Starsiege Alpha Technology Release II Known Issues

GRAPHICS

PROBLEM: Screen colors are incorrect after switching from windowed mode to fullscreen.
SOLUTION: ALT-ENTER back into windowed mode, then once more to fullscreen mode.

PROBLEM: When loading Starsiege, as the game attempts to switch to "Fullscreen mode", the game crashes to the desktop.
SOLUTION: In the file "defaultPrefs.cs", change to line:
$pref::GWC::SIM_IS_FULLSCREEN = "True";
to
$pref::GWC::SIM_IS_FULLSCREEN = "False";

SOUND

PROBLEM: Game pauses or is slow with DirectSound3D enabled.
SOLUTION: Your sound card is an ISA sound card, PCI required for 3D sound. and/or your sound card does not support 3D accelerated sound.   DirectSound3D is in emulation mode which is extremely CPU intensive (even on 300mhz+ machines). Use the DirectSound option.

INPUT

PROBLEM: My machine locks up under Windows NT and I have Service Pack 3 installed.
SOLUTION: If you use a Microsoft Intellipoint mouse, you may need to update your mouse driver. Download the latest MS Intellipoint driver from:
http://www.microsoft.com/products/hardware/mouse/driver/default.htm

MISC

PROBLEM: Starsiege crashes when 3rd party MP3 (MPEG Layer 3) apps are run in the background.
SOLUTION: Close ALL applications before running Starsiege.