

Command & Conquer Windows 95 Edition

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1. General Information

1.1. Installing Covert Ops over Command & Conquer Gold

If you install Covert Operations over C&C 95 it will be necessary to reboot your system before attempting to play C&C 95. After restarting your computer, you may get an error message saying that windows cannot run INSTICON.EXE. This condition can only be fixed by manually editing your WIN.INI file and removing any reference to INSTICON.EXE. To edit WIN.INI, click on the Start Menu, select Run., type 'sysedit' and click OK.

Note that you cannot play a Covert Operations multiplayer mission against an opponent who does not have Covert Operations.

1.2. Microsoft DirectX

The Windows 95 version of C&C 95 is a Microsoft DirectX application. Version 3.0a of Microsoft DirectX is included on the CD and you have the option to install it when C&C 95 is installed.

If you have difficulty running Windows 95 after these new Microsoft DirectX drivers have been installed, please contact your local Microsoft subsidiary, or write:

**Microsoft Customer Sales and Service,
One Microsoft Way,
Redmond, WA 98052-6399, USA**

**USA telephone: 1-800-426-9400
International telephone: ++1-206-882-8080**

All Microsoft DirectX drivers are located in the Dxsetup folder off of the root of the CD. To reinstall the Microsoft DirectX drivers go into the Dxsetup folder and run Dxsetup.exe. You can explore the CD by choosing the "Explore the CD" option in the autoplay title screen.

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2. Troubleshooting

2.1. Modem Play

2.1.1. USRobotics Modems

You should not use the 14400 or 28800 baud rate settings with USRobotics modems.

Additionally, we have found that **USR Sportster 33600** modems connect better with error correction and data compression enabled. To do this in C&C95, go to the communications settings dialog, select 'advanced', and turn both error correction and data compression settings to on.

Both players should turn these settings on even if only one has a USR 33600 modem.

When playing against DOS versions of Command & Conquer, use the AT&F or AT&F1 initialisation strings on the DOS side when using a USR 33600 modem.

2.1.2. Modem Recognition.

C&C 95 performs best in a modem game with modem error correction and data compression disabled. This is done automatically in C&C 95 if you select an installed modem from the list on the C&C95 serial settings screen.

For this to work correctly, Windows 95 needs to know about your modem so make sure it is recognized properly in the Control Panel/Modems dialog.

2.1.3. Modem Performance Hints

With music playing during a modem game, there is a possibility of pausing or very slow game play. For optimum performance, music volume under the options menu should be set to zero (far left), this is the default setting. The game speed should be satisfactory with sound effects on and music set to zero.

2.1.4. Baud Rate Setting

You should always select a baud rate of at least the speed of your modem unless you are experiencing difficulties connecting that fast. We recommend 57600 for 28800 modems and 19200 or 38400 for 14400 modems.

In a null modem game, ensure that both players select the same baud rate before trying to connect.

2.2. Network Play

2.2.1. Novell Client32

C&C 95 may not detect the presence of IPX drivers if you have installed Novell Client32 for Windows 95. There is currently no known workaround other than to reinstall the Microsoft IPX protocol which is shipped with Windows 95.

2.2.2. THIPX32 DLL

C&C 95 uses a custom DLL file for network play. If you see an error message which mentions "THIPX32.DLL", you should reboot your system and start C&C 95 again. If the problem persists, you may need to reinstall C&C 95.

2.3. Windows 3.1 & Windows NT 4.0

Sorry, C&C 95 will not run under these operating systems.

2.4. Known Video Card Problems

Here are some hints and tips for specific video cards found while testing C&C 95 under Windows 95.

2.4.1. S3 TRIO video cards

We have noticed corruption on screen during both game and movies with some (but not all) examples of video cards with this chipset. There is no specific workaround but you should check with your video card manufacturer for updated driver information.

2.4.2. Screen distorts after installing Microsoft DirectX

We've found that video monitor settings may need to be adjusted after installing the Microsoft DirectX video drivers. If your screen distorts, or is shifted horizontally or vertically, you can return it to normality by adjusting the controls on your monitor. You should only need to do this once.

2.4.3. Unable to allocate primary video buffer

If you receive an "Unable to allocate primary video buffer - Aborting." error message try reinstalling the Microsoft DirectX drivers. If reinstalling the Microsoft DirectX drivers does not solve this problem, then that means that your video card manufacturer has not updated their video drivers to be Microsoft DirectX compliant. Call your video card manufacturer for updated drivers.

2.4.4. The game starts but I only see a black screen.

Try running the 'Command & Conquer Windows 95 Edition Setup' program from the Westwood program group and selecting 640x480 graphics mode. This should be compatible with more systems although you may notice a slight 'letterboxing' effect when using this mode.

