

# Story Player

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## Introduction

**Story Player** is used for playing stories created with **Story Maker**.

**Story Maker** stories are active animated speaking and 'sounding' stories - not just static pages that might as well be in a printed book. Figures can move across the screen, appear and disappear, cause other things to happen, speak to you - they can do almost anything!

Playing stories is easy, just read and click on figures and move from page to page. To find out more about things you can do when playing read the section on [Playing stories](#).

With **Story Player** you can have great fun playing stories created by other people. But to make your own stories you have to purchase the **Story Maker** program (if you don't have it already). Details of how to go about buying your own copy are given in the section on [Buying Story Maker](#)

## Playing Stories

When you start up **Story Player**, you will normally be asked to pick a story to play.

When you have chosen a story, try clicking on the various things you have on your screen. Sprites will perform for you, and speech bubbles may read themselves to you. If there are noises on stamps, they will squawk (or whatever) at you.

Notice how the cursor changes into a little hand when you pass over an item which does something. On the **Story Player** screen, you just click on items - that is all you need to do.

There are a few buttons on the playing screen some at the right hand side of the page and some along the top:



If there is more than one page in a story, you can use the next page button, on the right-hand side of the screen, to move forwards a page (and the button next to it to move back).



In a long story, you can move to a particular page by clicking on this button. You will be asked what page you want to move to.



You may want to play your page again, as if you had just turned to it. This button allows you to do this.



All stamps in **Story Maker** stories have names. If you select this button, then you will see the names of the stamps as your cursor passes over them. Click again to stop seeing the names.



Select this button to hear the names of the stamps as your cursor goes over them. Click again to stop.



When you have finished playing, select the Exit button. This takes you out of **Story Player** back to Windows.



If you want to play a different story, select the open story button. You can then choose the story you want.

In addition to the buttons there is also a Play menu. This contains less frequently used commands - see the [Play menu](#) section for details of these.

## Opening Stories



To fetch a story from the disk select the **Open** button. You will see a list giving the names of stories already written. If there are lots of stories you may need to scroll through the list to find the one you want. They are shown in alphabetical order. Alternatively you can type in the name. If the name is a long one you can just type in the first few letters - just enough for the name to be different to all the others.

### Full store

Normally you can just see the stories in your current **Story Player** directory. But you might want to open a story from a different directory, floppy disk or network drive. Clicking on **Full store** shows you a different Open dialogue box where you can choose different disks and directories in the standard Windows manner.

## Getting more stories

If you enjoyed playing the stories that came with **Story Player** you might want to get hold of some more.

One of the best places to find stories is on the Internet. We have reserved space on our Web site for **Story Maker** stories. They are available for anyone to download free of charge. These will be stories written by customers who have the full **Story Maker** program.

Our site is at [www.spasoft.co.uk](http://www.spasoft.co.uk). Stories will be found on the demonstration pages.

Alternatively a friend may give you a story on a floppy disk, zip disk or CD-ROM. These stories can then be loaded into **Story Player**.

If you think your friends would like to play the stories too, you can give them a copy of the **Story Player** program. **Story Player** can be downloaded from the demonstration pages on our Web site at [www.spasoft.co.uk](http://www.spasoft.co.uk). Alternatively, **Story Player** comes on a separate disk in the full **Story Maker** package and the contents of the **Story Player** disk can be freely copied - so you can give the disk (or a copy of it) to someone else so they can install it on their machine.

## Buying Story Maker

If you enjoyed playing stories with **Story Player** you probably want to make your own stories. To do this you need the **Story Maker** program.

**Story Maker** is available direct from SPA at P.O. Box 59, Tewkesbury, England GL20 6AB. Contact SPA on 01684-833700 or visit our Web site at [www.spasoft.co.uk](http://www.spasoft.co.uk) for latest pricing information.

The standard **Story Maker** package comes with

- Over 1200 picture stamps!
- Over 80 animated sprites.
- Over 200 sounds - make cows moo, dogs bark, doors creak etc etc.
- Scores of background pictures.
- Speech synthesizer - with 20 different voices for reading text.
- Educational pictures included - Romans, Vikings, Road Safety etc.
- Spell-checker with 70,000 word dictionary.

