MechWarrior 3

Version 1.2 Update (U.S. and UK)
ReadMe File
MicroProse
17 September 1999

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How to Update to Version 1.2

Note: This updater works with only the U.S. and UK versions of *MechWarrior 3.* Do ***not*** use this update for the German, French or any other language version of the game!

Since this version 1.2 incorporates all the program changes made in version 1.1, you can use this updater to update either version 1.0 or version 1.1 of *MechWarrior 3.*

1. Download the file MW3V12.EXE to your hard drive. (You will need about 6MB of free space on your hard drive.)
2. Insert the *MechWarrior 3* disc into your CD-ROM drive.
3. Click the Exit button to exit the game.
4. Open the directory where you downloaded the update.
5. Double-click the MW3V12.EXE file to start the update.
6. Click the "Next" button in the dialog box to start the installer for the update.
7. At the next dialog box when it asks you to insert your *MechWarrior 3* CD-ROM, click the "Next" button to continue the update.
8. The updater will automatically update your copy of *MechWarrior 3* to version 1.2.
9. Click the Finish button to complete the update.

If you are having problems updating to version 1.2, we recommend that you uninstall *MechWarrior 3* and then reinstall the game before running the updater.

After you update to version 1.2, the File Version for MECH3.EXE should now read "1,2."

Version 1.2 Changes

The following problems have been fixed in version 1.2:

- If 8MB 3-D textures are selected, the program no longer crashes after several waves of Instant Action.
- The crackling and popping sounds heard on PCI sound cards (such as the Sound Blaster Live! and Sound Blaster PCI 128 sound cards) have been eliminated.
- The Cauldron Born, Puma, Supernova and Vulture configurations now include Double Heat Sinks instead of regular Heat Sinks.
- If the control setup has been customized, installing the update will no longer reset the controls to Joystick/Keyboard.

The following multiplayer changes have been made in version 1.2:

- Your BattleMech's arms will no longer "flail" around on the other players' screens.
- Your 'Mech will no longer "run in place" on other players' screens.
- If you quickly type uppercase letters and question marks in the multiplayer chat window, the program no longer crashes.
- Weapon groupings are saved after a player dies and respawns.

The following enhancements have been made in version 1.2:

- The ability to add maps has been implemented. New maps will be periodically made available for download from our Web site.
- Multiplayer lag and packet loss have been significantly reduced.
- Reporting of team scores is now possible on the MSN Gaming Zone.
- Two new multiplayer maps, Durgan City and The Spaceport, have been added.
- You can now enter IP addresses using the numeric keypad.

Version 1.1 Changes

The following problems were fixed in version 1.1:

- Using the jump jets in reverse no longer sets the throttle to reverse.
- A 'Mech that jump jets no longer bounces as the player applies jump jets just as the 'Mech is landing.
- The program no longer resets the firing mode (Single/Chain/Group Fire) and the damage display mode after you continue from mission to mission.
- The turret no longer disappears in Op 2, Mission 4 (which made the mission unwinnable).
- Players can no longer enter the Op 2, Mission 4 area during Op 2, Mission 3. This prevents players from destroying objectives necessary to complete Op 2, Mission 4.
- Players can no longer enter the Op 3, Mission 4 area during Op 3, Mission 3. This prevents players from destroying objectives necessary to complete Op 3, Mission.
- Several locations where players could jump jet through the ceiling or fall through the terrain have been fixed.
- The music and sound effects volumes no longer reset between missions.
- When the music volume is set to the lowest setting, the program no longer accesses the CD-ROM drive.
- You can now remap your joystick buttons from the user interface (instead of just within the mission).

The following multiplayer problems were fixed in version 1.1:

- You can now play Team Play games on the MSN Gaming Zone (up to 8 players).
- The program no longer crashes or loses keyboard control when one player respawns while another player has his or her in-game chat window onscreen (accessed via the numeric keypad * key).
- When you connect over a modem, all alphanumeric characters (including "*") can be entered in the Phone Number field. You can now enter an asterisk to disable call waiting.
- For multiplayer games only, leg armor has been strengthened so that 'Mech legs can take more damage.
- You can now chat at the Multiplayer Game Setup screen after you save your 'Mech configuration.

The following enhancements were made in version 1.1:

- Weapons have been adjusted for better game balance, including increasing the heat for Lasers, reducing the damage from Autocannons and LBX Autocannons, reducing the knockdown force of LBX Autocannons, and increasing the speed of PPCs.
- The chance that a 'Mech will fall down after taking damage in its legs has been significantly reduced.

