Contents

Appendix

Introduction

Welcome to Panzer Elite! We hope you enjoy your stay in the commander's seat of a World War II tank. This document describes last minute changes and helps you fix technical problems you might encounter running Panzer Elite on your machine.

Installation

The installation should be straightforward. If your hard drive has just enough space to contain the game you might run into "Disk Full" messages. This is due to the fact that many files need more space than usual. Try freeing space on your hard drive. For Windows98 users we recommend using Fat32. In order to convert old drives to Fat32 consult your Windows98 manual.

First time Running Panzer Elite

You should run 3D Control Center first to setup your 3D hardware. The game realizes however if you forgot and

will launch it for you. Read the manual carefully for settings for your card. For specific video card problems please refer to Appendix A of this read me.

Quick Tour
You should start with an instant action scenario to get used to the controls. There are three scenarios the game cycles through; some of them give you more time than others. Experiment. Try to let the AI do its thing first before you try to take over the gun yourself.
Drive the tank first, let the computer gunner fire at will (Ctrl-Space)
Then learn how to mark targets and assign them to your gunner (click on target and press space)
Then learn how to control your wingman by point and click
Then on to the advanced controls. The advanced controls are NOT necessary to win the game.
It might be easier to learn the controls by playing a short campaign (we recomend german desert for this) and turn on invulnerability: click on your AIDE, click the HQ tab and turn on invulnerability option.

Last Minute Updates

Calibrate Optics
It is possible to adjust or calibrate the optics by using **Alt- "+"** and **Alt- "-"** keys on the numeric keypad.

Historical Optics
German optics are usually calibrated on 1000 meters. Due to the performance restrictions of todays computers you rarely engage tanks beyond 2000 meters. So we calibrated the german optics on 500 meters instead. In other words: The height of the large triangle inside your optics represent 4 meters height at 500 meters distance (the small ones half, ie. 2 meters).
How can you use this to judge ranges? You need to know roughly the height of your target. A Sherman is close to 3 meters high, ie. it would fill out 3/4 (three quarter) of your main triangle when its 500 meters away. How far away is the Sherman when it fills half the triangle?

        0.75 = 500 meters
        0.5 = x meters
        ie. x=(500/0.5)*0.75
        or x=750 meters)

Do not worry, its easy once you got the hang of it. try reading the article on http://www.simhq.com for more info in the turret talk section.

Time Acceleration
You can accelerate the time by pressing the **TAB key**. As soon as you spot targets or get fired upon the game will revert to normal time.

Continue Campaign
If you left the campaign without saving you can now continue the last campaign as you left it. The name of the current last save will be listed in the campaign menu. Use the continue button to play that status. Any attempt to start another campaign will erase this temporary saved game!

Manual Errata
You will NOT be offered the opportunity to switch to another tank in your platoon. Some tank data sheets were upated. Refer to the ingame tank tech sheets for their values (click in the tanks small picture in the campaign->tank exchange menu)

Multiplayer
IPX is no longer supported. If you got an IPX network and want to play Panzer Elite install the TCP/IP protocoll. both should work alongside each other.
In order to play you MUST have the DirectX6.1a patch installed which upgrades DirectPlay. It is located inside the directX6 folder of the CD and is usually installed with the setup of Panzer Elite. If you are not sure wether or not it upgraded you can manually install it by launching DPLAY61A_Retail.EXE. There will be no message if it succeeded or not, it only upgrades older versions. If you got DirectX7.0 you do NOT need to install this upgrade.

Freezing on Launching the game
If DirectPlay has difficulties connecting a session it will take a while during the "Loading Screen". This can take up to one minute. If you want to exit though you can press the Esc key to get back to the main menu.
If you leave a multiplayer game DirectPlay will attempt to close down the session and tell all other clients that it quits. If one or more clients are no longer in the game the systems waits for a time out. This can take up to one minute.

Chat Clarification
You might have missed it in the manual, but chat works like this: Press enter to activate the chat line. You can type up to one full line. Pressing enter sends the message to YOUR team only. If you want to send the message globally to ALL players you need to end the line with Ctrl-Enter.

Appendix

A) Operating Systems

Windows 95 OSR1
If you have the very early version of Windows 95 the game will install Active Movie to run the videos in the game. If the game somehow does not detect this and your game has difficulties showing the intro or videos properly try installing them yourself (see folder ActMovie on the Panzer Elite CD, installer is Deamov4IE.exe, patch is Dxm6ptch.exe which you need to run after you have installed Active movie)

Windows95/98
Make sure your virtual memory is set to "Let windows handle virtual memory" if you run into problems running the game. Panzer Elite uses about 140 MB disk space while running for virtual memory, so your boot drive (or whatever drive you assign to be used for virtual memory) must have at least 150MB of available space

Windows NT
Due to the fact we use DirectX6 you will have difficulties using hardware acceleration under WindowsNT. The software renderer works though. We recommend using the latest service packs for directX support. You can find service packs on http://www.microsoft.com.