With **Story Maker** children can:

- Animate any figure to move where they want it to - text too!
- Link objects to add action to any figure, text or sprite.
- Put multiple text boxes or speech bubbles anywhere on the page.
- Make figures appear or disappear.

**Story Maker** is great fun to use but it also has educational qualities:

- Best possible encouragement for children to write their own stories
  - for others to read to
- Makes children want to learn to read
- Ideal for co-operative group work
- Ideal for teachers and parents to prepare exciting and innovative stories for children to read
- Educational pictures included to back up other work: Romans, Saxons, Vikings, Egyptians
- Learn about control
- Straightforward Multimedia authoring
- Use at all Key Stages

## Toolbar



Open and play a different story



Exits Story Player



Replays the current page



Show the stamp names



Speak the stamp names

## Play menu commands

The Play menu offers the following commands.

<u>Open story</u>	Open and play a different story.
<u>Previous page</u>	Moves you to the previous page of your story.
<u>Next page</u>	Moves to the next page of your story.
<u>Go to page</u>	Moves to a specific page of your story
<u>Replay page</u>	Starts playing this page again.
<u>Resize stories to Window</u>	Lets you choose whether the pages of the story are expanded to fit the window.
<u>Sound</u>	Controls whether the computer makes noises
<u>Automatic page turning</u>	Set to automatically move to next page after a set time
<u>Set turning speed</u>	Sets the speed at which pages turn.
<u>Exit Story Player</u>	Exit <b>Story Player</b>



## Help menu commands

The Help menu offers the following commands, which provide you assistance with ***Story Player***:

<u>I</u> ndex	Offers you an index to topics on which you can get help.
<u>U</u> sing	Provides general instructions on using help.
<u>H</u> elp	
<u>A</u> bout	Displays the version number of <b><i>Story Player</i></b> .



## Open story

Use this command to open a different story.

The Story will automatically start playing at page 1.



**Exit**

This button takes you out of ***Story Player*** back to Windows.



### **Show names**

This button allows you to see the names of objects as you move your cursor over them. Each object has a name which may be a description of the object or a name given to it by the person who made the story.

To stop seeing the names clicking on this button again.



## Speak names

When this button is pressed ***Story Player*** will speak the names of objects as your cursor passes over them. Each object has a name which may be a description of the object or a name given to it by the person who made the story.

To stop seeing the names clicking on this button again.



## **Previous page**

This command moves you back to the previous page of your story.



## **Next page**

This command moves you on to the next page of your story.



## **Go to page**

This command asks you which page you want to move to and then moves you there. Page numbers are shown at the bottom of the screen.



## Replay page

This command tells ***Story Player*** to act as if you had just turned to the page. All objects are returned back to their starting position.



## Sound

This controls whether your computer whistles, beeps, barks and speaks to you when you are playing your story, or whether you have a quiet life.

## Automatic page turning

This controls whether the pages are to be turned automatically by **Story Player** rather than waiting for the player to click on the next page button.

After a set period of inactivity (see Set turning speed) **Story Player** will automatically turn to the next page. Inactivity means no movement of the mouse or keyboard and no links waiting for an action to finish. When the last page has been shown **Story Player** starts again from page 1.

This will mainly be of use if you want to set your computer to show set pages which do not require any interaction with the player. This could be notices or directions to people, or for reading **Story Player** stories to younger children.

## Set turning speed

This controls how long to wait between before automatically turning the page. The time is entered in a whole number of seconds. It only has any effect if Automatic page turning is selected.

The turning speed time is recorded when you exit ***Story Player***.

## Resize stories to Window

If you select this setting, then each page of your story will be either expanded or contracted to fit the window in which you are running **Story Player**. This may be useful if using a higher resolution screen setting, but may slow down the program and make the pictures look 'bitty'.

When **Story Player** resizes the story to fit the window it bases the enlargement upon the largest background picture in the story. In this way the objects are scaled by the same amount on every page.

