

EXPERT
SOFTWARE

Clip Art



Online User's Guide

Clip Art 3-D

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Online Manual Edition: September 1996

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This section gives you a brief overview of the program and definitions of terms used in this manual.



Program Overview

Welcome to Expert's Clip Art 3-D!

Expert's Clip Art 3-D collection contains 500 images to spruce up all of your documents! Use these images in virtually all of your favorite word processing and page layout programs. Customize your documents with these beautiful images that are organized in separate category libraries. Choose anything from plants and animals to household furniture.

Special Features

View your images in high color and shadowed format. Each piece of clip art contains both formats.

Copy your image into your favorite word processing, paint or presentation program.

Export your images as bmp's with a simple "Export" procedure.

Choose from 500 images.

The easy-to-use image browser lets you view all of the items for a given category. Simply drag-n-drop the image you want onto your screen.

Terms / Definitions

Click Press and release the mouse button (usually the left mouse button unless otherwise specified).

Double-Click Quickly press and release the mouse button twice.

Choose Highlight an item on the menu or dialog box to initiate an action or command, then press the Enter key or double-click your left mouse button.

Enter Press the **Enter** or **Return** key.

Select Mark or choose an item so that the next action or command is carried out on that item. Highlight an option or choice from the menu or design document by clicking on it.

Drag and Drop Press and hold the mouse button and the shift key down while dragging the mouse. This allows you to move selected objects.

Choose File—Open Choose a command from the applicable menu item. In this case, the command means to go to the **File** menu and select the **Open** command.

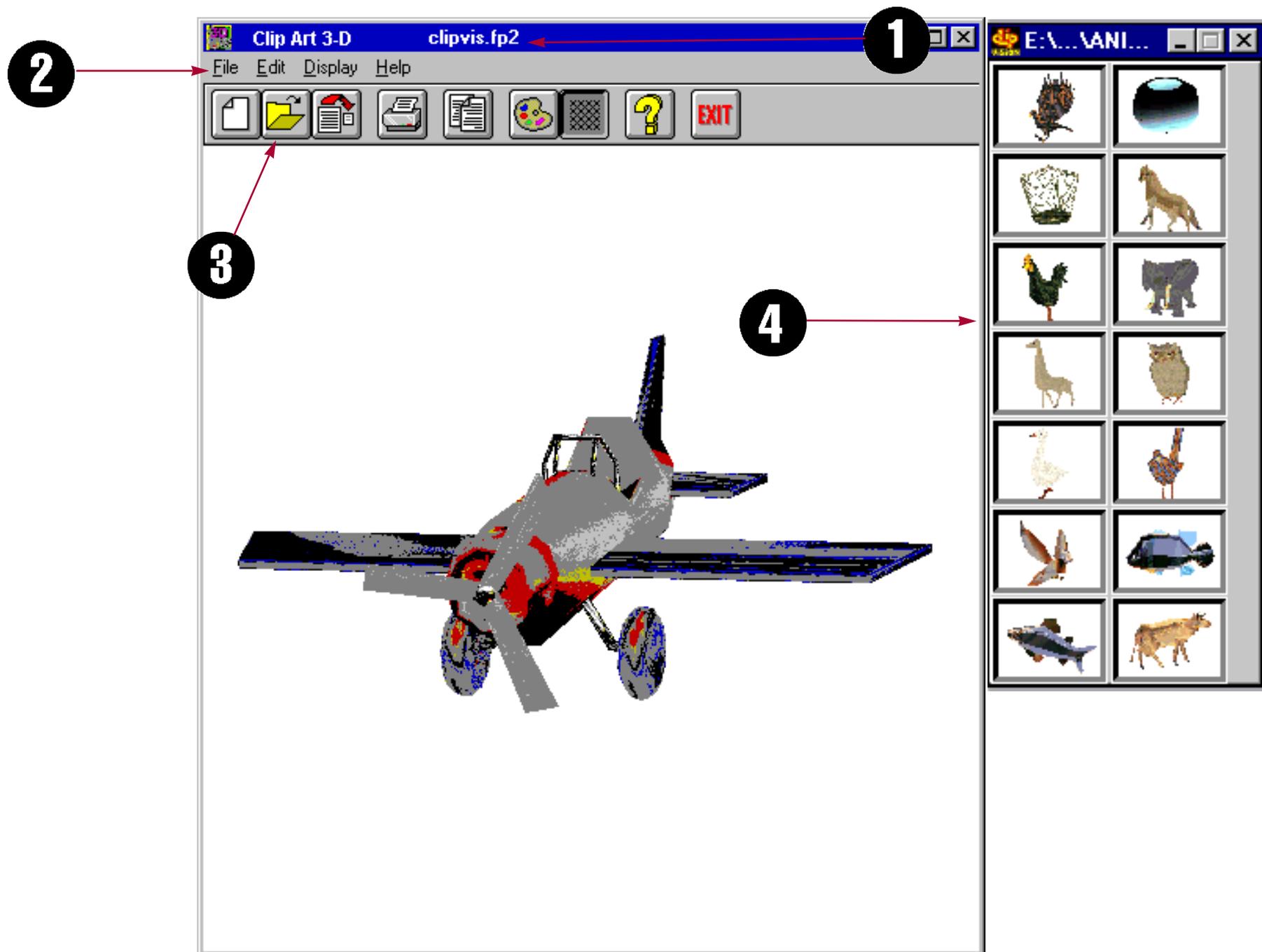
Control Menu Box The hyphen-shaped icon at the top left of the title bar of any window.

Ctrl+Click Pressing and releasing the mouse button quickly while holding the control key on the keyboard.

