

# Metal Gear Solid Trial version Readme File

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### Welcome to Metal Gear Solid™!

This Readme file contains the most recent information concerning Metal Gear Solid Demo. The full product will contain more detailed information.

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You can find more information about Metal Gear Solid on the Metal Gear Solid Web site:  
<http://www.mgspc.com/>.

## A. INSTALLATION ISSUES

After downloading the trial version to your computer:

1. Double Click MGSTrial.exe to start the installation of the Metal Gear Solid trial version.
2. Follow the on-screen setup instructions.

## B. GAMEPLAY ISSUES

- **Optimizing performance:** For best performance, close all nonessential programs before starting Metal Gear Solid.
- **Option to delete games:** In the Load Game and Save Game menus, you can delete a saved game by selecting it, pressing the DELETE key, and then clicking **OK**.
- **Games not being saved due to no free space on hard drive not indicated:** If your computer runs out of free space on the hard drive, you can still perform the procedure of saving games although they are not actually saved. If free hard drive space is an issue on your computer, periodically check the Load Game or Save Game menu to verify that your games are being saved.
- **Cannot pick up some items in first-person mode:** Players using locked first-person mode cannot pick up items unless they were items dropped by an enemy. To pick up other items, switch to standard (third-person) mode.
- **ALT+TAB while running game:** If you press ALT+TAB to return to the game, the screen may momentarily appear black. If you press ALT+TAB to access an in-game menu, then each menu item must be activated to refresh the screen.
- **ALT+TAB during escape sequence:** If you press ALT+TAB to return to the game during the escape sequence, subsequent audio triggers will play out of order.
- **Computer pauses if Metal Gear Solid button is right-clicked in Windows taskbar:** If you right-click the Metal Gear Solid button in the Windows taskbar, the cursor disappears and the computer appears to hang. To restore the game, press ENTER.

## C. CONFIGURATION ISSUES

Known hardware and operating system configuration issues are listed in this section. For issues with specific game controllers, see “D. Game Controller Issues.” For issues with specific 3D cards, see “E. 3D Card Issues.”

- **Microsoft Intellitype Pro keyboard ARROW keys “stick” in first-person mode and when scrolling through inventory:** With the Microsoft Intellitype Pro keyboard, turning in first-person mode and scrolling through the inventory using an ARROW key will continue for a few seconds after the ARROW key is released. This occurs when the keyboard is connected to a USB port. To resolve, connect your keyboard to a serial port.
- **Multiple monitors not supported:** Metal Gear Solid does not support multiple monitors.
- **No Voodoo 2 driver support for Windows 2000.**

## D. GAME CONTROLLER ISSUES

Known game controller issues are listed in this section.

- **Gamepads with more than two triggers labeled incorrectly in Controller Options screen:** If you are using a gamepad with more than two triggers, some triggers and buttons may be labeled incorrectly in the Controller Options screen. Make sure you have the latest program and/or drivers for your gamepad installed; then make sure your gamepad is properly mapped in the Control Panel (click **Start** on the taskbar, point to **Settings**, click **Control Panel**, and then click **Game Controllers**). If the problem persists, try using a combination of gamepad and keyboard controls.
- **Gamepads with a motion sensor:** When the motion sensor is activated, navigating menus and playing Metal Gear Solid is extremely difficult. Turn off the motion sensor to restore normal game function.
- **Multiple game controllers not supported:** If one controller is connected to the sound card game port and another to a USB port, only one controller will function. The same is true if more than one controller is connected through a pass-through port or a multi-tap hub. It is recommended that you choose one game control device to use and then disconnect any others.
- **Cannot remap Menu/Pause to SHIFT+button:** When Menu/Pause is remapped to a SHIFT+button command, the command executes as the button only (without the SHIFT). To resolve this problem, remap the Menu/Pause again, or restore the default key commands.
- **Microsoft SideWinder™ Precision Pro and SideWinder Force Feedback joysticks mislabeled when throttle or twist remapped:** If the throttle or twist controls on the SideWinder™ Precision Pro or SideWinder Force Feedback joystick are remapped to different in-game commands, the controls will be improperly labeled in the Controller Options menu. They will, however, function with the commands they were remapped to.
- **Cannot remap commands if Microsoft SideWinder gamepad turned off:** You cannot remap commands from either the gamepad or keyboard if the gamepad is turned off while the game is running. Turning the gamepad on restores the ability to remap commands.
- **Microsoft SideWinder Game Pad has no SHIFT button:** Some in-game commands require holding down the SHIFT key while pressing the command key—for example, Switch Weapon or Switch Item. The game will recognize the START button on the Game Pad as the SHIFT key.
- **Microsoft SideWinder Dual Strike buttons mislabeled or not recognized:** When commands are remapped on the SideWinder Dual Strike, button X is recognized as button Y, button Y as button Z, and button D as button X, and the hatswitch is not recognized at all.

## E. 3D CARD ISSUES

Metal Gear Solid only fully supports DirectX® 7–compliant video cards. It is good practice to always install the latest certified drivers for all of your hardware. If problems persist, run Metal Gear Solid in Software mode.

