STUNT GP DEMO

EUROPEAN SUPPLEMENTARY DOCUMENTATION
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Version 1.0

Stunt GP and SGP
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Stunt GP official web site at **http://stuntgp.team17.com**
Stunt GP automated email FAQ at **sgpts@team17.com**

Note: All web site and email support documents are in English language only

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1.1   Introduction

Welcome to Stunt GP
Whilst we prefer our game documentation to be as accurate as possible, it is unavoidable that late modifications are made and therefore we need to bring you up to date with this document. It is recommended that you read this document fully to get the most recent information about key issues related to the running of SGP. This will enable you to get the maximum enjoyment from the game and ensure that you have trouble-free play.

Note: SGP has been developed and tested under the Windows 95 / 98 platform. It is not guaranteed to be fully compatible under Windows Me and Windows 2000 due to current individual hardware driver availability and / or requirements. If you are experiencing problems running SGP on Windows 2000 it is recommended that you update your operating system and install Service Pack 1. Please contact your software vendor or Microsoft directly regarding service pack availability.

1.2   Installation

System Requirements

If you are experiencing any form of problem whatsoever with SGP please ensure that your computer system complies with the minimum requirements for the program listed below.

Note: SGP does not support a native software mode and only runs under a 3D hardware accelerated video display device.

Minimum Specification

- IBM PC Intel Pentium II ® 233Mhz and compatibles.
- Microsoft ® Windows95 ® Windows98 ® WindowsMe ® or Windows2000 ® operating system.
- Microsoft ® DirectX™ 7 or later.
- 64Mb System RAM.
- 25Mb Hard Drive Space. 300Mb free post-install (virtual memory).
- Microsoft ® Direct3D™ compatible 8Mb video card or 3Dfx™ Glide3 ® compatible 12Mb video card.
- Microsoft ® DirectSound™ compatible soundcard.

Recommended Specification

- IBM PC Intel Pentium II 350Mhz or faster.
- Microsoft ® Windows95 ® Windows98 ® WindowsMe ® or Windows2000 ® operating system.
- Microsoft ® DirectX™ 7 or later.
- 128Mb System RAM.
- 25Mb Hard Drive Space. 300Mb free post-install (virtual memory).
- Microsoft ® Direct3D™ compatible 16Mb video card.
- 3Dfx™ Glide3 ® compatible 16Mb video card.
- Microsoft ® DirectSound™ 16-bit compatible soundcard.
- Microsoft ® DirectInput™ compatible joystick, joypad.or steering wheel.
- Creative Labs Sound Blaster SBLive! support for EAX ®.
- 4 Port USB Hub for multiplayer mode.

If this is not the case you will most likely experience severe performance problems during and after the install procedure. Team17 cannot be held responsible for any damage sustained to your system software if installation on a non-compliant OS, software or hardware configuration is performed as a consequence.

Performance Improvement Recommendations

As with the majority of entertainment software titles that run under the suite of Windows operating systems, you should ensure that you have the maximum amount of system resources available. If you experience any form of performance problem please consult the recommendations list outlined below:

- Play SGP directly after initialising your system.
- Increase your amount of system RAM.
- Defragment your hard drive prior / post installation of SGP.
- Ensure your hard drive has enough free space available post-install should Windows need it to create virtual memory. We recommend that a minimum of 300Mb of space be freely available for this purpose.
- Use a video card that has a minimum of 8Mb RAM (12Mb for Glide mode), or 16Mb or more of memory for playing SGP, especially when playing in higher detail or resolution modes.
- Set your Windows desktop at a lower resolution and colour depth. The minimum requirement for this is 256 colours at 640x480 resolution.
- Reduce in game detail to a lower setting.
- Reduce sound quality to a lower setting.
- Reduce the level of full scene anti-aliasing (FSAA) if your video card supports this option.
- Ensure that your monitor display and / or refresh rate is set correctly within Windows.

