

Red Baron II FAQ

Red Baron II FAQ last revised on July 10, 1998

This FAQ is for Sierra's World War I flight sim Red Baron 2. I do not work for or represent Sierra On-line, so please don't blame them for any information that I have put here. This FAQ is an updated version based on the shipping retail version of Red Baron II. Mostly it contains answers to problems that people have had with the game. Look for the  icon in front of questions added since the last update. If you have additional input, see an error, or think of something you want added please email me so I can update the FAQ. Thanks, and enjoy!

Make sure you also visit [Icky's Red Baron II How To Page](#).

Last patch was released on April 22, 1998.

V. 1.05
[rb2_15.exe](#)
(3.19 MB)

You can get to it via the [Files download page](#) at this site.

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System Requirements

Q: What kind of a system do I have to have in order to run Red Baron 2?

A: Red Baron II will run on a Pentium 90 with 16MB of RAM and 80 MB of free space on the drive used by Windows 95 for Virtual Memory. You will need to turn most details down with such a system.

Quite adequate frame rates have been achieved on a Pentium 166 with most of the details on.

At least 32 MB of RAM is also highly recommended.

There is not a frame rate indicator built in to the game as far as I've been able to tell. It's quite possible that Sierra did not want discussions about Red Baron II's frame rate being bandied about while there isn't a 3D accelerated version. Or more innocently it could be that there was not time to put a simple frame per second counter in before the program shipped.

Q: Turn details down? What does that mean?

A: In the [Preferences screen](#) you can select how much graphic detail that you want to see. Obviously, the higher the detail, the faster the system you will need in order to run RB 2 at a frame rate that is acceptable to you.

What is an "acceptable" frame rate varies quite a bit from person to person. Red Baron II's frame rate is quite acceptable to me on a Dell Pentium II 266. It may still exhibit slow downs when there are a lot of objects on the screen that may be unacceptable to others. Without a FPS counter there is no way to objectively measure it's performance.

Q: 80 MB free of Virtual Memory?

A: Yes, you need to have 80 MB free of Hard Drive space that Windows 95 uses for Virtual Memory. Virtual Memory is space used on your HD when Windows 95 runs out of main memory or RAM. Almost all games and applications run better when you have at least 80 to 100 MB of HD space reserved for use as VM by Windows 95.

You can check to see how what your VM settings are by clicking on the Start button on the Windows 95 taskbar. Click on Settings, and then Control Panel. Next click on the System icon. From there select the Performance tab, and then the Virtual Memory tab. There you will see which HD is set up for VM, and how much space is free.

Graphics

Q: Why do the graphics turn into polygons and blocky shapes when I fire my guns?

A: That's because you have Combat Details checked on. This feature turns of textures so that your frame rate doesn't drop when there is a lot happening on the screen. To keep this from happening go into the Red Baron 2 Preferences screen and uncheck Combat Detail.

Q: Will Red Baron 2 get Direct3D or native 3Dfx support? I can't stand the way the graphics look now.

A: Here is what Dynamix/Sierra has to say:

- "The official word is we WILL be doing a 3D card patch that will come out in Jan or Feb at some point. It will support 3dfx, D3d and most likely Glide and Renditions. Dynamix is committed to doing this so its no longer up in the air. (no pun intended)

Hugh.Diedrichs@Sierra.Com"

Q: How do you save screen shots in Red Baron 2?

A: If you don't use a screen capture utility like Hijaak Pro, you can copy screen to the Windows 95 clipboard by pressing Alt+PrtScr. You won't get any indication that a file has been created when you do this.

Next you need to exit the Red Baron 2 program. Open up some kind of paint program like Corel Photo Paint, Ulead PhotoImpact, or even the Microsoft Paint program that comes with Windows 95. Select Edit, then paste. The image will be copied from memory to your paint program. From there you can edit it however you like.

🚩 Q: My screenshots turn out looking bizarre with inverted neon colors. What's going on? How do I fix 'em?

A: That's probably related to using a later version of Red Baron II such as version 1.05. There are several ways to get around this problem.

1. Use the [rb2tools11.zip](#) screen capture utility. Make sure you read the [rb2toolsreadme](#) page for details.
2. Use the following instructions provided by Rabu. Reposted from the [Delphi Flight Sim Forum](#).

