MediaMaestro

User's Guide

Introduction and Installation

Welcome to MediaMaestro!

MediaMaestro is a multimedia presentation software that lets you create full-featured interactive multimedia presentations for personal, business and home office use. Make impressive presentations containing video, animation, images, text, sound and music.

MediaMaestro is intuitive and easy to use. The drag and drop interface lets you put stunning presentations together in just minutes. Interactive presentations can be created for use in point of sale, training etc.

Standard business presentations can be made more interesting by adding video sequences and still images along with text, sound and music. Video formats supported include AVI, MPEG and DAT (Video CD). Image formats supported are BMP, TIF, PCX, JPEG and Photo CD. Sound and music files in WAV, MIDI and CD Audio format can be added to presentations.

A flexible text function, screen underlays, transition effects, pre-defined templates and backgrounds, ready-made sample presen-tations as well as a complete media clip library are included in MediaMaestro.

A run-time version of MediaMaestro is provided for distribution with presentations.

Contents of the MediaMaestro CD

Included on the MediaMaestro CD are:
-   The MediaMaestro program
-   MediaMaestro Run-time player
-   Licence free media clips in a variety of formats for use in MediaMaestro
-   License free photographic images
-   Sample presentations
-   User tutorial made with MediaMaestro

System Requirements

Hardware
Minimum:
80386/SX IBM PC compatible computer
4 MB RAM
Hard disk with 10 MB free disk space
VGA/Super VGA graphics adapter card
Windows-compatible mouse or other pointing device
Double-speed CD-ROM drive

Recommended:
80486 / 66 MHz IBM PC compatible computer
8-16 MB RAM
Hard disk with 50+ MB free disk space
Hi-color or true color graphics adapter card

Windows-compatible mouse or other pointing device
Double-speed CD-ROM drive
To take advantage of MediaMaestros multimedia functionality, the
following optional hardware is recommended:

- Windows compatible sound card
- MPEG decompression board

Software

MS-DOS 3.1 or higher
Microsoft Windows 3.1 or higher

MCI (Media Control Interface) drivers for:
- all installed optional hardware
- CD Audio
- Video for Windows *
- Autodesk Animator *
- MIDI

* provided on the MediaMaestro CD in the *Driver* directory.

Some drivers, such as the CD Audio driver, are provided with Microsoft
Windows. Other drivers which are hardware specific, such as the MIDI
driver, are provided when you purchase a sound board.

Installing MediaMaestro

The MediaMaestro CD contains the MediaMaestro program and a variety
of sample media clips and photographic images. During the installation
procedure, only the MediaMaestro program (and run-time player) will be
installed to your hard disk.

To save space on your hard disk, sample media clips will not be copied
during the installation procedure. They can be accessed directly from
the CD or copied selectively to the hard disk when creating
presentations in MediaMaestro.

To install MediaMaestro onto the hard disk:

1. Insert the MediaMaestro disc into the CD-ROM drive.
2. From the Windows Program Manager, select Run from the File
   menu. In the Run dialog box, type *d:\software\setup.exe*. Click on
   OK.

   ## Note:
   d: is the location of the CD-ROM drive and may vary depending on
   your system configuration.

3. The Setup program will appear on the screen.
4. Select the destination path where you want to install MediaMaestro
   by typing in the text box. Alternatively use the default destination
   path c:\maestro.
5. Select the software modules you want to install or use the default
   settings.
6. Select the language the software should be installed in by making
   the appropriate selection from the Language list box.
7. If a Windows program group should be automatically created during
   installation,   click on the Build program
   group check box.
8. Click on the Install button to begin the installation procedure.

9. If Build program group was selected, the MediaMaestro program group appears on the screen when installation is complete.

User Documentation / Tutorials

More detailed information on how to use MediaMaestro to create fast and exciting presentations is provided in:

- this manual in the section entitled Creating Multimedia
  Presentations with MediaMaestro
- the MediaMaestro Tutorial on the MediaMaestro CD
- the sample presentations on the MediaMaestro CD
- the online Help file
- the online Manual file.

Playing Media Clips in MediaMaestro

You can use many different multimedia components such as video, sound, music, images and text in MediaMaestro to create exciting and interesting presentations.

MediaMaestro supports some multimedia components through hardware. Two examples of multimedia hardware are sound boards for playing sound and music files or MPEG decoder boards for playing full screen, full motion MPEG video or Video CDs.

A software device driver which is installed through the Windows Control Panel is required to communicate with such hardware components.

