

# BBC Live & Kicking CD-ROM



Installing, Running and Trouble Shooting

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# Installing, Running and Trouble Shooting



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## Minimum System Requirements

The BBC LIVE & KICKING CD-ROM for requires the following minimum system to work correctly:

-  486 Multimedia PC with 66 MHz processor and 8 MB of RAM
-  Double-speed CD-ROM drive
-  8 bit colour (256 colour display)
-  640 x 480 screen resolution
-  SoundBlaster 16 bit audio card (or 100% compatible)
-  Suitable loudspeakers or headphones
-  Windows 3.1, 3.11 or Windows 95

BBC LIVE & KICKING also requires QuickTime for Windows version 2.1.2 or better. If you have an earlier version of QuickTime for Windows, you should install version 2.1.2 from the BBC LIVE & KICKING CD-ROM when prompted (see [below](#) for further details).

## Installation Instructions



Ensure that Microsoft Windows 3.1, 3.11 or Windows '95 is running with no other applications open.



Insert the BBC LIVE & KICKING CD-ROM into your CD-ROM drive.

### **Windows 3.1 or 3.11 users:**

Within Program Manager, click on File and then select Run from the drop down menu.

### **Windows 95 users:**

From your Windows 95 desktop, choose Start and then Run.

### **All Windows users:**

On the command line type D:\SETUP.EXE then click OK. If your CD-ROM drive is not drive D, substitute the correct drive letter.

To install BBC LIVE & KICKING, follow the instructions as they appear. If in doubt choose the default options, including the option to install QuickTime, as you proceed through the installation.

## **QuickTime for Windows**

If you do not have a suitable version of QuickTime for Windows available on your system, you should install the QuickTime software included on the BBC LIVE & KICKING CD-ROM. If you are unsure, you should opt to install QuickTime and when prompted you should play the sample movie.

Once the sample movie has ended, close the QuickTime Player by choosing File and then Exit. This will allow you to continue with your BBC LIVE & KICKING installation.

Once you have completed the BBC LIVE & KICKING installation, if prompted, shut down Windows and then re-start your computer. You should now be able to start BBC LIVE & KICKING by double clicking on the BBC LIVE & KICKING icon or program listing.

In order to run BBC LIVE & KICKING, please make sure that the CD-ROM is inserted into your CD-ROM drive.

## **Installation Problems**

If the installation fails to complete, please check that you have sufficient hard disk space available and that you do not have any other applications running in Windows. This can be checked by pressing Control+Esc in Windows 3.1 or 3.11 or by pressing Alt+Tab in Windows 95.

If necessary, you should re-start your computer and attempt to install BBC LIVE & KICKING once more.

## **Uninstalling**

The BBC LIVE & KICKING CD-ROM also provides an Uninstall option which you should use to remove the software from your system. If you wish to remove BBC LIVE & KICKING, double clicking on Uninstall will safely remove the software from your system.

In order to run BBC LIVE & KICKING again, a further installation will need to be made from the beginning.

## **Screen Resolution**

In order to enjoy the best performance from this software, you should set your display to use 8-bit/256 colours and to a screen resolution of 640 x 480.



## Colour Display Settings

Windows users: Please make a note of the name of the current display driver before making any changes so that you may re-select it if necessary. When changing driver be sure to choose the currently installed version when given the option. Windows 3.1 and 3.11 users should run Windows Setup from within the Main program group to identify the current display driver, and select the version of that driver which offers 640 x 480 with 256 colours. Windows 95: to change screen resolution or colour depth, users should choose Settings from the Start menu on the Windows 95 desktop and then choose Control Panel. You should then double-click on the Display icon and then click on the Settings tab. The existing colour settings can be determined using the Colour Palette scroll bar. You will be prompted where necessary to restart Windows to put the changes into effect. **WARNING:** Do not attempt to install a display driver that is not supported by your video display adapter, because your display may cease to function correctly. If in doubt, refer to the documentation supplied by your hardware supplier and your Windows documentation.

