

Virtual BookMaker User Guide

Demo Version 2.0

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It's All Relative
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SYSTEM REQUIREMENTS

Minimum:

IBM PC or compatible running Windows 3.1 or higher in 386 mode

At least 2 meg of memory for best results, 4 meg suggested for Photo CD support

VGA graphics card or better

VGA or better monitor

XA capable CD rom drive (for Photo CD use)

Mouse

Optional:

Sound Card installed for Windows 3.1

MIDI synthesizer

Video for Windows drivers

GETTING STARTED

Put your Virtual BookMaker CD rom disc disk in your CD rom drive

From File Manager click on the drive containing your disc

Double-click on INSTALL.EXE

Edit the drive and directory to install the program on (the default is C:\VBOOK)

500 K of free disk space is needed to install

Click on OK or Cancel to abort

Your Virtual BookMaker is now ready to run by double-clicking on an icon in the Virtual BookMaker program group.

Virtual BookMaker Menu

Exit

Exits the Virtual BookMaker program and return to Windows.

About

Information about Virtual BookMaker.

Show Menu

Make

Create your own Virtual BookMaker show.

Enter the name of your Pro/Photo control file using a .VB extender.

Click on OK.

Click on the name of your .MID, .RMI, .WRI, .WAV, .BMP, .DIB, .AVI, .FLI, .FLC, .EXE, or .TXT file in the order you wish to display them. When done with your scripting, click on Cancel to end the scripting session.

Your FILENAME.VB file will be written to the disk and directory you selected. Using Notepad you can edit the delay time between objects in your script file. The default of 5 seconds appears below each file name. Simply change it to the time in seconds for the delay you want. Setting delay to 0 will not allow you to abort a script early.

Some notes on filename extensions supported.

.BMP .DIB -- Bit mapped graphics created by programs that save graphic files in this format.

.TXT -- An ASCII text file formatted to fit on no more than one computer screen.

.WRI -- A Microsoft Write format file. The Virtual BookMaker program calls the Write accessory in Windows to view the file. Text can be of any length and may contain imbedded objects.

Control of the computer is passed to Microsoft Write. Closing Microsoft Write returns control to Virtual BookMaker.

If you want shows that Autoplay, use .TXT files created with Notepad rather than Write files.

.WAV -- On a computer running Multimedia Windows, a digitized sound file in standard Windows .WAV format. Turn on Sound from the Sound Menu

.MID .RMI -- On a computer running Multimedia Windows, a MIDI format music file. It's a good idea to use this as the first file in your virtual book or letter for a musical background. Turn on Sound from the Sound menu.

If the MIDI files you use give the warning "MIDI file is not is the stanard format" message, simply click on the disable warnings box from the alert box that pops up. You will not see the meassge again until you reinstall Windows or the MIDI driver.

.AVI -- Microsoft Video for Windows format. You must have the Video for Windows drivers installed to use this format that mixes audio with real-time animation. Virtual BookMaker uses the default settings you have made to this driver from the Media Player configurtion menu.

.FLI, .FLC -- Animation files in the .FLC/.FLI format. You must have the Video for Windows Autodesk Animation drivers installed to view this format.

.EXE -- Calls another program from the Virtual BookMaker view script. Control of your machine is passed to the program you have called. Control returns to Virtual BookMaker when the program called is terminated or the Virtual BookMaker windows is activated.

View Menu

Click on VIEW then select the .VB control file to display. You can either view manually or automatically by selecting MANUAL or AUTO from the message box that pops up.

A full screen window pops up and your show will start. If you selected AUTO, after a 5 second pause a new graphic, sound, or text will appear. You can click on the Windows close box to abort the show during the 5 second pause between screens.

In MANUAL or AUTO mode:

LEFT MOUSE BUTTON is forward to next object.

RIGHT MOUSE BUTTON is back to previous object.

WINDOWS CLOSE BOX or ECS key is jump to last object and end the show.

Create Menu

SOUND

Accesses the Microsoft Sound Recorder if it was installed on your system. Keep in mind that your sound files should be short as they can consume tremendous amounts of memory.

