MediaBlitz Help

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Using MediaBlitz help

To open Help using the Help menu:

1. Choose "Index" from the Help menu. The Asymetrix MediaBlitz Help Main Index window appears.

2. Click ScoreMaker, ClipMaker, or ScorePlayer to see a list of the available help screens. Click MediaBlitz Glossary to see a list of defined words used in MediaBlitz.

3. To see a particular help screen or glossary word, click on the command menu, control, or procedure, or click the glossary entry.

4. To exit Help, choose Exit from the File menu.

Using jumps

You can click the words or phrases in the "See also" section to jump to another help screen. Simply click on the underlined word or phrase to jump to that topic. Click the Back button to return to the screen from which you jumped.

Using definitions

Words with a dotted underline have a popup definition attached. Click the word with the dotted underline to make the popup definition appear. After you've read the definition, click the mouse button again to make the definition disappear.

MediaBlitz Glossary

Animation
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Author
Bitmap
CD audio clip
Clip
Clip file
ClipMaker
Duration
Load
Media file
MIDI
MIDI clip
Score
Score file
Score item
ScoreMaker
ScorePlayer
Timeline
Track
Wave audio
Wave audio clip

ClipMaker

ClipMaker is the application in MediaBlitz that lets you create a library of clips of your multimedia files and CD audio.

ScoreMaker

ScoreMaker is the application in MediaBlitz that lets you synchronize multimedia events that you can play back in ScoreMaker or ScorePlayer, or incorporate into Multimedia ToolBook applications.

ScorePlayer

ScorePlayer is the playback-only application in MediaBlitz that opens and plays existing scores.

Score

A score is a combination of sound and graphic clips and files that you arrange along ScoreMaker's timeline.

Clip

A clip is a stored reference to any CD audio, or to wave audio, MIDI, and animation files. Using ClipMaker, you can create clips.

Load

Opens a clip or score in ClipMaker or ScoreMaker so you can review or modify it.

Wave audio clip

A wave audio clip is a stored reference to a segment of a wave audio file. Using ClipMaker, you can create a clip of a wave audio file.

MIDI clip

A MIDI clip is a stored reference to a segment of a MIDI (Musical Instrument Digital Interface) file. Using ClipMaker, you can create a clip of a MIDI file.

Animation clip

An animation clip is a stored reference to a segment of an animation file. Using ClipMaker, you can create a clip of an animation file.

CD audio clip

A CD audio clip is a stored reference to a segment of a CD audio. Using ClipMaker, you can create a clip of a CD audio.

📖

Track

A track is a band on a CD audio, usually representing one song.

Media file

A media file can be any wave audio, MIDI, animation, or bitmap file.

Score item

A score item is a sound or graphic clip or file that you arrange along ScoreMaker's timeline.

Duration

Duration is the length of time a bitmap appears on the screen.

Animation

Animation is a series of drawings played in a sequence that make the figures in them appear to move. There are two basic kinds of computer animation: frame animation and cast-based animation. Frame animation is created by designing a separate frame for each screen view. Cast-based animation is created by individually designing all of the moving objects to be used in a frame; assigning to each object its own character traits; then composing a complete picture frame containing the individual objects.

Bitmap

A bitmap is an image composed of a set of dots that together create a picture. Bitmaps may be black and white, include shades of gray, or contain 16 or more colors. You can create bitmaps by using paint software, by scanning photographs or flat art with a scanner, or by digitizing video frames using a video camera and video-frame grabbing equipment.

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Wave audio

Wave audio is a digitized sample of an entire waveform of audio. Wave audio files are recorded sounds that are converted into a digital format and stored on a hard disk, CD-ROM, or floppy disk.

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MIDI

Musical Instrument Digital Interface (MIDI) is a standard format for sound used with keyboards, and other musical instruments.

Score file

A score file contains scores created in ScoreMaker. You need to create or open a score file before you can save a score.

Clip file

A clip file contains references to media files or CD audio created in ClipMaker. A single clip file can contain clips from more than one medium. For example, you can store clips of wave audio, animation, and MIDI files all in one clip file. You need to create or open a clip file before you can save a clip.

Author

Author is the working level in ToolBook that provides tools and commands for creating and modifying objects, pages, backgrounds, and books.

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Timeline

The timeline is the area in the ScoreMaker application window where you arrange files and clips to create a score.

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New Score File...

The New Score File command on the File menu creates a new, empty score file. The New Score File command opens a dialog box that prompts you to name the new score file. You need to create a score file before you can save a score.

