

# KAI'S POWER SHOW

## INTRODUCTION

Welcome to Kai's Power SHOW! by MetaCreations. SHOW is a home photo and presentation player for creative home consumers and business professionals. It allows users of all skill levels to sequence and share digital photos, business slides, pictures and video clips with a new level of simplicity and sophistication.

Incorporating special effect transitions and real-time text animations, SHOW offers a simple way to create and share a show via stand-alone player, computer display, projector, printer or videotape.

### Key Features

Kai's Power SHOW offers the following powerful basic features:

- Simple sentence control to automate custom show creation
- Flexible image file format and TWAIN Support
- Video and sound clip input
- Sophisticated sequencing controls
- A robust collection of special effect transitions
- Real-time text effects
- Flexible output options including: stand-alone player, computer display, projector and printer
- Intuitive tools and an efficient workflow



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#### Credits

Kai's Power SHOW was conceived and designed by Kai Krause with substantial contributions by Kai Gradert and additional help by Athena. The principal SHOW engineering team included: Paul Catrone, Moe Doucet, Micheal Herf, and Jim Kiingshirn (lead), with additional help from Anton Staaf. Quality Assurance testing by Michael Cinque, Fernando Corrado, Meredith Keiser and Kevin Prendergast. Product Management: Stuart Torzewski. Lead Technical Support: Danin Adler. The SHOW User Guide was written by Erick Vera; edited by Stuart Torzewski; project management by Stephanie Workman, Rafael Rodriguez, and Erick Vera; illustrated by Lars Olson.

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# Kai's Power SHOW

## Minimum System Requirements

### Windows

- Pentium Processor
- Windows 95/NT
- 16 MB RAM
- 16- or 24-Bit Video
- 25 MB Free Hard Drive Space
- CD-ROM Drive

### Macintosh

- Power Macintosh
- MacOS 7.6.1 or Later
- 16 MB RAM
- 16- or 24-Bit Video
- 25 MB Free Hard Drive Space
- CD-ROM Drive

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## USER GUIDE FOR WINDOWS AND MACINTOSH

### About This User Guide

This user guide provides all the information you need to get the most out of SHOW. It will help you learn the application and serve as a reference as you attempt more sophisticated procedures. This user guide assumes you are already familiar with basic Windows and Macintosh concepts, menus, dialogs, and mouse operations, such as clicking and dragging. If you need more information on these subjects, or on the Macintosh Finder or the Windows Welcome Desktop, please refer to the Macintosh User's Manual or the Microsoft Windows User's Guide, respectively.

### Conventions

This user guide is for both Windows and Macintosh users. By convention, Macintosh commands precede Windows commands in the text. For example, Command/Ctrl+I is equivalent to the Macintosh Command-I and the Windows Ctrl+I. For simplicity, the term folder refers to directories as well as folders. The SHOW interface for both platforms is identical, unless otherwise specified.

## GETTING STARTED

### Windows:

1. If necessary, launch Windows (95 or NT 4). SHOW will not install in Windows NT 3.5.1 or Windows 3.X.
2. Insert your Digital Image Productivity Software Suite, Disk 3 CD-ROM into your CD-ROM drive. The installer and all related files reside in the root directory of the SHOW CD-ROM.
3. If using Windows NT 4, select File menu>Run. If using Windows 95, select Start menu>Run.
4. Type the letter corresponding to your CD-ROM drive, followed by "\setup" (e.g. type "d:\setup" if using the D drive) and click the OK button. Then just follow the prompts.

### Macintosh:

1. Insert your Digital Image Productivity Software Suite, Disk 3 CD-ROM into your CD-ROM drive.
2. Double-click the SHOW CD-ROM icon on the desktop.
3. Double-click on the SHOW Install icon to begin installation.
4. The installation dialog displays an important ReadMe. Click "Continue" after reading the complete ReadMe.
5. In the main install window, click "Install".

## INSTALLATION TIPS

1. On a PC, set your system display to high color (16-bit, thousands of colors) or greater. On a Macintosh, set your monitor to 16-bit (thousands of colors) or greater.
2. On a PC, disable or close all applications running in the background including: anti-virus, crash monitors, etc.
3. On a Macintosh, if you receive an error message while attempting to launch SHOW which states, "the application SHOW could not be opened because axiom could not be found," the Macintosh does not have enough memory left (after launching SHOW) to load the necessary "axiom" extension. If this happens, try quitting other applications or allocating LESS memory to SHOW to give the System extra breathing space. To do so, select the application icon, go to File menu>Get Info and allocate slightly less RAM in "Preferred Size".
4. On a Macintosh, allocating more available RAM to SHOW allows it to run faster and handle larger files more efficiently. If you must use relatively large files, increase the RAM available to SHOW by selecting the application icon, going to File menu>Get Info and allocating more RAM in "Preferred Size".

### Technical Tips

SHOW can perform really wonderful real-time special effect transitions, text effects and previews. To perform at this peak level, SHOW requires an adequate amount of computer power to look its best. If you notice that transitions or animations look jerky, if the colors look strange, or if you simply want to ensure that you are getting the most from the application, then this section is for you. Even more than CPU performance, our tests indicate that setting up your video card properly can have the most positive impact on SHOW performance. This section talks about two important setup factors and how you might enhance them to ensure efficiency.

### Video drivers

It is very important to obtain the latest video drivers from your manufacturer. If you know who made your video card, you can generally obtain an update directly from that company's website or by calling the company. If you don't know who made your video card, try calling the maker of your computer. Upgrading your drivers is free, and you generally get a speed boost and bug fixes as well. For some cards, a simple driver update can triple the speed of the video card. So if you haven't upgraded recently, it is highly recommended.

### Video settings

Modern video cards give you a 'color depth' choice. This color depth is the number of bits to use for each pixel on the screen. Generally, the more bits per pixel, the better the quality, and the slower the speed. However, that's not always the case, and the only way to find out for sure is to test the available options. To



perform a test, make one of the following changes after closing SHOW. Then reopen SHOW and use the same transition each time. Choose the video setting that makes the transitions look the most fluid. On the PC: Right click on the desktop, choose 'Properties', then click the 'Settings' tab. On the Macintosh: Choose 'Control Panels - Monitors'. SHOW does not operate well in modes where only 256 colors display. At 256 colors, graphics look poor and performance generally suffers as well. On many machines, the best performance is achieved at 16 bit color (thousands of colors.) This mode allows faster drawing to the screen, and reasonably good quality. On the newest machines, or for those who want very good quality, 24- or 32-bit color (millions of colors) is the best choice. However, on older hardware that wasn't built to be efficient in this mode, you may notice a significant slowdown. Choosing the display resolution (the size of your screen) will not affect your performance significantly. However, running presentations at a lower resolution makes the show larger and more visually appealing.

Color Depth	Quality	Speed
8-bit: 256 colors	Poor	Poor
16-bit: thousands of colors	Good	Excellent
24-bit: millions of colors	Excellent	Good to Excellent

## APPLICATION OVERVIEW

### General Concepts

Before you start exploring Kai's Power SHOW, there are a few basic concepts you should know. A show can be a collection of digital photos, pictures, business slides and video clips combined with text, transitions and sound clips to convey a strong audio-visual message. SHOW lets you create photo shows or enhance your existing presentations by providing all the features necessary to sequence and play your digital content.

### Designing Shows

A show is much more than just a collection of digital content output as a presentation. Your show can be a powerful tool for communicating ideas. A show can do everything from persuading and audience to entertaining them— the difference is in how you design your show.

The design of an effective show involves selecting the right types of content (i.e. photos, pictures or video clips) and marrying it to the most appropriate transitions and effects. Your choice of content and effects determines whether your show is entertaining or persuasive, informative or whimsical.

For example, in designing a business presentation, you'd likely create text slides and use one or two main transitions and very few effects. Since your purpose

here is to persuade or inform your audience, you don't want to detract from the information you're presenting with a lot of fancy transitions and flying text.

On the other hand, if you're designing a picture show of your family photos, you'll want to use more dazzling transitions and more complicated text effects, since you want to present your photos in the most interesting way. In this type of show it's also important to think a little about the sequence of your show. You may want to order the photos so that they follow a chronological progression or you may want to order them according to their content, (such as showing all the pictures of Venice first and then all the pictures of Paris, etc.).

