

Star Wars®: Rogue Squadron 3D™, Demo Version 1.0

LucasArts Entertainment Company LLC

Thank you for playing *Star Wars®: Rogue Squadron 3D™ demo*. We recommend that you read this file to get the most up-to-date information about installing, running and playing this demo.

For additional information and in-depth technical documentation about specific hardware, we recommend reading the Troubleshooting Guide which can be accessed by clicking on "Readme & Troubleshooting" on the *Rogue Squadron 3D* Launcher.

Be sure to check the LucasArts website at www.lucasarts.com for the very latest information related to *Rogue Squadron 3D*.

System Requirements

- Computer:** 100% Windows 95/98 DirectX compatible computer required.
- Video Card:** Requires a 4MB PCI or AGP Direct3D (D3D) or Glide compatible accelerator. **Please refer to Section 6 of the Troubleshooting Guide for a complete list of supported cards.**
- CPU:** Pentium 166 or faster required.
- CD-ROM:** Quad speed or higher IDE or SCSI CD-ROM drive required for the full version of the game.
- Memory:** 32MB or higher RAM required.
- Sound Card:** 100% Windows 95/98 DirectX compatible 16-bit sound card recommended.
- Input Device:** 100% Windows 95/98 compatible keyboard required. We highly recommend using a joystick to play *Rogue Squadron*.
- DirectX:** Microsoft DirectX 6.0 must be installed before playing the *Rogue Squadron 3D* demo. A link to the Microsoft DirectX page is available at the LucasArts website. Please refer to **Installation** (Section 3) and **DirectX Setup** (Section 5) in the Troubleshooting Guide for more information about DirectX.
- Note:** Your system may require the "latest" Windows 95/98 drivers for your particular hardware.
- Rogue Squadron* is a 3D-only game that requires a 3D accelerated video card to play.
- Installation:** Installation requires 46 MB free hard drive space. You should also allow for at least 100 MB of free hard drive space for the Windows swap file and saved games.

GENERAL INFORMATION

Joystick Recommended.

A joystick is not required to play, however, it is highly recommended that you use one. This is a flying game, after all.

Video Card Requirements: 4MB for your 3D card.

To run *Rogue Squadron*, you need at least a 4MB PCI or AGP Direct3D or 3Dfx Glide compatible accelerator card.

To find out if your Video Card will work.

First, find the name of your video card. Then, refer to the List of Supported and Unsupported Cards in Section 6 of the Troubleshooting Guide to see if your card has any known issues. If your card or chipset is supported, check the 'Specific Video Issues' section of the Troubleshooting Guide to see if your card has any known issues.

If the game does not launch, check your 3D card and DirectX setup.

If you experience problems launching the game, check your 3D card setup and your DirectX status. Please refer to Section 5 of the Troubleshooting Guide for detailed information.

If the game crashes while entering a mission.

If you crash to the desktop when you attempt to enter a mission, your video card may cause this. You may have chosen a video resolution that is not supported by your card. This is usually caused by your card falsely reporting the memory on your card.

Sound Corruption When Using a Voodoo Graphics Card

When using the DirectX or the Windows 98 driver for your 3Dfx Voodoo Graphics based accelerator card, you may hear sound corruption in the game. We recommend that you use 3Dfx Voodoo Graphics driver version 2.16 or above. These drivers are available on the 3Dfx website. After installing these drivers, you will want to use the Direct3D (D3D) driver. Follow the steps listed below to change to this driver.

When using the Glide driver with your 3Dfx Voodoo Graphics based accelerator card, you may hear sound corruption in the game. Changing to the 3Dfx Direct3D driver may correct this. To change drivers:

- Go to the *Rogue Squadron 3D* Launcher menu.
- Select **Hardware Configuration**.
- Select **Change 3D Video Card**
- Select **3Dfx DirectX 5 Driver (Driver: D3D)**.

If the subtitles stop working.

If you turn the voice volume all the way off, the subtitles option is locked to off. The only way to turn them on is to increase the voice volume just a notch. Note: you have to press space bar to toggle subtitles, everything else on that screen is activated by left and right arrows, or the enter key.

Task Switching is not recommended.

We recommend that you do not task switch (pressing **Alt-Tab**, **Ctrl-Esc**, or the **Windows** key to access another program) while playing *Rogue Squadron*. At the time of release of this game, we have seen problems while task-switching on various video cards that can cause the game to lock up or quit unexpectedly.

What is a Primary Display Driver?

A Primary Display Driver is actually your computer's main video card. A pass-through card, such as a Voodoo2, is not a Primary Display Driver

What are D3D and Glide?

Please refer to sections 5 and 6 of the Troubleshooting Guide for a more detailed description of DirectX, Direct3D (D3D), Glide and many other video issues.

