

# ***K'nex Construction Set: The K-Force Rescue***

## **BEFORE YOU PLAY THE GAME**

***K'nex Construction Set: The K-Force Rescue*** is designed to run on the following as a minimum:

- 486/66 MPC2 equipped or better 100% IBM-compatible system (Pentium preferred)
- Double-speed CD-ROM
- 8MB RAM
- 256 Color (or more) Super VGA monitor
- 5 MB available fixed disk space
- Windows compatible 8 bit sound card and speakers
- MS-DOS 5.0 or later with Windows 3.1, 3.11 or Windows 95

## **K'nex Construction Set Manual**

The ***K'nex Construction Set*** manual will help the player when installing ***K'nex Construction Set: The K-Force Rescue***. The manual will also help the player understand basic navigation and game play.

## **INSTALLING K'NEX CONSTRUCTION SET:**

For your convenience, we have automated virtually the entire installation process. In order to install ***K'nex Construction Set***, please do the following:

### **Windows 95 Install:**

**If autorun is enabled:** Simply insert the ***K'nex Construction Set*** CD in your CD-ROM drive and choose "Install".

### **If autorun is disabled:**

1. Insert the ***K'nex Construction Set*** CD in your CD-ROM drive.
2. Select the "Start" button from the taskbar.
3. Select "Settings".
4. Select "Control Panel".
5. Double-click the "Add/Remove Programs" icon.
6. Select "Install" then click the "Next" button.
7. Windows 95 will locate the setup program automatically. (Browse for the drive letter of your CD-ROM drive if the setup program is not properly located.)
8. Click "Finish".
9. Follow the on-screen installation instructions.

### **Windows 3.x Install:**

1. Start Microsoft Windows as you normally do. Make sure that your sound card and CD-ROM drive are installed and working within Windows.
2. Insert the ***K'nex Construction Set*** CD-ROM disk into your CD-ROM drive.
3. From the Windows Program Manager, select RUN... option from the File Menu.
4. Type D:\SETUP in the Command Line box and click on OK. (Substitute the drive letter of your CD-ROM drive if it is different than D:)

## **TO START K'NEX CONSTRUCTION SET:**

### **Windows 95:**

1. Select the "Start" button from the taskbar.
2. Select the "Programs" button.

3. Select "Imagination Pilots Multimedia".
4. Double-click the "*K'nex Construction Set:The K-Force Rescue*" icon.

### **Win 3.1:**

To start *K'nex Construction Set* game, double click on the "*K'nex Construction Set:The K-Force Rescue*" icon in the Imagination Pilots Multimedia group in your Windows main menu.

## **REMOVING THE GAME FROM YOUR HARD DISK**

### **Windows 95 Uninstall:**

**If autorun is enabled.** Simply insert the **K'nex Construction Set** CD in your CD-ROM drive and choose "**UNINSTALL**".

### **If autorun is disabled:**

Run the *K'nex Construction Set UNINSTALL* program.

1. Double-click on the **UNINSTALL** "*K'nex Construction Set:The K-Force Rescue*" icon in the Imagination Pilots Multimedia group.

### **Win 3.1 Uninstall:**

To run the *K'nex Construction Set UNINSTALL* program.

1. Double-click on the "*Uninstall K'nex*" icon in the Imagination Pilots Multimedia group.

## **TECHNICAL SUPPORT**

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Please check out our Web Site at <http://www.foxinteractive.com> if you experience technical difficulties or to access up-to-date technical information. You can also call us at (970) 522-5369, available daily between the hours of 11am-8pm PST. Or email us at [knex@fox.com](mailto:knex@fox.com).

## **CONFIG.INI**

This file is unique to your computer. It is created when you install *K'nex Construction Set*, and the game automatically tests itself. The results of these self-testing procedures are stored in this file. It also serves several other purposes. First, it holds information that the game needs to find the different movie, art, and sound files needed to play this game. Finally, as noted above, this file holds the results of some system tests that were run on your computer when you installed *K'nex Construction Set*. This information will help you isolate any problem computer components in the event that the game is not operating correctly. Test results are found in the [TestResults] and [SystemInfo] sections. It would be very helpful to have a printed copy of this file available if you need to contact Technical Support.

### **[TestResults]**

**ColorMode=XXX** Colors -- How many colors Windows is set to display. *K'nex Construction Set* requires Windows to be set to at least 256 colors in order to run properly!

**Resolution=XXX x YYY** -- The current video resolution.

**CD\_DataStream=XX** -- The percentage of the CPU's power required to read data from your CD-ROM drive. The MPC2 standard requires that this be no greater than 40% for multimedia computers.

**Audio=XX** --The percentage of the CPU's power required to run your sound system. The MPC2 standard requires that this be no greater than 10% for multimedia computers.

**Graphics= XX** --The percentage of the CPU's power required to run your graphics card. The MPC2 standard requires that this be no greater than 40% for multimedia computers.

## [SystemInfo]

The self-testing procedures gather several pieces of information about your computer system. This information is only of interest if you are having problems running **K'nex Construction Set**, and you will probably be asked for this information if you find the need to speak with Technical **Support**. A printed copy of the CONFIG.INI file (found in the directory where you installed **K'nex Construction Set**\*\*) would be very useful when describing the problem to the Technical Support Rep.

