Troubleshooting Guide

This troubleshooting guide will provide you with information about *Star Wars*®**: Episode I *Battle for Naboo*™**. You will find solutions to problems that were encountered while running this program in the Windows 95, 98, 2000 and Millennium Edition (ME) Operating Systems.

Table of Contents

-1- General Information

DISCLAIMER
This troubleshooting guide reflects LucasArts' best efforts to account for and attempt to solve problems that you may encounter while playing the **Battle for Naboo** computer video game. LucasArts makes no

representation or warranty about the accuracy of the information provided in this troubleshooting guide, what may result or not result from following the suggestions contained in this troubleshooting guide or your success in solving the problems that are causing you to consult this troubleshooting guide. Your decision to follow the suggestions contained in this troubleshooting guide is entirely at your own risk and subject to the specific terms and legal disclaimers stated below and set forth in the Software License and Limited Warranty to which you previously agreed to be bound.

This troubleshooting guide also contains reference to third parties and/or third party web sites. The third party web sites are not under the control of LucasArts and LucasArts is not responsible for the contents of any third party web site referenced in this troubleshooting guide or in any other materials provided by LucasArts with the *Battle for Naboo* computer video game, including without limitation any link contained in a third party web site, or any changes or updates to a third party web site. LucasArts is not responsible for webcasting or any other form of transmission received from any third party web site nor is LucasArts responsible if the third party web site is not working appropriately, including without limitation if the designated third party web site cannot be accessed due to an inaccurate URL.

LucasArts is providing reference to third parties and/or third party web sites to you only as a convenience, and the inclusion of any third party and/or third party web site does not imply endorsement by LucasArts of the respective third party or third party web site, or any association with the operators of any third party web site. You are responsible for viewing and abiding by the privacy statements and terms of use posted at the third party web sites. Any dealings with third parties (including advertisers) referenced in this troubleshooting guide or in any other materials provided by LucasArts with the *Battle for Naboo* computer video game or participation in promotions, including the delivery of and the payment for goods and services, and any other terms, conditions, warranties or representations associated with such dealings or promotions, are solely between you and the advertiser or other third party. LucasArts or any of LucasArts' affiliated entities shall not be responsible or liable for any part of any such dealings or promotions.

Supported Operating Systems
You must have Windows 95, 98, 2000 or Millennium Edition (ME) installed and configured correctly to be able to run *Battle for Naboo*. MS-DOS, Windows 3.1x, Windows NT 3.x, Windows NT 4.0, Linux and OS/2 are not supported.

Windows 2000 and Millennium Edition (ME) Users
We cannot guarantee compatibility with drivers that are available for these operating systems at the time of release of *Battle for Naboo*, as most of these drivers are Beta or Special Purpose drivers, which are not supported by the card manufacturer. Please make sure that you thoroughly read any warnings and other information that may be posted at the location where you download or obtain updated drivers. We recommend that you read any documentation that comes with these drivers before installing to avoid any potential problems that may be documented by the manufacturer.

Minimum Requirements

Computer: 100% DirectX compatible computer required.

CPU: Pentium II or Athlon class 233 MHz or faster CPU required.
Pentium II or Athlon class 300 MHz or faster recommended.

Memory: 64 MB RAM required. 128 MB RAM recommended.
96 MB RAM recommended for Windows 2000 users.

Graphics Card: 8 MB PCI or AGP Direct3D compatible graphics accelerator card required.
16 MB AGP graphics accelerator card recommended.

Sound Card: 100% DirectX compatible 16-bit sound card required.

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

Input Device: 100% Direct Input compatible keyboard or mouse required. Joystick or Gamepad recommended. Optional rumble support for Force Feedback joysticks and rumble gamepads.

DirectX: Microsoft DirectX 8.0a is included on this CD. You will be prompted to install DirectX during the installation of this program if a more recent version isn't already properly installed on your system. Please refer to the **Installation** and **DirectX Setup** sections of this Troubleshooting Guide for more information about DirectX.

NOTE: DirectX may require the "latest" updates for your operating system. This may also include the latest drivers for your particular sound and video hardware.

Installation: **Installation** requires 150 MB of free hard drive space. It is recommended that you have at least an additional 75 MB of free space available after installing the program for the Windows swap file and save games.

NOTE: If you are running Windows 2000, you must have local administrator rights to properly install the game.

-2- General Troubleshooting

Battle for Naboo was designed to run under a 100% DirectX 8.0a compatible Windows 95, 98, 2000 or ME operating system. If the program unexpectedly freezes up, returns you to your desktop, or if you experience any other severe problems, you should try to properly shut down Windows and reboot your computer. (As a rule, you should never turn off your computer while the hard drive is active.) This will help prevent possible problems related to the error that you have experienced. It is especially important to reboot your computer before trying any of the troubleshooting tips included in this guide or before attempting to restart the program.

NOTE: If your computer reboots into Safe Mode, go to **Shut Down Windows** and choose **Restart the Computer**. This will put you back into Windows' normal operation mode.

Why Can't I Get the Game's Launcher to Respond?
- The **Battle for Naboo** CD may have been removed.
- Your CD-ROM drive may have stopped responding.
- There may be a hardware conflict in your system.
- The *Battle for Naboo* CD may be scratched or dirty.
- Your computer may not be 100% DirectX 8.0a compatible.

Please consult **DirectX Setup** or **CD-ROM Drive Issues** in this Troubleshooting Guide for more information.

I Cannot Launch Battle *for Naboo*. What Do I Do Now?
- Please check **DirectX Setup** (Section 9) in this Troubleshooting Guide for directions on how to find out if DirectX supports your computer hardware.
- Check to see if your Windows desktop color palette is set to **High Color (16-bit)** and the desktop area is set to **640 by 480** if you have trouble launching the program. On some video cards, other desktop settings may cause problems in *Battle for Naboo*. Please consult **Video Issues** (Section 5) for more information.
- Check to see how much room is available on your hard drive to make sure that you have enough free

space for **Battle for Naboo** to run. It is recommended that you have at least 75 MB of free space after installing the program for the Windows swap file and save games.

- Check to see if you have any other applications running, such as memory managers, screen savers, or virus protection programs. If you receive the error: **Error**: **Cannot Initialize Sound System**, another application may be using the sound system on your computer. Please refer to **Should I have Other Programs Running in the Background** in this section and **Sound Issues** (Section 6) for more information.
- Check to see if Direct3D is disabled. This may occur because of driver incompatibilities. Please refer to **DirectX Setup** (Section 9) for information on how to check if Direct3D is enabled.
- Check the **Battle for Naboo** CD to see if it is dirty or scratched. The CD-ROM drive may be having trouble reading the CD. Please check **CD-ROM Drive Issues** (Section 7) for more information.
- Make sure that your CD-ROM drive letter didn't change since installing **Battle for Naboo**. If it did, you will need to uninstall the program and reinstall it with the new drive letter.
- If none of the suggestions above help, you may have a corrupted installation. Try uninstalling, then reinstalling **Battle for Naboo**.

Why does the DirectX say I Need to Install DCOM?
When installing DirectX 8.0a in Windows 95, you may see an error at the end of installation stating that you need to install DCOM and providing download information. If this occurs, click on **OK**. This will not affect your ability to play the game. This error is due to the fact that you have not installed the latest updates for your operating system from Microsoft.

What Should I do if my Computer goes to a Black Screen or Locks Up?
If you end up at a black screen or the program appears to lock up, please press **ESC**, **SPACE BAR**, and **ENTER** before trying anything else. If these fail, press **CTRL-ALT-DEL** once and choose **END TASK** on **Battle for Naboo**, which should take you back to the desktop. Windows 2000 users will need to click on **Task Manager**, and then choose **END TASK**. If you do not see a dialog box after pressing **CTRL-ALT-DEL**, press **ENTER** twice and this should take you back to the desktop. Then restart your computer and try running the program again.

Why do I Keep Getting Static Bursts in *Battle for Naboo*?
- Your sound card may not be fully DirectX compatible. Please look at the **DirectX Setup** section in this Troubleshooting Guide for information about how to check for DirectX compatibility.
- You may need to update the drivers for your sound card.
- Your volume may be turned up too loud in Windows.

Please consult **Sound Issues** (Section 6) in this Troubleshooting Guide for more information.

Should I have Other Programs Running in the Background?
Generally, we have found that it is not a good idea to run any other programs in the background while playing **Battle for Naboo**. Please turn off any active screen savers while running this program, as they may interrupt the program and cause problems. Various video, sound, or memory problems may occur if other programs are running, including virus-detection utilities. You may need to disable or close programs that start automatically when Windows is started, such as the Microsoft Office Toolbar and the Live!Ware Creative Launcher. Some of these programs display icons on your system tray. If you have icons on your taskbar, right-click on each of them and select the option to disable, unload, or close them before running **Battle for Naboo**. The next time you start your computer, these items will load once more and the icons will return. If you cannot disable them from the taskbar and you experience problems running **Battle for Naboo**, you may want to remove the program shortcuts from the StartUp folder in the Start Menu or disable them through MSConfig in Windows 98. For information about how to remove shortcuts or how to keep other programs from running in the background, please consult Windows Help.

