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About Vendor

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Ziyas products:

- * Presentation King and Slide King: Presentation King is a multimedia presentation tool. Slide King is the showing engine.
- * Mortgage King: Mortgage amortization calculation with multimedia presentation.
- * Data King: Client information system and contact manager for insurance / finance agent/broker.

You can find the shareware edition on internet:

Site: oak.oakland.edu

File:

Presentation King: simtel/win3/multimed/pking???.zip
Mortgage King: simtel/win3/finance/mking???.zip
Data King: simtel/win3/finance/dking???.zip

PK File

PK File is the data file for Presentation King and Slide King. It stores Wording and file names of Bitmap file and Sound file, but It does not store physical Bitmap nor Sound files in it, so all bitmap and sound files should be available when you use PK file.

See also: [SK File](#)

SK File

SK File is the same as PK file, except that the directory names of bitmap files and sound files may not be the same. SK files are used to distinguish them from PK files.

When you develop your presentation, bitmap files and sound files can be under any directory. But when you distribute it using Distribute command, all directory names are stripped and working directory is used.

File Menu

The File menu provides commands for creating new files, opening existing files, saving files and exiting the application.

<u>New</u>	Create a new, untitled file.
<u>Open</u>	Open an existing file.
<u>Close</u>	Close the current file.
<u>Save</u>	Save the current file.
<u>Save As</u>	Save the current file under a new name.
<u>Exit</u>	Exit this application.

File Close Command

File|Close closes the current PK file. If you've modified a PK file without saving, you'll be prompted to save before exiting.

File Exit Command

The File|Exit command exits this program. If you've modified a PK file without saving, you'll be prompted to save before exiting.

File New Command

The File|New command opens a new PK file, named as 'noname.pk'. The application prompts you to name the new file when it is closed.

File Open Command

The File|Open command displays the Open a File dialog box so you can select a file to load into memory.

Auto save and backup

A backup file is automatically created when a file is opened. The base name of the backup file is the same as working file, but the extension is 'bak'.

An auto save file is automatically created. The base name of the auto save file is the same as working file, but the extension is 'sav'. The file is re-created for every auto-save-period if the working file has been modified in the period. This file will be deleted upon normal exit. If there is power failure or your operating system crashes, this file will not be deleted and the maximum work you will lose is the work in the last auto-save-period. Currently the period is 10 minutes.

The backup file and auto save file are created under Presentation King directory, not the directory for working file.

Note: the work in the Current Scene is a draft work. It will not be auto saved if you do not
1). change Act. 2). change Scene, 3). click Ok button.

How to restore the work in auto save file:

- 1). Use File | Open to open the .sav file.
- 2). Use File | SaveAs to save it as your working file.

Do not use .sav file as your working file. Security resources are not working resources.

File Save Command

The File|Save command saves the PK file to disk. If the PK file is unnamed, the Save File As dialog box is displayed so you can name the file, and choose where it is to be saved.

File Save As Command

The File|Save As command allows you to save a PK file under a new name, or in a new location on a disk. The command displays the Save File As dialog box. You can enter the new file name, including the drive and directory. If you choose an existing file name, you are asked if you want to overwrite the existing file.

Introduction

Presentation King is an integrated program. It consists of two parts:

- 1). Presentation information preparation tool.
- 2). Presentation showing engine.

A stand alone edition of presentation showing engine (Slide King) is available for redistribution.

You can use Presentation King to prepare your presentation and

- 1). use Slide King to show your presentation.
- 2). distribute your file and ask the receivers to see your presentation using Slide King on their computer.
- 3). use Presentation King to show your presentation.

Your presentation can be a work proposal, an advertisement, an introduction to new products, educational materials, stories, children's books or even a Multimedia Greeting Card.

Slide King is extremely easy to use. There is no help needed (though a help button is provided).

Presentation King is very easy to use. You do not need to know programming. It is also very powerful too. Please see the example by clicking its icon within this package. You can use sample.pk as your learning example.

Features

- * Bitmaps can be painted anywhere and in many Fashions.
- * Sound can be one of the ingredients.
- * Wording (text) can be painted in different fonts with optional shadows and angles.
- * All visual objects can be dragged and dropped.
- * Simple animation is provided.
- * Designed for presentation, children's book and electronic greeting card.
- * Designed for multi-human language.
- * Nearly the same 'look and feel' for different hardware speeds.
- * Very powerful yet easy to use.
- * Comes with examples.
- * and MORE!

Distribute your presentation

Presentation King generates a PK file. You use Presentation King File|Save or File|SaveAs to save your work. For example, you save a file called my_prest.pk. You can then distribute this file with all the bitmap and sound files you used in your PK file.

