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About Ziya

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Ziya products:

* Presentation King and Slide King: Multimedia presentation tool. Slide King is the viewer.

* Multimedia Greeting Maker: Presentation King plus a library of Multimedia Greeting Cards.

* Mortgage King: Mortgage amortization calculation program with multimedia presentation.

* Data King: Client Information system and contact manager for insurance/finance/agent/broker.

You can find their shareware edition on internet:

Site: SimTel.Coast.NET
File:
  Presentation King: simtel/win3/multimed/pking*.zip
  Mortgage King: simtel/win3/finance/mking*.zip
  Data King: simtel/win3/finance/dking*.zip

PK File

PK File is the data file for Presentation King and Slide King. It stores Wording and file names of bitmap file and sound file, but   It does not store physical bitmap nor sound files in it, so all bitmap and sound files should be available when you use PK File.

See also: SK File

SK File

SK File is the same as <u>PK File,</u> except that the directory names of bitmap files and sound files may not be the same. SK Files are used to distinguish themselves from PK Files.

When you develop your presentation, bitmap files and sound files can be under any directory. But when you distribute it using the `Distribute` command, all directory names are removed and the working directory is used.

File Menu

The File menu provides commands for creating new files, opening existing files, saving files and exiting the application.

<u>New</u>　　　　Create a new, untitled file.
<u>Open</u>　　　　Open an existing file.
<u>Close</u>　　　　Close the current file.
<u>Save</u>　　　　Save the current file.
<u>Save As</u>　　　　　　Save the current file under a new name.
<u>Exit</u>　　　　Exit this application.

File Close Command

File|Close closes the current   PK   File. If you've modified a PK File without saving, you'll be prompted to save before exiting.

File Exit Command

The File|Exit command exits this program.   If you've modified a PK File without saving, you'll be prompted to save before exiting.

File New Command

The File|New command opens a new <u>PK</u> File, named as `noname.pk`. The application prompts you to name   the new file when it is closed.

File Open Command

The File|Open command displays the Open a File dialog box so you can select a file to load into   memory.

Auto save and backup

A backup file is automatically created when a file is opened. The base name of the backup file is the same as the working file but the extension is `bak`.

An auto-save file is automatically created. The base name of the auto-save file is the same as working file but the extension is `sav`. The file is re-created for every auto-save-period if the working file has been modified in the period. This file will be deleted upon normal exit. If there is power failure or your operating system crashes, this file will not be deleted and the maximum work you will lose is the work in the last auto-save period. The time period is 10 minutes.

The backup file and auto-save file are created under the Presentation King directory, not the working directory.

Note: the work in the Current Scene is a draft work. It will not be auto saved unless you
   1). change Act, 2). change Scene, or 3). click Ok button.

How to restore the work in auto save file:
   1). Use File | Open to open the .sav file.
   2). Use File | SaveAs to save it as your working file.

   Do not use .sav file as your working file.

File Save Command

The File|Save command saves the PK   File to disk. If the PK File is unnamed, the Save File As dialog box is displayed so you can name the file, and choose where it is to be saved.

File Save As Command

The File|Save As command allows you to save a PK File under a new name, or in a new location on a disk.   The command displays the Save File As dialog box.   You can enter the new file name, including the drive and directory.   If you choose an existing file name, you will be asked if you want to overwrite the existing file.

Introduction

Presentation King is an integrated program. It consists of two parts:
    1). Presentation information preparation tool.
    2). Presentation viewer.

A stand-alone edition of presentation viewer (Slide King) is available for re-distribution.
You can use Presentation King to prepare your presentation and
        1). use Slide King to show your presentation.
        2). distribute your file and ask the receivers to see your presentation using Slide King
        on their   computer.
        3). use Presentation King to show your presentation.

Your presentation can be a work proposal, an advertisement, an introduction to new products, educational materials, stories,   childrens books or even a Multimedia   Greeting Card.

Slide King is extremely easy to use. There is no help needed (although a help button is provided).

Presentation King is very easy to use. You do not need to know programming. It is also very powerful. Please see the examples by clicking the icons within this package. You can use sample.pk as your learning example.

Features

*   Bitmaps can be painted anywhere in many Fashions.
*   Sound can be one of the ingredients.
*   Wording (text) can be painted in different fonts with optional shadows and angles.
*   All visual objects can be dragged and dropped.
*   Simple animation is provided.
*   Designed for presentations, children's books and multimedia greeting cards.
*   Designed for multilingual use.
*   Very powerful yet easy to use.
*   Comes with examples.
*   Much MORE!

Distribute your presentation

Presentation King generates a <u>PK</u> File. You use Presentation King File|Save or File|SaveAs to save your work. For example, you save a file called my_prest.pk.   You   can then distribute this file with all the bitmap and sound files you used in your PK File.

