



<u>Main Setup Screen</u> Take a tour of Animated Coral Eden's <u>Interface</u>.



Choose Creatures Screen

Find out how to choose the different animals in the Choose Creature screen.



Choose Environment Screen

Find out how to choose your Environment. Or you Customize your Environment.



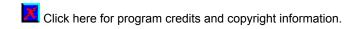
Product Support

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Product Support – United States

Product Support – United

Kingdom



Main screen

The Main screen allows you to access all the screens in Animated Coral Eden.



<u>Choose Environment</u> – Goes to Choose Environment screen

<u>Custom Background</u> – Goes to Custom Background screen

Preview – Displays a preview of the screen saver using your selected background, creatures and options.

Options – Goes to the Options screen

Credits - Displays Credits screen

Help - Runs the program's help file

Exit – Exits the program

Choose Environment Screen

Environments are listed on the left side of the screen. Each environment button has an on state and an off state that shows which environment is currently selected. The environment buttons are:

Great Barrier Reef - Selects Great Barrier Reef environment

Caribbean - Selects Caribbean environment

North Pacific - Selects North Pacific environment

Jellyfish - Selects Jellyfish environment

The window that displays the backgrounds for the selected environment is located on the right of the screen. When an environment is selected, the first background for that environment will appear in the Backgrounds Window. To view the backgrounds available in each environment, click on the gold arrow keys. The right gold arrow key moves forward through the selection of backgrounds and the left one moves backward through the selection. Once you have determined which background you wish to select, click on the **Select** button located under the gold arrow keys. A checkmark will appear over the background you select. If you select a background and then decide you no do not want that one to be selected, simply click on the **Select** button again. The checkmark over that background will disappear.



To activate the Random Environment option, click on the **Random Environment** button. Then select the random environment background in the Backgrounds window by clicking on the **Select** button. A checkmark will appear over the background you select. The Random Environment feature picks an environment at random each time the screen saver activates. One of each creature for that environment is automatically selected. Therefore, if you choose the Random Environment option, you do not need to select creatures. However, you do need to click on the **Apply** button located near the bottom on the screen. Please note that the Wallpaper feature cannot be used in connection with the Random Environment feature.

The **Original Coral Reef** button appears only if you have Animated Coral *Reef* Screen Saver installed on your system as it allows backgrounds to be selected from the Animated Coral Reef Screen Saver product. If you do not own Animated Coral Reef and are interested in expanding your background and/or fish selection, contact your local computer software retailer or shop online at www.expertsoftware.com.

After you have selected the background of your choice, click on the **Choose Creatures** button to go to the <u>Choose Creatures Screen</u>. **IMPORTANT:** Once you return from the Choose Creatures screen be sure to click on the **Apply** button for your selections to take effect.

Clicking on the Back button goes to Main screen.

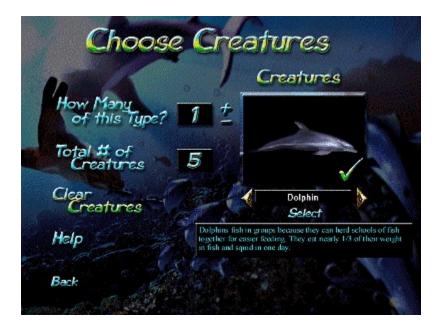
Clicking on the **Help** button runs program's help file.

See Also:

Main Screen
Choose Environment Screen
Choose Creatures Screen
Custom Environment Screen
Options Screen
Credits

Choose Creatures Screen

The animals available in the selected environment are displayed in the Creatures window located at the left of the Choose Creatures screen. The right gold arrow key moves forward through the selection of creatures and the left one moves backward through the selection. You will notice that an informative "fun fact" about each creature will appear at the lower right section of the screen. Once you have decided on a creature you wish to select, click on the **Select** button located under the gold arrow keys. A checkmark will appear over the one you select. There are two number windows at the left of the Choose Creatures screen. Use the top number window to indicate how many of the selected creature you would like to display in your screen saver. Click on the plus sign (+) to increase the number and the minus sign (-) to decrease the number. You may select up to twenty (20) total creatures. The lower number window tracks the total number of creatures for you.



If you select a creature and then decide you no do not want that one to be selected, simply click on the **Select** button again. The checkmark over that creature will disappear and the number windows will recalculate. To clear your *entire* creature selection, click on the **Clear Creatures** button and start the selection process from scratch.

To view creatures in other environments, return to the Choose Environment screen by clicking on the **Back** button and select a different environment.

Once you are happy with your selections return to the Choose Environment Screen by clicking on the **Back** button. In the Choose Environment screen you MUST click on the **Apply** button for your changes to take effect.

Clicking on the Help button runs program's help file.

See Also:

Main Screen
Choose Environment Screen
Choose Creatures Screen
Custom Environment Screen
Options Screen
Credits

Custom Environment Screen

The Custom Environment screen allows you two mix creatures from one environment with backgrounds from another. You can also add your own backgrounds!



Click on the **Choose Background** button to display backgrounds in the window located in the center of the screen. To view each of the background choices, click on the gold arrow keys. The right gold arrow key moves forward through the selection of backgrounds and the left one moves backward through the selection. Once you have determined which background you wish to select, click on the **Select** button located under the gold arrow keys. A checkmark will appear over the background you select.