\*\* Windows 3.x: C:\ProgramFiles\K'nex\config.ini  
Windows 95: C:\Program Files\Imagination Pilots\K'nex\config.ini

**WinVer=** The version of Microsoft Windows that you are currently running.  
**WinDebug=** Are you running the Debug version of MS Windows?  
**OS=** The version of DOS your system is running.  
**Platform=** The processor you are running, 386, 486, or Pentium.  
**MMSYSTEM=** The version of MS Multimedia System is running.  
**VFW=** The version of MS Video for Windows is running.  
**WAVE=** The name of the Sound driver running.  
**SoundDriver=** The Manufacturer of the sound card in your system.  
**MIDI=** The name of the MIDI driver running.  
**DispDrv=** The name of the video card in your system.  
**MSCDEX=** The version of MSCDEX.EXE your system is running.  
**CD-RomDrive=** The number of CD-ROM drives installed in your computer.

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## TROUBLE SHOOTING

### **For some systems with the Cirrus Logic CL-GD5428 and CL-GD5434 Video chipsets (Some Packard Bell systems in particular)**

Systems with these chipsets may experience problems where certain scenes lock up. If this happens, you will need to switch to one of the Super VGA display drivers that are supplied by Microsoft.

### **For some systems with the Cirrus Logic STB 5430 AK Video chipset (Some Gateway 2000 systems in particular)**

Systems with this chipset **MAY** experience a problem where certain scenes appear completely distorted and others not at all. If this occurs and you have this chip set it may be that *Video Pallet Snoop* feature is enabled in the CMOS.

Gateway 2000 shipped a number of Pentium systems with this incorrect setting, but any system that uses this chip set can have this problem. The steps to fix this on a Gateway 2000 system follows, but it should be similar on other systems as well. If you experience problems correcting this problem please call the manufacturer for help. Gateway 2000 Technical Support's phone number is (800) 846-2301.

1. Go to the system setup (CMOS setup) Press F1 as the system boots up.  
-You should now be in the Main Setup Screen.
2. Highlight "Advanced" and press <enter>.  
- You should now be in the "Advanced" setup screen.
3. Highlight "Chipset Configuration" and press <enter>.  
- You should now be in the "Chipset" setup screen.
4. Highlight "Video Pallet Snoop" and press enter.
5. Highlight "Disable" and press <enter>.

6. Press F10 then <enter> to save and reboot the system.

### **Changing the number of Colors Windows will display**

As mentioned before, Windows must be configured to display at least 256 colors. No less! Unfortunately, because many video cards must be configured with their own software, there are several ways to reconfigure your video display to at least 256 colors. If you do not know how to change the number of colors displayed, please refer to the manual that came with your video card or contact the Technical Support Department of your video card manufacturer for help. We have provided the phone numbers of several leading video card manufacturers below.

### **Blinking Cursors**

You may notice that your cursor will occasionally blink. This may occur on some systems which have either a slow video display controller or older drivers for the video controller card. Please contact your video controller card manufacturer if you have further questions.

### **For SMARTDRIVE Users (Under Win 3.x only)**

You will get better results if you turn the cache feature off on your CD-ROM drive. Do this by adding the /U option to the end of the SMARTDRV line in your AUTOEXEC.BAT file (e.g. C:\DOS\SMARTDRV.EXE 2048 2048 /U).

### **CD-ROM Reader Buffers**

You might be able to achieve increased CD-ROM performance by increasing the buffers available to the DOS/Windows CD driver. You can do this by changing the MSCDEX line in your AUTOEXEC.BAT file. Buffers are specified using the /M:XX option, where XX is the number of buffers you wish to allocate. Try increasing the buffers to 40 or 50 and see if the video plays more smoothly, for example:

```
C:\DOS\MSCDEX.EXE /D:MSCD001 /M:50 /V
```

Unfortunately, the effect of this option differs on each system. For best results, you should be using MSCDEX version 2.23 or newer, and SMARTDRV.EXE version 5.0 or later.

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### **AUDIO/MIDI**

***K'nex Construction Set*** requires a General MIDI-compatible sound card and Midimapper setup for General Midi. The following is a list of major VIDEO and SOUND card manufacturers. We suggest that you contact them if there is any question concerning the most current version(s) of their driver software. For example, if you receive the following message:

"This file may not play correctly with the default MIDI setup",

you will need to contact your sound card manufacturer for assistance. ***K'nex Construction Set*** will still be playable but you will not hear certain sound loops until you adjust your MIDI settings.

### **TECHNICAL SUPPORT**

Please check out our Web Site at <http://www.foxinteractive.com> if you experience technical difficulties or to access up-to-date technical information. You can also call us at (970) 522-5369, available daily between the hours of 11am-8pm PST. Or email us at [knex@fox.com](mailto:knex@fox.com).

