AFL 95

This README file contains additional information about AFL 95.

To read this file onscreen, use the Page Down and Page Up keys.
You can also print the file by opening this file in any Windows word processing program and choosing the Print command from the File menu.

This file contains information on:

1) TIPS & TECHNIQUES FOR MOVING AROUND IN AFL 95

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4) VIDEO PROBLEMS

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1. TIPS & TECHNIQUES FOR MOVING AROUND IN AFL 95

* You only need to click your mouse once to activate a button in AFL 95. Clicking twice may produce unexpected results.

* If you are in a new screen, explore all the hidden buttons or hot spots by moving your mouse all over it.

* Most of the buttons in AFL 95 are blended into the background. To bring them to the surface, move your cursor over them. To select the button click once on it.

* If you are unsure of what a button does, click on the HELP? button (in the top left hand corner of every screen) and move your cursor over that button. A "balloon" of text will appear describing it.

* In the Records, Teams and Player screens, the name of the current player or the team, or the statistic will appear at the top of the screen. To select another player, or team, or statistic, click once on the name displayed and a dropdown list will appear. OR, click on the up and down arrows beside the name to move through the list one at a time.

* In the Records, Teams and Player screens, whenever you see a table of data, move your cursor over the headings of the columns. If the table can be resorted on that column, the cursor will change to a hand. Click once and the table will be resorted.

* There is no limit to the number of times you can move between a player and a team and another player, then a team photo etc.

2. IMPROVING YOUR COMPUTER'S PERFORMANCE

Suggestions for improving the performance of your computer are:

* Check that your computer is running in Turbo mode. If you are unsure whether you are in Turbo mode, try running AFL 95 with your Turbo button in and compare the speed by running it again with the Turbo button out.

* Disable Doublespace. Check with your computer supplier to see whether Doublespace has been installed on your computer. Refer to your DOS manual for instructions on how to disable this feature.

* In your autoexec.bat file, check to see that the following two lines exist and the numbers are at least as high as these:
> Files60
> Buffers30

AFL 95 uses your computer's system memory to display information quickly. If you find that AFL 95 runs slowly, or if you encounter outofmemory errors, AFL 95 probably doesn't have enough memory. To improve your computers memory performance, we suggest that you consider doing one of the following:

* Close all applications that you aren't using (such as File Manager, Clock).

* Defragment or optimize your hard disk by running a defragmentation program such as a utility called Microsoft Defrag included with MSDOS 6.0.

* Set up a permanent Windows swap file.

Windows works best when hard disk space has been allocated for swapping a file into or out of your computer's memory. To set up a permanent Windows swap file on your hard disk, open Windows Control Panel, and doubleclick the "386 Enhanced" icon. Then click the "Virtual Memory" button to see whether your current swap file is temporary or permanent, to check the size of the current swap file, and to make changes. Windows usually creates a temporary swap file by default, but if your disk is full or fragmented, this temporary file can become unavailable. If you can, make the size of the permanent swap file at least 4096K.

* Add more RAM (memory) to your computer. You need at least 4 megabytes of RAM, but it is recommended that you have 8 megabytes of RAM for AFL 95 to run at its best. You can determine how much memory is available by starting MSDOS, typing "mem", and pressing ENTER. This starts a program that will tell you how much memory you have.

For complete details on improving your computers memory performance, consult your Windows documentation.