### Color and Transitions

Another key factor in the design of a show is first to make sure that the slide matches the transition you're applying to it and second, to make sure that images are arranged in a visually pleasing manner.

When choosing a transition for a slide, try to pick one that compliments the image being displayed, and not just ones that look interesting. For example, it's usually not a good idea to use a ripple transition between images that have lots of circles in them, since you might lose some of the transition effect in the images.

Refer to 'Adding Transitions to a Show' for more on transitions.

When setting up the order of slides, you should keep in mind the color scheme in each of the slides. This way you'll avoid placing clashing colors next to each other. As well, you can use the colors in a slide to add to the overall effect of your show.

For example, a business presentation should have a consistent color background that uses very few colors, while an entertaining photo show should have as many bright, bold colors as possible.

### Tips for Designing Shows

Since SHOW can create presentations for so many different uses, you'll want to experiment with a variety of transition effects and content combinations.

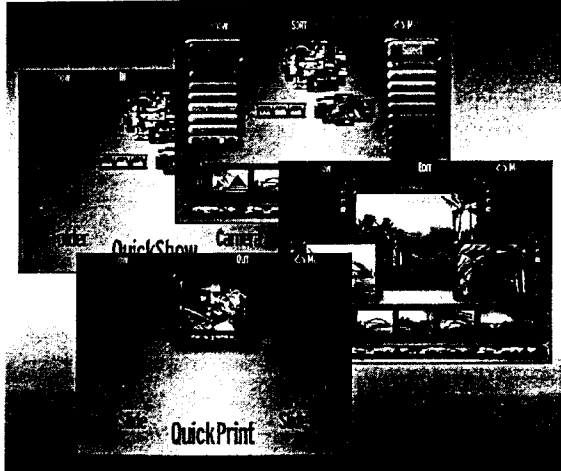
However, there are a few things you should keep in mind when designing most shows:

- Plan the sequence of your show.
- Try to match slides to appropriate transitions.
- Use an appropriate number of effects for the type of show you're creating.

For example, try to limit the number of special effects in a business-oriented presentation, but use many of them to capture your family's attention.

## THE ROOMS

In most applications, features and functions are accessed through a myriad of menus, dialogs and palettes. In SHOW, all the features and functions are organized logically into rooms.



Each room in SHOW contains all of the tools you'll need to complete a specific task

There are four rooms in SHOW:

- The IN Room
- The SORT Room
- The EDIT Room
- The OUT Room

Each room in SHOW represents a step in the show creation process. They're designed to let you flow from one step to another as easily and logically as possible.

You can think of creating a show like making a cake. You'd use the IN Room to gather up all the ingredients that you think you'll need for the cake, the SORT Room to pull out the specific ingredients, the EDIT Room to add the decorations and the OUT Room to bake it.

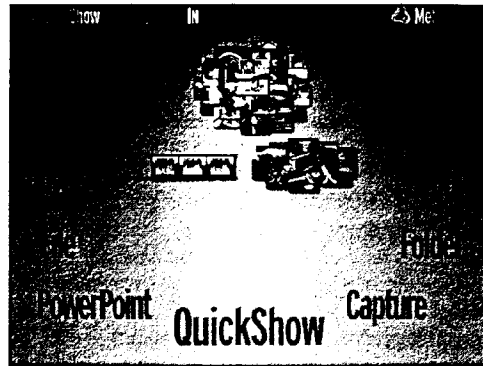
To create a presentation in SHOW, first you use the IN Room to import your digital content, the SORT Room to sort and sequence it, the EDIT Room to edit your content order and add transitions, text effects or sound clips and the OUT Room to save, play or flexibly output your show.

Each room in SHOW contains all of the tools you'll need to complete a specific task and ultimately create a dynamic multimedia show. Each room in SHOW contains all of the tools you'll need to complete a specific task.

### The IN Room

The IN Room provides all of the features you'll need to import the digital photos, pictures, business slides and video clips you'll use to create your show.

The IN Room also lets you open or add an existing SHOW project for playback, further modification or to



The IN Room is where you'll import your digital photos, pictures, business slides and video clips.

append the current show. The IN Room's most powerful feature is its ability to automate the creation of a new show in just a few simple steps.

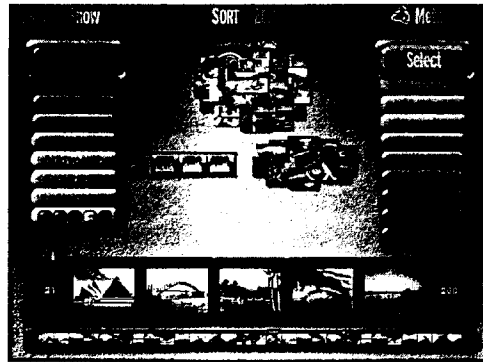
Using SHOW's QUICKSHOW! feature and its 'simple sentence control' you can quickly create a new show by simply choosing from preset text strings.

With QUICKSHOW!, you can identify which files are to be used, their sequence, which transitions are to be applied, and even which audio is to be played to truly create a custom show in just a few seconds. Refer to 'The QUICKSHOW! Feature' for more.

Refer to 'The IN Room' for more on the IN Room.

### The SORT Room

The SORT Room provides all the features you'll need to sort, select and sequence the files you want to include in your show.



Each room in SHOW contains all of the tools you'll need to complete a specific task

Refer to 'The SORT Room' for more on the SORT Room.

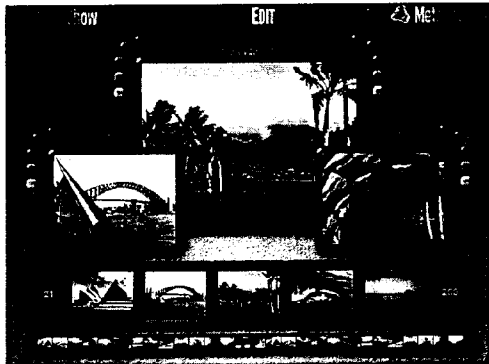
### The EDIT Room

The EDIT Room provides all the features you'll need to add dynamic transitions, text effects and sound clips to your show.

If you're in a hurry, you can use SHOW's Five Favorites (a set of five presets) for each effect category. This



saves you time and still produces professional-looking results. You can also playback your show in this room. Refer to 'The EDIT Room' for more on the EDIT Room.



The OUT Room is where you'll save and output your show in many flexible ways.

**To switch between rooms:**

- Click the room name you want to enter on the SHOW menu bar at the top of your screen. Note that the name of the room you are in appears highlighted in white, while the other three are dark.

**The Sequencer**

The Sequencer at the bottom of the SORT and EDIT rooms resembles a filmstrip and represents the content and order of your show. Each full frame in the Sequencer is occupied by a digital photo, picture, business slide or video clip component of your show.



The Sequencer displays a subset of your show's total content and order. You can scroll, add delete, or shuffle frames within the Sequencer to edit your show order and length.

Using SHOW's custom cursors, you can select and sequence a single file or a group of files. In both cases, each individual file appears as an individual frame within the Sequencer. As you move from room to room, the contents and order of each frame within the Sequencer remains unchanged. Refer to "Adding Content to the Sequencer" in this manual for more on the Sequencer.

The Sequencer (larger filmstrip) displays a lesser number of larger frames than the Nano Sequencer (smaller filmstrip). The Nano Sequencer displays a greater number of frames. However, it also offers less individual frame detail given its smaller size.

**The Nano Sequencer**

The Nano Sequencer displays a greater number of frames than the Sequencer, but at a much smaller individual size. The Nano Sequencer even shrinks to display as many additional frames as will fit onto your

screen to give you a "big picture" view of your show.



The Nano Sequencer represents your entire show and allows you to shuffle frames.

The (red) Current Frame Indicator on the Nano Sequencer identifies your current or active frame. Depending on whether you're in the SORT or EDIT rooms, you can use the Current Frame Indicator to navigate your show or select a frame for editing. Refer to "The Nano Sequencer" in this manual or more on the Nano Sequencer.

**The Projector**

The Projector icon instantly plays the contents of your Sequencer (i.e. your show) when clicked.



When it's playing, the frames in your show are displayed on a black background that covers your entire screen.

