

Fanfare! Presentations

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INTRODUCTION AND INSTALLATION

Welcome to Fanfare! Presentations

Fanfare! Presentations is a multimedia presentation software product that lets you create full-featured interactive multimedia presentations for personal, business and home office use. Create impressive presentations containing video, animation, images, text, sound and music.

Fanfare! Presentations is intuitive and easy to use. The 'drag and drop' interface lets you conduct stunning presentations in just minutes. Interactive presentations can be created for point of sale, training, etc.

Enliven your standard business presentations by adding video sequences and still images along with text, sound and music. Video formats supported include AVI, MPEG and DAT (Video; Video CD). Image formats supported are BMP, TIF, PCX, JPEG, WMF and Photo CD. Sound and music files in WAV, MIDI and CD Audio format can be added to presentations.

A flexible text function, screen underlays, transition effects, predefined templates and backgrounds, ready-made sample presentations as well as a complete media clip library are included in Fanfare! Presentations.

A run-time version of Fanfare! Presentations is provided for distribution with presentations.

Contents of the Fanfare! Presentations CD

Included on the Fanfare! Presentations CD are:

- o The Fanfare! Presentations program
- o Fanfare! Presentations Run-time player
- o Licence free media clips in a variety of formats for use in Fanfare! Presentations
- o License free photographic images
- o Sample presentations
- o 20 True Type Fonts

System Requirements

Hardware

Minimum:

- o 80486/SX IBM PC compatible computer
- o 4 MB RAM
- o Hard disk with 10 MB free disk space
- o VGA/Super VGA graphics adapter card
- o Windows-compatible mouse or other pointing device
- o Double-speed CD-ROM drive

Recommended:

- o 80486 / 66 MHz IBM PC compatible computer
- o 8-16 MB RAM
- o Hard disk with 50+ MB free disk space
- o Hi-color or true color; color graphics adapter card
- o Windows-compatible mouse or other pointing device
- o Double-speed CD-ROM; CD-ROM drive

To take advantage of Fanfare! Presentations' multimedia functionality, the following optional hardware is recommended:

- o Windows compatible sound card
- o MPEG decompression board

Software

- o MS-DOS 3.1 or higher
- o Microsoft Windows 3.1 or Windows 95

MCI (Media Control Interface) drivers for:

- o All installed optional hardware
- o CD Audio

- o Video for Windows
- o Autodesk Animator
- o MIDI

Some drivers, such as the CD Audio;CD Audio driver, are provided with Microsoft Windows. Other drivers which are hardware specific, such as the MIDI driver, are provided when you purchase a sound board.

Installing Fanfare! Presentations

The Fanfare! Presentations CD contains the Fanfare! Presentations program and a variety of sample media clips and photographic images. During the installation procedure, only the Fanfare! Presentations program (and run-time player) will be installed to your hard disk.

To save space on your hard disk, sample media clips;media clips will not be copied during the installation procedure. They can be accessed directly from the CD or copied selectively to the hard disk when creating presentations in Fanfare! Presentations.

To install Fanfare! Presentations onto the hard disk:

1. Insert the Fanfare! Presentations disc into the CD-ROM drive.
2. From the Win 95 desktop click on Start, select Run... In the Run dialog box, type 'd:\win95\setup\setup.exe'. Click on OK.

NOTE: 'd' is the location of the CD-ROM;CD-ROM drive and may vary depending on your system configuration.

3. The Setup program will appear on the screen.
4. Select the destination path where you want to install Fanfare! Presentations by typing in the text box. Alternatively use the default destination path "c:\Fanfare".
5. Select the software modules you want to install or use the default settings
6. Select the language the software should be installed in by making the appropriate selection from the Language list box.
7. If a Windows program group should be automatically created during installation, click on the 'Build program group' check box.
8. Click on the Install button to begin the installation procedure.
9. If 'Build program group' was selected, the Fanfare! Presentations program group appears on the screen when installation is complete.

