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Book Descriptions:

Dune 2000 User Manual

Please check your inbox, and if you can't find it, check your spam folder to make sure it didn't end up there. Please also check your spam folder. There is no climate control of the planet. When the Fremen planetologist, consultant to the Harkonnen Governor, was asked how long it would take to transition Dune into a verdant, watergiving planet, he presented the figure of 500 years. The sands are dangerous, shifting constantly and unpredictably. Rock shelves and mountain ranges rising through the dunes provide the only possible building sites on the planet. Most vehicles on Arrakis are varieties of sandcrawlers, vehicles specially designed to travel upon this terrain. Giant sandworms are a danger when traveling across sandy stretches. Dunes are difficult to traverse, especially for ground based units. Sandworms avoid and can not cross rock formations. Mountains are impassable to all vehicles but may be crossed by infantry units at certain locations. Ultraviolet reflection eventually blinds the unprotected eye, though the local Fremen Dune's nomadic population of sandwellers blacken their eyes with stain to reduce these effects. Needless to say, maintenance of vehicles and structures is adversely affected under these conditions. At the first signs of an impending worm attack, a Sandmaster or Duneman will call "wormsign," alerting those involved in the Spice harvesting operations to evacuate. The local Fremen population respectfully worship the enormous worms as "ShaiHulud," the Worm God. Sandworms can grow from tiny sandtrout to worms more than 400 meters in length. Sandworms can be slain, or drowned in water which is toxic to their species. Fremen are the desertdwelling sand warriors, the Free Tribes of Dune. Their nomadic ancestry descends from the legendary Zensunni Wanderers, who roamed the galaxy until they were shipwrecked on this barren desert planet.http://martinsnegocios.com.br/zeturin/www/admin/mod_galeria_eventos/arquivos/dbi-sala-talo-self-retracting-lifeline-manual.xml

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The Fremen are reclusive and secretive; it is unknown how many they number in their tribal dwellings, or sietches, hidden deep in the Desert. However, they are a fierce warrior people whose women and children can outpace most military conscripts. They have no allies, but if they did, they would be a powerful asset in battle. The Fremen do not reciprocate yet. My spies will inform us, should the situation change. The Spice enables all interstellar space travel, allowing the Spicemutated Guild Navigators to warp the fabric of space. Without the Spice, our Bene Gesserit Sisterhood can have no visions, no future Sight. With the Spice, human life can be extended by hundreds of years. The native Fremen possess the BlueWithinBlue eyes indicative of Spice saturation. Spice is harvested from the desert Spice fields, and exported throughout the Empire. Without the Spice the Padishah Emperor would have no empire. We must, beyond all else, insure that our Spice allotments are not interrupted. The Spice must flow. If you choose the Atreides, you will fight against the Harkonnen and the Ordos. If you choose Harkonnen, you will fight against the Atreides and the Ordos. If you choose Ordos, you will fight against the Atreides and the Harkonnen. Each house is radically different from the other with varying strengths and weaknesses, different units, technologies, and different philosophies towards war. In addition, different stories will unfold depending on the house you have chosen. Simply click the house that you want and that game will begin. After the introduction, the game itself will begin. In subsequent games, you'll be taken directly to the Title Screen menu. The cursor will become a solid white arrow and the view will scroll in the indicated direction. If you're at the edge of the battlefield, a universal "no" slash will appear

over the arrow indicating that this is as far as you can go. You can increase or decrease the scroll rate from the game controls