Windows 2000
The final release wasn't ready at the time we mastered Panzer Elite, but recent testing showed no problems with Windows 2000 if you have certified the latest drivers for your 3D card.

DirectX
Panzer Elite uses Microsoft's "DirectX" for: a) Displaying it's picture, b) Input devices like Keyboard, Mouse and Joystick and c) Sound. Panzer Elite requires DirectX 6.1 to fully operate. The Panzer Elite installer checks for DirectX and offers to upgrade if it finds older versions. If you cancel the upgrade or do not want to install the version on our CD please make sure you have the latest release of DirectX. Versions and patches for DirectX can be found on http://www.microsoft.com/DirectX/

B) Graphics Cards

Generally speaking, please visit your 3D-card manufacturer's website and look for DirectX 6 certified drivers.
We do NOT recommend overclocking cards; this has lead to difficulties running Panzer Elite. Use your adapter's default setting to run Panzer Elite.
We also recommend you disable the following settings (if your card supports those):
        - Automatic Mipmapping
        - Automatic Texture Compression

Using two 3D cards
If you have two 3D cards in your system Panzer Elite defaults to the 2nd card. If you want to use your primary

launch 3D Control Center, click advanced and changed the primary device driver to your other card.

3D Control Center Issues
If 3D Control Center won't let you choose "Hardware Accelerated" its due to the fact that it couldn't verify that you are running DirectX 6 drivers for your 3D card. If you have recently changed the card whilst Panzer Elite was installed or have updated the drivers please re-launch 3D Control Center to update your settings for Panzer Elite. If that doesn't help please delete the following files:

> data\settings.hal
> data\hwconfi.ini
> data\cpu.ini

and re-launch 3D Control Center.

Savage 4 (Creative Labs, Diamond etc.)
We recommend disabling the automatic texture compression of the card; otherwise you get performance hits with Panzer Elite. Consult your card's manual for how to change these settings.
Most Savage 4 boards let you overlock the memory or speed of the card. At certain levels this causes Panzer Elite to crash. We recommend using default performance settings.

Voodoo 1, 3Dfx 1, Voodoo Rush cards
Panzer Elite should work on these first generation cards. If you get graphic glitches try to reduce the texture detail in the 3D Control Center.

Voodoo2 co cards
No known problems with this card. Software cursor is enabled automatically by the 3D Control Center. Due to no hardware mouse cursor support the mouse might lag behind on this card, this is normal.

Voodoo Banshee cards (2d/3d solutions)
No known problems.

Voodoo 3
No known problems with Voodoo 3's. Overclocking your Voodoo3 is not recommended which might cause Panzer Elite to crash.

TNT 1
Use the latest drivers. Cards like STB's 4400 do not have recent drivers. Use nvidias reference drivers instead (www.nvidia.com) Pixel Center alignment should be set to top left corner. Refer to your card's manual for how to do this. Automatic Mip Map Levels should be set to zero. Otherwise no known problems.

TNT2
Pixel Center alignment should be set to top left corner. Refer to your card's manual for how to do this. Automatic Mip Map Levels should be set to zero. Otherwise no known problems.

Intel740 chipsets
The shipped drivers for Intel740 cards are usually DirectX5, which won't work with Panzer Elite. Visit your card manufacturer's website for updates. If you can't find the updates you might want to use Intel's reference drivers which can be found at: http://developer.intel.com/design/graphics/drivers/index.htm

ATI Cards
No known problems have been encountered with ATI cards if you use the latest drivers. If you get texture corruption use one texture detail level lower than the default setting.

C) Sound Cards

Generally speaking please visit your soundcard manufacturer's website and look for DirectX 6 certified drivers. We use DirectSound hardware acceleration if available. If not available we switch to software emulation of 'Qsound',

which is a very fast 3D Sound emulation giving you 3D sound even on normal soundcards (see http://www.qsound.com for more info about this library).

Look below for patch 1.07 update and problem solutions!

Diamond MX 300 Cards (Monster Sound I and II)
Version 1.2 of Diamonds drivers are NOT recent. Either download the boards reference drivers (Vortex 2) from http://www.a3d.com/html/geta3d/hardware/ or their main page http://www.aureal.com or look for Diamons next update.

Turtlebeach Sound Cards/Montego Beach Cards
The shipped drivers do not work with our 3D Sound technology. Refer to their website for latest driver updates or use www.a3d.com's reference drivers!

Sound Blaster Live
EAX is automatically detected and enabled. To use 4 speakers or switch to headset mode use our in game options menu to enable these modes. If you have odd effects like delayed sounds you need to upgrade your drivers. They should be dated 11-12-98 or later (right click "My computer", click Device Manager, open Audio and Multimedia devices, click on SB-Live, and properties, click on drivers tab).
For Advanced users: If you want to change the default reverb effects the game uses and know what you are doing, edit the file "PE_Game.ini" in the data folder. The section [SOUND_INSIDETANK] and [SOUND_OUTSIDETANK] describe those parameters.

