

DUST

A TALE OF THE WIRED WEST



DUST

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GETTING STARTED

Installation

For installation, please refer to the *Installation and Troubleshooting Guide* that accompanies *Dust*. If it is missing, double click on the **readme** file on the *Dust* CD. This file contains a copy of the *Guide*, which you can print out (or call CyberFlix technical support: Tel 0171 384 7864; e-mail: cyberflix@aol.com or cyberflix@cyberflix.com).

To Play DUST

After successfully installing *Dust*, insert the *Dust* disk in your computer's CD-ROM drive. Open the area where *Dust* was installed and double-click on the *Dust* icon to begin. You can skip the credits by using the Escape (**Esc**) key. Mac owners: Press **Command-period**. Use these key commands to skip past conversation or animation sequences.

Getting Help

You can always get help by clicking on the **HELP** button located in the Control Panel (click on The Cow Skull located at the bottom of the Main Game Panel). For general help about the game, visit the Curiosity Shop. Its owner can give you clues if you get stuck.



Main Game Panel

This screen is displayed during normal game play. At screen bottom are the following displays (from left to right):

The Map icon is a map of Diamondback. Click on it to open. A red **X** indicates your position. Once in the map, click **OK** to close.

The Cow Skull hides the Control Panel. Click on it and you will jump to the Control Panel (see Control Panel).

The Bone. This picture changes and shows a **HELP** button, an item you have selected from your inventory, or an item you've just picked up. It shows what's currently in your hand. By holding down the mouse and dragging the item onto the main screen, you can give items to characters (see also Giving and Receiving Objects).

The Cowboy is your character, the Stranger. Clicking on him brings up a more detailed display of your character and everything you own on an Inventory Panel (see Inventory Panel).





Control Panel

Click on The Cow Skull (see Main Game Panel) and you'll find buttons that let you do the following:

SOUND LEVEL - To adjust the volume, click and drag the lever up or down.

SAVE - Click to save your game at the exact place you happen to be.

OPEN - Click to select and open your saved games.

QUIT - Click to quit your current game. You can also quit *Dust* at any time by simultaneously pressing the Control (**Ctrl**) and **Q** keys. Mac owners: Press **-Q** (**Command-Q**).

HELP - Click to get help.

OK - Click to confirm changes and/or return to the Main Game Panel.

KEYS - Display the default setting of the directional keys that allow you to move about the town. To customize, click on each box and type the name of the desired key. You can also use the left (**←**), right (**→**), and up (**↑**), arrow directional keys on your keyboard.

CREDITS - Click button to show. You can get out of the credits by using the Escape (**Esc**) key. Mac owners: Press **-**. (**Command-period**).

SUBTITLES - Click on box if you want to view the spoken dialogue of each character. Reclick to close.

Inventory Panel

Click on The Cowboy (located at the bottom right of the Main Game Panel). You will see a full-length image of him. This is your character, also known as the Stranger. The day and time are at the upper left of the screen. The amount of any money you have is shown at the upper right. Surrounding the Stranger are items you find and gifts you give. Clicking on an item highlights it and brings it to the Main Game Panel (see The Bone). When the item is highlighted, you can inspect it in more detail by clicking on the **EXAMINE** button. The **OK** button returns you to the Main Game Panel.



GAME PLAY TIPS

Movement.

Think of the mouse as your hands and the keyboard keys as your feet. To walk, press the left (←), right (→), and up (↑) arrow keys, or use the default keys as shown in the Control Panel (see Control Panel).

Giving and receiving objects.

Objects may be picked up or examined when you see the Hand icon. Also, use the Hand icon to point and click on doors you want to open or on other areas, such as signs, that you want to look at closely. To give an object to someone or place it somewhere, simply click on that object when it is called up on your Main Game Panel from the Inventory Panel and drag it onto that person or location. Click on an object to pick it up. It will instantly appear at the bottom of the Main Game Panel screen and be added to your inventory.

Talking to the characters.

Talk to the characters by clicking on them. A series of questions will appear. Choose what you want to ask by clicking on the appropriate question. Choose wisely. The first question may not always be the best one. Listen carefully. You can never be sure when someone will offer helpful advice or let a secret slip out!

If you don't understand what a character said, click directly on him or her to replay the last question and answer.

Skip past conversation with a character by using the Escape (Esc) key. Mac owners: Press **⌘** (Command-period). If you do this instead of clicking on a question, the conversation will end.

Save your games.

Saving allows you to begin later at the point where you've just finished, rather than having to start over.

Make money.

Like being in any strange town, having money helps. You will need to make some. Try a poker

or blackjack game or the slot machine. Before sitting down to a card game though, be sure to read the Saloon's "House Rules" posted inside on the back door.

For extra help.

Visit the Curiosity Shop on Main Street.

How to use your gun.

(Also see Main Game Panel and Inventory Panel). Through game play, find the gun and place it in inventory. Keep in mind that you have only six shots without reloading.

