

TRUEyesyesyesTracking SantaSantayesyes12/09/99

SantaGPS™

Santa's Global Positioning System

Santa's Elves have always had a tough time on Christmas eve keeping up with jolly ole' St. Nick. You may have guessed that Santa's sleigh is not big enough to hold all of the toys for his trip around the world. He returns to the North Pole periodically for re-supply. The problem was the elves didn't know where he was, or when he was coming. The solution was the **SantaGPS** program. Now the elves always know where Santa is, how many homes he has visited, and know when he is headed back to the North Pole for another load.

SantaGPS has worked so well for them, they thought others might be interested in keeping track of the Big Guy. You don't have to rely on the weatherman on the 6 o'clock news anymore.

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Features

SantaGPS has a number of features you will want to explore:

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Menus

The Main menu bar contains the following options:

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File Menu

Save

The Save option stores all changes to the Tracking File. The user is given the option to save Santa's current location (so he will start where he left off). If the current location is not saved, Santa starts his travels at the beginning of the destination list the next time SantaGPS is run.

Exit

Exits the application. The user is automatically prompted to save changes to program settings (see Save).

View Menu

Satellite View

Santa's location can be tracked from the Satellite view using an actual satellite image of the world. Santa's location is indicated with a red "Blip".

Destinations

The destinations on the destination list can be shown on the map. There are two classes of destination, **Standard Destinations** and **Timed Destinations**. Location markers for Timed Destinations are white before Santa's visit, then turn red once Santa has been there. Standard Destinations (with no time requirement) show as dark pixels on the world map. This option is off by default and can be toggled on and off. Standard Destination pixels may appear faint on high resolution systems.

The Christmas Story

Luke Chapter 2, King James Version. (The file is stored in THESTORY.WRI and uses the Windows Write accessory to display the file).

Options Menu

Play Songs

This option toggles the song playing on and off. Default is on.

Resume

This option will resume Santa's journey after he has stopped at a destination with the **Stop On Arrival** option set. The **Stop On Arrival** option can be selected when adding or editing a destination. See [Destination List](#)

Setup Menu

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Santa's Velocity

(Setup-Santa's Velocity)

Change Santa's velocity on the tracking screen by entering the desired speed (<32000) and pressing **OK**.
The default velocity is 15.

Destination List

(Setup-Destination List)

Santa's main route has been loaded into the system. The **Add**, **Edit Insert** and **Delete** options in the destination List dialog allow his route to be customized. SantaGPS supports "Timed Destinations". In other words, you can specify what time you wish Santa to arrive at a specific location. All of the destinations on the standard route that comes with SantaGPS are "Standard" or un-timed destinations. The timed destination option is useful for specifying a number of destinations of interest to the kids (Grandma's House, Uncle Bob's, Your House) and specify the arrival times at those locations. A destination can also be configured so that Santa "Stops" at that destination until the Resume option is selected from the Options menu. To have Santa stop at a destination select the **Stop On Arrival** check box.

Santa follows his destination list in the order it is shown in the list box. However, Timed Destinations are skipped until the appropriate time. Santa's "dispatcher" keeps track of the timed destinations and automatically reroutes Santa and adjusts his speed so he arrives at a Timed Destination within a minute of the specified time. Once Santa has visited a Timed Destination the dispatcher sends him back to continue through the list of Standard Destinations. If the next Timed Destination is within 15 minutes of the previous Timed Destination the dispatcher will send Santa to that destination rather than resuming the Standard Destination list. ([Example](#))

Add

To add a destination select Add from the Destination dialog. Enter the Destination name in the Destination field. If a predictable arrival time is desired, select the **Timed Arrival** check box and specify the desired arrival time.

Note: SPECIFY THE TIME USING 24 HOUR NOTATION. Example: 22:35 for 10:35 p.m.

After pressing **OK** the system will return to the tracking view with a cross-hair activated for the mouse cursor. Indicate the destination on the map by pointing and clicking with the left mouse button. The satellite view will then be displayed with the cross-hair pointer activated. Indicate the destination on the satellite view by pointing and clicking with the left mouse button. The program will then return to tracking mode.

Insert

To insert a destination select a destination on the destination list and click the Insert button. The destination will be inserted ahead of the selected destination with the same procedure described in the Add option

Edit

To edit a destination name select a destination on the destination list and click the Edit button. Make changes in the destination edit dialog. **Note:** This option allows the name of the destination to be changed, not the map locations. To change map locations use the **Delete** and **Add/Insert** functions to

re-enter the destination.

If a predictable arrival time is desired, select the **Timed Arrival** check box and specify the desired arrival time.

Note: SPECIFY THE TIME USING 24 HOUR NOTATION. Example: 22:35 for 10:35 p.m.

Delete

To delete a destination select a destination on the destination list and click the **Delete** button.

Message List

(Setup-Message List)

The messages that appear in the Status/Messages tracking field can be customized. The messages are stored in the **messages.txt** file in the TRKSANTA directory. This option calls Notepad to edit this file.

