

# Max188's Instructions for the Windows XP Nvidia Registry Edit to Repair the EAW Map and Briefing Room Screens (with images added to boost clarity)

EAW Briefing Screen fix for WinXP

(Huntress Note: **Always create a Restore Point before editing the Windows Registry.** While this is a simple registry edit which will apply only to your graphics drivers and will cause no harm to the system if it is improperly placed, it is just a good habit to protect yourself in the case of all registry edits by creating a Restore Point so you can revert to your prior registry if you need to do so due to a bad edit. To create a Restore Point in Windows XP, go to Start | Programs | Accessories | System Restore and choose to Create a Restore Point. Name it whatever you like and remember that name so you can revert to this version of your registry if you need to do so.)

This describes how to fix the briefing screen and map corruption when using a GeForce card under NT. Because the exact registry path of the fix is different on every system, it involves a bit of detective work. It then requires you to manually editing the Windows system registry. While not particularly difficult, it can be very dangerous to your system's health if you are not careful. So, please be careful!

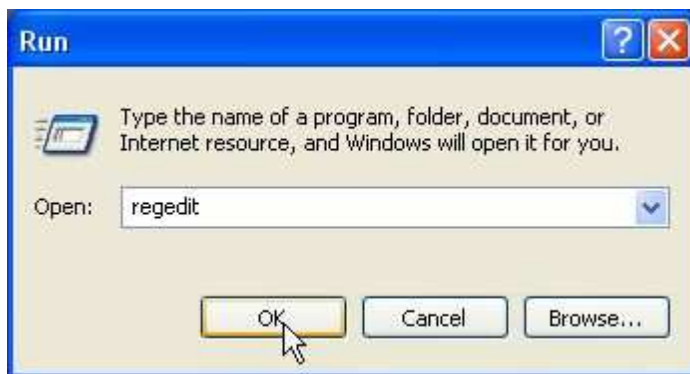
For a simple registry overview, check out <http://www.we-compute.com/registry.html>

max188

<http://www.xmission.com/~mmagleby/eaw> (Huntress Note: This website is no longer available and I have not found that Max has set up a new site containing this information. I hope to have it preserved at Sandbagger's website shortly.)