To Draw, Aim, and Shoot:

- 1 Click on the pistol to select it from your inventory.
- 2 Click **OK**. The screen will jump to the Main Game Panel. Your gun will appear at the screen bottom.
- 3 Click on the gun to draw it from its holster. An image of your hand aiming the pistol will appear in the foreground and the Pointer icon will change into a crosshair.
- 4 Move the mouse to aim the crosshair over the object you want to shoot.
- 5 Click the mouse to shoot.

To Load or Reload:

Reload when you hear a clicking sound.

- 1 Click anywhere on the pistol. The cylinder will flip open.
- 2 Move mouse to position the Pointer icon on the cylinder.
- 3 Keep clicking on the cylinder until it's reloaded.
- 4 When reloaded, click on the pistol. The cylinder will close.
- 5 You're now ready to shoot.



Installation Guide – Windows Version

1. Installing Dust

System Requirements

486 or faster processor recommended • Windows95,™ Windows™3.1, or WindowsNT™3.51 100% Windows™ compatible sound card • Double-speed or greater CD-ROM drive • Super VGA with 256 colours • 8 MB RAM (12 MB recommended)

Before installation turn off any screen saver and quit any open applications.
After installation please refer to the jewel case for game play instructions.

Windows 95

1. Insert the Dust CD in your computer's CD-ROM drive.
2. Select "Install Dust" from the window that appears.
3. Follow the on-screen instructions.

Windows 3.1

1. Insert the Dust CD in your computer's CD-ROM drive.
2. In Program Manager, select "File/Run" from the menu.
3. Type "D:SETUP", where "D:" is the drive letter of your CD-ROM drive.
4. If Dust says you need to "Upgrade Windows", follow steps 5 through 7. Otherwise, proceed to step 8.
5. Select "Upgrade Windows" from the window that appears.
6. Follow the upgrade instructions.
7. After your computer restarts, rerun the Dust setup program as you did in steps 2 and 3.
8. Select "Install Dust" from the window that appears.
9. Follow the on-screen instructions.

Please read the "Upgrading Windows 3.1" section below for important instruction on ensuring that your Windows configuration is Win32s compatible.

Windows NT 3.51

1. Insert the Dust CD in your computer's CD-ROM drive.
 2. In Program Manager, select "File/Run" from the menu.
 3. Type "D:SETUP", where "D:" is the drive letter of your CD-ROM drive.
 4. Select "Install Dust" from the window that appears.
 5. Follow the on-screen instructions.
- If you have trouble installing Dust, we have provided an alternate installation program that should avoid whatever problems you're having. See the section "Troubleshooting – General" for more information.

2. Uninstalling Dust

Dust is designed to be easily removed from your computer when you are finished playing. To uninstall Dust, select the Dust icon as you normally would to play, and choose "Uninstall" from the title screen. Then, follow the on-screen instructions.

If you had problems installing Dust and used the alternate installation program, you will have to remove Dust from your computer manually. To do so, follow these instructions:

1. If you're using Windows 95, right-click the Start button and select "**Explore**". Then, navigate to the "**Cyberflix**" File Folder, highlight it, and press "**Del**". This will remove Dust from your Start Menu.
2. If you're using Windows 3.1 or Windows NT,

minimize the Cyberflix group in Program Manager. Click once on the group icon to select it, and once on the Program Manager background to hide the pop-up menu that appears. Then, press **"Del"** to delete the Program Manager group.

3. Open a DOS window or Command Prompt and change to the root directory of your hard drive.

4. Type **"DELTREE C:\DUST"**. If you installed Dust somewhere else, substitute the appropriate directory for **"C:\DUST"**. This will remove the Dust program files from your hard drive.

Windows 3.1 users may want to remove Win32s and WinG from their computer, although doing so is not recommended, as it may cause other programs that use these components to stop working. If you know what you're doing and want to remove them anyway, see the instructions in the "Troubleshooting - Windows 3.1" section.

3. Keyboard Commands

While playing Dust, you can use the following keys:

Esc - Skips the current animation, or stops talking to the current character

Arrow keys - (↑) moves forward, (←) and (→) turn A, W, D - Same as the arrow keys, use the Dust control menu to change Ctrl+0 through Ctrl+9 Set sound volume, Ctrl+0 is off, Ctrl+9 is loudest

Ctrl+Q Quits the game and return to Windows

Special settings for adjusting monitor colour

Ctrl+F1/Ctrl+F2 Increase/decrease the brightness of the screen

Ctrl+F3/Ctrl+F4 Increase/decrease the redness of the screen

Ctrl+F5/Ctrl+F6 Increase/decrease the greenness of the screen

Ctrl+F7/Ctrl+F8 Increase/decrease the blueness of the screen

Ctrl+F9 Restores the screen to its default settings

4. Upgrading Windows 3.1

Dust is a 32-bit Windows application. It is designed to run under Windows 3.1, Windows 95, and Window NT. Windows 95 and Windows NT have built-in support for 32-bit applications. If you're running Windows 3.1, Dust will install Microsoft's 32-bit extensions, Win32s, and Microsoft's graphics accelerator, WinG. These extensions are used by many other recent applications, and are a shared system resource. Since Windows 3.1 was not originally designed to run 32-bit applications, some existing video and sound card drivers are incompatible with Win32s or WinG. To ensure that Dust runs smoothly on your machine, you should make sure that you are using the most recent drivers available. Please look up your sound and video cards in the sections "Audio Driver Information" and "Video Card Manufacturers" below, and install upgraded drivers if necessary.

