Microsoft® Motocross Madness™ 2 Readme
(Trial Version)
June 2000

Welcome to the Trial Version of Microsoft Motocross Madness 2
This document contains important information specific to the Trial Version of Motocross Madness 2 that is not included in online Help.

This Trial Version gives you a mud-thumping, heart-pounding preview of the wildest racing game to ever power its way onto a personal computer: Motocross Madness 2!

This Trial Version of Motocross Madness 2 differs from the retail version in the following ways:

- In this Trial Version, you and up to four opponents can kick off 16 different sick stunts and battle it out for maximum stunt points in the Donner Pass Stunt Quarry. In the retail version, you and up to 10 opponents can choose from 10 different Stunt Quarry environments, and you can compete in stunt quarry sessions lasting up to 30 minutes.
- In this Trial Version, you and up to four opponents can race up to 5 laps on the Voodoo Basin Nationals track. In the retail version, you and up to 10 opponents can race up to 20 laps on 15 different challenging outdoor Nationals tracks.
- The retail version of Motocross Madness 2 features three additional awesome race event types, including wide open Baja racing, wild and woolly Enduro racing, tight, technical indoor Supercross tracks, and the all-new Pro-Circuit career mode, where you start out as a rookie rider in local weekend races, earning points and sponsorship money as you build a name for yourself on the road to the ultimate motocross challenge, the professional Supercross Circuit.
- In this Trial Version, you can ride a Kazuyuki or Vector 250-cc motorcycle, while in the retail version you can choose from a wide variety of bike brands (incl. Honda, Yamaha, and KTM) and engine sizes (incl. 125-cc "tiddlers," 400-cc 4-stroke bikes, and open-class machines).
- The retail version includes awesome features like VCR replay mode and ghost racing, as well as fully customizable bike and rider skins.
- In the retail version, an opening video plays when you start Motocross Madness 2, and you'll encounter videos that showcase each of the featured event types on the main screen.
- Some of the features documented in this Online Help system are included only in the retail version.

Other sources of information about Motocross Madness 2:
The online Help system for Motocross Madness includes information about playing the game and maximizing your performance. To get Help, click the Help Book icon on all game screens.

For the latest information on the game, including the latest news about the Motocross Madness 2 track editor, visit the Motocross Madness World Wide Web site at:

http://www.microsoft.com/games/motocross2/

You can also check the Rainbow Studios Web site for information on the Motocross Madness 2 track editor:

http://rainbowstudios.com/

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1. Installation and Operating System Notes

1.1 System Requirements
To play the Trial Version of Microsoft Motocross Madness 2, you need:
- Pentium II 300 with 64 MB RAM or Pentium II 233 with 64 MB RAM and 8 MB or better hardware acceleration/3D video card
- Windows 95 operating system or higher
- DirectX 7 API (included on CD)
- Quad-speed CD ROM or faster
- Hard drive space - 217 MB for minimum installation
- Microsoft mouse or compatible pointing device
- Sound board with speakers or headphones to hear audio

- DirectSound-compatible 3D sound board to hear 3D audio
- 28.8 Kbps modem for Internet play

Compatibles:
- Supports force-feedback hardware compatible with Microsoft DirectInput® (on Windows 95)
- Supports MMX™ and AGP technology
- Graphics accelerator card compatible with Microsoft Direct3D™ (on Windows 95)

1.2 Installing and running on Windows 2000
- To install Motocross Madness 2 on a computer running the Windows 2000 operating system, you must be logged in to Windows 2000 as an "Administrator."
- If you encounter graphics problems during a game, check with your video card manufacturer for updated drivers, or try using software rasterization (see Section 3 for more information).

1.3 When running on Windows 2000 with 3Dfx Velocity 100 video cards – Install updated driver.
If you are running Windows 2000 and using a video card based on the 3Dfx Velocity 100 chipset, you may encounter snow texture problems on races that take place on Bear Mountain. If you encounter this problem, update to the latest driver from Nvidia (http://www.3dfx.com/).

