

Softline Picture It With Sound

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General Information

Welcome to instructional teaching in the 90's!. This software is an "easy multimedia-oriented" program that combines pictures with sounds, created by you, into a sensible presentation. Organize lessons for your young students. Grab their attention with a talking Lesson!. Turn the sound off, set the delay to 3 or 4, and test your students' knowledge.

The picture and sound files that come with **Picture It With Sound** may be substituted. In other words, you simply save your new files over the existing files with the same file names. Now you have your own, custom lesson. Simply add more files to create a larger presentation.

When **Picture It With Sound** is the active window, try the following keystrokes ...

F1 key

Accesses this Help file.

Esc key

Stops the current slide show program.

Alt key + **Spacebar**

Opens Control Box Menu.

Operating the Program

- 1) Go to the **Picture It With Sound** Program Group, double click on the 'Picture It With Sound' icon to access the program.
- 2) Point and click on the **File** menu and select **Play...** to start the talking show.
- 3) Press **Esc** key to stop the show.
- 4) Point and click on **Sound** in the menu line to access the Sound Dialog Box. Point and click on **Tone/Volume** and **Test** your adjustments. Select **Sound Device** if you have an installed sound board for windows. Select **Sound Off** and test your student.
- 5) Point and click on **Loop** in the menu line. Point and click on **Loop** for a continuously repeating show. Adjust the **Delay between pictures**.

Warning! If you select a continuous Loop and play through the PC internal speaker, you will have to **reset your system clock** after you stop the show. If you are playing through an installed sound device then your system clock should remain unaffected. Keep this in mind particularly if your system contains applications executed via the system clock (ie: Day/Month/Year calendar organizers/reminders, automatic tape backup systems, application auto-launchers, etc.)

Exiting Picture It With Sound

You may quit **Picture It With Sound** through any of the following commands:

- Select **C**lose from Control Box menu.
- Select **E**xit from the **F**ile Menu.
- Press and hold the **A**lt key and press **F4**.

Creating Picture Files

Use any third party graphics creation software, scan your images, and/or use Windows Paint to create your picture files and save in the **.BMP file format**. For practice, save your files as **1.BMP**, **2.BMP**, **3.BMP**, etc. into the PIWS.EXE directory. If you have more than 4 picture files you will need to change the Picture.INI file (discussed in the manual delivered to registered users).

Select **Play...** in **Picture It With Sound** - notice your picture files are playing with our sound files. You are ready to record your associated sound files.

Before you **Record Your Sound Files**, keep in mind the following when creating your picture files:

- 1)** Create your picture files in the video mode the show will be displayed (ie: 16 color VGA, 256 color 800 x 600, etc.). If you create 256 color pictures and display them in 16 color mode, they will look "washed out".
- 2)** It is suggested you size your pictures to 300 x 232 pixels (pels). This seems the best for disk space considerations and screen positioning under various video modes. Also, **Picture It With Sound** will auto-stretch/shrink the picture to meet the size of the window. You do not necessarily have to create full size picture files. However, 256 color or higher pictures will noticeably distort if you try to stretch or shrink them beyond their default size.
- 3)** Save your files in the standard .BMP format.

Recording Sound Files

In order to record sound files for **Picture It With Sound**, you will need the following software and hardware:

- Windows Version 3.1
- Windows recognized sound board
- Microphone
- External speakers (recommended)

You may use third party sound recording software. All sound files must be recorded at 11.025 Khz (Windows 3.1 Sound Recorder standard) in order to play back through the internal PC speaker.

- 1) Record your sound files at 11.025Khz. in the order they will be played.
- 2) Save the sound files as **SOUND1.WAV, SOUND2.WAV . . . SOUND100.WAV** to the directory where PIWS.EXE resides. If you have more than 4 sound files you will need to change the Picture.INI file (discussed in the manual delivered to registered users).
- 3) Select **Play...** in **Picture It With Sound**. Notice how SOUND1.WAV plays with the first picture file, SOUND2.WAV with the second, and so on.

