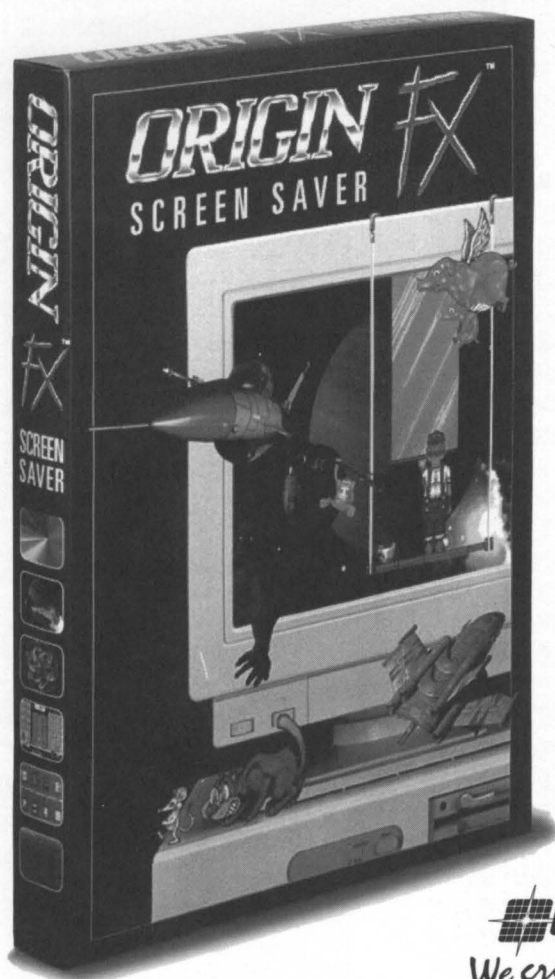


ORIGIN[®] FX[™]

SCREEN SAVER

OWNER'S MANUAL



ORIGIN[®]
We create worlds.[®]



OWNER'S MANUAL

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ABOUT ORIGIN FX

For over ten years ORIGIN has been creating worlds of adventure and intrigue for users of high end personal computers. Until now, ORIGIN has exclusively been a developer of entertainment software, bringing together the best art, sound and programming in the industry to produce such award-winning games as *Wing Commander I and II*, *Ultima I through VII*, *Strike Commander* and *Ultima Underworld*. Now ORIGIN delivers to the PC user a utility that is as versatile and exciting as it is useful, a modular screen saver overflowing with the graphics, sound and imagination that has made ORIGIN a world-wide favorite of computer game players and a leader in the industry.

ORIGIN FX incorporates images and characters familiar to fans of ORIGIN's game worlds, as well as novel imagery created especially for this unique package. Unlike most screen saver graphics, which depend upon the limited color range of *Windows* applied on a black background, *ORIGIN FX* brings state-of-the-art full color graphics to your *Windows* environment. This system is designed for the high end user. The movies were developed to push the limits of *Windows*, and many movies should be experienced in 256-color at 640 × 480 to be fully appreciated. However, all movies (except "Silhouette") support every resolution and color mode.

WHY A SCREEN SAVER?

While a good screen saver is entertaining and clever, it can also be useful. Screen savers prevent the burning in of an image on your monitor. Burn-in is caused by the continuous display of an image on the phosphor, until parts of the phosphor are destroyed. This can leave a permanent ghost image on the screen. Protecting your monitor will ensure image clarity and promote the longevity of this valuable computer component. Use of an "Engage FX" corner or a "Hot Key" allows you to instantly activate a module when you know that you will be away from your machine for an extended period of time.

INSTALL GUIDE

SYSTEM REQUIREMENTS

ORIGIN FX requires at least a 386SX with a VGA graphics card and *Windows 3.0* or higher, plus a sound card if music and sound effects are desired. A mouse is required to interface with the menu panels.

INSTALL PROCEDURE

To install *ORIGIN FX*:

- (1) Click on the "File" heading, under "Program Manager."
- (2) Within "File," click on "Run..."
- (3) When the "Run" dialogue box appears, type in the name of the drive in which you have the Install disk, a colon, backslash and then "install."
(For example, if you are installing from your B drive, you would type B:\INSTALL.)

- (4) Follow the prompts. (During the install process, you will be given the option to include *ORIGIN FX* in your *Windows* start-up. Doing so will activate *ORIGIN FX* every time you go into *Windows*.)