Task Switching
We recommend that you do not task switch while playing **Battle for Naboo**. At the time of release, we have seen problems while task switching on various video cards that can cause the game to lock up or

quit unexpectedly.

MS-DOS Memory Managers
If you are running any memory managers, such as EMM386 or QEMM, you may experience problems when running **Battle for Naboo**. Windows and **Battle for Naboo** are protected mode programs and may have problems running with memory managers loaded. However, we do not recommend making any changes to your system configuration without first contacting your computer manufacturer.

Running on Low-End Systems
When running **Battle for Naboo** on a low-end system or a system with 64 MB of RAM, you may experience some stuttering in the sound and graphics. This usually happens if other programs are running or your system resources are low. Freeing up system resources or memory may improve performance. Check **Performance** (Section 4) in this troubleshooting guide for more performance tips.

Power Management
If your computer is equipped with a Power Management feature, you may want to disable it. Please consult your computer's documentation or the manufacturer for assistance in doing this. When Power Management is enabled, the following problems may occur:

- The program may crash or go to a blue screen when sleep mode activates.
- The Windows mouse cursor may appear when the computer returns from sleep mode.
- The monitor may go to a black screen while you are playing or when sitting at one screen for long periods of time.

Desktop Color Palette and Resolution
If you experience problems running the program, we recommend that you set your desktop **Color Palette** or **Colors** to **High Color (16-bit)** and the **Desktop** or **Screen Area** to **640 by 480**. When running **Battle for Naboo** with your desktop set to a color palette other than 16-bit, some video cards may experience problems launching the program, difficulty when task switching or you may see graphic corruption. In most cases, switching to **High Color (16-bit)** solves these problems.

Changing Your Desktop Color Palette and Resolution
Battle for Naboo is designed to run optimally in **High Color (16-bit)**. To change your desktop color palette and resolution:

- **Right-click** on the desktop where there are not any icons.
- Choose **Properties** from the shortcut menu.
- Click on the **Settings** tab.
    - **Windows 95:** Look at **Color Palette**.
    - **Windows 98/ME/2000:** Look at **Colors**.
        - Choose **High Color (16-bit)**.
    - **Windows 95:** Look at **Desktop Area**.
    - **Windows 98/ME/2000:** Look at **Screen Area**.
        - Move the slide-bar to **640 by 480**.
- Click **OK** to close this window.
- If your computer prompts you to restart.
- Click on **Yes**.

Windows 2000 Issues

Keyboard Functionality in Windows 2000
When playing **Battle for Naboo** on a Windows 2000 system, you may experience the following issues:

- Pressing **ALT**, **CTRL** or **SHIFT** multiple times may bring up a Windows dialog box while playing the game. This is a function of the Windows 2000 Accessibility options. For information regarding

disabling this feature, please consult Windows Help.
- Pressing **ALT + TAB** to task out multiple times in a row may cause the game to close.

Out of Virtual Memory Error in Windows 2000
When playing *Battle for Naboo* on a 64MB system with Windows 2000, you may see an **Out of Virtual Memory Error** while playing or when exiting this game. This occurs because the minimum memory requirement for Windows 2000 is 64MB. If this occurs, we recommend that you exit the game and reboot your computer to clear the memory before playing again.

-3- Installation

Installing Battle for Naboo
Please check the amount of available hard drive space on your system before installing *Battle for Naboo*. The two options, **Automatic** and **Manual**, require 150 MB of free hard drive space. We recommend that you have at least an additional 75 MB of free space available for the Windows swap file and save games. If you have too little free space on your hard drive after installing *Battle for Naboo*, you may be unable to start the program.

Automatic installs to the default directory, **C:\Program Files\LucasArts\Battle for Naboo**, does not put a shortcut on your desktop and may install DirectX 8.0a during installation if it is not already installed on your system.

Manual installation will prompt you for an installation location, asks which shortcuts to add to the Start Menu and your desktop, allows you to view the readme, and prompts you to install DirectX 8.0a if it is not already installed on your system.

CD Ejected During Install
If the CD is removed from the drive before you are prompted during installation, the installation may be incomplete. When this occurs, you may be unable to reinstall through the launcher. To reinstall the game, go to the **Install** directory on the CD and run **Setup**. This will properly install the game.

System Analyzer Says No 3D Hardware Present
The system analyzer will fail your 3D graphics accelerator card prior to the installation of DirectX 8.0a, stating that you have no 3D hardware present. This occurs because DirectX is necessary for the system checker to determine the 3D capability of your graphics accelerator card.

Installing DirectX 8.0a
During the manual installation of *Battle for Naboo*, you will be prompted to install DirectX 8.0a if it is not already properly installed on your system. If DirectX 8.0 is detected on your system, you will not be prompted to install DirectX. If this occurs, *Battle for Naboo* will work fine with that version. For more information, please consult the **DirectX Setup** section of this Troubleshooting Guide.

DCOM Error Message During DirectX Installation
When installing DirectX 8.0a in Windows 95, you may see an error at the end of installation stating that you need to install DCOM and providing download information. If this occurs, click on **OK**. This will not affect your ability to play the game. This error is due to the fact that you have not gotten the latest updates for your operating system from Microsoft.

Shortcut to *Battle for Naboo* does not appear on the Desktop
The following are a few reasons why the shortcut to *Battle for Naboo* may not appear on your desktop after installing the game:
- When multiple users use one computer, each person may have a separate profile. If your system is

configured this way and you choose to create a shortcut to the game during installation, it may not appear on your desktop. If this occurs, you will need to go to the Windows Desktop folder and copy the shortcut to your current desktop.

- You may be running Windows 2000. If you were not logged on to the system with local administrator rights when you installed the game, the shortcut will not appear on the desktop.
- You may have chosen Automatic installation. This option does not create a shortcut on your desktop.

Uninstall Warning

When you uninstall *Battle for Naboo*, you may receive a warning stating that the uninstaller may not have removed everything. Here are a couple reasons why you may see this message:

- You may have chosen to keep your saved games and configuration file when you uninstalled the program. In this case, the uninstaller will not remove the **LucasArts**, **BattleForNaboo**, and **Saves** folders. You will need to manually remove these folders.
- You may have installed other LucasArts programs on your computer after installing *Battle for Naboo*. The LucasArts folder will not be removed from your computer because the other LucasArts programs are stored there.

Can I Move the BattleForNaboo Folder after I Install?

If you wish to move the **BattleForNaboo** folder to a new folder, uninstall first, then reinstall to the new location. Make sure to choose **Yes** when prompted to keep your pilot and configuration files when uninstalling, so you do not lose your progress. Simply moving the folder will cause the game to stop working. If you have saved games, you will need to move the **Saves** folder from the previous installation folder to the new location where you install *Battle for Naboo*.

-4- Performance

Performance Issues in *Battle for Naboo*

When running *Battle for Naboo* on the minimum required system, you may experience the following issues:

- There may be stuttering in the voice and sound.
- There may be pauses or hitching during the opening cutscene.
- Transitions may take a long time.
- There may be slow downs or stuttering in game performance.
- Obstacles may pop in to view too late to avoid collision with them.

This occurs most frequently when other programs are running or if your system resources are below 70%. Freeing up system resources or memory may improve performance in the game.

Default Performance Settings

The first time that you open the Configuration Options screen or start *Battle for Naboo*, the program will default to pre-selected settings based upon the configuration of your system. If you manually adjust these options and you experience any performance problems, we recommend that you return to the default settings, based upon the following settings:

CPU <= PII 300
Detail Level = Low
Screen Resolution = 16-bit: 640x480
24-bit Textures = No

CPU > PII 300 < PII 450
Detail Level = Medium
Screen Resolution = 16-bit: 800x600

24-bit Textures = No

CPU => PII 450
Detail Level = High
Screen Resolution = 16-bit: 1024x768*
24-bit Textures = Yes

*NOTE: Screen Resolution will be set to 32-bit: 1024x768 if a 32-bit capable card is detected.

Adjusting Configuration Options for Optimal Performance
If you experience any performance problems when running *Battle for Naboo*, you may want to make adjustments based upon the amount of memory on your 3D graphics card and the speed of your system. Choosing a lower detail level may improve performance on your system, especially when using an 8 MB video card.

To access this option:

- Open the *Battle for Naboo* launcher.
- Select **Help**.
- Select **Configuration Options**.
- Select **Low** under **Detail Level**.
- Click on **OK** to save your configuration changes.

Improving Performance in *Battle for Naboo*
The following are a few suggestions that may free up system resources and improve performance in *Battle for Naboo*.

To run *Battle for Naboo* with optimal performance:

- No other programs should be running in the background.
- System resources should be at least 85% free.
- There should be at least 75 MB of free hard disk space after installation.
- Your system should pass all tests run by the system analyzer, which is located in the help menu on the *Battle for Naboo* launcher.

To check for specific information on the items listed above, please consult the Table of Contents of this guide for the appropriate section numbers for any of the topics you have questions about.