Use the arrow buttons at the bottom of the screen to move forward or backward through your show. Click the Projector icon to play your current show.

**KAI'S POWER SHOW BASICS**

**How SHOW Works**

Kai's Power SHOW is an easy-to-use home photo and business presentation player. SHOW lets you import, sort, select, sequence, and edit digital content which you can then play or output as a creative photo show or enhanced business presentation.

You create a show by moving between the rooms in SHOW to add content, apply transitions and text effects and finally print or save the show.

Each room in SHOW provides the specific tools you'll need to complete a specific task and ultimately create your final show.

Before diving into SHOW, there are a few basic procedures you should know.

**Launching SHOW**

You'll notice that when you launch SHOW, it takes over your entire screen, even hiding the Windows or Macintosh menu bar. You can access the menu bar while in SHOW, by pressing Shift + Spacebar.

**To display a standard menu:**

- Press Shift + Spacebar
- or
- Move the cursor to the upper-right or upper-left corner of the room

## Working with SHOW Files

### Creating a New Show

If you use SHOW's QUICKSHOW! feature, creating a new show can be as simple as choosing from preset text strings that identify which files are to be used, their sequence, which transitions are to be applied, and even which audio is to be played. These simple sentence controls truly help you to create a custom show quickly. Refer to 'The QUICKSHOW! Feature' in this manual for more on using this feature.

You can create more complex presentations from scratch using the controls in the SORT and EDIT Rooms which let you adjust sequencing, or add specific transitions, animated text, and sound clips to each frame.

The process of creating a new show is only a matter of sorting and selecting files into the Sequencer, and then saving them as a project file or as a self-running player.

#### To create a show:

1. In the IN Room, import the files or capture the digital photos that you want to use in your show.
2. In the SORT Room, sort and select the files you want to use in your show.
3. Add files to the Sequencer in the order you desire, using SHOW's custom Select cursor.
4. In the EDIT Room, add transitions between each frame using SHOW's Five Favorites (a set of five presets) or manually add specific transitions. Then, add animated text or sound clips to individual frames.
5. Play the show using the Projector icon.
6. In the OUT Room, save the show, or output it in a number of different ways.

### Opening a Show

A show created in Kai's Power SHOW can be saved as a project file which contains references to all the content and settings within the show. It also saves all presets and thumbnail locations on the IN and SORT Room desktops.

When you open a project, SHOW gathers all the content in the show and places it in the Sequencer and Nano Sequencer where it is ready for immediate edit or playback.

#### To open a previously saved project:

1. Make sure you're in the IN Room.
2. Click the Open Existing Show button.
3. In the dialog that appears, locate the project you want and open it.

### Working in a Room

There are several basic operations which are common to all rooms. The following sections provide procedures for performing some basic operations in any SHOW room.

### Displaying Controls

To keep the main working area of a room uncluttered, many of SHOW's controls fade or reduce in size when they're not in use.

Faded controls appear when you move your cursor over them and then slowly fade away when you're done.



*The seven main buttons in the IN Room are examples of faded controls.*

Reduced controls expand when you click them. They remain expanded until you click them again.



*The Sort and Select controls in the SORT Room first appear reduced and can be expanded by clicking on them.*

#### To display faded controls:

- Move the cursor over the area of the room where a control is located.

#### To enlarge reduced controls:

- Click the reduced control to expand it. Click the control again to reduce it.

### The Pop-up Menu

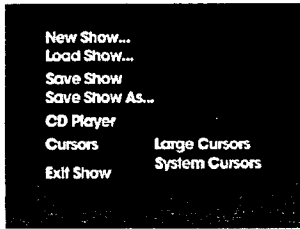
You can access several SHOW commands, such as Load Show, Save Show, CD Player and Exit, from the Pop-up menu. This menu appears in all rooms when you Control-click, or Click the right mouse button anywhere on the screen. It disappears when you release the mouse button.

#### To display the pop-up menu:

Control-click or Right mouse-click anywhere on the screen.







Use the Pop-up menu to access several extra commands

## Using Memory Dots

Memory dots let you save the current attributes of a control or of the application so that you can quickly and easily return to them later.

Several of the controls in SHOW contain memory dots. The preset buttons in the EDIT Room are memory dots. These dots serve different purposes, but they all behave the same.



Use memory dots to store settings. In the Sort control, memory dots are used to save thumbnail positions on the desktop.

Memory dots are saved with the SHOW project file, so your saved settings are available the next time you open the project.

### To activate a saved setting:

- Click a full memory dot.

### To clear a memory dot:

- Option/Alt - click a full dot.
- o r
- Move the pointer over a full dot and press Delete.

### To overwrite a memory dot:

- Click and hold over a full memory dot. The old settings are replaced with the new settings.

## Moving Between Rooms

You can move to any room in any order by using the room names at the top of every SHOW room.

From any room, you can move to another room by clicking its name in the SHOW menu bar at the top of the screen. The name of the currently active room appears in white.



Use the room names to move between rooms

When you move to another room that contains a Sequencer, any changes you made to the order of the slides appear in the new room. Also, when you move from the IN Room to the SORT Room, the individual thumbnails and piles on the desktop appear in the new room.

### To move between rooms:

- Click the name of the desired room in the SHOW menu bar at the top of the screen.

## Working with Show Content

A show is made up of a series of frames. A frame can be a digital photo, picture, business slide, or video clip. There are several basic procedures you should know when working with these elements.

### Selecting Thumbnails

All the content you import into SHOW appears as a thumbnail on the IN Room and SORT Room desktops. A single thumbnail appears on the desktop if it's a single file, or a pile of thumbnails if you import a folder of files.

You can select thumbnails in the SORT Room individually or in groups. Once selected, a thumbnail can be moved, or deleted. A selected thumbnail has a highlight around it.



When a file is selected, a highlight appears around it. When it's dragged, the highlight grows brighter.

### To select a thumbnail:

- Click the item.

### To select a group of thumbnails:

- Drag an area around all the items you want to select or hold down the Shift key and click the items you want to include in the selection.

### To add to a selection:

- Hold down the Shift key and click the item you want to add to the selection.

### To remove a thumbnail from a selection:

- Hold down the Shift key and click a selected item. The highlight around the item disappears.

### To deselect thumbnails:

- Click outside the selection, or on the background of the room.

You can also select and deselect thumbnails in the SORT Room using SHOW's custom cursors found in the Select control. Refer to 'Selecting Thumbnails'.

## Arranging Content

Content is arranged differently depending on which room you are in. When you're in the SORT Room, content is arranged by organizing thumbnails on the desktop.

In the SORT and EDIT Rooms, content within the Sequencer can be arranged by dragging a frame within the Sequencer. This changes the order of frames in the show.

### Arranging Content on the Desktop

Just as you would with a stack of photos in the real world, you can arrange SHOW's file thumbnails into logical piles on the desktop. So you can have all the photos of people in one pile and all the photos of landscapes in another pile.

### Arranging Content in the Sequencer and Nano Sequencer

The Sequencer and Nano Sequencer that appear at the bottom of the SORT and EDIT rooms display all the content currently in your show.

You can use these controls to keep track of the items in your show and also rearrange the order of your



Use the Projector to play your show in the SORT or EDIT rooms.

show contents.

Items are added to the Sequencer in the SORT Room. Once an item is in the Sequencer, it also appears in the Nano Sequencer. Refer to 'Adding Content to the Sequencer'.

Once an item appears as a frame in the show, you change its position in the show by dragging its thumbnail to a different location in the Sequencer or the Nano Sequencer.

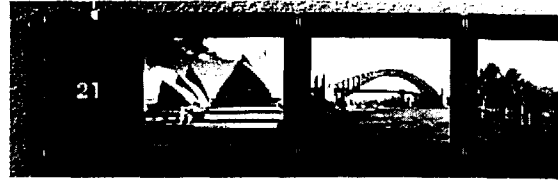
*The best method of ordering the frames in your show is by setting up their order when you first add them to the Sequencer using the Sequence cursor in the SORT Room. Refer to 'Adding Content to the Sequencer'.*

### To arrange items in the Sequencer:

- Click the frame you want to move and drag it to a new position in the Sequencer. When the frame is in the desired position, release the mouse button. An insertion point appears as you drag to help you see where the frame will be inserted in the show.
- If you scroll off the sides of the Sequencer, it automatically scrolls in the direction you're dragging.

