Help File Authors

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The Crew

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Line Art Image
Line art images contain areas of solid black and white pixels.

Halftone Image

Halftone images contain black and white pixels arranged in a pattern to simulate grayscales.

Copy

The section of the image you have selected has been copied to a temporary file and will remain stored there until another copy operation is performed.

Copy to Clipboard

The section of the image you have selected has been copied to the Windows Clipboard. The copied area can now be pasted to any application supporting the Windows Clipboard function.

Drag and Drop

With this function you can move one or more files or items to another window or frame quickly by selecting them and then dragging them to their new destination.

When dragging an item, the mouse cursor will change to the or symbol to indicate that the item can be dropped onto the current location. If the mouse cursor turns to the symbol, the item cannot be dropped onto the current location.

Selection with the mouse

The File Selector Window displays files in a small size so that you can easily select the files you want to include in a presentation. Files can be selected the same way the Windows File Manager works.

OK Button

Press the "OK" button to accept the current settings.

Cancel Button

Press the "Cancel" button to undo the settings made or to leave the dialog.

Startup Action

The program startup screen can be configured In this list box. For example, if the program information should appear on startup, select the appropriate entry from the list box.

Display Screen Units

The screen units used to display measurements can be set in this list box. For example, the photo width and height displayed under "Image Information" are shown in the screen unit set.
Screen units available are: Inches, Cm, Pixel, Points, Picas.

Contact Sheet

In this section it is possible to select options for the Contact Sheet.
The Contact Sheet can be displayed using contacts of varying sizes and number of columns. Select a size from the Size list box and the number of columns from the Columns list box.

Display mouse coordinates

When this option is selected, the mouse coordinates of a selection box are displayed on the status line.

Draw image while loading

When this option is selected, the photo will be displayed while loading from the Photo CD. When this option is not selected, only the progress dialog will be displayed during loading and the complete photo will be displayed when 100% progress is reached.

Status Line

When this option is selected, the status line will appear on the bottom of the program window on startup.

Progress Dialog

When this option is selected, the progress dialog will appear on the screen during processing of any operation. If it is not selected, only an hourglass will be displayed to show that the computer is working.

Slide Show Controls

When this option is selected, the slide show control panel will be displayed on the bottom of the program window.

Tools Panel

When this option is selected, the Tools Panel will appear on the top of the program window on startup.

Grid Size

This options allows the Grid Size in the Edit Frame window to be set. Using a grid helps to align and adjust items in the Edit Frame window.

Contact Size

The File Selector window provides an overview of all images on a Photo CD or of all selected files in a certain directory. This overview can be displayed using contacts of varying sizes. Select a size from the Size list box.

Contact Columns

The File Selector window provides an overview of all images on a Photo CD or of all selected files in a certain directory. This overview can be displayed using contacts of varying sizes and number of columns. Select the number of columns from the Columns list box.

Restore previous settings when opened

If this option is activated, any new File Selector window will show the previously used setup. If this option is activated, the File Selector window will show the following settings:

File Type	Directory	Path	File Format
All	Current drive	Root directory	AVI

Default Title

This option allows a frame title to be set as a default. This title is then always used when a new frame is being created.

Background Color

This option allows the background color of a presentation to be set. Use the "Properties" tool to set the background color of single frames.

Play Sound

This option is used to turn the sound On or Off on startup.

Permit Looping

This option is used to allow looping of a presentation on startup.

Display properties dialog when creating frames

If this option is switched on, the properties dialog will always be displayed when a new frame is being created. This dialog is used to change the name and the background color of a frame.

TIFF Format

The TIFF file format is a wide-spread file format which can be imported into most popular paint and DTP programs.

BMP Format

The BMP file format is the standard Microsoft Windows format and is used for example, by the Windows Paintbrush program.

EPS Format

The EPS format can be imported into some paint and DTP programs. In addition, this format can be sent directly to a postscript-compatible printer.

RIFF Format

The RIFF format is a special multimedia format for Windows which is supported by some multimedia programs.

PCX Format

The PCX format is a widely used file format on DOS machines and is supported by most paint and draw programs.

JPEG Format

The JPEG file format is used to save images in a compressed format. Quality factors between 1 and 100 can be selected. The higher the compression factor, the smaller the file size but the higher the loss of image quality. A factor of between 85%-100% is recommended as the loss of quality on 24-bit images is negligible.

JPEG Format

The JPEG file format is used to save images in a compressed format. The higher the compression factor, the smaller the file size but the higher the loss of image quality.

GIF Format

The GIF file format was developed specially for the transfer of images over a modem. GIF files use a color palette so it is not possible to save an image in 24-bit color. GIF files are automatically converted to 256 colors when they are saved to disk.

TARGA Format

This file format is not as popular as the TIFF format but is supported by a wide variety of paint and image editing programs.

RAW Format

This format is used to save images in a format that contains only the raw image data. If you want to load such an image, the width, height, and image type must be correctly specified, or the image will not be read correctly.

PCD Format

This format is the Kodak Photo CD format. The current program version supports the sizes 128 x 192 pixel to 2048 x 3072 pixel.

WAVE Format

The WAVE format (.WAV) is a very popular sampling sound file format under Windows. Depending on the sampling quality, WAVE files can be pretty large and might take a long time to load.

MIDI Format

The program supports standard MIDI (.MID) files. Due to the structure of the MIDI format a sound board is required to play these music files.

CD Audio Format

The program supports playing CD Audio tracks. CD Audio tracks cannot be seen with the Windows File Manager and have to be accessed with the program's special editor.

MPEG Format

The MPEG format is a special video format that requires an MPEG compatible video board. The display area of this video format can be enlarged or reduced.

AVI Format

The AVI file format is the standard Video for Windows format. No extra hardware is required to play these files but you might need to install the appropriate driver. The display area of this video format can be enlarged or reduced.

FLC Format

The FLC animation format is commonly created and used by the Autodesk Animator program. No extra hardware is required to play these files but you might need to install the appropriate driver. The display area of this format is predefined and cannot be changed.

FLI Format

The FLI animation format is commonly created and used by the Autodesk Animator program. No extra hardware is required to play these files, but you might need to install the appropriate driver. The display area of this format is predefined and cannot be changed.

DAT Format

The DAT format is a special video format that requires an MPEG compatible video board. The display area of this video format can be enlarged or reduced.

Drag and Drop

This program supports Drag and Drop. With this function you can move one or more files or items to another window or frame quickly by selecting them and then dragging them to their new destination.

The general procedure for dragging and dropping of an item is as follows:

1. Point at the item you want to drag with the mouse. Click with the mouse and keep the mouse key pressed down while dragging the item to the desired location.
2. Release the mouse.
3. The item will be dropped onto the new location and inserted into the new window.

When dragging an item, the mouse cursor will change to the
or
symbol to indicate that the item can be dropped onto the current location. If the mouse cursor turns to the
symbol, the item cannot be dropped onto the current location.

Index

This option shows the Help file index of the program.

To display the Help file:

1. Select "Index" from the "Help" menu.
2. The Help file will appear.
3. Select the desired topic from the list provided or use the Search function to locate a particular topic.

Info

This option shows the program information window containing copyright information and the version number for the actual program.

To see the program information window:

1. Select "Info" from the "Help" menu.
2. The program information window will appear.
3. Click on OK to close the dialog box and to return to the program window.

Before you start

Read the "Readme" file

Make sure you read the "Readme" file for the latest release notes which could not be included in this document.

Hardware Requirements

For best results, the following system configuration is recommended:

IBM compatible PC/AT 80386/486
4 Mb RAM (minimum)
8-16 Mb RAM (recommended)
VGA or Super VGA video adapter
40-120 MB hard disk
Mouse
Photo CD compatible CD-ROM drive

Software Requirements

MICROSOFT-DOS 3.1 or higher
MICROSOFT-Windows 3.1 or higher

Selecting with the Mouse

The File Selector window displays files in a small size so that you can easily select the files you want to include in a presentation. Files can be selected in three ways:

Selecting a single file

1. Click the desired file. The selected file will be displayed highlighted to show that it is selected. Any formerly made selection will be cancelled.

Selecting consecutive files

1. Click the first file of the desired group. The selected file will be displayed highlighted to show that it is selected. Any formerly made selection will be cancelled.
2. Press and hold down the SHIFT key and click the last file of the group. All files between the first and last file will be displayed highlighted to show that they are selected.

Selecting nonconsecutive files

1. Click the first file of the desired selection. The selected file will be displayed highlighted to show that it is selected. Any formerly made selection will be cancelled.
2. Press and hold down the CTRL key and click other files. All selected files will be displayed highlighted to show that they are selected.

Kodak Photo CD

With the Kodak Photo CD it is possible to convert photographs from 35 mm negatives or slides into digital format. These photographs are written onto a Photo CD disc which can be read into a computer using a Photo CD compatible CD-ROM drive.

Why is no CD-Audio Soundtrack being played?

Before you can listen to Audio CDs, the Windows CD Audio MCI driver must be installed on your computer. If this driver is not already installed, follow the instructions given below:

Open the Windows Control Panels.

Open the "Drivers" dialog box.

Add the CD Audio driver to the list of installed drivers.

Choose the driver to be installed out of the list which appears and follow the instructions as they appear on the screen.

Why is no CD-Audio Soundtrack being played over the loudspeakers?

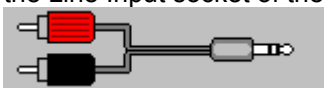
Do you have a sound board installed?

Yes No

Sound Board Installed

Most sound boards provide an internal adapter for Audio CD output. However, most CD-ROM drives provide plugs which don't fit. If you want to avoid soldering, try the following:

1. If your CD-ROM drive is connected to a controller that provides audio ouput (usually cinch connectors), you need an audio stereo cable to connect the the audio output of the CD-ROM board to the Line Input socket of the sound board. This cable will probably look like this:



2. If your CD-ROM has an earphones socket at the front, you need an audio stereo cable to connect the the earphones output to the Line Input socket of the sound board. This cable will probably look like this:

3. Now it will be possible to listen to your Audio CD. You can control the volume with the Mixer program provided with your sound board.

No Sound Board Installed

Without a sound board you have to connect a set of external loudspeakers to the CD-ROM drive. You can connect the loudspeakers to either the earphones output at the front of the CD-ROM drive or to the audio output sockets of the CD-ROM board. A loudspeaker system with an integrated amplifier will give you the best results.

Why are no Wave or Midi files being played?

Do you have a sound board installed?

Yes No

Sound Board Installed

1. Check the connection between the external speakers and the sound board.
2. Check whether all the necessary Windows drivers are installed for your sound board.
3. Check whether the volume of the sound board is turned down. The volume can be made louder by using either a program provided with your sound board or by turning the sound board's potentiometer.
4. If no Midi files are being played, check the Windows Midi Mapper Settings. In case you are not using an external Midi Keyboard for playing Midi files, all the channels of the Midi Mapper should be set to the FM synthesizer of the internal sound board.

No Sound Board Installed

1. Without a sound board you have to install a Windows driver for the computer's internal loudspeaker.
2. If you have a Windows driver for the internal loudspeaker installed, it is only possible to play sound (*.WAV) files. Midi (*.MID) files cannot be played with such a driver.

Why does the Midi file sound wrong?

The voices used in a Midi file are typically set for a specific instrument, usually a keyboard. As the numbering of voices can differ considerably from one instrument to the other, a Midi file might sound good with one keyboard but sound odd with another one or with the sound board. One solution to this problem is the Windows Midi Mapper which allows you to create "Mappings" in order to imitate certain Midi instruments. However, unless you have all the information for a specific Midi file and the connected instrument, you must experiment with the Midi Mapper to aachieve the desired sound quality.

How can I get rid of the Midi warning Message?

The voices used in a Midi file are typically set for a specific instrument, usually a keyboard. As the numbering of voices can differ considerably from one instrument to the other, a Midi file might sound good with one keyboard but sound odd with another one or with the sound board.
One solution to this problem is the Windows Midi Mapper which allows you to create "Mappings" in order to imitate certain Midi instruments.
Unfortunately, Windows shows a warning message whenever you try to play a Midi file that doesn't fit the Midi Mapper. In case you are not using an external Midi Keyboard for playing Midi files, all the channels of the Midi Mapper should be set to the FM synthesizer of the internal sound board. The next time the warning message appears, switch it off constantly.

Using the Mouse

The mouse is a very important tool when working with the program and is represented on the screen by an arrow cursor. Most mice have two buttons. When using a two-button mouse, mostly only the left button is active.

The keyboard can also be used as a shortcut to using the mouse.

When inside the program, press the Alt key and then the underlined letter displayed in each menu heading to access that menu. Type the underlined letter of the desired command listed in the menu to access the command.

For example, if you want to see the program information dialog:

1. Type Alt + H to open the "Help" menu.
2. Type "O" to access the program information dialog.

Standard Procedures

This manual assumes that you have Microsoft Windows installed on your computer and that you are familiar with its features and functions.

Many explanations about how to use certain features of the program have been kept to a minimum. Unless otherwise stated the procedure for selecting a menu item is as follows:

1. Point at (Menu Heading) on the menu bar. Click and drag down to (Command). Release.
2. The (Command name) dialog box will appear on the screen.
3. Make any selections required by using the list box, check box or clicking on the radio button with the mouse.
4. Click on OK with the mouse to accept the entry or on Cancel to cancel the operation.

Making Selections from Menus

Select a menu to display the options available in that menu. If an option is highlighted, you can select it. If it is grayed, it cannot be selected.

Help File Shortcuts

This Help File supports the following keyboard commands:

ESC key	Exit the Help File
HOME key	Main Index
LEFT ARROW key	Previous Topic
UP ARROW key	Previous Topic
RIGHT ARROW key	Next Topic
DOWN ARROW key	Next Topic
PAGE UP key	Back

Cascade

When the "Cascade" command is used, all files, image windows or contact sheets are layered leaving the title bar visible.