When the install process is complete, an *ORIGIN FX* icon should appear, showing that your installation is successful. Double-clicking on this icon will activate the screen saver and place an “active” icon at the bottom of your screen.

In the unlikely event that an icon does not appear in the *ORIGIN FX* group, it is easy to make one. To create an icon:

- (1) Go to the *Windows* Program Manager.
- (2) Highlight the group in which you wish to place the icon.
- (3) Click once on “File.”
- (4) Within “File,” click on “New.” This should bring up a very small dialogue box.
- (5) Accept “Program Item” to bring up the “Properties” dialogue box.
- (6) Label your icon on the “Description” line. (For example, you might label it “*ORIGIN FX*”.)
- (7) For “Command Line,” type “*C:\ORIGINFX\ORIGINFX.EXE*” (unless you have customized the path, in which case use the path you customized).
- (8) For “Working Directory,” type whatever you entered in the Command Line, without the final executable. (Using our previous suggestion, that would be “*C:\ORIGINFX*”.)
- (9) When the “Command Line” box is filled in, click the “Change Icon” button.
- (10) You are shown the default icon for this application, along with any optional designs. Select the one you like, then click “OK”. The icon you chose will appear in the *ORIGIN FX* group.

Consult your *Windows* User’s Guide if you experience any difficulty.

Looking Ahead

In the future, *ORIGIN* will be shipping new movies and upgrades for the *ORIGIN FX* package. (Some of these will probably be included as part of new *ORIGIN* games, to be transferred from the new game’s disks into your *FX* directory.) To add these new features and movies to your existing *FX* package, you must follow a few easy steps:

- (1) Run the install program of your new game, as its instructions direct.
- (2) Double-check your new game’s install guide, to make sure the following instructions have not changed. (Of course, if they have, follow those instructions, not these.)
- (3) Click once on your small *ORIGIN FX* icon to bring up its menu.
- (4) Select “Reset Defaults”, to let *FX* know that you have new movies to include. (A side effect is that this will reset *all* of your defaults; you’ll want to go back and reset your general preferences and those in each module that you have customized, when you complete this sequence. You will *not* have to reconfigure your Slide Shows or re-input their paths.)

OPTIMIZING YOUR ENVIRONMENT

If your machine supports 256-color mode and you are using 16-, 32,768-, 65,536- or 16.7 million-color modes, we recommend that you change your *Windows* environment to 256. While 32,768 or greater color mode captures the subtleties and quality of our artists' work, it does not, like 256-color mode, support the palette cycling that enhances many of our most engaging movies. We have worked hard to create a product that is both useful and entertaining to all users of *Windows*. All the movies (except "Silhouette") will work in any resolution and color mode, but they will be at their optimal performance in 640 × 480 resolution, 256 colors. (*ORIGIN FX* does *not* support 32-bit color, monochrome or other non-standard VGA color and resolution modes.)

To change your color and resolution:

- (1) Double-click on the "Windows Setup" icon in "Main."
- (2) From the "Options" menu, select "Change System Settings ...". This will pull up your current system settings.
- (3) Use the drop box next to "Display" to choose the appropriate mode. You may be prompted to insert a driver disk, which should have come with your VGA card.
- (4) After making your selection you will be asked to restart your *Windows* session. Accept this offer and you'll be instantly dropped into your new color and resolution mode.

If you have any difficulty, consult your VGA card's manual.

USING ORIGIN FX

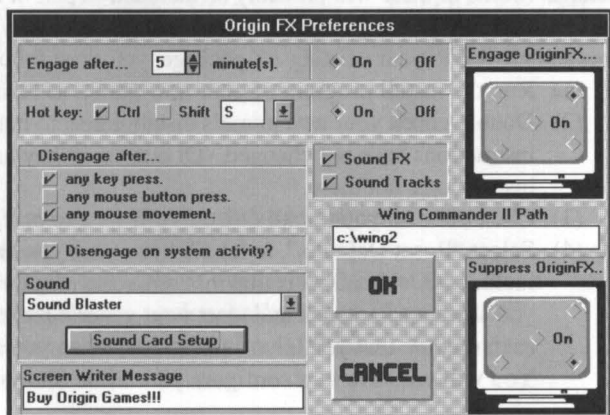
Once the screen saver is active (see above), click once on its icon for your options, or double-click to activate the "Select Saver" screen. From the minimized icon you will be able to "Close" the screen saver, go to the "Preferences" screen, or "Select Saver".

