Visual Aids Made Fast, Foolproof and Fun.

ShowOff ™

m

πr^2

Version 1.1

By Créalude

E IIGS

512K • Printer Optional (See back)

E WORKSHOP SERIES

Review Copy NOT FOR RESALE

Broderbund ®

Visual aids made fast, foolproof, and fun.

With ShowOff you'll be able to produce your own visual aids in minutes…colorful, contemporary, professional looking. Overhead transparencies. On-screen "slide shows." Hardcopy posters and handouts. ShowOff even lets you control a 35mm slide projector and make it part of a multimedia presentation!

It's fast.

In less than two minutes, you can build a complete transparency or "slide," using ShowOff's pull-down menus and a mouse. You'll work with a library of over 380 custom graphics, 144 borders and an icon editor that lets you create your own.

It's foolproof.

There's no guesswork: What you see on screen is exactly what you get on your transparency or "slide." So you can move things around until they're just the way you want them. And if you want to change it later? No problem. With ShowOff, visual aids cost pennies, not dollars.

It's fun.

You'll be surprised at how much fun it is to make visual aids with ShowOff. Not only that, it makes your presentations more enjoyable too. For yourself as well as for your listeners. Whether you're talking to a gradeschool class, a Boy Scout troop, or your committee at the Rotary Club, good visual aids build up your confidence.

So let ShowOff add a little showmanship to your next presentation.

Features:

▶ The least expensive way to get color transparencies.

▶ Lets you produce on-screen slide shows with your IIGS.

▶ So easy that school children can use it; so professional that adults will want to.

▶ Supports IIGS features: mouse, brilliant colors, pull-down menus and super-high resolution (320x200).

▶ Prints full size hard copies, 1/4 size for presenter's notes, and 1/16 size for notebooks and catalogs.

▶ Ideal for schools, churches, civic organizations, or anyone who needs to make presentations.

Produce your own B&W or color transparencies in minutes. A special function even makes it easy to create accurate bar graphs and pie charts.

ShowOff turns your Apple IIGS screen into a compact "slide show." What's more, you can move images around during your presentations!

Pull-down menus make ShowOff extremely easy to use. And the screen display shows you exactly what you'll get on your transparency or slide.
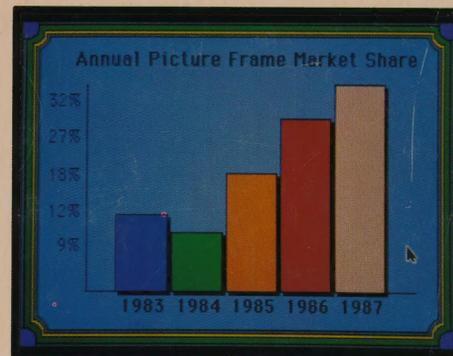
In addition to over 380 ready-to-use graphics, you can import background art from The Print Shop and many popular IIGS paint programs…or create your own.

ShowOff has been tested for use with the following printers: ImageWriter, ImageWriter II, LaserWriter, and LaserWriter Plus.

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0 47956 3

APPLE IIgs

ShowOff ™
Graphics Collection
🌐 WORLD EVEN[T]

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FOR THE APPLE IIGS
ShowOff ™

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Brøderbund

Review Copy NOT FOR RESALE

FOR THE APPLE IIGS
ShowOff ™
Slide Show Di[sk]

17 Paul Drive, San Rafael, Cal[ifornia]
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Review Copy NOT FOR RESALE

ShowOff™
Graphics Collection

ShowOff
Graphics Collection

World Events

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Brøderbund®
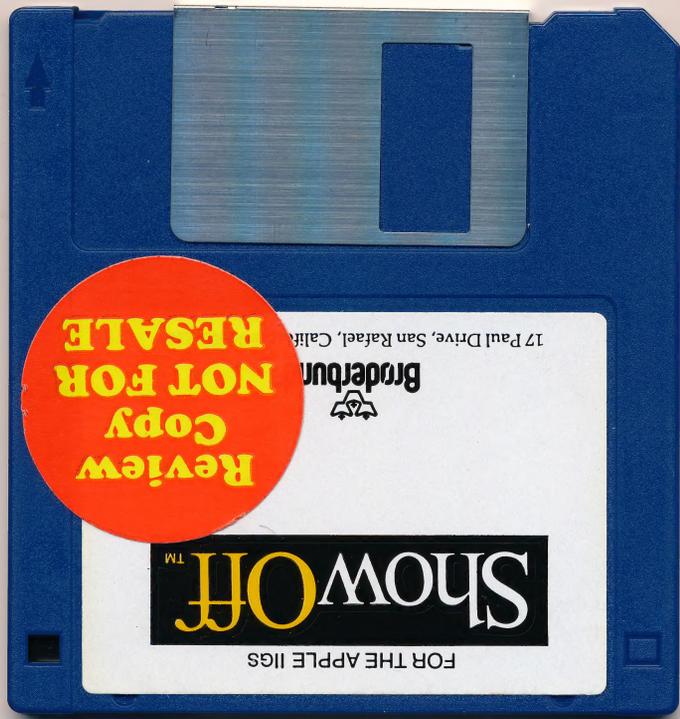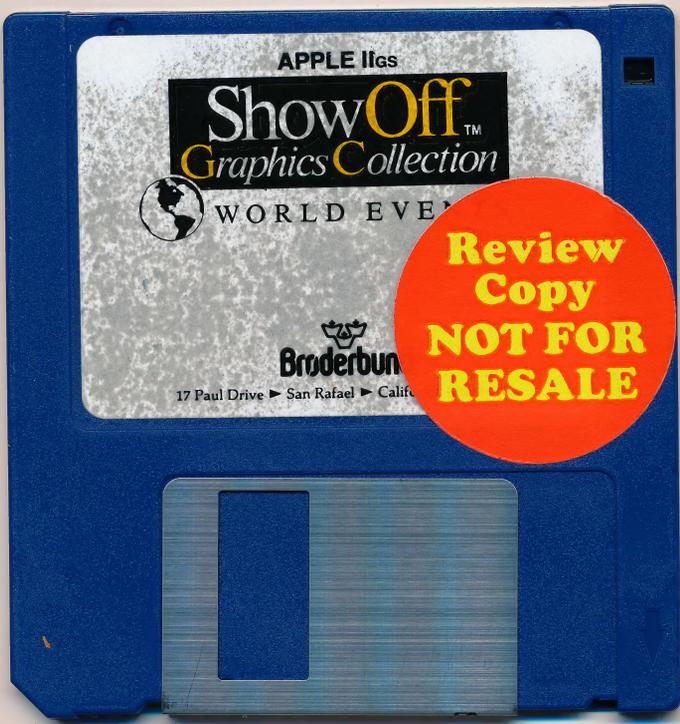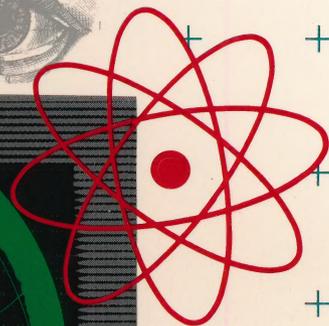
SHOWOFF GRAPHICS COLLECTION: WORLD EVENTS
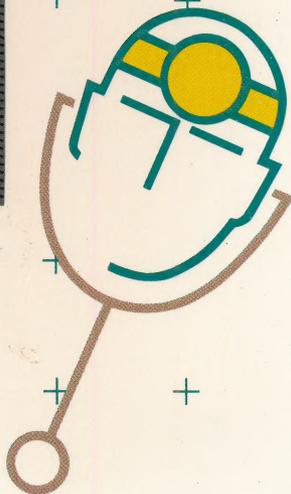
Apple IIGS

VERSION FOR **APPLE IIGS**

3.5" Disk • 512K • ShowOff™ Required

Mouse

CREATIVE WORKSHOP SERIES

Brøderbund®

ICONS

Economics

Medicine

Crisis

People

BACKGROUNDS

Africa
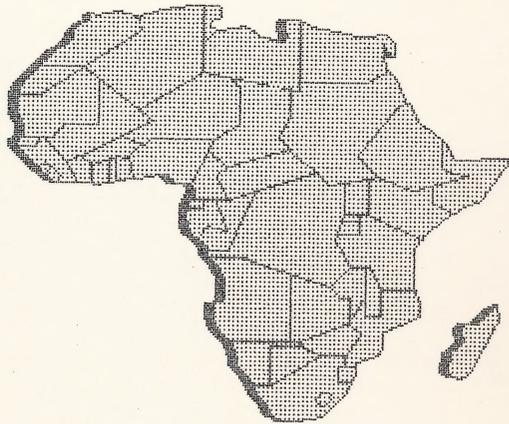
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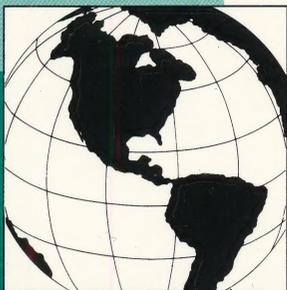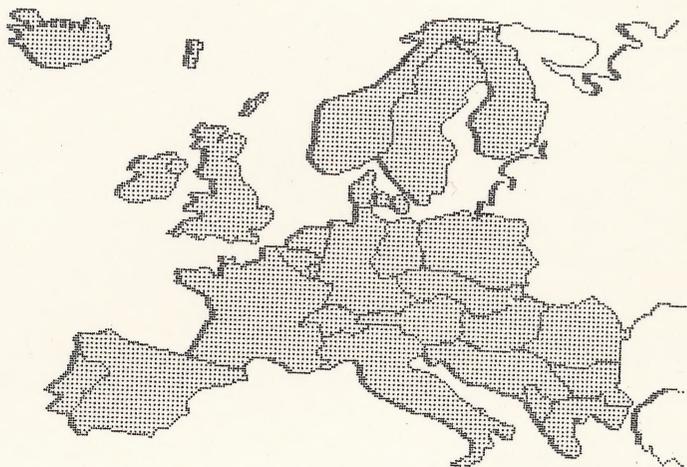
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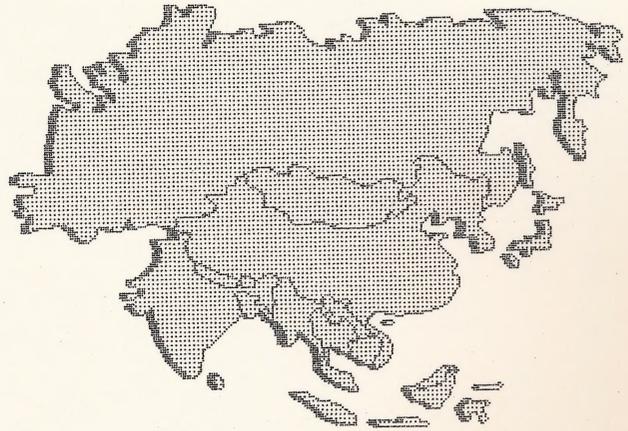
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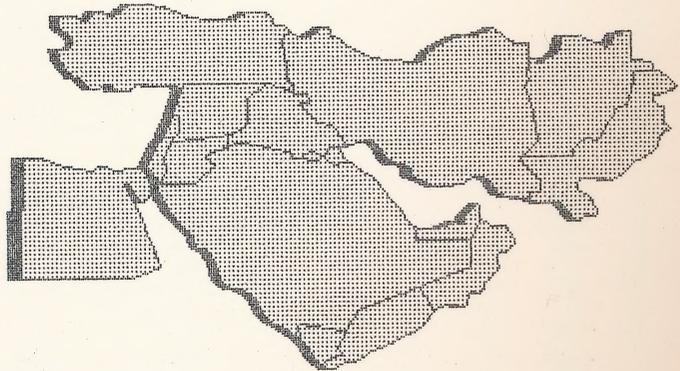
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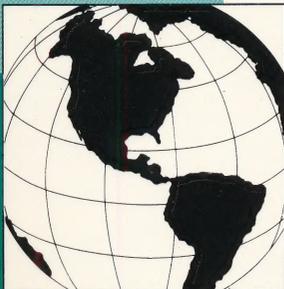
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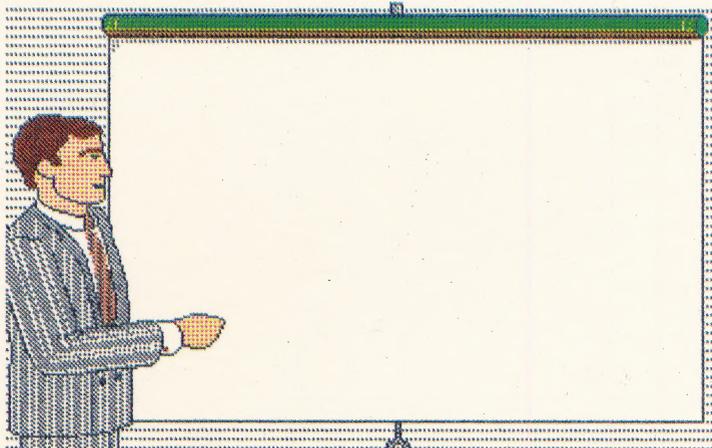
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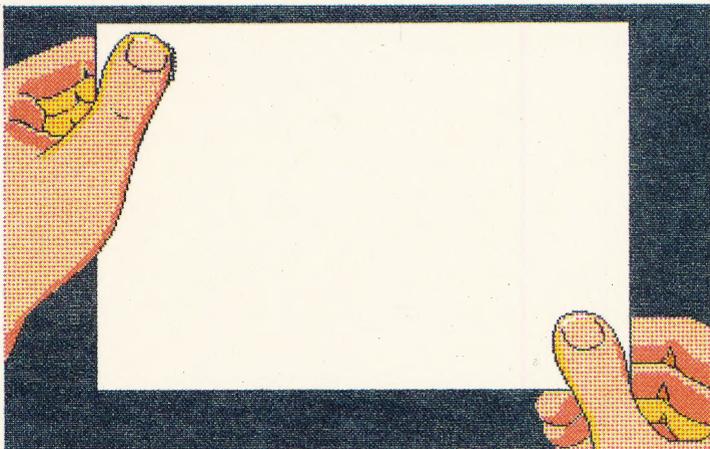
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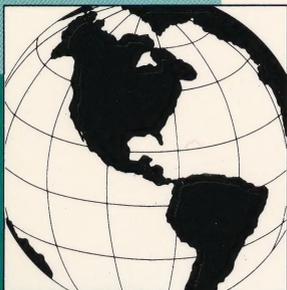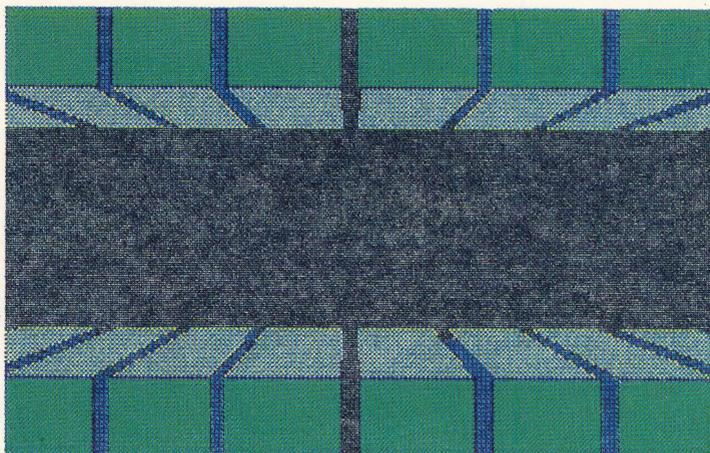
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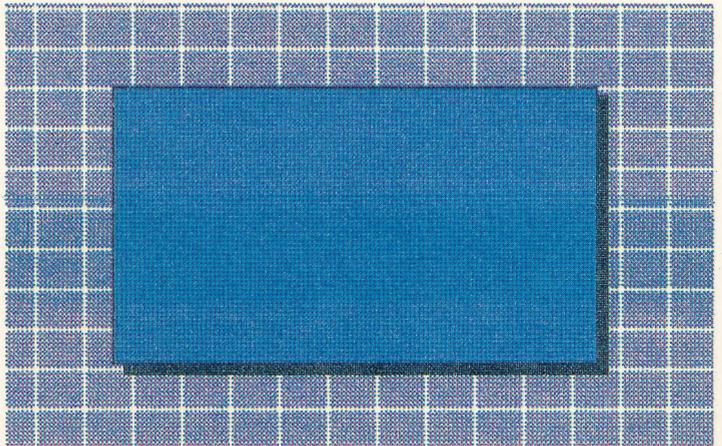
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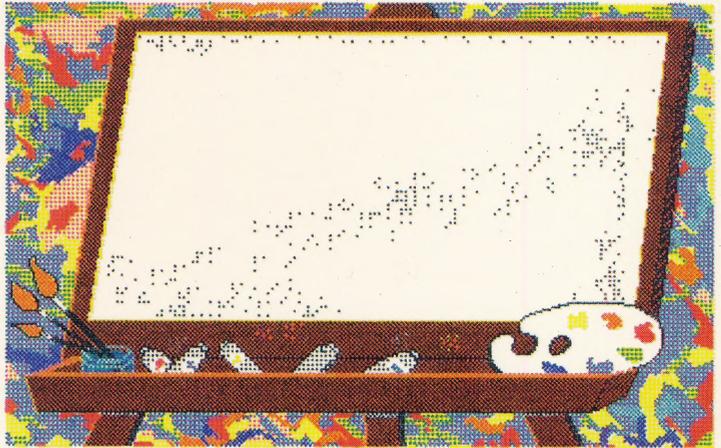
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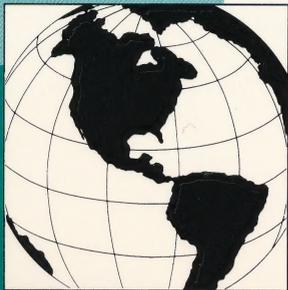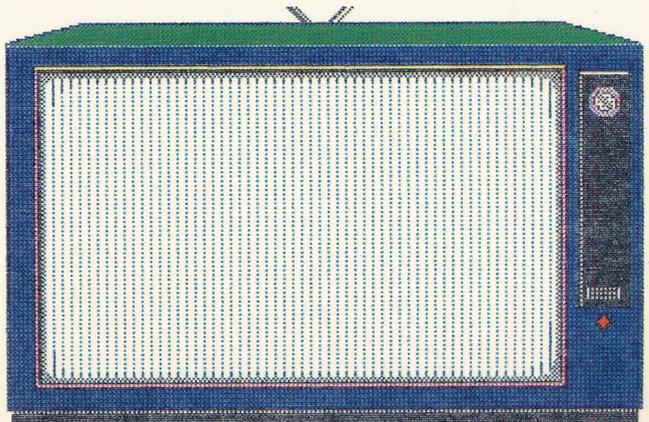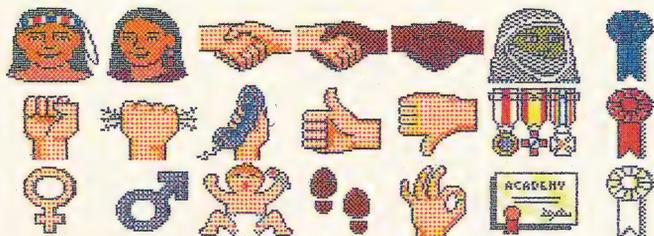
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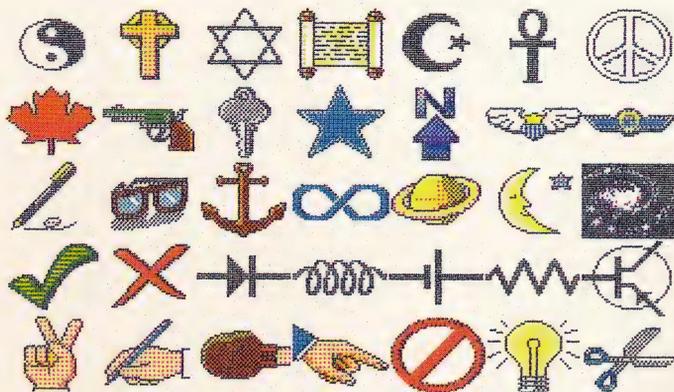
Stickers

Alaska Arrow 1 Arrow 2 Arrow 3

California Florida Pow

England Hawaii Clock France

Germany For Sale Japan Texas

FOR SALE

Thermometer 1 Thermometer 2 USA

ShowOff
Graphics Collection
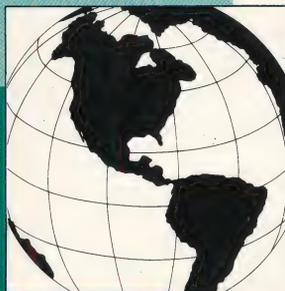
Now you can show more with ShowOff

Includes 12 full-screen graphics

that you customize

by adding charts,

J F M A M J

symbols, text, etc.

High Tech Industries

J F M A M J

On the Rise

*W*hen you need professional-looking visual aids, ShowOff is fast, foolproof, and fun. And now it's more flexible, too.

Used with ShowOff, this Graphic Collection of World Events expands your visual vocabulary enormously. It includes over 200 graphics in all these areas: **Geography-People-Medicine-Economics-Religion-Crisis & Symbols**—so you can illustrate the sort of current events you see in the news.

*T*o get your point across, you'll have the world at the tip of your mouse!

*W*ith ShowOff, you can produce overhead transparencies, on-screen 'slides' and hard copies in a variety of sizes.

ShowOff
Graphics Collection
World Events

Brøderbund®

For more information about Brøderbund and our products, call us at 800-527-6263 or 415-492-3500
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ISBN 1-55790-242-9

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SHOWOFF GRAPHICS
COLLECTION: WORLD
EVENTS
Apple IIGS

ShowOff™
Graphics Collection

World Events
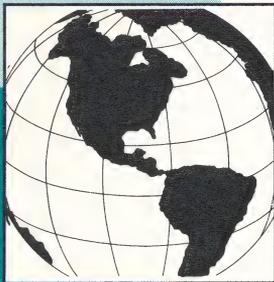
User Manual

Instructions

This software program and manual have been designed to be as convenient and easy to use as possible. Therefore, we have not copy-protected the software. You may make a backup copy of the ShowOff Graphics Collection provided that such a copy is an essential step in the utilization of the ShowOff Graphics Collection with your own computer and that it is used in no other manner. A copy may also be made for archival purposes provided that all archival copies are destroyed in the event that continued possession of the Show-Off Graphics Collection program should cease to be rightful. All other copying and distribution is strictly prohibited.

Introduction:

Thank you for purchasing the ShowOff Graphics Collection: World Events disk.

We are certain that you will find this disk to be a great aid in the creation of impressive and dazzling ShowOff presentations. Included on this disk are graphics which represent **geography, history, people, medicine, and other current news items.**

Before using the World Events disk, you will want to make a working copy of it and store the original disk in a safe place as a backup. Since the original disk is not copy protected, you may use the Apple IIGS System Tools or the utility supplied on the ShowOff Slide Show disk to make one copy of the disk.

The ShowOff Graphics Collection contains all new full color Icons, Stickers, and Backgrounds for use with ShowOff:

Icon: An Icon is a small graphic that you may only use with the ShowOff program. These Icons are created especially for use with ShowOff.

Sticker: These graphics are almost twice the size of a ShowOff Icon. Stickers are full color graphics created with the Apple IIGS version of The Print Shop for use with

ShowOff. As a matter of fact, if you own the IIGS version of The Print Shop, you may use ShowOff stickers as regular IIGS Print Shop graphics in Signs, Banners, Letterhead, etc. See page 24 in the ShowOff manual for more details.

Backgrounds: Backgrounds are full screen graphics. Typically you would use Backgrounds as a foundation to build on (add graphics and text) in a frame of your sequence.

You will find 14 useful Backgrounds on this disk. Two of them are not shown on the package. They are: Notepad and USA. Exploded.

Sequence: A sample sequence has been included on this disk for your review. The purpose of this sequence is to offer an example of how to use the new World Events Icons, Stickers, and Backgrounds.
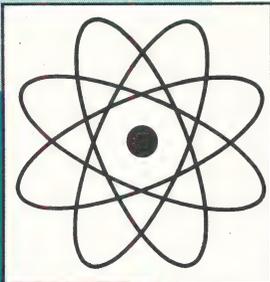
Getting Started:

Using the Graphics Collection disk is easy. All you need is ShowOff to get started. To access the artwork contained on this disk, simply do the following:

To retrieve an Icon Screen:

5 new icon screens are found on this disk. Topics cover **People, Medicine, Crisis, Economics, and Symbols.**

1) From the Icon Selection Screen, click on **Add** at the top of the screen.
2) A dialog box will appear with a directory of the available Files.
   Note: In order to retrieve icons from the Graphics Collection, you must be sure that the disk is in the appropriate drive and that you have selected the directory of that disk.
3) Open the folder named **Icons.**
4) The five files (screens) identified above will be displayed on the screen.
5) Open the file from which you wish to select an Icon.
6) The icon file you choose will be displayed on screen. Select the icon of your choice, and ShowOff will load it into the program.

Notice that the icon screen you load will remain part of the program until you quit the program. If you no longer require the screen, select **Remove** from the Icon Selection Screen and it will be removed from the program. Don't worry, this option will not erase the file (screen) from the disk.

To retrieve a Sticker:

To retrieve a ShowOff Sticker enter the Sticker Selection Screen and:

1) Click on **See more choices.**
2) Be sure that you have a directory of the World Events disk. If not, click on **Disk.**
3) Select the **Stickers** folder and open it.
4) A directory of available stickers will be listed. Select one and open it.
5) You will see the selected sticker displayed at the lower right corner of the Sticker Selection Screen.
6) If you wish to load this into a Sequence, Label, etc., click on the **Select** option at the top of the screen.

