CD Mania 95
April 15, 1996

On-Line Help

Most CD Mania applications include on-line documentation. Press F1, choose Contents from the Help menu, or press the Help button while in the application to view context-sensitive help. A few applications have separate documentation files. Talking Solitaire and Talking Minesweeper each have a help icon in the CD Mania group.

The manual for CD Manial is also included on the CD as a set of Write files.

Virtual CD

The CD Mania applications can access sounds and other multimedia files on the CD or on your hard disk. If a program tries to access a file which isn't on the hard disk and it is in the install directory or a subdirectory beneath it, the app will look on the CD for the same file. If the file cannot be found on the CD, it will be skipped.

Sound Cards

CD Mania will attempt to play sounds using 16-bit playback if your Windows sound driver supports 16-bit playback. Unfortunately, some motherboards and sound cards have incompatibilities that could result in system lockups or crashes when playing 16-bit sounds. There are a few work-arounds.

> Using the Configuration Editor, setting both Decompress MSACM files to: and Maximum bits per sample: to 8-bit will prevent 16-bit playback. This works with most sound cards, but could result in inferior sound quality.

> For SoundBlaster 16-based boards (i.e. SoundBlaster 16 ASP, CSP, Basic, AWE32), SBCONFIG.EXE can be used to set the 16-bit DMA channel to "Use 8-bit." **Be sure your Sound Blaster 16 drivers are dated later than January 1, 1994. Drivers earlier than this date may not work properly.**

> For MediaVision boards, make sure that the DMA channel being used is 5 or greater. Otherwise, 16-bit playback is not possible.

Some sound cards and video cards are incompatible when using 16-bit sounds. PCSoftInc has found incompatibilities between the SoundBlaster 16 and both the Orchid Farenheit and ATI Graphics Ultra Pro video boards. Symptoms include Windows locking up or dumping to DOS when a sound is played, such as when using the Windows startup sound. The problem most often happens when Windows is exited and re-launched without rebooting. Later drivers from the respective manufacturers may address these problems. Or, you can try using 8-bit playback, as explained above.

Video Boards

Some video drivers for ATI boards accidentally shipped with debug code in them, which could cause problems with the System Error events. For this reason, these are turned off by default. In most cases, you can re-enable System Error events without problem, but if you do experience

system instability, try disabling them again and obtaining a new video driver.

Wallpaper Changer

Note that the full-screen wallpapers are 640x480. By default Wallpaper Changer centers these wallpapers. If you use a high-resolution video mode (i.e. 1024 x 768), the wallpaper may not be visible due to its being centered behind other windows. You can set the wallpaper to be tiled or stretched in Wallpaper Changer to make it more visible. An unfortunate side effect is that stretched wallpapers will appear more grainy.

Compatibility Notes

Windows NT

CD Mania applications are all currently 16-bit; thus, there are limitations when these are run under Windows NT. A 32-bit version of CD Mania is currently being developed; announcements will be posted at http:\\www.softwaremadesimple.com.

CD Mania Event Hook
    Media elements can be attached to 16-bit apps only.

Wallpaper Changer
    The transition effects don't work reliably. It is best to use no effect for the wallpapers.

Icon Changer
    Icon changer is incompatible with the 32-bit version of Program Manager. However, you can still extract icons from ICONPLUS.EXE by using the Properties... Change Icon dialog in Program Manager.

Talking Solitare
Talking Minesweeper
    These two apps depend on being able to launch the 16-bit (Windows 3.1) versions of SOL.EXE and WINMINE.EXE. Windows NT includes 32-bit versions of these apps, which are not compatible with the Talking games. Thus, you must have Windows 3.1 installed on your system--or at least a copy of these two files. In Program Manager, you should change their Working directory (in the Properties dialog) of Talking Solitaire and Talking Minesweeper to the directory where your Windows 3.1 versions of these files are.

Talking Clock
    These are compatible with Windows NT.

