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## **Galactic Gladiator**

By Andrew Lauritzen and Chris Iacobucci  
<http://www.galacticgladiator.com/>

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Thank you for your interest this game. We recommend that you read this file to get information about installing, running and using this software. In addition, the web page found at the top of this document contains the most up to date information as well as troubleshooting guides, frequently asked questions, forums, and more.

For information about how to play the game, please consult the included "**Play Guide**" (online, or Start Menu shortcut).

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## **Recommended Minimum System**

**CPU:** Intel Pentium 3 or equivalent (with MMX technology)

**Memory:** 128MB

**Graphics:** 100% DirectX 9.0c compatible 32MB SVGA PCI or AGP card capable of 800x600, 32bit colour, at 85Hz

**Sound:** 100% DirectX 9.0c compatible sound system

**Input Device:** Keyboard and mouse required, 4+ button gamepad with analog stick highly recommended

**Operating System:** Windows 98/ME/2000/XP

**DirectX:** Microsoft DirectX 9.0 is required to run this program. It is available freely from Microsoft at <http://www.microsoft.com/windows/directx>.

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

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## **General Information**

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### **Performance**

It is recommended that for maximum performance, all other programs should be closed before running **Galactic Gladiator**.

### **Task Switching**

It is recommended that you do not use ALT-TAB, CONTROL-ALT-DELETE, ALT-ESCAPE, CONTROL-ESCAPE or any other method of task switching while running the program.

### **Command-line Options**

The following switches may be used (or added to the shortcut) to alter the default behavior of the program:

-nosplash      skips the launcher screen

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### **Troubleshooting**

If you experience problems installing or running **Galactic Gladiator**, please consult the online web site. A link can be found at the top of this document.

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### **Version History**

#### **Version 1.1.1**

- Fixed a bug that could cause flicker. The default is not for v-sync to be OFF, which should run generally well on a wide range of computers. If this causes problems, simply re-enable v-sync via the Troubleshooting panel.
- Fixed a bug that caused some force feedback effects not to play.
- Replays will now be sorted so that your replays (if you have entered a default name in the launcher) always appear first.

#### **Version 1.1.0**

- Full support for saving and viewing replays added and related settings and interface added to the Options form and GUI respectively.
- Controllers form will now show device dependant button names if available.
- Replaced standard random number generator with a Mersenne

Twister implementation (better in every way).

- Physics calculations moved to a separate thread, which should improve performance, especially on multiprocessor or hyper-threaded systems.
- Options form reorganized.
- Weapon levels altered slightly to make the very lowest ones more forgiving.

**Version 1.0.1**

- New content
- Fixed a minor bug with the game window (probably would not ever cause a problem)

**Version 1.0.0**

- Original release.

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