Perspective The angle at which the object is being viewed.

Export To save an image as a BMP file for easy use in other programs.

Main Interface



1. Title Bar - This area displays the name of the program and the file.

2. Menubar - This area contains the main menus of the program.

3. Tools - This area contains the main tools of the program.

4. Browser - The window which is displayed after an image is selected from the **File—Open** dialog box. You can easily drag-n-drop any of these images onto the screen to replace the current image.

This section gives you a quick lesson on how to get started in Clip Art 3-D.



Tutorial

Clip Art 3-D is an easy-to-use program. Follow these simple steps so you can begin incorporating beautiful 3D images into all of your files.

Step One



Double-click on the Program icon to initialize the program.

Step Two

The **Main** screen with the default biplane image appears.



Step Three



Click on the **Open** button on the toolbar.

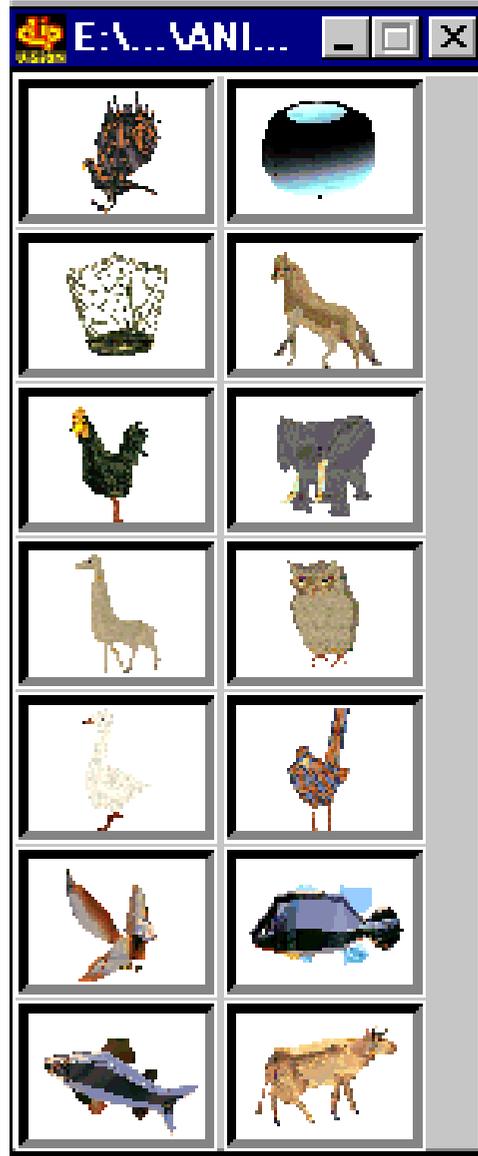
Step Four

The **Open** dialog box appears. Double-click on the **Animals** folder and select the elephant image.



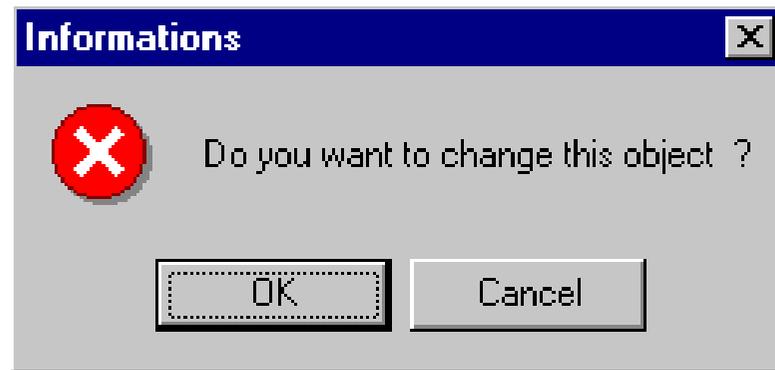
Step Five

The **Browser** window appears displaying all of the images in the **Animals** folder. Even though you selected elephant, you can choose to view any of the images contained in the browser.



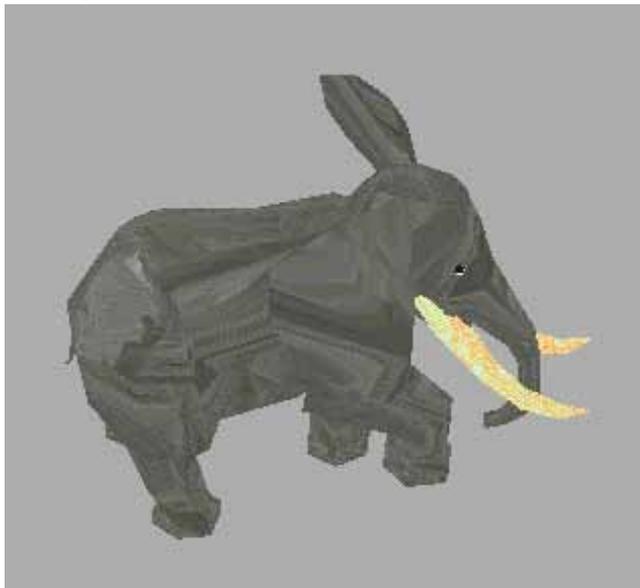
Step Six

Click, drag-n-drop the elephant image from the browser to the main screen. A dialog box appears asking if you want to change the current image, select **OK**.



Step Seven

To change the image's perspective is easy. Simply click and drag the part of the image you want to rotate. This takes some getting use to, so play around with this feature for a while.