The command under the menu choice `Distribute`   does all this for you. It generates an installation program and the uninstallation program on the distribution disk as well.   The receiver of the presentation can do normal installation.   The uninstall icon on installed presentations is very convenient for receivers.

Technical information for users who want to do their own installation program:

> Slide King needs to know which file to present. You can give the file name in a Command Line:
>
> > sking.exe my_prest.pk
>
> Then, Slide King will read my_present.pk and show your presentation.
>
> If you start Slide King without giving   a file name, Slide King will show an Open File Dialog asking you to choose a file.
>
> Note: If bitmap or sound files pointed by PK File have directory names, you have to make sure the showing computer has the same directory and files. In most cases, to make things easier, you should put all those files in the current directory.

Overview

Your presentation consists of one or more Acts. Each Act consists of one or more Scenes. An Act is a logic group. It is a group of Scenes. There is, actually, no physical record for an Act, while there is one physical record for each Scene. Slide King plays one Scene after another in an Act without stopping. When all the Scenes of an Act are played completely, Slide King stops, waiting for the user's response.   The user can then click Next Button to see the next Act .... If there is no response from the user, Slide King will show the next Act automatically after <u>Doze</u> time is out. When the show goes to the end, it will restart from the first Act.

Presentation King and Slide King are designed for multilingual use. You can present it in different languages by changing Wording (text) without touching other parts of your presentation.

Differences in Editions

Presentation King

Slide King (the viewer) comes with Presentation King. Slide King   is distributable.

There is a Shareware Edition, a Regular Edition and an Objective Edition for Presentation King and Slide King.

The Shareware Edition of Presentation King has the same functionality as the Regular Edition, but   with Shareware Windows. All presentations prepared by Shareware Edition are marked with a Shareware stamp.

The Objective Edition is in object and header files of C++ for corporate users. Users can inherit from Presentation King and add new features.

See License Agreement for details.

Slide King

There is only one edition of Slide King and it is distributable.

Corporate users can   add their co-copyright on Slide King. The Help | About Window shows your presentation name and your company name.   It is good for your image.

Please see License Agreement for details.

Multimedia Greeting Maker

This is Presentation King plus a library of Multimedia Greeting Cards. It is on a CD-ROM. There is no shareware edition.

Distribute

This command copies Slide King, <u>PK</u> File and all bitmap and sound files which are used by the PK to the target drive or directory.

An installation program named `install.exe` is copied to the distribution disk as well. The installation program will install your presentation on the receivers computer. This installation program also installs an uninstall icon. This is very convenient for the receivers.

Act-Scene Dialog

This Dialog allows you to input or modify your presentation information. The Act and Scene you are working on is the Current Act and the Current Scene. Each time you open this Dialog, you are brought to the Current Act (where you were). For a new opened file, the Current Act and Current Scene is 1. Validation Check is performed for all number input Edits.

View Button
Rehearse Button
Ok Button
Cancel Button
Help Button

Act Number
Act Cut Button
Act Copy Button
Act Paste Button
Set Bitmap Button
Set Sound Button
Bitmap
Sound
Fashion
Text
Font Button
Shadow Direction
Shadow Length
Writing Pattern
Snooze

Bitmap Coordinates
Text Coordinates
Escapement

Act-Scene: View Button

Calls Slide King. When you exit from Slide King, you return to the current Act. The current Act is either:
A). the Act when you exit from Slide King if you click OK button of Slide King
B). the Act when you click View Button of Act-Scene if you click Cancel button of Slide King.

This is a View. Under View, Slide King behaves a little differently than usual. For example, the toolbar is always showing no matter what parameter you have chosen.

Act-Scene: Rehearse Button

Calls Slide King to show the Current Act. The Next and Previous buttons of Slide King are for the next or previous Scenes (not Acts). This is like a `debug` facility, which allows you to see inside of an Act.

You can drag and drop the Bitmap or Wording of the Current Scene (not the previous ones) to the position you like:

> Press left mouse button on the Current Bitmap or Wording. There will be a dotted border surrounding the occupied area. Do not release mouse button, just move your mouse and the Bitmap or Wording will go with your mouse. When you release the mouse button, the Bitmap or Wording will take the new position.

You can drag and drop the tail of your Wording to set a new <u>Escapement:</u>

> Move your mouse to the tail of your Wording. You will see the cursor change to a four-arrow shape. Push the left mouse button and drag the tail to a new angle. When you release the mouse button, the new angle is set.

Rehearse is for the Current Act only. When you click the Check Box (Ok) or the Cross Box (Cancel) of Slide King, it will bring you back to the Act-Scene Dialog with the Current Act and Current Scene:

> If you click the Check Box (Ok) of Slide King, the Current Scene will be the Scene you are in at this moment.

