# TOCA 2 Touring Cars Help

# 3D Graphics Cards

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# Codemasters Customer Support

Please make sure that you have read this help file before contacting Customer Support, as the answer to your problem may be here.

**World Wide Web**

http://www.codemasters.com/_tech/tech_c.htm

**Customer Services general e-mail address**

custservice@codemasters.com

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## Codemasters On The Web

TOCA 2 Touring Cars has its own web site on the Internet. From here you will be able to view the TOCA 2 Touring Cars hall of fame, view the fastest laps and download them as well.   The address is :

http://www.toca2.com

Alternatively the main Codemasters web site can be found at :

http://www.codemasters.com

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# Supported 3D Chipsets

**IMPORTANT NOTE:**

You must have one of the 3D chipsets below on board your grahics card in order for the game to work correctly.
The game does not support any other chipsets.
The supported chipsets are also indicated on the outside of the box.

We have tested the game with the following 3D chipsets so check below for any compatibility issues.

**3Dfx Interactive Inc**

Voodoo 2:
Voodoo Banshee:
Voodoo Graphics:
Voodoo Rush:

**3D Labs Inc.**

Permedia 2:

**ATI Technologies Inc**

3D Rage Pro:

**Intel**

i740:

**Matrox Graphics Inc.**

MGA 1064/1164/2164 (Mystique/Mystique 220/Millenium 2):
G100:
G200:

**NVIDIA Corporation**

RIVA 128:
RIVA TNT:

**Rendition**

V2100/V2200:

**S3 Inc.**

Savage 3D

# Latest 3D Graphics Card Drivers

**IMPORTANT !    YOU WILL NEED TO CHECK THAT YOU HAVE THE LATEST DRIVERS FOR YOUR GRAPHICS CARD.**

- If you have Internet access, go to the web site for the manufacturer of your card (see the 'Web Links' section on the installation menu). If you go to the 'drivers' section of the site, you will be able to download and install the latest drivers for your card. Simply follow the instructions on the site.
- If you do not know which 3D chipset your graphics card has on board then please click here for a more comprehensive listing

If you are unsure about installing drivers, please see the section Installing a new Graphics Driver.

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# 3D Graphics Card Manufacturers Web Sites

If you have a 3D graphics card, you will need to make sure you have the latest drivers for your card. You can do this by visiting the website of your graphics card manufacturer, and following the instructions in the 'drivers' section of the site.

| | |
|---|---|
| 3Dfx Interactive inc. | www.3dfx.com |
| 3D Labs Inc. | www.3dlabs.com |
| ATI Technologies Inc. | www.atitech.ca |
| Canopus Corporation | www.canopuscorp.com |
| Creative Labs | www.creativelabs.com |
| Deltron | www.deltrontech.com |
| Diamond Multimedia | www.diamondmm.com |
| ELSA | www.elsa.de |
| Genoa | www.genoasys.com |
| Guillemot Limited | www.guillemot.com |
| Hercules | www.hercules.com |
| Intergraph | www.intergraph.com/ics/ |
| Jaton | www.jaton.com |
| Jazz | www.jazzmm.com |
| Leadtek | www.leadtek.com |
| Matrox Graphics Inc. | www.matrox.com/mga/home.htm |
| Miro | www.miro.de |
| Number Nine | www.nine.com |
| NVIDIA Corporation | www.nvidia.com |
| Orchid | www.orchid.com |
| S3 Inc. | www.s3.com |
| Sierra | www.sierra.com |
| STB | www.stb.com |
| Techworks | www.techworks.com |
| Videologic | www.videologic.com |
| Viewtop | www.viewtop.com |

If you are unsure about installing drivers, please see the section Installing a new Graphics Driver.

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# Controller Overview

Unlike dedicated video game consoles, PC's do not have a standard type of controller. Many different kinds of controller are available for the PC, but they have different designs, numbers of buttons, and can be analogue or digital and can be connected in different ways. This has made it difficult for games programmers to write software which works correctly with all types of controller.

