# IMAGEVISION

ImageLab Technology

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# IMAGEVISION

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Online Documentation v1.0.2a English

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Chapter 1: Introduction

## 1.3   The ImageVision Online Documentation - Chapter 1.1

1.1 The ImageVision Concept

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Welcome to an exciting multimedia development platform. ImageVision will give you the ability to create a powerful interactive presentation with ease. A lot of work has been put into the user interface to make it simple and intuitive. Being built from modules, ImageVision is also very flexible. Any new feature that comes along can be installed without any changes to the main program.

After using several different MultiMedia tools for a while, we at ImageLab Technology felt that none of these tools were flexible enough to provide an environment that would stay "fresh". Therefore we decided to create a program that was able to meet the demands of today's fast developing Information Technology. It ended up to be ImageVision. Many different aspects have been taken into account to give the ImageVision environment the flexibility we wanted.

* A lot of work has been put into the design and performance of ImageVision. The interface is very easy to use and many different input possibilites are supported. Many functions the environment provides can be accessed through icons, which makes working with ImageVision very intuitive.

* There is an Online Help system available at all times that is context sensitive.

* ImageVision has been coded around an API that will allow porting to other platforms. This makes ImageVision very versatile as you are not limited to one single platform, and the in the future projects you create can be exported to the supported platforms without any conversions whatsoever.

* The modularity of ImageVision makes it possible to configure the environment in a large number of ways, giving it that personal touch. New features can be added and old can be removed at will. Third part developers are able to make modules so that ImageVision supports certain specific products.

* ImageVision is totally multitasking. You may run other programs in the background, or you may run ImageVision in the background; the choice is yours. ImageVision is designed to provide a carefree, multithread, and multitasking environment. To make the runtime part of ImageVision as effective as possible even the runtime processes are internally multitasking. Currently four processes are giving you the maximum performance.

## 1.4   The ImageVision Online Documentation - Chapter 1.2

1.2 The Features of ImageVision

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As this is the first release, version 1.0, the ImageVision manual which follows will only be available in Amigaguide format, and ImageVision will only have a registration feature and no copy protection. Some of the features that are included in this first release are:

* Easy to use drag'n'drop interface.

* Load and manipulate your own graphical objects in the GFX Editor.

* A comprehensive and intelligent Online Help documentation that is accessible at all times.

* A fully working multithread multitasking environment.

* Total modularity that will make upgrades very easy and inexpensive.

ImageVision Icons:

ImageVision have several icons, through them the user builds up the multimedia script by linking them together. Each icon has its own configuration window, where all necessary assigns to pictures, animations, sounds, etc are made.

Script Icon

* This icon handles the global settings for the current script.

Menu Icon

* Shows a picture with ClickAreas so the flow in the script can be changed.

* GfxObjects, such as brushes or text, can be assigned to the picture.

* Optional playing of a sound that is loopable.

Slide Icon

* Shows up to 32 pictures in one icon.

* Different wipes on each picture.

* GfxObjects can be assigned to each picture.

* Different sounds can be assigned to each picture.

* Pageturn can be initiated by timer, mouseclick or end of sound.

Animation Icon

* Supported formats are Anim5 (8bit), Anim8W (16bit), Anim8L (32bit), CDXL and SSA.

* Animation can be placed on a background or played at an empty screen.

* Animation and CDXL playback from harddisk.

* Cache function supported.

MPEG Icon

* MPEG animations is supported and can be played with a picture genlocked on top.

* Full MPEG-1 sound support.

* Functions supported are Play, Play Async, Loop, Stop and Pause.

* A Peggy-MPEG or Scala-MPEG card is needed for playing MPEG animations.

* Cache function supported.

Sound Icon

* Sound formats supported are IFF 8SVX, any tracker MOD, AIFF and 8bit WAVE (PC).

* Functions are Play, Play Async, Stop, Stop All and Set Volume.

* All actions can be faded in volume.

* Sound playback from harddisk.

Subroutine Icon

* Gives the user the possibilities to make subroutines.

* The subroutine can be reached from any Jump icon in the script.

* At the end of a subroutine, execution is continued at the Jump icon that made the call.

Jump Icon

* Enables the user to make calls to subroutines within the multimedia presentation.

ImageVision Tools:

ImageVision supports different functions through a graphical user interface or through the pull-down menus, providing a range of useful tools. These tools can be applied to your worksheet in different ways.

Tools provided are:

* New: Creates a new script sheet.

* Load: Loads a script from disk.

* Save: Saves a script to disk.

* Copy: Copies selected icons to the clipboard.

* Cut: Cuts selected icons to the clipboard.

* Paste: Pastes icons from the clipboard.

* Delete: Deletes selected icons.

* Clip Link: Breaks the connection with other icons.

* Group: Group selected icons.

* Ungroup: Ungroup selected groupicon.

* Help: Brings up the online help.

* Run: Run selected script.

All tools affecting icons can be applied to a single or multiple icons by ImageVision's easy click-and-drag user interface.

Picture and screen formats:

* Supported picture format is IFF ILBM, any size, and a number of different picture formats through Datatypes.

* Before running the multimedia presentation the user can change the Runtime videomode between PAL or DblPAL to make the presentation suitable to either a TV set or a multisync monitor.

Special features:

* ImageVision is capable of essentially improving the speed of GfxObjects handling in runtime mode by its unique ImageCache functions.

* ImageVision multitasks internally which means that you can have more than one script open at the same time or work with several icons in open positions.

* Window positions and sizes can be changed for user flexibility.

* In all filerequesters, only files that have the right format for the current selection are displayed.


## 1.5   The ImageVision Online Documentation - Chapter 1.3

1.3 The System Requirements

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ImageVision requires the following minimum hardware and software configuration for the Editor Station:

* An Amiga 1200 or Amiga 4000.

* 2 Mb CHIP RAM and 1 Mb FAST RAM.

* At least 5 Mb of free harddisk space.

* Amiga OS 3.0 or later version.

And the following for the Player Station:

* Any AGA Amiga.

* 2 Mb CHIP RAM.

* Amiga OS 3.0 or later version.

To make full use of this product you will also need:

* Additional CD-ROM player required for use of the ImageVision data CD.

* Additional MPEG card required for playing FMV movies.

## 1.6   The ImageVision Online Documentation - Chapter 2.

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Chapter 2: Environment

## 1.7   The ImageVision Online Documentation - Chapter 2.1

2.1 The ImageVision Script Editor

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The environment you will be working in is based on the widely used click-and-drag interface. The advantages with this interface is that is very intuitive and easy to learn. A lot of work has been put into the graphical presentation to make the icons and symbols as easy to understand and use as possible.

The ImageVision environment is totally multitasking; meaning that ImageVision is able to interact with the Amiga Workbench environment and other applications. This implies that you may run any application(s) in the background or in front of ImageVision without any interference whatsoever.

Since ImageVision is based on the modular technique it will be very easy to configure and expand to your special needs and demands. New functions can be added both from us and from third party vendors. Upgrades to the main program will be even easier to install than the modules. All these possibilities make for a really easy-to-use and enjoyable environment.

LAYOUT

The Script Editor is divided into three main sections:- the Script Window , the Icon Window , and the Tool Window . Naturally, there is also a variety of Menu Options that will let you take certain actions. Extensive care has been taken in making the IV shell as easy to use as possible, and therefore you are able to access all actions and functions both by using the mouse and through the keyboard using the Direct Keys .

USAGE

As the IV enviroment is internally multitasking as well as externally, you will be able to have several windows open at the same time. You will also be able to have multiple identical windows open simultaneously. Moving around in this environment is done mainly with the mouse. ImageVision is extremely system friendly and therefore it will adapt to the way you have configured your Workbench and what commodities you use.

ADDITIONS

In addition to the standard user interface of windows, menus, requesters, and so forth ImageVision also comes with its own icons and tools. Both of these are operated with the mouse.

* An icon is draggable and it has a Configuration Window attached to it. To access an icon's Configuration Window you first have to place the icon in the Script Window and then double-click on it.

* There are two different tool types: Action Tools and Function Tools. To use an Action Tool all you have to do is click on it, ie on the Run Script, New Script, Load Script, Save Script and Help. To use Function Tool you first have to select one or more icons to use the tool on, ie Cut Icon, Copy Icon, Paste Icon, Delete Icon, Disconnect Icon, Group Icons and Ungroup Icons.

HELP

ImageVision provides you with two different Help systems.

* A quickhelp system that is accessed by just pointing, not clicking, on an icon, tool or button. The help messages are displayed in the screenbar, located at the top of the screen.

Note: In order to get correct quickhelp you must have the right window active, ie if you want quickhelp about something in the Menu Icon's Configuration Window, that window must be active.

* An Online Help system which is available at all times. You just hit the Help key on your keyboard or click on the questionmark. There are even help buttons in all of the icon's Configuration Windows where you can get help about the corresponding icon.

## 1.8   The ImageVision Online Documentation - Chapter 2.2

2.2 The ImageVision Script Window

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The Script Window is where you work with your multimedia presentation. You place the icons in the window and you make connections between them. You may arrange these icons and connect them in any way you wish. By selecting an icon or any combination of icons you can use a wide variety of tools that ImageVision provides. These tools can be accessed either through the Tool Window or the Pull-Down Menus .

SIZING

You may organize this window any way you want to. Either way you choose to size it, the icons within it will arrange and center themselves appropriately.

USAGE

After placing an icon in the window you may access this icon by double-clicking on it. To make your script valid you also have to make connection between the icons in it. This is done by the little white dot that appears above the icon when you place it in the Script Window. Either drag the dot to the icon you wish to connect with, or drag the whole icon slightly under the icon you want to connect it with. You are also able to change the connections you have made before and remove icons by using the Disconnect Tool, the Delete Tool or the Cut Tool.

## 1.9   The ImageVision Online Documentation - Chapter 2.3

2.3 The ImageVision Icon Window

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The Icon Window shows all the modules you have installed. It is also here future add-ons will be installed, without a reinstallation of the ImageVision main program.

SIZING

You may organize this window any way you want to. Either way you choose to size it, the icons within it will arrange themselves appropriately.

USAGE

To add an icon to the script you are working with simply click on the icon you wish to add and drag it into the Script Window and release it.

## 1.10   The ImageVision Online Documentation - Chapter 2.4

2.4 The ImageVision Tool Window

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The Tool Window shows the tools that you are able to access without using the Pull-Down Menus . To activate a tool simply click on it with the mouse.

