

Welcome to *This Is Spinal Tap*.

We hope you enjoy this Voyager CD-ROM title.

TECHNICAL REQUIREMENTS

PC-compatible computer with a 486SX-33 or higher processor
8 MB of installed RAM (minimum)
640x480, 256-color display
MPC2-compatible CD-ROM drive
MPC2-compatible sound card with speakers or headphones
Mouse
MS-DOS operating system version 5.0 or later
Microsoft Windows version 3.1 or later
MS-DOS CD-ROM Extensions (MSCDEX) version 2.2 or later
QuickTime for Windows (version 2.02 or greater)

SETTING UP

You can install the *This Is Spinal Tap* software using Program Manager or File Manager. No matter which method you use, the installer will add a *This Is Spinal Tap* and a *Spinal Tap Bonus Disc* icon to the Voyager group in Program Manager.

Installing the Software from File Manager

1. Insert the CD into your CD-ROM drive according to the drive manufacturer's instructions.
2. From within the Windows File Manager, click on the drive icon for your CD-ROM drive to display the disc's files.
3. Double-click on the SETUP.EXE file to run the Setup program.
4. Follow the directions in the Setup dialog boxes to complete the installation.

Installing the Software from Program Manager

1. Choose Run from the File menu.
2. Type d:\setup.exe, where d: is your CD-ROM drive.
3. Click OK.
4. Follow directions in the Setup dialog boxes to complete the installation.

GETTING STARTED

To launch *This Is Spinal Tap*, insert the CD-ROM into the CD-ROM drive and double-click the *This Is Spinal Tap* icon in the Voyager-95A Program Group. There is a Help button in *This Is Spinal Tap* to assist you.

There is a special Bonus disc that comes with *This Is Spinal Tap*. This disc contains outtakes and other cool things associated with the movie. To launch this disc, insert the *Spinal Tap Bonus Disc* CD-ROM into the CD-ROM drive and double-click the Spinal Tap Bonus Disc icon in the Voyager-95A Program Group.

The Find command in *This Is Spinal Tap* allows you to search for any of the dialogue from the movie. In addition, you can search for words and phrases that are not actually spoken, such as, "pap" which is written down, and "we love you" which is mouthed, or for objects, such as "shower cap."

Here is a list of 24 of our favorite things to find:

1. Anjelica
2. armadillos
3. Australian
4. Boccherini
5. clever

6. cricket
7. dwarf
8. existential doggerel
9. fold
10. fruit
11. fufkin
12. kick this ass
13. leash
14. mostess
15. none more black
16. pap
17. shark
18. shower cap
19. slow pony
20. tin foil
21. tongue
22. waiter
23. we love you
24. weird look

PERFORMANCE TIPS

Here are some tips for best performance.

Exit all other applications except Program Manager before running *This Is Spinal Tap*.

While *This Is Spinal Tap* will run on a computer with 8 MB of RAM, performance can be rather sluggish. *This Is Spinal Tap* will run best on a machine with 12 MB or more of RAM.

If you have 8 MB of RAM in your computer, we recommend that you turn on the Swap File as described in the instructions below. If you have more than 8 MB of RAM, we recommend you simply turn the Swap File off.

Swap File Settings

If you have 8 MB of RAM installed in your computer, set the swap file to "permanent" and set the swap file size to 10,000 KB.

If you have more than 8 MB of RAM, turn the swap file OFF.

To change the swap file settings,

- 1) Double-click the Control Panel in the Main group of the Program Manager.
- 2) Double-click the "386 Enhanced" icon.
- 3) Click "Virtual Memory".
- 4) Click "Change".
- 5) Under "Type" choose "Permanent".
- 6) In "New Size" type "10000"KB.
- 7) Click "OK".
- 8) Click "Yes" when asked "Are you sure you want to make changes to virtual-memory settings?"
- 9) Click "Restart Windows" when prompted to implement your changes.

To turn swap file OFF,

- 1) Double-click the Control Panel icon in the Main group of the Program Manager.
- 2) Double-click the "386 Enhanced" icon.
- 3) Click "Virtual Memory".