To retrieve a Background:

To load a Background into a ShowOff Sequence, Template, or Label:

1) Select **Load Picture** from the **File Menu.**
2) Be sure that you have a directory of the World Events disk. If not, click on **Disk**.

3) Select the **Backgrounds** folder and open it.

4) A directory of the available Backgrounds will be listed. Select one and open it.

To retrieve a Sequence:

1) From ShowOff choose **Open** from the **File Menu.**

2) Be sure that you have a directory of the World Events disk. If not, click on **Disk**.

3) Select the **Sequence** folder and open it.

4) The available sequence is listed. Select and open it.

Modifying ShowOff Graphics:

Icons:

Using ShowOff's powerful Icon Editor you will be able to customize and save any of the icons included on this disk. Simply load an icon into this portion of the program and modify it any way you like. When you are done you may save it to a formatted data disk. See page 42 of the ShowOff manual for more details concerning the Icon Editor.

Stickers:

To modify ShowOff Stickers, you'll need the Apple IIGS version of The Print Shop. If you have The Print Shop and wish to customize a sticker:

1) Load The Print Shop.
2) Enter the Graphics Editor.
3) Choose Load; then select Choose a graphic: From Other Disk.
4) Be sure that you have a directory of the World Events disk.
5) Select the Stickers folder and open it.
6) A directory of the available stickers will be listed. Select

the Sticker you want to modify and open it.

When you are done, be sure to save the Sticker to a data disk under a different name so you won't destroy the original.

Backgrounds:

To modify ShowOff Backgrounds, you'll need one of the popular paint programs designed specifically for the Apple IIGS. To modify one of the Backgrounds:

1) Load the paint program.
2) Open a picture.
3) Be sure that you have a directory of the World Events disk.
4) Select the Backgrounds file and open it.
5) A directory of the available Backgrounds will be listed.
6) Select the Background you want to modify and open it.

When you are done, be sure to save the new Background to a data disk under a different name so you won't destroy the original.

Graphics Collection graphics by: Julie Glavin
Produced by: Denis Friedman
Product Manager: David Ross
Package Design: Joanna Stern

WARRANTY

Brøderbund's Limited Ninety-Day Warranty

Brøderbund warrants for a period of ninety (90) days following the original retail purchase of this copy of the ShowOff Graphics Collection: World Events that the program is free from substantial errors or defects that will materially interfere with the operation of the program as described in the enclosed user documentation. This policy applies to the initial purchaser only.

If you believe you have found any such error or defect in the program during the warranty period, call Brøderbund's Technical Support Department, 800/527-6263 or 415/492-3500 between the hours of 8 a.m. and 5 p.m. (Pacific time), Monday through Friday. Brøderbund technical personnel will attempt to help you correct or avoid the problem. If any such error or defect cannot be corrected or reasonably avoided by the customer, Brøderbund will inform you how to obtain a corrected program disk (or, at Brøderbund's option, Brøderbund may authorize refund of your purchase price).

This warranty gives you specific legal rights, and you may also have rights which vary from state to state.

Disk Replacement Policy

If any disk supplied with this product fails within ninety (90) days of purchase for any reason other than accident or misuse by the customer, please return the defective disk together with a dated proof of purchase to Brøderbund Software–Direct, 17 Paul Drive, San Rafael, CA 94903–2101, for a free replacement. This policy applies to the original purchaser only.

Brøderbund will replace program disks damaged for any reason, whether during or after the ninety (90) day free replacement period, for $5 per disk plus a postage and handling charge of $2.50 per request, as long as the program is still being manufactured by Brøderbund.

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Unauthorized representations: Brøderbund warrants only that the program will perform as described in the user documentation. No other advertising, description or representation, whether made by a Brøderbund dealer, distributor, agent or employee, shall be binding upon Brøderbund or shall change the terms of this warranty.

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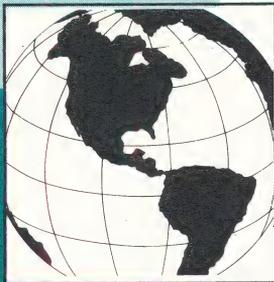
ShowOff™
Graphics Collection

Add 200 more graphics to ShowOff with the World Events Graphics Collection

Used with ShowOff, this special collection expands your visual vocabulary enormously. It includes more than 200 graphics in these areas: Geography & Maps ◆ People ◆ Medicine ◆ Economics ◆ Religion ◆ Crises & Symbols – so you can illustrate the current events happening in today's world.

Just look what you can do with ShowOff and the Graphics Collection...

Brøderbund®

ShowOff™
Graphics Collection
World Events

Author :	Denis Friedman Productions
Hardware Compatibility :	Apple IIGS/ShowOff required
Monitors :	RGB color
Medium :	One 3.5" disk
Interface :	N/A
Operating System :	ProDOS 16
Memory Requirements :	512K
Printers Supported :	N/A
Product Description :	ShowOff Graphics Collection World Events adds more than 200 new graphics for use with ShowOff. The graphics represent the following areas in world and current events: Geography & Maps, People, Medicine, Economics, Religion, Crises, and Symbols.
Special Features :	• Color graphics to enhance any ShowOff output or presentation. • Graphics are ideal for illustrating current events seen in today's news. • Teachers will find these graphics especially appealing to students. • Includes three different sizes of graphics.
Support Materials in Package :	User documentation
Target Audience :	• K-12 teachers and students who need a simple and intuitive presentation "assistant." • Individuals that need fast and inexpensive presentation visual materials. • Ages: 12 to adult, who need high quality output for a speech or report. • Small community organizations: Boy Scouts, social clubs, etc.
Suggested Retail Price :	$34.95
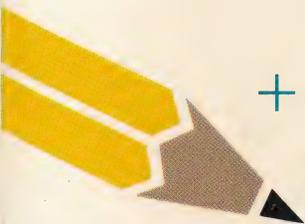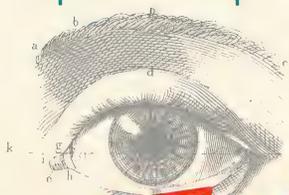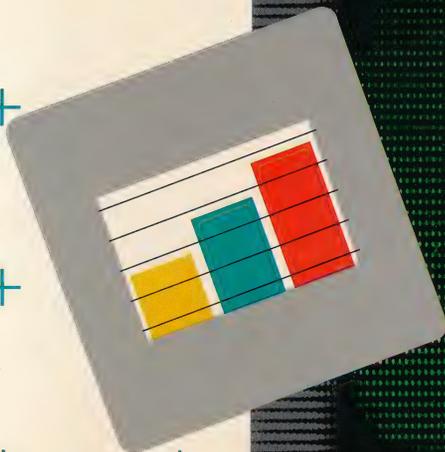
ShowOff™

By Créalude

Brøderbund®

SHOWOFF

Design: Pierre Berloquin and Denis Friedman
Programmed for the Apple IIGS by: Serge Hervy
Assisted by: Jean Claude Levy
Produced by: Denis Friedman

Product Manager:	Sylvie Pesle
	David Ross
Manual:	John Crowell
	Denis Friedman
	Kay Wayland
Illustrations:	Agnès Boulloche
	Leila Bronstein
	Maryline Claude
	Julie Glavin
	Gregory Hammond
	Eléonore Lafarge
	Michelle McBride
	Pierre Ortavand

Special thanks to Gene Portwood and Lauren Elliott for their suggestions. Thanks to Corey Kosak for his help on The Print Shop compatibility. Thanks to the Brøderbund Quality Assurance Staff.

CONTENTS

INTRODUCTION

ShowOff is an easy-to-use program that lets you select, assemble, and display professional looking screen images in minutes. Never before has it been so easy to produce effective presentations. You can create a slide show for your computer, print your creations on paper, or make transparencies for an overhead projector with equal ease.

ShowOff provides everything you need to create your own:

- Lecture demonstrations
- Story boards
- Self-running slide shows
- Reports
- Visual aids
- . . . And much more!

Anyone can use the hundreds of images supplied with ShowOff to create screen slides or printed pictures that might take weeks for an art department to produce. ShowOff requires no particular knowledge of computer programming or graphics, no artistic training. Just point and click and ShowOff does the rest.

USING THIS MANUAL
This manual is your complete guide to the capabilities of ShowOff. The first chapter, "Using ShowOff" tells you what you will need in order to use the program, and how to get started. Then there's a brief overview of ShowOff's functions and a hands-on guided tour. In the guided tour you will assemble your first ShowOff frames using a background, border, icons, and text.

Chapter 2 is a detailed description of the functions available in the Frame Editor. Here you will find everything you need to know in order to design and create your own ShowOff frames.

In chapter 3 you will learn how to use the Icon Editor to create your own icons or modify the icons supplied with ShowOff.

Chapter 4 describes the Sequence Editor where you will arrange your frames into an organized, coordinated slide show.

The Label Editor, described in chapter 5, lets you design and print your own custom labels for your data disks and self-running slide show disks.

Chapter 6 is filled with suggestions and examples to guide you in planning, creating, and printing your own presentations.

Chapter 7 and Chapter 8 provide a quick reference to the library of icons and borders included with ShowOff.

Chapter 9 will tell you how to use the Slide Show Disk to create your own Autorun disk. It will also provide a quick reference to the library of Backgrounds included with ShowOff.

In no time at all, you'll be making dazzling presentations just like an expert. In fact, you'll be an expert! So without any delay, let's get started . . . .

Welcome to ShowOff!

1.

USING SHOWOFF

WHAT YOU WILL NEED

Required:
- An Apple IIGS with a minimum of 512K of memory and at least one 3.5" double-sided disk drive.
- A color computer monitor or color television set.
- A mouse.
- Formatted blank disks for saving icons and slides you create.

Optional:
- A second 3.5" double-sided disk drive, or a 5.25" disk drive.
- Printer (refer to the ShowOff package for a list of printers you can use with this program).
- Pinfeed paper or Acetate.
- Color ribbons.

OVERVIEW

Using ShowOff you will be able to produce your own colorful, contemporary visual aids in minutes. Professional looking overhead transparencies, on-screen "slide shows," even posters and handouts are equally easy. ShowOff even helps you control a 35mm random access slide projector and make it part of a multimedia presentation.

ShowOff is fast. You can build a complete transparency or "slide" in less than two minutes using ShowOff's pull-down menus and a mouse. A library of over 380 custom graphics and 126 borders is at your disposal. You can create your own graphics in ShowOff's icon editor or import graphics or pictures from other programs. Everything you need is right here.

ShowOff is foolproof. Your transparency or "slide" always turns out exactly the way you expect it to, because what you see on your screen is just what you get. You can move things around until they are right where you want them, and if you want to change things later, that's easy too. Visual aids cost pennies to create with ShowOff, so you never have to settle for something you don't really like because it would take too long and cost too much to change it.

ShowOff is fun. Creating visual aids used to be drudgery. Now ShowOff makes it fun as well as easy. Your presentation is more enjoyable too, for you as well as for your listeners. The grade school class, the scout troop, and the service organization will learn faster and have more fun. Business meetings will be more convincing. You will feel more confident and your ideas will be easier to understand. Good visual aids make any presentation more effective. Now turn the page to start a guided tour of ShowOff and add a little showmanship to your next presentation.

GETTING STARTED

Because of the necessary program, graphic, and system files on the ShowOff Program and Slide Show disks, you will not have enough room to save your work on either of these disks. It is important, therefore, that you prepare a formatted (initialized) data disk for use with this program.

Formatting a disk with ShowOff:

If you already have a formatted blank disk, you can jump to the following paragraph: Starting ShowOff. If you don't, get a blank disk and follow the instructions below:

- Insert the ShowOff Program disk in your drive, turn on your monitor, and switch on your Apple IIGS. Shortly thereafter a screen with a menu bar at the top and a toolbox on the left will appear.
- Pull down **File** from the menu bar, and select **Format a Disk**. A dialog box will appear.

```
┌──────────────────────────────────────────┐
│            Format a Disk                  │
│                                           │
│  Volume name : │ Data.Disk            │   │
│                                           │
│                    ● Drive 1              │
│        Disk 3.5 :  ○ Drive 2              │
│                                           │
│                    ○ Drive 1              │
│        Disk 5.1/4 : ○ Drive 2             │
│                                           │
│      ╔══════════╗      ┌──────────┐       │
│      ║   Ok ▶   ║      │  Cancel  │       │
│      ╚══════════╝      └──────────┘       │
└──────────────────────────────────────────┘
```
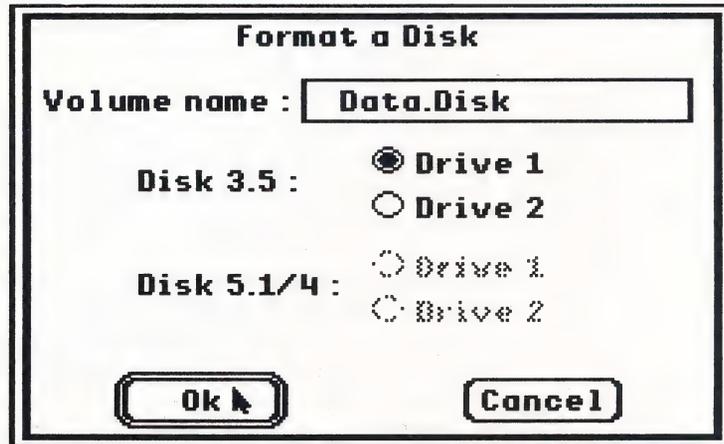
- If you have a one-disk drive system, remove the ShowOff program disk, and place a blank, unformatted disk in the disk drive.
- If you have a two-disk drive system, place a blank, unformatted disk in the second disk drive.
- Enter a name for your disk. **Data.Disk** is a good example. (Remember that if you assign a volume name made up of two words, you need to place a period between the first and second words.)
- Indicate whether you wish to format a 3.5" or a 5.25" disk.
- Choose the drive where the disk to be formatted is located. (Drive 1 or Drive 2)
- Click on **Ok**, and ShowOff will format your disk. When the process is completed, you will be returned to the Frame Editor screen.

NOTE: Formatting, or "initializing", a disk erases any data that was on the disk, so use it only on new disks or on used disks with outdated or unneeded contents.

Once your data disk has been formatted, you will be ready to get acquainted with ShowOff! At this point, as you are already within ShowOff, you may skip the rest of this section, and proceed to the **Guided Tour**.

Starting ShowOff:

With one 3.5" disk drive: Insert the ShowOff Program disk in your drive, turn on your monitor, and switch on your Apple IIGS. Shortly thereafter a screen with a menu bar at the top and a toolbox on the left will appear. As you prepare your presentation you will be prompted to swap disks as necessary.

With two 3.5" disk drives: Insert the ShowOff Program disk in the startup drive and your formatted data disk in the second drive. Turn on your monitor and switch on your Apple IIGS. The program will load for a few moments and the title screen will come up. Shortly thereafter a screen with a menu bar at the top and a toolbox on the left will appear.

With one 3.5" disk drive and one 5.25" disk drive: Insert the ShowOff Program Disk in your 3.5" drive, and your formatted 5.25" data disk in its drive. Turn on your monitor and switch on your Apple IIGS. The program will load for a few moments and the title screen will come up. Shortly thereafter a screen with a menu bar at the top and a toolbox on the left will appear.

With a hard disk system: Create a Folder named "ShowOff" on your hard disk, then copy all the files of the ShowOff program disk onto the hard disk (except the system folder that contains all the system files). Then open the ShowOff folder and create a new folder named "Slide Show". Open the Slide Show disk, and holding down the shift key select all of the files on the disk, then move the files into the Slide Show folder in the ShowOff file. To run the program, open the ShowOff folder, and select **SHOWOFF.SYS16**. You will be asked to place the ShowOff program disk into the drive. When you click on **Ok**, ShowOff will be ready to use.

A GUIDED TOUR

If necessary, read the section on how to use the Mouse in your Apple IIGS Owner's Guide.

Creating a Sequence

The following instructions assume you have two 3.5" disk drives, or a 3.5" and a 5.25" disk drive. (**5.25" disks have less storage capacity than 3.5" disks, so fewer frames may be included in your sequence.**)

If you have only a single 3.5" disk drive, creating your sequence will involve a number of disk swaps. The program will prompt you to exchange disks as required. Each time the following messages appear on the screen:
- Insert system disk
- Insert ShowOff Disk

Remove your data disk from the drive, insert the ShowOff program disk and click on **Ok** (or press **return**). Proceed the same way when prompted to insert your data disk.

At the opening screen, pull down the **File menu** and select **New.** Please see example below:

```
 [apple] [ File ] Edit  Goodies  Graphics  Special
         New            ⌘N
         Open           ⌘O
         Load Picture
         Save           ⌘S
         Save As
         Save as Bitmap
         Choose Printer
         Page Setup
         Print          ⌘P
         Format a Disk
         Quit           ⌘Q
```
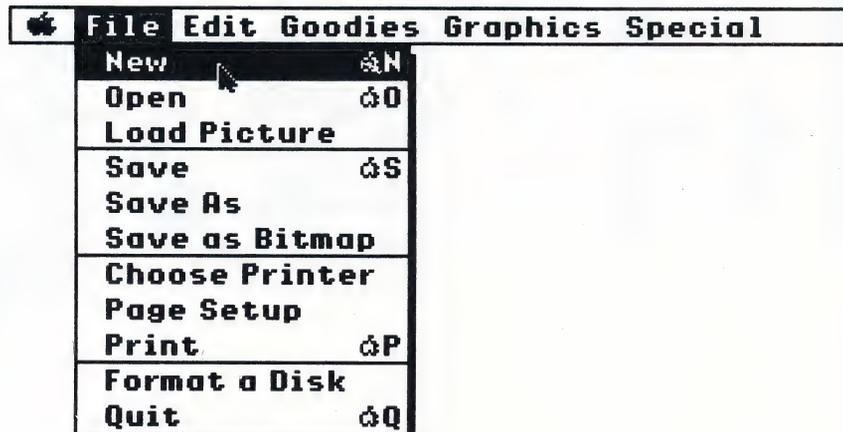
A dialog box will appear displaying the name of the disk in the upper left corner of the screen. (Since the ShowOff program disk in drive one is the current active disk, the name **/ShowOff/** should be displayed.)

```
┌─────────────────────────────────────────────┐
│  ▣ /Showoff/                                  │
│  Free: 0k out of 800k.    ┌──────────────┐   │
│                           │   Cancel     │   │
│  ┌────────────────────┐⬆  └──────────────┘   │
│  │ ▢ Omcnds           │   ┌──────────────┐   │
│  │ ▢ Omoption         │   │ New Folder   │   │
│  │ ▢ Border           │   └──────────────┘   │
│  │ ▢ Broder.Presents  │   ┌──────────────┐   │
│  │ ▢ finder.Data      │   │   Close      │   │
│  │ ▢ finder.Root      │⬇  └──────────────┘   │
│  └────────────────────┘   ┌──────────────┐   │
│  Name of new sequence ?   │   Disk   ▶   │   │
│  ┌────────────────────┐   └──────────────┘   │
│  │ |                  │   ┌──────────────┐   │
│  └────────────────────┘   │   Open       │   │
│                           └──────────────┘   │
│                           ┌──────────────┐   │
│                           │   Save       │   │
│                           └──────────────┘   │
└─────────────────────────────────────────────┘
```
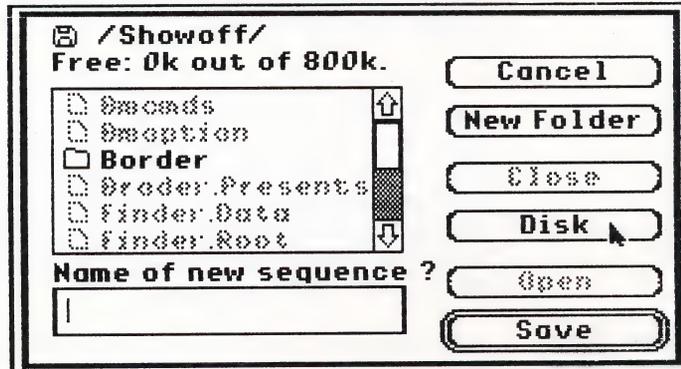
If you have only a single 3.5" disk drive, replace your ShowOff program disk with your 3.5" formatted data disk.

Click on the **Disk** button, and a directory for the files on your data disk will appear. At the cursor, enter the name for the file you will be creating in the rectangular box below the **Name of new sequence?** prompt. Then press **return**.

```
┌─────────────────────────────────────────────┐
│  ▣ /Data.Disk/                                │
│  Free: 796k out of 800k.  ┌──────────────┐   │
│                           │   Cancel     │   │
│  ┌────────────────────┐⬆  └──────────────┘   │
│  │                    │   ┌──────────────┐   │
│  │                    │   │ New Folder   │   │
│  │                    │   └──────────────┘   │
│  │                    │   ┌──────────────┐   │
│  │                    │   │   Close      │   │
│  │                    │⬇  └──────────────┘   │
│  └────────────────────┘   ┌──────────────┐   │
│  Name of new sequence ?   │   Disk       │   │
│  ┌────────────────────┐   └──────────────┘   │
│  │ Any.Name|          │   ┌──────────────┐   │
│  └────────────────────┘   │   Open       │   │
│                           └──────────────┘   │
│                           ┌──────────────┐   │
│                           │   Save   ▶   │   │
│                           └──────────────┘   │
└─────────────────────────────────────────────┘
```
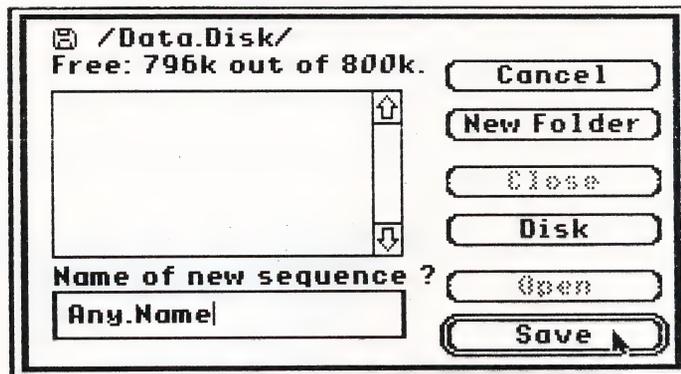
Now, let's create a frame: Pull down the **Graphics menu** and select **Background**.

```
┌──────────────────────────────────────────────────┐
│  ▒  File  Edit  Goodies │Graphics│ Special        │
└─────────────────────────┬─────────────────────────┘
                          │ Background  ⌘G          │
                          │ Sticker                 │
                          │ Icon        ⌘I          │
                          │ Border      ⌘B          │
                          │ No Border               │
                          │ Show Template           │
                          │ Fonts       ⌘F          │
                          └─────────────────────────┘
```
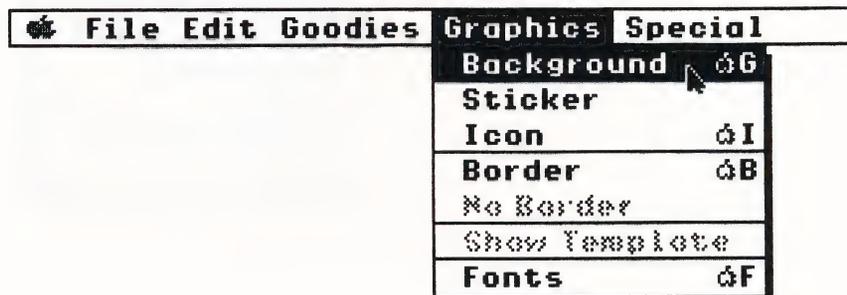
A window will appear with the palette of 16 colors you may choose from.

**Background color**

Ok   Cancel
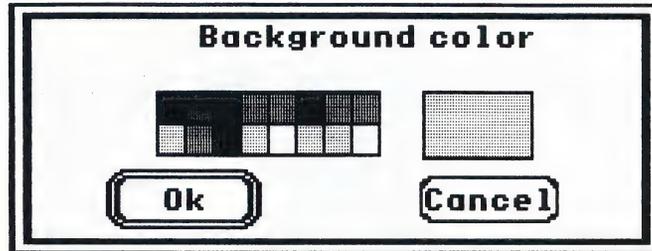
Use the mouse to move the cursor to the light grey square in the palette and select it by clicking the button. The chosen color will be displayed in the square at the right of the window. Click on **Ok** to confirm your choice. ShowOff will change the background color to the one you have chosen. You can now complete your frame with all the custom features included in ShowOff.

First, let's put a border around the screen. Select **Border** in the **Graphics menu.** On your screen, a selection screen will appear, showing 42 borders. You can see more choices by clicking on the arrows in the scroll bar at the right side of the screen.