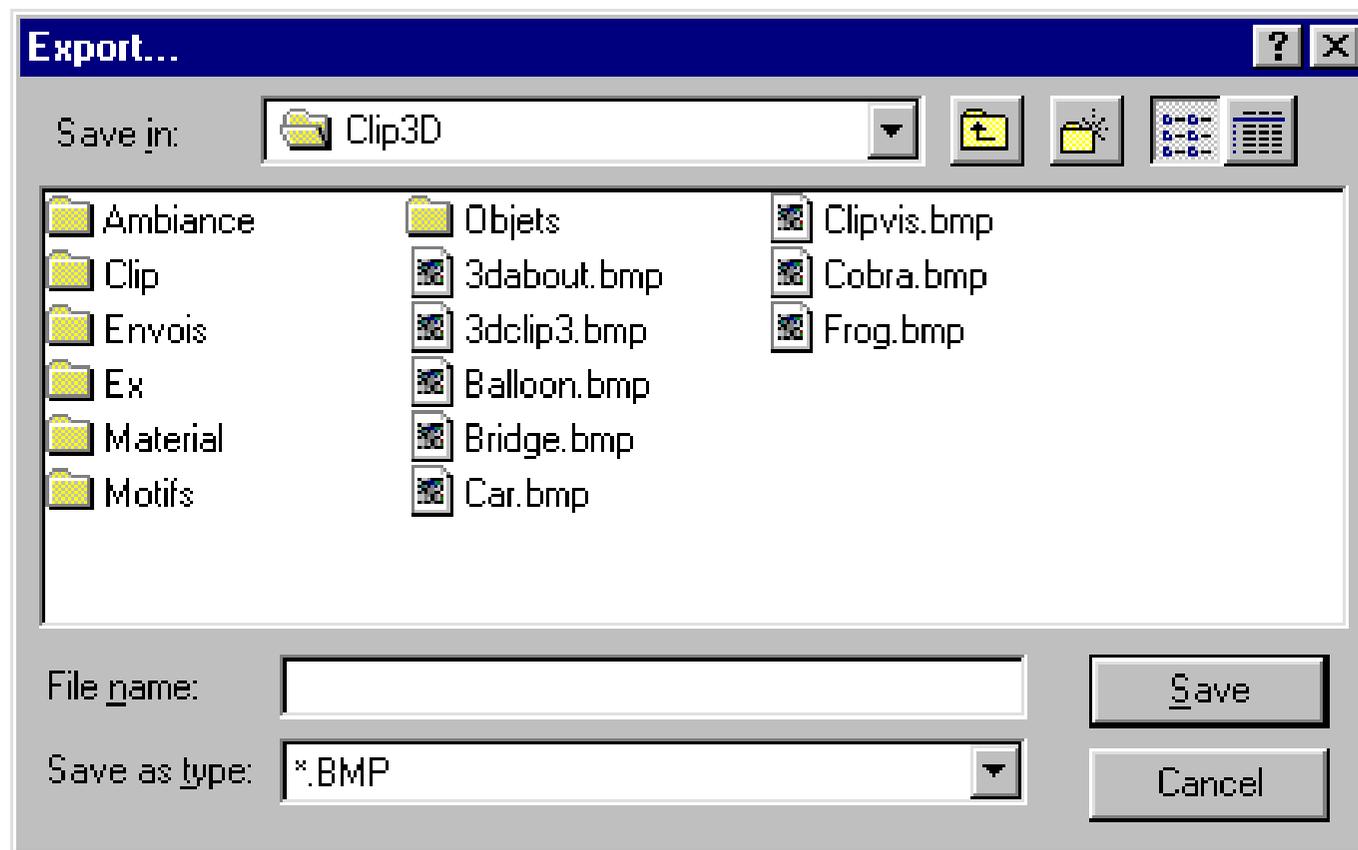
Step Eight



Now click on the **Export** button.

Step Nine

The **Export** dialog box appears. You may only export as a BMP, so simply name your image and select the directory you would like it saved to.

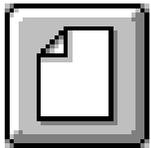




This section defines the program's tools.

