MatchWare Medi8or™ 2.0

MatchWare™

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Note! To make MatchWare Medi8or fit into one disk, nearly all pictures have been removed from this help system.

How can I ...

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Events

Events are attached to a page or an object. The following is a description of events:

Move into
> This event occurs when the mouse is moved inside the rectangle surrounding the object.

Move out of
> This event occurs when the mouse is moved out of the rectangle surrounding the object.

Mouse down
> This event occurs when the mouse cursor is in the object and the left mouse button is clicked. If the object has defined actions for this event, the mouse cursor will turn into a pointing finger when it is moved inside the rectangle surrounding the object.

Mouse up
> This event occurs when the left mouse button is released to an object already containing the "mouse down" event.

Show object
> This event occurs when an object is shown. This occurs when the Show action is used for showing a hidden object. The Show object event does NOT occur when a page is turned. The event will occur for the page.

Hide object
> This event occurs when an object is hidden.

Start
> This event occurs when you "start" an object.
> Ex :
> When a page is turned the start event will occur for the new active page.

Stop
> This event occurs when you "stop" an object.
> Ex :
> When a page is turned the stop event will occur before turning to the new active

page.

Timer
This event occurs when a timer runs out.

When an event occurs, one or more <u>actions</u> can be performed. Events and actions are edited in the <u>Event dialog</u>.

See also:

<u>Page events</u>

Actions

Actions are performed when an <u>Event</u> occurs. Actions are placed in separate DLL's (program modules) and can be added when needed. Help for actions are placed in separate help files. See the <u>Event dialog</u> description of how to get help for a certain action.

Standard actions are (In this demo version) :

<u>End</u>
<u>Move cursor</u>
<u>Midi</u>
<u>Page turn</u>
<u>Set cursor</u>
<u>Start & Stop</u>
<u>Hide & Show</u>
<u>Wave</u>

Co-ordinates

The page has a co-ordinate system of 1024 x 768 independent of the physical screen resolution. This will ensure a screen independent page lay-out (a medi8or page takes up the entire screen regardless of the resolution). These "strange" numbers answer to the resolution used by most SVGA graphic cards today.   The average screen scale is 4/3 and it is therefore practical that the X/Y aspects are also 4/3.

Menu button

The right mouse button is the menu button. Menus opened by this button depend on the position of the mouse cursor.

1) If the mouse cursor is at the top of the screen, the <u>main menu</u> will appear.
2) If the mouse cursor is placed on an object, a <u>Local menu</u> for the object will appear.

NB (Different from version 1.00).
The Page menu does not exist. It is moved to the Main menu.

Toolbox

The toolbox is in the window and contains a number of buttons. The tool is defined in DLL´s (separate program modules) and each button has its own function. You can adjust the medi8or designer to have the toolbox containing specific tools. This is the standard toolbox appearance:
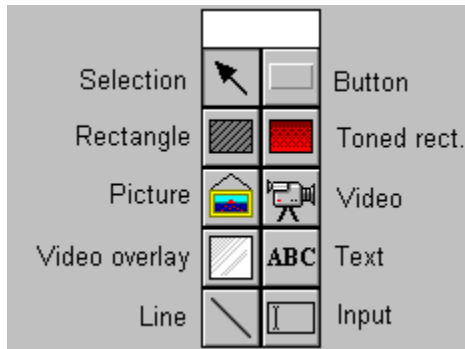
If an object type contains global parameters (parameters applying to all objects), this object can be edited by double-clicking a toolbox button with the left mouse button.

If you want help for a certain tool, press and hold the tool button and press<F1> on the keyboard.

See also:

Show/Hide toolbox

INI file

MEDI8OR.INI is a file placed in the same directory as the medi8or designer program. It is an ASCII file following the Windows Standard format for INI files. The INI file contains the medi8or setup. Most parameters in the INI file are set automatically through the medi8or designer program. The average user does therefore not have to change the file. This is a list of parameters in the INI file for experienced and interested users:

[Medi8or]

ToolBox = x   y
> x : x co-ordinate for the toolbox. (screen co-ordinates)
> y : y co-ordinate ---------------''-----------------

ToolboxWidth = w
> w   : The width of the toolbox indicated in number of buttons.
>
> Default is a toolbox 2 buttons width. This number is extended if more buttons are added to the toolbox.

ShowToolbox= ON | OFF
> Indicates whether or not to show the toolbox on the screen.

ShowInfoWindow = ON | OFF
> Indicates whether or not to show the info window on the   screen.

ShowGrid = ON | OFF
> Indicates whether or not to show the grid.

UseGrid = ON | OFF
> Indicates whether or not to have the grid round off co-ordinates.

GridX = x
> Indicates the x value for the grid

GridY = y
> Indicates the y value for the grid

RuntimePath = path
> Path to the medi8or runtime version. Default is \RUNTIME as a sub directory to the medi8or directory.

InstallPath = path
> Path to UnInstall (default is medi8or dir.) Default is \INSTALL as a sub directory to the medi8or directory.

InstallMaker = path
> Path to the InstallMaker program. Default is \INSTALL as a sub directory to the medi8or directory.

DiskMaker = path
> Path to the DiskMaker program. Default is \INSTALL as a sub directory to the medi8or directory.

Undo = xx

The number of undo levels. Default is 10.

Parser = C

Indicates that medi8or expressions must be parsed with a C(++) similar syntax.
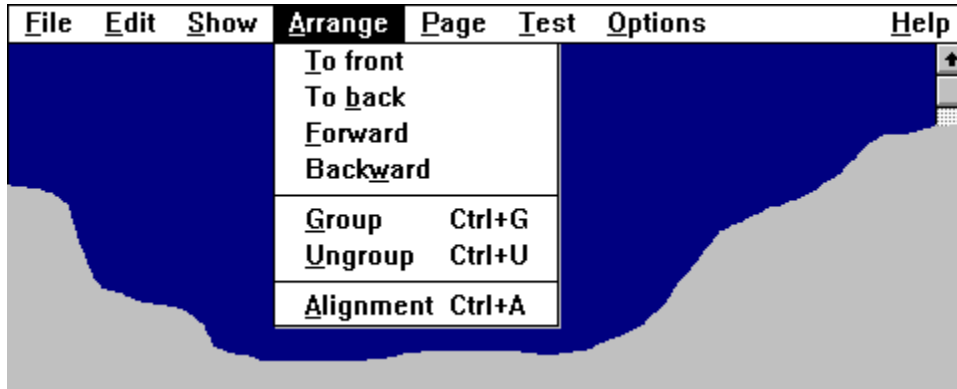
[DLL]

Tool? = XXX.DLL

XXX.DLL is the name of a DLL file containing a medi8or object.

Action? = XXX.DLL

XXX.DLL is the name of a DLL file containing a medi8or action.

Arrange menu

When you have more objects on a page these can overlap each other. Use the Arrange commands to decide the order in which the objects must be placed.
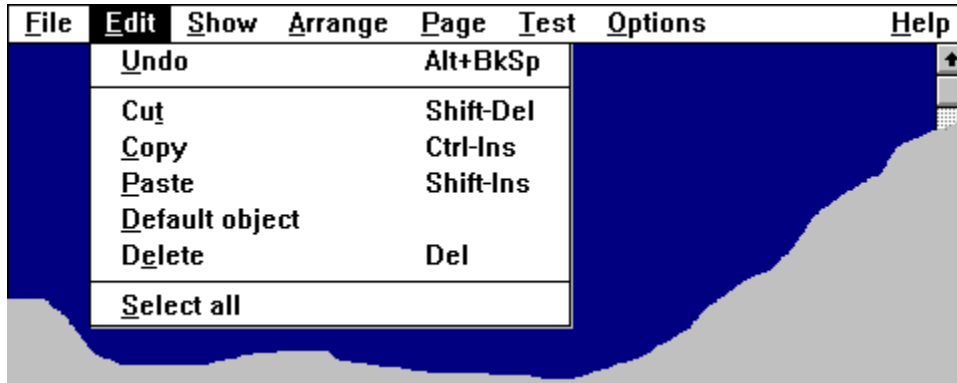
File	Edit	Show	**Arrange**	Page	Test	Options	Help

To front
To back
Forward
Backward

Group   Ctrl+G
Ungroup   Ctrl+U

Alignment Ctrl+A

See also

Main menu
Local menu

Edit menu

The Edit menu contains menu items to Copy/Paste medi8or object to/from the Windows clipboard.

See also

Local menus

Main menu

The are 2 ways of opening the main menu when medi8or is run in full-screen mode:

1) Move the mouse cursor to the top of the screen and click the Menu button.
2) press F10 on the keyboard (the main menu will appear where the mouse cursor is placed).

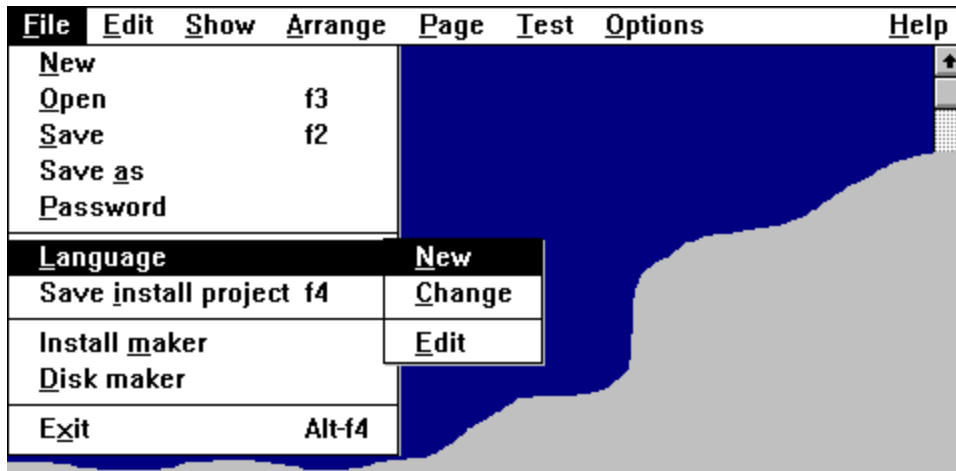The main menu will appear as a pop-up window in full-screen mode.

| File | Edit | Show | Arrange | Page | Test | Options | | Help |

Click a menu item for additional help.

