

AUDIO/VIDEO

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Audio Questions and Answers

I have an Ad-Lib/Ad-Lib Gold sound card and I can't get any digital sound effects to play.

An Ad-Lib sound card does not have a DAC (digital audio converter) to play digital effects, therefore, you will only hear synthesized musical effects.

How come the music volume control does not effect the volume of the music I hear while playing the game?

Some CD-ROM drives do not have the ability to raise or lower the volume. For these drives, the sound is either ON or OFF. In these instances, the volume slider for the music will be non-functional except to turn it ON and OFF.

The volume levels of my music, sounds effects, or game voices are too low for me to hear. What can I do?

Check your speakers to see if the volume can be turned up. This is the easiest solution. However, if this does not solve your problem, try adjusting the volume sliders in the *Combat Variables* menus of the game. Your sound card may have a volume or mixer utility that can raise the volume of your sound output. Finally, some sound card models have a volume knob in the back. Consult your sound card manual for more information.

Why is the sound fuzzy on my Sound Blaster Pro 2 sound card?

This may be due to a compatibility problem between the Sound Blaster Pro 2 and certain video cards. We discovered it with an Orchid Kelvin card installed. A small amount of distortion plays near the beginning and ends of sound effects. We have no solution for it at this moment.

Can I listen to the MechWarrior 2 for Windows® 95 soundtrack on my audio CD player?

Yes. The mission music is spooled from the CD. Tracks #2-27 are regular audio tracks that will play on an audio CD player.

Australia and Pacific Rim Customer Support

For customer support in Australia and the Pacific Rim, please refer to the following:

ACTIVISION AUSTRALIA AND PACIFIC RIM
P.O. Box 873
Epping, NSW 2121
Australia

Phone: (61) 2-869-0955

Online

The following on-line technical services are available IN ENGLISH ONLY:

Services with Activision Forums, E-Mail and File Library Support

- Microsoft Network: From any MSN window, pull down the Edit menu and select Go To and then Other Location. At the prompt, type "Activision" and click OK.
- CompuServe: 76004,2122 or [GO GAMBUP]
- Activision BBS: (310) 479-1335 Up to 14,400 Baud; Settings: 8 Bits, No Parity, 1 Stop Bit (8, N, 1)

Internet

- support@activision.com or <http://www.activision.com>

For information on how to use our listserver, please send e-mail to CSbulletins@listserv.activision.com with the word "help" in the subject line. If you're already familiar with listservers, send e-mail to the same address with the word "index" in the subject line of your message for a list of files available from this service.

AutoPlay Does Not Function

1. Make sure the CD is clean and properly placed in the CD-ROM drive.
2. Your CD-ROM driver may not be optimized for use with Windows® 95. To verify this, perform the following steps:
 - a. Go to the *Start* menu on your taskbar, select *Settings\Control Panels*.
 - b. Double-click the **System** icon.
 - c. Click the *Performance* tab.

If any of your hardware drivers are not fully optimized for use with Windows® 95, they will be listed here with an explanation of the exact problem and suggestions on how to fix it.

3. Double-click on the **My Computer** icon on your desktop. Select the *Refresh* option located in the *View* pull-down menu of your main hard drive window. When the **MechWarrior 2** icon appears, double click on it; The *MechWarrior 2* title screen should appear.
4. The AutoPlay feature may be disabled. To verify this, perform the following steps:
 - a. Go to the Start menu on your taskbar, select *Settings\Control Panels*.
 - b. Open the Windows® 95 *Control Panel* folder and double-click the **System** icon.
 - c. Click on the *Device Manager* tab.
 - d. Click on the Plus Sign (+) located next to the **CDROM** icon.
 - e. Highlight your CD-ROM drive and click on the **Properties** button.
 - f. Click on the *Settings* tab.

The *Auto insert notification* box should be checked. If it is not, then click on the checkbox to enable the AutoPlay feature.

CD-ROM Drive Manufacturers List

The following is a list of Technical Support and Customer BBS numbers for video card manufacturers. Activision has made every effort to ensure that these numbers are correct. However, you may want to consult the documentation for your PC, video card, sound card or CD-ROM drive for more up-to-date information about each company.

Hitachi

Technical Support	USA (800) 241-6558
Support technique	
France	1-48-21-6015
Spain	3-33-08652

Mitsubishi

BBS	USA (800) 344-6352
	USA (714) 236-6286

Mitsumi

Technical Support	USA (415) 691-4456
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NEC

Technical Support	USA (800) 388-8888
Support technique	USA (508) 264-8000
BBS	USA (508) 635-4706
	USA (508) 635-6328

Panasonic

Technical Support for models that start with:	
CR	(800) 891-3219
KXL-D, LK or MC	(800) 726-2797
Support technique	
France	1-49-46-4300
Germany	32-18-702-0
Spain	7-24-81100
BBS	USA (201) 863-7845

Sony

Support technique	USA (408) 894-0555
BBS	USA (408) 955-5107

Teac

Support technique	USA (213) 726-0303
BBS	USA (213) 727-7660

Changing your Sound Setup

You can change your Sound Setup in two ways:

1. Windows® 95 can auto detect the sound device for you.
 - a. Go to the *Start* menu on your taskbar, Select *Settings\Control Panels*.
 - b. Double-click on the **Add New Hardware** icon.
 - c. Select *Next*. The next window will ask you if you want Windows® 95 to search for new hardware.
 - d. Select **Yes**. Windows® 95 will then attempt to auto detect your sound card.

NOTE: If Windows® 95 fails to detect your sound card automatically, then:

2. Follow the steps mentioned above until you come to the window asking if you want to search for new hardware. Select **No** and then **Next** to advance to the next screen. Under hardware types move your cursor down until you reach *Sound, Video and Game Controls*. Double click on *Sound, Video and Game Controls* and you can select the appropriate sound card. Be sure you know the make and the type of your sound card.

Chat Feature

This area serves as a communication link between warriors, and is invaluable during mission setup especially if you are playing on teams. Click in the smaller top section and type your message, then click the **Send** button or press **Enter** to send it to all the warriors who have joined the mission. Messages that other warriors send to you will appear in the larger bottom section.

To send your message to all warriors joining the mission or to only those in your clan, select *All* or *Clan* then click the **Send** button or press **Enter**.

NOTE: This feature is grayed out if your mission is a free-for-all. If you wish to send a message to all warriors, click the **Send** button or press **Enter**.

Choosing a Protocol

NetMech for Windows® 95 supports two types of network protocols: IPX and TCP/IP. NetMech for Windows® 95 will work equally well with either protocol. When playing with an IPX protocol, NetMech for Windows® 95 works best when all computers are configured with a single identical IPX protocol.

IPX Protocol

TCP/IP Protocol

Please note that technical support for NetMech for Windows® 95 will be available via our on-line services only.

Color Settings

MechWarrior 2 for Windows® 95 is optimized for the 256 color setting within Windows® 95. This does not mean, however, that the game will not run in other color settings. If you have your system configured for 16-bit color, or even 32-bit color, the game will run, but you may experience some performance hits. These may be reflected in movie playback performance, animations, and even gameplay slowdown, due to color remapping. If your system is configured to 16 colors, the game will not function properly.

For the smoothest gameplay and movie performance, set your Windows® 95 color setting to 256 colors.

To change your color setting:

- a. Go to the *Start* menu on your taskbar, select *Settings\Control Panels*.
- b. Double-click on the **Display** icon.
- c. Choose the *Settings* tab and change the color setting to “256 Colors.”

Combat Options

The combat options used by NetMech for Windows® 95 are the same as those set within MechWarrior 2 for Windows® 95. To change your combat options or cockpit controls, merely enter MechWarrior 2 for Windows® 95 and change these selections as explained in the MechWarrior 2 Codes and Procedures under *Cockpit Control* and then run NetMech for Windows® 95. The new settings will then be used.

MechWarrior® 2 for Windows® 95

Interactive Preview

Technical Help

PLEASE NOTE: This is the Help file for the full version of MECHWARRIOR 2. Some items contained in this file may not apply to this Interactive Preview. We have included the full Help file in order to give you a glimpse of what's in store for you when you purchase the full version!

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INTRODUCTION

TECHNICAL HELP

Quick Solutions: Top Questions Answered

Installation/ System Set-Up

MechWarrior 2 for Windows® 95

NetMech for Windows® 95

CUSTOMER SUPPORT

Credits

MechWarrior 2/ NetMech for Windows® 95 Technical Help is written and prepared by members of Activision Studio's Customer Support, Quality Assurance and Production Departments.

Written by:

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Jameson Wang
Jason Wong
Eric Zala

Customer Support

[North American Customer Support](#)

[European Customer Support](#)

[Australia and Pacific Rim Customer Support](#)

[NetMech for Windows® 95 Customer Support](#)

[Vendor List](#)

DirectX Installation

Upon completion of the MechWarrior 2/NetMech for Windows® 95 Setup, the install process will continue by determining if Microsoft's DirectX Version 4.02 needs to be installed on your computer. If so, Setup will install the appropriate files on your computer.

What is DirectX and why do I need it?

Microsoft's DirectX is a set of functions that give Windows® 95 games and other applications their power. Using these functions allows applications to perform advanced functions in networking, graphics, sound and input beyond what's possible on other operating systems, and accounts for much of the performance gains associated with Windows® 95 games. MechWarrior 2 for Windows® 95 and NetMech for Windows® 95 use DirectPlay, DirectDraw and DirectInput, three of the DirectX functions.

If I don't have DirectX, will MechWarrior 2 for Windows® 95 install it for me?

Yes. If InstallShield does not detect DirectX on your computer, it will install it for you. After installation of DirectX is complete, you will need to restart your computer in order for the changes to take effect.

I already have other Windows® 95 games installed on my computer, will MechWarrior 2 for Windows® 95 or NetMech for Windows® 95 change my DirectX files?

If you already have other Windows® 95 games on your computer, chances are you already have the release version of DirectX (Version 4.02) installed on your computer. In this case, the MechWarrior 2/NetMech for Windows® 95 installer will detect that you have DirectX installed, and will proceed to completion of the install process. You will not need to restart your computer.

I have a pre-release Beta version of Microsoft's DirectX installed on my computer. How will MechWarrior 2/NetMech for Windows® 95 handle this situation?

Unfortunately, if you have a pre-release version of DirectX on your computer, the MechWarrior 2/NetMech for Windows® 95 installer will detect the presence of DirectX on your computer and will not automatically reinstall the release version of DirectX Version 4.02. In this case, you should right-click on the CD icon for MechWarrior 2 for Windows® 95 and choose the *Install DirectX* option. This program will allow you to force a reinstallation of the release version of DirectX over your current Beta version.

Certain Beta versions of DirectX do not contain the appropriate DirectPlay functionality to allow NetMech for Windows® 95 to run. Most users, however, will not need to worry about this situation, unless they are beta testers for Microsoft. If in doubt, trust the MechWarrior 2/NetMech for Windows® 95 Setup to install the appropriate version of DirectX for you.

In the future, what if new versions of DirectX come out and I install them on my computer? What will the Mech2 installer do in that case?

In all likelihood, dependent upon how Microsoft writes future versions of DirectX, the installer will not overwrite new versions of DirectX.

If the Installer copied over DirectX, will the Uninstaller remove DirectX? How will this affect my other Windows® 95 games?

No. DirectX will remain on your computer and you will be able to run other Windows® 95 games that use the release version of Microsoft's DirectX.

Disabling AutoPlay

1. Choose the *System Properties* dialog box by right-clicking on the **My Computer** icon and then clicking on **Properties**.
2. Choose the *Device Manager* tab in the Dialog Box.
3. Select the icon of the CD-ROM drive, double-click and select your CD-ROM drive.
4. Double-click or click the **Properties** button for your CD-ROM drive.
5. Select the **Settings** tab of the *Properties* dialog box.
6. Uncheck the *Auto-insert notification* box on that tab.
7. Click **OK** to accept your changes.

Displaying the Game in a Window

MechWarrior 2/NetMech for Windows® 95 works best when it is run in its default full screen display. You can, however, run it in a window on your desktop. To run MechWarrior 2/NetMech for Windows® 95 in a window, press **Alt+Tab** to minimize the game. Press **Alt+Tab** again to send MechWarrior 2/NetMech for Windows® 95 back to a full screen. You can only run MechWarrior 2/NetMech for Windows® 95 in a window if your display is set to 640x480 or higher. Please refer to your Windows® 95 documentation for more details.

