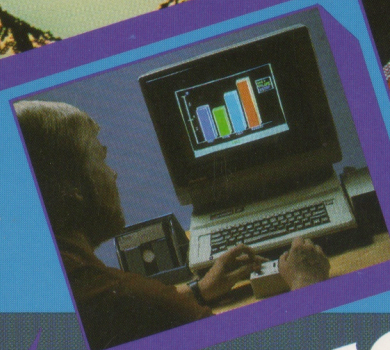
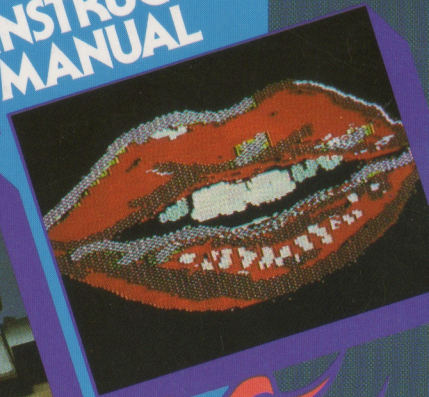


THE SLIDE
PROJECTOR
INSTRUCTION
MANUAL



**FLYING
COLORSTM**
COMPUTER GRAPHICS SOFTWARE

THE COMPUTER COLORWORKS PRESENTS



THE SLIDE PROJECTOR INSTRUCTION MANUAL

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If during this period a defect should occur, the medium may be returned to The Computer Colorworks or an authorized dealer for replacement without charge. Your sole and exclusive remedy in the event of a defect is limited to replacement of the medium.

Replacement will be made for a nominal fee if damaged after the warranty period. Send the diskette with five dollars and proof of purchase to The Computer Colorworks, 3030 Bridgeway, Sausalito, California 94965.

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INTRODUCTION

The slide projector displays pictures (which we call slides) produced by FLYING COLORS™ or other graphics programs. It loads slides from diskette which were saved as a standard binary file from the Apple high resolution graphics pages 1 or 2. The projector allows manual or automatic showing of slides in any order you desire.

In the automatic mode a timer is set which changes a slide after a specified length of time. The timer may be set for times from 1 to 99 seconds per slide.

Using a "linking message", you can insert a large number of slides in the slide tray by inserting a sequence of disks.

When all the slides have been shown on one disk, the projector will prompt you to insert the next disk. A fast disk reader will get any slide in under two seconds, so no time is wasted.

Before running the projector program you will need to have a diskette on hand which contains a few pictures so you can best see how it works.

LOADING THE PROJECTOR

If you are already in the FLYING COLORS™ program, then loading the projector is done by inserting the FLYING COLORS™ diskette in the disk drive and pressing the RESET key on your computer. Otherwise you need to "BOOT" the disk.

The logo then appears with the familiar statement "PRESS F FOR FLYING COLORS OR P FOR PROJECTOR." So press the "P" key on the keyboard to run the projector program. After a few seconds the program will be loaded, and you'll be instructed to remove your FLYING COLORS™ diskette. A menu appears once you have inserted a pictures diskette and pressed any key.

GENERAL INFORMATION

The projector is fairly straight forward in operation and should take you less than an hour to become familiar with it. It has been designed so that once you read the instruction manual, you seldom will need to refer to it again to find the function of keys.

All entries are made by pressing a single key. Their functions are listed on the screen. The only exception is when you are asked to enter the name of a diskette. A brief tone will sound when you press a nonfunctional key.

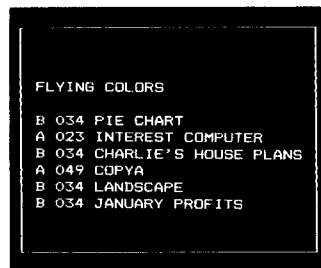
The projector works by allowing you to fill a "SLIDE TRAY" with the names of slides (pictures) you want to display once the projector is started. The slide tray is then saved for future reference as a text file on your pictures diskette under the name "SLIDE TRAY".

MAIN MENU CHOICES



There are two menus in the projector program. The first one is the main menu which appears when the program is run. The second one is the **SELECT SLIDES** menu. To select from the menu, press the key for the highlighted letter next to your menu choice.

C CATALOG will display the diskette catalog. It is the same as the "CATALOG" command in Applesoft Basic which shows all the files on your diskette.



M MANUAL / AUTO selects either the manual or automatic mode to show slides. In manual mode each slide remains on the screen until you change it by pressing a key on the keyboard or pressing a paddle button. In auto mode slides are shown for a predetermined amount of time before selecting the next one. Thus the **TIME** window appears in the menu when auto mode is chosen. Auto mode allows unattended slide presentation such as for a store display.

T TIME determines the length of time each slide is shown in auto mode. When the "T" key is pressed, the cursor moves to two blank boxes in the time window. Enter a time from 1 to 99 seconds and press the "RETURN" key.

B BLEND ON / BLEND OFF determines how a slide first appears on the screen. When **BLEND** is **OFF**, the old slide disappears immediately, and after a short delay, the next slide appears. This mode simulates a real slide projector. When **BLEND** is **ON**, the next slide gradually appears as the old one disappears.