See also:

Info window

File menu

The File menu contains menu items for manipulating files and exiting the program.

File	Edit	Show	Arrange	Page	Test	Options		Help
New								
Open		f3						
Save		f2						
Save as								
Password								
Language			New					
Save install project f4			Change					
Install maker			Edit					
Disk maker								
Exit		Alt-f4						

Click a menu item if you want additional help.

See also

Main menu

Help menu

[Help index](#)
[Help](#)

Info

Contains   medi8or version number and copyright.

Help

The <F1> key on the keyboard is the Help key. If you want help for a certain menu item in the main menu, click <F1> in this menu item. If <F1> is clicked and the main menu is not active, Help will appear in the active tool.
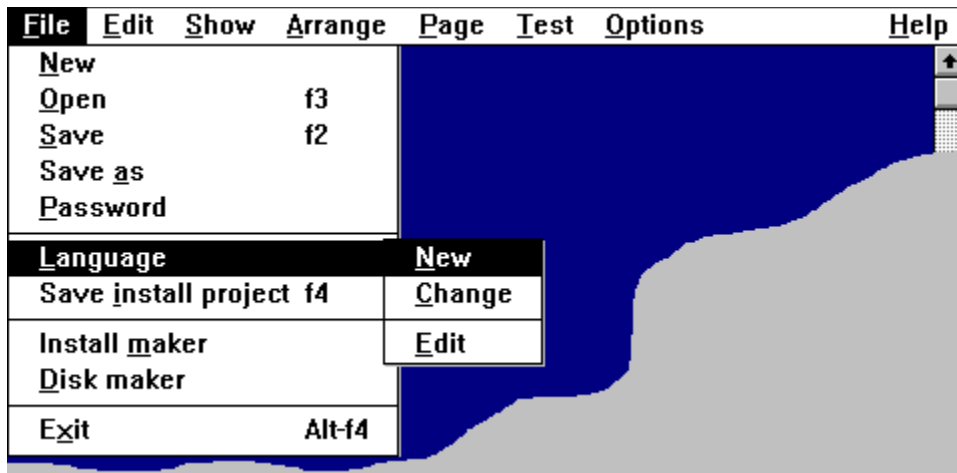
See also:

Toolbox

Exit

Exits the medi8or designer program. If all data has not been saved, the program will ask to save data or cancel exit.

New

File	Edit	Show	Arrange	Page	Test	Options		Help
New								
Open		f3						
Save		f2						
Save as								
Password								
Language				**New**				
Save install project f4				**Change**				
Install maker				**Edit**				
Disk maker								
Exit		Alt-f4						

Deletes all pages and starts with a new empty page. This corresponds to starting medi8or. If data has not been saved, the system will ask to save data first. It is NOT possible to undo this command.

Open
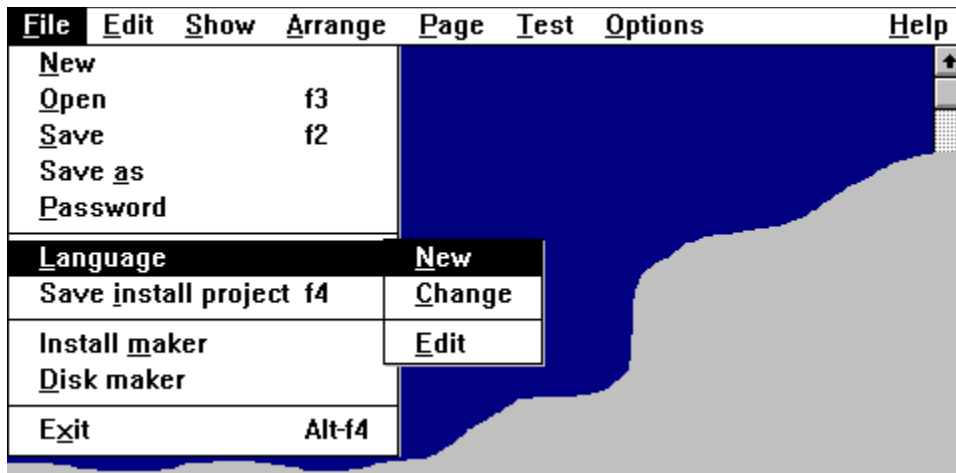
Opens a MD8 file (medi8or data) from disk or hard disk. Already existing pages will be deleted before a file is opened. If current data has not been saved, the system will ask to save data first. It is NOT possible to undo deleted data.

See also

Save
Save as

Save

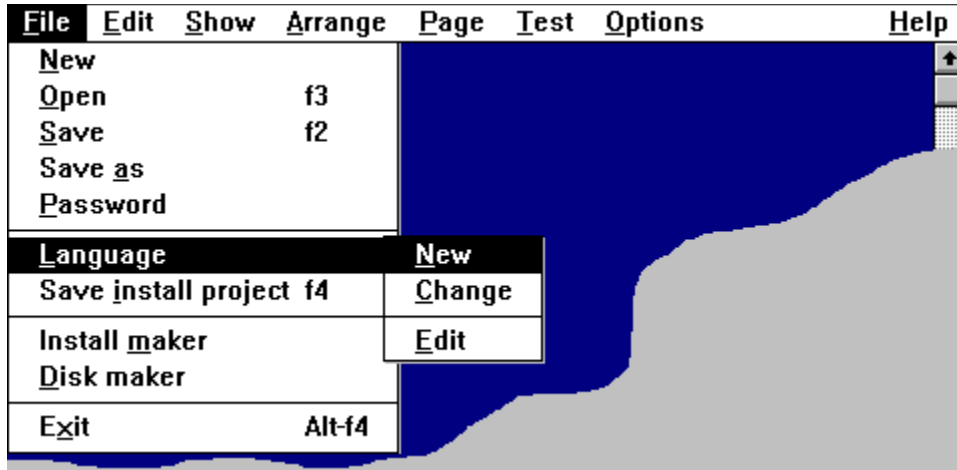| File	Edit	Show	Arrange	Page	Test	Options	Help

New
Open   f3
Save   f2
Save as
Password

Language   New
Save install project f4   Change
                           Edit
Install maker
Disk maker

Exit   Alt-f4
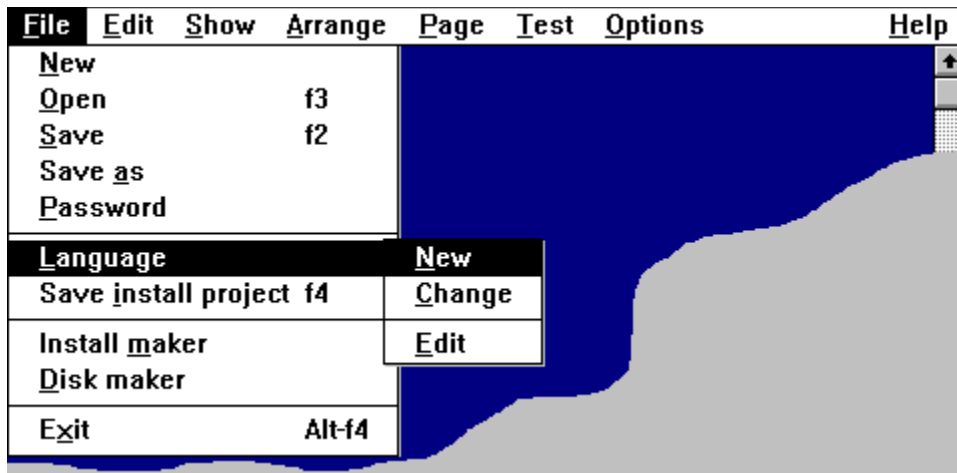
Saves a MD8 file (medi8or data) on disk or hard disk. If medi8or data is unnamed, the system will ask for a name under which to save data.

See also

Save as
Open

Save as

Use this command to save a system under a new name. The system with the old name is not deleted. A copy is made instead and given a new name.

See also

Save
Open

Password

When medi8or is distributed you risk others changeing your run time module and re distributing. To avoid this, a password can be added to secure from unauthorised system editing. You could also imagine that a medi8or file could be changed without the use of the medi8or Designer. A validate check has therefore also been added, enabling the medi8or runtime system to see if there has been a change in the medi8or file: To avoid unauthorised access to the medi8or files, we recommend that you add a password.

See also

Save

Save install project

When a runtime version is created, a project file with information on which files to include must be saved (both data and program files). This project file is used by both InstallMaker and DiskMaker. Install project files have file extension "IPJ".

The system will not ask for a name for the install project file. It is saved in the same directory and under the same name as the medi8or data file (MD8 file), but with extension "IPJ" instead of "MD8". This means that medi8or data must be saved in a "MD8" file before an install project file can be generated.

Both the IPJ file and a MD8RNTM.INI file are saved in the same directory. These files are used by the medi8or runtime version and contain information on files used in the system.

Before saving the IPJ file, the Check function is performed to ensure a perfect medi8or system. An IPJ file will not be saved if an error has occurred.