NOTE: Please refer to your Windows™ help system to install Fanfare! Presentations fonts on your system.

Additional Files, Information, and Examples

The following information is included on the Fanfare! Presentations CD:

- o Tutorial
- o Getting Started
- o Sample Presentations (DEMO directory)

You can open the sample presentations in Fanfare! Presentations to see how they are designed and constructed, and to learn some of the finer points of Fanfare!'s tools.

The MEDIA directory contains royalty-free backgrounds, buttons, photos, and sound & video files that you can use in your presentations

WHERE TO BEGIN?

Presentation Basics

The steps to follow when planning a multimedia presentation are:

- o Target your audience.
- o Decide on the message you want to get across with your presentation. Locate the appropriate

- o media in the form of videos, images and sound which will help you get your message across.
- o Make a rough draft of any text you might want to add;add to the presentation. Select a basic template style;template style;style for the presentation.
- o Decide whether the presentation will be shown on screen or printed on overhead transparencies.;overhead transparencies.

To create multimedia presentations in Fanfare! Presentations you will be working with four main windows:

- o Presentation window
- o File Selector window
- o Edit Frame window
- o Organization window

TOOL TIPS

Each of Fanfare!'s tools can display a description of its function at the bottom of the current window. Place the cursor over a tool (don't click!) to display its description.

Gathering Your Components

Before you can construct your presentation, you should first decide which files you want to include. You should consider the following:

BACKGROUNDS - Do you want to use a single background throughout the entire presentation, or several backgrounds. Your backgrounds can be:

- o a "blank" colored Fanfare! Presentations background
- o an underlay (discussed later in the user guide)
- o an image

IMAGES - These will help convey your message to your audience. Fanfare! Presentations supports several image formats

FONTS - Fanfare supports all fonts installed on your system. The Fanfare CD also includes 20 TrueType fonts you can install and use in your presentations.

SOUND - Do you want to play a single music track during your presentation? One or several sounds per slide?

VIDEO & ANIMATION - Do you want to further emphasize your message, or entertain your audience with videos or animations?

After you have decided on the components for your presentation, you should copy them to a single directory on your hard drive.

IMPORTANT Fanfare! Presentations allows you to add files from any drive or directory via the File Finder/Selector or the media tool buttons in the frame editor. However, until a presentation is compiled (and is no longer editable) Fanfare! Presentations 'remembers' the path location of each file. If you included files from a CD and you later try to edit your presentation without having the CD in the drive, Fanfare! Presentations cannot load those files. Therefore, if you have sufficient space on your hard drive, you should copy all of the files you want to include in your presentation into a single directory on your hard drive.

Creating the First Slides

New slides must be created in the PRESENTATION WINDOW.

You can use either of two methods to create slides. You can:

- o Click on the New Frame tool insert NEW FRAME .bmp here to create a blank slide.
- o Launch the File Selector to display images from which to select your slide background.

Whichever method you choose, you can add an image to a blank slide, or substitute a new image for an existing one, by opening the slide in the frame editor, clicking on the insert IMAGE .bmp here tool and selecting a new image.

Templates

Any slide you create can be designated as a template to be used throughout your presentation. A template contains all slide items included in the slide when it was designated a template (background, buttons, images, etc.). When you set a template and turn on the Template tool, all slides created with the New Frame tool will use the template.

A presentation can contain multiple templates, and the Template tool can be turned on or off anytime during the presentation design process.

To designate a slide as a template:

- o In the Presentation window, select the slide you want to use as a template
- o Click on the Set Template tool insert TEMPLATE button .bmp.

To create additional slides from your template

- o Click in the "Use Template" box (An 'X' will appear)
- o Click on the New Frame tool to create slides from the template

If you want to designate a different slide as a template, click on that slide and the Set Template tool before you create new slides. You can turn off the Template tool by clicking again on the "Use Template" box (the 'X' will disappear).

