

## **Art Show 1.0 - a Slide Show Utility for Win3 Bitmaps**

**Description:** Art Show is a Windows app to display simple "shows" of your favorite .BMP files. You create a text file of the bitmap file names and how long you want them on the screen (up to 60 seconds). 16 and 256 color bitmaps are supported at VGA and SuperVGA resolutions depending upon the graphics card installed.

**Installation:** Copy Artshow.exe to any directory you wish. Launch it from the program manager or your favorite Windows menu utility.

**How to Create a Slide Show:** There are two key ingredients to a slide show: the slides (in the form of .BMP files) and a "show program" that tells ArtShow what to do. You'll have to have both of these ready before you can put on a show. Here's the details:

**Creating Your Slides:** Any paint program that creates or saves files to the Windows 3.0 **.BMP** format is a good source of slides. You can draw your own with the Windows Paint program that comes with Windows. Another good source is the .GIF image files available on Compuserve. To use these you will need to convert them to the .bmp format - two excellent programs are available on Compuserve to do the conversion: WINGIF.EXE and SHOWGIF.EXE both handle the task with grace. The Arts & Letters Editor is a vector graphics program that can copy a bitmap version of a graphic to the Windows Clipboard, which you can then paste into Windows Paint and save as a .bmp file. Really, there are many options available.

**Creating the Show Program:** Here you'll need to use any text editor you're familiar with -- Windows Notepad is as good as any. Create a new file with any root name you wish, and with the extension .SHW (this is not required, but the files list box in ArtShow will default to displaying only .shw files!). Then you will need to type in some entries which are the slides you wish to show. Each slide will have a two line entry:

(1st line) **the filename** of the slide to show, &  
(2nd line) **number of seconds** (60 or less) to display.

Put the entries in the .SHW file in the order you wish them to appear in the slide show.

Note: the filename can be either a fully qualified filename with path, or just a root and extension if the file is in the same directory as ArtShow or the .shw file. Also, please make sure that you end each line in the file by hitting **Enter**, especially the last. Otherwise, Artshow may overlook the last entry!

Example: You wish to have a show of five slides. You create a file called **MYSHOW.SHW** with entries for five slides with various display times ranging from 5 to 25 seconds. MYSHOW.SHW might look like this (without the indentation, pls):

```
hello.bmp
10
c:\sc\marie.bmp
15
c:\art\otto.bmp
25
otto2.bmp
10
Eliz.bmp
5
```

As you can see, the various .bmp files are in several different directories. If you wish, you can put everything into the same directory and omit the path names. In any case you have to create a .SHW file which has entries similar to these so that ArtShow knows which files to display.

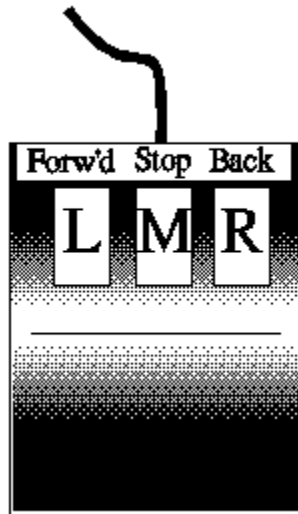
**Using ArtShow:** To use ArtShow, launch the program, choose File/Open and select the show file (.shw) you wish to run. The show commands will be loaded into memory, but nothing will happen until you click Start! or click with the left mouse button on the window surface. Then you're off. Each slide will load in turn and show for the specified time.

You can stop the slide show by clicking Stop on the menu bar or clicking with the **middle** mouse button on the window surface (the mouse trick only works if you have a recent mouse driver that Windows communicates with - for example older Logitech drivers didn't provide this functionality for the middle button under Windows, but the Mouseman drivers do).

You can backup a slide by clicking with the **right** mouse button. In fact, you can backup to the beginning of the show.

You can jump ahead to the next side by clicking with the **left** mouse button (that is, you'll jump ahead right away without waiting for the time specified in the .shw script file). This button will also restart a show that has been

stopped.



Remember: you have to click on the Window display surface for the **forward, stop, advance** mouse commands to work.

**Creating Loops:** You can have your slide show repeat itself indefinitely by naming your last slide "loop"(no extension, just "loop"), and putting any time entry you like below it. The loop entry causes ArtShow to start over with the first slide in the show.

**Registration:** Art Show is distributed as a shareware product. You are free to try out the program for a 30 day period. If you find it useful after that, you are expected to register it for a \$5.00 fee. Send the registration to

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**Liability:** You use Art Show entirely at your own risk. Only you can determine its suitability for a given task.

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