GALAHs Fifa2000 3D Patch
Version - 3.20

Features:
- Latest Direct3D thrash driver (DirectX Acceleration)
- Latest Voodoo2 thrash driver (Glide3x Acceleration)
- Latest 3DSetup utility from EA Sports

Benefits:
- 100% compatible with all 3D Accelerated graphic cards (D3D and 3dfx)
- 3dfx users can choose to use Glide or Direct3D acceleration.
- Required for Fifa2000 to run under Windows XP
- Direct3D mode has been fully tested with DirectX 9.0b
- The game will run smoother, faster and have clearer graphics.
- Supports the latest generation of graphic cards
- There is a wider selection of resolution options from 640x480 to 2048x1536
- Triple Buffering can now be enabled on all cards that support it.
- Uses a self-extracting installation process (Zipped to maximize download times)
- Only affects Fifa2000
- It's available for no charge!!!

System Requirements:
- EA Sports Fifa2000 to be installed
- Microsoft Windows 95 / 98 / ME / XP
- Microsoft DirectX 7 or higher installed.
- An Internet Browser
- Windows 9X systems requires WinZip, WinRAR or similar to be installed.
- 3dfx or Direct3D compatible graphics card or chipset.

Installation Process:
- Download fifa2000_3dpatch.zip
- Double-click to Open the file (Requires WinZip or similar)
- Double-click on setup.exe to start the installation
- Follow the on-screen prompts (see tutorial below)
- Modify your settings by using the 3DSetup utility (see tutorial below)

Uninstall:
- Go to the folder where FIFA 2000 is installed and **Replace** the following files found with those found on your FIFA2000 CD-ROM**.**

C:\Program Files\EA SPORTS\FIFA 2000\THRASH   voodoo2z.dll   dx6z.dll
C:\Program Files\EA SPORTS\FIFA 2000\3DSetup   3DSetup.exe   3DSetup.dll   3DSetup.ini

- **Delete** the following file located in the folder shown below:

C:\Program Files\EA SPORTS\FIFA 2000   Readme3D.html

Support:
- Email   -   galah_aus@yahoo.com
- Website   -   fifa.galahs.com.au

Troubleshooting:

- Ensure the patch was installed into your Fifa2000 folder. (See tutorial below)
- For best results this patch should be the first thing one installs after installing or re-installing Fifa2000
- Install the latest version of Microsoft DirectX that your system supports. Below is the DirectX version for each system GALAHs Fifa2000 3D Patch was tested with.

  Windows 95   - DirectX 8.0a
  Windows 98   - DirectX 9.0a
  Windows ME   - DirectX 9.0a
  Windows XP   - DirectX 9.0b

  You can get the latest DirectX version from:

  http://www.microsoft.com/directx

- Have the latest drivers for your graphics card installed. These can usually be obtained online from your graphic card manufacturers website.

- 3dfx Cards – With the collapse of 3dfx the latest drivers can be obtained from:

  The 3dfx Archive - **www.falconfly.de/3dfx**
  Voodoo Files – **www.voodooofiles.com**

  For 3dfx acceleration your drivers must support Glide3x (the last official 3dfx reference drivers released for each card does). This is especially important for Voodoo 1 and Voodoo Rush users. You can check this by searching your computer for a file named **glide3x.dll** in the following folder:

  Windows 9x – C:\Windows\System
  Windows XP – C:\Windows\System32

  GALAHs Fifa2000 3D Patch no longer supports Glide2x.

- The download file fifa2000_3dpatch.zip is compressed using the ZIP compression method. Windows XP can open this file without any additional software installed. Windows 95 / 98 and ME require a ZIP utility installed to open ZIP files. Many of these ZIP utility programs can be downloaded and used for free. My favourite ZIP utilities in order are:

  WinZip   **www.winzip.com** (Shareware)
  WinRAR   **www.rarsoft.com** (Shareware)
  FreeZip   **www.braxio.com** (Freeware)

  (Freeware – You can use these as much as you like without paying for them. They are Free!!!)
  (Shareware - If you use these packages for more than 30 days you *should* purchase them)
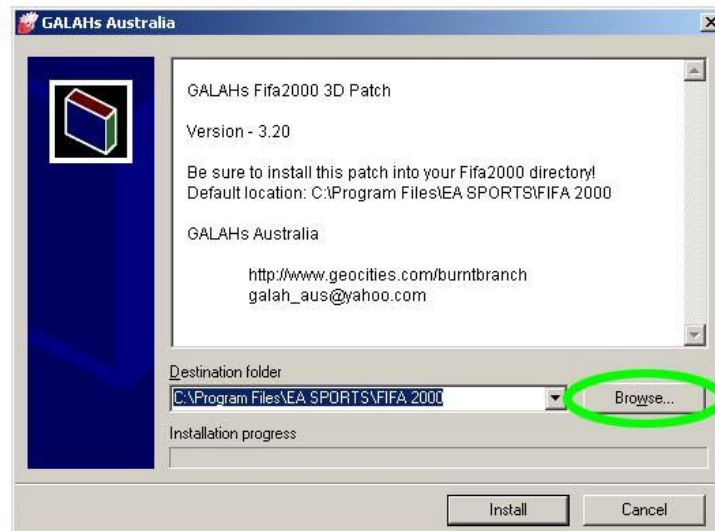
Tutorials:

