Fanfare! Presentations

Fonts and Your Graphics Display Adapter

Depending on your graphics display adapter, the fonts you select for your presentation, and the effects you select for your fonts, some letters appearing at the beginning or end of a line may be truncated. This can be corrected by adding a space at the beginning or end of the text line.

You may also notice that the tops or bottoms of the letters in a line may appear to be cut off. To correct this, add a carriage return and a space either above or below the line.

Occasionally, in the frame editor, fonts might appear to be "miniaturized." Closing and reopening the frame editor for that slide will correctly redisplay the fonts.

Custom Colors

You can mix "custom" colors for any presentation or any slide(s) in a presentation by double-clicking on a color button in the frame editor, or many of the item dialog boxes, and displaying the palette window. Fanfare! Presentations will preserve your custom colors for each slide, but will *not* preserve the palette settings (individual color buttons) for each slide. Only the most recent mixes are saved. If you return to a slide containing custom colors, but have remixed the color buttons since you created or last modified the slide, you must remix the appropriate colors to match the colors of the items you want to add or modify. You do not have to use the same color buttons that you initially used.

If you create custom colors on a PC with a Hi-color (16-bit, 65K colors) or True Color (24-bit, millions of colors) graphics display adapter, and run your presentation on an 8-bit, 256 color system, the custom colors will probably not exist on the 8-bit system. Items saved with custom colors might display a faded "thatched" rendering of the color (the same is true for 24-bit custom colors displaying on a 16-bit system).

If you are unsure of the color depth of the PC where your presentation will run, you should consider setting your graphics display to 8-bit, 256 colors before you design your presentation. Custom colors created in this environment will also accurately display on 16- and 24-bit systems.

Windows® 95 and Quicktime™ for Windows

Quicktime for Windows is currently not fully supported by Windows 95. If you want to include Quicktime (.MOV) videos in your presentations, you should design and compile your presentations with the Windows 3.1 version of Fanfare! Presentations, even if you are using Windows 95.

Background Sound and Videos

A .WAV file playing in the background will not be interrupted by an .AVI video of the video does not contain any sound.

TIPS & TRICKS

A Simple Conclusion for a Self-Running Presentation

A compiled presentations automatically stops when it displays a slide containing a button, and will continue to display that slide until it receives keyboard input. If you are delivering your self-running presentation in person, and you want it to stop and display the last slide while you speak, add a transparent unlinked button to the last slide and compile with the "Allow escape" option selected. Fanfare! Presentations will display your concluding slide until you press <ESC> to exit.

Scrolling Text Effects

Text (a single word, a line, or a paragraph) scrolls within its text block. You can create some interesting scrolling effects by adding space around the text to enlarge the text block.

Press the SPACE bar to add space to either end of the text, then select "Scroll left" or "Scroll right." To add space above or below the text, add one or more carriage returns, *each followed by at least one space*, then select either "Scroll up" or Scroll down."

"Flashing" Text

You can easily create flashing text in the frame editor as follows:

1. Turn on the grid
2. Create the text item you want to flash (Text 1) and place in the desired location on the slide.
3. Select either "Random dissolve" or "Wipe right/left" from the EFFECTS list for Text 1.
4. Create a copy of Text 1 and slightly modify the color (Text 2)
5. Select either "Random dissolve" or "Wipe left/right" from the EFFECTS list for Text 2 (If you are using a 'wipe' effect you must select the opposite direction from the one you selected in step 3).
6. Place Text 2 directly on top of Text 1.
7. Make a copy of Text 1 and place it directly on top of Text 2.
8. Make a copy of Text 2 and place it directly on top of Text 1.

Repeat steps 7 and 8 several times, then view the effect with the preview button. You can continue to add alternating text item copies until you are satisfied with the duration of the flashing text effect.