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## What's In this Package

This package contains the MOVIE program files and help files. The following is a listing of the files installed with MOVIE:

FILE.DLL	Library file.
HOOKLIB.DLL	Library file.
MOVIE.EXE	Program file.
MOVIE.HLP	Windows help file.
BALLOON.MOV	Movie of balloon.
BOUNCE.MOV	Movie of bouncing ball simulation.
VOYAGER.MOV	Movie file of map data in demo movie.
README.TXT	Information about MOVIE.
REGISTER.TXT	Sample registration for MOVIE.

### **Related Topics:**

[Requirements](#)

## **Requirements**

The MOVIE animation tool requires Windows 3.0 or 3.1.

### **DISK SPACE:**

The MOVIE program and help files require approximately 500 KB of free hard disk space. The .MOV files are not required for MOVIE to run. These files can be removed after installed to reduce disk space.

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# License Agreement

0. This License Agreement applies to Lantern Corporation's MOVIE software (herein referred to as "Program") between licensee (herein referred to as "you") and Lantern Corporation (herein referred to as "Lantern").

## Registration of Program:

1. This Program is Shareware. It is not free. It is distributed freely for the purpose of evaluation by users for a period of 30 days. If you find this Program useful, you are required to register it with Lantern. This entitles you to certain benefits outlined below.

2. Registration of the Program by you will include the following:

Registration Certificate.

Free upgrade of MOVIE.

Hard copy of Program documentation and instructions including application notes for use with MOVIE.

Technical Support

List of public domain movies for use with Program.

Update notices.

These are described in more detail in [Registration Benefits](#).

3. Registration requires a written registration (or similar correspondence) contained herein as "[REGISTRATION](#)", to be sent by you to Lantern at the following address: Lantern Corporation, 63 Ridgemoor Drive, Clayton, MO 63105, along with the enclosure of a registration fee of \$49 in US dollars. Registration of the Program to you will not occur until Lantern has received both the registration notice and registration fee.

## Copying and Distribution:

4. You may copy and distribute the Program as you receive it, in any medium, provided that you conspicuously and appropriately publish on each copy an appropriate copyright notice and disclaimer of warranty; keep intact all the notices that refer to this MOVIE License, and to the absence of any warranty; and give any other recipients of the Program a copy of this MOVIE License along with the Program.
5. A nominal fee not to exceed \$5 for expenses, handling and reproduction costs can be charged for distribution of this Program.

## Warranty:

7. This program is distributed in the hope that it will be useful, but WITHOUT ANY WARRANTY; without even the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. This MOVIE License explicitly excludes any movie files (\*.MOV) distributed with the Program. All movies are subject to the restrictions applied by the owners. You should contact the owner of the movie for the appropriate distribution rights.

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# Registration

Please make your payment of \$49 in US dollars payable to: Lantern Corporation. Please do not send cash.

Name: \_\_\_\_\_ Company: \_\_\_\_\_

Address: \_\_\_\_\_

City: \_\_\_\_\_ State: \_\_\_\_\_ Zip: \_\_\_\_\_

Phone: \_\_\_\_\_ FAX: \_\_\_\_\_

Where did you hear about MOVIE?

\_\_\_\_\_

Signed: \_\_\_\_\_ Date: \_\_\_\_\_

Send to: Lantern Corporation, 63 Ridgemoor Drive, Clayton, MO 63105.

**Print this topic to use this registration form.**

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# Registration Benefits

Upon registration of MOVIE, you will receive:

## **Registration Certificate**

This certificate will show that you are a registered user of MOVIE and allow you to obtain technical support from Lantern Corporation.

## **Upgrade of MOVIE**

The upgrade version of MOVIE contains a script feature that allows you to play and organize individual movie files into longer more complicated movies. The scripts allow you to: play movie files with command line parameters, insert pauses, exit the movie program, loop the entire script, save images on the screen, and play other script files from within the script.

## **Program Documentation and Application Notes**

The application notes include how to use MOVIE with popular software such as Microsoft Excel, Voyager, fractal programs, and drawing programs. Using Windows 3.1 and using MOVIE with DOS applications is explained, along with tips and tricks on creating presentations and slide shows.