The File Selector

The File Selector window provides an overview of all media files contained on a computer system. For example, you can search for all video files on a computer or CD-ROM and display them in a thumbnail overview on the screen. Selected files can be dragged and dropped directly into the Presentation window from the File Selector window.

File Finder Dialog

Drive - This list box shows all disk drives. Click on the drive symbol to see and select the corresponding directories and subdirectories.

Directories - This list box shows all directories of the selected drive. Click on the directory symbols to see and select subdirectories.

Media Type - This list box shows all media types supported by the program. Click on the media type symbol to see and select the corresponding media files.

Media (Files) - This list box shows all media file formats supported by the program. The entries may vary depending on the selected media type.

Tools

Search The File Selector window provides an overview of media files.
Preview The "Preview" button is used to preview a selected file on the File Selector window.

Info The "Info" button is used to display information about the selected media file.

Display Image - Clicking this button displays all image and video files found as

thumbnail images. Other media files are shown as thumbnail symbols representing the media type and file format.

Display Symbol - Clicking this button displays all media files found as thumbnail symbols representing the media type and file format.

Single or multiple files can be selected on the File Selector window, which can then be dragged and dropped into the Presentation window. This is the fastest and easiest way to include all file types into a presentation.

Selecting Files on the File Selector Window

To select a single file:

Click on the desired file once with the mouse. It will appear dark gray to show that it is selected.

To deselect a file:

Holding the Ctrl button down, click on the file to be deselected.

To select multiple files:

Use Shift + Click to select a range of files.

Use Ctrl + Click to select individual files.

Draw a selection box with the mouse around any number of files.

To select all files:

Choose Select All from the Edit menu.

To deselect files:

Choose Deselect from the Edit menu.

NOTE: It is not possible to preview multiple files!

The Launch Panel

The launch panel allows you to start up frequently used programs (i.e. graphics applications) from with Fanfare! Presentations. You can add up to 32 programs to the launch panel, using the panel up and down arrows to scroll through them.

To display the Launch Panel, select LAUNCH PANEL from the "Views" Program Window menu.

To add a program to the Launch Panel, click on the Open Program tool at the top of the panel, then select a program from the appropriate drive and directory.

To launch a program in the Launch Panel, double-click on the program icon.

To delete a program (or change the settings), click on the program icon with the left (or secondary) mouse button.

Programs remain in the Launch Panel until they are deleted.

THE FRAME EDITOR - Adding Text & Media To Your Presentation

Text, buttons, and CD Audio must be added in the frame editor

You can add images, sounds & music, video, and animation files to each slide from either the File Selector or from the appropriate tool in the frame editor. You can modify the following settings in the Settings dialog box, for any item in the frame, by double clicking on its name in the Item list, or the item itself in the frame:

Area + Title

Title: Enter a name, other than the default name, for the item. This allows you to more easily identify each item in the item list.

Area: Enter the exact coordinates for the location of the item.

Shadow Offset: Define the amount of shadow if a shadow should appear on the item.

Color + Frame

Frame Size: Enter the frame size.

Color Type: Select colors for item, background, shadow and frame.

Available Colors: Displays the color palette for the choices made under color type.

The Item List

Each media item in the frame is displayed in the Item List. When an item is added to a frame, Fanfare! Presentations displays a default title. You can change the title in the Settings dialog box to a word or phrase more descriptive of the item, allowing you to more easily identify it in a long item list

The order of the items in the item list is the order in which they will display when the slide is played. You can change the item play order by using the 4 "Move" tools at the right end of the tool bar.

Stacked Items

When you change the play order of stacked items in the item list, the items are automatically "restacked" on the slide. You do not have to manually restack your text, images, videos, etc on the frame.

The Effects List Box

Special effects can be added to items of a frame by using the options available in the Effects list box.