"A lot of people have had trouble with getting screen shots easily out of RBII and have been ending up with negative like colors when they do a screen shot and paste. I had posted this solution once before at Sierra, it works really well and allows you to take multiple shots close together, save them, then use them later in a paint program. Game play is not bogged down by having other programs running except for the low resources use of the empty clipboard. (see notes below for more details on some steps) So, here goes:

- 1) Set your screen resolution to 640x480 & 256 colors. Note#1*
- 2) Start your Windows Clipboard Viewer Note#2*
- 3) Start Red Baron II (The screen should be filled with the game image, if it isn't, you aren't in 640x480 res., start all over).*
- 4) Alt + Print-Screen button to take a snapshot.*
- 5) Alt + Tab to choose the Clipboard Viewer. If image in Viewer is OK (not negative colors), go to step 9.*
- 6) Alt + Tab and choose RBII.*
- 7) Hit Alt + Enter key once. Note#3*
- 8) Go to step 4*
- 9) In Viewer choose File - Save As and choose a name.clp to save your snapshot in the Windows folder (you must save in this folder).*
- 10) Choose Edit - Delete - OK to delete the image on the clipboard so it isn't using resources up while you're in the game.*
- 11) Alt + Tab and choose RBII, take another shot, then alt + tab to Viewer, save the shot with a new name, etc., etc.*
- 12) When you are all done, start your paint program.*
- 13) Task bar choose the Clipboard Viewer.*
- 14) Choose File - Open and choose the image you want to work on in the paint program.*
- 15) Task bar choose the paint program.*
- 16) Create a new blank image then go to Edit - Paste, to paste the image from the clipboard viewer into the new blank image. 17) Save this image from your paint program in which ever folder you want to. 18) Repeat steps 13 - 17*

Note#1. Rt. click the desktop then go to properties then settings tab. Change to 640x480 256 colors, click OK. (usually you can change these settings without rebooting).

Note#2 Start button - Programs - Accessories - Clipboard Viewer (If it isn't there you need to install it from: My Computer - Control Panel - Add Remove Programs - Windows Setup - Accessories - Clipboard Viewer [it will ask for your win95 cd for the install])

Note#3 (You must put RBII in a window instead of full screen for the screen shot to work, but since you are in 640x480 you won't be able to see the difference in size when you toggle between full screen and windowed with alt+enter. Don't hit this again unless you get a negative problem again)

Have fun, if you have any problems, email me.

rabu ..\8~'

NEW Q: "I Need some suggestions for the gun sight file. Tried the example and also renamed the cross file, no luck, no sight displayed in the forward L/D. Files are located in the data folder as described, what am I doing wrong? Also, how do ya tell what patch version I'm running, lost track..."

"Hiya Rubberhead! Its Kodiak, ye Old FT of FC Tac Specialist here.

As far as the problem you are having its probably the extensions. Double check to make sure you don't have a double extension hidden on the end.

Now for the really cool stuff, The custom gunsight in RB2 is exactly like the custom gunsight in Warbirds. I discovered that the 640x480 WB sights work perfectly in RB2 by simply renaming the file.

Soooooo..... An entire gallery of awesome custom gunsights is at [Cuda's Gallery](#). All the help files and instruction you need are on [another of Cuda's pages](#). If you dont like the ones shown there are a couple great custom gunsight editors that allow you to actually see the gunsight as you draw it. One is the Gunnsight Editor and another is the Revi editor. (I prefer Gunnsite)

Both should be linked somewhere on [Cuda's WB Resource page](#) or [Krods pages](#). If the Gunnsight or Revi links aren't there drop me a line. I have them somewhere on my machine at home.

BTW, in Warbirds and now RB2 I use Yoss' sight. Nice, clean and simple. No clutter to hide the target and no silly deflection hashes to muddy the waters. Just a clean unobtrusive "ring and bead" bull's-eye to guide me. Takes some getting used to, finding something that minimal, but its great.

Another BTW - everyone should check out the links on Krod's page for ACM/tactics hints. Great stuff.

Cya.

RH Kodiak (Over_G)"

NEW Q: Are there any hidden Easter Eggs in Red Baron II?

