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TEK* Development

Williamson, Georgia USA

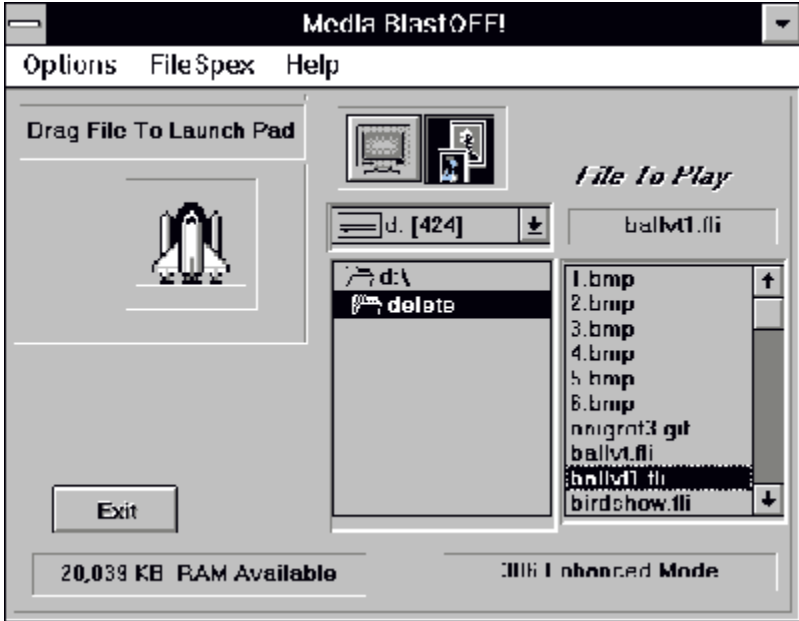


v.120694

Introduction

Media BlastOFF! is a Windows player for most common multimedia graphic and audio file types. The interface is designed for rapid browsing/playing of these files.

The Main Form:



Requirements:

1. VBRUN300.DLL must be installed on your system (this is the runtime library of routines required for VB3 programs).
2. The Video For Windows Runtime files and drivers must be installed for you to view "AVI" files.
3. A MPC or equivalent sound card to enjoy CD Audio, Wave and Midi Music.
4. A mouse is required.
5. Windows 3.1 or later
6. VGA minimum color video (SVGA preferred) 65000 colors and 24 bit 16.7 million colors are supported.
7. 1.6 megabytes of free hard drive space for programs and DLL's plus 600K for samples.

Quick Start

Media FILES are launched by dragging the selected file to the "launchpad".



The file and directory boxes are visible all the time so that quick launching is possible.

They may also be double-clicked.

Setup

Note: If you have received the program in a Zipped format it should be unzipped to a 1.44 disk or 1.2 mg disk first.

1. Install Media BlastOFF! from Program Manager's File, Run menu. Type **a:setup.exe** where "a:" is the drive to install from.
2. The installation will make a program group and associate the file types to Media BlastOFF! for command line launch of supported file types.
3. The programs are ready to run. They are located in the new TEK* program group.

Configuration and Options

Settings for the Animation Form and AVI files are controlled with the "**Configuration Form**"



These specs are written to a private area in the win.ini and are saved between uses of the program.

1. General Setup:

Force windows to the top. If you are playing or displaying several different filetypes at once the forms tend to be misplaced. This would not be such a big

deal, however, a file or avi playing behind a larger front form might degrade performance for what appears to be for no apparent reason. This option will place the last played file on top.

2. Animation Options:

Hide Main Form. When a file is played with this option selected, the main BlastOFF! form is reduced to iconized form in order to keep the desktop clear.

3. Video Options AVI:

Loop Play. Continues to loop the AVI file play.

Skip frames if behind. This will allow the playback drivers to skip AVI frames in an effort to sync the video with the audio. If the playback files size or your hardware is limiting (evidenced by jerky playback) select this option.

Zoom x 2. This will enlarge the AVI files displayed area times 2. For example: a 160 x 100 avi would be stretched to 320 x 200. If this option is in use it will be shown at the top of the AVI form during play. If playback is jerky or sound is uneven, de-select this option and return to the design size.

The "windowed" or "fullscreen" options may also be selected in each area or globally for all graphic file types using the icons on the main form, shown below. This overrides the settings in the configuration form and when both icons are deselected the settings in the configuration form are controlling.



Types Of Media

FLI; FLC; DIB; RLE

WAV; MID; RMI

AAS (Autodesk Animation Scripts)

AVI (Audio Video Interleave)

CD Audio

BMP; GIF; PCX

Cool Features

The AVI, Animation, and Graphic windows may all be up at once. They may be reloaded without closing the file or form. The form re-sizes dynamically to the new file size.

Command line launch of all formats except midi and wave files is available. These maybe launched from the file manager with a double-click or with any RUN . The installation program makes Media BlastOFF! the default player for these file types. It is recommended that you do this.

