LIM SLIDE SHOW Version 4.80

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INTRODUCTION

If you have tons of image, video, animation and sound files located all over the place that you would like to select and organise for your viewing pleasure with special image and text display and undisplay effects amid a beautiful background of randomly changing colors and the accompaniment of soothing music, then the LIM SLIDE SHOW is the program for you.

Most slide show programs allow you to select files from only 1 folder at a time and then display your selections in a table with no clue of what the images look like or how the music sounds like. You only know how your slide show   will look and sound like after you play the whole selection.

The LIM SLIDE SHOW is designed to overcome all the above weaknesses while at the same time provide enhanced features to ensure that you produce your perfect slide show.

Version 2.00 & above,   is now a truly multimedia product with support for video (**AVI**) and animation (**GIF, WDO, VDO**) files together with text of various fonts, colors and display effects to be combined with your image files (**BMP, JPG, GIF, TGA**) with spectacular results. Furthermore,   you can add special sound effects (**WAV**) to every slide in addition to the background music selection (**MIDI, WAV, AUDIO CD**).

PRODUCT FEATURES

The LIM SLIDE SHOW provides the following features :

- Supports   **JPG, BMP** and **GIF** image files
- Supports   **CD AUDIO, MIDI** and **WAV** sound files
- Easy to use point & click user interface
- Selection of files from multiple folders
- Automatic filtering of file selection for supported file types
- Can select via **Directory mode** in which the whole directory is searched for selected file types
- Can select via **File mode** in which individual files or groups of files can be selected
- File selection can be saved as **.LFL** files & different **.LFL** files can be combined to form a new slide show
- **Edit Mode** for sound files in which supported sound file types can be selected from multiple folders and listed in table form. The user can test the sound of any of the selected files, re-arrange their order and remove unsuitable sound files
- **Edit Mode** for image files in which selected files will be displayed as thumbnail images along with other details such as the actual size of the image in pixels, display & undisplay effects and time delay between images. Based on the image size displayed, the user will find it easier to decide whether to display the image in full screen, tiled or actual size mode. The user can preview the display effects of any listed image file or test the various display and undisplay effects individually. Images can also be re-positioned, removed from the show or even deleted from the disk.
- During the display of thumbnail images in the Edit Mode, the music selection will be played
- **Options screen** is available to apply selected properties **globally** or on **marked** images only
- Image files can be **exported** to other applications such as image editors, etc.
- **Run Mode** which can play the final slide show in 4 different ways - sequential (default), random starting point, random image selection and repeated endless loop of displays. Images are displayed according to the selected properties amid a beautiful background of randomly changing colors while the selected music files are played in a round-robin manner.
- Favourite slide shows can be configured as screen savers (Registered version only)

NEW FEATURES

Version 2.00 introduces the following **NEW** features :-

- Support for **TGA** bitmap image files
- Supports & plays video file (**AVI**) formats with or without audio tracks
- Supports & plays animation file formats (**GIF, VDO, WDO**) once or repeatedly
- Supports text captions with various fonts and sizes, colors, shadow colors and display effects and speeds. The text can be displayed before, during or after an image, video or animation display. Text can be displayed over an image of within a bevelled box with a background of random colors
- Each text caption definition can be immediately tested   with the associated image display to see its effect on a slide. Any adjustments can be made on the spot, re-tested and adjusted to perfection
- A single slide or subset of the whole slide show can be played by selecting a start & end slide number range in the 'test display' mode. This serves as a test or preview of what it would look like in the final slide show
- Any slide may be directly displayed and accessed by selecting the 'Go to' option and specifying its slide number
- Each slide show can have its own background music selection of **MIDI, WAV** and **AUDIO CD**
- Sound effects (**WAV**) can be added for each slide in addition to the background music. Sound effects can be played before, with, or after an image & text display. The "End with Sound" effect will stop the background music and play the sound effect at the very end of an image & text display. Sound effects can be tested with the associated image and text displays to see the overall effect.
- Adds the **NO UNDISPLAY** effect to allow an image to remain on screen when another is being displayed. This allows the combination of multiple images, video, animation clips, text and sound effects on the same slide
- Allows the display location for images, video and animation clips to be specified so that they can be placed on the desired location on a slide
- Allows images, video, animation, text and sound effects to be copied or moved to other slide positions
- Improved program performance and speed
- The program screen is now centred in the middle of the screen regardless of the screen resolution for improved appearance
- Slide shows designed for a specific screen resolution may now be automatically remapped into any other screen resolutions. Image positions and sizes will be automatically adjusted proportionately. However, animation files cannot be resized but their display positions will be adjusted accordingly. The original files are untouched
- Improved Help File
- Additional 5 display effects for images
- Text zoom effect
- Support for display and undisplay effects for video and animation objects
- The program has a built in demo slide show to demonstrate the capabilities of the product. Initially this demo slide show was designed to be the Lim Family's Tribute to Princess Diana. However, the demo can be changed from time to time.
- With the above new features, slides can look like web pages, with background images in tiled mode and GIF animations playing together with foreground images, text, sounds, background music and even video clips.

