

Image Master Plus  
Produced by Accidental Software  
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## 1. CONCEPT

This program is designed to let end users build screen savers/slide shows using their pictures and music. A large variety of picture formats can be used and music in midi, wave, or CD-Audio. This program is non-invasive to minimize the possibility of application caused GPF or other faults.

Version 4.0 incorporates a Thumbnail feature that allows users to visually arrange Slide Shows as well as assign individual transitions, transitions speed, and picture display time for each picture in the slide show. Minimum picture display time has been reduced to 100 milliseconds to allow for animation. This short display time combined with the individual custom settings assigned to each picture plus the ability to play wave files and display text for individual pictures makes this major upgrade to Image Master Plus a truly unique product.

## 2. SYSTEM REQUIREMENTS

1. IBM or compatible computer -- 486/100 or better recommended for JPG, PCD (photo CD) or other highly compressed picture formats.
2. Windows 3.x or Windows 95 operating system.
3. 4 Mega bytes of RAM
4. Approximately 2 Mega bytes Hard disk space required.

**Note:** *For best results, your video mode should be set to 16 bit color depth or better. If you have a Windows Excellerator graphics card, there are many advantages to using a screen mode with greater than 256 colors. Your pictures will show greater color depth when more than 256 colors are selected for your screen mode, your pictures may display faster, and your pictures do not have to fade to black between pictures (see #6, 23, 29, or Utilities for more information). Additionally, we recommend a screen mode size of 800 by 600 pixels.*

## 3. USING THE PROGRAM

Most program features found through the program menu bar or command buttons are self explanatory or have help items to guide their use. This document will explain most menu choices and operation of the program.

## 4. HOW TO BUILD A SLIDE SHOW (PICTURE) LIST

From the main menu screen:

- a. Select the **"Slide Shows"** radio button (the round button).
- b. Click on the **"Select Pictures"** button **or**, from the menu bar, **"Slide Show."**

A list of slide shows will appear.

- c. Choose, by clicking, the number of the slide show you wish to build or edit.
- d. Under **"Drive and Directory,"** select the drive, using the arrow scroll.
- e. Double click the drive to display the directories in that drive. Double click on a directory to display the files in that directory.
- f. Optional: To save the path of the drive and directory currently displayed under "Drive and Directory," clicking the "drive icon" button beneath the directory box. The saved path will be starting point whenever you build or edit a slide show. Whenever you save a path, it replaces any previously saved paths with the current path for pictures.
- g. Preview a picture file by highlighting (it), then click **"Preview Pic."**
- h. Under **"Pictures,"** highlight the picture file(s) you wish to use. Then click the **"Add," "Insert,"** or **"Add All"** button to build the slide show.
- i. **"Pictures to Show"** lists the picture files and total number of pictures in the slide show. Options given are **Thumbnails, Wallpaper, and Clone** (see below).
- j. To remove picture files, highlight files to be deleted and select either **"Remove file(s)"** or **"Remove all."**
- k. When finished building the slide show, select **"Save and Exit"** (at the bottom, left corner).
- l. To exit without saving changes, click **"Exit."**
- m. Enter a **"Slide Show Name"** to identify the slide show you built/edited. Click **"Exit."**

## 5. HOW TO BUILD A MUSIC FILE LIST (MIDI, WAVE, CD)

NOTE: All these music types require the necessary hardware and software drivers to have been properly installed in your computer.

- a. The **"Music Enable"** check box must be checked.
- b. Choose **"Select Music"**.
- c. From the **"Select Audio"** box that opens, choose **"Wave Audio, Midi Music, or CD Audio,"** as the sound format to be used.

### A. For Wave Audio and Midi Music:

Selecting Wave Audio or Midi Music will open a "Midi Files (\*.mid)" or "Wave Files (\*.wav)" selection box.

1. In the white box (bottom left), **select the drive and directory**, using the arrow scroll.
2. Double click the drive to display the directories in that drive.
3. Double click on a directory to display the files in that directory.
4. Optional: Save the path to a particular drive and directory by clicking the "drive icon" button beneath the directory box. Saving the path will replace any

previously saved paths with the current path for waves or midi.