See also

Creating a new score file
Open Clip File...
Open Score File...
Opening a score file
Save
Saving a score

Open Score File...

The Open Score File command on the File menu opens the Choose File dialog box so you can select an existing score file to open. You need to create a score file or open an existing score file before you can save a score. You can add new scores to an existing score file.

See also

Creating a new clip file
Creating a new score file
New Score File...
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Saving a score

Open Clip File...

The Open Clip File command on the File menu opens the Choose File dialog box so you can select an existing clip file.

See also

Creating a new clip file
Creating a new score file
New Score File...
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Opening a score file
Save
Saving a score

Run...

The Run command on the File menu starts an additional instance of ToolBook or the Windows application Clipboard, Control Panel, or Notepad. The Run command opens a dialog box in which the book to be opened in the new instance of ToolBook or the Windows application to be run is specified.

⧉

Exit **(Ctrl+X)**

The Exit command on the File menu closes the ScoreMaker application and returns you to the Windows desktop.

Clear   (Del)

The Clear command on the Edit menu deletes one or more selected <u>score items</u> from the <u>timeline</u> without placing them on the Windows Clipboard. If nothing is selected, the command name is dimmed on the menu.

See also

<u>Deleting a score or score item</u>
<u>Select All</u>

📖

Select All   (Shift+F9)

The Select All command on the Edit menu selects all of the <u>score items</u> on the <u>timeline</u>.

See also

<u>Arranging a score</u>

📖

Author   (F3)

The Author command on the Edit menu changes the working level from Reader to <u>Author.</u> At Author level, the Author command is replaced by the Reader command on the Edit menu, and <u>ScoreMaker</u> adds the Text, Page, Object, Draw, and Window menus. The File and Edit menus also gain additional commands.This menu item only appears if you have ToolBook installed.

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Modify Selected Score Item...

The Modify Selected Score Item command on the Options menu opens the Media Link dialog box so you can modify a selected <u>media file</u>.

See also

<u>Align</u>
<u>Arrange Bitmaps</u>
<u>Arranging a score</u>
<u>Modifying a score item</u>

Align

The Align command on the Options menu aligns the beginnings of selected score items with the selected score item that has the earliest starting point. For example, if you select several score items---one that begins at second 3, one that begins at second 7, and one that begins at second 11 on ScoreMaker's timeline---then choose Align, they will align with the score item that begins at second 3.

See also

Aligning score items
Arrange Bitmaps
Arranging a score
Modify Selected Score Item...
Modifying a score item
Select All

📖

Arrange Bitmaps

The Arrange Bitmaps command on the Options menu lets you reposition <u>bitmap</u> windows on the screen.

See also

<u>Align</u>
<u>Aligning score items</u>
<u>Arranging a score</u>
<u>Modify Selected Score Item...</u>
<u>Modifying a score item</u>

📖 Run ClipMaker

The Run ClipMaker command on the Options menu opens the ClipMaker application. Using ClipMaker, you can create a library of <u>clips</u> of your multimedia files.

See also

<u>Creating a new clip file</u>
<u>Run ScoreMaker</u>
<u>Run ScorePlayer</u>

📖 Run ScorePlayer

The Run ScorePlayer command on the Options menu opens the ScorePlayer application. ScorePlayer is the playback-only application in MediaBlitz that opens and plays existing scores.

See also

Run ClipMaker
Run ScoreMaker

📖

Show Errors

The Show Errors command on the Options menu displays error messages. If the Show Errors option is unchecked, no errors will be displayed and ScoreMaker will play everything it can.

📖

Preferences...

The Preferences command on the Options menu opens the Preferences dialog box where you specify the default path for the current project directory. In the Preferences dialog box you can also define the number of seconds a <u>bitmap</u> appears on the screen when you play it in a <u>score.</u>

See also

<u>Adding wave audio, MIDI, animation, or bitmap files to scores</u>
<u>Arrange Bitmaps</u>
<u>Bitmap</u>
<u>Modify Selected Score Item...</u>
<u>Modifying a score item</u>

Creating a new score file

You need to create a new <u>score file</u>, or open an existing score file, before you can save a <u>score</u>.

To create a new score file:

1. Choose New Score File from the File menu.

2. In the dialog box that appears, type a name for the score file.

3. Click OK.

You can save scores you create to the opened score file.

See also

<u>New</u>
<u>New Score File...</u>
<u>Open Score File...</u>
<u>Opening a score file</u>
<u>Save</u>
<u>Saving a score</u>

Opening a score file

If you have already created a <u>score file</u>, you can open the file and add new <u>scores</u> to it.