Version 3.00 added the following **NEW** features :-

- Easier marking of slides by dragging the mouse
- Slide postions can be arranged according to the order in which they are marked

- Groups of slides that are marked can be moved or copied in bulk, according to the order in which they are marked
- Additonal option to unmark all marked files via a single button
- Demo slide shows are no longer built-in. Multiple demo slide shows can exist as separate individual files that can be selected for playing.
- Unregistered users can play demo slide shows with no restriction. This makes it possible for registered users to create and distribute demo slide shows to anybody.
- A new **Create Demo** option is available to registered users   to create their own demo slide shows for distribution to third parties. The unregistered version of the Lim Slide Show can be distributed freely to enable user demo slide shows to be played by third parties.
- Additional 11 cool display effects

Version 4 added   special   effects and   improved program performance :-

- extra 69 special display effects
- extra 28 special undisplay effects
- vastly improved color palette management for 256-color display modes
- the number of copies of a slide or group of slides to be made can be specified
- can add slides to existing slide selections without going into the **EDIT SLIDES** mode
- for re-mapped slide shows, slide sizes and positions are automatically re-adjusted under the **EDIT SLIDES** mode so that they can be edited correctly under any screen resolutions
- the screen saver slide show no longer need to be called sshow.lfl and located in the windows directory.   Now, any slide show file in any directory can be selected as the screen saver
- the program main screen can be personalised by replacing the Lim Family logo image with your own image file
- slides can be dragged & dropped into the desired screen positions using the mouse

SYSTEM REQUIREMENTS

Minimum Hardware Configuration

80486 25 Mhz Processor
12 MB RAM
512KB Video RAM
mouse

Recommended Hardware Configuration

Pentium Processor
16 MB RAM
2 MB Video RAM
Sound Card
4X CD ROM drive (for audio CD)
800X600 screen resolution with at least 16-bit color

Operating Software

16-bit version   - Win 3.1, Win 3.11, Win'95, Win NT
32-bit version - Win'95, Win NT

Supported Color Modes

256 Color (may require Video For Windows or WING API for better performance)
32K and 64 K   High Color (16-bit)   **Recommended for best performance vs quality**
16 M True Color (24-bit) and above

ABOUT THE AUTHOR

The author is a full time Technical Support Manager in a major mainframe computer installation. He has developed various tools and utilities for Database and Telecommunications subsystems in the mainframe environment besides providing technical support and consultancy.

Software development and programming on the PC is a part-time, 'after-hours' endeavour for the author and represents his main hobby. The Lim Slide Show was inspired by the lack of suitable products that can help the author to manage his huge collection of family images for viewing pleasure. It is being offered as Shareware to help fund the author's further development of more quality software products.

LICENSING

Please note that the LIM SLIDE SHOW is SHAREWARE and is not FREE. You are allowed to try out this program at no charge for 30 days only, after which your license for free use of the program will be revoked. To continue enjoying the product after the 30-day trial period, you are required to register the progam by following the instructions in the REGISTRATION topic. You can securely register this product immediately via the Internet by clicking on the HELP button on the program main screen and select Order program which will automatically start up your default browser and connect you to your secure order form via the internet. Alternatively, you can start up your browser yourself and key in the following URLs

https://www.regsoft.com/cgi-bin/reg_it_offsite.pl?2496
or
http://www.shareit.com/programs/100404.htm
to order the program and get it fully functional in the shortest possible time.

This evaluation version is a fully functional program with no expiry date. However, it will only display up to a maximum of 10 slides. A screen reminding you to register the program will start to appear after every 5 slides. By registering the program, you will receive via email, a Registration Key to remove the reminder and the 10-slide restriction, as well as an extra feature to setup   your favourite slide show as a screen saver.

You are encouraged to freely distribute the evaluation copy during the 30-day trial period. However, after registration, any distribution of the registered program constitute a copyright violation and is illegal. You are also not allowed to modify the program in any way and then re-distribute it as your own work.

This program had been written and tested with great care. However, the author cannot warrant that it is bug-free and will not be liable for any consequential or incidental damage caused directly or indirectly through the use of this software.

