

MegaDittos 1.0a for Windows

Release Notes

Video Drivers

16-Color Devices

All MegaDittos modules will work with any Windows video driver that supports 16 or more colors and has a resolution of at least 640 x 480. *MegaDittos modules have been optimized, however, for 256-color video modes.*

You can change the video mode you are using by selecting a different driver using the Windows Setup application, located in the Main Program Manager group. For Windows 3.1, you'll need to obtain a driver from your system's vendor unless you have a Video 7 or 8514/A-compatible video system. For Windows 3.11, 256 color "generic" Super VGA drivers are included. These drivers are also included on the MegaDittos CD in the DRIVERS directory. These drivers work with most video systems, but may not offer as much performance as a driver from your system's vendor.

If you are not using a 256-color video mode (or better), all modules (except Dollar Bill, Raw Deal News, and portions of HillaryCare) will attempt to use a 256-color video mode. This mode offers lower resolution, but generally will result in better performance. Unfortunately, it doesn't work with all video cards. If you have problems using MegaDittos on a 16-color system, try *unchecking* the "Allow video switch" check box for all modules with such a setting. The modules will run more slowly and will appear "grainy."

Video Driver Incompatibilities

MegaDittos has been tested with a wide variety of video drivers. However, you may encounter incompatibilities between MegaDittos and your video driver. These problems may include: slow performance, crashes (such as freezes or Application Errors), incorrect colors, or a scrambled display.

The first thing to do is make sure you are using a *recent* video driver--most manufacturers update their drivers every few months. Newer drivers are generally faster and more stable.

If the problems persist, try using one of the Super VGA drivers described above. These are provided by Microsoft, work with most video systems, and have been tested with MegaDittos. If you do not have Windows 3.11, they can be downloaded from many sources, such as the Microsoft Download Library and Compuserve. The drivers are also located in the DRIVERS\SVGA directory on the MegaDittos directory. Various text (TXT) files in this directory contain instructions on using these drivers.

Optimizing Performance

The MegaDittos sprite library can update the screen using one of two methods. By default, it uses Video for Windows, which results in good performance over a wide range of video hardware. However, if you have a 256-color video driver of recent vintage, then you may get better performance using the alternate drawing method. To use this method, insert the following line into the [SPRLIB] section of WIN.INI:

Mode=1

You may need to create a [SPRLIB] section if one doesn't already exist.

WinG ("win gee") Support

Microsoft has announced that it will be developing a new high-speed graphics engine for Windows called "WinG." Aristo-Soft plans to support this technology when it is released. A new version of the sprite engine (SPRLIB2.DLL) will be placed on our BBS when available (estimated: mid-August, 1994). Contact technical support for further information.

Manual Additions

A few nifty things were added to MegaDittos after the manual went to press.

Wake up when...

In the Screen Saver Options dialog box, you can choose when MegaDittos will wake up after sleeping to save your screen. One of the boxes must be checked.

Capturing Screen Shots

When a module is active, you can press Shift-Control-W to save the current screen image in a bitmap. This could take a few seconds--the cursor will become a camera while the screen is saved. The bitmap will be saved in your Windows directory, with the name DITTOxxx.BMP, where xxx is a number. Note that these bitmaps can be from 300K to 1 meg in size, as they are saved in 256-color mode.

Screen captures work best when using a 256-color video driver.

MegaDittos CD

The CD version of MegaDittos is identical to the floppy-based product, except it has the following additional features:

Extra Sounds

We've included over 80 megabytes of sounds that were recorded for MegaDittos. Many of these sounds are used in the modules, but many others did not make the final cut. If you have a sound utility such as Aristo-Soft's Wired for Sound Pro, you can attach these sounds to virtually any action in Windows. All the sounds are sampled at 16-bit 22 KHz.

Extended Billvis and Gorehead

An extended version of Billvis and Gorehead is included. It includes twice the number of conversations as the smaller version. Setup does not install this version of Billvis by default, as it's almost 5 meg. You can re-run setup or copy it from the CD to use it.

Clinton Coneheads

A Clinton Conehead screen saver is included.

Misc. Drivers

The DRIVERS directory on the CD contains the latest versions of drivers that have been provided by third parties. Aristo-Soft does not support or guarantee these drivers--use them at your own risk. We have tested MegaDittos extensively with these drivers.