

Infinium Strike PC V2.2 Readme  
Windows/Mac/Linux or Steam Machine  
Codex Worlds Corp.  
7/15/16

Thank you for purchasing Infinium Strike! Please check [infiniumstrike.com](http://infiniumstrike.com) for the latest news and join our forums to find out more, report bugs, or ask questions about the game.

#### Change Log:

1.0 (Launch) 7/14/16

1.0.3 7/15/16

- Fixed V-Sync Settings Bug (Every Other V-Blank and V-Sync On Switched in Settings)
- Fixed Tab Text Corruption Bug

#### Performance Recommendations:

1. Anytime the game exhibits screen tearing, set V-Sync On.
2. Generally speaking, V-Sync On is recommended for fast and very fast machines. However, some may prefer unrestricted frame rate and turning V-Sync Off will allow much higher frame rates than 60 frames a seconds (or whatever your monitor refresh rate is set to).
3. For slower machines and lower memory video cards, Every Other Blank Frame is recommended.
4. Later missions are much more taxing on both the CPU (< 15) and GPU (< 4GB VRAM). If you experience unplayable frame rates, lowering the overall game quality will greatly increase frame rates.
5. From testing feedback, 20-30 frames a second, although not ideal, are very playable frame rates and still exhibit acceptable visual quality.

#### Known Issues:

1. Voice narration conflicts are by design.
2. In some cases, when switching from mouse to controller, the mouse cursor remains on the screen. Clicking the A button on the controller will remove it.
3. When using Steam Big Picture or SteamBox, it may be required to move your mouse cursor off screen while using the controller.
4. In many cases, it may be required to exit your game properly if running from a game distribution client like Steam in order to save the game properly.
5. In rare cases, the game may adjust your monitor resolution improperly. You can over-ride the default desktop resolution in the Settings menu.
6. If you run into any significant performance issues, try lowering the quality settings to improve frame rate.

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## 1. Installation Instructions

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### 1.0 System Requirements for Windows

#### 1.0.1 Minimum Configuration

OS: Windows 7/8/10; 32 or 64 bit  
CPU: 2 GHz Duo Intel/AMD CPU  
System RAM: 2 GB  
Hard Disk Space; 2.5 GB  
Video: GeForce GT 430, Radeon HD 5400 or HD4000, 1GB VRAM; 1280 x 720 resolution  
DirectX: Version 9.0c  
Sound: Windows compatible sound  
Other: 2-button Windows mouse

#### 1.0.2 Recommended Configuration

OS: Windows 7/8/10; 32 or 64 bit  
CPU: 1.8 GHz Quad Core Intel/AMD CPU  
System RAM: 4 GB  
Hard Disk Space; 2.5 GB  
Video: GeForce 560, Radeon 7850, HD4600 or higher, 2GB VRAM; 1920 x 1080 resolution  
DirectX: Version 9.0c  
Sound: Windows compatible sound  
Other: 2-button Windows mouse with scroll feature, full controller support

### 1.1 System Requirements for OS X

#### 1.1.1 Minimum Configuration

OS: OS X 10.8  
CPU: 2 GHz, Mac 2010  
System RAM: 4 GB  
Hard Disk Space; 2.5 GB  
Video: Intel HD, GeForce or Radeon 1.5GB VRAM or higher; 1280 x 720 resolution  
Sound: Mac compatible sound card  
Other: OpenGL 4.1, mouse

#### 1.1.2 Recommended Configuration

OS: OS X 10.10 or later  
CPU: 1.8 GHz Quad Core, Mac 2012  
System RAM: 4 GB  
Hard Disk Space; 2.5 GB  
Video: Intel HD, GeForce or Radeon 2GB VRAM or higher; 1920 x 1080 resolution or higher  
Sound: Mac compatible sound card  
Other: OpenGL 4.1, 2-button mouse, scroll function and controller supported

Note: Control clicking it will also allow you open the game without gatekeeper interrupting.

## 1.2 System Requirements for Linux, SteamOS

### 1.2.1 Minimum Configuration

OS: Debian, Ubuntu, and Fedora 14.04 or higher  
CPU: 2 GHz Duo Intel/AMD CPU 64-bit  
System RAM: 2 GB  
Hard Disk Space; 2.5 GB  
Video: GeForce GT 430, Radeon HD 5400 or HD4000, 1GB VRAM; 1280 x 720 resolution  
Sound: Linux compatible sound card  
Other: 2-button mouse and controller support

### 1.2.2 Recommended Configuration

OS: Debian, Ubuntu, and Fedora 14.04 or higher  
CPU: 2 GHz Duo Intel/AMD CPU 64-bit  
System RAM: 4 GB  
Hard Disk Space; 2.5 GB  
Video: GeForce 560, Radeon 7850, HD4600 or higher, 2GB VRAM; 1920 x 1080 resolution  
Sound: Linux compatible sound card  
Other: 2-button mouse with scroll feature and controller support

Additional Linux Install Instructions:

Linux 32-bit Infinium Strike should run on 64-bit machines and OS without any problems