REGISTRATION

REGISTRATION BENEFITS

By registering this software, you will derive the following benefits :-

• Registration Number to unlock the full capabilities of the Lim Slide Show - no more
  reminders or restrictions on the number of slides to be played
• Free limited technical support
• Free upgrades to future new releases
• Screen saver setup file to create your own screen saver slide shows
• Our Tribute to Princess Diana Slide Show file for you to setup as a screen saver or to
  enhance or add to it with your own multimedia objects

ONLINE REGISTRATION

   You can register **Lim Slide Show**   online securely through the **Internet** by clicking on
  the **HELP**   button on the program main screen and select **Order program** or you may opt
  to manually enter the following **URLs :**
   https://www.regsoft.com/cgi-bin/reg_it_offsite.pl?2496
                        or
   http://www.shareit.com/programs/100404.htm

NORMAL REGISTRATION

You can also register **Lim Slide Show**   through postal mail by the following procedure :-

• Print out the **Registration Form** provided in the next topic.
• Execute the Lim Setup program called **lssetup.exe** and click on the **REGISTER** button.
  The product **Serial Number** will be displayed. This number is used to generate the
  Registration Key and thus must be copied into the **Registration Form.** Please note that
  capital and small letters are different and must be copied exactly as displayed into the
  Form.
• Fill in the other details in the Form. In particular, your **email address** must be correctly
  filled in. Mail the completed Registration Form together with a check for the registration
  fee,   drawn on a Malaysian bank for **US$25** or **MR 100**(Malaysian Ringgit) made payable
  to the payee and at the address indicated on the Form.

ENTERING THE REGISTRATION KEY & SETTING UP THE SCREEN SAVER

• Upon receipt of payment, you will receive the Registration Key via email together with an
  attached zip file called **limssv.zip.** This zip file will contain 2 files - limssv.fgx (screen
  saver setup file)   and diana.lfl (Tribute to Princess Diana Slide Show).
• Detach the file and unzip the contents into your Lim Slide Show directory.
• Execute **lssetup.exe** and click on the **REGISTER** button. Enter   your Registration Key and
  you should see a message indicating acceptance of the key.
• Upon successful acceptance of your Registration Key, there will no longer be any
  registration reminders or restriction on the number of slides to be displayed. You can now
  configure your favourite slide show as a screen saver.
• To configure your favourite slide show as a screen saver, save it in the Windows directory
  as **SSHOW.LFL**. Execute **lssetup.exe** and click on the **SCN SAVER** button to install your
  screen saver.
• Select the **Lim Slide Show**   or **limssv** from the **Windows Display Properties** as the
  active screen saver (for Win NT, the screen saver will appear as **screen saver.formula
  graphics**)

- To configure our Tribute to Princess Diana Slide Show as a screen saver, just copy diana.lfl to your Windows directory as **SSHOW.LFL**

REGISTRATION FORM

To register the LIM SLIDE SHOW please fill up the following details :

Name   _____ (**mandatory information**)

Address   _____

                           _____

Country   _____

Email Address _____(**mandatory information**)

Product Serial Number _____(**mandatory information**)

Product Version   _____(**mandatory information**)

Operating System _____ (Win 3.x, Win'95, Win NT)

I found the LIM SLIDE SHOW here :
                         web site URL _____
                         usenet group _____
                         other means   _____

As Registration Fees, I enclose a cheque drawn on a bank in Malaysia for   US$25 (or RM 80) made payable to :
                         Lim Kean Seng

                         24 Jalan SS25/37
                         Taman Mayang
                          Petaling Jaya 47301
                          Malaysia

I confirm that I would like to register the LIM SLIDE SHOW and I've understood and accepted the licensing terms specified under the LICENSING topic above. I further understand that no refund will be entertained since I have had the opportunity to try out the product before purchasing.

_____
(Signature)

Date : _____

GETTING STARTED

PERSONALISING THE MAIN SCREEN

You can personalise the **Main Screen** by replacing the Lim Family image with your own photo or company logo. To do that, just replace a file called **logo.gif** in the Lim Slide Show folder with your own image file. Your image file **must** be called **logo.xxx** where xxx can be any of the following formats - bmp, jpg, gif or tga.

PROGRAM USAGE OVERVIEW

When the Lim Slide Show is first executed, the **Main Screen** will appear with the Lim Slide Show Logo. You can then select your image files by clicking on the **SELECT** button. From the drop-down list, select **New** to begin a new selection of slides or select **Open** to add more slides (from any folder) to an existing slide selection.

The **File Selection Screen** will then be displayed with 3 main buttons.

Clicking the **File Mode** button will allow you to select individual files or groups of files (by pressing the Ctrl key while clicking). In this mode, you can select all the supported file types, ie, **BMP JPG GIF TGA LFL AVI WDO VDO**.

