# MY FIRST ENCYCLOPEDIA

## CONTENTS

# How To Use Help

Welcome to *My First Encyclopedia* Help.   In this document you can:

- Click on words highlighted like this -- <u>Using My First Encyclopedia</u> -- to jump directly to another helpful topic or to learn more about the highlighted term.

- Click on the Contents button at the top of the window to return to the Contents screen.

- Click on the Browse buttons (**>>** or **<<**) at the top of the window to move one screen forward or one screen backward.

- Click on the Glossary button to look up different terms used in *My First Encyclopedia*.

- Press **F1** to get more information about using a Windows help system like this one.

# Getting Started

This section of Help covers everything you need to know to set up and start *My First Encyclopedia* on your computer.

## Please see:

[What you need](What you need)

[Installing the program](Installing the program)

[Let's Play!](Let's Play!)

# What you need

To run *My First Encyclopedia*, you will need the following:

- An IBM or compatible computer with a 486SX or greater processor running at 25 Mz or faster
- 640 x 480 by 256 color SVGA graphics
- An MPC compatible CD-ROM drive
- A hard disk with approximately 8 megabytes of free disk space
- 4 megabytes of available RAM
- A mouse or other pointing device
- An MPC compatible sound card
- Microsoft Windows version 3.1 or above
- Microsoft Windows version 3.1 or above

We also recommend:

- A printer so that you can print *My First Encyclopedia* paint, coloring book, and recipe files.   Any Windows-compatible printer will work, but a laser printer will give better results when printing paint and coloring book files.
- 8 MB RAM
- A Double-spin CD-ROM drive

# Installing the program

Once you have everything you need, follow these steps to install *My First Encyclopedia*:

1. If you are not already running Microsoft Windows, do so by typing WIN.

2. Insert the *My First Encyclopedia* CD into the CD-ROM drive in your computer.

3. From the Windows Program Manager, clock on file, and drag down to Run.

4. In the Command Line box, type:

   **x:setup**

   (where x represents the letter of your CD-ROM drive), then choose the OK button.

   ***Note***: *If you don't use the Windows Program Manager, consult your shell program's documentation for instructions on using the Run function.*

5. The installation program will ask you where you'd like to store the *My First Encyclopedia* files on your hard drive.   Select the default drive and path by pressing **Enter**, or enter another drive and path.

6. You have two options for installation:

   - Express installation (recommended)

   - Custom installation

   If you choose the express installation as recommended, follow the messages on the screen.
   The program creates a configuration file (KA.INI) in your Windows sub-directory with program-specific data.

   If you choose custom installation, the program gives you the following options:

   a. May the program make changes to your Windows SYSTEM.INI file (a backup copy is made for protection)?

   b. May the program add support files for the WinG high-performance graphics libraries to your Windows system subdirectory?

   c. May the program create a program group called Knowledge Adventure, and place all of the icons associated with *My First Encyclopedia* into this group?

If you have difficulty installing *My First Encyclopedia*, refer to the "Problem solving" section on page 47 of this guide.

## Let's Play!

To start *My First Encyclopedia*:

1. Find the Knowledge Adventure program group.

   If it is not visible, pull down the Window menu on your Program Manager screen and drag down to List All, then select Knowledge Adventure from the list.

2. If the program group is not already open, open it by double-clicking on its icon.

3. Find the *My First Encyclopedia* icon in the group window and double click on it to start the adventure.

# Main menu

When you double click on the *My First Encyclopedia* icon in the program group window, the Main menu screen will appear.   From this screen you can:

**Launch My First Encyclopedia**

Click on the large logo in the center of the screen to start your *My First Encyclopedia* adventure.   The program is described in <u>Using My First Encyclopedia</u>.

If you've been in the program before and would like to jump directly to the Main Tree menu, a short cut way to do this is to click on the icon of the little man on the screen.

**Go to the Index section**

Click on the word *index* to use the Index section.   The index lists all the words in *My First Encyclopedia*. This section is described in detail in <u>Using the Index</u>.

**See previews**

Click on the word *previews* to see demonstrations of other great Knowledge Adventure products.

**Launch The Adventurers!**

Click on the word *adventurers* to try the coolest new way of seeing, hearing, and reading about kids from all over the world.   *The Adventurers!* is described in <u>Meet The Adventurers!</u>

**See credits**

Click on the word *credits* to see who helped create *My First Encyclopedia* and *The Adventurers!.*

**Exit**

Click on the word *exit* to leave the program and return to Windows.

# Using My First Encyclopedia

When you double click on the *My First Encyclopedia* logo on the main menu, you launch the Discovery program.   The world of *My First Encyclopedia* is a very special, magical place, where you and your child can discover the wonders of the world around us.

There's no right way to use *My First Encyclopedia*; you can't make any mistakes or do anything wrong. You should explore all that this special place of learning has to offer according to your child's interests and pace.

After you have started the program, on your screen *My First Encyclopedia's* magical tree will appear. Three of the kids who will be your guides in *My First Encyclopedia* will give you a brief introduction to the magical tree.

There are many things to learn about in *My First Encyclopedia*.   As you climb up and down, you'll see birds, insects, plants and other fun things.   There are also ten "rooms" on the tree in which you'll find lots of fascinating information about different subjects pertaining to us and our world.

After the introduction, you will see the main tree menu in more detail.

**See:**

Moving around the tree

The learning rooms

Using the activities

## *Moving around the tree*

### *Using your mouse*

You'll explore *My First Encyclopedia* using your mouse.   Your mouse controls the arrow on the screen, called a cursor.   Hold the mouse and use your pointing finger to click the left button.   Moving the mouse moves the cursor.

If the cursor does not move when you move the mouse, refer to the section on <u>Troubleshooting</u>.

### *Climbing up and down the tree*

To climb up the tree, use the mouse to move the cursor to the top of your screen.   The cursor turns into a green arrow and you'll begin to climb up the tree.   To climb down, use the mouse to move the cursor to the bottom of your screen.

Don't go so fast!   There's much to explore as you climb.   Your child can learn about many things on the tree:   the insects, birds, leaves, even the tree itself.   Explore them all!

### *Exploring objects*

To learn about an object, animal, bird, or insect on the tree, use your mouse to move the cursor over that object.   With the cursor resting on the object, click the mouse by pressing the left mouse button.

You can always come back to the tree to learn about all the objects you see.   You can also go into one of the learning rooms on the tree.

## *The learning rooms*

The kids on the tree are your guides to the ten rooms.   Click on the question mark in the lower right of the screen, then click on one of the kids to hear him or her explain what's in that room.   See <u>The Learning Rooms</u> for a description of all ten rooms.