Song List

(Setup-Song List)

SantaGPS allows you to add songs (.MID) and .WAV files to the play list. Custom WAV files and other .MID files should be added to the TRKSANTA directory in order to be used by the program. The following options are available on the Play List (Song List) dialog:

Add

To add a song/wav file to the play list click **Add** in the Play List dialog then select the desired files in the multiple select list-box and click **Return**.

Select

To select a song/wav to play select the desired song/wav in the play list and click **Select**. The file will play after clicking **Return** in the Play List dialog.

Remove

To remove a file from the play list select the desired file and click the **Remove** button.

Licensing & Registration

(Setup-Licensing & Registration)

This option displays the current licensing information. To license the product (if you have the Internet distributed version) enter the Registered User name EXACTLY as shown on the license sheet, then enter the License ID as shown on the license sheet. If successful, the registration reminders will cease. (It's cheap, buy it!)

For users of the disk distributed version, Enter your name in the Licensed User field. There is no fee for registering the disk distributed version.

Example

Entering Timed Destinations

Let's say Santa has the following Standard (un-timed) Destinations on his list:

- Copenhagen
- Rome
- London
- New York
- Miami

You would also like to add Grandma's House, Uncle Bob's House, and your own house.

Use the Setup-Destinations option and select Add.

In the dialog box enter "Grandma's House", then check the "**Timed Arrival**" check box and enter 22:00 for the Arrival Time. Select OK.

In the dialog box enter "Uncle Bob's House", then check the "**Timed Arrival**" check box and enter 22:30 for the Arrival Time. Select **OK**.

In the dialog box enter "Our House" (or Timmy's House, etc.), then check the "**Timed Arrival**" check box and enter 22:40 for the Arrival Time. Select **OK**.

The list will now look like this:

- Copenhagen
- Rome
- London
- New York
- Miami
- Grandma's House
- Uncle Bob's House
- Our House

The messages on the status view will occasionally report estimated arrival times for the Timed Destinations. Santa will make his rounds through the destination list (**Note:** If Santa runs out of destinations he starts over at the beginning of the destination list). Santa will skip all Timed Destinations until the dispatcher sends him to them. The dispatcher tracks Santa's position and keeps track of when he is due at the next timed destination. When the specified arrival time is near the dispatcher sends Santa to the Timed Destination instead of the next Standard Destination. Santa will arrive within a minute of the specified time.

So this is how it would work. Say Santa is on his way to London and it is 21:55. The dispatcher calculates that the time to Grandma's house from Santa's current position (somewhere between Rome and London) is less than the time to London. The dispatcher redirects Santa to Grandma's house so that he won't be late. Once he arrives at Grandma's House, the dispatcher checks the next Timed Destination, calculates the time to get there and compares it with the time to get to London, and decides to send Santa to London because Santa is not due at Uncle Bob's until 22:30. Santa starts his trip to London and continues following the destination list until the dispatcher decides it is time to go to Uncle Bob's House. Santa arrives at Uncle Bob's House at 22:30 and the dispatcher checks for the next Timed Destination, sees that Santa is due at Our House at 22:40 and decides to adjust Santa's speed and send him directly to Our House (the dispatcher's rule is "if Santa has just arrived at a Timed Destination and the next timed destination is less than 15 minutes from the current time, then send Santa to the next Timed

Destination rather than resuming the Standard Destination list").

Playing MIDI files

It is difficult to anticipate all of the possible configurations and variations of sound cards. If SantaGPS is playing the .WAV files (HoHoHo, etc.) but the MIDI file are not creating any sound it is likely there is a problem in the sound card driver setup. The following hints may help.

The most likely reason is that the wrong MIDI output driver is selected.

The Soundblaster compatible comes with two different MIDI Output drivers, one for the FM synth on the card itself and one for sending and receiving MIDI through the game port. These are sometimes named in such a way that the choice which seems most obvious is the wrong one.

If your soundcard is the XX16, it would seem natural to select something like XX16 MIDI Out as your driver. Like many others who have made the same choice, you'd be wrong. That driver sends MIDI to the game port for transmission to an external MIDI device.

The internal soundcard uses one of a variety of drivers with names that often make no reference at all to the soundcard. It could be called a VAPI, SAPI, Super SAPI, or TAPI driver, often preceded by the brand name Voyetra. Or an OPL2, OPL3, or OPL4, sometimes identified as a Yamaha driver. Finally, it could be called an FM synth driver.

Any of these terms - xAPI, OPL or FM - indicate a driver for the soundcard itself, no matter what other names or designations are attached. This is the driver to use to play your Soundblaster compatible card through the computer's speakers.

The key term that identifies the external output driver is "Out" or "Port" or some combination of the two. DO NOT use this driver if you want to play through your computer speakers. Use it when you have a MIDI keyboard or sound module connected to the game port on your soundcard.

For Creative Labs Sound Blaster 1.0 and 1.5 select the "Adlib" or "Adlib general" options in the MIDI Mapper. To do this run MIDI Mapper from the Control Panel. Then set the Name to Adlib or Adlib General, save your changes and restart Windows.