5. In the center column, **highlight the sound file(s)** you wish to use. Then click the "**Add**" button to build the music (or audio) file list.

6. The box titled "Slide Show #." displays the slide show number and the number of sound files in the music file list, which is directly below.

7. To review a sound file, **highlight a sound file** in the box above "Test Audio," then click "**Test Audio.**"

8. To print the music file list, click "**Print List.**"

9. To remove sound files, highlight the file(s) to be deleted and select the "**Remove file(s).**"

10. The "**Remove all**" button will delete all sound files for a particular slide show.

11. When finished building the slide show, at the bottom, left corner, select "**Save and Exit.**"

12. To exit without saving changes, click "**Exit,**" located in the "Select Audio" box above.

## **B. To play CD-ROM music:**

If using a CD-ROM, insure the CD-Audio disk is in your CD-ROM driver.

1. Click "**Sample CD**" to sample the CD.

2. Audio Control buttons are, from left to right:

| Previous song | Next Song | Play | Pause | Blank | Blank | Stop | Blank | Blank |

3. "**CD on Exit**" - this allows the CD to continue to play after exiting.

4. "**Smooth Transitions during CD-Audio**" - enables the transitions for the picture displays to be smooth. If this item is selected, the program may not end until the current picture has completely transitioned to the display. Selection of this option is not recommended for slower processors (486/50 or slower).

## **6. HOW TO BUILD THUMBNAILS**

### **A. How to Set the Screen Mode**

We recommend that your screen mode (number of colors) be set to 16 bit color or higher before using this feature. Thumbnails will operate in the 256 color screen mode, but results will suffer due to palette shifting (causing wrong colors) and slower operating speeds that are inherent in this screen mode.

1. Setting Screen Mode (Windows 95):

a. Right click the desktop away from any icons. "Desktop" is the screen area behind the icons.

b. Select "Properties" from the panel that appears.

c. Select the "Settings Tab" on the display properties panel.

d. Select the drop down menu box under "Color Palette."

e. From the list select "High Color (16 bit)" or a "True Color" selection.

f. Click the "OK" button to set the screen mode.

2. Setting Screen Mode (Windows 3.x)
  - a. Select "Main."
  - b. Select "Windows Setup."
  - c. Select the "Options Menu."
  - d. Select "Change System Settings."
  - e. Select "Display."
  - f. Choose a 16 bit or 24 bit color mode from the list that shows.
  - g. If a 16 bit or 24 bit color mode doesn't exist in the list, you can use the "Other" display selection (Requires Disk from OEM), if you have a disk with display drivers from your video card manufacturer.

## **B. How to Build Thumbnails**

The first time Thumbnails is selected for a Slide Show, you must build the thumbs needed for each picture.

- a. Select a "**Slide Show**."
- b. Beneath the "PICTURES TO SHOW" box, select "**Thumbnails**."
- c. A form with 3 icons will appear, click the **green traffic light icon** to build thumbnails for pictures lacking thumbnails. Click "**Exit**" when finished.

Each picture must have a thumbnail before the thumbnail utility can operate. The amount of time it takes to finish building all thumbnails for a slide show will depend on:

1. The number of pictures in the slide show.
2. The type of compression used for each picture (BMP, JPG, PCX, ETC)
3. The screen mode (number of colors) you are using versus the color depth (number of colors) of each picture.
4. The speed (relative processing power) of your computer.

## **7. HOW TO USE THUMBNAI LS TO EDIT A SLIDE SHOW**

- a. Select a "**Slide Show**."
- b. Beneath the "PICTURES TO SHOW" box, select "**Thumbnails**."

Be sure to choose the Save Icon before moving, swapping, or deleting pictures or the values assigned to each picture may be transferred to a different picture than desired.