The **Directory Mode** button will select all the requested file types in the selected directory, but before clicking it, you should click the smaller sub-buttons to specify the file types desired - **BMP JPG GIF TGA** and/or **LFL** file types. Clicking the **CANCEL** button will bring you back to the **Main Screen**.

LFL files are previously selected and saved slide show files. If selected, the slides will retain previously selected properties, otherwise, default properties are assigned to newly selected files.

At this stage, you can play your slide show by clicking on the **RUN** button. The default sound selection is the MIDI music that comes with the demo slide show, so if you have a sound card, you will be able to enjoy music with your slide show. You may even add your own MIDI or WAV sound files or select tracks from an audio CD. When you save a slide show (by clicking on the **SAVE** button), your music selection will automatically be saved together with your slide show.

If you like to customise your slide show further, you can change the properties of your slide show before you **RUN** it by clicking on the **OPTIONS** button. The **Slide Show Options** screen will be displayed with the slide show properties available. Each property can be turned on by clicking on the small button beside it. If a property is not turned on, it will not have any effect on your slide show.

The **OPTIONS** button affects your slide show properties on a global level. If you'd like to customise each slide individually, click on the **EDIT** button and select **Edit Slides** to make changes to your slides or select **Edit Music** to change or add to your music selection. The **EDIT** button allows you to further customise your slide show by providing facilites to manage, test, re-arrange, remove and combine your image, video, animation, text and sound files.

Click on the **SAVE** button to save your slide show. The default file name is **SSHOW.LFL**. You can change it to whatever name you like except that the file extension of **LFL** should remain unchanged. If you want your slide show to be displayed as a screen saver, save it as

SSHOW.LFL in the Windows folder.

RUNNING   DEMO SLIDE SHOWS

To run   demo slide shows, just click on the **RUN** button **without** selecting anything. A file selection dialog box will open for the user to select the demo slide show file to play. Registered users of the Lim Slide Show can now create their own demo slide shows for distribution to third parties.

We recommend that you run these demos as an introduction to the capabilities of this program. Sit back and enjoy our free slide shows any number of times.

EDIT SLIDES

This is the screen that allows you to construct your slide show. Click on the **EDIT** button on the **Main Screen** and select **Edit Slides** from the drop down menu. If a list of files have already been selected earlier via the **SELECT** button on the **Main Screen**, they will start to be displayed as thumbnail images. For video and animation clips, the first frame will be displayed as a thumbnail image.

If not, click on the **ADD** button to invoke the **File Selection Screen** to select your image, video or animation files. The selected list will then start to display as thumbnail images, along with their actual dimensions (in pixels) and other properties. As the thumbnails are displayed, the music selection will also start to play. If you do not like music at this stage, click off the **Music On** button in the **Slide Show Options Screen** before selecting files.

While the thumbnails are being displayed, the mouse cursor will be suppressed. You can stop the display at any time by pressing the **ESC** key repeatedly. Stopping the display will not affect the selection list except that you cannot preview and individually edit those images that have not been displayed yet. **You can resume the thumbnail display** by clicking on the **ADD** button again and then click on the **CANCEL** button so as not to select any more files. The thumbnail display will continue from where it last stopped.

Once the thumbnail display completes, the mouse cursor will re-appear and you can then browse through the thumbnails by clicking on the **PGUP** and **PGDN** buttons or pressing the **Page Up**, **Page Down, Arrow Up** and **Arrow Down** keys. Pressing the **Home** key will display the first page while pressing the **End** key will display the last page.

If a file could not be found, a dialog box will appear to allow you to locate the file manually. Once located, the slide show selection list will automatically be updated with the new file name & location found. Otherwise, if the file cannot be located, it will be excluded and dropped from the slide show.

If you have more images or other objects to add from other folders, click on the **ADD** button again. You can also select **.LFL** files to include previously saved slide shows to your current selection list.

EDIT PROPERTIES

You can edit each thumbnail individually by directly clicking on their property buttons.

Each image may be displayed in 3 modes - full screen, tiled or actual size. The actual size of the object is indicated as **xlen X ylen** and if this mode is selected, the default display location (at the centre of the slide) of the object is displayed in the **X** and **Y** boxes. These **X** and **Y** values represent the display location of the top left hand corner of the object. You can change the display location by changing these values.

Each image will remain displayed for the duration of the value specified in the **Delay** list box. When the **Delay** time expires, the image will be undisplayed and the next object will be displayed. However, if the **No Undisplay** effect is selected, the image will remain visible when the next object displays.

To edit groups of thumbnails, **click and drag** the mouse over the desired thumbnails to **mark** them before clicking on the **OPTIONS** button. On the **Slide Show Options Screen**, click on the **Global** button to edit the properties for the whole list or click on the **Marked files** button to affect only the group of marked files.

