



DigiFish AncientOcean User Manual

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<http://www.digifish.us/>

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About DigiFish AncientOcean



With a relatively brief history of several millennia, mankind has very limited knowledge of the earth's oceans. However, what we know for a fact is, during the planet's history that has spanned for billions of years, a variety of species of remarkable aquatic life forms did exist in these vast bodies of water. During their existence over this nearly endless flow of time, just how many secrets remain undiscovered from their evolution that began from birth, prosperity to eventual distinction? Although we do not have the opportunity to see what these sea creatures and organisms looked like in real life today, thanks to the hard work of archeologists and biologists, we have been able to reconstruct their most probable appearances and present them to you right before your eyes.

So pick your favorite music;
Relax;
And enjoy this time-transcending voyage across Earth's ancient oceans



System requirements

Hardware requirements

- Processor: Intel or AMD 500MHz processor or above
- Memory: at least 256MB primary memory
- Video card: support DirectX 9.0c, independent memory of at least 64MB (128MB or above is recommended)
- Sound card: support DirectSound 16 bit
- Hard Drive: about 32MB hard drive space

Software requirements

- Microsoft Windows 98/Me/2000/XP/VISTA operation system
- Microsoft DirectX 9.0c or above executing condition
- 3D accelerator driver must support operation system and DirectX

Installation reminder

During installation, please be aware of the similarities among letters and numbers in the serial number (i.e. the number 0 and letter O). It is recommended that you copy the serial number provided in the registration notice of online purchase, then paste the serial number directly to the installation window to prevent this type of problem from occurring.

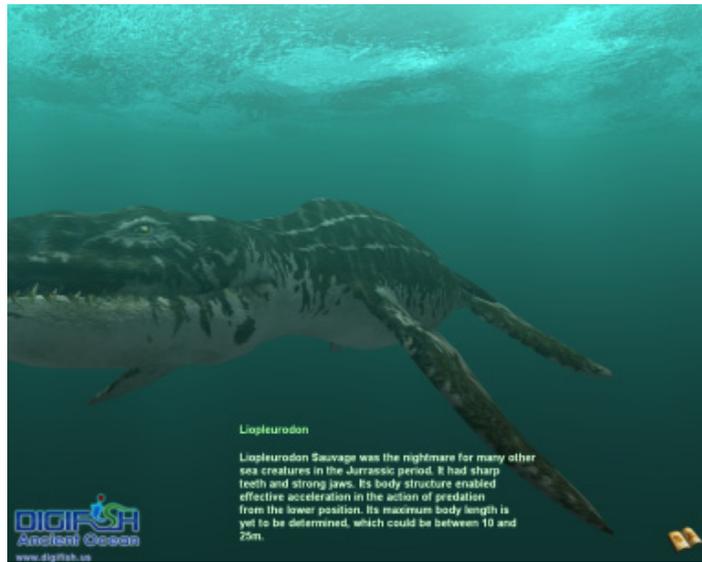


Operating guide

When running AncientOcean, users can choose between two viewing modes. The Follow Mode is one of the two viewing modes; when users access the main menu with a right mouse click, the camera will remain stationary temporarily

Tailing Mode

- Using the Follow Mode will allow the user to experience the exhilarating feeling of roaming a vast ocean with these ancient leviathans; users may also change the target the camera is following at any time
- When DigiFish AncientOcean has been activated, it will enter the Follow Mode
- Under the Follow Mode, the main menu will be hidden automatically. User can left click to change the target to be followed or left click and drag to change viewing angles
- User can access the configuration window by pressing the space bar under Follow Mode
- When the camera is following a particular sea creature, user can use the mouse wheel to zoom in/out on the sea creature being observed; if using a mouse without a wheel, user can also use the combination of left click + ALT key to zoom in/out by dragging the cursor forward/backward



 Click on the icon when under the Follow Mode to view the descriptions of the sea creature being observed



Main Menu (accessible by right clicking)



-  Release small fish to feed the sea creatures
-  Switch to Follow Mode
-  Bring up the Configuration Menu
-  Exit the program

Configuration window





Creature Selection List

DigiFish AncientOcean contains up to 24 different species of sea creatures that once existed in the earth's oceans. Users can choose from two different show modes to view these sea creatures

EPIC Epic mode

This is the program default show mode for sea creatures; all species will appear automatically in a chronological order according to archeological data

MIX Mix mode

All sea creatures will appear randomly without any chronological order. User can specify which sea creatures will appear by clicking on their respective icons in the list.



-  Users can click on the selection area to the left of any sea creature's icon to follow the sea creature in the show mode. Only one sea creature in the list will have this label in the list and when a sea creature has been labeled for the Follow Mode, it cannot be set to hidden.
-  Clear all: if users wish to have the camera follow a particular sea creature or reselect their target, clicking this icon will hide all sea creatures except the one with the label
-  Add all: clicking this icon will include all sea creatures in the show mode



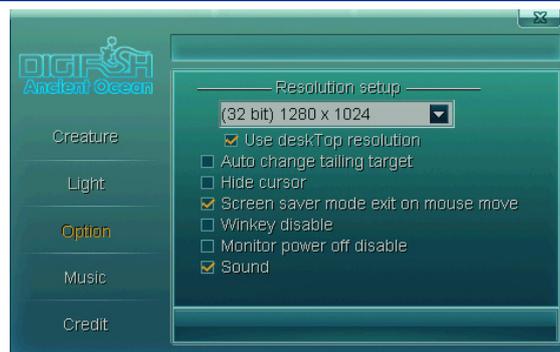
Light menu



- Environment Light color: user can freely configure the color of lighting and shadow in the ocean through this interface
- User can choose their favorite color by clicking directly on the palette or use the scroll bars on the left to make fine adjustments to the color and lighting ratio
- Set default color: when checked, light configurations will be restored to default values



Option menu



- Resolution setup: users can use the drop down menu to specify their preferred screen resolutions
 - Use desktop resolution: checking this option will make the program apply users' current desktop resolutions (the drop down menu will be grayed out when this option has been checked)
- Auto change tailing target: when checked, the program will automatically change the viewing angles
- Hide cursor: when checked, the mouse cursor will be hidden automatically
- Screen Saver exit on mouse move: when checked, moving the mouse will make the program exit from the screen saver
- Winkey disabled: when checked, the [Windows] key will be disabled under full-screen mode.
- Monitor power off disabled: when checked, the program will prevent the OS from turning the monitor off
- Sound: enable sound effects (when checked)



Music play list



-  Add music files: selecting this function will bring up a File Explorer window for users to add any music file on their computers to the play list illustrated above. Users can drag the songs on the play list to change their sequence
-  Remove the music: select any song on the play list and use this function to remove it from the play list.
-  Add music playlist (*.txt): load the content of a specific play list
-  Clear list: clear the contents of the play list
-  Save music playlist (*.txt): saves current play list (in the txt format)
-  Cycle: select this function to repeat play back after all songs on the play list have been played once
-  Random: select this function to have the songs in the play list played in random order
-  Volume control bar: adjust volume by scrolling the bar
-  Mute: disable sound



Credits

Executive Producer

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Development Director

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3D/VR Programmers

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