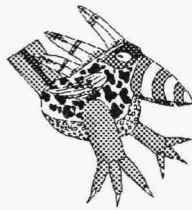


# TEMPRA™

The Ultimate Personal Imaging Tool for Presentation, Publication, and Commercial Design



# TEMPRA SHOW™



*Reference  
and Tutorial  
Guide*

**First Edition**

August 1992

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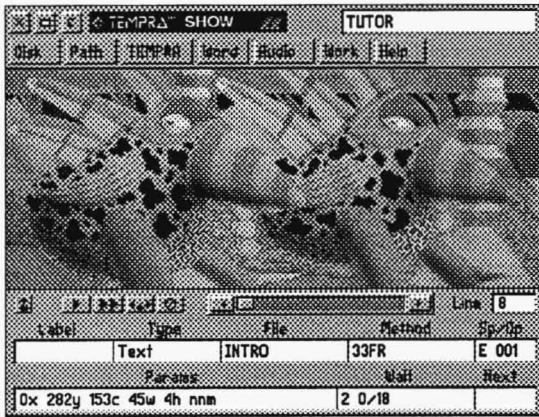
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## Chapter 1 Introduction

**Welcome to TEMPRA SHOW and the world of multimedia!** You can now orchestrate stunning multimedia presentations on your desktop PC (286 or higher). TEMPRA SHOW supports a comprehensive range of graphic image files, audio and graphics hardware, including sound boards, CD ROM, MIDI, animated .FLC or .FLI files, and video digitizing cards.

TEMPRA SHOW is the desktop video/multimedia presentation companion to TEMPRA PRO and TEMPRA GIF imaging software. Your presentations can contain images created from an unlimited number of sources. Of course, TEMPRA PRO and TEMPRA GIF are the ideal sources. Images can be created, scanned, or video captured in TEMPRA PRO or GIF. TEMPRA SHOW allows you to put these images into motion, add sound, and place your text messages into a final interactive presentation or desktop video production.

### ***TEMPRA SHOW and Multimedia*** \_\_\_\_\_

TEMPRA SHOW is a desktop video/multimedia development system and a menu-driven storyboard editor for presentations. This exciting new medium has been built to give you the power to express your thoughts in a simple and flexible manner. As a word processor is to scripts, TEMPRA SHOW is to multimedia with a full range of editing options.



TEMPRA SHOW lets you combine your images and computer graphics to create your own still-frame presentations (Sequences) with animation, titles, text, audio, and a variety of special effects. The presentations are made from a series of events. The events occur one after another, until there is an opportunity for user interaction.

You also have the ability to use TEMPRA SHOW to allow interactivity between the viewer and the computer with the menu and button events and various hot keys. The viewer can make choices to direct themselves through your material using a keyboard, touch screen, or the mouse.

The presentations created with the TEMPRA SHOW can be played back with a royalty free runtime executable module called TSHOWRUN or output to video for tape distribution. Use the Demo Builder to build the playback disks. The license to distribute complete multimedia presentations is included with your purchase of TEMPRA SHOW. You or your company may make copies of the presentation created with our software to distribute them for showing other PCs. If you use a third-party duplication service, you need an additional license. Call Mathematica, Inc. for details. Under no circumstances can you make copies of the TEMPRA SHOW authoring system for distribution to others.

## ***TEMPRA SHOW and Other Uses*** \_\_\_\_\_

TEMPRA SHOW is for making your ideas clear to others. It is a software program that gives you the ability to get your message across to your audience by the use of images, sound, and text. No matter what you have to say TEMPRA SHOW helps you say it. Here are a few of the uses for TEMPRA SHOW:

**TEMPRA SHOW is used to make PC based “slide shows.”** Show your .PCX files on the screen with many special effects using the Screen Event. You can add text to the pictures, with the Text Event. You can add animation with the Sprite Event, or audio with the Audio Event. You can step through the slides by pressing keys, or automatically based on times. You can go forward and reverse through the slides, with [F9] and [F10].

**TEMPRA SHOW is used to prototype, or mock up, other programs.** By using the interactive Button Event, you can let your users choose what they see next as 80 column text or graphics. TEMPRA SHOW is powerful enough to use in prototyping interactive video training.

**TEMPRA SHOW is used for promotional diskettes.** You can send PC disks in the mail to market your product. TEMPRA SHOW can help you get your point across quickly and powerfully with the Demo Builder feature.

**TEMPRA SHOW is used to create interactive displays.** Trade shows or store displays are more attractive if the user can make the choice he wants from a screen he sees. The branching features and touch screen compatibility make this an easy thing to do with TEMPRA SHOW.

**TEMPRA SHOW is a video titling system.** When used in combination with a VGA to video output board you can record TEMPRA SHOW text and titles on video tape. Please notice the Ticker effect in the Video Event that lets you run your text across the screen like a ticker tape. Some video boards allow you to put the titles over video coming through the computer. TEMPRA SHOW is a titling system with animation, and audio so it is a video production environment.

**TEMPRA SHOW is a DOS shell program.** You've seen DOS menu systems for PC users who want to start programs without seeing the DOS prompt. TEMPRA SHOW can start any program and run it, if the program takes less than 500k to run. TEMPRA SHOW starts other programs from the graphics screen, so you can point to an icon for the program with the Button Event and run the program with the System Event.

**The uses for TEMPRA SHOW are too numerous to list here.** If you need to express an idea TEMPRA SHOW is here to help you do this in the most powerful way you can imagine. Though you may feel adventurous and want to jump right into the program, please take the time to look through this section to give yourself a good feel for TEMPRA SHOW, and then do the tutorial at the end of this book before you start building your own presentations.

## **System Requirements**

---

To use TEMPRA SHOW, you must have:

- **An IBM compatible computer** with an Intel 80286 (IBM AT) or better processor.
- We recommend using Super VGA or better (640x480, 256-color, 32,000-color, or 16.7 million-color) systems to run TEMPRA SHOW. It does, however, support EGA, CGA, and VGA graphics.
- **At least 540K of main memory.**
- DOS 3.0 or higher.
- **About 5.5 megabytes of disk space** for TEMPRA SHOW program files plus space for any shows you create.
- TEMPRA SHOW uses expanded memory that complies with the Lotus-Intel-Microsoft standard (LIM spec 4.0 or better). The more expanded memory you have, the faster your presentations run. If you don't have a memory manager on your computer, TEMPRA SHOW won't use the memory above 540K. TEMPRA SHOW supports the Windows Himem memory manager.



Sharp Boy says:

For preferred technical support, become a member of our Multimedia Player Program. Call Mathematica for details.

## **Technical Support**

---

Mathematica, Inc. provides technical support from 9 a.m. to 5 p.m. (EST) on normal business days. Our technical support phone number is 813-682-1130. We are not open on weekends or holidays. An online HELP file is available in TEMPRA SHOW; you may want to consult this file before calling technical support.

## **Installation**

---

TEMPRA SHOW is installed on your computer's hard disk by using the install utility supplied by Mathematica, Inc.

1. Type **CD\** and press the **[Enter]** key. This puts you in the root directory.

2. Place the disk marked “**TEMPRA SHOW Disk I**” into your A: drive (or B: drive).
3. Type **A: INSTALL** (or **B: INSTALL**) and press **[Enter]**. This starts the installation procedure.
4. Screen 1.0 briefs you on the installation procedure. Press any key to continue after you’ve read the instructions. You can cancel the installation at any time by pressing the **[Esc]** key.
5. Screen 2.0 shows your system configuration, the DOS (Disk Operating System) version, EMM (Extended Memory Manager) version, EMM available and installed, RAM (Random Access Memory) available and free, and the input drive. Press **[Enter]** to accept the default.
6. Screen 3.0 asks on which disk drive you wish to install **TEMPRA SHOW**. The default is the C: drive. You can change to another drive, or press **[Enter]** to accept the default.
7. Screen 4.0 asks you to confirm the directory for **TEMPRA SHOW**. The default is the **TEMPRA** directory. We recommend using this default if you use or plan to use any of the **TEMPRA** image editing programs. This allows quick transfer between the **TEMPRA** products. Press **[Enter]** to accept the default.
8. Screen 5.0 describes the video modes. Screen 5. 1 allows you to select your startup video mode. You should pick the screen resolution and color depth settings compatible to your video display card. If the computer doesn’t support it, **TEMPRA SHOW** goes to the next lower resolution. If you’re not sure which display to choose, select 640x480 256 colors.
9. Screen 6.0 looks for the text editor you will use. The default is **TEXTEDIT**, which is a text editor supplied with **TEMPRA SHOW**. Press **[Enter]** to accept the default. If you choose another text editor, it must be a DOS application that supports ASCII text exports. Type in the **first eight letters** of the word processor (if you choose one other than the default). Press **[Enter]** to accept your selection. DOS 5.0 owners can use the Edit program.
10. Screen 6.1 is related to the previous one and confirms the directory of

the text editor you want to use. The default is the \TEMPRA directory, where the TEMPRA SHOW text editor is located. Press **[Enter]** to accept.

11. We have provided a means for you to run existing programs that you already own from within TEMPRA SHOW (i.e., communications programs). In screen 7.0, you can set up this program to appear as a button on the TEMPRA SHOW graphic menu. The default is no program, so you would type in **the first eight letters** of the program you want to use. The word you type will appear on a button in TEMPRA SHOW that you can select. For instance, if you have a video capture card and want to use our TEMPRA Turbo Charger movie feature to bring video .FLC or .FLI files into TEMPRA SHOW, you could set the program to include a button for TURBO MOVIE on the graphic menu. If you have this feature, type in the empty box and press **[Enter]**. Screen 7.1 appears for you to enter the directory for the program you want to use. TEMPRA SHOW needs this information to create a batch file so you can transfer back and forth between the programs.
12. Screen 8.0 asks if you want to view the READ.ME file after installation. Press **[Enter]** to accept the default to read it. The installation process begins, and the files are extracted on to the hard disk.
13. After the files have been extracted, a screen appears asking if you want your AUTOEXEC.BAT (auto execute batch) and CONFIG.SYS (configuration system) files automatically updated. Unless you're familiar with DOS commands, press **[Enter]** to automatically update. If you want to change them yourself, the Appendix 1 has descriptions of the environmental variables for TEMPRA SHOW. After the AUTOEXEC.BAT and CONFIG.SYS files are updated, the READ.ME files appears. Installation is completed.
14. To start TEMPRA SHOW with the changes you've set, first reboot your computer by pressing the Reset button or by pressing **[Ctrl]**, **[Alt]**, **[Del]** keys simultaneously. If you have a Video Blaster card, you need to run VBLSTDRV.COM before starting TEMPRA SHOW. To load the Video Blaster driver, type **CD \VBLASTER** and then **[Enter]**. Then

type **VLSTDRV** and press **[Enter]**. (You must perform this step every time you reboot to run **TEMPRA SHOW** with the Video Blaster card.)

15. Go to the **TEMPRA** directory by typing **CD \TEMPRA** and pressing **[Enter]**. Start **TEMPRA SHOW** by typing **TSHOW** and pressing **[Enter]**.

When you've completed the installation, place the disks in a safe location to prevent damage.

## ***Setting Environmental Variables***

When you installed **TEMPRA SHOW**, 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 these variables, check your DOS manual and see the troubleshooting section for a detailed description of the variables.

## ***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 SHOW** under Windows. **TSHOW.ICO** is the **TEMPRA SHOW** Windows icon. You need a 386/SX PC or better to run **TEMPRA SHOW** under Windows.

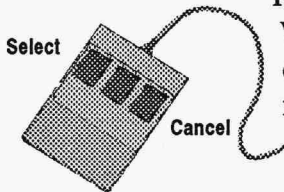
1. Open your Windows **Program Manager**.
2. Select **File** from the command line.
3. Select **New** from the pop-up menu.
4. Select **Program Item** from the New Program Object menu.
5. In the Program Item Properties menu, type **TEMPRA SHOW** as the description and **C : \TEMPRA \TSHOW . EXE** as 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.

## ***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. If you are new to the computer and mouse operation, please review your mouse reference manual. We recommend proficiency at using a mouse to use this program to its full potential, although you don't have to have a mouse to use TEMPRA SHOW.



## ***Using the Keyboard***

---

You can use certain keys on the keyboard to perform mouse tasks. The table at the end of Appendix 2 describes the keys and functions they perform if pressed when you use the graphic interface (Graphic) or text-based interface (Workform).



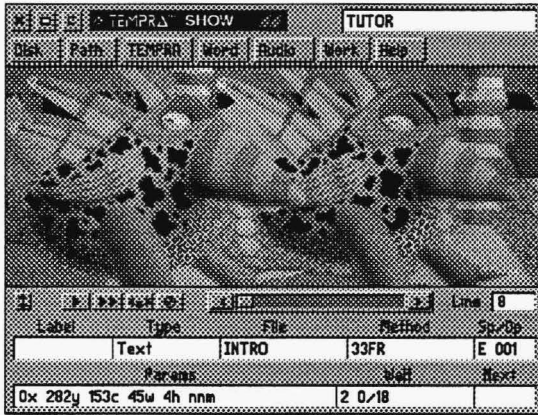
Some of the most common keystrokes used are the [Esc], F3, F5, and F6 keys.

**[Esc]** Stops a sequence in between lines.

**[F3]** Using the mouse, place the cursor over the field on the event controller you wish to edit and press [F3], not the mouse button. You can now type directly into the field the necessary information without calling on the menus for that event.

**[F5]** Press this key to play a single line in the sequence.

**[F6]** Press this key to start and play the sequence from the current line to the end of the sequence.



## Chapter 2

# Menu Conventions

TEMPRA SHOW has an intuitive GUI that sets it apart from other multimedia programs. This chapter describes the terminology and conventions used in the TEMPRA SHOW graphic interface.

## Terminology

Throughout this manual, conventions and functions are described in terms of making presentations. These descriptions contain words and phrases unique to the TEMPRA SHOW authoring system. The following list of terms and definitions should assist you in creating presentations.

TEMPRA SHOW is a **line** based authoring system. A line is a single command telling TEMPRA SHOW what to do, when to do it, and how to do it. Each line is made up of an **event type** and its related **fields**. Every time you create a line, you are asked to choose from a variety of events. An event might be a graphic, audio, background, video, text, or other selections. The related fields for each event include its file, speed, position, color size and other discriminating information relevant to specific fields.



Several lines together are called a **sequence**. Essentially, a sequence is your presentation. The default setting of a sequence in TEMPRA SHOW is 500 lines. If you want to create a sequence that exceeds 500 lines, you can chain multiple sequences together so they will run as one sequence. At the end of the chapter is a study in line construction that illustrates TEMPRA SHOW's intuitive sequence authoring system. We recommend that you become familiar with how TEMPRA SHOW operates by reviewing this section.

## *Graphic User Interface (GUI)*

---

The graphic environment of TEMPRA SHOW consists of a **Menu Bar** running across the top of your screen and an **Event Controller** running across the bottom of your screen.

### *Menu Bar*



The Menu Bar allows you to work with disk files, exit TEMPRA SHOW, and move to other programs such as TEMPRA GIF or TEMPRA PRO. It also allows you to use the on-line help system. The following buttons (selectable areas) make up the Menu Bar:

### **Exit**



The Exit button (or [Ctrl]-Q) takes you out of the TEMPRA SHOW program. Before you exit to DOS, you are asked if you want to save the current sequence, then you are asked to confirm the exit to DOS.

Use the mouse to select the buttons.

### **Remove Menu**



The Remove Menu button removes the graphic menus from the top and bottom of the screen so you can see the entire viewing area of your sequence on the screen. To return to the menus, press the Cancel button on the mouse. Each popup menu has a Remove Menu button.

## Clear



The Clear button clears images from the screen and changes the screen to black. Clearing does not affect your line or event in anyway, but lets you sample different effects without having to replay the lines up to that point. This is very useful when you are testing various wipes or speeds on the same image.

## Title



The Title box displays the filename of the current sequence you are creating or editing. By selecting the area inside the box with the mouse, you can rename your sequence. If you want to save the sequence under the new name, you must select Save Sequence from the Disk menu. Your old sequence will not be erased.

## Disk



The Disk button opens a menu containing various disk functions, such as loading and saving sequences, Demo Builder, and other disk-related functions.

## New Sequence

This menu option lets you start and name a new sequence. If you are already working from a sequence and select New Sequence, you are asked to name it. If you do not choose a name, TEMPRA SHOW clears all the lines of your previous sequence. To avoid confusion and lost sequences, always give a new sequence a unique name.

## Load Sequence

This menu provides a list of all the sequences that are available to load and run. The files are automatically saved in the <SEQ> sub-directory. The path to locate other sequences can be changed by using the Path menu.

### **Save Sequence**

This command saves your sequence to the hard drive in the <SEQ> sub-directory. If a sequence with the same name already exists in the directory, you are asked if you really want to write over the sequence. If you select Rename, you are prompted for a new name. Both the previous version and the new version are saved to disk.

### **Rename Sequence**

This feature allows you to rename a sequence at any point. The previous version is not erased unless you give it the same name.

### **View Directory**

Selecting this option lets you view the path of the current directory.

### **Delete File**

This deletes any file you specify.

### **Print Sequence**

This feature allows you to output your sequence in a number of forms. LPT1 and LPT2 provide access to hard copy versions like a script. Printing to video allows you to print your sequence to any SONY video recording device that supports the VISCA protocol, such as the SONY Vbox or Vdeck. This provides you with another form of output for your presentation. With this feature, your presentation can be transferred to videotape.

### **Save Picture**

This is a screen capture feature that saves any images on the screen at that moment in a .PCX format. You need to provide a name for the screen file and then save the screen. This is useful for printing images of each line for a hard copy revision of your sequence. Save Picture will not capture the GUI or other images outside of TEMPRA SHOW.

### **Demo Builder**

This feature allows you to put your presentations on distributable media. The viewer does not need the original TEMPRA SHOW program to view your presentation. Refer to the section on “Building Distributable Multimedia Presentations.”

## Help

This option lets you access an online context-sensitive help file provided with the program. Help information is listed by topic.

## Quit ([Ctrl-Q])

This exits TEMPRA SHOW to DOS or Windows. You can also use the Exit button or [Ctrl-Q].

## Path



The Path button opens a menu that sets the directories for TEMPRA SHOW to find certain files. When you install TEMPRA SHOW onto your hard disk, it creates directories to hold specific types of files. If you choose to change this directory setup, you can use the Path button to designate different paths. If you do change the paths to find your image files, for instance, be sure that all of your images are located in that directory. Otherwise, TEMPRA SHOW cannot call on the images as needed and the sequence will fail.

## TEMPRA



The TEMPRA button starts the TEMPRA PRO or TEMPRA GIF image editors from within TEMPRA SHOW. Using the TEMPRA button allows you to enter and exit TEMPRA PRO or TEMPRA GIF while running TEMPRA SHOW. Thus, the image editing and presentation programs interface directly for quick accessibility.

## Word



The Word button starts your DOS 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. EDIT produces ASCII files compatible with TEMPRA SHOW.

### Audio



The Audio button is for recording audio to disk for playback during your show. If you use a dedicated sound card such as the Sound Blaster, you can record speech or produce sophisticated sounds on your hard drive.

### Work ([Ctrl-G])



The Work button (or [Ctrl-G]) 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 so you can see multiple events on the screen at one time. (The graphic menu displays events line by line).

### Help ([F1])



The Help button brings a Help index to the screen. Use the mouse to move among Help topics and select the one you need. To access context-sensitive Help information, go to the Workform and place your cursor on the event you wish to get help information on and press the [F1] key.

### External Program

You can designate a button to appear for a program you use frequently and access that program through TEMPRA SHOW. It can be any program of your choice. This is set during installation.

## Event Controller

Label	Type	File	Method	Sp/Dp
	Text	INTRO	33FR	E 001
Params			Wait	Next
0x 282y 153c 45w 4h nnm			2 0/18	

The Event Controller contains the fields for the lines that make up a sequence. Information appears in the field boxes automatically, based on your selections from the pop-up menus as you create lines.

### Menu Position



The Menu Position button changes the vertical 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 ([F5])



The Play Line button plays only the line displayed on the Event Controller. The menus remain on the screen while the visual events play in the display area. This allows you to review the event and make changes as necessary while creating the sequence.

### Play Sequence ([F6])



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. To play the sequence with a full screen display and no menus, 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. If the Labels and Nexts are not matched, TEMPRA SHOW will alert you and the sequence will not play.

### Insert Line ([Ins])



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. This pushes all subsequent lines down one. You can use the Insert Line button to make room for an event you want to add.

### Delete Line ([Del])



The Delete Line button deletes the current line, including all the events on that line. You are given a warning that you are about to delete the line and its events. You can cancel the deletion.

### Line Scroll Bar



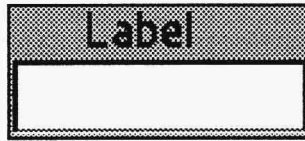
The Line Scroll Bar moves through lines in the sequence (similar to rewinding and fast-forwarding). The arrow buttons on each side of the Line Scroll Bar move the sequence one line at a time. You can place the cursor inside the Line Scroll Bar to the approximate location of the line you want and press Select to move to that position. When you move through the lines in the sequence, the fields below display the contents of each line. You can also “rewind” and “fast forward” using the Line Counter.

### Line Counter



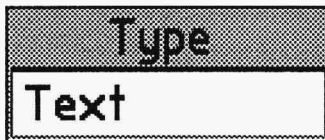
The Line Counter displays the current line number. As you move the Line Scroll Bar, the Line Counter changes to reflect the number of the current line. The events in the current line are displayed as you select each new line. You can move to a new line by selecting in the Line Counter and then typing the line number you want in the menu that pops up and pressing [Enter]. The Line Counter displays Line 1 when you first run TEMPRA SHOW.

## Label



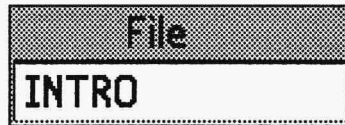
The Label field is used to identify an event or line in your show. Labels are primarily used for branching. Each label must have a unique name. TEMPRA SHOW distinguishes between upper and lower case, so the words “Start” and “START” and “start” would be considered three different labels in TEMPRA SHOW.

## Type



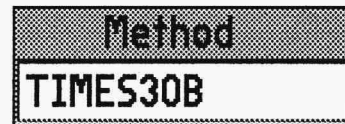
The Type field displays the kind of event that occurs when the line is executed. The type determines if the event is video, audio, a sprite, text, or another event. See the unit on type events.

## File



If an event needs a file, like a screen event, the menu with the possible choices appears. Select the file you want. Some events, like BColor do not need a file. In this case, the file menu is automatically skipped.

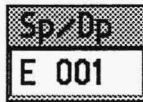
## Method



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



### Sp/Dp



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

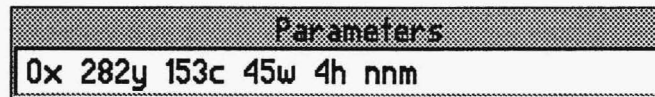
### Speed

The Speed field controls the velocity at which certain events appear (it regulates the time you designate to an event). 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. If your sequence is displayed on a computer that is faster than the computer used to create the it, the sequence displays quicker.

### Display

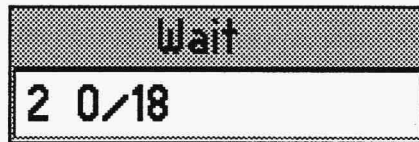
The Display field determines what happens to an event in relation to a subsequent event. There are three ways of leaving the elements of your presentation on the screen: *Temporary*, *Permanent*, or *Erase After Display*. Permanent events become a permanent part of the screen. The Erasing events erase 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 the method used with a particular event, such as the color of the background, the type of display mode you're using, or the placement of video or graphic on the screen. The contents of this box change depending on the type of event. Parameters are set automatically, but can be manually changed.

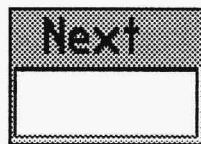
## Wait



The Wait field sets a delay between the lines 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 lines and can move automatically from line to line. The default is set for no waiting time.

## Next



The Next field tells TEMPRA SHOW what Label to look for and indicates the next line to be executed. The contents of the Next box correspond to the contents of the Label box. In order for TEMPRA SHOW to move to a line named in the Next box, the contents of the Label

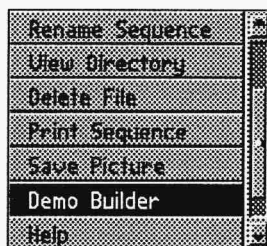
box must match exactly. If the Next box is empty, TEMPRA SHOW moves to the next line in the sequence.

# Creating Distributable Multimedia Presentations



Sharp Boy says:  
This is a good way to let others see your presentations even if they don't have TEMPRA SHOW.

You can use the Demo Builder button on the Disk menu to save a sequence you create as a self-running multimedia presentation for viewing by others who don't have TEMPRA SHOW.

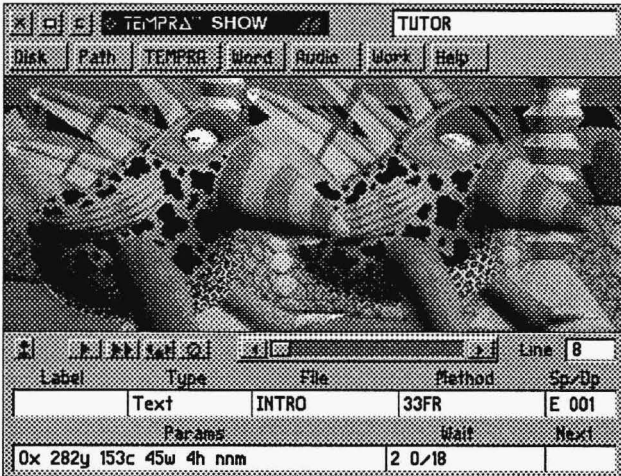


1. To create a copy of your presentation, select the **Disk** menu on the TEMPRA SHOW Menu Bar.
2. The drop-down menu displays functions you can do in sequences. The **Demo Builder** button is not visible at first, so you need to scroll down the menu by placing the cursor in the elevator bar and pressing Select (left mouse button) or by pressing

the down arrow button beneath the elevator bar. Select the bar labeled **Demo Builder**.

3. A menu pops up requesting the **destination** path (the default is the A: drive).
4. After you determine the path, the **Demo Batch File** menu pops up for you to type the name you want to give the presentation. The default demo name is "DEMO." You can change the name by typing in the box.
5. **TEMPRA SHOW** automatically creates the demo file for you. You may need to put new diskettes in the drive as the demo is being built. You will be prompted to change diskettes as necessary. The number of diskettes you need depends on the number and size of graphics in your sequence. The demo is actually a batch file to start the sequence and the files you used to build it.
6. To run the demo file (your presentation) on another computer from DOS, copy the contents from the disk(s) built by the Demo Builder to one directory and type the name of the presentation.

## Making Events

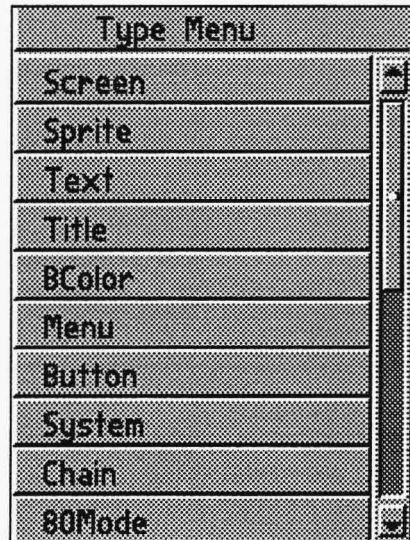


When working with the GUI, all lines are constructed through the Event Controller. This is the set of “buttons and sliders” on the bottom-half of the screen. Using this GUI, we will construct one line to help you understand why TEMPRA SHOW does what it does. Samples of the different line constructions are in a later section of this manual.

TEMPRA SHOW has an intuitive GUI. It leads you through the construction of a line automatically when you write

every line the first time. When you start a line in TEMPRA SHOW, you usually select the Type field first. It is highlighted in red. The menu for the type field appears below.

In this menu, you are asked what type of event you want to take place on this line from 21 possible event choices. Depending on what you choose at this point, TEMPRA SHOW determines what other fields (in the File, Method, Sp/Dp, Parameters, and Wait For) are needed to complete the line. On each field's pop-up menu, TEMPRA SHOW gives you a list of possibilities to choose from.