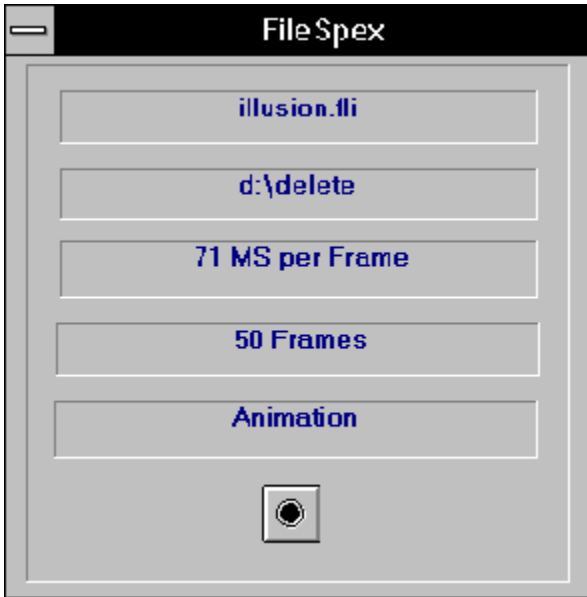
Only the necessary form is loaded in this manner and the entire program is removed from memory when you close that form. Multiple instances of the program are possible, for example: 3 FLI animation windows open at the same time or multiple graphics files loaded together. You are limited only by system resources!

Many new programs such as Adobe's Premier, ATI's MediaMerge and Corel's Move allow you to develop really neat multimedia "shows" and then export them to the AVI format.

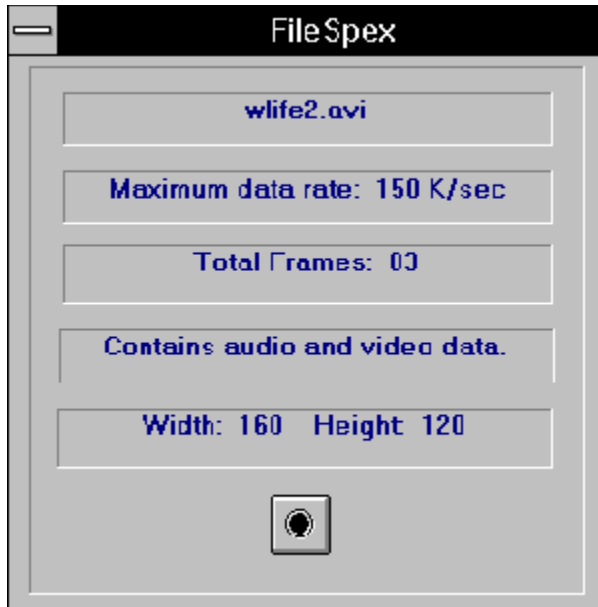
Media BlastOFF! is the perfect player for these files. A simple command line or embedded icon will launch the show!

Clicking directly on an AVI or FLI/FLC brings up the "FileSpex" form, on the GIF, BMP, PCX clicking on the small "i" icon brings up this form. Also once this form is shown, single clicking on another filename in the main form file list box "reads" the information on that file allowing you to browse file specifications.

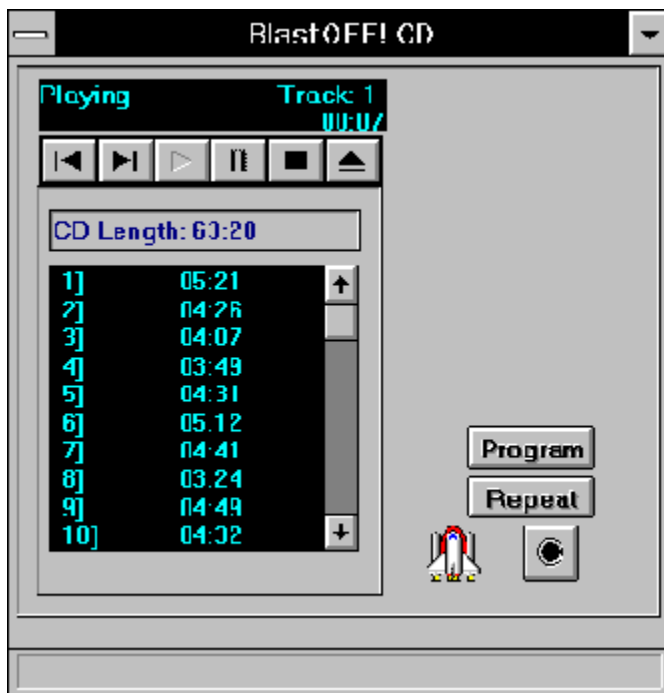
Shown below is a FLI animation's specifications:



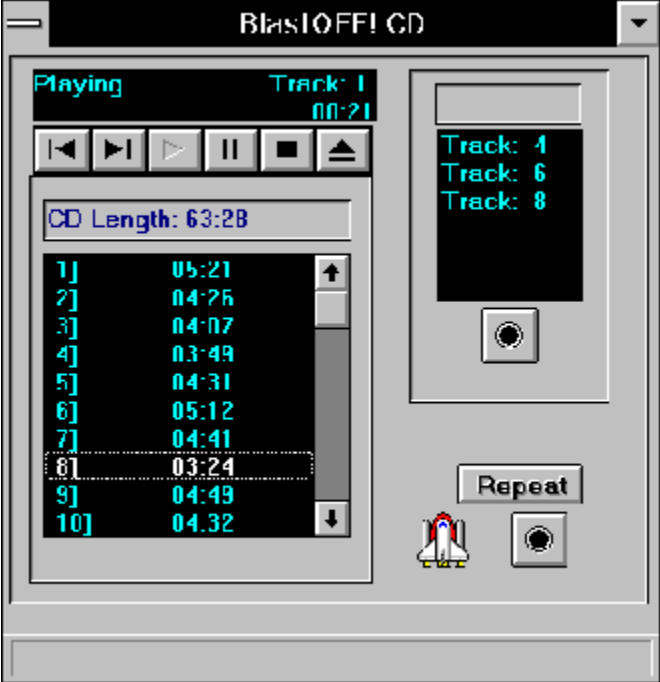
If the file is AVI digital video different information is displayed, as shown:



CDAUDIO Form for background music play!



The disk may also be programmed for selected track play or repeat play, shown below:



Advanced Topics

Script Composition

The script (.AAS) begins with the filename to play including the full path. Then the options are entered on the line with each option beginning with a dash "-" mark.

The first letter of the option you want is entered in this form: -M This option would load the animation into RAM memory prior to playing.

Script Options: Syntax and Examples

The options used in scripts are:

-N [sound-string [device]]

Add or change the sound for the script. Sound-string is string used to play the sound, and device is the device used to play the sound. See Using Sound for more details on sound. The sound is set when the animation starts playing. If the option is missing, sound is turned off. If sound-string is missing, the sound already playing will continue. Defaults to no sound.

-R sound-repeat

Set the number of times the sound is repeated. The sound is not repeated if this option is missing. Sound-repeat can be 0 or "Forever" which will cause the sound to repeat until the animation ends. Defaults to 1.

-D delay

Delay the start of a sound from the beginning of an animation. Negative numbers can be used to cause a sound to precede an animation. For example: -D-5 would start the music 5 seconds before the animation would begin to play.

Defaults to 0.

-L loops

Set the number of times an animation will be repeated. Partial repeats can be given in frames by

following the repetition count by a colon (:) and the number of frames in the final repetition (e.g. 3:20 and 0:5). Defaults to 1.

-F fullscreen

The script line will play fullscreen.

Important: Each line of the script should have this option if the first does.

-S speed

Set the speed of the animation in frames per second.
Defaults to value set in animation. Maximum value is 51

-P pause

Set a time the animation will pause when completed.
Defaults to 0. A still frame graphic has a default value of 5.

-M memory

Load animation into memory. This may not make the animation run faster under certain conditions as 386 Enhanced mode might page the memory location of the animation to disk and you are back where you started.

-E loop frame

The last frame of the animation does not loop to the first frame.

-C colors

Inhibit palette animation. The player does not request colors for palette animation from Windows.

-A palette lock

Reserve entire palette for palette animation.

Script Construction

IMPORTANT:

Each entry in the script line must be separated by a space .

Step-By-Step and Sample Script Lines:

```
e:\3ds\flics\preview.fli -N "K:\explore\aaawin.mid" Sequencer -R0 -L0 -S51 -D-6
```

Here sound is added with the -N switch. A midi file is shown in quotes with the device name right after it. In this case : Sequencer. The -R0 repeats the music file until the animation stops playing. The -L0 loops the animation "forever". Zeros mean "forever". The -S51 will set the playback speed at 51 frames per second. Remember that 51 is the maximum value. The -D-6 would delay the start of the animation play for 6 seconds after the music begins. If you wished to begin the animation 6 seconds before the sound you would have written the switch in the format: -D6

The sound source may change during a script as in the following script:

```
h:\test\preview.fli -N "e:\salesdemos\talkitup.wav" waveaudio -R0 -L3 -S50 -D-3
c:\3ds\images\1024\venus.fli -F -N "c:\sounds\intro.mid" sequencer -R0
c:\3dstudio\3d_noz.fli -N -R1
h:\test\preview.fli -N "from 16 to 17" cdaudio -R0 -L3 -S50 -D-3
```

Using Sound

The device names used for the player are:

"Sequencer"	Midi files
"Waveaudio"	Wave files
"CDAudio"	Redbook CDROM music
"Videodisk"	Audio from Videodisk

Midi files are added in the following format:

```
c:\as\files\trial.fli -N "disco.mid" sequencer -R0
```

Here the -N adds sound and the file to play is in quotes. The word "sequencer" tells the player which MCI device to use.