The commands under the menu choice 'Distribute' does all those for you. It generates an installation and uninstallation programs on distribution disk as well. The receiver of the presentation can do normal installation. The uninstall icon on installed presentation is very convenient for receivers.

Technical information for users who want to do their own installation program:

Slide King needs to know which file to present. You can give the file name in a Command Line:

```
sking.exe my_prest.pk
```

Then, Slide King will read my_present.pk and show your presentation.

If you start Slide King without giving a file name, Slide King will show a Open File Dialog asking you to choose a file.

Notice: if bitmap or sound files pointed by PK file have directory names, you have to make sure the showing computer has the same directory and files. In most of cases, to make things easier, you should put all those files in current directory.

Overview

Your presentation consists of one or more Acts. Each Act consists of one or more Scenes. An Act is a logic group. It is a group of Scenes. There is, actually, no physical record for an Act, while there is one physical record for each Scene. Slide King plays one Scene after another in an Act without stopping. When all the Scenes of an Act are played completely, Slide King stops, waiting for the user's response. The user can then click Next Button to see the next Act If there is no response from the user, Slide King will show the next Act automatically after Doze time is out. When the show goes to the end, it will restart from the first Act.

Presentation King and Slide King are designed for multi-languages. You can present it in different languages by changing Wording (text) without touching other parts of your presentation.

Differences in Editions

Presentation King and Slide King

Slide King (the showing engine) comes with Presentation King. Slide King is distributable.

There is a Shareware Edition and a Regular Edition for Presentation King.

The Shareware Edition of Presentation King has the same functionality as the Regular Edition, but with Shareware Windows. All presentations prepared by shareware edition have a shareware stamp on.

The Objective Edition is in object and header files of C++ (Borland C++ 4.5 and OWL 2.5 or up) for corporate users. Users can inherit from Presentation King and Slide King, and add new features.

See License Agreement for details.

Slide King

There is only one edition of Slide King and it is distributable.

Corporate users can add their co-copyright on of Slide King. The Help | About Window shows your presentation name and your company name. It is good for your profile.

Please see License Agreement for details.

Distribute

This command copies Slide King, PK file, all bitmap and sound files which are used by the PK, to target drive or directory.

An installation program named install.exe is copied to distribution disk as well. The installation program will install your presentation on receivers computer. This installation program also installs an uninstall icon. It is very convenient for the receivers.

Act-Scene Dialog

This Dialog allows you to input/modify your presentation information. The Act and Scene you are working on is the Current Act and the Current Scene. Each time you open this Dialog, you are brought to the Current Act (where you were). For a new opened file, the Current Act and Current Scene is 1. Validation Check is performed for all number input Edits.

View Button

Rehearse Button

Ok Button

Cancel Button

Help Button

Act Number

Act Cut Button

Act Copy Button

Act Paste Button

Set Bitmap Button

Set Sound Button

Bitmap

Sound

Fashion

Text

Font Button

Shadow Direction

Shadow Length

Writing Pattern

Snooze

Bitmap Coordinate

Text Coordinate

Escapement

Act-Scene: View Button

Calls Slide King. When you exit from Slide King, you return to the current Act. The current Act is:

- A). the act when you exit from Slide King if you click OK button of Slide King
- B). the act when you click View Button of Act-Scene if you click Cancel button of Slide King.

This is a View. Slide King behaves a little differently from the regular one. For example, the toolbar is always showing no matter what parameter you have chosen.

Act-Scene: Rehearse Button

Calls Slide King to show the Current Act. The Next and Previous buttons of Slide King are for the next or previous Scene(not Act). This looks like a 'debug' facility, which allows you to see inside of an Act.

You can drag and drop Bitmap or Wording of Current Scene (not the previous ones) to the position you like:

Press left mouse button on the Current Bitmap or Wording. There will be a dotted border surrounding the occupied area. Do not release mouse button, just move your mouse and the Bitmap or Wording will go with your mouse. When you release mouse button, the Bitmap or Wording take the new position.

You can drag and drop the tail of your Wording to set a new Escapement:

Move your mouse to the tail of your Wording. You will see the cursor change to a four-arrow shape. Push the left mouse button and drag the tail to a new angle. When you release the mouse button, the new angle is set.

Rehearse is for the Current Act only. When you click the Check Box (Ok) or the Cross Box (Cancel) of Slide King, it will bring you back to Act-Scene Dialog with the Current Act and Current Scene:

If you click the Check Box (Ok) of Slide King, the Current Scene will be the Scene you are in at this moment.

If you click the Cross Box (Cancel) of Slide King, the Current Scene will be the Scene you were in before coming to Rehearse.

This is a rehearse, not a slow motion display. Slide King behaves a little differently from regular one. For example, the toolbar is always showing no mater what parameter you have chosen.

