

## Release Notes for Authorware Star 2.0.1

May 24, 1993

This file contains information that became available after the manuals were printed.

### INSTALLATION

All the files on the installation disks are compressed. Use the installer on the CD to install them. To install Star, insert the CD-ROM disc and, from the Program Manager, select File/Run, and type D:\INS\_AUTH\INSTALL. (Substitute the correct CD-ROM drive letter as appropriate.)

The initial screen allows you to select five components:

- Authoring System installs Authorware Star, importers, drivers and extensions (UCDs).
- Samples installs sample files in the Samples subdirectory.
- Clipmedia installs a variety of sample sounds, movies, and graphics.
- QuickTime installs the DLLs to run QuickTime for Windows. Distribution of the DLLs is governed by the licensing agreement from Apple Computer. Please see the note below regarding QuickTime on PCs equipped with XGA, XGA2 and ATI Ultra video cards.

### INSTALLING MICROSOFT VIDEO FOR WINDOWS

Microsoft Video for Windows files are not installed with the Authorware installer. To install Video for Windows select File/Run from the Program Manager, and type D:\VFW\SETUP (Assuming that your CD-ROM is drive D. If not, substitute the correct drive letter as appropriate.)

### QUICKTIME FOR WINDOWS

QuickTime for Windows may crash on startup on PCs equipped with XGA and ATI Ultra video drivers. This is a bug in QuickTime for Windows. The QTW.INI file installed by Authorware into your Windows directory includes a setting to prevent these crashes at the expense of performance on other video cards. If you do not have these cards you may want to remove the Optimize=Driver setting from the [QuickTime for Windows] section of the QTW.INI file. Additional comments are included in the QTW.INI file.

### CD-ROMs

Do not remove discs from CD-ROM drives while Authorware is reading a file. If you're playing a sound or movie, Authorware won't be able to find the file and may present an error message or your computer may freeze.

### SOUNDS

The ability to adjust the speed (pitch) of sounds is dependent on the sound card you have installed. If you can play sounds but not adjust them, check the documentation that came with your sound card to see if it supports different playback speeds.

If your QuickTime for Windows movie includes audio, you cannot adjust the volume of the sound. Additionally, the QuickTime for Windows software causes WAVE files to play at maximum volume.

### MOVIES

Do not rename the driver or player files for external movies. Authorware must be able to find these files to communicate with and play movies. These files must be stored in the same directory as the Star application, on both the authoring computer and the delivery system. External movies are located using the Content Search Path field in the File Setup dialog box or the `SearchPath` system variable.

Erase effects are not supported for externally stored movies. You can still erase movies created by Macromedia Director, Microsoft Video for Windows, and QuickTime for Windows, but any effects you select will be ignored.

You cannot play externally stored movies backwards.

### **DIFFERENCES BETWEEN 2.0 and PREVIOUS VERSIONS**

In previous versions, you could control whether system colors were preserved in the APW.INI file. This no longer has any effect in 2.0. If you had Preserve System Colors set to NO for older files, you will want to change this in the File Setup dialog box by clicking the Palette button and selecting the appropriate checkbox.

In previous versions, the Macintosh Movie Editor created movies with the extension .MOV. QuickTime for Windows now uses this extension. If you are importing Movie Editor files from previous versions, change the extension to .MVE so that Authorware can recognize them.

During authoring the size of your file may become substantially larger than it needs to be and deleting content from the file may not result in a smaller file. This happens because the file is no longer compacted every time you save it which significantly speeds up saving with large files. Using Save As to save to a new file *will* compact the file. A packaged file is also fully compacted so no space is wasted in packaged files.

### **CREATING NEW FILES**

When you create a new file or library in APW a temporary file is created. The location of this temporary file is determined as follows:

- 1) If a TEMP environment variable is defined in AUTOEXEC.BAT and its value begins with a drive letter, that drive letter is used.
- 2) If a hard disk is present the letter of the first hard disk is used.
- 3) If neither of the above apply then the current directory is used. If there is not sufficient space on the drive

If the drive determined according to these rules has less than 20 KB of available space on it you will get a message indicating the disk is full. Make more space available to avoid this problem. Even if the temporary file is successfully created, it may grow during editing to fill the available space. Save the file to a drive with more space available to avoid this problem.

### **OTHER INFORMATION**

The following Windows Write files contain other information you may find useful:

<b>APWINI.WRI</b>	Documents the contents of the application initialization file: APW.INI.
<b>3RDPARTY.WRI</b>	Documents known problems with third party hardware & drivers such video display cards, video overlay cards, and digital video drivers.