## **Index** (Help menu)

Use this command to display the opening screen of Help. From the opening screen, you can jump to step-by-step instructions for using ***Story Player*** and various types of reference information.

Once you open Help, you can click the Contents button whenever you want to return to the opening screen.

## Using Help

Use this command for instructions about using Help.

## About Story Player

Use this command to display the copyright notice and version number of your copy of ***Story Player***.

## Open dialogue box

The following options allow you to specify which story to open:

### Name

Type or select the name you want to open.

### Drives

Select the drive where the ***Story Maker*** file that you want to open is.

### Directories

Select the directory where the ***Story Maker*** file that you want to open is.



## Title Bar

The title bar is located along the top of a window. It contains the name of the application and document.

To move the window, drag the title bar. Note: You can also move dialog boxes by dragging their title bars.

A title bar may contain the following elements:

- Application Control-menu button
- Document Control-menu button
- Maximize button



Minimize button



Name of the application



Name of the document



Restore button

**Scroll bars**

Displayed at the right and bottom edges of the document window. The scroll boxes inside the scroll bars indicate your vertical and horizontal location in the document. You can use the mouse to scroll to other parts of the document.

### **Size command (System menu)**

Use this command to display a four-headed arrow so you can size the active window with the arrow keys.



After the pointer changes to the four-headed arrow:

1. Press one of the DIRECTION keys (left, right, up, or down arrow key) to move the pointer to the border you want to move.
2. Press a DIRECTION key to move the border.
3. Press ENTER when the window is the size you want.

Note: This command is unavailable if you maximize the window.

### **Shortcut**

Mouse: Drag the size bars at the corners or edges of the window.

### **Move command (Control menu)**

Use this command to display a four-headed arrow so you can move the active window or dialog box with the arrow keys.



Note: This command is unavailable if you maximize the window.


### **Shortcut**

Keys:      CTRL+F7

### Minimize command (application Control menu)

Use this command to reduce the ***Story Maker*** window to an icon.


### Shortcut

Mouse: Click the minimize icon  on the title bar.  
Keys: ALT+F9

### **Maximize command (System menu)**

Use this command to enlarge the active window to fill the available space.

### **Shortcut**

Mouse: Click the maximize icon  on the title bar; or double-click the title bar.

Keys: CTRL+F10 enlarges a document window.

### **Next Window command (document Control menu)**

Use this command to switch to the next open document window. **Story Maker** determines which window is next according to the order in which you opened the windows.

### **Shortcut**

Keys:       CTRL+F6

### **Previous Window command (document Control menu)**

Use this command to switch to the previous open document window. **Story Maker** determines which window is previous according to the order in which you opened the windows.

### **Shortcut**

Keys:       SHIFT+CTRL+F6



**Close command (Control menus)**

Use this command to close the active window or dialog box.

Double-clicking a Control-menu box is the same as choosing the Close command.

Note: If you have multiple windows open for a single document, the Close command on the document Control menu closes only one window at a time. You can close all windows at once with the Close command on the File menu.

**Shortcuts**

Keys:	CTRL+F4 closes a document window
	ALT+F4 closes the <<YourType>> window or dialog box

**Restore command (Control menu)**

Use this command to return the active window to its size and position before you chose the Maximize or Minimize command.

## **Switch to command (application Control menu)**

Use this command to display a list of all open applications. Use this "Task List" to switch to or close an application on the list.

### **Shortcut**

Keys: CTRL+ESC

### **Dialog Box Options**

When you choose the Switch To command, you will be presented with a dialog box with the following options:

#### **Task List**

Select the application you want to switch to or close.

#### **Switch To**

Makes the selected application active.

#### **End Task**

Closes the selected application.

#### **Cancel**

Closes the Task List box.

#### **Cascade**

Arranges open applications so they overlap and you can see each title bar. This option does not affect applications reduced to icons.

#### **Tile**

Arranges open applications into windows that do not overlap. This option does not affect applications reduced to icons.

#### **Arrange Icons**

Arranges the icons of all minimized applications across the bottom of the screen.

## **No Help Available**

No help is available for this area of the window.

**No Help Available**

No help is available for this message box.