To access a thumbnail directly, right click on any thumbnail image, select the **Go to** option from the pop-up list and specify the slide number to be displayed.

EDIT VIDEO

Video clips may be added to your slide show by selecting files with **avi** extensions. Video files will be displayed in their original sizes by default. The **X** and **Y** boxes will show the default display location at the centre of the slide. You can change these values to place the video at the desired location.

If desired, video files may be played full screen by clicking on the **Full Screen** button. If the video has an audio track, you can stop the background music for the duration of the video by clicking on the **Stop Music** button - otherwise, the video sound track will be played simultaneously with the background music.

The **Delay** list box controls the time delay before the next object is displayed.   If the **Delay** value is shorter than the video clip, then the video will not be played to completion. If the **Delay** is longer, the last frame of the video will remain displayed until the next object is displayed.

Starting with version 2.20, all display and undisplay effects can be selected for video files.. If the **No Undisplay** effect is selected, the video will continue playing even when **Delay** value expires and the next object is displayed. This effect can be used to combine multiple objects on the same slide.

EDIT ANIMATION

Animation clips of GIF, WDO and VDO formats may be added to your slide show. These files must be displayed in their original sizes. If you click on the **Full Screen** or **Tiled** buttons, the animation file will be treated as a normal bitmap and the first frame is used as the image.

A list box will be displayed to specify the animation playback mode desired - select **single** to play the animation once, select **repeated** to play the animation repeatedly for the **Delay** duration or select **none** if the file is not an animation file (GIF only). The **X** and **Y** boxes will also be displayed to show the default display location at the centre of the slide. You can change these values to place the animation at the desired location.

The **Delay** list box controls the time delay before the next object is displayed.   If the **No Undisplay** effect is selected, the animation will continue playing even when **Delay** value expires and the next object is displayed. This effect can be used to combine multiple objects on the same slide.

Important Notes

- 256-color animations such as GIF & VDO formats may suffer color distortions due to insufficient colors in the system palette. Therefore, do not combine too many 256-color objects on the same slide. We recommend only 1 animation per slide and this should be the last object in the slide
- GIF animation files with transparent colors may not be displayed properly

DRAG & DROP SLIDES

Each slide will have an X & Y coordinate box which specifies the position of the slide on the screen. As elaborated earlier, you can change these values in order to change the position of the slide on the screen. This method of screen positioning requires that you know the dimensions of the screen and requires some trial & error in order to arrive at your desired screen position.

A much easier method to position slides is to drag the slide with the left mouse button and then drop it at the desired position. To do this, right click on any thumbnail image and select **Drag slide** from the listed options. You will be asked to enter the **start** and **end** slide numbers. Enter the range of slides that you would like to be displayed on the same screen and the selected slides will be displayed on a colorful background. When the last selected slide is displayed, a message will be displayed on screen. You can then   left click on any slide & drag it to the desired screen positions. When you have finished positioning your slides, hit **ENTER** to save the new screen positions, otherwise hit **ESC** to cancel the position changes.

EDIT TEXT CAPTIONS

Each object (bitmap, video, animation) may have a text caption to provide narratives or descriptions. An object   will be marked with a **text** indicator if it has a text caption associated with it. To add/edit text for the object, right click on the thumbnail and select **text caption** and the currently defined text will displayed along with its properties.

You can select the various text properties and test its effect immediately by clicking on the **TEST** button - the associated object together with any sound effect will be played with the text caption to give you a preview of the overall effect. You may have to **add empty lines or spaces and tabs to adjust the placing of the text** in the desired locations eg. you have to add empty lines before your text in order to place it at the bottom of the slide.

Click on the **OK** button when you're satisfied with the text properties and its effect or click on the   **DELETE** button to discard the text definition.

EDIT SOUND EFFECTS

Each object may have a sound effect (wav format only) associated with it. An object will be marked with a **sound** indicator if it has a sound effect associated with it. To add/edit a sound effect for the object, right click on the thumbnail and select **Add sound** and the currently defined sound effect will displayed along with its properties.

The full path name of the sound file to be played must be specified along with the sound sequence. Select **sound before picture** if you want to play the sound effect before any text and image display, select **sound with picture** to play the sound at the same time as the image display, select **sound after picture** to play the sound after the image and text displays. Select **end with sound** to stop the background music and play the sound effect after the image and text displays.

Click on the **OK** button when you're satisfied with the sound definition or click on the **DELETE** button to discard the sound effect.

EDIT DISPLAY EFFECTS

Display and undisplay effects can be selected for each object, groups of objects or globally. Starting with version 2.20, this feature is also supported for video and animation objects.

For video and animation objects, the first frame is used to execute the display effects. For animation objects, the color transparency of the first frame may be lost when display effects are selected.