Tile Vertically

When the "Tile Vertically" command is used, the available window space is vertically divided between the number of files, images or contact sheets open.

Arrange Icons

If multiple files are open on the screen, they can be minimized to icons which will appear on the bottom of the program window.

When the "Arrange Icons" command is selected, all icons will be lined up on the bottom of the program window.

Open Windows

At the bottom of the Window menu, a list of the current files, images or contact sheets open will appear. Select one from the menu to either restore it from an icon or to display it as the active window.

Tile Horizontally

When the "Tile Horizontally" command is used, the available window space is horizontally divided between the number of files, images or contact sheets open.

Copyright Information

For copyright and/or usage rights information associated with images on a Photo CD disk, please read the files in the "Rights" directory on the Photo CD disc.

MediaMaestro LE Help File

This Help File describes all the functions of the full version of MediaMaestro. MediaMaestro LE provides the same functionality as the full version of MediaMaestro except for saving, creating media items and compiling presentations. These functions have been limited.

Glossary

Introduction
General Information
Overview
Menu
Tools
Windows
Dialogs
Creating a Presentation
Compiling a Presentation
Playing Sound or Music in a Presentation

Introduction

Welcome to MediaMaestro!

With MediaMaestro you can create full-featured interactive multimedia presentations for personal, business and home office use. Make impressive presentations containing video, animation, images, text, sound and music.

MediaMaestro is intuitive and easy to use. The 'drag and drop' interface lets you put stunning presentations together in just minutes. Interactive presentations can be created for use in point of sale, training etc.

Standard business presentations can be made more interesting by adding video sequences and still images along with text, sounds and music. Video formats supported include avi, mpg* and dat (Video CD)* (requires MPEG decoder board). Image formats supported are bmp, tif, pcx, jpg and Photo CD. Sound and music files in wav, midi and CD Audio format can be added to presentations.

A flexible text function, screen underlays, transition effects, pre-defined templates and backgrounds, ready-made sample presentations as well as a complete media clip library are included in MediaMaestro.

A run-time version of MediaMaestro is provided for distribution with presentations.

General Information

Before you start

Hardware Requirements
Software Requirements
Software Driver

Using the Mouse
Making Selections with the Mouse
Standard Procedures
Making Selections from Menus
Drag and Drop
Program Shortcuts
Help File Shortcuts

Kodak Photo CD

Copyright Information
Trademark Information

Overview

File
Edit
View
Window
Options
Help
File Selector
Presentation Window
Edit Frame Window

Menu

- File
- Edit
- View
- Window
- Options
- Help

File

- File Selector
- New
- Open
- Save
- Save As
- Close
- Revert
- Printer Settings
- Print
- File List
- Exit

Edit

- Undo
- Cut
- Copy
- Paste
- Clear
- Select All
- Deselect

View

Tools
Status Line

Window

Cascade
Tile Vertically
Tile Horizontally
Arrange Icons

Open Windows

Options

- Program Settings
- Information
- Compile

Help

- Index
- Info

Tools

Tools Panel
Presentation Tools
Edit Frame Tools

Tools Panel

File Selector

New

Open

Save

Print

Information

Program Settings

Presentation Tools

New

Edit

Properties

Cut

Copy

Paste

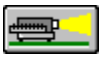
Clear

Template

Link

Loop

Sound


Play

Edit Frame Tools

Copy

Cut

Paste

Clear

Text

Button

Underlay

Sound

Midi

CD-Audio

Image

Video

Animation

Timer

Prev. Frame

Preview

Next Frame

Top

Up

Down

Bottom

Windows

- File Selector WIndow
- Presentation Window
- Edit Frame Window

File Selector Window

Display
Selection

Presentation Window

- Display
- Tool Bar
- Organization Window
- Controls

Edit Frame Window

Display
Moving Objects
Resizing Objects

Tool Bar
Item List
Effects
Color Settings
Controls

Dialogs

Edit Frame Dialogs

Text Dialog
Button Dialog
Underlay Dialog
Sound Dialog
Midi Dialog
CD-Audio Dialog
Image Dialog
Video Dialog
Animation Dialog
Timer Dialog

Other Dialogs

Link Dialog
Program Settings Dialog

Creating a Presentation

Creating a simple presentation
Creating an interactive presentation

Compiling a Presentation

Compile
Run-Time Player

Playing Sound or Music in a Presentation

Playing foreground sound or music
Playing background sound or music
Playing background and foreground sound or music
Stopping background sound or music
Sound or Music: Problems and Answers

Trademark Information

Kodak Photo CD and the Photo CD logo are registered trademarks of Eastman Kodak Company.
Microsoft, MS-DOS und Windows are registered trademarks of Microsoft Corporation.
MediaMaestro is a trademark of Software Dynamics GmbH.

Copy Media Files to Central Directory

If this option is switched on, all media files are copied to the central directory.

Due to the structure of CD-Audio tracks and Video CD (*.DAT) files, these media items cannot be played from a hard disk or over a network. These items will not be copied and will be referred to only by reference in a compiled presentation.

Copy Run-Time Player to Central Directory
If this option is switched on, the Run-Time Player is copied to the central directory.

The Run-Time Player SHOWPLAY.EXE requires the following files:
CTL3D.DLL, PCDLIB.DLL, PVIMGLIB.DLL, SPLIB.DLL
These files will be copied automatically if this option is switched on during compilation.

Maintain Subdirectories

If this option is switched on, subdirectory structures containing media files are copied to the central directory.

Maintain References to first CD-ROM Drive

If this option is switched on, media files on the first CD-ROM drive are not copied to a central directory. These files will be referred to only by reference in a presentation.

Use this option, if you are using a lot of resources from a CD-ROM and/or you have little space left on your hard disk drive.

If the compiler option "Compile Bitmaps and copy to Central Directory" is switched on, image files on the CD-ROM will nevertheless be compiled and copied to the central directory.

Central Directory

This field allows the central directory to be set in which the compiled presentation will be copied to.

Compile Gradients and copy to Central Directory

If this option is switched on, underlays containing gradients will be saved as image files. This option will speed up a presentation when it is played.

Compile Bitmaps and copy to Central Directory

If this option is switched on, bitmaps will be saved as image files in the size defined in the presentation. This option will speed up a presentation when it is played.

Lock

With this option a presentation is compiled in such a way that it cannot be loaded or edited again with MediaMaestro.

Encrypt

If this option is switched on, all media files which are to be copied to the central directory will be given encrypted names.

Loop

The Loop option is used to continuously play a presentation. It is not possible to stop such a presentation even if you click on a button which includes the "Exit" command.

This compiler option can only be used with simple presentations which do not contain any control frames.

If the compiler option "Allow Escape" is switched on, such a presentation can be stopped using the "ESC" key.

Allow Escape
If this option is switched off, it is not possible to stop a presentation using the "ESC" key command. In this case the "ESC" key only allows a single event to be stopped, e.g. a video.

Such a presentation can be stopped with a button that includes the "Exit" command.

Type
This option allows the type of a compiled presentation to be set. Depending on the selected color type, images and underlays will be saved in the appropriate format. The available settings are:
16 Colors, 256 Colors, True Color, All.

Use the "256 Colors" setting to save loading times and disk space.

Use the "All" setting, if you do not have any information about the systems the presentation will be shown on, or if you want to provide the best quality possible.

A specific compiler setup creates presentations which are usually faster and more compact than the universal ones. However, as these presentations are made for a specific screen mode, they might not look and work as well on systems with different color settings or screen resolutions.

Size

This option allows the screen size of a compiled presentation to be set . Depending on the selected screen size, media items will be scaled and saved in the appropriate format. The available settings are: **640 x 480, 800 x 600, 1024 x 768, 1280 x 960, All.**

Using the "640 x 480" to "1280 x 960" settings will speed up the presentation as long as the screen resolution fits the presentation size. The "All" settings will scale a presentation for any screen resolution.

Use the "All" setting, if you do not have any information about the systems the presentation will be shown on, or if you want to provide the best quality possible.

A specific compiler setup creates presentations which are usually faster and more compact than the universal ones. However, as these presentations are made for a specific screen mode, they might not look and work as well on systems with different color settings or screen resolutions.

Links

The "Links" dialog is used to create a presentation or to modify a presentation by linking buttons of a control frame to other frames of the presentation.
The title bar of the dialog shows the selected button on the organization window.

Return Frames

This list box shows all return frames which are available for the currently selected button. Select a return frame and click the "Add" button to add a return statement to the play list. A return frame is a special control frame that allows you to move one or several layers backwards within the presentation structure.

It is only possible to add one control frame (or return frame) to the play list. This control frame is then automatically placed at the end of the list.

The <Exit> command can be used to replace a control frame (or return frame) of the play list. Hitting the <Exit> command stops the presentation.

Control Frames

This list box shows all control frames which are available for the currently selected button. Select a control frame and click the "Add" button to add a new branch destination to the play list. A control frame allows you to move forwards within the presentation structure.

It is only possible to add one control frame (or return frame) to the play list. This control frame is then automatically placed at the end of the list.

The <Exit> command can be used to replace a control frame (or return frame) of the play list. Hitting the <Exit> command stops the presentation.

Frames

This list box shows all frames which are available for the currently selected button. Select a frame or a range of frames and click the "Add" button to add them to the play list.

Play List

The play list provides an overview about all frames that are linked to a button of a control frame. In case of a simple presentation without control frames, it shows the list of frames. All frames or commands in this list are played in the order in which they appear in the list.

Add

The "Add" button is used to include one or several frames or one control frame to the play list. Select a frame or a range of frames and click the "Add" button to add them to the play list.

Clear

The "Clear" button is used to delete one or several frames from the play list. Select a frame or a range of frames and click the "Clear" button to delete them from the play list.

Title
This option allows the selected item to be renamed.

Area

This option allows the position and the size of the selected item to be set .

Shadow Offset

This option allows the shadow offset of the selected item to set.

Positve vertical numer:	moves shadow downwards
Positve horizontal numer:	moves shadow to the right
Negative vertical numer:	moves shadow upwards
Negative horizontal numer:	moves shadow to the left

Frame Size

This option allows the frame size of the selected item to be set.

Color Type

This option allows you to change background color, foregound color, frame color and shadow color of the selected item.

Color Palette

This option allows you to choose the color for the background, foreground, frame or shadow of the selected item.

Text

This field allows you to change the contents of the selected text item. The text can be as long as 256 characters and allows carriage returns. Carriage returns can be entered by typing in Ctrl+¶ or Ctrl+m.

Sample
This field shows a preview of what the text will look like.

Font

This section allows you to change the font of the selected text item. The Font Selector shows all available fonts installed under Windows.

Size

This section allows you to change the size of the selected text item. The available sizes depend on the selected font.

Style

This section allows to change the style of the selected text item. The available types are: **Bold**, Underline, *Italic*, ~~Strikethrough~~.

Angle

These controls allows a text item to be rotated. Set the angle directly by entering a number in the text box or use the Circle to set the degree.

It is only possible to rotate True Type fonts.

Sample
This field shows a preview of what the rotated text will look like.

It is only possible to rotate True Type fonts.

Type
This option allows the gradient type for the selected underlay to be set. The following types are available: Normal, Linear, Radial, Square.

Depending on the size of the underlay, the gradients Linear, Radial and Square require a lot of computing performance. If the compiler option "Compile Gradients and copy to Central Directory" is switched on, every underlay containing a gradient is transformed into a bitmap. This option speeds up a presentation considerably .

Origin

This option allows the offset of the gradient for the selected underlay to be positioned. The effect can be seen in the Gradient preview window

Angle

This option allows the angle of a Linear Gradient to be set. Set the angle directly by entering a number in the text box or use the Circle to set the degree.

Preview Area
This area shows a preview of the current gradient settings for the selected underlay.

Title
This option allows the selected video or animation to be renamed.

Start Offset

This option allows the starting point within the selected video or animation to be set .

End Offset

This option allows the end within the selected video or animation to be set .

Duration

This option allows the duration within the selected video or animation starting with the Start Offset to be set.

Video Control Area

This area shows offsets, duration and the current position within the selected video or animation. Set the red bar to the position you want to see.

Video Control

This control allows you to change offsets and the duration within the selected video or animation. Use the mouse to move or resize the Video Control.

Back Button

This button allows you to set the red positioning bar back one step. The red bar can be set in 25 steps.

Pause Button

Pressing this button halts the selected video or animation. Press the Pause button again to continue.

Stop Button

Pressing this button stops the selected video or animation.

Play Button

Pressing this button plays the selected video or animation from the current position indicated by the red bar of the Video Control Area.

Forwards Button

This button allows you to preset the red positioning bar. The red bar can be set in 25 steps.

Set Start

Pressing this button sets the starting point while playing the selected video or animation.

Set End

Pressing this button sets the end point while playing the selected video or animation.

Test
Pressing this button allows you to watch the edited sequence of the selected video or animation.

Replace
This option allows the selected video or animation to be replaced with a new one.

Preview Area

This area shows a preview or the the edited sequence of the selected video or animation .

Title

This option allows the selected sound, midi or audio track to be renamed.

Start Offset

This option allows the starting point within the selected sound, midi or audio track to be set.

End Offset

This option allows the end within the selected sound, midi or audio track to be set.

Duration

This option allows the duration within the selected sound, midi or audio track starting with the Start Offset to be set .

Audio Control Area

This area shows offsets, duration and the current position within the selected sound, midi or audio track. Set the red bar to the position you want to listen to.

Audio Control

This control allows you to change offsets and the duration within the selected sound, midi or audio track. Use the mouse to move or resize the Audio Control.

Back Button

This button allows the red positioning bar to be set back one step. The red bar can be set in 25 steps.

Pause Button

Pressing this button halts the selected sound, midi or audio track. Press the Pause button again to continue.

Stop Button

Pressing this button stops the selected sound, midi or audio track.

Play Button

Pressing this button plays the selected sound, midi or audio track from the current position indicated by the red bar of the Video Control Area.