- 4) Click "Change".
- 5) Under "Type" choose "None".
- 6) Click "OK".
- 7) Click "Yes" when asked "Are you sure you want to make changes to virtual-memory settings?"
- 8) Click "Restart Windows" when prompted to implement your changes.

Troubleshooting

This Is Spinal Tap installs approximately 3.5 MB of files on your hard drive. To see a list of these files and other changes made to your system during installation, find the file called TAP.LST in the directory where you installed *This Is Spinal Tap* and double-click it. If you ever delete or move any of the files on this list, *This Is Spinal Tap* will not run properly. If you try to start *This Is Spinal Tap* and it does not start because it cannot find the appropriate files, you should reinstall *This Is Spinal Tap* and try again.

This Is Spinal Tap creates a file called TAP.INI that contains the drive letter of your CD-ROM drive. If you try to start *This Is Spinal Tap* and it does not start because it cannot find the CD, make sure the *This Is Spinal Tap* CD has been inserted in your CD-ROM drive according to the drive manufacturer's instructions. If the correct CD is inserted in your drive and *This Is Spinal Tap* still can't find it, you may want to check the TAP.INI file to see if it contains the correct drive letter. This file is located in the directory where you installed *This Is Spinal Tap*. Double-click the TAP.INI file and make sure the drive letter corresponds to the drive letter of your CD-ROM drive. If the drive letter is not correct, you may edit the TAP.INI to include the correct drive letter or you can reinstall *This Is Spinal Tap*.

Audio Playback Synchronization

This title takes advantage of 16-bit stereo audio. Apple's QuickTime for Windows 2.0.3. is not fully compatible with all sound cards installed in Windows machines. Therefore, these cards may be unable to play back the full 16-bit stereo audio and maintain synchronization with the movie's video.

If you notice the audio loses synchronization with the video, there are some changes you can make to the QTW.INI file that will drop the sound quality down to 8-bit stereo, but may improve the synchronization.

To make this change to the QTW.INI file:

- 1) Find the QTW.INI file in the Windows directory on your computer.
- 2) Double-click on it to open it.
- 3) Add the following statements to the end of this file:

```
[Sound]
ChannelControl=8
```

- 4) Save the new file under the same name, QTW.INI, and close it.
- 5) The added statements have now been saved in the QTW.INI file.

If this change does not improve the audio playback to your satisfaction, you may want to purchase an audio card that is fully supported by QuickTime for Windows 2.0.3. Apple specifies the following audio cards as fully supported:

Creative Labs SoundBlaster Pro
Creative Labs SoundBlaster Pro 16
Creative Labs ThunderBoard
Media Vision ProAudio Spectrum
Media Vision ProAudio Spectrum Plus

Media Vision ProAudio Spectrum 16
Media Vision Audio Port
Microsoft Sound System
Cardinal Technologies Sound Studio
Orchid Sound Producer Pro.
Turtle Beach MultiSound
ATI Stereo F/X

A complete QuickTime for Windows hardware compatibility list appears below. Please refer to it for driver versions and dates.

SOFTWARE REGISTRATION

Please register your software for technical support and so that we can keep you posted on the ever-growing Voyager catalog. To register this Voyager title, double-click on the SOFTREG.TXT file in the REGISTER directory on the CD-ROM.

You can return this information by email to register@voyagerco.com or by fax to (914) 591-6481.

SOFTWARE SUPPORT

For technical support on Voyager products, call (212) 219-2522. You can also reach Voyager technical support via online services or e-mail.

Internet Address: techsupport@voyagerco.com

America Online: voyager@aol.com
or go to the AOL Voyager forum: keyword is "voyager"

CompuServe: 75300,1635@compuserve.com
or go to the Multimedia A Vendor forum

QuickTime for Windows does not support all Windows video and sound cards. Voyager has included the following information from Apple which outlines hardware support, compatibility and incompatibility. If you experience problems when running this title, please check to see if your video and sound cards are supported under QuickTime for Windows.

QuickTime for Windows 2.0 Hardware Compatibility List July 27, 1994

This document is meant to be an aid to developers who are working with and distributing QuickTime for Windows per their license agreement. The list is by no means comprehensive but has grown substantially over the past year. The Video and Audio Hardware adapters are divided into three basic classifications Supported, Compatible and Incompatible.