2.5. Uninstalling C&C 95

After running the Uninstall program, if the C&C 95 group is still present, try rebooting your computer. This should clean up the C&C 95 start menu folder.

2.6. Virtual Memory Settings

C&C 95 may need to use more RAM than is present on your system. Windows 95 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 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 manage the Virtual Memory, go to the Windows 95 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)".

2.7. Microsoft PowerToys

If you have the Microsoft PowerToys system extensions installed on your system (including QuickRes and FlexiCD) you may experience excessive accessing of the CD followed by system lockup. If this happens, you should remove the Microsoft PowerToys while playing C&C 95.

2.8. Microsoft Home Mouse and Natural Keyboard

If you are using a Microsoft Home Mouse, the Microsoft Natural Keyboard or are using Microsoft's IntelliPoint Tools and Controls Software, having the "Sonar" setting on under "Visibility" in the "Mouse Properties" section in the "Control Panel" can cause C&C 95 to crash. Please turn this setting off when playing C&C 95.

Using the 'point' feature of the Microsoft keyboard may cause mouse trails to be left on screen. Do not use this feature while playing C&C 95.

2.9. Autoplay

If your CD does not autoplay when inserted in the drive, you may have this feature disabled. To Enable autoplay, right click on 'My Computer' and select 'Properties' then 'Device Manager'. Select your CD-ROM drive and click 'Properties'. Select 'Settings' and check the 'Auto insert notification' box.

2.10. 16 bit CD-ROM drivers

C&C 95 may fail to start if there is a 16 bit CD-ROM driver loaded from the AUTOEXEC.BAT or CONFIG.SYS. If you have references to MSCDEX or equivalent drivers then try removing them from your autoexec and config. WIndows 95 does not need these drivers to work and in some cases will actually perform better without them.

2.11. Microsoft Office Toolbar

If you make use of this feature of Microsoft Office and it appears over the game screen when playing C&C 95 then you will have to disable the Office Toolbar before playing.

2.12 Game or audio stutters after being paused

If the game is left in the paused state with the game options menu up for an extended period of time, performance may be reduced for a while after play is resumed. This is due to Windows 95 giving the games resources to other tasks while it is not being played.

2.13 Playing against DOS C&C patched to 1.18 or 1.19

There is a problem with playing a C&C 95 game against a C&C DOS game patched to version 1.18 or 1.19. This appears as an 'out of sync' error when a player resigns. This can be resolved either by downloading the latest patch for the DOS version from our web site (WWW.WESTWOOD.COM) or alternatively, force both C&C95 and the 1.18/1.19 DOS C&C into their version 1.07 DOS compatibility mode. This is done by placing a -O parameter on the command line for DOS. To put C&C 95 into v1.07 compatability mode, run the setup program from the start menu and and select the 'Compatible with DOS v.107' option.

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3. Game Updates and Patches

If it becomes necessary to update your game, you can find game updates on our web page at <http://www.westwood.com> or at our FTP site ([ftp.westwood.com](ftp://www.westwood.com)). Please mail all questions to our internet mailing address: mail@westwood.com

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4. General Gameplay Information

4.1. Chart for Creation of Units

Here's a chart for the creation of units in Command & Conquer. The number in parenthesis next to the unit number is the tech level required in multiplayer mode.

GDI UNIT	TECH LVL	PREREQUISITE
Minigun Infantry	1	Barracks
Grenade Infantry	1	Barracks
Rocket Infantry	2	Barracks
Engineer	3	Barracks
Commando*	7	Barracks, Advanced Comm Center
Humm Vee	2	Weapons Factory
APC	4	Barracks, Weapons Factory
Medium Tank	3	Weapons Factory
MRLS	7	Weapons Factory, Adv. Comm Center
Mammoth Tank	5	Weapons Factory, Repair Bay

Chinook*		6	Weapons Factory, Helipad	
Orca		6	Weapons Factory, Helipad	
MCV		7	Weapons Factory, Adv. Comm Center	
Harvester		2	Weapons Factory, Refinery	
Ion Cannon		7	Adv. Comm Center	

For NOD units...