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Drag the mouse cursor to include all the troops you want selected. A light gray box outline indicates the range of this selection. Then, release the mouse button, and all the units within the box will be selected. You can give that group an order the same way you would give a single unit an order. Some units in groups will not respond to certain commands. For instance, an Engineer in a group ordered to attack will not move when the rest of the group engages, because he has no weapon. As you move your units towards the edge of the visible area, the Shroud will be uncovered around them depending on how far the units can "see." You can order a unit to move deep into the Shroud, uncovering large sections of the area at a time. With it, you can build units and buildings, get a radar view of the area if you have an Outpost. It will also tell you how much power your base is producing vs. Unless the Construction Yard is set up when the mission begins, you'll have to deploy the Mobile Construction Vehicle MCV. Move the MCV to where you want the Construction Yard placed. Move the cursor over the MCV and you'll get the Deploy cursor. You'll need clearance on all sides of the MCV in order to deploy it. If you try to deploy the MCV where there isn't enough room, you will receive the No Deploy cursor, and the MCV won't deploy. If you do have enough room, leftclick to deploy the MCV, and it'll turn into a Construction Yard. In the large upper window on the Sidebar, you will see the symbol of your House Atreides Hawk, Harkonnen Ram or Ordos Snake. Later, this area becomes a radar display once you've built an Outpost, and have enough power to run it. Each button has a single function such as ordering units to guard an area, ordering units to retreat, toggling the radar map display, repairing buildings, or selling buildings. The Upgrade button will upgrade, or improve structures. The Starport button will allow you to order new units from the CHOAM Merchant's Guild.

The buildings show the space they will occupy when built at the top left of their picture. This is very useful when planning the amount of concrete you will need for it. The arrow buttons at the bottom of these icons allow you to scroll through the selections when there are more than four available. Without first laying down a concrete foundation, your structure will immediately operate at less than full health, and will need to be repaired. Concrete cannot be repaired, and must be replaced or abandoned, if damaged. Buildings not placed entirely on concrete will be weathered by the harsh environment and their health will degrade over time. Construction will take a period of time, as indicated by the sweeping hand over the icon. Cost for construction and purchasing will be automatically deducted from your credits. Only one unit of any one class and one structure can be built at any one time. If you move the mouse cursor over the icon without clicking, you'll see what that icon represents and how much it would cost you to build, buy, or train it. Leftclick on this icon, and the mouse cursor will turn into a placement grid on the battlefield. The grid gives you an idea of how large the building will be on the battlefield. Move the grid to where you want the building placed. Once you've found a suitable location, leftclick and the building will be placed where you indicated. The grid should be entirely white. Any red in the grid indicates that the placement area is blocked or too far from other structures and you will not be able to deploy the building. A building can be placed adjacent to another building or entirely on concrete. This means concrete can be used to extend the players base. To cancel, rightclick while the placement grid is still up. The grid will disappear. Rightclicking on the icon in the Sidebar will cancel the building and refund your credits.

However, it is a good idea to keep some space in front of these buildings, so units don't bunch up and block any other units from coming out. This is your Power Bar keep an eye on it. Every building that you place requires power to run. Knowing how much power you have and how much you are using is very important. If the bar is in the yellow or orange, your base doesn't have enough power. If it is green, your base has enough power to run all of the structures you have built. Wind Traps are

good targets to go after if the enemy has defenses that you are having a tough time cracking. Without power, the enemy is denied information, quick response time, and some base defense. Make sure to keep all of your Wind Traps fully repaired, or you may find yourself losing power at an inopportune moment. At first, the type of units you can train will be limited. As you win missions, you'll receive new technologies and upgrades. Once you do this, new units with unique abilities will become available. With these structures, you can acquire new and more powerful units like Trikes, Quads, and Combat Tanks. Keep in mind that all units won't be available for all three Houses, and some units require you to build other structures like a Repair Pad before they become available. Spice is found in redorange patches in the desert, and must be harvested to produce credits. This decreases as you build or repair units and structures, and increases if you sell a building, deposit Spice from a Spice Harvester into the Refinery, or find a crate that contains money. To harvest Spice, you need to build a Spice Refinery. Every Refinery that you build comes with a Harvester, and you can build extra if you want to harvest Spice faster. Once construction of the Refinery is complete, place the Refinery where you want it to go. The closer the Refinery is to Spice, the faster the turnaround on collection will be.