In some rare cases, some durr (dirty point) will left on the screen. It will disappear when you show your presentation later. If it bothers you, just exit Slide King and come back, every thing will look okay.

Act-Scene: Ok Button

Exits Act-Scene Dialog and keep all changes for Current Act.

Act-Scene: Cancel Button

Exits Act-Scene Dialog and abandon all changes for Current Act. If you have modified the Current Act, a popup window will prompt you to save before exiting.

Act-Scene: Help Button

Brings you here.

Act-Scene: Act Number

This Drop-Down-List Box is for choosing the Act you want to work on. When you change Current Act number, all the changes you made for Current Act are carried out automatically.

Act-Scene: Act Cut Button

Deletes the Current Act and save it in the PasteBuffer. A window will popup to ask you to confirm.

All old information in the PasteBuffer will be gone.

Act-Scene: Act Copy Button

Same as Act Cut, except that the Current Act is still there.

Act-Scene: Act Paste Button

Pastes (inserts) the Act in the PasteBuffer into current PK file (before the Current Act). The temporary information in the PasteBuffer is still there, so you can paste again. You can also cross file paste.

Act-Scene: Set Bitmap

Brings a dialog from which you can choose a bitmap file.

Act-Scene: Set Sound

Brings a dialog from which you can choose a sound file.

Act-Scene: Bitmap

Specifies Bitmap file name (with directory names). You can use [Set Bitmap Button](#) to set this name.

If there is no bitmap file name given, no bitmap will be shown.

The default file name extension for MS-Windows is .bmp

Act-Scene: Sound

Specifies a sound file name (with directory names). You can use [Set Sound Button](#) to set this name.

When running, Slide King looks for the sound files in the Current Directory. If the sound file can not be found, Slide King looks in the path which is defined by your system.

If there is no sound file name given, no new sound will be played and there is no effort to stop playing sound, if any sound is playing. If you want to stop the sound that is playing, you should set the sound file name as 'silent.wav'. This file is provided with Presentation King and it is freely distributable.

The default file name extension for MS-Windows is .wav

Act-Scene: Fashion

Specifies the Fashion in which your bitmap is painted.

If dimension(s) of your bitmap is too small for some fashions, your bitmap will be shown as 'Normal'.

Most of the Fashions are self-explained, but we need to explain the following:

1). Hide: Hide the immediately previous Bitmap. The bitmap name must be correct. The coordinators are ignored by the program. This fashion needs more memory if the bitmap is big.

2). Not available: This is for compatibility purpose. Let us use an example: assume in version 2 we had a Fashion called 'Nice show with perfume smell' which does not exist in version 1. If you used a Presentation King version 1 to view a PK file which was generated by version. 2, the Fashion 'Nice show with perfume smell' would be shown as 'Not available' and Slide King would show it as in Fashion 'Normal'. When you see this item chosen, you can assume that the file is prepared by a better or newer version than the version you are using.

3). Sprite - Flash: This shows your bitmap with transparent background for a short period (snooze) and disappears itself. You can use this fashion to do animation. You can have many Sprite bitmaps. This fashion needs more memory. Use small Sprite bitmaps if memory is a concern

4). Sprite - Hide: This makes a previous displayed Sprite bitmap (in the Current Act, but not necessarily the immediately pervious one) disappear. The bitmap must be displayed by Sprite-Replace Fashion. If the specified bitmap is not previously displayed or not displayed with Sprite Fashion, this request will be ignored.

Limitation: If you overlay a few sprite bitmaps and want to hide the middle one, keeping others, Sprite Hide fashion may/may not operate properly. Practically, this is not a limitation at all.

5). Sprite-Replace: This shows your bitmap with transparent background. It replaces the previous (not necessary the immediately previous) Sprite - Replace bitmap with the same bitmap name. You can use this fashion to do animation. You can have many Sprite bitmaps. This fashion needs more memory. Use small and fewer Sprite bitmaps if memory is a concern.

This fashion is the same as Sprite prior to version 3.1. The name is changed to avoid misunderstanding.

See Sprite Bitmap

6). Sprite - Stay: This shows your bitmap with transparent background. The bitmap stays and can not be hidden.

Act-Scene: Text

Specifies the text (Wording) to be shown.

The maximum characters are 79.

Act-Scene: Font Button

Displays the Font Dialog.

Only True Font is supported, although others may work.

Note: The computer which shows your presentation may not have the font you choose. You should choose the fonts which are provided by the operating system, or install new fonts on the showing computer.

Act-Scene: Shadow Direction

Specifies the direction of your text shadow. It is the direction in which the 'light' comes from.

Act-Scene: Shadow Length

Specifies the offset (depth) of your text shadow.

Act-Scene: Writing Pattern

Specifies the written pattern of your Wording (text). The patterns are explanatory.