> If you click the Cross Box (Cancel) of Slide King, the Current Scene will be the Scene you were in before coming to Rehearse.

This is a rehearse, not a slow motion display. Slide King behaves a little differently from regular one. For example, the toolbar is always showing no mater what parameter you have chosen.

In some rare cases, some durr (dirty point) will left on the screen. It will disappear when you show your presentation later. If it bothers you, just exit Slide King and come back, every thing will look okay.

Act-Scene: Ok Button

Exits the Act-Scene Dialog and keep all changes for the Current Act.

Act-Scene: Cancel Button

Exits the Act-Scene Dialog and abandons all changes for the Current Act.   If you have modified the Current Act, a popup window will prompt you to save before exiting.

Act-Scene: Help Button

Brings you here.

Act-Scene: Act Number

This Drop-Down-List Box is for choosing the Act you want to work on. When you change the Current Act number, all the changes you made for the Current Act are carried out automatically.

Act-Scene: Act Cut Button

Deletes the Current Act and saves it in the PasteBuffer. A window will pop up to ask you to confirm.

All old information in the PasteBuffer will be gone.

Act-Scene: Act Copy Button

Same as Act Cut, except that the Current Act is still there.

Act-Scene: Act Paste Button

Pastes (inserts) the Act in the PasteBuffer into the current PK File (before the Current Act). The temporary information in the PasteBuffer is still there, so you can paste again. You can also paste across files.

Act-Scene: Set Bitmap

Brings a dialog from which you can choose a bitmap file.

Act-Scene: Set Sound

Brings a dialog from which you can choose a sound file.

Act-Scene: Bitmap

Specifies the Bitmap file name (with directory names).   You can use the <u>Set Bitmap Button</u> to set this name.

If there is no bitmap file name given, no bitmap will be shown.

The default file name extension for MS-Windows is .bmp.

Act-Scene: Sound

Specifies a sound file name (with directory names). You can use the   Set Sound Button to set this name.

When running, Slide King looks for the sound files in the Current Directory. If the sound file can not be found, Slide King looks in the path which is defined by your system.

When the sound file is in a Scene, it will continue to play until a new sound file is given or it is set to be a silent Scene.

To create a silent Scene, you must set the sound file name as `silent.wav`. This file is provided with Presentation King and it is freely distributable.

The default file name extension for MS-Windows is .wav

Act-Scene: Fashion

Specifies the Fashion in which your bitmap is painted.

If the dimension(s) of your bitmap is too small for a fashion, your bitmap will be shown as `Normal`.

Most of the Fashions are self-explanatory, but please note the following:

> 1). Hide: Hides the immediately previous Bitmap. The bitmap name must be correct. The coordinators are ignored by the program. This fashion will require more memory if the bitmap is large.
>
> 2). Not available: This is for compatibility purposes.
>
> 3). Sprite - Flash: This shows your bitmap with transparent background for a short period (<u>snooze</u>) and then disappears. You can use this fashion to do animation. You can have many Sprite bitmaps. This fashion will require more memory. Use small Sprite bitmaps if memory is a concern.
>
> This fashion is for `working man` - the following bitmap is different.
>
> See <u>Sprite Bitmap</u>
>
> 4). Sprite - Hide: This makes a previously displayed Sprite bitmap (in the Current Act, but not necessarily the immediately previous one) disappear. The bitmap must be displayed by `Sprite-Replace` Fashion. If the specified bitmap is not previously displayed or not displayed with Sprite Fashion, this request will be ignored.
>
> 5). Sprite-Replace: This shows your bitmap with transparent background.   It replaces the   previous (not necessarily the immediately previous) `Sprite - Replace`   bitmap with the same bitmap name.   You can use this fashion to do animation. You can have many Sprite bitmaps. This fashion will require more memory. Use smaller and fewer Sprite bitmaps if memory is a concern.
>
> This fashion is the same as   `Sprite`   prior to version 3.1. The name is changed to avoid misunderstanding.
>
> This fashion is for `airplane` - the following bitmap is the same.
>
> See <u>Sprite Bitmap</u>
>
> 6). Sprite - Stay: This shows your bitmap with transparent background. The bitmap stays and can not be hidden.

Act-Scene: Text

Specifies the text (Wording) to be shown.

The maximum number of characters is 79.

Act-Scene: Font Button

Displays the Font Dialog.

Only True Font is supported, although others may work.

Note: The computer which shows your presentation may not have the font you choose. You should choose the fonts which are provided by the operating system, or install new fonts on the showing computer.

Act-Scene: Shadow Direction

Specifies the direction of your text shadow. It is the direction in which the `light` comes from.