To turn off the display effects, select the **Display** attribute from the Display Effects list. This attribute will just display the object without any special effects. This is useful if the display effect is not wanted or does not give the desired visual effect especially for animation clips.

If the **Default** attribute is selected, the next display effect in sequence will be used, so, if you would like to cycle through all the display effects (except for the Spin effects), select **Default** for all the slides.

If **Random** is selected, a display effect (excluding the Spin effects) will be selected at random. The **Spin** effects are resource intensive and can be slow if the image is large and therefore will be excluded from selection by the **Random** and **Default** attributes. These effects must be specifically selected by the user.

EDIT TIME DELAY BETWEEN SLIDES

The **Delay** value controls the time delay between slides. The current slide will remain displayed for the duration of the **Delay** value before   the next slide is displayed. If the **Wait for key** value is selected, the displayed slide will remain indefinitely until a mouse click, mouse movement   or key press is detected.

To enter a value, click on the button to display a drop-down list of default values and click on a default value in the list to select it. To enter a value not in the default drop-down list, key in a 2-digit value and hit the TAB or ENTER key, eg. enter 02 to specify 2 seconds.

COMBINE OBJECTS

You can combine multiple objects onto the same slide by using the **No Undisplay** effect. Each object to be displayed on the same slide should be placed at the desired locations by specifying its display locations in the **X** and **Y** boxes. The **No Undisplay** effect must be selected and the **Delay** value should be set as short as possible so that the next object can be displayed immediately.

Any number and type of objects may be combined and arranged to achieve the desired effects.

REMOVE OBJECTS

You can remove unwanted objects in groups or individually.

To remove a group of objects, click on each unwanted thumbnail to mark it for removal. Then click on the **REMOVE** button. You will be asked whether to delete the marked files. Answering **Yes** will result in the deletion of the marked files as well. Therefore, if you merely want to remove the slides from your slide show, be sure to answer **No** to avoid losing your file totally.

To remove an object individually, right click on the unwanted thumbnail and select **Remove slide** from the pop-up list. If you want to delete the file as well, select **Delete slide** from the pop-up list.

REPOSITION/COPY OBJECTS

Objects may be copied or moved to different slide locations in your selection. Right click on the thumbnail to be re-positioned and select **Reposition slide** from the pop-up list.

Select item to be repositioned - **image** will include text and sound effects, **text** will only reposition the text caption,   **sound** will only affect the selected sound effect while **marked images** will reposition the whole block of images that you have marked with your mouse. Specify the action to be taken (whether to **move** or **copy** the selected item) and enter the new object position. When the action to be taken is **copy**, you can also specify the **No. of copies** you want - this will be effective only for copying slides. For all other actions and items other than images, the **No. of copies** value will be ignored and will default to 1.

Starting with version 3.00, groups of objects or slides may be moved or copied in bulk to new postions. They will be repositioned in the same order in which they were clicked when marking them. Marking slides is also much easier now since you can left click once and while holding down the mouse button, drag the mouse over the slides to be marked.

This powerful feature makes it very easy to arrange your slides in the order that you want. All you have to do is to view all the thumbnails and click on them in the order that you want them to be played . When you've finished marking the slides in the order that you want, just right click on any 1 of them   and select **reposition slide**. Select **marked images** as the item to be repositioned, select the action (move or copy) and specify the destination slide number. The whole block of **marked images** will be copied according to the **No. of copies** value specified.

With version 3.00, unmarking slides can be accomplished by simply clicking on the **UNMARK** button in the **SLIDE SHOW OPTIONS** screen.

TEST DISPLAYS

You can test the display of any object or a subset of the whole slide show, including any defined text and sound effects, to have a preview of what it will look like in the final slide show. In fact the display effects of each and every object property can be previewed.

To do so, select the desired properties and right click on the thumbnail. Select **Test display** from the pop-up list and enter the start and end slide numbers to be included in the test. The current slide number will be pre-filled into the start and end slide number boxes. Just click **OK** on both to test only the current slide, otherwise, fill in the required slide range and the selected range of objects will then be displayed with the selected properties.

EXPORT OBJECTS

You can export selected objects to other applications. To do so, mark the object to be exported by clicking on the thumbnail and then click the **EXPORT** button. Key in the full path name of the target application when prompted. This is especially useful if you want to edit your images using an Image Editor package. The thumbnail will help you to locate the image you want and export it to the Image Editor.

EDIT MUSIC

Click on the **EDIT** button on the **Main Screen** and select **Edit Music** from the drop down menu. The current music selection will be displayed.

You can add your own MIDI or WAV files to the selection by clicking on the **ADD** button. A **Music Selection Mode** screen will be displayed with 4 main buttons.