The Harvester will move to the nearest patch of Spice visible on your battlefield and begin harvesting it. The Spice Harvester will try to remember where it was harvesting from and after dumping all of the collected Spice into the Refinery it will return to the Spice patch and continue to collect from it. This process is automatic, but can be interrupted by you at any time by redirecting the Spice Harvester to another location. Once you find some, select the Harvester by leftclicking on it, and put your cursor over the Spice. You will see the cursor change to an attack cursor. Since the Spice Harvester doesn't have a weapon, this cursor tells it to start collecting. Leftclick again, and the Spice Harvester will proceed to the Spice and begin to collect it. The automatic collection process will be started, so you no longer need to order the Spice Harvester back and forth. If you want it to do this, leftclick on the Refinery. If you want it to continue what it is doing, deselect it by rightclicking. The Carryall is an automated unit that transports your Harvester back and forth between the Refinery and the Spice. Be careful, because enemy Carryalls can be used against you if you see an enemy Carryall coming near your base, be on guard, because it may be bringing enemy troops behind your battle lines! The automatic collection only happens when you first build a Spice Harvester. There is nothing worse than not watching your Harvester, only to have it wander into enemy territory in order to collect Spice. It is the weakest link in your financial operations remember to keep it safe. Sometimes you will receive a replacement harvester if you have no other harvesters left, but don't rely on it! These are both very valuable, and dangerous. These mounds contain Spice and when they are either fired upon or run over, they burst open and spread Spice into surrounding areas.

The explosion of Spice releases valuable resources but is also dangerous and can outright destroy many units, so be careful. This deadly creature is attracted to vibrations, and can consume vehicles whole. Worm signs always precede their appearances, and intelligent commanders can predict their movements, and often outrun them. The only guaranteed safety is on solid rock, where the Sandworm cannot travel. Occasionally a building is also required before a new unit becomes available, e.g. the MCV requires a Repair Pad and an upgraded Heavy Factory. The Upgrade button, located on the Sidebar, toggles the main menu and the upgrade menu. When pressed it changes the row of icons below it from available buildings and units, to a list of buildings that can be upgraded. To upgrade a building, simply leftclick on that building's icon. You may only upgrade one building at a time. Upgrading a building upgrades all buildings of that type. You can put an upgrade on hold by right clicking on the icon. A second rightclick will cancel the upgrade. When you are finished, select the Main button to return to the main list of building and unit icons. To purchase units from the Guild, press the Starport button located next to the Upgrade button which toggles the row of icons

below it from available buildings and units to a list of vehicles available for purchase. To cancel the selection, rightclick again on the icon. You can order multiple vehicles from the Guild, so long as there is stock available, and you have sufficient credits. Each time you leftclick on the icon, the number in the top left corner will increase by 1. This number shows how many of that vehicle you have ordered. Rightclicking on the icon will decrease the number ordered by 1. The price of the units varies depending on economic conditions around the galaxy, so it pays to check prices of vehicles by placing the cursor over the icon, which reveals the current price.

When you have made your selection, click on the Purchase button at the bottom of the screen. If you leave the menu without making a purchase your order will be cancelled. After a period of time, your order will arrive at your Starport from the Guild. The mouse cursor on the battlefield will turn into a white Wrench. When the cursor is over a damaged building or unit that can be repaired it will rotate. Leftclick the Wrench on the building you want repaired. When repairing, a wrench will flash on and off on the building that is being repaired. The cost of repair will be deducted from your credits. Several buildings can be repaired simultaneously. A unit that is ordered to repair will drive back to the repair pad. If a carryall is available it will pick up a unit that is ordered to repair. Rightclick when you want to cancel out of repair mode. To stop repairs on an structure, leftclick on the structure. Leftclick on the building you want to sell. It will deconstruct, and you'll be credited a percentage of the structure's original cost. With radar active you will see a small map of all the revealed areas of the battlefield. In multiplayer mode the radar button toggles you between displaying radar and displaying additional information on your enemy. These units will be more aggressive in defending the surrounding area, and in responding to enemy attacks that may not threaten them immediately. Hitting the "G" key while units are selected will also put them in guard mode. Your units will immediately stop attacking and return to your base. This can be helpful if you wish to repair specific units such as Harvesters, but don't have time to guide them back to your base. Engineers are unarmed but they allow you to capture enemy buildings. To do this, leftclick on the Engineer and place the cursor over an enemy building. If the building is a valid building that you can take, you will get an enter cursor.