Act-Scene: Shadow Length

Specifies the offset (depth) of your text shadow.

Act-Scene: Writing Pattern

Specifies the written pattern of your Wording (text). The patterns are self-explanatory.

Act-Scene: Snooze

Specifies the pause time (in milliseconds) after this Scene is played.

The actual pause time is the value of snooze minus the time spent so far for the current Scene. If the value of snooze is too small for the video speed of the showing computer, there would be no pause at all.

Act-Scene: Bitmap Coordinates

Specifies the coordinates where you want the bitmap to be shown in the window of Slide King. X is the x (horizontal) coordinate at the top-left corner of the bitmap. Y is the y (vertical) coordinate at the top-left corner of the bitmap.

You can use the Rehearse facility to drag and drop instead of giving coordinates. That would be easier. But in some cases, you may want to input the values.

Act-Scene: Escapement

Specifies the angle in tenths of a degree between your text base line and x-axis of the screen surface. The angle is measured counterclockwise from the x-axis.

You can use <u>Rehearse</u> facility to drag and drop instead of giving the number. That would be easier. But in some cases, you may want to input the value.

Act-Scene: Text Coordinates

Specifies the start point at which your text will be written. X is the x (horizontal) coordinate of the start point of your text. Y is the y (vertical) coordinate of the start point of your text.

You can use the Rehearse facility to drag and drop instead of giving coordinates. That would be easier. But in some cases, you may want to input the values.

Parameter Dialog

This Dialog allows you to input or modify parameters that are basic information for your presentation. <u>Validation Check</u> is performed for all input numbers.

Window Caption:
Specifies the window caption for your presentation. That is the title on Slide King.

Presentation Window Size:
Specifies the size of the Slide King window.

Tip: This is the size of the Window, not the size of your bitmap. The Client Rectangle of the window is smaller than this size: smaller by the size of the frame and the size of the caption (title) bar. We recommend, for a full screen bitmap, that you use Window Width as your bitmap size and Window Height minus 20 (for caption height) as your bitmap height. The recommended size is a little larger than needed, but safer if any converting procedure is involved.

Default Button:
This button sets default size for the window of Slide King. Default value is the resolution of VGA, which is the minimum requirement by Windows.

System Button:
This button sets the window size as system size. The system size is the size for your WORKING computer (the one you are using for developing) and may or may not be the same as the computer actually showing the presentation. If you distribute a childrens book, your audience may have different screen resolution from the one you use. The `safe` way is to set window size as standard VGA screen size (Width 640, Height 480).

Toolbar:
Specifies if you want the toolbar on your presentation or not.

Doze:
Specifies the waiting time (in seconds) before automatically showing the next <u>Act</u> if there is no response from the user. Here, the `next` means the first when the Current Act is the last one.

Doze range is form -1 to 60. Default value is -1, which means the user must respond.

This feature is for the stand-alone edition of Slide King only.

Click On Window:
Specifies what you want Slide King to do when the user clicks on the window. The default is:
Left mouse button - fast forward
Right mouse button - fast backward

When you write a tutorial, some bitmap is copied from the actual screen. It looks so real that the user may want to click on the buttons. In this case, you may want choose other options.

Rehearse

See Rehearse Button in Act Dialog.

Validation Check

Validation Check:

Checks all keyed inputs of <u>Edit</u>. It will ignore any invalid key strokes.

Drop-Down-List Box

You can click on it and get the entire list of choices. Alternatively you can use arrow keys to scroll item by item.

Dialog Box

Dialog Box is a window which contains one or more input fields, called `Control`, such as
Edit and Drop-Down-List Box

Edit Box

Edit box is a separated box. You can type in and edit your text.

Slide King in Presentation King

F1 or Help Button: click to come here.

F2 or Next Button: click to see the next Act or Scene

F3 or Previous Button: click to see the previous Act or Scene

F4 or Ok Button: click to exit, book-marking the current screen so   Act-Scene dialog will show the right place

F5 or Cancel Button: click to exit, not book-marking the current screen

F7: Print. Print current (static) screen on printer.
Escape: Same as Cancel Button.
Home: Go to the beginning.
PageUp: Same as Previous Button.
PageDown: Save as Next Button.

Frequently Asked Questions and Answers

Q: How do I remove Shareware stamp?
Q: How do I add co-copyright message?

Q: What is the best presentation strategy?
Q: What should I know about preparing a multimedia greeting card?

Q: How do I make moving Bitmaps?
Q: How do I make stepping, walking, running and flying Wording (text)?
Q: What should I know about preparing my Bitmap?
Q: What should I know about preparing my Wording?
Q: How do I prepare my signature?