1.4 When running on Windows 2000 with video cards based on the 3Dfx Voodoo3 3000 chipset – Install updated driver.
If you are running Windows 2000 and using a video card based on the 3Dfx Voodoo3 300 chipset, you may notice flashing off-color polygons on the ground in front of your bike. If you encounter this problem, update to the latest drivers from 3Dfx, the chipset manufacturer's Web site (http://www.3dfx.com/).

1.5 When running on Windows 2000 with video cards based on the Nvidia TNT2 chipset – Install updated driver.
If you are running Windows 2000 and using a video card based on the Nvidia TNT2 chipset, the Select 3-D Renderer dialog box is not displayed when you start Motocross Madness 2, and the 3-D renderer setting is set to Software Rasterization. If you encounter this problem, update to the latest driver from Nvidia (http://www.nvidia.com/).

1.6 When running on Windows 2000 with a video card using the Nvidia GeForce 256 chipset – Install updated driver.
If you are using a video card using the Nvidia GeForce 256 chipset when running Windows 2000, you may be unable to specify whether to use software or 3D hardware rasterization, and Motocross Madness 2 may stop responding when you attempt to start the game. If you encounter this problem, update to the latest driver from Nvidia (http://www.nvidia.com/).

1.7 When running on Windows 95 Gold operating system with a Diamond Stealth V770 AGP video card – Upgrade to Windows 95 OSR 2.5 or greater
If you are running on the Windows 95 Gold operating system with a Diamond Stealth V770 AGP card, you may encounter a blue screen error when attempting to start Motocross Madness 2. We recommend that you update to the Windows 95 OSR 2.5 or greater before installing and running Motocross Madness 2. If you install new drivers for your Diamond Stealth V770 AGP video card after updating Windows, you may also need to uninstall and then reinstall Motocross Madness 2 before you can start the game successfully.

1.8 When running on Windows 98 OSR 2 operating system with a Diamond Stealth V770 AGP video card – Uninstall and then reinstall the game.
If you are running on the Windows 98 OSR 2 operating system with a Diamond Stealth V770 AGP video card, you may encounter a blue screen error when attempting to start Motocross Madness 2. If you install new drivers for your Diamond Stealth V770 AGP video card, you may also need to uninstall and then reinstall Motocross Madness 2 before you can start the game successfully.

1.9 When running on Windows 2000 with a Crystal Clear™ SoundFusion® PCI audio accelerator card – Check with online product support.
If you are using a Crystal Clear™ SoundFusion® PCI audio accelerator card (included in Dell Precision Workstation 420s) when running Windows 2000, you may notice strange echo effects and game audio cutting in and out. Check the Microsoft Product Support Knowledge Base for workarounds. Connect to Personal Online Support at: http://support.microsoft.com/directory/ for more information.

1.10 When running on Windows 2000 with a video card using the Nvidia GeForce 256 chipset – Install updated driver.
If you are using a video card using the Nvidia GeForce 256 chipset when running Windows 2000, you may be unable to specify whether to use software or 3D hardware rasterization, and Motocross Madness 2 may stop responding when you attempt to start the game. If you encounter this problem, update to the latest driver from Nvidia (http://www.nvidia.com/).

1.11 When running on Windows 95 Gold operating system with a Diamond Stealth V770 AGP card – Upgrade to Windows 95 OSR 2.5 or greater.
If you are running on the Windows 95 Gold operating system with a Diamond Stealth V770 AGP card, you may encounter a blue screen error when attempting to start Motocross Madness 2. We recommend that you update to the Windows 95 OSR 2.5 or greater before installing and running Motocross Madness 2.

1.12 Computers using Internet Connection Sharing Network (Windows 98) cannot join Zone multiplayer games.
If your computer is using the Internet Connection Sharing Network (Windows 98), you will not be able to join multiplayer games via the MSN Gaming Zone.

2. General Troubleshooting

2.1 Select your game controller based on its characteristics on Control Options screen

When playing Motocross Madness 2, you need to select your game controller on the Control Options screen based on its characteristics (.e.g., "2-axis, 4+ button joystick," "standard game pad," "mouse," etc.) When you choose a controller type from the list of presets, key driving and stunt controls are assigned to axes or buttons on your controller. You can also customize the button and control assignments for your controller on the Control Options screen.

