

# Starsiege Alpha Technology Release II Known Issues

## GRAPHICS

**PROBLEM:** Screen colors are incorrect after switching from windowed mode to fullscreen.

**SOLUTION:** ALT-ENTER back into windowed mode, then once more to fullscreen mode.

**PROBLEM:** When loading Starsiege, as the game attempts to switch to "Fullscreen mode", the game crashes to the desktop.

**SOLUTION:** In the file "defaultPrefs.cs", change to line:

`$pref::GWC::SIM_IS_FULLSCREEN = "True";`

*to*

`$pref::GWC::SIM_IS_FULLSCREEN = "False";`

## SOUND

**PROBLEM:** Game pauses or is slow with DirectSound3D enabled.

**SOLUTION:** Your sound card is an ISA sound card, PCI required for 3D sound. and/or your sound card does not support 3D accelerated sound. DirectSound3D is in emulation mode which is extremely CPU intensive (even on 300mhz+ machines). Use the DirectSound option.

## INPUT

**PROBLEM:** My machine locks up under Windows NT and I have Service Pack 3 installed.

**SOLUTION:** If you use a Microsoft Intellipoint mouse, you may need to update your mouse driver. Download the latest MS Intellipoint driver from:  
<http://www.microsoft.com/products/hardware/mouse/driver/default.htm>

## MISC

**PROBLEM:** Starsiege crashes when 3rd party MP3 ( MPEG Layer 3 ) apps are run in the background.

**SOLUTION:** Close ALL applications before running Starsiege.