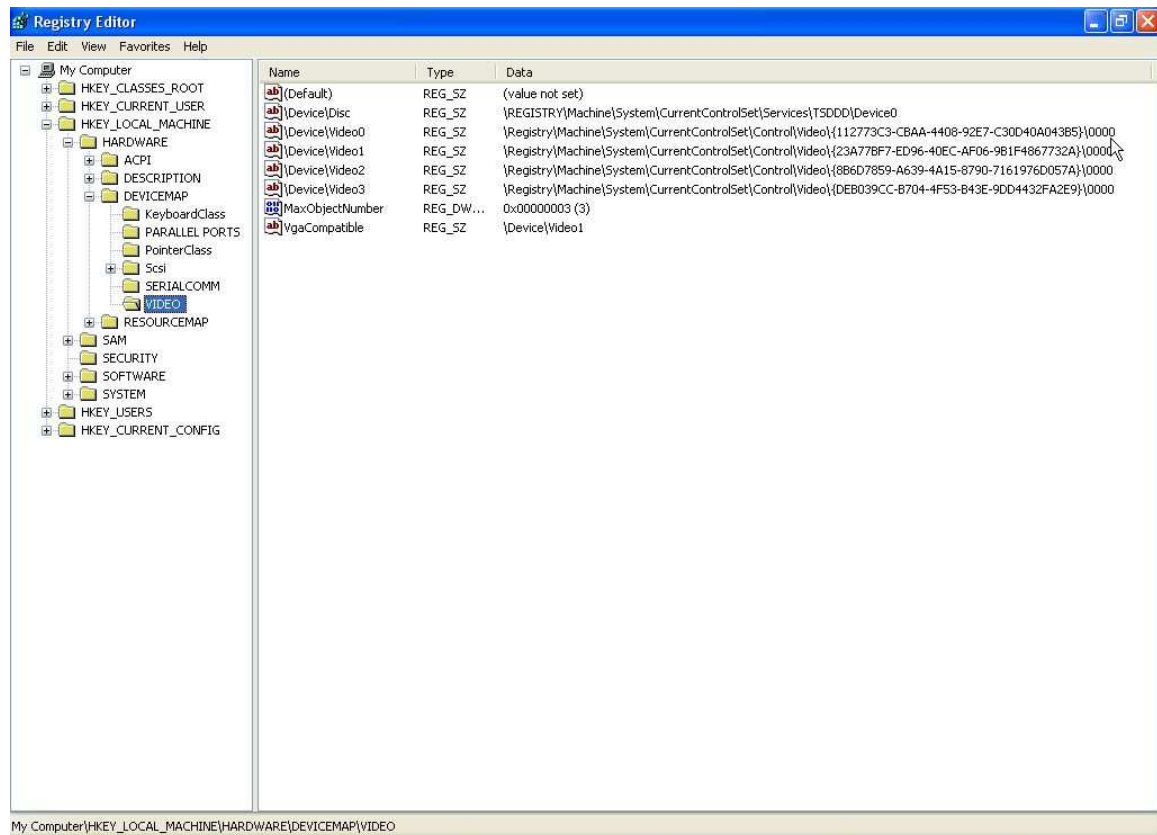
1/31/02

- 1) Open Regedit (Huntress Note: go to Start | Run, key *regedit* into field and OK the run)



- 2) Navigate to:  
HKEY\_LOCAL\_MACHINE\HARDWARE\DEVICEMAP\VIDEO

- 3) Look for the name:  
