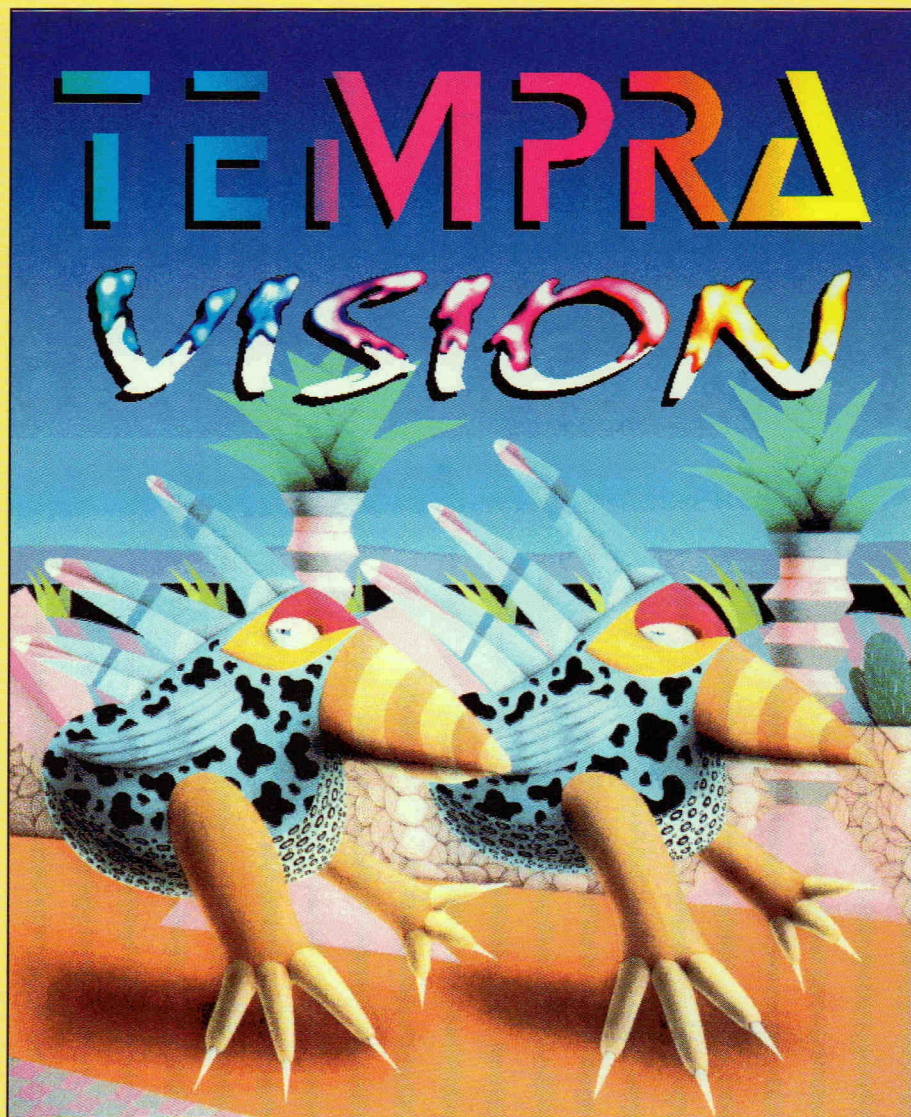


Whiz Kid Guide



*Now you can be a
TEMPRA Multimedia Whiz Kid!*

TEMPRA
VISION™
Whiz Kid Guide

Toll free Technical Support

1-800-852-6484 or 1-800-852-6284

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Credits

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Judy Frierman

“Toucan Road” © T.P. Speer, 1989.

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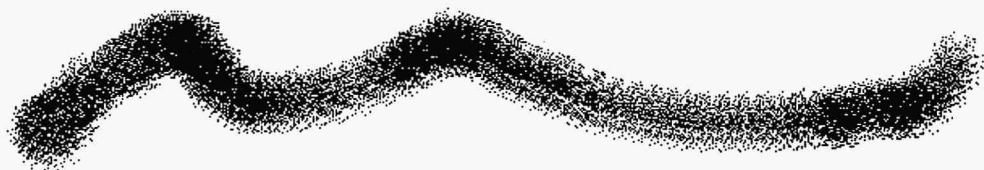
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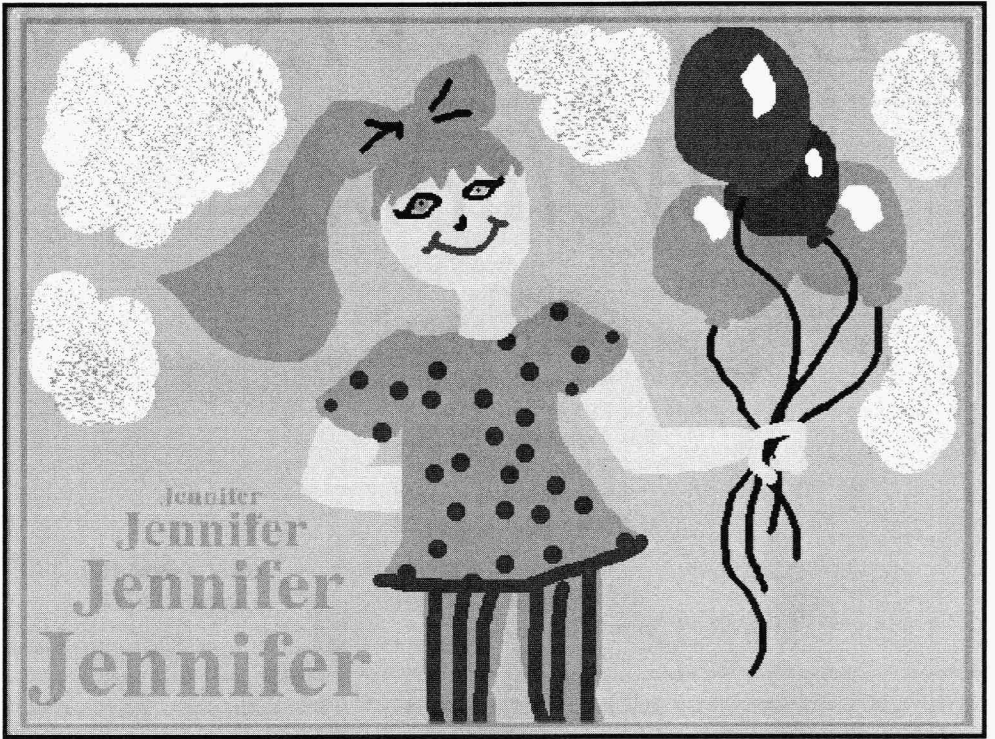
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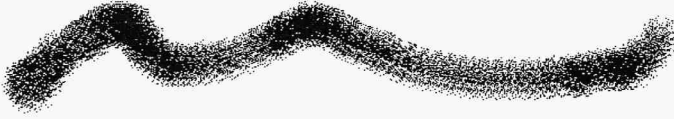
TEMPRA VISION

Welcome



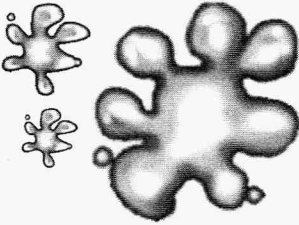


Introduction



***Welcome to TEMPRA Vision:
The multimedia product that will take you into the 21st Century!***

Get Ready for the Multimedia Explosion!



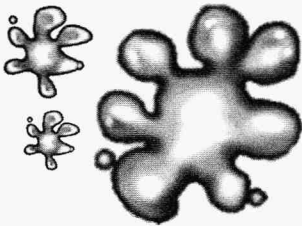
If you have a computer, you've probably seen or heard the word "multimedia." But most people don't really know what it means. *Is it video? Maybe audio? Or how about graphics?* The truth is, multimedia is all of those things.

• Multimedia is a Communication Tool

Think about it this way: a picture is media. Music is media. Video is media. Each one sends information *from* someone to someone, which is *communication*. Media is all around us: television, books, CDs, cassettes, movies. In computers, when you combine video, audio, graphics, animation, and text to communicate, you are using multimedia.

Multimedia is a powerful industry tool. More people are using computers to communicate. This means more people are using computers that are used for communication: in hotels, malls, restaurants, schools. Maybe the computers communicate by giving directions to the nearest shoe store. Or list all the Italian restaurants you could go to for dinner. Most likely these computers use some text and pictures. They might even have some music playing. **That's multimedia.** As you learn more about multimedia, you'll begin to notice more who is using it and how.

TEMPRA Vision Multimedia Whiz Kids



So now that you know what multimedia is, you need to know what a TEMPRA Vision Multimedia Whiz Kid is (throughout the rest of this manual, we'll call you "TEMPRA Whiz Kid"). A TEMPRA Whiz Kid is someone who produces multimedia titles, games, and presentations using TEMPRA.

- **A TEMPRA Whiz Kid is a Powerful Communicator**

Because computers are the communication source of the 21st Century, TEMPRA Whiz Kids will become the most employable, highly-demanded resource of the 21st Century. They will be able to step into new communication territories and meet new communication challenges as computers become more technologically advanced and people need more sophisticated communication tools.

In addition to becoming very successful in practically any industry, TEMPRA Whiz Kids will receive incentives, continual training, and rewards from Mathematica, Inc.:

Multimedia Camp!

Families can come to the summertime TEMPRA Vision Whiz Kids Multimedia Camp in Orlando, Florida.



Stay at the fabulous Peabody Orlando Hotel, a 27-story, 891-room Mobil Four Star, AAA Four Diamond award-winning member of Preferred Hotels & Resorts Worldwide. It is located within 10 minutes of major Central Florida attractions, including Walt Disney World, Sea World, and Universal Studios.



Every day at 11 a.m. and 5 p.m., five famous mallards march to John Philip Sousa's "King Cotton" march.

Published Work—submit stories and presentations, the best of which will be published and shown all over the world! Plus, we may publish stories about you and what you use TEMPRA Vision for, just like the other TEMPRA Whiz Kids profiled throughout this book!

Multimedia Camps—participate in a summertime multimedia camp at the Peabody Hotel in Orlando, FL USA. Learn from professionals and meet other Whiz Kids. Camp will be on a Thursday and Friday so you can stay the weekend and visit Disney World! For information about participating in the next camp, call **1-800-852-6484**.

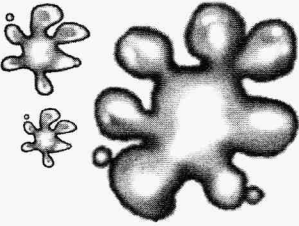
Prizes—send in your work and get a TEMPRA Whiz Kid T-shirt and certificate when you complete the TEMPRA Vision Whiz Kid **Challenges** at the back of this manual!

Becoming a TEMPRA Whiz Kid

So! You want to become the most powerful communicator on earth! You want to create games, stories, presentations, maybe even videos. TEMPRA Vision is your key to learning multimedia. Now, it's not always easy. What we've done is supply the tools by which you will learn multimedia. You've got to supply the rest: a little practice, some patience, and a lot of persistence.

To help you become a TEMPRA Vision Multimedia Whiz Kid, we have special **Multimedia Mentors** located across the nation who will help you learn the most you can from TEMPRA. Some Multimedia Mentors are profiled throughout this manual. If you want to be paired up with a mentor and learn about multimedia from a professional, call **1-800-852-6484** and we'll put you in contact with your own special multimedia mentor.

Using TEMPRA Vision



TEMPRA Vision on CD-ROM includes three elements that will first **introduce** you to multimedia and then **challenge** you to create your own pictures and stories by applying what you've learned. These three elements are:

TEMPRA GIF—Powerful Painting Program

TEMPRA SHOW—Powerful Presentation Program

Story Modules—Three Learning Stories

These three elements are on the CD-ROM: you will install them and use them on the computer. To help you use them, you need to refer to this manual. This TEMPRA Vision manual is designed to *introduce* you to multimedia. If you're the adventurous type, or you catch on more quickly than other people, you may want to take advantage of other available resources. You can look through the "Advanced Features" section of this manual for some more information. Other resources include:

TEMPRA SHOW Reference Manual

TEMPRA PRO Reference Manual

TEMPRA Media Author Reference Manual

Multimedia: Making It Work — a book by Tay Vaughan, published by Osborne/McGraw-Hill, available from Mathematica, Inc. (1-800-852-6484) and its distributors.

Other TEMPRA multimedia products are available as you become more experienced with multimedia and want new challenges and sophisticated features. See the chart in this section of the manual for a listing of all the TEMPRA products. Call 1-800-852-6484 for the location of your nearest dealer.

Your copy of TEMPRA Vision includes three programs called TEMPRA GIF, TEMPRA SHOW, and TEMPRA Access, a Story Module, and MusicBytes audio files. Use these programs to create your own exciting stories and powerful presentations by combining colorful graphics, text, and audio. Complete the activity sections of this book to learn how to use these programs and audio files.

Here's what you can do with the programs, stories, and audio:

TEMPRA GIF

This is a painting program, where you make your pictures and graphics for stories, projects, and presentations. In this program, you can also use a video camera (if your computer has the right video hardware) and “capture” video of family and friends on the computer to make a computer family album. If you're just starting as an artist on the computer, you can make simple pictures using shapes like circles, rectangles, triangles, curves, and polygons. If you're a good artist already, you'll be able to create some imaginative and realistic graphics that will impress everyone!

TEMPRA SHOW

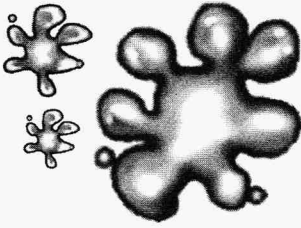
This is the presentation program, where you put the stories together using graphics, animation, and text, and perhaps even video and audio, if you have the right computer equipment. You will be able to create your own stories, just like the stories we made for our Story Module.

STORY MODULE

The Story Module contains three stories:

“Ugh and Buzz”—Meet Ugh the Caveman and Buzz the Toucan, the TEMPRA computer pals who teach you about multimedia. This is an *interactive* story, which means you participate in it to make things happen.





Register Your TEMPRA Vision Software:

In the TEMPRA Vision package you will find a registration card. Be sure to fill out the registration card and return it to us in the envelope provided. When you register, you can purchase an upgrade for TEMPRA Vision, which includes a full working copy of TEMPRA SHOW, a 24-bit version of TEMPRA GIF, and Voyetra drivers — all for only \$95 (retail price is \$295).

“Buzz Takes a Vacation”—Buzz is ready for vacation and is having trouble deciding where to go. This is a *self-running* story, which means it plays by itself. This is also a coloring book, which you can use in the “Paint and Play” activity to color. After you color the pictures in the computer, you can watch this story again with your artwork in it!

“A Day on the Farm”—Molly is visiting Farmer Smith, but he doesn’t have much time to play. Betsy the calf is missing! Molly helps Farmer Smith look for Betsy, but she could use your help too. This is an *interactive* story, which means you participate in it to make things happen.

You also have an **activity**:

Paint and Play—If you want to color in the pictures from Buzz’s vacation, or maybe make your own pictures, you can use the “Paint and Play” activity to do this. Paint and Play is actually the TEMPRA GIF program, so using Paint and Play is a good way to get used to TEMPRA GIF.

The best thing about the Story Module is that it includes lots of pictures, animation, and sounds for you to use to make your own stories! Unlike other computer stories that just let you read them, our stories let you read and **change** them. In fact, we want you to make your own stories and send them to us. You can use any of the elements that came with TEMPRA Vision, or you can make your own pictures, animation, video, and sounds to put in stories. See the tutorial and Challenges to start putting together your very own stories with TEMPRA Vision.

MusicBytes Audio Files

The stories in TEMPRA Vision include sound effects from MusicBytes by Prosonus. MusicBytes is the ultimate in multimedia clip music and sound FX (sound effects). These



popular ready-to-use digital files (13 music files and 52 sound FX files) add flexibility to the modifications users can make to existing stories, or to create new stories.

MusicBytes includes license-free production music in various formats including: 22k and 11k .WAV and .VOC files, and MIDI files. Each tune has been pre-edited for ease of use (60, 30, 15, and 5 second versions), which users can select to play under TEMPRA's visual effects. MusicBytes contains original tunes ranging from rock to classical, from industrial to novelty, and features performances by several world-renowned artists.

If you want more information or want to purchase the complete MusicBytes software package on CD-ROM (retail price is \$99.95 — does not include VOC file format but does include CD audio tracks) contact Prosonus at 800-999-6191 or visit your retailer. Purchasers of MusicBytes become registered owners of the Prosonus Media Librarian™ — a custom database designed to accommodate the ever increasing needs of media management. The Media Librarian allows you to catalog, search, and audition each clip in its various formats and copy Wave and MIDI files directly to your hard disk.

Sound Boards

If you have a Sound Blaster or Sound Blaster Pro audio card, you can play .VOC files from TEMPRA SHOW with no additional software other than what comes with your sound board and TEMPRA Vision. However, if you have any other type of audio board, you need Voyetra drivers. Voyetra drivers enable you to play .VOC, .WAV, and MIDI audio files with most audio boards. Contact technical support if you have any questions or if you need Voyetra drivers.

TEMPRA Access

You will notice on the TEMPRA Media CD-ROM another program called TEMPRA Access. You can put this program on your hard disk and use it to look at photographic Kodak Photo CD images. These Photo CD images are really neat, because you can take your family photo album to a photography shop or camera center and have pictures from the album put onto a CD. Then you can use these pictures in a presentation or story about your family. Because the pictures are on a CD, they will last much longer than in the scrapbook. And you can add sound, music, and animation. For information on using TEMPRA Access, read the TEMPRA Access section in this manual.

The TEMPRA MEDIA Solution!

moving multimedia into the 21st century

animate present image edit

By McGraw Hill

Edutainment tool

Load manipulate and save Kodak Photo CD images

Edit, paint, and video capture on canvases up to 8K by 8K. Special filters.

Create interactive demos with graphics, audio, animation and video windows. Supports 24-bit timeouts, branching, and Sony Visca.

Create, edit 8-bit FLC and FLI files, and 16-bit FLX files with TEMPRA paint tools. Increase editing speed with 32-bit accelerator. Resample video animation with Sony Visca.

Scan up to 1200 dpi, video capture, paint, edit and print in color to paper or film. Edits up to 16.7 million color on 8K by 8K canvases. Mask, filters, airbrush, text, and TEMPRA Wand.

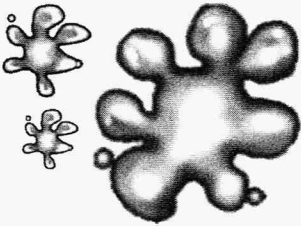
High end authoring for training, DTV, and database. Control up to 7 video sources from computer. Interactive productions, subroutines, variables, serial I/O, tracking. Branch on clock. Put graphics, audio, animation, and video in desktop productions.

CD-ROM mastering software for burning CD-ROMs on desktop in 33 min. Windows GUI. Virtual compact disc for simulations. Choose ISO 9660 or High Sierra file format. Duplicate or store images to tape, hard disk, copy existing images. (Also available with Philips CD-ROM burner)

Installation



System Requirements

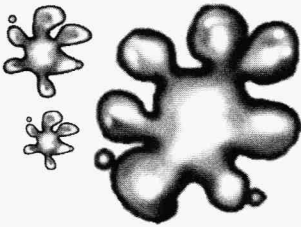


To use TEMPRA Vision, you must have:

- A **fully IBM PC/AT compatible** 80286 computer, although an 80386/486 is recommended.
- We recommend using **Super VGA or better** (640x480, 256-color, 32,000-color, or 16.7 million-color) display adapters to run TEMPRA Vision. It does, however, support EGA, and basic VGA graphics.
- At least **540K of main memory**. TEMPRA Vision supports the Windows or DOS HIMEM memory manager.
- **DOS 3.0** or higher.
- About **35 megabytes of disk space** for TEMPRA SHOW/GIF and all TEMPRA Vision stories and the activity. If you don't have enough disk space to install everything, the installation program will give you an opportunity to install selected stories or the activity.



Installing the Program



NOTE: The TEMPRA Media CD contains several demo sequences you may want to watch. For information on how to install and view these files, see the READDEMO file on the CD.

Your copy of TEMPRA Vision is on a CD-ROM. You can either play the Story Module from the CD-ROM or install the entire TEMPRA Vision program, including the Story Module, onto your hard disk.

Please read the installation booklet that came separately in this TEMPRA Vision package if you want to install the program on your hard drive.

If you play the Story Module directly from your CD-ROM drive, you cannot use the TEMPRA GIF program (Paint & Play), and you cannot save a sequence from TEMPRA SHOW because the program on the CD-ROM is a primer (a no-save version of TEMPRA SHOW and TEMPRA PRO). Also, the sequences in the Story Module will run slow from the CD-ROM.

Watching the Story Module from the CD-ROM

To watch the TEMPRA Vision Story Module from the CD-ROM:

1. Insert the TEMPRA Media CD into the CD-ROM drive. Change to the CD-ROM drive (probably D) by typing “d:” and pressing [Enter]. You will see D:\ on your screen.

2. Type “**cd\vision**” and press [**Enter**] to change to the TEMPRA Vision directory. You see D:\VISION on your screen.
3. To watch a self-running version of the Story Module, type “**visdemo**” and press [**Enter**]. With this version, you don’t need to use the mouse or keyboard, you just watch the stories. You can’t use the Paint & Play activity with the self-running Story Module. When you’re finished watching the stories, hold down the [**Ctrl**] key and press the [**C**] key at the same time to exit the self-running Story Module.
4. To watch an interactive version of the Story Module, type “**story**” and press [**Enter**]. With this version, you will use your mouse and keyboard to participate in the stories. You can’t use the Paint & Play activity. When you are finished watching the stories, be sure you are in the Home screen and select the “**Exit**” button to stop playing the Story Module and return to DOS.

Installing the TEMPRA Special Edition Disk

The book *Multimedia: Making It Work* has a TEMPRA Special Edition in the inside front cover. This Special Edition is 24-bit (16.7 million colors). The Special Edition of TEMPRA GIF and SHOW that ships with TEMPRA Vision is 8-bit (256 colors). To install either the 8-bit or 24-bit TEMPRA Special Edition in the TEMPRA Vision directory, use the following instructions. (*Read the Installation Instructions that came separately for updated installation procedures.*)

Make sure your mouse driver is loaded before you start the installation or before you start TEMPRA Vision.

1. Put the TEMPRA Media CD-ROM in your CD-ROM drive.



Tom Bunzel
Los Angeles, California

Tom Bunzel is owner of Moving Graphics, a multimedia and desktop video production facility in Los Angeles specializing in low-cost marketing videos and interactive presentations.

Moving Graphics has produced presentations for AMC Trade Shows, Murphy O'Brien Communications, Boonshaft-Lewis & Savitch Public Relations, the Beverly Hills Bar Association, Santa Monica CPR, Santa Monica MRI, and Ron Rubin Productions, with feature profiles in Entrepreneur Magazine (November 1992) and Century City News.

He is also the west coast correspondent for Interactive Media Business and frequently writes features on multimedia to Micro Publishing News.

2. Put the TEMPRA Special Edition installation disk that came with TEMPRA Vision in your floppy drive.
3. Type **“a:install”** (or **“b:install”**) if you are installing the TEMPRA Special Edition that came with the TEMPRA Vision package. Type **“a:install2”** (or **“b:install2”**) if you are installing the TEMPRA Special Edition that came with the *Multimedia: Making It Work* book.
4. Follow the instructions on the computer screen.
5. To start the TEMPRA Vision Story Module, type **“story”** and press [Enter]. This takes you to the opening menu of TEMPRA Vision. Or to watch a self-running demo, type **“visdemo”** and press [Enter].
6. We suggest you watch the Story Module first to see what kind of stories you can create using TEMPRA GIF and TEMPRA SHOW. But if you prefer to go straight into TEMPRA SHOW, turn to the TEMPRA SHOW chapter in this manual. If you want to go right into TEMPRA GIF, refer to the TEMPRA GIF chapter in this manual.

In order to hear the audio portion of the story module, you must have an audio board installed in your computer. The default setup is for the Creative Labs' Sound Blaster card. If you have another sound board, you must run CONFIGTS to configure TEMPRA Show for your particular setup before you go into TEMPRA Vision. Refer to the Advanced Features section of this manual for information on CONFIGTS.

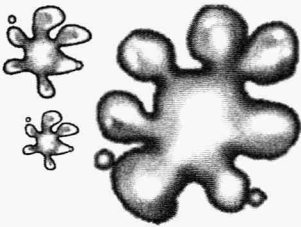
Windows 3.0/3.1 Users

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

under Windows. To install and run TEMPRA Vision from Windows, follow the instructions below:

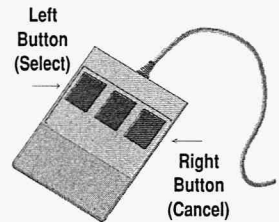
1. Open your Windows **Program Manager**.
2. Select **File** from the command line.
3. Select **New** from the pop-up menu.
4. Select **Program Item** from the New Program Object menu.
5. In the Program Item Properties menu, type "**TEMPRA SHOW**" as the description and then type "**C:\VISIONTSHOW.EXE**"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

Using the Mouse

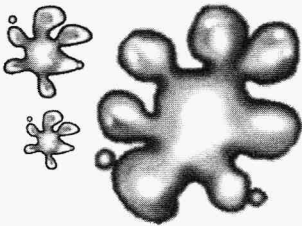


In TEMPRA Vision, TEMPRA GIF and TEMPRA SHOW are designed to work with a two- or three-button mouse. The left button is the "**Select**" button and the right button is the "**Cancel**" button. We use these terms frequently in this manual. If you see

"**Select**" or "**press Select,**" this means to press the left mouse button, which is the same as pressing the **[Enter]** key on your keyboard. If you see "**Cancel**" or "**press Cancel,**" this means to press the right mouse button, which is the same as pressing the **[Esc]** key on your keyboard.



Technical Support



Because TEMPRA Vision contains two very powerful programs (TEMPRA GIF and TEMPRA SHOW), many things can happen when you use TEMPRA Vision. Follow along in this manual as much as you can. Remember, there is an “Advanced Features” section of this manual, which provides more details of the various functions in TEMPRA GIF and SHOW.

You may get adventurous and start playing on your own, and that’s great, too! But don’t get frustrated if you don’t understand what’s happening on your computer—call up technical support and they’ll help you out. For free technical support, make sure you send in your registration card, so we know who you are and what product you have.

If you want to talk to technical support, call:

1-800-852-6484 or 1-800-852-6284

Sometimes it’s easier to understand things when people explain them. In addition to calling our Technical Support, you can call up your own TEMPRA Vision Multimedia Mentor, who will help you learn all about multimedia. Plus, if you come to the TEMPRA Vision Multimedia Whiz Kids Camp in Orlando during the summer, you’ll really be able to learn *a lot* from professional multimedia people!

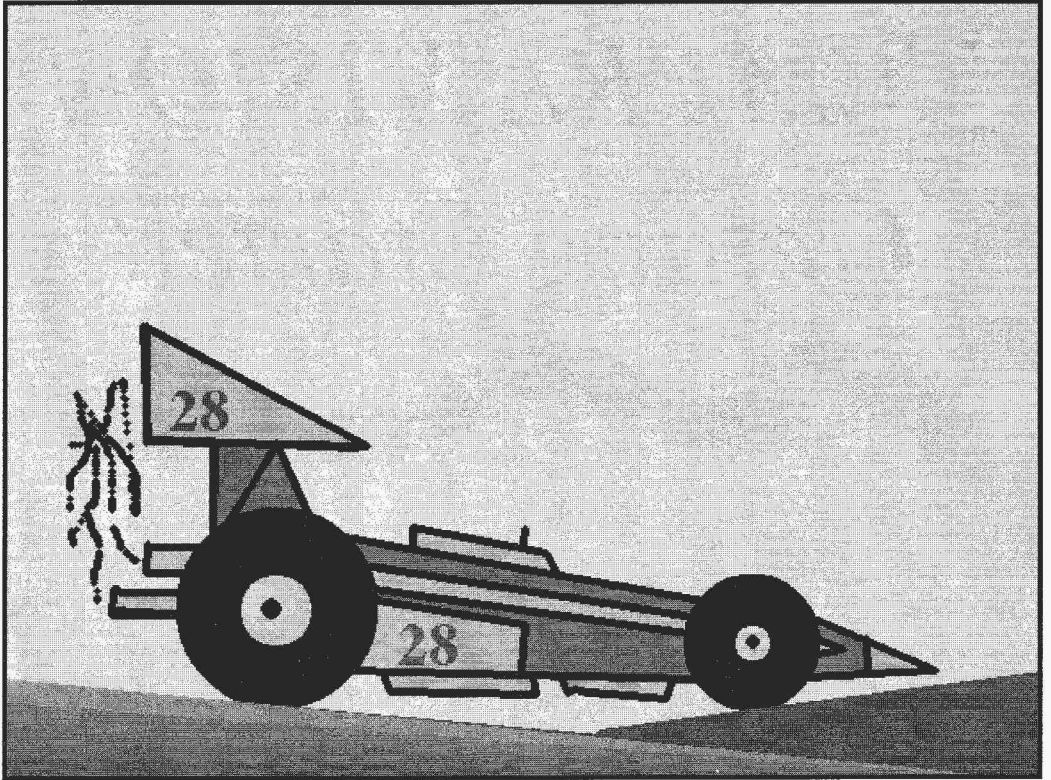
If you want to team up with a TEMPRA Vision Multimedia Mentor or you want information about the TEMPRA Whiz Kids Camp, call:

1-800-852-6484 or 1-800-852-6284

TEMPRA VISION

Getting Started





Story Module



Watching the Stories



When you start the interactive version of the Story Module, you see a picture like the one to the left. There are two choices in the Story Module: “Show me!” takes you through each story in a specific order and includes instructions between each story. “Let me play!” doesn’t have any instructions and lets you watch any of the stories in any order you want.