Important Note: Do not run *ORIGIN FX* concurrently with any other screen saving program. If you are running *Windows 3.1*, please be sure that its saver selection is set at "None." The *Windows 3.1* resident screen saver is under "Desktop" inside the "Control Panel" group.

PREFERENCES

Engagement Delay *Engage After...*

Engagement Delay is the idle time (in whole minutes) after which *ORIGIN FX* will be started. This delay time may not be less than 1 minute or greater than 99 minutes.



Engagement Delay On or Off

Selecting the “On” or “Off” button next to the “Engage after...” edit control allows you to temporarily enable or disable *ORIGIN FX* without closing the application.

Hot Key

A “Hot Key” is used to trigger *ORIGIN FX* from the keyboard. Any alphanumeric character, in combination with **[Ctrl]**, can be a Hot Key. You can also specify that **[Shift]** be part of your Hot Key. Thus, for example, **[Ctrl 3]**, **[Ctrl Shift 3]**, **[Ctrl T]** and **[Ctrl Shift T]** are all possible Hot Key combinations.

Most function keys can also serve as Hot Keys. Any function key (other than **[F1]**) can be designated as a Hot Key all by itself. To select a function key (**[F2]**-**[F12]**) for a Hot Key, use the drop-down list (click on the down arrow at the end of the “Hot Key” box) and click on the function key you wish to use.

Hot Key On or Off

Selecting the Hot Key “On” or “Off” button next to the “Hot Key” edit control allows you to enable or disable the Hot Key feature without erasing your current Hot Key selection.

Disengage Options

“Disengage after...” allows you to specify how you wish to let *ORIGIN FX* know that you want to return to your application. Click on the check box next to the option(s) that you wish to use to disengage the screen saver. You must select at least one.

Disengage on System Activity?

For those of you using any program that notifies you with a message box, such as an electronic mail system or a software calendar program that alerts you of meeting times and pending appointments, this is a useful feature. When the “Disengage on system activity?” box is checked and a message appears, *ORIGIN FX* will disengage until re-activated. This guarantees that the message will not sit, unseen, behind the activity of your *FX* module.

If “Disengage on system activity?” is not checked, when a message appears, its message box will still appear over the currently running module, but it may then be cleared away by *ORIGIN FX*. In the event that you are away from your desk for an extended period of time, this is the recommended setting.

Engage FX

The upper picture of a computer screen with five buttons allows you to select the “Engage OriginFX...” corner. Then later, if you place your mouse in the corner you designate here, the screen saver will be engaged immediately, and can only be canceled in accordance with the selected disengage option(s). The “Engage OriginFX...” corner can be turned on or off by clicking the center button.

The Engage *FX* selection cannot share the same corner as the Suppress *FX* selection.

Suppress FX

The lower picture of a computer screen with five buttons allows you to select the “Suppress OriginFX...” corner. Then later, if you place the mouse in the corner you designate here, the screen saver will not be engaged, even when the timer expires. The “Suppress OriginFX...” corner can be turned on or off by clicking the center button.

The Engage FX selection cannot share the same corner as the Suppress FX selection.

Sound Options

Sound FX: On or Off

Many of the movies have sound effects to accompany their animation. These are separate from the musical scores which accompany most of the movies — they are the bangs and whooshes that bring the scenes to life. You have the option to silence them by clicking on the “Sound FX” box (is your boss nearby ... ?).

Sound Tracks: On or Off

Many of the *ORIGIN FX* movies are enhanced by music. These scores, while adding to the beauty and uniqueness of the movies, are optional. If you wish to add music to your multimedia experience, then click on the “Sound Tracks” box.

Sound

Use the drop box under “Sound...” to select your sound card. *ORIGIN FX* supports Sound Blaster, Sound Blaster Pro, Ad Lib, Roland and compatibles. If your sound card is not listed, select a compatible card. For example, if you have a Thunderboard, you would select “Sound Blaster”.

Sound Card Setup

If you are using a Sound Blaster or Sound Blaster Pro and are not using the default ports, use this button to select the proper IRQ and Port.

Wing Commander II Path

The “*Wing Commander II*” module displays a few of the most spectacular cinematic sequences from that game. However, if you have *Wing Commander II* itself loaded on your hard drive, you can view *all* of its cinematic highlights with this module.

If you specify the location of *Wing Commander II* in this Preference box, you will give *ORIGIN FX* access to the best art files in home or office entertainment. (The best, that is, until we create even more spectacular sequences in future games!) If you add *Wing Commander II* to your hard drive after you’ve already installed *ORIGIN FX*, just return to this Preference box and fill in the game’s path to expand this module. (For example, you might fill in: “C:\WING2”.)

