

Double-click on the icon for the version of NBA Live you want to run.

NBA D3D	for Direct3D mode
NBA Voodoo1	for Voodoo and Rush cards
NBA Voodoo2 & 3	for Voodoo2, Voodoo3, and Banshee cards
NBA Software	for software rendered mode

If you are using a 3D accelerator card, NBA Live 2000 supports high resolution display modes and high resolution textures. Both of these options are in the details menu under “Display Settings”, which you get to by using the button marked “Gameplay”. The texture resolution is controlled with the “Texture Detail” button.

In order to use the “high” or “maximum” texture detail options, your 3D card needs to have enough RAM on board and be able to support 512x512 textures. For the “maximum” option, your 3D card will need to have at least 32 Megabytes of RAM. Your display resolution will also limit how high the texture detail can be set. With higher resolutions, less memory is available for textures.

If your game looks blurry, try turning up the “texture sharpness” in the “display settings” section of the details menu. Make sure to turn it up just a little bit at a time, looking at the game each time you change it. You should reach a point where turning it up higher doesn’t make any difference to near objects, which is where you should stop. If objects further in the distance start to “sparkle”, then you’ve definitely gone too far.

Your monitor may not support some of the resolutions that your video card may be able to display. NBA detects the resolutions that your video card can display, not your monitor. Check your monitor manual for it’s available display resolutions or attempt to change your Windows desktop resolution to the same resolution to want to achieve. If you change the resolution in the game via the Display Settings menu and the display becomes scrambled and illegible, your monitor probably does not support that resolution.

In the details menu, pressing the ESC key will undo any changes you have just made. This is useful in case you change something that makes your display unreadable, such as setting a display resolution that your monitor doesn’t support, or turning your gamma down so low that the screen is black.

This demo requires DirectX 6. If you do not have DirectX 6 on your system you can download it from the following site:

<http://www.microsoft.com/directx/homeuser/downloads/default.asp>

To take a screenshot, press F12. The image will be saved into the screenshots folder located in the folder into which you unzipped the demo.

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