

TEMPRA™

**Special Edition for
Cardinal Technologies, Inc.**

*The Complete
Multimedia Solution*



User Guide

Special Edition

May 1992

Copyright

TEMPRA SHOW software created for Mathematica, Inc. by V_Graph Inc.

Copyright © V_Graph Inc. 1991-1992. Programmed by Trip Denton.

Graphic User Interface Copyright © 1991-1992 by Mathematica, Inc. Interface designed by Bob Schneider and Kyle Miller.

TEMPRA GIF Copyright © 1991-1992 by Mathematica, Inc.

All rights reserved.

No part of this publication may be reproduced, transmitted, transcribed, stored in a retrieval system, or translated into any language in any form by any means with the written permission of Mathematica, Inc.

Software License

Your license agreement with Mathematica, Inc., which is included in this product, specifies the permitted and prohibited uses of the product. Any unauthorized duplication or use of TEMPRA Special Edition in whole or in part, in print, or in any other storage and retrieval system is forbidden.

Trademarks

TEMPRA, TEMPRA PRO, TEMPRA GIF, and TEMPRA SHOW are trademarks of Mathematica, Inc. SOUNDvision and SNAPplus are trademarks of Cardinal Technologies, Inc. IBM is a registered trademark of International Business Machines Corporation. Windows is a trademark and Microsoft and MS-DOS are registered trademarks of Microsoft Corporation. TARGA is a registered trademark of Truevision, Inc. Animator, Animator Pro, and Studio 3D are trademarks of Autodesk. PC Paintbrush is a trademark of Z-Soft Inc. The Microtouch Screen is a trademark of MicroTouch Systems. Genus Microprogramming, Inc.'s PCX Programmer's Tool Kit™ © Genus Microprogramming, Inc. 1988, 1989 were used as aids in development. Genus Microprogramming, Inc.'s PCX Effects © Genus Microprogramming, Inc. 1988, 1989 were used as aids in development. The Filib library used in this product © 1990 Dancing Flame, Mill Valley, CA. All rights reserved. TOUCAN2.FLI file © 1991-1992 Digitech, Lakeland, FL. Printer drivers and support documentation licensed from Autumn Hill Software. Portions © copyright of Voyetra Technologies 1989-1992. All other products are trademarks of their respective owners.

Front Cover Art

Toucan Road © T.P. Speer, 1989

Mathematica, Inc.

402 S. Kentucky Avenue, Suite 210

Lakeland Florida 33801 USA

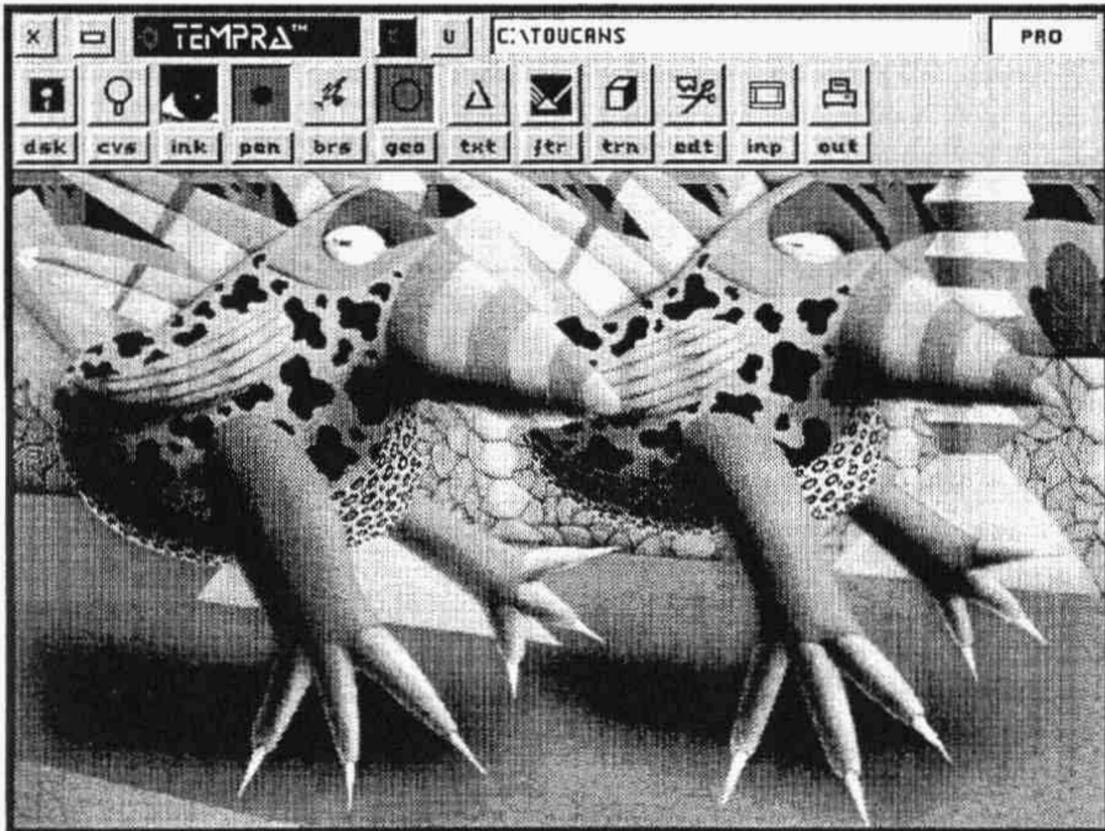
813.682.1128 (phone)

813.686.5969 (fax)

setup and services

Your complete imaging solution for presentations, commercial design, and multimedia productions!

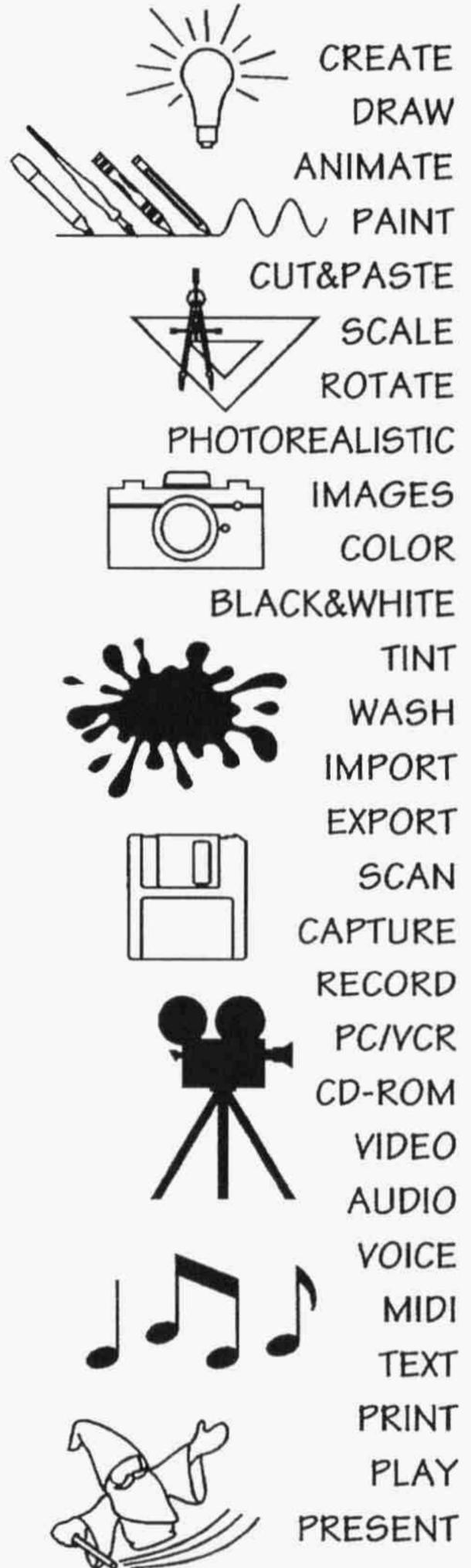
Each TEMPRA product is designed to dramatically enhance your creativity and effectiveness-in DOS-, Windows-, and OS/2-based environments. Use any of the TEMPRA products independently, or combined, to produce stunning illustrations, presentations and multimedia productions.



Supporting all industry standard file formats (.GIF, .TGA, .TIF, .PCX, .WIN, .AVC, .EPS, .PTN, .BMP), BitStream fonts, as well as dozens of video-capture cards, scanners and printers, TEMPRA products provide you the broadest flexibility for your input and output needs.

With the power to integrate Audio, Video, Animation, Graphics and Text, plus all the tools and functions of other costly programs, you'll produce top-quality black and white or true color images, presentations and interactive productions-at a fraction of the cost.

Register now for product support and other benefits!



Mathematica Inc. License Agreement

This is a legal agreement between you, the end user, and Mathematica, Inc. (MI) BY SIGNING THE HOW TO REGISTER FORM, YOU AGREE TO BE BOUND BY THE TERMS OF THIS AGREEMENT. IF YOU DO NOT AGREE TO THE TERMS OF THIS AGREEMENT, PLEASE RETURN THE DISKS AND THE ACCOMPANYING ITEMS, INCLUDING ALL PRINTED MATERIALS, DOCUMENTATION, ETC. TO MI.

MI Software License

GRANT OF LICENSE. MI grants you the right to use one copy of the enclosed software program (the Software) on a single terminal connected to a single computer (i.e. with a single CPU). You may not network the Software or otherwise use it on more than one computer or computer terminal at the same time.

COPYRIGHT. The software is owned by and is protected by United States copyright laws and international treaty provisions. Therefore, you must treat the Software like any other copyrighted material (e.g., a book or musical recording) except that you may either (a) make one copy of the Software solely for backup or archival purposes, or (b) transfer the Software to a single hard disk provided you keep the original for backup or archival purposes. You may not copy the rewritten materials that accompany the Software.

OTHER RESTRICTIONS. You may not rent or lease the Software, but you may transfer the Software and accompanying written materials on a permanent basis provided you retain no copies and the recipient agrees to the terms of this Agreement. You may not reverse engineer, or disassemble the Software.

DUAL MEDIA SOFTWARE. If the Software Package contains both 3.5" and 5.25" diskettes, then you may use only the disk that is appropriate for a single-user computer. You may not use the other disk on another computer or loan, rent, lease, or transfer them to another user except as part of the permanent transfer (as provided above) of all Software and written materials.

Limited Warranty

LIMITED WARRANTY warrants that the Software will perform substantially in accordance with the accompanying written materials for a period of 60 days from the date of receipt. Any implied warranties on the Software are limited to 60 days. Some states do not allow limitations on duration of an implied warranty, so the above limitation may not apply to you. **CUSTOMER REMEDIES.** MI's entire liability and your exclusive remedy shall be, at option, either (a) return of the price paid or (b) repair or replacement of the Software that does not meet Limited Warranty and which is returned with a copy of your receipt. This Limited Warranty is void if failure of the Software has resulted from accident, abuse, or misapplication. Any replacement Software will be warranted for the remainder of the original warranty period or 30 days, whichever is longer.

NO OTHER WARRANTIES. MI DISCLAIMS ALL OTHER WARRANTIES, EITHER EXPRESSED OR IMPLIED, INCLUDING BUT NOT LIMITED TO WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, WITH RESPECT TO THE SOFTWARE, OR THE ACCOMPANYING WRITTEN MATERIALS. THIS LIMITED WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS. YOU MAY HAVE OTHERS, WHICH VARY FROM STATE TO STATE.

NO LIABILITY FOR CONSEQUENTIAL DAMAGES. IN NO EVENT SHALL MI OR ITS SUPPLIERS BE LIABLE FOR ANY DAMAGES WHATSOEVER (INCLUDING, WITHOUT LIMITATION, DAMAGES FOR LOSS OF BUSINESS PROFITS, BUSINESS INTERRUPTION, LOSS OF BUSINESS INFORMATION, OR OTHER PECUNIARY LOSS) ARISING OUT OF THE USE OF OR INABILITY TO USE THIS PRODUCT, EVEN IF MI HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. BECAUSE SOME STATES DO NOT ALLOW THE EXCLUSIVE OR LIMITATION OF LIABILITY FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES, THE ABOVE LIMITATION MAY NOT APPLY TO YOU.

U.S. Government Restricted Rights

The Software and Documentation are provided with RESTRICTED RIGHTS. Use, duplication, or disclosure by the Government is subject to restrictions as set forth in subdivision (b) (3) (ii) of the Rights in technical Data and Computer Software clause at 252.227-7013. Contractor/Manufacturer Mathematica, Inc. /402 S. Kentucky Ave., Lakeland, FL 33801.

This Agreement is governed by the State of Florida.

