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Legal notices

LECTURE Version 1.0

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Your Lecture registration includes the following:

- * One year of voice support at (618) 632-7345, fax support at (618) 632-2239, and newsletter support;
- * The latest version of Lecture is sent on disk and you will be notified for at least a year when major enhancements are made to the program;
- * Information on how to get a CompuServe IntroPak that waives the normal sign-up fee and gives you a \$15 usage credit on top of it.

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See the SITELIC.DOC file included with Lecture for more details.

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We also offer an attractive runtime license for companies wishing to include lecture files with their products. Contact Barn Owl Software for details.

PART 1
Getting started

Chapter 1 What is Lecture?

Lecture, quite simply, gives you the power to present a text-based slide show lecture in the Windows environment.

Similar "presentation packages" (notably Microsoft's PowerPoint) focus primarily on the graphics aspect of a slide show. Graphics-based slide show packages look pretty and they certainly appeal to people who have the time to create a snazzy presentation. But these programs overwhelm many potential users with power, complexity, graphics orientation, and often a high price tag.

College professors, business professionals, local/state politicians, and many others need a program to deliver text-only presentations on a moment's notice. Lecture solves this need.

You create lectures with Microsoft's NotePad or any other text editor, then tell Lecture to display it on the screen in a traditional window. The program has numerous commands to augment a presentation, but the core of every lecture rests on just six commands: MasterTitle, Title, SubTitle, Point, SubPoint, and Show. You can learn how to use these commands and write your first slide show lecture in just a few minutes.

Like any good slide show program, Lecture lets you flip slides with the click of a mouse button. Lecturers don't have to move from the podium to a keyboard -- they can hold the mouse in one hand while delivering a speech.

Lecture comes out of the box with several example lecture files, including (of course) one describing Lecture itself. Feel free to study the samples to learn how to write your own lectures.

Chapter 2 Installation

2.1 Requirements

Lecture requires an IBM AT, PS/2, or compatible computer with Windows 3.0 or better running in standard or 386enh mode. The program does not need scalable fonts (available via third-party font packages and included with Windows 3.1) but users of such fonts will find this program more aesthetically appealing.

The following tables describe the necessary and optional files which make up Lecture:

Table 2.1: Mandatory Lecture files

LECTURE.EXE	The actual program
-------------	--------------------

Table 2.2: Optional Lecture files

LECTURE.LEC	Sample lecture file. Demonstrates all the capabilities of the program.
READ.ME!	Contains late-breaking Lecture notes
*.LEC	Various sample lecture files. Shows how easily you can create a slide show lecture of your own.

2.2 Setting up Lecture

Lecture is easy to install: copy all the files to a directory of your choice and use the Windows 'File/New' menu option to create an icon for it in Program Manager. (Consult your Windows manual or call Barn Owl Software if you need help.) Start the program by double-clicking the program's icon.

2.3 Command line summary

LECTURE [lecturefile]

Lecture begins when you choose "File/Run" from Windows and enter "LECTURE" or when you double-click on the program's icon. You may also specify an optional lecture filename to run immediately.

PART 2
Using Lecture

Chapter 3 Presenting a lecture

Table 3.1: Lecture shortcut commands

Ctrl+R	run a lecture file
Spacebar	
RMouseButton	
Enter	
PgDn	
Ctrl+N	show next slide
Backspace	show previous slide
Alt+F4	close window, end program

3.1 Start a presentation

Choose the "File/Run" menu item or press Ctrl+R to process a lecture file. The file must already exist. Lecture will immediately interpret commands in the file.

3.2 Flip slides

Choose the "File/Next slide" menu item to present another slide in a lecture file. Or press the right mouse button, or press the Spacebar, or press Enter, or press PgDn, or press Ctrl+N -- they all do the same thing.

Choose the "File/Prev slide" menu item to present the previous slide in a lecture file. Or press the Backspace key -- it does the same thing.

3.3 Automated lectures

Some lecture files include one or more AutoShow commands so the presentation runs in automatic mode. You can tell the program whether to accept any such command with the "Options/AutoShow allowed" menu item. (A checkmark appears next to the menu item when activated. Choose the menu item again to deactivate it.)

