



User Manual

Copyright © AquaSoft GmbH 1999-2015

Contents

1	First steps	1
1	First steps with AquaSoft ® SlideShow	1
2	Program overview	3
3	The Timeline	12
2	Design options in AquaSoft ® SlideShow	14
1	16:9 or 4:3?	15
2	Adding images	19
3	Transitions	20
4	Text animations	26
	Text to images Text without an image Rotating text	30
	Multiple texts	
5	Letting texts fly Multiple tracks	
6	Ken Burns Effect	
7		
8		
-	Movement paths	
•	Simple movement shots	
	Movements with alterations in size	
	Movement paths with rotations Text with movement paths	
	Camera pans	
10	Zoom	88
11	Rotations	
12	Image effects	99
13	Animated transparency	101
14	Background music	103
15	Custom volume settings	106
16	Sound objects	106
17	Saving own templates	107
18	Using the SlideShow-Master	111
3	Properties of slideshow objects	114
1	Image	115
2	Text	119

Т

П

5	Collage
6	Chapter 124
7	Particles 125
4	Controlling the slideshow 126
1	Automatic course
2	Manual control 126
3	Automatic and manual course mixed 128
4	Repeating the slideshow infinitely 129
5	Export options 130
1	DVD-Player 130
2	PC-Show
3	Additional video formats 137
4	Archiving a slideshow
5	Additional export options 139
6	Image editing 139
1	Integrated image editing 139
2	AquaSoft ® Image effects 140
	A simple shadow
	A "self-border" using multiplication and transformation
7	Wizards 146
1	Export Wizard 146
2	SlideShow-Manager 148
3	Sound Wizard 149
4	Import Wizard 151
5	PowerPoint Wizard 152
6	Video Wizard 154
7	CD/DVD- and Archiving Wizard 154
	Photo Frame Wizard 155
9	Find missing files
8	Variables 161
9	Settings 163
1	View settings 163
2	Slideshow settings
3	Music settings 168
4	Program settings
10	Technical information 178
1	Common preparations 178
2	Installation

AquaSoft SlideShow - Help

3	Full screen mode with different screen resolution	179
11	Ordering AquaSoft ® SlideShow	180
12	Other programs by AquaSoft	180
1	AquaSoft ® DiscMenu	180
2	AquaSoft ® PhotoAlbum	182
3	AquaSoft ® PhotoCalendar	183
4	AquaSoft ® ScreenShow	184
5	AquaSoft ® WebShow	185
13	AquaSoft ®	186
1	If you have problems	186

1 First steps



1.1 First steps with AquaSoft ® SlideShow

Images can also use the plus icon to be added

1. Add images

Click the **Plus**-button in the **Toolbar** and add your images. If you want to add several images at once hold down the **Ctrl**-key and click the images with the mouse.

> In chapter "Adding images" you'll learn about other ways to add images.

> If you want add captions to your images please read chapter <u>"Text to images"</u>.

> How to annotate images with an audio commentary, see chapter <u>"Sound Wizard"</u>.

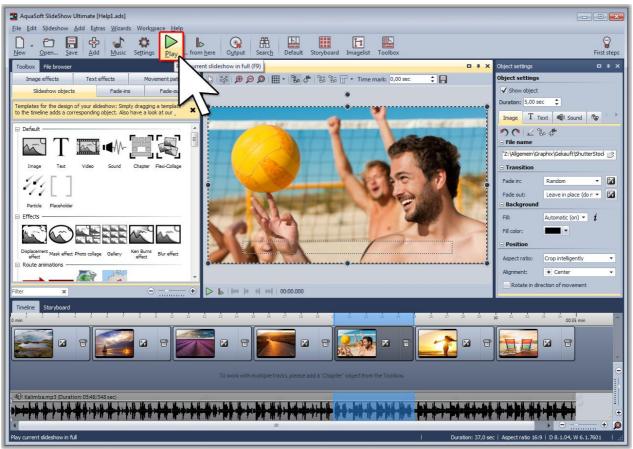
⇒ Slideshow Main settings Slideshow flow	Background music	
Transitions	Background songs	
 Music settings Background music 	🚱 🚺 🔯 🐝 🗮 🐑 Download GEMA-free music	
- Description		1
Logo	Users\Public\Music\Sample M\Maid with the Flaxen Hair.mp3 2:49 C:\Users\Public\Music\Sample Music\Sleep Away.mp3 3:20	ŧ
SlideShow-Player Standard Player (DirectX)		
	Start position in song 0,0 sec 🛟	
	Start position in song 0,0 sec End position 0,0 sec (0 = until end)	
	End position 0,0 sec (0 = until end)	

Adding background music

2. Adding background music

Click the *Music*-button in the *Toolbar*. This will open the menu for the *background music* with an empty playlist. You can add songs using the *Plus*-button in the menu. Confirm with *OK* to load the songs into the show.

> In chapter <u>"Background music"</u> you can read everything about music in your slideshow.



Playing in full screen mode

3. The show can begin

In two steps you have inserted images and music and can now play the show. Click the *Play*-button

in the **Toolbar** or press the **F9**-key.

The transitions from one image to another are selected at random.

> In chapter <u>"Transitions"</u> you'll learn how you can define these yourself.

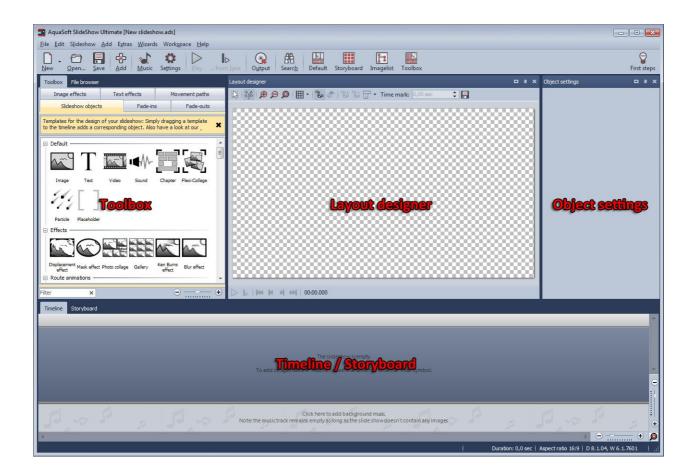
1.2 **Program overview**

Structure of the user interface

AquaSoft • **SlideShow** includes several tools to edit your show. In the following graphics you get an overview over the available controls. We will talk about objects often. **All** elements that can be added to a slideshow, e.g. images, text, music or collages, are objects.



The description of the controls is given with respect to the *Layout* view. You can select it via $View \rightarrow Layout$.



The toolbar

	SlideShow Ultir Iideshow <u>A</u> dd			Work <u>s</u> pa	ce <u>H</u> elp)							
New Or	Den Save	<mark>∯</mark> Add	Music	C Se <u>t</u> tings	D Play	∎⊳ from <u>h</u> ere	O <u>u</u> tput	Searc <u>h</u>	Default	Storyboard	Imagelist	Toolbox	First steps



Creates a new empty show.

	-	
1	~	71
iii	-	- 1

Opens an existing show.

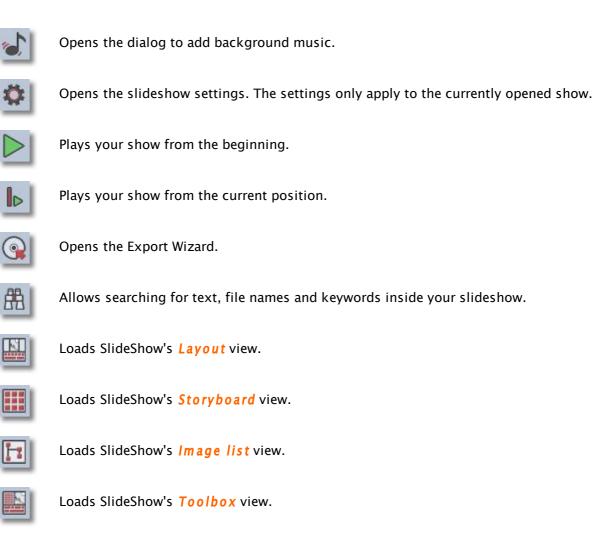


Saves your show.



Adds images to your show.

4



The Layout Designer

The *Layout Designer* is your preview window. Here you can see how images and text will be displayed on the monitor.



The following icons are available in *Layout Designer*:



Zooms into the preview in Layout Designer.





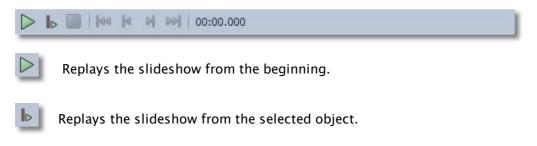
Sets the view/window size back to its normal size



Toggles the raster that objects can be magnetically aligned on

<u>Zoom</u> and <u>camera pans</u> can be set in <u>Layout Designer</u> by defining movement marks. You can find the necessary buttons in the toolbar of the Layout Designer. They will be explained in the respective chapters.

At the bottom edge you can find the navigation controls for replay in *Layout Designer*.



The navigation bar changes after the start of the replay.

	00:12.599	1
00	Pauses the replay.	
	Ends the replay.	
lf you	pause the replay additional navigation options become available.	
	100 10 100 00:06.900	J
	Continues with the slideshow.	
100	Jumps to the previous object.	
1	Jumps to the previous single picture. This way it is possible to carefully sequences.	check separate

- Jumps to the next single picture. This way it is possible to carefully check separate sequences.
- Jumps to the next object.

There are two distinct areas in Layout Designer - the visible and the invisible area.

Layout designer	•	1)	c
🕼 🝰 🗩 🔎 🕅 🔹 🏷 🌾 💱 🏷 📅 🔻 Time mark: 0,00 sec 🔹 📮			

The visible area represents your monitor. Everything inside this area will be displayed later on the monitor. The invisible area is outside the visible area. We need it to be able to let text, images and other objects fly into the visible area. It means that movements can already take place outside of the visible area and then continue to move into the visible area. This way you can for instance let text run from left to right over the screen. The magnifier icons can be used to increase or decrease the size of the visible area.

The Object settings

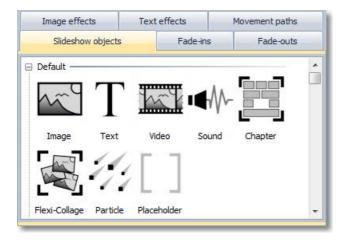
Each *Slideshow object* (image, chapter, collages, ...) has certain properties that will be displayed when you select the object in Image list, Timeline or Storyboard. In the following graphic you see the settings for an image. Objects and their properties will be explained in more detail later in this documentation.

Object settings		0 4 X
Object settings		
✓ Show object		
Duration: 11,00 s	sec 🗘 Distance: 0,00 sec	\$
Image T T	ext 🜒 Sound 🚳 Transp	parency
2012	la 🖑	
File name		
Data Peach.jpg		B
Transition		
Fade in:	Random	- 🖬
Fade out:	Leave in place (do not hide)	• 🚺
Background		
Fill:	on 🝷 i	
Fill color:		
Position		
Aspect ratio:	Кеер	•
Alignment:	🔃 Center	*
Rotate in dir	ection of movement	
-		

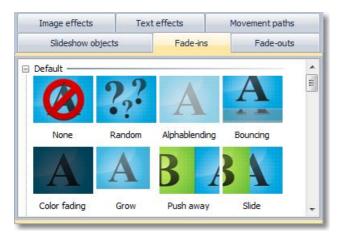
You can specify the duration of your image and its transition, for example. On the *Text*-tab you can add and format text. And on the *Sound*-tab you have the option to assign a special comment or sound to your image.

The Toolbox

The **Toolbox** is the place where you find all the objects that can be added to a slideshow. You can click on them and drag them with held-down mouse button to position in the **Image list**. This process is called drag&drop. By double-clicking an object it will be added at the end of the show.

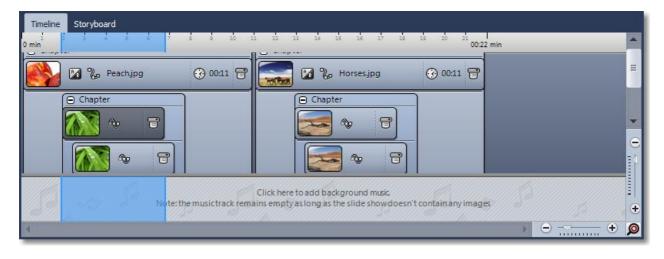


When you click on the *Transitions*-tab in the Toolbox you find a large selection of pre-defined transition effects. Click on a transition and you will get a small preview of the effect. If you want to assign a transition to an image drag it with held-down mouse button to the image (drag&drop).



The Timeline

The Timeline displays the temporal flow of your slideshow and all its images, texts and musical scores. By using *Chapters* you can create multiple tracks. Images and sounds can be spread over these tracks inside the *Chapter*. You can find it in the *Toolbox* on the tab *Slideshow objects*. Here you learn how to create multiple tracks.

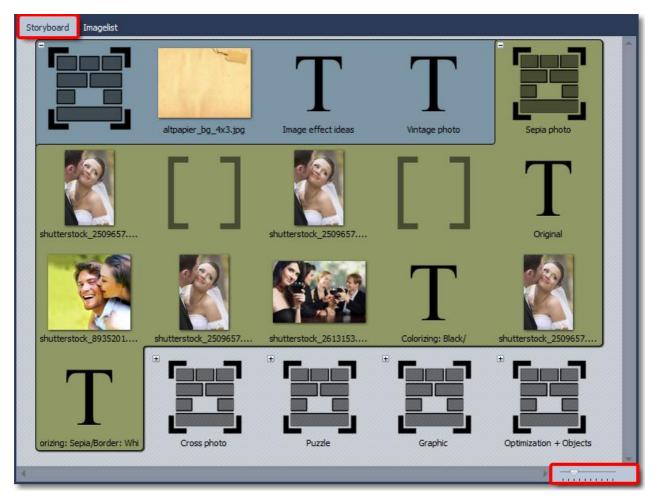




There are two sliders in the bottom-right corner that allow to change the size of the time display and the height of the objects.

The Storyboard

Here you can switch to the *Storyboard*. It shows a small preview, called thumbnail, of all images in the show. This makes it easier to find a certain image in case your show grew rather large. Here too you can change the order of the images by moving them with the mouse.



Use the slider in the bottom-right corner to specify the size of the thumbnails.

The Image list

All objects of your current slideshow are displayed in the *Image list*. In addition, further useful information about the objects are displayed as well.

Object	Start time	Duration	File size	File date	Settings	Track	Keywords	EXIF	File name	Capture date
🖃 🗹 📜 1. Chapter	0,0 sec	37,5								
🗹 🗹 1. altpapier_bg	0,0 sec	1,0 sec	313	02.07		1		~	data\a	
🖳 🗹 T 2. Image effect i	1,0 sec	6,0 sec			Т 🗞					
🗹 T 3. Vintage photo	8,0 sec	6,0 sec			Т 🗞					
🖻 🗹 🧮 4. Sepia photo	14,0 sec	23,5								
🖳 🗹 💽 1. shuttersto	14,0 sec	14,5	64.665	02.07		1			data\s	
- 🗹 [] 2. Placeholder	28,5 sec	1,0 sec								
🗹 💽 3. shuttersto	29,5 sec	7,5 sec	64.665	02.07	20 %				data\s	
\cdots 🗹 [] 4. Placeholder	37,0 sec	0,5 sec								
T 5. Original	15,0 sec	13,5			Т 🗞	2				
🗹 💽 6. shuttersto	29,5 sec	7,5 sec	55.672	02.07	1 20				data\s	
🗹 💽 7. shuttersto	17,0 sec	11,5	64.665	02.07	1	3			data\s	
- 🗹 💽 8. shuttersto	29,5 sec	7,5 sec	102	02.07	1				data\s	
T 9. Colorizing:	18,0 sec	10,5			Т 🗞	4				
🗹 💽 10. shutterst	20,0 sec	8,5 sec	64.665	02.07	6	5			data\s	
T 11. Colorizing					Т 👦	6				
🗉 🗹 🧮 2. Cross photo	37,5 sec	32,0								
🗗 🗹 🔟 3. Puzzle	1:09.5	32,0								
🗗 🗹 🔟 4. Graphic	1:41.5	32,0								
	2:13.5	27,0								

Here you can see the start time and duration of the objects. For images there is an entry for file size, file date and file name. Under *Extras -> Program settings -> Image list* you can select the columns that you want to be displayed.

