Connectix

Virtual Game Station™ v. 1.4 for Macintosh and Windows®
Frequently Asked Questions

This document includes both FAQ versions:
- Macintosh
- Windows

General Info - Mac

Q: What is Connectix Virtual Game Station (CVGS) for Macintosh?

A: CVGS for Macintosh is a software application that lets you play many popular games designed for the Sony PlayStation® on your G3 or G4 processor Macintosh running the Mac OS. Hundreds of recommended games can be found at www.connectix.com.

Q: Where can I purchase CVGS?

A: CVGS is available at most software retail locations, mail-order catalogs, online stores, and directly through the Connectix eStore at www.connectix.com.

Q: Are there any CVGS reviews available?

A: Yes! The latest CVGS news and product reviews can be found on the Virtual Game Station product page at www.connectix.com.

Q: Is there a version of CVGS for Windows?

A: Yes! Information about CVGS for Windows can be found on the Virtual Game Station product page at www.connectix.com.

Compatibility & Requirements - Mac

Q: Does CVGS play all PlayStation games?

A: No, not all games play well on CVGS, or play at all. However, a listing of hundreds of recommended games that have been tested for playability can be found at www.connectix.com.

Q: How do I know if CVGS plays the game I want?

A: Many PlayStation games are tested on CVGS by Connectix Testers of Playability, who have compiled a list of games that are recommended for use with CVGS for Macintosh running on Macs that meet the recommended system requirements. The CVGS Recommended Games List consists of hundreds of games and can be found on the Virtual Game Station product page at www.connectix.com.

Please review the Recommended Games List carefully before buying any game for use with CVGS. Many retailers will not accept a return on a game once it has been opened, and Connectix is not liable for refunding your game purchase. Connectix works hard to support many PlayStation games, and updates the Recommended Games List when possible, but does not guarantee compatibility with any game.

If you encounter problems with a specific game on CVGS, please send the details via the Connectix Technical Support email form. Although this does not guarantee that the problem will be fixed, improvements are made whenever possible and released as an update. Bug fixes and maintenance updates are typically released as free updaters. However, some fixes may be included with major feature additions and sold as upgrades. The Connectix Technical Support email form and software updates can be found on the Virtual Game Station product page at www.connectix.com.

Q: Can CVGS be used with any DVD-ROM drive?

A: No. Some laptop DVD-ROM drives are unable to read PlayStation game disks. DVD-ROM drives that appear to work with CVGS and PlayStation games are:

- Desktop DVD-ROM drives
- Apple laptop DVD-ROM drives

Q: Can you play games on CVGS using devices other than the keyboard?

A: Yes! CVGS for Macintosh supports most game controllers compatible with Apple InputSprockets.

Q: Can PlayStation controllers be used with CVGS?

A: Yes! PSX to USB adapters, which allow you to plug PlayStation controllers into a USB port, can be used with CVGS.

Q: Can I save data from my games on CVGS like on a PlayStation?

A: Yes! CVGS uses virtual Memory Cards to save your game data. Virtual Memory Cards are saved on your hard drive, and you can create as many as your hard drive will hold. You can even exchange and share virtual Memory Cards electronically.

Q: Can I use PlayStation Memory Cards with CVGS?

A: Yes, but not directly. Game files can be extracted from a PlayStation Memory Card using a DexDrive and saved in the DexDrive file format. You can then import these files and convert them into virtual Memory Cards for use with CVGS. For more information about the DexDrive, go to www.interact-acc.com.

Q: Is CVGS for Macintosh compatible with 3D-accelerator cards?

A: No, CVGS for Macintosh is designed specifically for the ATI video hardware included with every factory original G3/G4 processor Mac. Other video

accelerators will not be used by CVGS, since they will have no effect on its performance.

Q: What are the system requirements for CVGS for Macintosh?

A: CVGS for Macintosh — System Requirements:
- Mac OS 8 or higher
- Factory original G3* or G4 processor (300 MHz or higher recommended) — Not compatible with G3/G4 upgrade cards
- 10 MB RAM
- 3.5 MB hard disk space (5 MB recommended)
- Apple CD-ROM or DVD-ROM/RAM drive with Apple drivers

* CVGS for Macintosh is incompatible with the following G3 models:
- PowerBook G3 with the form factor of a PowerBook 3400, introduced October 1997 (Family Number M3553 — Gestalt 313).
- 233 MHz PowerBook G3 with the 12.1" passive matrix screen, introduced May 1998 (Family Number M4753 — Gestalt 314).