**Select a Border**   **Select**   **Cancel**
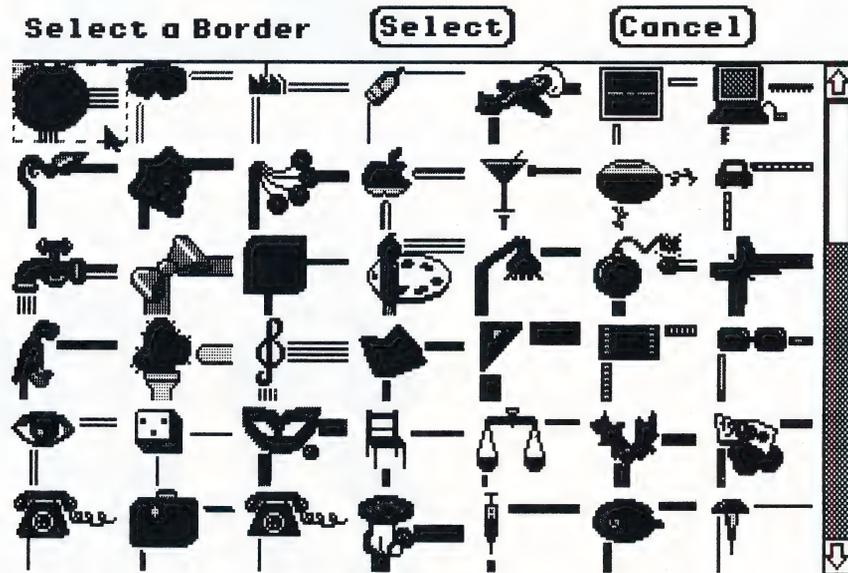
Select a border by pointing at it with the cursor and clicking the mouse button, then click on **Select** to confirm your choice. The chosen border will automatically be displayed on the screen.
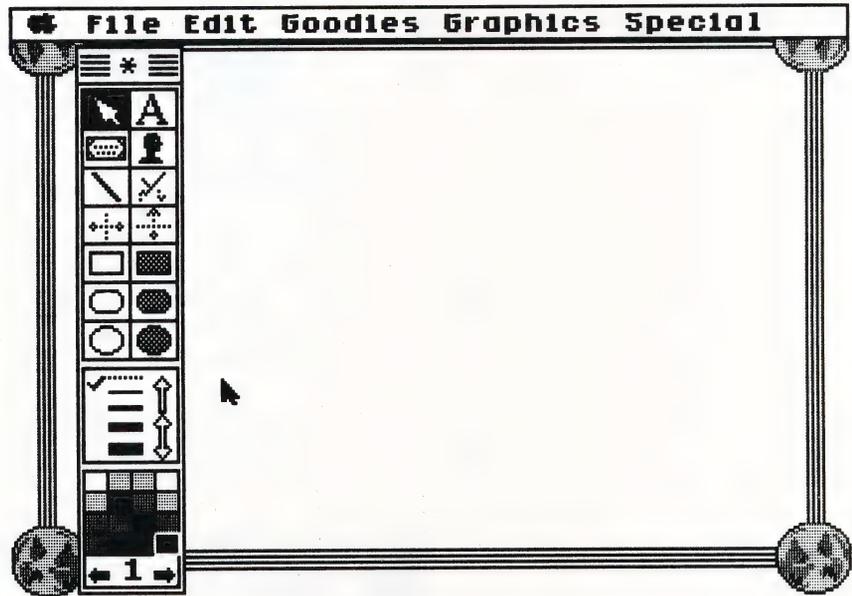
Now press the **space bar** to see the full screen. When you have examined your frame, press the **space bar** again to return to the Frame Editor.

Next, we'll put a graphic object into the frame. Select **Icon** in the **Graphics menu.**
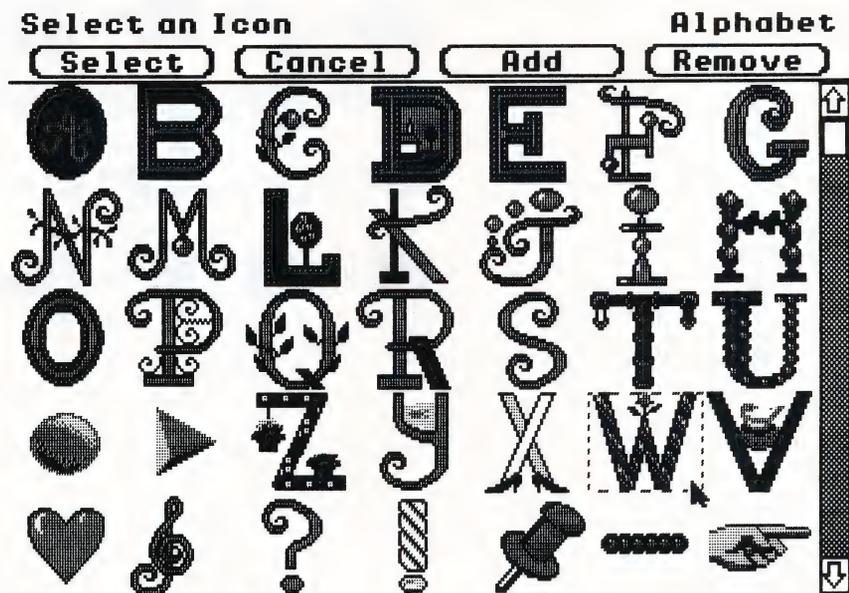
A screen will appear with a selection of 35 icons. Notice that the word **Alphabet** appears in the upper right corner of the screen. This is the name of the Icon Library page you are viewing. You can browse through the library of icons in ShowOff by using the scroll bar on the right of the screen.

Using the mouse, point to the icon representing a **W** and click the mouse button to select it. Then click on **Select** to confirm your choice. You will be returned to your working screen with the selected icon in the middle of the frame.
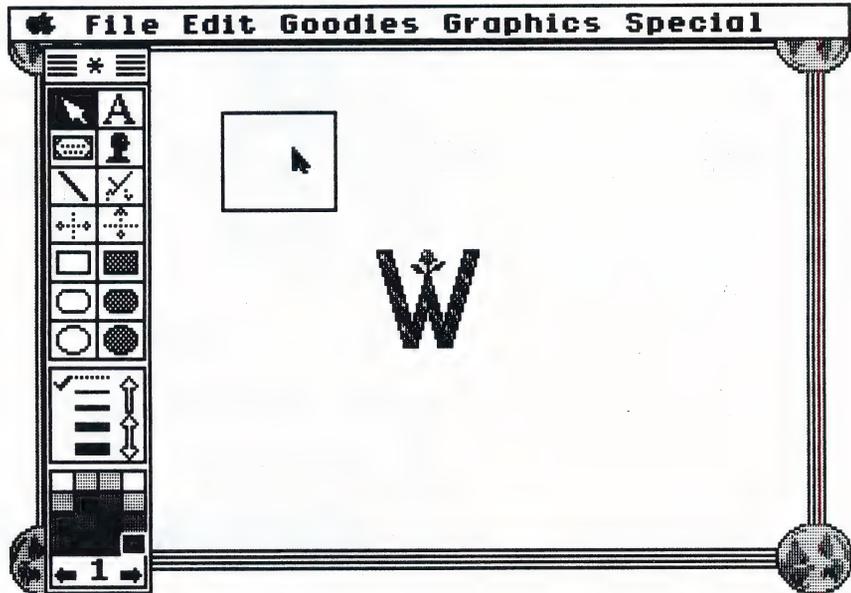
To move the icon, point at it with the cursor, then click and hold the mouse button while dragging the mouse until the icon is where you want it. Release the button and the icon will be set in place.
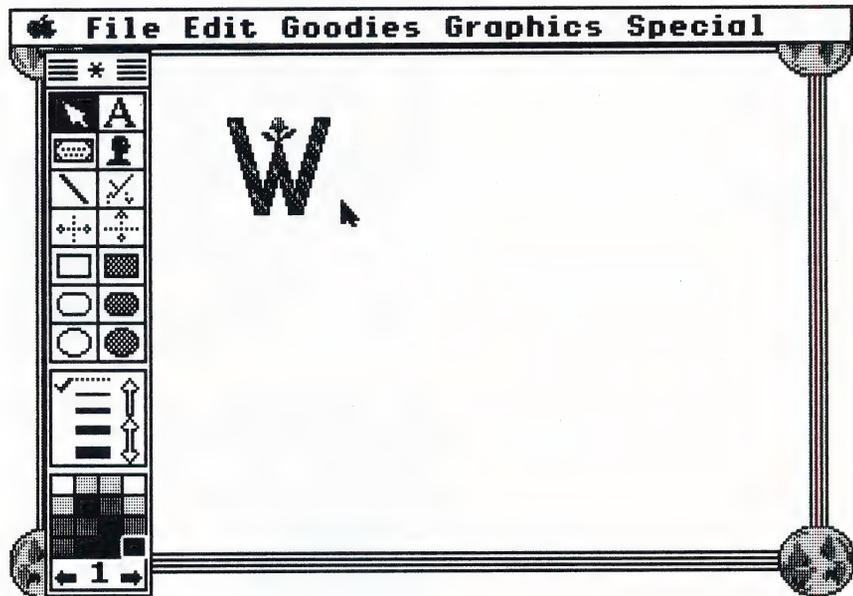
You may repeat this procedure (selecting **Icon** from the **Graphics menu** and clicking on an icon) as many times as you wish and place as many icons as you want on the screen.

Now let's use the **Toolbox** displayed at the left of the screen. Move the cursor to the upper right corner of the toolbox and select the **A** square.
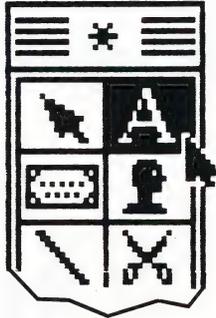
Now pull down the Graphics menu and select **Fonts**. A window with all the fonts, sizes and styles available will appear on the screen.
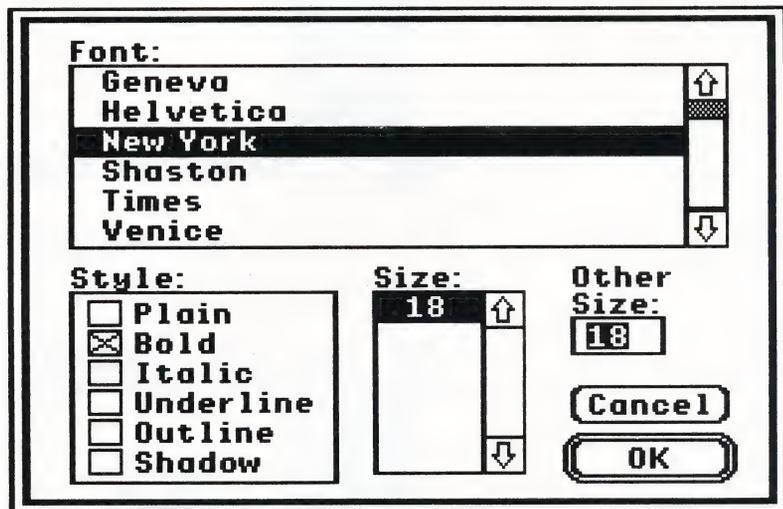
Select **New York** in the Font window, **Bold** in the style window, and **18** in the Size window. Click on **Ok** to confirm your selection.

Finally, you can choose a color for the text by moving the mouse to the lower part of the toolbox and selecting the color you want to use for your message.
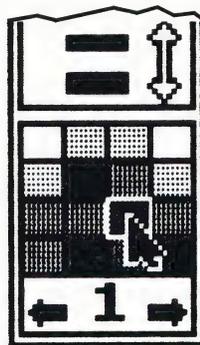
To actually write your text on the screen, move the cursor with the mouse and click on the spot where you want your message to start.

Type the sentence shown in the illustration below. Press **return** when you have finished the sentence. You can now move your sentence on the screen the same way you moved the icon. Once you press **return**, the text becomes an object, and you can manipulate it like any other objects.
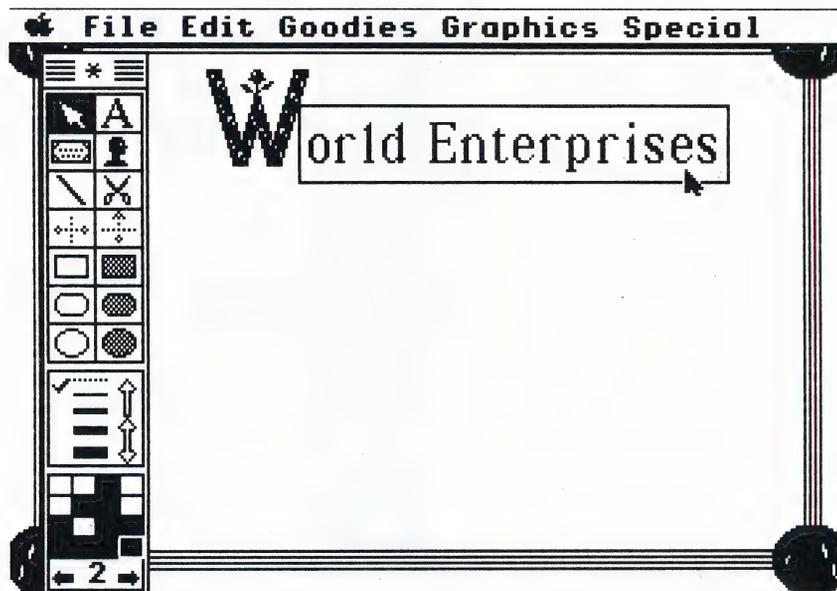
Following the same procedure, select **Icon** from the **Graphics menu**, and then select the **Pointing Hand** icon. As shown in the illustration below, move the icon into position, and then select the **A** square in the Tool Box again to enter the text for the next two sentences.
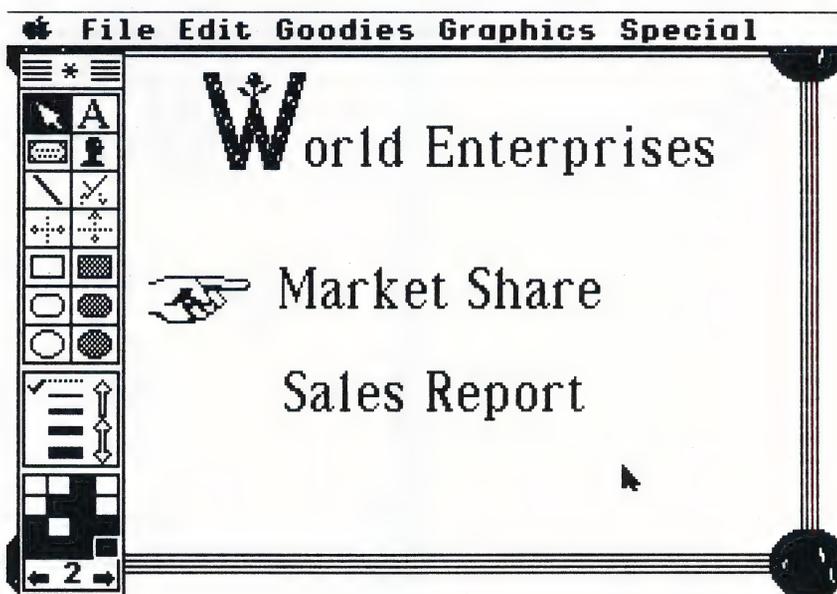
Move the cursor to the **Hand** icon and click on the mouse button to select it. Now pull down the **Edit menu** and select **Cut**. Your icon disappeared! Don't worry, it hasn't been lost. ShowOff is keeping it in memory for you. Pull down the **Edit menu** again, and this time select **Paste**. Your icon is right back where it was. Click on the icon and move it to the right of "Market Share", then select the **Paste** function again to make a copy of your icon. (You can also use **Copy** on the **Edit menu** instead of **Cut** to make duplicates of your icons without removing them from the screen).
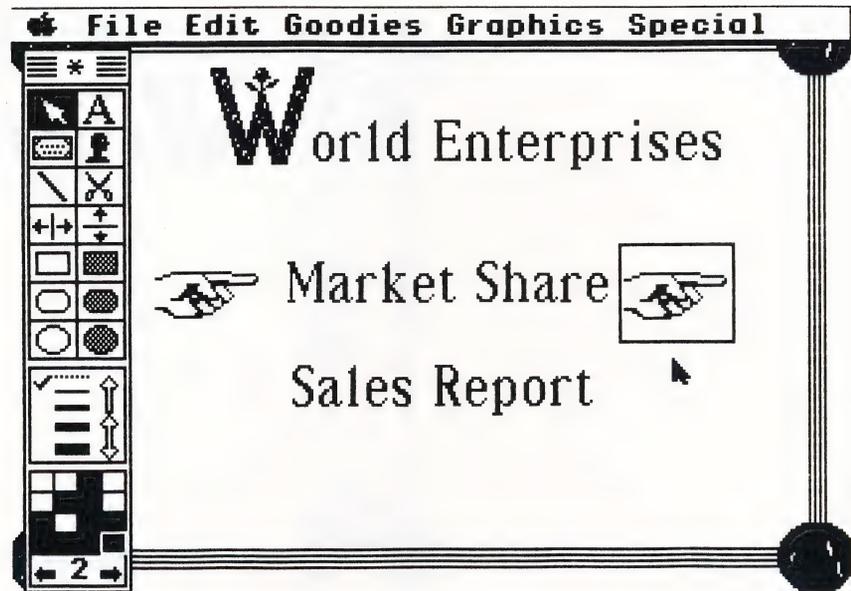
Now select the icon to the right of the words "Market Share" by pointing to it with the cursor and clicking the mouse button. Pull down the **Goodies menu** and select **Flip Vertical**. Notice how the left and right sides of the icon have changed places. The screen will look like the one illustrated below.
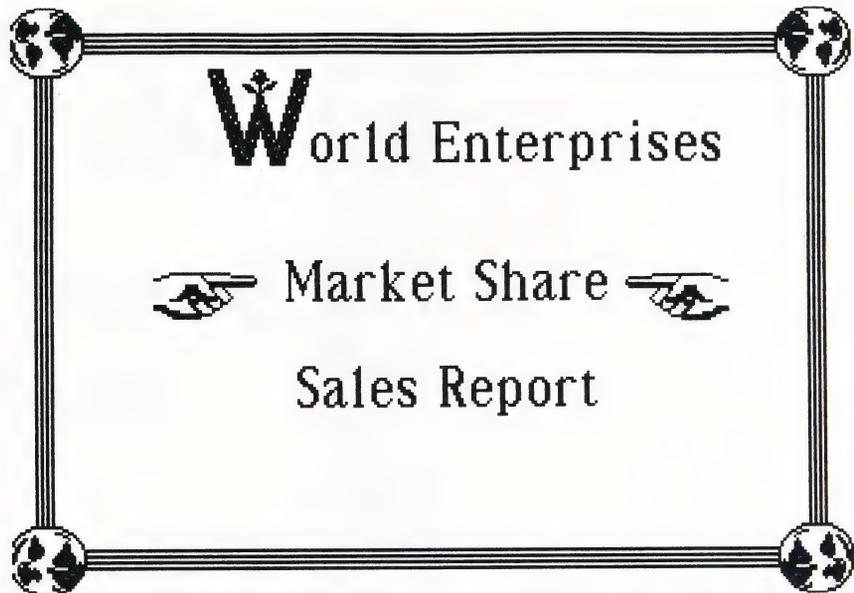
Your first frame is completed, and you are ready to move on. Pull down the **Edit menu** and select **Next Frame**. This will save your work as the first frame of a sequence and present a blank screen for your second frame. If you are using a one- drive system, you will be prompted to switch disks.

```
 ⬥  File  Edit  Goodies  Graphics  Special
             Undo           ⇧Z
             Clear Frame
             Cut            ⇧X
             Copy           ⇧C
             Paste          ⇧V
             Icon
             Label
             Template
             Sequence
             Next Frame
```
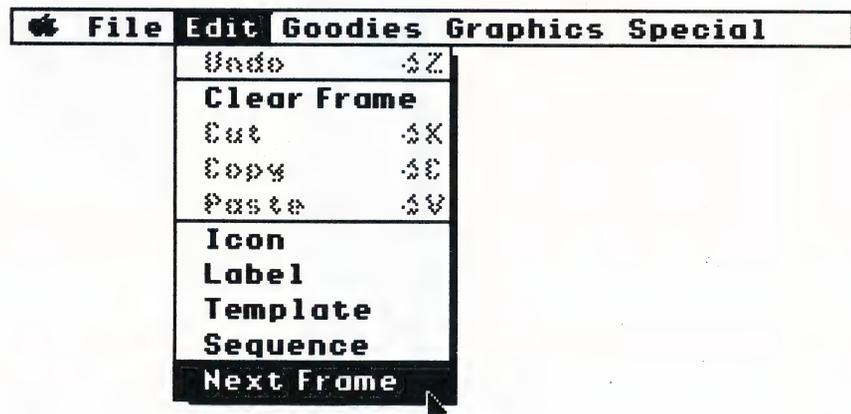
One of ShowOff's powerful features is the ability to import graphics from other programs. For our second frame we'll insert a full screen image created with a paint program.

Select **Load Picture** from the **File menu**. Insert the ShowOff Slide Show disk in either drive one or two. Select the **Disk** button, and a directory of the pictures on the disk will appear.

```
Load Picture
🖹 /Slide.Show/
  🗋 Celtic.Color    ⇧        ( Disk )
  🗋 Frame
  🗋 Hightech
  🗋 Roses.Color              ( Open )
  🗋 Scroll
  🗋 Slide.Title             ( Close )
  🗋 Squares
  🗀 System          ⇩        ( Cancel )
```

15
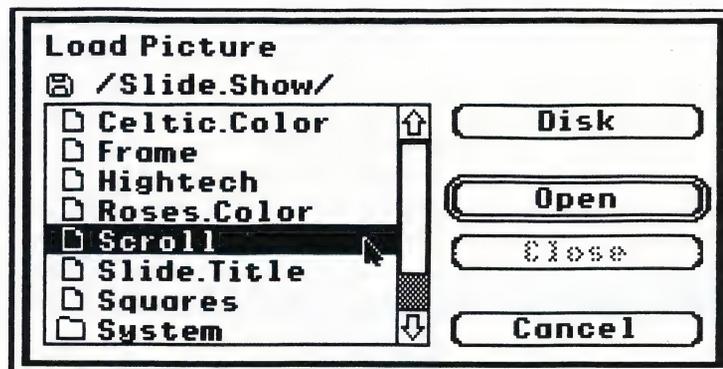
Double click on the file called **Scroll**. The program will load the picture into the second frame of your sequence and return you to the Frame Editor screen.

Pictures loaded in this fashion are called "Backgrounds", and let you add custom art that you or others have created to your sequences. Backgrounds are non-selectable. (They cannot be moved around the screen). **Please note that in order for pictures from IIGS compatible paint programs to be successfully imported into ShowOff, they must have been saved in bitmap format.** (See Chapter 2 — THE FILE MENU)

You will be able to add all of the ShowOff custom elements the same way you did with your first frame: borders, icons, and text. As you did for the first frame, select **Icon** in the **Graphics menu** and select the **W** icon, then position it correctly. Next, click on the **A** square in the Toolbox, type in the text shown in the following illustration, and press **return**:
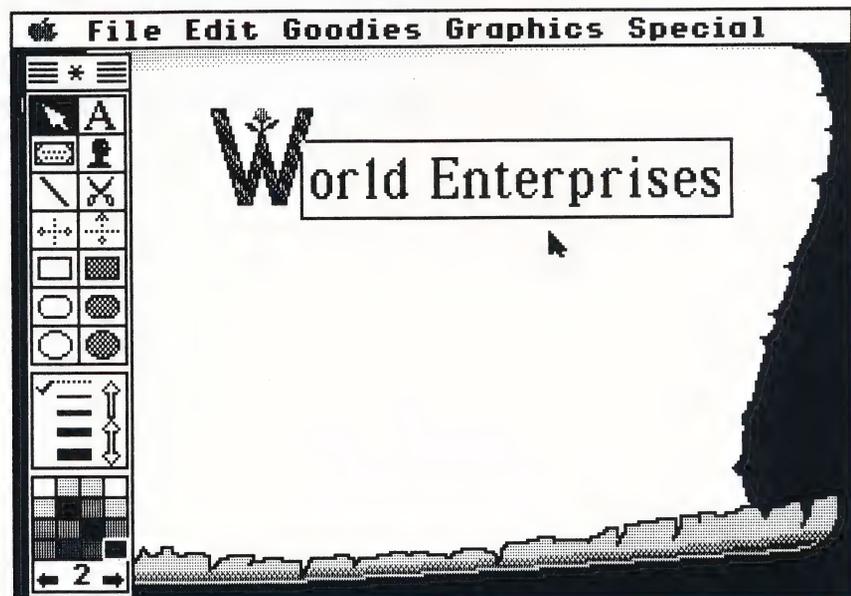
Now, we are going to put a frame around the title. Move the mouse to the middle part of the Toolbox and select the unfilled oval shape.
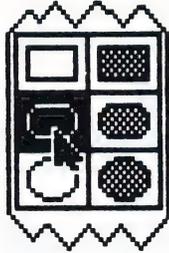
Point the mouse close to the upper left corner of the **W** and while clicking, drag the mouse so the oval shape totally covers the sentence. Release the button and a frame will appear around the title.
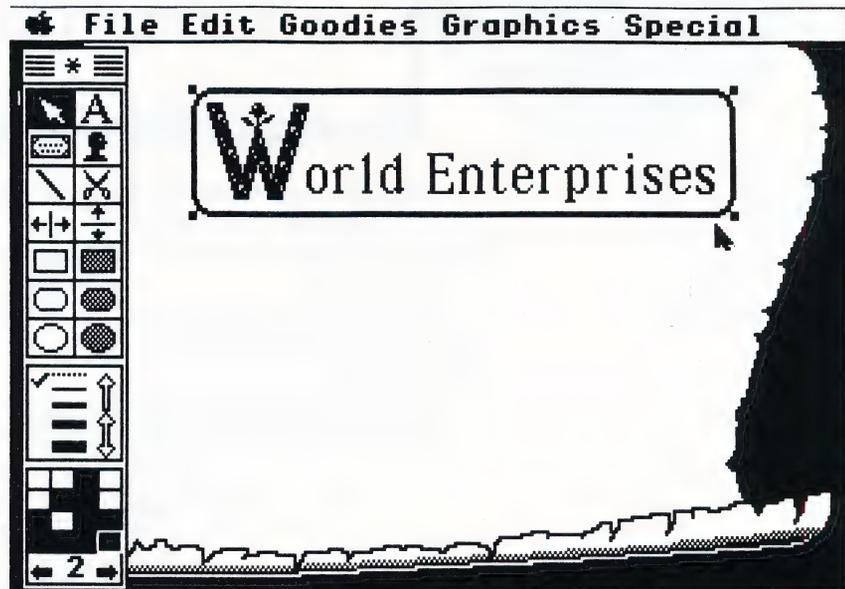
As you did with a text object, you will be able to move it around or change its color by selecting a different color in the Toolbox. While the oval object is still selected, you can also change its thickness by clicking on the lines displayed above the colors in the Toolbox.