If you are using Windows 3.1, you should also be sure that you are loading SHARE.EXE in your AUTOEXEC.BAT file. SHARE is a resident program that allows shared access to files on your hard drive and CDs. Make sure that the following line is in your AUTOEXEC.BAT file: `C:\DOS\SHARE.EXE`

Also verify that you aren't loading the CD-ROM driver MSCDEX.EXE into high DOS memory. MSCDEX is designed to be loaded in low memory only. If either of the lines: `LH MSCDEX.EXE [...]` or `LOADHIGH MSCDEX.EXE [...]` appear in your AUTOEXEC.BAT file, edit to remove the "LH" or "LOADHIGH" keyword.

It's important that you have virtual memory set up correctly to run Win32s. Please do the following:

1. Double-click on the Control Panel icon in the Main Program Manager group to open the Control

Panel, then double-click on the "Enhanced" icon.

2. Select "Virtual Memory..." and verify that you have a permanent swap file that is at least 8192 KB. If necessary, select "Change" to change your swap file settings.
3. If possible, enable 32-bit disk and file access. This will improve the performance of your hard drive and CD-ROM under Windows.

If you have any problems with Win32s, please see the first question in the "Troubleshooting - Windows 3.1" section.

5. Troubleshooting General

The following general question and problems apply no matter what version of Windows you're running. For specific problems, see the sections "Troubleshooting - Windows 95", "Troubleshooting - Windows 3.1", and "Troubleshooting - Windows NT" below.

My screen is too dark

You can adjust the brightness of your screen while playing Dust by pressing **Ctrl+F1** to brighten and **Ctrl+F2** to darken. If the colours in Dust seem slightly wrong, you can change the colour balance by using **Ctrl+F3/Ctrl+F4** to adjust the red, **Ctrl+F5/Ctrl+F6** to adjust the green, and **Ctrl+F7/Ctrl+F8** to adjust the blue. If you want to reset the colour balance to the default setting, press **Ctrl+F9**.

Dust is too quiet/too loud

When playing Dust, you can press **Ctrl+0** through **Ctrl+9** to adjust the sound volume. **Ctrl+0** turns the sound off, and **Ctrl+9** turns the volume up all the way. You can also click on the cow skull to access the Dust control panel. There's a slider in there that will adjust your sound volume.

Certain older sound cards, notably the original Sound Blaster, don't support changing the sound volume from software. If you own one of these cards, you'll have to manually adjust the volume on your speakers or at the back of your computer.

I'm having problems installing Dust

If you are running Windows 3.1, your installation problems could result from incorrectly configured Win32s or virtual memory, or obsolete video or sound card drivers. See the section "Upgrading Windows 3.1" above for more information on ensuring that Windows is correctly set up to run Dust.

If Windows is configured correctly, you should make sure that all other running application are closed before trying to install Dust. If you have any screen savers or anti-virus software loaded, try disabling it. Also, make sure that you have at least 4 megs of free space on the drive where Windows is installed.

Finally, if these suggestions don't help and you're still having problems installing Dust, we have provided an alternate installation program that should avoid the problems. If you're using Windows 3.1, re-run SETUP.EXE after a failed installation and you will be asked if you want to use the alternate installation program. Choose Yes. If you're using Windows 95 or Windows NT, follow these instructions:

1. Select Start/Run from the Start menu, or File/Run from the Program Manager menu.
 2. Type "**D:**\INSTALL\ALT31\SETUP.EXE", where "**D:**" is the drive letter of your CD-ROM drive. Be sure to type the underline character before SETUP.EXE.
 3. Follow the on-screen installation instructions. The alternate installer is identical to the standard Dust installer, except the options for installation size it offers aren't as flexible, and it doesn't support automatic un-installation. For instructions on manually un-installing Dust after you've finished playing, see the section "Uninstalling Dust" above.
- If all else fails, and you still can't install Dust, please contact Cyberflx technical support for assistance. See the section "Technical Support" above for more information.

Dust runs slowly

There are several things you can do to speed up Dust. First, make sure your display is running in 256 colour mode. If it is running in 16 or 24 bit colour mode, Dust may run slowly. Also, make sure that you don't have any other applications running when you're playing Dust. Closing them can free up memory and allow Dust to run faster. Finally, see the question "My CD-ROM drive runs slowly" in the "Troubleshooting - Windows 95" or "Troubleshooting - Windows 3.1" sections below.

