METAPLAY

MetaPlay Version 1.5
by Steve Goulet,
GDG Systems Inc.
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What is MetaPlay:

MetaPlay is a program that is used to view metafiles. Metafiles are files containing graphical pictures in a vector based format. Using some of the more advanced features of MetaPlay, one can use it to create a slide show, add hypertext-like capabilities to MicroSoft Word or MicroSoft Excel, or one can use it to convert a metafile to a bitmap for use in a desktop publishing program. Under Windows 3.0 these bitmaps could them be used to create some very impressive wallpaper.

With this version of MetaPlay is a poweful script language facility that enables you to make slide show presentations with your metafiles and enhance then with text and graphics.

FEATURES

General:

Supports metafiles largers than 64K, up to what memory allows. While this option is fine for viewing metafiles, please note that the clipboard does not support metafiles of this size in MetaPlay, when running under Windows 3.0 supports both bitmaps and metafiles largers that 64K, both from the clipboard and disk.

MetaPlay Can load metafiles and save them to disk as bitmaps, or copy them to the clipboard as metafiles or bitmaps. It can also copy metafiles from the clipboard and save these files to a disk metafile.

MENU OPTIONS

Open:

Select this option to load in a new metafile.

Save As Bitmap:

Select this option to convert the metafile to a bitmap and save the bitmap to disk. Windows 3.0 users should note that under version 1.0 of MetaPlay the disk based bitmap format is only compatible with Windows version 2.xx. We will correct this problem when the Software Development Kit becomes available for Windows 3.0.

Save As Metafile:

Select this option to save a metafile to disk.

Copy As Metafile:

This option will send a copy of the metafile to the clipboard.

Copy As Bitmap:

Select this option to convert the metafile to a bitmap and copy it to the clipboard.

Paste:
Select this option to copy a metafile from the clipboard into MetaPlay. The metafile can now be saved to disk for later playback.

Autoscale:
This feature will cause the metafile to keep its given aspect ratio when displayed in the window. This default for this is on. When this feature is disabled the metafile will occupy the whole window regardless of size.

Size Window to Metafile:
When this option is selected a scaling factor is requested. The height and width of the metafile are multiplied by this factor and the window is sized accordingly. There are maximums and minimums for window sizes on various adapters and the program will not let you select a scaling factor outside of these bounds. This option can be vary useful if a someone wishes to create several similar bitmaps of the same size. He or she can create several metafiles and then use the same scale factor on all of them to produce bitmaps of the same size. Of course the metafile size in the metafile headers must be the same.

Background Colour:
Many exported metafiles contain no background colour. This does not create a problem when viewing a metafile but may create one when converting it to a bitmap. Selecting a backgroung colour with this option will set the background colour of the bitmap.

Metafile Stats:
Selecting this option will display a dialog box containing technical information regarding the selected metafile. The statisics on the left side of the box are values from the header. These values are defined by Aldus and are too lenghty to list there meanings here. Anyone familiar with the header format will recognize what they are. The values on the right are calculated by the program. These values should be self explanatory.

Bitmap Stats:
This option displays a dialog box containing information about a bitmap that would be created if the metafile was copied to the clipboard or saved to disk.

NOTE: All units in the above dialog boxes are in pixels except for those that are marked as being in inches and the width to height ratios (W/H).

COMMAND LINE OPTIONS

MetaPlay has a wide variety of command line options to customize playback. A command line in Windows takes the following format.

PROGNAME.EXE option1 option2 option3 etc...

In this case, the program name (PROGNAME) is METAPLAY.EXE. The options that follow can include a filename. For example to load up the file GDG.WMF the

command line would be:

METAPLAY.EXE GDG.WMF

This assumes that both METAPLAY.EXE and GDG.WMF are in the current directory or you have specified a path that has included these files in it.
To distinguish between the filename and other options, all other options take the format:

/L=NN

where L is the letter of the option and NN is an number or string depending on the option. Here is a list of available options and what they do:

/PX=NN   This will initially Position the window at the X coordinate given by NN. NN is not actually a pixel position but a percentage of the width of the screen. For example if one wanted the window to start in the middle of the screene on would put /PX=50

/PY=NN   This will initially Position the window at the Y coordinate given by NN. NN is not actually a pixel position but a percentage of the height of the screen. For example if one wanted the window to start half way down the screen one would put /PY=50

/SX=NN   This is the initial width of the window given in a percentage of the screen width. For example if one wanted the window to be half as wide as the screen one would put /SX=50

/SY=NN   This is the initial height of the window given in a percentage of the screen width. For example if one wanted the window to be half as high as the screen one would put /SY=50

/X   If this parameter is specified then the initial display of the window will be full screen (maXimized under windows terminology)

/T=NN   This represents the amount of time to delay before automatically closing the window. If not specified the window will stay open indefinitely. NN is the time given in seconds.