Read the following sections on Screen Display and Audio Problems for more suggestions on improving your computers performance.
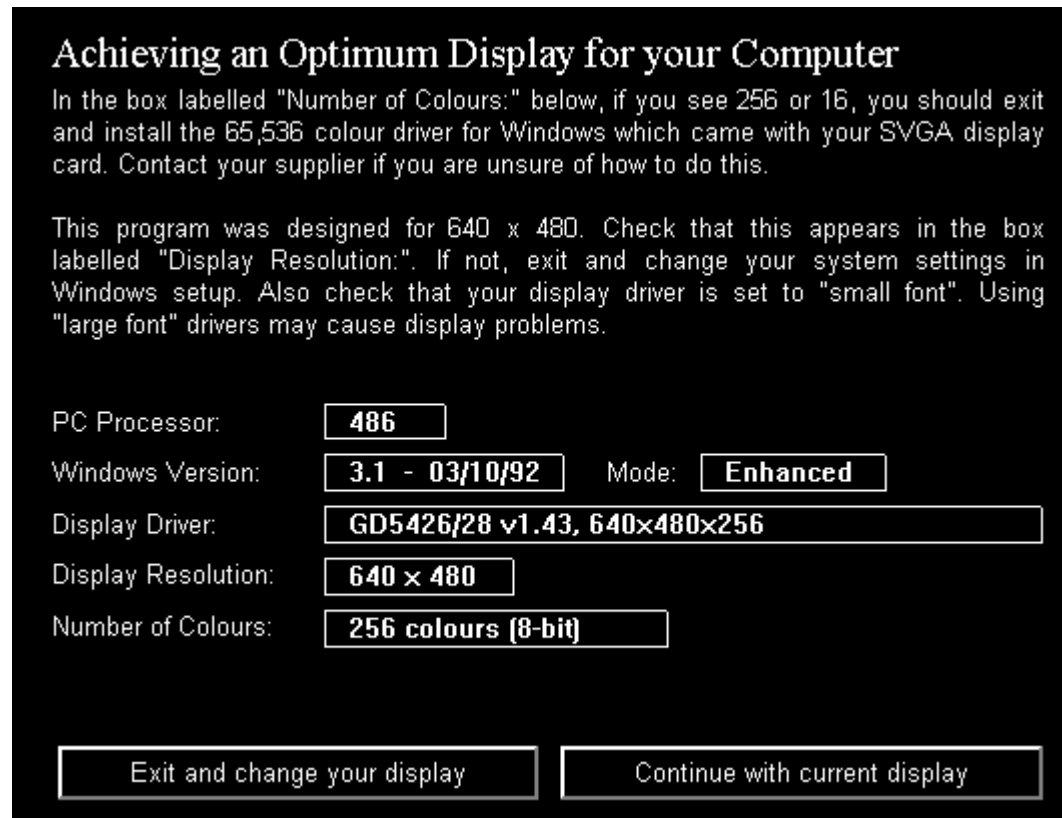
3. SCREEN DISPLAY

REQUIREMENTS

AFL 95 requires a 16BPP VGA color display to run. This will enable you to display all the photographs and video properly in 65,536 (64K) colours. Even though you may have a 16 BPP (BPP, Bits per pixel) VGA card, it may only be set to 256

colours.

If this is so, when you run AFL 95 the following screen will appear and in the box labelled: "Number of Colours:", you will see 256 colours (8bit) as shown, or 16 colours. You should exit and install the 65,536 colour driver which came with your SVGA card, or obtain one from your video card's manufacturer.

Achieving an Optimum Display for your Computer

In the box labelled "Number of Colours:" below, if you see 256 or 16, you should exit and install the 65,536 colour driver for Windows which came with your SVGA display card. Contact your supplier if you are unsure of how to do this.

This program was designed for 640 x 480. Check that this appears in the box labelled "Display Resolution:". If not, exit and change your system settings in Windows setup. Also check that your display driver is set to "small font". Using "large font" drivers may cause display problems.

PC Processor:	486
Windows Version:	3.1 - 03/10/92 Mode: Enhanced
Display Driver:	GD5426/28 v1.43, 640x480x256
Display Resolution:	640 x 480
Number of Colours:	256 colours (8-bit)

Exit and change your display   Continue with current display

AFL 95 also requires a 640 X 480 display. Problems may occur if your screen is set to 800 X 600, or 1024 X 768, especially if these are set to display large fonts.

To check which video driver is currently installed on your computer:

   1. Run the Windows Setup application (this is usually
      found in your Main Program group).

   2. Locate the Display driver item in the application
      window.

For information on installing a different display driver, choose
Contents from the Help menu in the Windows Setup application
or consult your Windows documentation.

DISPLAY PROBLEMS

AFL 95 complies with MPC 2 video display standards. If you are experiencing problems you should check that your display card also complies with these standards.

In some situations, AFL 95 may encounter video display problems when using high resolution video drivers from various video card manufacturers. The problems include:

Images and illustrations appearing grainy or having "glitches"

Videos displaying garbled images or crashing AFL 95

Most problems can be fixed by obtaining new drivers from your video card manufacturer. Contact the manufacturer of your video card to determine if there are newer versions available.

Their phone number should be in the manuals that came with your video card or personal computer.

On some video cards running in a 16.7 million colour (24BPP) display mode you may experience problems with AFL 95 stopping if you try to move to the main menu while Help is active. This can be easily avoided by switching OFF Help before moving from the current page OR by running AFL 95 in a 65,536 colour (16BPP) display mode.