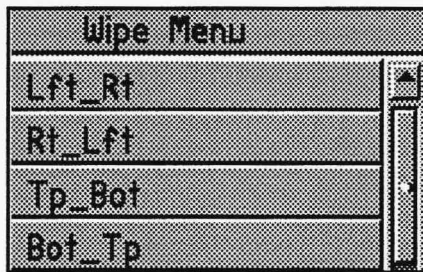


## ***Building a Sample Line in a Presentation***

This is our line example. (This is only one of many possible examples.) When you start TEMpra SHOW for the first time, the GUI appears and the Type field box is filled with a red highlight. When you are not branching, this is where you start most of your sequences. For this sample, we will start with the Label field and build a screen event to bring up an image.

Using the mouse, move the cursor over the first box, called Label, on the Event Controller. Press the left mouse button to select that field. A dialogue box appears on your screen. You may type a label into this box or leave it blank. For this sample line, press [Enter] on the keyboard to leave it blank. The Label box on the screen changes from blue to white and the Type menu appears on the screen.

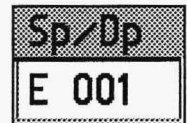
Select the screen option to show a graphic on the screen. A list of potential image files appears for you to choose from. If you have not scanned, captured, or painted any images, this window will not list anything. For this example, we will use the tutorial images provided with the program disks. Since the program default is .PCX the tutorial files will be listed.



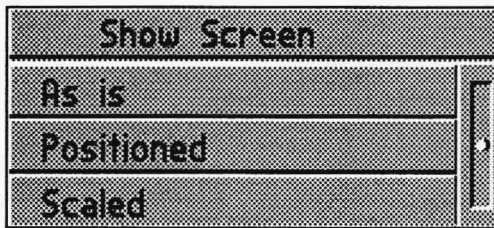
Select a .PCX image file from the list. A wipe menu now appears. In this example, the Wipe menu determines how our image will come on to the screen. Select Dissolve. Scroll down the menu until you see that wipe. Dissolve is used to describe that this wipe brings your image

onto the screen in a random block pattern.

After you select the type of wipe you want to use, the Speed/Display (SP/DP) menu appears. From this menu, you determine the speed at-which this image wipes on the



screen. The up and down arrows near the bottom of this menu make the speed slower (1) and faster (99). You can also select the window where the numbers appear and manually fine tune your speed. Because all screen events are permanent (meaning they will stay on the screen until they are replaced by another visual event), the Permanent, Temporary, or Erase buttons are inactive. To move to the next menu, select “OK.”



Another menu appears on the screen asking how to show the image on the screen. You can show the image “As Is,” “Positioned,” or “Scaled.” This is part of the Parameters field. De-

pending on the choice you make, the parameters field shows you these options if they apply. Select “As is.”

This tells TEMPRA SHOW to place the image on the screen exactly as it would appear in a paint program at 100% size with no special positioning.

The next menu is the Wait menu. In this menu are four choices that tell TEMPRA SHOW how to proceed to the next line. Choose “Don’t Wait.”

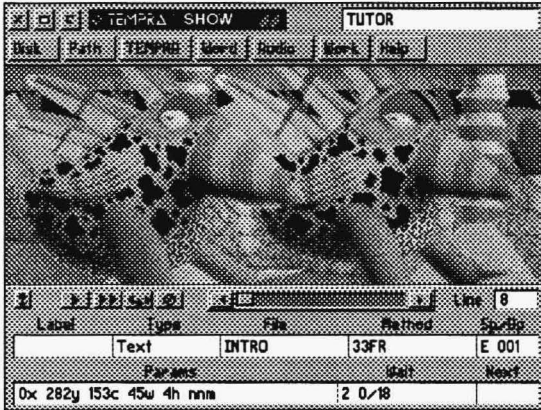
The final menu to appear is the Next menu. This is used to control branching and is the counterpart to the Label (which we did not use) We will not use this event on this line so press [Enter].

You have now completed one line. On your screen is Buzz, our TEMPRA mascot. To see your line run again, clear the screen by clicking on the clear screen button in the upper left corner of the GUI, select the line counter, go to line 1, select the “PLAY LINE” button.

Each line in TEMPRA SHOW is made the same way. The intuitiveness of the lines, events, and fields makes TEMPRA SHOW a fun and creative program to use. Enjoy!

# TEMPRA SHOW Workform

TEMPRA SHOW							
Label	Type	File	Method	Sp/Dp	Parameters	Wait For	Next
	Global	PIC_PCX					
	Global	SPR_PCC					
	Video		SetMode		XGA_2E 640x480 256		
	Video	TUTOR1	LoadPal				
	Global		DropShad		2x 2x 0c		
	BColor		Quick	99	Solid 55c	1 0/18	
	BColor		Quick	99	Solid 16c		
	Text	INTRO	31KR	E 001	0x282y153c45w4hnnm	2 0/18	
	Text	TITLE	31KR	E 001	0x282y153c45w4hnnm	2 0/18	
	Screen	TUTOR1	Dissolve	99			
	Screen	TUTOR2	Bot_Tp	10			
	Text	Q1	25VR	P 001	0x471y153c73w4hnnm		
	Sprite	HAND	Simple	15 E	-55bx288by142ex288ey	2 0/18	
	Text	A1	31VR	P 001	30x92y153c6w3hnnm		
	Text	A2	31VR	P 001	200x93y153c6w3hnnm		
	Text	A3	31VR	P 001	375x93y153c10w3hnnm		
quest	Button	HAND	3 Areas	99 T	142bx 288by -68bx-25by574ex457by -34bx-25by119ex81ey -135bx14by288ex78ey 307bx13by565ex87ey		end wrong right wrong
wrong	Music		Play		+255 o2 c2 < c2..		
	Draw		SetBrush		Square Set 1s 102c		
	Draw		FBox	T	182by201by442ex279ey		
	Draw		SetBrush		Square Set 1s 147c		
	Draw		Box	T	186x205by438ex275ey		
	Text	WRONG	25VR	E 001	174x276y157c12w5hnnm	3 0/18	quest
right	Music		Play		+255o4c8d8e8f8g		
	Draw		SetBrush		Square Set 1s 3c		
	Draw		FBox	T	200bx202by444ex279ey		
	Draw		SetBrush		Square Set 1s 148c		
	Draw		Box	T	182bx201by442ex279ey		
	Text	RIGHT	25VR	E 001	167x301y130c12w7hnnm		
end	BColor		Quick	99	Solid 0c		
	Screen	SLIDE20	Dissolve	99		any key	



## Chapter 3

# The Workform

The Workform is an alternative spreadsheet style interface you can use to create and edit sequences. It contains all the same functions of the GUI. When you look at a sequence in the Workform, you'll see it's composed of lines and columns. Each column contains a specific field. There are 8 fields in the Workform. These are the same fields you see on the GUI. Most of what you need to create and edit sequences with TEMpra SHOW can be selected from this workform.

## Menu Entry

### Create From the Menus

It is possible to create and edit sequences by using the menus and entering no more than the sequence name from the keyboard. You must start in the Label field or the Type field for the automatic prompting to continue across the Workform. If you don't want to fill in a response to the Label or Next request, just press [Enter].



### ***Edit From The Menu***

Move the field cursor over any of the fields and press select or [Enter]. The menu and/or prompt originally used to create that field entry appears. Some fields have information that is developed through responses to a series of menus or prompts. When this is the case and you want to change one step in the series, press the [Esc] key in response to the menus/prompts whose entries you don't want to change. This way you can change the end position and keep the start the same for Sprite movement, and so on. Some Events have special editing menus that allow you to change only one aspect of the Event, so pressing [Esc] is unnecessary.

### ***Keyboard Entry***

---

It is possible to Create and Edit sequences without most of the menus. If you are familiar with the system you can type Event types, file names, parameters, etc. directly from the keyboard.

### ***Create from the Keyboard***

If the field is empty, position the cursor over the field and start typing. Press [Enter] when the field is finished, and you get the field cursor back. Once you are editing you can go on right to the next field. You can go up lines and down. When you press [Enter] you return to the field mode where you can use the mouse and menus.

### ***Edit from the Keyboard***

If there is information in a field, you may want to modify the field without changing everything in it. In this case press [F3]. Now use the right and left arrow keys to move the small text cursor under the things you want to change, and your keyboard entries are put into the Workform. The Home key (numeric key "7") positions the cursor at the first character of the field. The End key (numeric key "1") positions the cursor at the end of the field. Any keyboard entry editing you do is in overwrite mode until you press the [Ins] key. This yields a larger cursor and put you in the Insert mode. By pressing the [Ctrl] key and the right arrow you can go right word by word, then field by field. By pressing the [Ctrl] key and the left arrow you can go left word by word, then field by field.

## Using Blocks of Events

Using blocks allows you to insert, copy, move or delete lines of Events as you see fit while you are on the Workform. This is a way to make and save templates that you can use as many times as you want, in any sequence you want. As you become more familiar with TEMPRA SHOW, this is something that will be a time saver for you.

### Block Operations

You can cut and paste part or all of your sequence to other areas or other sequences by making blocks. These commands can be found on the disk/edit menu by hitting the [Esc] key in the Workform. You can also save blocks to files and load them into other sequences. Blocks are column oriented so you can cut and paste sections of event lines, or columns from many lines.



Sharp Boy says:  
Block operations are a great way to speed up creating repeating lines or create a template for future presentations.

### Marking Blocks ([F7] - [F8])

Use the [F7] key to mark the start of a block. Use the [F8] key to mark the end of a block. To mark the whole line move the cursor to the Label field, press [F7] then move to the Next field, press [F8].

A block cannot be used as a sequence. Blocks are short sequences you use repeatedly in different sequences. Blocks can be moved and copied to different areas of the same sequence and even from sequence to sequence, provided the same file information is present for another sequence's Path.

### Mark Block Start ([F7])

This menu selection is designed for Mouse users who want to run TEMPRA SHOW without using the Function keys. To designate the beginning of a block of event lines, choose this option from the disk/edit menu. The block then starts where the field cursor sits on the form. Use [F7] from the keyboard for the same effect.

### **Mark Block End ([F8])**

This menu selection is designed for mouse users who want to run TEMPRA SHOW without using the function keys. To designate the ending of a block of lines, choose this option and the block ends where the field cursor sits.

### **Copy Block ([Alt-C])**

You can copy marked blocks throughout your sequence. The block is copied, starting at the event line where the field cursor sits and either inserting its way into the sequence or overwriting currently existing lines according to your choice. As long as you do not unmark those lines, you can keep doing this. Use [Alt-C] or the Edit menu selection to do this.

### **Move Block ([Alt-M])**

You can move marked blocks anywhere in your sequence. Use [Alt-M] or the Edit menu selection to do this. The block moves, starting at the event line where the field cursor sits and either inserting its way into the sequence or overwriting currently existing fields according to your choice. Once a block is moved it has to be remarked if you want to move it again.

### **Delete Block ([Alt-D])**

When you have a block of event lines that you want to clear off the Workform, mark them and use the [Alt-D] or the Edit menu selection.

### **Unmark Block ([Alt-U])**

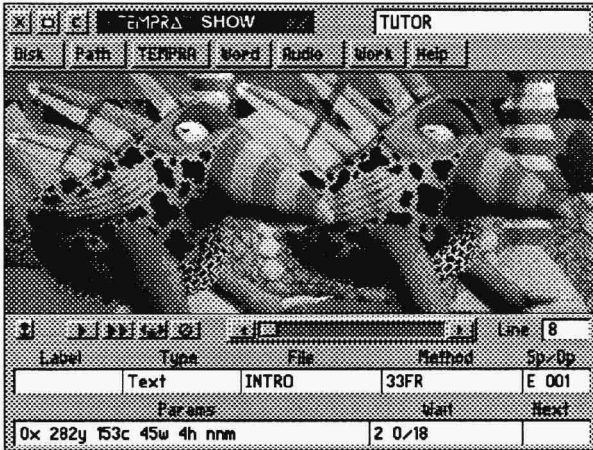
Once you have a block marked you can unmark it with [Alt-U] or the Edit menu selection.

### **Load Block ([Alt-L])**

When you have saved portions of a sequence as a block you can load them back in from disk to any sequence you have. They load in starting where the field cursor sits. Use [Alt-L] or the Edit menu selection. Then choose the block you want from the directory menu.

### **Save Block ([Alt-S])**

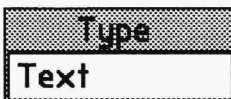
When you have Event lines that you want to store on disk in their own files for safety or for loading into other sequences, you can do this by saving them with this option. Mark them, then use [Alt-S] or the the Edit menu.



## Chapter 4 The Common Fields

The elements presented in this chapter are used in every single line or event. Because they are common, they are compiled into one chapter and mentioned in detail only once in this manual. In the line construction sections, they will only be mentioned briefly. These elements are used in the same manner for every event. These commands are simple to understand and use. In the case of Label and Next, they are also very important.

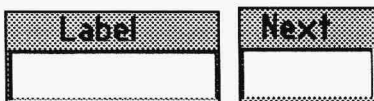
### Type



There is a Type field in every line. This field determines what kind of event is going to take place in the presentation. The event you choose from this menu determines what other fields are relevant to this line construction.

Chapter 5 describes the types of events on this menu.

### Label and Next



Label and Next are commands used when you branch. Branching is part of interactive presentation and is not necessary on every line. Use branching to bypass lines and execute a line that is not in numerical order. The Label field

occupies the first position on the Event Controller though it may only be used 10 percent of the time. Very simply, the Label field identifies a line. This “label” is important because when you want to find a specific line, TEMPRA SHOW looks for the Label used to designate it. You designate this label in the Next field, the last position on the Event Controller. When an line is completed, the last thing TEMPRA SHOW looks at is the Next field. If there is a label-name in it, TEMPRA SHOW searches for the line with that label and runs that line instead of proceeding to the next line in numerical order. Branching can make your presentations interactive and exciting by giving the viewer choices and a feeling of participation in the sequence, not just an observer.

Branching commands are used in the tutorial supplied with this program. When you were asked to name the TEMPRA mascot and were given three choices, the type of reaction the program gave was dependent on your answer. If it was wrong, TEMPRA SHOW branched to a line that told you it was wrong and branched again back to the question. If you got it right, TEMPRA SHOW branched to a line that said “You’re right!” It then continued to the next line in the sequence and proceeded to the end of the sequence.

### ***Label***

Use the Label field as a line identifier for branching. Enter a name for this line in the Label field after selecting that field. This is optional, you do not have to give every line a Label, but if you ever expect to Branch to this line you **must** label it. Either type in a unique name (like “Start”) and press [Enter] to create a label for the line, or just press [Enter] to leave this label blank. When you use labels, **every label must be unique** or TEMPRA SHOW will not be able to find the appropriate line to branch to and the sequence will fail.

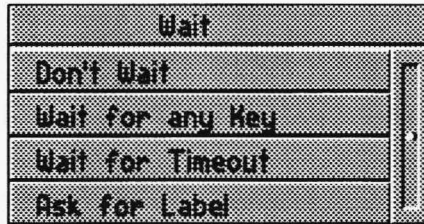
### ***Next***

The Next field is the counterpart command to Label. The Next field tells TEMPRA SHOW what line to branch to next. That is why it comes at the end of each line. Unless you are branching, you can leave this field blank. TEMPRA SHOW will automatically go on to the next line in numerical order.

If you are branching, put the label of the line you want to branch to in the Next field. When the line has completed running, it immediately jumps to the line

in the sequence with that label. This is why it is so important to give each line a very unique label. If you do not do this, and you have two lines with the same name, the sequence will fail because of conflicting line identifications.

## ***Wait For***



The other most common field in TEMPRA SHOW is the Wait For field. This field controls what happens at the end of each line. There are four possible options for you to choose from when you reach the Wait For field: Don't Wait, Any Key, Timeout, and Ask For Label.

Timeout, and Ask For Label.

### ***Don't Wait***

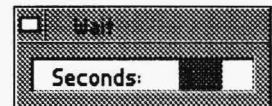
By selecting this option, you are telling TEMPRA SHOW to proceed to the next appropriate line. There will be no delay in the sequence. Don't Wait is also the default setting for this field. By not selecting anything when you get to this field, you are actually selecting "Don't Wait."

### ***(Wait For) Any Key***

When you select this option, you are telling TEMPRA SHOW not to go on to the next line until someone hits any key on the key board. It is a good idea to prompt them with a TITLE event just before this line. Once a key pressed, the sequence will proceed to the next appropriate line.

### ***Time Out***

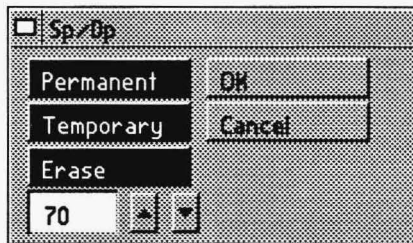
This option stops the sequence for a set amount of time. When you select this option, a menu appears and you are asked to enter the amount of time you want to pass before it moves on to the next appropriate line. This scheduled delay can be very useful for keeping certain graphics on the screen for guaranteed periods of time. You can break out of a time out with a keypress.



## Ask for Label

If during your presentation, you need to branch out to a specific line and do not want to use a button event to do so, use this Wait For option. Selecting this option will place a prompt on your screen when the line is executed asking for a specific Label to be entered. At this prompt, entering a label will branch the sequence to this specific line and the sequence will run from that line. If nothing is entered, the sequence continues.

## SP/DP (Speed/Display)



Another common field is SP/DP (speed/display). Depending on the event type, you will be asked how fast you want (or don't want) something to happen or how you want it displayed.

### Speed

When you are asked to select a speed, a menu appears with a prompt. By entering a number 1 through 99 (1 being the slowest, 99 the fastest) you will determine how fast a screen wipe happens, for example. The speed does not increase or decrease the speed of your computer. Delays caused by your hardware are not improved by using a faster Speed setting. If your sequence is displayed on a computer that is faster than the computer used to create it, the sequence runs quicker.

### Display

The display field determines what happens to an event in relation to the event chosen. There are three ways of displaying the elements of your presentation on the screen: *Temporary*, *Permanent*, or *Erase after Display*. When selecting *permanent*, you are making that element a permanent part of your screen throughout the entire sequence. *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 following events.

Some events require you to make a decision on only Speed or Display while others require decisions on both.



## Chapter 5

# The Event Types

## Types

This field is very important. First, it determines what sort of event is going to happen in your presentation (like see a visual, play music, or hear a sound). Second, it predetermines what sort of information is needed to satisfy the requirements of events you've selected. It will do this automatically if you are writing a sequence for the first time. If you are going back and editing a line, you will need to manually adjust the appropriate fields that affect that line.

The types of events you can select from this menu are Screen, Sprite, Text, Title, BColor, Menu, Button, System, Chain, 80Mode, 80Text, 80Win, 80Menu, 80Butn, Video, Global, Draw, Music, Audio, MIDI, and CD ROM.

Each of these events indicates what kind of line this is going to be. For the most part, the name of the event is indicative of what will actually happen on the screen or during the sequence when this line runs. A screen event will have something on the screen, a music event will play music, an audio event will play sounds or voices, etc.



### ***Screen***

When you click on the type field, the first selection on the type menu is the screen event. Screen events are the placing of images on the screen that are created in TEMPRA PRO or GIF or another paint program. This is the merely a picture placed on the screen. Other things can happen simultaneously while this image is on the screen like music, voice overs, text or titles, and even other screen events. Screen events can be as large as the physical size of the screen, scaled to a size you specify, or positioned on the screen for effect. There are also a number of ways they can be brought on to the screen. You can also determine how long they will stay there. A Screen remains on your video monitor until another Screen or BColor (Background Color) Event replaces it.

### ***Sprite***

A Sprite is a small picture that can “float” over other pictures or stay in one place. You can draw an image in a paint program, like TEMPRA PRO, save it as a .PCC graphic, then use it as a Sprite, much like the “pointing hand” in the tutorial. Sprites are used when you want to point to something directly or show motion.

Using a Sprite as a pointer or selector can add a very nice touch to your interactive presentations. When using a Sprite to show motion, a starting point and an end point are selected. The SPRITE will then “float” from point to point across the screen.

### ***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 a word or 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 allow the viewer to select options, specified by you, and branch to other parts of the sequence.

### ***Button***

The Button events let you create user interactivity through branching. Branching allows interactive control in sequences. If the viewer is given the choice of seeing one of many 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.

### ***Global***

Global events set the conditions for the entire sequence and reset previous global events, 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 basic shapes, like circles or squares, either filled or unfilled. There is also a freehand tool. You can use the shapes to contain text, graphics, or other image files.

### ***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 Sound Blaster card or any other supported card.

### ***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 an appropriate driver for your sound board. (See the READ.ME or on-line Help file for installation instructions.

### ***CD ROM***

CD-ROM events let you play sound from standard CDs or CDROM. 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.

### ***Chain***

Chain events connect one sequence to another. 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 mode 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 the same as regular Menu events, except in an 80 column format.

### **80Butn**

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

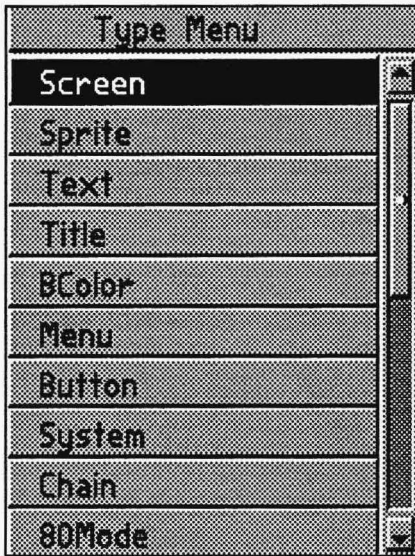
### **Video**

Video events serve a multitude of functions. First, they can bring animation to sequences with video or graphics that have been saved as flick (.FLI or .FLC) files. TEMPRA SHOW supports Autodesk Animator, AnimatorPro, and Studio 3D flick files, as well as video flick files created in Cinemaker. These are upto 50 frames of video saved to the hard disk.

The second function of the Video event is to control or set the mode of your video display. Many times, when you are putting a sequence together, not all of your screen graphics may be in the same resolution format. You may have 8-, 16-, or 24-bit images you may need to use. TEMPRA SHOW's default video mode is 640x480x256 (8-bit). This means you can only use 256-color images in this mode. If you want to use a high-color image, you can make a line changing the video mode to 24-bit, make a line for your image, and make another line changing the resolution back to your original 256. You can also set the display mode, fade images in and out, cycle colors, animate text, open video windows, and load palettes using the Video event.

### **VCR**

Used in conjunction with a Video event, this event lets you bring recorded video into your presentations with the SONY VISCA protocol. With a SONY Vdeck, your computer can control access to any Hi-8 footage segments. With a SONY Vbox, your computer can control any SONY video device (Hi-8, 8mm, or VHS) with the VISCA protocol. Camcorders, VCRs and high-quality video decks are yours on call for presentation video.



## Chapter 6

# A Screen Event

Screen events are used to show 256-color .PCX or high color .TGA graphic files created in TEMPRA PRO, TEMPRA GIF, or another paint program. You can create or capture (with the right video input/capture board) any image and bring it to illustrate bullet-points, show realistic images, and include raw video instantly into your sequence. Screen events can be scaled or positioned. TEMPRA SHOW provides you with a large number of television-like “wipes” that let you bring you images on to the screen in many different and interesting ways.

### **Type**

---

To show a full frame graphic or converted digitized video image in your Sequence, select SCREEN from the Type Menu. This is displayed with the current palette and mode. A Screen event remains on your video monitor until another Screen or BColor Event replaces it.

### **File**

---

A list of available images appears. TEMPRA SHOW only lists the available images depending on the current video mode you are in. The start up mode determined when you install TEMPRA SHOW. Usually it is 640 x 480 x 256. You can show other screens that were created in a different mode (320 x 200 for instance). See the chapter on Video (Set Mode) to reset the resolution. Your choice appears in the File field, the highlight goes to the Method field, and the Wipe menu appears.

## **Method**

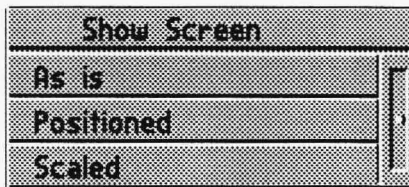
---

The menu that appears lists ways to bring your screen event into the presentation. These “wipes” are similar in function and description to wipes used in the broadcasting industry. Select one of these wipes and TEMPRA SHOW will move on to the next menu.

## **Parameters**

---

The Parameters field is used when bringing in a Screen that is to be scaled or positioned.



### **As Is**

This feature brings the image onto the video screen with the selected wipe. No entry appears in this column because this is the default. The image appears

with the upper left corner of the image in the upper corner of the visible screen. If your image is smaller than the physical size of the screen, you may want to scale or position it.

### **Positioned**

This selection allows you to pick a location for the image you are bringing onto the screen. You choose a location for the placement of the upper left corner of the image by moving the screen cursor and pressing [Enter].

### **Scaled**

This selection allows you to bring images onto the visible screen and scale them to the size you like. You choose the area you want to scale the image to by moving the mouse to the lower left corner of the intended area, pressing [Enter] and then moving the mouse to the upper right corner and pressing [Enter]. During the editing stages, you can be more precise by moving the cursor over the parameters field and pressing the [F3] key. You can then type the exact position you want into the field.

## **Other Fields**

---

Label, Wait For, Next, Speed are events common to all lines. Apply these events as necessary.



## Chapter 7

# A Sprite Event

A sprite is a picture clip. Like a mouse pointer on the screen, it can float across any image. When used with button events, sprites you make in TEMPRA SHOW can be used as mouse pointers for interaction. You can also make sprites move on their own to add motion to your presentations. Sprites are generally small relative to the screen size and carry a .PCC extension in the 256-bit mode or a .WIN extension in the 16-bit and 24-bit modes.

### *Type*

---

Select this event from the Type menu to bring a movable (or moving) graphic or converted digital picture clip into your sequence.

### *File*

---

TEMPRA SHOW lists only the image files that can be used as sprites. Any image that is small enough and saved as an 8-bit .PCC file can be used as a sprite. In 16- and 24-bit true-color modes, the file extension becomes .WIN. TEMPRA SHOW, by default, looks for a .PCC sprite file. To change the default, use a Global event (PCC\_WIN). Highlight a file and press [Enter]. Your choice appears in the File field.

## **Method**

---

### **Wipe**

When you want to wipe the Sprite onto the screen select a Wipe from the wipe menu.

### **Simple**

To get the Sprite to just appear without motion, select Simple.

### **Scale**

Use this to scale the Sprite before you show it on the screen. This method allows you to make a sprite any size your Sprite buffer can hold. The size of the sprite buffer varies according to systems resources, if you have not set it with the `Sprite_Buf` environmental variable. After you choose the Scale Method, the Sprite and a screen instruction appear. As you move the mouse, notice the two indicators on the bottom of the screen. You can see the percentage of the scaling and the size of the Sprite in bytes. If you try to scale the sprite to a size that the system cannot accommodate, a message appears telling you the sprite is too large. When you press [Enter], the percentage of the scaling is entered into the Method column. This scaling is always proportional.

## **Parameters**

---

Once you select a sprite, it appears in the lower left corner of your screen. A prompt asks you to “Use your cursor keys to move the Sprite to its beginning position. Then Press [Enter]”. If you do not see the Sprite it may be out of the active Viewport. Press the Space Bar to see the active Viewport as a square and to reveal the Sprite. Use the mouse to position the Sprite at its beginning position. This is the position where you want the sprite to first appear. Once in place, press the Select button.

A second prompt now asks you to “Use your cursor keys to move the Sprite to its ending position. Then Press [Enter]”. With the mouse, move the sprite to the ending position. The Sprite remains on your video monitor at the end position. Your cursor moves to the Wait For field and the Wait Menu pops up.



## **Other Fields**

Label, Next, Sp/Dp, and Wait For are fields common to all lines, apply them as necessary. For more information on these fields, see the section on Common Fields.

## **Special Features of Sprites**

### **Make Sprites**

Be sure to make your Sprites with the same number of available colors as the images they will moved over. Sprites to be shown with 256 color images must be made in the 256 color modes, 16 color images require 16 color sprites, and so on.



Sharp Boy says:

Avoid leaving trails of sprite pieces. A sprite with a 10 pixel border will leave trails if they are moved at speeds over 10. So if you want to move a sprite at speed 12 you should have a border of at least a 12 pixels on that sprite.