European Customer Support

Technical Support in the UK

For UK technical support, please call 0990-143-525, or write us at our UK address:

Activision
Long Island House, 3A
1/4 Warple Way
London, W3 ORQ
United Kingdom.

Customer Support in the UK

If you have any comments, questions or suggestions about MechWarrior 2 for Windows® 95 or NetMech for Windows® 95, or any other Activision products, you can contact UK customer support at 0181-742-9400 between the hours of 1:00 pm and 5:00 pm (UK Time) Monday through Friday (Except holidays).

Online

Services with Activision Forums, E-Mail and File Library Support

- Microsoft Network: From any MSN window, pull down the Edit menu and select Go To and then Other Location. At the prompt, type "Activision" and click OK.
- CompuServe: 76004,2122 or [GO GAMB PUB]
- Activision BBS: (310) 479-1335 Up to 14,400 Baud; Settings: 8 Bits, No Parity, 1 Stop Bit (8, N, 1)

Internet

- support@activision.com or <http://www.activision.com>

For information on how to use our listserver, please send e-mail to CSbulletins@listserv.activision.com with the word "help" in the subject line. If you're already familiar with listservers, send e-mail to the same address with the word "index" in the subject line of your message for a list of files available from this service.

Game Controls

Launch Screen Controls

Move to Next Option	Tab
Select 'Mech	Left or Right Arrows
Select 'Mech Variant	[or]

Cockpit Weapon Controls

Fire	Spacebar
Select Weapon/Group	Enter
Chain-Fire/Group-Fire Toggle	\
Add Weapon to Group 1, 2, 3	Shift+1, 2, 3
Fire Group 1, 2, 3	Num Lock, /, * (Keypad)
Jettison Ammunition	K
Cycle Through All Targets	T
Previous Target	R
Target Nearest Enemy	E
Target Friendly (Starmate)	F
Target Object Underneath Reticle	Q
Inspect Targeted Object	I
Targeting OFF	Ctrl+T

HUD System Controls

Cycle Through Multi-Function Display	F1
<i>Displays</i>	
Radar Display (Normal/Full Screen/Off)	F2
Wire-Frame Damage Display	F5
HTAL (Head/Torso/Arms/Legs)	F6
Armor Damage Report	F6
Enable/Disable HUD	F11
Systems Status	U
Objectives/Briefing Summary	F12
<i>Cameras</i>	
Target View	F4
Rear View	F7
Down View	F8
Weapon View	F9
Weapon View (After Launch)	F10

Mech Piloting

Direct Throttle (Stop to 100%)	1 to 0
Increase/Decrease Throttle	+/-
Steer Left and Right	Left and Right Arrows
Reverse Direction	Backspace
Torso Twist	< and >
Recenter Torso	/
Recenter Legs to Torso	M
Jump Jet (on applicable 'Mechs)	J
Jump Jet Steering and Turning	6-Key "Home" Keypad
Select NAV Point	N
Autopilot ON/OFF	A
MASC ON/OFF	V
Manual Shutdown/Restart	S

Override Automatic Thermal Shutdown	O
Pilot Ejection	Ctrl+Alt+E
Auto-Ejection ON/OFF	Ctrl+E
Self-Destruct	Ctrl+Alt+X
Command Starmates (MechWarrior 2 only)	Ctrl+F1 or B
Command Point 1, 2	Ctrl+F2, F3

Pilot View Controls

Zoom In	Z
Zoom Out	Shift+Z
Reset Zoom Magnification	Ctrl+Z
Glance Left, Right	Keypad 7, 9
Pilot Eye Control	Ctrl+Arrows
Low-Light Amplification ON/OFF	L
Enhanced Imaging ON/OFF	W
Satellite Uplink ON/OFF	F3
Radar/Satellite Uplink Zoom In	X
Radar/Satellite Uplink Zoom Out	Shift+X
External Tracking Camera (XTC) ON/OFF	C
External Camera Controls	Ctrl+Arrows

Non-Game Controls

Options/Battle Parameters	Esc
Pause	Alt+P or Pause
Snap a Screenshot	Ctrl+P
Abort/Exit Mission to Clan Hall	Ctrl+Q
Chat (NetMech Only)	Ctrl+F1 or B

Game Freezes or Crashes

1. Make sure your system is at least a Pentium with a minimum of 12 MB of RAM. Trying to run the game on a lesser machine may result in hardware and performance difficulties.
2. Make sure that you have turned off all other programs on your computer when playing the game.
3. Do not leave the game sitting idle for extended periods of time as this may cause your system to lock up. If you are not playing the game, please exit the program and restart it later when you want to play again.
4. It is recommended that you restart your system after experiencing a crash. This helps to ensure that you will not experience any residual effects related to the crash.
5. In our testing we have discovered that the Alliance Promotion video card found in the NEC Ready 7022 computer can cause the game to crash when running in high resolution display modes. In order to run the game with this video card, be sure to set your display resolution to 640X480 and the game's display resolution to 640X480. Higher display settings will cause problems running the game.

Game Graphics are Faded or Strange in Appearance

1. Make sure your video card is 100% Windows® 95-compatible. Using a non-Windows® 95-compatible video card and drivers may result in display problems.
2. Make sure that you have closed all other programs on your computer when playing the game.
3. Make sure that your video driver supports at least [256 colors](#). MechWarrior 2 for Windows® 95 should be played in 256-color mode for optimum performance. Running the program in other color settings may result in display problems and decreased performance.

If you purchased your video card before the release of Windows® 95, you may obtain updated drivers from a variety of places. Most hardware retailers have access to the most recent drivers. Additionally, most video card manufacturers maintain a BBS containing the latest drivers for free downloading. Drivers are also available on CompuServe, America Online, The Microsoft Network and other popular on-line supports. A list of [video card manufacturers](#) and their Technical Support and BBS numbers is available in this document. Please make every effort to install the latest video drivers before calling [Activision Customer Support](#).

Game Performance

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Gameplay Questions

I was attacking an enemy 'Mech when he suddenly disappeared. What happened?

Sometimes 'Mechs will disappear momentarily from the mission because the connection has been interrupted between computers. Normally, the 'Mech will reappear when the connection is re-established. If the connection cannot be reestablished, the pilot of the disappearing 'Mech will have to quit out and wait to join in the next game.

My 'Mech remains frozen for a few seconds every time I launch into a mission.

In the interest of fairness, the Chieftains refereeing this Inner Sphere combat have decreed that all 'Mechs launching into battle should power up simultaneously. Since some slower computers take more time to launch, the faster computers are held back from launching until all 'Mechs can be entered into the mission at once.

I've just joined a game but I can't select a mission or click any of the game options?

Guests to a game cannot select a mission or modify the game options; only the host has this control. The Mission Information screen displays the mission and game options so that guest players may influence the host as he makes his selections via a chat message.

My enemy has drawn me away from the main theater of action. I've chased him down and destroyed him. But now I find I'm lost in the world and cannot locate my starmates. What do I do?

Unlike the missions in MechWarrior 2 for Windows® 95 and Ghost Bear's Legacy, the mission boundaries have been removed, allowing you to roam the wilderness freely. But this freedom comes at a price. If you choose to wander far away from the urban splendor of Ramsau or the verdant foliage of the Franzen forest of Galuzza, you will need to remember your heading and use your dead reckoning skills to navigate back to your starmates.

I ejected from my cockpit just before my mech was destroyed. Now I cannot regenerate, even though regeneration was checked as an option in the game. What's going on?

The Ilkhan has declared that using the ejection mechanism in your 'Mech (**Ctrl+Alt+E**) is the equivalent of fleeing from battle, and such cowardice will not be rewarded with the opportunity to reincarnate and continue the fight. However, if a 'Mech pilot chooses a glorious suicide by pressing **Ctrl+Alt+X**, he is deemed worthy of entrance to Valhalla, and may reenter combat by regeneration.

How do I change my screen resolution?

You'll need to enter MechWarrior 2 for Windows® 95 to do this. From the MechWarrior 2 for Windows® 95 opening Clans screen, choose *Combat Variables* from the *Options* menu. You can change your screen resolution from high (640x480) to low (320x200) by clicking on the numbers.

How do I play with a custom 'Mech in NetMech for Windows® 95?

You'll need to enter MechWarrior 2 for Windows® 95 to create and save a custom 'Mech in the 'Mech Lab. When you go into NetMech for Windows® 95, your new 'Mech will be available as one of the variants in your 'Mech Selection Screen.

Does NetMech support custom 'Mechs created by shareware 'Mech editors?

We have found that customized 'Mechs created by shareware 'Mech editors are not always compatible with NetMech for Windows® 95, and may cause a Fatal Error message upon launching. We do not support their use with NetMech for Windows® 95 and cannot be responsible for the reactions of your fellow players when they find out you were piloting a Firemoth that has 500 LRMs stored in its head.

Can I import the new 'Mechs from Ghost Bear's Legacy into NetMech for Windows® 95?

Sorry, Star Commander. The new 'Mech designs from Ghost Bear's Legacy are not supported by NetMech for Windows® 95. Take your Kodiak and go home. IMPORTANT NOTE: This also applies to the 'Mech chassis' which are in the original MechWarrior 2 DOS. For example, you will not be able to use a custom Timber Wolf configuration created in Ghost Bear's Legacy within NetMech for Windows® 95.

I've created custom 'Mechs using MechWarrior 2 DOS and I want to use them in NetMech for Windows® 95. How do I do this?

You need to copy your 'Mech configuration files from the MEK directory in MechWarrior 2 DOS into the MEK directory in MechWarrior 2 for Windows® 95. MechWarrior 2 DOS 'Mech configuration files are usually stored in c:\Mech2\mek. Select the configuration files (they have the .usr suffix) and copy them into the MechWarrior 2 for Windows® 95 MEK directory. MechWarrior 2 for Windows® 95 'Mech configuration files are usually stored in c:\Program Files\Activision\Mech2\Mek. You may have to rename your files to avoid overwriting custom 'Mech files you have created previously. Now when you enter NetMech for Windows® 95 the variants should be available in your 'Mech Selection Screen.

How can I pause the game? I've just gotten an important phone call.

If you want a game that lets you play and take phone calls at the same time, we suggest Activision's Shanghai Great Moments for Windows® 95. Once a NetMech for Windows® 95 mission has been launched, it cannot be paused. In fact, your 'Mech will remain in operation and the mission will continue even if you minimize the NetMech for Windows® 95 window and send it to the taskbar (You do this by pressing **Alt+Tab**. It will have the title *MechWarrior 2*). You could try hiding behind a building and shutting down to escape detection from enemy radar while you tend to business, but this sort of behavior is frowned upon by the ilKhan.

How can I improve my gameplay?

1. Run NetMech for Windows® 95 in the default full-screen mode.
2. Close all other programs while playing.

3. Set your resolution to 320x200 in the MechWarrior 2 for Windows® 95 *Combat Variables* screen.
4. Set your *Display* to 256 colors in the *Control Panel*.
5. Set *Graphics Acceleration* to maximum in your *System Control Panel*.
 - a. Go to the *Start* menu on your taskbar, Select *Settings\Control Panels*.
 - b. Double-click on the **System** icon.
 - c. Click on the *Performance* tab.
 - d. Double-click on the **Graphics** button.
 - e. In the *Graphics* box, position the *Hardware Acceleration* slider to Full

Please note that [technical support for NetMech for Windows® 95](#) will be available via our on-line services only.

Game Too Slow

1. Try changing your display options in Combat Variables.
2. Optimize your hard drive. Please refer to your Windows® 95 Help file for instructions on running this procedure.
3. If your computer has a turbo button, make sure it is set to the highest MHz possible.
4. Make sure your system is at least a Pentium with a minimum of 12 MB of RAM and has a double-speed CD-ROM drive. Running the game on a lesser machine may result in hardware and performance difficulties.

If you aren't sure what kind of system or how much RAM (Random Access Memory) you have, follow these steps to determine your machine's configuration.

- a. Go to the Start menu on your taskbar, Select *Settings\Control Panels*.
 - b. Select the *System* icon and double-click on it. The main page will tell you what kind of processor you have.
 - c. If you want to see how much RAM you have, click on the *Performance* tab and your RAM should appear in the box.
5. Make sure your video driver supports a minimum of 640x480 resolution (SVGA) and is set to 256-color mode. Running the program in a higher resolution or color mode may result in slower performance.
 6. Make sure that you have closed all other programs on your computer when playing the game.