3.4 Lecture messages

Some lecture files augment their presentation with one or more Message commands. You can tell the program whether to accept any such command with the "Options/Messages allowed" menu item. (A checkmark appears next to the menu item when activated. Choose the menu item again to deactivate it.) Note: you cannot turn off syntax error messages via this menu item.

3.5 Lecture noises

Some lecture files generate noises as a way to augment their presentation. You can tell the program to accept any such command with the "Options/Noises allowed" menu item. (A checkmark appears next to the menu item when activated. Choose the menu item again to deactivate it.)

3.6 Repeat a lecture

Select the "Options/Repeat when done" menu item to automatically repeat the current lecture file at the end. (A checkmark appears next to the menu item when activated. Choose the menu item again to deactivate it.) Lecture will wait ten seconds and then process the file again. This loop continues until you deactivate the option or terminate the program.

3.7 Save window settings

Choose the "Options/Save window settings" menu item to let Lecture automatically save the current state of its window to a configuration file. (A checkmark appears next to the menu item when activated. Select the menu item again to deactivate it.) When you start the program next time, it will appear in the same place on the screen with the same window dimensions.

3.8 Terminate Lecture

Choose the "File/Exit" menu item or press Alt+F4 to close the Lecture window and terminate the program.

Chapter 4 Developing a lecture

A good lecture flows smoothly from one slide to the next. Presentations normally start with a title slide and follow with an abstract of what you hope to cover. The end of the lecture usually wraps up with a summary of what you covered, followed perhaps by a "The End/Thank you" slide.

A slide generally should list no more than seven points/subpoints, and Lecture defaults to this value at startup. You can change the maximum number of points allowed on a slide either with the TotalPoints command (chapter 5) or by changing the LECTURE.INI file (chapter 4.1.2).

4.1 Advanced concepts

4.1.1 Title screen

You can create the equivalent of a title slide by temporarily overriding the default TotalPoints value with a smaller number (perhaps a value of 2 or 3). Lecture uses this value to calculate the size of text so it fits within the visible window. Study the LECTURE.LEC file if you need more details on how to implement this technique.

4.1.2 Initialization file

You can modify the way Lecture works by adding certain items to its LECTURE.INI configuration file. (Consult your Windows manual if you need more details about how such files work.) The following items must appear under the "[Lecture]" heading:

RepeatDelay=10

Tells Lecture how many seconds to wait before it repeats a lecture file. Defaults to 10 seconds. You can specify a value from 0 to 65 here.

SmallCursor=0

Lecture uses a default cursor in its window (normally an arrow). This configuration item tells the program to use a tiny "crosshair" cursor when you set this value to 1. Note: the tiny cursor only appears inside Lecture's display window -- it switches back to a regular cursor when you move it to the program's menu or to some other window.

TotalPoints=7

Lecture allows up to seven points per slide by default, but

you can specify a new value from 1 to 32 here.

Chapter 5

Lecture file commands

Lecture uses a traditional "script" language to assemble each slide for a lecture. You store commands in a standard text file created by Microsoft's NotePad or any other program which can edit ASCII files.

(Caution: you can edit files with Microsoft's Write or Word for Windows but you must not let them convert files to their own format.)

5.1 Comments

Lecture files may contain any number of blank lines or comments. Comments begin with a semicolon ";" character. You may also optionally use Comment/Uncomment to enclose lines of comments, but we don't recommend it. (See the command summary for a full explanation.)

5.2 Command lines

Lecture files contain any number of command lines which direct the program to perform a given task. Each command appears on a line of its own and starts with a keyword (see below). Most keywords take optional or required parameters; if so, they come immediately after the keyword. A space or tab character separates the keyword from its parameter(s).

Keywords may appear in uppercase, lowercase, or mixed case. Example: "SHOWANDSAVE", "showandsave", and "ShowAndSave" all reference the same command.

5.3 Command syntax

5.3.1 ACCEPT

Syntax ACCEPT [AUTOSHOW] [BEEP] [COMMENT] [MESSAGE]

Function cancels a previous Ignore. You can choose which commands the program should now accept.

MinVersion Lecture=100, Windows=300

Example Accept Comment Beep

See also AutoShow, Beep, Comment, Ignore, Message

Comments Lecture accepts all commands by default.

