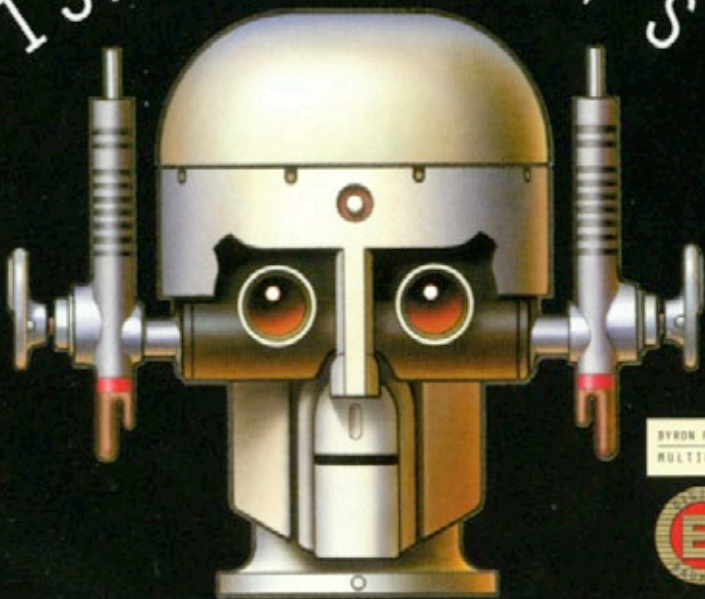


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ISAAC ASIMOV'S



BYRON PREISS
MULTIMEDIA



THE ULTIMATE ROBOT

ISAAC ASIMOV'S

THE ULTIMATE ROBOT

User's Guide

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This CD-ROM, *Isaac Asimov's The Ultimate Robot*, offers a universe of information on the life and robots of Isaac Asimov, and on the field of robotics, a term he coined. The disc contains all of Asimov's major stories and essays about robotics, except his robot novels.

Other features include clips from famous movies, magazine and book covers related to Asimov's work, glossary-like annotations, a historical timeline, and animations that explain robotic engineering.

System Requirements

The required system configuration for this product is: Macintosh® II or better, 5 megabytes of RAM, CD-ROM drive with a 150 K/sec. data-transfer rate, 13" or larger color monitor, System 7.0™ or above, and the QuickTime™ 1.6 Extension (provided on this disc). Note: Although this

disc will play properly on a Macintosh meeting the required configuration, performance will be better on machines with a dual-speed CD-ROM drive having a 300 K/sec. or faster data-transfer rate.

Installation & How to Launch

1) Insert the *Ultimate Robot* disc in your CD-ROM drive. A disc icon will appear and the "Asimov's *Ultimate Robot*" window will open.

2) Make sure the QuickTime 1.6 Extension is in your Extensions folder. If QuickTime 1.6 is not properly installed the program will not run. To install QuickTime 1.6, drag it from the System Support folder on this disc to your closed System folder and restart your computer.

3) Double-click the blue "Asimov's *Ultimate Robot*" icon that appears at the top of the window to launch the program.

ROBOTRON— THE MAIN MENU

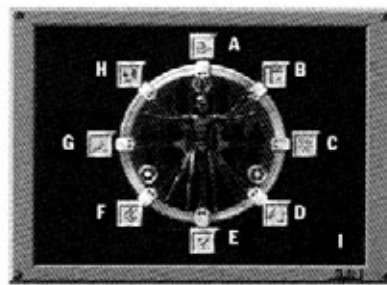
You begin each *The Ultimate Robot* session with this view of the Robotron Main Menu. Robotron is the robot in the center, surrounded by icons representing the eight sections of the disc. To enter any section, click its icon.

A: The *Robotoid Assembly Toolkit*. Build, animate, and print your own robots, designed by Oscar Award winner Ralph McQuarrie, production designer of *Star Wars*™.

B: *Cinerobots*. View clips from famous science-fiction films plus videos of real-world robots in space, undersea, in the lab, and in the office.

C: *Chronology*. An annotated history of robotics from 36 million B.C. to now, and a chronology of Asimov's life.

D: *Robotics*. Learn the principles of mechanical movement, explained with diagrams and animated illustrations.



E: *Help and Credits*. How to get more out of the *Ultimate Robot* disc, along with permissions, credits, acknowledgments, and an online version of the user's manual.

F: *Asimov's Writings*. Explore the world of robotics in over fifty of Isaac Asimov's best robot stories and essays.

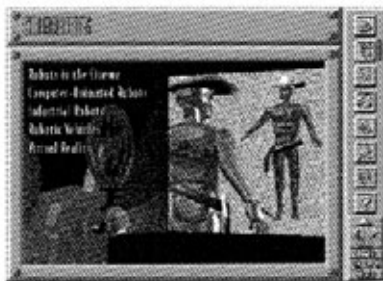
G: *Asimov Speaks*. In these videos, Asimov discusses robotics, artificial intelligence, and science in general.