RUNNING ROGUE SQUADRON 3D

To run the game go to Program Files\Lucasarts\Rogue Demo in the Start Menu to bring up the launcher. The Launcher has the following options:

- Play *Rogue Squadron 3D*
- Readme & Troubleshooting
- Hardware Configuration
- Visit www.lucasarts.com.
- Uninstall *Rogue Squadron 3D*
- Exit to Windows

Click on the "Play *Rogue Squadron 3D*" button to start the game.

PLAYING ROGUE SQUADRON 3D Demo

Front End Interface

General

- Use the arrow keys, the mouse, or the joystick to navigate through all front end screens, starting at the Player Roster screen, where new pilots are named. Press the Enter key, or use mouse or joystick button #1, to select options in the front end interface.
- If the mouse cursor (glove icon) constantly moves from button to button, check your joystick fine-control knobs, and make sure the joystick is centered.
- Low-end to Midrange machines (anything under about a P200/32MB) may experience slow transition times in the front end, including long black screens. This is normal on the low end systems.

Mouse Options:

- Mouse Options - Unlike the keyboard and joystick settings, the player must use enter to confirm a change to the mouse settings.

Video Options:

- Current Video Device – displays the driver that Rogue Squadron is currently using.
- Enable V-Sync – disabling this option can increase performance, but can also result in graphics ‘tearing’ effects during gameplay. We recommend that you leave this option checked.
- Gamma Slider Bar – this option adjusts the brightness, or gamma, *only if your video card supports it*. If your video card does support gamma adjustments, the effects will be noticeable immediately, as the slider bar is moved. If your card does not support gamma, the slider bar is present, but non-functional, or it does not appear at all.

Audio Options:

- Enable High Fidelity Sound – checking this box will change the sampling rate of the sound, from 11KHz to 22KHz. Performance may degrade on some systems (please see Performance Tips, below).
- Enable 4 Speaker Surround Sound – selecting this option activates 4 channel surround sound. Note that systems with 2 speakers will have an increased ‘surround’ effect. Also, a performance degradation may occur when this box is checked (please see Performance Tips, below).

In-flight

- We highly recommend using a joystick to play *Rogue Squadron*. However, it is possible to also use the mouse or the keyboard to play the game. Feel free to remap buttons and keys according to your particular playing style.
- The default joystick Hat assignment is ‘Look Around.’ Note that in external flight cameras, you can only look left and right, but in Cockpit mode, you can also look up and down.
- Camera Views Front, Back, Left and Right. The fixed camera views looking in these directions (mapped to the keyboard buttons Home, End, PgDown and PgUp) cannot be panned with the function ‘Pan Camera’
- In-game Pause Screen – if the options are scrolling uncontrollably, please check that your joystick is in the center position, and that the fine-control knobs are also centered.

Screenshots

The F12 key takes screenshots of the action, and creates bitmap files and puts them in your installed game directory, naming them Shot_01.bmp, Shot_02.bmp, etc. Note that a slight pause occurs in gameplay as a screenshot is taken. After quitting the game, you can open these by double clicking on them, if the appropriate viewing application, like Paint, is present. Note that on systems running under D3D, certain front-end screens, like the Video Options, or Player Roster screen, may appear black in the picture. To date, no problems have been noted on machines running under Glide. For more detailed information on D3D and Glide, please refer to the Troubleshooting Guide.

Mouse Support

For maximum fun and ease of use, we highly recommend using a joystick. However, it is possible to fly using only the mouse:

Button1	Fire Laser Cannons
Button2	Fire Secondary Weapon
Button3	Brake

Mouse Axes Control your ship – fly up, down, left and right

The mouse x- and y-axis and mouse buttons can be remapped in the game. Press the ‘Settings’ button, then the ‘Mouse’ button. Mouse Wheels, such as found on the Microsoft Intellipoint, or Logitech mice, are not supported.

To disable mouse control of your craft while flying, press **Ctrl-M**. To re-enable mouse control, press **Ctrl-M** again. Mouse control will automatically be restored when the level ends, in any manner.

If you are having problems controlling your craft while flying with a Mouse.

Try reducing the mouse sensitivity. To do this, select your pilot, then click on ‘Settings,’ then click on ‘Mouse’ and adjust the slider bar labeled ‘Sensitivity.’

Keyboard Support

For maximum fun and ease of use, we highly recommend using a joystick. However, it is possible to fly using only the keyboard. All flight control functions are available on the keyboard, and they can be used in conjunction with the mouse and/or joystick.

Certain keyboards can only maintain 3 simultaneous button presses. Playing *Rogue Squadron* on these keyboards can result in problems, such as a beeping noise from the computer, or the ability to only press 3 buttons at the same time.

