Appendix: Installation Instructions for MacIntosh Computers
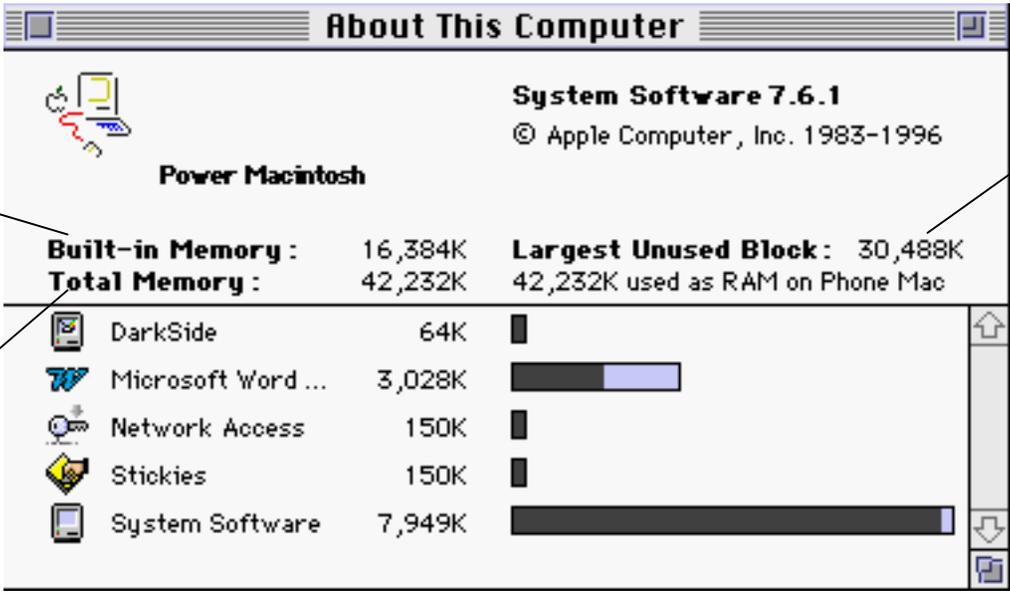
I.   <u>System Requirements and Configuration</u>

The "Haunted Mansion Money Game" will function most effectively if the system on which it is run meets the following listed requirements:

- HyperStudio Player: a freeware program available from www.hyperstudio.com.
- 256 color monitor
- At least 4 MB RAM physical, with *RAM Doubler*, or *Virtual Memory* (see below)
- Approximately six MB of available hard disk space

To determine whether your system is compatible and modify your settings to optimize game performance, take the following steps.

STEP #1:   First, click on the desktop (the background image) on your monitor. This will cause the menu options at the top of the screen to change to "File", "Edit", "View", "Special" and

"Help". Click the mouse on the apple in the upper left corner, and while holding down the mouse, scroll down to *About this Computer*. This should bring up a screen similar to the one shown below:

This shows the total amount of physical RAM located in you computer.

This shows the total memory available. Total memory consists of built in memory, plus virtual memory.

About This Computer
System Software 7.6.1
© Apple Computer, Inc. 1983-1996
Power Macintosh
Built-in Memory : 16,384K   Largest Unused Block : 30,488K
Total Memory : 42,232K   42,232K used as RAM on Phone Mac
DarkSide 64K
Microsoft Word ... 3,028K
Network Access 150K
Stickies 150K
System Software 7,949K