Supported hardware/driver combinations are those that have been tested as part of the QTW development plan and are considered benchmarks to the product.

Compatible hardware/drivers are those combinations that have been tested but not as thoroughly as Supported items but appear to function adequately.

Incompatible hardware/driver combinations are those recognized as having significant

problems in appearance or behavior with QTW.

Another category that we've added to our report is Optimized. Optimized video hardware/driver combination allows QTW to write directly to the video memory speeding up video performance significantly. Whenever possible, the name of the manufacturer, product name, driver date or version when known, and depth in the case of video drivers is listed.

| Supported Video Adapter | Driver | Depth | Resolution | Optimized? |
|--|-------------|-------|------------|------------|
| Standard VG | Windows VGA | 4 | 640x350 | No |
| Standard EGA | Windows EGA | 4 | 640x480 | No |
| IBM 8514 | Windows | 8 | 1024x768 | No |
| IBM XGA | 07/27/92 | 4 | 640x480 | No |
| IBM XGA | 07/27/92 | 16 | 1024x768 | No |
| <i>Only XGA20 supports 16-bit color. Do NOT use the drivers supplied with Windows 3.1. Instead, use the drivers supplied by IBM.</i> | | | | |
| ATI VGA X | 04/09/92 | 4 | 800x600 | Yes |
| ATI VGA XL | 04/10/92 | 8 | 1024x768 | Yes |
| ATI VGA XL | 04/20/92 | 16 | 800x600 | Yes |
| ATI ULTRA | 04/22/92 | 8 | 1024x768 | No |
| ATI ULTRA | OEM | 16 | 640x480 | No |
| ATI Mach 32 | 01/05/93 | 8 | 640x480 | Yes |
| ATI Mach 32 | 01/05/93 | 16 | 1024x768 | Yes |
| Orchid IIs | 03/01/92 | 8 | 800x600 | Yes |
| Orchid IIs | 03/01/92 | 16 | 800x600 | Yes |
| Video 7 VRAM2 ERGO | 03/10/92 | 8 | 800x600 | Yes |
| Orchid Fahrenheit VA | 02/19/93 | 8 | 640x480 | Yes |
| Orchid Fahrenheit 1280 | 08/10/92 | 8 | 640x480 | Yes |
| Orchid Fahrenheit 1280 | 08/10/92 | 16 | 800x600 | Yes |
| Diamond Stealth | 09/25/92 | 8 | 640x480 | Yes |
| Diamond Stealth | 09/25/92 | 16 | 640x480 | Yes |
| Diamond SpeedStar 24x | 04/28/92 | 8 | 1024x768 | Yes |
| Diamond SpeedStar 24x | 04/28/92 | 16 | 800x600 | Yes |
| Diamond SpeedStar 24x | 04/28/92 | 24 | 640x480 | Yes |

| Supported Audio Adapter | Driver | Date |
|--|--------------|--------------|
| Creative Labs SoundBlaster Pro | SBPSND.DRV | 05/15/92 |
| <i>This driver has a know bug that effects all Windows applications that use sound where at times a portion of the sound will be repeated several times.</i> | | |
| Creative Labs SoundBlaster Pro | SBPSND.DRV | 02/05/92 |
| <i>This driver some times 'sticks' on a sound.</i> | | |
| Creative Labs SoundBlaster Pro 16 | SB16SND.DRV | 04/14/93 |
| Creative Labs ThunderBoard | SNDBLST2.DRV | 03/10/92 |
| Creative Labs ThunderBoard | SNDBLST2.DRV | 05/13/92 |
| Media Vision ProAudio Spectrum | MVPROAUD.DRV | 02/03/93 1.3 |
| Media Vision ProAudio Spectrum Plus | MVPROAUD.DRV | 02/03/93 1.3 |
| <i>Make the following modifications to the QTW.INI file.</i> | | |
| [Sound] | | |
| RequestedRate=22095 | | |
| ActualRate=22536 | | |