A: Bill Krick from Dynamix pointed me towards an Easter Egg for Red Baron II quite some time ago. I'd never been able to see what it did, until he gave me a hint the other day. Here's what you need to do:

- Add the following lines to the rb2sim.ini file in your Sierra/RedBaronII directory.

```
bunny=1
```

Your rb2sim.ini file should now look something like this:

```
[Baron]
bunny=1
bulletMassFactor = 180
groundGunnerBase = 800
groundGunnerNoise = 180 groundGunnerConvergence = 160
```

```
[Controls]
```

RudderIsThirdAxis=0

- Now fire up Red Baron II. Go to the Preferences/Realism options and turn on Unlimited ammo.
- Next start a "Fly Now" game.
- Hold tightly on to your chair. Make sure you are not drinking any beverages at this point.
- Fire off a rocket or drop a bomb.

Errors/Bugs - Restoring Corrupted Pilot Files

Q: My game crashed!!! My pilot is gone, or I can't fly missions anymore without the game crashing on me. What do I do???

A: RB:2 makes backup copies of your current missions. It doesn't hurt to create your own backups as well if you really value your pilot campaign/career. Here's how to restore pilot campaign files. Thanks to Salt for posting this.

1. In your "campaign" dir delete campgnXX.dat, where XX is number of your pilot (1-st pilot has #00 etc.)
2. Copy and rename backupXX.dat to campgn.XXdat

Gameplay Issues

Q: Why do all the planes in my flight keep on circling the aerodrome?

A: The planes are all trying to get into formation. The AI flight leaders are pretty picky about where you need to be in formation in order for the flight to continue on it's mission.

The easiest and best solution to this problem is to engage Combat Autopilot. Press and hold the Ctrl key while pressing the "a" key. Once you get the message that Combat Autopilot is engaged, press the] key in order to speed up time. In a few seconds your flight will be in formation, and will continue on towards the next waypoint.

This also works well after you finish engaging enemy planes on the way to a target. Activate Combat Autopilot, and your formation will join up again and navigate towards the next waypoint.

Q: The ground fire is deadly! Is there a way to change how accurate and lethal it is?

A: Yes, you can edit the file groundf.ini to the following: Note there needs to be a blank line before [Baron].

- [Baron]
groundGunnerBase = 1000
groundGunnerNoise = 200
groundGunnerConvergence = 100

With the rb2beta.exe patch from January 2, 1998 the groundf.ini file is no longer read. Instead you need to create a new file called rb2sim.ini with Notepad or some other program and put in the above. Or better yet you can download <files/rb2sim.ini> from here and then copy it into your main Sierra/Red Baron II directory.

The following is from [Jcky's How Do I....Page](#)

How do I tone down ground fire?

Ground fire can be adjusted for accuracy by editing a file in the RedBaronII folder called [rb2sim.ini](#). Here's the contents:

```
[Baron]
bulletMassFactor =180
groundGunnerBase=800
groundGunnerNoise=180
groundGunnerConvergence=160
```

There should be a blank line above [Baron].

bulletMassFactor=180 is a new field that allows you to adjust the strength of your bullets fired at other planes. The larger the number, the more powerful the shot is. Note that this number may have to be pumped up into the 1000s before you see any difference.

(This is intended to help those who find dogfighting the enemy is too hard. Note that if you drag the "Enemy AI" slider (in the Realism Preferences menu of the game) to the left, you'll also increase the stopping power of your bullets - hits will actually have enough force to spin the enemy around! This only affects YOUR bullets - NOT your opponent's - as this is intended to help the new pilot...)

groundGunnerBase=800 determines how far off the initial aim is of the ground gunners. The larger the number, the farther off the initial shot.

groundGunnerNoise=180 puts in a little inaccuracy DURING the stream of fire. Increasing the number puts in more inaccuracy.

groundGunnerConvergence=160 is how fast the ground gunner will bring the stream of bullets to bear on his target. Increasing this number will increase the speed at which he will correct his shot, so LOWER it to make it easier for you.

Put simply, to make ground fire less effective, increase the first two "groundGunner" numbers and decrease the third.

Note that these variables could previously be found in groundf.ini. If rb2sim.ini is present, it will take priority over groundf.ini.

Q: Ok, the frequency of the missions is driving me crazy. It doesn't seem to be historically accurate, and I am wracking up way to many kills. What can I do?

A: The frequency of the missions can be adjusted by creating a file called campaign.ini and placing it in the Red Baron 2 file folder. It should look like this:

- [campaign]
Missions=1

Make sure there is a blank line between [campaign] and missions=1. Setting it to 1 should give you a mission once every 6 to 7 days.

The Following is from [Icky's How Do I Page](#)

How do I adjust the number of missions in my career?