On each page in the *interactive* stories, you see buttons like these:

Interactive Stories:

“Ugh and Buzz”

“A Day on the Farm”

Self-running Story:

“Buzz Takes a Vacation”

Activity:

“Paint and Play”



Go back
one page

Go to beginning of
TEMPRA Vision

Go forward
one page

“Ugh and Buzz” and “A Day on the Farm” are interactive stories. You can use the buttons in those stories to go to the next page or go back one page or go to the beginning of the Story Module. “Buzz’s Vacation” plays by itself.

Story 1: “Ugh and Buzz”

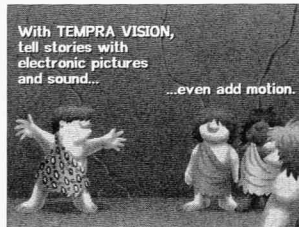
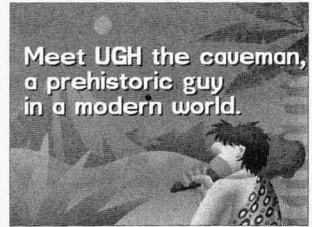
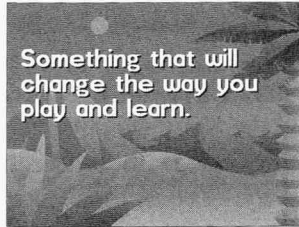


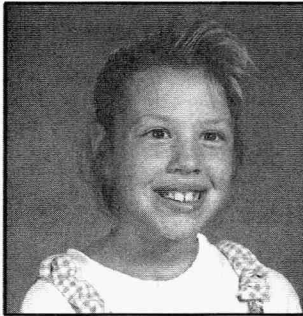
1. Move the mouse to the “Ugh and Buzz” story.
2. Press the left mouse button.
3. Watch the story!



Meet Ugh and Buzz, the TEMPRA computer pals who show you what TEMPRA Vision and multimedia are all about. This is an *interactive* story, so you participate in it to make things happen.

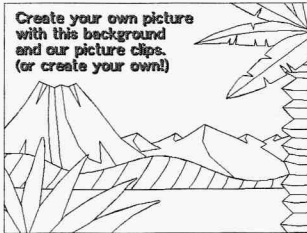
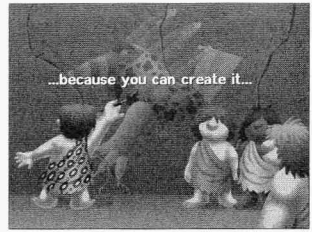
This story also has some “animations” in it. Animations are moving pictures. When you do the TEMPRA SHOW section of this manual, you learn to make your own simple animations.





Michelle McCarthy
Lakeland, Florida

Michelle is 10 years old and in the 5th grade. She likes to read, play soccer, play Nintendo, watch television. She is at level 8-7 in Wizards and Warriors. She also enjoys riding her bike, listening to music, talking on the phone, and writing letters to her friends. She has a 5-year-old brother.



Keep on moving through the manual, you will grasp all the amazing things you can do with TEMpra Vision as you become a TEMpra Whiz Kid.

Story 2: “Buzz Takes A Vacation”

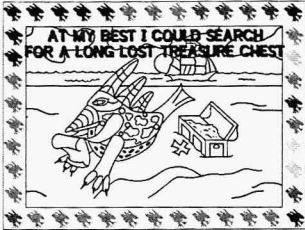
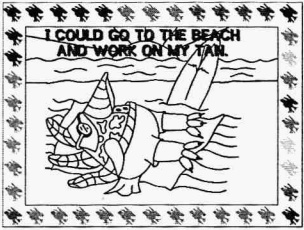
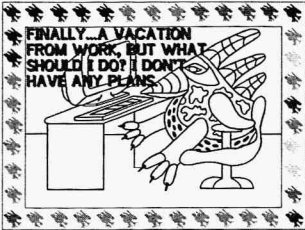


1. Move the mouse to the “Buzz’s Vacation” story.
2. Press the left mouse button.
3. Watch the story!



You first met Buzz in the story “Ugh and Buzz.” Now you can find out where he would like to go on vacation. You can color in the pictures on the paper in the back of this manual and you can color the pictures in the computer.

Watch the story first and then we’ll show you how to color the pictures in the computer using the “Paint and Play” activity.

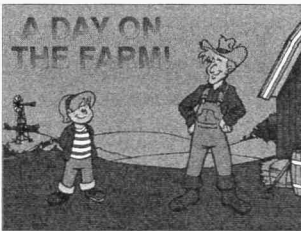


Keep moving on. You are on the road to becoming a TEMPRA Whiz Kid!

Story 3: “A Day on the Farm”

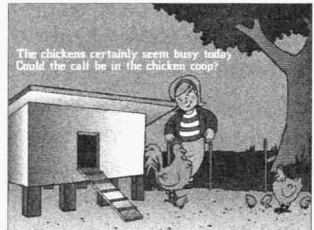
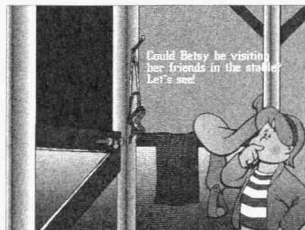
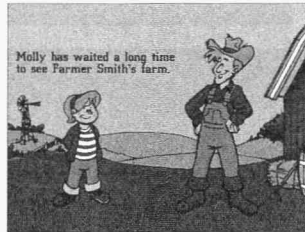


1. Move the mouse to the “Day on the Farm” story.
2. Press the left mouse button.
3. Watch the story!



When you finish the story about “Buzz’s Vacation,” you come back to the first picture you saw. Let’s watch another story before we paint...This is an *interactive* story of Molly, who is visiting a farm. While she visits, one of the calves disappears! Molly is looking for the calf. Will you help her?

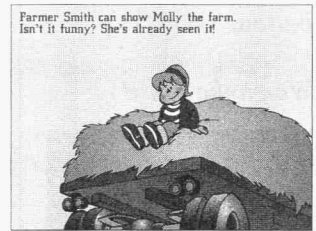
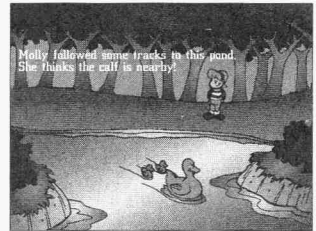
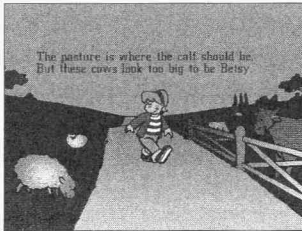
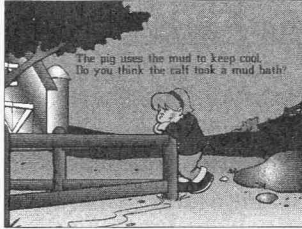
As you help her, you will see different “animations” when you click on areas of the picture. Animations are moving pictures, and the TEMPRA SHOW part of this manual shows you how to make your own simple animations.





Jeremy Barnes
Lakeland, Florida

Jeremy is 9 years old and in the 3rd grade. He likes to play sports, especially football and basketball. His favorite football star is Dan Morino of the Miami Dolphins and his favorite basketball star is Michael Jordan. Jeremy enjoys roller-skating and listening to country music (Garth Brooks is his favorite). He has a 3-year-old sister and a 12-year-old brother.



Now let's see how you do at coloring pictures! Go on to the "Paint & Play" activity to begin coloring the pictures from the "Buzz Takes a Vacation" story. Be patient — if you get stuck, read the manual. If you still have trouble, call technical support at 1-800-852-6484.

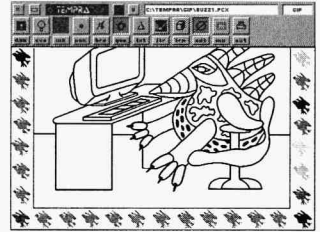
Activity: “Paint and Play”



1. Move the mouse to the “Paint & Play” activity.
2. Press the left mouse button.
3. Instructions on how to use TEMPRA GIF to paint plays for you. Just watch the instructions in the Story Module and remember what to do. If you forget, you can read the instruction on the right to help you.
5. You will go into TEMPRA GIF to paint!

“Paint and Play” is where you can color in the pictures we already made for you, or you can make your own pictures. When you do “Paint and Play,” you are actually using the painting program called **TEMPRA GIF**. To use TEMPRA GIF by itself, or for important information about using “Paint and Play” for the first time, read the TEMPRA GIF chapter of this manual.

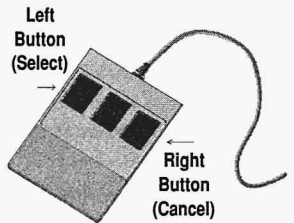
When you go into TEMPRA GIF from the Paint and Play activity button, your computer screen should look like the picture at the right.




You see a picture from the “Buzz Takes a Vacation” story. There are little color Buzzes all around the picture and a menu at the top of the screen. You use the colors around the picture to choose a color for painting.

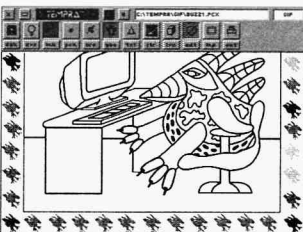
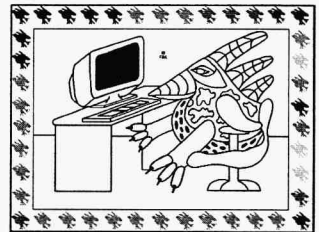
Simple Painting (Fill)

1. To paint, press the **right** button on your **mouse**. This makes the menu disappear from the picture.



2. You see an “icon” that looks like this: 

3. **Move** that icon with the mouse to one of the color Buzzes around the picture that you like. When the icon is on **top** of the color, press the **F2** key on the keyboard. This picks up that color.



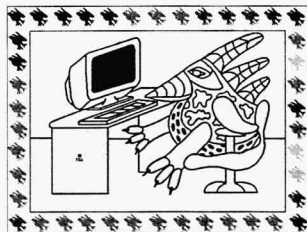


Ed Darino
New York, NY

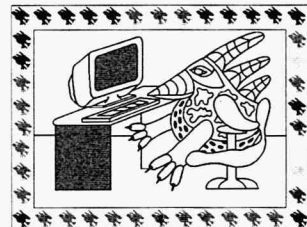
Ed Darino is Chief Director of Darino Films, producers of children's programs and the Library of Visual Effects, which is licensed in 68 countries. Darino's TEMPRA projects include an animated education video for Benchmark Films and an interactive entertainment video starring screen stars of yesteryear.

Darino Films recently completed an ecologic video entitled "Save the Planet" in which animation was created frame by frame, blending video with graphics and combining several scenes with interactive segments, which include sound, music, and branching. Currently Darino Films is creating interactive medical shows for teenage drug treatment programs.

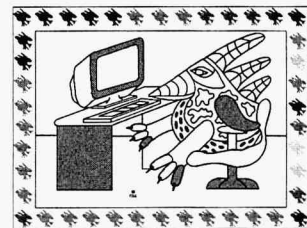
4. Then move the icon to a part of the picture you want to color and press the left mouse button. **Make sure you stay in the white spaces. Don't touch the black lines!** The color "fills" in the picture. Fill in any areas on the picture with that color.



5. Now you can choose another color. **Move** the icon with the mouse to another color around the picture that you like. When the icon is on **top** of the color, press the **F2** key.



6. Then move the icon over another part of the picture you want to color and press the left mouse button. The color "fills" in the picture. Fill in any areas on the picture with that color.



7. Repeat these steps until you finish coloring the picture.

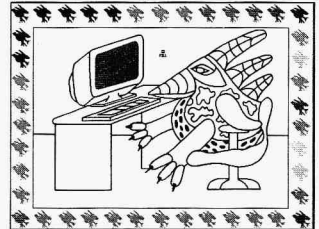
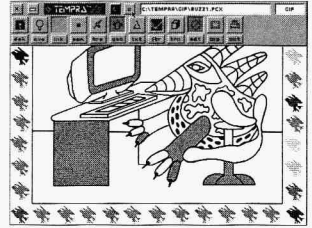
NOTE

To learn some other ways to color in your pictures, like with other ink colors, color spreads, or patterns, see the TEMPRA GIF chapter in this manual and refer to the Advanced Features section of this manual.

Undo Command

If you mess up your picture, you can “undo” the paint.

1. To “undo,” press the **right** mouse button to bring the menu back.
2. Move the arrow to the “U” on the menu. Press the “U” with the **left** mouse button.
3. The color disappears from the picture.



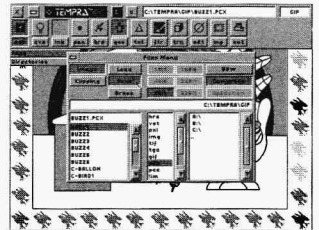
NOTE

You can't use “undo” all the time, only on the last color you painted before the menu comes back. This means not all colors always disappear.

Saving Pictures

After you've finished coloring, your picture needs to be saved.

1. If the menu is not on the screen, press the **right** mouse button to bring the menu back.
2. Move the arrow to the button marked “DSK” and press the **left** mouse button.
3. Move your arrow to the button marked “Files” and press the **left** mouse button.





Michael Diamond
Olympia, WA

Michael Diamond is owner/producer of Sound Art Productions. He uses TEMPRA SHOW, TEMPRA PRO, and TEMPRA Turbo Charger for video and multimedia production. With TEMPRA Show, Diamond has developed a line of interactive electronic brochures. These interactive demos present and explain his clients' products by allowing the viewer to choose different segments with a button choice.

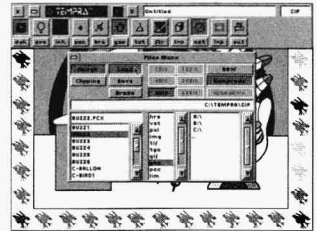
Diamond believes that presenting information on disk is a much more impressive way to market a company's image than an ordinary paper brochure. "It shows that they're on the cutting edge," he explains.

4. To save the picture you have just colored, move the arrow to the "Save" button and press the left mouse button.
5. A message appears on the screen that asks you if you want to replace the image BUZZ1.PCX. Move your arrow to the word "Yes" and press the left mouse button. Now the picture that you just colored has been saved.

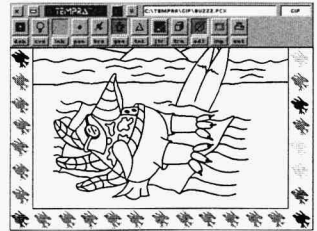
Loading Another Picture

Now it's time to load another image.

1. You should still see the Files menu on the screen. (If not, select the "DSK" button and then the "Files" button to bring up the Files menu.) Find the file BUZZ2. You may have to press the down arrow to find it. Move your arrow to the file BUZZ2 and press the left mouse button. The color behind the word BUZZ2 turns red.



2. Move the arrow to the "Load" button and press the left mouse button. This loads the picture of Buzz on the beach.
3. Now you can color this picture like you colored the last one. Press the right mouse button to make the menu disappear from the screen.



4. Move the arrow over a color Buzz and press the F2 key to pick a color. Press the left mouse button to "fill" parts of the picture with color. Remember, don't fill in the black lines!



Andy Fudge
Lakeland, Florida

Andy is in 6th grade. His favorite foods are pizza, hot dogs, and potato chips. He loves movies and watching TV, and he also loves drawing and animation. Andy has a brother and a sister. Andy says that he “has the future in the palm of his hands with TEMpra Vision.”

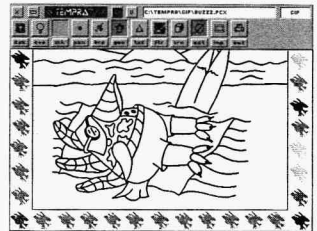
- When you’re finished with this picture, you **save** it just like the last one.

There are six pictures to color from the story “Buzz Takes a Vacation.” After you color all of them, you can go back to the Story Module to watch the story “Buzz Takes a Vacation” with *your* colored pictures! (See “Whiz Kid Challenge 1” to see all the pictures and their names.)

Going Back to the Story Module

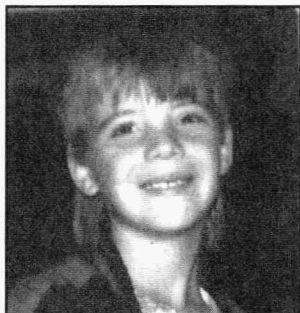
You can go back to the Story Module after you have colored in all the pictures or even if you haven’t colored them all but you’re finished coloring. To go back to the Story Module:

- Press the **right** mouse button to bring the menu back up on the screen.
- Move the arrow to the “X” in the **top left** part of the menu and press the **left** mouse button.



- A message box appears in the middle of your screen: “Exit Tempra Gif? Yes. No.” Move the arrow to the “**Yes**” button and press the **left** mouse button.
- You will return to the Story Module. Press the button for the “Buzz Takes a Vacation” story to watch it again with your colored pictures in it!





Shaun Davis
Lakeland, Florida

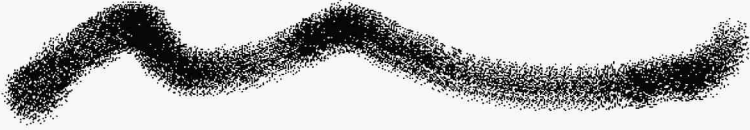
Shaun is 10 years old and in the 5th grade. He likes to draw, write, and play chess. He also enjoys going to work with this mom and playing on the computers. His favorite foods are salisbury steak and pizza, and his favorite sport is football. He has two sisters: one is 6 and the other is 2.

5. When you're finished with the Story Module, you can learn more about TEMPRA GIF or TEMPRA SHOW or put away TEMPRA Vision for a while.

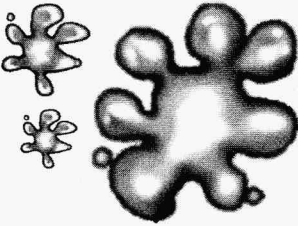
- To **EXIT** the TEMPRA Vision Story Module, press the EXIT button on the Story Module screen with the **left** mouse button.
- To learn more about **TEMPRA GIF**, first exit, then turn to the TEMPRA GIF chapter of this manual and follow the instructions.
- To learn more about **TEMPRA SHOW**, first exit, then turn to the TEMPRA SHOW chapter of this manual and follow the instructions.

If you want, you can jump right to the TEMPRA Whiz Kid Challenge at the back of this manual. However, we strongly recommend you go through the TEMPRA GIF and TEMPRA SHOW sections first. Good luck! We hope to see you at the TEMPRA Whiz Kid Camp at the Peabody hotel in Orlando.

TEMPRA GIF



What is TEMPRA GIF?



You learned in the introduction that TEMPRA GIF is a painting program. If you participated in the “Paint and Play” activity, you even used TEMPRA GIF a little. There are many other things you can do with TEMPRA GIF. Painting graphics and pictures is just the beginning. For information on all the menus and functions, refer to the “TEMPRA GIF— Advanced Features” section of this manual.

In this manual, we give you examples of several ways you can use TEMPRA GIF to make your own pictures. These are not all the possible ways, so you will want to experiment on your own. When you experiment, try to complete TEMPRA Whiz Kid Challenge 2 in the back of this manual.

The first time you enter TEMPRA GIF you are asked about the type of display board you are using. You must complete that section in order to use TEMPRA GIF. Simply use your mouse or cursor keys to highlight the type of display card that you are using, and press [Enter]. If you don’t know, select Super VGA (256 colors) and press [Enter]. If this doesn’t work, call technical support.

Starting TEMPRA GIF

Starting TEMPRA GIF:

From DOS

1. Go to the TEMPRA Vision directory by typing "CD\VISION" and pressing [Enter].
You see: C:\VISION
2. Type "TEMPRA" and press [Enter] to start.
3. TEMPRA GIF starts.

From TEMPRA SHOW

1. Go to the TEMPRA Vision directory by typing "CD\VISION" and pressing [Enter].
You see: C:\VISION
2. Type "TSHOW" and press [Enter] to start TEMPRA SHOW.
3. Select the "TEMPRA" button at top of the menu.
4. TEMPRA GIF starts.
5. When you exit TEMPRA GIF, you go back into TEMPRA SHOW.

You can start TEMPRA GIF one of two ways. The method you use to start TEMPRA GIF is determined by whether you are in TEMPRA SHOW or DOS. Choose the method that applies to what you're doing and follow those instructions.

From DOS

If you are in DOS when you want to use TEMPRA GIF, you can start TEMPRA GIF two ways: by starting TEMPRA SHOW first or by starting TEMPRA GIF first.

1. After you turn on your computer, type:
CD\VISION and press [Enter]
2. Your screen shows C:\VISION
3. To start TEMPRA SHOW first and then start TEMPRA GIF from inside of TEMPRA SHOW, type:
TSHOW and press [Enter]

The TEMPRA SHOW menu comes up on the screen. Move the arrow to the TEMPRA button on the top menu and press the left mouse button. This takes you into TEMPRA GIF.



4. To start TEMPRA GIF and use only TEMPRA GIF (you can't go into TEMPRA SHOW from inside TEMPRA GIF), make sure you are in the C:\VISION directory and type:
TEMPRA and press [Enter]
5. The TEMPRA GIF menu comes up on the screen.

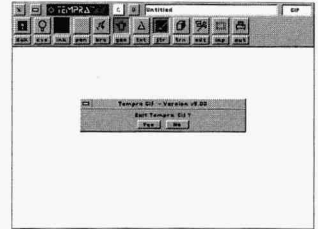
From TEMPRA SHOW

If you are already in TEMPRA SHOW when you want to use TEMPRA GIF, simply move the arrow to the “TEMPRA” button on the top menu. You will immediately go into TEMPRA GIF.

Leaving TEMPRA GIF

You will leave TEMPRA GIF the same way no matter how you started it, but where you go when you leave depends on how you started TEMPRA GIF. To exit:

1. Move the arrow to the “X” at the top left of the menu and press the **left** mouse button.
2. A message box appears in the middle of your screen:
 “Exit Tempra Gif? Yes. No.”
 Move the arrow to the “**Yes**” button and press the **left** mouse button.
3. If you started from TEMPRA SHOW, you will go back to the TEMPRA SHOW menu. If you started from DOS, you will go back to the DOS screen.



Using TEMPRA GIF

Words to Remember:

Select:

The *left* mouse button

Cancel:

The *right* mouse button

Canvas:

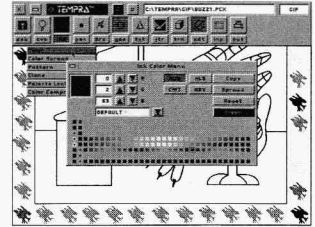
The part of the computer you are painting on, like an artist paints on a canvas or piece of paper

Now that you know how to start and exit TEMPRA GIF, you can use some of the special features to make graphics and pictures.

Using Other Ink Colors

When you did the Paint and Play activity, you chose colors to paint from color Buzzes around the pictures. You used the Fill function and the [F2] key. You can choose other colors to paint with, or you can mix your own colors. To use the Ink Color menu to choose colors to paint with:

1. Make sure your menu is on the screen. If you don't see the menu, press the **right** mouse button to bring the menu up on the screen.
2. Move the arrow to the **"INK"** menu and press the **left** mouse button. The Ink drop-down menu opens.
3. Select the **"Color"** button on the drop-down menu. The **Ink Color** menu opens.
4. Move the arrow to any of the colors on the color palette. When you select a color, the preview window changes to the selected color. Now you can press the **right** mouse button to remove the menu and fill in an area of the canvas or create a geometry shape. (See the next section "Making a Color Spread" to learn about selecting geometry shapes.)





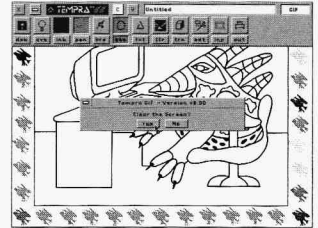
Rich Bevis **Cincinnati, Ohio**

Rich Bevis is Director of Photography at Encore Production Services, which is nicknamed "The Creative Media Producers." Bevis' tasks include creating multimedia slide shows, working on video and film productions, and designing computer graphic slides. He most recently participated in a project with Kenner Toys for its new "Aliens" product line at the 1993 International Toy Fair in New York. He used TEMPRA Media Author for this project.

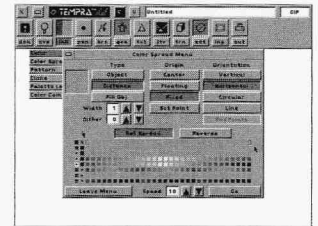
Making a Color Spread


In the "Paint and Play" activity, you learned how to fill a picture one color at a time. Here, we'll do a "color spread" to make many colors appear on the screen at once. To do a simple color spread inside a circle:

1. Make sure your canvas is blank (it might be black or some other color). If you have another picture on the screen, move the mouse to the "C" button on the menu and press the **left** mouse button to clear the picture from the canvas.

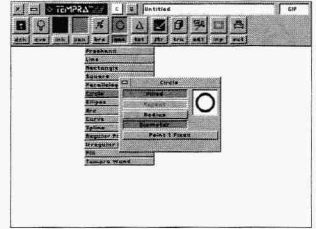


2. Move the arrow to the "INK" menu and press the **left** mouse button. The Ink drop-down menu opens.



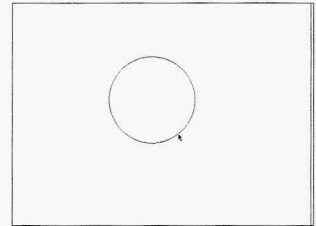
3. Move the arrow to the "Color Spread" menu and press the **left** mouse button. The "Color Spread Menu" is on the computer.
4. To choose the colors in the color spread, move the arrow to the "Set Spread" button and press the **left** mouse button. Now, move the "Pick" icon  to the **first blue** color square and press the **left** mouse button. Then, move the Pick icon to the **last** color square in the first row and press the **left** mouse button. (When you learn how to use color spreads, you can pick any colors you want for your color spread.)

5. Move the arrow to the “GEO” menu and press the **left** mouse button. The Geometry drop-down menu opens.

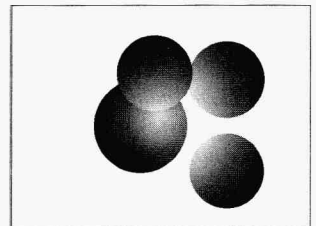


6. Move the arrow to the bar that shows “Circle” and press the **left** mouse button. The Circle menu appears on the screen. Make sure the buttons for “Filled” and “Diameter” are pink.

7. Now, press the **right** mouse button to paint. (The menu disappears from the screen and your canvas is blank.)

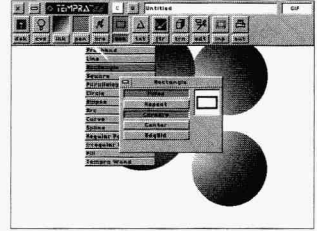


8. Move the arrow to some place on your canvas and press the **left** mouse button. **Let go** of the mouse button and **move** the mouse. A blue circle appears on your screen. Keep moving the mouse until the circle is the size you want. Press the **left** mouse button to paint the circle.

