Options Dialog

The Options dialog allows you to set music, sound recognition and other options for Marty. Through this dialog, you can choose to play background music, have your child help and encourage Marty on his adventure, and set your computer's sound equipment to optimum levels for music, sound effects and your child's voice.

Your combination of sound card, speakers and microphone is unique.   Through the Options dialog's sliding controls, you can adjust the input (microphone) and output (speaker) levels optimal for your equipment.   You can also set the program to ignore normal room sounds with a short test of the room noise level.

If you disable control of any of the three sound devices (voice, music, or microphone), or you select a device that doesn't support volume control, the volume sliders in the options dialog will be disabled until you reselect an appropriate device.   To select sound devices, you can use either the Marty Sound Setup program or the "mixer" program that comes with your sound card -- whichever gives you more control or is easier to use.

Each control can be selected by clicking on it with the mouse, or pressing the underlined letter key in the control's description.   All controls can be selected from the keyboard by pressing the Tab key until the control is highlighted.   Once selected, the values can be changed using either the keyboard or the mouse.   The check boxes can be turned on/off by clicking in the box, or pressing the spacebar.   To change a slider value, either drag the blinking square with the mouse or use the left or right arrow keys on the keyboard.   Buttons can be selected by a mouse click, or pressing the underlined letter in the button.

Below is a picture of the Options dialog.   To get help on a button, control or indicator in this dialog, place the mouse cursor over it.   When the cursor turns into a pointing hand, click the left mouse button.   You can also press the Tab key until the button or control is highlighted, then press Enter.   A description box will appear.   Click again anywhere in the dialog or press any key to close the description box.

To close the dialog box without changing any options, click on the Cancel button or press "C", then the Enter key.

Options

☒ Show Prompts for Young Players

☒ Background Music

Use Alt+O any time to select this dialog while playing Marty.

Voice Volume

Music Volume

Microphone Sensitivity

Calibrate

Ok   Cancel   Help

Sound Level Indicator

As your child speaks into the microphone, this box turns red and Marty's mouth moves, too. Adjust the voice sound level using the **Microphone Sensitivity** control.

Show Prompts for Young Players

If you want a visual cue for times when Marty is listening to you, check this box.   Marty will appear in a small window below the main window at each of these times in the game.   The background in the little window changes from blue to red whenever a sound is heard.

Voice Volume
This sliding control sets the volume for voices and sound effects you hear during the story. To change sound volume, either drag the   blinking square with the mouse or use the left and right arrows.

Music Volume
This sliding control sets the volume for the background music you hear during the story. To change music volume, either drag the blinking square with the mouse or use the left and right arrows.If the "Background Music" box is not checked, you will not be able to set the music volume.

Background Music

Check this box to hear the background music during the game.   If this box is not checked, the music volume control slider will be disabled.

Microphone Sensitivity

This sliding control adjusts the microphone sensitivity to the level your child is most comfortable with.   When setting this control, be sure to have the microphone at the same distance from your child as it will most likely be during the game, and have him speak several words or sounds in his normal voice range.   A little shouting is encouraged here!

Calibrate
Select the **Calibrate** button to sample the noise level in the room.   This helps Marty distinguish between your child's voice and normal background sounds. When you select this button, a timed dialog appears for 3 seconds while Marty listens to the room sounds.   To get an accurate reading, wait quietly until the dialog goes away.

Ok

Click on the **Ok** button to save any changes you have made.   This closes the Options dialog, and Marty's adventure continues.

<u>C</u>ancel
Click on the <u>**C**</u>**ancel** button to close the Options dialog without changing any settings.

Help

Clicking on the **Help** button in the Options dialog displays this help information window.