CyberXperience

1. Description of the icons.

Tu run the game, double click on this icon.
Important: You can not run two matches simultaneously, close one to start the next.

If you clic twice on this icon, Nikie's message, that appears each time you start your computer, will disappear.

Icon to uninstall CyberXperience.

2. Problems with the sound.

If your computer doesn't reproduce the sound correctly, clic twice on the file CYBERAZ.INI in the File Manager, located in the path chosen for the installation of the game on your hard disk (by default CYBERAZ) and delete the following lines:

[Low Mono Default Sound]

MixBufferBytes=1024
MixServiceMode=2

3. Graphic trouble.

If, while running CyberXperience, you have graphic trouble, bad visualization of the images or similar, make sure your graphic card is set to 65.536 colours mode, if that is the case and the problem persists, follow these instructions: clic twice, from the File Manager, on the file CYBERAZ.INI, located in the path chosen for the installation of the game on your hard disk (by default CYBERAZ) and delete the following lines:

[Graphics]

Wing = 1

WinG is a graphics accelerator for products made from a specific production software. This accelerator does not run correctly with all graphic cards. If you have deleted these lines, run the game again and if you find that it runs slower, abandon the game and reinstall.

4. Video problems.

If you can't see the video sequences or don't visualize it correctly, close the game, **introduce the CD-Rom nº 1** and click twice on the file **iviall.exe** located in **VFW** directory. The program Video for Windows will be installed to enable the visualization of the video in perfect conditions.

5. *Users*.INI

You will hav an appreciated that each time you start a new session of the game, the computer asks you to introduce an user's code and a password. If you shut down the computer and reconnects using the same user's code, the game will run from where you abandoned last time you played. On the contrary, if you introduce a new user's name, a new game starts.
The files that store this data are located in the path where the game is installed. It is easy to know which they are as each file has the name of the user who started the game. The files have an extension **.INI**, and if you double-clic on any of them, you can see that they contain a numeric string. If we modify any of the numbers or change the order, you possibly won't gain access to the game the next time you try to run it with the same user's code so we recommend not to modify any .INI file.

For any further doubt or technical question, you can connect to the AZ Multimedia on the Internet URL: **http//www.vtech.fr/az** .

CyberXperience Developer's Team

AZ Multimedia
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