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Menu Bar Choices

Each choice on the Menu bar has a drop down menu associated with it.

FILE Menu	Choices to open a picture (and display it), open WAV file(s), open a group of pictures (slide show), or a script file. Also contains choices to access the Script Editor, Defaults Window, and to exit the application.
RUN Menu	Used to commence the playing of WAV file(s), a slide show or script file.
PICTURE Menu	Used to zoom into or out of a portion of the image being displayed, flip the image, and to rotate an image..
IMAGE Menu	Choices to alter the brightness, contrast, and sharpness of the currently displayed picture, if the picture format of the image supports such manipulation.
WINDOWS Menu	Used to switch to full screen mode, or to select a standard window size (normal or maximized).
HELP Menu	Contains choices to access this help file, and displays the About Window of the application.

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OVERVIEW

SOUNDS AND SIGHTS (or S&S for short) is an application program to view pictures in the Windows environment and to play WAV sounds. In addition, S&S includes a "script" editor which allows pictures and sounds to be played in any desired order, singularly or in combination, and thus forming a multimedia presentation.

S&S will display images in a variety of formats, including GIF, PCX, BMP, WMF, TIFF, and more. Viewing options permit the image to be zoomed in upon, scrolled and panned within the viewing area, flipped, and rotated. The brightness, contrast, and sharpness (depending on the format), as well as the aspect ratio of the image can be changed.

With S&S, you can save pictures in different formats, portions of pictures, and pictures with their brightness, contrast, etc. changed. These features can be used in any combination. Also, you can produce a printout of the picture, or portions thereof, in various print sizes.

Pictures can be viewed in a variety of ways. The application's window may be set to normal size or maximized (default); pictures will be displayed in the majority of the respective window. Also, pictures can be viewed "Full Screen", i.e., without a window's border! A single picture can be selected for viewing, a group of pictures selected for a continuous running slide show, or designated in a script for a multimedia presentation.

S&S plays WAV sounds! One or more sound files may be selected and played, while viewing a picture, or just to hear them. When multiple WAV sound files are selected, S&S will play them one after another, automatically. Finally, you can have sound with your pictures!

You may construct "scripts" for S&S to play. A script is a list of picture files and sound files to be played in a specified order. When a particular entry is a picture, the zoom can be specified as well. Scripts are constructed with the S&S built in editor and saved to disk. Then, the file may be recalled and played by S&S whenever desired.

Scripts allow you to display a favorite group of pictures intermixed with sound. The combinations are entirely at your discretion. For instance, you may display a picture, then have one or more WAV sounds play while that picture is displayed. Each picture and sound is a separate entry in the script file, with each entry assigned a sequence number by you. When those sounds finish, the next entry may be another picture followed by different sounds, etc.

As an example, you may have some very dramatic GIF pictures of sunsets over varying landscapes. Also, you have some very powerful classical music sound clips. Create a script showing one of the sunsets, followed by one of the sound clips, then another sunset, then another sound clip, etc. When the script is subsequently run, each picture will be displayed and the sound clip played thereafter, resulting in a multimedia show - sights and sounds and sights, etc!

Another example would be to construct a script of your favorite pictures of your girlfriend, boyfriend, relatives, or spouse, etc., Record sound bits (in WAV format) of them speaking, or obtain sound bits of speech from third parties. Create a script displaying each picture of a person followed by a sound bit or multiple clips. As each picture is displayed, the speech sound clips are played, giving the appearance the picture of the person is speaking those words, etc.

FILE Menu Choices

Choosing FILE from the menu bar will cause a drop down menu to appear. The choices in this menu are used to (1) open and display a single picture, (2) save the current image to disk, (3) printout a picture of the currently displayed image, (4) open but not run WAV files, slide shows, and scripts, (5) access the Script Editor, (6) access the Defaults Window, and (7) to exit the application.

Related Topics:

[Opening & Displaying a Picture](#)

[Saving a Picture to Disk](#)

[Making a Printout of a Picture](#)

[Opening WAV File\(s\)](#)

[Opening a Slide Show](#)

[Opening a Script File](#)

[Accessing the Script Editor](#)

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RUN Menu Choices

The RUN Menu choices are used to cause WAV sound(s) to be played, a slide show (group of pictures) to be continuous displayed, or a script to begin execution. The respective item(s) must have been opened via a FILE menu choice beforehand.

