

Machines Readme
Revised 3.10.99

We recommend checking our web site for any updates or patches available for the full version. Visit our website at <http://www.acclaim.net>.

****If you want to play Machines on the Microsoft Gaming Zone you must run the game at least once in single player mode. This ensures the game is setup properly with DirectPlay in the system registry.**

Instruction manual addendum's

Game Installation

The Minimum installation reduces the texture quality when playing the game. For all types of installation, only Disc 2 is required to be in the CD-ROM drive when you play the game.

Squads & Squad icons

When you create a squad an icon may appear as static next to the number assigned to it. Only squads with commanders/administrators and above will have an icon next to the squad number. Squads that have these higher level machines will improve the squads overall performance. For example, having an administrator with night vision capabilities in your squad will improve everyone's accuracy when fighting at night. Squads will also gain in experience the more kills they get.

Shadowman & Re-Volt Preview

Shadowman and Re-Volt previews are located on disc 1, please make sure that disc is inserted before you run them from the start menu. The Shadowman AVI file runs poorly on slower CD-ROM drives due to the large size and compression method. Its recommended to copy the *shadowman.avi* file from the root directory of Disc 1 onto your hard drive for best playback performance. Once the file is copied on the hard drive just double click the file, don't use the start menu selection.

KNOWN ISSUES & BUGS

The following is a list of known compatibility issues and/or bugs found during the testing phase of the game. Some of these issues will be addressed in the first patch.

General

Poor game performance / slowdown

Using a P200 with 32Megs and a first generation 4MB 3D accelerator (Voodoo 1, Riva 128 etc...) is the minimum spec required for the game. If you are experiencing slowdown with the above configuration upgrading to 64MB RAM will help improve performance. Upgrading to a second generation 8MB (or more) 3D accelerator (Voodoo2, Riva TNT, Matrox G200, etc..) will also improve performance.

Changing Resolution

When you change the game resolution and/or video drivers its recommended to exit the game and restart.

Screen Resolution Lock (option screen)

We recommend this option stays "ON" by keeping the box checked (default). Keeping this option on will force the menus to appear at the same resolution as the game itself, resulting in a smaller window for the menu. In our test we found many video cards unable to correctly switch from a higher resolution down to 640x480 when accessing the menus then switch back when you enter gameplay.

Training levels

Do not destroy or self-destruct any buildings or machines while in the training levels or you will

not be able to complete them. You will have to quit the mission manually by press the ESC key.

Crash exiting to Windows

When you change resolutions and exit to windows, a harmless explorer crash may occur. Just press OK to bypass the error message and continue to run the game again. This should be fixed in the future.

Multiplayer

LAN Games

The game may crash when two users enter the game with the same name.

4 Player LAN Games

You can play a 2 player LAN game with one original game. Each PC must have either Disc 1 or 2 in the CD-ROM drive in order to play. You will need two "box" copies of the game in order to play a 4 player LAN game.

Setting Screen (lobby screen)

When in the lobby of a multiplayer game, the setting screen should only be accessed by the host. If users (other than the host) enter the setting screen and change options, the game may crash.

I'm Ready Button (lobby screen)

Users continuously pressing the "I'm Ready" button on and off may cause the game to "lockout" the host from being able to start the game.

Multiplayer issues (Internet)

Depending on everyone's connection speed you may experience problems playing a 4 player Internet game with 1st person controls enabled. We are continuously trying to improve Internet performance. Check our web site for available news or updates.

Compatibility issues with certain drivers:

3D Selection boxes with Voodoo2 & Other 3D Cards

-With some 3D drivers, selection boxes may not appear to fully surround the construction or machines in all views. Other drivers will display the selection box in Black when it should be color-coded (green=no damage, yellow=damaged, red=almost dead).

For Voodoo 2 owners using the latest 3DFX reference drivers solves the problem. We do **NOT** recommend using them unless you are an advanced user or have them installed already. We recommend staying with the latest manufacture's drivers.

If you have the latest drivers from your manufacture and you still cannot see the proper selection boxes try setting the boxes to display in 2D, this option is found in the main menu under options.

You may experience other difficulties running Machines if you don't have the latest drivers from the manufacturer of your 3D accelerator card. Drivers were being changed right up to the last minute as testing with Machines revealed small problems with various cards.

Usually, but not always, if a board is based on one of the following chipsets, Machines will run on it. Machines may also run on new chipsets not listed here. If you are unsure of what chipset your 3D card is based on see the *detailed list* below.

Supported chipsets

3Dfx Interactive Voodoo/Voodoo2 Graphics

Unsupported Cards/chipsets

NEC PowerVR

3Dfx Interactive Voodoo Rush/Banshee	S3 Virge
3DLabs Permedia2	Rendition
ATI Technologies 3D Rage Pro/ Rage128	Matrox Mystique
Matrox G series	
nVidia Riva128 / RivaTNT	
S3 savage	
Intel I740	

Typically, the chipset makers expect you to go to your card manufacturer for the latest drivers for their card. Although the chipset makers supply the 3D chip and driver software to card manufacturers, the manufacturer may tailor the driver to their particular board configuration, so the safest place to go for drivers for your board is the card manufacturer. In some cases, however, the chip maker also manufactures the board.

Detailed list of supported 3D accelerator cards

Chip Maker	Chipset Name(s)	3D Card Manufacture
3DFX Interactive	Voodoo 1 (TM)	Canopus Pure 3D (TM)
		Orchid Righteous 3D (TM) Diamond Monster 3D (TM)
	Voodoo 2 (TM)	Creative Blaster Voodoo2(TM) Orchid Righteous 3D II (TM) Diamond Monster 3D II (TM)
		Obsidian (TM) Voodoo Rush (TM) Intergraph Intense 3D (TM) Hercules Stingray (TM)
3D Labs (R)	Peremedia2 (TM)	Creative Graphics Blaster Extreme (TM) Diamond Fire GL 1000 Pro (TM)
ATI (TM)	Rage Pro (TM)	ATI XPERT@WORK (TM) ATI XPERT@PLAY (TM) ATI XPERT 98 (TM) All-in-Wonder Pro (TM)
Intel (TM)	i740 (TM)	ASUS V2740 (TM) Diamond Stealth II G460 (TM) Real3D Starfighter (TM) STB System Lightspeed 740 (TM) Hercules Terminator 2x/I (TM)
Matrox (TM)	G200 (TM)	Millenium G200 (TM) Mystique G200 (TM) Marvel G200 (TM)
nVidia (TM)	Riva128(TM)/ Riva128ZX(TM)	STB Velocity 128 (TM) ASUS 3DexPloer 3000 (TM) Canopus Total 3D 128V (TM) Canopus WitchDoctor (TM) Diamond Viper V330 (TM)
		Riva TNT (TM) Canopus SPECTRA 2500 (TM) Diamond Viper V550 (TM) STB Velocity 4400 (TM)

Detailed list of unsupported 3D accelerator cards

Chip Maker	Chipset Name(s)	3D Cards
NEC (TM)	PowerVR/PCX2(TM)	Matrox m3D (TM) Videologic Apocalypse 3Dx(TM) Videologic Apocalypse 5D (TM)/ 5D Sonic