The following game control changes were made in version 1.1:

- Force feedback joystick support has been enhanced with effects for water damping, jump jets, nearby explosions, exploding 'Mechs and 'Mechs falling down.

- The speed of torso twist movement using the mouse has been increased.
- Keyboard remapping now works when you exit and then restart the game.

Manual Correction

In the "Lancemate/Ally Orders" section of Chapter 6, the manual says to press Shift-F11 for "Await Order" and Ctrl-F11 for "Cancel Await Order." The manual is incorrect as both of these functions are now implemented in the "Stop" order (F9 key), making the other key commands unnecessary.

Installation Note

If you are installing *MechWarrior 3* on a computer system that does not have DirectX installed or has an older version of DirectX, you must press the Reinstall button in the DirectX install dialog box.

Game Commands

The following key commands have been added to the game:

Select Next Weapon in a Group	Ctrl-]
Select Previous Weapon in a Group	Ctrl-[
Previous Op Point	Shift-N
Nearest Op Point	Ctrl-N

Because of graphical problems associated with some video cards, the Take Screen Shot command (Ctrl-P) has been removed from the game.

Game Controls

When you first start *MechWarrior 3*, the game will detect whether you have a joystick installed on your computer. If you do, the game will use the default joystick controls. If not, *MechWarrior 3* will use the default mouse controls.

If you have a joystick but want to use the mouse, click on the Options button at the Main Menu or from the Pause menu in the simulation. Then click the Controls button and click the Mouse/Keybd Default button.

MechWarrior 3 supports the use of both the mouse and joystick at the same time. To do this, set up the mouse and joystick the way you want them at the Controls screen. Then save your new configuration by clicking the Save button.

MechWarrior 3 always loads the latest configuration that you used or the default if no configuration file has been created.

MechWarrior 3 supports force feedback joysticks, such as the Microsoft SideWinder Force Feedback Pro. Make sure you calibrate your joystick in Windows through the Game Controllers control panel before starting the game.

If you are experiencing a problem with the throttle being on constantly (even though you do not have a throttle control on your joystick):

1. Start a mission in *MechWarrior 3*.
2. Press the Esc key to access the in-game menu.
3. Choose Options.
4. Choose Controls.
5. Click on Forward Throttle.
6. Right-click on "Joystick Z axis" to clear this field.
7. Click the Accept button.
8. In the dialog box, click the OK button to save your changes.

If you are experiencing a problem with the torso twisting (even though you do not have a rudder control on your joystick):

1. Start a mission in *MechWarrior 3*.
2. Press the Esc key to access the in-game menu.
3. Choose Options.
4. Choose Controls.
5. Click on Twist Left.

6. Right-click on "Joystick Rz axis" to clear this field.
7. Click the Accept button.
8. In the dialog box, click the OK button to save your changes.

Game Control Configurations

Keyboard

You *cannot* map the following keys to any game command:

- Left Shift
- Right Shift
- Left Ctrl
- Right Ctrl
- Left Alt
- Right Alt
- Break
- Esc

Although Alt-F4 is not displayed onscreen, you can remap this key combination -- but it is a special case. Alt-F4 is set to "Quick Exit" by default. If you remap Alt-F4 to another game function, the only way to return Alt-F4 to "Quick Exit" is to reset all the controls to the default.

Joystick

If your joystick is correctly set up under Windows, all the buttons and axes are remappable *except* for the POV (Point of View) hat. If your joystick has more than one POV hat, only the "first" one works and its functionality is hard-coded. Version 1.0 of *MechWarrior 3* (U.S., U.K., French and German) had a program bug that prevented the joystick buttons from being remapped before you started the game. This problem has been fixed in version 1.2.

Mouse

The three mouse buttons (left, center and right) can be remapped. The middle button of some mice do not work. This problem may be caused by an incorrect installation of the mouse under Windows or because the middle button is configured for a special macro operation by the mouse driver.

Analog Axes

The *only* functions that can be mapped to analog axes are listed below. (These functions can also be assigned to individual buttons and/or keys.) No other game functions can be assigned to analog axes.

- Forward Throttle/Reverse Throttle
- Turn Left/Turn Right
- Twist Left/Twist Right
- Pitch Up/Pitch Down

Training Missions

The game has changed since the voice-over dialogue for the Training missions was recorded.