Cursor Changer
    These apps are incompatble with Windows NT.

Desktop Shells

CD Mania is compatible with the leading desktop shells, with some limitations noted below. In general, the only features in CD Mania that will not work with incompatible shells are the Icon Events and the Icon Changer. In many cases, a Window Event can be used instead of an Icon Event.

Norton Desktop for Windows, versions 2.2 through 3.0

The menu bar at the top of the screen must be visible and not be customized.
The right-double-click feature of Norton Desktop will be disabled when Icon Events are enabled.

PC Tools Desktop for Windows, version 1.0
CD Mania will consider double-clicking anywhere in a group window to be an icon event, even if your aim was off!

PC Tools Desktop for Windows, version 2.0
CD Mania icon events are not compatible with PCTDW 2.0. Compatibility is planned for an interim release. Check with http:\\www.softwaremadesimple.com   for availability of an upgrade patch.

OS/2 2.0 and Windows 3.0

CD Mania requires Windows 3.1, which OS/2 2.0 does not support.

OS/2 2.1

Many of the limitations of CD Mania running under OS/2 2.10 are similar to those encountered when running under Windows NT. In general, CD Mania apps will affect only 16-bit apps running in the same Windows session as the CD Mania apps.

DSOUND Speaker Driver
This driver is incompatible with OS/2 2.10

Talking Minesweeper
Talking Minesweeper depends on being able to launch Minesweeper, which isn't included with OS/2 2.10.

Video for Windows and PC Speaker Sound Drivers

Video for Windows (runtime version included with CD Mania) will not play the soundtrack when using a PC speaker driver (such as DSOUND.DLL or SPEAKER.DRV).

Faces and Phrase Sounds

CD Mania allows you to select a face which will appear when sounds representing phrases are played. The file SNDAPI.PHR indicates which sounds on the CD Mania are phrases. You can add your own sounds to this file if you want the face to accompany them when played. The format for each file is:

FILENAME.EXT=*

The Media Manager lets you select one or more sounds and tag them as phrases by selecting them and pressing the Phrase button (the rightmost button in the button bar). If you hold down Shift while pressing this button, the sounds will be marked as *not* being phrases.

Voices

Both compressed and uncompressed versions of most voices are supplied. The uncompressed versions are sampled at 16-bit, mono, 22 KHz and typically occupy 4-10 MB space. The compressed versions are 1/4 the size of the compressed voices. Depending on the speed of your CD-ROM drive, it may be faster to play 16-bit voices from the CD (even on 8-bit sound boards) than to play compressed voices, due to the decompression time.

Faces

On certain (slower) systems, the faces may not completely synchronize with the voice playback. Face synchronization is not possible with PC speaker-type drivers.

Sound File Formats

The sound files included with CD Mania are generally in one format:
        MSACM (compressed) 22KHz mono

CD Mania applications will automatically convert these sounds to whatever your sound hardware can handle, but if you try to use them with other non-CD Mania applications, they may not play properly. You can use the Transfer Files button in most "Choose Media Element" dialog boxes to convert the sounds to other formats. On-line help is available.

CD Browser

All CD Mania pictures have pre-built thumbnails on the CD. Some older display drivers could cause CD Browser to lock up, or at least appear locked up, when creating thumbnails for 24-bit pictures. The best bet is to obtain a more recent video driver (demand one which implements StretchDIBits natively, as this will also improve video playback performance!)

MIDI Sounds

Many of the longer MIDI sounds use more voices than most sound-board synthesizers have; the music will often sound "flat," or notes will be cut short, when this happens. The only solution is to obtain a sound board which supports more notes (or "voices"), or rewrite the great classics with fewer notes!

MediaScape Changer

For best results, make sure the CD Mania CD is loaded in your CD-ROM drive. If it is not, you will not be able to install or remove any files.

