Connectix Virtual Game Station Update

©1998–99, Connectix Corp.
Version 1.2 — March 4, 1999

This Read Me is divided into the following sections:

• About Connectix Virtual Game Station
• How to use the updater
• New in version 1.2
• New in version 1.1
• Importing DexDrive™ memory files
• Troubleshooting Tips
• Compatibility Issues
• Important Updates
• How to Contact Connectix

About Connectix Virtual Game Station

Connectix Virtual Game Station allows you to play many popular Sony PlayStation® games on your G3 Macintosh. The CVGS installer creates one folder (Connectix Virtual Game Station) that includes one application (Connectix VGS), one Extension (CVGS AutoLauncher), one preferences file (Connectix VGS Preferences), and one memory card file. The application must be installed from the master CD to work properly.

To read the latest information about Connectix Virtual Game Station, including details about new updates, please point your Web browser to:

http://www.virtualgamestation.com/

How to use the updater

1. Insert your original Connectix Virtual Game Station CD.

2. Double-click the updater application "Connectix VGS 1.2 Updater."
3. Click the "Update" button to update the version of CVGS currently installed on your hard drive.
4. After quitting the updater, you must restart your Macintosh for the CVGS AutoLauncher to take effect.
5. CVGS 1.2 uses a new preferences format. Unfortunately, after upgrading you will need to reconfigure your game controller in the CVGS preferences. We apologize for any inconvenience.

New in version 1.2

New Features
1. Expanded copy protection
2. Added performance alert if Virtual Memory or RAM Doubler are enabled
3. Added DexDrive™ import support (see instructions below).
4. Clarified graphics in the controller setup window.
5. Improved AutoLauncher notification and error detection.
6. Added Command-K as a keyboard shortcut for the CVGS "Preferences..." menu item.
7. Modified the splash screen to specify that pressing the Escape key shows the menu bar

Fixes
1. CVGS now fills the screen on first-generation, fixed-resolution ("Wall Street") PowerBook G3 systems.
2. Added numerous fixes to improve game compatibility and performance. Please visit www.virtualgamestation.com to see the latest list of compatible PlayStation games.

New in version 1.1

New Features
1. New AutoLauncher Extension. This Extension automatically launches Connectix VGS whenever you insert a PlayStation CD.
2. New Artwork. Added new splash screens, "About box," and icons for consistency.

Fixes
1. Resolved incompatibility with ATI RAGE 128 Extension in the new "Blue and White" G3 Macintosh computers.
2. Fixed a problem with intermittent failures of the Connectix VGS "Reset" option.
3. Eliminated a potential crashing problem when quitting Connectix VGS on a PowerBook.
4. Eliminated a potential crashing problem when sleeping a PowerBook with Connectix VGS active.
5. Several other minor fixes.

Importing DexDrive™ memory files

DexDrive™ files allow users to backup and share PlayStation memory cards. A number of Web sites distribute these files for other users. Connectix Virtual Game Station v1.2 adds the capability to import these files:

1. Download or copy the DexDrive file to a local hard drive. Make sure the filename ends with .gme
2. Launch CVGS.
3. Press the Escape key to show the menu bar.
4. Select "Preferences..." from the Edit menu.
5. Click either of the "Choose..." buttons.
6. Select your DexDrive file ("filename".gme), and click Open.
7. Rename the file and click Save.
8. The .gme file has now been duplicated and converted to a CVGS-compatible memory card file, and your original .gme file has been preserved.

Troubleshooting Tips

• Problem: I've inserted disc two of a multi-disc game, but nothing happens when I click the Start button. Why doesn't the game start?
When you insert a game CD, there is typically a delay while the CD-ROM drive spins the CD up to its appropriate speed. If you click the Start button while the CD is still spinning up, the game will not begin. In this case, wait 5-10 seconds and then press the Start button.

• Problem: My game CD is consistently ejected.
If you put in a CD and it is consistently ejected, there are two possible reasons for

this.

1. You have inserted a CD that isn't a PlayStation CD.
2. You have inserted a European or Japanese PlayStation CD.

• Problem: CVGS launches every time I insert a PlayStation game CD.
This is a new feature in CVGS 1.1 called AutoLauncher. Whenever you insert a PlayStation CD, AutoLauncher detects the game and automatically launches CVGS and your game starts. If you do not want AutoLauncher, please use the Extensions Manager Control Panel to disable the CVGS AutoLauncher Extension. Disabling this Extension will eliminate the AutoLauncher feature, and will have no negative effect on game performance. Without AutoLauncher, you must open the CVGS application manually each time you insert a game CD.

• Problem: I can't run a European or Japanese PlayStation game.
Connectix Virtual Game Station only supports game titles sold in North America. This means the CVGS application will only run on version of the Mac OS written for the US and Canada. CVGS will not run PlayStation games written for Japan or Europe.

• Problem: My USB Controller does not respond when connected to a USB hub.
Devices hooked up to USB hubs might drop off the USB bus and not respond to button presses. You should restart your Mac to reset the USB bus.   We are currently investigating this issue.

• Problem: I can't return to a game after ejecting the CD.
Some games regularly read from the CD while Connectix Virtual Game Station is paused; ejecting and then re-inserting these games while they are paused may lead to problems when resuming the game. This behavior is game-dependent and occurs on real PlayStation hardware.