To open an existing score file:

1. Choose Open Score File from the File menu.

2. In the Open Score File dialog box, select the score file you want to open (score files have an .SCF file extension), then click OK.

   The scores contained in the score file appear in the Score names list box at the top of the application window.

See also

<u>Creating a new score file</u>
<u>New</u>
<u>New Score File...</u>
<u>Open Score File...</u>
<u>Save</u>
<u>Saving a score</u>

📖

Adding wave audio, MIDI, animation, or bitmap files to scores

You create a score by arranging graphic and sound <u>clips</u> and files along <u>ScoreMaker's timeline</u>.

To add a wave audio, MIDI, animation, or bitmap file:

1. Click the <u>wave audio</u>, <u>MIDI</u>, <u>animation</u>, or <u>bitmap</u> icon.

2. In the Choose Media File dialog box, select a file, then click OK.

    Wave audio files have a .WAV extension; MIDI files have an .MID extension; animation files have an .FLC, .FLI, .MMM, or .AWM extension; and bitmaps have a .BMP or .DIB extension.

    If you choose an animation or bitmap file, a dialog box prompts you to drag the animation or bitmap window to the position you want it to appear on the screen when your score plays.

A bar indicating the length of the <u>media file</u> appears at the left of the appropriate device timeline. The bar indicating the length of an animation clip or file is only approximate; depending on the configuration of your computer, the animation clip or file plays at different speeds and may actually be longer or shorter in duration on your screen than the timeline indicates. If you incorporate multiple clips or files of the same media-device type into a score, the bars appear overlapped on the device timeline.

See also

<u>Adding a clip to a score</u>
<u>Animation</u>
<u>Arranging a score</u>
<u>Bitmap</u>
<u>CD audio</u>
<u>MIDI</u>
<u>Save</u>
<u>Saving a score</u>
<u>Wave audio</u>

Adding a clip to a score

You can create a clip of a <u>wave audio</u>, <u>MIDI</u>, or <u>animation</u> file or a clip of a CD audio in <u>ClipMaker,</u> then add that clip to a score in <u>ScoreMaker.</u>

To add a clip:

1. Choose Open Clip file from the File menu.

2. In the Choose File dialog box, select a file, then click OK.

   The clips contained in the clip file appear in the Clip names list box at the top of the application window.

3. In the Clip names list box, select one or more clips.

4. Click the Load button.

A bar indicating the length of the <u>clip</u> appears at the left of the appropriate device <u>timeline.</u> If you incorporate multiple clips or files of the same media-device type into a <u>score,</u> the bars appear overlapped on the device timeline.

See also

<u>Adding wave audio, MIDI, animation, or bitmap files to scores</u>
<u>Animation</u>
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<u>MIDI</u>
<u>Save</u>
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<u>Wave audio</u>

Saving a score

You should save each <u>score</u> immediately after creating it and after making any changes that you don't want to lose. You can always modify a saved score.

To save a score:

1. In the Score name field, type a score name.

2. Click the Save button.

See also

<u>Modify Selected Score Item...</u>
<u>Modifying a score item</u>
<u>Save</u>

Arranging a score

The numbers along the top of the <u>ScoreMaker</u> <u>timeline</u> show one-second increments. To scroll forward or backward along the timeline, click one of the buttons at the bottom right of the application window.

To drag a score item along the timeline:

♦ Select the score item, then drag it anywhere along its timeline.

To select a <u>score item</u>, click the item in the timeline. A yellow bar indicates that the score item is selected. To deselect a score item, click anywhere else on the timeline except on the score item. To select more than one score item, hold down the Shift key as you select the score items. To select all of the score items, choose Select All (Shift+F9) from the Edit menu.

See also

<u>Aligning score items</u>
<u>Modify Selected Score Item...</u>
<u>Modifying a score item</u>
<u>Select All</u>

Aligning score items

If you want selected <u>score items</u> to begin at the same time in the <u>score</u>, you can align the items. The beginnings of the selected score items will align with the selected score item that has the earliest starting point. For example, if you select several score items---one that begins at second 3, one that begins at second 7, and one that begins at second 11 on <u>ScoreMaker's</u> <u>timeline</u>---then align them, they will align with the score item that begins at second 3.

To align the beginnings of two or more score items:

1. Select the score items you want to align.

2. Choose Align from the Options menu.

See also

<u>Align</u>
<u>Arranging a score</u>
<u>Modify Selected Score Item...</u>
<u>Modifying a score item</u>
<u>Select All</u>

Modifying a score item

You can modify the length of a <u>clip</u>, reposition a <u>bitmap</u> or <u>animation</u> window, or change the duration of bitmap files. Although a <u>score</u> is made up of one or more <u>score items</u>, you can modify only one score item at a time in the Media Link dialog box.