The **File Mode** button allows you to select MIDI or WAV files individually or in groups.

The **Directory Mode** button has 2 sub-buttons to allow you to specify the file types to be selected. Click on the **MID** button for MIDI files and **WAV** button for WAV files. The click on the **Directory Mode** button to select the target directory. All files in the selected directory of the specified types (MIDI and/or WAV) will be selected.

Click on the **CD Audio Track** button to specify the start and end track numbers to be selected.

Click **OK** to accept the new music selection or **CANCEL** to discard all changes.

REMOVE MUSIC

You can remove unwanted sound files in groups or individually.

To remove a group of sound files, click on each unwanted sound file to mark it for removal. Then click on the **REMOVE** button. You will be asked whether to delete the marked files. Answering **Yes** will result in the deletion of the marked files as well. Therefore, if you merely want to remove the sound files from your slide show, be sure to answer **No** to avoid losing your file totally.

To remove a sound file individually, right click on the left of the unwanted sound file and select **Remove music** from the pop-up list.

REPOSITION MUSIC

The default PLAY sequence for music   is the order in which the files were selected. The sound files will be played in sequence in round-robin fashion for the duration of the slide show. You can change the PLAY sequence by repositioning your sound files. Right click on the left of the sound file to be re-positioned and select **Reposition music** from the pop-up list. Enter the new position for the sound file.

COPY MUSIC

You can make multiple copies of a music file definition in order to repeat the same music file in the music playing sequence. To do so, right click on the left music file to be copied and select **Copy music**. Enter the target position to copy the music file.

TEST MUSIC

You can test any sound file to sample   how it will sound like in the final slide show. To do so, right click on the desired sound file and   select **Test music** from the pop-up list. The sound file will be played to completion or until you click **OK** to stop the test.

SLIDE SHOW OPTIONS

When the **OPTIONS** button is clicked, the **Slide Show Options** Screen will be displayed. This screen allows you to turn on properties that will affect your slide show :-

SCOPE

This property is alway turned on. It specifies the scope of the effect of the slide properties. If **Global** is clicked on, the properties that are turned on will affect every slide in the slide show. If **Marked files** is turned on, only the group of marked files will be affected.

IMAGE SIZE

If clicked on, the slides will be displayed in full screen, tiled or actual size mode, depending on which button is clicked on.

SHOW MODE

Show Mode effects are always global.

If **Repeated** is clicked on, the slides will be displayed in a round-robin fashion indefinitely.
If **Random slides** is clicked on, the slides will be picked at random for display.
If **Random start** is clicked on, the first slide will be picked at random. Subsequent slides will be follow sequentially from the first random slide.
If **Music On** is clicked on, the music selection will be played for the duration of the slide show. If clicked off, no music will be played.
If **Exit Program** is clicked on, the program will terminate after the last slide in the show.

DISPLAY EFFECTS

Special effects when the slides are displayed. Pick from the drop-down list. The **Default** effect will cycle through all the available display effects in a round robin fashion.

UNDISPLAY EFFECTS

Special effects when a slide is undisplayed. Pick from the drop-down list.

DELAY TIME

Select from the drop-down list the time delay between each slide. If **Wait for key** is selected, the displayed slide will remain indefinitely until a mouse click, mouse movement or key press.
To enter a value, click on the button to display a drop-down list of default values and click on a default value in the list to select it. To enter a value not in the default drop-down list, key in a 2-digit value and hit the TAB or ENTER key, eg. enter 02 to specify 2 seconds.

UNMARK

All marked slides with be unmarked by clicking this button.

REMAP

Slide shows designed for a specific screen resolution may be automatically remapped into

any other screen resolution by clicking this button **ON**. When switched on, enter your original screen resolution in pixels, ie the resolution the slide show is designed for.   Your image files, text and video file sizes and display positions will then be automatically adjusted proportionately when the slide show is played on a screen with a different resolution. **Animation files cannot be resized** but their display positions will be adjusted accordingly so that they are correctly positioned. The source files are not modified - they are only readjusted on the screen.

Example
If your slide show was created on a 800X600 screen, then when it is played on a 640X480 screen, actual sized images, text and video clips may be too big to fit into the 640X480 frame. By clicking on the **REMAP** button, this problem is solved automatically as the program readjusts everything (except animation frame sizes) to fit the 640X480 frame. You can save your slide show with this property switched on so that any need to remap screen resolutions will be done automatically and you can play your slide show on any screen resolution.

RUNNING THE SLIDE SHOW

When you are finally satisfied with your slide and sound selections, click on the **RUN** button to play the slide show. A bevelled   frame with randomly changing colors will automatically be displayed to act as a backdrop for your slides. If music has been clicked on in the **Slide Show Options** screen, the selected sound files will also play in a round robin fashion.