SIZING

You may organize this window any way you want to. Either way you choose to size it, the icons within in it will arrange themselves appropriately.

USAGE

There are two different tool types: Action Tools and Function Tools. To use an Action Tool all you have to do is click on it. To use a Function Tool you first have to select one or more icons to use the tool on.

## 1.11   The ImageVision Online Documentation - Chapter 2.5

2.5 The ImageVision Pull-Down Menus

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As with most application with a graphical interface you are able to access all the functions and tools of ImageVision through Pull-Down Menus at the top of the main screen. To activate a menu simply move to the top of the screen and press the right mousebutton. While keeping the button pressed you are able to move around the different menus and their items. To select an item all you have to do is move the mouse so that the item is highlighted and then release the mouse button. The menus you will find in ImageVision will look like this:

Project

New

Creates a new script.

Open...

Loads a script and opens a Script Window .

Save

Saves the active script and the position of the Script Window.

Save As...

Saves the active script with the filename you specify in the filerequester.

Save Locked...

Saves the active script in a locked form. The script can not be loaded or edited and will only run with the Runtime player .

Optimize

Creates CacheImages of all pictures in the current script that have GfxObjects assigned to it in the Gfx Editor, and have the CacheImage option checked in the settings menu. See the Appendix section for more Tips on how to speed up playback and save valuable memory.

Run

Runs the active script or the last modified open script.

Close

Closes the active script. If you have made changes since you last saved you will be asked whether you want to save them or not. ImageVision goes back to its initial state after closing the script.

About

Shows the ImageVision version number, your name and your registration number. Click left mouse button to exit.

Quit

Exits ImageVision and returns to the Workbench. If there has been any changes since the last save you will be asked whether you wish to keep these or not.

Edit

Cut

Copies the selected icons to the clipboard and removes them from the active Script Window.

Copy

Copies the selected icons from the active Script Window to the clipboard.

Paste

Pastes the icons in the clipboard to the active Script Window.

Delete

Deletes the selected icons from the active Script Window.

Break Connect

Breaks the connection between the selected icon(s) and its parent icon.

Group

Groups the selected icon and its children into a single Group Icon .

UnGroup

Splits a Group Icon into its individual icons.

Settings

Use Grid

Makes all the icons snap to a predefined, 4x4 pixels, grid. Default is Off.

Confirm

With this setting the user can enable or disable all the different confirm requesters within ImageVision. Preferably disabled by the more experienced user. Default is On.

Filter Files

Check this to only display files that have the right format for the current selection in all filerequesters. Default is On.

Start Script

Tells ImageVision what to do when starting up:-

* New brings up an empty Script Window. Default.

* Last loads the ImageVision script file or files you worked with most recently.

* None speaks for itself, doesn't it?

ScreenMode...

Enables you to freely choose a suitable available screenmode for the ImageVision editors.

Pattern...

Loads a 4 color pattern into the Script Window.

AutoSave

Check this to save the settings every time you exits ImageVision. Default is On.

Load Settings

Loads the last saved settings.

Load Defaults

Select this if you want the standard settings for ImageVision back.

Save Settings

If you haven't checked the AutoSave option you need to select this to store the settings you have made befor you exits ImageVision.

Help

Contents

Shows the contents of the ImageVision Online Help.

Index

Shows the keywords that you can get help on.

Tutorial

Shows a selection of examples that will help you master ImageVision.

Help on help

Gives you help on how to use the Amigaguide program.

Help On ScriptEditor

Shows the help about ImageVision ScriptEditor.

## 1.12   The ImageVision Online Documentation - Chapter 2.6

2.6 The ImageVision Direct Keys

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Some people like to work with one hand on the mouse and one hand on the keyboard. To make things easier for these persons the ImageVision interface has included Direct Keys. See Appendix 8.8 Keyboard Shortcuts for a complete list of all the ImageVision's Direct Keys.

The menu items can be access in the standard Amiga manner by holding down the right Amiga key and pressing the button corresponding to the item you want to activate.

In all of the icons' Configuration Windows you can access the functions by pressing the key corresponding to the letter underlined in the label. If there are several Configuration Windows of the same icon open, the function of the active window will be used.

When working in the Script Window some special keystrokes has been included. DELete will delete the selected icon(s); this is the same action as using the Delete Tool. Finally, pressing HELP will open up the corresponding page of the ImageVision Online Documentation.

## 1.13   The ImageVision Online Documentation - Chapter 3.

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Chapter 3: The ImageVision Icons

## 1.14   The ImageVision Online Documentation - Chapter 3.1

3.1 The ImageVision Script Icon

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<span style="color:red">What is a Script?</span>

The Script Icon is the root or the head (depending on which way you look at it) of the script tree, and it represents the start of the script. This icon handles the global settings for the current script and there can only be one Script Icon per script.

OPTIONS

Label: This is where you name your Script Icon.

Runtime: This button tells ImageVision in which monitor mode to display the multimedia presentation in when running. You can choose between PAL, for a TV compatible mode, or DblPal for a flickerfree mode when using a multisync monitor.

Default Wipe: This is where you select the wipe and wipe speed ImageVision should provide as default for this script.

Click Snd: If you want a click sound when using the left mousebutton in your multimedia presentation, assign your sound here. Type the full path or click on the browser button to locate the sound on your harddisk.

Cache Dir: The browser button lets you select a location on your harddisk for the Cache Dir drawer to be created. This drawer contains the remapped and optimized pictures that the GFX Editor creates when you have enabled the ImageCache in the Settings menu. See the Appendix section for more <span style="color:red">Tips</span> on how to speed up playback and save valuable memory.

Note: The ImageCache function in the GFX Editor is enabled by default.

OK: This button accepts your settings before closing the configuration window.

Help: Clicking on this button brings up the Online Help on the Script Icon help page, this page.

Cancel: This button will discard all changes before closing the configuration window.

## 1.15   The ImageVision Online Documentation - Chapter 3.1.1

3.1.1 What is a Script?

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<span style="color:red">Back to Script Icon</span>

The term script that is used in this Online Help is the icons and their connections on the worksheet. When you run the script ImageVision reads all the data, ie pictures, animations and sounds, that are assigned in each icon on the worksheet, in correct order. The execution of the script will follow the white connection lines between the icons, therefore you have an incredibly good view of your work and all connections.

## 1.16   The ImageVision Online Documentation - Chapter 3.2

3.2 The ImageVision Menu Icon

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<span style="color:red">What is a Menu?</span>

When using the Menu Icon you are able to configure many different parameters such as where to interact with the user and when to update the picture. It also takes care of the duration of sounds and the effects you wish to use when displaying the menu picture. Push the Space Bar or click on the Menu Icon, located in the top left corner of the configuration window, to run the current icon.

OPTIONS

Label: This is where you name your Menu Icon.

Note: ImageVision provides you with a default label name, which tells you what kind of icon it is and a number. The number tells you how many icons you have connected to the above icon.

GFX Editor: Clicking on this button brings you to a new screen where you can add pictures, texts and symbols to your multimedia presentation. Each picture object can be freely moved, resized and cropped.

Click Editor: This button brings you to a new screen where you are able to define areas of the picture which will be used to control different actions.

BackTrace RMB: Controls the flow back to the icon preceding the Menu icon.

* If Set the menu will, when clicking on the Right Mouse Button, exit the Menu icon and go to the icon preceding it.

* When UnSet it will disable the right mouse button feature.

Wipe: Clicking on this button will bring up a requester where you may choose between different ways of presenting a picture on the screen. The button shows the kind of wipe currently chosen and the input box to the left shows the duration of the wipe in 1/10 seconds.

Force Load: This controls in which way the menu picture will be loaded into memory.

* Setting it will force the picture to load. This has to be done to erase anything that has been drawn on top of it.

* If UnSet the picture will be loaded only if it isn't found in a picture buffer.

Picture: This is where you choose the path and name of the picture file you wish to use as the menu. If you want a blank picture to put texts and brushes on click directly on the GFX Editor button for a Hires Laced background picture.

Loop Sound: This controls whether the sound will repeat itself or not.

* If Set the sound will loop, otherwise it won't.

Sound: This is where you indicate the path and the name of the sound file you wish to use when displaying the menu.

Note: This is the sound the Loop Sound selector refers to.

OK: This button accepts your settings before closing the configuration window.

Help: Clicking on this button brings up the Online Help on the Menu Icon help page, this page.

Cancel: This button will discard all changes before closing the configuration window.

## 1.17   The ImageVision Online Documentation - Chapter 3.2.1

3.2.1 What is a Menu?

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Back to Menu Icon

A menu is a picture with various numbers of clickareas placed on it. The clickareas have links to other parts in the script which connects the menu to other menus, slides, animations, sounds, etc.

## 1.18   The ImageVision Online Documentation - Chapter 3.3

3.3 The ImageVision Animation Icon

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What is an Anim/CDXL?

When using the Animation Icon you are able to configure many different parameters such as the position of the animation and the animation speed. It also takes care of the animation effects and interruptability of the sequence. Push the Space Bar or click on the Animation Icon, located in the top left corner of the configuration window, to run the current icon. The formats currently supported by the Animation Icon are IFF Anim5 (8 bit), IFF Anim8W (16 bit), IFF Anim8L (32 bit), CDXL and SSA.

OPTIONS

Label: This is where you name your Animation Icon.

Note: ImageVision provides you with a default label name, which tells you what kind of icon it is and a number. The number tells you how many icons you have connected to the above icon.

Repeat: This controls the number of times the animation should be played.

* If set to 0 the animation will be repeated forever, and can only be interrupted if Mouse Click is Set.

1/50 Frames/Sec: This controls the speed of the animation in 1/50 of a second. The transfer speed of the data from the hard drive or the CD-ROM drive sets the upper limit of how fast the animation can be played. If Cache is used the upper limit is raised. The lower the frame value the faster the animation.

Pointer: Tells whether the mouse pointer will be hidden or shown during the animation.

* If Set the pointer will be shown, otherwise it will be hidden.

* If it is UnSet the Mouse Click will still work.

Mouse Click: controls how the animation will be interrupted.

* If Set the animation might be interrupted by a pressing the left mousebutton.

Cache: controls if the animation should be maximum preloaded before starting playback.

* If Set the animation will be preloaded but a delay will occur before playback starts.

* To make the animation uninterruptable just UnSet it.

Offset X / Offset Y: These are the coordinates of the animation's upper left corner relative to the upper left corner of the picture (measured in pixels).