To complete the frame, just type the few sentences displayed on the screen below:
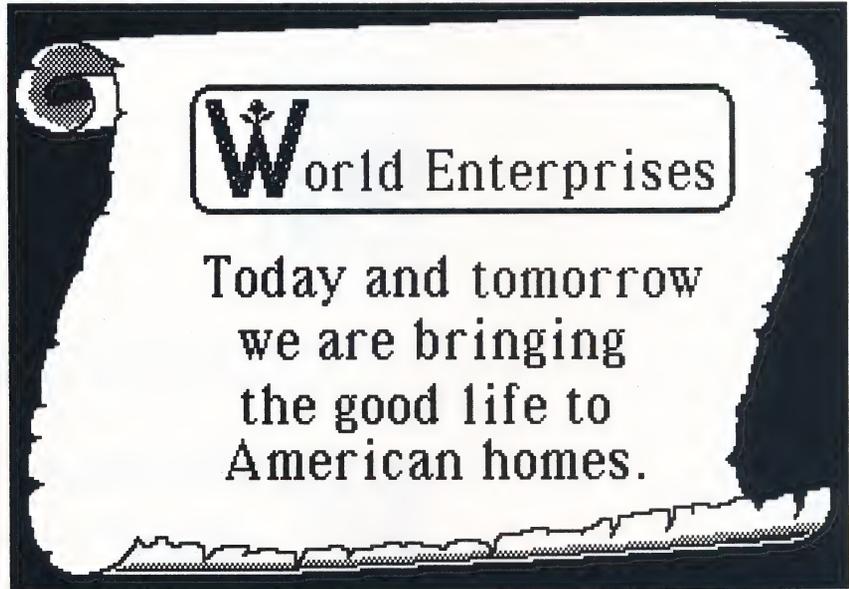
Now, let's work on your final frame. We are going to display a graph representing the market share of World Enterprises. Select **Next Frame** in the **Edit menu**. (You will be asked to replace the ShowOff Slide Show disk with your data disk.)

When a blank screen appears, choose **Border** in the **Graphics menu**, and select the same border you had selected for the first frame. Then go to the **Goodies menu** and select **Pie Chart**:

The Graph Editor will appear. This screen is divided in three main parts: 12 lines on the left, an empty square on the right and some buttons on the bottom part of the screen. Using the keyboard, enter **123** on the first line on the left, then click on the second line with the mouse and enter **234**, finally click on the third line and enter **456**. Now click on **Compute**.

When you click on **Compute**, the screen will look like this:
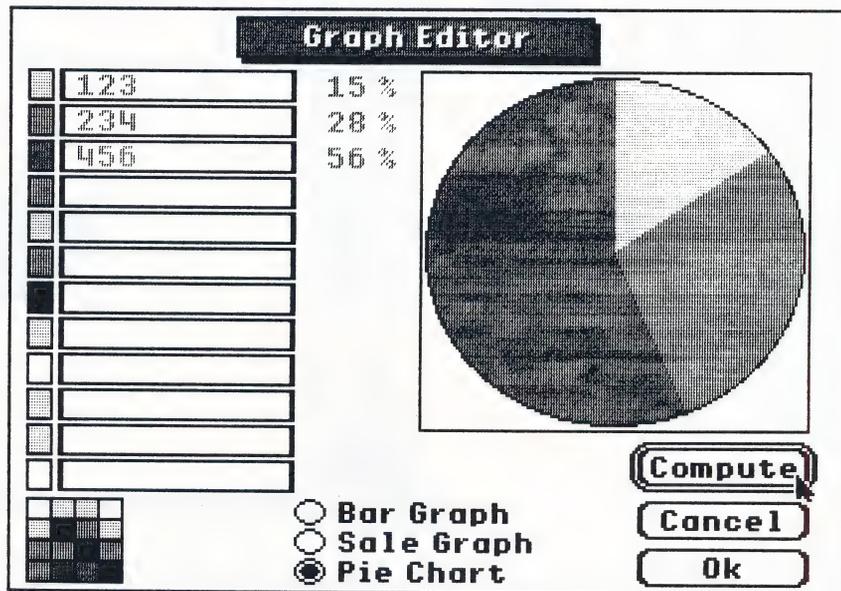
Click on the fourth line and type **678**. Then, once again, click on **Compute**. The screen will display a pie chart divided into four segments. (If you want to, you can go back to the lines and edit the numbers you have already entered. When you have finished with your changes, click on **Compute**, and the program will re-draw the segments of the chart.) When you are satisfied with the result, click on **Ok** and the screen will return you to to the third frame in the Frame Editor.

1.

The pie chart you created will appear in the middle of the screen, with four small squares displayed around it. These squares may be used to re-size the pie chart. Using the mouse, click on the box in the lower right hand corner and holding down the mouse button, drag the mouse down until the outline of the chart is the size you want it to be. Release the mouse button, and the chart will be redrawn to the larger size.
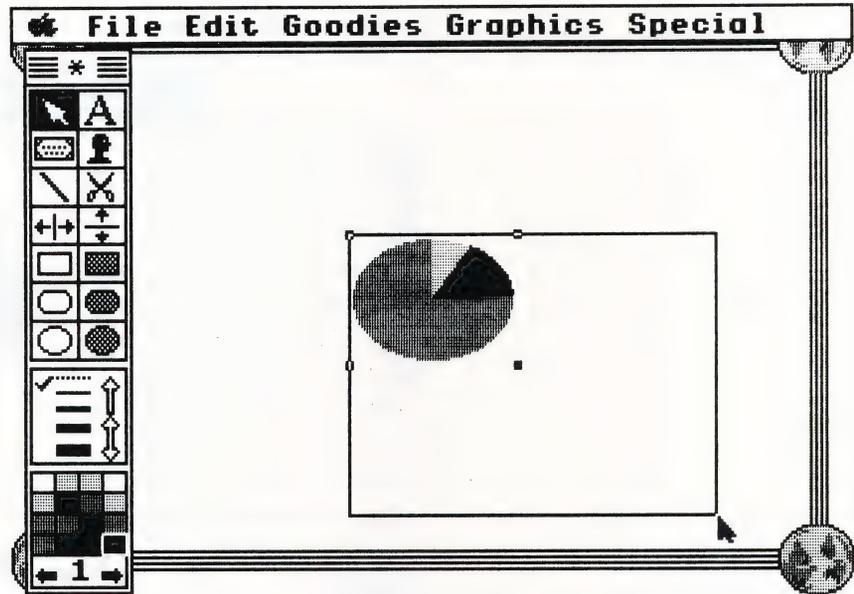
If you like, complete the frame, by adding some text and icons. With very little work, you will have created a frame like the one shown below.
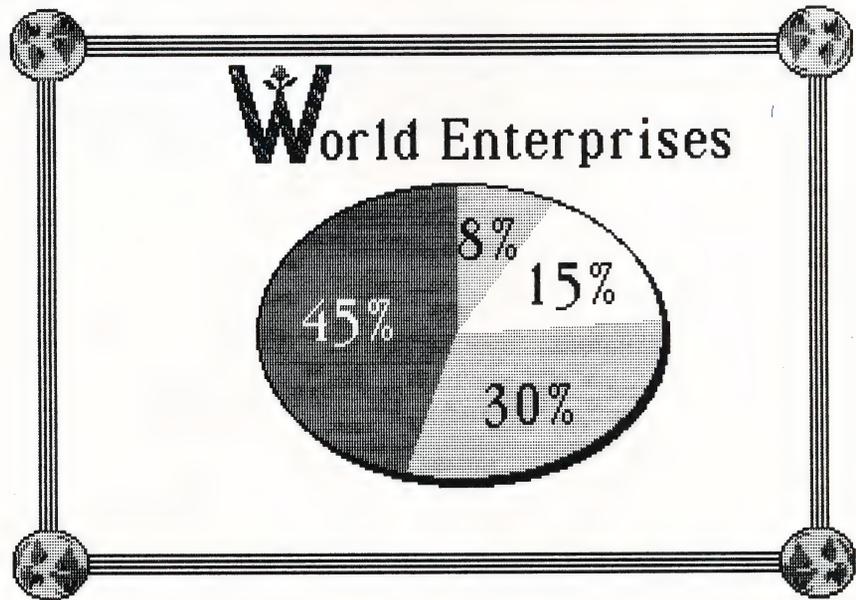
1.

Now that you have three frames to work with, it's time to explore the process of editing your sequence. Select **Sequence** from the **Edit menu**. A screen will appear with your three frames displayed on the left hand side of the screen, each with its number in the upper left hand corner. The sequence editing functions are listed on the menu to the right.
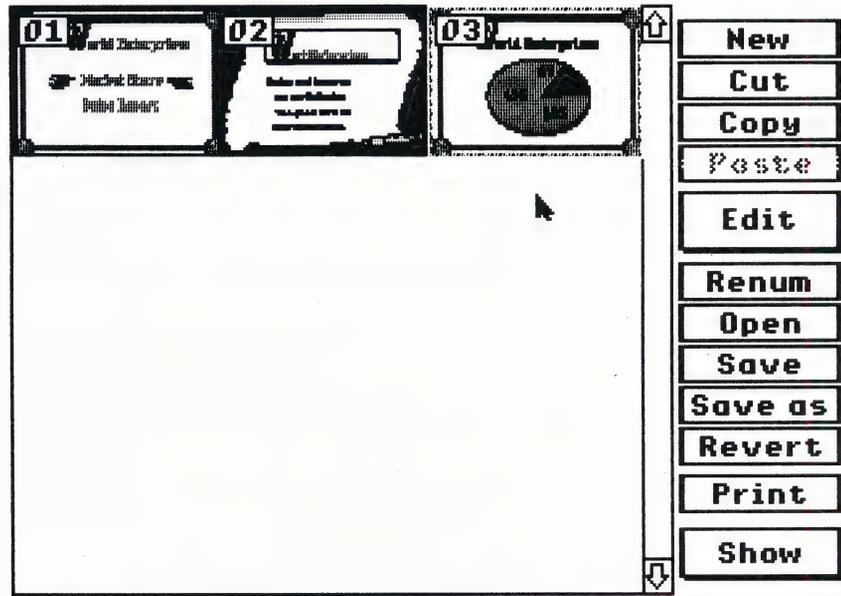
Note: If you should want to go back and edit a frame, just click on the rectangle you want to work on, and select **Edit**. You will be returned to that frame in the Frame Editor. When you have finished making your changes, select **Sequence** from the **Edit menu** to get back to the Sequence Editor.

To change the order in which the frames are displayed, select the option **Renum**. The numbers in the upper left hand corner of each frame will disappear. Click on the second frame (previously number 2), and the number **1** will appear. Now click on the first frame, and a **2** will appear. Click on **Done** and the order of the sequence will be changed to the order you have selected.

Now you should save your sequence to disk. Select **Save** and your sequence will be saved with the name you gave to it at the beginning of this session.

To see the result of your work, select **Show** from the menu in the Sequence Editor, and the box shown below will appear:

```
┌─────────────────────────────────────────┐
│  ┌───────────────────────────────────┐  │
│  │              Show                 │  │
│  │  ◉ Automatic     Time: [05]       │  │
│  │                                   │  │
│  │  ○ Manual                         │  │
│  │                                   │  │
│  │  ○ Jump to frame: [    ]          │  │
│  │     ( Ok )        (Cancel)        │  │
│  └───────────────────────────────────┘  │
└─────────────────────────────────────────┘
```
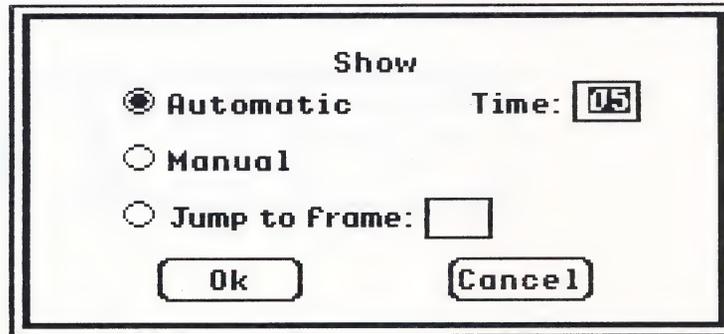
To run your sequence, type in the number of seconds you want each frame to remain on the screen, select **Automatic**, then click on **Ok**, and the show will begin. To quit the Show mode, press the **esc** key. The Show dialog box will come up. Click on **Cancel** to return to the Frame Editor. For more detailed information on how to edit your sequences and set up a Show, see Chapter 4 of this manual: THE SEQUENCE EDITOR.

Congratulations, you have just created your first presentation with ShowOff!!!

Now that you've practiced a few of the basics, you're ready to begin creating sequences on your own. If any questions arise, you may refer to the following chapters for detailed information on all of ShowOff's functions. So get going... and have fun!

THE FRAME EDITOR

The Frame Editor is the heart of the ShowOff program. Here you will design and assemble the series frames that will make up a sequence.
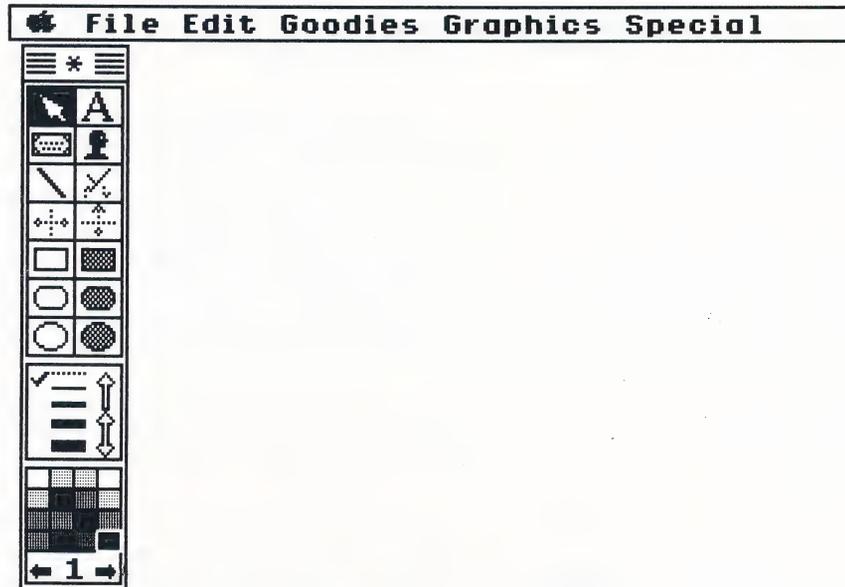
THE TOOLBOX

The **Toolbox** makes readily available the procedures used most frequently in the Frame Editor. Some of the functions in the **Toolbox** are are also available from the pull-down menus. To view the screen without the Menu Bar and Toolbox, press the **Spacebar**. To return the Menu Bar and the Toolbox to the screen press the **Spacebar** again. Let's take a look at the tools.

Pointer

This option is the active tool when you enter the Frame Editor. The **Pointer** in the **Toolbox** serves several functions. By clicking on an object with the pointer you can select it. Clicking on an object and dragging will move any selected objects. And with sizable objects, like the circles, squares and graphs, clicking and dragging on the little black squares at the corners will change the objects size (you cannot adjust the size of Icons, Stickers, and Text). Finally, several objects can be selected by dragging the selection box (the outline of a box that you see when dragging the pointer without having selected something) over the objects to be selected (see Selection and Priorities at the end of this Chapter).

Text

The **Text** option allows you to type text on the screen. The **Fonts** option on the Graphics menu determines the size and the style of the text, and the color selection from the palette controls the color. You can change colors while typing and create multi-colored text on the screen. Once the text has been entered it is treated as a single object subject to all the manipulation possible with any object. If you select a text object and then click on a new color, all of the text will become the new color, even if it was multi-color before. Press **return** or click on the **Pointer** to end text entry. If you select **Text** again and click the mouse button with the cursor within a text object, you can edit that text.

Stickers

Clicking on **Stickers** in the toolbox will display the Sticker Selection screen. (This option is also available from the **Graphics menu**, and is further explained in that section). Click on any sticker to select it, then click on **Select** to place the selected sticker in the Frame Editor. If you decide not to select any stickers, selecting **Cancel** will return you to the Frame Editor.

If you click on **See more choices**, a dialog box will come up allowing you to import graphics from any Print Shop IIGS compatible graphics library disk.

- Insert the disk with the graphic you want to import into the disk drive.
- Click on **Disk** to bring up a list of the graphics on the disk, select the graphic you want and click on **Open**.
- The graphic will appear on the Sticker Selection screen.
- Click on the graphic, and then click on **Select** in the box at the top of the screen.
- The graphic will then appear on the screen in the Frame Editor.

If you click on the button labeled **From Print Shop Disk**, ShowOff will display the graphics from your Print Shop IIGS Program Disk. The selection process is the same as with **See more choices** above.

Icons

This option is also available from the **Graphics menu**. Clicking on **Icon** in the Toolbox will display the Icon Selection screen. You can browse through the library of icons by clicking on the arrows in the scroll bar at the right edge of the screen. Icons are selected by clicking on them, and then clicking on **Select** in the box at the top of the screen.

Once you have selected an icon and been returned to the Frame Editor screen, you can change, or add to an icon if you like. Click on the icon, and then select **Icon** in the Edit menu. The selected icon will appear in the Icon Editor for modification. (See Chapter 3: THE ICON EDITOR).

Lines

Clicking on **Lines** in the Toolbox will allow you to draw lines on the screen. Place the cursor where you want one end of the line, press and hold the mouse button. Move the cursor to the other end of the line and release the button to draw the line. You can adjust the location of this end point while you hold down the mouse button since the line will not be set until you release the button. Lines that you have drawn are objects that can be selected, moved, cut and resized.

Cut

After selecting an object on the screen (by clicking on it), you may **Cut** that object off the screen by using this option. Don't worry, the object is not totally lost. The program keeps it in memory until you use this function, or the **Copy** function, again. (You may retrieve an object you have **Cut** or **Copied** by selecting **Paste** from the **Edit menu**.) This option can also be activated by pressing ⌂X on the keyboard.

Note: If you use the Cut command twice in a row, the first object you cut will be lost. ShowOff keeps only the most recently cut object in memory.

Flip Vertical

This option will allow you to **Flip** any selected object (Icon, Sticker, Line and Shape) around a vertical axis, exchanging the left of the image with the right. **Flip Vertical** is also available from the **Goodies menu**. (This option will not work with a text object).

Flip Horizontal

This option will allow you to **Flip** any selected object (Icon, Sticker, Line and Shape) around a horizontal axis, exchanging the top of the image with the bottom. **Flip Horizontal** is also available from the **Goodies menu**. (This option will not work with a text object).

2.

Hollow Shapes

Clicking on any of the three **Hollow Shapes** at the left of the Toolbox will allow you to put that shape on the screen. To draw one of the rectangles, place the cursor where you want one corner of the shape to be. Press the mouse button and hold it while you drag the cursor to the opposite corner. To draw an ellipse, imagine you are going to draw a rectangle that will just contain it, then use the same procedure as you would for the rectangle.

Filled Shapes

Clicking on any of the three **Filled Shapes** at the right of the Toolbox will allow you to put that shape on the screen. The figures are drawn in the same manner as the **Hollow Shapes** described above.

Note: If you hold the ⌘ key while drawing any of the shapes (lines, hollow shapes, or filled shapes), ShowOff will restrict the proportion of the shapes. The rectangles will produce perfect squares, the ovals will draw perfect circles, and the lines will be horizontal, vertical or at a 45 degree angle.

Arrows

When you click on the **Arrow** pointing up, the lines you draw will have an arrow head at the last point you set. When you select the arrow with two points, both ends of the lines you draw will have arrow heads.

Line Width
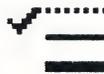
The five **lines** of different thickness set the width of the lines you draw and the borders of your filled shapes. If you select the dotted line, filled shapes will have no borders.

Colors

The **Color** palette allows you to select from the sixteen available colors for your text, lines and shapes. Select the object you want to change, then click on the color on the palette that you want. To change the border color of a line, a filled shape, or the line around a hollow shape, press the ⌘ key while clicking on the new color.

Frame Number

The number of the frame you are working on always appears at the bottom of the Toolbox.

1

Previous/Next Frame

After you have created more than one frame in a sequence, you can click on the arrows to the left and right of the frame number to move back and forth between your frames. If you click on the arrow to the left of the frame number, the frame you are working on will be stored and the previous frame in the sequence will be loaded for you to edit.

If you click on the right arrow, the frame you are working on will be stored, and you will be able to work on the next frame in the sequence. Please note that if the frame you are working on is the last frame in your sequence, you cannot use the right arrow to move to a new frame. To add a new frame, select **Next Frame** from the **Edit menu**.

2.

```
  🍎  File  Edit  Goodies  Graphics  Special
     ┌──────────────────────────┐
     │ ▶New              ⌂N     │
     │  Open             ⌂O     │
     │  Load Picture            │
     ├──────────────────────────┤
     │  Save             ⌂S     │
     │  Save As                 │
     │  Save as Bitmap          │
     ├──────────────────────────┤
     │  Choose Printer          │
     │  Page Setup              │
     │  Print            ⌂P     │
     ├──────────────────────────┤
     │  Format a Disk           │
     │  Quit             ⌂Q     │
     └──────────────────────────┘
```
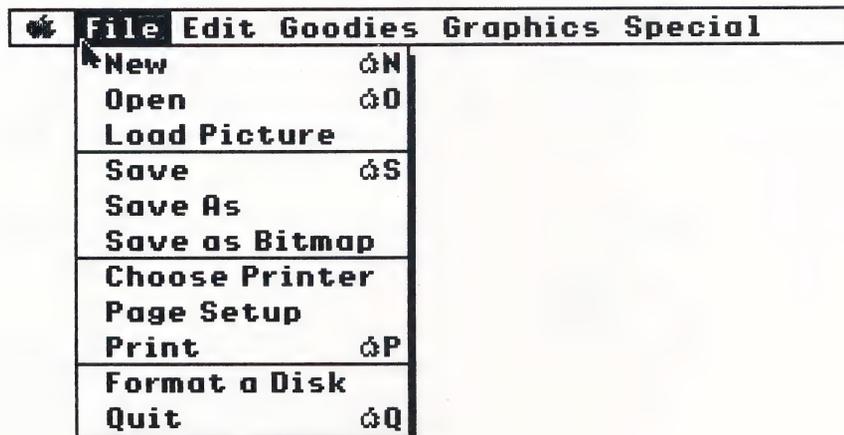
New   Selecting this option lets you create a new sequence. ShowOff is designed to help you create sequences or presentations, made up of one frame, or of many different frames. It will not be necessary to name each frame you create for your sequence as you go along. You can save a series of frames under the name of a single sequence. If you invoke **New** while working on a sequence, a dialog box will appear asking if you want to save any changes you have made before proceeding. You will then be presented with the file selection screen, where you may enter the name of your new sequence. As soon as you press **return** the frames currently in memory will be cleared. This option can also be activated by pressing ⌂ **N** on the keyboard.

> Note: **You will need formatted blank disks for all your data storage.** (See: **Formatting a disk with ShowOff.**)

Open   Clicking on **Open** will allow you to load a previously designed sequence. A dialog box will appear on the screen showing the name of the disk and all the files it contains. By clicking on the arrows, you will be able to scroll through the list of files. To open a sequence, just click on the name and then on **Open**. (Clicking twice on the name will have the same effect). This option can also be activated by pressing ⌂ **O** on the keyboard.

Load Picture   If you want your frame to include a very detailed picture designed with a paint package, this option will allow you to load drawings from popular paint programs available for your Apple IIGS. The ShowOff Slide Show disk includes eight pictures you might find very useful to illustrate your presentations (see Chapter 9: THE SLIDE SHOW DISK). When the standard dialog box appears on the screen, insert the disk containing the pictures (for example the Slide Show disk), click on **Disk**, select the name of the picture and click on **Open** (or double-click with the mouse button). Pictures imported into ShowOff must be in bitmap format.

> Note: If you own a Paint program, and you want to draw an image to be used with ShowOff, be sure that you are using the same color palette used within ShowOff. If you don't, ShowOff will load the image, but it might look strange, because some colors will be swapped.

Save   Clicking on this option will allow you to save the sequence you are working on. **Do not switch off your Apple IIGS before saving your work, as you could lose all or part of your sequence.** This option can also be activated by pressing ⌂ **S** on the keyboard. It is a good idea to save your work in progress frequently to avoid accidental loss.

Volume directory full. When you are saving your work, there are two instances in which this message may appear:

1. When you have saved as many sequences, or files, as the disk will hold. In this case you must prepare a new data disk following the instructions in Chapter 1: USING SHOWOFF – Formatting a disk with ShowOff. With the new, formatted data disk in the disk drive, you may then save your work.

