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 Star Trek: Voyager - Elite Force README.RTF
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Created: 5:14 PM 8/14/2000
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NOTE: The multiplayer components of Activision games are handled only through internet/e-mail.

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Spanish and Italian translated versions of the game manual are available in the
\Setup\Extras\Help\ folder on the CD-ROM.  After installing, the manual is also
available from the Start Menu.  The English game manual can be found in the
online help.

Puedes acceder a una versión traducida del manual del juego a través de
\Setup\Extras\Help\folder on the CD-ROM. Una vez instalado el juego, podrás
consultar el manual desde el menú Inicio.

Una versione tradotta del manuale di gioco è disponibile nella cartella
\Setup\Extras\Help\ presente sul CD-ROM. Dopo l'installazione, il manuale sarà
anche disponibile dal menu Start/Avvio di Windows.
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1 AUTOPLAY:
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If the Windows® AutoPlay feature is enabled on your computer, the Elite Force Launch screen will automatically appear when you insert the Elite Force CD into your CD-ROM drive. Simply click on Install and follow the on-screen instructions to continue the installation.

If the AutoPlay feature is disabled, you can begin the installation by
doing the following:

a) Go to the Start Menu and select Run.
b) Type D:\SETUP.EXE (assuming D is your CD-ROM drive letter) and press   Enter.

-or-

a) Double-click on your CD-ROM drive icon.
b) Double-click on SETUP.EXE.

2 CD KEY:
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To play Elite Force, you will be prompted to enter the CD Key authentication string located on the CD packaging when you first run the Holomatch (multiplayer) game. You will also need to have the Elite Force CD in your CD-ROM drive to play.

3 CD EXTRAS:
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There are number of extras included on the CD ranging from a special Star Trek ScreenThemes trial to information about other Star Trek games available from Activision. Select Extras from the launch screen.

4 MONITOR RESOLUTION:
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Please make sure your monitor supports the game resolution you are trying to play in. To check what resolutions your monitor supports, do the following:
1. Open up My Computer
2. Double-click on Control Panel
3. Find the Display icon and open it.
4. Choose the Settings tab.
5. Locate the resolution pointer in the Desktop Area box and drag it to the far right.

The resolution choice shown is the maximum resolution your monitor is capable of displaying. If you do not want to change to this resolution now, select cancel. Your Desktop Area should be set to the game resolution you are trying to play in or higher.

NOTE: Please make sure your monitor type is properly specified to insure correct reporting of available video resolutions.

5 DUAL MONITORS:
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Elite Force is not extensively tested with dual monitor systems. If you have a system that supports dual monitors, Elite Force may not launch properly with both monitors active. We have found the following allows you to play Elite Force on a dual monitor system:
1. Disable the second monitor. Please see your video card or Windows documentation on this procedure.
2. Launch Elite Force. (You may need to perform this operation from both the Single Player and Holomatch games.)
3. From the Main Menu, select Configuration and then select Video.
4. Set the game to Windowed mode by toggling Full Screen to Off.
5. Next, select a Video Mode smaller than your current desktop resolution.
6. Once the game is a floating window, you should be able to reactivate your second monitor.

6 OPENGL AND GLSETUP:
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OpenGL is required to play Elite Force. If you are playing under Windows 95, you may need to update the OpenGL32 DLL to the latest version. Version 1.1 (standard in Windows 98 and later), may be downloaded from the Microsoft site at http://download.microsoft.com/download/win95upg/info/1/W95/EN-US/Opengl95.exe. Please note that this location is current as of July 2000. If the link does not operate, please search the Microsoft download area for "OpenGL".

GLSetup is a free utility that detects many video and monitor set ups and automatically installs their current drivers. We have included the latest version of GLSetup on the CD. Click support from the launch screen. http://www.glsetup.com/ can be accessed to obtain the current version.

If you are having video problems, try running GLSetup from the Help/Support menu.

7 VIDEO CARDS:
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VOODOO 3 cards should be used with the Video Configuration "GL Extensions" set to Off. Otherwise the screen may begin to break up as you turn around; the effect is more severe and noticeable on lower spec machines.

MATROX cards may experience problems with shadows on the ground. This is being addressed by a driver fix by Matrox. (It occurs in Quake III Arena as well). Matrox users may also experience crashes randomly while playing in about 1-2 minutes. This appears to only effect users with Creative's SoundBlaster Live sound card or an A3D sound card. On machines equipped with A3D sound cards turn on A3D support in the game to solve this problem. The SBLive problem is still being researched by Matrox.

