

# ReadMe for *Terminal Velocity for Mplayer*

- 1) - **Mplayer-enabled Terminal Velocity and its relationship to the Shareware version.**
- 2) - **Configuring your Sound Card (If you didn't do it during the installation)**
- 3) - **Joystick Calibration**
- 4) - **Terminal Velocity doesn't launch**
- 5) - **After game play starts, do not exit the game to modify sound settings or joystick**

## 1) - **Mplayer-enabled Terminal Velocity and its relationship to the Shareware version.**

This program only works with the shareware version 1.2 of Terminal Velocity. Although you can install this program over another version of shareware Terminal Velocity, it's best if you install it into a private directory, in which case it will also install shareware version 1.2 of Terminal Velocity. If you already have version 1.2 installed, the Mplayer will only install the Mplayer support for the previously installed version. At this time, Mplayer does not support the Retail version of Terminal Velocity.

## 2) - **Configuring your Sound Card (If you didn't do it during the installation)**

After you install this game, but before you start playing, you need to configure your sound card for Terminal Velocity. Change into the Terminal Velocity directory and run Setup, then choose Sound Setup, then follow the instructions. The SETUP.EXE program can be run from inside Mplayer's setup program; however, after configuring your sound card, you will not want to "Save Settings And Launch Terminal Velocity"--you should exit without launching Terminal Velocity, so that you return to this installation program. To do this, after setting up your sound card, press the Esc key and when it asks "Save Settings Before Exiting?" choose Yes.

## 3) - **Joystick Calibration**

Make sure your joystick is calibrated in the Windows 95 control panel before calibrating your joystick in Terminal Velocity. If your joystick is miscalibrated in Windows, you may not be able to use your joystick in Terminal Velocity. You can calibrate your joystick within Terminal Velocity once the game has launched by selecting Options; then, Control followed by Calibrate.

## 4) - **Terminal Velocity doesn't launch**

After the game moderator has selected the "Play/Go" button, Terminal Velocity will launch on each player's system. During the launching, you will be returned to the Game Room. This may be caused by not having enough DPMI memory resources. In order to determine if this is the case, you will need to run Microsoft Explorer locating the file tv12.bat.

Once you've located this file, open the properties for this file and select the Program Tab. Remove the check from the checkbox "Close on Exit". This will allow you to see the error message being returned when the game doesn't launch. At this point, try to launch another game of TV using Mplayer. If the launch fails, the DOS Session should remain open for you to review the error messages. We are looking for the following message:

```
Loading Sound Driver....  
DOS/16M error [32] DPMI Host Error (possibly insufficient memory)  
Returning from TV.EXE  
Any key to continue...Debug: Returning from Launching game..
```

If you see this message, it's probably time to reboot your machine. In most cases, rebooting the machine will solve this problem.

Additionally, If you did not or have not setup the sound card within Terminal Velocity Sound Setup, it will not launch. If this is the case, follow the steps describe above in Item #2.

## 5) - **After game play starts, do not exit the game to modify sound settings or joystick**

After each player presses the spacebar to start the game, the gameplay begins. If you exit the game for any reason and attempt to return, you will be out of sync with the players who have not left the game. You may be tempted to do this because a) you forgot to calibrate your joystick or want to remap the keyboard keys to your favorite commands or b) you want to turn off/on the game's sound or music. Perform these operations prior to

starting the game. If you have to exit the game for either of these reasons, have all players exit the game; then you should be able to restart the game without being out of sync.