Microsoft Close Combat Trial Version Read Me
Windows 95 Version, June 1996
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This document contains important information specific to the Microsoft Close Combat Trial Version.

The retail version contains the complete list of features not found in the Trial Version:
- The on-line help brings detailed weapon specs at your fingertips.
- You can play the whole Normandy campaign game – from Off the Beach to St.-Lo.
- Take your pick from 39 Maneuvers and play them individually.
- Won a major victory? Save that battle as a Replay and show it off to your friends.
- Watch real footage videos and see what really happened in the battle you just fought.
- More sound effects, weapons, tanks… you name it.

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A. Recommended Windows 95 System Configuration

- Personal computer with Pentium processor
- 8 MB RAM (16 MB recommended)
- 20 MB of free hard disk space

- 2X CD-ROM drive
- 640x480x256-color video (800x600 or higher resolution recommended)
- Sound card (recommended but not required)
- 9600-baud modem (for dial-up head-to-head play)
- Microsoft Windows 95 operating system
- Network card (for head-to-head Local Area Network play)
- Headphones or speakers

B. Audio Problems

If you are experiencing sound problems please use the following list of troubleshooting steps.

- Be sure you are using the latest Direct X compatible sound drivers. Contact the sound card manufacturer for the latest sound drivers.
- Verify that your speaker and volume control are enabled and turned up.
- Make sure that Windows 95 still has sound.
   1. Click the Start button.
   2. Click Setting, then click Control Panel.
   3. Double-click the Sounds Icon.
   4. Play a .wav file.
- If Windows 95 is not able to play a .wav file, check to see that a sound driver is enabled:
   1. Click the Start button.
   2. Click Settings, then click Control Panel.
   3. Double-click the System Icon.
   4. Click the Device Manager tab.
   5. Click the Plus sign on Sound, Video and Game Controllers.
   6. Click OK.
   If there is no "Sound, video and game controllers" or you have no Sound card listed, contact the manufacturer of the computer or sound card and have them reinstall the sound card drivers.
- If Windows 95 can play .wav files, verify that your sound card is a supported by DirectSound (see List of Supported Sound Cards):
   1. Click the Start button.
   2. Click Settings, then click Control Panel.
   3. Double-click the System Icon.
   4. Click the Device Manager tab.
   5. Click the Plus sign on Sound, Video and Game Controllers.
   6. Click OK.

If your sound card is not supported, contact the manufacturer of the Sound Card for Direct X compatible sound drivers.

C. Video Problems

Changing the Video Display to 256 Colors

Your computer must display 256 colors to run Microsoft Close Combat.
To display 256 colors in Windows 95:
1. Click the Start button, then point to Settings.
2. Click Control Panel.
3. Double-click the Display icon.
4. Click the Settings tab.
5. Under Color Palette, click 256 Color.
6. Click OK.
7. Reinstall Microsoft Close Combat.

NOTE: If you don't have the necessary 256-color driver, or if you aren't sure that your video card supports 256 colors, contact your video card manufacturer.

Video Display Problems

If you experience display problems, contact your video card manufacturer for the latest DirectX 1.0 drivers. We have noticed some display problems on Diamond video cards and with certain video cards that use the S3 chipset.

- Some video drivers that are incompatible with Direct X may boot to Safe Mode. If this occurs you can change your Display Adapter back to the original video drivers and your system will boot normally. To replace your Display Adapter drivers contact the manufacturer of the Sound Card for assistance.
- If you have a Matrox Millenium video card, and you have installed any beta version of DirectX 2.0 drivers on your machine, delete the beta drivers before installing Close Combat. You can install DirectX 2.0 from the Microsoft Web page at www.microsoft.com.

