

## Help for The Electronic Library of Art™

Click on any of the buttons below for specific help:



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**Selecting a Language:**

The text in this version of the Electronic Library of Art can be displayed in any one of several languages. To select a different language, click on the Control Menu Icon of the main window (The square at the upper left corner of the screen) and the Control Menu will appear. Click on the Language option on this menu, and the Language Dialog Box will appear with a list of the available languages. Select a language, click on the OK button, and all of the text in the program will now appear in the selected language.

## **Introduction**

The Electronic Library of Art is a Multi-volume presentation of the

**Browse...**

**Browse by:**

<input checked="" type="checkbox"/> Artist	<input type="checkbox"/> Title
<input type="checkbox"/> Medium	<input type="checkbox"/> Date
<input type="checkbox"/> Object	<input type="checkbox"/> School

**Select by Image**

↓

OK

Cancel

Clicking on the Browse button activates the BROWSE Dialog box as shown above. You can browse through the database in any of the categories shown in the section labeled "Browse by". Begin by clicking on one of the categories. Once you select one of the categories, you can view its contents in the drop down combo box by selecting the down arrow. You can now select the starting point of your browse by clicking on the desired item in the list.


Once you have made your selection, click on the OK button to begin your browsing.

If you activated the "Select by Image" check box, then an array of small pictures will appear. Otherwise, the Data Card will be displayed.

The selected picture will appear in the upper left corner of the screen at a reduced size.

### **Browse by Picture:**

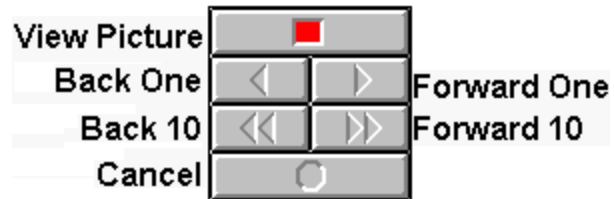
You can select the work that you wish to view by double clicking on it's "postage-stamp" icon with the Magnifying Glass cursor.

You can page through this array by clicking the forward or back arrow  to get another window of icons.

The Cancel button  will delete this window.

### Browse by Data:

The Data Card contains the relevant data about the currently selected record along with a small "postage-stamp" picture of the work. You can page through the records or view the large image of the work by clicking on the control buttons as shown below.



These categories may vary depending on the specific title.

### Selected Picture:

You can either click on the maximize button to enlarge the picture to its full size, or you can grab one corner of the picture with the mouse and stretch it to any size you desire.



The top of the selected picture contains a button bar, shown above, which will always contain at least a **Data** button.

Clicking on the **Data** button will bring up a box that contains data specific to that particular work.

If there is a Biography of the artist associated with a work, a **Bio** button will be on the button bar. Clicking on the **Bio** button will bring up a window with the artist's [biography](#).

If there are Detail pictures of this work, a **Details** button will be on the button bar. Clicking on this button will bring up a detail picture of this work. If there is more than one detail of this work then the **Details** button will remain active. Once all of the details have been displayed, the **Details** button will turn gray.

You may display more than one picture at a time for comparison purposes. You will find, however, that after a certain point (depending on how much memory is in your system) the performance will slow down.





Clicking on this button will display The Art Game. The Art Game is a multiple choice quiz where you answer questions about randomly selected works of art.

Except for the Easy and Scrabled levels, a portion of the selected work of art is displayed. If that portion is not enough for you to identify the whole picture, you can click on a gray section of the display window to reveal another section of the picture. Once you have selected a correct answer, your score will be the number of sections of the picture that you did not have to see to arrive at an answer. If you needed to uncover the whole picture to select a correct answer, you will receive one point.

### **Options**

## GameOptions

### Levels of Play:

There are six levels of play:

Easy

Moderate

Hard

Difficult

Surprise Me

Scrambled

### Sound:

Checking the Sound Check Box controls whether or not sound is played when you answer the question.

### Play from a Script File:

You can load a script file to preselect the works of art that you will be quizzed. This is useful for reviewing specific material for an Art History Course. Selecting this option will bring up a File Open Dialog Box listing any script files (\*.ASF - for **Art Script File**) in the current sub directory. Select the desired script, click the OK button on the Options Dialog Box and when you select the Start Game Button in the Art Game, all of the questions will be based on that script file.