Note:
Make sure all hardware and associated drivers are installed correctly before creating presentations with MediaMaestro.

Other media types, such as Autodesk Animator and Video for Windows files are supported by a standard Windows MCI driver. The appropriate MCI driver must be installed before the media type can be played in MediaMaestro.

Note:
To find out which MCI drivers are installed on your computer system, double-click the Drivers icon in the Windows Control Panel. A list box will appear displaying all drivers which are currently installed. To install any drivers which may not already be installed on your system, refer to the appropriate section in your *Microsoft Windows Users Guide.*

Creating Multimedia Presentations with MediaMaestro

Presentation Basics

The steps to follow when planning a multimedia presentation are to:
- Target your audience
- Decide on the message you want to get across with your presentation

- Locate the appropriate media in the form of videos, images and
 sound which will help you get your message across
- Make a rough draft of any text you might want to add to the
presentation
- Select a basic template style for the presentation

To create multimedia presentations in MediaMaestro you will be working
with four main windows:

- the Presentation window
- the File Selector window
- the Edit Frame window
- the Organization window

The Program Window

First of all, start by opening the main program window. To do this,
double-click the MediaMaestro program icon in the MediaMaestro
program group in the Windows Program Manager.

Creating a Simple Presentation

The followings steps show how to create a simple presentation:

1. Select New from the File menu.
2. A new Presentation window will appear on the screen. The filename
    [Untitled]
    will appear in the Presentation window title bar.
3. Select File Selector from the File menu.
4. Select the files you want to include (e.g. TIFF image files or Photo
    CD images)
    with the help of File Type, Drive, Directory and File Format.
5. An overview of all selected files available will be shown. The files
    are either displayed as thumbnail images (Photo CD format only) or
    as bitmaps representing the file and file type.
6. Select Tile horizontally from the Window menu.
7. Choose Select All from the Edit menu or make a selection with the
    mouse.
8. All selected files will be displayed highlighted to show that they are
    selected.
9. Drag and drop the selection onto the Presentation window. A new
    frame for each image will be created.
10. Click on the Link button. The Link dialog will appear.
11. Select all the entries under Frames and click on the Add button. All
    selected frames will be added to the Play List. Accept the selection
    with OK.
12. Click on the Play button to view the presentation.

Creating a Simple Interactive Presentation

The followings steps show how to create a simple interactive
presentation:

1. Select New from the File menu or click on the New icon.
2. A new Presentation window will appear on the screen. The filename
    [Untitled] will appear in the Presentation window title bar.

Note:

The Properties dialog will appear automatically when a new frame is created if this setting is activated in the Program Settings dialog box. It is set to on as a default when MediaMaestro is first installed. If it is not set to on as a default, you can manually select each frame and rename them as desired using the Properties icon on the tool panel.

3. Select File Selector from the File menu or click on the File Selector icon.
4. Select the files you want to include (e.g. TIFF image files or Photo CD images) with the help of File Type, Drive, Directory and File Format.
5. An overview of all selected files available will be shown. The files are either displayed as thumbnail images (only Photo CD format) or as bitmaps representing the file and file type.
6. Select Tile horizontally from the Window menu.
7. Choose Select All from the Edit menu or make a selection with the mouse.
8. All selected files will be displayed highlighted to show that they are selected.
9. Drag and drop the selection onto the Presentation window. A new frame for each image will be created.
10. Double-click on the first frame. The Edit Frame window will be opened.
11. Create two buttons with the Button tool and move the buttons to the desired location.
12. Use the Text tool to put a name onto the buttons, e.g., *Start* and *Quit*.

Note:

The text or image which is placed on top of a button must always be inside the frame of the button. If not, it will not be recognized as a button.

13. Use the Edit tool to change the title of the buttons accordingly. The titles Start and Quit should now appear in the Item List at the left side of the Edit Frame window.
14. Close the Edit Frame window. The frame will display a key symbol to show that it is a control frame.
15. Drag and drop the edited control frame onto the Organization window.
16. Select the Start button in the Organization window.
17. Click on the Link button. The Link dialog will appear.
18. Select one or all entries under Frame and click the Add button. The selected frame will be added to the Play List for the selected button. Select the entry <Exit> in the Play List and click the Clear button. The entry will be removed from the Play List. Accept the selection with *OK*.

Note:

Alternatively you can drag and drop frames from the Presentation window directly into the Organization window.

19. Double-click the Quit button in the Organization window. The <Exit> symbol will be displayed.
20. The presentation structure in the Organization window should look like this:

21. Click on the first item in the list in the Organization window. Click on the Play button to view the presentation.

Note:
When you click on the Play button, the show will start playing from the selected item in the Organization window. This makes previewing a specific segment of a presentation possible.