Contents

Introduction.....7

System Requirements	8	Installation	9	Using the Mouse.....	10
Technical Support	8	Windows 3.0 /3.1 Users	10		

Introductory Tutorial 13

Line 1.....	15	Line 3.....	19	Line 5.....	23
Line 2.....	17	Line 4.....	21		

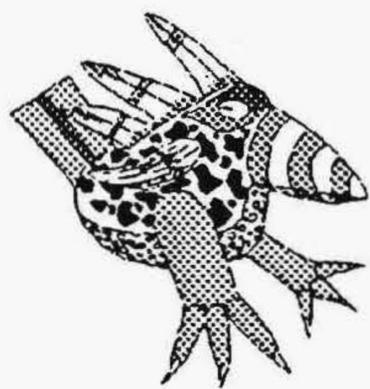
TEMPRA SHOW.....25

Building a Sequence	25	Music	28	Line Counter	31
Sequences	25	Audio	28	Label	32
Lines	25	Midi	28	Type	32
Events	26	CD-ROM.....	28	File	32
Screen	26	FileNames	28	Method	32
Sprite.....	26	Error Messages	29	Sp/Dp.....	32
Text.....	26	Distributable Presentations.....	29	Speed	32
Title	26	Using the Menu Bar.....	29	Display	32
BColor.....	26	Remove Menu.....	29	Parameters.....	33
Menu	26	Clear Screen.....	29	Wait	33
Button	26	Disk.....	30	Next	33
System	27	Path.....	30	Using the Workform	33
Chain.....	27	Word.....	30	Using CONFIGS.EXE	34
BO Mode	27	Work	30	Colors	35
BOText.....	27	Using the Event Controller.....	30	Parameters.....	35
BOWin.....	27	Menu Size	30	Joystick Param.....	36
BO Menu	27	Play Line	31	Audio Board Type	36
BOButn	27	Play Sequence	31	Gain (TI/Online).....	37
Video	27	Insert Line	31	Volume.....	37
Global	27	Delete Line.....	31	TI Key Option	37
Draw.....	28	Line Scroll Bar.....	31	Touch Screen.....	38

PIB I/O Address	38	Quit	40	Type	43
Video Brightness	38	Setting Variables	40	Method	43
Watson Com Port	38	BEEP	40	VidLive	43
Video Input Standard	38	BLAST_BUF	41	VidOver	43
EMS To Use (K)	39	EDITOR	41	VidNorm	43
Audio INT/IMA/IRQ	39	VVLINES	41	VidWind	43
Videodisc Type	39	VVMODE	41	VidGrab	44
Touch Screen Serial Port ..	39	VVMTBAUD	42	VidTcol	44
Touch Screen Indicator	39	TEMPRA SHOW PAINT ...	42	VidBW	44
Load Setup	39	VVSPRITE_BUF	42	VidInv	44
Save Setup	40	PROGX	42	Using the SOUNDstudio or	
View Setup File	40	Using the SNAPplus	42	SOUNDvision	44

TEMPRA GIF 47

Using the Main Menu Bar ..	47	Clip Polygon Icon	55	Text Functions (TXT)	61
Remove Menu	47	Clip Rectangle Icon	55	Font Settings	62
Clear Button	47	Fill Icon	55	Filters Functions (FTR)	62
GIF Box	48	Current Color Icon	56	Sharpen	62
Function Icons	48	Move Icon	56	Soften	62
Preview Boxes	48	Clone	56	AntiAlias	63
Moving the Menus	48	Palette Lock	56	Tint	63
Disk Functions (DSK)	48	Color Compress	56	Wash	63
Files	49	Pen Functions (PEN)	57	Brighten	63
Directories	50	Brush Functions (BRS)	57	Transformation Functions .	64
Canvas Functions (CVS) ..	50	Airbrush	57	Perspective	64
Zoom	50	Geometry Functions	58	Edit Functions (EDT)	64
Get Icon	51	Freehand	58	Mask Editor	64
No Icon	51	Line	58	Polygon Clip	65
Current Color Icon	51	Rectangle	58	Proportional Stretch Icon ..	65
Ratio Icon	51	Square	59	Move Icon	66
Screen Setup	51	Parallelogram	59	Edge Blend Icon	66
Canvas Setup	52	Circle	59	Rotate Icon	66
Canvas Status	52	Ellipse	59	Up-Down Icon	66
Ink Functions (INK)	52	Curve	60	Unproportional Stretch Icon	66
Color	53	Spline	60	Transparency Icon	66
Spread	53	Regular Polygon	60	Paste Icon	66
Copy	53	Irregular Polygon	60	Left-Right Icon	66
Reset	53	Fill	61	Paintbrush Icon	66
Clear	53	Hot Icon	61	Color Protect	66
Color Spread	54	Copy Icon	61	Input Functions (INP)	67
Pattern	55	Teardrop Icon	61	Video	67
Ratio	55	Current Color Icon	61	Output Functions (OUT)	68
Set Origin	55	Arrow Icon	61	Printer Settings	68



Getting Started

Introduction

Congratulations!

This special edition of TEMPRA was created for use with *SOUNDstudio*, *SOUNDvision™*, and SNAPplus™ boards from Cardinal Technologies, Inc. With this hardware and software combination, you can create stunning multimedia presentations on a 286 or higher PC. Use TEMPRA SHOW to present the images you captured and created in TEMPRA GIF. Our TEMPRA products support the complete range of audio and graphics products, including CD-ROM, MIDI, and animated FLIC™ files (i.e., Autodesk).

Your presentations can contain images from an unlimited number of sources. Of course, TEMPRA GIF is the ideal source. Images can be created with TEMPRA or video captured in TEMPRA using the SNAPplus. TEMPRA SHOW allows you to put these images into motion, add sound with the *SOUNDstudio* or *SOUNDvision* products, and place your text messages into a final interactive presentation.

This manual is broken into two sections: TEMPRA SHOW and TEMPRA GIF. Each section describes the functions relevant to that program.

System Requirements

To use TEMPRA, you must have:

- An IBM compatible computer with an Intel 80286 (IBM AT) or better processor.
- We recommend using super VGA or better (800x600, 256-color, 32,000-color or 64,000-color) systems to run TEMPRA SHOW. It does, however, support CGA, EGA, and VGA graphics.
- At least 640K of main memory.
- DOS 3.3 or higher.
- At least 3 megabytes of disk space for TEMPRA special edition files plus space for any shows you create.
- TEMPRA Special Edition supports the Windows Himem memory manager.

Technical Support

For technical support please **do not** call Cardinal Technologies. Mathematica, Inc. will provide technical support from 9 a.m. to 5 p.m. (EST) on normal business days. The technical support phone number is 813.682.1130. Mathematica is not open on weekends or holidays. A more comprehensive and detailed description of TEMPRA's features is available with the TEMPRA SHOW reference manual(s). For information, call the Mathematica, Inc. customer service department at 813.682.1128 or fax at 813.686.5969. An extensive online HELP file is available in TEMPRA SHOW; we recommend you consult this file before calling or faxing technical support.

NOTE: *You become eligible for technical support when you register as a TEMPRA SHOW user. To register, fill in and detach the registration card enclosed in this package. Send in your card and a \$50 registration fee. Registration entitles you to preferred telephone technical support, discounted upgrades, a program update with Voyetra drivers, a quarterly newsletter, a TEMPRA SHOW manual, a run-time program for creating royalty-free demos, and membership in our TEMPRA Multimedia Player Program.*

Installation

TEMPRA is installed on your computer's hard disk by using the install utility supplied by Mathematica, Inc. To use this utility, do the following:

1. Type **CD ** and press the **[Enter]** key. This puts you in the root directory.
2. Place the disk marked "TEMPRA Disk 1" into your A: (or B:) drive.
3. Type **A:INSTALL** (or **B:INSTALL**) and press **[Enter]**. This starts the installation procedure.
4. Follow the instructions on the screen. A message appears that installation is completed. Put the disks in a safe location to prevent damage.
5. To start TEMPRA after installation:
 - a. **Reboot** your computer by pressing the **Reset** button or by pressing **[Ctrl]**, **[Alt]**, **[Del]** keys simultaneously.
 - b. Go to the TEMPRA directory by typing **CD TEMPRA** and **[Enter]**.
 - c. Start TEMPRA SHOW by typing **TSHOW** and pressing **[Enter]**. Start TEMPRA GIF by selecting the **TEMPRA** button on the graphic user interface in TEMPRA SHOW. (You can start TEMPRA GIF as a stand-alone product from the TEMPRA directory by typing **TEMPRA** and pressing **[Enter]**.)

NOTE: To reconfigure TEMPRA GIF, go to the TEMPRA directory and type TEMPRA -R .)

Voyetra Driver Installation

Install the Voyetra Drivers supplied by Cardinal by following the Cardinal instructions. Make sure the program installs:

"DOS Digital Audio Transport"

"DOS Mixer"

Selecting all the choices from the install menu will guarantee proper installation.

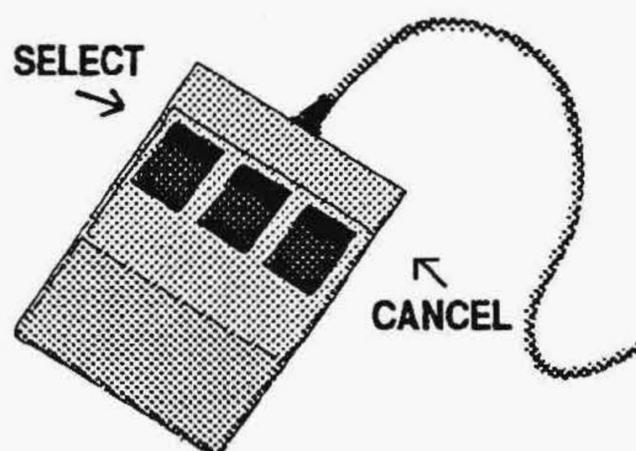
Windows 3.0 /3.1 Users

The program disk includes two files to aid installation under Windows 3.0 and 3.1: TSHOW.PIF and TSHOW.ICO. TSHOW.PIF is the program information file, which specifies the required and desired memory to run TEMPRA under Windows. TSHOW.ICO is the TEMPRA Windows icon. You need a 386/SX PC or better to run TEMPRA Special Edition under Windows. To run TEMPRA from Windows, follow the instructions below:

1. Open your Windows **Program Manager**.
2. Select **File** from the command line.
3. Select **New** from the pop-up menu.
4. Select **Program Item** from the New Program Object menu.
5. In the Program Item Properties menu, type **TEMPRA SHOW** as the description and **C:\TEMPRA\TSHOW.EXE** as the command.
6. Select the **Change Icon** button. Type **C:\TEMPRA\TSHOW.ICO**. Select **OK** twice to save the icon.
7. The TEMPRA SHOW icon appears in the Windows screen group. You can select the icon to start TEMPRA SHOW from Windows. Once in TEMPRA SHOW, you can access TEMPRA GIF by selecting the TEMPRA button.

Using the Mouse

TEMPRA SHOW is designed to work with a two- or three-button mouse. The left button is the "Select" button. The right button is the "Cancel" button. We use these terms frequently in this manual.





How
TEMPRA
Special Edition
Works

TEMPRA SHOW

Let the show begin!

Label	Type	File	Method	Sp/Dp	Parameters	Wait	Next
	BColor		Lft_Rt	99			Next
Solid 55c				1 0/18			

Introductory Tutorial

This version of TEMPRA SHOW contains demo sequence (DEMO.SEQ). Use this sequence to become acquainted with TEMPRA SHOW's interface and functions. The demonstration sequence contains five lines that include an animation file, an image file, a text file, and an audio file (for use with the *SOUNDstudio* or *SOUNDvision cards*.)

To watch the demonstration sequence, start TEMPRA by typing TSHOW and [Enter] in the \TEMPRA directory. Once you're in TEMPRA SHOW:

1. Load the sequence by opening the **Disk** menu and pressing the **Load Sequence** bar.
2. Choose **DEMO.SEQ** from the popup Sequences menu. The word "DEMO" appears in the Title box at the top right of the graphic menu and the fields in the bottom part of the graphic menu are filled with information. The number "1" should appear in the Line box, designating the beginning of the sequence.
3. To start the sequence, press [F6].
4. This is a looping sequence and will play the same lines over until you press [Esc] to exit the sequence and return to the menus. You can explore the menus before recreating this sequence on your own using the instructions on the next few pages.
5. To recreate this sequence, select the **Disk** button at the top left of the graphic menu. Select the **New Sequence** bar. (If the message "Save old sequence?" appears, select **No**. This shouldn't happen, but may if you've altered the original sequence somehow.)
6. The New Sequence menu appears. Type your name in the box and press **Select** (left mouse button). Your name appears in the Title box on the Menu Bar. The Line Counter display Line 1, and you're ready to start recreating the DEMO sequence!

TEMPRA SHOW: Line 1, BColor Event

Objective: Wipe a black background onto the screen.

The screenshot shows a window titled "TEMPRA SHOW" with a "DEMO" label. Below the title bar is a menu bar with options: Disk, Path, TEMPRA, Word, Audio, Work, Help, and CINE. The main area is a table with columns: Label, Type, File, Method, Sp/Dp, Parameters, Wait, and Next. The table contains one row for a "loop" event of type "BColor" with method "Dissolve" and speed "32". The parameters are "Solid 0c".

Label	Type	File	Method	Sp/Dp	Parameters	Wait	Next
loop	BColor		Dissolve	32	Solid 0c		

Line 1 completed.

TEMPRA SHOW							
Label	Type	File	Method	Sp/Dp	Parameters	Wait For	Next
loop	BColor		Dissolve	32	Solid 0c		
	Audio	TEMPRA	PlayAsnc				
	Video	TEMPRA	AaPlay	99 P	7bx 408by 5R		
	Text	MULTI	HELV31	P 001	58x 253y 122c 7w 5h nmm		
	Screen	SAMPLE	Drip_DN	32	298bx 337by		loop

Line: 1 Sequence: DEMO F1-Help F5-Prev Line

Line 1

Line 1 is a **BColor** event that changes the background color to black as a transition between Line 5 and Line 1 during the looping of the sequence.

NOTE: *You will not need the **File** and **Next** fields for this **BColor** type of event.*

Recreating Line 1

1. Select the box under **Label**. Type **loop**. (This is the name we've given to the **Next** field in Line 5 that tells TEMPRA SHOW to loop back to Line 1.)
2. The **Type** menu pops up. Select **BColor**.
3. The **Method** menu pops up. From the **Wipe** menu, select a wipe you want to try or select **Dissolve**.
4. The **SP/DP** menu pops up. Set the speed at **32**. (You can set it higher — up to **99** — or lower — down to **1** — if you want.) Select **OK** to accept the speed you've set.
5. The **Parameters** menu pops up. On the **Choose Color From Image?** menu, select **No**. The color palette appears. Select the black square (**0**) and then **OK**.
6. The **Wait** menu pops up. Select **Don't Wait**. (This tells TEMPRA SHOW to automatically advance to Line 2 without waiting for any keystrokes, timeouts, or mouse selections.)
7. The **Next** menu automatically pops up. Press **Select** to accept the default.
8. The screen color becomes black. The **Line Counter** advances to Line 2.

TEMPRA SHOW: Line 2, Audio Event

Objective: Play an audio file.

