

Savage Readme File

This document contains up to date information that will help you get the most out of Savage and your system.

To read this file on-screen, use the Page Down and Page Up keys on your keyboard. You can print the file by choosing the Print command from the File menu.

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1. Problems During Setup

Because Savage installs system files that may be shared with other applications, it is best to shut down other applications before running the installer.

If the installer is interrupted by a loss of power, a power surge, or some other unexpected incident, then restart Windows before you run the installer again.

Refer to your Savage User's Guide for minimum system requirements.

2. Savage and Windows Performance Issues

There are several ways to make Savage run faster. Many of the methods described below are general tips to improve the performance of any Windows application. Consult your Windows manual for more details.

Savage uses your computer's memory (RAM) to play videos, animations and sound. If Savage runs slowly or you see out-of-memory errors, Savage may not have enough memory. Below are some tips to make the best use of your available memory.

- * Close all applications that you are not using.
- * Set up a permanent Windows swap file.

Windows works best when there is hard disk space allocated for swapping a file into or out of your computer's memory. To set up a permanent Windows swap file on your hard disk, open the Control Panel (usually in the "Main" program group of Program Manager), and click the icon "386 Enhanced." Then use the "Virtual Memory" button to see if your current swap file is temporary or permanent, to check the size of the current swap file, and to make changes. Windows usually creates a temporary swap file by default, but if your disk is full or fragmented, this temporary file can become unavailable. If you can, make the size of the permanent swap file at least 4096KB.

Look at the Help menu of the Windows Control Panel or in your Windows documentation for more information.

- * Defragment or optimize your hard disk by running a defragmentation program.

For example, MS-DOS 6.22 includes a utility called Microsoft Defrag. Some other popular utilities are PC Tools, Norton Utilities, and Mace Utilities.

- * Add more RAM (memory) to your computer.

You can determine how much memory is available by starting MS-DOS, typing "mem" and pressing ENTER. This starts a program that will tell you how much memory you have. You need at least 8 megabytes of RAM to run Savage, and 12 megabytes is recommended.

- * Add a cache to your CD-ROM drive.

SmartDrive in MS-DOS 6.2 and utilities like Norton Speedcache+ can significantly improve the performance of CD-ROM products by helping eliminate unnecessary seeks and reads. If you have an older or slow CD-ROM drive, the performance difference is very noticeable. The recommended size of the cache is 2048Kb.

For more details on improving performance, consult your Windows and CD-ROM manuals or see the tips in your Savage user guide.

3. Video Cards and Display Problems

Savage will not run properly in 16-color mode. If you have a VGA-only video card or monitor, you can change to a higher color mode. For example, you can change to a driver that will display 256 colors. Your system may already have a driver installed that displays 256 colors or more. We recommend a display driver that can display 256 colors. For instructions on how to determine what video driver you have installed, and on how to install or change drivers, see Help within Windows Setup. Click the Windows Setup

icon, usually located in the Main group in the Windows Program Manager.

In some situations, Savage may encounter video display problems when using high resolution video drivers from various video card manufacturers. The problems include:

- Screens become garble.
- Videos display garbled images or crash Savage

There are several things you can do if you encounter problems like this:

- * Obtain updated drivers from your video card manufacturer

Most problems can be fixed by obtaining new drivers from your video card manufacturer. Contact the manufacturer of your video card to determine if there are newer versions available. Their phone number should be in the manuals that came with your video card or personal computer. Another option for obtaining updated drivers is the Microsoft Download service, an electronic bulletin board that can be accessed via a modem at (206) 936-MSDL (206-936-6735).

- * Change to a different display mode

An alternative to obtaining a new or updated display driver is to change your video mode to a standard video mode such as 640 x 480 resolution with 256 colors.