To modify a score item:

♦   Select a score item, then choose Modify Selected Score Item from the Options menu, or double-click a score item to open the Media Link dialog box.
      A dimmed field indicates that you cannot change that attribute of a score item.

You can modify score items by changing the following fields in the Media Link dialog box:

♦   To change the position of a score item on the timeline, type in a new number in the Delay field.

      To modify the beginning or ending reference point of a clip or file, type in a valid number in the Begin position or End position field.

      To change the duration of bitmap files, type a new number in the Duration field.

      To reposition animation or bitmap windows, type new numbers in the Horizontal window position and Vertical window position fields. Or, click the Window position button and drag the animation or bitmap window to the position you want it to appear on the screen.

See also

<u>Align</u>
<u>Aligning score items</u>
<u>Arranging a score</u>
<u>Modify Selected Score Item...</u>
<u>Select All</u>

Playing a score or score item

You can play an entire <u>score</u> you have arranged, or play a portion of a score.

To play an entire score:

1. Make sure no score item is selected, or that all of the score items are selected. (A yellow bar indicates that a score item is selected.)

2. Click Play to begin playing a score.

   To stop the score before it plays to the end, click Stop, or press Esc.

To play a single score item:

1. Select the score item. (A yellow bar indicates that the item is selected.)

2. Click Play to begin playing a score.

To play several score items at one time:

1. Hold down the Shift key as you select the score items.

2. Click Play to begin playing a score.

See also

<u>Arranging a score</u>
<u>Modify Selected Score Item...</u>
<u>Modifying a score item</u>
<u>Play</u>
<u>Select All</u>
<u>Stop</u>

Deleting a score or score item

You can delete one score at a time from a score file.

To delete a score:

1. In the Score names list box, select a score.

2. Click the Delete button.

    A dialog box prompts you to verify that you want to delete the score.

3. Click OK to delete the score, or Cancel if you change your mind.

You can delete one or more score items from a score.

To delete a score item from a score:

1. Select the score item on the timeline. (Hold down the Shift key to select more than one score item.)

2. Choose Clear from the Edit menu, or press the Delete key.

See also

Clear
Delete
Select All

Load (score file)

The Load button opens a selected <u>score</u> in <u>ScoreMaker</u> so you can play it or modify it.

See also

<u>Delete</u>
<u>Deleting a score or score item</u>
<u>Load (clip file)</u>
<u>Modify Selected Score Item...</u>
<u>Modifying a score item</u>
<u>Play</u>
<u>Playing a score or score item</u>

Save

The Save button saves a <u>score</u> with a name you enter in the Score name field. You should save each score immediately after creating it and after making any changes that you don't want to lose. You can always modify a saved score.

See also

<u>Modify Selected Score Item...</u>
<u>Modifying a score item</u>
<u>Saving a score</u>

New

The New button clears the currently <u>loaded</u> <u>score</u> from <u>ScoreMaker</u> so you can create a new score.

See also

<u>Creating a new score file</u>
<u>Load (score file)</u>
<u>New Score File...</u>

📖 Delete

The Delete button deletes a selected <u>score</u> from the currently open score file.

See also

<u>Clear</u>
<u>Deleting a score or score item</u>

Load (clip file)

The Load button opens a selected clip in ScoreMaker so you can play it or modify it.

See also

Delete
Deleting a score or score item
Load (score file)
Modify Selected Score Item...
Modifying a score item
Play
Playing a score or score item

📖

CD audio

The CD audio button opens the Choose File dialog box so you can select a CD audio clip. When you select a CD audio clip, a bar indicating the length of the clip appears at the left of the CD audio timeline. If you incorporate multiple CD audio clips into a score, the bars appear overlapped.

See also

Adding a clip to a score
Adding wave audio, MIDI, animation, or bitmap files to scores
Animation
Bitmap
Creating a CD audio clip
MIDI
Wave audio

Wave audio

The Wave audio button opens the Choose File dialog box so you can select a wave audio file. When you select a wave audio file, a bar indicating the length of the file appears at the left of the wave audio timeline. If you incorporate multiple wave audio files or clips into a score, the bars appear overlapped.

See also

Adding a clip to a score
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MIDI

📖

MIDI

SCORE

ScoreMaker controls

The MIDI button opens the Choose File dialog box so you can select a MIDI   file. When you select a MIDI file, a bar indicating the length of the file appears at the left of the MIDI timeline. If you incorporate multiple MIDI files or clips into a score, the bars appear overlapped.