To enter a room, use your mouse to move the cursor over the kid who's sitting or standing by that room. With the cursor resting on the kid, click by pressing the left mouse button.

### *Once you're in a room*

Each of the learning rooms are different.   When you first enter a room, your Vidkid guide will explain what to do.   Be sure to explore all the objects and pictures in each room; there's lots to learn!

Explore objects in the room the way you explore objects on the tree.   Move the cursor over the object and click by pressing the left mouse button.

### *Turning music off*

If at any time you want to turn off the music throughout the program, press the F2 key on your keyboard. To turn to the music on, press F2 again.

### *Activities*

Each room has activities you and your child can participate in together, including coloring books, games and puzzles, and a Question and Answer section.   See <u>Using the Activities</u> for more information.

### *Using online help*

If you're not sure how something works, and you need more information than is provided in this book, you can look up specific instructions on your computer.

At any point in the program, press ! to access online help.   You may find help instructions particularly useful for the paint programs and coloring books.

### *Getting back to the tree*

Go back to the tree when you want to explore other the objects on the tree, other learning rooms, or when you're ready to leave *My First Encyclopedia*.

When you want to leave a room and return to the tree, use your mouse to move the cursor over the thumbnail picture of the tree in the upper right corner of the screen.   With the cursor resting on that picture, click by pressing the left mouse button.

In an activity, there are two thumbnail pictures in the upper right corner of the screen (except the coloring books).   Click on the thumbnail of the room to return to the room, or the thumbnail of the tree to return directly to the tree.

### *Leaving the program*

When you're ready to leave the program, return to the main tree screen (if you're not already there), and click on the box with the arrow in it (bottom right corner of the main tree screen).   You can also press the **F4** function key while holding down the **Alt** key.

## *Using the activities*

In addition to learning about the objects in the rooms, *My First Encyclopedia* has several activities in which you and your child can participate.

### Learn about these activities:

Question & Answer

Coloring books

Other activities

## *Question & Answer*

Each room has a Question & Answer section.   The Q&A helps your child learn more about the subject in each room.

### *To start the Q&A*

In each room, you'll find the Q&A picture (the boy with the question mark) somewhere on the screen. Using the mouse, move the cursor over the picture, then click on it by pressing the left mouse button.

The screen becomes a chalkboard.

### *To hear the questions*

Click on the image of the kid with the question mark to hear him or her ask a question relating to the subject of the room.

Help your child answer the question.   Help them recall the information presented in the learning room and apply that knowledge to the question.

When you are ready to hear the answer, click on the image of the kid with the light bulb on the right side of the screen.

Repeat the process for all of the questions in each room.

## *Coloring books*

Five of the learning rooms have coloring books with pictures that relate to the subject of the room.

### *To start a coloring book*

In each room which has a coloring book, you'll find a small book with the crayons on the cover.   Using the mouse, move the cursor over the coloring book, then click on it by pressing the left mouse button.

The screen becomes a coloring book with five thumbnail pictures shown across the top of the screen.

There are a total of ten pictures to choose from in each room.   To view thumbnails of the other five pictures, click on the arrow icon to the right.   This scrolls through all ten thumbnails.

### *To select a picture to color in*

Move the cursor over the picture you wish to color and click on it by pressing the left mouse button.

You have two tools to work with:

The paint bucket tool fills in a selected area with the selected color.
The vacuum cleaner erases the selected area, removing the color.

### *To color*

1. Select the bucket tool:
   Move the cursor to the paint bucket tool and click on it.   A red box around the tool indicates that you have selected it.

2. Select a color:
   Move the cursor to the color on the palette you wish to use, and click.   The tip of the cursor's arrow determines its exact position.
   Any area you fill now will be filled with this color.

3. Fill an area using the selected color:
   Move the cursor over the area you wish to color and click.
   The tip of the cursor's arrow determines its exact location.

### *To erase*

1. Select the vacuum cleaner:
   Move the cursor to the vacuum cleaner and click on it.   A red box appears around the tool indicating that you have selected it.
   You are now ready to erase an area of the painting.

2. Erase the selected area:
   Move the cursor over the area you wish to erase and click.

### *To print a coloring book template*

1. Turn your printer on and make sure it is online.

2. Move the cursor to the printer icon and click.
   This prints the template only, in black and white, so your child can then color the picture on paper.

### *To return to the room*

Move the cursor to the thumbnail picture of the room in the upper right corner of the screen and click. This brings you back to the room from which you came.

### *Other activities*

All of the rooms have other activities, like puzzles, games or other magical exploration devices which relate to the subject of the room.

When you start the puzzle or game, your Vidkid guide explains how to play.   These activities are described in <u>The Learning Rooms</u>.

# The Learning Rooms

There are ten rooms in *My First Encyclopedia*, listed from the top of the tree to the bottom:

- <u>What's up there?</u>   Space and astronomy
- <u>Where is it?</u>   Geography
- <u>How do our bodies work?</u>   Anatomy
- <u>Where do we live?</u>   Households and their contents
- <u>What do we create?</u>   The world of the arts
- <u>How do we work and play?</u>   Jobs and games
- <u>How do we get there?</u>   Transportation
- <u>What do we eat?</u>   Foods
- <u>What lives with us?</u>   Animals
- <u>How does the earth work?</u>   Geology and earth science

## *What's up there?*

### *The world of space and astronomy*

This room is your command center for space exploration.   Here, you discover the planets, stars and the solar system, astronauts and space vehicles.   The center window displays pictures of the subject being discussed.

On the left panel of the console, the pictures represent subjects related to astronomy, including the galaxy, asteroids, comets, astronauts, and the stars.

On the bottom of the console, click on the pictures to learn about the solar system (far left picture), the sun, and from left to right, all the planets beginning with Mercury.

**To leave the room**:   Return to the tree by clicking on the thumbnail picture of the tree in the upper right corner of the screen.   Once you're back at the tree, you can explore other objects on the tree or other learning rooms.

## Check out these activities:

Coloring book

Slider puzzle game

Q&A

### *Coloring book*

To start the coloring book, click on the picture of the book with the crayons on the cover.   See <u>Coloring books</u> for more information on using this activity.

The coloring book has ten pictures to color in.   Five thumbnails, each representing a picture you can color in, appear at the top of the screen.   Click on the arrows next to thumbnails to scroll through the other five thumbnails.

Choose the picture you want to color in by looking at the thumbnails, then select a picture by clicking on the thumbnail.

When you're ready to go back, click on the thumbnail picture of the room in the upper right corner of the screen.

### *Slider puzzle game*

This game features four puzzles.   Click on the picture of the puzzle you want to solve, and the pieces will scramble before your eyes.

To move a piece of a puzzle to an adjacent free space, click on the piece.   It will move into the free space.