## **Technical Support**

Technical support will be provided from 9:00am to 5:00pm central time, or via Compuserve.

## **List of Public Domain Movies**

Lantern Corporation will provide a list of movies available and where to get them.

## **Update Notices**

Lantern Corporation is constantly developing its products to provide its users with the best possible product. As a registered user, you will receive notices about MOVIE updates.

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## Viewing the Demonstration Movie

This version of MOVIE contains demonstration movies that show some of the uses of MOVIE. To view these movies refer to Open in the File menu.

In addition, demonstration movies require your monitor to display 16 colors. Monitors set in 256 mode will not display the movies. For information about movies and devices, see Memory and Devices.

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# Components

The MOVIE application has three components: the MOVIE icon, a Remote Control, and a Display Screen.

MOVIE Icon

Display Screen

Remote Control

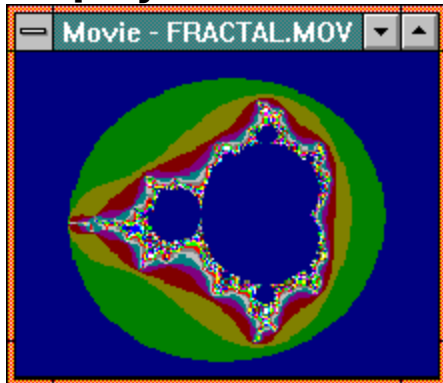


## **MOVIE Icon**



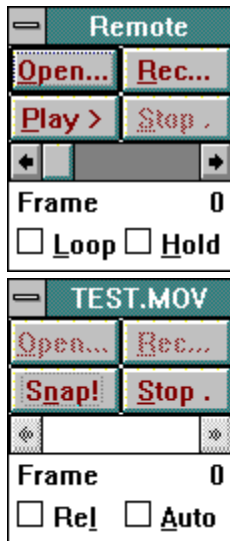
The MOVIE icon represents the program in the Windows Program Manager. This icon is used to start MOVIE -- the same as in other applications -- by double clicking on the icon. After MOVIE is started the icon appears at the bottom of the screen. Double clicking on this icon opens MOVIE's display screen.

## Display Screen



The display screen displays the animated sequences produced by MOVIE. It is analogous to a TV screen. The display screen also contains MOVIE's menu. You access the menu from the display screen by clicking anywhere on the display screen

## Remote Control



### Playback Mode

### Record Mode

The Remote Control unit contains a subset of MOVIE's control functions. It serves the same purpose as a Remote Control unit of a VCR in that it controls both recording and playing functions. The remote changes modes, however, depending if MOVIE is playing or recording a movie. Both modes are shown above.

The Remote Control can be displayed by selecting **Remote Control** from the Control menu or by pressing **R** on the keyboard when MOVIE is active. In addition, command line options can be used to automatically display the remote when MOVIE is started.

Click on the following for help about that feature:

[Open...](#)

[Rec...](#)

[Play >](#)

[Loop](#)

[Hold](#)

[Snap!](#)

[Stop.](#)

[Rel](#)

[Auto](#)

[Frame](#)

### Related Topics:

[Adjusting the Speed](#)

[Displaying the Current Frame](#)

[Moving Frame by Frame](#)

## ***Adjusting the Speed***

During playback, you can control the speed of the movie by adjusting the scroll bar. Moving it to the left causes the movie to play slower, moving it to the right causes the movie to play faster.

## ***Displaying the Current Frame***

The remote control displays the current frame below and to the right of the scroll bar. You can use this to locate specific frames or to find the total number of frames in a movie.

## ***Moving Frame by Frame***

Also using the remote, you can display the movie frame by frame. The frame bar located below the **Play>** and **Stop** buttons of the remote control displays the number of frames contained within the current movie. By using the arrow keys or the scroll bar, you can move through the movie frame by frame.

Refer to the Frame Menu for additional frame commands.

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# Making a Movie

The following outlines the steps in making a movie. Detailed instructions follow:

## 1. Start MOVIE.

Start an application to record with.

Without closing the previous application, start MOVIE and press **R** on the keyboard to display the remote control.

## 2. Select the area to capture (capture area).

Using the remote, click on **Record...**

Give a file name using **.MOV** as the extension.