- a. **Exit Thumbs**: (Open door icon) Click to exit thumbnails.
- b. **Delete Picture(s)**: (Trash can icon) Click on the Delete Pictures icon; click on the picture or pictures to be discarded; then click again and hold down the mouse button while you drag the trash can shadow icon from one of the pictures to the Delete Pictures (trash can icon).
- c. **Move Picture**: (Truck icon) Click on the Move Picture icon, then click on the picture to be moved and hold down the mouse button. A shadowed icon of the

Truck will appear over the selected picture. Drag the picture to the new position and release the mouse button. If you need to see a magnified view of the picture before moving it, click the right mouse button. If the picture has been magnified, click on the magnified picture to return to the thumbnail view.

d. **Swap Pictures:** ("Double arrow between two boxes" icon) Click on the Swap Pictures icon. Click on one of the two pictures to be swapped and hold down the mouse button. Drag the selected picture over the picture to be swapped.

Release the mouse to complete the swap. If you need to see a magnified view of the picture before moving it, click the right mouse button. If the picture has been magnified, click on the magnified picture to return to the thumbnail view.

e. **Customize Slide Show by Picture:** ("Computer with 3 tools" icon) Allows selection of Magnify, Transition For This Picture, Transition Speed, and Picture Display Time for individual pictures. See # 8 for specific instructions.

f. **Magnify:** ("Magnifying glass" icon) Moving the mouse pointer to a picture then click the left mouse button. Transition effects and speed are not applied to the picture.

g. **Add Text:** ("Hand writing text" icon) Used to add text to any picture.

h. **Save:** ("Arrow from computer to disk" icon) Saves any changes made.

i. **Restore:** ("Page with overlaying hammer" icon) Restores pictures to the original positions, unless "Save" has been used.

i. **Select a group of 100 pictures:** Allows selection of groups of 100 pictures for arrangement

j. **Slide Show # :** Displays the Slide Show number.

k. **# of Pictures:** Displays the number of pictures in the current slide show

l. **# :** Displays the position in the slide show of the selected picture and the selected picture's file name

m. **Icon Sounds and Picture Sounds:** (Ear icon) Click the icon to open this feature. Note: this feature cannot be selected when a slide show picture is magnified.

1. **Icon Sounds:** Click the checkbox to toggle Icon sounds on and off. When on, a sound will accompany icon selection in the thumbnail feature.

2. **Play Wave Files for Pictures:** Click the checkbox to toggle "Play Wave Files for Pictures" on and off. When on, wave files developed for pictures in the Slide Show, per the instructions listed in the box below this item, will play. A small ear icon will overlay each picture that has a wave file. Click the small ear icon to listen to the wave file.

## 8. HOW TO CUSTOMIZE INDIVIDUAL PICTURES BY USING THUMBNAI LS

a. Select a "**Slide Show.**"

b. Beneath the "PICTURES TO SHOW" box, click "**Thumbnails.**"

c. Select "**Customize Slide Show by Picture**" (icon is a computer with 3 tools.)

d. Use the controls below:

1. **Magnify:** Shows the actual size of the selected picture, with the transition and transition speed selected.

2. **Exit:** Closes the "Customize Slide Show by Picture" utility.
3. **Hand Icons:** Use to select the picture to edit the settings for Transition, Transition Speed, and Picture Display time. The mouse pointer can be used to select a picture to customize.
4. **Transition For This Picture:** Move the scroll bar to the right or left to select the transition for the selected picture. The name of the transition appears above the scroll bar and the number of the transition appears to the left of the scroll bar. Or, click "List Off" to change the button to "List On," which opens a list of transitions. Select a transition from the list. Click the Magnify button to see a full size view of the picture appear with the transition effect selected.
  - e. **Transition Speed:** Move the scroll bar to the right or left to set the speed and grain size of the transition. Scroll bar settings to the left produce a smaller grain size, which cause a slower transition. If the transition happens to fast (Pentium processors may need to use this option), select the "cut speed by half" check box. You may click the Magnify button to see a full view of the picture appear using the transition effect and transition speed selected.
  - f. **Picture Display Time:** Set the amount of time the picture will show on the computer screen before it is replaced by the next picture.
  - g. **Assign to all Pictures:** Select this button to assign the values you have selected for an individual picture (Transition, Transition Speed, and Picture Display Time) to all the pictures in the Slide Show.
  - h. **Test Slide Show:** Select this button to start a small view of the slide show with the customized effects you have assigned to each picture. This small view of the slide show allows you to preview your effects, so that changes can be made, if necessary, after seeing how the Slide Show will look. During the test, any "wave" files you have associated with pictures in the slide show will play. See Wave Files for Individual Pictures below for details.
  - i. **Copy Settings:** Select this button to copy the Transition, Transition Speed and Picture Display Time to a Clip board for later use, as a convenient way to assign these values to other pictures with the paste button.
  - j. **Paste Settings:** Select this button to assign (Paste) the settings that have been copied to the clip board with Copy Settings.