H: *Robot Gallery*. Asimov's book and magazine covers over five decades, plus portraits of him in various settings, and other images of robots.

I: *Quit* returns you to the Finder.

Navigating the Disc: Section Menu

Upon entering a section, you first encounter a screen with the *section menu* at the left side of the main window. This menu lists the various topics in the section. Click once on a topic title to see a *topic submenu* displayed to the right of it. The *control panel* at far right has an up arrow for returning to the main menu, and left/right arrows for browsing sequentially through the other sections.



Navigating the Disc: Topic Submenu

A *topic submenu* contains a list of entries. Click an entry to see its contents in a *topic screen*. The *control panel* up arrow returns to the section menu, and the left/right arrows let you browse sequentially through entries.

At any time, you can jump to other sections via the icons on the right-hand side of the screen. This part of the *control panel* contains a vertical arrangement of the same selections found in the circular Robotron main menu.



Using a Topic Screen

A: Movie Screen. Appears in sections containing movies. Click on a bold hot-text word – e.g., (*video 2) – in the large text window to start a movie.

B: Movie Control Bar. Appears if you click within the movie image area (for more information, see p. 6).

C: Hot Text Features. Click words preceded by a bullet (•), a degree sign (°), or a star (*) to activate hot-text actions (see p. 6).

D: Annotation Box. Open by clicking on a hot-text word with a degree sign – e.g., °robot (see p. 6).

E: Dialog/Credits Switch. Use this control to view movie dialog or credits.

F: Dialog/Credits Window. Displays either dialog or credits.

Control Panel

Click icons to move about the disc.

G: A vertical green bar to the right of an icon identifies the current section.

H: The *up arrow* moves you up a level, such as to the Robotron main menu.

I: *Left/right arrows* scroll through



selections in the current level.

J: Use the *find* button to search for words or phrases in the current section.

K: The *again* button continues a search begun with find.

L: The *double-left arrow* retraces your steps through previously-viewed screens.

M: The *bullet-word return* arrow returns to where a bullet word search began. It is only active when you are using bullet words (see also Hot Text Features above).

N: *Quit* lets you exit *The Ultimate Robot* and return to the Finder.



The Movie Control Bar

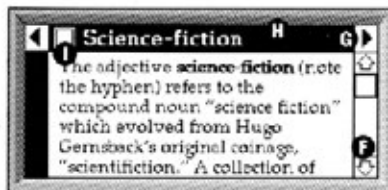
The *movie control bar* appears after you click within the video picture.

A: Click and hold on the *speaker icon*; the vertical volume control slider will appear. Continue to hold the mouse button down and drag the *slider* to adjust volume, then release the button.

B: Click the *play/pause button* to play or pause the film.

C: Click and drag the horizontal *frame-control slider*. This control lets you skim the clip quickly, jump to a specific point or replay part of the clip.

D: Click the *left or right arrows* to view a paused movie, frame by frame.



Annotation Box

F: Use the *slider bar* and *up/down arrows* to scroll through annotations.

G: Use the black *left/right arrows* to browse through all the annotations.

H: Click in center of the *header bar* to view an index of the annotated words. Scroll with the *up/down arrows*, or type the first letter of the desired word.

I: Closes the *annotation window*.

Hot Text Features

Click a *hot text* word to access special features. For example: •Asimov jumps to related information, °robot displays an annotation, and (*video 2) plays a movie.

GUIDED TOUR

Hints for the Guided Tour

Read pages 1–5 before taking the guided tour below. Jump between sections by clicking the appropriate section icon on the control panel or in the Robotron menu. After clicking an item or button, always wait till the "finger" cursor reappears before clicking again. Also, pause after each mouse click (this product does not use double clicks).

Guided Tour

This tour will show you just a few of the many sections and features in *The Ultimate Robot*. After launching *The Ultimate Robot* (see p. 2) click the Introduction button.

1) Begin your tour by clicking the Cinerobots icon. Select "Robots in the Cinema," then play the movie "2001: A Space Odyssey."

2) Next, return to the Cinerobots section menu (via the up arrow) and choose the video "Brilliance: The Sexy

Robot" within the "Computer Animated Robots" section.

3) Return to the Robotron menu and click the Asimov's Writings icon, then "Multivac Stories," then "The Machine That Won The War." Click the hot text word "°Multivac" to summon up an annotation box. Browse the annotations with black left/right arrows in the box. Click the title area of the box to see an alphabetical index, then exit by clicking the close box.

4) Click the Asimov Speaks icon, select "On Artificial Intelligence," then "Machine Intelligence," and play the movie. Click "•Robot Visions" in the text to go there, then retrace your steps with the bullet-word return button. Next, click the Robot Gallery icon, select "Book & Magazine Covers," scroll the submenu and choose "Robot Visions." You will see text and a book cover. End your tour at the Robotoids section. Here you can build and animate your own robot (see pp. 8–10 for complete instructions).