2. When you have saved your sequences on the main directory, and the volume you created has the maximum number of files it will hold, even though there is still room for more files on the disk. In this case you must open a new folder on your data disk where you can continue to save files. The procedure for this is as follows:

   - Select **Save as** from the **File menu**, then enter a name for your new folder in the box under "Name of new sequence?". Click on **New folder**, and ShowOff will create a subdirectory.
   - Click on **Open**, to open the subdirectory you have just created, then type in the name under which you want to save the sequence, and press **return**. Your sequence will now be saved in the new Folder, and you can continue to save files to your data disk.

   Each time you boot up ShowOff, be sure to open your new folder, and you may continue to save files to your data disk until all of the space on this disk has been used.

Save As . . .   If you want to save the sequence you are working on under another name (or if you want to create a backup of the sequence), select this option from the File menu. When the standard dialog box appears on the screen, just type in the new name for the sequence and press **return** or click on **Save**.

Save as Bitmap   Selecting this option will allow you to save the screen you are working on as a picture that can be imported into most popular paint packages available for your Apple IIGS. The standard dialog box will appear on the screen showing the name of the disk, the space available, and the names of all the files on the disk. Just type in the name of the picture you want to save and press **return** (or click on **Save**). Your picture will be saved as a background, and may be retrieved by selecting **Load Picture** from the **File** menu.

Note: If you have any selectable objects on the screen (like icons, stickers, lines or shapes), saving the frame as a Bitmap picture will create an image file where these objects will not be selectable anymore, they will be part of the background. Once the image is loaded in a paint program or as a background in ShowOff, you will not be able to select the objects, move them around, or resize them.

Choose Printer   Clicking on this option will allow you to select the type of printer you are using (Imagewriter or Laserwriter) and the appropriate port (Appletalk, Modem, or Printer).

```
┌─────────────────────────────────────────────┐
│  Choose Printer                        v1.2  │
│                                              │
│  Printer type:          Printer port:        │
│  ┌──────────────────┐   ┌──────────────────┐ │
│  │IMAGEWRITER     ⇧ │   │APPLETALK       ⇧ │ │
│  │LASERWRITER       │   │MODEM             │ │
│  │                  │   │PRINTER           │ │
│  │                  │   │                  │ │
│  │                ⇩ │   │                ⇩ │ │
│  └──────────────────┘   └──────────────────┘ │
│                  ( Cancel )  (   OK   )       │
│                                              │
└─────────────────────────────────────────────┘
```
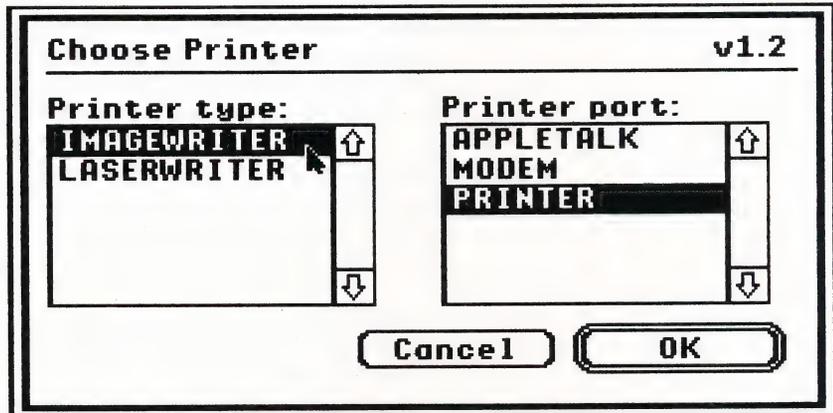
Note: If you change the printer configuration and you want your changes to be saved on the ShowOff master disk, make sure that the ShowOff disk is not write-protected (notch up).

Laser Printing: If you are connected to a laser printer, you may use it to print your sequence. All you need to do is select Laserwriter and Appletalk from the Choose Printer screen and remember to install the Laser Printer using the Apple IIGS System disk. See your Apple IIGS reference manual for details.

Page Setup   This option will allow you to customize the size of your output. The default is set for normal printing on an 8½" X 11" piece of paper. If you wish to adjust this in any way, this screen will supply you with the options.

```
┌─────────────────────────────────────────────┐
│  IMAGEWRITER/PRINTER                   v1.3  │
│  Paper:  ◉ US Letter                         │
│          ○ US Legal                          │
│          ○ A4 Letter                         │
│          ○ International Fanfold             │
│  Vertical Sizing:   Printer Effects:         │
│    ◉ Normal           ☐ 50% Reduction        │
│    ○ Condensed        ☐ No Gaps Between       │
│  Orientation:               Pages            │
│  ┌────┐   ┌────┐                             │
│  │    │   │    │     ( Cancel )  (   OK   )  │
│  └────┘   └────┘                             │
└─────────────────────────────────────────────┘
```
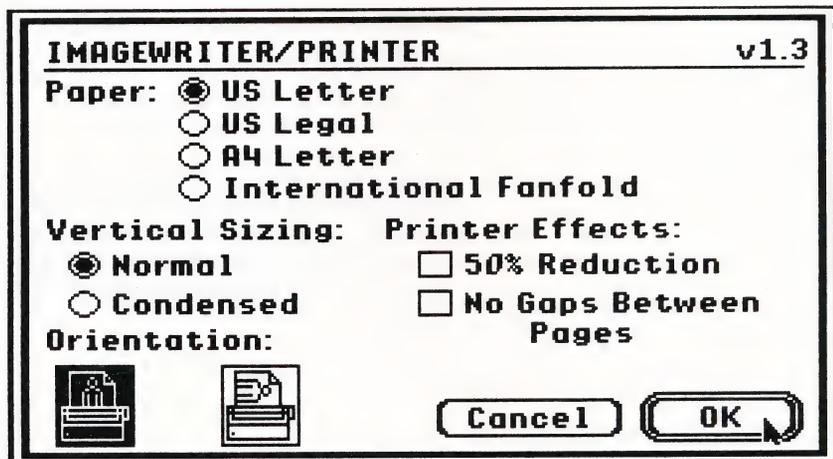
2.

Print   Clicking on this option will allow you to print the frame displayed on the screen. (This option can also be selected by typing ⌂**P**). You can even print your whole sequence if you wish. The following dialog box will appear on the screen.

```
┌─────────────────────────────────────────────┐
│  IMAGEWRITER/PRINTER                    v1.0 │
│  Quality:      ○ Better Text                 │
│                ● Better Color                │
│                ○ Draft                       │
│  Page range:                                 │
│                ● All                         │
│                ○ From: [      ] To: [      ]  │
│  Copies: [1]                                 │
│  Paper Feed:● Automatic   ○ Hand Feed        │
│                                              │
│  □ Color            ( Cancel )  (( OK ))     │
└─────────────────────────────────────────────┘
```

Quality:

Better Text: For the finest possible quality in your printed output, you should always select this option.

Better Color: Because of the way the Apple print manager works, it is necessary that we include this option. However, we do not recommend that you use this selection, because it does not produce a satisfactory result.

Draft: When printing a trial sequence, frame, or label, you may want to choose **Draft**. The material printed with this selection will produce a result that is not as nice as that available with other options, but it will print faster and conserve your ribbon.

Page Range:

All: Select this option if you want to print the whole sequence.

From ...
to ....   Select this option if you want to print just one frame or a few frames in the sequence. Use the Tab key to toggle between boxes and type the first and last frame numbers you want to print. For a single frame, type its number as both first and last.

Copies: This option sets the number of copies to print. Just type in the number of copies you want.

Paper Feed: This option selects between **Automatic** (tractor feed) and **Manual** (single-sheet paper).

Color: If you are using a color ribbon and wish to print in color, click on this box.

After selecting your options, when you click on **Ok**, the following screen will appear. This screen lets you choose the way you want your sequence to be displayed on paper:

Scale 1:   This option will print a frame or sequence full size. (It is the default option when you click on **Print** in the **File menu** of the Frame Editor.)

Scale ¼: This option will print a reduced image. If your Display (see above) is set for One column, ShowOff will print three screens on one page. If your Display is set for Two columns, ShowOff will print six screens of your sequence on one page.

Scale ¹⁄₁₆: This option will print ¹⁄₁₆ size screens. If your Display is set for One column, ShowOff will print six screens on one page. If your Display is set for Two columns, ShowOff will print twelve screens of your sequence on one page.

One Column: Depending on the scale you have selected, Display One Column will print three frames (Scale ¼) or six (Scale ¹⁄₁₆) per page. (If you have selected Scale 1, choosing this option will have no effect.)

Two Columns: Depending on the scale you have selected, Display Two Columns will print two columns of three frames (Scale ¼ = six frames) or two columns of six frames (Scale ¹⁄₁₆ = 12 frames) per page. (If you have selected Scale 1, choosing this option will have no effect.)

CANCEL: Click here if you decide not to print after all. You will be returned to the Frame Editor.

OK: Click on this box when you are satisfied with your selection.

Format a Disk   This option will format or initialize a blank disk that you will use to save the sequences, labels, custom icons, etc., that you create with ShowOff. For more details on this option, refer to Chapter 1: USING SHOWOFF — Formatting a disk with ShowOff.

Quit Clicking on this option will leave ShowOff and return you to the Apple IIGS system. If you have not saved your work, an alert box will appear asking if you want to save your current work before quitting the program. This option can also be activated by pressing ⌂Q on the keyboard.

THE EDIT MENU

```
 File  Edit  Goodies  Graphics  Special
      Undo        ⌂Z
      Clear Frame
      Cut         ⌂X
      Copy        ⌂C
      Paste       ⌂V
      Icon
      Label
      Template
      Sequence
      Next Frame
```
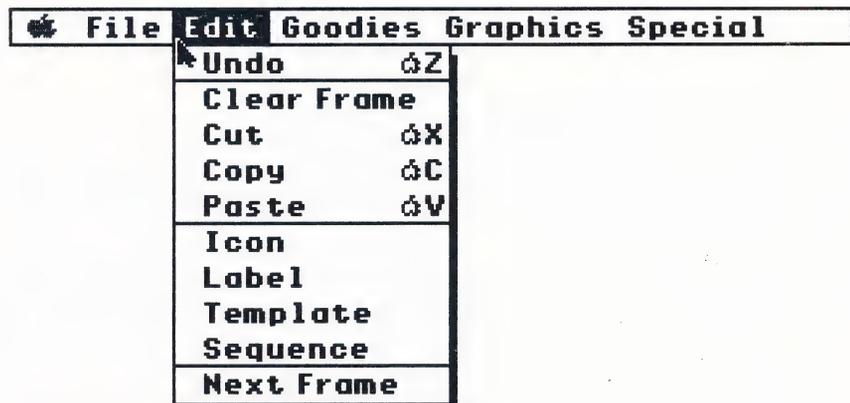
Undo Clicking on this option will return your frame to the way it was before the last modification performed (modification of shape, color, position, etc . . .). This option can also be activated by pressing ⌂Z on the keyboard. (**Undo** will not function after the use of the **Cut** command. To restore a cut object, select **Paste**.)

Clear Frame This option will allow you to **Clear** the screen. An alert box will appear asking you if you really want to erase all the objects on the screen. (**Undo** will not restore a frame after you have cleared it.)

Cut This option can also be activated from the Toolbox or by pressing ⌂X on the keyboard. To **Cut** an object, first select the object by clicking on it, then select this option from the menu. Don't worry, the object is not totally lost. The program keeps it in memory until you use this function again (or until you use the **Copy** function). If you change your mind about cutting an object, you may retrieve it by selecting **Paste** from the **Edit menu**.

Note: If you use the Cut command twice in a row, the first object you cut will be lost. ShowOff keeps only the most recently cut object in memory.

Copy To **Copy** an object, first select the object by clicking on it, then select this option from the menu. The selected object will stay on the screen, and will be copied into the computer's memory. Next, select **Paste**. The object will be duplicated on the Frame Editor screen. You may then use your mouse to drag the object to the place where you want it on the screen. This option can also be activated by pressing ⌂C on the keyboard.

Paste After cutting or copying an object (See **Cut** and **Copy**), use **Paste** to duplicate it on the Frame Editor screen. This option can also be activated by pressing ⌂V on the keyboard.

Icon Even though ShowOff includes a huge library of icons, you may wish to modify the graphics provided with the program or to create your own graphics (for a company logo, a presentation on a very special topic, etc . . .). ShowOff allows you to use your talents in the Icon Editor. Selecting **Icon** in the **Edit menu** will allow you to modify a selected icon or even to create one from scratch. You will find much more information on this option and a detailed explanation of the editor's features in Chapter 3 of this manual: THE ICON EDITOR.

Label   Selecting this option will allow you to use all the custom graphics functions of ShowOff to design labels for your data and Autorun disks. You will find much more information on this option and a detailed explanation of features in Chapter 5 of this manual: THE LABEL EDITOR.

Template   Before creating your sequence, select this function to create a background picture that can be repeated in all the frames of your sequence without having to re-create the background picture for each frame.

You create a template just like you create a frame. After selecting **Template** from the Edit menu all the functions available in the Frame Editor are available to create the Template (Background, Borders, Icons, Stickers, Shapes, Graphs, etc . . .).

When you have completed your template, just select **Frame** in the **Edit menu** and you will be returned to the Frame Editor. To display your template in the frame, select **Show Template** from the **Graphics menu**. The template will be displayed as a background image. (A template is not displayed automatically. You must select **Show Template** while in the Frame Editor.) If there is a frame in your sequence in which you do not wish the template to be displayed, select **Hide Template** from the **Graphics menu**.

You can modify your template at any time by choosing the **Template** function again. Selecting **OK**, when prompted to update the frames with the new template, will automatically repeat all your changes throughout the sequence on those frames for which you have indicated you want the template to be displayed.

If you wish to save your template for use in future sequences, select **Save** from the **File menu**. ShowOff will save your template in a special file.

To retrieve your template for use in an existing sequence:

- Open an existing sequence.
- When you are returned to the Frame Editor, select **Template** from the Edit menu.
- Select **Open** from the File menu.
- Choose the template file you want, and open it.
- To return to the Frame Editor, select **Frame** from the Edit menu.
- A dialog box will appear asking if you want to update the frames in the sequence.
- Click on **Ok**. Your template will appear on the screen, and all editing and graphic functions will be activated and ready for use.

To retrieve your template for use with a new sequence:

- Select **New** from the File menu. Type in a name for your sequence, and press **return**.
- When you are returned to the Frame Editor, select **Template** from the Edit menu.
- Select **Open** from the File menu.
- When you are asked if you want to save changes, click on **No**.
- Choose the template file you want, and open it.
- When you are returned to the Frame Editor, select **Frame** from the Edit menu.
- Select **Show Template** from the Graphic menu. Your template will appear on the screen, and all editing and graphic functions will be activated and ready for use.

Sequence   Selecting this option will transfer you to the Sequence Editor where you will be able to edit and rearrange the frames in your sequence. You will find more information and a detailed explanation of the editor's features in Chapter 4 of this manual: THE SEQUENCE EDITOR.

Next Frame   Clicking on this option will allow you to begin working on the next frame in your sequence.

2.

THE GOODIES MENU

```
 File  Edit  Goodies  Graphics  Special
              Flip Vertical
              Flip Horizontal
              Bar Graph
              Sale Graph
              Pie Chart
              Shadow
              Auto Numbering
```

Flip Vertical

This option will allow you to flip a selected object (Icon or Sticker) around a vertical axis, as if you were using a mirror. This command exchanges the left with the right.

Flip Horizontal

This option will allow you to flip a selected object (Icon or Sticker) around a horizontal axis, as if you were using a mirror. This command exchanges the top with the bottom.

Bar Graph

Clicking on this option causes the Graph Editor screen below to be displayed.

```
                    Graph Editor

                                          Compute

                              ☒ Bar Graph   Cancel
                              ☐ Sale Graph
                              ☐ Pie Chart      Ok
```
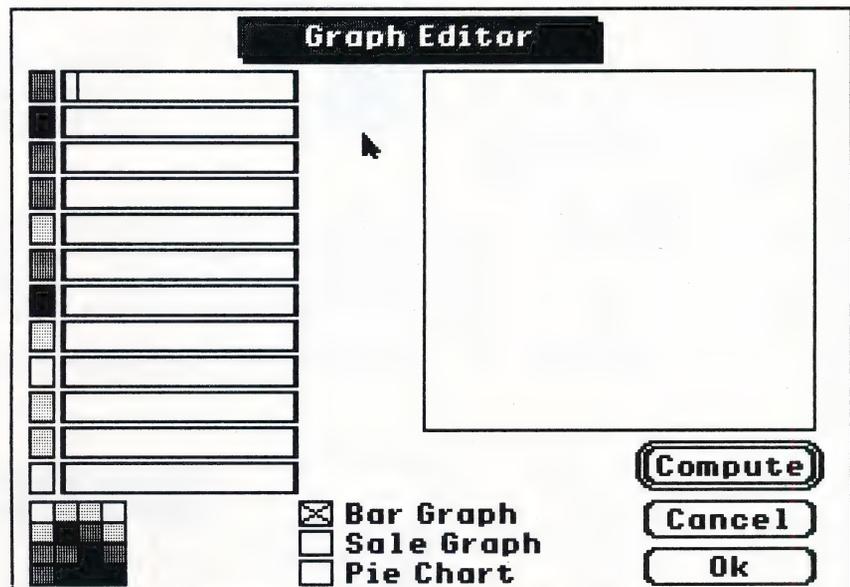
On the left part of the screen, you may enter up to 12 numbers (positive or negative, except in the Pie Chart). Use the mouse or the Tab key to move the cursor to a new line. Click on **Compute** or press **return**, and ShowOff will draw a graph of your numbers on the right side of the screen. You can modify any value and ask for a new computation. You can even change the colors of the bars by using the palette at the bottom of the screen.

When you are satisfied, click on **Ok** and you will be returned to the Frame Editor with the Bar Graph on the screen. Graphs are objects that can be resized or manipulated just like any other object. (You can also change the color and width of the lines using the Toolbox.)
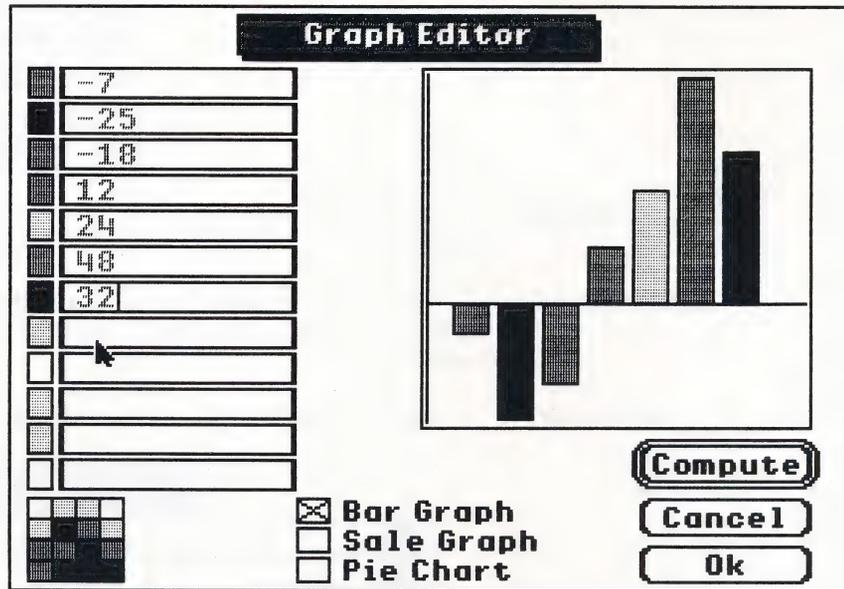

Sale Graph   This option is used in the same way as Bar Graph. When the Graph Entry Screen appears, you can enter up to 12 numbers and ShowOff will draw a sale or line graph for you. Be sure that you have selected a solid line from the Toolbox. If the dotted line is selected, no lines will appear when the graph is transferred to the Frame Editor screen.

Pie Chart   To create a Pie Chart, use the same procedure as for bar graphs and sale graphs.
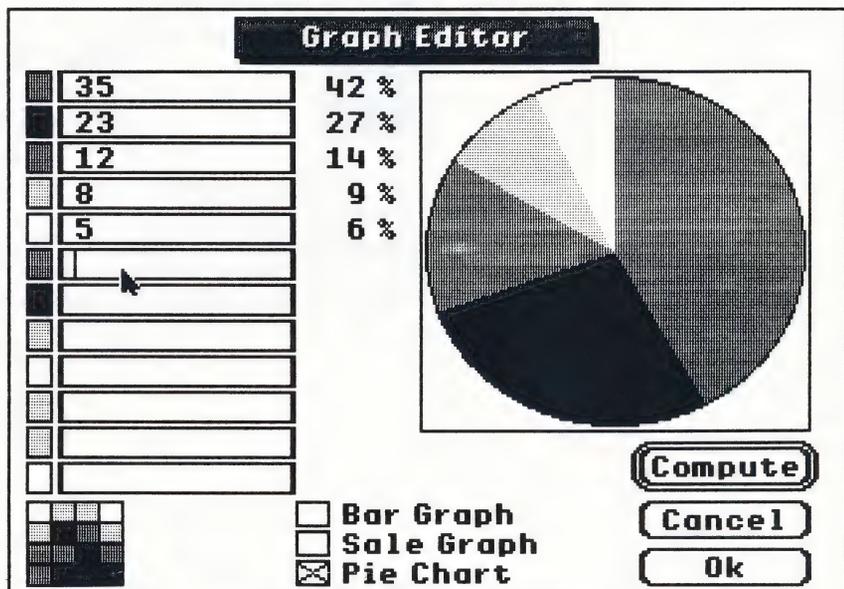
Note: If you have created a graph and you would like to see how the other types of graph would look, you can click on the existing graph in the frame you are working on, and select another type of graph in the Goodies menu. The Graph Editor will be displayed, and a new graph will be drawn using the same numbers.

Shadow

Clicking on this option allows you to turn shadowing of selected filled shapes and graphs on or off.

Auto-Numbering

If you select this option and turn Auto-Numbering on, the frame number for each frame will be displayed as part of the screen. The frame number is an object, and can be moved like any other object. When Auto-Numbering is turned off, frame numbers will not be displayed.

Note: If you move the number on one frame, the numbers will appear in same position on all frames in the sequence.

THE GRAPHICS MENU

```
🍎  File  Edit  Goodies  Graphics  Special
                        Background      ⌂G
                        Sticker
                        Icon            ⌂I
                        Border          ⌂B
                        No Border
                        Show Template
                        Fonts           ⌂F
```
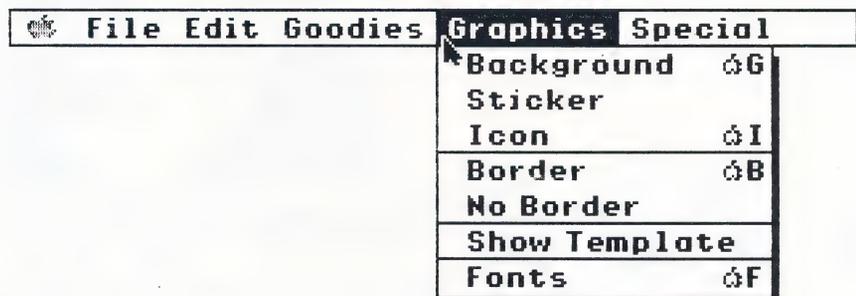
Background

This option allows you to select the color for the background of your frame. A dialog box will appear with the 16 color selections available. Just click on the one you want to use then click on **Ok**. Double clicking on a color will perform the same operation and will directly go back to the screen and display the selected background color. This option can also be activated by pressing ⌂**G** on the keyboard. (This option is not available when the **Show Template** option has been selected.)

Sticker

Selecting this option will display the Sticker Selection Screen. Click on any sticker to select it. Clicking on the **Select** box at the top of the screen will take the selected sticker and copy it to the frame you are working on in the Frame Editor. Double clicking on a Sticker will perform the same operation and will go back to the Frame Editor displaying the selected Sticker. **Cancel** will return you to the Frame Editor without selecting a Sticker.

If you click on **See More Choices**, a dialog box will appear allowing you to import graphics from any Print Shop IIGS compatible graphics library disk. Select a name in the list, click on **Open**, and the Print Shop IIGS graphics will be displayed on the Sticker Selection Screen.