Act-Scene: Snooze

Specifies the pause time (in milliseconds) after this Scene is played.

The actually pause time is the value of snooze minus the time spent so far for the current Scene. If the value of snooze is too small for the video speed of the showing computer, there would be no pause at all.

Act-Scene: Bitmap Coordinator

Specifies the coordinates that you want the bitmap to be shown in the window of Slide King. X is the x (horizontal) coordinator of the bitmap top-left corner. Y is the y (vertical) coordinator of the bitmap top-left corner.

You can use the Rehearse facility to drag and drop instead of giving coordinates. That would be easier. But in some case, you may want to input those values

Act-Scene: Escapement

Specifies the angle in tenths of a degree between your text base line and x-axis of the screen surface. The angle is measured counterclockwise from the x-axis.

You can use Rehearse facility to drag and drop instead of giving the number. That would be easier. But in some case, you may want to input this value.

Act-Scene: Text Coordinate

Specifies the start point at which your text will be written. X is the x (horizontal) coordinate of start point of your text. Y is the y (vertical) coordinate of start point of your text.

You can use the Rehearse facility to drag and drop instead of giving coordinates. That would be easier. But in some case, you may want to input those values.

Parameter Dialog

This Dialog allows you to input/modify parameters that are basic information for your presentation. Validation Check is performed for all numbers input Edits.

Window Caption:

Specifies the window caption for your presentation. That is the title on Slide King.

Presentation Window Size:

Specifies the size of Slide King window.

TIP: This is the size of the Window, not the size of your bitmap. The Client Rectangle of the window is smaller than this size: smaller by the size of the frame, smaller by the size of the caption (title) bar. We recommend, for full screen bitmap, that you use Window Width as your bitmap size; use Window Height minus 20 (for caption height) as your bitmap height. The recommended size is a little bigger than needed, but safer if any converting procedure is involved.

Default Button:

This button sets default size for the window of Slide King. Default value is the resolution of VGA, which is the minimum requirement by Windows.

System Button:

This button sets the window size as system size. The system size is the size for your WORKING computer (the one you are using for developing), may or may not be the same as the computer actually showing the presentation. If you distribute a children's book, your audience may have different screen resolution from the one you use. The 'safe' way is to set window size as standard VGA screen size (Width 640, Height 480).

Toolbar:

Specifies if you want the toolbar on your presentation or not.

Doze:

Specifies the waiting time (in seconds) before automatically show the next Act if there is no response from the user. Here, the 'next' means the first when the Current Act is the last one.

Doze range is form -1 to 60. Default value is -1, that is: the user has to response.

This feature is for stand-alone edition of Slide King only.

Click On Window:

Specifies what you want Slide King to do when the user click on window. The default is:
Left mouse button - fast forward
Right mouse button - fast backward

When you write a tutorial. Some bitmap is copied from actual screen. It looks so real that the user may want to click on a button on it. In this case, you may want choose other options.

Rehearse

See Rehearse Button in Act Dialog.

Validation Check

Validation Check:

Checks all keyed inputs of Edit. It will ignore any invalid key strokes.

Drop-Down-List Box

You can click your mouse on it and get the whole list of choices. Alternatively you can use arrow keys to scroll item by item when it is highlighted.


Dialog Box


Dialog Box is a window which contains one or more input field, called 'Control', such as Edit and Drop-Down-List Box


Edit Box


Edit box is a separated box. You can type in and edit your text.


Slide King in Presentation King

F1 or  Help Button: click to come here.

F2 or  Next Button: click to see the next Act or Scene

F3 or  Previous Button: click to see the previous Act or Scene

F4 or  Ok Button: click to exit, remembering the current screen so Act-Scene dialog will show the right place

F5 or  Cancel Button: click to exit, not remembering the current screen

F7: Print. Print current (static) screen on printer.

Escape: Same as Cancel Button.

Home: Go to the beginning.

PageUp: Same as Previous Button.

PageDown: Save as Next Button.

Frequently Asked Questions and Answers

Q: How to remove Shareware stamp?

Q: How to add co-copyright message?

Q: What is the best presentation strategy?

Q: Anything I should know about preparing a multimedia greeting card?

Q: How to make moving Bitmaps?

Q: How to make stepping, walking, running and flying Wording (text)?

Q: Anything I should know about preparing my Bitmap?

Q: Anything I should know about preparing my Wording?

Q: How to prepare my signature?

Q: Why cant I open bitmap files using my bitmap editor?

Q: Why does Sprite Fashion not work?

Q: Why my presentation does not have good size or not in the center of showing computer?

Q: Any limitation?

Q: How to remove Shareware stamp?

Use a Regular Edition of Presentation King to open the file and save it.

When you save a presentation, the presentation will get version type stamp on.