Display Mode:

Transparent

Opaque

Effects:

No effect

Random fade

Wipe left, Wipe right, Wipe up, Wipe down

Zoom in, Zoom out

Turn down, Turn up

Vertical split in, Vertical split out

Horizontal split in, Horizontal split out

Scroll down, Scroll up

Scroll left, Scroll right

Wipe diagonal

Diagonal zoom in

Color Settings

Color, background color, frame size or shadow of an item can be changed by using the following Color Settings.

Color Indicator

The Color Indicator allows you to change the color settings of an item. Click on the part or attribute you want to change and set the color using the Color Palette.

Color Palette

The Color Palette allows you to set the color of an items part or attribute. Click on the part or attribute you want to change and set the color using the Color Palette.

HINT: To make a custom color, double-click a color in the color palette. A dialog box will appear where you can mix your custom color.

Additional Tools

Snap to Grid

The Snap to Grid tool helps to precisely place and resize items in the Edit Frame Window. To select the distance between grid points, make the appropriate selection under Program Settings > Other.

Edit

The Edit tool lets you view and edit the settings of a single item in the Edit Frame window. Depending on the item type, the Edit dialog offers a variety of editable settings.

View

The View tool lets you preview a single item in the Edit Frame window.

Media Information

Useful information such as filename, path name, file size or media type of the selected item is provided.

MULTIMEDIA ITEMS - BEGIN/END SEQUENCING

When you add a sound, video, or animation file to a slide, you can set the begin/end play points in "Settings" dialog box that appears when you double-click on the item.

Sound	play/select track (CD Audio) play/select begin/end points listen to selection
Animation	play/select begin/end points
Video	watch selection

To select a media clip:

1. Click on a Media item in the Item List or on the frame window.
2. Click on the Edit button to open the Edit dialog box.
3. If a video clip was selected, the Video Settings dialog box will appear.
4. Use any of the control buttons to play, stop or pause.
5. Make a selection of the clip by clicking on the slider bar underneath the time display.
Holding the mouse button down, slide the bar in the desired direction. Do this on one or on both ends of the video clip.
6. Click on Test to test your selection.
7. Make any necessary adjustments and then click on OK.

Only the selected portion of the video clip will be played during a frame preview or when the presentation is played.

For more precise selection of a start or end point, you can use the Set Start and Set End buttons.

1. Click on the Play button to start the video clip playing.
2. When you have reached the point where you would like the clip to start, click on the Set Start button. The start offset will appear in the Start Offset list box.
3. Continue playing the video clip until you reach the spot where you would like the clip to end. Click on the Set End button. The end offset will now appear in the End Offset list box.
4. Use the Test button to test your selection. Click on OK.

NOTE: Using the methods described above, a selection can be made of any video, animation, sound or music clip.

Sound

You can add a sound file to a frame using the Sound, Midi, or CD Audio tool.

The arrangement of background and foreground sound allows music to be played in the background while simultaneously showing or playing a foreground sound or other events.

Foreground and Background Sound

A sound or music track marked as a foreground sound will be played in the order set by the Item List of the current frame. It will not be interrupted by any other item of the current frame.

A sound or music track marked as a concurrent background sound will start as defined in the Item List of the current frame. It will then go on playing while the other items of the current frame are simultaneously being shown or being played. A background sound will not stop if the user clicks a button or when the presentation switches to another frame.

A background sound always has higher priority than a foreground sound of the same type. If, for example, a Midi file is played as a background sound, any concurrent Midi foreground music will be ignored. However, a concurrent Wave file will be played.

The following table provides an overview of background;background and foreground sound combinations. Due to different hardware configurations, the results might differ slightly.

<u>Background Sound</u>	<u>Foreground Sound</u>	<u>Plays Foreground Sound</u>
Wave;Wave File	Wave File	No
	Midi;Midi File	Yes
	CD-Audio	Yes
	Video / AVI	No
	Video / MPEG	Yes
Midi File	Wave File	Yes
	Midi File	No
	CD-Audio	Yes
	Video / AVI	Yes
	Video / MPEG	Yes
CD-Audio	Wave File	Yes
	Midi File	Yes
	CD-Audio	No
	Video / AVI	Yes
	Video / MPEG	No

NOTE: You can double-click on a sound item to designate the sound as foreground or background.

