===MEET THE FAMILY==

This section introduces the family of enjoyable software learning tools
developed by Knowledge Adventure, Inc.

About the developer

Knowledge Adventure develops software products in both diskette and
CD-ROM formats for the PC and the Macintosh that encompass a wide base
of information on history, literature, nature, science, art, and music
within an interactive book format that encourages exploration in ways never
before possible.

What are Interactive Books and Movies?

Knowledge Adventure(tm) Interactive Books(tm) such as 3-D Body
Adventure(tm) encourage exploration by igniting the innate sense of
interest and curiosity that kids of all ages have about things new and
different. Interactive Books tap the power of the personal computer to
demonstrate how seemingly isolated facts are linked in a manner that
makes them more interesting, understandable, and memorable. Most
important, these books empower the user with a sense of control over the
entire experience, reinforcing the thrill of discovery.

The growing family

In addition to 3-D Body Adventure, Interactive Books available to
date include the original Knowledge Adventure(tm); Isaac Asimov's Science
Adventure(tm); Space Adventure(tm), authored by Caltech's Tom McDonough
with Astronaut Buzz Aldrin; Dinosaur Adventure(tm); Kid's Zoo--A Baby
Animal Adventure(tm); Undersea Adventure(tm); America Adventure(tm);
Bug Adventure(tm); 3-D Dinosaur Adventure(tm); and Science Adventure II(tm).
Our first Interactive Movie(tm), Speed(tm): The Ultimate Interactive
Movie Experience, is also now available, and a second Interactive Movie,
The Discoverers(tm) is coming soon. Send in your registration card to be
sure you're kept informed of new titles, including disk-based, CD-ROM, and
Macintosh versions of these exciting products.

Talk to us!

The Knowledge Adventure Bulletin Board System is available to you 24
hours a day at 1200 to 14,400 baud. You can read commonly-asked
technical questions and answers, download new drivers for your sound
card, order new products, and register your products--all online.
Give us a call today!

Here's how to get in touch with us:

Knowledge Adventure, Inc.
4502 Dyer Street
La Crescenta, CA 91214
(800) 542-4240 (orders)
(818) 249-0212 (technical support)
(818) 542-4205 (fax)
(818) 248-0166 (bulletin board - N, 8, 1)

===GETTING STARTED==

This section covers everything you need to know to set up and start 3-D
Body Adventure on your computer. EDITOR'S NOTE: Since it covers the complete program
rather than our interactive demo on The DISC!, there are some areas that will not be accessible
in the demo. However, we've left it complete so that you can see how much more is available in
the complete program.

What do I need?

To run 3-D Body Adventure, you will need the following:

- An IBM(r) or compatible computer. A 386 processor is required, but
 a 486 processor is recommended.

- A color VGA or SVGA monitor.

- A CD-ROM drive that supports ISO 9660.

- A hard disk with at least four megabytes of available disk space.

- Approximately 520 kilobytes of available RAM.

- A mouse (recommended); the software can also be run using the
 keyboard alone.

- A sound device is required so that you can hear high-quality digitized
 sounds.

- A printer (optional) so that you can print 3-D Body Adventure text
 files; any printer that can accept ASCII text directly from your
 computer port will work.

- The original 3-D Body Adventure compact disc.

How do I install the program?

Follow these steps to install 3-D Body Adventure on your system:

1. Insert the 3-D Body Adventure compact disc into your CD-ROM drive
 and switch to that drive. For example, if your CD-ROM drive is F,
 type:

   F: and press <Enter>

2. Type:

   INSTALL and press <Enter>

3. Follow the messages on the screen until the installation is complete.

The Install program will ask you where on your hard drive you'd like to
store the appropriate 3-D Body Adventure files, what sound device
you have, and whether or not you'd like to run under Microsoft
Windows(r). If necessary, your CONFIG.SYS file will be altered so that
FILES=20 or greater and your original CONFIG.SYS file will be saved to

CONFIG.BKA. You will also be asked to decide how much disk space 3-D
Body Adventure will take up on your hard drive. The more 3-D
Body Adventure files you store on your hard drive, the faster the
program will run.

NOTE: If you have difficulty installing 3-D Body Adventure, turn to
"About installation."

