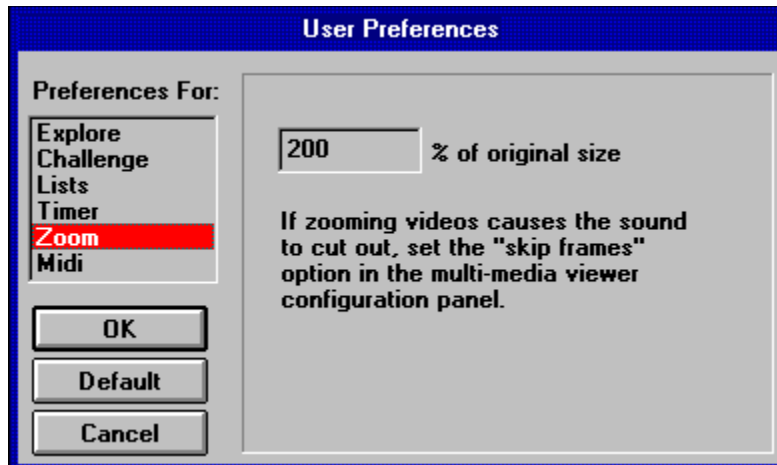


AXIA *Know Your Owls* Release Notes

This file contains information regarding changes and additions that were made too late to be documented in the help files and "How to Use Axia".

There is a new section in the preferences dialog to set the amount videos zoom by. This is a percentage of the original size and can range from 100 to 350 (it is automatically rounded to a multiple of 10 for implementation reasons). Due to different computer performances, the user needs to be able to set this number to avoid jerky videos. The setting takes effect the next time a video is zoomed. This setting is saved in the axia.ini file, and so is persistent across sessions. This section of the preferences dialog looks like:



Range maps now include state and province boundaries. One range map for the species, and one range map showing race distribution.

Division by geographical region. Users can choose to look at species which are found only in their geographic region (e.g. North-East, South-Central, etc.)

Topic on owl pellets. Complete pellet shown, and then broken open to identify bones and feathers in the pellet, allowing identification of prey species.

Background music during topic loading and stories. Music can be turned off by user.

Print capability. For each owl, the accompanying text can be printed. This typically amounts to about 5 single-spaced pages of text, including a bibliography of resource material, for each species.

Slider bar on videos. User can "grab" slider bar with mouse, and run video forward/backward at desired speed, or stop on any single frame.

Subsets can be saved. If the user has created a subset of species that they are working with, they can save it, and the next time they start up Axia, they can restore that subset.

Multiple select items for subsets (for adding or deleting). Hold down the CTRL key while selecting items.

Can use INSERT and DELETE keys on keyboard to add or delete items in subsets.

Scan through full-screen images and videos without having to return to the two-window display.

Uses right and left arrow keys. Mouse click to exit.

Labels on full-screen images.

In Challenge Mode, user can type CTRL-Q instead of using the "Q" button to be asked the next question, and can type CTRL-A instead of the "A" button to be given the answer.

Selecting an already selected item in a list causes the name field to show the next alternate name for the item.

Potential Problems

Please Note...

Advanced video drivers may conflict with this version of Axia. This conflict shows up as a VSTUB error in the video driver. It occurs at the end of the loading cycle, while the screen displays the Axia logo. We are working to eliminate this problem.

In the meantime, try using the executable **axia.bak** in the **\bin** directory on the Axia Owls CD-ROM in place of the installed **axia.exe**. Simply copy the file **\bin\axia.bak** from the CD-ROM into the **axiaowls\bin** subdirectory on your hard disk. Rename the existing **axia.exe** to something else, and rename the new **axia.bak** just copied to **axia.exe**.

If this does not resolve the problem, try using a different video driver, such as a lower resolution with fewer colors, or a standard Microsoft-supplied driver like Super VGA (640 x 480, 256 colors). We can help you with this: call us at 1-800-wow-axia if you have problems getting this done.

MIDI Mapper tests

To make sure your sound card is set up correctly to play the background music, it is important that MIDI Mapper be properly set up.

There are 16 Channels in the MIDI Mapper and your sound card is more than likely set up to be in one of the following arrangements:

Base MIDI	Channels 13 - 16
Extended MIDI	Channels 1 - 10
General MIDI	Channels 1 -10 & 13 - 16 (11 and 12 are not used)

You can play the MIDI files below to see how your system is set up.

*If your CD ROM drive is not on **drive D** then see **Alternate Drives** below.*

Base MIDI

If your Midi Mapper is set to Base (channels 13 through 16) or General Midi then you should hear music when you double click on the "**Base.mid**" icon below:



Extended MIDI

If the Midi Mapper is set to Extended (channels 1 through 10) you should hear music when you double-click on the "**Extended.mid**" icon below. See Channel 10 Test below to see if your MIDI Mapper is set correctly.



General MIDI

If you hear music on both then your Midi Mapper is set to **General Midi**. This setting may cause some notes to be truncated.



See Channel 10 Test below to make sure the MIDI Mapper is playing the right percussion sounds.