Disable Stereo Sound
Stereo sound is enabled by default in the **Sound Settings** screen. If you are having performance problems change this feature to **Mono** to enhance performance in the game.

Close all Other Programs before Running *Battle for Naboo*.
This includes virus scanning, word processing and Internet programs. Simply disabling these programs will not help, as the programs will still use resources that are needed to run *Battle for Naboo*. If you experience problems completely closing programs that are running, consult the documentation for those individual programs. This is a common problem when trying to completely disable virus-scanning software.

-5- Video Issues

This section of the Troubleshooting Guide will provide you with information on problems encountered with specific video cards while running *Battle for Naboo*.

General Information and Troubleshooting Tips

DirectX Compatibility

To run *Battle for Naboo*, your video card driver must be DirectX 8.0a compatible. If you do not know if your video card is DirectX compatible, please consult the **DirectX Setup** section in this Troubleshooting Guide for information about how to check for DirectX compatibility.

Non-DirectX Supported Video Cards

If your video card is not 100% DirectX compatible, you may encounter any of the following problems:

- Black Screen: Your screen may go black but the sound and music will continue to play.
- Corrupted Graphics: You might see horizontal or diagonal lines over the screen.
- Flashing Graphics: You may see flashing, corrupted graphics on the screen.
- Strange Colors: Your video card may display the colors incorrectly.
- Slow Graphics: The gameplay may have a very slow framerate or the game may pause.
- Double Vision: Have you ever worn 3D glasses that didn't work quite right?
- Your program may crash to the desktop when trying to start *Battle for Naboo*.

If you have encountered any of these problems, check with your video card manufacturer for updated drivers and read the **Specific Video Cards Issues** in this section for a list of any problems encountered while testing *Battle for Naboo* with your video card.

Integrated Video Chipsets

When your computer has the video chip built on to the motherboard and the system only meets the minimum requirement for RAM, you may experience various problems, which occur because the video chipset must use system memory for its video memory. You may experience the following issues:

- *Battle for Naboo* may not run.
- Transitions may be slow.
- You may go to a black screen when task switching for a prolonged period of time.
- The frame rate may be slow and choppy.
- All listed video resolutions may not work.

Setting Up Your Monitor

If you experience any video problems, you should make sure that your monitor is set up correctly in the display control panel. To do this:

- **Right-click** on the desktop where there are no icons.
- Choose **Properties** from the shortcut menu.
- Click on the **Settings** tab.
  - **Windows 95a:** Click on **Change Display Type…**
  - **Windows 95b:** Click on **Advanced Properties…**
  - **Windows 98/ME/2000:** Click on **Advanced…**
    - **Windows 98:** Click on **Change…** on the Monitor tab.
      - Click on **Next>**
      - Choose **Display a list of all drivers…**and click on **Next>**
    - **Windows ME:** Click on **Change…** on the Monitor tab.
      - Choose **Specify the location of the Driver…** and click on **Next>**
      - Choose **Display a list of all drivers…**and click on **Next>**
    - **Windows 2000:** Click on **Properties** on the Monitor tab.
      - Click on the **Driver** tab.
      - Click on **Update Driver…**
      - Click on **Next>**
      - Choose **Display a list of all drivers…**and click on **Next>**
- Choose your monitor from the list. If you are unable to find your monitor listed, please consult the manufacturer of your monitor to see if they have Windows drivers available for your monitor. This

driver allows Windows to set up the monitor correctly.

- If the correct monitor is not an option in **Show Compatible Devices**, click on **Show All Devices,** scroll through the list of manufacturers, click on the correct one, then click on the name of your monitor. If you are unable to find the correct monitor listed, go to standard monitor types at the top of this list and select **Plug and Play Monitor**. This driver should work with most Windows compatible plug and play monitors, and may correct issues with some older video cards.

Specific Video Card Issues

Customizing Display Options in *Battle for Naboo*
You can customize your performance options for smoother gameplay, better performance, or more detailed graphics while playing *Battle for Naboo*.

Currently Supported 3D Cards and Chipsets
Below is a list of the 3D video cards and chipsets that are supported in *Battle for Naboo*. If you do not see your card listed, but you do see a chipset that matches the one used on your card, you should be able to play *Battle for Naboo*.

NOTE: Some of the following cards will work with *Battle for Naboo*, but contain certain problems listed below under **Specific Video Issues**. When using any of these cards and chipsets, you should be using the latest drivers for your card unless noted below. We have included a list of web addresses for downloading drivers for your specific card at the end of this document.

Supported 3D Card and Video Driver List

Windows 95/98

Card Name	Chipset	Driver	Version #
3D Labs Oxygen VX1	3D Labs GLINT R3	21070825	4.12.01.2107
Canopus Pure3D II	3dfx Voodoo2	3.03.00	4.11.01.0441
Canopus Pure3D II LX	3dfx Voodoo2	3.03.00	4.11.01.0441
Creative Labs 3D Blaster Voodoo2	3dfx Voodoo2	3.03.00	4.11.01.0441
Diamond Monster 3D II	3dfx Voodoo2	3.03.00	4.11.01.0441
Guillemot Maxi Gamer 3D 2	3dfx Voodoo2	3.03.00	4.11.01.0441
Orchid Righteous 3D II	3dfx Voodoo2	3.03.00	4.11.01.0441
STB BlackMagic 3D	3dfx Voodoo2	3.03.00	4.11.01.0441
3dfx Voodoo3 2000	3dfx Voodoo3	1.07.00	4.12.01.0666
3dfx Voodoo3 3000	3dfx Voodoo3	1.07.00	4.12.01.0666
3dfx Voodoo4 4500	3dfx Voodoo4	1.04.00	4.12.01.0666
3dfx Voodoo5 5500	3dfx Voodoo5	1.04.00	4.12.01.0666
Creative 3D Blaster Banshee	3dfx Voodoo Banshee	1.04.00	4.11.01.1222
Diamond Monster Fusion	3dfx Voodoo Banshee	1.04.00	4.11.01.1222
Guillemot Maxi Gamer Phoenix	3dfx Voodoo Banshee	1.04.00	4.11.01.1222
STB Lightspeed 3300	3dfx Voodoo Banshee	1.04.00	4.11.01.1222
ATI Radeon	ATI Radeon	4.12.3056	4.12.01.3056
ATI Rage Fury	ATI Rage 128	4.12.6292	4.12.00.6292
ATI Rage Magnum	ATI Rage 128	4.12.6292	4.12.00.6292
ATI Rage Fury Pro	ATI Rage 128 Pro	4.12.6292	4.12.00.6292
ATI Rage Fury Maxx	ATI Dual Rage 128 Pro	a640cd06	4.12.01.7940
ATI Xpert LCD	ATI Rage LT Pro	w82560en	4.11.01.2560
ATI Xpert@Work	ATI Rage Pro	w82560en	4.11.01.2560
VideoLogic Vivid!	KYRO	v3303w9x	4.12.01.1544
Matrox G200	Matrox G200	w9x_623	4.12.01.2730
Matrox G400	Matrox G400	w9x_623	4.12.01.1730
Matrox G400 Dual Head	Matrox G400	w9x_623	4.12.01.1730
Matrox G450	Matrox G450	w9x_623	4.12.01.1730
Creative 3D Blaster Annihilator	NVIDIA GeForce 256	w9x-650	4.12.01.0650
Creative 3D Blaster Annihilator Pro	NVIDIA GeForce 256	w9x-650	4.12.01.0650

Card Name	Chipset	Driver	Version #
Guillemot 3D Prophet	NVIDIA GeForce 256	w9x-650	4.12.01.0650
Hercules 3D Prophet DDR-DVI	NVIDIA GeForce 256	w9x-650	4.12.01.0650
Creative 3D Blaster Annihilator Pro 2	NVIDIA GeForce2	w9x-650	4.12.01.0650
Canopus Spectra 2500	NVIDIA RIVA TNT	w9x-650	4.12.01.0650
Creative Graphics Blaster RIVA TNT	NVIDIA RIVA TNT	w9x-650	4.12.01.0650
Diamond Viper V550	NVIDIA RIVA TNT	w9x-650	4.12.01.0650
Diamond Viper V550 SDR	NVIDIA RIVA TNT	w9x-650	4.12.01.0650
STB Velocity 4400	NVIDIA RIVA TNT	w9x-650	4.12.01.0650
Creative 3D Blaster RIVA TNT2	NVIDIA RIVA TNT2	w9x-650	4.12.01.0650
Diamond Viper V770	NVIDIA RIVA TNT2	w9x-650	4.12.01.0650
Creative Graphics Blaster TNT2	NVIDIA RIVA TNT2 M64	w9x-650	4.12.01.0650
Creative 3D Blaster TNT2 Ultra	NVIDIA RIVA TNT2 Ultra	w9x-650	4.12.01.0650
Guillemot MaxiGamer Xentor 32	NVIDIA RIVA TNT2 Ultra	w9x-650	4.12.01.0650
Guillemot MaxiGamer Phoenix 2	NVIDIA RIVA VANTA	w9x-650	4.12.01.0650
Diamond Viper V730 Vanta	NVIDIA RIVA VANTA	w9x-650	4.12.01.0650
Diamond Fire GL 1000 Pro	Permedia 2	21050366	4.10.01.2105
Viewtop 3D Mars 2	Permedia 2	21050366	4.10.01.2105
3D Labs Permedia3 Create!	Permedia 3	21070825	4.12.01.2107
VideoLogic PowerVR Neon250	PowerVR 250	N2509212	4.10.01.10079
Hercules Thriller 3D	Rendition V2200	3.0b5	4.11.01.5176
Diamond Viper II Z200	S3 Savage 2000	9.51.11	4.12.01.9014
Diamond Stealth III S540FP	S3 Savage4	8.20.21	4.12.01.0258
Diamond Stealth III S540	S3 Savage4	8.20.21	4.12.01.0258
Diamond Stealth III S540 Extreme	S3 Savage4	8.20.21	4.12.01.0258
Creative 3D Blaster Savage4	S3 Savage4 PRO	3ds4w9x	4.11.01.2104

