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Star Wars(R): Episode 1 Racer Demo(TM) ReadMe
Version 1.0
6/07/99

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Thank you for purchasing Star Wars: Episode 1 Racer Demo. We
recommend that you read this file to get the most up-to-date
information about running and maximizing Racer's performance.

For additional information and in-depth technical document-
ation about specific hardware, we recommend reading the
Troubleshooting Guide. The Troubleshooting Guide can be
accessed by clicking on README & TROUBLESHOOTING on the Racer
launcher or by double-clicking RACER.EXE on the CD-ROM. For
the very latest updates related to Racer, be sure to check
the LucasArts website at www.lucasarts.com.

Contents of the ReadMe file:

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1) General Information

   a) Minimum System Requirements

      COMPUTER: 100% Windows 95/98 DirectX compatible computer
      required.

      GRAPHICS CARD: 4MB AGP or PCI 3D Accelerator card
      required.

      CPU: Pentium 166 or faster required. Pentium 200 or
      higher recommended.

      MEMORY: 32MB or higher RAM required. 64MB or higher
      recommended.

      CD-ROM: Quad speed IDE or SCSI CD-ROM drive required.

      SOUND CARD: 100% Windows 95/98 DirectX or Aureal
      compatible 16-bit sound card required.

      INPUT DEVICE: 100% Windows 95/98 compatible keyboard and
      mouse required.

      DIRECTX: Microsoft DirectX 6.1 is included on this CD
      and must be installed to play Racer. Please refer to
      Installation and DirectX Setup in the Troubleshooting
      Guide for more information about DirectX.

      NOTE: Your system may require the latest Windows 95/98
      drivers for your particular hardware.

      HARD DISK SPACE: Installation requires 40 MB free
      hard drive space. It is recommended that you have an
      additional 50 MB of free space available for the
      Windows swap file.

      OPTIONAL SUPPORT
      Force feedback controllers supported; such as steering
      wheels and joysticks.
      3D sound support using Aureal A3D (TM) 2.0 and Microsoft
      DirectSound 3D (TM).

      MULTIPLAYER SUPPORT
      Local Area Network Play: Supports up to 8 players via
      IPX Local Area Network in the full version.

   b) Laptop Systems

      While Racer should work fine on most systems that meet
      the minimum hardware specifications, it has NOT been
      tested with laptop systems and therefore we can NOT
      guarantee compatibility.

      Due to the wide variety of hardware configurations that
      ship with today's laptop systems, it would be impossible

to configure a game that would work with all of them.
Many laptops are limited in their ability to be used as
a gaming machine because of memory configurations, their
microchannel architecture, port configurations (i.e.
no place for a joystick) and sound systems primarily
designed to be used with productivity software.

Laptop systems will attempt to compress the traditional
version of the standard 101-function keyboard (found on
almost all desktop systems) into a much smaller key
configuration. This is usually done by relying on
multi-function keys that allow the user to assign
different functions to the same key. Unfortunately,
this has been known to cause problems with our games.

c) OEM Features on Brand Name Machines

Many brand name computers come with a variety of
features provided by the manufacturer, including special
buttons on the keyboard or special functions assigned to
buttons common to all keyboards. For example, on one
machine with which we tested, the Pause key did not work
because the machine's manufacturer had assigned that key
to bring up a special menu on the desktop.

d) Skipping Cut Scenes

To skip through a cutscene ("movie") at any point press
the Spacebar, Enter key or Escape key.

e) Star Wars: Episode 1 Racer Demo Controls

KEYBOARD

Front End Navigation:

Select/Next Screen   ENTER, SPACE
Cancel/Previous Screen   ESC

Podracer Select Screen:

Turn Statistics On/Off   TAB

Inspect Vehicle Screen:

Move Camera   Arrow Keys
Change Pod Part   A, D
Zoom In   ~
Zoom Out   TAB

Main Menu:

Look Around   ALT and Arrow Keys
Look Around in Cantina   ALT and Arrow, Shift and Arrow

Setting Screens:

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Adjust Slider Bars        +, -

IN RACE

Thrust                    W, ENTER
Brake                     S
Turn Left                 J, Left Arrow, Num Pad 4
Turn Right                L, Right Arrow, Num Pad 6
Pull Up                   I, Down Arrow, Num Pad 2
Nose Down                 K, Up Arrow, Num Pad 8
Slide                     SPACE
Boost                     Left SHIFT
Roll Left                 A
Roll Right                D
Repair                    R
Taunt/Flamejet            E, Right CTRL
Switch Camera             ~, Left CTRL
Look Back                 TAB, Q

Reserved Settings:

Cycle Map Indicator       Caps Lock
Default Cam               F1
Engine Cam                F2
Speedfreak Cam            F3
Behind Cam                F4
Take Screen Shot          F12
Mouse Enable/Disable      CTRL-M
Joystick Enable/Disable   CTRL-J
Force Feedback On/Off     CTRL-F
Quit Multiplayer Race     CTRL-Q