A check mark in the *EXIF* column means that the image contains EXIF data (e.g. exposure date, camera model and image resolution). These can be displayed in AquaSoft [®] SlideShow. More information about this can be found in chapter <u>variables</u>.

Another important column is *Track*. It shows in which track of the *Timeline* your object is located. If this entry is empty then your object is in the first track. But you can create multiple tracks inside a chapter, and the column Track informs you about the object's track number. Of course you can also see this in a graphical way inside the *Timeline*.

You can change the order of the images by moving them with the mouse.

1.3 The Timeline

12

In the *Timeline* you see the chronological sequence of your show. It informs you when an object will be replayed.

Timeline	ः म्	×
Timeline Storyboard		
U i i i i i Omin		
	T Text 🛞 00:1380 😭	
	09-Title09.mp3 - 00:16.20	
	drag here to create a new track drag here to create a new track dra	_
Omin 1 2 3 4	a 2 a 4 m m m m m m m m m m m m m m m m m m	ь
(Du 13-Title13.mp3 (Du	ation: 00:29/29 s)	
3		<u>.</u>

Images, text, collages and videos can have different ways to present them. So can images get camera pans, movement paths, transitions and text. The *Timeline* shows you what kind of animation an object has been assigned.

There are:



Transition



Text without animation

Text with animation



Movement path

Camera pan

You can also see the file name and duration in the *Timeline*. The sliders in the bottom-right corner allow you to adjust how much you wish to see.

By clicking the icon the context menu for the object will open. You can use a right-click on the object instead to achieve the same.

First steps	13



During the replay of a slideshow in *Layout Designer* a blue line in the *Timeline* marks the current replay position.

Timeline	= + ×
Timeline Storyboard	
l i z z z z z zz zz zz zz zz zz zz zz zz	
T Text ⊕ 00:1380 🗃	
09-Title09.mp3 - 00:16.20	
drag here to create a new track drag here to create a new track dra	
Dmin.	
1 2 3 4 5 7 8 5 10 21 12 12 12 12 12 13 14 11 16 17 13 19 20 3 22 23 24 25 26 27 23 24 25 26 27 23 24 25 26 27 23 24 25 26 27 23 24 25 26 27 23 24 25 26 27 23 24 25 26 27 23 24 25 26 27 23 24 25 26 27 24 25 26 26 26 27 26 27 26 27 24 25 26 27 26 27 26 27 26 27 26 27 26 27 26 27 26	——I
	a(j)

This line "runs" with the show. You can move it after you paused the show.

You can change additional settings for the *Timeline* under *Extras -> Program settings -> Timeline*.

Main settings	Timeline			
Add files	Display			
- Temporary folder	Show hints			
Automatic update Record sound	Style:	Rounded •]	
···· Default image settings ···· Confirmations	Edit			
Sound system CD/DVD/BD-Burner Automatic backup Panels Timeline Storyboard	✓ Use other obj Snap distance:	ects as snap guide	Use time ras	100 msec 🛟
Layout designer Grid Object grid Center lines Regular Default Imagelist				
anogenot.				

Here you can specify the snapping behavior and the look of the *Timeline*.

If you want to position an object exactly below another object or at a certain point in time the snapping option can be very helpful.



14

If you deactivated an image of your show (*Show object* deactivated), it will not be displayed anymore in the Timeline. The Timeline displays only objects that are supposed to be replayed. If you want to reactivate an image you can do this in the Image list or in the Storyboard.

2 Design options in AquaSoft ® SlideShow

We recommend to first read the section <u>First steps with AquaSoft [®] SlideShow</u> prior to the following tutorials. There you will receive an insight into the basic functions of the program.

In the <u>Program overview</u> section the working environment of **AquaSoft** • **SlideShow** is explained to you.

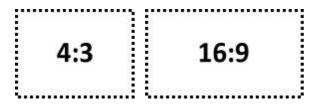
Copyright © AquaSoft GmbH 1999-2015

2.1 16:9 or 4:3?

At first you have to specify the aspect ratio you want to create your slideshow in. The aspect ratio defines the ratio between image width and image height.



If you want to show your slideshow on TV later the aspect ratios of 4:3 and 16:9 come in handy. Older CRT-TVs only support the ratio of 4:3, while modern flat-panel TVs support both 4:3 and 16:9.



If your images are in format 4:3 or 3:2 (digital single-lens reflex cameras) select 4:3 as aspect ratio.

If they are in 16:9 format select this format respectively.

In case you want to use the format 16:9 even though your images don't have this format, the images need to be adjusted into the 16:9 format. This is not possible without "cropping" the images a little at the top and bottom. Without this cropping it is technically impossible to display a distortion-free image.



Initial state



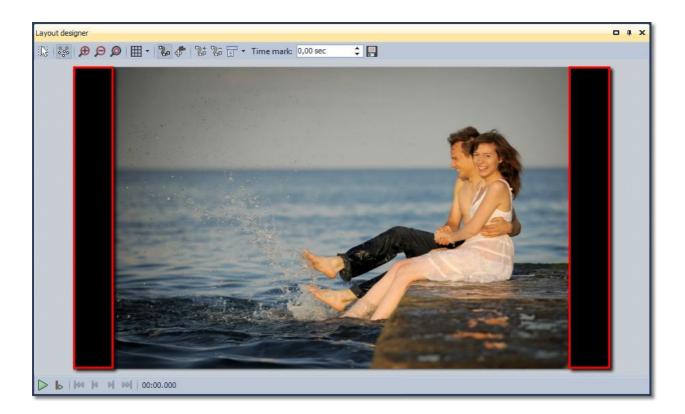
Adjusted by "automatic" cropping



Adjusted by "automatic" stretching

What do you have to do now?

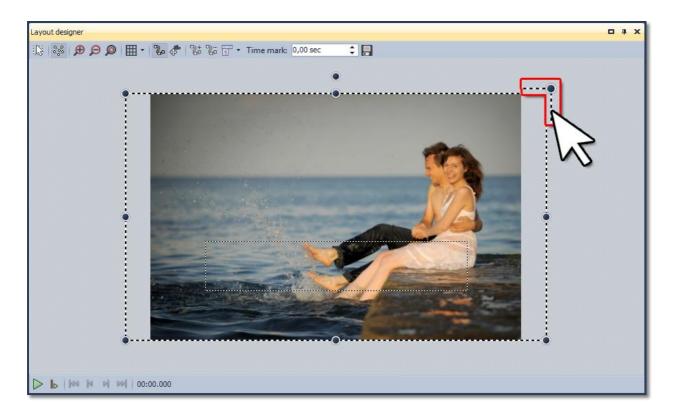
Insert an image into an empty 16:9 slideshow.



You see the black borders left and right of the image.

Decrease the size of the visible area in Layout Designer by clicking on the *income* icon. Now increase the size of the image by dragging the handles at the corners of the position frame until the black borders disappear. At last position the desired area of the image in the visible area.

Now it should look similar to the next graphic:



You can save this positioning to a template so that you don't have to repeat this process for every single image. To do this simply drag the image from the *Image list* to the *Toolbox* and specify a name for the template in the now opening dialog.

Name:	Template 16_9	-
Title:	Template 16:9	
Author:		
Description:		4
Activate all		
Object	objects whose file names should be adjusted when using the template.] 1. shutterstock_21842593.jpg	

After clicking **OK** you can find the template in the **Toolbox** under **Slideshow objects** -> **Custom objects**.

Image effects	Text effe	ects	Movement paths
Slideshow object	ts	Fade-ins	Fade-outs
Controlling Pause Play Custom objects]		

To add additional images in 16:9 format, simply drag the saved template with pressed mouse button onto the *Timeline* or the *Image list*. The dialog to add images appears. Now select the images you want to add, and they will be inserted with the settings of your custom template.

2.2 Adding images

In **AquaSoft** • **SlideShow** you can add your images in various ways. Some of them are very intuitive to use, while others are more advanced. Learn in this chapter the methods for insert images and find the solution that suits your needs.

About the Plus-symbol



In the **Toolbar** at the top of the user interface is a large **Plus**-symbol. Clicking the symbol will open a view of your folders and locations. Select the place where there are one or more images that you want to insert. Select the image or images (**Strg**-key and click on the image to select multiple images) and confirm with **OK**.

About the Toolbox



Select the *SlideShow objects* Tab in the *Toolbox*. In the section *Default* you will find the *Image* object. Add it either by double-clicking or drag it with the mouse in the *Timeline* or *Image list* to the point where you want to insert an image. It is also possible to drag the Image object on the *Layout designer*.

Image After the *Image* object is placed, the *Add files* dialog opens again. To select one or more images you can do the same as it was already described in the top section.

About the Filebrowser

20



Display the *File browser*. It is located on the left in the *Default* view, where the *Toolbox* is displayed initially.

Open the folder where your images are located. Sometimes you have to open the folder structure further to see subfolders. Just click on the little plus icon, which is located in front of the folders.

The images are displayed as small thumbnails in the *File browser*. You can now drag these preview images to the *Layout Designer*, the *Timeline* or the *Image list*.

Per Drag & Drop

If you open a folder where your images are located outside of **<%COMPANYPROGNAME_R>** you can drag the images into the program window of **AquaSoft** • **SlideShow**.

Minimize the program window by pressing the Windows key and the down arrow on your keyboard (or click the symbol on the top right of the window to minimize). Now you can easily drag files from a folder or from your desktop to the program.

About "Add"

G.	<u>I</u> mages	In the top menu bar, there is the <i>Add item</i> , in which you get several options for inserting various types of data.
•))	Sounds	If you select the <i>Images</i> option the <i>Add files</i> dialog opens and you can
	<u>V</u> ideos	select one or more images.
1	<u>B</u> ackground music	With the Directory option you can insert an entire folder. If you select this option, a dialog box appears in which you can define exactly which
÷	Any <u>f</u> ile	data will be inserted, and whether to include subfolders.
B	Directory	
	Import	x

Using the Import Wizard

In the menu *Wizards* there is the *Import Wizard*. With this, you can insert images directly from a camera or scanner into the show. See chapter "Import Wizard" for a detailed description.

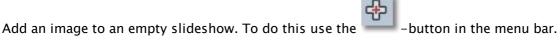
Using the PowerPoint Wizard

If you have a PowerPoint presentation and want to transfer the slides in your slideshow, then follow the instructions in chapter <u>"PowerPoint Wizard"</u>.

2.3 Transitions



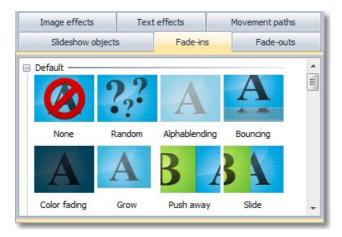
Each image in **AquaSoft** • **SlideShow** can get a transition assigned. This can be done by changing the settings in the *Object settings* window, but also via the *Toolbox*.





You can add several images at once by selecting them in the file selection dialog. Press the *Ctrl*-key and click on the images you want to add.

In the *Toolbox* you find the *Fade-ins*-tab. When you click on a transition you will get a small preview.



Using Drag&Drop (moving with the mouse) you can now assign a transition to an image. Click the transition with the left mouse button and hold it down. Move the transition to the target image in the *Timeline*. Release the button when a red border appears around the image.

Toolbox File bro	wser			
Image effects	Text	effects	Movement path	s
Slideshow o	bjects	Fade-ins	Fade-out	s
🗆 Default			-	
	???	A	A	ш
None	Random	Alphablending	Bouncing	
A	A	B	3 4	
Color fading	Grow	Push away	Slide	
⊟ 3D				
A B Cube	B Paper linds	A	Sphere	
Shapes			opinere	
A	A	A	\bigcirc	Ŧ
Filter	×		Θ	- +
Timeline Storyb 1 2 3 0 min	pard 4 s s	7 8 9	10 11 12	13 14
1	7		r) 🔝 🛙	

Click on the image and then on the image with the transition.

If you would like to assign a *Transition* to several or all images select these images.

All images = Ctrl + A

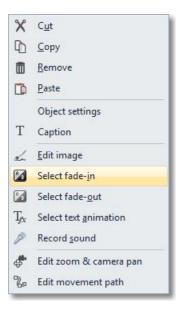
Certain images = *Ctrl* + *right click* on the image

Select the *Transition* with the left mouse key, then click right and select *Apply*. The *Transition* will be assigned to all selected images.

Toolbox File brow	vser		74
Image effects	Text	effects	Movement paths
Slideshow ob	jects	Fade-ins	Fade-outs
🗆 Default			A
\oslash	???	A	A .
None	Random	Alphablending	Bouncing
A	A	B	3 🖌 🗍
Color fading	Grow	Push away	Slide
⊟ 3D		Concession of	
AB		pply	>
Cube		icrease icon size	10
Shapes ————————————————————————————————————	D	ecrease icon siz	e Ni
A		abs left abs on top	
Filter	× T	abs right	········· •
Timeline Storybo	ard	abs at the botto	
1 1 1 1 1 0 min	4 8 8	7 8 8	10 11 12 13 14
	8	i 🖬 🖥	7

You can see the specified transition in the *Object properties* of the image. There you can also change it and even customize it. The following text will give a more extensive description.

If you click on an image in the *Timeline* with the right mouse button or click the ico a pop-up menu will provide you with the option to select a transition.



About the Object settings

Every object in a slideshow has a set of so called *Object settings*. For example, you can set the *Duration*, specify a *Transition* and enter *Text*. Right now we only want to talk about the *Transition*. <u>Here</u>. you can find more about *Object settings*.

Click on an image in the *Image list* or *Timeline*.

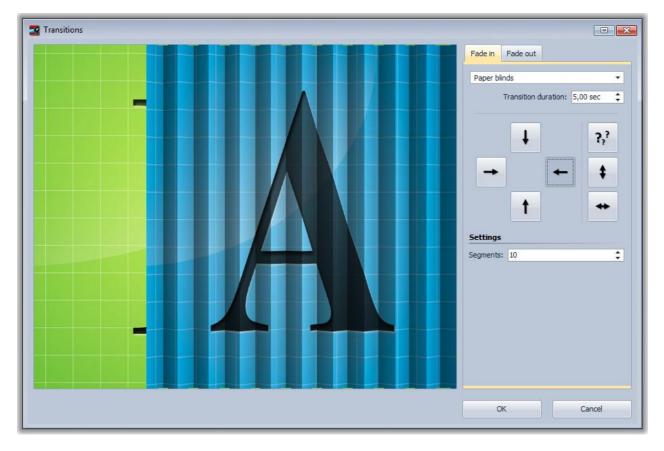


If you don't see *Object settings* in your current view you can open it by right-clicking on the image. Alternatively you can reach the *Object settings* under *View -> Controls*.

The transition is set on the *Image*-tab in the *Object settings*.

Object sett	ings				•	фх		
Object se	ttings							
✓ Show	object							
Duration:	11,00 se	ec 🌲	Distance:	0,00 sec	÷			
Image	Т те	xt a	🕅 Sound	👦 Tran	spare	ncy		
	うで シン ゆ of - File name							
Data Pea						-21		
- Transi						8		
Fade in:		Rande	om					
Fade out	::	Leave	in place (d	o not hide)	-			
🖃 Backg	round							
Fill:		on	•	i				
Fill color:								
🖃 Positio	n							
Aspect r	atio:	Кеер				•		
Alignmen	ıt:	Ce	nter			•		
Rota	te in dire	ction of	fmovement					

In the transition list you can see all pre-defined transitions and select one. Each transition is customizable after clicking on *Adjust*.



Copyright © AquaSoft GmbH 1999-2015



If you want to change the transition for several images at once just select these image in the *Image list* and set the desired *Transition* in the *Object settings*. It will be assigned to all selected images.

Via *Ctrl+A* you can select all objects in the image list. With the held down *Ctrl*-key and mouse clicks you can select several single images.

2.4 Text animations

Of course a slideshow should also have text, and it shouldn't be just simply displayed but it should be possible to animate it.

In **AquaSoft** • **SlideShow** you can enter text to an image or display it on a colored background. Texts also can fly over the image along freely definable movement paths.