VOODOO 3 ISSUES:
- Voodoo3 cards use the default opengl settings, not the 3dfx opengl settings.

NVIDIA CARD ISSUES:
- Riva 128 requires Simple Shaders (Video Configuration) to be set to On.
- Some color corruption on the Riva 128 when weapons are fired.
- Riva 128 should only be played at 640x480 resolutions.

8 BRIGHTNESS ISSUES IN WINDOWS NT AND WINDOWS 2000:
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The brightness control in the game may not work properly due to the implementation of the GL Subsytem. In that case, you will need to adjust your video card's gamma setting in the Windows environment prior to running the game.

9 SOUND PROBLEMS:
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Please do not set the A3D option to active unless you have an A3D capable sound card. Consult your sound card's documentation.

Activating High quality sounds will have an adverse effect on performance, especially on machines with smaller amounts of memory installed.

10 SCREENSHOTS:
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To take a screenshot, pause the game with the ESC key. The In Game Menu has a Screenshot button.

Screenshots are stored in the BaseEF\screenshots folder. The full default location is "C:\Program Files\Raven\Star Trek Voyager Elite Force\BaseEF\Screenshots".

11 CAPTURE THE FLAG:
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The rules for Capture the Flag are very simple. You and your teammates attempt to steal the other team's flag and bring it back to your base. Your flag must be in your base to score.

Capture The Flag Tips:

1. If your flag has been stolen, you can recover it by killing the carrier and then running over the loose flag. Loose flags are indicated on screen by a ? displayed in the flag color.
2. Assign someone on your team to defend your base.
3. You can issue team orders to Holographic Characters and Players via the Team Orders menu.

If you have selected a player model that lacks a team affiliation skin and you attempt to join a multiplayer Capture the Flag game, the server will randomly change your model and/or skin so that you will be able to join one of the teams.

12 CD KEYS AND UDP LOCAL NETWORK GAMES:
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In Holomatch, a CD Key is required for all games played over the Internet.

If you are running a local area network, you may see your multiplayer game listed twice as both an IPX and UDP type game. This occurs when both IPX and TCP/IP protocols are active on the network. If you select the UDP (TCP/IP) game to join, you will be required to have a valid CD Key.

If you are playing over a local network and you only see UDP as the game type, the machine hosting the game or the machine attempting to connect does not have IPX currently installed. Please review your Windows documentation regarding setting up IPX.

13 FILES REMAINING AFTER UNINSTALLING:
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When you uninstall the game, the program will leave any configuration, saved games and Holomatch files. You may delete these manually. The default location for installation is: "C:\Program Files\Raven\Star Trek Voyager Elite Force\".
The Uninstaller will also inform you of any files left on the drive.

14 TROUBLESHOOTING:
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If you are having problems running the game, or even having the game launch. Please review the information contained throughout the online help system. You will find specific information about video drivers, computer configuration and other useful information.

Additionally, you may find that you need to remove the configuration file so the game starts with the default settings. There are configuration files for both Single Player and Holomatch. They are efconfig.cfg and hmconfig.cfg. They are created automatically by the game the first time you run the game. The default location for these files are in "C:\Program Files\Raven\Star Trek Voyager Elite Force\BaseEF\".

15 JOYSTICKS:
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Joysticks can be enabled in the Configuration Menu under Controls/Mouse-Joystick Options. It is very important that your joystick be properly enabled (with current drivers) in the Windows control panel before attempting to play Elite Force. The following instructions should help you get your joystick working with Elite Force:

1. Plug in the joystick.

2. Install the windows drivers for it (follow instructions provided with joystick driver for details).

3. Enable your joystick in the Windows control panel and select "OK".

4. Run Elite Force.

5. Go to the Configuration Menu > Controls/Mouse-Joystick Options and click on the configure joystick button.

6. Adjust the Sensitivity sliders to change the speed of your turning or looking in the game. You can invert your up/down or left/right directional orientation by increasing or decreasing the Sensitivity sliders between positive and negative number ranges (depending on your joystick).

7. You may also enable Force Feedback if you Joystick supports it. You must have the latest drivers and Direct 7.0a installed.

16 IPX AND WINDOWS NT/WINDOWS 9X HOLOMATCHES:
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When playing Holomatch games between Windows NT and Windows 9x machines, IPX must be removed from the NT machine to prevent lag between the games. Consult your Windows NT documentation on how to remove the IPX protocol.