Label	Type	File	Method	Sp/Dp
	Audio	TEMPRA	PlayAsnc	
	Parameters		Wait	Next

Line 2 completed.

TEMPRA SHOW							
Label	Type	File	Method	Sp/Dp	Parameters	Wait For	Next
loop	BColor		Dissolve	32	Solid 0c		
	Audio	TEMPRA	PlayAsnc				
	Video	TEMPRA	AaPlay	99 P	7bx 408by 5R		
	Text	MULTI	HELV31	P 001	58x 253y 122c 7w 5h nmm		
	Screen	SAMPLE	Drip_DN	32	298bx 337by		loop

Line: 2 Sequence: DEMO F1-Help F5-Prev Line

Line 2

Line 2 is an **Audio** event that plays a .VOC file during the sequence; you can hear it if you're using the *SOUNDstudio* or *SOUNDvision* board. If you don't have a *SOUNDstudio* or *SOUNDvision* card, you won't hear any music, and you'll get an error message when you set the Method.

NOTE: *You will not need the Label, SP/DP, Parameters, and Next fields for this Audio type of event.*

Recreating Line 2

1. Select the box under **Type**. Scroll down and select **Audio**.
2. The **Method** menu pops up. From the **Audio** menu, select **PlayAsnc**. (This tells TEMPRA SHOW to play the audio file during the sequence, while the image files are on the screen.) If you don't have a *SOUNDstudio* or *SOUNDvision* driver loaded, an error message appears, and you cannot complete this line. In this case, advance the Line Counter to the next line and begin to create Line 3.
3. The **File** menu pops up. Select **TEMPRA.VOC** from the list of audio files.
4. The **Wait** menu pops up. Select **Don't Wait**. (This tells TEMPRA SHOW to automatically advance to Line 3 without waiting for any keystrokes, timeouts, or mouse selections.)
5. The **Next** menu automatically pops up. Press **Select** to accept the default.
6. The audio file begins to play. The **Line Counter** advances to Line 3.

TEMPRA SHOW: Line 3, Video Event

Objective: Play an animated .FLC file.

The screenshot shows the TEMPRA SHOW interface. At the top is a menu bar with options: Disk, Path, TEMPRA, Word, Audio, Work, Help, CINE. Below the menu bar is a large black area with the word 'TEMPRA' in a white, pixelated font. Below this is a control panel with a progress bar and a 'Line 3' indicator. Below the control panel is a table with the following columns: Label, Type, File, Method, Sp/Dp, Parameters, Wait, Next.

Label	Type	File	Method	Sp/Dp	Parameters	Wait	Next
	Video	TEMPRA	AaPlay	99 P			
					7bx 408by 3R		

Line 3 completed.

TEMPRA SHOW							
Label	Type	File	Method	Sp/Dp	Parameters	Wait For	Next
loop	BColor		Dissolve	32	Solid 0c		
	Audio	TEMPRA	PlayAsnc				
	Video	TEMPRA	AaPlay	99 P	7bx 408by 5R		
	Text	MULTI	HELV31	P 001	58x 253y 122c 7w 5h nrm		
	Screen	SAMPLE	Drip_DN	32	298bx 337by		loop

Line: 3 Sequence: DEMO F1-Help F5-Prev Line

Line 3

Line 3 is a **Video** event that plays a .FLC file of the TEMPRA logo.

NOTE: *You will not need the **Label** field for this Video event.*

Recreating Line 3

1. Select the box under **Type**. Scroll down and select **Video**.
2. The **Method** menu pops up. From the **Video** menu, select **AaPlay**. (This tells TEMPRA SHOW to play the animated file.)
3. The **File** menu pops up. From the **Files** menu, select **TEMPRA.FLC**.
4. The **SP/DP** menu pops up. Set the speed at **99**. (You can set it lower — down to **1** — if you want.) Select **OK** to accept the speed you've set.
5. The **Parameters** menu pops up. You'll see a rectangular ghosted box on the screen, with a message in the upper left corner telling you to position the box on the screen. Position the box about one-third of the way down the screen on the left side (about where we had it positioned in the sequence when you watched it). Press **[Enter]** or **Select** to set the position. Another menu pops up for you to set the number of repeats. This lets you determine how many times the animated file will play consecutively. Type **5** in the green box to have the animated file repeated five times and press **[Enter]** or **Select** to accept.
6. The **Wait** menu pops up. Select **Don't Wait**. (This tells TEMPRA SHOW to automatically advance to Line 4 without waiting for any keystrokes, timeouts, or mouse selections.)
7. The **Next** menu automatically pops up. Press **Select** to accept the default.
8. The animated file plays five times. The **Line Counter** advances to Line 4.

TEMPRA SHOW: Line 4, Text Event

Objective: Place permanent text on the screen.

Label	Type	File	Method	Sp/Dp
	Text	MULTI	HELV31	P 001
Parameters			Wait	Next
58x 253y 122c 7w 5h nrm				

Line 4 completed.

TEMPRA SHOW							
Label	Type	File	Method	Sp/Dp	Parameters	Wait For	Next
loop	BColor		Dissolve	32	Solid 0c		
	Audio	TEMPRA	PlayAsnc				
	Video	TEMPRA	AaPlay	99 P	7bx 408by 5R		
	Text	MULTI	HELV31	P 001	58x 253y 122c 7w 5h nrm		
	Screen	SAMPLE	Drip_DN	32	298bx 337by		loop

Line: 4 Sequence: DEMO F1-Help F5-Prev Line

Line 4

Line 4 is a **Text** event that places three lines of permanent text on the screen underneath the animated file.

NOTE: *You will not need the Label field for this Text type of event.*

Recreating Line 4

1. Select the box under **Type**. Select **Text** from the list.
2. The **File** menu pops up. From the **Text** menu, select **MULTI.TXT**.
3. The **Method** menu pops up. From the **Font** menu, select **KST Fonts**. The **KST Font** menu pops up with a list of fonts. Select any font you want to use or select the **HELV31.KST** font. (This is Helvetica, 31 points.)
4. The **SP/DP** menu pops up. From the **Display** menu, select **Permanent**. This tells **TEMPRA SHOW** to leave the text on the screen.
5. The **Parameters** menu pops up. From the menu **Choose Starting Line for Text**, press **Select** on the first line of text (“**The Complete**”). From the menu **Allow User to Operate?**, select **No**. From the menu **Draw Frame?**, select **No**. From the menu **Justify**, select **Middle**. From the menu **Choose Color From Your Image?**, select **No**. From the **Color Menu**, select any color you want the text to appear in. Press **OK** to accept the color. The text appears in the upper left corner of the screen with a frame around it. **Move** the frame until it surrounds all the text and press **Select**. The text appears at the bottom of your screen with a message at the top of the screen telling you to position the text. **Move** the text with the mouse until the text is under the animated file. Press **Select** to position the text.
6. The **Wait** menu pops up. Select **Don’t Wait**. (This tells **TEMPRA SHOW** to automatically advance to Line 5 without waiting for any keystrokes, timeouts, or mouse selections.)
7. The **Next** menu automatically pops up. Press **Select** to accept the default.
8. The text appears on screen. The **Line Counter** advances to Line 5.

TEMPRA SHOW: Line 5, Screen Event

Objective: Wipe a graphic onto the screen.

The screenshot shows a window titled "TEMPRA SHOW" with a "DEMO" button. The menu bar includes "Disk", "Path", "TEMPRA", "Word", "Audio", "Work", "Help", and "CINE". The main area displays a video preview of a scene with the word "TEMPRA" on a screen. Below the preview is a control panel with playback buttons and a "Line 5" indicator. A table below the control panel shows sequence data:

Label	Type	File	Method	Sp/Dp
	Screen	SAMPLE	Drip_DN	32
Parameters			Wait	Next
298bx 337by				loop

Line 5 completed.

TEMPRA SHOW							
Label	Type	File	Method	Sp/Dp	Parameters	Wait For	Next
loop	BColor		Dissolve	32	Solid 0c		
	Audio	TEMPRA	PlayAsnc				
	Video	TEMPRA	AaPlay	99 P	7bx 408by 5R		
	Text	MULTI	HELV31	P 001	58x 253y 122c 7w 5h nrm		
	Screen	SAMPLE	Drip_DN	32	298bx 337by		loop

Line: 5 Sequence: DEMO F1-Help F5-Prev Line

Line 5

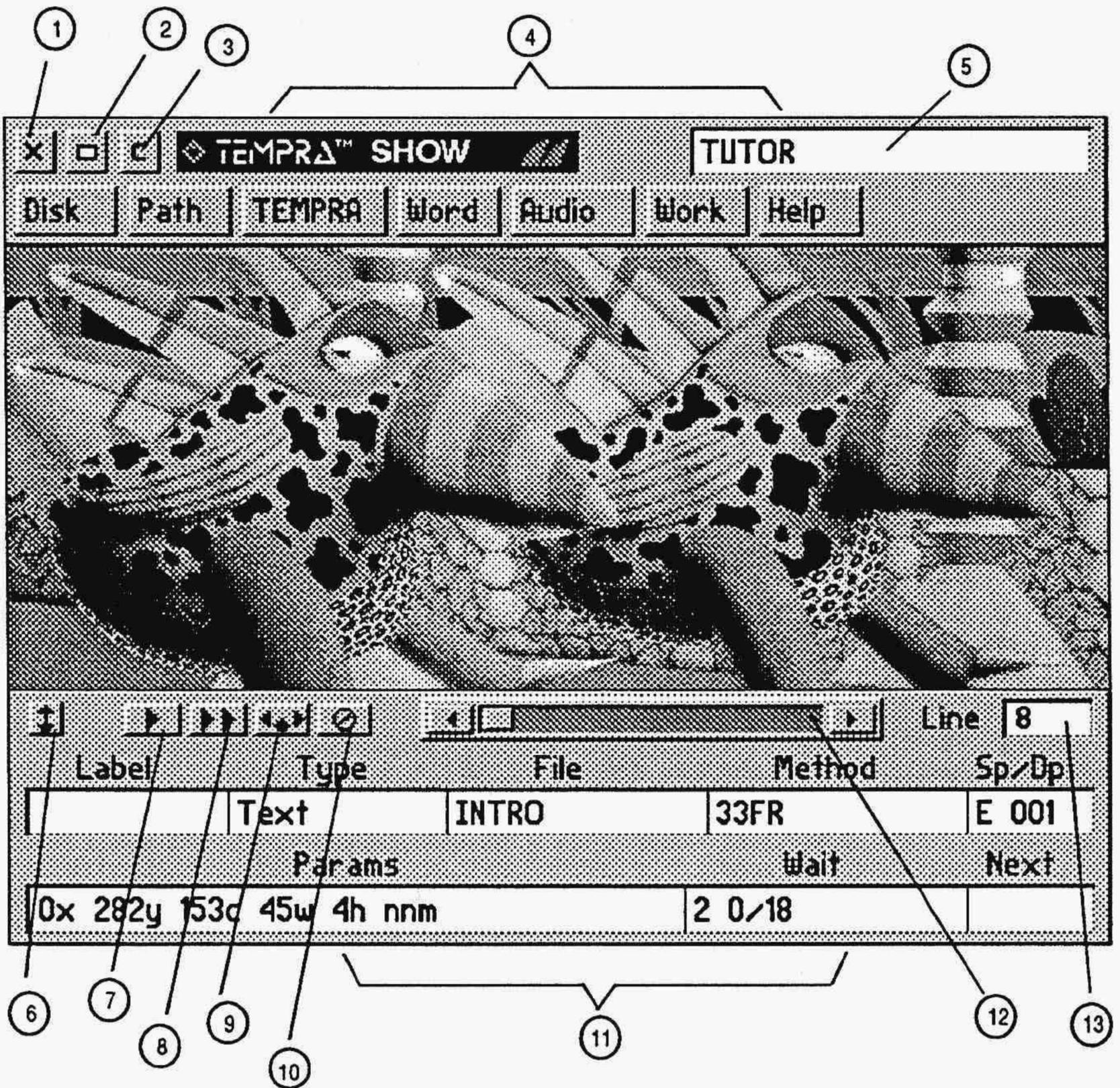
Line 5 is a **Screen** event that wipes a graphic onto the screen.

NOTE: *You will not need the **Label** field for this **Text** type of event.*

Recreating Line 5

1. Select the box under **Type**. Select **Screen** from the list.
 2. The **File** menu pops up. From the **Screens** menu, select **SAMPLE.PCX**.
 3. The **Method** menu pops up. From the **Wipe** menu, select any wipe you'd like to use, or **Drip_DN**, which is what we used in the sequence.
 4. The **SP/DP** menu pops up. Set the speed at **32**. (You can set it higher — up to **99** — or lower — down to **1** — if you want.) Select **OK** to accept the speed you've set.
 5. The **Parameters** menu pops up. From the **Show Screen** menu, select **Scaled**. This allows you to make the graphic a specific size and located in a specific position on the screen. A cursor appears in the lower left of your screen and a message appears in the upper left of your screen telling you to position the lower left corner of the graphic. Move the cursor to the center right side of the screen and press **Select**. Another message appears telling you to position the size of the image. Move the cursor up and out; a **ghost box** appears. Continue moving the mouse until the box is about the size and shape you want. Press **Select** to accept.
 6. The **Wait** menu pops up. Select **Don't Wait**. (This tells **TEMPRA SHOW** to automatically advance to Line 6 without waiting for any keystrokes, timeouts, or mouse selections.)
 7. The **Next** menu automatically pops up. Type **loop** in the box. Be sure to spell it exactly as you did in Line 1, as **TEMPRA SHOW** is case sensitive. (This tells **TEMPRA SHOW** to loop from Line 5 to Line 1 until the [Esc] key is pressed.)
 8. The graphic wipes on screen. The **Line Counter** advances to Line 6.
- You've finished! Go back to Line 1 and press [F6] to play the sequence.