(Note that if you later remove *Wing Commander II* from your hard drive, you will once more be limited to just those sequences included with *ORIGIN FX*, itself.)

Screen Writer Message

One of the *ORIGIN FX* movies, "Screen Writer," displays any short phrase that you wish. You type in that phrase while choosing your Preferences. (You can, of course, go back to "Preferences" at any time to change your message.) Color and font of the message are selected (and changed) from the "Select Saver" dialogue box.

Accept Preferences

When you have made your selections, click the "OK" button to indicate that you wish to accept the current preferences. This button closes the Preference dialogue box and, if you made any changes, saves the new set of options into a file called "OriginFX.ini" in your *Windows* directory. These options are then used the next time *ORIGIN FX* is started up.

Cancel Preferences

The "Cancel" button closes the "Preferences" dialogue box and ignores any changes that you've made since you opened it.

SELECT SAVER

Movies

"Movie" is the standard format for *ORIGIN FX* modules. These modules incorporate color cycling, animation or other internal effects that create a spectacular cinematic display. This option needs to be checked in order to view or select any active *ORIGIN FX* movies (as opposed to a Slide Show, which displays static images).

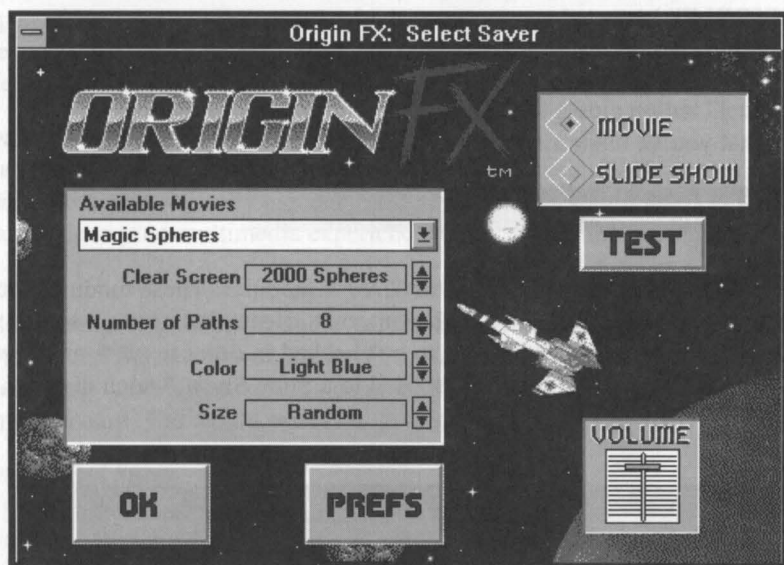


Available Movies

To view the list of movies, click on the drop box under “Available Movies”. When you have found a module that you wish to run, click on it. Many of the movies will include features that you can adjust. By changing the quantity, speed, color or other variables you can optimize each module to your personal preferences.

Adjustments

While most adjustments will be self-explanatory, several are described with their movies, below. The best way to select a variable is to play with it. Have fun. Try adjusting the speed or number of objects and test each one until you have composed the module you like best.



Test-Viewing the Movies

“Test” allows you to preview a selected module. This is the best way to choose a module. Try testing the same module with its adjustments set at different levels, or test several different movies before settling on one.

You can exit from a test by using any of the disengage options you selected in Preferences.

Accept Selection

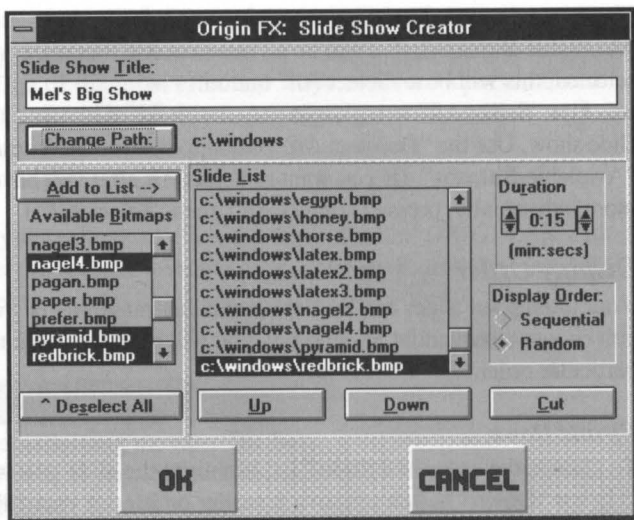
When you have made your selection, click the “OK” button. *ORIGIN FX* retains your selection as the default whenever you activate it, until you select another default module.