When you have solved a puzzle, click on another picture to solve another puzzle.

When you're ready to go back, click on the thumbnail picture of the room in the upper right corner of the screen to return to the room, or the thumbnail of the tree to return directly to the tree.

### *Q&A*

To start the Q&A module for this room, click on the picture of the boy with the question mark.   See Question and Answer for more information on using this activity.

When you're ready to go back, click on the thumbnail picture of the room in the upper right corner of the screen to return to the room, or the thumbnail of the tree to return directly to the tree.

## *Where is it?*

### *The world of geography*

In this room, you discover distant lands, the oceans, and the geography of all seven continents.   The main feature of this room is a large map of the world.

Before exploring on the map, click on all the objects in this room, including the animals, the books and other objects on the desk, and even the shoes on the floor.

On the world map, you can click on one of the oceans to learn about it, or click on one of the continents to start the World Map activity.

**To leave the room**:   Return to the tree by clicking on the thumbnail picture of the tree in the upper right corner of the screen.   Once you're back at the tree, you can explore other objects on the tree or other learning rooms.

### Check out these activities:

World map

Slider puzzle game

Q&A

### *World map*

When you click on one of the continents in the world map, you get a closer view of it.   Click on any of the items in that picture.   You can learn about the animals that live on that continent, the plants that grow there, the natural resources, and the people who live there.

When you're ready to go back, click on the thumbnail picture of the room in the upper right corner of the screen to return to the room, or the thumbnail of the tree to return to the tree.

### *Slider puzzle game*

Click on the picture of the earth; it will appear on the puzzle screen then scramble before your eyes.

To move a piece of a puzzle to an adjacent free space, click on the piece.   It will move into the free space.   If you click on a piece which has no adjacent free space, it will not move.

When you're ready to go back, click on the thumbnail picture of the room in the upper right corner of the screen to return to the room, or the thumbnail of the tree to return to the tree.

### *Q&A*

To start the Q&A module for this room, click on the picture of the boy with the question mark. See Question and Answer for more information on using this activity.

When you're ready to go back, click on the thumbnail picture of the room in the upper right corner of the screen to return to the room, or the thumbnail of the tree to return directly to the tree.

# *How do our bodies work?*

### *The world of anatomy and medicine*

In this room, you discover the human anatomy and about how we use medicine to cure people.   The main feature of this room is a chart of a boy showing multiple views of his anatomical features.

Before exploring on the wall chart, click on all the objects in this room, including all the medical instruments.

Now explore the wall chart.   Click on the parts of the boy's body to identify the parts and how they work.

Now click on the index tabs on the right side of the wall chart; this exposes different layers of what's inside our bodies, including the muscles, the internal organs, and our skeletal structure.   You can also click on objects that appear in the layer view to learn about them.

**To leave the room**:   Return to the tree by clicking on the thumbnail picture of the tree in the upper right corner of the screen.   Once you're back at the tree, you can explore other objects on the tree or other learning rooms.

## Check out these activities

Concentration game

Q&A

### *Concentration game*

To start the concentration game, click on the picture of the ear.

This game teaches you the body parts as you match them up.   You are dealt six cards.   The body of a boy is shown on the left of the screen with his body parts ghosted.

Click on a card.   It turns over to reveal what body part it is.   Now click on another card.   If it matches the first card, that body part is filled in on the boy.   If it doesn't match, the cards turn over again.   Remember what body part was on each card and click on another card.   If you remember where the matching card is, click on it.   If not, guess again.   There are three rounds before the game is complete and the boy is fully revealed.

When you successfully complete the game, you automatically go back to the learning room.   If you want to go back sooner, click on the thumbnail picture of the room in the upper right corner of the screen to return to the room, or the thumbnail of the tree to return directly to the tree.

## *Q&A*

To start the Q&A module for this room, click on the picture of the boy with the question mark.   See Question and Answer for more information on using this activity.

When you're ready to go back, click on the thumbnail picture of the room in the upper right corner of the screen to return to the room, or the thumbnail of the tree to return directly to the tree.

# *Where do we live?*

### *The world of buildings and towns*

In this room, you discover the places we live, and about the places other people live too.   You can probably find all the objects in this room in your own household.   Click on each one to discover more about it.

**To leave the room**:   Return to the tree by clicking on the thumbnail picture of the tree in the upper right corner of the screen.   Once you're back at the tree, you can explore other objects on the tree or other learning rooms.

## Check out these activities

Town puzzles

Coloring book

Q&A

## *Town puzzles*

There are three pictures of street scenes in this learning room.   Each picture represents a different kind of environment.   Find the city scene (far left), the residential scene (middle), and the commercial scene (far right).

Click on one of the pictures.   It becomes a puzzle.   The scene has holes where buildings and other architectural features belong.   The missing pieces are around the picture.

Click and drag the pieces into the holes and hear a description of the piece and its purpose in the scene.

When you successfully solve a puzzle, you return automatically to the room.   If you want to leave before solving the puzzle, click on the thumbnail picture of the room in the upper right corner of the screen to return to the room, or the thumbnail of the tree to return to the tree.

Now choose another puzzle and solve it.

### *Coloring book*

To start the coloring book, click on the picture of the book with the crayons on the cover.   See <u>Coloring books</u> for more information on using this activity.

The coloring book has ten pictures to color in.   Five thumbnails, each representing a picture you can color in, appear at the top of the screen.   Click on the arrows next to thumbnails to scroll through the other five thumbnails.

Choose the picture you want to color in by looking at the thumbnails, then select a picture by clicking on the thumbnail.

When you're ready to go back, click on the thumbnail picture of the room in the upper right corner of the screen.

### Q&A

To start the Q&A module for this room, click on the picture of the boy with the question mark.   See Question and Answer for more information on using this activity.

When you're ready to go back, click on the thumbnail picture of the room in the upper right corner of the screen to return to the room, or the thumbnail of the tree to return directly to the tree.

## *What do we create?*

### *The world of the arts*

In this room, you discover the world of the arts, including painting, sculpture, writing, and music.   You can also create some art of your own.

Click on all the objects in this room to learn about them, including the paintings, statues, musical instruments, portraits of famous artists, and so forth.

**To leave the room**:   Return to the tree by clicking on the thumbnail picture of the tree in the upper right corner of the screen.   Once you're back at the tree, you can explore other objects on the tree or other learning rooms.

## Check out these activities

Painting program

World music map

Coloring book

Q&A

# *Painting program*

*My First Encyclopedia's* painting program allows your child to create his or her own original artwork and save it on your computer.

To start the painting program, click on the artists palette (the left side of the easel at the bottom).

