

Storybook Weaver Contents

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For Help on Help, Press F1

Border Selection

Allows you to choose or create a border for your title page.

Choosing a border:

Click the border button. The Border-Selection window shows the border choices. Click on the border you want and then click on the Add button or double-click on the border you want. The border will appear around the title page. To select no border, click on the blank selection. Click the Done button to return to the title page.

Creating a border:

In the graphics area, click on an object to select it. Choose Cut or Copy from the Edit menu. Use left page-turning arrow to go back to the title page. Choose Paste from the Edit menu to place the object on your title page.

Color Selection Window

Lets you change the color of text or objects.

Coloring an Object:

Select an object or objects you want to color from the graphic area. Click on the Color button on the tool palette to open the Color-Selection window. Click on one of the colors and then click on the Apply button or double click on a color.

Color 1 changes skin color on people and the main area of objects. Color 2 changes the clothing color of people and small areas on objects.

Coloring Text:

When the text cursor is active, click on the Color button on the tool palette to open the color-selection window. Click on one of the colors and then click on the Apply button or double click on a color. The next text you type will appear in the selected color.

To change the color of text already entered in the text area, drag the cursor over the word or words you want to change to highlight them, and then select a color from the color-selection window. The highlighted word or words will change to the color you selected.

Click on the Done button to return to the title page or main work screen.

Edit Menu

Undo:

Undoes your most recent action. This includes Cut, Copy, Paste, and Clear commands, changes to text, coloring, deleting, brightness scale, sizing objects, and moving objects.

Cut:

Removes the selected object or text from your story. Objects or text that have been cut may be pasted.

Copy:

Duplicates the selected object or text. The original objects or text remain in place. Objects or text that have been copied may be pasted.

Paste:

Places any previously cut or copied objects or text into your story. Text is added at the insertion point. Objects appear at the same location as the original cut or copied object. Multiple copies of objects or text can be pasted.

Clear:

Deletes the selected objects or text.

Select All:

Selects all the text in the text area or all the objects in the graphics area.

Show Clipboard:

Shows either the last text or graphic that was cut or copied from a different program or the last cut or copy made from Storybook Weaver Deluxe paint program.

File Menu

New:

Lets you start a new story. The new story will have the specifications set in the Preferences_ option.

Open:

Lets you open a previously saved story.

Close:

Lets you close your story. You may save any changes to your story before closing.

Save:

Lets you save your story. If you had not saved it before, you will be asked to enter a name.

Save As:

Lets you save a story under a different name. Any previously saved version of the story is also preserved.

Revert to Saved:

Replaces the document on the screen with the most recently saved version. This command makes it easy for you to undo all the changes that you have made to a story.

Preferences:

Allows you to specify the preferences for each new document. Object movement, language, and printed page format are features that can be set under Preferences.

Program Sound:

Allows you to turn the program sound on or off.

Page Setup:

Lets you select paper size, vertical sizing, and any printer effects.

Print:

Lets you print all or a portion of your story. Page formats are set in the Preferences_ command.

Quit:

Lets you leave Storybook Weaver Deluxe. You will be asked if you want to save changes to your document.

Goodies Menu

Restore Color:

Allows you to return text or objects to their original color. The original text color is black.

Ideal Size:

Returns an object to its originally drawn size.

Delete Page:

Allows you to remove the current page. A deleted page cannot be retrieved. The other pages are automatically renumbered. The title page cannot be deleted.

Insert a Page:

Allows you to add a blank page before your current page. Existing pages are renumbered. You cannot insert a page before the title page.

Copy a Page:

Allows you to duplicate a previously created story page to your current page. The story page, including scenery, objects, and text, is copied. This replaces your current page and cannot be undone. You cannot copy the title page.

Swap Pages:

Allows you to change the order of your story pages. You cannot swap the title page.

Go To Page:

Allows you to move to any page in your story.

Spell Check:

Lets you check the spelling of the words you have entered in the text area.

Thesaurus:

Finds synonyms of a word you have highlighted in the text area or a word you entered in the word box in the Thesaurus dialog window.

Speech:

Brings up a window of menu choices of voices that are currently installed on your system.

