

The Dream Machine's onboard info

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Welcome to The Dream Machine, just one of many full length movies, photo discs, and interactive adventures available from New Machine Publishing.

Please glance over these paragraphs, and if you have any questions call us!

INSTALLATION:

PROGRAM

The Dream Machine requires Apple's QuickTime for Windows, which is included on the disc.

To install, run the **INSTALL.EXE** program in the **\PC** directory on the CD-ROM. The installation is non invasive and consists only of creating a program group and icons in the Program Manager which point to the CD-ROM drive applications. It also copies **\PC\QTW.INI** to your Windows directory.

Simply click on The Dream Machine icon in the New Machine Publishing program group to start. Allow 5-30 seconds to load depending on your system- keep your eye on the drive light.

The first time The Dream Machine is run you will be prompted to invent a password. If you enter one, you will have to enter this password every time you start the game. Minors (or other majors) cannot start the game without the password. If you do not assign a password the first time you start the game then it will remain unprotected.

MIDI

The Dream Machine comes with funky MIDI churning drum musak written by our sound department and automatically piped into the halls for your listening pleasure while walking through the machine.

The MIDI music files were written for all sixteen MIDI channels available on most sound cards. To properly play MIDI files, you must make available all sixteen channels through the Windows MIDI mapper. Do this as follows:

Click the **Control Panel** icon in the Program Manager

Click on the **MIDI Mapper** icon

Click on **Setups**

Click the **New...** button

Type in **Name** for this MIDI setup: "16 MIDI Channel"

Type in **Description**: "For Dream Machine"

Click **OK**

In the third column labeled **Port Name** click on the pull down menu and select the synthesizer chip ("*..synth*") in your sound card. Do this for every MIDI channel from 1 to 16 (all the same). "Voyetra OPL-3 FM *synth*" is a common chip used in many sound cards.

Click **OK** and respond **Yes** to saving

Close the MIDI mapper

The Dream Machine is ready to play.

You may see a message the first time you play claiming that the MIDI file may not play correctly. If so, just check the option box to not display the message anymore.

DREAM FONT

The Dream Machine comes with a new True Type font created specially for this project by our layout department and called CyberSlab. You can install the font on your system and use it in any application.

The Dream Machine looks for CyberSlab and uses it if it is present on your system. However, if it is not found, The Dream Machine simply substitutes a Windows system font. It's not necessary to install CyberSlab on your computer, but it's free, it's only 38k, and we thought you'd like it.

To install the CyberSlab font:

- Click the **Control Panel** icon in the Program Manager
- Click on the **Fonts** icon
- Click the **Add** button
- Select the CD-ROM from the **Drives** section
- Select \PC from the **Directories** section
- Click **OK**
- Click on "**Cyber Regular (True Type)**"
- Click **OK**
- Click **Close**

That's all! Your new font is now available to word processors, spreadsheets, and any Windows applications that use True Type fonts.

INTERIOR DESIGN

Our graphics department provided the "cyberweb" in \PC\CYBERWEB.BMP, and the introduction bitmap in \PC\DM\DMSCREEN.BMP. If you copy these two files to your Windows directory they will be available for use as wallpaper (from Control Panel\Desktop). Thrill to them. Impress your neighbors.

OPERATION

Use the left, right, and straight buttons to navigate through the halls. When viewing the contents of a room these controls double as "VCR" controls. Use the left button to slow the action, the right button to fast-forward, and the straight button to freeze-frame. The left arrow, right arrow, and up arrow keys on the keyboard may be used as well.

Every time you find a door with action behind it, your hostess will ask how you felt about what you just saw. To answer, click on the text that you most agree with. Your answers to these questions determine how your hostess will interact with you in the future.

To end any hostess or room movie immediately, just click on the movie screen. Clicking on a hallway movie pauses it. Double-click on the movie to continue the walk.

There are three toys to find by clicking on the screen somewhere in the halls. If you find them, the corresponding round pink button will glow. Click this to offer it to your hostess if she's not busy. She may or may not accept your gift. You'll have to discover the right conditions.

What's with the Big Pink button? It's bifunctional.

The big "!" is your panic button. Hit it to stash the interface. In this "hidden" state you can choose to minimize the application with the minimize button leaving you free to tend to other windows programs. When returning to play, you'll need to double-click on the hall movie if one was playing when your panic struck.

After finding five movies (it is possible to find ten), the hostess, now in her most specific character

by having adapted to yours, performs a fantasy of hers based on the interactions of that game.

