

Virtual Encounter Player

The Windows 95 version of the Virtual Encounter Player can be used both as a interactive player ("player mode") or as a screen saver ("screen saver mode").

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Quick Start Instructions

To play animations, you can either select the "Double click plays animation" button and then double-click on a name, or build the "to play" list and use the "Play this list" button.

The files with the **.ve** extension are meant to be viewed on your monitor. Those with the **.ves** are meant to be viewed with a HMD.

Stereoscopic versions are not accesible from the screen saver mode.

During playback in the player mode, you have the following controls:

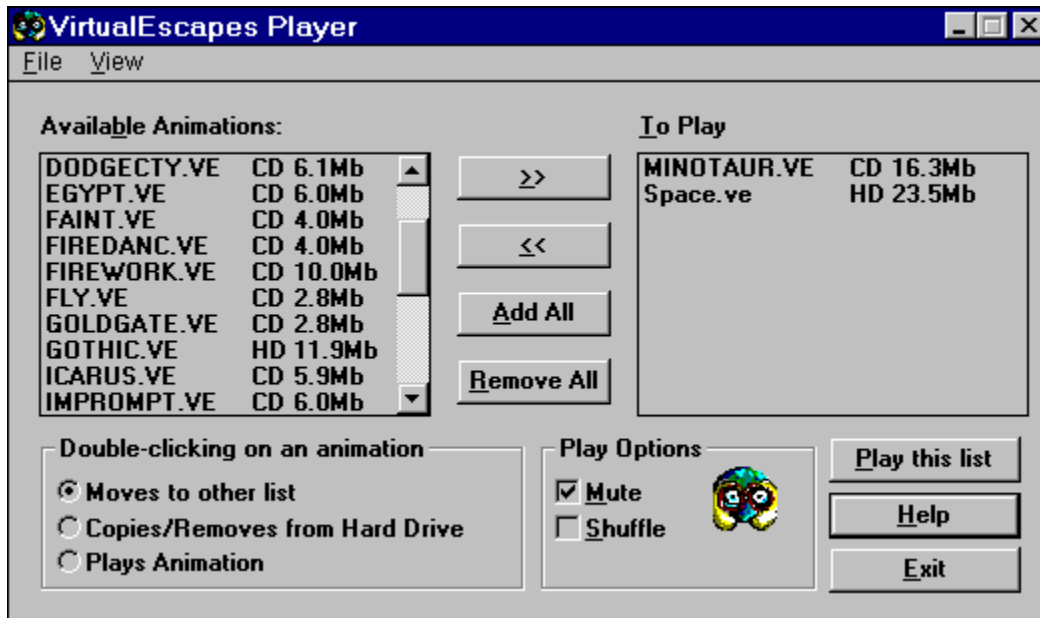
Keyboard	Mouse	Action
Escape	Right Button	Exits playback
Page Down	Left Button	Goes to next animation in playlist

In the screen saver mode, any keystroke or mouse movement will exit playback.

When an animation ends, it will automatically go to the next one. If the shuffle button is checked, then the next one is randomly selected.

The Main Screen

Click on an area for more information



Sample Screen

Playback Controls

These keystrokes only apply while the animation is playing within the player mode.



Keyboard	Mouse	Action
Escape	Right Button	Exits playback
Page Down	Left Button	Goes to next animation in playlist



Within screen saver mode, any keystroke or mouse activity will exit playback.

Copying files to and from the hard drive

Copying files in between the hard drive and the CD-ROM is accomplished by selecting the "Copies/Removes from Hard Drive" radio button, and double-clicking on an animation in either lists.

Building the "To Play" list

The  and  buttons move selected animations between lists.

The  and  buttons move the entire list of animations between lists.

Selecting the "Moves to other list" radio button, and double-clicking on an animation in either list will move that animation.

CD Titles aren't showing up in the Animation List

Symptom: Only animations on the hard drive are showing in the animation list.

Explanation: The animation list only displays animations it can currently see. Only the Windows directory (where animations are copied to) and the CD-ROM is checked.

Cause	Fix
CD drive letter changed	Run the SETUP program from the CD.
CD drive letter unavailable	Verify that you can access your CD drive from the File Manager. If it is not accessible, consult your CDROM drive's documentation for instructions on how to correct this.
Wrong CD in drive.	Verify that the VE disk is in the CD-ROM drive.

If no animations are showing, it is possible that none have been copied to the hard drive and that the CD is not present.

Play Options

If the "Mute" button is checked, no sound will be played with the animation

If the "Shuffle" button is checked, the play list will be played in an random order, although the same animation will not play twice in a row (unless it is the only one selected).