See also

DiskMaker
Save
InstallMaker

InstallMaker

File	Edit	Show	Arrange	Page	Test	Options	Help

New
Open   f3
Save   f2
Save as
Password

Language   New
Save install project f4   Change

Install maker   Edit
Disk maker

Exit   Alt-f4
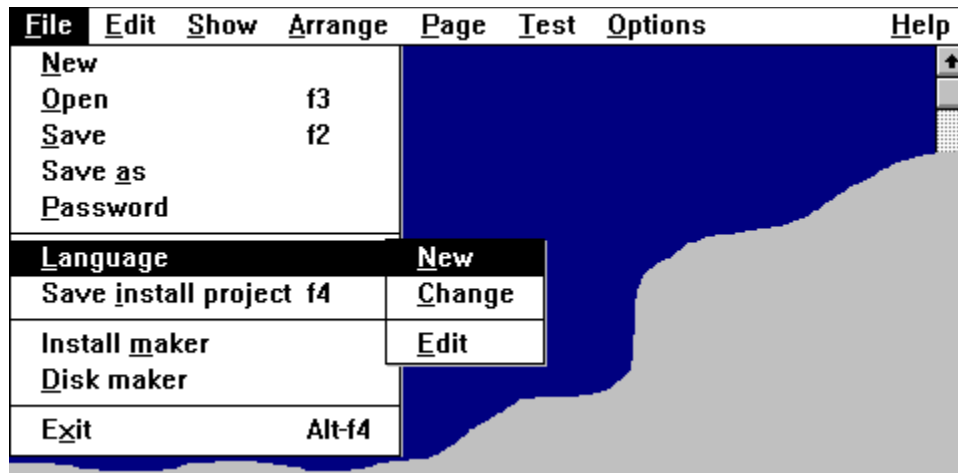
If this menu is activated, InstallMaker will start the program. The InstallMaker program is used for defining the Install program appearance (background color, dialogs, company logo etc.). An install project file is created before the InstallMaker program starts.

See also:

DiskMaker
Save install project

DiskMaker

File	Edit	Show	Arrange	Page	Test	Options	Help

New
Open   f3
Save   f2
Save as
Password

Language
Save install project f4

Install maker
Disk maker

Exit   Alt-f4

New
Change

Edit
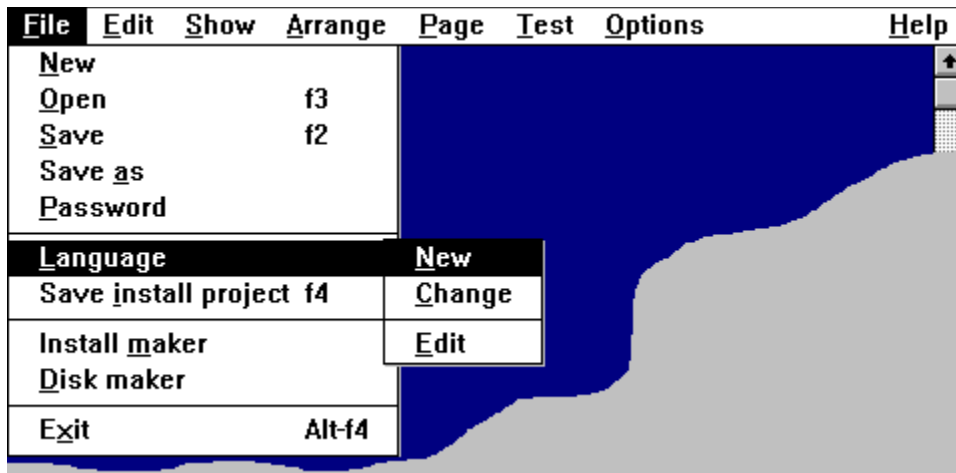
When this menu is activated the DiskMaker program starts. This program is used for generating the installation disks.

See also:

Disk menu
Save install project
InstallMaker

Language
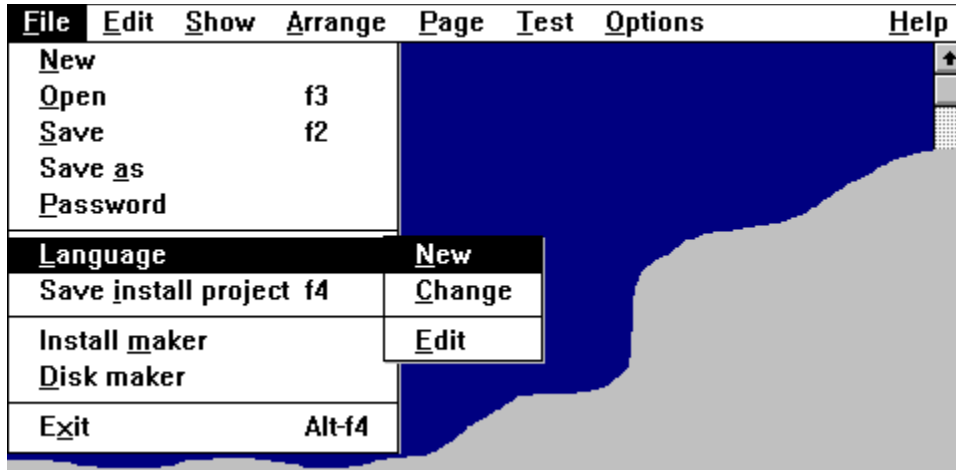
Change language for the runtime version in the language section. The texts (in dialogs) used in runtime can be changed. Language definitions are saved in files named MD8LAN, and with an extension depending on the language. A Danish language file has extension ".DK", an English ".ENG" etc.

New language
> You can create a new language file if your wanted language does not already exist in the system. First enter an extension for a new language file. Then enter the language name. The current active language file is now copied to a new file with the selected extension and the language name is set as entered. The new language file is then activated. Select the edit language function to change the text definitions.

Change language
> When this function is selected a dialog of all installed languages will appear. The active language is marked. Select the new active language in the list and click "OK".

Edit language
> Use the following dialog to edit language definitions:

> The name of the language currently edited is shown at the top of the screen. Below you find a list of text definition names. The text selected in the list is edited in the field. Remember to correct all texts when you create a new language file even though you might not use all of them for this particular project. This way you do not forget if you wish to use the same language file for an other medi8or project.

The medi8or data files(md8) do NOT contain language definitions. It only contains the name of the language file used in a medi8or system. If you wish to change a language file, this change will occur in all medi8or systems using this language file. When a install project file

is generated, medi8or will include the active language file.

See also:

Save
Save install project
Save as

MD8LAN

Short for medi8or language. This is the file name for medi8or language files.

File extension

The last 3 characters (after ".") in a file name. Extension indicates the file type.

Show menu

The functions in the Show menu control a medi8or page appearance in the designer window (The Show menu is not available in full-screen mode).
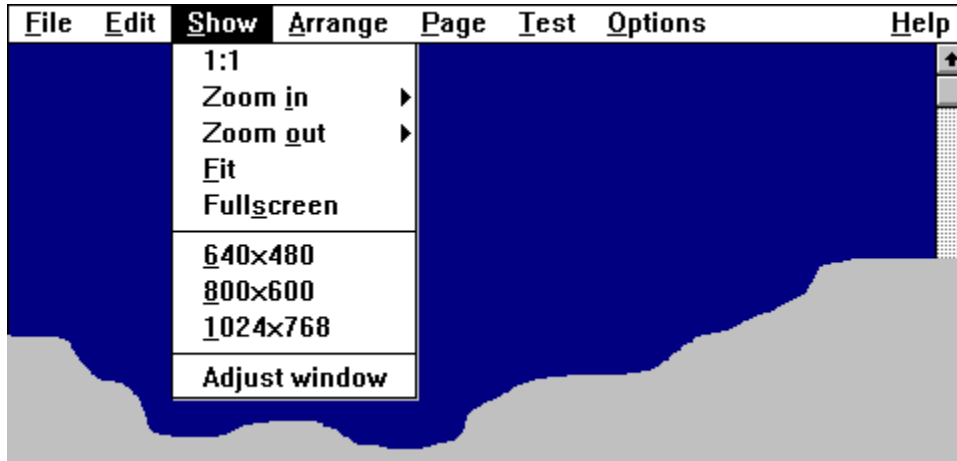
1:1
> Shows the medi8or page in the scale 1:1 (the same size as full-screen mode).

Zoom in
> Enlarges a medi8or page with a factor answering to the number in the "Zoom in" menu item.

Zoom out
> Reduces the medi8or page with a factor answering to the number in the "Zoom out" menu item.

Fit to
> Fits the zoom factor to make medi8or fill the entire design window (X/Y aspects are fixed for the medi8or page).

Full-screen
> Turns to full-screen mode. Medi8or systems are always run in full-screen mode.

640x480
800x600
1024x768
> The Medi8or page is shown with a zoom factor answering to the selected screen resolution. If a medi8or system is designed on a computer with a 800x600 resolution(or more) and distributed to a computer with an VGA (640x480), it is a good idea to check the system with zoom factor answering to 640x480. This way you can see if you have selected to small fonts and pictures.

Adjust window
> The Medi8or window is adjusted to the medi8or workplace (this is opposite the Fit to window function which fits the workplace to the window) Fit to window is ignored if the medi8or page is to large to fit the screen.