Creating a Complex Interactive Presentation

The followings steps describe how to create a more complex interactive presentation. In this exercise you will learn how to create several levels of interactivity and how to use some of the functionality of MediaMaestro such as text, effects and adding sound and video to frames.

1. Select New from the File menu or click on the New icon.
2. A new Presentation window will appear on the screen. The filename [Untitled] will appear in the Presentation window title bar.
3. Click on the New Frame icon twice to create two new frames.
4. The Properties dialog will appear automatically each time a new frame is created. Rename the first frame to *Intro* and the second frame to *Main Menu*.

Note:
The Properties dialog will appear automatically when a new frame is created if this setting is activated in the Program Settings dialog box. It is set to on as a default when MediaMaestro is first installed. If it is not set to on as a default, you can manually select each frame and rename them as desired using the Properties icon on the tool panel.

5. Double-click the Intro frame. The Edit Frame window will appear.
6. Click on the Text icon. Enter the text *MediaMaestro* in the text box. Select a size and font for the text. In the Color and Frame dialog box, choose the color red for the text. Click on *OK*.

Note:
When adding text to a frame, it can be displayed as either transparent or opaque. With the text block active, select Transparent from the list box underneath the Item List. Alternatively, leave the text as opaque but make sure that the background color of the text block is the same color as the background of the frame.

7. Using the Load Image icon, load the file *butt_11.tif* from the *Buttons* directory on the MediaMaestro CD. Move it to the desired location on the frame.
8. Click on the Button icon to add a button to the frame. Place it on top of the arrow image which was just loaded into the frame. Resize the button if necessary to fit on top of the image. With the button selected, click on the Edit icon to open the Button Settings dialog. In the text box under Title enter the text *Forward*. On the left hand side of the dialog box, select Color and Frame. Change the setting under Frame Size to 0. Click on *OK*.
9. The name of the button now appears in the Item List as Forward.

Note:
It is advisable to rename buttons so that they can be more easily linked in the Organization window when the final presentation is created.

10. With the button selected, click on the Opaque/Transparent list box on the left hand side of the Edit Frame window. Select Transparent. The button is now transparent on top of the arrow.

Note:
Using this method it is possible to create transparent buttons with any type of photo, graphic or text.

11. Create a second button and move it to the desired location. Rename the button to *Exit* using the method described under point 7.
12. Click on the Text icon. Enter the text *Exit* in the text dialog and select the desired font, size and color. Click on *OK*. Place the text on top of the Exit button.
13. Click on the Next button to go to the next frame.
14. The frame entitled Main Menu will appear.
15. Click on the Text icon. Enter the text *Create dazzling multimedia presentations with* in the text box. Select a font, size and color for the text.
16. Click on the Button icon to add a button to the frame. Move it to the desired location. Rename the button to *Images* using the method described previously. Click on *OK*.
    The name of the button now appears in the Item List as Images.
17. Click on the Text icon. Enter the text *Images + Sound* in the text dialog and select the desired font, size and color. Click on *OK*. Place the text on top of the Images button.
18. Click on the Button icon to add a button to the frame. Move it to the desired location. Rename the button to *Video* using the method described previously. Click on *OK*.
    The name of the button now appears in the Item List as Video.
19. Click on the Text icon. Enter the text *Video + Animation* in the text dialog and select the desired font, size and color. Click on *OK*. Place the text on top of the Video button.
20. Create another button and rename it to *Exit* using the Edit dialog.
21. Click on the Text icon. Enter the text *Exit* in the text dialog and select the desired font, size and color. Click on OK. Place the text on top of the Exit button.
22. Double-click the Close box on the Edit Frame window or select Close from the File menu to close the Edit Frame window.

Note:
When frames contain buttons they are referred to as control frames. On the Presentation window they are displayed with a key symbol in the upper right hand corner to show that they are control frames.

23. Click on the Save icon to save the presentation to the hard disk. Enter a filename and location where the presentation should be saved.
24. Select File Selector from the File menu or click on the corresponding icon.
25. Select the files you want to include, in this case TIFF image files from the MediaMaestro CD with the help of File Type, Drive, Directory and File Format.