Forwards Button

This button allows the red positioning bar to be preset. The red bar can be set in 25 steps.

Set Start
Pressing this button sets the starting point while playing the selected sound, midi or audio track.

Set End

Pressing this button sets the end point while playing the selected sound, midi or audio track.

Test

Pressing this button allows you to listen to the edited sequence of the selected sound, midi or audio track.

Replace

This option allows the selected sound, midi or audio track to be replaced with a new one.

Tracks

This control allows an audio track from the curent Audio-CD to be selected. This option is grayed out, when Midi or Sound files are being edited.

Play in foreground

A sound or music track marked as a foreground sound will be played in the order set by the Item List of the current frame. It will not be interrupted by any other item of the current frame.
If this option is switched off, a sound or music track will be played as a concurrent background sound. It will go on playing while the other items of the current frame are simultaneously being shown or being played.

Duration

This options inserts a pause (timer event) into a frame. The time can be set in milliseconds.

Show Timer
Switches the timer display on or off. If this option is switched on, the timer is displayed with a clock-like symbol.

Transparent

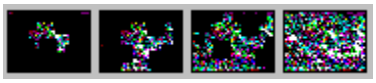
This option allows images, text or buttons to be displayed in transparent mode. All other media items will automatically be displayed in opaque mode.

Opaque

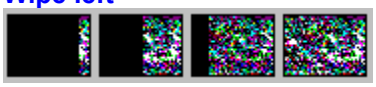
This option allows images, text or buttons to be displayed in opaque mode. All other media items will automatically be displayed in this mode.

No effect
This option disables the effect for the selected item.

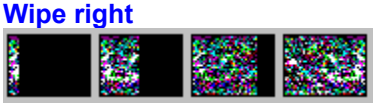
Random fade



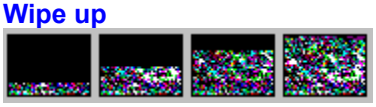
Wipe left



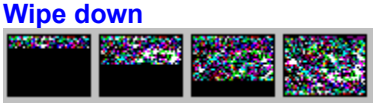
Wipe right



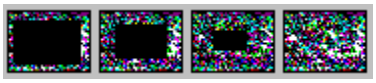
Wipe up



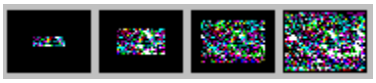
Wipe down



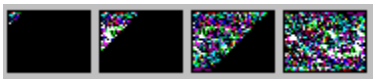
Zoom in



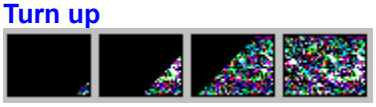
Zoom out



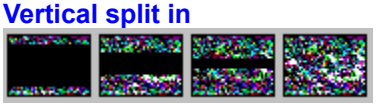
Turn down



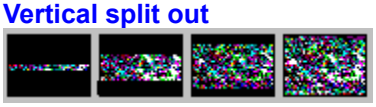
Turn up



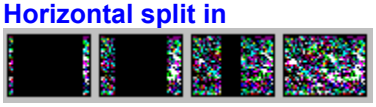
Vertical split in



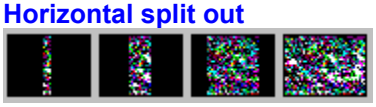
Vertical split out



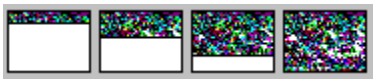
Horizontal split in



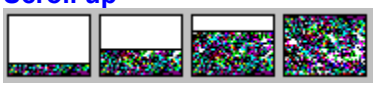
Horizontal split out



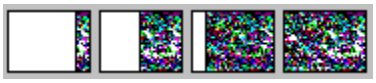
Scroll down



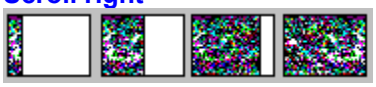
Scroll up



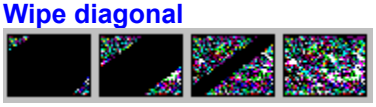
Scroll left



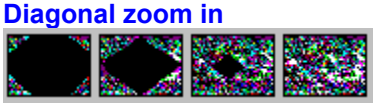
Scroll right



Wipe diagonal



Diagonal zoom in



File Selector

The File Selector window provides an overview of existing files you might want to include in your presentation.

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File Type

The File Type selector allows you to choose among several multimedia types. The follwing types are currently supported:

Sound, Image, Video, All

Drive

The Drive selector allows you to choose the disk drive you want to load files from.

Directory

The Directory selector allows you to choose the directory or subdirectory you want to load files from.

File Format

The File Format selector allows you to choose among several multimedia formats. Depending on the File Type selected, various file formats are supported.

Preview

The "Preview" button allows a preview of a selected file to be made. Depending on the file type, you can either see a preview of an image, listen to a sound or watch a video or animation.

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The "Preview" button allows a preview of a selected file to be made. Depending on the file type, you can either see a preview of an image, listen to a sound or watch a video or animation.

Overview / Contact Sheet

The File Selector window provides an overview of all images on a Photo CD or of all selected files in a certain directory. The files are displayed in a small size so that you can easily select the files you want to include in a presentation.

Edit Frame Window

The Edit Frame window provides the necessary tools and the workspace to create and edit the events of a single frame.

Edit Frame Window

The Edit Frame window provides the necessary tools and the workspace to create and edit the events of a single frame.

Tool Bar

The Tool Bar provides the basic tools to create and edit events within a frame.

Workspace

The workspace shows a preview of the screen and allows you to place, view and edit items and events of a frame.

Item List

The Item List displays the order of events within a frame.

Effects

The Effect tools add special effects to items of a frame such as images or text.

Color Indicator

The Color Indicator allows the color settings of an item to be changed.

Color Palette

The Color Palette allows the color of an item's part or attribute to be set.

Controls

These controls allow you to preview and edit events within a frame.

Resizing Objects

Clicking on this part of the frame allows you to adjust the width and height of the selected item.

Resizing Objects

Clicking on this part of the frame allows you to adjust the width of the selected item. Alternatively, use the Shift key and the Right Arrow key.

Resizing Objects

Clicking on this part of the frame allows you to adjust the width of the selected item. Alternatively, use the Shift key and the Left Arrow key.

Resizing Objects

Clicking on this part of the frame allows you to adjust the height of the selected item. Alternatively, use the Shift key and the Upper Arrow key.

Resizing Objects

Clicking on this part of the frame allows you to adjust the height of the selected item. Alternatively, use the Shift key and the Lower Arrow key.

Moving Objects

Clicking on the center allows the item to be moved. Alternatively, use the Arrow keys to move the object.

Color Indicator

Clicking on this part of the Color Indicator allows the **frame color** of the item to be changed.

Color Indicator

Clicking on this part of the Color Indicator allows the **background color** of the item to be changed.

Color Indicator

Clicking on this part of the Color Indicator allows the **shadow color** of the item to be changed.

Color Indicator

Clicking on this part of the Color Indicator allows the **foreground color** of the item to be changed.

Color Palette

Double-clicking on on one of the colors opens the Color Dialog and lets you choose a new color.

Button Tool

The Button tool lets you insert a button into the current frame. A button is used to control the show by creating links to other frames.

Text Tool

The Text tool lets you insert text into the current frame. Create a text block, click on the text and move it to the desired location.

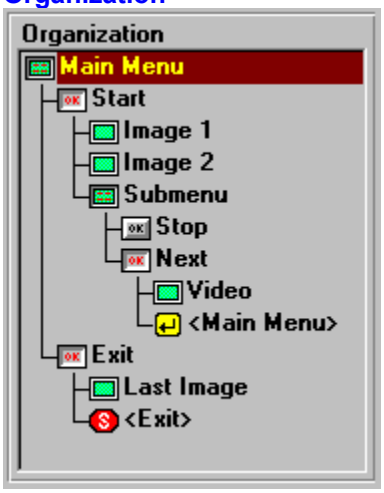
Edit Tool

The Edit tool lets you view and edit the settings of a single item in the Edit Frame Window.

Midi Warning Message

Windows shows a warning message whenever you try to play a Midi file that doesn't fit the Midi Mapper. In case you are not using an external Midi Keyboard for playing Midi files, all the channels of the Midi Mapper should be set to the FM synthesizer of the internal sound board. The next time the warning message appears, switch it off constantly.

Organization



The Organization window allows you to organize the internal structure and flow of control of a presentation.

Organization Window

The Organization window allows you to organize the internal structure and flow of control of a presentation.

Control Frame

A control frame contains one or more buttons and is used to structure a presentation and to allow the user to interactively control the presentation.

Use Drag and Drop or the "Link" tool to add or edit a Control Frame in the Organization window.

A Control Frame can only be added once to a presentation, but can be used several times as a Return Frame.

Frame

Standard frames do not contain buttons. All events and items within such a frame are played in the order as defined in the Item List of the Edit Frame window.

Use Drag and Drop or the "Link" tool to add Frames to the Organization window.

Button

Buttons are used to create links to other frames, thus allowing the user to interactively control the presentation.

Highlight the desired Button and use the "Link" tool to edit the button links.

Return

A return frame is a special control frame that allows you to move one or several layers backwards within the presentation structure.

Use Drag and Drop or highlight the desired Button and use the "Link" tool to edit the button links.

All available Return frames are listed under the Return Frames list box.

Exit

When creating a Control Frame, the <Exit> command is automatically linked to a button. Hitting the <Exit> command stops the presentation.

The <Exit> command can be replaced by a Return Frame or a Control Frame
.

Controls

These controls allow you to modify and play a presentation.

Link Button

The "Link" Button is used to create a presentation or to modify a presentation by linking buttons of a keyframe to other frames of the presentation.

Play Button

This option starts the presentation of the current Presentation window.

Presentation Window

The Presentation window provides the tools and the workspace to create and organize frames within a presentation.

Presentation Window

The Presentation window provides the tools and the workspace to create and organize frames within a presentation.

Tool Bar

The Tool Bar provides the basic tools to create and edit frames within a presentation.

Frames

The Presentation window provides an overview of all frames of a presentation. The frames are displayed in a small size so that you can easily select the frames you want to edit or include in a presentation.

Frame

A frame contains images, text, sound or video events. All events and items within such a frame are played in the order as defined in the Item List of the Edit Frame window.

Control Frame

A control frame contains one or more buttons and is used to structure a presentation and to allow the user to interactively control the presentation. A Control Frame is marked with a key symbol to distinguish it from a normal frame.

New Button

"New" is used to create a new frame. The new frame is automatically given the name "Untitled".

Edit Button

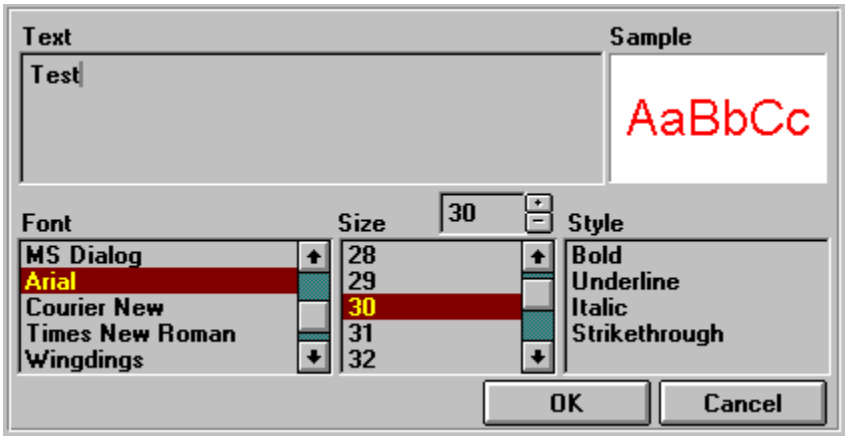
The Edit button is used to modify an existing frame.

Text Dialog

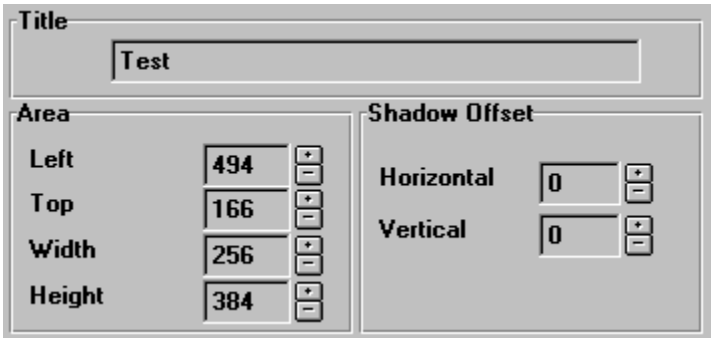
The following settings can be made in the Text Settings dialog box:

Text
Area and Title
Color and Frame
Rotation

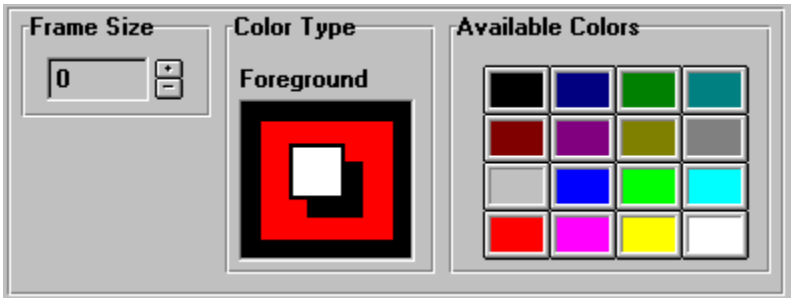
Text Dialog: Text Settings



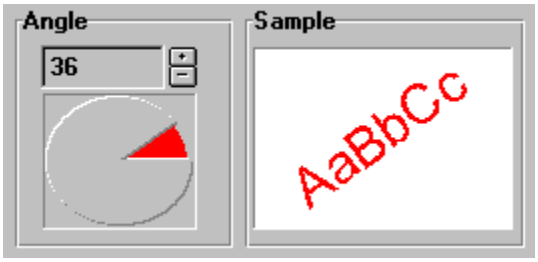
Text Dialog: Area and Title Settings



Text Dialog: Color and Frame Settings



Text Dialog: Rotation Settings

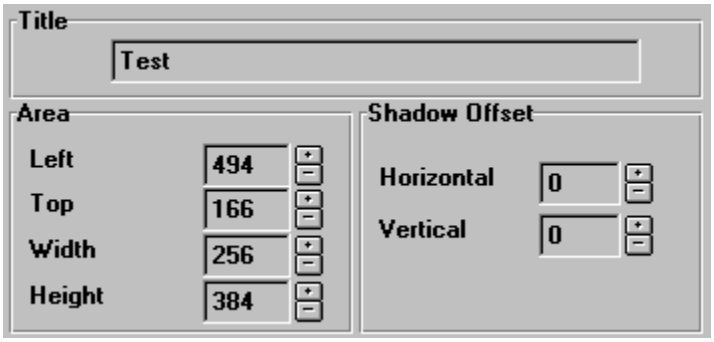


Button Dialog

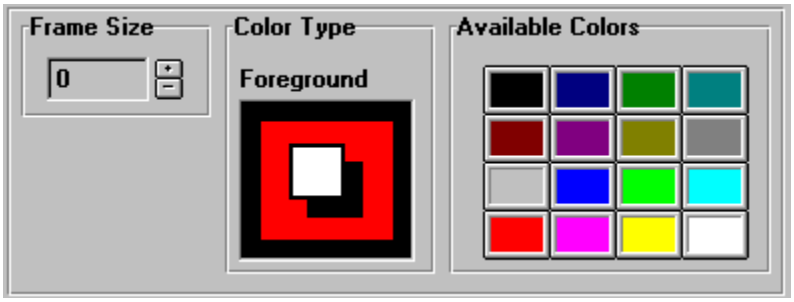
The following settings can be made in the Button Settings dialog box:

Area and Title
Color and Frame

Button Dialog: Area and Title Settings



Button Dialog: Color and Frame Settings

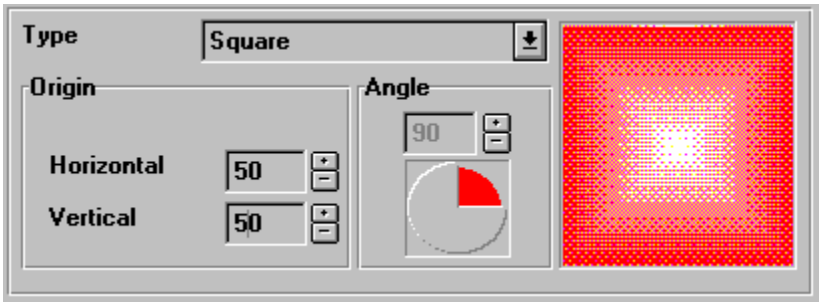


Underlay Dialog

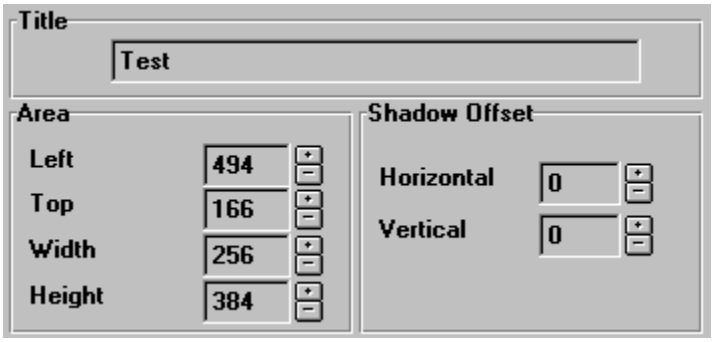
The following settings can be made in the Underlay Settings dialog box:

Gradient
Area and Title
Color and Frame

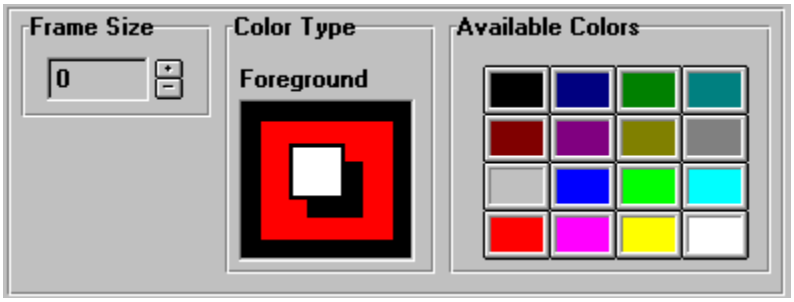
Underlay Dialog: Gradient Settings



Underlay Dialog: Area and Title Settings

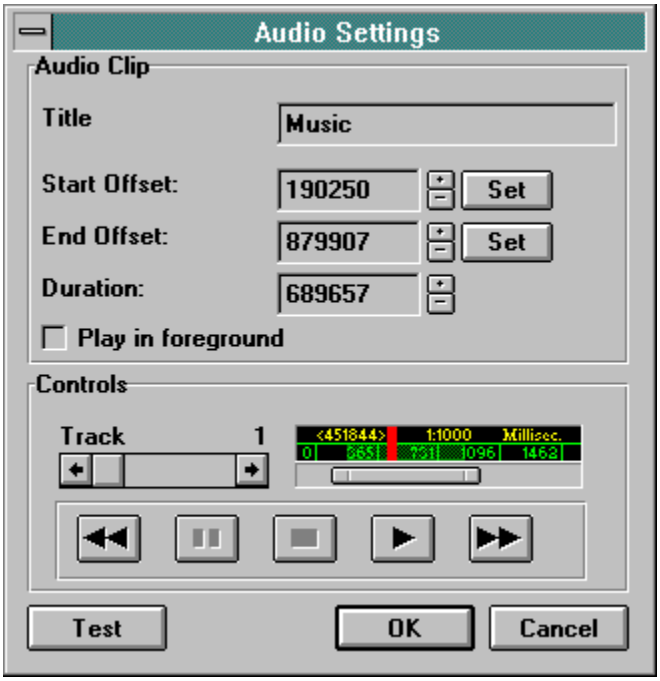


Underlay Dialog: Color and Frame Settings



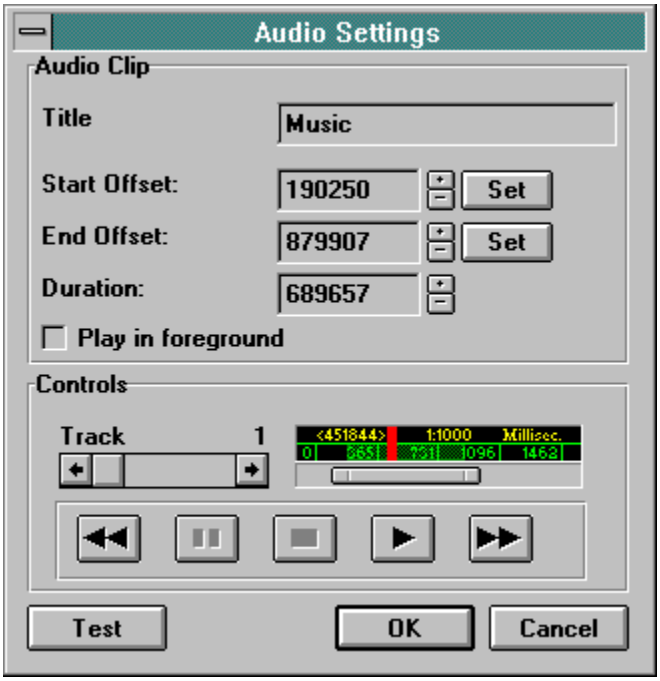
Sound Dialog

The following settings can be made in the Sound / Audio Settings dialog box:



Midi Dialog

The following settings can be made in the Midi / Audio Settings dialog box:



CD-Audio Dialog

The following settings can be made in the CD-Audio Settings dialog box:

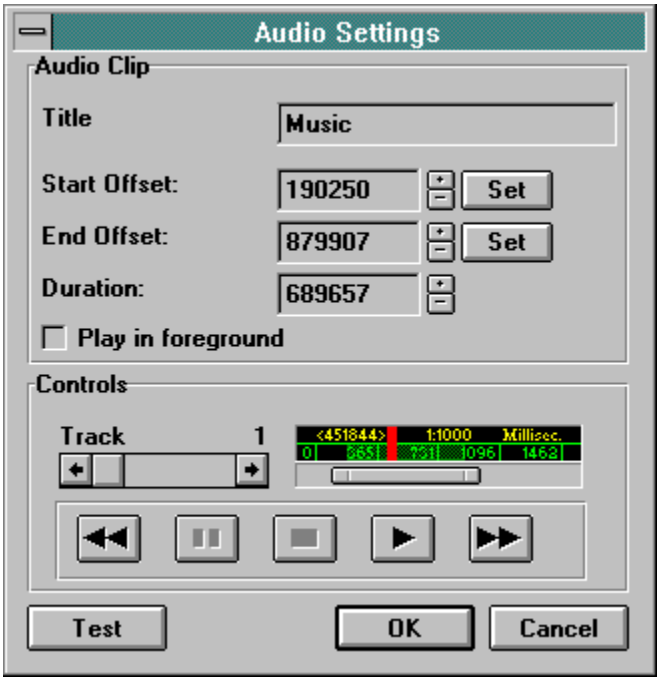


Image Dialog

The following settings can be made in the Image Settings dialog box:

Area and Title
Color and Frame

Image Dialog: Area and Title Settings

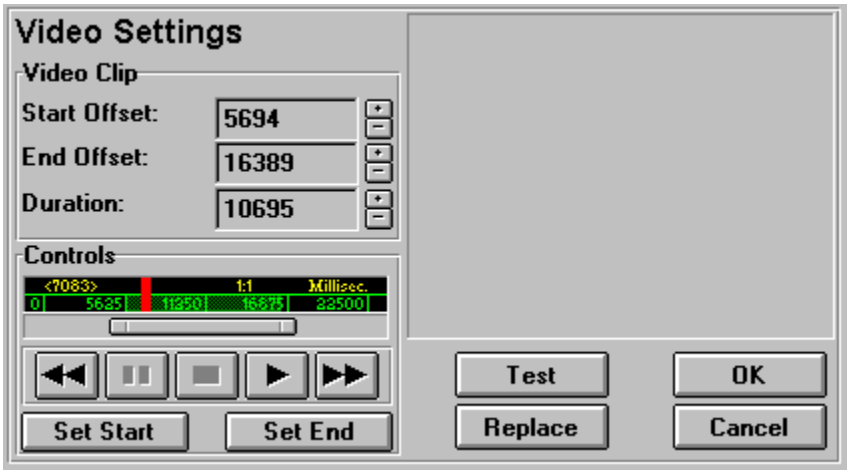
Image Dialog: Color and Frame Settings

Video Dialog

The following settings can be made in the Video Settings dialog box:

Video
Area and Title
Color and Frame

Video Dialog: Video Settings



Video Dialog: Area and Title Settings

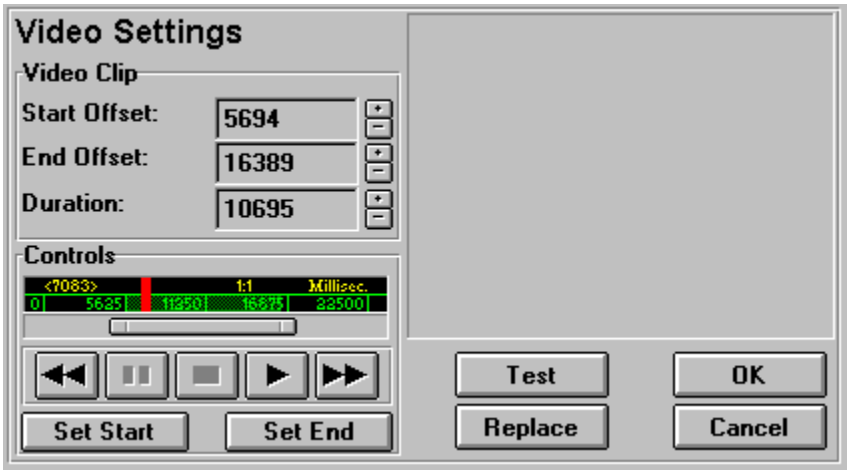
Video Dialog: Color and Frame Settings

Animation Dialog

The following settings can be made in the Animation Settings dialog box:

Video
Area and Title
Color and Frame

Animation Dialog: Video Settings



Animation Dialog: Area and Title Settings

Animation Dialog: Color and Frame Settings

Timer Dialog

The following settings can be made in the Timer Settings dialog box:

Timer
Area and Title
Color and Frame

Timer Dialog: Timer Settings

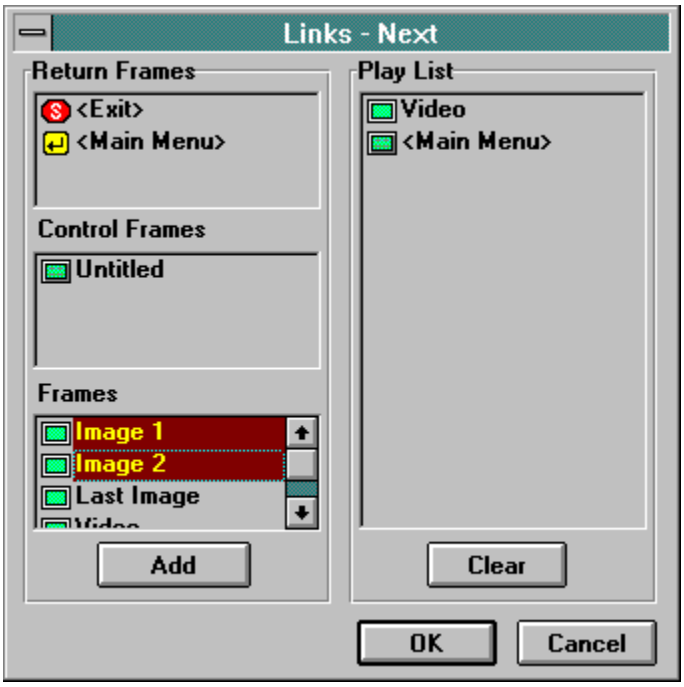
Timer Dialog: Area and Title Settings

Timer Dialog: Color and Frame Settings

Links Dialog

The "Links" dialog is used to create a presentation or to modify a presentation by linking buttons of a control frame to other frames of the presentation.
The title bar of the dialog shows the selected button of the organization window.

