

## **Starsiege Technology Demo Release Notes.**

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#### **Section I: Overview**

Thank you for downloading the Starsiege technology Demonstration!

This is the second demo released as a testbed of our game technology. We've made a lot of changes since the first technology release but this is still PRE-RELEASE software. There are still some play balance issues, the vehicle lab is still somewhat preliminary, and there are probably a few bugs. We want your help in finding them BEFORE we ship the game!

Bearing all this in mind, please let us know what you think. We crave your input. If you like something, please let us know. If it bites, please tell us so we can fix it. We are doing this to bring you, a valued potential future customer, the best possible gaming experience in Starsiege. We

want your input on every aspect of the demo: the vehicle designs, buildings, artwork, weapons, terrain, interface, speed, network performance, server architecture and whatever else you can think of. Tell us, we are listening!

Please post your comments to:

<http://www.dynamix.com/es3/forums.html>

Please include details of your system configuration and network connection including

Processor type  
Processor Speed  
Video Card  
3D Accelerator Card  
RAM  
Operating System  
Sound Card  
Modem/Network Connection Speed

## **Section II: Supported Platforms**

Windows '95, Windows NT, Pentium processor, at least 32 MB RAM. The demo will probably run on 16 meg machines, but this has not been thoroughly tested. Starsiege has NOT been thoroughly tested on Windows '98, or NT5 pre-release versions. USE THEM AT YOUR OWN RISK! The final game will work on these platforms however.

Windows '95 users must install DirectX5 to run the Starsiege Demo. DirectX5 is available for download from Microsoft. Windows NT users must install Service Pack 3. We recommend you also install the newest video drivers from your card manufacturer. This is especially important if you have a 3D accelerator installed. Only 3DFX-based 3D accelerator cards are supported in this version of the Technology Demo. The Technology demo supports Voodoo, Voodoo2, and Voodoo Rush chipsets.

The Technology Demo has been tested with the following 3D Accelerator Cards:

Righteous 3D (Orchid)  
Intense 3D Voodoo Rush (Intergraph Computer Systems)  
Stingray 128 3D (Hercules)  
Pure 3D (Canopus)  
Monster 3D (Diamond)

OPEN GL support is not working in this version of the technology demo, but it will be in the final game.

For an updated list of supported 3D accelerator cards by manufacturer, you can check our website at: <http://www.starsiegeplayers.com>

## **Section III: Installation**

The Demo requires at least 140 megs of uncompressed free hard disk space to install. The footprint of the demo is 70 megs after it is installed. We recommend that you allow Windows to manage your virtual memory settings but if you choose set the swap file manually, make sure it is at least 50 megabytes in size.

To install the game, download the file (if you haven't already) from our website at:

<http://www.starsiegeplayers.com/es3/download.html>

Click on the file icon and the self-extracting will do the rest. Follow the onscreen commands in the setup menu. There is even a handy icon to uninstall the demo should you wish to do so.

#### **Section IV: Quickstart**

Here is a quick and dirty crib sheet to get you in the cockpit fast. It is by no means complete, however. Please refer to the GAME MENUS and GAME CONTROLS documents for an in-depth description of all functions.

#### **Connecting to the game.**

- 1) Dial up and connect to your internet service provider.
- 2) Launch the Starsiege Technology Demo
- 3) From the **Main Menu**, select "Multiplayer."
- 4) This will take you to the **Join Game Menu**.
- 5) Press the **Find New Servers** button. You should see a list of available game servers.
- 6) Find one that does NOT have a little padlock symbol next to it and has a low number in the "Ping" field. **Left Click** with the mouse to select it.
- 7) Press the "**Join Server**" button. This will take you to the player info section of the **Wait Room**.
- 8) Left click on the "**Player Name**" field. Type in your pilot's name. You can leave the squad name blank. You can select different input configurations here as well, but to get started, stick with the default "keyboard mouse" selection.
- 9) Now click on the Wrench icon (tab) at the top of the screen to choose a Herc. You may have to press the "load" button to get the list to appear the first time.
- 10) When you have selected a herc the "**Join Game**" button will be activated. Press this to join a game in progress.

You should connect to a game at this point. If you have problems, it may be because the server you have selected has been shut down, or the maximum number of players is already in the game. You could also experience problems if your Internet Service Provider is experiencing very heavy loads. You may have to try later in this case.

#### **Battle Controls**

Here is a quick list of controls to get you going.

**Alt+Enter** will switch you to full screen mode. You probably want to run the game this way for best performance.

**F5** allows you to chat with players in the game.

#### **Movement**

The keypad on the far right of your keyboard controls your movement.

**Number Pad 8** (up) will accelerate forward

**Number Pad 2** (down) will accelerate backward

**Number Pad 4** (left) will turn you to the left

**Number Pad 6** (right) will turn you to the right

**Number Pad 5** will stop you

#### **Firing Controls**

The Target cross-hair aiming is controlled with the mouse.