The TEMPRA SHOW Graphic User Interface



- 1 Exit Button (Escape to DOS)
- 2 Remove Menu Button
- 3 Clear Screen
- 4 Menu Bar
- 5 Title Box (Filename)
- 6 Menu Size Button
- 7 Play Line Button

- 8 Play Sequence Button
- 9 Insert Line Button
- 10 Delete Line Button
- 11 Event Controller
- 12 Line Scroll Bar
- 13 Line Counter

TEMPRA SHOW

TEMPRA SHOW is a line-based authoring program that consists of a graphic menu and a text menu. The graphic environment consists of a **Menu Bar** running across the top of your screen and an **Event Controller** across the bottom of your screen. TEMPRA SHOW also has a text-based editor (the **Workform**) for quick viewing and editing. You use the functions on the graphic menu or the text-based menu to build presentations from individual events. The events are the building blocks for the presentations; they do the work. TEMPRA SHOW presentations are called **sequences**.

Building a Sequence

To start building a presentation, select either the **Label** or **Type** field. The **Type** field is highlighted in red to designate it as the starting point of your sequence. TEMPRA SHOW prompts you through each necessary menu along the way. As you make selections from the menus, TEMPRA SHOW fills in the Event Controller. When an event is created, TEMPRA SHOW automatically executes it and goes to the next line. To edit events, select the field you want to edit and TEMPRA SHOW prompts you through your choices. You can also use the keyboard to make your edits.

Sequences

A sequence is a script containing anything from a single picture with a title to dozens of images with a variety of effects. Sequences are composed of any combination of events. You put a sequence together event by event as a video editor would assemble scenes from images. The sequence then becomes self-contained and can be used as a stand-alone program.

Lines

Each event appears on a **line**. A sequence can contain up to 500 lines with any combination of events comprising the lines. The line remains blank until you designate an event for it.

Events

A sequence consists of a number of **events**. Events are such features as the type of screen you want to create (graphic, text, audio, background, etc.). Each event is determined by a set of characteristics (file, method, speed, display, parameters, etc.). Following are descriptions of the events you can use (for detailed use, see the reference manual).

Screen

Screen events are 256-color .PCX or 32,000-color .TGA graphic files created in TEMPRA GIF.

Sprite

A Sprite is a picture clip. It can float over an image without changing the image; it may just stay in one place; or it can be scaled to a new size. The sprite background is transparent. Sprites have .PCC and .WIN extensions.

Text

Text events can be displayed in any graphic mode, font, or color over the image or with a frame. The text must have been created with a text editor in non-document mode (ASCII).

Title

A Title event is a rapid display of words not exceeding 10 characters.

BColor

BColor events are background colors that wipe on the screen. Your choice of colors ranges from 16 to 32,000, depending on the display mode.

Menu

Menu events are similar to Button events and allow interactive control.

Button

The Button events let you create branches. Branching allows interactive control in sequences. If the viewer is given the choice of seeing one of two possible answers to a question, a selection prompts the system to branch to the material chosen. By using the Next and Label features, it is possible to branch to anywhere from anywhere within a sequence.

System

System events allow you to use DOS programs, batch files, and commands in mid-sequence, often without affecting the visible screen.

Chain

Chain events connect two or more sequences together. Since a sequence can contain a maximum of 500 lines, Chain events let you create presentations as long as you need by chaining several sequences together.

80Mode

80Mode events switch the display from a graphics to an 80 column text mode.

80Text

80Text events are the same as regular Text events, except in an 80 column format. No font select is available.

80Win

80Win events are much like sprites, except they use text characters rather than graphics.

80Menu

80Menu events are same as regular Menu events, except in 80 column mode.

80Butn

80Butn events are the same as Button events, except in an 80 column format.

Video

Video events bring animation to sequences with video or graphics that have been saved as .FLI or .FLC files. TEMPRA SHOW supports Autodesk Animator, Animator Pro, and Studio 3D FLIC™ files, as well as video files. You can also set the display mode, fade images in and out, cycle colors, animate text, and load palettes using the Video event.

Global

Global events set the conditions for the entire sequence, or until you override the global within an event. For instance, you can set a global of .PCX files for screen images. All images files will have a .PCX extension. You won't see any images files with a .TGA extension until you use a Global event to select that file format.

Draw

Draw events let you create shapes, like circles or squares, filled or unfilled.

Music

Music events control sound from the basic speaker found in every PC. No special hardware is needed to create Music events (you can create music using the keys on the keyboard as piano keys).

Audio

Audio events let you play or record sounds on the hard disk using a *SOUNDstudio* or *SOUNDvision* card in stereo or mono.

MIDI

MIDI events let you play back audio created as MIDI files (you can't record MIDI in TEMPRA SHOW). In order to play MIDI files, you will need a Voyetra driver for your *SOUNDstudio* or *SOUNDvision* card.

CD-ROM

CD-ROM events let you play sound from standard CDs or CD-ROM. The controls provided in TEMPRA SHOW allow you to position the CD-ROM head to the correct position and then play the music starting at that location. You can select the range of music on the CD you want to play. This provides complete control over the starting and ending points for your music.

Filenames

Screen, Sprite, Text, and Chain events in your sequence use files that are stored on the hard drive. Prior to a typical work session with TEMPRA SHOW you would have made screens and sprites with TEMPRA GIF and text files with a text editor. When you create or edit a sequence, you'll want to be able to select from these files.

Title, Draw, and BColor events don't use files. They become part of the sequence file and are executed as your sequence is played. On 256-color VGA display boards, use TEMPRA GIF to save images as .PCX files and save sprites as .PCC clippings. For 64,000-color boards, save images as uncompressed 16-bit .TGA files and save sprites as uncompressed 16-bit .WIN clippings.

Each of the following **must** have these specific suffixes in order for TEMPRA SHOW to recognize them. You may want these to have their own directories for easy locating: Audio (.VOC and .WAV), Blocks (.VBK), Fonts (.KST and .DAT), Movies/Animation (.FLI, .FLC), Music (.MID), Screens (.PCX, .TGA), Sequences (.SEQ), Sprite (.PCC and .WIN), Text (.TXT). See the reference manual for more details on these file types.

Error Messages

MESSAGE.VV is a file that gives you error messages while you run the program. When you get errors, TEMPRA SHOW creates a file for your inspection called TSHOW.ERR.

Creating Distributable Presentations

If you want to distribute royalty-free runtime executable presentations, you must register as a TEMPRA user. Your program update will include TSHOWRUN.EXE. This executable file allows you to distribute complete multimedia presentations. If you use a third-party duplication service, you need an additional license. Call or fax Mathematica, Inc. for details. **Under no circumstances can you make copies of TEMPRA SHOW for distribution to others.**

Using the Menu Bar

The Menu Bar allows you to select functions you require, exit TEMPRA SHOW, and move to other programs, such as TEMPRA GIF. It also allows you to use the online HELP file. Features on the Menu Bar include:

Remove Menu

The Remove Menu button removes the graphic menus from the screen, so you can see the entire image displayed on the screen. To return to the menus, press the **Cancel** button on the mouse. Each menu has this button.

Clear Screen

The Clear Screen button clears images from the screen. Clearing does not affect your line or event in any way, but lets you sample different effects without having to replay the lines up to that point.

Disk

The Disk button opens a menu containing various disk functions, such as loading and saving sequences.

Path

The Path button opens a menu that sets the directories for TEMPRA SHOW to look for certain files. When you install TEMPRA SHOW onto your hard disk, directories are created that are designated to hold specific types of files. If you choose to change this organization, you can use the Path button to designate different paths.

Word

The Word button starts your text editor. If you don't have a text editor, you can use the one supplied with TEMPRA SHOW. The text editor you use must be able to edit files in ASCII format. (ASCII format doesn't have codes in it to designate special format commands.) MS-DOS 5.0 owners can use an editor called EDIT, which produces ASCII files.

Work

The Work button stands for "Workform," a text-based spreadsheet for creating and editing sequences. You can use the Workform as an alternative to the graphic interface, or move back and forth between the two interfaces. The Workform screen displays the individual events in the sequence (the graphic menu displays events line by line).

Using the Event Controller

The Event Controller contains all the fields for the events that make up a sequence. Information appears in the field boxes automatically, based on your selections from the pop-up menus. Fields that are not used for certain events remain blank for that event line.

Menu Size

The Menu Size button changes the horizontal position of the Event Controller. (It doesn't affect the Menu Bar.) When you select the Menu Size button,

the Event Controller becomes a ghost box. When you move the mouse up and down, the Event Controller moves up and down. You can position the Event Controller so only certain portions of it show on the screen.

Play Line

The Play Line button plays the line displayed on the Event Controller. TEMPRA SHOW stops at the current line in the sequence.

Play Sequence

The Play Sequence button plays the sequence starting at the **current** line. The sequence plays in the display area between the Menu Bar and the Event Controller when you select the Play Sequence button. (To play the sequence with a full screen display, press [F6]. To play the sequence from the beginning, rewind to Line 1 using the Line Scroll Bar.) Press [Esc] to interrupt playback of the sequence.

Insert Line

The Insert Line button inserts a blank line in front of the current line and makes the current line the next one in the sequence.

Delete Line

The Delete Line button deletes the current line. You are given a warning that you're about to delete the line and its events and can cancel deleting.

Line Scroll Bar

The Line Scroll Bar moves through lines in the sequence (similar to rewinding and fast-forwarding). The arrow buttons on each side of the Line Scroll Bar move the sequence one line at a time. When you move through the lines, the fields below display the contents of each line.

Line Counter

The Line Counter displays the current line number. You can move to a new line by selecting in the Line Counter and typing the line number you want in the menu that pops up and pressing [Enter].

Label

The Label field is used to identify an event or line in your show. Labels are primarily used for branching. Each label must have a unique name. TEMPRA SHOW distinguishes between upper and lower case, so the words “Start” and “START” and “start” would be considered three different labels in TEMPRA SHOW.

Type

The Type field displays the kind of event that occurs when the line is executed. The type determines if the event is video, audio, a sprite, text, or another event.

File

The File field identifies the name of the disk file used in an event. If an event needs to use a disk file, the name of the file should be entered into File.

Method

The Method field displays how an event will occur. The choices available depend on the type of event. Text events have a selection of fonts as the Method, while Video events have a selection of screen wipes.

Sp/Dp

Sp/Dp is an abbreviation for Speed and Display. It controls either one or both of these features as they are needed by a particular event.

Speed

Speed controls the velocity at which certain events appear. The range of speed is 1 (slowest) to 99 (fastest). For instance, the speed determines how quickly or slowly a wipe takes effect or video is played. The speed you set doesn't increase or decrease the speed of your computer. Delays caused by your hardware aren't improved by using a faster Speed setting.

Display

The Display field determines what happens to an event in relation to a subsequent event. There are three ways of leaving the elements of your presentation on the screen: *Temporary*, *Permanent*, or *Erase after Display*.

Permanent events become a permanent part of the screen. The Erasing events erase themselves and all Temporary events. This allows you to control what stays and what goes on the visible screen. Permanent ones stay, Erasing ones go, and Temporary ones can stay or go depending on the event that follows.

Parameters

The Parameters field contains information about an event, such as the color of the background, the type of display mode you're using, or the placement of a graphic on the screen. Parameters are set automatically.

Wait

The Wait field sets a delay between events in a sequence or stops the sequence for a specified time or for a key or mouse button to be pressed. You don't need to wait between events and can move automatically to the next event.

Next

The Next field tells TEMPRA SHOW what Label to look for and indicates the next line to be executed. If the Next field is empty, TEMPRA SHOW moves to the next line in the sequence.

Using the Workform

The text-based interface is useful when you want to see the setup of more than one event at a time. The text interface is also useful for editing features that span individual lines. These features include search and replace, block operations, and keyboard editing of many lines. In TEMPRA SHOW, the text-based interface is called the Workform and can be accessed by selecting the Work button on the Menu Bar.

When you look at the sequence Workform, you'll see it's composed of lines and columns. Each column contains a specific field. There are eight fields in the Workform.

When you create a new sequence using the Workform, start with the cursor in the left-most column and press **Select**. TEMPRA SHOW automatically prompts you across your Workform as you make choices from the menus. As you select options from popup menus and directories that are superimposed on the screen, your selections are transferred to specific fields.

Using CONFIGTS.EXE

In the Workform or from DOS, you can use the CONFIGTS.EXE program to change the contents of the TSHOW.CFG file. The TSHOW.CFG file contains many of the controls that determine how TEMPRA SHOW operates. These controls have defaults set by Mathematica, Inc. The defaults set by Mathematica, Inc. should operate on most computer systems. You have to change the settings in TSHOW.CFG using CONFIGTS.EXE if:

1. You have a special device attached to your computer, such as a touch screen, special display board, audio board or other device.
2. You add or change a device attached to your computer.
3. You want to change the colors used on the workform.
4. The current configuration produces a conflict and TEMPRA SHOW does not work properly or does not work at all.

TEMPRA SHOW reads the TSHOW.CFG file when TEMPRA SHOW is run. The TSHOW.CFG file tells TEMPRA SHOW the devices attached to your computer and any other specific information needed. If that information is incorrect, TEMPRA SHOW may have erratic results or may stop running completely. If TEMPRA SHOW does not run, you should check the contents of TSHOW.CFG for conflicting information. For example, having two serial port devices set to use the same serial port will cause problems.

You can view the TSHOW.CFG file by “typing” it to your screen or printing it. To print this file, go to the TEMPRA SHOW directory (NTEMPRA) and type: **PRINT TSHOW.CFG** and **[Enter]**. When DOS asks the device name, press **[Enter]** to use the standard printer (PRN). The printer prints a complete list of the contents of TSHOW.CFG, including all the values set.

The selections available in CONFIGTS.EXE may not be appropriate to all versions of TEMPRA SHOW. Some functions and devices are not supported, but do have choices presented to you in CONFIGTS. These devices and settings were used in earlier versions or are being held for later versions.

To start CONFIGTS.EXE, go to the TEMPRA SHOW directory and type: **CONFIGTS** and [Enter]. The opening menu of CONFIGTS.EXE appears on your screen. The five choices available are:



Move through the list using the up and down arrow keys or a mouse. If you use a mouse, the left button is the equivalent of the [Enter] key and the right mouse button is the Escape [Esc] key.