The following settings can be made in the Links dialog box:



Undo

"Undo" is used to undo the last operation carried out.

To undo an operation:

1. Modify the Presentation window or the Edit Frame window using the Copy, Cut, Paste or Clear functions from the "Edit" menu.
2. Select "Undo" from the "Edit" menu.
3. The operation carried out will be reversed and the current window will be restored to the way it was before the operation was carried out.

Cut

"Cut" is used to remove a frame from the Presentation window or to remove an item from the Edit Frame window. It can then be pasted to another location in the current window by using the "Paste" function.

To cut an item from the current window:

1. Select a frame from the Presentation window or an item from the Edit Frame window you want to cut by clicking on it with the mouse. It will appear highlighted to show that it is selected.
2. Select "Cut" from the "Edit" menu.
3. The item can now be pasted to another location in the current window by using the Paste function.

Copy

"Copy" is used to copy a frame from the Presentation window or to copy an item from the Edit Frame window. It can then be pasted to another location in the current window by using the "Paste" function.

To copy an item from the current window:

1. Select a frame from the Presentation window or an item from the Edit Frame window you want to copy by clicking on it with the mouse. It will appear highlighted to show that it is selected.
2. Select "Copy" from the "Edit" menu.
3. The item can now be pasted to another location in the current window by using the Paste function.

Paste

"Paste" is used to insert an item which has been either copied or cut into the current window.

To paste an item into the current window:

1. Select a frame from the Presentation window or an item from the Edit Frame window you want to cut or copy by clicking on it with the mouse. It will appear highlighted to show that it is selected.
2. Select "Copy" or "Cut" from the "Edit" menu.
3. Click on the position or window where the copied or cut item should be pasted to.
4. Select "Paste" from the "Edit" menu.
5. The item will be pasted into the current window.

Clear

"Clear" is used to permanently remove a frame from the Presentation window or to permanently remove an object from the Edit Frame window.

To clear an item from the current window:

1. Select a frame from the Presentation Window or an item from the Edit Frame Window you want to remove by clicking on it with the mouse. It will appear highlighted to show that it is selected.
2. Select "Clear" from the "Edit" menu. The selected item will be deleted.
3. To undo the operation select Undo - otherwise the item will be permanently removed.

Select All

Select All is used to select all frames on a File Selector window for dragging and dropping files on a Presentation window or on a frame.

Selecting all files:

1. Select "File Selector" from the "File" menu.
2. The File Selector window will appear on the screen.
3. Select the desired File Type, Drive, Directory and File Format.
4. An overview of all selected files available will be shown. The files are either displayed as thumbnail images (only Photo CD - PCD format) or as bitmaps representing the file and file type.
5. Choose "Select All" from the "Edit" menu. All items will be displayed highlightened to show that they are selected.
6. Drag and drop the selection onto a Presentation window or onto a frame.

Deselect

"Deselect" is used to deselect a selection of files made on a File Selector window.

Deselecting files:

1. Select some items on a File Selector window using the mouse or "Select All" from the "Edit" menu.
2. Choose "Deselect" from the "Edit" menu.
3. All items on the current window will now be deselected.

File Selector

The File Selector window provides an overview of all images on a Photo CD or of files in a certain directory. The files are displayed in a small size so that you can easily select the files you want to include in a presentation.

Using the File Selector:

1. Select "File Selector" from the "File" menu.
2. The File Selector window will appear on the screen.
3. Select the desired File Type, Drive, Directory and File Format.
4. An overview of all selected files available will be shown. The files are either displayed as thumbnail images (only Photo CD - PCD format) or as bitmaps representing the file and file type.
5. If necessary, use the Preview button to preview a media file.
6. It is now possible to select files and to drag and drop them onto frames of the Presentation window or onto the Presentations window itself.

The loading of an overview can be cancelled by using the "Esc" key.

Size and order of the File Selector window can be set with the menu entry Programm Settings > File Selector.

New

"New" is used to create a new presentation. The new presentation is automatically given the name "[Untitled]".

Creating a new presentation:

1. Select "New" from the "File" menu.
2. A new Presentation window will appear on the screen. The filename "[Untitled]" will appear in the Presentation window title bar.
3. Use the File Selector or the New button on tool bar in the Frame Selector to create a new frame.

You can also use the File Selector window and the Drag and Drop function to create new frames.

Open

"Open" is used to open an existing presentation from any drive or directory.

To open a presentation:

1. Select "Open" from the "File" menu.
2. All files in the current directory with the extension ODB will be displayed.
3. If necessary, change the drive/directory to locate the desired ODB file.
4. Double click on the filename to open.

Save

After a presentation has been edited, it can be saved to the hard disk using the "Save" function. The presentation will be saved using the current filename displayed in the title bar of the Presentation window.

To save a presentation:

1. Select "Save" from the "File" menu.
2. The current presentation will be saved to the existing filename.
3. You may now continue editing the presentation or open a new one.

If many edits are made to a presentation, it should be saved to disk at regular intervals.

Save As

"Save As" is used to save the current presentation to a new filename or in a different directory.

To use the "Save As" command:

1. Select "Save As" from the "File" menu.
2. Choose the directory and subdirectory you wish to save the presentation in.
3. Enter a filename by typing in the text box or select an existing filename from the list box.
4. Click on OK.

If a file of the same name already exists in the chosen location, a warning message will appear.

Revert

Revert is used to undo a series of operations on a presentation. If the Revert command is used, the version of the presentation last saved will be recreated.

To revert to the last saved version of a presentation:

1. Open a presentation.
2. Modify the Presentation window or the Edit Frame window using the Copy, Cut, Paste or Clear functions from the "Edit" menu.
3. Select "Revert" from the "File" menu.
4. All the operations carried out will be reversed and the current presentation will be restored to the way it was before the operations were carried out.

Close

Close is used to close the active window on the screen.

To close window:

1. Click on a window and select "Close" from the File menu.
2. If the window you want to close is a Presentation window and any changes have been made to the presentation since it was last saved, the error message "Save changes to (filename) before closing?" appears.
3. If no changes have been made to the presentation, the window will be closed and you will be returned to the main program window.

Printer Settings

Printer Settings is used to select a printer and to set the resolution, paper size and the orientation of the image on the page.

The printer currently installed under Windows is displayed in the list box.

As the Printer Settings dialog box is accessed through Microsoft Windows, it will not be affected by the Language chosen during installation.

Print

"Print" is used to print the active frame or all frames of a presentation to the installed printer.

To print a frame:

1. Select a frame from the Presentation window by clicking on it with the mouse. It will appear highlighted to show that it is selected.
2. Select "Print" from the File menu.
3. Make the desired selections in the Print dialog box.
4. Click on OK to start printing.

To print all frames in a presentation, choose "Select All" in the Print dialog box.

File List

The File List displays the last recently loaded presentations. Clicking on one of these entries loads a presentation directly without using the "Open" command.

Exit

"Exit" is used to close the program window.

To exit the program:

1. Select "Exit" from the "File" menu.
2. If any changes have been made to a presentation since it was last saved, the message "Save changes to (filename) before closing?" will appear.
3. If no changes have been made, the program window will be closed and you will return to the Program Manager.

Display

The File Selector window provides an overview of existing files you might want to include in your presentation. These files can be selected to drag and drop them onto frames on a Presentation window or onto a Presentation window itself.

Selection

The File Selector window provides an overview of existing files you might want to select and include in your presentation. These files can be selected to drag and drop them onto frames on a Presentation window or onto a Presentation window itself.

The following functions are available:

File Type

Drive

Directory

File Format

Preview

File Type

The File Selector window provides an overview of existing files you might want to include in your presentation. These files can be selected to drag and drop them onto frames on a Presentation window or onto a Presentation window itself.

The File Type selector allows you to choose among several multimedia types. The following types are currently supported:

Sound	**Image**
Video	**All**

Drive

The File Selector window provides an overview of existing files you might want to include in your presentation. These files can be selected to drag and drop them onto frames on a Presentation window or onto a Presentation window itself.

The Drive selector allows you to choose the disk drive you want to load your files from.

Directory

The File Selector window provides an overview of existing files you might want to include in your presentation. These files can be selected to drag and drop them onto frames on a Presentation window or onto a Presentation window itself.

The Directory selector allows you to choose the directory or subdirectory you want to load your files from.

File Format

The File Selector window provides an overview of existing files you might want to include into your presentation. These files can be selected to drag and drop them onto frames on a Presentation window or onto a Presentation window itself.

The File Format selector allows you to choose among several multimedia types. Depending on the File Type selected, the following file formats are currently supported:

Sound

Image

Video

The File Selector window provides an overview of existing files you might want to include in your presentation.

The "Preview" button allows to preview a selected file.

To preview a file:

1. Select a file from the File Selector window by clicking on it with the mouse. It will appear highlighted to show that it is selected.
2. Click on the "Preview" button at the top of the File Selector window.
3. The Preview Dialog will appear.
4. Depending on the selected file type, you can either see a preview of an image, listen to a sound or watch a video or animation.
5. Click on OK to return to the main program window.

Display

The Edit Frame window provides the necessary tools and the workspace to create and edit the events of a single frame.

Moving Objects

Objects in the Edit Frame window can be moved by alternatively using the mouse or using keyboard commands.

Moving items in the Edit Frame window:

1. Open a frame of the current presentation.
2. Select an item with the mouse or choose an item from the Item List. It will appear highlighted to show that it is selected.
3. Keep the mouse pressed down and move the item to the new location. Alternatively, use the Arrow keys of your keyboard to move the item.

Using the Arrow keys allows an item to be moved pixel by pixel. Use this function to precisely place items. You can also use the Grid

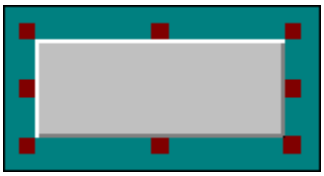
function to precisely place items.

Resizing Objects

Objects in the Edit Frame window can be resized by using the mouse or by using keyboard commands.

Resizing items in the Edit Frame window:

1. Open a frame of the current presentation.
2. Select an item with the mouse or choose an item from the Item List. It will appear highlighted to show that it is selected.
3. Keep the mouse pressed down and resize the item. Alternatively, use the Shift key plus the Arrow keys of your keyboard to resize the item.



Using the Arrow keys allows an item to be resized pixel by pixel. Use this function to precisely resize items.

Using the Shift key and the mouse allows an object to be proportionally resized where the width of the object determines the new size. The new proportional size always refers to the last setting and not to the original size.

Tool Bar

The Tool Bar provides the basic tools to create and edit events within a frame:

The following tools are available:

Copy

Cut

Paste

Clear

Text

Button

Underlay

Sound

Midi

CD-Audio

Image

Video

Animation

Timer

Prev. Frame

Preview

Next Frame

Top

Up

Down

Bottom

Item List

The Item List displays the order of events within a frame. The following options are available for editing the play list:

Copy

Cut

Paste

Clear

Top

Up

Down

Bottom

View

Edit

Medieninfo

Effects

The Effect tools add special effects to items of a frame such as images or text items.

The following effects are available:

Display Mode:

Transparent, Opaque

Effects:

No effect

Random fade

Wipe left, Wipe right,Wipe up, Wipe down

Zoom in, Zoom out

Turn down, Turn up

Vertical split in, Vertical split out
Horizontal split in, Horizontal split out

Scroll down, Scroll up
Scroll right, Scroll left

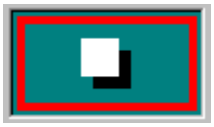
Wipe diagonal
Diagonal zoom in

Color Settings

Color, background color, frame size or shadow of an item can be changed by using the Color Settings. The following tools are available:

Color Indicator

The Color Indicator allows you to change the color settings of an item. Click on the part or attribute you want to change and set the color using the Color Palette.



Color Palette

The Color Palette allows you to set the color of an item's part or attribute. Click on the part or attribute you want to change and set the color using the Color Palette.

Controls

These controls allow you to preview and edit events within a frame.

Grid

Edit

View

Media Information

Display

The Presentation window provides the tools and the workspace to create and organize frames within a presentation.

Tool Bar

The Tool Bar provides the basic tools to create and edit frames within a presentation.

The following tools are available:

New

Edit

Properties

Cut

Copy

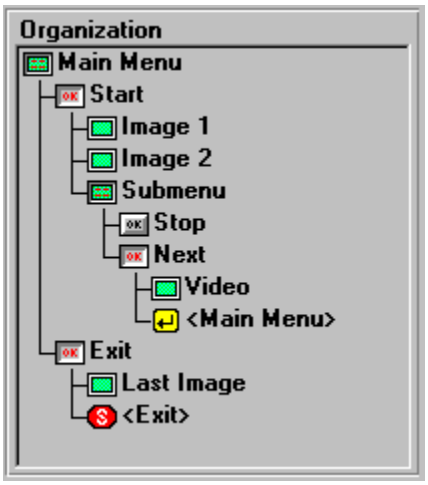
Paste

Clear

Template

Organization Window

The Organization window allows the internal structure and flow of control of a presentation to be organized.



Related Topics:

Link Dialog
Creating a simple presentation
Creating an interactive presentation

Controls

These controls allow you to modify and play a presentation.