### To scroll the Sequencer:

- Click the scroll button on the left or right end of the Sequencer.



Click the scroll button on the left end of the Sequencer to scroll forward through the show, or the right arrow to scroll backward.

### Previewing a Show

The Projector, which appears in the SORT and EDIT rooms, lets you play the frames currently in the Sequencer.



Use the Projector to play your show in the SORT or Edit rooms.

When a show is playing, frames appear on a black background that covers your entire screen.

### To play a show:

- Click the Projector icon in the bottom-right of the SORT Room or EDIT Room.

### To stop a show:

- Press the Spacebar

### To move forward through a show:

- Click the right-facing arrow button.  
Click the left-facing arrow button to move backward through the show.

### Quitting SHOW

You can close SHOW from any of the four rooms using the pop-up menu.

### To close SHOW:

1. Control – click/Right – click and choose Exit SHOW from the pop-up menu.
2. If you have any changes you want to save, click Yes, otherwise click No.

There are also several options for saving projects and shows. Saving operations are done in the OUT Room. Refer to "Saving a Show" on page 36 for more.



## THE IN ROOM

### How the IN Room Works

The IN Room is where you'll import all the digital photos, pictures, business slides or video clips you'll use to create a show. These files can be imported one at a time, or in folders.

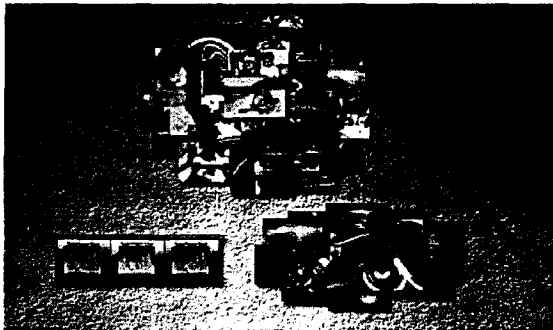
Think of the IN Room like a big shopping cart, where you place all the digital media (photos, pictures, business slides, video clips, etc.) that you might want to use in a show.

The IN Room lets you do visual brainstorming. You can import the different types of images and media that you have on your hard drive. You might not use them all, but just viewing them on the desktop might help you get an idea of how to design your show. You can then use the SORT Room to pick the exact pieces you'll use to create the final show.

### Pictures, Piles and Thumbnails

When you import a file, it appears on the desktop as a thumbnail.

The type of thumbnail assigned to a piece of content is determined by its file type. Pictures, photos and business slides appear as small thumbnail previews. Video clips and existing shows appear as small pieces of a filmstrip.



*Different types of content have different thumbnail icons.*

Content that is imported as a folder appears as a pile of thumbnails. A pile of thumbnails cannot be separated in the IN Room. So when you select one item in the pile, you select the whole thing. This makes it easier to move thumbnails around on the desktop.

The piles are an easy way for you to see the organization of files all at a glance. Viewing the piles on your desktop is like listing the folders in the Windows Explorer or the Macintosh Finder. The piles on the SHOW desktop act like transparent folders. With piles, you have all the advantages of files stored in a single location (like a folder) while still being able to see what you're working with.

The advantage of piles is more apparent when you have a large number of thumbnails on the desktop. With so many pictures, it might be hard to tell how the files you imported are related. However, with piles, by just looking at the desktop, you can quickly determine

which thumbnails belong together and which are individual files.

The real power of piles comes when you're organizing the content you import in the IN Room, using the controls in the SORT Room. There you can create your own sets of piles to organize the content for your show.

Refer to 'Arranging Thumbnails' in this manual for more on using piles in the SORT Room.

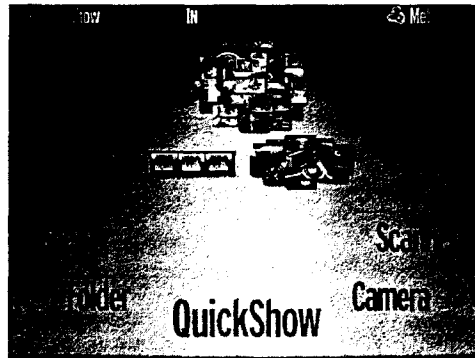
### Working in the IN Room

SHOW can import pictures in a wide variety of formats including: TIFF, BMP, PICT, JPG, FPX and PSD.

The IN Room also lets you load pictures from a digital camera or scanner using the TWAIN interface. You can also import AVI or QuickTime video clips.

Each of the seven main buttons in the IN Room offers a different way of opening or adding files into SHOW. You can import items into SHOW using one of the following methods:

- By opening an existing show which was saved as a project file in the OUT Room.
- By adding a single picture, video clip or SHOW slide.
- By adding a folder of files.
- By loading pictures from a digital camera.
- By loading pictures from a scanner.
- By adding an existing show to the currently open show.



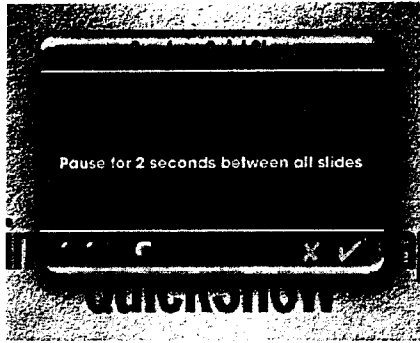
*Use the IN Room to open, add or load files into SHOW.*

### The QUICKSHOW! Feature

The IN Room also lets you quickly create an entire show with just a few simple clicks. The QUICKSHOW! feature leads you through the entire process of creating a show.

When you activate the QUICKSHOW! feature, a dialog appears displaying a sentence containing several statements. The sentence describes how your show will be created. For example:

Use all files on the desktop, sequence as loaded, using no transitions, advancing manually, using no soundtrack, while running in a loop.



Use the IN Room's QUICKSHOW! feature to create an entire show in seconds.

To change how your a show is created, you simply change one of the statements. For example, if you want to change which Use the IN Room to open, add or load files into SHOW.

Use the IN Room's QUICKSHOW! feature to create an entire show in seconds. The IN Room 15 photos are used to create your show, change the statement Use all files on the desktop to Use only the selected files.

Each statement has several options. Click on a statement to see the available options. You can save your settings for a QUICKSHOW! using the memory dots at the bottom of the dialog.

#### To create a QUICKSHOW!:

1. Click the QUICKSHOW! button. The Create a QUICKSHOW! dialog appears.



Use the Create a QUICKSHOW! button to quickly create an entire show.

2. Click on the statements you want to change and choose a new setting.
3. Click the Ok icon. SHOW creates a new show based on the statements in your sentence.

#### To save QUICKSHOW! settings:

1. Set up the settings for a QUICKSHOW!.
2. Click an empty memory dot at the bottom of the dialog.

#### To use a saved set of QUICKSHOW! settings:

- Click on a filled memory dot and click the OK icon.

#### Importing Show Content

The main purpose of the IN Room is to import the content you'll need to create your show. The IN Room lets you import digital photos, pictures, business slides, and video clips. You can also load pictures

from a digital camera or scanner.

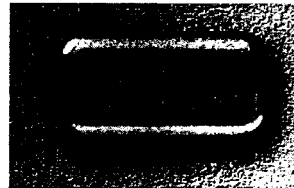
Show content is imported using the buttons displayed in the IN Room.

#### Importing Photos and Pictures

SHOW can import pictures in many industry standard file formats. They can be imported separately, or as entire folders.

##### To import a single file:

1. Click the File button.

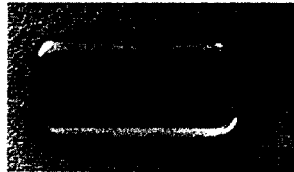


Use the File button to import a single file into the IN Room.

2. Locate the file you want, and click Open. The file appears on the desktop.

##### To import a folder of files:

1. Click the Folder button.



Use the Folder button to import a folder of files.

2. Locate the folder containing the files you want, and click Open. Thumbnails representing the files appear on the desktop as a pile.

#### Importing Video Clips

SHOW can import clips saved as AVI or QuickTime video clips. Video clips are treated like images in a show, except that their duration is determined by the length of the video clip.