Choosing the RUN menu choice causes a drop down menu to appear. Select the desired type of file to be played from the menu choices. Selecting a choice will cause the respective item to be played (run).

The RUN menu choices only controls Slide Shows (groups of pictures), WAV sounds, and Scripts. When a single picture has been opened with the FILE, OPEN PICTURE menu choices, it is immediately displayed. The RUN menu choices must be used for those items which could, and usually do, contain more than one item. In addition to choosing the RUN menu bar choice and then selecting a drop down menu choice, each menu choice has a shortcut key which can be pressed instead of the aforementioned procedure. Shortcut keys must be used when in full screen mode as the button bar is not visible in full screen mode. The shortcut keys are:

- F2** Play the WAV sound(s)
- F3** Start the playing of the Slide Show
- F4** Play (process) the Script

NOTE: You can stop a Slide Show or Script file in the process of being played by pressing the SPACE BAR, or clicking on the image area with your mouse; however, the current WAV sound, picture in process of being loaded from disk and displayed, etc. must complete it's course before the stop will take effect.

PICTURE Menu Choices

Choosing PICTURE from the menu bar causes a drop down menu to appear, with choices to manipulate the area of the picture displayed (zoom), to flip it's image horizontally and vertically, and to rotate the picture in 90 degree increments.

All of these drop down menu choices have an associated shortcut key to perform the same action as if the menu choice was chosen. The shortcut keys are:

- CTRL-I** Zoom In the preset increment percentage
- CTRL-O** Zoom Out the preset increment
- CTRL-N** Zoom to Normal (100%)
- CTRL-H** Flip the entire image horizontally
- CTRL-V** Flip the entire image vertically
- CTRL-R** Rotate the image 90 degrees

Related Topics: [Zooming](#), [Flipping](#)

WINDOWS Menu Choices

Choosing WINDOWS from the menu bar will cause a drop down menu to appear with choices governing the size and nature of the application's window.

The Sounds and Sights application window may be shown (1) in normal size, which may be resized as the user desires, (2) maximized covering the entire screen, or (3) full screen without a border or the menu bar. In normal or maximized sizes, a border will appear around the window and the menu bar will be visible.

All hot keys are functional in full screen mode, and are the sole way to operate S&S when in full screen mode. When in full screen mode, pressing the SPACE BAR or clicking on the picture will cause S&S to return to its prior normal or maximized window state.

HELP Menu Choices

Choosing HELP from the menu bar will display a drop down menu with choices to access this help facility and to display the application's About Window.

Zooming

The Zoom menu choices in the PICTURE menu bar drop down menu controls the magnification of the image being displayed. It is possible to "zoom into" the image up to 500% in the user selected increment. The default increment is 25% steps. Pressing the ZOOM button will cause a popup menu to be displayed. The choices are to zoom into an image, zoom out of a image, or return the image to it's normal size (100%). Selecting a menu choice will perform the respective action.

You can zoom in and out of an image and return it to it's normal size with keyboard shortcut keys. To zoom when an image is being displayed in full screen mode, you must use the shortcut keys. These keys are:

- CTRL-I** Zoom In
- CTRL-O** Zoom Out
- CTRL-N** Return image to it's normal, 100% size.

Flipping and Rotation

A picture can be transposed horizontally, changing the image from right to left and visa-versa, or vertically, changing the image from top to bottom and visa-versa; this transposition process is called flipping.

Choosing IMAGE from the menu bar, and then FLIP HORIZONTAL or FLIP VERTICAL from the drop down menu choices will cause the image to be transposed, or flipped. A picture must be displayed for these choices have any affect.

A variation of flipping is rotation, which causes the image to be turned (rotated). Rotation in 90 degree increments is supported.

IMAGE Menu Choices

Choosing the IMAGE menu bar choice will cause a drop down menu to appear. The Brightness, Contrast, and Sharpness drop down choices have further choices; a side menu will appear when any of these choices are selected. The side menu for each of the aforementioned includes an INCREASE choice and a DECREASE choice.

The INCREASE and DECREASE choices control the image attributes of the currently displayed picture. Selecting a INCREASE or DECREASE choice of Brightness, Contrast, or Sharpness will cause the respective action to be performed. The default setting is 0 (normal) for each image enhancement function, and the range is -100 to +100; changes are performed in increments of one. Not all image formats support having their brightness, contrast, and/or sharpness manipulated. If the format of the displayed picture does not support such manipulation, nothing will happen.