Wave files are added in the following way:

```
c:\as\files\flyboy.flc -N "vista.wav" waveaudio -R0
```

Remember: The full path of each audio file should be included.

CDAudio files are played in this way:

```
H:\vb\mm\test\preview.fli -N "from 16 to 17" CDAudio -R0 -L3 -S50 -D-3
```

Plays a song or portion of a song from your CD player. Rather than use the filename, use the following format:

"From pos to pos"

The pos is stated in Tracks, minutes, seconds and frames, as tt:mm:ss:ff.
For example, to play a the first 4 mins and 10 seconds of a song on track 8 you would

enter:

"from 8 to 8:4:10"

To play all of track 2 you would enter:

"from 2 to 3"

To play the last track of a Redbook CDRom use this format:

"from 12 to 12:3:15"

(Where 3 mins 15 seconds is the length of the song.)

Videodisk files are played in this format:

```
H:\vb\mm\test\preview.fli -N "from 0:0:1 to 0:2:53" Videodisk -R0 -L3 -s50 -D-3
```

If you want to play a portion of a videodisc, select this device. Identify the sound by specifying a start time and stop time in this format:

"from pos to pos"

In this case, pos (position) is a time in hh:mm:ss format.

The videodisc player might display position in this format, or it might display position as a frame number. To convert from frame numbers to time, divide by 30 to get seconds, and then convert to hh:mm:ss format. The from position must be at least 1 second. For example, enter:

"from 0:0:1 to 0:4:0"

to play 4 minutes on the disc.

Special Effects And Composition Ideas

A very useful switch to use for effects is the fade switch:

-I

Here is the syntax examples :

-I fromblack .325

Where fromblack could be the following: fromblack, toblack, fromwhite,

to white the time is in seconds and you should experiment with different times to create different effects

If the next animation in your sequence is mostly black the try fading to a black background. This seems to ease the eyes transition to the color changes. If you have lots of stills to show; (for example some graphs you did in Excel and then pasted into Paintbrush and saved as a BMP file) then it is best to mix these stills with animations that reinforce the idea you are trying to present.

Using The Windows Object Packager To Paste A Script or Animation

How to paste your animation or script in a document:

This is a tutorial on pasting a script or animation into your documents or other OLE aware applications.

1. In The Edit Menu of your word processor, Select "Insert Object" then select Packager from the list box displayed.
2. Select "File/Import " from the Packager menu and choose the Media BlastOFF! .AAS script or FLI/FLC file to paste in.
3. Choose Edit/Label to change the caption to be displayed with the icon. You may also wish to edit the icon to be used at this point.
4. In the Packager choose "Edit/Copy Package"
5. Then place your cursor where you want the Media BlastOFF! icon to be and choose Edit/Paste. The icon will be inserted.
6. Save the file.

Common Problems

Q: Why do my picture colors look weird?

A: Windows requires a 16 color driver to use a set palette. If you display a 16 color image but all of the colors of the image are outside of the Windows' set palette then none of the colors can be displayed properly. Windows will map the colors of the image to the closest colors from the set palette. This will result in the image being displayed with the wrong colors.

Windows requires a 256 color driver to reserve 20 colors for Windows' use. You do not have 256 colors to use for your image, but rather 236 plus 20 set colors. If you try to display a 256 color image that does not use any of the 20 set colors, then only 236 colors can be used. Windows will map the extra 20 colors, of the image, to the closest of the other 236 colors or the 20 set colors. The remedy is using a higher resolution video card capable of 65000 + colors. These super VGA cards are very inexpensive nowadays and offer much improved performance.

Q: I have a video card in my computer that is capable of displaying 256 colors but I am having the same results. Why?

A: In order for Windows to run on your computer, Windows must communicate with your computer hardware by way of drivers. The driver that is used for your video system is called a video driver. This driver has the responsibility of being the middle man between Windows and your video system. This results in some limitations being placed on your video system. Windows places some limitations on the video driver in order that it may work properly with numerous applications all running at the same time. The video driver places limitations on your video system if you are using a video driver that is capable of fewer colors than your video system is capable of. To display the most colors possible, be sure the driver that will match your card's maximum number of colors is installed in Windows.

Q: When I double-click on a supported file name in the File Manager the Windows Media Player loads and starts playing the file. I thought Media BlastOFF! was going to do that?

A: Its simple to fix. Highlight the file type you want to associate to Media BlastOFF!, then select File/Associate and click on browse. This will give you a common dialog filebox where you can go to the directory where MB is located and click (single-click) on MB10.exe. Then click OK. Now ,when that filetype is double-clicked ,Media BlastOFF! will display it! If another program that supports these filetype has be installed after Media BlastOFF! it may have associated itself to one or more of these filetypes. In this case each supported filetype must be re-associated as above.