5.3.2 AUTOSHOW

Syntax AUTOSHOW delay

Function sets a default delay value (in seconds) for all commands which accept delay values.

MinVersion Lecture=100, Windows=300

Example AutoShow 5

See also Accept, Ignore, Show, ShowAndSave, Wait

Comments use a value of zero to disable a previous AutoShow. The user can disable AutoShow via the menu.

5.3.3 BEEP

Syntax BEEP [times]
BEEP SHOW

Function syntax #1: issues a traditional "beep" command to Windows. You can beep multiple times by supplying an optional value. Syntax #2: causes the program to beep whenever it waits for the user to proceed to the next slide. Specifically affects Show and ShowAndSave.

MinVersion Lecture=100, Windows=300

Example Beep 3
Beep Show

See also Accept, AutoShow, Ignore, Message, Show

Comments syntax #1: optional value cannot exceed 255.
Syntax #2: has no effect during an AutoShow, or if the affected commands specify an optional delay value, or if the user has disabled noises via a menu option.

5.3.4 COLORBACKGROUND

Syntax COLORBACKGROUND colorname
 COLORBACKGROUND redvalue,greenvalue,bluevalue

Function syntax #1: sets the window background to the named color (Black, Blue, Green, Red, White). Syntax #2: sets the window background to the specified red/green/blue "electron gun" values.

MinVersion Lecture=100, Windows=300

Example ColorBackground White
 ColorBackground 255,255,255

See also ColorMasterTitle, ColorPoints, ColorSubTitle,
 ColorTitle

Advice use colors sparingly, preferably no more than three colors per slide.

Comments colors remain constant until changed.
 Specifically, ColorBackground uses the default background window color unless you override it with your own color. Electron gun values range from 0 to 255 for each color. Specific values for the named colors: Black (0,0,0), Blue (0,0,255), Green (0,255,0), Red (255,0,0), White (255,255,255).

5.3.5 COLORMASTERTITLE

Syntax `COLORMASTERTITLE colorname`
`COLORMASTERTITLE redvalue,greenvalue,bluevalue`

Function `syntax #1`: sets the master title so it displays text in the named color (Black, Blue, Green, Red, White). `Syntax #2`: sets the master title so it displays text according to the specified red/green/blue "electron gun" values.

MinVersion Lecture=100, Windows=300

Example `ColorMasterTitle Blue`
`ColorMasterTitle 0,0,255`

See also `ColorBackground`, `FontMasterTitle`, `MasterTitle`

Advice use colors sparingly, preferably no more than three colors per slide.

Comments colors remain constant until changed. Electron gun values range from 0 to 255 for each color. Specific values for the named colors: Black (0,0,0), Blue (0,0,255), Green (0,255,0), Red (255,0,0), White (255,255,255).

5.3.6 COLORPOINT

Syntax `COLORPOINT colorname`
`COLORPOINT redvalue,greenvalue,bluevalue`

Function `syntax #1`: sets the points so they display text in the named color (Black, Blue, Green, Red, White). `Syntax #2`: sets the points so they display text according to the specified red/green/blue "electron gun" values.

MinVersion Lecture=100, Windows=300

Example `ColorPoint Black`
`ColorPoint 0,0,0`

See also `ColorBackground`, `FontPoint`, `Point`

Advice use colors sparingly, preferably no more than three colors per slide.

Comments colors remain constant until changed. Electron gun values range from 0 to 255 for each color. Specific values for the named colors: Black

(0,0,0), Blue (0,0,255), Green (0,255,0), Red
(255,0,0), White (255,255,255).

5.3.7 COLORSUBTITLE

Syntax `COLORSUBTITLE colorname`
`COLORSUBTITLE redvalue,greenvalue,bluevalue`

Function `syntax #1`: sets the subtitle so it displays text in the named color (Black, Blue, Green, Red, White). `Syntax #2`: sets the subtitle so it displays text according to the specified red/green/blue "electron gun" values.

MinVersion Lecture=100, Windows=300

Example `ColorSubTitle Red`
`ColorSubTitle 255,0,0`

See also `ColorBackground`, `FontSubTitle`, `SubTitle`

Advice use colors sparingly, preferably no more than three colors per slide.