Windows 95/98 alleviates this problem by providing a standard method for games software to communicate with controller hardware. This generally makes using game controllers with PCs much easier than before. Because so many different kinds of controllers exist the user needs to set them up appropriately using Windows 95/98. This help file will help you to set up your controller for maximum enjoyment of TOCA 2 Touring Cars.

TOCA 2 Touring Cars allows one to four controllers to be used simultaneously. The keyboard can also be used. TOCA 2 Touring Cars recognises Several types of controllers, Including :

- 2 button gamepads
- 4 button gamepads
- Analog Devices (e.g. Joysticks, Steering Wheel & Pedals etc.)

Note:    TOCA 2 allows the Accelerate and Brake functions to be on different axis, if your controller supports this.

To configure controllers for use with TOCA 2 Touring Cars, there are 3 main steps you must take :

- Install the Windows 95/98 game controller driver
- Configure your controller(s), using the Windows control panel
- Configure the controller buttons using the Configure Controls screen, from within the game.

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# How to install a Windows game controller driver

Some controllers do not need special drivers. These are generally the simple pads, which have only a few buttons or no special controls. The Windows game controller control panel knows about these, and if your controller is one of these standard types, then you should be able to set up your controller without trouble.

However, newer controllers often have advanced features, which means that they require drivers to operate properly. The manufacturer should provide you with a Windows 95/98 driver when you purchase your controller (Please refer to your joystick documentation for more details).

To install a driver, you will require a disk, which should have been provided for you when you bought the controller. Please follow the manufacturers instructions on how to install your controller driver(s).

If you have further difficulty in installing your controller driver, please contact the controller manufacturer for help.

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# How to set up your controller(s) for Windows

Here is a step-by-step guide to get controller working with Windows and TOCA 2 Touring Cars.

- Start the windows game controller Properties dialogue box, to do this either :

    - Select the 'Calibrate Joystick' button from the Setup Utility screen when you first run TOCA 2 Touring Cars.
    - Click the Start button, go to the Settings option and select Control Panel.   Then double click on the game controllers icon.

- Select the Advanced tab , then highlight one of the controller ID numbers and click on the change button. Note that TOCA 2 Touring Cars only recognises controllers 1 to 4.

- Choose the type of your controllers from the   list entitled 'game controllers'. If your type of controller is not here you can :
    - Install the correct driver (Please see How to install a Windows game controller driver).
    - Try one of the standard controller types (e.g. 4-button gamepad)

- Now select the General tab and click on the properties button, and follow the on-screen instructions for calibrating your controller.

- If the Calibrate or Test buttons are not selectable, Windows cannot recognise that particular controller. Make sure that you actually have the correct controller plugged in, for the driver you have selected. If you are sure that this is correct, then it is most likely that there is a problem with the controller driver, such as a hardware conflict. Please refer to the Windows help file for more information on resolving hardware conflicts. Alternatively contact your controller manufacturer for help.

- Finally test your controller by pressing the 'Test' button, and ensuring that directional movement and buttons are correctly operating.

- If you wish to use several controllers, this set-up process must be repeated for each one.

- Now you must configure your controller to work with TOCA 2 Touring Cars.

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# How to set up your controller(s) for TOCA 2

This page is a guide to configuring your controllers, so that they work with TOCA 2 Touring Cars. If you have not yet configured your controller to work under Windows, please see How to set up your controller(s) for Windows

- Go to the game options menu

- Select the controller setup

- To choose the control method for player 1 select the button marked ' Player 1 Controls'. Now choose the control method by pressing the left or right cursor keys. Player 1 can use any available controller, so if there are 3 controllers available, he might choose 'Joystick 3'.

- When you have done this you must choose which buttons (or keys) perform which actions. Simply follow the on-screen instructions.