The picture display size and picture frame information from Picture Attribs is always used, even if you are using the Custom Settings you have built with the Thumbnail feature.

## 9. ANIMATION TECHNIQUES

Your screen mode **MUST** be set to 16 bit color (high color) or better. (See 6A).

To prevent the animation sequence from flickering, from the program's menu bar go to "Miscellaneous", then "Adjust", and deselect the "Fade Pictures To Black" check box .

- a. Select a "**Slide Show**."
- b. Beneath the "PICTURES TO SHOW" box, click "**Thumbnails**."
- c. Select "**Customize Slide Show by Picture**" (icon is a computer with 3 tools.)
- d. Under Transition For This Picture, select transition **#0 (Appears Instantly)**.
- e. Under Picture Display Time, select (x) Milliseconds and use the slide bar to choose 100 Milliseconds or faster.
- f. If only **some** of the pictures in the Slide Show are to be animated:
  1. Select "Copy Settings."
  2. Click on another picture to be used in the animation.
  3. Select "Paste Settings."
  4. Repeat b and c, until all pictures in the animation have the proper settings.
- g. If **most** of the pictures in the Slide Show are to be animated, select "Assign to all Pictures." Then go to the few pictures that require a different Transition or Picture display time and set them individually.
- h. If **all** the pictures in the Slide Show are to be animated, select "Assign to all Pictures."
- i. Select "Test Slide Show" to see how the slide show will run.
- j. When finished, "Exit" will close the "Customize Slide Show by Picture" box.

For best results...

Make your animation sequence picture dimensions in pixels as small as practical. Select the Maintain Original Picture Size check box in Picture Attribs.

Picture animation is possible if the user's computer is powerful enough to rapidly display the intended animation picture sequence. The quickest millisecond setting is 100 milliseconds. This setting is an estimate for small bmp pictures on a pentium 133. Different pictures formats may take longer to decompress and slower machines will require more time to display the pictures.

The picture size in pixels will have a large effect on the time it takes to decompress and display the picture. Very large pictures may not produce a fast enough frame rate to provide satisfactory animation.

If your screen mode is set to 256 colors (from the program's menu bar, check under "Help"... "About" to confirm your screen mode), your animation sequence will flicker. With 256 colors, pictures must fade to black to prevent palette shifting.

## 10. HOW TO ADD TEXT TO PICTURES:

- a. Deselect "**Picture Collage**" (the box should not have an "x").
- a. Select "**Picture Attribs**."
- b. Check the "[x] **Show Text**" checkbox (the box should have an "x").
- c. Select a "**Slide Show**."
- d. Beneath the "PICTURES TO SHOW" box, select "**Thumbnails**."
- e. Select the "**Add Text**" icon.



f. Select a picture to add text, by moving the mouse pointer to the desired picture, then click the left mouse button. To select a different picture, click "**Select Picture**," then move the mouse pointer to the desired picture and left click the mouse button.

g. Type the text in the text box on the Add Text form. Add up to 500 characters of text to any picture.

h. Other text features, in the Add Text box, can be selected for each individual picture as follows:

1. "**Transparent Panel**" box - When checked, the panel supporting the text is transparent, allowing the picture to show through. To select a panel color, "Transparent Panel" must be deselected (no "x").