Q: Why cant I open bitmap files using my bitmap editor?
Q: Why does Sprite Fashion not work?
Q: Why doesnt my presentation have good size or display in the center of the showing computer?
Q: Why cant I save ?
Q: Why cant I simply copy a presentation (.pk file)?

Q: How do I remove Shareware stamp?

Use a Regular Edition of Presentation King to open the file and save it.

Q: How do I add co-copyright message?

Corporate users can get a license and a tool to make the stamp.

Q: What is the best presentation strategy?

1). Use advanced features to present key ideas.

2). Wording is the most important ingredient. Use fancy Fashions to give a pleasant feeling. Use Wording to present your ideas.

3). Use a moving Bitmap to present your main ideas. Too many moving Bitmaps can distract your audience.

4). Do not put too much information in one Act. If it is too busy or if characters are too small, your audience may not notice everything.

5). Do not give a long presentation.   After each Act, you should prepare a few minutes for talking, discussing or thinking. The average audience will need a break after approximately every 10 Acts (a technical seminar may last longer).

For children's books or stories, you should break them into chapters.

See Presentation Strategy: A Case Study

Q: What should I know about preparing multimedia greeting cards?

If you distribute a multimedia greeting card, do not use the receiver's name as your file name. The receiver may get files from many people. Try to give a unique name.

You should know the capability of the receiver's computer. If you do not know, be on safe side by choosing:

> 16 color capability bitmap, not 256 color capability (all the bitmaps in this package are in 16 colors)

> Small size bitmap, so it takes less memory and disk space

If you do not know the capability of your system, you can find it by the following steps:

> Double click `Windows Setup` icon. Usually it is on the `Main` Group of your Windows.

> Click Options.

> Click Change System Settings

The first line `Display` tells information about your display device. For example, 800x600x256 means: Horizontal resolution is 800 pixels, Vertical resolution is 600. Color capacity is 256.

Q: How do I make moving Bitmaps?

Use Sprite Fashion. See <u>Sprite Bitmap</u>

You need at least two bitmaps: one is the bitmap you want to show, for example, a car, the other is a background bitmap. In Scene 1, you show the car, and assign 100 to snooze. In Scene 2, you show background bitmap, with snooze 0. In Scene 3 you show the car again, but at different coordinates.

Q: How do I make stepping, walking, running and flying Wording (text)?

In Scene 1, show a Wording with a Moving Flash Pattern, snooze 200. In Scene 2 show with Moving Stay Pattern at a new location.

Q: What should I know about preparing my Bitmaps?

The computer that shows your presentation should have enough color capability. If you prepare your bitmap in 256 colors and show it on a 16 color computer, your bitmap will not be good.

Do not put very sensitive images on edges, including the center line if you use the Fashion `Side - Center`.

> When you are painting a bitmap, it is divided into many small areas. The number of pixels of your bitmap may or may not divide evenly by the number of your areas, so there are some integer rounding problems; this is the nature of the beast. The edge pixel may be one pixel more or less than your source bitmap. If some conversion is involved, the phenomenon is more obvious. So do not put very sharp images on the edge.

Use cartoon pictures, which have the same information in a big area, as your Bitmaps if disk space is important. You can use the compress option (RLE4 for 16 colors or RLE8 for 256 colors - RLE stands for Run Length Encode) for your Bitmaps. Your bitmap drawing tool should have such an option. Windows does not guarantee that compression will always work and some drawing tools may not support compression. You should test it first.

Avoid using natural pictures as your Bitmaps if space is important because they are very hard to compress by bitmap compression utilities of Windows.

PK Files are small. Your Bitmaps and Sound takes up most of your presentation space (both memory and disk space).

See also Q: Anything I should know about preparing my Wording (text)?

Q: What should I know about preparing my Wording (text)?

If you use some fonts which are not in the standard Windows system, make sure the computer which shows your presentation has that font installed. But if you embedded your text into your bitmap, your text becomes a part of your bitmap, then the showing computer is not required to have the font.

Do not put your Wording (text) too close to the edges of the window. You should keep a safe distance from the edges.

See also Q: Anything I should know about preparing my Bitmap?

How do I prepare my signature?

Your signature is a bitmap. A <u>Sprite Bitmap</u>

You can prepare it by:
1). using bitmap editor, such as PaintBrush from Windows, to draw.
2). using bitmap editor to cut from a received fax if you have a fax modem.
3). using scanner to scan in your signature.

The background of your signature should be in a unique color, preferable white. You should use the Sprite-Stay fashion to display it.

Q: Why cant I open bitmap files using my bitmap editor?

Some bitmap files are prepared using Compression options. If your bitmap editor does not support those options, it can not open it. Try to find a better editor. There are many shareware programs which support those options.

Why does Sprite Fashion not work?

