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BattleCom Client
Release Notes
Version 1.31
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1. What's New - Version 1.31

- FIX: //bfc URL connects not always working
- FIX: Not detecting lack of DX7 resulting in crash
- Reduce possibility of freeze on disconnects
  when BattleCom priority sliders are maxed
- Changes for developer API support

All other version 1.2 features are still
fully supported, including channels.

2. System Requirements

The Approximat? Minimum System Requirements for
BattleCom are as follows:

- Pentium 133 (or equivalent)
- 32MB of RAM
- 33.6K Modem
- DirectX 7.0 or higher
- Windows 95/98 or higher, Windows 2000
- Full-Duplex Sound Card for two way communication,
  Half-Duplex Sound Card for listen-only mode.
- 6 MB Free Disk Space

A system that meets these minimum specifications
should be able to run BattleCom in conjunction with
a non-CPU intensive game.

More CPU intensive games will require a more
powerful machine. For example, if your game
recommends a Pentium 200MMX, we recommend
that you have more than a Pentium 200MMX
to run your game with BattleCom.

The best way to find out if BattleCom will work
well with your combination of hardware and software
is to try using the BattleCom demo with your games
on your machine.

3. Installation

To install the software, perform the following steps:

1. Download the latest release of the software from our
   Product Download page.
   (http://www.shadowfactor.com/download.html).
2. Double click on the downloaded file. It should launch
   the BattleCom install program.
3. Please take the time to read our client_readme.txt
   file before using the software. It will contain a
   list of important information which did not make
   it into the documentation in time for release.
4. Run BattleCom and let the setup wizard configure
   the it for your computer.

4. DirectX 7.0 or higher

DirectX 7, or later, is required to use the Battlefield
Communicator Client. You can get DirectX 7, or the
newest version of DirectX, from Microsoft at
http://www.microsoft.com/directx.

DirectX often installs new drivers for your audio
and video devices. However, they are often not the
latest versions for your card. Go directly to your
vendor and make sure you have the latest versions
of your audio driver. You can check out our
Hardware Compatibility List for links to major
vendor's soundcards:

http://www.shadowfactor.com/csoundcards.html

Make sure you reboot your PC after you install
DirectX.

5. Starting & Configuring the Software

To run the software go to Start -> Programs ->
BattleCom and select the BattleCom icon. If you

changed the default program folder during
installation, you will find the BattleCom icon
in the Start Menu folder you specified.

When BattleCom runs for the first time the setup
wizard will be launched automatically. The setup
wizard will step you through configuring BattleCom
and will test your system for compatibility.

If you need help during the wizard, press F1
or press the Help key.

6. Documentation

BattleCom contains a complete on-line manual and help
system. You can press F1 on almost any dialog in
BattleCom and it will launch your default browser to
display help for that dialog. You can also access the
manual itself by selecting Help->Contents from the
BattleCom menu.

7. Troubleshooting

The most common souce of problems for BattleCom
is outdated audio drivers. Make sure you have the
latest drivers for your soundcard before trying to
use BattleCom!

Another important tip is to make sure that your
system is properly configured for recording. For
this you can use the Windows Sound Recorder.
Launch Sound Recorder and try and record your voice.
If this does not work on your system, BattleCom
will not be able to function properly.

If you are having problems with BattleCom there are
several places you can look for solutions:

- The manual contains a troubleshooting section that
  describes some common troubleshooting tips. You
  can click on the Troubleshooting link on any
  page of the documentation to get to this section.
- The manual also contains a help page for each of
  the error messages that the client may display.
  If you receive an error message, just press F1.
- There is an on-line troubleshooting wizard that
  can guide you through solving your problem. It
  can be found at:
  http://www.shadowfactor.com/troubleshoot.html
- There is a list of the known issues for the latest
  version of Battlefield Communicator on our Known
  Issues page:
  http://www.shadowfactor.com/knownissues.html

- ShadowFactor Software maintains a list of compatible
  soundcards; see section 9 below.
- ShadowFactor Software maintains a list of compatible
  games; see section 10 below.

8. Quake 2, Sin, Kingpin or and other Quake 2 based games

To work with Quake 2 or Sin you must set the games to
use "Max Compatibility" mode to work with Battlefield
Communicator.

For Quake 2 you can find this option under the
Options menu. Set the Sound Compatibility to
"Max Compatibility".

For Sin this option is under the Audio Controls
menu under the Controls menu.

9. Compatible Soundcards List

ShadowFactor Software maintains a list of compatible
soundcards that contains information on soundcards
that have been reported to work with BattleCom.
For each card/chipset there is a link to the latest
drivers as well as notes on any outstanding issues
with those cards.

It can be found here:
http://www.shadowfactor.com/csoundcards.html

10. Compatible Games List

ShadowFactor Software maintains a list of games
that have been reported to work with BattleCom.
For each game, we describe if it is compatible
and what special steps, if any, are required to
use BattleCom with it. However, just because a game
isn't listed doesn't mean it's not compatible. It
simply means it hasn't been tried yet!

It can be found here:
http://www.shadowfactor.com/cgames.html

11. Standalone Server

The BattleCom client software allows you to
host a session for up to 64 players. The type
of session hosted by the BattleCom client
is called a "peer" session.

ShadowFactor has also produced a standalone BattleCom server product. You may want to use the standalone BattleCom server for the following situations:

- You want to host client/server style BattleCom sessions. Client/server sessions reduce the bandwidth and CPU required by each client.
- You want to set up a full time, dedicated BattleCom server.
- You want to set up a dedicated "echo" server that can be used for testing troubleshooting purposes.

The standalone server can be used free of charge for non-commercial purposes, so if you want to set up a dedicated BattleCom server alongside, for example, your public Quake2 server, you can do so at no cost.

You can find the server at:
http://www.shadowfactor.com/server.html

12. Technical Support

If you're having trouble with BattleCom, visit the support area of our web site at:
http://www.shadowfactor.com/support.html

There you will find a wealth of information that may help to solve your problem. If, after reading this material, your question is still not answered, the page also has instructions on how to contact us for further support via email.

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