Gamepad or Joystick Does Not Work

1. Make sure your joystick is properly calibrated in Windows® 95. To do this, perform the following steps:
 - a. Go to the Start menu on your taskbar, Select *Settings\Control Panels*.
 - b. Open the Windows® 95 *Control Panel* folder and double-click the **Joystick** icon.
 - c. Select the appropriate settings in the *Current Joystick* and *Joystick Selection* drop-down menus.
 - d. [Calibrate your controller.](#)
2. Although Windows® 95 contains several built-in gamepad and joystick drivers, you may need to obtain a Windows® 95-compatible driver from the gamepad or joystick manufacturer.
3. Be sure to connect your input device to the correct joystick port. If you are using a game card to run your joystick, be sure to disable the joystick port on your sound card. Please refer to your sound card manual for instructions on disabling the joystick port.

Hardware Issues

Installing a New Video or Sound Card

If you install a new video or sound card into your system after you have installed MechWarrior 2 for Windows® 95, you may need to reinstall the MechWarrior 2 for Windows® 95 software in order to get it to properly recognize the new hardware. Reinstalling MechWarrior 2 for Windows® 95 will not affect your mission history or your custom 'Mech files.

Null modem cable connections between two computers .

Null modem connection between computers is not supported in NetMech for Windows® 95. Null modem connection will be supported in NetMech DOS.

BOCA LANcard 2000

This card is not fully supported by Windows® 95. We have had problems establishing network connections through it when using the BOCALAN card network adapter driver or the NE2000-compatible network driver. It is not recommended.

Please note that [technical support for NetMech for Windows® 95](#) will be available via our on-line services only.

Host/Mission Setup

The Host enters into the Mission Setup Screen. All other players enter into an Information Screen that displays the Host's settings, the other players in the game, and a Chat box. All that players can do in the Information Screen is watch the Host make his/her settings, and Chat. The players will automatically go into the Clan Selection Screen as soon as the Host has set up the mission and clicked **Accept Setup**.

The Mission Setup Screen allows the Host to select a mission to play from either the *Team Missions* list or the *Free For All Missions* list. A Mission Briefing describes the conditions of combat and any mission objectives.

The Host can select a number of game options:

Regeneration: If selected, players have the option of coming back to life after being destroyed by pressing the spacebar. This option is not available on team missions.

Unlimited Ammo: If selected, players have unlimited ammunition in weapons that require ammo (missiles, machine guns, Gauss rifles, etc.).

Heat Tracking: If selected, 'Mechs will heat up when firing weapons, jump jetting or taking enemy fire.

Splash Damage: If selected, 'Mechs will be damaged from nearby weapon hits.

Collision Damage: If selected, 'Mechs will be damaged when running into each other, or falling to the ground from a great height.

Radar + Auto Targeting: If selected, players will see other players using their **F2** radar screens or **F3** satellite tracking view; also, players will be able to target enemies for missiles. If not selected, players will be unable to see other players using the **F2** or **F3** screens; also, the **E** key (nearest enemy) is not active and missiles will be unable to lock on target.

Weight Limit: The Host can select the maximum weight limit for 'Mechs in the game, from 25 to 100 tons. The default is 100 tons. If a player selects a heavier-than-allowed 'Mech, the player will get an error message when Launching into the game. The player will then have to select a different 'Mech before being allowed to Launch into the game.

Gravity: The Host can select the Gravity for the game, from 0.25 to 4.00. The default is 1.00. A lower gravity selection allows 'Mechs to run faster and jump jet higher. A higher gravity selection makes it harder for 'Mechs to run and jump jet.

Time Of Day: The Host can select the Time of Day during which the game will Launch. Options are Dawn, Day, Dusk or Night.

Temperature: The Host can select a Temperature setting for the world in which the game is played. The options are Cold, Normal and Hot. 'Mechs will not overheat as quickly if the option is set to Cold, and will overheat more rapidly if the option is set to Hot.

Quit: If the Host clicks this button, the player will quit to Windows® 95.

Please note that [technical support for NetMech for Windows® 95](#) will be available via our on-line services only.

How to Configure your System to Play NetMech for Windows® 95

Network Configuration

Choosing a Protocol

Modem

Problems with the Network

Please note that [**technical support for NetMech for Windows® 95**](#) will be available via our on-line services only.

INPUT DEVICES

[Joystick Not Working Properly](#)

[Thrustmaster Products Supported By MechWarrior 2/NetMech for Windows® 95](#)

[Customizing the Joystick Configuration](#)

[Joystick Calibration](#)

[Virtual I/O i-glasses and Forte VFX-1 Headgear](#)

Installation/ System Set-Up

This section contains information which pertains to both MechWarrior 2 for Windows® 95 and NetMech for Windows® 95.

Activision thoroughly tests its games on a variety of systems before they are released, but it is virtually impossible to test on all combinations of software and hardware. Many of the problems you may encounter in Windows® 95 are caused by device drivers for video cards, sound cards and CD-ROM drives that are not fully compatible with the Windows®95 operating system.

The following troubleshooting tips are intended to assist you in solving some of the common problems that occur with the Windows® 95 operating system. If you continue to experience technical difficulties after trying the following solutions, please contact [Activision Customer Support](#).

Installation

Game Performance

Audio/Video

Input Devices

Please note that [technical support for NetMech for Windows® 95](#) will be available via our on-line services only.

INTRODUCTION

Thank you for purchasing MechWarrior 2/NetMech for Windows® 95. This supplemental documentation is designed as a troubleshooting guide in the event you experience technical problems while running the program. We will attempt to explain in detail the various tips, tricks and troubleshooting techniques we have learned through the course of our comprehensive testing process. MechWarrior 2 for Windows® 95 and NetMech for Windows® 95 are state-of-the-art simulators. As such they are subject to very specific needs in order to run on the average PC.

One of the first things that you should be aware of is that you may experience problems with the program that are not covered in this document. That is why we have assigned a team of testers to continually update this document. Any issues that we become aware of after the program is released will be covered in newer updates each week. It will only be available via the on-line methods listed under [Customer Support](#).

The majority of the feedback on our programs is coming from our website, the Internet and information services like Microsoft Network, America Online, Prodigy, CompuServe and Activision's bulletin board system. We feel that the easiest way to get the maximum amount of information to our users is via this text file that can be downloaded from these services (excluding Prodigy). If you have a problem with MechWarrior 2 for Windows® 95 or NetMech for Windows® 95, or if there is something in the Install Guide or the Codes and Procedures that is not covered, we will try to cover it here. Keep those comments and suggestions coming. We hope this will help to decrease the level of frustration many users feel when they encounter difficulties with a new program.

If you really like MechWarrior 2 for Windows® 95 or NetMech for Windows® 95 we would appreciate it if you would write to us — or write to your favorite games magazine and let them know. We appreciate both positive and constructive comments, since they help us to learn what you do and don't like!

One point we want to make before we proceed — you should read the Codes and Procedures (located in the game's menu bar under the help menu), the Install Guide and this Technical Help file to understand the features and usage of MechWarrior 2 for Windows® 95 and NetMech for Windows® 95. Many customers can save themselves some time and money by reading the information provided.

[Credits](#)

IPX Protocol

NetMech for Windows® 95 supports the two IPX protocols supplied with Windows® 95: the Microsoft IPX/SPX-compatible protocol, and the Novell IPX ODI protocol. NetMech for Windows® 95 will have difficulty seeing other computers if more than one IPX protocol is enabled. We recommend enabling only one IPX protocol to play NetMech for Windows® 95. To select a protocol, select the *Network* options in the *Control Panel*. Click the **Add** button. Select the **Protocol** icon and then click **Add**.

Adding the Microsoft IPX/SPX-Compatible Protocol

Select *Microsoft* to display the IPX/SPX-compatible protocol. Click **OK** to add this protocol. Check your new settings in the *Network Control Panel*. Windows® 95 may ask for your installation disks to add files. You will need to restart your computer for your new settings to take effect.

Adding the Novell IPX ODI Protocol

Select *Novell* to display the Novell IPX ODI protocol. Click **OK** to add this protocol. Check your new settings in the *Network Control Panel*. Windows® 95 may ask for your installation disks to add files. You will need to restart your computer for your new settings to take effect. NOTE: You may not be able to add the IPX ODI protocol unless you have added the appropriate Client setting, such as Novell Netware (Workstation Shell 4.0 and above [VLM]). For further information, please contact your network administrator.

Please note that [technical support for NetMech for Windows® 95](#) will be available via our on-line services only.

Inserting/Removing the CD While Playing the Game

The CD must remain in the CD-ROM drive at all times in order to run MechWarrior 2 for Windows® 95

Only the Host of a NetMech for Windows® 95 game is required to have the CD in the CD-ROM drive during play.

Installation

[Minimum System Requirements](#)

[Installation Procedure](#)

[DirectX Installation](#)

[Uninstalling](#)

Installation Procedure for MechWarrior 2/NetMech for Windows® 95

1. Insert the MechWarrior 2/NetMech for Windows® 95 CD into your CD-ROM drive and wait a moment until the MechWarrior 2 for Windows® 95 CD title screen comes up.
2. Press **Install** and then press **Next** in the *Welcome* box to continue installation.
3. After choosing a destination location for MechWarrior 2 for Windows® 95, press **Next** in the *Choose Destination Location* box.
4. After selecting a setup type, press **Next** in the *Select a Setup Type* box to begin installing MechWarrior 2 for Windows® 95.
5. After installing MechWarrior 2 for Windows® 95, you will have the option to install NetMech for Windows® 95 onto your computer. After reading the NetMech for Windows® 95 licensing agreement, you can press **Yes** in the *Install NetMech?* screen to install NetMech for Windows® 95, or press **No** to abort this part of the installation.
6. After MechWarrior 2 for Windows® 95 setup is complete, your computer will install Microsoft DirectX drivers if you do not already have them. After installation of DirectX is complete, you will need to restart your computer in order for these changes to take effect.

NOTE: If you do not receive a *Restart Your Computer* dialog box, the Installer has detected a version of DirectX on your computer and therefore did not reinstall DirectX. For information on determining if you may need to reinstall DirectX over an older version, please consult the [DirectX Installation](#) section.

7. Now you can run MechWarrior 2 for Windows® 95 or NetMech for Windows® 95 by choosing *Programs\MechWarrior 2* from the *Start* menu or by pressing **Play MechWarrior** or **Play NetMech** on the CD title screen.

I'm playing NetMech for Windows® 95 on a network and my computer isn't seeing the other players. What do I do?

1. You may have entered the NetMech for Windows® 95 shell too late to see the host's game. If a game has already started, you'll have to wait for the next available game to join in.
2. Check your Network Neighborhood to make sure that your computer is still on the network.
3. Check that you are [choosing the same protocol](#) as the other players.
4. If you are connecting using [IPX-compatible protocol](#), check that you only have one IPX protocol enabled on your computer.
5. Make sure that your computers don't have any other network program active, such as an e-mail.
6. If none of these suggestions work, you may need to quit and restart NetMech for Windows® 95 on your computer.
7. If that doesn't work, try quitting and restarting NetMech for Windows® 95 on all the computers that are playing.

Please note that [technical support for NetMech for Windows® 95](#) will be available via our on-line services only.

I'm playing NetMech for Windows® 95 using a modem, and I'm having trouble connecting with another player. What do I do?

1. Coordinate with the other player to make sure you know which player is calling and which player is receiving the call. The player calling should select *Dial New Number* or *Last Number Dialed* and then click the **Dial** button. The player receiving the call should click the **Host** button. Note that the Host must have the MechWarrior 2 for Windows® 95 CD in his/her drive.
2. Check that there are no programs open which would use the modem port, such as HyperTerminal. If there is another program like this active, you may get an error message saying the line is in use by another TAPI application.
3. Check that your modem is correctly setup to work with Windows® 95, and that it operates at 14,400 bps or faster.
4. Check that your modem is set to connect at its fastest possible speed. The speed must be 14,400 bps or faster.
5. Check that your modem settings (data bits, parity, stop bits) match those of the modem you are calling.
6. Check the UART chip on your COM port; it should be a 16550A chip.
7. If none of these suggestions work, you may need to quit and restart NetMech for Windows® 95 on your computer. If you have an external modem, you may need to reset the modem by turning it off and then turning it back on.

Please note that technical support for NetMech for Windows® 95 will be available via our on-line services only.