Animation: This is where you indicate the path and name of the animation file you wish to play.

Picture: This is where you indicate the path and name of the picture file you wish to use as a background to the animation. If this is left empty the animation will be centered and played on an empty screen.

OK: This button accepts your settings before closing the configuration window.

Help: Clicking on this button brings up the Online Help on the Animation Icon help page, this page.

Cancel: This button will discard all changes before closing the configuration window.

## 1.19   The ImageVision Online Documentation - Chapter 3.3.1

3.3.1 What is an Anim/CDXL?

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Back to Animation Icon

IFF Anim is the most common animations format used on the Amiga. This format is a compressed format which means that it requires less space on the storage media than it does on 'the screen'. The advantages of this format is that many programs support it and that you may be able to increase the frames per second rate due to the compression. The disadvantages is that the decompression requires intense CPU activity in large and smooth animations.

CDXL is an animation format which contains uncompressed picture frames and optional audio. Each picture and audio frame has the same size throughout the whole sequence. This lets the creator of a CDXL animation calculate the maximum size of each frame at a specific transfer rate. The advantage of this format over IFF anim format is the ability to include sound and the low processor requierments since there is no compression.

## 1.20   The ImageVision Online Documentation - Chapter 3.4

3.4 The ImageVision Sound Icon

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What is a Sound?

When using the Sound Icon you are able to configure many different parameters that control the ways to output the sound as well as the timing of the sound. It also gives you a way of handling the start and stop effects of the sound. Push the Space Bar or click on the Sound Icon, loacted in the top left corner of the configuration window, to hear the current icon.

OPTIONS

Label: This is where you name your Sound Icon.

Note: ImageVision provides you with a default label name, which tells you what kind of icon it is and a number. The number tells you how many icons you have connected to the above icon.

Action: This is where you control what you do with the sound.

* Play will begin playing the sound, play it to the end, and then leave the icon control.

* Play Async will start the sound and then the control will be turned over to the next icon in the script.

* Stop will end the sound stated in Sound.

* Stop All will end all sounds currently playing.

* Wait for end will wait for the sound stated in Sound to end.

* Volume will change the volume of the sound stated in Sound.

Loop: Tells how many times you want the sound to repeat itself.

* Setting the value 0 will make the sound repeat until another Sound Icon stops it by setting its Action to Stop on this particular sound or Stop All sounds.

Volume: Controls which volume will be used when playing the sound. The value may be between 0 and 100 percent.

Fade: Controls if or when you want the sound to fade its volume.

* Choose No if you don't want any fade whatsoever.

* Yes will depend on which Action has been chosen.

+ If Action is set to Start the sound will fade from no volume to the volume stated in Volume.

+ If Action is set to Stop the sound will fade from the current volume to no volume.

+ Finally, if Action is set to Volume, the sound will fade from the current volume to a new volume set in Volume.

Fade Time: Controls the duration of the fade. The value given here should be measured in tenths of a second.

Sound: This is where you indicate the path and name of the sound file you wish to control.

OK: This button accepts your settings before closing the configuration window.

Help: Clicking on this button brings up the Online Help on the Sound Icon help page, this page.

Cancel: This button will discard all changes before closing the configuration window.

## 1.21   The ImageVision Online Documentation - Chapter 3.4.1

3.4.1 What is a Sound?

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Back to Sound Icon

The sound formats supported in this version is the common IFF 8SVX format, the PC WAV format and SoundTracker modules. The IFF 8SVX sound format is very useful for adding sound effects to a presentation. The SoundTracker modules is more suitable for playing composed music during the presentation.

## 1.22   The ImageVision Online Documentation - Chapter 3.5

3.5 The ImageVision Slide Icon

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<span style="color:red">What is a Slide?</span>

When using the Slide Icon you are able to show several pictures in the order of your choice. It also gives you a way of controlling the sound and display effects used with each picture, as well as synchronizing the pictures with the sound. Push the Space Bar or click on the Slide Icon, located in the top left corner of the configuration window, to run the current icon.

OPTIONS

Label: This is where you name your Slide Icon.

Note: ImageVision provides you with a default label name, which tells you what kind of icon it is and a number. The number tells you how many icons you have connected to the above icon.

Copy To End buttons: These six buttons are located above and on the right side of the Control Window. Use these buttons if you wish to copy the different settings to all of the following lines.

Control Window: This window lists the different pictures that will be in the slide, and the order in which they will be displayed. Use the mouse to select the picture you wish to edit in some way. There are also four different symbols present in this window. Since they are optional they appear when chosen:

¢ This symbol, a note, appears when you have selected a sound to be played along with the picture.

£ The mouse symbol appears when the slide is interruptable.

¤ The loop symbol indicates if the sound assigned to this picture will be repeated.

¥ The second note symbol indicates that the next picture will be displayed when the sound ends.

Up Arrow: Moves the selected picture up through the slide list.

Down Arrow: Moves the selected picture down through the slide list.

New: Inserts one or more new pictures into the slide list. Select more than one picture by pressing the shift key during selection.

Note: The settings you have made for the previous picture will be transferred to the new.

Delete: Removes the selected picture from the slide list.

GFX Editor: Clicking on this <span style="color:red">button</span> will bring you to another screen where you can edit texts, symbols and brushes.

Delay: Controls the time to wait before showing the next picture.

Mouse Click: Controls if and how the slide is to be interrupted.

* If Set the slide might be interrupted by pressing the left mousebutton.

* To make the slide uninterruptable UnSet this function.

Sound Sync: If Set the next picure will be displayed when the sound ends.

Loop Sound: Controls whether the sound for that picture will repeat itself or not.

* If Set then the sound will loop, otherwise it won't.

Wipe: Clicking on this <span style="color:red">button</span> will bring up a requester where you may choose between the different ways of presenting a picture on the screen. The button shows what kind of wipe is currently chosen and the input box to the left shows the duration of the wipe in 1/10 seconds.

Picture: This is where you indicate the path and name of the picture file. If you want a blank picture to put texts and brushes on click directly on the GFX Editor button for a Hires Laced background picture.

Sound: This is where you indicate the path and name of the sound file.

Note: This is the soundfile Sound Sync refers to.

OK: This button accepts your settings before closing the configuration window.

Help: Clicking on this button brings up the Online Help on the Slide Icon help page, this page.

Cancel: This button will discard all changes before closing the configuration window.

## 1.23   The ImageVision Online Documentation - Chapter 3.5.1

3.5.1 What is a Slide?

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<span style="color:red">Back to Slide Icon</span>

A Slide is a number of pictures displayed in a sequential order, just like a slideshow. The pictures in the slide can be synchronized to sound.

## 1.24   The ImageVision Online Documentation - Chapter 3.6

3.6 The ImageVision MPEG Icon

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<span style="color:red">What is MPEG?</span>

When using the MPEG Icon you are able to play an MPEG movie in your presentation. Because ImageVision's genlock capabilities allow the background color (color 0) to be transparent, you may even show other kinds of graphics while the MPEG is playing. Push the Space Bar or click on the MPEG Icon, located in the top left corner of the configuration window, to run the current icon.

OPTIONS

Label: This is where you name your MPEG Icon.

Note: ImageVision provides you with a default label name, which tells you what kind of icon it is and a number. The number tells you how many icons you have connected to the above icon.

Action: This is where you control what you do with the MPEG file.

* Play will start the MPEG file and the MPEG Icon will stay in control until the MPEG file is either interrupted by the user or has reached its end.

* Play Async will start the MPEG file and then leave control to the next icon in the script.

* Stop will stop the MPEG file, remove it from the display, and then leave control to the next icon in the script.

* Pause will stop the MPEG file, leave the last frame on display, and then leave control to the next icon in the script. To restart a paused MPEG file, another MPEG Icon must activate it either by the Action Start or the Action Pause.

* Wait for end will wait for an MPEG file that has been started asynchronuously to stop before leaving control to the next icon in the script.

Cache: Clicking on this button ImageVision will copy your MPEG file to RAM. This will make the presentation run much smoother. Preferable to do with smaller, loopable MPEG files.

Note: This must be done if you want to run MPEG files and other graphics, such as animations or sounds, at the same time from the ImageVision data CD.

Loop: With this button ON your MPEG file will play continuously, ie loop.

Clear Screen: This button controls if graphics should be cleared before starting the MPEG, otherwise the MPEG will be played behind the graphics that where placed in the previous icon.

MPEG Sound: If your MPEG file has sound just click this button to enable it.

File: This is where you indicate the path and name of the MPEG file.

OK: This button accepts your settings before closing the configuration window.

Help: Clicking on this button brings up the Online Help on the MPEG Icon help page, this page.

Cancel: This button will discard all changes before closing the configuration window.

## 1.25 The ImageVision Online Documentation - Chapter 3.6.1

3.6.1 What is MPEG?

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Back to MPEG Icon

MPEG is a technique for reducing the size of an animation or a movie clip. The most significant difference between MPEG and normal animation storage formats is that MPEG uses destructive compression, which means that you loose picture quality. Another format that works with destructive compression is JPEG. The differens between the well known JPEG format and MPEG is that MPEG does not just compress a singel frame but also compares the frames with each other for even more efficiant compression. This compression technique tries to remove parts of the pictures which normaly is hard for the eye to see that it is missing. The compression ratio can be set so that the transfer speed required between the storage media (CD, harddisk, etc) and the MPEG-card can be decided and kept constant. This enables you to play MPEG clips with a descent quality from a CD-ROM player. In short, harder compression equals smaller MPEG files and less picture quality. Less compression equals bigger MPEG files and better picture quality.

## 1.26 The ImageVision Online Documentation - Chapter 3.7

3.7 The ImageVision Subroutine Icon

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What is a subroutine?

With the Subroutine Icon you will be able to make new subroutines within your current script. It gives you the ability to jump from any Jump Icon in the script to a specified subroutine icon. When the subroutine ends the execution is continued at the Jump Icon that made the call. The Subroutine Icon ends when all subicons within the Subroutine Icon have been executed or when a Return Icon is executed.

OPTIONS

Label: This is where you name your Subroutine Icon.

Note: ImageVision provides you with a default label name, which tells you what kind of icon it is and a number. The number tells you how many icons you have connected to the above icon.

OK: This button accepts your settings before closing the configuration window.

Help: Clicking on this button brings up the Online Help on the Subroutine Icon help page, this page.

Cancel: This button will discard all changes before closing the configuration window.

