

LANDS OF LORE III Patch Version 1.06J
April 30, 1999

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** UNZIP THE CONTENTS OF THIS PATCH INTO YOUR LANDS OF LORE III
** GAME DIRECTORY. THEN, RUN LANDS OF LORE III TO INSTALL THE PATCH.
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1. Bug Fixes

1.1. Direct3D

- Fixed Direct3D initialization crashes
- Direct3D video card selection now works correctly for users with multiple Direct3D video cards (e.g., TNT and Voodoo in the same system)
- Fixed lockups on cards that support paletted textures

- Transparent (irregular-shaped) textures now render in color instead of dark grey
- Transparent (irregular-shaped) textures no longer render with streaks and/or rectangular outlines
- Fixed blending mode bugs
- Translucent textures now render as originally intended
- Added command line switches to help work around problems on some video cards

1.2. Game System

- Cache file will now always be rebuilt correctly after an abnormal shutdown
- Fixed a crash when running with Microsoft's Active Desktop
- Fixed a crash that could occur when swapping CDs
- Fixed sound lockup problems under Windows NT
- Picking up multiple flashpots works correctly
- Conversations will work correctly even if volume is at its minimum setting
- Items will no longer become invisible
- Pyra pods now work correctly
- Fixed random crashes after a cinematic has played
- Alt-Tab, or losing focus, no longer crashes the game

1.3. Gameplay

- Problems getting Warrior and Wizard quests have been addressed
- Infinite experience bug has been fixed in the Frozen Wastes
- Quests that do not get crossed out when completed are fixed
- Can no longer get a second shard from the white tower when visiting the level after closing the portal
- Mauri no longer floats in the air
- Sped up drawing when items are moving down into the inventory
- Can now get out of a secret room in Lower Gladstone
- Added sound effect to the prism sword
- Will no longer get stuck by being teleported to the wrong locations when picking up the sigil and seal
- Fixed crash when attacking the case in the white tower where you receive the hilt after already getting the hilt

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2. New Features

Right-click on the journal while in the world to see the current and past 25 conversations.

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3. Troubleshooting

3.1. Virtual Memory Settings

LOL III may need to use more RAM than is physically present on your system. Windows 95/98 automatically takes care of this by using what is known as "Virtual Memory" - it uses space on your hard disk to simulate the memory it needs and swaps data back and forth from your

hard disk as required. Windows 95/98 allows you to manually set the amount of hard drive space it uses for Virtual Memory. WE HIGHLY RECOMMEND THAT YOU DO NOT DO THIS! To let Windows 95/98 manage the Virtual Memory, go to the START menu, select SETTINGS\CONTROL PANEL, then double-click SYSTEM, click PERFORMANCE\FILE SYSTEM\VIRTUAL MEMORY and then select "Let Windows manage my virtual memory settings (recommended)".

3.2. Disable Background Applications

Please disable all applications running in the background while playing LOL III. One example of a background application is Norton Anti-Virus. Having other applications run in the background while playing LOL III can cause spurious lockups and crashes.

3.3. Disable Triple Buffering Option on 3dfx Cards

Enabling advanced features on 3dfx cards can cause spurious rendering problems, like missing monsters and textures. Please ensure that your 3dfx display driver is configured to the manufacturer's default settings when playing LOL III on a 3dfx-based card.

3.4. Update Your BIOS

Updating the BIOS on some systems may clear up many problems, such as random lockups and rendering errors, particularly on Super-7 motherboards. Please contact your PC or motherboard vendor for more information on BIOS upgrades.

3.5. Command Line Switches

These are parameters that can be used when running LOL III. They must have the leading '-' character and be in all CAPS. These can be added to the shortcut for LOL III to provide the following features:

- -D3DNONSQUARE - Enable support for non-square textures; this feature may be supported by your video card, and if so, may improve performance
- -D3DMONOLIGHTMAPS - May improve performance at the expense of some visual accuracy
- -D3DPERMEDIA2 - Enable workarounds to support the 3Dlabs Permedia 2 chipset, including monochrome light maps
- -D3DNOVERTEXCOLOR - May improve performance at the expense of visual accuracy; also provides a non-colored hardware accelerated view that looks more like the software display mode
- -D3DFUZZYEDGES - Reverts edge blending back to the method used in the release version (1.05) of LOL III
- -CACHE_50 - Reduce the amount of memory required by the game; may fix memory errors and "not enough free hard drive space" I/O errors

