**.
- Look at **File System**:

It should say 32-bit. If this field states that any of your drives are using MS-DOS Compatibility Mode, your drives are not configured properly to run under Windows 95. This mode will greatly decrease the performance of your computer, and may not allow you to access programs that are written for 32-bit file access only.

This may be caused by:

- IDE or SCSI interfaces that are not properly set up under Windows 95.
- Inappropriate drivers for IDE or SCSI hardware.
- Proprietary CD-ROM drives.
- Computers that do not support LBA (Logical Block Addressing) modes except through software, such as Dynamic Drive Overlay, which allows the computer to see the whole capacity of large hard drives.
- Software Virus

## **-5- DirectX Issues/Setup**

The **Mysteries of the Sith** demo needs to have DirectX 5.0 installed to run. DirectX is included on the CD with this demo version of **Mysteries of the Sith**. Microsoft's DirectX is an application that allows seamless access to your system's hardware features in the Windows 95 environment. WARNING: Once you have installed DirectX, it is not easily removed from your system.

### **DirectX 5.0 Installation**

During the installation of DirectX 5.0, you may be asked to insert your original Windows 95 installation disk. This will happen if certain components of Windows 95 that are needed by DirectX were not fully installed during your initial Windows 95 installation. The files that DirectX needs to install are located in the **D:Win95** directory, with **D:** representing the drive letter of your CD-ROM drive. CD-ROM drive letter designations may vary, so be sure to find out what yours is. **NOTE:** If the Windows 95 CAB files are installed on your hard drive, please click on Browse and choose the location of the directory where they are located.

### **Write Down your Original System Configuration**

Note: It is always a good idea to check and write down what sound and video hardware you have in your computer before installing DirectX. To do this:

- Right click on the **My Computer** icon on your desktop.
- Choose **Properties**.
- Click on the **Device Manager** tab.
- Look at **Display Adapters** and **Sound, Video, and Game Controllers**. Write down your hardware devices in case you have to manually restore your video or sound card drivers.

### **How to Check Your System for DirectX Compatibility and Certification**

After you have installed the **Mysteries of the Sith** demo and DirectX, to determine whether your hardware is certified:

- Go to your **Start Menu** and choose **Find**.
- Click on **Files or Folders...**
- Type **DXSETUP.EXE** next to **Named:** and click on **Find Now**.
- Double click on **DXSetup** under **Name** in the bottom window.
- This will take you to the DirectX Setup screen.
- Look at the lines that describe your computer's components.
- If they say "**Certified**," then your drivers are DirectX certified and the game should run fine.
- If they have only the version numbers with nothing after that or a blank line, then they are supported, but not yet certified by Microsoft and may have problems.
- If they say "**No Hardware Support**" after any of the components, you will need to update the appropriate driver so that your system is fully DirectX certified. The manufacturer should be able to provide you with instructions for updating your drivers, and provide you with more information regarding DirectX certification.

### **Changing your Computer's Hardware**

If you change the video or sound card in your computer, make sure that you reinstall DirectX so that it can install the necessary drivers for your new hardware.

Note: Some programs that were made for earlier versions of DirectX may not work with this version.

## Technical Overview of DirectX

The DirectX platform provides an environment that allows developers to use a standardized format when programming a game, thus making it accessible to a wide variety of different hardware features. Prior to DirectX, developers were forced to write hardware-specific code (with a specific driver for each different piece of hardware). DirectX is a library provided by Microsoft to sit in the operating system and provide game programmers with seamless access to all of the hardware features available today. The DirectX library is divided into 5 main sections. DirectDraw, Direct3D, DirectSound, DirectInput, and DirectPlay.

### DirectDraw

Provides access to video hardware for 2D graphics, allowing the use of the full range of resolutions and color depths provided by modern hardware. DirectDraw also improves performance of some 2D graphics functions by allowing video acceleration in hardware.

### Direct3D

Sits on top of DirectDraw and provides access to hardware 3D acceleration if it is available. Direct3D is designed to work with the full range of 3D cards on the market, giving a smooth interface to your 3D hardware. Using Direct3D with your 3D accelerator can provide tremendous speed improvements as well as better image quality, all at higher resolutions.

### DirectSound

Provides access to the audio hardware on the system, allowing for the full features of the audio hardware to be used (such as 3D sound). As with the other components, DirectSound is a seamless way to write directly to your sound hardware.

### DirectInput

Provides a means for the programmer to make use of the large variety of input devices on the market - from mice, keyboards and joysticks to gamepads and beyond. It also allows programmers to use some of the later advanced features in some hardware.

### DirectPlay

DirectPlay is not utilized in the **Mysteries of the Sith** demo. This is the multiplayer gaming module in DirectX which provides seamless access to networking functionality for gaming. DirectPlay supports direct serial connections, modem play, LAN play and Internet Play. DirectPlay also supports third-party on-line gaming services by allowing them to develop their own DirectPlay drivers for use with games that support DirectPlay.

Since DirectX is relatively new in the computer world, we have found that some older systems may contain hardware that may not be fully DirectX compatible. For optimum performance in the **Mysteries of the Sith** demo, your system must fully support DirectX. Luckily, many manufacturers are releasing updated drivers. If you are unsure whether or not your system will support DirectX, please contact the manufacturer of your system for more information.

### DirectX Driver Issues

We suggest using the DirectX 5 drivers that are recommended during the installation of DirectX unless newer drivers are available for your hardware or you experience problems after installing DirectX. The only time that this doesn't apply is when the section that pertains to your hardware specifically tells you to use a different driver than suggested. This is particularly true for video card drivers.



## Effects of Video Card Driver Installation by DirectX

When DirectX is being installed, some video card utilities may be disabled, such as Diamond Multimedia's InControl Tools, STB Vision95, or Creative Labs Graphics Control utilities. You will no longer be able to access them through their taskbar icon and the options for changing your video properties may change back to stock Windows 95 options. DirectX may not recommend changing the driver for your card at all because you may be using these utilities to customize your desktop display and removing them may have adverse effects on your computer.