D. Hardware And System Compatibility

- Users of slower machines may experience a delay in game play when Close Combat is loading game data. Please do not restart your computer if this occurs.
- There are two minor performance issues related to Windows 95 on the NexGen Nx586 processor. NexGen has addressed these issues by making its Windows CPU Identifier applet available from their web site. You can download the VL and PCI versions of this applet from the following address: http://www.nexgen.com/support/toolbox.htm

E. General

- If Close Combat crashes when your hardware "sleeps," complete the following procedure to determine if Advanced Power Management is enabled:
    1. In Windows 95, start Control Panels.
    2. Double-click System.
    3. In the System Properties dialog box, click the Device Manager tab.
    4. Double-click System Devices. The current system devices appear.
    5. If Advanced Power Management is listed, it is enabled; you must disable Advanced Power Management using your computer's BIOS program. See your BIOS manual for specific instructions on disabling Advanced Power Management.
- When you select any antitank, machine gun, or mortar team, all soldiers on the team are listed in the Function in Team field as "Assistant." The soldier with the weapon graphic in his Weapon Icon field is the soldier responsible for firing the weapon. If that soldier is killed, another soldier on the team can continue to fire the weapon.
- When you select any antitank team, the Ammo Type field displays "HT" for the soldier who fires the antitank weapon. HT is an abbreviation for HEAT (High Explosive Anti-Tank).
- If a soldier's shadow appears in your line of sight, it remains a shadow for no more than ten seconds; Close Combat updates every ten seconds, at which time soldiers' shadows become soldiers. If you shoot at and hit a soldier's shadow, the soldier dies, and his fallen body appears as soon as Close Combat updates the screen.

F. Game Play

This section provides how-to-play procedures for Close Combat.

Close Combat Game Types

You can play two types of games with the Trial Version of Close Combat: Boot Camp and Maneuvers.

Boot Camp

Close Combat's Boot Camp includes scenarios you can use to learn and practice the skills you need to play, and win at, Close Combat.

Maneuvers

Maneuvers are single battles that represent actions from the Normandy Campaign.

Playing Close Combat—An Overview

- Click the Start button, click Programs, click Microsoft Games, and then click Close Combat Trial.
- If you want to skip the opening graphics and move directly to the Command screen, press any key.

On the Command screen, click to select the game options you want:
1. Click Boot Camp (training exercises) or Maneuvers (to fight single battles).
     Choosing any of these options displays a scrollable list from which you can choose the training scenario or battle you want to play.
     Maneuvers is the default setting.
2. Select the training exercise or battle you want.
3. Select the side you want to fight on (American or German).
     American is the default setting.
4. Select one-player or two-player game.
     When you start Close Combat, the default setting is one-player—you choose the side you want to play, and your computer plays the enemy side. Click the Two-Player button to connect by way of a modem or network with another player.
5. Select the level of difficulty you want for the upcoming game: Easy, Normal, Hard, or Custom.
     The default setting is Normal.
6. Click Begin to load the game. The game starts in Deploy mode.
7. Examine the game map, drag your teams to the positions you want, then click Begin again to start game play.
     Once you begin play, you can issue commands (Move, Move Fast, Fire, Smoke, Defend, or Hide) by holding down the left mouse button on a unit until the Command menu appears. When the game is over, Close Combat tells you who won, then the Debriefing screen appears, summarizing the results of the battle. From this screen you can choose to view the Debriefing Details screen or return to the Command screen.

G. Head-To-Head Play

Head-to-head play in Close Combat utilizes TCP/IP. If two players can "see" each other via a TCP/IP connection (LAN, Internet, PPP, SLIP, etc) then those two players can play Head-to-Head with Close Combat.

To play a two-player game in Close Combat you must have either a modem, to play via serial or Internet connection; or a network card to play via network.

If you're playing over the Internet, you need to know your or your opponent's IP address when playing in two-player mode. To find out what your IP address is, see the section later in this document that pertains to your networking software.

Contact your Internet Service Provider for further instructions on how to install the appropriate TCP/IP software in order to use your modem to connect to the Internet.

Confirming your IP address

When you start Close Combat and click on the two-player button, a screen will appear that displays your IP Address. This is your current IP address that your opponent can use to establish a connection with you. To exchange your IP addresses, you will need to use IRC (Internet Relay Chat) or some other Internet communication software in order to communicate your address to another individual.