Q: My AVI files are playing back jerky and the sound is also skipping. Whats going on?

A: AVI files really test the hardware/software limits of our computers today. As drivers and compression CODECS (compression/decompression algorithms) are further refined we will see better resolution and frame rates.

For now, Media BlastOFF! offers a few solutions to help us deal with these limitations.

The "Configuration Form" has a section which allows us to skip frames if the playback can't keep up. Also, deselecting the "zoom x 2" option will allow the playback to be at the default size and will require less graphic intensive processing.

How To Register Media BlastOFF!

This product is Shareware not freeware.

You are granted a **30 day period** to evaluate its usefulness.

If, after 30 days, you like it and intend to use it, **you are required to register it.**

If you do not register you should delete it from your hard disk. That's how it works.

When you register you will receive :

- 1. Technical Support** (see the help file area on Technical Support).
- 2. A disk with the latest release of the program.** (This may be the version you have)
- 3. A disk full of cutting edge graphic and animation files** from award winning artists including **Robert Stein III**, master animator for the "7th Guest" and "11th Hour" CD games!
- 4. A disk with Microsoft Video for Windows 1.1 Runtime** installation. This will allow you to view the hot new "avi" files.
- 5. You will be placed on the TEK* mailing list** . You will periodically receive newsletters with helpful ideas and tips on using Media BlastOFF! . Registration also entitles the user to advance information on upcoming TEK*Development products (including upgrades to MEDIA BlastOFF!) -- as well as other new titles in our expanding product line.

The help file registration form, or any help topic, is easily printable through the Windows Help menu bar "File/Print Topic" command.

We at TEK* Development appreciate your support, and hope you enjoy using Media BlastOFF!

Select your Country Below for Ordering Information:

US Registrations (and Countries Not listed)

French Orders

UK Orders

Technical Support

Technical support is available to **registered** users only at the following locations;

You must include your registration number with all correspondence

Mail is preferred over all other.

**TEK* Development
Post Office Box 66
Williamson, Ga. 30292**

Via CompuServe mail at the following address:

Van Thurston
70774,1232

Via internet at:

Van.Thurston@Sharpcor.com

Via logon to Sharps Corner BBS in Griffin, Georgia, USA:

404-228-7524

8-N-1 14.4 +

This is a free logon to registered users.

Answer question "yes" when asked if you are logging on for TEK* Development's Media BlastOFF! support. This will place you in the Media BlastOFF! conference and file areas. File updates, hints, and multimedia files are contained in these areas. If you leave a message to the "sysop" it will be read by TEK* technical support.

Sharp's Corner is a very good board for a very low price.
Please subscribe if you like what you see.

In the UK:

Nildram Software is our exclusive United Kingdom representative:

Phone: 0442 891331 (daytime) or 0374 470932 (any time!)

Fax: 0442 890303

BBS: 0442 891109

Compuserve: 76004,3436

Internet Email:

Support: support@nildram.com

Info: info@nildram.com

Copyright And Warranty

LIMITED WARRANTY AND REMEDIES

Before release, our applications software is tested on a wide variety of hardware configurations, under the most rigorous test conditions possible. We therefore warrant that the software will perform in substantial compliance with the specifications set forth in this text, provided that the software is used on the computer hardware and operating system(s) for which it was designed.

TEK* Development makes no other warranties, expressed or implied, with respect to this software (or media, if this is a registered version), including its quality or fitness for a particular purpose.

In no event will TEK* Development be liable for any direct, indirect, special, incidental, or consequential damages arising from the use of or the inability to use this software, even if TEK* Development has been advised of the possibility of such damages.

TEK* Development is not responsible for any costs including, but not limited to, those incurred as a result of lost profits or revenues, loss of time or use of the software, loss of data, the cost of recovering software or data, the cost of substitute software, claims by third parties, or similar costs. In no event will TEK* Development's liability exceed the amount of the paid registration fee.

Credits And Reading For the Curious And Bored

How it Happened:

In late 91 I was fooling with Visual Basic version 1 and trying to figure out a way to play "FLI" animations under Windows when I read that Autodesk was working on a way to do it AND a offering a kit for programmers. After lots of effort I was able to get a copy of that kit which to my amazement contained a VBX for VB programmers. In about two weeks I had written a simple program called Media Player 1.0 and I threw out shareware . Over 2000 people got it off CIS forums and local BBS's in 30 days! I thank those all over the world who supported that product. I then began to explore other filetypes for play with the goal of selling this product for OEM or as a low end retail product for the multimedia curious in the hot new multimedia market. I added AVI in early 93 and began trying to shop it around. After months of "we love it and we'll get right back to ya" never to be heard from again pattern in the retail publishing end I elected to throw it out that people might enjoy it and get over the idea of paying off the mortgage this year. If you like it please support it.