The Brightness choices brightens (More) or darkens (Less) an image. The Contrast choices increase the contrast or blurriness of the displayed image. Most picture formats allow the brightness of the picture and the contrast of the picture to be modified; only a few formats allow the sharpness to be increased or decreased. The image must be a 256 gray-scale or 24 bit color for sharpness to be manipulated.

The Aspect Ratio choice acts as a toggle switch. Normally, keep this menu choice checked (selected). When checked, S&S will automatically keep the picture in it's correct porportions with the window, leaving some "white space" on the sides as necessary if the porportions of the window and the picture differ. When not checked, S&S will stretch or enlongate the picture being displayed, as necessary, to fill the entire viewing area.

Image control may be performed via short cut keys. Shortcut keys may be used at anytime, and are necessary when the picture is being displayed in full screen mode. The shortcut keys are:

F5	Increase Brightness
Shift-F5	Decrease Brightness
F6	Increase Contrast
Shift-F6	Decrease Contrast
F7	Increase Sharpness
Shift-F7	Decrease Contrast
F8	Toggle Aspect Ratio

FULL SCREEN Mode

The FULL/S button will cause the image to be displayed in full screen mode. In full screen mode there is not any surrounding window border or menu bar; the picture will be displayed in the entire CRT screen. Shortcut keys must be used to zoom, flip or rotate an image and to change the image attributes when in full screen mode. The menu bar is NOT visible in full screen mode.

To leave full screen mode and return to a normal or maximized window, press the SPACEBAR or click on the image with the mouse.

Depending on your default settings, a message box will be displayed telling you how to return to normal viewing before S&S switches to full screen mode. This message can be set to be displayed, or not displayed, in the default settings.

When you switch to full screen mode, S&S will use the current brightness, contrast, and sharpness settings as displayed in a normal or maximized window, but the image size automatically resets to 100%. The scroll bars will not be shown initially. To use the scroll bars, you must first zoom in (CTRL-I), which will cause the scroll bar to be displayed.

As previously mention, you must use the shortcut keys to perform actions when in full screen mode. As an example, you would use a normal or maximized sized window to open a slide show or script file, but to begin running either in full screen mode, you must press the F3 or F4 key respectively. Further, to zoom in or out in full screen mode, you would have to use CTRL-I or CTRL-O, etc.

DEFAULTS Window

Many aspects of S&S may be predefined, and S&S will use these settings to govern how it operates. To display the Defaults Window, choose FILE, then DEFAULT SETTINGS from the drop down menu choices; the Defaults Window will then open. The default settings may be changed in this window.

For changes, if any, to occur, they must be saved. Press the SAVE button after making any changes to make them permanent.

You can specify the path to the subdirectory that S&S will use when a picture is to be opened. In the Defaults window, any path you specify must be a valid, qualified path. S&S does not check to see if it is valid; invalid paths may cause S&S not to operate properly.

You may specify the path to the subdirectory that S&S will use when a sounds are to be opened. In the Defaults window, any path you specify must be a valid, qualified path. S&S does not check to see if it is valid; invalid paths may cause S&S not to operate properly.

You may specify the path to the subdirectory that S&S will use when slides are to be opened. In the Defaults window, any path you specify must be a valid, qualified path. S&S does not check to see if it is valid; invalid paths may cause S&S not to operate properly.

You may specify the path to the subdirectory that S&S will use when a script file is to be opened. In the Defaults window, any path you specify must be a valid, qualified path. S&S does not check to see if it is valid; invalid paths may cause S&S not to operate properly.

The zoom increment may be changed. The available choices are presented in a drop down list. Select the desired increment for subsequent zoom operations.

You may specify the duration between pictures, exclusive of any sound, in scripts and slide shows. The range is 1 to 60 seconds. Use the slider bar to change values.

Message dialogs are presented when certain functions are requested. The default is to have these messages always appear (check box is checked). After you become comfortable operating S&S, you may no longer wish these message boxes to appear. Unchecking the checkbox for the respective message will "turn it off" and it will no longer be displayed. Checking the check box will cause the respective message to be displayed each time the respective function is requested.

For any changes in the above to become effective, the SAVE button must be pressed before leaving the window. To discard changes, if any, choose the QUIT button instead of the SAVE button after making changes.

EXITING SOUNDS AND SIGHTS

The EXIT choice under FILE will terminate Sounds and Sights, and close the application. Using the menu choice is the proper and suggest manner to leave the application.