- Advanced Combat training mission (#3): Your instructor states that a targeting computer allows the player to target a particular body part and that your shots will hit the intended body part while firing away from that targeted area. This information is incorrect. The targeting computer only gives you a green circle to indicate where to shoot at in order to hit the selected body part. The targeting computer calculates where to aim your weapon to hit the selected body part relevant to its velocity and your velocity.

- Advanced Combat training mission (#3): Your instructor states that the jump jets only allow your 'Mech to jump forward. This information is incorrect. If you did *not* select "Relaxed Jump Jets" at the Options menu, you can still jump forward, backward and straight up. If you *did* select "Relaxed Jump Jets," you can also rotate and move your 'Mech laterally using the jump jets.

Cockpit

If your HUD display is in Map mode (Shift-R), the circle represents the range of your radar, the two yellow lines your current field of view, and the red line your current direction of travel. Normally, the red line is in the middle of the two

yellow lines. If your BattleMech's torso is twisted, the yellow lines indicate which way your 'Mech is looking while the red line shows which way your 'Mech is moving.

The BattleMech diagram in the 2-D and HTAL damage displays in the lower left-hand corner faces the same way you are facing. The 3-D damage display, however, faces in whatever direction is shown. This means that if you damage the left leg of an enemy 'Mech, it will be shown on the left leg of the 2-D damage display. In the 3-D damage display, however, if the enemy 'Mech is facing you, the damage is shown on the right-hand side of the 'Mech diagram.

Lancemate Command Screen (F11)

You can send lancemates to any area on the map via the Lancemate Command screen (F11).

To send your lancemates to an area that is within your field of view:

1. Use the mouse to click on the terrain anywhere that you can see from the Lancemate Command screen.
2. Select the lancemates that you want to send.
3. Select either Attack My Target (F6) or Defend My Target (F7).
4. The selected lancemates will move to the designated position. If you chose Attack My Target, the lancemate will attack the nearest enemy unit once the position is reached and continue to attack. If you chose Defend My Target, the lancemate will stay in the area, attacking enemy units that come within weapon proximity.

You can also send lancemates anywhere within the mission area. The procedure is similar to the steps above, except that you can click on the map display instead of within the viewable terrain.

Note that only *one* order is active at any one time. You cannot split Attack My Target and Defend My Target commands between two or more different lancemates within the Lancemate Command screen.

The Lancemate commands of Lock Awaiting Orders (Ctrl-F11) and Cancel Awaiting Orders (Shift-F11) are now implemented via the Lancemate: Stop (F9) function.

Multiplayer

In order to play a multiplayer *MechWarrior 3* game, you must have Winsock 2 installed first. You can get Winsock 2 for Windows 95 by downloading the W95WS2SETUP.EXE file from:

http://www.microsoft.com/windows95/downloads/contents/wuadmintools/s_wunetworkingtools/

If you are playing a multiplayer *MechWarrior 3* game over the Internet or MSN Gaming Zone, we recommend the following:

28.8 kps modems	2 to 4 players
33.6 kps modems	2 to 6 players
56 kps modems	2 to 8 players

For best performance over the Internet, we recommend that you use TCP/IP setting when choosing Connection Type. IPX is best used for LAN network games. (MSN Gaming Zone does not require you set this parameter.)

All players in a multiplayer game must be running the same version of *MechWarrior 3*.

If you cannot access the 'Mech Lab or click the I Am Ready button in a multiplayer game, this probably means that the host of your multiplayer game selected "Team Play" at the Multiplayer Access screen. You must first join a team before you can access the 'Mech Lab or click the "I Am Ready" button.

If you cannot customize your BattleMech in the 'Mech Lab for a multiplayer game, this probably means that the host of your multiplayer game selected "Use Stock 'Mechs" at the Multiplayer Game Setup screen. Therefore no 'Mech Lab modifications are allowed.

According to page 59 of the manual, anyone can set up teams in a Team Play game. This is incorrect. Only the host of the multiplayer game can create teams.

You cannot access the Options screens during a multiplayer game. This means that you cannot access options for gameplay, graphics, audio or game controls.

If you go outside the mission boundaries in a multiplayer game, your 'Mech will blow up. The yellow line on your radar indicates when you are close to leaving the mission area. You will also hear a warning message of "Leaving mission area." If you cross the mission boundary (the red line on the radar), you will hear "Mission failed" and your 'Mech will blow up.