The following controls are available:

Link

Loop

Sound

Play

New

"New" is used to create a new frame. The new frame is automatically given the name "[Untitled]". Frames can contain images, sound or video events. If a frame contains buttons, it becomes a Control Frame.

Creating a new frame:

1. Open or create a Presentation window .
2. Click on the "New" button of the Presentation window to create a new frame.
3. A new frame will be created.
4. Open and edit the frame with a double-click.

If the Template option is activated, the function "New" creates a copy of the template.

Edit

"Edit" is used to edit a frame.

Editing a frame:

1. Open or create a Presentation window .
2. Select a frame from the Presentation window by clicking on it with the mouse. It will appear highlighted to show that it is selected.
3. Click on the "Edit" button at the top of the Presentation window.
4. The Edit Frame window will appear.
5. The frame can now be edited with the available options and tools.

Properties

This dialog is used to change the name and the background color of a frame.

Changing the properties of a frame:

1. Open or create a Presentation window .
2. Select a frame from the Presentation window by clicking on it with the mouse. It will appear highlighted to show that it is selected.
3. Click on the "Properties" button at the top of the Presentation window.
4. The "Properties" dialog box will appear.
5. The frame can now be renamed and the background color can be changed. The new name will appear at the bottom left corner of the frame.

If you want to change the properties of a frame every time you create a frame, you can set this option under Program Settings -> Presentation.

Cut

"Cut" is used to remove a frame from the Presentation window. It can then be pasted to another location in the current window or to another presentation by using the "Paste" function.

To cut a frame from the current window:

1. Open or create a Presentation window .
2. Select a frame from the Presentation window by clicking on it with the mouse. It will appear highlighted to show that it is selected.
3. Click on the "Cut" button at the top of the Presentation window.
4. The item can be pasted to another location in the current window or to another presentation by using the Paste function.

Copy

"Copy" is used to copy a frame from the Presentation window. It can then be pasted to another location in the current window or to another presentation by using the "Paste" function.

To copy a frame from the current window:

1. Open or create a Presentation window .
2. Select a frame from the Presentation window by clicking on it with the mouse. It will appear highlighted to show that it is selected.
3. Click on the "Copy" button at the top of the Presentation window.
4. The item can be pasted to another location in the current window or to another presentation by using the Paste function.

Paste

"Paste" is used to insert a frame which has been either copied or cut to another location in the current window or to another presentation

To paste a frame:

1. Open or create a Presentation window .
2. Select a frame from the Presentation window by clicking on it with the mouse. It will appear highlighted to show that it is selected.
2. Click on the "Copy" or "Cut" button at the top of the Presentation window.
3. Click on the frame where the copied or cut frame should be pasted.
4. Click on the "Paste" button at the top of the Presentation window.
5. The item will be pasted into the current window.

Clear

"Clear" is used to permanently remove a frame from the Presentation window.

To clear a frame from the current window:

1. Open or create a Presentation window .
2. Select a frame from the Presentation window by clicking on it with the mouse. It will appear highlighted to show that it is selected.
2. Click on the "Clear" button at the top of the Presentation window.
3. To undo the operation select Undo - otherwise the frame will be permanently removed.

Template

This option lets you select a frame as a template for the creation of new frames.

Working with templates:

1. Open or create a Presentation window .
2. Select a frame from the Presentation window by clicking on it with the mouse. It will appear highlighted to show that it is selected.
3. Click on the "Template" button at the top of the Presentation window.
4. Select the "Use Template" check box.
5. Click on the "New" button of the Presentation window to create a new frame.
6. A new frame containing all the items of the template frame will be created and added to your presentation.

Use this feature if you want to create a presentation where the same information should be shown on many frames in the presentation. For example, you might want to use the same background or include your company's logo on every frame.

Link

The "Link" button is used to create a presentation or to modify a presentation by linking buttons of a control frame to other frames of the presentation.

Using the Link button:

1. Open or create a Presentation window .
2. Select a control frame from the Presentation window by clicking on it with the mouse. It will appear highlighted to show that it is selected.
3. Drag and drop a control frame onto the Organization window.
4. Select a button entry in the Organization window.
5. Click on the Link button. The Link dialog will appear.
6. Create your links by selecting the desired entries under "Control Frames", "Return Frames" or "Frames". The selected items will be added to the Play List. Accept the selection with OK.

Related Topics:

Creating a simple presentation
Creating an interactive presentation

Loop

The Loop option is used to play a presentation continuously until it is manually stopped.

This option can only be used with simple presentations not containing any control frames. Otherwise, this button is grayed out.

Such a presentation can be stopped using the "ESC" key.

Sound

This option is used to turn the sound On or Off during a presentation.

Play

This option starts the presentation of the current Presentation window. The starting point is defined by the marked entry in the Organization window.

Cut

"Cut" is used to remove an item from the Edit Frame window. It can then be pasted to another location in the current window by using the "Paste" function.

To cut an item from the Edit Frame window:

1. Open a frame of the current presentation.
2. Select an item with the mouse or choose an item of the Item List. It will appear highlighted to show that it is selected.
3. Click on the Cut button with the mouse.
4. The item will be cut from the Edit Frame window and from the Item List.
5. The item can now be pasted to another location in the Edit Frame window by using the Paste function.

Copy

"Copy" is used to copy an item from the Edit Frame window. It can then be pasted to another location in the current window by using the "Paste" function.

To copy an item from the Edit Frame window:

1. Open a frame of the current presentation.
2. Select an item with the mouse or choose an item of the Item List. It will appear highlighted to show that it is selected.
3. Click on the Copy button with the mouse.
4. The item can now be pasted to another location in the Edit Frame window by using the Paste function.

Paste

"Paste" is used to insert an item which has been either copied or cut into the current window.

To paste an item into the current window:

1. Open a frame of the current presentation.
2. Select an item with the mouse or choose an item of the Item List. It will appear highlighted to show that it is selected.
3. Click on the Copy or Cut button with the mouse.
4. Click on the Paste button with the mouse.
5. The item will be pasted into the current window.
6. Click on the item and move it to the desired location.
7. Use Effects, Color Settings or the Edit tool to change the item settings at any time.

If you click on the entry in the Item List where you want to position the item, the item will be pasted into the Item List below the highlighted entry.

Clear

"Clear" is used to permanently remove an item from the Edit Frame window.

To delete an item from the Edit Frame window:

1. Open a frame of the current presentation.
2. Select an item with the mouse or choose an item of the Item List. It will appear highlighted to show that it is selected.
3. Click on the Clear button with the mouse.
4. The item will be deleted from the Edit Frame window and from the Item List.
5. To undo the operation select Undo - otherwise the item will be permanently removed.

Text

The Text tool lets you insert text into the current frame.

To insert text:

1. Open a frame of the current presentation.
2. Click on the Text button with the mouse.
3. The Text Dialog appears. Enter the text and set the text to the desired attributes using the dialog settings.
4. Click on OK to accept the settings. The text will appear in the Edit Frame window.
5. The title of the text will appear in the Item List.
6. Click on the text and move it to the desired location.
7. Use Effects, Color Settings or the Edit tool to change the text settings at any time.

The text can be as long as 256 characters and allows Carriage Returns. Carriage returns can be entered by typing in Ctrl+¶ or Ctrl+m.

Button

The Button tool lets you insert a button into the current frame, thus changing the frame into a Control Frame. A button is used to control the show by creating links to other frames.

To insert a button:

1. Open a frame of the current presentation.
2. Click on the Button tool with the mouse.
3. The text will appear in the Edit Frame window and the title of the button will appear in the Item List.
4. Click on the button, resize it if necessary and move it to the desired location.
5. Use Color Settings or the Edit tool to change the button settings at any time.

A control frame will be marked with a key symbol in the Presentation window to show that it conatins buttons.

If later on a control frame is being played, the mouse cursor changes to a vertical arrow if moved across a button.

Underlay

The Underlay tool lets you insert an underlay into the current frame.

To insert an underlay:

1. Open a frame of the current presentation.
2. Click on the Underlay button with the mouse.
3. An underlay will appear in the Edit Frame window and the title of the underlay will appear in the Item List.
4. Click on the underlay, resize it if necessary and move it to the desired location.
5. Use Color Settings or the Edit tool to change the underlay settings at any time.

Sound

The Sound tool lets you insert sound into the current frame.

To insert sound:

1. Open a frame of the current presentation.
2. Click on the Sound button with the mouse.
3. The Open dialog will appear on the screen.
4. Select the desired Drive, Directory and File Format.
5. Double click on the filename to insert the file into the current frame.
6. The filename of the sound will appear in the Item List.
7. Use the Edit tool to change the sound settings at any time.

Currently the following sound file formats are supported:

Midi

The Midi tool lets you insert music based on Midi files into the current frame.

To insert music:

1. Open a frame of the current presentation.
2. Click on the Midi button with the mouse.
3. The Open dialog will appear on the screen.
4. Select the desired Drive, Directory and File Format.
5. Double click on the filename to insert the file into the current frame.
6. The filename of the sound will appear in the Item List.
7. Use the Edit tool to change the music settings at any time.

Currently the following Midi file formats are supported:

In case you have a sound board installed and the Midi warning message appears, switch the warning message off.

CD-Audio

The CD-Audio tool lets you insert CD-Audio sound tracks into the current frame.

To insert CD-Audio sound tracks:

1. Open a frame of the current presentation.
2. Click on the CD-Audio button with the mouse.
3. The Audio Settings dialog will appear on the screen.
4. Make the desired changes to the audio settings. Use the Test button to listen to your selection.
5. Click on OK to accept the settings.
6. The title of the audio track selection will appear in the Item List.
7. Use the Edit tool to change the audio track settings at any time.

If you have more than one CD ROM drives connected, you must select the CD Audio drive within the Driver settings of the Windows Control panel.

Image

The Image tool lets you insert images into the current frame.

To insert images:

1. Open a frame of the current presentation.
2. Click on the Image button with the mouse.
3. The Open dialog will appear on the screen.
4. Select the desired Drive, Directory and File Format.
5. Double click on the filename to insert the file into the current frame.
6. The filename of the image will appear in the Item List.
7. Click on the image, resize it if necessary and move it to the desired location.
8. Use Effects, Color Settings or the Edit tool to change the image settings at any time.

Currently the following image file formats are supported:

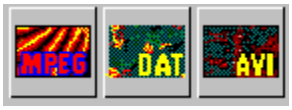
Video

The Video tool lets you insert video clips into the current frame.

To insert video clips:

1. Open a frame of the current presentation.
2. Click on the Video button with the mouse.
3. The Open dialog will appear on the screen.
4. Select the desired Drive, Directory and File Format.
5. Double click on the filename to insert the file into the current frame.
6. The filename of the video clip will appear in the Item List.
7. Click on the video, resize it if necessary and move it to the desired location.
8. Use Color Settings or the Edit tool to change the video settings at any time.

Currently the following video file formats are supported:



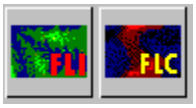
Animation

The Animation tool lets you insert animations into the current frame.

To insert animations:

1. Open a frame of the current presentation.
2. Click on the Animation button with the mouse.
3. The Open dialog will appear on the screen.
4. Select the desired Drive, Directory and File Format.
5. Double click on the filename to insert the file into the current frame.
6. The filename of the animation will appear in the Item List.
7. Click on the animation and move it to the desired location.
8. Use Color Settings or the Edit tool to change the animation settings at any time.

Currently the following animation file formats are supported:



Timer

The Timer tool lets you insert a Timer event into the current frame.

To insert a Timer event:

1. Open a frame of the current presentation.
2. Click on the Timer button with the mouse.
3. A circle symbolizing the Timer event will appear in the Edit Frame window.
4. The title of the Timer event selection will appear in the Item List.
5. Click on the Timer object, resize it if necessary and move it to the desired location.
6. Use Color Settings or the Edit tool to change the video settings at any time.

Previous Frame

The Previous Frame tool lets you switch to the previous frame.

To switch to the previous frame:

1. Open a frame in the middle of the current presentation.
2. Click on the Previous Frame button with the mouse.
3. The Edit Frame window will switch to the previous frame.

If you are working within the first frame of a presentation, this button will be deactivated.

Preview

The Preview tool lets you preview the entire current frame.

To preview a frame:

1. Open a frame of the current presentation.
2. Click on the Preview button with the mouse.
3. A preview of the frame can be seen as defined in the Item List.

After playing all events the frame stays on the screen until you press OK or hit the Space Key or the Esc Key.

The preview can be stopped by using the keyboard's Esc key.

Next Frame

The Next Frame tool lets you switch to the next frame.

To switch to the next frame:

1. Open a frame in the middle of the current presentation.
2. Click on the Next Frame button with the mouse.
3. The Edit Frame window will switch to the next frame.

If you are working within the last frame of a presentation, this button will be deactivated.

Top

The Top tool moves an item in the Edit Frame window to the top.

To move an item to the top:

1. Open a frame of the current presentation.
2. Select an item with the mouse or choose an item of the Item List.
3. Click on the Top button with the mouse.
4. The item will be moved to the top of the Edit Frame window and to the bottom of the Item List.

Up

The Up tool moves an item in the Edit Frame window one layer upwards.

To move an item one layer upwards:

1. Open a frame of the current presentation.
2. Select an item with the mouse or choose an item of the Item List.
3. Click on the Up button with the mouse.
4. The item will be moved one layer upwards within the Edit Frame window and one layer downwards within the Item List.

Down

The Down tool moves an item in the Edit Frame window one layer downwards.

To move an item one layer downwards:

1. Open a frame of the current presentation.
2. Select an item with the mouse or choose an item of the Item List.
3. Click on the Down button with the mouse.
4. The item will be moved one layer downwards within the Edit Frame window and one layer upwards within the Item List.

Bottom

The Bottom tool moves an item in the Edit Frame window to the top.

