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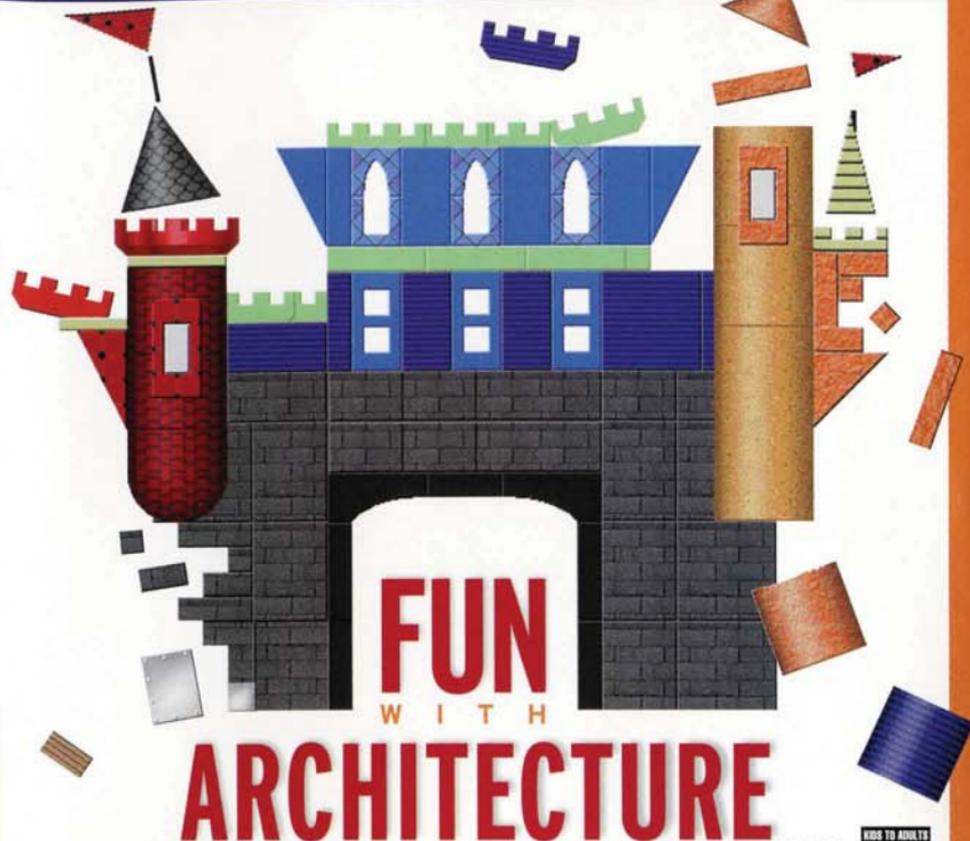
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V O Y A G E R



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AGES 8 AND UP



## ***FUN WITH ARCHITECTURE WINDOWS AND MAC OS USER'S GUIDE***

### **GETTING STARTED—WINDOWS 3.1, 3.11, AND WINDOWS 95**

#### **WINDOWS 3.1 OR 3.11**

1. Insert the CD into your CD-ROM drive according to the drive manufacturer's instructions.
2. Choose Run from the Program Manager File menu.
3. Type `d:\mtplay31\mtplay31.exe`, where d: is your CD-ROM drive.
4. Click OK to launch *Fun with Architecture*.

#### **Important Note for Windows 3.1 or 3.11 Users**

*Fun with Architecture* requires two additional programs to be installed in order to run on Windows 3.1 or Windows 3.11 PCs. These two programs, Microsoft's Video for Windows and Microsoft's WinG, are provided on the *Fun with Architecture* CD. If you don't already have them on your computer, you must install them before you try to run *Fun with Architecture* under Windows 3.1 or Windows 3.11.

#### **To install Video for Windows:**

1. From within the Windows File Manager, click on the drive icon for your CD-ROM drive to display the disc's files.
2. Open the VFW folder.
3. Double-click the `setup.exe` file.
4. Follow the onscreen prompts to complete the installation.