## Restoring Original Video Drivers through Windows 95

If you need to restore your original video card driver through Windows 95, follow the instructions below. These steps may vary if you are using any version of Windows 95 other than the original.

- **Right-click** on the desktop.
- Choose **Properties** from the pop-down menu.
- Click on the **Settings** tab.
- Click on **Change Display Type...**
- Click on **Change...** in the Adapter Type section.
- Choose your original video card or the name of the chipset from the list.
- If the correct video card or chipset is not an option in **Show Compatible Devices**, click on **Show All Devices**, scroll through the list of Manufacturers, click on the correct one, then click on the name of your card or chipset.
- When your computer prompts you to restart, click on **Yes**.

## -6- Video Issues

This section of the Troubleshooting Guide will provide you with information on problems encountered with video cards while playing the **Mysteries of the Sith** demo using your video card in 2D or in 3D hardware acceleration mode.

## General Information and Troubleshooting Tips

### DirectX Compatibility

To play the **Mysteries of the Sith** demo, your video card must be 100% DirectX compatible. The **Mysteries of the Sith** demo is designed to utilize both the DirectDraw and Direct3D components of DirectX. If you do not know if your video card is DirectX compatible, please consult **DirectX Issues/Setup** (Section 5) of this Troubleshooting Guide for information about how to check for DirectDraw and Direct3D compatibility. Also refer to this section if you encounter problems with your graphics card after installing DirectX.

### Non-DirectX Supported Video Card Problems

If your video card is not 100% DirectX compatible, you may encounter any of the following problems:

- Lock ups: The game may crash while starting the game, loading levels or during cutscenes.
- DirectX may identify your card incorrectly and install the incorrect driver for your card.
- Black Screen: Your screen may go black but the sound and music will continue to play.
- Corrupted Graphics: You might see horizontal or diagonal lines over the screen.
- Strange Colors: Your video card may display the colors incorrectly.
- Slow Graphics: The gameplay may be slow.
- Double Vision: Have you ever worn 3D glasses that didn't work quite right?
- Your game may freeze when exiting the **Mysteries of the Sith** demo.

If you have encountered any of these problems, please check with your video card manufacturer for updated drivers.

### **Desktop Color Palette**

We recommend that you set your desktop to **256 or High Color (16 bit)** with your desktop area set to **640x480**. When playing the **Mysteries of the Sith** demo with your desktop set to a color palette higher than 16 bit or lower than 256, you may experience various problems while running the game. Please check below under **Specific Video Card and Chipset Issues** to see if there are any problems noted that were found when testing your graphics card with the different desktop color palettes.

### **Changing Resolutions in the Mysteries of the Sith Demo**

Changing the game's video resolutions may result in a shift in graphics on your monitor. You may need to adjust your monitor during the game. Also enabling and disabling 3D acceleration mode multiple times during gameplay may cause the game to crash.

### **Setting Up Your Monitor**

If you experience any video problems or are not able to get all of the resolutions that your video card supports, you should make sure that your monitor is set up correctly in the display control panel. If you are using the original version of Windows 95:

- **Right-click** on the desktop.
- Choose **Properties** from the pop-down menu.
- Click on the **Settings** tab.
- Click on **Change Display Type...**
- Click on **Change...** in the Monitor Type section.
- Choose your monitor from the list.

If the correct monitor is not an option in **Show Compatible Devices**, click on **Show All Devices**, scroll through the list of manufacturers, click on the correct one, then click on the name of your monitor.

If you are using the second release of Windows 95 (OSR2):

- **Right-click** on the desktop.
- Choose **Properties** from the pop-down menu.
- Click on the **Settings** tab.
- Click on **Advanced Properties...**
- Click on the **Monitor** tab.
- Click on **Change...** in the Monitor Type section.
- Choose your monitor from the list.

If the correct monitor is not an option in **Show Compatible Devices**, click on **Show All Devices**, scroll through the list of manufacturers, click on the correct one, then click on the name of your monitor.

### **Backbuffer in System Memory**

If you select **Backbuffer in System Memory** the game may crash or you may see a corrupted palette when you press ESC to go into the in-game menus. This is an option that helps speed up the display of transparent sections/areas in the game, but not all video cards may be able to support it.

### **3D Accelerator Min Texture Size**

Some 3D cards have limits on the smallest usable texture size that can be sent to it. If the 3D accelerated card that you are using has a minimum texture size requirement higher than one (1), you will need to set that limit within the game. Please check with your hardware manufacturer to see if your card has a texture size limit. We have listed some of the known cards below:

- NEC Technologies PowerVR: 32
- Matrox Graphics Mystique: 8

- Matrox Graphics Millennium II: 8
- ATI Xpert@Play or Xpert@Work: 8

## Problems Encountered in 2D or 3D Modes

### Slow Frame Rates in the Mysteries of the Sith Demo

You may experience frame rate drops or graphics problems while playing the **Mysteries of the Sith** demo. Some of the problems you may see are:

- You may only be able to shoot at a very slow rate.
- You may have problems maneuvering.
- You may fall through floors or elevators.
- You may not be able to open doors at all or there may be a long pause before doors open.
- When fighting with the lightsaber, items/enemies may be harder to hit accurately. You may want to try using your Force Powers in areas where the lightsaber's performance is affected by a poor frame rate.
- You may experience intermittent pauses in the game.

If you are encountering any of the above problems, you may want to play the **Mysteries of the Sith** demo in a lower resolution. To do this:

- While playing the **Mysteries of the Sith** demo, press **ESC**.
- Click on **Setup**.
- Click on **Display**.
- Choose a lower resolution, such as 512x384 (if available) from the list of resolutions offered.
- Click **OK** to return to the Setup Menu when you are done.
- Click **OK** again to exit the Setup Menu.
- Click on **Return to Game**.

This may help increase the performance of the **Mysteries of the Sith** demo.

With most of the cards and/or chipsets that are listed below as having issues in the **Mysteries of the Sith** demo, we have noticed that 32MB of RAM may significantly increase performance in the game if you are playing in 3D acceleration mode, especially if you are on a low-end machine. Also, disabling **Colored Lighting** in the **Display Setup** screen will increase performance in the game.