See also

Adding a clip to a score
Adding wave audio, MIDI, animation, or bitmap files to scores
Animation
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Creating a wave audio, MIDI, or animation clip
Wave audio

▤

Animation

The Animation button opens the Choose File dialog box so you can select an animation file. When you select an animation file, a bar indicating the length of the file appears at the left of the animation timeline. The bar indicating the length of an animation clip or file is only approximate; depending on the configuration of your computer, the animation clip or file plays at different speeds and may actually be longer or shorter in duration on your screen than the timeline indicates.

If you incorporate multiple animation files or clips into a score, the bars appear overlapped.

See also

Adding a clip to a score
Adding wave audio, MIDI, animation, or bitmap files to scores
Bitmap
CD audio
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MIDI
Wave audio

Bitmap

The Bitmap button opens the Choose File dialog box so you can select a bitmap file. When you select a bitmap file, a bar indicating the length of the file appears at the left of the bitmap timeline. Its length will correspond to the value specified in the bitmap duration field in the Preferences dialog box. If you incorporate multiple bitmap files into a score, the bars appear overlapped.

See also

Adding a clip to a score
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CD audio
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Play

The Play button plays a <u>score</u> or selected <u>score items</u>.

See also

<u>Load (score file)</u>
<u>Playing a score or score item</u>
<u>Stop</u>

📖

Stop

The Stop button stops the playing of a <u>score</u> or selected <u>score items</u>.

See also

<u>Load (score file)</u>
<u>Play</u>
<u>Playing a score or score item</u>

📖

Scroll to beginning

The Scroll to beginning button scrolls to the beginning of a <u>score</u>.

See also

<u>Scroll to any point in score</u>
<u>Scroll to ending</u>
<u>Scroll 19 seconds to beginning</u>
<u>Scroll 19 seconds to end</u>

📖

Scroll to ending

The Scroll to ending button scrolls to the ending of a <u>score</u>.

See also

<u>Scroll to any point in score</u>
<u>Scroll to beginning</u>
<u>Scroll 19 seconds to beginning</u>
<u>Scroll 19 seconds to end</u>

📖

Scroll 19 seconds to beginning

The Scroll 19 seconds to beginning button scrolls 19 seconds toward the beginning of the score timeline.

See also

Scroll to any point in score
Scroll to beginning
Scroll to ending
Scroll 19 seconds to end

Scroll 19 seconds to end

The Scroll 19 seconds to end button scrolls 19 seconds toward the end of the <u>score timeline</u>.

See also

<u>Scroll to any point in score</u>
<u>Scroll to beginning</u>
<u>Scroll to ending</u>
<u>Scroll 19 seconds to beginning</u>

📖

Scroll to any point in score

The Scroll to any point in score button opens a dialog box that prompts you to enter the number on the score timeline that you want to scroll to.

See also

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Scroll to ending
Scroll 19 seconds to beginning
Scroll 19 seconds to end

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ScorePlayer commands

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📖
Open Score File...

The Open Score File command on the File menu opens the Choose File dialog box so you can select a score file to open.

See also

Opening a score file

Run...

The Run command on the File menu starts an additional instance of ToolBook or the Windows application Clipboard, Control Panel, or Notepad. The Run command opens a dialog box in which the book to be opened in the new instance of ToolBook or the Windows application to be run is specified.

📖

Exit   **(Ctrl+X)**

The Exit command on the File menu closes the ScorePlayer application and returns you to the Windows desktop.

Author (F3)

The Author command on the Edit menu changes the working level from Reader to Author. At Author level, the Author command is replaced by the Reader command on the Edit menu, and ScorePlayer adds the Text, Page, Object, Draw, and Window menus. The File and Edit menus also gain additional commands. This menu item only appears if you have ToolBook installed.

📖 Preferences...

The Preferences command on the Options menu opens the Preferences dialog box where you specify the default path for the current project directory. In the Preferences dialog box you can also define the number of seconds a <u>bitmap</u> appears on the screen when you play it in a <u>score</u>.

See also

<u>Adding wave audio, MIDI, animation, or bitmap files to scores</u>
<u>Bitmap</u>
<u>Play</u>
<u>Playing a score</u>

Opening a score file

You can load one or more <u>scores</u> in <u>ScorePlayer</u>.

To open a score file in ScorePlayer:

1. Choose Open Score File from the File menu.

2. In the Choose File dialog box, select the score file you want to open (score files have an .SCF file extension), then click OK.