A blank screen (canvas) appears, with your painting tools across the left side.   Select a tool by clicking on the tool.   A red box appears around the tool as a confirmation of your selection.   Once you have selected a tool, the options for that tool appear across the top of the screen.

Your tools are:

## Color palette

Whenever you are painting, drawing, or typing text, you should first select the color.   Click on the square of the color you want.   The tip of the cursor's arrow determines its exact position.   The color you have selected appears in the rectangle below the color palette as a confirmation of your selection.

## Drawing tools

The drawing tool icon can be found in the first rectangular box below the color palette.   Select this tool to create objects on the screen like boxes, circles and so forth.   Once you have clicked on the drawing tool icon, look at all its options (located at the top of the screen).   You can toggle through all the drawing tool options by clicking on the arrow button.

- **Arrow**

The arrow button accompanies several of the drawing tools and can be found at the top of the screen. The right arrow will cycle forward through each tool choice and the left arrow will cycle back.

- **Line widths**

Line widths are an option which accompanies several of the drawing tools.   Choose the line width from the selection area.

- **Undo**

You also have an undo button at the right end of the options along the top row.   This button undoes your very last action.   This is a handy tool if you have drawn over something accidentally.

The options appear on the top of the screen and are from left to right:

- **Pencil**

Use the pencil to draw freehand lines.   Choose the line width in the line width selection area to the right.

- **Paint bucket**

Use the paint bucket to fill in enclosed areas you have already drawn.   If the area you have drawn is not enclosed, the paint bucket will fill adjacent areas of the screen as well.

- **Spray can**

The spray can creates the effect of paint spraying.   Choose the line width in the line width selection area to the right.

- **Ruler**

Use the ruler to draw straight lines.   Choose the line width in the line width selection area to the right.

- **Hollow box**

Select this option to draw an unfilled box.   Choose the line width in the line width selection area to

the right.

- **Hollow circle**

Select this option to draw an unfilled circle or ellipse.   Choose the line width in the line width selection area to the right.

- **Filled box**

Select this option to draw a filled box.

- **Filled circle**

Select this option to draw a filled circle.

- **Hollow triangle**

Select this option to draw an unfilled triangle.   Choose the line width in the line width selection area to the right.

- **Filled triangle**

Select this option to draw an filled triangle.

- **Quill pen**

Use this tool to create the effect of an ink quill pen.

- **Charcoal Pencil**

Use this tool to create the effect of a charcoal pencil.

- **Fly swatter**

Use the fly swatter to draw a "splat".   Choose the line width in the selection area to the right.

- **Connect and fill**

This tool (whose icon looks like a square sail) creates an irregular fill.   Hold down the left mouse button and draw an irregular line.   When you release the mouse, the beginning and ending points of your line will connect and fill with a selected color.

- **Pencil eraser**

The pencil eraser creates a small square which erases the area selected.

- **Vacuum cleaner**

The vacuum cleaner creates a large square which erases the area selected.

- **Zig zag**

This tool creates an irregular, zig zag line.   Choose the line width in the line width selection area to the right.

- **Polka dots**

Hold down the left mouse button and drag your cursor across the screen to create random sized polka dots in random colors.

- **Chalk**

Use this tool to draw a chalk line.

- **Blue untied bowtie**

The blue untied bowtie creates an irregular line which will be either thick or thin depending on the whether your line is angled horizontally or vertically.

- **Red untied bowtie**

The red untied bowtie creates an irregular line which will be either thick or thin depending on the

whether your line is angled horizontally or vertically.

- **Horizontal bowtie**

This tool creates horizontal bowtie patterns.   Choose the line width in the line width selection area to the right.

- **Vertical bowtie**

This tool creates vertical bowtie patterns.   Choose the line width in the line width selection area to the right.

- **Propeller**

Hold down the left mouse button and move the cursor in a circular motion.   The propeller tool creates a spiked line pattern on the screen.

## Eraser tools

Use the eraser tools to erase whatever is on the canvas.   The options for the eraser tools appear on the top of the screen and are from left to right:

- **Chalkboard**

The chalkboard erases the screen to a green chalkboard background.

- **Wipe**

The wipe option erases the screen from left to right in a white wipe.

- **Claw mark**

The claw mark erases the screen by filling it with white lines.

- **Window curtains**

The window curtain option erases in a white wipe beginning at the center and out to the left and right edges of the screen.

- **Black wipe**

The black wipe erases the screen to black beginning at its edge and moving toward the center of the screen.

- **Flush**

The flush option erases the screen from the top down in a white wipe.

- **Bomb**

The bomb option erases to white in an explosion emanating from the center of the screen.

- **Stars**

This option erases the screen and leaves a starry background in its place.

## Hammer tool

The hammer tool lets you transform existing objects or areas of your picture.   When you select the tool, look at the options along the top of the screen.

The options for the hammer are (from left to right):

- **Scissors**

Creates a box similar to the hollow box option in the drawing tools.   Hold down the left mouse button to create a box.   When you release the mouse button everything within that space turns white.

- **Knife**

The knife option is used to draw an irregular enclosed area by hold down the left mouse button and drawing.  When you release the mouse button, the space within your enclosed area turns white.

- **Arrows**

The horizontal arrows flip the selected area or object so it becomes a mirror image.  The vertical arrows rotate the selected area or object 180 degrees.

- **Magnification glasses**

Enlarge and paste (the plus sign) or shrink and paste (the minus sign) your picture.

- **Mystery tool**

Fills screen with random choices from the tool option menu.

## Text tool

Types text on your screen.  Select the tool, then click on the area of your picture where you want the text to start.

## Stamp

The stamp tool is a collection of images which you can use to illustrate your screen.  Once you select the stamp tool, choose an illustration from the option menu along the top of the screen.  Now, click on an area of your picture to stamp that image.  You can produce multiple images of your stamp by holding down the left mouse button and dragging it across the screen.

## Utility tools

- **Disk to screen**

Click on this icon and thumbnails of pictures you have saved will appear.  If you save more than five screens, an arrow will let you cycle through your choices.  Click on a thumbnail to load your saved screen.

- **Screen to disk**

This function will save your current drawing to your computer's hard disk (picture screens are saved as KAxxxx.DIB files).  By saving your work, you can come back to it later, work on it again, or show it to your friends.

- **Print**

Click on this icon to print your current screen.

- **Trash**

The trash icon will bring up thumbnails of saved images.  Click on thumbnail to delete the saved file. You will be prompted to accept or reject this deletion.

- **Stamp**

This function allows you to toggle the stamp tool from making multiple copies (holding down the left mouse button and dragging across screen)to a single stamp mode (one click to place each illustration).  The number 1 will appear beside the stamp when you are in single stamp mode.

