

First Contact Communicator © 1999, 2000 Alienware Technology, Inc.

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Requirements:

- Windows 95, Windows 98 or Windows NT 4.0
- Full Duplex Sound Card
- DirectX 5.0 or higher
- Microphone.

Configuring First Contact Communicator:

The first time First Contact is run, it will show a Setup Wizard, which will help in the configuration of First Contact. Among other settings, the Setup Wizard will determine your Sound Card capabilities, and set the quality of recording/playback, as well as the default compression to use during voice transmissions (We recommend Level 1 or 2, the others use more bandwidth, and introduce some lag while playing). It will configure your microphone for recording, as well as calibrate it for optimum recording level. (These settings can be changed later from the Options Dialog. Or if you prefer, you can access the Setup Wizard from the right-click menu on the main screen, or by pressing Alt-W).

We highly recommend that the latest drivers for your sound card are downloaded and installed.

Running First Contact Communicator:

The easiest way to use First Contact is through the *Game Integration Mode*, which is specifically designed for multi-player Internet games. This mode is activated automatically when First Contact detects that you are playing one of the supported games, and connected to a game server. Once a connection is detected, First Contact will determine the team you are in, and connect you automatically into the voice conference for that team.

What this means is that you just have to have First Contact running, and then use whichever method you usually use to connect to the game servers (from inside the game itself, or from a game browser like GameSpy, etc). And once you join a team, you will be able to communicate with the other players in your team. Note that every time you change teams, you are going to be connected to the conference of that team.

(Note that the *Game Integration Mode* is enabled by default, and you do not have to press the 'Connect' button in First Contact)

If you are using First Contact while playing a game that is not supported by the *Game Integration Mode* you will need to establish a *Manual Connection*.

To establish a *Manual Connection* press the 'Connect' button, and then enter the IP address of one of the players in your team. If First Contact is being used for chatting with friends, then enter the IP address of the other user.

Notice that when connecting to a conference of more than one user, you can enter the IP address of any of the users in the conference; it does not have to be the user that started the conference.

First Contact also integrates with ICQ, so if you have ICQ installed, you can initiate a *Manual Connection* by clicking on the other user's name and in the popup menu, select "Internet Telephony/Games", and there select First Contact, the other user will get notified, and a conference will be created.

Upgrading Information:

First Contact can be upgraded automatically from the About Page of the Options Dialog. First Contact will check for available upgrades, download them and install them. Or go to <http://www.alienwaretech.com>.

First Contact Themes:

First Contact supports themes (also called skins), so the look can be completely changed. Themes can be changed from the Theme Manager (right click on the main screen, Theme Manager), or from the Options Dialog.

New Themes are always available from Alienware Technology's web site. To download new themes, go into the Options Dialog, Themes Page, and select Download Themes.

First Contact allows you to design your own themes, giving you the ability to personalize First Contact as much as you want. Not only can you change the images used for the main screen, and buttons, but also the position and even the shape of the window and its buttons. This is done using the built-in Theme Editor. For more information regarding the Theme Editor, please visit <http://www.alienwaretech.com/>.

Supported Games:

Currently First Contact Communicator supports the following games through the Game Integration Mode:

- Half-Life (including Team Fortress Classic, and other popular HL mods)
- Unreal Tournament
- Starsiege Tribes
- Quake II

Plugins for other popular games will be made available in the future upgrades and versions of First Contact Communicator.

This does not mean that you can only use First Contact with these games, you can use First Contact with most games, but in the case of games not supported by the *Game Integration Mode*, the connection has to be initiated manually (press the 'Connect' button, and enter the IP Address of a player in your team).

Support:

More information is available on Alienware Technology's Web site, at <http://www.alienwaretech.com/>. For questions, feedback or bug reports, write to techsupport@alienware.com

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