Simply put:

Thanks to Autodesk for making multimedia animations affordable thru Animator and Animator Pro and of course 3D Studio. Please support these fine folks! Also mucho-kudos to Microsoft for the Visual Basic products, which allows guys like me do do things like this. Of course all their Trademarks belong to them .

Very Special Thanks:

My programming soulmate is **Rick Spurlock** of SafiSoft in Charlotte, NC (8100 Long Nook Lane, Charlotte, NC 28277.1-704-846-7946)

Code in the CD player and help file work was contributed by Rick to this project.

Without his support and drive it simply could not happen!

This man dreams in VB code.

Thanks Bro.

Special Thanks To:

Robert Stein III : The award winning animator computer graphic artist who is responsible for the high quality samples that come with registration.

Teresa, Ike, Zachary

My Father. Who turned me on to computers.

Peter Roberts, Tom Lewis, Tim Averette: Beta Testers of Epic Dimensions.
Tony Sharp at his Sharp's Corner BBS

Special Programming Note: 98% of the code in this program was written while listening to "**Dixie Dregs**" and "**Steve Morse Band**" albums. Check em out.

I developed this program with:

Win 3.1

386-20 8 mgs Ram, and later a Gateway 2000 66V 66 mhz vesa local bus

ATI Ultra Pro 2 mgs Vram (I like 1024 x 768 ,65k colors)

Nanao F550i 17" monitor

Pro Audio Spectrum 16 Multimedia Kit

Sony -541 CD Rom Drive

Visual Basic 1.0/2.0/3.0 Professional

Autodesk's DLL Driver kit for VB

Crescent Softwares Quickpak Professional for Windows Kit

The ram forced digestion of tons of documentation

Lots of time and Teresa's patience.

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"Autodesk" , "FLI", "Animator", "Animator Pro" and "3D Studio" are trademarks of Autodesk, Inc.

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"MediaMerge" is a trademark of ATI Technologies

"CorelMove" is a trademark of COREL

Ken and Barbie are trademarks of Mattel

And of course:

Spam is the trademark of Hormel

Version 1.0 Release / Shareware / 1/04/94

Copyright 1992,1993,1994 TEK* Development

FLI; FLC; DIB; RLE

FLI, FLC, DIB, RLE at any resolution . This is called the "animation form".

During play, if another file is "launched" the form resizes automatically and the new file is played.

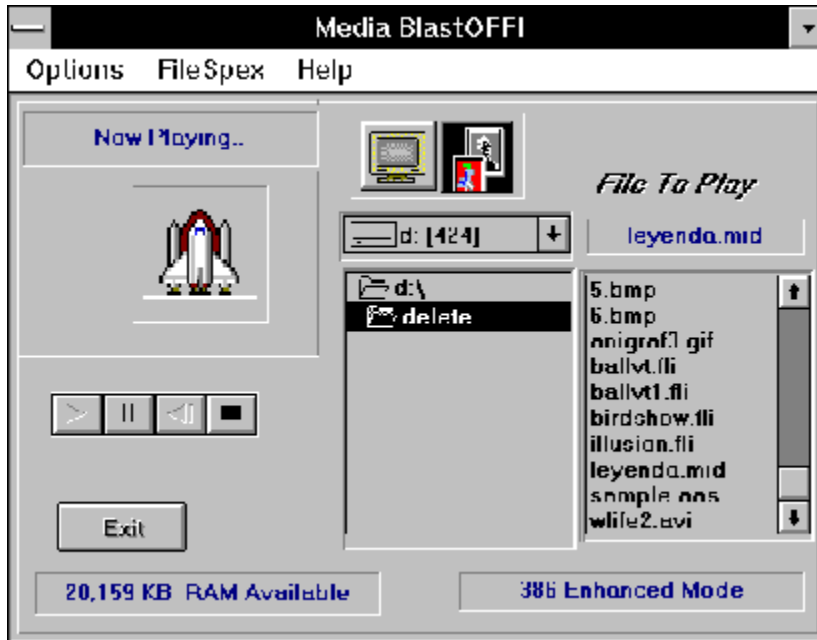
These formats may also be played full-screen. Speed may be controlled on the FLI, FLC files. If a change is made in the playback speed, a small button appears below the sliding bar and when clicked, resets the animation to the default design speed.



WAV; MID; RMI

WAV, MID, RMI music files may be played and VCR controls will appear to control these files. These controls disappear upon completion of play. Up to 2 files may be loaded at once with the second (or queued file) beginning play as the first completes play.