/K   If this option is specified the window will automatically be closed when the next keystroke is passed to the window.

/M   If this option is specified the menu will show intially. The default is to not show the menu.

/NA   If this option is specified, initially the AUTOSCALE feature will be disabled. It is by default, enabled.

/NB   If this option is specified the initial window will be drawn without a border. Use this option with care since if a window is opened in this mode it cannot be sized or closed from the system menu but must be closed with the above /T=NN or /K options or by typing ALT-F4 when the window is active.

/C="Text" This option allows specification of the text that will appear in the window

caption. If omitted it defaults to "MetaPlay". This option will be very important if Metaplay is used with our scripting facility since it is by this name that the scripting facility identifies the window.

Any combination of these options are allowed on a command line. For example to centre the image on the screen, give it a caption of "Demo" and display it for only three seconds the command would be:

METAPLAY.EXE GDG.WMF /PX=25 /PY=25 /SX=50 /SY=50 /C="Demo" /T=3

METAPLAY SCRIPT FILES

Metaplay script files are ASCII text files containing a series of instruction which direct Metaplay to perform certain actions such as displaying a metafile or drawing a line. Metaplay script files can be loaded from the command line by prefacing the file name with the '@' character. For example to run
the DEMO.SCR the command line would be.

METAPLAY.EXE @DEMO.SCR

Note that the full file specification must be given but the extenstion does not necessarily have to be .SCR although we do recommend using the .SCR specification.

The Metaplay script language is a very simple language that currently supports over 35 functions to help you present your slide show. Here is a list of its functions and the parameters that go into them.

Function	Description
Boxtext	Parameters : "String",xStart, yStart, Width, Height This command puts the text in "String" on the screen using the current font in a box specified by the parameters that follow. This function is very useful when used in conjunction with the Settextvalign and Settexthalign functions.
Close	Parameters : None This command causes METAPLAY to terminate its execution.
Ellipse	Parameters : xStart, yStart, Width, Height This command draws an empty ellpise on the screen. See rectangle for a description of the parameters.
Fill	Parameters : xStart, yStart This command fills an area of the screen starting at xStart and yStart with the current brush color stopping at the current pen color.
Fillrect	Parameters : xStart, yStart, Width, Height This command draws a filled rectangle on the screen. The rectangle border is drawn with the color of the pen and it is filled with the brush color.

Fillellipse   Parameters : xStart, yStart, Width, Height
                     This command draws a filled ellipse on the screen.

Line   Parameters : xStart, yStart, Width, Height
                     This command draws a line on the screen. Width and Height are
                     the width and height of a box that would bound the line.

Lineto   Parameters : xPos, yPos
                     This command draws a line from the current pen position to the
                     specified coordinates. See Moveto.

Moveto   Parameters : xPos, yPos
                     This command moves the current pen position to the specified
                     coordinates. It doesn't draw anything on the screen. See Lineto.

Playmetafile   Parameters : filename, xStart, yStart, Width, Height
                     This command is used to display a metafile on the screen. The first
                     parameter is the filename of the metafile to be played and a full file
                     specification must be given. The *xStart* and *yStart* parameters tell
                     MetaPlay where to position the metafile in the MetaPlay window.
                     These parameters must be integers with a value which corresponds
                     to a percentage of the window height or width. For example if you
                     want your metafile to be displayed with the upper left corner of the
                     metafile in the center of the MetaPlay window, *xStart* and *yStart*
                     would be 50 and 50 (half way down, half way across). All
                     coordinates are measured from the top left corner of the window.
                     The width and height parameters specify the width and height of
                     the area in which the metafile will be played in terms of a
                     percentage of the total metaplay window width and height. For
                     example, if you wish your metafile to take up three quarters of the
                     width and height of a screen *Width* and *Height* would be 75 and 75.

Playtextfile   Parameters : filename, xStart, yStart, Width, Height
                     This command is used to display a text file on the screen. The
                     parameters are the same as those used in PlayMetafile, where
                     xStart, yStart, Width and *Height* define a box in which the text file
                     will be displayed.

Rectantgle   Parameters : xStart, yStart, Width, Height
                     This function is the same as fillrect except that the rectangle is not
                     filled.

Setautocenter   Parameters : ON or OFF
                     The autocenter feature will cause Metafiles to be center within their
                     bounding box.. Use this function to turn it on of off.

