

June 1994

## **Scavenger Hunt Adventure Series®: AFRICA**

Version 1.0.1

This Read Me file contains up-to-date changes and improvements, product information, and updates to the "Scavenger Hunt Adventure Series®: AFRICA" user documentation.

### **o IMPORTANT**

Although Africa will operate with DOS 5.0, SWeDE recommends using DOS 6.0 or greater. Africa will not run without QuickTime™ for Windows version 1.1.1 (QuickTime™ for Windows is installed from the Africa CD-ROM).

### **o NEW FOR VERSION 1.0.1**

Scavenger Hunt Adventure Series®: AFRICA has been improved to support the following features:

1. Adjustable volume control is now available throughout the adventure (Macintosh ONLY).
2. The playback speed has been improved.
3. When selecting answers to the transition puzzles, the hot-spots have been enlarged for ease-of-use.
4. Scavenger Hunt is now available as a hybrid CD-ROM release. This means that a single Scavenger Hunt CD-ROM will support either Macintosh and PowerPC computers, and/or MPC Windows and IBM-compatible personal computers that support the MPC standard.

### **o BEFORE YOU START**

Make sure that you have performed the following steps:

- (1) Check that you have 4 megabytes of available RAM. To check the availability of memory, select "About Program Manager" under the Help menu. A dialog will show the available memory and system resources. If you are not using the Program Manager as your startup shell, please refer to the appropriate shell documentation.
- (2) Check that your Audio adapter is compatible with Windows and is not listed in the Incompatible Audio section below.
- (3) Check that your Video adapter is compatible with Windows and is not listed in the Incompatible Video section below.

### **o UNINSTALL AFRICA**

SWeDE also includes an "UNINSTALL.EXE" application to remove "AFRICA" and related files from your hard disk. The application is located in your Scavenger Hunt Program Group.

### **o IMPROVING PERFORMANCE**

You may increase the number of buffers used by the Microsoft CD Extensions program by using the /M switch. Using additional buffers provides improved performance but leaves less memory available for the program. SWeDE recommends that you use eight (8) buffers for Scavenger Hunt.

Type **MSCDEX /D:CDROMDRV /M:8** (replace D with the designated letter of your CD-ROM drive). Refer to the documentation provided with your CD-ROM drive for further information on using MSCDEX.

A double speed CD-ROM drive is preferred.

### **o TROUBLESHOOTING**

You may experience performance problems if your sound sub-system and your CD-ROM drive compete for a critical system resource. For example, if a sound card shares the same DMA channel as the CD-ROM drive. If you encounter performance problems, check your system setup for this type of conflict.

If your Video card is not listed below in the Incompatible Video section, and you are having SEVERE compatibility problems, you may consider modifying the QTW.INI file. Change the [Video] setting to Optimize = Driver. This may resolve severe compatibility problems with a specific video card, but will also reduce the performance of animation playback.

Note: Modification of the QTW.INI file should be done at your own risk. Typically this file should not require modification. For some compatibility issues, modifying the file may make video or audio cards work properly, but with reduced performance. Be sure to make a backup of the QTW.INI file before modifying it.

**o PLACEMENT OF ANIMALS**

To play any of the 130 different animations, center the animal in the Virtual Landscape. Placing the cursor over the animal will change the cursor into a hand icon allowing animal selection. Click to play the animation. If the animal fails to animate, minor placement adjustments of the item may be necessary to correctly play the animation. Click to play the animation.

**o VOLUME CONTROL (Macintosh ONLY)**

The volume level may now be adjusted at any time throughout the adventure. Press the desired numeric key to adjust the volume level. Select 1 for the lowest volume setting control; and select 7 for the highest volume setting control. *Volume control is ONLY available on Apple Macintosh computers.*

**o EXITING SHORTCUT**

If you would prefer not to locate the buffalo skull that is displayed in each Virtual Landscape to exit, the ALT-F4 key combination will terminate the adventure.

**o INCOMPATIBLE VIDEO**

The following hardware/driver combinations are recognized as having significant problems in supporting QuickTime™ for Windows:

<u>Graphics Adapter</u>	<u>Colors</u>	<u>Resolution</u>	<u>Comments</u>
ATI VGAWONDER XL24	Millions	640x480	Colors reversed
ATG CatsEye/X			System hangs
Compaq Q-Vision			Incompatible
Diamond SpeedStar 24	Millions	640x480	Movies render a thin line
MediaVision			Audio but no video
OmiCorp Texan			Audio but no video
Packard Bell			Shuttering problem
Sigma WindStorm	256	1024x768	No Video
Sigma WindStorm	Thousands	800x600	No Video
Sigma WindStorm	256	800x600	No Video
Sigma WindStorm	Millions	640x480	No Video
Sigma WindStorm	Thousands	640x480	No Video
Sigma WindStorm	256	640x480	No Video

**o INCOMPATIBLE AUDIO**

The following hardware/driver combinations are recognized as having significant problems in supporting QuickTime™ for Windows:

<u>Graphics Adapter</u>	<u>Comments</u>
MediaVision Thunder and Lightening	Poor through-put
MediaVision CDPC	Difficulty with movies exceeding 10 seconds in length
MediaVision CDPC II	Difficulty with movies exceeding 10 seconds in length
Sigma Design WindStorm	Poor performance with simultaneous audio and video use
Tandy GoldCard	System crashes

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