Joystick Calibration

1. Make sure it is securely plugged into the correct game card. If you have questions on how to do this, please see the documentation supplied with your sound and/or game card.
2. Use the Windows® 95 joystick calibration program to make sure that your joystick is calibrated properly. To do this in the game, go to the *Cockpit Controls* screen and click on the *Joystick Control Panel* selection. This will open the Windows® 95 *Joystick Control Panel*.

Outside the game, go to the Windows® 95 *Control Panel* and click on the **Joystick** icon. Once you have reached the *Joystick Control Panel*, select the joystick you are using from the menu and select *Calibrate* to set it. Follow the steps and then exit the *Control Panel*.

3. If you do not see a **Joystick** icon in the *Control Panel*, make sure you have a driver installed. To do so, go to the *Control Panel* and select *System*. Select the *Device Manager* tab and click on the Plus Sign (+) next to *Sound, Video and Game Controllers*. Your joystick driver should be listed here. Click **Properties** to ensure that there are no conflicts. If you do not have a joystick driver installed, or you do not see a **Plus Sign (+)**, follow these steps to install a joystick driver:
 - a. Go to the *Start* menu on your taskbar, Select *Settings\Control Panels*.
 - b. Double-click on the **Add New Hardware** icon and then click **Next**.
 - c. Select **No** and press **Next**.
 - d. From the list select *Sound, Video and Game Controllers* and press **Next**.
 - e. From *Manufacturers* select **Microsoft**, and from *Models* select **Gameport Joystick**, then click **Next**.
 - f. Follow the directions to complete the installation of your joystick driver. You will have to restart your computer and then the **Joystick** icon will be added to the *Control Panel*.

Managing your Memory

Insufficient Memory

If you receive an insufficient memory message, try the following steps to free more memory:

To free more RAM on your computer:

1. Virtual Memory should be ON at all times.
To see if Virtual Memory is on:
 - a. Go to the *Start* menu on your taskbar, Select *Settings\Control Panels*.
 - b. Select the **System** icon and double-click on it.
 - c. Click on the *Performance* tab. Under the *Advanced Settings* box, you should see a *Virtual Memory* button.
 - d. Make sure that the option to manage the memory settings is selected.
2. Close any running programs, folders or documents.
3. Remove unnecessary files from the *Startup* folder and restart your machine.

To free more space on your hard drive:

1. Make sure your *Recycle Bin* is empty.
2. Erase any unnecessary files.

MechWarrior 2 for Windows® 95 Technical Help

[Game Controls](#)

[Universal Game Questions](#)

[MechWarrior 2 for Windows® 95 Mission Questions](#)

MechWarrior 2 for Windows® 95 Mission Questions

There is one mission I just can't beat. Is there any way to go past it?

Try these:

1. We highly recommend completing the Cadet Training drills before launching combat missions.
2. Before you launch the mission, go to *Options* on the menu bar and select *Combat Variables*. In *Combat Variables*, toggle from **hard** or **medium** mode to **easy**. You will find those enemy 'Mechs a lot easier to kill now. You can use this trick for specific missions or an entire career.
3. To complete a tough mission, try practicing them in *Altered Reality* first. (Refer to the Codes and Procedures and look under *Combat Variables* for more details).

After I complete a mission, the debriefing screen keeps saying I did not destroy the targets of opportunity. I killed everything that moved! Where are they?

There might be one or more buildings that you overlooked and did not destroy. Be sure to be within close range to inspect all likely targets. When in doubt, destroy it.

Why are my jump jets harder to maneuver in some missions?

The varying gravitational and atmospheric conditions of planets can either supplement or limit the jump jet capabilities. For example, a planet with low gravity will enable a 'Mech to jump higher and longer than a planet with a high gravity; thin air will impair the efficiency of the jets, giving you less thrust; etc.

Should the Mech2\MEK\ directory be completely empty?

Yes. The \MEK directory is where user-created BattleMech files are stored. If you have not created any custom BattleMechs, this directory will be empty.

I killed 12 'Mechs in my last mission and the mission summary screen said I killed only nine. Am I getting cheated out of those three kills?

The clans will only reward direct kills. You must be precise with your shots to receive credit and honor. 'Mechs that die as a result of splash damage (damage resulting from nearby explosions of 'Mechs or weapons and overheating) will not be counted towards your total kills. The clans also do not reward you for deaths caused by internal ammunition explosions. So, although it may appear that you blew that last marauder to pieces, remember that his demise may not always be your doing.

Minimum System Requirements

In order to run the MechWarrior 2/NetMech for Windows® 95, your system must meet the following minimum requirements:

- * A 100% Windows® 95-compatible computer system (including Windows® 95-compatible drivers for CD-ROM drive, video card, sound card, and input devices)
- * Pentium Processor
- * VESA local Bus or PCI video
- * 256-color SVGA (640X480)
- * 12 MB RAM
- * Double-speed CD-ROM drive (300K/sec transfer rate)
- * Hard disk drive with 35 MB of uncompressed space available
- * Windows® 95 operating system
- * Mouse
- * Dedicated game card is highly recommended for joystick

Supports any 100% Windows® 95-compatible Input Device (but not limited to):

Microsoft Sidewinder Joystick; CH Flightstick Pro and Virtual Pilot; Gravis Analog Joystick; Analog Joystick Pro and Gamepad; Thrustmaster Flight Control System.

NetMech for Windows® 95 version (which is included) in addition to the above requirements, requires one or more of the following:

- * Any 100% Windows® 95-compatible modem at 14,400bps or faster
- * IPX network
- * TCP/IP network (Note: Internet play not supported)
- * Any other 100% Microsoft DirectPlay supported network

Please Note: In order to play Mechwarrior 2 for Windows® 95 or to host a game of NetMech for Windows® 95, the CD must be in your CD-ROM drive at all times.

NOTE: MechWarrior 2/NetMech for Windows® 95 may have trouble working with some 1993 or earlier Matsushita CD-ROM drives. These CD-ROM drives have trouble reading beyond 63 minutes on CDs, and MechWarrior 2/NetMech for Windows® 95 use the full CD. These drives were sold under the name of Panasonic, JVC, Revea, Creative Labs and Plextor. Gameplay may occasionally slow down and the CD-ROM drive will be accessed constantly. We highly recommend that you upgrade to a newer CD-ROM drive to avoid problems with other programs in the future.

Miscellaneous Issues

NetMech for Windows® 95 doesn't play as smoothly when it runs in a small window on the desktop as when it runs in a full screen.

NetMech for Windows® 95 is designed to run optimally in the full-screen view, and the game graphics will not look as smooth when they are displayed in a small window on the desktop. To improve performance when running NetMech for Windows® 95 in a window, you should set your video display to [256 colors](#). In the Windows® 95 *Control Panel*, select *Display*, and then click the *Settings* tab. Select [256 colors](#) from the *Color Palette* setting, and restart your computer to activate the new setting.

Windows® 95 Screensaver

If the Windows® 95 screensaver activates while you are playing NetMech for Windows® 95, you will have to select MechWarrior 2 for Windows® 95 from the Windows® 95 taskbar to return to the game.

I don't hear any music while I'm playing.

You'll need the MechWarrior 2 for Windows® 95 CD-ROM disk in your CD drive to hear the music.

Please note that [technical support for NetMech for Windows® 95](#) will be available via our on-line services only.

Mission Hints

We have included some insightful hints on selected missions that could potentially give you trouble.

Team Missions

I'm on Derf and I can't find the enemy reactor.

Reconnoiter the area surrounding the enemy city thoroughly.

Free-For All Missions

On Setubal, how do I reach the Spire of Destiny? I can't seem to find it!

First, your 'Mech must have jump jets. Your previous 'Mech training has focused on developing your side-to-side vision. In this mission, you must use your abilities to look up and down. One other hint: you will make this journey in stages. Conserve your jump jet juice!

On Setubal, I was climbing the Spire of Destiny when Nav Alpha disappeared from my HUD. Is this an equipment malfunction in my 'Mech?

The Nav computer in your 'Mech may not correctly triangulate your position relative to a Nav point if you are located directly above or below the targeted Nav point. Setubal has a depleted ozone layer, which increases the gamma radiation at high altitudes, interfering with the reception of global positioning satellite data. This further exacerbates the problems in many 'Mechs.

I've fallen off the hilltops in Alshain and I don't have jump jets. How do I get back to the top of the canyon?

There are ways to get back to the canyon bridges without jump jets. You just have to find them.

Please note that [technical support for NetMech for Windows® 95](#) will be available via our on-line services only.

Modem

Refer to your modem documentation and your Windows® 95 documentation for assistance in setting up your modem. NetMech for Windows® 95 works with 14,400-bps or faster modems. Windows® 95 normally sets your modem to communicate at its fastest speed, so you probably won't have to change any settings to play NetMech for Windows® 95.

Compatibility

NetMech for Windows® 95 supports gameplay over modems faster than 14,400. To find out how fast your modem speed is, select the **Modem** icon in the *Control Panel*, and double-click to open it. Click **Properties** to display your modem properties. Under *Maximum Speed*, check to see the maximum speed your modem can connect at. The maximum speed should equal or exceed 14,400. You can also refer to your modem documentation for assistance.

Note that the actual connection speed of your modem may differ from its rated speed due to incompatibilities between different makes of modems and telephone line noise.

Once you connect, you should see a modem icon with a green and a red light display in your taskbar. You can check how fast your actual connection speed is by double-clicking on this icon.

To check your connection speed while playing NetMech for Windows® 95:

1. Press **Ctrl+Esc** to send NetMech for Windows® 95 to the taskbar.
2. Double-click the modem icon to display your connection speed.

To return to NetMech for Windows® 95, click on the MechWarrior 2 button in your taskbar. Your screen may return to a 640x480 window if your display is set to 800x600 or higher. To return to a full screen view, press **Alt+-Enter**.

There are chipset incompatibilities between certain high speed modems that prevent effective connection at speeds greater than 9600 bps, even though both modems may support faster speeds. If you have trouble connecting to a specific make of modem, contact your modem manufacturer for more information.

NOTE: We have experienced problems properly configuring the Creative Labs Modem Blaster 28.8 and the Cardinal 14.4 Plug and Play modems, even though both are auto-detected by Windows® 95. If players experience connection problems, we suggest browsing the modem troubleshooting procedures in the [Quick Solutions: Top Questions Answered](#) section or contacting your modem manufacturer for more information.

Speed

Set your modem to its maximum speed. If you have difficulty connecting at this setting, set both modems to connect at 14,400 bps. Setting your modems to connect at a speed lower than 14,400 bps will cause unpredictable gameplay in NetMech for Windows® 95, and is not supported.

Connection Preferences

In general, the Data Bits, Parity and Stop Bit settings for your modem should match the settings of the modem you are calling. The defaults are Data Bits: 8, Parity: None and Stop Bit: 1.

COM Ports

When installing a non-Plug and Play modem into your Windows® 95 system, you may encounter difficulties setting the correct COM port for your modem, especially when selecting COM 3 or COM 4. Some modems may continually default back to COM 1 when COM 3 is selected as the port, or default to COM 2 when COM 4 is selected as the port. Please contact your modem manufacturer for additional information on setting up your modem if you encounter this problem.

UART chip

To ensure the best performance when using NetMech for Windows® 95 with a modem, the COM port you are using to connect should be equipped with a 16550A UART chip. To check your COM port, from the *Start* menu, select *Control Panels\Modems*. Click the *Diagnostics* tab, then select the COM port the modem is connected to and click **More Info** to show the UART chip information.

Please note that [technical support for NetMech for Windows® 95](#) will be available via our on-line services only.

My joystick won't calibrate correctly. It seems to have a "drift" effect. How do I correct this?

You can calibrate your joystick in either the Cockpit Controls screen or in the Combat Simulator (commonly referred to as the "Sim").

Try the following:

1. In the Sim, press the Slash (/) or the keypad **5** key to recenter your torso.
2. [Re-calibrate your joystick](#). Make sure that you wait for the dot to appear before proceeding with the joystick calibration.
3. Adjust your joystick's trim controls (if it has them). You'll find these on the base of the joystick.
4. Use a dedicated game card (available at most major computer dealers).
5. Disable all other game ports on your computer. Consult your game card manual for further information.

Customizing the Joystick Configuration

1. Go to the menu bar, select *Options* and choose **Cockpit Controls**.
 - a. From the list of *Input Devices*, select the devices that you wish to use by clicking on them until they turn red.
 - b. You may select any combination of <Keyboard>, <Mouse>, and <Virtual I/O i-glasses...> plus any one other device.
2. Once the devices that you wish to use are displayed in red, click on **Custom Configuration**. Three new columns will appear as well as several commands used to load and save your custom configurations.