The QuickTime movie player is left in your New Machine program group. Use this to view any *.mov files on the CD-ROM individually.

SYSTEM REQUIREMENTS:

To view the movie you should have a 386 or better CPU with 8-bit (256 color) or better graphics, a sound card, Microsoft Windows 3.1 and DOS 5.0, and a mouse. Your PC should have at least 4MB of RAM, and a CD-ROM drive.

Systems with only 4MB RAM probably require a permanent swapfile of at least 9996K to obtain satisfactory response time. This can be accomplished with Control Panel\Virtual Memory. The virtual memory manager may claim that Windows will not use any swapfile space beyond what is recommended. This is not always true. As a general rule, you can experiment with swapfiles from twice to three times the amount of real RAM. If you start to experience obviously extended periods of hard disk access bogging down the system ("thrashing"), the swapfile should be made smaller. 32-bit disk access speeds things up a little.

For viewing digital video a 16-bit (32,000) color video adapter is recommended. An 8-bit display also looks good. These QuickTime for Windows movies have been optimized for 8- and 16-bit video.

TIPS

Be sure Windows is using a display driver that will provide 256 colors (or higher). This product is not designed for 16-color displays (e.g., the standard Windows VGA driver). If your colors look like kindergarten, run Windows Setup to install the display driver provided by your video card manufacturer that supports 256 colors.

Certain high-resolution video cards may require updated driver software for correct operation of QuickTime for Windows. Please contact your video board manufacturer to see if newer driver software is available.

Operation will be a little faster, the video window will be physically largest, and best results are expected, if you use 640x480 resolution rather than anything higher. If you operate The Dream Machine in 1024x768 resolution, you may find that the "small fonts" driver works better than the "large fonts" driver (or, less frequently, vice versa, depending who wrote the drivers).

Some configurations can report "Can't load custom control DLL QTMovie.VBX." Should this happen, just run the Movie Player (Player.EXE), quit, and start The Dream Machine again.

If you have problems reading any of your CD-ROMs check the CD-ROM for any scratches or finger prints. Use a soft cloth to wipe from the center to the edge. CD-ROMs are more vulnerable to damage than audio CDs, so always place them in the jewel box or CD caddies whenever possible.

Video play is improved by caching from the CD-ROM drive. The DOS 6.2 version of Smart Drive includes a CD cache which works well. To use it, start smartdrv.exe from your autoexec.bat *and* include the following line in your config.sys file:
device=c:\dos\smartdrv.exe /double_buffer

The Dream Machine uses a lot of Windows memory and resources. As it is with almost any Windows application, not all of these are completely restorable to the system during and following execution. Performance is best when The Dream Machine is the first and only program

running after starting Windows.

There's quite a lot going on behind that interface- it's no video game. The Dream Machine will behave more responsibly if you wait for each of its responses to your input to finish before bombarding it with more input.

Color conflicts can be caused by your wallpaper. If the program loads up in the wrong colors, simply quit, set the wallpaper to [none] in Windows|Control-Panel|Desktop and run again.

HARDWARE NOTES

During the installation, a small file called QTW.INI is copied to your Windows directory. Modification of the file there might possibly improve your video performance. This has nothing to do with the programming of New Machine Publishing; please don't ask for our assistance in its modification. QuickTime for Windows is sold by Apple Computer, Inc. \PC\QuickTim.wri is provided on this disc to assist experienced users in tweaking their drives.

ATI's "Crystal Fonts" mode is not supported. Change the Video driver to a lower resolution.

Should you have a problem with a Sony CD-ROM drive (such as the CDU-31A which ships with many Gateway multimedia systems) which uses the SLCD.SYS driver, you should get an update from them if you have any version prior to 1.71A. Our photo discs (non-video products) work fine with the old drivers.

If memory managers such as QEMM or 386 MAX are used and the program does not work, sometimes the creation of a system boot disk which loads only the necessary devices, all loaded low, will fix the problem.

If you have a **Packard Bell** System with a Headland Technology Video Card, your system's video may look displaced or elongated. This is because the Headland Technology drivers are incompatible with QuickTime. One of two things can be done:

- 1) Call Microsoft and get the Microsoft 640X480 256 color driver and hope you have the 1MB video card on your system. If you have the 512k card then this option will not help you.
- 2) Get a new video card. The Headland Technology card, while compatible with some video, is not compatible with all. Cards proven compatible such as the Trident, Diamond or Cirrus video cards are rather affordable, and provide compatible drivers on included diskettes.

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