If you click on the box labeled **From Print Shop disk**, ShowOff will display the graphics from your Print Shop IIGS Program disk. If you decide not to select any stickers, selecting **Cancel** will return you to the Frame Editor.
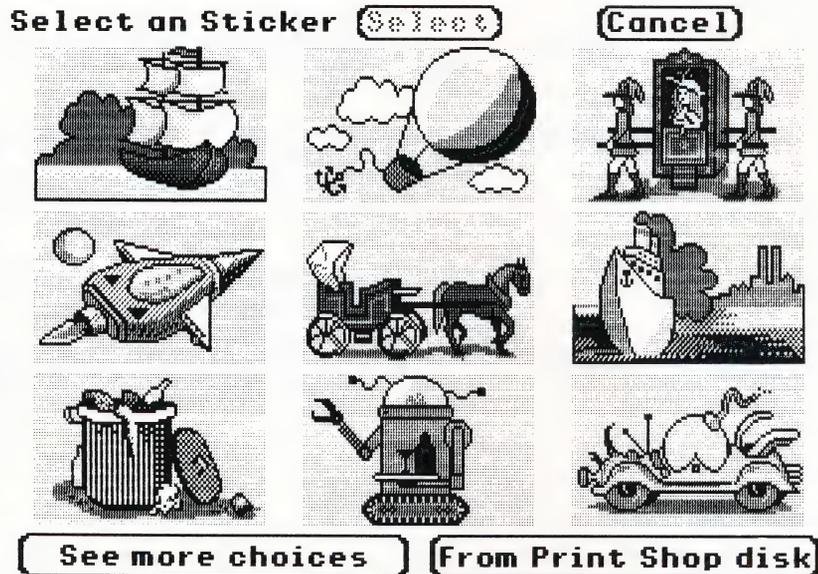
Icon   ShowOff provides more than 380 different icons to illustrate your presentations, and if you want more, you can also design your own. (See Chapter 3: THE ICON EDITOR.) To select an icon from the library included with ShowOff, just select **Icon** from the **Graphics menu** and the Icon Selection Screen will appear. Note that the name of the current Icon Library page appears in the upper right corner of the screen. You can use the scroll bar to view all the available icons. Select an icon by clicking on your choice, and then clicking on **Select** at the top of the Icon Screen. Double clicking on an Icon will perform the same operation and will go back to the Frame Editor displaying the selected Icon. The Icon option can also be activated from the Toolbox or by pressing ⌘ I on the keyboard.
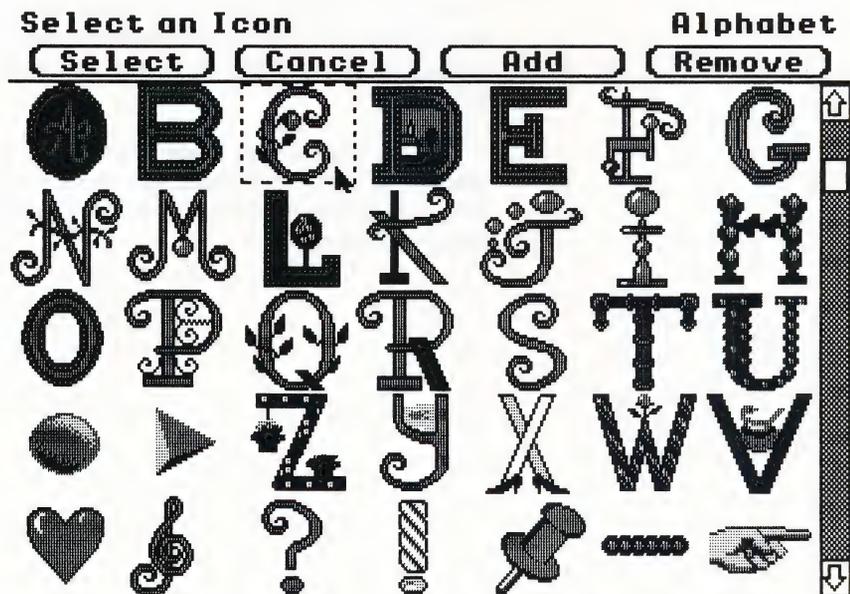
2.

Select: When you click on **Select**, your chosen icons will be taken to the Frame Editor.

Add: Clicking on **Add** will allow you to load a new Icon Library file from a library disk. (Due to memory limitations, you can work with only 20 icon files, inclusive of the icon files in the program, at once.)

Remove: This option allows you to temporarily delete pages of icons from the current list. By doing so you will cut down the amount of time it will take to scroll between the icon pages. You may retrieve any pages you have removed by selecting **Add** from the top of the Icon Selection screen. All of the pages are retained in the computer's memory and will be in place the next time you boot up the program.

Cancel: If you decide not to select any icons, **Cancel** will return you to the Frame Editor.

Border

ShowOff provides a library of 126 pre-designed borders to be used for giving a personal touch to your frames. Selecting **Border** in the **Goodies menu** will display the following screen:
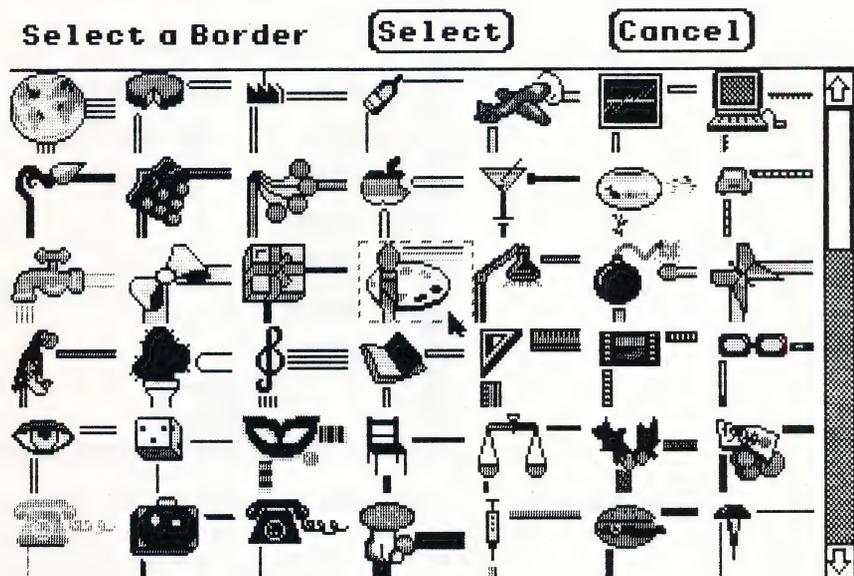
You can use the scroll bar to examine the available borders, and when you have found one you like, select it by clicking on it and then on **Select**. It will become the border for your frame. Double clicking on a Broder will perform the same operation and will go back to the Frame Editor displaying the selected Border. If you decide not to select a border, **Cancel** will return you to the Frame Editor. This option can also be activated by pressing ⌘**B** on the keyboard. If you select a border for a frame that already has a border, the newly selected border will replace the existing border in the frame.

No Border

If you decide your frame looked better without a border, just select this option and the border will be removed from the screen.

Show Template
Hide Template

After designing a template, this option allows you to choose to display, or not to display, the template on the current frame. The frames before and after the current frame are not affected by this function.

Fonts   Clicking on Fonts will open a window which lists all of the fonts, sizes, and styles available for use with your typed text. Click on whatever features you would like to use, then click on **Ok** to confirm your selection. If you don't want any of the sizes shown after you have selected a font, clicking on the **Other Sizes** box will allow you to enter a value and ShowOff will adjust the font to your chosen size. It is recommended however, that you select from the size options listed. Selecting sizes other than those shown may not always produce a satisfactory result.

THE SPECIAL MENU

```
 File  Edit  Goodies  Graphics  Special
                                 Serial Setup
                                 Serial Orders
                                 Transition
```
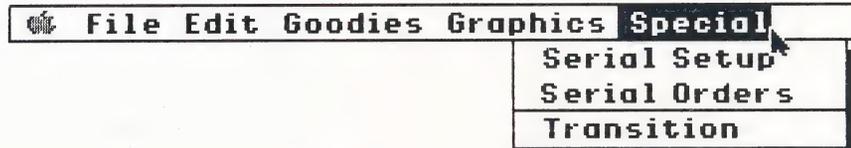
Serial Setup   When you select this option, a dialog box appears allowing you to set the communications parameters used by the serial port of your Apple IIGS. Consult the User Manual for the printer or other peripheral you will be using to determine the settings to choose.

```
Setup serial ports

   ● Printer              ○ Modem

 Baud      Data bits    Parity      Stop bits
 ○ 300     ● 8 bits     ● None       ● 1
 ○ 1200    ○ 7 bits     ○ Even       ○ 2
 ○ 2400                 ○ Odd
 ○ 4800
 ● 9600          ○ Add CR after command
 ○ 19200

      [   Ok   ]        [  Cancel  ]
```

Serial Orders   ShowOff may be used with random access type carousel projectors equipped with a serial port. It will not work with the average carousel projector available for the home. If you are using a random access carousel projector or other remote-controlled device with your Apple IIGS and ShowOff, this option opens a window where you can enter the commands for the device. Consult the User Manual for your machine to determine what those commands would be. ShowOff will transmit any order through the serial port to the attached device.

If you plan to drive a serial device other than a printer, and wish to perform special tasks, you will need the following information:

Select the **Serial Orders** option from the **Special menu**. When the Serial Orders screen appears, click in the edit space, and you may enter ASCII codes.

```
╔════════════════════════════════════════════╗
║        ▓▓▓▓▓ Serial orders ▓▓▓▓▓             ║
║                                             ║
║   Frame : 01                                ║
║   ┌────────────────────────┐ ┌──────────┐   ║
║   │ 123                  ⇧ │ │   Edit   │   ║
║   │ 1234                   │ │   Add    │   ║
║   │ 12345                  │ │  Insert  │   ║
║   │ 123456                 │ │  Clear   │   ║
║   │ 1234567              ⇩ │ └──────────┘   ║
║   └────────────────────────┘                ║
║   ┌────────────────────────────────────┐   ║
║   │ 123                                 │   ║
║   └────────────────────────────────────┘   ║
║            ● Click Mouse          ● Modem   ║
║   ● Wait                   Port :           ║
║            ○ Time : 07            ○ Printer ║
║            ┌──────┐   ┌────────┐            ║
║            │  Ok  │   │ Cancel │            ║
║            └──────┘   └────────┘            ║
╚════════════════════════════════════════════╝
```

To enter ASCII codes that are not accessible through the keyboard (i.e. an Escape or Return), press the **control-Q** keys simultaneously. An Apple icon will appear in the selection box. Enter the decimal value of the code (for example, 27 for Esc) and press the **control-Q** keys a second time. Repeat this procedure if more than one special characters must be sent. When done, click on **Add** to save this information to the frame that is being worked on.

Transition

When you select Transition, ShowOff's powerful transition editor will appear. For each frame, you can designate up to five different transitions for ShowOff to use when leaving that frame in a show. (Notice that the frame number is displayed on the upper left hand corner of the Transition screen).

```
╔═══════════════════════════════════════╗
║            Transition                 ║
║   Frame : 1                           ║
║       To      Key      Effect         ║
║        2      Any      ◁ ◀ ▷          ║
║      ┌──┐    ┌──┐      ◁ ▶ ▷          ║
║      └──┘    └──┘                     ║
║      ┌──┐    ┌──┐      ◁ ◀ ▷          ║
║      └──┘    └──┘                     ║
║      ┌──┐    ┌──┐      ◁ ◀ ▷          ║
║      └──┘    └──┘                     ║
║      ┌──┐    ┌──┐      ◁ ▶ ▷          ║
║      └──┘    └──┘                     ║
║      ┌────────┐      ┌────────┐       ║
║      │   Ok   │      │ Cancel │       ║
║      └────────┘      └────────┘       ║
╚═══════════════════════════════════════╝
```

Which transition is used is determined by the keypress you make while the frame is being shown. In the first column you can select the number of the frame in your sequence to be shown next. In the second column, enter the keypress that will cause that transition to be used. The third column allows you to choose the type of transition for ShowOff to use. Just click on the arrows close to the symbol to scroll through the list of available effects:

Scroll Left to Right

Scroll Top to Bottom

Fizzle Out

Scroll Right to Left

Scroll Bottom to Top

Diagonal Scroll
Bottom Right to Top Left

Diagonal Scroll
Top Left to Bottom Right

Diagonal Scroll
Bottom Left to Top Right

Diagonal Scroll
Top Right to Bottom Left

Fade to Black

Fade to White

This option can be called from the Frame Editor, but its effect will only be seen during a Show (See Chapter 4: THE SEQUENCE EDITOR).

2.

**SELECTION
& PRIORITIES**

ShowOff allows you to put objects on top of each other, and to **manipulate** several objects at once. ShowOff's rules of selection and priority will affect how your frames appear. To select an object, point to it with the cursor and click the mouse button. A selected object is identified by a box drawn around the object or by small squares at the corners.

Multiple Selection

You can select several objects at once by clicking the mouse button over an open space in the frame and dragging the mouse across the desired objects, releasing the button when all of the objects are completely enclosed by the selection rectangle. When you select several objects at once, your movements and commands will affect them all equally. Their relationships to each other will remain unchanged.

Object Priorities

When objects in your frame overlap or when one object is directly on top of another, the object with the highest priority will appear to be in front. The background or template for a frame has the lowest priority and always appears in back. Next comes the border, followed by shapes and lines, graphs, icons, and in front of everything, text. When objects with the same priority level overlap, the most recently selected one will appear in front. The chart below helps to clarify the priority levels.

Always in back	Template, Background
Level 5	Border
Level 4	Shapes and lines
Level 3	Graphs
Level 2	Icons
Always in front	Text

When you select **Icon** from the **Edit menu** of the Frame Editor, the Icon Editor screen will appear. If you have selected an icon in the Frame Editor, that icon will be displayed on the editing screen. If there is no icon selected, the screen will be blank. You may then go to the Icon Selection Screen to select an icon to be edited by clicking on **Load** from the Icon Editor menu, or create an icon from scratch using the Icon Editor tools.
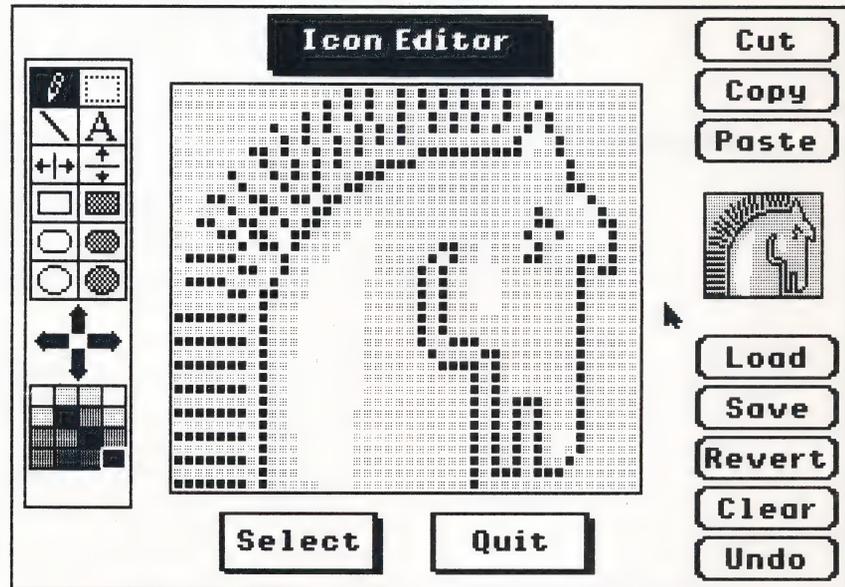
The Icon Editor includes a Toolbox, several buttons, and two displays of the icon you are working on. The large window is the editing area where you will do your actual drawing. The smaller window shows the icon's actual size. Each icon is 44 pixels wide and 36 pixels high. Now let's look at the tools in the Toolbox.

Pencil

When you click on the **Pencil** you can draw in the large editing window. Each time you click and release the mouse button the little square at the point of your tool will be colored in the selected color. If you click and hold the mouse button while dragging the mouse around the editing window, you can draw freehand shapes. Clicking on a previously colored pixel will change it back to the background color.

Selection

Clicking on **Selection** will allow you to capture a portion, or all of the icon in the window. Place the cursor at one corner of the area you want, click the mouse button, and holding it down, drag the cursor across the area to the opposite corner, then release the mouse button. Several of the other features of the Icon Editor will operate on the selected part of the icon or on the entire editing window when there is no selected area.

Lines

Clicking on **Lines** will let you draw straight lines in your icon. Place the cursor where you want one end of the line, click and hold the mouse button, move the cursor to where you want the other end, and release. You can adjust the location of this end point while you hold the mouse button since the line will not be set until you release the button. ShowOff will draw a straight line for you.

Text

If you select **Text**, you will be able to type letters on your keyboard and have them appear in your icon.

Flip Vertical

Clicking on **Flip Vertical** will flip your icon around a vertical axis, exchanging left for right. If you have selected a part of the icon, only the selected area will be flipped.

Flip Horizontal

Clicking on **Flip Horizontal** will flip your icon around a horizontal axis, exchanging the top and bottom. If you have selected a part of the icon, only the selected area will be flipped.

Hollow Shapes

Selecting any of the **hollow shapes** at the left on the Toolbox will allow you to draw the shape in your icon. Place the cursor where you want one corner of the shape, then click, and holding down the mouse button, drag the mouse to set the size and proportions of the shape.

Filled Shapes

Selecting any of the **filled shapes** at the right on the Toolbox will let you draw the shape in your icon. Draw the shape the same way you draw the hollow shapes.

Move Pixel by Pixel

You can scroll your entire icon in any of the four directions, one pixel at a time, by clicking on the arrow pointing in that direction. If you have selected a part of the icon, you can scroll just that part.

Colors

You can choose the color for your lines, shapes, or pencil by clicking on any of the 16 available colors.

BUTTONS

Now let's take a look at the operation of the Buttons on the Icon Editor screen.

Cut

When you select the **Cut** button, you can remove the selected portion of your icon from the editing window. If you choose this option by mistake, don't worry, the material is not totally lost, the program keeps it in memory until you use this function (or the Copy function) again. **Cut** is only active when you have selected all or part of the icon with the capture box. See **Selection** above.

Copy

When you select the **Copy** button, you can make a copy in memory of all or part of the selected icon. You use this option the same way you use **Cut**, except the copied area is not removed from the editing window. **Copy** is only active when you have selected all or part of the icon with the capture box. See **Selection** above.

Paste

Clicking on **Paste** will place whatever was most recently **Cut** or **Copied** back into the editing window in the position it was cut or copied from. This option is only active after you have cut or copied something.

Load

Clicking on **Load** will cause the Icon Selection Screen to be displayed. In the Icon Selection Screen, you can select an icon to edit. For a detailed description of the features of icon selection, refer to Chapter 2: THE FRAME EDITOR.

Save

Click on this button to **Save** the icon you have edited or created. ShowOff will save your icon to a User Icon File on your data disk.

To create a User Icon File:

- After you have finished working on your Icon, click on **Save**.
- At the Icon Selection Screen click on **New**. A dialog box will appear. Be sure that the active disk is your data disk.
- Enter a name for your Icon file, then press **return**.
- ShowOff will save your file name, return you to the Icon Selection Screen, and present you with a blank screen.
- Click on the screen with the mouse, and your icon will appear. To save the icon to your User Icon File, click on **OK**, and the program will save the icon to your file.

To save your icons after you have created a User Icon File:

- After you have finished working on your Icon, click on **Save**.
- At the Icon Selection screen click on **Add**.
- A dialog box will appear displaying the name of your disk and all of the User Icon Files on it.
- Select the file you want, and press **return**.
- Place the icon on the Icon Selection screen by clicking your mouse.
- Select **Ok** and ShowOff will save your icon to the file.

Each User Icon File can hold 35 icons. If the current User Icon File is full, click on **New** to create a new file.

Revert   Selecting **Revert** will restore the original version of an icon you have been modifying. **This option will only work with an icon that has been loaded from the Icon Selection Screen.** If no icon was selected when you entered the editor, this option will work the same as the clear button (See next).

Clear   Selecting **Clear** will clear the Icon Editor's work area and give you a blank slate to work on. If you find you have selected this option by mistake, selecting **Revert** or **Undo** will return the icon to the work area.

Undo   Selecting **Undo** will always restore your icon to the way it was before the last operation.

Select   Selecting **Select** will take you back to the Frame Editor with the changes to your icon. When you save your sequence, the modified icon will be saved in the frame in which it is placed. This procedure will **NOT** save your icon. If you want to save your icon to your Icon File with the changes you have made, be sure to follow the procedure described under **Save** above.

Quit   Selecting **Quit** will return you to the Frame Editor. If you have not saved the icon you have been editing, a dialog box will appear asking if you want to abandon it.

THE SEQUENCE EDITOR

When you select **Sequence** from the Edit menu of the Frame Editor, the Sequence Editor screen will appear. Using the Sequence Editor, you can rearrange the order of your frames, cut or copy whole frames, run a show of your sequence, or create an Auto-run disk so that you can share your work with friends and associates.

Using the Sequence Editor

The Sequence Editor screen displays up to twelve frames on the left side of the Sequence Editor screen. You can select any frame simply by pointing to it with the cursor and pressing the mouse button. If there are more than twelve frames in your sequence, you can move through them by using the scroll bar at the right of the frame display. Along the right edge of the screen are the functions of the Sequence Editor.
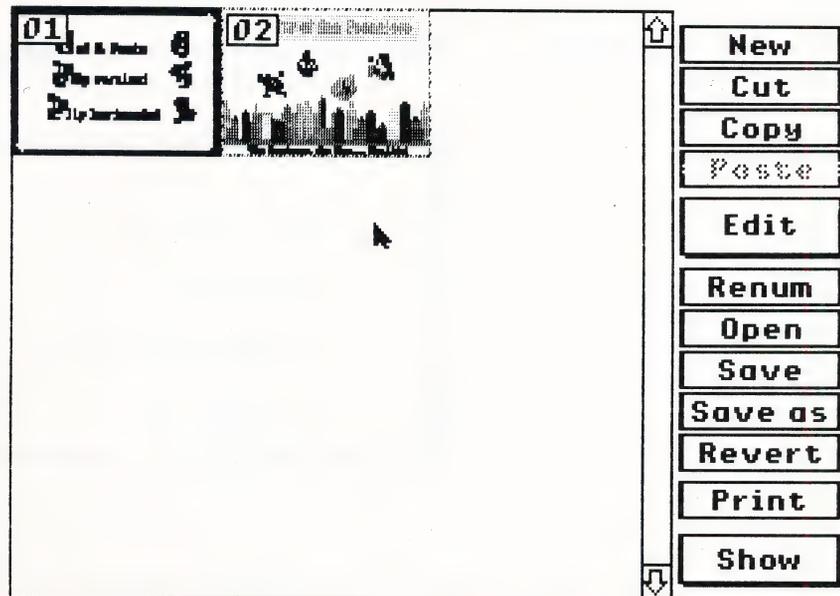
New

Selecting **New** will insert a new blank frame after the selected frame.

Cut

Clicking on **Cut** will remove the selected frame from your sequence and renumber the remaining frames.

Copy

Clicking on **Copy** will make a copy of the selected frame in memory so that identical frames can be inserted into your sequence.

Paste

Clicking on **Paste** will insert the most recently cut or copied frame back into your sequence. To position the frame you are moving or copying, select a frame to the left of where you want your pasted frame to be.

Edit

If you select a frame and then click on **Edit**, you will be returned to the Frame Editor with the selected frame on screen ready for you to make changes.

Renum

When you select **Renum**, which stands for Renumber, the frame numbers will be cleared. By selecting one frame after another you can establish a new order for your sequence. Click on **Done** when you have finished arranging your frames to set the new numbering.

Open

Selecting **Open** will allow you to load a previously created sequence from a disk. A dialog box will appear displaying the name of your disk and all of the sequences it contains. Select the sequence you wish to edit and click on **Open** to confirm your selection.

Save

Selecting **Save** will save the sequence you have been editing to your data disk.

Save As: Selecting **Save As:** will allow you to save your sequence under a new name. A dialog box will appear displaying the name of the disk and all of the sequences it contains. Just type the new name you want to use and click on **Save** or press **return**.

Revert If you decide that the changes you have made in a sequence are not what you wanted, clicking on **Revert** will restore the sequence to its original state. **This function will only work if the sequence has previously been saved.**

Print Selecting **Print** will display the Print Dialog Box where you may select from several printing options. This function is more fully described under the **File menu** in Chapter 2 of this manual: THE FRAME EDITOR.

Show When you click on **Show**, the Show dialog box will be displayed. You will have several choices available for displaying your finished sequence.

```
┌─────────────────────────────────────────┐
│  ┌───────────────────────────────────┐  │
│  │              Show                 │  │
│  │  ◉ Automatic      Time: [05]      │  │
│  │                                   │  │
│  │  ○ Manual                         │  │
│  │                                   │  │
│  │  ○ Jump to frame: [    ]          │  │
│  │   (   Ok   )        (Cancel)      │  │
│  └───────────────────────────────────┘  │
└─────────────────────────────────────────┘
```
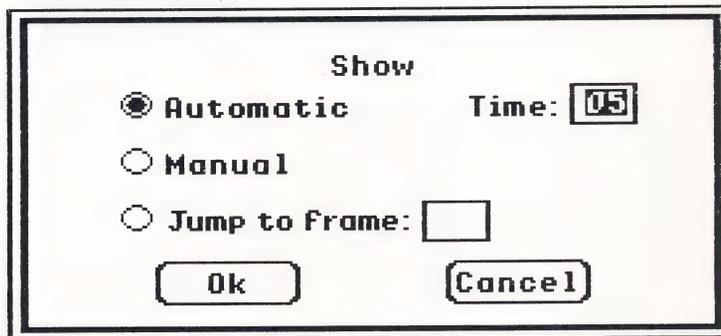
You will be able to modify the show by using the following options:

Automatic When ShowOff runs in **Automatic** mode, each frame will be displayed for the same length of time. After clicking on Automatic, click on the Time box, and enter the number of seconds you want each frame to be on screen.

Manual When **Manual** is selected ShowOff will continue to display each frame until you press a key on the keyboard to request the next frame. Pressing the right arrow on the keyboard or clicking the mouse button near the right edge of the screen will move to the next frame in the sequence. Pressing the left arrow or clicking near the left edge of the screen will move to the previous frame.

Jump Clicking on **Jump** will allow you to go directly to any frame you choose. Just type the frame number where you want to begin.

Time This option will allow you to type in the number of seconds you wish a frame to be displayed before going to the next frame. (The time you choose will not include disk access time.)

Note: At any time during the show, whether in ShowOff or using an Autorun disk, you can press the Esc key to stop the show and return to the Show dialog box where you can change the options, or to cancel the show and choose another activity.

