Savage Readme File for Windows 95 Users

This document contains up to date information that will help you get the most out of Savage and your system.

To read this file on-screen, use the Page Down and Page Up keys on your keyboard. You can print the file by choosing the Print command from the File menu.

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Section Description

1.   Problems During Setup (Not applicable for Freeware version of Savage)

Because Savage installs system files that may be shared with other applications, it is best to shut down other applications before running the installer.

If the installer is interrupted by a loss of power, a power surge, or some other unexpected incident, then restart Windows before you run the installer again.

Refer to your Savage User's Guide for minimum system requirements.

2.   Savage and Windows Performance Issues

There are several ways to make Savage run faster.   Many of the methods described below are general tips to improve the performance of any Windows application.   Consult your Windows 95 manual for more details.

Savage uses your computer's memory (RAM) to play videos, animations and sound.   If Savage runs slowly or you see out-of-memory errors, Savage may not have enough memory.   Below are some tips to make the best use of your available memory.

* Close all applications that you are not using.

* Defragment or optimize your hard disk by running a defragmentation program.

   For example, MS-DOS 6.22 includes a utility called Microsoft Defrag.   Some other popular
   utilities are Disk Defragmenter, PC Tools, Norton Utilities, and Mace Utilities.

*   Add more RAM (memory) to your computer.

   You can determine how much memory is available by opening the System control panel in
   Windows 95. Click the "General" tab, and under the "Computer:" entry you can see how
   much memory your computer has. You need at least 8 megabytes of RAM to run Savage, and
   12 megabytes is recommended.

For more details on improving performance, consult your Windows 95 and CD-ROM manuals or
see the tips in your Savage user guide.

3.   Video Cards and Display Problems

Savage is designed to run in 256 color mode, and will not run properly in other color modes. If
you try to run Savage in any mode other than 256 colors, you will get an error message. You can
determine and change the color mode your computer is running in by opening the "Display"
control panel and clicking on the "Settings" tab. See the Windows Help file for more information
on display settings.

In some situations, Savage may encounter video display problems when using high resolution
video drivers from various video card manufacturers. The problems include:

- Screens become garble.
- Videos display garbled images or crash Savage

There are several things you can do if you encounter problems like this:

* Obtain updated drivers from your video card manufacturer

   Most problems can be fixed by obtaining new drivers from your video card manufacturer.
   Contact the manufacturer of your video card to determine if there are newer versions
   available. Their phone number should be in the manuals that came with your video card or
   personal computer.   Another option for obtaining updated drivers is the Microsoft Download
   service, an electronic bulletin board that can be accessed via a modem at (206) 936-MSDL
   (206-936-6735).

* Change to a different display mode

   An alternative to obtaining a new or updated display driver is to change your video mode to a
   standard video mode such as 640 x 480 resolution with 256 colors.

Special Note: USING SAVAGE WITH ATI MACH 64 VIDEO CARDS

If you are using an ATI Mach 64, Savage may garble the video while running. If this happens, you will get no error message. Close Savage and return to Windows.   The solution to this problem is to get a newer driver from ATI (see below for how to contact ATI).   A temporary workaround is to Change the following line to your SYSTEM.INI file in the section [Drivers]:
from
        dci=atidci
to
        ;dci=atidci
To add this line, use Notepad to edit your SYSTEM.INI file.   Change the line under [Drivers]. SYSTEM.INI is found in your \windows directory. For information about ATI video cards or the ATI installation utility referred to above, contact ATI Technical Support at (905) 882-2626.

4.   Screen Modes

After you have installed and run Savage, a file called SAVAGE32.CFG will be created in your Windows directory. You can edit this file to select a screen mode for Savage. There are 11 different screen modes you can select from. To change the screen mode, exit Savage, open the SAVAGE32.CFG file in WordPad, and on the line that reads:

```
SCREEN_MODE      11
```

change the number 11 to one of the Mode numbers (1-11) listed in the Screen Mode Table below. Do not change any other lines in the file, or Savage may not run properly. Save your changes and run Savage. Some of these modes may or may not look good or optimal on your system, depending on what video hardware you have and what resolution your graphics card is in when you run Savage. Each Savage screen mode has settings for ***methods, resolution, pixel-stretching,*** and ***boundary***.