### **To Make a Sprite From Scratch**

Use TEMPRA PRO, TEMPRA GIF, or your drawing program create a rectangle that has the only the transparent color in it (color value of 0). This color is black in the default palette. Draw your Sprite inside this rectangle. Leave "black space" around the Sprite, and save it to the disk.

### **To Make a Sprite From an Existing Image**

Use TEMPRA PRO, TEMPRA GIF, or your drawing program and load an image. Put a 0 color (black) rectangle around the part of the image that you want to be a Sprite. Then erase everything in that rectangle that is not part of the Sprite you want to see. Erasing these really means turning all the pixels to color 0 (black). Save the portion of the screen that is within the black rectangle.



## *Chapter 8*

# *A Text Event*

Text Events are text (from any word processing program saved as an ASCII file) that are displayed in TEMPRA SHOW in a variety of ways, in any graphic mode, font, color, in a frame, or directly over an image.

### ***Type***

---

Select the Text event in the Type menu.

### ***File***

---

A list of available Text files appears for you to select. Text files can be written in the TEXTEDIT utility program supplied with TEMPRA SHOW. Text is selected one line at a time, so your text files can be as short as one line. Text files must be saved or copied into the TXT sub directory in the TEMPRA directory.

### ***Method***

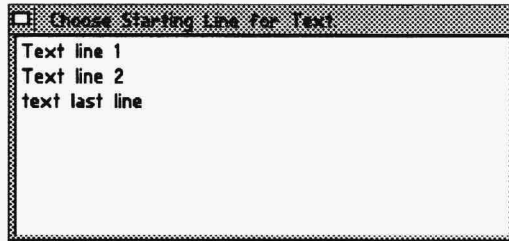
---

A font choice menu is the method of this event. Choose from the default, VV fonts or KST fonts. When you choose VV or KST fonts, you see a list of Fonts. Choose one and proceed to the

display menu. Choosing the Default font lets you show the font set with the Global event. In other words, the default font can be a KST or a VV font as long as you select that font as a default and use a Global event to use the default font on all Text events.

### *Sp/Dp*

---



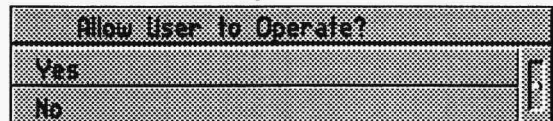
The first decision of the display menu is the Permanent, Temporary, or Erase display types. Choose one. Review the section on speed display for further information. If your text file contains more

than one line, choose the line in the file to start your text display. TEMPRA SHOW will display the line you select and everything from that line on. Use the cursor keys to scroll through the file and find the line you want.

### *Parameters*

---

The first menu to appear is the "Allow user to operate" menu. This menu sets the text to display with scroll bars so the viewer can see the text file within the presentation at their leisure. Selecting no at this point will not let the viewer participate in this function. The next menu to appear asks you to draw a frame around the section of type you have selected.



First, you select the typographic qualities of the selected text. Justify, choose the color and the draw the frame. The Parameters field is where you determine the color of the text and whether you want a frame around it. If you want a frame, then you are able to give the user the ability to operate the window. You set the size and location of the window. When you are creating the Text event for the first time, you are given all the set up choices in order. When you are editing, you are presented with a menu asking which of the options you want to modify.

### ***Color***

You are asked if you want to select the color from the graphics screen. If so, a cursor appears that has a square border. The cursor's border color is the selected color. Move the cursor over the color you want to select and press [Enter]. If you want a color from the color menu, select no, and a color menu appears. Select the color you want from the small squares.

### ***Not Framed***

If you want the text to be written over the image without a frame, but written directly over the image, then answer NO to the "Framed?" question.

### ***Framed***

If you want the text in a framed window answer YES to the "Framed?" question. A framed window has the color attributes set with the Global Event. The Global values for the windows at start up are the same used by the Workform. Answer "No" and the text is placed directly over the image.

### ***Operate/Frame***

If you choose Framed text, this lets you allow the user to operate the text window, by scrolling through it with the mouse or cursor keys. It also allows the user to pan right and left to see long lines of text that do not fit into the text window. Framed text that cannot be operated only displays the text you choose.

### ***Width/Height***

Once the operation question is answered for framed windows, you must set the size of the windows. The text from the file is shown on the screen. Use the cursor keys or mouse to stretch the frame around your text.

### ***Justify***

You have the ability to see the text with Left or Right justification, or centered. Remember that TEMPRA SHOW thinks spaces are characters, so if you have spaces on the end of your text lines the centering will not look correct. If this is the case go back in to the text file with your text editor and delete the spaces at the end of the lines.

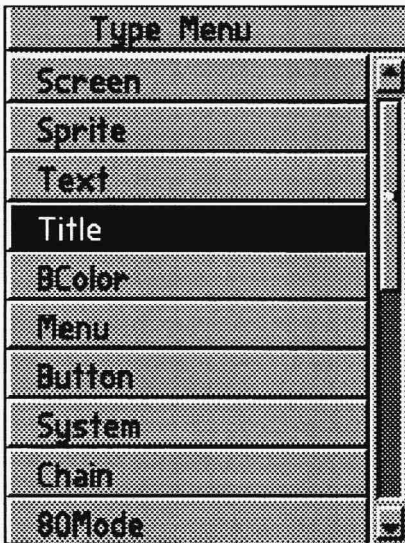
### ***Position***

Now that the text display options have been set, it is time to place the text on the screen. The Text is seen only when it is within the active Viewport. If you cannot see the Text to position it, press the Space bar to reveal the Viewport as a square, and to show your text. Your computer screen prompts you to “Use your cursor keys to position your Text. Then Press [Enter].” Notice the x,y coordinate prompt in the corner of the screen. Use your cursor keys to position your Text and Press [Enter]. The Text coordinates appear in the Parameters field. Your highlight cursor moves to the Wait For field and the Wait Menu pops up.

### ***Other Fields***

---

Label, Next, and Wait For are fields common to all lines. For more information on those fields, see the section on common fields.



## *Chapter 9*

# *A Title Event*

A title event is a rapid display of a word or words not exceeding 10 characters.

### ***Type***

---

Select this event to place a title with the font and color of your choice in your sequence. Titles are not stored in their own files. They are part of your Sequence Workform file. This saves space on your hard drive.

### ***Method***

---

The cursor moves to the Method field and the Title Font Menu appears. Choose the default (set with the a Global event), VV font or a KST font. You see a sub menu if you did not select the default. Highlight a Font and press select or [Enter], and your choice appears in the Method field and the cursor moves to SP/DP.

## ***Parameters***

---

### ***Create New Titles***

The cursor moves to the Parameters field and the prompt “Input Title” appears. Titles may be up to 10 alphanumeric characters in length. Type a Title and press select [Enter].

You can create Titles as long as you wish by creating subsequent Title Events and positioning them accordingly. If you are thinking of making a long title, you might want to consider using a Text event.

You are asked to choose the color from the screen or from a palette. If you choose to pick a color from the screen, you see a small cursor with a colored box on top of your image. As you move the cursor, you see that the colored box changes color. It is showing you the color of the pixel on the screen, under the cursor. It is this color that is the background color when you press [Enter].

If you choose not to pick the color from the screen, a color palette appears. Move the cursor over the color you want and press select or [Enter].

TEMPRA SHOW now clears the screen. The title, with the options you’ve specified, appears in the lower left corner. The title only shows up in the active Viewport. If you can not see the Title it may be because the Title is outside the active Viewport. Refer to the Video Event chapter if you have activated a Viewport. Press the Space bar to reveal the active Viewport as a square, and to show your title.

Your computer screen prompts: “Use your cursor keys to position your Title. Then Press [Enter]”. Titles only have one set of coordinates. Notice the x,y coordinate prompt on the graphics screen status line near the Viewport status notice.

Use your mouse or the cursor keys to position the title and press select or [Enter]. The x,y coordinate prompt will change as your title moves. The title coordinates and color number (followed by a small letter c) appear in the Parameters field.

## ***Editing Title Events***

When you position the field cursor over the Parameters field of a title event and press select or [Enter] you can see a menu giving you choices to edit a single attribute of the Title Event or all of them.

### ***All***

Selecting this title editing option recreates the process of making the Title as if you were doing it for the first time.

### ***Title***

Selecting this option allows you to edit only the title itself. The prompt “Input Title” appears. Titles may be up to 10 alphanumeric characters in length.

### ***Position***

Your computer screen prompts: “Use your cursor keys to position your Title. Then Press [Enter]”. Reposition your title.

### ***Color***

Selecting this option lets you change only the color of the title.

## ***Other Fields***

---

Label, File, SP/DP, Wait For, and Next are fields common to all lines. Apply them as necessary. For more information on these events, refer to the common fields section of this manual.





## Chapter 10

# A BColor Event

BColor events are background colors that wipe on the screen. Your choice of colors ranges from 16 to 16.7 million, depending on the display mode.

### **Type**

This Event wipes a background of a single color onto screen during your sequence. When you are in the Type field, select BColor. Your choice of event is entered into the field. Your highlight cursor skips to the Method field and the new Menu appears.

### **Method**

The wipe method menu appears as soon as the BColor event is selected. This menu lists the ways you bring your background color onto the screen. The following wipes are, for the most part, self explanatory and are similar to those used in the film and television industry. Select a wipe and the event controller automatically skips ahead to the next menu.

## ***Sp/Dp***

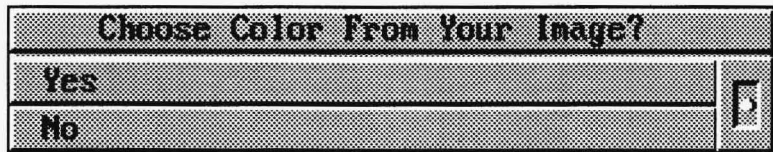
---

This Speed Menu determines how fast your wipe is going to bring the background color onto the screen. The numbers, 1 to 99, represent the speed with 1 being the slowest and 99 the fastest. Select a speed. For more information on speed, see the common fields section on Sp/Dp.

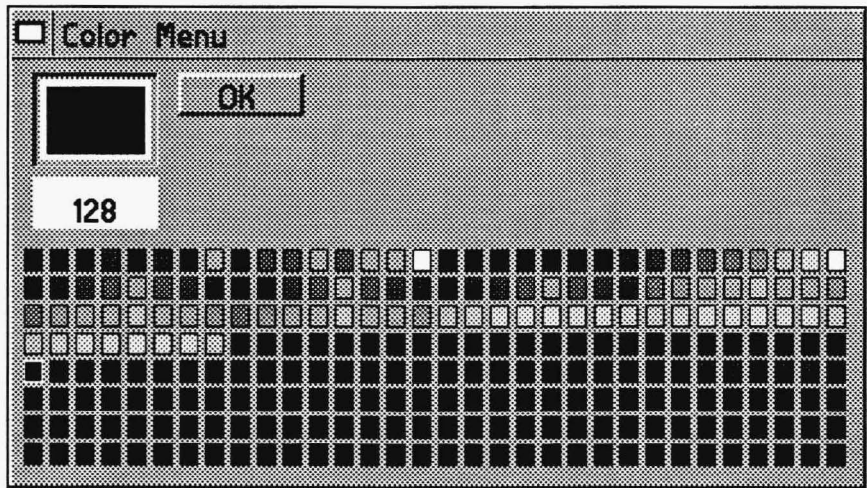
## ***Parameters***

---

For this event, the Parameters field is where you select what color you want for your background color. You are asked if you want to choose the color from the screen or from a color palette.



If you choose to pick a color from the screen, a small cursor with a colored box appears on your image. Move the cursor over the color you want as your background color and press select. This will select that color. If you choose to pick the color from the color palette, a palette of colors appears for you to

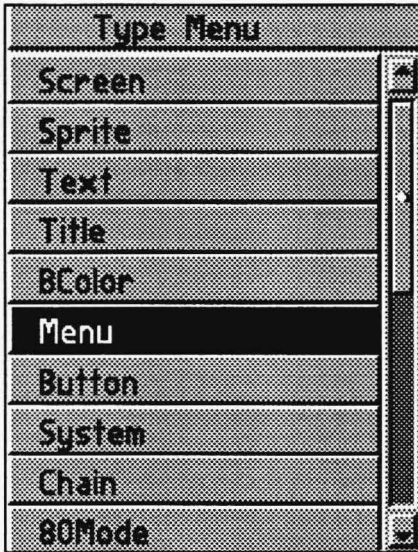


choose your color from. With the mouse, select the color you want. Then click OK. You have selected your background color. This color will change if you bring in graphics files that have different palettes than your background color. The graphic file determines how many colors are available in any given palette. When you see a color you like in the center square, select [Okay].

## ***Other Fields***

---

The Label, Wait For, and Next are events common to all lines. Apply these events as necessary.



## Chapter 11

# A Menu Event

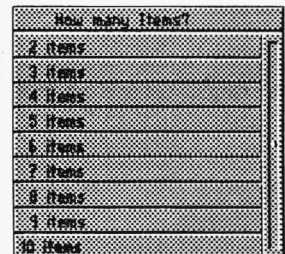
Menu events allow the viewer to select option, specified by you, and branch to other parts of the sequence. Select this Event to put a “pop up” menu on the screen. This Event gives your viewer the ability to make choices given in the form of an item list. This Menu can contain as many items as fit on the screen. Choices can be made with the cursor keys on the keyboard, a mouse, or a joy stick. Choices are entered with the [Enter] key, the left mouse button, or fire button on the joystick.

### Type

As the field cursor goes to the Event Type field, and the Event Menu pops up. Highlight “Menu” and press [Enter], and your choice appears in the Event field.

### Method

The field cursor bypasses the File field to the Method field. You see a menu offering 2 to 10 items. Choose a number based on the number of choices you want to give the viewer. Press [Enter] if you want to give them more than 10 choices, you have to go back and edit the new number in later.



## Parameters

### Create New Menus

The first choice in the Parameter field is the insertion of new lines into the form or overwrite the current lines. If you are editing a Menu, you probably want to choose overwrite; otherwise, choose "Insert Lines." The next thing you see

is a prompt asking for the title of the menu. You may notice every menu in the TEMPra SHOW system

has a title telling you what the choices pertain to. This is your place to tell your viewers what your menu is about.

Now a menu is on the screen. Use the mouse or cursor keys to size the window around the Menu. Then use the mouse or cursor keys to position that menu where you want it. Press select or [Enter]. Fill in the prompt and press [Enter] to set up the branch table. This is a process of popping between the Parameters field and the Next field until the Menu is set up.

It may surprise you to see that you suddenly go to the Next column. In the process of defining a Menu Event, the field cursor pops between the Parameter and the Next to set up a table. The table is as long as the number of items chosen in the Method field. This table contains the list of choices you are giving the viewer in the parameters field and the Label names of the Events you want to branch to as a result of choosing that item in the Next field.

### Editing Menus with Prompts

You can edit the Menu Event by positioning the field cursor in the Parameters Field and pressing [Enter]. You see a menu that allows you to change one aspect of the menu, or all.

#### **All**

You can recreate the menu by choosing to edit all the aspects of the menu.

## **Title**

You can change only the title of the Menu by selecting this.

## **Menu Items**

You can change only the Items listed in the Menu by selecting this. You can also type directly onto the Workform to change these entries.

## **Width/Height**

You can change the size of the menu by selecting this. The border of the menu is moved one character at a time. The Menu appears in whatever font you have set in the last Global Event.

## **Position**

You can change the placement of the menu on the screen by selecting this. To change the color of the menu you have to use the Global event.

## **Next**

The Nexts are used to define where the TEMPRA SHOW control goes as a result of choosing one of the items on the menu list. The Next parallel to the choice shows which Event Label is the target of the branching. Enter the Label name of the Event where you want to go as a result of the choice made. The

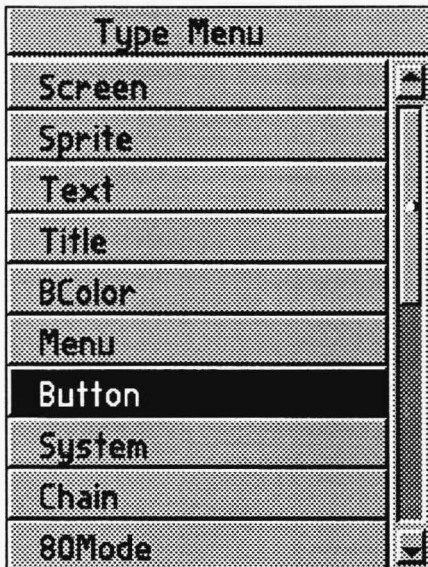
The image shows a small dialog box with a title bar that reads "Next Label For <esc> on Menu?". Inside the dialog, there is a label "Label:" followed by a text input field. The input field contains a solid black rectangle, indicating that the text has been obscured or redacted.

special line of the Menu Event with the title allows for the added feature of letting the viewer to escape from a menu.

If the viewer presses the [Esc] key or right mouse button, while he is on a Menu, the system automatically branches to the Label in the Next field across from the Menu Title. If nothing is put in this Next field, control passes from the menu and the Event line directly after the Menu Event is executed.

## **Other Fields**

Label, File, and Wait For are events common to lines.



## Chapter 12

# A Button Event

This event allows for user input and choices made from predetermined selections from a touch screen, mouse, keyboard, or joystick in a branching event.

### **Type**

Use a Button event to allow the user to move a Sprite as a cursor across the screen as a pointer to button areas on the screen. The system can identify the location of the cursor once the [Enter] key, left mouse button, or fire button on a joy stick has been pressed. If the location of the cursor is within the boundary of a Button, then a Branch occurs.

### **File**

Because the Button event allows the user to move Sprites as a screen pointer, this field is where the name of the Sprite file is put on the form. See the Appendix for information on how to make a Sprite. (For touch screen users there are no files to pick.)

### ***Default Cursor***

If you leave the File field blank, TEMPRA SHOW supplies a cursor for you to use. It is a cross, and you may find it helpful to use the cursor rather than supply a sprite to act as a cursor.

### ***Method***

---

When a user moves the pointer across the screen and presses [Enter] the system notes the x,y location of the pointer, and checks to see if it is within any of the Button areas.

The field cursor goes directly to the Method column. Here you can pick up to 99 Button areas that you can make active with this Event. Use the cursor keys and [Enter], and the form is filled in with your choice.

### ***Parameters***

---

If you are editing an exiting Button event you will want to choose overwrite; otherwise, choose "Insert Lines" if you are creating a new Button event. The next thing you see is a message on your graphics screen asking you to put the pointer at the beginning position. After all, the pointer has to show up some place to start off.

You have the option of putting an "R" after this position. This "R" makes the pointer's position relative, so every time the user/viewer comes back to this Event the Sprite pointer is where he left it, not where it started off. Be sure you save the sequence after you have set the starting position where you want it, and before you run the Event. The "R" modifies the position as the Sequence runs.

Tell the system what label you want to branch to if the viewer presses the [Esc] key or right mouse button during this Event.

It is helpful if you have the correct graphic file on the screen at this time. First you have to describe a safe active area. This keeps the viewer from flying the pointers off the perimeter of the monitor, or over a portion of the screen from



which you want to keep them. Set the lower left limit and then the upper right limit to the invisible box that is the safe active area. Now you have to delineate the active Button areas. This is done by positioning the Sprite at the lower left corner of an imaginary box that is the active Button area and pressing [Enter] (or the left mouse button) then moving the pointer to the upper right hand corner of the same imaginary box and pressing [Enter] (or the left mouse button.)

When you have done this you can see the prompt for the Next field. Put in the Label of the Event you want to branch to when the Button is found in this active area. Repeat this process for each active area.

It may surprise you to see that you suddenly go to the Next column. In the process of defining a Button Event, the field cursor pops between the Parameter and Next fields to set up a table. The table is as long as the number of items chosen in the Method field. This table contains: the x,y coordinates for the active areas in the parameters field and the Label names of the Events in the Next field. Each of these Events Labels are the lines you want to branch to when that Button is selected. Fill in the prompts and press [Enter] to set up the branch table. This is a process of popping between the Parameters field and the Next field until the Button is set up.

## ***Next***

---

The Nexts are used to define where the TEMPRA SHOW system goes as a result of landing in an active area. The entry in the Next field on the same line as the Button coordinates tells TEMPRA SHOW which Label is the target of the branching. Enter the Label name of the Event where you want to go as a result of the choice made.

The first line of the Button Event has the added feature of letting the user escape from a Button. If the user presses the [Esc] key (or RIGHT mouse button) while he is on a Button the system automatically branches to the Label in the Next field on the first line of the Event. If nothing is put in this Next field and [Esc] is pressed, control passes from the menu to the Event with the Label that matches the first Next in the Button Event.

Make sure all the labels in the Next fields match with Labels within the current Sequence. The system tells you if this is true or not when you go to Preview the Sequence with [F6] or when you go to save the Sequence. If you are using a touch screen, use the Configure option from the Main Menu to set the screen value in the TSHOW.CFG file to the type of screen you have.

### ***Other Fields***

---

Sp/Dp and Wait For are fields common to all lines. Apply them as necessary.



## Chapter 13

# A System Event

Select this Event to execute programs stored on your hard drive or to call DOS programs, batch files, and commands mid-sequence.

### **Type**

Select System from the Type field, and the Event Menu pops up. Select "System" and press [Enter] or the left mouse button.

### **Method**

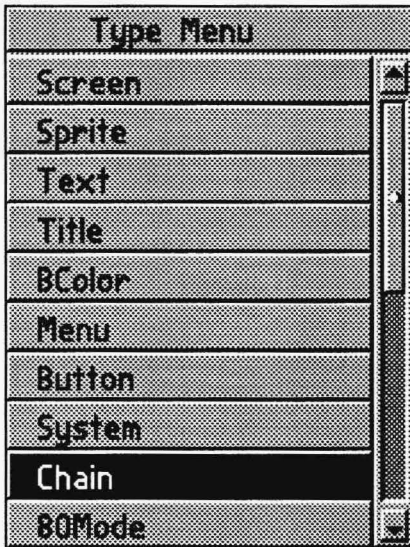
Choose the amount of memory you need in the shell: ALL, 100K, 200K, 300K, or 400K.

### **Parameters**

After you have chosen the System Type, a prompt asks you to "Input DOS Parameters." The entry you make is executed by the computer as if you had entered it from the system prompt. After the program you named in the Parameter field runs, control passes to the Sequence once again.

### **Other Fields**

Label, File, SP/DP, and Next are Fields common to all lines. Apply them as necessary.



## Chapter 14

# A Chain Event

### **Type**

---

Select this Event to make a Chain of Sequences. Each Sequence can be no more than 500 lines long. This is due to memory constraints. Your Show can be much longer if you Chain a number of Sequences together. When the Chain command is executed, the next Event you see is the first Event in the Sequence you Chain to. The field cursor is in the Event TYPE field, and the Event Menu pops up. Highlight “Chain” and Press [Enter], and your choice appears in the Event field.

### **File**

---

A directory menu appears. This is a menu of sequences. Choose the one you want to Chain together, and press [Enter]. Your choice is entered onto the screen and the field cursor goes directly over to the Wait For field.

### **Wait For**

---

Don't Wait, Wait for Any Key, Wait for Timeout pertains to the wait that you may want to put in before the Chain is executed. This is different from the other Wait For where the waiting occurred

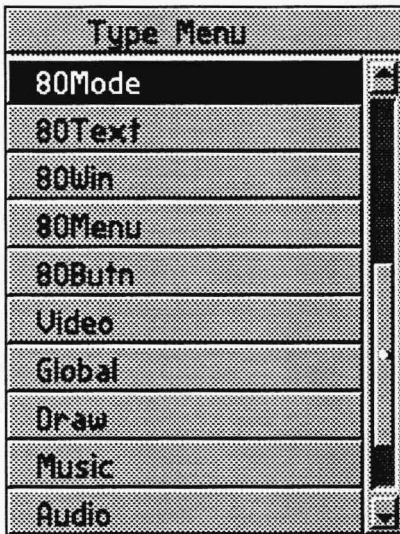
after the Event. Here execution of this Event takes program control away from the line, so by the time a post execution Wait For might have been executed, the line is long forgotten because a new sequence is now in memory. This feature is not frequently used.

When a new Sequence is loaded, TEMPRA SHOW will load the paths associated with that sequence if the paths have been saved with the same name as the Sequence name. Using Chain will allow you to change paths as you run sequences.

### ***Other Fields***

---

Label, Next, are Sp/Dp are fields common to all lines. Apply them as necessary.



## Chapter 15

# 80 Mode Event

This Event is used to switch to and from color graphics mode to 80 column color text mode.

### **Type** \_\_\_\_\_

Select 80 Mode from the Type menu by clicking on the Type field.

### **Method** \_\_\_\_\_

The Method field lets you turn the 80 column color text mode On, Off, or Clear.

#### **On**

Use this to turn the 80 column color text mode on.

#### **Off**

If you determine you want to turn on the VGA Graphics screen display, then turn this OFF. The Graphics screen will look just the same as it did when you left it. To switch to graphics mode and have a new Screen or BColor, simply select one of those events. Clear: Use Clear if you want to clear the 80 column text screen.

## ***Other Fields***

---

Label, Next, SP/DP, and Wait For are fields common to all lines. For more information on these fields, please refer to the section on common fields. Parameters and File do not apply in this line.



## Chapter 16

# 80 Text Event

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

### **Type**

---

Use this Event to put ASCII text files on the Screen with the color attributes defined in the last color change in the last Global Event.

### **File**

---

After you select the 80 Text type you are given a directory menu to the right of the cursor. Use this to select the file you want to display. Use the cursor keys to highlight your choice and press [Enter].

### **Sp/Dp**

---

After choosing a display type, choose which line of the text file you wish to start displaying. The text file comes onto the screen. Scroll through the file (using the cursor keys or mouse) until you highlight the line you want to be the first line showing on your display screen. Press [Enter] and the line number is put into the form.



## ***Parameters***

The parameters field is where you determine: the color of the text, and whether you want a frame around it. If you want a frame, then are you going to give the user the ability to operate the window, and the size and location of the window. When you are creating the Text Event for the first time, you are given all these choices in order. When you are editing, you are presented with a menu asking which of the options you want to modify.

### ***Position***

Use your cursor keys to position your Text. Then Press [Enter]. The Text coordinates appear in the Parameters field. 80 Text Events have only one set of coordinates. Notice the X,Y coordinate prompt in the corner of the screen.

### ***Color***

This is where you choose the color of the character (foreground color). If you choose to pick the color from the color menu select the color you want from the colors in the smaller squares.

### ***Width/Height***

Once the operation question is answered for framed windows you set the size of the windows. The text from the file is shown on the screen. Use the cursor keys or mouse to stretch the window to fit the text.

### ***Not Framed***

If you want the text to be written over the text screen without a frame, answer NO to the “Framed?” question.

### ***Framed***

If you want the text in a framed window, answer YES to the “Framed?” question. A window frame has the color attributes set with the global values defined with the last Global Event. The Global values for the windows at start up are the same ones for your Workform.

### ***Operate/Frame***

If you choose Framed text, this lets you allow the user to operate the text window, by scrolling through it with the mouse or cursor keys. It also allows

the user to pan right and left to see long lines of text that do not fit into the text window. A window that cannot be operated only displays the text you choose.

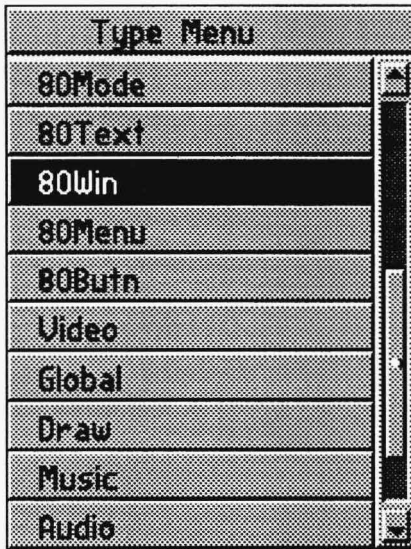
### ***Justify***

You have the option of justifying the text on the left or right of the window, or to center the text in the window.

### ***Other Fields***

---

Label, Next, and Wait For are fields common to all lines. Please refer to the common fields section of this manual.



## Chapter 17

# 80Win Event

This Event type is useful in displaying text windows made with the PWIN Utility. (Run this utility from the Subprogram selection on the Main Menu.) These windows can be made to look like any PC text screen in 80 column mode, so you can reproduce data entry screens for training and mock ups and so on.