## Currently Supported 3D Cards and Chipsets in 3D Acceleration Mode

Below is a list of the 3D video cards and chipsets that are supported in 3D acceleration mode with the **Mysteries of the Sith** demo. If you do not see your card listed, but you do see a chipset that matches the one used on your card, you should be able to play the **Mysteries of the Sith** demo in 3D acceleration mode. For an updated list of supported cards, please check the LucasArts Web page at <http://www.lucasarts.com>.

Note: Some of the following 3D cards will work with the **Mysteries of the Sith** demo in 3D acceleration mode, but contain certain problems listed below under **Specific Video Card and Chipset Issues**. When using any of these cards and chipsets, you should be using the most up to date or DirectX 5.0 driver for the card unless noted in **Specific Video Card and Chipset Issues**. We recommend that you check with your hardware manufacturer for their latest drivers. We have included a list of suggested drivers below that we found to work best with the **Mysteries of the Sith** demo.

Manufacturer	Name	Chipset	Drivers
3D Labs Inc., Ltd.	Permedia	Permedia	4.03.~0182rc3

3D Labs Inc., Ltd.	Permedia 2	Permedia 2	4.10.01.2103
ATI Technologies	3D Xpression+	ATI 3D Rage II	4.10.2278
ATI Technologies	3D Xpression+ PC2TV	ATI 3D Rage II	4.10.2278
ATI Technologies	3DPro Turbo	ATI 3D Rage II+DVD	4.10.2278
ATI Technologies	3DPro Turbo PC2TV	ATI 3D Rage II+DVD	4.10.2278
ATI Technologies	Xpert@Play	ATI 3D Rage Pro	4.10.2278
ATI Technologies	Xpert@Work	ATI 3D Rage Pro	4.10.2278
Canopus	Pure3D	3Dfx Voodoo	1.30.04
Canopus	Total3D	Rendition V1000L	2.02.06
Canopus	Total 3D 128V	NVidia RIVA 128	1.10.00
Creative Labs	3D Blaster PCI	Rendition V1000-E	4.03.00.3309
Deltron Technologies	RealVision Flash 3D	3Dfx Voodoo	1.2
Diamond Multimedia	Monster 3D	3Dfx Voodoo	1.09
Diamond Multimedia	Stealth 3D 2000 Pro	S3 ViRGE/DX	3.217
Diamond Multimedia	Stealth II S220	Rendition V2100	1.01
Diamond Multimedia	Viper V330	NVidia RIVA 128	4.10.01.0015
Diamond Multimedia	Fire GL 1000 Pro	Permedia 2	1.02
Hercules	Stingray 128/3D	3Dfx Voodoo Rush	1.19
Intergraph	Intense 3D 100	Rendition V1000-E	4.03.00.3309
Intergraph	Intense 3D Voodoo	3Dfx Voodoo Rush	4.10.00.2063
Matrox Graphics	Matrox M3D	NEC PowerVR PCX-2	1.0
Matrox Graphics	Millennium II	Matrox MGA 2164WP	3.70
Matrox Graphics	Mystique (4MB)	Matrox MGA-1064SG	3.70
Orchid Technologies	Righteous 3D	3Dfx Voodoo	3.0
Sierra On-Line	Screamin'3D	Rendition V1000-E	4.03.00.3309
STB Systems	Nitro 3D	S3 ViRGE/GX	1.52a
STB Systems	Velocity 128	NVidia RIVA 128	4.10.01.0107
STB Systems	Velocity 3D	S3 ViRGE/VX	1.52a
Texas Instruments	TVP4020	Permedia 2	4.10.01.2103
VideoLogic	Apocalypse 3Dx	NEC PowerVR PCX-2	4.01.c1

### Currently Unsupported Cards and Chipsets in 3D Acceleration Mode

These 3D cards were found to have significant problems when playing the **Mysteries of the Sith** demo in 3D acceleration mode. If you are using any of the following cards or chipsets, you will only be able to play the **Mysteries of the Sith** demo in 2D video modes. For an updated list of supported cards please check the LucasArts Web page at <http://www.lucasarts.com>.

Manufacturer	Name	Chipset
Creative Labs	Graphics Blaster 3D	Cirrus Logic CL-GD5464
Matrox Graphics	Mystique (2MB)	Matrox MGA-1064SG
VideoLogic	Apocalypse 3D	NEC Power VR PCX-1
Diamond Multimedia	Edge 3D	NVidia NV1
Diamond Multimedia	Stealth 3D 2000	S3 ViRGE
Spider	Tarantula 3D	S3 ViRGE
STB Systems	Powergraph 64 3D	S3 ViRGE

## Specific Video Card and Chipset Issues

### 3D Video Card and Chipset Issues

#### Changing Hardware Accelerated 3D Video Resolutions

When trying to change to resolutions in 3D Acceleration mode, such as 800x600 and above, your video card must have at least 6 MB of dedicated 3D Video RAM to display these resolutions.

**Example:** If your video card is a 2D/3D combination card and it has 6 MB of VRAM, chances are that (at least) 2 MB of this RAM is being used to render 2D graphics and 4 MB to render the 3D graphics. So this video card would only be able to go into resolutions up to 640x480.

### **Black Screen Lockup after Enabling 3D Acceleration Mode**

If you encounter this error, you may have been using the Glide driver with your 3Dfx Voodoo based board with another program. You will need to reboot your system before playing the **Mysteries of the Sith** demo after using the Glide driver.

### **Playing the Mysteries of the Sith Demo with the 3Dfx Voodoo Based Card**

You may see a colored line on some textures and explosions when using this chipset. 3Dfx is aware of this issue and is researching it.

### **Running a 3Dfx Voodoo Based Card with an S3 968/868 2D Card**

Users that have a S3 968/868 based 2D video card with a 3Dfx Voodoo based card may experience system lock ups or erratic behavior once DirectX is installed on their system. The S3 968 and 868 have a chipset flaw which prior to DirectX shipping wasn't noticeable. Please go to Orchid's website at <http://www.orchid.com> and download S3FIX.