METHODS

There are 2 different methods Savage can use to display graphics on your screen: Standard Windows GDI and DirectX Fullscreen.   The Standard Windows GDI method uses standard Windows operating system calls to display graphics on the screen.   These calls are by far the safest to use because all Windows systems have these available.

The second method is DirectX Fullscreen.   This method uses the DirectX DLLs to put your computer into a fullscreen, 320x240 low-res graphics mode.   The windows interface will disappear.   This mode is restricted to low-res graphics.

RESOLUTION

Savage has two different screen resolutions, known as hi-res and low-res.   Hi-res screen modes have a screen buffer consisting of a 640 by 480 pixels.   In these modes, details look very good, but performance is sacrificed.   The second mode is low-res.   Low-res screen modes have a screen buffer consisting of a 320 by 240 pixels.   In these modes, graphics don't look as good as

in hi-res, but performance is much better.

PIXEL STRETCHING

In Standard Windows GDI mode, you have the option to display the screen buffer normally, with doubled pixels, or with quadrupled pixels.   This option basically allows you to make the game screen appear larger, by a factor of 1, 2 or 4.   Doubled pixels make 320x240 screen buffers fill the area a 640x480 buffer would fill.   Quadrupled pixels make a 320x240 screen buffer fill the area a 1280x960 buffer would fill.   If your desktop is too small, a doubled or quadrupled pixels screen may actually stretch beyond your desktop.   It is not advisable to play SAVAGE under these conditions.   These modes were designed for higher resolution desktops.

BOUNDARY

In the Standard Windows GDI method, you have the option of displaying the screen buffer in a full-screen window, or in a fixed window.   A full-screen window is basically a window on your desktop that is the size of the desktop.   Because Savage uses all 256 colors of the palette, desktop items such as icons will change colors.   To avoid this, you have the option to make all your windows full screen.   This is the default for all window modes.   The other way to display a window is in a fixed window.   In a fixed window, the window forms a fixed boundary around the drawing area within the window.

SCREEN MODE TABLE

Mode	Method Name	Resolution	Stretch	Pixel Boundary		Window?	Min. Desktop Req.
1	Standard Windows GDI	320x240 low	None	Fixed		YES	320x240, 256 colors
2	Standard Windows GDI	320x240 low	x 2	Fixed		YES	640x480, 256 colors
3	Standard Windows GDI	320x240 low	x 4	Fixed		YES	1280x960, 256 colors
4	Standard Windows GDI	640x480 high	None	Fixed		YES	640x480, 256 colors
5	Standard Windows GDI	640x480 high	x 2	Fixed		YES	1280x960, 256 colors
6	Standard Windows GDI	320x240 low	None	Fullscreen		YES	320x240, 256 colors
7	Standard Windows GDI	320x240 low	x 2	Fullscreen		YES	640x480, 256 colors
8	Standard Windows GDI	320x240 low	x 4	Fullscreen		YES	1280x960, 256 colors
9	Standard Windows GDI	640x480 high	None	Fullscreen		YES	640x480, 256 colors
10	Standard Windows GDI	640x480 high	x 2	Fullscreen		YES	1280x960, 256 colors
11	DirectX Fullscreen	320x240 low	N/A	N/A		NO	N/A

Keyboard Shortcuts:

F5	MODE 6
F6	MODE 7
F7	MODE 9
F8	MODE 11
CTRL-F5	MODE 1
CTRL-F6	MODE 2
CTRL-F7	MODE 4

5.   Audio Problems

The following are some suggested solutions for common problems with playing audio in Savage.