- For each player you must repeat the steps. If you wish to play a 2 player game, controllers 1 and 2 must be set up. If you want 3 players, then set up controller 3, and for 4 players, you must set up controller 4.

- When your have configured all your joysticks, return back to the main menu. All settings are automatically saved, and are automatically loaded the next time you play TOCA 2 Touring Cars.

Note:     There are Advanced Options which allow you to further calibrate your controller, for information on what these do click here

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# Using several controllers

Unless you have a special adapter, you will normally only be able to use 2 controllers simultaneously whilst playing TOCA 2 Touring Cars. This is inherent in the design of the PC game controller port, and this limitation cannot be overcome without a special multi-port adapter.

If you configure the Windows control panel such that more than 2 controllers are configured, without a multi-port adapter, then there may be unpredictable behaviour.

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# Controller Trouble Shooting

Here are some common problems with controllers and Windows, and suggested solutions.

**Q. I do not have a dame controllers icon in my control panel. How can I get one?**
A. Perform the following steps :

- Open the control panel, and double click the 'Add New Hardware' icon.
- Click the button marked 'Next'
- When prompted if you want to search for new hardware, click 'No'.
- You will be presented with a new dialogue. Select the icon marked 'Sound, video and game controllers', and press 'Next'.
- Wait while Windows builds the driver information database.
- Find the manufacturer of your controller, and select your controller type. Follow the onscreen instructions from here.(You may need the disk supplied with your joystick)
- If your type of controller is not present anywhere in the list, try and select the manufacturer as Microsoft, and select the model as 'Gameport joystick'. Follow the onscreen instructions from here. You may need your Windows 95/98 CD, in order to install a joystick.

**Q. My controller is installed correctly, but it does not work with TOCA 2 Touring Cars. What am I doing wrong?**
A. Check that your controller is correctly calibrated in the Windows game controllers control panel. (Use the 'test' option to check that everything is OK). If this is OK, then run TOCA 2 Touring Cars, and go to Game Options->Controller SetupControl. Then choose your controller in this screen, and configure the buttons. Your controller should now work properly.

**Q. I have two 4-button gamepads, but it appears only to use one. How can I solve this?**
A. If you have a standard PC gameport, then using two 4-button gamepads simultaneously is impossible. To use 2 gamepads, they must be of the 2-button variety. By using a 4-button gamepad, some of the signals on the 2nd port are used, and that is why you cannot use two 4-button gamepads at the same time.

**Q. How can I use more than 2 gamepads with TOCA 2 Touring Cars?**
A. A standard PC gameport only supports 2 gamepads. You need to buy a special adapter, which allows you to plug in more than 2 controllers.

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## What is DirectX?

DirectX is a Microsoft extension to Windows 32-bit operating systems, which enables games such as TOCA 2 Touring Cars to utilise the hardware in modern PC's, to obtain maximum performance benefits. DirectX also removes many of the limitations of DOS. Fiddling with memory settings is a thing of the past with DirectX, and you do not need to specify tricky settings for your sound card : DirectX simplifies these troublesome areas.

DirectX is automatically installed on your PC when you install TOCA 2 Touring Cars. If DirectX is not already installed on your PC, or you are currently using an earlier version, you may need to re-boot your machine after it has installed.

DirectX 6 is supplied with TOCA 2 Touring Cars.