Running under Windows

If you answered YES to the question about running under Microsoft
Windows(r) when you installed 3-D Body Adventure, a new program
group called Knowledge Adventure has been created for your system. It
contains 3-D Body Adventure, Read Me, and 3-D Body Adventure
Config icons. Double-click on the 3-D Body Adventure icon to start
the program. Double-click on the Read Me icon to see the latest
information about 3-D Body Adventure. Double-click on the 3-D
Body Adventure Config icon to edit the configuration file. See
"About program defaults" for more information about the 3-D Body
Adventure configuration.

NOTE: You'll find that the following statement has been added to the
[386ENH] section of your SYSTEM.INI file:

   DMABUFFERSIZE=150

Your original SYSTEM.INI and WIN.INI files are saved to the files
SYSTEM.BKA and WIN.BKA. (If WIN.BKA already exists, the old WIN.BKA is
renamed to WIN.BKB.)

How do I begin?

To start 3-D Body Adventure, follow these steps:

1. Change to the directory on your hard drive containing the 3-D Body
 Adventure files. For example, to switch to the C:\3DBODY directory,
 type:

   C: and press <Enter>
   CD\3DBODY and press <Enter>

2. Then, to start the program, type:

   3DBODY and press <Enter>

NOTE: If you have difficulty starting 3-D Body Adventure, turn to
"About startup."

===USING 3-D BODY ADVENTURE=======================================

This section explains how to use each of the 3-D Body Adventure activities.

There is no "right" way to play with 3-D Body Adventure. You decide
when, where, and how you want to travel from screen to screen. Just
remember: You're on an adventure, so you may not always end up where you
thought you were going!

Where to find more information: If you have not yet installed and
started 3-D Body Adventure, see How do I install the program? for
instructions. Also see Appendix B: Questions and Answers.

SOME BASICS

Keep your 3-D glasses handy: When you are viewing three-dimensional
images in 3-D Body Adventure, put on your 3-D glasses and make
sure you are about two to five feet away from your computer monitor.
It's OK to be closer than two feet, but the 3-D effect won't be as
pronounced. Relax your eyes and blink a few times. At first, it may
look as if you are seeing double, but as you relax your eyes, the
double images will fuse together into a fully three-dimensional image.
If everything goes right, the 3-D image will begin to appear as if
it is hovering outside of the monitor. Move your head from side to
side and it may seem as if the image in the computer is moving or
that you are seeing different views of the image.

Move the mouse: There are three ways to move your mouse.
Moving the mouse may cause the arrow pointer to move around the screen.
It may cause an object on the screen to move back and forth or rotate.
Or it may change your view so that it seems as if you are moving along
with the mouse. Don't worry if the pointer suddenly disappears--this is
normal when you are beginning a different 3-D Body Adventure activity.
If you want to click on an item but do not see the pointer, simply
click your mouse button and the pointer will reappear.

What if I don't have a mouse?

If you do not have a mouse, use the arrow keys on your keyboard to move
the pointer (if any) around on the screen and press <Enter> in place of
clicking the mouse button. You can also press <Tab> to move the pointer
to each button on the screen in turn; press <Shift-Tab> to cycle backward
through the buttons. If there is a dialog box on the screen, pressing
<Tab> or <Shift-Tab> will move the pointer only to those buttons in the
dialog box.

Note balloons: Many of the items on the 3-D Body Adventure
screen are labeled with "note balloons" that appear whenever the
pointer touches that spot on the screen. If you want to know more
about an item on the screen, move the pointer around that area to see
if there is a note balloon to read.

Turn off the sound: If you want to turn off a sound as it is playing,
press <Esc>. To set music to "off," press <Alt-M>. Press <Alt-M> again
to turn the music back on. To set narration and other sounds to "off,"
press <Alt-S>. Press <Alt-S> again to turn the narration and other
sounds back on.

What if I get lost?

If you're not sure how you got to a certain place and would rather be
somewhere else, look for the 3-D Body Adventure logo and click on it to
return to the Main menu. If there is no pointer on the screen, click
your mouse button so that the pointer reappears.

What can I do?