If you are uncertain as to which PowerBook G3 model you own visit Apple's Tech Info Library for more information, go to http://til.info.apple.com/techinfo.nsf/artnum/n24604.

Q: Is CVGS compatible with Mac OS X?

A: No, not at this time.

Performance - Mac

Q: What can I do to maximize the performance of CVGS for Macintosh

A: CVGS is already highly optimized. For example, if CVGS detects that it is not keeping up with the game action, it will automatically reduce the video frame rate to maintain user control, which sometimes lead to choppy video. Some other things to consider when striving for optimum performance are:
- Do not run other applications at the same time as CVGS
- Faster Processor
- Larger level 2 (L2) cache: All Power Macintosh G3/G4 systems include a hardware chip called aL2 cache that stores information recently and frequently used by the G3 processor. The larger your L2 cache, the better CVGS will perform.
- More RAM
- Reduce number of Extensions and Control Panels in System Folder. The minimum extension set for CVGS for Macintosh is:
  - Apple CD-ROM/DVD Extensions.
  - ATI Video Extensions
  - InputSprockets
  - QuickDraw 3D
  - USB Extensions (if using a USB input device)

Legal - Mac

Q: Will CVGS allow me to run "bootleg," or illegally duplicated, PlayStation games?

A: Duplicating PlayStation games is illegal, damages the industry that provides the games, and is something Connectix adamantly opposes. We have built copy protection systems into CVGS to try to prevent use of "bootleg" copied games and we ask our customers to support the game industry by avoiding this illegal practice.

International - Mac

Q: Does CVGS for Macintosh support PAL games?

A: Yes! CVGS for Macintosh has newly enhanced PAL support in versions 1.4 and higher. However, PAL support still has some limitations, and users should refer to the CVGS Recommended Games List prior to purchase. Go to www.connectix.com.

Q: Is CVGS available internationally?

A: Yes! CVGS for Macintosh began shipping internationally with version 1.4, and is available at most software retail locations, mail-order catalogs, online stores, and directly through the Connectix eStore at www.connectix.com.

Q: Will CVGS be sold in Japan and Australia?

A: Currently, Connectix does not sell CVGS in Japan or Australia. At this point, we have no plans for adding distribution in these countries. In the unlikely event of a change in policy, information will be posted on the Virtual Game Station product page at www.connectix.com.

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General Info - Windows

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Q: How do I know if CVGS plays the game I want?

A: Many PlayStation games are tested on CVGS by Connectix Testers of Playability, who have compiled a list of games that are recommended for use with CVGS for Windows running on PCs that meet the recommended system requirements. The CVGS Recommended Games List consists of hundreds of games and can be found on the Virtual Game Station product page at www.connectix.com..
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- Desktop DVD-ROM drives
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Q: Can you play games on CVGS using devices other than a keyboard?

A: Yes! CVGS for Windows supports most game controllers compatible with Microsoft DirectX 6.1 or later.

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Q: Is CVGS for Windows compatible with 3D-accelerator cards?

A: Yes, CVGS for Windows is compatible with most 3D-accelerators for the PC. However, it will not take advantage of the its 3D rendering capabilities.

Q: What are the system requirements for CVGS for Windows?

A: CVGS for Windows – System Requirements:
Windows 95 or Windows 98

Pentium II, Pentium III, Celeron or compatible processor, 266 MHz minimum (400 MHz or higher recommended)

- Level 2 cache
- 32 MB RAM
- 75 MB hard disk space
- 16-bit video card (24-bit or higher recommended)
- DirectX 6.1* compatible video and sound card with drivers
- 8x or higher CD-ROM or desktop DVD-ROM drive**

* If DirectX is not installed on you computer, CVGS CD-ROM installs it for you.
** Some laptop DVD-ROM drives are unable to read game disks.

Q: Is CVGS compatible with Windows NT, Windows 2000, or Windows Me?

A: No, not at this time.

Performance - Windows

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A: CVGS is already highly optimized. For example, if CVGS detects that it is not keeping up with the game action, it will automatically reduce the video frame rate to maintain user control, which sometimes lead to choppy video. Some other things to consider when striving for optimum performance are:

- Do not run other applications at the same time as CVGS
- Faster processor
- Faster video card
- More RAM

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