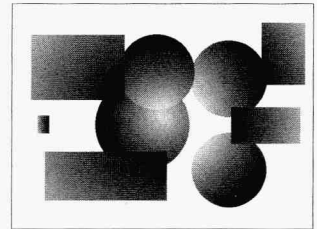


9. The circle is painted with colors from the color spread you chose. Make more circles like that one in different sizes all over the canvas.
10. When you’re finished making circles, press the **right** mouse button to bring the menu back up on the screen.

11. Try making color spreads with other shapes. Move the arrow to the “GEO” menu and press the **left** mouse button. The Geometry drop-down menu opens. Select another shape, like rectangle, square, or regular polygon. When you choose the shape you want, press the **right** mouse button to make the menu disappear from the screen so you can paint.



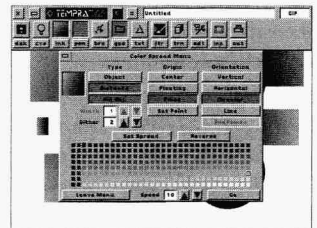
12. When you make all the shapes you want, make the colors “come alive” using the Color Cycle!



Color Cycle Animation

After you have made a lot of circles on the canvas, you can “animate” them by using the Color Cycle feature. To animate the colors:

1. Bring the menu back on the screen. Move the arrow to the color square on top of the word “INK” and press the **left** mouse button. The “Color Spread Menu” comes up on the screen.



2. Move the arrow to the word “Go” at the bottom of the menu and press the **left** mouse button. The menu disappears and the colors on the picture start “cycling.”



Bill Dykes

Bakersfield, California

Bill Dykes is owner of California Computer Graphics and is also manager of business communications at Occidental Oil & Gas Co.

At Occidental, he creates 35mm slides for training, management, and financial presentations, as well as color comps to hand out during the presentation. He also creates computer presentations for corporate use, such as budget planning.

At California Computer Graphics, he creates color comps for printed material. His clients include such companies as Texaco, Mobil, Bechtel, Castle & Cooke, Merrill Lynch, and Wells Fargo Bank.

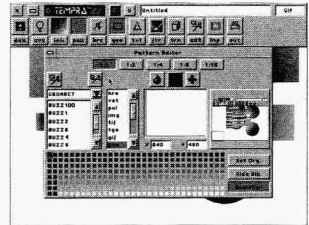
3. Press the right mouse button to make the colors stop “cycling” and the “Color Spread Menu” comes back.

NOTE: Color Cycle only works in 8-bit mode.

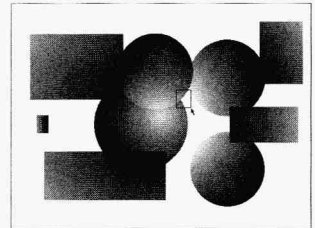
Making a Pattern

Just like you filled your circles and other Geometry shapes with a color spread, you can fill them with a pattern. A pattern can be something you make yourself or it can be a picture you already have. To make your own pattern shape, follow these steps:

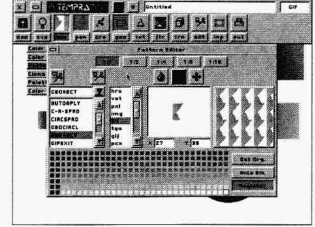
1. Press the **right** mouse button to bring the menu back up on the screen.
2. Move the arrow to the “**INK**” menu and press the **left** mouse button. Select the **Pattern** button. The Pattern menu appears on the screen.



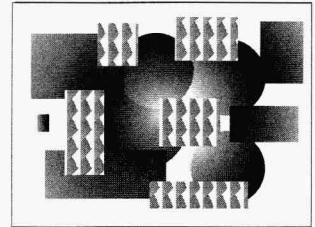
3. Move the arrow to the icon that looks like a **rectangle** and a **pair of scissors**. Press the **left** mouse button.
4. The menu disappears. Move the arrow to a part of the picture on your canvas and draw a small rectangle on that part. (It doesn't matter what part of the picture or where you draw the rectangle.)



5. The Pattern menu comes back up on the screen. The preview box has a new pattern in it. This is the pattern you just made. If you don't like that pattern, you can cut out a new one by repeating the steps you just did.



6. To see how this pattern looks with the rectangle, press the right mouse button to make the menu disappear.
7. Draw a rectangle on the canvas. Your new pattern fills up the rectangle.



Loading Images and Clippings

There are three ways to put pictures and graphics on the canvas:

- you can paint pictures yourself starting with a clean canvas (just like you did with the color spread circles)
- you can load pictures as images
- you can load pictures as clippings

This section shows you how to load pictures as images and clippings. There is a difference between the two types of loading, although the picture itself is the same whether you load it as a clipping or an image. It will be easier to understand once you do it, so follow these instructions:

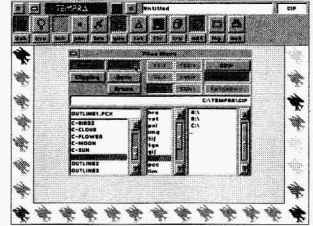


Jodie Gebhard
 Redwood City, CA

Jodie Gebhard is owner of CADesign, Etc. She uses TEMPRA PRO to enhance AutoCAD drawings with background photo images and realistically rendered images. Gebhard then creates electronic brochures and videos, including animated sequences, employing TEMPRA Show's unique capabilities. With these demos, Gebhard is able to market the company's products and services attractively and inexpensively. CADesign, Etc. makes interactive segments of projects so that they can output the appropriate information to VHS video without expensive editing equipment.

1. Move the arrow to the picture over the “DSK” button and press the **left** mouse button. The Files menu appears on the screen.
2. Make sure the **Image** button at the top of the Files menu is highlighted. That means you will load this picture as an image.

3. Look in the box of filenames. You should see a list of names, just like when you were coloring in the Buzz pictures from the “Buzz Takes a Vacation” story. To the right of the list of filenames are two arrows, one pointing up and one pointing down.

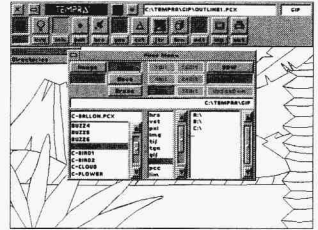


4. Move your cursor arrow to the arrow that points down and press the **left** button on your mouse. This shows you more files. Keep pressing the left button on your mouse until you see the file **LANDSCAPE**.
5. Move the mouse over the word **LANDSCAPE** and press the **left** mouse button. This word is highlighted. Press the **Load** button with the **left** mouse button to load this picture on the screen.

Now we'll load a Clipping. A clipping is a picture that you can put on top of an existing picture, like the one you just loaded.

6. Move your arrow to the picture above the “DSK” button and press the **left** mouse button. The Files menu appears on the screen.

7. Press the **Clipping** button on the menu with the **left** mouse button. The Clipping button turns red to show it is active.

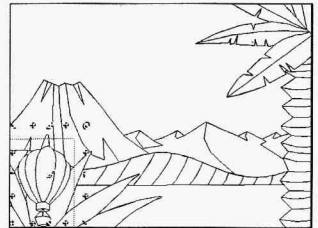


8. When you see the list of files, move your arrow to the arrow pointing down and press the **left** mouse button until you see the file **C-BALLON**.

9. Move the arrow over the word **C-BALLON** and press the **left** mouse button. The word **C-BALLON** turns red.

10. Move the arrow to the **Load** button and press the left mouse button to load the picture as a clipping.

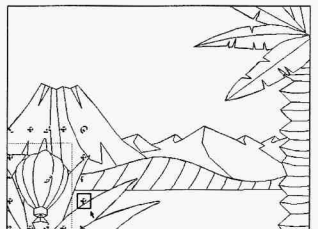
11. You'll see the outline of a balloon in the lower left corner of the screen. There are some symbols around the edge of the picture. These are actually "handles" for grabbing your picture, moving it around on the screen, and pasting it down.



12. Move your arrow to one of the "move handles" that look like this:



and then **press and hold** the left mouse button. While you're holding down the mouse button, you can move






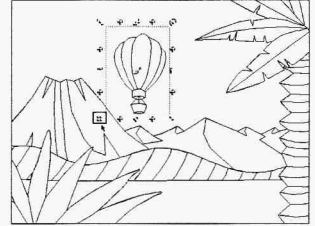
Niki Dunn
Lake Alfred, Florida

Niki is 14 years old and is in the 8th grade. He likes to play the violin, build model train layouts, play street hockey and basketball, trade and collect baseball cards, and mess around with the IBM PC. His favorite games are action role-playing games like King's Quest V. He is in the Boy Scouts and likes to go camping. He wants to learn to play the saxophone.

the picture around on the screen by moving your mouse. Go ahead and move the balloon picture anywhere you want! Once you've moved the balloon to where you want it, release the mouse button and you can paste it down.

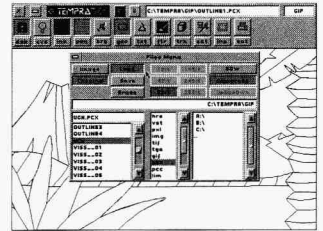
13. To paste it down, move your arrow to the "paste handle" that looks like this: 

and press the **left** mouse button and then **let go**. You have just pasted your first TEMPRA Vision clipping!

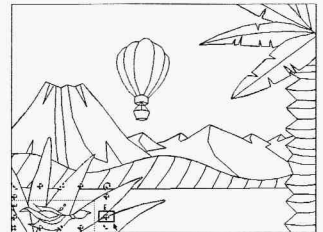



14. Now press your **right** mouse button and the "handles" go away and the Files menu comes back on the screen. Now we can load another clipping.

15. Move your arrow to the arrow pointing down next to the names. Press the left mouse button until you see "C-BIRD1." Move your arrow to "C-BIRD1" and press the **left** mouse button. The background behind "C-BIRD1" turns red. The "**Clipping**" button should still be red, so move your arrow to the "**Load**" button and press the left button on your mouse.

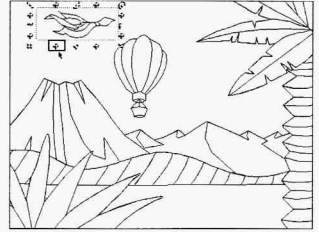



16. You will see the outline of a bird in the lower left corner of the screen, with the "handles" around it. Move

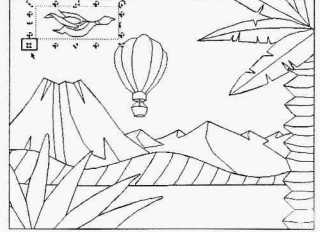



your mouse to any one of the “move handles” that look like this: 

and **press and hold** the left mouse button. While you’re holding the mouse button, move the bird to where you want it on the screen by moving your mouse.



17. When you move the bird clipping where you want it, paste it down with the “paste handle” like this: 



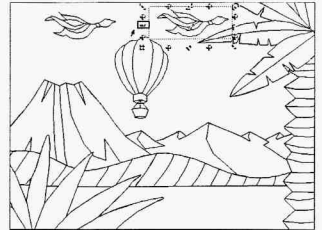
18. Now that the bird is in place on the screen, you can copy the bird to another part of the screen and turn it over. Move your arrow to the “handle” like: 

and **press and hold** your left mouse button and move the clipping to another part of the screen, but **don’t paste** it down yet.

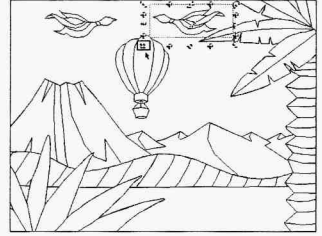
19. Notice there is a “rotate handle” on both sides of the clipping that looks like this:



This handle lets you turn the clipping over, so that the bird is flying in the opposite direction.



20. Move your arrow to the “rotate handle,” press the **left** mouse button, and the bird flips over.



21. Now move your arrow to the “paste handle” and press the **left** mouse button to paste down the bird.

22. Press the **right** button on your mouse. The “handles” disappear and the Files menu comes back.

23. You can also load other clippings onto your screen the same way as you did the bird and the balloon. There is another bird, a cloud, a flower, a moon, and a sun. You can also load Ugh into your picture.

These files are called:

C-BALLON.PCX

C-MOON.PCX

C-CLOUD.PCX

C-SUN.PCX

C-FLOWER

C-BIRD1.PCX

C-BIRD2.PCX

CAVEMAN.PCX

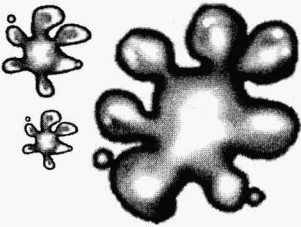
24. Now you can color your picture the way you did with the pictures in the story “Buzz Takes a Vacation.” To do this, make sure your **Ink Color** menu is active and the **Fill** tool is active (The Fill tool is in the Geometry menu.)

25. After you have colored your picture, you need to save it. Refer to the section on saving images in this chapter.

Read the “Advanced Features — TEMPRA GIF” section of this manual to learn many other wonderful things you can do with TEMPRA GIF! You might want to purchase a TEMPRA reference manual for in-depth information, or you can discover some neat things on your own!

TEMPRA SHOW

What is TEMPRA SHOW?



When you watched the Story Module, you were actually watching a “sequence” that was created in TEMPRA SHOW. TEMPRA SHOW is called a presentation or authoring program.

TEMPRA SHOW is what you use to create presentations or demonstrations that have audio, video, graphics, text, and special effects. For information on all the menus, refer to the “Advanced Features — TEMPRA SHOW” section in this manual.

In this manual, we give you an example of several ways you can use TEMPRA SHOW to make your own stories (or presentations). These are not all the possible ways, so you will want to experiment on your own. When you experiment, try to complete Whiz Kid Challenge 3 in the back of this manual.

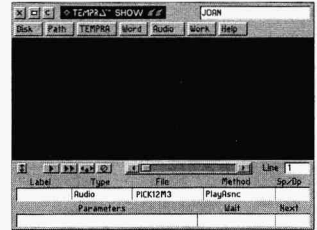
Starting *TEMPRA SHOW*

Starting TEMPRA SHOW:

1. Go to the *TEMPRA* directory by typing "*CD\VISION*" and pressing **[Enter]**
2. Type "*TSHOW*" and press **[Enter]** to start.
3. *TEMPRA SHOW* starts.

To use *TEMPRA SHOW*, follow these instructions:

1. After you turn on your computer, type:
CD\VISION and press **[Enter]**
2. Your screen shows: **C:\VISION**
3. When you see this, type:
TSHOW and press **[Enter]**
4. The *TEMPRA SHOW* menu comes up on the screen.



Leaving TEMPRA SHOW

To exit TEMPRA SHOW:

1. Move the arrow to the “X” at the top left of the menu and press the **left** mouse button.
2. A message box appears in the middle of your screen:
“Exit to DOS? Yes. No.”
Move the arrow to the “Yes” button and press the **left** mouse button.
3. If you have created a new sequence before trying to exit, you will see a message asking if you want to save the new sequence.

Using TEMPRA SHOW

Words to Remember:

Line-based Editor

TEMPRA SHOW is a line-based editor, which means everything you do is on one line. You can have up to 500 lines in one sequence. These lines are called “events” and might be a picture, sound, text, or video event.

Now that you know how to start and exit TEMPRA SHOW, you can use some of the special features to make stories and presentations. In this section, we will create six lines of a sequence that make a story—your own story! Follow each step in this “mini-tutorial” and you can play back this sequence.

Loading a Sequence

If you are in TEMPRA SHOW, you will see a clear screen with a menu at the top and bottom. You use these menus to create your stories. If you want more information about each of the menus, refer to the “Advanced Features — TEMPRA SHOW” section of this manual. When you first start TEMPRA SHOW, you can either load an existing sequence or create a new one.

Keys to Remember:

[F6] Plays a whole sequence.

[F5] Plays one line of a sequence.

[Esc] Brings back the menus.

To load a sequence that has already been created, such as the Story Module, follow these steps:

1. Move the arrow to the **“Path”** button at the top of the menu and press the left mouse button. The Path menu drops down. Move the arrow to the **“Load Path”** button and press the left mouse button. Move your arrow to point to VISION.PTH and press the left mouse button.
2. Move the arrow to the **“Disk”** button at the top of the menu. Press the **left** mouse button. The Disk menu opens.
3. Move the arrow to the **“Load Sequence”** button. Press the **left** mouse button. A Load Sequence menu pops up with a list of sequence files to choose from.
4. Select the sequence you want to play (in this case, VISION.SEQ).
5. The sequence loads and you can press the **[F6]** key to run it. To stop the sequence, press the **[Esc]** key several times.

Starting a New Sequence

To start a new sequence (or make a new story), which is what we want to do now, follow these steps:

1. Move the arrow to the **“Disk”** button at the top of the menu. Press the **left** mouse button. The Disk menu drops open.
2. Move the arrow to the **“New Sequence”** button and press the **left** mouse button. (If the message **“Save old sequence?”** appears, select **NO**. You only see this if you’ve changed the original sequence.) A New Sequence box pops up asking for the name you want to give the sequence. You can give a sequence any name with up to eight letters.
3. For this sequence, **type your first name**. When you finish typing your name, press the **[Enter]** key.



Bob Watts **Pocatello, Idaho**

Bob Watts is a professor at the Idaho State University College of Business. He teaches courses in management information systems, expert systems, and a class on multimedia. He also consults to local businesses.

4. Your name appears in the Title Box as the name of the sequence and you are ready to start!

Line 1: An Audio Event

Line 1 is an Audio event that plays a .VOC file from the MusicBytes library on the CD-ROM during the sequence. If you are using an audio card, you can hear this audio while the sequence is running. If you don't have an audio card, skip this line.

1. Notice that next to the word "**Line**" at the right on the bottom menu is the number **1**. This means you're on Line 1, which is where you want to be.
2. Move your arrow to the box under the word **Type** and press the **left** mouse button. A Type menu pops up.

The Type menu lists the different types of events you can have, such as graphics, audio, video, text, background colors, and so on.

3. Move your arrow to the right side of the menu where you see arrows pointing up and down. Move to the **arrow pointing down** and press the **left** mouse button. This is scrolling. Scroll down the Type menu until you see **Audio**. Move your arrow to **Audio** and press the **left** mouse button. The word Audio appears in the box under the word Type, and another menu pops up.

This new menu is the Method menu. This is where you select the method to use to play the audio.

4. Move your arrow to **PlayAsnc** and press the **left** mouse button. (PlayAsnc tells TEMPRA SHOW to start playing the audio file while continuing to run the rest of the lines in the sequence until the audio is finished.) After you select PlayAsnc, another menu pops up. (If you don't have an



audio board, an error message appears and you cannot complete this line. In this case, move your arrow to the box next to the word “Line” and press the **left** mouse button. A GOTO menu pops up. Type the number **2** where you see the blinking cursor and press the **[Enter]** key. This takes you to the next line. If you are using an audio card, another menu pops up.

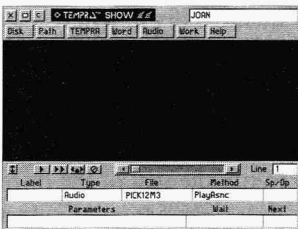
This new menu is the File menu. This is where you choose the file to play the music, graphic, text, and so on. In the Audio box, you’ll see a list of audio files.

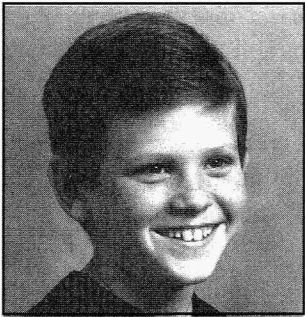
5. Scroll down until you see the file called **PICK12M3.VOC**. This is a 30-second music file. Move your arrow to **PICK12M3.VOC** and press the **left** mouse button. The word PICK12M3 appears in the box under the word File, and another menu pops up.
6. Move the arrow to the “**Don’t Wait**” button and press the **left** mouse button. This means you will go directly to Line 2 after Line 1 is finished playing. Nothing appears in the box under the word Wait, because “Don’t Wait” is the default selection, and a new menu pops up.

The new menu is the Next menu, and is used for branching in interactive presentations, such as the Story Module.

7. Move the arrow to the bar with the word “**Enter**” and press the **left** mouse button. Don’t type into the box with the blinking cursor, since you don’t need this selection. Nothing appears in the box under the word Next, because this is the default.

You will hear the music file start to play (if you have an audio board) and automatically go to Line 2 to for the next event. The music will continu to play until it’s finished.





Timmy Dunn
Lake Alfred, Florida

Timmy is 11 and is in the 6th grade. He likes to read about airplanes and jets. His favorite computer games are Jet and Helicopter Flight Simulators. He likes to play street hockey and baseball.

Line 2: A Screen Event

A Screen Event is a graphic or image. You will probably create this graphic in TEMpra GIF. Right now, we'll use a picture you already have, such as a graphic from the Story Module.

1. Notice that next to the word "**Line**" at the right on the bottom menu is the number **2**. This means you're on Line 2, which is where you want to be.

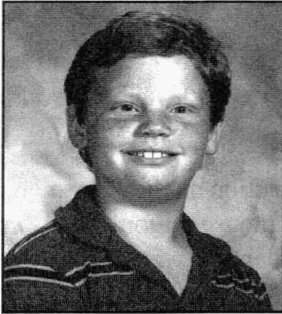
2. Move your arrow to the box under the word **Type** and press the **left** mouse button. A Type menu pops up.

The Type menu lists the different types of events you can have, such as graphics, audio, video, text, background colors, and so on.

3. Move your arrow to the first selection on the Type menu, which is **Screen**. Press the **left** mouse button. The word Screen appears in the box under the word Type, and another menu pops up.

This new menu is the File menu for Screens. This is where you choose the file to play the graphic, audio, text, and so on. In the Screens box, you'll see a list of graphics from the Story Module.

4. Move your arrow to the right side of the menu where you see arrows pointing up and down. Move to the **arrow pointing down** and press the left mouse button. This is scrolling.
5. Scroll down until you see the Screen called **PIGPEN.PCX**. The screens are listed in alphabetical order, so look for the P's while you're scrolling. When you see PIGPEN.PCX, move the arrow on top of it and press the **left** mouse button. The word PIGPEN appears in the box under the word File, and another menu pops up.



Joshua Gerstorff
Wauchula, Florida

Joshua is 9 years old and is a straight-A student in the 3rd grade. His main interests are in math, science, and computers. He has a computer at home and loves using it. He also loves space and will be attending space camp at NASA in the fall.

This new menu is the Method menu for Wipes. This is where you choose how you want to wipe the graphic onto the screen. You see a list of Wipes to choose from.

6. Move your arrow to the “**Dissolve**” wipe (it’s the next to last wipe on the list you see) and press the **left** mouse button. The word Dissolve appears in the box under the word Method, and a new menu pops up.

This new menu is the Sp/Dp menu for Speed and Display. This menu does two things: it determines the speed of the wipe and whether the event is going to be permanent, temporary, or erasing.

You see a box at the lower left corner of the Sp/Dp menu that shows the number 1. The default speed is 1. The number 1 is the slowest speed, and the number 99 is the fastest.

7. Move your arrow to the **up arrow** next to the number box. **Press and hold** the **left** mouse button until you see the number **5**. Then move the arrow to the **OK** button and press the **left** mouse button. The number 5 appears in the box under the word Sp/Dp, and a new menu pops up.

You don’t use the Display choice in the Screen event because all screens are permanent.

The new menu is the Parameters menu where you choose to show the graphic one of three ways: As is, Positioned, or Scaled. Refer to the “Advanced Features — TEMPRA SHOW” section of this manual for information on the three different meanings.

8. Move your arrow to the “**As is**” button and press the **left** mouse button. This wipes the PIGPEN graphic onto the screen the same way it was created (not larger or smaller).

Nothing appears in the box under the word Parameters, because “As is” is the default, and a new menu pops up.

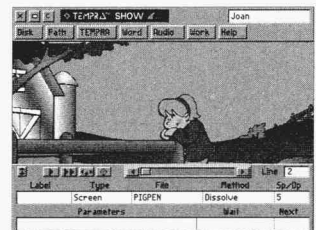
This new menu is the Wait menu to determine how long you should wait before going on to the next line. You can wait one of four ways. For more information about the Wait menu, see the “Advanced Features — TEMPRA SHOW section of this manual.

9. Move the arrow to the “**Don’t Wait**” button and press the **left** mouse button. This means you will go directly to Line 3 after Line 2 is finished playing. Nothing appears in the box under the word Wait, because “Don’t Wait” is the default selection, and a new menu pops up.

The new menu is the Next menu, and is used for branching in interactive presentations, such as the Story Module.

10. Move the arrow to the bar with the word “**Enter**” and press the **left** mouse button. Don’t type into the box with the blinking cursor, since you don’t need this selection. Nothing appears in the box under the word Next, because this is the default.

The menu changes color and you see part of the PIGPEN graphic dissolve onto the screen. Each time you complete a line, the event you’ve chosen plays on the screen, but the menus are still visible. You can play each line you create without the menus on the screen by using the [F5] and [F6] keys on the keyboard.



11. To see the PIGPEN graphic play without the menus on the screen, move your arrow to the “C” button at the top of the menu and press the **left** mouse button. This **clears** the screen and you see black.
12. Move your arrow to the **box next to the word “Line”** (it should show the number 3) and press the **left** mouse button. A GOTO menu pops up. Type the number **2** where you see the blinking cursor and press the [Enter] key. This takes you back to Line 2.
13. Press the [F5] key on the keyboard to play Line 2. The menus disappear and the graphic dissolves onto the screen. When the graphic is completely on the screen, the menus come back.

Line 3: A Sprite Event

A Sprite event is a little moving picture, similar to an animation. Sprites are generally small graphics and are surrounded by a solid color (usually black) that becomes invisible, so you only see the picture itself moving across the screen. We have several pictures that were used as sprites, so you can use them in this sequence you’re creating.

1. You are still on Line 2. You need to move to Line 3. Move your arrow to the **box next to the word “Line”** and press the **left** mouse button.
2. A GOTO menu pops up. Type **3** in the box and press the [Enter] key. The number 3 appears in the box next to the word Line, to show you’re on Line 3.
3. Move your arrow to the box under the word **Type** and press the **left** mouse button. A Type menu pops up.

4. Move your arrow to the second selection on the Type menu, which is **Sprite**. Press the **left** mouse button. The word Sprite appears in the box under the word Type, and the File menu pops up.
5. You need to scroll down until you see the Sprite called **C-BIRD1.PCC**. When you see this sprite, move the arrow on top of it and press the **left** mouse button. The word C-BIRD1 appears in the box under the word Sprite, and the Method menu pops up.

You can bring your Sprite onto the screen in one of three ways. For more information about sprites, refer to the “Advanced Features — TEMPRA SHOW” section of this manual.

6. Move your arrow to the “**Wipe In**” button and press the **left** mouse button. The Wipe menu pops up.
7. Move your arrow to the “**Lft_Rt**” wipe and press the **left** mouse button. This wipes the sprite onto the screen from left to right. The word Lft_Rt appears in the box under the word Method and the Sp/Dp menu pops up.
8. Move your arrow to the **up arrow** next to the number box. **Press and hold** the **left** mouse button until you see the number **5**.
9. Move your arrow to the “**Permanent**” button and press the **left** mouse button. This makes the sprite stay on the screen after it’s finished moving. Then move the arrow to the **OK** button and press the **left** mouse button and the menu disappears. Now you need to position the **starting** and **stopping** points for the sprite.

10. Move the sprite of the bird to the **right side of the tree** in the PIGPEN picture. Press the **left** mouse button. This is your starting point.
11. Move the sprite to the **right side** of the PIGPEN picture. Press the **left** mouse button. This is your stopping point. Some numbers appear in the box under the word Parameters. These are the coordinates where you placed the starting and stopping points for the sprite. The Wait menu pops up.
12. Move the arrow to the **“Don’t Wait”** button and press the **left** mouse button. This means you will go directly to Line 4 after Line 3 is finished playing. Nothing appears in the box under the word Wait, because “Don’t Wait” is the default selection, and the Next menu pops up.
13. Move the arrow to the bar with the word **“Enter”** and press the **left** mouse button. Don’t type into the box with the blinking cursor, since you don’t need this selection. Nothing appears in the box under the word Next, because this is the default.
14. You see the bird move across the screen. Unless you have colored in the bird, it will be white.

You can color the bird using TEMPRA GIF. If you do, only color inside the bird; don’t color the black area around the bird, because this black is invisible in TEMPRA SHOW.



15. After the bird moves across the screen, you automatically go to Line 4.



Chris Dunn

Lake Alfred, Florida

Chris is 6 and is in the 1st grade. He likes to play Commander Keen 4 and Duke Nukem on the PC.