The first still screen you'll see when you start 3-D Body Adventure is the Main menu. Click on the panel in the center of the screen to go to the Body Reference, where you can play with three-dimensional models and read about the human body. Click on the console in the lower left corner of the screen to play the Emergency game, which challenges your navigational skills on the computer and your knowledge of the human body. Click on the console in the bottom center of the screen to play a matching game called Body Recall, which teaches you about body parts and tests your memory. Click on the console at the right of the screen to play movies about the human body.

BODY REFERENCE

There is a large picture window on the left side of the Body Reference screen which shows either a full body or torso that can be rotated. To its right is a smaller picture window, which shows additional images of body parts. The text in the window below the small picture window goes along with the images shown. On either side of the title box below the small picture window and along the bottom of the screen are control buttons, which provide program options.

Large picture window

Manipulate the image: Move your mouse left and right or use the left and right arrow keys to rotate the image in the large picture window. If you are using the CD-ROM version of 3-D Body Adventure, you can also move your mouse up and down or use the up and down arrow keys to view the body at different levels of depth.

Choose a body part to examine: Click your mouse button or press any key to make the pointer reappear and then click on a part of the body that you'd like to examine. That body part will appear in the small picture window.

Small picture window

Manipulate the image: Move your mouse or use the arrow keys to manipulate the image in the small picture window.

View related pictures: Click your mouse button or press any key to make the pointer reappear. Then move the pointer around in the small picture window and read the note balloons to get more information about the image shown. Click on a note balloon to see a different picture and related text.

Text window

Read all about it: Click on the single up and down arrow buttons below the text window to scroll the window so you can read all the text. The text will scroll as long as you hold down the mouse button, and will stop scrolling when you release the mouse button. To scroll quickly one page at a time, click on the double arrow buttons below the text window or press <PgUp> or <PgDn>, and click on the center rectangle button below

the text window to go to full-screen text mode.

Look for more information: To go to the Body Reference index, click on a word in the text window that interests you. The text window will change to display an index of words used in the Body Reference and the screens in which they appear, with the word you chose (or a similar word) at the top of the window. From the index, you can click on the name of the screen you want to visit, or press <Esc> or click on the Previous Image button to return the text window to its previous display. To move forward or backward in the index one page at a time, click on the single up and down arrow buttons below the text window. To scroll quickly to the next word in the index that has a different second letter, click on the double down arrow button below the text window. Similarly, to scroll to the previous word in the index that has a different second letter, click on the double up arrow button.

NOTE: To get to a specific word in the Body Reference index as quickly as possible, just start typing the word!

Control buttons

The buttons on either side of the title box below the small picture window perform the functions described below.

Go back the way you came: Click on the Previous Image button to the left of the title box or press <Backspace> to travel to the image you visited last. Each time you click on it, you'll travel back one more picture.

Look up a topic: Click on the Index button to the right of the title box and then click on the first letter of the word you want to look up in the Body Reference index. See the paragraph, "Look for more information," on the previous page for details about how to use the Body Reference index.

The row of buttons below the picture window performs the functions described below.

Rotate the body: Click on the Rotate Body button to change the image in the body window to a full body and then use your mouse or the arrow keys to rotate it. If the full body image is already shown in the picture window and the pointer is available, click on the Rotate Body button and you will again be able to rotate the image using your mouse or the arrow keys.

Rotate the torso: Click on the Rotate Torso button to change the image in the picture window to a torso and then use your mouse or the arrow keys to rotate it. If the torso image is already shown in the picture window and the pointer is available, click on the Rotate Torso button and you will again be able to rotate the image using your mouse or the arrow keys.

Rotate the object: If there is an image of an object in the picture window and the pointer is available, click on the Rotate Object button and you will again be able to rotate the image using your mouse or the arrow keys. The rotate object button alternates with the restart narration

button. Clicking on the speaker icon will restart the narration.

Return to the Main menu: When you have finished with the Body Reference, click on the 3-D Body Adventure logo to return to the Main menu.

Try another view: Click on the 3-D glasses button, when available, to see a three-dimensional view of the body part in the picture window. Don't forget to put on your 3-D glasses!

