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Star Wars(R): Episode 1 Racer Demo(TM) ReadMe
Version 1.0
6/07/99

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Thank you for purchasing Star Wars: Episode 1 Racer Demo. We recommend that you read this file to get the most up-to-date information about running and maximizing Racer's performance.

For additional information and in-depth technical documentation about specific hardware, we recommend reading the Troubleshooting Guide. The Troubleshooting Guide can be accessed by clicking on README & TROUBLESHOOTING on the Racer launcher or by double-clicking RACER.EXE on the CD-ROM. For the very latest updates related to Racer, be sure to check the LucasArts website at www.lucasarts.com.

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1) General Information

a) Minimum System Requirements

COMPUTER: 100% Windows 95/98 DirectX compatible computer required.

GRAPHICS CARD: 4MB AGP or PCI 3D Accelerator card required.

CPU: Pentium 166 or faster required. Pentium 200 or higher recommended.

MEMORY: 32MB or higher RAM required. 64MB or higher recommended.

CD-ROM: Quad speed IDE or SCSI CD-ROM drive required.

SOUND CARD: 100% Windows 95/98 DirectX or Aureal compatible 16-bit sound card required.

INPUT DEVICE: 100% Windows 95/98 compatible keyboard and mouse required.

DIRECTX: Microsoft DirectX 6.1 is included on this CD and must be installed to play Racer. Please refer to Installation and DirectX Setup in the Troubleshooting Guide for more information about DirectX.

NOTE: Your system may require the latest Windows 95/98 drivers for your particular hardware.

HARD DISK SPACE: Installation requires 40 MB free hard drive space. It is recommended that you have an additional 50 MB of free space available for the Windows swap file.

OPTIONAL SUPPORT

Force feedback controllers supported; such as steering wheels and joysticks.

3D sound support using Aureal A3D (TM) 2.0 and Microsoft DirectSound 3D (TM).

MULTIPLAYER SUPPORT

Local Area Network Play: Supports up to 8 players via IPX Local Area Network in the full version.

b) Laptop Systems

While Racer should work fine on most systems that meet the minimum hardware specifications, it has NOT been tested with laptop systems and therefore we can NOT guarantee compatibility.

Due to the wide variety of hardware configurations that ship with today's laptop systems, it would be impossible

to configure a game that would work with all of them. Many laptops are limited in their ability to be used as a gaming machine because of memory configurations, their microchannel architecture, port configurations (i.e. no place for a joystick) and sound systems primarily designed to be used with productivity software.

Laptop systems will attempt to compress the traditional version of the standard 101-function keyboard (found on almost all desktop systems) into a much smaller key configuration. This is usually done by relying on multi-function keys that allow the user to assign different functions to the same key. Unfortunately, this has been known to cause problems with our games.

c) OEM Features on Brand Name Machines

Many brand name computers come with a variety of features provided by the manufacturer, including special buttons on the keyboard or special functions assigned to buttons common to all keyboards. For example, on one machine with which we tested, the Pause key did not work because the machine's manufacturer had assigned that key to bring up a special menu on the desktop.

d) Skipping Cut Scenes

To skip through a cutscene ("movie") at any point press the Spacebar, Enter key or Escape key.

e) Star Wars: Episode 1 Racer Demo Controls

KEYBOARD

Front End Navigation:

Select/Next Screen	ENTER, SPACE
Cancel/Previous Screen	ESC

Podracer Select Screen:

Turn Statistics On/Off	TAB
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Inspect Vehicle Screen:

Move Camera	Arrow Keys
Change Pod Part	A, D
Zoom In	~
Zoom Out	TAB

Main Menu:

Look Around	ALT and Arrow Keys
Look Around in Cantina	ALT and Arrow, Shift and Arrow

Setting Screens:

Adjust Slider Bars +, -

IN RACE

Thrust	W, ENTER
Brake	S
Turn Left	J, Left Arrow, Num Pad 4
Turn Right	L, Right Arrow, Num Pad 6
Pull Up	I, Down Arrow, Num Pad 2
Nose Down	K, Up Arrow, Num Pad 8
Slide	SPACE
Boost	Left SHIFT
Roll Left	A
Roll Right	D
Repair	R
Taunt/Flamejet	E, Right CTRL
Switch Camera	~, Left CTRL
Look Back	TAB, Q

Reserved Settings:

Cycle Map Indicator	Caps Lock
Default Cam	F1
Engine Cam	F2
Speedfreak Cam	F3
Behind Cam	F4
Take Screen Shot	F12
Mouse Enable/Disable	CTRL-M
Joystick Enable/Disable	CTRL-J
Force Feedback On/Off	CTRL-F
Quit Multiplayer Race	CTRL-Q

MOUSE CONTROLS

Thrust	Left Button
Brake	Right Button
Turn Left	Push Left
Turn Right	Push Right
Pull Up	Pull Back
Nose Down	Push Forward

JOYSTICK

Turn Left	Stick Left
Turn Right	Stick Right
Nose Up	Stick Back
Nose Down	Stick Forward
Thrust	Button 1
Brake	Button 2
Boost	Button 3: Hold Thrust and push the stick forward, then tap boost when the indicator turns yellow.
Repair	Button 4
Slide	Button 7 (if no hat)
Roll Left	Hat Left, Button 5 (if no hat)
Roll Right	Hat Right, Button 6 (if no hat)

Switch Camera	Hat Up
Look Back	Hat Down

WHEEL AND PEDALS

Turn Left	Wheel Left
Turn Right	Wheel Right
Nose Up	Button 8
Nose Down	Button 7
Throttle	Right Pedal
Brake	Left Pedal
Boost	Button 4: Depress the right pedal and hold Button 7 until the boost indicator turns yellow then tap Boost.
Repair	Button 6
Slide	Button 1
Roll Left	Button 5
Roll Right	Button 2
Look Back	Button 3

Multiplayer
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Multiplayer mode is only available in the full version of Star Wars: Episode 1 Racer Demo.

3) General Issues
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a) Control Issues

1) Reserved Settings

These are game controls which cannot be remapped or assigned to a gaming device and are exclusive to the keyboard in a race.

Caps Lock: Cycle Map Indicator: When in a race you can change the way your track map looks by pressing Caps Lock.

F1, F2, F3, F4: These are shortcuts to the four camera views available in during a race. Please refer to the "Camera Views" section on pg. 16 of the manual for further information.

F12 Screen Shot: This function allows you to take a picture of the game at any point. It will save a bitmap picture in the C:\Program Files\Lucasarts\Racer Demo\ folder with the name: snap_000.bmp. Screen shots can be viewed with MS Paint.

Force Feedback Enable/Disable: Pressing CTRL-F allows you to turn Force Feedback on or off during a race.

Joystick Enable/Disable: Use CTRL-J to activate or turn off your joystick in race.

Mouse Enable/Disable: Press CTRL-M to turn your mouse on or off during a race.

2) Boosting On The Starting Line

Getting left in the dust at the starting line? There is a way to jump to the head of the pack! All podracers can get a quick boost by hitting Thrust at the right moment during the countdown. If you are using a steering wheel and pedals or the throttle wheel on a joystick: put the throttle at max (put the pedal to the metal) and tap Boost at the right time during the countdown.

3) Looking Around

On screens with the Main Menu (where the race is started from) you can look at your surroundings. Hold down the ALT key and use the Arrow keys to look. You can only do this when the Main Menu is on the screen.

4) Front End Navigation

For navigating through the interface we recommend using the keyboard and mouse; joysticks, gamepads and wheels are not fully supported for the Front End interface. You can interact with some items using the mouse and others with the keyboard. We recommend exploring the various menus thoroughly to find a method of getting around that suits you best.

b) Gaming Device Issues

1) Switching Gaming Devices

If you add, change or remove your gaming device we recommend going to the "Joystick Settings" screen in the "Settings" menu and choosing restore defaults. Even though your gaming device may be correctly set up, Racer will not redetect which device you have installed until you choose 'defaults'. For more on setting up gaming devices refer to the Trouble Shooting Guide.

2) Keyboard Not Responding

Almost all keyboards have a maximum number of keys that can be held down and function at the same time. Once that number is reached other keys may not respond. This is most commonly seen when trying to slide and turn at the same time as you often hold three keys simultaneously during the maneuver.

3) Joystick and Mouse Active

We do not recommend enabling the mouse and the joystick at the same time as it may cause control conflicts during a race.

4) Can't Scroll Through Podracers or Tracks

If you experience problems scrolling through options or menus and have a joystick enabled make sure that it is completely centered or exit the game and recalibrate.

c) Display Issues

1) Video Card Requirements: 4MB for your 3D card.