To remap keyboard keys, go to the 'Settings' screen, then press the 'Keyboard' button. Note that this option screen has 3 pages, that can be navigated by clicking on the blinking arrows in the lower left of the screen.

Default Keyboard Settings

[Spacebar] or [0] (number pad) or Left [Control]	Fire primary weapon (blaster cannons). Hold key down to fire continuously.
[Alt] or [Enter] (number pad)	Fire secondary weapon.
[4] (number pad) or [Left Arrow] or [J]	Turn craft left.
[6] (number pad) or [Right Arrow] or [L]	Turn craft right.
[2] (number pad) or [Down Arrow] or [K]	Pitch up; craft will ascend.
[8] (number pad) or [Up Arrow] or [I]	Pitch down; craft will descend.
[W]	Thrust; accelerates craft. Tap button to speed up in short bursts. Hold button down for continuous acceleration.
[S]	Brake; tap key to slow down. Hold key down to drop to minimum speed.
[A]	Left brake (airspeeder)
[D]	Right brake (airspeeder)
[E]	Rolls X-wing, Y-wing, and A-wing. It is not used in V-wing. Hold the Roll key while using directional controls to roll craft. Continue rolling to fly upside down. Let go of Roll key to fly normally.
[F]	Special action; enables craft-specific functions such as opening and closing S-foils in X-wing.
[X]	Link weapons, switches primary firing rate and weapon configuration on craft (except airspeeder).
[Escape]	Pause game at any time.
[~] (Tilde)	Cycles between camera views.
[Home]	Camera look front
[End]	Camera look back
[Delete]	Look left
[Page Down]	Look right
[F1]	Camera 1
[F2]	Camera 2
[F3]	Camera 3
[F4]	Camera 4
[F5]	Camera 5
[F8]	Toggle cockpit view; turns cockpit camera on/off.
[F12]	Screen snapshot
[Z]	Drop camera; fixed view in midair
[Tab]	Rotate camera; hold TAB down and use directional controls to look around.
[Control]+[J]	Joystick on/off
[Control]+[M]	Mouse on/off

Joystick Support

Joysticks are fun. We highly recommend using a joystick. Joystick buttons can be reassigned, but all joysticks (and gamepads) default to the following button assignments:

Button1	Fire Primary Weapon
Button2	Fire Secondary Weapon
Button3	Thrust
Button4	Brake
Button5	Special Action (S-foils, etc)
Button6	Link Weapons
Button7	Roll
Button8	Cycle Camera Views
Button9	Right Brake
Button10	Left Brake
Z-axis	Thrust/Brake

To disable joystick control of your craft while flying, press **Ctrl-J**. To re-enable joystick control, press **Ctrl-J** again. Joystick control will automatically be restored when the level ends, in any manner.

If you are having problems controlling your craft while flying with a Joystick.

Check the fine-tune control knobs on your joystick. Make sure they are centered. If the problem persists, re-calibrate your joystick, either through the Launcher (Hardware Configuration button) or through the Windows Control Panel.

Also, when using a joystick, make sure you're not accidentally bumping or moving the mouse while playing. Although the craft will auto-center itself if this is done, it can be very disorienting, and make the craft difficult to fly. One solution is to disable mouse support by pressing **Ctrl-M** while in-flight.

Force Feedback Support

Rogue Squadron has support for Force Feedback joysticks through Microsoft's Direct Input. If a Force Feedback joystick is detected, the appropriate box in the Joystick Settings screen will be automatically checked (Enable Force Feedback). All of these joysticks vary in their functionality and may work differently in the game, or you may have a newer Force Feedback joystick that is not supported. Some forces may be stronger than others, depending on the type of Force Feedback stick you are using.

Force Feedback Passcodes. Enter these in the 'General Settings' screen:

LEIAWRKOUT	Activates forces for acceleration and deceleration.
GUNDARK	Activates forces for varying the stick resistance depending on your velocity.

Also:

If the LEIAWRKOUT cheat is enabled, there is a command-line switch that can be used to desensitize the craft to joystick-movement caused by force feedback effects (-i). Please see below, under Performance Tips, for instructions on how to enable this option.

PERFORMANCE TIPS

We have not found that lowering video resolutions provides much of an increase in framerate, or game performance. To substantially increase performance, adjust the Audio options. Also, please refer to the Troubleshooting Guide

BASIC

- In Video Settings, deselect the 'Enable V-Sync' checkbox.
- In Audio Settings, make sure 'High Fidelity Sound' is not selected.
- In Audio Settings, make sure '4 Speaker Surround Sound' is not selected.
- Turn off Overlays (not recommended for beginners, however...this turns off your radar!)