Take a closer look: Click on the Enlarge Image button, when available, to see a large-screen view of the current image. This button will appear gray when no close-up images are available.

Print the text: Click on the Print Text button to send the contents of the text window to your attached printer that accepts ASCII text.

EMERGENCY GAME

The object of this game is to cure the patient of an illness by identifying the body part involved and acting quickly to eradicate the problem. Your mission begins in a room with a picture of the patient, a diagnostic information console, and a picture of a virtual medical unit. Click first on the picture of the patient and then on the diagnostic information console to get background information about what is wrong with the patient. After obtaining this information, click on the virtual medical unit to enter the body maze. Once inside the maze, you must travel as quickly as you can to the diseased organ and click on the pathogens (viruses, cholesterol plaques, etc.), to eliminate them. Be careful not to click on the normal cells as this will cost you valuable time. If you fail to save the patient in time, you are returned to the starting room where you can try the case once again.

Exit: When you have finished with this activity, there are 3 ways to exit.
   1) click on the Exit sign in the main hallway or
   2) press the <Esc> key at any point (the first time will stop the sound
      and the second time will display a dialog box asking whether you
      want to exit the game) or
   3) press <alt-F4>, at any point to return to the Main Menu.

Traveling hints: You'll find that moving around in this game is different from the rest of 3-D Body Adventure. As you move your mouse, it will appear as if you are moving through the maze yourself. Use your mouse to navigate down hallways and around corners. This takes a little practice. You will find that you often need to pick the mouse up and move it closer to you to keep going. Push the mouse diagonally (to the left or right) to change directions. You might prefer to use the arrow keys at times: Press the left arrow key to turn left, press the right arrow key to turn right, press the up arrow key to move forward, and press the down arrow key to move backward. Once you are moving in the proper direction, press <+> to accelerate (move faster) and <-> to decelerate (move slower).

BODY RECALL

The object of this game is to match the pictures of body parts with their names or descriptions of their functions. Click on two of the 12 blank

buttons. If they do not match, the blank buttons will be restored. If they do match, the button will change to show an image of the body part that you can manipulate. Move your mouse or use the arrow keys to manipulate the image. When you have finished examining the body part, click your mouse button or press any key to make the pointer reappear so you can resume the game. When you have found all six matches in the first level, there are still two more levels of the Body Recall game for you to try. When you have finished with this activity, click on the 3-D Body Adventure logo at the bottom of the screen to return to the Main menu.

BODY ADVENTURE MOVIES

Once you have entered the Body Adventure theater by clicking on the movie console on the Main menu, you will see five thumbnail images at the bottom of the screen. Click on the image from the movie you'd like to see. Click on the left and right arrow buttons on the screen to see thumbnail views of additional movies. To stop a movie before it is finished, click your mouse button or press <Esc>. When you have finished with this activity, click on the 3-D Body Adventure logo to return to the Main menu.

EXIT

End your session : To exit from 3-D Body Adventure, click on the Exit button on the Main menu or press <Alt-F4> or <Alt-X>.

===APPENDIX A: LEARNING GUIDE===

This section is especially for parents, or for any adult who wants to help a child learn and grow as much as possible from playing with 3-D Body Adventure.

PLAYING AND LEARNING

Having fun and learning are two of the most natural things in the world to children.They are learning in some way when they do the things that are most fun to them. When they play a video game in which the object is to shoot down the most aliens in the least amount of time, they enjoy themselves while improving hand-eye coordination and dexterity. In virtually every activity kids enjoy, there is at least the potential for learning. Want a simple formula for getting kids to learn? Make it fun!

But what are they learning? How do we help them to learn the really important things? How do we teach them to take initiative in learning about themselves and their world? After all, there won't always be a game to play that will teach them what they need to know.

The theory behind Knowledge Adventure Interactive Books is that the way to ignite a child's intellect is to introduce him or her to the fun of learning. If we truly achieve this, we no longer have to come up with sneaky ways to get kids to learn; once they recognize the inherent joy of learning, nothing will stop them from finding out everything they want to know!

3-D Body Adventure is designed to provide your child with many possible directions to explore according to her own interests. As a parent, you are the best possible assistant in this process because you

know your child, her level, and her interests. Most important, children respond to the positive learning experience of one-on-one time with you.