Stopping Background Sound or Music

A background sound can only be stopped by another background sound, regardless of the sound file format. Thus, the best way to stop a background sound is to play;play a very short background;background Wave file. Such a file named ZERO.WAV is provided on the Fanfare! Presentations CD.

Buttons

Fanfare!'s buttons are "hotspots" added to slides with the Button tool to allow manual control of the presentation. The default button action ('exit' or 'previous slide') is set by Program settings tool and reset in the Organization and Links Windows. Buttons can be any size, visible or invisible, and located anywhere on a slide. Slides can contain several buttons.

Visible Buttons

You can modify the color and gradient, and add a frame and/or shadow to a visible button. Text can be placed over visible buttons, but the button area around the text must be large enough for the presenter to click on. Otherwise, the button will not function.

Custom Buttons

You can create a custom button from any image or text item by placing a transparent button over the item. The button must:

- o appear after the text or image item in the Item List.
- o completely cover the text or image item.

Invisible Buttons

You can designate a 'hot spot' anywhere on a slide by adding an invisible button. This technique is sometimes used by presenters who want manual control over their slides, but don't want to clutter the visual with buttons. Invisible buttons are best placed in slide corners.

During a running presentation, the cursor will change size and/or orientation when it passes over any button. This makes it easier to locate invisible buttons.

UNDERLAYS

Fanfare!'s underlays have limitless uses. Here are a few suggestions:

- o slide backgrounds
- o display backgrounds for images, videos, or animations
- o custom buttons
- o stacked in diminishing sizes to create textured borders

Underlays can be added to slides with the Underlay tool. You can adjust an underlay's dimensions, change the color and gradient, and add a frame and/or shadow. Transparency and Special Effects cannot be applied to underlays.

TIMERS

You can control the speed and pace of your presentation with timers. Insert a timer at the end of a slide's item list to delay the loading of the next slide, or between items to slow down and pace the display of the items on slides.

Timer units are in milliseconds (1,000 milliseconds = 1 second). You can set the duration to any value greater than zero by double-clicking on the timer item.

When you are setting the timing a slide, it is sometimes useful to temporarily set timers to be visible while the slide is played. Visible timers display with the other frame item in the order they appear in the item list. This allows you to more easily determine which timers require adjustment. Don't forget to reset timers to invisible before you compile your presentation!

Previewing Slides

You can preview a slide in the frame editor by clicking on the Preview tool. This allows you to check the play order of the item list, timing, and overall effect of each slide.

STRUCTURING YOUR PRESENTATION

Controlling a Presentation

A presentation can be self-running, interactive, or mixed control (self-running - to- interactive - self-running, etc.).

You can link slides in both the Organization Window and the Links Window. However, you can only create interactive - to - self-running slide links in the Links Window.

You cannot break button/slide links or remove slides from the Organization Window. You must use the Links Window.

The Organization Window

Each slide you have created appears in the Presentation Window. If you have added buttons to your slides, those

slides will display a gold key, indicating they are control slides. The order your slides will display in your presentation (linking) is set in the Organization and Linking Windows.

You can use the Organization Window to create self-running, interactive, or self-running - to interactive presentations. If you want to create an interactive - to -self-running presentation (or portion of a presentation) you must use the Links Window.

Self-Running Presentations

Self-running presentations do not contain any control slides.

To create the play order of the slides in your presentation, drag-and-drop each slide in order of play onto the Organization Window. As you drop a slide into the window, it is automatically linked to the slide immediately preceding it.

Interactive Presentations

Each slide in an interactive presentation will be a control slide. Interactive presentations display in the Organization window similar to indented flow charts. Each linked control slides adds another indent.

