

Under A Killing Moon Addendum

Read the following sections for information which may not be included in the manual.

START THE GAME FROM ANY DISK

Under a Killing Moon is designed so the game will start and the control panel will come up regardless of which disk is in the drive. This way you can save a game, exit the program, and resume play with the same disk in the drive.

Note: If you are starting the game the first time or are planning to start a new game, insert disk 1.

ALTERNATE INSTALLATION METHOD

If the normal installation system does not operate properly, there is an alternate method which can be used to install the game. To use the alternate method, do the following:

Switch to the CD-ROM drive letter and type: `INSTALL2 [enter]`

INSTALLING UNDER OS/2

The normal installation system will not work properly under OS/2. To install under OS/2, do the following:

Switch to the CD-ROM drive letter and type: `OS2INST [enter]`

RUNNING UNDER WINDOWS (NOT)

Under a Killing Moon should not be played with Windows running. Be sure to exit Windows completely before starting the game.

EMERGENCY SAVED GAME

If your game locks up during play or if the power goes out, you can resume play from the point in the game just prior to the lock or power outage (approximately). This is called the EMERGENCY SAVE GAME feature and works as follows:

When you restart the game, the program knows if the game was terminated normally. If it was not, it will ask if you want to restore the game that was in progress.

Answer YES to this question and the program will resume play as close as it can to the point of termination.

NEW OPTION: BRIGHTNESS ADJUSTMENT

We've added an option to allow people with dark screens (usually on older monitors) to increase the brightness of the display.

To increase the brightness, press the HOME key. To decrease the brightness, press the END key. There are 5 brightness levels, level 0 thru level 4. Default is level 0.

NEW OPTION: FOR PEOPLE WITH A TWO BUTTON MOUSE

We've added an option to allow people with a two button mouse to be able to switch between movement and interactive modes without using the keyboard.

To switch modes, DOUBLE CLICK the right mouse button. (Quickly)

NEW OPTION: DO LETTERBOX SCENES IN VGA

This option is available on the CONFIG screen and is provided for people with slow machines and/or video cards. When the option box is checked, the larger (Letterbox) Movie Scenes will display in VGA graphics mode (320x200 resolution).

This mode is faster than the normal 640x480 Super VGA mode. You should try this option if your sound is breaking up or if your movie scenes are choppy. It should reduce or eliminate the problem.

Note: In VGA mode the text (captioning) will not appear.

POTENTIAL PROBLEM: STRANGE COLORS AND/OR STRANGE BEHAVIOR

The production version of Under a Killing Moon uses version 1.95 of the Rational Systems DOS extender. This version of the extender has problems executing properly on computers with older versions of BIOS. We have included a version of the main executable on Disk 1 which is bound with version 1.97 of the extender. If the program exhibits strange behavior, try the following:

1. Insert Disk 1 in the CD-ROM drive.
2. Go to the \MOON directory on your hard drive by typing:
CD\MOON [enter]
3. Type: COPY D:\TEX197.EXE TEX3.EXE [enter]
(where D: = CD-ROM drive letter)
4. Run the game by typing: MOON [enter]
5. If the game still has problems, then put the original .EXE back by typing:
COPY D:\TEX3.EXE [enter] (where D: = CD-ROM drive letter)

POTENTIAL PROBLEM: GRAVIS SOUND CARDS (MIDI)

In order for MIDI Music to work with the Gravis Ultrasound or the Gravis Ultrasound Max, you must run the program called LOADPATS.EXE before running Under a Killing Moon. We've created a batch file that will run the LOADPATS program and then start the game.

To use the batch file, type: MOONGRAV [enter].

POTENTIAL PROBLEM: BACKWARDS TURBO SWITCH AND LIGHT

Some computers have turbo switches and indicator lights which operate backwards to what you might normally think (when the light is on, the turbo is off or when the switch is 'in,' the turbo is off). In most of these situations the switch mechanism is improperly connected. If you are experiencing slow game play, choppy video, and/or sound which breaks up, be sure to try playing the game in the opposite turbo position to see if it plays better.