Windows ME

Card Name	Chipset	Driver	Version #
3D Labs Oxygen VX1	3D Labs GLINT R3	21070825	4.12.01.2107
Canopus Pure3D II	3dfx Voodoo2	3.03.00	4.11.01.0441
Canopus Pure3D II LX	3dfx Voodoo2	3.03.00	4.11.01.0441
Creative Labs 3D Blaster Voodoo2	3dfx Voodoo2	3.03.00	4.11.01.0441
Diamond Monster 3D II	3dfx Voodoo2	3.03.00	4.11.01.0441
Guillemot Maxi Gamer 3D 2	3dfx Voodoo2	3.03.00	4.11.01.0441
Orchid Righteous 3D II	3dfx Voodoo2	3.03.00	4.11.01.0441
3dfx Voodoo3 2000	3dfx Voodoo3	1.07.00	4.12.01.0666
3dfx Voodoo3 3000	3dfx Voodoo3	1.07.00	4.12.01.0666
3dfx Voodoo4 4500	3dfx Voodoo4	1.04.00	4.12.01.0666
3dfx Voodoo5 5500	3dfx Voodoo5	1.04.00	4.12.01.0666
Creative 3D Blaster Banshee	3dfx Voodoo Banshee	1.04.00	4.11.01.1222
Diamond Monster Fusion	3dfx Voodoo Banshee	1.04.00	4.11.01.1222
STB Lightspeed 3300	3dfx Voodoo Banshee	1.04.00	4.11.01.1222
ATI Radeon	ATI Radeon	4.12.3056	4.12.01.3056
ATI Rage Magnum	ATI Rage 128	4.12.6292	4.12.01.6292
ATI Rage Fury Pro	ATI Rage 128 Pro	4.12.6292	4.12.01.6292
ATI Rage Fury Maxx	ATI Dual Rage 128 Pro	a640cd06	4.12.01.7940
ATI Xpert@Work	ATI Rage Pro	WinME	4.10.00.3000
ATI Xpert LCD	ATI Rage LT Pro	WinME	4.10.00.3000
VideoLogic Vivid!	KYRO	v3303w9x	4.12.01.1544
Matrox G200	Matrox G200	w9x_623	4.12.01.2730
Matrox G400	Matrox G400	w9x_623	4.12.01.1730
Matrox G400 Dual Head	Matrox G400	w9x_623	4.12.01.1730
Matrox G450	Matrox G450	w9x_623	4.12.01.1730
Creative 3D Blaster Annihilator	NVIDIA GeForce 256	w9x-650	4.12.01.0650
Guillemot 3D Prophet	NVIDIA GeForce 256	w9x-650	4.12.01.0650
Creative 3D Blaster Annihilator Pro 2	NVIDIA GeForce2	w9x-650	4.12.01.0650
Canopus Spectra 2500	NVIDIA RIVA TNT	w9x-650	4.12.01.0650
Creative Graphics Blaster RIVA TNT	NVIDIA RIVA TNT	w9x-650	4.12.01.0650
Diamond Viper V550	NVIDIA RIVA TNT	w9x-650	4.12.01.0650
STB Velocity 4400	NVIDIA RIVA TNT	w9x-650	4.12.01.0650
ELSA Erazor III	NVIDIA RIVA TNT2	w9x-650	4.12.01.0650

Creative 3D Blaster TNT2 Ultra	NVIDIA RIVA TNT2 Ultra	w9x-650	4.12.01.0650
Guillemot MaxiGamer Xentor 32	NVIDIA RIVA TNT2 Ultra	w9x-650	4.12.01.0650
Guillemot MaxiGamer Phoenix 2	NVIDIA RIVA VANTA	w9x-650	4.12.01.0650
Diamond Viper V730 Vanta	NVIDIA RIVA VANTA	w9x-650	4.12.01.0650
Viewtop 3D Mars 2	Permedia 2	21050366	4.10.01.2105
3D Labs Permedia3 Create!	Permedia 3	21070825	4.12.01.2107
VideoLogic PowerVR Neon250	PowerVR 250	N2509212	4.10.01.10079
Diamond Viper II Z200	S3 Savage 2000	9.51.11	4.12.01.9014
Diamond Stealth III S540FP	S3 Savage4	8.20.21	4.12.01.0258
Diamond Stealth III S540	S3 Savage4	8.20.21	4.12.01.0258
Creative 3D Blaster Savage 4	S3 Savage4 Pro	2.81023	4.11.01.2104

Windows 2000

Card Name	Chipset	Driver	Version #
3D Labs Oxygen VX1	3D Labs GLINT R3	w2k2160454	5.00.2195.0001
3D Labs Oxygen GVX210	3D Labs GLINT R3	w2k2150614	5.00.2195.0001
Creative 3D Blaster Banshee	3dfx Voodoo Banshee	Win2000	5.00.2180.0058
Diamond Monster Fusion	3dfx Voodoo Banshee	Win2000	5.00.2180.0058
STB Lightspeed 3300	3dfx Voodoo Banshee	Win2000	5.00.2180.0058
3dfx Voodoo3 2000	3dfx Voodoo3	1.02.00	5.00.2195.0200
3dfx Voodoo3 3000	3dfx Voodoo3	1.02.00	5.00.2195.0200
3dfx Voodoo4 4500	3dfx Voodoo4	1.04.00	5.00.2195.0232
3dfx Voodoo5 5500	3dfx Voodoo5	1.04.00	5.00.2195.0232
ATI Radeon	ATI Radeon	w2k7200110b	5.13.01.3100
ATI Rage Magnum	ATI Rage 128	635CD21	5.00.00.0143
ATI Rage Fury	ATI Rage 128	635CD21	5.00.00.0143
ATI Rage Fury Pro	ATI Rage 128 Pro	635CD21	5.00.00.0143
VideoLogic Vivid!	KYRO	v3303w2k	4.12.01.1544
Matrox G200	Matrox G200	w2k_533	5.01.2180.3711
Matrox G400	Matrox G400	w2k_533	5.01.2180.3711
Matrox G400 Dual Head	Matrox G400	w2k_533	5.01.2180.3711
Matrox G450	Matrox G450	w2k_533	5.01.2180.3711
Guillemot 3D Prophet	NVIDIA GeForce 256	w2k_6.50	5.12.01.0650
Hercules 3D Prophet DDR-DVI	NVIDIA GeForce 256	w2k_6.50	5.12.01.0650
Creative 3D Blaster Annihilator	NVIDIA GeForce 256	w2k_6.50	5.12.01.0650
Creative 3D Blaster Annihilator Pro	NVIDIA GeForce 256	w2k_6.50	5.12.01.0650
Creative 3D Blaster Annihilator Pro 2	NVIDIA GeForce2	w2k_6.50	5.12.01.0650
Canopus Spectra 2500	NVIDIA RIVA TNT	w2k_6.50	5.12.01.0650
Creative Graphics Blaster RIVA TNT	NVIDIA RIVA TNT	w2k_6.50	5.12.01.0650
Diamond Viper V550	NVIDIA RIVA TNT	w2k_6.50	5.12.01.0650
Diamond Viper V550 SDR	NVIDIA RIVA TNT	w2k_6.50	5.12.01.0650
STB Velocity 4400	NVIDIA RIVA TNT	w2k_6.50	5.12.01.0650
Creative 3D Blaster RIVA TNT2	NVIDIA RIVA TNT2	w2k_6.50	5.12.01.0650
Diamond Viper V770	NVIDIA RIVA TNT2	w2k_6.50	5.12.01.0650
Creative 3D Blaster TNT2 Ultra	NVIDIA RIVA TNT2 Ultra	w2k_6.50	5.12.01.0650
Guillemot MaxiGamer Xentor 32	NVIDIA RIVA TNT2 Ultra	w2k_6.50	5.12.01.0650
Guillemot MaxiGamer Phoenix 2	NVIDIA RIVA VANTA	w2k_6.50	5.12.01.0650
Diamond Viper V730 Vanta	NVIDIA RIVA VANTA	w2k_6.50	5.12.01.0650
3D Labs Permedia3 Create!	Permedia 3	w2k2160454	5.00.2195.0001
Diamond Viper II Z200	S3 Savage 2000	S3 9.21.03	5.12.01.9010
Diamond Stealth III S540FP	S3 Savage4	83024	5.12.01.8007
Diamond Stealth III S540	S3 Savage4	83024	5.12.01.8007
Diamond Stealth III S540 Extreme	S3 Savage4	83024	5.12.01.8007
Creative 3D Blaster Savage4	S3 Savage4 PRO	84002	5.12.01.8011

Currently Unsupported Cards and Chipsets

The following 3D cards were found to have significant problems when playing *Battle for Naboo*. If you are using any of the following cards or chipsets, you may not be able to run *Battle for Naboo*. Some of the cards listed below may end up working if updated drivers become available. For an updated list of supported cards please check the LucasArts Web site at http://www.lucasarts.com.