FONT DISPLAY PROBLEMS

AFL 95 uses the Arial TrueType font for its display. If your fonts appear jagged, it indicates that the Arial font is not loaded on your computer. To ensure that that the Arial TrueType font is enabled on your computer:

1. From the Windows Control Panel, select Fonts and then click the TrueType button.

2. In the True Type dialog, make sure the Enable True Type Fonts check box is selected (an X appears in the check box when it's selected).

3. If the Enable True Type Fonts check box is selected, in the Fonts dialog, click Help for more information on adding fonts.

The Arial font you need is installed with Windows and can be found in the Windows system directory. Make sure to add the Arial font to your computer.

VGA DRIVER DISCLAIMER

Interactive Digital Media Pty Ltd makes no warranty, implied or otherwise, regarding the performance or reliability of any video cards or drivers which may be installed in your computer.

CIRRUS LOGIC VIDEO DRIVERS

The 64kcolor Cirrus Logic video driver, v1.32, that shipped with the Compaq ProLinea and Presario (and presumably other systems having these drivers) is incompatible with the VfW 1.1 drivers shipped with AFL 95, 1994. As a result, during AFL 95 Setup, your system may crash when profiling your video display. This problem does not occur with the latest versions of the 64Kcolor Cirrus Logic video driver, v1.41 and v1.43.

To upgrade your Cirrus Logic video drivers, contact the dealer you purchased the Cirrus Logic video card from.
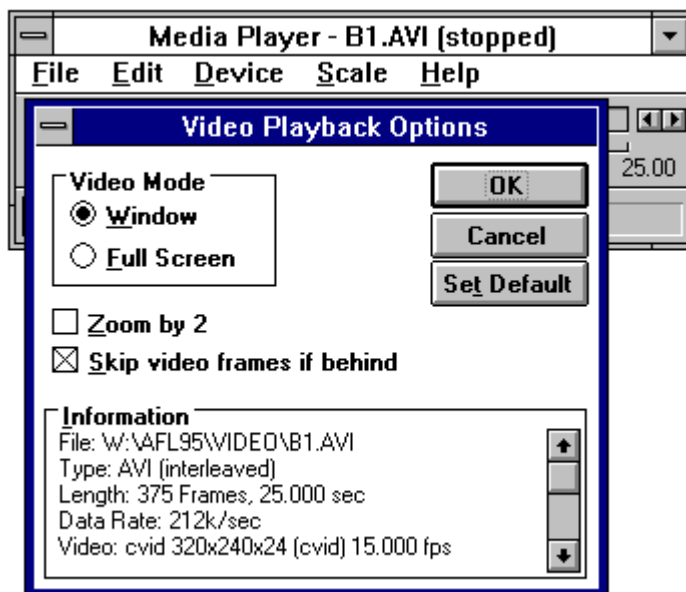
4. VIDEO PROBLEMS

If you have never run video on your computer before, you will need to install Video for Windows. To do this:
1. Open Program Manager window (if necessary), click File from the menu bar and click Run.
2. In the Command Line box type the letter of your CD drive, a colon, a backslash, "vfw11d" and the word SETUP (for example, type **d:\vfw11d\setup**)
3. Click OK

If you have installed other CD's on your computer which contained video, you probably will already have Video for Windows installed.

If you are having difficulty running the video highlights, check your settings in Media Player (usually found in your Accessories window). To do this, start up Media Player and open any .AVI file. From the menu bar under Device Configure, the following screen will appear:

Make sure that the "Video Mode" option in this dialog box is set to Window as shown and **not** Full Screen.

If you are still experiencing problems check that your CD drive complies with MPC 2 standards and is at least double-spin. AFL 95 will **not run video properly if your CD drive is single spin.**

One way of testing what speed your CD drive is running at, is to time how long it takes to copy a file from any CD across to your Hard Disk. A 5MB file will take around 17 - 20 seconds with a double-spin CD drive, and 34 - 40 seconds on a single-spin CD drive.

If you are still experiencing problems, install Video for Windows again.

5. CD ROM PROBLEMS

NOTE Do not remove the AFL 95 compact disc from your CDROM drive while running AFL 95. If this occurs, you will see the following message:

"Please load AFL '95 into your CD ROM drive"

If the message still appears, make sure the AFL 95 compact disc is correctly inserted into the CDROM drive.

If you cannot load AFL 95 from an external CD-ROM drive make sure that the drive is connected to your computer, plugged in, turned on and all the necessary software drivers are correctly installed.