SOUND DOES NOT PLAY AT ALL

1. Check the volume.

2. If the volume is turned up and you still hear no sounds, something may be wrong with your audio card installation.   Check to see that the audio card software is installed correctly and reinstall it if necessary.   For further details, see the section below "MAKING SURE THE SOUND CARD IS INSTALLED PROPERLY"

3. If the software is installed correctly, the audio card may need to be pressed more securely into its slot or have a jumper setting changed on the audio card.

4. If you have both an audio card and special software that bypasses the audio card to play sounds through the PC speaker, we suggest you remove or disable the special software (the PC speaker driver).   Savage requires MPC2-compatible audio; it is not meant to run with just the PC internal speaker or any combination of that speaker and special software.

SOUND PLAYS BUT IS DISTORTED OR "FUZZY"

Sound distortion is often caused by sending a higher volume or amplitude of sound than the speakers are able to handle.   Also, if the volume control on your audio card is set too high it may cause distortion from the amplifier on the audio card.   Sometimes lower quality speakers will distort at a lower volume than better speakers will (compare a clock radio speaker to a big stereo system; the stereo speakers can play much louder with no distortion).   For example, if the volume for your audio card or "WAVE file output" is set to near its maximum it will produce distortion just like a radio with the volume turned up too high.   To learn how to change your audio card settings, check the manuals that came with your audio card.   Changing the volume settings is normally done with either a volume dial on the back of your audio card (in the rear of your computer where the speakers plug in) or with a program that called a "Volume Control" that is usually installed in the "Multimedia" program group in Windows 95.   Some audio cards use both types of controls and they must both be adjusted.

Another possible cause is that you are using a 16-bit sound card set to a lower Direct Memory Access (DMA).   Sounds that appear scratchy while using a low DMA will sound better using an upper DMA.   In the case of the Media Vision Pro Audio 16 sound card, a DMA setting of 7 will correct any scratchy sounds.   To change the DMA channel you will have to go to the System Control Panel, select the Device Manager tab and then select your sound card from the list of devices.   Click the "Properties" button to configure your sound card.   You should be able to select a higher DMA setting here.   If the driver will not allow you to change the DMA setting you may need to refer to your sound card manual.

SOUND PLAYS BUT HAS SKIPS

If audio breaks up or skips periodically it is usually an indication that the CD-ROM drive does not fully meet the MPC2 (Multimedia PC) specification for the Data Transfer Rate.   The MPC2 specification states that the CD-ROM drive needs to be capable of transferring data at a rate of 300 KB per second while utilizing 40% or less of the CPU.   You can continue to use your CD-ROM drive to run Savage, but will continue to experience this choppiness in audio and video

clips.

SOUNDS ARE CUT OFF

Most audio cards can play only one sound at a time; therefore, other sound-producing programs could interrupt the sounds from Savage.   Some sound producing programs may take over the audio capability and prevent other Windows programs from being able to make sounds.   If you suspect you have such a program do not run it at the same time as Savage.

VOLUME IS TOO LOW

When playing Savage you may here softer sounds than when playing other audio.   To increase the sound level, you need to adjust your mixer settings.   To do this you must first locate your mixer.   It should be in the group where your sound software is loaded.   Refer to your audio card's software manual for the exact location.

Once you find and run the mixer you can independently raise and lower the levels of the different types of sound.   For example you can turn up wav audio and turn down the CD-audio.   To get the anthems to play louder, turn up the midi setting

MAKING SURE THE SOUND CARD IS INSTALLED PROPERLY

1. Check to see that you can play MIDI from MS-DOS.   Most sound cards come with a test utility or an MS-DOS program for playing MIDI or testing the card configuration.   If MIDI does not work with these then the MIDI will not work in Windows either.

2. Verify Port and IRQ settings by looking at the sound card and comparing the way it is set up to the way that the audio card software thinks it is set up.   The audio card manual should explain how to configure the audio card settings.

3. Make sure the sound card does not conflict with other hardware.   This is done by comparing the setup of the audio card with the setups of other cards in your computer.   It is important that no two cards try to use the same port or IRQ.   This is a common source of problems when you are getting no sound at all.