2.4.1 Text to images

In the *Object settings* of an image there is a *Text*-tab. The *Object settings* will be displayed when you select an image in the *Image list/Storyboard/Timeline* with a mouse-click.



If you don't see *Object settings* in your current view you can open it with a right-click on the image. Alternatively you can reach the *Object settings* under *View -> Controls*.

Dbject Settings 🗖 🛱 🗙
bject settings
Show object
Duration: 3,00 sec 🗘 Distance: 0,00 sec 🛟
 Use default duration (<u>Settings</u>) Leave in place after replay
Image T Text C Sound Transparency
🖹 Arial AbCdEfGhij 🗸 📶 🗸
🖃 Style 🛛 Alignment
□ Effect
A 0 3D S Border color:
Alphablending - T _{Ax} Edit
Rotation around text Show text with image
Behavior along a movement path:
Text block

Here you can enter text to an image and assign formatting like font, font size and font color.

The available formatting options are almost self-explanatory due to their icons, and you probably know them already from word processing applications.

The *Alignment* has a small peculiarity, however.



Positions the text at the lower edge of the screen.



The text will be displayed in the center of the screen.



Positions the text at the upper edge of the screen.



Detaches the text to be able to customize its position.



The text will be displayed underneath the image. This also applies when the image is scaled smaller.

Enter the desired image caption into the text field. Specify font and font size. If you want colored text you can change the font color. Select the position of the text. If you want a customized text position

click the -button under *Alignment*. All changes are immediately visible in *Layout Designer*. In the customized position the text gets its own position frame. This way you can freely place the text anywhere on the screen.



In **AquaSoft** • **SlideShow** you can decide if you want the text to be separately animated or to be part of the transition effect of the image it accompanies .



If you don't want a separate text animation please activate the option **Show text with image**.

For text that you want to be animated you can choose from a list of pre-defined animations. Click the *Edit*-button to adjust the settings for the animation. You can also see a preview of the animation in this dialog.

Einblendung Ausble	endung				
Effekt:	Zoomer	•]		
Dauer:	2,00 s 🌲				
Zeichen gleichzeitig:	9999 🗘				
Schriftbreite:		8 8 8 8 9	100%		
Schrifthöhe:			100%	Mustangs	
Rotationsanzahl:					
	0 \$				
Rotationszentrum:	Buchstabenzentru	n v	1		
	Buchstabenzentru	m •			
Rotationszentrum:	Buchstabenzentrui	8	_ eren		
Rotationszentrum:	Buchstabenzentrur Folge V Alp	hablending aktivi	_ eren		
Rotationszentrum: Zufällige Reihenfi Bewegung	Buchstabenzentrur Folge V Alp	hablending aktivi	⊥ eren :richtung		
Rotationszentrum:	Buchstabenzentrur folge V Alp Dr ion berücksichtigen	ohablending aktivi ehe in Bewegungs	⊥ eren :richtung		
Rotationszentrum:	Buchstabenzentrur	ohablending aktivi ehe in Bewegungs	⊥ eren :richtung	Beispieltext: Mustangs	
Rotationszentrum: Zufällige Reihenfi Bewegung Buchstabenpositi Startposition: X:	Buchstabenzentrur Folge V Alg Dr ion berücksichtigen definiert 0 % \$	ohablending aktivi ehe in Bewegungs	」 eren wichtung		
Rotationszentrum: Zufallige Reihenfi Bewegung Buchstabenpositi Startposition: X: Y:	Buchstabenzentrur Folge V Alg Dr ion berücksichtigen definiert 0 % \$	ohablending aktivii ehe in Bewegungs	」 eren wichtung		



You can also open this dialog by clicking on an image in the *Image list* or *Timeline* and then on *Select text animation*.

Under *Fade out* you can specify if you want the text to stay visible until the end of the image duration and to be included into the transition to the next image or if the text fades out at the end of the image. The duration of the animation specifies when the fade-out is to be started.

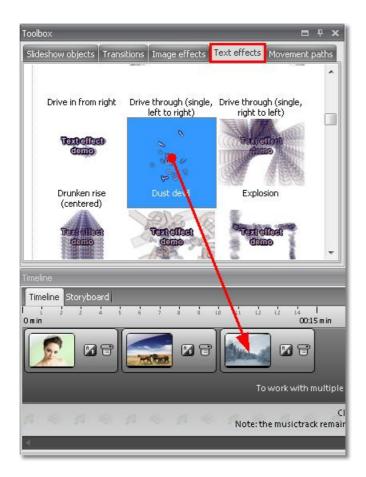
If you set 3 seconds then the fade-out starts 3 seconds before the end of the image display.

After you finished all the adjustments you can then replay the image together with the text by



You can find all pre-defined *Text effects* in the *Toolbox* as well. You can use these simply by Drag&Drop, i.e. by dragging them with pressed mouse button to an image.

Select a *Text effect* and you will see a preview of it.



As described above, you can enter and format text on the *Text*-tab in the *Object settings*.

2.4.2 Text without an image

In the *Toolbox* under *Slideshow objects* there is the *Colored background*. With this you can fade in text independently of images. The *Colored background* can even be faded in animated.

To insert it, double-click the *Colored background* or drag the object into the *Image list* or onto the *Timeline* with the mouse button pressed down.



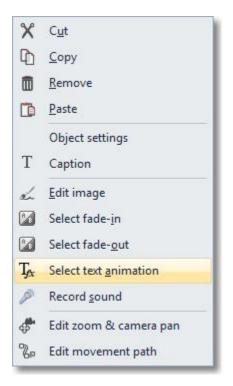
When inserting it with the mouse button pressed down, you can also determine the desired position on the *Timeline* and in the *Image list*. Should you wish to add the *Colored background* between two images, drag the object to the desired place with the mouse. A red line will appear between the two images. Release the mouse key to insert the object at this position. This is also possible in the *Image list*.

Toolbox Slideshow objects	Transitions	Image effects	Text effects	Movement pa	ths			= + ×
			2010			T		
Chapter	Collage	Image	Particle	Placeholder	Sound	Text	Video	
		\triangleright						
Colored background	Pause	Play	White, transparent					
Timeline Timeline Storybo 1 2 2	ard 4 4	+ 4 4	ii ii ii	1 13 14 13	16 17 13	i (å l 0020 m in		-
Chapter			r)			1		
drag here to crea			e to create a n	ewtrack d	rag here to cre Click here	ate a n) to add backgr	round music	
4. 201 - 243 - 4	10 11	41 - 374) A	Note:	the musictrack			e slideshow doe	sn't contai

The **Colored background** is shown on the **Timeline** as a black image. In the **Image list** it is listed as **black1x1.gif**.

The text can now be entered as with a normal image.

On the *Timeline*, click the object with the right mouse button and select *Select text animation*.



Now the *Select text animation* window opens. There you can enter the desired text and select and edit a corresponding animation.

nimation: Diagonaler	r Durchflug u	unten rechts (eng) - ç	geändert		•
Einblendung Ausble	ndung			_	
Effekt:	Zoomer		*		
Dauer:	2,50 s	÷			
Zeichen gleichzeitig:	50	\$			
Schriftbreite:	-		100%		
Schrifthöhe:	-0		100%		
Rotationsanzahl:	1	\$			
Rotationszentrum:	rechts		-		EN 4 LON
📃 Zufällige Reihenf	olge	V Alphablending a	aktivieren		Ker .
Bewegung		Drehe in Beweg	jungsrichtung		
🔲 Buchstabenpositi	ion berücksic	:htigen			
Startposition:	unten rech	nts	•		
X:	0 %	÷.		Beispieltext:	
Y:	0 %	\$		mein Text	
Fester Pfad:	X				
Anzahl Punkte:	5	÷			
Modulation					

Under *Fade out* you can determine whether the text should remain visible until the end of the image and should be cross faded with the next image, or whether the text should be faded out prior to the end of the image. In this respect, the duration of the animation determines when the fading out should begin.

Should you set 3 seconds, the fading out is started 3 seconds before the image finishes.

With **OK** your entries are accepted and you can use to play back the text animation on the screen.

The background is now shown in black. If you wish to have a different color, you can do this in the **Object settings** of the **Colored background**. For that purpose, you have to click the object in the **Image list** or on the **Timeline**. Should the **Object settings** not be shown in the view available to you, you can also retrieve them by right-clicking the object.

Object settings		0 4 X
Object settings		
✓ Show object		
Duration: 11,00 s	ec 🗘 Distance: 0,00 sec	\$
Image T Te	ext 🜒 Sound 🗞 Trans	parency
うへ 🏑 🎖 E File name	a 🚭	
Data\Peach.jpg		3
Transition		
Fade in:	Random	- 🖬
Fade out:	Leave in place (do not hide)	- 🖬
Background		
Fill:	on • i	
Fill color:		
Position		
Aspect ratio:	Кеер	•
Alignment:	Center	*
Rotate in dire	ection of movement	

By clicking the selected button you can change the background color.

You can also have the colored background faded in animated. Under *Transitions* you can select a cross fading effect.

Under *Text* you can carry out the formatting of the text, as well as change the color of the font.

bject set	10.000 at 10.000		= -
The Charge	tings		
Show a	bject		
Duration:	10,00 sec 🌲		
🔳 Use de	fault duration	(Settings)	
	in place after i		
Image	Text of	Sound On	Transparency
E Font	and the		Transparency
Aria	AbCdEfG	əhli 🗕 🔀	•
Style	Alignme		
S SCALE			
AA	# [=]= =	
🖃 Text			
Effect			
AO	3D 🖇 Bor	der color:	
Animation	e.		
Alphable	nding	-	T _{Ar} Edit
	ion around te×	t 📄 Shov	w text with image
Center Rotati	l.		
Center	r along a mover	nent path:	

Should the text not be faded in animated, but together with the colored background, check the *Show text with image* option.



The *Colored background* can also be used to **dim out/fade out** images. Should a black background color be set and a cross fading effect selected, it has the effect on the observer of a fading out of the previous image. In this way you can end a slideshow in style.

2.4.3 Rotating text

Adding texts to images or a colored background has been described in previous chapters. This chapter is about their rotation functionality.

This feature is only available in AquaSoft • SlideShow Ultimate.



First add a text to an image. This should look similar to the following graphic in *Layout Designer*.



Please note the *green handle* above the text. You can use it to rotate the text. Click the handle, hold down the mouse button and move the mouse in a rotating motion.

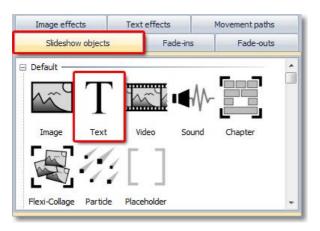


The number next to the green handle shows by how many degrees the text has been rotated. You can find more information about the use of rotated text in chapter <u>Letting texts fly</u>.

2.4.4 Multiple texts

In **AquaSoft** • **SlideShow** there is also the possibility of fading in multiple texts either simultaneously or with a time delay.

In the **Toolbox** there is the text object for this purpose.



Fading in multiple texts, in sequence

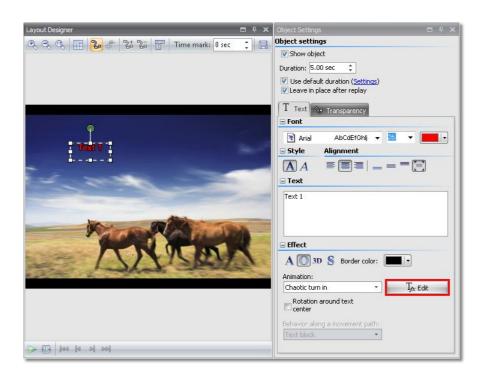
In this example 3 texts to an image appear, in sequence. The number of possible texts is not limited.

Insert an image. Using the *Toolbox*, now add 3 *Text* objects. You can do this with a double-click or by means of drag-and-drop (dragging with the mouse) into the *Image list* or onto the *Timeline*.



Now select the first *Text* object. In that respect, it does not matter whether you click it in the *Image list* or on the *Timeline*.

In the *Object settings* of the *Text* object, you can now enter your desired text and carry out the formatting. Position the text in the *Layout Designer*.



Select an animation and then call the editing function of the text effect via *Edit*.

So that the text is not faded out again before the next text is shown, the *No* fade out option must be set under *Fade out*.

Textanimation bearbeiten	×
Animation: Chaotisches Eindrehen - geändert	•
Einblendung Ausblendung	
Effekt: Keine Animation 🔻	ww.gu ot
	Ein- und Ausblendung abspielen
	Beispieltext: www.aquasoft.de
	K Abbrechen

You can also have the text faded out if it is no longer supposed to be visible when the subsequent text is displayed.

Now repeat the steps with the second and third *Text* object.



Then play back the little show with

In the *Object settings* of the *Text* objects you can change the holding time of the texts.

Object Setting	S	= # ×
Object settin	gs	
🔽 Show obje	ct	
Duration: 5,0	0 sec 💲	
	lt duration (<u>Settings</u>) lace after replay	
T Text	9 Transparency	
Arial	AbCdEfGhlj 👻 26 💌	
🗆 Style	Alignment	
A		= 🗐
Text 1		
Effect		
A 🔘 31 Animation:	🕽 💲 Border color: 🔳	
Chaotic turr	in - Tj	🗙 Edit
Rotation center	around text	
Behavior alo	ng a movement path:	
Text block	-	

Showing multiple texts simultaneously

In order to now not show the texts in sequence, but simultaneously, the *Chapter* object is required.

 Image effects
 Text effects
 Movement paths

 Slideshow objects
 Fade-ins
 Fade-outs

 Default
 Image
 Text
 Video
 Sound
 Chapter

 Image
 Text
 Video
 Sound
 Chapter
 Image

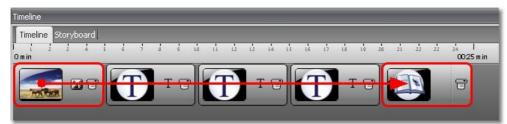
 Flexi-Collage
 Particle
 Placeholder
 Image
 Image
 Image
 Image

Use the little show that you have just created.

Add the *Chapter* object into your show.



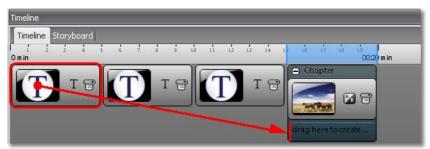
The *Chapter* can have several tracks and therefore show the *Slideshow objects* in parallel/ simultaneously.



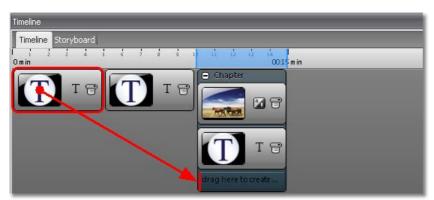
Click on the image on the *Timeline* and drag it with the mouse button pressed down to the *Chapter* object. The *Chapter* is framed in red if you go over it with the mouse. If this red frame appears, "drop" the image.

imeline																			
Timelir	ne S	toryl	ooard																
l Omin	ż	12	4	5	6	1	å	đ	La	ů	ů	Ŀ.	14 00	 :15 m	ц <mark>ь.</mark> iп	17	La	10 00) 20 m in
				Υ					16					10	Ð	8	1		
1			6				105	L E	Ĵ			1	6	2	1		=	E	Ĵ
	-	-	_	Л				_					_	JL		-		10	_

After that it looks like this on the *Timeline*. You now have to open the *Chapter*. There is a little plus symbol for that.



Now drag the first *Text* object into the *Chapter*. Drag it to underneath the image in the *Chapter*. A red vertical bar will appear if you move the mouse to the correct position.



Now drag the first *Text* object into the *Chapter*. Drag it to underneath the image in the *Chapter*.



If you now drag the *Timeline* to make it larger, it must look like in the illustration.



Now play back the show again with . You will see that the image and the texts are all faded in simultaneously.

Using the *Timeline* you can adapt the timing individually. For this, you can simply drag the *Text* objects with the mouse into the starting position.

Timeline Timeline Storyboard
O Chapter
7.40 sec
drag here to create a new track drag here to create a new track dr

When you don't work on a chapter you can close it by clicking the minus symbol.