ENHANCING YOUR CHILD'S PLAY

When you sit down with your child to play with 3-D Body Adventure, or any other program, you may want to keep the following suggestions in mind.

1. Let your child take the lead.

  If your child is old enough to read and follow the instructions in this manual, let him try to install and start 3-D Body Adventure himself. If you set up the software for him, let him take over as soon as it is ready to play with. Simply observing and making interested comments about what your child is doing are good ways to encourage his learning without imposing your own agenda.

2. Be a learner yourself.

  Aim to be a student of your child more than of the software. What can you find out about your child's learning style, interests, attention span, and thought processes? If there is something neither of you can figure out about the software, find out the answer together by looking it up in this guide. Set an example by talking through this process: "Why don't we look up `sound' in the manual?"

3. Ask appropriate questions.

  An excellent way to assist your child's learning while following the first two guidelines is to ask questions that are appropriate for her age and interests and that challenge her to go a step further in her play: "I wonder what would happen if you clicked on those little symbols?" Go slowly and sparingly with these questions, challenging your child only as she seems ready. Rather than interrupting her play, you might wait a few minutes for him to discover something on her own. That way you'll both learn something!

4. Have fun together!

  The fact that you have purchased a Knowledge Adventure product for your child and you are taking the time to read this guide says something about you as a parent. You recognize the importance of both fun and learning. Your own enjoyment of the learning process and the fun you have spending time with your child will enhance your play together more than anything specific you do or say.

===APPENDIX B: QUESTIONS AND ANSWERS====================================

This appendix will answer many of your questions about 3-D Body Adventure and help you solve problems you may have.

If you do not find the answer to your question here you can call Knowledge Adventure, Inc. at (818) 249-0212, or write down your question and fax it to us at (818) 542-4205. Before calling Knowledge Adventure, please be seated at your computer with the DOS prompt on the screen.

You can also read commonly asked technical questions and answers, among other things, on the Knowledge Adventure Bulletin Board System. The BBS is available to you 24 hours a day at (818) 248-0166 (N, 8, 1), 1200 to 14,400 baud.

ABOUT INSTALLATION

My disk compression program indicates that I have enough disk space, but 3-D Body Adventure will not install completely. Why not?

Programs such as Stacker(r) that compress your files on the hard disk may indicate that you have enough disk space to install 3-D Body Adventure completely when you really do not. These programs report on your disk space based on how much they are usually able to compress your files. The files that 3-D Body Adventure copies to your hard disk are already compressed and your disk compression program will not be able to compress them further to give you more space. Try to move or remove any files you don't need in order to make room for 3-D Body Adventure, then start the Install program from the beginning.

ABOUT STARTUP

3-D Body Adventure won't start or it freezes on the first screen. What's wrong?

You may have incorrect sound and music drivers installed. Use the SETUP.EXE program supplied with the software to change this configuration. First, change to the 3DBODY directory on your hard drive, then type SETUP and press <Enter> to run the program. Choose the correct sound device from the list offered. If the problem persists, see "About sound and sound devices."

If you have correctly installed your sound device, edit the KA.CNF file in the 3DBODY directory on your hard drive so that ExtraMemory is set to None. See "About program defaults" for more information about the KA.CNF file.

Also try unloading any TSR programs and reboot your computer from a DOS system disk.

ABOUT MICE

I can use the keyboard with 3-D Body Adventure, but my mouse doesn't work. What should I do?

If you find that the cursor does not respond when you move the mouse, type CD\3DBODY and press <Enter> at the DOS prompt from your hard drive. Then type MOUSE and press <Enter>. Restart 3-D Body Adventure and try your mouse again. If this solves the problem, you can modify the mouse commands in your AUTOEXEC.BAT or CONFIG.SYS file to use the mouse driver supplied with 3-D Body Adventure instead of the one currently being used by your system.

If you are a Windows user, try exiting Windows first (using File Exit). Then, to start 3-D Body Adventure from the DOS prompt, change to the

3DBODY directory, and then type 3DBODY and press <Enter>.