### **Type** \_\_\_\_\_

Select 80 Win from the Type menu after selecting the Type field.

### **File** \_\_\_\_\_

After you select the 80Win type you are given a directory menu to the right of the cursor. Use this to select the file you want to display.

### **Sp/Dp** \_\_\_\_\_

#### **Speed**

This determines how fast the \*.WND moves across the screen.

## ***Parameters***

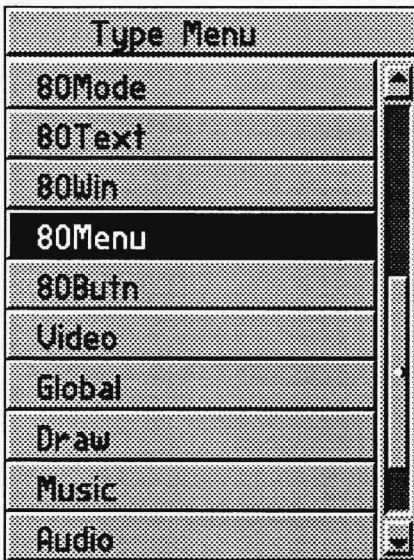
---

Use the cursor keys or mouse to position the 80Win. When it is where you want it, press select or [Enter] or the left mouse button. You can choose a second x,y pair if you want to move the text WND file across the screen. If you do not want it to move press [Enter] again and both x,y pairs are the same and the \*.WND file does not move. You can see two x and y coordinate pairs in the Parameters field.

## ***Other Fields***

---

Label, Next, and Wait For are fields common to all lines. Method does not apply. For more information on the common fields, see the section on common fields.



## Chapter 18

# 80Menu Event

This Event gives the you the ability to take a path represented by the item choices from a list. Choices can be made with the cursor keys on the keyboard, a mouse, or a joystick. Choices are entered with the [Enter] key, the left mouse button, or fire button on the joystick.

### **Type** \_\_\_\_\_

Select this event from the menu that appears when selecting the type field. When the field cursor is in the Event TYPE field, and the Event Menu pops up, highlight “80Menu” and Press [Enter], and your choice appears in the Event field.

### **Method** \_\_\_\_\_

The field cursor jumps from the Type field to the Method field. You see a menu offering 2 to 10 items. Choose a number based on the number of choices you want to give the user/viewer. If you want to give him more than 10 choices, you have to go back and edit in the new number later.

## ***Parameters***

First tell the system whether you want to insert new lines into the form or overwrite the current lines. If you are editing an 80Menu you probably want to choose overwrite; otherwise choose “Insert Lines.”

The next thing you see is a prompt asking for the title of the menu. Notice every menu in the TEMPRA SHOW system has a title. This is your place to tell your user/viewer what your menu is about.

Now a menu is on the text screen. Use the mouse or cursor keys to size the window around the Menu. Then use the mouse or cursor keys to position that menu where you want it to be seen. When this is done press [Enter]. Fill in the requester windows and press [Enter] to set up the branch table. This is a process of popping between the Parameters field and the Next field until the Menu is set up.

In the process of defining an 80Menu Event, the field cursor pops between the Parameter and the Next to set up a table. The table is as long as the number of items in your 80Menu as chosen in the Method field. This table contains: the list of choices you are giving the user/viewer in the Parameters field, and the Label names of the Events you want to branch to in the Next field.

### ***Editing 80Menu with Prompts***

You can edit the 80Menu Event by positioning the field cursor in the Parameters Field and pressing [Enter]. You see a menu that allows you to change one aspect of the menu, or all.

#### ***All***

You can recreate the menu by choosing to edit all the aspects of the menu.

#### ***Title***

You can change only the title of the 80Menu by selecting this.

#### ***Menu Items***

You can change only the Items listed in the 80Menu by selecting this.

***Width/Height***

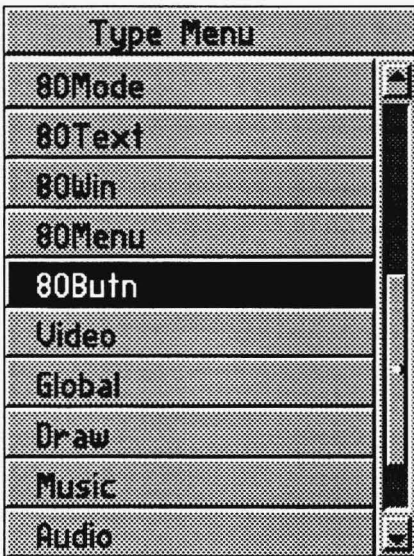
You can change the size of the menu by selecting this.

***Position***

You can change the placement of the menu on the Text screen by selecting this. To change the color of the menu you have to use the Global Event.

***Other Fields*** \_\_\_\_\_

Label, Next, SP/DP, and Wait For are fields common to all lines. Apply them as necessary. For more information, please refer to the section on common fields.



## Chapter 19

# 80Butn Event

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

### **Type**

---

A Button event has been created to allow the viewer to move a Text pointer across the text screen, and to use it as a pointer to square areas, 80Butns, on the screen. The system can identify the location of the Text pointer once the [Enter] key, left mouse button, or fire button on a joystick has been pressed. If the location of the Text pointer is within the boundary of an 80Butn, a Branch occurs.

### **Method**

---

When the viewer moves the text pointer across the screen and presses [Enter], the system notes the x, y location of the Text pointer and checks to see if it is within any of the 80Butn areas. As a developer you see the field cursor go directly to the Method column. Choose the number of 80Butn areas to be active with this event. As you use the cursor keys and [Enter], the form is filled in with your choices.



## ***Sp/Dp***

---

Choose a maximum speed at which you want the pointer to travel while you are moving the pointer with the cursor keys.

## ***Speed***

If the user/viewer is using a joy stick or the cursor keys to move the pointer and if the user/viewer keeps the pressure on the device, the pointer accelerates to the maximum speed indicated in the Sp/Dp field.

## ***Display***

You have the choice of making these Text pointers Permanent, Temporary, or Erasing after the key press. This is a design decision. If you want pointers to build upon the screen, use Permanent. If you want to Erase the pointer and other temporary Events, choose Erase after Displaying. If you like the effect, choose Temporary.

## ***Parameters***

---

If you are editing an 80Button event, you probably want to choose overwrite; otherwise choose "Insert Lines." The next thing you see is a text window on your text screen asking you to put the Text pointer at the beginning position. After all, the Text pointer has to show up some place to start off. You have the option of putting an "R" after this position. This "R" makes the Text pointer position relative, so every time the viewer comes back to this event, the Text pointer is where he left it, not where it started off. Save your Sequence after you set the starting position where you want it, and before you run the Event. The "R" modifies the position as the sequence runs.

Tell the system what Labeled event you want to, branch to if the user presses the [Esc] key or right mouse button during this event, by entering that Label in the first Next.

You have to describe a Safe Active area. This keeps the user/viewer from flying the Text pointers into outer space, or over a portion of the screen you

want to keep them from. Set the lower left limit and then the upper right limit to the invisible box that is the Safe Active area. Now you have to delineate the active 80Button areas. This is done by positioning the Text pointer at the lower left corner of an imaginary box that is the active 80Butn area and pressing [Enter] (or the left mouse button), next move the Text pointer to the upper right hand corner of the same imaginary box and press [Enter] or the left mouse button.

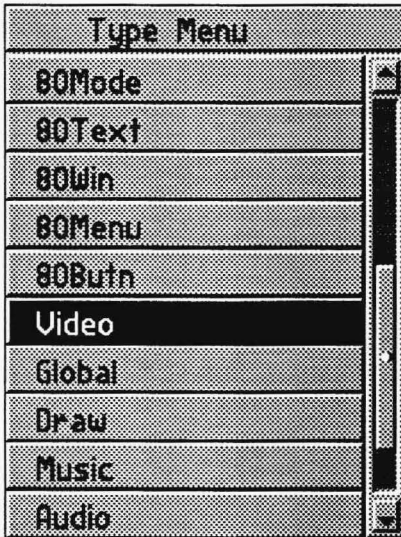
After you have done this you see the requester window for the Next field. Put in the Label of the Event you want to branch to when the text pointer is found in this active area. Repeat this process for each active area.

It may surprise you to see that you suddenly go to the Next column. In the process of defining a 80Butn Event, the field cursor pops between the Parameter and the Next to set up a table. The table is as long as the number of items chosen in the Method field. This table contains: the x,y coordinates for the 80Butns in the parameters field, and the Label names of Events in the Next field. These are the Events you want to branch to as a result of selecting an 80Butn. Fill in the requester windows with the Labels of these Events and press [Enter] to set up the branch table. This is a process of popping between the Parameters field and the Next field until the 80Butn is created.

## ***Other Fields***

---

Label, Next, File, and Wait For are fields common to all lines. Apply them as necessary.



## Chapter 20

# A Video Event

Video events bring animation to sequences with live or recorded video or graphics that have been saved as “flick” (.FLC or .FLI) files. TEMPRA show supports Autodesk Animator, Animator Pro, and Studio 3D “flick” files, as well as video flick files created in Cinemaker from Digital Vision. You can also set the display mode, fade images in and out, cycle colors, animate text, and load different color palettes with this event. If you have a video input/capture board, like the SNAPplus card from Cardinal Technologies, and a SONY Vbox with any SONY VISCA device, You can use Video events to play live video in a window within your presentations.

### **Type**

---

The field cursor goes in the Event field, and the Event Menu pops up. Select “Video” from the Event menu, press [ENTER] and “Video” is entered onto your Workform.

### **File**

---

Use this option in conjunction with the Save Picture, Load Palette, Fade, and APlay options. Choose one of these options and a menu with a list of all applicable files appears.

## **Method**

### **LoadPal**

This Method allows you to load in individual palettes that have been created to optimize the quality of the VGA image. The palettes are part of the images so you must select it from the image directory. After you select this Method, the field cursor goes to the File column. Select the file you want from the directory menu on the screen.

### **CycleColor**

This Method allows you to shift the colors of the image on your screen with the range of colors in the palette in a random fashion. This Event can be used to create interesting psychedelic visual effects.

### **Set Mode**

This Method allows you to use choose the video mode and use any resolution that is available in your video board. When selecting this option, a menu appears with possible video mode selections. Use a Set Mode to play small .FLI files at a larger screen size. (set the mode to 320x200x256)

### **Save Picture**

This method allows you to save all or part of what you currently have on the VGA Graphics screen during runtime. It goes to a file in the screen directory. To use Save Picture, enter a filename for a screen captured image that is automatically saved when the sequence is run. You then write a screen event line using the file name of the screen capture from the Save Picture line. When ever the sequence is run, it will save whatever is on the screen (like live video) and incorporate that fresh image directly back into the sequence at any point you choose.

### **Fade In**

This method allows you to fade an image in from black. The image that is brought in is designated in the File field. (This feature may not work on all VGA cards.) In order to use this the image you want to fade in has to already be loaded in with a Screen event. This event only affects the palette of the image.

## **Fade Out**

This Method allows you to Fade an image Out to black. The image that is faded out is designated in the File field, and it should be the current image on the graphics screen. This Event only affects the palette of the image. (This feature may not work on all VGA cards.)

## **Viewport**

Turn a viewport on to create an “active zone” in your visible graphics screen. This hole becomes the only active area on the screen. You can move Sprites past it, wipe images into it, etc. Everything that shows on the graphics screen shows up only if it is within the active Viewport. You must reset the Viewport to include other areas of the screen if you want to use other parts of the screen after you have used the Viewport once. You can turn it off with Viewoff.

In the 16 color modes you may see that some Sprites change in screen location when used with a Viewport. This is due to a byte boundary constraint that causing the bytes in the pixels to realign themselves at run-time. Adjustment to the viewport can accommodate this.

### *ViewOff*

This method is used to restore the whole graphics screen as the active screen. It resets the active viewport to a full screen.

## **Infowind**

This method is used with a variety of Parameters to control the output of an IBM Infowindow. You can use it to show graphics according to the mode you are in. (There is no VGA in the Infowindow) You can use it to show video coming through the Infowindow.

## **AAPlay**

This method is used to play \*.FLI and \*.FLC files made with TEMPRA PRO 3.1, Autodesk’s Animator and Animator Pro. The Animator programs are used to create little movies called flicks. Once they have been made you can show them with TEMPRA SHOW. We give you the ability to pause and restart the flicks while they are running. You can do this just by pressing the

[Space Bar]. To restart the flick, all you have to do is press the [Enter] key. After you select this video method, a list of the available “flick” files appears. These files are kept in the PIC directory. Select your \*.FLI or \*.FLC file from this directory menu. Running a \*.FLI or \*.FLC file will change the current palette to the one used in the \*.FLI or \*.FLC file, even after the flick has finished playing. To reset the video mode, use another video mode with a ResetPal method or select another mode with a SetMode.

### **ResetPal**

This method is used to reset the palette to the TEMPRA SHOW default palette.

### **ScrollUp**

This method is used to scroll a text file up the video screen in a framed or unframed colored box. Text is scrolled in the Global font. You can set the location and size of the window, and the color and justification of the text.

### **Ticker**

This method is used to scroll text horizontally across the screen, giving a “ticker-tape” effect. The bar can be any place on the screen, have any length, and the text can be any color in the palette. The font is set with the Global Font method.

### **Ceg Mode**

This method is used to activate the Edsun CEG/DAC Continuous Edge Graphics chip. The various modes are set in the Parameters field. You must make sure the mode you set is consistent with the CEG image you are showing. This setting is automatically turned off if you make any subsequent events that change the palette. These include color cycling, loading or resetting palettes, and playing \*.FLI files.

### **VidXXX**

The following video window events require a video overlay card (such as a SNAPplus or Video Blaster) to be installed.

---

## **VidLive - Video Live**

The Video live 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 - Video Overlay**

The VidOver method places the video in 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 - Video Normal**

The VidNorm method 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 - Video Window**

The VidWind method tells TEMPRA SHOW to place a video window onto the screen and display the video coming into the card. The video is brought into TEMPRA SHOW by a compatible display card. If your computer does not have a compatible display card, VidWind will not function and you will receive an error message.

## **VidGrab - Video Grab**

The VidGrab event freezes the video coming into a video window and places it onto the screen. The image then becomes a part of the screen display. Captures can appear to be instantaneous. Depending on the type of video input board, the grab time can vary from 1/30th of a second to a few seconds.

## **VidTcol - Video Transparent Color**

The Video Transparent Color method allows video in a video window to display when it is covered by a transparent color. The video coming into the

computer is only visible where the transparent color is on the screen. The color acts as if it were transparent. When a video window has been established on the screen and a video event using VidTcol is performed, any further events that bring the transparent color to the screen will bring the video to the screen through the transparent color. These events can be Screens, Sprites, or Background Color events.

### **VidBW - Video Black and White**

The Video Black and White method causes the video coming into the computer to switch between Black and White or color. 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.

### **VidInv - Video Inverse.**

The Video Inverse method inverts the colors of the video coming into the display through a video window. Video inverse is similar to the VidBW method because it can be turned on and off.

## ***Sp/Dp***

---

Speed and display only affect the following methods.

### ***Cycle color***

This field is used in the CycleCol method and determines how quickly you want the colors to change.

### ***AAPlay - Speed***

This field is necessary as part of a AaPlay Video Event. Use it to govern the speed of the "Flick" file playback. Use speed 0 to play the .FLI or .FLC at the speed you set in the Animator program.

### ***AAPlay - Display***

"Flick" files can be made Permanent, Temporary, or Erasing. This setting effects your current palette because \*.FLI and \*.FLC files have their own palettes. If you make this a Permanent or Temporary Event, the palette changes and you have to reload a new palette or use the palette from the \*.FLI



or \*.FLC file. If you choose Erasing then the old palette is restored before the previous screen is displayed on the visible screen.

### ***Scrollup - Speed and Display***

The Speed setting here is used to determine how fast the text scrolls up the screen. Choose a display.

### ***Ticker - Speed***

The Speed setting here is used to determine how fast the text crawls across the screen. Choose a display.

## ***Parameters***

Parameters vary depending on each method in this event. Apply the following parameters as necessary according to the method chosen.

### ***Set Mode Parameters***

Choose from a video mode. These parameters are dependent on the memory to support the mode you select, the hardware to support the mode you select, and an image to display that is compatible with the mode you select.

Mode	Res	Col
CGA_04	320x200	4
CGA_05	640x200	2
EGA_00	320x200	16
EGA_0E	640x200	16
EGA_0F	640x350	2
EGA_10	640x350	16
VGA_11	640x480	2
VGA_12	640x480	16
VGA_13	320x200	256
SGR_29	800x600	16

If you do not have EMS you may get very slow display or other unexpected results from using video modes above the IBM standard VGA modes.

### ***Color Cycling Parameters***

This field is used to determine the beginning and ending colors and for the cycling. Color cycling is accomplished by rapidly applying all the colors in the palette to the screen. Color Cycling is available on display modes with 16 or 256 colors only.

When the Cycle Color menu screen is first displayed, select the color to be the beginning color in the cycle by moving your mouse right and left. When you see the color you want, press select or [Enter]. Repeat the process to choose the ending color. Now choose the number of color shifts you want. If you have a range of colors to cycle that is 15b to 25e in the default palette, it takes 10 color shifts for the colors to return to the starting place. You can proceed to the next event after shifting any number of times. We have supplied you with the option of entering a "0" if you want a complete cycle.

The color palette is rearranged by the LoadPal and CycleCol Events. If you load in a new palette when there is a VGA Graphic on the screen the new palette changes the appearance of the VGA Graphic before the next screen can be loaded. If you don't do a complete cycle, the colors in later Events may not appear as you expect.

### ***Video for Infowindow Parameter***

Select this Parameter to make the IBM Infowindow display show Video from the external source it is connected to. If there is no video coming into the Infowindow display, executing this event blanks the screen.

### ***Graphics for Infowindow Parameter***

Select this Parameter to make the IBM Infowindow display show graphics from the PC. You can show CGA and EGA graphics with an Infowindow, but you cannot show VGA. This is a limitation of the Infowindow graphics hardware. Be sure you have selected the correct video mode.

### ***Overlay for Infowindow Parameter***

Select this Parameter to mix computer output with video coming in from an external source on the IBM Infowindow display. You can show 80 column text, CGA, and EGA graphics with an Infowindow, but you cannot show VGA. This is a limitation of the Info-window graphics hardware. Be sure you have selected the correct video mode. Black (color 0) is the invisible color so every pixel that is black becomes transparent.

---

## ***Reset for Infowindow Parameter***

Select this Parameter Resets the Infowindow to a default condition. The default condition results in: Auxiliary output enabled, Transparency disabled, normal palette, normal graphics and video, composite input 1 enabled, interlace disabled. Please refer to your Infowindow documentation for more information on reset.

## ***Scroll Up***

This field is used to set up the scrolling text. There are a series of parameters to set in this Video Method. When you enter the Parameters field as you first make the Event, you go through all the choices. When you edit the Parameters field, you have the choice of which part of the series you want to change.

## **Position Parameter**

Use the mouse or cursor keys to place the text on the visible screen. Be sure to keep all of the text on the screen in the active Viewport.

## **Color Parameter**

Select the color for the text from the image you have on the visible screen. To do this, move the mouse until the cross is over the color you want. When you see that the square border around the cursor is the color you desire, press Select or [Enter]. You can also select the color from a color palette.

## **Width/Height Parameter**

Set the Width and Height with the mouse or cursor keys by stretching the box around the text on the screen. While you size the box with the mouse or cursor keys, notice that it moves in character based increments. This allows sizing by number of characters wide and number of lines high.

## **Frame Parameter**

At this point, choose the option to have the scrolling text appear inside a border or not. Scrolling text appears in a rectangle of the color set in the Global Event under text background.

## **Justify Parameter**

You can choose to have the lines of text in your scrolling text window justified to the Right, Left, or Center of the window. Please keep in mind that TEMPRA

SHOW thinks spaces are characters, so if the justification does not look as you expected, check the end of the lines of text to see that there are not trailing spaces in the file.

### ***Ticker***

This field is used to move text across the screen like a ticker tape. There are a series of parameters to set in this Video Method. When you enter the Parameters field as you first make the Event, you go through all the choices. When you edit the Parameters field you have the choice of which part of the series you want to change.

### **Position Parameter**

Use the mouse or cursor keys to locate the Ticker on the visible screen. Be sure to keep all of the text on the screen in the active Viewport.

### **Color Parameter**

Same as scroll up color selection.

### **Width Parameter**

Set the Width with the mouse or cursor keys by stretching the box around the text on the screen. While you size the box with the mouse or cursor keys, notice that it moves in character-based increments. This allows sizing by number of characters wide. If you change fonts, you should change the width of the box.

### **Frame Parameter**

You can choose to have the ticker tape appear inside a border, or not. The text appears in a rectangle of the color set in the Global Event under text background.

### ***Ceg Mode***

This field is used to set which CEG mode you want to activate. This mode setting must work in combination with the Video mode you have set and the method you used to create the images. For more information on CEG modes and images please refer to the Edsun Documentation and data sheets. The table for the modes follows:

CEG MODE CEG method EDP Pixel Replication

Mode 5 Basic 8 Mode 6 Basic 8 Yes Mode 9 Advanced 4 Mode 10 Advanced  
4 Yes Mode 11 Advanced 4 Yes Mode 13 Advanced 8 Mode 14 Advanced 8  
Yes Mode 15 Advanced 8 Yes

CEG Encoding methods with 8's in the name are for 256 color VGA Video modes, and those with 4's in them are for 16 color modes.

## **VidWind Parameters**

The parameters 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 and asks you to place the lower right corner of the video window. Use the mouse to position the video window bottom left corner. You are then asked to 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 the proper position, pressing select on the mouse or the [Enter] key will place the coordinates of the video window into the parameters field.

## ***VidTCol***

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.

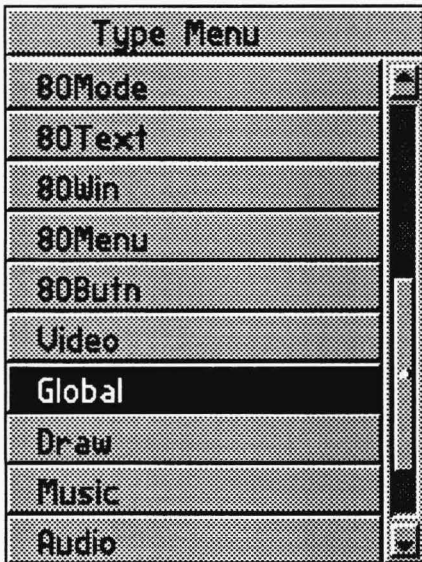
## ***AAPlay Parameters***

The Parameters field holds the location you choose to show the .FLI and .FLC files. When you go to position one of these files you will see a ghost box. Where ever you place this box is where you will see the .FLI or .FLC play.

## ***Other Fields***

---

Label, Next, and Wait For are events common to all lines. Review the Special Features Section and apply these events as necessary.



## Chapter 21

# A Global Event

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. If you change the video mode to 16,000 color or 16.7 million color mode, TEMPRA SHOW automatically sets the file format to .TGA.

### **Type**

---

Select Global from the Type menu.

### **File**

---

The only Global setting that requires a file is the Font setting. Once this is set to the font you want, all Text Events and Menu Events are shown in this font, unless otherwise specified.

## ***Method***

---

### ***Reset All***

This resets all global values to their defaults.

### ***Color***

Determine all Text display colors: Text, Border, and Highlight. You see the style of text that is currently active in TEMPRA SHOW while you choose your colors.

### ***Font***

Determine the font that is used to show all text, unless a new font is picked in the Text Event, or Title Event. The font is also used in subsequent graphics menus. The current Global font becomes the default font.

### ***Dropshad***

You can set a drop shadow to appear with all the text. Choose the X and Y offset and color.

### ***Autoset***

TEMPRA SHOW automatically adjusts the screen to the right resolution for the chosen image.

### ***Auto Off***

You can turn the automatic detection of screen resolution, and palette loading off with this selection.

### ***Delay***

Determine a delay to slow down wipes, Sprite movement, or drawing.

### ***Scale On***

Set this to ensure that all screen images are automatically scaled to the visible screen if they have the right number of colors.

### ***Scale Off***

Set this to turn automatic scaling off.

**Quick On**

Set this to maximize speed of full screen display when you do not have sufficient memory in your computer for the mode you are using. When this is set, TEMPRA SHOW ignores all wipe methods and brings your Screens to the visible screen as fast as possible. If EMS is detected then Quick On is ignored.

**Quick Off**

Set this to turn off the above Global command.

**Back On**

Set this to let your users Back Up through the sequence by labels using the [F9] key. This also allows them to skip ahead with the [F10] key. When TEMPRA SHOW starts, the default for this feature is "on." It must be turned off if you want to disable it.

**Back Off**

Set this to turn off the Back On feature.

**Style2D**

Set this to get a 2 dimensional appearance to the text frames and menus.

**Style3D**

Set this to get a 3 dimensional appearance to the text frames and menus. This is the default when you start TEMPRA SHOW.

**StyleTL**

Set this style to get the look of the TEMPRA SHOW GUI in text frames and menus.

**PIC\_PCX**

Set this to tell TEMPRA SHOW to look for PCX files in the Screen directory.

**PIC\_CEG**

Set this to tell TEMPRA SHOW to look for CEG files in the Screen directory.



### ***PIC\_TGA***

Set this to tell TEMPRA SHOW to look for 16- and 24-bit (16.7 million color) TGA files in the Screen directory.

### ***SPR\_PCC***

Set this to tell TEMPRA SHOW to look for PCC files in the Sprite directory.

### ***SPR\_CLP***

Set this to tell TEMPRA SHOW to look for CLP files in the Sprite directory.

### ***SPR\_WIN***

Set this to tell TEMPRA SHOW to look for 16- and 24-bit (16.7 million color) WIN files in the Sprite directory.

## ***Parameters***

---

### ***Colors Parameters***

When you set the global color parameters you set color for:

1. Background color. This setting controls the color of the area behind the text character.
2. Foreground color. This setting controls the color of the text character itself.
3. Color from the graphics screen or a color menu. If you choose to get the color from the screen, you are presented with a cursor that has a square border. The cursor's border color is the selected color. Move the cursor over the color you want to select and press [Enter]. If you choose to pick the color from the color menu select the color you want from the colors in the smaller squares.

### ***Delay Parameters***

You can set the delay to be from 0 to 999 computer cycles. We have included this to allow you to slow the Drawing, Wipe, and Sprite speeds if you have a very fast computer.

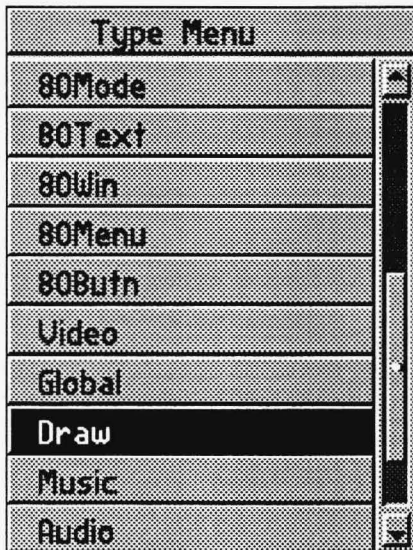
***Dropshad Parameters***

You choose the offset of the drop shadow in the X and Y direction, then using the color menu, or the image itself, you select the color for the drop shadow.

***Other Fields***

---

Label, Next, SP/DP, and Wait For are events common to all lines. Apply them as necessary.



## Chapter 22

# A Draw Event

Draw events let you create basic shapes, like circles or squares, either filled or unfilled. You can use the shapes to contain text, graphics, or other image files.

### **Type**

---

After clicking or pressing [Enter] on the Type field, select Draw from the Type menu. The Draw event lets you create your own wipes with a background brush, make colored squares, lines and more. This is very useful in saving disk space. It also lets you make very powerful and exciting visual presentations.

### **Method**

---

This field is used to determine which of six different types of drawing tools you want to use.

### **Line**

This draws a straight line between two points.

### ***Circle***

This draws an empty ellipse.

### ***FCircle***

This draws a filled ellipse.

### ***Box***

This draws an empty rectangle using two corner points.

### ***FBox***

This draws a filled rectangle using two corner points.

### ***Set Brush***

This sets the size, shape, and color of the drawing tool.

### ***Freehand***

This lets you draw freehand designs on the screen.