This number must be greater than 1,800K in order to run HyperStudio Player.
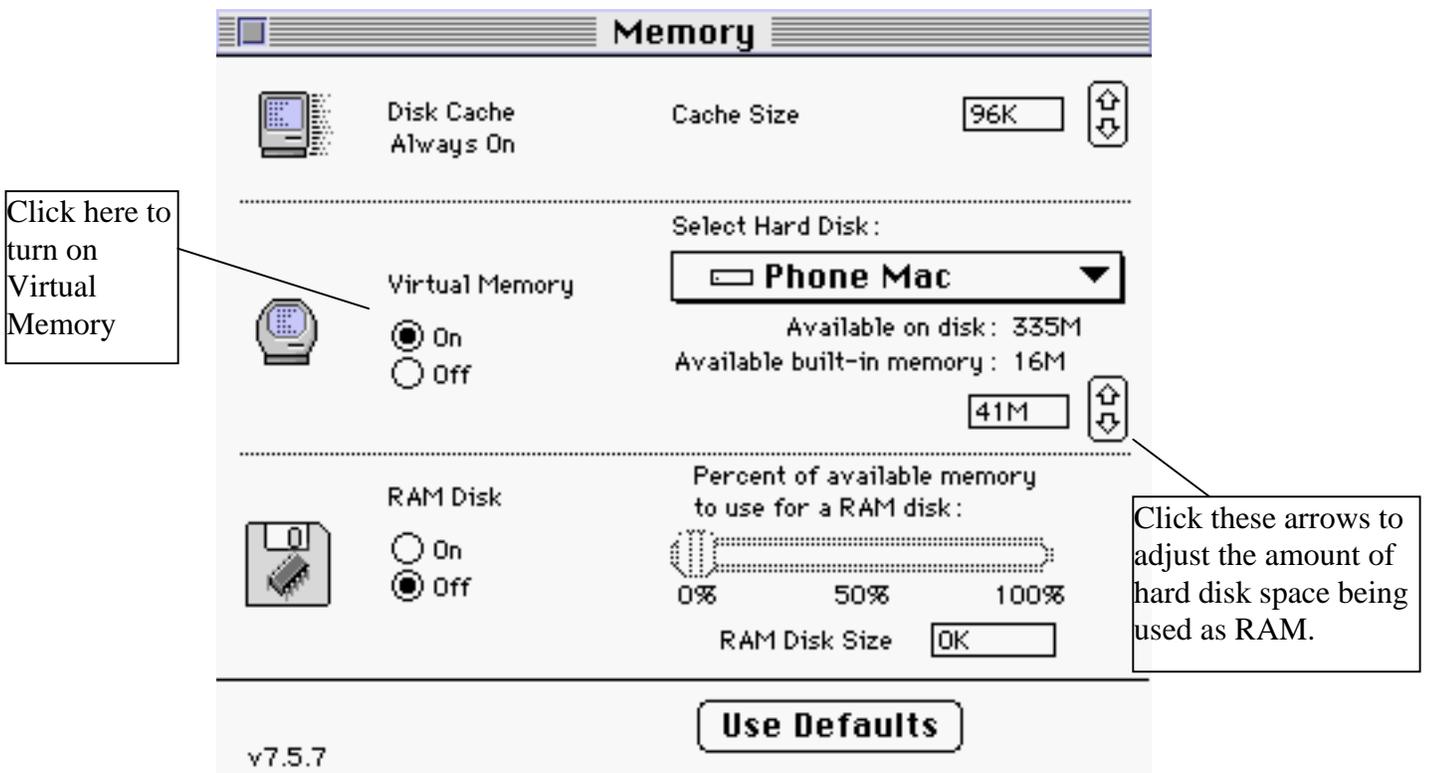
It should be greater than about 4000K to run this program

The number located next to "Built in Memory", when divided by one thousand will tell you the amount of RAM built into your computer. The computer from which the image above was taken has 16 MB of built in RAM.

If you have at least eight megabytes of built in RAM, and your largest unused block of memory is larger than three or four megabytes when only the system software is running, skip to step 2).

If you have only four megabytes of physical RAM, or your largest unused block is less than three to four megabytes, you will need to either install *RAM Doubler*, or turn on virtual memory. To install *RAM Doubler*, first check to make sure that *Virtual Memory* is turned off. Follow the steps in the following paragraph to open the *Memory* control panel, and click the button to turn *Virtual Memory* off. Next place the *Ram Doubler* diskette in your peripheral, and double click on the icon of a floppy drive which appears on the desktop. Run the "Install RAM Doubler" program, and follow the instructions given. Once you restart the computer, you will have effectively doubled your RAM.