Click on the Choose Creatures button to display the creatures in the window located in the center of the screen. To view each of the creature choices, click on the gold arrow keys as described above. You will notice that an informative "fun fact" about each creature will appear at the lower right section of the screen. Once you have decided on a creature you wish to select, click on the **Select** button located under the gold arrow keys. A checkmark will appear over the one you select. There are two number windows at the right of the. Use the top number window to indicate how many of the selected creature you would like to display in your screen saver. Click on the plus sign (+) to increase the number and the minus sign (-) to decrease the number. You may select up to twenty (20) total creatures. The lower number window tracks the total number of creatures for you.

If you select a creature and then decide you no do not want that one to be selected, simply click on the **Select** button again. The checkmark over that creature will disappear and the number windows will recalculate. To clear your *entire* creature selection, click on the **Clear Creatures** button and start the selection process from scratch.

Important: Once you have made your background and creature selections be sure to click on the Apply button.

To add your own background to the selection, click on **the Add Your Own Background** button. A file window will appear. Browse your own files to find the bitmap (.bmp) file that you wish to use as a background. Select it and click on the open button. Following this process adds your bitmap file at the end of the Animated Coral Eden background selections. Select your background with the gold arrow keys as described above.

Clicking on the Back button goes to Main screen.

Clicking on the **Help** button runs this help file.

See Also:

Main Screen

Choose Environment Screen

Choose Creatures Screen

Custom Environment Screen

Options Screen

Credits

Options screen

Important: In order for Animated Coral Eden Screen Saver to be activated, it must be set up as your default screen saver. If you did not agree to this option in the installation process, you must click on the **Set as Default Screen Saver** button.

General Windows 95/98 screen saver preferences (such as the amount of time it takes for a screen saver to activate) can be accessed in the following manner. Close out of the Animated Coral Eden program, right click on your desktop, select properties and then select the screen saver tab.



Animated Coral Eden offers the following options:

Apply Background to Desktop – When you click on this button the currently selected background is set on your desktop.

Sound – The Sound button is defaulted to ON. To turn off the sound, simply click on the Sound button.

Set Scrolling Text – Click on this option to enter text that will scroll across the screen while the screen saver is active.

Viewport size – Changes the amount of the screen that is used for the screen saver. For better performance on slower machines set your viewport size to 640x480.

Fun Facts – The **Fun Facts** button is defaulted to ON. This allows informative fun facts to pop up on your screen when the screen saver is active. To turn off the Fun Facts, simply click on the **Fun Facts** button.

Clicking on the **Back** button goes to Main screen.

Clicking on the **Help** button runs program's help file.

See Also:

Main Screen

Choose Environment Screen
Choose Creatures Screen
Custom Environment Screen
Options Screen
Credits

Credits

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See Also:

Credits

Main Screen
Choose Environment Screen
Choose Creatures Screen
Custom Environment Screen
Options Screen

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Product Support – United Kingdom

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Contact a friendly Expert Product Support Specialist Monday through Friday, 9:00AM to 5:00PM EST(excluding holidays). Telephone (305) 567-9996 or fax (305) 569-1350.

If you call, you should be at your computer. Be ready to give the Product Support Specialist version number located in the front of your CD-ROM, as well as the following information:

If you have a Macintosh®-compatible computer

Please have the model, system software version and amount of memory available.

If you have Windows®- compatible computer:

- The version of Windows® installed on your computer.
- ☐ The type of hardware you are using:
 - The brand of computer you own,
 - TOPU type (80386, 80486, Pentium®, Pentium II®, Pentium III®),
 - Model and type of video card,
 - Model and type of sound card.
 - Model and type of printer.
- The exact wording of any messages that appeared on the screen. If a details button appears, click on the button. The first sentence of the details message is the information needed.
- What happened and what you were doing when the problem occurred.

Product Support – United Kingdom

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Product Support – United States

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If you are having problems starting or running the program, please feel free to contact us.

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Contact a friendly Expert Product Support Specialist from 9:00AM to 5:30PM, Monday to Friday (excluding Public Holidays). Telephone 01752 201920 or fax 01752 894833.

If you call, you should be at your computer. Be ready to give the Product Support Specialist the 13-digit program bar code from the bottom of your product box, as well as the following information:

If you have Windows®- compatible computer:

- The version of Windows® installed on your computer.
- ☐ The type of hardware you are using:
 - The brand of computer you own,
 - ▼ CPU type (80386, 80486, Pentium®, Pentium II®, Pentium III®),
 - Model and type of video card,
 - Model and type of sound card,
 - Model and type of printer.
- The exact wording of any messages that appeared on the screen. If a details button appears, click on the button. The first sentence of the details message is the information needed.
- What happened and what you were doing when the problem occurred.

How to use Expert's Help System

X

To select any of the help lessons, click with the mouse when you see the

Expert help uses a visual system for providing you with information on the different screens and features of this program.

To obtain help on any topic, click on the Help button/menu from anywhere in the program or on the

icon. Doing so will bring up the appropriate help topic for the current screen that you are on.

Most of the major screens and dialog boxes in this program are reproduced in miniature form in this help file. As you pass the mouse cursor over the image, the arrow-pointer will change shape to that of a hand

🖶 indicating that you can click on that area. (This is called a "hotspot.") For information on any field, button, hotspot, or feature, simply click on the area you are interested in and a pop-up description will appear or it will jump you to that specific topic. Occasionally, you will see the Expert "X" (

III) in some portions of the help file preceded by "click here;" it will be a jump to another topic or location in the help file.

The pop-up or jump description may consist of up to 3 parts. They include:

- 1. Definition and/or general information about the item you have selected.
- 2. Action to take. Any instructions or options available for the topic.
- 3. A link (usually in green) to a related topic. If further information is available for the item you have selected, the link will take you to the new topic of interest.