The average career will start off with 250 missions. Weather (especially during Winter), injury, and capture will reduce this number.

Red Baron II will evenly spread out the number of missions over the remaining number of days in the war. So, if you start a career with 250 days left in the war, you'll be scheduled for one mission per day (barring injury, capture, and weather).

The maximum number of missions is two per day, and the minimum is once per week.

You can adjust the number by editing [campaign.ini](#):

```
[campaign]
missions=250
```

Remember to leave the first line blank!

Increase the number if you'd like more missions, decrease it if you'd like fewer.

Hardware - Joysticks and Rudder Pedals

Q: The view keys on my programmable joystick don't seem to work properly! What am I doing wrong?

A: Just make sure that you have your NumLock key on. The static view keys won't work correctly unless you do.

Q: I can't get my rudder pedals to work. Is there some kind of setting I have to change in order for them to work?

A: Nope, you don't need to enter any information about your controller in Red Baron II. All of that is handled by the Windows 95 joystick/game device controller routine. Remember, you must have DirectX5 installed in order for everything to work correctly.

Here are a few tips from folks that have had similar problems.

- (I picked this tidbit up from the [comp.sys.ibm.pc.games.flight-sim.newsgroup](#))

"Hey All! After messing with this for awhile, checking this newsgroup and attempting to post on Sierras site (No joy there, so I hope some of Sierra's staff read this group) I have found a way to get the rudder pedals to work.

First off, I am using Thrustmaster gear (WSCII, Pro FCS, Rudder Pedals) thru my AWE-32 game port. On my system (PentPro-200) I get better joystick response from the AWE-32 PNP than my CH game card (nature of the beast I guess). Typically, I program unique settings for my controls and use the throttle in digital mode. This was the problem!!!!

One of the posts I saw on Sierras site got a response from tech support stating to try setting the joystick to 3-axis, 2 buttons instead of 2-axis,2-button. The user responded that he tried this but Win95 would not see it as connected. When I tried this, Win95 DID NOT see my configuration either. Then I changed the throttle switch from DIGITAL to ANALOG. BINGO! Win95 detected my setup as 3-axis, 2-button. I then made sure rudders were checked, calibrated normally, and tried RB2. I now have rudders that respond very well :) My next mission I waxed 2 Alb. D-Va's with not too much trouble :)

The wierd part, is that if I set the throttle back to digital the rudders don't respond. Going back to Analog, they work fine. This HAS to be a software glitch (read as bug). This is the only program I have this trouble with. If someone knows a rep from Sierra, please refer them to this posting.

BOTTOM LINE : If you are having rudder problems with RB2, make sure your throttle is in ANALOG mode!

Later and Check Six!

Michael "Kamikaze" McFarland "

- Here's another possible fix that was posted on the Sierra Flight Sim forum -

"Using a two-axis stick and rudder pedals in Windows 95 gives you axis numbers 1,2, and 4. If no axis #3 is in the the setup then RB2 will not notice #4 (aka the aircraft rudder settings).

Possible solution (worked for me): If you are using a standard joystick set it to CH FLIGHTSTICK in the control panel and then make sure the rudders are checked and that your rudder pedals are in AIRCRAFT mode. -Calibrate the joystick axis as normal (1 and 2)... for axis 3 (throttle?) just click the button without setting anything... then on axis 4 (rudders) move the pedals back and forth to calibrate them as per instructions. Now the rudders should work (cross your fingers).

- Todd "HARI" Bergland"

- And here's something I posted awhile back to the Sierra Flight Sim Forum -

"Click on Start/Settings/Control Panel. Click on Game Controllers. Under the default General tab section it should list the controllers installed on your system. I have a TM F-16 FLCS/TQS/RCS setup, and I have a 3 axis 4 button joystick listed. It should say OK by the status. If it doesn't, then you may either have a hardware conflict, you may not have a gameport driver installed, the joystick may not be plugged in, or you may have had a "use digital" or "use TQS" line in your .b50 file.

If that is not the case...

Click on the Properties button. It will then bring up the Settings tab. You should see a question at the top that asks if you have attached a rudder or pedals to your controller. Make sure that is checked.

If so, then....

Click on the Advanced tab. It should show the Controller ID as being 1. Make sure that the correct Gameport driver is listed under Port Driver. I have left poll for interrupts checkmarked. Others have reported better luck by unchecking that box.