#### **To install WinG:**

1. From within the Windows File Manager, click on the drive icon for your CD-ROM drive to display the disc's files.

2. Open the WING folder.
3. Double-click the setup.exe file.
4. Follow the onscreen prompts. In the "WinG Setup Options" dialog box, deselect "Install WinG Development Kit"; select only "Install WinG Runtime Libraries," then follow the onscreen prompts to complete the installation. When you launch *Fun with Architecture* for the first time, it may first run a WinG test.

## **WINDOWS 95**

1. Insert the CD into your CD-ROM drive according to the drive manufacturer's instructions.
2. Choose Run from the Start menu on the taskbar.
3. Type d:\mntplay95\mntplay95.exe, where d: is your CD-ROM drive.
4. Click OK to launch *Fun with Architecture*.

## **HOW TO USE FUN WITH ARCHITECTURE**

### **Help**

To learn how to use *Fun with Architecture*, click the Help button on the Main Contents page to get detailed information on each button. To close Help, click anywhere on any Help screen.

### **Quit**

Click Quit on the Main Contents page or press Alt-F4 on the keyboard from anywhere in the program.

## **GETTING STARTED—MAC OS**

1. Make sure the *Fun with Architecture* CD is in your CD-ROM drive.
2. Double-click the FWA CD icon to open it.
3. Double-click the icon for the version of *Fun with Architecture* that will run best on your computer. To determine which version of *Fun with Architecture* to use, see the Memory Requirements section below.

### **Memory Requirements (RAM)**

Because some Macintosh computers have less memory available than others, there are three versions of *Fun with Architecture* provided on this CD. Each one is optimized for a different memory configuration. To see how much memory you have available:

1. Quit out of all other applications.
2. In the Finder, choose "About this Macintosh" from the Apple menu.
3. Note the "Largest Unused Block" figure. This is the amount of RAM you have free. To trim the amount of memory your system software is using, thereby making more available for *Fun with Architecture*, you can temporarily disable the extensions and control panels you don't need. If this isn't something with which you're comfortable, refer to your Macintosh documentation, or seek the help of a knowledgeable friend. Be sure to restart your Mac after making any changes to your extensions or control panels.

### **Standard Memory Macs**

If you have a Macintosh with 8 or more Mbytes of RAM installed and more than 5,000K available, you may be able to run the *Fun with Architecture* program that appears when you first open the CD. *Fun with Architecture* has a Preferred Size of 5,721K. You need at least this amount of RAM free

to launch *Fun with Architecture*. Double-click the *Fun with Architecture* icon to launch the program. You can also copy the *Fun with Architecture* icon to your hard drive and then double-click it.

#### **Low Memory Macs**

If you have a Macintosh with only 8 Mbytes of RAM installed and less than 5,000K available, open the "For Low Memory Macs" folder. *Fun with Architecture - Low* has a Preferred Size of 4,721K. You need at least this amount of RAM free to launch *Fun with Architecture - Low*. Double-click the icon to launch the program. You can also copy the *Fun with Architecture - Low* icon to your desktop and then double-click it.

#### **High Memory Macs**

If you have more than 8 Mbytes of RAM installed and more than 7,000K available, you may be able to launch the *Fun with Architecture - High* program. Open the "For High Memory Macs" folder. *Fun with Architecture - High* has a Preferred Size of 7,721K. You need at least this amount of RAM free to launch *Fun with Architecture - High*. Double-click the icon to launch the program. You can also copy the *Fun with Architecture - High* icon to your desktop and then double-click it.

#### **Performance Tips**

Quit out of all other programs before launching *Fun with Architecture*. If Virtual Memory is on or if you're using some other form of memory extension, such as Connectix's RAM Doubler™, you may experience performance problems with *Fun with Architecture*. If this occurs, you may want to turn off Virtual Memory. Open the Memory control panel to turn off Virtual Memory. If you make changes, restart your Mac before proceeding.

## **HOW TO USE *FUN WITH ARCHITECTURE***

### **Help**

To learn how to use *Fun with Architecture*, click the "Help" button on the Main Contents page to get detailed information on each button. To close Help, click anywhere on any Help screen.

### **Quit**

Click Quit on the Main Contents page, or press ⌘-Q on the keyboard from anywhere in the program.