- **Installation** - The most common problem is that the patch was not installed into the Fifa2000 folder. By default this should be located at:

C:\Program Files\EA SPORTS\FIFA 2000

If Fifa2000 is installed elsewhere, choose **Browse** from the Installation window. Search through your system until you find where Fifa2000 is installed, open its primary folder (which is usually named Fifa2000 or similar), and then click **OK.**

You will return to the screen below with the location of your Fifa2000 folder shown in the *Destination folder* drop-down text bar. Now select **Install.** The program will now install the files into the folder displayed in the *Destination folder* drop-down text bar.
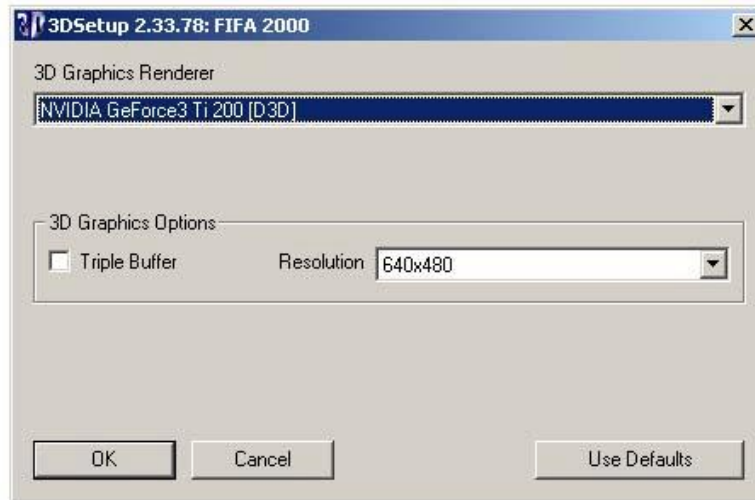
When it has completed it will display Readme3D.html. This file will confirm the installation has finished.

- **Activating** the patch is done by opening 3DSetup.exe and selecting your desired settings. This can be done through Windows Start menu.

Start, Programs, EA SPORTS, FIFA 2000, FIFA 2000 – 3D Setup

The following window will appear giving you three main options:

3D Graphics Renderer
This allows the user to choose the method of how the would like the computer to draw the screen graphics. Direct3D compatible cards will have two options whereas 3dfx users will have three. The options are:

Software Renderer – The computers CPU will do all the graphics work. This mode will produce the slowest in-game performance and the worst looking graphics. If your computer has a 3dfx or Direct3D compatible graphics system (most have), don't use this mode.
[D3D] – Uses Direct3D (a component of Microsoft's DirectX API) to take the graphic work away from the computers CPU and give it to the graphic card. This will produce faster game play and good graphics.
3dfx – Only users with a 3dfx Voodoo graphics card will get this option. It allows Fifa2000 to be rendered using 3dfx's own proprietary Glide API. For 3dfx users this will produce the best performance and graphical images.

Triple Buffer
If supported by your graphics card, this allows your computer to render the next two frames ahead of time whilst displaying the current frame on the screen. This will produce faster, smoother graphics with the penalty of slightly slower (you will not notice it) player input commands. I recommend you try the game with this setting on and off tso you can determine what is best for your system.

Resolution
This is the amount of graphical detail FIFA2000 will be rendered in. The higher the setting the more pixels used to make the image. This results in nicer looking graphics. Higher settings will require a faster computer and graphics system. Available options are dependant on your Video Card and monitors capabilities.

Once you have made your changes select **OK**. You can now run Fifa2000 and experience your graphic changes.

Details:

Windows XP Support:

To get Fifa2000 to work under Windows XP,
- install Fifa2000
- install GALAHs Fifa2000 3D Patch Version 3 or higher
- Run the Fifa2000 3DSetup utility from the start menu
- Select graphics mode, resolution and Triple Buffer options.
- Run Fifa 2000.
- **Do NOT use any Compatibility mode settings!!!**

Known Problems under Windows XP.
- **Problem:** Keyboard may become disabled after installing this patch during game play. It remains operational during the game menus however. This is a DirectX conflict.
- **Solution**: Use Gamepad or a Joystick for game play, or run at 640x480 resolution.
- **Note:** Problem does not seem to occur when using 3dfx Glide acceleration or Software rendering.

Report problems and suggestions relating to the patch on the Older FIFA Titles Forum at www.soccergaming.tv

Frame Rate:
FIFA 2000 is limited to your monitors refresh rate.

Resolution:
FIFA 2000 has no upper resolution limit, but a minimum resolution of 640x480.

Colour Depth:
FIFA 2000 is limited to 16bit colour.

Credits:
- GALAHs Australia
- Valiant Freak