Unsupported Cards in Windows 95, 98, ME and 2000

Card Name	Chipset
3D Labs Oxygen GVX1 Pro	3D Labs GLINT R4
ATI Technologies 3D Xpression+ PC2TV	3D Rage II
ATI Technologies 3Dpro Turbo	3D Rage II
Canopus Pure3D	3dfx Voodoo Graphics
Diamond Monster 3D	3dfx Voodoo Graphics
Deltron RealVision Flash 3D	3dfx Voodoo Graphics
Orchid Righteous 3D	3dfx Voodoo Graphics
Hercules Stingray 128/3D	3dfx Voodoo Rush
Intergraph Intense 3D Voodoo	3dfx Voodoo Rush
Number Nine Revolution 3D	#9 Ticket to Ride
Number Nine Revolution IV	#9 Ticket To Ride IV
Diamond Multimedia Stealth II G460	Intel i740
Intel Express 3D	Intel i740
Real3D StarFighter	Intel i740
Onboard Intel i810	Intel i810
Matrox Graphics Mystique	MGA-1064
Matrox Graphics Millenium II	MGA-2164
Matrox Graphics Productiva G100	MGA-G100
STB Nitro DVD	Mpact 2
VideoLogic Apocalypse 3D	NEC PowerVR PCX
Matrox Graphics Matrox M3D	NEC PowerVR PCX-2
NEC Technologies Power VR PCX2	NEC PowerVR PCX-2
VideoLogic Apocalypse 3Dx	NEC PowerVR PCX-2
ASUSTeK 3DexPlorer 3000	NVIDIA RIVA 128
Canopus Total 3D 128v	NVIDIA RIVA 128
Diamond Viper V330	NVIDIA RIVA 128
STB Velocity 128	NVIDIA RIVA 128 ZX
Creative Labs 3D Blaster PCI	Rendition V1000-E
Intergraph Intense 3D 100	Rendition V1000-E
Sierra On-Line Screamin'3D	Rendition V1000-E
Canopus Total3D Verite	Rendition V1000L-P
Diamond Stealth S220	Rendition V2100
Hercules Terminator BEAST	S3 Savage 3D
Diamond Stealth 3D 2000 Pro	S3 ViRGE/DX
STB Systems Nitro 3D	S3 ViRGE/GX
Cardex GX2	S3 ViRGE/GX2
Number Nine 9FX Reality 772	S3 ViRGE/VX
STB Systems Velocity 3D	S3 ViRGE/VX
SiS 3D Pro AGP	SiS 6326
Jaton Corporation Video-87 AGP	Trident 3D Image 975
Jaton Corporation Video-97 AGP	Trident 3D Image 985
VideoExcel Blade 3D	Trident Blade 3D 9880

Additional Unsupported Cards in Windows 2000

Card Name	Chipset
Canopus Pure3D II	3dfx Voodoo2
Canopus Pure3D II LX	3dfx Voodoo2
Creative Labs 3D Blaster Voodoo2	3dfx Voodoo2
Diamond Monster 3D II	3dfx Voodoo2
Guillemot Maxi Gamer 3D 2	3dfx Voodoo2
Orchid Righteous 3D II	3dfx Voodoo2
STB BlackMagic 3D	3dfx Voodoo2
ATI Rage Fury Maxx	ATI Dual Rage 128 Pro
ATI Xpert@Work	ATI Rage Pro
ATI Xpert LCD	ATI Rage LT Pro
Diamond Fire GL 1000 Pro	Permedia 2
Viewtop 3D Mars 2	Permedia 2

VideoLogic PowerVR Neon250	PowerVR 250
ExpertColor 3Dsaturn NVT5200	Rendition V2200
Hercules Thriller 3D	Rendition V2200
Hercules Terminator BEAST	S3 Savage 3D

Windows 2000 Issues

When using Windows 2000, your video card may be disabled for running 3D applications. This occurs because the driver for your card may not have enabled 3D acceleration when the driver was installed. Please refer to the Windows 2000 supported card list for the driver version that corrects this issue.

The following chipsets have a Windows 2000 driver that correct this issue:

- NVIDIA RIVA TNT
- NVIDIA RIVA TNT2
- NVIDIA RIVA TNT2 Ultra
- NVIDIA RIVA TNT VANTA
- S3 Savage 4

Specific Video Issues

8MB Graphics Card Issues
When using a graphics card with 8 MB of memory, you may experience the following issues when playing *Battle for Naboo*:

- Performance may be slow in some areas.
- You may see flickering graphics.
- Textures may be missing or they may display incorrectly.
- Some of the display modes listed in **Configuration Options**, such as 32-bit, 1024x768 or 1280x1024, may not work. When you select an unsupported selection, you may see the following error message: **Cannot initialize HAL**. Changing to a lower resolution or 16-bit corrects this issue.

Chipset Issues

3dfx Voodoo II
When using a 3dfx Voodoo II pass through card with the 3dfx DirectX 7 driver, version 3.02.02, the text may display as solid blocks when accessing menus in certain areas of the game. We recommend that you update to 3dfx driver version 3.03.00, which may correct this issue.

NOTE: The 3dfx Voodoo II chipset is unsupported in Windows 2000. Pass through cards are unsupported as secondary devices in that operating system.

3D Labs Permedia 2, GLINT R3 or Permedia 3
When using a card with one of these chipsets, you may see occasional flickering lines or the engine exhaust on flying craft may flicker or sort incorrectly when using any 16-bit color depth. Selecting a 32-bit color depth corrects this issue.

At the time of release of this title, we were unable to support the Permedia 2 in Windows 2000. Please check for updated drivers for your particular card, which may correct this issue.

ATI Radeon
While using a card with this chipset, you will need to enable 32-bit Z-buffer in the D3D Options of the ATI control panel to use 32-bit in game.

When using this chipset in Windows 2000 with ATI driver w2k_radeon_5_0_3035, background colors may display incorrectly or the game may perform poorly. These issues may be corrected by ATI's Special Purpose driver version W2K-720-0110b (5.13.1.3000), which is available on the ATI web site.

NOTE: This driver is ATI's Beta DirectX 8 driver. Please read the warning on the ATI download page before downloading and installing these drivers.

ATI Rage 128 or Rage 128 Pro

While using a card with one of these chipsets, you may experience the following issues:

- You may see occasional flickering in the menus and cutscenes.
- You may see sorting of textures and flickering on the HUD's of some ships.

This may be corrected driver version r128_631cdh41e (4.12.01.6292) in Windows 95/98/ME. At the time of release of this title, there was no driver that corrects this in Windows 2000. The Windows 9x drivers are available on the ATI web site. Please check their web site for updated Windows 2000 drivers that may correct this.

ATI Rage Pro or Rage LT Pro

When using a card with one of these chipsets, you may experience the following issues:

- There may be blockiness in the graphics, especially during explosions.
- Transparencies may display incorrectly or may appear solid.
- Textures and graphics may overlap on some screens.
- When using driver version 4.11.01.2628, the background colors may not display correctly in the opening cutscene and in some menus. This does not affect gameplay.

Please check the ATI web site for updated drivers, which may help with these issues.

Matrox G200 or G400

When using a card with these chipsets with Matrox driver version 5.30, the game may lockup or crash to the desktop when certain features in the Matrox Powerdesk are enabled. This corrected by updating to driver version 6.04, which is available on the Matrox web site.

Matrox G200

When using the G200, if you select 32-bit: 1024x768 or 1280x1024 from the display modes list in Configuration Options, you may see the following error message: **Cannot initialize HAL**. Changing to a lower resolution or 16-bit corrects this issue.

NVIDIA RIVA TNT/TNT2/Ultra

When using a card with one of these chipsets with any of the 16-bit color depths available in the configuration options screen, the engine exhaust on flying craft may flicker or sort incorrectly. Selecting a 32-bit color depth corrects this issue.

NVIDIA RIVA TNT VANTA

When using the RIVA TNT VANTA, if you select 32-bit: 1024x768 or 1280x1024 from the display modes list in Configuration Options, you may see the following error message: **Cannot initialize HAL**. Changing to a lower resolution or 16-bit corrects this issue.