2. "**Frame on Panel**" - When checked (an "x" in the box) the frame of the panel supporting the text shows.

3. "**Set Default Text Position**" - Moves text for a selected picture to the default position, which is set in the upper left corner of the picture.

4. "**Clear Text**" - Removes text for the selected picture.

5. "**Panel Color**" - Deselect "Transparent Panel." Use of "Panel Color" allows the selection of a palette color or a custom color for the panel that supports text on the picture. To choose a custom color:

a. Click "**Define Custom Colors.**"

b. Choose (by clicking) a color box (which may be in gray scale) beneath "**Custom colors:**" that you want to change.

c. Click anywhere in the graduated color palette to select a color. The selected color should show up in the "**Color|Solid**" box. If the "**Color|Solid**" box remains black, click on the triangle to the right of the graduated color column (far right) and move the triangle up the column.

d. When the desired color is displayed in the "**Color|Solid**" box, click "**Add to Custom Colors.**" The chosen color will appear in the "**Custom colors:**" box that is framed.

6. "**Text Color**" - Text color for the selected picture can be chosen. To choose a custom color see above (5. "Panel Color" a-d).

7. Font size (text size): Small font, Medium Font, Large Font

i. Move the text (on the large view of the picture) to the desired location. Move the mouse pointer to the text then hold down the left mouse button as you drag the text to the desired location on the picture.

j. Select "**Save**" to store the text to a file so that the program can access it later.

k. If the source for the pictures in the slide show is a CD-ROM, the text will be stored to your hard drive.

## 11. HOW TO ADD WAVE FILES TO INDIVIDUAL PICTURES

Each picture can play a wave file designed specifically for that picture. When Image Master runs with *Custom Settings* for a slide show, it looks for a WAVE (".wav") file of the same name as the picture it just loaded. If it finds a wave file,

the wave is loaded and played.

1. Choose or make a wave file and save it in the standard windows wave format (.wav).
2. Name the wave file the same name as the picture it was developed for , but change the file extension (last 3 letters of the file name) to "wav". For example, for a picture file named "uglydog.bmp", the wav file should be named "uglydog.wav".
3. Copy or save the wav file to the same directory (or folder in windows 95) as the picture for which it was developed.
4. Insure there is enough display time or pictures to be shown, between wave files to allow the wave file to compete before the next wave file is to be played. If a wave file has not completed playing before another is found, the next wave in line will not play.
5. Use the **"Test Slide Show"** button (found via "Slide Show"... "Thumbnails"... "Customize Slide Show by Picture") to insure the slide show behaves as you expect. Display time can be adjusted with the Transition, Transition Speed and Picture Display Time options.
6. If you have used the Customize Slide Show by Picture Icon and have saved the customized settings before exiting this feature, you will be asked if you want to use the Customized Settings or the Picture Attributes settings when the Show Pictures button is selected or the screen saver runs. Selecting Customized Settings will use the Transition, Transition Display Speed and Picture Display time set for each individual picture with the thumbnail feature. If Custom Settings are not selected, these settings are taken from those set in Picture Attribs.

## **12. HOW TO CUSTOMIZE FRAMES: Without Picture Collage**

- a. Select the "Picture Attributes" button.
- b. Select "Frame Picture", then "Custom Frame."
- c. This opens "Set the Border & Bevels".
- d. Choose the Custom Frame radio button.
- e. For Outer and Inner Bevels choose: the color; width; and frame properties of inset, raised, or none. To open the color palette, click in a box to the right of "Color". Width can be set between 0 and 10. With all widths at zero (0), the collage display can be shown without a frame. Raised, Inset, and None properties give different effects, which can be viewed in the sample box by clicking the Preview button.
- f. For Border, choose color and width.
- g. Random Frames (radio button) when selected uses three, randomly shown, default frames.
- h. Custom Frame (radio button) must be selected to make customized frames.
- i. Reset (button) sets the frame back to the default setting.
- j. Preview (button) shows, in the sample box, how the custom frame setting you selected will appear.

k. OK closes the custom frame options.

