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BitMapZ For Windows
Version 2.20
'For BMP Slide Shows'

From Unicorn Software Limited

Created By:
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Contents

Introduction

This on disk manual is intended to get you up and running with BitMapZ as quickly as possible. It documents every feature of the program, but for brevity it assumes that you are somewhat familiar with the operation of Windows and Windows programs, so it does not dwell on selection of icon bars, push buttons, mouse cursors, etc.

Features

BitMapZ is designed to help you create slide shows using BMPs. It gives you the control over the slide's background colour, duration of the slide, and lets you add a clear title to each slide, making them easier to find. Now you can have your PC help with presentations, relaxation, teaching or just give yourself a visual break anytime you need it. The program is also useful for displays, where you can have passers by examine your show.

Program Features:

* Create as many different show files as you need.
* Specify duration and background colour for each BMP.
* Lets the user specify a clear title for each BMP.
* Handles BMPs as large as your screen driver in as many colours as your system can handle).
* Specify sequence of the show, and change whenever you need to.
* Continuous show feature to keep showing the same show over and over.
* One key press during the show interupts the BMP and proceed to the next one.
* Capability to have each BMP remain on screen until a key pressed.
* Easy selection of BMPs for show file.
* Specify Deafult BMP Path to make building shows easier and faster.
* BMPs can be located anywhere! No relocating or creating special directories.
* No complicated language functions to learn.
* Preview feature during Add to test BMPs appearance.
* Internal BackUp function.
* Crunch file option resequences and optimizes show files.
* User can specify all colours used in the program.
* Much more!

Getting Started

SETUP will place the following program files in a sub directory:

> BITMAPZ.BMP
> BITMAPZ.EXE
> BITMAPZ.FIL
> BITMAPZ.HLP
> BITMAPZ.OVR
> SAMPLE.BPZ
> SAMPLE.NTX
> SAMPL001.BMP
> SAMPL002.BMP
> SAMPL003.BMP
> SAMPL004.BMP
> SAMPL005.BMP
> TEMPLATE.BMZ

It will also place the following documents there:

> BITMAPZ.WRI
> COMMENT.WRI
> PACKING.LST
> REGISTER.WRI
> VND&SYS.DOC

Finally, in the Windows sub directory, it will place the file BITMAPZ.INI.

Select the BitMapZ icon to start the program.

Once the program starts you will be presented with a standard Windows file dialog box. There will be a file named SAMPLE.BPZ showing in the box. This is a sample show file for you to use to get familiar with the program, and it uses SAMPL001.BMP-SAMPL005.BMP for the show. To create a New sho file see below.

Tool Bar

The Toll Bar has 11 different options, the numbers below will let you know which Menu/Option is activated when you press the corresponding button.

| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 |

1   File/Exit
2   File/Open
3   File/BackUp
4   Edit Show
5   Display Show
6   Utilities/Crunch File
7   Utilities/Colours
8   Utilities/WallPaper
9   About/About
10   About/Register
11   Help

File Menu

Open Option: Provides you with a file box to select Show files. If you enter a file name and it does not exist, the program will optionally create it for you. Whatever file you select remains in effect until you change it.

New Option: Provides you with a file box to create new Show files.

Delete Option: Provides you with a file box to select Show files, once selected you will be prompted to confirm the deletion. This will delete ALL files associated with a particular BitMapZ Showfile.

BackUp Option: Will back up the Show files you are currently using to disk. You will be shown the total size and number of entries in the status box. You can back up to A or B drives, and the program will utilize any format of disk.

The program will prompt you to change disks as they become full. This method of backup does not use compression and can only be used until your Showfile reaches about 1000 entries. After that we recommend using FLEXIBAK Plus, see Appendix C for more information on FLEXIBAK Plus.

Exit Option: Allows you to exit the program.

Edit Show:

First gives you a browsing screen of the BitMapZ Sequence, Title and Duration. You can edit these items on the existing entries while they are displayed in this mode. In addition to the Tool Bar choices, you have the following button choices too:

OK: Opens the SetUp BitMapZ screen for the selected entry.
Add: Adds a new entry and takes you to the SetUp BitMapZ screen.
Erase: Deletes the entry presently chosen. You will be asked for verification.
Cancel: Quits this option.