Speak:

Speaks the words you have highlighted in the text area or all the words you have entered in the text area.

Stop Speaking:

Turns off the speaking.

Font Menu

Provides font, size, and style choices for text in your story.

Help Menu

Show Button Names:

Gives you brief descriptions of tool palette buttons and other choices available on screen.

Speak Help Balloons:

Speaks the brief descriptions of tool palette buttons and other choices available on screen.

Topics:

Provides a list of topics that you can select to get on-screen information.

Main Menu Options

Book With Blank Pages:

Gives you the choice of starting a new story or finishing a saved story when you click on the book. By choosing Finish a story option, you can also finish supplied story starters.

Book With Words and Pictures:

Lets you read a story that you wrote and saved. You cannot make changes to a story you select to read.

The Printer:

Lets you choose a saved story to print.

The Door:

Lets you exit Storybook Weaver Deluxe.

Music-Selection Window

Lets you choose the type of music to be played for each page of your story. When you select Read a Story, the music you selected is played while each page is on the screen. Click on the Music button on the tool palette and select the music you want from the Music Selection window. To play no music, select the blank box in the Music Selection window.

Mouse Functions

Clicking:

Press and release the mouse button.

In the Text Area:

Moves the text cursor to the place in the text where the cursor is positioned. Any previously selected text is deselected.

In the Graphics Area:

Selects a single object. All previously selected objects are deselected.

Shift-Clicking:

Hold down the Shift key, then press and release the mouse button.

In the Text Area:

Extends the current text selection range to the place clicked. Any previously selected text remains selected.

In the Graphics Area:

Allows selection of additional objects without deselecting any previously selected objects. Clicking on a selected object will deselect the object.

Drag:

Hold down the mouse button to select.

In the Text Area:

Selects a range of characters (individual letters, numbers, etc.)

In the Graphics Area:

Creates a selection rectangle. All objects within the rectangle are selected.

Double Clicking:

In the Text Area:

Selects the word clicked on.

Object-selection window

Lets you select objects for placement in the graphic area. Click on the Objects button from the tool palette to open the Object-Selection Window.

The Object-Selection Window consists of multiple object categories. The object-selection boxes contain objects that are available in each category. Only a few of the objects available in a category are in view at one time. You can see more objects by clicking on the right or left arrows beneath the objects, by clicking on the scroll bar, or by moving the thumb of the scroll bar right or left. If you know the name of an object you want to see, you can move to it quickly by typing the first letter of the object.

Selecting an Object:

Select an object category by positioning the cursor on the category menu and clicking the mouse button and holding it down as you move through the categories. Release the mouse button when the category you want is highlighted. Scroll through the objects available in the category by clicking on the right or left arrows beneath the objects, by clicking on the scroll bar, or by moving the thumb of the scroll bar right or left. If you know the name of an object you want to see, you can move to it quickly by typing the first letter of the object.

Placing an Object:

You can place an object by clicking on it and then clicking the Add button, by clicking on it and dragging it to the graphics area, or by double clicking on it. Select as many objects as you want. The number of objects that can be placed on a page is limited by the memory. Click on the Done button or the close box to close the Object-Selection Window.

Moving an Object:

Click on the object or group of objects to select. Drag the object or group of objects to its new location. You can move several objects at once by holding down the Shift key and clicking on the objects you wish to move.

Removing Objects:

Select the object or objects you wish to delete. You can select all the objects at once by choosing the Select All command from the Edit menu. Click the Trash button on the tool palette, choose Cut or Clear from the Edit menu, or press the Delete key.

If you drag an object into the picture window but dont release the mouse button, you can drag the object back into the preview area to remove it.

Page-Turning Arrows

Turning Pages:

You can move from one page to the next by clicking on the page-turn arrows that appear at the bottom of every page.

The current page number appears between the arrows. Storybook Weaver Deluxe has a page limit of about 680 pages per story.

Paint Window

Lets you create new objects or change objects. Click the Paint Program button on the tool palette. Choose draw, erase, magnify, drag, bigger, smaller, or flip. To change the color in the pencil, click in the box of the color you want. Select Save to place your new or changed object in the graphic area.