D) Input Devices

The game uses DirectInput to access your mouse, keyboard and Joystick. If your stick does not support DirectInput you might be limited to the basic 2 Axis, 4 button functions. Some joysticks got axis 3 and 4 mixed up (ie. their throttle steers our turret and vice versa). See in patch 1.07 patch info to read more about it.

Microsoft Sidewinder
The default setting applies to this Joystick. If you want to change functions use either the control reconfiguration inside the game or the Sidewinder Control center.

Other Joysticks
If you find your joystick has wrong settings please change the controls using our ingame reconfiguration menu. For advanced users: You can edit the settings directly inside the file "Layout.txt" in the data folder.

Microsoft Forcefeedback
If you enable ForceFeedback you can change the force strength inside the options menu. You can disable Forcefeedback there as well.

Patch 1.07 information

Note: After installing patch107 you need to rerun 3d control center! Patch 1.07 adds and updates the following items.

Compatibility Issues
- We fixed a crashbug when you used the scout report from the Radio Operator map.
- We fixed a crash if Microsoft ADPCM codec was missing. 3D control center now offers help installing it
- We adapted the soundsystem to be more flexible with non accelerated hardware (see below how to configure)
- We changed the 3d control center to make medium viewrange the default. You now need to specifically set it to long if oyu like to do so.
- We put the audio settings into the 3d control center audio settings
- We removed a CD check which failed on older CD rom drives (ie. fixes the "Insert CD" error although the

CD is in the drive)

Gameplay

Joystick Controls
- If your joystuick has axis 3 and 4 switched then your throttle no longer turns the turret by default. It does so only if you move the throttle during gameplay. In order to fix the wrong axis assignment you have to use the options->reassign keyboard menu.
- The Hat Switch now controls view panning by default. You can also reassign those functions within the options menu.
- Reassigning joystick axis no longer displays the throttle by default if it is not set to neutral position.

Mouse Controls
- You can now invert the X and Y axis of your mouse movment for panning controls.

Artillery
- Artillery effectiveness was lessened slightly
- Smoke rounds of Artillery no longer damages terrain or units.

AI Changes
- AI bug fixed where units evaluated small platoons with strong units wrong and didnt engage them anymore
- Wingman now try to face to the enemy.

Goal Changes
- You no loner see details when hidden goals fail, instead you now see when Bonus Goals fail (which you didnt before)

Gunnery/Damage Changes
- We fixed an issue where damage collision went wrong on close targets.
- We removed debug messages "test1" when fireing smokepods.
- When your or your wingmans tank is just immoblized it is automatically repaired in campaigns now, ie. you do not need to replace him from the pool.
- In Multiplayer units no longer can get pinned or bailed out (which caused odd effects on player units)
- Pressing ALT-L lights up the scope recticles (yellow color). Pressing ALT-L again dims them.

Scenario Updates
Fixes one briefing issue in the North of Lessay scenario. Fixes 2 desert scenarios which killed the victory goal via artillery.

Misc Update
- Leaving the radio operator map with the close box no longer locks the keyboard because the game thinks its in chat mode
- Sherman Periscopes now look to 0° when switching to them
- No "muzzle not found" messages anymore
- Scenario name and time are now correctly sorted in the RadioOp map

Sound Issues
Because we use hardware accelerated sound drivers or software emulated ones which even are capable of playing 3d sound on non 3d soundcards, our game is a little bit more sensitive to driver issues.
If you experience sound problems, this includes crashes right after the intro plays, you should update your drivers first. If this does not help try the following:

1) launch game, if it works email back the settings you used and soundard type/driver version to sound@wingssimulations.com
2) if it doesnt fix your sound problem switch the setting inside the file

sndplay.ini to the next (see below) or use the 3d control center to do so
3) repeat step 1 until all settings are tried

NEW: You can now modify those settings in the 3d control center via the Soundsettings button!
To modify the settings double click the sndplay.ini file and modify the bottom two lines which reads
"output=default" and   channeltype=qsound". The 5 settings you should try are listed and explained below (as well
as in the ini file). Let us know your results which would help us fixing your sound problem!

// File Documentation
// The paramaters output and channeltype have the following optional settings:

// OUTPUT:
// output=waveout
// output=directsound
// output=default

// CHANNELTYPE:
// channeltype=qsound
// channeltype=hardware
// channeltype=software
// channeltype=default

// The 5 settings you should try are:
// 1.
// output=default
// channeltype=default

// 2.
// output=default
// channeltype=qsound

// 3.
// output=directsound
// channeltype=qsound

// 4.
// output=directsound
// channeltype=hardware

// 5.
// output=directsound
// channeltype=software

// Now please set the parameters below to setting 2 (see above) if setting 1 doesnt work.
// Repeat with the other setting until you find one which works for you and let us know
// which ones work for you, list your soundcard and driver as well please.

[sndplay]
output=directsound
channeltype=qsound