26. An overview of all selected files available will be shown.
27. Select Tile horizontally from the Window menu.
28. Select 6 images from the File Selector window.
29. All selected files will be displayed highlighted to show that they are selected.
30. Drag and drop the selection onto the empty space on the Presentation window beside the two existing control frames. A new frame for each image will be created.
   Rename each of the 6 frames to *Image 1, Image 2, Effects 1, Effects 2, Effects 3* and *With Sound.*
31. Double click the frame Image 1 to edit. Add the text *Images* using the text icon. Resize the image to the desired size. Close the Edit Frame window.
32. Double click the frame Image 2 to edit as desired.
33. Add two buttons and rename them to *Effects* and *Back* using the method as described previously. Add text for *Effects* and *Back* on top of each button.
34. Close the Edit Frame window.
35. Double click the frame Effects 1 to edit. Add the text *Random Fade* using the text icon. Click on the Up arrow to move the text item to the top of the Item List.
36. Select the image in the frame. Click on the Effects list box and select the effect Random fade.
37. Click on the Preview icon to preview the entire frame.
38. Close the Edit Frame window.
39. Double-click the Effects 2 frame to open. Add an effect and the corresponding text to the frame. Close the frame.
40. Double-click the Effects 3 frame to open. Add an effect and the corresponding text to the frame.
41. Add 2 buttons to the frame and rename them to *Sound* and *Back*. Add the appropriate text on top of the buttons. Close the frame.
42. Double-click the With Sound frame. Add an effect and corresponding text to the frame.
43 Using the Sound icon, select a .wav file from the MediaMaestro CD. Click on *OK*.
44. With the WAV file selected in the Item List, click on the View icon to preview the sound only. Alternatively, use the Preview icon to preview the entire frame if desired.
45. Close the frame.
46. If the File Selector window is not already open, select File Selector from the File menu or click on the corresponding icon.
47. Select the files you want to include, in this case AVI or MPEG video files with the help of File Type, Drive, Directory and File Format.

Hint:
With a video file selected on the File Selector window, click on the Preview button. Click on the Play button to preview the item to make sure it is the one you want before putting it in your presentation.

48. Select one video file from the File Selector window and drag and drop the selection onto the Presentation window. A new frame will be created. Rename the frame to *Video.*
49. From the File Selector window, change the settings to locate the FLI animation files on the MediaMaestro CD.
50. Select the desired file and drag and drop it onto the Presentation window. Rename the frame to *Animation*.
51. Edit both the Video and Animation frames to include the appropriate text in each frame as described previously.
52. Save the presentation again to the hard disk.

Note:
Using the basic methods as outlined above, any kind of complex presentation can be created with MediaMaestro. Many other functions are available in MediaMaestro which could not be described at length in this manual. For example, interesting presentations can be made using templates, underlays, CD Audio and the wide variety of video, image and sound formats which are supported. The only limitation is your imagination!

Now that the individual frames are finished, its time to put them together into a presentation Play List.

The Organization Window
To create the presentation and the links for the buttons which were added to some frames, a Play List is created in the Organization window.

There are two methods which can be used to add frames to the Organization window:

1. Dragging and dropping them to the desired location.
2. Using the Links dialog box.

Note:
When deleting items from the play list, you must use the Links dialog box!

The Play List is displayed in the Organization window in a tree structure. The links created by linking frames to control frames are called branches.

When a control frame containing buttons is dropped into the Organization window from the Presentation window, the new branch is displayed closed. You must then double-click the appropriate button to open the next branch.

Creating the presentation play list:

1. Maximize the Presentation window by clicking on the Maximize button on the top left hand corner of the title bar. Make the Organization window wider by clicking on the right hand side of the window and dragging it to the right.
2. Select the frame Intro on the Presentation window. Drag and drop it into the Organization window.
3. The two buttons on the Intro frame will appear. Double-click the Exit button to open. The Exit symbol will appear showing that when this button is clicked during the presentation, the presentation will be terminated.
4. Drag and drop the Main Menu frame onto the Forward button.
5. Double-click the Forward and Main Menu buttons to open. Under Main Menu you will see three buttons Images, Video and Exit.
6. Double-click the Images button to open.
7. Drag and drop the frames Image 1 and Image 2 onto the Images button on the Organization window.
8. Double-click the Images 2 button. The buttons Effects and Back will appear.
9. Double-click the Back button. Click on the Links icon. The Links dialog box will appear. Under Play List select Exit and click on Clear. Under Return Frames select Main Menu and click on the Add button.

Click on *OK*. The return symbol with the name Main Menu will appear in the Organization window.

