Setting Up EF

Installation

First of all, you need to get the game to work. Nowadays this can't be taken for granted, even though the game itself runs quite reliably. There are some requirements to be met: The Quake 3 engine and the whole game is based on OpenGL, which means that you should have OpenGL installed with your graphics drivers. So if you only use the standard Windows drivers, you might find that the game refuses to start because OpenGL is not found. This is usually solved by the latest drivers from the graphics card manufacturer, which should include this. If necessary, you can also try the OpenGL drivers included on the CD (only for Windows). You have to start the file `glsetup.117.exe` in the directory `\Setup\GlSetup` on the EF installation CD. But this doesn't work for everyone, so better search for your own graphics card drivers right away. The manufacturers usually help out. CD keys are actually automatically integrated by the installer during the game, so they are not requested. But if there should be problems with it for any reason, you should note down or save your key beforehand. Otherwise you have to reinstall/copy. Dedicated servers do not query the key and do not check if they are free on the Internet. So you can actually take any key as long as it is genuine.

The game itself requires a few files from the CD. The key file `efq3.key`, the archive file(s) `pak0.pk3` (and possibly `pak1.pk3` and `pak2.pk3` for version 1.2) in the `baseEF` folder, as well as the files `stvoy.exe` and `stvoyHM.exe` in the root directory are required by the CD. On some systems the DLLs `FFC10.dll`, `efuix86.dll`, `efgamex86.dll` and `binkw32.dll` are also required for the single player in the root directory. For the expansion pack the files `pak3.pk3` and `expefq3.key` are added. If you want, add [ioEF](#) or [Lilium Voyager](#) as well. The `*.pk3` files belong into the `baseEF` subdirectory of the EF installation, the rest into the root directory. With ioEF or Lilium Voyager these files could also be located in the corresponding directory of the home folder. Since they are assumed to be the same for all players on the same computer, nevertheless it makes sense to store them in the game directory. The `*.key` or `*.dll` files and the binaries (`*.exe`) belong in the root directory of EF. For ioEF and Lilium Voyager please see the corresponding sections below.

In times of Win64 and third-party patches, classic installation is not always as easy. So here is a short summary on how to get EF installed via the installer.

Windows

- 64 Bit
  1. *DriveLetter*:`\Setup\Setup.exe` (because the starter no longer works under Windows 64 Bit)
  2. Install the expansion pack (usually this starter works fine)
  3. Install new binaries (one of them is sufficient):
     - (Recommended:) Download the binary files for Lilium Voyager (e.g. from [here](#)) and extract them into the game directory. For playing the files `liliumvoyhm.x86_64.exe`, `liliumvoyhm_renderer_opengl1_x86_64.dll`, `liliumvoyhm_renderer_opengl2_x86_64.dll` and `SDL264.dll` are sufficient. If you also want to set up a dedicated server, you also require the `liliumvoyded.x86_64.exe`.
     - alternatively go to http://thilo.tjps.eu/efport-progress/bin/win64 and download the

files `iostvoyHM-1.38_rc1.x64.exe`, `SDL64.dll` and `renderer_opengl1_x64.dll` into the EF directory. (This is not the recommended version, but still better than the vanilla game binary.) The `*.dll` files may also be stored in the Windows directory (`%windir%`), but you need admin rights and there may be some side effects.

- 32 Bit
  1. Install EF
  2. Install the Expansion Pack
  3. Install new binaries (one of them is sufficient):
     - (Recommended:) Download the binary files for Lilium Voyager (see https://www.mobile-infanterie.de/lilium-voyager/) and extract them into the game directory. For playing the files `liliumvoyhm.x86.exe`, `liliumvoyhm_renderer_opengl1_x86.dll`, `liliumvoyhm_renderer_opengl2_x86.dll` and `SDL2.dll` are sufficient. If you also want to set up a dedicated server, you also require the `liliumvoyded.x86.exe`.
     - Alternatively go to http://thilo.tjps.eu/efport-progress/bin/win32 and download the files `iostvoyHM-1.38_rc1.x86.exe` and `renderer_opengl1_x86.dll` into the EF directory. Download the Lib-SDL 1.2 (*not* the version 2!) for 32 bit and copy the `SDL.dll` in the archive into the EF directory. The `*.dll-files` could also be stored in the Windows directory (`%windir%`), but you need admin rights and there may be some side effects.
- Problems with Win 10: Recently there may be a problem with the installation under Windows 10. The actual installer starts, but at 100% it simply doesn't continue. This can be solved as described in Continuing Hanging Installers Windows 10. If nothing happens with the first selected installer process, you can try the same with the other two processes. If there is nothing left, the installer should simply continue to run.
- Alternatively, you can manually copy EF from the CDs. You need the files `pak0.pk3` to `pak3.pk3` (depending on version and use of the expansion pack). These should be copied to a folder named `baseEF`. One level above should be the files `FFC10.dll`, `efuix86.dll`, `efgamex86.dll` `binkw32.dll`, `stvoy.exe` and `stvoyHM.exe`, with which the single player or multiplayer is started, and the CD keys `efq3.key` or `expefq3.key`. The files are stored on the CDs in the folder `Setup`.