To move an item to the bottom:

1. Open a frame of the current presentation.
2. Select an item with the mouse or choose an item of the Item List.
3. Click on the Bottom button with the mouse.
4. The item will be moved to the bottom of the Edit Frame window and to the top of the Item List.

Grid

The Grid tool helps to precisely place and resize items in the Edit Frame window.

Working with the grid:

1. Adjust the grid size in the menu Program Settings > Other. The measurement unit is Pixels.
2. Open a frame of the current presentation.
3. Click on the Grid button.
4. The grid will be shown with a pattern representing the grid coordinates according to the grid size set.
5. Select an item with the mouse or choose an item of the Item List.
6. Resize the object or move it to a new location.
7. The object will be placed and resized within the grid coordinates.

Related Topics:

Moving Objects
Resizing Objects

Edit

The Edit tool lets you view and edit the settings of a single item in the Edit Frame window.

To edit an item:

1. Open a frame of the current presentation.
2. Select an item with the mouse or choose an item of the Item List.
3. Click on the Edit button with the mouse.
4. The Edit Dialog for the selected item will appear.
5. Depending on the item type, the Edit dialog offers a variety of editable settings.

Text	Button	Underlay
Sound	Midi	CD_Audio
Image	Video	Animation
Timer		

View

The View tool lets you preview a single item in the Edit Frame window.

To view an item:

1. Open a frame of the current presentation.
2. Select an item with the mouse or choose an item of the Item List.
3. Click on the View button with the mouse.
4. Depending on the item type and the current settings of the item, clicking on the View button leads to different results:
   Sound, Music or CD-Audio tracks: clicking on the View button lets you listen to the selected item.
   Video clips or Animations: clicking on the View button lets you watch the selected item.
   Text or Image: clicking on the View button lets you view the the selected effects on the item.

Viewing an item can be stopped by using the keyboard's Esc key.

Media Information

Useful information such as file name, path name, file size or media type of the selected item is available under Media Information.

To see this information:

1. Click on the "Media Information" button on the Tools panel.
2. The information for the selected item will appear.
3. Click on OK to return to the main program window.

Software Drivers

Before you can listen to Audio CDs or watch videos and animations, the appopriate Windows MCI drivers must be installed on your computer. If these drivers are not already installed and are not being installed using an installation program, follow the instructions given below:

Open the Windows Control Panel.

Open the "Drivers" dialog box.

Add a new driver to the list of installed drivers.

Select the entry "Unlisted or updated driver" out of the list which appears and follow the instructions as they appear on the screen.

Program Shortcuts

This supports the following keyboard commands:

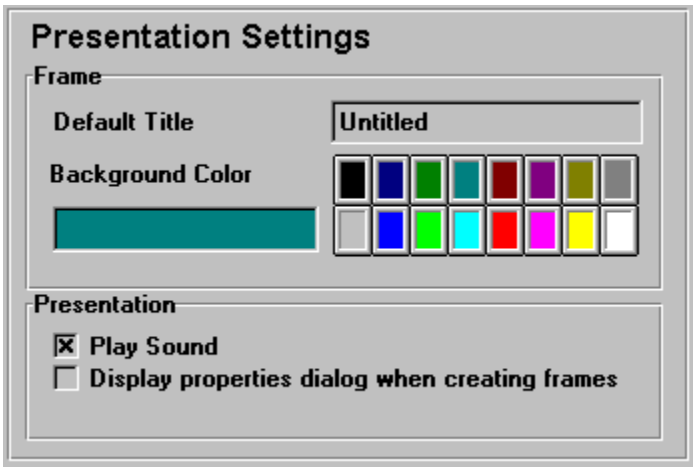
Alt+F4	Close Program
Del	Clear
F1	Show Help file
Shift+Ins	Paste
Shift+Del	Cut
Ctrl+A	Select All
Ctrl+C	Copy
Ctrl+Ins	Copy
Ctrl+F4	Close active window
Ctrl+N	New
Ctrl+O	Open
Ctrl+P	Print
Ctrl+S	Save
Ctrl+V	Paste
Ctrl+X	Cut
Ctrl+Z	Undo

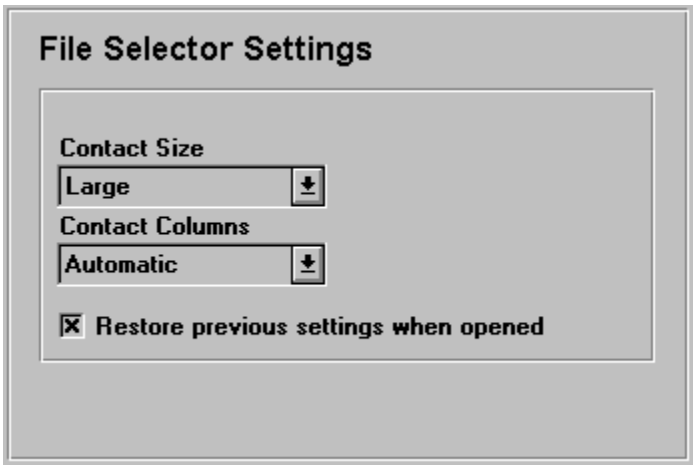
Program Settings

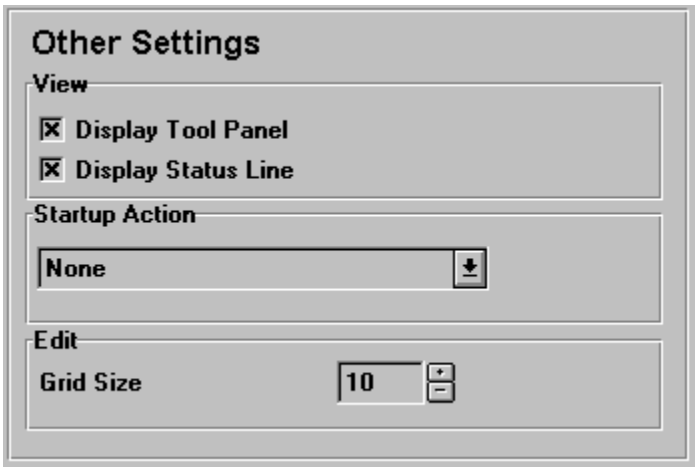
The following settings can be made in the Program Settings dialog box:

Presentation Settings
File Selector Settings
Other Settings

All the settings made in the Program Settings dialog box will be saved when you quit the program and will be used as defaults the next time the program is loaded.


Presentation Settings
Frame
Default Title
Untitled
Background Color
Presentation
Play Sound
Display properties dialog when creating frames


File Selector Settings
Contact Size
Large
Contact Columns
Automatic
Restore previous settings when opened


Other Settings
View
Display Tool Panel
Display Status Line
Startup Action
None
Edit
Grid Size
10

Information

Useful information such as number of frames or control frames, file name, path name or file size of the current presentation as well as system information is available under Information.

To see this information:

1. Select "Information" from the "Options" menu.
2. The Information dialog for the current presentation will appear.
3. Click on OK to return to the main program window.

Compile

The "Compile" option allows you to create a presentation that can be played with the Run-Time Player.

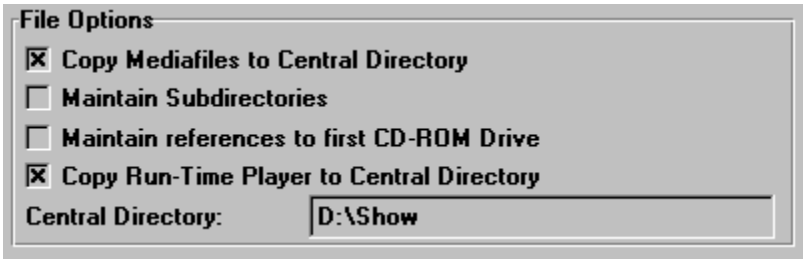
The following settings can be made in the Compile dialog box:

File Options
Optimization
Presentation Options

Compile

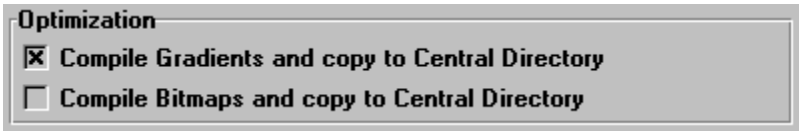
File Options

These compiler options provide the basic settings that are required to create a presentation that can be played with the Run-Time Player. For example, options are available which allow all media items which have been added to a presentation to be stored in one directory or that media items are included only by reference to their file names.



Optimization

These compiler options speed up the display of a presentation when it is played with the Run-Time Player.



Presentation Options

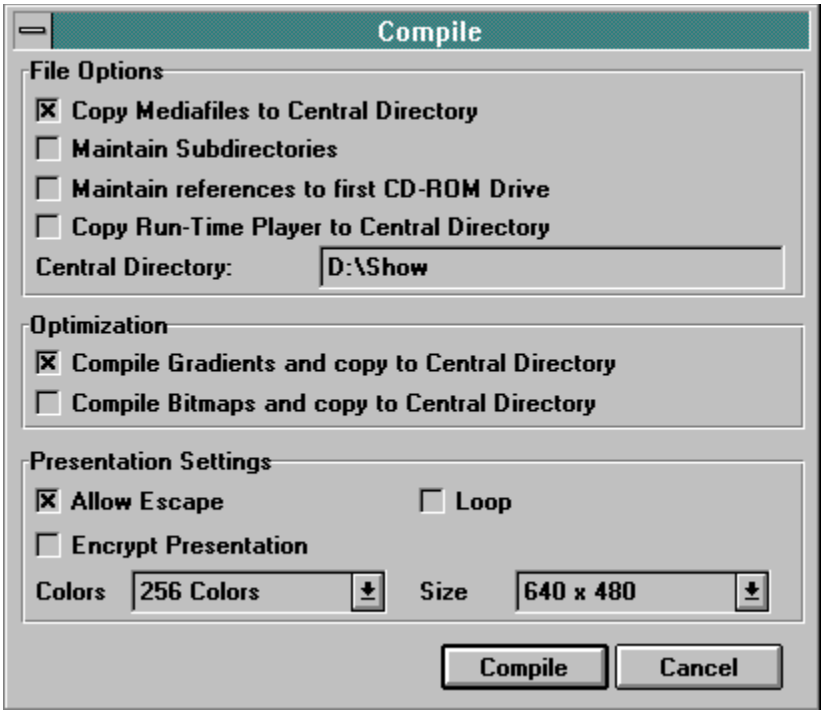
These compiler options provide the settings that are required to format a presentation that can be played with the Run-Time Player. These options allow the color depth and size the compiled presentation will be played in to be set or secures the presentation against later editing.

Compile

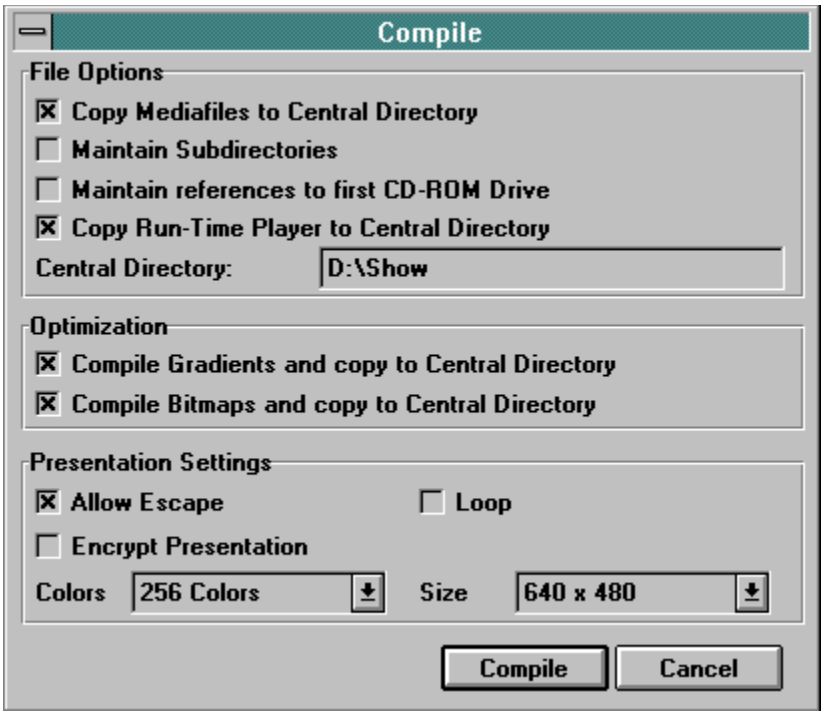
This command compiles an existing presentation so that it can be played with the Run-Time Player..

What compiler options to use when to achieve the best results? The compile options allow several different combinations and can create flexible as well as fixed-sized presentations. We recommend the following settings:

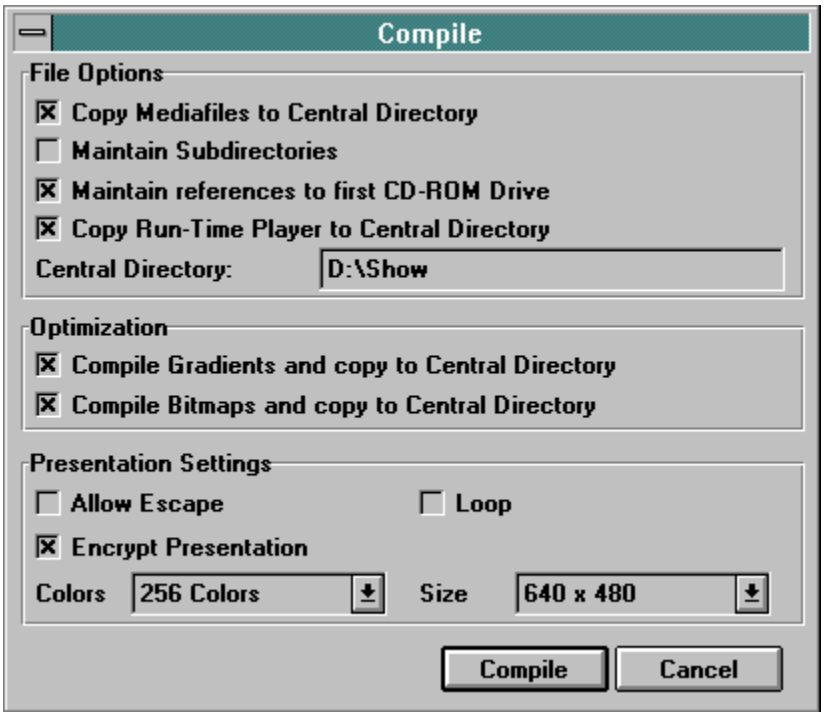
The presentation will be played on the same machine it was created on.