## **HOW TO CUSTOMIZE FRAMES: With Picture Collage**

- a. Select the "Picture Attributes" button.
- b. Select "Custom Frame."
- c-f. Steps c-f are the same as above (Without Picture Collage).
- g. Set Defaults
- h-k. Steps h-k are the same as above (Without Picture Collage).

## **COMMANDS/CONTROL BUTTONS**

**13. ADJUST** (Found from the program's menu bar, under "Miscellaneous").

- a. **"BRG 24 Bit Color Order"**: Some video cards require BRG. Most do not. If the colors of your pictures do not look right, choose this option to see if there is an improvement.
- b. **"Flip Image Vertically"**: flips all images, in all slide shows, vertically.
- c. **"Flip Image Horizontally"**: flips all images, in all slide shows, horizontally.
- d. **"Image in Gray Scale"**: Changes picture to black and white.
- e. **"Photo CD Display Size"**: Allows selection of picture display size in pixels when using Photo CD-ROMs. This feature will effect how long it takes to decompress your Photo CD pictures, larger size selections increase the decompression time since more information must be brought in from the CD. If the Maintain Original Picture Size option is selected in Picture Attribs, the picture size shown on your screen will correspond with the Photo CD Display Size.
- f. **"Screen Mode"**: Message advising about palette shifting in 256 color mode. Palette shifting will cause color changes in displayed pictures.
- g. **"Fade Pictures to Black"**: needed for 256 color mode to prevent color palette shifting; optional for other color modes. Select this box to transition pictures to black between pictures.

**14. CLONE**: Will copy (clone) any highlighted picture, or series of pictures, and paste the clone to the end of the slide show. This feature is useful for building an animation sequence.

- a. Select a slide show.
- b. Select (by highlighting) a picture or series of pictures from the list in the "PICTURES TO SHOW" box.
- c. Click the "Clone" button, beneath the "PICTURES TO SHOW" box, to paste the clone(s) to the end of the slide show.

**15. COLLAGE (PICTURE COLLAGE)** Displays 4 pictures simultaneously, one in each quarter of the screen, and changes pictures one at a time.

- a. Select **"Picture Attribs"** to change display time of the picture.

b. Select "**Random Picture Order**" to randomize both the picture placement in the collage and the slide show list sequence.

c. "**Maintain Picture Aspect Ratio**" keeps the picture aspect as the original picture, with this feature deselected, all pictures will be expanded or compressed to fill 1/4 of the screen regardless of the original aspect ratio of the picture. Single Pictures - the default mode of operation for this program.

**16. CUSTOM SETTINGS** Selection allows the use of customized thumbnail settings for a particular slide show.

**17. KEYBOARD CONTROLS** While Image Master Plus is running.

0-6: Selects a new dither (color fill-in) mode, if your screen is operating in the 256 color mode. 15 bit or higher screen modes do not require dither. When using a high color screen mode, these keys are not implemented and pressing them will end the program.

D: Displays the currently selected dither (color fill-in), if your screen is using the 256 color mode. When using a high color screen mode, these keys are not implemented and pressing them will end the program.

M: Mutes midi or wave Audio music, until the M key is pressed again.

P: Pauses the Screen Saver Mode, until the P key is pressed again.

Space: When CD-Audio is playing, a CD-Audio interface bar shows.

Any other key: Ends Image Master Plus.

**18. PASSWORD RESTRICTION**

a. **New Password:** The prompt will ask for the old password; then input a new password.

b. **Require Password:** If you select "Require Password," the current password must be entered to deselect "Require Password." The initial password of the program is "PASSWORD." If the Require Password check box is selected without entering a new password, "PASSWORD" will be selected as the current password and must be entered in the box that requires a password to end the program. Click the Readme icon in the Image Master Plus program group and read the section concerning Password Protection for additional information.

