

Authorware Initialization File APW.INI Description

This file describes the contents of the APW.INI file in the Windows directory, including fields set by Authorware and fields you can set.

Section: [FontMapping]

Description: When a Macintosh format file is converted to Windows format this section is consulted to determine which Windows fonts will be substituted in place of the Macintosh fonts. These entries are determined by the choices you make in the font mapping dialog that appears during Macintosh file conversion.

Key: MapAllSizes

Description: Specifies if automatic font size mapping is to be done. This is set via the radio button in the font mapping dialog.

Values: "no" - (default) do not automatically map font sizes.
"yes" - map font sizes.

Key: <MacFontName>

Description: <MacFontName> is the name of a Macintosh font that is to be mapped to a Windows font.

Values: <WinFontName> - is the Windows font that is to be mapped to the Macintosh font.

Example: "Chicago=Helv"

Key: <MacFontNameAndSize>

Description: <MacFontNameAndSize> is the name and size of a Macintosh font that is to be mapped to a Windows font and size.

Values: <WinFontNameAndSize> - is the Windows font and size that is to be mapped to the Macintosh font and size.

Example: "Chicago,12 (12 pixels)=Helv,12 (20 pixels)"

Section: [Sound]

Description: Sound hardware device driver specification section.

Key: Driver

Description: Specifies the file name of the sound hardware sound driver, with no path qualifier. The default is to play sound via the Multimedia Extensions. This section is only necessary if you do not have sound hardware installed in your system or if an external driver is needed.

Values: <DriverName> or "None" - specifying None tells Authorware to silently ignore all sound icons.

Example: "Driver=APSBISA.SDR"

Key: buffer.count

Description: Specifies the number of memory buffers to provide the sound driver for storing sounds being played. You should not need this section unless you are experiencing problems with sounds being interrupted while playing.

Values: 1 to 32, default is 8

Example: "buffer.count=8"

Key: buffer.size

Description: Specifies the size, in bytes, of each memory buffer described above. You should not need this entry, and it is best to use the default value.

Values: 1024 to 65518, default 16384
Example: "buffer.size = 16384"

Section: [Video]

Description: Video device driver specification section. These entries store the choices you make in the Video Setup dialog.

Key: Port
Description: Specifies which communications port the device driver will use to communicate to the video disc player.

Values: Com<x> - specifies a DOS serial communications port where <x> is an integer from 1 to 3.

Example: "Port=Com1"

Key: Player
Description: Specifies the name and/or category of the video disc player that the device driver supports.

Values: <Description> or "None" - If None is specified video icons are silently ignored.

Example: "Player=Sony LDP Series"

Key: PlayerDriver
Description: Specifies the file name of the video disc device driver, with no path qualifier.

Example: "PlayerDriver=SONY.VDR"

Key: Overlay
Description: Specifies the name and/or category of the video overlay device.

Values: <Description> or "None" - If None is specified then any overlay control in video icons is silently ignored.

Example: "Overlay=VideoBlaster"

Key: OverlayDriver
Description: Specifies the name and/or category of the video overlay device driver, with no path qualifier.

Example: "OverlayDriver=APVBLAST.VDR"

Section: [Models]

Description: Models specification section. The model commands on the Libraries menu make changes to this section.

Key: model<x>
Description: "model<x>" is a model specification where <x> is a unique integer value.

Values: <FileName>;<Description> - <FileName> is the full path and name to the model file and <Description> is the text to be shown in the menu to represent the model.

Example: "model1=C:\APW\WELCOME.MOD;Startup Screen"

Section: [Directory]

Keys: Courses
Movies
Packages
Libraries

Graphics
Sounds
Functions
Models
Cursors

Description: Each key contains will contain a directory name, which is the last directory selected when opening the corresponding file type. The above keys are all maintained by the APW product as you select files.

Key: SearchPath

Description: Specifies a list of directories to search when opening external movies, media libraries, and user code files (UCD's). This path is appended to the path (if any) specified in the [course-name] section (see below), which is in turn appended to the path specified in the File Setup dialog in the course. This entry is useful for a set of directories that all courses in your organization share in common.

Values: <directory>;<directory>;...;<directory> where each directory is a valid DOS directory name (i.e. this is standard DOS path syntax)

Example: "SearchPath=C:\;C:\APWMOVIES;C:\LIBRARIES"

Section: [course-name]
(each course file name, minus path or extension)

Key: SearchPath

Description: Specifies a list of directories to search when opening external movies, media libraries, and user code files (UCD's). This path is appended to the path specified in the File Setup dialog in the course, and followed by the path specified by the SearchPath= key in the [Directories] section (see above). This entry is useful for a set of directories that are used by this course only, but cannot be stored in the course file itself, perhaps because your installation process needs to set certain directory names that are not known when authoring the course.

Values: <directory>;<directory>;...;<directory> where each directory is a valid DOS directory name (i.e. this is standard DOS path syntax)

Example: "SearchPath=C:\;C:\APWMOVIES;C:\LIBRARIES"

Section: [PrinterFonts]

Description: Specifies the printer equivalent font to use when printing the course documentation. Each key, with the section of the printout it refers to is listed below:

Keys: Margin header and footer
Options icon options
Contents table of contents and index
Map design windows

Values: or ,<size>
 is a font name, such as Arial or Times Roman (embedded spaces allowed)
<size> is optional, and is a point size, such as 12. If <size> is not specified, the size will be 9.

Example: "Margin=Arial,12"

Default: "Helv,9"

Section: [Preferences]

Key: CloseFiles

Description: Specifies whether APW should close files on removable media (floppy drives) after each time it accesses them. Closing the files each time is safer, since the user can remove the media at any time, but it is slower.

Values: yes or no

Example: "CloseFiles=no"

Default: yes

Key: MenuFont# where # is 1 to 20

Description: If you have more fonts than fit on a single menu, APW will only display the fonts you have most recently used, along with a menu item Other... to select a font not on the menu. APW saves the names of the fonts on this menu list in these entries.

Section: [Options]

Key: QuickTime

Description: Specifies whether APW should load QuickTime for Windows when it starts up.

Values: yes or no

Example: "QuickTime=no"

Default: yes

Section: [Debug]

Key: ShowErrors

Description: Specifies whether APW should display error messages from internal error-checking. Messages displayed as a result of this setting are also saved to the file APW.LOG in the Windows directory.

Values: yes or no

Example: "ShowErrors=yes"

Default: no