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Sound Script lets you easily put together multimedia presentations using animations created in Autodesk Animator®, 3-D Studio®, and Animator Pro®. In addition, your presentation can contain Bitmap Graphics, Digital Audio, MIDI and CD Audio.

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For Help on Help, Press F1

Creating a Presentation from Scratch

A presentation is created by inserting scenes in the work area and adding media events such as animations and sound to each scene. The flow between the scenes of the presentation is controlled by the Cue setting for each scene.

To Create a Presentation:

1. Select Insert Scene from the Edit menu . This will insert a blank row in the work area .
2. The different media events are added by double clicking in the appropriate column. For example, to add a MIDI file to the presentation, double click in the scene under the MIDI column. This will display a dialog box which will allow you to insert the name of the file you want to play in the scene. Each media type also has specific parameter settings such as delay and loop, which can be set for that scene.
3. Since Sound Script can play more than one media type at one time, you can add other media events to the same scene. For example, you can show an animation , play a digital audio "voice over" and have MIDI or CD music playing in the background!
4. You continue creating your presentation by inserting more scenes and adding media events to the scenes. For each scene you will need to select the cue. Double click in the column to select the media that will cue the next scene.
5. To play the presentation press the play button in the transport or press the spacebar.

Cue

The media type that needs to finish playing before proceeding to the next scene.

Inserting a New Scene

There are three ways to insert a new scene in a presentation.

1. Select Insert Scene from the Edit menu .
2. Press the Insert key on the PC keyboard.
3. Double click on the last row labelled <end>.

Deleting a Scene

Highlight the scene to be deleted and press the Delete key, or select Delete Scene from the Edit menu.

Adding Animation Graphics to the Presentation

Media Pro lets you add Autodesk Animator®, 3-D Studio®, and Animator Pro® (.FLC, .FLI) animations to your presentations.

1. Insert a new scene.
2. Double click in the scene under the Graphics column to open the Graphics Event window.
3. Type in the file name and path of the animation you want to play or press the Browse button to search for a file.
4. Set the delay parameter.
5. Set the other animation parameters.
6. Press Ok to accept the animation file. The window will close and display the file name and parameter information in the Graphics column of the scene.

Loop

Sets the number of times to repeat the media in that scene. This should not be confused with the Loop Button which loops the entire presentation.

Delay

The amount of time that will elapse in a scene before playing the event. This is helpful for synchronizing the different media in a scene.

Adding Bitmap Graphics to the Presentation

Sound Script supports bitmapped graphics with the .BMP extension and can display both 16 color as well as 256 color files. Most drawing packages support this format including Paintbrush which comes with Windows.

To add a .BMP file:

1. Insert a new scene.
2. Double click in the scene under the Graphics column to open the Graphics Event window.
3. Type in the file name and path of the bitmap you want to display or press the Browse button to search for a file.
4. Set the delay parameter.
5. Set the other animation parameters.
6. Press Ok to accept the bitmap file. The window will close and display the file name and parameter information in the Graphics column of the scene.

Adding CD Audio to the Presentation

1. Insert a new scene.
2. Double click in the scene under the CD Audio column to open the CD Event window.
3. Select the CD Track Number, Start Time, End Time and Delay .
4. Press Ok to accept the CD track. The window will close and display the parameter information in the CD Audio column of the scene.

Adding MIDI Music to the Presentation

1. Insert a new scene.
2. Double click in the scene under the MIDI column to open the MIDI Event window.
3. Type in the file name and path of the MIDI file you want to play or press the Browse button to search for a file.
4. Set the delay and loop parameters.
6. Press Ok to accept the MIDI file. The window will close and display the parameter information in the CD Audio column of the scene.

Adding Digital Audio to the Presentation

1. Insert a new scene.
2. Double click in the scene under the Digital Audio column to open the Digital Audio Event window.
3. Type in the file name and path of the digital audio (.WAV) file you want to play or press the Browse button to search for a file.
4. Set the delay and loop parameters.
6. Press Ok to accept the digital audio file. The window will close and display the parameter information in the Digital Audio column of the scene.

Play a Presentation

To play a presentation, press the spacebar or the play button in the transport. The presentation rewinds to the beginning automatically when you press stop or when the script reaches the <end>.

Move Between Scenes in a Presentation

There are a number of ways to move between scenes in a presentation.

1. Click on the scene you want to start from with the mouse.
2. The cursor up and down keys also move you through the scenes.
3. Press the next and previous buttons in the transport.

Transport Buttons

The transport buttons control the playback of the presentations and are quite similar to the way a tape deck transport works. From left to right the buttons control:

Move to previous scene

Stop

Play

Pause

Move to next scene

Loop Button

When the Loop button is enabled, the entire presentation repeats from the beginning after it reaches the end.

Full Screen Button

When the Full Screen button is enabled the presentation plays in full screen mode. To stop a presentation and return to windows, press the Esc key.

File Menu

New Opens a new presentation.

Open Opens a presentation file.

Save Saves changes to the presentation you have been working on. When you choose Save, the document remains open so you can continue working on it.

Save As Saves a new or existing presentation. You can name a new presentation or save an existing one under a new name.

Exit Closes the presentation you have been working on and quits Sound Script. You can save the file before quitting.

Last Files Select Provides a list of the last four presentation files that were opened. You can quickly load one of these files by selecting it.

Edit Menu

Insert Scene Inserts a new empty scene at the current cursor position.

Delete Scene Deletes the currently selected scene.

Help Menu

Index Provides an index of topics for this help file.

About... Displays the about box with date and version information.

Work Area

The large white area in the middle of the program where the presentation is created.

Media Type

Media Types include animation, bitmapped graphics, MIDI, digital audio, and CD.

Scene

Horizontal rows in the work area where the different media events are inserted.

Animation Parameters

Loop:

The number of times the animation repeats from the beginning.

Speed:

Sets the speed of the animation. Default uses the speed that was set when the animation was composed.

Load in Memory:

Causes the entire animation to load into memory when you open it. This can take a long time, however the animation plays faster once it is loaded.

Color Cycling:

Controls palette animation under Windows. If it is selected, colors are reserved for cycling as they are changed.

Use All Colors:

Controls palette animation under Windows. If it is checked, colors are reserved for cycling when the animation is loaded.

Cueing the Next Scene

The flow of a presentation between scenes is controlled by the Cue Setting. The cue setting is the media type that has to finish playing before moving on to the next scene. This function is helpful for synchronizing graphics and sound.

For example, if you want to display an animation of a logo spinning in space and play a .WAV voice over sound file, it would be desirable for the logo to keep spinning until the voice over was finished, before moving on to the next scene. Thus, it would be best to set the cue to .WAV. The Sound Script would then wait for the .WAV file to finish before moving on to the next scene.

To Set the Cue for a Scene:

1. Double click under the Cue column in the scene you want to set the cue for.
2. Select the Cue.
3. When the Sound Script moves to a new scene media that is still playing will continue playing into the next scene. You can shut this off in the Cue Select window in the Stop/Continue section.

If there are any media events that you want to stop when moving to the next scene, select them under the Stop/Continue section.