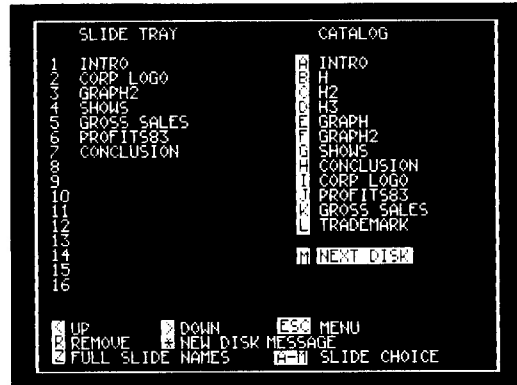
L LOAD SLIDE TRAY loads the slide tray and catalog from a pictures diskette. If there is no slide tray, it creates one. Each pictures diskette contains a slide tray which tells the projector which slides to show, how long to show them, and their positions in the tray. Using the "L" key,

you may insert another pictures diskette and load its contents any time the main menu is displayed.

Never exchange diskettes unless the program tells you to do so. Your slide tray may be destroyed although it can be easily restored with a couple of minutes work. Your slides (pictures) will never be altered in any way by the projector program.

P START PROJECTOR simply starts the projector to show slides. More about that later. For now you need to put some slides in the tray.

SELECT SLIDES MENU



S SELECT SLIDES from the main menu will present a second menu. This is for inserting and removing slides from the slide tray which is shown on the left half of the screen. It works similarly to a slide tray on a real projector.

Notice that sixteen slides will fit in this tray. However, as you will later see, many more slides can be shown by linking diskettes together. The tray is to be filled with choices of slides to be shown. Slides may be placed in any order. They will be shown in the numbered order in which they are placed in the tray.

On the right side of the screen are names of pictures on the diskette currently in drive one. Only binary files which are 34 sectors in length are shown. It is assumed they are pictures. No other files from the diskette are shown.

Also notice that highlighted alphabetic letters have been assigned to each of the picture names. This makes selection of a slide simple. You NEVER enter the name of a slide, only its assigned letter.

A "NEXT DISK" selection has been added to the catalog. When you place this legend in the slide tray, it tells the computer you want to go to another disk when all the slides on this one have been shown. Thus the "NEXT DISK" phrase is interpreted by the projector ONLY when slides are being shown. We call this a linking message since it allows linking diskettes together.

At the bottom of the screen is a list of keys which let you tell the computer what you want to do. Changes to the tray are made by moving the blinking cursor to the desired tray position and making a slide insertion or removal.

> (right arrow) moves the cursor forward (down) on the slide tray.

< (left arrow) moves the cursor backwards (up) the slide tray.

ENTER A SLIDE by pressing the highlighted letter next to the name of the slide in the catalog.

REMOVE A SLIDE by pressing the "R" key.

Z key will show you the complete name of all slides. Only the first sixteen characters of the slide tray and catalog can be shown on the screen at once. Therefore the "Z" key was added to display complete names. If by chance the first sixteen characters of two or more slides were the same, you would not be able to distinguish between them without using the "Z" key.

ESC (escape) key retrieves the MAIN MENU. This is generally true no matter what you are doing. Sometimes the ESC key will return you to the slide selection menu, but this happens only when it is logical to do so (such as

when trying to run the projector with no slides in the tray.)

* key will let you change the disk prompt. The disk prompt allows diskettes to be "linked" together to show many slides during a show. It is simply a message you can enter in the slide tray which is displayed on the screen when it's time to change a disk.

If the projector sees this special linking message in the tray while showing slides, it will know to stop showing slides on this disk and ask for the next one. The default message is "NEXT DISK." So by placing this message in the slide tray, "INSERT NEXT DISK" will be displayed when the projector comes to it in the tray.

However, you may change this message by pressing the "*" key. You will then see the old message displayed and given an opportunity to enter a new one. You may abort the change by pressing the "RETURN" key without making an entry or by backspacing to the first character position and pressing "RETURN" key. The old message will not be altered.

A different message can be stored for each slide diskette.

SAVING THE SLIDE TRAY

Once you enter slides in the tray and return to the main menu, the slide tray is stored to your diskette automatically and reloaded when needed. This allows you to preload the tray in advance of your slide show. Each time you return to the main menu from the slide selection mode, the program will save the tray to diskette only if any changes were made.

Put a few slides in the tray and return to the main menu by pressing the "ESC" key. Try the various menu options and start the projector to see how it works.

PROJECTOR CONTROLS

As described below, the projector has four controls while running. When started, it will begin showing slides from the one where the cursor was placed while in the select slides mode. Slides will be shown in their numbered order in the tray.

The projector will continue showing slides in an endless loop unless it sees a linking message (next disk) in the tray. When a linking message is found, you will be informed to exchange the diskettes.

The projector will then load the slide tray from the next diskette, set timer to new time, and continue showing slides beginning with the first one in the new tray.

A short tone will be sounded during a projection when the beginning or end of a slide tray is reached. It's only a reminder to let you know where you are in the tray.

ESC will stop the projector at any time and recall the main menu immediately. If pressed while a slide is being loaded, the main menu will appear after the projector is finished loading the slide.

> (right arrow) causes the projector to go forward one slide. It works in manual or automatic mode. Also Button 1 of a joystick or paddle control gives the same result.

< (left arrow) cause the projector to back-up (reverse) one slide. Also Button 0 of a joystick or paddle control gives the same result.

NOTE: When the projector is started, it checks to see if joystick or paddle controls are connected to the computer. If so, the buttons may be used to change slides. This gives you a hand control with a little distance instead of the keyboard. If your joystick or paddle buttons don't work, you should be ashamed of yourself because you probably connected them after the projector was started. That means you connected them with your computer on. Your Apple doesn't appreciate that!

SPACEBAR stops the timer from changing slides in the automatic mode. The next slide will change and the timer will restart when you tell it to continue by pressing one of the arrow keys.

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