- -SAFEMODE - Force LOL III to use the software renderer when the game is launched; use this parameter if the game will not start up properly

3.6. Direct3D video cards known to work with version 1.06J

The following is a list of Direct3D video cards and driver versions that we have tested here at Westwood, and are known to work correctly with LOL III version 1.06J. This is provided for informational purposes only; we do not guarantee that the same card and driver combination will work for every combination of PC hardware, only that we have tested the card and driver and that they are likely to work. In some cases it was necessary to revert to the "reference driver" for the chipset, to get a reliable 3D driver. Also, some version numbers listed below may not match third-party driver versions. We recommend that if you have rendering problems with 3D games, you should always first try and contact your 3D card vendor for the latest driver update. Most vendors update their drivers frequently to fix bugs, and this often solves many rendering problems with 3D cards; also, most vendors have websites with free driver downloads. Check out <http://www.westwood.com/techsupport/hardware.html> for a list of hardware vendor links that can be useful for finding driver updates.

Also, if you are using a 3dfx-based card, we highly recommend using Glide, as a display driver, instead of Direct3D, for those cards.

Versions listed below are Direct3D driver versions.

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3dfx Voodoo/Rush: version 4.10.01.2072
3dfx Voodoo2: version 4.10.01.0015
3dfx Voodoo Banshee: version 4.10.01.0213
3dfx Voodoo3: version 4.11.01.0416-1.00
nVidia Riva TNT: version 4.10.01.239
ATI Rage 128: version 4.11.6076
Rendition Verite 2200: version 4.03.3309
Intel/Real3D i740/Starfighter: version 4.11.2407-981207
Matrox G200: version 4.11.01.1000
3Dlabs Permedia 2: version 4.10.2105-364
Chromatic Research Mpact: version 4.10.01.3068

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4. Known Problems with LOL III version 1.06J

4.1. Virtual Memory with Direct3D

At this time, there are known problems involving Direct3D and Windows virtual memory usage. After extended periods of play, you may experience game slowdown and unreliability. We are currently working to resolve these issues, and are planning to release a patch to correct this in the near future.

4.2. 3Dlabs Permedia 2

If you are using a 3dlabs Permedia 2-based 3D card (e.g., Diamond FireGL 1000, Hercules Dynamite 3D/GL, etc.), you MUST add a command line switch to your LOL III shortcut, and use the shortcut to launch

the game. At this time we cannot reliably detect the presence of the Permedia 2 card, so we must rely on the command line switch to activate support for this card. Please use the command line switch, "-D3DPERMEDIA2", to enable support for this card.

4.3. 3D Cards known to not work correctly with version 1.06J

The following cards are known to not render correctly with LOL III version 1.06J. It is possible that a future driver update from the vendor might solve these problems.

ATI Rage Pro: Light map stitching errors.

S3 Savage3D: Incorrect texture rendering, with garbaged textures; incorrect light map rendering.

nVidia Riva 128: Some versions of this card seem to render translucent objects at the wrong intensity. Only cosmetic - should not affect gameplay.

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5. Contacting Westwood Studios Technical Support

INTERNET: WORLD WIDE WEB

To find our site on the World Wide Web, point your browser to:

<http://www.westwood.com>

From the front page, click the SUPPORT button for technical information and tips.

This site consists of an extensive Quick Solutions guide in an easy question and answer format. It is updated on a weekly basis, and can be accessed at any time. The site also contains a section with the latest update and FAQ (Frequently Asked Questions) files, as well as driver update links for most of the popular hardware manufacturers. If the guide does not have an answer for you, it will email your problem directly to our technical support staff.

INTERNET: FTP

If you're looking for our latest support files for any of our products, you'll be able to get them from our FTP site at <ftp.westwood.com>.

ADDITIONAL SUPPORT

If you are unable to find the information you need on our website, please feel free to contact Technical Support via e-mail, phone, fax, or letter, with a full description of your problem. All messages are responded to in kind - if you send in a request by fax, response will also come by fax. If you need to talk to someone immediately, call us at (650) 628-4319 Monday through Friday between 8:30-11:45 AM or 1:00-4:00 PM, Pacific Standard Time.

FAX: Westwood Studios/EA Tech Support fax:
(650) 628-5999

E-Mail: helpdesk@westwood.com

Mail: Westwood Studios/Electronic Arts Technical Support
P.O. Box 9025
Redwood City, CA 94063-9025

LIVE ON-LINE SUPPORT

Check the Westwood website monthly calendar for dates and times of live Westwood
Online technical support sessions.