

Commandos 1.1 Patch update

IMPORTANT NOTICES:

- **THIS IS PATCH FOR ONLY THE EUROPEAN VERSIONS, NORTH AMERICAN USERS DO NOT NEED TO RUN THIS PATCH** (North American version CD art shows Tiny taking out a guard)
- This text is English only. I was not able to translate into the other languages. Would a talented linguist please translate this readme and post in the newsgroup?
Merci, Danka, Gracias, and Grazie.
- For European Versions, there will be TWO patches. This patch is a BUG FIX PATCH. The 1.1 feature update patch is coming early September. I will be available on our European Eidos websites. That patch will add new features (it will be large in file size)
- For our Spanish friends, we have a Spanish language patch for you. Click on the CBEL_ESPANA.EXE file. Mucas Gracias!

TO INSTALL, DOUBLE CLICK ON THE CBEL_EUROPE.EXE file.

If you receive an install error message, it may be caused by the installer not locating your installed game (reinstall to default directory and then update) OR your version is the current version or a demo.

Version 1.0 Bug Fixes

1. Save/Load Bug fixed
2. Commando random movement after Quick Load fixed
3. When Quick Save is loaded, camera starts in same position it was in when game was saved
4. Video resolution now saved upon exit
5. Removal of "Mother Nature" ambient audio feature
6. The last user to play the game will have their saved games listed as the default upon restart.
7. If you are unable to finish the mission because a Commando died, a message will appear.
8. Spelling error in dedicated server
9. Password removed from multiplayer game (passwords are not used)
10. Commandos are no longer able to get in Fins backpack when raft is deflated.
11. Last user profile is saved and loaded at game restart
12. Harpoon Gun increase

NOTE: German soldiers can sometimes see commandos behind vehicles. This is often the case when commandos are at the corners of the vehicle. Stay in the center of the vehicle to avoid this.

Commandos FAQ

Demo Differences

Q. What are the differences between the demos?

- A. There are two demos. The first demo was released in May. This demo has TWO missions from the retail game. These missions are single and multiplayer playable. The second demo was released August 15th. This demo is one mission and is ONLY multiplayer. This demo can be played free on Mplayer gaming service.

Version Differences

- Q. What is the difference between the European and US versions of the game? How can I tell my version?
- A. The European version was released in June. This is the 1.0 version of the game. The box is smaller than the US version. There are few copies in the US. The CD has an image of the whole Commando team. The US version is 1.1. It is an updated version. All known bugs in 1.0 are fixed. We have added several new features (including Mplayer functionality). This US version is available Sept 1st.
European customers can update their version to 1.1 via patches available on the UK EIDOS WEBSITE.

Video Problems

- Q. What Video modes are supported by Commandos?
- A. The default resolution for the game is 640x480 at 16-bit color palette. For most users, this offers the best speed and image. Increasing this setting can reduce the performance. If you increase the screen resolution the graphics will be smaller and the detail will be better; however, the game can slow to a crawl. We recommend that you try various settings until you find the setting that satisfies your preference.
- Q. Does Commando support my 3D accelerator?
- A. Direct X Direct Draw is used by Commandos to display the images on the screen. It does not use Direct 3D or any hardware acceleration.
- Q. Is there a reason why I cannot view the video sequences, and why do I hear no sound during these sequences?
- A. Most likely these problems are related to your video card. You need to ensure that you have the latest drivers installed; you can get the drivers from your computer or hardware manufacturer. Please visit our "Manufacturer Links" page. You may also need to install the latest version of Media Player from Microsoft; they recently released an upgrade to Media Player that replaces Active Movie and Media Player. You can download Media Player at www.microsoft.com.
- Q. Why dose the game slow down when I scroll the map view area?
- A. You may have the screen resolution too high. The default resolution for Commandos is 640x480; setting the game to this resolution should solve the problem. You may also have too many open camera windows, or there may be a high amount of activity in the windows that are open. Try closing some of these windows. Finally, there is the possibility that your video card is not fast enough to process the data at the resolution that you have selected. Try changing your Windows desktop resolution to 640x480 and your color palette to 256 colors.
- Q. Why do the buildings and characters look blocky and splotchy when I have the map zoomed in?

- A. Use the '*' key on your numeric keypad to reset the display to view them properly. The graphics that are displayed in Commandos are sprites. These sprites look best when they are viewed at a certain distance. When you zoom the camera in you reveal the small squares that make up the sprites.