Q: How to add co-copyright message?

Corporate users can get a license and a tool to make the stamp.

Q: What is the best presentation strategy?

- 1). Use advanced features to present key ideas.
- 2). Wording is the most important ingredients. Use nice Fashions to give a comfortable feeling. Use Wording to give your ideas.
- 3). Use moving Bitmap to provide facts for your main ideas. Do not let moving Bitmap deter the attention of your audience.
- 4). Do not put too much information in one Act. If it is too busy or if characters are too small, few would read it.
- 5). Do not give a long presentation. After each Act, you should prepare a few minutes for talking, discussing or thinking. If you have shown 10 Acts, then it is about time to have a break for the general audience (a technical seminar may last longer).

For children's books or stories, you should break them into chapters.

See [Presentation Strategy: A Case Study](#)

Q: Anything I should know about preparing multimedia greeting cards?

If you distribute a multimedia greeting card, do not use the receiver's name as your file name. The receiver may get files from many people. Try to give a unique name.

You should know the capability of the receiver's computer. If you do not know, be on safe side by choosing:

- 16 color capability bitmap, not 256 color capability (all the bitmaps in this package are in 16 colors)

- Small size bitmap, so it takes less memory and disk space

If you do not know the capability of your system, you can find it by the following steps:

- Double click 'Windows Setup' icon. Usually it is on the 'Main' Group of your Windows.

- Click Options.

- Click Change System Settings

The first line 'Display' tells information about your display device. For example, 800x600x256 means: Horizontal resolution is 800 pixels, Vertical resolution is 600. Color capacity is 256.

Q: How to make moving Bitmaps?

Use Sprite Fashion. See [Sprite Bitmap](#)

You need at least two bitmaps: one is the bitmap you want to show, for example, a car, the other is a background bitmap. In Scene 1, you show the car, and assign 100 to snooze. In Scene 2, you show background bitmap, with snooze 0. In Scene 3 you show the car again, but at different coordinates.

Q: How to make stepping, walking, running and flying Wording (text)?

In Scene 1, show a Wording with Moving Flash Pattern, snooze 200. In Scene 2 show with Moving Stay Pattern at a new location.

Q: Anything I should know about preparing my Bitmaps?

The computer shows your presentation should have enough color capability. If you prepare your bitmap in 256 colors and show it on 16 color computer, your bitmap will not be good.

Do not put very sensitive images on edges, including the center line if you use fashion 'Side - Center'.

When your bitmap is painting, it is divided into many small areas. The number of pixels of your bitmap may or may not be whole-divided by the number of your areas, so there are some integer rounding problems; this is the nature of the beast. The edge pixel may be one pixel more or less than your source bitmap. If some conversion is involved, the phenomenon is more obvious. So do not put very sharp images on the edge.

Use cartoon pictures, which have the same information in a big area, as your Bitmaps if disk space is important. You can use compress option (RLE4 for 16 colors or RLE8 for 256 colors - RLE stands for Run Length Encode) for your Bitmaps. Your bitmap drawing tool should have a such option. Windows does not guarantee that compression will always work and some drawing tools may not support compression. You should test it first.

Avoid using natural pictures as your Bitmaps if space is important, because they are very hard to compress by bitmap compression utilities of Windows.

PK files are small. Your Bitmap and Sound take-up most of your presentation space (both memory and disk space).

Remember that big bitmaps take big memory. If the showing computer does not have a lot of memory (many computers have no more than 4 M memory), you will experience some kind of problems. For example, when memory is low, your system swaps; that may delay some activities.

See also [Q: Anything I should know about preparing my Wording \(text\)?](#)

Q: Anything I should know about preparing my Wording (text)?

If you use some fonts which are not in standard Windows system, make sure the computer which shows your presentation has that font installed. But if you embedded your text into your bitmap, your text becomes a part of your bitmap, then the showing computer does not have to have the font.

Do not put your Wording (text) too close to the edges of the window. If you keep a safe distance from edges, you may not have to re-do your coordinates in the future.

See also [Q: Anything I should know about preparing my Bitmap?](#)

How to prepare my signature?

Your signature is a bitmap. A Sprite Bitmap

You can prepare it by:

- 1). using bitmap editor, such as PaintBrush from Windows.
- 2). using scanner to scan in your signature.

In any case, the background of your signature should be in a unique color, preferable white. You should use Sprite-Stay fashion to display it.

Q: Why cant I open bitmap files using my bitmap editor?

Some bitmap files are prepared using Compression options. If your bitmap editor does not support those options, it can not open it. Try to find a better editor. By the way, there are many shareware programs which support those options.

Why does Sprite Fashion not work?