2.4.5 Letting texts fly

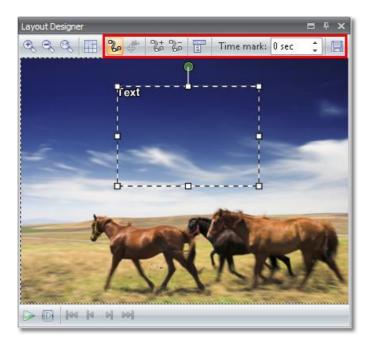
The *Text* objects which you have already become acquainted with in the previous section can also be animated with a movement path. In other words, they can "fly" across the image.

For this purpose, the *Layout Designer* provides the necessary tools.

Insert an *Image* and a *Text* object into your show.

Imagelist	= # ×	Timeline
Object ♥ ● 1, img_193070 ♥ T 2. Text 1		Timeline Storyboard 1 2 3 4 1 0 min 00:10 min

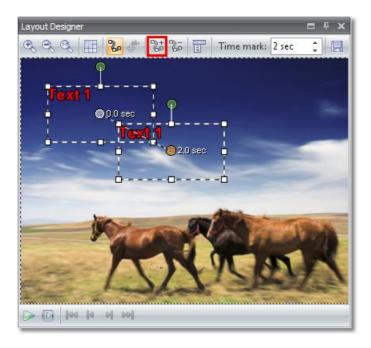
Then click the *Text* in the *Image list* or on the *Timeline*. In the *Layout Designer* the tools for the movement path are now enabled.



This is the icon for switching, in the *Layout Designer*, into the mode for movement paths. There is yet another mode for camera pans and zoom. la Since this function is not available with the **Text** object, the icon for the movement path mode is active. Use this button to insert new *movement marks*. The course of the movement is established on the basis of these marks. In order to remove *movement marks* that have been set, the latter must be selected in the *Layout Designer* and can then be removed with this 25 button. In this respect, an additional menu for the *movement marks* is opened. E This is explained more precisely later on. The chronological course of a path is established with timestamps. They Time mark: 2.5 sec thereby determine how quickly the sequence should occur. That is clarified in an example below. Newly created movement paths can be saved using this button and later conveniently reused. This function is only available in SlideShow

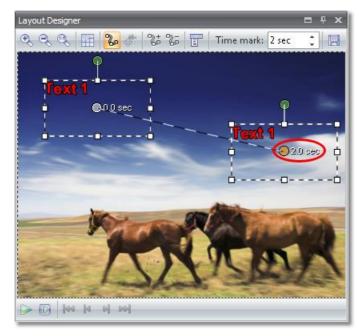
Inserting a movement mark

Ultimate.



Insert a *movement mark* by clicking

Positioning a movement mark



You can now drag the *movement mark* inserted in the *Layout Designer*. For that purpose you have to click in the text area and then drag the latter with the mouse button pressed down.

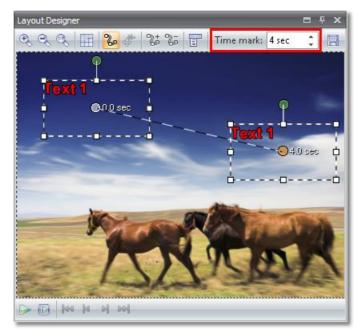
The orange dot shows you which *movement mark* has been selected.

Now you can replay the show by clicking



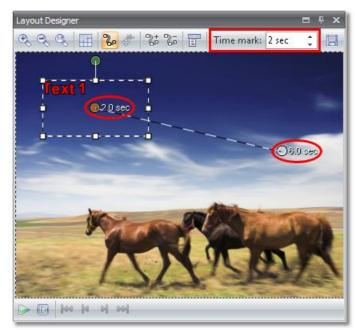
and watch how the text moves.

Chronological sequence



With *Time mark* you can control the sequence. If you increase the time, the sequence becomes slower. If you reduce the time, the sequence becomes faster.

First increase the *Time mark* of the movement point and then replay the show.



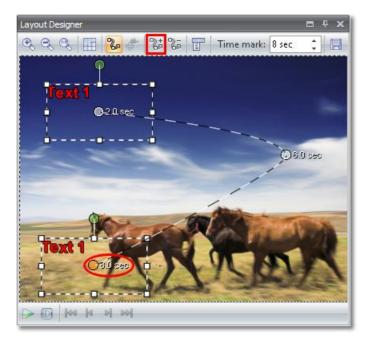
Starting time

If the movement sequence is only supposed to begin after a time delay, you can increase the *Time mark* with the first *movement mark*. For that purpose, click the *movement mark* and then increase the time unit. The subsequent *movement marks* will automatically be adapted.

44

Inserting additional movement marks

You can insert as many *Movement marks* as you like. The new *movement mark* is always inserted *after* the previously selected mark.



25

Select the last *movement mark* and with insert a new mark and position it in the Layout Designer.

Play back the show. You will find that the last part of the movement path elapses faster than the first part. You can control this for the 3rd movement mark via the Time mark.

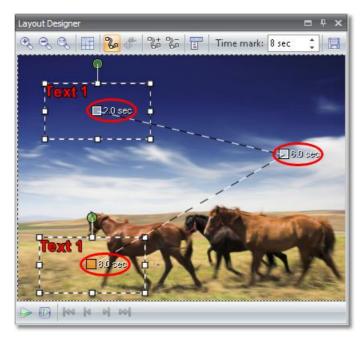
Hard and soft curves

In the course of movement you can choose between *hard* and *soft* curves. With *Hard curves* the path will run exactly in accordance with the movement marks. With *Soft curves* a round course of movement will take place. You can use both curve types within one path.

Layout Designer			= + ×
Q Q Q III	🖬 🗟 🖏 🐌 🗳	Time mark:	8 sec 🛟 📃
fext 1	20.sec		
2 9 ²	Add movement mark Delete movement ma Copy path		06.0 sec
	Ins <u>e</u> rt path <u>P</u> osition frame	•	THE R
Text 1	C <u>u</u> rve type	• F	Smooth
	<u>T</u> ransform path Custom entry	•	Hard
	Select all marks		

Select a movement mark. Using the right mouse button you will get the menu for this movement mark and can change the *Curve type* there.

Change the *Curve type* for all 3 marks.



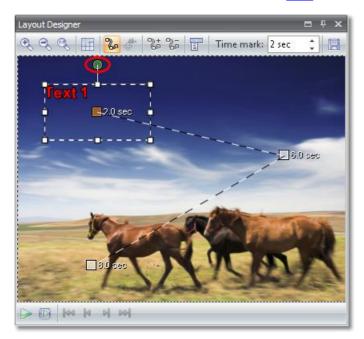
You will see that the *movement marks* now have a rectangular marking point. Selecting *Soft curves* these points become round.

In order to see the change in the path, play back the show.

Rotating text during movement sequence

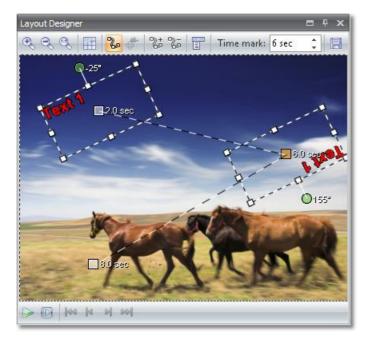
In SlideShow Ultimate you can rotate or swing texts during a movements sequence also.

For this purpose there is a green handle above the *Text field*. More extensive information about the



rotation functionality for *Text* you can find <u>here</u>.

First rotate the text at the first and second movement marks. Rotations through 360 degrees are also possible, to create complete rotation.



Play back the show. You will see that the rotation center is, in this respect, the midpoint of the text box. Should the rotation center be the center of the text, enable the *Rotation around text center* function in the *Text properties*.

Style	Alignment
AA	
Text	
Text 1	
Effect	
	S Border color:
	D 💲 Border color: 🔳
A 🔘 3I Animation:	
A 🔘 3I Animation: Chaotic turr	

Behavior of text along a movement path

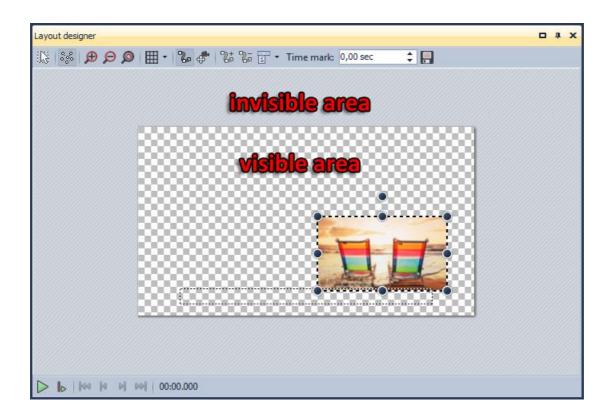
There is another option for text moving along a path.

🛐 Arial	AbCdEfGhlj 👻 26 💌 🛄 🕨
Style	Alignment
AA	
Text	
Text 1	
1	
Effect	
	~
	D 💲 Border color: 🔳 🔹
A 🔘 3	D S Border color:
A 🔘 3	
A () 31 Animation: Chaotic turn Rotation	
A 🔘 3 Animation: Chaotic turn	n in 🔹 T _{fix} Edit
Animation: Chaotic turn Rotation Center	n in 🔹 T _{fix} Edit

Use it to let text "snuggle up" to the path as text block or even character by character. The text will rotate according to the path direction.

Letting the text fly in from outside

There are two areas in the Layout Designer. Firstly the visible area, and then the invisible area.

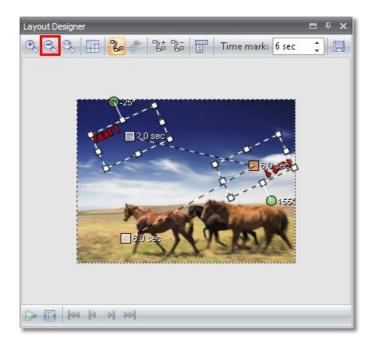


- Enlarges the visible area in the Layout Designer.
- Reduces the visible area in the Layout Designer.

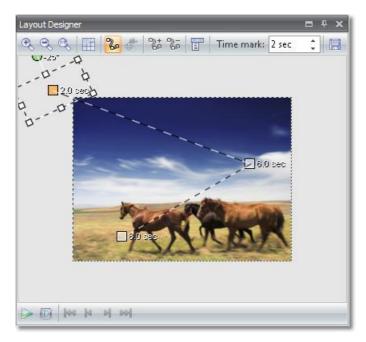


Restores the normal view/window size.

Continue to use the show you just created. Reduce the visible area with in order to see the invisible area in the Layout Designer.



Now select the first movement mark and drag it into the *invisible area*.



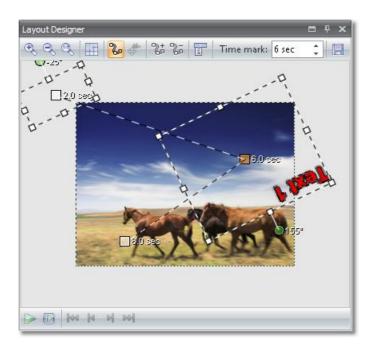
Play back the show. The *Text* will now fly into the picture from the outside.

Zoom function for text

Just like rotation, this function is only available in **SlideShow Ultimate**.

Traveling along a movement path *Text* can increase and decrease in size. The smallest size is defined by its specified font size.

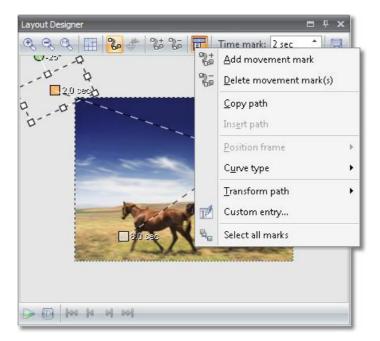
Select the 2nd movement mark and increase the size of the *position frame* of the *Text*-field.



Play back the show. The *Text* will now fly into the picture from the outside.

Further options

Via the context menu for the movement marks can be opened. With a right-click on a selected movement mark, this menu can likewise be opened.



Some options have already been used above. The following further options are available:

<u>C</u>opy path

A movement path already created can be copied and thus reused with a slideshow object. If you copy a movement path from a text object, this can also be inserted in the case of an

		image.
Ins <u>e</u> rt path		With this option, you re-insert a copied path from the clipboard.
<u>P</u> osition frame	•	If you want to be sure that the text or the image does not change size in the course of your movement path, you can set the Use the size from the previous one option here.
<u>C</u> urve type	•	There are hard and soft curves with a movement path. The course of a movement can thereby be modified.
<u>T</u> ransform path	×	A movement path can also be mirrored or rotated. You will find the available options under this point.
Custom entry		A movement path can also be mirrored or rotated. You will find the available options under this point.
Select all marks		With this all movement marks can be selected. Thereafter it is possible to drag the movement path as a whole.

Manually editing the path

Manually entering the path enables the movement points to be positioned exactly.

nark 5 - (3.00 sec			•	
Center:		Size:			
<u>×</u> :	184	Width:	260	\mathbb{Z}	
<u>Y</u> :	762 [Height:	180	1	
<u>T</u> ime:	8.00 sec	Freely	Freely adjustable 🔹		
Rotatior	1:			-	
<u>A</u> ngle:	0.0 °	4			
Edges:					
Left:	54	Right:	314	\mathbb{Z}	
<u>T</u> op:	672	Bottom	: 852	1	
20 0	/pe:	Smoot	h curve		

The *Layout Designer* is specified with a size of 1000x1000. The center of the image is therefore 500x500. Here you can directly specify the positions and sizes. You can also change between the individual markers in this window.

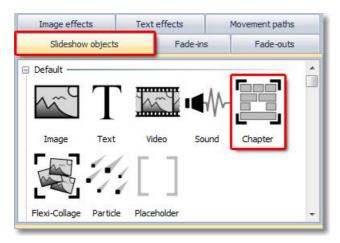
Copyright © AquaSoft GmbH 1999-2015

2.5 Multiple tracks

In **AquaSoft** • **SlideShow** at first glance you only see an image and music track on the *Timeline*. This serves to provide a better overview. At positions where you require multiple tracks, the *Chapter* object is used.

With this you can connect as many tracks as you want. In that respect, it is not predetermined which objects can contain a track. Therefore you can place images, music or texts on any track.

You will find the **Chapter** object in the **Toolbox** under **Slideshow objects**.



The *Chapter* can be inserted by double-clicking. You can, however, also drag it to the desired position on the *Timeline* or in the *Image list* with the mouse button pressed down.

Insert a few images and a *Chapter* into an empty show.

The *Chapter* is inserted as an empty container. You will then have to move the desired objects into the chapter. You can do that on the *Timeline* or in the *Image list* or *Storyboard*. Click on an image and then drag it with the mouse button pressed down to the *Chapter*.

If you go over the *Chapter* with the mouse, the *Chapter* is framed in **red** on the *Timeline*. Let go of the image there.



The **Chapter** now contains a small **Plus** icon.



AquaSoft SlideShow - Help

This shows that the objects are to be found in this *Chapter*. By clicking the *Plus* icon you can open the *Chapter*.



Underneath the *Image* object a hint regarding a new track is displayed. To add an image to the second track you need to move it to this track.

neline	
Timeline Storyboard	
i i i i i i	s e 2 a a in it iz is i4 is ie i7 ia i4 l 0020 min
	Chapter

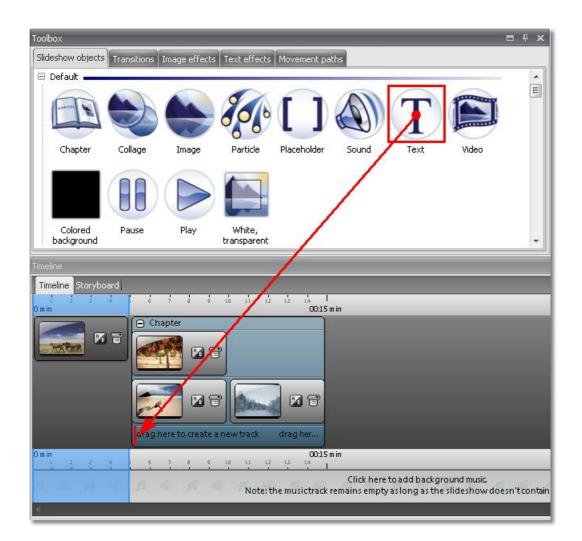
The **red** bar under the first image determines the starting position of the image. The image is inserted at this point.