### **Orchid Righteous 3D Issues**

When using this 3D acceleration card, you may encounter the following problems:

- If you have an Orchid Righteous 3D video card and you experience a crash or lockup as soon as you launch the game, you may have a card with a known RAM defect. You can download a patch from Orchid's FTP site, available through their webs site, to fix the problem. You should look for the patch labeled "R1\_2\_48D.EXE".
- If you start the game and get a black screen with only your information HUDs (Heads Up Display) visible (they show you your available health, shields, etc.), DirectX may have missed updating your 3Dfx drivers if you are using an older version or your current 3Dfx drivers do not have DirectX 5.0 support. You will need to re-install DirectX or update your drivers to R3DV30.EXE to correct this.

### **Diamond Monster 3D Issues**

When using this 3D acceleration card, you may encounter the following problems:

- If you start the game and get a black screen with only your information HUDs (Heads Up Display) visible (they show you your available health, shields, etc.), DirectX may have missed updating your 3Dfx drivers if you are using an older version or your current 3Dfx drivers do not have DirectX 5.0 support. You will need to re-install DirectX or update your drivers to version 1.09 to correct this.

### **Hercules Stingray 128/3D**

When using this graphics card, you may encounter the following problems:

- When using the suggested driver, version 1.19, if your desktop area is set to 800x600 and you task switch out of the game, the screen may corrupt and freeze during the transition from your desktop back into the game. If you need to task switch out of the game, we recommend that you press ESC to go to the menu before you task switch.
- The HUD displays for health, shields, and ammo may flash on the middle of your screen for a brief second during gameplay.

### **Matrox Mystique**

When using this graphics card, you may encounter the following problems:

- When using the Matrox Mystique with only 2MB of VRAM, we do not recommend using this board in 3D acceleration mode.

- With the 4MB version of this card, be sure to set the 3D accelerator min texture size to 8 in the Display Setup menu.
- When using this card in 3D mode, translucent surfaces and force fields may appear to be cross-hatched (like a screen door).

### **Matrox Millennium II**

When using this graphics card, you may encounter the following problems:

- When using this card in 3D acceleration mode, translucent surfaces and force fields may appear to be cross-hatched (like a screen door).
- When your Windows 95 desktop is set to 256 color, the status gauges may be green.

### **Gateway 2000 with Velocity 128 3D (Riva 128) AGP**

When using the video driver that came with this computer, transparent objects such as force fields, and windows may appear to be solid. Upgrading to the driver available at the Gateway website corrects this problem. Their web address is <http://www.gw2k.com>.

The following issues are listed by chipsets. If you are unsure of the chipset on your graphics card, please check the list of supported cards above to identify your cards specific chipset.

### **3D Labs Permedia 2**

When using a graphics card with this chipset, you may encounter the following problems:

- You will be unable to play the **Mysteries of the Sith** demo when your desktop color palette is set to 256 colors. Please set your desktop to 16 bit color to play the game.
- There may be invisible boxes on laser blasts. Exploding containers may have a visible open square in the explosion where your laser shot hit.
- Enemy(s) or object(s) may momentarily disappear from view when they (or you) get shot.
- Transparencies, such as windows, force fields, and the ysalamiri ball may appear as a solid color instead of transparent.
- You may see color palette corruption in the in-game menus.
- When shooting weapons, there may be a discoloration on the object behind where the explosion of the shot has occurred.

### **ATI 3D Rage II+**

When using a graphics card with this chipset, you may encounter the following problems:

- There may be invisible boxes on laser blasts. Exploding containers may have a visible open square in the explosion where your laser shot hit.
- Enemy(s) or object(s) may momentarily disappear from view when they (or you) get shot.

### **ATI 3D Rage Pro**

When using a graphics card with this chipset, you may encounter the following problems:

- Transparencies, such as windows, force fields, and the ysalamiri ball may appear as a solid color instead of transparent.
- Water may not be visible in all areas of the game.

### **NEC Technologies PowerVR PCX-2**

When using a graphics card with this chipset, you may encounter the following problems:

- When facing against a wall or door, you may see part of the weapon you have selected disappear behind the wall or door.
- Game play performance may be "choppy" on computers that have 16MB of RAM. When playing on a system with at least 32MB of RAM, you will see considerable performance improvements.
- Transparencies, such as windows, force fields, and the ysalamiri ball may appear as a solid color instead of transparent.
- You may experience longer than average loading times for each level.
- Be sure to set the 3D accelerator min texture size to 32 in the Display Setup menu.

### **NVidia Riva 128**

When using a graphics card with this chipset, you may encounter the following problems:

- You may experience slow frame rates, hitching, and excessive hard drive caching when using a video card with this chipset on a low end machine. Performance will be greatly enhanced when playing on a system with at least 32 MB of RAM.
- When looking at long textures, such as corridors, faraway textures may appear to be hazy and blurred.

### **Rendition Verite 1000-E and V2100**

When using a graphics card with this chipset, you may encounter the following problems:

- You may experience low frame rates in the game when playing in a video resolution mode of 640x480. Decreasing the window size two or three sizes (using the - key) will increase the performance.
- When using certain driver versions for this chipset, you may experience a loss of video signal or a black screen in 512x384. Updating your video driver to Rendition driver version 4.03.00.3309 or higher should correct this.
- You may see a thin white line along the right edge of your screen. Changing the screen size with the + or - corrects this.

We recommend a P120 or faster computer when using a card with this chipset.

### **S3 ViRGE/DX**

When using a graphics card with this chipset, you may encounter the following problems:

- There may be invisible boxes on laser blasts. Exploding containers may have a visible open square in the explosion where your laser shot hit.
- Enemy(s) or object(s) may momentarily disappear from view when they (or you) get shot.
- When using this card in 3D acceleration mode, you may see incorrect textures being displayed on walls or looking from certain angles may cause other graphical problems.