Sound Problems

- Q. Why do I hear static or popping during the game?
 - A. This problem may be caused by two things. You may simply have the volume set too loud. Double click on the speaker icon on your desktop and move the slider of the "Wave" and "Midi" volume to the half way point. There may also be a DMA conflict with your sound card and another device on your computer. To check this click on Start>Settings>Control panel>System. When you have System Properties displayed click on the Device Manager tab; if you see any '!' or red 'X's you have a conflict. You need to use the Windows Hardware Conflict Wizard to resolve the problem. If you cannot resolve the problem or you are unsure how to fix this problem, you will need to contact your computer manufacturer.
- Q. What else could cause static or popping sound during the game?
 - A. A possible cause for popping, static, or even no sound is that your sound card does not fully support DirectX 5.0. Commandos requires a sound card that fully supports Direct X 5.0 or later. You will need to contact your computer or sound card manufacturer for assistance in acquiring and install new drivers. Note: there are some sound cards that do not have drivers that are compatible with DirectX 5.0 at this time. If that is the case please use the suggestions provided above to diminish the problems with static or popping noises.

CD-ROM Problems

- Q. Why do I get an error during the installation of Commandos?
 - A. The most likely cause for errors during installation is your CD drive is not properly installed. Symptoms for this problem are aborted installation or an inability to access data on the disc. The only solution to this problem is to install the correct drivers for your drive. You may need to contact your hardware manufacturer for help with hardware drivers.
- Q. What problems may I have if I have more than one CD drive?
 - A. Commandos will run best when the disc is placed in the first occurring drive. For example if you have a F: and G: CD drive put your disc in drive F:. The game will run with the disc in any drive but you may experience a slow down in performance.

Direct X Problems

- Q. Does Commandos support 3D hardware acceleration?
 - A. Commandos does not support 3D hardware acceleration. It uses Direct Draw to display the graphics.
- Q. What version of DirectX does Commandos support?
 - A. Commandos was made to support Direct X version 5.0 or higher. Additionally, you should have Direct Media installed. You can find more information about DirectX at www.microsoft.com/directx.
- Q. How can I determine what version of DirectX is installed on my computer?

- A. To determine what version of DirectX you have installed on your computer go to My Computer>C: drive>Program Files folder>DirectX folder>Setup folder> and double click on setup.

DirectX Problems (cont.)

- Q. How will I know if my drivers are compatible with DirectX version 5.0 or higher?
- A. Your hardware drivers are listed as "Primary Display driver" for your video card and "Primary Sound driver" for your sound driver in dxsetup. The version number must be 4.05.00.0155 or higher.
- Q. What can happen if my drivers are not the correct version?
- A. Software manufacturers update their drivers regularly, and you need to contact them to acquire the correct version. It is possible that the game may function with old drivers, but you may have inconsistent problems with game performance. In any case Eidos Interactive does not provide support for hardware problems.

Multiplayer Problems

- Q. What are the minimum system requirements to play a network game?

- A. The minimum requirements are:

Pentium 200Mhz CPU
32 Megs of RAM
TCP/IP LAN or WAN connection

Note: Cyrix systems will run the game slower than their Intel equivalent during a network game.

- Q. Can I set up a serial link to play multi-player game?

- A. No.

- Q. Can I play the game on an IPX network?

- A. No, Commandos only supports the TCP/IP network protocol.

- Q. How to I start a Commandos TCP/IP server?

- A. From the START MENU, select Multiplayer Server. Record your IP address and give to your clients. Then enter the game. Type in your IP address when prompted.

- Q. What is the Server Ping limitation? How do I set it?

- A. This is our attempt to prevent high latency games. It stipulates that clients cannot join the game with a ping (connection speed) higher than 300ms. Creating a shortcut for the mpserver.exe (in game folder) and then changing the shortcut command line properties to **mpserver.exe -vXXX** (where XXX is the desired ping) can change this.

- Q. Do my friends (clients) need the game CD in the CD-ROM to play a multiplayer game?

- A. No, Clients ONLY need to complete a FULL INSTALL of the Commandos game (1.1 feature).

Q. Where can I find more information about multiplayer Commandos?

A. In the section entitled "**Multiplayer Game**" in the readme.rtf file on the game disc.

Q. Can I play the game over the Internet?

A. Commandos can be, BUT is not designed for direct Internet play. If you do attempt to play the game this way, you will experience (in most cases) unplayable latency (lag). We ONLY recommend Internet play IF you play on the Mplayer (www.mplayer.com) gaming service.

Fan Sites

alt.games.commandos (newsgroup)

<http://www.warzone.com/commandos/>

<http://commandos.gamestats.com/>

<http://www.eidosinteractive.com/commandos/commandos.html>

<http://homepages.ihug.co.nz/~vaderd/bunker/index.htm>

<http://www.mplayer.com/strategy/commandos/>

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