Star Trek Voyager: Elite Force
Patch 1.2

System Requirements:
• MacOS 8.6 or later, or MacOS X 10.0.2 or later.
• CarbonLib 1.0.x or later
• A PowerPC Macintosh, 266MHz G3 or better.
• A video card with at least 6MB of video RAM or greater (e.g. Rage Pro or higher)
• 148 Megabytes of free memory (you may need to enable virtual memory).
• DrawSprocket 1.7 or later.
• QuickTime 4.0 or later.

Optional/Preferred:
• CarbonLib 1.4 or later.
• InputSprocket (for MacOS 8/9 only).
• A Radeon or GeForce 2MX or better.
• MacOS 10.1 or higher.
• A dual-processor Mac.

Installation
To install the patch, copy the files in this same directory to the directory which contains your original Elite Force installation. Also copy the contents of the "Copy contents to BaseEF" folder to the BaseEF folder in your original installation.

IMPORTANT! If you have the Elite Force Expansion Pack, there is no need to install this update. In fact, installing this update on top of the Expansion Pack could cause the games to not work properly.

New Features
• Elite Force Holomatch now uses the 1.2 protocol, so you can play with expansion pack gamers and other PC 1.2 users.
• The single-player app now contains the Jeri Ryan voice pack for a more authentic experience.

• Elite Force is now Carbonized, so it runs natively under MacOS X in addition to MacOS 8.6 through 9.x
• Elite Force supports multiple processors for additional speed under MacOS X (but not 8.6 through 9). To enable this, edit either the efconfig.cfg file (for single player) or hmconfig.cfg (for holomatch) and change the line: 'seta r_smp "0"' to 'seta r_smp "1"'.
• Command-Q will quit the game.
• Command-M toggles mouse support when you're running the game in a window.
• Command-H will switch between fullscreen and windowed modes.

Tech Support/Reporting Problems:

If you encounter a problem with the Elite Force Expansion Pack, we encourage you to report it so that we may improve the product and try to resolve any issues which may come up. The following are ways you can report problems with the Elite Force Expansion Pack:

e-mail: support@aspyr.com (Aspyr tech support)
phone: 512-708-8100 (Aspyr phone support)

See below for a list of common problems and solutions.

Troubleshooting Q&A

Problem: The music gets stuck in a loop after extended play.
Solution: If you play Elite Force for a long period of time (upwards of 12 hours in a sitting), the music may loop very quickly or stop entirely. This is an issue with the PC version as well. If this happens to you, just quit the game and re-launch it.

Problem: The game randomly crashes under MacOS 9.
Solution: There is a known conflict between file sharing on some systems and CarbonLib-based games with network play. Disable file sharing for best results.

Problem: DrawSprocket mode does not start (the game plays in a window), or the game plays fullscreen but with a menu bar obscuring the top portion.
Solution: Make sure that you are using the appropriate version of DrawSprocket. If you use MacOS 8.6 or later, DrawSprocket 1.7 or later should be installed. There is a GameSprockets Installer on the CD you can use if you need to reinstall it.

Problem: You get a black screen at startup or the screen is unusually formed.
Solution: If you encounter this, hold down the "command" key while Elite Force is starting up. When you see the "Options" window, try choosing a different refresh rate for your monitor instead of "Auto."

Problem: When playing movies, the screen is unusually formed or looks very distorted, or the computer crashes when trying to switch the screen to a different resolution.
Solution: If you encounter this, hold down the "command" key when Elite Force starts up and try changing the refresh rate.

Problem: There is some bad flickering when running the game fullscreen using an nVidia card under MacOS X.
Solution: This is an issue with the nVidia drivers under MacOS X. It should be fixed in a future update.

Problem: I have two or more monitors. When I select a secondary monitor under MacOS X, the screen remains black.
Solution: This is an issue with OpenGL under MacOS X. You can only play on your main monitor (the one with the menu bar) for now. This will be addressed in a future update of MacOS X.