TRADEMARK NOTICES

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Windows is a registered trademark of Microsoft Corporation.
GIF is a trademark of CompuServe, Inc.

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SHORTCUT KEYS

Shortcut keys are keypresses that may be employed in lieu of pressing a button and making a menu choice from a popup menu that appears. Shortcut keys may be used at any time, and are the only way to perform the respective function when in full screen mode as the button bar is not visible.

RUN shortcut keys are:

- F2** Play the opened WAV sound(s)
- F3** Commence running the current Slide Show
- F4** Run the current Script file

PICTURE shortcut keys are:

- CTRL-I** Zoom In the currently specified increment amount
- CTRL-O** Zoom Out the currently specified increment amount
- CTRL-N** Redisplay the current picture at normal size (100%)
- CTRL-H** Flip the current picture horizontally
- CTRL-V** Flip the current picture Vertically
- CTRL-R** Rotate the current picture 90 degrees

IMAGE control shortcut keys are:

- F5** Increase Brightness
- Shift-F5** Decrease Brightness
- F6** Increase Contrast
- Shift-F6** Decrease Contrast
- F7** Increase Sharpness
- Shift-F7** Decrease Contrast
- F8** Toggle Aspect Ratio

STOP MULTIPLE WAVS, A SLIDE SHOW OR SCRIPT IN PROCESS:

SPACEBAR, or click on the currently displayed picture

APPLICATION REQUIREMENTS

Sounds and Sights requires Windows Version 3.1 or later to run. A VGA or better monitor is recommended. A mouse is needed. To play WAV sounds and process a script with WAV entries, a sound card supported by Windows is needed; however, all features except sound may be used if a sound card is not present. Approximately 1.5 MB of disk space is needed; this amount may be less if other applications utilize and already installed the VBRUN300.DLL and/or VBX common libraries used by S&S.

An Evaluation Copy of Sounds and Sights is distributed without the VBRUN300.DLL, which must be obtained separately and is available on many BBS systems. Further, an Evaluation copy must be manually installed; a purchased licensed copy includes a setup program to install the software. Refer to the file "README.WRI" for manual installation instructions.

APPLICATION NOTES

This topic details behavioral and operational notes concerning Sounds and Sights, as well as information not covered in other help topics.

Program Aborts During Picture Loading

IF A PICTURE FILE IS BAD, INCOMPLETE, AND/OR CORRUPTED, ATTEMPTING TO LOAD IT, MAY, AND PROBABLY WILL, CAUSE S&S TO TERMINATE! If this occurs, restart S&S, and try to load that particular picture again. If S&S fails, you know that particular picture file is bad.

Pauses Loading Pictures

Whenever a picture is selected for viewing, there will be an apparent pause while the image is being stored in memory for displaying. The viewing area will blank. This pause varies with the size of the picture, the number of colors in it, and various other factors. Generally, the larger the size of the picture and the more colors and detail within the picture, the greater the processing time between it being "selected" and "displayed".

WAV Sound Memory Requirements

WAV sounds, like pictures, are loaded from your disk drive into memory, processed by Windows, and finally played (sounds are played and pictures are displayed). Either, and/or both, require RAM memory. If your PC has only 2 MB of RAM and Windows is operating in Standard mode, some pictures and/or sounds may not "fit" into memory. Sights and Sounds dynamically requests all available memory and Windows resources, as needed; your system may not be capable of processing all of your requests made to S&S.

Screen Savers

Some screen savers may conflict with S&S. When the screen saver is "saving the screen" and you wish to return to using S&S, the screen may not restore properly. Try minimizing and then restoring the S&S window. You may have to re-open a picture as well.

Pause Duration in Slide Shows and Scripts Running

The pause duration is exclusive of picture loading time. The duration between pictures will be longer than the number of seconds specified for a pause between pictures in a slide show or when a script is running. The difference in time is the additional time it takes your computer to load and prepare the next picture for display. Also, when running scripts, the pause duration is exclusive of the time it takes to play WAV file entries in a script as well.

WARRANTY

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Some states do not allow the exclusion of incidental or consequential damages, so some of the above may not be applicable to you.

REGISTRATION

To legitimately use Sights and Sounds, you must purchase a licensed copy of the software. Complete and return the registration card. JPT Solutions, Inc. (JPTS) will only provide limited support to users who have registered their copy with JPTS.

In the event you need to contact JPTS for technical support, please have your serial number handy; JPTS will ask you for the serial number before providing any support. Only nominal, limited support is available.

