
The LucasArts Macintosh Archives™

🌀 Vol. I 🌀

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TROUBLESHOOTING GUIDE

ABOUT THIS GUIDE

This troubleshooting guide will help you find solutions to the most commonly encountered problems with the products included in The LucasArts Macintosh Archives, Vol. I.

GENERAL TROUBLESHOOTING INFORMATION

Minimum Requirements

- ✓ 25 Mhz 68040 or faster OR any PowerPC-based Macintosh. (PowerPC *required* for Mortimer demo.)
- ✓ Double-Speed (2x) or faster CD-ROM drive.
- ✓ 8MB of RAM minimum.

Are you running System 7.5 or later?

Use the Extensions Manager control panel that shipped with your system. It is suggested that you turn off everything that isn't vital and restart before running the Macintosh Archives. To do this conveniently, first save your current configuration by choosing Save Set... from the pop-up menu above the list. Name this set "Standard". Next, turn off everything in Extensions Manager except your CD-ROM driver (either the Apple CD-ROM extension or your particular third-party driver) and choose Save Set... again, naming this set "Archive Pack". Now, before you run, simply

choose your Archives Pack set from the pop-up menu in Extensions Manager, and restart your system. To return to your usual setup, choose "Standard" from the pop-up menu and restart again.

Are you running a System version prior to 7.5?

You can do exactly the same thing with the Extensions Manager control panel that you copied to your System Folder when you installed. You can use the pop-up menu below the extension list to save extension sets, just as described above. However, properly enabling a set with this version of Extensions Manager involves two steps. First, turn off everything by clicking the "All Off" button. Then, enable the set you want by selecting "Enable Set" from the pop-up menu and — while still holding down the mouse button — moving the mouse over the name of the set you wish to turn on. When you've finished, restart your system to enable the set of extensions you have chosen.

IMPORTANT: Some third-party hardware requires their own drivers to operate properly. If this hardware is essential to your running one of the games (e.g., monitors or hard drives), you will need to make sure that you don't disable the extensions and/or con-

trol panels that control the hardware. Consult the users manual for the hardware in question to find out what is essential.

Virtual Memory: These products will run optimally only if you have virtual memory turned OFF. If you attempt to run them while virtual memory is enabled, you will be warned at startup that gameplay will be adversely affected. To turn off virtual memory, go into the Memory control panel, click the "off" button in the virtual memory section, and restart your machine.

DARK FORCES™ SPECIAL EDITION

Memory: Dark Forces is a very memory-intensive game. In order to run it on some 8MB systems, you may need to turn off a number of extensions and/or control panels.

Speed Issues: If you wish to increase Dark Forces' frame rate, you may do one of the following:

A) reduce the display screen size (using ⌘+ or ⌘-, or by choosing from the Screen Size pop-up menu in the Preferences dialog). The smaller the screen size, the faster Dark Forces can render and display each frame.

B) reduce the display quality (using ⌘H, ⌘D, ⌘I, or ⌘S, or by choosing from the Screen Detail pop-up menu in the Preferences dialog). High resolution (⌘H, available on PowerPC only) is by far the most demanding, so switching to low resolution doubled (⌘D) is a big win. To gain further speed, you can draw only every other line (⌘I, "interlaced"), or just use low resolution with no doubling (⌘S, "small").

C) turn off music and/or sound effects (using ⌘M or ⌘E, respectively, or by setting the volumes of each to 0 in the Preferences dialog).

Please refer to the General Troubleshooting Section for further suggestions.

DAY OF THE TENTACLE™

Memory: Day of the Tentacle requires 4000k free memory to run. If you are having trouble running the game, you should make sure that you have quit out of all other open applications. If you are still running short of memory, you may need to turn off some extensions or control panels installed in your system.

This section will provide you with some solutions to gamers most common technical problems. If you

are having difficulty getting Day of the Tentacle up and running, please refer to this section and the game's "Read Me" file before contacting technical support. Chances are they will help you out.

Performance: If you are experiencing poor performance, you should consider using a different video mode, or playing without music. To switch to a lower-quality but faster video mode, simply choose a different mode from the Video menu; or, use the Video Quality pop-up menu in the preferences screen. The standard video mode is Double Size (⌘D). To speed up video display, you can choose either Interlaced (⌘I) or Small (⌘A) modes. If you have a PowerPC based system, you can also try turning on Graphic Smoothing (⌘G) for better quality display, though this may slow down your game on slower machines.

Turning off the music can also greatly enhance gameplay speed, especially on non-PowerPC machines. To turn music on and off, select "Music" from the Sound menu (⌘M), or set the music volume to its lowest value in the preferences screen.

Please refer to the General Troubleshooting Section for further suggestions.