If you cannot load AFL 95 from an internal CD-ROM drive check the manuals that came with your CDROM drive for information on how a CDROM is to be set up, or contact the company that supplied the drive.

6. AUDIO PROBLEMS

Although you can install and run AFL 95 without a sound card, to hear the sounds that come with the product, a sound card is required. If you're sure you have a sound card, read through the troubleshooting information listed below, or consult the user manual that came with your sound card for more information.

GENERAL SOUND ISSUES

Audio problems can have many causes. Other applications that play sounds may interrupt sounds in AFL 95 because your computer cannot play two sounds simultaneously. This is generally a temporary clash that will resolve itself.
However, a few applications that play sounds, such as some screen savers, may remove audio capability from all other Windows applications.
If you suspect you have such an application, turn it off or do not run it while running AFL 95.

SOUNDS PLAY, BUT NOT WELL

Sound distortion is often caused by sending a higher volume or amplitude of sound than the speakers are able to handle. Also, if the volume control on your audio card is set too high it may cause distortion from the amplifier on the audio card. Sometimes speakers that are not of high quality will distort at a lower volume than better speakers.

It is also possible that the software settings on your sound board are causing distortion. For example, if the sound card volume or "WAVE file input" is set to near its maximum, it will produce amplification distortion, just as it would on a stereo system. To find out how to change your sound board settings, check the documentation that came with your sound board. This is normally done with either a volume dial on the back of your audio card (in the rear of your computer where the speakers plug in) or with a program that is often called a "mixer," which is usually installed in the Windows Control Panel of the Main program group. Some audio cards use both types of controls, and they must both be adjusted.

Audio clips may sound "scratchy" (that is, distorted) when played from the Media Vision Pro Audio Spectrum card. To correct this problem, change the Media Vision driver DMA setting to 7.

To change the driver setting:

1. Choose the Drivers icon in the Windows Control Panel.

2. Select the Media Vision Wave/MIDI/Aux driver, and then choose Setup.

3. Under the DMA setting, set the selection to 7.

4. Choose OK, and then choose Restart Now.

Audio clips should now play correctly.

SOUND DOESN'T PLAY AT ALL

If you don't hear anything when you play sounds in AFL 95, be sure that:

* A sound card is installed.

* A speaker is connected to the speaker jack on your sound card (not to the CDROM drive).

* The volume is set to an audible level.

* You have Sounds turned on in the AFL 95 Preferences dialog box. To access this, click on the [Pref] button in the top left hand corner of any screen.

You can test sounds with the Sound option in the Windows Control Panel. If you hear no sound during the tests, open the Drivers option to check the installed sound driver files. These drivers must be compatible with your sound board. Be sure that a driver for WAVE audio and the entry "[MCI] Sound" appears in the Drivers dialog box. If "[MCI] Sound" is missing, click the Add button in the Drivers dialog box. Then, select "[MCI] Sound" in the list of drivers and click OK. The Drivers application will ask you to insert one of your Windows installation disks that contains the driver, so be sure to have these disks on hand.

If necessary, try setting up your sound board again. If you still can't hear sounds, contact the sound board manufacturer to verify that you are using the correct drivers and that no hardware conflicts exist.

Please note that AFL 95 requires a sound board to be installed and is not intended to run with drivers which use the PC internal speaker, such as the unsupported "PC Speaker" driver. Such a driver will in most cases not play any sounds, and if the driver setup option "Enable Interrupts" is not checked, the system may crash. Check the "Drivers" configuration in your Windows control panel. If you have both a sound board and the PC Speaker driver installed, it is preferable to uninstall the PC Speaker driver.

Creative Labs Sound Blaster 16 and 16ASP sound cards

Compressed audio clips may fail to play if you are using a Sound Blaster 16 or Sound Blaster 16 ASP sound card. This problem occurs because some computers are unable to use the 16bit DMA (direct memory access) channel on the Sound Blaster cards.