If *RAM Doubler* is not available, you can use *Virtual Memory* as a less efficient substitute. Open the memory control panel by clicking on the apple, scrolling down to control panels, highlighting *Memory*, and releasing the mouse button.[1] The resultant screen will be as follows:

Click here to turn on Virtual Memory

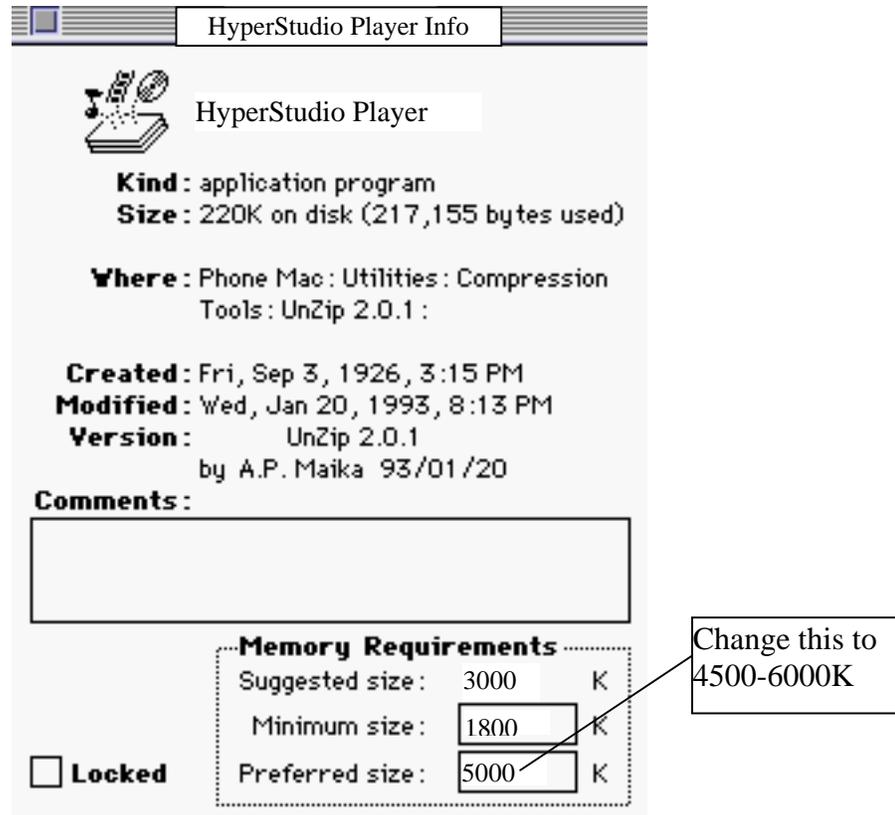Click these arrows to adjust the amount of hard disk space being used as RAM.

Click the button to turn virtual memory on, and adjust the arrows so that 4-8 M is selected, depending on the available on disk number. Click on the button in the top left hand corner to quit.

To further optimize running speed, you may wish to quit any programs other than *System Software* and *At Ease* before running this program.