## 1.27 The ImageVision Online Documentation - Chapter 3.7.1

3.7.1 What is a subroutine

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Back to Subroutine Icon

A subroutine is simply a block of icons which have been given a name by the script maker. A subroutine must start with a Subroutine Icon which identifies it as such. A subroutine is terminated by a Return Icon. To reach a subroutine from the main script you must use the Jump Icon. This icon lets you jump to a named subroutine of your choice. The main advantage of using subroutines is that you are able to call the subroutine from many different parts of the script. This eliminates the need of having copies of parts of the script that you want to reuse in other places.

## 1.28   The ImageVision Online Documentation - Chapter 3.8

3.8 The ImageVision Jump Icon

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When using the Jump Icon you are able to make a jump to a Subroutine icon of your choice. It will give you the ability to reach parts of your script that is unreachable with the Click Editor .

OPTIONS

Label: This is where you name your Jump Icon.

Note: ImageVision provides you with its own label name, that tells you what Icon type it is and a number. The number tells you how many Icons you have connected to the above icon.

Control Window: Lists the different icons in your script that you can access with a jump. Use the mouse to select the icon you wish to make a jump to.

OK: This button accepts your settings before closing the configuration window.

Help: Clicking on this button brings up the Online Help on the Jump Icon help page, this page.

Cancel: This button will discard all changes before closing the configuration window.

## 1.29   The ImageVision Online Documentation - Chapter 3.9

3.9 The ImageVision Return Icon

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The only thing you can do with the Return Icon is to exit your current Subroutine and head back to the main script where you left off.

OPTIONS

Label: This is where you name your Return Icon.

Note: ImageVision provides you with a default label name, which tells you what kind of icon it is and a number. The number tells you how many icons you have connected to the above icon.

OK: This button accepts your settings before closing the configuration window.

Help: Clicking on this button brings up the Online Help on the Return Icon help page, this page.

Cancel: This button will discard all changes before closing the configuration window.

## 1.30   The ImageVision Online Documentation - Chapter 3.10

3.10 The ImageVision Group Icon

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The Group Icon is the only icon that isn't selectable from the Icon Window . This is because it may only be controlled by the Group Tool and the UnGroup Tool. To create a Group Icon you first have to select one icon that have connected icons. When selected, click on the Group Tool and the icons will displayed as a single Group Icon. To break up the group simply select its icon and click on the UnGroup Tool. The icons that where grouped before will now show again.

Note: Grouping is made primarily to reduce the number of icons in the Script Window and to improve the script's overall viewability.

## 1.31   The ImageVision Online Documentation - Chapter 4.

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Online Documentation v1.0.2a English

Chapter 4: The ImageVision Tools

## 1.32   The ImageVision Online Documentation - Chapter 4.1

4.1 What are the ImageVision Tools

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To make ImageVision more user-friendly we have created the Tool Window where you can access the tools that you are using most frequently. This way you don't have to take the detour through the Pull-Down Menus every time you want to use a tool. Instead you can access a tool by simply clicking on its icon. These icons are not to be confused with the icons in the Script Window .

## 1.33   The ImageVision Online Documentation - Chapter 4.2

4.2 The ImageVision Tools

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The ImageVision tools are used as a convenience for the user. The following tools are included in the ImageVision package:

Run

Runs the active script or the last modified open script.

New (Newly-hatched chicken)

Creates a new script.

Open (Open folder)

Loads a script and opens a Script Window .

Save (Close folder)

Saves the active script and the position of the Script Window.

Cut (A pair of scissors)

Copies the selected icons to the clipboard and removes them from the active Script Window.

Copy (Copying machine)

Copies the selected icons from the active Script Window to the clipboard.

Paste (Tube of cement)

Pastes the icons in the clipboard to the active Script Window.

Delete (Trashcan)

Deletes the selected icons from the active Script Window.

Disconnect

Breaks the connection between the selected icon(s) and its parent icon.

Group (Arrow into package)

Groups the selected icon and its children into a single Group Icon .

UnGroup (Cut open)

Splits a Group Icon into its individual icons.

Help (Question mark)

Brings up the ImageVision Online Documentation.

## 1.34   The ImageVision Online Documentation - Chapter 5.

Chapter 5: The ImageVision Tutorials

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The ImageVision tutorials will take you through the functions and show you the capabilities of this program step by step. We will start from a very simple setup and with each step the complexity and size of it will increase. When you've finished the last tutorial you will have created a simple multimedia presentation using ImageVision!

To make full use of the tutorials you should have installed the tutorial example onto your hard drive. With each step there are accompanying files placed in the tutorial directory. If you don't want to use these files you are free to use the techniques explained on your own files instead. You will also find a completed script for this tutorial chapter which shows how it can be done.

We are confident that after stepping through the tutorials you will be able to create almost any kind of multimedia presentation within the bounds of ImageVision. The tutorials cover different aspects of the tools and icons of ImageVision. Certain actions will be explained extensively the first time mentioned, but will in later stages only be referenced. If there is an action you don't understand it will likely have been covered in a previous tutorial. We therefore advice you to go through these tutorials in the order they appear in.

Tutorial #1 ..............Getting started with the Menu Icon

Tutorial #2 ...Showing several pictures using the Slide Icon

Tutorial #3 ............Getting live with the Animation Icon

Tutorial #4 .............Even more sound with the Sound Icon

## 1.35   xxx

Tutorial #5 ............Using movie clips with the MPEG Icon

Tutorial #6 ...........................Adding sound to menus

Tutorial #7 ...........................Inside the GFX Editor

## 1.36   The ImageVision Online Documentation - Chapter 5.1

5.1 Tutorial #1: Getting started with the Menu Icon

----------------------------------------------------

In this tutorial you will create a menu with three options each of which, when selected, will show a picture. You will learn how to make different areas on a picture able to interact with a user, and how to control the flow of an ImageVision Script.

As always when you want to begin a new project you start by creating a new script. This can be done in two ways:

- Select the New Item in the Project Pull-Down Menu,

Note: Don't forget that the if you have the Online Help window active it has its own Pull-Down Menus, so you must click in any of the ImageVision windows to get the right Menus.

or

- click on the New Tool in the Tools Window .

Result: A new window opens up containing nothing but an icon with a globe on it.

The empty window is called the Script Window . The only thing present in the Script Window is the Script Icon . This icon represents the starting point of the script. In this icon you can set some basic settings concerning your script, such as Runtime monitor mode, Default Wipe, Click Sound and directory to store ImageCache pictures.

Now add a main menu to the script, connect it to the Script Icon and open its Configuration Window:

- Drag a Menu Icon from the Icon Window into the Script Window.

Result: The icon you placed in the Script Window will appear just as it were in the Icon Window with the exception that a white square, a dot, is located just above it.

Note: The Menu Icon is ghosted because it has no picture assigned to it.

- Connect the dot with the Script Icon by either dragging the dot to the Script Icon or moving the Menu Icon directly underneath.

Result: A line appears between the two icons, notifying that a connection has been established. To make a script valid you must make connections between its individual parts, otherwise ImageVision will have no idea of the sequence of events. This way of making a connection is used with all the different icons in ImageVision.

- Open the Menu Icon's Configuration Window by double-clicking on the icon.

Result: A window opens up showing a variety of options that may be altered for that particular icon. These options will control the appearance during runtime. All icons have similar Configuration Windows and they are controlled in the same way.

With the Configuration Window open you are able to label your Menu Icon and tell it which picture should be representing the menu during runtime:

- Label your icon by entering Main Menu into the Label input box. This is done so you will be able to reference the different icons later. Although ImageVision provides you with a label, it probably won't tell you very much about the function of the icon.

Note: The labelname are displayed in the screenbar by just pointing with the mouse on the desired icon.

- In the Picture input box enter the path and name of the picture file. If you aren't sure where it is located click on the browser button to the right of the box to use a file requester instead. The file to look for is Scripts/Tutorial/Step01/MainMenu.pic. When you have found your picture, click once on the filename and then on OK in the file requester and finally OK in the Configuration Window.

You are now able to run your script and take a look at the picture by selecting Run in the tool window. An easier way to run a single icon is to click on the icon located in the top left corner of the current icon Configuration Window or by pressing spacebar. When in run mode, press Esc to get back to the ImageVision Script Window. The next thing we must do is to add two more icons beneath the Menu Icon:

- Drag two more Menu Icons into the Script Window and connect them to the Menu Icon already present.

- Open their respective Configuration Windows and label them Animation Menu and Sound Menu.

- Assign files to the Picture input boxes: Scripts/Tutorial/Step01/AnimMenu.pic and Scripts/Tutorial/Step01/SoundMenu.pic respectively.

Now the first Menu Icon can be used as a menu to show the two pictures. To be able to make selections the user have to interact with the picture. ImageVision controls user interaction through the Click Editor :

- Open up the Configuration Window of the main menu and click on the Click Editor button.

Result: The picture you specified in the Picture input box will show together with a window called the Action Window . In this window you will recognize the labels of the three icons you configured before together with -Backtrace.

The Click Editor is where you control the interactivity in ImageVision. You do this by marking an area which the user may interact with and assign an action to that area:

- Click in the upper left corner of the embossed Animation button. While keeping the button pressed, drag the pointer to the lower right corner of the same embossed button and release the mouse button.

Result: A square with small boxes in its corners will appear on top of the original picture. You have created your first Click Area. The small boxes are used to resize the Click Areas in different directions. To move a Click Area simply click in the center of it and while keeping the mouse button pressed drag the Click Area to its new position.

- In the Action Window select the alternative Animation Menu so that the Click Area will be associated with that icon.

- Repeat the previous two steps with the other options, so that you will have two Click Areas associated with the two Menu Icons: Animation and Sound.

Note: To change the action of a Click Area, select it by clicking in the center of it and then select a new action in the Action Window.

When you have assigned an action to all of your Click Areas then just exit the Click Editor. This takes you back to the Configuration Window. Now click OK to close the Configuration Window, this saves the Click Areas and exits the Configuration Window, and run the script and check if the menu brings up the correct pictures. If not, go back to the Click Editor and verify your actions.

Now we should have a menu with two options that each showing a picture. In the Configuration Windows, for the Menu Icon, there is an option called Wipe, and a wipe is the multimedia term for the effect used to show some graphics. Changing the wipe changes the way the graphics are presented at runtime:

- Open the Main Menu's Configuration Window.

- Click on the button with a white square on it to the right of the Wipe label.