10. Double-click the Effects button. Drag and drop the frame Effects 1 onto the Effects button. Drag and drop the frames Effects 2 and Effects 3 underneath Effects 1.
11. Double-click the Effects 3 button to open. Two buttons Sound and Back will appear.
12. Double-click the Sound button. Drag and drop the With Sound frame onto the Sound button.

Note:

Also under the Sound button you will see the Exit symbol. This must be removed as otherwise the presentation would terminate after playing the With Sound frame.

13. To remove the Exit symbol, make sure the Sound button is selected and click on the Links icon. The Links dialog box will appear. Under Play List select Exit and click on Clear. This means that after the frame is played, you will be returned back up the tree to the Main Menu frame. Click on *OK* to exit the dialog box.
14 Double-click the Back button. Modify the link to the Return Frame as described under point 9.
15. Double-click the Video button to open.
16. Drag and drop the frames Video and Animation onto the Video button on the Organization window.
17. With the Video button selected, click on the Links dialog. Remove the Exit entry from the Play List area in the dialog box and click on *OK.*

Now that the play list is ready, its time to play the presentation. Save the presentation once again to the hard disk before continuing.

18. Click on the first item in the list in the Organization window. Click on the Play button to view the presentation.

Note:

It is possible to preview any sequence of a presentation by selecting the frame where the presentation should start playing. Click on the Play icon to start the presentation. Use the Esc key to stop the presentation when youve previewed the desired sequence.

19. Go through the presentation while it is playing to check that the order and the links are the way you want them.
20. Make any necessary corrections before compiling the presentation.

Playing Sound and Music in MediaMaestro

Adding sound and music can make presentations more effective and interesting. Sound and music files in the form of Wave, Midi or CD Audio can be included in presentations either as foreground music or background music.

For example, you might like to include some sound effects to more effectively demonstrate an idea or have a CD Audio track playing in the background while your presentation is running.

Playing foreground sound or music

A sound or music track marked as a foreground sound will be played in the order set by the Item List of the current frame. It will not be interrupted by any other item of the current frame.

To insert foreground sound or music:

1. Open a frame of the current presentation.
2. Insert Sound or Music with the Sound, Midi or CD Audio button.
3. The name of the sound will appear in the Item List.
4. Open the Audio Settings Dialog by clicking on the Edit button.
5. Change the audio settings as desired and activate the check box Play in foreground.

Playing background sound or music

A sound or music track marked as a concurrent background sound will start as defined in the Item List of the current frame. It will then go on playing while the other items of the current frame are simultaneously being shown or being played. A background sound will not stop if the user clicks a button or when the presentation switches to another frame.

To insert background sound or music:

1. Open a frame of the current presentation.
2. Insert Sound or Music with the Sound, Midi or CD-Audio button.
3. The name of the sound will appear in the Item List.
4. Open the Audio Settings Dialog by clicking on the Edit button.
5. Change the audio settings as desired and deactivate the check box Play in foreground.

Playing background and foreground sound or music

The concept of background and foreground sound allows music to be played in the background while simultaneously showing or playing a foreground sound or other events.

A background sound always has higher priority than a foreground sound of the same type. If, for example, a Midi file is being played as a background sound, any concurrent Midi foreground music will be ignored. However, a concurrent Wave file will be played.

The following table provides an overview of background and foreground sound combinations. Due to different hardware configurations, the results might differ slightly.

Background Sound	Foreground Sound	Plays
Wave File	Wave File	No
	Midi File	Yes
	CD-Audio	Yes
	Video / AVI	No
	Video / MPEG	Yes
Midi File	Wave File	Yes
	Midi File	No
	CD-Audio	Yes
	Video / AVI	Yes
	Video / MPEG	Yes
CD-Audio	Wave File	Yes
	Midi File	Yes
	CD-Audio	No
	Video / AVI	Yes
	Video / MPEG	No

Stopping background sound or music

A background sound can only be stopped by another background sound, regardless of the sound file format. Thus, the best way to stop a background sound is to play a very short background Wave file. Such a file named ZERO.WAV is provided on the MediaMaestro CD.

Printing Your Presentation

When your presentation is complete, you might want to print out the entire presentation or individual frames onto paper or overhead transparencies.

With MediaMaestro you can print to any color or monochrome printer which is installed under Microsoft Windows.

Printing frames which contain large images or gradients can be time consuming - especially if you are printing a color frame onto a monochrome printer.

Note:
Some colors used for text input may not be visible when printing to a monochrome printer.

To print an individual frame:

1. With a presentation open in the MediaMaestro program window, select the frame you want to print.
2. Click on the Print icon on the Tool Bar or select Print from the File menu.
3. The Print dialog box will appear. Make the desired settings such as orientation on the page and the number of copies and click on OK.