Dust says I need to change my display settings

We recommend you do. Dust is designed to run at 640x480 resolution with 256 colours. If your screen size is larger than 800x600, Dust will appear small on your monitor. If you are using 16-bit colour (also known as 64k colour or high colour mode), the colours in Dust will not look as nice as in 256 colour mode. Strange as it may sound, 256 colour mode actually allow cleaner and more lifelike colours than 16-bit colour. Also, if you are using 16 or 24 bit colour modes, Dust will run slightly slower on your machine. If you have an accelerated video card, the slowdown might not be very bad, but on some machines it can make Dust almost unplayable.

If you are using Windows 95, Dust can change your screen resolution automatically, and restore it when you're finished playing. Under Windows 95 and Windows NT, Dust can also change the number of colours that Windows uses, but it will have to restart your computer for changes to take effect, and you'll have to change the settings back by yourself. If you're using Windows 3.1, you'll have to change your display settings manually. See the question "I need to change my display settings" in the section "Troubleshooting - Windows 3.1" below for more information.

Dust says my CD-ROM drive is too slow

The CD-ROM speed check in Dust is not very accurate. Depending upon what operating system you're using, and what disk caching you have enabled, the speed Dust reports can be off by as

much as 50%. If Dust is running slowly, see the question "My CD-ROM drive runs slowly" in the section "Troubleshooting - Windows 95" or the section "Troubleshooting - Windows 3.1" below. Otherwise, you can ignore this warning.

I hear clicks or pops whenever a new sound starts playing

This is due to a badly-designed sound card or sound card driver. Certain sound cards, notably the NEC-98 and early models of the Sound Blaster 2.0, produce a noticeable click or pause when resetting the sound DAC. If you have one of these cards, the problem is unavoidable. This problem can also be caused by outdated sound drivers. Make sure that you are using the latest version of sound drivers for your card. See the section "Audio Driver Information" below for more information.

The sound occasionally pauses for a second when I'm playing, then starts again

This can be caused by several things. First, you might have an outdated sound driver. Make sure you are using the latest version of the sound drivers available for your card. See the section "Audio Driver Information" below for information. Second, you might have a CD-ROM drive with a slow seek rate. Certain older drives, especially single-speed drives, pause the entire system for up to a second while looking for data on the CD. This can cause the sound to drop out. Third, you might have a slow video card. If you are running Dust in 16 or 24 bit colour mode, try changing to 256 colour mode. Also, see the section "Video Card Manufacturers" and make sure you are using the latest video drivers for your computer.

The caption bar appears in black and white

This is a flaw in Windows. Since Dust uses the full 256 colour palette, it takes for its own use the entries in the colour palette that Windows uses to draw static items such as the caption bar, window frames, and icons. These colours are still available to Windows, but at different entries in the palette. Windows doesn't know how to look

for the colours in other entries, so it just displays them in black and white. This will not affect Windows except when you're playing Dust.

I keep getting read errors; it says to check my disc for scratches

If you are using Windows 3.1, this could be caused by not having SHARE.EXE loaded, or having MSCDEX.EXE loaded into high DOS memory. See the section "Upgrading Windows 3.1" above for more information. If that's not the problem, check your CD for dirt or scratches. You can clean your CD with warm, soapy water and a clean, lint-free cloth. When wiping a CD, always wipe from the centre to the outside edge, like spokes on a wheel - small scratches in this direction will not damage your CD. If cleaning your CD doesn't help, you most likely have a defective disc. Try running Dust on another machine if possible to verify this. If you do have a bad disc, you can return Dust to the store you purchased it from for a replacement, or you can return the disc to Cyberflix and we'll be happy to send you a replacement. See the section "Technical Support" above for more information on contacting Cyberflix.

I switched to another application then back to Dust, now the screen has a border

This is a known problem in Dust. You can continue playing Dust without any problems, but the border can be distracting. To get rid of it, save your game, quit Dust, restart Dust, and reload your game.

When the screen goes black, I see white areas for a moment

This is a known problem when Dust is running under Windows 3.1. If you are using a 16 or 24 bit display driver, switching to 256 colour mode may help. See the question "I need to change my display settings" in the "Troubleshooting - Windows 3.1" section below for more information. This problem is fixed in Windows 95, except on certain display adapters.

I can't get Dust to work under OS/2

Dust requires Win32s version 1.25a and WinG version 1.0 to operate. At the time we released Dust, OS/2 only had support for Win32s 1.15. If IBM chooses to upgrade their Win32s support, Dust may run under OS/2, but it hasn't been tested on that operating system.

The characters voices don't match their mouth movements

This is a problem with your audio driver. Some audio drivers incorrectly report the amount of a sound that has been played. Consequently, characters mouths move slightly before or after the appropriate speech. See the section "Audio Driver Information" below for information on your sound card, and make sure that you have the latest version of audio drivers installed. If you're using Windows 95, and next to your audio card the chart says "Win95- Yes", you need to install updated Windows 95 audio drivers.