Tools/Toolbar

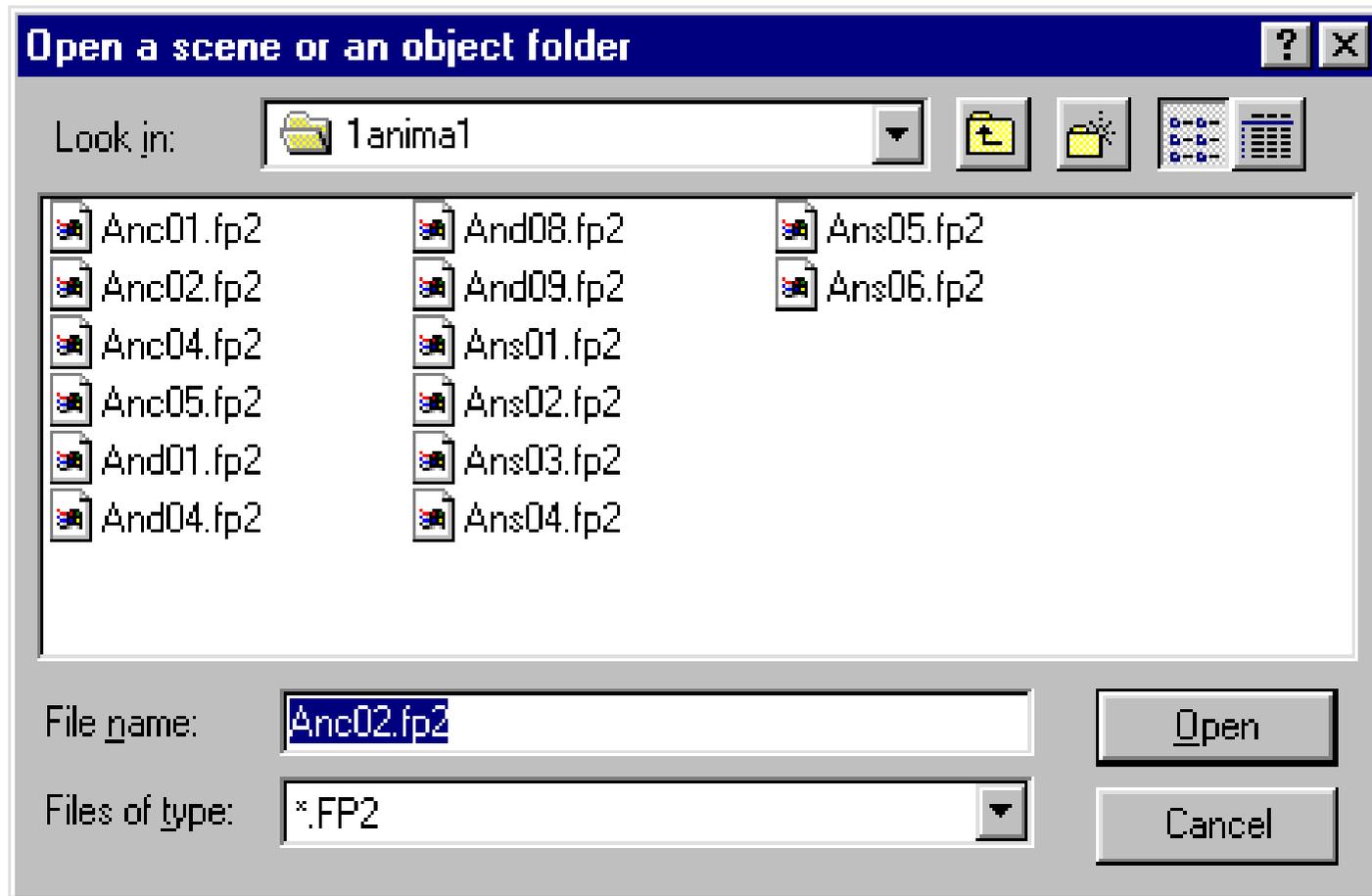
Tools



New button - This tool is used to create a blank screen.

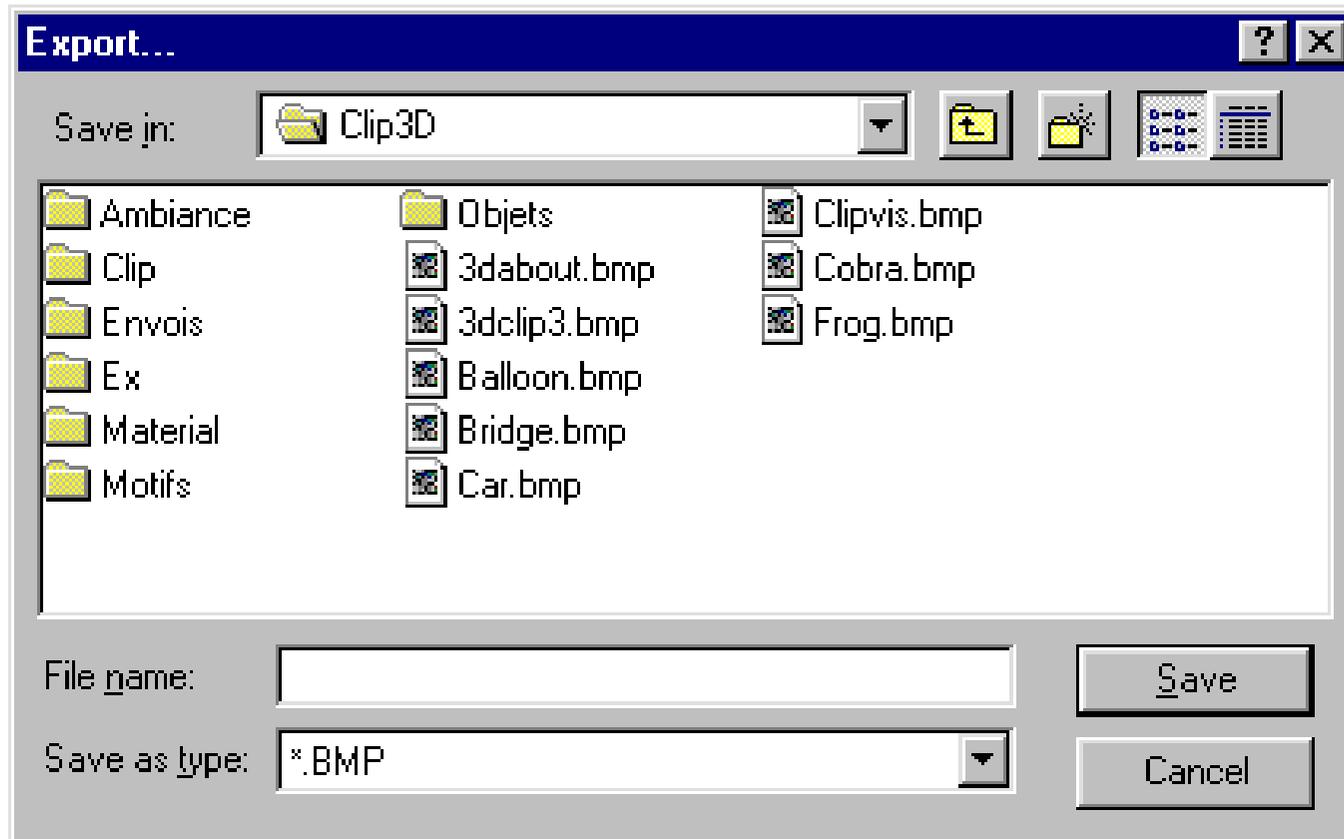


Open button - Use this tool to open the image browser. The **Open File** dialog box appears. You can choose from a list of categories to view.