Timeline	
Timeline Storyboard	
lizzali di di di Omin	1. 12 12 13 0011 min
	Chapter

The reference to a new track now appears under the second image. You can place as many objects as you wish on each track. In that respect, the **red** bar helps you to insert the objects in the correct position.



You can also insert *Slideshow objects* into a *Chapter* directly from the *Toolbox*. First of all drag a *Text* object onto a new track.



Timeline	
Timeline Storyboard	
Umin 2 4 5 6 7 6 10 10 11 2 13 14	l 5 min
2 1 1 1 1 1 1 1 1 1 1	
2.00 sec T T drag here to create a new track drag her	

You can change the positions within the *Chapter* by dragging the objects with the mouse. By clicking dragging the beginning and the end of an object, the *Exposure time/Holding time* of an object can be changed.

Timeline
Timeline Storyboard
l i z z i i i i i i i i i i i i i i i Omin
3.40 sec
T Text 3 00:10
drag here to create a new track drag here to create a new



The objects within a chapter behaviour in a similar way to a pack of cards. In other words, the object on the lowest track is arranged on top of the other objects. In this example, the text is shown on all 3 images. Should the text stand on the first track, it would be covered up by the images.

Example:

Often we are asked how *Track/Sound* is set for only a few images. The *Background music* should be faded out at this point, but not interrupted.

Insert a few images into an empty show and a *Chapter*.

Timeline			
Timeline Storyboard			
l 2 2 4 5 5 7 8 Omin	สี่ 1 เป็ เว็ เว็ เล่ เร็ เล่	t7 tả tả 1 zỉ zż zż zả 0020 min 00:	 25 m in
	6 6 7 5		
			2

Then move the images into the *Chapter*. In that respect, the images should all be on one track.

imeline Storyboard	
i i i i min	i4 i5 i6 i7 i8 i4 l 0020∶min
🖃 Chapter	
Territory II T	 6 6 6

Now drag a *Sound* object from the *Toolbox* onto the 2nd track in the *Chapter* in exactly the same way as the *Text* object was inserted into the *Chapter* above.

Toolbox					_			⊐ P ×
Slideshow objects	Transitions	Image effects	Text effects	Movement p	aths			
🗆 Default 📥				-		-		<u>^</u>
(Larres)			200			T		I
Chapter	Collage	Image	Particle	Placeholde	Sound	Text	Video	
Colored	Pause	Play	White,					
background		_/	transparent					<u> </u>
Timeline		1						
Timeline Storybo	ard	1 1 1	ii ii ii	13 14 1	s 16 17	ம் ப் I 0020min		
🕒 Chapter					_			
	77	a 12		87	R	1		
dag here to crea	ate a new track	drag here	to create a n	ew track o	drag here to cr	eate a n		
11 10 11	< 31 -	ei 34 - e	Note:1	the musictrack		e to add backg y aslong as th	round music e slideshow doe:	n't contain
4								

Timeline 🗖 🕫	×
Timeline Storyboard	
Dmin	
01-Title01.wma - 03:20.50	
1	
drag here to create a new track drag here to create a new track drag here to create a new track drag here to cre	÷
Dmin 1 2 3 4 5 6 7 8 9 10 11 12 13 14 13 15 17 19 19 20 21 22 23 24 23 Click here to add background music Note: the musictrack remains empty as long as the slideshow doesn't contain any images	þ
	-

You can add **Background music** by clicking the corresponding track in the **Timeline**. Using the **Plus** icon, you can insert the track.



The title is then shown on the **Background music track** of the **Timeline**.

Timeline 🗖 🛱 🗙
Timeline Storyboard
i i i i i i i i i i i i i i i i i i i
🕞 Chapter
01-Title01.wma - 03:20.50
(The b all the first and the back back back back back back back back
drag here to create a new track drag here to create a new track drag here to create a new track drag here to cre 🔤
Omin 2 3 4 5 7 4 5 10 11 12 13 14 15 15 17 18 19 20 21 32 33 34 25 11-Title11.mp3 (Duration: 00:26/27 sec)

The **Object settings** of the **Sound** object should be displayed in the **Object settings** window. If not, select the **Sound** object on the **Timeline** by clicking it with the mouse.

Should the playback length of the sounds be too long for you, you can reduce it. The relevant settings are marked in **red** in the illustration below.

)bject Settings	= ₽ ×
bject settings	
🔽 Show object	
Duration: 25,00 se	c 🗘
🔟 Use default dura	ation (<u>Settings</u>)
🐠 Sound	
🖃 Sound	
O:\Media\Music\A	rtist\01-Title01.wma 🛛 😂 📄
Reco	rd Duration: 03:19.904
🖃 Yolume	
Solume:	100 % ‡
Volume:	<u> </u>
Volume:	nd music (<u>Settings</u>)
Volume:	nd music (<u>Settings</u>)
Volume:	nd music (<u>Settings</u>)
Volume: Fade backgrou Replay behavi Start position:	nd music (<u>Settings</u>) or
Volume: Fade backgrou Replay behavi Start position: Adjust display	or 0,00 sec
Volume: Fade backgrou Replay behavi Start position: Adjust display Continue sound	or 0,00 sec 🛟 duration to sound duration

On the **Timeline** you will now see that the **Sound** fits in with the 5 images exactly. The **Background music** is canceled during this period of time. If you insert yet more images behind the **chapter**, you will see how the **background music track** is continued.

Timeline Storyboard 1 3 4 4 7 4	Timeline			= ∓ ×
	1 1 1 1 1 1 1	I d the the the the	is is is is it is it.	
			r) 🔝 🖬 💽	
drag here to create a new track drag here to create a new track drag here to create a new track drag here t				
[[[] 김 국 김 권 김 권 권 관 관 관 문 문 문 문 문 문 권 권 권 권 관 관 문 문	Omin		trag nere to create a new track	0021 m 12 12 34

Images, *texts* and *sounds* can be combined in a *chapter* as desired.

imeline			= ₽ ×
Timeline Storyboard	4 6 6 6 6 6	16 14 17 18 18 20 21	22 22 24 1 0025 m
Chapter	.	P 🗾 🖬 🖬 💽	1 1 1
5.00 sec	T Text 😯 00:10 🖀		
01-Title01.wma - 00:25.0	National Control of the State o		Minau
drag here to create a new track	drag here to create a new track	drag here to create a new track	drag here t
min 1 2 3 4 9 7 11-Title11.mp3 (Duration: 00)	26/27 sec)		0025 m

The *Chapter* has a *Minus* icon at the top on the left if it is open. You can close it by that means if you are no longer working on this chapter. That increases the clarity in a substantial show.



By utilizing **SlideShow-Manager** you can create a menu for your show where you can jump to these chapters directly. **SlideShow-Manager** is already included in **SlideShow Ultimate**. You can also add it as plug-in to **SlideShow Premium**.

2.6 Ken Burns Effect



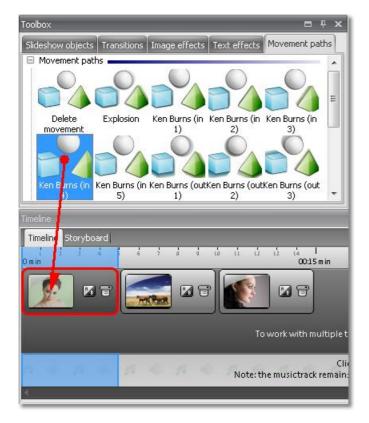
You will find an example of the *Ken Burns effect* in the sample slideshows supplied with the software.

In **AquaSoft** • **SlideShow** you can quite simply apply this effect to your images.

Insert a few images into an empty slideshow. In the *Toolbox* you will find the *Ken Burns effect* under *Movement paths*.

💷 AquaSoft SlideShow Ultimate [Demo Show 1.ads*]	_ = ×
<u>E</u> ile <u>E</u> dit Slideshow <u>A</u> dd E <u>x</u> tras <u>W</u> izards Workspace <u>H</u> elp	
New Open Save Add Music Settings Play from here Output Search Default Storyboard Image	
Toolbox 🗖 🗄 × Layout Designer 🗖 🖷 ×	Object Settings 📖 म 🗙
Slideshow objects Transitions Image effects 🔍 🔍 🔍 🖽 🔀 🖑 🐉 📅 Time mark: 🛛 sec 🛟 📃	Object settings
Text effects Movement paths	Duration: 5.00 sec
Movement paths	Uration: 5.00 set
Delete movement Explosion Ken Burns (in 1) paths	Image Image <td< td=""></td<>
Ken Burns (in 2) Ken Burns (in 3) Ken Burns (in 4)	Transition Random transit Adjust
Ken Burns (m 5) Ken Burns (out 1) Ken Burns (out 2)	Background Fill: Automatic (* * Fill color:
Timeline	□ - + ×
Tmeline Storyboard I	± 20 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1.
	7
Click here to add background music Note: the musictrack remains empty as long as the slideshow doesn't contain any images	
	Duration: 45.6 sec D 7.5.01, W 6.0.6002 🦽

To apply it to an image, simply drag the effect out of the *Toolbox* onto the corresponding image.



If you would like to assign a *Ken Burns effect* to several or all images select these images. All images = Ctrl + A

Certain images = *Ctrl* + *right click* on the image

Select the *Ken Burns effect* with the left mouse key, then click right and select *Apply*. The *Ken Burns effect* will be assigned to all selected images.

Toolbox				- 4	×
Slideshow obje	ts Transitions Im	age effects	Text effects	Movement pat	ns
🗉 Movement p	oaths 				
			20		ш
Delete	Explosion Ke		Ken Burns (in		
movement	Apply		2)	3)	
Kenl	~PP19		tKen Burns (out		
	Increase icon size	- b	2)	3)	
Timeline	Decrease icon siz	e 📘			
Timeline Omin V	Tabs left Tabs on top	đ	iả iỉ iż	ເຂັ່ ເຈົ້ 00:15 m	in
	anna an airte	- 11	1		
2.	Tabs right	6	3 6 3		
	Tabs at the botto	m			
			То	work with mul	tiple t
n de p	1 10 10	- 10	Note: tr	ne musictrack re	Clio main:
8					

Now select *Alphablending* as *Transition* in the *Image Object settings*. The *Fill* function has to be enabled as well.

Object Settings		8	P	x
Object settings				
Show object				
Duration: 5,00 sec	\$			
 ✓ Use default dur ✓ Leave in place a 				
Image T Text	🗐 Sound 😚 Transpar	rency		
00 22	a d a			~
🖃 File name	· · · · · · · · · · · · · · · · · · ·			11
(various)		8]	I
Transition				
Alphablending	🔹 🚺 Adjust		1	
🖃 Background				
Fill:	On 🔹 🤄	Þ		=
Fill color:				
Position				
Aspect ratio:	Кеер	•	1	I
Alignment:	Center	•		I
🖉 Rotate in direc	tion of movement			1
				-
			_	



Then play back the show with

You notice that the transitions could be a little *smoother*. This can be accomplished by using a *Chapter*. Add a *Chapter* to the show. Move the *Images* into the *Chapter* and arrange the images in a stair shape. The start of an image needs to be moved slightly underneath the end of the previous one.



Then play back the show with

The *Ken Burns effect* is implemented by means of a *Camera pan*. You can also change this individually. For that purpose, you have to change in the *Layout Designer* to the *Camera pan*

mode. To do that, click in the Layout Designer.

Copyright © AquaSoft GmbH 1999-2015

Layout Designer	= + ×
🔍 🔍 强 🔢 🐌 🧬 🐉 🐌 📅 🛛 Time mark: 9 sec	: 8
2	
9.0 sec	
0 0.0 Sec	0
-	
	1
	(R
I want and a state of the	

The movement path is now shown in the *Layout Designer*. How quickly or slowly a movement progresses is determined by means of the time set to the 2nd movement mark. The greater the time, the more slowly the movement is carried out.

In order to change the time and thus the sequence, click the 2nd movement mark in the *Layout Designer*. The movement mark with *0.0 sec* is the first one and therefore the starting position. After you selected the 2nd mark you can change the time set via the image under *Time mark*. A selected movement mark is shown in the *Layout Designer* in orange.

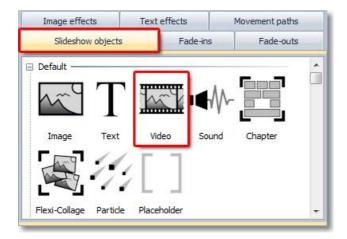
When using a *Ken Burns Effect* only a part of the image section is used at the first movement mark. You will notice the smaller *Position frame*. Only during the *Camera pan* will the full image section become visible. Therefore, the *Position frame* is larger at the second movement mark.

You will find more about movement path in the chapters Movements and Zoom.

2.7 Adding videos

You can not only use images in **AquaSoft** • **SlideShow**, but you can also insert videos.

To insert a video, you will find the the *Video* object in the *Toolbox* under *Slideshow objects*.



You can insert it with a double-click or drag the *Video* object with the mouse out of the *Toolbox* onto the *Timeline* or *Storyboard* or into the *Image list*.

imeline	yboard		
l j j) m in	4 5 6 7 5	i ii ii	
STINE .	🛄 vid_3426282Big Meb.wmv	③ 00:1224 音	

In the *Object settings* of the video you now have various setting options. Should the *Object settings* not be shown in the view available to you, you can retrieve them by right-clicking the video on the *Timeline* or in the *Image list*.

Object Settings	□ ₽ ×		
Object settings			
V Show object			
Duration: 15,31 sec	\$		
Vse default durat	ion (Settings)		
🔽 Leave in place aft	er replay		
Video al Sound	🕲 Transparency		
% \$			
🖃 File name			
"O:\Media\Video\vid	I_3392284Big Web.wmv" 😂		
Duration:	00:00:14.71		
Start time:	0,00 sec 🛟		
V Play complete vid	leo		
Transition			
Random transition	- Adjust		
Background	* Adjust		
Fill:	Automatic (On) 🔹 🚳		
Fill color:			
Position			
Aspect ratio:	Кеер 🝷		
Alignment:	Center 🔹		
Rotate in direction of movement			

Should the full length of the video not be played back, remove the check mark beside *Play back the full length of the video*. You can then determine the playback duration individually.

You can crop the video at the beginning using *Start time*. If you don't want to play the video from the very beginning enter the point of time where you want the video to start. Under *Duration* specify its playing time. This way you select the part of the video to be played.

Should the *video* not be intended to be played back full screen size, it can be freely positioned in the *Layout Designer*. You can also assign a cross fading effect to the video.

The *Fill background* function enables you to see the previous image during playback of the video or cover it up with a colored background.

Under *Sound* you can determine whether the background music is supposed to be faded out during the course of the video being played. Should you have your own audio or spoken commentaries in the video, you should use this function.

Further **Object settings** of the video are explained <u>here</u>.

The *video* can also be animated with a movement path. How that functions exactly you can find out <u>here</u>.

Technical information:

Prerequisite for playing videos is a suitable DirectShow filter. In many cases it already exists on current Windows systems.

SlideShow 8 comes with its own DirectShow filters for a variety of video formats (AC3, H.264, MKV,

MOV, MPEG1, MPEG2, MP4, MTS, M2TS, Qt, TS, WebM).

If your video can not be played in SlideShow, it could be due to a lack of DirectShow filters for the video format. Partly they can be installed later. There are different codec and filter packs available for download. Please refer to the notes to the codec package and also visit the website of the provider of this package. The installation of codecs can also affect other programs.

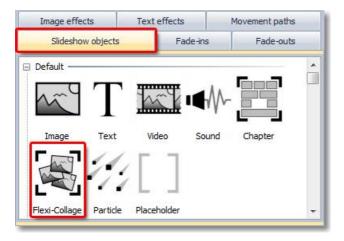
Please visit our FAQ (<u>http://faq.aquasoft.de/index.php?action=artikel&cat=15&id=22&artlang=de</u>) for detailed information.

2.8 Collage



In only a few steps, you can create beautiful collages.

Double-click the **Collage** object from the **Toolbox**.



In this way a *Collage* is inserted into your slideshow. Click this *Collage* in the *Image list* or on the *Timeline* and you will see in the *Layout Designer* that the *Collage* is empty at the moment. In order to fill it in, just double-click the *Image* object from the *Toolbox*.