Set Preferences

The “Prefs” button at the bottom of the “Select Saver” dialogue box will take you to the “Preferences” dialogue box (see above).

SLIDE SHOW

Slide Show takes static bitmapped images (*.bmp files) and displays them in sequence. By selecting which images are displayed, for how long and in what order, Slide Show allows you to create your own unique modules from those images already on your machine and from the images in the *ORIGIN FX* package. The images in a Slide Show do not have to come from one directory; each picture in a Slide Show may have its own unique path. To use "Slide Show", check the "Slide Show" box at the top right of the "Select Saver" screen and it will bring up the dialogue box pictured above.



New

To create a new Slide Show, first select "New", then name your new Slide Show file. At this point you are ready to select the bitmapped images that will make up your Slide Show. You may select as few as one or as many as forty bitmaps for any Slide Show. Select slides from the "Available Bitmaps" drop box. Unless you specify that they be displayed in random order, the Slide Show will play them in the order you select.

Once you have created a Slide Show, there's no need to stop. Create several, each with its own theme, each distinctly yours. And each Slide Show is as easy to edit as it was to create (see below). Don't forget to name each one.

Available Bitmaps, Add to List and Change Path

The "Available Bitmaps" drop box lists all *.bmp files in the directory currently specified in "Change Path:". Whether you are creating a new show or editing an existing presentation, clicking on a file in this list, and then on "Add to List", will add it to your slide show in the order selected. A highlighted file will remain selected unless specifically deselected. To increase the number of bitmaps available to you, we have included two of our own. To view these, use "Change Path" to go to the \ORIGINFX directory and add the *.bmp files to a slide show.

Designate your *ORIGIN FX* directory in "Change Path:", and these pictures of an Atlantean landscape will appear as available slides. if you wish to add these to a Slide Show of *.bmp files from another directory, don't worry. Remember that each picture in a Slide Show may have its own unique path. There is never a need to transfer art between directories.

Select All and Deselect All

These two are actually the same toggle button. If you have any bitmaps selected under “Available Bitmaps”, this will be a “Deselect All” button. If no bitmaps are currently selected, this will be a “Select All” button.

Use “Select All” to highlight your entire list of bitmaps and import them all into a slide show. Use the “Deselect All” button to deselect all bitmaps highlighted under “Available Bitmaps”. (If you want to Select All after you have already selected one or more individually, press “Deselect All”, then “Select All”).

Display Order

Your bitmapped slides can be displayed either randomly or in a sequential order. If you choose a sequential Slide Show, you will probably want to arrange your slides in a particular order.



Up and Down

To change the order in a Slide List, highlight the slide you wish to move and use the “Up” or “Down” button to move it earlier or later in your Slide Show.

Cut

If you want to remove a slide from a Slide Show, highlight it in the Slide List, then press “Cut”.

Grab FX

It is easy to include screen shots from our movies in your Slide Show. The first step is to run the module from which you wish to take screen shots, and hit  to capture any frame that will make a good picture. Even if you have selected “Any Key Press” as a disengage option (see *Disengage Options*, above), hitting  during a module will not return you to your application. These images are then stored in your *Windows* directory and numbered. The first time you capture a screen it will be titled “GRABFX_1.bmp”, the next “GRABFX_2.bmp” and so on. To add a captured image to your Slide Show, select the desired .bmp file and use the “Add to List” button to include it in your show. You may also use these images as *Windows* wallpaper. The GrabFX files will appear as options in the “Desktop” setup dialogue box, where you choose your wallpaper.

Duration

“Duration” refers to the amount of time, in seconds, that each slide is displayed before going on to the next. Adjust the duration using the up or down arrow to raise or decrease the number of minutes and seconds. This process must be repeated for each slide added to the list. Thus, each image can have a different display duration, all in just one show.

Edit

Once you’ve created a Slide Show, you can change it. Select the title of the show you wish to change, then click on “Edit”. This allows you to change the order of slides, remove or add slides and change any of the durations you choose. Take this opportunity to optimize your completed Slide Show.

Test

“Test” allows you to preview a Slide Show before accepting it with the “OK” button (see below). Highlight the name of the Slide Show you wish to view, then click once on “Test”. One of the most effective ways to create a personalized module is to use “Edit” and “Test” until you have created a Slide Show with the exact look and feel that you desire.

