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TECHNICAL NOTE

If you acquired the shareware version of TIMELINE, your decompressed package of files should contain TIMELLN2.XLS (the timeline itself), timereg.doc (why and how to register), sharew.hlp (hints on how to decompress, and begin to enjoy your shareware) and readme.doc (this file). If you purchased the complete package, you should have all of these files plus timeline.doc (how the timeline was designed, interpretation chit-chat and bibiliography). If any of these files are missing contact RS immediately and we will send you, free of charge, the missing file(s).

All files, except the TIMELINE itself, are text files and were prepared using Word Perfect for Windows (WPWIN). TIMELINE itself was prepared using MS EXCEL 3.0 for Windows and thus YOU MUST HAVE WINDOWS 3.0, WPWIN and EXCEL 3.0 in order to access and enjoy it (unless...). In order to view and or print the timeline, you should copy TIMELINE.XLS to your Excel Directory and proceed. IF you are skilled or experienced, TIMELINE.XLS may be reformatted for use with another spreadsheet; there are also commercial services that will do this for you. Likewise for the text files. IF YOU ATTEMPT TO REFORMAT, BE CERTAIN TO MAKE A BACKUP COPY BEFORE YOU BEGIN! Better yet, before doing much of anything, MAKE A BACKUP COPY OF ALL FILES!

Technical help is available from 11 A.M. to 5 P.M. EST, seven days a week at 1 207 832-7348. PLEASE, BEFORE CALLING, READ THE FILE ABOUT SHAREWARE HELP (SHAREW.HLP)! I am not home every day of the month, but your chances of getting me are about 90%; 5 to 6 days/month I am away. I have a deep hatred of answering machines, however efficient, and so you will not hear a taped message if I am out. Chances are no one will answer; please call again in 24 or 48 hours. I will also answer written questions through the mail (no fax here either); please include a SASE. There is a level of technological frenzy and obsessive machine generated demand for instant feedback, that I have no patience with or toleration for. I intend to keep one foot in the tenth century. The result of that personal philosophy, for better or worse, is that I generated an historical timeline, not a computer game or PIM.

ENJOY!