HOW TO DISPLAY A PICTURE

Perform the following steps to open and display a picture:

1. Choose FILE from the menu bar, then OPEN & DISPLAY PICTURE from the drop down menu. The OPEN PICTURE dialog box will appear.
2. Select the disk drive and subdirectory where the picture file(s) are located.
3. Choose the desired picture from the files list. Highlight the desired choice with your mouse, or tab to the files list with the TAB key, and then use the UP and DOWN arrow keys to highlight the desired choice within the files list.
4. Press the OK button. Your selection has been made and the dialog box will close. After a few seconds, the picture will be displayed.

To view another picture, repeat the steps above.

HOW TO PLAY WAV SOUNDS

1. Choose FILE from the menu bar, then OPEN WAV FILE(S) from the drop down menu. The OPEN WAV FILE(S) dialog box will appear.
2. Select the disk drive and subdirectory where the WAV file(s) are located.
3. Choose the desired WAV sound or sounds from the files list. Highlight the desired choice(s) with your mouse, or tab to the files list with the TAB key, and then use the UP and DOWN arrow keys to highlight the desired choice within the files list. More than one entry may be chosen by holding down the shift key as you make selections.
4. Press the OK button. Your selection(s) have been made and the window will close.
5. Choose RUN from the menu bar, and WAV SOUND(S) from the drop down menu choices.
6. The drop down menu will close and the sound(s) will be played.

Alternately, instead of performing steps 5 and 6, once WAV sound(s) have been opened, pressing the F2 key will play the sound(s).

To play different sounds, repeat the above steps. S&S remembers which sound(s) have been opened and will play that sound or sounds whenever the F2 key is pressed or the PLAY button is pressed and SOUNDS is chosen from the popup menu.

HOW TO RUN A SLIDE SHOW

A slide show is simply two or more pictures selected for viewing, and continually displayed one after the other by S&S until stopped.

To build and run a slide show, perform the following steps:

1. Choose FILE from the menu bar and then OPEN SLIDE SHOW in the drop down menu.
2. A dialog box will appear.
3. Select the disk drive and subdirectory where the Picture file(s) are located.
4. Choose the desired pictures from the files list. Highlight the desired choice(s) with your mouse, or tab to the files list with the TAB key, and then use the UP and DOWN arrow keys to highlight the desired choice within the files list. More than one entry may be chosen by holding down the shift key as you make selections. All entries for a slide show must reside in the same subdirectory.
5. Press the OK button. Your selection(s) have been made and the dialog box will close.
6. Choose RUN from the menu bar, and then PLAY SLIDE SHOW from the drop down menu choices. The drop down menu will close and the slide show will commence running in a few seconds.

Instead of performing step 6, you may press the F3 button. If you switch to full screen mode, the only way to commence running a slide show is to press the F3 key.

Pictures will be continuously displayed one after the other until the SPACE BAR is pressed, or the mouse is clicked within the picture area.

You may adjust the duration that pictures are displayed in the Defaults window. The range is 1 to 60 seconds. The actual time may vary slightly due to the time it takes to compose the picture in memory between displays.

To change the contents of a slide show, repeat the steps above, choosing different pictures.

HOW TO RUN A SCRIPT FILE

Script files are constructed with the S&S Script Editor. The script file must be saved to disk, and recalled for playing.

To select and run a script file perform these steps:

1. Choose FILE from the menu bar, and OPEN SCRIPT FILE from the drop down menu choices.
2. A dialog box will open in which to make your selection.
3. Select the disk drive and subdirectory where the script file(s) are located.
4. Choose the desired script file from the files list. Highlight the desired choice) with your mouse, or tab to the files list with the TAB key, and then use the UP and DOWN arrow keys to highlight the desired choice within the files list.
5. Press the OK button. Your selection has been made and the dialog box will close.
6. Choose RUN from the menu bar, and then PLAY SCRIPT FILE from the drop down menu choices. The drop down menu will close and the script will commence running in a few seconds.

Alternately, instead of performing steps 6, you may press the F4 key. If you switch to full screen mode, the only way to commence running a script is to press the F4 key.

A script may be stopped while it is running by pressing the SPACE BAR on the keyboard or clicking on the picture area with your mouse. A script file plays from beginning to end, then automatically repeats, i.e., it runs continuously once it commences. To stop a running script, you must press the SPACE BAR or click on the picture area.

