NetStorm Readme

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Section 1: The Demo
NOTE: Some of the issues raised in this Readme (including changes
to the manual) may apply only to the final, shipped version of
the game. In addition, many items in the Technical Help Files
will not apply to the demo.

a) Music File
If you have already downloaded the music file for the first demo,
you do not need to download it again. Simply copy the folder
called "music" from the original demo directory (on your hard
drive), into the root of the new demo directory (on your hard
drive).

EXAMPLE (in DOS):
copy c:\NetStormDemo\music\ c:\NetStormDemo2\

EXAMPLE (in Windows 95):
Right-click on the folder "music" in c:\NetStormDemo
Choose Copy
Right-click in the folder c:\NetStormDemo2
Choose Paste

b) How to Copy your Saved Games
If you have the first demo (version 10.5) you may wish to copy
your saved games to the new demo. If you installed the first demo
in the directory "c:\NetStormDemo" and the second demo in "c:\
NetStormDemo2" enter DOS and type,

copy c:\NetStormDemo\d*.fort c:\NetStormDemo2\d

c) Removing the First Demo
Once you have copied any saved games you may wish to remove the
first demo. To do so, open your "Start" menu and select
"Programs" and then "NetStormDemo" and then "Uninstall." Answer
"Yes" when it asks you whether you wish to remove the directory
"NetStormDemo."

If you wish to remove the shortcut to the old demo, you must do
so manually. Right-click on your "Start" button and choose
"Explore." In the right-hand list, double-click on "Programs."
Now right-click on the item called "NetStormDemo" (NOT THE ONE
CALLED NETSTORMDEMO2) and select "Delete" to return the shortcuts
to the old demo.

Section 2: Manual Changes
a) Multiplayer:
•   The "Friends" option has been removed.

•   "Breakable Alliances" has been added as a BattleMaster
option. The default is OFF, making all alliances unbreakable
once completed.

•   Firewalled players cannot be a BattleMaster.

b) Units:
•   Sun Barricade. 200sp, 1400 hits, Level 1 (requiring only 1
unit of Sun energy).

•   Whirligig
     Hits: 25

•   Dust Devil
     Damage: 12

- Acid Barricade
  Hits: 1400

- Ice Tower
  Cost in Storm Power: 600sp

- Man o' War Pool
  Cost in Storm Power: 600sp

- Bulf
  Hits: 800

- Arc Spire
  Hits: 1600

c) Keyboard:
- F12: toggles Software Mouse on/off in Direct Draw/Full Screen mode.

d) Additional Credits:
- Activision QA Tester: Matt Powers

Section 3: Compatibility

a) Sound Cards
- Aztech Labs, Sound III. In our testing, we have experienced problems with Aztech Labs' Sound III sound card. If you have this sound card and are experiencing problems, please contact Aztech Labs for more information (see the Technical Help> Sound Card Manufacturer List for contact information).

b) Video Cards
- Tseng Labs, ET4000/W32. This video card will only play NetStorm in Window mode. Attempting to play in Direct Draw/Full Screen mode may result in the game freezing up. If this occurs, reboot your computer and restart NetStorm. If it still starts in Direct Draw mode, simply press Alt-Enter to switch into a Window Mode manually.

- Hercules, Stingray 128/3D. In our testing, we have experienced an occasional computer freeze when using Alt-Tab to switch to other programs which are running at the same time as NetStorm. We have only experienced this with the desktop settings set to 256-color, 800x600 resolution, and playing NetStorm in Direct Draw/Full Screen mode. You may resolve this

by switching into 16-bit High Color mode, or changing your
desktop resolution to 640x480, or playing NetStorm in a Window
Mode.

• S3, Trio 64 series. Some video cards in S3's Trio 64 series
will only play NetStorm in Window Mode. If you switch to Direct
Draw/Full Screen mode, the game will automatically switch into
"simulated" Full Screen mode, which is 640x480 Window mode. In
rare circumstances this may cause the mouse cursor to disappear.
If this occurs, simply restart NetStorm and it will automatically
reset to Window mode.

c) CPUs
• Cyrix 6x86 series. We have experienced some game freezes on
computers using Cyrix's 6x86 series of CPUs. These problems may
be due to overheating of the CPU, or improper Windows 95 driver
installation. If you are experiencing this problem, please check
that you are using the latest Windows 95 drivers for your system,
or contact Cyrix for more information.

d) Keyboards
• Because of differences between international keyboards, some
of the hotkeys may not be available on some European keyboards.

Section 4: Multiplayer/Connectivity

a) IPX/SPX Warning
• The IPX/SPX Protocol under Windows has various instabilities
depending on the networking card and driver used. You may
experience difficulties including crashes and/or the inability to
connect to games. If you experience any of these problems, you
should use the TCP/IP protocol for LAN games if at all possible.

• Also please note that NetStorm cannot run under an IPX
emulator such as Kali™. NetStorm provides its own TCP/IP
Networking which makes Kali™ (and similar IPX emulators)
unnecessary to play NetStorm.

b) Internet Connections
• 14,400bps connections. BattleMastering with a 14,400bps
modem connection may cause problems such as delayed unit
construction, "warping" carriers, and random disconnecting of
clients. We strongly recommend that BattleMasters have a
28,800bps or higher internet connection. In certain
circumstances, if a Server disconnects and a 14,400bps player is
chosen as the next Server, the game might not successfully

continue because the remaining players might not be able to reconnect to this new Server.

c) Black, unconnected "Ready" Checkboxes on a Battle Ring
•   If the dot in your "ready" checkbox remains black, it means that you are not fully able to connect to the BattleMaster at the moment. This may be due to internet traffic, a slow internet connection (yours or the BattleMaster's), or if you are connecting through a firewall. Leaving the battle ring for a moment and trying again often solves this problem. If not, try switching to a different BattleMaster.

•   If you have BOTH a Dial-up adapter and a Network LAN card on your machine, and someone else on your LAN system is in the Activision Main Server and on the same challenge ring as you, one or both players may not be able to fully connect to each other and therefore their checkbox dots may remain black. This may be due to one of the machines trying to connect via their LAN connection instead of through the Activision Main Server. To resolve this, either disable the Dial-up adapter and only connect to the Activision Main Server via your LAN connection, or disable the Network card and only connect to the Activision Main Server via the Dial-up adapter.

d) Manually adding a new LAN TCP/IP Server
•   If you are using "Add New Server" to manually connect to a LAN TCP/IP server, you must use the default Port Number of 6800. If you are having trouble connecting, try using Find Local Server> TCP/IP to find the root server automatically.

If you have actually read this entire readme file, send an Email to hairyleg@titanic.com with the code phrase, "The Leg Is Shaved."