Finally, you may wish to increase the memory allocated to HyperStudio Player. Once you have installed the application HyperStudio Player (see Section II), find this item and click on
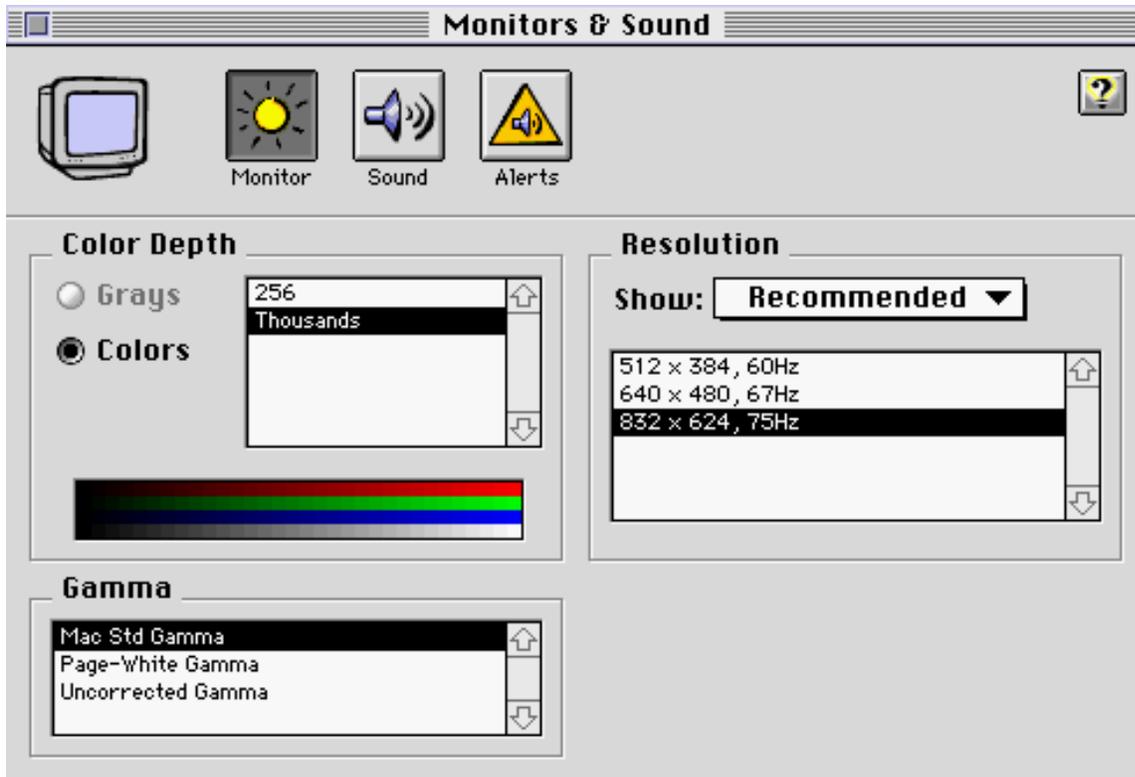
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[1] If control panels is not an option under the apple menu, open your hard drive, open the folder called "System Folder", open the folder called "Control Panels", and click on *Memory*.

it once to highlight it. Next, go to "File", *Get-Info*, or press Command-I, to bring up a screen such as that shown below. Change the *Preferred Size* box to 4500-6000K, then click on the button in the top left to quit.
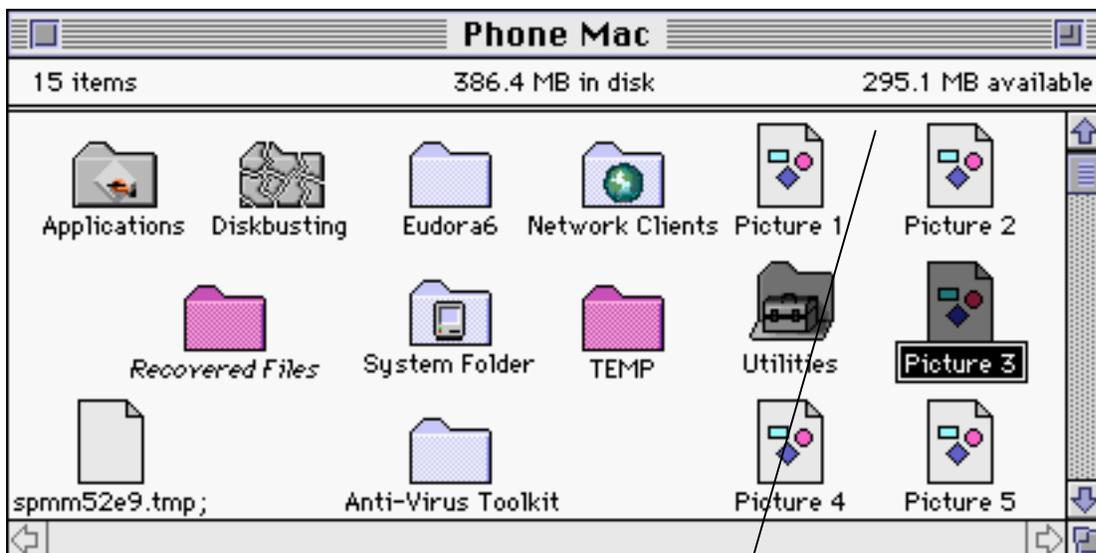

