



Updated version
of the award-winning
CD-ROM

IDEAS THAT CHANGED THE WORLD

The Greatest Discoveries and Inventions of Human History

ROBERT INGPEN & PHILIP WILKINSON





Quick Start

Keep this card handy as a quick reference allowing you to immediately make the most effective use of the interface for "Ideas That Changed The World".

The Spine

This band along the left side of the screen, like the spine of a book, will let you access "Ideas" content and features via

- the **Chapter** button
- the **Subchapter** button
- the **Navigator** button
- the **Tools** button
- the **Quit** button



These buttons (rectangular gray areas marked by triangles) let you explore the material section by section. To use, click once on the button. The **Chapter** button will reveal a title bar with the name of the chapter you are presently in. Similarly, the **Subchapter** button will tell you which subchapter you've chosen. To see what other subchapters or chapters are available, roll the mouse over the title bar and a drop-style menu will give you further choices. You can easily select from these menus by rolling the cursor down to the desired item and clicking once. This will take you to the area you've selected.

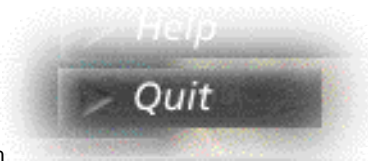
To close a menu, just click once on the button at the extreme left of the menu's first item.

The next button on the spine, the **Navigator**, gives you other ways to explore. Clicking on it lets you choose from three different methods for searching out a subject: by person, by period or by location. Each navigation window has its own help text area which tells you about the functions of the window's controls as you roll the cursor over them.

The **Tools** button (second from the bottom) gives you:

- quizzes on all material covered, along with a way to keep track of your score
- access to more detailed information, in the full text of the book
- control over the sound and music options
- a series of help screens which can be accessed from any point in the program

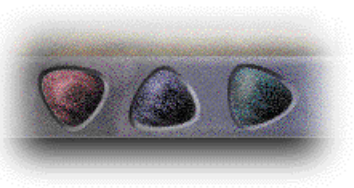
Finally, the bottom button on the spine allows you to **Quit** the program at any time. You can also type COMMAND – Q (MAC), Control – Q (PC) to quit the program



If you have difficulty with any of the function buttons, open the **Tools** menu and select **Help**. This section identifies each part of the interface and gives you detailed instructions on using it properly. **Help** is available from any part of the program and will return you to the point from which you accessed it.

Activity Icons

Three rounded triangles in the lower part of the screen will lead you to additional media and information to enhance your enjoyment and learning.



The first two icons, representing **Discovery** (directly related to the subject at hand) and **Diversión** (of interest and indirectly related), might show you a map, newspaper headline, cartoon, biography or video. The third icon, **Challenge**, will display a game or puzzle designed to increase your understanding of what you've been exploring.

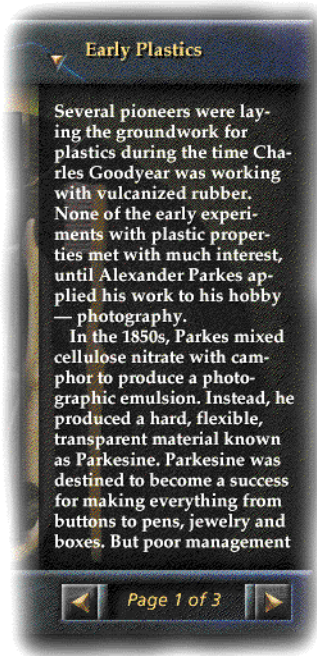
Videos and animated cartoons will begin running on their own once they have been loaded, and may be paused or replayed using the simple controls that appear with them.

The activity icons present in any given section depend on the material chosen to support that subject.

Text Contols

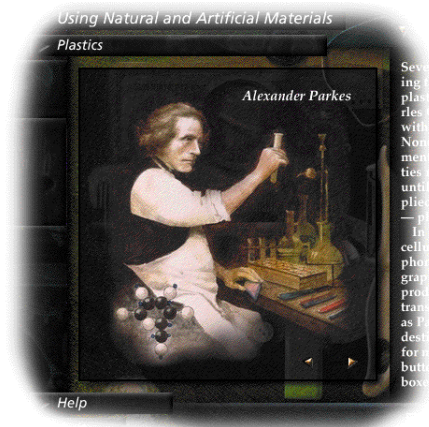
The band at the top right of the screen identifies what section of a particular subchapter you're in.

- Roll the cursor over the **section menu** like the spine buttons, it will reveal the names of other sections within that subchapter and allow you to go directly to them if you wish.
- At the bottom of the text display is a **page control** which you can click to move through the material, page by page. As you reach the end of each section, clicking on the forward arrow will take you to the next section, until you have seen the entire subchapter.



The Image Area

The central part of the screen, is where you'll see the visuals which support the text. The illustrations will change automatically to match whatever section of "Ideas" you're enjoying.



In a few cases when there are additional visuals, there will be two arrows on the image itself. Click on the arrows to see the other pictures used to support the text.

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Credits

"Ideas that Changed the World" is based upon the book Encyclopedia of World Ideas

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