The presentation will be played on a different target system.



The presentation will be played at a trade show or other public event.



File

File Selector	The File Selector window provides an overview of all files in a selected directory.
New	"New" is used to create a new presentation.
Open	"Open" is used to open an existing presentation from any drive or directory.
Save	Saves the current presentation to disk using the existing filename.
Save As	Saves the current presentation using a new filename or to a new location.
Revert	Revert is used to undo a series of operations on a presentation.
Close	Close is used to close the active window on the screen.
Printer Settings	Printer Settings is used to select a printer and to set the resolution, paper size and the orientation of the image on the page.
Print	Print is used to print the selected frame or all frames to the installed printer.
File List	The File List displays the last three recently loaded presentations.
Exit	Exit is used to close the program window.

Edit

Undo	Reverses the last operation carried out.
Cut	"Cut" is used to remove a frame from the Presentation window or to remove an object from the Edit Frame window.
Copy	"Copy" is used to copy a frame from the Presentation window or to copy an object from the Edit Frame window.
Paste	"Paste" is used to insert an item which has been either copied or cut into the current window.
Clear	"Clear" is used to permanently remove a frame from the Presentation window or to permanently remove an object from the Edit Frame window.
Select All	"Select All" is used to select all files on the active File Selector window.
Deselect	"Deselect All" is used to deselect a selection on the active File Selector window.

View

Tools	This menu command turns the main Tools panel on or off.
Status Line	This menu command turns the Status Line on or off.

Window

Cascade	Displays all files open on the screen overlapping one another.
Tile	Divides the available window space vertically between all windows open on the screen.
Tile Vertically	Divides the available window space vertically between all windows open on the screen.
Tile Horizontally	Divides the available window space horizontally between all files open on the screen.
Arrange Icons	Arranges all icons on the bottom of the program window.
Open windows	Shows a list of the current files open at the bottom of the Window menu.

Options

Program Settings	Allows configuration of options which will take effect on startup of the program.
Information	Useful information such as number of frames or control frames, file name, path name or file size of the current presentation as well as system information is available under Information.
Compile	The "Compile" option allows you to create a presentation that can be run with the Run-Time Player.

Help

Index This option shows the Index of the program help file.

Info Shows the copyright information and version number of the program.

File Selector

Presentation Window

Edit Frame Window

Creating a simple presentation

The followings steps show how to create a simple presentation

1. Select "New" from the "File" menu.
2. A new Presentation window will appear on the screen. The filename "[Untitled]" will appear in the Presentation window title bar.
3. Select File Selector from the "File" menu.
4. Select "Tile" from the "Window" menu.
5. Select the files you want to include (e.g. TIFF image files or Photo CD images) with the help of File Type, Drive, Directory and File Format.
6. An overview of all selected files available will be shown. The files are either displayed as thumbnail images (only Photo CD format) or as bitmaps representing the file and file type.
7. Choose "Select All" from the "Edit" menu or make a selection with the mouse.
8. All selected files will be displayed highlighted to show that they are selected.
9. Drag and Drop the selection onto the Presentation window. A new frame for each image will be created.

10. Click on the Link button. The Link dialog will appear.
11. Select all the entries under "Frames" and click on the Add button. All selected frames will be added to the Play List. Accept the selection with OK.
12. You should now see the following entries in the Organization window:

13. Click on the Play button to view the presentation.

Related Topics:

Link Dialog
Drag and Drop
Organization Window
File Selector
Presentation Window

Creating an interactive presentation

The followings steps show how to create a simple interactive presentation

1. Select "New" from the "File" menu.
2. A new Presentation window will appear on the screen. The filename "[Untitled]" will appear in the Presentation window title bar.
3. Select File Selector from the "File" menu.
4. Select "Tile" from the "Window" menu.
5. Select the files you want to include (e.g. TIFF image files or Photo CD images) with the help of File Type, Drive, Directory and File Format.
6. An overview of all selected files available will be shown. The files are either displayed as thumbnail images (only Photo CD format) or as bitmaps representing the file and file type.
7. Choose "Select All" from the "Edit" menu or make a selection with the mouse.
8. All selected files will be displayed highlighted to show that they are selected.
9. Drag and Drop the selection onto the Presentation window. A new frame for each image will be created.

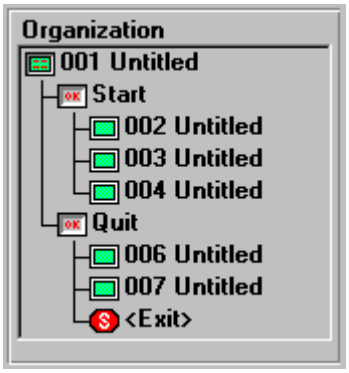
10. Double-click on the first frame. The Edit Frame window will be opened.
11. Create two Buttons with the Button tool and move the buttons to the desired location.
12. Use the Text tool to put a name onto the buttons, e.g., "Start" and "Quit".
13. Use the Edit tool to change the title of the buttons accordingly. The titles "Start" and "Quit" should now appear in the Item List at the left side of the Edit Frame window.
14. Close the Edit Frame window. The frame will display a symbol to show that it is a control frame.

15. Drag and drop the edited control frame onto the Organization window.
16. You should now see the following entries in the Organization window:

17. Select the "Start" button in the organization window.
18. Click on the Link button. The Link dialog will appear.
19. Select some (or all) entries under "Frames" and click the "Add" button. The selected frames will be added to the Play List for the selected button.
    Select the entry "<Quit>" in the Play List and click the "Delete" button. The entry will be removed from the Play List.
    Accept the selection with OK.
20. Select the "Quit" button in the Organization window.
21. Click on the Link button. The Link dialog will appear.
22. Select some (or all) of the entries under "Frames" and click on the "Add" button. All selected frames will be added to the Play List for the selected button. Accept the selection with OK.

23. If you double-click on the buttons in the organization window, the presentation structure should look

like this:



24. Click on the first item in the list in the Organization window. Click on the Play button to view the presentation.

Related Topics:

Link Dialog
Drag and Drop
Organization Window
File Selector
Presentation Window
Edit Frame Window

Compile

The "Compile" option allows you to create a presentation that can be played with the Run-Time Player.

The following settings can be made in the Compile dialog box:

File Options
Optimization
Presentation Options

Compile

Run-Time Player

The Run-Time Player allows you to play a compiled presentation. As the Run-Time Player is a license-free product, presentations can be created and compiled with MediaMaestro and freely distributed as run-time versions together with the player.

The Run-Time Player automatically starts a presentation with the file name "AUTOSTAR.ODC" as long as the player and the presentation are within the same directory. If the Run-Time Player does not find this presentation, it will show the "Open" dialog to load a presentation of your choice.

The Run-Time Player SHOWPLAY.EXE requires the following files:

CTL3D.DLL	PCDLIB.DLL
PVIMGLIB.DLL	SPLIB.DLL

These files can be found in the subdirectory "Showplay" in the MediaMaestro directory. They will automatically be copied if the compiler option "Copy Run-Time Player to Central Directory" is switched on during compilation.

Playing foreground sound or music

A sound or music track marked as a foreground sound will be played in the order set by the Item List of the current frame. It will not be interrupted by any other item of the current frame.

To insert foreground sound or music:

1. Open a frame of the current presentation.
2. Insert Sound or Music with the Sound, Midi or CD-Audio button.
3. The name of the sound will appear in the Item List.
4. Click on the Edit button to open the Audio Settings Dialog.
5. Change the audio settings as desired and **activate** the check box "Play in foreground".

Playing background sound or music

A sound or music track marked as a concurrent background sound will start as defined in the Item List of the current frame. It will then go on playing while the other items of the current frame are simultaneously being shown or being played. Furthermore, a background sound will not stop if the user clicks a button or when the presentation switches to another frame.

To insert background sound or music:

1. Open a frame of the current presentation.
2. Insert Sound or Music with the Sound, Midi or CD-Audio button.
3. The name of the sound will appear in the Item List.
4. Click on the Edit button to open the Audio Settings Dialog.
5. Change the audio settings as desired and **deactivate** the check box "Play in foreground".

Playing background and foreground sound or music

The concept of background and foreground sounds allows music to be played in the background while simultaneously showing or playing a foreground sound or other events.
A background sound always has higher priority than a foreground sound of the same type. If, e.g., a Midi file is being played as a background sound, any concurrent Midi foreground music will be ignored. However, a concurrent Wave file will be played.

The following table provides an overview of background and foreground sound combinations. Due to different hardware configurations, the results might differ slightly.

Background Sound	Foreground Sound	Plays Foreground Sound
Wave File	Wave File	No
	Midi File	Yes
	CD-Audio	Yes
	Video / AVI	No
	Video / MPEG	Yes
Midi File	Wave File	Yes
	Midi File	No
	CD-Audio	Yes
	Video / AVI	Yes
	Video / MPEG	Yes
CD-Audio	Wave File	Yes
	Midi File	Yes
	CD-Audio	No
	Video / AVI	Yes
	Video / MPEG	No

Stopping background sound or music

A background sound can only be stopped by another background sound, regardless of the sound file format. Thus, the best way to stop a background sound is to play a very short background Wave file. Such a file named ZERO.WAV is provided on the MediaMaestro CD.

If you want to play a Wave file directly after the background sound ZERO.WAV, you might need to insert a short Timer event inbetween those two Wave files.

Music and Sound: Problems and Answers

Why are no Wave or Midi files being played?
Why does the Midi file sound wrong?
Why is no CD Audio Soundtrack being played?
Why is no CD Audio Soundtrack being played over the loudspeakers?
How can I get rid of the Midi warning message?

File Selector

The File Selector window provides an overview of all images on a Photo CD or of files in a certain directory. The files are displayed in a small size so that you can easily select the files you want to include in a presentation.

Using the File Selector:

1. Click on the "File Selector" button on the Tools panel.
2. The File Selector window will appear on the screen.
3. Select the desired File Type, Drive, Directory and File Format.
4. An overview of all selected files available will be shown. The files are either displayed as thumbnail images (only Photo CD - PCD format) or as bitmaps representing the file and file type.
5. If necessary, use the Preview button to preview a media file.
6. It is now possible to select files and to drag and drop them onto frames of the Presentation window or onto the Presentations window itself.

Size and order of the File Selector window can be set with the menu entry Programm Settings > File Selector.

New

"New" is used to create a new presentation. The new presentation is automatically given the name Untitled.

Creating a new presentation:

1. Click on the "New" button on the Tools panel.
2. A new Presentation window will appear on the screen. The filename "[Untitled]" will appear in the Presentation window title bar.
3. Use the File Selector or the New button of the Frame Selector to create a new frame.

You can also use the File Selector window and the Drag and Drop function to create new frames.

Open

"Open" is used to open an existing presentation from any drive or directory.

To open a presentation:

1. Click on the "Open" button on the Tools panel.
2. All files in the current directory with the extension ODB will be displayed.
3. If necessary, change the drive/directory to locate the desired ODB file.
4. Double click on the filename to open.

Save

After a presentation has been edited, it can be saved to the hard disk using the "Save" function. The presentation will be saved using the current filename displayed in the title bar of the Presentation window.

To save a presentation:

1. Click on the "Save" button on the Tools panel.
2. The current presentation will be saved to the existing filename.
3. You may now continue editing the presentation or open a new one.

If many edits are made to a presentation, it should be saved to disk at regular intervals.

Print

"Print" is used to print the active frame on the screen to the installed printer.

To print a frame:

1. Select a frame from the Presentation window by clicking on it with the mouse. It will appear highlighted to show that it is selected.
2. Click on the "Print" button on the Tools panel.
3. Make the desired selections in the Print dialog box.
4. Click on OK to start printing. A progress dialog box will appear to show that the frame is being sent to the Windows print spooler.

Information

Useful information such as number of frames or control frames, file name, path name or file size of the current presentation as well as system information is available under Information.

To see this information:

1. Click on the "Information" button on the Tools panel.
2. The information for the current presentation will appear.
3. Click on OK to return to the main program window.

Program Settings

The Program Settings dialog box is used to configure the program options which will appear on startup or other settings.

1. Click on the "Program Settings" button on the Tools panel.
2. The following settings can be made in the Program Settings dialog box:

Presentation Settings
File Selector Settings
Other Settings

All the settings made in the Program Settings dialog box will be saved when you quit the program and will be used as defaults the next time the program is loaded.

Tools

This menu command turns the main Tools panel on or off.

To show the main Tools panel:

1. Select "Tools" from the "View" menu. A check mark will appear beside the menu entry to show that it is selected.
2. The Tools panel will appear beneath the program menu.

The following tools are located on the Tools panel:

File Selector

New

Open

Save

Print

Information

Program Settings

The Tools panel can be turned on or off as a startup default under Program Settings > Other in the "Options" menu.

Status Line

This menu command turns the status line on or off.

The "Status Line" provides information about program functions and what is taking place on the screen. For example, if the cursor is moved over buttons or through the menus, the function of each item is described on the status line.

To show the status line:

1. Select "Status Line" from the "View" menu. A check mark will appear beside the menu entry to show that it is selected.
2. The status line will appear on the bottom of the program window.

The Status Line can be turned on or off as a startup default under Program Settings > Other Settings in the "Options" menu.