America's Funniest Home Videos: Lights! Camera! InterAction!
Demo Program

As you've probably figured out, this is a limited version of the program. We hope this will give you an idea about the entire program. Because a demo is only a fraction of the real version, there are places where the full features don't work. When you reach one of those places, we show you a help screen describing what would happen in that area on the real CD-ROM.

Here in this Read Me file we describe all the fun features of the full version CD-ROM. An **NF** in front of a feature means that the feature is **Not Functional** in this demo.

System Requirements:

Windows 3.1, 3.11 and Windows® 95:
• 486SX-25MHz or faster
• 8 MB RAM
• Microsoft Windows 3.1, 3.1.1 and Windows® 95 compatible
• 256 colors minimum (65,536 STRONGLY recommended)
  Local Bus Video provides best performance
• 640 x 480 screen resolution
• 3 MB available hard disk space
• Double speed CD-ROM drive
  (300 KB/second transfer rate) or faster
• Windows compatible sound card
• Mouse
• Modem (optional)

Macintosh® and Power Macintosh®:
• Color Macintosh (68040 or higher)
• 256 colors (Thousands of colors STRONGLY recommended)
• Power Macintosh: 12 MB RAM with Virtual Memory Turned On
• Macintosh: 8 MB RAM with Virtual Memory Turned Off
• System 7.01 or higher
• 3 MB available hard disk space
• Double speed CD-ROM drive or faster
• Modem (optional)

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Installation

How To Install for Windows:
Important: Let's make sure your system has what it takes. Please review the system requirements listed on the back of your CD-ROM case or earlier in this file.

We'll assume that you're slightly acquainted with Windows. If not, please refer to your Windows user guide to clarify these standard steps.

1. Start your computer and go to the Windows 3.1 **Program Manager** or Windows 95 **Desktop Taskbar**
2. Put your new CD-ROM into the CD-ROM drive.
3. In Windows 3.1, open the **File** menu, then choose **Run**. In Windows 95, click on the **Start** button, then choose **Run**.
4. Type the following: [**drive**]**setup** where [**drive**] is replaced by the letter for your CD-ROM drive. For example, if d is the letter for your CD-ROM drive, you would type: **d:\setup** and then press the **Enter** key.
5. Follow the instructions that appear on your screen. The program will install AFHV and Quick Time for Windows. The installation is not complete until you see an OK button on the screen telling you that. Don't try to click on any item in any Program Group until Installation is complete. You can elect **not** to install Quick Time, if you already have version 2.03, by clicking on the Cancel button.

   Everything needed to run *Lights! Camera! InterAction!* will install automatically on your hard drive or is contained on the CD-ROM itself. In Windows 3.1, you'll see a new **Program Group** called ***America's Funniest Home Videos*** on your screen. Windows 95 will create a new entry in your **Programs** list, accessed from your **Start** button. Inside you'll see a ***Lights! Camera! InterAction!*** icon and a **Read Me** icon.

How To Install for Macintosh® and Power Macintosh®:
We'll assume that your system meets the listed system requirements listed at the beginning of this file. Please review them, then follow these directions:

1. Insert the CD into the CD-ROM drive.
2. If you already have Quick Time installed, continue by clicking on the AFHV icon as described below.
3. If you don't have Quick Time installed, go to the folder on the CD-ROM titled **"Drag Contents to System Folder"**, and do just that. Then restart your computer. Then click on an AFHV icon on the CD-ROM.

How To Start : Once installation is complete, double-click on the *Lights! Camera! InterAction!* icon in the **AFHV** CD-ROM folder on your screen. There are 2 icons: one for an 8 bit (256 color) version and a 16 bit (65,000 color) version. Most Macintosh video cards can support the 16 bit version. We suggest you try the 16 bit version first, beacuse the program will look better and run smoother at greater than 256 colors.

NF A valuable and interactive world awaits you...on CompuServe.
Access world news and sports wires, popular magazines, travel reservations systems, basic stock quotes, a reference library, electronic shopping, games, entertainment reviews and much more!

NF Tips for sending your creations online: This disc allows you to send the script or "DNA" of your best masterpiece to friends who also have the disc. You can even upload them to the AFHV area on CompuServe to share with others and may download their masterpieces. Though e-mailing, uploading and downloading are relatively easy to learn, the steps are quite different for Mac users and PC users. DNA scripts, which can play back ClipSets, are very small (only 22 bytes) and you can send them on floppy discs to friends who also own this CD-ROM. You can also post them on the America's Funniest Home Videos forum on CompuServe.