**19. PICTURE ATTRIBUTES:** Selects settings for an entire sample or slide show.

a. **Randomize Picture Order:** selection randomizes the order in which pictures are shown.

b. **Set Delay to Milliseconds:** allows Delay Between Pictures to be set

between 100 and 6000 milliseconds; can be used to animate a series of animation images.

c. **Delay Between Pictures:** allows between 1 to 60 second delay between pictures unless the Set Delay to Milliseconds checkbox is selected.

\* d. **Frame Picture:** selecting "Frame Pictures" displays pictures with the default frame; deselecting "Frame Pictures" displays pictures without a frame.

e. **Choose Frame:** allows customization of frames (see #12).

\* f. **Maintain original Picture Size:** picture size by pixels remains constant.

The portion of the monitor screen covered by the picture will change depending on the screen mode used. Common screen modes are 640x480, 800x600, and 1024x768 pixels. A picture with an original size of 640x480 pixels will fill the entire screen in a 640x480 screen mode, but will cover proportionally smaller screen areas in the other screen modes.

\* g. **Adjust Picture Size:** original picture size may be adjusted between 50% and 100% in display size.

h. **Thumbnails:** opens Thumbnails (see #6, 7, and 8).

i. **Half Display Speed:** Slows down the time

\* *These items are used even if the Custom Settings from the Thumbnail feature are used.*

## **20. SELECT PICTURES** (shows when Slide Shows radio button is selected)

Selecting "Select Pictures" opens the slide show list. The slide show name appears in the bottom, left corner of the screen.

## **21. SHOW PICTURES**

Selecting "Show Pictures" runs the selected sample or slide show and closes the program's user interface. If a customized version of the Slide Show has been developed with the Thumbnail feature, you will be presented with a choice of using the Customized Settings or using the settings in Picture Attribs when the Show Pictures is selected.

**22. TRANSITIONS:** (Found from the program's menu bar, under "Miscellaneous"). Controls how one picture changes to the next picture.

**Note:** *To choose a specific transition for a particular picture, use the Thumbnail "Customize Slide Show by Picture" feature .*

a. **Use All Transitions:** click to use all 101 transitions. Individual transitions may be deselected by clicking on the transition's selection box.

b. **Clear All Transitions:** removes all selected transitions. Without transitions, pictures appear instantly, with no transition effect. Individual transitions may be selected by clicking on the transition's selection box.

c. **Randomize Order:** chosen transitions are used in a random order.

d. **View:** brings up a sample box to view individual transition effects.

**23. UTILITIES:** (Found from the program's menu bar, under "Miscellaneous")

a. **Touch Start Info:** directs you to double click the Touch Start Icon in the Image Master Plus program group to setup Touch Start.

b. **Saver Setup:** allows you to control this program as a standard windows screen saver. Set the delay time between 1 and 99 minutes, and turn the program on or off as a windows desktop screen saver. The delay time is the period of mouse or keyboard inactivity before the screen saver automatically activates.

c. **256 Color Dither:** For 256 color mode only, any one of 7 color dithers may be chosen. Color dither affects how pixel colors are filled. For example, if a picture that was originally scanned and saved in 16 bit color, many of the colors will not be available in a 256 color palette. A color dither fills in the missing colors.

d. **End Image Master with Mouse movement:** select this box to end the slide show/screen saver when the mouse is moved. If the program ends unexplainably while the pictures are displaying, your system may be very sensitive to mouse movement. Deselect this option to stop the program from ending when mouse movement is detected.

**24. VIEW SAMPLES** (shows when Sample(s) radio button is selected)

Selecting "View Samples" opens a box that lets you choose to skip or include the sample picture displayed in the sample box.

**25. WALLPAPER:** Will display one selected picture as wallpaper or as tile behind the Windows desktop icons. Selecting wallpaper or tile does not affect the slide shows or screen saver.

a. Select a slide show.

b. Select a picture from the list in the "PICTURES TO SHOW" box.

c. Click the "Wallpaper" button beneath the "PICTURES TO SHOW" box.

d. Select the Tile radio button for single picture, tiled wallpaper, or select Center for regular wallpaper.

e. "Exit" saves your selection.

f. "Remove" removes wallpaper from the Windows desktop.

