GWS Picture Configuration
FROM ALCHEMY MINDWORKS INC.

Graphic Workshop for Windows can convert images in popular bitmapped file formats, such as PCX and GIF, into executable pictures, such that when you run them as applications, they'll display the original image. These can be either DOS or Windows applications, as defined by the *Windows EXE Pictures* switch in the Graphic Workshop for Windows Setup dialog.

The Picture Configuration tool allows you to configure Windows EXE pictures created by Graphic Workshop.

Note: Picture Configuration only works on systems which have a registered version of Graphic Workshop for Windows. You must run Graphic Workshop for Windows, enter your name and registration number into the Register dialog of Setup and quit Graphic Workshop prior to attempting to run Picture Configuration.

To use Picture Configuration, begin by creating one or more Windows EXE pictures with Graphic Workshop. Run the Picture Configuration tool. Select *Open* from the *File* menu to open a Windows EXE picture.

Note: Picture Configuration will not read anything other than a Windows EXE picture create by Graphic Workshop. If you attempt to open another sort of EXE file, such as an application, it will complain.

When an EXE picture has been loaded, its name will appear in the title bar of Picture Configuration and its dimensions, colour depth and the version of Graphic Workshop for Windows that created it will appear in the upper left corner of the Picture Configuration application window.

Note: Configuring a Windows EXE picture will change the contents of the EXE file for the picture. If you have a virus detector that looks for modified EXE files, this will set it off. Doing so is harmless... no viruses have been introduced into your pictures.

Here's what the configuration options in Picture Configuration do:

Next Picture
Windows EXE pictures can chain to subsequent pictures... or, in fact to any other application's EXE file... when they terminate. You can use this feature to create a Windows slide show. Click on *Browse* to select the picture to chain to. Delete the contents of this field to prevent a picture from chaining.

Note: If you want to abort a sequence of chained Windows EXE pictures when they're running, click and hold in the current picture with your right mouse button and click on the left button. A dialog will appear to ask if you want to abort the sequence.

Effect
Windows EXE pictures have built in multimedia facilities. After months of thoughtful meditation, we finally arrived at something to do with multimedia. A Windows EXE picture can play wave files, MIDI music files and Video for Windows AVI files. These have the file extensions WAV, MID and AVI respectively. You can configure a Windows EXE picture to play a multimedia file when it first starts up, or from a menu selection or a button in its About box.

Note that colour AVI files will seize the system palette for as long as they play on display devices having 256 or fewer colours. This may distort the colours of your Windows EXE picture until the movie stops.

You can select an effect file by clicking on *Browse*. Once an effect has been selected, click on *Test* to see what it sounds or looks like. While an effect is playing as a result of clicking on *Test*, the *Test* button will become a *Stop* button. Clicking on it will terminate the effect.

When a Windows EXE picture loads, it also looks to its command line for the path to a wave, MIDI or AVI file. If it finds one, it will use this as an effect if the *Effect* field has been left blank.

Note: You must have a suitable sound card and Windows driver loaded to play wave and MIDI files. You must have the Video for Windows AVI driver loaded to play Video for Windows AVI files. The wave and MIDI drivers are included with Windows.

Title
This field allows you to define the text for the title bar of a Windows EXE picture. If you leave this field blank, the title will be *Picture*.

Message
This field allows you to define the text for the About box of a Windows EXE picture. It can contain up to 300 characters, and will beep if you exceed this limit.

Background and Set Background
If *Set Background* is not enabled, the background of your picture will be grey. This affects the matt around a picture when you maximize it. If *Set Background* is enabled, the current colour palette for your picture will be displayed. Click in a coloured tile to choose a new background colour. The current colour is indicated by a tile with a square within it.

Time Delay
If you enable *Time Delay* and enter a time delay value, your Windows EXE picture will display for a preset time and then automatically terminate or chain to another picture.

End On Mouse
If the *End On Mouse* option is enabled, clicking in a Windows EXE picture with your mouse will cause it to terminate or chain to another picture. This does not affect using the right mouse button to terminate a sequence of chained pictures.

Start With Effect
If the *Start With Effect* option is enabled, your Windows EXE picture will play an effect if one was defined as soon as it runs.

No Title Bar
The *No Title Bar* option will disable the title bar, system menu and the minimize and miximize buttons of a Windows EXE picture. It will only be enabled if *End On Mouse* or *Time Delay* are selected, such that there is some way to terminate your picture.

Centre Picture
The *Centre Picture* option will place your picture in the centre of its window when the window is maximized. If this option is not enabled the picture will appear in the upper left corner.

Maximize
The *Maximize* option will cause a Windows EXE picture to maximize automatically when it runs.

When you have completed the configuration of a Windows EXE picture, select *Save* from the *File* menu to save your changes back to the picture file.

Windows EXE pictures can be added to your Program Manager just as you would any other Windows application. Select *New* from the Program Manager File menu, Click on *New Item* and then use *Browse* to locate your Windows EXE picture. The default icon for a Windows EXE picture is a sheet of paper with a push pin through it... you are, of course, free to change this.

An unmaximized Windows EXE picture will generate a window just large enough to contain it. If you attempt to display a picture larger than your screen, Windows may be unable to create a window for it, and the image will not display. It's a good idea to keep the sizes of your Windows EXE pictures to modest dimensions.

Note: If you have registered Graphic Workshop for Windows, you are free to distribute any EXE pictures it creates in any form you like without paying a royalty to or seeking permission from Alchemy Mindworks Inc. This assumes that you own the copyright to the images they contain, of course.