Colors

Selecting Colors allows you to change the colors on your Workform. You cannot adjust the colors used on the graphic user interface (GUI). The default colors in the Workform have been selected to provide an easily visible display. You can change the colors to suit your taste.

Parameters

Parameters menu allows you to make changes to the devices, addresses, and controls used by TEMPRA SHOW. CONFIGTS.EXE presents the choices as a list. You can move through the list using the mouse or the cursor keys. When you find a setting you want to change, press [Enter] or the right mouse button to see the options available to you. Some options provide for a choice and some options ask for a specific value to be entered. You may need to use the Parameters menu to set the configuration to take advantage of all the features in your *SOUNDstudio*, *SOUNDvision*, or *SNAPplus* boards. The Parameters includes the following selections:

Set Configuration
Joystick Param 1
Joystick Param 2
Joystick Param 3
Videodisc Serial Port
Com Port Parameter
Audio Board Type
Gain (TI/Online)
Volume (TI/Online/Voyetra)
TI Key Option
Touch Screen
PIB I/O Base Address
PIB Segment Address
Video Brightness
Video Hue
Video Contrast
Video Saturation
Watson II Com Port
Video Input Standard (NTSC/PAL)
EMS to Use (K)

Joystick Param 1, 2, and 3

If you have a joystick rather than a mouse, you can adjust the sensitivity of the joystick here. The parameters are for the Kraft Joystick. Parameter 1 adjusts the wait between writing to the joystick, while Parameter 2 is the wait between reading the joystick port. Parameter 3 adjusts the wait between reading the joystick port and doing the next action. The range for each value is 0 to 255. The values must be typed into the box displayed.

Audio Board Type

If your computer has an audio board, this parameter selects the type of board used. The boards marked with an "*" are not available in this version of TEMPRA SHOW. Select the audio board by moving the highlighted bar to the correct board (in this case, *SOUNDstudio* or *SOUNDvision*) and pressing [Enter]. If you need a Voyetra driver for your *SOUNDstudio* or *SOUNDvision* card, call Mathematica, Inc. to purchase one. The choices are:

Set Sound Board

- 0 No Sound Board**
- 1 Watson Board (old)***
- 2 TI-Speech Board***
- 3 WatsonII Board (new)***
- 4 Online Board***
- 5 Wang Freestyle Voice***
- 6 Sound Blaster**
- 7 MicroKey**
- 8 MicroHelp***
- 9 Voyetra**

Gain (TI/Online)

(This selection is not used in this version of TEMPRA SHOW. It may be added to TEMPRA SHOW in a future version. Check your supplemental documentation or contact Mathematica, Inc. technical support.) For the TI or Online audio board, you can adjust the Gain setting. The range is 0 to 10.

Volume (TI/Online/Voyetra)

Volume is available for sound boards that use Voyetra drivers only. For Voyetra, the range is 0 to 127.

TI Key Option

For the *SOUNDstudio* or *SOUNDvision* and other sound boards that use Voyetra drivers, you have a key option. This option causes TEMPRA SHOW to stop playing sound when a key is pressed. This is available only with Play and cannot be used with Playasync. The choices are:

Set TI Key Option

- 0 Abort On Any Key**
- 1 Enable Function Keys, Abort Non-Function Keys**
- 2 Enable Function Keys**
- 3 No Abort**

Touch Screen

For systems that have a touch screen, this parameter allows you to select the type of touch screen.

PIB I/O Base Address and PIB Segment Address

(These selections are not used in this version of TEMPRA SHOW. Check your supplemental documentation or contact Mathematica, Inc. technical support.)

Video Brightness, Hue, Contrast, Saturation

These four parameters are used by the SNAPplus. You can adjust the levels of brightness, hue, contrast, and saturation for video as it enters the board. To see what the video image looks like, use the video capture feature from the TEMPRA GIF Video menu.

Watson Com Port

This is not used in this version of TEMPRA SHOW. Check your supplemental documentation or contact Mathematica, Inc. technical support.

Video Input Standard (NTSC/PAL)

This parameter allows you to adjust the type of video that TEMPRA SHOW expects to receive on an image capture card, such as the SNAPplus. NTSC is the United States standard for video, while PAL is the European standard. RGB input can have the sync line separate (RGB_SEP_SYNC) or on the green line (RGB_SYNC_GREEN). Composite and S_Video are also separate video input methods that can be NTSC or PAL. Check the video camera documentation if you aren't sure which you should choose. The choices are:

Input Standard (NTSC/PAL)

0x15 RGB_SEP_SYNC NTSC
0X25 RGB_SYNC_GREEN NTSC
0X35 COMPOSITE NTSC
0X45 S_VIDEO NTSC
0x16 RGB_SEP_SYNC PAL
0X26 RGB_SYNC_GREEN PAL
0X36 COMPOSITE PAL
0X46 S_VIDEO PAL

EMS To Use (K)

This is not used in this version of TEMPRA SHOW. Check your supplemental documentation or contact Mathematica, Inc. technical support.

Audio INT/IMA/IRQ

This parameter is for those who have an audio board that has been moved to a non-standard address or had other parameters changed. You may enter your own parameter or select one of the two parameters used with the MicroKey.

Videodisc Type

This selection is not used in this version of TEMPRA SHOW. Check your supplemental documentation or contact Mathematica, Inc. technical support. This setting allows you to set the type of videodisc on your system.

Touch Screen Serial Port

This parameter sets the serial port used by your touch screen. The choices start at COM1 and go to COM4 or no touch screen. You must set the COM port to where your touch screen is connected.

Touch Screen Indicator

This indicates the results of touching the screen.

Load Setup

Load Setup loads the copy of TSHOW.CFG that is on your hard disk.

Save Setup

Save Setup saves it back to your hard disk. Until you save the setup, no changes made using the CONFIGTS program take effect.

View Setup File

The View Setup File option displays the TSHOW.CFG on your screen.

Quit

Quit stops the CONFIGTS program and returns you to DOS. If you are unsure about an option or do not know specific information, you may quit CONFIGTS without making changes to the TSHOW.CFG file.

In addition to running the CONFIGTS program from DOS, you can run it from within TEMPRA SHOW by selecting Configure in the Workform menu. When you quit CONFIGTS, you return to TEMPRA SHOW if you are in the Workform.

Setting Environmental Variables

When you installed TEMPRA Special Edition, you were asked if you wanted to change your AUTOEXEC.BAT and CONFIG.SYS files. If you did, your path statement was changed to include the TEMPRA SHOW directory. TEMPRA SHOW also added some SET statements to your AUTOEXEC.BAT files. These SET statements create DOS environment variables. TEMPRA SHOW uses the DOS environment variables to establish its configuration every time you start TEMPRA SHOW. If you want to change any of these variables, use the following parameter guidelines. Check your DOS manual for information on setting environmental variables. The following describe the variables you can set for TEMPRA SHOW. To set a specific variable, enter the value after the = sign.

BEEP

Sets frequency and duration of computer beep.

(SET BEEP = 100 100) This variable sets the frequency and duration of the computer beep you hear if you ever make a selection the system cannot accept. If you want to set this (optional), you must have both entries. SET BEEP=100 100 sets the beep at 100 for 100 thousandths of a second. If you set one number, the system hangs up.

BLAST_BUF

Sets a buffer for audio when using a Sound Blaster card.

(SET BLAST_BUF = ##) Valid entries, between 2 and 32, signify the size in kilobytes of the buffer. This allows audio to be played from the buffer (in the computer's memory) rather than from the disk, which would not be fast enough in some circumstances. If you have a large Blast_Buf you may not have room in memory for certain video modes, and the system uses the disk memory manager. This slows down execution.

EDITOR

Sets the text editor to run from TEMPRA SHOW.

(SET EDITOR = Editor Name) This determines the word processor used when you select Text Editor from the Workform or Word from the graphic Menu Bar. If you don't set an editor, TEMPRA SHOW goes to the default text editor. TMP (SET TMP= Drive\Directory name) determines in which directory on your disk memory resident information is stored. This TMP file also contains screen information for the Super VGA modes. This has to be stored in a file with a unique file name that TEMPRA SHOW makes and saves temporarily on the hard disk when you have a 640K machine.

VVLINES

Determines the number of lines in a TEMPRA SHOW sequence.

(SET VVLINES = ##) Valid numbers are between 50 and 500. You can set the number of lines to suit your computer's memory. Use the same number when editing and running your sequences. If the number of lines in a sequence is more than the number of lines allowed with this setting, extra lines are cut off the end of the sequence.

VVMODE

Sets the starting graphics mode and color depth.

(SET VVMODE=Mode) To set the 320x200 graphics mode with 256 colors, use the format SET VVMODE=VGA_13. TEMPRA SHOW selects a mode that most closely matches your display if you don't set one. The installation automatically sets this for you and puts this into your AUTOEXEC.BAT.

VVMTBAUD

Sets baud rates for MicroTouch touch screen.

(SET VVMTBAUD=####) Valid numbers: 9600 and 4800. This sets the baud rate (unit of speed) for MicroTouch Touch Screen's serial communications.

TEMPRA SHOW PAINT

Sets TEMPRA GIF as external paint program.

(SET VVPAIN=Program name) This determines what paint program is executed when you select the "TEMPRA" button on the Menu Bar. TEMPRA uses .PCX, .TGA, .WIN, and .PCC files. If you don't set this, you can't run anything from the "TEMPRA" button on the Menu Bar.

VVSPRITE_BUF

Sets the memory storage area size for sprites (picture clips).

(SET VVSPRITE_BUF=#####) Valid numbers are between 2048 and 64000. If you have EMS you don't need this. You can vary this to accommodate memory constraints in your PC. A large VVSprite_Buf allows you to show large image clips, but this large buffer may preclude you from using a number of VGA modes in conventional memory.

PROGX

Sets the external program for access from TEMPRA SHOW.

(SET PROGX=Program name) This lets you access any external program from the TEMPRA SHOW Menu Bar. You can set any frequently-run program for use without leaving TEMPRA SHOW. Return to TEMPRA SHOW by typing EXIT and pressing [Enter].

Using the SNAPplus

When you install the SNAPplus desktop video adapter, the installation program places parameters in the AUTOEXEC.BAT file. This special edition of TEMPRA contains default parameters to run on the SNAPplus. To ensure that the SNAPplus is working correctly, execute the test program that comes with the video board. Refer to the section on CONFIGTS.EXE for details about setting input standards for the video camera you use with the SNAPplus. TEMPRA SHOW supports video-in-a-window with the SNAPplus. To use this feature, select from the following fields:

Type

Select **Video** from the list of event types.

Method

Choose from several activities to create your video-in-a-window:

VidLive

VidLive puts live video in front of everything on the screen. The **VidLive** method turns on live video and displays it in the last video window that was used. If there was no video window, TEMPRA SHOW does not do any function. **VidLive** does not have any parameters.

VidOver

VidOver puts video in an overlay mode. The video coming into the screen is only seen when there is a transparent color on the display. **VidOver** is different from the Video Live method, which places the video on screen on top of the graphics. **VidOver** does not have any parameters.

VidNorm

VidNorm turns off any video window that may be active. The display acts as if it were a normal VGA. You should use **VidNorm** when ever you need to do graphic events that do not use live video.

VidWind

VidWind tells TEMPRA SHOW to place a video window onto the screen and display the video coming into the card. The video comes into TEMPRA SHOW from a compatible display card. If your computer doesn't have a compatible card, **VidWind** won't function and you get an error message. The parameters for **VidWind** events describe the location of the video window. You are asked for the location of the video window as you create the event. The screen clears for you to position the lower right corner of the video window. You may use the mouse to position the video window bottom left corner. You then move the mouse to outline the area covered by the video window. As you move the mouse, a rectangle appears. The rectangle shows where the video window is located. When the rectangle is in position, pressing **Select** on the mouse or the **[Enter]** key places the coordinates of the video window into the parameters field.

VidGrab

VidGrab digitizes the current video into the window. The image then becomes a part of the screen display.

VidTcol

VidTcol sets the transparent color for overlay. The video coming into the computer is only visible where the transparent color is on the screen. Transparent colors can appear over screen, sprite, or background color events. You choose the transparent color as you enter the event. Your choice may be from the screen or from a palette. If you are using a 256-color video display, you should load the palette of the images you want to use before picking the transparent color.

VidBW

VidBW makes the video black and white. Once you have executed an event that changes video to black and white, executing another event that turns the **VidBW** off will return the video display to color. The parameters for the Video Black and White event allow you to turn black and white on or off.

VidInv

VidInv inverts the video colors. Video Inverse is similar to the **VidBW** method because it can be turned on (colors are reversed) and off (colors are normal). Video Inverse is an artistic effect you should use to determine its results in your presentations.

Using SOUNDstudio or SOUNDvision

If you are using the *SOUNDstudio* or *SOUNDvision* products, make certain that you have first installed the *SOUNDstudio* and *SOUNDvision* software...per the instructions supplied in the *SOUNDstudio* and *SOUNDvision* user manual.

If you are using *TempraGIF* or *TempraPRO*, refer to the section on *CONFIGTS.EXE*, and for audio board type select: **Voyetra**.