Note: The IP addresses will often change each time you call up and connect to the Internet. So you need to stay connected to the Internet once you have your IP address and want to give it to someone else. In most cases

you cannot, for example; connect, get your IP address, disconnect, call them with the IP address, and then reconnect.

Confirming you can "see" the other player

From the Start Menu in Windows 95 select Programs and MS-DOS Prompt. Find out the other player's IP address, and type the following at the MS-DOS Command Prompt:
ping <address>
where address is the other player's IP address. If packets are returned from the other player's computer but you can still not start a head-to-head game in Close Combat contact your Network provider.

Using Winipcfg to review your IP address

Using the Winipcfg tool to review your current TCP/IP network protocol settings. This can be useful when you are troubleshooting problems, such as problems connecting to your Internet provider.

To view your current TCP/IP settings using Winipcfg, follow these steps:
1. Click the Start button, and then click Run.
2. Type the following line in the Open box, and then click OK:
   winipcfg

Your current TCP/IP settings are displayed. To view additional information, click More Info.

Note: The Winipcfg display is not updated dynamically. To view changes, quit Winipcfg and then run it again.

If your IP address was dynamically allocated by a Dynamic Host Configuration Protocol (DHCP) server, you can use the Release and Renew buttons to release and renew the IP address.

If your IP address is not displayed

If an IP address is not being displayed, then you do not have access to the Internet and will not be able to play Close Combat in two-player mode.
To configure Dial-Up Networking to work with an Internet service provider, you must obtain the following information from the service provider:
- User name
 - Password
 - Access phone number
 - Required protocol
 - Host and domain name
 - DNS (Name Service) if an IP address
 - Logon procedure

If the service provider requires that you use a dedicated static IP address each time you log on, you will also need the following information:
- Your IP address
 - Subnet mask (optional)
 - IP address for the default gateway (optional)

Note: Not all of the above information is required with all service providers.

Setting Up the Dial-Up Adapter

Confirming that the TCP/IP protocol has been installed for the adapter you use to connect to the Internet. In most cases this will be the Dial-Up Networking Adapter.
Follow these steps:
1. Click the Start button, point to Setting, and click Control Panel.

2. From Control Panel, click the Network icon.
3. Look down the list of Installed Network Components and confirm the existence of the TCP/IP protocol for the adapter you will use to access the Internet. (i.e. TCP/IP -> Dial-Up Adapter)

Confirm that the DNS(Domain Name Serve)is not enabled for the TCP/IP protocol.

1. Double click or click once on the TCP/IP protocol, then click on the Properties button.
2. Click the DNS Configuration tab and click the Disable DNS radio button if it is not already 'on'.
   Note: Disabling DNS does not remove any settings that are already populated for this screen, it only grays them, thus stopping the TCP/IP protocol from using them. If another application requires the use of DNS, simply re-enable DNS when not using Close Combat.
3. Click the OK button to return to the Network window.
4. Click the OK button to return to the Control Panel.
5. Close Control Panel
Connect to your ISP (Internet Service Provider)

Setting up the Service Provider

Once you have set up the dial-up adapter, use the following steps to create a connection for each service provider:
1. Click the Start button, point to Programs, point to Accessories, then click Dial-Up Networking.
2. Double-click Make New Connection.
3. Proceed through the Make New Connection Wizard to create the connection.
4. Use the right mouse button to click the new connection, then click Properties on the menu that appears.
5. Click Server Type. In the Allowed Network Protocols area, click the NetBEUI and IPX/SPX Compatible check boxes to clear them (unless they are required) and then click TCP/IP settings.
6. If a static IP address is required, click Specify An IP Address and type the address.
7. If a dynamic address is required (this is the case for most providers), click Server Assigned IP Address.
8. If a DNS name server is provided, click Specify Name Server Address and type the appropriate address.
9. Click OK until you exit connection properties.

Further Information

Windows 95 has built-in support for connecting to an Internet provider using a PPP (Point-to-Point Protocol) or SLIP (Serial Line Internet Protocol) account. SLIP support is available with the CD-ROM version of Windows 95, the CD-ROM Extras for Windows 95 upgrade, and the Internet Jumpstart Kit component of Microsoft Plus! for Windows 95.