Scenery-Selection Window

Lets you select the scenery for your story. Scenery may consist of Scenes, Colors, Patterns, or a combination of any of these.

Choosing/Changing a Setting:

Click on the Scenery button on the tool palette. Choose Scenes, Colors, or Patterns. Choose a background from the top row of choices by double-clicking or clicking once on your selection and then clicking on the Add button. Choose a foreground from the bottom row of choices in the same way. Scroll through the selections available in the category by clicking on the right or left arrows beneath the scenes, patterns, or colors by clicking on the scroll bar, or by moving the thumb of the scroll bar right or left.

Sound-Selection Window

Lets you assign sound effects to objects currently in the graphics area. When you give sound to an object, you hear the sound whenever you select the object.

Assigning Sound:

Select the object that you want to have sound. Click on the Sound button on the tool palette to see the Sound-Selection Window. To see more sounds, scroll through the sounds available in the category by clicking on the right or left arrows beneath the sounds, by clicking on the scroll bar, or by moving the thumb of the scroll bar right or left.

Unassigning Sound:

To remove sound from an object, choose the blank sound box from the Sound-Selection window.

Text Area

Lets you enter the text for your story.

Entering Text:

Click in the text area and just start typing. If you fill the area, the line separating the text area from the graphic area will move up, one line at a time. You may fill the whole page with text.

Selecting Text:

Move the cursor to the beginning of the text you wish to select, drag to the end of the text you want to select.

Deleting Text:

The Delete key deletes the character to the left of the insertion point.

Deleting Selected Text:

Highlight the text you want to delete. Then press the Delete key, choose the Clear command from the Edit menu, or click the Trash button.

To Change Fonts:

Highlight the text you want to change. Open the font menu and select the font you want.

Title Page

Lets you create a title page for your story.

Title:

Lets you add or change a story title. Click the Title button at the top of the title page tool palette and start typing in the text box that appears near the top of the screen.

Author:

Lets you add or change the authors name. Click the author button near the top of the title page tool palette and then start typing in the text box that appears in the middle of the screen.

Info:

Lets you add or change information about your story such as the date or story summary line. Click the info button on the title page tool palette and then start typing in the text box that appears toward the bottom of the screen.

Border:

Lets you place a border around your title page. Click on the Border button on the title page tool palette and select the border you want from the selection window that appears near the bottom of the screen.

Color:

Lets you color text or objects you have placed on your title page. Click on the Color button on the title page tool palette and select the color you want from the selection window that appears near the bottom of the screen.

Music:

Lets you select music to play while your title page is on screen. Click on the Music button on the title page tool palette and select the music you want from the selection window that appears near the bottom of the screen.

Tool Palette

Scenery:

Lets you create a setting for your story. For more information, see Scenery-Selection Window.

Objects:

Lets you select and place objects in the graphic area. For more information, see Object-Selection Window.

Color:

Lets you color selected objects or text. For more information, see Color-Selection Window.

Sound:

Lets you assign sound effects to selected objects. For more information, see Sound-Selection Window.

Music:

Lets you select music to play while the page is on screen. For more information, see Music-Selection Window.

Spell:

Lets you place the word of a selected object in the text area. To spell objects that you have put in your picture window, click where you want the word to appear in the text area. Select the object you want to include in your story text. Click on the Spell button.

Send to Back:

Allows you to move an object in the graphic area behind an object it is sitting on or to move an object in front of an object that is sitting on it.

Bigger:

Lets you change the size of objects. Select the object and click the Bigger button until the object is as large as you want it to be.

Smaller:

Lets you change the size of objects. Select the object and click the Smaller button until it is as small as you want it to be or until it is the smallest size you can make it.

Flip:

Lets you flip objects horizontally or vertically. To flip an object horizontally, select the object and click the Flip button. To flip an object vertically, select an object and then press and hold down the Option key on your keyboard. While holding down the Option key, select the Flip button.

Paint Program:

Lets you create new objects or change objects by drawing and erasing. For more information on how to use the Paint Program, see the Paint Program Window.

Trash:

Allows you to delete objects or text. Just select what you want to get rid of and then click the button.

Stop:

Allows you to close your current story. Storybook Weaver Deluxe will ask if you want to save your story before you close.

