

# EXPLORING ANCIENT CITIES

## Revision Date: May 18, 1994

This file contains important information. Reading it carefully will increase your enjoyment of your new CD-ROM. If you are experiencing a problem with Exploring Ancient Cities, first check this document. A solution or a tip to your problem may already be here. If not, please contact Sumeria's technical support department at:

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### MINIMUM SYSTEM REQUIREMENTS

Macintosh: System 7.0; 6MB of RAM; 13-inch monitor (256 or better colors); CD-ROM drive (double-speed recommended).

IBM-Compatible: CPU with 486/33MHz or higher processor; 8MB of RAM; DOS 5.0; Windows 3.1; VGA+ display (256 or better colors at 640 x 480 resolution); sound card; CD-ROM drive (double-speed recommended).

### ABOUT THE CD

Like other Sumeria CD-ROM titles, Exploring Ancient Cities utilizes a HFS/ISO dual format standard, or -hybrid+ for short. Sumeria hybrid CDs can be run on either a Macintosh or IBM-compatible computer without any special software (other than your normal CD driver software). Unlike hybrid discs of the past (which effectively split the CD into two partitions), all 600MB of data are available on either platform.

### WINDOWS ISSUES:

Exploring Ancient Cities is known to be occasionally incompatible with some video display and sound card adapters. In most cases, updating the video drivers to the most current version, and experimenting with different resolutions and color depths will correct the problem.

If you are experiencing a problem: switch to the generic Windows driver (VGA) and relaunch the program. If everything works (but looks awful), then you need to update a display or sound driver. If not, or you would like more information, please call Sumeria's technical support department.

For more information on compatibility, please consult the following files:

#### **readme.wri**

(contains information on QuickTime for Windows and display and sound driver compatibility)

#### **newqtinf.wri**

(contains later information on QuickTime for Windows and display and sound driver compatibility)

Both files are found on the CD and can be accessed by choosing run from the file menu and typing ""D:\readme.wri" or "D:\newqtinf.wri" at the prompt. If your CD-ROM drive is located at another drive destination, substitute your drive letter for our letter "D:".

### TECHNICAL ISSUES AND USAGE TIPS

Exploring Ancient Cities pushes the edge of multimedia technology in order to achieve the most functionality and the highest quality. Low end machines (less than 6MB of available RAM, unaccelerated graphics cards, old or substandard CD-ROM drives, etc.) may reduce playback quality.

### TO EXIT THE PROGRAM

Roll the cursor to the top of the screen to activate the menu bar. Then choose "Quit" from the

main menu. (Note the instructions in the printed material mistakenly stated that you can press the ESC key to exit. Doing so will step you down through the articles and finally out to Windows. To exit all at once, you must choose quit from the menu).

#### MOVIE PLAYBACK

Avoid moving the cursor to the top of the screen while movies are playing. This activates the pulldown menu, which interferes with movie playback. If movie playback is garbled or choppy, make sure virtual memory is turned off. Use the Memory control panel to turn it off and then restart your computer.

#### TEXT SEARCH

To search text, use the Export\Search pulldown menu. When the dialog box appears, type in a term and click the "Find" button. Ancient Cities will display the first page of the section containing the first instance of requested term. To search for the next instance of the same term, choose Search from the pulldown menu and click the Next button. Some searches are very fast, while others may take considerably longer. General requests, such as "House," or "Temple" will likely be returned quickly. More specific requests, such as "integration of sculpture and architecture" will take much longer. Keep your search requests concise. To exit Text Search, choose Cancel Search from the Search Menu.

#### TEXT EXPORT

The first time you elect to export "this page only" text, you will be given the chance to name the file and a destination. Thereafter, text will be added automatically to that file. If you exit the program, you'll have to name a new file for new exports. Be sure that you don't try to export a file back to the CD.

#### PHOTO MARKING

Selecting the "Mark this Photo" menu item will create a text file called "PHOTOLST.TXT" Each time you select it thereafter, the name of the currently displayed photo (in the small photo preview window) will be added to the list. NOTE: This function is only available from the main text pages of the articles. You can then go and find these photos in the directory called "DATA" on the CD ROM.

#### PULLDOWN MENUS

Pulldown menus in Ancient Cities can be activated by rolling the cursor to the top of the screen. They vary from city to city, but usually contain export and search functions, control functions such as turn captions on and off, a list of slideshows, etc. If the menu should permanently disappear (i.e. it won't activate when rolling the cursor to the top of the screen) while using the program, try going to one of the "cities." It will usually bring it back.

NOTE: Do not leave the cursor idle in the menu bar. On some systems, this can cause unexpected crashes.

#### USE OF MOVIES, PHOTOS, AND TEXT

You may copy the movies to your local hard disk for personal or educational re-use. You may not use them in any commercial endeavor or otherwise redistribute any of the material on the CD. If you wish to do so, please contact Sumeria to make arrangements.