• Problem: There is a slow return to my game after pausing.
If a game is paused for more than a short period of time, the CD may spin down. You may see a pause immediately after resuming while the CD spins back up.

• Problem: There is a delay when waking from my Mac from sleep while CVGS is running.
Putting your Mac to sleep while Connectix Virtual Game Station is running can result in delayed wakeup times. Simple workarounds for this are to pause CVGS by way of pressing the Escape or Command-P keys before sleeping your Mac, or simply quitting CVGS before sleeping.

• Problem: I can't use two identical ADB controllers.
Using two ADB controllers of the same model/brand simultaneously will only allow one to function fully - the other will act only as a pointing device. One workaround--if you have multiple ADB ports--is to use two different brands/models of ADB controllers. Another solution is to use the keyboard as one of the two controllers.

• Problem: What do I do with the additional, device-specific Control Panel software that comes with my Input Sprockets-compliant ADB controllers.
If your game controller is compatible with Apple Input Sprockets, you do not need to configure the manufacturer's software to use that device with CVGS. Input Sprockets provides direct functionality on a per-application basis so that users with an ADB-based controller (CH GamePad Pro, for example) don't need to configure the CH GamePad Pro Control Panel by way of mapping keyboard equivalents. The CH GamePad Pro Control Panel simply needs to be present in your active extensions set. Connectix Virtual Game Station users can directly configure their controllers through the application's Edit menu --> Preferences... --> Setup Controller.

• Problem: The game's music and sound effects are distorted.
If your hardware features the "SRS" 3D surround sound system (e.g. iMacs), turn off that function in the Monitors & Sound control panel. This feature often distorts the music and sound effects produced through Connectix VGS.

• Problem: The Connectix Virtual Game Station volume control doesn't play a feedback sound.
In order for the slider control to play its feedback sound (a "revving") the Sound Manager extension must be enabled. CVGS will still function properly without this, though, and game audio will still adjust according to the slider value.

• Problem: One of my games is suddenly performing poorly. It used to play well, what happened?
Eject the CD and (holding it by the edges) look at the black side of the disc very closely. Scratches, fingerprints, and dirt can make a significant difference in game performance. Keeping your game CD's in disc holders and regularly cleaning the CD's will extend the life of your games and prevent performance degradation.

• Problem: Game play is choppy on my PowerBook.
PowerBooks have a feature called Power Cycling that slows down processor speed to save battery life. If your PowerBook has Power Cycling, be sure to turn it off in

the Energy Saver Control Panel before starting Connectix Virtual Game Station. You should also set this control panel so that the PowerBook's hard disk will not spin down unless the machine goes to sleep.

• Problem: I have plenty of physical RAM (at least 64 MB). Will CVGS performance improve if I allocate more RAM to the Connectix VGS application? Connectix has found that a few PlayStation games (less then 5% of the games tested), may perform more smoothly if an additional 1 to 2 MB of RAM is allocated to the CVGS application. Titles affected include Gran Turismo™ and NBA Live '99™. Starting with CVGS v1.1, you can allocate extra memory to the Connectix VGS application to improve performance with these titles. Please note that very few games will show any benefit from this extra memory, and that you should only increase the RAM allocation to CVGS if you have plenty of extra RAM. The maximum RAM you should allocate to CVGS is 12,288 KB. Please consult the Macintosh Help system for information about increasing an application's RAM allocation.

• Problem: When I insert a game CD, CVGS does not automatically start. Sometimes game music starts playing.
Some PlayStation CD's may use slightly different file formats than CVGS expects. Because the CVGS AutoLauncher looks for a specific CD file format, game CD's with non-standard formats may not automatically start when inserted. If this happens, launch CVGS manually by double-clicking the Connectix VGS application icon.

In addition, if you have "Enable Audio CD AutoPlay" checked in the AutoPlay section of the QuickTime™ Settings Control Panel, some PlayStation CD's may appear to the Finder to be audio CD's. In this case, music tracks on the CD may start playing after the CD is inserted. Unchecking the "Enable Audio CD AutoPlay" option should eliminate this problem. Connectix is investigating the issue, and we will release additional information as it becomes available.

Compatibility Issues

• Connectix Virtual Game Station is currently designed exclusively for use in North America. This means it will not run on system software written for countries outside of the U.S., Canada or Mexico. It also does not allow users to run PlayStation games written for Japan or Europe.

• Connectix VGS minimum requirements: Apple-produced G3-based (or newer CPU) Macintosh with appropriate ATI hardware and drivers. Because Connectix VGS makes extensive use of system bus bandwidth, computers that contain G3 upgrade cards do not generally have fast enough buses for CVGS to function adequately.

• Apple-branded CD-ROM drives and drivers are required for compatibility with Connectix VGS. Please use the Apple CD-ROM and drivers that shipped with your Mac.

• Not all PlayStation games play well with CVGS and some may not play at all. For a list of games that are currently recommended for use with CVGS please go to http://www.connectix.com/

How To Contact Connectix

Connectix Corporation
2955 Campus Drive
San Mateo, CA   94403
Telephone: (650) 571-5100
FAX: (650) 571-5195

http://www.connectix.com/

http://www.virtualgamestation.com/

Technical Support email: CVGSmsupp@connectix.com

Customer Service and Sales email: info@connectix.com