Result: The Wipe Requester pops up showing the different wipes available. You may select a wipe either by clicking on its icon or by moving around using the arrow keys.

- Select the Fade-to-Black wipe and click on OK.

Result: Returning to the Configuration Window you will notice that the Wipe button motif has changed from a white square to the Fade-to-Black wipe icon (this button always shows the wipe currently selected). The white square shown earlier is called the Cut wipe. It is the default wipe, and it doesn't add any effects to the presentation.

- You should now have the value 20 in the Wipe input box, if not change it by clicking on the value and delete the current value and enter 20. This is the duration of the wipe.

Note: The duration of a wipe is measured in 1/10 of a second. Experimenting is the best way to find out which value works best, but generally a value between 10 and 30 (the default value is set to 20 and is equal to 2 seconds) seems to work out nicely.

- Repeat the above steps on the three other Menu Icons as well, but use another wipe.

Running the presentation you will see the wipes in action, and how much they enhance the presentation.

This concludes the first, basic tutorial and now you should be able to show single pictures, and use pictures as menus. You have also learnt how to use the Click Editor, thus creating interactivity.


## 1.37   The ImageVision Online Documentation - Chapter 5.2

5.2 Tutorial #2: Showing several pictures using the Slide Icon

--------------------------------------------------------------

In this tutorial you will learn how to use the Slide Icon which enables you to show several pictures in the order of your choice. It also gives you a way of controling the display effects, the wipes, which are used with each picture, and even lets you add synchronized sound to the pictures.

To begin with you will have to adapt the script from tutorial #1 in order to run this tutorial.

- Drag one Slide Icon into the Script Window and connect it to the Menu Icon labeled Main Menu.

The following steps will give you a good overview of the Slide Icon and its features.

- Open the newly inserted Slide Icon and label it Slide.

- Click on the New button and select the Scripts/Tutorial/Step02/Slide1.pic in the picture requester.

- Click New again and multi select the Scripts/Tutorial/Step02/Slide2.pic and Scripts/Tutorial/Step02/Slide3.pic by holding down the shift key. These pictures will now be placed underneath the first one, ie showed after.

Result: Now you should have a list of three pictures in the window. If you somehow have got them in incorrect order you can click on the arrow up or down buttons to move the pictures up or down the list.

- Select the first picture in the list, Slide1.pic, and set the Delay value to 20, this value controls how long the picture will remain on the screen until the next picture will begin to be shown.

Note: The Delay value is measured in 1/10 of a second, ie the value 20 is equal to 2 second.

- Click on the button with a white square on it above the Wipe input box.

Result: The Wipe Requester pops up showing the different wipes available.

- Select the Fade-to-White wipe and click on OK.

- Enter the value 10 in the Wipe input box. This is the duration of the wipe, also measured in 1/10 of a second.

- Assign a sound file to the Sound input boxes: Scripts/Tutorial/Step02/Sound1.pic.

- Repeat the above step for the second and third pictures but select different wipes for the pictures.

Now you are ready to test run this slide icon by pressing spacebar.

As you will notice there is a delay between the sound ending and the picture changing. This delay can be shortened by decreasing the Delay value or better by enable SoundSync for each picture. SoundSync triggers the picture change when the sound ends.

Don't forget to create a new click area for this slide icon in the main menu icon.

This concludes the second tutorial step, and you have learned how to show several pictures in a slide with different sounds assigned to them. You've even make the slide controlled by the sound length, and how hard can it then be to create a speaker controlled presentation?

## 1.38   The ImageVision Online Documentation - Chapter 5.3

5.3 Tutorial #3: Getting live with the Animation Icon

------------------------------------------------------

In this tutorial you will learn how to use an animation in your presentation. The ImageVision Animation Icon currently supports the IFF ANIM and CDXL formats. With CDXL you will have the sound embedded with the graphics, but if you use the IFF ANIM format the sound has to be played separately.

The easiest format to use is obviously CDXL. You only have to start it and the sound is synchronized with the graphics.

- Drag an Animation Icon into the script and connect it to the Menu Icon labeled Animation Menu.

- Open the Animation Icon's Configuration Window and label it CDXL Animation.

- Enter the value 0 in the Repeat input box and 5 in the 1/50 Sec per Frame input box.

- To position the animation on the screen enter the value 56 in the Offset X input box and the value 89 in the Offset Y input box.

- Use the browser to select the file Scripts/Tutorial/Step03/Walk.cdxl for the Animation input box and Scripts/Tutorial/Step01/AnimMenu for the Picture input box.

- Open the Animation Menu icon and enter the Click Editor.

- Create Click Areas over all the ebossed buttons on the picture and associate the action CDXL Animation to the suitable Click Area. Don't forget to create a Click Area over the exit door in the upper left corner of the picture and assign the action -Backtrace to it. Then exit the Click Editor.

Result: Running the presentation you will be able to select and view the CDXL animation from the Animation Menu. The animation will show over the menu picture. When you interrupt the animation you will notice that the Animation Menu has been garbled. This is because the ForceLoad is switched off, and then ImageVision gets the picture used in the menu from the picture buffer in memory. If the switch had been set the picture would have been reloaded from storage instead, thereby showing a clean picture. Therefore enable the ForceLoad switch in the Animation Menu.

Instead of showing an animation on top of a picture it can be shown on a black background by leaving the Picture input box empty. But we don't want this for our example.

- Open the Menu Icon labeled Animation Menu.

- Add a new Animation Icon to the script and connect it to the Animation Menu icon.

- Open the new Animation Icon and label it IFF Animation.

- Enter the value 0 in the Repeat input box and 5 in the 1/50 Sec per Frame input box.

- To position the animation on the screen enter the value 56 in the Offset X input box and the value 89 in the Offset Y input box.

- Use the browser to select the file Scripts/Tutorial/Step03/Walk.anim for the Animation input box and Scripts/Tutorial/Step01/AnimMenu for the Picture input box.

- Return to the Animation Menu icon and associate the Click Area for the option Play IFF Anim with the action IFF Animation.

When playing an IFF animation there is no sound included, just the graphics. Therefore, if sound is required, the Animation Icon must be combined with one or more Sound Icons:

- Add a Sound Icon to the script, and connect it to the Animation Menu icon.

- Open the Sound Icon and label it Animation Sound Start.

- Set the Action to 'Play ASync', Loop to 0 and use the browser to select the file Scripts/Tutorial/Step03/mod.Tripple.

- Copy the Animation Icon labeled IFF Animation, using either the Edit Pull-Down Menu or by clicking on the Copy Tool in the Tool Window .

- Use the Paste Tool to add the copied Animation Icon to the script and connect it to the Sound Icon.

Result: A second Animation Icon overlaps the first one, and it doesn't have any connections. This Animation Icon has the options set the same way as the original, thus saving you from making all the settings all over again.

- Add a new Sound Icon into the script and connect it to the Animation Icon labeled IFF Animation.

- Open the Sound Icon, change the label to Animation Sound Stop, and set Action to 'Stop All'.

- Return to the Animation Menu icon again and associate the Click Area for the ebossed button 'Play IFF Anim with sound' with the action Animation Sound Start.

Result: Running the presentation, the animation will be displayed at the same time the selected sound is playing. This technique can be extended by using the capabilities of the Sound Icon. You may for instance play two sounds and use the fade in different ways. It is all up to your own creativity.

This concludes the third tutorial, and you have learnt how to play animations using the Animation Icon, and how to combine graphic-only animations with sounds.

## 1.39   The ImageVision Online Documentation - Chapter 5.4

5.4 Tutorial #4: Even more sound with the Sound Icon

------------------------------------------------------

In this tutorial we will get acquainted with the Sound Icon and see what can be done by manipulating sounds in different ways.

To get a feeling for the different actions that can be taken using the Sound Icon we have to add a couple of icons to the script:

- Drag one Sound Icon into the Script Window and connect it to the Menu Icon labeled Sound Menu.

- Open the Sound Icon's Configuration Window, and label it Play Sound.

- Make sure the Action is set to Play Async.

- Using the browser button select the file Scripts/Tutorial/Step04/Sound.8svx.

- Set the value in the Loop input box to 0.

Result: Selecting these options will start the sound, play it in a loop and exit the icon still playing the sound.

- Exit the Configuration Window.

- Add a new Sound Icon into the Script Window.

- Connect the second Sound Icon to the same Menu Icon as the first one, and open its Configuration Window.

- Change the Label to Stop Sound, and the Action to Stop All.

- Open the Menu Icon labeled Sound Menu and enter its Click Editor.

- Create Click Areas over the three selections.

- Associate the action Play Start to the embossed button 'Play Sound' and the action Stop Sound to the embossed button 'Stop Sound'.

Result: Running the presentation and selecting Play Sound in the Sound Menu will start the looped sound and the control will return to the Sound Menu. To stop the sound simply click on the Stop Sound option.

ImageVision has the ability to play two sounds at the same time.

- Drag one Sound Icon into the Script Window and connect it to the Menu Icon labeled Sound Menu.

- Open the Sound Icon's Configuration Window, and label it Example Sound Start.

- Make sure the Action is set to Play Async.

- Since we are going to play two sound at the same time, we want the background sound to be played at a lower volume. Set the value in the Volume input box to 25.

- Using the browser button select the file Scripts/Tutorial/Step04/Loop.8svx.

- Set the value in the Loop input box to 0.

- Exit the Configuration Window.

- Copy the Slide Icon labeled Slide, using either the Edit Pull-Down Menu or by clicking on the Copy Tool in the Tool Window.

- Use the Paste Tool to add the copied Animation Icon to the script and connect it to the Sound Icon labeled Example Sound Start.

- Relable the new Sound Icon to Example Sound Slide.

- Add a new Sound Icon into the Script Window.

- Connect the new Sound Icon to the Slide Icon labeled Example Sound Slide and open its Configuration Window.

- Change the Label to Example Sound Stop, and the Action to Stop All.

- Open the Menu Icon labeled Sound Menu and enter its Click Editor.

- Associate the action Example Sound Start to the embossed button 'Example'.

Result: Running the presentation, and selecting 'Example' in the Sound Menu will start a sound syncronized slide with background sound.

This concludes the fourth part of the ImageVision tutorials, and you have seen the basic features of the Sound Icon.


## 1.40   The ImageVision Online Documentation - Chapter 5.6

5.6 Tutorial #6: Using movie clips with the MPEG Icon

------------------------------------------------------

In the sixth tutorial we will take a look at the MPEG Icon and what it is capable of. The usage of the icon is quite straightforward and therefore a short example will be sufficient to understand it.

