

GALAHs Fifa2001 3D Patch

Version - 1.10

Features:

- Latest Direct3D thrash driver (DirectX 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.
- Direct3D mode has been 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 Fifa2001
- It's available for no charge!!!

System Requirements:

- EA Sports Fifa2001 to be installed
- Microsoft Windows 95 / 98 / ME / XP
- Microsoft DirectX 8 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 [fifa2001_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 2001 is installed and **Replace** the following files found with those found on your FIFA2001 CD-ROM.

C:\Program Files\EA SPORTS\FIFA 2001\thrash dx7z.dll
C:\Program Files\EA SPORTS\FIFA 2001\3DSetup 3DSetup.exe 3DSetup.dll 3DSetup.ini

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

C:\Program Files\EA SPORTS\FIFA 2001 Readme3D.html

Support:

- Email - galah_au@yahoo.com
- Website - fifa.galahs.com.au

Troubleshooting:

- Ensure the patch was installed into your Fifa2001 folder. (See tutorial below)
- For best results this patch should be the first thing one installs after installing or re-installing Fifa2001
- Install the latest version of Microsoft DirectX that your system supports. Below is the DirectX version for each system GALAHs Fifa2001 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 Fifa2001 3D Patch does not support Glide2x.

- The download file [fifa2001_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 Fifa2001 folder. By default this should be located at:

C:\Program Files\EA SPORTS\FIFA 2001

If Fifa2001 is installed elsewhere, choose **Browse** from the Installation window. Search through your system until you find where Fifa2001 is installed, open its primary folder (which is usually named FIFA 2001 or similar), and then click **OK**.

You will return to the screen below with the location of your Fifa2001 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.

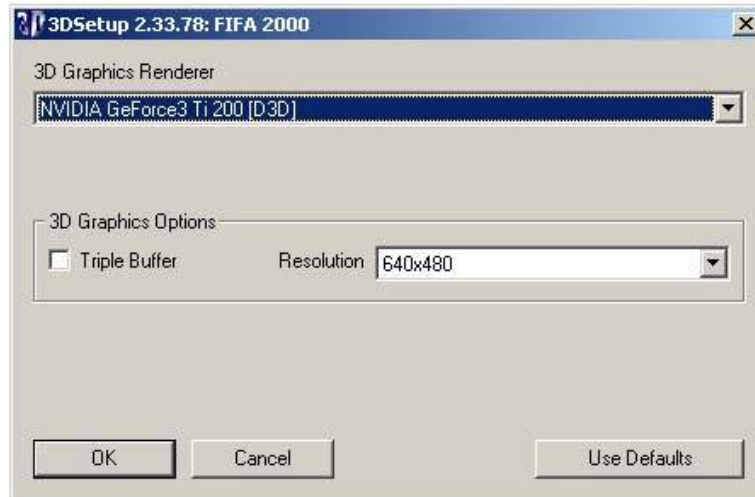
When it has completed it will display Readme3D.html. This file will confirm the installation has finished.



- **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 2001, FIFA 2001 – 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 they 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 computer's 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 graphics work away from the computer's CPU and give it to the graphics 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 FIFA2001 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 this setting be turned on.

Resolution

This is the amount of graphical detail FIFA2001 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 monitor's capabilities.

Once you have made your changes select **OK**. You can now run FIFA2001 and experience your graphic changes.