Depending on the structure you captured, you may be able to build some units that are normally unavailable to you. Your enemy may attempt to retake the building, so if you don't plan on attacking from within, sell it or be prepared to defend it! As the bar shrinks and turns red, it's closer to being destroyed. Units that are in the yellow and red will not function as efficiently as those that are green. In later missions, vehicles can be repaired if you build a Repair Pad. This will tell you at a glance how much your unit is carrying. When all the boxes are full, so is the unit. The story is told with full motion video starring actors such as John RhysDavies. The player takes control of one of the three Houses and must fight for control of the spice melange on the planet Arrakis, or Dune. I recently got hold of the game from a friend and the manual is in Dutch. I have not played this game before. But then you have to be online for that. Cant you download one at Westwood. No, WestWood doesnt have it on their site, the CD no longer comes with the Manual book, and as stated above the CD doesnt have a Manual.doc either. Ive been surfing looking for one. Cant someone type up the pertinent parts and post it. I JUST found out that typing H brings your screen back to your Construction Yard on a map. Did you check the Dune 2000 section yet Did you check the Dune 2000 section yetD I hadnt seen that area before, it helped a lot thanks. I dont know why. Also, typing a number and hitting the HOME key works for selecting my unit groups after I create a few with CTRL and a number. Paste as plain text instead Display as a link instead Clear editor Upload or insert images from URL. My email is probably the best way to reach me quickly. Its been years since I last contacted Sleepy. If the email address doesnt work then I dont know how you would contact him. Now that the site is running properly again we will just have to wait to see if any of the editors return.

Are new manuals not being added anymore For more information on our stance on this topic and reasoning behind it, please check our FAQs page. If you are the copyright holder of anything listed herein and still want your documentation removed after reading the FAQ page, please send feedback and it will be removed. Please read our Privacy and Cookies Policy. ACCEPT Licensed by Universal Studios Licensing, Inc. All rights reserved. Microsoft DirectX Direct Play. If you already have DirectX version 5.0 installed and did not install the DirectX drivers from the Dune 2000 CD please ensure you install the Direct Play 5.0a patch from the Dxsetup folder off of the root of the CD. This patches some bugs in the original Direct Play 5.0 release and will not affect any other products you may have that use Directx. 2. Troubleshooting. 2.1. Known Video Card Problems. Most video display problems can be corrected by installing the latest drivers for your particular card. Please consult your video card documentation for details on how to get the latest drivers for your card. We have found that the following adjustments allow Dune 2000 to work perfectly on this system Open the Control Panel under Settings on the Start menu. After running the Uninstall program, if the Dune 2000 group is still present, try rebooting your computer. This should clean up the Dune 2000 start menu folder. 2.5. Virtual Memory Settings. Dune 2000 may need to use more RAM than is present on your system. Windows 95 allows you to manually set the amount of hard drive space it uses for Virtual Memory WE HIGHLY RECOMMEND THAT YOU DO NOT DO THIS. If you have the Microsoft PowerToys system extensions installed on your system including QuickRes and FlexiCD you may experience excessive accessing of the CD followed by system lockup. If this happens, you should remove the Microsoft PowerToys while playing Dune 2000. 2.7. Microsoft Home Mouse and Natural Keyboard. Please turn this setting off when playing Dune 2000.