#### Importing Shows

You can add an existing show to the current show using the Add Show feature. When you add a show, it appears as a unique show thumbnail on the desktop just like any other piece of content.

##### To add a show to an existing show:

1. Click the Add Show button.



Use the Add a Show to the Current One button to load an existing show to the IN Room desktop.



2. Locate the folder containing the show project you want, and click Open.

A filmstrip icon representing the show appears on the desktop.

*Adding a show and opening a show is not the same thing. When you open a show, the slides in the show are automatically loaded into the Sequencer and Nano Sequencer and replace the existing show. When you add a show, it appears as a piece of content that can be inserted into the current show.*

### **Capturing Content**

You can scan images directly into SHOW or load them from a digital camera using the TWAIN Interface.

#### **Scanning Photos**

Using an application interface called TWAIN, SHOW interacts directly with the scanner attached to your system. Using TWAIN features, you can control how an image is scanned.

The features available in the TWAIN dialog depend on the scanner connected to your system.

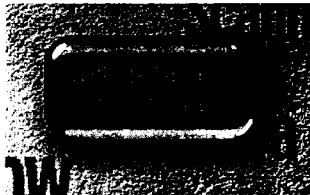
#### **Loading Digital Photos**

SHOW also uses TWAIN to interface directly with a digital camera attached to your system.

Using the TWAIN feature, you can load images stored in the camera directly into SHOW.

#### **To acquire a picture from a scanner or digital camera:**

1. Click the Camera or Scanner button. A Select Source dialog appears.



*Use the Camera or Scanner button to scan an image directly into SHOW or load a photo from a digital camera.*

2. Select a capture device, and click OK. The TWAIN dialog for the selected source appears.
3. Use the TWAIN controls to scan the image. The scanned image appears as a thumbnail on your desktop.

## **THE SORT ROOM**

### **How the SORT Room Works**

The SORT Room is where you'll arrange and organize all of the content you imported into the IN Room and select the digital photos, pictures, business slides or video clips you want to use in your show.

Whereas the IN Room is where you do all your visual brainstorming, the SORT Room is where you'll refine your ideas and implement the design of your show.

The SORT Room has two main purposes. One, to help you organize all the content you imported in the IN Room, and second, to let you combine that content to create a show sequence.

#### **Sorting Content**

The Sort control can be used to help you arrange all the thumbnails on the desktop based on a variety of user-selectable sort criteria.

The Sort control is only one tool to help you organize content, the other is the visual organization that comes from using piles. By arranging thumbnails into piles and then laying them out around the desktop, you can quickly see how your show will take shape.

The sorting process works just like it would in the real-world. If someone gave you a huge stack of photos and said 'make me a show', you'd probably drop all the photos onto a desk and start pulling out pictures that were somehow related. Then you'd group them together on different parts of the desk. This is the exact process that's mimicked in the SORT Room. You drop a bunch of photos (in this case thumbnails) onto a desktop and start pulling out pictures that are related and group them together into piles.

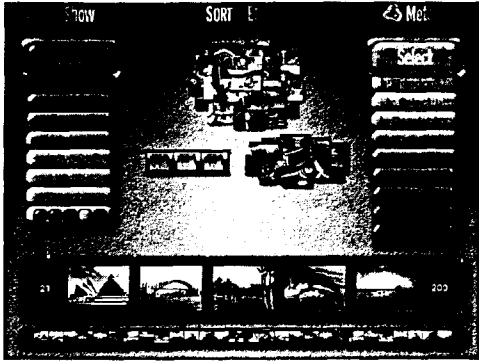
Once you have all your piles set up, you can start pulling out specific pictures or photos to create the pile that will make up your show.

#### **Selecting Content**

The other main purpose of the SORT Room is to add content to your show. The Select control is designed to help you accomplish this task. Specifically, the Sequence button on the Select control lets you add the items on your desktop to the Sequencer. The Sequencer represents all the frames in your show. This unique cursor lets you visually order all the frames in the show. As you click a thumbnail, it's added to the show. So, you determine the sequence of your show by the order in which you click thumbnails.

#### **Working in the SORT Room**

When you enter the SORT Room you'll find all the content you imported into the IN Room laid out on the desktop.



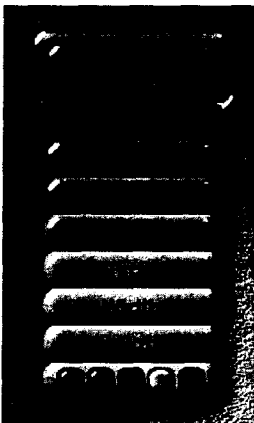
Use the controls in the SORT Room to arrange the content you imported in the IN Room.

The SORT Room contains four main controls:

- The Sort control
- The Select control
- The Sequencer
- The Nano Sequencer

### The Sort Control

The Sort control provides all the features you'll need to sort show content on the desktop. This control lets you set criteria for sorting the thumbnails on your desktop.



Use the criteria on the Sort control to sort the thumbnails on the desktop.

The sort is performed on all thumbnails on the desktop, or (if you have a selection) on only the selected thumbnails.

You can sort content by using one of the following criteria:

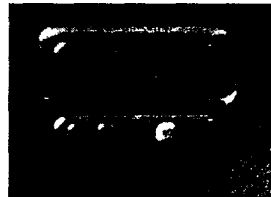
- File Name
- File Date
- File Size
- File Type
- Image Width
- Image Height

A sort can only use one criteria at a time.

When the sort is complete, the thumbnails are rearranged based on the sort criteria. For example, if you perform a sort based on file name, thumbnails are arranged alphabetically.

### To perform a sort:

1. Select the thumbnails you want to sort. If you want to sort all the thumbnails on the desktop, don't select anything.
2. Click the Sort control. A series of buttons appear.



Click the Sort button to display criteria buttons.

3. Click the criteria you want to use for the sort. The thumbnails are rearranged based on the sort criteria.

### Saving Thumbnail Positions

There may be times when you might spend a great deal of time organizing and arranging the thumbnails on your desktop, so you'll probably want to save your arrangement. The memory dots at the bottom of the Sort control let you save the position of all the thumbnails on your desktop.



Use the Sort control memory dots to save thumbnail positions.

The memory dots are saved with your project. So the next time you open the show, the thumbnail positions are also saved.

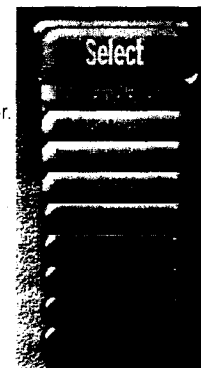
Since performing a sort rearranges the thumbnails on the desktop, you'll probably want to save thumbnail positions before you sort.

### To save the position of thumbnails on the desktop:

1. Arrange the thumbnails the way you want them.
2. Click an empty memory dot at the bottom of the Sort control.

### The Select Control

The Select control is used mainly to adjust the behavior of the cursor. Using the various options on this control, you can use the pointer to select items, delete items, or add clicked items to the Sequencer.



Use the buttons on the Select control to change the behavior of the cursor.

## Selecting Thumbnails

The Select control lets you adjust the behavior of the cursor so that you can select individual thumbnails, groups of thumbnails and deselect items.

### To select thumbnails:

1. Click the Select control. A series of buttons appears.



2. Click the Select button. The pointer changes to the Select cursor.
3. Click the thumbnails you want to select.

### To select a group of thumbnails:

1. Click the Select control. A series of buttons appears.
2. Click the Select button.
3. Drag an area around all the thumbnails you want to select.

### To deselect a thumbnail:

1. Click the Select control. A series of buttons appears.
2. Click the Deselect button. The pointer changes to the Deselect cursor.
3. Click the thumbnails you want to deselect.

### To select all the thumbnails on the desktop:

1. Click the Select control. A series of buttons appears.
2. Click the Select All button.

## Deleting Thumbnails

The Select control lets you change the behavior of the cursor so that every item you click is deleted from the desktop. When you delete a thumbnail, only its reference is deleted. It disappears from the desktop, but the original file remains unchanged.

### To delete a thumbnail from the desktop:

1. Click the Select control. A series of buttons appears.
2. Click the Delete button. The pointer changes to the Delete Thumbnail cursor.
3. Click the thumbnails you want to delete.