Export button - Launches the **Export** dialog box. Name the image and it is saved as a BMP file, for easy use in any other program.





Print button - Click on this button to print the currently open image. This dialog box appears:

Print [?] [X]

Printer

Name: HP LaserJet 4Si [v] [Properties]

Status: Default printer; Ready

Type: HP LaserJet 4Si

Where: \\EXPERT1\HP_4SI_QA

Comment:

Print range

All

Pages from: [] to: []

Selection

Copies

Number of copies: [1] [v]

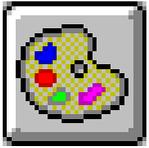
Collate

[1 1] [2 2] [3 3]

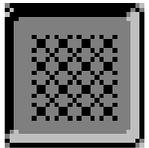
[OK] [Cancel]



Copy button - Copies the opened image to the clipboard, where it can be pasted into other programs.



Shadowed Color button - Displays shadowed image



High-Resolution button - Displays pasted images.



Help button - Launches the on-line help file.



Exit button - Exits the program.



This section defines all menus and their corresponding options.

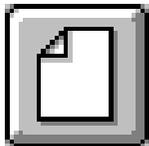
Menus

File Menu

File

New	Ctrl+N
Open Clips	Ctrl+O
Export	Ctrl+S
Print	Ctrl+P
Quit	Alt+F4

The **File Menu** lets you control file and printing operations. It includes commands that open, create, and save design documents.



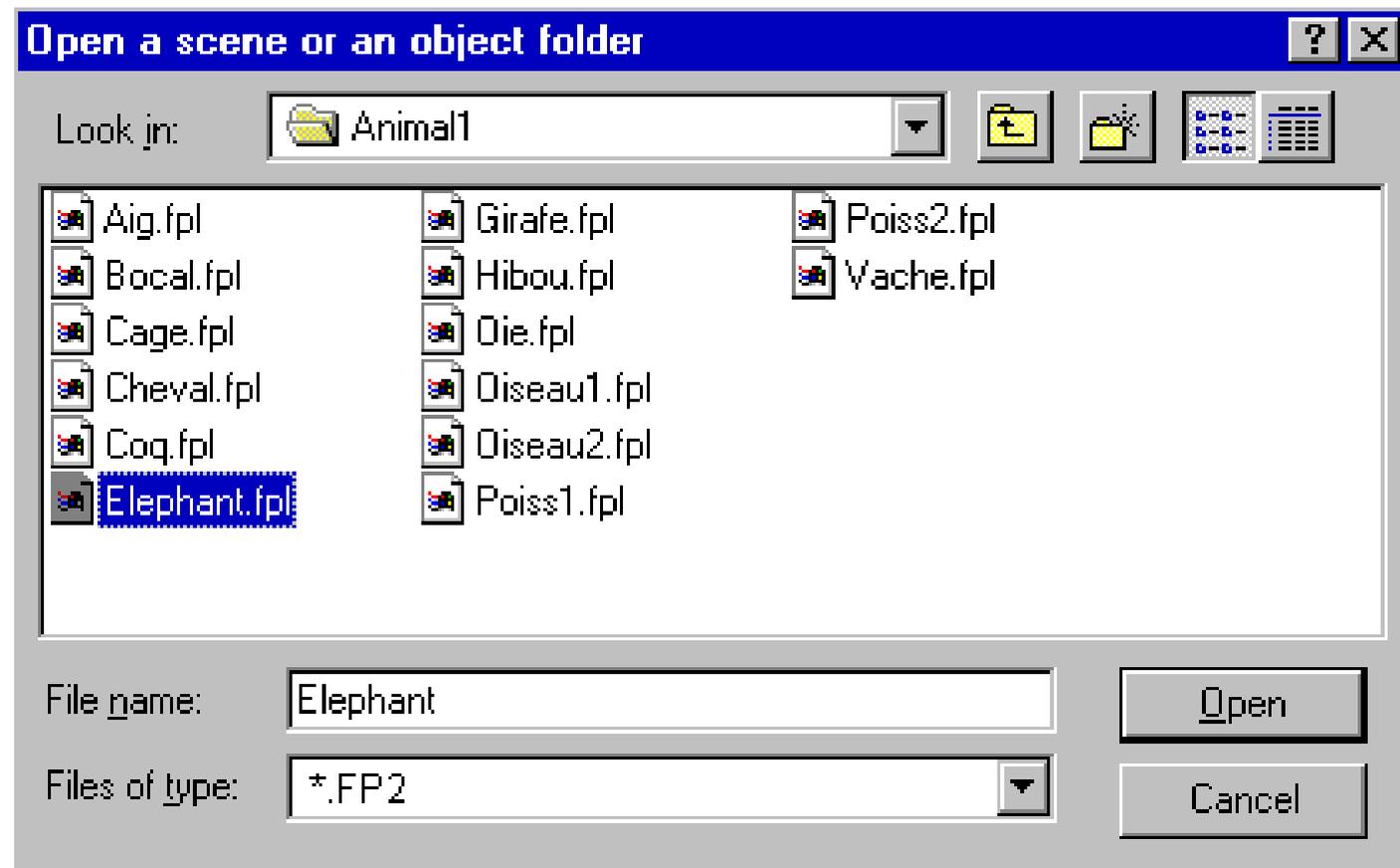
New (Ctrl + N)

This menu option is used to create a blank screen to paste images on.