Note:
To print all slides in a presentation, choose Select All from the Print dialog box.

Compiling Presentations in MediaMaestro

Once your presentation is complete it can be compiled for distribution on CD-ROM or on a network drive. Many options are available for optimizing the way a presentation is displayed on screen.

By selecting the option Copy Run-time Player to Central Directory the run-time version of MediaMaestro is copied to the central directory so that the compiled presentation can be played on any computer system.

The options in the Compile dialog box can be described as follows:

Copy Media Files to Central Directory
If this option is switched on, all media files are copied to the central directory.

Note:
Due to the structure of CD-Audio tracks and Video CD (.DAT) files,

these media items cannot be played from a hard disk or over a network. These items will not be copied and will be referred to only by reference in a compiled presentation.

Copy Run-Time Player to Central Directory
If this option is switched on, the run-time player is copied to the central directory.

Note:
The run-time player SHOWPLAY.EXE requires the following files:CTL3D.DLL, PCDLIB.DLL, PVIMGLIB.DLL, SPLIB.DLL. These files will automatically be copied if this option is switched on during compilation.

Maintain Subdirectories
If this option is switched on, subdirectory structures containing media files are copied to the central directory.

Maintain References to first CD-ROM Drive
If this option is switched on, media files on the first CD-ROM drive are not copied to a central directory. These files will be referred to only by reference in a presentation.

Note:
Use this option if you are using a lot of resources from a CD-ROM and/or you have little space left on your hard disk drive.
If the compiler option Compile Bitmaps and copy to Central Directory is switched on, image files on the CD-ROM will nevertheless be compiled and copied to the central directory.

Central Directory
This field allows you to set the central directory the compiled presentation will be copied to.

Compile Gradients and copy to Central Directory
If this option is switched on, underlays containing gradients will be saved as image files which will speed up the display of gradients during a presentation.

Compile Bitmaps and copy to Central Directory
If this option is switched on, bitmaps will be saved as image files in the size defined in the presentation which will speed up the display of image files during a presentation.

Encrypt Presentation
If this option is switched on, all media files which are to be copied to the central directory will be given encrypted names.

Loop
The Loop option is used to play a presentation continuously. It is not possible to stop such a presentation even if you click on a button which includes the Exit command.

Note:
If the compiler option Allow Escape is switched on, such a

presentation can be stopped using the ESC key.

Allow Escape

If this option is switched off, it is not possible to stop a presentation using the ESC key command. The presentation can only be stopped if you click on a button which includes the Exit command.

Note:

When this option is switched **off,** hitting the ESC key will escape out of the current sequence in a frame and will go on to the next frame. This is useful if you want to break out of a video sequence, for example.

Colors

This option allows you to set the type of a compiled presentation. Depending on the selected color type, images and underlays will be saved in the appropriate format. The available settings are:
All,16 Colors, 256 Colors, Full Color.

Note:

Use the 256 Colors setting to save loading times and disk space.

Use the All setting if you dont have any information about the systems the presentation will be shown on, or if you want to provide the best quality possible.

Note:

A specific compiler setup creates presentations which are usually faster and more compact than the universal ones. However, as these presentations are made for a specific screen mode, they might not look and work as well on systems with different color settings or screen resolutions.

Size

This option allows the screen size of a compiled presentation to be set. Depending on the selected screen size, media items will be scaled and saved in the appropriate format. The available settings are:
All, 640 x 480, 800 x 600, 1024 x 768, 1280 x 960

Note

Using the 640 x 480 to 1280 x 960 settings will speed up the presentation as long as the screen resolution matches the presentation size. The All setting will scale a

presentation for any screen resolution.

Use the All setting, if you dont have any information about the systems the presentation will be shown on, or if you want to provide the best quality possible.

Examples of Compile Options

What compiler options should be used to achieve the best results?

Example 1:

Use these compile options when the presentation will be played on the same machine that it was created on.

- Copy media files to Central Directory
- Compile Gradients and copy to Central Directory
- Allow Escape
- 256 Colors, 640 x 480

Note:
Depending on your hardware configuration and the amount of hard disk space available, you might want to change the color and size settings accordingly. For example, if your graphics adapter supports full color, you might want to compile the presentation with the color option set to Full Color.

Example 2:
Use these compile options for best results when the target system that the presentation will be played on is unknown.