Click on **OK**.

Place the clipboard on the application to record.

## 3. Create frames of the movie.

Use **Ctrl+Alt+F9** or click on **Snap!** on the remote to create frames.

## 4. Stop recording.

When the frames are recorded, click on **Stop** on the remote.

## 5. Playback the movie.

Using the remote, click on **Play>** to view the movie.

## For More Information:

[Starting Movie](#)

[Selecting a Capture Area](#)

[Creating Frames](#)

[Playing the Movie](#)

## **Starting Movie**

To start MOVIE, double click on the MOVIE icon causing the icon to be displayed at the bottom of the screen.



## Selecting a Capture Area

Without closing MOVIE, open an application that you would like to use with MOVIE.

Use **Ctrl+Esc** to switch to MOVIE.

Select **Record...** from the File menu or the remote control.

MOVIE requires that you give the filename of the movie before you create it. You must use a **\*.MOV** extension. When you have entered the movie's filename, the mouse cursor becomes a clapboard with the arm up.

### For More Information:

To capture a window:

To capture an area:

Moving and Resizing Windows

### ***To capture a window:***

Place the clipboard onto the window you want to capture and press the left mouse button.

MOVIE defines a window to be any area encompassed by a solid line. A border will appear along the edges of the window to indicate the capture area.

If MOVIE did not select the area you want to capture:

Switch to MOVIE and select **New...** from the File menu or remote control.

Select **Record...** from the File menu or remote control.

You can record over the file you just created by selecting it. Try using the capture area method to define your capture area.

***To capture an area:***

Place the clipboard in the upper right corner of the area to capture.

Hold down the left mouse button and drag the clipboard to the bottom left corner of the area to capture.

This causes a selection box to appear around the area. Release the mouse button when the area is within the selection box.

## ***Moving and Resizing Windows***

You can move the application's windows once you have declared a capture area by turning on--indicated by a check mark next to the item--the **Window Relative menu** item under the Options menu.

You should not resize an application once a capture area is declared because the capture area will **NOT** resize itself. If you need to resize the application, declare a new capture area using the application's new size.

## Creating Frames

After a capture area is selected, you can record a frame of the movie at any time by:

clicking the **Right** mouse button over the MOVIE icon

or

pressing **Ctrl+Alt+F9**.

or

pressing **Snap!** on the remote control.

When the frame is recorded the selection border briefly appears around the selected area or window and the movie reels of the icon turn.

Make changes to the capture area then record the next frame. Continue this process until several frames have been recorded.

### Related Topics:

[Stopping the Recording](#)

[Automatic Frame Captures](#)

## ***Stopping the Recording***

When all the frames have been recorded:

Switch to MOVIE using **Ctrl+Esc**.

Select **Stop** from the Control menu or from the remote control.

## ***Automatic Frame Captures***

Several options for automating the process of creating frames are available using the **Auto Events...** command under the Options menu. Once you have selected an option select **Auto Record** from the Options menu to start auto recording. To stop auto recording, unselect **Auto Record**.

## Playing the Movie

To playback the movie:

Select **Play** > from the File menu or from the remote control.

If no MOVIE is loaded, use **Open..** from the File menu or remote control.

This will create a display screen that will play the movie. When you open a movie, it will open the display screen using the movie's original size.

To expand the window size, use the window boundaries. As you size the window the movie will continue to play in its recorded size. You can use the **Stretch** option in the Control menu to size the movie to MOVIE's window boundaries. However, this will effect the performance of MOVIE. Movies play best when viewed at their original size (the size they were recorded in).

You can maximize MOVIE's window to cause the current movie to play in the center of the screen. This is an effective way to play demonstrations or presentations because no window boundaries are present.



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## File Menu

The file menu contains menu items that control the opening and recording of movie files and the playing of the demonstration movie.

New  
Open...  
Record...  
Exit

## **New**

**New** clears the current movie file from memory. Use this item if more memory is required for another application.

## **Open...**

**Open...** displays a dialog box showing existing MOVIE animation files for playing. Movie files have the extension **\*.MOV**. From the Open... dialog box select the movie to open. When a movie is opened, it immediately begins playing.