Lets put an MPEG Icon into the script and check out the different options it has:

- Add an MPEG Icon to the script and connect it to the Main Menu icon.

- Open the MPEG Icon, label it Play MPEG, and set the Action to Play.

- Use the browser to select the file Scripts/Tutorial/Step06/Example.mpeg, and click on the MPEG icon in the top left corner of the configuration window..

Result: By clicking on the icon you activate the MPEG movie. This way you are able to watch the MPEG movie to make sure it is the one you want, and that it plays okey. If you are satisfied with the result then click to exit.

To be able to select the MPEG in the presentation some alterations have to be made to the script:

- Open the Main Menu icon and enter the Click Editor .

- Use the pull-down menu Project: Open to load the new picture Scripts/Tutorial/Step06/MainMenu.pic.

Result: The old Click Areas remain where they are, but an altered version of the menu picture is loaded with an additional option called Play MPEG.

- Create a new Click Area over the new option and associate it to the action Play MPEG.

Result: Exiting the Click Editor will return control to the Configuration Window. Take a look in the Picture input box. The file name has been changed to the one you worked with in the Click Editor. You are now able to run your presentation and select the Play MPEG option.

This concludes the sixth tutorial. The MPEG Icon works much the same way as the Animation Icon with the CDXL format selected. If you have worked through all the basic tutorials you should have a pretty good feeling of how to work with ImageVision. The basic tutorials are ment to get you started and give you a knowledge of the basic functions of the icons. If you want to go deeper in the functions of ImageVision you can continue in the Advanced part of the Tutorial, but the best way to go further into ImageVision is by starting to create your own presentations, and use this documentation whenever you are uncertain of something. Good luck with your MultiMedia experience!

## 1.41   The ImageVision Online Documentation - Chapter 5.7

5.7 Tutorial #7: Inside the GFX Editor

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In this tutorial we will get more inside the functions of the GFX Editor that is used to add text, brushes and picture objects to your backgrounds.

- Use the pull-down menu Project: Open to load the background picture Scripts/Tutorial/Step07/...Menu.pic.

- Click on the Load Brush tool in the ToolBox and move the pointer to the ...

- Click on the Select Font tool in the ToolBox, this will bring up the font requester where you can make all the necessary changes to the font, such as bold, italic and underlined. Select the and move the pointer to the ...

- Move the pointer to the ... Just click on the left mousebutton and you have a cursor, then type ... on the keyboard.

This concludes the seventh and last tutorial.

## 1.42   The ImageVision Online Documentation - Chapter 5.X

5.X Tutorial #X: Adding sound to menus

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In this tutorial we will extend the menus from tutorial #1 into playing sounds and music. In this case music will be a sample played in a loop, and a sound will be a sample played only once. But first we will try out some different ways to display the pictures.

The presentation is still kind of dull, and to make it really attractive we should get some sounds in as well. The ImageVision package includes a special Sound Icon that you may use, but by far the easiest way to incorporate sound with a menu is by using the Sound input box in the Menu Icon's Configuration Window:

- Open the Main Menu's Configuration Window.

- Using the browser button to the right of the Sound input box locate and select the file Scripts/Tutorial/Step02/loop.8svx.

- Make sure the Loop Sound switch is set.

Result: Running the presentation you will have a tune playing while the Main Menu is showing. As soon as you select one of the menu options the tune will stop playing, but when you go back it will start again. The tune is really just a single sample that has been edited so that it can be played over and over. Unsetting the Loop Sound switch will make the sound play only once.

So now we have some music playing while the menu is showing, but to make the presentation a bit more interesting sounds should be added to the pictures also.

- Open up the Configuration Windows of one of the pictures.

- Select the sound file Scripts/Tutorial/Step02/sound.8svx.

- Make sure the Loop Sound switch is unset.

- Repeat the above steps on the other two pictures.

Result: Running the presentation again you will notice that whenever you select one of the pictures a sound will play once.

This concludes the second part of the ImageVision tutorials, and you have learnt how to easily incorparate sound with your menus and pictures. You also have the ability to both repeating a sound and, if you choose to, only play it once. In the next tutorial you will get to know the powerful Slide Icon and get the feel of how to make a professional looking presentation.

Now you should have an idea of what the Sound Icon is capable of, but it doesn't just start and stop sounds. The Sound Icon also has a fade feature that lets you fade the sound's volume while it is playing, as well as using the fade when you start and stop it. That's where the two Click Areas we left unassociated before comes in:

- Use the Paste Tool to add two more Sound Icons to the script, and connect them to the Menu Icon labeled Sound Menu.

- Open up one of the new Sound Icons and relabel it to Sound Fade Down. Change the Action to Volume and enter the value 40 into the Volume input box.

- Open up the second of the new Sound Icons, relabel it to Sound Fade Up, and change the Action to Volume.

- Open the Menu Icon labeled Sound Menu again and enter its Click Editor.

- Now associate the actions Sound Fade Up and Sound Fade Down to the corresponding Click Areas created earlier, and exit the Click Editor.

Result: Running the presentation again you are now able to fade the sound up and down after you have started it. This technique is used when you want a tune to play in the background while a speaker voice explains something, and when the voice is done the tune's volume fades back up.

## 1.43   The ImageVision Online Documentation - Chapter 6.

Chapter 6: The ImageVision License Agreement

---------------------------------------------

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## 1.44   The ImageVision Online Documentation - Chapter 7.

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Chapter 7: Miscellaneous Part

## 1.45   The ImageVision Online Documentation - Chapter 7.1

7.1 The ImageVision Credits

--------------------------

Software Design and Development:

ImageLab Technology

Producer:

ImageLab Technology

Programmer:

Christian Djörke and Stefan Bernbo

Graphics and Layout:

Michael Carlsson and Karl Andersson

Documentation:

ImageLab Technology

Beta Testing:

ImageLab Technology, Inge Bjarnelo, ...

CD Mastering:

ImageLab Technology

Thanks must also go to:

Åke Franzen - For all paintings in the ART section of our CD demo.

Mikael Helling - Background contributions.

Carl Carlsson, CCT - For ideas and background photos.

Per Silo, Studio III - For Sweden movie clips.

Torbjörn Härje & Hasse Svensson - For the music modules.

And last but not least a big THANKS to our distributors in all countries over the world that have taken this program under their wings.

Please support future Amiga development.

## 1.46   The ImageVision Online Documentation - Chapter 7.2

7.2 How to get technical support

-------------------------------

To contact ImageLab Technology Technical Support department in Sweden, please write to this address:

Write: ImageLab Technology

Box 177

S-371 22 Karlskrona

Sweden

Fax: Line 1: +46-455-18852

Line 2: +46-455-18866

E-Mail: ilt@ilt.se

If you are outside Sweden, please contact your local ImageVision supplier.

When contacting ImageLab Technology, please provide the following:

· ImageVision registration and version number (About in the Project pull-down menu).

· Description of your computer system (model, memory, extra hardware, kickstart, WB and so on).

· Detailed description of your problem.

NOTE: ImageLab Technology can't provide support to any unregistered user.

## 1.47   The ImageVision Online Documentation - Chapter 8.

IMAGEVISION Release 1

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Chapter 8: Reference

## 1.48   The ImageVision Online Documentation - Chapter 8.1

8.1 The ImageVision Click Editor

--------------------------------

The Click Editor is used to place the Click Areas where a user is able to interact with the presentation. With the help of the Action Window you are also able to define what is going to happen when a user clicks in one of these areas.

MENUS

Project

New

Removes all the Click Areas from the background. Remember if you don't have Confirm on in the Script Editor settings pull-down menu ImageVision don't ask before removing the click areas.

GFX Editor

Exits the Click Editor and enters the GFX Editor

Quit

Exits the Click Editor and returns to that Icon's Configuration Window where opened up the Click Editor.

Edit

Cut

Copies the selected Click Areas to the clipboard and removes them from the picture.

Copy

Copies the selected Click Areas to the clipboard.

Paste

Pastes the Click Areas from the clipboard on top of the background picture.

Objects

Rectangle

Add rectangular shaped click areas.

Polygon

Add polygon shaped click areas. Doubleclick with your left mousebutton to complete the polygon shape.

Ellipse

Add ellipse shaped click areas.

Circle

Add circle shaped click areas.

Windows

Action Window

Check this to have the Action window on-screen at all times.

Help

Contents

Brings up the Contents page of the Online Help.

Index

Brings up the Index page of the Online Help.

Tutorial

Brings up the Tutorial page of the Online Help.

Help on Help

Brings up the Help page of the Online Help.

Help on Click Editor

Brings up the Click Editor Help page of the Online Help.

MOUSE

- To create a new Click Area all you have to do is click somewhere on the picture where there are no other Click Area. The shape of the click area is defined in the Objects Menu. The default shape is Rectangle.

- You select a Click Area by clicking on it. If the shift key is pressed several Click Areas may be selected at the same time.

- You move a Click Area by clicking on it, and while keeping the mousebutton pressed you drag it to its new position. Keep the shift key pressed if you have selected many Click Areas and you want to move them all at once.

- On all the selected Click Areas there will be small boxes showing. These boxes are used to size the Click Area. All you have to do is click on one of the boxes and size the Click Area by moving the mouse.

- To delete a click area simply select one or more and press the DEL key on your keyboard.

## 1.49 The ImageVision Online Documentation - Chapter 8.2

8.2 The ImageVision Action Window

--------------------------------

This window is located in the Click Editor and shows what the Click Areas may do. If several Click Areas are selected the window shows only the actions all of these Click Areas may do. When one action is selected it will be associated with all the selected Click Areas.

## 1.50 The ImageVision Online Documentation - Chapter 8.3

8.3 The ImageVision GFX Editor

-----------------------------

The GFX Editor is the editor where you can put pictures, texts and symbols to your multimedia presentation. All tools you can apply to your background you select in the ToolBox . With the help of the Palette Edit you can change all available colors in the picture and also make new colors.

MENUS

Project

New

Clears all the GfxObjects on the current background.

Open Background...

Opens a new background picture, but keeps all the picture objects already placed.

Click Editor

Exits the GFX Editor and enters the Click Editor

Previous Picture

Go to previous background picture. This option will only work in the Slide icon and if you have a background picture before the current.

Next Picture

Go to next background picture. This option will only work in the Slide icon and if you have a background picture after the current.

Quit

Quits the GFX Editor and returns to that Icon's Configuration Window where opened up the GFX Editor.