### **VIDEO BOARD MANUFACTURERS**

Manufacturer	Main #	Technical Support
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Ahead Systems	(510) 623-0900	(Same)
ATI Technologies		(905) 882-2626
Boca Research	(407) 997-6227	(407) 241-8088
Diamond Computer Systems	(408) 325-7000	(408) 325-7000
Hercules Computer Technology	(510) 623-6050	
Matrox Electronics		(800)361-1408
Media Vision		(800) 638-2807
Orchid Technology	(800) 767-2443	(510) 683-0323 or (510) 661-3000
Trident Microsystems	(415) 691-9211	(415) 934-2123
Tseung Labs	(215) 968-0502	(Same)

### **SOUND BOARD MANUFACTURERS**

Manufacturer	Main #	Technical Support
-----	-----	-----
Creative Labs	(800) 998-1000	(405) 742-6622
Media Vision	(800) 638-2807	(800) 638-2807
Roland Corp.	(213) 685-5141	(213) 685-5141
Turtle Beach Systems		(888) 422-3224

### **OTHER USEFUL NUMBERS**

Compaq / Qvision	BBS (713) 378-1418	(800) 652-6672
Gateway 2000		(800) 846-2301
Microsoft (MSCDEX)		(206) 635-7040
Microsoft Download Service	BBS (206) 936-6735	

### **INSTALLED DLL's**

#### **Windows '95**

COMCTL32.DLL  
 COMDLG32.DLL  
 CRTDLL.DLL  
 FTSRCH.DLL  
 LZ32.DLL  
 NETAPI32.DLL  
 OLECLI32.DLL  
 OLEDLG.DLL  
 OLESVR32.DLL  
 RICHED32.DLL  
 SHELL32.DLL  
 VERSION.DLL  
 WINHLP32.EXE  
 WINMM.DLL  
 WINSPOOL.DRV  
 WSOCK32.DLL  
 OLECLI.DLL  
 W32SYS.DLL  
 WIN32S16.DLL  
 OLE32.DLL  
 OLEAUT32.DLL  
 STDOLE32.TLB  
 COMPOBJ.DLL

OLE2.DLL  
OLE2.REG  
OLE2CONV.DLL  
OLE2DISP.DLL  
OLE2NLS.DLL  
OLE2PROX.DLL  
STDOLE.TLB  
STORAGE.DLL  
TYPELIB.DLL  
LOCALE.NLS  
UNICODE.NLS  
WING.DLL  
WING32.DLL  
WINGDE.DLL  
WINGDIB.DRV  
WINGPAL.WND

### **Windows 3.1**

COMCTL32.DLL  
COMDLG32.DLL  
CRTDLL.DLL  
FTSRCH.DLL  
LZ32.DLL  
NETAPI32.DLL  
NTMSG.DLL  
OLECLI32.DLL  
OLEDLG.DLL  
OLESVR32.DLL  
RICHED32.DLL  
SCK16THK.DLL  
SHELL32.DLL  
VERSION.DLL  
W32S.386  
W32SCOMB.DLL  
W32SKRNL.DLL  
WIN32S.EXE  
WINHLP32.EXE  
WINMM.DLL  
WINSPOOL.DRV  
WSOCK32.DLL  
OLECLI.DLL  
W32SYS.DLL  
WIN32S16.DLL  
WINMM16.DLL

OLE2THK.DLL  
OLE32.DLL  
OLEAUT32.DLL  
STDOLE32.TLB  
COMPOBJ.DLL  
OLE2.DLL  
OLE2.REG  
OLE2CONV.DLL  
OLE2DISP.DLL

OLE2NLS.DLL  
OLE2PROX.DLL  
STDOLE.TLB  
STORAGE.DLL  
TYPELIB.DLL  
CTYPE.NLS  
LOCALE.NLS  
L\_INTL.NLS  
L\_TRK.NLS  
P\_037.NLS  
P\_10000.NLS  
P\_10001.NLS  
P\_10006.NLS  
P\_10007.NLS  
P\_10029.NLS  
P\_10079.NLS  
P\_10081.NLS  
P\_1026.NLS  
P\_1250.NLS  
P\_1251.NLS  
P\_1252.NLS  
P\_1253.NLS  
P\_1254.NLS  
P\_437.NLS  
P\_500.NLS  
P\_737.NLS  
P\_850.NLS  
P\_852.NLS  
P\_855.NLS  
P\_857.NLS  
P\_860.NLS  
P\_861.NLS  
P\_863.NLS  
P\_865.NLS  
P\_866.NLS  
P\_869.NLS  
P\_875.NLS  
P\_932.NLS  
P\_936.NLS  
P\_949.NLS  
P\_950.NLS  
SORTKEY.NLS  
SORTTBLS.NLS  
UNICODE.NLS  
W32S.DAN  
W32S.DEU  
W32S.ESP  
W32S.FIN  
W32S.FRA  
W32S.ITA  
W32S.NLD  
W32S.NOR  
W32S.SVE  
W32SYS.DAN  
W32SYS.DEU  
W32SYS.ESP

W32SYS.FIN  
W32SYS.FRA  
W32SYS.ITA  
W32SYS.NLD  
W32SYS.NOR  
W32SYS.SVE

WING.DLL  
WING32.DLL  
WINGDE.DLL  
WINGDIB.DRV  
WINGPAL.WND

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