Comments colors remain constant until changed. Electron gun values range from 0 to 255 for each color. Specific values for the named colors: Black (0,0,0), Blue (0,0,255), Green (0,255,0), Red (255,0,0), White (255,255,255).

5.3.8 COLORTITLE

Syntax `COLORTITLE colorname`
`COLORTITLE redvalue,greenvalue,bluevalue`

Function `syntax #1`: sets the title so it displays text in the named color (Black, Blue, Green, Red, White). `Syntax #2`: sets the title so it displays text according to the specified red/green/blue "electron gun" values.

MinVersion Lecture=100, Windows=300

Example `ColorTitle Red`
`ColorTitle 255,0,0`

See also `ColorBackground`, `FontTitle`, `Title`

Advice use colors sparingly, preferably no more than three colors per slide.

Comments colors remain constant until changed. Electron gun values range from 0 to 255 for each color. Specific values for the named colors: Black

(0,0,0), Blue (0,0,255), Green (0,255,0), Red
(255,0,0), White (255,255,255).

5.3.9 COMMENT

Syntax COMMENT

Function treats every subsequent line of the file as a comment until you specify Uncomment.

MinVersion Lecture=100, Windows=300

Example Comment

See also Accept, Ignore, Uncomment

Caution use only while developing a lecture file. Do not use this command to insert comments in the file -- an Ignore Comment could wreak havoc with your file, especially if the user runs it via a RunFile command. Instead, use a semicolon ";" character at the start of each comment line.

Comments Lecture displays a syntax error message if it reaches the end of a file before encountering an Uncomment. Multiple Comment commands have no effect after the first one executes (unless you issue an Uncomment between them, of course).

5.3.10 FONTMASTERTITLE

Syntax FONTMASTERTITLE fontname

Function sets the master title so it displays text in the named font.

MinVersion Lecture=100, Windows=300

Example FontMasterTitle Helvetica

See also ColorMasterTitle, MasterTitle

Advice use fonts sparingly, preferably no more than two fonts per slide.

Comments fonts remain constant until changed. Windows will substitute a font if it can't find the named font.

5.3.11 FONTPOINT

Syntax `FONTPOINT fontname`

Function sets the points so they display text in the named font.

MinVersion `Lecture=100, Windows=300`

Example `FontPoint Helvetica`

See also `ColorPoint, Point`

Advice use fonts sparingly, preferably no more than two fonts per slide.

Comments fonts remain constant until changed. Windows will substitute a font if it can't find the named font.

5.3.12 FONTSUBTITLE

Syntax `FONTSUBTITLE fontname`

Function sets the subtitle so it displays text in the named font.

MinVersion `Lecture=100, Windows=300`

Example `FontSubTitle Helvetica`

See also `ColorSubTitle, SubTitle`

Advice use fonts sparingly, preferably no more than two fonts per slide.

Comments fonts remain constant until changed. Windows will substitute a font if it can't find the named font.

5.3.13 FONTTITLE

Syntax FONTTITLE fontname

Function sets the title so it displays text in the named font.

MinVersion Lecture=100, Windows=300

Example FontTitle Helvetica

See also ColorTitle, Title

Advice use fonts sparingly, preferably no more than two fonts per slide.

Comments fonts remain constant until changed. Windows will substitute a font if it can't find the named font.

5.3.14 ICONIZE

Syntax ICONIZE

Function forces the Lecture window down to an icon.

MinVersion Lecture=100, Windows=300

Example Iconize

See also Uniconize, Unzoom, Zoom

Comments has no effect on an already-iconized window.

5.3.15 IGNORE

Syntax IGNORE [AUTOSHOW] [BEEP] [COMMENT] [MESSAGE]

Function tells the program to ignore AutoShow, Beep, Comment, and/or Message. You can choose which commands to ignore and list them in any order on this command line.

MinVersion Lecture=100, Windows=300

Example Ignore Message AutoShow Beep

See also Accept, AutoShow, Beep, Comment, Message

Comments you may repeat an Ignore without worry.

5.3.16 MASTERTITLE

Syntax MASTERTITLE [text]

Function initializes the upper-right-corner text of each slide to display the associated text.

