README.WRI

Release Notes for Motion Works MediaShop (TM) for Visual Basic

Version 1.01 Lite (Beta)

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This document contains release notes for Motion Works MediaShop version 1.01 Lite for Visual Basic. This document contains last minute information and corrections to the other on-line documentation on the CD-ROM.

Welcome to the Motion Works MediaShop for Visual Basic. The Motion Works MediaShop is designed for those who want to create MultiMedia applications such as CD-ROM titles, Presentations, training materials, etc...

Provided on the CD-ROM is a Lite version of the Motion Works MediaShop as well as a demo Visual Basic application which demonstrates the use of the custom controls in the toolkit.

Please keep in mind that this lite version of the Motion Works MediaShop is intended to demonstrate the creation of MultiMedia applications. This beta release is not intended to be a commercial product and is not for the purpose of resale. In no event shall Motion Works International be liable for any damages of any kind including, without limitation, any special, incidental or consequential damages, even if Motion Works International has been advised of the possiblility thereof..

A complete version of the Toolkit is available from Motion Works USA. Please contact Motion Works USA at the following address for more information on the full version of the MediaShop:

> **Motion Works USA,**
> **524 Second Street, San Francisco,**
> **CA 94107,**
> **U. S. A.**
> **Tel: 1-800-800-8476, Direct (415)-541-9333,**
> **Fax: (415)-541-0555**

The following is a list of the custom controls provided in this Lite version:

> Interactive Animation Control (IANIM_LT.VBX)
> Interactive PictureBox Control (IPICT_LT.VBX)
> Picture Button (PICTBTNL.VBX)
> Interactive Video Control (IAVI_LT.VBX)
> Sound Annotation Control (SNDANLT.VBX)

The following is a list of the editors provided for use with the custom controls:

> Motion Tool Lite Version (MOTION.EXE)
> Interactive AVI Editor Lite Version (IAVIEDIT.EXE)
> Sound Annotation Editor Lite Version (SANEDIT.EXE)
> Interactive PictureBox Editor Lite Version (IPCTEDIT.EXE)

The following lists the demos included with this release:

MSHPDEMO.EXE (Demo for the custom controls)
BUMBLE.MWF (Motion Tool file)
PERFCARS.MWF (Motion Tool file)

Installation

Use the following procedure to install the Motion Works MediaShop Lite onto your hard disk:

1) Select the "Run" menu item from the Program Manager or File Manager and type the following in the edit-box provided:

d:SETUP.EXE

Where "d:" is the letter of your CD-ROM drive

2) Follow the instructions provided by the SETUP program to install the toolkit.

Note: On some machines with ATI video drivers, a "General Protection Fault" error may appear on the screen when installing Video For Windows 1.1 runtime drivers. Please choose the "Ignore" option to bypass this error, and the installation should proceed without any further problems.

Help Files

The help files included in this lite version are not up-to-date in some areas as there were a number of last minute changes made. If a particular feature indicated in the help file cannot be used then that feature has been removed from the lite version. Various Properties in the VBXs are disabled in the Lite version, and they won't appear on the Properties Bar. If you try to use a property in code, and the runtime environment complain that it is a read-only property, than you will know that the property has been disabled for the Lite Version.

Notes, Tips and Corrections

Motion Tool Lite:

Included with MediaShop is a version of the Motion Tool for Window animation playback and editing environment. Motion Tool is a powerful tool for creating animations for use with the Interactive Animation Control. A help file is provided to guide you on how to use the Lite version of Motion Tool.

The lite version of the Motion Tools has a number of features deleted from the full version. The following is a list of the features not in the lite version:

- No sound editor is provided (use the Sound Recorder App to manipulate sounds for import into the animations)
- No complex path point manipulations (smoothing, scaling, distributing, etc...)
- No Cel Sequencer (for frame by frame control of an actor's Cel size and Cel to show)
- Limited number of objects (4 Actors of 8 Cels each, 4 Props)
- Only a single instance of the Paint Editor can be opened at any time
- Limited prop transitions

DLLs
Motion Tool is composed of a number of DLLs. The following is a list of the DLLs required

to run the editing envirnment:

PROENG.DLL
CTRLPAD.DLL
TIMELINE.DLL
PRO_DLG.DLL
IMPEXP.DLL
PATH_SEQ.DLL

In addition the following EXE files are provided:

>MOTION.EXE (Motion Tool Editor Application)
>PLAYER.EXE (Stand-Alone player for MWF files)

PROENG.INI

Motion Tool requires an INI file to specify some run-time parameters. The following is a listing of the default PROENG.INI file that is placed into the WINDOWS directory:

>[LIMITS]
>MEMORY=4096
>
>[TOOLS]
>CONTROL_PAD=CTRLPAD.DLL
>TIMELINE=TIMELINE.DLL
>PATH_SEQUENCER=PATH_SEQ.DLL
>PAINT=PAINT.DLL
>ENGINE_DIALOGS=PRO_DLG.DLL
>IMPORT_EXPORT=IMPEXP.DLL

The TOOLS section specifies the tool DLLs required by the animation editor. Motion Tool first looks for a PROENG.INI file in the current directory before looking in the WINDOWS directory. This allows a local PROENG.INI file to override the settings in the PROENG.INI file in the WINDOWS directory. For a run-time PROENG.INI file, the TOOLS section should be deleted since none of the tool DLLs should be shipped with a completed application that uses the Motion Tool animation engine.

RUN-TIME

The following files are required to run the Motion Tool animation engine:

>PROENG.DLL
>PROENG.INI

These files should be placed in the current directory of you application or in the WINDOWS directory of your computer.

IANIM_LT.VBX

The IANIM_LT.VBX is the lite version of the Interactive Animation Control. This control utilizes the animation files created with Motion Tool Editor.

NOTE: This control can cause a UAE if the filename property is invalid.

This control cannot be the parent to any Visual Basic controls. If you want to have a control located on top of the IAnimLT control then you must create the control outside the IAnimLT control and reposition it over the animation control.

RUN-TIME

The following files are required to run the IANIM_LT.VBX custom control:

>IANIM_LT.VBX
>PROENG.DLL
>PROENG.INI

Interactive Video Editor

The Interactive Video Editor is used to create a data file specifying interactivity data for use with the IAVI_LT.VBX custom control.

The lite version of the Interactive Video Editor has a number of features deleted from the full version. The following is a list of the features not in the lite version:

- No custom overriding cursor support (cursors are specified from within the interactivity data file)
- No multiple rectangle support for objects (objects that are not rectangular cannot have transparent(hotspot) areas. Multiple rectangles would allow for far greater control over the hotspot on the frame)
- Layering of the objects cannot be controlled (overlapping object hotspots may cause the wrong object to be returned)

IAVI_LT.VBX

The IAVI_LT.VBX is the lite version of the Interactive Video Control. This control utilizes the data file (IVD) created with the Interactive Video Editor (IAVIEDIT.EXE) and the associated AVI file to provide interactivity.

NOTE: This control can cause a UAE if the filename property is invalid.

Sound Annotation Editor

The Sound Annotation Editor is used to create data files for use with the Sound Annotation Control (SNDANLT.VBX).

The lite version of the Sound Annotation Editor requires you to open a sound annotation data file (.SAN) first before you can link sections of sound from the .WAV file with text.

Known Bugs:
1. The Sound Annotation Editor will cause a crash if you try to import wave files that are 16 bits instead of 8 bit.

2. When there is nothing loaded into the Sound Annotation Editor, clicking on the "Test Sound Annotation" Button will cause a crash.

Interactive Picture Editor

The Interactive Picture Editor is used to create hotspots data files for use with the Interactive Picture Control (IPICT_LT.VBX).

Demo

Known Incompatibilities

When running the Interactive Video demo on machines equiped with the ATI MACH32 windows driver, it is known that the avi player may crash. This is due to a small problem in the ATI driver.

If bitmaps and movies are shifted to the left hand side of the screen, the user may be using the "8514/a" graphics mode. To overcome this problem, simply select a standard VGA graphics mode.

If you have any suggestions or problems that you would like to report, please contact Motion Works USA at the following address, or phone between 9:00AM and 6:00PM PST:

Motion Works USA,
524 Second Street, San Francisco,
CA 94107,

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Tel: 1-800-800-8476, Direct (415)-541-9333,
Fax: (415)-541-0555