Accept Selection

When you have made your selection, click the “OK” button. *ORIGIN FX* will retain your selection as the default whenever you activate it, until you accept another module or display mode.

MOVIES

ORIGIN FX has many entertaining movies. The best way to select your module is to preview each using the “Test” button in the Select Saver dialogue box. While some of these movies refer to characters in the *Ultima* or *Wing Commander* series, knowledge of these games is not essential to enjoying the *FX* movies in which they appear. The *ORIGIN FX* movies are described below.

You can tell which movies have music and/or sound effects by the presence of a Volume slide bar within its “Select Saver” dialogue box.

AIR SHOW

This is a spectacular Air and Space exhibit of the future, featuring planes from WWII and Desert Storm, as well as unusual fighters and exploratory vessels of near and distant fictional futures. These fantastic flying machines have brought about many a victory and will certainly win a place among your favorite distractions.

Many of the planes shown here are featured attractions in *Strike Commander*, while the space ships can be seen in their natural environment, questing for adventure and profit, in *Privateer*. In this show, though, they are all proud to cruise peaceably over the landscape of your screen.

ARMAGEDDON

uses *Sound FX*

Be careful — if you stop typing for long, there could be trouble brewing. It’s a terrorist attack of the software kind ... explosions everywhere, blowing away your application and clearing the screen with the violent beauty of detonation after detonation. Whether they leave pitch black craters, smoke or no trace at all is your own decision to make from the safety of your console.



ASTEROID FIELD

Space, the cluttered frontier. Asteroids hurtle through the void accompanied, if you wish it, by a veritable cornucopia of space junk. There are mine fields, O-rings, even bits of star ships long since destroyed. You always have the option to do a little house cleaning (screen cleaning?) and tone the density down, traveling through a clearer corner of the universe. You can even determine the regularity or randomness of your travels.

AVALANCHE

No application is safe from the force of gravity. You are helpless as all your work droops and slides off the bottom of the screen. All you can do to stop your screen from going to black is to add color and try to slow the inexorable slide. You'll know you've been staring at your work too long when it stretches and begins migrating. Once it begins, you'll probably find that you still can't stop staring.

BLAZE

And you thought a screen saver prevented burn-in. Small but raging fires consume your application and leave only burning embers. If you choose to clear your screen and not show the embers, flames will crackle nonetheless. The matchbox is in your hands when it comes to deciding how savagely our little Blaze rages.

BOUQUET

uses Sound Tracks

Springtime — flowers are in full bloom as our butterfly criss-crosses your screen in its journey from rose to rose, cross-pollinating and saving your screen. No matter what season it is outside the screen, take time to stop and save your monitor with flowers. Like Citizen Kane, your only word will be "rosebud."

BUILDING BLOX

Textured and pulsating bricks build vibrant, impossible structures over an active or blank screen. In 256-color mode, these animating bricks form eye-catching walls of intense activity, while 16-color offers a more stable structure of solid bricks forming the layers of a constructivist onion.

CLAW AND SCRATCH

uses Sound FX and Sound Tracks

If you find yourself awake on a Saturday morning, wishing for the golden age of cartoons, we have the answer. Though nature has always favored cat over mouse, watch as our clever little friend takes the chase into his own hands. It's a classic caper as these two run hither and yon, taking you back to your favorite childhood Saturdays. With sound enabled you get tunes with your 'toons.

DAILY QUOTE

For those mornings when you can't think of anything to say, much less anything profound, we've got the solution to your pre-coffee lack of wit: a Daily Quote. There is a different quote for every day and we're sure that you'll find this collection is full of real wisdom and charm.

GHOST TRAX

Rocky is a barefoot ghost, both happy and silly. If you've ignored your screen for too long he may just run across it, his footprints giving him away. Because he's so friendly, you may even catch a glimpse of him, shadowy and goofy. Rocky's a friendly sort of ghost, so don't be surprised when he wants to come out and play, usually blushing to another color when he realizes he's being watched.

GUARDIAN

Don't be fooled by the title — there's more going on in this module than its name might suggest. Behind the scenes, someone (or something!) is trying to break through. The Guardian, bane of Britannia and all humanity, displays his might. This evil being, familiar to players of *Ultima VII*, now makes himself known to all.