NF Windows: When the Forum opens, you'll see buttons on the right side of the screen, one of which looks like a floppy disc with an arrow attached. Click on that. A dialog box opens called Library Contribute. You need to fill in all the empty fields before you can send a file. First, choose to send the file to the AFHV Goes CD-ROM Library Section. Then make sure the file type is Binary. Click on the button labeled File name. When the dialog box opens, direct it to the AFHV folder on your hard drive. Choose the DNA file you want to send and click OK. Under Destination Name, you could create a different name for your file, but we recommend you leave it in the 8.3 character format for maximum compatability across platforms. You can, however, give your file any Title you want, as well as type in a longer description of your file. Keywords can be anything which you think a file search would look for, like DNA or a Story Name like "Psychiatrist's Office". When all fields are filled in, click on OK to send your file up to the Forum. You can click on the Help button in the Library Contribute dialog box for excellent online help.

NF Macintosh: When the Forum opens, go to the Menu Bar and click on Libraries, and drag down to Contribute File. A dialog box opens asking for the File name. Direct it to the AFHV folder on your hard drive. Choose the DNA file you want to send and click Select. A dialog box opens called Library Contribute. Under Host Name, you could create a different name for your file, but we recommend you leave it in the 8.3 character format for maximum compatability across platforms. You need to fill in all the empty fields before you can send a file. First, choose to send the file to the AFHV Goes CD-ROM Library Section. Then make sure the file type is Binary (not MacBinary). You can give your file any Title you want as well as type in a longer Description of your file. Keywords can be anything which you think a file search would look for, like DNA or a Story Name like "Psychiatrist's Office". When all fields are filled in, click on Contribute to send your file up to the Forum. For online help, you can click on the ? button in the upper right corner of the dialog box

Using the Program

At the Main Menu (the House)

Attic Window

Click here to go to the Interactive Attic, the easiest and quickest way to have fun with the Video Clips. Click on objects stored there to choose fun stories, where you fill in the blanks with funny video segments.

NF Second Floor

Click here to visit the Editing Room, where you can get creative and take more control of editing your funny stories. You have lots of options, but it takes a little more time and effort.

NF First Floor Window

Want to just be a Couch Potato? Click here to go to the Living Room and view all the Video Clips by name. You can search for specific topics using keywords in the Program Guide to narrow your search.

Front Door

Click here for in-depth help with any of the areas.

NF Telephone Pole

Click here to go "online", where you can launch CompuServe, to send and receive funny scripts along with other fans of America's Funniest Home Videos.

Road

Click here when you want to "hit the road" and exit the program.

In the Attic

Each of the objects in the Attic represents a story. If the cursor changes to a pointing finger when it passes over an object, you can click on that object and go to the game board, where you can add video clips to that particular story. In this demo there is only one "hot" object: the inkblot on the wall. To get more help, click on the first aid kit. To exit, click on the window.

At the Game Board

When you reach the game board, here's what you do:
Each of the stories has a certain number of slots to be filled with video clips. On this game strip, the marker will jump forward and leave a logo in a space when you have selected a video clip from the game card. This means a slot has been filled. When the marker reaches the end you have filled all the slots and the story is ready to be seen. The number of slots in a story varies from 3 to 8.

The Game Card

To fill a video slot in a story, you have six video clips from which to choose. The video names appear on this card. When you select one of the six, the marker will move forward and a new set of selections will appear on the card. You keep selecting until all the spaces are filled. You may click on "Surprise Me" at any time and we will make all or the remaining selections for you. When all the slots in the story have been filled, you will hear a sound and this card changes to a "Play" button. Click on the "Play" card to enjoy your creation. Please be patient while the videos load from your CD-ROM to your computer's memory. This may take 8 to 12 seconds.

The Story Card

This shows the story you have chosen from the Attic icons. The video clips you select will fill in the video slots in the story depicted on the story card.

Help Card

When you are at the Game Board, you can access the help screen at any time by clicking on the Help Card.

Attic Card

You can return to the attic by clicking on this card. In the attic you can select another story or exit the program.

Open Card

By clicking on the Open Card, you can access a specific series of video clips which you have saved. When a saved series of video clips for a story is opened, the story can be played and those specific videos will fill the video slots.

NF In the Editing Room

We recommend that you explore the attic and the Game Board areas before you begin the editing process. This will allow you to become familiar with the way the stories are constructed.

Story Menu
This is where you choose a story you wish to edit. Editing a story means that you choose video clips to fill an open slot in the story.
When you click on a story in the menu, a picture representing that story will appear in the box. That is the story you will be editing. To choose a different story, simply click on another title in the menu.
PLEASE NOTE: When you enter the Editing Room, you will see the Adventure Movie name in the Menu window, because it is first alphabetically. To select it, you must click on it, otherwise the program will not use it.