## Adding Content to the Sequencer

One of the main uses of the Sort room is to add pieces of content to the Sequencer. The Sequencer is where you'll order the sequence of your show.

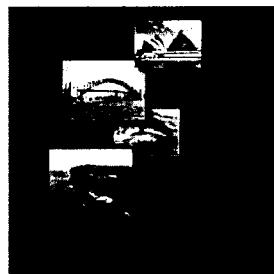
The Select control lets you adjust the behavior of the cursor so that every thumbnail you click is added to the Sequencer.



*The Sequencer and Nano Sequencer display all the frames in your show.*

The Sequence cursor adds thumbnails to the Sequencer in the order you click them. For example, the first thumbnail you click is added to the first frame of the show and so on.

Using the Sequence cursor, you can visually order the content on our desktop. As you click a thumbnail, it's added to the Sequencer and is grayed out on the desktop. This helps you determine which thumbnails are part of the current show and which are not.



*As you click thumbnails with the Sequence cursor, they're added to the show.*

Since this form of adding content is so visual, it is important to have an adequate number of thumbnails on the desktop sorted into usable piles. If all the frames in the Sequencer are full, it automatically scrolls when you add new content.

### To add thumbnails to the Sequencer:

1. Click the Select control. A series of buttons appears.



*Click the Select button to display additional controls.*

2. Click the Sequence button. The pointer changes to the Add in Sequence cursor.
3. Click the thumbnails you want to add to the Sequencer. When you select a thumbnail, it grays out and moves to the back of a pile. Items added to the Sequencer also appear in the Nano Sequencer.

### To change the appearance of the cursor:

- Control-click or Right mouse-click anywhere in the room and choose Cursors System Cursor



When the Add in Sequence cursor is active, every thumbnail you click is added to the Sequencer.

- Choosing the system cursor gives you a less descriptive cursor than the large SHOW cursor, but it responds faster.

### Arranging Thumbnails

All the pictures you can use to create a show are displayed as piles of thumbnails on the desktop of the SORT Room.



Imported content appears as piles of thumbnails on the desktop.

Pictures that were imported as folders appear as thumbnail piles, pictures that were imported separately appear as single thumbnails. You can move the thumbnails around and organize them into separate piles. For example, you can create a pile of landscape pictures, or a pile of pictures with people in them.

The Select control lets you create piles with a single click. Once thumbnails are in a pile, they'll move as a single object. When you click one item in the pile, the entire pile is selected.

#### To arrange thumbnails into a pile:

1. Select all the thumbnails you want to add to the pile.
2. Click the Select control. A series of buttons appears.
3. Click the Make Pile button. All the selected thumbnails are arranged together.

To break up a pile:

1. Click the pile you want to break up.
2. Click the Select control. A series of buttons appears.
3. Click the Disperse button.

### The Sequencer

The Sequencer is the main tool you'll use to order the slides in your show. Using the Sequencer, you can see where slides are within the entire show and rearrange their order. Each frame in the Sequencer represents a slide in the show.



The Sequencer displays thumbnail previews of the frames in your show.

The Sequencer only shows you a subset of frames in the show, not the entire show. So it provides indicators to help you keep track of the order of your slides:

- The number of the frame within the shows appears at the top of the frame.
- The numbers on the left and right side of the Sequencer let you know how many frames come before the frames shown in the sequencer and how many come after the frames shown. For example, if you're viewing frame 7 through 11 of a 20 frame show, the right number will read 6 and the number on the left end of the Sequencer will read 9.

You can use the arrow buttons on the two ends of the Sequencer to scroll through all of the frames in your show.

The button on the top-left side of the Sequencer lets you reset the Sequencer. When you reset, all the frames currently in the Sequencer are removed. The files remain on the desktop, only the frames in the Sequencer are removed.

#### To rearrange frames in the Sequencer:

1. Click a frame in the Sequencer.
2. Drag it to a new position. As you drag, an insertion bar appears in the Sequencer to indicate where the frame will be inserted. If you drag off the sides of the Sequencer, it automatically scrolls.

#### To scroll the Sequencer:

- Click the arrow on the far right side of the Sequencer to scroll forward. Click the arrow on the right side to scroll backward.

If you drag off the sides of the Sequencer, it automatically scrolls.

#### To reset the Sequencer:

- Click the red button on the top-left of the Sequencer. A dialog appears asking you to confirm the reset.

### The Nano Sequencer

The Nano Sequencer at the bottom of the SORT Room provides a preview of most (if not all) the frames in your show.



The Nano Sequencer displays all of the frames in your show.

As you add content to the Sequencer, it also appears as small thumbnails in the Nano Sequencer. This smaller sequencer gives you a better indication of the order of all of the frames in your show.





The red bracket that appears in the Nano Sequencer, called the Current Frame Indicator, highlights the currently active frame.



*The Current Frame Indicator*

As you add content to the Sequencer, the indicator moves to show where in the show the frame has been added. Usually, the indicator appears at the end of the filmstrip.

You can move the indicator to add content to a different part of the show. Frames appear before the position of the Current Frame Indicator. For example, if you place the Current Frame Indicator at frame 12, any frame you add appear before frame 12.

You can also rearrange frames in the Nano Sequencer in the same way you would in the Sequencer, using drag-and-drop.

#### **To rearrange frames in the Nano Sequencer:**

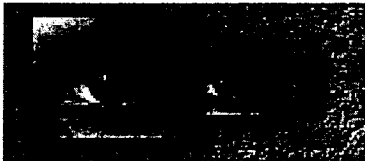
1. Click on a frame in the Nano Sequencer.
2. Drag it to a new position. As you drag, an insertion bar appears in the Sequencer to indicate the insertion point of the frame.

#### **To reposition the Current Frame Indicator:**

- Click the Current Frame Indicator and drag it to a new location.

#### **Setting Thumbnail Size**

You can adjust the size of the thumbnails on the desktop to make it easier to see the pictures, or if you have a lot of content, you can resize them to reduce the amount of clutter on your desktop.



*Use the Thumbnail Size controls to set the size of thumbnails on the desktop.*

#### **Previewing a Show**

Once you've added the content and ordered the frames in your show, you can play your show to see how it's developing.

The Projector icon plays all the frames currently in the Sequencer.

#### **To preview a show:**

- Click the Projector icon above the right side of the Sequencer.



*Use the Projector icon to play your show.*

## **THE EDIT ROOM**

### **How the Edit Room Works**

The EDIT Room is where you'll add the finishing touches to your show. The features in this room let you add transition effects between frames, and add text and sound clips to slides.



*Use the EDIT Room to add transitions, text and sound effects to a slide.*

In the EDIT Room, you'll usually work on one slide at a time. Although you can perform some functions, such as adding transitions, to a number of frames all at once.

There are four steps involved in editing a slide:

- Adding an In Transition. The In Transition is the transition that appears before the current frame.
- Adding an Out Transition. The Out Transition is the transition that appears after the current frame.
- Applying text effects. This can mean anything from adding blocks of text to a frame to creating animated text.
- Adding a sound clip. A sound clip can include a voice annotation or sound effect that plays when the slide appears in the show.

The process of editing a slide in the EDIT Room has been greatly simplified through the use of presets. Each type of effect you can apply in the EDIT Room has five presets, called the Five Favorites, which you instantly apply to the slide with a single click.

The presets are designed to let you create interesting effects without going through the process of setting up a lot of parameters. By using the presets, you can add In and Out Transitions, text, and sound to a slide with just four easy clicks.

#### **What are Transitions?**

Transitions are the animated special effects inserted between frames. When your show plays, the transitions fill in the gaps between one slide and the next. A transition can be used to create specific effects in a show, for example, one slide melting into another.

The EDIT Room lets you add a wide variety of transition effects to your show. Using the features in

this room, you can preview a transition, while adding it to any slide in your show.

### Working in the EDIT Room

The EDIT Room has three main working areas:

- The In Transitions Preview
- The Out Transitions Preview
- The Effects Preview

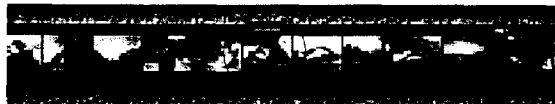
Besides these three main previews, the EDIT Room also contains the Sequencer and the Nano Sequencer.