Each slide will be displayed and undisplayed according to the selected properties. If the delay between slides is too long, you can manually cause the next slide to be displayed by hitting the **SPACE BAR** or **ENTER** keys. You can stop the slide show at any time by hitting the **ESC** key repeatedly.

CREATING DEMO SLIDE SHOWS

Starting with version 3.00, registered users can create their own demo slide shows for distribution to third parties. To create your own demo slide show, click on the **SELECT** button to select your saved slide show **LFL** file. Then click on the **EDIT** button and select the **Create Demo** option. A DOS utility program will then be activated to copy and combine all the relevant files used by your slide show into an archive file called **fname.fga** where **fname** is the name of your **LFL** file selected. You can then distribute **fname.fga** to external parties. Due to the nature of MCI device files, **midi** and **avi** files **cannot** be included in **fname.fga**. If such files are found in your slide show selection list, a dialog box will warn you that these files have been excluded and will be listed in a file called **xclude.txt**.

To distribute your demo slide show, it is recommended that you **zip fname.fga** to compress it to a much smaller size. You should also manually include all excluded files listed in **xclude.txt** into your **zip** file. You can do this by adding your **fname.fga** and excluded files, if any, to the Lim Slide Show zip file **limss232.zip (32-bit)** or **limss216.zip (16-bit)**. **lssetup.exe** will handle the installation of **fga** files also. Alternatively, you can choose to zip **fname.fga** and any excluded files as a separate zip file and direct your target audience to download **limss232.zip or limss216.zip**. If you choose to distribute **fname.fga** separately then you should provide instructions for your users to unzip it into the Lim Slide Show folder.

We encourage you to create and distribute your own slide shows.

DEMO SLIDE SHOW LIMITATIONS

- Long file names inherent with Win'95 are not supported. Therefore, please ensure that all file names to be included in **fname.fga** are in DOS compatible format, ie. max 8 char with 3 char extension.
- Midi and avi files cannot be included in **fname.fga**. If found, you'll have to manually zip them together with **fname.fga** for distribution. To help you locate such files, they will be listed in a file called **xclude.txt**

RUNNING DEMO SLIDE SHOWS

There will be no restrictions on the execution of demo slide shows even for unregistered users. Anybody will be able to play and enjoy demo slide shows from the Lim Family or registered users of Lim Slide Show.

To run demo slide shows, click on the **RUN** button without selecting any files. A dialog box will be displayed for you to select the desired **fga** (demo slide show files will have the **fga** extension) file to be played.

Note : DO NOT select _.fga as this is a Lim Slide Show system archive file and is not a demo slide show file.

SCREEN SAVER SETUP

This feature is available only in the fully registered version.

To setup your favourite slide shows as a screen saver, you'll require a file called limssv.fgx to be in your Lim Slide Show folder. This file will be available in the fully registered version. You will need to set up the screen saver by executing lssetup.exe and clicking on the **SCN SAVER** button. From the drop down menu, select **Setup scn saver**.

After setting up the screen saver, it will look for a file called **sshow.lfl** in the Windows folder as the default slide show to be played as a screen saver. If you do not want to use the default file, you will have to select the slide show file that you want to be played as a screen saver. To do this, execute lssetup.exe, click on the **SCN SAVER** button and choose **Select slide show** from the drop down menu. You can then key in the full path name of the slide show file that you want as the screen saver, or you can click on the **browse** button to browse the disk for a slide show file of your choice from any folder. You can select either a slide show file (lfl extension) or a demo slide show file (fga extension) as the screen saver. Anytime you want to change the screen saver slide show, just select another file. Click on the **OK** button to confirm your choice.

Finally, you'll need to invoke the Windows Display Properties screen and select the Lim Slide Show as the active screen saver. From the Windows List of screen savers, select one of the following depending on your windows system :-

For Win 3.x, select 'Lim Slide Show' from the list of screen savers
For Win 95,   select 'Limssv' from the list of screen savers
For Win NT,   select 'Screen Saver.Formula Graphics' from the list

That's it, you can click on the 'TEST' or 'PREVIEW' button to test your screen saver.

You can also invoke the screen saver slide show from the DOS command line or from a DOS batch file. For Windows 95/98, you can also click on the **START** button and then select **Run..**, then key in the full pathname of the Lim Slide Show program with limssv.fgx as the parameter. eg. c:\limslideshowfolder\limss limssv.fgx
This will play the slide show selected as the screen saver. This feature is especially useful if you want to invoke your slide shows from menus or batch files.

Please note that slide shows played as screen savers will automatically be set to repeated loops unless the **Exit Program** button is clicked on in the **OPTIONS** screen.