

## **Red Storm Entertainment Force 21 README (1.01)**

September, 1999

This document contains information specific to Force 21 that is not included in the manual.

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#### **1. General Notes and Troubleshooting**

##### **1.1. Installation Notes**

If you choose not to install Force 21 to the default location (c:\Program files\Red Storm

Entertainment\Force 21), You must install Force 21 into a valid folder. You can not install the game to a C:\ or D:\ drive without first creating a folder or directory to install the game into. You must create a folder (i.e. C:\Force 21 or D:\Red Storm Entertainment instead of installing directly to C:\ or D:\ without a folder)

## **1.2. Force 21 and Laptop computers.**

Force 21 was neither developed nor tested for laptop computers. The reason for this is that most video and sound card companies sacrifice DirectX compliance for miniaturization and portability. As such, these manufacturers do not offer drivers that are optimized for Direct3D gaming, which means that ultimately; you may have limited success in running the game properly.

## **1.3. Multi-Tasking (Alt-Tab)**

Force 21 is very tolerant of multitasking (ALT+TAB). However, it has limits. We recommend that you do not continually maximize and minimize the game.

## **1.4 Force 21 Mission Editor**

Force 21 was not developed or tested on Windows NT 4.0/ 2000 Professional. Force 21 may or may not run on Windows 2000 Professional but the game was designed to run on Windows 98 or Windows 95.

## **1.5 Poor performance when playing Force 21 on a Hewlett Packard Pavilion computer**

If you are using a Hewlett Packard Pavilion computer, you may experience severely degraded performance when playing Force 21. This is caused by incompatibilities between Force 21 and some of the software preloaded on this computer. Removing or disabling some of the programs installed on your computer may alleviate the problem.

## **1.6 Cyrix and AMD compatibility**

Force 21 does run on computers using Cyrix or AMD processors. However, performance on computers using these processors may be noticeably slower.

## **1.7 Miscellaneous tips for making the game run faster.**

There are certain things you can cut off in the game to allow for faster game play. From the main menu click on the Options Menu. From there you can

- Perform a "Custom Install" and select all of the components to install
- Turn off (no x mark) "Enable Clouds"
- Turn off "Music"
- Turn off "Enable Fog"
- Lower resolution (to 640x480)
- Decrease Screen Size by using the minus sign in action phase or the f10 menu.

## **1.8 Save Game Feature**

The Action Button "F10" will bring up the option to save the game. Only one save game can exist at a time per mission per Single Player campaign.

To restore a saved game simply look for an asterisk \* displayed next to a name in the mission list and click the "Play Mission" button. A dialog will be displayed stating "Do you wish to

start from the save point? Yes/No." Clicking "Yes" will return you to the game in the 3D-Tactical view at the point you saved the game. Clicking "No" will start the mission as a single standalone mission.

## 1.9 DirectX Help

If you are having trouble installing and/or playing Force 21 make sure you have DirectX version 6.1 or higher installed on your computer. You can install DirectX 6.1 from the Force 21 CD by going to the DirectX folder and running DXsetup. The directory path for DX setup is D:\Directx\dxsetup.exe (assuming your CD-Rom drive is D). You can also get the latest version from Microsoft ([www.microsoft.com/directx](http://www.microsoft.com/directx)). These webpages can also provide support with common DirectX problems.

## 2. Multiplayer Notes and Troubleshooting

### 2.1. Supported Network Protocols

*Red Storm Technical Support can not provide support in properly setting up a TCP/IP network. We have included these notes to get you started but are not capable of providing any additional help.*

Force 21 only works on TCP/IP networks. Other Network protocols, such as IPX/SPX, NetBEUI, etc. are not supported and will not work with the game. Setting up a TCP/IP network on your home LAN requires that you have certain components installed and properly configured in your connected machines. The following information should get you started with setting up a TCP/IP network, but should not be considered a complete reference. For more information on setting up or troubleshooting a TCP/IP network, please refer to any of the following resources:

- Windows Help for setting up a TCP/IP network
- Microsoft Technical Support, or [support.microsoft.com](http://support.microsoft.com)
- Internet searches on "TCP/IP Gaming" or a similar topic
- Technical Support for your Network Card
- Books on the topic of TCP/IP networking

Here are some suggestions for setting up a TCP/IP network.

From Control Panel in Windows, add in the TCP/IP protocol and then bind it to your Ethernet card. Again, refer to Windows Help for more instruction on how to do this. From there, the important settings are described below:

**Default Gateway** is the computer that packets are sent to if the destination address is not on the same network. (i.e. destined for the Internet in most cases) This only needs to be filled in if you plan on having all the machines in the LAN on the Internet, and if you own enough valid IP addresses to accommodate that. If you just want to set up a LAN w/o Internet access, (you can still use dial up connection on each machine) leave the default gateway blank.