HYPNOSIS

uses Sound Tracks

This pulsating, evolving pattern will captivate and entrance you as circles, squares, diamonds or stars stretch ever onward, their brilliantly colored trails cycling through an array of mesmerizing hues.

Use the options to select the shape and color scheme you want, as well as the band width of the light trails.

We encourage you to experiment and find the combination that best lures you away from your work. With Sound Tracks on, the accompanying score adds another dimension to the hypnotic effect of this module.

MAGIC SPHERES

uses Sound Tracks

Many suspect that all matter once sprang forth from a single point. Now you can watch as tiny spheres perform a synchronized dance of creation, beginning from a singularity. You control the color, size and quantity of ORIGINAL spheres, and then their growth into fantastic patterns will hold you spellbound.

Experiment with your options to compose the most spectacular arrangement of color, size and number, then decide for how long your screen should generate the pattern before bursting forth with a new creation. With Sound Tracks on, this module is accompanied by a score as addictive as your customized dance of the spheres.

MAIN STREET

uses Sound Tracks

Welcome to a day in the life of the Pickax Construction Company. Watch as Joseph Pickax, eating all the while, directs his crew in constructing the brown-stones and office buildings of Bigcity, USA. But buildings are only the beginning of what makes a city thrive. Once Joe calls it a day, there is still plenty of activity. Cars, planes, billboards and bus-stops inevitably spring up around any population center, and there's always plenty of tenants for the apartments that Joe and his company have built. With Sound Tracks on, you'll hear the music of the city developing.

MIGHTY FOREST

Welcome to an amazingly fertile realm, where forests mature in seconds. Choose where you want to live (temperate, desert, Arctic or tropical) and whether to plant in the clean rows of an orchard or the randomness of nature. But there are forces beyond your control. No matter how much it rains, the occasional forest fire will clear away the old and make way for new growth. Of course, the drier it is, the higher the risk of a sudden blaze.

Plant this growth on top of your application by selecting Desktop-Ground or Desktop-Black, where the secondary texture is revealed by the occasional blaze.

PIXEL STIX

This algorithm tosses brightly colored sticks across your screen. Watch as the sticks pile up, getting higher and higher, heavier and heavier, until your screen is lost beneath the ever growing haystack of hues.

Use the controls to clear your screen, or select a color group and a stick size to use. You'll be transported back to rainy childhood days spent playing pick-up-sticks on the floor.

PRISM

Rays of light and color radiate across your screen in a dazzling, laser-like display. Use the controls to vary the line speed, color speed and from how many points the rays ORIGINate before beginning anew. With all the various effects that can be produced, this module is a package unto itself offering unlimited possibilities.

PSYCHEDELIA

If you were there but don't remember the '60s, this is the module for you. It is a rhythmic pulsation of lights — red, green, blue or combinations of the three. Your screen will throb with color and sound as this module slowly vibrates before you. You'll be mesmerized by the tiny rosettes cycling their colors. Choose the shape and color that fits your mood.

PYROWORX

uses Sound FX

"Were there fireworks for you?" The answer will always be a resounding "Yes!" with this module. Brilliantly colored fireworks explode and rain their trails of light across your active or black screen. There's no reason to erase each one as soon as it explodes — let several accumulate, filling the sky with their captivating presence before starting the show again. It is always the Fourth of July with Pyroworx — you'll feel like unpacking a blanket and picnic basket every time you hear that first whistle and tiny explosion.

SCREEN WRITER

This is the module that you write yourself. In the Preferences dialogue box enter the text string (up to 32 characters) that you wish to appear. When you've chosen a color and font, invite your office mates over to share your wit and wisdom!

SILHOUETTE

Welcome to a shadowy realm where beasts and creatures you once thought were mythical leave their mark on your screen. Text will stand up and walk away before you realize that it's actually an enchanted unicorn.

STRATOSPHERE

uses Sound Tracks

For those of you who have wondered what it would be like to fly through the heavens, now's your chance. But don't forget that you won't be alone — the skies are filled with all things that fly: satellites, cherubs, pigs and more. When you're up soaring through the clouds, don't be surprised at all the traffic you'll have to dodge. You'll have the time of your life floating through the stratosphere accompanied by a myriad of creatures and soaring objects.

T.C.S. PARADIGM

In the year 2663, the Terran Confederation has spread throughout the galaxy, and the *Paradigm* is the pride of their capital fleet. Welcome to the edge of the *Wing Commander* and *Privateer* universe, where this ship is an important element in the Confederation's tenuous hold on the evil Kilrathi Empire. (*Privateer* is a space combat simulator and resource management game set in the *Wing Commander* realm.)

