

DARKSEED: Technical Addendum

READ ME FIRST!

NOT ENOUGH MEMORY?

If *Dark Seed* quits while loading with the "Not enough memory is available to run *Dark Seed*" error message -and- you have Microsoft® Windows™ version 3.1 installed in your computer, you must rename the file *SMARTDRV.EXE* which is located in your *Windows* directory. To do so, log to the drive containing *Windows*. Next, change into your *Windows* directory by typing **CD\WINDOWS**. Now rename the *SMARTDRV.EXE* program by typing **RENAME SMARTDRV.EXE SMART.EXE**. Finally, re-boot your computer and load *Dark Seed* normally. If you do NOT have *Windows*™ v3.1 installed on your computer, and you are receiving the same message, refer to the *Dark Seed Quick Reference Card* for more information.

EXAMPLE CONFIG.SYS & AUTOEXEC.BAT FILES

Below are examples of 'clean' CONFIG.SYS and AUTOEXEC.BAT files. If you are experiencing memory related or any other difficulties with *Dark Seed*, edit the files on your computer to reflect the examples listed below. Please note, however, that the locations and names of some of the indicated device drivers vary from system to system. You will need to make sure that the correct locations and names are substituted for the examples given below.

CONFIG.SYS

```
Device=C:\DOS\SETVER.EXE
Device=C:\DOS\HIMEM.SYS
DOS=HIGH
Files=30
Buffers=20
Device=C:\MOUSE\MOUSE.SYS
```

AUTOEXEC.BAT

```
@Echo off
Prompt $P$G
Path=C:\;C:\DOS
```

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DISK CACHING DEVICE DRIVERS

If your computer 'locks up' while running *Dark Seed*, or you get the error message 'Serious Error writing to Drive X', then you may need to disable your disk cache device driver. You can do this by editing your AUTOEXEC.BAT or your CONFIG.SYS files using the DOS utilities EDIT or EDLIN (please refer to your DOS manual for instructions on using these editors.) Typically, the line in your CONFIG.SYS file that loads the driver is as follows: DEVICE=C:\DOS\SMARTDRV.SYS. In your AUTOEXEC.BAT file, it is typically loaded by the line: C:\WINDOWS\SMARTDRV.EXE. To disable your disk cache device driver, merely add the following to the *beginning* of the line that loads the driver: REM <space>.

SOUND CARDS

If you have a sound card such as a SOUND BLASTER, and you are experiencing problems with the music and/or sound, make sure that you are not loading any sound device drivers in your AUTOEXEC.BAT or CONFIG.SYS files. *Dark Seed* automatically installs its own sound drivers when the game is loaded, so a conflict may appear if you pre-load these drivers.

NOTE: Sound Blaster sound mode may not work on all computer systems.

MEMORY REQUIREMENTS

The amount of memory required by *Dark Seed* has been reduced by approximately 22K. *Dark Seed* now requires that the following amount of low DOS (conventional) memory be available in order to operate:

- PC Speaker sound mode: 557,000 bytes (544K).
- AdLib™ or Sound Blaster sound: 574,000 bytes (561K).

COPY PROTECTION

Dark Seed is no longer copy-protected in any way. Please disregard any references to key-disk copy-protection found in the *Background Manual* and *IBM Quick Reference Card*.