**Left Mouse Button** fires the current weapon

**Right Mouse Button** targets an object or enemy in your crosshair

**"T"** Targets the closest non-teammate

**Number Keys 1-4** selects current weapon (most Hercs have only 2)

**"L"** Links weapons of any type together (dual fire)

A few words about targeting.

It is important to target something before you fire your weapons at it: they will not triangulate on an object or enemy if it is not targeted, making it very difficult to hit.

When you have successfully targeted an enemy, a box will appear around him and you will see a **circle connected by a line** to your target for all weapons except missiles. This is the **Target Lead Indicator** and it is your best friend in battle. Aim at the center of the circle to hit the target.

Missiles are self-guided and therefore do not require a lead indicator, but they must lock-on to a target before they will hit it. A green box appears when you have achieved a missile lock on a targeted enemy. You must achieve a lock each time you shoot a missile salvo. Wait for the lock before you fire!

#### **Miscellaneous Controls.**

**E** Engages your chameleon cloak

**C** Will cause you to crouch. Press it again to get up.

**Spacebar** Reincarnates you when you die. And you will die: that's why its called a Deathmatch!

**Shift-S** Shuts down/Powers up your reactor. You have to be shut down to receive the benefits from a repair or reloading pad.

#### **Using Repair and Reload pads.**

There are special pads in the game that will repair damage and reload your weapons. In order to use these pads, you must enter the pad area and power down. If you are badly damaged or very low on ammo, it may take several moments to completely work. The repair pad structures are taller and have different textures than the reload pads. There's a lot more, but this should get you started.

#### **Section V: General Performance Notes.**

Starsiege is a CPU intensive 3D simulation. The faster machine you have, the better off you will be. If you are running a server (i.e. hosting a session), the system demands are quite a bit higher than if you are merely joining one. The person with the fastest machine should always host your network games for best performance. It is also very important for the Host to have a good internet connection. If you can set up a powerful machine as a dedicated server, your network experience will be a premium one.

Graphics detail and screen resolution settings can be changed to improve performance in the program shell "**Options Menu**" or they can be changed on the fly while you are in the game. Press **F2** to bring up the preferences while in the simulation, or go to the Main Menu Options screen. The biggest boosts to performance will come from lowering the screen resolution, turning down the detail on shadows, decreasing the visibility distance, and lowering the terrain detail.

The initial graphics settings for your machine are automatically determined the first time you run the game. If you wish to return to default settings after you have changed the preferences, you must delete the file defaultPrefsCfg.cs. The next time the game is run, the auto-configuration program will run again.

#### **Section VI: Recommended machines**

Well, this is part of the reason we are releasing the demo: To find out. You probably will do fine as a client machine with 32 megs and a 166 in software at 640X480 or 512X384 with the detail cranked down a notch. For a 133, you will probably have to run at 320X200 resolution and turn a lot of the bells and whistles off.

Here are some configurations we think will perform well:

Client Machine

P166 with 32 meg, 8 meg SVGA video card, 3DFX accelerator, 28.8 or greater internet connection.

Server machine.

P200 or better, 64 meg, >28.8 internet connection.

### **Unabashed 3D Accelerator Card Plug:**

You don't have a 3D Accelerator yet? Well, we think you should get one. Not only does it make Starsiege look awesome, but it also runs a lot faster. And hey, it's a lot cheaper than upgrading your whole machine. We like the 3DFX and Verite chipsets best (but only the 3DFX chipset works with this demo!). Make sure to read the label before you buy: there is a lot of junk out there masquerading as 3D accelerators.

## **Section VII: Known Issues**

### General Joystick Support Issues

If you experience extremely poor performance (jerkiness and very slow mouse response even in the shell) it may be due to a joystick calibration problem. To remedy this you must do a complete (POWER OFF) shutdown, restart your machine and then recalibrate your joystick. Restarting windows or even pressing the reset button on your machine will not be enough. You should do this each time you plug or unplug a joystick or other game control device into the game port on your computer.

### Joystick Support with NT

The only Joystick supported under NT is the Microsoft Sidewinder 3D PRO. If you have a fast machine and are experiencing problems using your Sidewinder with the demo, you may be able to solve this problem by re-installing the joystick drivers from NT Service Pack 2. You will need the Service Pack 2 CDROM to do this.

Insert the service Pack 2 CD in your CDROM drive

Select "Settings" from your Start Menu

Select "Control Panel"

Double Click on "Multimedia"

Click the "Devices" tab

Click "Add"

Select "Unlisted or Updated Driver."

Enter the Path to the directory on the CDROM containing the joystick driver (e.g., e:\i386\ )

Click "OK"

When the dialog box with the default address for your joystick port appears; make sure it is correct.

Then click "OK" again.

Then click "Yes" to restart your computer. (It is a good idea to do a power-off restart).

Make sure to calibrate your joystick before running the demo.

## **Section VIII: Starsiege URLs**

Starsiege Universe Site

The official marketing site for Starsiege and Starsiege Tribes.

<http://www.starsiege.com>

Starsiege Webring HQ

Excellent starting point with links to fan sites, story, and special events. TONS OF COOL STUFF!!

