How Computers Work

The complex world of computers made simple

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Welcome to *How Computers Work,* a self-directed journey into the fascinating world of computers. Below you will find information to help you get started on your exploration. Further information on program features, hardware and software preferences, keyboard shortcuts, computer terms and more is available from the *Read Me* and *Troubleshooting Guide* documents located on the CD-ROM.

Hardware requirements

How Computers Work requires a color-capable Macintosh® with a 13" or larger monitor. You will also need a compatible CD-ROM drive and its corresponding software.

RAM requirements

System 7 users will need a minimum of 4 MB of RAM, but may experience problems even at 5 MB unless RAM is used optimally. This is because *How Computers Work* requires at least 2 MB to run, and System 7 usually takes around 2 MB itself. The 4 MB user may want to refer to the "Optimizing RAM" notes in the *Troubleshooting Guide.*

System requirements

How Computers Work will run on System 6.0.7 or later (Systems earlier than 6.0.7 do not support

QuickTime™ which is required for *How Computers Work*).

Setup

Insert the CD-ROM disc into your CD-ROM player and double-click on the *HCW* icon that appears on your desktop. You'll need to install the QuickTime extension and 32-Bit QuickDraw™ (for System 6.0.7) if they are not already installed.

Installation

First, check to see if QuickTime is already in your System folder (if you are running System 6.0.7), or in the Extensions folder inside the System folder (if you are running System 7). If QuickTime is not already installed, drag the QuickTime file from inside the Support folder on the CD-ROM to the System folder icon on your hard disk.

If you are running System 6.0.7 on an SE-30, II, IIx or IIcx, you'll also need 32-Bit QuickDraw. Install this in the same way, if it's not already in your System folder.

Performance

How Computers Work will run more quickly if you first copy the application to your hard disk. The application is about 550K in size. You'll find it at the first level upon opening the CD-ROM desktop icon.

Monitor setting

How Computers Work is intended to run in 256 colors. Locate the Monitor control inside the Control Panel (Apple menu) and check the settings.

Starting the program

To run *How Computers Work*, double-click on the *How Computers Work* icon. After the opening sequence plays, the Program Map will appear. Note: During the opening animation sequence, you can click anywhere on the screen to advance. Or, if you prefer, click on the compass icon (lower-right corner) to go directly to the Program Map.

The Program Map includes several tile-like buttons, each of which will lead you into a different section of *How Computers Work*. Use the Guided Tour (guide cap icon at the bottom of the Program Map) to learn how to use *How Computers Work*. Use the Help button (question mark icon) to get help for the current screen.

Sample applications

One of the many exciting features of *How Computers Work* is that it allows you to try out several outstanding sample applications. While the FileMaker Pro® sample databases and QuarkXPress® must be copied to a hard disk in order to run, all of the applications will perform best on a hard disk. The simplest way to handle this is to move the entire Sample Applications folder over to the root (first) level of your hard disk.

Placing this in lower-level directories (folders) may cause problems. If you need to save storage space, simply copy the desired sample application folders onto the root level of your hard disk. Once copied, you can launch any of these directly from the hard disk. To find out how to use any of the sample applications, read the "Demo Guides" located within each application's folder.

QuarkXPress 3.1 demo

Selecting "A Modern Gutenberg" from the "Activities" button of the Program Map will launch QuarkXPress. The demo will not run, however, unless you first copy it to the hard disk as explained above.

Audioshop 1.0 demo

The Opcode Audioshop™ demo can be run directly from the CD-ROM by selecting "Sounding Off" from the "Activities" button on the Program Map. If you would like to save changes you've made to the sounds in a playlist, however, you'll have to put the "Audio" folder on your hard disk.

FileMaker Pro 1.0 demo

The Claris FileMaker Pro demo can be run directly from the CD-ROM by selecting "Information Please" from the "Activities" button on the Program Map. The sample files, however, cannot be accessed until they are put onto a hard disk. To keep it simple, moving the entire folder to the hard disk is recommended.