5.   THE LABEL EDITOR

When you select **Label** from the **Edit menu**, the Label Editor screen will be displayed. The Label Editor provides all the graphic and text features of the Frame Editor for use in making custom labels for your data disks and Autorun show disks. When you have designed your label, you can print it one quarter of the screen size (about 2¾" by 2½") and attach it to your diskette.
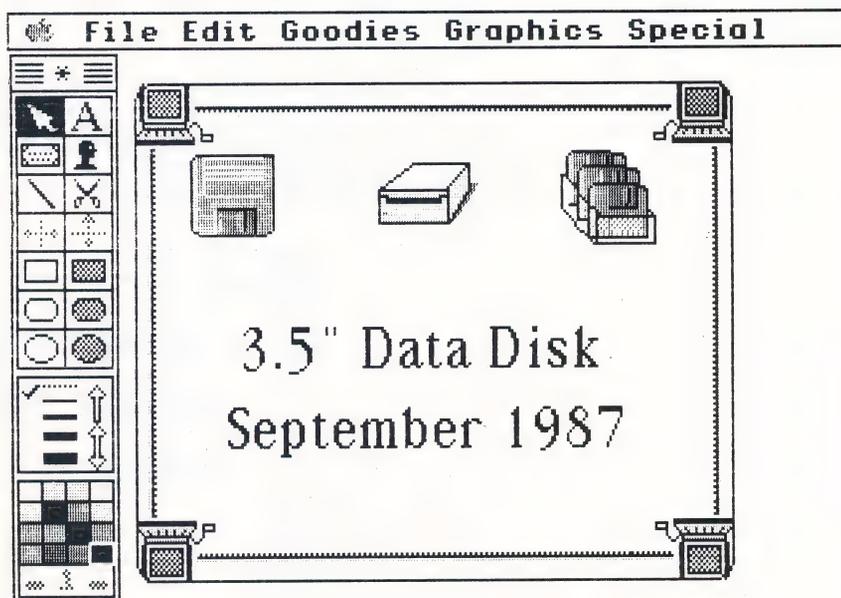
THE TOOLBOX

The Toolbox in the Label Editor is the same as the Toolbox in the Frame Editor except that it does not display the frame number or provide the Previous Frame/Next Frame arrows at the bottom. All the other tools will perform in their usual way.

THE FILE MENU

The **File menu** in the Label Editor provides most of the same functions as the **File menu** in the Frame Editor, except for the **Print** feature. This option does not provide the variety of choices available from Print in the Frame Editor. Selecting Print will print the label ¼ the size of the screen image only.

THE EDIT MENU

The **Edit menu** in the Label Editor provides most of the features of the **Edit menu** in the Frame Editor, except for the **Template**, **Sequence**, and **Next Frame** functions that are not available.

THE GOODIES MENU

Except for the **Shadow** and **Auto Numbering** feature, the **Goodies menu** in the Label Editor provides most of the same functions as in the Frame Editor.

THE GRAPHICS MENU

Except for the **Show Template** option, the **Graphics menu** in the Label Editor provides most of the same functions as in the Frame Editor.

MAKING A LABEL

The procedure for making a label exactly parallels the procedure for making a frame. To see the features of the Label Editor, let's make a label for your ShowOff data disk.

With ShowOff running and the Frame Editor on the screen, pull down the **Edit menu** and select **Label** to enter the Label Editor. The outline for the label you will create will appear on the screen.

Now you are ready to begin designing your label. Begin by selecting **Border** from the **Graphics menu**. When the Border Selection screen appears, select a border that you would like to use. When you are returned to the the Label Editor, select Icon from the Graphics menu. Locate the icon of a movie camera (it's on the Computer icon screen which you can find by moving the box on the scroll bar down about half way) and select it. You will then be returned to the Label Editor. Drag the movie camera icon to the upper right corner of the label.

Next click on **Text** in the Toolbox, and choose a color. Use the Fonts menu to select **New York**, **Bold**, and **18 Point**. Now type **ShowOff** and **Data Disk** on your label. Clear the capture box around the text by clicking outside of it. Again, select **Fonts**, change the font to **Shaston**, and the size to **8 Point**. Next type **Date:** __/__/__ on your label. Drag the four objects around the screen until your label looks balanced and attractive. Select **Save** to store your label on disk for future use, then select **Print** and you will have your first label.

To retrieve the label you have saved from your file, when you are not in the Label Editing section, first select **Label**, and then select **Open** in the **File menu**. A dialog box will appear displaying the name of your disk and all of the label files on it. Select the file you want with a double click of the mouse, or by selecting **Open** from the options on the right hand side of the screen.

RETURNING TO THE FRAME EDITOR

Once you have completed work in the Label Editor, you may want to continue working on a sequence or create a new one. To return to the Frame Editor without quitting the program and reloading, pull down the **Edit menu** and select **Frame**.

EXAMPLES

Here are some examples of other labels you might want to use. Of course, you can create almost any label you can imagine with ShowOff.
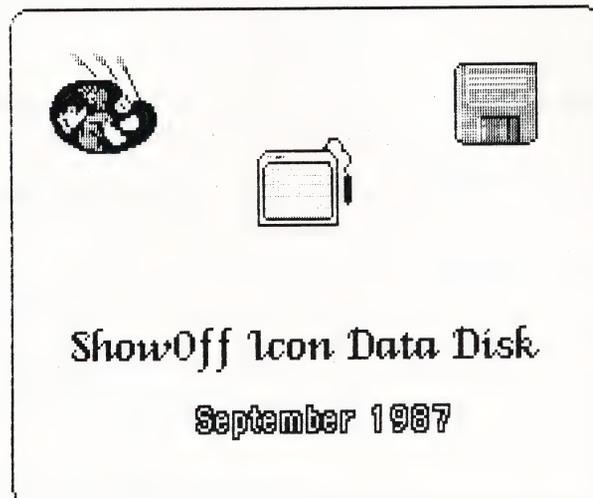
This label could be used for a disk containing all your personal icons or for a library of graphics done with a Paint program.

5. _____
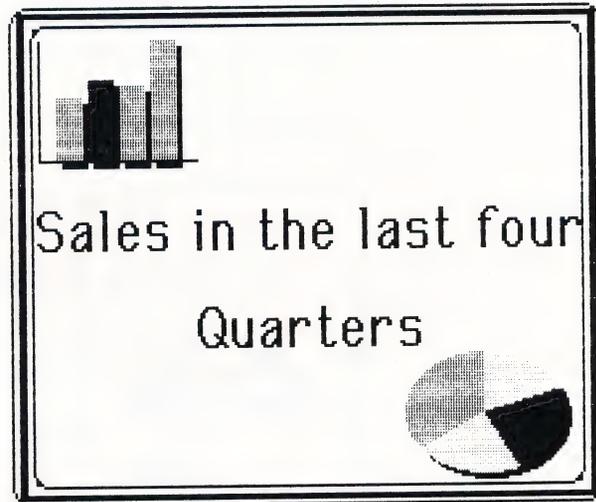
On this label, two graphs have been combined with a businesslike border and font to denote the professional style of the business presentation on the disk. This type of label could be used for any disk containing business information.
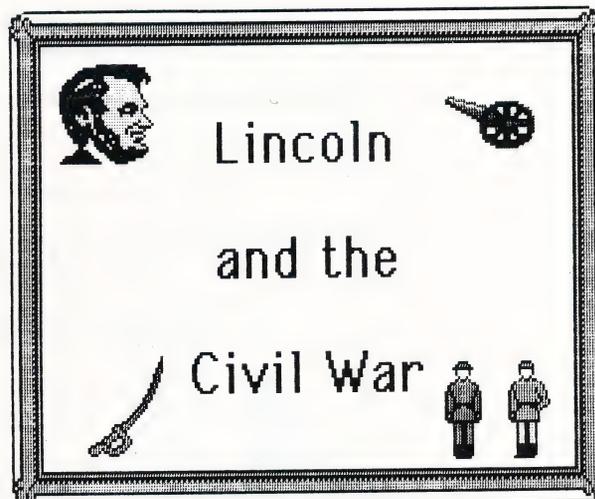
Here is a label a student might use for a research report at school. With ShowOff, oral reports can become interesting, stimulating audio-visual sessions.

ShowOff is designed to unleash your creativity. Possible uses for your frames and sequences can be found anywhere from the nursery room to the schoolroom to the boardroom. Here are a few suggestions to start your imagination working.

Q & A   Using ShowOff, you will be able to display a series of questions for an audience, and then reveal the hidden answers.

Science Quiz #4
1) Who Discovered DNA?
a Crick.....English
b Watson...USA
c Wilkins..English
d All of the above

Answer..............

Text can be hidden by putting it into the template and covering it with a filled shape, or by giving it the same color as the background (or as a filled shape behind it).

Science Quiz #4
1) Who Discovered DNA?
a Crick.....English
b Watson...USA
c Wilkins..English
d All of the above

Answer..............D

By the way, perhaps you noticed the way we have laid text over borders. This is a nice effect and it is easy to do. Simply, choose a filled rectangle from the Frame Editor Toolbox , draw the box just wider than the length of your text, and place it over the Border.

Science Quiz #4
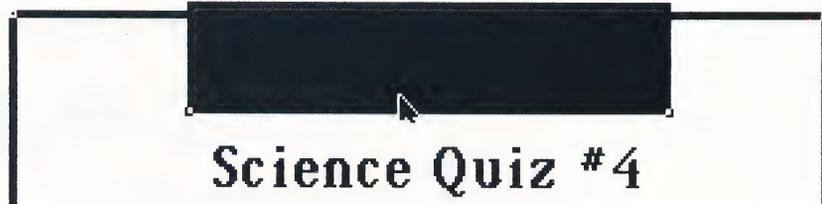
Now, change the color of the box to the background color:

Science Quiz #4
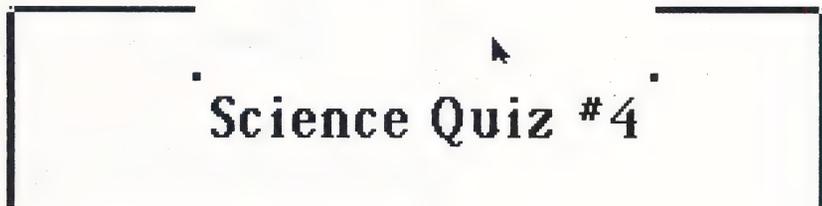
Once you have done this, move your text on top of the area that has been blanked out.

Science Quiz #4
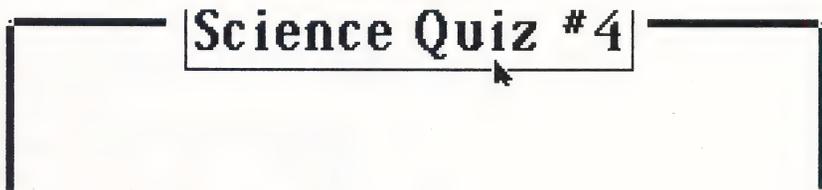
MORE Q & A

Using the very powerful **Transition** function of ShowOff (See the Special menu in Chapter 2), you will be able to create an interactive slide show, where your audience can immediately get the result of the choices made.

First create a new sequence by selecting **New** in the **File menu**, and type in the name "History" (for example). After pressing **return**, select **Template** in the **Edit menu**, and create the following screen:

History 1A

Quiz #2
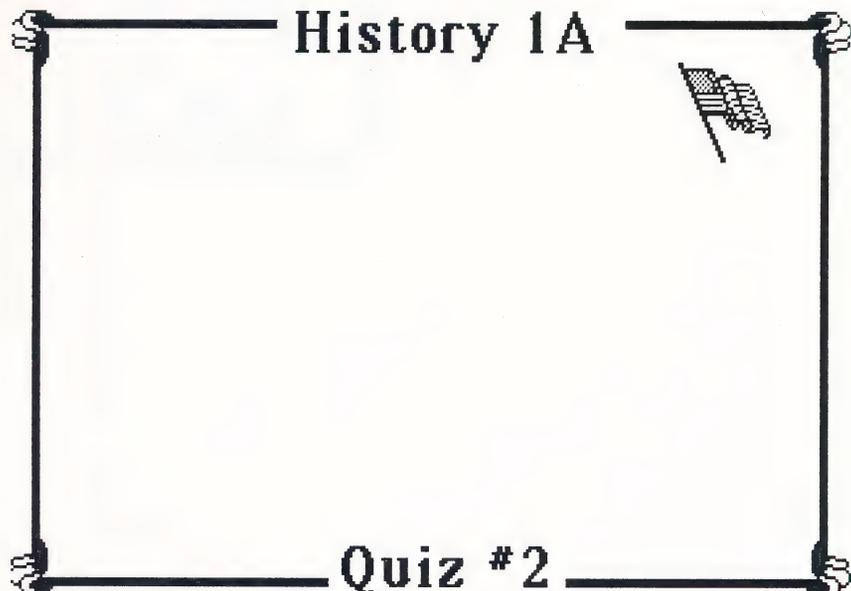
When you are done, select **Frame** in the **Edit menu** to go back to the Frame Editor, and then select **Show Template** in the **Graphics menu**. Your template will appear on the screen. Now, create the first frame as shown below:

History 1A

1. Which President is known as the father of our country?

a) Abe Lincoln

b) Thomas Jefferson

c) George Washington

Press the appropriate letter on the keyboard for the correct answer.

Quiz #2
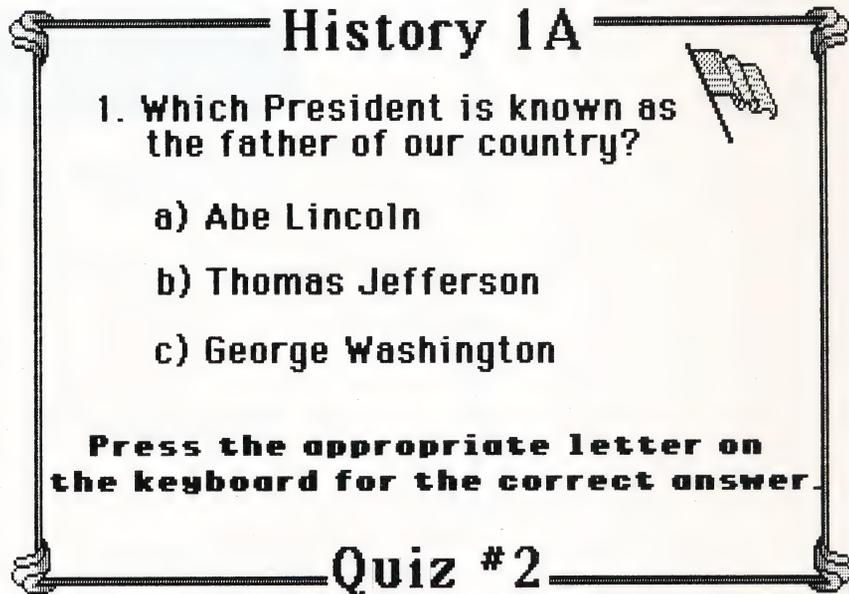
Now, select Transitions in the Special menu, and simply introduce the following commands in the transition window of the first frame:

Transition

Frame : 1

To	Key	Effect
2	Any	
2	A	
2	B	
3	C	

Ok   Cancel
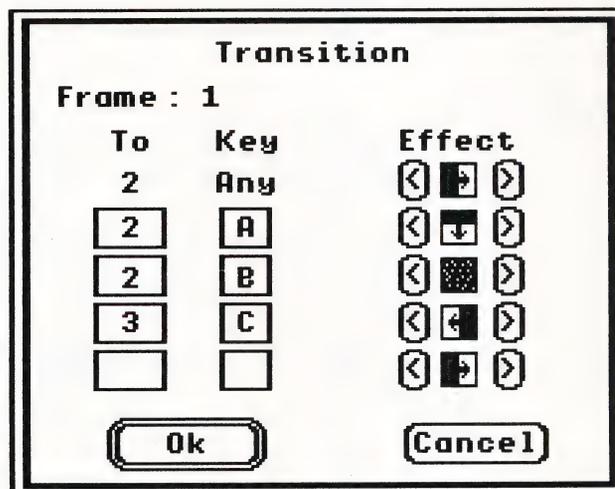
You can now create the second and the third frame of your sequence as shown below:

History 1A

Answer:

Your choice was not correct

Please try again

Quiz #2

History 1A

Answer:

You are correct

Congratulations!

Quiz #2
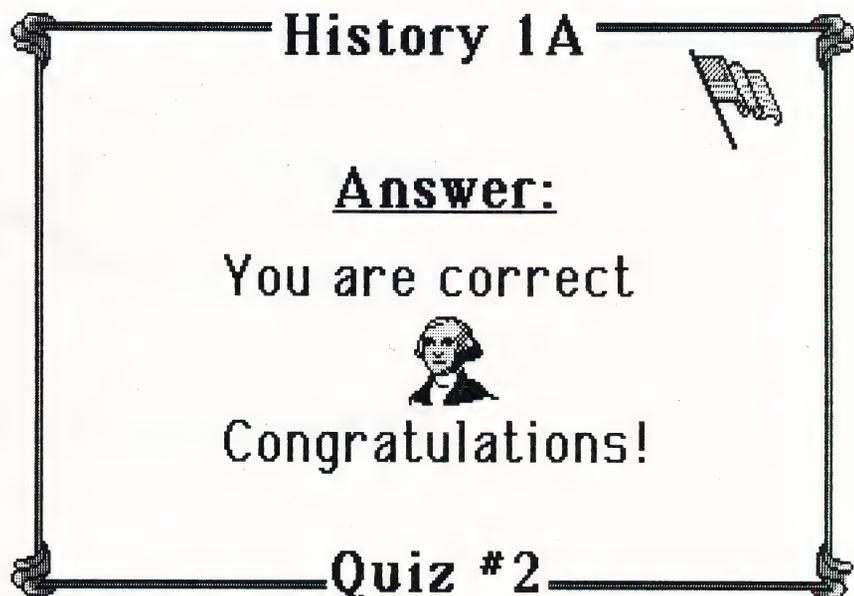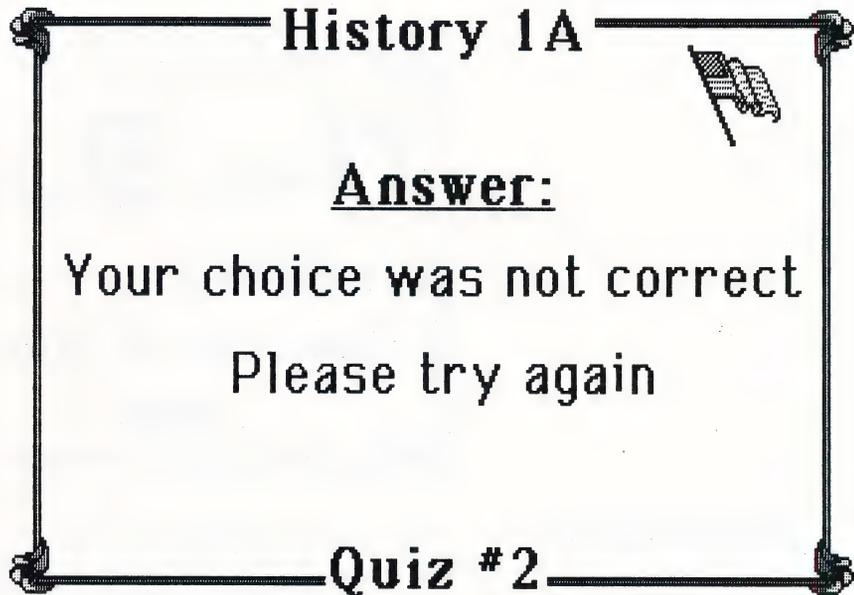
Finally select **Sequence** in the **Edit menu**, click on **Show**, select the option **Manual**, and admire the result:

- During the Show, on the first frame, if you select choice **a** or choice **b** (by pressing the appropriate key on the keyboard), the second screen will be displayed.
- On the other hand, if you selected **c** (the right answer), your computer will then display the third screen.

GIFT TAG   You can use the power of ShowOff's label editor to create unusual, personalized gift tags for any occasion.
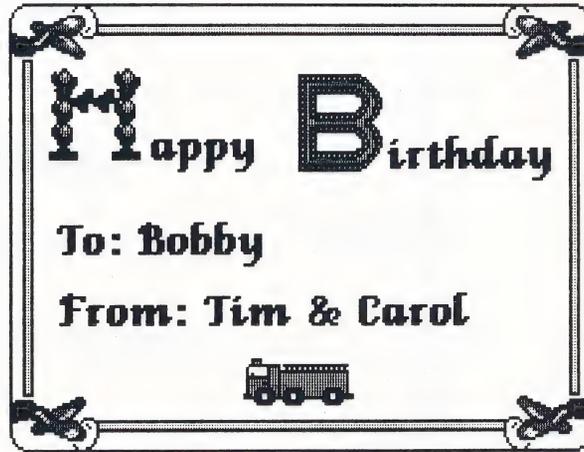
USING THE ARROWS   When there are a number of objects in the frame, you can direct the audience's attention where you want it by using arrows as pointers. Remember, the arrows, like any object, can be moved around the screen or redirected at any time.
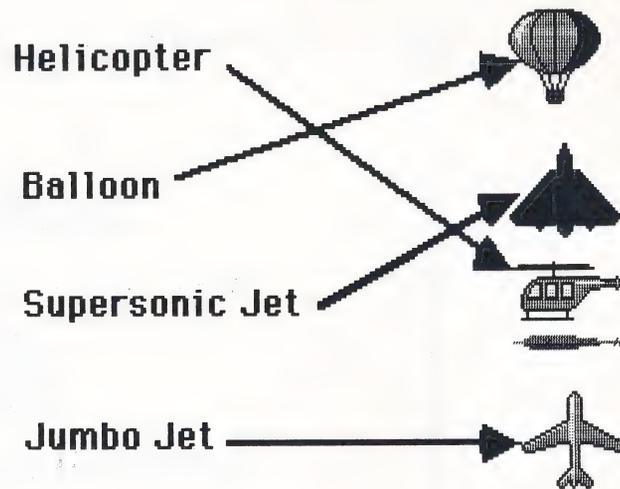
FOOTBALL COACHING   The football coach could teach the team new plays using diagrams like this and ShowOff. The icons representing players can be moved around on the screen while team members watch. Arrows can show running patterns.
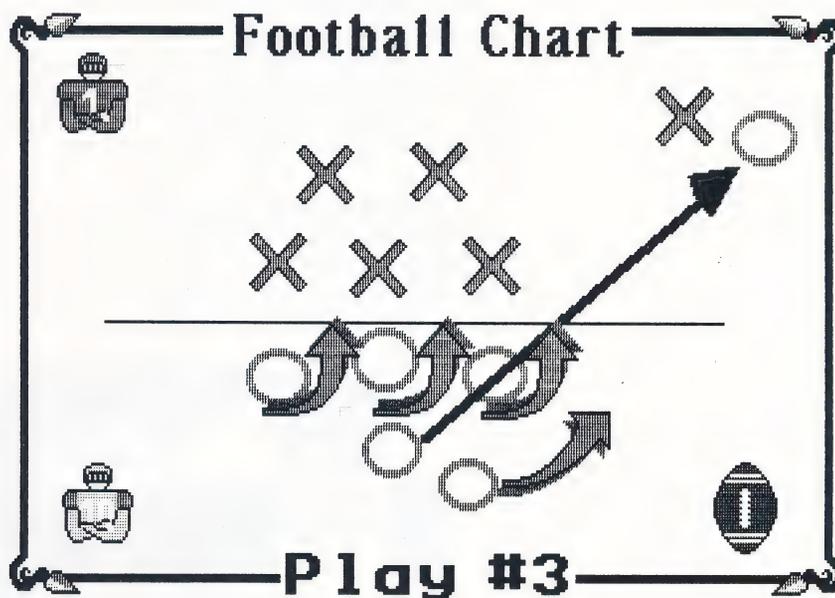
REBUS   You can create an amusing rebus or illustrated sentences by substituting ShowOff's icons for words.

6.

PUZZLES   By using ShowOff's ability to import full-page pictures into the icon library then scattering the pieces around a frame, you can create challenging picture puzzles.

To create a puzzle, first create a new sequence named "Puzzle", then select **Icon** from the **Graphics menu**, and choose **Add**. Instead of loading a standard icon file, replace your data disk with a disk containing full screen pictures from a compatible paint program. Choose **Add** from the options at the top of the Icon selection screen, and then select a full screen picture from the list of files. ShowOff will load the picture onto the Icon screen, and you will then be able to take parts of the image and put them in the frame you are working on, just as you do with the icons.

To select the pieces of the puzzle, click on the picture one area at a time, and then press **Select** to transfer the pieces to the Frame Editor screen. Arrange the pieces of the picture in a random order on the screen, and then have fun trying to move them around until they are back in their proper order. (If you want your puzzle to be really difficult, use the **Flip Vertical**, and **Flip Horizontal** options on some of the pieces of the puzzle!)
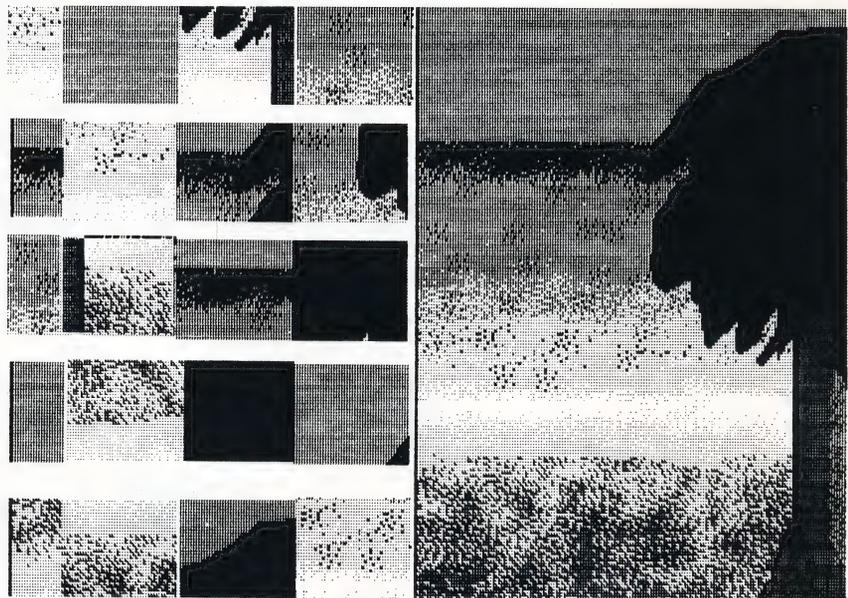
THE ICON LIBRARY

ShowOff provides a library of over 380 icons for you to use. The next few pages give you a quick reference to all of them.