To create the play order for a mixed control presentation:

1. Drag-and-drop the first slide of the presentation into the Organization window.
2. Double-click on the slide icon. The indented button (s) icon will be displayed
3. Drop the 'linked' slide (the slide you want the button to go to) onto each button icon.
4. Double-click on each button icon after you have 'linked' it. The linked slide icon for each button will be displayed.
5. Double-click on the target slide icon. The button (s) icons for those slides will be displayed.
6. Continue this process until all buttons on all slides have been linked.

Mixed Control Presentations (self-running - to interactive)

Mixed control presentations contain both control and self-running slides.

To create the play order for an interactive presentation:

1. Drag-and-drop all the non-controlled slides into the Organization window in the order they are to be displayed in the presentation.
2. Drop the first controlled slide into the Organization window.
3. Continue the process described above for Interactive Presentations.

The Links Window

The Links Window allows you to create self-running, interactive, or self-running - to interactive slide links, with the added functionality to create interactive - to - self-running links. You can also use the Links Window to link very long presentations that overrun the length of the Organization Window.

Click on the Create Frame Links tool below the Organization Window to display the Links Dialog Window. The title bar of the dialog shows the selected slide or button of the Organization Window.

Return Frames A list of the control slides located on the level (s) above the selected button, and the EXIT command.

Control Frames A list of all the unlinked control slides in the presentation.

Frames A list of all the slides the do not contain buttons (non-controlled slides).

Play List If a SLIDE is selected - all of the linked slides in that indented level.
If a BUTTON is selected - all of the slides (1 controlled; 1 or

more non-controlled) linked to the button.

Self-Running Presentations

1. Select the slides listed in the FRAMES Windows in the order you want to display them in your presentation (use click & drag to select several slides).
 2. Click on ADD.
- The selected slides (in order) will be displayed in the PLAY LIST Window (and also the Organization Window).

Interactive Presentations

1. Select the starting control slide for your presentation from the CONTROL FRAMES Window.
2. Click on ADD.
3. Go to the Organization Window and expand the slide to expose the button, then select the button.
4. Return to the Links Window, select the control slide you want to link to the selected button, and click on ADD.
5. Repeat this process until you have linked all the slides and buttons in your presentation.

Mixed Control Presentations

A mixed control presentation can begin as self-running or interactive, and can transition between these modes at any time.

To begin a presentation as self-running:

1. Select the non-controlled slides from FRAMES Windows in the order you want to display at the beginning of your presentation.
2. Click on ADD.

To begin a presentation as interactive:

1. Select the first control slide you want to link from the CONTROL FRAMES Window, then click on ADD.
2. Go to the Organization Window and expand the slide to expose the button, then select the button.
3. Return to the Links Window, select the control slide you want to link to the selected button, and click on ADD.
4. Repeat this process until you have linked all the control slides and buttons in the interactive portion of your presentation.

Interactive-to-self-running transitions:

1. From the Organization Window, select the button you want to use to go to the self-running portion of your presentation.
2. Go to the Links Window and select the next non-controlled slide (s) from FRAMES Windows in the order you want to display them.
3. Click on ADD.

Self-running to interactive transitions:

Make sure the last slide in your self-running section is a control slide. Link the button(s) on that slide as you would for any interactive link.

Exiting a Presentation

A Self-running presentation will automatically exit after the last non-controlled slide is played. If you want your presentation to stop without exiting, you can add an unprogrammed invisible button to the last slide and compile your presentation to allow you to escape with the <ESC> key. Or you can create an "Exit" button.

To create an "Exit" button:

1. Add a visible or custom button to the last slide of your presentation.

2. Link your presentation; then select the "exit" button you created.
3. Go to the Links Windows, select "Exit" from the RETURN FRAMES window, then click on ADD. Your presentation will stop at the last slide until you press the 'Exit' button.