HOW TO CREATE A SCRIPT FILE

To create a script file, perform the following steps:

1. Open the Script editor by choosing FILE from the menu bar and then SCRIPT EDITOR from the drop down menu choices. The Script Editor Window will open.
2. When the Script Editor Window opens, it creates a new, empty script. This is the same as pressing the NEW SCRIPT button.
3. Press the NEW PICTURE or NEW SOUND button to select your first entry for the script. The respective OPEN PICTURE or OPEN SOUND dialog box will open.
4. Select the desired picture or WAV sound and press the OPEN button. The Open dialog box will close
5. A dialog box will open allowing the order of the entry to be selected, and if the entry is a picture, to select the desired zoom percentage. Enter the desired sequence number and zoom. Press the OK button to continue. A sequence number is any integer number between 1 and 32000 that you desire. You may wish to use a number scheme such as each entry being a multiple of 10, i.e., 10,20,30 etc. If necessary, it is then easy to insert an entry by using a number such as 15 to place it between 10 and 20.
6. The entry now appears in the script list.
7. Repeat steps 3 through 6 for each desired entry.
8. When you have entered all of the items for the script, press the SAVE SCRIPT button. A dialog box will open. Enter the desired script name. The file extension of ".SSS" is assumed and will be appended to the file name. Press the OK button and the script file will be saved.
9. Press the QUIT button to leave the script editor.

Your entries do not have to be entered in order. The actual order is determined by the Sequence Number you have assigned to each entry. When the file is saved, it is automatically put in the specified sequence order. When the script file is re-opened or processed, it will be in the sequence order.

You can edit the sequence number (and zoom if a picture) by pressing the EDIT button. Make changes as desired in the dialog box that opens.

You can delete an entry by highlighting the entry and then pressing the DELETE button.

NOTE: A new script or changes in an existing script are not made permanent until the script is saved to disk.

SCRIPT EDITOR

You may construct "scripts" for S&S to play. A script is a list of picture files and sound files to be played in a specified order. When a particular entry is a picture, the zoom can be specified as well. Scripts are constructed with the S&S built in editor and saved to disk. Then, the file may be recalled and played by S&S whenever desired.

Scripts allow you to display a favor group of pictures intermixed with sound. The combinations are entirely at your discretion. For instance, you may display a picture, then have one or more WAV sounds play while that picture is displayed. Each picture and sound is a separate entry in the script file, with each entry assigned a sequence number by you. When those sounds finish, the next entry may be another picture followed by different sounds, etc.

Scripts are constructed and saved with the Sounds and Sights Editor. To access the editor, choose FILE from the menu bar, then choose SCRIPT EDITOR from the drop down menu. The Editor Window will open.

Existing scripts may be opened for editing by pressing the OPEN SCRIPT button and then choosing the desired script file. All script files end with the file extension of ".SSS".

New scripts can be constructed by pressing the NEW button.

Once a script is constructed, or modified, press the SAVE button to save the script.

To save an existing script under a different file name, load the script file, then press the SAVE AS button, and save it with a different name in the dialog box that opens. This feature allows you to take an existing script, modify it, add to it, etc., and save it under a different name, without having to build a similar script from scratch.

Related Topics:

[How to Create a script file](#)

[How to play \(run\) a script file](#)

ORDERING SOUNDS AND SIGHTS

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Sounds and Sights is distributed on disk, without a printed manual. The disk includes the application, an associated Help file, an installation program, and a Windows Write file of instructions.

The suggested manufacturer's retail price is \$39.95.

S&S is only distributed on 3.5" 1.44MB diskettes.

A printed manual is available directly from JPT Solutions, Inc. to licensed, registered users for an additional \$19.95, plus S&H.

Purchasing from JPT Solutions, Inc.

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PACKING LIST

EVALUATION COPY:

An evaluation copy of Sounds and Sights is distributed as a ZIP file, containing the following files:

SSVWR400.EXE - The program
SSVWR400.HLP - The Help file
SSVWR400.INI - Initialization information file

ACCUSOFT.VBX - Needed special DLL
CMDIALOG.VBX - Needed special DLL
GRID.VBX - Needed special DLL
THREED.VBX - Needed special DLL

README.WRI - Setup and manual installation information.
QSTART.WRI - Quick Start Guide to using S&S

Optionally, resellers may add the following files:

ORDER.TXT - Information on how to order the product from them in ASCII text, which may be read with NOTEPAD.EXE or a text editor.
ORDER.WRI - Information on how to order the product from them in Windows Write format.