1). You should prepare your sprite bitmap correctly. The top left corner of your bitmap must be in transparent color. See [Sprite Bitmap](#)

2). If you use Sprite continuously in the same Act and the later one is not the same as the previous one, then you need to use Sprite Hide fashion to make the previous one disappear. If they are the same bitmap (same name), then the later one will make the previous one disappear automatically.

Q: Why my presentation does not have good size or not in the center of showing computer?

Your parameters may not be correct. See [Parameter Dialog](#)

Q: Any limitation?

No.

The number of characters in a Wording of a Scene is limited, but you can always use another Scene. Maximum number of Act and Scene is 32767. You will exhaust your hardware resources before you reach this number.

This program takes relatively very little memory compared to other Windows programs.

Only Windows bitmap format is supported now,

Sprite Bitmap

Sprite bitmap shows with transparent background. You can use this fashion to do animation. For example, we want to put an airplane in the sky. Then we have:



Normal

When you prepare a bitmap for Sprite, you have to choose a transparent background color. The area which is painted with this color is transparent, no matter whether the area is on the edge or in the center.. You tell the program this transparent color by setting this color to the first pixel (zero-th row and zero-th column, that is the top left corner of your bitmap).

The transparent background color in this example is blue.

Act and Scene

An Act is a section of a presentation. When Slide King finishes playing an Act, it stops and waits for response from the user. The user can click the 'Next' button to see the next Act....

An Act consists of one or more Scenes. A Scene is a combination of Bitmaps, Sound and Wording.

Mathematics Refresher

Coordinates:

Our coordinate system consists of two axes:

X axis - a horizontal line, from left to right.

Y axis - a vertical line, from top to bottom.

The meeting point of these two axes is the origin. Its coordinates are $X = 0$; $Y = 0$;

The origin is the top-left corner of the window. The further away from the origin, the greater the value of the coordinate.

Angles:

Two intersecting lines consist of an angle. Angles are counted counter-clockwise. A full circle is 360 degrees. 370 degrees looks like 10 degrees.

If the value of an angle is less than 0, it is counted clockwise. -30 degrees looks the same as 330 degrees.

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Before you start

If you have not seen the example, please see that first by clicking the sample icon.

How to use this tutorial

You should use this tutorial by clicking the tutorial icon, which runs Presentation King and Help simultaneously, so that you can see both Act-Scene Dialog and Help window at the same time. Follow this tutorial. When you need to see your presentation, you can click Rehearse or View button.

After you click the Rehearse or View button, you will see the Slide King window. You can click Ok (green check) or Cancel (red cross) button to come back to this tutorial.

The main part of this tutorial is talking about Multimedia Greeting Cards. But we will discuss issues of business presentation later.

See:

[Lesson 1: Clip a card](#)

Lesson 1: Clip a card

Let us start with getting a clip-card.

- 1). Choose menu command File, then Open.
- 2). Choose (double click) KathCake.pk on File Name box to open it. Now, you have got the clip-card!
- 3). Choose menu command Act-Scene, so Act-Scene dialog is displayed.
- 4). Press button View on Act-Scene dialog, you can view what this greeting card looks like.

See:

[Tutorial Contents](#)

[Before You Start](#)

[Lesson 2: Add Wording](#)

Lesson 2: Add Wording (text)

The clip-card is a bare card. Let us add Wording (text) on it.

- 1). Click Scene - Number Drop-Down-List box which is on the top area of Act-Scene dialog.
- 2). Choose New to add a new Scene. A new number 6 appear on this box, that is the new scene.
- 3). Click Text box (edit box) then type Happy birthday, Kath.
- 4). Click Rehearse button. You can see that rehearse quickly display all scenes and stop at the last scene which is the current scene.
- 5). Your text is at the top-left corner. You can drag-and-drop it (you can only drag-and-drop the current one) to the place you like.
- 6). Move your mouse to the tail of your text. The cursor will change to four-arrow shape. When the cursor in this shape, you can drag-and-drop the tail of your text to a new angle, even up side down.
- 7). Click Font button then choose the font (style, size and color) you like. For example:
 - Font: Arial
 - Color: Blue
 - Font Style: Bolt Italic
 - Size: 28Then click Ok button and go back to Act-Scene.
- 8). You can repeat above steps to add more Wording.

See also: [Anything I should know about preparing my Wording?](#)

See:

[Tutorial Contents](#)

[Lesson 1: Clip a card](#)

[Lesson 3: Add Sound](#)

Lesson 3: Add sound

So far our card is very quiet. But we can make it play sound. You can put your sound at any act or scene. Let us put a sound at Scene 1.

- 1). Click Scene Number and set it to be 1.
- 2). Click Set Sound button. An open dialog appears. Choose happybir.wav.
- 3). Click View button. This time you can see an alive card with sound.

Instead of happybir.wav, you can make your own sound(your voice or your song) using your favorite sound editor.