1). You should prepare your sprite bitmap correctly. The top left corner of your bitmap must be in transparent color.   See <u>Sprite Bitmap</u>

2). If you use Sprite continuously in the same Act and the later one is not the same as the previous one, then you need to use Sprite Hide fashion to make the previous one disappear. If they are the same bitmap (same name), then the later one will make the previous one disappear automatically.

Q: Why doesnt my presentation have good size or display in the center of showing computer?

Your parameters may not be correct. See <u>Parameter Dialog</u>

Q: Why cant I save ?

The common errors are:
1). Your disk is full.
2). The working presentation file is marked as read-only
3). The working presentation file is on CD-ROM.

Q: Why cant I simply copy a presentation (.pk file)?

A presentation (.pk file) uses many bitmap and sound files. If you simply copy it to a new location, the directory name of those files may not be valid at the new location. You should use either of the following methods:

1). Use menu command File | SaveAs to save it at new location and/or new name.
     This will keep all bitmap and sound files as is.
2). Use menu command Distribute to copy it to a new location with the same name.
     This will copy all bitmap and sound files as well.

Sprite Bitmap

Sprite bitmap shows with transparent background. You can use this fashion to do animation. For example, we want to put an airplane in the sky. Then we have:

Normal

Sprite

When you prepare a bitmap for Sprite, you have to choose a transparent background color. The area which is painted with this color is transparent, no matter whether the area is on the edge or in the center. You set the transparent color by setting this color to the first pixel (zero-th row and zero-th column, the top left corner of your bitmap).

The transparent background color in this example is blue.

Act and Scene

An Act is a section of a presentation. When Slide King finishes playing an Act, it stops and waits for a response from the user. The user can click the `Next` button to see the next Act.

An Act consists of one or more Scenes. A Scene is a combination of Bitmaps, Sound and Wording.

Mathematics Refresher

Coordinates:

Our coordinate system consists of two axes:
    X axis - a horizontal line, from left to right.
    Y axis - a vertical line, from top to bottom.

The meeting point of these two axes is the origin. Its coordinates are X = 0; Y = 0;

The origin is the top-left corner of the window. The further away form the origin, the greater the value of the coordinate.

Angles:

Two intersecting lines consist of an angle. Angles are counted counter-clockwise. A full circle is 360 degrees. 370 degrees looks like 10 degrees.

If the value of an angle is less than 0, it is counted clockwise. -30 degrees looks the same as 330 degrees.

Tutorial Contents

Before you start

If you have not seen the example, please see that first by clicking the sample icon.

How to use this tutorial
> You should use this tutorial by clicking the tutorial icon, which runs Presentation King and Help simultaneously, so that you can see both the Act-Scene Dialog and the Help window at the same time. Follow this tutorial. When you need to see your presentation, you can click the Rehearse or View buttons.
>
> After you click the Rehearse or View buttons, you will see the Slide King window.   You can click the Ok (green check) or Cancel (red cross) buttons to return to this tutorial.
>
> The main part of this tutorial is about Multimedia Greeting Cards. We will discuss issues of business presentation later.

See:
Lesson 1: Clip a card

Lesson 1:   Clip a card

Let us start with getting a clip-card.

1). Choose menu command `File`, then `Open`.

2). Choose (double click) KathCake.pk on the `File Name` box to open it. Now, you have got the clip-card!

3). Choose menu command `Act-Scene`, so the Act-Scene dialog is displayed.

4). Press button `View` on Act-Scene dialog.   This allows you to view what this greeting card looks like.

5). Click the Ok (green check) or Cancel (red cross) buttons to come back to this tutorial.

See:

Lesson 2: Add Wording (text)

The clip-card is a `bare` card.   Let us add Wording (text) on it.

1). Click Scene - Number <u>Drop-Down-List box</u>   which is on the top area of the Act-Scene dialog.

2). Choose `New` to add a new Scene. A new number 6 appear on this box.   That is the new scene.

3). Click `Text` box (<u>edit box)</u>   then type `Happy birthday, Kath`.

4). Click `Rehearse` button. You can see the rehearse quickly display all scenes and stop at the last scene which is the current scene.

5). Your text is at the top-left corner. You can drag-and-drop it (you can only drag-and-drop the current one) to the place you like.

6). Move your mouse to the tail of your text. The cursor will change to four-arrow shape. When the cursor in this shape, you can drag-and-drop the tail of your text to a new angle, even up side down.

7). Click the Ok (green check) or Cancel (red cross) buttons to come back to this tutorial.

8). Click the `Font` button then choose the font (style, size and color) you like. For example:
    Font: Arial
    Color: Blue
    Font Style: Bolt Italic
    Size: 28
Then click the Ok button and go back to Act-Scene.

9). You can repeat the above steps to add more Wording.