When installing DirectX 6 your display and sound drivers may be updated to provide DirectX compliant software with the ability to extract the maximum performance from your PC's hardware.
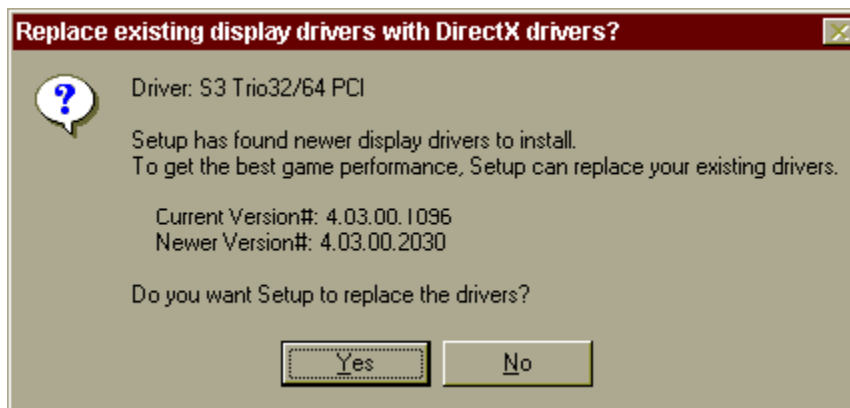
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# DirectX Troubleshooting

Here are some commonly asked questions about DirectX.

**Q. Why must I reboot my machine when DirectX is installed?**
A. DirectX enhances your display and sound drivers, but the changes cannot take effect whilst Windows is running. Windows therefore needs to be re-started, so that the new drivers can function properly.

**Q. When DirectX is installing, I get a window like this:**

**Replace existing display drivers with DirectX drivers?**

Driver: S3 Trio32/64 PCI

Setup has found newer display drivers to install.
To get the best game performance, Setup can replace your existing drivers.

Current Version#: 4.03.00.1096
Newer Version#: 4.03.00.2030

Do you want Setup to replace the drivers?

Yes    No

**Why does this happen, and what should I do?**

A. Your display drivers are an extremely important part of your system, and this is simply a warning informing you that your current drivers will be updated with new DirectX drivers. If you get such a message, you should always reply 'Yes', or the Drivers will not be installed, and the game will not work. You can uninstall DirectX drivers if you have problems. (See next question).

**Q. How can I uninstall DirectX drivers?**
A. Go to the control panel, and open the 'Add/Remove Programs' application. You can remove DirectX from here.

**Q. What happens if I install DirectX 6 over my older version of DirectX?**
A. Your DirectX drivers will be updated with the release 6 versions, but as long as your PC worked fine with the older versions, you should not have any problems.

**Q. What happens if I install DirectX 6 over a newer version of DirectX?**

A. Microsoft plans to release updated versions of DirectX. Whenever you install a newer version, your old DirectX drivers will be updated. However, if you tried to install TOCA 2 on your PC, with a higher version of DirectX, then the installer will realise that you have a newer version, and leave the latest version of DirectX untouched.

**Q. What can I do if my Video or Sound card is not supported by DirectX?**
A. You can try one of 3 things :

- Contact Microsoft and ask for new drivers
- Contact the manufacturer of the Video/Sound card, and ask for new drivers.
- Purchase a video or sound card, compatible with DirectX 6 / Windows 95/98, for which drivers are available.

Contact Codemasters technical support for details.

**Q. How much space does DirectX use on my hard-drive?**
A. About 10Mb.

**Q. When I install DirectX I get a warning that a driver has been written over by an older version. Why is this?**
A. This is just Windows warning you that a driver has been changed. Don't worry about this.

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# 3D Graphics Card Identification List

This is by no means a complete list, but includes most of the popular cards.