MinVersion Lecture=100, Windows=300

Example MasterTitle Calculus 402 (Mr. Rosenberger)

See also ColorMasterTitle, FontMasterTitle, Point, Show, ShowAndSave, SubPoint, SubTitle, Title

Comments the master title text remains constant until changed.

5.3.17 MESSAGE

Syntax MESSAGE text

Function displays a message with the specified text and waits for the user to acknowledge it.

MinVersion Lecture=100, Windows=300

Example Message Copyright 1992 by Barn Owl Software; all rights reserved.

See also Beep, MessageTitle, Show, Wait

Comments you may want to use Wait to create a slight delay between the time a slide appears versus when the message appears. Lecture displays a syntax error message if you don't specify any text.

5.3.18 MESSAGETITLE

Syntax MESSAGETITLE text

Function sets the window title for future Message commands.

MinVersion Lecture=100, Windows=300

Example MessageTitle Copyright notice

See also Message

Comments the message window title remains constant until changed. The program initializes the title to "Lecture Message" at startup.

5.3.19 MINVERSION

Syntax `MINVERSION [WINDOWS] [version number * 100]`

Function lets Lecture know if it can process all the commands in a file. It displays a warning message if it detects a value higher than its own version number (multiplied by 100), or a value higher than the Windows version number (multiplied by 100).

Example `MinVersion 104`
`MinVersion Windows 310`

Caution use only once, at the top of the file, with a value based on the highest "MinVersion" number specified for commands used in the file. Multiple identical MinVersion commands may generate redundant warning messages, annoying the user.

Comments future versions of Lecture will almost certainly offer new commands, some of them possibly based on the capabilities of a specific Windows version. This provides a way for future lecture files to warn older program versions, or a current Lecture program running in an older version of Windows.

5.3.20 POINT

Syntax `POINT [text]`

Function sets the (first or) next presentation point of an upcoming slide to a given line of text.

MinVersion `Lecture=100, Windows=300`

Example `Point Isaac Newton wasn't the only one`

See also `ColorPoint, FontPoint, MasterTitle, Point, SamePoint, Show, ShowAndSave, SubPoint, SubSubPoint, SubSubSubPoint, SubTitle, Title`

Comments Lecture increments an internal counter after each Point/SubPoint so you don't have to use numerous different commands. Use Point with no text to leave a blank line between other points on the slide. Points reinitialize after every Show; use ShowAndSave if you want to keep the text on hand for another slide show display.

5.3.21 RUNFILE

Syntax RUNFILE filename

Function suspends processing of the current file and begins processing the named file. When finished, the program will continue processing the original file.

MinVersion Lecture=100, Windows=300

Example RunFile NEWS-RLS.LEC

See also AutoShow

Comments you can process a file containing a RunFile of its own, up to a total "nested level" of four files. Lecture displays a syntax error message if you nest too many of these commands.

5.3.22 SAMEPOINT

Syntax SAMEPOINT [text]

Function identical to Point, but it overwrites the text of the (only or) last Point.

MinVersion Lecture=100, Windows=300

Example SamePoint Isaac Newton wasn't the only one

See also ColorPoint, FontPoint, Point, ShowAndSave

Advice use with ShowAndSave to "animate" a slide.

Comments does not affect Lecture's internal counter (normally incremented for each Point/SubPoint). Points reinitialize after each Show, so use ShowAndSave to keep the text on hand for another slide show display. SamePoint does not have a corresponding "SameSubPoint" command.

5.3.23 SHOW

Syntax SHOW [delay]

Function displays the currently assembled slide and stops processing until the user wants to go to the next slide. Or you can include a delay value (in seconds) to automatically continue processing the file after showing the slide.

MinVersion Lecture=100, Windows=300

Example Show 5

See also AutoShow, Message, ShowAndSave, Wait

Comments clears the values of any previous SubTitle or Point; in other words, the second of two Show commands in a row would display only a MasterTitle and Title. Users can bypass the optional delay value by choosing to go on to the next slide.

5.3.24 SHOWANDSAVE

Syntax SHOWANDSAVE [delay]

Function identical to Show, but it doesn't clear the text of any previous SubTitle or Point.

MinVersion Lecture=100, Windows=300

Example ShowAndSave 2

See also AutoShow, Show, Wait

Comments often used to "animate" a slide, displaying one point at a time in a delayed fashion.