To correct this problem, switch the HDMA channel to use DMA or 8bit DMA. You must change this setting in the following two places:

The Drivers dialog box in the Windows Control Panel

  and

The SBCONFIG.EXE configuration program included with the Sound Blaster cards

To change the settings, follow these steps:

1. Choose the Drivers icon in the Windows Control Panel.

2. Select the Sound Blaster 16 Wave/Midi driver and choose Setup.

3. Under the HDMA setting, set the selection to DMA.

4. Choose OK, and then choose Do Not Restart Now.

5. Exit Windows.

6. At the MSDOS prompt, switch to the SB16 directory and run
   SBCONFIG.EXE.

7. Follow the instructions provided by this configuration program. It assists you in selecting and testing the following variables:

Variable	Select
Base I/O port	Autoscan
MidiPort address	Autoscan
DMA interrupt	Current
8bit DMA	Current
16bit DMA	Use 8bit DMA

After you have finished making these selections, the SBCONFIG program will restart your computer.

8. Restart Windows.

All compressed audio should now play correctly.

SOUND DRIVER DISCLAIMER

Interactive Digital Media Pty Ltd makes no warranty, implied or otherwise, regarding the performance or reliability of any sound cards or drivers which may be installed in your computer.

SOUND PLAYS, BUT BREAKS UP

If audio breaks up or skips periodically it is usually an indication that your CDROM drive does not have a fast enough Data Transfer Rate. AFL 95 requires that your CD be capable of transferring data at a rate of 300 KB per second while utilizing 40 percent or less of the CPU.   You can continue to use your CDROM drive to run AFL 95, but you will continue to experience this choppiness in audio and animation clips.

7. INSTRUCTIONS FOR TRIVIA AND MOSAIC GAMES

From the Halftime screen, you can click on the Trivia button or Mosaic button to take you to the woodpanelled interior of the corporate box to play those games.

To **exit** from these games at any time, click once on the light switch (located under the two lamps).

TRIVIA

After you click on the TRIVIA button from the HALFTIME screen, select the team you want to coach by clicking on the team name currently displayed. A list will appear for you to click on your team.

To start the game, move your mouse over any part of the trivia wheel screen and click once. (If you mistakenly click twice, the wheel will spin twice.)

A question will appear at the top of the screen with four possible answers below the screen.

To answer the question, move your mouse cursor over one of the four possible answers and click.

1. If you are correct on your first attempt, your team will score 1 goal and the black scoreboard in the bottom right of your screen will say "Yes! That's right". When you click on the wheel for the next question, this message will disappear and the scoreboard will be updated with the goal you just scored.

2. If you fail on the first attempt, the computer will score 1 behind and the message "Wrong! Try again." will be displayed. You have one more chance to answer correctly. Or, you can choose to go to the next question without having your second go by clicking again on the wheel.

3. If you are correct on your second attempt, your team will score 1 behind and the message "Yes! That's right" will appear.

4. If you are incorrect on your second attempt, the computer will score 1 goal and the message "Bad Luck! Spin again." will appear.

After you have attempted a few questions you will notice that the hand on the clock has moved on indicating you are part way through a quarter. A quarter consists of 10 questions. You can elect to spin again without attempting to answer any questions and this will not count as one of the 10 questions in that quarter. After 10 questions, the siren will sound and the clock will move back to the start in readiness for the start of the next quarter.

After four quarters, the game will end and you will be asked if you want to play another game. If you click on Yes the clock will return to the start and Quarter 1 will reappear. If you click on No, the lights in the corporate box will go out and you will exit to the Halftime screen.

To exit, click once on the light switch.

MOSAIC

After you click on the MOSAIC button from the HALFTIME screen you will enter the MOSAIC game.

To start the game, move your cursor over any of the 8 wooden tiles in the middle of your screen and click once.

A question will appear at the top of the screen with four possible answers below

the screen.

To answer the question, move your mouse cursor over one of the four possible answers and click.

If you are correct on your first attempt, the black message board in the bottom right of your screen will say "Yes! That's right", the tile will flip over and a piece of the jumbled up picture will appear.

Keep clicking on the tiles and answering the questions correctly to flip over all 8 tiles.

If you want to the flip the tiles without answering the questions, press the [Esc] key on your keyboard.

To unjumble the picture pieces once they are all displayed click once on any of the tiles which are next to the blank space. The tile will slide across and occupy the blank space. (If you click on any tile which doesn't have a blank space next to it, nothing will happen.)

By clicking on the tiles in this way, you can rearrange it, one tile at a time.

Once you have the 8 tiles in their correct position, the 9th tile will magically appear and the video of that picture will start to play.

To exit, click once on the light switch.

8. MPEG VERSION OF AFL 95

AFL 95 will also be available in an MPEG, full screen, full motion video version in May 1995.

Contact your local reseller or Interactive Digital Media on 03 5619066 for more details.

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