**Return:**  When you're ready to go back, click on the thumbnail picture of the room in the upper right corner of the screen.

### *World music map*

You can explore the world of music by clicking on the map of the world.   A full screen map appears, showing banners with notes on them.   Click on the banners to see a vivid picture of that part of the world, hear a sample of music from there as well as a description of its cultural significance.

When you're ready to go back, click on the thumbnail picture of the room in the upper right corner of the screen.

## *Coloring book*

To start the coloring book, click on the picture of the book with the crayons on its cover.   See <u>Coloring books</u> for more information on using this activity.

The coloring book has ten pictures to color in.   Five thumbnails, each representing a picture you can color in, appear at the top of the screen.   Click on the arrows next to thumbnails to scroll through the other five thumbnails.

Choose the picture you want to color in by looking at the thumbnails, then select a picture by clicking on the one you have chosen.

When you are ready to go back, click on the thumbnail picture of the room in the upper right corner of the screen.

## *Q&A*

To start the Q&A module for this room, click on the picture of the boy with the question mark.   See Question and Answer for more information on using this activity.

When you're ready to go back, click on the thumbnail picture of the room in the upper right corner of the screen to return to the room, or the thumbnail of the tree to return directly to the tree.

# *How do we work and play?*

### *The world of jobs and recreation*

This room is the people theater, where you can learn about what different people do for work and for play. The main feature of this room is a slide projector which presents a narrated slide show of careers and sports.

You control the slide projector by clicking on the arrows on the remote control on the right side of your screen.   Click on the right arrow to move forward through the slide show, and on the left arrow to go backwards.

**To leave the room**:   Return to the tree by clicking on the thumbnail picture of the tree in the upper right corner of the screen.   Once you're back at the tree, you can explore other objects on the tree or other learning rooms.

## Check out these activities

Head matching game

Q&A

### *Head matching game*

To start the head matching game, click on the picture of the face.

This game teaches you to recognize a person's profession or sport by what they're wearing.   Three bodies appear on the bottom of the screen, and three heads on the top.   Click your mouse on a head and drag it to the body that matches it by holding down the left mouse button while moving your mouse. When you correctly match a head with its body, you hear a description of that person's job or sport.

There are three sets in the game.   When you successfully complete all three sets, you automatically go back to the learning room.   If you want to go back sooner, click on the thumbnail picture of the room in the upper right corner of the screen to return to the room, or the thumbnail of the tree to return directly to the tree.

### *Q&A*

To start the Q&A module for this room, click on the picture of the boy with the question mark. See Question and Answer for more information on using this activity.

When you're ready to go back, click on the thumbnail picture of the room in the upper right corner of the screen to return to the room, or the thumbnail of the tree to return directly to the tree.

## *How do we get there?*

### *The world of transportation*

In this room, you discover how we go from one place to another, different forms of transportation.   The main feature of this room is the Let's Go activity.

Before exploring the Let's Go activity, click on all the objects in the car's dashboard, including the horn and the radio.   For a special surprise, click on the street.

**To leave the room**:   Return to the tree by clicking on the thumbnail picture of the tree in the upper right corner of the screen.   Once you're back at the tree, you can explore other objects on the tree or other learning rooms.

### Check out these activities

Let's Go

Coloring book

Q&A

### *Let's Go*

Click on the picture postcard to start the Let's Go activity.

The screen that appears shows different vehicles.   Click on each vehicle to learn about it.   When you're ready to go back, click on the thumbnail picture of the room in the upper right corner of the screen, or on the thumbnail of the tree to return directly to the tree.

## *Coloring book*

To start the coloring book, click on the picture of the book with the crayons on the cover.   See <u>Coloring books</u> for more information on using this activity.

The coloring book has ten pictures to color in.   Five thumbnails, each representing a picture you can color in, appear at the top of the screen.   Click on the arrows next to thumbnails to scroll through the other five thumbnails.

Choose the picture you want to color in by looking at the thumbnails, then select a picture by clicking on the thumbnail.

When you're ready to go back, click on the thumbnail picture of the room in the upper right corner of the screen.

## *Q&A*

To start the Q&A module for this room, click on the picture of the boy with the question mark.   See Question and Answer for more information on using this activity.

When you're ready to go back, click on the thumbnail picture of the room in the upper right corner of the screen to return to the room, or the thumbnail of the tree to return directly to the tree.

## *What do we eat?*

### *The world of food*

In this room, you can learn about food.   Explore all the objects in the kitchen, including the food and all the appliances.   Don't forget to check out inside the cabinets.

You can also learn about the times of day.   There are two clocks on the right side of the screen:   an analog clock on the wall and a digital clock sitting on the refrigerator.

Click on either clock to learn about clocks, then watch the window.   You'll see a whole day go by in time lapse.

Press the button to the right of the clock on the wall to advance the clock one hour.   Change the time on the clock changes the view out the window, showing you what it looks like at different times during the day.   You'll also hear a description of that time of day.

**To leave the room**:   Return to the tree by clicking on the thumbnail picture of the tree in the upper right corner of the screen.   Once you're back at the tree, you can explore other objects on the tree or other learning rooms.

## Check out these activities

Recipe file

What doesn't belong game

Coloring book

Q&A

### *Recipe file*

The recipe file provides actual recipes you and your child can use together in the kitchen.   If you have a printer attached to your computer, you can even print them out.

Each recipe in the box has a tab with an icon which indicates what the recipe makes.   Click on the tab to pull the recipe card out of the box.   Click on the up and down arrows to scroll through the ingredient list and instructions.   Click on the printer icon to print the recipe (make sure your printer is on).

### *What doesn't belong game*

In this game, you must pick out the object on the plate that doesn't belong because it cannot be eaten. Click on the object that is not a food or a beverage.   When you successfully complete all the sets in the game, you return automatically to the room.

### *Coloring book*

To start the coloring book, click on the picture of the book with the crayons on the cover.   See <u>Coloring books</u> for more information on using this activity.

The coloring book has ten pictures to color in.   Five thumbnails, each representing a picture you can color in, appear at the top of the screen.   Click on the arrows next to thumbnails to scroll through the other five thumbnails.

Choose the picture you want to color in by looking at the thumbnails, then select a picture by clicking on the thumbnail.

When you're ready to go back, click on the thumbnail picture of the room in the upper right corner of the screen.

## *Q&A*

To start the Q&A module for this room, click on the picture of the boy with the question mark.   See Question and Answer for more information on using this activity.

When you're ready to go back, click on the thumbnail picture of the room in the upper right corner of the screen to return to the room, or the thumbnail of the tree to return directly to the tree.

## *What lives with us?*

### *The world of animals*

In this room, you can learn about animals.   The room features a create-a-critter game, a terrarium where you can discover what lives in each major ecosystem, and an animal album, where you can look at animals and also hear the sounds they make.