### **S3 ViRGE/GX**

When using a graphics card with this chipset, you may encounter the following problems:

- There may be invisible boxes on laser blasts. Exploding containers may have a visible open square in the explosion where your laser shot hit.
- Enemy(s) or object(s) may momentarily disappear from view when they (or you) get shot.
- Transparencies, such as windows, force fields, and the ysalamiri ball may appear as a solid color instead of transparent.
- When using this card in 3D acceleration mode, you may see incorrect textures being displayed on walls or looking from certain angles may cause other graphical problems.

### **S3 ViRGE/VX**

When using a graphics card with this chipset, you may encounter the following problems:

- There may be invisible boxes on laser blasts. Exploding containers may have a visible open square in the explosion where your laser shot hit.
- Enemy(s) or object(s) may momentarily disappear from view when they (or you) get shot.
- Transparencies, such as windows, force fields, and the ysalamiri ball may appear as a solid color instead of transparent.
- Some force fields may be invisible.
- Sound may be garbled or distorted when using this card with a Creative Labs SB16 or higher. This may include voices, powerup sounds and lasers. You may want to play in 2D if you experience this problem.
- When using this card in 3D acceleration mode, you may see incorrect textures being displayed on walls or looking from certain angles may cause other graphical problems.

We highly recommend that you check with S3 at <http://www.s3.com> or your hardware manufacturer for the latest drivers for your S3 ViRGE/DX, GX or VX graphics card.

## 2D Video Card and Chipset Issues

When playing in any resolution greater than 640x400 on a low-end system, you may experience "choppy" gameplay performance. Please look at Performance Issues (Section 4) in this Troubleshooting Guide for suggestions to help increase your performance in the game.

### Creative Labs 3D Blaster PCI

When using this graphics card, you may encounter the following problems:

- All non-standard video mode resolutions distort the game level perspective and make it difficult to play due to the distortion of shapes.
- Cutscenes sometimes have horizontal lines that skirt up or down the screen.

### Creative Labs Graphics Blaster MA302

We recommend using driver version 1.03 or older which is available on the Creative Labs website. If you are using an earlier version of this driver, you may experience the following problems:

- When playing in any hi-res mode, you may see a mouse cursor centered on the monitor (over the game display) while playing.
- You may see and be able to control the mouse cursor while cutscenes are playing.
- Tasking out causes your start menu icons to be vertically flipped (180 degrees) and display other icons incorrectly. Rebooting corrects this.

### Diamond Multimedia Stealth 64 Video VRAM and Stealth 3D 2000

When you install DirectX, the driver installation may recommend that you do not update the drivers for these cards. If you select not to overwrite the drivers, you may need to reinstall DirectX and update this driver even though it recommends not to. We have found in our tests that not updating this driver may cause the **Mysteries of the Sith** demo to crash to the desktop or the loading screen may be black with just the load progress bar showing between levels. Installing this driver will add other resolution modes for your card.

### Diamond Multimedia Stealth 64 VRAM

When using the DirectX 5.0 drivers with these cards, certain areas of the game may not display correctly or may not display at all, such as:

- The graphic for the selected weapon (even though the weapon is working properly).
- The Map (when you press Tab).
- The Force reticle (when you target another player using your force powers).

We recommend that you use Diamond GT driver version 3.25 with this card. They are available at the Diamond website at <http://www.diamondmm.com>.

### Number Nine Imagine 128 and STB Systems Horizon +

When using either of these cards, there may be no mouse cursor in the in-game menu. Tasking out (**ALT + TAB**) and back in again corrects this problem.

### Orchid Fahrenheit Pro Video 64

When playing in either the 320x200 or 320x240 video resolution mode the monitor will "lose" the video signal sent by the video card, resulting in a black screen (though the game can be heard playing the background).

## -7- Sound Issues

### DirectX Compatibility



Consult the **DirectX Issues/Setup** section (Section 5) of this Troubleshooting Guide for information about how to check to see if your sound card is DirectX compatible. If it is not, check with your hardware manufacturer for updated drivers.

### **No Sound in the Mysteries of the Sith Demo Launcher**

The game's Launcher may occasionally have no sound. When this happens, it usually affects the rest of the game. Windows may still be using your sound card from the last application you were running. Rebooting the computer should correct this. If rebooting does not correct this, your sound card may not be set up correctly in Windows 95. Please check the rest of this section to see how to check and see if your sound card is working correctly.

Note: If the Volume Control or the Media Player are not installed, some of the following instructions will not work. If you want to add either of them, please consult **Windows 95 Help** for assistance. Just type Volume Control or Media Player in the index section and follow the directions provided by Windows 95.

### **Volume Levels in the Mysteries of the Sith Demo**

If you find that the sound levels are too loud or too quiet and are unable to change the volume through the **Mysteries of the Sith** demo options menu, then you may adjust these levels using the Windows Volume Control icon. Use the ALT + TAB keys to go to the desktop, then double-click on the speaker icon in the corner of the taskbar.

### **Pauses in Gameplay Due to CD Music Track Change**

Some CD-ROM drives may have slower track-to-track access, so when the music reaches the end of its track, there may be a pause while the music reloads. If you have experienced this problem you may want to turn off the Music option to avoid pauses in the game by going to the Sound section located in the Setup section from the main menu (or the in-game menu).

### **CD Audio**

Please make sure that you have the CD audio cable connected correctly between your sound card and CD-ROM drive to hear music in the game. You can check this by plugging your head phone or speakers into the front of your CD-ROM to see if you hear music playing. If you hear sound from the front of the CD-ROM drive, but do not hear music in the game, then the audio cable is probably not connected and you should contact the manufacturer for assistance in connecting this cable.

### **Powered or Amplified Speakers**

If you have powered speakers and have both line-out and speaker-out jacks on your sound card, try plugging your speakers into the line-out jack. Most sound card's speaker-out jack have an amplified signal and may cause static or popping on your amplified speakers. Switching to your line-out jack may greatly improve the sound quality.

### **General Sound Card Troubleshooting**

If your sound card is not set up correctly in Windows 95, not 100% DirectX or Windows 95 compatible, or you have a resource conflict, these sound problems may occur:

- You may hear static.
- You may hear stuttering, especially as someone starts speaking.
- There may be no sound.
- The sound may drop out.
- You may experience a clicking or crackling sound.
- The game may not run.
- You may have problems when playing cutscenes.