The scores contained in the score file appear in the Score names list box at the top of the application window.

See also

<u>Open Score File...</u>

Playing a score

You can load one or more scores in ScorePlayer, play them in any order, and even play the scores continuously.

To play a score in ScorePlayer:

1. Select the score in the Score names list box.

The score appears in the Play list.

2. Click the Play button.

To play more than one score in ScorePlayer:

1. Select one score at a time in the Score names list box.

Scores play in the order they are selected.

2. Click the Play button.

To stop playback of a score, press Esc.

Check Repeat play if you want your scores to loop and keep playing. Check Advance manually if you want to control when the next score in the Play list plays. To start the next score in Advance manually mode, press the spacebar.

See also

Advance manually
Play
Repeat play

Deleting a score from the Play list

You can remove a single <u>score</u> or all of the scores from the Play list.

To remove a score from the Play list:

Select the score in the Play list box.
The score clears from the Play list box.

To remove all of the scores from the Play list:

Click the Clear list button.

See also

<u>Clear list</u>

📖

Play

The Play button plays the <u>scores</u> <u>loaded</u> in the Play list box.

See also

<u>Advance manually</u>
<u>Open Score File...</u>
<u>Playing a score</u>
<u>Repeat play</u>

Repeat play

The Repeat play check box lets you continuously play <u>scores</u> loaded in the Play list box. To stop playback of a score, press Esc.

See also

<u>Advance manually</u>
<u>Open Score File...</u>
<u>Play</u>
<u>Playing a score</u>

📖
Advance manually

The Advance manually check box lets you control when the next <u>score</u> in the Play list box plays. To start the next score, press the spacebar.

See also

<u>Open Score File...</u>
<u>Play</u>
<u>Playing a score</u>
<u>Repeat play</u>

📖

Clear list

The Clear list button removes all of the <u>scores</u> from the Play list box.

See also

<u>Deleting a score from the Play list</u>

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📖 ClipMaker controls

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ClipMaker procedures

Creating a new clip file

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New Clip File...

The New Clip File command on the File menu creates a new <u>clip file</u>. The New Clip File command opens a dialog box that prompts you to name the new clip file. You need to create a clip file, or open an existing clip file, before you can save a <u>clip</u>.

See also

<u>Creating a new clip file</u>
<u>Open Clip File...</u>
<u>Opening an existing clip file</u>

📖 Open Clip File...

The Open Clip File command on the File menu opens the Choose File dialog box so you can select an existing <u>clip file</u> to open. You need to open an existing clip file or create a new clip file before you can save a <u>clip</u>. You can add new clips to an existing clip file.

See also

<u>Creating a new clip file</u>
<u>New Clip File...</u>
<u>Opening an existing clip file</u>

Run...

The Run command on the File menu starts an additional instance of ToolBook or the Windows application Clipboard, Control Panel, or Notepad. The Run command displays a dialog box in which the book to be opened in the new instance of ToolBook or the Windows application to be run is specified.

📖

Exit   (Ctrl+X)

The Exit command on the File menu closes the ClipMaker application and returns you to the Windows desktop.

📖

Author   (F3)

The Author command on the Edit menu changes the working level from Reader to Author. At Author level, the Author command is replaced by the Reader command on the Edit menu, and ClipMaker adds the Text, Page, Object, Draw, and Window menus. The File and Edit menus also gain additional commands. This menu item only appears if you have ToolBook installed.

📖 Run ScoreMaker

The Run ScoreMaker command on the Options menu opens the ScoreMaker application. Using ScoreMaker, you can arrange combinations of sound and graphic clips created in ClipMaker to create a score.

See also

Creating a new clip file
Creating a new score file
Run ClipMaker
Run ScorePlayer

Run ScorePlayer

The Run ScorePlayer command on the Options menu opens the ScorePlayer application. ScorePlayer is the playback-only application in MediaBlitz that opens and plays existing scores.

See also

Creating a new clip file
Creating a new score file
Run ClipMaker
Run ScoreMaker

📖

Preferences...

The Preferences command on the Options menu opens the Preferences dialog box where you specify the default path for the current project directory. In the Preferences dialog box you can also define the number of seconds a <u>bitmap</u> appears on the screen when you play it in a <u>score</u>.

See also

<u>Adding wave audio, MIDI, animation, or bitmap files to scores</u>

CD Audio

The CD Audio command on the Device menu opens the CD audio control panel so you can create a CD audio clip. A stored reference to a CD is called a clip. You can also open the CD audio control panel by clicking the CD audio icon.