**To leave the room**:   Return to the tree by clicking on the thumbnail picture of the tree in the upper right corner of the screen.   Once you're back at the tree, you can explore other objects on the tree or other learning rooms.

## Check out these activities

Terrarium

Animal album

Create-a-critter game

Q&A

### *Terrarium*

To start the terrarium activity, click on the terrarium.

The terrarium shows different ecosystems found in nature, including desert, swamp, forest, and so forth. Click on each area to learn about that ecosystem and the animals that live there.

When you're ready to go back, click on the thumbnail picture of the room in the upper right corner of the screen to return to the room, or the thumbnail of the tree to return to the tree.

### *Animal album*

To start the animal album, click on the large book on the left of the screen.

The book opens up into the full screen.   Click on the folded corner of the right hand page to see pictures of different animals and hear descriptions of them.

When you're ready to go back, click on the thumbnail picture of the room in the upper right corner of the screen to return to the room, or the thumbnail of the tree to return to the tree.

### *Create-a-critter game*

To start the game, click on the picture on the left of the screen.

In this game, the screen shows three panels, each with the front, middle, and back of a different animal. Click on the up and down arrows for each panel to change the combinations. Try to make the strangest animal you can! As you create each new animal, you hear its unique name spoken.

When you're ready to go back, click on the thumbnail picture of the room in the upper right corner of the screen to return to the room, or the thumbnail of the tree to return to the tree.

## *Q&A*

To start the Q&A module for this room, click on the picture of the boy with the question mark.   See Question and Answer for more information on using this activity.

When you're ready to go back, click on the thumbnail picture of the room in the upper right corner of the screen to return to the room, or the thumbnail of the tree to return directly to the tree.

# *How does the earth work?*

### *The world of geology and earth science*

In this room, there are many activities in which you can learn about geology and weather.   Before you move on to them, click on the vent on the floor for a special surprise.

**To leave the room**:   Return to the tree by clicking on the thumbnail picture of the tree in the upper right corner of the screen.   Once you're back at the tree, you can explore other objects on the tree or other learning rooms.

## Check out these activities

Stormoscope

Seasonometer

Cutaway earth

Q&A

### *Stormoscope*

Click on the stormoscope.   It will zoom to full screen.   Press each of the buttons to see and learn about different kinds of storms in the viewing window.

When you're ready to go back, click on the thumbnail picture of the room in the upper right corner of the screen to return to the room, or the thumbnail of the tree to return to the tree.

### *Seasonometer*

Click on the seasonometer.   It will zoom to full screen, and a picture of a tree will appear in the viewing window.   Press each of the buttons to see what the tree looks like in each of the four seasons.

When you're ready to go back, click on the thumbnail picture of the room in the upper right corner of the screen to return to the room, or the thumbnail of the tree to return to the tree.

### *Cutaway earth*

Click on the cutaway view of the earth.   A picture will appear showing many aspects of the earth, from clouds all the way to the earth's core.   Click on all the objects and areas of the screen to learn about them.

When you're ready to go back, click on the thumbnail picture of the room in the upper right corner of the screen to return to the room, or the thumbnail of the tree to return to the tree.

### *Q&A*

To start the Q&A module for this room, click on the picture of the boy with the question mark.   See <u>Question and Answer</u> for more information on using this activity.

When you're ready to go back, click on the thumbnail picture of the room in the upper right corner of the screen to return to the room, or the thumbnail of the tree to return directly to the tree.

# Using the Index

Use the Index to see all the words in *My First Encyclopedia*.   The words are listed in alphabetical order. If you wish to explore one of the words further, you can go directly to the area of My First Encyclopedia where that word is described.

**Accessing the Index**

Access the index by clicking on the Index button (the button with an open book on it) near the bottom of the tree.

When you first enter the Index, one of the Real Kid guides explains how to use it.

**Exploring words**

The alphabet runs along the bottom of the screen over a slider bar.   When you click on a letter, the first word from *My First Encyclopedia* appears, along with a picture of the object in the upper left corner of the screen.

You can move to the section of *My First Encyclopedia* that describes this word by clicking on the image in the upper left corner of the screen.   To return to the Index from *My First Encyclopedia*, return to the tree and enter the Index section again.

To explore the next word in alphabetical order, use the slider bar to click forward.

You can move to another letter of the alphabet by clicking on that letter in the alphabet that runs across the bottom of the screen.

# Meet The Adventurers!

*The Adventurers!* is a totally cool way to see, hear, and read about kids from all over the world!   It's the very first CD-ROM hangout for kids of all ages.

After you choose *The Adventurers!* button, or type **a** from the startup screen, you will see an opening movie followed by *The Adventurers!* main screen.   You can click the mouse to interrupt the opening movie and go directly to the main screen.

*The Adventurers!* screen displays videos, artwork, photographs, letters, poems, and stories submitted by kids from all around the globe.

These are the different parts of *The Adventurers!* screen:

- The Adventurers! Picture Window in the upper right of the screen displays videos, photographs, and artwork.   The box directly under the Picture Window lists the name, age, and state or country of the kid currently on display.

- The Adventurers! Crayon Stamp on the face of the envelope at the top of the screen lets you know if the kid in the Picture Window has additional artwork for you to see.

- The Adventurers! Text Window in the center left of the screen displays written information submitted by each kid.

- The Adventurers! Numbers below the Picture Window let you find kids' entries according to their ages.

- The Adventurers! Letters below the numbers let you find kids' entries according to the first letter of their first names.

- The Adventurers! Globe in the lower left part of the screen lets you see on the map where a kid lives.

- The Adventurers! Control Buttons in the lower left corner of the screen provide other options.

# The Adventurers! Picture Window

*The Adventurers!* Picture Window displays a photograph, artwork, and/or movie of the kid whose name, age, and state or country appear in the text box directly below the Picture Window.   The Picture Window is divided into three invisible vertical sections.

You can:

- Click in the right or left hand section of the Picture Window to scroll through all of the kids in *The Adventurers!* alphabetically.   Clicking on the right side takes you to the next kid in alphabetical order.   Clicking on the left side takes you to the previous kid in alphabetical order.

- Click in the middle section of the Picture Window to stop a movie or narration while it is playing.   To restart a movie or narration, press the replay button at the lower left of the screen.

# The Adventurers! Crayon Stamp

If the kid in *The Adventurers!* Picture Window has artwork for you to see, a Crayon Stamp appears on the letter at the top of the screen.

If there is artwork available, you can:

- Click on the Crayon Stamp to view artwork by the kid in the Picture Window.

- Continue to click on the Crayon Stamp to see additional artwork or return to the photograph or movie of the kid.