Getting Started

To connect to the Internet, you need a PPP or SLIP account with an Internet provider. You also need the following information from your Internet service provider:
- User name
 - Password
 - Local access phone number
 - Your host and domain name
 - DNS server IP address
 - Authentication technique (whether or not a terminal window is used)

Your Internet service provider may also supply you with an IP address and an IP subnet mask. These optional items are needed only if your provider gives you a dedicated IP address to use every time you dial in.

How to Set Up Dial-Up Networking

Before you set up your Internet connection, make sure Dial-Up Networking is installed. To do so, click the Start button, point to Programs, point to Accessories, and see if a folder called Dial-Up Networking is available.

If you have a Dial-Up Networking folder, go to the "How to Install the TCP/IP Protocol" section below.

If you do not have a Dial-Up Networking folder, add Dial-Up Networking by following these steps:
1. In Control Panel, double-click the Add/Remove Programs icon.
2. On the Windows Setup tab, click Communications (do not click the check box), and then click Details.
3. Click the Dial-Up Networking check box to select it, and then click OK.
4. On the Windows Setup tab, click OK.

If you're using a SLIP account

If you plan to use a SLIP account to connect to an Internet service provider, perform the following steps to install SLIP support:
1. In Control Panel, double-click the Add/Remove Programs icon.
2. On the Windows Setup tab, click Have Disk.
3. Insert the appropriate disk or CD-ROM, and then point to the folder that contains SLIP.

How to Install the TCP/IP Protocol

Once Dial-Up Networking is installed, follow these steps to install the TCP/IP protocol:
1. In Control Panel, double-click the Network icon.
2. On the Configuration tab, click Add, click Protocol, click Add, click Microsoft in the Manufacturers box, click TCP/IP in the Network Protocols box, and then click OK.
3. If you want to connect only to the Internet, you need only the following network components:
Client for Microsoft Networks
    Dial-Up Adapter
    TCP/IP
Note: You can have additional protocols bound to the dial-up adapter if you need them for connection to other Dial-Up Networking servers.
4. Once the necessary components are installed, click OK, and then restart your computer when you are prompted to do so.
Note: You do not need to configure any TCP/IP settings at this time. Instructions for configuring these settings is included later in this article. The default TCP/IP settings are as follows:
- IP address set to Obtain An IP Address Automatically
 - WINS Configuration set to Use DHCP For WINS Resolution
 - Installed Gateways: None
 - DNS Configuration set to Disable DNS

How to Create and Configure a New Connection for PPP Accounts

Note: If you have a SLIP account, please go to the "How to Create and Configure a New Connection for SLIP Accounts" section below.
1. Click the Start button, point to Programs, point to Accessories, and then click Dial-Up Networking.
2. If this is the first time you have used Dial-Up Networking, the Welcome To Dial-Up Networking Wizard appears. If the wizard does not appear, double-click Make New Connection and follow the instructions for creating a Dial-Up Networking connection.
3. Once the connection is created, an icon appears in the Dial-Up Networking folder that you can double-click to connect to the Internet.

If your Internet service provider requires you to manually log in to your PPP account after you have connected, you must enable the necessary support. Perform the following steps to enable this support:
1. Use the right mouse button to click the newly created icon in the Dial-Up Networking folder, and then click Properties on the menu that appears.
2. On the General tab, click Configure.
3. On the Options tab, click the "Bring up terminal window after dialing" check box to select it, and then click OK.
4. On the General tab, click Server Type.

5. Click "PPP: Windows 95, Windows NT 3.5, Internet" in the Type Of Dial-Up Server box, and then click the TCP/IP check box in the Allowed Network Protocols area to select it. The TCP/IP selection allows for a quicker connect time after dialing your Internet service provider. The other options are not relevant to connecting to the Internet.
6. Click TCP/IP Settings.
   To use resources on the Internet you must enter your DNS server address. You can also enter your IP address if your Internet service provider supplied you with a fixed IP address.