5.3.25 SUBPOINT

Syntax SUBPOINT [text]

Function identical to Point, but it indents the text.

MinVersion Lecture=100, Windows=300

Example SubPoint Isaac Newton wasn't the only one

See also ColorPoint, FontPoint, Point, SubSubPoint

Advice use after a Point.

Comments see Point.

5.3.26 SUBSUBPOINT

Syntax SUBSUBPOINT [text]

Function identical to SubPoint, but it indents the text.

MinVersion Lecture=100, Windows=300

Example SubSubPoint Isaac Newton wasn't the only one

See also ColorPoint, FontPoint, Point, SubPoint,
SubSubSubPoint

Advice use after a SubPoint.

Comments see Point.

5.3.27 SUBSUBSUBPOINT

Syntax SUBSUBSUBPOINT [text]

Function identical to SubSubPoint, but it indents the text.

MinVersion Lecture=100, Windows=300

Example SubSubSubPoint Isaac Newton wasn't the only one

See also ColorPoint, FontPoint, Point, SubSubPoint

Advice use after a SubSubPoint.

Comments see Point.

5.3.28 SUBTITLE

Syntax SUBTITLE [text]

Function sets the subtitle of the upcoming slide to a given value.

MinVersion Lecture=100, Windows=300

Example SubTitle Safely dividing by zero

See also ColorSubTitle, FontSubTitle, MasterTitle, Title,
Point, Show, ShowAndSave, SubPoint

Comments the SubTitle text reinitializes after every Show.
Use ShowAndSave if you want to keep the text on hand for another slide display.

5.3.29 TITLE

Syntax TITLE [text]

Function sets the text for future slide titles.

MinVersion Lecture=100, Windows=300

Example Title The Need for Calculus

See also ColorTitle, FontTitle, MasterTitle, SubTitle,
Point, Show, ShowAndSave, SubPoint

Comments the title text remains constant until changed.

5.3.30 TOTALPOINTS

Syntax TOTALPOINTS value

Function specifies the maximum number of points/subpoints
allowed on a single slide.

MinVersion Lecture=100, Windows=300

Example TotalPoints 10

See also Point, SubPoint

Caution use only once, at the top of the file. Changing
it "on the fly" during a presentation will make
the program resize text so everything fits in the
window (based on its visible height).

Comments defaults to a maximum of seven points/subpoints
per slide. The specified value must fall in the
range of 1..32, else Lecture will display a syntax
error message.

5.3.31 UNCOMMENT

Syntax UNCOMMENT

Function negates a Comment. File processing continues normally.

MinVersion Lecture=100, Windows=300

Example Uncomment

See also Accept, Ignore, Comment

Caution use only while developing a lecture file. Do not use this command to insert comments in the file -- an Ignore Comment could wreak havoc with your file, especially if the user runs it via a RunFile command. Instead, use a semicolon ";" character at the start of each comment line.

Comments Lecture displays a syntax error message if it reaches the end of a file before encountering an Uncomment. Multiple Uncomment commands have no effect after the first one executes (unless you issue a Comment between them, of course).

5.3.32 UNICONIZE

Syntax UNICONIZE

Function forces the Lecture window to its "normal" window dimensions.

MinVersion Lecture=100, Windows=300

Example Uniconize

See also Iconize, Unzoom, Zoom

Comments has no effect on an already-normal-size screen. Unzoom performs the same function.

5.3.33 UNZOOM

Syntax UNZOOM

Function forces the Lecture window to its "normal" window dimensions.

MinVersion Lecture=100, Windows=300

Example Unzoom

See also Iconize, Uniconize, Zoom

Comments has no effect on an already-normal-size screen.
Uniconize performs the same function.

5.3.34 WAIT

Syntax WAIT delay

Function stops processing for the specified number of seconds.

MinVersion Lecture=100, Windows=300

Example Wait 5

See also AutoShow, Show, ShowAndSave

Comments users can bypass the optional delay value by choosing to go on to the next slide.

5.3.35 ZOOM

Syntax ZOOM

Function forces the Lecture window to occupy the full screen.

MinVersion Lecture=100, Windows=300

Example Zoom

See also Iconize, Uniconize, Unzoom

Comments has no effect on an already-zoomed window.

