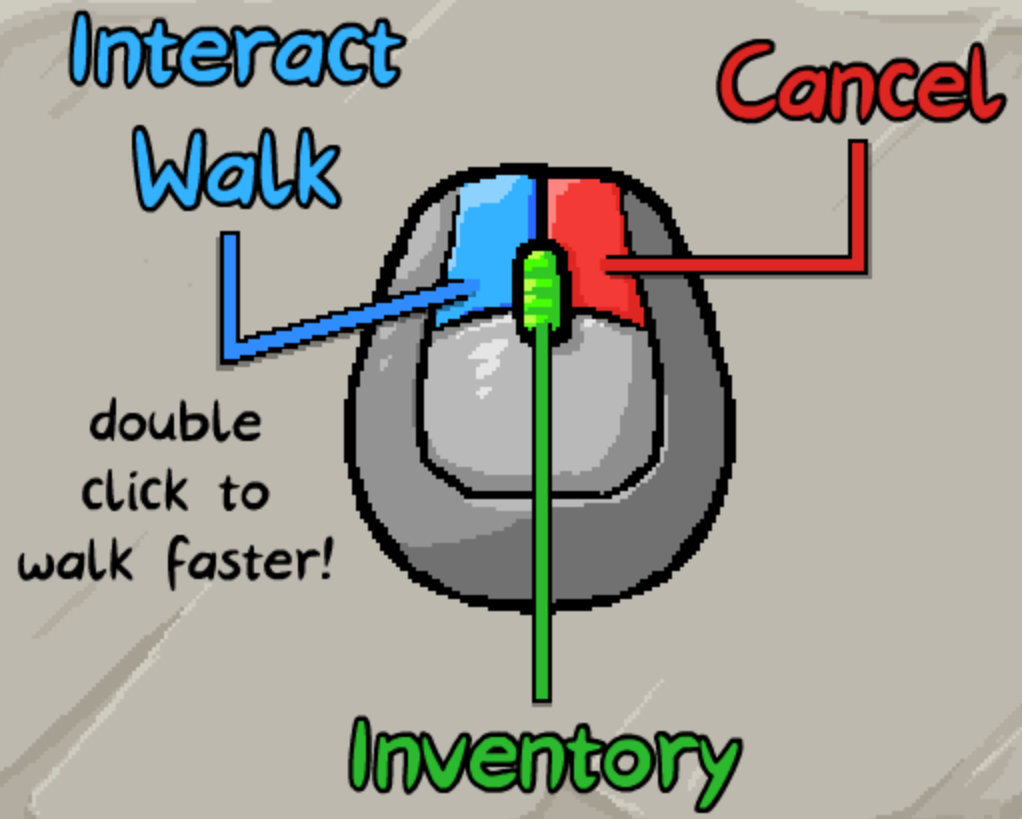
Controls and cursors



Nothing

Walkable area

Action available

Press and hold the left mouse button, when the cursor is yellow, to open the verb coin menu...

...Then release the left mouse button when the cursor hovers over one of the action icons!

Pause/Menu

Show dropped items

Verb coin action icons and interface

Look at...

Talk with someone

Take/use/operate
(outside inventory)

Use/combine
(inside inventory)

Drop item
(inside inventory)

Special action
(see what exactly
it does yourself!)

Your backpack
(when available)

Current location
mini-map, where:

Your
position

Dropped
items

The story so far...