| Manufacturer & Model | Chipset |
|---|---|
| AccelGraphics AccelSTAR II | 3D Labs Permedia 2 |
| AOpen PA2000 Voodoo2 | 3Dfx Voodoo 2 |
| ASK Innovision Cyber 3DX5000 | 3Dfx Voodoo Graphics |
| ASUS 3DexPlorer 3000 | NVIDIA RIVA 128 |
| ATI Xpert@Work | ATI Rage Pro |
| ATI Xpert@Play | ATI Rage Pro |
| ATI Xpert98 | ATI Rage Pro |
| ATI All-In-Wonder Pro | ATI Rage Pro |
| A-Trend Helios 3D Voodoo2 | 3Dfx Voodoo 2 |
| A-Trend Helios Voodoo | 3Dfx Voodoo Graphics |
| BestData Arcade FX | 3Dfx Voodoo Graphics |
| Bestdata Arcade FX II 3D | 3Dfx Voodoo 2 |
| Biostar Venus 3D Graphics | 3Dfx Voodoo Graphics |
| Biostar Venus 3D Rush | 3Dfx Voodoo Rush |
| Britek Viewtop 3D Voodoo - 1 | 3Dfx Voodoo Rush |
| California Graphics 3D Emotion | 3Dfx Voodoo Rush |
| Canopus Pure 3D | 3Dfx Voodoo Graphics |
| Canopus Pure 3D II | 3Dfx Voodoo 2 |
| Canopus Spectra 2500 | NVIDIA RIVA TNT |
| Canopus Total3D 128V | NVIDIA RIVA 128 |
| Creative 3D Blaster Banshee | 3Dfx Voodoo Banshee |
| Creative 3D Blaster Voodoo 2 | 3Dfx Voodoo 2 |
| Creative Graphics Blaster Exxtreme | 3D Labs Permedia 2 |
| Creative Graphics Blaster RivaTNT | NVIDIA RIVA TNT |
| Data Expert | Rendition V2xxx |
| Deltron Flash 3D | 3Dfx Voodoo Graphics |
| Deltron Flash AT3D Rush | 3Dfx Voodoo Rush |
| Diamond FireGL 1000 Pro | 3D Labs Permedia 2 |
| Diamond Monster 3D | 3Dfx Voodoo Graphics |
| Diamond Monster 3D II | 3Dfx Voodoo 2 |
| Diamond Stealth II S220 | Rendition V2xxx |
| Diamond Stealth II G460 | Intel i740 |
| Diamond Viper V330 | NVIDIA RIVA 128 |
| Diamond Viper V550 | NVIDIA RIVA TNT |
| DSystems | Rendition V2xxx |
| ELSA GLoria Synergy | 3D Labs Permedia 2 |
| ELSA Victory Erazor | NVIDIA RIVA 128 |
| ELSA Winner 2000/Office | 3D Labs Permedia 2 |
| ELSA Winner 2000 AVI 3D | 3D Labs Permedia 2 |
| ELSA Winner 3000 | 3D Labs Permedia 2 |