Media Vision ProAudio Spectrum 16 MVPROAUD.DRV 02/03/92
 Media Vision Audio Port MVAPORT.DRV 04/14/92

*Does not support sound sampled at above 11khz.
 Make the following modifications to the QTW.INI file.*

[Sound]
 RequestedRate=11025
 ActualRate=11025

Microsoft Sound System SNDSYS.DRV 09/21/92 1.0
 Cardinal Technologies Sound Studio TAPIGSS1.DRV 12/28/92
 Orchid Sound Producer Pro. PRODUCER.DRV 01/13/93
 Orchid Sound Producer Pro. PRODUCER.DRV 10/01/92
 Turtle Beach MultiSound MULTISND.DRV 08/27/92 1.1
 ATI Stereo F/X SFX.DRV 05/04/92

Compatible Video Adapter Driver Depth Resolution Optimized?

| Compatible Video Adapter | Driver | Depth | Resolution | Optimized? |
|----------------------------------|----------------|-------|------------|------------|
| Actix Graphics Engine Ultra Plus | 03/25/93 | 16 | 1024x768 | No |
| Actix Graphics Engine Ultra Plus | 03/25/93 | 8 | 1024x768 | No |
| Actix Graphics Engine Ultra Plus | 03/25/93 | 16 | 800x600 | No |
| Actix Graphics Engine Ultra Plus | 03/25/93 | 8 | 800x600 | No |
| Actix Graphics Engine Ultra Plus | 03/26/93 | 24 | 640x480 | No |
| Actix Graphics Engine Ultra Plus | 03/25/93 | 16 | 640x480 | No |
| Actix Graphics Engine Ultra Plus | 03/25/93 | 8 | 640x480 | No |
| ATI VGA XL | 08/14/92 1.42 | 16 | 640x480 | No |
| ATI VGA XL | 04/20/92 | 8 | 800x600 | Yes |
| ATI VGA XL | 04/10/92 | 16 | 640x480 | Yes |
| ATI VGA XL | 04/20/92 | 8 | 640x480 | Yes |
| ATI VGA XL | 06/25/92 | 8 | 1024x768 | Yes |
| ATI VGA XL | 06/25/92 | 8 | 800x600 | Yes |
| ATI VGA XL | 07/28/92 | 16 | 640x480 | Yes |
| ATI VGA XL | 06/25/92 | 8 | 640x480 | Yes |
| ATI VGAWONDER XL24 | 06/25/92 | 8 | 1024x768 | Yes |
| ATI VGAWONDER XL24 | 07/28/92 | 16 | 800x600 | Yes |
| ATI VGAWONDER XL24 | 06/25/92 | 8 | 800x600 | Yes |
| ATI VGAWONDER XL24 | 07/28/92 | 16 | 640x480 | Yes |
| ATI VGAWONDER XL24 | 06/25/92 | 8 | 640x480 | Yes |
| ATI Graphics Ultra | 08/14/92 | 4 | 800x600 | No |
| ATI Graphics Ultra | 08/14/92 | 4 | 640x480 | No |
| ATI Graphics Ultra | 06/25/92 | 8 | 640x480 | No |
| ATI Graphics Ultra Pro | 03/10/92 | 8 | 8514/a | No |
| ATI Graphics Ultra Pro | 03/13/93 | 8 | 1280x1024 | Yes |
| ATI Graphics Ultra Pro | 03/13/93 | 16 | 1024x768 | Yes |
| ATI Graphics Ultra Pro | 03/13/93 | 8 | 1024x768 | Yes |
| ATI Graphics Ultra Pro | 03/13/93 | 24 | 800x600 | No |
| ATI Graphics Ultra Pro | 03/13/93 | 16 | 800x600 | No |
| ATI Graphics Ultra Pro | 03/13/93 | 8 | 800x600 | Yes |
| ATI Graphics Ultra Pro | 03/13/93 | 16 | 640x480 | No |
| ATI Graphics Ultra Pro | 03/19/93 | 24 | 640x480 | No |
| ATI Graphics Ultra Pro | 03/19/93 | 16 | 640x480 | No |
| ATI Graphics Ultra Pro | 03/19/93 | 8 | 640x480 | Yes |
| ATI Graphics/Pro | 11/27/92 | 8 | 1024x768 | No |
| ATI Graphics/Pro | 11/27/92 | 16 | 640x480 | No |
| Dell 466/M S3 | 09/04/92 (1.2) | | 41280x1024 | Yes |