S3 Savage 4

When using a card with this chipset, you may experience the following issues:

- The video may be slightly ahead of the audio during the opening cutscene.
- There may be a black band left on the screen from transitional wipes in menus.
- The textures may shift slightly in some areas of the game.
- There may be minor corruption in the main menu art.
- Textures may drop out during the end cutscene.
- You may see flickering corruption when the color depth is set to 32-bit: 1280x1024 in **Configuration Options**. Selecting a different color depth corrects this issue.
- You may see pixels flickering across the top or left edge of the display.

When using this card on a system with AGP 4X mode enabled, you may experience flickering in the *Battle For Naboo* title screen and menus or you may see polygons intermittently appear on the screen. Setting this option to 2X corrects this issue. Please contact the manufacturer of your system for assistance in making this adjustment.

Video Cards Issues

Creative Labs 3D Blaster Savage 4
When using this card in Windows 2000 with driver version 8.40.02 (v.5.12.01.8011), you may experience the following issues:

- You may see flickering corruption when the color depth is set to 32-bit: 1280x1024 in **Configuration Options**. Selecting a different color depth corrects this issue.
- You may hear sound corruption when using this card with a Creative Labs SB Live! Sound card. If this occurs, we recommend that you check for updated drivers for your sound and video cards that may correct this issue.

Creative Labs 3D Blaster TNT2 Ultra
When using this card with the Creative driver dated 10-6-99, tntaw9x.exe version 4.11.01.2111, the game may not run or you may experience intermittent crashes in the game. Updating to the NVIDIA Detonator 3 driver, version 6.50, corrects these issues.

Diamond Viper II Z200
When using this card in Windows 95 or 98 with any of the Diamond drivers currently available, you may experience graphic corruption in the game. Updating to the driver for the chipset, S3 driver version 9_51_11 (4.12.01.9014) corrects this issue. We recommend that you do not pause the game while using this card. Doing so may cause graphic corruption in the game or the frame rate may drop, making the game unplayable. If this occurs, you will need to exit and restart the game to correct this issue.

When using this card in Windows 2000, if you attempt to use 32-bit color depths, you may see the following error message: **Cannot initialize Hal**. Selecting any of the 16-bit color depths in the Configuration Options screen corrects this issue.

Guillemot Maxi Gamer Phoenix
When using this card with driver v.1.03.04 (4.12.01.1157), the text may not display correctly in some areas of the game. This is especially noticeable in the options screens, but it may occur anytime that text appears on screen. The 3dfx reference driver version 1.04.00 (4.11.01.1222) corrects these issues.

STB Velocity 4400
When using this card with the STB driver dated version 1.60 (4.10.01.0160), the game may not run or you may experience intermittent crashes in the game. Updating to the NVIDIA Detonator 3 driver, version 6.50, corrects these issues.

VideoLogic Vivid!
When using this card in Windows 2000 with driver version 3303w2k (4.12.01.1544), you may see dithering in some sky textures if you select a 16-bit color depth from the display modes list in Configuration Options. Changing to 32-bit corrects this issue.

Viewtop Mars3D
When using this card, you may experience the following issues when playing *Battle for Naboo*:

- Textures may be missing or may display incorrectly.
- Textures may drop out in some areas.
- Water may not be transparent.
- You may see occasional flickering in some areas of the game.
- Performance may be slow when the color depth is set to 1024x768 or 1280x1024. Changing to a

lower resolution corrects this issue.
- When using this card on a system with AGP 4X mode enabled, you may experience instability in the game, such as crashing to the desktop when changing menus or when trying to start a level. Setting this option to 2X corrects these issues. Please contact the manufacturer of your system for assistance in making this adjustment.

If you are unable to resolve video problems through this Troubleshooting Guide, please contact your hardware manufacturer for updated DirectX drivers. We have included a list of web sites for downloading drivers for your specific card at the end of this document.

-6- Sound Issues

DirectX Compatibility
Your sound card needs to be DirectX compatible to run *Battle for Naboo*. Consult the **DirectX Setup** section in this Troubleshooting Guide for information about how to check for DirectX support. If the driver for your hardware is not DirectX compatible, check with your hardware manufacturer for updated drivers.

NOTE: If the Media Player is not installed, some of the following instructions will not work. If you want to add it, please consult Windows Help for assistance. Just type Media Player in the index section and follow the directions provided by Windows.

Adjusting Volume Levels within *Battle for Naboo*
To adjust the Music, Sound Effect, or Voice volume control from within the game:
To access this menu from the hangar:

- Press **ESC** until you return to the main menu.
- Select **Options**.
- Select **Sound Settings**.
- Choose **Music**, **Sound FX**, or **Speech Volume**.
- Adjust the volume slide bar and then press **Enter**.

To adjust the volume in flight:

- Press **ESC**.
- Select **Sound Settings**.
- Adjust the volume slide bars.

Adjusting the Volume through Windows
With some sound cards, you may need to use the Windows control panel to adjust the volume in *Battle for Naboo*. You will need to exit the program to adjust the volume through Windows. Double click on the Volume Control icon on your task bar and adjust the volume control and wave volume. If the Volume Control icon is not on your taskbar, follow these directions to adjust your volume:

- Click on the **Start** button on your taskbar.
- Choose **Programs**.
- Choose **Accessories**.
  - **Windows 95:** Choose **Multimedia**.
  - **Windows 98/ME/2000:** Choose **Entertainment**.
- Choose **Volume Control**.
- Adjust the Wave Volume slider.
- If you are not hearing any sound, make sure to de-select the MUTE box below the Wave Volume slider.

Volume Control Programs

Some sound card and/or PC manufacturers may have proprietary software that must be adjusted separately from the Windows Volume control. Consult your hardware documentation for more information.

Powered or Amplified Speakers

If you have powered speakers and have both line-out and speaker-out jacks on your sound card, try plugging your speakers into the line-out jack. Most sound card's speaker-out jacks have an amplified signal and may cause static or popping on your amplified speakers. Switching to your line-out jack may greatly improve the sound quality.

General Sound Card Troubleshooting

If your sound card is not set up correctly in Windows, not 100% DirectX or Windows 95, 98, 2000 or ME compatible, or you have a resource conflict, these sound problems may occur:

- You may hear static.
- You may hear stuttering, especially as someone starts speaking.
- You may hear repeating sounds.
- There may be no sound.
- The sound may drop out.
- You may experience a clicking or crackling sound.
- The program may not run.

Testing your Sound Card in Windows

You can use the **Windows Media Player** to play a sound to make sure your sound card is set up correctly in Windows. To do this:

- Click on the **Start** button on your taskbar.
- Select **Programs**.
- Select **Accessories**.
  - **Windows 95:** Select **Multimedia**.
  - **Windows 98/ME:** Select **Entertainment**.
- Select **Media Player**.
- Go to the File menu.
- Choose **Open...** and choose a sound to test. Please be sure to choose **Files of type: Sound (*.wav)**.

Testing your Sound Card in DirectX Diagnostics

After installing DirectX 8.0a, you can run the **DirectX Diagnostics** program to test your sound card. To do this:

- Insert the *Battle for Naboo* Disc in the CD-ROM drive.
- Select **Help** from the *Battle for Naboo* launcher.
- Select **Analyze your Computer**.
- Click on **DirectX Diagnostics**. This takes you to the DirectX Diagnostics screen.
- Click the tab that says **Sound**, and then click on **Test**. If your card fails these tests, you may have problems running *Battle for Naboo* or any other program that requires DirectX.

Inspect and Clean the CD

A dirty or scratched CD can cause sound, video and installation problems. Check your CD for any dirt, smudges, fingerprints, or scratches. To clean your CD, wipe it gently with a soft cloth, moving in smooth strokes from the center hub to the outer edge of the CD.

Error: Cannot Initialize Sound System

If you receive this error, it is most likely due to another program using your sound card resources. To correct this, make sure to close all programs before attempting to run *Battle for Naboo*. Please check the **General Troubleshooting** section in this guide for more information.

Error: This Device is in Use by Another Application
If you receive this error when attempting to launch *Battle for Naboo*, it is most likely due to another program using your sound card resources. To correct this, make sure to close all programs before attempting to run *Battle for Naboo*. Please check the **General Troubleshooting** section in this guide for more information.

Specific Sound Cards

Aztech Labs PCI 338
When using this card on a PII class 233 MHz system with the sound quality set to **Stereo**, you may experience frequent flickering or hitching in the game. Changing the sound quality to **Mono** in the Sound Settings screen corrects this issue.

Creative Labs Sound Cards
If you start *Battle for Naboo* and the opening movie seems to be pausing or skipping, with the sound cutting in and out, you may have Full Sound Duplex disabled for the card. Enabling Full Sound Duplex operation will correct this problem. To do this:

- Right-click on the **My Computer** icon.
- Select **Properties** from the pop-down menu.
- Click on the **Device Manager** tab.
- Click on **Sound, Video, and Game Controllers**.
- Click on the audio tab for your particular sound card.
- Click on **Settings**.
- Click on **Restore Defaults**.