<http://www.geocities.com/TimesSquare/Castle/8911/index.html>

Starsiege Players Site.

This is the hardcore Starsiege site. Check it out for the latest dirt, Starsiege universe writers guide, additional background, and stuff they won't let us put up on the official site. This will be the location of the message boards during the tech release

<http://www.starsiegeplayers.com>

## **Section IX: Technical Demo Documents List**

If you really want to get down to the nitty gritty, here are a few things you can check out

<b>Game Menus.Doc</b>	Word Document outlining complete shell functionality
<b>Herc Systems.Doc</b>	Complete Description of Herc systems and Hud
<b>Vehicles&amp;Weapons.Doc</b>	Stats on the vehicles and weapons in the demo
<b>Input.txt</b>	How to customize all game controls: for serious gamers.
<b>Keymap.gif</b>	Keyboard template
<b>SWARM_Readme.txt</b>	Swarm game rules and hints
<b>KOTH_Readme.txt</b>	King of the Hill rules and hints
<b>CTF_Readme.txt</b>	Capture the flag rules and hints
<b>DM_Readme.txt</b>	Deathmatch readme
<b>TDM_Readme.txt</b>	Team deathmatch readme
<b>Skins.Doc</b>	Instructions for previewing herc skins

These documents are all available on the Starsiege Technology Demo Website.

## **Section X: Game Controls.**

Note for the serious gamers: all key assignments, joystick, mouse and other input device functions are completely customizable and can be changed by editing the input configuration files. Please see refer to "Input Mapping Help Text" for instructions on creating a custom keymap to suit your personal tastes. If it was not included with your download it is available at our website.

### **Function Keys**

**F1** - Configure HUD mode

(Click and drag with the mouse to reposition the HUD instruments)

**F2** - Sim preferences setting

**F3** – Toggle Player Scoreboard

**F4** – resize the chat window in the sim

**F5** - send message to EVERYONE (shout)

**F6** - send message to your TEAM

**F7** - send message to your current TARGET

### **Keyboard Vehicle Controls**

**A, NumPad 8** Turn Left

**D, NumPad 2** Turn Right

**W, NumPad 3** Increase Forward Velocity

**X, NumPad 4** Increase Backward Velocity (slows you down if moving forward)

**S, Backspace** Stop

**Shift-S** Power down/restart  
**L** Link/Unlink same weapon types

**1** Select Weapon 1  
**2** Select Weapon 2  
**3** Select Weapon 3  
**4** Select Weapon 4

**Shift+1** Toggle weapon 1 in/out of current fire group  
**Shift+2** Toggle weapon 2 in/out of current fire group  
**Shift+3** Toggle weapon 3 in/out of current fire group (if available)  
**Shift+4** Toggle weapon 4 in/out of current fire group (if available)

**.** (period) Next weapon group (firing chain)  
**,** (comma) Previous weapon group (firing chain)  
**Ctrl+1** Select Fire group 1 (firing chain)  
**Ctrl+2** Select Fire group 2 (firing chain)  
**Ctrl+3** Select Fire group 3 (firing chain)

**E, NumPad \*** Cloak/Decloak  
**C, NumPad /** Crouch/Stand

**O** Projectile Camera  
**Ctrl-V** External View (from cockpit)  
**Ctrl-C** Cockpit View (while external)

**Enter** Activate/Deactivate Shield

**Shift+Enter** Activate/Deactivate Shield Tracking (must have enemy targeted)

**'** (apostrophe) Focus shields forward  
**/** (slash) Focus shields rear

**[** Rotate shield focus left  
**]** Rotate shield focus right

**T** Target nearest enemy (non-teammate)  
**B** Next enemy target (non-teammate)  
**G** Previous enemy target (non-teammate)  
**Shift+B** Next Friendly Target  
**Shift+G** Previous Friendly Target  
**R** Step through scanner ranges  
**Shift+R** Toggle active/passive sensor mode

**+** (plus) Next Navpoint  
**-**(minus) Previous navpoint

**Space** Fire current weapon  
Regenerate if dead

### **Mouse Controls**

**Movement:** Aiming of targeting crosshair

**Button 0** (left) Fire  
**Button 1** (right) Select Target  
**Button 2** (mid) Target nearest enemy (non-teammate)

Default Joystick Control (for an 8 button 3-axis joystick such as SideWinder)

**X-axis** (right or left) Turn  
**Y-axis** (forward/back) Accelerate forward or backward  
**Rz-axis** (twist-rudder) Adjust shield focus front/rear  
**Z-axis** (throttle) Fine adjust acceleration forward or backward

**Button 0** Fire  
**Button 1** Target Object Under Crosshair  
**Button 2** Link Weapons  
**Button 3** Next weapon group (fire chain)  
**Button 4** Crouch  
**Button 5** Cloak (if available)  
**Button 6** Toggle active/passive sensor modes  
**Button 7** Shutdown/Start up

**Hat:** Move targetting crosshair (aiming)