## ***Parameters***

---

The Parameters you choose are determined by what drawing method you are using. You are not be asked to select any parameters unless you select the circle, fcircle, box, fbox, or setbrush.

### ***Line Parameters***

You set the beginning position and ending position of the line by clicking two points on the screen with the mouse, or cursor keys (to move the screen cursor) when prompted.

### ***Circle Parameters***

You set the center position by clicking on the screen with the mouse, or cursor keys when prompted. You size the Circle with the mouse or cursor keys, as well. As you move the mouse, the ellipse is drawn on the screen so you can see what you are doing.

### ***FCircle Parameters***

You set the center position just like sizing and positioning an empty circle by following the prompts and using the mouse, or cursor keys, to move the screen cursor. As you move the mouse, the Ellipse is drawn on the screen so you can see what you are doing.

### ***Box Parameters***

You set the lower left position, and upper right position when prompted on the screen and using the mouse, or cursor keys to move the screen cursor.

### ***FBox Parameters***

You set the lower left position and upper right position just like sizing and positioning an empty box by following the prompts and using the mouse, or cursor keys, to move the screen cursor.

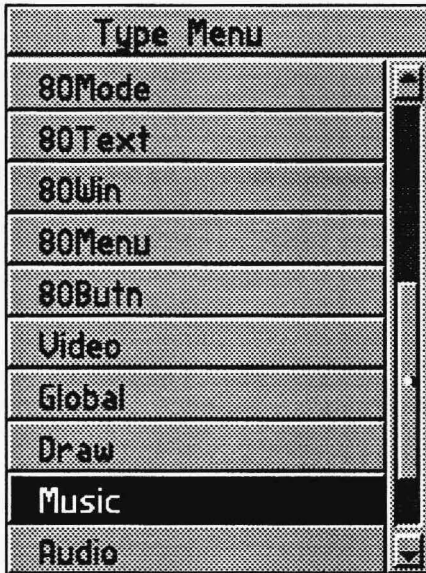
### ***Set Brush Parameters***

Use this to set the shape, color, and drawing attributes of the Brush you are using. You are first asked to set the brush shape (either a Circle or a square). The next menu that appears is the attribute menu. Of five possible choices listed, AND, OR, and XOR are logic term and have specific meanings in computer science (When using these features, experiment. Experimentation is the best way to understand the effects these functions have on the objects drawn.)The other two are Background and Set. Background draws whatever you have in the background buffer. Set sets the color and size of the brush.

### ***Other Fields***

---

Label, Next, and Wait For are events common to all lines. For more information on these events, please refer to the common events unit.



## Chapter 23

# A Music Event

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). This event can also play music while other Events occur, and do sound effects. The music files are Text files; ASCII text files with a suffix .MUS These files should be located in the Audio directory.

### **Type**

When the field cursor is in the Event Type field and the menu pops up, highlight “Music” and press [Enter]. Your choice in the event field.

### **File**

If the Music method that you specified requires a filename, you see a list of available Music files. If the Music file you wish is not in the directory, you have to Change the Path to find it, or make it with your text editor. Highlight a file and Press [Enter].

## Method

This field is used to determine what kind of music you play.

Music
Play
PlayFile
Kill
Tone
ToneFile
Freq
FreqFile
Speaker
Loop

### **Play**

Play musical notes using the musical information in the Parameters field.

### **Playfile**

Play musical notes using the information contained in a text file. The name of the file should be in the File column. This method uses the text file lines specified in the Parameters field.

### **Kill**

Terminate any musical notes that are being Played in the background, that is, Music being played with the MB command which allows the Music to play while you show other Events.

### **Tone**

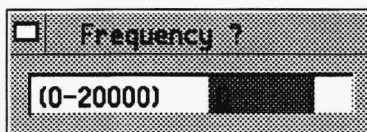
Play a tone with a frequency for the duration given in the Parameters field.

### **Tonefile**

Play musical tones using the information contained in a text file. The name of the file should be in the File column. This method uses the text file lines specified in the Parameters field.

### **Freq**

Sets the speaker frequency to the frequency given in the Parameters field and durations specified in a text file. At the end of the duration, control reverts to TEMPRA SHOW. With Freq and Tone the speaker must be on or you won't hear anything.



## ***Freqfile***

Set the speaker frequency to the frequencies for the durations specified a text file. The name of the file should be in the File column. This method uses the text file lines specified in the Parameters field.

The speaker must be ON or you won't hear anything.

## ***Speaker***

Choose	
On	<input type="checkbox"/>
Off	<input type="checkbox"/>

Turn the speaker ON or OFF as specified in the Parameters column. Use this to play the frequency you have set with the Freq Method.

## ***Loop***

Set the number of times for the next background music line to repeat. A background music line is a single Play Parameters field or a single PlayFile line that contains the "MB" command.

# ***Parameters***

---

## ***Play Parameters***

Play musical notes using the information in the Parameters field.

## ***Playfile Parameters***

The Parameters field specifies the start and ending lines of the musical information to be played from the text file. First highlight the text line you want to start playing, then press [Enter]. Then highlight the text line you want to end playing, and press [Enter].

## ***Kill Parameters***

The Parameters field does not apply to the Music event with a Kill method.

## ***Tone Parameters***

Play a tone with the frequency for the duration given in the Parameters field.

## ***Tonefile Parameters***

The Parameters field specifies the start and ending lines of the information in the text file to be played as tones. First highlight the text line you want to start



playing as tones, then press [Enter]. Then highlight the text line you want to end playing, and press [Enter].

### ***Freq Parameters***

Set the speaker frequency to the frequency given in the Parameters field. The duration of the frequency, also in Parameters field, tells the system how long to wait before bringing control back to TEMPRA SHOW. The speaker must be on or you won't hear any frequencies.

### ***Freqfile Parameters***

The Parameters field specifies the start and ending lines of the information in the text file to be played as frequencies. First highlight the text line you want to start playing as tones, then press [Enter]. Then highlight the text line you want to end playing, and press [Enter]. The text file sets the speaker frequency to various frequencies, each for a specified duration, using the information contained in a text file. The duration pertains to the length of time from the start of the frequency to the time control returns to TEMPRA SHOW. The speaker must be on or you won't hear any frequencies.

### ***Speaker Parameters*** ***On***

You must turn the speaker on before you can play Frequencies. When you turn this on, you hear the Frequency that the speaker was set to last.

### ***Off***

Turn the speaker off to stop the Frequencies.

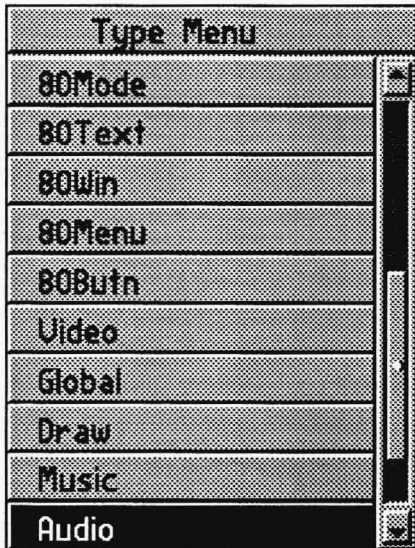
### ***Loop***

Set the number of times for the next background music line to repeat. A background music line is a Play parameters field or a PlayFile line that contains the "MB" command.

### ***Other Fields***

---

The Label, Next, SP/DP, and WaitFor fields common to all lines. Apply these as necessary. For more information on these fields, please refer to the section on common fields.



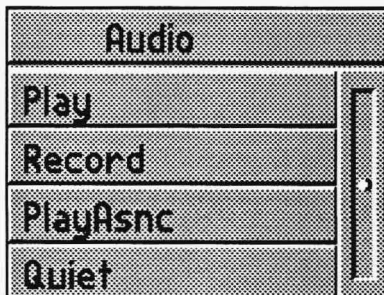
## Chapter 24

# An AudioEvent

This chapter does not follow the same line structure typical of the rest of this manual although it is very similar. The commands that are in the Audio event line are also the same commands in the Audio menu in the Main Menu. Audio events let you play or record sounds on the hard disk using a Sound Blaster card or any other supported card.

### Type

This event allows you to Record and Play sound files during a Sequence. The sound capabilities of TEMPRA SHOW are relative to the type of sound board you have. Once you select an audio event, a menu appears with five choices.

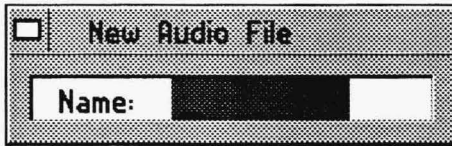


### Play

A menu of available audio files appears. Depending on the audio board and what boards and drivers you've selected in the CONFIGTS, only the files with the proper extensions (i.e. \*.WAV or \*.VOC) will appear. Select a file. From this point, TEMPRA SHOW moves on to the common elements.

### ***Record***

The primary use of this feature is to provide you with a resource for your own audio files. Recording can also be done (probably easier) from the Audio menu on the Main menu at the top of the screen. Actually leaving an Audio *Record* line in your sequence is not recommended.



After selecting Record, the field cursor jumps backward to the File field and you are asked to enter a file name. The next menu is a list of sound speed in terms of Bits Per Second (BPS). Choose from 8kHz, 16kHz, and 32kHz. One of these choices must be made for the Play Method to work. The number you choose must match the number after the .S\_\_ in the name of the file you chose for the file to play correctly. kHz stands for kilohertz, or thousandths of cycles per second. Select a speed. After the Next field, TEMPRA SHOW will record your input sound source. Again, this is directly related to the sound board being used.

### ***Playasnc***

The list of appropriate files appears, again, relevant to the board type. Choose a sound file to Play. Playasnc audio events will play simultaneously with other events. When you play audio asynchronously with other events and the sound is “broken” or skips, set Blast\_Buf in the CONFIG.SYS for smoother audio.

### ***Playtext***

This method allows you to create audio output from ASCII text files stored in your audio directory. This will electronically articulate letters and words with the TI Speech audio board only.

### ***Quiet***

Adding this line some where after a Playasnc line will instantly stop any audio playing. Also, selecting quiet from the audio menu in the main menu will stop an audio file from playing while you are writing your sequences.

### ***Other Fields***

---

Label, Next, and Wait For are events common to all lines.



## *Chapter 25*

# *A MIDI Event*

Midi events let you play back audio created as MIDI files. In order to play MIDI files, you will need an appropriate driver for your sound board.

### **Type**

Click or press [Enter] over the Type field and a menu appears, select MIDI.

### **File**

#### **Play**

On selecting this option, the \*.MID files in Audio directory are shown to you. Choose a MIDI file to Play by highlighting your choice and pressing [Enter] or double-clicking the mouse. Once you do this, you will automatically advance to the next menu. Please note you have to make your Midi files with a system other than TEMPRA SHOW before you try to play them with TEMPRA SHOW.

## Method

---

Midi	
Play	▶
Stop	
Continue	
Quiet	

### **Play**

This Method allows you to Play an Midi file during a sequence.

### **Stop**

This method allows you to Stop the Midi file from playing back during a sequence. If you have Stopped the Midi playback you can restart it with a separate Continue line.

### **Continue**

This method allows you to restart the playback of a Midi file that has been stopped with the STOP method.

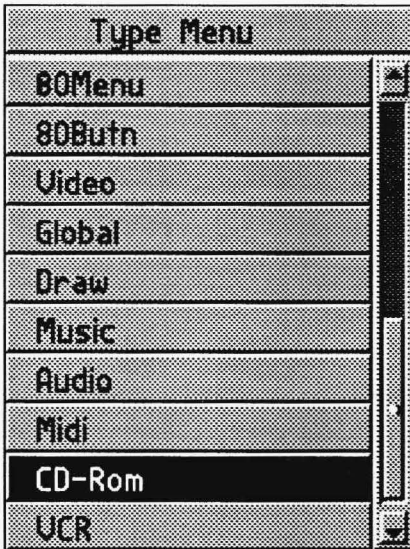
### **Quiet**

This method allows you to Quiet the playback of a Midi file. You cannot restart the playback if you have used Quiet.

## Other Fields

---

The events that do not apply to this line are SP/DP and the Parameters events. They have been skipped. Label, Next, and Wait For are events common to all lines. Apply them as necessary.



## Chapter 26

# ***CD-ROM Event***

This event allows you to Play and control audio tracks recorded on a CD-ROM during a sequence.

### ***Type***

Click or press enter over the Type field and select CD-ROM. Press [Enter] in the Type field, and you see the menu for the Method field.

### ***Method***

#### ***Play***

This Method allows you to Play an audio bite from a CD-ROM during a sequence. The playing commences where the play head is positioned. You should use the Search Method first to position the play head over the section of a particular track you want in your sequence.

### ***Playrang***

This Method allows you to play a range of audio tracks from a CD-ROM during a sequence. CD-ROMS are designed so there are tracks which contain audio, but each track is subdivided into smaller, precisely accessible units. This makes for very tight editing of sound and music bites. To get to a place within a track, you have to locate it in terms of minutes, seconds, and frames (divisions of seconds). A CD-ROM may contain many tracks. Each track starts at zero minutes:zero seconds:zero frames, 00:00:00.

### ***Seek***

You can position the play head before you choose to play. This is a good idea because some CD-ROM players are not very fast at finding programmed tracks. By pre-positioning the play head, you can get the audio to start with the Play Method exactly when you want it to. Remember, you can designate exactly where you want the play head to be positioned. To do this, tell TEMPRA SHOW what track number you want and how far into that track you want to go.

### ***Pause***

You can suspend the playback of audio from the CD-ROM. Once the Pause Method is executed you can restart the audio playback with Play or Continue. (Use the one that works in your CD-ROM player. They are not all the same.)

### ***Continue***

Once the playback of the CD-ROM audio has been Paused, you can restart the playback with Continue. The CD-ROM Method allows you to continue playing you preselected audio track from the CD-ROM.

### ***Stop***

Use Stop to make the playback of the CD-ROM audio stop. After you use this Method you need to use Play to restart the playback of audio. Most often you would perform a Stop, then a Seek, then a Play. You might also execute a PlayRang.

### ***Load***

Some CD-ROM players support a computer controlled Load command. If yours does, this method gets the disk up and running.

---

## ***Eject***

Use this method to eject the CD-ROM. Naturally, this causes the playback of audio to stop, and the user can change disks at this point. Eject is the opposite of Load and when used together automates the users changing of CD-ROMs.

---

## ***Parameters***

The following only apply when you use the PlayRang and Seek Methods.

### ***Playrang***

When you are using the PlayRange Method of the CD-ROM event you have to designate the range you want to play. Select the track number, then the place on the track, i.e. seconds or frames, you to start from. These places are described in terms of the time it takes to get to them from the start of the track. For example you can start 2 minutes, 30 seconds into the track. If you need to choose a place that is between the second markers select a frame. There are 75 frames to a second. Since you are playing a range you also have to set the end point for the audio to stop. This end point is also described in terms of tracks, minutes, seconds, and frames.

### ***Seek***

When you are using the Seek Method of the CD-ROM event, you have to designate the place on the ROM where you want to position the play head. Select the track number, then the place on the track you to be. These places are described in terms of the time it takes to get to them from the start of the track. For example you can start 2 minutes, 30 seconds into the track. If you need to choose a place that is between the second markers select a frame. Once the play head is positioned, you can use the Play Method and the audio will play from exactly where you have positioned the play head with the Seek Method.

---

## ***Other Fields***

Label, Wait For, and Next are fields common to all lines. Apply these events as necessary.





## Chapter 27

# VCR Event

Use this event to control a SONY Vdeck. You can play segments from Hi-8 videotapes or you can record your sequence directly to a Hi-8 tape for mass distribution. You must use a Video Window event line prior to viewing your tape.

### **Type** \_\_\_\_\_

Select VCR from the Type menu by clicking on the Type field.

### **File** \_\_\_\_\_

TEMPRA SHOW automatically enters "Deck 1" into this field and moves on to the method field. If a message appears saying "0 VISCA DECKS FOUND," follow the Vdeck manual to ensure correct cable attachment. Also, be sure that the VISCA deck protocol is selected in the CONFIGTS.EXE. This is in the parameters settings under VCR Type.

## Method



Once TEMPRA SHOW has “found” a VISCA deck, it assumes control of the deck functions. Normal modes of operation directly from the Vdeck are now controlled by the computer and TEMPRA SHOW.

### Play

This sets the tape in motion for standard viewing. Where ever the tape was last stopped is what will be played. Parameters will not apply.

### Stop

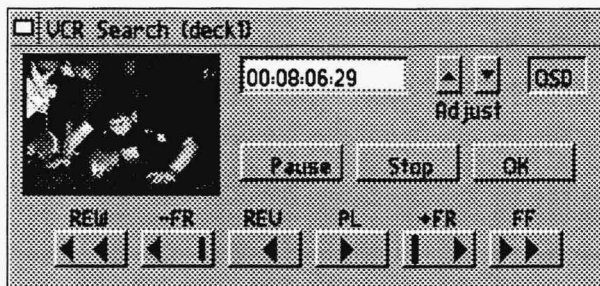
Use this command to stop normal tape operation. Parameters will not apply.

### Rewind

Use this to rewind the tape. Parameters will not apply.

### Search

Use this to find specific segments of footage to be shown. Once you have found



the section, be sure to note its beginning (the numbers of the time stamp in the menu window). You'll need to know these times if you intend to use a Play Seg type line.

Be sure you are using video tapes that have a time code recorded throughout the entire length of the tape, even if you have only recorded a few minutes of video on a two-hour tape. If you do not, and the VISCA device plays beyond your time code, the device will automatically fast-forward in search of the starting point of the time code. This could take to the end of the tape with little or no time to completely rewind during the execution of a sequence.

---

## ***Pause***

This pauses the tape. Parameters do not apply.

## ***Play Segment***

This method allows you to play a very precise amount of video exactly where you want it in your sequence. Used in conjunction with search methods, you can use several segments of one tape.

## ***Record***

This will record onto the tape any video signal coming into the Vdecks video input ports. Using TEMPRA SHOW and any video board with video out capability (i.e. the Cardinal SNAPplus board), you can record your sequences to a Hi-8 master tape for mass duplication and distribution.

## ***Zero\_HMS***

This function returns your hours-minutes-second counter to zero.

---

## ***Parameters***

### ***Search Parameters***

A Vdeck controller menu appears. The buttons on this menu will control the Vdeck to search the tape for a specific place or segment. To prevent delays in your sequence, tell TEMPRA SHOW and the Vdeck to search for a certain place on the tape well in advance of the time when you intend to play it.

### ***Play Segment Parameters***

A Vdeck controller menu appears for you to search and find the starting point for the segment to be played. Find the starting place and press [Enter].

The next menu to appear asks you to find the ending point of the video segment. Find this point and press [Enter].

During the sequence TEMPRA SHOW will automatically search for this segment once the line is executed. You may want to use a search line several lines prior to avoid a delay in your sequence.

## ***Wait For***

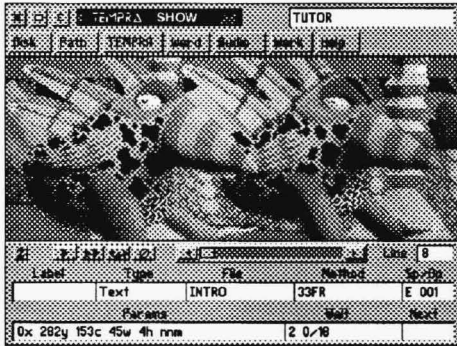
---

For the most part, wait for is like any other line. If you are going to play a segment, you must add a Time out period so TEMPRA show will not go on to the next line and not show the segment. The Vdeck will play, but you will not see anything.

## ***Common Fields***

---

Label, Next, and Wait For are fields common to all lines. Apply them as necessary.



## Chapter 28

# Technical Information

This chapter contains information on certain technical aspects of TEMPRA SHOW in respect to your PC. The section on CONFIGTS is especially important. Should you need to call our Tech Support line (1-813-682-1128) being familiar with this section can make your call to more efficient and effective.

## ***TEMPRA SHOW Configuration Program***

The CONFIGTS.EXE program is used 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, VCR, 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 TEMPRA SHOW problems.

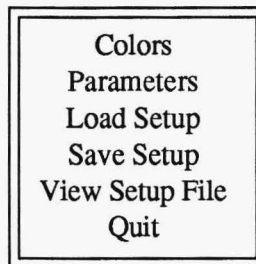
You may view the TSHOW.CFG file by “typing” it to your screen or printing it. To print this file, be certain you are in the directory with TEMPRA SHOW. At the DOS prompt type: **Print TSHOW.CFG** and press [Enter]

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 latter versions.

To start CONFIGTS.EXE, be certain you are in the directory containing TEMPRA SHOW (NTEMPRA) and type: **CONFIGTS** and press [Enter]

The opening menu of CONFIGTS.EXE appears on your screen. The five choice available are:



You may move though the list by using the up and down arrow keys or by using a mouse. If you use a mouse, the left button acts as if it were the enter

key and the right mouse button acts as if it were the Escape key (Esc). Selecting Colors allows you to change the colors on your workform. Parameters changes the parameters and settings used by TEMPRA SHOW when it first starts and while it runs. Load Setup loads the copy of TSHOW.CFG that is on your hard disk and Save Setup saves it back to your hard disk.

The View Setup File option displays the TSHOW.CFG on your screen. Quit stops the CONFIGTS program and returns you to DOS. You can run the CONFIGTS program from within TEMPRA SHOW by selecting configure while in the workform menu. When you quit CONFIGTS you return to TEMPRA SHOW if that is where you started.

### ***Colors***

The Colors selection leads to a menu where you may adjust the colors used in the workform. You may not adjust the colors used on the Graphical User Interface (GUI). The colors that are used on the workform when TEMPRA SHOW starts have been selected to provide a easily visible display. You may change the colors to suit your taste.

### ***Parameters***

The parameters menu allows changes to the devices, addresses and controls used by TEMPRA SHOW. CONFIGTS.EXE presents the choices as a list. You may 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.

### **Joystick Param 1, 2 and 3**

If you have a Joystick rather than a mouse, you may adjust the sensitivity of the joystick here. The parameters used are for the Kraft Joystick. The first parameter adjusts the wait between writing to the joystick while the second is the wait between reading the joystick port. The third parameter 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.

## Videodisk Serial Port Com Port Parameter

(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 material or contact Mathematica, Inc. technical support.) If your system has a videodisk and this version of TEMPRA SHOW supports a videodisc, you must set the serial and com port parameters. The choices for serial port are COM1 3FXB, COM2 2FX, COM3 2E8, COM4 2E0, or 0 NOT INSTALLED. The default is 0. The Com port parameter has a range of 0 to FF (Hex). Check the documentation for your videodisk for more information.

## Audio Board Type

If your computer has an audio board, this parameter selects the type of board used. The choices are:

- |                        |
|------------------------|
| 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              |

Select the type of audio board in your computer by moving the highlighted bar to the correct board and pressing [Enter].

## Gain (TI/Online)

(For the TI or Online audio board, you can adjust the gain setting. The range available 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



## TI Key Option

For the Sound Blaster and sound boards that use Voyetra drivers you have a key option. This option will cause TEMPRA SHOW to stop playing sound when a key is pressed. This is used only when the Play choice is used not Playasync.

## Touch Screen

For systems that have a touch screen, this parameter allows the selection of the type of touch screen. The choices are: 0 No Touch Screen 1 Sony PVM-1911 2 InfoWindow 3 MicroTouch 4 Tektouch 5 Elographics Choose the screen you have attached to your computer.

## PIB 1/0 base Address PIB Segment Address

(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 material or contact Mathematica, Inc. technical support.)

## Video Brightness, Hue, Contrast, Saturation

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

## Watson Com Port

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 material 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 be separate or on the green line. This is the difference between RGB\_SEP\_SYNC and RGB\_SYNC\_GREEN. Composite and Svideo are also separate video input methods that can be NTSC or PAL. The choices are:

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

### **Audio INT/IMA/IRQ**

This parameter is intended for those who have a 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 provided parameters used with the MicroKey.

### **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. The choices are:

0 - Just Process Touch
1 - Beep on Touch
2 - Highlight Touch
3 - Beep and Highlight Touch

### **VCR Type**

If your computer has a Sony Visca controller, you can select this parameter. The choices are None or VISCA. If this parameter is set to on, TEMPRA SHOW can use a Sony Visca controller.

### **VCR Port**

You choose the port where the VISCA controller is located. The choices are Port 01 to Port 1 1. Until you save the setup, no changes made using the

CONFIGTS program take effect. 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.

## ***Contents of the TSHOW.CFG File***

```

0x70 [ menu_border_color ]
0x71 [ menu_text_color ]
0x4f [ menu_bar_color ]
0x24 [ request_text_color ]
0x1e [ request_border_color ]
0x3e [ request_hlight_color ]
0x71 [ form_hlight_color ]
0x17 [ form_norm_color ]
0x1e [ dir_borde_color ]
0x70 [ dir_text_color ]
0x4f [ dir_bar_color ]
0x4f [ error_text_color ]
0x4e [ error_borde_color ]
0x71 [ info_line_color ]
0x0e [ form_prev_color ]
0x17 [ form_color ]
0x17 [ help_bord_color ]
0x17 [ help_text_color ]
    0 [ 0 = no jostick 5 = joystick ]
    0 [ 0 = no jostick 80 = joystick ]
    0 [ 0 = no jostick 150 = joystick ]
0x0000 [ videodisc serial port address (hex) ]
0x0000 [ videodisc com port param (hex) ]
    6 [ audioboard 0=none 1=Watson 2=TI-Speech 3=WatsonII
    4=Online 5=Wang 6=SndBlast 7=MicroKey]
    10 [ ti [0-10] or online [0-7] board gain setting]
    127 [ ti [0-10] or online [0-7] board volume setting]
    1 [ audio key option 0=abort any 1=enable func abort
    nonfunc 2=enable func 3=no abort]
    0 [ 0=no touch screen 1=sony pvm-1911 2=infowindow
    3=MicroTouch 4=TekTouch]
0x03a8 [ PIB I/O base (hex) ]
0xd000 [ PIB address segment (hex) ]
    50 [ Video brightness (dec) 0-100 ]
    50 [ Video hue (dec) 0-100 ]
    50 [ Video contrast (dec) 0-100 ]
    50 [ Video saturation (dec) 0-100 ]
    2 [ WatsonII Com Port (1 or 2) ]
0x35 [ video input 0x35=NTSC comp 0x45=NTSC S-Video
    0x36=PAL comp 0x46=PAL S-Video ]
    1000 [ EMS to Use (in K) ]
    -07 [ Audio INT/DMA/IRQ ]
0x00 [ Videodisc Type ]
0x2f8 [ Touch Screen Serial Port ]
0x03 [ Touch Screen Indication ]
0x01 [ 0x01=VISCA ]
0x02 [ PC-VCR Serial Port ]
    
```

## ***Config.sys and the Autoexec.bat***

During installation, TEMPRA SHOW automatically updates and changes your autoexec.bat and config.sys if necessary. The following samples represent the most “vanilla” form of these two files.

### **Config.sys**

```
BUFFERS=30
FILES=30
DEVICE=C:\DOS\HIMEM.SYS
DEVICE=C:\DOS\EMM386.EXE NOEMS X=A000-BFFF
I=E000-EFFF
DOS=HIGH,UMB
DEVICEHIGH=C:\DOS\SETVER.EXE
```

- Buffers do not have to be set at "30"
- Devices loaded after "DOS=HIGH,UMB" should be loaded high, but do not required. The statement used to load devices high should begin "DEVICEHIGH"
- Loading devices "HIGH" will free up conventional memory. This is especially useful when driving audio boards with the Voyetra drivers.

### **Autoexec.bat**

```
ECHO OFF
PROMPT $p$q
PATH C:\;C:\DOS;C:\TEMPRA;C:\CINE;
SET TMP=C:\
SET EDITOR=TEXTEDIT
SET PROGX=CINE
SET W MODE=SGA 2E
SET W LINES=200
SET BLAST BUF=10
SET SPRITE BUF=10
```

Several of these commands are place into the autoexec.bat during installation of TEMPRA SHOW. These include: SET TMP SET EDITOR SET PROGX SET WMODE SET TEMPRA SHOWAINT

The remaining set commands are optional. They are used to allocate a ##K buffer size for audio (BLAST BUF) and for sprites (SPRITE BUF).