Setautoscale   Parameters : ON or OFF
                     The autoscale feature will cause Metafiles to be scaled to preserve
                     thier proper aspect ratio. Use this function to turn it on of off.

Setbackgroundcolor
                     Parameters : Redvalue, Greenvalue, Bluevalue
                     This command sets the color that is used to fill in the background of

text. This function only has meaning if the text mode is set to opaque. See Setbrushcolor and Settextmode.

Setbrushcolor   Parameters : Redvalue, Greenvalue, Bluevalue
This command sets the current brush color. The brush color is the color that all fills, and the interior of circles and rectangles are drawn with. *Redvalue, Greenvalue* and *Bluevalue* must be integers between 0 and 255. These values represent the amount of that color that will be used in the brush. For example to create a white brush all values would be 255.
A black brush would have all values 0.

Setmapmode   Parameters : ANISOTROPIC or ISOTROPIC or TEXT
This command changes the mapping mode that Metaplay uses to display its metafiles and text. The default mode is ANISOTROPIC meaning things
are scaled relative to the size of the window. In ISOTROPIC mode things are scaled relative to the size of the window but an x versus y perspective
is maintained. In TEXT mode, the coordinates are no longer relative to the window, rather, they are screen pixels in this mode. Use this mode with caution as it does introduce device dependancies.

Setpencolor   Parameters : Width
This command moves the current pen thickness or width.   A value of 0 is the default which will produce a single pixel line. This value is a percentage of the screen width.

Setextcharset   Parameters : OEM or ANSI
This function sets the character set that the font will use.

Settextcolor   Parameters : Redvalue, Greenvalue, Bluevalue
This command sets the text color. See Setbrushcolor and Settextmode.

Setextfacename   Parameters : String
This function tells metaplay to try to use the font that has a facename defined by String. This value can be in quotes.

Setextfamily   Parameters : DONTCARE ROMAN SWISS MODERN SCRIPT or
DECORATIVE

This command tells MetaPlay to use a font from the specified family. If it is set to DONTCARE Metaplay will use the system font or it will try to find a good match based on other text characteristics.

Setexthalign   Parameters : LEFT CENTER or RIGHT
This function sets the horizontal alignment of the text display (from any of the text displaying functions) about its given coordinates.

Setextheight   Parameters : Height
This function sets the desired height of the font that is to be used in subsequent text operations. If set to 0 (the default) Metaplay will

use the system default.

Setextpitch   Parameters : FIXED or VARIABLE
This function tells MetaPlay to use a FIXED or VARIABLE pitch fonts.

Setextstrikeout Parameters : ON or OFF
This function turns text strikeout on or off.

Setextitalic   Parameters : ON or OFF
This function turns text italics on or off.

Setextmode Parameters : OPAQUE or TRANSPARENT
If the mode is set to TRANSPARENT text is drawn by overwriting
what is on the screen. If mode is set to OPAQUE the space between
the letters is filled with the background color.

Setextunderline Parameters : ON or OFF
This function turns text underlines on or off.

Setextvalign Parameters : TOP CENTER or BOTTOM
This function sets the vertical alignment of the text display (from
any of the text displaying functions) about its given coordinates.

Setextweight Parameters : Weight
This function sets the desired boldness of the font that is to be used
in subsequent text operations. 0 is very very light , 400 is normal
text and 700 or above is bold.

Setextwidth Parameters : Width
This function sets the desired width of the font that is to be used in
subsequent text operations. If set to 0 (the default) Metaplay will
use the system default.

Text   Parameters : "String",xStart, yStart
This command puts the text in "String" on the screen using the
current font at the specified location.

Wait   Parameters : Delay
This command is used to pause for the specified duration. *Delay* is
the amount of time to wait specified in tenths of a second. For
example, to pause for 2 seconds the command would be Wait 20.

Waitkey   Parameters : None
This command causes the program to wait at that point until a key
is pressed.

Limitations:

  Due to the unavailability of the Windows Version 3.0 Software Development Kit,
We are unable to save a bitmap in a form compatible with the new .BMP format used
by Windows 3.0 programs and by Windows PAINT. However bitmaps can still be
moved into PAINT thru the clipboard, enabling one to touch them up and use them as
wallpaper. This gives people a very power way to create bitmaps with any drawing

package, so long as it supports metafile export or metafile copying to the clipboard. We will issue a new release when the bitmap save feature is compatible with Windows 3.0.

GDG Systems
4451 P.H. Mathieu
Lachinaie Qc
Canada
J6W 3T8

(514) 597-9755

National Windows User Group Network (WUGNET) Demo.
     This disk contains is a fully functional copy a METAPLAY. We are pleased to allow WUGNET members an opportunity to sample our product.