| | | | | |
|----------------------|----------------|----|-----------|-----|
| Dell 466/M S3 | 09/04/92 (1.2) | | 81024x768 | Yes |
| Dell 466/M S3 | 09/04/92 (1.2) | | 8800x600 | Yes |
| Dell 466/M S3 | 09/04/92 (1.2) | | 4800x600 | Yes |
| Dell 466/M S3 | 09/04/92 (1.2) | | 15640x480 | Yes |
| Dell 466/M S3 | 09/04/92 (1.2) | | 8640x480 | Yes |
| Diamond Stealth Pro | 12/07/92 | 8 | 1280x968 | No |
| Diamond Stealth Pro | 12/07/92 | 8 | 1280x1024 | No |
| Diamond Stealth Pro | 12/16/92 | 16 | 1024x768 | No |
| Diamond Stealth Pro | 01/06/93 | 8 | 1024x768 | No |
| Diamond Stealth Pro | 12/18/92 | 16 | 800x600 | No |
| Diamond Stealth Pro | 01/06/93 | 8 | 800x600 | No |
| Diamond Stealth Pro | 02/23/93 | 24 | 640x480 | No |
| Diamond Stealth Pro | 01/06/93 | 16 | 640x480 | No |
| Diamond Stealth Pro | 01/06/93 | 8 | 640x480 | No |
| Diamond SpeedStar 24 | 04/14/92 | 8 | 1024x768 | Yes |
| Diamond SpeedStar 24 | 04/14/92 | 15 | 800x600 | No |
| Diamond SpeedStar 24 | 04/14/92 | 8 | 800x600 | Yes |
| Diamond SpeedStar 24 | 04/14/92 | 15 | 640x480 | No |
| Diamond SpeedStar 24 | 04/14/92 | 8 | 640x480 | Yes |
| Diamond Viper VLB | 04/27/93 | 8 | 1152x900 | Yes |
| Diamond Viper VLB | 04/27/93 | 16 | 1024x768 | Yes |
| Diamond Viper VLB | 04/27/93 | 8 | 1024x768 | Yes |
| Diamond Viper VLB | 04/27/93 | 24 | 800x600 | No |
| Diamond Viper VLB | 04/27/93 | 16 | 800x600 | Yes |
| Diamond Viper VLB | 04/27/93 | 8 | 800x600 | Yes |
| Diamond Viper VLB | 04/27/93 | 24 | 640x480 | No |
| Diamond Viper VLB | 04/27/93 | 16 | 640x480 | Yes |
| Diamond Viper VLB | 04/27/93 | 8 | 640x480 | Yes |

Support for the P9000 was added in QTW 1.1.1.

| | | | | |
|------------------------|---------------------|---------|----------|-----|
| Genoa Windows VGA 8500 | 02/16/93 | 8 | 1024x768 | Yes |
| Genoa Windows VGA 8500 | 10/23/92 (turbo) 16 | 800x600 | Yes | |
| Genoa Windows VGA 8500 | 08/24/92 | 16 | 800x600 | Yes |
| Genoa Windows VGA 8500 | 10/28/92 | 8 | 800x600 | Yes |
| Genoa Windows VGA 8500 | 12/01/92 (turbo) 24 | 640x480 | No | |
| Genoa Windows VGA 8500 | 10/14/92 | 24 | 640x480 | No |
| Genoa Windows VGA 8500 | 11/11/92 (turbo) 16 | 640x480 | Yes | |
| Genoa Windows VGA 8500 | 08/24/92 | 16 | 640x480 | Yes |
| Genoa Windows VGA 8500 | 10/28/92 | 8 | 640x480 | Yes |