See *Section 8: Game Controller and Hardware Troubleshooting* for more information on controls.

2.2 Turn off Power Management/power saving options when playing game with minimal installation option.
If you have Power Management or other power saving options turned on when running Motocross Madness 2 with the minimum installation option, your computer may stop responding if you leave it unattended. We recommend that you turn off Power Management options before running Motocross Madness 2 with the minimum installation option.

2.3 If one participant in a multiplayer session appears to be traveling at half-speed and the race results are misreported…
downloading a Windows 95/98 update may eliminate the problem. Go to the Microsoft Download Update Center (http://www.microsoft.com/downloads/search.asp) and search for "vtdapi.vxd." Then download the appropriate update.

2.4 High scores not displayed on High Scores screen for stunt events run with Vegetation Collision option turned off
High scores are not displayed on the High Scores screen for stunt events run with the Vegetation Collision option turned off (on Events tab).

2.5 Recording long races using the "Record Race" feature may result in extremely large VCR replay files
Depending on the duration of and number of participants in a race you're recording using the "Record Race" feature, the saved VCR file may become extremely large and take up all available hard drive space.

To prevent overly large files from being created, VCR Replay recording is limited to one hour or less.

If you are encountering system messages about available hard drive space, you may want to check the size of any saved VCR files (located in the Record folder where you installed Motocross Madness 2).VCR files have the file name extension .vcr.

2.6 When verifying race results, Race Results screen supersedes VCR replay files
If you are attempting to verify the results of a race, the results displayed on the Race Results screen are considered correct and supersede all other forms of verification, including VCR replay files.

2.7 Reminders or warning messages from other Windows programs may cause corrupted textures in the game.
If an anti-virus, calendar, or other program minimizes Motocross Madness 2 to display a reminder or warning message, textures may be corrupted and appear white when you restore the game. If you encounter this problem, close and then restart Motocross Madness 2.

2.8 Using Quick Keys on Microsoft Natural Keyboard and Internet Keyboards may cause corrupted textures in the game.
If you are using a Microsoft Natural Keyboard Pro, Natural Keyboard Elite, Internet Keyboard, or Internet Keyboard Pro, you may notice corrupted textures in Motocross Madness 2. This is probably because you've used one of the Quick Keys to switch between the game and another program. If you encounter this problem, close and then restart Motocross Madness 2.

2.9 If the game stops responding during the podium sequence for an event type in Pro Circuit, your race results for the last race are not recorded.
If Motocross Madness 2 stops responding during the podium sequence for an event type (i.e. Enduro) in Pro Circuit, your race results for the last race you completed may not be recorded. You must rerun the race to complete that event type.

2.10 You may have difficulty restarting Motocross Madness 2 if the game stops responding.
If you have difficulty restarting Motocross Madness 2 after the game has stopped responding, restart your computer and then restart Motocross Madness 2.

2.11 Minimum Install option – do not remove Motocross Madness 2 CD while you are playing the game.
If you chose the Minimum Install option when you installed Motocross Madness 2, the game may stop responding if you remove the CD while you are playing the game**.**

2.12 Motocross Madness 2 may stop responding if you unplug and then plug back in a USB controller while the game is running.
We recommend that you do not unplug any USB controllers from your computer while you are playing Motocross Madness 2.

2.13 If Record Race option is turned on when you start a ghost race, duplicate copies of the last VCR file recorded may be created .
If the Record Race option is turned on (on the Events tab) before you choose Ghost Race under Race mode, duplicate copies of the last VCR file recorded may be created and stored in the Record folder in the location where you installed Motocross Madness 2.

2.14 Custom tracks need to be saved in the correct folder in order to be available from within the game.
In order for a custom track to be available from within the game, you need to copy the .ENV file to the correct location. The Teraform folder (in the location where you installed Motocross Madness 2) includes subfolders for each of the track types featured in the game: Baja, Enduro, National, Quarries, Sx (Supercross), and Tag. It's important that you place the .ENV file in the correct location. If you copy a Nationals track .ENV file to the Baja folder, the custom track will not be available from within the game.

