AXIOM VERGE

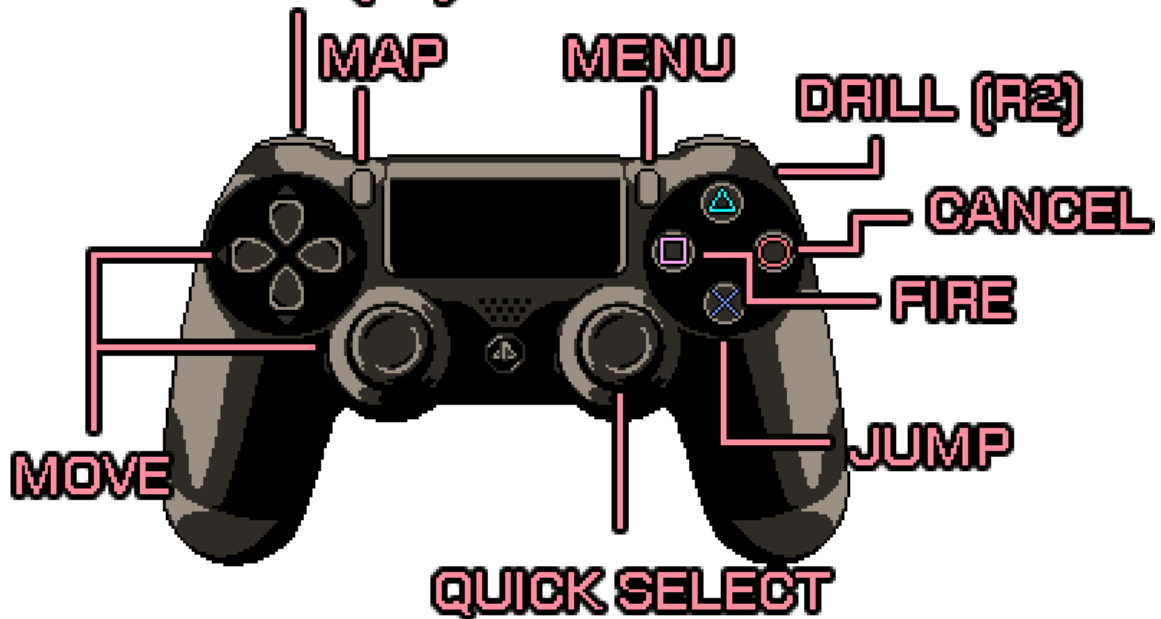## QUICKSTART MANUAL

By Thomas Happ Games LLC
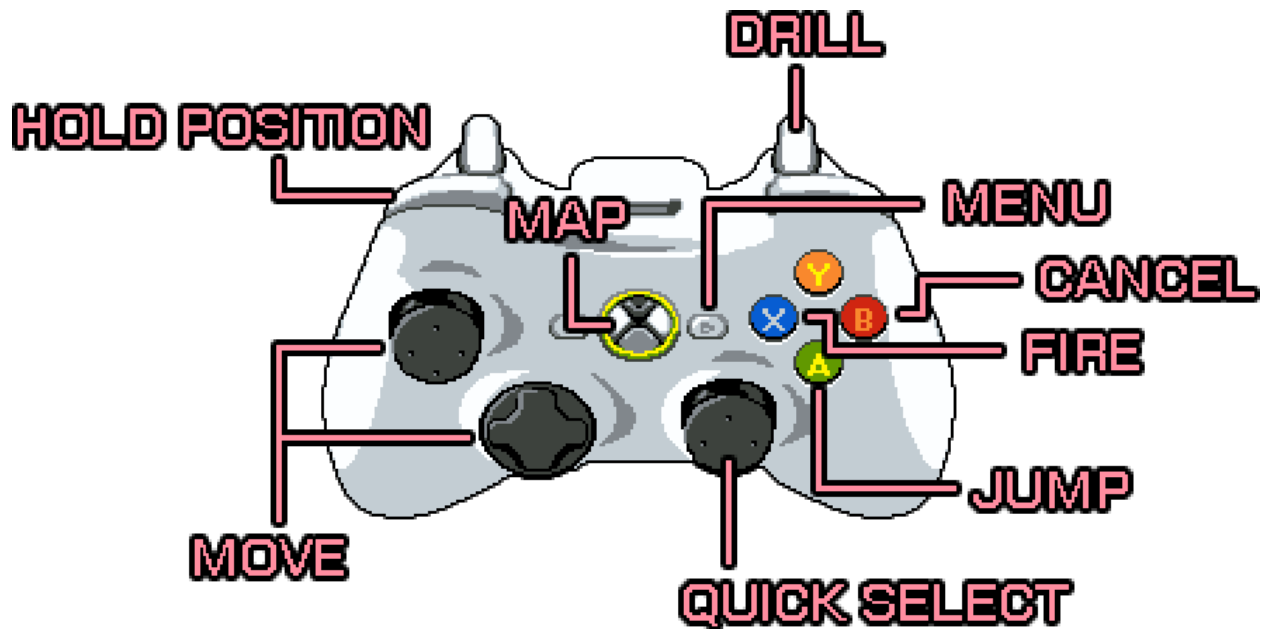
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Controls