    \Device\Video0



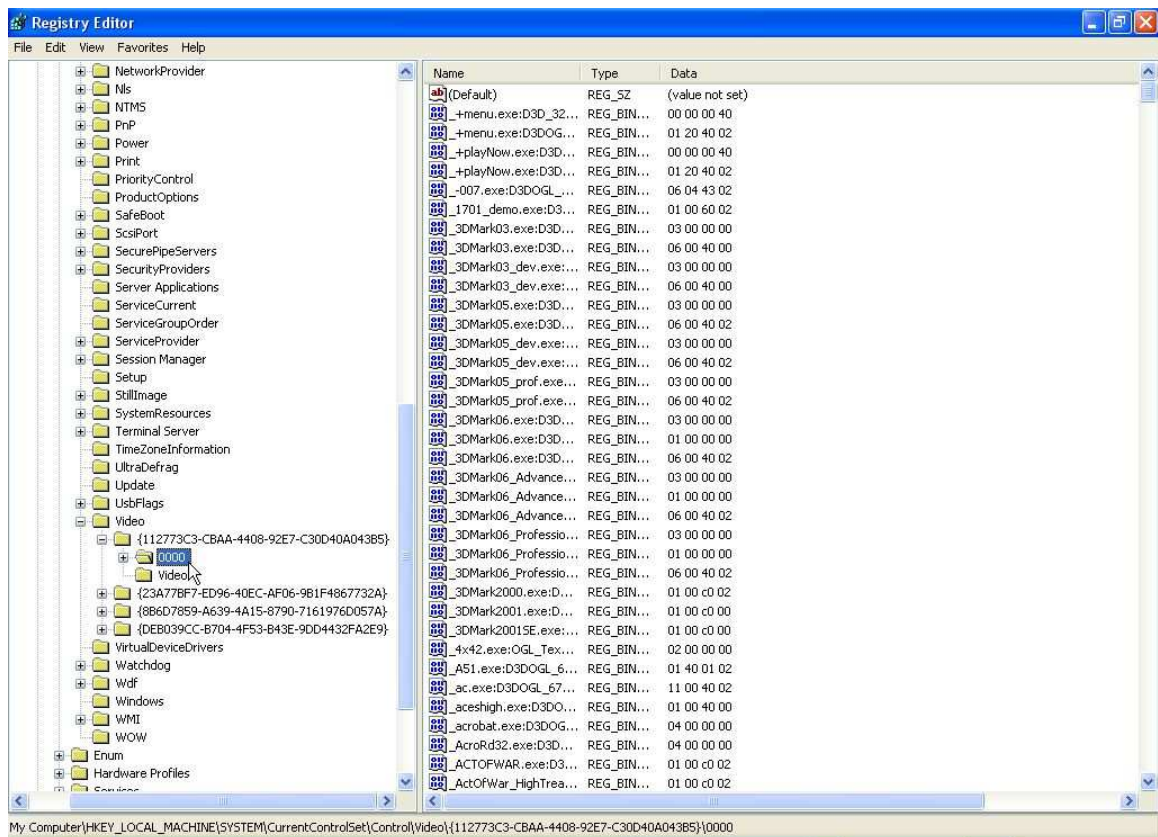
- 4) Look at the corresponding Data value. It will look something like this:  
    \Registry\Machine\System\CurrentControlSet\Control\Video\{112773C3-CBAA-4408-92E7-C30D40A043B5}\0000

