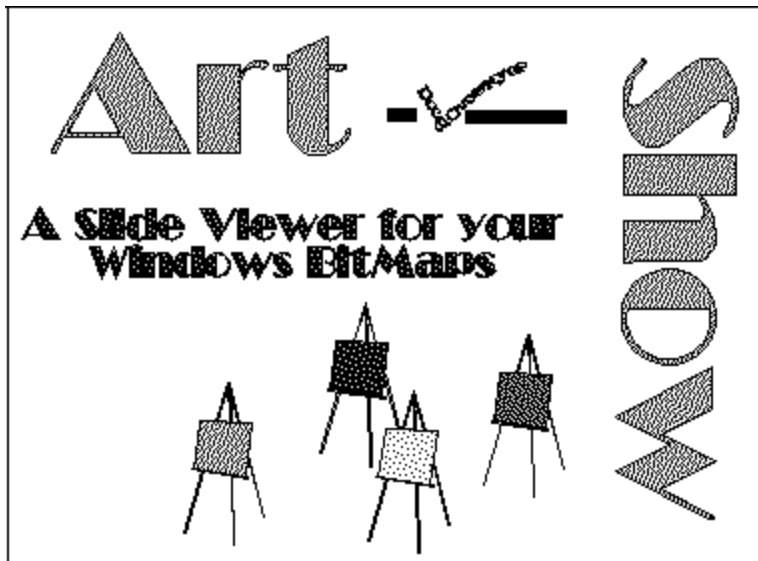


Art Show 2.3 - a Slide Show Utility for Win3 Bitmaps



Description:

Art Show is a Windows application to display "shows" of your favorite .BMP files. You create a text file of the bitmap file names and how long you want them on the screen (up to 60 seconds). Then just run your show.

.BMP Support:

Art Show can display Windows color bitmaps with 16 or 256 color palettes, or gray scale palettes with up to 256 shades. It does not support 24 bit color bitmaps. It has been tested at VGA, 800x600 and 1024x768 resolutions on a ProDesigner II video card.

Installation:

Copy **Artshow.exe** to any directory you wish. Launch it from the program manager or your favorite Windows menu utility.

How to Create a Slide Show:

There are two key ingredients to a slide show: the slides (in the form of .BMP files) and a "show program" that tells ArtShow what to do. You'll have to have both of these ready before you can put on a show. Here's the details:

Creating Your Slides:

Any paint program that creates or saves files to the Windows 3.0 .BMP format is a good source of slides. You can draw your own with the Windows Paint program that comes with Windows. Another good source is the .GIF image files available on CompuServe. To use these you will need to convert them to the .bmp format - two excellent programs are available on CompuServe to do the conversion: WINGIF.EXE and SHOWGIF.EXE both handle the task with grace. There are extensive collections of 'wallpaper' .BMP files available from many shareware distributors. The Arts & Letters Editor is a vector graphics program that can copy a bitmap version of a graphic to the Windows Clipboard, which you can then paste into Windows Paint and save as a .BMP file. Really, there are many options available.

Creating the Show Program:

Here you'll need to use the built-in text editor to create the show program file (well, any ASCII text editor you like!). Click on the 'disk' icon (or choose File/Edit from the menus) to open a file editing window. Create a new file with any root name you wish, and with the extension .SHW (this is not required, but the files list box in ArtShow will default to displaying only .shw files!). Then you will need to type in some entries which define the slides you wish to show. Each slide will have a two line entry:

(line 1) the filename of the slide to show
(line 2) number of seconds (60 or less) to display it.

Note: the filename can be either a fully qualified filename with path, or just a root and extension if the file is in the same directory as ArtShow. Make sure you save your 'program' file when you exit.

Example: here are the entries for a five slide show with various display times for each slide ranging from 5 to 25 seconds:

```
hello.bmp
10
c:\sc\marie.bmp
15
c:\art\otto.bmp
25
otto2.bmp
10
Eliz.bmp
5
```

Creating Loops:

You can have your slide show repeat itself indefinitely by naming your last slide "loop", and putting any time entry you like below it. The loop entry causes ArtShow to start over with the first slide in the show.