- Do not install and run the game on a compressed hard drive and / or partition.
- Do not run the game while other applications are running. Problems may occur especially with software that puts high demand on system resources or has scheduling options such as disk scanners, disk optimiser programs or virus checkers. It is also advisable to disable the active desktop, if this option is enabled on your system, or alternatively any screen savers prior to commencing play.
- Do not run the game with background tools resident that either generates a toolbar on your Windows desktop or alternatively has an icon within your Windows system tray. For example if your system has the Microsoft Office toolbar enabled please close this down prior to commencing play.
- Do not minimise or switch tasks during play and quit out of the game should you require access to the full resources available on your system. SGP is not designed to run at the same time as other major Windows titles and applications. Continually minimising and task switching between the game and other applications may lead to system problems due to the amount of resources required.

Laptop Systems
Because of the limitations of laptop system hardware configurations we cannot therefore guarantee full compatibility with all types that are currently available.

Post Install System Hardware Modification
When any alteration is made to your system hardware specifications, we recommend a reinstall of both SGP and

DirectX. This will ensure that no subsequent errors occur due to possible incurred hardware conflicts.

Power Saving Modes
Some systems may incorporate power saving functions that could inadvertently interfere with the running of SGP. It is therefore recommended to disable such functions prior to playing the game.

1.3   Video / Audio Configuration

Configuration Utility
SGP is supplied with a utility for the purpose of selecting and customising video and audio configuration prior to commencing the game. To avoid performance problems it is recommended that when configuring SGP lower settings be selected initially. The configuration option can be accessed via the Windows start menu. For example, to achieve this from the default program group please follow the steps below. From the Windows start bar:

- Select 'Start'.
- Select 'Programs'.
- Select 'Team17'.
- Select 'Stunt GP'.
- Select 'Config'.

Note: The config program will run automatically after initial installation to enable device selection.

Game Detail Level
Allows selection of the in-game detail level at Low, Medium or High settings according to your computer performance. Default is Medium.

Audio Quality
Allows selection of the audio quality playback at 11KHz, 22KHz or 44KHz settings according to your computer and / or soundcard performance. Default is 22KHz.

Video Driver
Allows selection of the rendering device between Direct3D and Glide settings according to your video display type. It is also possible to select a Direct3D device via the drop down menu if more than one compliant card is present within your system. If Glide is selected the aforementioned option will be disabled. If a 3Dfx chipset is not detected then the Glide option will be greyed out automatically.

Display Depth
Allows selection of the display colour depth at 16bit and 32bit settings. Default is 16bit.

Video Resolution

Allows selection of the display resolution mode between 512x384 up to 1600x1200. Default is 640x480.

Note: Take extreme care when setting in-game resolution as some video cards may allow setting of resolutions higher than your monitor may be capable of. Please consult the monitor documentation or alternatively contact your hardware vendor / manufacturer if you are unsure of your monitor's capabilities.

Disable Frame Rate Correction
Allows selection to toggle the frame rate correction for the video display. This will not allow the game to skip frames to increase overall performance for lower specification systems.

UV Fix
Allows selection to effect realignment of mapping on textured objects, if they appear misaligned or corrupted on your display device.

2.0   DirectX Issues

2.1   DirectX Introduction
DirectX from Microsoft is basically a program interface for creating and managing graphic images and multimedia effects in games such as SGP and is a required resource for the game to run correctly. The DirectX installation program is supplied with SGP to ensure that your computer system complies with the minimum requirements of the game.

Direct3D, DirectSound and DirectInput (components of DirectX) are utilised by SGP to handle 2D/3D display, sound and controller devices respectively. If you encounter any video, sound or controller related problems with the game then please confirm initially that you are using the very latest available drivers to ensure complete compatibility. Please refer to the DX Diagnostics section later in this document for information on how to achieve this.

2.2   DirectX Installation / Microsoft Information
DirectX is an extension to your existing operating system and is produced by Microsoft Corporation and is not a product of Team17 Software Ltd. During an initial installation or an update of DirectX it may be possible that this process affects the workings of other programs or hardware components that you have within your system. This is in no way linked to SGP but can be known to occur after a DirectX install completes certain hardware and software driver updates. If you do encounter any problems whatsoever after a DirectX installation please refer to the Microsoft Corporation web site at **www.microsoft.com/directx** for further details.