You may notice that most of the writing appears either in red, white or gray lettering. White lettering indicates an option is available; red lettering indicates an option has been selected. (If you did not select a given device before clicking on **Custom Configuration**, that device will appear in gray lettering and you will not be able to select it. To configure a gray device, click **Abort** and return to the beginning of these instructions.)

3. To assign or reassign a command for a button, key or joystick, select a device from the *Input Devices* column by clicking on the device until it turns red.
4. Once you have selected (in red) the device you wish to change, look at the *Game Controls* list.
 - a. On the left, in gray, you will see a list of all the controls that the player may customize.
 - b. On the right of the first seven of these, you will also notice two white characters separated by a white slash. These white characters define the orientation of controls with opposed settings: positive/negative, right/left, up/down, or inside/outside.
 - c. Clicking on the white characters will reverse the controls; if <+> previously accelerated the 'Mech and <-> slowed it, <+> would now slow the 'Mech while <-> would accelerate it.
5. The next column to the right consists of either two white dashes or *Ctrl*, *Shift*, or *Alt*.

In the right-hand *Game Controls* column, you will see either four white dashes or a device name (*key*, *mouse*, *msjstick*, *sidewndr*, depending on which device has been selected) and an appropriate button, key, or movement.

These combinations of devices and keys create your custom controls. For example "Nearest Enemy Ctrl mouse MiddleBtn" means that pressing **Ctrl** and the middle mouse button will target the nearest enemy 'Mech.

You may wonder about the *Primary Controls* visible in white just to the right of the *Game Controls* heading. Because we know you may want to assign a control to more than one key, button or movement, we have provided four control screens, which are all active and all programmable. Feel free to use any of the four screens.

To reassign commands on these screens:

1. Find the control you wish to assign and click on the white lettering to the right.

To the farthest right, you will notice a list of functions that correspond to the red *Input Device* that you have selected. This list is often completely gray (not available), but notice that the moment you select a *Game Control*, some of the options turn white and the *Game Control* turns red.

If you now click on one of the new white options of your input device, the red lettering in your *Game Control* columns transforms into the option that you selected. Repeating this, you can quickly configure your 'Mech to do exactly what you want.

- a. When you are satisfied, click on **Save Custom 1**. Now, if you exit and return to this screen, you will be able to recall your custom job by pressing **Load Custom 1**. If you do not save, when you return, your controls will have returned to the default settings and you will have no way to recall your custom settings without reconfiguring everything again.
- b. Click **Accept Config and Exit** and then **OK** to return to the game.

To name your custom configurations:

- a. On the left side of the screen, go to *Current Config*: (grey lettering)
- b. Below *Current Config*: is the title of your current configuration.
- c. Click on this title and press **Backspace** to remove the current title.
- d. Enter your new title for your configuration.
- e. Click **Accept Config and Exit** to save your title.

NOTE: You can have up to four configuration pages.

NOTE: A major source of controller problems arises from the four control screens since commands can conflict with each other. Commonly, the Turret L/R is configured by the user for the Thrustmaster L/R on the Flightstick, while the original settings are still active on the third and fourth pages of the default configuration. This causes a conflict in the controls where the turret and chassis are controlled by both the L/R of the stick and the L/R of the rudder pedals.

NetMech For Windows® 95 Technical Help

[How To Configure Your System To Play NetMech for Windows® 95](#)

[Troubleshooting](#)

[Gameplay](#)

[NetMech for Windows® 95 Missions](#)

Please note that [technical support for NetMech for Windows® 95](#) will be available via our on-line services only.

NetMech for Windows® 95 Gameplay

[Combat Options](#)

[Host/Mission Setup](#)

[Chat Feature](#)

[Tracking Mode](#)

[Game Controls](#)

[Universal Game Questions](#)

[NetMech Game Play Questions](#)

Please note that **[technical support for NetMech for Windows® 95](#)** will be available via our on-line services only.

NetMech for Windows® 95 Missions

Newly developed technology has enabled a new mode of combat that pits MechWarriors directly against each other. Up to eight players can face one another when connected via IPX-compatible network or TCP/IP local area network.

There are two different roles you may play in this war: Host or Player. The host establishes the conditions of combat, decides whether you will embark on a *team* or *free-for-all* mission, and selects which mission to undertake. The players, although they can voice their preferences to the host, must accept his or her decision in order to enter the war for supremacy.

TEAM MISSIONS

1. Capture the Flag

Your clan has been challenged to a Trial of Possession for the city of Vesceport on the planet Carse. Both clans control a Command Tower in the city. To succeed, a member of your Star must reach the opposing clan's Tower, inspect it, and return safely.

Planet: Carse
Terrain: Urban
Visibility: 600 meters

Primary: Inspect Enemy Command Tower
Secondary: Destroy all Enemy 'Mechs
Return: Friendly Command Tower

2. Defend/Destroy

Your Star and an enemy Star are both trying to take over Hainfeld. Both clans have a base already constructed on the planet. In order for you to remove the other clan from the planet, you must defend your own base while destroying your opponent's.

Planet: Hainfeld
Terrain: Hilly
Visibility: 500 meters

Primary: Destroy Enemy Base
Secondary: Defend Friendly Base
Secondary: Destroy all Enemy 'Mechs
Return: Friendly Base

3. Hit And Run

You and another clan each hold a city on Derf and you each want to remove the other's influence from the planet. In each city is a reactor. Your mission is to infiltrate the enemy city and destroy its reactor, while at the same time defending your own city against attack.

Planet: Derf
Terrain: Sparse Urban

Visibility: 500 meters
Primary: Destroy Enemy City
Secondary: Destroy all Enemy 'Mechs
Return: Friendly City

4. Steal the Plans

Your clan is planning to assault the heavily defended planet of Quarell. There is reason to believe that information on their weaknesses is stored at the Kamins Memorial Computer Center on the planet of La Grave. Your Star must penetrate the computer center, find the computer console, download the necessary information, and escape. Other clans may have the same idea and will try to stop you.

Planet: La Grave
Terrain: Urban
Visibility: 400 meters
Primary: Inspect Computer Console
Secondary: Destroy all Enemy 'Mechs
Return: Dustoff Site

5. Scavenger Hunt

Recent intelligence missions report that the plans for the Inner Sphere's defense of Terra are located on Tinaca, spread throughout several computers in the city. Your Star will be given a list of the buildings to investigate. Teams from other clans have also been posted to Tinaca, and whoever succeeds in obtaining the information will gain great honor for his clan. Destroy any enemy 'Mechs to delay their search.

Planet: Tinaca
Terrain: Urban
Visibility: 600 meters
Primary: Inspect Buildings
Return: Dustoff Site

FREE FOR ALL MISSIONS

1. Maze

Hidden at the center of a network of canals is a group of Brain Caches of Inner Sphere lostech. Our intelligence has located the cache at Nav Point Alpha. You must go to Nav Alpha, inspect all of the Brain Caches, and return to your Dustoff Site. Be warned that Kufstein is a gas giant. Its heavy gravity and thin atmosphere limit the effectiveness of jump jets.

Planet: Kufstein
Terrain: Martian Canals
Visibility: 500 meters
Primary: Inspect all Brain Caches at Nav Alpha

Secondary: Destroy all Enemy 'Mechs
Return: Dustoff Site

2. King of the Hill

You are ready to be lifted off planet by your Drop Ship. You must climb to the top of a mountain to signal the ship, and then defend it for three minutes so that the Drop Ship crew will know that you have secured the area and that they are not endangered by enemy fire.

Planet: Avon
Terrain: Mountainous
Visibility: 500 meters

Primary: Hilltop: Nav Epsilon
Primary: Defend Hilltop for 3 Minutes
Secondary: Destroy all Enemy 'Mechs

3. Spire of Destiny

A Comstar Inter Stellar Class HPG Uplink is on the captured Inner Sphere planet of Setubal. In order to determine its rightful owner, the ilKhan has declared a Trial of Possession. Whichever clan is first to reach the highest point of the HPG's spire will win the trial and the HPG Uplink. You will need jump jets to reach the top of the HPG Uplink.

Planet: Setubal
Terrain: HPG Uplink Spire
Visibility: 350 meters

Primary: Goal: Nav Alpha
Secondary: Destroy all Enemy 'Mechs

4. Minefield Race

You are investigating Outer Volta, which used to be under the control of the Draconis Combine. Our intelligence reports that the Draconis troops buried mines throughout the planet before they evacuated. You will need to use caution in bypassing the mines, but not at the expense of haste: representatives of another clan have also landed on Outer Volta, and they wish to lay claim to the planet by saying that they were first to investigate it.

Planet: Outer Volta
Terrain: Plain
Visibility: 500 meters

Primary: Destroy all Enemy 'Mechs

5. Trial of Possession

You will represent your clan in a Trial of Possession for the city of Kinnear's Sorrow on Ramsau. The last 'Mech still standing will claim victory.

Planet: Ramsau

Terrain: Urban
Visibility: 500 meters

Primary: Destroy all Enemy 'Mechs

6. Trial of Refusal

You have called for a Trial of Refusal against another Star. The trial will be held in the deep canyons of Alshain. The last 'Mech standing will be the victor.

Planet: Alshain
Terrain: Canyon
Visibility: 1000 meters

Primary: Destroy all Enemy 'Mechs

7. Trial of Bloodright

You are in the Grand Melee, the battle for the 32nd spot in the tournament to win a Bloodname. The Grand Melee will be held in the Kerensky Memorial Trial Arena, deep in the ice caves of Graus. The last 'Mech standing will earn a spot in the tournament.

Planet: Graus
Terrain: Ice Cavern
Visibility: 500 meters

Primary: Destroy all Enemy 'Mechs

8. Trial of Grievance

You are to fight in a Trial of Grievance declared by another clan which complained about your clan's decision to delay the invasion on the Inner Sphere. The trial will take place in an arena on Yamarovka.

Planet: Yamarovka
Terrain: Rolling Hills
Visibility: 400 meters

Primary: Destroy all Enemy 'Mechs

9. Trial of Possession

You and other clans lay claim to valuable mineral resources on the Planet Galuzza. You will represent your clan in a Trial of Possession for the planet. The trial will be held on the planet in the Franzen Forest.

Planet: Galuzza
Terrain: Forest
Visibility: 400 meters

Primary: Destroy all Enemy 'Mechs

NetMech Mission Hints

Please note that **technical support for NetMech for Windows® 95** will be available via our on-line services only.

NetMech for Windows® 95 Troubleshooting

NetMech for Windows® 95 performs best when your display is set to 256 colors. If your display is set to 16-bit color or higher, the artwork and buttons in the NetMech Set-up screens may appear faded. See the section on [Color Settings](#) for information on setting your display to 256 colors.

[Network Connections](#)

[Modem Connections](#)

[Hardware](#)

[Miscellaneous Issues](#)

Please note that [technical support for NetMech for Windows® 95](#) will be available via our on-line services only.

NetMech for Windows® 95 Customer Support

NetMech for Windows® 95 technical support is available through our on-line services only. Due to the complex nature of network games, please provide the following information when requesting technical support for NetMech for Windows® 95.

(Except where noted, the following requested information can usually be found by clicking on the **Start** button, selecting *Settings*, opening the *Control Panel* and double-clicking on the **System** icon. From there, click on the *Device Manager* tab.)

1. What kind of processor does each machine have?
2. What kind of Video and Sound cards do the machines have? Are they configured correctly for Windows® 95?
3. Are you using a joystick? If so, what brand and model? What is it using as a game port? (e.g. sound card, dedicated game port, etc.)
4. What size install did you use?
5. How much free disk space do you have? (This can be found by opening the Explorer and looking at the bottom of the window.)
6. How much RAM is in each machine? (This information can be found by clicking on the *Performance* tab adjacent to the *Device Manager* tab)
7. Is your *Virtual memory* set by Windows® 95, or did you configure it manually. If manually, what are the specifications? (This information can be found by going to the *Performance* tab adjacent to the *Device Manager* tab.)

In addition, please note whether you are using a modem or LAN to play NetMech for Windows® 95 and have the following information available.

If you are using a modem:

(Your modem settings can be found by opening the Control Panel, double-clicking on *Modems*, and examining the **Properties**.)