## ***Troubleshooting TEMPRA SHOW***

If TEMPRA SHOW does not start properly, there are a number of actions that can be taken to correct the problem. TEMPRA SHOW should start the first time, display the copyright information and wait for the user to press [Enter]. When that does not happen, the following should allow you to find the problem and fix it:

1. Check the amount of memory available. TEMPRA SHOW requires about 500Kb of memory in the standard DOS memory area. A total of 525Kb is preferred. TEMPRA SHOW will also use EMS or XMS memory. If you have a 286 class computer, you should add a LIM type memory manager. On 386 and higher level processors, XMS will be adequate. Check for TSR programs that are not being used, device drivers and other programs that use memory in the 0-640K area. TEMPRA SHOW does not need the Smartdrive device to run. If you are still low on memory, you can cut down on the amount of memory used in TEMPRA SHOW by restricting the number of lines used in each sequence. The default number is 500 lines. The number of lines is limited by a set statement called "VVLINES." To change to fewer lines, add a statement to your AUTOEXEC.BAT file that looks like this:

```
SET VVLINES=100
```

This will restrict the number of lines to 100. Cutting down on the number of lines will cut down the amount of memory needed by TEMPRA SHOW.

2. Be certain the type of display specified during the installation of TEMPRA SHOW is the correct display. This variable is set in AUTOEXEC.BAT and looks like this:

```
SET VVMODE=VGA 13
```

If this is set incorrectly `TEMPRA SHOW` does not work properly. To test this, change the `AUTOEXEC.BAT` file so that there is no `'SET VVMODE'` statement. An alternative way of testing is to type `'SET VVMODE='` at the DOS prompt and then run `TEMPRA SHOW`. If `TEMPRA SHOW` runs, the problem is the set statement. To find the proper set statement, try different video modes from within `TEMPRA SHOW`. Create a set statement in your `AUTOEXEC.BAT` with the video mode that works best for you.

3. The `TEMPRA SHOW` set up program `CONFIGTS.EXE` has settings in it that conflict with your computer. `CONFIGTS.EXE` changes the file called `TSHOW.CFG`. When `TEMPRA SHOW` starts, it reads `TSHOW.CFG` and acts accordingly. If you have changed your settings using `CONFIGTS.EXE` or the default setting provided with `TEMPRA SHOW` are not correct for your computer, `TEMPRA SHOW` will not run. To test this error, rename the file `TSHOW.CFG` to a file called `XTSHOW.CFG` and start `TEMPRA SHOW`. If `TEMPRA SHOW` runs, there is a problem with the settings in the `TSHOW.CFG` program. To cure the problem, rename the `XTSHOW.CFG` file to `TSHOW.CFG` and run the program `CONFIGTS.EXE`. In the `CONFIGTS.EXE` program, turn off all the devices that you may not need such as touch screens, PC-VCR or other devices. If the three steps listed above do not solve the problem, you may need to contact Mathematica, Inc. Technical support.

## ***More Troubleshooting***

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In the process of making sequences you may get an occasional error message. These messages are stored in a file called `TEMPRA SHOW.ERR` that is made while `TEMPRA SHOW` is running. Please have that file available when you call us. It will help us to solve your problem.

Many of the problems and inconsistencies you are likely to see are a result of insufficient memory.

If you are getting **“File too large”** messages when you are trying to load Sprites you are out of memory, and do not have enough room in your PC for

the Sprite. It is very hard to tell if your Sprite file is too large by looking at the size of the file as it is saved on the disk. This is because the Sprites are saved as compressed images, and they decompress after they load into memory. The rule of thumb here is to make the Sprites for 256 color images no bigger than the 320x300 256 color screen.

**The Text Event Width/Height screen does not clear to reveal your graphic screen.** This is due to lack of free memory. You are in a mode that takes up too much memory to allow TEMPRA SHOW to keep a good copy of your graphics screen in memory.

If you get the message “**Error creating mask for \*.PCC**” this is due to the video mode. The sprite you selected from the Sprite directory menu is made in a mode that is not the same as the current video mode.

If you are using TEMPRA SHOW without EMS, you can get more memory space by reducing the number of files and buffers in your Config.sys file. We recommend not going below 10 files and 10 buffers. Also set your VVLINES and SPRITE BUF and TMP Environmental variables to maximize the system. Also use few if any Permanent events. Remember that **Super VGA modes will not work quickly without EMS.**

**Funny or “solarized” colors on the graphics screen.** The VGA system uses color palettes to show the best 256 colors for your image. All images do not have the same colors. When the colors change from screen to screen it becomes necessary to provide the ability to load in a **new set of 256** colors. This set of colors is a palette. If you load a palette for image 2 while image 1 is still on the screen, the colors of image 1 will go weird. To avoid this, show a color background (BColor), then load in the new palette. Finally load in image 2.

**Palette loading does not work.** If you have an early version of PC Paint, or PC Paintbrush, the PCX images were not saved with their palette information. The solution is to go back to your old version of the paint program, and load in your image. When it looks right, use a new screen grab program to save the image with the palette in it.

**Installing EMS.** If you do have EMS please do not install it at A000, because that is where Your VGA card is.

**Can't find the file you want.** Make sure the file is in the directory that the \*.PTH file is telling TEMPRA SHOW to look in. Get to the Path menu and modify the path to the directory where your file is stored so TEMPRA SHOW can find it.

**Your paint program does not make PCC files.** If you have saved a picture clip to be used as a Sprite in TEMPRA SHOW, and it has been saved as a PCX file, you have to rename it as a PCC file. Do this with the following DOS command: "RENAME {filename}.PCX {filename}.PCC." For example: RENAME FLOWER.PCX FLOWER.PCC. TEMPRA PRO and TEMPRA GIF save \*.PCC files

You are getting **Unexpected end of file** on your path files (\*.PTH) or the configure (\*.CFG) file. This happens as a result of modifications being made to these files with a text editor (word processor) that were not correct. Do not use a word processor to edit \*.CFG files.

**Error messages are just numbers or don't look like English.** This is probably a result of corruption of the MESSAGE.W file.

**EDITOR does not work.** There are a number of possible causes. Your EDITOR environmental variable is not set. Set it by adding the following line to your Autoexec.bat file:

```
SET EDITOR = {editor name}.
```

You must also have to have the editor where you can find it. Either by setting the DOS path command, or by putting it into the same directory where you have TEMPRA SHOW.

Another possible cause is that there is not enough room in memory for WP and the Editor. If this is the case you will see the DOS message: Program too big for memory.



**If you have a digitizing tablet and WP does not work**, this may be due to conflicts between the table driver and the mouse driver TEMPRA SHOW is expecting. If you have a MSmouse driver for the tablet use that, and you can drive TEMPRA SHOW with your stylus.

**Super VGA modes do not work.** We do not support all super VGA boards. We will continue to improve the system.

**The System is slow.** Without EMS TEMPRA SHOW will not be fast in Sprite movements or wipes. To speed up the wipes you can set the Global Method Quick ON. This speeds up the wipes by only using the Quick wipe. Be aware of the memory constraints and optimize your system with the environmental variables. If you have EMS and the system is slow this could be because you have too many Erasing or Permanent Events, use Temporary Events when possible.

**You can't see anything on your monochrome monitor.** Please use the CONFIGTS program to set the workform colors so you can see the fields, cursor, menus, and highlight. We would like to encourage you to get a color monitor, so you can see the full benefit of color graphics as TEMPRA SHOW shows them.

**System will not Start.** Be sure you have set your TMP environmental variable. This will let you run TEMPRA SHOW in all modes even without EMS.

**You are not getting prompts or error messages you can understand.** Go to your original diskettes and reinstall the program.

**Out of Environment Space.** Be sure your Shell command ends with the /E:1024 option, for example Shell = C:\COMMAND.COMC:\VP/E:1024.

## ***Environmental Variables***

---

When you installed TEMPRA SHOW, 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 set 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***

**Tells which directorydisk memory resident information is stored.**

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 PRO or TEMPRA GIF as external paint program.**

(SET VVPAINT=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***

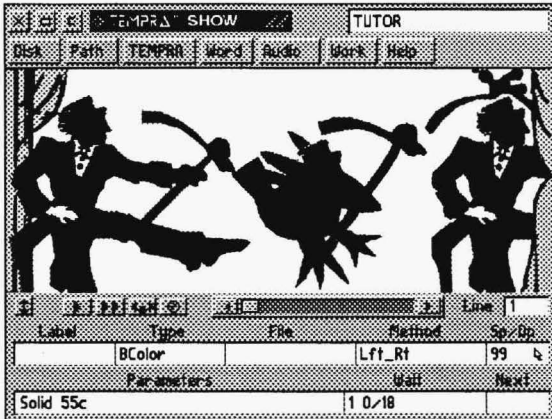
**Sets the memory storage area size for sprites (picture clips).**

(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].



## Chapter 29

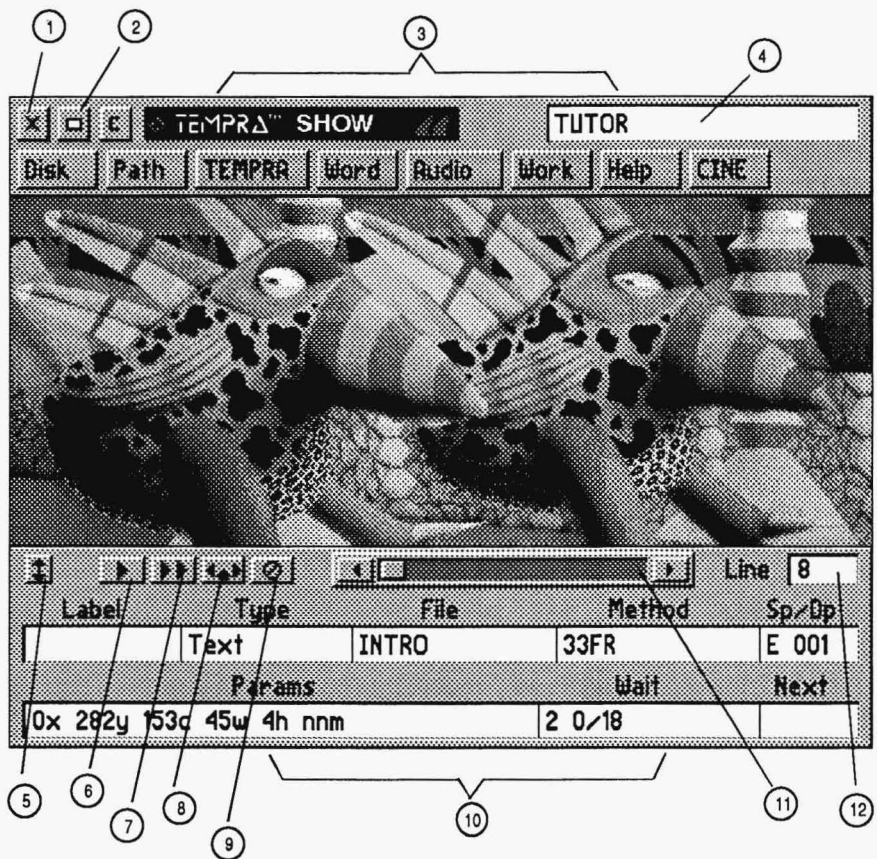
# Tutorial

## Introduction

This hands-on walk-through tutorial gives you an opportunity to explore TEMPRASHOW. You may choose to experiment on your own, going through the events available and learning how to use them and what they do. The written tutorial we've designed lets you recreate an interactive sequence included with this program (called TUTOR.SEQ). If you have already read through the user guide, you will be familiar with many of the terms used in this tutorial. If not, you may want to refer to it every now and then.

We suggest you read each page carefully, noting the **bold-faced** words, as they are key terms that relate to a specific event or action. If you skim through the explanations, you may miss a detail that could affect the result of the sequence you're creating. There are 24 lines in the sequence you will recreate. If you're familiar with computers, you'll breeze through the tutorial. If you're new to computers, it may take a little longer to complete the tutorial, but you will get faster with it as you become familiar with the process. It's exciting to watch the sequence as you create it and when you're finished. This sequence was designed for 640x480, 256-color display modes. If you don't have this display mode, your results will be different.

**NOTE:** *If you press the wrong key for a specific line or notice that the menus don't match the written material, we suggest you cancel out of that line, delete it, and redo the line from the beginning. This will help keep you in step with the tutorial.*



- |   |                    |    |                      |
|---|--------------------|----|----------------------|
| 1 | Exit Button        | 7  | Play Sequence Button |
| 2 | Remove Menu Button | 8  | Insert Line Button   |
| 3 | Menu Bar           | 9  | Delete Line Button   |
| 4 | Title Box          | 10 | Event Controller     |
| 5 | Menu Size Button   | 11 | Line Scroll Bar      |
| 6 | Play Line Button   | 12 | Line Counter         |

---

## Using the Tutorial

---

This hands-on walk-through tutorial lets you explore TEMPRA SHOW. It explains the events in a show we created, called TUTOR.SEQ, so you can replicate them, **yet add your own creative flair**. Don't worry, you can't do anything to "harm" the program. The following key points are extracted from the user guide as a reminder:

- When you start each new line with either the **Label** or **Type** event, TEMPRA SHOW automatically brings up any menus you need to complete the event. If you don't need a particular menu, a message appears telling you so.
- Use the [F6] key to play the sequence without the menus on the screen. The sequence begins with the current line shown in the Line Counter. To start a sequence from the beginning, change the Line Counter to read Line 1.
- To stop playing a sequence, press the [Esc] key. The sequence freezes and the menus appear on-screen.
- **Select** means to press the left mouse button. **Cancel** means to press the right mouse button.

---

## Tutorial Structure

---

Beginning with Line 1, this tutorial consists of two sections: the left-hand page contains a graphic version of how to create each line. At the top of the left-hand page is an objective to describe what you will accomplish in that line. At the bottom of the left-hand page is a sample of the Workform (the text-based interface). The right-hand page has step-by-step instructions of how to create the line. When you're finished with the tutorial, you would have recreated the sequence you're about to watch!

---

***NOTE:** As you becomes familiar with TEMPRA SHOW, you'll be able to tell the contents of each line just by looking at the graphic on the left-hand page.*

---

## ***Starting the Tutorial***

---

Before you begin replicating the tutorial sequence we created specifically for this user guide, you should play it. To do this:

1. Change to the DOS prompt by typing **CD\** and pressing [Enter] (you see **C:\>** on the screen).
2. Change to the TEMPRA directory by typing **CD TEMPRA** and [Enter] (you see **C:\TEMPRA** on the screen).
3. Start TEMPRA SHOW by typing **TSHOW** and [Enter].
4. Press [Enter] when you see the copyright message. The TEMPRA SHOW graphic interface appears on the screen.
5. Using the mouse pointer, select the **Disk** button from the Menu Bar by pressing the **left** mouse button.
6. When the Disk menu opens, select the **Load Sequence** bar by pressing the left mouse button.
7. Select **TUTOR.SEQ** to load the sequence.
8. Press the [F6] key to start the tutorial sequence. The menus disappear and the sequence begins. Watch the sequence and participate in it. (This is an **interactive** sequence. You choose the correct answer to complete the sequence.) The sequence ends with an image of the TEMPRA product box.
9. When you're finished with the sequence, press **any key** to return to the menus.
10. You are at the end of the sequence (**Line 23**). To get to the first line of the sequence, place your cursor in the **Line Counter** and press **Select** (left mouse button). The Line Counter menu pops up on the screen and displays **Line 1**. Press **Select** again to return to the first event in the sequence. The Line Counter displays Line 1.
11. Play with the **Line Scroll Bar** and **Line Counter**. Move forward and backward in the sequence by holding down the left mouse button as you move the control button inside the Line Scroll Bar. Also, try selecting the



---

arrows on either side of the Line Scroll Bar. As you move back and forth, the number in the Line Counter changes. The information in the fields also changes.

12. To look at the **Workform** (text-based interface), select the **Work** button on the Menu Bar. The graphic menu disappears and the text menu appears on-screen. The screen shows all the events and characteristics. This information is the same as what is in the graphic menu, but in text form so you can see more of it at once.
13. Move the mouse around (but don't hold down any of the mouse buttons). The highlighted bar also moves around the fields.
14. Press **Cancel** on the mouse to exit the Workform and return to the graphic menu. The **Main Menu** pops up on the top left portion of the screen. Move the highlighted bar down to **GUI** and press **Select**. The graphic menu reappears on the screen.
15. To begin recreating the tutorial sequence, select the **Disk** button and then select the **New Sequence** bar. (If the message "Save old sequence?" pops up, select No. This shouldn't happen, but may if you change the original sequence somehow.)
16. The New Sequence menu appears. Type **your name** in the box and press **Select**. Your name appears in the **Title Box** on the Menu Bar. The Line Counter displays Line 1, and you're ready to start creating!

---

***NOTE:** Since you will have some creative license when you recreate the sequence, the numbers in your fields may not exactly match ours. But they will reflect the color, positioning, etc. that you have chosen.*

---

# TEMPRA SHOW: Line 1, BColor Event

**Objective:** Wipe a color background on the screen.

The screenshot shows the TEMPRA SHOW interface. At the top is a menu bar with options: Disk, Path, TEMPRA, Word, Audio, Work, and Help. Below the menu bar is a large dark rectangular area representing the screen. At the bottom is a control panel with a toolbar and a table. The toolbar includes icons for first, previous, next, last, and a play button, along with a progress bar and a 'Line' field set to '1'. The table below the toolbar has the following data:

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

*Line 1 completed.*

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

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

---

## Line 1

Line 1 contains a colored **background** that wipes onto the screen from left to right.

---

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

---

### Recreating Line 1

1. Select the box under **Type**. From the pop-up menu, select **BColor**.
2. The **Method** menu pops up. From the Wipe menu, select **Lft\_Rt**. This wipes the color on the screen from left to right.
3. The **SP/DP** menu pops up. Press the Up arrow until the speed is **99**. Select **OK** (Since all background color events are permanent, you can't choose from the Display field.)
4. The **Parameters** menu pops up. On the **Choose Color From Image?** menu, select **Yes**. A cross-shaped cursor with a box around appears on the screen. Move the color pick cursor around on the screen. Notice how the box changes color to reflect the current color the cross is positioned over. Pick a color from the image and press **Select**.



---

*NOTE: If you started this tutorial without first watching **TUTOR.SEQ**, you need to choose **No** on **Choose Color From Image?** This brings up the color palette for you to choose a color. See Line 2, step 4 for more information.*

---

5. The **Wait** menu automatically pops up. From the menu, select **Wait For Timeout**. The Seconds default is 1 (which we want), so press **Select**. Press **Select** again to accept the default on the 18th Seconds menu.
6. The **Next** menu pops up. Press **Select** to accept the default.
7. The screen color changes. The **Line Counter** advances to Line 2.

## TEMPRA SHOW: Line 2, BColor Event

**Objective:** Wipe a color background on the screen.

The screenshot shows a window titled "TEMPRA SHOW" with a "TUTOR" label. Below the title bar is a menu bar with options: Disk, Path, TEMPRA, Word, Audio, Work, Help. The main area is a large dark rectangle. At the bottom, there is a control panel with a "Line 2" indicator and a table of event parameters.

Label	Type	File	Method	Sp/Dp
	BColor		Rt_Lft	99
Parameters			Wait	Next
Solid 16c				

*Line 2 completed.*

TEMPRA SHOW							
Label	Type	File	Method	Sp/Dp	Parameters	Wait For	Next
	BColor		Lft_Rt	99	Solid 55c	1 0/18	
	BColor		Rt_Lft	99	Solid 16c		

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

---

## Line 2

Line 2 contains a colored **background** that is wipes quickly onto the screen.

---

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

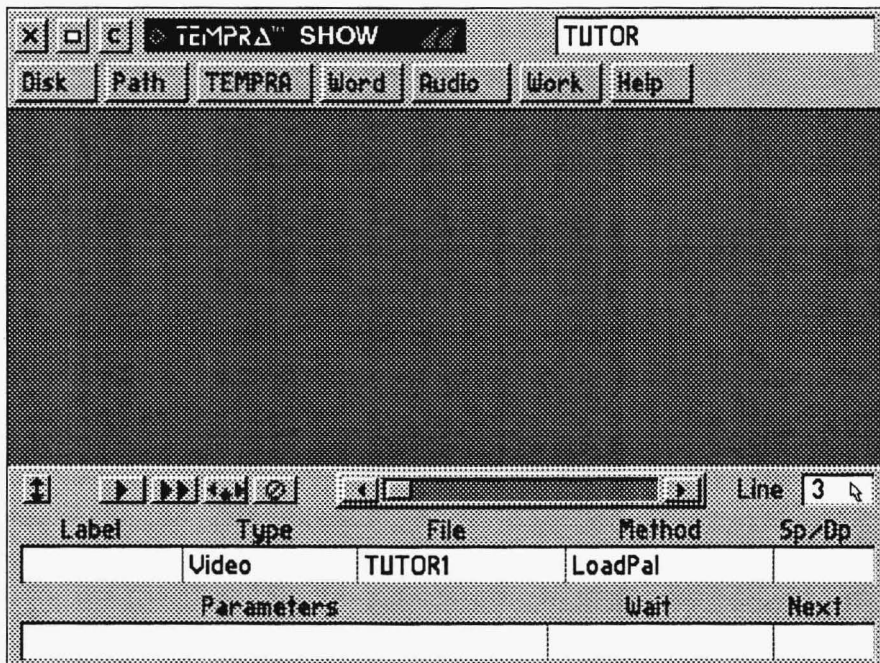
---

### Recreating Line 2

1. Select the box under **Type**. From the pop-up menu, select **BColor**.
2. The **Method** menu pops up. From the Wipe menu, select **Rt\_Lft**. This wipes the next color on the screen from right to left.
3. The **SP/DP** menu pops up. Press the Up arrow until the speed is **99**. Select **OK**.
4. The **Parameters** menu pops up. On the **Choose Color From Image?** menu, select **No**. The color palette appears. Select any color square from the palette and click **OK**. (We used purple, number 16.)
5. The **Wait** menu automatically pops up. From the menu, select **Don't Wait**.
6. The **Next** menu automatically pops up. Press **Select** to accept the default.
7. The screen color changes. The **Line Counter** advances to Line 3.

## TEMPRA SHOW: Line 3, Video Event

**Objective:** Load 256-color palette from an image.



*Line 3 completed.*

TEMPRA SHOW							
Label	Type	File	Method	Sp/Dp	Parameters	Wait For	Next
	BColor		Lft_Rt	99	Solid 55c	1 0/18	
	BColor		Rt_Lft	99	Solid 16c		
	Video	TUTOR1	LoadPal				

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

---

## Line 3

Line 1 contains a **Video** event. In this case, it loads in a 256-color palette from an image, called TUTOR1.PCX. The palette prevents the introductory screen from changing colors during the transition to the first image. If you don't load a palette based on an image you will use in the sequence, TEMPRA SHOW automatically loads the default palette.

---

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

---

## Recreating Line 3

1. Select the box under **Type**. From the pop-up menu, scroll down and select **Video**.
2. The **Method** menu automatically pops up. Select **LoadPal**.
3. The **Files** menu automatically pops up. You will select an image file on which to base the 256-color palette. Since the first image we use in the sequence is TUTOR1.PCX, that should be the palette to load. Select **TUTOR1.PCX**.
4. The **Wait** menu automatically pops up. From the menu, select **Don't Wait**.
5. The **Next** menu automatically pops up. You don't need this, so press **Select** to accept the default.
6. The menus change color to reflect the new palette. The **Line Counter** automatically advances to Line 4.

# TEMPRA SHOW: Line 4, Text Event

**Objective:** Place erasing text on the screen.

Label	Type	File	Method	Sp/Dp
	Text	INTRO	TIMES30B	E 001
Parameters			Wait	Next
0x 282y 153c 45w 4h nnm			2 0/18	

*Line 4 completed.*

TEMPRA SHOW							
Label	Type	File	Method	Sp/Dp	Parameters	Wait For	Next
	BColor		Lft_Rt	99	Solid 55c	1 0/18	
	BColor		Rt_Lft	99	Solid 16c		
	Video	TUTOR1	LoadPal				
	Text	INTRO	Time30B	E 001	0x 282y 153c 45w 4h nnm	2 0/18	

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



## Line 4

Line 4 contains a **text** file that we created in a word processor and saved as ASCII text files.

---

*NOTE: You will not need to use the **Label** field.*

---

### Recreating Line 4

1. Select the box under **Type**. From the pop-up menu, select **Text**.
2. The **File** menu pops up. Select **INTRO.TXT** from the list.
3. The **Method** menu pops up. Select **KST Fonts**. Select a typeface you'd like to use or scroll down and select **Times30B** (times roman 30-point bold text).
4. The **SP/DP** menu pops up. Select **Erase after Displaying**. (We want Line 5's text to appear in the same place as Line 4's text.)
5. **Parameters** pops up. For **Choose Starting Line For Text**, click on the **first line** in "Mathematica, Inc..." For **Allow User to Operate?**, select **No**. For **Draw Frame**, select **No**. For **Justify**, select **Middle**. For **Choose Color From Image?**, select **No**. Select a color square from the palette and click **OK**. (We used a light blue, number 153.)
6. Framed text appears in the top left corner. **Move the frame around the text you want to display** (in this case, "Mathematica, Inc. presents) and press **Select**. The text appears on the screen to be positioned. Move the text to the **center of the screen** and press **Select**.
7. The **Wait** menu pops up. Select **Wait For Timeout**. Type **2** on Seconds menu. Press **Select**. Press **Select** again for default of 0 on 18th Seconds.
8. The **Next** menu pops up. Press **Select** to accept the default.
9. Text appears on-screen. The **Line Counter** advances to Line 5.

## TEMPRA SHOW: Line 5, Text Event

**Objective:** Place permanent text on the screen.

Label	Type	File	Method	Sp/Dp	Parameters	Wait	Next
	Text	TITLE	TIMES30B	P 001			
					0x 281y 153c 41w 4h nnm	2 0/18	

*Line 5 completed.*

TEMPRA SHOW							
Label	Type	File	Method	Sp/Dp	Parameters	Wait For	Next
	BColor		Lft_Rt	99	Solid 55c	1 0/18	
	BColor		Rt_Lft	99	Solid 16c		
	Video	TUTOR1	LoadPal				
	Text	INTRO	Time30B	E 001	0x 282y 153c 45w 4h nnm	2 0/18	
	Text	TITLE	Time30B	E 001	0x 281y 153c 41w 4h nnm	2 0/18	

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

## Line 5

Line 5 contains **text** we already typed and saved as a text file.

---

***NOTE:** You will not need to use the **Label** field.*

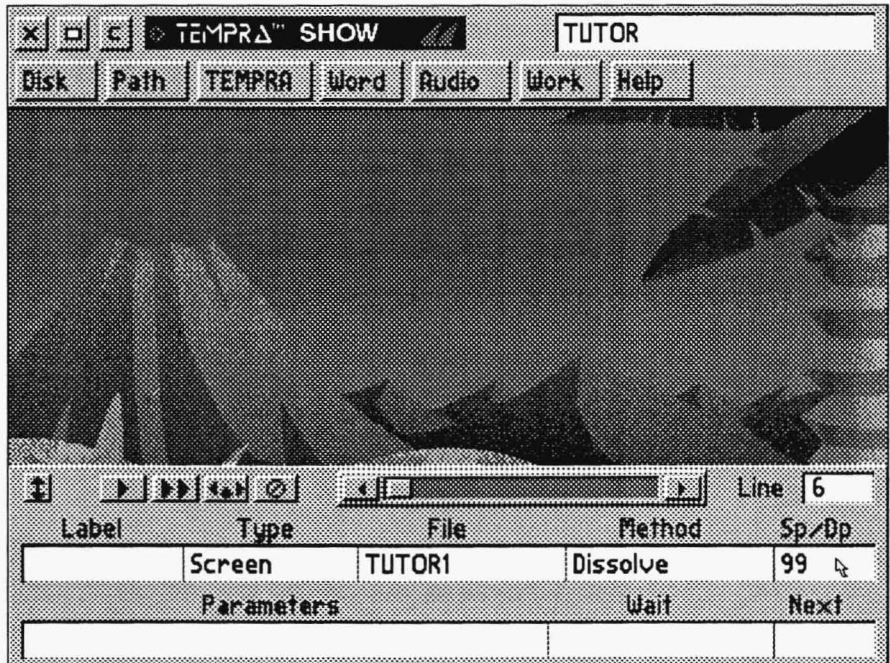
---

### Recreating Line 5

1. Select the box under **Type**. From the pop-up menu, select **Text**.
2. The **File** menu pops up. Select **TITLE.TXT** from the list.
3. The **Method** menu pops up. Select **KST Fonts**. Select a typeface you'd like to use or scroll down and select **Times30B** (which we used).
4. The **SP/DP** menu pops up. Select **Permanent**.
5. **Parameters** pops up. For **Choose Starting Line For Text**, click on the **first line** of "A Temptra Show tutorial." For **Allow User to Operate?**, select **No**. For **Draw Frame**, select **No**. For **Justify**, select **Middle**. For **Choose Color From Image?**, select **No**. In the palette, select a color square (we used the light blue, number 153) and **OK**.
6. Framed text appears in the top left corner. **Move the frame around the text you want to display** (in this case, "A Temptra Show tutorial") and press **Select**. Move the text toward the **center** of the screen and press **Select**.
7. The **Wait** menu pops up. Select **Wait For Timeout**. Type **2** on Seconds menu. Press **Select**. **Select** again for default of 0 on 18th Seconds.
8. The **Next** menu pops up. Press **Select** to accept the default.
9. Text appears on-screen. The **Line Counter** automatically advances to Line 6.