2.3   DX Diagnostics
The DirectX Diagnostic Utility (DXDiag) that is comprised within DirectX 7 will enable you to establish individual hardware components within your Windows system in order to verify their compatibility. If any components are non-compliant please contact your hardware manufacturer primarily for possible software driver updates. In all situations we recommend that you update any system drivers for your devices directly from the guidelines that are indicated by your hardware manufacturer. It is also possible to perform basic DirectX driver tests on the main hardware components within your computer. From the Windows start bar:

•   Select 'Start'.
•   Select 'Run…'.
•   Select 'Open' and in the text box type 'dxdiag'.
•   Select 'OK'.
•   When DXDiag has evaluated your system you will see a text box detailing your system information.
•   Locate the gadget 'Save All Information' and click on it to save the data as a text file (you will be prompted for a name to assign to this file and a destination folder).
•   View the file using the Notepad program located within your Windows START \ PROGRAMS \ ACCESSORIES submenu.
•   In the DXDiag text file the Display Devices section indicates the version and date of your videocard drivers. If these indicate FINAL RETAIL or CERTIFIED respectively it is DirectX compliant. Please note that if your system has two independent display devices you may have to determine this in the Display2 section to match your SGP display device selection.
•   In the DXDiag text file the Sound Devices section indicates the version and date of your soundcard drivers. If these indicate FINAL RETAIL or CERTIFIED respectively it is DirectX compliant.
•   In the DXDiag text file the Input Devices section indicates the version and date of your game controller drivers. If

these indicate FINAL RETAIL or CERTIFIED respectively it is DirectX compliant.
• If your components are compliant and you are still experiencing problems it is most probable that the error is not DirectX related. Please contact Team17 technical support for further advice in this case.

2.4   Direct3D
The Direct3D component of DirectX determines how 3D accelerated graphics are displayed in SGP. If you are experiencing video problems with your video card there is a possibility that the chipset or drivers are not fully compliant with Direct3D. For further details please visit the Microsoft web site for troubleshooting advice or alternatively contact your hardware vendor.

2.5   DirectSound
The DirectSound component of DirectX determines how sound is played within SGP. If you are experiencing audio problems with your soundcard there is a possibility that the software drivers are not fully compliant with DirectSound. It is highly likely that you will require a driver update. For further details on this please contact your hardware vendor.

Microsoft DirectSound3D Support
SGP automatically supports enhanced audio through DirectSound3D for improved directional effects under compliant hardware accelerated sound devices.

Microsoft DirectSound3D / EAX Support
SGP automatically supports environmental audio extensions (EAX) through DirectSound3D for the Creative Labs SBLive! soundcard. This further enhances reverb / directional effects that are used within the game.

External Sound Control Systems
Some systems incorporate sound control programs that have to be configured separately from the standard Windows sound mixer. If you experience any problems customising sound within SGP please consult the documentation that was supplied with your sound device.

Note: SGP music is provided by streamed audio tracks. The streaming function will automatically disable if the music sound volume is turned off from within the audio options menu.

2.6   DirectInput
The DirectInput component of DirectX determines how game device input is handled within SGP. Although SGP includes keyboard support, it is recommended that you have a joystick or joypad controller connected, or alternatively a steering wheel controller. All control devices that are intended for use within the game must be installed and calibrated correctly within your computer system prior to playing SGP. Please ensure that you have the very latest drivers for your controller to attain optimum performance:

Keyboard Limitations
Some keyboards are limited in that they may not recognise certain combinations of three or more simultaneously pressed keys. If this is evident during play this problem is not software based but is directly attributed to the hardware limitations of the keyboard. Usage may also prove problematic on systems with compacted keyboards that incorporate keys that are assigned with multiple functions.

Controller Calibration
If you experience any problems whatsoever with vehicle handling during play then your gaming device may be incorrectly calibrated. Please ensure that this is not the case by following these steps below. From the Windows start bar:

• Select 'Start'.
• Select 'Settings'.
• Select 'Control Panel'.
• Select 'Game Controllers'.
• Select 'General'.
• Select 'Properties'.
• Select 'Settings'.
• Select 'Calibrate'.
• Follow all on-screen instructions.

Controller Limitations
Some gaming devices do not support simultaneous pressing of more than four buttons with multiple controllers connected to a standard game port. Providing your system supports the USB standard we would recommend an upgrade to USB gaming devices in combination with a single game port device to improve performance in this case. Also if you experience any problems with any device it may be beneficial to temporarily disable the profiling software that accompanied the product. In some cases performance may be improved by allowing Windows to manage device usage.