Open Slots In the Story
When you select the story you wish to edit, the number of open video slots needed to be filled in the story will appear here. To select a open slot to fill, click on the slot number or the button below it. The number will turn yellow which means the slot is ready to be filled by a video clip you select. Also, when you click on a number, you will hear a "set-up" line. This is the line in the story which precedes the video clip. Use this to help you make your most creative decisions. You can preview the video clips in the Video Name Menu.

<u>Video Name Menu</u>
After you have chosen a video slot number to be filled, this is where you select video clips to preview for possible use in the story. You can scroll through over 450 clips or do a search by a keyword from a menu which will narrow down your choices. When you click on a video name in the small blue screen, the video will play in the Preview Screen in the upper right.

<u>Preview Screen</u>
When you have selected a video clip to preview, it plays in this screen. You can control the viewing of the clip by using the PLAY, REWIND (REW) and STOP buttons. The name of the video clip will appear in the space below (e.g. Adventure Movie). At any time you may select another video to preview from the Video Name Menu.
When you feel the video clip will creatively fill the selected, open slot; click on the Record Button.

<u>Record (Rec) Button</u>
Clicking the Record Button (REC) fills the open slot in the story with the video clip which is in the Preview Screen .When a slot is filled the number changes to solid blue and the next slot is ready to be filled . Now you can go back to the Video Name Menu and select other videos clips to preview for the next open slot.

<u>Run Button</u>
When you have filled all the open video slots in a story, you can view the edited story by clicking on this button.

<u>Open Button</u>
If you have saved a set of video clip selections for a particular story, you can open the saved file by clicking on this button. You will then be able to play the story with those selections filling the slots.

<u>Exit Button</u>
To go back to the main menu (the house) click on the exit button.

NF In the Living Room

<u>Today's Topics</u>
This is a list of keywords to help you narrow your choice of video clips to play. You can select All, which will display a list of over 450 video clip names in the Programs Menu; or you can search by the categories we have created (e.g. Weddings). Most video clips will appear in more than one category.

<u>Programs Menu</u>
After selecting a keyword from the Today's Topics Menu, the Programs Menu displays a list of video clips available to be played. You can play a video clip by clicking on its name in this menu. A scroll bar is available to search through the list.

<u>Television</u>
The selected videos will play in this screen

<u>Remote Control</u>
Here you can control the playback of the video clip. Clicking on the Green button will <u>replay</u> the video. Clicking on the Red button will <u>stop</u> the video. Clicking on the Blue button will <u>rewind</u> the video.
To exit to the main menu (The House) click on Exit. To review these instructions at any time click on Help.

NF Saving and Opening DNA Scripts

<u>Save</u>

To save a DNA ClipSet file which will replay a story you have created, click on the Save button in the screen which comes up right after you play your story.

A standard dialog box will open, asking you to name your file. We give the files a default extension of ".dna" on the PC, leaving 8 characters for a name. Macintosh users don't have to use this "8.3" naming, but you should if you want to send a DNA ClipSet file to a friend with a PC.

The default location to save your file is the AFHV folder we created on your Hard Disk. You can save to a floppy, if you like, by changing the drive name in the Save dialog box.

After you type the file name and desired drive destinaton, click on OK

<u>Open</u>

You can open a saved DNA ClipSet from 2 locations: the Open card on the Game Board or the Open button in the Editing Room.

A standard dialog box will open, with ".dna" files in the AFHV folder as the default choice. Select the one you want to open, and it will be loaded into either the Editing Room or Game Board, depending on where you are. You can then play it immediately. You can make changes to it in the Editing Room by selecting Change, then selecting the space you want to change.

Miscellaneous Technical Tips

CD-ROM playback speed is very important to smooth video playback. On Windows machines, to check your CD-ROM transfer rate, open the QTW.INI file in your Windows directory. If you have instaled the version of Quick Time on this disc, it has tested your drive and entered the results in the [Data Handler] section of the QTW.INI file. If CDROMXfer Rate is less than 300, your drive is not performing at Double Speed and the video playback may be choppy.

Hitting the M key at any time will take you back to the Main (House) Menu. You can also skip playback of the opening video and go directly to the Main Menu by clicking the screen.

We strongly recommend setting your monitor to higher than 256 colors for maximum enjoyment. The videos will look better and run much more smoothly if you are using the 32K or 64K settings on the PC and Thousands of colors on the Macintosh.

On Windows machines, if you do run your monitor in 256 colors, when you jump out of the program to run CompuServe, the color palette may shift to something very unusual. When you re-enter AFHV, the color will be normal again. This is anther great reason to set your video display to greater than 256 colors.

There is a known problem with Quicktime movies on some computers using the ESS Audio chipset. The video and audio can get out of synchronization. This can effect some Compaq Presario and Toshiba 2100 series computers, and Orchid Sound Drive 16 cards.