

0810b6a8-0

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	<i>TITLE :</i> 0810b6a8-0		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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REVISION HISTORY

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Chapter 1

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1.1 The Main Screen

The Main Screen

There are eight main features on this screen:

- New
 - Asks for a name and then creates this subject. Do NOT use spaces in your subject names. If you need to give the appearance of a space use the underscore character "_". Subject names must be under 22 characters in length.
- Current Subject
 - Shows the title of the current subject
- Export Subject
 - Packs and saves the current subject to the "EpicData:TempSubjects/" directory ready for import by the setup program.
- Quit
 - Quits The Creator

- Infotext
 - Takes you to the text creator Screen

- Sample
 - Takes you to the Sample Selector

- Pictures
 - Takes you to the Picture Selector

- Animbrush
 - Takes you to the Animbrush Selector

All files imported should confirm to our file specifications." link "Specs" 0}.

1.2 Infotext

The Infotext Screen

Main Infotext - You can type straight into this box the text for your entry, the text should be completely visible in the window.

Keywords - Type your desired keywords into this box, they should be in CAPITAL letters, listed one after the other each on its own line. Do NOT use spaces in your subject names if you need to give the appearance of spaces use the underscore character, "_".

Import - Presents you with a file requester which allows you to choose a text file to import into the main Infotext window.

Clear - Clears both the Infotext and Keywords windows.

Help - Displays a help picture.

OK! - Checks your entries and takes you back to the main screen.

Use External Editor - Jumps to the selected editor so you may edit your current text, currently only ED is supported.

1.3 Sample

Sound file

Import Sample - Brings up a file requester so you can choose a sample to load. Samples can be 8 or 16 bit, mono or stereo and in IFF 8SVX or Windows WAV format.

Test - Plays the current sample.

Use External Editor - Not currently implemented.

Clear - Removes the current sample from memory.

Help! - Shows a help picture.

OK! - Checks your sample and takes you back to the main menu.

1.4 Pictures

Pictures

Total Number of Pictures - Use the left and right arrows to increase or decrease the number in the middle. This is the total amount of pictures for the given subject.

Use External Editor - Not currently implemented.

Picture Brush - Shows the current picture. Click on it for the large version, if available.

Current image - Use the left and right arrows to cycle through the pictures that are available.

Import / Standard - Use the file-requester to select a picture for the current image number. Pictures should be in 16 greyscales and 320x240.

Import / Large - Select the large image for the current image number. This can be any currently displayable image format. Any resolution and depth are supported. IFF ILBM is the preferred format.

Clear - Sets the total number of pictures to one and removes all pictures and large pictures.

Help! - Shows a help picture for this screen.

OK! - Checks your pictures and jumps back to the main screen.

1.5 Anim

Animbrush

Use External Editor - Not currently implemented.

Import Sample - Select a sample to import as the current animbrush sample. The sample can be IFF 8SVX or Windows WAV and in 8 or 16 bit, mono or stereo.

Test - Play the current animbrush sample.

Animbrush - plays the currently loaded animbrush.

Import Animbrush - Use the file-requester to select an animbrush to load, it must be 160x120 and in 16 greyscales.

Use External Editor - Not currently implemented.

Speed - Use the left and right arrows to change the number, the lower the number the faster it

plays.

Loops - Use the left and right arrows to change the number of loops, usse 0 for infinite loops.

Test - Plays the current animbrush and animbrush sample together.

Clear - Removes both the animbrush and animbrush sample from memory.

Help! - Shows this screens help page.

OK! - Checks your files and returns you to the main menu.

1.6 File Specifications

File Specifications

Text - ASCII text, 45 characters wide. Keywords must be listed in capital letters.

Sample - IFF (or even WAV) 8 or 16 bit.

Picture - IFF lowres picture, 320x240 in 16 colours.

Large Picture - Any IFF resolution and depth supported.

Animbrush - 160x120, 16 colour IFF animbrush, must be less than 300k in size.

Templates and examples are supplied for most of the above in the templates directory of the CD.