Using the point feature of the Microsoft keyboard may cause mouse trails to be left on screen. Do not use this feature while playing Dune 2000. 2.8. Autoplay. If your CD does not Autoplay when inserted in the drive, you may have this feature disabled. To Enable Autoplay, right click on My Computer and select Properties then Device Manager. Select your CDROM drive and click Properties. Select Settings and check the Auto insert notification box. 2.9. 16 bit CDROM drivers. Dune 2000 may fail to start if there is a 16 bit CDROM driver loaded from the AUTOEXEC.BAT or CONFIG.SYS. If you have references to MSCDEX or equivalent drivers then try removing them from your autoexec.bat and config.sys files. Windows 95 does not generally need these drivers to work and in most cases will actually perform better without them. 2.10. Microsoft Office Toolbar. If you make use of this feature of Microsoft Office and it appears over the game screen when playing Dune 2000 then you will have to disable the Office Toolbar before playing. 2.11. Game or audio stutters after being paused. If the game is left in the paused state with the game options menu up for an extended period of time, performance may be reduced for a while after play is resumed. This is due to Windows 95 giving the games resources to other tasks while it is not being played. A possible symptom of poor video performance is that of the video freezing. If the video freezes the game has not crashed, just hit ESC to skip the movie. Try adjusting the settings cache settings and updating the video drivers to solve the freezing. 2.12. Choppy movie performance. In the System Properties dialog, click the Performance tab and then click the File System button. From the File System Properties dialog, click the CDROM tab and note the Supplemental Cache Size setting so that you can reset the cache size if need be. Now set the Supplemental Cache Size to Small. This should have a marked effect on movie performance. 2.13.

Increasing performance on minimum spec systems. If you are playing Dune 2000 on a minimum spec. You may also be able to improve performance by turning off ingame music scores. To do this, go to the in game options menu select the options tab and go to the sound controls section. Move the music volume slider all the way to the left to disable ingame music. Please see section 2.1.1 for details on how to do this. 2.14. Westwood Online. 2.14.1. Duplicate Channel names columns. The solution to this is to update your COMCTL32.DLL and one way to do this is to install Microsoft Internet Explorer version 3.02 or above. Alternatively, checkout Microsofts web site at 2.14.2. 4

Player Internet Games If you are playing more than 2 player internet games, we strongly recommend that you have a Pentium 200 or higher, as performance will be greatly improved. Playing in 8 bit will also help.

2.14.3. Modem Problems During multiplayer games if you receive excessive pauses or messages telling you that the game is trying to reconnect it is possible that your modem and computer are not communicating effectively. Sometimes this is due to the modem to computer speed being set too high. Setting this to 56K rather than 112K on some machines will help a lot.

2.15. Multiplayer problems If you experience disconnects while playing multiplayer games or that games do not appear in the multiplayer lobbies both on internet and local area networks please ensure you installed the Direct Play 5.0a patch from the Dxsetup folder off of the root of the CD. This patches some bugs in the original Direct Play 5.0 release and will not affect any other products you may have that use DirectX. You do not need to do this if you installed Direct X 5.0 from the Dune 2000 CD as it is done automatically.

2.16. Power Saving Modes. It is possible that your computer loses connection to your ISP due to long periods of inactivity. This can cause problems during gameplay or when connected to Westwood Online.

To avoid any problems please make sure that your screen saver or powersaving modes are set to enable after long delay times.

2.17. HP Pavillion Computers. We have found a number of problems whilst testing Dune 2000 on HP Pavillion Computers all of these can be fixed by adjusting user settings. We also saw a dramatic speed improvement when playing under Windows 98 rather than Windows 95 on these machines.

2.17.1. Background Applications Like all games, especially ones that can play over the internet, Dune 2000 puts a lot of demand upon your HP Pavillion Computer. Please close all tasks that are running in the background especially Find Fast and Media Indexer. Switch both to off. We have found cases where these applications launched every hour and this would cause a dramatic loss of performance when playing Dune 2000.