Here the VCR controls are shown on the Main form:



AAS (Autodesk Animation Scripts)

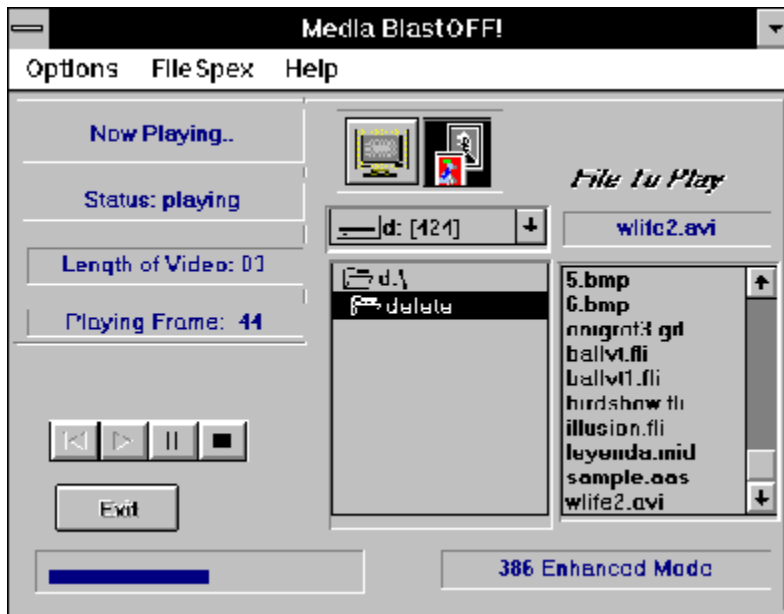
AAS (Autodesk Animation Scripts) These are ASCII text files that are created in any text editor such as "Notepad". These files are basically shows which can combine FLI, FLC, DIB, BMP, RLE graphic formats and music from any MCI source like CDAudio ,waveaudio, or midi. These may be played Windowed or fullscreen . Many effects may be included in the syntax. Here is an example of a more complex "AAS" file :

```
H:\vb\mm\test\preview.fli -N "h:\vb\mm\test\island3.mid" sequencer -F -R0
k:\explore\anim\video\fish_c.fli -F -N -S45 -R0
k:\explore\anim\video\fish_e.fli -F -N -R0 -S50
F:\zips\anim\3dball.fli -F -N -L3 -R0
F:\ZIPS\ANIM\BIRDSHOW.FLI -N -F -L3 -R0
F:\ZIPS\ANIM\BIRDWALK.FLI -N -F -R0
H:\vb\mm\test\safifire.fli -N -F -R0
```

These files and their "language " are discussed in Advanced Topics.

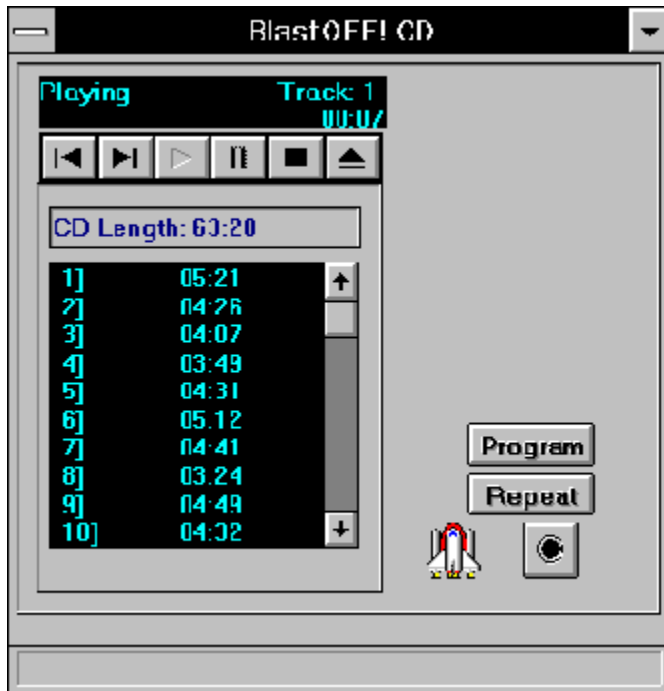
AVI (Audio Video Interleave)

AVI Digital Video. These files are played on the "Video form". VCR controls appear and the status of the playing file is constantly shown on the main form. Even a gauge appears at the bottom to graphically show your progress through the file. These may also be doubled in size using the "zoom x 2" option on the configuration form. Full screen play is also available. Speed may also be controlled but is subject to the hardware's capability.



