This file contains information that was not available at the time the MediaBlitz documentation went to press.

Documentation corrections
=======================
page 7: The Autodesk Animation driver is on the MediaBlitz Disk 1, not Disk 2 as documented in the MediaBlitz User Manual.

page 7: The setup program for Video for Windows is called VFWSETUP.EXE. Therefore, you need to type d:\winvideo\vfwsetup in the Command Line box.

Reuse and redistribution of clip media
==
Clip files may not be distributed, re-sold, or used in a clip library of any kind. Clip files may not be used in broadcast or for commercial performance without the express written consent of Asymetrix. Public performance of music clip files may result in having royalty obligations to third parties. Clip files may not be used in any way that is defamatory or could reasonably be considered offensive or disparaging.

Slower computers
================
If you are playing very complex scores with overlapping clips and files in ScoreMaker on a machine at or near the minimum requirements for MediaBlitz, the timeline ticker may continue to move after the last item in the score has played. Press Esc to stop the ticker.

Not enough system memory
======================
If your computer does not have enough available system memory, ScorePlayer may not launch. Instead a message box appears that says: "Windows is too low on memory to launch ScorePlayer. Close down other applications and try again."

Once ScorePlayer is launched, the application continually checks the amount of available system memory. When the amount of available memory drops below a certain threshold, all the menu commands except Exit are grayed out and the status bar reads: "Commands disabled due to low memory." Commands re-enable themselves when there's enough available memory.

One score limit
================
You can only play one clip or score at a time in MediaBlitz and Multimedia ToolBook. To stop a clip or score before it plays to the end, press Esc. When you launch a score while another score is playing, the first score will terminate in its current position and the new score will start.

Using ScorePlayer with Microsoft PowerPoint 3.0
==
If you want to run ScorePlayer as an OLE server from Microsoft PowerPoint 3.0 in presentation view, you need to run a special version of the ScorePlayer program, SCOREPPT.EXE, instead of the normal ScorePlayer program file, SCOREPLR.EXE. Both of these files are

installed in the MDIABLTZ directory when you install MediaBlitz. (You can run SCOREPPT.EXE instead of SCOREPLR.EXE by changing the assignment of the ScorePlayer icon in Program Manager, or by running SCOREPPT.EXE using the Run command on the File menu in Program Manager or File Manager. However, if you use SCOREPPT.EXE, Windows no longer recognizes the Media Player utility (MPLAYER.EXE) as an OLE application. To restore Media Player as an OLE server, when you finish running your ScorePlayer shows run ScorePlayer (SCOREPPT.EXE) from the command line using the following command flag:

        SCOREPPT.EXE /d

Then, start the Media Player utility so that it can re-register itself in Windows as an OLE server.

Note that if you create a linked or embedded object from ScorePlayer using OLE, you must replay or edit the show using the same version of ScorePlayer (SCOREPPT.EXE or SCOREPLR.EXE) that created it.

For details about running ScorePlayer from the command line, see "Running ScorePlayer from a Command Line" in Chapter 5 of the MediaBlitz User Manual.

Additional OLE notes
=====================
Persuasion 2.1 does not support OLE play back in presentation mode. It can only display the ScorePlayer icon. Playback is supported in Persuasion's editing mode.

Some applications do not support editing ScorePlayer OLE objects. If you wish to change an object that is linked or embedded in one of these applications, you must edit your show outside of the application and re-create your OLE object.

Some applications launch ScorePlayer but do not support playing a ScorePlayer show object when you double-click the ScorePlayer icon. For those applications, you need to click the Play button in ScorePlayer to play the show.

If you change the location of ScorePlayer on your hard drive (for example, move it to a different directory) you will need to reset your OLE registration. To do this, run ScorePlayer using the command flag: SCOREPLR.EXE /d and then restart ScorePlayer.

If you have a ScorePlayer object embedded into an OLE client application and you've opened ScorePlayer

If you are editing an embedded ScorePlayer object from within a client application and you choose New or Open from the ScorePlayer File menu, a dialog box appears stating that you are breaking the OLE link. If you click OK in the dialog box, the OLE connection is broken and the client application becomes the active window. To make ScorePlayer the active window, use the Windows Task Manager or hold down the Alt key as you tab through inactive windows until you reach ScorePlayer.

Event synchronization with incompatible animation drivers
===
Some animation drivers are not completely compatible with MediaBlitz. If you encounter problems playing animation files in MediaBlitz, make sure that other clips in the score begin playing before the animation file plays or after the animation file has finished playing. MediaBlitz does not receive timer event messages when an animation file that uses one of these drivers is playing.
....
Playing .AVI video files in scores
==========================
If you incorporate an .AVI video file in a score, make sure to set the default screen size to normal. .AVI video files played at full-screen size in ScorePlayer may not appear smooth.