Image

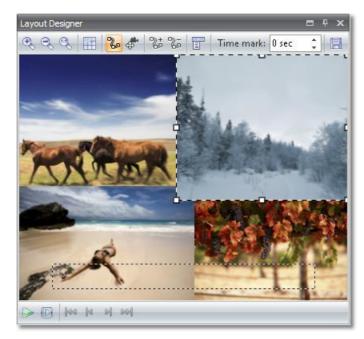
In the dialog which now appears, simply select all images to be used for your *Collage*.

These are inserted into the *Collage*, since they were selected in the *lmage list* and on the *Timeline*. If you click \blacksquare next to the *Collage*, you can view all images in the *Collage*.

magelist		■ ₽ ×
Object	Start time	Duration
🖃 🗹 🐋 1. Collage	0,0 s	5,0 s
— 🗹 🍉 1. img_216	0,0 s	5,0 s
- 🗹 🍉 2. img_278	0,0 s	5,0 s
🗹 🍉 3. img_335	0,0 s	5,0 s
🔤 🗹 🍉 4. img_193	0,0 s	5,0 s

Omin	2 4 1 00:05 m in	
🕒 Collage		
	14 7	
- Aleranda		
-		
drag here f	co create	
1 2	3 4 1	

Now simply click on the individual images and drag/maximize/minimize them as you please, until you are happy with the result. You can reduce the images using the *positioning framework* in the *Layout Designer*.



Now insert a *Text* from the *Toolbox* and position it as you please.



Text



If the **Text** is not inserted into the **Collage** now, the **Collage** was probably not selected when you inserted the **Text**. Click and simply drag the **Text** onto the **Collage** and release the mouse button. This works in the **Image list**, on the **Timeline** and on the **Storyboard**.



Now you have a finished *Collage*, consisting of your images and a text. The images can also overlap. Likewise you can create an image within image effect by not reducing the size of the first image.

If you select the *Collage* object, you can change *Object settings* of the *collage*. You can determine a *transition* and change the exposure time.

bject Settings	5 m	₽×
bject settings		
🔽 Show object		
Duration: 5,00 sec	: \$	
Use default dur Leave in place a		
Image 👧 Trans	parency	
00 28	a 🖑	-
🖃 Title		
-		
🗆 Transition		
Random transitio	n 🔹 🚺 Adjust	
Background		H
Fill:	Automatic (On) 🝷 🚳	
Fill color:		
Position		
Aspect ratio:	Кеер 💌	
Aspect ratio:		
Aspect ratio: Alignment:	Keep 🔻]
Alignment:	Center 🔻]
Alignment:]
Alignment:	Center 🔻]

Images and texts within a *Collage* are not independently animated. To achieve this you need the *Chapter* object.

As you can see, putting together a pretty *Collage* is achieved quickly and easily.

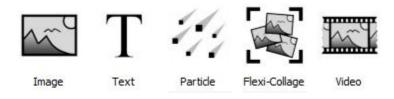


As in an *image*, in a *Collage* you can zoom and furnish this with a *camera pan*. Simply try it out.

You will find more about movement path in the chapters Movements and Zoom.

2.9 Movement paths

You already learned about *movement paths* in chapter <u>Text animations</u>. You can apply *movement paths* to the following *Slideshow objects*:



Insert an *image* which you would like to animate with a *movement path*.

Then click on the *image* in the *Image list* or on the *Timeline*. In the *Layout Designer* the tools for the movement path are now activated.



This is the icon for switching into the mode for *movement paths* in Layout Designer. Using this icon, switch into the mode for *camera pans* and zoom. Use this button to insert new *movement marks*. The course of the movement is established on the basis of these points. To remove *movement marks* that have been set, the latter must be selected in the *Layout Designer* and can then be removed with this button. You can use this to open a further menu for the *movement marks*. E The chronological course of a path is established with timestamps. You can Time mark: 2.5 sec 📫 thereby determine how quickly the sequence should occur. That is clarified in an example below. You custom movement paths can be saved and reused. This function is only available in **SlideShow Ultimate**.

2.9.1 Simple movement shots



Your images learn to walk. With a few clicks your images wander over the screen. Simply follow these

instructions and you will be quickly and comfortably introduced to the colorful, moving world of **AquaSoft** • **SlideShow**.

Create a new slideshow and insert an *image*.

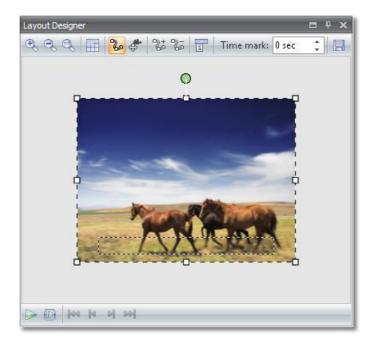


Image

Click on the *image* in the *Image list* or on the *Timeline*, so that the *image* is displayed in the *Layout Designer*.



In this example we would like to explain how you can arrange for an image to fly onto the screen from outside. For that purpose, we have to enlarge the invisible area with



Now move the image into the invisible area.

Layout Designer	= + ×
🗨 🔍 🔍 🔠 况 🦸 🔭 🎜 📅 Time mark: O sec	: 🖪
j ģ	
,	
→ → → → → →	

Now insert a new movement mark with . Then move the newly inserted movement mark into the visible area.

Layout Designer	□ 1 ×
ि 🕫 🐮 🗣 📰 🗵 🖉	Time mark: 2 sec 📫 📃
D Hee H = D D0	

Play back the show. You will see that the image now "flies onto" the screen from the top left-hand corner. Increase the timestamp at the 2nd movement mark and movement becomes slower.

In order to be sure that the image arrives in the center of the screen and also the size of the image is

	E
not changed, retrieve the Custom entry once via	1

Center:			Size:		
<u>X</u> :	500	14	<u>W</u> idth:	1000	1/4
<u>Y</u> :	500		<u>H</u> eight:	1000	1/4
<u>T</u> ime:	4.00 se	c 🚺	Size of pre	vious item	-
Rotation	1:				
<u>A</u> ngle:	0.0 °	\mathbb{Z}			
Edges:					
Left:	0	Ŷ	<u>R</u> ight:	1000	1/4
<u>T</u> op:	0	1/4	Bottom:	1000	1/4
Cur <u>v</u> e ty	001		Smooth cu		-

Select *Mark 2* and enter 500/500 in the center Also set the *Size of previous item*. so that the size of the image is not accidentally altered during the path.

The **Custom entry** assumes a system of co-ordinates in which the **Layout Designer** is 1000x1000 units wide. Therefore, in order to center our image, enter 500 at X (the horizontal position of the midpoint) and at Y (the vertical position of the midpoint), i.e. half of the respective total extent. You can also use negative numbers. These then refer to the **invisible area**.

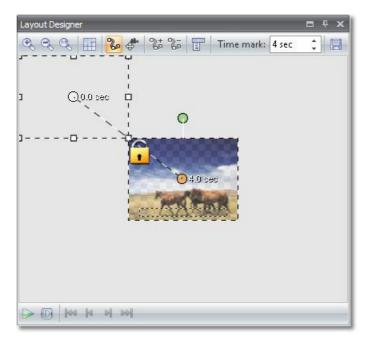
2.9.2 Movements with alterations in size

In the previous example there was no change in the size of the image along the movement path. Now we would like to show you how to change the image size in the process. This way images can grow or shrink.

Images grow

The image with the path set from the previous section also has to be modified slightly.

You should see it like this in the Layout Designer:



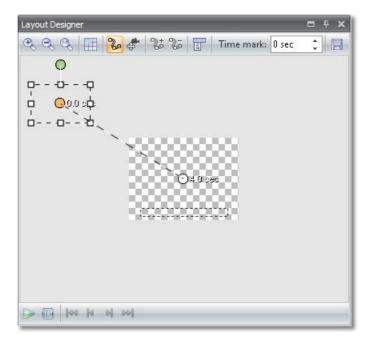
Now open *Custom entry* using the icon.

Select the 2nd mark and change the setting under **Size** to **Freely adjustable**.

	4.00 sec				· .
Center:			Size:		
<u>X</u> :	500	\mathbb{Z}	<u>W</u> idth:	1000	
<u>Y</u> :	500	\mathbb{Z}	<u>H</u> eight:	1000	1
<u>T</u> ime:	4.00 sec	2	Freely adju	ustable	-
Rotation	1:				
<u>A</u> ngle:	0.0 °	Z			
Edges:					
Left:	0	\mathbb{Z}	<u>R</u> ight:	1000	\mathbb{Z}
	0	\mathbb{Z}	<u>B</u> ottom:	1000	\mathbb{Z}
<u>T</u> op:				rve	

Then close *Custom entry*. It is possible to also carry out the next step from this menu, however we are choosing the *Layout Designer* directly.

Using the *positioning framework*, reduce the image at the first mark, i.e. the mark which is outside the visible area. Then move the mark closer to the visible area.



Now play back the show and you will see that the image is larger when it is in motion.

You can select a *Transition*, or also *None*, in the *Object settings* of the image.

First of all, position the first mark in the visible area. Then restore the Layout Designer to Normal

view using 🗯

Then access *Custom entry*.

Layout D	esigner - Custo	om entry		
Mark 1 -	3.00 sec		,	-
Center:		Size:		
<u>×</u> :	170 🚺	<u>W</u> idth:	250	1
Σ. Σ	170 🚺	<u>H</u> eight:	250	/
<u>T</u> ime:	3.00 sec 🚺	Freely adj	ustable	•
Rotation	1:			
Angle:	0.0 ° 🚺			
Edges:				
Left:	45 🚺	<u>R</u> ight:	295	/
<u>T</u> op:	45 🚺	<u>B</u> ottom:	295	/
Cur <u>v</u> e ty	/pe:	Smooth cu	rve	•

First of all set the values shown in the image. In the *Object settings* of the image select a *Transition*. Afterwards play back the effect.

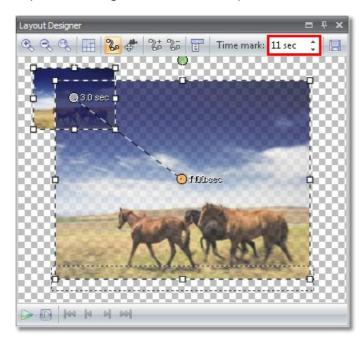
Now the image should fly back to its original position. For this, two additional *movement marks* are required. Click the 2nd mark in the *Layout Designer* and then insert an additional movement



mark with



This mark is required to allow the image to stand still. The image should not become smaller again immediately. In this case a movement mark can be directly laid over a previous mark. To do that, you only have to drag Mark 3 over the top of Mark 2 now.



Then increase the time at the 3rd mark, as given in the image above. Then insert a 4th mark with

. You will not recognize this immediately, since it is inserted exactly over the top of the 2nd and 3rd marks.

ayout D	esigner -	Custor	n entry		
Mark 4 - 1	13.00 sec				•
Center:			Size:		
<u>×</u> :	170	\mathbf{Z}	<u>W</u> idth:	250	1
<u>Y</u> :	170		<u>H</u> eight:	250	2
<u>T</u> ime:	13.00 s	ec 🚺	Freely adju	ustable	
Rotation	1:				
<u>A</u> ngle:	0.0 °	1			
Edges:					
Left:	45		<u>R</u> ight:	295	1
<u>T</u> op:	45	\mathbb{Z}	<u>B</u> ottom:	295	1
Cur <u>v</u> e ty	/pe:		Smooth cu	rve	

F

Now, under *Center* and *Size* set the values which have already been used at the first mark.

If you now play back the show, you will see that the image is enlarged and then reverts to its original place.

Now insert a new image into the show. Click on our image above once more and access the context

menu using . There select Copy path. Now mark the newly inserted image and access the

context menu again using and this time select *Insert path*.

In the **Object settings** of the 2nd image you have to disable the **Fill background** function.

	Sound Transparency	
DC & B	¢	ĥ
 C:\Media\Images\ir Transition 	ng_1930704.jpg 😂	
Random transition	 Adjust 	
Fill:	Off 🗸 🚳	-111
Fill color:		
🖃 Position		
Aspect ratio:	Кеер 👻	
Alignment:	Center 🔹	
🕅 Rotate in directi	on of movement	
		+

Now we will for once change the positions of the first and last marks. To do that, access the context

menu using

and accept the settings below once.

Mark 1:

riark I	3.00 sec	_		6	*
Center:			Size:	-	
<u>X</u> :	500	\mathbb{Z}	<u>W</u> idth:	250	\mathbb{Z}
<u>Y</u> :	170		<u>H</u> eight:	250	14
<u>T</u> ime:	3.00 sec	\mathbb{Z}	Freely adju	ustable	•
Rotation	1:				
<u>A</u> ngle:	0.0 °	2			
Edges:					
Left:	375	1	<u>R</u> ight:	625	\mathbb{Z}
<u>T</u> op:	45	\mathbb{Z}	<u>B</u> ottom:	295	1
Cur <u>v</u> e ty	/pe:		Smooth cu	rve	

Mark 4:

	13.00 se					
Center:		-	Size:			
<u>X</u> :	500	\mathbb{Z}	<u>W</u> idth:	250	\mathbb{Z}	
<u>Y</u> :	170	\mathbb{Z}	<u>H</u> eight:	250	1	
<u>T</u> ime:	13.00 s	ec 🚺	Freely adjustable			
Rotation	11					
<u>A</u> ngle:	0.0 °	1				
Edges:						
Left:	375	\mathbb{Z}	<u>R</u> ight:	625	1	
<u>T</u> op:	45	\mathbb{Z}	Bottom:	295	\mathbb{Z}	
Cur <u>v</u> e type:			Smooth curve 🔹			

Then play back the show once in its entirety. And how do you like the effect?

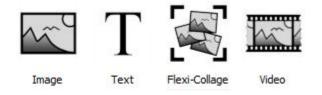
In SlideShow Ultimate you can use *Rotations*. This is easy to accomplish via *Custom entry*, too.

Open the context menu for an image via and select the 2nd movement mark. Under *Rotation* set the angle to 360 degrees. Do the same with the 3rd movement mark.

1ark 2 - 7.	00 sec			•	Mark 3 -	11.00 sec				•
Center:		Size:			Center:			Size:		
<u>X</u> :	500 🚺	<u>W</u> idth:	1000	14	<u>×</u> :	500		<u>W</u> idth:	1000	1
<u>Y</u> :	500 🚺	<u>H</u> eight:	1000		<u>Y</u> :	500		<u>H</u> eight:	1000	1
<u>T</u> ime:	7.00 sec 🚺	Freely adju	ustable	-	<u>T</u> ime:	11.00 se	:c 🚺	Freely adju	ustable	-
Rotation:		1995. 	-		Rotation	1				
<u>A</u> ngle:	360.0 ° 🌠	1.0 Turns ri	ight		<u>A</u> ngle:	360.0 °	\mathbb{Z}	1.0 Turns ri	ight	
Edges:					Edges:					
Left:	0 🚺	<u>R</u> ight:	1000		Left:	0		<u>R</u> ight:	1000	2
<u>T</u> op:	0 🚺	Bottom:	1000		Tob:	0	14	<u>B</u> ottom:	1000	2
Cur <u>v</u> e typ	e:	Smooth cu	rve		Cur <u>v</u> e ty	/pe:		Smooth cu	rve	
Relative	ioput	Figh accu	iracy		Relati	ve input		F High accu	iracy	

Play back the show.

These *movement paths* can be used on the following *Slideshow objects*:

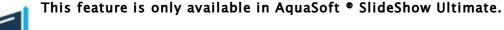


2.9.3 Movement paths with rotations

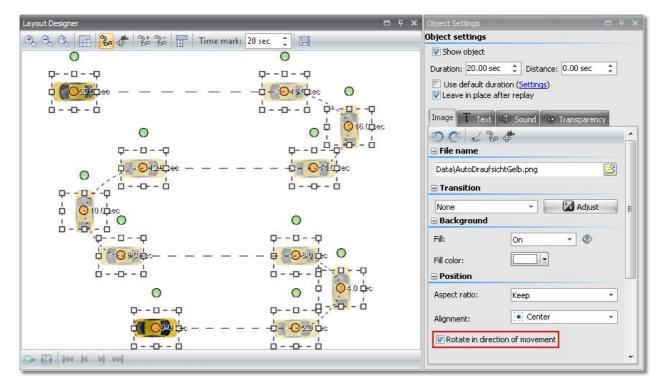
Movement paths with automatic rotations can be applied to the following Slideshow objects:



Images, Collages and Videos can now be rotated automatically directly at the movement path. This way it is possible to correctly rotate cars or planes according to the direction of their path.