6. Troubleshooting - Windows 95

Dust accesses the hard drive a lot and runs slowly

First, make sure that you close any other applications before playing Dust. This will make more of your computer's memory available to the game. Also, make sure that you have at least 16 megs of free space on the drive that is being accessed. This will increase the amount of virtual memory that is available, which will help decrease swapping.

Dust crashes in different places and at different times

First, make sure that Windows 95 has at least 16 megs of free hard drive space on the drive it uses for virtual memory. If this doesn't help, the problem is most likely your audio, video, or CD-ROM drivers. See the three sections at the end of this guide for information on drivers and hardware manufacturers, and make sure that you are using drivers that were designed for Windows 95. If your drivers are current and you're still having problems, please contact Cyberflix technical support for assistance. See the section "Technical Support" above for more information.

The task bar covers part of the game screen

This is a known problem with Dust. If you have your task bar at the left or right side of the screen, or have it at the top or bottom and its several lines tall, there's a chance it will cover part of the Dust game window. If you experience this, the only solution is to move the task bar to the bottom of the screen and resize it so its one line tall before playing Dust.

My CD-ROM drive runs slowly

The CD-ROM speed check in Dust isn't always accurate. Depending upon your Windows configuration, the reported speed can be off by as much as 50%. That said, there are two things you can check to make sure that Windows 95 is configured for optimal CD performance.

First, check to make sure that Windows isn't using real-mode CD-ROM drivers. This can drastically reduce the speed of your CD-ROM drive. To check this, look in Start/Settings/Control Panel/System/Performance. It should say "Your system is configured for optimal performance". If you are warned that you're using real-mode CD-ROM drivers, you should remove the appropriate

DEVICE= lines from your CONFIG.SYS file and the MSCDEX line from your AUTOEXEC.BAT file. Be careful, though, as this can cause your CD-ROM drive to be inaccessible from MS-DOS! See your Windows 95 manual for more information. Second, check to see that CD-ROM caching is enabled and correctly set up. Look in Start/Settings/Control Panel/System/Performance/File System/CD-ROM. Your cache size should be "large" and the access pattern should be set to the correct speed for your CD-ROM drive.

The task bar appears in black and white, and the icon colours are wrong

This is a flaw in Windows 95. Since Dust uses the full 256 colour palette, it takes for its own use the entries in the colour palette that Windows uses to draw static items such as the task bar, window frames, and icons. These colours are still available to Windows, but at different entries in the palette. Windows doesn't know how to look for the colours in other entries, so it just displays them in black and white, and displays icons with incorrect colours. This will not affect Windows except when you're playing Dust.

Dust moves the icons on my desktop when I exit

This is a flaw in Windows 95. When Dust changes your display resolution, Windows decides to move any icons that would be hidden so you can still access them. When you switch away from or quit Dust, and the your display resolution is restored, Windows doesn't always put the these icons back in their correct location.

The screen isn't drawing correctly-- it turns black whenever the scene changes

This is a known problem with some Windows 95 video drivers. See the section "Video Card Manufacturers" below and make sure you're using the latest version of your video drivers. If you're running in 16 or 24 bit colour mode, try changing to 256 colours. You can do this by right-clicking on the desktop and selecting Properties/Settings. If that doesn't help, there's an alternate version of the Dust runtime engine that might help your

problem. It's on the Dust CD in the folder "\Support\Beta43". See the file "Readme.txt" in that folder for more information. Finally, if the alternate version doesn't help and you have an accelerated video card, you might try lowering graphics acceleration. This setting can be found in Start/Settings/Control Panel/System/Performance/Graphics. Contact Cyberflx technical support if you can't resolve this problem.

The screen isn't drawing correctly - I see coloured blocks on top of the graphics

This is a known problem with some Windows 95 video drivers. See the section "Video Card Manufacturers" below and make sure you're using the latest version of your video drivers. If you're running in 16 or 24 bit colour mode, try changing to 256 colours by right-clicking on the desktop and selecting Properties/Settings. If that doesn't help, there's an alternate version of the Dust runtime engine on the Dust CD that should solve this problem. Check in the folder "\Support\Beta43" and read the file "Readme.txt" there for more information. Contact Cyberflx technical support if you can't resolve this problem.

Dust leaves an icon on my taskbar when I exit

This is a known problem when Dust is running under Windows 95. It's harmless - just click on the icon and it will disappear.

When the screen fades to black, it takes a long time before I see anything

This is a known problem with some older video cards and drivers. See the section "Video Card Manufacturers" below and make sure you're using the latest version of your video drivers. If the problem is annoying, you can speed up fades by installing the alternate Dust runtime engine. See the file "\Support\Beta43\Readme.txt" on your Dust CD for more information. This alternate engine will add some white-pixel artifacts to the graphics, but won't affect gameplay.

Does Dust support DirectDraw and DirectSound?