Special Note: USING SAVAGE WITH ATI MACH 64 VIDEO CARDS

If you are using an ATI Mach 64, Savage may garble the video while running. If this happens, you will get no error message. Close Savage and return to Windows. The solution to this problem is to get a newer driver from ATI (see below for how to contact ATI). A temporary workaround is to Change the following line to your SYSTEM.INI file in the section [Drivers]:

from

 dci=atidci

to

 ;dci=atidci

To add this line, use Notepad to edit your SYSTEM.INI file. Change the line under [Drivers]. SYSTEM.INI is found in your \windows directory. For information about ATI video cards or the ATI installation utility referred to above, contact ATI Technical Support at (905) 882-2626.

4. Screen Modes

After you have installed and run Savage, a file called SAVAGE.CFG will be created in your Windows directory. You can edit this file to select a screen mode for Savage. There are 21 different screen modes you can select from. To change the screen mode, exit Savage, open the SAVAGE.CFG file in WordPad, and on the line that reads:

change the number 21 to one of the Mode numbers (1-21) listed in the Screen Mode Table below. Do not change any other lines in the file, or Savage may not run properly. Save your changes and run Savage. Some of these modes may or may not look good or optimal on your system, depending on what video hardware you have and what resolution your graphics card is in when you run Savage. Each Savage screen mode has settings for *methods*, *resolution*, *pixel-stretching*, and *boundary*.

METHODS

There are 3 different methods Savage can use to display graphics on your screen: Standard Windows GDI, WinG Graphics Acceleration, and DispDIB Fullscreen. The Standard Windows GDI method uses standard Windows operating system calls to display graphics on the screen. These calls are by far the safest to use because all Windows systems have these available. In Windows 3.1, however, these calls can be slow.

The second method is WinG Graphics Acceleration. This method uses a DLL (Dynamic Link Library) that comes with Savage that can be installed when you install Savage. This DLL will check out your system when you install it and determine faster ways to get the graphics to the screen. Screen modes that use WinG look the same as the Standard Windows GDI method, however, the performance is greatly improved. The problem with WinG is that there are some graphic cards out there that WinG will not work correctly on. Usually, on these cards, the screen image will look scrambled. In these cases, it is recommended that you use the Standard Windows GDI or the DispDIB methods.

The final method is DispDIB Fullscreen. This method uses a DLL to put your computer into a fullscreen, 320x240 low-res graphics mode. The windows interface will disappear. This mode is restricted to low-res graphics.

RESOLUTION

Savage has two different screen resolutions, known as hi-res and low-res. Hi-res screen modes have a screen buffer consisting of a 640 by 480 pixels. In these modes, details look very good, but performance is sacrificed. The second mode is low-res. Low-res screen modes have a screen buffer consisting of a 320 by 240 pixels. In these modes, graphics don't look as good as in hi-res, but performance is much better.

PIXEL STRETCHING

In Standard Windows GDI and WinG Graphics Acceleration methods, you have the option to display the screen buffer normally, with doubled pixels, or with quadrupled pixels. This option basically allows you to make the game screen appear larger, by a factor of 1, 2 or 4. Doubled pixels make 320x240 screen buffers fill the area a 640x480 buffer would fill. Quadrupled pixels make a 320x240 screen buffer fill the area a 1280x960 buffer would fill. If your desktop is too small, a doubled or quadrupled pixels screen may actually stretch beyond your desktop. It is not advisable to play SAVAGE under these conditions. These modes were designed for higher resolution desktops.

BOUNDARY

In Standard Windows GDI and WinG Graphics Acceleration methods, you have the option of displaying the screen buffer in a full-screen window, or in a fixed window. A full-screen window is basically a window on your desktop that is the size of the desktop. Because Savage uses all 256 colors of the palette, desktop items such as icons will change colors. To avoid this, you have the option to make all your windows full screen. This is the default for all window modes. The other way to display a window is in a fixed window. In a fixed window, the window forms a fixed boundary around the drawing area within the window.