I strongly recommend using a controller to play Axiom Verge; Dual Shock 4 and XInput (e.g. the Xbox 360 controller) controllers are supported with in-game iconography.

Dual Shock 4

XInput (360 Controller)

DRILL

HOLD POSITION

MAP

MENU

CANCEL

FIRE

JUMP

MOVE

QUICK SELECT

Keyboard

These are completely new defaults intended to be more friendly with international keyboard styles. You can easily rebind them to your liking in game.

(Note: If you use a keyboard, you should make it a gaming keyboard; general purpose keyboards generally don't allow as many keys to be held concurrently)

QUICK SELECT

MAP

1 2 3 4 5 6 7 8 9 0

TAB Q — CANCEL

A D F — FIRE

ENTER

DRILL

MENU

HOLD POS SPACE

JUMP/CONFIRM

MOVE
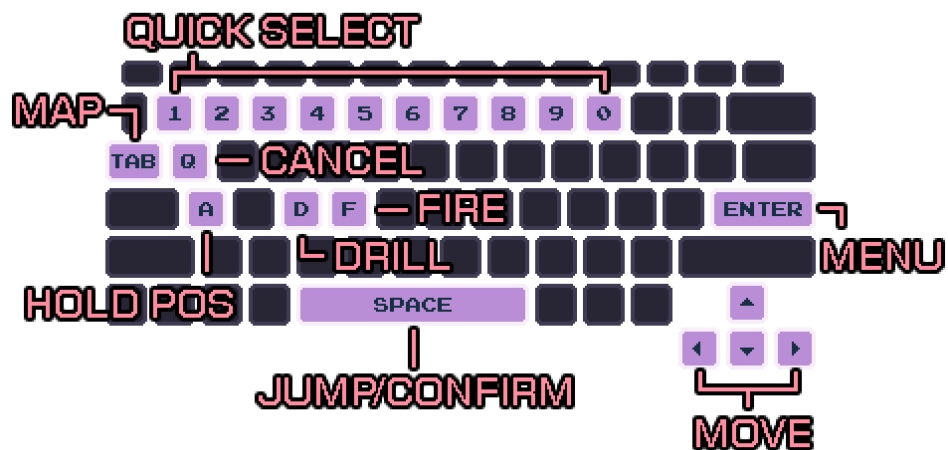
To assign a weapon to Quick Select, simply highlight it in your inventory and press the number you wish to assign.

DirectInput

Older "DirectInput" controllers will work as well, but you will need to do extra work to map them to an Xbox 360 layout.