PART 3
Appendixes

Appendix A Status & error messages

Couldn't locate the specified lecture file.

- * The filename listed with the Lecture command line doesn't exist.
- * A RunFile command specified a bad filename.

Couldn't open the specified lecture file.

- * You specified a file containing binary data rather than ASCII text. (Often occurs if you save a file in Write, Word, or WordPerfect format.)
- * You specified a file containing zero bytes.

Incorrect syntax. Continue?

- * You specified a lecture file command with incorrect, missing, or excess parameters. Read about the command in question to determine the cause of the problem.

End of file reached with no Uncomment command. Continue?

- * A Comment command appears somewhere in the lecture file with no corresponding Uncomment command.

Runtime error nnnn at xxxx:yyyy

- * This "catch-all" error message means Lecture encountered a problem it couldn't handle. Please tell Barn Owl Software if you get this message and give a detailed description of what you did.

Specified value out of range. Continue?

- * The lecture file command in question takes a numeric value only within a specified range. Read about the command to determine the cause of the problem.

This file uses capabilities of a later version of Lecture and will not operate as expected under this version of the program. Continue anyway?

- * The current lecture file contains a MinVersion command which claims it uses commands allowed under a newer version of Lecture. The lecture file will probably not operate as expected, but you can choose whether or not to process the file anyway. Note: a syntax message will pop up whenever the program encounters a command it can't handle. You cannot turn off syntax error messages via the "Options/ Messages allowed" menu item.

This file uses capabilities of a later version of Windows and will not operate as expected under this version of Windows. Continue anyway?

* The current lecture file contains a MinVersion command which claims it uses commands designed for a newer version of Microsoft Windows. The lecture file will probably not

operate as expected, but you can choose whether or not to process the file anyway. Note: a syntax message will pop up whenever the program encounters a command it can't handle. You cannot turn off syntax error messages via the "Options/ Messages allowed" menu item.

Too many points/subpoints specified for one slide. Continue?

- * You failed to specify a Show command. Lecture continued to assemble a slide using points for the next slide, and it eventually exceeded the total number of points allowed.
- * You didn't specify a correct TotalPoints value for the slide in question.
- * You previously used a TotalPoints command and failed to reset the value for this slide.

Unknown command. Continue?

- * You failed to use a semicolon as the first character of a comment line.
- * You enclosed comments with a Comment command, but a previous Ignore Comments command has canceled its effect.
- * You have an older version of Lecture and decided to run a lecture file with commands recognized by a newer version of the program.

Windows couldn't allocate enough resources to perform this function!

- * Windows didn't have enough memory, file handles, etc. available for the program to execute a given function. Close other windows to free up needed resources.

Appendix B Helpful hints

B.1 Invoking Lecture

LECTURE

Windows loads the program into memory with no special instructions.

LECTURE MYTALK.LEC

Windows loads the program into memory; it then immediately begins processing the MYTALK.LEC file.

B.2 Common questions & answers

"I just need to present a quick lecture. What commands do I absolutely have to know about to get started?"

You need to learn six commands: MasterTitle, Title, SubTitle, Point, SubPoint, and Show.

"The Lecture window sometimes zooms in/out of full-screen status or pops back up after I iconize it. How come?"

Lecture files can issue commands affecting the state of Lecture's window. Specifically, the lecture file contains one of the following commands: Zoom, Unzoom, Iconize, or Uniconize.

"Can I edit lecture files with another program besides NotePad?"

Certainly -- but remember, many word processors use their own proprietary file format by default. Please make sure the program you choose saves your file in ASCII format.

Appendix C Troubleshooting a lecture file

We at Barn Owl Software build lecture files "on the fly" by resizing Lecture and Microsoft's NotePad as small windows. We assemble three or four slides in a file, save it, and run it under Lecture to see how it looks. If all goes well, we "comment out" those slides with the Comment/Uncomment commands and assemble another few slides. The process continues until we finish a lecture, at which point we remove all the Comment/Uncomment commands. Naturally, we check the final result one last time just to make sure it runs correctly.

In many cases where a lecture file doesn't display slides as it should, you may simply have forgotten a Show command. Lecture will continue to assemble a slide based on commands for the next slide, possibly displaying a syntax error message in the process.

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