Open

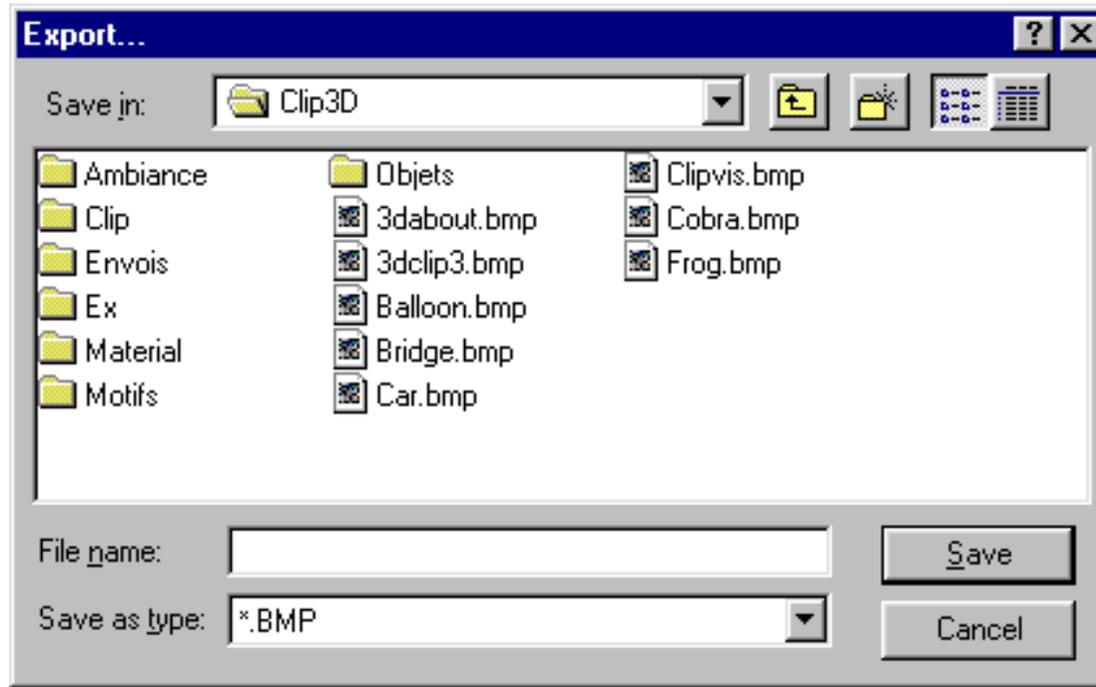
Opens an existing file. This menu option is used to choose from a list of clip art categories to be viewed in the browser.





Export

Used to save the current image as a BMP file.



1. Select the drive and the directory where you wish to save your image.
2. Select a Save File as Type. The default extension for Clip Art 3-D is *.BMP.
3. Enter a name for your untitled image in the File Name box. Remember, the file name must have no more than eight letters or numbers and no blank spaces. Only letters and numbers are permitted.
4. When you are finished, click on the **OK** button.



Print (Ctrl-P)

Print [?] [X]

Printer

Name: HP LaserJet 4Si [v] [Properties]

Status: Default printer; Ready

Type: HP LaserJet 4Si

Where: \\EXPERT1\HP_4SI_QA

Comment:

Print range

All

Pages from: [] to: []

Selection

Copies

Number of copies: [1] [v]

[1] [1] [2] [2] [3] [3] Collate

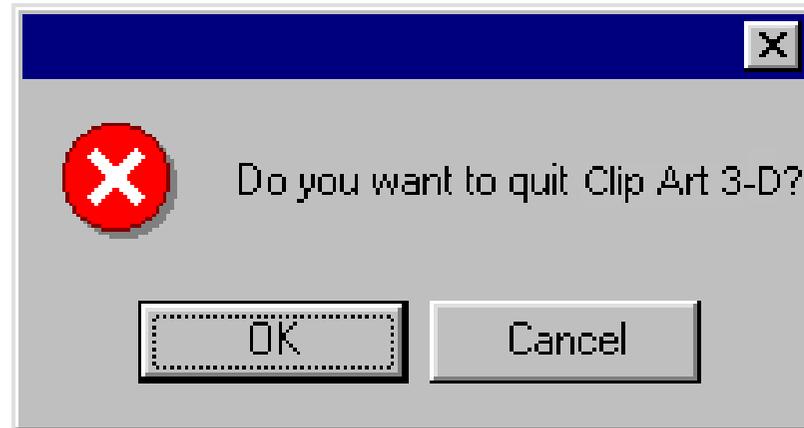
[OK] [Cancel]

Choose this option to print the currently selected document. The **Print** dialog box for the currently active printer appears. It allows you to print more than one copy. Click on the **OK** button to print.



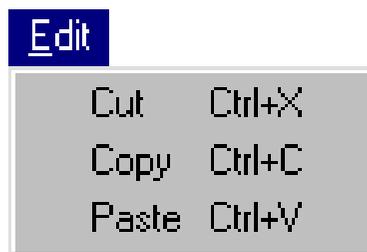
Exit (Alt-F4)

To quit the program and close all document windows, choose **File—Exit**. If any documents were changed, it prompts you to save the file(s) before the program quits.



Edit Menu

The **Edit Menu** lets you use the clipboard to copy the current object. The Clipboard is a temporary storage location held and maintained in memory by Windows.