2.17.2. LT Win Modem If you experience excessive pauses during Please make sure you have the latest LT Win Modem drivers from. We have also found that for best performance during modem play or Internet play the HP Pavillion should be set to communicate to the LT Win Modem at 56K. Dune 2000 contains an auto updating feature. Updated versions of the game will be announced to you when playing Dune 2000 on Westwood Online. When an updated version of the game is available you will be able to receive it and automatically have it installed, if you wish. If you do not intend to play Dune 2000 on Westwood Online then please check for update information.

2.19. Playing Without a Dune 2000 CD spawning. It is possible to join a network game if you do not have a Dune 2000 CD in your drive but you have installed the game. You do need a CD however to play an Internet, Practice or the Campaign game. Please do not remove the CD when Dune 2000 is playing a mission, as this will cause the game to fail.

3. Gameplay Notes.

3.1 Infantry Only Areas There are some areas on the battlefield that only infantry can pass.

Capturing an enemys Construction Yard will allow you to build that sides Palace and, in the case of the Atreides, the High Tech Factory to generate Ornithopters. To acquire enemy units, you need to capture an enemys Heavy Factory, and have all the prerequisite buildings. For example, if you capture an Atreides Construction Yard, you will be able to build an Atreides High Tech Factory, which allows you to build Ornithopters. You can also, if you have the appropriate prerequisite buildings, build an Atreides Palace, and create Fremmen. If you capture an Atreides Heavy Factory, and already have the prerequisite buildings, you will be able to build the Sonic Tank. One exception to this rule capturing the Emperors construction yard will not allow you to build the Emperors palace.

3.3 Capture Enemy Buildings Part II Once you capture a building, if there is space, you can build concrete inside your enemys base. This provides a very potent method of harassing an opponent AI and Human. Because there is no way of telling what concrete is owned by you, once somebody builds concrete inside your base, the only way to prevent him from building in your base is to quickly destroy the concrete he has built. Here are some suggestions to counter this tactic Pay attention and keep engineers out. Siege Tanks, Trikes, and infantry are effective guards against a

sneak attack. If somebody captures a building in your base, notice where it is, and destroy it quickly. If any new concrete springs up, destroy it. It is very easy to destroy concrete, but not all weapons work well against it. Siege Tanks and Trikes can destroy concrete quickly. Early in the game, build concrete around the critical areas of your base. This will prevent people from taking a remote building, and quickly building concrete into key areas of your base. If you've already built concrete, your enemy can't!

If you don't have time to destroy the concrete, a last resort is to spread out units in areas you think your opponent might build. You can't build on top of an enemy unit. This will buy you time to destroy the concrete later.

3.4 Spice controls the universe To make sure that money is always available place your refineries as close to the spice as possible without exposing them to the enemy, always try to use carryalls when the spice is further away. The optimum is two harvesters per refinery anymore and they have to wait too long to unload.

3.5 Keep an eye out! Use scouts and the radar outpost to spot attacks on your harvesters early so you can get them back to your base or get some units out to defend them. Using the outpost to spot units early also comes in useful when the AI is using Saboteurs, as you can catch them before they cloak. In the later missions make sure you have infantry scattered around your base as they have the ability to reveal stealth units such as Fremmen or Saboteurs. Be careful squishing Sardaukar they will damage tanks as they run them over by exploding.

3.6 Turrets Using gun and rocket turrets in clusters is also a valid tactic, if your turrets are spread out along walls the AI will be able to concentrate against one at a time. Turrets are very effective except against infantry. When you have a cluster of turrets you should support them with Siege Tanks. Turrets and infantry are particularly effective against Deviators as they do not effect them. Turrets can be outranged by Siege Tanks and Missile Tanks, so you will need to keep a reserve to deal with this problem.

3.7 Infantry Standing troopers on infantry rock can be a useful tactic against most units except siege tanks and light infantry. It is probably best to run infantry away from siege tanks as they will annihilate them. Placing turrets near infantry rock and using them along with infantry can be very effective.

3.