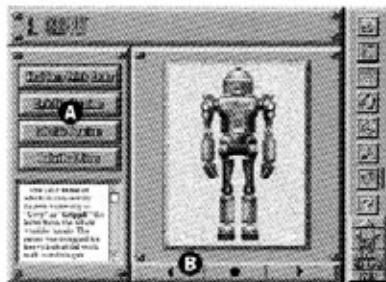
ROBOTOIDS

The Robotoids section menu lets you choose the Robotoid Assembly Toolkit, How To Build a Robot, or one of six prebuilt robots. Click Robotoid Assembly and the workspace shown on p. 9 appears; alternatively, you can choose to study one of the six pre-existing robots.



Note: The Robotoid Assembly Toolkit is a large section,

so depending on the speed of your computer, it may require a minute or more to load into RAM. You can also run a stand-alone version of the Toolkit directly from the Finder. Look in the folder "Robotoid Assembly."



The Robotoids-Animation

When you have chosen a robot from the Robotoids topic submenu, the animation screen above appears.

A: Click each of the four buttons to run all the Robotoid animations.

B: The buttons below the animation stage allow you to switch between front and side views of each Robotoid.

The Robotoids— Building Your Own Robot

The Robotoid Assembly Toolkit has three important spaces:

A: the *robot parts grid* at left,

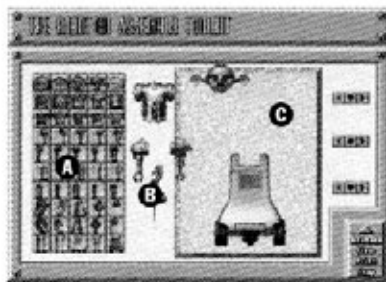
B: a *holding area* in the center where selected parts appear prior to assembly, and

C: the rectangular *construction stage* at right.

The *parts grid* (A) has one row for each part (heads, torsos, hands, etc.) and one column for each robot. You can combine pieces from different columns. A complete robot requires one piece from each row.

To begin, click a cell in one of the rows. The part in that cell appears in the *holding area* (B). You can later exchange pieces by clicking other cells in the original parts row. Next, click and drag a piece from the holding area to the *construction stage* (C).

When your piece is close to where it belongs, the *construction stage* makes a sound and snaps the piece into



position. If you do not hear a snap sound, the part is not in place. You can design (but not print) "wild" robots with parts out of position, e.g., a robot with a head where the torso belongs. Avoid placing one piece on top of another on the construction stage. That can cause the bottom piece to be hidden. If this happens, click the Clear button to start over.

The Robotoids—Moving Your Robot

A: The three turn buttons above the control panel rotate the head, torso, and legs of a completed robot, letting you view it from the front or side.

While in a side view, you can move the robot. First click and drag a limb; if the pointer becomes a curved arrow, you can rotate the limb in the indicated direction until the pointer becomes a target.

The special control panel in the Robotoid Assembly Toolkit contains the standard up arrow along with four unique buttons.

B: The up arrow returns you to the Robotoid section menu.

C: Animate makes your robot move through one of five animation sequences.

D: Clear deletes whatever robot parts are on the construction stage and holding area.

E: Print lets you print an image of the robot, in various sizes, on a plain white background.



F: Photo is similar to the print button, except that it saves the robot image as a PICT file on the root, or first, level of your startup hard disk. After you quit *The Ultimate Robot*, you will see new files named Robot Picture #1, #2, and so forth.

For more on *photo*, look at the online user's manual in the product's Help section. Find the topic screen entitled "The Robotoids—Control Panel Features."

CINEROBOTS

Dozens of film clips show real and imaginary robots in action.

Navigating in Cinerobots

Choose a film from the topic submenu. A topic screen (below) appears.

A: Movie Screen. Click a bold hot text word – e.g., (@video 2) – to run a movie.

B: Movie Control Bar. To access, click the video picture (see p. 6).

C: Hot Text Features (see p. 5).

D: Control Panel (see p. 5).

E: Dialog/Credits Switch. Click to switch between dialog and credits.

F: Dialog/Credits Window.



CHRONOLOGY

This interactive timeline of the history of robotics includes Asimov's life.

Navigating in Chronology

Click an era in the topic submenu to see a portion of the timeline.

G: Click entry to see *chronology window*.

H: Scroll with slider bar or up/down arrows.

I: Browse with black left/right arrows.

J: Click box to close.

K: Click header bar to view an index of chronology entries.

L: Control Panel (see p. 5).



ROBOTICS

The robots of science fiction have a foundation in the principles of robot motion and engineering.