Dust was originally designed to support

DirectSound. However, Microsoft did not deliver a final specification for the DirectSound API in time for our shipping deadline, and DirectSound support was removed from Dust. We will support DirectDraw and DirectSound, since we believe they are the future of Windows graphics and sound. Look for an updated runtime engine for Dust that uses DirectDraw and DirectSound to be available in early 1996.

7. Troubleshooting - Windows 3.1

I get error messages from W32SXXXX / WIN32S16.DLL / WINMM16.DLL

These errors are caused by a problem or conflict in Microsoft's 32-bit Windows extensions, Win32s, or Microsoft's graphics accelerator, WinG. See the section above "Upgrading Windows 3.1" for information on these components and some common problems and solutions. If that doesn't help, perhaps one of these specific problems from Microsoft's Knowledge Base applies to your machine:

- Early drivers for Diamond Viper cards included a "Power Palette" option that is no longer supported by Diamond. They recommend that you upgrade your drivers if you have this option. WinG may be slower when power palette is enabled.
- IBM no longer supports the IBM ThinkPad 720c. There are some problems using WinG with the ThinkPad 720c display drivers.
- Cirrus drivers before version 1.43 have many known bugs which have been fixed in the more recent drivers. Be sure to upgrade your drivers if you are still running with this version.
- Some ATI drivers offer a "Crystal Fonts" option. Turning Crystal Fonts on in 8-bit modes sets up a non-palettized driver that can slow WinG significantly.
- The ATI mach8 Radical drivers cause a number of problems in both WinG and in Windows with some versions of the ATI chipset. Be aware.
- Early ATI Mach 32 PCI cards have a hardware

timing problem and will hang while biting. ATI will replace these cards for no cost.

- WinG is incompatible with the #9XGE "TurboCopy" mode. Use the #9 control panel to disable TurboCopy (it is off by default).
- WinG relies on the mmsystem timer drivers to determine display performance. If mmsystem.dll and timer.drv are not installed correctly, the results of the performance test may be incorrect. mmsystem.dll should appear on the drivers= line of the [boot] section of system.ini, and timer=timer.drv should appear in the [drivers] section of system.ini.
- If you are having video problems, check to see if you have an S3 video card. Certain S3 drivers which exhibit these problems can be made to work with Win32s by making the following edit to your SYSTEM.INI file before running any Win32-based applications. In the SYSTEM.INI file, you will find an entry in the [display] section "aperture-base=100". Change this entry to "aperture-base=0". Restart Windows and the display problems will no longer occur. If this does not help, obtain the latest S3 drivers. It is reported that S3 driver version 1.3 does not have this problem.
- Make sure that the following line is in your SYSTEM.INI file: "device=*vmcpd".
- If you have a printer driver by LaserMaster, delete it or comment it out because it interferes with installing Win32s. Then reboot the computer so that the changes you made will take effect. After you successfully reinstall Win32s, reinstall the driver or remove the comment characters. The driver interferes with installing Win32s because the LaserMaster drivers create a WINSPOOL device. The extension is ignored when the filename portion of a path matches a device name. As a result, when Setup tries to write to WINSPOOL.DRV, it fails, because it attempts to write to WINSPOOL. In fact, any Win32-based application that tries to link to WINSPOOL.DRV also fails; however, most Win32-based applications that print under Win32s do not use the WINSPOOL application programming interfaces (APIs) because they are not supported in Win32s. As a result, you can usually just disable

this driver while installing Win32s and then renewable it afterwards.

If none of these problems applies, you might try re-installing Win32s and WinG cleanly. To do this, follow the instructions given below in the section "I want to remove Win32s and WinG" from my computer. Then, re-run the Dust Setup program and select "Upgrade Windows". If you're still having problems, please contact Cyberflex technical support for the latest troubleshooting hints and advice from our technical support staff. See the section "Technical Support" above for more information.

Dust says that Win32s isn't installed correctly / Dust tells me it can't find a file

If you're using Windows 3.1, this is probably caused by not having SHARE.EXE loaded in your AUTOEXEC.BAT file. Check your AUTOEXEC.BAT file for the following line and add it if necessary:
C:\DOS\SHARE.EXE

If you had SHARE loaded or the problem persists, see the section "Upgrading Windows 3.1" above and make sure your Windows is upgraded correctly, or see the troubleshooting guidelines for Win32s in the question directly above this.

The "file not found" problem can also be caused by CD-ROM read errors. If you're experiencing those also, see the question "I keep getting read errors; it says to check my disc for scratches" in the "Troubleshooting - General" section above.

Dust has graphics problems or has problems profiling my display

This is most likely caused by a conflict between your video driver and Microsoft's graphics accelerator, WinG. First, make sure you are using the latest version of video drivers for your card. See the section "Video Card Manufacturers" below for more information. If that doesn't help, check the following specific cases:

• IBM no longer supports the IBM ThinkPad 720c. There are some problems using WinG with the ThinkPad 720c display drivers.