POTENTIAL PROBLEM: SOUND BLASTER CD-ROM DRIVER

Sound Blaster w/CD-ROM or Omni CD-ROM use the SBCD.SYS device driver. Older versions of the SBCD.SYS driver have a bug that makes the CD-ROM run slow. The problem has been fixed in SBCD.SYS version 4.15. If you are having problems with your CD-ROM (i.e. slow movie scenes and/or sound that breaks up) and it interfaces to a Sound Blaster or OMNI card, the SBCD.SYS driver may be the problem. Check your CONFIG.SYS file to see if SBCD.SYS is the device driver for your CD-ROM. If it is, go to the directory where SBCD.SYS is located and do a directory listing. Note the size, date and time of the SBCD.SYS file. Ver 4.15 has Size=13872, Date=11-05-93, and Time=4.15a. (Note that time=version) If your SBCD.SYS is dated before 11-05-93, it may be defective. You can observe the version by watching the screen during the boot process. SBCD.SYS prints its version number as it executes. You can call Creative Labs or our technical support department for help in getting a new version of SBCD.SYS.

POTENTIAL PROBLEM: NEC MULTISPIN (3Xp/3Xi) CD-ROM DRIVES

The NEC MultiSpin 3Xp and 3Xi CD-ROM drives seem to run slower than they should (at least on the systems in our configuration lab). The drives should have a transfer rate of about 450 KB/s, but instead they test at anywhere from 300 to 375 KB/s. We're not sure what the problem is. Slow CD-ROM transfer rate and/or burst rate will cause the VR rooms to load more slowly and may cause the movie scenes to run slow and the sound to break up. If the sound breaks up on the movie scenes, you have a problem which should be addressed. If not, you should be okay as far as playing the game is concerned.

POTENTIAL PROBLEM: DIAMOND STEALTH 64 VIDEO CARDS

There is a known problem with some Diamond Stealth 64 video cards. A portion of the screen will suddenly appear in another area of the display. This happens only occasionally and has no detrimental effect other than being a visual annoyance. As soon as the scene changes, the correct picture is restored. We're not sure whether the problem exists on other cards.

POTENTIAL PROBLEM: CYRIX CPU'S

The production version of Under a Killing Moon uses version 1.95 of the Rational Systems DOS extender. This version of the extender has problems executing properly on some older Cyrix processors. We have included a version of the main executable on Disk 1 which is bound with version 1.97 of the extender. If the program installs fine but will not run, try the following:

1. Insert Disk 1 in the CD-ROM drive.
2. Go to the \MOON directory on your hard drive by typing:
CD\MOON [enter]
3. Type: COPY D:\TEX197.EXE TEX3.EXE [enter]
(where D: = CD-ROM drive letter)
4. Try to run the game by typing: MOON [enter]
5. If the game starts, then you're done.
6. If it still doesn't work, then put the original .EXE back by typing:
COPY D:\TEX3.EXE [enter] (where D: = CD-ROM drive letter)

POTENTIAL PROBLEM: ACUMOS VIDEO CHIPS

Older versions of the ACUMOS video chips have VESA drivers which will not run properly when called from protected mode (where Under a Killing Moon runs). The symptoms include strange graphic patterns appearing randomly anywhere on the screen. We've added a command line switch which will force the program to make VESA calls from real mode. To use this feature, start the game using the /J switch. (i.e. MOON /J [enter])

POTENTIAL PROBLEM: 386MAX WITH VIRTUAL MEMORY

386MAX and other memory managers which allow hard disk space to be virtualized as extended memory will fool Under a Killing Moon and may cause the program to malfunction. Remove these features from your memory manager or create a clean boot disk, before running the game.

POTENTIAL PROBLEM: BAD CD-ROM READS

We've found that some CD-ROM configurations occasionally produce bad reads (or transfers) of data that is not reported as an error by DOS. This can be caused by defective drives or device drivers, loose or poor quality cabling, improper SCSI termination, and other problems. We've tried to design a very comprehensive error trapping scheme into the game that will allow the program to keep running even if it gets some 'bad data'. If you occasionally see or hear garbage during the movie scenes or if you are getting 'read error' messages, something is wrong with the data stream. Check your cabling first. Always use high quality, well shielded cabling especially for a SCSI bus. Also, if you have multiple CD-ROM drives and other devices on a SCSI bus, try removing some of them to see if the problem improves. One way to test a SCSI system's integrity is to do a high speed file compare between two devices on the bus. The file may need to be quite large (10 to 40 MB) to get the error to show up. If you have two or more CD-ROM drives, you can use the TVL_FLC.AP file which exists on all four disks. For example, the following would compare the same file on disks in the E: and F: drives using the DOS file compare (FC) utility:

```
FC E:\MASTERTX\CHAP01\TVL_FLC.AP F:\MASTERTX\CHAP01\TVL_FLC.AP
```