



SIMON & SCHUSTER
INTERACTIVE

STAR TREK

THE NEXT GENERATION®

INTERACTIVE TECHNICAL MANUAL

U.S.S. ENTERPRISE™ NCC-1701-D

THE OFFICIAL STARFLEET VIRTUAL TOUR
Debut Product for Apple® Computer QuickTime® VR
Featuring the Voices of JONATHAN FRAKES & MAJEL BARRETT RODDENBERRY

INSTALLATION INSTRUCTIONS:

WINDOWS™ INSTALLATION PROCEDURES

1. Be sure that you have Windows installed properly and that you meet the minimum system requirements listed on the outside of the box.
2. Insert the CD into the CD-ROM drive
3. Open the Windows Program Manager
4. Go to the FILE menu, and select RUN.
5. Type the drive letter for your CD-ROM drive followed by a colon (":"), a backslash ("\"), and SETUP. For example, "D:\SETUP". Press ENTER.
6. Follow the directions on the screen. During the procedure you will be asked where you desire certain files to be located. Once the ST directory has been created, do not move or rename the directory or the files within it.
7. When the installation is successful you will find a new program group called "STNG Technical Manual".
8. TO RUN THE PROGRAM: Double-click the icon named "STNG Technical Manual"

MACINTOSH® INSTALLATION PROCEDURES

1. If you have 6mb or more of free hard disk space, find the folder on the CD labelled "Big Install". If you have less than 6mb of free hard disk space, find the folder on the CD labelled "Small Install". Drag it onto your hard drive. You may put the folder wherever you wish and rename it, but do not change the name of any files within.
2. You must have QuickTime version 2.0 installed in your system. To install QuickTime 2.0, find the QuickTime icon on the CD-ROM and drag it into the Extensions folder on your hard drive. The Extensions folder is located in your System folder. Simply drop the QuickTime icon on your System folder, to automatically install it. Be sure to remove any older versions of QuickTime from your Extensions folder.

Restart your machine.

3. See "Macintosh Memory Settings" section of this booklet for detailed information and performance hints.
4. TO RUN THE PROGRAM: Double-click the icon named "STNG Technical Manual"

FOR OTHER HINTS ABOUT USING THE INTERACTIVE TECHNICAL MANUAL,

select the HELP system button on the LCARS interface. There is important information on navigating around the virtual space, as well as additional installation and performance information inside this booklet.

MACINTOSH MEMORY SETTINGS

The Interactive Technical Manual needs 3500 kilobytes of free RAM to run in 256 colors on the Macintosh. To utilize QuickTime VR, you will need another megabyte of free RAM.

How much free RAM do I have? To see your memory set-up, quit all open applications, then select "About this Macintosh..." from under the Apple menu in the Finder. The number after "largest unused block" is your free RAM. You must have 1000 kb free, in addition to the 3500kb that the Interactive Technical Manual uses, in order for QuickTime VR to run: otherwise, you will still be able to run the program, but you will get a slide show of the interiors of the ship, instead of the virtual tour.

The following chart shows recommended free RAM requirements:

<u>256 colors</u>	<u>thousands of colors</u>	<u>millions of colors</u>
with QuickTime VR OFF	3500 kb	4000 kb
4400 kb		
with QuickTime VR ON	4500 kb	5100 kb
5400 kb		

If you don't have enough free RAM. Try quitting all other applications and removing all unnecessary extensions from your Extensions folder and restarting your computer. Set your monitor to 256 colors (in your Monitors control panel).

You can run the Interactive Technical Manual in less memory by turning off QuickTime VR. To turn off QuickTime VR, hold down the shift key during start up. The interior of the Enterprise will be presented as a series of still images. Anytime the program is run thereafter, QuickTime VR will remain "OFF". **To turn QuickTime VR back on, hold down the shift key while starting up.**

Sacrifice color depth to get QuickTime VR. If you have only 5 mb of free RAM, for instance, set your colors to 256 (in your monitors control panel) in order to walk the interiors of the Enterprise. Note that almost all images are optimized for 256 colors, in any case.