- **3dfx Voodoo, Voodoo 2–based 3D accelerator video cards:** Older drivers may not have full DirectX support. To resolve, download and install the latest reference drivers from <http://www.3dfx.com/>.
- **3dfx Voodoo, Voodoo 2–based 3D accelerator video cards:** Performance degradation or instabilities may occur when using higher in-game resolutions. To resolve, lower the in-game resolution.
- **3dfx Voodoo 2–based 3D accelerator video cards:** When these cards are run in Scanline Interleave (SLI) mode, the ESC menu will overlap other game menus. To properly display game menus, disable SLI mode by clicking **Start** on the taskbar, pointing to **Settings**, clicking **Control Panel**, and then double-clicking **Display**. Select the **Voodoo 2** tab, click **Advanced Options**, and then disable SLI.
- **Asus 3D Explorer:** The game may hang during the opening movie. To resolve, download and install the latest Asus 3D Explorer V-3000 drivers from <http://www.asus.com/> or the latest reference drivers for this Riva 128 chipset–based display adapter from <http://www.nvidia.com/>.
- **ATI Rage Fury MAXX:** Real life missile footage goes black on a Win98 operating system. On a Windows Millennium operating system, this footage flickers throughout the movie. Both problems are fixed by updating to the most recent retail drivers from <http://www.ati.com/>.
- **ATI Rage Pro:** Borders on objects in the New Game submenu and in-game briefing may be corrupted. To resolve, download and install the latest video drivers from <http://www.ati.com/>.
- **Canopus Pure3D II:** The game may hang with a black screen when launched. To resolve, download and install the latest 3dfx reference drivers from <http://www.3dfx.com/>.
- **Canopus Pure3D II:** The game may hang after the video of the ascending elevator in mission 1. The video profiler then defaults to Software mode. To resolve, download and install the latest reference drivers from <http://www.3dfx.com/>.
- **Creative Labs Graphics Blaster Extreme:** A black box may appear around objects and people in the game. To resolve, download and install the latest video drivers from <http://www.creativelabs.com/>.
- **Diamond Monster 2:** In-game movies may be blacked out. You must disable this card's Scanline Interleave (SLI) mode to properly display movies. To do so, click **Start** on the taskbar, point to **Settings**, click **Control Panel**, and then double-click **Display**. Select the **Voodoo 2** tab, click **Advanced Options**, and then disable SLI. Note that if your Video Display properties do not have the option to disable SLI mode, you have the last set of drivers released by Diamond and so must first download and install the latest reference drivers from 3dfx (<http://www.3dfx.com/>) before disabling SLI mode.
- **Diamond Monster Fusion:** The in-game radar textures may be corrupt. To resolve, download and install the latest reference drivers for this Voodoo Banshee chipset–based display adapter from <http://www.3dfx.com/>.
- **Diamond Stealth3 S540:** Game crashes to desktop when selecting VR Training on Win98 or WinME operating systems. There are very slow framerates during stealth camo areas on WinME. Ninja won't turn off his stealth suit in Baker movie on WinME. To resolve these problems, update with the latest retail drivers from <http://www.diamondmm.com/>.
- **Elsa Gladiac GeForce2:** Flickering and corruption occurs in the radar minimap and Codec, and game textures appear below the game area. To fix these problems, update the retail drivers from <http://www.elsa.com/>.

- **GeForce:** Loading a saved game and then watching a “codec” sequence may crash the game. To resolve, download and install the latest reference drivers for this NVIDIA GeForce 256–based display adapter from <http://www.nvidia.com/>.
- **GeForce and GeForce 2:** When running the game on Windows 2000, the missile footage may appear only briefly and then go black. To resolve, download and install the latest reference drivers from <http://www.nvidia.com/>.
- **Hercules 3D Prophet DDR:** The game may hang at any mission or level launch. To resolve, download and install the latest video drivers for your display adapter from <http://www.hercules.com/>.
- **Hercules Power Drive Terminator Beast:** The opening movie may not be visible. To skip this movie and start the game, press **ESC**. To resolve this issue, download and install the latest reference drivers for this S3 Savage 3D chipset–based display adapter from <http://www.s3.com/>.
- **Hercules Stingray 128/3D:** The game may hang at random. To resolve, download and install the latest reference drivers for this Voodoo Rush chipset–based display adapter from <http://www.s3.com/>.
- **Hercules Thriller 3D Series:** Text may be blurred on the main menu and in the game's cutscenes. To resolve, contact your hardware manufacturer for updated drivers at <http://www.hercules.com/>, or download and install the latest reference drivers for this Rendition Verite 2200 chipset-based display adapter from <http://www.rendition.com/>.
- **Intel 740 chipset:** A general page fault error may occur when running in full-screen exclusive mode. To resolve, download and install the latest drivers from <http://www.intel.com/>.
- **Intel 810 with 4M:** The latest drivers are essential to operate this card with Metal Gear Solid. Even then, the game may only be run in Software mode. Download and install the latest drivers from <http://www.intel.com/>.
- **Intel 810 chipset:** On the briefing screen and elsewhere in the game, the text may be displayed in an oversized and blurry font. To resolve, download and install the latest drivers from <http://www.intel.com/>.
- **Matrox Millennium G200:** When starting Metal Gear Solid, the error message “No Raster Support Accuracy” appears. To continue the game, click **OK**. To resolve the issue, download and install the latest video drivers from <http://www.matrox.com/>.
- **Matrox Millennium G200 AGP:** Upon starting the game, an error message may state that there are insufficient requirements not met by the Matrox G-200. Also, the game may hang with a black screen when launched in full-screen mode. To resolve, download and install the latest video drivers from <http://www.matrox.com/>.
- **Matrox Productiva G100 AGP:** Correct colors and textures may not be properly displayed in the game movies. To resolve, download and install the latest drivers from <http://www.matrox.com/>.
- **Number Nine SR9 Pro:** The game may hang during the opening movie. To resolve, download and install the latest reference drivers for the S3 Savage 4 chipset–based display adapter from <http://www.diamondmm.com/>.
- **Number Nine Visual Technology Revolution IV:** The game may minimize to the desktop before loading. To resolve, download and install the latest drivers from <http://www.nine.com/>.
- **Orchid Righteous 3D:** This adapter is not available as a choice in the display-selecting menu. Orchid drivers do not have proper DirectX support. To resolve, download and install the latest reference drivers for this 3dfx Voodoo 1–based 3D accelerator from <http://www.3dfx.com/>.
- **Orchid Righteous 3D:** The game may hang upon starting. To resolve, download and install the latest retail drivers for this 3dfx Voodoo 1–based 3D accelerator from <http://www.3dfx.com/>.
- **Real 3D Starfighter AGP:** The game level (difficulty) submenu may display texture leaks. To resolve, download and install the latest video drivers from