See also: <u>Anything I should know about preparing my Wording?</u>

See:
    <u>Tutorial Contents</u>
    <u>Lesson 1: Clip a card</u>
    <u>Lesson 3: Add Sound</u>

Lesson 3: Add sound

So far our card is very quiet. But we can make it play sound.
You can put your sound in any act or scene. Let us put a sound in Scene 1.

1). Click Scene Number and set it to be 1.

2). Click the `Set Sound` button. An open dialog appears. Choose `happybir.wav`.

3). Click the `View` button. This time you can see and hear a card with sound.

Instead of `happybir.wav`, you can make your own sound (your voice or your song) using your favorite sound editor.

See:

Lesson 4: Add your signature

You can add your signature on the card. See: **How do I prepare my signature?**

1). Add a new scene by clicking Scene Number.

2). Click the `Set Bitmap` button to choose signature bitmap file `signatur.bmp`.

3). Click the Fashion drop-down box and select `Sprite-Stay` fashion.

4). Click the `Rehearse` button and drag-and-drop your signature to the desired location.

When you drag-and-drop it, the background of your signature is displayed. It will be displayed correctly when you show your presentation later. This is a rehearse only.

See:

Lesson 5: Save your work

1). When you are satisfied with your work, click the `Ok` button to go back to the main window.

2). Click menu command `File`, then `SaveAs`. After giving a valid file name, your presentation is saved.

You can use `Save` instead of `SaveAs`. But `SaveAs` will save your work under a new name, keeping the existing file untouched. If the presentation is on a CD-ROM, you have to use `SaveAs` because CD-ROM is read-only.

See:

Lesson 6: Send your presentation

You prepare your presentation disk by clicking the menu command Distribute.

1). Click the `Ok` button to go back to the Main Window.

2). Click the `Distribute` menu command.

3). Insert your floppy disk, follow the program. Every thing is done automatically. Now you can deliver your presentation disk.

Your presentation disk contains your presentation and all necessary files. It has an installation program, so your receiver can install it onto his or her hard disk. The installation program will install an uninstallation program on the receiver`s computer as well. The receiver can click the uninstall icon to clear up everything.

See:
Tutorial Contents
Lesson 5: Save your work
Lesson 7: Make your own presentation

Lesson 7: Make your own presentation

1). Click the menu command `File` of the main window. Then click `new` to start a new presentation.

2). Click the `Set Bitmap` button and choose a bitmap. Let us choose `world.bmp`.

3). Click on Scene Number and click New. Now, we have the second Scene.

4). Click on the `Set Bitmap` button. Choose `airplane.bmp`.

5). Click the Fashion Drop-Down-List Box and choose `Sprite-Replace`.

6). Click the `Rehearse` button.   You can see an airplane in the top-left corner. Drag and drop this airplane to the center of the window. When you drop it, the background of the airplane shows. It will be displayed correctly when you show your presentation later. This is a rehearse only.

7). We need more airplanes, each moves a little further from previous ones. We can use the Copy facility to do that:

> a). Click Scene Number and choose 2. This is the airplane scene. Type in 50 on Snooze. This is a 0.05 second pause, so you can see the airplane stay there for a while.

> b). There are two Copy buttons on Act-Scene Dialog. One is for Act, one is for Scene. Now we want another Scene, so click the Copy button of Scene, then click the Paste button. Now we have the third Scene.

> c). Click `Rehearse` button. We still see one airplane. Actually, there are two airplanes at the same location. You can drag-and-drop the airplane to the right a little bit (about the width of a character). You can see part of the airplane of the previous scene, so you know the relative position to the previous one.

> d). Keep doing `Copy` - `Paste` - `Rehearse` and drag-and-drop five times.   You can use the View button to see your animation.

8). Add some Wording by following the steps in Lesson 2: Add Wording (text)

There is a presentation in this package called `aircraft.pk`. It is what we are doing in this lesson. You can open aircraft.pk and compare with what you are doing here.

There are a lot of presentations in this package. They are presented as Multimedia Greeting Cards. You can open a card, read each scene, and use the `Rehearse` button to see its behavior. You can learn more from doing so.

We have composed one presentation. Now you are skilled to do more. You CAN do better than our samples!

See:

Lesson 8: Business presentation issues

We have discussed how to do Multimedia Greeting Cards so far. You can use the same skills to develop business presentations. Here are some points for you to consider:

1). Business presentations have more than one Act.

2). Business presentations need more Wording to give ideas to your audience.

3). Fancy Wording is very good, but too many fancy moving pictures may deter your audiences attention.

See also: <u>What is the best presentation strategy?</u>

Thank you for using this tutorial.

Presentation Strategy: A Case Study

Let us take our sample.pk as the case to study.

