

# GALAHs FIFA WC98 3D Patch

## Version - 1.02

### Features:

- New Voodoo thrash driver (Glide2x Acceleration)
- New 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.
- 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
- 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 FIFA World Cup 98
- It's available for no charge!!!

### System Requirements:

- EA Sports FIFA World Cup 98
- Microsoft Windows 95 / 98 / ME / XP
- Microsoft DirectX 6 or higher installed.
- Windows 9x systems requires WinZip, WinRAR or similar to be installed.
- 3dfx or Direct3D compatible graphics card or chipset.

### Installation Process:

- Download [fifawc98\\_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:

- **Replace** the following files found with those found on your FIFA WC98 CD-ROM.

C:\Program Files\EA SPORTS\World Cup 98\thrash [voodooa.dll](#)  
C:\Program Files\EA SPORTS\World Cup 98\ [3DSetup.exe](#)

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

C:\Program Files\EA SPORTS\World Cup 98\ [Readme3D.html](#) [3DSetup.dll](#) [3DSetup.ini](#)  
C:\Program Files\EA SPORTS\World Cup 98\thrash [dxa.dll](#) [voodoo2a.dll](#)

### Support:

- Email - [galah\\_au@yahoo.com](mailto:galah_au@yahoo.com)
- Website - [fifa.galahs.com.au](http://fifa.galahs.com.au)

## Troubleshooting:

- Ensure the patch was installed into your World Cup 98 folder. (See tutorial below)
- For best results this patch should be the first thing one installs after installing or re-installing World Cup 98
- Install the latest version of Microsoft DirectX that your system supports. Below is the DirectX version for each system GALAHs FIFA WC98 3D Patch was tested with.

<b>Windows 95</b>	- <b>DirectX 8.0a</b>
<b>Windows 98</b>	- <b>DirectX 9.0b</b>
<b>Windows ME</b>	- <b>DirectX 9.0b</b>
<b>Windows XP</b>	- <b>DirectX 9.0b</b>

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](http://www.falconfly.de/3dfx)  
**Voodoo Files** – [www.voodooofiles.com](http://www.voodooofiles.com)

GALAHs FIFA WC98 3D Patch supports:

- Glide2x (voodooa.dll) for Voodoo 1 & Voodoo Rush
- Glide3x (voodoo2a.dll) for Voodoo 2/3/4/5 and Voodoo Banshee
- The download file [fifawc98\\_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](http://www.winzip.com) (Shareware)  
WinRAR       [www.rarsoft.com](http://www.rarsoft.com) (Shareware)  
FreeZip       [www.braxio.com](http://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 World Cup 98 folder. By default this should be located at:

**C:\Program Files\EA SPORTS\World Cup 98**

If World Cup 98 is installed elsewhere, choose **Browse** from the Installation window. Search through your system until you find where World Cup 98 is installed, open its primary folder (which is usually named Fifa99 or similar), and then click **OK**.

You will return to the screen below with the location of your World Cup 98 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.



## Configure

This patch can be customised by opening 3DSetup.exe and selecting your desired settings. This can be done through Windows Start menu.

### Start, Programs, EA SPORTS, World Cup 98, World Cup 98 – 3D Setup

The window below 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

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) acceleration. Direct3D allows the game's graphics to be handled by your 3D graphics card rather than the computer's central processor. This will produce faster game play and good graphics. Most users should select this option.

#### 3dfx

Only users with a 3dfx Voodoo graphics card will get this option. It allows FIFA99 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 that FIFA World Cup 98 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. World Cup 98 is currently restricted to 640x480 resolution however 800x600 has also been included for experimentation purposes.

## Details:

### Support:

This version of **GALAHs FIFA WC98 3D Patch** has been made available in an effort to improve the graphical quality and performance of World Cup 98. It was revived and enhanced after a four-year absence. Report problems and suggestions relating to the Beta on the [Older FIFA Titles Forum](#) at [www.socccergaming.tv](http://www.socccergaming.tv)

### Frame Rate:

World Cup 98 is limited to 85 frames per second.

### Resolution:

World Cup 98 is limited to a resolution of 640x480.  
This is programmed into [wc.exe](#) and cannot be easily modified.

### Colour Depth:

World Cup 98 is limited to 16bit colour.

### What's New:

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- Windows Me/XP support
- Updated to latest 3dfx drivers
- Voodoo 1/Rush uses updated Glide2X
- Voodoo 2/3/4/5 and Banshee now uses Glide3X
- Added support for latest graphic cards
- Includes EA Sports latest 3DSetup utility
- New self-extracting installation
- Renamed d3da.dll à dxa.dll to avoid the need to activate.
- Heaps of testing!!!

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- Tweaked 3dfx voodoo settings.
- It was 4 years ago, I forget the rest!

### Credits:

- GALAHs Australia
- Adam Smolcic
- Chadi Boustani
- Mybloodylott
- Ricki T
- Snitz
- Stewart Wagner
- Valiant Freak