To play *MechWarrior 3* through a network firewall or proxy server, your network administrator must configure the proxy server or firewall to allow DirectX games to pass information through the proxy server or firewall. Ask your network administrator to configure the firewall to use the following settings:

- Allow an initial outbound TCP connection on port 47624
- Allow subsequent inbound and outbound connections on TCP and UDP ports 2300-2400
- Set appropriate permissions for DirectPlay (client)

In addition, to play *MechWarrior 3* on the MSN Gaming Zone, the following TCP ports on the firewall must be open: 28800-28912.

The scores in a multiplayer game read "Kills/Deaths" where Kills is the number of times you destroy another 'Mech and Deaths is the number of times you destroy your own 'Mech (not the number of times someone else kills you). You can destroy your own 'Mech by overheating it, colliding with another object, etc.

If you want to play a multiplayer game over the MSN Gaming Zone, click the Start button on your Windows taskbar and select Programs > MicroProse > MechWarrior 3 > MechWarrior 3 on MSN Gaming Zone. This will launch your Web browser and take you to the MSN Gaming Zone.

Gameplay

If you are controlling your 'Mech with a mouse, we recommend that Torso Auto Return be turned *Off* in the Gameplay options screen. Otherwise, your BattleMech's torso will return to center whenever you try to turn it.

If your lancemates' 'Mechs are destroyed, at the beginning of the next mission, the lancemates will automatically be allocated 'Mechs and weapons from your MFB salvage.

If you click the Exit button on the Briefing screen, the game will pause for several moments before returning to the Main Menu.

If you return to a saved game or restart a mission and then click the Launch icon, a dialog box appears that says, "You have not allocated salvage from the last mission. Continue? Y/N." Just press "Y" to continue. You will see this dialog box if you already took everything you wanted from the salvage the last time you were at the Briefing screen, but left some salvage behind that you don't want.

When you Alt-Tab from the game to get to the Windows desktop, the music will still play.

Controls Screen

For a description of Toggle Torso Mode (numeric keypad Ctrl-0), see "Targeting Controls" on page 24 in the manual.

For a description of Freelook ("L" key), see "Targeting Controls" on page 24 in the manual.

For a description of Toggle Enemy Damage Display (Ctrl-D), see "Damage Display" on pages 28–29 in the manual.

Graphics

If you change your option for Video Device at the Graphics and Audio screen, and you answer OK to the question, *MechWarrior 3* will quit and you must restart the game for the change to take effect.

Matrox Millennium

If you have a Matrox Millennium 2 video card and are having problems starting the game:

1. Start *MechWarrior 3*.
2. At the Main Menu, click the Options button.

3. Click the Graphics button.
4. Select "Software Render" for the Video Device option.
5. Click the Accept button.
6. Click the Accept button.

Monster 3D (Voodoo 1)
If you have a Monster 3D graphics accelerator with 4MB RAM and switch the Video Device option to "Software Render" and then back to "3Dfx DirectX Driver," the game will still use the software renderer for graphics. Since this video option is slower than the 3Dfx-specific option, we recommend that you reinstall *MechWarrior 3*.

If you are using an older 3Dfx graphics accelerator (such as a Voodoo 1), we recommend that you download the 3Dfx reference drivers listed below.

STB Velocity 128 3D AGP
This video card has a few graphics problems that are not fixed by the latest drivers as of this date:
- Corrupt in-game textures
- 'Mech shadow corrupting the textures

Check with your video card manufacturer to see if they have updated this card's drivers.

Resolution
Some video cards may allow you to choose the 1024 x 768 graphics resolution even though the card itself doesn't support this resolution due to memory limitations. *MechWarrior 3* will not run when the game switches to the real-time simulation (instead of the user interface). If you encounter this problem, be sure to choose 640 x 480 or 800 x 600 for "Resolution" at the Graphics and Audio options screen.

Video Card Issues
Because *MechWarrior 3* uses very advanced graphics programming that takes full advantage of the capabilities of 3-D acceleration hardware, you may need to upgrade the drivers for your video card(s) in order to take advantage of all the features and solve any graphics problems.

You may run into one of these problems below. These graphics problems can usually be fixed by upgrading to the latest version of the video driver. Please see the list of video drivers below.