<http://www.windrivers.com/company/real3d/index.htm>, or install the reference drivers for this Intel740 chipset-based display adapter from <http://www.intel.com/>.

- **Real 3D Starfighter AGP with Intel 740 chipset:** Screen resolution is limited to 640 x 480 with 2M of local memory. To use a higher resolution, you must play in Software mode.
- **S3VirgeGX chipset (S3VirgeGX and S3Virge/VX ):** Metal Gear Solid may crash to the desktop. To fix this problem, download and install the latest reference drivers from <http://www.S3.com/>.
- **SIS 620:** Metal Gear Solid will hang randomly in cutscenes or during gameplay. To fix this problem update with the latest retail drivers from <http://www.sis.com.tw/>.
- **STB Nitro 3D:** The introductory movie may randomly black out. To resolve, download and install the latest video drivers from <http://www.diamondmm.com/>.
- **STB Velocity 128:** During the first codec message, the screen will go black except for the subtitles. To resolve this problem download and install the latest reference drivers for this Riva 128 chipset-based display adapter from <http://www.nvidia.com/>.
- **STB Velocity 4400:** The game may hang with a black screen. To resolve, download and install the latest video drivers (<http://www.diamondmm.com/>) or latest reference drivers for this NVIDIA TNT chipset-based display adapter from <http://www.nvidia.com/>.

## F. 3D CARD DRIVERS AND MANUFACTURERS

Make sure that you have the latest drivers from the manufacturer of your video card. Many video issues will be resolved if you install your video card's latest drivers. Some older video cards may not be detected properly by Metal Gear Solid because their video drivers are not DirectX 7-compliant. Please contact your video card manufacturer for updated drivers or install the latest reference drivers for your video board. Note that many reference drivers are not supported by the chipset manufacturer. Listed below are some common video card manufacturers' Web sites. Metal Gear Solid may not support some or all of the cards produced by a particular manufacturer.

3dfx Interactive — <http://www.3dfx.com/>  
3DLabs — <http://www.3dlabs.com/>  
AccelGraphics — <http://www.accelgraphics.com/>  
Asus — <http://www.asus.com/>  
ATI — <http://support.atitech.ca/>  
Aztech Labs — <http://www.aztechlabs.com/>  
Canopus — <http://www.canopuscorp.com/>  
Creative Labs — <http://www.creativelabs.com/>  
Diamond Multimedia — <http://www.diamondmm.com/>  
Elsa Technology — <http://www.elsa.de/>  
Gateway 2000 — <http://www.gw2k.com/>  
Guillemot — <http://www.guillemot.com/>  
Hercules (see Guillemot) — <http://www.guillemot.com/>  
I/O Magic — <http://www.iomagic.com/>  
Intergraph (see 3DLabs) — <http://www.3dlabs.com/>  
Jaton — <http://www.jaton.com/>  
Leadtek — <http://www.leadtek.com/>  
Matrox — <http://www.matrox.com/>  
Number Nine — <http://www.nine.com/>  
NVIDIA — <http://www.nvidia.com/>  
Orchid (see Diamond Multimedia) — <http://www.diamondmm.com/>  
S3 Incorporated — <http://www.s3.com/>  
Silicon Integrated Systems Corporation (SiS) — <http://www.sis.com.tw/>  
ST Microelectronics — <http://www.kyro.st.com/>  
STB (see 3dfx Interactive) — <http://www.3dfx.com/>

VideoLogic — <http://www.videologic.com/>