GRAPHICS

Accesses Microsoft Paintbrush if it is installed in your system.

TEXT

Accesses Microsoft Windows Notepad for creating text if it is installed on your system. Save your text so that the full text can fit in one window during your show.

Your Virtual BookMaker is running in the background. Quit the program you selected or bring the Virtual BookMaker to the front by clicking on its window.

Configuring VBOOK.CFG

The file VBOOK.CFG in your VBOOK directory is the control file for these quick access jumps to other programs. You can change any of them to a new directory or alternate program by editing the file in Notepad from Windows or Edit from DOS. Do not delete or add a line. You can turn any function off by entering an invalid filename like NONE.

Sound Menu

The default for all sound is off. Turn on sound by clicking on the Sound option. If you have a fast drive, select **DISK** as the sound option.

If your .WAV files seem to stutter, select **MEM** as the Sound Option. Slower CD rom drives can't feed data fast enough for smooth playback. Choosing **MEM** loads a sound file into memory for smooth playback. A disadvantage is that the .WAV file can't be larger than physical memory (Memory reported by Program Manager minus Swap File size) and everything pauses while your .WAV file loads.

If either **MEM** or **DISK** is selected, you will also be able to play MIDI files in your script. The MIDI Mapper in the Windows 3.1 Control panel lets you select either internal

sound card or external synth for playback. See your Windows manual for more details.

Click on **NONE** to turn off all sound.

CD Photo Access Menu

ACCESS

Click on Access to run the Virtual BookMaker Access program for access to pictures saved with the Kodak Photo CD Access System.

The Photo CD Access module may also be called by clicking on the icon. Running this way leaves more free memory in your system.

Virtual BookMaker PCD Access Menu

To run the Photo CD access module, you must have a XA capable CD rom drive correctly installed on your system and a Kodak Photo CD to view.

To determine if your CD rom drive is capable, try to do a directory on a photo cd. If you get an error, your drive is not XA capable or you have a driver/interface problem. Call Kodak at (800) 242-2424 for the latest information on drives that support the XA standard.

If you see two folders called CDI and PHOTO_CD with 0 bytes and 0 bytes free, your ready to go.

This demo version can only be used to view, script, or convert the images on the CD this program came on. Read the ORDER.WRI file for information on getting the full version of the program to use with Kodak Photo CD images of your very own.

File Menu

Load Photo CD Disc -- With a Kodak Photo CD disc in your CD rom drive, click on Load Photo CD Disc. A thumbnail of each file on the disc will be loaded. On any disk error, exit the program and restart.

Select the group of 20 images or single image you wish to view from the popup menu.

Select Photo -- After viewing or converting a photo, click on Select Photo to put a thumbnail of each photo back on your screen from memory rather than loading from disc. Unless you change your disc, this is much quicker than the load function above.

Change Photo CD Drive... -- Allows changing the active Photo CD drive in multi-drive systems or multi disc players. Enter the letter of your new drive and press enter. The

drive you selected becomes the active drive and if the drive contains a Photo CD disc, the first 20 images on the disc are displayed.

In a multi-drive system you can set up the default startup CD rom drive by entering the drive letter followed by a colon in the

CD_Drive =

line of VBOOK.INI and copying the VBOOK.INI file to the WINDOWS directory of your system.

e.g.

CD_Drive = C:

Exit -- Leave the Virtual BookMaker Photo CD Access and return to Windows. If you plan on using Virtual BookMaker Photo CD Access later in your computing session, you can click on the Minimize (down) arrow at the upper right corner of the window. To restart the program double click on the icon.

View Clipboard -- Calls the Windows clipboard viewer. If you have Zoomed an image larger than your physical screen size, you can "Cut to Clipboard" and view with the scrolling window of the Clipboard viewer.

About -- Information on the Virtual BookMaker Photo CD Access program and current version number.

Edit Menu

Rotate or Mirror -- Each item rotates or mirrors the photo being viewed by nn degrees. This has no effect on any conversions to other file formats and is for viewing only.