You select the speed and class of the Terran Confederation Ship *Paradigm* as it seeks out and destroys pirate strongholds.

ULTIMATE MENAGERIE

This strange zoo introduces you to the creatures we all know but may never have seen, at least in an earthly zoo. The bestiaries of mythology include many of the fauna that live and thrive in the worlds of *Ultima*. Unicorns, demons, night-mares and cyclops live in the forests and mountains alongside the horses, cows and chickens you would expect to find on any world. These fantastic creatures trot across your screen, bringing it to life with their activity.

WINDOW WASHER

uses Sound FX and Sound Tracks

Vinnie, our *Windows* washer, is very particular about his work, a real professional. As he cleans the windows of some of downtown's most prestigious buildings, he is careful not to be distracted or shocked by whatever may lie behind the glass. But you may be!

Look in on Vinnie's day as he reveals a glimpse of the strange events that transpire every day in the offices all around you.

WING COMMANDER II

uses Sound Tracks

Spend a few minutes, an hour, or even a day at the movies! In theaters both real and imagined, view outtakes from one of the most popular games of all time, *Wing Commander II*. If you haven't yet played the game, this is your chance to get a taste of its richly textured science fiction realms, both natural and artificial. If you have, you'll feel right at home with your favorite characters and scenes.

To add additional art files from a copy of *Wing Commander II* on your hard drive, follow the short instructions for "*Wing Commander II Path*" (in *Preferences*, page 6).

TROUBLESHOOTING

Q: I'm running a Windows shell, and ORIGIN FX won't install. What do I do?

A: Windows shells, such as *Norton Desktop* for Windows and *NewWave*, replace the Program Manager functions and remove the Program Manager from the Windows environment. Our install requires the Program Manager. To guarantee installation, temporarily disable your shell and enable the Program Manager before attempting to install *ORIGIN FX*. If you are not sure how to do this, please consult your shell's manual.

Q: I'm running in RealMode, and ORIGIN FX won't install. What do I do?

A: Windows 3.0 runs in three modes, Real, Standard and Enhanced. *ORIGIN FX* is not supported by RealMode. To see which mode you are in, go to the "About Program Manager" dialogue box using Program Manager's Help. This box tells you in what mode you are running. To guarantee that you are running in EnhancedMode, type "WIN /3" when entering Windows.

Q: I've been starting up my Windows sessions with ORIGIN FX, but now I don't want to. What do I do?

Q: When I installed ORIGIN FX, I decided not to have it start up with my Windows sessions, but now I want it to. What do I do?

A: During the Install you will be asked whether you want *ORIGIN FX* to appear on Windows start up. If at a later time you change your mind, it is a simple matter to change it:

- (1) At your DOS prompt go to your Windows directory (usually C:\WINDOWS).
- (2) Type "EDIT WIN.INI" and go to the line that begins "LOAD=".
- (3) To delete *ORIGIN FX* from the Windows start up, delete the *ORIGIN FX* path from this line.
To add *ORIGIN FX* to the Windows start up, type the *ORIGIN FX* path on this line.
- (4) Save this file.

Q: I've been using ORIGIN FX for awhile under Windows 3.0, and now I've upgraded to a more recent version of Windows. Do I need to do anything special?

A: *ORIGIN FX* configures itself according to the version of Windows that you are running. If you change versions of Windows you will have to re-install *ORIGIN FX* in order for it to be current with the version of Windows that you are running.

Q: I'm running a maximized DOS window, and ORIGIN FX engages when I don't want it to. What do I do?

A: To prevent this from happening, simply close *ORIGIN FX* before entering an extended DOS window session.

Q: An icon was not created during install. What do I do?

A: You won't get an icon if you are running a Windows shell such as *Norton Desktop* or *NewWave* (see the first question, above). Check to be sure that you actually have a Program Manager, then follow the instructions on Page 2 of this manual.

Q: I'm working with a shared network copy of Windows, and I can't get ORIGIN FX to work. What do I do?

A: *ORIGIN FX* will not work from a network copy of Windows. You must install a separate copy of Windows on your own system before *ORIGIN FX* will install.

Q: I've tried everything you've suggested, and I still can't get ORIGIN FX to work. What do I do?

A: *ORIGIN* Customer Service can be reached at (512) 328-0282, Monday through Friday, between 9 a.m. and 5 p.m., Central time.

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