Creative Labs PCI64
When using this card in Windows 2000 with the default Win2k driver, you may experience intermittent static and occasional stutters. We recommend that you check the Creative Labs web site for an updated driver that may correct this problem.

Diamond Monster Sound MX200
When using this card in *Battle for Naboo* with the stock drivers in Windows 95, you may hear occasional pops in the music. This is corrected by using driver version 1.07.06.

ISA Audio Cards in Windows 2000
When using an ISA audio card in Windows 2000, you may experience intermittent hitching in the game. If this occurs, we recommend that you change to **Mono** in the Sound Settings screen.

Soundcards with the OPTi 931 Chipset
When using a card with this chipset, you may experience the following problems:

- You may occasionally hear long, loud bursts of static.
- You may randomly hear a scratchy sound.

Please check the OPTi web site for updated drivers for these cards.

Soundcards with the ESS 1688, 1868 or 1887 Chipsets
When using a card with these chipsets, you may hear static or popping during cutscenes. We recommend that you check the ESS web site for updated drivers, which may correct this issue.

Guillemot MaxiSound Game Theater 64
When using this card with the drivers from the MaxiSound Game Theater CD, v.4.04.00.0071, you may

experience severe audio and video stuttering. Updating to driver version D64ess9xu13 (1.3 update) corrects these issues.

MediaSonic Gold-16 Pro
When using this card in *Battle for Naboo*, you may hear a pop in the sound during in-game movies. We recommend that you check the ESS web site for updated drivers which may correct this issue.

Microsoft Digital Sound System 80
When using these speakers in USB mode, you may intermittently hear static and distortion in the audio. This occurs because the USB speakers require CPU time to run. Windows allocates 100% of the CPU to the programs that are running, such as *Battle for Naboo*, while some USB devices take up to 10% of the CPU, thus trying to use 110% of the resources.

S3 Sonic Vibes
When using the card with driver version 1.00.08, you may not hear any sound in *Battle for Naboo*. Updating your drivers to version 1.01.08 fixes this problem.

Yamaha OPL3-SA Sound Cards
When using the Windows drivers with a Yamaha OPL3 sound card, your sound card may not be recognized in the game. This issue is corrected with Yamaha driver version 2338 (4.05.00.2338).

If you are unable to resolve sound problems through this troubleshooting guide, please contact your hardware manufacturer for updated drivers.

-7- CD-ROM Drive Issues

Your CD-ROM drive is not affected by DirectX, but if you are having problems such as slow game play, stuttering voices, slow graphics, or the program just stops altogether, your CD-ROM may not meet the minimum requirements to run *Battle for Naboo*.

Long Delays while CD Loads *Battle for Naboo* or Cutscenes
If you are getting long delays while the CD loads *Battle for Naboo* or its in-game movies, your CD-ROM is having problems loading all of the data needed to run the program. This may be caused by one of the following:

- Your CD-ROM may not meet the minimum requirements to run *Battle for Naboo*.
- Your CD-ROM drive may be getting old or out of alignment.
- You may have a fast CD-ROM drive that spins down when the program is not directly accessing the CD. This is most apparent when using a 16X or faster drive.

CD-ROM Access Error
A blue screen CD-ROM access error might be a symptom of one of these problems:

- You may have a dirty or scratched CD.
- You may have removed the CD from the computer while *Battle for Naboo* was running or paused.
- Your CD-ROM drive may be having trouble reading the disc. This is common on some 8X (eight speed) CD-ROM drives.
- Your CD-ROM drive may be getting old or worn.
- Your CD-ROM may not be properly installed in Windows.

First, check your CD for any dirt, fingerprints, smudges or scratches. To clean your CD, wipe it gently with a soft cloth, moving in smooth strokes from the center hub to the outer edge of the CD. If your CD looks fine, replace it in the drive and see if you have this problem again. If the problem persists, try testing the drive with a different CD.

Fast CD-ROM Drives

Some fast CD-ROM drives, such as 16X or faster, spin down when the program is not directly accessing the CD. This may cause animation voices to cut out part way through. If this occurs, replay the animation and it should play fine.

Trouble Accessing Files

If you are having trouble accessing or using files on the CD-ROM or Hard Drive, your drives may be running in MS-DOS Compatibility Mode. To check this:

- Right click on the **My Computer** icon on your desktop.
- Choose **Properties** from the pop-down menu.
- Click on **Performance**.
- Look at **File System:**

It should say 32-bit. If this field states that any of your drives are using MS-DOS Compatibility Mode, your drives are not configured properly to run under Windows 95/98. This mode will greatly decrease the performance of your computer, and may not allow you to access programs that are written for 32-bit file access only.

This may be caused by:

- IDE or SCSI interfaces that are not properly set up under Windows.
- Inappropriate drivers for IDE or SCSI hardware.
- Proprietary CD-ROM drives.
- Computers that do not support LBA (Logical Block Addressing) modes except through software, such as Dynamic Drive Overlay, which allows the computer to see the whole capacity of large hard drives.
- Software Viruses, such as the MYB or CMOS A virus.

If you are experiencing this problem, please contact your computer manufacturer or a computer technician for assistance in correcting this problem before attempting to install the program.

-8- Controller Device Issues

USB Devices

When using USB devices on your system, you may occasionally hear static and distortion in audio or you may experience slow downs and hitching in the game. This occurs because USB devices require a percentage of the CPU's processing time to run. Windows allocates 100% of the CPU to the programs that are running, such as *Battle for Naboo*, while some USB devices take up to 10% of the CPU, thus trying to use 110% of the resources.

USB Devices in Windows 95

Windows 95 does not provide full USB support for gaming devices; therefore USB gamepads and joysticks were not tested under Windows 95. If you wish to use a USB game controller, only Windows 98 or later is supported.

Keyboard Issues

Users of compact keyboards, such as those found on laptop systems or those used for ergonomic reasons may experience some problems using the default set of keyboard commands.

Keyboard Limitations

Some keyboards may have limitations in *Battle for Naboo*. You may be unable to use multiple keys simultaneously. If you are pressing two keys at the same time, only one key may register the action that you chose. When using a keyboard to play the game, it may be difficult to hold aim on an object.

Onboard Keyboard Shortcut Keys
We recommend that you do not use any of the onboard shortcut keys on your keyboard when playing the game. Doing so may have adverse affects on the game, such as causing the game to close while you are flying a mission.

Adding or Changing Controllers after Installing *Battle for Naboo*
When you setup a joystick on your computer after installing ***Battle for Naboo***, the game may not see the controller. You may need to tell the game about the new controller in two locations.

- Select **Configuration Options** from the game's launcher.
- Select **Joystick Configuration**.
- Select the name of your controller from the **Input Device** list, choose **Apply**, and then **OK**.
  - If your controller is not listed, select **Configure Joysticks**. This takes you to the Windows Game Controller Applet. Make sure that your joystick is setup and working correctly. If you experience any problems calibrating or testing your controller, please consult the documentation for your joystick.
  - Return to the launcher menu and select the name of your controller from the pop-down list. Choose **Apply** and then **OK**.
- Return to the main launcher menu and choose **Start Game**.
- Once in the game, select **Options**.
- Select **Control Options**. This will open the **Joystick/Gamepad Settings** screen. If the settings for the controller are blank or the incorrect number of buttons is displayed for your joystick, select **Restore Default Settings** and the game will reset the options according to your controller selection.

Configuring Controllers in *Battle for Naboo*
To configure your game controllers in ***Battle for Naboo***, press **ESC** until you return to the main menu. Select **Options**, then **Control Options**. This takes you to the **Joystick/Gamepad Settings** screen. From this screen, you can reassign the buttons on your controller or reset them to their default settings.

Assigning Controller Buttons in *Battle for Naboo*
Battle for Naboo supports 12 buttons in the game. If your controller has a Button 13, this button will default to **Hat Up** in the game. The **Joystick/Gamepad Settings** screen will allow you to reassign this button, but it will say it is **Hat Up** instead of Button 13. Button 13 and Hat Up will **both** activate whatever functions either is assigned to when used in the game. We suggest that you do not ever try to assign button 13.

Configuring Controllers in Windows
If you experience any control problems in the game, make sure that your controller is connected to your game port or USB connection and that it is configured properly in the Game Controllers Control Panel. To do this:

- Open the ***Battle for Naboo*** launcher.
- Select **Options**.
- Select **Configuration Options**.
- Select **Joystick Configuration**.
- Select **Configure Joysticks**.
- Select **Properties**.
- Test your controller. If you experience any problems during the tests, you may need to calibrate the controller. Follow the instructions listed in the game controller control panel.

Choosing from Multiple Devices
If you have multiple game controller devices connected to your computer, you must select the device that you wish to use. To do this:

- Open the ***Battle for Naboo*** launcher.
- Select **Options**.

- Select **Configuration Options**.
- Select the joystick or gamepad that you wish to use in the **Joystick Configuration** box.
- Click the **OK** button. The device you selected will now be active in the game.