Cut (Ctrl+X)

Use this option to cut an image. Use **Edit—Paste** to place it in another application.

Copy (Ctrl+C)

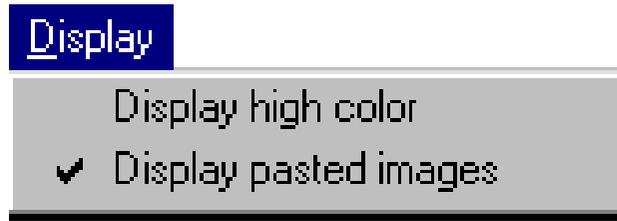
To copy an object from your design and place it on the clipboard, choose **Edit—Copy**. The original remains in your document.

Paste

You may use the **Paste** command to copy a duplicate into the current document or another document window. Once you have copied something onto the clipboard, you can repeatedly paste the last item placed on the clipboard.

Display Menu

The **Display Menu** lets you change the way the current image is being viewed.



Display High Colors

Displays the current image in shadowed colors.

Display Pasted Images

Displays the images that have been pasted. The images are shown in high-resolution colors.

Help Menu

The **Help Menu** provides access the Clip Art 3-D online help, as well as information about the program.

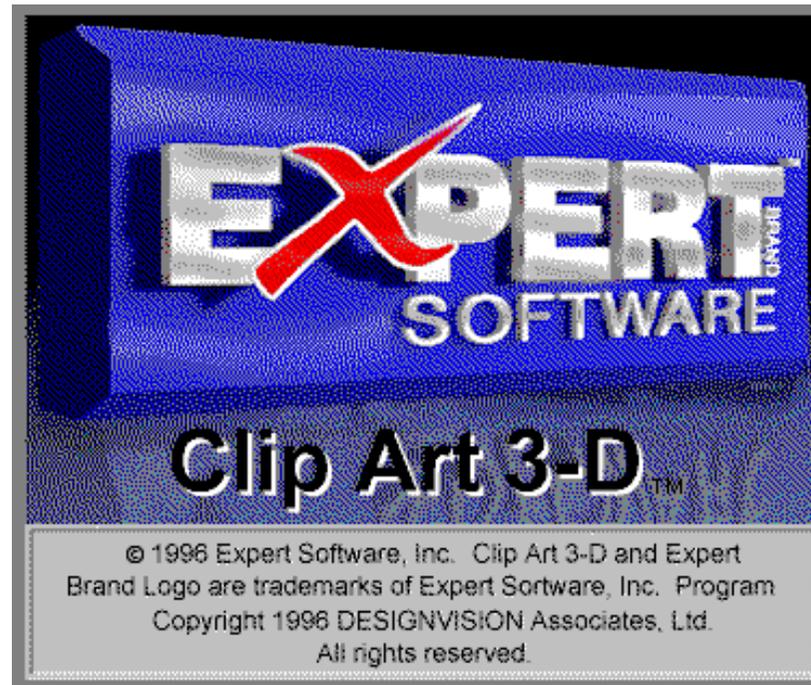


Contents

Displays the main contents screen of the help file.

About Clip Art 3-D

Displays the Clip Art 3-D about box.



Get answers to common questions.



Frequently Asked Questions

Q/A



Q: How do I change the image that is currently being displayed?

A: Click on the **Open** button and select a category to display. Once the browser window displays that category, drag and drop the image you want onto the screen.



Q: Can I place more than one image on the screen at a time?

A: No, only one image may be seen on the screen at a time.



Q: How do I change the perspective of an image?

A: Simply click and drag any part of the image around the screen. This feature takes some getting used to, so play with it for a while.



Q: Can I export my images in texture and color?

A: Yes, which ever feature is being displayed i.e., texture or color, that is the way the image is exported.

This section explains how to change your color resolution.



Color Resolution

Changing Your Color Resolution

If you are running in 256-color mode, you may get the message below:

“Clip Art 3-D appears best when using 32000 or more colors. For best performance, change your Display settings to use 16-bit color mode (65000colors).”