- Cirrus drivers before version 1.43 have many known bugs which have been fixed in the more recent drivers. Be sure to upgrade your drivers if you are still running with this version.
- The ATI VGA Wonder drivers (W31-*.drv) will crash during a call to StretchDIBits in the profiler. Users can run the SVGA256.DRV driver that shipped with Windows.
- Many miroCrystal drivers have problems with StretchDIBits, so they crash during profiling.
- Early ATI Mach 32 PCI cards have a hardware timing problem and will hang while biting. ATI will replace these cards for no cost.
- WinG is incompatible with the #9GXE "TurboCopy" mode. Use the #9 control panel to disable TurboCopy (it is off by default).

• WinG relies on the mmsystem timer drivers to determine display performance. If mmsystem.dll and timer.drv are not installed correctly, the results of the performance test may be incorrect. mmsystem.dll should appear on the drivers= line of the [boot] section of system.ini, and timer=timer.drv should appear in the [drivers] section of system.ini.

If none of these cases apply, you might be able to work around the problem by using the generic Super VGA drivers that come with Windows. See the question "I need to change my display settings" below for more information on installing new drivers.

If you're still having problems, please contact Cyberflx technical support for the latest troubleshooting hints and advice from our technical support staff. See the section "Technical Support" above for more information.

My CD-ROM drive runs slowly

If you're getting a "Slow CD-ROM Drive" warning when you start Dust, you can usually ignore this message. On some systems, the transfer rate

measurement is off by as much as 50%. If Dust is running slowly, however, there are a few things you can do that might increase performance.

Check in your AUTOEXEC.BAT to make sure that MSCDEX.EXE isn't being loaded into high DOS memory. If you see either the "LH" or "LOADHIGH" keywords at the beginning of your MSCDEX.EXE line, remove them. Also check in your CONFIG.SYS file and find where your CD-ROM device driver is being loaded. If the line starts with "DEVICEHIGH=", change that to "DEVICE=".

Check in your AUTOEXEC.BAT to make sure that you are loading SMARTDRV.EXE, and be sure that it is being loaded after MSCDEX.EXE. This will allow caching of your CD-ROM drive. Refer to your DOS manual for information on adding SMARTDRV if you don't have it installed.

In Windows, open the Control Panel by double-clicking on the Control Panel icon in the Main Program Manager Group. Then open the "Enhanced" icon and check to be sure that you are using 32-bit disk and file access. If you aren't, click "Change" and enable them if possible.

Dust keeps telling me that I need to upgrade Windows, even though I already have

This was a known problem in the final beta release which should be fixed in the release version. However, if you experience it, we have provided an alternate installation program that should avoid the problem. To run it, follow these instructions:

1. Select File/Run from the Program Manager menu.
2. Type "D:\INSTALL\ALT31\SETUP.EXE", where "D:" is the drive letter of your CD-ROM drive. Be sure to type the underline character before SETUP.EXE.

3. Follow the on-screen installation instructions.

The alternate installer is identical to the standard Dust installer, except the options for installation size it offers aren't as flexible, and it doesn't support automatic un-installation. For instructions on manually un-installing Dust after you've finished playing, see the section "Uninstalling Dust" above.

If you have problems with the alternate installer and still can't install Dust, please contact technical support for assistance. See the section "Technical Support" above for more information.

I want to remove Win32s and WinG from my computer

We don't recommend removing these components from your machine, unless you're doing a "clean install" of Win32s and WinG and are going to reinstall them immediately. The reason for this is that other applications you have might be depending upon these components to function, and might stop functioning if these components are removed. With that in mind, if you still want to remove Win32s and WinG from your system, follow these instructions:

1. Exit Windows to a DOS prompt (this will not work from a DOS shell inside Windows; you must exit to DOS).

2. Change to your Windows systems directory by typing: `CD \WINDOWS\SYSTEM`

3. Delete the Win32s system directory by typing:

```
DELTREE WIN32S
```

Respond "Y" for yes when asked to confirm deleting the directory.

4. Delete the Win32s and WinG system files by typing:

```
DEL WINGDE.DLL
```

```
DEL WING.DLL
```

```
DEL WINGDIB.DRV
DEL WINGPAL.WND
DEL DVA.386
DEL WING32.DLL
DEL W32SYS.DLL
DEL WINMM16.DLL
DEL WIN32S16.DLL
```

Respond "Y" for yes if asked to confirm deleting any files. You may get a "File Not Found" message when trying to delete some files; don't worry, that's normal.

If you see an "Access Denied" error when deleting any file, type:

```
ATTRIB -R [filename]
```

Where [filename] is the name of the file you were unable to delete. Then retry deleting the file.

5. Edit your SYSTEM.INI file by typing:

```
CD \WINDOWS
EDIT SYSTEM.INI
```

6. Find the WinG device driver line by pressing F3 and entering "DVA.386" in the dialog box and pressing enter.

7. If a line containing "DVA.386" is highlighted, delete it by pressing Ctrl+Y. Press F3 again and delete any other lines containing "DVA.386"

8. Find the Win32s device driver line by typing Alt+S then "F" and entering "W32S.386" in the dialog box, then pressing enter.