Undo
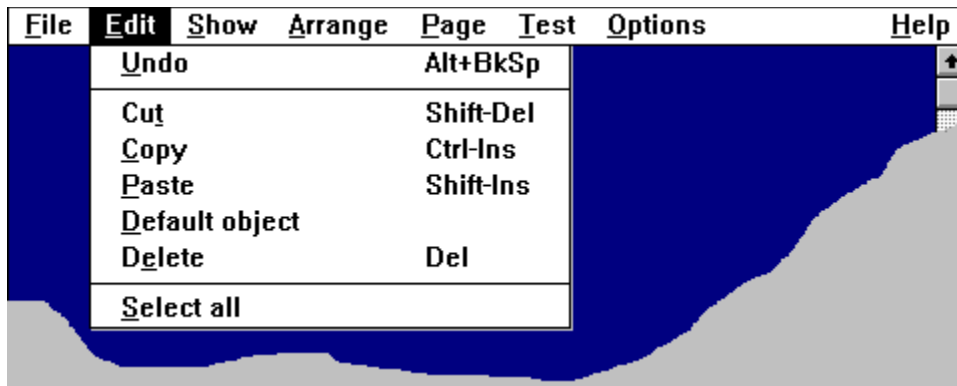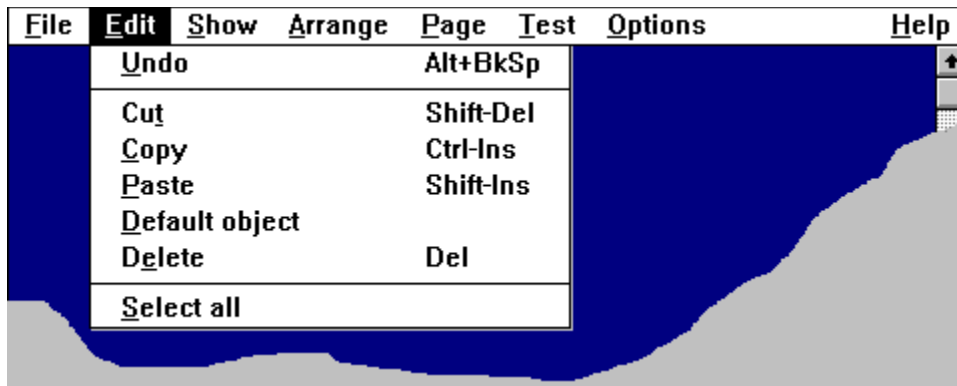
This function enables you to cancel the changes made on the page you are editing. After Undo in the menu you can see the change that has been cancelled. Up to 10 changes (can be changed in the medi8or.ini. file) can be reversed . The undo function is reset when a page is turned. It is not possible to undo changes after a page turn.

See also

Local menus

Cut

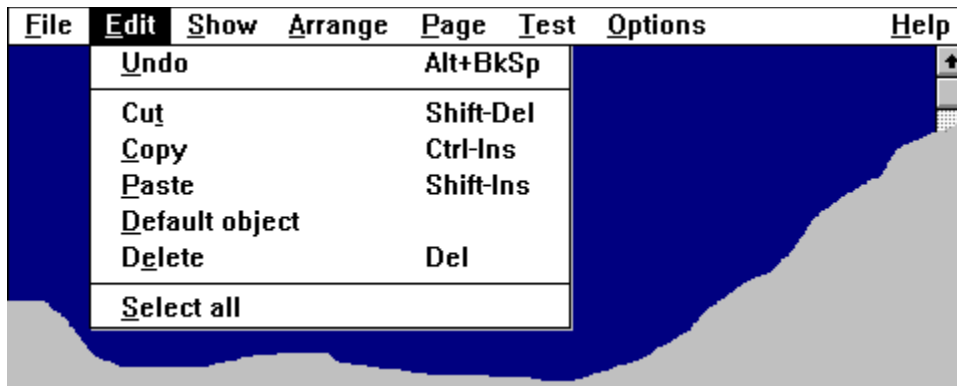Removes the selected objects and places the objects on the clipboard.

See also

Paste
Copy
Local menus
Delete

Copy

Copies the selected objects to the clipboard.

See also

Paste
Cut
Local menus
Delete

Paste
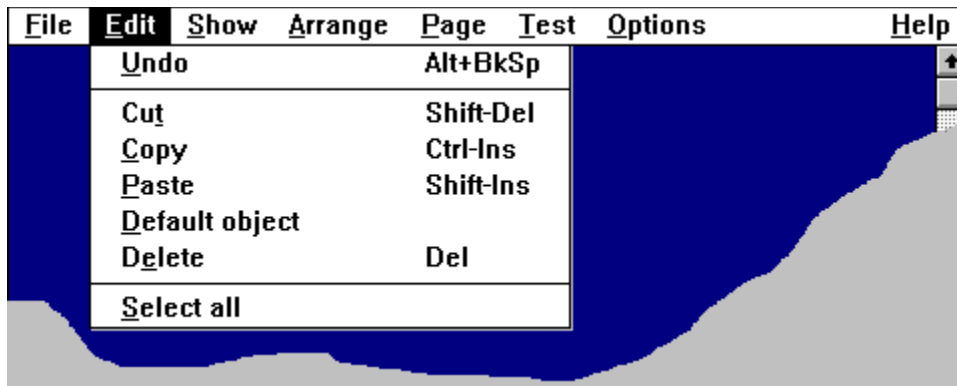
Inserts objects from the clipboard to the page. Objects are inserted in the same position on the new page as on the original page.

See also
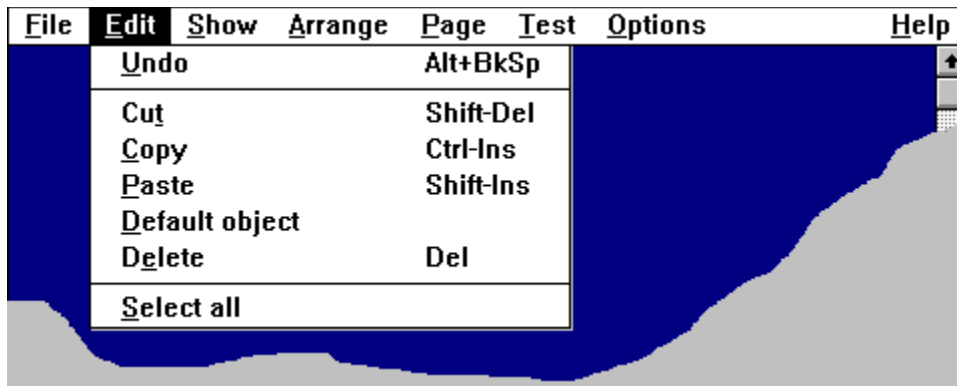
Undo
Cut
Copy
Local menus
Delete

Default object
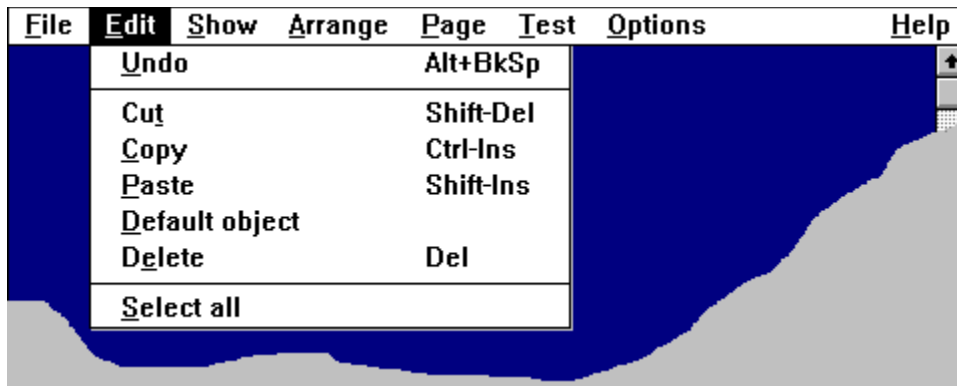
When an object is inserted on a page, it already has a certain design (color, text, etc.). This is called a default object. You can change the default design of an object. Create an object and change the design. Then activate the menu "Default Object". All new objects of this kind (e.g. all button objects) will now have this default design. You cannot undo the default function.

See also

Local menus
Edit

Delete

Deletes all selected objects.

See also

Undo
Paste
Cut
Copy
Local menus

Select all

File	Edit	Show	Arrange	Page	Test	Options	Help

New
Open   f3
Save   f2
Save as
Password

Language   New
Save install project f4   Change

Install maker   Edit
Disk maker

Exit   Alt-f4
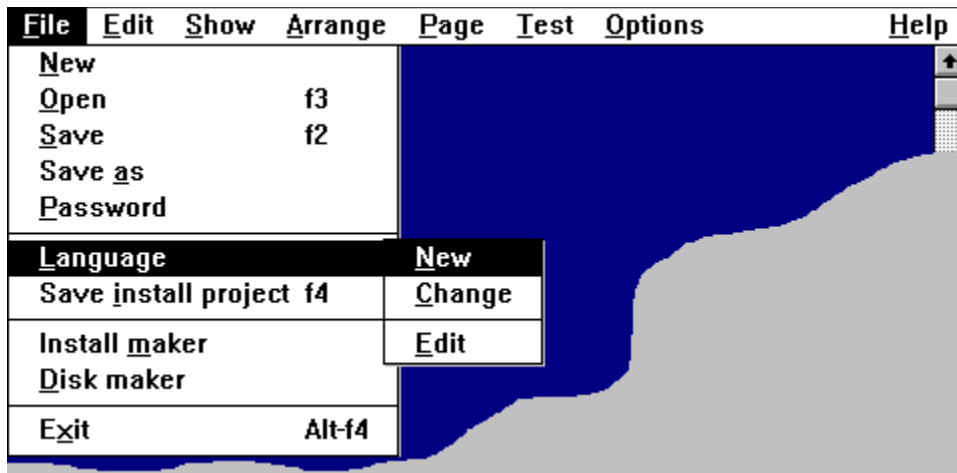
Selects all objects on a page.

See also

Local menus

Local menu (for objects)

Local menus are menus attached to an object type. Open the local menu for an object by placing the mouse arrow on the object and click the Menu button.

The local menu for objects contains the following standard menu items:

Name			
Keywords			
Edit	▶		Cut
Arrange	▶→	To back	Copy
Events		To Front	Default
		Forward	Delete
		Backward	
		√ Show	
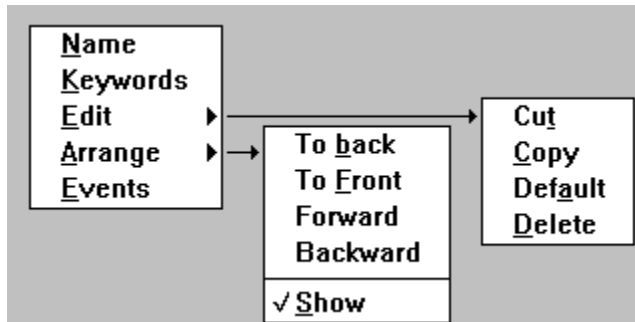
Click a menu item for additional help.