## **Record...**

**Record...** will clear the current MOVIE and allow to record a new movie.

Before you record a movie, you will be prompted to enter the filename. You can enter a new filename or record over an existing file by entering its filename.

When you have entered a filename, the mouse will change to a clipboard. Next, designate a capture area to record.

## **Exit**

This will exit MOVIE and remove any movies from memory.

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# Control Menu

The control menu contains menu items used for playing or recording a movie.

Play >

Snap

Stop

Remote Control

## **Play >**

To play a movie, you must first have a movie loaded either by opening a movie using the **Open...** command, or have recorded a movie using the **Record...** command.

Once a movie is loaded it will automatically begin playing. Once you have recorded a movie, simply press **Play >** and the movie will begin.

## **Snap**

**Snap** will record a frame of the movie. This is equivalent to pressing **Ctrl+Alt+F9** or clicking on the MOVIE icon with the right mouse button.

When the frame is recorded, a border briefly appears around the selected area or window and the reels of the MOVIE icon turn.



## **Stop**

**Stop** will end the recording or stop the playback.

## **Remote Control**

**Remote Control** toggles the remote control display on or off. If the remote is on, a check mark will appear beside this menu item.

Using the Remote Control

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## Frame Menu

The **Frame menu** allows you to move through the movie frame by frame or to jump to the beginning or end. When the movie is in playback mode you can use the following Menu Items or Keystrokes to execute where to move within the movie:

<b>Menu Item</b>	<b>Keystroke</b>	<b>Moves to</b>
First	Home	First Frame
Back	PageUp	Previous Frame
Next	PageDn	Next Frame
Last	End	Last Frame

The remote control provides the frame number with the movie file.

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## Options Menu

The **Options** menu allows you to change the modes of operation of MOVIE. This includes sizing the display screen, loop the movies playback, insert a pause between playbacks, display a remote control, and cause the capture area to be relative to a window. The default mode of these options can also be set using the Command Line Options.

Loop

Hold

Movie Size

Window Relative

Auto Record

Auto Events...

Record Monochrome

Stretch

## **Loop**

**Loop** mode will play the movie as a continuous loop. After the last frame of the movie is played, the movie will start again from the beginning.

## **Hold**

**Hold** will pause the movie between loops for one second.

## **Movie Size**

**Movie Size** will resize the display screen to the original recording. This will produce a significant speed increase over expanded or contracted display screens during playback.

## Window Relative

The **Window Relative** option causes the selection area to "stick" to the application--the selection area stays relative to the window. This allows the application and the selection area to be moved from one location to another.

When this option is off (the default mode), the selection area does not move with the window it was declared in. Instead, the selection area remains in a fixed position on the screen.

### Related Topics:

[Sizing an Application](#)



## ***Sizing an Application***

You should not resize an application once a capture area is declared because the capture area will **NOT** resize itself. If you need to resize the application, declare a new capture area using the application's new size.

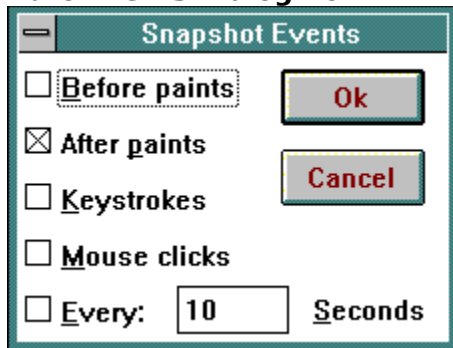
## **Auto Record**

**Auto Record** snaps frames automatically, depending on the event selected in using the **Auto Events...** command.

## Auto Events...

**Auto Events...** can initiate the capturing of a frame depending on the selections made in the dialog box. The auto events can also be set using the [Command Line Options](#).

### Auto Events Dialog Box:



The following options are available:

- Before paints** Snaps before a paint occurs.
- After paints** Snaps after a paint occurs.
- Keystrokes** Keystrokes are sent to the window.
- Mouse Clicks** Mouse clicks are set to the window.
- Every Second** A capture will occur every  $n$  seconds

## **Record Monochrome**

This menu command will record the movie as monochrome. Use this option if you are having trouble displaying a movie using other monitors.