Linux

- In principle you should be able to use the Linux installer for both. The execution takes place via file name. For this the file must first be set to executable permission first.
- Either you have the CDs with the installer at hand during the installation or you copy the files manually into the EF directory as described above. However, the installation created in this way is not suitable for the single player. Wine would be necessary to install EF in a classic fashion: As described for Windows and then play via Wine.
- 64 Bit:
  1. Get binaries (one of both is enough):
     - Download the binary files for Lilium Voyager (see https://www.mobile-infanterie.de/lilium-voyager/) and extract them into the game directory. The files `liliumvoyhm.x86_64`, `liliumvoyhm_renderer_opengl1_x86_64.so`, and `liliumvoyhm_renderer_opengl2_x86_64.so` are sufficient for playing. If you also want to set up a dedicated server, you also need the `liliumvoyded.x86_64`.

They belong in the game directory. The `liliumvoyhm.x86_64` or `liliumvoyded.x86_64` must be made executable if necessary still.

- Load the files `renderer_opengl1_x86_64.so` and `iostvoyHM-1.38_rc1.x86_64` from http://thilo.tjps.eu/efport-progress/bin/linux into the EF directory. Make the latter executable.

2. `sudo apt-get install libsdl1.2-dev` or something similar for your distribution to install the lib-SDL 1.2 (it needs *not* the version 2).

- 32 Bit
    1. Get binaries (one of both is enough):
        - Download the binary files for Lilium Voyager (see Downloads) and extract them into the game directory. The files `liliumvoyhm.x86`, `liliumvoyhm_renderer_opengl1_x86.so`, and `liliumvoyhm_renderer_opengl2_x86.so` are sufficient for playing. If you also want to set up a dedicated server, you also need the `liliumvoyded.x86`. They belong in the game directory. The `liliumvoyhm.x86` or `liliumvoyded.x86` must be made executable in some cases.
        - Load the files `renderer_opengl1_i386.so` and `iostvoyHM-1.38_rc1.i386` from http://thilo.tjps.eu/efport-progress/bin/linux into the EF directory. Make the latter executable.
    2. `sudo apt-get install libsdl1.2-dev:i386` or something similar for your distribution to install the lib-SDL 1.2 (it doesn't need the version 2!). It may be necessary to install the libraries `libvorbisfile3:i386`, `libcurl3:i386` and `libmad0-dev:i386` for the 32-bit version. At least for the 32-bit 1.37 version they are necessary.
- If the game does not want to start, install the following libraries (if declared as required) : `libmad`, `libogg`, `libvorbis`, `libvorbisfile`, `libopenal` and `libcurl`.

Steam Deck

- Add »Bottles« into Steam OS
- Launch it in Gaming mode
- Navigate to GOG Launcher and start EF.

Expansion Pack

The Expansion Pack is not mandatory, but has the advantage that the 1.2 patch (for Windows) is already included, along with additional game assets, like a number of good maps. To play the single-player you need the EP-CD. The circulating single player crack no longer works! The multiplayer crack still works. But for multi-player you better use the newer Versions.

Problems with CD Keys

CD key too short

There were apparently some CDs with a CD key that was wrongly too short with only 17 characters integrated. In these cases, it helps to append a `0` in case EF asks for it. If another one has already been entered, open the file `efq3.key` in the `baseEF` folder of the EF installation and add `0` as the

18th character.

No CD key included, despite query

If you install the EF version from the „Star Trek: Action Pack", this query will appear. You can cancel the dialog here, because the installer installs the CD-Key afterwards.

Hunk_Alloc failed

This error occurs when Elite Force does not have enough memory available, or vice versa, too big maps, models and other extensions are loaded. EF does not use all available RAM by default. You can raise the limit yourself: Put `+seta com_hunkmegs x` in the starting command (e.g the Windows link file), with `x` as the amount for RAM to be used in MB. Alternatively you can of course clean up your EF folder and remove maps & stuff you no longer need. However, it is also sufficient to move the less frequently used `*.pk3` files to another folder that EF does not access (e.g. create a subfolder *Backup*). Other variables, that might have similar effects are *com_zoneMegs* and *com_soundMegs*.

Z_malloc: Failed on Allocation of XX Bytes

This message is the same problem as the previous one.

Graphics Problems with ATI/AMD Graphics Cards on New Systems

The OpenGL implementation of AMD graphics cards often causes problems with old games. There is apparently a workaround that is described here.

Skipping the Intro

By default the Single Player plays the usual Vendor Intro every time you start the SP. This can be automatically skipped by appending the parameter `+nointro` to the running command in the Windows link file. So an example might look like this:

```
"C:\Games\Star Trek Voyager Elite Force GOG\stvoy.exe" +nointro
```

Downloads

- Lilium Voyager Version 1.40, Win32, x86
- Lilium Voyager Version 1.40, Win32, x64
- Lilium Voyager Version 1.40, Linux, x86

- Lilium Voyager Version 1.40, Linux, x64
- Lilium Voyager Version 1.40, MacOS, x64
- Lilium Voyager Version 1.40, ARM

Star Trek: Voyager Elite Force

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