# **Softline Talking Slideshow**

**Help Index** 

<u>General</u>

Operating the Program
Exiting the Program
Creating Picture Files
Recording Sound Files
Registration / Order Form

#### **General Information**

Talking Slideshow is an "easy multimedia-oriented" program that combines pictures with sounds, created by you, into a sensible presentation. Organize professional presentations for tradeshows, business meetings, training seminars, and much more. Run your presentation from other systems - no extra hardware required!. Grab your audience's attention with Talking Slideshow!.

The picture and sound files that come with **Talking Slideshow** may be substituted. In other words, you simply save your new files over the existing files with the same file names. Now you have your own, custom graphics show. Simply add more files to create a larger presentation.

When **Talking Slideshow** is the active window, try the following keystrokes ...

F1 key

Accesses this Help file.

Esc key

Stops the current slide show program.

Alt key + Spacebar

Opens Control Box Menu.

### **Operating the Program**

- 1) Go to the Talking Slideshow Program Group, double click on the 'Talking Slideshow' to access the program.
- 2) Point and click on the File menu and select Play... to start the talking show.
- 3) Press Esc key to stop the show.
- 4) Point and click on Sound in the menu line to access the Sound Dialog Box. Point and click on Tone/Volume and Test your adjustments. Select Sound Device if you have an installed sound board for windows. Select Sound Off and test your student.
- **5)** Point and click on **Loop** in the menu line. Point and click on **Loop** for a continuously repeating show. Adjust the **Delay between pictures**.

**Warning!** If you select a continuos Loop <u>and</u> play through the PC internal speaker, you will have to <u>reset your system clock</u> after you stop the show. If you are playing through an installed sound device then your system clock should remain unaffected. Keep this in mind particularly if your system contains applications executed via the system clock (ie: Day/Month/Year calendar organizers/reminders, automatic tape backup systems, application auto-launchers, etc.)

# **Exiting The Program**

You may quit **Talking Slideshow** through any of the following commands:

- Select Close from Control Box menu.
  Select Exit from the File Menu.
  Press and hold the Alt key and press F4.

### **Creating Picture Files**

Use any third party graphics creation software, scan your images, and/or use Windows Paint to create your picture files and save in the **.BMP file format**. For practice, save your files as **1.BMP**, **2.BMP**, **3.BMP**, etc. into the Talk.EXE directory. If you have more than 4 picture files you will need to change the Talk.INI file (discussed in the manual delivered to registered users).

Select **Play...** in **Talking Slideshow** - notice your picture files are playing with our sound files. You are ready to record your associated sound files.

Before you Record Your Sound Files, keep in mind the following when creating your picture files:

- 1) Create your picture files in the video mode the show will be displayed (ie: 16 color VGA, 256 color 800 x 600, etc.). If you create 256 color pictures and display them in 16 color mode, they will look "washed out".
- 2) It is recommended you size your pictures to 300 x 232 pixels (pels). This seems the best for disk space considerations and screen positioning under various video modes.
- 3) Save your files in the standard .BMP format.

## **Recording Sound Files**

In order to record sound files for **Talking Slideshow**, you will need the following software and hardware:

Windows Version 3.1 Windows recognized sound board Microphone External speakers (recommended)

You may use third party sound recording software. All sound files must be recorded at 11.025 Khz (Windows 3.1 Sound Recorder standard) in order to play back through the internal PC speaker.

- 1) Record your sound files at 11.025Khz. in the order they will be played.
- 2) Save the sound files as **SOUND1.WAV**, **SOUND2.WAV**... **SOUND100.WAV** to the directory where Talk.EXE resides. If you have more than 4 sound files you will need to change the Talk.INI file (discussed in the manual delivered to registered users).
- 3) Select **Play...** in **Talking Slideshow** SOUND1.WAV plays with the first picture file, SOUND2.WAV with the second, and so on.

### **Registration / Order Form**

To Order: Print or copy this registration / order form. Print your Name and Address below and select the program(s) you wish to order. Enclose this order form and your Check or Money Order (U.S. Funds only) (Visa/MasterCard accepted) payable to Softline, Inc. for the total amount and send to:

Phone Orders: Call (206) 861-5463 - (Visa/MasterCard only)

Phone Orders: Call (206) 861-5463 - (Visa/MasterCard only)							
Softline, Inc. Attn: Order Desk 15377 N. E. 90th Redmond, WA 98052	Pay	ment By:	Check (US \$) Money Order (US \$) Visa MasterCard				
Your Name:  Company:  Street:  City:  Visa/Mastercard Number:  Expiration Date:  Cardholder S  Your Phone #: ()	e:Zip Co 						
Please specify (check o	ne) 5 1/4" _	_ or 3 1/2" _	diskettes.				
The Software		Price	QTY.	TOTAL			
Look and Listen Series (Get 3 Look and Listen 1,2,3 A,B,C Colors Shapes Opposites Animals Dinosaurs Picture It With Sound *Talking Slideshow Softline Resumé Softline Brochure		\$9.95 \$9.95 \$9.95 \$9.95 \$9.95 \$9.95 \$9.95 \$9.95 \$9.95		ries))			
Washington State residence add 8.2% sales		Subtota	al				
Add Shipping/Handling U.S.A. Canada International	\$4.00 \$6.00 \$11.00	TOTAL					
Make checks payable to:							

For a description of any products listed above, click on the **Notepad** icon titled "**Registration**" in the **Talking Slideshow** Program Group. Upon registering any software with Softline, Inc., you will receive a detailed written manual, removal of pester sounds and screens, the most recent version of the software, and you will be licensed to legally use this software under the terms and conditions of the License Agreement.