Using ArtShow:

To use ArtShow, launch the program. When Artshow loads, it maximizes its window, displays the Control Bar in the upper right corner of the display area, and hides its menu bar. This VCR style control has icons that let you open a '.SHW' file, choose various display options, start the slides running, and control the show. You can use either the control bar, the menu bar, or both.

The Control Bar:



Fwd Arrow: start the slide show running if stopped, and display the file open box if no '.SHW' file has been selected yet. If the show is already running, skips to the next slide immediately.

Double Bar: stop the show at the current slide.

Rev Arrow: skip to the prior slide.

Screen Icon: change to full screen operation.

Color Icon: select background patterns and color. You have a choice of percentage patterns (of dots), parallel lines, and a couple of textures. Of course, these patterns slow down the display somewhat.

Disk Icon: Open a file editing window to create a show program.

Feel free to move the Control Bar around to suite your tastes. If you resize the window, the control bar will automatically move to the new window, so decide first on your window size.

You can remove and activate the Control Bar by typing the letter 'c' (or 'C'). The action is modal - typing C changes the current state.

The Menu Bar:

If you prefer menus to icons, you can activate a regular menu bar by choosing "menu bar" from the system control menu or typing 'm' or 'M'. Choosing Menu Bar again will remove the menu. The menu choices mostly correspond to the Control Bar icons.

Note: many of the menu items on the menu bar are *not* drop down menus - just click the item to activate it.

Controlling the Show:

There are three ways to control the show. You can use the mouse buttons, control bar icons, or menu items. The Fwd icon /menu item correspond to the left mouse button, the Rev icon/menu item to the right mouse button. The Double Bar/Stop item and middle mouse button all serve to stop the program. You can mix these commands in any order you wish. However, you can only backup to the first slide in the show - it does not loop around to the last.

Full Screen Operation:

Art Show supports a full screen option. You can activate this feature by either hitting the 'Esc' key, clicking the window icon on the Control Bar, or making the menu choice. This action is also modal - it changes whatever the current state is. The full screen display works best if you do **not** have other windows running which compete for the focus (for example, some utilities try to "stay on top", and thus grab the focus). If the program window loses the focus, your slides may not display with the correct colors, as the window with the focus gets priority with the system color palette. The menu bar is hidden when running full screen.

Windowed Operation:

The ArtShow main window has been setup to maximize the available display space. It comes up maximized, without a menu bar, and has no window border. Use the VCR controls to interrupt or speed up your slideshow, set the background display, and switch into full screen mode.

Background Color/Pattern:

To set the background color and pattern, click the color icon (or Background menu item). You can choose from either the color or pattern menus. The colors are stock system colors, while the patterns are various densities (10 to 70 %) as well as some line patterns. There is a speed penalty for using the patterns, but the results can be interesting. Please note that the default color is white, so you generally need to select both a pattern and a color to see some results.

Liability:

You use Art Show entirely at your own risk. Only you can determine its suitability for a given task.

Copyright:

ArtShow is a copyrighted work by Doug Overmyer. It may be used freely by individuals in a non-commercial setting and distributed freely to others so long as the original, unaltered program and this documentation file are included.

Notes:

ArtShow is written in Turbo Pascal for Windows. Release 2.0 has substantially rewritten the program, which is now based on the Whitewater *Object Graphics* library for TPW. 2.1 has improved the display speed in full screen operation which now operates by reclassing the main window and removing the title bar. 2.2 improved menu support (with menu key), added a few custom features. 2.3 now works with

read-only files, and switches modes better.

Problems, Suggestions: Please drop me a note on Compuserve:71021,2535.

Author: Doug Overmyer. Release 1.0 6/1/91 Release 2.0 10/27/91. 2.1 10/31/91 2.2 11/4/91; 2.3 3/15/92