You can activate this option in the Object settings.

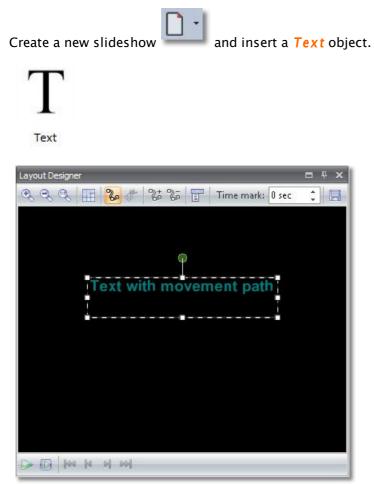


E

Click the **select all marks**. You can see that the the car gets automatically rotated along the path.

2.9.4 Text with movement paths

Just like images, you can also let text move along movement paths. Please read the chapter <u>Simple</u> <u>movement shots</u> first to get to know how to set movement marks.

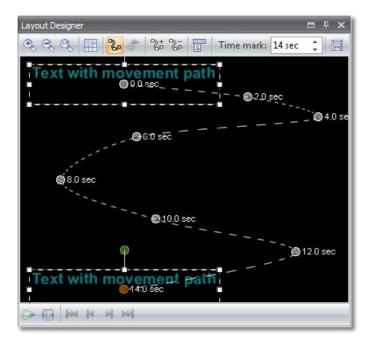


Now use

24

to add several new movement marks. P

use is to add several new movement marks. Position them in *Layout Designer*.



If you replay this small example you will see that the text moves along the path.

In the *Object settings* for *Text* exists an option to specify the behavior of the text along the path during replay.

This feature is only available in AquaSoft • SlideShow Ultimate.

🖃 Font	Transparency
🛐 Arial	AbCdEfGhlj 🔻 36 🔻 🔲 🖛
🗉 Style 👘	Alignment
AA	
Text	ovement path
Text with m	iovement path
Text with m	novement path
Text with m	D S Border color:

Text block

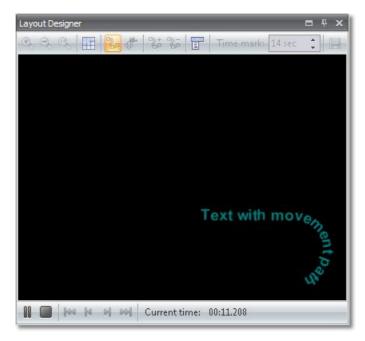
The text remains horizontally and moves along the path.

Separate characters The characters are separately animated and snuggle up to the path.

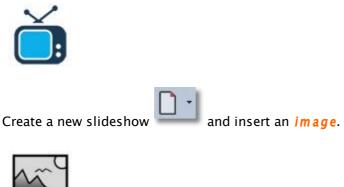
Rotate text block The whole text gets rotated along the path.

The characters move separately along the path and snuggle up to it. Rotate characters

Example: Rotate characters



2.9.5 **Camera pans**





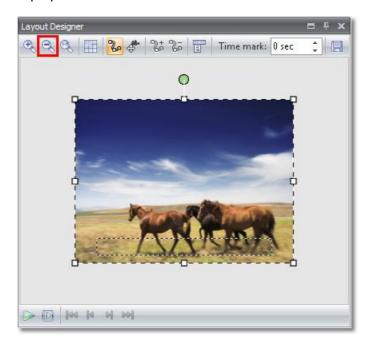
Image

Click on it in the *Image list* or on the *Timeline*, so that the image is shown in the *Layout* **Designer** and the corresponding tools are enabled.

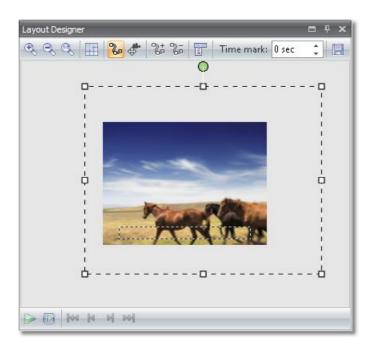


With camera pans the images must be enlarged beyond the visible area. For that purpose, reduce the

display of the visible area with the 🚝 icon.



Now enlarge the image using the *positioning frame* until it looks similar to the image below.

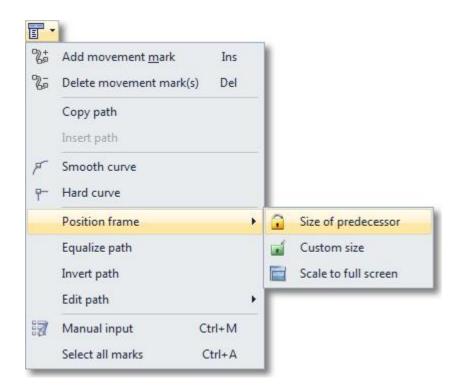


Then, with the , insert a new movement mark and position it to the left of the first movement mark.



Increase the time at the second movement marker, so that the movement is carried out more slowly. Should you not wish to have any *Transition* at the beginning of the movement path, you can set *None* in the *Object settings* of the image.

Then, with the right mouse button, retrieve the context menu at the 2nd movement mark marked. Now, in the latter, select *Position frame/Use size of previous item*. As a result, the size of the second movement mark is automatically adapted to the size of the previous one and can no longer be changed accidentally.





Now simply click and enjoy the effect.

2.10 Zoom



With **AquaSoft** • **SlideShow** you can also zoom into your images. If you want to show a particular section of an image enlarged, you can generate this using the corresponding tools in the *Layout Designer*. In that respect, you can freely choose the area which you would like to zoom in on.

You can apply **Zoom** and **Camera pans** to the **Slideshow objects** below:



Image

Flexi-Collage Video

Copyright © AquaSoft GmbH 1999-2015

You might find it useful to skim through the <u>movements</u> tutorial first since the zoom function is based on the movement path system.

Zooming into an image easily

Create a new slideshow and insert an image.



Image

Click on the image in the *Image list* or on the *Timeline*, so that the image is shown in the *Layout Designer* and the corresponding tools are enabled.

Select the *icon* from the upper edge of the *Layout Designer* to enter the *Camera pan mode*.



Now click the **icon**. This inserts a movement mark. A **position** frame is now drawn around this additional mark. Reduce the size of this mark by means of the **position** frame and drag the section to the place which is supposed to be enlarged.

25



So that the *Transition* does not have a disturbing effect on the *Zoom*, you can set the *Transition* in the *Object settings* of the image to *None* or increase the *Timestamps*.

The 2nd mark is still marked (orange). First of all set the time there at 4 seconds. Then click the first mark in the *Layout Designer* and set the value to 3 seconds or more.



You can see that, by changing the time of the first mark, the subsequent marks also change automatically. In this way the movement set remains unchanged within the path.



The exposure time of an image is increased automatically if the time of the movement path becomes greater than the *Duration* set in the Image *Object settings*.



you can play back the zoom effect.

Motion in the image

If you would like to zoom in on several sections of an image, you can now use a movement path in the image. Imagine you have a group photo and now wish to zoom in on the individual persons. However, you do not wish to constantly zoom in and out, but go over the faces in the image.

For that purpose, you can now insert an additional movement mark with the icon. Position the mark at the desired final point.



If you now play back the effect, you will now see that a camera pan is possible within the image. Using the time of the last movement mark you can control the speed. If you increase the time, the shot becomes slower.

Zooming out

You can have the image cross faded while you are zoomed in on the section, or first revert back to the overall image size.

In order to revert back to the full size, insert a new movement mark. Please ensure that the last movement mark is selected.



The easiest thing to do is now to use the *Custom entry*. Retrieve this with a right mouse-click

button or by using the icon.

Mark 4 -	11.00 sec		•		
Center:		Size:			
<u>X</u> :	500 🚺	Width:	1000 🚺		
<u>Y</u> :	500 👤	Height:	1000 🚺		
<u>T</u> ime:	11.00 sec	Freely adj	ustable 👻		
Edges:					
Left:	0	Right:	1000 🚺		
<u>T</u> op:	0	Bottom:	1000 🚺		
Cur <u>v</u> e ty	/pe:	Smooth cu	Smooth curve 🔹		

At *Mark 4* set 500/500 as the *Center* and 1000/1000 under *Size*. As a result, the image at Mark 4 is displayed in its entirety, again.



Now simply click and enjoy the effect.



If you would like to leave the image at the end exposed a bit longer, increase the *Exposure time* of the image from the *Object settings*. After the end of the movement path, the image then continues to remain on the screen.



When aligning the movement marks, it may occur to you that they snap magnetically to other movement marks and to horizontal and vertical lines of other movement marks. You can prevent them snapping this way by holding down the *Ctrl*-key on the keyboard when moving the mark.

Furthermore, the movement marks are also aligned to the grid which can be enabled using

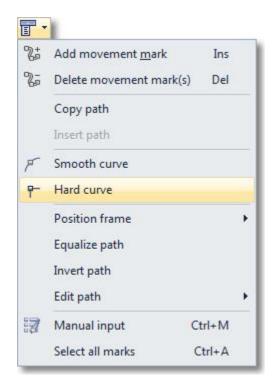
the icon.

As you can see, it is very easy to zoom images. Simply insert movement marks and position them as desired - and already motions enters your image.

The movement path can be changed using the *Curve type*. Select *Select all marks* by means of

the *icon* and click in the Layout Designer with the right mouse button.

In the context menu which now appears, select *Curve type -> Hard*.



You will now see the change in the form of the movement mark. This is now square, in order to represent the chosen *Curve type*.

After clicking you can see the change in the zoom. The pan in the curves is now *Hard* and is no longer carried out soft.

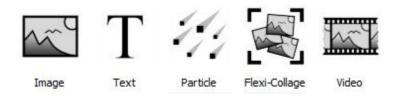
2.11 Rotations



Just camera pans are not enough for you? You want more zest in your slideshow? Add **freely definable** rotations to your images.



The following objects can be rotated:



Ø

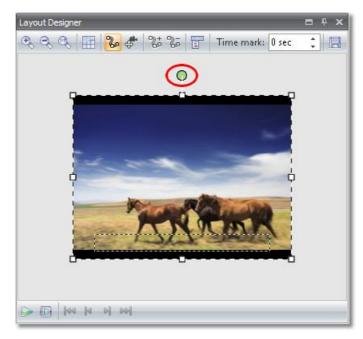
It doesn't hurt to read the tutorial <u>Movements</u> first because the rotations are combined with movement paths. The chapters <u>Rotating text</u> and <u>Letting texts fly</u> give more information about rotating text.

Create a new slideshow and add an image.



Image

Select the image in *Image list* or *Timeline* to display it in *Layout Designer*. The use the button in Layout Designer to zoom out a little.



Now you can use the green handle to rotate the image. Click it, hold the mouse button down and define the rotation angle. Use the *Position frame* around the image to decrease its size.





The black area in *Layout Designer* is the visible area. Images need to be positioned in this area if you want them to be displayed. You need the outside area for special purposes like e.g. images or texts that "fly" in from the outside.

To manually specify the rotation angle click on the image in *Layout Designer* and select *Custom entry*.

1ark 1 - ().00 sec				•
Center:			Size:		
<u>x</u> :	500	\square	<u>W</u> idth:	500	1
<u>Y</u> :	270		<u>H</u> eight:	347	1
<u>T</u> ime:	0.00 sec		Freely adju	ustable	*
Rotation	6		145. 		-
<u>A</u> ngle:	25.0 °		0.1 Turns ri	ight	
Edges:					
Left:	250	\mathbb{Z}	<u>R</u> ight:	750	1
<u>T</u> op:	97	\mathbb{Z}	Bottom:	444	\mathbb{Z}
Cur <u>v</u> e ty	pe:		Smooth cu	rve	
		14		105	

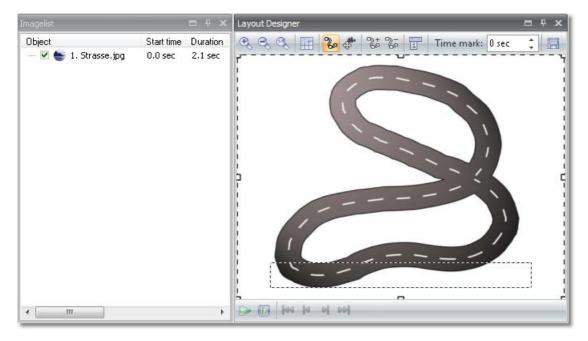
Now enter the **Angle** under **Rotation**.

Beautify your <u>Collages</u> by rotating the images in the <u>Collage</u>. <u>Texts</u> can be rotated this way, as well.

Of course this is not all you can accomplish with the rotation functionality. Would you like to trace your travel route with a car on a map? Then you can learn how to combine movement marks with rotations.

₽|

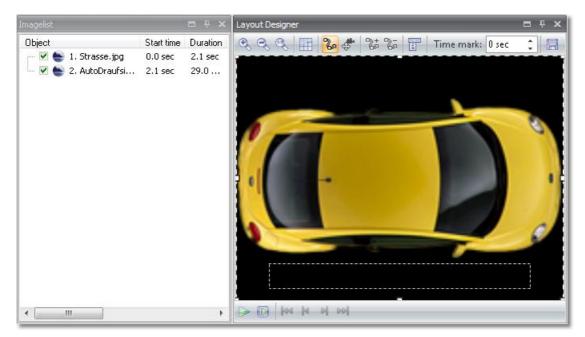
In our example we let the car follow a road. First we add the image of the road using the button. Instead you can add your image of the map.

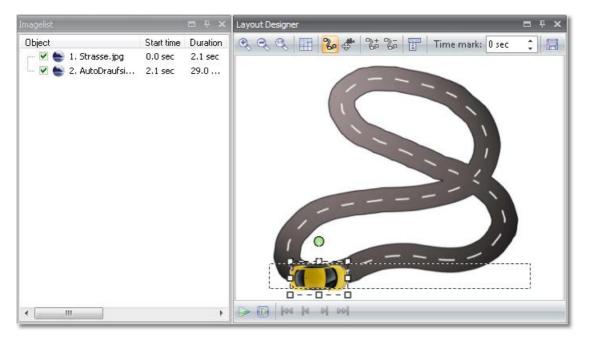


Now we need the car. Preferably it should be a PNG graphic with alpha channel.

Please consult the <u>FAQ</u> about how to create this type of graphic.

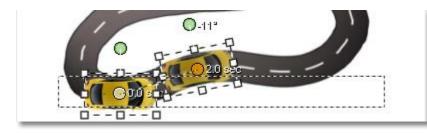
Add the car.



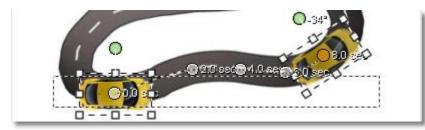


Decrease the size of the image using the **Position frame**.

Now you can start the tour. Add a movement mark and rotate the car a little, following the direction of the road.



Add more movement marks and rotate the car accordingly.

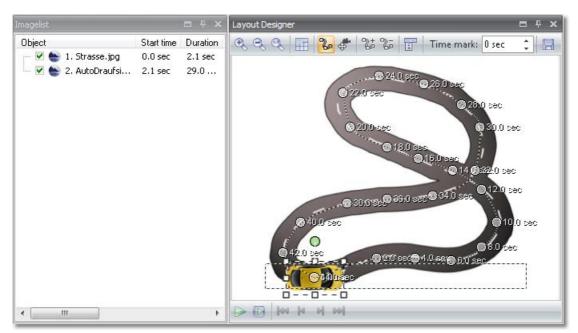


You can adjust the time marks for each movement mark individually. Click on a mark, it will then be highlighted. Change the time mark in the menu bar above the image.



Now replay your show via





Eventually the complete movement path should look similar to the following graphic.



