

VAR1,C,77

This is Showboat's
After selecting 'Create A New Frame'
After Renaming a series of Images to names that make sense
To the left are a series of
You may View these Images
Once you have Viewed
You could also type the
The Four Surrounding
This Box Displays

As your Demo building process proceeds. You

The first step in making a demo is

SNAPPER will seat itself in memory
Whenever you want to save the Image
If you select to do so. You may also get a
If the desired file is found, it
SHOWBOAT will guide you
A Box like this one will

If you are creating an Exam
Showboat will grade
You could sell

This User Response Set-Up Screen is where you
The Teacher or person giving the Exam will have access to
*** SCIENCE EXAM 101 ***
SCIENCE EXAM Page 2

The first step in
A new screen will appear with Pull
You may Load and Existing Screen or
The Cut & Paste Pull Down Menu allows
Let's say we want to copy the block

Draging Image refers to

END OF DEMO..

Sheet1

VAR2,C,77

Main Menu.

from the Main Menu you'll be presented to you, you'll be able to Restore those Images and make Image Files that were saved before Renaming them to some- the Image you may first letter of your Boxes contain infor-

the approx. amount

The Current Database in Use is Always Present are kept informed as to how long your demo -----> The Actual Number of Defined to load a program called SNAPPER

allowing you to save the Image of to the disk, simply press ALT-S. Rapid Display of all of your screens. will immediately pop-up on your through the process by appear on the screen. You'll The Edit Sub-Menu will auto-

You can even make Boxes you'll make use of the User the Exam for you. your finished

type in answers to your questions. You may all of the test scores. Send report to screen or printer.

creating your own Down Menus. create one from scratch. easy access to screen modifications. to the left to another area.

This selection is similar copying an area and The Edit options perform Any Screens created using

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VAR3,C,77

with the choices shown below. them available to your Demo, Tutorial or Exam. using SNAPPER. thing more meaningful. proceed to Rename choice and the desired mation that will prove <---- of Disk Space that <---- in this box. Modifications can only be made would take to run from beginning to end. 'Frames' is shown here -----> at the DOS prompt.

Example: any Text Based screen from another

screen. Pressing any key will suggesting what to do next. type your own message inside matically pop up allowing You can Produce Sound Effects

Response feature.

Exams to schools EXPLODING BOX determine if an Exact response is needed for

screen is to choose

to the preceeding but it making multiple copies functions that are for the the Screen Designer can be

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Sheet1

VAR4,C,77
A Variety of Functions

VAR5,C,77
can be Selected by
Choice # 2 will allow you to Rename a
The above is a Sample of the files

it. Note: You cannot
action would take place
useful during your
the currently
to the file that is shown here.

||
choose a name that
immediately.
Demo Making Sessions.
Selected Database

program.
The file it creates will be stored in the directory that you are currently
This will prove to be useful if you forget thname of a certain Image that you want to use.
return you to the Main Menu so that you may add your own message

of the box.
you total control of the Size, Location, Color etc. of the

Explode onto Screen.

Printing Test Scores will even show which
and organizations. -----
You control:
each question and if Upper & Lower Caseshould be treated the same.

the below option from the Main Menu.
The Background will initially be blank.
The Current Active Screen is displayed in this menu.
The next few screens will show an example.
We first enclose the area inside a box and use our arrow keys to move to

Removes the original Area when you paste it somewhere
of that area on the screen. -----
most part self-explanatory.
included in your Demo,Tutorial or Exam.
| |

Sheet1

VAR6,C,77
moving the Highlight
series of Image files to names that
that may be used in your program.

||
already exists.

will require when

VAR7,C,77
Bar with your Arrow Keys.
are more meaningful. (ie. MAINMENU)

V

you are ready to

logged onto.

to it.

Box and it's contents.

questions were incorrect.
There are no

Royalty Fees.
* Fill Pattern

desired location.

else.
This technique is done by

enclosing an area within a

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VAR8,C,77
When Selection is made

VAR9,C,77
simply press ENTER Key.

VAR10,C,77 VAFVAR12,C,77

||

||

V

save to a floppy.

C:>SNAPPER

* # of Explosions

In fact, we may
* Size of Explosion

help you !

End of Demo

box and holding SHIFT KEY down along with Arrow Keys.