If you are using *TempraSHOW*, the following statements must be typed once (or placed in the *autoexec.bat* file) before running *TempraSHOW*:

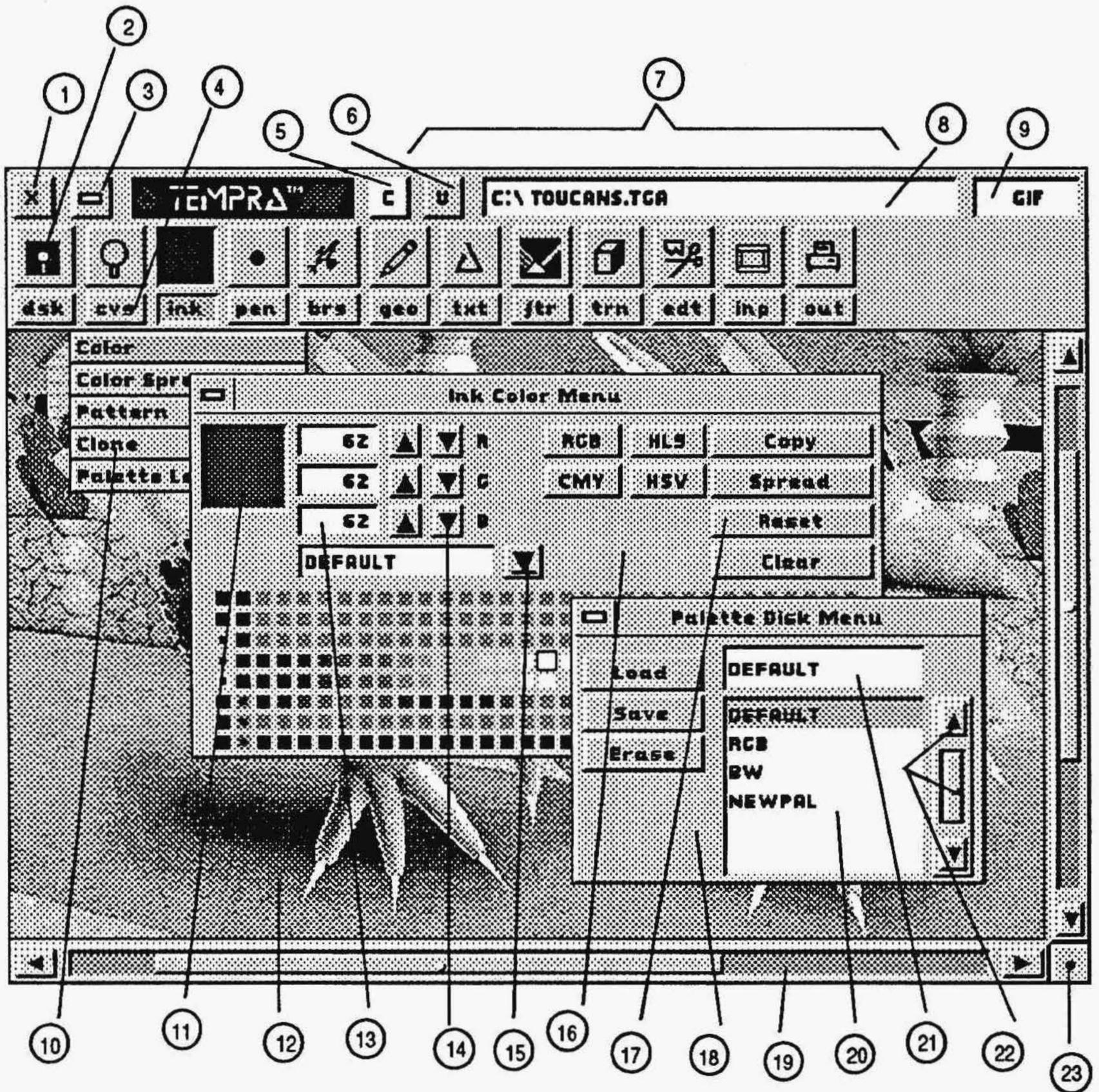
```
call \voyetra\driver  
\voyetra\vmp
```

Note: if you attempt to play a sound file and receive an error message telling you to add */CLP.XX* to *VMP*, change the above to:

```
call \voyetra\driver  
\voyetra\vmp /clp.16
```

If you still receive an error message, try increasing the **clp.16** to **clp.32**.

The TEMPRA GIF Graphic User Interface



- | | | |
|-------------------------|---|------------------------------|
| 1 Exit Button | 9 GIF Box | 16 Function Menu |
| 2 Functions Icon | 10 Drop-down Menu
(with Selector Bars) | 17 Radio Button |
| 3 Remove Menu Button | 11 Preview Box | 18 Pull-down Menu |
| 4 Functions Push-button | 12 Canvas | 19 Canvas Slider Bars |
| 5 Clear Button | 13 Number Box | 20 List Box |
| 6 Undo Button | 14 Fine-tuning Box | 21 Filename Box |
| 7 Main Menu Bar | 15 Pull-down Menu Button | 22 Elevator (Bar and Button) |
| 8 Current File Box | | 23 Reduce to Screen Button |

TEMPRA GIF

TEMPRA GIF is the daughter product of TEMPRA PRO. TEMPRA GIF does everything TEMPRA PRO does, except support scanning, color printing, and 16.7 million-color images. TEMPRA PRO also has advanced editing features, such as TEMPRA Wand, additional filters, and more complex geometry functions. The TEMPRA GIF product includes scanning and color printing menu buttons so you can explore the TEMPRA PRO scanner menus with TEMPRA GIF. However, a menu appears informing you that those functions are available only in TEMPRA PRO.

Using the Main Menu Bar

When you first run TEMPRA GIF, you see a copyright notice and then the Main Menu bar. The Main Menu bar stretches across the top of the display. On it are function icons for individual functions or groups of functions, the path, and name of the file being worked on. On top of the menu are the Exit and Remove Menu buttons, our logo, the Clear and Undo buttons, the filename of the last image you loaded or saved, and the GIF Box. Generally, to paint in TEMPRA, you make your function selections from the various menus, cancel to remove the menus from the screen, and start painting.

Remove Menu

The Remove Menu button gives you a full-screen image so you can start painting. Pressing the Remove Menu button is the same as pressing the Cancel button on the mouse.

Clear Button

Selecting the Clear button erases the contents of the screen and replaces it with the color in the Clear button. To change the Clear Screen color, select the **Ink** function push-button and select “**Color**” from the pull-down menu. In the Ink Color menu, move the cursor to the palette and select a color to become the Clear color. Then move the cursor to the Clear button in the Ink Color menu and press **Select**. The Clear button on the Main Menu now displays the new color and will clear the canvas to that color when selected.

GIF Box

Selecting the GIF Box brings up the Version menu. You can find useful information about your version of TEMPRA GIF in this menu. The Version menu tells you the version date of TEMPRA GIF, the display board, the resolution of the display, and the amount of EMM memory available.

Function Icons

The Main Menu gives you access to all the tools available in TEMPRA GIF. The function icons have a three-letter abbreviated function push-button underneath. Selecting the icon calls up the menu that is currently active. Selecting the push-button underneath the Main Menu icon reveals a drop-down menu. Some sets of functions have a number of choices on their drop-down menus (Geometry has a lot), while others will have only one choice (the Brush menu).

Preview Boxes

Some menus have a preview box. This box shows what TEMPRA GIF will do with the functions that are currently turned active. As you adjust the controls in the menu, the results are displayed in the preview box.

Moving the Menus

All the menus except the Main Menu bar can be moved. Place the cursor on the title bar over the menu and press **Select**. The menu disappears and a ghost representation box of the menu appears. As you move the mouse, the menu ghost moves on the screen. When you have moved the menu ghost to the place where you want it, press **Select** and the menu stays in that place. The Main Menu bar does not appear. With the exception of the Zoom menu, you must still press **Cancel** before beginning to paint on the Canvas.

Disk Functions (DSK)

The Disk functions provide easy access to your computer's disk system. You can save, load, and erase all the files TEMPRA GIF uses. These include full-screen images, clippings of images, and color palettes. The Disk functions also give you an easy way to navigate through the directory system of your hard disk.

You may save an image or a clipping at any time while you are working in TEMPRA GIF. The size of an image and the number of colors available determine the size of the disk files for your images. A large canvas produces a large file. The more colors available to you also increases the size of your file. An 8-bit image has 1 byte for each pixel in the disk file. A general formula for determining the size of your image files is the height times the width times the number of bytes per pixel.

Files

The Files menu allows you to do three actions to your image files. You may save an image to disk, load an image from disk, or erase an image that is on your disk. You may also do the same to clippings. The buttons that are selected in the Files menu determine how the files are saved. You may choose from a wide range of file formats. Each file type has different characteristics. Buttons are inactive (gray) for unavailable options.

The B&W button allows you to save an image or a clipping as a gray-scale image. Selecting the Compress button uses a "Run Length Encoding" or other scheme to compress the size of a file so it takes less space on your disk. TEMPRA GIF uses standard ways of compressing files so that other graphics programs can read the files created with TEMPRA GIF. The UpSdeDwn button saves TGA files upside down. This is necessary for some programs that reverse the direction the TGA file is loaded. The 24-bit and 32-bit buttons are not active in TEMPRA GIF. To save an image, you should select the file type, the bit depth, other options such as Compress, and then use the manual fine-tuning box to type in the file name. TEMPRA GIF adds an appropriate file extension if needed. When all the items you need are set properly, you can then select the Save button. The image on your screen is then saved. If you want to save the current image onto itself on your disk, you need only press the Save button. The procedure to save a clipping is similar; however, when you press the Save button, the menu disappears and you can outline the clipping on the canvas. The clipping is a rectangle or a polygon depending on the last selection in the Edit menu.

Directories

The Directories menu allows you to see what directories TEMPRA GIF is using to load and save files. When you select a type of file, such as Images or Clippings, you can then change the path and directory used to load and save those files. Use the list box on the left of the menu to select the drive and directory. To select a directory higher on the directory tree (or back one directory) than the directory you are currently using, select “..” from the list box.

Canvas Functions (CVS)

The Canvas functions allow you to control the size of your image and your view of that image. The computer system and display you use determine the total environment available to you. On some displays and image display boards, resolution may be as low as 320x200 while others display up to 1024x768. TEMPRA GIF will take advantage of many the capabilities your equipment has.

For most editing, the canvas and the screen are the same size. This is useful for original art displayed on the computer screen. While you learn about TEMPRA GIF, it is best to keep the screen and the canvas size the same.

TEMPRA GIF provides a means to edit images far larger than can be displayed on your screen. The canvas and the screen can be separate items when the canvas is made larger than the screen. When you edit an image that is larger than the screen, TEMPRA GIF keeps track of changes made to the image and the location of your screen display within the entire image. Color scanners can produce images that are much larger than can be displayed on a computer screen. Some output devices such as slide cameras have a very high resolution and their images are too large to display on a computer screen. The Canvas functions of TEMPRA GIF allow you to edit images large enough to meet all your needs.

Zoom

Zoom allows a small section of the screen to be enlarged inside the Zoom preview box. Zoom provides a means for you to see individual pixels and to edit them one pixel at a time. No Geometry tools may be used while in Zoom,

but certain functions (such as Color Spread or Tint) may be used while the individual pixels are being painted. On some displays, including most image capture boards, Zoom is available through the function keys. The Zoom menu may be moved to provide access to all parts of your canvas. The Arrow icon moves the Zoom magnification area anywhere on your canvas. If the area you want to edit is under a menu, move the Zoom menu to another portion of the screen and you can then zoom on the area you want.

Get Icon

The Get icon selects a color to use in the Zoom editing area. Select this icon and then the color you want to edit with. The color may be selected from either inside or outside the Zoom magnification area.

No Icon

The No icon erases any changes made in the Zoom editing area. Once the Zoom area is moved, the changes are permanent.

Current Color Icon

The Current Color icon displays the editing color you are working with.

Ratio Icon

The Ratio icon changes the magnification of the Zoom area. TEMPRA GIF zooms up to a 1 to 8 ratio.

Screen Setup

The Screen Setup menu allows you to choose the resolution for editing. Most displays support more than one resolution. Use the Screen Setup menu in conjunction with the Canvas Setup menu to create the best solution for your editing needs. Some display boards, like the basic VGA, have only one choice in the Screen Setup menu. The basic VGA only displays 320 x 200 pixels with 256 colors.

The Preserve Canvas button preserves your existing canvas when you change resolutions using the Canvas Setup menu. Some displays provide a hardware Pan Area. TEMPRA GIF supports that ability and displays the Pan Area in the Screen Setup menu.

Canvas Setup

The Canvas Setup menu is used to edit an image that is larger than you can display. The maximum size image you may edit in TEMPRA GIF is 8192 by 8192 pixels. When you use a canvas that is larger than your screen can display, slider bars appear on the right side and bottom of the display while the menus are on the screen. You may slide the bars to move around in the image. As you move, any changes to the image on the screen are saved to disk. However, you must do an Image Save in order to save the large canvas image permanently to disk (just as you would with an image which had the same size screen and canvas).

Canvas Status

The Canvas Status menu tells you the current status of your canvas. When you load an image, TEMPRA GIF automatically resizes your current canvas to match. You may resize the canvas after the image is loaded. Check the status if you are not certain of the size of your canvas or the resolution you are using.

Ink Functions (INK)

The Ink functions drop-down menu provides control of the colors you use as you paint. In addition to choosing and modifying colors, you can set up a Color Spread (also called a “color ramp” or “color cycle”).

The color controls in the Ink menu allow you to completely control what colors are applied to your canvas. The maximum number of colors available in TEMPRA special edition is 64,000. These colors are displayed and controlled in the Ink Color menu. In TEMPRA PRO, you can use displays with up to 16.7 million colors, usually called true-color display adapters.

A display that uses 16 bits per pixel displays 64,000 colors, while a display that uses 24 bits per pixel will be able to display more than 16 million colors. If you have a display and display adapter capable of displaying 16.7 million colors or more, we recommend you upgrade to TEMPRA PRO.

You are not limited to a single color for painting in TEMPRA GIF. Through the Color Spread menu, you may have a whole range of color available as

you paint. When you use the Pattern menu, you may have as complex a pattern as you need to apply to the canvas.

Color

The Color menu is where you select colors and adjust them. You can choose one of the four color models. They are RGB (Red, Green, and Blue), HLS (Hue, Luminance, and Saturation), CMY (Cyan, Magenta, and Yellow), and HSV (Hue, Saturation, and Value). In the Color menu is a display of 256 colors. You may choose a color from this map by moving the cursor to the color and pressing Select. You may also mix your own color using the fine-tuning buttons.