STEP #2: Second, click on the apple menu again and move the mouse down to *Control Panels*. One of your control panels should be *Monitors*. Move the mouse so that the monitors control panel is highlighted, and release the mouse button.[2] This should bring up a screen similar to that shown below.

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[2] If control panels is not an option under the apple menu, open your hard drive, open the folder called "System Folder", open the folder called "Control Panels", and click on *Monitors*.

Monitors & Sound

Monitor   Sound   Alerts

Color Depth
○ Grays
● Colors

256
Thousands

Gamma
Mac Std Gamma
Page-White Gamma
Uncorrected Gamma

Resolution
Show: Recommended ▼

512 x 384, 60Hz
640 x 480, 67Hz
832 x 624, 75Hz

Change the colors so that at least 256 is selected. Selecting a number greater than 256 will not enhance the performance of the program in any manner.

STEP #3: Finally, double click on your hard drive icon, which is usually located in the uppper right hand corner of the desktop. A screen will appear displaying the total capacity of your hard drive, and also the available capacity. Make sure that the available capacity is greater than six megabytes.

Phone Mac

15 items   386.4 MB in disk   295.1 MB available

Applications   Diskbusting   Eudora6   Network Clients   Picture 1   Picture 2

Recovered Files   System Folder   TEMP   Utilities   Picture 3

spmm52e9.tmp;   Anti-Virus Toolkit   Picture 4   Picture 5

Available hard drive capacity is shown here

If your computer does not have sufficient hard drive capacity, you will need to delete some items from the hard drive by selecting the items, dragging them to the trash can, and choosing the "Empty Trash" command from the *Special* menu.

II. Installation

The program consists of five HyperStudio "stacks", entitled Intro, Tutorial, Game1, Game2, and Ending. A copy of HyperStudio Player is also included on the floppy drives or CD-ROM. Finally, there are two fonts located in a separate folder. Each item is a separate file which needs to be copied from a floppy disk, or CD-ROM to your hard drive.

CD-Rom Installation

1) Double click on your hard drive to display its contents. Next click on the *File* menu in the top left corner of the screen, and select *New Folder*. Command - N will also create a new folder. This folder should appear in the window dedicated to your hard drive. Name the folder.

2) Insert the CD-ROM into the appropriate peripheral. It should appear as an icon on your desktop. Double-click on this icon with your mouse button to display the contents of the disk.

3) Highlight the contents of the CD-ROM, with the exception of the folder named FONTS. You can click on one, then hold down the shift key and click on the others in order to highlight them all at one time. Next, "drag" the highlighted items from the floppy disk or CD-ROM to the new folder you created. When you're mouse is positioned directly above the new folder, it will become highlighted. At this point, you should release the mouse button. A dialogue box will appear saying "Copying items".

4) Open your hard drive again, and locate the folder named "System Folder." Next open the folder called FONTS on the CD-ROM, and highlight the two items within. Copy these from the CD-ROM, into the System Folder as you did before. This procedure will automatically install the fonts into the "Fonts" folder located inside the "System Folder."

5) Double click on the stack entitled "Intro" to begin the game. You may wish to create an *alias* at some point in the future to more easily start the game. This can be done by highlighting the "Intro" stack, and clicking on "File" from the menu bar, and "Make Alias". Command-M will also make an alias. A new item called *Intro Alias* will appear next to the original. This can be moved to the desktop for easier access. Clicking on this alias at any subsequent command will run the introductory stack to the game, as if you had clicked on the game itself.

