



## TouchSend Tools Demo

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TouchSend Tools are comprised of the tools demonstrated here and a Hierarchical Index Listbox. The Index and the Tools are sold separately. There are no runtime charges.

**For Commercial use**, each copy of TouchSend Tools is only licenced for a single title. For Publishers with significant numbers of titles, volume discounts are available. **For Non Commercial Use**, each copy of TouchSend Tools is licenced to a authoring/development single machine (just like your wordprocessor etc.) but the DLL can be used for any number of non commercial titles with no further charges.

Additional tool sets to meet precise publishing needs will be released over the next year.



## TouchSend Tools Demo

The TouchSend Tools Timer/MCI demo uses the following macro commands:

1. Play a wave file *(regular MCI command)*
2. Wait one second and open a pane *(TouchSend Timer Command & PanelID)*
3. Wait one second and open a second pane *(TouchSend Timer Command & PanelID)*
4. Wait one second and open a third pane *(TouchSend Timer Command & PanelID)*
5. Wait one second and open a fourth pane *(TouchSend Timer Command & PanelID)*
6. Wait 4 seconds for the wave file to complete then start the TouchSend no frame video and upon its completion jump to the next page. *(TouchSend MCI Command & JumpID)*



## TouchSend Tools Demo

### To order TouchSend Tools

**Call** 904-668-6180  
**Fax** 904-668-5352  
**Mail** 1904 Chatsworth Way, Tallahassee, FL 32308  
**Via CompuServe** 73374,2071

You can print an order form and get pricing information from inside the [Demo](#)

## **TsTimer**

The **TsTimer function** submits a command to viewer after the passage of a discrete unit of time. The actual time depends upon the processor speed, and the time slices available to the Viewer application. Multiple timer commands can be submitted, each with its own time unit.

As well **TsTimer** can be set to jump after a period of time (*eg 2 minutes*) but if the user jumps manually beforehand, the timer is shut off and the delayed jump never takes place.

## **TsMCI**

The **TsMCI function** submits a command to viewer after the completion of an MCI event. As an example, play a wave file or a video and then jump to another screen. The MCI event can be included in a **TSTimer function**.



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### TsWinHelp

The **TsWinhelp function** will call context sensitive Help. This is extremely useful if the author does not want to disturb the Viewer Screen, and requires more capability than a Viewer secondary window.

Get the best of both worlds !

