

CONFIGURATION HINTS AND SOLUTIONS FOR THE JOURNEYMAN PROJECT

Installation

To install *The Journeyman Project*, put the CD into your CD-ROM drive and enter Windows as you would normally. Enter the MAIN program group, double click on file manager, then select the D: drive (or the drive letter of your CD drive if different) from among the available buttons. In the right hand window, click on the arrow key to scroll the screen until you see a file called JMSETUP.EXE. Double click on this file. In a few seconds, you should see a screen with the Journeyman Robot on it and a white dialogue box at the bottom. Follow the instructions in the dialogue box carefully. If you do not get the white dialogue box, refer to the section called "Video Card Problems" below for further information. The installer program will install Apple QuickTime for Windows on your hard drive, create an icon group and modify your AUTOEXEC.BAT file to include the path to QTW\BIN directory in your PATH statement and two SET statements. You must allow the installer to modify your AUTOEXEC.BAT file for the game to run properly. Next, exit Windows and reboot your computer. Then re-enter Windows and begin the game by double clicking on *The Journeyman Project* icon.

QuickTime Errors:

Did you let the install modify your AUTOEXEC.BAT file?
NO Re-run the install and let it modify the AUTOEXEC.BAT.

Go to the DOS prompt and type PATH. Look for C:\QTW\BIN (or whatever path you choose to install QuickTime in). If it is not there, it must be added. Frequently, users have path statements that exceed DOS's 128 character limit on the length of the path, and thus anything on the end gets chopped off. Edit your PATH statement in the AUTOEXEC.BAT to include the C:\QTW\BIN in the first 128 characters of the path.

Go to the DOS prompt and type SET. Look=C:\QTW\LIB and INCLUDE=C:\QTW\INC (or whatever you specified in the QuickTime set-up) to appear in the environment variables listed by this command. If either of these do not appear, check that these variables are SET in your AUTOEXEC.BAT FILE. If they are included in the AUTOEXEC.BAT, but do not appear when you type SET, try expanding your environment space using the /E switch to the SHELL command in DOS. Consult your DOS manual for further instructions on how to use the SHELL command.

Finally, if you are receiving an error message similar to "Unable to load XXXXXX.QT", try opening the QuickTime Movie Player (in the QuickTime for Windows group) and leaving it open while you play *The Journeyman Project*. You may

do this by minimising the Movie Player once it is up, or by switching back to the program manager using CTR-ESC and then executing TJP. This is a problem with QuickTime initialisation that occurs on some machines. APPLE is currently working on a fix.

Some users have reported that they attempted to play TINY.QT through the QuickTime Movie Player and that they get only a black screen with no sound. This is normal. TINY.QT consists of two blank frames.

Video Card Problems:

Orchid Fahrenheit, Diamond Stealth, and other S3 based cards are prone to driver problems. This error will generally manifest itself as a message that reads "PROJECTR caused page fault in GDLEXE at XXXX:XXXX". This is definitely a problem with the driver from the video card manufacturer. You can try downloading the latest driver from the video card manufacturer.

Orchid has just released version 6.0 of their Fahrenheit 1280 Drivers. They indicate that this fixes the problem but does not work with some very early cards that were called simply Fahrenheit 1280, NOT 1280+ or 1280 VLB. More specifically, the cards that do not work are based on the 911-924 series chips from S3. The newer boards are based on the 86C801-86C805 series chips from S3. The phone number for Orchid's BBS in the States is (510) 683-0555. The entire Fahrenheit install disk is available from Orchid's BBS as !FAH60.EXE and their new Windows drivers are available as FWINFLAT.EXE.

Diamond has apparently released a beta version for their drivers for their stealth cards. We have heard from some customers that these drivers solve all problems with *The Journeyman Project*. This driver is available on Diamond's BBS as STLBWN31.EXE. Diamond's BBS number in the State is (408) 524-9301.

Number 9 video cards are rumored to have a problem with their 640x480 256 colour driver. Customers have informed us that switching to 640x480 65K colour driver will cure the problem.

Note that S3 video controllers use I/O address 2E8. This is a common address for COM port 4 or 3. If you have an S3 based video card (Orchid Fahrenheit, Diamond Stealth, STB PowerGraph, Number 9) and you have installed a COM port at address 2E8, try moving the COM port.

The Journeyman Project is compatible with GUI Accelerator video controllers manufactured by S3 incorporated.

ATI Ultra cards have experienced a variety of problems including screen corruption, and messages similar to "Unable to find d:\mmm\aptflr26.mm". We feel that this

indicates a problem with AT bus speed that seems to occur most often on computers with high processor clock speeds such as 40 or 50 Mhz. First, make sure that you are using ATI's latest drivers. The latest drivers for MACH32 based Ultra cards (Graphics Ultra+, Graphics Ultra Pro and Mach32 VLB) are version 2.2. The latest version for MACH8 based cards (Graphics Ultra, Graphics VANTAGE and 8514-ULTRA) are version 2.0. Next, try setting the VGA BUS I/O to "8 bit". This option can be set using the install program in the MACH32 directory. From the main menu, select "Set power-up configuration" option. In this menu you may change the VGA BUS I/O setting. ATI also recommends that two options be set in the Flexdesk control panel. The "256 colour palette" option should be set to "on", and the "fast dithering" option should be set to "off". If these suggestions do not solve the problem, ATI recommends that you consult their tech support on how to change your "Device Bitmap" settings. The phone number of ATI Tech Support in the States is (905) 882-2626. The phone number for ATI's BBS in the States is (905) 764-9404. ATI's drivers are also available on CompuServe by typing "GO ATITECH". Also see the section on Error messages - "Unable to find d:\mmm\aptflr26.mmm" below.