DirectInput in Steam

1. Right click on the Steam Icon in your tray (or the equivalent thereof)
2. Choose "**Big Picture**"
3. Choose "**Settings->Controller->Edit Controls**
4. Map your controller to the closest XInput/360-style controller buttons that work for you.
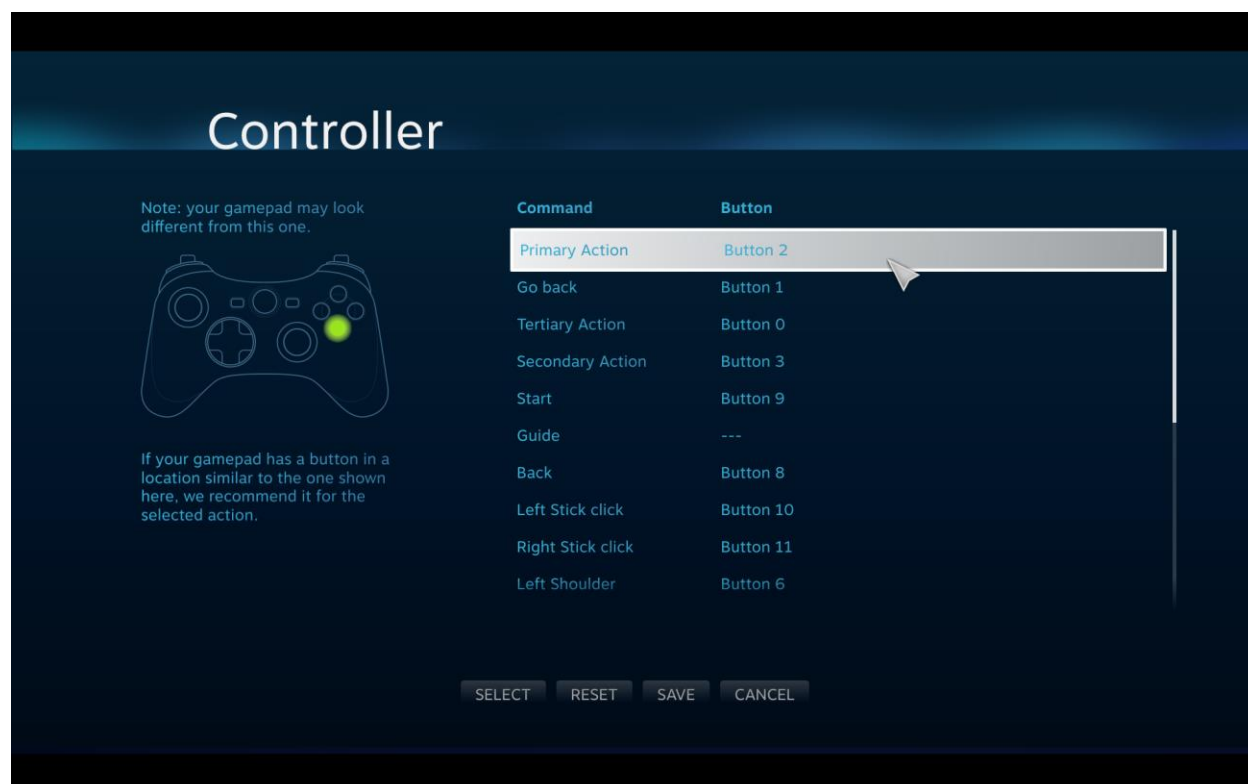
DirectInput In Other Platforms (Epic, Twitch)

In the Axiom Verge root folder you'll see **gamecontrollerdb.txt,** which is contains a line of **gobbledygook** (official scientific term) for each controller. You will need to make a new line for your controller if it's not already in there. To get this line of gobbledygook, download the SDL2 Gamepad Tool, here: http://www.generalarcade.com/gamepadtool/

It has a configurator similar to Steam Big Picture allowing you to map DirectInput controls to XInput. You can take the output text from this and paste it into gamecontrollerdb.txt, then restart the game for it to take effect.

Troubleshooting

While I've done my best to eliminate bugs and crashes, they still happen. Here's some of the most common ailments and remedies.

In Case of Crashes

Typically these have to do with antivirus, driver incompatibilities, or issues with the Steam client.

- **In Epic…**
  - Make sure your Axiom Verge is allowed through your Antivirus. For example, in Windows Defender's antivirus settings there is a ransomware section where you can choose to allow a certain application access. Each antivirus has its own spin on this, though.
- **In Steam**…
  - **Make sure Steam is Really, Truly Running** – For reasons unknown to anyone, sometimes Steam doesn't report itself as running, and you'll get an error message letting you know. Fully exit Steam and restart if this happens.
  - **Make sure Steam is Done Updating** – If you start a game at just the wrong moment, you can catch it in the midst of a Steam update. It'll try to start and hang. The only way out of this is to terminate and start over.
  - **Disable the Steam Overlay** – This is the most common source of startup crashes as Steam modifies game code at runtime in order to

work, but it isn't compatible with all video cards.