Tools

Load Brush...

Displays the Load Brush requester where you select which picturefile you want as a brush.

Reset Brush

Select this option to reset the selected brush to its original size.

Load ASCII Text...

Displays the Load ASCII Text requester where you select a textfile, created in for example a word processor, to be loaded. When loaded the text will flow out from cursor position on the background with the current settings for the text. If you don't have a cursor the text will be placed from the top left corner.

Select Font...

Displays the Font Requester where you select fonts, sizes and styles for your texts. The different fontstyles are: Bold, Italics and Underlined. You may also have more than one fontstyle at a time and when you are satisfied click on OK and the Font name will be displayed in the ToolBox on the Font Requester button.

Justification

Select between None, Left, Center or Right Justification to affect the selected picture objecs.

Color

This option handles the main, front, color of your texts and brushes. If you unselect it your text will disappear.

Fill

This option handles the fillarea, ie the rectangular area surrounding your texts and brushes.

Bevel

This option will make your texts and brushes look embossed.

Outline

Controls the outline feature on and off.

Shadow

Controls the shadow feature on and off.

Settings

Show Margins

Check this option to show the text margins. You can also move the margin lines to new positions using your mouse, this may be essential when using text justification.

ImageCache

With this option checked ImageVision will create a rendered image with all your GfxObjects on, this will essentially improve the speed of the GfxObject handling in runtime mode. This option will only work if there is a specified directory in the Script Icon on the Image Dir line.

Colors

Optimize Palette

Choosing this option will make ImageVision try to Optimize the existing palette, ie if there are identical colors on several places in the palette ImageVision cuts those colors and recomputes the palette.

Palette Size

You can set the size of the palette to any of this number of colors 2, 4, 8, 16, 32, 64, 112, 128, 240 and 256 colors. When you want more colors to work with simply select a higher number of colors, and if you want less colors select a lower number. When you select less colors ImageVision recalculates the palette and remaps all the GfxObjects to match the new palette.

Note: A good rule is to have less colors because too colorful images will increase the loading time in runtime mode.

Windows

ToolBox

Check this to have the ToolBox window on-screen at all times.

Palette

Check this to have the Palette window on-screen at all times.

Help

Contents

Brings up the Contents page of the Online Help.

Index

Brings up the Index page of the Online Help.

Tutorial

Brings up the Tutorial page of the Online Help.

Help on Help

Brings up the Help page of the Online Help.

Help on GFX Editor

Brings up the GFX Editor Help page of the Online Help.

MOUSE

- To load a new picture object you have to click on the Open Brush tool in the ToolBox or pull down the menus and select Open Brush in the Project menu.

- You select a picture object by clicking on it. If the shift key is pressed several picture objects may be selected at the same time.

- You move a picture object by clicking on it, and while keeping the mousebutton pressed you drag it to its new position. Keep the shift key pressed if you have selected many picture objects and you want to move them all at once.

- On all the selected picture objects there will be small boxes showing. These boxes are used to resize the picture object. All you have to do is click on one of the boxes and resize the picture object by moving the mouse. The objects can be resized proportional by clicking and dragging in one of the corner boxes.

- If you want to crop a picture object you must first select an object, then hold down either of the shift keys on the keyboard and press your left mousebutton on any of the small boxes on the selected object. And while keeping the shift key and the mousebutton pressed you move the mouse until you are satisfied.

## 1.51   The ImageVision Online Documentation - Chapter 8.4

8.4 The ImageVision ToolBox

---------------------------

This window is located in the GFX Editor and shows all the tools that you can affect picture objects and texts on the background picture.

Buttons in the ToolBox

Color

This button handles the main, front, color of your texts and brushes. If you unselect it your text will disappear, try then to set the Fill color button on for a nice backfilled effect with translucent text. To choose color click on the desired color in the palette and then on the small colored box in the button. All text on the line where your cursor is will then change color.

Fill

This button controls the fillarea, ie the rectangular area surrounding your texts and brushes, and the color of it. The Fill feature in combination with Bevel will make your text look like it was typed on a button.

Bevel

This button will make your texts and brushes look embossed. Set the two colors to lighter and darker than the one in the Color button for best effect. Switch the placing of the colors for different emboss direction.

Outline

This button controls the outline and color of it.

Shadow

This button controls the shadow and color of it.

Select Font

Displays the Font Requester where you select fonts, sizes and styles for your texts. When you are satisfied click on OK and the Font name will be displayed on the Font Requester button.

Load Brush

Displays the Load Brush requester.

Justification

Select between None, Left, Center or Right Justification to affect the selected picture objecs. This feature is controlled by the margins, which is moveable, in the settings menu.

Edit

Use this button if you want to change the colors of the background, texts and picture objects.

## 1.52   The ImageVision Online Documentation - Chapter 8.5

8.5 The ImageVision Palette Edit Window

----------------------------------------

This window is located in the GFX Editor, can optionaly be turned on and off, and simply lets you change all available colors. To enter this window you click on the Edit button in the ToolBox Window.

On the left side of this window is a color wheel which lets you edit the selected color in the Toolbox.

The right side of the Palette Edit Window has a Brightness Slider that controls the brightness of a color, ie if you want a plain red color the color wheel would be at the top position and the brightness slider would also be at its top position. The color becomes more darker as you drag the bar through the slider box.

The cancel button makes only the last colorchange in the Toolbox undone.

## 1.53   The ImageVision Online Documentation - Chapter 8.6

8.6 The ImageVision Wipe Requester

----------------------------------

This requester looks just like the standard file requester with the exception that instead of filenames there are wipe icons. Just double click or click once on the requested wipe and then the OK button to select the wipe. If you click on the Help button you will bring up the Online Help, this page.

A wipe is used as an effect when changing the graphics you will be presenting to the user. In the different wipe buttons the white areas represent the new appearing picture, and the yellow areas represent the old disappearing picture. The arrows indicates the direction of the different picture movements. The name of the wipes are displayed in the Wipe Requester header.

The following list is a description of all different wipes included in the ImageVision package in the order they appear in the Wipe requester.

Available wipes:

Cut is the default wipe, and it simply changes the picture without any effects whatsoever.

Fade Black fades the colors of the old picture into black and then fades the new picture from black.

Fade White fades the colors of the old picture into white and then fades the new picture from white.

Fade Background fades the colors of the old picture into the background color (i.e. color 0) and then fades to the new picture.

Bounce Up makes the old picture slide upwards, out of sight and then slides the new picture down.

Bounce Down makes the old picture slide downwards, out of sight and then slides the new picture up.

Push Up makes the new picture push the old picture upwards and out of sight until only the new one is showing.

Push Down makes the new picture push the old picture downwards and out of sight until only the new one is showing.

Cover Up slides the new picture upwards until it covers the old picture completely.

Cover Down slides the new picture downwards until it covers the old picture completely.

Card Over looks like a card shuffle with only two cards - the pictures. The new picture will come from underneath the old picture and become the one showing.

Card Under looks like a card shuffle with only two cards - the pictures. The old picture will be taken from the top and placed underneath the new one, thus making the new picture show.

Super Impose only fades the difference between the old and the new pictures.

Nuclear cuts the old picture into a completely white screen and then fades the new picture from white.

CutFade are exactly the same as Nuclear but cuts to a black screen instead.

Random automaticly selects different wipes each time.


## 1.54   The ImageVision Online Documentation - Chapter 8.7

8.7 The ImageVision Runtime Player

----------------------------------

This program is to be found as an icon in the Workbench or a CLI/Shell command, and since the icon is similar to the Run Script tool located inside the ImageVision program its purpose is to run script created with ImageVision.

Workbench: To run a script with IVPlayer simply double-click on the IVPlayer icon and you will enter a requester where you can browse through your files. Select a script file by clicking once on it, then click on the OK button and IVPlayer will run your script. The cancel button exits the IVPlayer script-requester without running a script.

CLI/Shell: To run a script with IVPlayer type IVPlayer and the scriptname as its argument. If a scriptname is not given, a requester is shown in the same way is if IVPlayer was started from the Workbench.


## 1.55   The ImageVision Online Documentation - Appendixes.

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Appendixes

A .........................Valuable Tips & Tricks

B .............................Keyboard Shortcuts

C .....................The ImageVision Art Library

D ................................Common Problems


## 1.56   The ImageVision Online Documentation - Appendix A.

Appendix A: Valuable Tips & Tricks

----------------------------------

Here we are going to list some tips on how to make the most out of the different features in ImageVision. If you have any tips of your own, please contact ILT so we can add them to this section for other users.

1. What do I do If I want a presentation to run as smooth as possible on my less powerful amiga system?

Use the ImageCache function on all pictures with GfxObjects on, ie texts and brushes which have been placed in the GFX Editor. You MUST enter a valid location on your system, for example Work:Temp, in the ImageCache Dir input box in the Script Icon to get this function enabled. Another good rule is to to the actual editing inside ImageVision and when you are about to run your presentation, exit ImageVision and run your presentation script in the IV Runtime Player .

2. How can I use the Optimize function in a time saving effort?

Clear the CacheDir directory option in the script icon during developing, and the Gfx Editor will not create CacheImages even if the CacheImage option is checked in the settings menu. Then to create a fast runtime presentation, set the CacheDir directory option in the script icon to a valid directory and select Optimize in the Script Editor Project pull-down menu.

## 1.57   The ImageVision Online Documentation - Appendix B.

Appendix B: The ImageVision Keyboard Shortcuts

-----------------------------------------------

Most of ImageVision's features is just one or two keystrokes away. A bold A is equal to the Right Amiga key on your keyboard, ie A + n is Right Amiga + 'the n key' in lower or upper case. The keyboard shortcuts for each of the icons Configuration Windows are underlined. If you look for example in the Menu Icons Configuration Window, you will see that in the word Backtrace RMB it has the letter B underlined. That means if you stroke the 'b' key of your keyboard you will toggle the button on and off after the word. All letters that are underlined in the Icons Configuration Windows are lower case.

Note: In the keystrokes where you push only one key, it's case sensitive. LMB is equal to Left MouseButton and RMB is Right MouseButton. Sh is equal to left or right Shift key.

Inside the SCRIPT EDITOR - Main Screen

A + n Creates a new script.

A + o Loads a script.

A + s Saves the active script.

A + a Saves the active script with a filename.

A + r Runs the active script.

A + e Closes the active script.

A + q Quits ImageVision.

A + x Copies the selected icons to the clipboard and removes them from the active Script window.