2.15 Custom track files should not be named the same as .ENV files that ship with the game.

In order for a custom track to be available from within the game, you need to avoid giving the .ENV files the same names as .ENV files that shipped with Motocross Madness 2. If you do, your custom files will not be available from within the game and the game may stop responding. Use unique names for your custom tracks!

3. Tips for Improving Graphics

Motocross Madness 2 is designed to deliver great graphics and outstanding motocross action whether or not you have a 3D-accelerated video card (also commonly referred to as video accelerator, video adapter, video board, graphics accelerator, graphics adapter, or graphics card). However, because every system is different, you may occasionally encounter graphics problems. Usually there is a simple solution for getting the graphics to look better. See Section 4 for issues affecting specific 3D video cards.

3.1 Upgrade your 3D video card drivers

Most 3D video card manufacturers provide updated drivers on their Web sites that fix known issues (see Section 4 for issues affecting Motocross Madness 2).

- If you don't know what kind of 3D video card you have and you are running Windows 98 or Windows 2000, right-click on My Computer and click Properties. Click the Device Manager tab. Your 3D card should be listed under Display Adapters. Right-click on the card name and select Properties to find the manufacturer name.
- You may also be able to find out exactly what driver versions are being used for all audio, game controller, video, and other multimedia hardware by using the DirectX Diagnostic Tool. To do so, click Start, click Run, type **dxdiag** at the command prompt, and then click OK.
- For a partial list of card manufacturer Web sites, see Section 9 at the end of this document.
- **Retail vs. reference drivers.** This document includes references to "retail" and "reference" drivers.

  Reference drivers are released by the chipset manufacturers for use by specific cards (e.g., Nvidia releases reference drivers for video cards using the Nvidia GeForce 256 chipset).

  Retail drivers are released by the card manufacturers who use a specific chipset (e.g., Creative Labs releases drivers for the Annihilator Pro video card, which uses the Nvidia GeForce 256 chipset).

  So, how do you determine whether to update your drivers, and which ones to update them to?

  Drivers are constantly being updated and improved (even as new bugs may potentially be introduced). So it's usually a good idea to try the most recently released reference driver from your card's chipset manufacturer if you are encountering problems using the drivers supplied by the card's manufacturer.

  Often, the chipset manufacturers "lead the way" with improvements in reference drivers that are later incorporated by the card manufacturer's retail drivers. Reference drivers may not have all the capabilities of retail drivers (e.g., TV Out), but they can significantly increase the quality of your display and increase the compatibility of your video card with games and other programs.

  In Sections 4 and 5 we make specific recommendations about which driver to update to, but it's often a good idea to check your card's chipset manufacturer's Web site for the latest updated reference driver as well.

3.2 Adjustments to graphics settings

Try these adjustments to improve your graphics display:

- Try a different screen resolution on the Graphics Options screen.
- Switch to Software Rasterization. On the Advanced Options screen, select the Show 3-D Renderer Selector at Startup checkbox. Close and then restart the game, and choose Software Rasterization when the 3D Renderer dialog box is displayed.
- Try some of the emergency repair options on the Advanced Options screen. (Important note: these options may not improve performance on higher-end cards.) The Force Textures To Fit in Video Memory check box may help in two cases:
  - If objects in the game appear to have the wrong textures, turning on this option may help correct for video memory allocation problems with your display driver.
  - If game performance is slow, particularly with cards which cannot process textures out of AGP memory (e.g., PCI cards or 3dfx cards), turning on this option may improve the game's performance.

The Terrain Detail options (Single Pass, Dual Pass, None):

- When rendering terrain, detail is applied to the ground with a second 'detail' texture. If your hardware is capable of rendering two textures at the same time, you will get better performance if you turn on the Single Pass option. The default Terrain Detail setting is Dual Pass, which is slower but works reliably on most 3D video card configurations. (Important note: the Single Pass option becomes available only after you have started at least one race in Motocross Madness 2). If you have an older card that does not support single pass Multitexturing, you may experience better performance when running Motocross Madness 2 by choosing the None option under Terrain Detail.
- Close and restart the game.