Alternately, you may wish to install the Intro stack as an *At-Ease* item. This can be done by getting to the *At Ease* control panel in a similar fashion as was used to get to the *Monitors* and *Memory* control panels. One of the options in the *At-Ease* control panel will say "Choose Selected Items", or something to this effect. If this option is clicked, you can then find the Intro

stack, which is located in a folder on the hard drive, and select this item. This will create a new button in *At-Ease* which can be clicked to start the game.[3]
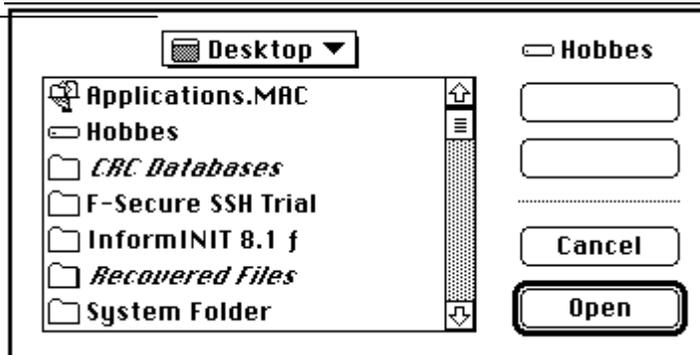
Floppy Installation

Installation from floppy will differ only in that all the files cannot be copied at one time. Instead, you will need to create a new folder as in step one above, insert one disk, copy the items from the disk to the new folder, remove the floppy disk by dragging it to the trash, and repeat this process with each disk.

Install the fonts from the FONTS folder into the system folder as described in step four in the previous section.

Finally, note that the stack entitled Game 1 has been compressed to fit onto one floppy disk. You will need to uncompress it in order to run the stack. To uncompress the stack, copy the file Game1.avi to your new folder. Next double click on the icon for the *Stuffit Expander* program which is on the same floppy disk as the Game1.avi file. The menu bar on the top left will change to indicate that the program is running. Click on the "File" heading and choose *Open*. The program will ask you to locate a compressed file which it can extract. The default location will be the floppy disk, since this is where the *Stuffit Expander* program is located. You will need to change this location: click and hold down the mouse button on the bar above the scrollable field. A popdown menu will appear, and one of the options should be desktop.

Click here to change the current location

Choose this option, then find your hard drive in the list which appears. In the picture above, the hard drive is named Hobbes and is highlighted. Highlight the hard drive, click on *Open*, then find the new folder which you

created. Highlight this folder and click on *Open* again. Now you should see the file Game1.avi highlighted in the window. Click on this if it is not highlighted, and choose the *Uncompress*, or *Open* option. This will extract the stack you need from the compressed file.

All other aspects of installation off floppies should be the same as installation of the CD-ROM.

III. Troubleshooting:

The following is a list of possible problems which could occur and solutions. The list is by no means exhaustive.

1) Colors Appear Incorrect   Check the Monitor Control Panel Settings
2) HyperStudio crashes with a type 1 error or   You may need to increase the hard disk space

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[3] When this procedure is followed, the Intro stack may appear as a button under the "Documents" tab of At Ease.

warns you that it is running low on memory allotted to Virtual Memory, by editing the settings in the Memory control panel. Alternately, make sure that no other programs are running at the same time as HyperStudio Player. Check you *about this Computer* to see how much memory the system software is taking up. If the number seems abnormally large, try restarting the computer and checking again, or reinstalling the system software. A final alternative is always to purchase more RAM or RAM Doubler.

3) There is no sound   Check the Monitors and Sound control Panel, to ensure that the volume is high enough and mute is not turned on

4) Other weird problems   You can always try reinstalling HyperStudio Player, and the games after moving the current copies to the trash and emptying it. Files can go bad over time.