A + c Copies the selected icons to the clipboard.

A + v Pastes the icons in the clipboard to the active Script Window.

A + d Deletes the selected icons from the active Script Window.

Del Delete. Same as A + d.

A + b Breaks the connection between the selected icon and its parent icon.

A + < Groups the selected icons into a single Group Icon.

A + > Splits a Group Icon into its individual icons.

Help Help. Will bring up ImageVision's Online Documentation.

Inside the CLICK EDITOR

A + n New. Deletes all the click areas.

F2 Switch to the GFX Editor.

A + q Quits the Click Editor and saves the click areas in the icon.

Note: The click areas doesn't get saved to the harddrive when you quits the Click Editor, it's saved 'inside' the icon you opened up the Click Editor in.

A + x Copies the selected icons to the clipboard and removes them from the active Script window.

A + c Copies the selected icons to the clipboard.

A + v Pastes the icons in the clipboard to the active Script Window.

A + d Deletes the selected icons from the active Script Window.

Del Delete. Same as A + d.

A + r Add rectangular shaped click areas.

A + p Add polygon shaped click areas.

A + e Add ellipse shaped click areas.

A + i Add circle shaped click areas.

Help Help. Will bring up ImageVision's Online Documentation.

Inside the GFX EDITOR

A + n New. Deletes all the objects created within the GFX Editor.

A + o Loads a new background picture.

F3 Switch to the Click Editor.

F4 Previous picture. Works only in the Slide Icon.

F5 Next picture. Only Slide Icon.

F6 Copy background. Copies the current background to a new picture. Only Slide Icon.

F7 Copy picture. Copies the current background and all its GFX objects to a new picture. Only Slide Icon.

A + q Quits the GFX Editor and saves the graphical objects in the icon.

A + b Opens the Load Brush requester.

A + . Resets the selected brush to its original size.

A + t Opens the Select Font requester.

A + l Left Justification.

A + e Center Justification.

A + r Right Justification.

A + g Color On/Off. If set to Off you have transparent text.

A + f Fill Color On/Off.

A + v Bevel On/Off. Makes a buttonlike area surrounding your text.

A + u Outline On/Off.

A + w Shadow On/Off.

Sh + rg arrow Moves the cursor to end of the textline.

Sh + lf arrow Moves the cursor to beginning of the textline.

Sh + DEL Deletes the text from cursor to end of textline.

Sh + BACKSP Deletes the text from beginning of text to cursor position.

A + 1 Toggles the Toolbox window On and Off.

A + 2 Toggles the Palette Edit window On and Off.

Help Help. Will bring up ImageVision's Online Documentation.

While running a script

ESC Stops the current script and returns to the Script Editor.

LMB + RMB Push both mousebuttons to stop the current script and return to the Script Editor.

## 1.58   The ImageVision Online Documentation - Appendix C.

Appendix C: The ImageVision Art Library

----------------------------------------

You will find all of ImageVision's backgrounds, symbols and MPEG-clips on the CD provided with this package, but to get a complete overview there are thumbnail pictures in every main directory showing all files as small pictures. The thumbnails can be viewed by clicking on the buttons below or loaded into a picture viewer or paint program. Every background are to find on the ImageVision data CD in a number of color formats, except for Naive which are only present in 4 color format. The most common is 16 colors, because it looks nicer than 8 colors and are less memory hungry than the other formats, and its these you will encounter when you enter every subdirectory in the Backgrounds directory. The other color formats, such as 8, 32 and 64, are all in their own subdirectories.

Click on the following buttons to view the thumbnail pictures. This feature will unfortunately only work if you have the ImageVision data CD in your CD-ROM drive. If you can't view them anyway you are probably low on memory.

Note: If the picture is too large for the screen, you will have to move your mouse up and down to get a complete look of it. And when you want to exit the thumbnail view just press the Escape key once.

Backgrounds:

1.01....................Emboss

1.02....................Fabric

1.03....................Fantasy

1.04....................Liquid

1.05....................Metal

1.06....................Naive

1.07....................Nature

1.08....................Paper

1.09....................Stone

1.10....................Texture

1.11....................Theme

1.12....................Wood

Symbols:

2.01....................Arrows

2.02....................Bullets

2.03....................Humans

2.04....................Miscellaneous

2.05....................Numbers

2.06....................Transports

Buttons:

3.01....................Rounded Buttons

3.02....................Squared Buttons

MPEG-Clips:

4.01....................Clips from the real world

4.02....................Special Effects on the tree theme

4.03....................Special Effects on the water theme

The following buttons will show the different fonts supplied with ImageVision. They can only be viewed if you have installed the fonts from the data CD.

Fonts:

## 1.59   The ImageVision Online Documentation - Appendix D.

Appendix D: Common Problems

--------------------------

This section will hopefully aid you in solving some of the problems you might encounter in ImageVision Release 1. We have listed the most common problems, their causes and the possible solutions below.

1. There is no or little text in the Online Help window.

This is an error in AmigaGuide/MultiView that will cause the text to disappear, the only solution to this one is to resize the Online Help Window until the text will appear again.

2. When running a presentation the wipes behave strange or doesn't show at all.

This problem appears when your screen settings in Workbench are misaligned with your monitor. There are two solutions to this problem, the first solution keeps your screen sizes and the second resizes them:

· Enter the 'Overscan preferences' in the Workbench Prefs drawer, click on the 'Edit Text Size' button and move the screen by dragging it on the middle box a little bit towards the upper left corner. Now try running your presentation again, if the problem is still there try moving the screen a little bit more.

· Enter the 'Overscan preferences' in the Workbench Prefs drawer, click on the 'Edit Text Size' button and set the Text Overscan to 704x275 for PAL or 704x550 for DblPAL, then center it on the screen. Be sure that you have selected the monitor mode you are using when running your presentation.

3. When running a presentation under DblPAL the topscreen will make a quick appearence when I try to run an MPEG movie.

This appears because the MPEG must be played in PAL (European TV standard) and you have mixed different screenmodes, ie DblPAL and PAL, and the Amiga must switch between the screenmodes. This glitch between the screenmodes will be corrected in future releases.

4. When I enter either the Click or GFX Editor the pull-down menus are blacked out.

This can happend when you are using Magic Menu, exit ImageVision and quit Magic Menu. Next time you enter ImageVision the text in the pull-down menus will appear again.

5. When I use the pull-down menus I get a 'Time Out' message and the system hangs for a while.

This problem is also caused by Magic Menu, exit ImageVision and quit Magic Menu. Next time you enter ImageVision this problem should not appear again.

## 1.60   The ImageVision Online Documentation - ICobra Font

ICobra 75

## 1.61   The ImageVision Online Documentation - ICops Font

ICops 75

## 1.62   The ImageVision Online Documentation - IFutura Font

IFutura 75

## 1.63   The ImageVision Online Documentation - ImageL Font

ImageL 75

## 1.64   The ImageVision Online Documentation - Help Chapter

Help on using Help: Index

------------------------

This is the help section of the ImageVision Online Help.  Here you can seek out information regarding the help system itself. Simply press one of the buttons below with your left mousebutton for more information.

Buttons

Menus

Keystrokes

Arrow Keys

Mouse

## 1.65   The ImageVision Online Documentation - Help Chapter

Help on using Help: Buttons

--------------------------

The buttons are found at the row below the title. They can be available and nonavailable depending on what settings have been made in the guide file. If a button isn't available it will appear shaded and it won't respond to any actions. The buttons currently available are:

Contents

Display the Table of Contents page of the ImageVision Online Documentation.

Index

Display the Index page of the ImageVision Online Documentation.

Help

Display this help.

Retrace

Go back to the previous node.

Browse

Step through the pages in sequential order, in the order they appear in ImageVision Online Documentation.

## 1.66   The ImageVision Online Documentation - Help Chapter

Help on using Help: Menus

------------------------

The Amigaguide pull-down menus are activated in the same as every other Amiga application with the right mouse button. To select a menu item just position the pointer on the appropriate item and release the right mouse button. The Amigaguide menus look something like this:

Project

Open

Bring up the file requester so that a different file can be loaded for viewing.

Save As

Save the current object to a file.

Print

Print the current document page to the current print device.

About

Bring up a requester that shows information on the ImageVision Online Documentation.

Quit

Close the window for the ImageVision Online Documentation, and exit.

Edit

Mark

Start marking a block of text for copying to the clipboard.

Copy

Copy the current document to the clipboard.

Select All

Select all the lines of the current page.

Clear Selected

Unselect all the lines of the current page.

Window

Minimize

Make the window as small as possible.

Normal

Make the window the same size as the current contents.

Maximize

Make the window as large as possible.

Settings

Save As Defaults

Save the current window position as the default settings for future invocations.

## 1.67   The ImageVision Online Documentation - Help Chapter

Help on using Help: Keystrokes

------------------------------

If you are a keyboard person you might find it quicker and easier to use single keys to control Amigaguide . Some actions have been supported by the following keystrokes:

HELP

Display this document.

ESC

Close the active Amigaguide window.

Backspace

Scroll downwards a page.

SPACE

Scroll upwards a page.

>

Go to the end of the current page.

<

Go to the beginning of the current page.


## 1.68   The ImageVision Online Documentation - Help Chapter

Help on using Help: Arrow Keys

------------------------------

If you are a keyboard person you might find it quicker and easier to move around an Amigaguide document by using the arrow keys. The following movements are possible through the arrow keys:

Up

Scroll up through the page.

Down

Scroll down through the page.

Shift-Up

Go up the page.

Shift-Down

Go down the page.

Alt-Up

Go to the beginning of the page.

Alt-Down

Go to the end of the page.

Left

Scroll left through the page.

Right

Scroll right through the page.

Shift-Left

Scroll left one window-full through the page.

Shift-Right

Scroll right one window-full through the page.

Alt-Left

Go to the extreme left of the page.

Alt-Right

Go to the extreme right of the page.

## 1.69 The ImageVision Online Documentation - Help Chapter

Help on using Help: Mouse

------------------------

This might seem to be an unnecessary one, but nevertheless we have included it. To move about an Amigaguide document you may click on the node buttons with the left mouse button, thus moving to that node.

## 1.70 The ImageVision Online Documentation - Index Chapter

IMAGEVISION Release 1

Online Documentation INDEX Chapter

Sym. ¤ (LoopSound)

£ (MouseClick)

? (Question mark)

¢ (Sound)

¥ (SoundSync)

A About

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Confirm