The Edit and Arrange menus with the exception of the Show item are identical to the menus in the Main menu

In addition to the shown menu items objects containing text will also have a "Search" menu item. If the "Search" box is checked, the system will search for the object when the text Search action is performed.

To front
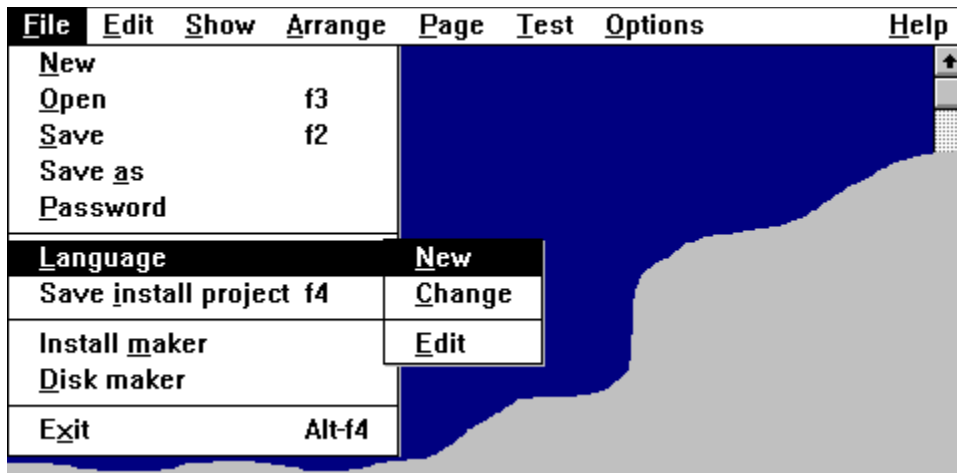
This command will place the object in front.

Before   **After**
Selected object
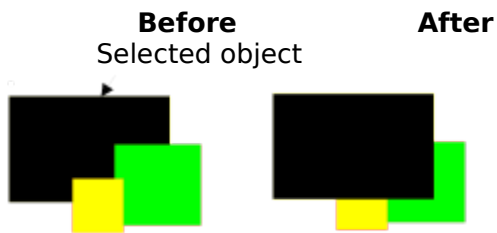
See also

To back
Local menus

To back

| File | Edit | Show | Arrange | Page | Test | Options | Help |

Undo	Alt+BkSp
Cut	Shift-Del
Copy	Ctrl-Ins
Paste	Shift-Ins
Default object	
Delete	Del
Select all	

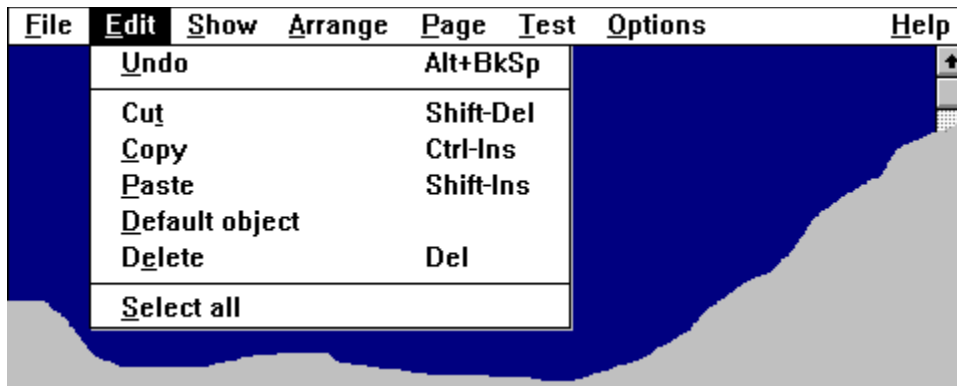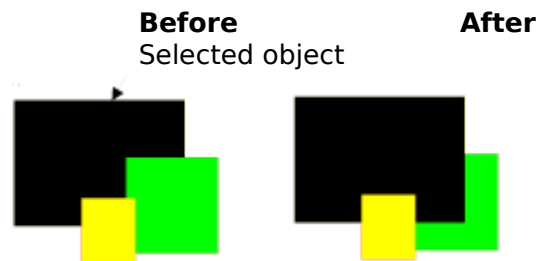The command Arrange To Back will rearrange the stacking order by moving the selected object(s) to the back.

Before   **After**
Selected object
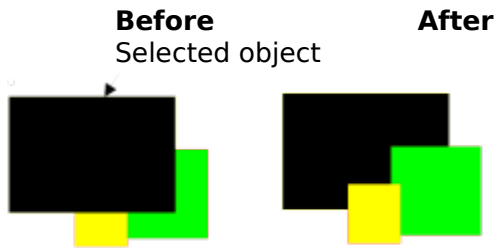
See also

To front
Local menus

Forward

This command will move the selected object(s) 1 level forward compared to the overlapping objects.

Before   **After**
Selected object

See also

Backward
Local menus

Backward

| File | Edit | Show | Arrange | Page | Test | Options | Help |

New
Open   f3
Save   f2
Save as
Password

Language	New
Save install project f4	Change
Install maker	Edit
Disk maker	

Exit   Alt-f4
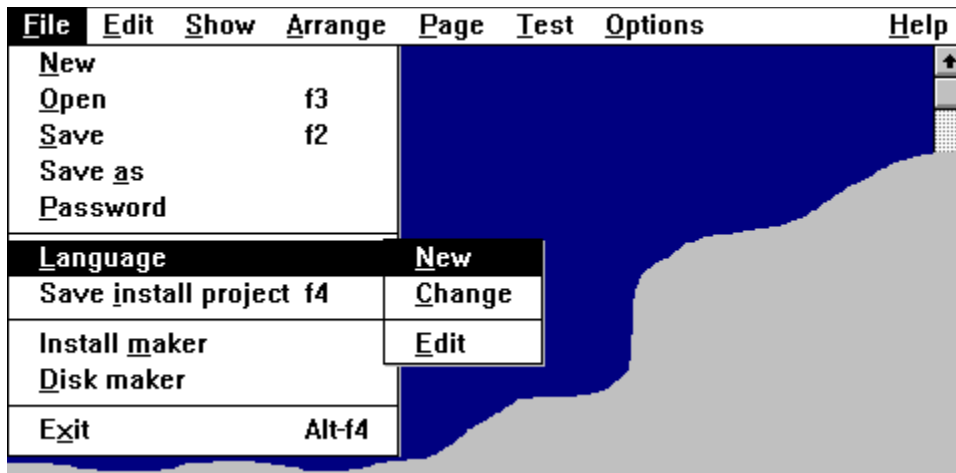
This command will move the selected object(s) 1 level back compared to the overlapping objects.

Before   After
Selected object
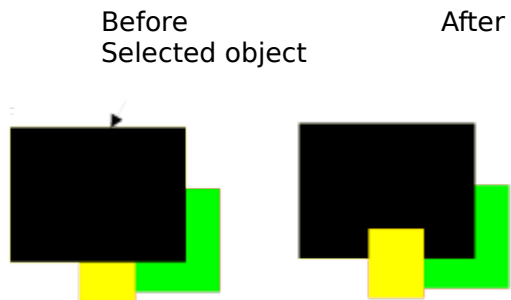
Se also

Forward
Local menus

Group

Groups the selected objects into one object. Name and actions can be attached to a group object. You can refer to more objects at a time and use only one name. Group objects can contain other group objects. This means that you can group in more levels.
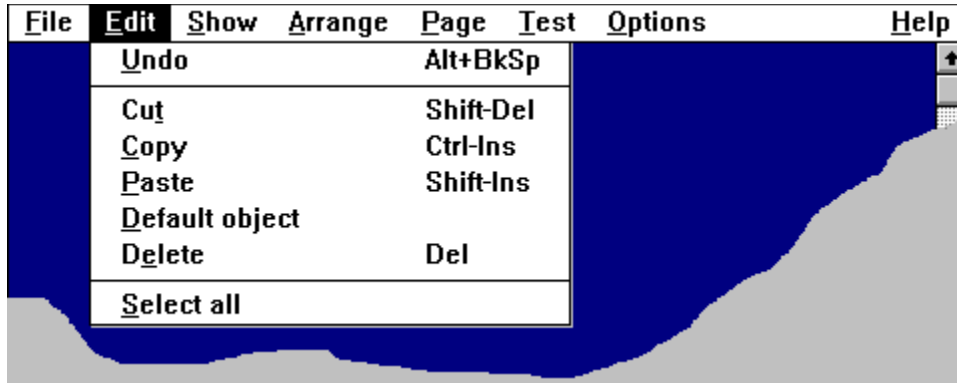
See also

Local menus
Ungroup

Ungroup

Ungroups the selected group object(s) into single objects. Any actions attached to the group object are lost. Only 1 level will be ungrouped. This means that a group object containing more group objects will not have level 2 ungrouped.
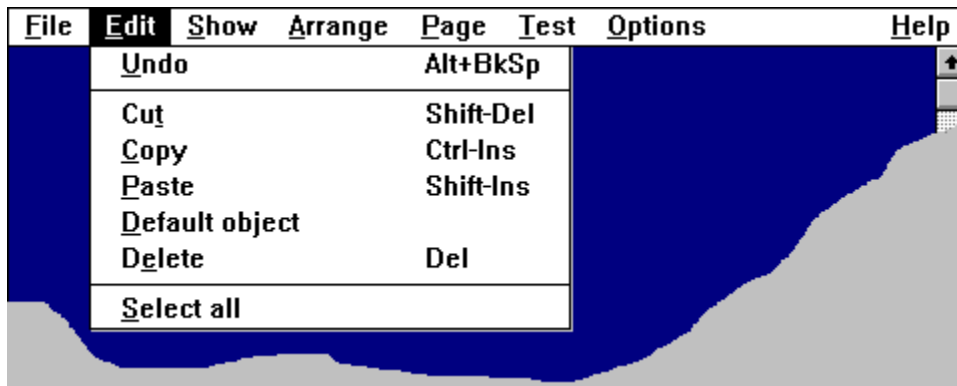
See also