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W/

Sheet1

VAR13,C,77 VAR14,C,77 VAR15,C,77 VAR16,C,77 VAR17,C,77 VAR18,C,77 VAR19,C,77

Sheet1

VAR20,C,77	VAR21,C,77	VAR22,C,77	VAR23,C,77	TOFTOFBOTBOTWHATSCR,C,30	ORDICOLOR,C,14
				1 50 11 77 S_HELP10.scn	100 W+/R
				1 17 9 58 S_HELP11.scn	455 gr+/n
				17 18 24 78 S_HELP13.SCN	475
				6 39 10 71 S_HELP12.SCN	460 W+/B
				10 1 18 33 S_HELP12.scn	465
				7 35 18 58 S_HELP12.SCN	470
				1 50 7 77 S_HELP10.SCN	405
				1 50 7 77 S_HELP10.SCN	410 W+/R
				9 18 18 45 S_HELP10.SCN	415 BG+/N
				17 18 23 74 S_HELP10.scn	420 GR/N
				11 0 15 54 S_HELP10.SCN	425 gr+/n
				16 16 21 54 S_HELP10.scn	430 r/w
				17 16 21 54 S_HELP10.SCN	435 W+/R
				0 0 24 79 S_HELP10.scn	440 W/b
				8 16 13 54 S_HELP10.scn	445 n/w
				8 16 16 58 S_HELP10.SCN	450
				4 23 10 72 S_HELP13.SCN	477 W+/R,W/R
				13 36 20 71 S_HELP13.scn	485 n/bg
				1 46 5 76 S_HELP14.SCN	490 G+/N
				1 46 6 77 S_HELP15.SCN	495 b/w
				1 46 9 79 S_HELP16.SCN	500 w/b
				1 46 7 79 S_HELP16.SCN	505
				1 46 7 77 S_HELP16.SCN	510 w/b
				1 46 6 77 S_HELP16.SCN	615
				0 52 7 79 S_HELP22.SCN	630 w/b
				1 57 12 77 S_HELP22.SCN	635 w/b
				9 49 20 77 S_HELP16.SCN	512 N/BG
				18 12 24 62 S_HELP21.SCN	620 w/b
				20 8 23 69 S_HELP23.SCN	640 gr/n
				0 25 2 54 S_HELP25.SCN	700 GR+/N
				1 56 3 79 S_HELP26.SCN	705
				0 0 24 79 S_HELP10.scn	999
				2 50 8 75 S_HELP40.scn	550
				7 30 13 68 S_HELP41.scn	555 W+/R
				7 30 13 70 S_HELP41.scn	560 W+/BG
				12 30 18 70 S_HELP42.scn	565 w/b
				9 19 16 61 S_HELP20.SCN	570 w/b
				23 68 24 70 S_HELP55.scn	575 n/n
				23 66 24 68 S_HELP56.scn	580 n/n
				23 66 24 70 S_HELP57.scn	587 n/n
				3 47 11 77 S_HELP42.scn	590 n/bg
				3 47 13 77 S_HELP42.scn	595 gr/n
				14 9 20 40 S_HELP43.scn	597
				5 4 12 37 S_HELP43.scn	598 N/GR
				4 4 16 18 S_HELP61.scn	596 gr+/n
				1 66 2 71 S_HELP67.scn	720 B/B
				22 62 24 79 S_HELP67.scn	722 r+/b*

Sheet1

DRA\SOU\ISP.OV\SC\DISIBACK\BOUSER1,C,30		USER2,C,30		
		23 400 1	Create A New Frame _	Play Back Demo _
		23 455	2. Rename Original Screen	_Images .
		23 475		
		23 460		
	Y	23 465	View Image Before Renaming	View Image Before Renaming
	Y	23 470	View Image Before Renaming	Rename Selected File
	Y	23 405	C	D
	Y	23 410	[# 1]	[# 2]
	Y N	23 415		
	Y N	23 420 5	DEMO	DEMO
	Y	23 425		
112	Y N	23 430		
	Y	23 435		
100	N	23 440	and then press [ENTER]	
	Y	23 445 2		
	Y	23 450		
	Y Y	23	ALT-V	
	Y	23		
		23		
		23		
		23	5	
		23	See	What
		23	1 Explode	
		23	User/Response	Exam
		23		
		23		
	Y	23	2	
		23		
		23		
		23 100	A	B
		23 105	5	4
		23		
		23	Design Your Own Screen	
		23		
		23	MAINMENU	Load Screen From Disk
		23	Copy and Paste Block	
		23		
		23		
		23		
		23	5 Cut and Paste Block	
	Y	23	Drag Image & Paste	
		23	5	
	Y	23		
NO	N	23		
NO	N	23	.	
NO	N	Y		

Sheet1

USER3,C,30

Create A New Frame _

USER4,C,30

Play Back Demo _

USUSERLOC,C,1:USUSUSUSERLOC2,C

#####

View Image Before Renaming

View Image Before Renaming

P
[# 3]

E
[# 4]

DEMO

DEMO

#####

We

Mean

#####

C
5

A
4

#####

#####

#####

Sheet1

REPCOISESESESESESPESOUN SOUN SOUN SOUN EXEXEXIDCMENUBAR,L SHWIITEXTFILE,C,ETIMI											
,W/B	#####	2						### 2		#####	6
	#####	0						### 0			
	#####	0						### 0			
	#####	0						### 0			
,w/b	#####	14						### 0			
	#####	0	2000					### 0			
,gr+/n*	#####	1 200	500	750	1200			### 0			6
,gr+/n	#####	0 450	100	2500	1500			### 0	#####		
	#####	0						### 0			
,W/B	#####	3 678	2000	500	1478			### 0			
	#####	0						### 0			
	#####	0						### 0			
	#####	0						### 0	#####		
	#####	0						### 0			
	#####	0						### 1			
	#####	0						### 0			
	#####	0						### 0			
	#####	0						### 0			
,n/gr	#####	4 700	1500	850	2000			###			
	#####							### 3	###		
	#####	700	1200								
								### 3			
	#####	0						### 0	###		
	#####	0							#####		
	#####	0 700									
									#####		
	#####	400									
	#####										
								###			
								###			
								###			
	#####	450						### 1			
	#####	1200									
								### 1			4
	#####	99									10

E_DELAY,N,2,0