SetUp BitMapZ

This option allows you to edit the variables about the selected slide. You can enter/change the:

Title: Whatever you choose to call the BMP.
BackGround Colour: The colour to display behind the BMP.
Duration: How long (in seconds) you want the BMP to be displayed. Using 999.99 for the duration will cause the BMP to be displayed until a key is pressed.
Sequence: The number of the slide, in the Show you are working on.
Select BitMap: This option brings up a File dialog box for you to select the BMP. The BMP can be up to the size of the default driver for your monitor size of your screen (640X480, 800X600, 1024X768, etc), the program will inform you if the selected BMP is too large.

When adding you also have a button labeled "Another", this saves the present entry and creates another. The new entry will have all of the information of the old one, except that the sequence will be increased by one.

Display Show:

First gives you the option of running the show continuously. If you select Yes the show will continue to run until you hit the [ESC] key, otherwise the show will run once and return to the menu.

Once the show is started the [ESC] key can be used to exit the show, any other key will cause the program to change to the next BMP, regardless of duration.

Utilities Menu

Crunch Option: This compresses the blank spaces out of the Showfile, resequences the Showfile for optimal speed and rewrites all the indexes. This can take awhile if your file is especially big.

Colours Option: This will let you change the colours used for text and inputs in primary, secondary and tertiary windows within BitMapZ. You can also alter the colours for the BackGround and Edit Show browse boxes. Simply enter one of the 256 choices shown for each prompt. Also, you can turn the Tool Bars on or off.

Default BMP Path Option: This menu option allows to you to choose the default path that will be looked in FIRST when selecting a BMP for use.

The Default BMP Path file dialog box will appear after selecting this option.

If the desired location is on a different drive, select the drive you want from the Drives box.

In the Directories box, double-click the directory you want.

Or press the UP ARROW or DOWN ARROW key to select the directory, and then press ENTER. The current directory will initially be the same directory as the currently selected BitMapZ show file.

WallPaper: The program comes with a bitmap file named BITMAPZ.BMP. This image is displayed on the main window of the program. You can replace this with an image of your choosing by using this option. See Appendix A for more information on this BMP.

The WallPaper Selection file dialog box will appear after selecting this option.

If the file is on a different drive, select the drive you want from the Drives box.

In the Directories box, double-click the directory you want.

Or press the UP ARROW or DOWN ARROW key to select the directory, and then press ENTER. The current directory will initially be the same directory as the currently selected BitMapZ Showfile.
In the File Name box, double-click the name of the BMP you want to use.

Or select the file and choose OK.

If you do not desire any artwork, simply enter NONE for the filename on this option.

Warning: The larger the bitmap file, the longer it will take to load and display!

Notes: If you do not use the ToolBar, your bitmap can be as large as your screen, but you will want to use one smaller so that it is not cut off.

About Menu

About Option: Displays legal and version information about the program.

Registration Option: Calls up the form REGISTER.WRI in Windows Write so that it can be completed.

Help

Brings up the help system

Enjoy!

Charles P. Schell IV
Author

Appendix A

Tips, Tricks, & Misc

Wallpaper:

The program comes with a bitmap picture that is displayed on the program's main window. The file is named BITMAPZ.BMP. This picture is was created by Jacqui Kinnnie and is copyright Blue Valley Software, All Rights Reserved. For a disk of additional relaxing images, contact Jacqui Kinnie at Blue Valley Software, 1-800-545-6172 or CIS 71551,2204.

By not using any wallpaper (deleting the BITMAPZ.BMP file, or chnaging the WallPaper Option to NONE), you can speed up the program's execution. Another option is to use a small BMP for the wall paper.

16 Vs 256 Colours:

With the proper drivers this program can show ANY BMP you have. However, if you have a driver for 16 colours installed, BMPs with 256 colours will appear very strange with the colours resembling a hallucination rather than as they should be. If this occurs either drop the BMP from the show or change the driver you are using (provided your equipment can handle it).

What About GIF, TIF, PCX, MAC, GEM...?

There are many programs that can change a graphic from these formats into BMP. The best is the Graphics Workshop from Alchemy Mindworks. In addition to transfering formats you can also perform a myriad of other editing actions. To order a copy (at the time fo this writing it was $40 US) call 1-800-263-1138 or for more information write to PO Box 500 Beeton, Ontario Canada L0G 1A0.