MOUSE CONTROLS

Thrust                    Left Button
Brake                     Right Button
Turn Left                 Push Left
Turn Right                Push Right
Pull Up                   Pull Back
Nose Down                 Push Forward

JOYSTICK

Turn Left                 Stick Left
Turn Right                Stick Right
Nose Up                   Stick Back
Nose Down                 Stick Forward
Thrust                    Button 1
Brake                     Button 2
Boost                     Button 3: Hold Thrust and push
                          the stick forward, then tap
                          boost when the indicator turns
                          yellow.
Repair                    Button 4
Slide                     Button 7 (if no hat)
Roll Left                 Hat Left, Button 5 (if no hat)
Roll Right                Hat Right, Button 6 (if no hat)
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     Switch Camera              Hat Up
     Look Back                  Hat Down

     WHEEL AND PEDALS

     Turn Left                  Wheel Left
     Turn Right                 Wheel Right
     Nose Up                    Button 8
     Nose Down                  Button 7
     Throttle                   Right Pedal
     Brake                      Left Pedal
     Boost                      Button 4: Depress the right
                                pedal and hold Button 7 until
                                the boost indicator turns yellow
                                then tap Boost.
     Repair                     Button 6
     Slide                      Button 1
     Roll Left                  Button 5
     Roll Right                 Button 2
     Look Back                  Button 3
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Multiplayer
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   Multiplayer mode is only available in the full version of
   Star Wars: Episode 1 Racer Demo.

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3) General Issues
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   a) Control Issues

      1) Reserved Settings

         These are game controls which cannot be remapped or
         assigned to a gaming device and are exclusive to the
         keyboard in a race.

         Caps Lock: Cycle Map Indicator: When in a race you
         can change the way your track map looks by pressing
         Caps Lock.

         F1, F2, F3, F4: These are shortcuts to the four
         camera views available in during a race. Please refer
         to the "Camera Views" section on pg. 16 of the manual
         for further information.

         F12 Screen Shot: This function allows you to take a
         picture of the game at any point. It will save a
         bitmap picture in the C:\Program Files\Lucasarts\Racer
         Demo\ folder with the name: snap_000.bmp. Screen shots
         can be viewed with MS Paint.

         Force Feedback Enable/Disable: Pressing CTRL-F allows
         you to turn Force Feedback on or off during a race.

Joystick Enable/Disable: Use CTRL-J to activate or turn off your joystick in race.

Mouse Enable/Disable: Press CTRL-M to turn your mouse on or off during a race.

2) Boosting On The Starting Line

Getting left in the dust at the starting line? There is a way to jump to the head of the pack! All podracers can get a quick boost by hitting Thrust at the right moment during the countdown. If you are using a steering wheel and pedals or the throttle wheel on a joystick: put the throttle at max (put the pedal to the metal) and tap Boost at the right time during the countdown.

3) Looking Around

On screens with the Main Menu (where the race is started from) you can look at your surroundings. Hold down the ALT key and use the Arrow keys to look. You can only do this when the Main Menu is on the screen.

4) Front End Navigation

For navigating through the interface we recommend using the keyboard and mouse; joysticks, gamepads and wheels are not fully supported for the Front End interface. You can interact with some items using the mouse and others with the keyboard. We recommend exploring the various menus thoroughly to find a method of getting around that suits you best.

b) Gaming Device Issues

1) Switching Gaming Devices

If you add, change or remove your gaming device we recommend going to the "Joystick Settings" screen in the "Settings" menu and choosing restore defaults. Even though your gaming device may be correctly set up, Racer will not redetect which device you have installed until you choose 'defaults'. For more on setting up gaming devices refer to the Trouble Shooting Guide.

2) Keyboard Not Responding

Almost all keyboards have a maximum number of keys that can be held down and function at the same time. Once that number is reached other keys may not respond. This is most commonly seen when trying to slide and turn at the same time as you often hold three keys simultaneously during the maneuver.

3) Joystick and Mouse Active

We do not recommend enabling the mouse and the joystick at the same time as it may cause control conflicts during a race.

4) Can't Scroll Through Podracers or Tracks

If you experience problems scrolling through options or menus and have a joystick enabled make sure that it is completely centered or exit the game and recalibrate.

c) Display Issues

1) Video Card Requirements: 4MB for your 3D card.

To run Racer, you need at least a 4MB PCI or AGP Direct3D compatible accelerator card.

2) To find out if your Video Card will work.

First, find the name of your video card. Then, refer to the List of Supported and Unsupported Cards in the Video Section of the Troubleshooting Guide to see if your card has any known issues. If your card or chipset is supported, check the 'Specific Video Issues' section of the Troubleshooting Guide to see if your card has any known issues.