See also

Animation
Creating a CD audio clip
Creating a wave audio, MIDI, or animation clip
MIDI
Wave Audio

📖

Wave Audio

The Wave Audio command on the Device menu opens the <u>wave audio</u> control panel so you can create a wave audio <u>clip</u>. You need to first load a wave audio file in order to create a wave audio clip. You can also open the wave audio control panel by clicking the wave audio icon.

See also

<u>Animation</u>
<u>CD Audio</u>
<u>Creating a CD audio clip</u>
<u>Creating a wave audio, MIDI, or animation clip</u>
<u>MIDI</u>

📖

MIDI

The MIDI command on the Device menu opens the <u>MIDI</u> control panel so you can create a MIDI <u>clip</u>. You need to first load a MIDI file in order to create a MIDI clip. You can also open the MIDI control panel by clicking the MIDI icon.

See also

<u>Animation</u>
<u>CD Audio</u>
<u>Creating a CD audio clip</u>
<u>Creating a wave audio, MIDI, or animation clip</u>
<u>Wave Audio</u>

📖

Animation

The Animation command on the Device menu opens the <u>animation</u> control panel so you can create an animation <u>clip</u>. You need to first load an animation file in order to create an animation clip. You can also open the animation control panel by clicking the animation icon.

See also

<u>CD Audio</u>
<u>Creating a CD audio clip</u>
<u>Creating a wave audio, MIDI, or animation clip</u>
<u>MIDI</u>
<u>Wave Audio</u>

📖

Creating a new clip file

You need to create a <u>clip file</u>, or open an existing clip file, before you can save a <u>clip</u>.

To create a new clip file:

1. Choose New Clip File from the File menu.

2. In the dialog box that appears, type a name for the clip file.

3. Click OK.

You can now save clips to the opened clip file.

See also

<u>New</u>
<u>New Clip File...</u>
<u>Open Clip File...</u>
<u>Opening an existing clip file</u>

📖

Opening an existing clip file

If you have already created a <u>clip file</u>, you can open the file and add new <u>clips</u> to it.

To open an existing clip file:

1. Choose Open Clip File from the File menu.

2. In the Choose File dialog box, select the clip file you want to open (clip files have a .CPF file extension), then click OK.

The clips contained in the clip file appear in the Clip names list box at the top of the application window.

See also

<u>Creating a new clip file</u>
<u>New</u>
<u>New Clip File...</u>
<u>Open Clip File...</u>

Creating a wave audio, MIDI, or animation clip

Wave audio, MIDI, and animation <u>clips</u> are stored references to <u>wave audio,</u> <u>MIDI</u> and <u>animation,</u> files. You need to first load the <u>media file</u> you want to use before you can create a clip from it.

To create a wave audio, MIDI, or animation clip:

1. Choose Wave Audio, MIDI, or Animation from the Device menu, or click the wave audio, MIDI, or animation icon.

2. Click Load, select the file that you want to use to create a clip, then click OK.

Wave files have a .WAV extension; MIDI files have an .MID extension; and animation files have an .FLC, .FLI, .MMM, or .AWM extension.

3. Click the Play button to play the media file.

4. Click the Begin button (or press the spacebar) to reference the beginning of a clip.

5. Click the End button (or press the spacebar) to reference the end of a clip.

See also

<u>Animation</u>
<u>Begin</u>
<u>CD Audio</u>
<u>Creating a CD audio clip</u>
<u>End</u>
<u>MIDI</u>
<u>Play</u>
<u>Wave Audio</u>

Creating a CD audio clip

The control panel for creating a <u>CD audio clip</u> is different from the control panel for the other media devices. Therefore, the procedure for creating a CD audio clip is also different.

To create a CD audio clip:

1. Choose CD Audio from the Device menu, or click the CD audio icon.

2. Click the On/Off button to turn the device on.

3. Click the Play button to begin playing the CD.

4. Click the Begin button (or press the spacebar) to reference the beginning of a clip.

5. Click the End button (or press the spacebar) to reference the end of a clip.

See also

<u>Animation</u>
<u>Begin</u>
<u>CD Audio</u>
<u>Creating a wave audio, MIDI, or animation clip</u>
<u>End</u>
<u>MIDI</u>
<u>On/Off (CD audio)</u>
<u>Play</u>
<u>Wave Audio</u>

📖

Saving a clip

You should save each <u>clip</u> immediately after creating it and after making any changes that you don't want to lose. You can always modify a saved clip.