*The Sequencer and Nano Sequencer in the Edit Room work just as they do in the SORT Room.*

### Selecting Frames to Edit

The Sequencer and Nano Sequencer work just like they do in the SORT Room, except that in this room the Current Frame Indicator is used to select the frame you want to edit. The frame by the indicator is the currently selected frame.



*The Current Frame Indicator*

Once a frame is selected, it appears in all three of the editing Previews. The two smaller previews show you what the frame looks like when an In and Out Transition are applied, and the larger preview shows what the slide looks like when you apply text to it.

When a slide is loaded into the previews, the presets that have been applied to it are highlighted. So you can see the slide's current settings. If no effects have been applied, none of the presets are highlighted.

#### To select a frame to edit:

- Click a frame in the Sequencer.
- Click a frame in the Nano Sequencer.
- Move the Current Frame Indicator to a frame in the Nano Sequencer. As you move the Current Frame Indicator, a small preview of each frame appears in the Effects Preview.

### Adding a Delay to Slides

The slider beneath each Sequencer frame in the EDIT Room can be used to add a delay to each slide.



*Use the slider that appears beneath a frame in the Sequencer to add delay time to a slide.*

The delay extends the time the slide is visible in the show. This extra delay time is in addition to the time it takes to load the slide.

#### To add a delay to a frame;

- Drag the slider beneath the frame you want to delay. Drag to the right to add extra delay time to the slide, or left to decrease the amount of extra delay time added to the slide.

### Adding Transitions to a Show

Transitions are added in the two transition previews. In these windows, you can preview a preset transition or choose a different transition from the Transition dialog.

The transition you apply in the In Transitions preview appears before the slide is displayed. Transitions you apply in the Out Transition preview appear after the slide is displayed in the show.

Your choice of transition depends on what type of effect you're trying to create. That's why there are two transition windows so you can see how the transitions you apply affects the image as it appears, and as it disappears.



*Use both the In and Out Transitions previews to design a transition effect for your slide.*

If you're creating a business presentation, the transitions should be consistent and limited to a few different transitions. If you're creating a photo show for your family, you'll probably want to add many different transitions that go with every type of picture you're displaying.

There are two ways of adding a transition to a slide:

- The easiest way of adding a transition to a slide is by clicking one of the Five Favorites presets. A preview of the transition appears in the window.
- Open the Transitions dialog and choose a specific transition.

### Using Transition Presets

The five buttons on the left side of the In Transitions Preview and on the right side of the Out Transitions Preview represent the Five Favorites transitions.

The presets for both the In and the Out Transitions Previews are the same.

To apply a preset, you simply click its button. You can change these presets using the Transitions dialog, discussed later in this chapter.

#### To add a transition using a preset:

1. Select a frame.
2. Click one of the five preset buttons.

## Using the Transitions Dialog

The Transitions dialog lets you apply a transition that is not part of the five favorite presets. Using this dialog, you can choose a transition, set its parameters and save it as a new preset.



The Transitions dialog.

### To display the Transitions dialog:

- Click the Transitions dialog button at the bottom of the Five Favorites transition presets.

### To select a transition:

- Click one of the transitions in the list. You can also scroll the list using the scroll button.

To set the transitions speed:

- Adjust the position of the Speed slider. Drag right to increase the speed, or left to decrease the transition's speed.

### To save the transition as a new preset:

1. Select the transition you want to use.
2. Click and hold over one of the transition preset buttons, until it starts to blink, then release

## Apply Transitions to Multiple Frames

You can also apply a transition to a series of frames in the Sequencer. Depending on the range of your selection, some of your slides will have the same In and Out Transition regardless of whether or not you apply an In or an Out Transition.

For example, if you select all the frames in the Sequencer and apply an In Transition preset, all of the frames will have the same In and Out Transition, except the last frame which will have no Out Transition.

### To apply a transition to multiple frames:

1. Select a number of frames in the Sequencer.
2. Click one of the presets in either the In Transitions or Out Transitions Preview.

## Working with Text

Text is added using the Text f/x buttons on the left side of the Text Preview. In this window you can preview a preset text effect or choose a different text effect from the Text f/x dialog.

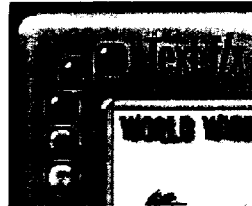
There are two ways of adding a text effect to a slide:

- The easiest way of adding a text effect to a slide is by clicking one of the Five Favorites presets. A text preset contains both text and animation attributes.

- Open the Text f/x dialog and setup your own text effect.

## Using Text f/x Presets

The Five Favorites Text f/x presets contain five commonly used text blocks complete with animation, font, color and size attributes. Using these presets, you can quickly add standard text, like Happy Holidays, to a slide.



Use the Five Favorites presets to add preset text complete with animation attributes, to a slide.

To apply a preset, you simply click its button. You change these presets using the Text f/x dialog, discussed later in this chapter.

## Using the Text f/x Dialog

The Text f/x dialog contains two sets of controls. One lets you setup text attributes and the other lets you setup text animations.



Text f/x dialog.

### To display the Text f/x dialog:

- Click the Text f/x dialog button at the bottom of the Text f/x presets.

### To switch between Text f/x controls:

- Click the name of the controls you want to display in the top right corner of the dialog.

## Adding Text

Text is added using the text buttons, displayed in the bottom-left corner of the Attributes controls in the Text f/x dialog.



Use the Text buttons to add new text strings to your slide.

Once activated, the text buttons create a text field in the preview window. You can enter any amount of text into this field.

When you click the Ok icon at the bottom of the text's bounding box, it is applied to the slide. The text remains editable at all times. You can move the text string, resize the text, or change its color at any time.

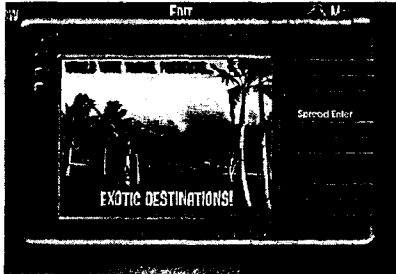
*There are only five text buttons because you can only add a maximum of five text blocks to a slide.*

#### To add text to a slide:

1. Click a text button. A text field appears in the preview window.
2. Type in a new text string.
3. Click the Ok icon at the bottom of the text's bounding box to apply the text.

#### Editing Text

Once a text string is applied to the slide, you can use the Attributes controls to edit the text attributes. These controls let you resize the font, change the text color, and place the text on the slide.



*Use the Attributes controls to edit the text's size, color, alignment and transparency.*

You can also reposition the text's bounding box to control where the text appears on the slide.

#### To choose a font:

- Click the Font pop-up and choose a font from the menu.

The pop-up menu displays all of your system fonts.

#### To set text position:

- Click one of the preset positions.



The presets control both the position of the text box and the alignment of the text.

For example, if you click the center button, the text box is placed in the center of the slide and the text is center aligned.

#### To change the font size:

- Adjust the position of the Letter Size slider. Drag to the right to increase the font size and left to decrease it.

#### To change letter spacing:

- Adjust the position of the Letter Spacing slider. Drag to the right to increase the letter spacing and left to decrease it.  
Letter spacing is also called kerning. It controls the amount of space between individual letters in a text string.

#### To change line spacing:

- Adjust the position of the Line Spacing slider. Drag to the right to increase the space between lines of text and left to decrease it.

#### To adjust text opacity:

- Adjust the position of the Opacity slider. Drag to the right to increase the opacity and left to make text more transparent.

#### To adjust Shadow Density:

- Adjust the position of the Shadow Density slider. Drag to the right to make the text drop shadow more opaque and left to make the shadow more transparent.

#### Editing Text Color

You can change the color of text by applying one of the text preset colors. You can also adjust the tone of each color preset to get a wider range of colors.

#### To change the text color:

1. Click the text string you want to change.
2. Click the color preset button for the color you want to apply.

#### To change the preset color:

1. Click a color preset button and hold down the mouse button. A color picker appears.
2. Move the pointer over the color tone you want to use as a preset and release the mouse button.

#### Creating Text Slides

You can use the Text attributes in the Text f/x dialog to create slides that contain nothing but text. These are the types of slides you would see in a business presentation.

To make the text more visible, you'll need import a blank background into the IN Room, add it to the Sequencer and then apply text blocks to it using the Attributes controls.