**Creating a Script File:**

A script file can be easily created using any text editor. A script file must contain three types of information: a Header line, a Volume line and a list of picture numbers.

The first line of any script file must contain the following Header:

**ELASCRIP\_T\_V1**

This identifies the file as a valid ASF file. The next line must contain the volume number. We currently have four volumes in the Electronic Library of Art series--they are labelled ELAVOL1 through ELAVOL4. If you are writing a script file for *A Survey of Western Art*, for example, the second line of that file must read:

**ELAVOL1**

Next, you will list all of the works of art that you want to appear in the game by the Picture Number of each work--one Picture Number per line. The Picture Number for a given work is in the lower right corner of the Data Card for that work.

Once you have listed all of the desired pictures in the script file, you can save that file as a text file using ASF for the file extension. We have included a script file TEST.ASF as an example.

A full picture is displayed.

One-quarter of the picture is revealed at a time in a 2x2 array.

One-ninth of the picture is revealed at a time in a 3x3 array.

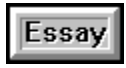
One-sixteenth of the picture is revealed at a time in a 4x4 array.

In this mode, the picture is revealed in anywhere from a full picture to a 4x4 array in any possible combination.



In this mode, the picture is displayed in a 4x4 grid with all 16 sections of the picture scrambled. This is known as a Slide Puzzle. You can either simply guess the work of art, or you can solve the puzzle by unscrambling the elements.

To solve this puzzle, click on one of the picture section adjacent to the empty rectangle. The selected element will slide into the empty square. Repeat this action until the picture is completely unscrambled.



Clicking on this button will display the Multimedia Art History Essay for this title.



Clicking on this button will bring up the Background Music Dialog Box. The left side of this box contains a list box of MIDI music selections contained on this disc. You may play one selection or all of the selections either once or continuously while you are viewing the works of art.

It is very important that the MIDI device driver and the MIDI patchmap is correctly installed in your system, otherwise the music may not play, or may not play properly.



If there are multiple pictures being displayed, this button causes them to overlap so that each title bar is visible. This only effects the main pictures and not their details.

**Copying Images and Text:**

Pictures and text may be copied to the clipboard, and then pasted into other applications.

First click on the Control Menu box for any visible window containing a picture or text--this is the gray square box in the upper left corner of the window next to the title bar. Click on the Copy command at the bottom of this menu. The text or picture will now be copied to the clipboard ready to be pasted into another Window's application.

**Printing:**

If you wish to print an image or text, you should first copy the desired image or text into an application that is capable of printing the selected matter, and then print it from that application. For example, not all Paint programs are capable of printing 256 color pictures on a black and white printer, so you must choose an application that supports this before you can print the picture.

The Control Menu showing the Copy Command:



## **Copyright Issues:**

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## **Problems:**

### **Pictures Seem to Lack Colors:**

### **The Music Doesn't Play:**

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**(510)713-8904**

9am to 5pm weekdays West Coast time



**Pictures Seem to Lack Colors:**

All of the pictures in this system are 256 color images, and you must have both a graphics card capable of displaying at least 256 colors at a 640x480 resolution and the proper Window's display driver installed.

First check to see if you have a graphics card capable of displaying at least 256 colors at 640x480--sometimes referred to as a SuperVGA or SVGA card (sometimes this is referred to as an 8 bit color graphics card). Since there are hundreds of cards available, the easiest way to find out is to ask the dealer where you purchased your card or system. Most systems sold in the last couple of years come equipped with SVGA cards, but some--mostly cheaper ones--only come with a standard VGA card. SVGA cards can be purchased these days for less than \$50.

If you have a SVGA card in your system, and the pictures still don't have much color, then you must install the proper Window's display driver. These drivers usually come on a floppy disk that is included with your system or graphics card. Install these drivers using the Window's Setup program in DOS following the instructions that came with your graphic card or system.

**The Music Doesn't Play:**

Your sound card and its Window's drivers and MIDI map options must be properly set in order for the music to play properly or at all. The Midi files were optimized for the Creative Labs Sound Blaster card. Other cards should work but voices may be limited. If you have trouble getting this feature to work check all the settings to make sure that they are as recommended by the manufacturer of your sound board. If you still have trouble with it, refer to the sound board documentation or call the sound board manufacturer.

## **Customizing the Program:**