Support for the Cirrus Logic CL-GD5426 GUI was added in QTW 1.1.1

| | | | | |
|----------|----------|----|---------|----|
| IBM XGA2 | 07/27/92 | 8 | 640x480 | No |
| IBM XGA2 | 07/27/92 | 16 | 640x480 | No |
| IBM XGA2 | 07/27/92 | 8 | 800x600 | No |
| IBM XGA2 | 07/27/92 | 16 | 800x600 | No |

QTW supports IBM XGA2 starting with version 1.1.

| | | | | |
|-------------------------|----------------|----|-----------|-----|
| Orchid Fahrenheit VA | 02/19/93 10:00 | 16 | 1024x768 | Yes |
| Orchid Fahrenheit VA | 02/19/93 10:00 | | 24640x480 | Yes |
| Orchird VLB (Local Bus) | 02/19/93 | 16 | 800x600 | Yes |
| Orchird VLB (Local Bus) | 02/19/93 | 15 | 800x600 | Yes |
| Orchird VLB (Local Bus) | 02/19/93 | 8 | 800x600 | Yes |
| Orchird VLB (Local Bus) | 02/19/93 | 24 | 640x480 | No |

Movies shifted to the left, a few pixels in 24 bit mode . Rebooting fixes the problem

| | | | | |
|-------------------------|----------|----|---------|-----|
| Orchird VLB (Local Bus) | 02/19/93 | 16 | 640x480 | Yes |
|-------------------------|----------|----|---------|-----|

| | | | | |
|-------------------------------|-----------------|----|----------|-----|
| Orchird VLB (Local Bus) | 02/19/93 | 15 | 640x480 | Yes |
| Orchird VLB (Local Bus) | 02/19/93 | 8 | 640x480 | Yes |
| Orchid Fahrenheit 1280 | 08/10/92 10:00 | 15 | 800x600 | No |
| Orchid Fahrenheit 1280 | 08/10/92 10:00 | | 8800x600 | Yes |
| Orchid Fahrenheit 1280 | 08/10/92 10:00 | 16 | 640x480 | No |
| Orchid Fahrenheit 1280 | 08/10/92 10:00 | 15 | 640x480 | No |
| Orchid Pro designer IIs/D 1.1 | 04/7/92 | 15 | 800x600 | No |
| Orchid Pro designer IIs/D 1.1 | 04/7/92 | | 8800x600 | Yes |
| Orchid Pro designer IIs/D 1.1 | 04/7/92 | 8 | 640x480 | Yes |
| Orchid Pro II | 03/01/92 | 8 | 1024x768 | Yes |
| Orchid Pro II | 03/01/92 | 15 | 800x600 | No |
| Orchid Pro II | 03/01/92 | 8 | 800x600 | Yes |
| Orchid Pro II | 03/01/92 | 15 | 640x480 | No |
| Orchid Pro II | 03/01/92 | 8 | 1024x768 | Yes |
| Sigma Legend GX | 04/01/92 (1.13) | 8 | 1024/768 | No |
| Sigma Legend GX | 04/01/92 (1.13) | 8 | 800x600 | No |
| Sigma Legend GX | 03/31/92 (1.13) | 8 | 640x480 | No |
| Sigma Legend GX | 04/01/92 (1.13) | 8 | 640x480 | No |
| Sigma Legend 24X | 11/13/92 | 8 | 1024x768 | No |
| Sigma Legend 24X | 11/13/92 | 16 | 800x600 | No |
| Sigma Legend 24X | 11/13/92 | 8 | 800x600 | No |
| Sigma Legend 24X | 11/14/92 | 24 | 640x480 | No |
| Sigma Legend 24X | 11/13/92 | 16 | 640x480 | No |
| Sigma Legend 24X | 11/13/92 | 8 | 640x480 | No |
| Matrox 1024 | 08/21/92 2.07 | 24 | 1024x768 | No |
| MiroCrystal 8S | 04/13/93 | 8 | 1024x768 | No |
| MiroCrystal 8S | 04/13/93 | 16 | 800x600 | No |
| MiroCrystal 8S | 04/13/93 | 8 | 800x600 | Yes |
| MiroCrystal 8S | 04/15/93 | 16 | 640x480 | No |
| MiroCrystal 8S | 04/13/93 | 8 | 640x480 | Yes |