## TEMPRA SHOW: Line 6, Screen Event

**Objective:** Dissolve a .PCX image onto the screen.



**Line 6 completed.**

TEMPRA SHOW							
Label	Type	File	Method	Sp/Dp	Parameters	Wait For	Next
	BColor		Lft_Rt	99	Solid 55c	1 0/18	
	BColor		Rt_Lft	99	Solid 16c		
	Video	TUTOR1	LoadPal				
	Text	INTRO	Time30B	E 001	0x 282y 153c 45w 4h nnm	2 0/18	
	Text	TITLE	Time30B	E 001	0x 281y 153c 41w 4h nnm	2 0/18	
	Screen	TUTOR1	Dissolve	99			

Line: 6 Sequence: TUTOR F1-Help F5-Prev Line

## Line 6

Line 6 contains a **.PCX graphic image** that is dissolved onto the screen. This image is a background graphic that sets the scene for Buzz, the TEMPRA toucan, to appear.

---

*NOTE: You will not need to use the **Label** field.*

---

### Recreating Line 6

1. Select the box under **Type**. From the pop-up menu, select **Screen**.
2. The **File** menu pops up. Select **TUTOR1.PCX** from the list.
3. The **Method** menu pops up. From the Wipe menu, select **Dissolve**.
4. The **SP/DP** menu pops up. Set the speed at **99**. Select **OK** to accept the speed.
5. The **Parameters** menu pops up. For the **Show Screen** menu, select **As Is**.
6. The **Wait** menu pops up. Select **Don't Wait**.
7. The **Next** menu automatically pops up. Press **Select** to accept the default.
8. The caveman background image appears on-screen. The **Line Counter** automatically advances to Line 7.

# TEMPRA SHOW: Line 7, Screen Event

Objective: Wipe a .PCX image on the screen.



Line 7 completed.

TEMPRA SHOW							
Label	Type	File	Method	Sp/Dp	Parameters	Wait For	Next
	BColor		Lft_Rt	99	Solid 55c	1 0/18	
	BColor		Rt_Lft	99	Solid 16c		
	Video	TUTOR1	LoadPal				
	Text	INTRO	Time30B	E 001	0x 282y 153c 45w 4h nrm	2 0/18	
	Text	TITLE	Time30B	E 001	0x 281y 153c 41w 4h nrm	2 0/18	
	Screen	TUTOR1	Dissolve	99			
	Screen	TUTOR2	Bot_Tp	10			

Line: 7 Sequence: TUTOR F1-Help F5-Prev Line

## Line 7

Line 7 contains a **.PCX graphic image** of Buzz that wipes onto the background cave image.

---

*NOTE: You will not need to use the **Label** field.*

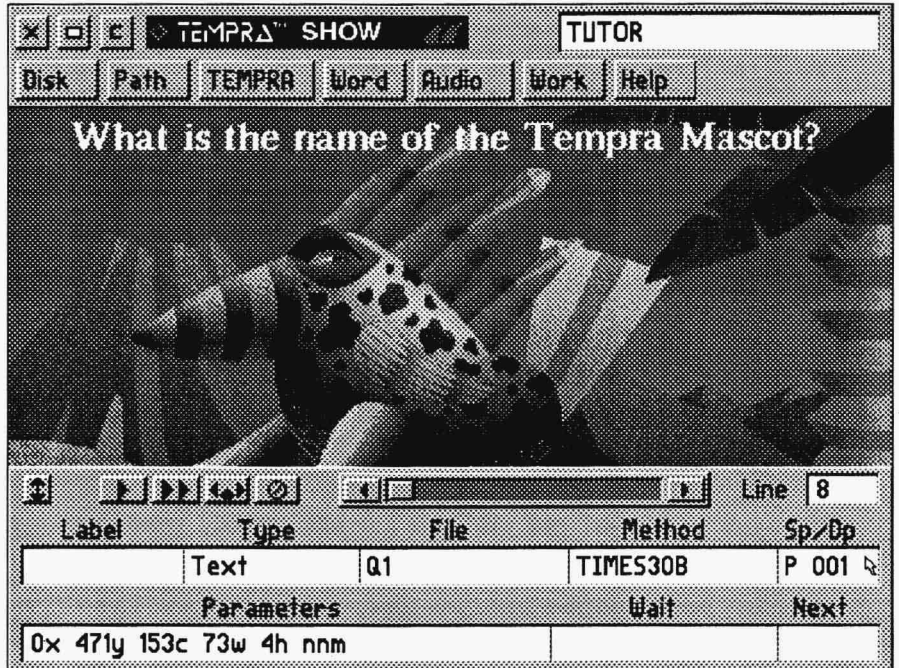
---

### Recreating Line 7

1. Select the box under **Type**. From the pop-up menu, select **Screen**.
2. The **File** menu pops up. Select **TUTOR2.PCX** from the list.
3. The **Method** menu pops up. From the Wipe menu, select **Bot\_Tp**.
4. The **SP/DP** menu pops up. Set the speed at **10**. Select **OK** to accept the speed.
5. The **Parameters** menu pops up. For the **Show Screen** menu, we want the image to appear as it was created, so select **As Is**.
6. The **Wait** menu pops up. You want to continue to the next screen automatically, so select **Don't Wait**.
7. The **Next** menu automatically pops up. Press **Select** to accept the default.
8. Buzz wipes onto the caveman background on the screen. The **Line Counter** automatically advances to Line 8.

# TEMPRA SHOW: Line 8, Text Event

**Objective:** Place permanent text on the screen.



*Line 8 completed.*

TEMPRA SHOW							
Label	Type	File	Method	Sp/Dp	Parameters	Wait For	Next
	BColor		Rt_Lft	99	Solid 16c		
	Video	TUTOR1	LoadPal				
	Text	INTRO	Time30B	E 001	0x 282y 153c 45w 4h nnm	2 0/18	
	Text	TITLE	Time30B	E 001	0x 281y 153c 41w 4h nnm	2 0/18	
	Screen	TUTOR1	Dissolve	99			
	Screen	TUTOR2	Bot_Tp	10			
	Text	Q1	Time30B	P 001	0x 471y 153c 73w 4h nnm		

Line: 8 Sequence: TUTOR F1-Help F5-Prev Line



## Line 8

Line 8 contains the **text** “What is the name of the Tempra mascot?” You can treat this Text event the same as your earlier ones.

---

*NOTE: You will not need to use the **Label** field.*

---

### Recreating Line 8

1. Select the box under **Type**. From the pop-up menu, select **Text**.
2. The **File** menu pops up. Select **Q1.TXT** from the list.
3. The **Method** menu pops up. Select **KST Fonts**. Select a typeface you'd like to use or scroll down and select **Times30B** (which we used).
4. The **SP/DP** menu pops up. Select **Permanent**.
5. **Parameters** pops up. For **Choose Starting Line For Text**, click on the **first line** in “What is the name of...” For **Allow User to Operate?**, select **No**. For **Draw Frame**, select **No**. For **Justify**, select **Middle**. For **Choose Color From Image**, select **Yes**. A cross-shaped cursor appears on the screen. Move it around and click on the color you'd like the text to be.
6. Framed text appears in the top left corner. Move the frame **around the text you want to display** (in this case, “What is the name of the Tempra Mascot?”) and press **Select**. The text appears on the screen for positioning. Move the text **toward the tip of Buzz's top blade** (that's feather to you) so the text is visible even when the Menu Bar is on the screen and press **Select**.
7. The **Wait** menu pops up. Select **Don't Wait**.
8. The **Next** menu pops up. Press **Select** to accept the default.
9. Text appears on-screen. The **Line Counter** automatically advances to Line 9.

# TEMPRA SHOW: Line 9, Sprite Event

**Objective:** Move a sprite image across the screen.

The screenshot shows a window titled "TEMPRA™ SHOW" with a "TUTOR" label. Below the title bar are menu buttons: Disk, Path, TEMPRA, Word, Audio, Work, Help. The main area displays the question "What is the name of the Tempra Mascot?" with a cartoon mascot character. Below the question is a control panel with playback buttons and a "Line 9" indicator. A table below the control panel shows the event details for Line 9.

Label	Type	File	Method	Sp/Dp
	Sprite	HAND		15 E
Parameters			Wait	Next
-55bx 288by 142ex 288ey			2 0/18	

*Line 9 completed.*

TEMPRA SHOW						
Label	Type	File	Method	Sp/Dp	Parameters	Wait For Next
	Video	TUTOR1	LoadPal			
	Text	INTRO	Time30B	E 001	0x 282y 153c 45w 4h nrm	2 0/18
	Text	TITLE	Time30B	E 001	0x 281y 153c 41w 4h nrm	2 0/18
	Screen	TUTOR1	Dissolve	99		
	Screen	TUTOR2	Bot_Tp	10		
	Text	Q1	Time30B	P 001	0x 471y 153c 73w 4h nrm	
	Sprite	HAND	Simple	15 E	-55bx 288by 142ex 288ey	2 0/18

Line: 9 Sequence: TUTOR F1-Help F5-Prev Line

## Line 9

Line 9 contains a **sprite** that points to Buzz. This hand sprite is also the image we use to branch later.

---

*NOTE: You will not need to use the **Label** field.*

---

### Recreating Line 9

1. Select the box under **Type**. From the pop-up menu, select **Sprite**.
2. The **File** menu pops up. Select **HAND.PCC** from the list.
3. The **Method** menu pops up. From the menu, select **Simple** (for a basic sprite movement).
4. The **SP/DP** menu pops up. Set the speed at **15**. Select **Erase**. Select **OK**.
5. The **Parameters** menu pops up. Position the hand's **starting point** off-screen on the left side about eye level to Buzz. Then position the **ending point** near Buzz's eye.
6. The **Wait** menu pops up. Select **Wait For Timeout**. Type **2** on Seconds menu. Press **Select**. Press **Select** again for default of 0 on 18th Seconds.
7. The **Next** menu pops up. Press **Select** to accept the default.
8. The hand moves to the right, pointing at Buzz. The **Line Counter** automatically advances to Line 10.

## TEMPRA SHOW: Line 10, Title Event

**Objective:** Position a permanent title on the screen.

Label	Type	File	Method	Sp/Dp	Parameters	Wait	Next
	Title		TIMES30B	P			
Rover	@30x 92y 153c						

*Line 10 completed.*

TEMPRA SHOW							
Label	Type	File	Method	Sp/Dp	Parameters	Wait For	Next
	Text	INTRO	Time30B	E 001	0x 282y 153c 45w 4h nrm	2 0/18	
	Text	TITLE	Time30B	E 001	0x 281y 153c 41w 4h nrm	2 0/18	
	Screen	TUTOR1	Dissolve	99			
	Screen	TUTOR2	Bot_Tp	10			
	Text	Q1	Time30B	P 001	0x 471y 153c 73w 4h nrm		
	Sprite	HAND	Simple	15 E	-55bx 288by 142ex 288ey	2 0/18	
	Title		Time30B	P 001	Rover @30x 92y 153c		

Line: 14 Sequence: TUTOR F1-Help F5-Prev Line

---

## Line 10

Line 10 contains the **title** that is one of the three choices to answer the previous text question. You can create your own title or type the one we used.

---

*NOTE: You will not need to use the **Label** or **File** fields.*

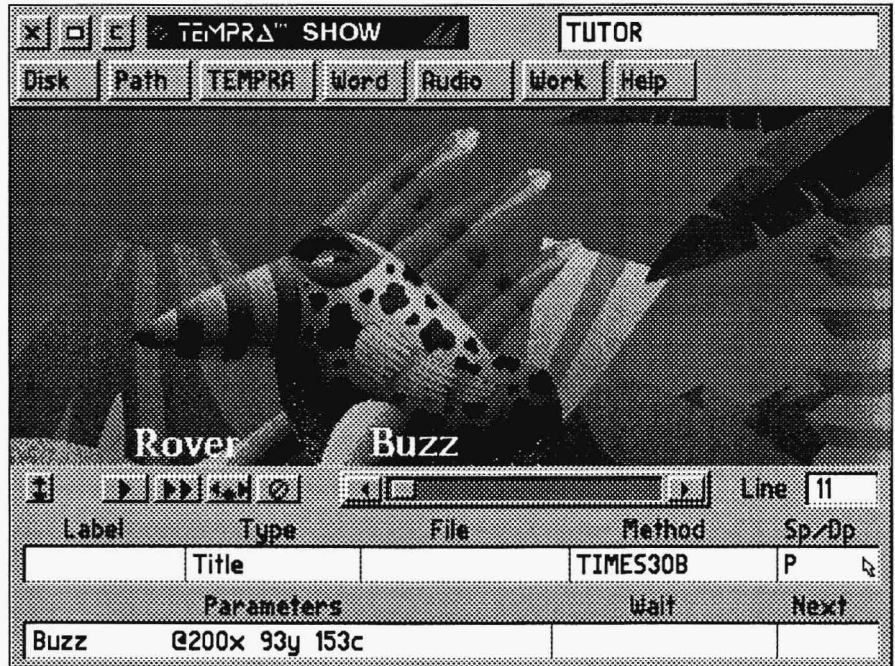
---

### Recreating Line 10

1. Select the box under **Type**. From the pop-up menu, select **Title**.
2. The **Method** menu pops up. Select **KST Fonts**. Select a typeface you'd like to use or scroll down and select **Times30B**.
3. The **SP/DP** menu pops up. Select **Permanent** and click **OK**.
4. **Parameters** pops up. In the **Input Title** box, type **Rover** (or make up your own name to use — a friend, boss, family, etc.). Press **Select**. For **Choose Color From Image**, select **Yes**. A cross-shaped cursor appears on the screen. Select a color from the image.
5. Text appears for positioning. Move the text **toward the bottom left of the screen** (above where the Event Controller would be so you can see the name when the Event Controller is on the screen) and press **Select**.
6. The **Wait** menu pops up. Select **Don't Wait**.
7. The **Next** menu pops up. Press **Select** to accept the default.
8. Text appears on-screen. The **Line Counter** automatically advances to Line 11.

## TEMPRA SHOW: Line 11, Title Event

**Objective:** Position a permanent title on the screen.



*Line 11 completed.*

TEMPRA SHOW							
Label	Type	File	Method	Sp/Dp	Parameters	Wait For	Next
	Text	TITLE	Time30B	E 001	0x 281y 153c 41w 4h nrm	2 0/18	
	Screen	TUTOR1	Dissolve	99			
	Screen	TUTOR2	Bot_Tp	10			
	Text	Q1	Time30B	P 001	0x 471y 153c 73w 4h nrm		
	Sprite	HAND	Simple	15 E	-55bx 288by 142ex 288ey	2 0/18	
	Title		Time30B	P 001	Rover @30x 92y 153c		
	Title		Time30B	P 001	Buzz @200x 30y 153c		

Line: 11 Sequence: TUTOR F1-Help F5-Prev Line

## Line 11

Line 11 contains the **title** “Buzz.” You can treat this Title event the same as the previous one.

---

*NOTE: You will not need to use the **Label** and **File** fields.*

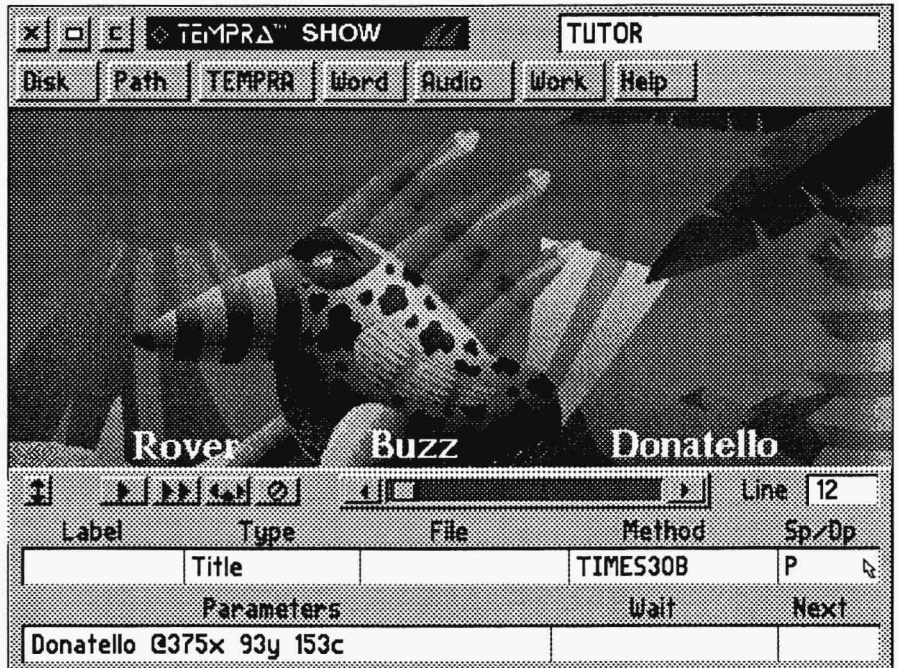
---

### Recreating Line 11

1. Select the box under **Type**. From the pop-up menu, select **Title**.
2. The **Method** menu pops up. Select **KST Fonts**. Select a typeface you want to use or scroll down and select **Times30B**.
3. The **SP/DP** menu pops up. Select **Permanent**.
4. **Parameters** pops up. In the **Input Title** box, type **Buzz** and press **Select**. For **Choose Color From Image**, select **Yes**. A cross-shaped cursor appears. Position over a color you want from the image and press **Select**.
5. Text appears on the screen for positioning. Move the text toward the **bottom middle of the screen** (about even with the first title) and press **Select**.
6. The **Wait** menu pops up. Select **Don't Wait**.
7. The **Next** menu pops up. Press **Select** to accept the default.
8. Text appears on-screen. The **Line Counter** automatically advances to Line 12.

## TEMPRA SHOW: Line 12, Title Event

**Objective:** Position a permanent title on the screen.



*Line 12 completed.*

TEMPRA SHOW							
Label	Type	File	Method	Sp/Dp	Parameters	Wait For	Next
	Screen	TUTOR1	Dissolve	99			
	Screen	TUTOR2	Bot_Tp	10			
	Text	Q1	Time30B	P 001	0x 471y 153c 73w 4h nrm		
	Sprite	HAND	Simple	15 E	-55bx 288by 142ex 288ey	2 0/18	
	Title		Time30B	P 001	Rover @200x 92y 153c		
	Title		Time30B	P 001	Buzz @200x 80y 153c		
	<b>Text</b>		Time30B	P 001	Donatello @375x 93y 153c		

Line: 12 Sequence: TUTOR F1-Help F5-Prev Line



## Line 12

Line 12 contains a **title** that is one of the three answers. You can treat this Title event the same as your earlier ones.

---

*NOTE: You will not need to use the **Label** and **File** fields.*

---

### Recreating Line 12

1. Select the box under **Type**. From the pop-up menu, select **Title**.
2. The **Method** menu pops up. Select **KST Fonts**. Scroll down and select **Times30B**.
4. The **SP/DP** menu pops up. Select **Permanent** and click **OK**.
5. **Parameters** pops up. In the **Input Title** menu, type **Donatello** (or any other name you want to be the wrong answer) and press **Select**. For **Choose Color From Image**, select **Yes**. Using the cross-shaped cursor, select a color from the image.
6. Text appears on the screen for positioning. Move the text **toward the bottom right of the screen** (about even with the other choices) and press **Select**.
7. The **Wait** menu pops up. Select **Don't Wait**.
8. The **Next** menu pops up. Press **Select** to accept the default.
9. Text appears on-screen (it may be hidden by the Event Controller). The **Line Counter** automatically advances to Line 13.

## TEMPRA SHOW: Line 13, Button Event

**Objective:** Create a branch for interactive selection.

The screenshot shows a window titled "TEMPRA SHOW" with a menu bar (Disk, Path, TEMPRA, Word, Audio, Work, Help) and a toolbar. The main content area displays the question "What is the name of the Temptra Mascot?" with three options: Rover, Buzz, and Donatello. Below the options is a table with the following data:

Label	Type	File	Method	Sp/Dp
quest	Button	HAND	3 Areas	99 T
Parameters			Wait	Next
142bx 288by				quest

*Line 13 completed.*

TEMPRA SHOW							
Label	Type	File	Method	Sp/Dp	Parameters	Wait For	Next
	Screen	TUTOR2	Bot_Tp	10			
	Text	Q1	Time30B	P 001	0x 471y 153c 73w 4h nnm		
	Sprite	HAND	Simple	15 E	-55bx 288by 142ex 288ey	2 0/18	
	Title		Time30B	P 001	Rover @30x 93y 153c		
	Title		Time30B	P 001	Buzz @200x 93y 153c		
	Title		Time30B	P 001	Donatello @375x 93y 153c		
quest	Button	HAND	3 Areas	99 T	142bx 288by		quest

Line: 13 Sequence: TUTOR F1-Help F5-Prev Line

## ***Line 13 (through 17)***

Line 13 is a **Button** event. It displays a sprite and gives the viewer control of the sprite. This event is a multi-line event. Because there are a number of items that will occur during this event, it is carried over into extra lines. (Lines 13 through 17 are all connected to this Button event.)

---

*NOTE: You will need all fields for this Button type of event.*

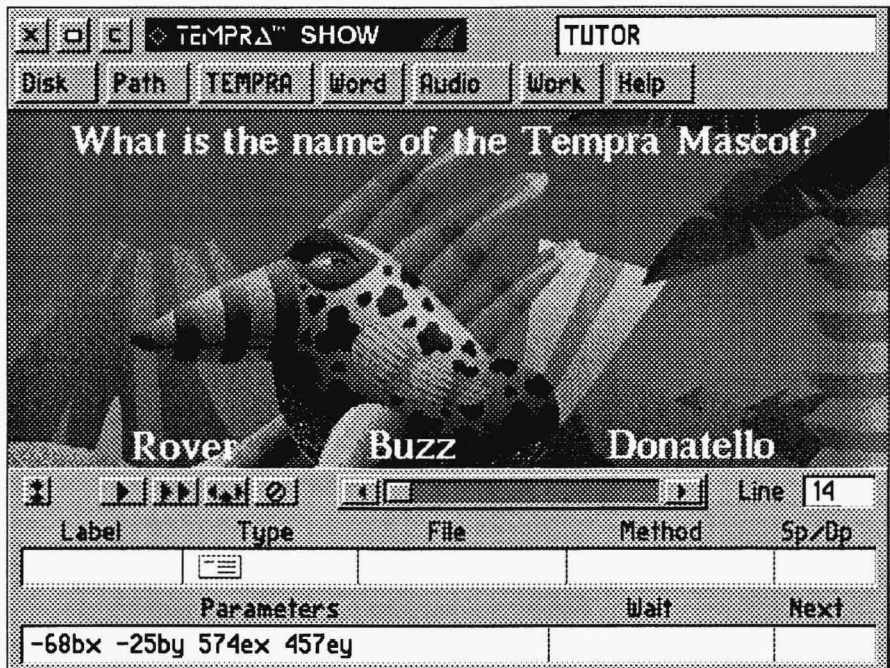
---

### ***Recreating Line 13***

1. Select the box under **Label**. Type **quest** as the Label and press [Enter].
2. The **Type** menu pops up. Select **Button**.
3. The **File** menu pops up. Select **HAND.PCC** from the list.
4. The **Method** menu pops up. For **How Many Areas?**, type **3** and press [Enter].
5. The **SP/DP** menu pops up. Set the speed at **99** and **Erase**. Select **OK**.
6. The **Parameters** menu pops up. For **Insert Lines For Buttons**, select **Insert Lines**. The sprite appears with a message to position it at its starting point. Move the sprite to the **tip of Buzz's beak** and press **Select**.
7. The **Next** menu pops up. For **Next Label for <esc> on Button?**, type **quest**. (This tells TEMPRA SHOW to go back to the question if the viewer presses the [Esc] key.)
8. Another message appears in the upper left corner of the screen. This is for **Line 14**, so turn the page and continue.

## TEMPRA SHOW: Line 14, Button Event

Objective: Continue the Button event started in Line 13.



Line 14 completed.

TEMPRA SHOW							
Label	Type	File	Method	Sp/Dp	Parameters	Wait For	Next
	Text	Q1	Time30B	P 001	0x 471y 153c 73w 4h nnm		
	Sprite	HAND	Simple	15 E	-55bx 288by 142ex 288ey	2 0/18	
	Title		Time30B	P 001	Rover @30x 93y 153c		
	Title		Time30B	P 001	Buzz @200x 93y 153c		
	Title		Time30B	P 001	Donatello @375x 93y 153c		
quest	Button	HAND	3 Areas	99 T	142bx 288by		quest
					-68bx -25by 574by 457ey		

Line: 14 Sequence: TUTOR F1-Help F5-Prev Line

---

## Line 14

Line 14 **sets the area** in which you can move the hand cursor. You can set a restrictive active area to prevent the hand from flying off the screen. Line 14 is a continuation of Line 13 and is marked by a special symbol in the Type field on the graphic menu.

---

*NOTE: You will not need the **Label, File, Method, SP/DP, Wait, and Next** fields for this part of the Button event.*

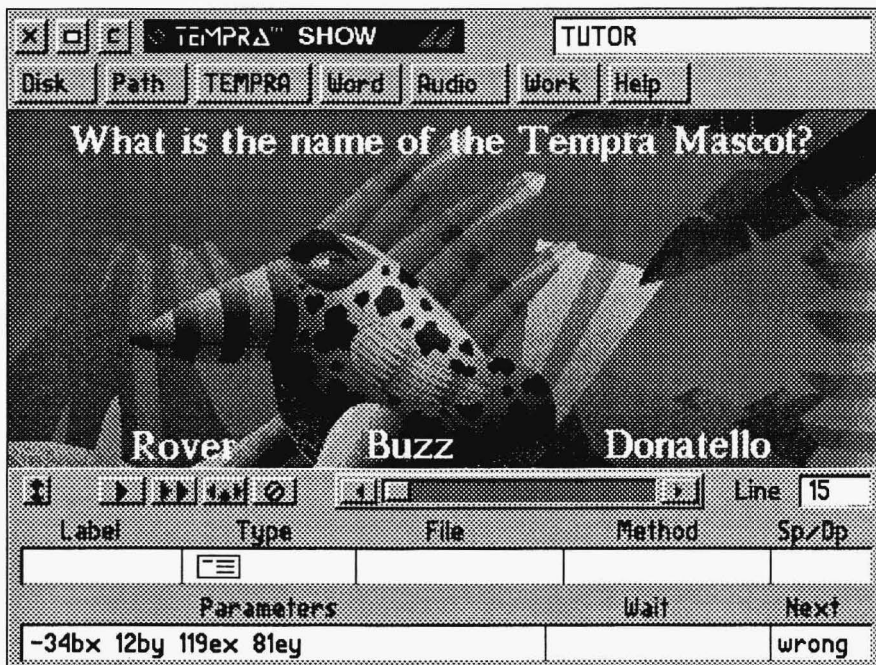
---

### Recreating Line 14

1. The **Parameters** menu was already up while you were in Line 13. This contained a message to position the cursor at the lower left corner of the active area. Move the sprite cursor to the **lower left corner of the screen** and press **Select**.
2. Another message appears in the upper left corner of the screen asking you to position the cursor at the **upper right portion** of the active area. Move the cursor to the **upper right corner of the screen**, and press **Select**.
3. Another message appears (the same as in the first message above). This is actually the beginning of **Line 15**. Turn the page and continue with the Button event.