3.3 Common graphics problems and solutions

If you see any of these graphics issues during a game, try the suggested solutions:

- **Graphics are too bright or pale and washed out.** With the game closed, right-click on your Windows desktop, click Properties, and then click the Settings tab. If there is a tab for your 3D video card in the Display Properties dialog box, select it, or click Advanced. Some video cards allow you to change color settings (it may be called gamma correction). Adjust the color control to your preferred setting.
- **Textures turn white after changing screen resolution during a game.** Try a lower screen resolution setting (Graphics Option screen). Note: we recommend closing the game before changing your resolution.
- **Screen display is off-center.**

- Make sure you have selected the correct monitor. To check your monitor, right-click on the Windows desktop, click Properties, and then select the Settings tab. Click Advanced and select Monitor.
- Adjust the controls on the front of your monitor.
- Change your adapter's refresh rate. To do this, right-click on the Windows desktop, click Properties, and then select the Settings tab. Click Advanced and select Adapter. Under refresh rate, select Adapter Default.
- Change your screen resolution. To do this, right-click on the Windows desktop, click Properties, and then select the Settings tab. Under Screen Area, change the setting to 800x600. Click OK to accept the change and make sure your screen is centered on your monitor. Use your monitor controls to adjust if necessary.

The manufacturer name and model number are often included on the back of your monitor. Also, please note that many monitor manufacturer's Web sites include updated files that will communicate the correct settings for your monitor to your operating system.

3.4 Try running without hardware acceleration

If you've updated your 3D video card drivers and still have graphics problems, you can run the game without using 3D hardware acceleration. On the Advanced Options screen, select the Show 3-D Renderer Selector at Startup checkbox. Close and then restart the game, and choose Software Rasterization when the 3D Renderer dialog box is displayed.

4. Graphics, Display, and 3D Video Card Troubleshooting

4.1 If you encounter texture corruption or other graphics anomalies when running Motocross Madness 2 with a video card, updating to the latest drivers from the card or chipset manufacturer's Web site may solve the problem. For a list of common video card manufacturers, see Section 9 at the end of this document.

5. Audio Troubleshooting

5.1 Echo effect with game sounds cutting in and out – Crystal Clear™ SoundFusion® PCI audio accelerator card

If you are using a Crystal Clear™ SoundFusion® PCI audio accelerator card (included in Dell Precision Workstation 420s) when running Windows 2000, you may notice echo effects and intermittent game audio. There is no known workaround at this time.

5.2 Distorted in-game audio – Diamond Monster MX300 and Turtle Beach Montego II PCI audio cards

If you are using either of the above listed cards, you may notice that the bike engine sounds stutter and are distorted when you are playing the game. If you encounter this problem, turning down your audio playback hardware acceleration setting may help. To do so: Click the Start button, point to Settings, and then click Control Panel. Double-click Multimedia. Click the Audio tab, and then, under Playback, click the Advanced Properties button. Click the Performance tab, and then drag the Hardware Acceleration slider to the left by two settings. Click OK to confirm and close the dialog box.

5.3 Audio effects heard when volume is at zero – Sound Blaster AWE 64 PCI audio card

If you are using a Sound Blaster AWE 64 PCI audio card with reference drivers, some environmental audio effects may still be heard, even if you have turned the In-Game Volume sound setting to zero (on Sound Options screen). If you encounter this problem, update to the latest manufacturer's drivers from the Creative Labs Web site (http://www.soundblaster.com/).

5.4 Sound Blaster Live! audio cards – update to Creative Live Wire 3.0

If you are using a Sound Blaster Live! audio card, you may notice that some environmental noises are louder than expected, while others are quieter than expected. If you encounter this problem, update to Creative Live Wire 3.0, and confirm that the Digital Output Only option is turned off. To do so, double-click the Volume control in the lower right corner of your screen. Under Volume Control, click Advanced, and then confirm that the Digital Output Only option is turned off. Click OK to confirm and close the dialog box.