SCREEN MODE TABLE

Mode	Method Name	Resolution	Pixel		Window?	Min. Desktop Req.
			Stretch	Boundary		
1	Standard Windows GDI	320x240 low	None	Fixed	YES	320x240, 256 colors
2	Standard Windows GDI	320x240 low	x 2	Fixed	YES	640x480, 256 colors
3	Standard Windows GDI	320x240 low	x 4	Fixed	YES	1280x960, 256 colors
4	Standard Windows GDI	640x480 high	None	Fixed	YES	640x480, 256 colors
5	Standard Windows GDI	640x480 high	x 2	Fixed	YES	1280x960, 256 colors
6	Standard Windows GDI	320x240 low	None	Fullscreen	YES	320x240, 256 colors
7	Standard Windows GDI	320x240 low	x 2	Fullscreen	YES	640x480, 256 colors
8	Standard Windows GDI	320x240 low	x 4	Fullscreen	YES	1280x960, 256 colors
9	Standard Windows GDI	640x480 high	None	Fullscreen	YES	640x480, 256 colors
10	Standard Windows GDI	640x480 high	x 2	Fullscreen	YES	1280x960, 256 colors
11	WinG Acceleration	320x240 low	None	Fixed	YES	320x240, 256 colors
12	WinG Acceleration	320x240 low	x 2	Fixed	YES	640x480, 256 colors
13	WinG Acceleration	320x240 low	x 4	Fixed	YES	1280x960, 256 colors
14	WinG Acceleration	640x480 high	None	Fixed	YES	640x480, 256 colors
15	WinG Acceleration	640x480 high	x 2	Fixed	YES	1280x960, 256 colors
16	WinG Acceleration	320x240 low	None	Fullscreen	YES	320x240, 256 colors
17	WinG Acceleration	320x240 low	x 2	Fullscreen	YES	640x480, 256 colors
18	WinG Acceleration	320x240 low	x 4	Fullscreen	YES	1280x960, 256 colors
19	WinG Acceleration	640x480 high	None	Fullscreen	YES	640x480, 256 colors
20	WinG Acceleration	640x480 high	x 2	Fullscreen	YES	1280x960, 256 colors
21	DispDIB Fullscreen	320x240 low	N/A	N/A	NO	N/A

Keyboard Shortcuts:

F5 MODE 16, WinG Acceleration, 320x240 Low, Fullscreen
F6 MODE 17, WinG Acceleration, 320x240 Low, X2, Fullscreen
F7 MODE 19, WinG Acceleration, 640x480 High, Fullscreen
F8 MODE 21, DispDIB Fullscreen, 320x240 Low

CTRL-F5 MODE 11, WinG Acceleration, 320x240 Low, Fixed
CTRL-F6 MODE 12, WinG Acceleration, 320x240 Low, X2, Fixed
CTRL-F7 MODE 14, WinG Acceleration, 640x480 High, Fixed

5. Audio Problems

The following are some suggested solutions for common problems with playing audio in Savage.

SOUND DOES NOT PLAY AT ALL

1. Check the volume.
2. If the volume is turned up and you still hear no sounds, something may be wrong with your audio card installation. Check to see that the audio card software is

installed correctly and reinstall it if necessary. For further details, see the section below "MAKING SURE THE SOUND CARD IS INSTALLED PROPERLY"

3. If the software is installed correctly, the audio card may need to be pressed more securely into its slot or have a jumper setting changed on the audio card.
4. If you have both an audio card and special software that bypasses the audio card to play sounds through the PC speaker, we suggest you remove or disable the special software (the PC speaker driver). Savage requires MPC2-compatible audio; it is not meant to run with just the PC internal speaker or any combination of that speaker and special software.

