

mTropolis™ Player Notes
Version 1.1 -- Windows

The mTropolis player allows you to run titles created with the mTropolis authoring environment. This document provides basic information regarding use of the mTropolis player. For more information, please refer to the mTropolis Developer Guide and mTropolis Reference Guide (which are available for downloading from www.mfactory.com).

Playing mTropolis Titles

Titles created in the mTropolis authoring environment can be played in any of several ways:

- Double-click on a title file to launch the mTropolis player, if installed, with that title.
- Drag a title file onto the mTropolis player to launch that player executable with that title.
- Move a title file to the same directory as the mTropolis player executable, then run the mTropolis player. The player will automatically run the first title file it finds in its directory.
- Run the mTropolis player, then select a title file to play using the dialog that appears. Note that this file-selection dialog will not appear if there is a title file in the same directory as the player, since that title will be run automatically.

For more information, refer to "Playing mTropolis Title Files", in chapter 2 of the mTropolis Reference Guide.

Troubleshooting

Having trouble getting the mTropolis player to run on your machine? The solution may be listed below. If not, please send email to "bugs@mfactory.com" describing your problem.

- Ensure that the "RESOURCE" directory has not been altered or renamed and is located in the same directory as the mTropolis player executable.
- If you are running the Windows 3.1 version of the mTropolis player, ensure that the WinG high-performance graphics libraries are installed. Refer to the mFactory web site for a pointer to this software.
- If you are running the Windows 3.1 version of the mTropolis player, ensure that Video for Windows is installed. Refer to the mFactory web site for a pointer to this software.
- If you are running a title that uses QuickTime digital video, ensure that the appropriate version (16-bit or 32-bit) of QuickTime for Windows is installed. Refer to the mFactory web site for pointers to the latest version of this software.

Experimental Modifiers

The "EXPRMNTL" directory contains a modifier kit for the latest versions of the Experimental modifiers. Before running any titles that make use of these modifiers, move this kit from this directory into the "RESOURCE" directory.

Reporting Bugs

While we have put a lot of energy into making this release as bug-free as possible, some bugs inevitably sneak by. If you happen to find one, please let us know so we can fix it for you! If you have purchased technical support, please report any bugs that you find through the normal support channels. Otherwise, you can always send your reports by email to: bugs@mfactory.com

Thank you! Your feedback plays a critical role in shaping future releases of mTropolis.

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