Launching *MechWarrior 3* causes an invalid page fault
- Diamond Stealth 3D 2000
- Diamond Stealth 3D 3000 (Turbo)

Graphics textures are all white and bleached out
- ATI Rage Pro

Flashing in-game textures
- Graphics Blaster Exxtreme

Your 'Mech has multiple shadows
- Diamond Stealth II S220 *
- Hercules Power Drive
- Hercules Thriller 3D Series *

Slight flashing on polygonal seams
- Matrox Millennium G200 AGP *

All textures within the immediate radius of your 'Mech are white and corrupted
- Grafixstar - Apocalypse

Black boxes appear in the sky textures when playing a *MechWarrior 3* mission
- Matrox M3D *

- NEC PCX2 chipset *

White hash marks are drawn all over the in-game ground textures (this problem is fixed if you use the latest 3Dfx reference drivers for the Voodoo 1 card)
- Righteous Orchid 3D
- Diamond Monster 3D
- All cards based on the 3Dfx Voodoo 1 chipset

Pauses about every 20 seconds and all textures streak, especially HUD graphics and the mouse cursor
- Graphics Blaster RIVA TNT

When you return to *MechWarrior 3* from Alt-Tab, all in-game texture are black-and-white
- Diamond Monster 3D

When you return to *MechWarrior 3* from Alt-Tab, game textures are corrupted
- Diamond Stealth II G460 *
- Graphics Blaster 3D

The Zoomed In Reticle is not drawn properly
- ASUS 3DexPlorer 3000

Computer locks after a few seconds of play
- Graphics Blaster 3D

The game crashes to the desktop after finishing a Campaign or Instant Action mission
- Revolution IV(HawkEye, DirectX)

Bluish tint on edges
- Matrox Mystique *

If the video card listed above has an asterisk next to it, this means that the latest driver that we tested did not fix the graphics problem. Please contact the video card's manufacturer to see if they have updated their drivers.

Video Card Drivers

You can download these drivers from the Internet. If you are experiencing problems with *MechWarrior 3,* look for your video card below to find the Web address where you can download the appropriate drivers.

Creative Graphics Blaster 3D
Creative Graphics Blaster Exxtreme
Creative Graphics Blaster RIVA TNT
http://support.soundblaster.com/files/download.asp

Intergraph Intense 3D 100
http://www.intergraph.com/ics/i3d100/

Diamond Stealth 3000
Diamond Stealth 3D 2000
Diamond Stealth II S220
Diamond Stealth II G460
Diamond Monster 3D
http://www.diamondmm.com/products/drivers/driver-index.html

Matrox MGA Millennium series
Matrox MGA Mystique 200
Matrox MGA Mystique series
Matrox Millennium II series
Matrox Productiva G100 AGP

http://www.matrox.com/mga/drivers/latest_drivers/home.htm

Rendition Verite 1000
http://www.rendition.com/download.html

Revolution IV(HawkEye, DirectX)
9FX Motion 531
9FX Reality 334
http://www.nine.com/support/drivers

ATI Rage Pro Turbo AGP 2X
ATI 3D Rage Pro
ATI Rage II
ATI Rage II+
http://support.atitech.ca/drivers/drivers.html

STB Nitro 3D (S3 Virge-DX/GX 375/385)
http://www.stb.com/drivers/nitro/nt3d.html

STB Velocity 128 3D PCI
http://www.stb.com/drivers/velocity/vl128.html

S3 Velocity 3D (S3 Virge-VX PCI)
http://www.s3.com/swlib/

Orchid Righteous 3D
http://www.orchid.com/support/driverlist.html

3DLabs Permedia 2 3D
http://www.3dlabs.com/drivers/index.html

Hercules Thriller 3D
Hercules Power Drive
http://www.hercules.com/support/drivers/

3Dfx reference drivers (for all Voodoo cards)
http://www.3dfx.com

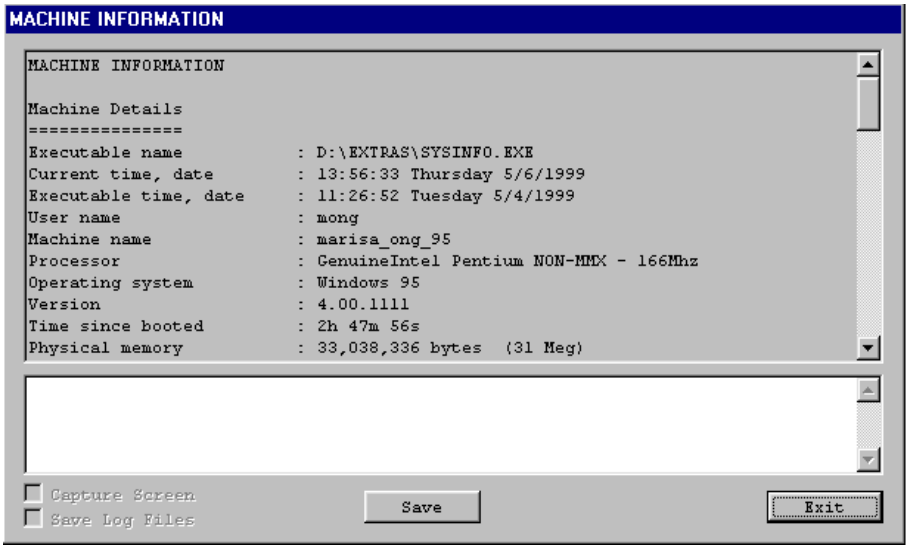
Grafixstar – Apocalypse (NEC PCX2 chipsets)
http://www.videologic.com/software/software.htm