Group
Local menus

Alignment

Using the Alignment command, objects can be centred and placed relatively to each other or to the screen. Select the object(s) to align. Then select the Alignment command in the main menu/Arrange (as shown above) or press Ctrl + A. The Alignment menu will now appear:
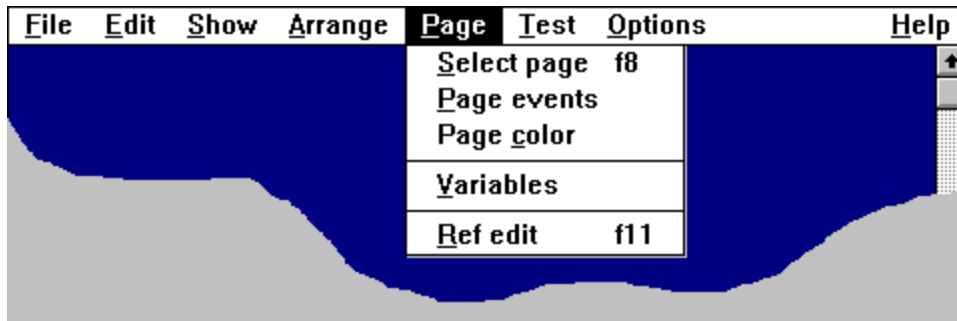

Select Alignment for vertical and horizontal position and click "OK"

See also

Group
Local menus
Ungroup

Page menu

The page menu contains functions for changing page parameters.

File	Edit	Show	Arrange	**Page**	Test	Options	Help

Select page   f8
Page events
Page color

Variables

Ref edit   f11

For further help click the menu item.
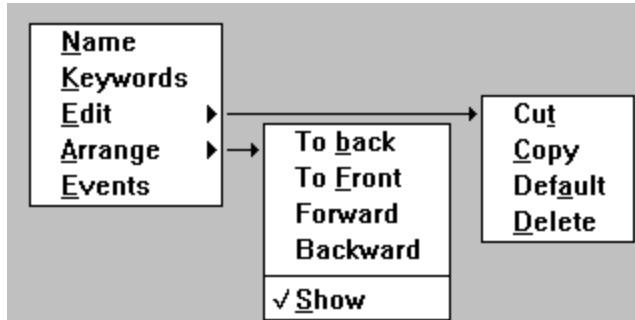
See also :

Main menu

# Object name

Medi8or object local menu.

It is possible to name an object and refer to the object through this name (an object can for instance be invisible when a button is clicked). Two objects on the same page cannot have the same name. Object names do not differ between capital and small letters. When an object name is changed it is also possible to change the object references.

See also

Local menus

Object keyword

Medi8or object local menu.
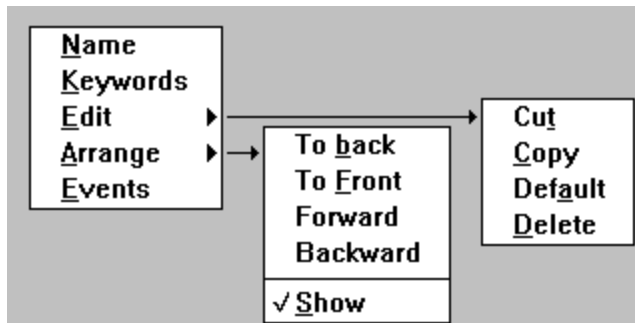
Keywords can be added to the object. More keywords are separated by ";".

See also
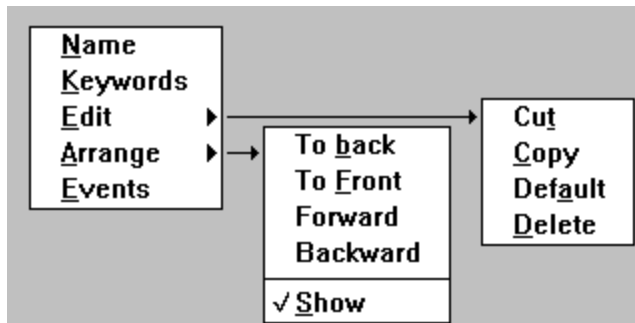
Local menus
Page selection
Keyword action

Show

Medi8or object local menu.

Use this command to make the object visible on the screen.

See also

Local menus

Event dialog

Use the event dialog to add, delete and edit events and actions:

Drag and drop
> Use "drag and drop" to edit in the event dialog. Drag and drop works in the following way:
> 1) Place the mouse arrow on an icon.
> 2) Press and hold the left mouse button.
> 3) Move the mouse to the position to place the icon.
> 4) Release the left mouse button. This will "drop" the icon.

Add an event or action
> Add an event or action by moving the attached icon from the list to the editing area in the correct position.

Delete an event or action
> Move the attached icon outside the editing area and release it.

Edit an existing action
> Edit actions in the editing area by double-clicking it with the left mouse arrow.

Move/Copy an action
> Move actions by dragging them from one place to an other using the mouse. To copy an action, move the icon while pressing the Ctrl key.

Action descriptions
> A description of the actions in the editing area is placed under the icons for actions. The default description is:
>
> | | |
> |---|---|
> | Page turn | The name of the page to turn to |
> | Show/Hide | Object name |
> | Start/Stop | Object name |
> | Timer | Time interval |
> | Wave/Midi | Midi/Wave file name (no path and extension) |
> | Print | The name of the page to print. |
>
> If you want to change the description of each page, just click the action with the right mouse button.

Clipboard
> Copy an event or action to the clipboard by dropping it on the clipboard symbol. Insert data from the clipboard by clicking the clipboard symbol and move the data to the editing area.
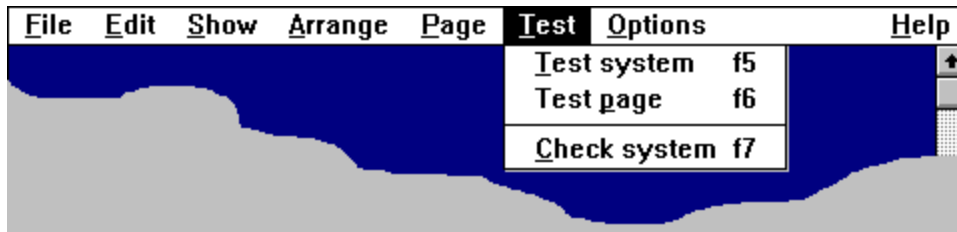
Help
> Click the help symbol with the left mouse button. The cursor will now look like a question mark. Now move the mouse arrow to the area where you need help and click the left mouse button.

See also

Events and   Actions
Local menus

Test menu

The Test menu contains commands to test and check a medi8or system.

File	Edit	Show	Arrange	Page	Test	Options	Help

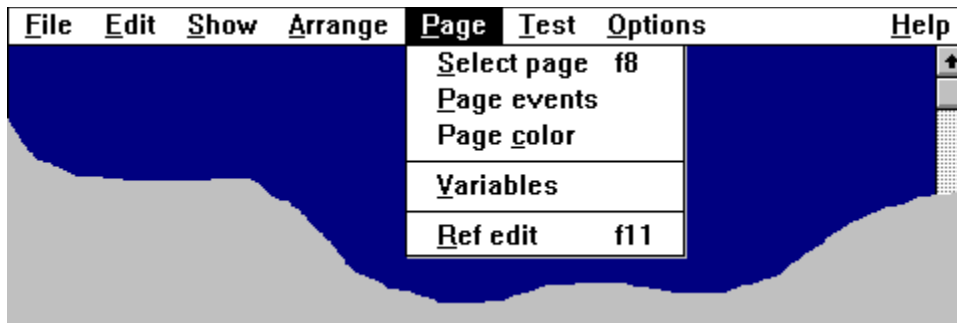|	
Test system	f5
Test page	f6
Check system	f7

Click a menu item for additional help.

See also
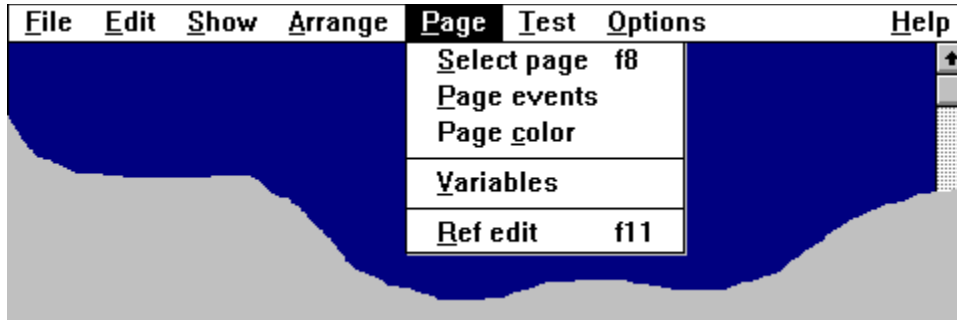
Main menu

Page color

Use this function to set the background color for a page. Use the Windows standard color dialog to select the color.

Page events

File	Edit	Show	Arrange	**Page**	Test	Options	Help

Select page   f8
Page events
Page color

Variables

Ref edit   f11

The following <u>events</u> can occur on a page: Mouse down, mouse up, Start, Stop, Timer and Show. The difference between start and show a page is the time for the event to occur. This example illustrates this:

      1) The user clicks a button which performs an effect page turn.
      2) the "Stop" event occurs on the page with the button.
      3) The "Start" event occurs for the page to turn to.
      4) The new page appears on the screen through the selected page effect.
      5) the "Show" event occurs for the new page.