## **Stretch**

This menu item will cause the current movie to stretch to the borders of the MOVIE window, or if the MOVIE window is maximized, will cause the movie to stretch over the entire screen. This menu item toggles off and on.

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# Help Menu

[Index](#)

[Help on Help](#)

[About Movie...](#)

## **Index**

This menu item will show this help file.

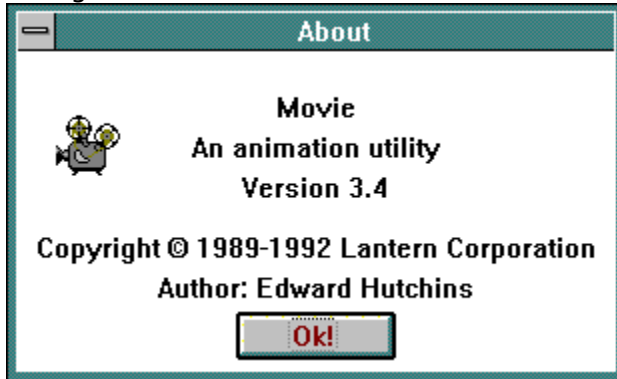
## **Help on Help**

This menu item will start the Windows help file for using help.



## About Movie...

This menu item will give information about MOVIE . The following is the **About Movie...** dialog box:



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## Using Motion

Motion can be very effective in presentations for capturing your audience's attention. You accomplish motion by snapping a frame, moving an object and then snapping another frame. There are, however, some guidelines to use when creating motion.

The larger the object, the less the object should be moved between frames. This is because larger objects take longer to redraw and their movement is more noticeable. Smaller objects can be moved a greater distance between frames. They take less time to redraw and their movement is less noticeable.

Experimentation and practice are the best methods in creating motion. Using different tools and movement will effect the results. As you work with different techniques you will find those that give the best effects and results.

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## Editing Movies

Upon registering MOVIE, you will receive an upgrade of MOVIE. Using this upgrade you can write scripts that allow you to link separate movie files together and create longer more complicated movies.

In this version, however, editing is accomplished by running two copies of MOVIE--one to play a movie and the other to record. This process allows you to combine several movies from different sources, splice frames between movies, and to create longer more complicated movies. If you are editing across movie files (using frames from different movies) you should organize your movie files first. In addition, there are considerations about the capture area you need to decide in advance.

### **For More Information:**

[Getting Started  
Procedure](#)

## **Getting Started**

Before you get started, it is helpful to create a script that will outline each scene. Scripts are useful to help organize longer more complicated movies. The script should contain information about what will be presented on the screen, any motion or movement between objects, and any text that will appear. You should create a separate movie file for each scene in the script.

A good way to organize a long movie is to create a subdirectory that will contain all the movie files. This neatly keeps all scenes in the same location.

When you create your scenes, it is not necessary to duplicate the frames for each picture in order to control how long a picture is displayed. You can do this when combining the movies. Therefore, you only need one frame for each picture in your scene.

### **Selecting a Capture Area**

You can play a movie two ways: with MOVIE's window border present playing the movie in its original or custom size; or with MOVIE maximized so that the movie plays in the middle of the screen. If you are editing frames all the same size, use MOVIE's window border to set the capture area. If you are editing frames that are different sizes, you can maximize MOVIE and declare an area in the center of the screen as the capture area.

In addition, you can also declare an area within MOVIE's borders, or you can maximize MOVIE and declare the entire screen as the capture area. Choose the method that suits your needs. If you don't like the results, use a different method. Practice and experimentation are the best methods.

## Procedure

The procedure for editing or combining movies uses two copies of MOVIE running simultaneously. One copy of MOVIE plays each frame, while the other copies the first's display screen. It may be helpful to do a "run-through" of the scenes to find any problems before you begin recording.

Open two copies of MOVIE.

Using one copy of MOVIE, **Open...** the first frame.

Using the second copy of MOVIE, start **Record...** and select the capture area using the guidelines above.

Use the remote to display the frames using **Ctrl+Alt+F9** to copy each frame into the new movie.