See:

[Tutorial Contents](#)

[Lesson 2: Add Wording](#)

[Lesson 4: Add your signature](#)

Lesson 4: Add your signature

You can add your signature on the card. See: [How to prepare my signature?](#)

- 1). Add a new scene by clicking Scene Number.
- 2). Click Set Bitmap button to choose your signature bitmap file.
- 3). Click Fashion drop-down box to choose Sprite-Stay fashion.
- 4). Click Rehearse button and drag-and-drop your signature to the place you like.

When you drag-and-drop it, the background of your signature shows. It will be displayed correctly when you show your presentation later. This is a rehearse only.

See:

[Tutorial Contents](#)

[Lesson 3: Add Sound](#)

[Lesson 5: Save your work](#)

Lesson 5: Save your work

- 1). When you are satisfied with your work, click Ok button to go back to the main window.
- 2). Click menu command File, then SaveAs. After giving a valid file name, your presentation is saved.

You can use Save instead of SaveAs. But SaveAs following a new name will save your work under a new name, keeping existing file untouched. If the presentation is on a CD-ROM, you have to use SaveAs because CD-ROM is read-only.

See:

[Tutorial Contents](#)

[Lesson 4: Add your signature](#)

[Lesson 6: Send your presentation](#)

Lesson 6: Send your presentation

You prepare your presentation disk by clicking menu command Distribute.

- 1). Click Ok button to go back to the Main Menu.
- 2). Click Distribute menu command.
- 3). Insert your floppy disk, follow the program. Every thing is done automatically. Now you can deliver your presentation disk.

Your presentation disk contains your presentation and all necessary files. It has an installation program, so your receiver can install it onto its hard disk. The installation program will install an uninstallation program on the receivers computer as well. The receiver can click the uninstall icon to clear up everything.

See:

[Tutorial Contents](#)

[Lesson 5: Save your work](#)

[Lesson 7: Make your own presentation](#)

Lesson 7: Make your own presentation

- 1). Click menu command File of the main window. Then click new to start a new presentation.
- 2). Click "Set Bitmap" button, choose a bitmap. Let us choose "world.bmp", which comes with this package.
- 3). Click on Scene Number and click New. Now, we have the second Scene.
- 4). Click on Set Bitmap button. Choose "airplane.bmp".
- 5). Click Fashion Drop-Down-List Box, choose "Sprite-Replace".
- 6). Click Rehearse button. You can see an airplane is on top-left corner. Drag and drop this airplane to the center of the window. When you drop it, the background of the airplane shows. It will be displayed correctly when you show your presentation later. This is a rehearsal only.
- 7). We need more airplanes, each moves a little further from previous ones. We can use Copy facility to do that:
 - a). Click Scene Number and choose 2. This is the airplane scene. Type in 50 on Snooze. This is 0.05 seconds we want to pause, so you can see the airplane stays there for a while.
 - b). There are two Copy buttons on Act-Scene Dialog. One is for Act, one is for Scene. Now we want another Scene, so click Copy button of Scene, then click Paste button. Now we have the fourth Scene.
 - c). Click Rehearse button. We still see one airplane. Actually, there two airplanes at the same location. You can drag-and-drop the airplane to the right a little bit (about the width of a character). You can see part of the airplane of the previous scene, so you know the relational position to the previous one.
 - d). Keep doing "Copy" - "Paste" - "Rehearse and drag-and-drop five times. You can use View button to see your animation.
- 8). Add some Wording by follow the steps in [Lesson 2: Add Wording \(text\)](#)

There is a presentation in this package, called aircraft.pk. It is what we are doing in this lesson. You can open aircraft.pk and compare with what you are doing here.

There are a lot of presentation in this package. They are presented as Multimedia Greeting Cards. You can open a card read each scene and use Rehearse button to see its behavior. You can learn more from doing so.

We have composed one presentation. Now you are skilled to do more. You CAN do better than our samples!

See:

[Tutorial Contents](#)

[Lesson 6: Send your presentation](#)

[Lesson 8: Business presentation issues](#)

Lesson 8: Business presentation issues

We have discussed how to do Multimedia Greeting Card so far. You can use the same skill to develop business presentation. There are some points for you to think:

- 1). Business presentation has more than one act.
- 2). Business presentation needs more Wording to give ideas to your audience.
- 3). Fancy Wording is very good, but fancy moving pictures may deter your audiences attention. So use fancy moving pictures carefully.

See also: [What is the best presentation strategy?](#)

Presentation Strategy: A Case Study

Let us take our sample.pk as the case to study.

1). Act 1 (Bitmap painted in many fashions) is a typical Act: there are statements (Wordings) followed by some pictures which further explain what have been said.

2). Act 2 (car race) uses moving pictures to give a fact and uses a conclusive statement highlighting the whole idea.