**Display problems** Should you encounter display problems after making changes to the settings, then proceed as follows:

**Windows 3.1 and 3.11 users:** Restart your computer, and from the DOS prompt change to the directory where Windows is located. For instance, if your Windows directory is on the C drive, type C:\ and press ENTER. Next type CD \windows and press the ENTER key again. (If your Windows directory is not named 'windows' then you should substitute the appropriate name here.) Finally, type 'setup' and press ENTER again. The Setup programme will now allow you to reinstall your original display driver.

**Windows 95 users:** Start Windows 95 in Safe Mode by holding down the F8 key while Windows 95 is loading. Choosing the Safe Mode option from the menu will allow you to change your driver back to the original as described above.

## Video Playback

BBC LIVE & KICKING uses QuickTime for Windows version 2.1.2, or better. If you cannot play video from the CD-ROM, you should check the following:



Did you re-start your computer after installation or making changes to driver settings?



If you chose not to install the version of QuickTime for Windows 2.1.2 included within the CD-ROM, check that you have version 2.1.2 already installed. If not, install QuickTime for Windows from the BBC LIVE & KICKING CD-ROM, re-start your computer and try to run BBC LIVE & KICKING again.



Always ensure that you are using the latest video drivers available from your hardware manufacturer.

## **Updating Drivers**

In order to obtain the best performance from this software, make sure that you have installed the latest versions of drivers available from your hardware manufacturer. Drivers can be obtained on floppy disk or can often be downloaded free of charge via the Internet.

## **Printing**

BBC LIVE & KICKING uses the installed printer settings within Windows and does not require any setup procedure. If you experience any difficulty in printing, check that your printer driver settings are correct, that all cables are connected and that your printer is switched on and has paper in it.

## Technical Support

If you experience any problems after completing the installation procedure, please check that your system and settings meet or exceed the minimum specification described above and refer to your Windows and system documentation.

Having checked your system, please attempt to install BBC LIVE & KICKING again and make a note of any prompts or error messages displayed during the installation process.

If you still have a problem and require further assistance, you may call the BBC Multimedia UK Technical Support Line on 0181 308 6544.

When calling, please ensure you have a pen and paper at the ready, and have made a note of any error messages displayed by your system. It will also be extremely helpful if you have available any technical information about your PC configuration.

# Using BBC Live and Kicking

What can you do with the Live and Kicking CD-ROM?

The Live and Kicking Logo

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Studio Floor

Adding Items to the Studio Gallery

Studio Gallery

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Jingle Cup and Sting Builder

Link Designer

In the Hot Seat

Art For'em

Leprecorner







Fashion Shoot

Music Corner

Game Builder

## What can you do with the Live and Kicking CD-ROM?

Use the Live & Kicking showmaker to create your very own episodes of Live & Kicking. With the help of the stars and the rest of the crew you can:

-  build interviews with Zöe and Jamie
-  be creative with Dominic and Daniel in Art For 'em
-  bring comedy back to the Leprechauns
-  dress Zöe and Jamie for a fashion shoot
-  make a hit tune with the Leprechauns
-  make your very own computer game

Each of these are fun activities alone, but you can then take your finished sections into the Studio Gallery to add to the show's running order. Then to introduce the different parts of the programme you create stings, jingles and links with Zöe and Jamie, put them in the running order and sit back to enjoy your show.

You can save different shows and send them to friends, or change them later.

## **Live & Kicking Logo**

The Live & Kicking logo is always available in the top right hand corner of the screen. It leads you to Help, Options, Quit and VCR-style controls when viewing playback.

Choosing Help will provide audio help covering the screen you are currently viewing.

Choosing Options will lead the viewer to the Load, Save & Create screen.

Quit allows the user to leave the game via a credits screen.



## Options Screen

On launching Live & Kicking, the first screen you come to is the Options screen. To return to this screen, choose Options from the Live & Kicking logo.