To run Racer, you need at least a 4MB PCI or AGP Direct3D compatible accelerator card.

2) To find out if your Video Card will work.

First, find the name of your video card. Then, refer to the List of Supported and Unsupported Cards in the Video Section of the Troubleshooting Guide to see if your card has any known issues. If your card or chipset is supported, check the 'Specific Video Issues' section of the Troubleshooting Guide to see if your card has any known issues.

3) What is a Primary Display Driver?

A Primary Display Driver is actually your computer's main video card. A pass-through card, such as a Voodoo Graphics or Voodoo2, is not a Primary Display Driver.

d) Miscellaneous Issues

1) Task Switching is not recommended. We recommend that you do not task switch (pressing Alt-Tab, Ctrl-Esc, or the Windows key to access another program) while playing Racer.

2) The System Analyzer is different before and after the game is installed. Before the game is installed, the System Analyzer will determine whether your computer is qualified to install Star Wars: Episode 1 Racer. However, it does not check for a supported 3D video card.

3) There is a utility to fully analyze your system, including your video card(s), that only gives complete results after DirectX is installed. In the Launcher, after installing the game, press 'Hardware Configuration,' then press 'System Analyzer.' This brings up the DirectX Diagnostic Tool (for more detail, please refer to the DirectX Setup Section of the Troubleshooting Guide).

NOTE: this file is located at
C:\Program Files\directx\setup, and double-click on
'dxdiag' or 'dxdiag.exe')

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4) Command Line Switches  
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There are some command-line options, or switches, that can be used to increase performance or change certain options. To use these, first create a shortcut to Sweplrcr, or Sweplrcr.exe. Its default directory is C:\Program Files\LucasArts\Racer Demo. To create a shortcut, right click on the file labeled 'Sweplrcr.exe' (some folders only show it as 'Sweplrcr') and drag the file to your desktop, then select 'Create Shortcut here.' Then, right click on the shortcut and select 'Properties.' Then, select the tab at the top labeled 'shortcut.' In the field labeled 'Target' should be the path to the Racer executable. At the end of that line, after the quotation marks, put a space, and then the command:

a) Display

- i Disables the introduction cutscenes when launching the game.
- v Triggers the "Display Settings" window but does not launch the game.

b) Multiplayer

- nut x Where x is the time in milliseconds to delay between network updates.

c) Force Feedback

- force Disables force feedback on a force feedback gaming device. This should be used if you have a Force Feedback device that is causing problems while playing Racer.

d) 3D Sound

- s Turns the sound engine off. Low end machines may see an increase in framerate if the entire sound engine is off.
- +3DImpacts Turns on additional 3D collision sounds with with certain Aureal 3D cards and the Sound Blaster Live. This option will not have any effect unless 3D Audio is enabled in Racer.

NOTE: This switch will only function properly if you have an Aureal 3D or Sound Blaster Live card in your system.

- d <float number> Changes the 3D sound doppler-scale

factor to exaggerate doppler effects.
The higher the number, the more exaggerated the doppler. 1.0 is the default and 0 turns Doppler Effects off.

-r <float number> Changes the 3D sound rolloff factor.
The bigger this number the faster the sounds will become quieter as they move away from you. 0.1 is the default.

All 3D-Spatialized sounds will play at the same volume and will not be attenuated by distance.

e) What the Command Line Should Look Like:

```
"c:\Program Files\Lucasarts\Racer Demo\Sweplrcr.exe" -i -s
```

This would run the Racer without any sounds and without the intro sequences.

Be aware that these switches may have a variety of effects while playing Racer. We recommend exercising caution when using these switches and only using them if necessary.

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5) How to Contact LucasArts  
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LucasArts has set up a variety of services to provide you with information regarding our programs, hint & gameplay assistance, and technical support.

Hint Line

If you need a hint, you may call our automated Hint Line. The average call length is three minutes. This service requires a touch tone phone.

NOTE: You must be at least 18 years old or have your parents' permission to call.

U. S.

1-900-740-JEDI (1-900-740-5334)
95 cents per minute
(The option to speak with a live Hint Operator is also available through this number.)

Canada

1-900-677-JEDI (1-900-677-5334)
\$1.25 (U.S.) per minute

Where To Find Us Online

Visit the LucasArts Web site at <http://www.lucasarts.com>. 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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