Controllers Configurations that "Poll with Interrupts"
When using controller configurations that "poll with interrupts", you may experience random menu changes in the in-game menus when this option is enabled. Disabling this option in the Windows game controller control panel corrects this issue.

Analog Joysticks
If your analog joystick is not recognized in the game or has poor performance, you may have previously installed the software that ships with Microsoft digital joysticks and gamepads. Uninstalling this software and reinstalling the analog joystick in the Windows Game Controllers Control Panel should correct this problem.

Digital Gamepads
When using a digital gamepad in the game, you may be unable to hold aim on an object.

Unplugging Your Game Controller
If you are using a game controller and it becomes unplugged from your computer while you are playing **Battle for Naboo**, you may encounter slow downs in the game or your craft may fly in circles. If you are in a menu, the options may cycle automatically. When this occurs, you will be unable to select any options until the controller is disabled or it is plugged in again. To correct this, you will need to exit the game and reconnect the controller to your system.

Problems after Disconnecting your Joystick
If you remove a joystick that was connected to your computer, be sure to remove the joystick driver from the Game Controllers Control Panel, as it may cause problems in the game, such as the in-game movies getting bypassed or options being triggered automatically as if a button is being held down. Removing the driver from the control panel will solve this problem.

Pausing the Game
You may be unable to pause the game if your joystick is enabled and out of calibration. If this occurs, you will need to exit out of the game and recalibrate your stick.

CH Products ForceFX
When using this controller in **Battle For Naboo**, the rumble effect does not work. The only drivers for this controller at the time of release of this game are DirectX 5 compatible drivers. Please check for updated drivers, which may correct this issue.

Gravis Eliminator Gamepad
We recommend that you do not enable the precision button when using this controller in **Battle for Naboo**. You will not be able to scroll up when this button is in use.

Interact Raider Pro
When using this controller in the game, you will be unable to move backwards through the menus. Moving forward works fine.

Thrustmaster FCS Mark II
When using this controller in the game, it may be difficult to navigate the interface menus. You may need to use you keyboard to navigate these menus.

Thrustmaster Frag Master
When using this controller in the game, we recommend that you do not enable Mega Hurts mode in the

controller software. When this mode is enabled, you may not be able to play the game, as it will be too sensitive to all movements.

Mouse Configuration
Battle for Naboo supports three mouse buttons in the game. The mouse configuration screen displays three buttons for you to configure, no matter how many buttons are on the mouse. The fourth button on a four-button mouse is not supported in the game.

Wheel Mouse
The wheel on the wheel mouse is not supported in the game. You will be unable to map game functions to the wheel.

-9- DirectX Setup

Technical Overview of DirectX
DirectX is a library provided by Microsoft to run inside the operating system and provide programmers with seamless access to all of the hardware features available today. The DirectX platform provides an environment that allows developers to use a standardized format when programming an application. This makes it easier to support a wide variety of different hardware configurations. Prior to DirectX, developers were forced to write hardware-specific code (with a specific driver for each different piece of hardware).

NOTE: Some older systems may contain hardware that may not be fully DirectX compatible. For optimum performance in *Battle for Naboo*, your system must fully support DirectX. Fortunately, many manufacturers are releasing updated drivers. If you are unsure whether your system will support DirectX, please contact the manufacturer of your system for more information.

WARNING: Once you have installed DirectX, it is not easily removed from your system.

Where to Find DirectX 8.0a
DirectX 8.0a is provided for you on this CD. During the manual installation of *Battle for Naboo*, you will be prompted to install DirectX 8.0a if it is not already correctly installed on your system. If DirectX 8.0 is detected on your system, you will not be prompted to install DirectX 8.0a. If this occurs, *Battle for Naboo* will work fine with that version. If you would like to update to DirectX 8.0a, select the check box during installation.

To install DirectX after installing this program, follow these steps:

- Insert the *Battle for Naboo* Disc in the CD-ROM drive.
- Select **Help** from the *Battle for Naboo* launcher.
- Select **Analyze your Computer**.
- Click on **Install DirectX 8.0a** and follow the on screen prompts.

NOTE: Some programs that were made with earlier versions of DirectX may not work with DirectX 8.0a.

Checking Your System for DirectX Support
After you have installed *Battle for Naboo* and DirectX, you may want to determine whether DirectX supports your computer hardware. To do this:

- Insert *Battle for Naboo* Disc in the CD-ROM drive.
- Select **Help** from the *Battle for Naboo* launcher.
- Select **Analyze your Computer**.
- Click on **DirectX Diagnostics**. This takes you to the DirectX Diagnostics screen.
- Click on the **Display 1, Display 2,** and **Sound** tabs.
- If you are experiencing any problems while running *Battle for Naboo*, we recommend that you test

DirectDraw, Direct3D and DirectSound on their respective screens. If any of these tests fail, please check for updated drivers for the hardware that failed the test. If you continue to have problems after updating the drivers, we recommend that you contact the hardware manufacturer of the card for further assistance.

NOTE: You will only see **Display 2** if you have a 3D Accelerator pass-through card.

-10- How to Contact LucasArts

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

Hint Line

U. S.
If you need a hint, you may call our automated Hint Line. This service costs 95 cents per minute, requires a touch-tone phone, and you must be at least 18 years old or have a parent's permission to call. The number is **1-900-740-JEDI (1-900-740-5334)**. The option to speak with a live Hint Operator is also available from this number Monday through Friday between the hours of 8:30 AM and 5:00 PM. (Average call length is three minutes.)

Canada
Our Hint Line is also available to our Canadian customers. This service costs $1.25 (U.S.) per minute, requires a touch tone phone, and you must be at least 18 years old or have a parent's permission to call. The number is **1-900-677-JEDI (1-900-677-5334)**. (Average call length is three minutes.)

Where To Find Us Online
Visit the LucasArts Web site at **www.lucasarts.com**. From there, you can access the Technical Support area where 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, an interactive knowledge base, which is available in the Technical Support section of the LucasArts Web site at **http://support.lucasarts.com**. Yoda's Help Desk offers 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. If Yoda's Help Desk is unable to provide you with a solution to your problem, you will be given the option to submit an e-mail message to an online representative.

Technical Support Phone Number
This number is for technical assistance only. Hints will not be given out over the Technical Support line.

If you require technical assistance, please read through the Troubleshooting Guide and Help File provided on the game CD. The Troubleshooting Guide has solutions to many common problems you may experience with the game. For your convenience, if you cannot get through to a representative by phone and you have access to a fax machine or any of our online areas, please consider contacting us through one of these alternate means.

When contacting Technical Support, please have the following information available: computer brand and model, processor type and speed, video card, sound card, CD-ROM drive brand and model, RAM. Also, make sure to include the title and version of the game, and a detailed description of the problem.

You can reach our Technical Support department by calling **1-415-507-4545**. We are available to help you Monday-Thursday from 8:45 a.m.–5:30 p.m. and on Friday from 8:45 a.m.–4:30 p.m. (Pacific Standard Time). We are closed daily from 11:45 a.m.–1:00 p.m.

Technical Support Fax
For your convenience, we also offer the option of faxing us with your technical questions at: **1-415-507-0300**.

When sending us a fax, please include your name, return fax number with the area code, and a voice phone number so we can contact you if we experience any problems when trying to fax you back.

Technical Support Mailing Address
LucasArts Entertainment Company LLC
P.O. Box 10307
San Rafael, CA 94912
Attn: Product Support

LucasArts Company Store
Visit our secure online store at **www.lucasarts.com/companystore**. The Company Store offers a complete selection of LucasArts games, hint books and logo gear. Reach us by mail at:
LucasArts Company Store
P.O. Box 14797
Fremont, CA 94539
Or fax us at 1-925-275-1190.

-11- Web Sites

The list below is provided to assist you in finding the latest drivers for your sound and/or video hardware. Please check your hardware manufacturer's web site for updated drivers for your specific card.

3Dlabs	www.3dlabs.com
Asus	www.asus.com
ATI Technologies	www.ati.com
Aztech Labs	www.aztechca.com
Canopus	www.canopuscorp.com
Compaq	www.compaq.com
Creative Labs	www.creativelabs.com
Crystal Semiconductor	www.crystal.com
DELL Computer	www.dell.com
Diamond Multimedia	www.s3.com
Elsa	www.elsa.com
Ensoniq	www.ensoniq.com
ESS Technologies	www.esstech.com
Gainward	www.gainward.com
Gateway 2000	www.gateway.com
Guillemot	www.guillemot.com
Hewlett Packard	www.hp.com
IBM	www.ibm.com
Intel	www.intel.com
I/O Magic	www.iomagic.com
Intergraph	www.intergraph.com
Logitech	www.logitech.com
Matrox	www.matrox.com

Microsoft	www.microsoft.com
Microsoft Sidewinder	www.microsoft.com/sidewinder/
OPTi	www.opti.com
Packard Bell	www.packardbell.com
Rendition	www.rendition.com
S3	www.s3.com
Trident	www.tridentmicro.com
Turtle Beach	www.tbeach.com
Yamaha	www.yamaha.com
VIA	www.via.com
VideoLogic	www.videologic.com