You may spread a range of colors in TEMPRA GIF. For example, if you would like a range of colors between red and blue, you would select the Spread radio button and then select a red from the palette. Next, select a blue from the palette. TEMPRA GIF redisplay the new palette with a color spread between red and blue.

Spread

The Spread button spreads colors on the palette. Spread operates left to right and then top to bottom. Your first color should be on the top left followed by the bottom right.

Copy

The Copy radio button copies a color from one location to another on the menu. You should not use the first two columns of colors. They are used to provide colors for the menus. Select the color you want to copy, select the Copy radio button, and then select the target location on the palette.

Reset

Selecting the Reset radio button returns the palette to the default palette.

Clear

The Clear radio button specifies the color for clearing the canvas. The color is determined in this menu, but the actual clear screen process happens when you select the Clear button (“C”) on the Main Menu Bar.

Color Spread

The Color Spread menu allows you to set a range of colors for paint. The colors are selected from a palette. As TEMPRA GIF paints, the colors are cycled onto the canvas. Color Spread colors can be painted as if they start at one point and flow toward another or they can be placed into objects. As you paint each object, TEMPRA GIF cycles to the next color. This is useful for painting objects with the Repeat button active.

An Object spread applies a different color for each object (such as a rectangle or circle) that you paint. Distance spreads apply a spread of color across a distance on your canvas. When you use Fill Object, you fill the entire object with the color spread. The Origin buttons allow you to set the starting point for a distance spread using the Center of an object, a Fixed Point that is set using the Set Point button or a Floating Point. If you choose Floating Point, TEMPRA GIF asks where to set the origin each time an object is painted onto the canvas.

The Orientation buttons allow you to set the orientation for a Distance spread. You may set the orientation so that a spread is Vertical, Horizontal, Circular, or along a Line. The Width fine-tuning buttons determine how many pixels or objects TEMPRA GIF paints before cycling to the next color. The Dither fine-tuning buttons randomly mix colors from the color spread as they are painted onto the canvas. When you select Set Spread, you receive a pick box that allows you to choose the colors in your spread. You will choose the first and then the last color in the spread from the palette. The spread is from top left toward the bottom right. Reverse changes the direction of the spread to bottom right toward top left.

VGA displays that have 256 colors (8 bits per pixel) allow you to animate the colors in a color spread. This allows you to have an exciting display. The Speed of the animation is set with the fine-tuning buttons at the bottom of the Color Spread menu. The Leave Menu button animates the display and allows you to see how the colors are animated. To start the animation, select the Go button at the bottom of the Color Spread menu.

Pattern

The Pattern menu allows you to choose the pattern you use for painting. Patterns may be stored on disk as clips or they may be edited in the Pattern menu. If you use a full image as a pattern, you can produce the effect of peeling one image away to reveal the other.

Ratio

The Ratio buttons at the top of the Pattern menu determine the amount of magnification shown in the edit box. The Clip Rectangle and Clip Polygon buttons allow you to select a pattern from the canvas. The Ink Drop icon floods the current pattern with the color in the color icon next to it. Use the Arrow Icon to shift your pattern left, right, up, and down. You can load a pattern from disk using the pull-down menu. Patterns can be any file used by TEMPRA GIF. Use the list box to select the type of file used in loading your pattern. The edit box in the center of the Pattern Editor menu allows you to apply color to the pattern on a pixel by pixel basis. The preview box next to the edit box shows how the pattern will appear when it is painted onto your canvas. The size of the current pattern is shown below the edit box.

Set Origin

Set Origin (SetOrg.) allows you to set the location for your pattern. HideBlk (Hide Black) turns black into a transparent color so that black is painted onto your canvas when you use a pattern. The Register button tells TEMPRA GIF to paint the pattern onto the canvas as if it were a wallpaper pattern rather than to smear the pattern onto the canvas.

Clip Polygon Icon

Selecting the Clip Polygon icon allows you to cut a polygon from your image and use it as the current pattern.

Clip Rectangle Icon

Selecting the Clip Rectangle icon allows you to cut a rectangle from your image and use it as the current pattern.

Fill Icon

Selecting the Fill icon causes the current pattern to fill with the current color.

Current Color Icon

The Current Color icon displays the color being used for editing. Pressing **Select** on this icon allows you to “pick” another color from the edit box, palette, or anywhere from your image.

Move Icon

The Move icon allows you to move the area to be edited in the edit box.

Clone

Clone allows you to pick up paint from one portion of the canvas and place it at another part of the canvas. This allows you to take a texture from one part of your image and move it to other parts of the image. Clone works as if the portion being painted comes from an adjacent area. Use the Set Points button to set the distance between the source of the paint and the location where the paint is placed.

Palette Lock

Palette Lock allows you to select colors to be locked or frozen. When the colors are locked, you cannot change them through functions on the Color menu, such as Spread or Copy. The locking action of Palette Lock works on the palette only. If you wish to paint over a color that is locked, you can do so. This differs from the Color Protect function in the Edit menu.

Color Compress

Color Compress helps you manage colors on the palette and in your image. When the palette is compressed, TEMPRA GIF removes colors from the palette and substitutes black for the those colors. You use the parts of the palette with black to create new colors.

Color Compress can remove colors that are not used on the screen. You can also remove colors that are used, but are very similar in appearance to the colors on the palette. You can select individual colors for removal. The colors on the screen that are removed are replaced with similar colors chosen by the program. TEMPRA GIF attempts to maintain the image’s appearance when compressing the palette. When TEMPRA GIF is compressing a palette, it looks at all the colors on the canvas. This prevents a change of colors that are not visible on the screen.

Pen Functions (PEN)

The Pen functions allow you to select or create a pen for painting. The drop-down menu for the Pen function is a little different from the other drop-down menus. You can select a pen straight from the drop-down menu. If you wish to modify an existing pen, or create your own, select Pen Editor to open the Pen Editor menu.

Brush Functions (BRS)

The Brush functions menu has one of the shortest of drop-down menus in this version of TEMPRA GIF. Only the Airbrush menu can be accessed in this Main Menu. Future versions of TEMPRA GIF will have more special brush effect features.

TEMPRA GIF's Airbrush is a computer representation of an actual airbrush. The ink sprayed by the brush may be controlled through the Airbrush menu. Airbrushing may be combined with patterns, color spreads, or filters. Airbrush works best in freehand drawing. Airbrush has no effect on your painting when you paint a filled rectangle, a filled circle, or other filled objects. Rectangles or other objects that are not filled use the Airbrush effect.

Airbrush

The Airbrush effect allows you to use the computer equivalent of an airbrush. With TEMPRA GIF's Airbrush, you may adjust the shape, size, and density of the airbrush. You may also use a brush for painting using the Mask Pen button. Any changes or alterations you make to the airbrush are displayed in the Airbrush preview box.

TEMPRA GIF provides four preset forms of Airbrush. They are Cone, Blend, Random 1, and Random 2. The Blend button allows you to blend the paint sprayed with the Airbrush with the colors on the canvas. Mask Pen allows you to use the current pen as the form of your airbrush.

The fine-tuning buttons in Airbrush allow you to adjust the shape and the size of the airbrush, as well as the density of the paint applied to the canvas.

Geometry Functions (GEO)

The Geometry functions include the main drawing functions for TEMPRA GIF. It is likely to be the one you use most. Each of the 12 different functions or tools will provide a different way of painting onto your canvas. The Geometry menus provide buttons to control the tool. Each control within a menu can be turned on by placing the cursor over the button and pressing Select. Some buttons are dependent on others and are gray until they can be selected. For example, to use Connected in the Freehand menu, Select Repeat. To turn off a button, select it when it is pink or select an alternate button.

Freehand

The Freehand menu allows you to draw without any constraints. It is a tool that matches the way a painter actually works. Try Freehand with different pens and patterns. The Repeat option applies paint as long as you hold down the Select button. The Connected button only works with Repeat and connects the paint in a continuous stream.

Line

Line draws straight lines. The lines that you draw are smooth if you are drawing straight up and down or left to right. If you are drawing at an angle, you will have a staircase effect. This can be smoothed through the use of the AntiAlias filter. The Center option draws lines radiating from a center point. The Point 1 Fixed option sets the first point and draws multiple lines from that point. The Repeat option draws lines as long as you hold down the Select button. The Point to Point option draws lines starting at the end of the last line drawn.

Rectangle

Rectangle draws rectangles. Repeat can be used to draw rectangles as long as you hold down Select. Either Corners or Center will always be active. Corners starts drawing the rectangle at one of the corners of your rectangle while Center makes your first point the center of the rectangle and moves out from the center. Edgbld (Edge Blend) blends the edge of filled rectangles with the colors on the canvas.

Square

The Square function produces squares. Select the first point and move the cursor to define your square. The first point is either the Center or a Corner of the square depending on the button you selected. Squares can be filled or outlined. You can also use the Center as a starting point.

Parallelogram

The Parallelogram function allows you to make parallelograms. Move the cursor to where you would like the first corner of the parallelogram and press **Select**. As you move the cursor, a line emerges from that first point. This line represents a side of your parallelogram. When the desired length of the side is made, press **Select**. As you move the cursor, a ghost frame of the parallelogram appears. It expands or contracts around the first line plotted. Press **Select** when the parallelogram is the shape you want.

Circle

When the Circle function is selected, either the Radius button or the Diameter button is always active. The first point of your circle is the center when Radius is selected, while the first point plotted is the start of the circle when Diameter is selected. As you move the cursor, the frame of the circle expands or contracts. Press **Select** when the circle is the size you want. The Point 1 Fixed button allows you to draw many circles that have the same starting point. Circles can be filled and repeated.

Ellipse

You may use the Ellipse menu for drawing ellipses. Ellipses are very similar to circles except you may vary the ellipse so that it is long and thin or tall. Ellipses may be filled or they may be an outline. You can use Repeat with ellipses. The Point 1 Fixed button will radiate ellipses from a central point. Arc Arcs are semicircles and may not be filled. The Around Ends button allows you to draw arcs of greater than 180 degrees. With Around Ends turned off, your Arcs will be less than 180 degrees. Arcs differ from curves in that they are subsets of circles. The Radius option draws an arc by starting at the center while Chord draws the arc from one side to the other. The Point 1 Fixed and the First 2 Fixed buttons determine what parts of the arc will be fixed when you draw more than one arc.

Curve

Curve provides two types of curves. The simple curve is based on three points. Curves have the first two points fixed on the canvas as you draw them. If you have the Sequential button turned on, the third point forms the curve from the first two points. If Sequential is turned off, the third point is between the first two points. The Ends button allows you to set the ends of the curve rather than the first two points. The Point 1 Fixed and First 2 Fixed buttons act as they do in Arc. The Repeat option is also available.

Spline

Spline curves can have as many points as you can put on the screen. The outline of your Spline curve is placed on the canvas by selecting. When all the points are placed (minimum number is 3), press **Cancel**. You can then adjust the Spline Curve by moving the Pick icon to an individual point and pressing **Select** and then moving that point. You can then **Cancel** to paint the Spline onto the canvas. When Repeat is active, the Spline may be moved, adjusted, and then painted again.

Regular Polygon

The Regular Polygon function allows you to draw equal-sided polygons. Select the number of sides you want with the Sides fine-tuning button. A Regular Polygon may have 3 to 20 equal sides. Regular Polygons can be filled or an outline. You can also use the Center as a starting point. Use Repeat and Point 1 Fixed to make multiple polygons. You can repeat filled or outlined polygons. If the Rotate Fixed button is active, the center of the first line of your polygon becomes the rotate point for drawing multiple polygons.

Irregular Polygon

Irregular Polygons may be filled or outlined. To draw an Irregular Polygon, move the cursor to the first point of the polygon and press **Select**. Move to the second point and press **Select** again. Continue pressing **Select** until the last side of the polygon is ready to be drawn. Press **Cancel** to close and finish the polygon.

Fill

Fill flows color, patterns, or effects onto the canvas until it meets a change in color (Flood) or meets a boundary color (Boundary). Fill goes into every nook and cranny of a color until it runs out of nooks and crannies. Pen Editor
The Pen Editor menu lets you create your own pens. Pens are edited only in black and white. You may use the pull-down menu to save or erase a set of pens. You load a set of pens by selecting the name of the set in the list box.

Hot Icon

The Hot icon lets you set the drawing point for your brush.

Copy Icon

The Copy icon allows you to copy the current brush to another location in the Pen Editor menu.

Teardrop Icon

You can fill the entire pen area with black or white by using the Teardrop icon.

Current Color Icon

You can change the pen color by selecting the Current Color icon.

Arrow Icon

The Arrow icon shifts the pen up, down, right, and left in the editing area.

Text Functions (TXT)

The Text functions allow you to adjust the settings for Text and to choose a font. The fonts available in TEMPRA GIF are Bitstream fonts. They are not the same fonts used in laser printers and are not outline fonts. TEMPRA GIF fonts are bit-mapped. While TEMPRA GIF's fonts are not optimized for desktop publishing the way an outline font is, your ability to use fonts in TEMPRA GIF is virtually unlimited. You may use text with patterns, color spread, or other combinations. TEMPRA GIF allows you to have plaid text, AntiAliased text, and even text that animates.

You select the font you will use in TEMPRA GIF by moving the cursor to the font name and pressing Select. The elevator bar and the elevator buttons allow you to move through the list of TEMPRA GIF fonts.

Font Settings

Text puts characters on the screen in any color, pattern, or filter, and at any angle. The cursor is replaced by a Text pointer for selecting the starting place and the angle of your text. For horizontal text, simply press **Select** at your starting point and start typing. For angled text, press **Select** at your starting point, then move the mouse to stretch a “baseline” for the text to follow. Press **Select** after stretching the baseline and then type the text. TEMPRA GIF provides Solid Drop shadows or a drop shadow that is blended into the canvas (BlendDrop). The fine-tuning buttons under the Drop Shadow buttons adjust the location of the drop shadow. Justification includes Left, Center, or Right. The Width and Height fine-tuning buttons adjust the size of the font.