If you have a Mouse Systems(r) mouse or trackball, or a Mouse Systems-compatible mouse, you may experience the hand pointer jumping to the bottom left corner of the screen. If so, you are using a version of the Mouse Systems mouse driver that is not compatible with the Microsoft mouse standard. Please try the mouse driver that we have provided by following the instructions above, and the mouse should then work perfectly.

ABOUT SOUND AND SOUND DEVICES

When I try to run 3-D Body Adventure, I don't hear any music and I get the message, "Warning: Couldn't initialize music driver; Music output disabled." What's wrong?

You may have configured 3-D Body Adventure for a different sound device than the one you have. Run the SETUP.EXE program described under "About startup."

If the problem persists after you have followed the instructions above, your sound card's I/O address has probably been reconfigured. In order for 3-D Body Adventure to find your card, you must specify the correct I/O address in the KA.CNF file. See MusicDevParams under "About program defaults" for more information about changing the KA.CNF file. To change the address with the SETUP program, run SETUP.EXE and select the correct sound device from the list offered. After the program runs the sound and music tests, use the arrow keys to select Change Sound Settings. You will be prompted to select/change program defaults (e.g. the I/O address, the IRQ vector, and the DMA channel that match your sound device.) After your have made the appropriate changes select Return to Main Menu to return to the Sound Test screen, and may test those settings with the options Play Digitized Sound Test and Play Music Test. Once you are satisfied that both music and sound are working, select Save Sound Setting and Exit; your new configuration will be saved to the KA.CNF file.

If, after selecting new settings, you are still not hearing music during the music test, and you have checked your sound card's correct address, it's likely that your sound card and another device (such as a CD-ROM drive or scanner) may be sharing the same I/O address. Such a conflict may cause either 3-D Body Adventure or the SETUP program to halt. Write down the current configuration of all of the device cards in your computer. Try changing some of the settings (jumpers or dip switches) to various configurations until all of your programs work correctly. If you wish, you can pull the peripheral cards out of your computer and test just your sound card with 3-D Body Adventure. Add cards one by one until you find the problem.

When I try to run 3-D Body Adventure, I don't get sound other than music and I get the message, "Warning: Couldn't initialize sound driver; Sound output disabled." What's wrong?

Follow the advice given for the previous question, but also check and correct the IRQ Vector and DMA Channel for your sound device. See SoundDevParams under "About program defaults."

Nothing happens when I click on parts of the screen that are supposed to play sounds. What's wrong?

The problem may be that you do not have enough RAM for certain sounds to load and play. Try unloading memory-resident programs or device drivers in your AUTOEXEC.BAT or CONFIG.SYS files to free sufficient memory to play those sounds.

If the sound is not working, make sure 3-D Body Adventure is configured correctly for your sound device. To see the program's current configuration, type TYPE KA.CNF from the 3DBODY directory on your hard drive and press <Enter>. To edit the configuration file in Windows, click on the 3-D Body Config icon. To change the configuration, run the SETUP.EXE program described under "About startup." Run the test program supplied with your sound card to make sure it is working. Make sure that your volume control dial is turned up, and that your speakers have power if they are externally powered. If it is still not working, you may need to reconfigure your sound device's jumper board settings to another I/O address, or the software settings for the IRQ vector and DMA channel. If you've changed any of the settings on your sound card since installing 3-D Body Adventure, you must let the program know these new settings. See MusicDevParams and SoundDevParams under "About program defaults."

The digital audio (voice and sound effects) doesn't sound very good on my Reveal SoundFX SC600 Wave 32 sound card. What's wrong?

The quality of the digital sound can be improved by changing into the SOUNDFX directory created by the Reveal sound card installation. From here run the SSINIT program. Once in the program choose the Hardware option and then select the Advanced option. From this menu, set the Treble slider to -20. Also make sure the treble and/or bass boost switches on your speakers are OFF.

I can't seem to control the music and sound volume on my Reveal SoundFX SC600 Wave 32 sound card using SSINIT. What's wrong?

3-D Body Adventure sets the music and sound volume to the appropriate values on this card before it starts up.

I purchased a sound device after installing 3-D Body Adventure. How do I get the software to recognize my new piece of hardware?