Line 4: A BColor Event

Line 4 is a Background Color event, which lets you wipe a solid color onto the screen. This is used as a transition between the two images we are using in this sequence.

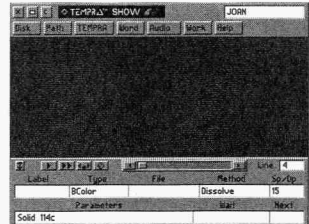
1. You should be on Line 4. If you don't see the number 4 in the box next to the word Line, GOTO Line 3 like you did before.
2. Move your arrow to the box under the word **Type** and press the **left** mouse button. The Type menu pops up.
3. Move your arrow to the fifth selection on the Type menu, which is **BColor**. Press the **left** mouse button. The word BColor appears in the box under the word Type, and the Method menu pops up.

You don't need a File menu with a BColor event because you choose the background color from a color palette, not from a file.

4. In the Method menu, move your arrow to the "**Dissolve**" wipe (it's the next to last wipe on the list you see) and press the **left** mouse button. The word Dissolve appears in the box under the word Method, and the Sp/Dp menu pops up.
5. Move your arrow to the **up arrow** next to the number box. **Press and hold** the **left** mouse button until you see the number **15**. Then move the arrow to the **OK** button and press the **left** mouse button. The number 15 appears in the box under the word Sp/Dp, and the Parameters menu pops up.
6. The Parameters menu is where you choose the color of your background. First a questions appears, "Choose Color from Image? Yes. No." Move your arrow to the **No** button and press the **left** mouse button.

7. A Color Palette pops up on the screen for you to choose a color to dissolve as your background. Move your mouse to **any color block** you want and press the **left** mouse button.
8. Move to the **OK** button and press the **left** mouse button. You should see some numbers in the box under the word Parameters and the Wait menu pops up.
9. Move the arrow to the **“Don’t Wait”** button and press the **left** mouse button. This means you will go directly to Line 4 after Line 3 is finished playing. Nothing appears in the box under the word Wait, because **“Don’t Wait”** is the default selection, and the Next menu pops up.
10. Move the arrow to the bar with the word **“Enter”** and press the **left** mouse button. Don’t type into the box with the blinking cursor, since you don’t need this selection. Nothing appears in the box under the word Next, because this is the default.

The menu changes color as the background color dissolves onto the screen.



Line 5: A Screen Event

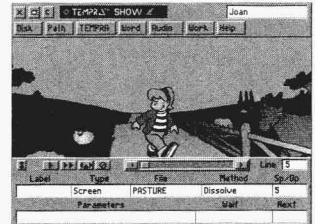
Line 5 is another Screen event, just like the one you did in Line 2, but with a different picture.

1. You should be on Line 5. If you don't see the number 5 in the box next to the word Line, GOTO Line 5 like you did before.
2. Move your arrow to the box under the word **Type** and press the **left** mouse button. The Screen Type menu pops up.
3. Move your arrow to the first selection on the Type menu, which is **Screen**. Press the **left** mouse button. The word Screen appears in the box under the word Type, and the Screen File menu pops up.
4. Move your arrow to the right side of the menu where you see arrows pointing up and down. Move to the **arrow pointing down**, and press the left mouse button. This is scrolling.
5. You need to scroll down until you see **PASTURE.PCX**. The screens are listed in alphabetical order, so look for the P's while you're scrolling. When you see **PASTURE.PCX**, move the arrow on top of it and press the **left** mouse button. The word PASTURE appears in the box under the word File and the Wipe Method menu pops up.
6. Move your arrow to the "**Dissolve**" wipe (it's the next to last wipe on the list you see) and press the **left** mouse button. The word Dissolve appears in the box under the word Method, and the Sp/Dp menu pops up.
7. Move your arrow to the **up arrow** next to the number box. **Press and hold** the **left** mouse button until you see the

number **5**, then move the arrow to the **OK** button and press the **left** mouse button. The number 5 appears in the box under the word Sp/Dp, and the Parameters menu pops up.

8. Move your arrow to the **“As is”** button and press the **left** mouse button. This will wipe the PASTURE graphic onto the screen the same way it was created (not larger or smaller). Nothing appears in the box under the word Parameters, because **“As is”** is the default, and the Wait menu pops up.
9. Move the arrow to the **“Don’t Wait”** button and press the **left** mouse button. This means you will go directly to Line 6 after Line 5 is finished playing. Nothing appears in the box under the word Wait, because **“Don’t Wait”** is the default selection, and the Next menu pops up.
10. Move the arrow to the bar with the word **“Enter”** and press the **left** mouse button. Don’t type into the box with the blinking cursor, since you don’t need this selection. Nothing appears in the box under the word Next, because this is the default.

The menu changes color and you see the PASTURE graphic dissolve onto the screen between the menus.



Line 6: A Sprite Event

Line 6 is another sprite like you created in Line 3.

1. You should be on Line 6. If you aren't, use the GOTO to move to Line 6.



Charles Nichols
Lakeland, Florida

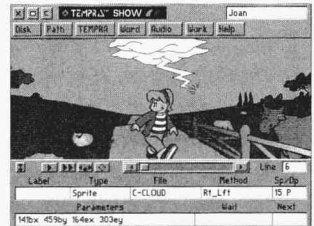
Charles is 10 years old and in the 4th grade. He enjoys fishing, watching television and playing video games. He also enjoys using the computer and is really getting good at drawing pictures and using color spreads. His favorite foods are pizza and hot dogs. His favorite subject in school is reading and he likes ice hockey.

2. Move your arrow to the box under the word **Type** and press the **left** mouse button. A Type menu pops up.
3. Move your arrow to the second selection on the Type menu, which is **Sprite**. Press the **left** mouse button. The word Sprite appears in the box under the word Type, and the File menu pops up.
4. You need to scroll down until you see **C-CLOUD.PCC**. When you see **C-CLOUD.PCC**, move the arrow on top of it and press the **left** mouse button. The word C-CLOUD appears in the box under the word Sprite, and the Method menu pops up.
5. Move your arrow to the **“Wipe In”** button and press the **left** mouse button. The Wipe menu pops up.
6. Move your arrow to the **“Rt_Lft”** wipe and press the **left** mouse button. This wipes the sprite onto the screen from right to left. The word Rt_Lft appears in the box under the word Method and the Sp/Dp menu pops up.
7. Move your arrow to the **up arrow** next to the number box. **Press and hold** the **left** mouse button until you see the number **5**.
8. Move your arrow to the **“Permanent”** button and press the **left** mouse button. This makes the sprite stay on the screen after it’s finished moving. Move the arrow to the **OK** button and press the **left** mouse button and the menu disappears. Now you need to position the **starting** and **stopping** points for the sprite.
9. Move the sprite of the cloud to the **top** of the PASTURE picture. Press the **left** mouse button. This is your starting point.

10. Move the sprite to just above Molly on the PASTURE picture. Press the **left** mouse button. This is your stopping point. Some numbers appear in the box under the word Parameters. These are the coordinates where you placed the starting and stopping points for the sprite. The Wait menu pops up.
11. Move the arrow to the “**Don’t Wait**” button and press the **left** mouse button. This means you will go directly to Line 7 after Line 6 is finished playing. Nothing appears in the box under the word Wait, because “Don’t Wait” is the default selection, and the Next menu pops up.
12. Move the arrow to the bar with the word “**Enter**” and press the **left** mouse button. Don’t type into the box with the blinking cursor, since you don’t need this selection. Nothing appears in the box under the word Next, because this is the default.

You see the cloud move down the screen. Unless you have colored in the cloud, it will be white.

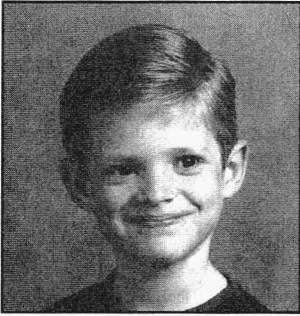
You can color in the cloud using TEMPRA GIF, but only color inside the cloud; don’t color the black area around the cloud, because this black is invisible in TEMPRA SHOW.



15. After the cloud moves across the screen, you automatically go to Line 7.

Line 7: A Title Event

Line 7 is a Title event, which is a word you can enter to place in your sequence. Title events are different from Text events, even though both use words. Text events need ASCII files



Alex Dunn

Lake Alfred, Florida

Alex is 9 and is in the 4th grade. He likes to play X-men at the arcade. His favorite hobby is raising animals. He is good at using MS-DOS so he can get to his computer games.

from a word processor. You type words for Title events directly in TEMPRA SHOW while you're creating the line. Text events can be as long as you want, but Title events can only be nine letters or less.

1. You should be on Line 7. If you aren't, use the GOTO to move to Line 7.
2. Move your arrow to the box under the word **Type** and press the **left** mouse button. A Type menu pops up.
3. Move your arrow to the fourth selection on the Type menu, which is **Title**. Press the **left** mouse button. The word Title appears in the box under the word Type, and the Method menu pops up.

You don't need the File menu for a Title event, since you will type the word right into a Parameters menu.

The Method menu is where you choose the "font" for your Title. A font is the way the letters look: plain, cursive, script, italic, bold, and so on.

4. Move your arrow to the "**KST Font**" button and press the **left** mouse button. A Font selection menu pops up with a list of fonts to choose from.
5. Move your arrow to the font that says "**Helv30**" and press the **left** mouse button. The word Helv30 appears in the box under the word Method. The Sp/Dp menu pops up.

You don't need to set a speed for Title events, but you do need to determine if the title erases or if it is permanent.

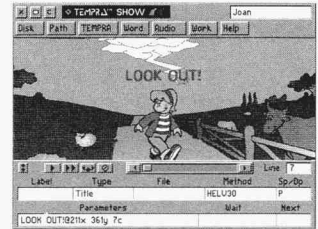
6. Move your arrow to the "**Permanent**" button and press the **left** mouse button. This makes the title stay on the screen. Now move the arrow to the **OK** button and press

the **left** mouse button. The P appears in the box under the words Sp/Dp and the Parameters menu pops up.

The Parameters menu is where you type in the word you want for your title, select the color of the title text, and also where you position the title.

7. A Title box pops up on the screen. Type into the box, **LOOK OUT!** and press the [Enter] key.
8. Next you see “Choose Color from Image? Yes. No.” Move your arrow to the **No** button and press the **left** mouse button. A Color Palette pops up on the screen for you to choose a color for the text. Move your mouse to a color block and press the **left** mouse button, then move the arrow to the **OK** button and press the left mouse button.
9. The menu disappears and the title appears at the bottom of the screen. If you move the mouse, you’ll notice that the title moves with it. Move the title to the **middle of the screen** and press the **left** mouse button. This positions the title. The words **LOOK OUT!** and some numbers appear in the box under the word Parameters and the Wait menu pops up.
10. Move the arrow to the “**Don’t Wait**” button and press the **left** mouse button. This means you will go directly to Line 8 after Line 7 is finished playing. Nothing appears in the box under the word Wait, because “Don’t Wait” is the default selection, and the Next menu pops up.

11. Move the arrow to the bar with the word “**Enter**” and press the **left** mouse button. Don’t type into the box with the blinking cursor, since you don’t need this selection. Nothing appears in the box under the word Next, because this is the default.



The words LOOK OUT! appear on the screen and stay up. You automatically go to Line 8.

Playing the Sequence

Okay! You’ve just created seven lines of a sequence. Now it is time to play the whole sequence. To do this:

1. Move your arrow to the “**C**” button at the top of the menu and press the **left** mouse button. This clears the screen. You don’t always have to do this, but let’s do it right now. The screen turns black.

You can only watch sequences starting from the line you’re on. So, if you’re on Line 7, you start watching from Line 7. Since we want to watch the sequence from the beginning, we have to go back to Line 1.

2. Move your arrow to the **number box** beside the word “Line” and press the **left** mouse button. The GOTO menu pops up.
3. In the GOTO menu, type **1** and press the [**Enter**] key.

4. Press the [F6] key on the keyboard. The menus disappear and the sequence starts playing.

Watch the sequence. When it's finished, the menus come back up. Now you can explore on your own with the different things you can do in TEMPRA SHOW.

Since this was the very first sequence you created using TEMPRA Show, you will no doubt want to save it to your disk so that you can load it up and play at any time. Follow the steps below to save your sequence to disk.

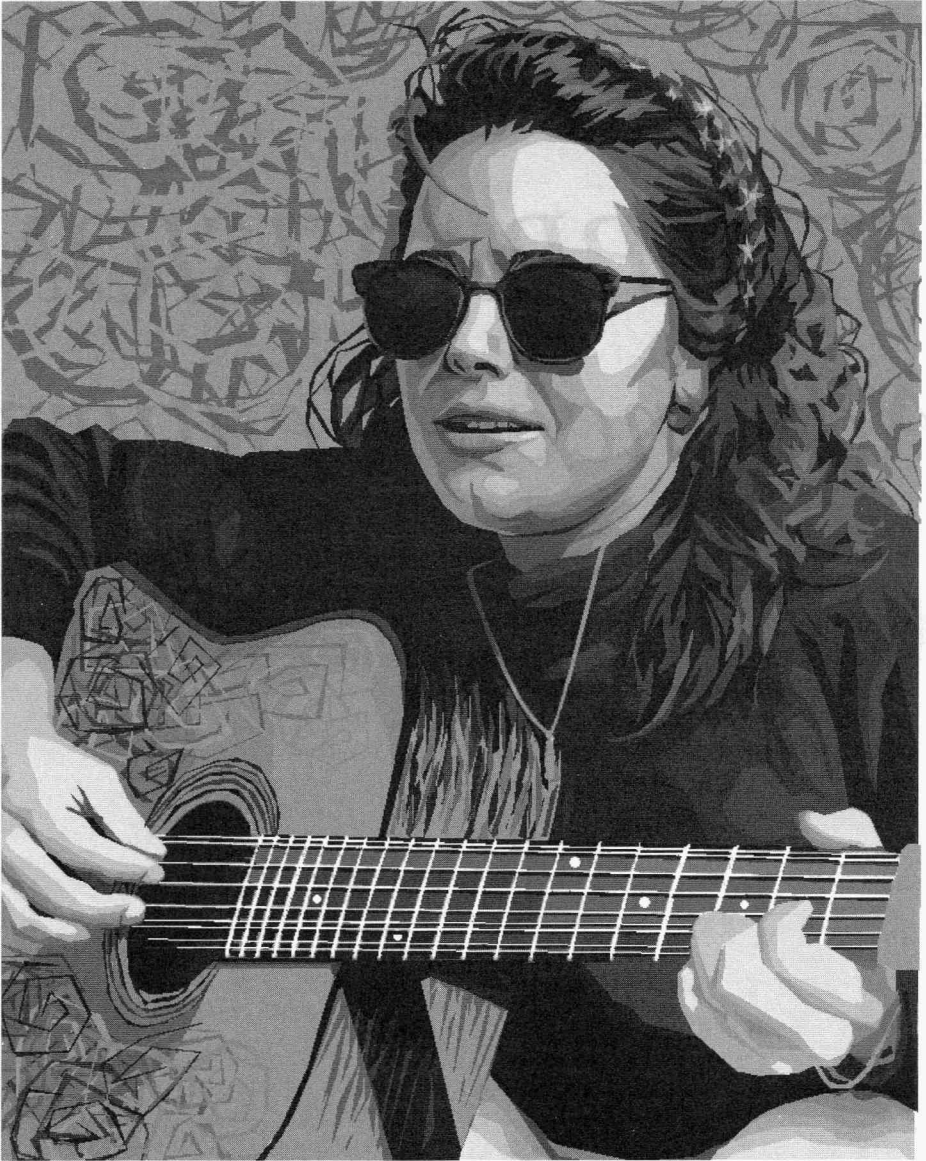
1. Move your arrow to the “**Disk**” button at the top of the menu and press the **left** mouse button. The Disk menu drops down.
2. Move your arrow to the “**Save Sequence**” button and press the **left** mouse button. If you see a message that says the “**File Exists**” move the arrow to “**Overwrite File**” and press the **left** mouse button.

Congratulations! You have taken the first step to becoming a TEMPRA Vision Multimedia Whiz Kid.

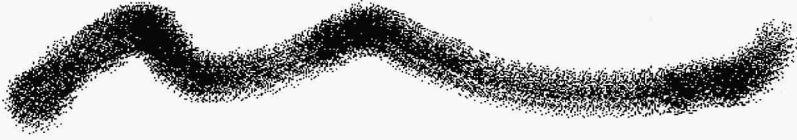
Be sure to complete the TEMPRA Whiz Kid Challenge at the back of this book. When you're ready to learn more about TEMPRA Vision, go to the “Advanced Features” section in this manual to explore TEMPRA GIF and TEMPRA SHOW. And the section on MusicBytes contains information on the various sounds you can include in your multimedia presentations.

TEMPRA VISION
Advanced Features

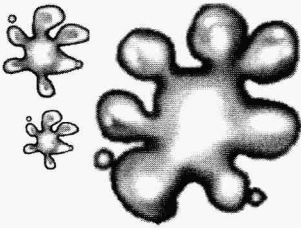




Advanced Features



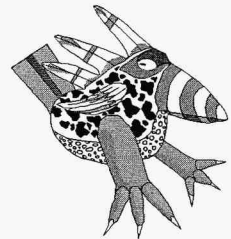
TEMPRA SHOW and TEMPRA GIF

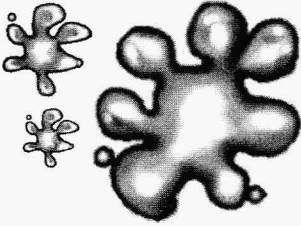


Now that you've had a chance to get familiar with TEMPRA Vision, it's time to dive deeper into the specific functions in TEMPRA SHOW and TEMPRA GIF. The next two sections of this manual give you a lot of details about both programs and will help you to take your TEMPRA Vision expertise to the next level: creating stunning multimedia presentations.

TEMPRA TOUCANS

To help you along the way, Buzz, the TEMPRA Toucan, appears throughout the manual to give you hints and suggestions. (Buzz's co-star of TEMPRA Vision, Ugh the Caveman, wasn't available. At the time of this publication, Buzz sent him to Miami for a vacation.) Whenever you see Buzz in the manual, you know that what he says will help you learn and enjoy TEMPRA SHOW and TEMPRA GIF.





Introduction to TEMPRA Special Edition

This special edition of TEMPRA was created for use with various audio boards, such as the Sound Blaster, SOUNDvision, and SOUNDstudio, and video boards, such as the SNAPplus, Video Blaster, and ComputerEYES. With this hardware and software combination, you can create stunning multimedia presentations on a 286 or higher PC using motion and sound. Use TEMPRA SHOW to present the images you captured and created in TEMPRA GIF. Our TEMPRA products support the complete range of audio and graphics products and data types, including CD-ROM, MIDI, .WAV, .VOC, video windows, animation editing, Kodak Photo CD, and animated FLIC™ files (from Autodesk).

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

TEMPRA Vision — Advanced Features is divided into six sections: A TEMPRA SHOW Introductory Tutorial, TEMPRA SHOW, TEMPRA GIF, TEMPRA Access, MusicBytes Audio, and the TEMPRA Whiz Kid Challenge. Each section describes the functions relevant to that program. We'll begin with a TEMPRA SHOW tutorial showing you how to create a 5-line presentation.

TEMPRA SHOW Introductory Tutorial

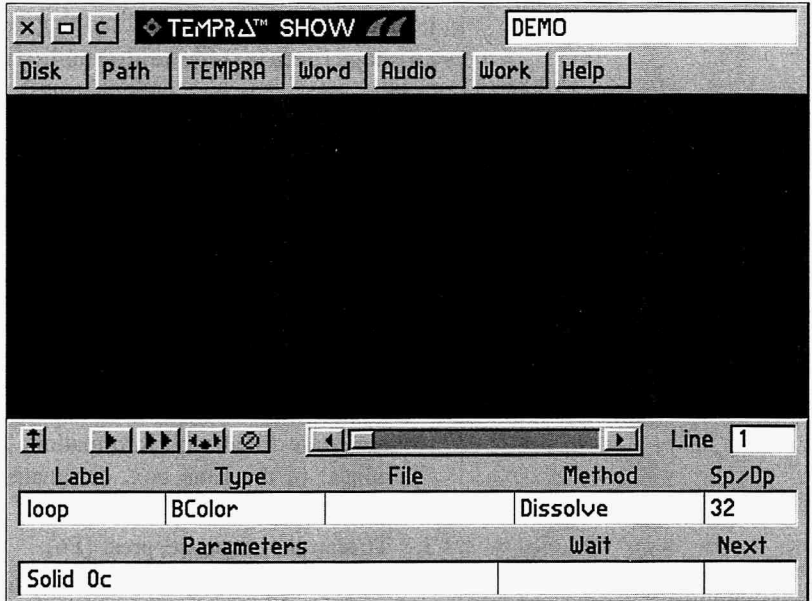
This version of TEMPRA SHOW contains a demo sequence (DEMO.SEQ). Use this sequence to become acquainted with TEMPRA SHOW's interface and functions. The demonstration sequence contains five lines that include an animation file, an image file, a text file, and an audio file for use with an audio card.

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

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

TEMPRA SHOW: Line 1, BColor Event

Objective: Wipe a black background onto the screen.

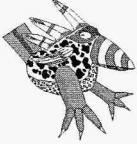


Line 1 completed.

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

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

Line 1: BColor Event



Buzz says:

Label names **MUST** be unique if you intend to branch to them from another line in the sequence.

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

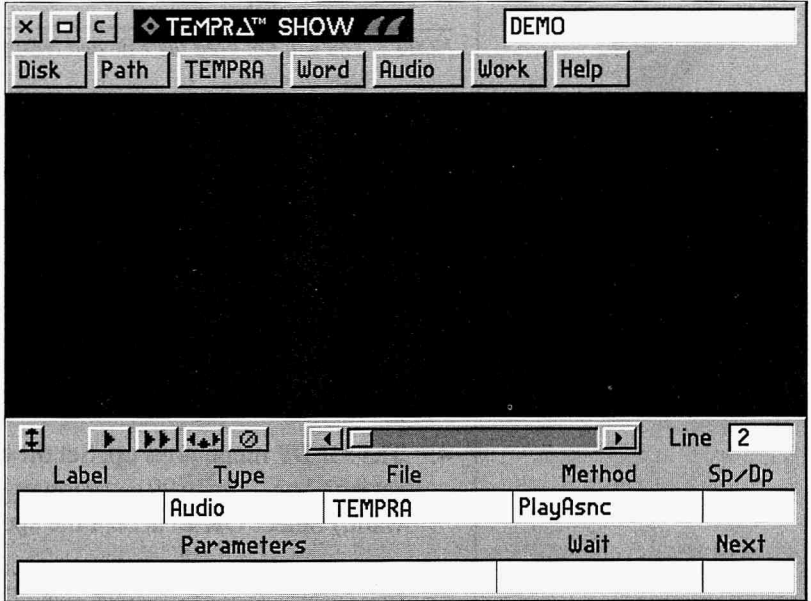
*NOTE: You will not need the **File** and **Next** fields for this **BColor** type of event.*

Recreating Line 1

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

TEMPRA SHOW: Line 2, Audio Event

Objective: Play an audio file.

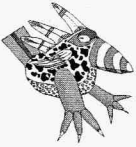


Line 2 completed.

TEMPRA SHOW							
Label	Type	File	Method	Sp/Dp	Parameters	Wait For	Next
loop	BColor		Dissolve	32	Solid 0c		
	Audio	TEMPRA	PlayAsnc				
	Video	TEMPRA	AaPlay	99 P	7bx 408by 5R		
	Text	MULTI	HEL31	P 001	58x 253y 122c 7w 5h nrm		
	Screen	SAMPLE	Drip_DN	32	298bx 337by		loop

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

Line 2: Audio Event



Buzz says:

Blank lines are okay in TEMPRA SHOW. In fact, when creating long sequences, blank lines can help you separate various parts.

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

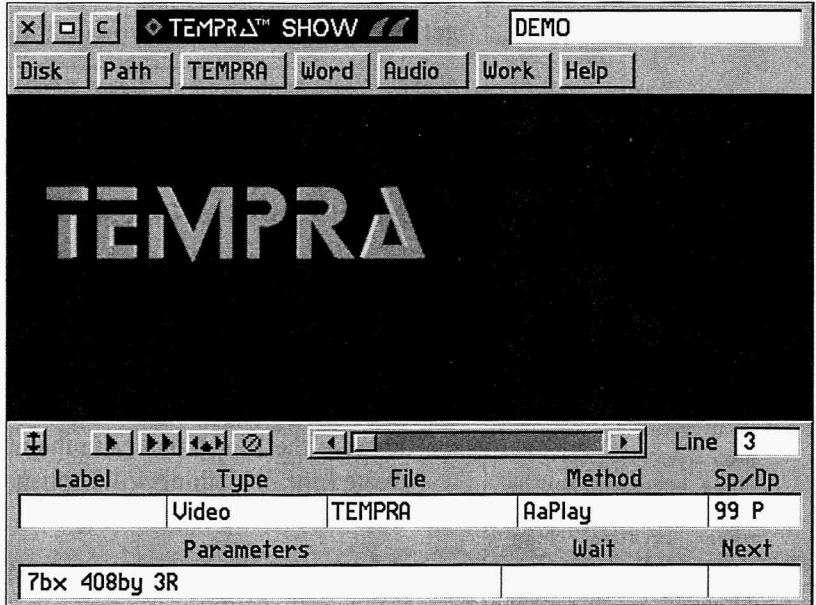
NOTE: You will not need the Label, SP/DP, Parameters, and Next fields for this Audio type of event.

Recreating Line 2

1. Select the box under **Type**. Scroll down and select **Audio**.
2. The **Method** menu pops up. From the **Audio** menu, select **PlayAsnc**. (This tells TEMPRA SHOW to play the audio file during the sequence, while the image files are on the screen.) If you don't have an audio card, an error message appears, and you cannot complete this line. In this case, advance the Line Counter to the next line and begin to create Line 3. Nothing will happen to line 2 (it's okay to have a blank line in the sequence).
3. The **File** menu pops up. Select **TEMPRA.VOC** from the list of audio files.
4. The **Wait** menu pops up. Select **Don't Wait**. (This tells TEMPRA SHOW to automatically advance to Line 3 without waiting for any keystrokes, timeouts, or mouse selections.)
5. The **Next** menu automatically pops up. Press **Select** to accept the default.
6. The audio file begins to play. The **Line Counter** advances to Line 3.

TEMPRA SHOW: Line 3, Video Event

Objective: Play an animated .FLC file.

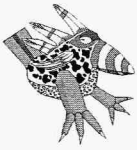


Line 3 completed.

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

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

Line 3: Video Event



Buzz says:

The speed at which animations play in TEMPRA SHOW varies with the speed of computers.

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

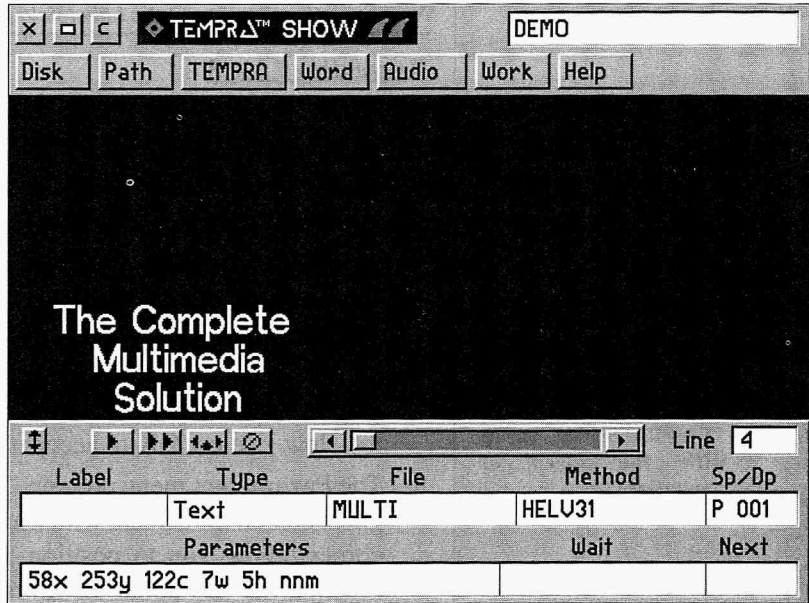
*NOTE: You will not need the **Label** field for this Video event.*

Recreating Line 3

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

TEMPRA SHOW: Line 4, Text Event

Objective: Place permanent text on the screen.



Line 4 completed.