Switching to another application during a ScorePlayer show
==

If you switch to another application during a show, you need to make ScorePlayer the active window again before it can recognize the spacebar keystroke and advance to the next item in the show. To make ScorePlayer the active window, use the Windows Task Manager or hold down the Alt key as you tab through inactive windows until you reach ScorePlayer.

Changes to environment files made by MediaBlitz setup
===
Changes to your AUTOEXEC.BAT:
During Setup, MediaBlitz adds the MediaBlitz directory, the Runtime ToolBook directory, and the ToolBook multimedia extensions directory to the beginning of your path statement.

Changes to your WIN.INI:
If you did not have a previous version of TBOOK or ToolBook installed, MediaBlitz adds the ToolBook file extension, TBK=TBOOK.EXE ^.TBK to the [Extensions] section of your WIN.INI.

If you install the version of TBOOK that comes with MediaBlitz and have a previous association for the .TBK extension in your WIN.INI, the setup program will give you the choice of changing the file association to reference this version of TBOOK.

Setup will add the file associations (FLI and FLC) for the Autodesk Animator driver to the [MCI Extensions] section of WIN.INI. You can install this driver from Disk 1 of MediaBlitz installation set using the Windows Control Panel or by selecting the Autodesk Animator MCI Driver option in the MediaBlitz setup program.

Additional environment files
==============================
MediaBlitz adds two .INI files during setup. ASYM.INI points to common files used by Asymetrix applications. MDIABLTZ.INI stores the paths to each MediaBlitz application and the values defined in the MediaBlitz Preferences dialog box as well as several values the MediaBlitz

applications use internally.

Palettes for 256-color bitmaps
===========================

When displaying bitmaps on a 256-color monitor you may experience
palette flashing -- a color display error caused by the computer switching
between palettes with different color combinations. 256-color monitors
can only display 256-colors at any given time. To avoid palette flashing,
use a common palette when you display multiple bitmaps. MediaBlitz
comes with three optimal palettes for the bitmaps included on the disks
and CD-ROM: a cool palette for images using primarily blue colors; a
warm palette for images using primarily oranges, browns, and reds; and a
neutral palette for images using a variety of colors. For the best results,
use images that share the same palette when creating scores from the
clip images. You can use these palette files (*.PAL) for your own bitmaps
as well.

For more information on creating and applying palettes, refer to the
Microsoft Windows Software
Development Kit.

File naming conventions
=======================
Included with the MediaBlitz disks are over 8MB of media files. Additional
media files, including video files, are included on the CD-ROM that comes
with MediaBlitz. The sample bitmaps included with MediaBlitz are
distinguished by 4-bit (16 colors) 8-bit (256 colors) and 24-bit (16-million
colors). Bitmaps graphics are identified by a number appended to the file
name (04, 08, 24). If multiple sizes of a bitmap are included, the size is
identified by the letter s, m, or l (for small, medium, or large). For example
xxxx24m.bmp refers to a 24-bit, medium-sized bitmap.

On the MediaBlitz CD-ROM, additional media files are located in the
following directories:

```
\AUTODESK          Animation driver
\MEDIA
       \ANIM          Animation
       \BMP           Bitmaps
               \04_BIT        16-color bitmaps
               \08_BIT        256-color bitmaps
               \24_BIT        16-million color bitmaps
               \256_PAL       Palette files
       \MIDI          MIDI
       \VIDEO         Video
       \WAVE          Wave audio
\MO_MEDIA          Firstlight score and files
\SAMPLES           Sample scores
       \ALASKA
       \DEMO
       \MDIALNKS
       \MINI
       \PORT
       \UW
```

\WINVIDEO   Video for Windows runtime

The setup program and the compressed MediaBlitz application files reside in the root directory of the CD-ROM.

Included on the disks and CD-ROM are sample mini-scores and mini-shows. These are short sound and graphical effects you can use to emphasize a point or highlight data in your Windows applications. These files are located in the \mediabltz\samples directory. The following list includes all the mini-scores included with MediaBlitz.

ALL
CAR
CASH
CRMGN
EXCLAM
FIREWRKS
LITEBULB
PHONE
PLANE
ROCKET
STAMPS
STARDUNK

The following list gives a brief description of the bitmaps included with MediaBlitz.