INDIANA JONES® AND THE FATE OF ATLANTIS™

Memory: The game requires 4,000k of available RAM in order to run smoothly.

Performance: If you want to further improve the performance of the game, try disabling unnecessary system extensions (INIT's, CDEV's, or other programs that are loaded when your Mac is first turned on, such as menu clocks and screen savers). You will also find that Indiana Jones and the Fate of Atlantis runs faster if there are no active applications running amok in the background.

Please refer to the General Troubleshooting Section for further suggestions.

REBEL ASSAULT™

Shut Down Other Applications: To make Rebel Assault run faster and more smoothly, you may choose this option in game Options to shut down other open applications, including the Finder. When you've finished playing the game, you'll be returned to the Finder. Note: This option will take effect the next time you run Rebel Assault.

Video Options Window: To access this window, choose Video Options under the Window menu, or press ⌘W. Use the commands Direct Screen Blast, Vertical Stretch, Skip Video Rows, and Skip Video Columns to alter the display area. If you like, the program will choose the settings that best suit your hardware if you select Suggest Configuration.

You may also alter the size of your play screen.

Please refer to the General Troubleshooting Section for further suggestions.

SAM & MAX HIT THE ROAD[®]

Memory: Sam & Max requires 4500k free memory to run. If you are having trouble running the game, you should make sure that you have quit out of all other open applications. If you are still running short of memory, you may need to turn off some extensions or control panels installed in your system..

Please refer to the General Troubleshooting Section for further suggestions.

THE LUCASARTS MAC SUPER SAMPLER[™]

THE DIG[™]

Memory: The Dig requires at least 4.5 MB of memory to run. In order to run it on some 8MB systems, you may need to turn off a number of extensions and/or control panels.

Increasing memory partition/memory cache:

If you have MORE THAN 8 MB of RAM, then you may want to increase your memory cache in order to enhance performance of The Dig on your machine.

To increase the memory cache, simply open the memory control panel in your System Folder and increase the preferred cache. Again, feel free to experiment with this cache to find the best setting for your configuration. Be sure to reset your memory cache to the preferred setting when you have finished playing the game.

Please refer to the General Troubleshooting Section for further suggestions.

MORTIMER[™] AND THE RIDDLES OF THE MEDALLION[™]

Memory: Before starting the game, we highly recommend that you SHUT DOWN ANY SCREEN SAVER PROGRAMS that you may have running, as they may interrupt the demo and bring you back to the desktop. You should also shut down any other applications running so that Mortimer may take advantage of the maximum amount of memory available. Mortimer requires at least 5.1 MB of free memory to run.

For the latest game and technical information, please consult Mortimer's "Read Me" file. This file can be viewed by double-clicking the Mortimer folder icon and then double-clicking on the "Read Me" icon. Have fun!

Please refer to the General Troubleshooting Section for further suggestions.

FULL THROTTLE[™]

Memory: Full Throttle requires at least 4.5 MB of memory to run. In order to run it on some 8MB systems, you may need to turn off a number of extensions and/or control panels.

Increasing memory partition/memory cache:

If you have MORE THAN 8 MB of RAM, then you may want to increase your memory cache in order to enhance performance of Full Throttle on your machine.

To increase the memory cache, simply open the memory control panel in your System Folder and increase the preferred cache. Again, feel free to experiment with this cache to find the best setting for your configuration. Be sure to reset your memory cache to the preferred setting when you have finished playing the game.

Please refer to the General Troubleshooting Section for further suggestions.

REBEL ASSAULT[™] II: THE HIDDEN EMPIRE[™]

Memory: Rebel Assault II requires at least 4.7 MB of free memory to run. In order to run it on some 8MB systems, you may need to turn off a number of extensions and/or control panels.

Rebel Assault II should not be run with Virtual Memory or any third-party memory enhancement software enabled. To disable Virtual Memory, use the Memory control panel. To disable third-party memory enhancers, use the Extensions Manager control panel.

For the latest game and technical information, please consult the Rebel Assault II "Read Me" file. This file can be viewed by double-clicking the Rebel Assault II folder icon and then double-clicking on the "Read Me" icon.

Please refer to the General Troubleshooting Section for further suggestions.

X-WING®

Memory: X-Wing requires at least 4.5 MB of free memory (5.1MB on PowerPC-based systems) to run. In order to run it on some 8 MB systems, you may need to turn off a number of extensions and/or control panels.

For the latest game and technical information, please consult the X-Wing Demo "Read Me" file. This file can be viewed by double-clicking the X-Wing Demo icon on the Mac Archive Super Sampler CD-ROM and then double-clicking on the "Read Me" icon.

Please refer to the General Troubleshooting Section for further suggestions.

STILL NEED HELP?

Please refer to the back cover of the LucasArts Macintosh Archives manual for information on how to reach us.