If you encounter an error message (“Too Many Active Characters”) while using the Text menu, you must either Select the **Remove Menu** button at the top left of the message box or press **Cancel**. When the error message disappears, you must press **Select** to paint down the existing text on the screen. Move the Text pointer to the next desired position if necessary and continue typing.

Filters Functions (FTR)

Filters are effects that are applied instead of a color or are applied as you place color on the canvas. Some filters, like Soften, work on existing colors on the canvas. AntiAlias is an effect used with geometric tools, such as Line or Circle, to soften the edges of objects you draw. Tint, Wash, and Brighten all change pixels while leaving the original paint in place.

Sharpen

The Sharpen filter allows you to set the amount of sharpening that you may apply with TEMPRA GIF. Sharpening allows you to enhance subtle differences of adjacent pixels. If you apply too much Sharpen to the canvas, your image will lose display information. The Sharpen strength ranges from 0 to 8. It is best to apply Sharpen in small amounts.

Soften

The Soften filter works on the colors on the canvas, blending adjacent colors together. Soften does not use any color, but averages the existing colors on

the canvas. Continuous applies the Soften effect each time you use it. If Continuous is not turned on, you can blend a portion of the canvas only one time. Zoom in to see the results of Softening. The Soften strength ranges from 0 to 8.

AntiAlias

The AntiAlias filter provides a blending of the color of a geometric object with the background colors. This blending smooths ragged lines and provides a more natural appearance to objects and text. The Average button is always active while you are using AntiAlias.

Tint

Tint is used to change the colors of areas without changing the overall brightness of the existing colors. Tint applies the hue selected in the Color menu to the pixels on the canvas. The pixels on the canvas do not change their Saturation and Value.

Wash

Wash blends the Current Color with colors on the canvas. The blending effect is proportional depending on the setting of the Strength fine-tuning button. The Wash strength ranges from 10 to 100. You can turn on Continuous so that each application of Wash applies more blending.

Brighten

The Brighten filter differs from using the brighten and darken function keys. With the Brighten menu, you can use the Geometry functions to brighten a portion of the canvas rather than the whole image. The Dark to Light scale allows you to select the brightness of the Brighten filter while the Strength fine-tuning button allows you to select the amount of the Brighten filter applied with each use. The Brighten strength ranges from 10 to 100. The Continuous button allows you to apply the Brighten filter to an area more than one time. Each application of Brighten changes the canvas. The Dark to Light scale lets you darken an area as well as lighten it.

Transformation Functions (TRN)

The Transformation drop-down menu has one selection, Perspective. The Perspective function allows you to warp a portion of the canvas and paint that onto your canvas. Perspective is useful for creating textures and objects that look as if they were coming toward or away from you. You can then use the warped textures in painting using a pattern or other tools.

Perspective

The Perspective function provides the ability to cut a portion of the screen and warp it into any form of perspective. When Perspective is selected, you create a rectangle or polygon on the screen that is warped from any corner or any side of the rectangle or polygon, allowing you to move each corner or side independently. The warp that is applied to the rectangle is not limited and each side or corner may be adjusted as many times as needed. You can choose either a linear or polygon perspective.

To warp an area of the canvas, move the cursor to the top left of the area to be warped. Press **Select** and move the cursor to stretch an outline around the area and press **Select** again. An outline appears with marks at the corners and along each side. Each mark may be moved by positioning the cursor on it and pressing **Select**. Moving the mouse will move the selected part of the rectangle. When the area is warped properly, press **Cancel** to paint the area onto the canvas. The plus sign in the middle of the Perspective rectangle allows you to move the warp area to another position on your canvas.

Edit Functions (EDT)

The Edit functions allow you to protect parts of the canvas with a mask and to cut and paste parts of the canvas. The Mask function allows you to place a protective mask over portions of the canvas. The Clip functions let you cut out a part of the canvas, manipulate it, and then paste it back down.

Mask Editor

The Mask Editor allows you to place a protective barrier over a part of the canvas. When the Mask button is pushed, all painting functions act to apply the mask to the canvas. The Clear button clears away any existing mask.

The Unmask button turns on the opposite of mask. With Unmask active, painting removes mask from the canvas. The Reverse button reverses a mask that is on the canvas. The masked areas lose the mask and the unmasked areas become masked. The Show Mask button displays the areas with a mask applied to them. The Use Mask button allows you to use the protective mask as you paint. The Use Mask button should be turned on after you have applied the mask to the areas of the canvas you want to protect and are ready to start painting.

You may select from a list of masks you have created in the list box on the right side of the Mask Editor menu. Use the pull-down menu to save the masks you create and to erase masks you no longer need. Rectangle Clip allows you to cut a rectangle from the screen and paste it down on another part of the canvas. When you cut an item out of the image, icons appear around it. They allow you to move, stretch, shrink, expand, rotate, flip and flop the clipping. One icon also lets you paint the clipping onto the canvas. The bottom middle icon allows the black areas to be transparent. When you use the Transparency icon, it operates in the same manner as Transparency operates while loading a clip from disk. When the Cutout button is on, cutting a Clip will leave the Clear color underneath the Clip area. When the button is off, TEMPRA GIF makes a copy of the area and leaves the original part of the canvas behind. The Outline button allows you to move only an outline of the clip and does not show the pixels that are in the clip.

Polygon Clip

Polygon Clip allows you to cut out a polygon from the screen and paste it down on another part of the canvas. When you cut an item out of the image, icons appear around it, which function the same as they do in Clip Rectangle. The Cutout and Outline buttons work the same in Polygon Clip as they do in Rectangle Clip. The process of cutting out a Polygon Clip is the same as the geometric tool called Polygon.

Proportional Stretch Icon

The double arrow pointing on an angle is the Proportional Stretch icon to increase or decrease images proportionally.

Move Icon

The Move icon allows you to “pick the clipped area up” and move it to another area of the screen.

Edge Blend Icon

The Edge Blend icon smooths edges of clippings pasted on the screen. The staircase icon means Edge Blend is off. The smooth diagonal line means Edge Blend is active.

Rotate Icon

The arrow with the hooked tail is the Rotate icon. Your clip can be rotated at any angle from 1 to 360 degrees.

Up-Down Icon

The Up-Down icon flips the clipped area from top to bottom.

Unproportional Stretch Icon

The arrow in the bottom right corner is the Unproportional Stretch icon to stretch images nonproportionally.

Transparency Icon

The Transparency icons determine if black is transparent. A diamond with a circle shows when the transparency is active. A filled diamond shows when the transparency is inactive.

Paste Icon

The Paste icon pastes the clipped area on the screen.

Left-Right Icon

The Left-Right icon flips the clipping right to left.

Paintbrush Icon

The Paintbrush icon in the middle of your clip paints the clipped area on the canvas. You can move the clipped area and paint at the same time.

Color Protect

Color Protect allows you to mark specific colors to be protected from being painted over. You may select individual colors with the Mark Color button, ranges of color with the Mark Block button, or a set of colors from the canvas

with the Screen Select button. When you press Screen Select, you will be able to select a rectangle from the canvas. All the colors within the rectangle will be protected. With Color Protect, you may prevent painting on the colors you selected by using the Protect Marked button or reverse this with the Protect Unmarked button. When Protect Unmarked is active, the marked colors are the only colors that will be painted over.

The Swap button lets you “swap” one color for another. When you select Swap, the menu disappears and a Pick cursor appears on your image. Move the Pick cursor to the color you wish to change or remove. When you press Select with the Pick cursor over the color you wish to change, that color becomes the “swap” color. Any painting activities you now perform only operate in the swap color. You can change the current color at any time while Swap is active by using the Ink Color menu or the [F2] function key.

The Create Mask button causes TEMPRA GIF to create a file with the name COLORPRO.MSK, which can be used in the Mask menu. You can then save a file that will protect the locations of the colors even though you may have made changes to your images with Color Protect turned off.

The Screen Select button allows you to select all 256 colors in your palette when you use an 8-bit display. On a 16-bit display, you can select up to 2,500 colors. These colors are protected, even though they are not on the palette.

Input Functions (INP)

The Input functions allow you to bring images into TEMPRA GIF. TEMPRA GIF does not support the scanner function shown in the menu, but it does support video capture. For scanning, you must use TEMPRA PRO.

Video

TEMPRA GIF supports the SNAPplus board, which accepts signals from standard PAL or NTSC sources, such as a video camera or VCR. The Preview Box shows the image coming into the computer from the video source. When FreeRun is active, the image “moves” frame by frame. Selecting Freeze “freezes” the image in the Preview Box. Transfer moves the image in the Preview Box onto the computer screen. If the image on the Preview Box has unwanted background or extraneous video, you can correct it by selecting

Crop. To do that, crop the image until the unwanted portion is no longer on the screen. Aspect Ratio lets you stretch an image in the X or Y direction. A recommended setting is 1.25. You can capture the video in color or in black and white. The Set Area button lets you choose where on the screen the captured image is transferred. To transfer the image to the entire screen, use **Reset**. Set Palette tells TEMPRA GIF to pick the best palette for the image.

To video capture an image, go into the Preview Box by selecting the Input menu on the Main Menu Bar; then select Video on the drop-down menu.

1. Select Freeze.
2. Select Set Palette. It takes a moment for TEMPRA to process the colors. The newly-palletized image appears in the Preview Box again.
3. Select Transfer to transfer the image in the Preview Box to the screen.

Output Functions (OUT)

The Output functions allow you to print your TEMPRA GIF images. Color printing is available only in TEMPRA PRO. Black-and-white draft printing to more than 295 printers is available in TEMPRA GIF. On the drop-down menu is an elevator bar along with a selection of printers. Choose your printer from the list of printers. You may also select the Printer Settings menu to adjust the location and appearance of your final prints. TEMPRA GIF allows you to print from a file on disk or from the screen. Images with a canvas that is larger than the display should be printed from a disk file.

Printer Settings

The Printer Settings menu prints your images. Color images print in black and white on black-and-white printers. The File button allows you to print an image stored in a file. The Screen button prints the image on the screen. The Destination button changes the destination of images. You can print to several destinations: COM1, COM2, LPT1, LPT2, and File. You must select the Destination manual fine-tuning button and then type in the destination for printing. Buttons in the Printer Settings menu allow you to adjust the Brightness and Scale of the final print. You can also adjust the location of the print on your page. The preview box shows the size of your print and where it is located. Select the Print button when you are ready to print.

Cardinal Technologies, Inc.

TEMPRA™ Special Edition Special Offer Registration

Welcome to the exciting world of TEMPRA multimedia! This valuable software program has been made available to you through a \$50 special offer from Cardinal Technologies, Inc. and Mathematica, Inc. With TEMPRA products you can create exciting graphics, capture and edit video images, produce presentations and interactive demonstrations.

Your \$50 entitles you to these benefits:

1. Registration of the enclosed software and one-year membership in the TEMPRA Multimedia Player Program.
2. User Guide(s) detailing the features of TEMPRA GIF™ and TEMPRA SHOW™.
3. Preferred telephone technical support and customer service.
4. Specially-priced product upgrades and exchanges.
5. Free TEMPRA GIF/TEMPRA SHOW update with royalty-free presentation runtime and Voyetra drivers.
6. Free introductory membership to CompuServe Information Service and a \$15 usage credit.
7. Subscription to TEMPRA quarterly newsletter.

Only registered licensees of TEMPRA™ products receive these services. Please register now so we may provide you with prompt technical support and keep you informed about future releases of TEMPRA products.



402 South Kentucky Avenue, Lakeland, FL 33801
813.682.1128, FAX 813.686.5969

Product Highlights

TEMPRA GIF—Our versatile TEMPRA Special Edition image and design program includes features found in high-end packages. Supports a wide range of Cardinal Technologies video adapters, including the SOUNDvision, SOUNDstudio, and SNAPplus.

File Conversion	.GIF, .TGA, .TIF, .WIN, .PCX, .BMP, .AVC and .EPS (export only), with up to 8K by 8K resolution.
Image Processing	0-64K color palette, dithering, antialias, filters.
Color Management	Use CMYK, RGB, HSV, or HLS color models and adjust brightness, contrast and hue.
Video Capture	Save to desired format, crop, re-size.
Paint Tools	Airbrush, create custom patterns with built-in editor, draw geometric figures and splines, zoom.
Transformation	360° canvas rotation, masks, size, proportion and perspective features.

List Price \$149

TEMPRA SHOW—Produce interactive multimedia presentations, integrate voice, audio, animation and transitions. Control powerful features using our easy-to-use GUI or built-in script editor. Supports all Cardinal Technologies sound and most video cards.

File Formats	.PCX, .TGA, .PCC, .WIN, .WAV and MIDI.
Color Management	Choose colors from palette or image.
Screen Wipes	26 screen wipes with 99 speed settings.
Effects/Transitions	Roll-up, scroll, animate, and overlay.
Titling/Text	Includes a wide array of fonts, supports ASCII files.
Audio	Play music, voice, digital audio, CD ROM and MIDI (optional hardware required).

List Price \$199

Minimum System Requirements—IBM AT, PS/2 or 100% compatible system with 640K memory, 20MB fixed disk and mouse recommended. Compatible with DOS 3.3, Windows 3.X or OS/2 2.0, and EGA/VGA/SVGA video adapters.

Upgrades & Accessories

TEMPRA PRO™—Advanced image and design program with additional features, functions and utilities, including color scanning and printing. Supports a wide range of 8-, 16- and 24-bit VGA/SVGA video adapters. **List Price \$495**

TEMPRA Turbo Charger™—Created with Intel's C Code Builder, this accelerator enhances TEMPRA PRO's performance up to 5 times, utilizing 32-bit protect mode and advanced memory features. It also includes capabilities to produce stunning animated .FLI and .FLC files. **List Price \$295**

VOYETRA SOFTWARE—.VMP drivers make your production audio-card-independent. Record and playback your productions on platforms configured with audio adapters from different manufacturers. Software update. **Call**

CALL 813.682.1128 TO ORDER THESE UPGRADES AND ACCESSORIES!