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

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

Line 4: Text Event

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

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

Recreating Line 4

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



Buzz says:

When selecting colors for Text events, consider the background on which the text will be displayed. If your background is black, you don’t want the text to be a dark color or it would be hard to read.

TEMPRA SHOW: Line 5, Screen Event

Objective: Wipe a graphic onto the screen.

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

Line 5 completed.

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

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

Line 5: Screen Event

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

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

Recreating Line 5

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

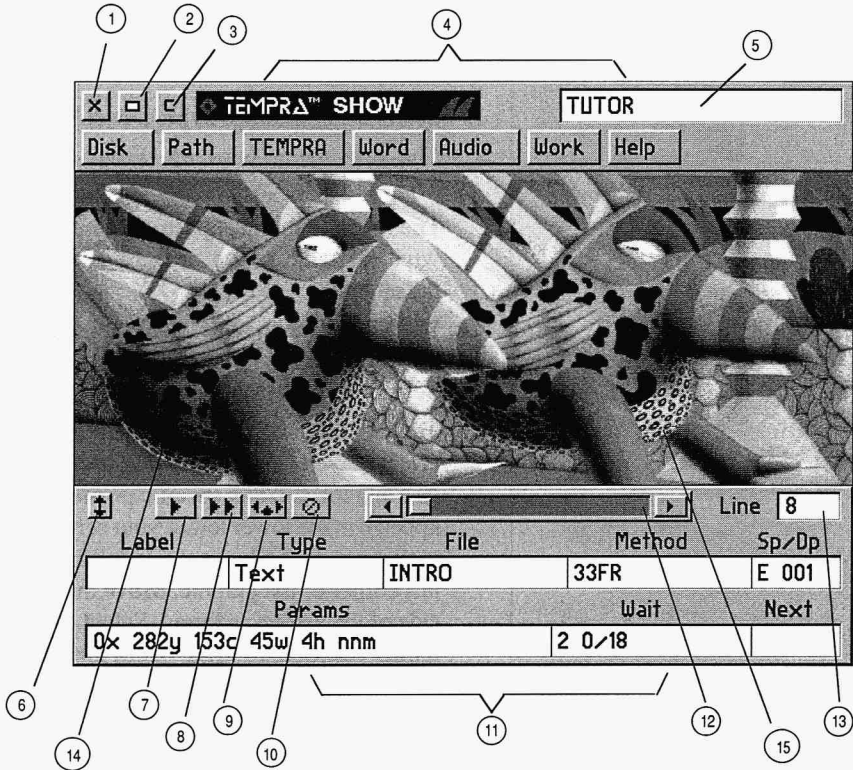


Buzz says:

Be sure to type the label in the **Next** field exactly the way you typed it in line 1 of the sequence. Label names **MUST** be unique if you intend to branch to them.

You've finished! Go back to Line 1 and press [F6] to play the sequence.

The TEMPRA SHOW Graphic User Interface



- | | | | |
|---|-----------------------------|----|--------------------|
| 1 | Exit Button (Escape to DOS) | 9 | Insert Line Button |
| 2 | Remove Menu Button | 10 | Delete Line Button |
| 3 | Clear Screen | 11 | Event Controller |
| 4 | Menu Bar | 12 | Line Scroll Bar |
| 5 | Title Box (Filename) | 13 | Line Counter |
| 6 | Menu Size Button | 14 | Buzz |
| 7 | Play Line Button | 15 | Sharp Boy |
| 8 | Play Sequence Button | | |

TEMPRA SHOW



Authoring Program

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

Building a Sequence



Buzz says:

If you begin a line in the Label or Type field, TEMPRA SHOW automatically prompts you for each field of the event. If you press "Cancel" in the middle of creating a line, your menus are no longer self-prompting and you must select each field to finish the line or start the line over.

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

Sequences

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

Lines

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

Events

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

Screen

Screen events are 8-bit .PCX or 16-bit .TGA graphic files (pictures) created in TEMPRA GIF.

Sprite

A Sprite is a picture clip. It can float over an image without changing the image; it can just stay in one place; or it can be scaled to a new size. The sprite background is transparent. Sprites have .PCC (8-bit) or .WIN (16-bit) extensions.

Text

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

Title

A Title event is a short display of words not exceeding 9 characters.

BColor

BColor events are background colors that wipe on the screen. Your choice of colors ranges from 16 to 16.7 million, depending on the display mode. This event type can be used as a transition or as a background for text or small pictures.

Menu

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

Button

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

System

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

Chain

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

80Mode

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

80Text

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

80Win

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

80Menu

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

80Butn

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

Video

Video events bring animation to sequences with video or graphics that have been saved as 8-bit .FLI or .FLC or as 16-bit .FLX files. TEMPRA SHOW supports Autodesk Animator, Animator Pro, and 3D Studio FLIC™ files, as well as video files. You can also set the display mode, fade images in and out, cycle colors, animate text, and load palettes using the Video event.

Global

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

Draw

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

Music

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

Audio

Audio events let you play or record sounds on the hard disk using an audio card in stereo or mono. We've included a library of MusicBytes .VOC and .WAV files with TEMPRA Vision (.WAV files require the Voyetra drivers installed, and .VOC files require the Voyetra drivers if you don't have a Sound Blaster or Sound Blaster Pro audio card).

Midi

Midi events let you play back audio created as MIDI files (you can't record MIDI in TEMPRA SHOW). Use the MIDI files from the MusicBytes library to get started. In order to play MIDI files, you need a Voyetra driver for your audio card.

CD-ROM

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

Filenames

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

Title, Draw, and BColor events don't use files. They become part of the sequence file and are executed as your sequence is played. On 256-color VGA display boards, use TEMPRA GIF

to save images as .PCX files and save sprites as .PCC clippings. For 32,000 or higher color boards, save images as uncompressed .TGA files and save sprites as uncompressed .WIN clippings.

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

Error Messages

MESSAGE.VV is a file that gives you error messages while you run the program. When you get errors, TEMPRA SHOW creates a file for your inspection called TSHOW.ERR. You can view this file from the DOS prompt by “typing” it to the screen or by printing it to your printer.

Creating Distributable Presentations

TEMPRA Vision includes a royalty-free runtime executable in the TEMPRA SHOW program called TSHOWRUN.EXE. This executable file allows you to distribute complete multimedia presentations. If you use a third-party duplication service, you need an additional license. To create distributable demos, in the Disk menu select Demo Builder and follow the instructions. Under no circumstances can you make copies of any TEMPRA product for distribution to others.

Using the Menu Bar

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

Remove Menu

The Remove Menu button removes the graphic menus from the screen, so you can see an entire image displayed on the screen. To return to the menus, press either button on the mouse.

Clear Screen

The Clear Screen button clears images from the screen. Clearing does not affect your line or event in any way.

Disk

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

Path

The Path button opens a menu that sets the directories where TEMPRA SHOW looks for certain files. When you install TEMPRA SHOW, directories are created that are designated to hold specific types of files. These path assignments are stored in a file called DEFAULT.PTH. If you choose to change this organization, you can use the Path button to designate different paths and then store the new paths in a file using the Save Path option. You can also load a new path by selecting the Load Path option.

Word

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

Work

The Work button stands for "Workform," a text-based spreadsheet for creating and editing sequences. You can use the

Workform as an alternative to the graphic interface, or move back and forth between the two interfaces (hold down [Ctrl] and press [G] to move back and forth). The Workform screen displays the individual events in the sequence (the graphic menu displays events line by line).

Using the Event Controller

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

Menu Size

The Menu Size button changes the horizontal position of the Event Controller. (It doesn't affect the Menu Bar.) When you select the Menu Size button, the Event Controller becomes a ghost box. When you move the mouse up and down, the Event Controller moves up and down. You can position the Event Controller so only certain portions of it show on the screen.

Play Line

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

Play Sequence

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

**Buzz says:**

To move to line 1 of the sequence, just hold down the [Ctrl] key and press the [Page Up] key from either the graphic interface or the Workform.

Insert Line

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

Delete Line

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

Line Scroll Bar

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

Line Counter

The Line Counter displays the current line number. If you want to move to a new line, press "Select" in the Line Counter box. In the menu that pops up, type the line number you want to go to and press [Enter].

Using Event Fields

Each event in a sequence is made up of several fields. Not all of these fields are used for every event. The fields that are needed depend on the type of event. TEMPRA SHOW knows which fields are needed for a particular event and therefore will present you with choices based only on what is necessary.

Label

The Label field is used to identify an event or line in your show. Not all events have to have a label. Labels are primarily used for branching. Each label of your sequence **must** have a unique name if you want to branch to it from another line in the

sequence. TEMPRA SHOW distinguishes between upper and lower case in the Label field, so the words “Start” and “START” and “start” would be considered three different labels in TEMPRA SHOW.

Type

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

File

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

Method

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

Sp/Dp

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

Speed

Speed controls how quickly certain events happen. The range of speed is 1 (slowest) to 99 (fastest). For instance, the speed determines how quickly or slowly a wipe takes effect or video is played. The speed you set doesn’t increase or decrease the speed of your computer. Delays caused by your hardware aren’t improved by using a faster Speed setting. If your sequence is played on a computer that is faster than the computer used to create it, the sequence runs quicker.

**Buzz says:**

If you want to display a series of text events, make them Temporary and then set the last one to be Permanent. This places them on the screen quickly and the last one makes them all permanent.

Display

The Display field determines what happens to an event in relation to a subsequent event. There are three ways of leaving the elements of your presentation on the screen: Temporary, Permanent, or Erase after Display. Permanent events become a permanent part of the screen. The Erasing events erase themselves and all Temporary events. This allows you to control what stays and what goes on the visible screen. Permanent ones stay, Erasing ones go, and Temporary ones can stay or go depending on the event that follows.

Parameters

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

Wait

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

Next

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

Using the Workform

The text-based interface is useful when you want to see the setup of more than one event at a time. The text interface is also useful for editing features that span individual lines. These features include search and replace, block operations, and

keyboard editing of many lines. In TEMPRA SHOW, the text-based interface is called the Workform and can be accessed by selecting the Work button on the Menu Bar or by holding down the [Ctrl] key and pressing the [G] key at the same time.

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

When you create a new sequence using the Workform, press "Select" with the cursor in the Label or Type field. TEMPRA SHOW then automatically prompts you across your Workform as you make choices from the various menus. As you select options from pop-up menus and directories that are superimposed on the screen, your selections are transferred to specific fields.

Using CONFIGTS.EXE

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

1. You have a special device attached to your computer, such as a touch screen, special display board, audio board, video capture board, or other device.
2. You add or change a device attached to your computer.
3. You want to change the colors used on the workform.

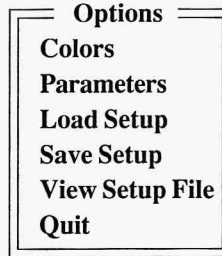
4. The current configuration produces a conflict and TEMPRA SHOW does not work properly or does not work at all.

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

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

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

To start CONFIGTS.EXE, go to the TEMPRA SHOW directory (\VISION) and type “CONFIGTS” and press the [Enter] key (or select Configure from the Workform). The opening menu of CONFIGTS.EXE appears on your screen. The choices available are:



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

Colors

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

Parameters

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

Set Configuration

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

Joystick Param 1, 2, and 3

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

Audio Board Type

If your computer has an audio board, this parameter selects the type of board used. The boards marked with an "*" are not available in this version of TEMPRA SHOW. Select the audio

board by moving the highlighted bar to the correct board and pressing [Enter]. If you need a Voyetra driver for your audio card, call Mathematica, Inc. to purchase one. The choices are:

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

Gain (TI/Online)

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

Volume (TI/Online/Voyetra)

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

TI Key Option

For sound boards that use Voyetra drivers, you have a key option. This option causes TEMPRA SHOW to stop playing sound when a key is pressed. This is available only with Play and can't be used with PlayAsync. The choices are:

Set TI Key Option

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

Touch Screen

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

PIB I/O Base Address and PIB Segment Address

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

Video Brightness, Hue, Contrast, Saturation

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

Watson Com Port

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

Video Input Standard (NTSC/PAL)

This parameter allows you to adjust the type of video that TEMPRA SHOW expects to receive on an image capture card, such as the SNAPplus. NTSC is the United States standard for video, while PAL is the European standard. RGB input can have the sync line separate (RGB_SEP_SYNC) or

on the green line (RGB_SYNC_GREEN). Composite and S_Video are also separate video input methods that can be NTSC or PAL. Check the video camera documentation if you aren't sure which you should choose. The choices are:

```
Input Standard (NTSC/PAL)
0x15 RGB_SEP_SYNC NTSC
0X25 RGB_SYNC_GREEN NTSC
0X35 COMPOSITE NTSC
0X45 S_VIDEO NTSC
0x16 RGB_SEP_SYNC PAL
0X26 RGB_SYNC_GREEN PAL
0X36 COMPOSITE PAL
0X46 S_VIDEO PAL
```

EMS To Use (K)

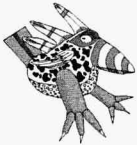
This is not used in this version of TEMPRA SHOW. Check your supplemental documentation or contact Mathematica, Inc. technical support.

Audio INT/IMA/IRQ

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

Videodisc Type

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

**Buzz says:**

If you have made changes to any of the parameters or colors, be sure to select **Save Setup** before you select **Quit**. Otherwise the changes you made will be lost.

Touch Screen Serial Port

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

Touch Screen Indicator

This indicates the results of touching the screen.

Load Setup

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

Save Setup

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

View Setup File

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

Quit

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

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

Setting Environmental Variables

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

BEEP

Sets frequency and duration of computer beep.

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

BLAST_BUF

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

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

EDITOR

Sets the text editor to run from TEMPRA SHOW.

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

VVLINES

Sets the number of lines in a TEMPRA SHOW sequence.

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

VVMODE

Sets the starting graphics mode and color depth.

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

VVMTBAUD

Sets the baud rates for MicroTouch touch screen.

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

VVPAIN

Sets TEMPRA GIF as the external paint program.
(SET VVPAIN=TEMPRA) This determines what paint program is executed when you select the “TEMPRA” button on the Menu Bar. TEMPRA uses .PCX, .TGA, .WIN, and .PCC files. If you don’t set this, you can’t run anything from the “TEMPRA” button on the Menu Bar.

VVSPRITE_BUF

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

PROGX

Sets and external program you can launch from the menu.
(SET PROGX=Program name) This lets you access any external program from the TEMPRA SHOW Menu Bar. You can set any frequently-run program for use without leaving TEMPRA SHOW. You will return to TEMPRA SHOW when you exit the external program. TEMPRA Access is the default.

Using a Video Board

When you install a video board, the installation program places parameters in the AUTOEXEC.BAT file. Refer to the section on CONFIGTS.EXE for details about setting input standards for the video input source you use with the board. TEMPRA SHOW supports video-in-a-window with some video boards. To use this feature, select from the following fields:

Type

Select Video from the list of event types.

Method

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

VidLive

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

VidOver

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

VidNorm

VidNorm turns off any video window that may be active. The display acts as if it were a normal VGA. You should use VidNorm when ever you need to do graphic events that do not use live video. Generally, if you set a video window on, you need to use VidNorm to turn the window off at some point in your sequence.

VidWind

VidWind tells TEMPRA SHOW to create a video window on the screen and display the video coming into the card. If your computer doesn't have a compatible card, VidWind won't function and you get an error message. The parameters for VidWind events describe the location of the video window. You are asked for the location of the video window as you create the event. The screen clears for you to position the lower left corner of the video window. Move the mouse to

outline the area covered by the video window. As you move the mouse, a rectangle appears.

VidGrab

VidGrab digitizes the current video into the window. The image then becomes a part of the screen display. To make a VidGrab a permanent picture, you need to use SavePic in the Video event menu.

VidTcol

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

VidBW

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

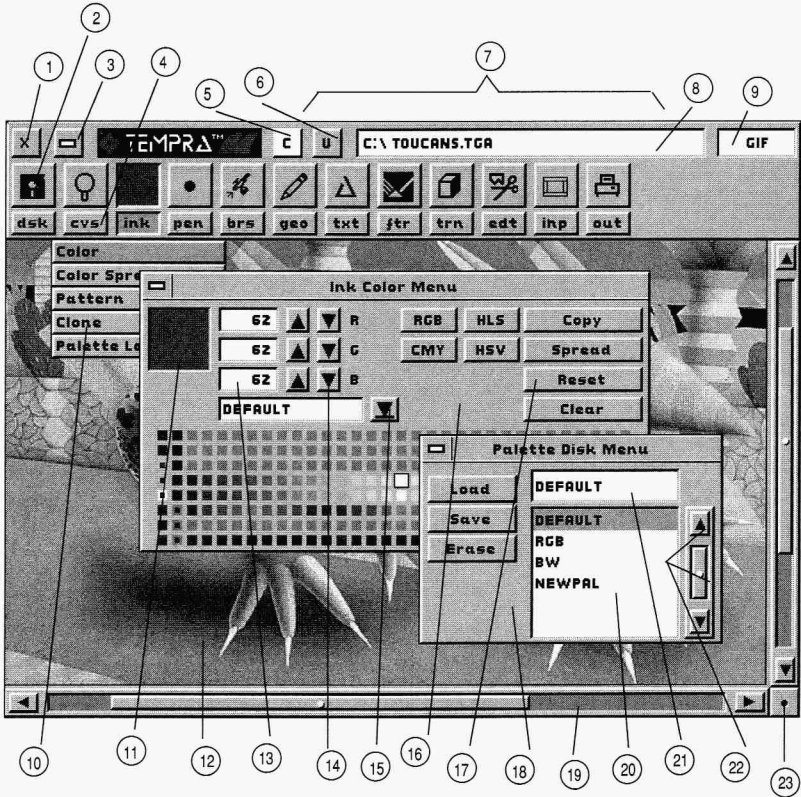
VidInv

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

Sony VISCA Support

You can use the VCR event to control video sources that are compatible with the Sony VISCA protocol by using a Sony Vdeck (hi-8 VCR) or Vbox (connection between video source and computer). With this event, you can control the video from the computer, including playing, stopping, rewinding, searching, and recording. This control allows frame-accurate (± 2 frames on the Sony Vdeck) video setting for video editing and video pass-through in presentations. In CONGIGTS.EXE, be sure to select VISCA (under PC-VCR Type), the video input type (under Video Input Standard [NTSC/PAL]) and the video port (under PC-VCR Port).

The TEMPRA GIF Graphic User Interface

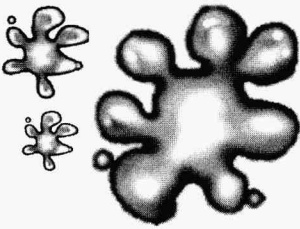


- | | | |
|-------------------------|--------------------------|------------------------------|
| 1 Exit Button | 9 GIF Box | 16 Function Menu |
| 2 Functions Icon | 10 Drop-down Menu | 17 Radio Button |
| 3 Remove Menu Button | (with Selector Bars) | 18 Pull-down Menu |
| 4 Functions Push-button | 11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

TEMPRA GIF



Image Editing Program



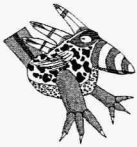
TEMPRA GIF is the daughter product of TEMPRA PRO, the professional image editing program. TEMPRA GIF does everything TEMPRA PRO does, except support scanning, color printing, and 16.7 million-color images. TEMPRA PRO also has advanced editing features, such as TEMPRA Wand, additional filters, and more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

Using the Main Menu Bar



Buzz says:
In TEMPRA GIF, “Select” is the left mouse button and “Cancel” is the right mouse button.

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



Buzz says:

If the Undo button is available to you, you can try different effects on your image. Try one and if you don't like it, simply "Cancel" and Undo it, then try something else.

Remove Menu

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

Clear Button

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

Undo Button

The Undo button reverses the last action taken on your canvas, usually since recalling the Main Menu Bar. Use the Undo feature when you have made a mistake while painting on the canvas. Undo is limited to the last items painted. It should not be a substitute for saving your work to disk. If there is not enough memory for Undo to function, the Main Menu Bar will not display the Undo button.

GIF Box

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

Function Icons

The Main Menu gives you access to all the tools available in TEMPRA GIF. The function icons have a three-letter abbreviated function push-button underneath. Selecting the icon

calls up the menu that is currently active. Selecting the push-button underneath the Main Menu icon reveals a drop-down menu. Some sets of functions have a number of choices on their drop-down menus (Geometry has a lot), while others will have only one choice (such as the Brush menu).

Preview Boxes

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

Moving the Menus

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

Disk Functions (DSK)

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

You can save an image or a clipping at any time while you are working in TEMPRA GIF. The size of an image and the number of colors available determine the size of the disk files for your images. A large canvas produces a large file. The more

colors available to you also increases the size of your file. An 8-bit image has 1 byte for each pixel in the disk file. A general formula for determining the size of your graphic files is the height times the width times the number of bytes per pixel.

Files

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

The B&W button allows you to save an image or a clipping as a gray-scale image. Selecting the Compress button uses a “Run Length Encoding” or other scheme to compress the size of a file so it takes less space on your disk. TEMPRA GIF uses standard ways of compressing files so that other graphics programs can read the files created with TEMPRA GIF. The UpSdeDwn button saves TGA files upside down. This is necessary for some programs that reverse the direction the TGA file is loaded. The 24-bit and 32-bit buttons are not active in TEMPRA GIF.

To save an image, you should select the file type, the bit depth, other options such as Compress, and then use the manual fine-tuning box to type in the filename. TEMPRA GIF adds an appropriate file extension if needed. When all the items you need are set properly, you can then select the Save button. The image on your screen is then saved. If you want to save the current image onto itself on your disk, you need only press the Save button. The procedure to save a clipping is similar; however, when you press the Save button, the menu disappears and you can outline the clipping on the canvas. The



Buzz says:

If your image takes a lot of disk space, use Compress to make your image files smaller. Compress works best on images with large areas of the same color.

clipping is a rectangle or a polygon depending on the last selection in the Edit menu.

Directories

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

Canvas Functions (CVS)

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

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

TEMPRA GIF provides a means to edit images far larger than can be displayed on your screen. The canvas and the screen can be separate items when the canvas is made larger than the screen. When you edit an image that is larger than the screen, TEMPRA GIF keeps track of changes made to the image and the location of your screen display within the entire image. Color scanners can produce images that are much larger than



Buzz says:
If the Zoom window covers the portion of your image you want to edit, point to the menu title bar and press “Select” and move the Zoom window to another part of the screen.

can be displayed on a computer screen. Some output devices such as slide cameras have a very high resolution and their images are too large to display on a computer screen. The Canvas functions of TEMPRA GIF allow you to edit images large enough to meet all your needs.

Zoom

Zoom allows a small section of the screen to be enlarged inside the Zoom preview box. Zoom provides a means for you to see individual pixels and to edit them one pixel at a time. No Geometry tools can be used while in Zoom, but certain functions (such as Color Spread or Tint) can be used while the individual pixels are being painted. On some displays, including most image capture boards, Zoom is available through the function keys. The Zoom menu can be moved to provide access to all parts of your canvas. The Arrow icon moves the Zoom magnification area anywhere on your canvas. If the area you want to edit is under a menu, move the Zoom menu to another portion of the screen and you can then zoom on the area you want.

Get Icon

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

No Icon

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

Current Color Icon

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

**Buzz says:**

You don't have to use the highest resolution to do your editing. If you have the option, choose a resolution that makes you comfortable. Sometimes the resolution is set so high that you can't see the pixels.

Ratio Icon

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

Screen Setup

The Screen Setup menu allows you to choose the resolution for editing. Most displays support more than one resolution. Use the Screen Setup menu in conjunction with the Canvas Setup menu to create the best solution for your editing needs. Some display boards, like the basic VGA, have only one choice in the Screen Setup menu. The basic VGA only displays 320x200 pixels with 256 colors.

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

Canvas Setup

The Canvas Setup menu is used to edit an image that is larger than you can display. The maximum size image you can edit in TEMPRA GIF is 8192x8192 pixels. When you use a canvas that is larger than your screen can display, slider bars appear on the right side and bottom of the display while the menus are on the screen. You can slide the bars to move around in the image. As you move, any changes to the image on the screen are saved to disk. However, you must do an Image Save in order to save the large canvas image permanently to disk (just as you would with an image which had the same size screen and canvas).

Canvas Status

The Canvas Status menu tells you the current status of your canvas. When you load an image, TEMPRA GIF automatically resizes your current canvas to match. You can resize the

canvas after the image is loaded. Check the status if you are not certain of the size of your canvas or the resolution you are using.

Ink Functions (INK)

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

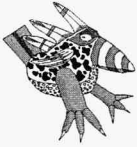
The color controls in the Ink menu allow you to completely control what colors are applied to your canvas. The maximum number of colors available in the TEMPRA special edition for TEMPRA Vision is 256. Other versions of TEMPRA GIF can go up to 16.7 million colors. These colors are displayed and controlled in the Ink Color menu. In TEMPRA PRO, you can use displays with up to 16.7 million colors, usually called true-color display adapters.

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

You are not limited to a single color for painting in TEMPRA GIF. Through the Color Spread menu, you can have a whole range of colors available as you paint. When you use the Pattern menu, you can have as complex a pattern as you need to apply to the canvas.

Color

The Color menu is where you select colors and adjust them. You can choose one of the four color models. They are RGB (Red, Green, and Blue), HLS (Hue, Luminance, and Saturat-

**Buzz says:**

You can use a different set of colors for sunsets, tropical jungles, and feathers and keep them on disk in a palette file. Then simply load one or the other for each type of artwork that you create or edit.

tion), CMY (Cyan, Magenta, and Yellow), and HSV (Hue, Saturation, and Value). In the Color menu is a display of 256 colors. You can choose a color from this map by moving the cursor to the color and pressing Select. You can also mix your own colors using the fine-tuning buttons.

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

Spread

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

Copy

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

Reset

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

Clear

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

Color Spread

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

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

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

VGA displays that have 256 colors (8 bits per pixel) allow you to animate the colors in a color spread. This allows you to have an exciting display. The Speed of the animation is set with the fine-tuning buttons at the bottom of the Color Spread menu.



Buzz says:
I leave an animated "Gone To Lunch" sign on my computer and turn on color cycle by selecting the Go button on the color spread menu. When I come back, I usually find Ugh in front of my monitor spaced out from watching the animation of colors.

The Leave Menu button animates the display and allows you to see how the colors are animated. To start the animation, select the Go button at the bottom of the Color Spread menu.

Pattern

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

Ratio

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

Set Origin

Set Origin (SetOrg) allows you to set the location for your pattern on the canvas. HideBlk (Hide Black) turns black into a transparent color so that black is not painted onto your canvas when you use a pattern. The Register button tells TEMPRA GIF to paint the pattern onto the canvas as if it were a wallpaper pattern rather than to smear the pattern onto the canvas.

Clip Polygon Icon

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

Clip Rectangle Icon

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

Fill Icon

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

Current Color Icon

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

Move Icon

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

Clone

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

Palette Lock

Palette Lock allows you to select colors to be locked or frozen. When the colors are locked, you cannot change them through functions on the Color menu, such as Spread or Copy. The locking action of Palette Lock works on the palette only. If you

wish to paint over a color that is locked, you can do so. This differs from the Color Protect function in the Edit menu.

Color Compress

Color Compress works only in 8-bit mode and helps you manage colors on the palette and in your image. When the palette is compressed, TEMPRA GIF removes colors from the palette and substitutes black for the those colors. You use the parts of the palette with black to create new colors.

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

Pen Functions (PEN)



Buzz says:

You can make a number of pen sets for different uses. Use angled lines for calligraphy and pens that look like miniature symbols for illustrations.

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

Pen Editor

The Pen Editor menu lets you create your own pens. Pens are edited only in black and white. You can use the pull-down menu to save or erase a set of pens. You load a set of pens by selecting the name of the set in the list box.

Hot Icon

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

Copy Icon

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

Teardrop Icon

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

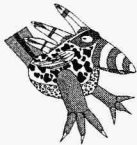
Current Color Icon

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

Arrow Icon

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

Brush Functions (BRS)



Buzz says:

You can use Airbrush and the Wash filter to create a waterpaint effect. Set the Wash filter strength to 50 and set Airbrush to blend. Start with a white background. The paint flows and blends as you paint with Freehand (with Connected active). To lighten the colors you paint, use white as your color.

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

Airbrush

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

With TEMPRA GIF's Airbrush, you can adjust the shape, size, and density of the airbrush. You can also use a brush for painting using the Mask Pen button. Any changes you make to the airbrush are displayed in the Airbrush preview box.

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

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

Geometry Functions (GEO)

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

Freehand

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



Buzz says:

Check the **Hot point** on your pen. That is where the ghost line forms. If the **Hot point** is at the top of your pen, the paint is applied with the pen shape under the ghost line.