6. Multiplayer Notes and Troubleshooting

6.1 A maximum of four participants is recommended for TCP/IP Internet and Zone multiplayer games.

For best results when playing multiplayer events via a TCP/IP Internet connection or via the MSN Gaming Zone, we recommend a maximum of four participants. With more than four participants, participants using a modem to connect to the Internet may find that the game intermittently stops responding. If all participants are using a broadband connection to connect to the Internet (i.e., a cable or DSL connection), you may be able to successfully include as many as eight participants in a multiplayer session.

6.2 When playing Moto-Tag in Tag Ball mode via modem, limit participants to 4 or less.

For best results when playing Moto-Tag in Tag Ball mode via modem, limit the total number of participants to four or less.

6.3 If one participant in a multiplayer session appears to be traveling at half-speed and the race results are misreported…

downloading a Windows 95/98 update may eliminate the problem. Go to the Microsoft Download Update Center (http://www.microsoft.com/downloads/search.asp) and search for "vtdapi.vxd." Then download the appropriate update.

6.4 When using custom tracks, all multiplayer participants must have that track loaded on their computers.

When participating in a multiplayer session in which the host chooses to race on a custom-made track, all participants must have this track (.env file) loaded on their computers in the correct location. Participants who do not have the track loaded will be unable to press the Ready button on the main multiplayer lobby screen.

6.5 When verifying race results, Race Results screen supersedes VCR replay files

If participants in a multiplayer session are attempting to verify race results, the results displayed on the Race Results screen are considered correct

and supersede all other forms of verification, including VCR replay files.

6.6 Turning off Fast Finishes option allows more participants to complete the race.
When the Fast Finishes option (Multiplayer Host Options screen) is turned on for multiplayer events, the race event ends automatically 30 seconds after the first place finisher crosses the finish line, which means that the race may end before some participants have finished. You can turn off the Fast Finishes option to give as many participants as possible a chance to finish the race.

6.7 Playing Motocross Madness 2 on the MSN Gaming Zone.
You can find opponents for multiplayer races in the Motocross Madness 2 game lobbies on the MSN Gaming Zone Web site.

To find the lobbies for Motocross Madness 2, go to http://www.zone.com/motocross2/. If you are connecting to the MSN Gaming Zone for the first time, you will be asked to create a Zone identity and download a small amount of software in order to play the game.

6.8 Click Remove twice to remove unwanted participants from multiplayer sessions.
When you host a multiplayer session, you have the power to remove unwanted participants by clicking the Remove button next to their displayed names on the main Multiplayer Host screen. If you click the Remove button once, the removed is asked to click OK in a dialog box to confirm that he/she is being removed. If the player fails to click OK to confirm, your multiplayer session may be delayed.

Clicking the Remove button twice will remove the player without giving him/her a chance to confirm the action.

6.9 Camera view problem when switching among rider views in Multiplayer sessions
If you are using Software Rasterization to render 3-D graphics, and you use the PAGE UP and PAGE DOWN keys to switch among views of different riders during multiplayer sessions, you may encounter some camera view positioning problems. We recommend that you do not switch among rider views during multiplayer sessions in Software Rasterization mode.

6.10 Computers using Internet Connection Sharing Network (Windows 98) cannot join Zone multiplayer games.
If your computer is using the Internet Connection Sharing Network (Windows 98), you will not be able to join multiplayer games via the MSN Gaming Zone.

7. Game Performance Tips and Troubleshooting

7.1 Change Motocross Madness 2 graphics and sound settings
To improve performance, try changing several settings on the Motocross Madness 2 Options screens.
- Turn off Graphics Features, including Shadows, Particle Systems, and Sky
- Adjust the Graphics Quality slider bars on the Advanced Options screen
- Switch to a lower screen resolution
- Turn off sounds on the Sound Options screen

8. Game Controller and Hardware Troubleshooting

8.1 Select your game controller based on its characteristics on Control Options screen
When playing Motocross Madness 2, you need to select your game controller on the Control Options screen based on its characteristics (.e.g., "2-axis, 4+ button joystick," "standard game pad," "mouse," etc.) When you choose a controller type from the list of presets, key driving and stunt controls are assigned to axes or buttons on your controller. You can also customize the button and control assignments for your controller on the Control Options screen.

