



Call Of Duty Demo Readme

Last Updated – 8/20/2003

Table of Contents:

INTRODUCTION

INSTALLATION & SET UP ISSUES

1. Minimum System Requirements
2. Error Message "Couldn't Load Default.cfg"

VIDEO ISSUES

1. Video Cards
2. Multiple Monitors
3. 16 Bit Texture Quality
4. Recommended Video Card settings for General Textures
5. Disabling Power Saving Features
6. Graphical Corruption
7. Experiencing graphic issues running the game in 16-bit color depth
8. Setting The Video Resolution

GAMEPLAY ISSUES

1. Where Are The Autosaves For Each Level?
2. Saving and Mission Failures
3. Overwriting Saved Games
4. Running Multiple Instances Of Call Of Duty Burnville Demo

WINDOWS® SPECIFIC OPERATING SYSTEM ISSUES

1. Virtual Memory Warnings in Windows® 2000 and Windows® XP
2. Shift Key in Windows 2000 Interrupts Game
3. Windows® Key Interrupts Game in 2000/XP
4. CTRL-ALT-DEL Freezes System On Windows® 2000
5. Game Icons Are Missing From Start Menu And/Or Desktop In Windows® 2000/X

INTRODUCTION

Refer to this document if you encounter difficulties with one or more aspects of installation or running the Call of Duty Burnville Demo. The following information covers most of the common issues encountered.

INSTALLATION & SET UP ISSUES

1. Minimum System Requirements:

- 3D Hardware Accelerator Card required – 100% DirectX® 9.0a compatible 32MB Hardware T&L-capable video card and drivers*
- Pentium® III 700 or Athlon™ processor or higher
- English version of Microsoft® Windows® 98/98SE/ME/2000/XP
- 128MB of RAM
- 8x Speed CD-ROM drive (1200KB/sec sustained transfer rate) and drivers
- 181MB of uncompressed free hard disk space (plus 200MB for Windows swap file)
- 100% DirectX® 9.0a compatible 16 bit sound card and drivers
- 100% Windows® 98/98SE/ME/2000/XP compatible mouse, keyboard and drivers
- DirectX® 9.0a (not included)

Important Note: *Some 3D accelerator cards with the chipsets listed here may not be compatible with the 3D acceleration features utilized by the Call Of Duty Burnville Demo. Please refer to your hardware manufacturer for 100% DirectX 9.0a compatibility.

SUPPORTED CHIPSETS:

- ATI® Radeon 7200, 8500, 9000, 9500, 9700, 9800
- All nVidia® GeForce™ chipsets

2. Error Message "Couldn't Load Default.cfg":

If you try to run the Call of Duty Burnville Demo and receive the error message, "Couldn't Load default.cfg", the game is telling you that it cannot find the \main directory that is part of the Call of Duty Burnville Demo. This error commonly occurs when the game is installed with no directory specified. For example, if you choose to install it to a hard drive or partition other than the C: drive (that is, D:,E:, etc.), but fail to specify a folder, the game will install everything to the root of the hard drive and the game will not launch.

If you want to install the game to a hard drive other than the default setting (C:), please make sure you specify a folder when choosing the other drive (i.e.: D:\CallOfDuty).

VIDEO ISSUES

1. Video Cards:

For optimum performance, your game graphics will be set to recommended settings. You can customize our settings by going to the Options menu from the Main Menu.

2. Multiple Monitors:

If you are running a machine with multiple monitors and the video card for each monitor is an OpenGL compliant video card (e.g., GeForce series cards), you may experience problems running the game, as the game will recognize both video cards. Simply disable one of the monitors in the Windows® Display Properties.

Playing the Call of Duty Burnville Demo with dual monitors is not supported by Activision.

3. 16 Bit Texture Quality:

This game is optimized for 32 bit (high resolution) color textures. Since most of the textures and art in the game contain a 32 bit color palette, playing the game using the 16 bit texture quality selection only displays half the color information, thus causing some loss in visual quality.

4. Recommended Video Cards For General Textures Setting:

Video cards with 32MB of video RAM should only use the Low General Textures setting

Video cards with 64MB or 128 MB of video RAM are able to use the Medium General Textures setting.

Video cards with 256MB of video RAM are able to use the High General Textures setting.

5. Disabling Power Saving Features:

Allowing a computer to go to "System Standby" while playing the Call of Duty Burnville Demo may cause graphical anomalies. When playing the Call of Duty Burnville Demo, be sure to disable "Stand By" mode by right-clicking the desktop and selecting "Properties." Click on the "Screen Saver" tab, then on the "Power" (also called "Settings") button at the bottom of the Properties box. Once you have done this, make sure "System Stand By" is set to NEVER.

You will also want to disable any power saving features your monitor may have as it may result in issues that may prevent you from playing the Call of Duty Burnville Demo properly.

6. Encountering graphic corruption while playing Call of Duty Burnville Demo:

You may encounter video display issues when using in-game settings that your video card is not capable of supporting. Texture quality settings should be kept low on cards with 32mb of video memory. The following solutions may solve some of the problems you may have.