If this box is cleared, the enabled animations will play in the order shown in the animation list.

The "Take messages" button (only available in screen saver mode) selects wether a dialog box asking to take a message should pop up when the screen saver is awakened.

The Menu

The Menu is only available when in player mode.

File	Open	Opens saved play list file.
File	Save	Saves a play list
File	Exit	Exits player, saves settings (but not current play list). This has the same effect as the "Exit" button.
View	Monoscopic	Displays animations meant to be seen on your monitor.
View	Stereoscopic	Displays animations meant to be seen on a <u>HMD</u> .

Saved Play Lists

Virtual Encounter lets you save your play lists. This is done through the File Menu

You will get a message if you load a play list and some of the animations are not currently available. If you re-save this list, only those now showing in the playlist will be saved.

The screen saver mode automatically loads and saves one called "Screen Saver". This list can be loaded and manipulated just like any other list within the player mode.

Screen Saver not activating

The screen saver will only activate if there are animations in its play list. The play list may be empty, or the selected animations may not be currently available. You can verify the play list in the screen saver configuration, either by going through the control panel, right-clicking on the screen saver's icon, and selecting "Configure", or opening the "Screen Saver" play list from the regular player.

The first time you configure the screen saver, you could get a "Error opening play list file" error. This is because the "Screen Saver" play list has not yet been created.

HMD: Head Mounted Display

Supported HMDs include the CyberMaxx II by VictorMaxx and I-Glasses from Virtual I/O.

Choppy Animation or Broken Sound

These are symptoms of poor system performance.

Parts which could slow things down:

CD-ROM	Virtual Encounter Animations can run from a CD-ROM running a double speed or better. Some CD units, although rated double-speed, only go to this speed in certain conditions. <u>Running animations from the hard drive</u> should fix this condition.
CD-ROM configuration	If Windows 95 has to use DOS compatibility for your CD-ROM driver, serious performance degradation occurs. This can be confirmed by opening your Control Panel, opening the System icon and selecting the Performance tab. Advanced Users: To change over to the higher performance native mode drivers, you will have to disable the DOS drivers in config.sys and autoexec.bat (by placing "rem " (no quotes) in front of them, allowing you to go back if you need to). Most CD-ROMs will be automatically detected and configured by Windows95.
Low Memory	Virtual Encounter needs a fair amount of memory to play certain animations. If you have many active applications, or are running on a limited memory system, excessive swapping may occur, with the associated performance degradation.
ISA Video Card	Virtual Encounter' high-resolution video requires that the computer can dump to the video card at high speeds, hence the local bus video requirement. Upgrading your video card will fix this

Advanced
users only:
DMA
contention

problem, and will probably help your overall system performance. We have seen some cases where the audio card and the hard drive controller slow each other down when both are being used at the same time. This problem is not specific to Virtual Encounter and will usually also show up during under Video for Windows. The audio card's DMA is usually reconfigurable; consult its documentation.

Shell Commands

Double-clicking on a Virtual Encounter animation will cause it to start playing. This is the equivalent to right-clicking on the icon, and selecting "Play".

Double-clicking on a Virtual Encounter play list will cause it to load into the player. This is the equivalent to right-clicking on the icon, and selecting "Open". You can also select "Play" from this menu to have it play without showing the player.

Double Clicking

You can select what double-clicking on an animation entry in a list will do.

"Moves to other list" allows the play list to be built quickly and simply. This is the default action.

"Copies/Removes from Hard Drive" allows animations to be copied into your Windows directory or removed. This allows Virtual Encounter to work where the CD-ROM unit might not perform well enough, and for the screen saver not to be dependant upon the CD-ROM drive being in the drive at all times.

"Plays Animation" will start the selected animation, allowing animations to be browsed.

Buttons

The buttons are mostly self-explanatory:

"Play this list" plays the animations selected in the "To Play" list.

"Help" displays this help file.

"Exit" saves settings, and exits the player. It does not save the current "To Play" list, unless in screen saver mode.

No Sound

Probable causes:

Mute Option	Verify that the Mute button is not selected.
Volume	Verify that your audio card's volume is not turned off or too low to hear.
Cabling Inadequate audio card	Verify audio cabling Virtual Encounter does not work with the PC speaker driver, or with cards which do not support 22Khz playback.
Audio device reserved	DOS boxes, other multi-media applications and certain background processes can reserve the audio device. Since only one application can access it at a time, VE plays without sound. This is done so that the screen saver module still kicks in even if it is not possible to play sound.