From here you can start a new programme by clicking the New button or use the Open button to open a show that you have already made. Load a show from floppy disc or one you've received as an e-mail by clicking on the **Load From** button, and save your show to floppy disc using the button marked **Save As**.

When creating a new show you **MUST** type in your name in the text window at the bottom left of the screen and give your show a title using the text window to the right of that.

You can also remove a show that you don't want to keep any more by selecting it and clicking on delete. If you've used the programme before, and don't want to see the Funky TV animations while you're working, you can switch them off here using the 'animations on/off' lever. To return to where you were before, simply click on the 'return' icon in the top left hand corner of the screen.

## **Studio Floor**

This is the Studio Floor where you'll find all the Live and Kicking regulars. You come to the Studio Floor when you want to visit a section of the show. As you move around the floor, when you roll over one of the sets the lighting crew will pick it out for you. One click will send you speeding to that part of the floor, and you can start making your own edition of Live and Kicking!

## **Adding Items to the Studio Gallery**

Each of the programme sections is added to your show's running order when you are happy with what you have created by clicking the 'OK' button on each screen. The token which appears contains all the choices you have made for that section. Drag the token to the studio gallery icon at the top of the screen then drop it into the pipes which appear. Your creation will be added to the programme schedule. You will then be taken to the Studio Gallery to position the item in the running order.

## Studio Gallery

This is the Studio Gallery, the place where Live and Kicking is pieced together ready for the final countdown. After you've made a part of your show and placed it in the schedule, it'll appear in the first available large screen. If you make a link it'll appear in the holding place at the bottom of the screen, stings and jingles will go there too. You'll need to drag them to one of the little monitors to place them in your show.

You can change your whole running order just by clicking on a screen and dragging it to a new position.

If you decide you want to remove an item from your schedule just drag it into the bin. You can use the arrow buttons to scroll through your schedule. If you want to change parts of the show, just double click on the screen to take you there.

Once you're happy, press Play, sit back and enjoy your very own edition of Live and Kicking.

## Playback

In Playback, Mitch will give a rundown of the contents of your show before launching into it.

Try clicking around the screens in the sections where you have placed props, as well as trying to discover hidden animations in other sections.

By clicking on the Live & Kicking logo, you will be able to rewind, stop, pause, play or fast forward through your show. You can also go to [Mitch](#) for help in each section.

## **Funky TV**

This is used as your main control device throughout many of the sections.

Choosing one of the panels in the centre offers a different group of items on the Funky TV screen to the left.

Clicking on the arrows below that screen shows the different items within that group. Once you have the choice you want on the Funky TV, drag it to the suitable part of the screen - it may be clothes for Jamie, props to put in the background or questions to add to an interview.

## Jingle Cup and Sting Builder

On entering this section Mitch will prompt you to pull on one of the two levers on the control box, taking you to either the Jingle or the Sting section.

Your goal in this section is to go to both the Jingle and the Sting portions of the module and create a fun introductory sequence including sound and graphics to put in playback. Flick through the Live and Kicking jingles using the scroll arrows and press Test for a sneak preview. When you've found a sound you're happy with, click on OK and you'll be served a musical sample of your jingle tea.

If you haven't chosen a sting to go with your jingle, pull the Sting Builder lever and go grab some graphics. You can choose a graphic by clicking through the ones displayed on the monitor at the top right of the screen. You can make them spin, zoom and bounce at different speeds by clicking on the dial in the middle of the screen.

The 'Test' button allows you to see what you have created. Click on OK to fill your teacup with your jingle and sting. They are now ready to drag to the Studio Gallery.

On playback they will combine to form the introductory sequence to the module they have been placed before in the schedule.

## Link Designer

In this section you will be able to select either Zöe or Jamie to introduce the various modules that you have created.

You will be presented with the set used to link to each part of the programme. The set is empty on entering, but you will hear Mitch's voice telling you what to do: select either of the presenters; choose the props to go onto the stage and the module you want to link to.

Start by pressing the Presenter button on the Funky TV. Use the arrow buttons below the TV to select either Jamie or Zöe and drag your choice onto the set.

