



MEMORY SHORTAGE

T-zer0 needs a lot of CHIP memory available. If the game won't load (or crashes when loading a level) even though you disabled everything from startup drawer and script, do the following:

- Boot without startup sequence**
- Type SETPATCH <press enter>**
- Type MOUNT CD0: <press enter> (this mounts the CD-ROM)**
- Type AVAIL <press enter>. You should have more than 1950000 bytes of CHIP memory available**
- Now just go to the T-zer0 directory on your HD and run the game**

CD AUDIO WON'T WORK

Let's try it with the included pnpatapi software:

- In your startup-sequence and/or user-startup remark all the instructions that currently control your CD (by putting a semi-colon (;) at the beginning of each line). This would be anything related to IDEfix (LoadIDE, Activatecrossidefix), AsimCDFS, etc.**
- Move the CD0 file from your devs/dosdrivers directory somewhere else (e.g. storage/dosdrivers)**
- Start the pnpatapi installation program.**
- Choose to install all the tools, click "proceed"**
- Choose the CDplusplusFS, click "proceed"**
- When asked "Do you want that that the drive will be started automatically.....", choose "automount on boot"v - Finish the installation**
- Restart your Amiga, and insert T-zero CD in your CD-ROM. You should be able to see it on your desktop**
- Before running the game, you may want to do a little test and start TRKDownload from utilities drawer on your hard drive. This small CD-DA player should be able to read the music from T-zero CD. If it does, the game will too.**