Type SETUP at the DOS prompt from your 3DBODY directory on your hard drive and press <Enter>. Highlight the correct sound device and press <Enter>, and 3-D Body Adventure will be reconfigured to work with your new hardware.

ABOUT HARDWARE COMPATIBILITY

Can I use 3-D Body Adventure on an EGA or laptop display?

3-D Body Adventure won't run on some laptops because it uses a special high-resolution VGA mode. It will not work on an EGA monitor, or on the internal-plasma or LCD monitors on laptop PCs. Most laptops, however, have a connector for an external monitor, and 3-D Body Adventure will work fine with your laptop hooked to an external color

VGA monitor with the internal LCD monitor disabled.

ABOUT SOFTWARE COMPATIBILITY

I have trouble running 3-D Body Adventure after using certain
memory-resident programs. What should I do?

3-D Body Adventure requires approximately 520 kilobytes of RAM in
order to run. Even when there is adequate total RAM to run the program,
there may be conflicts with other programs occupying memory. If you
experience difficulty in running 3-D Body Adventure under these
circumstances, please remove other programs from memory before starting
3-D Body Adventure.

ABOUT PROGRAM DEFAULTS

Is there a way to change certain defaults in 3-D Body Adventure?

Yes. You can change the default configurations by using a text editor
(e.g., the DOS text editor if you are using DOS version 5 or later) to
alter the KA.CNF file in your 3DBODY directory on your hard drive, or by
clicking on the 3-D Body Adventure Config icon if you are running 3-D
Body Adventure under Windows. The case of letters and spacing between
words do not matter.

SoundDevice: Type the name of the sound device you have hooked up. This
setting can also be easily changed by running the SETUP.EXE program
described under "About startup" and under "About sound and sound devices."

AutoMovie: Type ON or OFF to make movies in the Reference section
play automatically or only when you click on the Audio/Video button.

Printing: Type Detect to indicated whether you want the program to
automatically detect if your printer is available. Select None to disable
the printing feature of this program.

PrinterPort: Type LPT1, LPT2 to indicate which printer port your
printer is hooked up to.

MusicVolume: Type a value from 1 to 100; the lower the number, the
softer the music volume while digitized sounds are playing. This setting
does not change the overall music volume; music volume is altered only
while digitized sounds are being played.

MouseSensitivity: Type a value from 1 to 100; the lower the number, the
less sensitive your mouse is to your movements. Lower numbers make it
easier for younger children to handle the mouse.

Music: Type ON or OFF to turn the musical accompaniment on or off.

DigitizedSound: Type ON or OFF to turn the digitized sound on or off.

ExtraMemory: Type AUTOMATIC or NONE to indicate whether you want the
program to use extra memory or not.

MusicType: Type ADL if you have an Adlib-compatible sound device, or RLD

if you have a Roland-compatible sound device like the WaveBlaster General MIDI daughter board.

CDDRIVE: Indicate the drive letter of your CD-ROM drive.

HDDRIVE: Indicate the drive letter of your hard drive.

CDROOT: Indicate the path of the CD-ROM directory containing your 3-D Body Adventure files.

HDROOT: Indicate the path of the hard drive directory containing your 3-D Body Adventure files.

MusicDevParams: 3-D Body Adventure will look for your sound card at the address set in the factory. You need not change these default parameters unless you have changed the factory settings (switches, jumpers) on your sound card. Type the I/O address for your MIDI audio device (e.g., A240). See the documentation that came with your audio device. This setting can also be easily changed by running the SETUP.EXE program described under "About startup" and under "About sound and sound devices."

SoundDevParams: 3-D Body Adventure will look for your sound card at the address set in the factory. You need not change these default parameters unless you have changed the factory settings (switches, jumpers) on your sound card. Type an I/O Address, IRQ Vector, and DMA Channel for your digitized sound audio device (e.g., A220 I7 D3). See the documentation that came with your audio device. This setting can also be easily changed by running the SETUP.EXE program described under "About startup" and under "About sound and sound devices."