SOUND PLAYS BUT IS DISTORTED OR "FUZZY"

Sound distortion is often caused by sending a higher volume or amplitude of sound than the speakers are able to handle. Also, if the volume control on your audio card is set too high it may cause distortion from the amplifier on the audio card. Sometimes lower quality speakers will distort at a lower volume than better speakers will (compare a clock radio speaker to a big stereo system; the stereo speakers can play much louder with no distortion). For example, if the volume for your audio card or "WAVE file output" is set to near its maximum it will produce distortion just like a radio with the volume turned up too high. To learn how to change your audio card settings, check the manuals that came with your audio card. Changing the volume settings is normally done with either a volume dial on the back of your audio card (in the rear of your computer where the speakers plug in) or with a program that is often called a "mixer" that is usually installed in the Windows Control Panel of the Main program group. Some audio cards use both types of controls and they must both be adjusted.

Another possible cause is that you are using a 16-bit sound card set to a lower Direct Memory Access (DMA). Sounds that appear scratchy while using a low DMA will sound better using an upper DMA. In the case of the Media Vision Pro Audio 16 sound card, a DMA setting of 7 will correct any scratchy sounds. To change the DMA channel you will have to go to the Windows Control Panel and select drivers. In the drivers section select the sound card driver and choose setup. You should be able to select a higher DMA setting here. If the driver will not allow you to change the DMA setting you may need to refer to your sound card manual.

SOUND PLAYS BUT HAS SKIPS

If audio breaks up or skips periodically it is usually an indication that the CD-ROM drive does not fully meet the MPC2 (Multimedia PC) specification for the Data Transfer Rate. The MPC2 specification states that the CD-ROM drive needs to be capable of transferring data at a rate of 300 KB per second while utilizing 40% or less of the CPU. You can continue to use your CD-ROM drive to run Savage, but will continue to experience this choppiness in audio and video clips.

SOUNDS ARE CUT OFF

Most audio cards can play only one sound at a time; therefore, other sound-producing programs could interrupt the sounds from Savage. Some sound producing programs may take over the audio capability and prevent other Windows programs from being able to make sounds. If you suspect you have such a program do not run it at the same time as Savage.

ERROR MESSAGE: "NO WAVE DEVICE THAT CAN PLAY FILES..."

If you get the error message "No wave device that can play files in the current format is installed. Use the drivers option to install the wave device." when trying to play some sound clips, then the Microsoft audio compression manager and drivers may not be installed correctly. There are 2 files in your Windows system directory that need to be up to date. If these files are current, then you will want to make sure that your SYSTEM.INI file contains the right information. You can open the SYSTEM.INI in Notepad or any text editor. Make sure that the following sections and section entries appear:

```
[Drivers]
wavemapper=msacm.drv
```

```
[MSACM]
install=msadpcm.acm
```

VOLUME IS TOO LOW

When playing Savage you may here softer sounds than when playing other audio. To increase the sound level, you need to adjust your mixer settings. To do this you must first locate your mixer. It should be in the group where your sound software is loaded. Refer to your audio card's software manual for the exact location.

Once you find and run the mixer you can independently raise and lower the levels of the different types of sound. For example you can turn up wav audio and turn down the CD-audio. To get the anthems to play louder, turn up the midi setting

MAKING SURE THE SOUND CARD IS INSTALLED PROPERLY

1. Check to see that you can play MIDI from MS-DOS. Most sound cards come with a test utility or an MS-DOS program for playing MIDI or testing the card configuration. If MIDI does not work with these then the MIDI will not work in Windows either.
2. Verify Port and IRQ settings by looking at the sound card and comparing the way it is set up to the way that the audio card software thinks it is set up. The audio card manual should explain how to configure the audio card settings.
3. Make sure the sound card does not conflict with other hardware. This is done by comparing the setup of the audio card with the setups of other cards in your

computer. It is important that no two cards try to use the same port or IRQ. This is a common source of problems when you are getting no sound at all.

4. If you have a Sound Blaster 16 sound card, and you can't hear sounds play, you may have to disable the 16-bit audio by switching the High DMA channel to match the Low DMA channel. Sound Blaster has utilities programs to help you do this. If you need to do this manually, you must change the current settings in both the AUTOEXEC.BAT and the SYSTEM.INI.