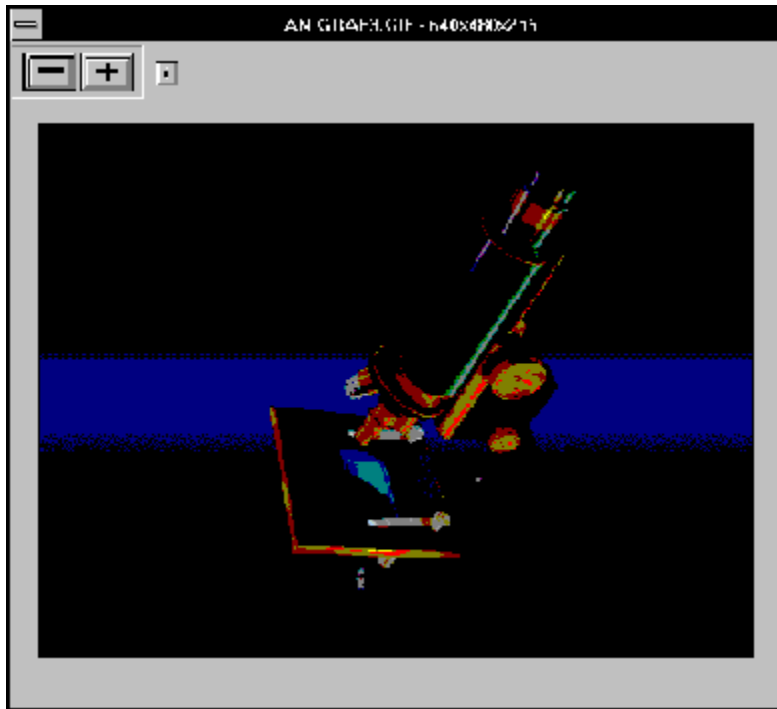
CD Audio

CD AUDIO Regular music CD Disks may be played with a built in player form.



BMP; GIF; PCX

BMP, GIF, PCX This is the "Graphics form". Files are displayed at any resolution and up to 16.7 million colors (if your hardware and software so supports). This form (the graphics form) will also allow zooming in on the picture and the picture may be dragged in the window when a zoom has been done. Full screen play is also available. Pressing the small "i" button displays the FileSpex form. This file information display will be discussed later.



French Registration

In the **French** speaking world:
Media BlastOFF! LICENCE d'UTILISATION

(Les sociétés peuvent nous consulter pour des licences multipostes
ou des licences multiples)

Remplacez le soulignement par les renseignements demandés.
Imprimez cette fiche, et adressez le tout avec votre règlement
de **299** FF TTC (pour chaque poste), TVA (18,6 %)
et port compris à :

WindowShare SARL

B.P. 2078
57051-METZ cedex 2
France
Fax:(+33)87 32 37 75
Vox:(+33)87 30 85 57
Minitel 3615 WinShare

Nom et Prénom : _____

Adresse : _____

Code Postal et Ville : _____

Nombre de licences : _____ Date _____

Disquette 3 1/2" ONLY!

Total TTC _____

Paiement par chèque (bancaire ou postal), Eurochèque, mandat-lettre,
ou carte bancaire.
(barrer la mention inutile)

Carte bancaire, indiquez ici les 16 chiffres et la date d'expiration.

_____ Exp. : _____

Signature :

Merci de respecter le principe du shareware.

United Kingdom Registration and Support

Send Your Remittance To:

Nildram Software

82 Akeman Street

TRING

Herts

HP23 6AF

United Kingdom

Phone: 0442 891331 (daytime) or 0374 470932 Fax: 0442 890303

BBS: 0442 891109

Compuserve: 76004,3436

Internet Email:

Sales: sales@nildram.com

Support: support@nildram.com

Info: info@nildram.com

Payment accepted via cheque, credit card, postal order, or cash

U K Order Form

Name: _____

Firm: _____

Address : _____

City: _____

Postal Code: _____ Country: _____

Telephone: (____) _____

E-mail address: _____

Please indicate where you obtained MEDIA BlastOFF! (Mail Order, BBS, etc)

Comments/Suggestions: _____

Note: Disk size will be 1.44 mg. 3.5" media only!

___ Mb Registrations @ **£24.95*** (UK Pounds)**

VAT (at current rate) _____

Shipping /handling included _____

Total _____

***** Be aware that if you live in Europe and purchase a copy of Media BlastOFF! from a distributor outside of Europe, you will be liable for the VAT and Customs charges. Thus a cheaper price from an non-European distributor may end up costing you more.**

*** VAT is Value Added Tax. If you are a resident of a European Community Country, then you are required to pay the current UK rate.**

If you are unsure of the current rate, you can contact Nildram Software.

Type payment:

cheque []

VISA []

MC []

postal order []

VISA/MC number: _____

Name on Card: _____

Expiry Date: _____

Signature: _____

U S Registration

SOFTWARE REGISTRATION FORM (US and Others)

Return this form along with your remittance to:

TEK* Development
Post Office Box 66
Williamson, Ga. 30292 USA

Name: _____

Firm: _____

Address: _____

City: _____

State : _____

Zip: _____ **Country:** _____

Telephone: _____ (____) _____

E-mail address: _____

Please indicate where you obtained MEDIA BlastOFF!
(Mail Order, BBS, etc)

**Comments/
Suggestions:** _____

Note: Disk size will be 1.44 mg. 3.5" media only!

__ Mb Registrations

@ \$30.00 U.S. each

5.00

Shipping /handling per order

Total \$_____

Type payment:

check []

VISA []

MC []

money order []

VISA/MC number: _____

Name on Card: _____

Expiration Date: _____

Signature: _____