**26. OUR PRESENCE ON THE INTERNET:**

Visit our Home Page on the internet to download our most current software and try out shareware versions of any of our software for an unlimited period. Our Home Page address is <http://www.primenet.com/~accident>.

**27. SITE LICENSES**

Discounts are available to users who need multiple copies of this program. Call 1-800-771-6746 for details.

## **28. TROUBLE SHOOTING:**

With Midi Files, **Error Number 6** or a Windows MCI error: This error message may be caused by invalid data in a midi file or invalid midi file drivers. When midi files are added to the program, test each file by clicking "Test Audio." If music/sound is not heard, there is an error with the file or the midi driver.

**Color variations:** Unnatural color variations, such as blue faces on people, can be caused by scanning done with an improper color order. The BRG (blue, red, green) color order (found from the menu bar, under Miscellaneous, Adjust) can be deselected. Deselecting the BRG color order may affect the appearance of pictures, usually with blue and red being substituted for each other.

**General Protection Fault or your system hangs:** This is usually caused by an error in the picture file that is attempting to show. Restart Image Master and select the offending slide show. From the list of Picture To Show, highlight the suspect file then select View Picture. If the picture shows in the Small image viewer, it is probably OK. If it will not show, some error in the file is causing Image Master to have trouble using this file, you will need to remove it from the List of Pictures to Show. If you are using scanned pictures, follow the Scanning Guidelines listed below.

**Invalid File Format:** This error message occurs if an executable file or a document file is renamed as a picture file format or if Image Master Plus can not recognize the file format.

**Program Stops when using some Transitions:** Some video cards may not be able to handle certain transitions. Clear all transitions and run individual transitions, until the transitions your video card can not use are identified. Deselect the transitions causing problems.

**Some JPG pictures won't display:** Image Master must have approximately 60% of your system resources free to reliably decompress and show JPG compressed pictures. Close some open applications to increase system resources then reattempt to run Image Master.

**Some pictures won't display:** When you add a picture to the slide show, check it in the small view box. If the picture won't display in the small view box, the data may be corrupted and the picture won't display in the slide show. If you are using scanned pictures, follow the Scanning Guidelines listed below.

**Threed.vbx out of date:** Two versions of threed.vbx may be on the hard drive in

separate directories. The solution: Threed.vbx must be in the Windows\System subdirectory. If Threed.vbx is in the Windows directory, rename or delete this file from the Windows directory (insure Threed.vbx is in your Windows\system directory (folder in windows 95), if necessary reinstall Image Master. Once only one instance of Threed.vbx is on the hard drive, in the Windows\system directory, Image Master Plus will run.

**29. Scanning Guidelines:** Scanned images can be extremely large if scanning is accomplished at extremely high DPI or the Image size is not properly controlled. Large Image files (sizes of a mega byte or more) are unacceptably large and must be resized or scanned again in order to work reliably with Image Master. The following guidelines may be helpful when scanning pictures for use with this program.

1. Set the scanning DPI to 92 or less. Most computer monitors can not show pictures at resolutions greater than this. Scanning a higher DPI only increased image size (RAM requirements) and file size. Higher DPI pictures will not look better on your screen.
2. Set the image size to Pixels rather than inches. Scan your picture to 640 x 480 pixels or less. If scanning to this size is not practical, once the picture is scanned, reduce or crop it to no more than 640 pixels wide and no more than 480 pixels high. If your screen mode is 800 x 600 pixels, you can substitute 800 for 640 and 600 for 480 if necessary. Your end picture size should be no more than the screen mode you are using. Pictures larger than the screen mode (in pixels) take extra memory and disk space and produce no increase in viewing area.
3. If you are using a 256 color screen mode (versus 16 bit, 24 bit or 32 bit color depth) you should save your scanned pictures in 256 color rather than 24 bit color. This will significantly reduce the picture file size and RAM requirements.
4. Save your pictures as JPG, medium resolution if possible for the smallest file size with reasonable picture quality. Other formats will produce larger file sizes, but will load faster. BMP pictures will load the fastest, but produce very large file sizes.