4. If you have a Sound Blaster 16 sound card, and you can't hear sounds play, you may have to disable the 16-bit audio by switching the High DMA channel to match the Low DMA channel.   Sound Blaster has utilities programs to help you do this.   If you need to do this manually, you must change the current settings in both the AUTOEXEC.BAT and the SYSTEM.INI.

6.   CD-ROM Problems (Not applicable for Freeware version of Savage)

COMMON SOLUTIONS FOR PROBLEMS WITH CD-ROM DRIVES

NOTE: *Do not remove the Savage compact disc from your CD-ROM drive while running Savage.*

If Savage cannot find the data files it needs to run, you will see an error message prompting you to correct the problem.   To find the source of the problem, do the following:

* Make sure the Savage compact disc is correctly inserted into the CD-ROM drive.

* Make sure that the drive is connected to your computer correctly and it is functioning in MS-DOS. If you have an external CD-ROM drive, make sure the power is turned on.   You can test the function in MS-DOS by viewing a directory of the drive at an MS-DOS prompt.   To do this, change to the CD-ROM drive at an MS-DOS prompt, type DIR, then press ENTER.

If you still see an error message after checking the points above, check the manuals that came with your CD-ROM drive for information on how a CD-ROM is to be set up, or contact the company that supplied the drive.

7.   Mouse Cursor Problems

If you find that the mouse cursor jumps around on the screen when you perform certain actions in Savage, and you are using Microsoft Intellipoint mouse software, you need to turn off the "snap-to" option.   Open the Mouse Control Panel and select the Mouse option.   Turn off the snap-to option in the Mouse Manager dialog and close the Mouse Manager and the Control Panel.

8.   Keyboard, Mouse and Joystick Controls

The following is a list of actions you can perform in Savage.   The controls are also explained in the Savage User Guide.

Command	Keyboard	Mouse	Joystick
Move Forward	Up Arrow	Rt. Button	Push Forward
Move Left	Left Arrow	Slide mouse left	Push Left
Move Right	Right Arrow	Slide mouse right	Push Right
Move Back	Down Arrow	Slide mouse back	Pull Back
Run	Shift + Arrow Key	Shift + Rt. Btn.	Forward + button 2
Lunge	Shift + Up Arrow + Z	Up Arrow + Lft. + Rt.	Up on "Hat" key
Claw	Ctrl Key	Lft. Mouse Btn.	Press button 1
Eat	Press E key	Press E key	Press E key
Drink	Press D key	Press D key	Press D key
Roar	Press R key	Press R key	Press R key
Sniff	Press S key	Press S key	Press S key
Scent Mark	Press M key	Press M key	Press M key
View Map	Type Map	N/A	N/A
Show Position	Press Tab	N/A	N/A
Haunch Cam	Press F1	N/A	N/A
Butt Cam	Press F2	N/A	N/A
Back Cam	Press F3	N/A	N/A

Top View	Press F4	N/A	N/A
1st Lion	Press F11	N/A	N/A

NOTE: If you are using a joystick and are running Windows 95, be sure to configure your joystick for Windows 95 using the Joystick Control Panel. You must also configure your joystick for playing Savage by choosing the Configure Joystick option from the Main Screen in Savage.

9.   Uninstall Information (Not applicable for Freeware version of Savage)

Press the **Start** button on the task bar, click **Settings** then the **Control Panel**.   In the Control Panel double click **Add/Remove Programs** and double-click Savage in the list of programs to uninstall.

The uninstall only removes the Savage, Wallpaper and Discovery Demo icons from the system.

Video for Windows, QuickTime for Windows, and WinG are not removed because they use shared files which may be required by other software products.

10.   General Multimedia Information

For more information regarding Multimedia PCs, MPC titles, and other general multimedia topics of interest, please refer to the MPC Marketing Council at the following location:

Multimedia PC Marketing Council, Inc.
1703 M Street Suite 700
Washington, DC   20036
Telephone: (202) 452-1600

For information regarding a specific MPC product, contact the manufacturer of that product.