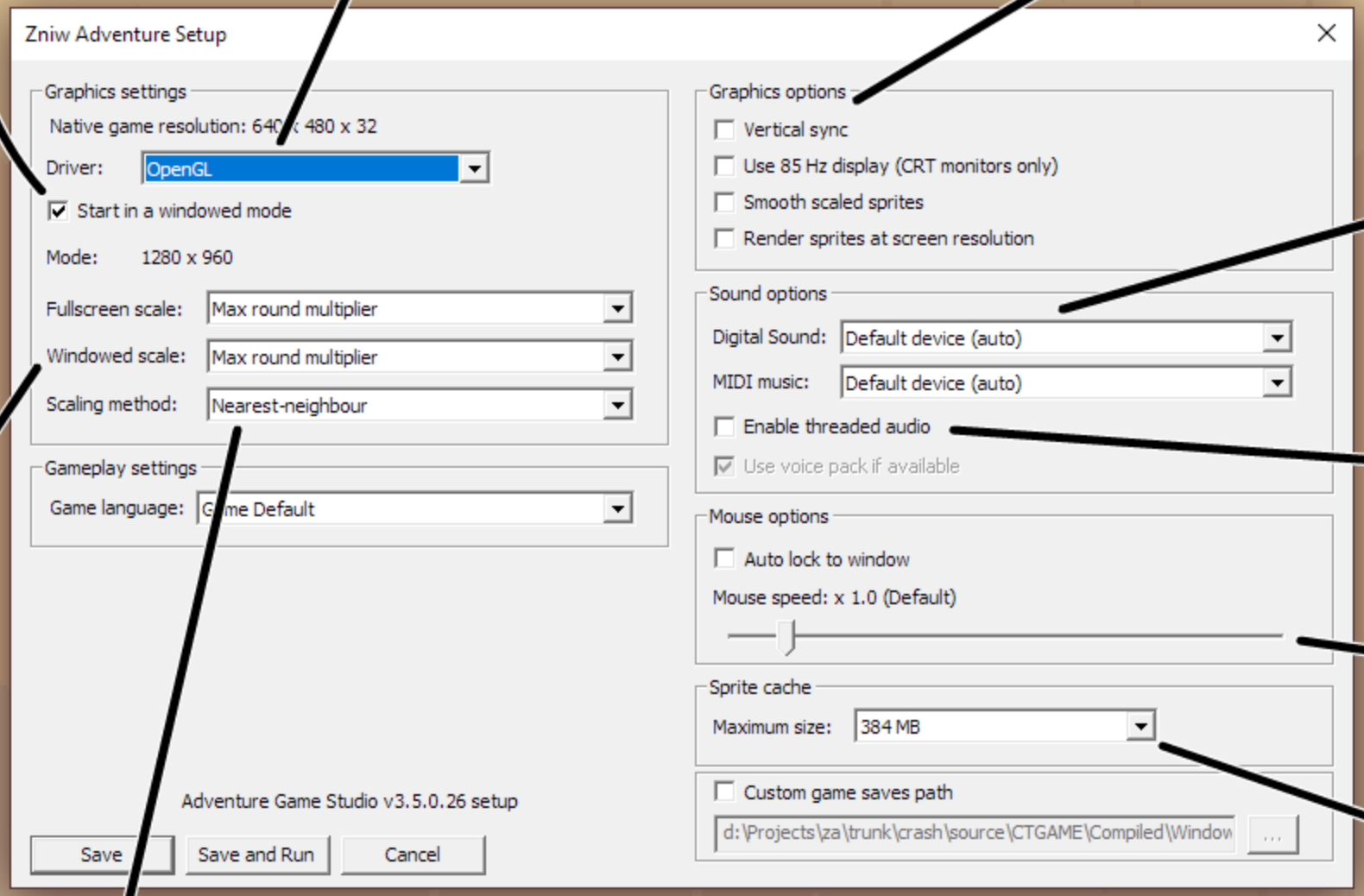
Pause/menu

Show dropped items

Configuration tool (winsetup.exe)

Driver select: Direct3D, OpenGL or software (recommended: OpenGL)

Toggle to switch between fullscreen and windowed mode



Advanced graphic options:

**** Vertical sync***

Forces vertical synchronisation, for the software driver only

**** Use 85 Hz display***

Eliminates/reduces flicker, but on CRT monitors only

**** Smooth scaled sprites***

Applies anti-aliasing to scaled characters. Off by default

**** Render sprites at screen resolution***

Reduces pixelation of characters on large resolutions. Off by default

Select the digital audio device here! Don't worry about MIDI, it's not used in this game!

Toggle this box if you experience any audio problems

This slider lets you adjust your mouse cursor speed in game

Sets how much of memory will be used for the graphic data, default is 384 MB.

Fullscreen and windowed scaling modes:

**** max-rounded multiplier***

Monitor resolution, keeps the pixel size ratio

**** stretched to fit screen***

Monitor resolution, but without keeping the aspect ratio, or the pixel size ratio

**** stretched to fit screen (preserve aspect ratio)***

Monitor resolution, keeps the aspect ratio, but stretches the pixel size

**** x2***

Runs the game in a 1280x960 resolution, default setting

Game scaling algorithm:

**** nearest-neighbour***

Binary filter, without any additional operations, default and recommended setting

**** linear interpolation***

All pixels are scaled, and blurred a little bit, to appear better on large resolutions, especially when the aspect/pixel size ratio is not kept

Frequently asked questions

Q: *The game has a noticeable slowdown/stutter in random places, or while the GUI elements are displayed.*

A:

* Make sure your PC meets the hardware requirements.

* Increase the sprite cache size, preferably to 384/512 MB (see page 3). It should help in most cases, but don't increase it too much, if you don't have enough free memory.

* If you're running the game on a dual-GPU notebook (like Intel HD & nVidia/ATI card combo), be sure to run Zniw Adventure on the high performance GPU (nVidia/ATI). Also, be sure to play it on an either balanced or high-performance power plan, as sometimes it may force the applications to run on the power-saving GPU, or throttle the CPU.

* If you're running the game on an older/power saving hard drive, you can try either disabling the power saving features, or use a third party utility, such as KeepAliveHD, to prevent it from spinning down and entering power saving mode.

* Avoid having lots of things opened in the background, that may gobble system resources, while running the game.

Q: *The game shows an "Unable to change datafile: file not found [file name]" error after the opening movie, and quits.*

A: You probably have some non-standard ASCII characters in the game's path (like cyrillic or greek alphabet etc.), which are breaking the engine's file parser. Please install the game to a location without such ASCII characters, like c:\zniw adventure, and try again.

Q: *After selecting the language, and watching the opening movie, the game displays an audio hardware initialization error and quits.*

Q: *The game shows a "failed to init digital sound driver" prompt before launching, and crashes/quits.*

A: Run the configuration tool and select an appropriate digital audio device (see page 3) and try running the game again. If you don't see any options in the Digital Sound droplist, make sure you have installed, up-to-date and working drivers for your audio card and DirectX 9 (or better) package. Also, make sure Windows Media Player is not running in the background.

Q: *The game shows a "failed to init MIDI music driver" prompt before launching, and crashes/quits.*

A: Disable the MIDI device in the configuration tool (select "No music" in the MIDI music dropdown menu, see page 3), and try running the game again.

Q: *Trying to run the game in fullscreen mode results in a black screen.*

A: Change the full screen scale to a different mode, as your monitor/graphic card might not support the selected method (see page 3). Also, if you're running the game on a multi-monitor setup, be sure to use the primary one (or switch to windowed mode).