- 5) Make note of the value in the brackets and the instance at the end of the line. You may want to print out this branch (cntrl-p) to easily reference these values later. In this example it is: {112773C3-CBAA-4408-92E7-C30D40A043B5}\0000

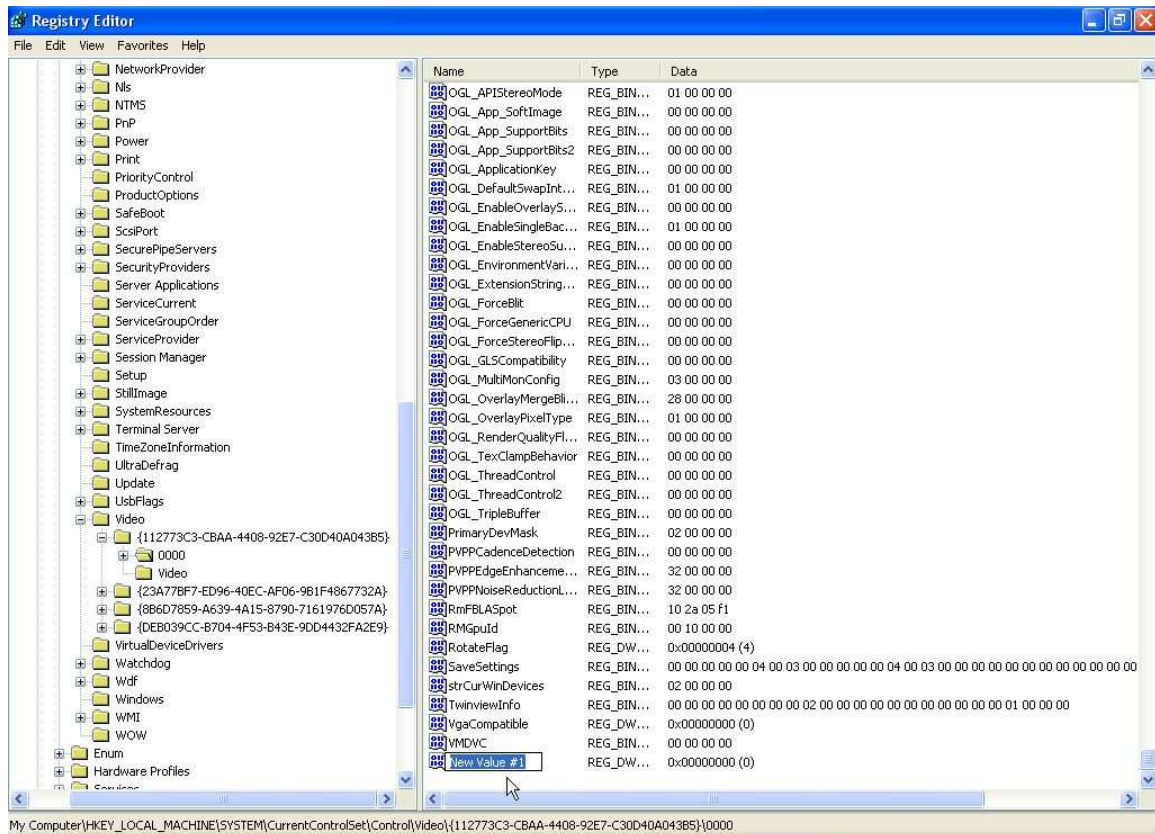
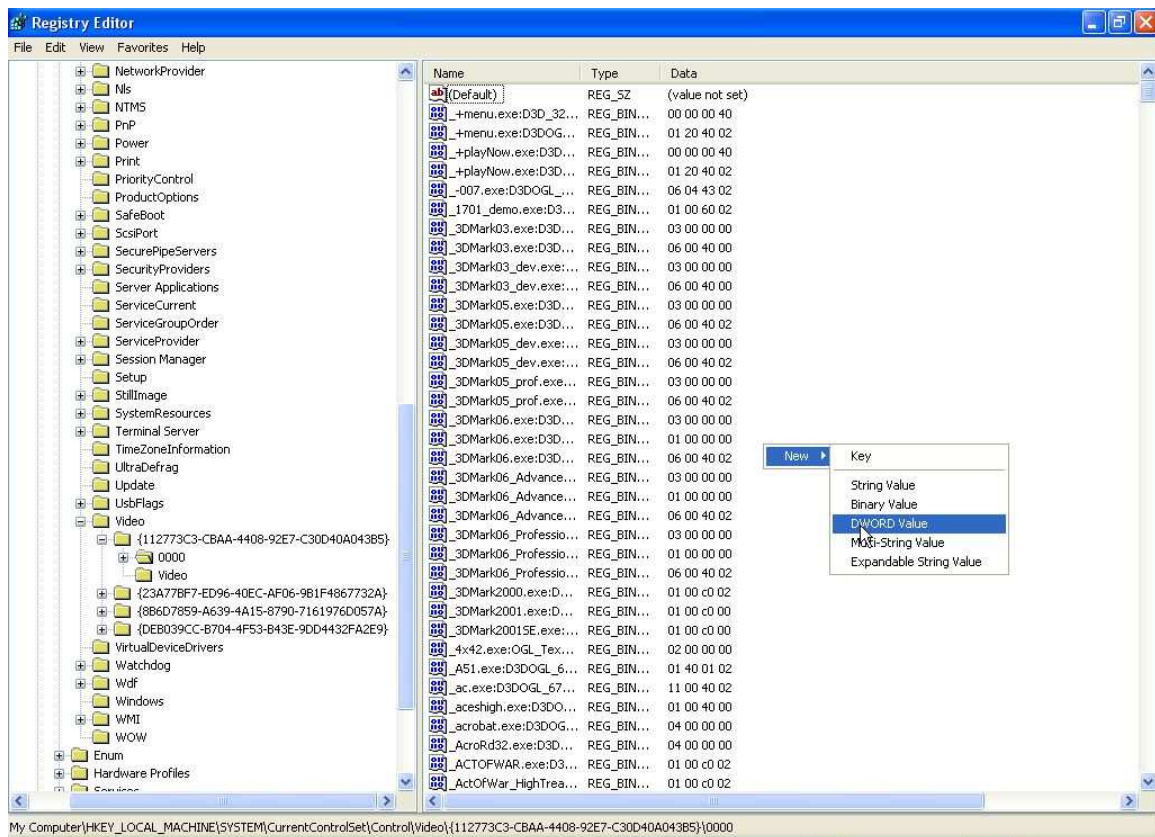
- 6) Navigate to:  
    HKEY\_LOCAL\_MACHINE\SYSTEM\CurrentControlSet\Control\Video