Line

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

Rectangle

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

Square

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

Parallelogram

The Parallelogram function allows you to make parallelograms. Move the cursor to where you would like the first corner of the parallelogram and press Select. As you move the cursor, a line emerges from that first point. This line represents a side of your parallelogram. When the desired length of the side is made, press Select. As you move the cursor, a ghost



Buzz says:
Use filled shapes to experiment with effects, such as Sharpen or Color Cycle. Watching TEMPRA GIF add the effects is almost as much fun as creating them.

frame of the parallelogram appears. It expands or contracts around the first line plotted. Press Select when the parallelogram is the shape you want.

Circle

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

Ellipse

You can use the Ellipse menu for drawing ellipses. Ellipses are very similar to circles except you can vary the ellipse so that it is long and thin or short and wide. Ellipses can be filled or they can be an outline. You can use Repeat with ellipses. The Point 1 Fixed button radiates ellipses from a central point.

Arc

Arcs are semicircles and can't be filled. The Around Ends button allows you to draw arcs of greater than 180 degrees. With Around Ends turned off, your Arcs will be less than 180 degrees. Arcs differ from curves in that they are subsets of circles. The Radius option draws an arc by starting at the center while Chord draws the arc from one side to the other. The Point 1 Fixed and the First 2 Fixed buttons determine what parts of the arc will be fixed when you draw more than one arc.

Curve

The Curve function provides two types of curves. The simple curve is based on three points. Curves have the first two points fixed on the canvas as you draw them. If you have the

Sequential button turned on, the third point forms the curve from the first two points. If Sequential is turned off, the third point is between the first two points. The Ends button allows you to set the ends of the curve rather than the first two points. The Point 1 Fixed and First 2 Fixed buttons act as they do in Arc. The Repeat option is also available.

Spline

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

Regular Polygon

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

Irregular Polygon

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

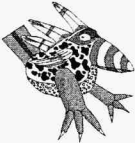
Fill

Fill flows color, patterns, or effects onto the canvas until it meets a change in color (Flood) or meets a boundary color (Boundary). Fill goes into every nook and cranny of a color until it runs out of nooks and crannies.

Text Functions (TXT)

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

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

**Buzz says:**

Combining Text with a color spread, particularly a spread that uses Distance and Fill Object as its Type, produces a shaded, multi-colored effect.

Font Settings

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

Left, Center, or Right. The Width and Height fine-tuning buttons adjust the size of the font.

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

Filters Functions (FTR)

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

Sharpen

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



Buzz says:

If Continuous is active, you can apply Soften many times to a single area of the screen. If the area has many different colors, the result is an area that becomes gray. This is what happens if you mix many colors of real paint together.

Soften

The Soften filter works on the colors on the canvas, blending adjacent colors together. Soften does not use any color, but averages the existing colors on the canvas. Continuous applies the Soften effect each time you use it. If Continuous is not turned on, you can blend a portion of the canvas only one time. Zoom in to see the results of softening. The Soften strength ranges from 0 to 8.

**Buzz says:**

Always use the AntiAlias filter with text to make it look natural and less like computer text.

AntiAlias

The AntiAlias filter provides a blending of the color of a geometric object with the background colors. This blending smooths ragged lines and provides a more natural appearance to objects and text. The Average button is always active while you are using AntiAlias. AntiAlias only works as you're drawing — you can't use it on an existing graphic.

Tint

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

Wash

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

Brighten

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

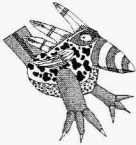
Transformation Functions (TRN)

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

Perspective

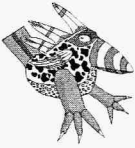
The Perspective function provides the ability to cut a linear (rectangle) portion of the screen and warp it into any form of perspective. When Perspective is selected, you create a rectangle on the screen that is warped from any corner or any side of the rectangle, allowing you to move each corner or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

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



Buzz says:
Create italicized text by warping the text into a slant to the left or the right.

Edit Functions (EDT)



Buzz says:

Airbrush artists use a mask to give a hard edge to their airbrush. That way they can make a number of passes with the airbrush to get the right amount of paint without having to worry about edges.

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

Mask Editor

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

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

You can select from a list of masks you have created in the list box on the right side of the Mask Editor menu. Use the pull-down menu to save the masks you create and to erase masks you no longer need.

When you are finished with Mask, make sure **all** buttons are inactive. If any button is left active, you are still using the Mask Editor and won't be able to paint the way you expect to.

Rectangle Clip

Rectangle Clip allows you to cut a rectangle from the screen and paste it down on another part of the canvas. When you cut an item out of the image, icons appear around it. They allow

you to move, stretch, shrink, expand, rotate, flip and flop the clipping. One icon also lets you paint the clipping onto the canvas. The bottom middle icon allows the black areas to be transparent. When you use the Transparency icon, it operates in the same manner as Transparency operates while loading a clip from disk. When the Cutout button is on, cutting a clip leaves the current color or pattern underneath the clipped area. When the button is off, TEMPRA GIF makes a copy of the area and leaves the original part of the canvas behind. The Outline button allows you to move only an outline of the clip and does not show the pixels that are in the clip.

Polygon Clip

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

Rectangle/Polygon Clip Icons

When you cut an item out of an image using either the Rectangle or Polygon Clip, icons appear around it. These icons allow you to move, stretch, shrink, expand, rotate, flip, and flop the clipping. There is also an icon to paste the clipping onto the canvas, and one to make black areas transparent.



Proportional Stretch Icon

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



Move Icon

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



Edge Blend Icon

The Edge Blend icon smooths edges of clippings pasted on the screen. The staircase icon means Edge Blend is off. The smooth diagonal line means Edge Blend is active. (Just press Select on top of the icon to toggle between the two icons.)



Rotate Icon

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



Up-Down Icon

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



Unproportional Stretch Icon

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



Transparency Icon

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



Paste Icon

The Paste icon pastes the clipped area on the screen.



Left-Right Icon

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

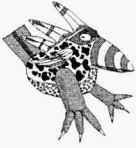


Paintbrush Icon

The Paintbrush icon in the middle of your clip paints the clipped area on the canvas. You can move the clipped area and paint at the same time. This is a continuous paint that gives you a smearing effect.

Buzz says:

Paste a clip down with the Paintbrush icon. Now hold down the left button as you drag your mouse. This produces a continuous paint that gives you a smearing effect.



Buzz says:

If you are going to paint a picture that is outlined in black, use Color Protect on that color to prevent you from accidentally painting in your dividing lines.

Color Protect

Color Protect allows you to mark specific colors to be protected from being painted over. You can select individual colors with the Mark Color button, ranges of color with the Mark Block button, or a set of colors from the canvas with the Screen Select button. When you press Screen Select, you will be able to select a rectangle from the canvas. All the colors within the rectangle will be protected. With Color Protect, you can prevent painting on the colors you selected by using the Protect Marked button or reverse this with the Protect Unmarked button. When Protect Unmarked is active, the marked colors are the only colors that will be painted over.

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

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

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

Input Functions (INP)

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

Video

TEMPRA GIF supports various video boards, which accept signals from standard PAL or NTSC sources, such as a video camera or VCR. The Preview Box shows the image coming into the computer from the video source. When FreeRun is active, the image “moves” frame by frame. Selecting Freeze “freezes” the image in the Preview Box. Transfer moves the image in the Preview Box onto the computer screen. If the image on the Preview Box has unwanted background or extraneous video, you can correct it by selecting Crop. To do that, crop the image until the unwanted portion is no longer on the screen.

Aspect Ratio lets you stretch an image in the X or Y direction. A recommended setting is 1.25. You can capture the video in color or in black and white. The Set Area button lets you choose where on the screen the captured image is transferred. To transfer the image to the entire screen, use Reset. Set Palette tells TEMPRA GIF to pick the best palette for the image.

Output Functions (OUT)

The Output functions allow you to print your TEMPRA GIF images. Color printing is available only in TEMPRA PRO. Black-and-white draft printing to more than 295 printers is available in TEMPRA GIF. On the drop-down menu is an

elevator bar along with a selection of printers. Choose your printer from the list of printers. You can also select the Printer Settings menu to adjust the location and appearance of your final prints. TEMPRA GIF allows you to print from a file on disk or from the screen. Images with a canvas that is larger than the display should be printed from a disk file.

Printer Settings

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

TEMPRA Access

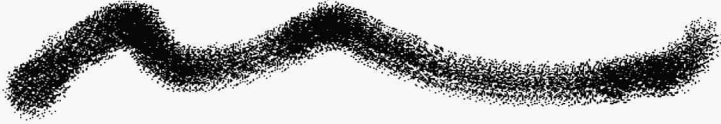
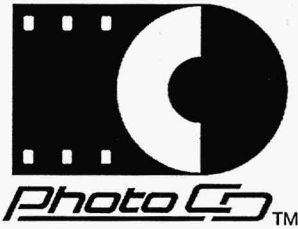


Photo CD Software



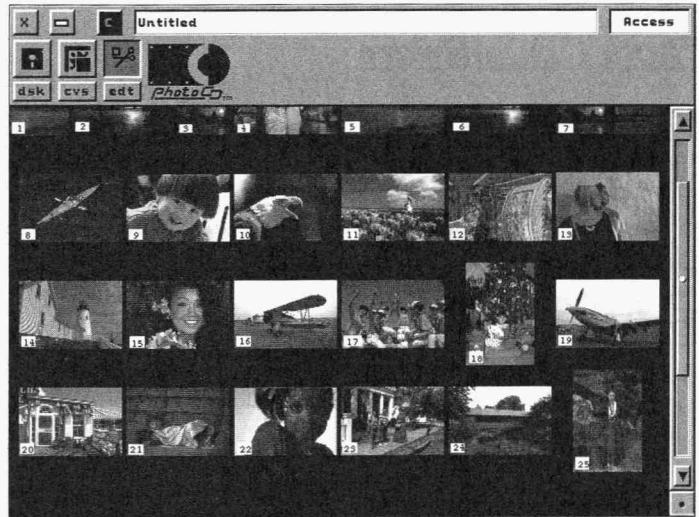
TEMPRA Access Software provides a menu-driven interface that allows near photographic-quality images stored on Kodak Photo CD™ discs bearing the Photo CD symbol to be displayed, manipulated, and exported to existing software applications. You will find many ways in which to use the images. Photos can be used with word processing and desktop publishing software; painting, drawing, graphics and presentation packages; database and development tools; and other applications that support bitmapped color or gray-scale images.

TEMPRA Access Software allows you to load photographic images stored on a Photo CD disc using any Kodak Photo CD-ready drive, view the stored images on a contact sheet, select and display a single photo, edit a displayed photo by cropping or by changing the size and orientation, and export the image to a file.

You can take your negatives or film to a photofinishing service and have your own photos placed on Photo CD discs. Each disc can hold 100 or more pictures, which you can view using TEMPRA Access.

As with all TEMPRA products, the standard of using the **left** mouse button for **(Select)** and the **right** mouse button for **(Cancel)** also applies in the TEMPRA Access.

The Main Menu Bar



When you first start the TEMPRA Access Software, a Main Menu Bar appears at the top of the screen. The Main Menu Bar is the controlling point for loading, saving, and editing images from the Photo CD player, from a floppy drive, or from your computer's hard drive. Across the top of the Main Menu Bar is an Exit Button, Remove Menu Button, Clear Screen Button, Title Box, and Access Information Box. Along the

bottom of the Main Menu Bar are icons for the three TEMPRA Access Software function menus: Disk Functions, Canvas Functions, and Edit Functions.

Exit Button

Pressing the Exit Button takes you out of TEMPRA Access Software and returns you to DOS.

Remove Menu Button

The Remove Menu Button removes the Main Menu Bar from the screen so you can see the image as it fills the entire screen. To bring the Main Menu Bar back up on the screen, press the Cancel (right) button on the mouse. Using this button is the same as pressing the Cancel button on the mouse to remove the Main Menu Bar from the screen. (The Cancel button on the mouse is a short-cut method of clearing the menu from the screen so you can paint on the canvas.)

Clear Screen Button

The Clear Screen Button lets you clear the screen to black, giving you a clean screen to work from when viewing and editing images.

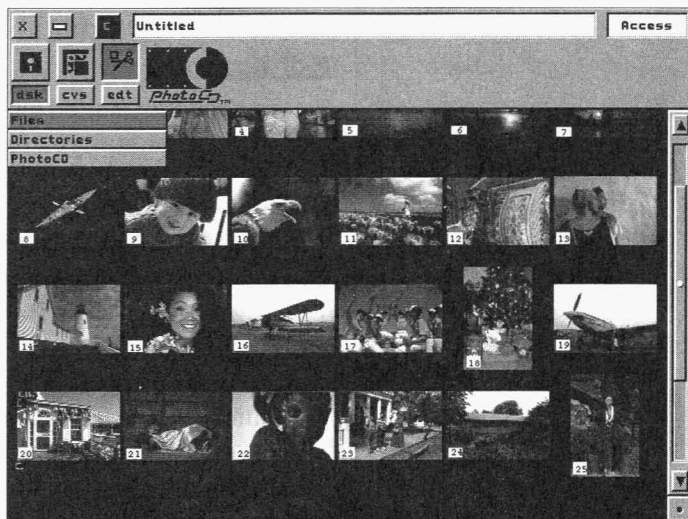
Title Box

The Title Box contains the filename of the image currently on the screen, including the directory in which the image is located. You can't enter any text in the Title Box; it is for information purposes only.

Access Information Box

When you select inside the Access Information Box, a dialog box pops up on the screen containing the version date of the software, the type of board installed, the current screen resolution and bit-depth, and the amount of EMM available.

Disk Functions Menu



The Disk Functions menu contains three features — Files, Directories, and Photo CD — and provides easy access to your computer's disk system so you can view images on disk or Photo CD. You can load images from the Photo CD disc, but you cannot save to or erase any images on the disc. However, any images you load from the Photo CD disc can be saved to the hard disk or to a floppy disk. You can also load, save, and erase any images from your hard disk or from a floppy disk.

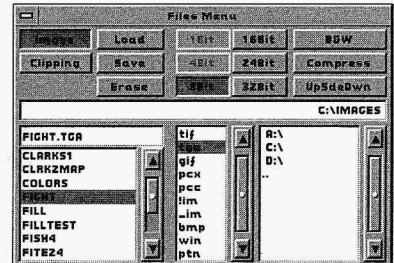
You can save an image or a clipping at any time while you are working in TEMPRA Access Software. The size of an image and the number of colors available determine the size of the disk files for your images. A large image produces a large file. The size of your file also increases when you increase the number of colors in it. An 8-bit (256-color) image has 1 byte for each pixel in the disk file. A general formula for determining

the size of image files is the height times the width times the number of bytes per pixel. The bytes per pixel is a function of the display card mode, which you selected during installation.

Files

The Files menu allows you to load, save, and erase images to and from the hard disk. You can do the same to clippings (portions of images). The buttons selected in the Files menu determine

how the files are saved. You can choose from a wide range of file formats, including .HRS, .PXL, .IMG, .VST, .TIF, .TGA, .GIF, .PCX, .PCC, .!IM, ._IM, .BMP, .WIN, and .PTN. Each file type has different characteristics. Buttons are inactive (gray) for unavailable options.



Loading Images and Clippings

To load an image or clipping from the hard drive or floppy drive, select the directory in which the image or clipping is located. (If you are loading images from a Photo CD player, refer to the section headed "Photo CD.") You must also select the file format of the image/clipping you're trying to load. A list of files appears in the List Files Box at the lower left corner of the Files menu. You can either select the file you want to load or you can type the filename into the Filename Box directly above the List Files Box. When you've determined the file you want to load, select the Load button at the top of the Files menu. The Main Menu disappears and the image comes up on the screen. When you load a clipping, icons appear around it. The icons are described in the Edit section of this document.

Saving Images

To save an image loaded from the Photo CD or from disk onto the hard drive or onto a floppy disk, go into the Files menu and select the drive, directory, filetype, bit-depth, and compression you want. Then type a name in the Filename Box (or select a filename from the List Files Box if you want to overwrite a current file), press the left mouse button to lock in the filename, and then press the Save button on the Files menu. The menu disappears and the image is saved as the designated filename.

Saving Clippings

A clipping is a portion of an image. You can save a clipping as a rectangle or as a polygon. To save a clipping from an image loaded on the screen, go to the Files menu and select the Clipping button. Then select the drive, directory, filetype, bit-depth, and compression you want. Type the name of the clipping in the Filename Box (or select a filename from the List Files Box if you want to overwrite a current file), press the left mouse button to lock in the filename, and then press the Save button on the Files menu. The menu disappears for you to draw a rectangle or polygon around the portion of the image you want to save as a clipping. (The last active choice in the Edit menu determines whether you can save a clipping as a rectangle or a polygon.)

Other Files Menu Buttons

The B&W button allows you to save an image or a clipping as a gray- scale image. Selecting the Compress button uses a “Run Length Encoding” or other scheme to compress the size of a file without losing any detail so it takes less space on your disk. TEMPRA Access Software uses standard ways of compressing files so that other graphics programs can read the

files created with TEMPRA Access Software. The UpSideDwn button saves .TGA files upside down. This is necessary for other programs. TEMPRA Access Software is equipped to work with images with 256, 32K, 64K, or 16 million colors.

Directories

The Directories menu allows you to see what directories TEMPRA Access Software is using to load and save files and clippings. Use the List Box on the left of the menu to select the drive and directory. To select a directory lower on the directory tree, select it from the List Box. To move backward on the directory tree, select “..” from the List Box. Each computer’s disk drives and paths are unique. You can define your set of drives and paths to meet your specific needs.

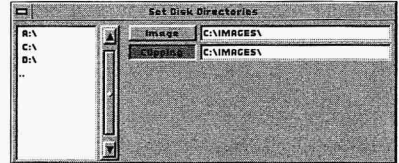
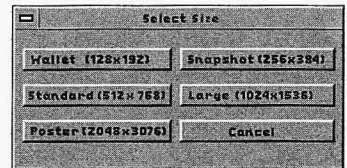


Photo CD

Selecting the Photo CD bar from the DSK menu opens a Select Size menu that lists the size selections available for full-screen viewing of your thumbnail images shown in your contact sheet. The sizes available are: wallet, snapshot, standard, large, and poster.



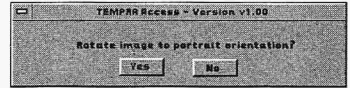
The contact sheet allows you to view miniature photos of all the images stored on the Photo CD disc. The contact sheet displays the miniature photos in the sequence in which the images are placed on the disc. Since Photo CD discs store as many as 100 or more images, you use scroll bars to view all the photos on the contact sheet. You select from the miniature photos for displaying and editing.



Using the Contact Sheet to Load Images

You must use the contact sheet to load full-size images. To load a full-size image from Photo CD disc, go to the Files menu and select Photo CD. A contact sheet appears showing thumbnail images. (Use the scroll bars to move through all the miniature photos on the contact sheet.) Select a thumbnail photo from the contact sheet to load by moving the cursor to the image and pressing the Select (left) mouse button. A Select Size menu appears with six options: wallet, snapshot, standard, large, poster, and cancel. Choose the size you want or select cancel to return to the contact sheet. When you choose a size, the menu disappears and the image loads.

If you choose an image that is portrait-oriented, another menu pops up asking if you want the image loaded in portrait orientation.



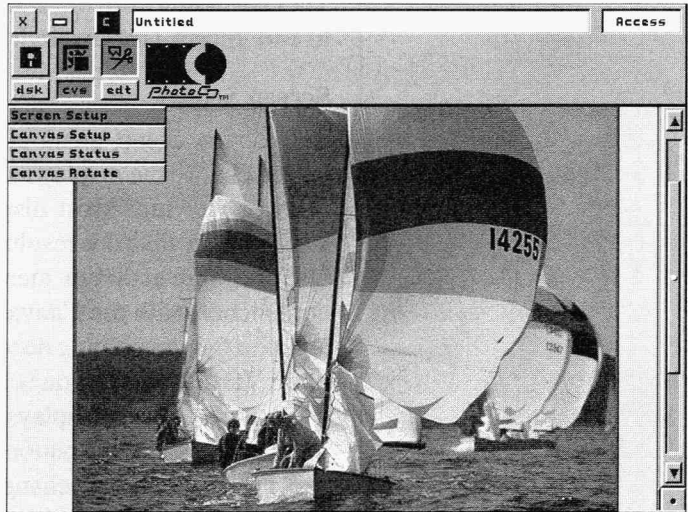
(Portrait images are loaded landscape to save loading time. It may take a little itme to load a portrait image, especially in a larger size, such as Large or Poster. The default is landscape loading to reduce loading time.)

Size refers to the five support resolutions. The number of pixels used to display the photo determines its size. Supported sizes include:

Size	Resolution	Approximate Disk Space
Wallet	128 x 192 pixels	25K - 73K
Snapshot	256 x 384 pixels	98K - 295K
Standard	512 x 768 pixels	394K - 1.2M
Large	1024 x 1536 pixels	1.6M - 4.7M
Poster	2048 x 3072 pixels	6.3M - 18.9M

You can use any supported resolution to view the image, perform edits, and export the image. While the image is loading, a clock appears. The clock tells you the time remaining for the loading to be completed.

Canvas Functions Menu



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

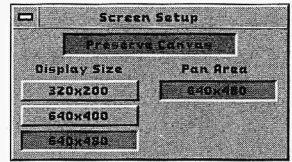
TEMPRA Access Software provides a means to edit images far larger than can be displayed on your screen. The canvas and the screen are separate items that can be controlled separately.

When you edit an image that is larger than the screen, TEMPRA Access Software keeps track of changes made to the image and the location of your screen display within the entire image. Photo CD images can be larger than your screen. The canvas functions of TEMPRA Access Software allow you to edit images large enough to meet all your needs.

The canvas functions of TEMPRA Access Software allow you to edit images large enough to meet all your needs.

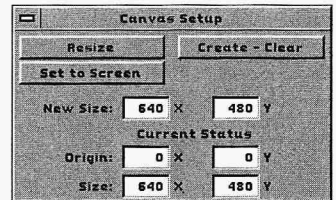
Screen Setup

The Screen Setup menu allows you to choose the display resolution for viewing. Most displays support more than one resolution. Use the Screen Setup menu in conjunction with the Canvas Setup menu to create the best solution for your editing needs. Some display boards, like the basic VGA, have only one choice in the Screen Setup menu. The basic VGA only displays 320 x 200 pixels with 256 colors. The Preserve Canvas button preserves your existing canvas and image when you change resolutions using the Screen Setup menu. Some displays provide a hardware Pan Area. TEMPRA Access supports that ability and displays the Pan Area in the Screen Setup menu.



Canvas Setup

The Canvas Setup menu is used to view an image that is larger than you can display. The maximum size image you can edit in TEMPRA Access Software is 8192x8192 pixels. When you use a canvas that is larger than your screen can display, slider bars appear on the right side and bottom of the display while the menus are on the screen. You can slide the bars to move

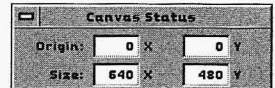


around in the image. As you move, any changes to the image on the screen are saved to disk. However, you must do an Image Save in order to save the large canvas image permanently to disk (just as you would with an image that had the same size screen and canvas).

The Set to Screen button changes your image's canvas to screen resolution. If your image is larger than screen resolution, any parts of the image not visible on the screen are removed. If your image is smaller than screen resolution (for instance, 128x192), a black border appears around the image. This allows you to edit in canvas areas not previously accessible. To change the canvas setup of your image, type into the "New Size" Number Boxes the size you want the canvas to be. The X refers to the width of the canvas (across the screen) and the Y refers to the height of the canvas (up and down the screen). Then select either Resize (to resize the current image on the screen in the designated canvas size) or Create-Clear (to clear the image from the screen and create a blank canvas in the new size designated).

Canvas Status

The Canvas Status menu tells you the current status of your canvas. When you load an image, TEMPRA



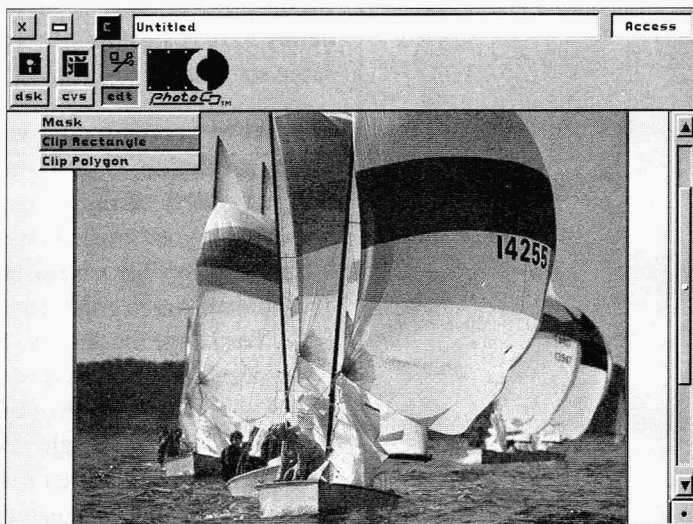
Access automatically resizes your current canvas to match. You can resize the canvas after the image is loaded. Check the status if you are not certain of the size of your canvas or the resolution you are using.

Canvas Rotate

The Canvas Rotate menu lets you rotate your entire canvas. You can select from Left 90, Right 90, Mirror, and Turn Over. With your image on the screen, simply select the desired button and the entire image rotates.



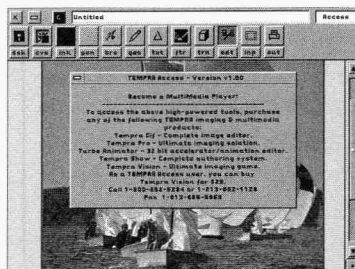
Edit Functions Menu



The Edit Functions menu allows you to cut out a part of the canvas, manipulate it, and then paste it back down.

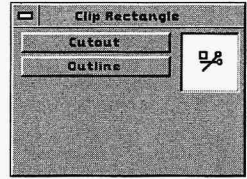
Mask Editor

Select the Mask Editor button to display a full view of all the high-powered functions available on the TEMPRA PRO menu and a description of how to become a TEMPRA Multimedia Player. Press the Cancel (right) mouse button to return to the Main Menu Bar.



Clip Rectangle

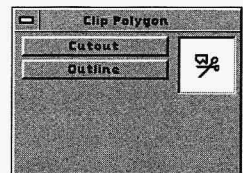
The Clip Rectangle menu allows you to cut a rectangle from the canvas and paste it down on another part of the canvas. When you cut an item out of the image, icons appear around it. The icons allow you to move, stretch, shrink, expand, rotate, and flip the clipping. Another icon lets you paint the clipping onto the canvas. The bottom middle icon allows the black areas to be transparent. When the Cutout button is on, cutting a clip will leave the Clear color underneath the clipped area. When the Cutout button is not selected, TEMPRA Access Software makes a copy of the area and leaves the original part of the canvas behind. The Outline button allows you to move only an outline of the clip and does not show the pixels that are in the clip.



To cut and paste a clipping in an image, select the Clip Rectangle menu. Press Cancel (the right mouse button) and the Main Menu Bar disappears. Select the first corner of the rectangular area you want let go of the mouse button. Move the mouse (don't hold down any of the mouse buttons or you won't see anything) and a rectangular shape appears over the area you want to cut and paste. Press Select (the left mouse button) to lock in the clip area. An outlined rectangle appears on the screen with a series of icons around it. Move, rotate, stretch, or flip the clipped area and paste it down where you want it. See the description of clip icons for more information about how to use them.

Clip Polygon

The Clip Polygon menu allows you to cut out a polygon from the screen and paste it down on another part of the canvas. When you cut an item out of



the image, icons appear around it, which function the same as they do in the Clip Rectangle menu. The Cutout and Outline buttons work the same in Clip Polygon as they do in Clip Rectangle.

To cut and paste a clipping in an image, select the Clip Polygon menu. Press Cancel (the right mouse button) and the Main Menu Bar disappears. Select the first corner of the polygonal area you want to cut and paste and let go of the mouse button. Move the mouse (don't hold down any of the mouse buttons or you won't see anything) along a line on the edge of a polygonal shape over the area you want to cut and paste. Press Select (the left mouse button) to lock in each line of the polygon in the clip area. Press Cancel (the right mouse button) when you've completely outlined your area. An outlined polygon appears on the screen with a series of icons around it. Move, rotate, stretch, or flip the clipped area and paste it down where you want it. See the description of clip icons for more information about how to use them.