- Copy media files to Central Directory
- Copy Run-time Player to Central Directory
- Compile Gradients and copy to Central Directory
- Compile Bitmaps and copy to Central Directory
- Allow Escape
- 256 Colors, All

Example 3:
Use these compile options when the presentation will be played at a trade show or other public event

- Copy media files to Central Directory
- Maintain reference to first CD-ROM drive
- Copy Run-time Player to Central Directory
- Compile Gradients and copy to Central Directory
- Compile Bitmaps and copy to Central Directory
- Encrypt Presentation
- 256 Colors, 640 x 480

Note:
Depending on your hardware configuration and the amount of hard disk space available, you might want to change the color and size settings accordingly. For example, if your graphics adapter supports full color, you might want to compile the presentation with the color option set to Full Color.

The MediaMaestro Run-time Player

The run-time player allows you to play a compiled presentation. As the run-time player is a license-free product, presentations can be created and compiled with MediaMaestro and distributed as run-time versions together with the player.

The run-time player automatically starts a presentation with the filename AUTOSTAR.ODC as long as the run-time player and the presentation are in the same directory. If the run-time player does not find this presentation, the Open dialog will appear. Select the drive and directory to load the file of your choice.

Reference

Provided in this section of the manual is more detailed information about each of the windows that you will be working with in MediaMaestro.

The Program Window

The MediaMaestro program window consists of the title bar, the menu bar and the tool panel.

The tools on the tool panel can be described as follows:

File Selector

The File Selector window provides an overview of all files in a selected directory.

New

Creates a new presentation window.

Open

Opens an existing presentation from any drive or directory.

Save

Saves the current presentation to disk using the existing filename.

Print

Prints the selected frame to the installed printer.

Information

Provides useful information such as the number of frames or control frames, file name, path name or file size of the current presentation as well as system information.

Program Settings

Allows configuration of general program settings and options which will take effect on startup of the program.

The Presentation Window

The Presentation window provides the tools and the workspace to create and organize frames within a presentation.

The tools on the tool panel are used to create and edit frames within a presentation and can be described as follows:

New

Creates a new frame.

Edit

Opens the selected frame for editing.

Properties

Displays a text box for renaming a frame or changing the background color.

Copy
Copies a frame for pasting to a new location on the Presentation window or to another presentation.

Cut
Removes a frame from the Presentation window which can then be pasted to another location in the current window or to another presentation.

Paste
Pastes a frame which has been either copied or cut to another location in the current window or to another presentation.

Clear
Permanently removes a frame from the Presentation window.

Template
Lets you select a frame as a template for the creation of new frames.

Use Template
When this check box is selected, the current template will be used when new frames are created.

The Organization Window
The Organization window is used to organize the internal structure and flow of control of a presentation.

The control buttons on the bottom of the Organization window are used to control how a presentation is played. The functionality of the buttons can be described as follows:

Link
The Link button is used to create a presentation or to modify a presentation by linking buttons on control frames to other frames of the presentation.

Loop
The Loop option is used to play a presentation continuously until it is manually stopped.

Sound
This option is used to turn the sound On or Off during a presentation.

Play
This option starts the presentation which is defined in the current Organization window.

The File Selector Window
The File Selector window provides an overview of existing files you might want to select and include in your presentation.

There are four selection boxes and a Preview button on the File Selector window which can be described as follows:

File Type selector
Allows you to choose the file type - image, sound, video or all.

Drive selector
Allows you to choose the disk drive you want to load files from.

Directory selector
Allows you to choose the directory or subdirectory you want to loadfiles from.

File Format selector
Allows you to choose among several multimedia file types depending on the File Type selected.

Preview
Allows you to preview a selected file.

Hint:
Double-click a file to open the Preview window.

Single or multiple files can be selected on the File Selector window which will then be dragged and dropped into the Presentation window. This is the fastest and easiest way to include all file types into a presentation.

Selecting Files on the File Selector Window

To select a single file
Click on the desired file once with the mouse. It will appear dark gray to show that it is selected.

To deselect a file
Holding the Ctrl button down, click on the file to be deselected.

To select multiple files
Use Shift + Click to select a range of files.
Use Ctrl + Click to select individual files.
Draw a selection box with the mouse around any number of files.

To select all files
Choose Select All from the Edit menu.

To deselect files
Chose Deselect from the Edit menu.

Note:
It is not possible to preview multiple files!

The Edit Frame Window
The Edit Frame window provides the necessary tools and the workspace to create and edit the events of a single frame.
The Tool Bar
The Tool Bar provides the basic tools to create and edit events within a frame.