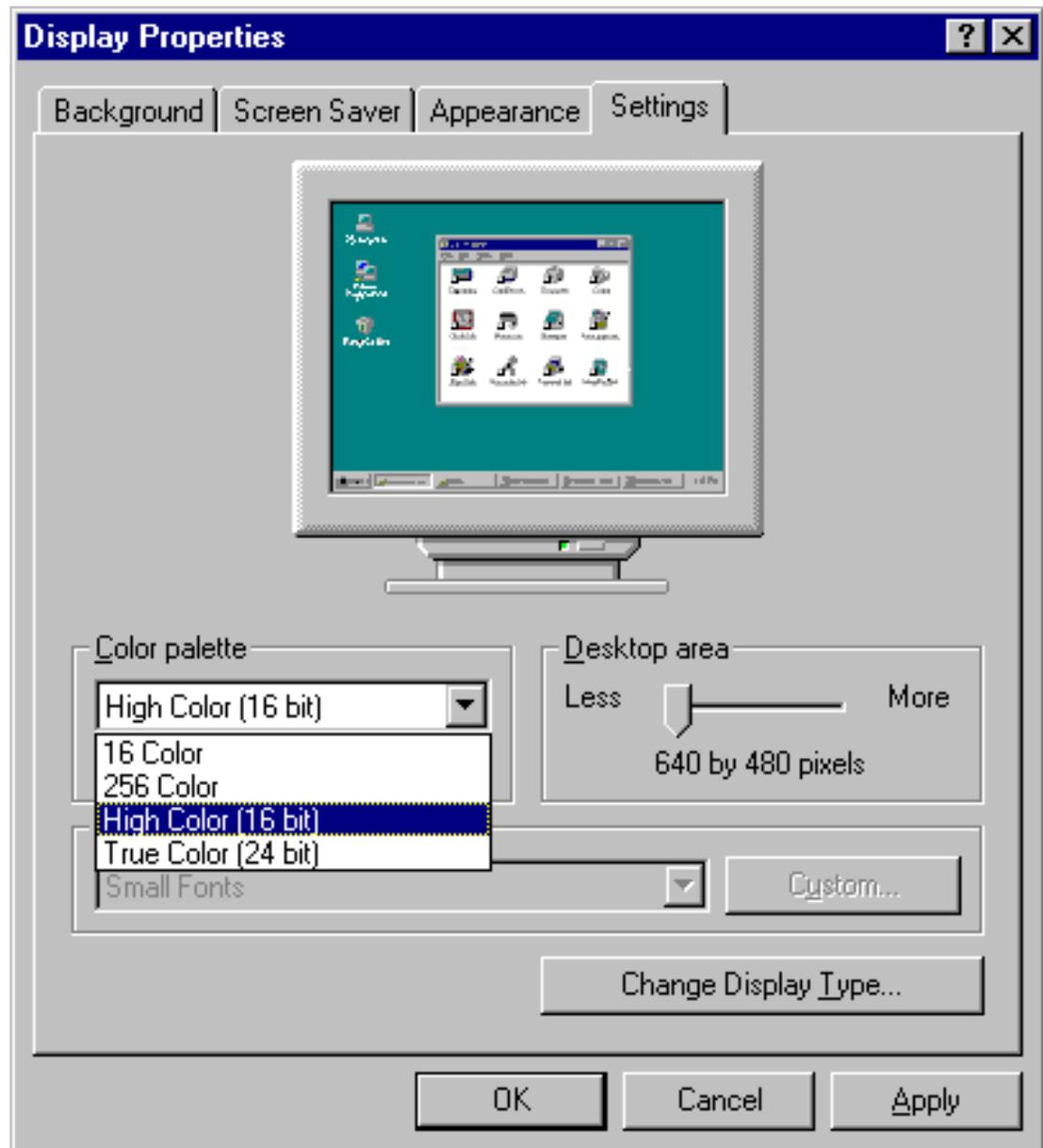
To change your Color Resolution:

1. Select **Start** on your task bar and choose **Settings—Control Panel**. The control panel program group appears.
2. Double-click on the **Display** icon.
3. Choose the **Settings** tab.
4. In the **Color Palette** list box, choose **High Color** (16 bit).
5. Click on **OK**.

Your computer settings will now be adjusted to 64,000 (16 bit color) color mode.

Note: *It is not necessary to change your Color Resolution every time you launch Clip Art 3-D. Once you've selected the 64,000 (16 bit) color mode as your color resolution, Windows 95 saves your color settings until you change it again.*

Also if you do not have the 64,000 (16 bit) color mode available, the Clip Art 3-D engine will not be affected. This just means you need a higher-quality video card. You will still be able to use all of the other features.





This section details how to remove Win32S when running Windows 3.1.

Win32S

Removing Win32S Under Windows 3.1

Warning: IF YOU REMOVE WIN32S v1.30, YOU WILL NO LONGER BE ABLE TO RUN APPLICATIONS THAT REQUIRE WIN32S.

If for some reason you like to remove the WIN32S v1.30 files from your system, do the following:

1. Remove the following line from the [386Enh] section in the SYSTEM.INI file:

```
device=<WINDOWS>\<SYSTEM>\win32s\w32s.386
```

where <WINDOWS> and <SYSTEM> are the locations of the Windows and System directories, respectively.

2. Remove winmm16.dll from the following line in the [BOOT] section of the SYSTEM.INI file:

```
drivers=mmsystem.dll winmm16.dll
```

The line should look like this when you are done:

```
drivers=mmsystem.dll
```

3. Delete the following files from the <WINDOWS>\<SYSTEM> directory:

W32SYS.DLL	WIN32S16.DLL	WIN32S.INI	Winhlp32.cnt
Windows.hlp	Winhlp32.hlp	Winhlp32.exe	

4. Delete all of the files in the <WINDOWS>\<SYSTEM>\WIN32S directory, then delete the subdirectory itself.
5. Restart Windows.

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- ◆ Telephone (305) 567-9996
- ◆ Fax (305) 569-1350.

If you call, you should be at your computer. Be ready to give the Product Support Specialist the 10-digit program version number from the front of your program disk or back of the CD jewel case, as well as the following information:

- ◆ If you have a Macintosh®-compatible computer:
 - ◆ Please have the model, system software version and amount of memory available.
- ◆ If you have a Windows®- or MS-DOS®-compatible computer:
 - ◆ The version of DOS that is installed on your computer. (You can determine the version by typing VER at the DOS prompt.)
 - ◆ The version of Windows® installed on your computer.
 - ◆ The type of hardware you are using:
 - ◆ The brand of computer you own,
 - ◆ CPU type (80386, 80486, Pentium®),
 - ◆ Video type (EGA, VGA, Super VGA),
 - ◆ Model and type of video card, and
 - ◆ Model and type of printer.
 - ◆ The exact wording of any messages that appeared on the screen.
 - ◆ What happened and what you were doing when the problem occurred.
 - ◆ We encourage Windows® 3.x (or MS-DOS 6.x) users who need product support to print an MSD report. Have it available for the Product Support Specialist who answers your call. You will find the MSD (Microsoft Diagnostics) program in either the Windows or the DOS directory.