To save a clip:

1. In the Clip name field, type a clip name.

2. Click the Save button.

The new clip name and media-device type appear in the list box at the top of the application window. If you type in a name that has already been used for another clip, a warning box asks if you want to overwrite that clip.

You can save an existing clip with a new name to preserve the previously saved version.

To save an existing clip with a new name:

1. Load the clip.

2. In the Clip name field, type a new clip name.

3. Click the Save button.

See also

<u>Load</u>
<u>Modifying a clip</u>
<u>Save</u>

📖 Playing a clip

You can review a clip you have created by clicking the Play button, or you can play the first 1.5 or last 1.5 seconds of a clip using the Test beginning or Test ending button.

See also

Load
Play
Stop
Test beginning
Test ending

Modifying a clip

With ClipMaker, you can precisely modify the beginning and ending points of a <u>clip.</u>

To modify a clip:

Adjust the beginning and ending points of the clip with the four fine-tuning buttons located to the right of the Begin and End fields.

These buttons increment and decrement the beginning and ending positions of a clip by one-tenth of a second.

See also

<u>Begin</u>
<u>End</u>
<u>Load</u>
<u>Test beginning</u>
<u>Test ending</u>

Deleting a clip

You can delete one clip at a time from a clip file.

To delete a clip:

1. Select the clip in the Clip names list box.

2. Click the Delete button.

A dialog box prompts you to verify that you want to delete the clip.

3. Click OK to delete the clip, or Cancel if you change your mind.

See also

Delete
Load

📖
Load

The Load button opens a clip in ClipMaker so you can play or modify the clip.

On the wave audio, MIDI, and animation control panels, clicking the Load button opens the Choose File dialog box so you can select a media file. You need to first load the media file you want to use before you can create a clip from it.

See also

Delete
Deleting a clip
Modifying a clip
Play
Playing a clip

📖 Save

The Save button saves a <u>clip</u> with the name you enter in the Clip name field. You should save each clip immediately after creating it and after making any changes that you don't want to lose. You can always modify a saved clip.

See also

<u>Modifying a clip</u>
<u>Saving a clip</u>

New

The New button clears the currently <u>loaded</u> <u>clip</u> from <u>ClipMaker</u> so you can create a new clip.

See also

<u>Creating a new clip file</u>
<u>New Clip File...</u>

Delete

The Delete button deletes a selected <u>clip</u> from the currently open clip file.

See also

<u>Deleting a clip</u>
<u>Load</u>

📖 Begin

The Begin button is used to reference the beginning point of a <u>clip</u>.

See also

<u>Creating a CD audio clip</u>
<u>Creating a wave audio, MIDI, or animation clip</u>
<u>End</u>

📖

End

The End button is used to reference the ending point of a clip.

See also

Begin
Creating a CD audio clip
Creating a wave audio, MIDI, or animation clip

📖

Test beginning

The Test beginning button plays the first 1.5 seconds of a loaded clip.

See also

Load
Modifying a clip
Test ending

Stop

The Stop button stops the playing of a loaded clip.

See also

Load
Play
Playing a clip

📖

Play

The Play button plays a <u>loaded</u> <u>clip.</u>

See also

<u>Load</u>
<u>Playing a clip</u>
<u>Stop</u>

📖

Test ending

The Test ending button plays the last 1.5 seconds of a <u>loaded</u> <u>clip.</u>

 See also

<u>Load</u>
<u>Modifying a clip</u>
<u>Test beginning</u>

📖

Unload

The Unload button closes the current <u>wave audio</u>, <u>MIDI</u>, or <u>animation</u> file.

See also

<u>Load</u>
<u>Saving a clip</u>

◫ Restart

The Restart button rewinds to the beginning of a <u>media file</u> or a CD audio.

See also

<u>Begin</u>
<u>Play</u>
<u>Playing a clip</u>
<u>Scan</u>

📖

Scan

The Scan button rewinds or forwards a <u>media file</u> or a CD audio.

See also

<u>Begin</u>
<u>Play</u>
<u>Playing a clip</u>
<u>Restart</u>

📖

Position

The Position button specifies the current position in a file or a CD audio.

See also

Creating a CD audio clip
On/Off (CD audio)
Track (CD audio)

📖

On/Off (CD audio)

The On/Off button turns the CD audio player on or off.

See also

Creating a CD audio clip
Position
Track (CD audio)

Track (CD audio)

ClipMaker controls

The Track field specifies which CD audio <u>track</u> is playing. You can specify which track you want to play by clicking the up or down arrow keys located to the right of the Track field.

See also

<u>Creating a CD audio clip</u>
<u>On/Off (CD audio)</u>
<u>Position</u>

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