

INSPECTOR GADGET

Version 1.01

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TROUBLE SHOOTING

Since everyone's PC configuration is slightly different, problems may occur in installing or playing "Inspector Gadget." The following problems have been noticed on some systems. If you have a problem that isn't covered below, or the suggested solution isn't effective, call our technical support number, (206) 392-7266 between 9 AM and 6 PM, Pacific Time.

1. GAME WON'T INSTALL

"Inspector Gadget" requires about 16.5 Megabytes of space on your hard disk. If you don't have that much space, you must delete existing files on your hard disk until you have enough space to install "Inspector Gadget." To see how much space you have left on your hard disk, type DIR, press the return key, and check the last line printed on your monitor

to see how many bytes are free on your hard disk.

If you are running a program that doubles the effective size of your hard disk, the amount of space you need to install "Inspector Gadget" may vary slightly.

2. MOUSE DOESN'T WORK, BUT KEYBOARD DOES

The mouse detection code may get confused in some unusual circumstances, particularly if you have many of the expansion slots filled inside your computer. Call technical support for help in getting your mouse to work.

3. GAME PLAYS SLOWLY

"Inspector Gadget" is optimized for a machine with a 80386 or 80486 processor. Machines with 80386SX, 80286 or 8088 processors will not run the game as quickly. Additionally, the way your machine is configured can have a marked effect on the speed at which "Inspector Gadget" will run; see the following discussion for details.

The following AUTOEXEC.BAT and CONFIG.SYS file contents should allow you to run "Inspector Gadget" with optimum performance on a 386 or 386SX computer with extended memory

using DOS 5.0:

Sample AUTOEXEC.BAT file:

C:\WINDOWS\SMARTDRV.EXE

@ECHO OFF

PROMPT \$p\$g

PATH C:\DOS

SET TEMP=C:\DOS

Sample CONFIG.SYS file:

DEVICE=C:\DOS\SETVER.EXE

DEVICE=C:\DOS\HIMEM.SYS

DEVICE=C:\DOS\EMM386.EXE NOEMS

DEVICEHIGH=C:\WINDOWS\MOUSE.SYS

DOS=HIGH

FILES=20

BUFFERS=20

Note that SMARTDRV.EXE is a program available with Microsoft

Windows 3.1. The other programs are available with DOS 5.0.

The path names for these files may vary according to your directory structure.

The line "DOS=HIGH" should not be "DOS=HIGH,umb". If you add "umb" to this line, DOS takes control of the Upper Memory Blocks making them unavailable to the Inspector Gadget program. The Inspector Gadget program has a DOS extender included that allows it to utilize Upper Memory Blocks.

When "Inspector Gadget" starts up, you will see a line displayed on your monitor describing the amount of memory available in Upper Memory Blocks, for example:

Using 94648 bytes of memory above 640K.

This amount of memory, when added to your largest executable program size, determines the state in which Inspector Gadget will run (to determine the largest executable program size, type "MEM" and press ENTER at the DOS prompt).

See your DOS manual and the sample AUTOEXEC.BAT and CONFIG.SYS file contents described above for ideas if you want to change the amount of memory available for running "Inspector Gadget".

Here is a summary of the various states in which Inspector Gadget can run and the amounts of memory necessary.

Bytes	Kbytes	Description

550000	538	No sound support, no music support, animation information not loaded into memory.
573000	559	Sound support, no music support, animation information not loaded into memory.
580000	566	Sound support, music support, animation information not loaded into memory.
628000	613	Sound support, music support, animation information loaded into memory.

The amount of memory required for each state may vary slightly from machine to machine.

When Inspector Gadget starts up it will display on your monitor some information about the state in which it is running. For example, if you do not have enough memory for sound/music support, the program will inform you that this is the case.

4. MUSIC DOESN'T PLAY OR SOUNDS FUNNY

Music and sound support is provided only if your system has enough available memory, as described in Section 3, above.

At the end of the installation process, you will be

requested to indicate the kind of equipment that will be used to play sound effects and music during the game. If you do not have a sound board installed in your computer (such as a Covox, AbLib or Roland sound board), you should select one of the IBM or Tandy speaker options. If you do not get sound or music, or get sound but no music, or music but no sound, you need to try another option.

Note that there are three different IBM speaker options (foreground, background and one-bit). You may wish to experiment with the various options to determine which one works best with your particular machine.

If you install a sound board after you have installed the game, you do not need to re-install the game, but you should run the SETD.EXE program and select the type of board you have just installed.

If you have a Roland Sound Canvas board, you can get improved music by running the game by typing:

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gadget /sc
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at the DOS prompt and then pressing the Enter key.

5. GAME WON'T RUN OR HANGS

In order to run, "Inspector Gadget" requires that your computer has a certain minimum amount of available memory. See Section 3 for details on how to determine and modify this amount.

A potential problem is that terminate-and-stay-resident programs (TSRs) often conflict with the way certain programs process interrupts.

If "Inspector Gadget" won't run or stops running while you are playing it, try removing any TSRs that you may have running on your machine.

DOCUMENTATION

There are some minor discrepancies on the box and in the manual. We apologize for any inconvenience these errors may have caused you.

1. MAGNET

The box says that Penny's wristwatch activates the magnet, but it is actually her computer book that activates it.

2. FIRST CONTACT WITH CHIEF QUIMBY

The manual says that Gadget leaves his house to talk to Quimby. In the game, however, Inspector Gadget's first contact with Quimby takes place before Gadget leaves his house.