# The Adventurers! Text Window

*The Adventurers!* Text Window displays letters, stories and poems by the kid in the <u>Picture Window</u>.   You can:

- Click on the single arrows at the bottom of the Text Window to scroll the text up or down one line at a time.   The text will scroll as long as you hold down the mouse, and will stop when you release the mouse.

- Click on the double arrows at the bottom of the Text Window to scroll the text up or down one page at a time.   The text will scroll as long as you hold down the mouse, and will stop when you release the mouse.   You can also press **PgUp** or **PgDn** on the keyboard to scroll up or down one page at a time.

- Click on a word in the Text Window that interests you to see a list, or index, of all the kids who mention that particular word in their letters, stories, or poems.   While the Text Window is displaying this index you can:

    ο Click on the single arrows at the bottom of the Text Window to scroll the index up or down one page at a time.

    ο Click on the double arrows at the bottom of the Text Window to scroll the index forward to the next word in the index with a different second letter or backward to the previous word in the index with a different second letter.

    ο Click on any kid's name to meet that kid.

    ο Press **Esc** or click on the Retrace button to return the text and Picture Windows to the way they looked before.

**TRY THIS SHORTCUT**: Type a word or a kid's name to open the index and go directly to that entry.

# The Adventurers! Numbers

The row of numbers below <u>The Adventurers! Picture Window</u> lets you find kids' entries according to their ages.

You can:

- Click on a number to meet a kid that age.

- Click on the arrow at the left end of the number line to meet the next kid in line that is younger than the one in the Picture Window.

- Click on the arrow at the right end of the number line to meet the next kid in line that is older than the one in the Picture Window.   Keep clicking on either arrow to scroll through all the kids in order according to their ages.

# The Adventurers! Letters

The letters arranged in a keyboard fashion just below the row of numbers on *The Adventurers!* screen let you find kids' entries according to the first letter of their first names.   You can:

- Click on a letter to meet a kid whose name begins with that letter.
- Keep clicking on that letter to scroll through all the kids whose names begin with that letter.

# The Adventurers! Globe

The globe below <u>The Adventurers! Text Window</u> lets you travel around the world to see where different kids live.   Click on the globe to see a full screen view of the map window, with a small Picture Window in the left corner of the screen.   A yellow cross on the map shows where the kid in <u>The Adventurers! Picture Window</u> lives.

You can:

- Click anywhere in the map window to visit the kid that lives closest to that location.   You will see his or her image or movie in the small Picture Window.   Press **Esc** key to stop a movie from playing.

- Click on any highlighted spot to visit the kid that lives at that particular location.   You will see his or her image or movie in the small Picture Window.   Press the **Esc** key to stop a movie from playing.

- Click on any of the four arrows around the edges of the map window to rotate the globe.

- Click on the slider bar that appears under the map window to move closer to or farther from the earth.   Clicking toward the right end of the bar will bring you closer to the earth.   Clicking toward the left end of the bar will take you farther away.

- Click on the small Picture Window to return to the main screen and learn more about the kid currently on display.

# The Adventurers! Control Buttons

The four buttons in the lower left corner of *The Adventurers!* screen are described below.

- **Replay**:  Click on this button to replay the movie or audio for the current entry.

- **Retrace**:  Click on this button to travel to the last entry you visited.   Each click takes you back one more entry.

- **Music**:  Click on this button to change the music selection.

- **Exit**:  Click on this button to go to the exit information screen.

From the exit information screen you can:

- **Learn**:  How to become an Adventurer!   Click the mouse to interrupt the information sequence.

- **Print**:  Click on this button to print out your official Knowledge Adventure Adventurers! entry form. Don't forget to have your parents sign it before you send it in with your stuff!

- **Replay**:  Click on this button to hear the entry information again.

- **Return**:  Click on this button to return to *The Adventurers!* main screen.

- **Exit**:  Click on this button to exit to the Startup Screen.

# Troubleshooting

About Video

About Memory

About Sound and Music

About WinG (Microsoft WinG, version 1.0)

# About Video

**If *My First Encyclopedia* requires a video driver that uses only 256 colors, and my video driver is capable of using 16 million colors, why can't I use my current video driver with *My First Encyclopedia*?**

*My First Encyclopedia* only supports a 256 color video driver in order to improve performance.   True color video drivers have to transfer three times as much data to the screen.

**How can I change the Windows video driver?**

Most systems will install a variety of drivers for Windows use.   If this is not the case, have your Windows diskettes or the drivers diskettes for your video card ready.

1. While in Windows, double click on the **Windows Setup** icon.   This is usually in the **Main** program group.

2. Select **Change System** settings from the **Options** menu.

3. Click on the down arrow in the **Display** category.   This will bring up a list of available drivers. Scroll through the list and select the appropriate 640x480 - 256 color driver for your video card. If one is not on the list select **Other display** at the bottom of this list (Note:   Selecting the **Other display** option will require a diskette with the appropriate drivers for your particular video card. Contact the manufacturer of your video card if you do not already have a drivers diskette).

4. If you are prompted for the location of the driver in the **Windows Setup** box, enter the path and click on **OK**.   Windows will install the driver and then request that you insert one of your original Windows diskettes (Note:   If your computer arrived with Windows pre-installed, and you do not have the original Windows diskettes, please contact the manufacturer of your machine for further assistance).

5. If you selected a driver that was already installed in Windows, you will be informed of this and you may select **Current** and use the installed driver.

6. To have the new driver take effect, you must select the **Restart Windows** option once the driver has been installed.

7. To return your Windows display to its original configuration, repeat these steps after finishing *My First Encyclopedia*.

# About Memory

**What is virtual memory and why do I need it to run *My First Encyclopedia*?**

Virtual memory is a file on your hard disk used to emulate memory.   This file is called a swap file and is used by Windows to improve performance on machines without a lot of physical memory.   *My First Encyclopedia* is a large program, and using virtual memory helps it run faster.   Consult your Windows documentation for more information on virtual memory.

**How do I tell Windows to use a swap file?**

In the **Program Manager**, look in the **Main** program group for the **Control Panel**.   Double-click on the **Enhanced** or **386 Enhanced** icon.   Inside **Enhanced**, click on the button **Virtual Memory...**   The size (in *kilobytes*) and type (*permanent* or *temporary*) of your swap file will be displayed.   If you want to change the size or type of your swap file, click on the **Change >>** button, type the new size in the **New Size** field and click on **OK**.

**Should I use a permanent or a temporary swap filed?**

Permanent swap files are faster.   Temporary swap files should only be used if you are too short on disk space to make a permanent swap file as large as you would like.