- Download and install the most recent drivers for your video card.
- Launch the game in Safe Mode from the Windows(R) Start Menu.

7. Experiencing graphic issues running the game in 16-bit color depth:

The Call of Duty Burnville Demo does not support 16-Bit color depth and does not provide this option in the menu system. Forcing the game to run in 16-Bit color through other means may result in graphic corruption and other issues. To insure you do not inadvertently force the game to 16-Bit color, set your desktop's color depth to 32-Bit.

- 1) Open the Control Panel.
- 2) Double-click Display.
- 3) Click Settings.
- 4) Set the color palette to 32-Bit.
- 5) Click Apply, then OK.

NOTE: This issue pertains to 16-Bit color, not 16-Bit Texture Quality.

8. Setting The Video Resolution:

If you set your video resolution within the game beyond what is possible for your monitor, the game will end up at a gray or black screen.

To revert back to the default configuration, click on the "Play Call of Duty Single Player Demo (Safe Mode)" shortcut found in the Start Menu.

GAMEPLAY ISSUES

1. Where Are The Autosaves For Each Level?

Call of Duty Burnville Demo autosaves at the beginning of each single player mission as well as at certain points within each mission. If you wish to load one of these, you can do so by hitting "esc" while playing the game and selecting "Load Game" and clicking "Show Auto Saves", or selecting "Load Game" from the main menu and clicking on "Show Auto Saves". You will be shown a list of your saved games. Highlight the name of the game you wish to load and then click the "Load" button.

2. Saving and Mission Failures:

If you save your game during a mission failure, you may be unable to load a game from the load screen. In this case, exit and restart game. You will now be able to load a save game.

3. Overwriting Saved Games:

When saving your game over a previously existing save game file, you will not be able to update the name of the new save game file. In order to customize your save game filename, save your game in the "Empty" save game slot.

4. Running Multiple Instances Of Call Of Duty Burnville Demo

It is possible to, by repeatedly double-clicking the game executable, launch concurrently running instances of the Call Of Duty Burnville Demo. Activision does not recommend this, as it can cause significant performance degradation and graphical corruption.

WINDOWS® SPECIFIC OPERATING SYSTEM ISSUES

1. Virtual Memory Warnings in Windows® 2000 and Windows® XP:

In order to maximize the performance of the Call of Duty Burnville Demo, you must have at least 200 megabytes (MB) of free hard disk space available for the Windows® virtual memory swap file.

Users playing on machines using the Windows® 2000/XP operating systems that possess less than 600 megabytes (MB) of virtual memory may receive low virtual memory warnings. To avoid these warnings, please make sure you set your virtual memory settings to at least 600 megabytes (MB). In addition, the warning occurs when switching video settings while in the game. If you are in a game and you want to switch video settings, please exit to the main menu first and then make the desired changes.

To adjust your virtual memory settings, please do the following:

For Windows XP systems:

- Right click the My Computer icon
- Select Properties
- Select the Performance tab
- Select Virtual Memory.

For Windows 2000 systems:

- Right click the My Computer icon
- Select Properties
- Select Advanced
- Select Performance Options.

2. Shift Key in Windows 2000/XP Interrupts Game:

If you press the Shift key 5 times consecutively in Windows® 2000 or Windows® XP the following message should appear:

"By pressing the SHIFT key five times you have turned on the StickyKeys feature in Windows® 2000 [or Windows® XP]. With this feature, you can lock down the CTRL, ALT, or SHIFT keys. This is useful if you are unable to hold down more than one key at a time.

Click OK to turn this feature on. If you do not want to use the feature, click Cancel.

<check box> Turn off keyboard shortcut for this accessibility feature.

<OK>

<CANCEL>

<SETTINGS>"

To avoid this happening in the future, click the settings button on the window referenced above. When the accessibility options screen appears, click the "Settings" button in the "Sticky Keys" portion of the window. On the next window (should be labeled "Settings For Sticky Keys"), uncheck in the box that says "Use shortcut", then click on "Apply", and close the windows. The problem should not occur once the shortcut has been disabled.

3. Windows® Key Interrupts Game in 2000/XP:

If the Windows® key is pressed during game play, the Start Menu will interrupt the game. Should this happen, simply press the Escape (Esc) key to close the menu and return to the game. Unfortunately there is no way to prevent this from happening again except by being careful not to hit those keys while playing.

4. CTRL-ALT-DEL Freezes System On Windows® 2000:

If the CTRL-ALT-DEL keys are pressed during game play, the screen will become corrupt and sometimes the system may become unstable. Should this happen, simply press the Escape (Esc) key to return to the game or reboot the computer and refrain from trying to access the task manager while playing the game.

5. Game Icons Are Missing From Start Menu And/Or Desktop In Windows® 2000/XP:

When installing the Call of Duty Burnville Demo while logged into Windows® as a specific user, the game icons will only show up when logging in as that user. For example, if you log into Windows® as "JoeUser", install the game, then log out and log back in as "JaneUser", the game icons will not show up. If you wish to play the game, make sure you log into Windows® as the same user you were logged in as when you installed the game.

CoDTurkiye