Icons for Rectangle and Polygon Clip

- The double arrow pointing on an angle is the Proportional Stretch icon to increase or decrease images proportionally.
- The Move icon allows you to “pick the clipped area up” and move it to another area of the screen.
- The Edge Blend icon smooths edges of clippings pasted on the screen. The staircase icon means Edge Blend is off. The smooth diagonal line means Edge Blend is active.
- The arrow with the hooked tail is the Rotate icon. Your clip can be rotated at any angle from 1 to 360 degrees.
- The Up-Down icon flips the clipped area from top to bottom.

- The arrow in the bottom right corner is the Non-proportional Stretch icon to stretch images nonproportionally.
- The Transparency icons determine if black is transparent. A diamond with a circle in it shows when the transparency is active. A filled diamond shows when the transparency is inactive.
- The Paste icon pastes the clipped area on the screen.
- The Left-Right icon flips the clipping right to left.
- The Paintbrush icon in the middle of your clip paints the clipped area on the canvas. You can move the clipped area and paint continuously at the same time by holding down the left button on the mouse while moving. This creates an interesting “smear” effect with the clipped portion of the image.

Ordering Information

TEMPRA Access Software the first DOS-based application software for Photo CD discs. Mathematica, Inc. has additional imaging software products. To order additional copies of TEMPRA Access Software or to learn more about TEMPRA products or other Mathematica, Inc. desktop color imaging products, call 1-813-682-1128 (phone, TDD and voice accessible) or fax 1-813-686-5969.

Written inquiries can be sent to the following address

Mathematica, Inc.
402 S. Kentucky Ave.
Lakeland Florida 33801

Photofinishing Information

To obtain information on photofinishing services in your area that offers a Photo CD System, call

1-800-242-2424, extension 36 (within the U.S.)

1-716-724-0121, extension 36 (outside the U.S.)

MusicBytesTM Audio



Welcome to MusicBytes



Your TEMPRA Media CD contains MusicBytes audio files by Prosonus. MusicBytes is part of a series of CD-ROMs by Prosonus for multimedia. MusicBytes is a collection of music clips and sound effects designed for the production of multimedia titles, applications, and presentations. The complete MusicBytes software package, which includes CD-ROM audio tracks, and the Prosonus Media Librarian retails for \$99.95 and is available from your retailer or by calling Prosonus 1-800-999-6191.

The digital audio on MusicBytes was intelligently produced to offer you both simplicity and sophistication. The novice will find MusicBytes easy to use while the skilled producer will applaud its comprehensive design.

The audio files on MusicBytes are modular. Like “clip art” used in desktop publishing, the files on MusicBytes are audio clips and are designed to be used in a similar fashion. Think of MusicBytes as your own digital orchestra. Tell MusicBytes what type and style of tune you want, select the digital format and length of the tune, listen to it, and then add it to your multimedia production.

Professional

All of the tracks on the TEMPRA Media CD-ROM were recorded using the same “digital quality chain” Prosonus is renowned for in the professional audio, musical instrument and recording industries. Many of the tracks were recorded direct to digital and in some cases to high-end analog multi-tracks. Once mixed, the tracks were mastered on a Sonic Solutions™ digital editing system where they were fine tuned to meet Prosonus’ rigid standards. For .WAV file conversion, each track was individually processed using a manual digital compression technique to provide the best possible 8 bit noise masking.

The music is purposefully dynamic in nature, recorded to be either voiced-over or featured as the prominent track. The commitment to excellence, both in composition and recording, far exceeds industry requirements — or any other product of its kind. Music and sound effects of this quality can mean the difference between creating an amateur “show and tell” presentation and a professional “main event.”

Using MusicBytes

Multimedia computing is revolutionizing the way we use the personal computer. The personal computing boundaries we conformed to in the past have not just been redrawn, they’ve been blown wide open. Where we once were limited to the manipulation of mere text, we now can control animation, video, stereo sound and much more.

It’s true that multimedia has given us much more power and control over the computing environment. And as with every advancement, whether it be scientific or social, there are legal and ethical questions and issues that need to be addressed. Multimedia is no exception.

Copyrights and Licensing

The advent of multimedia has spawned a new marketplace for digitized libraries of all kinds. And whether you're working with clips of music, graphics or animation, copyrights and licensing have become major issues. MusicBytes is **license-free** for all non-broadcast and performance applications. In fact, MusicBytes is the only music and sound FX library that is completely **license-free** for commercial distribution.

Your only requirement is to notify Prosonus as to the usage and provide copyright credit for all titles that incorporate cuts from MusicBytes. In your literature and on any title or credit screen, please credit Prosonus in the following manner: "Music Copyright © 1991 Prosonus."

You can resell a product that features cuts from MusicBytes without paying any royalties. You can use the music and sound FX from MusicBytes to develop applications, presentations, computer games, video tapes, or whatever. You can sell or distribute any product, in any quantity, with as many cuts from MusicBytes as you choose, without paying anyone a royalty or license fee.

The only thing you can't do with the music and sound FX from MusicBytes, or any other Prosonus product, is develop a competing product. In other words, you can't take the data from a Prosonus CD-ROM or disks and produce your own music and sound FX libraries for commercial purposes.

You can even use MusicBytes for broadcasting with no additional payment necessary. However, you are required to call Prosonus for permission at (818) 766-5221.

About MusicBytes

The MusicBytes audio files on the TEMPRA Media CD-ROM feature 13 instrumental tunes in various musical styles and 52 standard and exotic sound effects. Each tune on MusicBytes is pre-edited in several different lengths: 60, 30, 15 and 5 second versions, and is provided in five formats: 11k and 22k .WAV files, 11k and 22k .VOC files, and MIDI sequences.

MIDI Files

The MIDI files adhere to the MPC specification for base and extended level MIDI devices. In many cases, these files were recorded live to give them a much better “feel” than if they’d been generated using a computer.

.WAV, .VOC, and MIDI Files

By using the applications in Windows 3.1 or Windows Multimedia Extensions, you may manipulate the audio files on this disc any way you like. The producers of MusicBytes, however, recommend using the Prosonus Media Librarian, available in the complete MusicBytes product. The Media Librarian will help you avoid getting lost in directories and filenames and make auditioning and copying files to your hard drive a breeze..

The MusicBytes audio files are under the directory \PROSONUS. The data is then split into two main directories \MUSIC and \SOUND_FX. Within the \MUSIC directory there are three subdirectories, \WAVE, \VOICE, and \MIDI. .WAV and .VOC files are named using the following convention:

GOODV2M6.WAV or GODDV2M6.VOC

The first five characters represent the clip title. The sixth character is either a “1” or a “2” representing 11k or 22k. The

seventh character is either an “M” or “S” for mono or stereo, and the last character (“6,” “3,” “1,” or “0”) represents the length of the piece. “6” being the 60 second version, “3” the 30 second version, “1” the 15 second version and “0” the five second version. In the above example, the file is a 22k, mono, 60 second version of the tune “Good Vibes” in either the .WAV or .VOC files format.

MIDI files use the extension “.MID” and are named this way:

GOODVIB6.MID

The first seven characters represent the clip title and the last character indicates the length of the piece.

All of the sound effects are grouped together in the \SOUND_FX directory. Most of them appear as both 11k and 22k Wave files and are named in this fashion:

JETFLY1.WAV or JETFLY1.VOC

The first few characters represent the clip name and the last character, either a “1” or a “2” indicates the sample rate, 11k or 22k. In the above example, the file is an 11k version of the sound FX “JETFLY” in either the .WAV or .VOC file format.

Choosing the Right Format

Audio and computing are two distinct entities whose technologies have evolved along separate paths during the past few decades. Only in recent years have the two joined hands to help create what we call “multimedia.” Computers first integrated audio into their systems by creating “audio files,” digitized recordings of sound that could be stored on hard disk, manipulated as data in the computer and heard through the computer’s speaker. A **Wave** file (.WAV) or **Voice** file (.VOC) are two such types of files.

Meanwhile, the record industry introduced a new technology to replace the vinyl LP, the compact disc. This new medium also used digitized sound, but because of its incredible high fidelity, it required specialized hardware, the CD player, to reproduce the sound. This is **CD-Audio**.

MIDI

At about the same time, musicians were introduced to a powerful new tool called MIDI, (Musical Instrument Digital Interface) and its main purpose was to provide connectivity between different manufacturers' musical equipment — a sort of network for instruments. One of the best things to come out of this technology was the ability for musicians to record music as a series of triggered events on a computer using what is called "sequencing software." This software allows the musician to create **MIDI** files which contain series of commands to trigger sounds on an internal synth card or an external MIDI device resulting in a piece of music.

Each of these formats has its pros and cons. MIDI's primary advantage is its low memory requirements. While a 60 second 22k Wave file may consume 2.5 megabytes of memory on a hard disk, the same music may only need 25 kilobytes of space as a MIDI file. MIDI files are also easy to manipulate. You can remove an instrument, or change tempo, length, or key with the right sequencing software. MIDI's disadvantages are that on a low quality synth card, the music can sound very thin and unprofessional. However, on higher quality MIDI devices, such as the Roland Sound Canvas™, the same MIDI file may sound quite good.

To use MIDI files with TEMPRA Vision, you need to have Voyetra drivers installed. These drivers are available from Mathematica, Inc., Voyetra Technologies, and retailers.

Wave and Voice Files

Wave and Voice files have the advantage of being fully supported in most multimedia presentation software. Additionally, the quality of the actual music will often be superior to MIDI files since Prosonus uses real musicians and instruments which are difficult for MIDI to emulate. Disadvantages include a relatively large file size for each clip, a narrow audio bandwidth, and some noise due to the required 8-bit compression. Wave and Voice files are provided in two sample rates, 11 kilohertz per second and 22 kilohertz per second. These two rates determine the size of the file (11k is half the size of 22k), and the audio bandwidth. An 11k file will have a bandwidth of approximately 5,500 hertz, which will sound like an average clock radio speaker. A 22k file has an improved bandwidth of approximately 11,000 hertz, although 8-bit noise may be a little more apparent because of the improved resolution.

To use Wave (.WAV) files with TEMPRA Vision, you need to have Voyetra drivers installed. Voice (.VOC) files do not require Voyetra drivers if you are using either the Sound Blaster or Sound Blaster Pro audio card.

Given the choice between MIDI and Wave or Voice files, consider that while a MIDI file may be very small in size, a low quality synth card will make it sound very unimpressive. Playing a Wave or Voice file might be a wiser choice in this instance. However, if you have a high quality synth card or external box, the advantages of MIDI over Wave and Voice files may prevail.

CD-Audio

Of course, CD-Audio is the ultimate choice in terms of sound quality. Nothing sounds better. And since an audio track is not

an actual data file, memory consumption on a hard disk is not an issue. But unlike Wave, Voice, or MIDI files which can be copied to a hard disk, the compact disc must be resident in the CD-ROM drive in order for the music to be accessed. Many presentation software packages such as TEMPRA SHOW provide support for CD-Audio. Using this format provides you the added flexibility of simultaneously playing Wave or Voice file dialog or sound effects from your hard disk along with the CD music.

*0.WAV / .VOC = 5 seconds
 *1.WAV / .VOC = 15 seconds
 *3.WAV / .VOC = 30 seconds
 *6.WAV / .VOC = 60 seconds

Table of Files — Music

Song Title	11k Wave	22k Wave	11k VOC	22k VOC	MIDI
African Beat	AFRIC1M0.WAV	AFRIC2M0.WAV	AFRIC1M0.VOC	AFRIC2M0.VOC	AFRICAN0.MID
	AFRIC1M1.WAV	AFRIC2M1.WAV	AFRIC1M1.VOC	AFRIC2M1.VOC	AFRICAN1.MID
	AFRIC1M3.WAV	AFRIC2M3.WAV	AFRIC1M3.VOC	AFRIC2M3.VOC	AFRICAN3.MID
	AFRIC1M6.WAV	AFRIC2M6.WAV	AFRIC1M6.VOC	AFRIC2M6.VOC	AFRICAN6.MID
Breeze	BREEZ1M0.WAV	BREEZ2M0.WAV	BREEZ1M0.VOC	BREEZ2M0.VOC	BREEZE0.MID
	BREEZ1M1.WAV	BREEZ2M1.WAV	BREEZ1M1.VOC	BREEZ2M1.VOC	BREEZE1.MID
	BREEZ1M3.WAV	BREEZ2M3.WAV	BREEZ1M3.VOC	BREEZ2M3.VOC	BREEZE3.MID
	BREEZ1M6.WAV	BREEZ2M6.WAV	BREEZ1M6.VOC	BREEZ2M6.VOC	BREEZE6.MID
Heaven's Gate	HEAVE1M0.WAV	HEAVE2M0.WAV	HEAVE1M0.VOC	HEAVE2M0.VOC	HEAVENS0.MID
	HEAVE1M1.WAV	HEAVE2M1.WAV	HEAVE1M1.VOC	HEAVE2M1.VOC	HEAVENS1.MID
	HEAVE1M3.WAV	HEAVE2M3.WAV	HEAVE1M3.VOC	HEAVE2M3.VOC	HEAVENS3.MID
	HEAVE1M6.WAV	HEAVE2M6.WAV	HEAVE1M6.VOC	HEAVE2M6.VOC	HEAVENS6.MID
Holiday	HOLID1M0.WAV	HOLID2M0.WAV	HOLID1M0.VOC	HOLID2M0.VOC	HOLIDAY0.MID
	HOLID1M1.WAV	HOLID2M1.WAV	HOLID1M1.VOC	HOLID2M1.VOC	HOLIDAY1.MID
	HOLID1M3.WAV	HOLID2M3.WAV	HOLID1M3.VOC	HOLID2M3.VOC	HOLIDAY3.MID
Last Call	LASTC1M0.WAV	LASTC2M0.WAV	LASTC1M0.VOC	LASTC2M0.VOC	LASTCAL0.MID
	LASTC1M1.WAV	LASTC2M1.WAV	LASTC1M1.VOC	LASTC2M1.VOC	LASTCAL1.MID
	LASTC1M3.WAV	LASTC2M3.WAV	LASTC1M3.VOC	LASTC2M3.VOC	LASTCAL3.MID
	LASTC1M6.WAV	LASTC2M6.WAV	LASTC1M6.VOC	LASTC2M6.VOC	LASTCAL6.MID
Power Lunch	LUNCH1M0.WAV	LUNCH2M0.WAV	LUNCH1M0.VOC	LUNCH2M0.VOC	LUNCH0.MID
	LUNCH1M1.WAV	LUNCH2M1.WAV	LUNCH1M1.VOC	LUNCH2M1.VOC	LUNCH1.MID
	LUNCH1M3.WAV	LUNCH2M3.WAV	LUNCH1M3.VOC	LUNCH2M3.VOC	LUNCH3.MID
	LUNCH1M6.WAV	LUNCH2M6.WAV	LUNCH1M6.VOC	LUNCH2M6.VOC	LUNCH6.MID
On the Line	ONTHE1M0.WAV	ONTHE2M0.WAV	ONTHE1M0.VOC	ONTHE2M0.VOC	ONTHEL0.MID
	ONTHE1M1.WAV	ONTHE2M1.WAV	ONTHE1M1.VOC	ONTHE2M1.VOC	ONTHEL1.MID
	ONTHE1M3.WAV	ONTHE2M3.WAV	ONTHE1M3.VOC	ONTHE2M3.VOC	ONTHEL3.MID
	ONTHE1M6.WAV	ONTHE2M6.WAV	ONTHE1M6.VOC	ONTHE2M6.VOC	ONTHEL6.MID
Pickin'	PICK1M0.WAV	PICK12M0.WAV	PICK1M0.VOC	PICK12M0.VOC	PICKIN0.MID
	PICK1M1.WAV	PICK12M1.WAV	PICK1M1.VOC	PICK12M1.VOC	PICKIN1.MID
	PICK1M3.WAV	PICK12M3.WAV	PICK1M3.VOC	PICK12M3.VOC	PICKIN3.MID
	PICK1M6.WAV	PICK12M6.WAV	PICK1M6.VOC	PICK12M6.VOC	PICKIN6.MID
Pop Up	POPUP1M0.WAV	POPUP2M0.WAV	POPUP1M0.VOC	POPUP2M0.VOC	POPUP0.MID
	POPUP1M1.WAV	POPUP2M1.WAV	POPUP1M1.VOC	POPUP2M1.VOC	POPUP1.MID
	POPUP1M3.WAV	POPUP2M3.WAV	POPUP1M3.VOC	POPUP2M3.VOC	POPUP3.MID
	POPUP1M6.WAV	POPUP2M6.WAV	POPUP1M6.VOC	POPUP2M6.VOC	POPUP6.MID
Rebop	REBOP1M0.WAV	REBOP2M0.WAV	REBOP1M0.VOC	REBOP2M0.VOC	REBOP0.MID
	REBOP1M1.WAV	REBOP2M1.WAV	REBOP1M1.VOC	REBOP2M1.VOC	REBOP1.MID
	REBOP1M3.WAV	REBOP2M3.WAV	REBOP1M3.VOC	REBOP2M3.VOC	REBOP3.MID
	REBOP1M6.WAV	REBOP2M6.WAV	REBOP1M6.VOC	REBOP2M6.VOC	REBOP6.MID
Spike It	SPIKE1M0.WAV	SPIKE2M0.WAV	SPIKE1M0.VOC	SPIKE2M0.VOC	SPIKEIT0.MID
	SPIKE1M1.WAV	SPIKE2M1.WAV	SPIKE1M1.VOC	SPIKE2M1.VOC	SPIKEIT1.MID
	SPIKE1M3.WAV	SPIKE2M3.WAV	SPIKE1M3.VOC	SPIKE2M3.VOC	SPIKEIT3.MID
	SPIKE1M6.WAV	SPIKE2M6.WAV	SPIKE1M6.VOC	SPIKE2M6.VOC	SPIKEIT6.MID
Timewise	TIMEW1M0.WAV	TIMEW2M0.WAV	TIMEW1M0.VOC	TIMEW2M0.VOC	TIMEWIS0.MID
	TIMEW1M1.WAV	TIMEW2M1.WAV	TIMEW1M1.VOC	TIMEW2M1.VOC	TIMEWIS1.MID
	TIMEW1M3.WAV	TIMEW2M3.WAV	TIMEW1M3.VOC	TIMEW2M3.VOC	TIMEWIS3.MID
	TIMEW1M6.WAV	TIMEW2M6.WAV	TIMEW1M6.VOC	TIMEW2M6.VOC	TIMEWIS6.MID
Victory's Reward	VICTO1M0.WAV	VICTO2M0.WAV	VICTO1M0.VOC	VICTO2M0.VOC	VICTORY0.MID
	VICTO1M1.WAV	VICTO2M1.WAV	VICTO1M1.VOC	VICTO2M1.VOC	VICTORY1.MID
	VICTO1M3.WAV	VICTO2M3.WAV	VICTO1M3.VOC	VICTO2M3.VOC	VICTORY3.MID
	VICTO1M6.WAV	VICTO2M6.WAV	VICTO1M6.VOC	VICTO2M6.VOC	VICTORY6.MID

Table of Files — Sound FX

*1.WAV / VOC = 11k Digital Audio File
 *2.WAV / VOC = 22k Digital Audio File
 (1) Available as 22k .WAV and .VOC files only

Vocal

Aahh
 AAHH1.WAV
 AAHH2.WAV
 AAHH1.VOC
 AAHH2.VOC

Group Laugh
 GRPLAFF1.WAV
 GRPLAFF2.WAV
 GRPLAFF1.VOC
 GRPLAFF2.VOC

“Huhh”
 HUUH1.WAV
 HUUH2.WAV
 HUUH1.VOC
 HUUH2.VOC

New Year’s Party
 NEWYEAR1.WAV
 NEWYEAR2.WAV
 NEWYEAR1.VOC
 NEWYEAR2.VOC

Spook Laugh
 SPOOK1.WAV
 SPOOK2.WAV
 SPOOK1.VOC
 SPOOK2.VOC

“Good Morning”
 GOODMRN1.WAV
 GOODMRN2.WAV
 GOODMRN1.VOC
 GOODMRN2.VOC

“Initiating Shut Down
 Sequence” (1)
 SHUTDWN2.WAV
 SHUTDWN2.VOC

“Initiating Start Up
 Sequence” (1)
 STARTUP2.WAV
 STARTUP2.VOC

“Ooops!”
 OOPSW-1.WAV
 OOPSW-2.WAV
 OOPSW-1.VOC
 OOPSW-2.VOC

Percussion

African Bonk
 AFRBONK1.WAV
 AFRBONK2.WAV
 AFRBONK1.VOC
 AFRBONK2.VOC

Afro Riff
 AFRORIF1.WAV
 AFRORIF2.WAV
 AFRORIF1.VOC
 AFRORIF2.VOC

Castanet
 CASTNT1.WAV
 CASTNT2.WAV
 CASTNT1.VOC
 CASTNT2.VOC

Chimes
 CHIMES1.WAV
 CHIMES2.WAV
 CHIMES1.VOC
 CHIMES2.VOC

Fast Scrape
 FSTSCR1.WAV
 FSTSCR2.WAV
 FSTSCR1.VOC
 FSTSCR2.VOC

Jungle Drum
 JUNGDRM1.WAV
 JUNGDRM2.WAV
 JUNGDRM1.VOC
 JUNGDRM2.VOC

Logroll
 LOGROLL1.WAV
 LOGROLL2.WAV
 LOGROLL1.VOC
 LOGROLL2.VOC

Ratchet
 RATCHET1.WAV
 RATCHET2.WAV
 RATCHET1.VOC
 RATCHET2.VOC

Scraper
 SCRAPER1.WAV
 SCRAPER2.WAV
 SCRAPER1.VOC
 SCRAPER2.VOC

Shaker
 SHAKER1.WAV
 SHAKER2.WAV
 SHAKER1.VOC
 SHAKER2.VOC

Unclung
 UNCLUN1.WAV
 UNCLUN2.WAV
 UNCLUN1.VOC
 UNCLUN2.VOC

Vibraslap
 VIBRSLP1.WAV
 VIBRSLP2.WAV
 VIBRSLP1.VOC
 VIBRSLP2.VOC

Sci Fi

Ominous Note
 OMINOUS1.WAV
 OMINOUS2.WAV
 OMINOUS1.VOC
 OMINOUS2.VOC

Stopped Piano Note
 STOPPNO1.WAV
 STOPPNO2.WAV
 STOPPNO1.VOC
 STOPPNO2.VOC

Industrial

Big Switch
 BIGSWTC1.WAV
 BIGSWTC2.WAV
 BIGSWTC1.VOC
 BIGSWTC2.VOC

Door Open
 DOOROPN1.WAV
 DOOROPN2.WAV
 DOOROPN1.VOC
 DOOROPN2.VOC

Grinder
 GRINDR1.WAV
 GRINDR2.WAV
 GRINDR1.VOC
 GRINDR2.VOC

Robot Arm
 ROBOARM1.WAV
 ROBOARM2.WAV
 ROBOARM1.VOC
 ROBOARM2.VOC

Teletype
 TTY1.WAV
 TTY2.WAV

TTY1.VOC
 TTY2.VOC
 Vault Door
 VAULT1.WAV
 VAULT2.WAV
 VAULT1.VOC
 VAULT2.VOC
 Band Saw
 BANSAW1.WAV
 BANSAW2.WAV
 BANSAW1.VOC
 BANSAW2.VOC
 Big Door
 BIGDOOR1.WAV
 BIGDOOR2.WAV
 BIGDOOR1.VOC
 BIGDOOR2.VOC
 Door Slam
 DOORSLM1.WAV
 DOORSLM2.WAV
 DOORSLM1.VOC
 DOORSLM2.VOC
 Drill
 DRILL1.WAV
 DRILL2.WAV
 DRILL1.VOC
 DRILL2.VOC

Fun

 Bike Horn
 BIKEHRN1.WAV
 BIKEHRN2.WAV
 BIKEHRN1.VOC
 BIKEHRN2.VOC
 Bottle Blow 1
 BTLBLO11.WAV
 BTLBLO12.WAV
 BTLBLO11.VOC
 BTLBLO12.VOC
 Bottle Blow 2
 BTLBLO21.WAV
 BTLBLO22.WAV
 BTLBLO21.VOC
 BTLBLO22.VOC
 Elephant Call
 ELEPHNT1.WAV
 ELEPHNT2.WAV
 ELEPHNT1.VOC
 ELEPHNT2.VOC
 Glass Break
 GLASBRK1.WAV
 GLASBRK2.WAV
 GLASBRK1.VOC
 GLASBRK2.VOC
 Guitar Wail
 GTRWAIL1.WAV
 GTRWAIL2.WAV
 GTRWAIL1.VOC
 GTRWAIL2.VOC
 Gunfire
 GUNFIRE1.WAV
 GUNFIRE2.WAV
 GUNFIRE1.VOC
 GUNFIRE2.VOC
 Harp Gliss Up
 HARPUP1.WAV
 HARPUP2.WAV
 HARPUP1.VOC
 HARPUP2.VOC
 Partyhorn
 PARTYHN1.WAV
 PARTYHN2.WAV
 PARTYHN1.VOC
 PARTYHN2.VOC
 Phone Ring
 PHONE1.WAV
 PHONE2.WAV
 PHONE1.VOC
 PHONE2.VOC
 Tennis Ball
 TENNIS1.WAV
 TENNIS2.WAV
 TENNIS1.VOC
 TENNIS2.VOC
 Applause
 APPLAUS1.WAV
 APPLAUS2.WAV
 APPLAUS1.VOC
 APPLAUS2.VOC
 Bird Chirp
 BIRD11.WAV
 BIRD12.WAV
 BIRD11.VOC
 BIRD12.VOC
 Creaky Door
 CRKYDR1.WAV
 CRKYDR2.WAV
 CRKYDR1.VOC
 CRKYDR2.VOC
 Obnoxious Whistle
 OBNOWHS1.WAV
 OBNOWHS2.WAV
 OBNOWHS1.VOC
 OBNOWHS2.VOC
 Police Whistle
 POLWHST1.WAV
 POLWHST2.WAV
 POLWHST1.VOC
 POLWHST2.VOC
 Car Drive By
 CARBY1.WAV
 CARBY2.WAV
 CARBY1.VOC
 CARBY2.VOC
 Motor Boat
 GURGLE1.WAV
 GURGLE2.WAV
 GURGLE1.VOC
 GURGLE2.VOC
 Jet Fly By
 JETFLY1.WAV
 JETFLY2.WAV
 JETFLY1.VOC
 JETFLY2.VOC

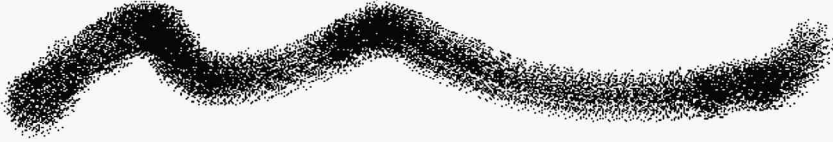
MusicBytes Credits

Executive Producers:	Mark Birmingham and Ken Rose
MusicBytes Producer:	Mark Hiskey
Music Producers:	Scott Page and Mark Hiskey
Artist Relations:	Ken Rose and Scott Page
Engineers:	Fletcher Dobrocke and Paul Ray
Assistant Engineer:	Barbara House
Mixing Engineer:	Paul Ray
Live tracks:	Recorded @ Walt Tucker Studios (The Arena)
MIDI Engineers:	Rob “Elvis” Cairns and Paul Ray
Sound Effects:	Chuck Plaisance, John Harvey and the Prosonus Audiots
Vocal Effects:	Shelly Williams and Mark Birmingham
Music Editing and CD-ROM Final Assembly:	Rob “Elvis” Cairns
Additional editing:	Jeff Chapman
Digital Assembly and CD-Audio Mastering:	Ric Wilson
Media Librarian™	
Concept and Design:	Mark Hiskey, Ric Wilson, Albert Nurick and Rob “Elvis” Cairns
Written by:	Albert Nurick
Packaging Concept/Design:	The CornerStone Group
Package Copy:	Martin Fortier
Manual Copy:	Martin Fortier and Mark Hiskey
Photography:	Mike Bloom
Project Coordination:	Shelly Williams

MusicBytes Artists

Scott Page, Dan Sawyer, Steve Lukather, Mike Lang, Kevin E. Maloney, Jeff Porcaro, Neil Stubenhaus, Steve Farris, Kim Scharnberg, Jeffrey “Skunk” Baxter, Rock Deadrick, and Lee R. Thornburg.

TEMPRA Whiz Kid Challenge!