To create an 'exit' link from an Interactive presentation, follow the previously described process for creating interactive links in the Links Window, selecting "Exit" from the RETURN FRAMES Window.

Returning to a Previous Slide

You can create 'return to' links in your presentation by using the following methods. You can use either the Organization or the Links Window.

	<u>Organization Window</u>	<u>Links Window</u>
Self-running sections	Drag-and-drop the 'return to' slide onto the Organization Window	Select the 'return to' slide from the FRAMES window, then click on ADD.
Interactive sections	Drag-and-drop the 'return to' slide onto the appropriate button in the Organization Window.	<ol style="list-style-type: none"> 1. From the Organization window, select the button you want to use to return to a previous slide. 2. From the Links Window, Select the slide you want to return to from the RETURN window, then ADD.
FRAMES click on		

THE COMPILER - Finalizing Your Presentation

A compiled presentation cannot be edited. You must save the original configuration (drive's, paths) to re-edit and re-compile a presentation.

After you have finished designing and structuring your presentation, you can compile it for distribution on diskettes, a CD-ROM, or a network.

Depending on the parameters you select in the Compiler dialog box, you can:

- o Copy all the files that make up your presentation from their drives and directories into a single (Central) directory.
- o Determine the final (or save multiple) display screen size and color depth of you presentation.
- o Save all graphics files as bitmaps or JPEG's.
- o Encrypt your presentation.
- o Loop your self-running presentation, or allow escaping.

To compile a presentation, select "Compile..." from the OPTIONS menu on the Program Window menu bar.

Important- You must compile your presentation in the Windows version (Windows 95 or Windows 3.1) that you will use to run your presentation.

The Compile Dialog Box

The options in the Compile;Compile dialog box can be described as follows:

- o **Copy Media Files to Central Directory**
If this option is switched on, all media files are copied to the central directory.

NOTE: Due to the structure of CD-Audio;Audio tracks and Video CD (.DAT) files, these media items cannot be played from a hard disk or over a network. These items will not be copied and will be referred to only by reference in a compiled presentation. This means that you must have the audio CD in the CD-ROM drive in order for the presentation to run properly.

- o **Copy Run-Time Player to Central Directory**
If this option is switched on, the run-time player is copied to the central directory.

NOTE: The run-time player SHOWPLAY.EXE requires the following files:CTLS32.DLL, LEAD51N.DLL, PCDLIB32.DLL, SPLIB.DLL. These files will automatically be copied if this option is switched on during compilation.

- o **Maintain Subdirectories**
If this option is switched on, subdirectory structures containing media files are copied to the central directory.
- o **Maintain References to first CD-ROM Drive**
If this option is switched on, media files on the first CD-ROM drive are not copied to a central directory. These files will be referred to only by reference in a presentation.

If the compiler option Compile Bitmaps and copy to Central Directory is switched on, image files on the CD-ROM;CD-ROM will nevertheless be compiled and copied to the central directory.

- O **Central Directory**
This field allows you enter a name for the directory that the compiled presentation will be copied to. If the directory does not exist Fanfare! will create it.
- o **Compile Gradient;Gradients and copy to Central Directory**
If this option is switched on, underlays containing gradients will be saved as image files which will speed up the display of gradients during a presentation.
- o **Compile;Compile Bitmaps and copy to Central Directory**
If this option is switched on, bitmaps will be saved as image files in the size defined in the presentation, which will speed up the display of image files during a presentation.
- o **Encrypt Presentation**
If this option is switched on, all media files copied to the central directory will be given encrypted names.
- o **Loop**
The Loop option is used to play;play a presentation continuously. It is not possible to stop such a presentation even if you click on a button which includes the Exit command.

NOTE: If the compiler option Allow Escape is switched on, such a presentation can be stopped using the ESC key.

- o **Allow Escape**
If this option is switched off, it is not possible to stop a presentation using the ESC key command. The presentation can only be stopped if you click on a button which includes the Exit command.