ACPLC	Acapulco cliff diver
ARPSN	Airport sign
ARPTR	Airport terminal
ATHNS	Athens
BERLN	Berlin - Brandenburg Gate
BOMBY	Bombay
BTXTR	Textured background (16-colors)
CHIP	Chipmunk
CHNSQ	Chinatown square (pagoda)
CNDCK	Container ship at dock
CNLOC	Container locomotive
CNRR	Containers loading on railroad
CNSHN	Container ship at, night, bow view
CNSHP	Container ship, bow view
CNSHS	Container ship, side view
COLSM	Coliseum
CONDO	Condominium development
COVE	Cove
CRBCH	Caribbean beach with palms
CRBWD	Caribbean wedding party
CRTYD	Courtyard in Barcelona
CSTLE	European Castle
CTYJK	City with junkyard in foreground
EARTH	Earth as seen from moon
ELK	Elk with Mt McKinley in background
FISHR	Fisherman mending net
FLOWR	Close-up of rhododendron
FLWRY	Flowers
FNDTN	Foundation excavation

FSHTR	Fisherman's Terminal - Seattle
GBKGRD	Textured background
GBOAT	Holland America Line cruise ship
GBRLT	Gibraltar, from beach
GBYBYE	People on cruise ship deck, waving good-bye
GCAPTN	Captain on cruise ship deck
GCOUPL	Woman working at table
GDANCE	Floor show, cruise ship
GLBCH	Green Lake beach scene
GLCR	Glacier on Mt Rainier
GLJOG	Green Lake joggers
GLOUNG	People on deck chairs, cruise ship
GLPTH	Green Lake path
GMEETG	Meeting
GMEETR	Meeting room
GODSS	Hindu goddess
GOTHC	Gothic cathedral, interior
GPEOPL	People in lounge
GPOOL	Cruise ship, pool deck
GRKGD	Garden with fountain
GSHELL	Snorkelers frolicking on beach
GSLEEP	Woman sleeping on deck chair, cruise ship
GSPORT	Sport activity, cruise ship
GSUNST	Cruise ship at sunset
GTABLE	Lounge, cruise ship
GWEIGH	Weight room
GWELCM	Caribbean policeman
HSBOT	Houseboat on Lake Union
JETMT	Jet taking off with Mt Rainier
JETRW	Jet 747 on runway at sunset
JETTL	Jet tails framing Mt. Rainier
JETUP	Jet taking off, rear view
KOALA	Koala bear
LBRTY	Statue of Liberty with NYC
LEAVS	Fall foliage
LKBRG	Lake Union bridge
LNCLN	Lincoln Memorial
LUPIN	Flowers
MOOSE	Moose
MTCOK	Mt Cook, New Zealand
MTGLC	Glacier and rock formation on Mt. Rainier
MTRNR	Mt Rainier, Washington
MTRNRX	Mt Rainier, Washington
MTRSH	Mt. Rushmore
MYNOS	Mykenos
NASA1-6	Apollo 11
NTVWM	Native woman sewing
NZBIRDS	Birds, New Zealand
PAROT	Parrots
PARTH	Parthenon, Athens
PGTSN	Girl on beach, Puget Sound
PIZA	Leaning Tower of Pisa
PLDNS	Plane loading from nose
PLDSD	Plane loading from side
PNTBR	Pontoon bridge
PORTF	Portofino

PRKLK	Park with lake
PRKLL	Park with girl walking
PRKPT	Park path and water
PRKTR	Park trail
PRKWK	Park with mother and child walking
PTFNB	Portofino Harbor
PTFNC	Portofino Harbor
ROSES	Roses
SAILI	Sailing on Puget Sound
SAILO	Sailing on Puget Sound
SEA1_	Seattle downtown
SEA2_	Seattle downtown from south view
SEA3_	Seattle downtown from southeast view
SEA4_	Seattle high-rise condominium, worm's eye view
SEA5_	Seattle high-rises, worm's eye view
SEA6_	Old Seafirst Building, worm's eye view
SEA7_	Washington Mutual Tower
SEAOV	Seattle, aerial view
SHEEP	Sheep ranching in New Zealand
SHORE	Shoreline
SNGPR	Singapore pagoda
SNSTA	Sunset, cityscape
SNSTB	Sunset, ferry and gulls
SNSTC	Sunset, people with boat
SPKN_	Union Pacific Tower, Spokane, Washington
STPTR	St. Peter, Vatican
STTPZ	St. Tropez
SYDNY	Sydney Opera House
THTHT	Tahitian Hut
TOUCN	Toucan
TREES	Tree-lined road
TRFKA	Traffic
TRFKB	Traffic
TWRBR	Tower Bridge, London
UMBRL	Umbrella on beach
UWAIR	University of Washington, aerial view of campus
UWDNY	University of Washington, Denny Hall
UWFTN	University of Washington, fountain
UWQAD	University of Washington, Quad
UWRNR	University of Washington, looking south to Rainier
UWRSQ	University of Washington, Red Square
UWSGN	University of Washington, sign
UWSUZ	University of Washington, Suzzalo library
VIEW	Pastoral view - mountain and valley
VTREE	Trees
WLKWY	Walkway
WNSTR	Winstar cruise ship
WSKI	Waterskiing