Since Attributes controls let you access all the fonts on your system, you can create a wide variety of business slides.

#### To create a text slide:

1. In the IN Room, import a background picture using the File button.



The background picture should be a something like a flat color, or texture. Your SHOW CD-ROM contains a collection of backgrounds for your convenient use.

2. In the SORT Room, add the background picture to the Sequencer.
3. In the EDIT Room, select the background picture's frame.
4. Click the Text f/x dialog button to display the Text f/x dialog.
5. Add text string to the background.
6. Click the Ok icon to apply the text to the slide.

### Animating Text

The Text f/x dialog provides a wide range of text animations you can apply to any of the text blocks on your slide.

When you select an animation, the text animates in the preview window.

Text animations are listed in the Animations controls on the Text f/x dialog.



Use the Animation controls in the Text f/x dialog to apply an animation to your text.

### To choose a text animation:

- Click one of the animations in the list. You can also scroll the list using the scroll button.

### Displaying Text

Using the In/Out slider at the bottom of the Text f/x dialog, you can set how long the text is displayed on screen when the slide appears in your show.

You can have the text appear as long as the slide is on screen, or you can have the text fade in after the slide appears and then fade out before the show moves on to the next slide.



### To set the display duration of text:

- Drag the dark area of the In/Out slider.

The dark area indicates how long the text stays on screen relative to how long the slide remains on screen.

### Saving Text Presets

A text preset stores all the text's attributes and animation settings. You can change these presets, just as you can transition presets.

#### To save text as a new preset:

1. Select the text you want to use as a preset.
2. Click a Text f/x preset button and hold down the mouse button until it starts to blink, then release.

### Adding Sound

Sound clips are added using the Sound f/x buttons on the right side of the Effects Preview. Sound clips are attached to slides and are played whenever the slide appears.

There are two ways to add sound to a slide:

- The easiest way to add a sound burst to a slide is to click one of the Five Favorites presets.
- Open the Sound f/x dialog and select your own sound effect.

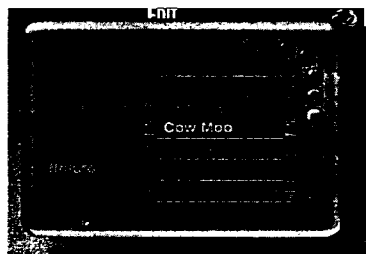
#### Using Sound f/x Presets

The Five Favorites Sound f/x presets contain five commonly used sound clips. Using these presets, you can quickly attach a short sound clip to a slide.

To apply a preset, you simply click its button. You change these presets using the Sound f/x dialog, discussed later in this chapter.

#### Using the Sound f/x Dialog

The Sound f/x dialog contains all the controls you'll need to select and attach a sound clip to your slide.



Use the Sound f/x dialog to choose a sound clip and save it as a preset.

#### To display the Sound f/x dialog:

- Click the Sound f/x dialog button at the bottom of the Sound f/x presets.

#### To choose a sound effect:

1. Click the sound category you want to use.
2. Click the sound clip you want to use. You can also use the scroll button to browse through the list of clip.

### Playing CD Tracks

Just as you can add a sound clip to a slide, you can also initiate a track from an audio CD with your slide. As long as an audio CD is in CD-ROM drive on your system, the CD track will play whenever the slide appears in your show.

#### To add a CD track to a slide:

1. Click the CD category in the Sound f/x dialog. The sound clips are replaced with a list of the tracks available on the CD currently loaded in your system.
2. Click one of the tracks.

#### Loading Sound Clips into SHOW

Sound clips are divided into categories, each category contains a number of pre-loaded sound clips. Although there are a limited number of clips loaded with the application, you can expand these categories by adding your own clips.

The Sound folder within the Kai's Power SHOW folder on your hard drive contains a folder for each sound category. The sound clips available in each category are stored in these folders. You can expand a category by adding your own sound clips to these folders.

One of the categories in the Sound f/x dialog, MyAudio, lets you attach your own personalized sound clips to a slide. When you click this category, a dialog appears which lets you locate a folder containing your own sound clips.

#### Saving Sound Presets

Sound presets store a sound clip which can be used later. You can over-write one of the Five Favorites sound clip presets with one of your own.

#### To save a sound clip as a new preset:

1. Select the sound clip you want to use as a preset.
2. Click and hold over one of the Sound f/x preset buttons, until it starts to blink, then release.

#### Playing Soundtracks

Soundtracks are long sound clips that play during the entire show. You can play a soundtrack by adding a long sound clip to the first frame in your show. If the clip is long enough, it will play during the entire show.

You can also play a soundtrack by playing a CD track during the show. If you initiate an audio CD track with the first frame in your show, the track can play during the entire show.

You can also create a soundtrack using the Loop and Continuous controls in the Sound f/x dialog:

- The Loop control plays the sound clip over and over gain as long as the slide it's attached to is displayed.
- The Continuous control plays a sound clip continuously regardless of whether or not the slide is displayed. The clip plays until it encounters another sound clip.

If you apply a sound clip to the first frame in show and enable the Continuous option, your show will play a soundtrack.

#### Playing a Show in the EDIT Room

You can use the Projector icon to play the current state of your show. This is a good way of seeing how your show is progressing before you save it in the OUT Room.



*Use the Projector icon to preview your show.*

When a show is playing, its frames and a black background cover your entire screen.

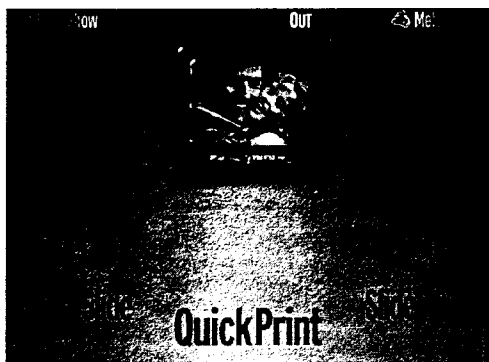
## THE OUT ROOM

### Outputting Your Show

The OUT Room is where you save, export and print your presentation. The features in this room let you save your final show in a variety of formats including a stand-alone player.

The stand-alone player allows you to pass along your presentation to another user. They can then play the presentation regardless of whether or not they have a copy of the SHOW application.

The OUT Room also provides all the features you'll need to print your presentation. You can choose from a variety of print output options such as single slides, or as a contact sheet which shows your slides in a grid on a single page.



Use the features in the OUT Room to save and print your show.

### Selecting Slides for Output

The preview window located in the center of the OUT Room lets you preview all the slides in your show. The preview window displays the currently selected slide and the filmstrip below it, displays all the slides in your show.



Use the preview window to select specific slide to print or save.

When you're saving or printing a single slide, you'll use the preview window to select a specific slide from your show.

### To select a slide for output:

- Drag along the filmstrip in the preview window. Release the mouse button when you see the slide you want.  
As you drag, a quick preview of each slide appears in the preview window.

### Saving a Show

There are four ways of saving your presentation:

- as a project file
- as a single slide
- as a stand-alone show
- as static HTML pages.

### Saving as a Project File

When you save a show as a project file, it can only be opened by SHOW. You usually use this format if you're working on a show that you want to finish at a later date. References to all the images, transitions, slides and even presets in the show are saved with the project file.

#### To save a show as a project file:

- Click the Save Show button.

### Saving a Single Slide

When you save a slide, it's saved as a SHOW slide that can only be opened by SHOW. All the text animations and transition effect applied to your slide in SHOW are saved along with the slide.

Once saved, you can add the slide to another show and all the animations and f/x settings you applied to the slide will appear.

#### To save a single slide:

1. Select a slide from your show using the preview window.
2. Click the Save Slide button.

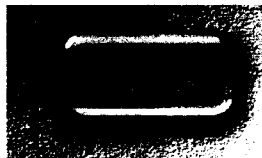
### Saving as Self-Running Show

A self-running show can be viewed on any system regardless of whether or not the SHOW application is installed. This format is ideal for distributing your show to wide variety of users.

The self-running show and stand-alone player can be used on either a PC or Macintosh.

#### To save a show as a self-running show:

- Click the Player button.



### Saving to HTML

A show saved as HTML can be displayed on the World Wide Web as static web pages. Each slide is

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