- 7) There may be several sub-categories. Select the one that matches the value in the brackets you noted in step 5. In this example it is:  
    {112773C3-CBAA-4408-92E7-C30D40A043B5}

- 8) Select the instance you noted in step 5. In this example it is:  
    \0000



9) Right-click this same instance (\0000) and select New/DWORD Value. This will create a value called "New Value #1".



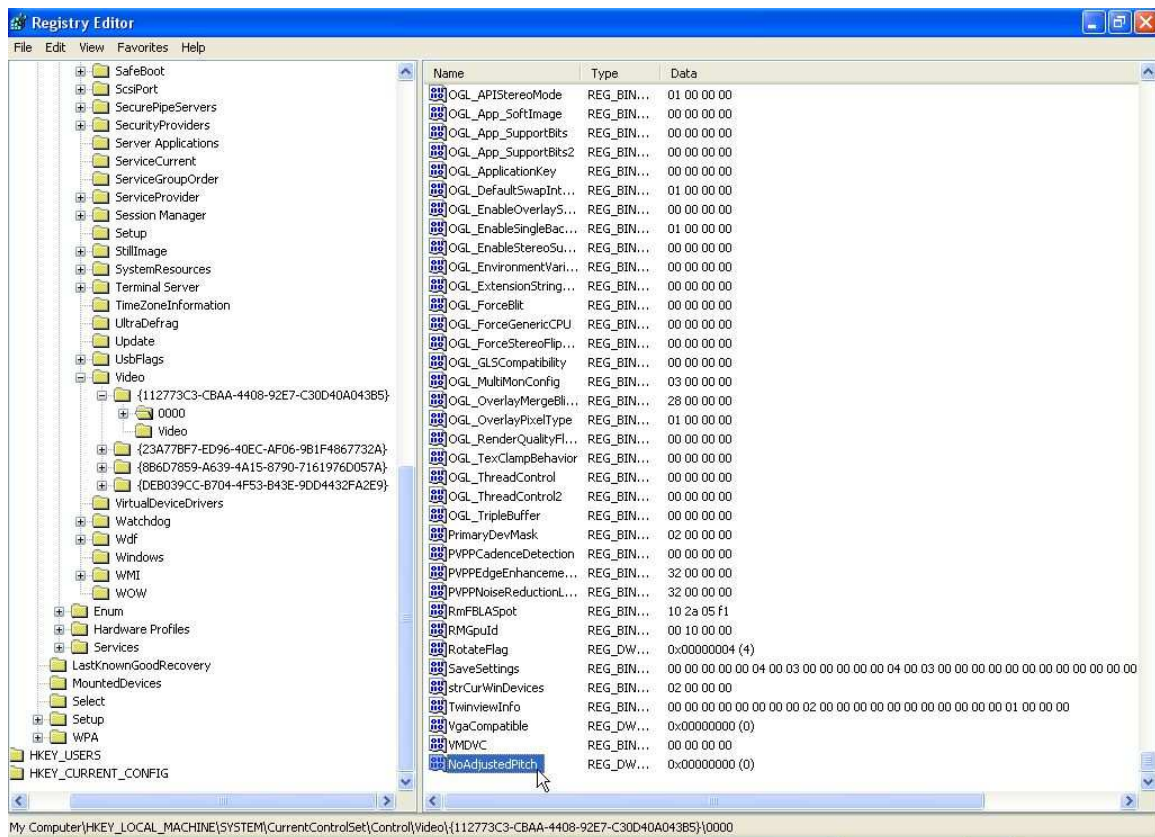
The screenshot shows the Windows Registry Editor with the following structure:

- Left pane: Tree view showing the path `Computer\HKEY_LOCAL_MACHINE\SYSTEM\CurrentControlSet\Control\Video\{112773C3-CBAA-4408-92E7-C30D40A043B5}\0000\Video`.
- Right pane: List of registry values for the selected path. The values are as follows:

Name	Type	Data
OGL_APIStereoMode	REG_BIN...	01 00 00 00
OGL_App_SoftImage	REG_BIN...	00 00 00 00
OGL_App_SupportBits	REG_BIN...	00 00 00 00
OGL_App_SupportBits2	REG_BIN...	00 00 00 00
OGL_ApplicationKey	REG_BIN...	00 00 00 00
OGL_DefaultSwapInt...	REG_BIN...	01 00 00 00
OGL_EnableOverlayS...	REG_BIN...	00 00 00 00
OGL_EnableSingleBac...	REG_BIN...	01 00 00 00
OGL_EnableStereoSu...	REG_BIN...	00 00 00 00
OGL_EnvironmentVari...	REG_BIN...	00 00 00 00
OGL_ExtensionString...	REG_BIN...	00 00 00 00
OGL_ForceBlt	REG_BIN...	00 00 00 00
OGL_ForceGenericCPU	REG_BIN...	00 00 00 00
OGL_ForceStereoFlip...	REG_BIN...	00 00 00 00
OGL_GLSCompatibility	REG_BIN...	00 00 00 00
OGL_MultiMonConfig	REG_BIN...	03 00 00 00
OGL_OverlayMergeBli...	REG_BIN...	28 00 00 00
OGL_OverlayPixelType	REG_BIN...	01 00 00 00
OGL_RenderQualityFl...	REG_BIN...	00 00 00 00
OGL_TexClampBehavior	REG_BIN...	00 00 00 00
OGL_ThreadControl	REG_BIN...	00 00 00 00
OGL_ThreadControl2	REG_BIN...	00 00 00 00
OGL_TripleBuffer	REG_BIN...	00 00 00 00
PrimaryDevMask	REG_BIN...	02 00 00 00
PVPPCadenceDetection	REG_BIN...	00 00 00 00
PVPPEdgeEnhanceme...	REG_BIN...	32 00 00 00
PVPPNoiseReduction...	REG_BIN...	32 00 00 00
RmFBLASpot	REG_BIN...	10 2a 05 f1
RMGpuId	REG_BIN...	00 10 00 00
RotateFlag	REG_DW...	0x00000004 (4)
SaveSettings	REG_BIN...	00 00 00 00 00 04 00 03 00 00 00 00 00 00 00 00 00 00 00 00
strCurWinDevices	REG_BIN...	02 00 00 00
TwinviewInfo	REG_BIN...	00 00 00 00 00 00 00 02 00 00 00 00 00 00 01 00 00 00
VgaCompatible	REG_DW...	0x00000000 (0)
VMDVC	REG_BIN...	00 00 00 00
NoAdjustedPitch	REG_DW...	0x00000000 (0)

At the bottom of the window, the path is displayed: `My Computer\HKEY_LOCAL_MACHINE\SYSTEM\CurrentControlSet\Control\Video\{112773C3-CBAA-4408-92E7-C30D40A043B5}\0000`.





11) Double-click the new NoAdjustedPitch and assign it a Hexadecimal value of 1.



13) Exit regedit and reboot.

14) The Briefing screens and maps should now be working properly.  
 Huntress Note: This set of instructions applies only to the Windows XP registry. Max 188 created a registry edit file which applies to the Windows 9x operating systems. For those running Windows 2000, the registry must be worked with on an individual basis—we can do it, but on a case by case basis. We have not been able to locate the correct place to edit the registry in either the Windows Vista or Windows 7 operating systems so are not yet able to repair the EAW map screen and briefing room screen for those pilots running these operating systems. (05/18/2009)