1. What kind of modem is on each end (brand, model, speed, internal or external)?
2. Do you have more than one modem?
3. On which Port is each configured?
4. Is each modem configured correctly for Windows® 95?
5. Does Hyperterminal (or any other terminal program) work with your modem? This is an easy way to test whether or not your modem is configured correctly.
6. At what speed are you connecting?
7. Are you using any Data compression? (We do not recommend data compression)

If using an external modem:

1. What kind of Serial Card is being used?
2. Do you have a 7 wire serial cable?

If you are on a LAN:

1. Can you see other computers on the Network?
2. What is your network configuration?
3. What brand of network card do you have?
4. What network software are you running? What version number?

Activision Online Services

Services with Activision Forums, e-mail and File Library Support

- Microsoft Network: From any MSN window, pull down the Edit menu and select Go To and then Other Location. At the prompt, type "Activision" and click OK.
- America Online: MEDIAJAKE or use keyword "Activision" to locate the Activision forum.
- CompuServe: 76004,2122 or [GO GAMBPUB]
- Activision BBS: (310) 479-1335 Up to 14,400 Baud; Settings: 8 Bits, No Parity, 1 Stop Bit (8, N, 1)

Services with e-mail Support

- Prodigy: ACTI10B
- GEnie: ACTIVISION

Internet

- support@activision.com or <http://www.activision.com>

For information on how to use our list server, please send e-mail to CSbulletins@activision.com with the word "help" in the subject line. If you're already familiar with list servers, send e-mail to the same address with the word "index" in the subject of your message for a list of files available from this service.

Network Configuration

Refer to the Network Troubleshooting section of Windows Help for assistance in configuring your network. You may need your original Windows® 95 installation disks to add the appropriate network protocols to your system.

NOTE:

E-mail Issues

We have experienced problems running NetMech for Windows® 95 with some e-mail applications such as Quick Mail. These applications are constantly polling the network port, and cause frequent time-outs in NetMech for Windows® 95.

Direct Play

Microsoft designed DirectPlay for modems and local area networks (LANs) only. It is our understanding that their TCP/IP driver does not support playing over the Internet. This is something that Microsoft may remedy in future releases of DirectPlay.

Please note that [technical support for NetMech for Windows® 95](#) will be available via our on-line services only.

Network Connection Issues

Load only one IPX-compatible protocol

NetMech for Windows 95 uses Microsoft DirectPlay DLLs to handle the network connections for the game. One of the limitations of DirectPlay is that it only supports the loading of one protocol of each type at a time. In other words, if there are two IPX-compatible protocols loaded, for example, the Microsoft supplied IPX/SPX-compatible protocol and the Novell IPX/ODI protocol, NetMech will have difficulty 'seeing' other computers.

All computers playing NetMech should only have a single identical IPX-compatible protocol loaded.

To disable protocols:

1. Go to the *Start* menu on your taskbar, select *Settings\Control Panels*.
2. Double-click on the **Network** icon.
3. In the *Configuration* window, check your active protocols.
4. To remove a protocol, select it and click the **Remove** button.

You will need to restart the computer to change the settings.

Note that you may have to remove the associated Client setting as well as the Protocol (for example, to remove Novell IPX/ODI protocol, you may also have to select and remove the Novell NetWare Client selection).

Do NetMech players all have to be located in one workgroup to see each other? I want to play NetMech with someone who's not in my Network Neighborhood.

NetMech looks across the entire network for hosts and players, regardless of what workgroup they are connected to. You'll be able to connect and play against anyone who is connected to your network.

I'm having trouble hosting games.

Make sure you have a MechWarrior 2 for Windows® 95 CD in the CD-ROM drive. Check your **Network Neighborhood** icon to make sure that your computer is still on the network.

I'm having trouble joining games.

1. Check to make sure you are selecting the same protocol as the other players.
2. You may have entered NetMech for Windows® 95 too late to see the host's game. If a game has already started, you'll have to wait for the next available game to join in.
3. If you continue having trouble seeing games, you may need to quit and restart NetMech for Windows® 95 on your computer.
4. If that doesn't work, try quitting and restarting NetMech for Windows® 95 on *all* the computers that are playing.

Our computers are having trouble connecting to each other consistently.

Try restarting *all* the computers that are playing NetMech for Windows® 95. Make sure that the computers are connected with *one* identical IPX-compatible protocol.

I'm playing NetMech for Windows® 95 over a 10BaseT network, and wondering if switching to a 100BaseT network will make a difference in gameplay.

You're better off changing to a faster computer than converting to a faster network if you want to improve NetMech for Windows® 95 gameplay.

Please note that [technical support for NetMech for Windows® 95](#) will be available via our on-line services only.

North American Customer Support

If you have any comments, questions or suggestions about MechWarrior 2 for Windows® 95 or NetMech for Windows® 95, or any other Activision product, please feel free to contact us through the following services.

So that we can better help you, please be at your computer and have the following information ready:

1. Complete product title
2. Exact error message reported (if any) and a brief description of the problem
3. Your computer's processor type and speed (e.g. Pentium 90...)
4. Video and sound card makes and models (e.g., Diamond Stealth 64 video, Sound Blaster 16 sound...)

Please note that technical support for NetMech for Windows® 95 will be available via on-line only.

Online

Services with Activision Forums, E-Mail and File Library Support

- Microsoft Network: From any MSN window, pull down the Edit menu and select Go To and then Other Location. At the prompt, type "Activision" and click OK.
- America Online: MEDIAJAKE or use keyword "Activision" to locate the Activision forum.
- CompuServe: 76004,2122 or [GO GAMB PUB]
- Activision BBS: (310) 479-1335 Up to 14,400 Baud; Settings: 8 Bits, No Parity, 1 Stop Bit (8, N, 1)

Services with E-Mail Support

- Prodigy: ACT110B
- GENie: ACTIVISION

Internet

- support@activision.com or <http://www.activision.com>

For information on how to use our listserver, please send e-mail to CSbulletins@listserv.activision.com with the word "help" in the subject line. If you're already familiar with listservers, send e-mail to the same address with the word "index" in the subject line of your message for a list of files available from this service.

Fax

(310) 479-7355, 24 hours a day.

Mail

Activision, Customer Support, P.O. Box 67713, Los Angeles, CA 90067

Phone

Call our 24-hour voice-mail system for answers to our most frequently asked questions at (310) 479-5644. Or contact a customer support representative at the same number between the hours of 9:00 a.m. and 5:00 p.m. (Pacific Time) Monday through Friday, except holidays.

Optimizing Movie Performance

When running MechWarrior 2 for Windows® 95 from a minimal or recommended installation, the game's movies are run from your CD-ROM drive. To optimize movie performance on your system:

1. Choose the *System Properties* dialog box by right-clicking on the **My Computer** icon and then clicking on **Properties**.
2. Choose the *Performance* tab in that dialog box
3. Click the **File System** button on that tab, this brings up the *File System Properties* dialog box.
4. Choose the *CD-ROM* tab in that dialog box.
5. Set the *Supplemental Cache Size* to Large.
6. Optimize *Access Pattern* for your appropriate type of CD-ROM drive.
7. Click on **OK** to accept your changes.

Partial Sound or No Sound

I just installed a new sound card. How come I'm not getting any sound?

Be sure you are using a 100% Windows® 95-compatible sound card. Sometimes, Windows® 95 fails to recognize your peripheral. If this happens please consult your Windows® 95 Help.

I only have partial or no sound when running the game.

1. Make sure your sound card is 100% Windows® 95-compatible. Using a non-Windows® 95-compatible sound card and drivers may result in sound problems.
2. Make sure your speakers are plugged in correctly and turned on, and make sure the volume is set at an audible level.
3. Open the Windows® 95 Volume Control program to verify that none of the various channels are muted or set to an inaudible level.
4. Your sound drivers for Windows® 95 may require updating. Check the installation and setup parameters of your sound card using the Device Manager of Windows® 95 to determine if this is the case. To do this, perform the following steps:
 - a. Go to the *Start* menu on your taskbar, Select *Settings\Control Panels*.
 - b. Open the Windows® 95 *Control Panel* folder and double-click on the **System** icon.
 - c. Click the *Device Manager* tab.
 - d. Click the Plus Sign (+) located next to the **Sound, Video and Game Controllers** icon.
 - e. Highlight your sound card and click the **Properties** button.

If you purchased your sound card before the release of Windows® 95, you may obtain updated drivers from a variety of places. Most hardware retailers have access to the most recent drivers. Additionally, most sound card manufacturers maintain a BBS containing the latest drivers for free downloading. Drivers are also available on CompuServe, America Online, The Microsoft Network and other popular on-line services. A list of [sound card manufacturers](#) and their Technical Support and BBS numbers is available in this document. Please make every effort to install the latest sound drivers before calling [Activision Customer Support](#).

Problems with the Network

If you are having trouble seeing some of the machines on your network, you should first confirm that you can see them from your **Network Neighborhood** icon. There are a number of possible causes for lack of communication between machines, including:

1. You may not have a DirectPlay-compatible protocol installed. Make sure IPX or TCP/IP is installed in the *Network* section of your *Control Panel*.
 - a. Go to the *Start* menu on your taskbar, select *Settings\Control Panels*.
 - b. Double-click on the **Network** icon for a list of your installed components. Check to see that you have an IPX or TCP/IP protocol.

2. You may have more than one IPX protocol enabled.
 - a. Go to the *Start* menu on your taskbar, select *Settings\Control Panels*.
 - b. Double-click on the **Network** icon for a list of installed components. If there are two IPX-compatible protocols installed, you will need to remove one by selecting the protocol you wish to remove and clicking on the **Remove** button.
 - c. You may need to restart your machine for the settings to take effect.

NOTE: To remove the Novell IPX/ODI protocol, you may need to remove the associated client setting.

3. Your network card may have an interrupt or I/O conflict. Check the *Device Manager* in the *System* section of your *Control Panel*. If the network card is not *Plug and Play*, you may need to manually reconfigure the card. Please consult your network card manual for assistance with this process.

4. Your machines may not be physically interconnected. Check with your network administrator and make sure that the computers in question are part of the same topology.

5. There may be devices such as bridges or routers on your network that are not forwarding packets from one part of the network to the other. This is something your network administrator can help identify.

Please note that [technical support for NetMech for Windows® 95](#) will be available via our on-line services only.

Quick Solutions: Top Questions Answered

1. [My computer has 12 MB of RAM, but I cannot free enough memory to run the game.](#)
2. [My joystick works, but how can I customize my joystick to my preferences?](#)
3. [My joystick won't calibrate correctly. It seems to have a "drift" effect. How do I correct this?](#)
4. [I'm playing NetMech for Windows® 95 on a network and my computer isn't seeing the other players. What do I do?](#)
5. [I'm playing NetMech for Windows® 95 using a modem, and I'm having trouble connecting with another player. What do I do?](#)
6. [While I'm playing NetMech for Windows® 95, the image is very choppy and slow.](#)

Please note that [**technical support for NetMech for Windows® 95**](#) will be available via our on-line services only.

Sound Card Manufacturers List

The following is a list of Technical Support and Customer BBS numbers for sound card manufacturers. Activision has made every effort to ensure that these numbers are correct. However, you may want to consult the documentation for your PC, video card, sound card or CD-ROM drive for more up-to-date information about each company. The first section is for people living in North America. The second section is for people living outside of North America.

Inside North America

Advanced Gravis

Technical Support (206) 881-6945

ATI Technologies Inc.

Technical Support (905) 882-2626

BBS (905) 764-9404

Aztech

Technical Support (800) 886-8879

Boca Research Inc.

Technical Support (407) 241-8088

BBS (407) 241-1601

Cardinal

Technical Support (717) 293-3124

BBS (717) 293-3074

Creative Labs

Technical Support (408) 428-6622

BBS (408) 428-6660

Diamond

Technical Support (408) 736-2000

BBS (408) 524-9301

Logitech

Technical Support (510) 795-8100

BBS (510) 795-0408

Media Vision

Technical Support (800) 638-2807

BBS (510) 770-0968

Microsoft

Technical Support (206) 637-7096

BBS (206) 936-4082

BBS (206) 936-6735

Reveal

Technical Support (800) 473-8325

Roland US

Technical Support (213) 685-5141

Turtle Beach

Technical Support (717) 843-6916
BBS (717) 845-4835

Outside North America**Advanced Gravis**

Technical Support France 1-39-73-1534
Germany 99-61-507-7
BBS USA (206) 883-3211

ATI Technologies Inc.