**How big should I make my permanent swap file?**

As big as Windows recommends.   On a computer with **4 megabytes** of RAM, the largest swap file Windows 3.1 supports is about **7800 kilobytes** (about **8 megabytes**).   This lets you keep twice as many applications open as you could without virtual memory and is a lot cheaper than buying RAM.   On a computer with **8 megabytes** of RAM, the limit is about **19700 kilobytes**.

**How come I can only make a small permanent swap file?**

A permanent swap file can only be as big as the biggest free block on your hard disk.   If your disk has been fragmented and doesn't have any big free blocks, you can fix this by running a disk defragmenter like DEFRAG.EXE, an executable which comes with MS-DOS 6.2.

**Can I put my swap file on a compressed volume to get more virtual memory?**

No.   Swap files should not be put on drives which have been compress with Stacker or DoubleSpace. Swap files must be very fast to simulate RAM and putting a swap file on a stacked volume would make your system seem terribly slow.

If you use Stacker or any other compression program, you should put your swap file on the small uncompressed drive left behind by the compression program.   You may find that this drive is too small for the recommended swap file size of **8 megabytes**.   If this happens, you may need to change the way your compressed drive is set up.   Consult your manual to find out how make this change in your compression program.

**Can I run other Windows applications while running *My First Encyclopedia*?**

You can run other applications while *My First Encyclopedia* is active, but please remember that the more applications you have open, the slower the performance of each application.   You may also find that you do not have sufficient memory to keep multiple applications open simultaneously.

**I have 4MB of RAM is there something else I can do to optimize performance?**

Background music may influence the scrolling of the Main Tree menu and the playing of digitized sound

(voice files).   To turn the music off press F2.   If you want to turn the music back on press F2 again.

# About Sound and Music

**I can get sounds from *My First Encyclopedia*, but I am unable to get any music. Why?**

*My First Encyclopedia* incorporates two types of sound.   Digital audio is used for speech and sound effects and MIDI is used for music.   The MIDI portion of your sound device may not be correctly set up. To see if your MIDI device is correctly configured follow these steps:

1. Go to the Windows **Program Manager** and open the **Main** group.

2. Double click on the **Control Panel** icon and then double-click on the **MIDI Mapper** icon.   (Note:   If a **MIDI Mapper** icon does not exist, then your sound device may not be capable of producing MIDI sound.   Contact the manufacturer of your sound device for more information).

3. When you access the **MIDI Mappers** and click on Setups in the Show section of the screen.   Look at the **Name** listing for a name with the letters **Ext FM** included.   If you do not see these letters, click on the down arrow to the right of the **Name** listing and select a name which includes **Ext FM**. (Remember to note your current setting so that you can return to it if necessary).

4. Close the **MIDI Mapper** and re-enter *My First Encyclopedia*.   You should now hear background music at the **Main Menu**.

5. If the **Name** listing already included **Ext FM** or if changing it made no difference, try testing the MIDI portion of your sound card by playing the CANYON.MID file from the **Media Player** program.   If you cannot hear the CANYON.MID file, contact the manufacturer of your sound card for further assistance.

**I checked the MIDI Mapper, but I still can't hear any background music.**

**Why?**

Go to the Windows group that pertains to your sound device.   Look for an icon that will allow you to access the **Mixer**.   Check the mixer settings for sound (usually called **Wave**), music (music may be called **MIDI** or **Synth**) and the master control.   If any of the sliders are near the bottom, click or drag them up to increase volume.

**I get a message that says "An invalid parameter was passed to a system function".   What does it mean?**

This message is caused by an incompatibility with the native sound driver for the IBM Easy Options sound card.   You should contact IBM for a possible update.   If there is no update available, you can remedy the problem by switching to **Sound Blaster** emulation.   To do this, go to your **Control Panel** program and choose **Drivers**.   Remove the **Aria Multimedia Audio System** driver and choose to restart Windows.   Run the **Control Panel** program again and **Add** the **Creative Labs Sound Blaster 1.0** driver (your default settings should be **Address 220** or **Port 220** and **Interrupt 5**).    Restart Windows again. Return to the **Control Panel** and go to the **MIDI Mapper**.   Click on **New**, type in **Adlib** for the **Name** and **Description** and click on **OK**.   For each channel, choose **Adlib** for the **Port** name, click on **OK**, and then **Yes** to save.   Your sound should play now without an error message.

# About WinG (Microsoft WinG, version 1.0)

**WinG is a new Windows extension from Microsoft which improves video playback.   The following describes known bugs, gotchas and helpful hints for the WinG, version 1.0 final release.**

WinG depends on Windows display drivers written by independent hardware manufacturers for much of its speed.   Bugs or performance problems in third-party display drivers may cause problems in WinG.   In many cases, the video card manufacturer has already fixed the bug, and upgrading your display driver will clear up problems.   Until you receive your updated display driver, you can disable WinG by opening the Windows **File Manager** and running the file **D:\SUPPORT\UNINWING.EXE**.

There are some specific bugs in display drivers of which you should be aware (this list   is not intended to slight the manufacturer of any particular card or driver).   A list of stress-tested configurations is available on the Compuserve WINMM forum and from ftp.microsoft.com.

- Early drivers for Diamond Viper cards included a Power Palette option that is no longer supported by Diamond.   They recommend that you upgrade your drivers if you have this option.   WinG may be slower when the Power Palette is enabled.

- IBM no longer supports the IBM ThinkPad 720c.   There are some problems using WinG with the ThinkPad 720c display driver.

- Cirrus drivers before version 1.43 have many known bugs which have been fixed in their more recent drivers.   Be sure to upgrade your drivers if you are still running   this version.

- Some ATI drivers offer a Crystal Fonts option.   Turning Crystal Fonts on in 8-bit mode sets up a non-palettized driver that can slow WinG significantly.

- The ATI mach8 Radical drivers cause a number of problems in both WinG and in Windows with some versions of the ATI chipset.

- The ATI VGA Wonder drivers (W31-*.drv) will crash during a call to StretchDIBits in the profiler. Users can run the SVGA256.DRV driver shipped with Windows.

- WinG is incompatible with the #9GXE TurboCopy mode.   Use the #9 control panel to disable TurboCopy (it's default is "off").

- WinG uses a GetPixel to synchronize with display hardware when writing directly to the screen.   The ATI Mach 32 driver's GetPixel does not work properly, so that GDI will draw to the screen and WinG will blt to the screen, overwriting each other in the process.

- The Orchid mmtllo.drv driver for the Prodesigner IIs has duplicate system colors which prevent applications from calling up an identity palette.   This greatly reduces the WinG blt speed.   A workaround is to set SYSPAL_NOSTATIC mode or use the standard Tseng ET4000 driver instead of the mmttlo driver.