1). Act 1 (Bitmap painted in many Fashions) is a typical Act: there are statements (Wordings) followed by some pictures which further explain what has been said.

2). Act 2 (car race) uses moving pictures to give a fact and uses a conclusive statement highlighting the whole idea.

3). Act 3 (bar chart) can be broken into a few Acts: each Scene can be an Act. So you can explain what is happening in each period. The bitmaps have embedded text which looks different from the text written in the foreground (Wording).

4). Act 4 is a general one. Nice Fashion and background bitmap gives a comfortable feeling.

Windows Keys

Cursor Movement Keys

Key(s)	Function
Arrow key	Moves the cursor left, right, up, or down in a field.
End or Ctrl+Right Arrow	Moves to the end of a field.
Home or Ctrl+Left Arrow	Moves to the beginning of a field.
Pape Up or Page Down	Moves up or down in a field, one screen at a time.

Dialog Box Keys

Key(s)	Function
Tab	Moves from field to field (left to right and top to bottom).
Shift+Tab	Moves from field to field in reverse order.
Alt+letter	Moves to the option or group whose underlined letter matches the one you type.
Arrow key	Moves from option to option within a group of options.
Enter	Executes a command button. Or, chooses the selected item in a list box and executes the command.
Esc	Closes a dialog box without completing the command. (Same as Cancel)
Alt+Down Arrow	Opens a drop-down list box.
Alt+Up or Down Arrow	Selects item in a drop-down list box.
Spacebar	Cancels a selection in a list box. Selects or clears a check box.
Ctrl+Slash	Selects all the items in a list box.
Ctrl+Backslash	Cancels all selections except the current selection.
Shift+ Arrow key	Extends selection in a text box.
Shift+ Home	Extends selection to first character in a text box.
Shift+ End	Extends selection to last character in a text box

Editing Keys

Key(s)	Function
Backspace	Deletes the character to the left of the cursor.
	Or, deletes selected text.
Delete	Deletes the character to the right of the cursor.
	Or, deletes selected text.

Help Keys

Key(s)	Function
F1	Gets Help and displays the Help Index for the application. If the Help window is already open, pressing F1 displays the "Using Windows Help" topics.
	In some Windows applications, pressing F1 displays a Help topic on the selected command, dialog box option, or system message.
Shift+F1	Changes the pointer to so you can get Help on a specific command, screen region, or key. You can then choose a command, click the screen region, or press a key or key combination you want to know more about.

(This feature is not available in all Windows applications.)

Menu Keys

Key(s)	Function
Alt	Selects the first menu on the menu bar.
Letter key	Chooses the menu, or menu item, whose underlined letter matches the one you type, when a menu has focus.
Alt+Letter key	Pulls down the menu whose underlined letter matches the one you type.
Left or Right Arrow	Moves among menus of the main menu bar.
Up or Down Arrow	Moves among menu items within a drop-down menu.
Enter	Chooses the selected menu item.

System Keys

The following keys can be used from any window, regardless of the application you are using.

Key(s)	Function
Ctrl+Esc	Switches to the Task List.
Alt+Esc	Switches to the next application window or minimized icon, including full-screen programs.
Alt+Tab	Switches to the next application window, restoring applications that are running as icons.
Alt+PrtSc	Copies the entire screen to Clipboard.
Ctrl+F4	Closes the active window.
F1	Gets Help and displays the Help Index for the application. (See <u>Help Keys</u>)

Text Selection Keys

Key(s)	Function
Shift+Left or Right Arrow	Selects text one character at a time to the left or right.
Shift+Down or Up	Selects one line of text up or down.
Shift+End	Selects text to the end of the line.
Shift+Home	Selects text to the beginning of the line.
Shift+Page Down	Selects text down one window.
	Or, cancels the selection if the next window is already selected.
Shift+Page Up	Selects text up one window.
	Or, cancels the selection if the previous window is already selected.
Ctrl+Shift+Left or Right Arrow	Selects text to the next or previous word.
Ctrl+Shift+Up or Down Arrow	Selects text to the beginning (Up Arrow) or end (Down Arrow) of the paragraph.
Ctrl+Shift+End	Selects text to the end of the document.
Ctrl+Shift+Home	Selects text to the beginning of the document.

Window Keys

Key(s)	Function
Alt+Spacebar	Opens the Control menu for an application window.
Alt+Hyphen	Opens the Control menu for a document window.
Alt+F4	Closes a window.
Alt+Esc	Switches to the next application window or minimized icon, including full-screen programs.
Alt+Tab	Switches to the next application window, restoring applications that are running as icons.
Alt+Enter	Switches a non-Windows application between running in a window and running full screen.
Arrow key	Moves a window when you have chosen Move from the Control menu.
	Or, changes the size of a window when you have chosen Size from the Control menu.