**Subnet Mask** is what determines who is or is not on your local subnet (network). As long as you have 254 computers or less, just set the subnet mask to 255.255.255.0 to avoid any problems.

**IP Addresses** - The preferred number to use here is 192.168.x.x. (where x and x can be any value from 1 to 254) Note however, that when using a subnet mask of 255.255.255.0, only

the last octet of the IP address can differ. (I.E. 192.168.50.1 and 192.168.52.1 couldn't communicate, but 192.168.50.1 and 192.168.50.2 could)

To actually start a Multiplayer game please refer to the Multiplayer section of the manual.

## **2.2. Miscellaneous tips for the best Multiplayer gaming experience**

- Make sure the host is the fastest computer participating in the game. If the server is bogged down, it will distinctly affect the gameplay for all players.
- More memory improves performance. More than 64MB of RAM in the server improves Multiplayer performance and stability for all players.
- The more players and/or vehicles in the game, the more bandwidth is required. Additional players use significantly more bandwidth than additional vehicles.
- The ping reported by the game shell is a "real" value, it is the roundtrip time for a message to be sent, received, processed as part of the game loop, returned, and then processed by the client. It therefore includes CPU lag on both machines, and should give a good approximation of real world performance, rather than being a networking "best case".
- For small two player games, you **may** experience better performance with a 28.8k modem connection than with a 56k modem connection.

## **3. Video Card Notes and Troubleshooting**

### **3.1 General video card troubleshooting**

If you experience problems while you are playing Force 21, contact your video card's hardware manufacturer for the latest certified DirectX drivers for your video card. Many manufacturers maintain World Wide Web sites that offer updated drivers and troubleshooting advice for their products. Check this Web site for links to many of the major video card manufacturer's Web sites:

<http://www.redstorm.com/support/hardware.html>

### **If you have more than one video card installed on your computer...**

Use the Device Picker program and designate which video card you wish Force 21 to use.

### **To turn on Software Rendering**

1. From the main menu click on "options menu"
2. Make sure the "Enable Hardware" option is not selected (no X mark).
3. Restart Force 21

Or

Use the Device Picker program to choose software rendering

### **3.2. List of video cards with known issues**

If you are using any of the video cards listed below, you may experience problems playing Force 21. Known workarounds, when available, are included below.

## **Video cards with known issues when running Force 21:**

- **Matrox G200 video card.**

- Map Grid is off center in the strategic view (640x480 resolution.)
- After playing game for short time, objects, terrain, and/or background, will turn white. Workaround is to play the game in 800x600 resolution.

- **NVidia RIVA 128/128zx**

Users may experience the following with the Riva 128 or 128zx video card.

1. Non-transparent compass
2. Snow is not snow, but giant pixels
3. Shadows are bigger than the tanks
4. Smoke trails, explosions, etc. all show up non-transparent and are seen as blocks.
5. Pretty much anything that is round in shape (i.e. smoke trails, scorch marks) show up square.

Using the GL setup drivers located at <http://bluesnews.gameaholic.com/idgames.d/idstuff/quake3/win32/> may resolve these issues. The OpenGL drivers contain a compatible driver for the Riva128/128Zx chipset with Direct3D.

- **All 3Dfx - VooDoo based cards**

Wire frames through smoke or odd textures in vehicle tracks.  
Solution - Uncheck Mip-mapping and Anti-Aliasing in the Device Picker Program.

- **VooDoo1 based cards**

Users may experience the Status bar icons and Health bars flashing, starting from the left and moving to the right. Update to reference drivers available from <http://www.3dfx.com/>. A lockup condition under some VooDoo1 drivers has been addressed in the 1.01 patch. If you continue to have problems using a VooDoo1 card with Force 21, use the DevicePicker utility to uncheck the Treadmarks option.

- **VooDoo2**

If your desktop resolution is set to 640x480 and Force21 is set to play at 800x600 you will need to change your windows desktop resolution to 800x600 or play Force21 at a resolution of 640x480. Currently the VooDoo2 drivers from 3DFX will restrict the mouse cursor from moving out of the 640x480 area defined by your Windows settings.

- **VooDoo3 3000/2000**

If you have the Quake3 compatible drivers installed and perform an ALT-Tab while in game you can experience flashing platoon icons in the mini-map. Reinstalling the reference drivers supplied by 3dfx will correct this problem.