If that doesn't work....reinstall DirectX 5. You may need to remove DirectX 5 or reinstall a previous version of DirectX. I've never done this, I have only heard that it may work. This is a very last resort, and I'd ask around and get advice from someone who has actually done this before attempting to do so.

- Cage"

Multiplayer/WON Issues

Q:I installed the latest multiplayer update, and I no longer see all the multiplayer options. What's happening?

A: The Internet and other multiplay options may be grayed out if you fail to install the RB:2 stand alone beta patch and WON patches in the correct order. Here's what you need to do.

1. Uninstall Red Baron II. Make sure you make backups of your pilot career files if you want to keep them. Look [here](#) for information on how to do this.
2. Install Red Baron II.

3. Start Red Baron II by clicking on the Red Baron II CD icon. You will then see a splash screen with an option to "Dogfight Online."
4. Click on Dogfight Online.
5. Select or create a pilot, and click on Connect.
6. There should be a list of options for multiplayer listed. Click on Internet and go on.
7. Log onto WON. You may need to create an account for WON if you haven't already. Don't worry, WON is free. Remember that you must accept cookies via your browser, otherwise you may need to re-create an account every time you log onto WON.
8. After logging onto WON, you will be informed that there are new program updates to download. Accept these file downloads and let them install on your computer.
9. Exit from WON.
10. Install the rb2beta.exe patch.
11. Log back onto WON and make sure everything is working.
12. If things still don't work, repeat the above process without installing the rb2beta.exe patch.
13. If that doesn't work, visit the [WON help page](#). You can also download the RB:2 multiplayer/WON files directly from there.
14. If things still don't work, send email to Dynamix/RB:2 tech support at <mailto:rb2@sierra.com>

You also will not see multiplayer options for TCP/IP and LAN if those options are not properly configured on your computer for Windows 95.

You can check to see what network options are installed on your computer by clicking on the Network icon in your Windows 95 Control Panel folder.

Left click on Start/Settings/Control Panel. Left click on the Network icon. Under the Configuration tab should be a list of all the protocols that are installed on your computer. The most common ones are TCP/IP, IPX/SPX, and the Dial-Up Adapter.

Q: I get all sorts of errors when I exit a game on Sierra's World Opponent Network. What's going on?

A: Here's a tip that was passed on to me, and that I've noticed as well.

"Thought you might want to mention in the Website that it seems necessary to logoff and reenter WON after each flight to avoid a host of glitches on the attempted 2nd flight. Glitches such as simply having the screen go black or Windows system errors or Baronmp errors all of which are "fatal." The dogfight continues without you though, unless you are the host and you get the black screen on startup and you can't find the "play game" button."

- Cthulu

And here is further confirmation from Dynamix -

- "Here is something that should help stabilize multiplayer games until a patch is released.

All players should run a new instance of RBII MP before joining a game on Won.Net. In otherwords, close RBIIMP after each dogfight and run it again from the beginning. This should eliminate the wings popping off shortly after entering the game as well as help with the "invisible plane" problem.

If ANY player uses the "New Game" button or gets dumped from a game back to Won.Net and tries to enter another game, all other players in the game will lose their wings almost immediately as well as become invisible to the player who did not run fresh. ALL players must run fresh, no second game in a row.

This is a temporary workaround for several known problems while fixes/improvements are made for a patch. I hope this

helps some to enjoy the game more. Thank you very much for your patience and support.

Eric Lanz - Dynamix"

Q:How do I get Red Baron 2 to run in full screen on WON?

A: You need to set your Windows 95 desktop resolution to 640x480 for full screen in multiplayer mode.

Here's the story from Mark Wilden, who did some of the work on Red Baron multiplayer:

- "...We had to take out full-screen mode for the time being because we can't put up modeless Windows dialogs on top of it. So we were having to go to windowed mode when a dialog appeared anyway. But hopefully we can fix this."

Painting Planes

Q:I'm having trouble painting the planes in Red Baron 2. Is there any documentation on how to do this?

A: Icky from Dynamix had this to say:

"I just checked out some of the paint plane questions posted. Most of the questions are covered on the paint plane text document that's supposed to be in your \Paint directory where baron is installed. However, when I looked at my own installed version, I saw that these files weren't copied down! Eeeek! To rectify this, look in the \Paint folder on your CD and copy down the files to your local \paint folder. Paintme.txt should help out a lot! Sorry about that!