Infinium Strike Ubuntu 14.04 LTS (32-bit) Setup & Launch Instructions

Begin by uncompressing the game archive file:

```
user@pcname$ cd /your/destination/location/  
user@pcname$ tar xpvzf infinium-strike-1.x.x.tar.gz  
(Replace x.x with version in file name, e.g., infinium-strike-1.0.1.tar.gz)
```

Next, try launching the game with these command from the Infinium Strike installation directory from a terminal window:

Change directory to the Infinium Strike installation directory:

```
user@pcname$ cd /your/install/location/
```

Launch the Infinium Strike executable:

```
user@pcname:/your/install/location$ ./InfiniumStrike.x86
```

If you get this error after attempting to launch:

```
user@pcname:/your/install/location$ ./InfiniumStrike.x86  
./InfiniumStrike.x86: error while loading shared libraries: libXcursor.so.1: cannot open shared object file: No such file or directory
```

You will need to install some dependent libraries:

```
user@pcname:/your/install/location$ sudo apt-get install libxcursor1:i386  
[sudo] password for user: (enter your administrator password)
```

You should see console output in the window and may be asked to confirm. Please press "Y"

Now try launching again:

```
user@pcname:/your/install/location$ ./InfiniumStrike.x86
```

If you get this error after attempting to launch:

```
user@pcname:/your/install/location$ ./InfiniumStrike.x86  
./InfiniumStrike.x86: error while loading shared libraries: libXrandr.so.2: cannot open shared object file: No  
such file or directory
```

You will need to install some dependent libraries:

```
user@pcname:/your/install/location$ sudo apt-get install libXrandr2:i386  
[sudo] password for user: (you may need to enter your administrator password again)
```

You should see console output in the window and may be asked to confirm. Please press "Y"  
Now try launching again...game should start properly:

```
user@pcname:/your/install/location$ ./InfiniumStrike.x86
```

## Infinium Strike Ubuntu 14.04 LTS (32-bit) Audio Troubleshooting Instructions

If you start the game and there is no sound or audio output, you may need to install the following libraries:

```
user@pcname:/your/install/location$ sudo apt-get install libglib2.0  
[sudo] password for user: (enter your administrator password)
```

You should see console output in the window and may be asked to confirm. Please press "Y"

```
user@pcname:/your/install/location$ sudo apt-get install libpulse0:i386  
[sudo] password for user: (enter your administrator password)
```

Now try launching the game again...it should start properly and you should now hear in-game audio.

Note: Changing hardware/software systems may alter these requirements.

Note: 4GB system RAM recommended for Intel HD series and AMD A series video support.

## 1.3 Uninstallation

### 1.3.1 Uninstalling Digital Distributed Games

For games acquired through digital distribution (e.g. Steam, GOG, etc.), it is recommended to follow that platform's instructions on uninstalling the game.

### 1.3.2 Uninstallation for Windows

Infinium Strike can be uninstalled from the Windows Start Menu uninstall shortcut.

Alternatively, the game can be uninstalled from the Control Panel in your Windows operating system.

Note: You may receive warning or error dialog boxes when installing the game. Clicking through these screens

will allow the game to be installed. Windows 8/8.1 may have Smart Screen dialog boxes that come up which you can bypass by clicking for more information.

### 1.3.3 Uninstallation for OS X and Linux

Please follow the procedures from your OS X or Linux system instructions.

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## 2. General Notes

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### 2.1 Display Settings

Display settings can be adjusted through the Settings menu in the game.

The game will typically default to your current screen resolution.

Using higher settings may affect performance of the game depending on the user's machine.

Adjust settings accordingly for optimal quality and performance, and make sure the latest drivers are installed. In rare cases, the default may not be the optimal screen resolution for your monitor.

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## 3. Known Issues

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3.1 Installing products on Windows may cause anti-virus and Windows dialog warning boxes to appear. Windows 8/8.1 may have Smart Screen dialog boxes that come up which you can bypass by clicking for more information. Please exit or close these error boxes and accept an installation of the game in order for the program to be installed properly. Alternatively, you can turn off conflicting software like anti-virus programs during installation.

### 3.2 Installing Video and Sound Drivers

If there are video or sound issues, please install the latest drivers for your graphics and sound cards.

### 3.3 Installing DirectX

Infinium Strike requires DirectX 9.0c or higher to run the game properly.

Windows 7 or higher is required so installing DirectX should not be necessary.

For the latest version of DirectX, visit: <http://www.microsoft.com/download/>

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## 4. Contact Information and Technical Support

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### 4.1 Technical Support

For any problems, issues, or feedback, please visit the community website: <http://community.codexworlds.com/>

Or you can email directly to this address: [support@1cpublishing.eu](mailto:support@1cpublishing.eu)

### 4.2 Websites

Infinium Strike official website: <http://www.infiniumstrike.com/>

Codex Worlds official company website: <http://www.codexworlds.com/>

Official community forum: <http://community.codexworlds.com/>

Codex Worlds 2017 website: [battlecursed.com](http://battlecursed.com)

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## 5. Legal Information

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