## Tips

When you finish a long movie, it may be more efficient to edit (adding more frames, removing frames) the newly created movie using the procedure above. This reduces the number of files to be loaded to one and reduces the number of additional errors that could be created by redoing the entire movie.

It may be helpful to display both remote controls. This will allow you to see the number of frames that you are adding to the new movie.

It may be necessary to use the **Switch To...** command in MOVIE to start the second copy of MOVIE if your display screen is maximized.

By using the **PageDn** key to go to the next frame in the movie you are recording from, and **Ctrl+Alt+F9** to snap a frame, you can use a macro recorder to make the editing easier. Windows comes with **Recorder**, a program that allows you to assign a series of keystrokes to a single key.

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## Command Line Options

The Windows Program Manager allows typing optional command line parameters. These can be used to start one particular MOVIE file or to set the default configuration of MOVIE.

### Syntax

## Syntax

The syntax for the command line is:

**MOVIE [ /options ] [filename.mov]**

### options:

The options need to start with a /. To place more than one option, you do not need to use a space between each option. For example: **/ZRA**.

<b>Z</b>	Set the window to the MOVIE's original size. This is required for the <b>Fn</b> , <b>Sn</b> and <b>P</b> options.
<b>R</b>	Displays the <u>remote control</u> .
<b>L</b>	Enable the <u>Loop</u> option.
<b>H</b>	Enable the <u>Hold</u> option.
<b>Sn</b>	Speed of playback where <i>n</i> equals 0 for fastest and 1000 for slowest.
<b>Fn</b>	Frame to display where <i>n</i> equals the frame number.
<b>W</b>	Enable the <u>Window Relative</u> option.
<b>M</b>	Maximizes MOVIE's window.
<b>P(x,y,w,h)</b>	Window position in 0-10000 units.
<b>x</b>	Distance between left border and left edge of screen.
<b>y</b>	Distance between upper border nad edge of screen.
<b>w</b>	Width of MOVIE window.
<b>h</b>	Height of MOVIE window.

### filename.mov

This is the filename of the movie to play when MOVIE is started.

### EXAMPLES:

MOVIE /ZL BALLOON.MOV

Plays and loops the movie BALLOON.

MOVIE /ZLHS500 BALLOON.MOV

Plays and loops at medium speed the movie BALLOON with a pause between loops.

MOVIE /ZF12 BALLOON.MOV

Opens the movie BALLOON and displays frame 12.

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# Memory and Devices

## Memory

Movies consume large amounts of memory, both in RAM and on the hard disk. MOVIE uses two different compression schemes to reduce memory requirements. You can manage your movie's size by either the size of the capture area or the number of frames. The greater the number of frames then the smaller the capture size should be.

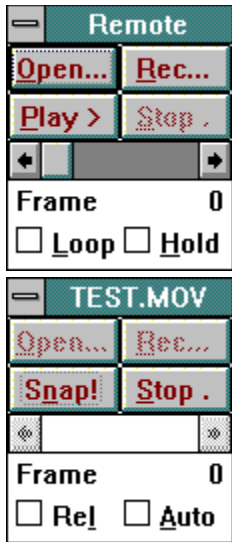
In addition, certain subject matter will increase the size of your movie. These are: radical changes in the composition of the screen from one frame to another, gradients, and rapid movement of large objects.

## Devices

Movies will play with some limitation on different display devices than the ones they were created on. In general, you can display any movie on any monitor as long as the number of colors are the same. This means that a movie made on 16 colors will NOT play on a monitor using 256 colors or visa versa.

In addition, you may also incur some problems displaying movies using different graphic arrays. For example, movie created on some super VGA monitors will not play on CGA monitors. The best rule to anticipate problems is to create a small movie of a few frames and test on the graphic arrays you are using.





**Playback Mode**

**Open...**      **Rec...**  
**Snap!**      **Stop.**

**Record Mode**

**Play >**      **Loop**      **Hold**  
**Rel**      **Auto**      **Frame**

Select an option to view that help screen or click the right mouse button to remove this screen.

<u>F</u> ile	▶
<u>C</u> ontrol	▶
<u>F</u> rame	▶
<u>O</u> ptions	▶
<u>H</u> elp	▶

MOVIE's Menu.