To choose the subject of your link click on the subject button on the Funky TV. If you want the presenter to introduce Art For 'Em use the arrow buttons to find it, and drag it onto the set. Drag another one on and your presenter will try a different link.

You can make your presenter repeat a link by clicking on the 'test' button; when you're happy, press the OK button and drag the token to the Studio Gallery icon.

On playback the introduction you have designed in the Link Designer will be played in its specified sequence within the schedule with the presenter and props chosen presented on screen.

There are six sections that you can create and build into your show's running order in as many combinations as you wish: In the Hot Seat, Fashion Shoot, Leprecorner, Art For'em, Game Builder and Music Corner.



## In The Hot Seat

In the Hot Seat gives you the chance to build an interview with one of the Live and Kicking regulars.

Start by choosing a presenter from the Funky TV and drag your choice onto the set. Now select a guest from the Funky TV to interview. If you click on the cardboard cut-out of your guest Mitch will give you a quick Fact File.

There are five types of questions to ask, just click on the Subject button and scroll through the options on the Funky TV. When you've found the subject you want, drag and drop it on the presenter and they will ask a question. An icon will appear on the time line in the bottom right corner of the screen. This icon can be moved around the time line to alter the order in which the questions are asked. Click on it to hear the question repeated. If you're not happy with a question just drag its icon into the bin.

You can also add props to the set by choosing the ones you want and placing them around the set for added fun when playing back your show. When you've finished creating your Hot seat interview click on the OK button and drag the token to the Studio Gallery icon to place it in your schedule.

On playback the running order of questions specified in the In The Hot Seat module will play as you have designed. All props that you placed on the stage during the module creation will still be on screen and will be active if clicked on. The interviewer will follow your set list of questions, and will receive a set of responses from the guest on screen, sometimes giving unpredictable results!

# Art For'em

Art For 'Em gives you the chance to express yourself.

Painting tools, stamps and templates are available on the pedestals. A choice of brushes and painting tools stand alongside the canvas on one pedestal.

As well the brushes there is an eraser, a pencil, a crayon and a type tool so that you can write your own text messages on the canvas.

The bucket tool can be used for filling spaces with colour.

The stamp selection is on another pedestal. With this you can choose from a range of different stamps to put on your canvas.

The third pedestal holds a range of outline drawings. Clicking here gives you a choice of drawings that you can colour in or draw over. Clicking on one of the icons on the pedestals will cause the relevant choices to appear in the space below the canvas area. Scroll left and right through these choices using the arrows at the right hand side of the canvas until you have found the individual tool or stamp you would like to use. Just click on one of the brushes, stamps or templates to select it.

When using the brushes you can change their colour by clicking on the paint pots at the bottom of the screen. If your masterpiece turns into a disaster-piece just click on 'bin' and have another go or remove your last expression by clicking on the 'undo' button.

Once you're happy with a painting, click on 'frame' and add it to your schedule by dragging it to the Studio Gallery icon. You can also choose to print your work of art by clicking on the typewriter.

On playback, when your show goes on air, Dominic and Daniel will be looking at and commenting on your newly created work of art in their Gallery of Self Expression..... tremendous!

# Leprecorner

Sage and Onion need your help to make a comic routine for this special edition of Live and Kicking.

Start by clicking on one of the joke books on the bookcase. Mr Sage will start the joke, and you can help Mr Onion deliver the punch-line, filling up the Gag Bag as you go. Choose one of the three options on the blackboard by clicking on it and listen to Mr Onion try your punch-line. After each punch-line some canned laughter will appear on the shelf to the left of your screen. If you don't like the punchline just throw the can down the Leprechauns' well and choose another one. If you want to use the joke in your comedy routine, drag the canned laughter into the Leprechauns' Gag-Bag. Cram the bag with up to ten jokes.

When you've finished the routine, click on OK and drag the gag bag to the Studio Gallery icon to add it to your schedule.

