

Battle Isle 3 Reference Card

Installation

under Windows® 3.11 and Windows® NT

Start your copy of Windows® and insert the first Battle Isle CD in your CD-ROM drive. Next start the Windows® File Manager, switch to your CD-ROM drive and execute the installation program by double clicking on "INSTALL.EXE". As part of the installation process you will be able to determine the hard drive on which the game files are to be installed. You will need around 10 MB free storage space on this drive.

The installation program will check that you have already installed the WIN32® and WING® system extensions which you will need for Battle Isle 3. It will then start the installation process. Just follow the instruction at each stage.

The Battle Isle 3 installation program will set up a program group for Battle Isle 3, where, along with the Main Menu, you will also find a music video and a setup program for "Video for Windows®".

IMPORTANT!

The videos which come with Battle Isle 3 are mostly created using the INTEL INDEO Codec, Version 3.2. In order to be able to play these videos you will need to run under Windows® at least Version 1.1 of the Video for Windows® program.

Some manufacturers of graphics cards supply special versions of this program for their cards. If Video for Windows® is already installed on your system, then we advise you NOT to install Version 1.1e supplied by us.

Version 1.1e is generally NOT necessary to play videos, and Version 1.1d is usually adequate. You should therefore install Version 1.1e ONLY IF YOU DO NOT ALREADY HAVE Video For Windows® or are unable to play our videos with your previously installed version.

Installation under Windows®95

Insert the first Battle Isle CD in your CD-ROM drive. The installation program will then start automatically. As part of the installation process you will be able to determine the hard drive on which the game files are to be installed. You will need around 10 MB of free storage space on this drive.

Configuration

When you first start the program, Battle Isle 3 will adapt itself to your configuration. Please make sure that you answer all the questions carefully; you will only have to go through this process once, i.e., when you run the program for the first time.

The first thing to be checked is your VDU display. Depending on the video card and drivers, problems can arise in some display modes. B.I.3 will test all relevant modes and block them where necessary.

Important! Wherever possible you should use current drivers for your graphics and sound cards; contact your dealer to receive the most recent versions.

The next thing to be tested is the audio reproduction. If you encounter any problems, check the Windows installation of your sound system and the Midi Mapper (you will find more information in your Windows® manual).

Network Configuration

From the Battle Isle 3 program suite select and start the network setup program. This allows you to establish the location on your network, where all the players have read and write access.

All data and saved games for the network mode will then be stored there. If you are unsure about read/write access, then you should

ask your system operator.

PLEASE NOTE: In order to be able to play on the network each player must have his/her own copy of the game.

Unit Animation Setup

Using this icon you can copy to your hard drive the data for a detailed 3D display of the units in the Info Box. This reduces access time and permits much more fluid game play. You will, however, need an additional 40 MB of free space on you hard drive.

The target directory should be the same as the one in which you have installed the game.