Excel 4.0 demo

A demo version of Microsoft® Excel can be launched by selecting

"What if...?" from the "Activities" button on the Program Map.

SuperPaint 3.0 demo

A demo version of Aldus SuperPaint® can be launched by selecting "Electronic Easel" from the "Activities" button on the Program Map.

Microsoft Word 5.0 demo

A demo version of Microsoft Word can be launched by selecting "Wizard of Words" from the "Activities" button on the Program Map.

Machine

Machine, an on-line drum machine, can be launched by selecting "Sounding Off" from the "Activities" button on the Program Map.

Tell the Turtle

From the "Activities" button or the "Programming" section, you can choose to write programs using a language called LOGO. For

information, please read the "Tell the Turtle" instructions in the "Operating How Computers Work" section of the *Read Me* file.

Bookmarks

This feature will mark your place in *How Computers Work,* so you can quit the program and come back to where you left off. *How Computers Work* allows you to store up to 100 bookmarks so you can tag screens you'd like to come back to later on. For information about saving and retrieving bookmarks, see the "Bookmarks" section in the *Read Me* file.

Notebook

The Notebook feature allows you to take notes while you read text or view a slide show. Anytime you click on the Notebook button (the notepad and pencil icon), you will see your previous notes, and have the opportunity to add to them. For more information on the Notebook
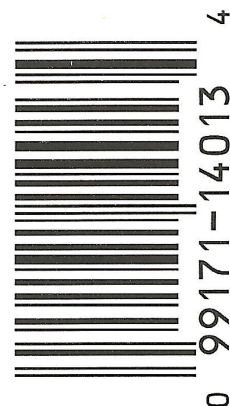
feature, see the "Notebook" section in the *Read Me* file.

Additional help

Further information on the features of *How Computers Work* can be found in the *Read Me* and *Troubleshooting Guide* documents. For direct technical support, call (818) 955-9999.
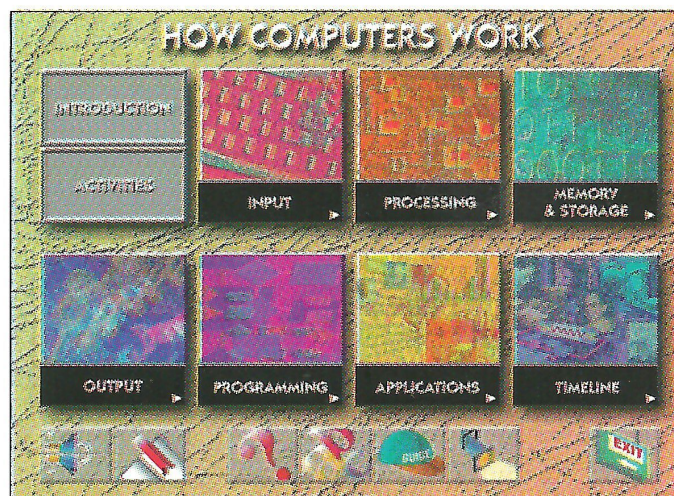

How Computers Work is based on the popular Time-Life Books series *Understanding Computers* and *How Things Work.* For more information on these series, call (800) 621-7026.

QuickTime animation takes you inside every device from the mouse to the memory cells of a CPU. Demo versions and tutorials teach you how to use the most popular programs on the market today: Microsoft Word and Excel, Aldus SuperPaint, QuarkXPress by Quark, Claris FileMaker Pro and Audioshop by Opcode.

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■ Learn to program in LOGO with "Tell the Turtle," an easy-to-use programming environment specially created for this application.

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WHAT YOU'LL NEED

Computer:	Macintosh LC or II-series or greater
Monitor:	13-inch color
Software:	System 6.0.7 or later
Memory:	4 MB
Disc drive:	Macintosh-compatible CD-ROM drive

HOW COMPUTERS WORK

INTRODUCTION

ACTIVITIES

INPUT   PROCESSING   MEMORY & STORAGE

OUTPUT   PROGRAMMING   APPLICATIONS   TIMELINE

INPUT   Mouse

Supports QuickTime™

WARNER NEW MEDIA

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