| | |
|---|---|
| Express 3D Acceleration | 3Dfx Voodoo Graphics |
| Fountain Tech | 3Dfx Voodoo Rush |
| Gainward Dragon 1000 | 3Dfx Voodoo Graphics |
| Gainward Dragon 2000 | 3Dfx Voodoo Rush |
| Gainward Dragon 4000 | 3Dfx Voodoo Banshee |
| Genoa Systems V-Raptor 3D | Rendition V2200 |
| Guillemot Maxi Gamer 3D | 3Dfx Voodoo Graphics |
| Guillemot Maxi Gamer 3D2 | 3Dfx Voodoo 2 |
| Guillemot Maxi Gamer Phoenix | 3Dfx Voodoo Banshee |
| Hercules Dynamite 3D/GL | 3D Labs Permedia 2 |
| Hercules Dynamite TNT | NVIDIA RIVA TNT |
| Hercules Stingray 128 | 3Dfx Voodoo Rush |
| Hercules Terminator 2x/i | Intel i740 |
| Hercules Thriller 3D | Rendition V2xxx |
| High Tech HIS-Arcade 3D-G | 3Dfx Voodoo Graphics |
| IO Magic Magic Rush | 3Dfx Voodoo Rush |
| Intel Express 3D | Intel i740 |
| Intergraph Intense 3D Voodoo | 3Dfx Voodoo Rush |
| Jazz Adrenaline Rush 3D | 3Dfx Voodoo Rush |
| Jazz Bonnie & Clyde | Rendition V2xxx |
| Jazz Outlaw 3D | Rendition V2xxx |
| Joytech Raptor Rush | 3Dfx Voodoo Rush |
| Kadatco Aristo | 3Dfx Voodoo Rush |
| Kasan | Rendition V2xxx |
| Leadtek WinFast 3D L2300 | 3D Labs Permedia 2 |
| Leadtek WinFast GD400 | NVIDIA RIVA 128 |
| Matrox Marvel G200 | Matrox G200 |
| Matrox Millennium 2 | Matrox MGA 2164 |
| Matrox Millennium G200 | Matrox G200 |
| Matrox Mystique | Matrox MGA 1064 |
| Matrox Mystique 220 | Matrox MGA 1164 |
| Matrox Mystique G200 | Matrox G200 |
| Matrox Productiva G100 | Matrox G100 |
| Maxvision 3Dmax P2 | 3D Labs Permedia 2 |
| Megafame | 3Dfx Voodoo Rush |
| Metabyte Wicked 3D | 3Dfx Voodoo 2 |
| Micro Conversions Game Wizard | 3Dfx Voodoo 2 |
| Micro-Star MS4413 | 3D Labs Permedia 2 |
| Miro HISCORE 3D | 3Dfx Voodoo Graphics |
| Miro HISCORE 3Dll | 3Dfx Voodoo 2 |
| Orchid Righteous 3D | 3Dfx Voodoo Graphics |
| QDI Vision 1 | Rendition V2xxx |
| Quantum 3D Obsidian 50-Series | 3Dfx Voodoo Graphics |
| Quantum 3D Obsidian 100SB Series | 3Dfx Voodoo Graphics |
| Quantum 3D Obsidian 2 S-Series | 3Dfx Voodoo 2 |
| Quantum 3D Obsidian 2 X-Series Single Board SLI | 3Dfx Voodoo 2 |
| Skywell Magic 3D | 3Dfx Voodoo Graphics |
| Skywell Magic 3D II | 3Dfx Voodoo 2 |
| STB Blackmagic 3D | 3Dfx Voodoo 2 |
| STB Velocity 128 | NVIDIA RIVA 128 |
| STB Velocity 128 ZX | NVIDIA RIVA 128 |
| STB Velocity 4400 | NVIDIA RIVA TNT |
| Symmetric GLyder MAX 2 | 3D Labs Permedia 2 |
| Techworks Power 3D | 3Dfx Voodoo Graphics |
| Techworks Power 3D II | 3Dfx Voodoo 2 |
| Ventura | 3Dfx Voodoo Rush |
| Village Tronics 3D Overdrive | 3Dfx Voodoo Graphics |
| Village Tronics 3D Overdrive 2 | 3Dfx Voodoo 2 |
| Yuan 3DXtreme | NVIDIA RIVA 128 |

# Advanced Controller Options

**Axis : 0 to 5**

Each analog controller has a number of directions along which movement is available,
these are known as axes. For a typical joystick axis 0 is X, axis 1 is Y.
Selecting this option steps between the axes available for this controller.

Output value is the value used by the game which is derived from the controller movement.

**Dead Zone :**

This is a region around the centre position in which controller movement is ignored,
it provides tolerance for slight deviations from the centre position.
The bigger the % value set, the further the movement needs to be before any output value is given.
Setting 0% means there is no dead zone, any movement at the centre being converted to an output value.

**Full Deflection :**

This is a zone of tolerance at the minimum and maximum of the axis,
it allows full output to be achieved before the controller movement reaches its limit.
The bigger the % value set, the smaller then controller movement required to give full output.
Setting 0% means the controller movement must be at its limit before giving full output.

**Linearity :**

This is to allow delicate movements when using a controller with a small physical range.
When set to 'Linear' the controller movement is converted to an output value.
When set to 'Non-Linear' a large controller movement is translated to a small output value.