Alphabet
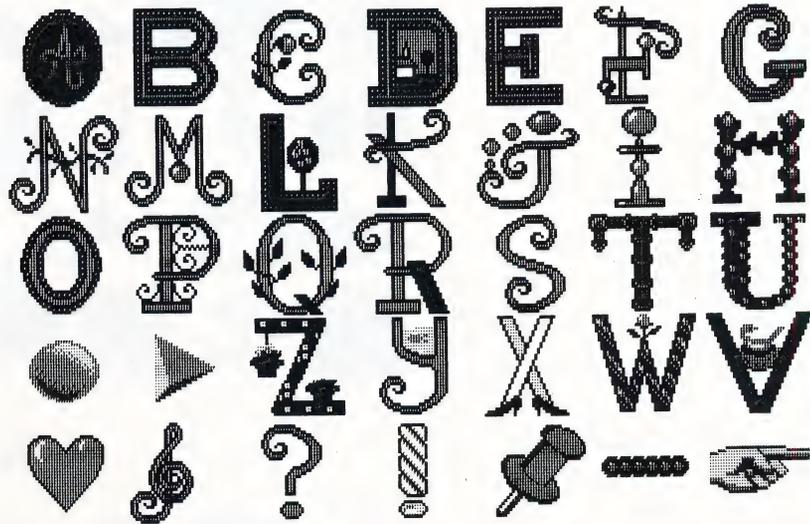
Animals

Activities
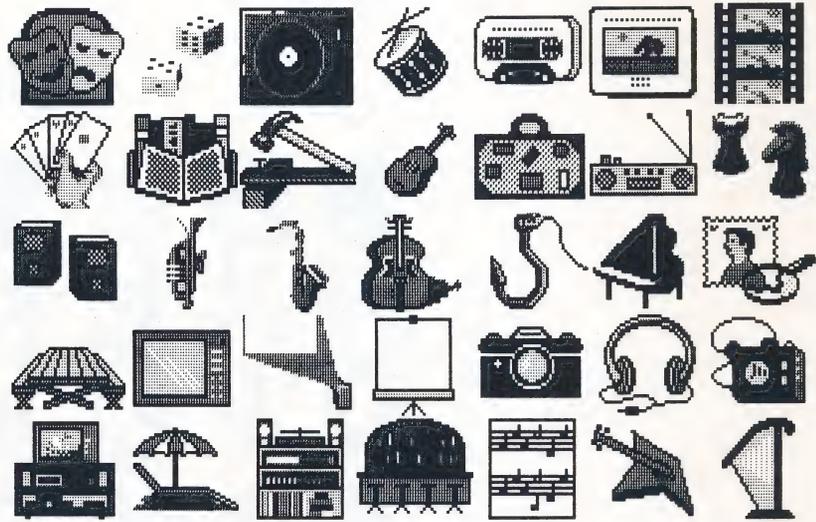
Buildings

Computer
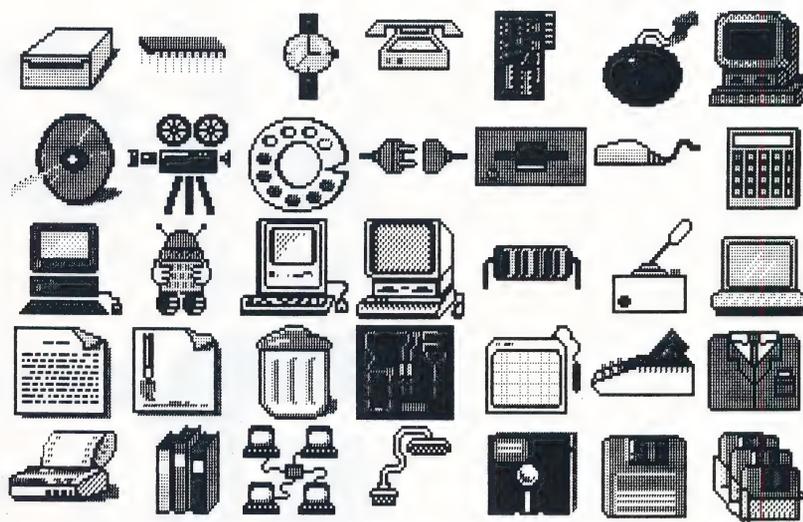
Flags
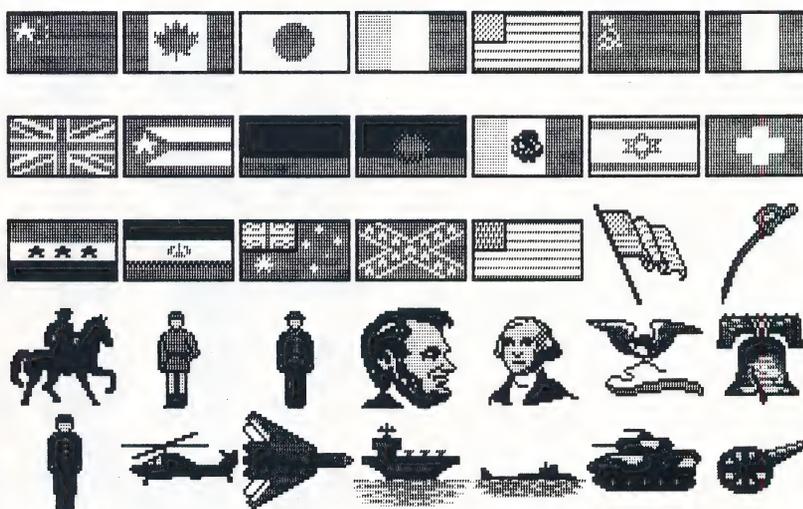
Maps
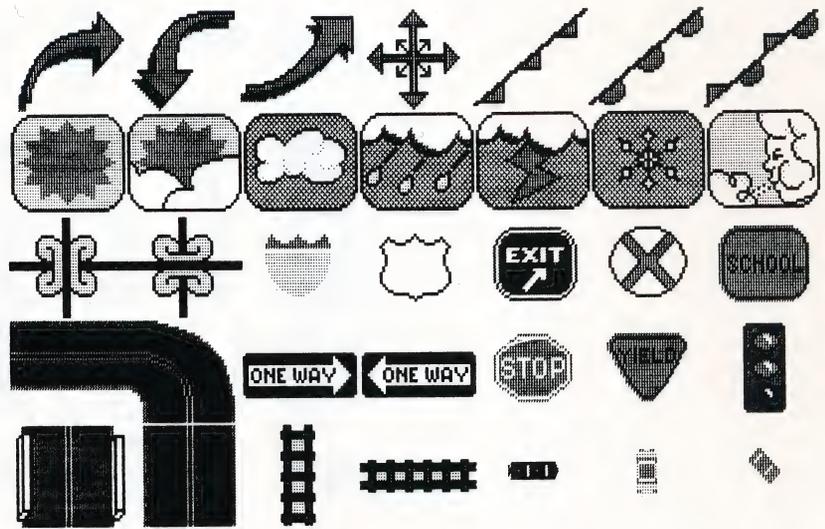

Nutrition

People

Sports

7.

Transportation

THE BORDER LIBRARY

ShowOff provides 126 borders for your frames. The next two pages provide you with a quick reference to all of them.
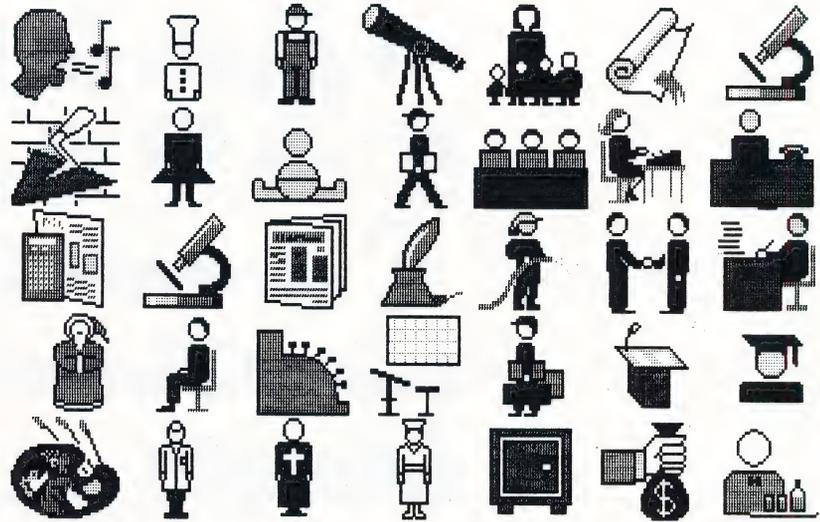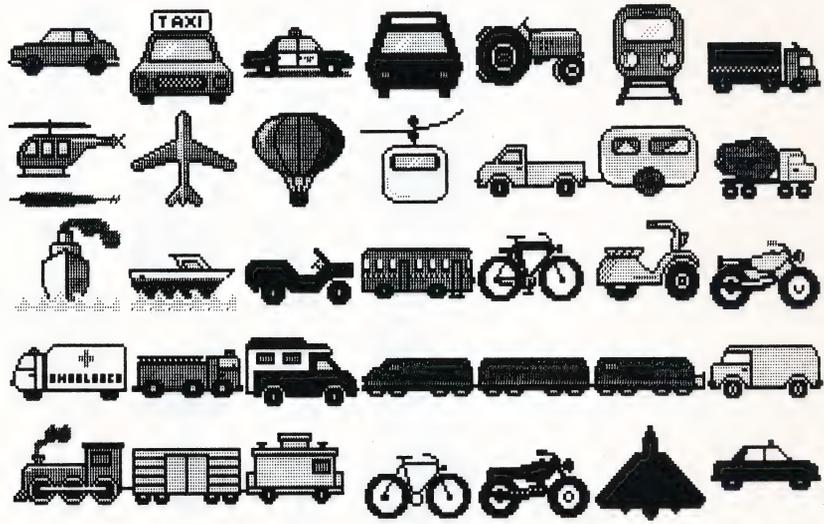
Borders #1

Borders #2

Borders #3
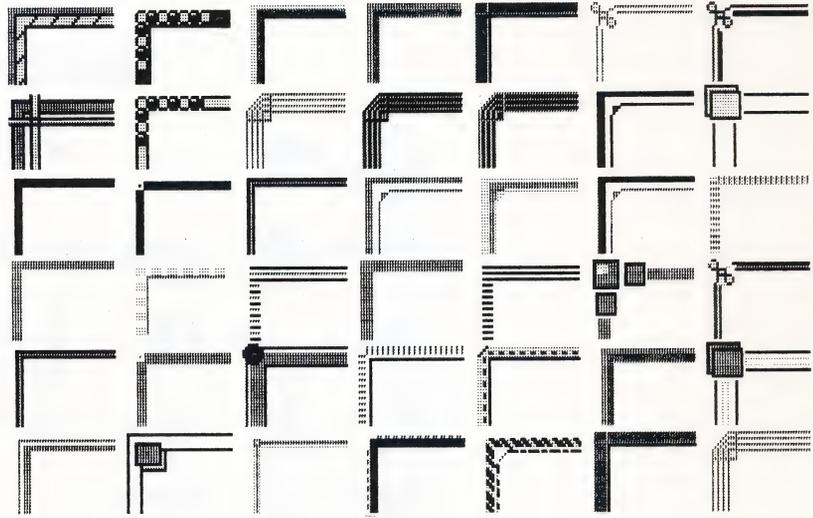
THE SLIDE SHOW DISK

The Slide Show disk is a useful tool. In addition to containing files of several background frames that you may use in creating your own sequences, it also holds the routines that will let you to create Autorun disks. You don't need the ShowOff program disk to use an Autorun disk, so you can share your creations with associates and friends who may not own the program. Upon booting the Slide Show disk, a screen will appear with the following options.

```
┌─────────────────────────────────────┐
│  ┌───────────────────────────────┐  │
│  │      Run a Slide Show         │  │
│  └───────────────────────────────┘  │
│  ┌───────────────────────────────┐  │
│  │    Create an Autorun Disk     │  │
│  └───────────────────────────────┘  │
│  ┌───────────────────────────────┐  │
│  │     Copy an Autorun Disk      │  │
│  └───────────────────────────────┘  │
│  ┌───────────────────────────────┐  │
│  │            Quit               │  │
│  └───────────────────────────────┘  │
└─────────────────────────────────────┘
```
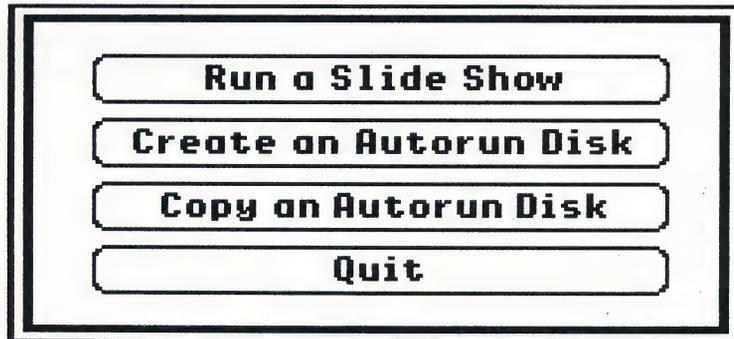
Show a Sequence

This option will allow the user to run one of the sequences available on the Autorun disk. After clicking on this option the following dialog box will appear:

```
┌─────────────────────────────────────┐
│ Open a sequence                     │
│ 🖫 /Slide.Show/                      │
│ ┌─────────────────┐   ┌───────────┐ │
│ │ 🗋 Sample     ⬆ │   │   Disk    │ │
│ │ 🗀 System        │   └───────────┘ │
│ │                 │   ┌───────────┐ │
│ │                 │   │   Open    │ │
│ │                 │   └───────────┘ │
│ │                 │   ┌───────────┐ │
│ │                 │   │  Close    │ │
│ │              ⬇ │   └───────────┘ │
│ └─────────────────┘   ┌───────────┐ │
│                       │  Cancel   │ │
│                       └───────────┘ │
└─────────────────────────────────────┘
```
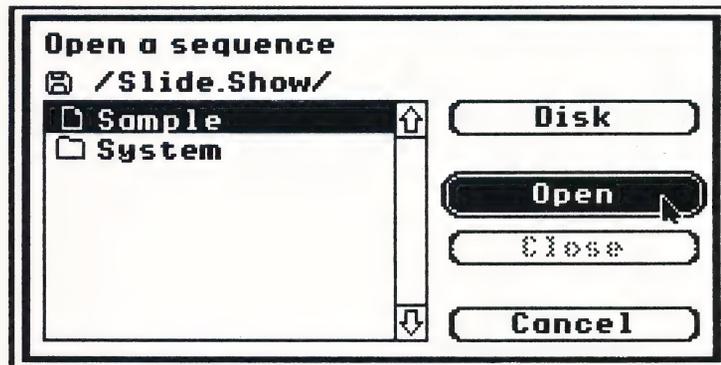
Select a file name and click on **Open**. A dialog box with the Show options will appear. (See Chapter 4: THE SEQUENCE EDITOR.) Indicate your choices, and the Autorun sequence will begin. To quit, press the **Esc** key. and click on **Cancel**.

Create an Autorun Disk

Choosing this option will automatically copy all the necessary files needed to make an Autorun disk. Please note that due to memory limitations, you will not be able to create an Autorun disk on a 5.25" disk.

To create an Autorun disk, you will need a formatted 3.5" disk. You may use the Format feature in the ShowOff File menu, or the IIGS System utility to format a blank disk. When you select **Create an Autorun Disk** from the main menu, a dialog box will appear.

- With the ShowOff Slide Show disk (Source disk) in drive 1 click in the Drive 1 circle to select it.
- Place your formatted blank disk (Destination disk) in drive 2 , and click on the circle to select it. (If you have a single disk drive system, with the ShowOff Slide Show disk in drive 1, you will select drive 1 for both the Source and the Destination disks, and the program will prompt you to swap disks as necessary.)
- Click on **Ok**, and the program will copy the files needed to create an Autorun disk to the Destination disk. This procedure will take a few minutes. A status screen will keep track of the copying process, and return you to the menu when the transfer of files has been completed.

The final step is to copy your sequence to the Autorun disk. You may do this by using your System utilities to copy the files onto the Autorun disk, or you may use ShowOff to load the sequence, and then using **Save as**, save the sequence to your Autorun disk. To run your sequence, boot the Autorun disk, and proceed just as you do with the ShowOff Slide Show disk.

Copy an Autorun Disk

Select this option of make a copy of your Autorun disk to share with others. The procedure is just like that for creating an Autorun disk except that the Source disk is your Autorun disk, and the destination disk is a blank, unformatted disk. When you click on **Ok**, ShowOff will format the disk and transfer the files, then return you to the main menu.

Quit

When you are done using the Slide Show Disk, select **Quit** to return to the operating system.

9.

BACKGROUNDS   Also included on the ShowOff Slide Show Disk is a library of eight very useful graphics to be used as backgrounds in your sequences. To include one of these in your frame, select **Load Picture** from the **File menu**, and then open the file of your choice. The next few pages give you a quick reference to the graphics available.

Celtic
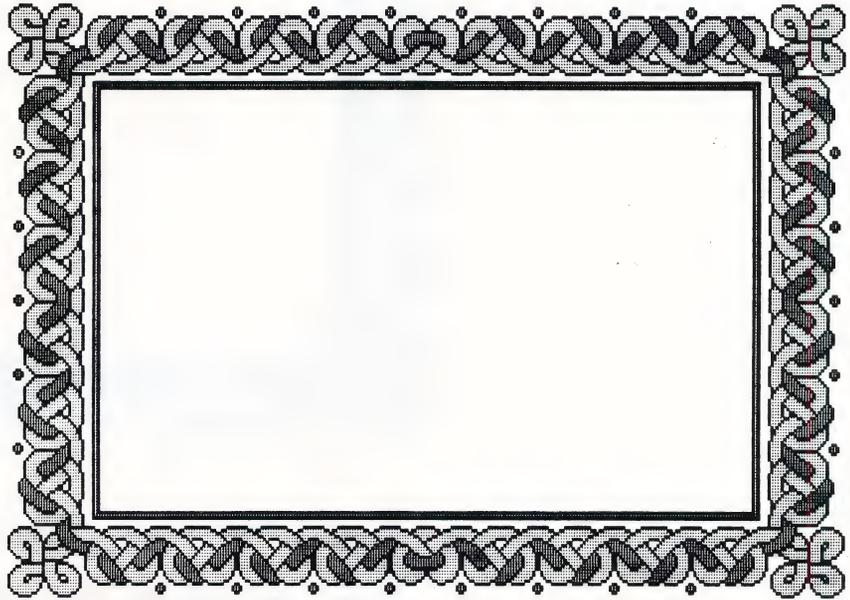
Frame

Hightech

Roses
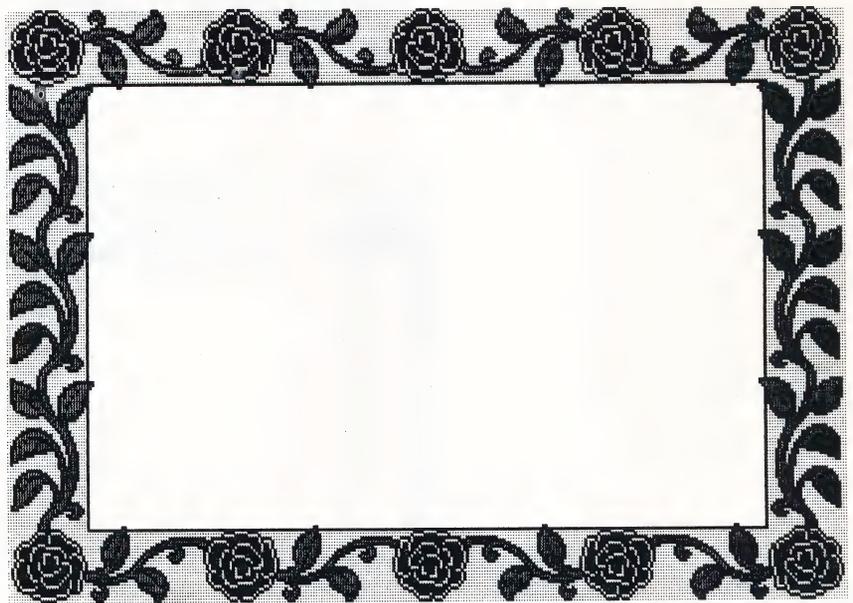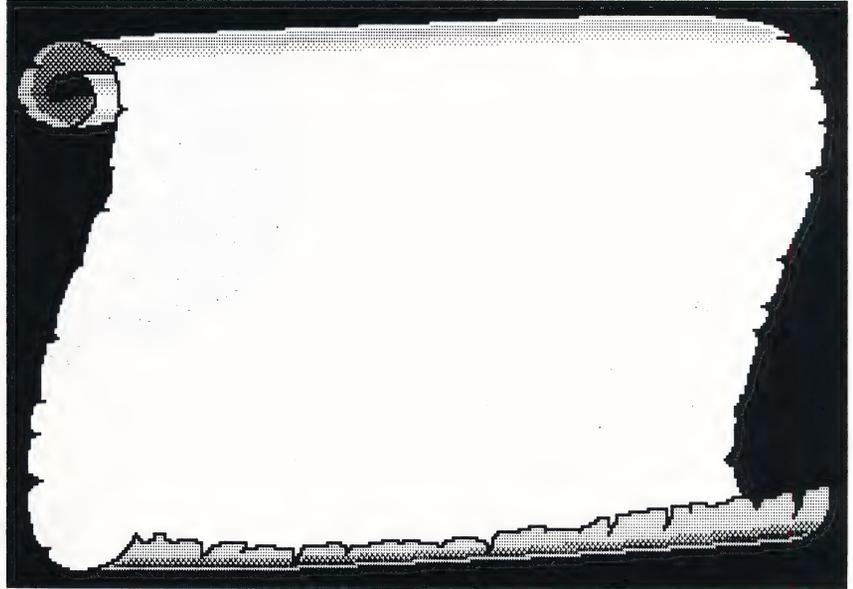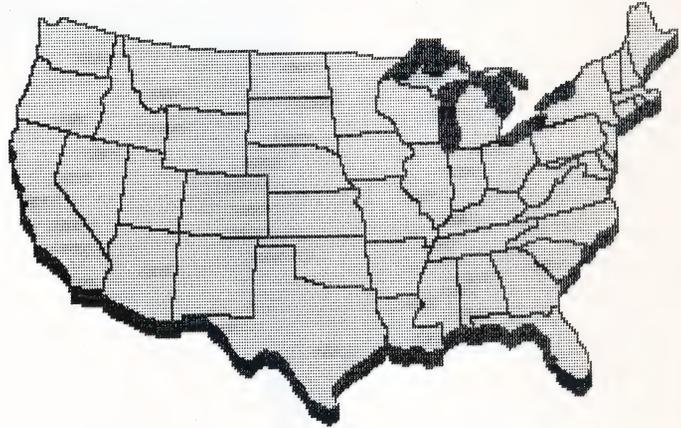
Scroll

Squares

9.

USA.Map

World.Map

10. WARRANTY

Brøderbund's Limited Ninety-Day Warranty

Brøderbund warrants for a period of ninety (90) days following the original retail purchase of this copy of ShowOff that the program is free from substantial errors or defects that will materially interfere with the operation of the program as described in the enclosed user documentation. This policy applies to the initial purchaser only.

If you believe you have found any such error or defect in the program during the warranty period, call Brøderbund's Technical Support Department, (800) 527-6263, or (415) 492-3500 between the hours of 8 a.m. and 5 p.m. (Pacific time), Monday through Friday. Brøderbund technical personnel will attempt to help you correct or avoid the problem. If any such error or defect cannot be corrected or reasonably avoided by the customer, Brøderbund will inform you how to obtain a corrected program disk (or, at Brøderbund's option, Brøderbund may authorize refund of your purchase price). This warranty gives you specific legal rights, and you may also have rights which vary from state to state.

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If any disk supplied with this product fails within ninety (90) days of purchase for any reason other than accident or misuse by the customer, please return the defective disk together with a dated proof of purchase to Brøderbund Software-Direct, 17 Paul Drive, San Rafael, CA 94903-2101, for a free replacement. This policy applies to the original purchaser only.

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Please mail the original coupon, not a copy, along with a check or money order for $10.00 (in U.S. funds), or complete credit card information to:

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- -

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_____

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Daytime Phone: _____
(In case we have a question about your order)

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☐ Check/money order   ☐ VISA   ☐ MasterCard   ☐ American Express

| | | | | | | | | | | | | | | | | | |

Credit Card Number   Expires

_____

Signature (required for credit card orders)

(Clip this coupon along the dotted line and send along with your payment. Please allow four weeks for delivery.)

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