Cut to Clipboard -- If you have rotated or mirrored an image, you can cut the image to the Clipboard for use in other programs. The image is pasted into the Clipboard in both .BMP and .DIB format. In addition, a copy of the current palette is pasted to the Clipboard.

Using the Clipboard you can paste images into Write for true color letters, Paint for further editing, or any other program that supports the pasting of .BMP and .DIB files.

To keep memory requirements down, when an image is cut to clipboard, it is deleted from the Virtual BookMaker program.

Resolution Menu

Select the resolution of the photo for viewing or converting. The choices are:

PCD BASE OVER 16 - a little bigger than the thumbnails originally displayed when the disc was loaded. 128 by 192 pixels in size.

PCD BASE OVER 4 - about a quarter screen in size. You can see much of the photo detail. 256 by 384 pixels in size.

PCD BASE - about the best compromise between size and detail for most conversions, just about full screen in VGA mode. 512 by 768 in size. When viewing in this resolution, ZOOM is active.

ZOOM - When viewing in 512 by 768 resolution, ZOOM is active. Press the right mouse button to display the ZOOM box. Double-click the right mouse button to ZOOM the area highlighted by the box to full viewport size. Changing the size of your view Window changes the size ZOOMed by the program. Selecting another photo to view, slide show or resolution cancels ZOOM mode.

Any conversions done while ZOOMing are clipped to your ZOOM box size. The size of the image in pixels appears in the center of your ZOOM box when selecting the portion of the image to ZOOM. A large 4x Zoom can require huge amounts of system memory.

PCD 4BASE - A lot more than a full VGA screen, your image will be clipped to screen size for viewing but will convert to full size beyond what you see on the screen. 1024 by 1536 pixels in size. A 2x Zoom is to PCD 4BASE size.

PCD 16BASE - You need a killer system to work with this size. The view screen clips the upper left corner for peeking on normal systems, but will convert to full size beyond what you see on the screen if you have the memory of a small mainframe in your PC. Due to the 16 Meg size restriction of Windows 3.1 the edges of converted photos are clipped. Full size is 2048 by 3072 pixels. 4x Zooms are to PCD 16BASE size.

Format Menu

Select the color resolution you wish to view and convert in. You can convert to color resolutions beyond what you see on the screen. If your running Windows in 16 color mode, convert a .BMP or .PCX to 256 colors and view from DOS.

On starting the Virtual BookMaker PCD Access module, the best color resolution for your system is automatically selected. This selection of over-ride color types is designed primarily for conversions to other formats including those that exceed the capabilities of your system.

PCD Single - 8 bit grayscale for viewing in 256 colors Windows or DOS.

PCD RGB - 24 bit Photo YCC format. File sizes can get quite large in this format if you are doing conversions.

PCD PALETTE - colors are mapped to either:

256 Colors - A good color resolution for viewing on most 256 color Windows systems or DOS. Photo CD does run much faster in RGB mode using a true-color card than it does in 256 color mode.

16 Colors - Dithering is provided to simulate more colors than the 16 you are viewing. This is an ideal resolution for adding photos to your virtual book or letter as the file size is under 200 K for most photos and 5 to 7 photos can fit on a disk.

Convert Menu

Maximum resolution at maximum color format can require huge amounts of memory. If you get a "ToolBox" failure, either you ran out of memory or disk space. If you ran out of disk space, either select a different drive or disk, or delete files to make additional room. You can also drop down one detail level in the Format or Resolution menu and try again.

FORMAT	Triple	Single
PCD_BASE_OVER_16	19,096	7,208
PCD_BASE_OVER_4	295,076	99,368
PCD_BASE	1,180,712	394,280
PCD_4BASE	4,719,656	1,573,928
PCD_16BASE	18,875,432	6,292,520

Convert to PCX - Convert to PC Paintbrush format. Loading the converted file into Microsoft Paintbrush and resaving will reduce the size of this file quite a bit if 16 color palette was selected.

Convert to BMP - Convert to a Windows device independent format. **This is the file format supported by Virtual BookMaker Show.**

Convert to EPS - Convert to Encapsulated PostScript format. Make sure you have lots of disk space before doing this type of conversion. Files are about twice the size listed above.