- **Update Your Video Drivers** – An old driver can wreak havoc.
- **Make Sure It's Using The Right Card** – Many new computers come with a low-power GPU in addition to a fast dedicated graphics card by NVIdia or AMD. You may have to use your graphics card's software to specify that it should run AV on the faster card rather than the integrated one.
- **Check the Min Specs** – The current min specs are posted on the Steam store page; it's possible that the card you are using is simply too old to run the game.
- **Uninstall and Reinstall** – Steam appears to corrupt downloads at an unusual rate. Sometimes this is the only way around it.
- **In Linux** – There is a crash experienced by some users initializing the audio device. For some users switching to Pulseaudio resolved the issue.
- **Windows 10 + NVidia** – If you are hanging at startup, many users have reported that going into the NVidia control panel and enabling FXAA will solve the issue.
- **AMD Triplebuffering** – AMD has an option to enable triblebuffering for OpenGL, either globally or individually, which works similarly to VSync and helps prevent tearing. For AV this will (or can) cause a crash. Unfortunately the individual setting doesn't always work and you may need to disable triblebuffering globally.
- **Crashes on Save/Load of Save game** – Save games are Rijndael encrypted to keep speedrunners somewhat honest, but some windows machines disable this. To enable, you need to run "regedit" and search for "`HKEY_LOCAL_MACHINE\SYSTEM\CurrentControlSet\Control\Lsa\FipsAlgorithmPolicy`" and set enable to 0. (This is fixed in newer versions of AV, but, incidentally, disabling FIPS is actually a good thing in most cases, just google it).
- **Plug in Speakers or Headphones** – This was a problem that I fixed and then it came back for one user. In Windows it sometimes treats having no headphones or speakers plugged in as having no audio device, and then the game hangs, thinking something is terribly wrong. The solution is to make sure the audio cables are fully plugged in.

Controller Woes

- **In Steam, Configure the Controller with Steam Big Picture** - Although you don't have to use Big Picture to run the game, Axiom Verge picks up on the configuration you set and it carries over. If your controller isn't working in Big Picture, it's not likely to work in Axiom Verge.

- **Try editing gamecontrollerdb.txt** –In the Axiom Verge root folder you'll see gamecontrollerdb.txt, which is contains a line of gobbledygook for each controller. To get this line of gobbledygook…

    o **…in Windows and OSX**, download the SDL2 Gamepad Tool, here: http://www.generalarcade.com/gamepadtool/
    o **….in Linux**, you'll need to compile something called **controllermap**; instructions for this are here: http://boilingsteam.com/making-third-party-gamepads-work-with-steam-games/

    Furthermore in Linux, you may need to add the environment variable to the AxiomVerge startup script, like so:

    ```
    export SDL_GAMECONTROLLERCONFIG="$SDL_GAMECONTROLLERCONFIG
    `cat gamecontrollerdb.txt`"
    ```

    (Note the newline after $SDL_GAMECONTROLLERCONFIG)

- **XB1 Controller Doesn't Work Properly** – I discovered that a bug in SDL2 means that SDL-2.0.3 works with the XB1 controller but not the PS4 controller while the opposite is true for SDL-2.0.4. In the game's root folder, you can rename SDL2.dll to SDL2.bak and then name SDL2-2.0.3.bak to SDL2.dll to use the XB1 controller.

- **chmod 777 /dev/uinput** – This is sometimes necessary to get the Steam Controller working in Linux. You'll need root access to do it. When you've done it right, ls -l /dev/uinput should return "crwxrwxrwx".

Performance Issues

- **Toggle between Windowed/Fullscreen** – I don't know exactly why, but on some systems Fullscreen is decidedly faster than Windowed mode, while on others it's the reverse. On my own dual-boot Windows 8/Ubuntu machine, Fullscreen is fastest in Windows and slowest in Ubuntu, even though it's the same hardware.
- **Lower the Graphics Detail** – In the Video Options there are currently two settings; 1 and 2. Setting it to 1 reduces the amount of post effects and particles.
- **Disable VSync** – Disabling VSync will cause screen tearing effects, but it can also smooth the framerate on a slow machine that can't keep up with 60 hz. However the game was developed and tested at 60 hz so it may overall work better with VSync on.

Other Issues

- **Check Your Logs** - A series of logs are stored in the Log folder, in the same directory as the game executable. Sometimes you can find a clue within the log text.
  - In Steam, right click on Axiom Verge and choose **Properties->Local Files->Browse Local Files**.
  - In Epic, they are typically in **"C:\Program Files\Epic Games\AxiomVerge\Log"**, depending on where you have your Epic launcher installed.

- **Contact Support** - Write to support@axiomverge.com for anything that can't be resolved by the above. Attach your log files as well as your system information (found in the Help->System Information menu in Steam) and I'll see what I can do.