ADVANCED

- There are some command-line options, or switches, that can be used to increase performance. To use these, first create a shortcut to Rogue Squadron, or Rogue Squadron.demo exe. Its default directory is C:\Program Files\Lucasarts\Rogue Demo. To create a shortcut, right click on the file labeled 'Rogue Squadron.demo exe' (some folders only show it as 'Rogue Squadron') and drag the file to your desktop, then select 'Create Shortcut here.' Then, right click on the shortcut and select 'Properties.' Then, select the tab at the top labeled 'shortcut.' In the field labeled 'Target' should be the path to the **Rogue Squadron** executable. At the end of that line, after the quotation marks, put a space, and then the command:

-s 0 Silence. Disables music, soundFX and voice. Provides the best performance, but no sound.
-s 1 Low quality sound. 2 channel non-interpolated. Provides the best performance with sound.
-s 2 Med quality sound. 4 channel noninterpolated. Does not provide a huge framerate increase.
-s 3 High quality sound (game Default). 2 channel interpolated.
-s 4 Surround sound (in-game Audio option '4 Speaker Surround sound')- 4 channel surround sound. Note that systems with 2 speakers will also have a 'surround' mode enabled. This option may result in a gameplay degradation on low-end systems.

-f 1 Low sample rate: 11KHz (game Default). Provides the best game performance.
-f 2 Med sample rate: 22KHz. Also an Option in Audio settings, called 'High Fidelity Sound' A performance degradation may occur.
-f 4 High sample rate: 44KHz. Good on high-end systems only. This option may cause a performance loss.

- i This switch disables the Force-Feedback Filter. The FFF works by temporarily decreasing craft maneuverability after acceleration/deceleration force-effects. However, it also keeps the craft from reacting to unintentional joystick movement caused by these effects.
Use the switch to turn off the FFF if you're playing w/force-feedback and feel the craft is too sluggish after acceleration/deceleration.

- **FOR EXAMPLE:**

"C:\Program Files\LucasArts\Rogue Demo\Rogue Squadron demo EXE" -s 1 -f 1

A shortcut with this in the Target line, or this command line in the Start menu, Run command, would run the game at the lowest possible sound quality settings, but increase framerate on a low-end machine.

NOTE: Using command-line switches overrides in-game Audio options, and any changes made in the Audio Options screen of the game. If the game were run using the above example, you can still change volume levels, but clicking on the 'High Fidelity Sound' button (to enable -f 2) would have no effect.

LEVEL OF DETAIL:

Rogue Squadron may increase the detail of landscape textures as the player gets closer and closer to the texture. This variable resolution of landscape textures can be modified. This may increase or decrease performance, depending on your system. **Rogue Squadron** auto-detects the processor speed, and modifies this variable accordingly:

- l 0 Low detail only. Default for machines less than a P200.
- l 1 Low-to-med resolution textures. The resolution increases as the player approaches. May degrade performance on low-end machines. Default for P200 systems.
- l 2 Medium detail only. On low-end systems, this option may degrade performance.
- l 3 Med-to-High detail. P300 and above systems default.

-1 4 High detail only. May degrade performance if activated.

-1 5 Low-Med-High detail. P200 to P300 systems default.

Note that any time the landscape textures change resolutions, (for example, by using -1 5 or playing on a P266), there may be some graphic 'morphing' or movement on the landscape. Locking the Level of Detail to a static resolution will eliminate this effect.

CONTACTING LUCASARTS

LucasArts has set up a variety of services to provide you with information regarding our programs, hint & gameplay assistance, and technical support.

HINT LINE: U. S.

If you need a hint, you may call our automated Hint Line. This service costs 95 cents per minute, requires a touch tone phone, and you must be at least 18 years old or have your parents' permission to call. The number is 1-900-740-JEDI (1-900-740-5334). The option to speak with a live Hint Operator is also available from this number. (Average call length is three minutes.)

HINT LINE: Canada

Our Hint Line is also available to our Canadian customers. This service costs \$1.25 (U.S.) per minute, requires a touch tone phone, and you must be at least 18 years old or have your parents' permission to call. The number is 1-900-677-JEDI (1-900-677-5334). (Average call length is three minutes.)

Where To Find Us Online

Visit the LucasArts Web site at <http://www.lucasarts.com>. From there, you will have the option to receive online technical support through Yoda's Help Desk, browse technical documents, or leave a message for an online representative.

Yoda's Help Desk

We are proud to feature Yoda's Help Desk, which is available in the Technical Support section of the LucasArts Web site at <http://www.lucasarts.com/support/>. Yoda's Help Desk offers interactive solutions to technical issues based on information you provide. Visitors to Yoda's Help Desk will be able to receive technical support 24 hours a day, seven days a week.

LucasArts Company Store

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