| Compatible Audio Adapter | Driver | Date |
|---|--------------|----------------|
| Creative Labs ThunderBoard | SNDBLST2.DRV | 03/10/92 |
| Creative Labs ThunderBoard | SNDBLST2.DRV | 05/13/92 |
| Creative Labs Sound Blaster 2.0 <i>Sound 'Sticks' with this driver.</i> | | 02/16/93 |
| DigispeechPortAble Sound Plus | PRTSND.DRV | 04/14/93 |
| IBM M/Audio <i>Adjusting the volume from the Movie Controller may cause the volume to be muted. To restore the volume, stop and restart the movie. Sound may skip when resizing window Sound is played at 44khz by doubling the samples.</i> | ACPA.DRV | 10/29/92 11:38 |
| IBM M/Audio <i>Limited volume control from keyboard.</i> | ACPA.DRV | 8/28/92 |
| MediaVision Thunder and Lightning [Sound] RequestedRate=22222 | TLWAVE.DRV | 08/25/92 |

| Incompatible Video Adapter | Driver | Depth | Resolution | Optimized? |
|----------------------------|--------|-------|------------|------------|
|----------------------------|--------|-------|------------|------------|

| | | | | |
|---|----------|----|---------|-----|
| ATI VGAWONDER XL24 <i>In the 24 bit mode (16 Million Colors) Reds and Blues seem to be reversed.</i> | 07/29/92 | 24 | 640x480 | Yes |
|---|----------|----|---------|-----|

ATG CatsEye/X
Field reports of systems hanging when movies are played with is board.

Compaq Q-Vision
We have field reports that QTW does not work with is card.

| | | | | |
|--|----------|----|---------|-----|
| Diamond SpeedStar 24 * <i>Movies render as a thin line at the top of the screen in 24 bit mode. All other functions are normal.</i> | 04/14/92 | 24 | 640x480 | Yes |
|--|----------|----|---------|-----|

MediaVision
We have a field report that QTW does not work with the orgina IMediaVision video display adapter. The report indicates that the movies sound is played but the movie can not be seen. Problem persists when Optimize is set to driver.

OmiCorp Texan
We have field reports of sound but no movie (video) with this card.

PackardBell
We have several field reports dealing with a PackardBell. Reports of a "shutters" type effect on local bus systems have been noted. The shutters effect is where a few lines of movie can be seen, then a few lines of background, then a few lines of movie, and so on. The reports also state that the image is also shifted down and to the right about 10 pels.

Further reports tell of a lack of Movie image when running on Local BusPackard Bell Machines.

| | | | | |
|-----------------|----------|----|----------|----|
| Sigma WindStorm | 08/21/92 | 8 | 1024x768 | No |
| Sigma WindStorm | 08/21/92 | 16 | 800x600 | No |
| Sigma WindStorm | 08/21/92 | 8 | 800x600 | No |
| Sigma WindStorm | 08/21/92 | 24 | 640x480 | No |
| Sigma WindStorm | 08/21/92 | 16 | 640x480 | No |
| Sigma WindStorm | 08/21/92 | 8 | 640x480 | No |

QTW has very poor performance with is adapter.

Video 7 SPEA 7 OEM
We have field reports that the Optimize = Driver must added to theQTW.INI before the movie will appear in the movie window frame. Audioand all other actions seems to be OK with out the change

| Incompatible Audio Adapter | Driver | Date |
|----------------------------|--------|------|
|----------------------------|--------|------|

| | | |
|---|--|--|
| Media Vision Thunder and Lighting * <i>QTW has very poor through-put with this card.</i> | | |
|---|--|--|

| | | |
|--|--|--|
| Media Vision CDPC * <i>QTW does not work well with is system with movies over 10 seconds in length.</i> | | |
|--|--|--|

Media Vision CDPC II

QTW does not work well with is system with movies over 10 seconds in length.

Sigma Design WinStorm

8/21/92

Very poor QTW performance when running audio and video together.

Tandy 'Gold Card'

Only one unconfirmed report on this line of cards. A developer states that he has a Tandy "Gold Card" and QTW crashed when ever he trys to play a movie. Removing the card seems to fix the problem.