As you can see the "Start" event can be used for possible sound effects connected to the page turn. The "Show object", on the other hand, can be used for starting a timer/time line action.
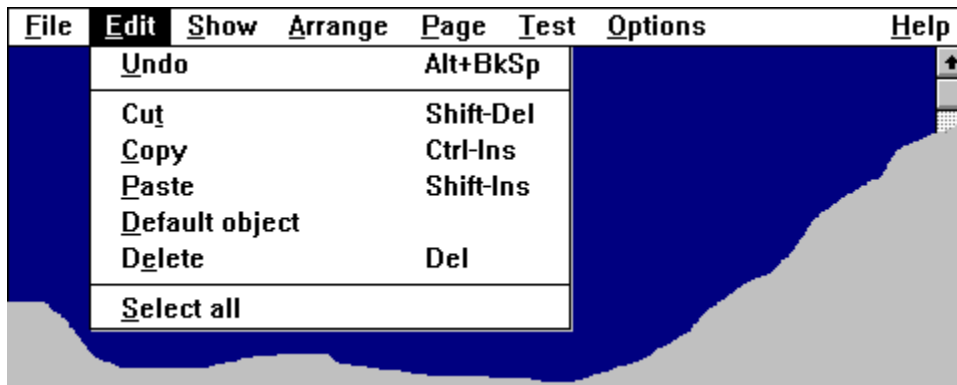
See also :

<u>Event dialog</u>.

Select page
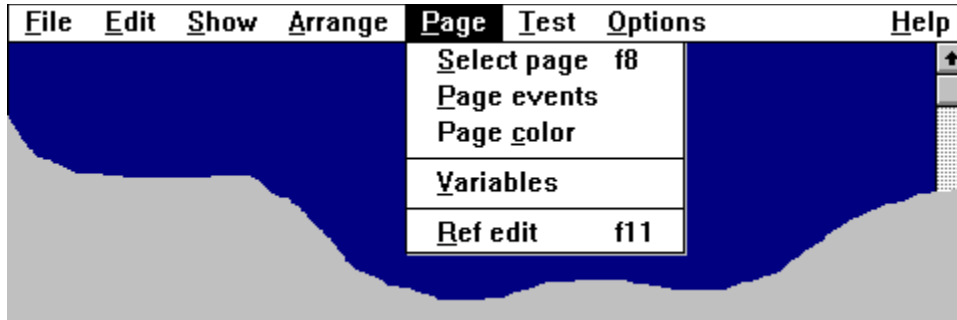
When this menu item is selected, the following dialog will appear:

Buttons:

New name
> Use this button to give the page a new name. Enter the new name and the system will ask if you want to change references to the page as well. Medi8or can automatically change actions referring to the old page name to the new page name.

Delete
> Click this button and the page is deleted. You cannot undo deleted pages.

Start page
> By clicking this button you tell medi8or to start at this page (the current page).

New page
> Adds a new page to the system. Medi8or will ask for a page name. You cannot have two pages with the same name. Page names do not differ between small and capital letters.

Ref. edit
> Starts reference editing (please see the ref. edit part in this chapter).

Clipboard buttons
> These buttons are used for copying entire pages to and from the clipboard. The difference between this command and the clipboard command in the main menu is that this command will include the parameters for the page (page color and actions attached to the page).

Other controls

Description

 A description for the page can be inserted in this field. The description will not appear on the page but will be used in the table of contents and in the subject index.

Use in contents

 If this box is checked, the page will be included in the table of contents. The page must have a description to be included in the table of contents.
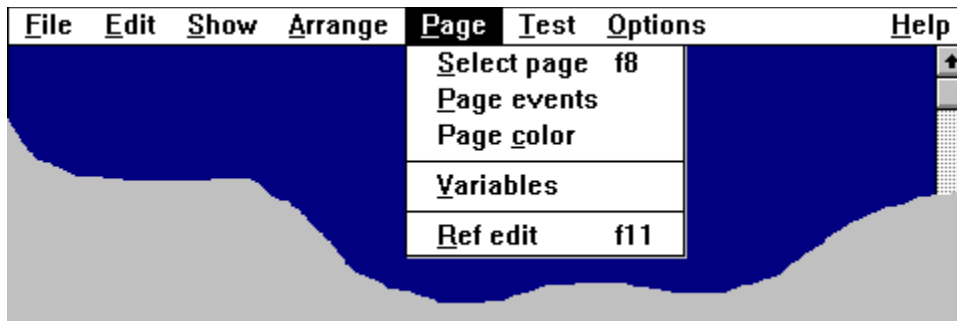
Key words

 One or more key words for the page can be added here (separate these with ";"). Pages including key words must have a description.
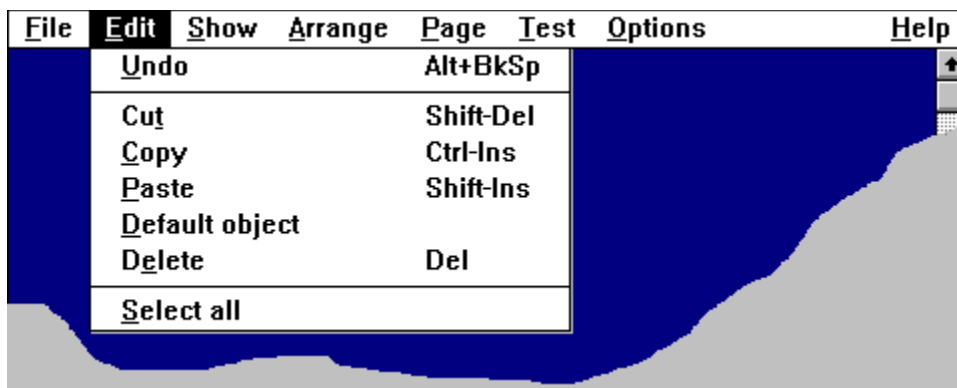
See also

Ref edit

Ref edit

Select this command and a reference edit window will appear. This window will graphically show the pages referring to the present page and which pages the present page refers to. If the references from the present page are connected through an object, the object will be shown as well.
Example:

"Page 3 " is the present page here. "Page 1" and "Page 2" refer to "Page 1". "Page 3" refers to "Page 4" through a button and to "Page 5" through a timer. If one of the graphical page Windows is clicked the reference editing will end and the system will then turn to this page. If a graphical object window is clicked, the system will exit reference editing and the selected object will be shown by blinking a few times.
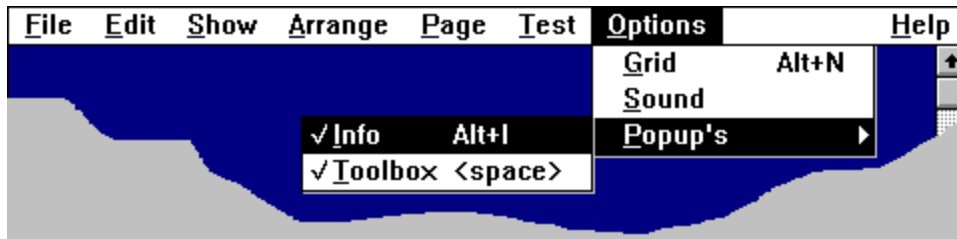
See also

Page selection
Page menu

Variable
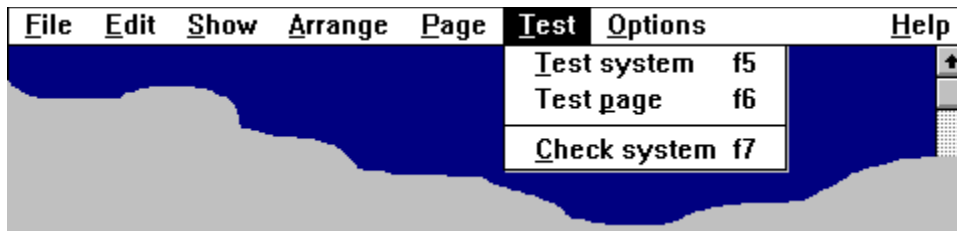
This not available in the demo version.

Option menu

This menu contains all medi8or designer options.

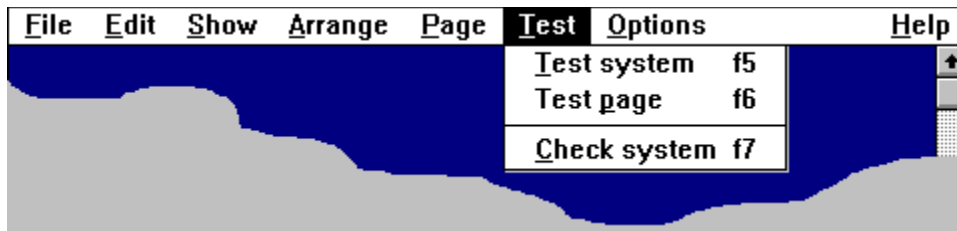

See also

Main menu

Test system

Starts the medi8or system test. The system turns to the "Start up" page before the test begins. End the test by clicking the right mouse button or the [ESC] button.
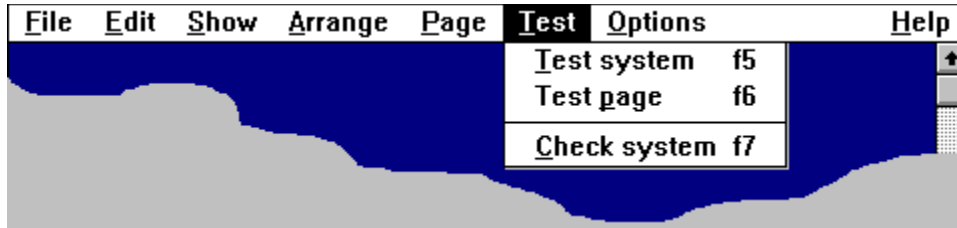
See also

Test page

Test page

Starts the medi8or system test on the current page. End the test by clicking the right mouse button or the [ESC] button.