How to Connect to Your PPP Account

1. Click the Start button, point to Programs, point to Accessories, and then click Dial-Up Networking.
2. Double-click the Dial-Up Networking icon you created in the section above.
3. In the Connect To dialog box, enter your user name and password, and then click Connect.

If you clicked the "Bring up terminal window after dialing" check box earlier, a terminal window appears in which you enter your login information. After you enter your user name and password, click Continue. The order in which you log in and the information you have to provide may vary for your Internet service provider. Please contact your provider if you have any questions about the login procedure.

After the Connected To dialog box appears, you are connected to the Internet.

How to Create and Configure a New Connection for SLIP Accounts

Note: If you do not have a SLIP account, you do not need to perform the steps in this section.
1. Click the Start button, point to Programs, point to Accessories, and then click Dial-Up Networking.
2. If this is the first time you have used Dial-Up Networking, the Welcome To Dial-Up Networking Wizard appears. If the wizard does not appear, double-click Make New Connection and follow the instructions for creating a Dial-Up Networking connection.
3. Once the connection is created, an icon appears in the Dial-Up Networking folder that you can double-click to connect to the Internet.
4. Use the right mouse button to click the newly created icon in the Dial-Up Networking folder, and then click Properties on the menu that appears.
5. On the General tab, click Server Type.
6. Click SLIP: UNIX Connection in the Type Of Dial-Up Server box, and then click the TCP/IP check box in the Allowed Network Protocols area to select it. The TCP/IP selection allows for a quicker connect time after dialing your Internet service provider. The other options are not relevant to connecting to the Internet.
Note: If you have a CSLIP (compressed SLIP) account, click "CSLIP: UNIX Connection with IP Header Compression." Your Internet service provider can tell you which type of SLIP account you have.
7. Click TCP/IP Settings.

To use resources on the Internet you must enter your DNS server address. You can also enter your IP address if your Internet service provider supplied you with a fixed IP address.

How to Connect to Your SLIP Account

1. Click the Start button, point to Programs, point to Accessories, and then click Dial-Up Networking.
2. Double-click the icon you created earlier. In the Connect To dialog box, click Connect.
3. After modem negotiation, a terminal window appears in which you enter your login information. After you enter your user name and password in the terminal window, you should receive a message from your Internet service provider informing you of your IP address for the session. Most providers use a message such as "Your IP address is" or "SLIP session from ###.###.###.### to ###.###.###.###" where the second set of numbers is your IP address.
   The order in which you log in and the information you have to provide may vary for your Internet service provider. Please contact your provider if you have any questions about the login procedure.
4. Make a note of your IP address, and then click Continue.
5. Confirm your IP address in the SLIP Connection IP Address dialog box by entering the IP address noted in step 4, and then click OK.

If you are not sure what your IP address is, please contact your Internet provider and ask how to determine your IP address for your SLIP account.

Troubleshooting Tips

If you experience problems connecting to the Internet:
- Make sure your server type is correct. For example, if you have a PPP account, make sure the server type is set to PPP, not SLIP or CSLIP.
- If you have a SLIP account, make sure you enter the correct IP address when you are prompted to do so during the login process.
If you experience problems after you connect to the Internet:
- If you use a SLIP account and you can successfully ping another computer but you cannot use Close Combat to connect to Internet resources, change the server type from SLIP to CSLIP (or from CSLIP to SLIP).
To make sure your Internet connection is working properly, ping a known IP address by typing the following command at an MS-DOS prompt
ping <IP address>
where <IP address> is a known IP address such as the Microsoft FTP server (198.105.232.1).

If you can ping a known IP address successfully, basic TCP/IP connectivity is functioning properly. Next, try to ping the Microsoft FTP server using "ftp.microsoft.com" instead of its IP address. To do so, type the following command at an MS-DOS prompt:
ping ftp.microsoft.com

If this works, your DNS settings are functioning properly.

Thank you for choosing Microsoft Close Combat.