NOTE: When this option is switched off, hitting the ESC key will escape out of the current sequence in a frame and will go on to the next frame. This is useful if you want to break out of a video sequence, for example.

- o Colors
This option allows you to set the type of a compile;compiled presentation. Depending on the selected color;color type, images and underlays will be saved in the appropriate format. The available settings are: All,16 Colors, 256 Colors, Full Color.

Use the 256 Color;Colors setting to save loading times and disk space.

Use the All setting if you don't have any information about the systems the presentation will be shown on, or if you want to provide the best quality possible.

NOTE: A specific compiler setup creates presentations which are usually faster and more compact than the universal ones. However, as these presentations are made for a specific screen mode, they might not look and work as well on systems with different color settings or screen resolutions.

- o Size
This option allows the screen size of a compiled presentation to be set. Depending on the selected screen size, media items will be scaled and saved in the appropriate format. The available settings are:
All, 640 x 480, 800 x 600, 1024 x 768, 1280 x 960

NOTE: Using the 640 x 480 to 1280 x 960 settings will speed up the presentation as long as the screen resolution matches the presentation size. The All setting will scale a presentation for any screen resolution.

Use the All setting, if you don't have any information about the systems the presentation will be shown on, or if you want to provide the best quality possible.

Examples of Compile Options

What compiler options should be used to achieve the best results?

Example 1:

Use these compile options when the presentation will be played on the same machine that it was created on.

- o Copy media files to Central Directory
- o Compile Gradients and copy to Central Directory
- o Allow Escape
- o 256 Colors, 640 x 480

NOTE: Depending on your hardware configuration and the amount of hard disk space available, you might want to change the color and size settings accordingly. For example, if your graphics adapter supports full color, you might want to compile the presentation with the color;color option set to Full

Color.

Example 2:

Use these compile;compile options for best results when the target system that the presentation will be played on is unknown.

- o Copy media files to Central Directory
- o Copy Run-time Player to Central Directory
- o Compile Gradient;Gradients and copy to Central Directory
- o Compile Bitmaps and copy to Central Directory
- o Allow Escape
- o 256 Colors, All

Example 3:

Use these compile;compile options when the presentation will be played at a trade show or other public event

- o Copy media files to Central Directory
- o Maintain reference to first CD-ROM drive
- o Copy Run-time Player to Central Directory
- o Compile Gradients and copy to Central Directory
- o Compile Bitmaps and copy to Central Directory
- o Encrypt Presentation
- o 256 Color, 640 x 480

The Runtime Player

The Run-time Player is a license-free application that you can copy and distribute with all of your presentations.

When you compile a presentation, Fanfare! Presentations creates a file called AUTOSTAR.ODC in the Central Directory you named in the Compiler dialog window. The Runtime Player (SHOWPLAY.EXE) launches this file to run your presentation.

Launching a Compiled Presentation

If you selected the "Copy Run-time Player to Central Directory" option before you compiled your presentation, double-click on SHOWPLAY.EXE in your Central Directory to start the presentation.

If you did not select the "Copy Run-time Player to Central Directory" option, double click on any copy of SHOWPLAY.EXE. Then, select the drive and directory where the AUTOSTAR.ODC you want to run is located.

Printing Your Presentation

You can print your entire presentation, or individual frames, onto paper or transparencies with any color or monochrome printer attached to your PC or network.

Printing frames which contain large images or gradient;gradients can be time consuming especially if you are printing a color frame onto a monochrome printer.

NOTE: Some color;colors used for text input may not be visible when printing to a monochrome printer.

To print;print an individual frame:

1. With a presentation open in the Fanfare! Presentations program window, select the frame you want to print.
2. Click on the Print icon on the Tool Bar or select Print from the File menu.
3. The Print dialog box will appear. Make the desired settings such as orientation on the page and the number of copies and click on OK.

NOTE: To print all slides in a presentation, choose Select All from the Print dialog box.