



Help!

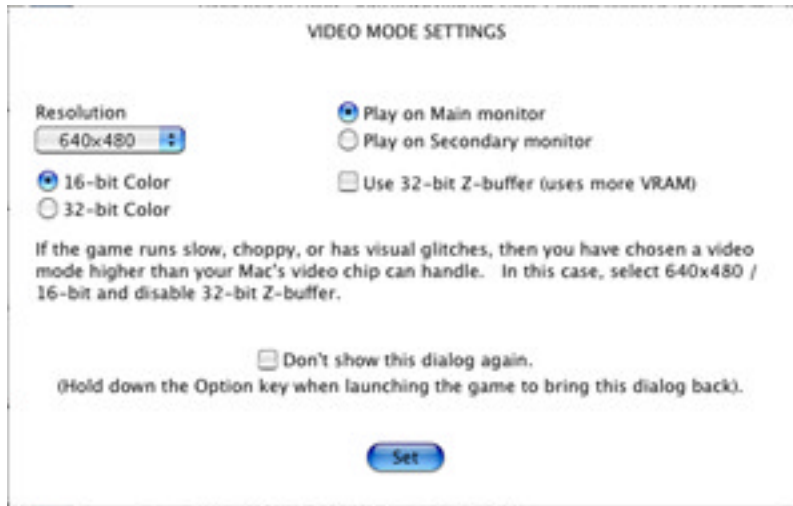
Questions & Answers

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Q: THE TEXTURES AND/OR VIDEO ARE MESSED UP

A: The first thing you should do is be sure you didn't select a video mode that your video card is not capable of handling. When you launch Bugdom 2 and see the Video Mode Settings dialog, select the lowest possible mode which is typically 640x480 / 16-bit Color. Also make sure the 32-bit Z-Buffer option is NOT selected. If the game runs okay in that mode then you can slowly increase the resolution and color depth until the game fails again. Then you'll know what your video card is capable of.



Secondly, there is a bug in OpenGL on OS 10.2 which occasionally causes some game textures to display as garbage (see image below). To fix this, simply reboot.



Q: THE GAME IS RUNNING REALLY SLOW

A: This problem is almost always caused by running the game at too high of a video mode for the video card you have installed. Try playing the game at 640x480 resolution as described earlier.

If you are on OS 9, then it is also possible that the game is running in Software Rendering mode rather than Hardware Accelerated mode. You should reinstall your video card's drivers, or reinstall OpenGL.

The only other known explanation is that you are simply running the game on a Mac which is lower than the game's minimum system requirements.

Q: CAN I CHANGE THE VOLUME OF THE GAME?

A: Yes, the +/- keys (on the US keyboard) will raise and lower the global volume of the game. You can press the M key to toggle the Music on and off. If you don't hear anything and raising the volume has no effect then your Mac's System Volume is probably turned off. In this case you should Quit the game and check the Mac's volume in the System Preferences (OS X), or Control Panels (OS 9).

Q: HOW CAN I USE MY GAMEPAD WITH BUGDOM 2?

A: At any time you can press the F2 key to bring up the Input Sprocket Configuration dialog on OS 9, or the Gamepad Configuration Dialog on OS X.

Q: HOW CAN I USE MY JOYSTICK WITH BUGDOM 2?

A: Bugdom will only work with the mouse, keyboard, and gamepads when running on OS X. It will not recognize other input devices on OS X, but it will recognize almost all input devices when running on OS 9.