## Things to do to Get your Sound Working in the Mysteries of the Sith Demo

First make sure that your sound card is set up correctly in Windows 95. Then use the Windows 95 Media Player to test a sound. To do this:

- Click on the **Start** button on your taskbar.
- Choose **Programs**.
- Choose **Accessories**.
- Choose **Multimedia**.
- Choose **Media Player**.
- Go to the File menu.
- Choose **Open...** and choose a sound to test. Please be sure to choose **Files of type: Sound (\*.wav)**.

## Wave Settings

Make sure that the wave setting is turned **ON**. To do this:

- Double-click on the **Volume Control icon** on your taskbar.
- Turn the wave setting **ON** by de-selecting the MUTE box or turning up the volume in the wave setting.

## Volume Control

If you do not have the Volume Control icon on your taskbar:

- Click on the **Start** button on your taskbar.
- Choose **Programs**.
- Choose **Accessories**.
- Choose **Multimedia**.
- Choose **Volume Control**.
- Turn the wave setting **ON** by de-selecting the MUTE box or turning up the volume in the wave setting.

## Special Volume Control Programs

The sound card manufacturers may have proprietary volume control software that must be set separately from the Windows 95 Volume Control program. Please see your hardware manuals for more information.

## Specific Sound Cards

### Diamond Monster Sound Card

When using this card with A3D enabled, you may experience a loss of sound whenever the game attempts to play multiple sounds at once. To improve this problem, go to the Monster Sound Config Applet, select Preferences, and set the Codec Rate to 22K. You will also want to lower the Digital Sound Channels to 8 in the Sound Setup menu in the **Mysteries of the Sith** demo.

You may experience a problem with the game locking up when you exit the game if you are using an older driver version. We recommend that you use driver version 1.05.16, which is available at the Aureal 3D website. Their web address is <http://www.a3d.com>.

### Aztech Sound Galaxy Washington 16

You may experience occasional bursts of static while you are playing the **Mysteries of the Sith** demo. Please download the newest drivers from Aztech. This may fix the problem. Aztech's web address is <http://www.aztechca.com>.

### Ensoniq Soundscape

If the game locks up, you are probably using a driver that is not supported by DirectX. The driver version available on their website, SSIWIZ95.EXE, corrects this problem. Ensoniq's web address is <http://www.ensoniq.com>.

#### **Media Vision Jazz 16 OEM**

DirectX 5.0 driver installation says that the driver does not need to be updated, even though DX Setup says no hardware support. Voice is about 1 second ahead of the video, causing pauses in the cutscene.

#### **OPTi 925, Media Vision Pro Audio Studio, Packard Bell Sound Galaxy Nova 16 OEM**

With these cards, you may experience the following problems:

- You may occasionally have long, loud bursts of static in all modes.
- You may hear a little popping on the menus as you move across the options.
- You may randomly hear a scratchy sound.

Please check for updated drivers for these cards.

If you are unable to resolve sound problems through this troubleshooting guide, please contact your hardware manufacturer for updated DirectX drivers.

## **-8- CD-ROM Drive Issues**

Your CD-ROM drive is not affected by DirectX, but if you are having problems like slow game play, stuttering voices, slow graphics, or the game just slowly stops altogether, your CD-ROM may not meet the minimum requirements to run the **Mysteries of the Sith Demo**.

#### **Long Delays while CD Loads Game or Cutscenes**

If you are experiencing long delays while the CD loads the **Mysteries of the Sith Demo** or when the cutscenes load, it may be because of one of the following problems:

- Your CD-ROM is having problems loading all of the data needed to run.
- Your CD-ROM may not meet the minimum requirements to run the **Mysteries of the Sith Demo**.
- If you are in 3D acceleration mode, your 3D graphics card may take a long time to display all of the 3D graphics for the game.

#### **CD-ROM Access Error**

A blue screen CD-ROM access error might be a symptom of one of these problems:

- A dirty or scratched CD.
- The removal of the CD from the computer while the **Mysteries of the Sith Demo** was running or paused.
- A CD-ROM drive having trouble reading the disc.

First, check your CD for any dirt, fingerprints, smudges or scratches. To clean your CD, wipe it gently with a soft cloth. ( by wiping in smooth strokes from the center hub to the outer edge of the CD.) If your CD looks fine, replace it in the drive and see if you have this problem again. If you are still having problems, you may have a bad copy of the disc, a CD-ROM drive that is having trouble running the game, or your CD-ROM is not properly installed in Windows 95.

#### **Errors Copying or Reading Files**

If you are having trouble accessing or using files on the CD-ROM or Hard Drive, your drives may be running in MS-DOS Compatibility Mode. To check this:

- Right click on the **My Computer** icon on your desktop.

- Choose **Properties** from the pop-down menu.
- Click on **Performance**.
- Look at **File System**:

It should say 32-bit. If this field states that any of your drives are using MS-DOS Compatibility Mode, your drives are not configured properly to run under Windows 95. This mode will greatly decrease the performance of your computer, and may not allow you to access programs that are written for 32-bit file access only.

This may be caused by:

- IDE or SCSI interfaces that are not properly set up under Windows 95.
- Inappropriate drivers for IDE or SCSI hardware.
- Proprietary CD-ROM drives.
- Computers that do not support LBA (Logical Block Addressing) modes except through software, such as Dynamic Drive Overlay, which allows the computer to see the whole capacity of large hard drives.

## **-9- Controller Device Issues**

### **Keyboard Issues**

Users of compact keyboards, such as those found on laptop systems or those used for ergonomic reasons, may experience some problems using the default set of keyboard commands.

### **Keyboard and Joystick Limitations**

Some keyboards and joysticks may have limitations in the game. You may be unable to use multiple keys or buttons simultaneously. If you are pressing two buttons at the same time, only one button or key will register the action that you chose.

### **The Mysteries of the Sith Demo only Supports Up to 3 Buttons on a Mouse**

The **Mysteries of the Sith** demo will only support up to 3 buttons on your mouse.