The ZIP file for an Evaluation Copy should not contain any other files.

LICENSED COPY:

A purchased, license copy of S&S will also contain:

VBRUN300.DLL - Required and need runtime DLL.
SETUP.EXE - an installation program.
SETUP1.EXE and other files - required by the installation program.

SAVING A PICTURE IN A DIFFERENT FORMAT

You may save a the picture being displayed in any of the formats supported by Sounds and Sights. For instance, if you are viewing a GIF picture, you may save it in BMP format, or visa-versa. All of the formats that are supported are displayed in the SAVE IMAGE window.

NOTE: Always have the current picture display at 100% (Normal Size) before using this save feature, unless you desire to specifically save the picture differently. S&S will save only the portion of the picture that is currently displayed, in the orientation (flipped, zoomed, scrolled, etc.) as currently displayed, and with the image attributes (brightness, contrast, sharpness) as currently set.

To save the picture being displayed in a different format, perform the following steps:

1. Choose FILE from the menu bar, then SAVE PICTURE AS from the drop down menu choices.
2. A dialog box will open in which you specific the file name, file extension (format type), path, etc.
3. Select the Drive and subdirectory where you desire to have the picture saved, if different from the choices displayed.
4. Select the file format desired in the Save Format section of the window. Press the radio button associated with the desired choice. Choosing a format will cause the file extension in the file title to automatically change to that format.
5. If you wish to change the file name portion (characters to the left of the period), do so, but let S&S set the file extension.
6. Press the OK button. The dialog box will close and you will be prompted with another dialog box asking if it is ok to proceed. You must press the OK button in this dialog box to save the picture. The file will be saved to disk under the designated file title in the format specified. NOTE: S&S will overwrite files of the same file name and extension; select the names of files carefully!

When the save process is completed, a dialog box will appear notifying you that the picture has been saved. After you press the OK button, this dialog box and the save window will close.

PRINTING A PICTURE

The picture currently displayed can be printed on a printer.

To printout a picture, perform these steps:

1. Display the picture of your choice.
2. Optionally, zoom in and scroll to some particular area of the picture.
3. Choose FILE from the menu bar, and then PRINT PICTURE from the drop down menu choices.
4. The PRINT IMAGE window will open.
5. Select the print size desired from the radio option buttons.
6. Optionally, set the orientation of your printer. To do this, press the CONFIGURE button, and choose the desired settings in the printer setup dialog box that opens. Close the dialog window to continue.
7. Press the PRINT button to print the picture. This procedure may take some time, and will depend on the print size of the picture, etc.

NOTE: The quality of the printed output will vary depending on the format of image, how good that image is, etc.

EVALUATION VERSES LICENSED COPY

This help file is the full help file for Sounds and Sights, and is shared by both an Evaluation Copy and Licensed Copy of S&S. This topic discusses the differences between the two versions. A Licensed Copy has many additional features which are not included in an Evaluation Copy. The topics for these features are included in this help file, even though they are not present in an Evaluation Copy.

ADDITIONAL FEATURES OF A LICENSED COPY

A Licensed copy of S&S supports additional picture formats, including PCX, TIFF, TARGA, WMF, WPG, PIC and EPS. Accordingly, pictures with these format may be loaded and displayed, included in slide shows, included in scripts, and file conversion to and from these formats as well may be done, etc.

A licensed copy adds predefined zoom increments, including 1%, 5%, 10%, 20%, 25% and 50% choices. An evaluation copy has a single zoom increment of 50%.

A Licensed Copy adds variable duration between pictures of a slide show or script show. The duration may be set between 1 and 60 seconds. An evaluation copy has a fixed duration of 2 seconds between pictures.

A Licensed Copy permits the instructional dialog boxes that appear before certain actions to be turned on and off per the user's desires. While this feature is an option in a Licensed Copy, it is recommended the dialog boxes always be left "on", as in an Evaluation Copy.

ADDED TO AN EVALUATION COPY

An Evaluation copy has two additional facets that are not in a Licensed Copy. First, two informational screens are displayed when the program is run. In a Licensed Copy, when you run the program, the S&S main screen immediately appears. Second, a dialog box periodically appears, suggesting you purchase a Licensed Copy of S&S instead of using an Evaluation Copy. This periodic popup dialog box is not in a Licensed Copy.