When creating or saving MediaScapes, it is important that the applications whose settings are being saved into the scape be running. The MediaScape changer will ask all running applications to save their settings in special files so that the settings can be saved into the scape. Applications not running will not have a chance to do this.

The four applications most affected by this are:
        CD Mania Event Hook
        Multimedia Jukebox
        Multimedia Screen Saver
        Wallpaper Changer

Each of these apps will save its sound lists in a file with the base name _scape. You should not save your own playlists or association files using the _scape name, since these will be overwritten when a new MediaScape is selected.

First Byte (TM) ProVoice Support

CD Mania supports using the ProVoice engine if you have it on your system. Many sound boards, including most MediaVision and Creatve Labs (Sound Blaster) products, include ProVoice. You can identify it by the files FB_SPCH.DLL, FB_NGN.DLL, and so forth. In order for CD Mania to use ProVoice, these files must be in the path or in your Windows system directory.

Speech Synthesis support is disabled by default. To turn it on, make the following modification in the Sound API section of win.ini:

[Sound API]
NoSynth=0

Some MediaVision cards include only the 16-bit synthesized voice (instead of the normal 8-bit voice, FB_11K8.DLL). To use this, make a copy of the file named FB_11K8.DLL in the same directory as FB_22K16.DLL. Or, put the following setting in the Sound API section of win.ini:

[Sound API]
SynthDLL=FB_22K16

Note: The SynthDLL setting may not be supported by all versions of ProVoice. If you experience difficulties, remove the SynthDLL line and make a copy of FB_22K16.DLL as explained above.

Three other settings are available for speech synthesis:
SynthVol	The volume used for the synthesized voice (1 to 9; default 9)
SynthPitch	The pitch used for the synthesized voice (1 to 10; default 5)
SynthSpeec	The speed of the synthesized voice (1 to 10; default 5)

PC Speaker Driver Issues

Most 3rd party PC speaker drivers (i.e. SPEAKER.DRV) do not work with MCI-based applications (such as Media Player) or during video playback. In the former case, an error will state that no devices can play the sound. In the latter case, there will be no audio playback.

The version of PCSoftInc's speaker drive (DSOUND.DLL) that shipped with previous versions of Wired for Sound, Talking Icons, or CD Mania supported playing sound through Media Player, but caused problems when used with Video for Windows. The current version behaves like SPEAKER.DRV.

If you want to use the old playback method, put the following line in the [DSOUND] section of WIN.INI:

AllowSync=1

Shared DLL Woes

CD Mania includes several DLLs which Microsoft makes available to developers. These generally are enhancements to Windows. Unfortunately, using these DLLs sometimes causes problems because of the way they are mis-installed by applications.

The following are a few of the DLLs which can cause problems:
CTL3D.DLL
COMMDLG.DLL
MSVIDEO.DLL

There are two problems:
Sometimes applications will overwrite newer versions of these DLLs with older versions.
Sometimes applications will not install these DLLs into the correct directories.

In general, there should be one copy of each of the above DLLs, and this copy should be in your Windows system directory. Multiple copies leads to confusion for Windows, since it can load only one copy of a given DLL.

If you suspect problems:
1) Remove any copies located in places other than the system directory. Windows always looks in the system directory for DLLs, so the applications that use them will be able to find them.
2) Verify that the version is the same or greater than the copy on the CD Mania.

Because CTL3D is perhaps the most mis-installed DLL, CD Mania has a few switches in the [WFSUI] section of WIN.INI file to work around problems:

NoCtl3d=1
If this line is present, Ctl3d support will be disabled.

BuiltIn=1
If this line is present, CD Mania's internal version of Ctl3d will be used, instead of the DLL. By default, the internal version is used only if it is newer than the DLL.

Note: You can use the new Wired for Sound Configuration utility to change these settings.

Future Unnanounced Versions of Windows

PCSoftInc is committed to making sure that CD Mania is compatible with current and new versions of Windows. Fixes will be available on our BBS, Compuserve, and from tech. support if necessary.