6. CD-ROM Problems

COMMON SOLUTIONS FOR PROBLEMS WITH CD-ROM DRIVES

NOTE: Do not remove the Savage compact disc from your CD-ROM drive while running Savage.

If Savage cannot find the data files it needs to run, you will see an error message prompting you to correct the problem. To find the source of the problem, do the following:

- * Make sure the Savage compact disc is correctly inserted into the CD-ROM drive.
- * Make sure that the drive is connected to your computer correctly and it is functioning in MS-DOS. If you have an external CD-ROM drive, make sure the power is turned on. You can test the function in MS-DOS by viewing a directory of the drive at an MS-DOS prompt. To do this, change to the CD-ROM drive at an MS-DOS prompt, type DIR, then press ENTER.

If you still see an error message after checking the points above, check the manuals that came with your CD-ROM drive for information on how a CD-ROM is to be set up, or contact the company that supplied the drive.

7. Mouse Cursor Problems

If you find that the mouse cursor jumps around on the screen when you perform certain actions in Savage, and you are using Microsoft Intellipoint mouse software, you need to turn off the "snap-to" option. Open the Control Panel, usually found in the Main group in Program Manager, and select the Mouse option. Turn off the snap-to option in the Mouse Manager dialog and close the Mouse Manager and the Control Panel.

8. Keyboard, Mouse and Joystick Controls

The following is a list of actions you can perform in Savage. The controls are also explained in the Savage User Guide.

Command	Keyboard	Mouse	Joystick
Move Forward	Up Arrow	Rt. Button	Push Forward
Move Left	Left Arrow	Slide mouse left	Push Left
Move Right	Right Arrow	Slide mouse right	Push Right
Move Back	Down Arrow	Slide mouse back	Pull Back
Run	Shift + Arrow Key	Shift + Rt. Btn.	Forward + button 2
Lunge	Shift + Up Arrow + Z	Up Arrow + Lft. + Rt.	Up on "Hat" key
Claw	Ctrl Key	Lft. Mouse Btn.	Press button 1
Eat	Press E key	Press E key	Press E key
Drink	Press D key	Press D key	Press D key
Roar	Press R key	Press R key	Press R key
Sniff	Press S key	Press S key	Press S key
Scent Mark	Press M key	Press M key	Press M key
View Map	Type Map	N/A	N/A
Show Position	Press Tab	N/A	N/A
Haunch Cam	Press F1	N/A	N/A
Butt Cam	Press F2	N/A	N/A
Back Cam	Press F3	N/A	N/A
Top View	Press F4	N/A	N/A
1st Lion	Press F11	N/A	N/A

NOTE: If you are using a joystick and are running Windows 95, be sure to configure your joystick for Windows 95 using the Joystick Control Panel. You must also configure your joystick for playing Savage by choosing the Configure Joystick option from the Main Screen in Savage.

9. Uninstall Information

For Windows 3.1

Double click on the Savage Uninstall icon in the Program Manager. The Savage uninstall icon is in the same program group as the Savage icon. Follow the onscreen instructions to uninstall Savage.

For Windows 95

Press the **Start** button on the task bar, click **Settings** then the **Control Panel**. In the Control Panel double click **Add/Remove Programs** and double-click Savage in the list of programs to uninstall.

The uninstall only removes the Savage, Wallpaper and Discovery Demo icons from the system.

Video for Windows, QuickTime for Windows, and WinG are not removed because they use shared files which may be required by other software products.

10. General Multimedia Information and Technical Support

If you are having problems running Savage on your system, and cannot find a solution in this document, call 1-800-780-6044, within the United States or 214-776-

2650 from outside the U. S. for technical support.

For more information regarding Multimedia PCs, MPC titles, and other general multimedia topics of interest, please refer to the MPC Marketing Council at the following location:

Multimedia PC Marketing Council, Inc.
1703 M Street Suite 700
Washington, DC 20036
Telephone: (202) 452-1600

For information regarding a specific MPC product, contact the manufacturer of that product.