

# Sound Toys

Welcome to *Sound Toys*. We hope you enjoy this Voyager title. *Sound Toys* is not a predictable, instructive tool; we call it a toy for a reason. *Sound Toys* contains all sorts of hidden quirks and behaviors that you will need to discover by playing with it. You'll also find that it's very easy to have fun with *Sound Toys* right from the start. The information below will give you a few hints.

## TECHNICAL REQUIREMENTS

PC-compatible computer with a 486DX2-66 or faster 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 95

MS-DOS CD-ROM Extensions (MSCDEX) version 2.2 or later

## SETTING UP

These instructions assume a basic familiarity with Windows 95 interface conventions. If you're just getting started with your computer, and find the operations described below confusing, please refer to the documentation that came with your computer.

*Sound Toys* comes in two versions, one that plays standard-quality 8-bit sounds and one that plays high-quality 16-bit sounds. If your machine can't play 16-bit sounds, if you have less than 12M free space on your hard drive, or if you do not have a Pentium PC, we recommend that you install the 8-bit version. Please note that the 8-bit version of *Sound Toys* requires approximately 8Mbytes of hard drive space, and the 16-bit version requires approximately 16Mbytes of hard drive space.

## Automatic Installation

1. Insert the CD into your CD-ROM drive according to the drive manufacturer's instructions.
2. Choose Run from the Start menu.
3. Type d:\setup, where d: is your CD-ROM drive.
4. Click OK and follow the directions in the Setup dialog boxes to complete the installation.

During installation you can choose to install only the *Sound Toys* executable to your hard drive. This will take up only 500K of hard drive space, but *Sound Toys* performance may be slow with a 2X CD-ROM drive. You can improve the performance of *Sound Toys* if you choose to install the artwork and sound files to your hard drive.

**Note:** When you install *Sound Toys* you are installing over 700 sound and picture files. Most of these files are very small, which is why they don't take up more than 12Mbytes of hard drive space.

## Manual Installation

You can manually install the version of the program that you want to use. Doing so will dramatically improve performance. Simply start the Windows Explorer and drag either the SNDTOY8 or SNDTOY16 folder from the CD to your hard drive. You can start *Sound Toys* by double-clicking on SOUNDTOY.EXE in the folder you copied to your hard drive. Please note that Manual Installation requires from 25 to 45Mbytes free space on your hard drive.

## GETTING STARTED

To launch *Sound Toys*, make sure the *Sound Toys* CD is in your CD-ROM drive. Click the Start button, select Programs, select Voyager-96, and click the *Sound Toys* option.

## **GENERAL NAVIGATION**

When you first open *Sound Toys*, you'll come to the Center Screen. Select any of the icons surrounding the center button by pointing to them with your mouse. Then click the center button to go to a new screen.

## **THE CURSOR**

Unlike most applications, every element in *Sound Toys* is loaded into memory whenever you switch screens. This allows *Sound Toys* to be much more responsive than most other CD-ROM applications, but on some computers this loading process can be slow. While *Sound Toys* elements are loading, the cursor will blink and you cannot interact with the screen elements. *Sound Toys* will usually make a noise when it has completed loading.

## **CONFIGURING SOUND TOYS**

Many parts of *Sound Toys* allow you to alter the behavior of the screen by using your keyboard (check the help section for hints). Any changes you make only last as long as *Sound Toys* is open; they are reset to the default state when *Sound Toys* is reopened.

## **VOLUME**

You can adjust the volume of *Sound Toys* from the menu bar on the Center Screen. *Sound Toys* uses the volume settings of your computer as a guideline. If you have the sound on your computer turned off, *Sound Toys* can't make any sound no matter how high you set the volume on the menu bar.

## **HELP**

You can get Help by using the menu bar on the Center Screen. You can also press Ctrl-H from anywhere in *Sound Toys*.

## **QUIT**

To quit *Sound Toys*, press Ctrl-Q, or select Quit on the Center Screen.

## **RECORD**

*Sound Toys* contains a Record feature that allows you to make recordings and save them. You can open and close the Record Palette by using the Tab key, or by clicking on the button in the lower left corner of most screens. Recordings are saved in sessions, and each session holds six individual recordings. When one session is filled, you can open a new session from the menu bar on the Center Screen. You can also press Ctrl-N from any screen. The Record Palette has its own Help screen, which you can access by clicking the Help button that appears on the Record Palette.

### **Saved Sessions and Recordings**

Session files hold up to six recordings. These recordings do not contain audio; they contain a record of your mouse movements and clicks. When you play back a recording, each and every action you performed is repeated on the screen. If you have altered the configuration of *Sound Toys* after you made the recording, playback may sound different (possibly better!). Each recording can hold up to 500 Mouse-related events.

### **Opening Session Files**

You can open an existing session by choosing Open from the menu bar on the Center Screen. You can also press Ctrl-O from any screen.

### **Sharing Session Files**

Saved sessions are small and you can easily send them to friends on disks or attached to e-mail messages. Some e-mail software may corrupt recordings; please consult the documentation for your e-mail software for information on sending attachments.

## **PERFORMANCE TIPS**

Please quit out of all other programs before launching *Sound Toys*.

Custom Wallpaper in Windows may cause performance problems with *Sound Toys* and many other multimedia titles. To turn off Custom Wallpaper, click once on the Start button on the Taskbar and select Settings. Select Control Panel, and open Display. In the open Display Properties window, select Background. In the Wallpaper field, make sure that (None) is selected. Restart Windows.

### **Increasing Speed**

You can increase responsiveness and substantially reduce load times by copying the entire application to your hard drive manually. See the instructions above in **Manual Installation** to do this.

### **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.WRI file in the REGISTER directory on the CD-ROM.

You can return this information by email to [register@voyagerco.com](mailto:register@voyagerco.com) or by fax to (212) 431-5799.

### **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](mailto:techsupport@voyagerco.com)

America Online: [voyager@aol.com](mailto:voyager@aol.com)  
or go to the AOL Voyager forum: keyword is "voyager"

CompuServe:            [75300,1635@compuserve.com](mailto:75300,1635@compuserve.com)  
or go to the Multimedia A Vendor forum

You can also visit our Internet site at <http://www.voyagerco.com> and look for the link to Technical Support. Please use the on-line Technical Support Request Form located there.