

# Armada 1 Known Problems

There are a number of well-known problems from being just annoy to not being able to start *Star Trek: Armada*. Most can actually be solved or worked around rather easily.

## Sound Stutters on XP

If you leave the [DirectX](#) settings as they are by default on Windows XP, the sound will stutter, or the sounds will be chopped or not played at all. This can be fixed by turning off the sound acceleration or setting it to the lowest level. You can do this with the tool dxdiag, which you can start by *Run* in the start menu. However, it is advisable to reset this after playing, as otherwise the sound will be stuttering in other applications (e.g. VLC).

## Multiple Screens Crash the Game

When using multiple screens, the game may crash right after starting it. Unplug your additional screen(s) and only leave the one attached, that you intend to use when playing the game.

## Too High Resolutions Crash the Game

When using the 1.3 patch with *the CD version* and trying to set a resolution higher than 2048×1536, the game crashes. The 1.3 patch gives the game 16:9 and 16:10 resolutions in addition to the original 4:3 resolutions, if supported by the hardware. There are however, problems when going beyond x- or y-resolution of 2048. Any resolution in x or y direction higher than 2048 causes problems in the form of crashes back to the desktop. But there is a workaround for that problem, the [Legacy Direct3D Resolution Hack](#). Simply place the files inside your Armada 1 folder and enjoy. The GOG version will not have this problem.

[List of tested resolutions, that were used successfully without any additional means](#)

- 2048x1536x32
- 1920x1440x32
- 1920x1200x32
- 1920x1080x32
- 1680x1050x32
- 1600x1200x32
- 1600x1024x32
- 1600x900x32
- 1440x900x32
- 1366x768x32
- 1360x768x32
- 1280x1024x32
- 1280x960x32

- 1280x800x32
- 1280x768x32
- 1280x720x32
- 1176x664x32
- 1152x864x32
- 1024x768x32
- 800x600x32
- 720x576x32
- 720x480x32
- 640x480x32
- 640x480x16

## Game is Visible But Cannot be Joined

This problem presents itself in the following way: One player opens a match on his computer. Another waits for the game to show up, which it eventually does (it may take a moment to find it). But when actually trying to access the match, the game claims, that the match has gone in the meantime (»The host of this game has been lost.«). Refreshing shows, the game is actually still open, but cannot be joined. Usually this happens, when the Windows firewall partially blocks the game. As a host allow the *Armada.exe* for free communications and this problem should be solved.

## The Auto-Assimilator Soundeffect does not Cease

It happens (rather often) that the [special weapon of the Assimilator](#) unit of the Borg is used, but once it is not active any more, its sound effect still continues indefinitely. This can easily be stopped by shortly opening the game's menus (CTRL + x) and closing it. Once the menu is closed, the sound will be gone.

## Mouse Pointer Stays in the Center of the Screen

It happens from time to time, that the Windows mouse pointer is visible at the center of the screen and won't go away on its own. This can also be solved by opening the menus for a moment (CTRL + x). Once the menu is closed, the pointer will be gone.

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