Whiz Kid Challenge



The TEMPRA Whiz Kid Challenge provides a way for you to complete multimedia projects and send them to us for prizes and rewards. This section contains three Whiz Kid Challenges for you to complete and send in. Complete all three of the challenges and receive a TEMPRA Vision Whiz Kid T-shirt and certificate.

Whiz Kids who complete all three Challenges are eligible for a drawing for free registration to our Whiz Kid Camp in Orlando this summer (this camp usually costs \$595 for a family of up to four people)! The Whiz Kid Camp price includes lunches, breaks, and one one-day ticket to Walt Disney World. Whiz Kids will receive a T-shirt to wear at Disney World.

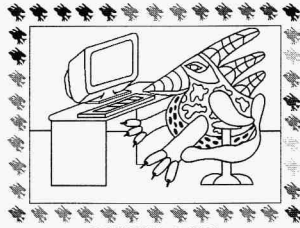
For information on how to send in your Whiz Kid Challenges, call 1-800-852-6484 and we'll tell you what you need to do!

Whiz Kid Challenge 1
Requirements:

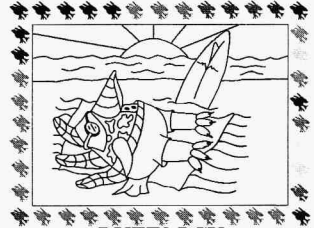
1. Color in all six Buzz pictures.
2. You must use a color spread in at least one picture. (See the “Color Spread” section in the TEMPRA GIF chapter of this manual to learn how to make one.)
3. You must make your own slide show story using all six pictures with TEM-PRA SHOW (see the “Slide Show” section in the TEMPRA SHOW chapter of this manual to learn how to make one.)
4. Fill in the release form in the box and send in your story to us!

Challenge 1

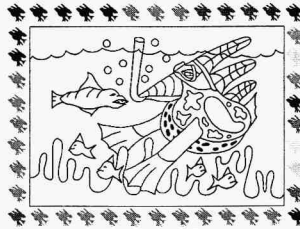
Color in all six “Buzz Takes a Vacation” pictures and make your own story! Follow the requirements to the left. Complete all the challenges in this manual and send in your pictures or stories. The six pictures for **Whiz Kid Challenge 1** are:



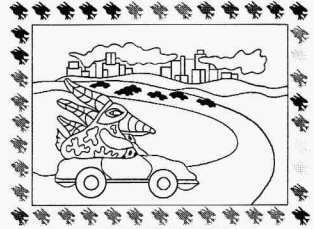
BUZZ1.PCX



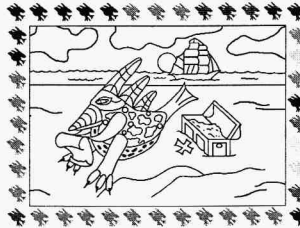
BUZZ2.PCX



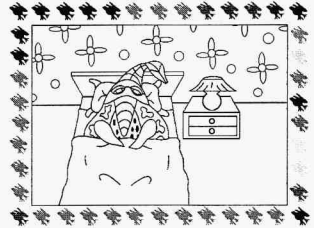
BUZZ3.PCX



BUZZ4.PCX



BUZZ5.PCX



BUZZ6.PCX

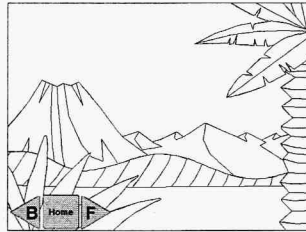
Whiz Kid Challenge 2

Requirements:

1. Load in *LANSCAPE.PCX* image and any of the clippings provided (like the bird, sun, or cloud.)
2. Color in the complete picture. You must use a color spread somewhere in the picture. (See the "Color Spread" section in the *TEMPRA GIF* chapter of this manual to learn how to make one.)
3. Fill in the release form in the box and send in your picture to us!

Challenge 2

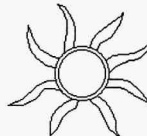
Create a picture in *TEMPRA GIF* using the *LANSCAPE.PCX* as an image and any of the picture clips provided as clippings. Color in the picture you create and include at least one color spread in it. The graphics you can use are:



LANSCAPE.PCX



C-CLOUD.PCX



C-SUN.PCX



C-MOON.PCX



C-BALLON.PCX



C-LFLOWER.PCX



C-BIRD1.PCX



C-BIRD2.PCX

Whiz Kid Challenge 3

Requirements:

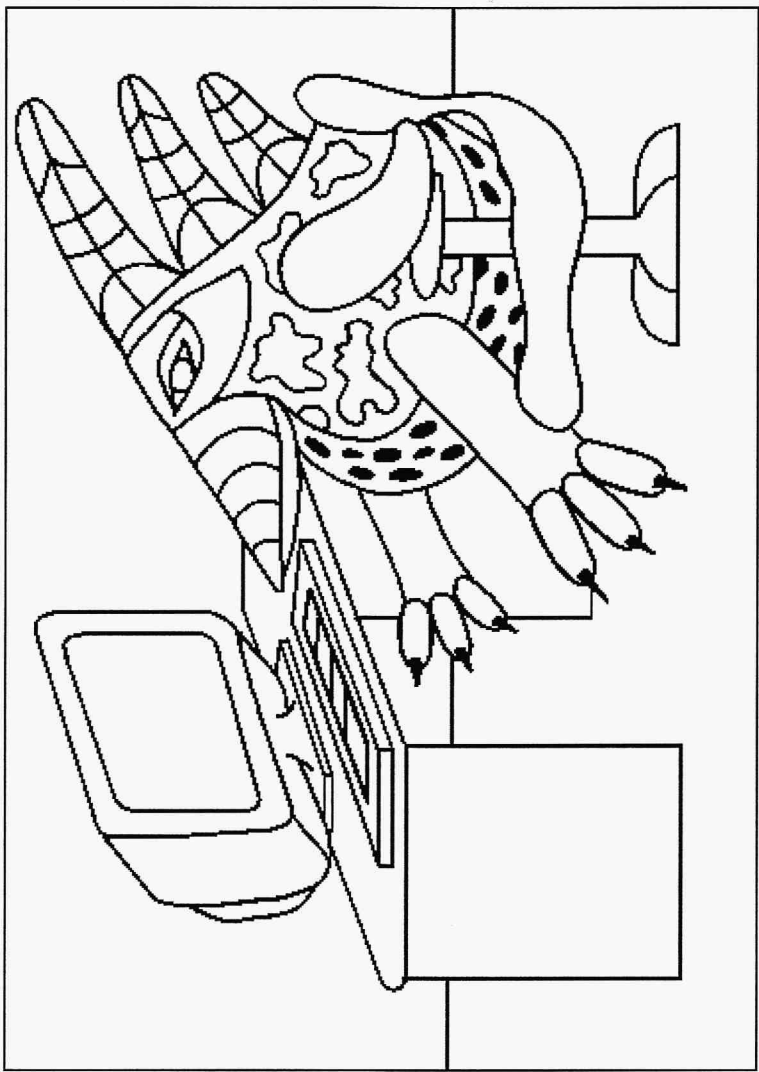
- 1. Create a five-line sequence in TEMPRA SHOW.*
- 2. Include two screens, one background color, one sprite, one title. But don't use the same ones as in the TEMPRA SHOW chapter.*
- 3. Fill in the release form in the box and send in your sequence to us!*

Challenge 3

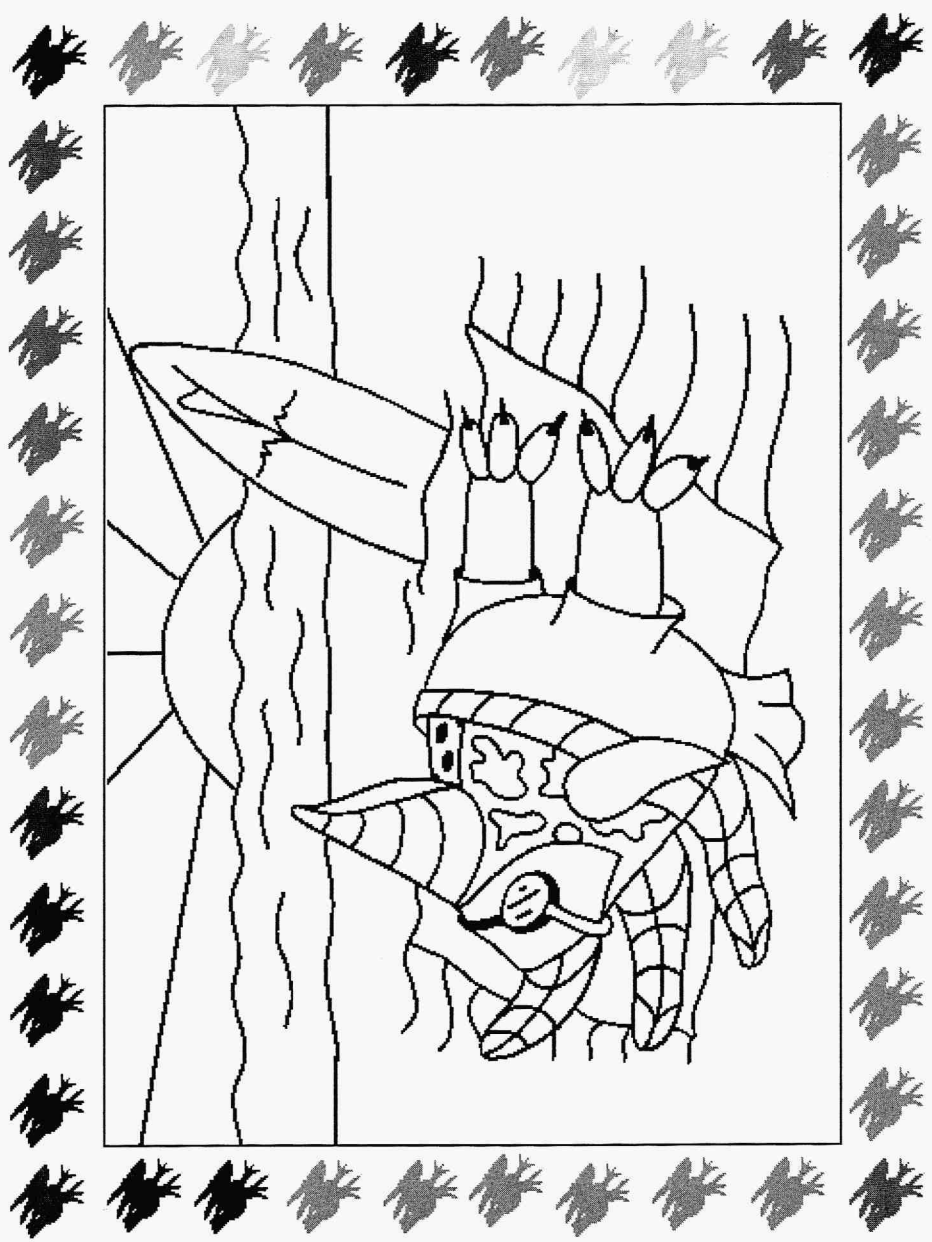
Create a sequence in TEMPRA SHOW with five lines. This sequence must include

- Two screens
- One background color
- One sprite
- One title

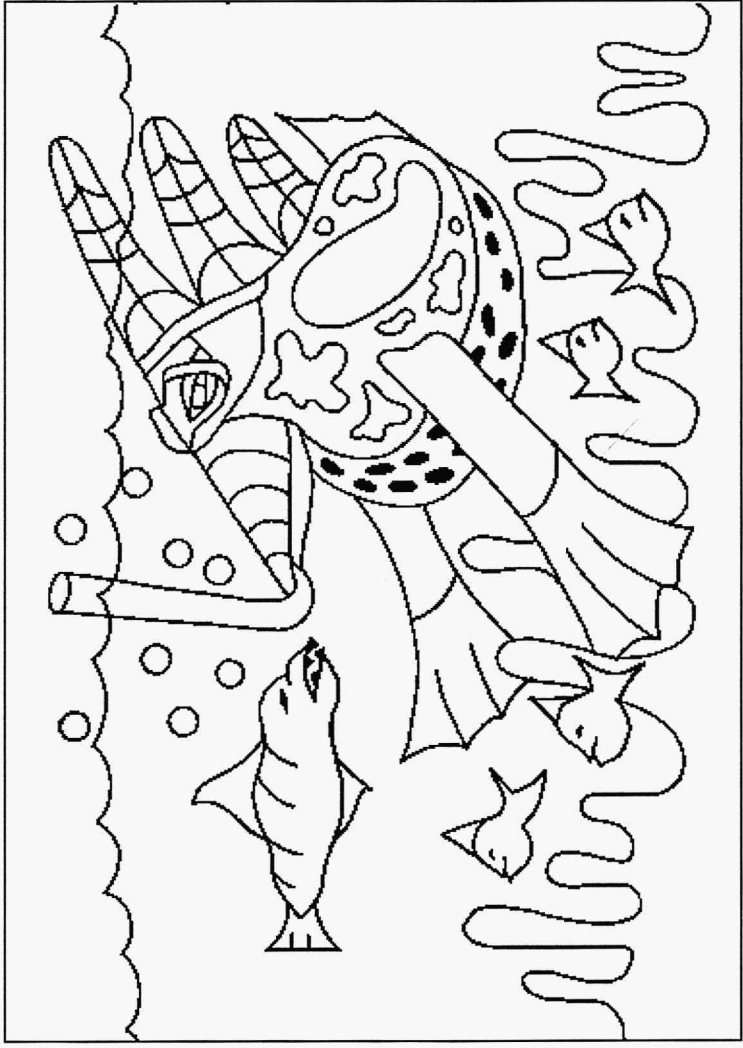
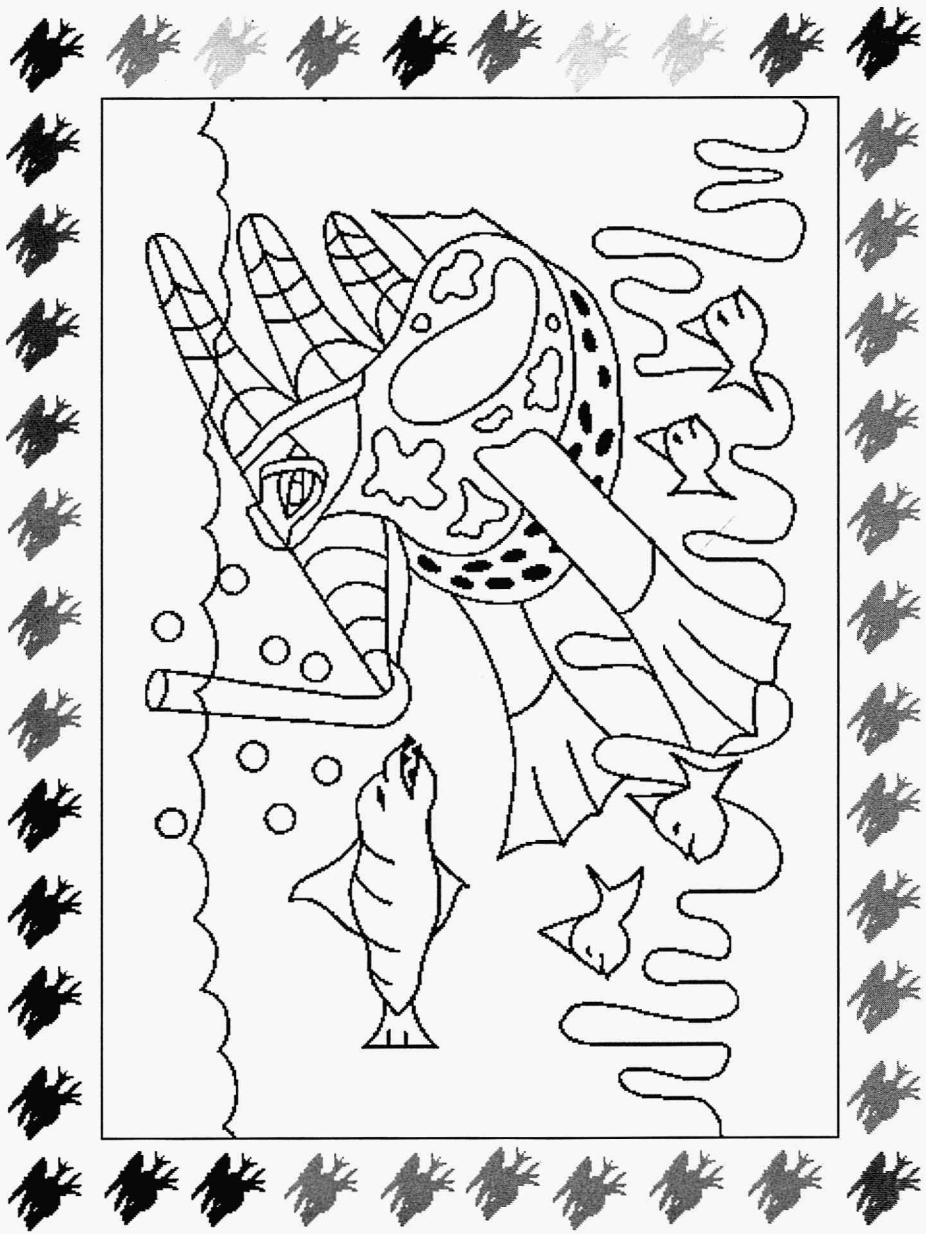
Refer to the TEMPRA SHOW chapter or the Advanced Features section to learn how to create a sequence. Call technical support at 1-800-852-6484 to learn how to put your sequence on diskette to send to us!



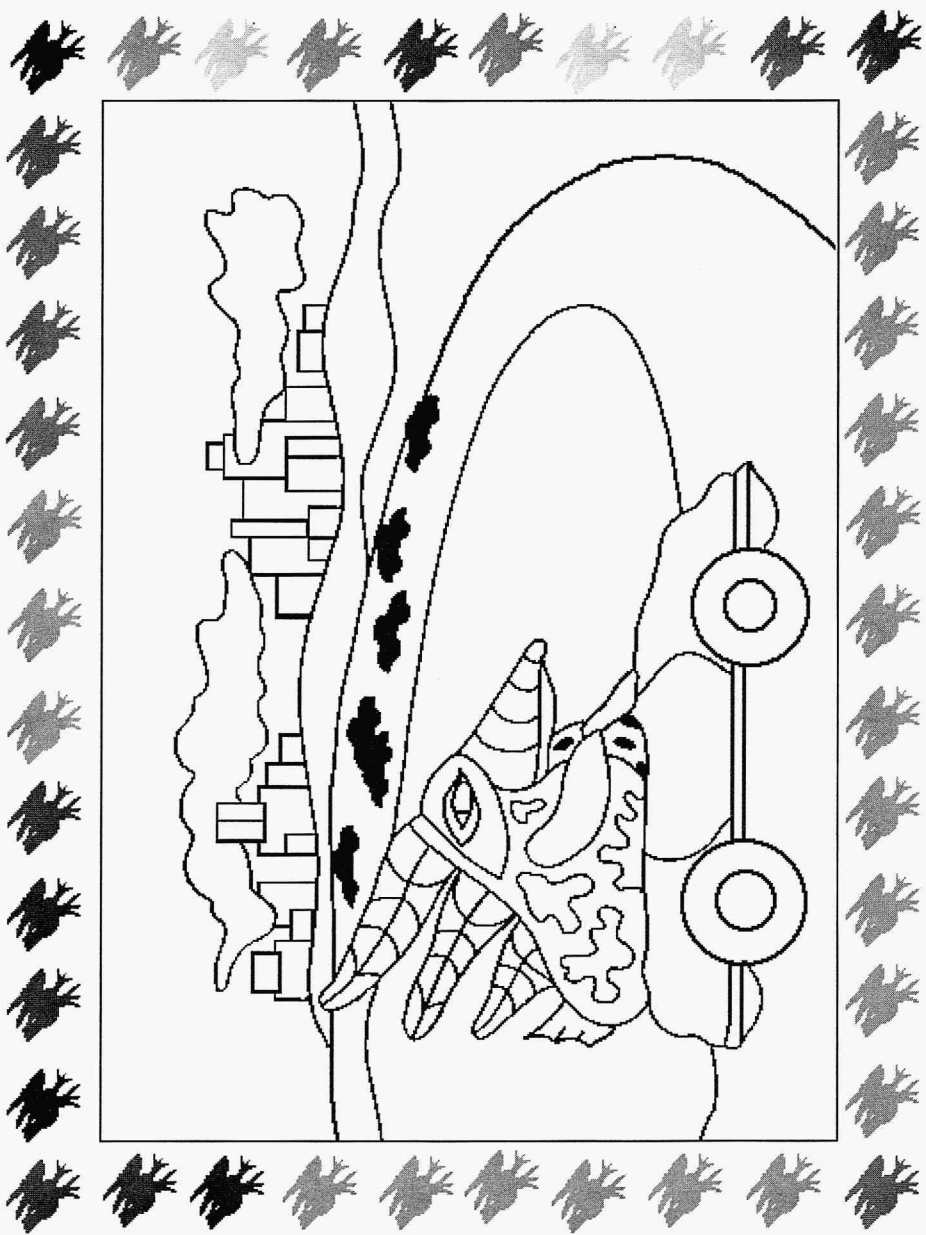
BUZZ1.PCX



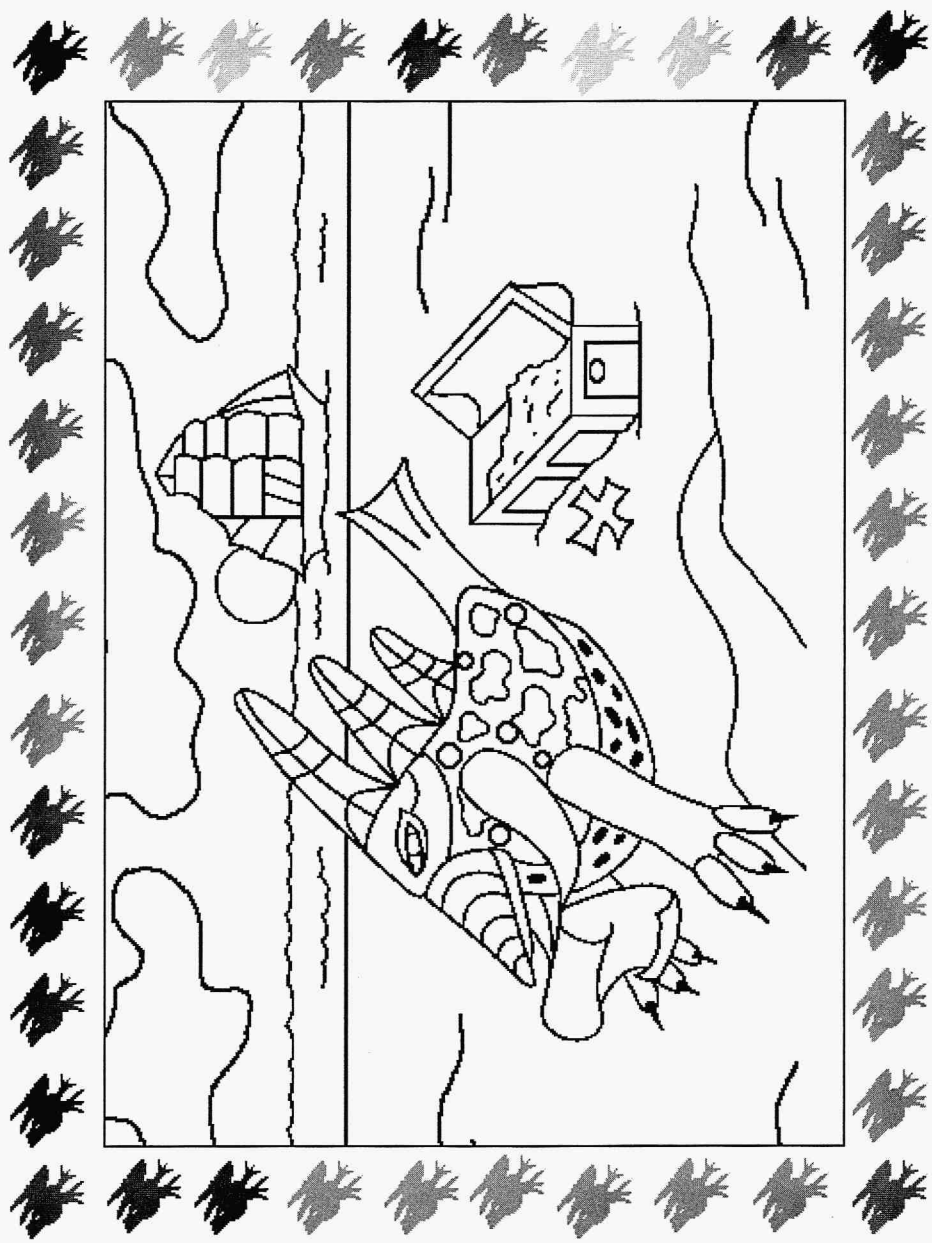
BUZZ2.PCX



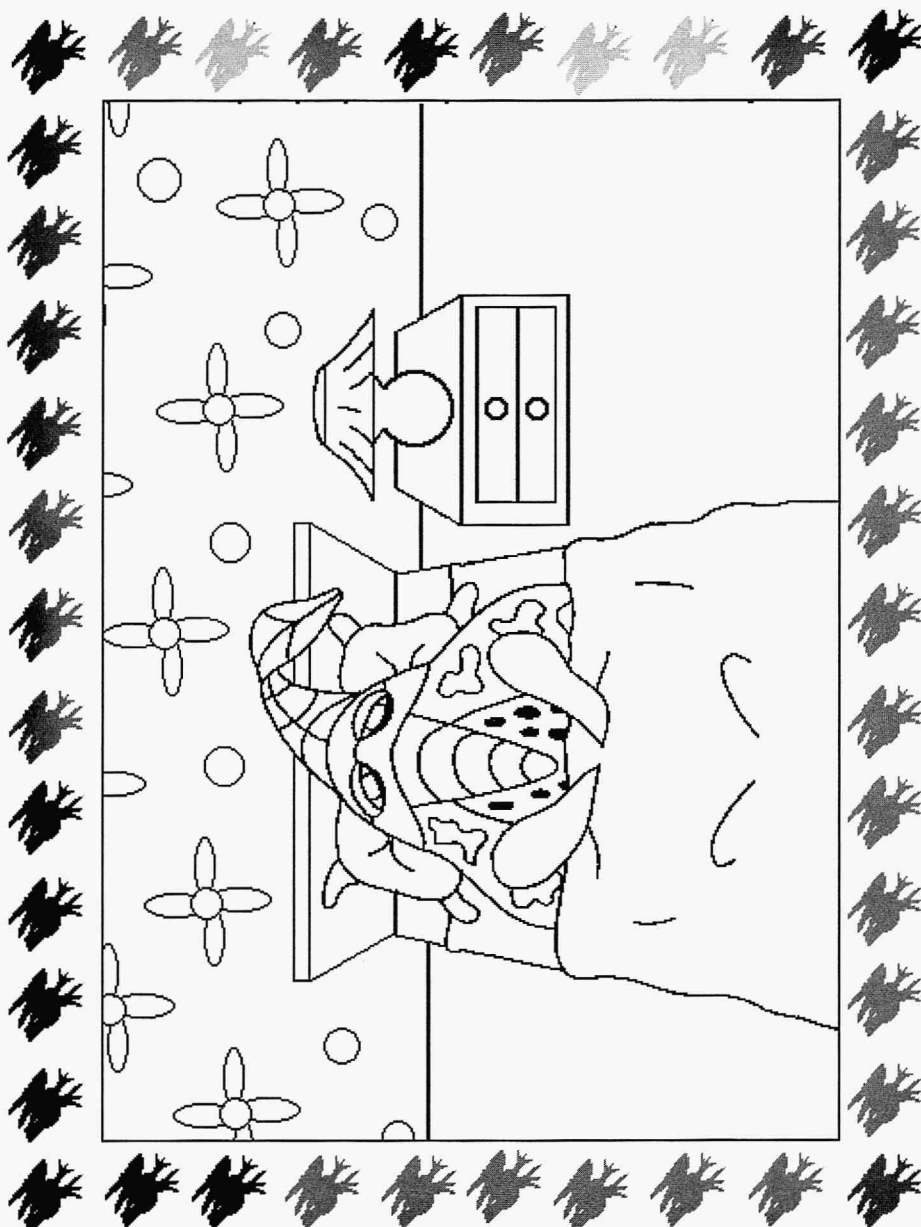
BUZZ3.PCX



BUZZ4.PCX



BUZZ5.PCX



BUZZ6.PCX



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