## **4. Audio Notes and Troubleshooting**

### **4.1. General sound card troubleshooting**

If you experience problems while you are playing Force 21, contact your sound card's hardware manufacturer for the latest certified drivers for your sound card. Many manufacturers maintain World Wide Web sites that offer updated drivers and troubleshooting advice for their products. Check this Web site for links to many of the major sound card manufacturer's Web sites:

<http://www.redstorm.com/support/hardware.html>

#### **4.2. If you have more than one sound card installed on your computer...**

Use the Device Picker program and designate which sound card you wish Force 21 to use.

#### **4.3. Static or Stuttering in mission briefings**

If you have done a minimal install and experience static or stuttering in the mission briefings delete Force 21 and reinstall using the typical installation option. This will install all the audio files to your computer and should alleviate any stuttering or static.

### **5. Force 21 Mission Editor**

#### **5.1. Force 21 Mission Editor**

FED.EXE (Force 21 Editor) is an unsupported program.

The Force 21 Editor is the program the team used to make all the single and Multiplayer missions in the game. We are providing it to you so that you can create new single and Multiplayer missions for the game as well as modify the current missions.

There is a wizard to help you create new missions. It is located under the file menu. There is also a very detailed help section that explains many parts of the editor, and we will be making additional documentation on the scripting language and script functions available on the Force 21 web site.

#### Multiplayer Missions

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If you are creating a Multiplayer map and want to pass it around, make sure to send the following items to other players and instruct them where the files go:

xyz.gee	The mission file. This file goes in the scenarios folder
xyz.idx	The index file. This file goes in the scenarios folder
xyzstrat.bmp	The minimap image. This file goes in the scenarios folder
xyzhires.bmp	The strategic map image. This file goes in the scenarios folder
abc.tgz	The terrain map. This file goes in the terrain folder

We hope you have fun with this program.

The Force 21 Team.

### **6. Technical Support Information**

Please make sure that your computer meets the minimum system requirements before contacting us as our Support representatives can not help customers whose computers do not meet the minimum requirements.

Whenever you contact Technical Support please make sure you include the following information:

Complete Product Title (including version number)  
Exact error message reported (if any) and a brief description of the problem  
Processor speed and manufacturer  
Amount of RAM  
CD-ROM drive  
Specific Sound and Video card  
Operating system  
Specific type of modem you are using (for problems involving Multiplayer gaming)

Contact us on the Web:

Our website contains the most up-to-date Technical Support information available. We keep the Support pages updated daily so please check here first for solutions to your problems. There is also a form here you can fill out and send to us and we will respond to you via email.

<http://www.redstorm.com/gamershq/support.html>

Contact us by Email:

You can email our Support Department directly at [Support@redstorm.com](mailto:Support@redstorm.com). E-mail support can take 24-72 hours depending on the volume of messages.

Contact us by Phone:

This number is for technical assistance only. *Hints and tips will not be given over the Technical Support line.* When calling our Technical Support line please make sure you are in front of your computer and have all the necessary information on hand.

(919) 460-9778

Our Support representatives are available to help you:

Monday - Friday from 9 a.m. - 6 p.m. (Eastern Standard Time)

-Red Storm Entertainment's Tip Line-

All the hints, tricks, and Cheats! Under 18, please have you parents' permission.  
Touchtone phones only.

1-900-288-CLUE (2583) \$.95/min

Red Storm Entertainment's Website  
<http://www.redstorm.com>

## **7. 1.01 Patch Notes**

- \* Machine specific lockup when entering the mission fixed
- \* VooDoo 1 lockup problems fixed
- \* Option to turn off the treadmarks added to DevicePicker. Turning this option off is a troubleshooting technique in case of card/driver related crashes or lockups.
- \* Alternate color set added as an option in DevicePicker (avoiding the red/green unit colors)
- \* If a click on vehicle moves from under your cursor, but you don't move your mouse, when you mouse up it should still select or target that vehicle
- \* Saving a game with a CAS strike in progress will not cause a crash on mission load
- \* Dead vehicles no longer generate "enemy seen" messages
- \* Platoon damaged and platoon attacked scripting triggers added.
- \* FEd helpfile revised to match the new scripting triggers
- \* US2 AI made more aggressive
- \* US9 victory conditions revamped to address a machine-related inability to win that mission
- \* Missiles tweaked to aim better and not shoot into hills as much
- \* Artillery will no longer fire on the move
- \* Weapon accuracy fixed to change with distance. This also addresses problems with tank main guns shooting down helicopters too easily
- \* Tool tips added
- \* Right clicking on the commander face in the game will no longer cause the mouse to disappear
- \* Multiplayer networking processing overhead reduced
- \* Version number changed. Versions 1.00 and 1.01 are not multiplayer compatible.