ASUS 3DexPlorer 3000
http://www.asus.com/downloads/driversidx.asp

System Information Utility

If you are experiencing any problems with *MechWarrior 3,* we recommend running the System Information utility. To run this utility, insert the *MechWarrior 3* CD-ROM and open the Extras folder. Then double-click the SYSINFO.EXE file to run the System Information utility.

The System Information utility looks at your computer system and then displays information about your computer system such as processor, memory, etc.



To save this information to a text file, click the Save button. If you need to call Customer Support, please have a printout of this text file handy when you call. If you need to e-mail Customer Support, please include a copy of this text file. If you write to Customer Support, please include a printout of this text file with your letter.

U.S. Customer Support

If none of the information above helps to solve your problem, please contact Customer Support.

We recommend running the System Information utility and printing out the information displayed onscreen before calling Customer Support with a problem.

* MicroProse
  2490 Mariner Square Loop
  Alameda, CA 94501
  ATTN: Customer Support

* (510)864-4550
  9:00 am to 5:00 pm Pacific Time
  Monday through Friday

* Fax
  (510)864-4602

* E-mail
  support@microprose.com

Interactive Help Desk:
For technical help with MicroProse games, check out our Interactive Help Desk at http://support.microprose.com. The Interactive Help Desk contains troubleshooting information for our games. You can search for help by category or by keyword.

Web Site:
You can read the latest news and information at our Web site at www.microprose.com. Visit our site for technical support, software updates, demos, hints, tips and more.

For more information on playing *MechWarrior 3* online, visit our Online Games area at www.games.com.

CompuServe:

To reach our Customer Support board in the Game Publishers B Forum, type **go gambpub** at any "!" prompt. Then select "Section 2" for MicroProse. In addition to posting and reading messages, you can download files from the "Libraries (Files)" menu. Send electronic mail to Customer Support at 76004,2223.

How to Get Help:

If you are having problems with *MechWarrior 3*, we can best help you if (1) you are at your computer when you call and (2) you have the following information handy:

* Version number of *MechWarrior 3*
* Your computer's processor and its speed
* Your computer's brand and model
* Total RAM installed in your computer
* Version of DirectX drivers
* CD-ROM brand and model name
* Video card brand and model name
* Sound card brand and model name
* Mouse brand and version number of mouse driver
* Joystick brand and model name
* Any error message you see in the game

UK Customer Support

If you have problems and require assistance, you can telephone our Technical Support Hotline:

01454 893900 Monday to Friday 0900 to 1730 GMT/BST

Note: Phoning this number costs the same as a standard rate call no matter where you call from in the UK. If you do telephone the Technical Support line, if possible please be sitting in front of your computer and have a pen and paper at the ready. Before contacting our Technical Support line, please try to have the following information ready so that we may help you more efficiently:

* The name of the game
* The make and model of your computer
* Processor and speed
* Peripherals
* Graphics card
* Version of Windows
* Amount of memory installed
* The exact error message reported (if any)
* The version numbers of DirectX drivers

Please be aware that at certain times of the day our support line may be very busy and the queue may be a few minutes long. At these times you will be given the option to leave a message, and one of our operators will return your call at a time that is convenient to you, during normal support operating hours.

E-mail

Alternatively you can e-mail our Technical Support operators.

E-mail address: microprose_europe@compuserve.com or uksupport@microprose.ltd.uk

To ensure a prompt reply please summarise your issues as concisely as you can, giving details, as above, of the game, the problem or error, any circumstances that you feel relevant and your particular computer system. We will endeavour to return your mail within the day.

All letters should be addressed to:

MicroProse Customer Support
The Ridge, Chipping Sodbury,
S. Gloucestershire,

BS37 6BN, UK

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