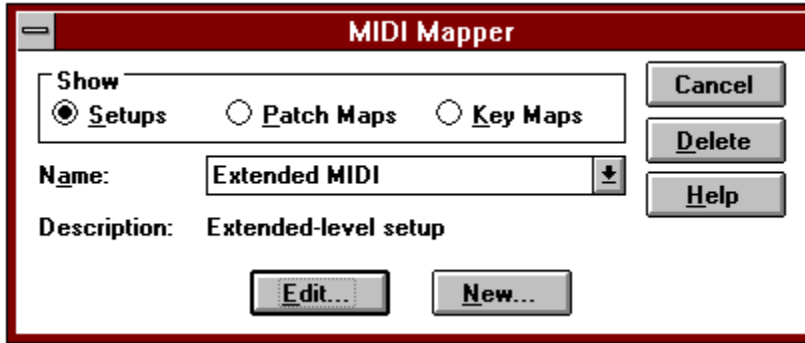
Channel 10 Test

With some sound cards, (with an AD LIB chip) Channel 10 needs to be set to map to Channel 16. If your Midi Mapper is set to play either General or Extended MIDI, play the file below. If you hear a drum beat then your channel 10 is playing percussion sounds. If you hear a piano sound then the channel needs to be remapped (see below) to Channel 16.

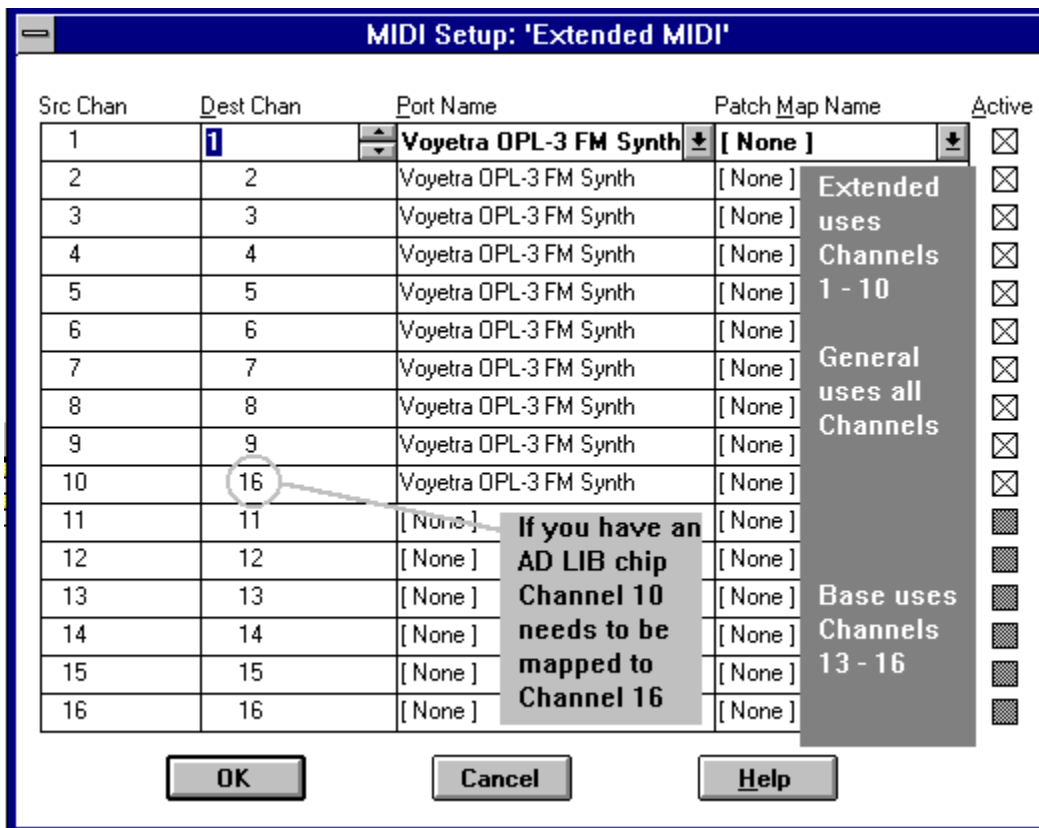


How To Change your MIDI settings.

1. In your Main Program group choose 'Control Panel'.
2. In Control Panel pick 'MIDI Mapper'
3. Pick MIDI Mapper from the Control Panel.



- Pick 'Setups' from the Show box and pick the Extended MIDI setup. Then choose Edit...
Change the Destination Channel for Channel 10 to be Channel 16.



Volume Control

You may want to adjust the volume of the MIDI background music in your sound cards mixer. You can adjust the volume of the .wav files too.

Alternate Drives

If your CD-Rom is in a drive other than D:\ you will have to do the MIDI tests manually.

1. Open your File Manager.
2. Get access to the CD-Rom by clicking on the appropriate drive letter.
3. Go to directory **midi\scripts**.
4. Highlight the file **'base.mid'**.
5. Under **"File"** on the menu bar pick **Associate** to associate files ending in 'mid' with the **Media Player**.
6. Double-click on the file named 'base.mid'.
The Media Player should start with the file playing.
If you hear music then your mapper is set to either Base or General. Close the media player.
7. Double-click on the file named 'extended.mid'.
The Media Player should start with the file playing.
If you hear music then your mapper is set to Extended or General. Close the media player.

If you heard music playing for both base.mid and extended.mid then your computer is set to General MIDI.
8. Double-click on the file named 'general.mid'.
The Media Player should start with the file playing.
If you hear music then your mapper is set to either Base, Extended or General.

Channel 10 Test

1. If your Midi Mapper is set to play either General or Extended MIDI, double-click on the file named '10test.mid'.

If you hear a drum beat then your channel 10 is playing percussion sounds.
If you hear a piano sound then the channel needs to be remapped (see above - How to Change your MIDI Settings) to Channel 16.