8.2 Note on dual analog game controllers (inc. Hammerhead FX game pad)
You can use a dual analog game controller with Motocross Madness 2, but there are some limitations to how you can assign controls. Steering and leaning can be mapped to the left thumbstick, but only acceleration can be mapped to the right thumbstick. When acceleration is mapped to the right thumbstick, acceleration is either on or off; there is no gradation of throttle input. Also, please note that you cannot map braking control to an axis.

8.3 If joystick response feels jittery
If you are using a joystick to play Motocross Madness 2, and the joystick response feels jittery, turning on the Filter Joystick Input checkbox (on the Advanced Options screen) may reduce the jittery feel. Please note that it may also affect driving controls.

8.4 Do not switch game controllers while a game is in progress
If you want to switch your game controller (e.g., unplug a joystick and replace it with a game pad), do so before you start Motocross Madness 2. If you switch controllers while the game is running, it may not recognize all commands correctly.

8.5 USB controllers are not detected unless they are identified by Windows Device Manager with Controller I.D. #1.
To confirm that your USB controller is assigned Controller I.D. #1, click the Start button, point to Settings, click Control Panel, and then double-click Game Controllers. Click the Advanced tab. You may need to physically remove any non-USB controllers from your computer in order to allow your USB controller to use Controller ID #1.

8.6 Multiple controllers connected to your computer
If you have more than one game controller plugged into your computer (e.g., one plugged into a gameport and the other to a USB port), Motocross Madness 2 will only recognize the gameport controller. For Motocross Madness to recognize the USB controller, you must disconnect the other controller from the gameport, delete it from the list of devices in the Game Controllers applet (on the Control Panel), and then assign the USB controller Controller ID #1.

8.7 No force-feedback effects when using a force-feedback-enabled joystick
If your joystick's force-feedback effects are not working in Motocross Madness 2 after you've selected the joystick as your controller, you may need to quit and then restart Motocross Madness 2 to turn on force-feedback effects.

9. 3D Video Card and Sound Card Manufacturer Web Sites
You may be able to obtain updated drivers from your 3D video card or sound card manufacturer's Web site.

Sound and Video Card Manufacturer Web Sites
ABIT http://www.abit-usa.com/
ASUS http://www.asus.com/
ATI http://www.atitech.com/
Canopus http://www.canopuscorp.com/
Creative Labs http://www.creativelabs.com/
Elsa http://www.elsa.com/
Gainward (Cardex) http://www.gainward.com/
Guillemot (includes Hercules) http://www.guillemot.com/
Intense3D http://www.intense3d.com/
Matrox http://www.matrox.com/
NEC PowerVR http://www.videologic.com/
Number Nine http://www.nine.com/
Nvidia http://www.nvidia.com/
Rendition http://www.rendition.com/
S3 http://www.s3.com/
Sound Blaster http://www.soundblaster.com/
3DFX (includes STB) http://www.3dfx.com/
3DLabs http://www.3dlabs.com/
Trident Microsystems http://www.tridentmicro.com/
Quantum3D http://www.quantum3d.com/
VideoLogic http://www.videologic.com/
Voyetra Turtle Beach http://www.voyetra-turtle-beach.com/

Computer Manufacturer Web Sites
If your video card was pre-installed when you purchased your computer, you may need to check with the computer manufacturer for new drivers. Here is a list of popular computer manufacturer Web sites.
Acer http://www.acer.com/
AST http://www.ast.com/
Compaq http://www.compaq.com/
Dell http://www.dell.com/
Emachines http://www.e4me.com/
Gateway http://www.gateway.com/
Hewlett-Packard http://www.hp.com/
IBM http://www.ibm.com/
Intel http: //www.intel.com
Micron http://www.micron.com/
NEC http://www.nec.com/
Packard Bell http://www.packardbell.com/
Quantex http://www.quantex.com/
Sony http://www.sony.com/
Tiny http://www.tiny.com/
Toshiba http://www.toshiba.com/