Custom Pilot Pictures

Q: How do I import custom pilot pictures to Red Baron II?

A: Icky (from Dynamix) recently put up his own web page. [Icky's Web Page](#) has directions on how to create and import pilot pictures [here](#). You will need the files [palmap.exe](#) and [photo.zip](#) Unzipping photo.zip will give you the file [photo.pal](#). Make sure these files are in the same directory as the pilot image files you want to import.

Here's how it works:

1. Get a photo of yourself or anyone. At this point the file format does not matter all that much. It may work better if the original is in black and white (greyscale), but a color image will work as well.
2. Load the image into your favorite photo editing program. I like Photoimpact by Ulead or Corel PhotoPaint.
3. Resize the image to 95 pixels wide by 105 pixels tall.
4. Convert the image to Black and White (greyscale 8-bit) if it isn't already in that format.
5. Save the file as a .bmp file.
6. Go to DOS. From the Start Menu in Windows 95 select Programs/MS-DOS Prompt.
7. Make sure you are in the directory with the pilot image files, palmap.exe, and photo.pal.
8. Run Palmap to remap your new pilot image file with the colors that Red Baron II uses for the pilot pics. This takes the form of:

```
palmap [your .bmp image file name] -O [the new remapped .bmp file name] - P photo.pal
```

Example

```
palmap cage1.bmp -O cage1r.bmp -P photo.pal
```

9. Rename the remapped file to usracexx.bmp, where xx equals a 2 digit number starting from 15 (0-14 are used by the photos that come with Red Baron 2).
10. Copy the file to your Red Baron 2 \Data\Shellpat directory. It should be something like E:\Sierra\RedBaronII\Data\Shellpat.

Errors/Bugs

Q:Red Baron II keeps on dropping me to the desktop when I try to play.

A: First of all you MUST have the Red Baron 2 CD in your CD-ROM drive in order to play. The game will dump you back to the Windows 95 desktop if fail to do so.

Here's another possible fix from SeaWulfe:"

- "There's a problem with RBII's hardware demanding coding. As is, some computers have problems with RBII locking up. You can try downloading a large file and run Red Baron II, if this works.. Just simply remove Com1 or Com2 from your System's Device Manager. Don't delete it as it can lead to trouble.. Just click in the box that says "Current Configuration" so that there is no longer a checkmark in that box. This SHOULD fix it. It fixed mine and a few others. The lock up I'm referring to is trying to fly, anywhere in the game, and the Hard drive is accessed a few times, then stops and your left there and are forced to CTRL-ALT-DEL back."

If you have a graphics card like the Matrox Mystique, you should try turning down the graphics hardware acceleration. This is done by right clicking anywhere on the Windows 95 desktop. Select Properties/Settings/Advanced Properties/Performance. Move the hardware graphics acceleration slider to the left. You may have to move it all the way to the left to get things to work.

There is also the possibility that you may have a corrupt pilot file. This can happen when you go to edit a pilot file, rendering the whole file useless. Make sure you make backups of your pilot files from time to time in case this happens. To see if this is the problem, create a new pilot with all the information filled out, and then try to fly a few missions. If it works, that might have been your problem.

Then there is the possibility that your video driver does not work well with DirectX5 or Red Baron 2. It sometimes helps to set your Windows 95 desktop resolution to 640x480 while you run Red Baron 2 through a few of the options. You should not need to do this normally, and this has worked for only a few people.

You could have a dirty CD-ROM drive or Red Baron 2 disk. If Red Baron 2 cannot read a file, or reads it incorrectly it can dump you back to the Windows 95 desktop. Try cleaning your CD-ROM drive. Also consider returning your Red Baron 2 CD for a new one if all else fails. Some CD-ROM drives can be quite picky. I know that I had numerous game errors with a previous Sierra Game which went away once I replaced the disk. It may take more then one effort at replacing, especially if the disks are from the same lot number.

Another possible fix was suggested by Scott Valline. Here's what he had to say:

- "After reading about the possibility of a bad RBII cd I tried the following.

Copy (cd-drive):\DATA\VIDEO directory to (hdd):\SIERRA\REBARONI\DATA

You still need the cd in the drive to play, but all video clips run from the harddrive now. Since doing this I have run trouble free. The only downside is the 200meg of video data contained in the folder.

Hope this helps others out there.

Scott"

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