See also

Test system

Check system

This command will check the medi8or system for errors (errors such as actions referring to a non-existing object or page). If an error is found, the system will turn to the page where the error occurred and an error message is displayed. When you click the "OK" button in the Error window, and if the error is attached to an object, this object will blink a few times. Only one error will be reported at a time. To find additional errors, the check command will have to be activated again.

See also

Save install project

Grid

File	Edit	Show	Arrange	Page	Test	Options		Help

√ Info   Alt+I
√ Toolbox <space>

Grid   Alt+N
Sound
Popup's   ▶
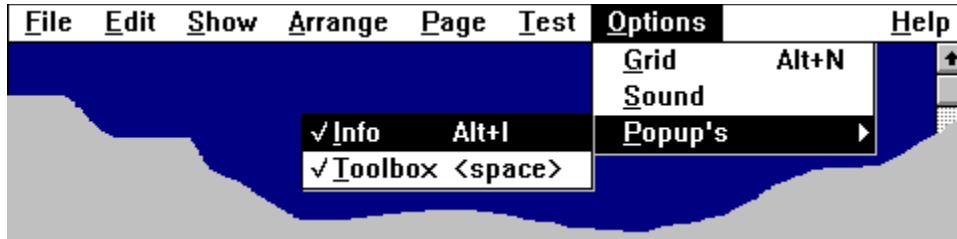
When this command is selected , the following dialog will appear:

Use the X and Y boxes to specify the number of grid lines per unit of measure. The grid is activated when the box "Use" is checked. If the box "Show" is checked, the grid will appear on the screen (if the grid parameter frequency is very high, not all pixels in the grid are shown, but instead only every 2 or 3 depending on the grid parameter frequency. This is done in order to avoid the screen from being densely filled with little pixels which will make it difficult to see the contents of the screen.).

See also

Co-ordinates

Sound
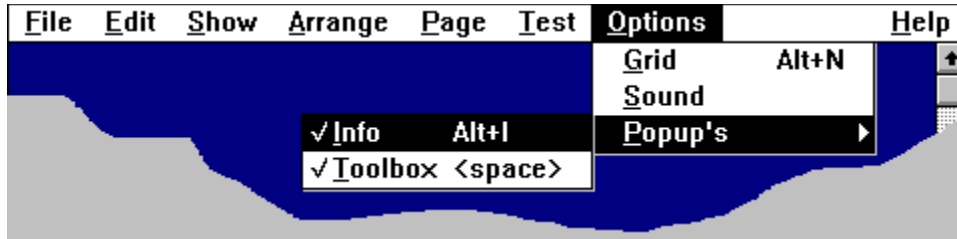
It is possible to add a little "spice" to the medi8or designer program by adding various sounds to the program commands. Use the following dialog:
The list to the left indicates the events/commands in medi8or designer, and the list to the right is a normal directory/file list. Use these two lists to connect commands and sounds. Use the "Test" button to test a sound. Click the "OK" button to end the dialog.

Info window
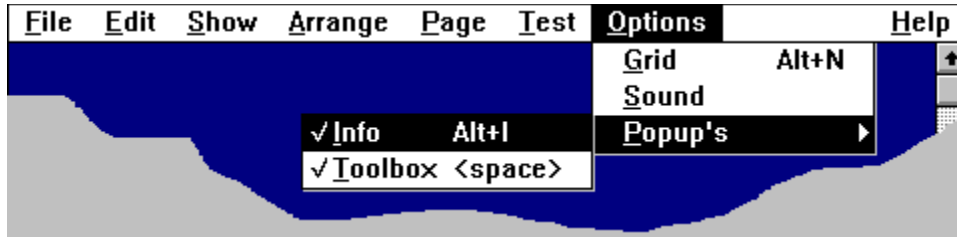
The info window is visible if this menu item is checked. Move the info window by clicking it and moving it to a new position. The info window holds design information. Co-ordinates for the mouse cursor are shown. If one or more objects are selected, both position and dimensions are shown. The system will show short explanations for the menus in the main menu and for the toolbox commands.

See also

Co-ordinates

Toolbox (show/hide)
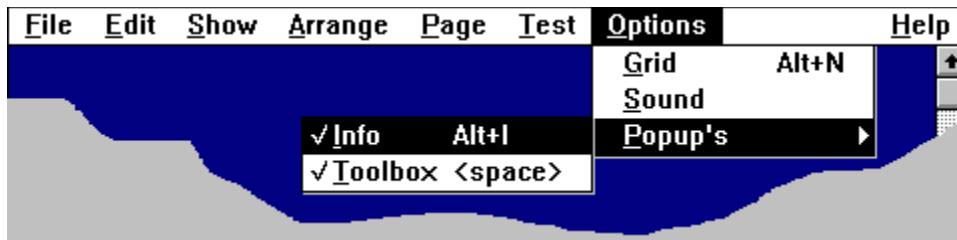
The toolbox is visible if this menu is checked. The toolbox is needed when objects are added to the page.

See also

Toolbox

Update! What do I get?

Four versions of MatchWare Medi8or 2.0 are available:

> MatchWare Medi8or Entrée
> MatchWare Medi8or
> MatchWare Medi8or Plus
> MatchWare Medi8or Pro

Upgrade from Entrée to Medi8or:
Entrée is limited to 12 pages, Medi8or is unlimited. Also you get Timer and Time Line actions. These actions makes it possible to execute time critical sequence of actions.

Upgrade to Plus version:
Medi8or Plus offers full control of AVI (video/animation) files. Video Overlay makes it possible to see video signals (e.g. VCR) on screen. Medi8or Plus also offers HotSpots, advanced easy to use text search, Index, Contents and History actions. Medi8or Plus supports all popular graphic filters.

Upgrade to Pro version:
In addition to Medi8or Plus, the pro version offers HyperText, HotSpots, line tool, programming tools, Input/output fields, Print capabilities, Move cursor, Run applications and store data on disk.

HyperText: Mark text as HyperText and the text can receive Events and perform Actions.
Programming Tools: Learn three topics (Variables, Assign and If) and you have a powerful multimedia tool. You can do everything you want.
Input/Output fields: You can take answers from users for validation or give information to users.

The following table compares the different versions of MatchWare Medi8or

Medi8or Entrée	Medi8or	Medi8or Plus	Medi8or Pro
Tools	**Tools**	**Tools**	**Tools**
Select	Select	Select	Select
Button	Button	Button	Button
Rectangle	Rectangle	Rectangle	Rectangle
Toned Rectangle	Toned rectangle	Toned Rectangle	Toned Rectangle
Picture	Picture	Picture	Picture
Video/Animation	Video/Animation	Video/Animation	Video/Animation
Text	Text	Text	Text
-	-	Video Overlay	Video Overlay
-	-	-	Line
-	-	-	Input field
Actions	**Actions**	**Actions**	**Actions**
Turn Page	Turn Page	Turn Page	Turn Page
End	End	End	End
Midi sound	Midi sound	Midi sound	Midi sound
Wave sound	Wave sound	Wave sound	Wave sound
-	-	-	CD Audio
-	Timer	Timer	Timer
-	Time Line	Time Line	Time Line
-	-	Index	Index
-	-	Contents	Contents
-	-	History	History
-	-	Text Search	Text Search
Show	Show	Show	Show
Hide	Hide	Hide	Hide
Start	Start	Start	Start
Stop	Stop	Stop	Stop

Column 1	Column 2	Column 3	Column 4
-	-	Animation	Animation
-	-	-	Print
Change Cursor	Change Cursor	Change Cursor	Change Cursor
-	-	Move Cursor	Move Cursor
-	-	-	If, conditional action
-	-	-	Assign, Calculate, change value
-	-	-	Run Application
-	-	-	Log data, Write to disk

Events	**Events**	**Events**	**Events**
Mouse Up	Mouse Up	Mouse Up	Mouse Up
Mouse Down	Mouse Down	Mouse Down	Mouse Down
Move Into	Move Into	Move Into	Move Into
Move Out of	Move Out of	Move Out of	Move Out of
Timer	Timer	Timer	Timer
Show	Show	Show	Show
Hide	Hide	Hide	Hide

Graphic filters	**Graphic filters**	**Graphic filters**	**Graphic filters**
WMF, Windows metafile	WMF, Windows metafile	WMF, Windows metafile	WMF, Windows metafile
BMP, Windows bitmap	BMP, Windows bitmap	BMP, Windows bitmap	BMP, Windows bitmap
-	JPEG	JPEG	JPEG
-	GIF, CompuServe Gif	GIF, CompuServe Gif	GIF, CompuServe Gif
-	TIF, Aldus Tiff	TIF, Aldus Tiff	TIF, Aldus Tiff
-	TGA, Truevision	TGA, Truevision	TGA, Truevision
-	PCX, Zsoft PCX	PCX, Zsoft PCX	PCX, Zsoft PCX
-	CUT, Halo Cut	CUT, Halo Cut	CUT, Halo Cut
-	PCT, Macintosh Pict	PCT, Macintosh Pict	PCT, Macintosh Pict

Special	**Special**	**Special**	**Special**
-	-	-	HyperText
-	-	HotSpots	HotSpots

Number of pages	**Number of pages**	**Number of pages**	**Number of pages**
Max 12	Unlimited	Unlimited	Unlimited

See also

How do I upgrade

Contact:

Springsoft
Springfield House
Llanfynydd
Wrexham
Clwyd
LL11 5HW
UK

Phone: (01352) 770049

Fax: (01352) 770 816

Internet: Point your web browser at www.springsoft.com

CIX: Springsoft conference

CompuServe: Go Springsoft

See also

Upgrade! What do I get?

Change md8 language

New language

Language edit

Show 1:1

Zoom in

Zoom in

Zoom in

Zoom out

Zoom out

Zoom out

Zoom 640x480

Zoom 800x600

Zoom 1024x768

Zoom   Show fit

Zoom   Show window

Zoom   fil window

Last file 1

Last file 2

Last file 3

Last file 4

Upgrade from light version