EF 1 Known Problems

General Troubleshooting

The game is derived from Quake III Arena. As such it is actually rather stable, as long as only default settings are being used. Settings are nativly stored in the game's folder. With newer variations it might also store those in the users home folder. So most problems can be remedied by starting fresh. This can mean, renaming the old configuration folder (backup). But for a more details description, why you might do, if the game causes you trouble, try one of the following steps:

- Reboot your Computer and try again
- Remove all Mods/Maps/Skins and try again
- Remove/rename your config file (see sections Location of the config files/mods/maps and Name of the Configuration Files)
- Rename the game executable to quake3 or *quake3.exe*.
- Make sure you have the latest graphics drivers for your system installed
- Reinstall the game *in a different* folder
- Enable Vertical Sync/V-Sync/Monitor Sync in Video/Advanced Settings
- Disable antialiasing in Video/Advanced Settings
- Disable OpenGL extensions in Video/Advanced Settings
- [For Laptops] Change the power saving options of your graphics card in the energy options of Windows
- Change the power saving options of your processor in the energy options of Windows

Your CPU should not go under 75% to provide a smooth gaming experience.

Bots Cannot Join Local Match

In vanilla EF 0.28 to 1.2 and also older versions of ioEF, cMod and Lilium Voyager there is a bug that may prevent you from playing against bots when opening a listen server. It might even block you from putting one up in the first place: When setting `g_password` and adding bots later on, they can "connect" to the server but not enter the match. If you set `g_password` in `hmconfig.cfg` and make it read-only, the game will set `g_password` accordingly, which will also prevent yourself from joining the match. So if you want to play with bots, don't use it.

Shadows are Messed Up

Especially with the GOG version you might notice that your shadow seems to be translucent or glitching somehow. This is due to not properly working volumetric shadows. Those were supposed to look better than the spherically shaped shadows, but never really worked on the original game. (This goes *not* for the ioQuake based versions.) In order to get rid of this problem, set `cg_shadows` to 1, instead of 2. The shadows might look more dull this way, but they work.

Game Cannot Find the CD (MacOS)

It is known to happen on MacOS, that the game does not find the actually already inserted CD, when trying to play it. This can be solved by replacing the »Bink Carbon Library« in the Elite Force Folder with a newer version. You can get it from the Neverwinter Nights. The version 1.6a coming with »Railroad Tycoon 3« or »Call of Duty Unite Offense« single player does not work however.

Game Crashing on MacOS

It might be necessary to set r_smp to 0. This turns of multi CPU usage.

Star Trek: Voyager Elite Force