Technical Support Germany 46-09-077-7
BBS Germany 46-21-020-1 or 46-09-076-6

Aztech Labs

Technical Support Germany 11-69-084-3
BBS Germany 11-69-178-2

Boca Research Inc.

Technical Support USA (407) 997-7202
BBS USA (407) 241-1602

Cardinal

Technical Support USA (717) 293-3124
BBS USA (717) 293-3074

Creative Labs

Technical Support France 1-39-20-0421
Germany 31-10-283-8
BBS USA (918) 742-2377

Diamond Computer Systems, Inc.

Technical Support France 42-20-5959
Germany 78-04-023-5
Italy 39-25-16-671
Spain 1-30-41534
BBS USA (408) 325-7175

Logitech

Technical Support France 34-48-9050
Switzerland 21-869-9851
BBS USA (510) 795-0408

Media Vision

Technical Support USA (510) 770-9905
BBS USA (510) 770-0968

Microsoft

Technical Support France 1-69-86-1020

BBS
Germany 08-93-176-0
Italy 39-22-69-121
Spain 1-80-40000
Belgium 2-735-00-45

Reveal
Technical Support
BBS
United Kingdom 818-457-400
USA (818) 713-8188

Roland US
Technical Support
Germany 05-26-0009-0
Italy 29-35-81-311
Spain 3-30-81000

Turtle Beach
Technical Support
BBS
Switzerland 22-347-1181
USA (717) 767-5934

System Manufacturers List

The following is a list of Technical Support and Customer BBS numbers for system manufacturers. Activision has made every effort to ensure that these numbers are correct. However, you may want to consult the documentation for your PC, video card, sound card or CD-ROM drive for more up-to-date information about each company. The first section is for people living in North America. The second section is for people living outside of North America.

Inside North America

Acer

Technical Support (800) 733-2237
BBS (408) 428-0140
BBS (800) 833-8241

AST Research

Technical Support (800) 727-1278
BBS (714) 852-1872

Compaq

Technical Support (800) 652-6672
BBS (713) 378-1418

Dell

Technical Support (800) 624-9896
BBS (512) 728-8528

Epson

BBS (310) 782-4531

Gateway

Technical Support (800) 846-2301
BBS (605) 323-2224 or (605) 232-2109
Download Service (800) 846-7562

Hercules Computer Technology Inc.

Technical Support (510) 623-6050
BBS (510) 623-7449 (V.32 bis)
BBS (510) 623-7034 (9600 baud)
BBS (510) 623-7142 (2400 baud)

IBM

Technical Support Multimedia (908) 329-7131
Technical Support PS/1 PRO (800) 765-4747
Technical Support Valuepoint (800) 772-2227
Technical Support Valuepoint (213) 621-5576

Intel

Technical Support (800) 538-3373
BBS (503) 645-6275

Leading Edge

Technical Support (800) 225-2283
BBS (503) 836-3971

Micronics

Technical Support (510) 651-2323
BBS (510) 651-6837

Packard Bell

Hardware Support (800) 733-4411
Software Support (801) 579-0161
BBS (801) 250-1600
BBS (818) 773-7207

Tandon

Technical Support (805) 523-0340

Tandy Computer

Technical Support (817) 878-6875

Toshiba

Technical Support (800) 999-4273
BBS (415) 656-5159

Zenith

Technical Support (800) 227-3360
BBS (800) 888-3058

Outside North America**Acer**

Technical Support USA (408) 434-6677
BBS USA (408) 428-0140

AST Computers

Technical Support USA (817) 232-9824
BBS USA (714) 852-1872

Compaq

Technical Support USA (713) 378-2000
BBS USA (713) 378-1418

Dell

Technical Support France 1-30-60-6900
Germany 61-03-971-0
Spain 1-32-91080
United Kingdom 344-860-456
Australia 2-930-3355
Finland 0-692-3122
Ireland 61-304091
Poland 644-2525
Sweden 8-590-05-100
Austria 2243-34100-0
Belgium/Luxembourg 2-466-91-99

Netherlands 20-6812666
Canada (416) 758-2100
Czechoslovakia 2-879250
Japan 3-5420-5353
Mexico 5-228-7800
Norway 67-125711
Singapore 32-08370
Switzerland 22-979-0101
USA (512) 728-8528

Epson

Technical Support USA (310) 782-0770
BBS USA (310) 782-4531

Gateway

Technical Support USA (605) 232-2191
BBS USA (605) 232-2109

Hercules Computer Technology Inc.

Technical Support Germany 14-24-910-5
BBS Germany 14-24-089-8

IBM

Technical Support USA (404) 238-1234
BBS USA (919) 517-0001

Intel

Technical Support USA (503) 264-7000
BBS USA (503) 264-7999

Leading Edge

Technical Support USA (508) 836-4800
BBS USA (503) 836-3971

Micronics

Technical Support USA (510) 651-2323
BBS USA (510) 651-6837

Packard Bell

Technical Support France 1-40-64-1000
Germany 89-83-703-1
Italy 2-29-52-7444
Spain 1-45-80055
BBS USA (801) 250-1600

Tandon Computer

Technical Support USA (805) 582-6119

Tandy

Technical Support United Kingdom 922-434-000

Toshiba

Technical Support USA (714) 859-4273
BBS USA (714) 837-4408

Zenith

Technical Support
BBS

USA (708) 808-5000
USA (708) 808-2264

TCP/IP

NetMech for Windows® 95 supports the TCP/IP protocol that comes with Windows® 95. Depending on how your network is set up, you will probably have to enter an IP address for each computer that you connect with TCP/IP. Check with your network administrator for the appropriate address information or refer to your Windows® 95 documentation for details. Make sure to come up with a really convincing reason for wanting an IP address when you talk to your network administrator, like “I have important on-line research to do regarding advanced network productivity tools.”

Adding the TCP/IP Protocol

To select the TCP/IP protocol, select the *Network* options in the *Control Panel*. Click the **Add** button. Select the **Protocol** icon and then click **Add**. Select *Microsoft* to display the TCP/IP protocol. Click **OK** to add this protocol. Check your new settings in the *Network Control Panel*.

Setting the IP Address

Double-click on *Microsoft TCP/IP* in the list of installed components. Click the **IP address** tab. Enter an IP address and subnet mask in the respective boxes. Windows® 95 may ask for your installation disks to add files. You will need to restart your computer for your new settings to take effect.

Please note that [technical support for NetMech for Windows® 95](#) will be available via our on-line services only.

Taskbar Hides a Portion of the Game Window

This can happen if your taskbar is always on top. You can hide the taskbar by right-clicking on it and selecting *Properties*. Click **Auto Hide** and then **OK**. The taskbar will hide off the screen. Bring your cursor to the edge of the screen to make it reappear.

Thrustmaster Products Supported by MechWarrior/NetMech for Windows® 95

MechWarrior 2/NetMech for Windows® 95 supports several configurations of the following Thrustmaster input devices:

- Flight Control Systems Mark I and II
- Weapons Control Systems Mark II vrs. 5.08
- Rudder Control Systems
- F-16 Flight Control Systems

Tracking Mode

When Regeneration is OFF in a game, a player who has been destroyed will end the game in tracking mode. Tracking mode allows the destroyed player to watch the remainder of the game by following other 'Mechs in external camera view. Press the **Spacebar** to select which 'Mech to watch. You can control the camera view using **Ctrl** and the **arrow keys**.

NOTE: Tracking mode is not available when Regeneration is selected as a game option.

Uninstalling MechWarrior 2/NetMech for Windows® 95

The Uninstall option in MechWarrior 2/NetMech for Windows® 95 allows the game to remove itself completely from your hard drive. From the *MechWarrior 2* folder, click on the **Uninstall** icon, and follow the Uninstaller instructions.

NOTE: You should always uninstall the game with the Uninstaller provided.

If you remove the game from your hard drive by dragging your *MechWarrior 2* folder to the *Recycle Bin*, certain files may be left behind causing problems with a later reinstallation of the game. In order to completely remove all *MechWarrior 2 for Windows® 95* and *NetMech for Windows® 95* files from your computer, complete the following steps:

1. Make sure you have deleted the entire directory to which you installed Mechwarrior 2 for Windows® 95 or NetMech for Windows® 95.
2. Remove MechWarrior 2/NetMech for Windows® 95 from the *Start* menu.
 - a. Go to the *Settings/Taskbar* from the *Start* menu
 - b. Select the *Start Menu Programs* tab
 - c. Click the **Remove** button
 - d. Highlight and then delete the entire *MechWarrior* entry.
3. You must clean up the Windows® 95 Registry, in order to be able to reinstall MechWarrior 2/NetMech for Windows® 95 again.
 - a. Go to the *Start* menu on your taskbar, select *Run* and click.
 - b. In the *Run* box, type "regedit" and click on the **OK** button.
 - c. Once REGEDIT is open, select the entry called **HKEY_LOCAL MACHINE**.
 - d. Click on the key **SOFTWARE**. If you have any other Activision programs installed, open the *Activision* folder and delete only the *MechWarrior 2* folder. Otherwise, delete the entire item called *Activision*.

Removing Screen Shots and User Variants

If you have taken screen shots of your 'mech battles (.GIF files) or created user variants for different 'Mechs, the Uninstaller will not remove these from your hard drive.

To remove User Variants:

'Mech configuration files are usually stored in *c:\Program Files\Activision\Mech2\Mek*. Deleting the *Mek* folder will remove your user variants.

To remove Screen Shots:

Screen shots (.GIF) are saved in the *c:\Program Files\ Activision\Mech2* folder. Delete any screen shots you may have taken from this folder.

Universal Game Questions

Why is my 'Mech really difficult to turn at higher throttle settings?

When moving at a faster speed, your 'Mech is less maneuverable. Real-world physics apply here. It isn't easy getting something that weighs in at 100 tons and traveling at 40 KPH to make a 90-degree turn. You might want to pay better attention to speed to get the optimum turn performance out of your 'Mech.

How do I target objects other than 'Mechs to inspect them?

On the Cockpit Control Reference Card, look in the Targeting section at "Target Object Underneath Reticle" and "Inspect Targeted Object."

Why are parts of my 'Mech and other objects on the screen disappearing and reappearing?

You may be running low on memory. Try some of the steps listed above in the [Managing Your Memory](#) section to increase your available RAM.

I can't seem to get my 'Mech to come to a complete stop.

Be sure to have the throttle at complete stop (press **1** on the keyboard). If you are playing with a joystick, check to see if the throttle control on the joystick is turned off. Also, make sure your joystick isn't drifting out of calibration. The slight turn input will cause your 'Mech to move forward to compensate for the turning.

What does the message "Enemy Power Up Detected" mean?

This message means that an enemy 'Mech was hidden nearby in a state of shut-down and has just activated its fusion reactor. Remember, if you or the enemy 'Mech is in shut-down mode you will not be visible on radar.

I started the game and then changed my mind. I don't want to play right now. Can I leave?

Cowardice is always an unfortunate option. Press **Esc** at any time to leave the game.

Why is my frame rate choppy?

Frame rate is based on a number of factors. The easiest way to increase the frame rate during missions is to turn off the detail levels of the game. In addition, your processor will greatly effect the frame rate. Upgrading to a faster Pentium or sound card will make a great difference in performance and will allow you to run in high-resolution mode.

How can I just fire one weapon and not have it switch automatically to others?

Create a weapon group with one weapon in it. Then select that group and, every time you fire, only that weapon will fire repeatedly.

Why doesn't my starmate join up when I tell him/her to?

If your starmate is engaged in battle, s/he will not break combat. S/he is bound by honor to finish the battle.

The autopilot function runs my 'Mech into walls and buildings. Is this intentional?

MechWarriors are known for their piloting and gunnery skills. Use of autopilot as the exclusive means of travel between navigational points is considered dishonorable among the ranks of the MechWarrior, although you will not be penalized for its use. Consequently, development of sophisticated autopilot computers has not been a concern of the clans. The best use of autopilot is as a directional aid. Selecting a NAV point and hitting autopilot will turn your 'Mech in the direction of the NAV point.

When pressing A to activate the autopilot, it immediately disables. Why?

Your joystick is probably out of calibration. Even a slight turn input from the joystick will disable the autopilot. See the section [Gamepad or Joystick Does Not Work](#) for information on calibration.

Why does my light amplification not function sometimes? -OR- Why do my satellite map and other displays flicker during the missions?