USB Device Support
SGP includes support for a combination of game port and / or USB HID compliant gaming controller devices for up to a maximum of four players on a single computer. It is highly recommended that you do not disconnect or connect any USB devices while SGP is running.

Force Feedback Support
SGP includes native support for a number of force feedback compliant devices such as the Microsoft Sidewinder range of steering wheels / joysticks and the ACT Labs Force RS. If you experience any problems with these devices it may be beneficial to temporarily disable the profiling software that accompanied the product. Performance may be improved by allowing Windows to manage device usage.

Note: It is only possible to successfully experience effects from your primary force feedback gaming device.

3.0   Video Issues

3.1   General

Available Rendering Modes
Direct3D   Native support for Direct3D compliant video devices.
Glide   Native support for Glide compliant video devices.
Software   Note: there is no native support for systems without video hardware acceleration.

Further support for other hardware accelerated video devices may be addressed in patch updates available for the full release version of the game. Please be aware that this is subject to individual card specifications, subsequent driver support and overall technical abilities.

3D Video Hardware Accelerator Support
The following chipsets have been tested with SGP, but due to the large variation of 3D video hardware system configurations and software driver requirements, we cannot therefore guarantee full compatibility with other chipsets (or individual manufacturer types of tested chipsets) that are currently available.

It is strongly recommended that if you experience any display abnormalities whatsoever, such as graphical corruption or other such problems, that you contact the device manufacturer in the first instance. As an alternative you may possibly obtain and use the reference drivers (provided by the chipset manufacturer) to more effectively alleviate the problem.

Note: When updating display software drivers within your system, please ensure that you are using compatible drivers, as you will encounter problems with non-compliant drivers. Team17 cannot be held responsible for any damage sustained to your system if any such installation is subsequently performed outside of recommended manufacturer guidelines.

Direct3D
3Dlabs Permedia 2
ATI Rage 128 / Rage / Rage Pro / Rage Fury Maxx / Radeon
Intel i740 / i810 / i815
Matrox G100 / G200 / G400
NVIDIA Riva 128 / Riva TNT1 / Riva TNT2 / Riva TNT2 Ultra
NVIDIA GeForce256 / GeForce2 MX / GeForce2 GTS / GeForce2 Ultra
S3 Savage4
3Dfx Voodoo 2 12Mb / Voodoo Banshee / Voodoo3 / Voodoo5

Glide
3Dfx Voodoo 2 12Mb / Voodoo Banshee / Voodoo3 / Voodoo5

Video Hardware Acceleration

When running the game the graphics seem to run at a very slow rate a possible conflict may have occurred between the video driver and Windows hardware acceleration.

- Select 'My Computer' with right mouse button.
- Select 'Properties'.
- Select 'Performance'.
- Select 'Graphics'.
- Select 'Hardware acceleration' and reduce level stepping accordingly.
- Restart the computer.

Alternatively in some cases the hardware acceleration on your system may be set to 'none' and could have actually disabled DirectX. In this case the acceleration level stepping should be increased accordingly.

Multi-Monitor Support

SGP does not support either Windows multi-monitor or custom display modes such as Matrox DualHead and NVIDIA TwinView. If you experience any problem with the game, please disable such functions if present on your system prior to play, as indicated within your manufacturer guidelines.

NVIDIA based chipsets

It is recommended that you should download the very latest Detonator drivers for optimal performance. This should also address any issues if your video card is exhibiting any form of graphical corruption. Detonator 3 release drivers (version 6.18) or above are highly recommended. The drivers may be located on their official site at **www.nvidia.com**

Matrox based chipsets

It is recommended that if your video card is exhibiting any form of graphical corruption to please ensure that the bus mastering option is disabled from within the Matrox Display Properties performance section. The drivers may be located on their official site at **www.matrox.com**

3.2   Glide

Voodoo Based Chipsets

We recommend that you use the very latest reference drivers if you encounter any problems on a system with a Voodoo2, Voodoo Banshee, Voodoo3 or Voodoo5 card installed. Alternatively contact your hardware manufacturer for specific driver updates. Please note that if you have a Voodoo2 based card, the maximum available resolution for the game is 800x600 (unless SLI mode is present with two cards installed and the maximum is 1024x768), this is due to card memory limitations. The drivers may be located on their official site at **www.3dfxgamers.com**