640x480 256 colour graphics is the video mode recommended for *The Journeyman Project*. While there is no reason that any other video mode should not work, higher resolutions result in a smaller screen, higher numbers of colours slow down the video, and higher resolution drivers tend to be less rigorously tested. Several users have reported to us that the game would not run using their 800x600 or 1024x768 drivers, but worked fine when they switched to 640x480 256 colour.

TRIDENT Cards will lock up when using old versions of the Windows drivers. The new drivers can be downloaded from the CompuServe Graphics support forum. While these drivers work, they still exhibit problems with task switching and minor artifacting.

TSENG LABS ET4000 based cards seem to work very reliably as long as the latest drivers are used. If drivers are not available from your card manufacturer (try them first to preserve support for added features on your particular card), TSENG's BBS number in the States is (215) 579-7536.

Any message that reports "GetPixel Error" is definitely a problem with video drivers. Consult your video card manufacturer for updated drivers. NOTE: Even if you bought your video card yesterday, it is very possible that your drivers are out of date. You may still want to check with your video card vendor to see if your drivers are up to date.

Video driver problems can be tested for by playing the game using the standard 16 colour VGA driver that is the default for Windows. While this will result in graphics that are less than appealing, this technique is useful for diagnostic purposes. If your error is eliminated by using the Windows VGA driver, your problem is caused by an old or non-functional video driver.

Rumours abound that Microsoft has released a generic 640x480 256 colour Windows driver that is available from CompuServe. It is also rumoured to fix all video driver problems in 640x480 256 colour mode. It is further rumoured not to work on S3 based cards. Fortunately, other fixes are available for these cards. See the section on Orchid Fahrenheit 1280 and Diamond Stealth (above). When we have tracked down this driver, we will advise of its functionality and where to find it.

Sound Card Problems:

General sound card advice: If you are experiencing sound problems with all or most Windows applications, the problem is likely to be a DMA or IRQ conflict. As a general rule, conflicting or incorrect IRQ channels produce repeating or non-existing sound. DMA conflicts tend to produce sound with a great deal of static.

Some Mediavision products (ProAudio Spectrum 16 etc.) exhibit a problem that causes the sound to clip. This ends up sounding like the last word in every sentence is being skipped. This problem can be solved by downloading the latest version of the sound drivers from Mediavision BBS. The phone number of Mediavision's BBS in the States is (510) 770-0527. If you have a ProAudio Spectrum 16 that uses jumpers to set IRQs and DMAs, download P16_145.ZIP. Otherwise, download PAS16D.ZIP.

The SoundBlaster Pro (not the SB16) is known to have a problem with QuickTime movies that will cause windows to lock up without displaying any message. We recommend the following:

1. Use any IRQ channel except 7 (the default). We recommend using one of the upper channels (10, 11 or 12) if available, as they are less likely to be in use. Creative labs documents this problem with IRQ 7.
2. Use any DMA channel other than 1 (also the default). We recommend DMA channels 5 or 7 as they are 16 bit DMA channels. If DMA 5 and 7 are not available on your card, try DMA 3. Even numbered channels are more likely to already be used by other devices. There is no documented problem with DMA 1, it is simply a matter of avoiding conflict.

If resetting the IRQ and DMA channel fails to solve the problem, try reinstalling your Windows sound driver according to the following procedure. First, from program group *main*, select control *panel*. From within control panel select *drivers*. Remove all Creative labs and/or Sound Blaster drivers. Restart Windows when you are done. Again, select the drivers icon in control panel. Now install the Creative labs Sound Blaster 1.5 driver either from the Windows disk or by using the version that is currently installed on your hard drive. Once again, restart Windows. Again,

select the drivers icon from the control panel but now install the Sound Blaster Pro driver. Once again, restart Windows.

General Recommendations Concerning Speed:

As far as *The Journeyman Project* is concerned, the smaller your Windows swap file, the better. It seems that Windows programs cannot tell the difference between physical memory and virtual memory. The larger your swap file, the more that *The Journeyman Project* will attempt to pre-load upcoming sounds and graphics into virtual memory. This results in three disk access to display every graphic pre-loaded into virtual memory. Reducing the size of the Windows swap file to the 4 MB range will minimise this problem while still providing enough total memory to run several applications at once (although this is *NOT* recommended while playing *The Journeyman Project*). If, after reducing your swap file size, you receive "Out of Memory" errors, increase the size of your swap file until this error disappears.

Display modes using more than 256 colours will needlessly slow down the game. Since the graphics for *The Journeyman Project* were authored in 256 colours, selecting a graphics mode using 32K, 64K or 16.7M colours will not provide better picture quality. It will, however, result in Windows having to move larger amounts of video information to display the same picture.

To Save a Game:

The save game menu is available by accessing the interface biochip from the inventory window, or by double clicking on the chip bank to open the chip slide and then double clicking on the interface biochip. When the window appears, select STORE PRESENT. Please note that the default save drive will be your DC drive. You must specify another drive (that allows disk writes) in order to save a game.

Other Vendors' Products:

Sony CD-ROM drives: We have experienced problems with Sony CD-Rom drives that cause them to frequently return error messages indicating that Windows was unable to access the CD-Drive. While this is merely annoying in most applications, this error can cause QuickTime movies to crash. Adding the /L switch to your MSCDEX command seems to make this problem better, and some machines seem to benefit from using DOS 6.2. Unfortunately, neither of these solutions cures the problem. However, we tend to experience this Sony problem with all Windows applications.

Stacker, QEMM, Norton, PCTOOLS Desktop for Windows: Several users have reported problems with these products although others have reported no problems. If you are experiencing a problem that is not covered above, and you are using one

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