3) What is a Primary Display Driver?

A Primary Display Driver is actually your computer's main video card. A pass-through card, such as a Voodoo Graphics or Voodoo2, is not a Primary Display Driver.

d) Miscellaneous Issues

1) Task Switching is not recommended. We recommend that you do not task switch (pressing Alt-Tab, Ctrl-Esc, or the Windows key to access another program) while playing Racer.

2) The System Analyzer is different before and after the game is installed. Before the game is installed, the System Analyzer will determine whether your computer is qualified to install Star Wars: Episode 1 Racer. However, it does not check for a supported 3D video card.

3) There is a utility to fully analyze your system, including your video card(s), that only gives complete results after DirectX is installed. In the Launcher, after installing the game, press 'Hardware Configuration,' then press 'System Analyzer.' This brings up the DirectX Diagnostic Tool (for more detail, please refer to the DirectX Setup Section of the Troubleshooting Guide).

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        NOTE: this file is located at
        C:\Program Files\directx\setup, and double-click on
      'dxdiag' or 'dxdiag.exe')

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4) Command Line Switches
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   There are some command-line options, or switches, that can
   be used to increase performance or change certain options.
   To use these, first create a shortcut to Swep1rcr, or
   Swep1rcr.exe. Its default directory is
   C:\Program Files\LucasArts\Racer Demo. To create a shortcut,
   right click on the file labeled 'Swep1rcr.exe' (some folders
   only show it as 'Swep1rcr') and drag the file to your
   desktop, then select 'Create Shortcut here.' Then, right
   click on the shortcut and select 'Properties.' Then, select
   the tab at the top labeled 'shortcut.' In the field labeled
   'Target' should be the path to the Racer executable. At the
   end of that line, after the quotation marks, put a space,
   and then the command:

   a) Display

      -i  Disables the introduction cutscenes when launching the
          game.

      -v  Triggers the "Display Settings" window but does not
          launch the game.

   b) Multiplayer

      -nut x  Where x is the time in milliseconds to delay
              between network updates.

   c) Force Feedback

      -force  Disables force feedback on a force feedback
              gaming device. This should be used if you have
              a Force Feedback device that is causing
              problems while playing Racer.

   d) 3D Sound

      -s      Turns the sound engine off. Low end machines
              may see an increase in framerate if the entire
              sound engine is off.

      +3DImpacts  Turns on additional 3D collision sounds with
                  with certain Aureal 3D cards and the Sound
                  Blaster Live. This option will not have any
                  effect unless 3D Audio is enabled in Racer.

      NOTE: This switch will only function properly if you have
      an Aureal 3D or Sound Blaster Live card in your system.

      -d <float number>  Changes the 3D sound doppler-scale
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factor to exaggerate doppler effects.
                              The higher the number, the more exag-
                              gerated the doppler. 1.0 is the default
                              and 0 turns Doppler Effects off.

        -r <float number> Changes the 3D sound rolloff factor.
                              The bigger this number the faster the
                              sounds will become quieter as they
                              move away from you. 0.1 is the default.

                              All 3D-Spatialized sounds will play at
                              the same volume and will not be
                              attenuated by distance.

    e) What the Command Line Should Look Like:

      "c:\Program Files\Lucasarts\Racer Demo\Swep1rcr.exe" -i -s

       This would run the Racer without any sounds and without
       the intro sequences.

Be aware that these switches may have a variety of effects
while playing Racer. We recommend exercising caution when
using these switches and only using them if necessary.

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5) How to Contact LucasArts
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LucasArts has set up a variety of services to provide you with
information regarding our programs, hint & gameplay assistance,
and technical support.

Hint Line
If you need a hint, you may call our automated Hint Line. The
average call length is three minutes. This service requires a
touch tone phone.

NOTE: You must be at least 18 years old or have your parents'
permission to call.

U. S.
1-900-740-JEDI (1-900-740-5334)
95 cents per minute
(The option to speak with a live Hint Operator is also
available through this number.)

Canada
1-900-677-JEDI (1-900-677-5334)
$1.25 (U.S.) per minute

Where To Find Us Online
Visit the LucasArts Web site at http://www.lucasarts.com. From
there, you will have the option to receive online technical
support through Yoda's Help Desk, browse technical documents,
or leave a message for an online representative.

Yoda's Help Desk
We are proud to feature Yoda's Help Desk, which is available
in the Technical Support section of the LucasArts Web site at
http://www.lucasarts.com/support/. Yoda's Help Desk offers
interactive solutions to technical issues based on information
you provide. Visitors to Yoda's Help Desk will be able to
receive technical support 24 hours a day, seven days a week.

LucasArts Company Store
Visit the LucasArts Company Store at http://www.lucasarts.com.
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hint books and logo gear.

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