

Softline Brochure

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General Information

Welcome to advertising in the 90's!. This software is an "easy multimedia-oriented" program that combines pictures with sounds, created by you, into a sensible presentation. Organize a **talking brochure** on your company, products, or services and send it to existing and/or prospective customers. Grab their attention with Brochure!.

The picture and sound files that come with **Brochure** may be substituted. In other words, you simply save your new files over the existing files with the same file names. Now you have your own, custom presentation. Simply add more files to create a larger presentation.

Warning! Only **registered** users are allowed to distribute this software royalty free with their information contained and displayed therein.

When Brochure is the active window, try the following keystrokes ...

F1 key

Accesses this Help file.

Esc key

Stops the current slide show program.

Alt key + **Spacebar**

Opens Control Box Menu.

Operating the Program

- 1) Go to the Brochure Program Group, double click on the Brochure icon to access the program.
- 2) Point and click on **File** menu and select **Run...** to start the talking Brochure.
- 3) Press **Esc** key to stop the show.
- 4) Point and click on **File** menu and select **Information...** to access the file called Brochure.WRI
- 5) Point and click on **Sound** in the menu line to access the Sound Dialog Box. Point and click on **Tone/Volume** and **Test** your adjustments. Select **Sound Device** if you have an installed sound board for windows.

Exiting Brochure

You may quit Brochure through any of the following commands:

- Select **C**lose from Control Box menu.
- Select **E**xit from the **F**ile Menu.
- Press and hold the **A**lt key and press **F4**.

The Information... File

Brochure accesses a file called **Brochure.WRI** by selecting **Information...** from the File menu. Simply create your own file in Windows Write and overwrite the existing Brochure.Wri file with your own data (ie: product catalogue, pricing, service information, etc.).

IMPORTANT: When creating your Write file make sure you have an HP Laserjet II or III, or Generic Text/Only printer driver installed for your system. This will help insure that a wide variety of system configurations will be able to display and print your Brochure.WRI file without reformatting for their particular installed printer.

Creating Picture Files

Use any third party graphics creation software, scan your images, and/or use Windows Paint to create your picture files and save in the **.BMP file format**. For practice, save your files as **1.BMP, 2.BMP, 3.BMP**, etc. into the Brochure.EXE directory. If you have more than 5 picture files you will need to change the Brochure.INI file (discussed in the manual delivered to registered users).

Select **Play...** in Brochure - notice your picture files are playing with our sound files. You are ready to record your associated sound files.

Before you **Record Your Sound Files**, keep in mind the following when creating your picture files:

- 1) Create your picture files in 16 color mode. Not everyone to whom you hand a Brochure will have 256 color or higher video capabilities. 256 color pictures look "washed out" under 16 color mode.
- 2) Size your pictures to 300 x 232 pixels (pels). This seems the best for diskette space considerations and screen positioning under various video modes.
- 3) Save your files in the standard .BMP format.

Recording Sound Files

In order to record sound files for Brochure, you will need the following software and hardware:

- Windows Version 3.1
- Windows recognized sound board
- Microphone
- External speakers (recommended)

You may use third party sound recording software. All sound files must be recorded at 11.025 Khz (Windows 3.1 Sound Recorder standard) in order to play back through the internal PC speaker.

- 1) Record your sound files at 11.025Khz. in the order they will be played.
- 2) Save the sound files as **SOUND1.WAV, SOUND2.WAV . . . SOUND100.WAV** to the directory where Brochure.EXE resides. If you have more than 5 sound files you will need to change the Brochure .INI file (discussed in the manual delivered to registered users).
- 3) Select **Play...** in Brochure. Notice how SOUND1.WAV plays with the first picture file, SOUND2.WAV with the second, and so on.