Appendix B

Notes On Slide Shows

Some things to keep in mind when creating slide shows:

1. A Black background works best in most instances, also preview a background choice with the BMP to make sure it "looks good".

2. Remember that is takes a few seconds to load a BMP (depending on your system), so a duration of 0 might work best for your situation.

3. Screen savers can sometimes interfere with this program (since there is no keep board input during a show). If your show is lengthy. turn off the screen saver or increase its elapsed time prior to start.

4. Many times, it is best to keep a show file and the BMPs with it in a particular sub directory or disk. That way everything is in one place and easy to find.

5. CompuServe is a good location to pick up GIFs (that can be converted into BMPs, see Appendix A). Just GO GRAPHICS at any prompt.

6. Most PCXs make lousy BMPs, due to a lack of colour.

Uses

Education: Slide shows of historic places or scientific events. Recognition of letters, numbers and objects.

Relaxation: "At the desk" vacations with travel slides, or slides of relaxing images. (Add a CD of some soothing music and really escape!).

Displays: Slide shows of your product or service on a display table to sell while you are elsewhere or busy with other clients.

Fun: Groups of pictures about a subject you like (cars, boats, hobbies, animals, etc).

Video Portfolios: Slide shows of pictures of yourself or your creations for prospective clients or investors.

Previewing Artwork: Load a show with BMPs you need to review and then use the program to preview them and then choose the ones you like for later use.

Video Baby Sitter: Slide shows of interesting pictures to keep your little ones occupied. Since a key stroke can cause a slide to change, kids really enjoy the program. PLUS you select what they see.

Appendix C

FLEXIBAK Plus

Backing up your Show files is important! If you do not have a backup program, I heartily recommend FLEXIBAK Plus by fellow ASP author Adrian Mardlin. Even if you have a back up program, take a look at FLEXIBAK. It is fast and easy. In the author's words:

"FLEXIBAK Plus, is a flexible, easy-to-use system with a logical, simple and unique approach to hard disk backups. With FLEXIBAK Plus...the concept of full backups and incremental backups is removed. Instead, you only take a full backup once. All subsequent backups are placed on the same backup disks, giving long- term speed increases, simpler file restoration and improved backup management capability."

Check with your favourite BBS or disk vendor for the latest version or you can contact Nildram Software directly. FLEXIBAK costs $59 (plus $ S&H) to register, and is worth every penny.

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    Schaumburg, IL 60159 USA
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Appendix D

Technical Assistance & Latest Versions

Both registered and unregistered Users can obtain technical assistance by calling (816) 429-3558 NOTE: Unregistered Users will need to provide the name and address of where they obtained the software from in order to gain this assistance. This will let us go back to that company if they are distributing an older version and it helps us track who is distributing the program. The number is manned (by a human) from 6:00 to 9:00 PM EST, Sunday-Thursday.

Unicorn Software Support Conferences

The Kokomo BBS: 317-457-9100
The RoadHouse BBS: 317-784-2147 (FIDONET 1:231/290)

Both BBSs allow first time downloads and will always have the latest versions of Unicorn's software. Unicorn Software programs are available via "File Request" from The RoadHouse BBS (1:231/290). You can FREQ the magic name "UNICORN" from 1:231/290 for information on Unicorn Programs and their FREQable "magic" names.)

The Unicorn Distribution BBSs

RoadHouse BBS 317-784-2147 1:231/290 (Unicorn Support BBS) {9600 HST}
BIZyNet BBS 619-283-1721 1:202/1008 {9600}
RapidRiver BBS 715-435-3855 {9600}
JAPCUG BBS 517-789-7556 {9600 HST}
Kokomo BBS 317-457-9100 {9600}
Law & Order BBS 517-263-0273 {9600}
>>In Canada KnightTec BBS 519-940-0007 {9600}<<

The Distribution BBSs will always have the latest versions within hours of release. Additionally, these BBSs have proven to be reliable and worth the cost of every minute of connect time. Even if you are not looking for our latest versions: Give Them A Call!

All of Unicorn's programs are also available through the Shareware Distribution Network (SDN), and may be downloaded from any SDN location.