SoundVolume : Controls the loudness of the digital sound (narration and sound effects.) The higher the number the louder the sound. (Note: functions only on sound cards with software volume control capability.) (NOTE: The "soundVolume" parameter only functions on sound cards with software volume control capability like the Sound Blaster Pro, Sound Blaster 16, ProAudio 16, Logitech Soundman and Adlib Gold. This does not include the Sound Blaster Basic or cards that emulate the above cards.)

SoundDriver: These option is set automatically by the SETUP program and states the path to the sound device driver used by your sound device.

MusicDriver: These option is set automatically by the SETUP program and states the path to the music device driver used by your sound device.

ADVANCED USER OPTIONS (SETUP)

The program defaults can also be changed through the Advanced User Options menu. The Advanced User Options menu can be accessed by typing SETUP from the 3DBODY directory on your hard disk, selecting the appropriate sound device, and selecting Change Sound Settings. To change the defaults, press <Enter> on the appropriate option and select the desired new setting from the options listed. A description of Advanced User Options menu is listed below.

Sound Card I/O Port: Select the correct I/O port used by your sound device.

You need not change these default parameters unless you have changed the factory settings on your sound device.

Sound Card IRQ: Select the correct IRQ setting used by your sound device. You need not change these default parameters unless you have changed the factory settings on your sound device.

Sound Card DMA: Select the correct DMA setting used by your sound device. You need not change these default parameters unless you have changed the factory settings on your sound device.

Music Card I/O Port: Select the correct Music I/O port setting used by your sound device. You need not change these default parameters unless you have changed the factory settings on your sound device.

Digitized Sound: This option can be set to either ON or OFF. Setting this option OFF can increase movie playing performance on slower machines.

Sound Volume: Controls the loudness of the digital sound (narration and sound effects.) The higher the number the louder the sound. (Note: functions only on sound cards with software volume control capability.)

Music: Setting can be ON or OFF. This will turn musical accompaniment on or off throughout the entire game. The Alt-M feature will not function when set to OFF.

Hushed Music Volume: Type a value from 1 to 100; the lower the number, the softer the music volume while digitized sounds are playing. This setting does not change the overall music volume; music volume is altered only while digitized sounds are being played.

Use XMS Memory: Select Automatic or None to indicate if you want the program to use extra memory or not.

Printer Port: Select LPT1 or LPT2 to indicate which printer port your printer is hooked up to. Printers that connect to a serial port are not supported by this option.

Printing: Select Detect to indicated whether you want the program to automatically detect if your printer is available. Select None to disable the printing feature of this program.

Mouse Sensitivity: Type a value from 1 to 100; the lower the number, the less sensitive your mouse is to your movements. Lower numbers make it easier for younger children to handle the mouse.

Sound Device Driver: States the path to the sound device driver used by your sound device. If changed, corresponding Sound Card I/O Port, IRQ, and DMA may be required.

Music Device Driver: States the path to the music device driver used by your sound device. If changed, corresponding Music Card I/O Port may be required.

ABOUT OTHER TOPICS

How can I print the graphic images?

NOTE: Images in this product may not be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, or by any information storage and retrieval system, without permission in writing from the publisher.

To print images, use the VGA Screen Capture Program (VGACAPT.EXE) supplied with 3-D Body Adventure. First make sure that you have at least 530KB of lower RAM available. Unload any unnecessary TSR programs. To see how much memory is available, type CHKDSK and press <Enter>.

Then, to start Body Adventure 3-D (where your hard drive is C), type:

    C: and press <Enter>
    CD\3DBODY and press <Enter>
    3DBODY -V and press <Enter>

You can then capture a graphic by pressing <Ctrl-PrtScr> to create a bit-mapped file called SCREEN0.BMP. (Make sure that you turn off any sound or music that is playing before you press <Ctrl-PrtScr>.) Press <Ctrl-PrtScr> again to create SCREEN1.BMP, and so on. These bit-mapped files can be retrieved and printed from within many graphics programs.

What can I do about video problems like stripes on the screen?

You may need to move some DIP switches on your video card. For example, if you see horizontal stripes on the screen while using Headland Technology's Video-7(r) VRAM card to display VGA graphics, move DIP switch number 8 to the position opposite the one that it is currently in. This will enable IBM nonstandard video modes to display correctly without affecting the operation of your other software. This problem can also occur if the BIOS on your video card is not current.