Copy
Copies a selected item for pasting to a new location in the frame or to another frame.

Cut
Removes a selected item which can then be pasted to another location in the current frame or to another frame.

Paste
Pastes a selected item which has been either copied or cut to another location in the current frame or to another frame.

Clear
Permanently removes a selected item from the frame.

Text
Insert text in the frame.

Button
Place buttons in the frame to create an interactive presentation.

Underlay
Put an underlay in the frame.

WAV
Insert sound and music in the .wav format.

MIDI
Insert music in the .mid format.

CD Audio
Insert a CD Audio music clip.

Images
Add image files.

Video
Insert video clips.

Animation
Insert Autodesk Animator animation clips.

Timer
Add a timer into the presentation.

Previous Arrow
Go to previous frame.

Preview Frame
Make a preview of the frame.

Next Arrow
Go to next frame.

Move to front
Move media item to front.

Move 1 step to front
Move media item one layer forwards.

Move 1 step to back
Move media item one layer backwards.

Move to back
Move media item to back.

The Item List
All media items in a frame are included in the Item List. The order in which they appear in the item list is the order in which they will appear on the screen when a presentation is played.

Hint:
To manually move a media item within the Item List, use the Move to front and Move to back buttons.

The Effects List Box
Special effects can be given to items of a frame such as images or text by using the options available in the Effects list box.

The following effects are available:
Display Mode:
> Transparent
> Opaque

Effects:
> No effect
> Random fade
> Wipe left, Wipe right,Wipe up, Wipe down
> Zoom in, Zoom out
> Turn down, Turn up
> Vertical split in, Vertical split out
> Horizontal split in, Horizontal split out
> Scroll down, Scroll up
> Scroll left, Scroll right,
> Wipe diagonal
> Diagonal zoom in

Color Settings
Color, background color, frame size or shadow of an item can be changed by using the Color Settings. The following tools are available:

Color Indicator
The Color Indicator allows you to change the color settings of an item. Click on the part or attribute you want to change and set the color using the Color Palette.

Color Palette
The Color Palette allows you to set the color of an items part or attribute. Click on the part or attribute you want to change and set the color using the Color Palette.

Hint:
To make a custom color, double-click a color in the color palette. A dialog box will appear where you can mix your custom color.

Additional Tools

Snap to Grid
The Snap to Grid tool helps to precisely place and resize items in the Edit Frame Window. To select the distance between grid points, make the appropriate selection under Program Settings > Other.

Edit
The Edit tool lets you view and edit the settings of a single item in the Edit Frame window. Depending on the item type, the Edit dialog offers a variety of editable settings.
For example, for all items which can be added into a frame, the following settings can be made:

Area + Title
Title:
Enter a name, other than the default name, for the item.
Area:
Enter the exact coordinates for the location of the item.
Shadow Offset:
Define the amount of shadow if a shadow should appear on the item.

Color + Frame
Frame Size:
Enter the frame size.
Color Type:
Select colors for item, background, shadow and frame.
Available Colors:
Displays the color palette for the choices made under color type.

View
The View tool lets you preview a single item in the Edit Frame window.

Media Information
Useful information such as filename, path name, file size or media type of the selected item is provided.

Previewing and Making Selections of Media Items

For each item type which can be added into a frame, specific settings can be made. For example, if you want to see a preview or make a selection of a music or video clip, it can be made in the Settings dialog box.

In this dialog box you can preview the video clip or make a selection to be included in your presentation.

To make a selection of a media clip:

1. Click on a media item in the Item List or on the frame window.
2. Click on the Edit button to open the Edit dialog box.
3. If a video clip was selected, the Video Settings dialog box will appear.
4. Use any of the control buttons to play, stop or pause.
5. Make a selection of the clip by clicking on the slider bar underneath the time display. Holding the mouse button down, slide the bar in

the desired direction. Do this on one or on both ends of the video clip.
6. Click on Test to test your selection.
7. Make any necessary adjustments and then click on OK.

Only the selected portion of the video clip will be played during a frame preview or when the presentation is played.

For more precise selection of a start or end point, you can use the Set Start and Set End buttons.

1 Click on the Play button to start the video clip playing.
2. When you have reached the point where you would like the clip to start, click on the Set Start button. The start offset will appear in the Start Offset list box.
3. Continue playing the video clip until you reach the spot where you would like the clip to end. Click on the Set End button. The end offset will now appear in the End Offset list box.
4. Use the Test button to test your selection. Click on OK.

Note:
Using the methods described above, a selection can be made of any video, animation, sound or music clip.