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# Installing a new graphics driver

**1.** Download the relevant zip file onto your PC

You will now need to do one of the following. Either or both may work.   If you are installing a driver from the TOCA 2 CD they can be found in the **\DRIVERS** directory

**2.** Find your 3D card in the System section of the Windows 95/98 Control Panel. It will probably be under display adapters, multimedia or 'sound, video and game controllers'. Double click on the card, and go to the drivers section. Click on 'update driver'. Let Windows 95/98 search for the new driver, and then point it to the directory in which you unzipped the driver. Click OK, and the driver will install.

**or**

**3.** Find your 3D card in the System section of the Windows 95/98 Control Panel. It will probably be under display adapters, multimedia or 'sound, video and game controllers'. Click on the card and click remove. Then you can go to 'add new hardware' in the Control Panel, choose to search for the new hardware yourself,   choose Display Adapters, and then 'have disk'. Point it to the directory in which you unzipped the driver. Click OK, and the driver will install.

Codemasters cannot accept responsibility for any problems that may occur when installing new or incorrect drivers.

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# Thanks to:

3Dfx Interactive Inc.
3D Labs Inc.
Advanced Micro Devices
ATI Technologies Inc.
Creative Labs
Guillemot Limited
BlueMicro (IBM)
Matrox Graphics Inc.
NVIDIA Corporation
Videologic
Microsoft Corporation
Thrustmaster
Saitek
Logitech
ACT Labs Inc
Interact

All of the above provided hardware and/or technical support during the development of the game.

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# Credits

In alphabetical order:

Adam Parsons
Adam Wilkinson
Adrian Starr
Andrew Tate
Andrew Porter
Anthony Lewis
Ben Cohen
Ben Field
Bryan Black
Chris Coates
Chris Rocks
Chris Rowley
Chun Man Li
David Osbourn
Dianna Clewlow
Edouard Peregrine
Ewan Cameron
EZ Rollers
Gavin Raeburn
Ghulam Khan
Hal Sandbach
Iain Russell
James Podesta
Jason Parkinson
John Haime
Jonathon Webb
Lee Metcalfe
Mark Ashcroft
Neall Jones
Nik Gittins
Patrick O'Luanaigh
Philip Bale
Philip Hindle
Ray Livings
Richard Darling
Richard Healy
Richard Heasman
Richard Ogden
Richard Tawn
Richard Tysoe
Rick Nath
Rod Cleasby
Saverio Campione

Sean Kennedy
Simon Reid
Stephen Clibbery
Tim Bartlett
Tim Gaye
Toby Eglesfield
William Darling

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## Selecting your display device for TOCA 2

The first time that you run the game you will be presented with the setup utility, as shown below.



If you have more than one 3D card in your system then this will allow you to choose between the two.
It also allows you to launch the Game Contollers utility for Windows 95/98, so that you can calibrate your controller before you enter the game.

The panel on the left shows you the system information for your display devices, it includes the card name, driver version number and driver file name.
The example above shows two display devices, the primary device or display device 0 as the XPERT 98 AGP 2X and the secondary device or display device 1 as the Voodoo 2 3D Accelerator.
To change the display device, simply use the list box in the top right.

Once you have finished then click on the 'OK' button

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# Minimum & Recommended Specifications

**Minimum**

Windows 95 or 98
Intel Pentium 166Mhz CPU
16MB RAM
???MB Hard Disk Space
DirectX 6.0 supported 3D Graphics Card (PCI/AGP) with 4MB RAM
(This must have one of the supported 3D chipsets on board)
4X Speed CDROM Drive
DirectX 6.0 supported Sound Card

**Recommended**

Windows 95 or 98
Intel Pentium 200Mhz CPU
32Mb RAM
???MB Hard Disk Space
DirectX 6.0 supported 3D Graphics Card (PCI/AGP) with 8MB RAM
(This must have one of the supported 3D chipsets on board)
8X Speed CDROM Drive
DirectX 6.0 supported Sound Card

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