When your 'Mech takes damage from enemy fire, your systems begin to shut down. Eventually you will lose certain systems in your HUD and other displays. Screens will begin to flicker and eventually go dead. The solution is simple: Kill or be killed.

Why don't my jump jets work when close to other 'Mechs?

Your 'Mech is probably just stuck on the opposing 'Mech.

VENDOR LIST

Hardware Manufacturers

Wherever possible, we have tried to include the Technical Support and BBS numbers for each company. Activision has made every effort to ensure that these numbers are correct. However, you may want to consult the documentation for your PC, video card, sound card or CD-ROM drive for more up-to-date information on each company.

[System Manufacturers List](#)

[Sound Card Manufacturers List](#)

[Video Card Manufacturers List](#)

[CD-ROM Drive Manufacturers List](#)

Video Card Manufacturers List

The following is a list of Technical Support and Customer BBS numbers for video card manufacturers. Activision has made every effort to ensure that these numbers are correct. However, you may want to consult the documentation for your PC, video card, sound card or CD-ROM drive for more up-to-date information about each company. The first section is for people living in North America. The second section is for people living outside of North America.

In North America

Actix Systems

Technical Support (408) 986-1625
BBS (408) 970-3719

Advanced Integration Research

Technical Support (408) 428-0800
BBS (408) 428-1735

Advanced Micro Technology

Technical Support (909) 598-6120
BBS (909) 594-5770

Alpha Systems Lab

Technical Support (800) 576-4275

Altech International

Technical Support (800) 882-8194
BBS (408) 946-2227

Artist Graphics Company

Technical Support (800) 627-8478
BBS (612) 631-7664

ATI Technologies

Technical Support (905) 882-2626
BBS (905) 764-9404

Atlaz Intl., Limited

Technical Support (516) 239-1854

Boca

Technical Support (407) 241-8088
BBS (407) 241-1601

Cache Computers, Inc.

Technical Support (510) 226-9922
BBS (510) 226-7486

Cardinal

Technical Support (717) 293-3124
BBS (717) 293-3074

Celerite Graphics, Inc.

Technical Support (510) 226-6390
BBS (510) 226-7851

Cirrus Logic

Technical Support (510) 435-8808
Technical Support (510) 623-8300 (west coast)
Technical Support (508) 470-3380 (east coast)
BBS (510) 440-9080

Colorgraphic Communication

Technical Support (404) 455-3921
BBS (404) 452-8238

Cornerstone Technology

Technical Support (800) 562-2552 x306
BBS (408) 435-8943

CSS Laboratories, Inc.

Technical Support (800) 966-2771
BBS (714) 852-9231

Diamond Computer Systems, Inc.

Technical Support (408) 325-7100
BBS (408) 325-7175 (14400 baud, 8 bits, no parity, 1 stop)
BBS (408) 325-7080 (2400 baud, 8 bits, no parity, 1 stop)

Edge Technology, Inc.

Technical Support (800) 438-3343

ELSA America, Inc.

Technical Support (800) 272-3572
BBS (415) 588-6286

Focus Information Systems, Inc.

Technical Support (510) 657-4586
BBS (510) 657-9451

Genoa

Technical Support (408) 432-8324
BBS (408) 943-1231

Headland (Video Seven)

Technical Support (800) 553-1850
BBS (415) 656-0503

Hercules Computer Technology Inc.

Technical Support (510) 623-6050
BBS (510) 623-7449 (V.32 bis)
BBS (510) 623-7034 (9600 baud)
BBS (510) 623-7142 (2400 baud)

Identity Systems Technology

Technical Support (800) 723-8324

BBS (214) 705-7213

IOcomm Intl., Corp.

Technical Support (800) 998-8919

Liberty Electronics USA

Technical Support (800) 497-8324

Matrox Electronics Systems Limited

Technical Support (800) 462-8769

BBS (514) 685-6008

Metheus Corporation

Technical Support (503) 690-1550

BBS (503) 690-1559

MicroStep, Inc.

Technical Support (818) 336-8991

BBS (818) 961-9992

Mirage Computer Systems

Technical Support (310) 440-1460

National Design, Inc.

Technical Support (512) 329-5055

BBS (512) 329-6327

Number Nine Computer Corporation

Technical Support (617) 674-0009

BBS (617) 862-7502

Nth Graphics

Technical Support (800) 624-7552

BBS (512) 832-1964

Oak Technology

Technical Support (408) 737-0888

BBS (408) 524-9014

Orchid Technology Inc.

Technical Support (510) 683-0323

BBS (510) 683-0327

Paradise

Technical Support (800) 832-4778

BBS (415) 968-1834

Sigma Designs

Technical Support (510) 770-0100

BBS (510) 770-0111

SixGraph Computing, Limited

Technical Support (800) 561-2892

BBS (514) 336-4169

STB Systems

Technical Support (800) 234-4334
Technical Support (214) 234-8750

BBS Phone (214) 437-9615
BBS (214) 237-9615

SuperMac Technology, Inc.

Technical Support (408) 245-0646
BBS (408) 773-4500

Swan Technologies, Inc.

Technical Support (800) 468-7926
BBS (814) 237-6143

Trident Microsystems Inc.

Phone (415) 691-9211
BBS (415) 691-1016

Tseng Labs

Technical Support (215) 968-0502
BBS (215) 579-7536

Video Logic, Inc.

Technical Support (617) 494-0530
BBS (617) 494-4960

Video Seven

Technical Support (800) 553-1850
BBS (510) 656-0503
BBS (415) 656-0503

VidTech Microsystems, Inc.

Technical Support (800) 752-8033
BBS (612) 780-3564

Willow

Technical Support (212) 402-9500

Outside North America**Actix Systems**

Technical Support USA (408) 986-1625
BBS USA (408) 970-3719

Advanced Integration Research

Technical Support USA (408) 428-0800
BBS USA (408) 428-1735

Advanced Micro Technology

Technical Support United Kingdom 256-811-101
BBS USA (909) 594-5770

Alpha Systems Lab

Technical Support USA (714) 252-9200
BBS USA (714) 252-0624

Artist Graphics Company

Technical Support United Kingdom 844-261-313
BBS USA (612) 631-7664

ATI Technologies

Technical Support Germany 46-09-077-7
BBS Germany 46-21-020-1 or 46-09-076-6

Atlaz Intl., Limited

Technical Support USA (516) 239-1854

Boca Research Inc.

Technical Support USA (407) 997-7202
BBS USA (407) 241-1602

Cache Computers, Inc.

Technical Support USA (510) 226-9922
BBS USA (510) 226-7486

Cardinal

Technical Support USA (717) 293-3124
BBS USA (717) 293-3074

Cirrus Logic

Technical Support France 1-48-12-2812
Germany 15-24-008-4
Italy 92-61-34-836
BBS USA (510) 440-9080

Colorgraphic Communication

Technical Support USA (404) 455-3921
BBS USA (404) 452-8238

Cornerstone Technology

Technical Support Germany 97-44-154-0
BBS USA (408) 435-8943

CSS Laboratories, Inc.

Technical Support USA (714) 852-8161
BBS USA (714) 852-9231

Diamond Computer Systems, Inc.

Technical Support France 42-20-5959
Germany 78-04-023-5
Italy 39-25-16-671
Spain 1-30-41534
BBS USA (408) 325-7175

ELSA America, Inc.

Technical Support USA (408) 565-9669
BBS USA (408) 565-9630

Focus Information Systems, Inc.

Technical Support USA (510) 657-4586
BBS USA (510) 657-9451

Genoa

Technical Support USA (408) 432-8324
BBS USA (408) 943-1231

Hercules Computer Technology Inc.

Technical Support Germany 14-24-910-5
BBS Germany 14-24-089-8

Liberty Electronics USA

Technical Support USA (510) 623-6000

Matrox Electronics Systems Limited

Technical Support USA (514) 685-2630
BBS USA (514) 685-6008

Metheus Corporation

Technical Support United Kingdom 734-312-112
BBS USA (503) 690-1559

Micron Computer

Technical Support USA (208) 463-3444

Mirage Computer Systems

Technical Support USA (310) 301-4541
BBS USA (310) 301 4542

Number Nine Computer Corporation

Technical Support Germany 96-14-491-0
BBS Germany 96-12-139-0

Nth Graphics

Technical Support USA (512) 832-1944
BBS USA 512) 832-1964

Oak Technology

Technical Support USA (408) 737-0888
BBS USA (408) 524-9014

Orchid Technology Inc.

Technical Support France 1-47-80-7050
Germany 13-28-007-1
United Kingdom 256-479-898
BBS United Kingdom 256-463-373

Sigma Designs

Technical Support Germany 89-33-644-3
BBS USA (510) 770-0111

STB Systems

Technical Support United Kingdom 818-970-662
BBS United Kingdom 818-971-008

Swan Technologies, Inc.

Technical Support USA (814) 238-1820
BBS USA (814) 237-6145

Trident Microsystems Inc.

Technical Support USA (415) 335-1179
BBS USA (415) 691-1016

Tseng Labs

Technical Support Germany 49-00-004-9
Belgium 2-716-50-00
BBS USA (215) 579-7536

Video Logic, Inc.

Technical Support United Kingdom 923-260-511
BBS United Kingdom 923-271-301

VidTech Microsystems, Inc.

Technical Support USA (612) 785-9717
BBS USA (612) 780-8033

Western Digital

Technical Support USA (714) 932-4900
BBS USA (714) 753-1234

Willow

Technical Support USA (718) 402-0203
BBS USA (718) 993-2066

Video Driver Settings

DirectDraw cannot function unless the correct video drivers for your video card are installed. In certain cases, however, Windows® 95 will function correctly without the correct video drivers installed. As a result, it may be difficult for you to diagnose a video driver problem that is preventing MechWarrior 2 for Windows® 95 from running. Always check that you have the correct video driver installed for your video card.

I've installed the game, and DirectX setup completed correctly. When I launch MechWarrior 2 for Windows® 95 from the title screen or from the taskbar, I get the "wait" and my screen (or window) stays blank and the game doesn't start.

This is a characteristic symptom of having the incorrect video driver loaded. To correct this:

1. Go to the *Start* menu on your taskbar, Select *Settings\Control Panels*.
2. Double click on the **Display** icon, select the *Settings* tab.
3. Click on the **Change Display Type** button.
4. From the *Change Display Type* dialog box, confirm that the adapter type matches the card you have installed in your computer. If it is incorrect, click on the **Change** button.
5. In the *Select Device* dialog box, choose the correct video adapter. Click **OK**.
6. In certain cases, you will need to insert your original Windows CD in order to load the appropriate driver.
7. After Windows corrects your monitor settings, it will ask you to restart your computer. Click **Yes** and allow the computer to restart.
8. Upon completion of this process, Uninstall MechWarrior 2 for Windows® 95 and reinstall it.

Virtual I/O i-glasses and Forte VFX-1 Headgear

The release versions of the drivers for the Virtual I/O i-glasses and Forte VFX-1 Headgear have not been completed. As 100%Windows® 95-compatible devices, they will work with MechWarrior 2 for Windows® 95 once the new drivers are available. We will be posting the drivers for these devices on our website as well as other on-line services.

While I'm playing NetMech for Windows® 95, the image is very choppy and slow.

1. In the Sim, run NetMech for Windows® 95 in the default full-screen mode by pressing **Alt+Enter**.
2. Close all other programs while playing.
3. Set your Display to 256 colors in the Control Panels.
4. Set your resolution to 320x200 in the MechWarrior 2 *Combat Variables* screen. If necessary, press the Esc key while you are playing NetMech for Windows® 95 and enter *Combat Variables* and turn off some of the display options.
5. Set *Graphics Acceleration* to maximum in your *System Control Panel*.
 - a. Go to the *Start* menu on your taskbar, Select *Settings\Control Panels*.
 - b. Double-click on the **System** icon.
 - c. Click on the *Performance* tab.
 - d. Double-click on the **Graphics** button.
 - e. In the *Graphics* box, position the *Hardware Acceleration* slider to Full.

Please note that [technical support for NetMech for Windows® 95](#) will be available via our on-line services only.

Windows® 95 Devices

Windows® 95 has a *Plug and Play* feature that automatically senses and configures sound, video, and other cards in your computer. However, you may experience difficulties with cards that are not fully Windows® 95-compatible. In order to run MechWarrior 2 for Windows® 95 or NetMech for Windows® 95 effectively, we recommend using 100% Windows® 95-compatible cards in your computer. For a partial list of the most recognized card manufacturers, please consult the [vendor list](#).