NOD UNIT		TECH LVL		PREREQUISITE	
Minigun Infantry		1		Hand of Nod	
Rocket Infantry		2		Hand of Nod	
Flamethrower Inf		1		Hand of Nod	
Engineer		3		Hand of Nod	
Chem Warrior*		7		Hand of Nod, Temple of Nod	
Commando*		7		Hand of Nod, Temple of Nod	
Nod Buggy		2		Airstrip	
Recon Bike		2		Airstrip	
Light Tank		3		Airstrip	
Artillery		6		Airstrip	
Flame Tank		4		Communications Center, Airstrip	
Stealth Tank		5		Communications Center, Airstrip	
Chinook*		6		Helipad, Airstrip	
Apache*		6		Helipad, Airstrip	
MCV		7		Weapons Factory, Temple of Nod	
Harvester		2		Weapons Factory, Refinery	
Nuclear Strike		7		Temple of Nod	
SSM Launcher*		7		Temple of Nod, Airstrip, Obelisk	
APC*		4		Airstrip, Hand of Nod	

* Available in multi-player missions only. May be available in single player missions as unit given to you at start of mission or as a mission objective for capture.

4.2. Chart for Creation of Structures

This chart details what the requirements are to build structures in C&C. Note that in single player missions, you may not have access to advanced buildings until later in the game.

GDI STRUCTURE		TECH LVL		PREREQUISITE	
Const. Yard		1		None (all buildings require this)	
Power Plant		1		Construction Yard	
Barracks		1		Power Plant	
Refinery		1		Power Plant	
Tiberium Silo		1		Refinery	
Guard Tower		2		Barracks	
Adv. Guard Twr		4		Communications Center	
Weapons Factory		2		Power Plant	
Repair Pad		5		Power Plant	
Comm Center		2		Refinery	
Adv. Pwr Plant		5		Power Plant	
Adv. Comm Cntr		7		Communications Center	
Helipad		6		Barracks	
Sandbags		1		Construction Yard	
Chain link Fence		1		Construction Yard	
Concrete Wall		1		Construction Yard	

For NOD structures..

NOD STRUCTURE		TECH LVL		PREREQUISITE	
Const. Yard		1		None (all buildings require this)	

Power Plant		1	Construction Yard	
Hand of NOD		1	Power Plant	
Refinery		1	Power Plant	
Tiberium Silo		1	Refinery	
Turret		2	Hand of Nod	
SAM Site		6	Hand of Nod	
Airstrip		2	Refinery	
Repair Pad		5	Power Plant	
Comm Center		2	Refinery	
Adv. Pwr Plant		5	Power Plant	
Temple of NOD		7	Communications Center	
Helipad		6	Hand of Nod	
Obelisk of Light		4	Communications Center	
Chain link Fence		1	Construction Yard	
Concrete Wall		1	Construction Yard	
Sandbags		1	Construction Yard	

4.3. Description of Crate Contents in Multiplayer Mode

Here is a brief explanation of the contents of crates in multiplayer mode.

MONEY	Random. Can be in any amount up to \$2,000.
NUKE MISSILE	Equivalent of nuclear strike using Temple of NOD. One shot only.
REVEAL MAP	Uncovers the entire map for the player. This applies to the radar screen, as well as the onscreen map.
STEALTH	Will stealth any unit that discovers this crate, as well as all units and structures within a 50 foot radius.
EXTRA UNITS	Random. Can be any GDI or NOD unit.
HEAL ALL	Heals all of your units and structures to 100% health.
ION CANNON	Equivalent of ion cannon using the Advanced Communication Facility. One shot only.
NUKE STRIKE	Directs a Nuke Strike against the location of the crate retrieved. Very bad.
BOMB	Explodes on contact. Not good.
HIDE MAP	Hides the entire map, except for your units.
VISCEROID	Releases a Tiberium-spawned Visceroid into the playing field. Attacks randomly.

If your base is completely gone, there's a chance you can make a quick comeback! You must have at least \$2,400 and no structures of any kind left on the map. There is an excellent chance that the next crate you find will contain an MCV.

4.4. Building a Nuclear weapon in NOD single player missions.

In C&C 95 there is no need to collect the crates on missions 6, 8 and 12 to be able to use the Nuke in the final NOD battle.

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5. Installing the Command & Conquer Theme Pack.

TO INSTALL:

From the autoplay menu, select 'Explore the CD' and run the setup program inside the Themes folder. When complete, the themes control panel should appear, allowing you to select one of the three new C&C themes.

YOU MUST HAVE THE PLUS PACK TO MAKE THE ENTIRE THEME WORK! If you don't have Plus!, you can add the mouse pointers, backgrounds, and sounds by hand (from the control panel). Sorry, the colors will be inaccessible, though :(

Note that these themes will ONLY work in 16Bit (high) color or above! There aren't enough colors available in a 256 color palette to cover windows colors and our C&C palette... without a lot of time invested in re-mapping, that is.

There are 48x48 and 32x32 sizes for all the icons, so if you use "large icon mode", you'll see the icons in even more detail. There are also two versions of many of the icons (ie. C&C Airstrip and C&C Airstrip II). The first version is the entire object, and the II's are cut-pieces that maintain the scale. The II's are easier to view at higher resolutions.