## TEMPRA SHOW: Line 15, Button Event

**Objective:** Continue the Button event started in Line 13.



*Line 15 completed.*

TEMPRA SHOW							
Label	Type	File	Method	Sp/Dp	Parameters	Wait For	Next
	Sprite	HAND	Simple	15 E	-55bx 288by 142ex 288ey	2 0/18	
	Title		Time30B	P 001	Rover @30x 92y 153c		
	Title		Time30B	P 001	Buzz @200x 93y 153c		
	Title		Time30B	P 001	Donatello @200x 93y 153c		
quest	Button	HAND	3 Areas	99 T	142bx 288by -68bx -25by 574by 457ey -34bx -25by 119ex 81ey		quest wrong

Line: 15 Sequence: TUTOR F1-Help F5-Prev Line

## Line 15

Line 15 sets the active area for you to select that will branch to the “wrong” answer event. Line 15 is a continuation of Line 13 and is marked by a special symbol in the Type field on the graphic menu.

---

*NOTE: You will not need the Label, File, Method, SP/DP, and Wait fields for this part of the Button event.*

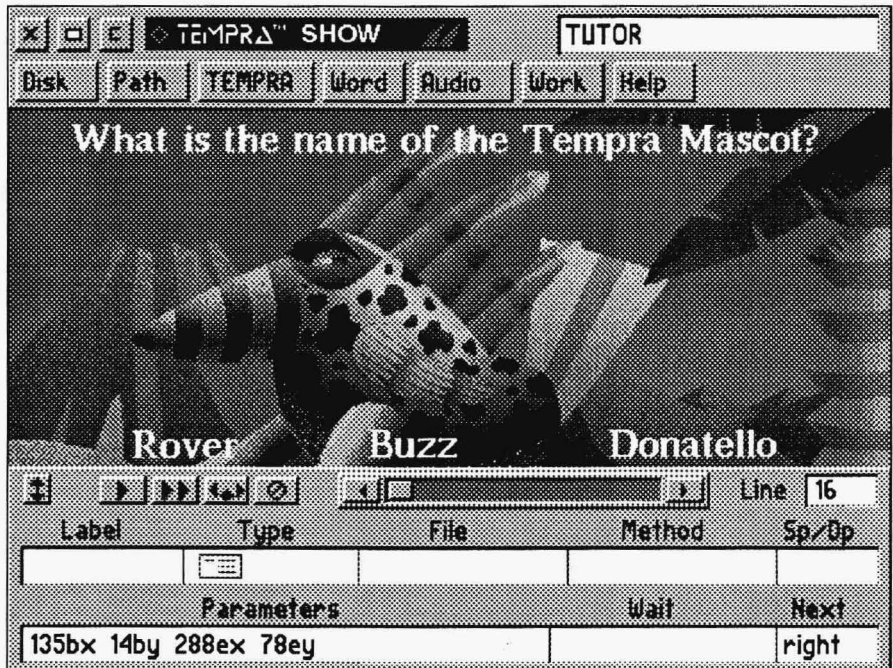
---

### Recreating Line 15

1. The **Parameters** menu was already up while you were in Line 14. This contained a message to position the cursor at the lower left corner of the active area. The active area in this line is the location where the word “Rover” (or whatever word you used) is positioned. Move the cursor to the **lower left corner** of the word Rover and press **Select**.
2. Another message appears in the upper left corner of the screen asking you to position the cursor at the upper right portion of the active area. Move the cursor to the **upper right corner of the word Rover**. Press **Select**.
3. The **Next** menu pops up. For **Area 1**, type in **wrong** as the label. This causes a branch to the **wrong** label every time “Rover” is selected. At the **wrong** label during the sequence, a musical tune plays and text appears to indicate the wrong answer has been selected.
4. Another message appears (to determine another button area). This is actually the beginning of **Line 16**. Turn the page and continue.

## TEMPRA SHOW: Line 16, Button Event

**Objective:** Continue the Button event started on Line 13.



*Line 16 completed.*

TEMPRA SHOW							
Label	Type	File	Method	Sp/Dp	Parameters	Wait For	Next
	Title		Time30B	P 001	Rover @30x 92y 153c		
	Title		Time30B	P 001	Buzz @200x 93y 153c		
	Title		Time30B	P 001	Donatello @200x 93y 153c		
quest	Button	HAND	3 Areas	99 T	142bx 288by -68bx -25by 574by 457ey -34bx -25by 119ex 81ey -135bx 14by 288ex 78ey		wrong right

Line: 16 Sequence: TUTOR F1-Help F5-Prev Line



---

## Line 16

Line 16 **sets the active area** for the viewer to select that will branch to the “right” answer event. Line 17 is a continuation of Line 13 and is marked by a special symbol in the Type field on the graphic menu.

---

*NOTE: You will not need the **Label, File, Method, SP/DP, and Wait** fields for this part of the Button event.*

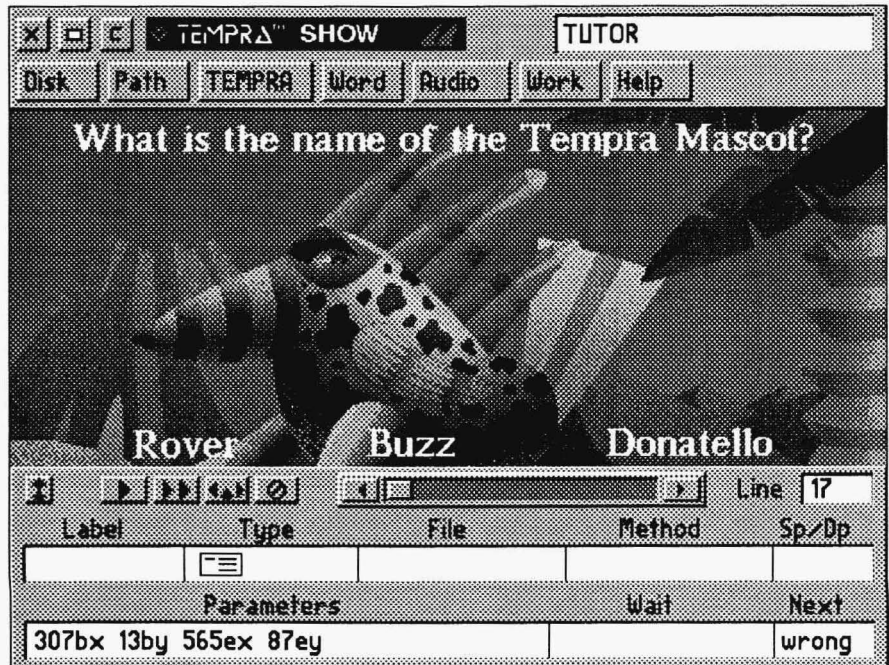
---

### Recreating Line 16

1. The **Parameters** menu was already up while you were in Line 15. This contained a message to position the cursor at the lower left corner of the active area. The active area in this line is the location where the word “Buzz” is positioned. Move the cursor to the **lower left corner of the word Buzz** and press **Select**.
2. Another message appears in the upper left corner of the screen asking you to position the cursor at the upper right of the active area. Move the cursor to the **upper right corner of the word Buzz** and press **Select**.
3. The **Next** menu pops up. For **Area 2**, type in **right** as the label. This causes a branch to the **right** label when “Buzz” is selected. At the **right** label during the sequence, a musical tune plays and text appears indicating that the right answer has been selected.
4. Another message appears (to determine the third pointing area). This is actually the beginning of **Line 17**. Turn the page and continue.

## TEMPRA SHOW: Line 17, Button Event

**Objective:** Continue the Button event started on Line 13.



*Line 13 completed.*

TEMPRA SHOW							
Label	Type	File	Method	Sp/Dp	Parameters	Wait For	Next
	Title		Time30B	P 001	Rover @200x 93y 153c		
	Title		Time30B	P 001	Donatello @375x 93y 153c		
quest	Button	HAND	3 Areas	99 T	142bx 288by -68bx -25by 574by 457ey -34bx -25by 119ex 81ey -135bx 14by 288ex 78ey 307bx 13by 565ex 87ey		wrong right wrong

Line: 17 Sequence: TUTOR F1-Help F5-Prev Line

---

## Line 17

Line 17 sets the active area for the viewer to select that will branch to the “wrong” answer event. Line 17 is a continuation of Line 13 and is marked by a special symbol in the Type field on the graphic menu.

---

*NOTE: You will not need the **Label**, **File**, **Method**, **SP/DP**, and **Wait** fields for this part of the Button event.*

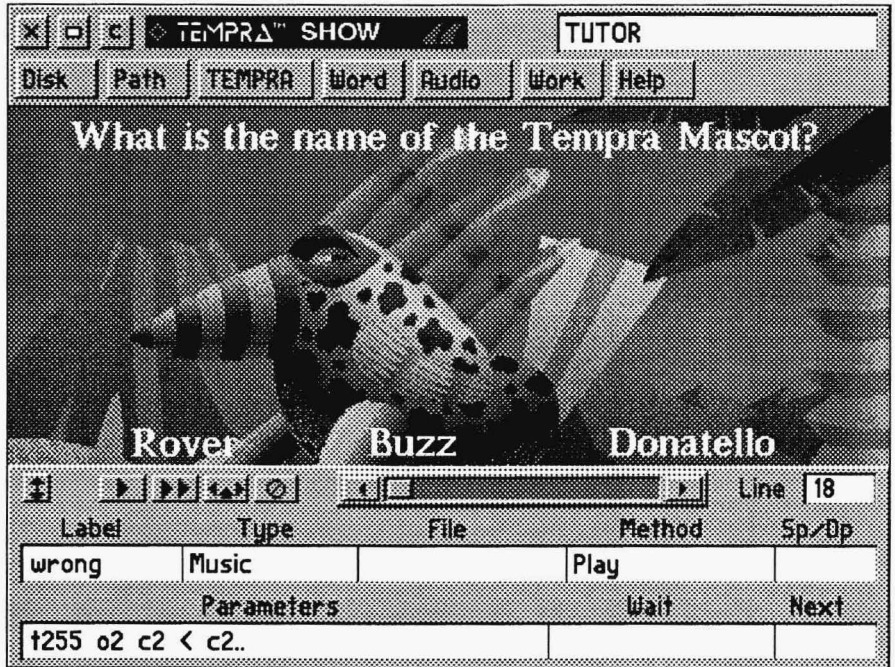
---

### Recreating Line 17

1. The **Parameters** menu was already up when you started Line 16. This contained a message to position the cursor at the lower left corner of the active area. The active area in this line is the location where the word “Donatello” (or whatever word you used) is positioned. Move the cursor to the **lower left corner of the word Donatello** and press **Select**.
2. Another message appears in the upper left corner of the screen asking you to position the cursor at the upper right portion of the active area. Move the cursor to the **upper right corner of the word Donatello**. Press **Select**.
3. The **Next** menu pops up. For **Area 3**, type in **wrong** as the label. The names in the **Label** and **Next** fields must match exactly, including upper and lowercase letters. In the tutorial sequence, they are all spelled with lowercase characters.
4. Press **Cancel** to return to the menus. You have completed the Button event for branching! The **Line Counter** automatically advances to Line 18. (If you happen to go past Line 18 when you cancel, rewind the Line Counter to Line 18 and pick up on the next page.)

# TEMPRA SHOW: Line 18, Music Event

**Objective:** Create a short piece of music.



*Line 18 completed.*

TEMPRA SHOW							
Label	Type	File	Method	Sp/Dp	Parameters	Wait For	Next
	Title		Time30B	P 001	Donatello @375x 93y 153c		
quest	Button	HAND	3 Areas	99 T	142bx 288by -68bx -25by 574by 457ey -34bx -25by 119ex 81ey -135bx 14by 288ex 78ey 307bx 13by 565ex 87ey		wrong right wrong
wrong			Play		t255 o2 c2 < c2..		

Line: 18 Sequence: TUTOR F1-Help F5-Prev Line

## Line 18

Line 18 is a **Music** event that begins the events that occur when the viewer selects the “wrong” answer.

---

*NOTE: You will not need to use the **Files** and **SP/DP** fields for this Music type of event.*

---

### Recreating Line 18

1. Select the box under **Label**. You need to assign a label to match the Next created in Lines 15 and 17. Lines 15 and 17 branch to Lines 18 and 19. Type **wrong** in the menu. (The spelling and case must match the Next fields in Lines 15 and 17.) Press **Select** to accept.
2. The **Type** menu pops up. Scroll down and select **Music**.
3. The **Method** menu pops up. Select **Play**, since you are going to create a few notes of music on the keyboard that will play during this branch.
4. The **Parameters** menu pops up. This is where you type the music notes to play through the computer’s speakers. The notes we created are t255 o2 c2 < c2... Type **t255 o2 c2 < c2..** in the menu and press **Select**. See the reference manual for information about creating music on the computer keyboard.
6. The **Wait** menu pops up. Select **Don’t Wait**.
7. The **Next** menu automatically pops up. Press **Select** to accept the default.
8. The “wrong” answer music plays. The **Line Counter** automatically advances to Line 19.

# TEMPRA SHOW: Line 19, Text Event

**Objective:** Create erasing framed text.

The screenshot shows the TEMPRA SHOW interface. At the top, there is a title bar with 'TEMPRA SHOW' and 'TUTOR'. Below it are menu buttons: Disk, Path, TEMPRA, Word, Audio, Work, Help. The main area contains the question: "What is the name of the Tempra Mascot?". Below the question are three options: Rover, Buzz, and Donatello. A feedback box in the center says "Sorry, that's wrong. Please try again." At the bottom, there is a control panel with a 'Line 19' indicator and a table of event parameters.

Label	Type	File	Method	Sp/Dp
	Text	WRONG	TIMES30B	E 001
Parameters			Wait	Next
174x 276y 157c 12w 5h nfm			3 0/18	quest

*Line 19 completed.*

TEMPRA SHOW							
Label	Type	File	Method	Sp/Dp	Parameters	Wait For	Next
quest	Button	HAND	3 Areas	99 T	142bx 288by -68bx -25by 574by 457ey -34bx -25by 119ex 81ey -135bx 14by 288ex 78ey 307bx 13by 565ex 87ey		wrong right wrong
wrong	Music		Play		+255 o2 c2 < c2..		
	Text	WRONG	Time30B	E 001	174x 276y 157c 12w 5h nfm	3 0/18	quest

Line: 19 Sequence: TUTOR F1-Help F5-Prev Line

## Line 19

Line 19 contains the **framed text** “Sorry, that’s wrong. Please try again.” This text event is a little different from the earlier ones.

---

*NOTE: You will not need to use the **Label** field.*

---

### Recreating Line 19

1. Select the box under **Type**. From the pop-up menu, select **Text**.
2. The **File** menu pops up. Select **WRONG.TXT** from the list.
3. The **Method** menu pops up. Select **KST Fonts**. Select a typeface you want to use or scroll down and select **Times30B**.
4. The **SP/DP** menu pops up. Select **Erase After Displaying**.
5. **Parameters** pops up. For **Choose Starting Line For Text**, click on the first line of the words “Sorry, that’s wrong...” For **Allow User to Operate?**, select **No**. For **Draw Frame**, select **Yes**. For **Justify**, select **Middle**. For **Choose Color From Image?**, select **Yes**. Select a color from the image using the cross-shaped cursor.
6. Framed text appears in the top left corner. **Move the frame around the text you want to display** (in this case, “Sorry, that’s wrong. Please try again.”) and press **Select**. This generates a frame for the text. The frame appears on the screen for positioning. Move the frame to the **center** of the screen and press **Select**.
7. The **Wait** menu pops up. Select **Wait For Timeout**. In the Seconds box, type **3**. Press **Select**. Press **Select** again to accept 18th Seconds default.
8. The **Next** menu automatically pops up. Type **quest**. (This branches the sequence back to Line 13, which is labeled **quest**, so you can select the correct answer.)
9. Framed text appears on the screen. The **Line Counter** automatically advances to Line 20.

# TEMPRA SHOW: Line 20, Music Event

**Objective:** Create a short piece of music.

What is the name of the Temptra Mascot?

Rover      Buzz      Donatello

Line 20

Label	Type	File	Method	Sp/Dp
right	Music		Play	

Parameters      Wait      Next

t255 o4 c8 d8 e8 f8 g

*Line 20 completed.*

TEMPRA SHOW							
Label	Type	File	Method	Sp/Dp	Parameters	Wait For	Next
					-68bx -25by 574by 457ey		
					-34bx -25by 119ex 81ey		wrong
					-135bx 14by 288ex 78ey		right
					307bx 13by 565ex 87ey		wrong
wrong	Music		Play		t255 o2 c2 < c2..		
	Text	WRONG	Time30B	E 001	174x 276y 157c 12w 5h nfm	3 0/18	quest
right	Music		Play		t255 o4 c8 d8 e8 f8 g		

Line: 20 Sequence: TUTOR      F1-Help      F5-Prev Line



## Line 20

Line 20 is a **Music** event that begins the events that occur when the viewer selects the “right” answer.

---

*NOTE: You will not need to use the **Files** and **SP/DP** fields for this **Music** type of event.*

---

### Recreating Line 20

1. Select the box under **Label**. Type **right** in the menu. Press **Select** to accept.
2. The **Type** menu pops up. Scroll down and select **Music**.
3. The **Method** menu pops up. Select **Play**.
4. The **Parameters** menu pops up. Type **t255 o4 c8 d8 e8 f8 g** in the menu and press **Select** (these are musical notes to play during the “right answer” event).
6. The **Wait** menu pops up. Select **Don't Wait**.
7. The **Next** menu automatically pops up. Press **Select** to accept the default.
8. The “right” answer music plays. The **Line Counter** automatically advances to Line 21.

## TEMPRA SHOW: Line 21, Text Event

**Objective:** Create erasing framed text.

The screenshot shows a window titled "TEMPRA SHOW" with a "TUTOR" button in the top right. Below the title bar is a menu bar with "Disk", "Path", "TEMPRA", "Word", "Audio", "Work", and "Help". The main area contains the text "What is the name of the Temptra Mascot?" over a background image of a person. A feedback box in the center says "That's right! Let's continue...". Below this are three buttons: "Rover", "Buzz", and "Donatello". At the bottom, there is a control bar with navigation icons and a "Line 21" indicator. Below the control bar is a table with columns: Label, Type, File, Method, Sp/Dp, Parameters, Wait, Next.

Label	Type	File	Method	Sp/Dp	Parameters	Wait	Next
	Text	RIGHT	25UR	E 001			
					167x 301y 130c 12w 7h nnm	3 0/18	

*Line 21 completed.*

TEMPRA SHOW							
Label	Type	File	Method	Sp/Dp	Parameters	Wait For	Next
					-34bx -25by 119ex 81ey -135bx 14by 288ex 78ey 307bx 13by 565ex 87ey		wrong right wrong
wrong			Play		t255 o2 c2 < c2..		
		WRONG	Time30B	E 001	174x 276y 157c 12w 5h nfm	3 0/18	quest
right	Music		Play		t255 o4 c8 d8 e8 f8 g		
	Text	RIGHT	Time30B	E 001	167x 301y 130c 12w 7h nfm		

Line: 33 Sequence: TUTOR F1-Help F5-Prev Line

## Line 21

Line 21 contains the **framed text** “That’s right! Let’s continue...” You can treat this Text event the same as in Line 19.

---

*NOTE: You will not need to use the **Label** field.*

---

### Recreating Line 21

1. Select the box under **Type**. From the pop-up menu, select **Text**.
2. The **File** menu pops up. Select **RIGHT.TXT** from the list.
3. The **Method** menu pops up. Select **KST Fonts**. Select a typeface you want to use or scroll down and select **Times30B**.
4. The **SP/DP** menu pops up. Select **Erase After Displaying**. This prompts the text to disappear after it is displayed, rather than waiting for the next event to wipe it off the screen.
5. **Parameters** pops up. For **Choose Starting Line For Text**, click on the **first line** in “That’s right! Let’s continue..” For **Allow User to Operate?**, select **No**. For **Draw Frame**, select **Yes**. For **Justify**, select **Middle**. For **Choose Color From Image**, select **Yes**. Using the cross-shaped cursor, select a color from the image.
6. Framed text appears in the top left corner. **Move the frame around the text you want to display** (in this case, “That’s right! Let’s continued...”) and press **Select**. Move the text to the **center** of the screen and press **Select**.
7. The **Wait** menu pops up. Select **Wait For Timeout**. In the Seconds box, type **3**. Press **Select**. **Select** again to accept 18th Seconds default.
8. The **Next** menu pops up. Press **Select** to accept the default.
9. Text appears in the box. The **Line Counter** advances to Line 22.

## TEMPRA SHOW: Line 22, BColor Event

**Objective:** Wipe a black background onto the screen.

The screenshot shows the TEMPRA SHOW interface with a menu bar (Disk, Path, TEMPRA, Word, Audio, Work, Help) and a toolbar. The main area is a large black rectangle. Below it is a control panel with a 'Line' field set to 22 and a table of event parameters.

Label	Type	File	Method	Sp/Dp
end	BColor		Box_In	99
Parameters			Wait	Next
Solid 0c				

*Line 22 completed.*

TEMPRA SHOW							
Label	Type	File	Method	Sp/Dp	Parameters	Wait For	Next
					-135bx 14by 288ex 78ey 307bx 13by 565ex 87ey		right
wrong			Play		t255 o2 c2 < c2..		wrong
		WRONG	Time30B	E 001	174x 276y 157c 12w 5h nfm	3 0/18	quest
right	Music		Play		t255 o4 c8 d8 e8 f8 g		
	Text	RIGHT	Time30B	E 001	167x 301y 130c 12w 7h nfm		
end	BColor		Box_Out	99	Solid 0c		

Line: 22 Sequence: TUTOR F1-Help F5-Prev Line

## Line 22

Line 22 is a **BColor** event that changes the background color to black as a transition to the final image screen.

---

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

---

### Recreating Line 22

1. Select the box under **Label**. Type **end**.
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 **Box\_Out** (this makes a wipe that spirals from the center of the screen to the outside).
4. The **SP/DP** menu pops up. Set the speed at **99**. Select **OK** to accept the speed.
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**.
7. The **Next** menu automatically pops up. Press **Select** to accept the default.
8. The screen color changes to black. The **Line Counter** advances to Line 23.

# TEMPRA SHOW: Line 23, Video Event

**Objective:** Run an animated .FLI file.



**Line 23 completed.**

TEMPRA SHOW							
Label	Type	File	Method	Sp/Dp	Parameters	Wait For	Next
					-135bx 14by 288ex 78ey 307bx 13by 565ex 87ey		right wrong
wrong			Play		t255 o2 c2 < c2..		
		WRONG	Time30B	E 001	174x 276y 157c 12w 5h nfm	3 0/18	quest
right	Music		Play		t255 o4 c8 d8 e8 f8 g		
	Text	RIGHT	Time30B	E 001	167x 301y 130c 12w 7h nfm		
	Video	TOUCAN2	AaPlay	95	83bx 364by		

Line: 22 Sequence: TUTOR F1-Help F5-Prev Line

## **Line 23**

Line 23 is a **Video** event that plays an animated flick (.FLI) file of Buzz.

---

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

---

### **Recreating Line 23**

1. The **Type** menu pops up. Select **Video**.
2. The **Method** menu pops up. Select **Aaplay** at the bottom of the menu.
3. The **Files** menu pops up. Select **TOUCAN2.FLI** from the menu.
4. The **SP/DP** menu pops up. Set the speed at **95**. Select **OK** to accept the speed.
5. The **Parameters** menu pops up. A ghost rectangle appears for you to position the viewing window on the screen. Move the rectangle to the **center** of the screen and press **Select**.
6. The **Wait** menu pops up. Select **Don't Wait**.
7. The **Next** menu automatically pops up. Press **Select** to accept the default.
8. The animated file of Buzz spinning plays. The **Line Counter** advances to Line 24.

# TEMPRA SHOW: Line 24, Screen Event

**Objective:** Wipe a .PCX image on the screen.



*Line 24 completed.*

TEMPRA SHOW							
Label	Type	File	Method	Sp/Dp	Parameters	Wait For	Next
wrong			Play		t255 o2 c2 < c2..		
		WRONG	Time30B	E 001	174x 276y 157c 12w 5h nfm	3 0/18	quest
right	Music		Play		t255 o4 c8 d8 e8 f8 g		
	Text	RIGHT	Time30B	E 001	167x 301y 130c 12w 7h nfm		
end	BColor		Box_Out	99	Solid 0c		
	Video	TOUCAN2	Aaplay	95	83bx 364by		
	Screen	SLIDE20	Dissolve	99		any key	

Line: 24 Sequence: TUTOR F1-Help F5-Prev Line



## Line 24

Line 24 is a **Screen** event with a .PCX image of the TEMPRA product box. This is similar to the other image files you loaded earlier.

---

*NOTE: You will not need the **Label** and **Parameters** fields for this type of Screen event.*

---

### Recreating Line 24

1. Select the box under **Type**. From the pop-up menu, select **Screen**.
2. The **File** menu pops up. Select **SLIDE20.PCX** from the list.
3. The **Method** menu pops up. From the **Wipe** menu, select a wipe you'd like to try or just select **Dissolve**.
4. The **SP/DP** menu pops up. Set the speed at **99**. Select **OK** to accept the speed.
5. The **Parameters** menu pops up. For the **Show Screen** menu, select **As Is**.
6. The **Wait** menu pops up. Select **Wait For Any Key**. (This prompts the sequence to start over again when the viewer presses a key on the keyboard or presses **Select** on the mouse.)
7. The **Next** menu automatically pops up. Press **Select** to accept the default.
8. An image of the product box dissolves onto the screen. The **Line Counter** automatically advances to **Line 25**.
9. To watch the sequence you just created, rewind to **Line 1** and press **[F6]**.

### Congratulations!

**You have completed the tutorial. Have fun with TEMPRA!**

*The staff of Mathematica, Inc.  
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## Keyboard Functions

INTERFACE	KEY	MEANING
Graphic/Workform	Home	Go to beginning of line
Graphic/Workform	End	Go to end of line
Graphic/Workform	Left Arrow	Move left
Graphic/Workform	Right Arrow	Move right
Graphic/Workform	Up Arrow	Move up
Graphic/Workform	Down Arrow	Move down
Workform	PgUp	Go up a page
Workform	PgDn	Go down a page
Graphic/Workform	Ctrl-PgUp	Go to top of form
Graphic/Workform	Ctrl-PgDn	Go to bottom of form
Graphic/Workform	Ctrl-Rt Arrow	Word/field right (character edit)
Graphic/Workform	Ctrl-Lft Arrow	Word/field left (character edit)
Graphic/Workform	Esc	Escape current choice
Graphic/Workform	Enter	Accept current choice
Graphic/Workform	Ins	Insert line
Graphic/Workform	Ctrl-BkSp	Blank line
Graphic/Workform	Del	Delete line
Workform	F1	Help Index
Workform	F2	Text editor
Graphic/Workform	F3	Edit field
Graphic/Workform	F4	Search/Replace
Graphic/Workform	F5	Preview line
Graphic/Workform	F6	Preview from line
Workform	F7	Mark block begin
Workform	F8	Mark block end
Workform	Alt-C	Copy block
Workform	Alt-D	Delete block
Graphic/Workform	Alt-G	Go to line
Workform	Alt-H	Hide Help info
Graphic/Workform	Alt-I	Information on system state
Graphic/Workform	Alt-K	Delete text to right of cursor
Workform	Alt-L	Load block
Workform	Alt-M	Move block
Workform	Alt-S	Sort Directory (directory shows)
Workform	Alt-S	Save block (cursor shows)
Graphic/Workform	Alt-T	Toggle touch screen and mouse
Workform	Alt-U	Unmark block
Graphic/Workform	Alt-X	Toggle Output Screen
Graphic/Workform	Ctrl-A	Audio Menu
Graphic/Workform	Ctrl-D	Disk/Print Menu
Graphic/Workform	Ctrl-G	Toggle between GUI/Text interface
Graphic/Workform	Ctrl-L	Load a Sequence
Graphic/Workform	Ctrl-Z	DOS Shell (type EXIT to return)
Graphic/Workform	Ctrl-N	Start New Sequence
Graphic/Workform	Ctrl-P	Path Menu
Graphic/Workform	Ctrl-Q	Quit
Graphic/Workform	Ctrl-S	Save a Sequence

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