3). Act 3 (bar chart) can be broken into a few Act: each Scene can be an Act. So you can explain what is happening in each period. The bitmaps have embedded text which looks differently from the text written on the fly (Wording).

4). Act 4 is a general one. Nice fashion and background bitmap give a comfortable feeling.

Windows Keys

Cursor Movement Keys

Dialog Box Keys

Editing Keys

Help Keys

Menu Keys

System Keys

Text Selection Keys

Window Keys

Cursor Movement Keys

Key(s)	Function
Arrow key	Moves the cursor left, right, up, or down in a field.
End or Ctrl+Right Arrow	Moves to the end of a field.
Home or Ctrl+Left Arrow	Moves to the beginning of a field.
Page Up or Page Down	Moves up or down in a field, one screen at a time.


Dialog Box Keys

Key(s)	Function
Tab	Moves from field to field (left to right and top to bottom).
Shift+Tab	Moves from field to field in reverse order.
Alt+letter	Moves to the option or group whose underlined letter matches the one you type.
Arrow key	Moves from option to option within a group of options.
Enter	Executes a command button. Or, chooses the selected item in a list box and executes the command.
Esc	Closes a dialog box without completing the command. (Same as Cancel)
Alt+Down Arrow	Opens a drop-down list box.
Alt+Up or Down Arrow	Selects item in a drop-down list box.
Spacebar	Cancel a selection in a list box. Selects or clears a check box.
Ctrl+Slash	Selects all the items in a list box.
Ctrl+Backslash	Cancel all selections except the current selection.
Shift+ Arrow key	Extends selection in a text box.
Shift+ Home	Extends selection to first character in a text box.
Shift+ End	Extends selection to last character in a text box

Editing Keys

Key(s)	Function
Backspace	Deletes the character to the left of the cursor. Or, deletes selected text.
Delete	Deletes the character to the right of the cursor. Or, deletes selected text.

Help Keys

Key(s)	Function
F1	<p>Gets Help and displays the Help Index for the application. If the Help window is already open, pressing F1 displays the "Using Windows Help" topics.</p> <p>In some Windows applications, pressing F1 displays a Help topic on the selected command, dialog box option, or system message.</p>
Shift+F1	<p>Changes the pointer to  so you can get Help on a specific command, screen region, or key. You can then choose a command, click the screen region, or press a key or key combination you want to know more about.</p> <p>(This feature is not available in all Windows applications.)</p>

Menu Keys

Key(s)	Function
Alt	Selects the first menu on the menu bar.
Letter key	Chooses the menu, or menu item, whose underlined letter matches the one you type, when a menu has focus.
Alt+Letter key	Pulls down the menu whose underlined letter matches the one you type.
Left or Right Arrow	Moves among menus of the main menu bar.
Up or Down Arrow	Moves among menu items within a drop-down menu.
Enter	Chooses the selected menu item.

System Keys

The following keys can be used from any window, regardless of the application you are using.

Key(s)	Function
Ctrl+Esc	Switches to the Task List.
Alt+Esc	Switches to the next application window or minimized icon, including full-screen programs.
Alt+Tab	Switches to the next application window, restoring applications that are running as icons.
Alt+PrtSc	Copies the entire screen to Clipboard.
Ctrl+F4	Closes the active window.
F1	Gets Help and displays the Help Index for the application. (See Help Keys)

Text Selection Keys

Key(s)	Function
Shift+Left or Right Arrow	Selects text one character at a time to the left or right.
Shift+Down or Up	Selects one line of text up or down.
Shift+End	Selects text to the end of the line.
Shift+Home	Selects text to the beginning of the line.
Shift+Page Down	Selects text down one window. Or, cancels the selection if the next window is already selected.
Shift+Page Up	Selects text up one window. Or, cancels the selection if the previous window is already selected.
Ctrl+Shift+Left or Right Arrow	Selects text to the next or previous word.
Ctrl+Shift+Up or Down Arrow	Selects text to the beginning (Up Arrow) or end (Down Arrow) of the paragraph.
Ctrl+Shift+End	Selects text to the end of the document.
Ctrl+Shift+Home	Selects text to the beginning of the document.

Window Keys

Key(s)	Function
Alt+Spacebar	Opens the Control menu for an application window.
Alt+Hyphen	Opens the Control menu for a document window.
Alt+F4	Closes a window.
Alt+Esc	Switches to the next application window or minimized icon, including full-screen programs.
Alt+Tab	Switches to the next application window, restoring applications that are running as icons.
Alt+Enter	Switches a non-Windows application between running in a window and running full screen.
Arrow key	Moves a window when you have chosen Move from the Control menu. Or, changes the size of a window when you have chosen Size from the Control menu.