Convert to TIF - Convert to Tagged Image File format. Great for true color work.

Convert to RIF - Convert to Resource Interchange File format.

After doing a conversion, go to the File menu and select another photo for viewing by calling back your thumbnail images by clicking on Select Photo or Load Photo CD Disc to load new thumbnails. Double-click on the image to view.

Show Menu

To exit the Slide Show early, press the **ESCAPE** key on your keyboard. The show will end after the current picture file load is completed and displayed.

Vertical pictures are viewed half size so they don't overflow your view screen by a large margin when running Windows in 640 by 480 mode.

All show options are in a **continuous loop** of the selected images and the slide show will continue unless the **ESCAPE** key is pressed.

All Photos -- Shows all PCD Photos on the disc in your active CD rom drive.

Thumbnails -- Shows a group of 20 PCD photos on the disc in your active CD rom drive starting with the first Thumbnail you have selected.

Starting with... -- Shows all PCD files on the disc in your active CD rom drive starting with the photo number that you enter in the input box.

Range -- Shows all PCD files on the disc in your active CD rom drive starting with the picture number you enter in the first input box to the number you enter in the second input box. Your first photo number should be smaller than the second photo number you enter.

Script -- Allows a custom sequence of Photo CD images to be viewed directly from your Photo CD disc.

Create - Select start from the Script submenu. Enter a name for your script file using the .LST extender. Each time you double-click on a Thumbnail, instead of being viewed, a number appears on the Thumbnail showing the photos position in your script.

You can call up any group of Thumbnails in any order to create the script, but all photos should be from the same disc.

Select **End** from the Script submenu to end the scripting and return to normal thumbnail viewing mode.

View - Select view from the Script submenu to view a sequence of pictures you have created for the disc in the active CD rom drive. Select the name of your filename.LST file from the fileselector box and click on OK. Clicking on cancel returns you back to the menu bar without viewing a photo script.

Zoom Menu

Zoom is active any time you are viewing a 512 by 768 image. Pressing the right mouse

button displays a zoom box. Pressing the left mouse button zooms your photo to the area selected. Program defaults are 2 x and Viewport size.

2 x -- Zooms the image selected by the zoom box to a clip from a 1536 by 1012 image.

4 x -- Zooms the image selected by the zoom box to a clip from a 3072 by 2048 image.

Viewport -- Zooms are applied so that the zoomed area will fill the full window you are viewing the graphics from.

Custom Box -- Instead of a fixed size Zoom box, you use a stretch box that is anchored at the mouse position that was current when the right mouse button was pressed. Pressing the left mouse button starts the Zoom. The size of the area you are zooming is displayed in your Zoom box. **A large stretch box can cause an out of memory error.**

480 by 640 -- Zooms are applied so that the zoomed area will exactly fill a standard 480 by 640 VGA screen.

240 by 384 -- Zooms are applied so that the zoomed image will exactly fill a 240 by 384 area of your screen.

After zooming all conversions to other file formats will be applied to the zoomed area only. Changing to another pixel resolution or selecting other thumbnails for viewing will take you out of zoom mode.

RUNTIME PLAYER

To share a virtual letter or book with someone else, you must include a copy of the SHOWME.EXE file and PLYSND.DDL files with your .VB control file and related data files. Permission is given for duplication and distribution of these three files and only these two files. Just copy them to the disk you are sending. They may also be copied to a hard disk. Both files must be in the same directory.

If the person you are sending the Virtual Letter to has SHOWME.EXE and the .DLL files installed on his system, they do not need to be duplicated on the disk you are sending.

Click on the icon to start SHOWME or double-click on SHOWME.EXE from File Manager.

Your .VB file should be scripted from the disk you are sending using Virtual BookMaker.

Sound options are identical to the options in Virtual BookMaker.

The View Show function of SHOWME allows files to be spread among many drives and reads the drive as well as path.

SUPPORT

Suggestions and comments are always most welcome. See the contact information at the start of this documentation.

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