If you have gobs of free RAM, leave it undedicated so that QuickTime can utilize it. If you are the owner a great big Borg-ship of a computer with just gigawatts of free RAM, QuickTime VR would love to gobble up 4 mb of RAM, and the Interactive Technical Manual application would be tickled pink with 5 to 6 mb of dedicated memory

- **Turn off Virtual Memory (in the Memory control panel)**
- **Turn off Filesharing (in the Filesharing control panel)**
- **Quit all open applications**
- **Close all open windows and control panels in the Finder**

Welcome to Star Trek: The Next Generation® Interactive Technical Manual

This guide illustrates the achievements of Starfleet's Galaxy Class Starship Development Project by touring the USS Enterprise, NCC-1701-D. The Manual is organized to encourage both brief overviews and deep explorations of the technical considerations behind this vessel. There are three ways to access the contents of this Manual:

- engage a pre-programmed Guided Tour recorded by Commander William T. Riker, first officer of the USS Enterprise,
- use a subset of the Holodeck technology to explore the volume of the ship, and access the ship's computer for additional information as you go along,
- use the extensive LCARS index to access specific topics, images, or specifications.

Note that the LCARS computer has been programmed to monitor and assist in your exploration; the audio portion of the LCARS commentary can be turned 'OFF' by using the 'VOICE' button

There is extremely useful online Help. Click the 'Help' button in any screen then roll over any topic shown to get more information.

THE GUIDED TOUR

Click on 'Guided Tour' during the software startup to go immediately to this in-depth look. Your guide, Commander William T. Riker has a unique, personal vantage point from which to comment on the ship and systems. He will take you to the major operational centers of the Enterprise, as well as some of the private, crew-only areas.

The Tour will begin with the exterior of the vessel and then go from room to room as he sees fit. Click 'Tour Interrupt' to halt the tour and explore on your own.

You can also begin or resume the tour at any time by clicking the 'Tour' button; if you don't see the 'Tour' button, click 'Mode' to reveal additional system buttons.

When you are in the 'Tour' you can skip ahead or repeat a room by clicking on the name of that part of the ship.

Starfleet extends its special thanks to Commander Riker for his participation and insight in the creation of this tour.

EXPLORING ON YOUR OWN

The ship is brought to your terminal using a series of panoramic images to reproduce actual spaces with incredible fidelity. This technique is similar to that employed by the Enterprise's own holodeck in creating physical spaces. See Holodeck in either the LCARS index, the Guided Tour or the virtual Explore modes of this program for more information on Holodiode technology.

You can navigate through spaces by clicking in the image area and 'pushing' with your cursor. Clicking and dragging to the left, the right, up or down, will rotate your view in that direction. Clicking your mouse once when you see the 'go-forward' arrow in the image area will step you forward in the space. Holding down the option key will 'zoom in', or magnify your view; holding down the control key 'zooms out'. Moving your cursor around a view — without the button pressed — will identify 'hot' areas where there is additional information. Click on the object or area to get more data on the subject; additional information might include specifications, animated technical diagrams, illustrative video sequences from the memory of the Enterprise's computers, and much more.

You can also navigate through topics relevant to an area by clicking on the gold topic element bars. These permit you to access the mission specifications of the Galaxy Class project, and related topics. Try going to the ship exterior, clicking Structural features, then Primary Hull, then any of the sub-topics to see how these work.

THE LCARS INDEX

Select 'Index' from the system bar and you will be presented with an alphabetical listing of all topics and features discussed in this Manual. Select any item for detailed information. Use the scroll bar at bottom to see more topics. (You can also type any letter to see topics beginning with that letter). Note that selecting a topic from the index will take you to the room it is connected with. For instance, if you select Power Transfer Conduits from the index, you will find yourself in Main Engineering.

NAVIGATING AROUND

Among the most exciting features of this disk is the ability to "walk" around the Starship Enterprise. The space you move in is largely composed of navigable panoramic images.

To pan in an image, hold the mouse down inside the window and drag (Once you start dragging, the farther you drag — the faster you move).

To hunt for "hot spots", just roll the cursor around the screen, without clicking. The cursor will change when you are over something interesting; the name of the object will also appear below the image window. Click once to get more detailed information.

To move around inside a space, roll the cursor around the screen without clicking (just like hunting for hot spots, above); when the cursor changes to an arrow—click! Be sure not to move the mouse while you click (or the program will think you are trying to pan or hunt).

To go to another location, select the "Location" system button from the LCARS interface. You will have the opportunity to choose a destination and then click either Transit (to "fly" through the corridors of the Enterprise) or Jump (to move immediately to the next room).

WHO TO CALL

If you need assistance with this software please call us at 1-800-983-5333.

**For More Information about STAR TREK® and
STAR TREK: THE NEXT GENERATION®**

- ❖ **STAR TREK NEXT GENERATION: TECHNICAL MANUAL**
by Michael Okuda and Rick Sternbach ISBN: 0-671-70427-3 (\$14.00)
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