On playback, the Leprechauns will launch into your routine! If you choose the right punch-line then the gag is followed by canned laughter, the wrong choice is greeted with a hail of vegetables! You will be entered into a comedy hall of failure and told to write your name alongside your score!

## Fashion Shoot

In this section you're preparing Zöe and Jamie for a special Live and Kicking Fashion Shoot.

Use the Funky TV to select some trendy outfits and fashionable locations. You can choose from four seasonal locations, a variety of different tops and bottoms.

Drag the clothes onto the presenters and they'll try your designs for size.

Once you're happy with a look, decide where you'd like to send Jamie and Zöe in those costumes by dragging the location from the Funky TV to the video screen at the back of the set; it could be a tropical beach in the middle of summer or a chilly winter's day at a ski resort. When you've finished preparing your Fashion Shoot, just click OK and drag the suitcase to the Studio Gallery icon.

Later on in playback, when your show goes on air, you'll see special snaps of the trendy twosome as they model your clothes. Try clicking around on the screen to see what happens. You will also be able to print out your exclusive Live and Kicking Calendar.

## Music Corner

Help the Leprechauns get a song ready for the show by picking something from each of the four different musical styles hanging on the wall: blue for bass, red for vocals, green for melodies and yellow for drums.

Drop your selection into the musical mincer and hear the groovy sounds that come out. The items you choose will be sucked into the pipes and appear on the four small monitors at the bottom of the screen.

Listen to your choices again by clicking the monitor on which it appears or listen to the whole composition using the control device in the bottom right corner. The pointer on this device allows you to move to any part of your composition and hear it from there.

Click around on the screen to see what happens. When you're happy with what you've made, press 'OK' and a tape of your musical masterpiece will appear. Take the token to the Studio Gallery icon to add it to the schedule.

Later on in playback, you get to hear your very own composition. Click around the stage and watch the Leprechauns get up their tricks!

## Game Builder

The Game builder lets you design your own platform game, from the background, style of platforms, goodies and baddies, to the time the game should last.

Start by choosing one of four fabulous backgrounds to build your game on. Choose the Background button and flick through until you find the one you want. Drag your choice off the Funky TV and onto the screen and your background will appear.

Use the Funky TV in the same way to drag platforms onto your background and start building your course. Or select one of the ready-made games from the mystery button (it has a question mark on it) and change it if you like.

You control the good guy in your game and you'll be trying to collect some items and avoid others. Click on the Points button to give a value to the items you're going to collect. For example, you may choose to make the treasure chest very valuable in your game. Find the chest on your Funky TV and drag it to the box on the right of your screen marked 1,000 points. Make sure you fill all the value boxes with something.

Now you have a game, and all you need are some heroes and villains. If you want Zöe as your heroine, drag her into the box marked Goodies, and if the Leprechauns are your choice of villain drag them into the Baddies. Now use the timer to choose how long you think the game should last. Three minutes is the maximum. You can test the game straight away using the test button or click on OK, drag the token to the Studio Gallery and play the game.

Later on in playback you'll be presented with the finished game. Move your hero around the screen using the left and right arrows and the up arrow to jump. Your score will be entered into a 'hall of fame'.

## Save As

You only need to save a show using Save As if:



you wish to open the show on a different computer



you wish to delete the LiveKick folder from the root directory of your computer, but do not wish to lose shows that you create

From the options screen (available from the Live and Kicking Logo) select the show you wish to save from those on the TV screen. The name of your show and your own name should appear in the window below the screen.

Click the Save As button. Use the dialogue box that appears to select the location to which your show will be saved, then click Save.

Your show will now be saved.

## Load From

To load a show from disk, click the Load As button on the options screen (available from the Live and Kicking Logo).

Use the dialogue box that appears to select the location to locate your show. When you see the name of your show (which might have .txt added to the end of the name), you can click on it or type its name in the File Name box. Click OK and your show will load.

Once the show has loaded you will see its name listed on the options screen. If you make any changes to the show you will have to save it again using Save As.