9. If a line containing "W32S.386" is highlighted, delete it by pressing Ctrl+Y. Press F3 and delete any other lines containing "W32S.386".

10. Find the Win32s audio driver by typing Alt+S and then "F" and entering "WINMM16.DLL" in the dialog box, then pressing enter.

11. If a line containing "WINMM16.DLL" is highlighted, delete the reference by pressing "Del". DON'T delete the entire line, just the WINMM16.DLL driver!

12. Press Alt+X to exit the editor. Respond "Y" for yes when asked if you want to save the changes.

13. Restart Windows. Win32s and WinG have been removed from your system.

If you have any problem with these instructions, or need assistance, please contact Cyberflix

technical support and we'll be glad to help. See the section "Technical Support" above for more information.

I need to change my display settings

Before you change your display settings, make sure that you have your original Windows disks on hand. The Windows setup program may ask you for them. If Windows doesn't have built-in support for your video card, and you are changing to a video mode you haven't used before, you must make sure that you have a floppy disk with the appropriate Windows display drivers for your video card, or have display drivers in a directory on your hard drive. If you don't have display drivers for your video card, try using the "SVGA 640x480 256 colour" driver that's built into Windows, or see the section "Video Card Manufacturers" below and contact your video card manufacturer for drivers. If you have drivers, be sure that there's a file called OEMSETUP.INF on the floppy or in the directory, or this procedure won't work. If you don't have an OEMSETUP file, you probably have to run a custom setup program for your video card to change settings; see your video card manual for more information. Otherwise, follow these instructions:

- 1.** Exit Windows to get a DOS prompt. This procedure won't work from a DOS shell inside Windows.
- 2.** Change to your Windows directory and run the Windows setup program by typing:
CD \WINDOWS
SETUP
- 3.** Press the (↑) arrow key until the line "Display" is highlighted, then press enter.
- 4.** Use the (←) and (→) arrow keys to scroll through the list of display modes. If the one you want is listed, press enter and proceed to step 7. Otherwise, highlight "Other" at the end of the list and press enter.
- 5.** If you have drivers on a floppy disk, insert that disk in your floppy drive and press enter. If the drivers are on your hard drive, enter the directory

- path to them in the dialog box then press enter.
- 6.** Use the (←) and (→) arrow keys to scroll through the list of display modes until the one you want is highlighted. Press enter to select it.
 - 7.** Windows will begin copying files to your Windows directory and installing the drivers. You may be prompted to insert your original Windows disks; do so as necessary.
 - 8.** When copying is complete, press enter to exit back to DOS.

When you restart Windows, your new display settings will take effect. If you have problems, see your video card manual for troubleshooting advice. If that doesn't help, see the section "Video Card Manufacturers" below for information on contacting your video card manufacturer for assistance. Cyberflix will be happy to do what we can to help also; see the section "Technical Support" for information on contacting us.

8. Troubleshooting- Windows NT

Dust says I need to install WinG

If you get this message, you're trying to run Dust under Windows NT version 3.5. Dust is designed to run under Windows NT version 3.51 and later. Version 3.51 fixes many problems with Windows NT, it's recommended that you upgrade if you're still using 3.5. You can install WinG by running the program "`\\Install\\WinUp_Setup.exe`" on the Dust CD, but Dust may have other problems running under NT version 3.5.

Windows NT says I'm using the wrong version of CTL3D32.DLL

This is a known problem with our setup program on some Windows NT configurations. You should be able to ignore this warning message.

Dust changed my display settings, but didn't restart my computer

Because Windows NT is a secure operating system, it doesn't allow programs to restart the machine without gaining security access to do so. Dust isn't always able to do this, and thus can't restart your machine. You'll have to restart manually, at which time the new display settings will take effect.

9. Gameplay Hints

If you get stuck while playing Dust and need a hint, the best place to look is on the Internet newsgroup `alt.games.dust` or America Online. (For AOL use the keyword PC GAMES. Go to the message board. Under the topic ADVENTURE GAMES "A-D" select DUST.) Here, you can discuss Dust and trade hints with other people who are playing Dust. If your Internet provider doesn't carry `alt.games.dust`, send an e-mail message to `news@yoursite.name` and ask them to please start carrying it.

10. Audio Driver Information

The following table is provided for your convenience, and is as accurate as possible at the date of this writing (August 1995). Please contact your sound card manufacturer for the latest information.

Key:

Win95

built-in indicates that Windows 95 supports this card with its own drivers

yes - indicates that the manufacturer has Windows 95 drivers available

no - indicates that Windows 95 must use Windows 3.1 sound drivers

Win32s

yes - indicates that the Windows 3.1 drivers support 32-bit access

no - indicates that Win32s must use 16-bit access

WinNT

built-in - indicates that Windows NT supports this card with its own drivers

yes - indicates that the manufacturer has Windows NT drivers available

no - indicates that Windows NT must use Windows 3.1 sound drivers

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