### **Microsoft Intellipoint Mouse**

To enable the wheel in the **Mysteries of the Sith** demo, you will need to have the mouse control panel icon loaded on your taskbar before running the game. To do this, just double-click on the mouse control panel before loading the game. We recommend using driver version 2.1, which is currently available on the Microsoft website. Their web address is <http://www.microsoft.com>.

### **Logitech Mouseman+**

The wheel on the Logitech Mouseman+ will not work in the **Mysteries of the Sith** demo, but you can use it as Button 3 in the game. To do this, you need to set it up in the mouse control panel before running the game. To do this, double-click on the Mouse icon in the control panel, then click on the **Buttons** tab at the top of the screen. Under **Button Assignments**, click on the arrow next to **2:** and select **Middle Button** from the pop-down list. We recommend using driver version 7.5. You can check their website at <http://www.logitech.com> for this driver.

### **Using your Diamond Monster Sound Card with Gaming Devices**

You may encounter problems when using the Diamond Monster Sound card with gamepads and certain types of joysticks, such as digital joysticks. Your gaming device may not work at all or you may have calibration problems. This is because of Diamond's accelerated

gameport which is not compatible with all gaming devices. Diamond is aware of this problem and is working on a new driver for this gameport. Please check their website for this update at <http://www.diamondmm.com>.

## Using Input Devices with the Mysteries of the Sith Demo

If you are having problems with control in the **Mysteries of the Sith** demo, such as inability to control the game with your joystick, keyboard, or mouse, please check the following:

- Joystick control may be disabled in the **Mysteries of the Sith** demo. The default configuration is with the joystick disabled. If you wish to use a joystick in the **Mysteries of the Sith** demo, you must enable it in the Joystick Setup screen. Go to **Setup**, choose **Controls**, then **Joystick** and click in the checkbox next to **Disable Joystick** to allow the game to see your joystick.
- Your joystick may not be calibrated. Please exit the game and calibrate your joystick. You can go to **Calibrate Joystick** by selecting it from the game's launcher menu.
- Your joystick may not be properly centered.
- Your trim controls may be out of alignment.

## Unplugging Your Joystick

Do not unplug your joystick while playing the **Mysteries of the Sith** demo. But why would you do that anyway? If you need to unplug your joystick to try a different joystick or controller device, we recommend that you save your game and quit out of the **Mysteries of the Sith** demo before doing so. You will need to properly configure the new device in Windows 95 before running the **Mysteries of the Sith** demo.

## Checking Your Input Device For Proper Functionality

Before running the **Mysteries of the Sith** demo you will need to check to see if your Joystick, Mouse or other input device is working properly to do this.

- Click the **Calibrate Joystick** button on the launcher and make sure that your input device is visible in the **Game Controllers** textbox.
- Make sure that the input device's **Status** is **OK**.
- If your input device does not appear in the **Game Controllers** textbox, click **Add**, then scroll down the list and select your input device.
- If some input device other than the one you have is in the **Game Controllers** textbox, click **Remove**, then click **Yes**.
- If your input device is not in the **Controller:** list, install your input device's drivers. See the documentation that came with your input device for instructions.
- After you have confirmed that your input device is in the **Game Controllers** textbox, click **Properties**, then click **Calibrate** and follow the calibration instructions.
- After you have successfully calibrated your input device, click **Test** to test your input device.

## Calibrating Your Joystick in the Mysteries of the Sith Demo

If you are playing the **Mysteries of the Sith** demo you can calibrate it from within the game. To do this:

- Press **ESC** to go to your in-game menu.
- Click on **Setup**.
- Click on **Controls**.
- Click on **Joystick**.
- Click on **Configure**. This will take you to the **Game Controllers Control Panel**.
- Once you have finished the calibration process, the **Mysteries of the Sith** demo will be minimized on your taskbar. To return to the game, click on the **Mysteries of the Sith** demo button on your taskbar or task switch back into the game.
- If you experience problems tasking out while playing the **Mysteries of the Sith** demo, you will want to calibrate your joystick before launching the game. You can do this by selecting

**Calibrate Joystick** from the game's launcher menu or by going to the **Game Controllers Control Panel** in Windows 95.

## Configuring Unassigned Buttons

If some of your buttons do not work in the **Mysteries of the Sith** demo, you may not have installed the Windows 95 software for your joystick. Try the Windows 95 software that came with your joystick first. You may also want to contact the manufacturer of your joystick for the newest drivers.

Note: the **Mysteries of the Sith** demo supports up to sixteen buttons on a joystick. Control devices with more than sixteen buttons will not have a function assigned to every button.

## Map Directly to Axis Value

When using an input device that uses a sensitivity setting for the **Map Directly to Axis Value**, you will need to set the sensitivity setting to around .002.

## Control Configuration Files

The following is a list of the preset Control Configuration assignments:

<b>Input Device:</b>	<b><u>CH F-16 Combat Stick</u></b>
X Axis:	Turn Left / Right
Y Axis:	Move Forward / Back
Button One:	Fire 1
Button Two:	Fire 2
Button Three:	Activate
Button Four:	Jump
Button Five:	Next Inventory Item
Button Six:	Next Force Power
Button Seven:	Use Inventory Item
Button Eight:	Use Force Power
Button Nine:	Duck
Button Ten:	Next Weapon
Hat Left:	Slide Left
Hat Up:	Pitch Down
Hat Right:	Slide Right
Hat Down:	Pitch Up

<b>Input Device:</b>	<b><u>CH Flightstick Pro</u></b>
X Axis:	Turn Left / Right
Y Axis:	Move Forward / Back
Button One:	Fire 1
Button Two:	Fire 2
Button Three:	Activate
Button Four:	Jump
Hat Left:	Slide Left
Hat Up:	Pitch Down
Hat Right:	Slide Right
Hat Down:	Pitch Up

<b>Input Device:</b>	<b><u>CH Flightstick Pro (optimized for use with keyboard)</u></b>
X Axis:	Turn Left / Right
Y Axis:	Pitch Up / Down
Button One:	Fire 1
Button Two:	Fire 2
Button Three:	Activate