Navigating in Robotics

Choose a topic from the topic submenu.

A topic screen (below) appears.

A: *Movie Control Bar* (see p. 6)

B: *Hot Text Features* (see p. 5).

C: *Credits*.

D: *Control Panel* (see p. 5).

ASIMOV'S WRITINGS

The stories and essays in this section represent all of Asimov's major works on robotics.

Navigating in Asimov's Writings

Choose a topic from the topic submenu.

A topic screen (below) appears.

E: *Hot Text Features*. Click words preceded by a bullet or a degree sign to activate hot-text actions.

F: *Control Panel* (see p. 5).

ASIMOV SPEAKS

Video clips on robots, artificial intelligence, and more convey Asimov's perceptiveness and wit.

Navigating in Asimov Speaks

Choose a topic from the submenu.

A topic screen (below) appears.

A: *Movie Screen* (see p. 5).

B: *Movie Control Bar* (see p. 6).

C: *Hot Text Features* (see p. 5).

D: *Dialog/Credits Switch* selects between movie dialog and credits.

E: *Dialog/Credits Window* displays either dialog or credits.

ROBOT GALLERY

Contains exotic science-fiction illustrations, real machines in use, portraits of Asimov, and covers of books and magazines.

Navigating in Robot Gallery

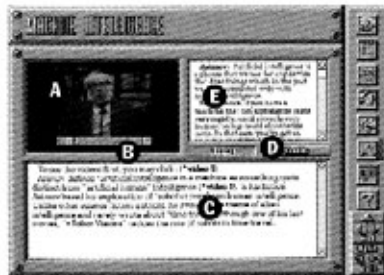
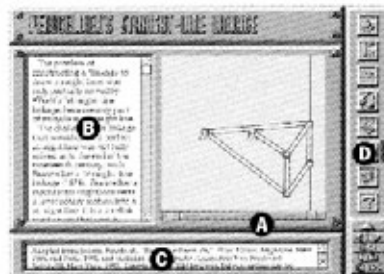
Choose a title in the topic submenu.

A topic screen (below) appears.

F: *Hot Text Features* (see p. 5).

G: *Credits*.

H: *Control Panel* (see p. 5).



HELP, CREDITS, PERMISSIONS

The help section provides additional information on how to use the disc as well as credits and complete acknowledgments.

GOODIES

The Goodies folder contains many of the art and animation files used to make the Robotoid Assembly Toolkit section and Kinematics animations on this disc. These files are restricted to personal, noncommercial uses only. For further information on how you may use this art, please consult the Read Me file in this folder. None of the other files on the disc may be used outside of the context of the normal playing of *The Ultimate Robot*.

THE ROBOT SCREEN SAVERS

The Ultimate Robot contains a Screen Saver folder with a collection of Robot Screen Savers that may be previewed from the Finder or displayed with the PICS Player that comes with most popular screen saver software.

To preview the screen savers, double-click the Screen Saver Viewer icon in the Screen Saver Director Files folder found in Goodies. Then click each robot icon to run the animation.

If you have *After Dark*™, you may drag the robot of your choice to the PICS files folder located inside your After Dark Files folder, then display it with the PICS Player.

ABOUT BYRON PREISS MULTIMEDIA

Founded in 1992, the Byron Preiss Multimedia Company develops and publishes a wide range of interactive multimedia software under several imprints.

Isaac Asimov's The Ultimate Robot is the first title to appear under the Digital Bauhaus imprint.

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Package Design: Pentagram

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"Someday," © 1956 Royal Publications. First appeared in Infinity Science Fiction, August 1956.
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Contacting Microsoft Product Support

If you have a question about your Microsoft product, first look in the printed documentation and in online Help. If you cannot find the answer, contact Microsoft Product Support. Outside the United States, contact Microsoft Product Support Services at the Microsoft subsidiary office that serves your area.

Within the United States, you can obtain product support in several ways:

- **Use the Microsoft Forums on CompuServe®** For an introductory CompuServe membership kit for Microsoft users, dial (800) 848-8199 and ask for operator 230. If you are already a CompuServe member, type GO MICROSOFT at any ! prompt.
- **Call Microsoft Product Support Services** You can reach Microsoft Product Support Services between 6:00 A.M. and 6:00 P.M. Pacific time, Monday through Friday. For assistance

with Isaac Asimov's *The Ultimate Robot*, dial (206) 635-7172. When you call, you should be at your computer and be prepared to give the following information:

- The version number of the Microsoft product you are using
- The type of hardware you are using
- The exact wording of any messages that appeared on your screen
- What happened and what you were doing when the problem occurred
- How you tried to solve the problem

• **Microsoft Telephone Support for the Deaf and Hard of Hearing** Using a text telephone (TT/TDD), call (800) 892-5234. Call between 6:00 A.M. and 6:00 P.M. Pacific time, Monday through Friday.

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