Button Four: Jump  
Hat Left: Next Force Power  
Hat Up: Next Weapon  
Hat Right: Use Force Power  
Hat Down: Duck

**Input Device:** **Default: This is the default setting, which is not a CTM file**

X Axis: Turn Left / Right  
Y Axis: Move Forward / Back  
Button One: Fire 1  
Button Two: Fire 2  
Button Three: Activate  
Button Four: Jump  
Button Five: Next Inventory Item  
Button Seven: Use Inventory Item  
Hat Left: Slide Left  
Hat Up: Pitch Down  
Hat Right: Slide Right  
Hat Down: Pitch Up

**Input Device:** **Gravis GamePad Pro**

X Axis: Turn Left / Right  
Y Axis: Move Forward / Back  
Button One: Fire 1  
Button Two: Fire 2  
Button Three: Activate  
Button Four: Jump  
Button Five: Duck  
Button Six: Slide Toggle  
Button Seven: Pitch Up  
Button Eight: Pitch Down  
Button Nine: Next Force Power  
Button Ten: Use Force Power

**Input Device:** **Logitech Cyberman 2**

X Axis: Slide Left / Right  
Y Axis: Move Forward / Back  
U Axis: Pitch Up/Down  
R Axis: Turn Left / Right  
Button One: Fire 1  
Button Two: Jump  
Button Three: Next Weapon  
Button Four: Fire 2  
Button Five: Duck  
Button Six: Next Force Power  
Button Seven: Activate  
Button Eight: Use Force Power

**Input Device:** **SideWinder Precision Pro or Force Feedback**

X Axis: Slide Left / Right  
Y Axis: Move Forward / Back  
R Axis: Turn Left / Right  
Button One: Fire 1  
Button Two: Fire 2  
Button Three: Activate  
Button Four: Jump

Button Five: Next Inventory Item  
Button Six: Duck  
Button Seven: Use Inventory Item  
Button Eight: Center  
Button Ten: Next Weapon  
Hat Left: Next Force Power  
Hat Up: Pitch Down  
Hat Right: Use Force Power  
Hat Down: Pitch Up

**Input Device:**

**SideWinder 3D Pro**

X Axis: Slide Left / Right  
Y Axis: Move Forward / Back  
R Axis: Turn Left / Right  
Button One: Fire 1  
Button Two: Fire 2  
Button Three: Activate  
Button Four: Jump  
Button Five: Next Inventory Item  
Button Six: Duck  
Button Seven: Use Inventory Item  
Button Eight: Use Force Power  
Hat Left: Next Weapon  
Hat Up: Pitch Down  
Hat Right: Next Force Power  
Hat Down: Pitch Up

**Input Device:**

**SideWinder Game Pad**

X Axis: Turn Left / Right  
Y Axis: Move Forward / Back  
Button One: Fire 1  
Button Two: Fire 2  
Button Three: Activate  
Button Four: Jump  
Button Five: Duck  
Button Six: Slide Toggle  
Button Seven: Pitch Down  
Button Eight: Pitch Up  
Button Nine: Next Weapon  
Button Ten: Force Jump

**Input Device:**

**Space Orb 360**

X Axis: Slide Left / Right  
Z Axis: Move Forward / Back  
R Axis: Pitch Up / Down  
Button One: Fire 1  
Button Two: Activate  
Button Three: Jump  
Button Four: Move Forward  
Button Five: Duck  
Button Six: Next Weapon  
Button Seven: Center

**Input Device:**

**Thrustmaster FCS**

X Axis: Turn Left / Right  
Y Axis: Move Forward / Back



Button One: Fire 1  
Button Two: Fire 2  
Button Three: Activate  
Button Four: Jump  
Hat Left: Slide Left  
Hat Up: Pitch Down  
Hat Right: Slide Right  
Hat Down: Pitch Up

**Input Device:** **Thrustmaster FCS (optimized for use with keyboard)**

X Axis: Turn Left / Right  
Y Axis: Pitch Up / Down  
Button One: Fire 1  
Button Two: Fire 2  
Button Three: Activate  
Button Four: Jump  
Hat Left: Next Force Power  
Hat Up: Next Weapon  
Hat Right: Use Force Power  
Hat Down: Duck

**Input Device:** **Wingman Warrior**

X Axis: Slide Left / Right  
Y Axis: Move Forward / Back  
R Axis: Turn Left / Right  
Button One: Fire 1  
Button Two: Fire 2  
Button Three: Activate  
Button Four: Next Weapon  
Hat Left: Duck  
Hat Up: Pitch Down  
Hat Right: Jump  
Hat Down: Pitch Up

**Input Device:** **Chip's Precision Pro Configuration**

X Axis: Slide Left / Right  
Y Axis: Move Forward / Back  
R Axis: Turn Left / Right  
Button One: Fire 1  
Button Two: Fire 2  
Button Three: Activate  
Button Four: Jump  
Button Five: Next Inventory Item  
Button Six: Duck  
Button Seven: Fast  
Button Eight: Use Force Power  
Button Ten: Use Inventory Item  
Hat Left: Next Weapon  
Hat Up: Pitch Up  
Hat Right: Next Force Power  
Hat Down: Pitch Down

**-10- How to Contact LucasArts**

LucasArts has set up a variety of services to provide you with information regarding our latest games, hint & gameplay assistance, and technical support.

## Where To Find Us Online

Visit the LucasArts Web site at <http://www.lucasarts.com/support/>. From there, you will have the option to receive online technical support through Yoda's Help Desk, browse technical documents, or leave a message for an online representative.

## Yoda's Help Desk

We are proud to feature Yoda's Help Desk, which is available in the Technical Support section of the LucasArts Web site at <http://www.lucasarts.com/support/>. Yoda's Help Desk offers interactive solutions to technical issues based on information you provide. Visitors to Yoda's Help Desk will be able to receive technical support 24 hours a day, seven days a week.

## LucasArts Company Store

Visit the LucasArts Company Store at <http://www.lucasarts.com>. The Company Store offers the complete line of LucasArts games, hint books and logo gear.

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No droids were harmed in the making of this game.