The *rotation angle* can be larger than 360 degrees. This way you can simulate effects like the skidding of a car out of a curve.

2.12 Image effects

With **AquaSoft** • **SlideShow** you can now also apply image effects to your images and in this way present your images even more impressively.

In the **Toolbox** you will find the Image effects.

Colors	Slideshow objects	Fade-ins	Fade-outs
Frames Masks Colors Retro	Image effects	Text effects	Movement paths
Masks	Standard		
Colors	Frames		
Retro	Masks		
	Colors		
Custom image effects	Retro		
	6 h		
	Custom image effects -		
	Custom image effects -		

The *Image effects* are subdivided into various categories. With the *plus* icon you can open up the individual categories.

ideshow objects	Transitions	Image effects	Text effects	Movement pa	ths
Common —	CI		•	•	* III
Delete all image effects	Cut into pieces	Glow (Black)	Glow (Blue)	Glow (Red)	
	Glow (Yellow)	Mirroring	Pin (top)	Polaroid	

Image effects can be applied to an image very easily. Insert a few images into an empty slideshow.

In order to now being able to apply the *Image effects* to these images, simply drag the desired effect out of the *Toolbox* to the image in the *Timeline*.

Toolbox					φ x
Slideshow objects	Transitions	Image effects	Text effects	Movement pa	ths
		•	-	•	
Delete all image effects	Lut into pieces	Glow (Black)	Glow (Blue)	Glow (Red)	
Glow (White)	Clow (Vellow)	Mirroring	Pin (top)	Polaroid	
Glow (White	GIOW (YEIIOW)	Mirroring	Pin (top)	Polaroid	*
Timeline Timeline Sorybo Omin	ard d	7 d d	ii ii ii	iż iż 1 00:151	min
<u>,</u> 1	-	e 🔁 🔁	° .		
			To) work with mu	iltiple t
$n \ll n$	12	- 19 - 4	Note: ti	ne musictrack i	Clii remain:
3					_

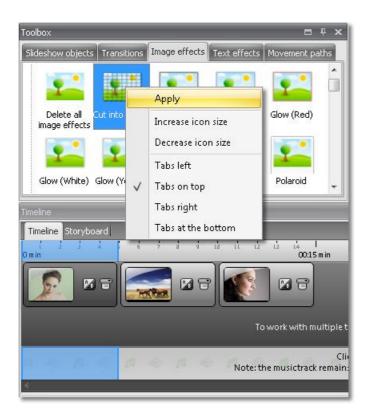
You will see the change in the *Layout Designer*. The effect becomes properly visible when playing back.

If you would like to assign an *Image effect* to several or all images select these images.

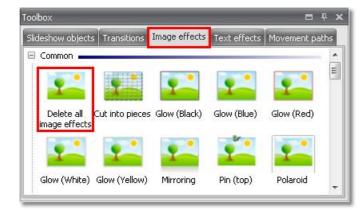
All images = Ctrl + A

Certain images = *Ctrl* + *right click* on the image

Select the *Image effect* with the left mouse key, then click right and select *Apply*. The *Image effect* will be assigned to all selected images.



If you want to remove an *Image effect* again, in the category *Common* you will find the *Delete all image effects* object in the *Image effects*.



Simply drag the latter from the *Toolbox* onto the image on the *Timeline* in the case of which you wish to remove an effect set.

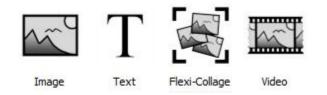
In **AquaSoft** • **SlideShow Ultimate** you can create and edit such effects yourself. A special *Effect editor* is available there. It is explained in chapter <u>Image editing</u>.

2.13 Animated transparency

In **AquaSoft** • **SlideShow** a transparency behaviour can be assigned to some *Slideshow objects*. This creates impressive effects. For instance, it is possible to let an image or text slowly appear from a black background and later disappear in it.

In this way images and texts can also appear semi-transparent on a previous image.

You can apply the *animated transparency* to the *Slideshow objects* below:



You will find the corresponding possibility for setting them in the *Object settings* of the respective *Slideshow objects*.

-						_			
Sho	ow object	:							
uratio	on: 2,00	sec 🌻]						
	e default			ngs)					
V Lea	ive in pla	ce after	replay						
mage	Тт	ext 🖸	Sound	%у т	ranspa	arency			
mage	- 1-		Time:	0 sec	-	1.00	arency:	0%	\$
		0.00	Finte.	0.360	-	manop	arcney.	0 %	+
0	1								
6		Clic	k on the	graph to a	idd tran	sparency	points.		
12									
18									
25									
- 31									
(% u)/Suransetsural (% u)/									
) 2 44									
arer 20									
56									
Ĕ 62	-								
69									
75									
81									
87									
94									
			0,50	0,75	1,00	1,25	1,50	1,75	2

Now with the left mouse button set markers in this system, which then form a transparency curve. On the left-hand side you will find the value of the transparency (in %); at 100% transparency the image is completely transparent (i.e. no longer recognizable), at 0% it can be seen completely. Above the curve you will find icons, the meaning of which is:



Points are round, the course of the transparency animation is soft.



Points are square, the course of the transparency animation is hard.



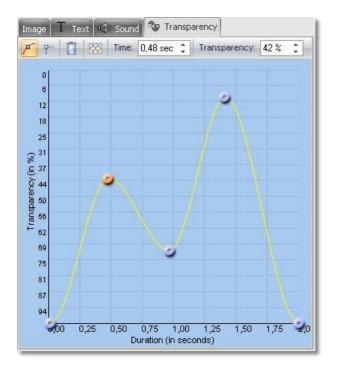
If you have clicked a transparency marker (appears orange), you can delete the marker by clicking the icon.



If you have changed the exposure time of the image or text, you can, by clicking this button,

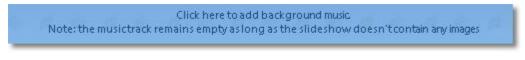
have the transparency set adjusted to the exposure time.

Move the markers by clicking an existing marker and keeping the mouse button pressed down. Now simply move the marker to the desired spot and release the button again. In order to delete the animated transparency entirely, you will have to remove all transparency markers.



2.14 Background music

A perfect slideshow not only includes impressive effects, but also background music. The *Timeline* provides its own sound track for Background music.



Click this sound track and the **Background music** menu is opened.

By means of the plus icon 🤐 you can insert music onto that menu.

If you click the song, you can make further adjustments.

 Slideshow Main settings Slideshow flow Transitions Music settings 	Background music Background songs	wnload GEMA-free music
 Background music Description Logo StideShow-Player Standard Player (DirectX) 	1. 💦 C:\Users\Public\Music\Samp	ole Music\Kalimba.mp3 5;48 🚹
	Start position in song 0.0 sec End position 200.6 s Volume 100 %	

You can insert one or also multiple tracks. These are then listed below one another in the list. You can change the sequence by clicking the track and moving it in the list with the mouse button pressed down.

- Removes a selected track from the list
- Plays back a selected song

æ

Dpens the music settings

Fade-in song	0.0 sec	:	A track can be gently faded in. In this case state how many second the fading in should last until the full volume should be achieved.
Fade-out song	0.0 sec	:	Songs can also be gently faded out. In other words, they are getting more and more quiet prior to the end. Here set the time, how long prior to the end the fading out should start.
Volume	100 %	\$	Specify here at what volume the track should be played back.
Start song after	0.0 sec	:	You can delay the start of a track. Specify here the length of the delay.
Start next song after	1.0 sec	:	If you do not want the following track to begin immediately, specify here the length of the break between songs.
Start position 0.0 sec	\$		It is also possible to only play a section of a track. Here you determine from what point in the song playing should start.

For example, 20 secs -> The song begins at the 20th second. The first 20 seconds of the song are not played.

 $0 \rightarrow$ From the beginning.

End position	0.0 sec	\$
	(0 = until	end)

Here you can determine when the song should end. In that respect, the timestamp in the song is to be selected again. If you want to end the song after 2 minutes, enter 120 secs here.

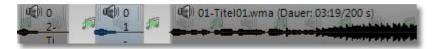
Example: Starting and final positions

You wish to only play 1 minute of the song. However, the part of the song which you would like to play back begins at the 45th second.

Starting position = 45 secs

Final position = 105 secs

You will see the music in its own track in the *Timeline*. The sound wave display will have alternating colors to make it easier to see when a title starts and ends.



The volume of the background music can be set individually. In the <u>next chapter</u> you will learn how this is done.

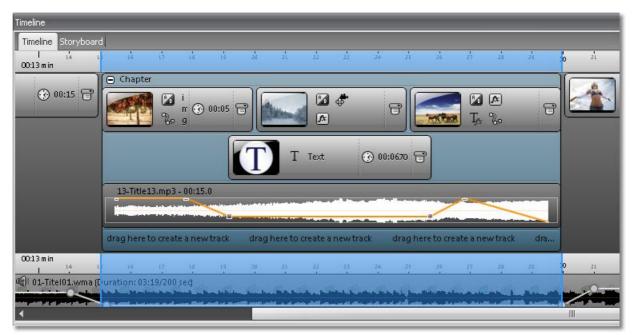


Only use unencrypted music tracks for your slideshows. For legal reasons, **AquaSoft** • **SlideShow** does not support the use of music tracks which have been encrypted by DRM or similar procedures.

AquaSoft SlideShow - Help

2.15 Custom volume settings

For each title, no matter if it's **Background music** or a **Sound** object, you can separately adjust the volume. This happens in the **Timeline**.



To get the line, click the wave form of the title. Each click creates a mark that can be moved to adjust the volume. A right-click on such a mark will delete it. The line will be removed when the last mark was deleted.

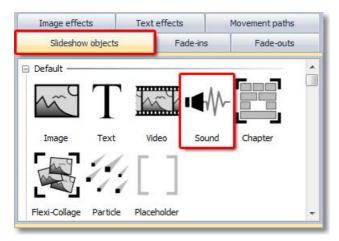


106

Background music will be automatically faded-out when a Sound object starts. You don't need to do this manually. You can configure the fade-out volume and duration in the <u>music settings</u>.

2.16 Sound objects

If you have undertaken the desired adjustments with an object/image, you can drag it out of the *Image list* or *Timeline* to the *Toolbox*. A window then opens for saving the template. Enter a name there.



Afterwards you will find the template in the **Toolbox** under **Slideshow objects** -> **Custom objects**. Click the object and then select the images. These are then inserted with the desired template.

The *Sound-object* is usually used if a sound will only be played over the length of a certain number of images. This is accomplished by using a *Chapter*. You can find an example in chapter <u>Multiple</u> <u>tracks</u>.

Here you can find a chapter about **Sound**-properties.



Only use unencrypted music tracks for your slideshows. For legal reasons, **AquaSoft** • **SlideShow** does not support the use of music tracks which have been encrypted by DRM or similar procedures.

2.17 Saving own templates

After you got a bit familiar with **AquaSoft ® SlideShow** there is a multitude of options for own objects waiting for you. The goal is to reuse nicely designed compositions and thus saving of time. The principal is simple. You know the different kinds of objects by now. Together with your comments and settings whole slideshows or parts of them came into existence. Some parts are usable only for the slideshow they belong to, in others there are elements that are commonly usable or at least a few times. If you created such elements you can easily save them as new objects.

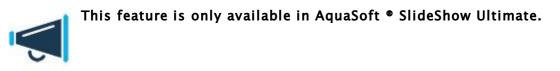
If you have applied the desired adjustments to an object/image, you can drag it out of the *Image list* or *Timeline* to the *Toolbox*. A window then opens for saving the template. Enter a name there.

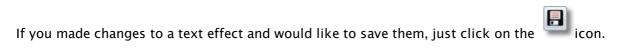
Name:	Image - adjusted	•
Title:	Image, adjusted	
Author:		
Description:	Image with font Verdana in size 36	4
1	objects whose file names should be adjusted when using the template.	
Object	objects whose file names should be adjusted when using the template,] 1. shutterstock_49289764.jpg	
Object		
Object		

Afterwards you will find the template in the *Toolbox* under *Slideshow objects* -> *Custom objects*. Click the object and then select the images. These are then inserted with the desired template.

Image	effects	Text	effects	Movement p	aths
Slic	leshow objects		Fade-ins	Fade	-outs
 Controlli Pause Custom Image, 	Play objects				
adjusted	3				

Saving own text effects



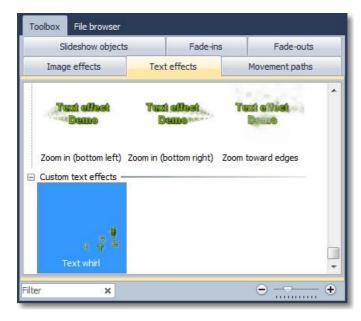


Text effect	
Text whirl	
	Fade in. Fade out
	Zoom
	Duration: 5,00 sec Characters simultaneously: 49 Font width: 100% Font height: 100% Number of rotations: 0 Center of rotation: Character center Random order Activate alphablending ✓ Movement Rotate in movement direction ✓ Consider letter position: Fixed path Start position: Fixed path Y: 80 % Y: 80 % Fixed path: Loop Number of points: 10
	Modulation
	OK Cancel

A dialog opens that lets you save the template.

	ect save		<u> </u>
You can	save the Tex	t effect for your o	wn use or export it
for distri	bution.		
	21 12		
Enter th	e name for th	e Text effect here	2,
Enter th Name:	e name for the	e Text effect here	2,
		e Text effect here	2.
Name:		e Text effect here Export	e. Cancel

After the Text effect was saved it will be added as a Custom text effect to the Toolbox and can now be applied to other text/images.

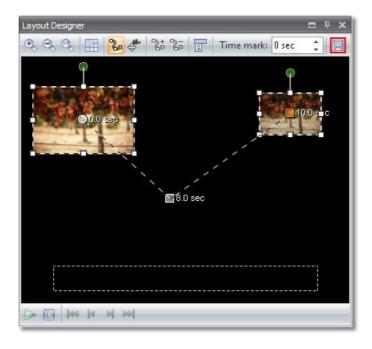


Saving own movement paths





icon in Layout Designer. Movement paths can be saved, as well. Click on the



A dialog opens that lets you save the template.



After the *Movement path* was saved it will be added as a *Custom movement path* to the *Toolbox* and can now be applied to other images.

Toolbox		= + ×
Slideshow objects	Transitions	Image effects
Text effects	Move	ment paths
Peek in (twice, rotated)	ths	
🔹 Size change		E

2.18 Using the SlideShow-Master



The *SlideShow-Master* contains a series of slideshow templates which make it easy for you to create a slideshow.

At lightning speed you can select images and music to create an attractive slideshow in connection with a style.

Under File -> New -> Use SlideShow-Master you can access the SlideShow-Master.



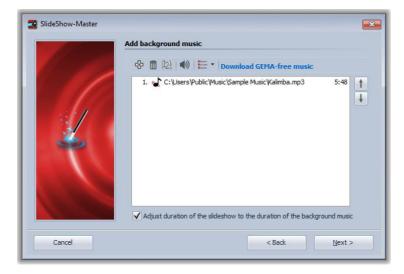
Click **Next** to begin designing the slideshow.

In the next step please insert images using the Plus icon.



Then click Next.

Now insert your desired background music using the *Plus* icon.





If you don't want to adjust the duration of the slideshow to that of the background music uncheck this option. With this option enabled the duration of the images will be adjusted to the duration of the music.

Next click Next.

Now select a style template.

11 10	No description available	*
1	Winter 4:3 4:3 Vio description available	
2	Clouds 16:9 No description available	
1100	Film title: Film title	
	Clouds 4:3 Your images wander across the sky with fluffy douds.	U.
	Start preview More templates on the In	ternet

With the *Start preview* button you can inspect the style template.



With some templates you can enter a film title and further personal details. For that purpose, simply click the personalization data directly and enter your desired text.

100		er vacation 16:9 iption available	*
	Film title:		
	Subtitle:		
	Author:	Author	
*		vacation 4:3 iption available	=
	Steel No descr	iption available	-
	Start preview	More template	es on the Internet

Next click Next.

Now you can decide what the next step should be.



Edit slideshow:	Opens the style template with the images in AquaSoft • SlideShow for editing. It is now possible to make individual adjustments.
PC DiaShow auf CD brennen:	This option opens the <u>CD Wizard</u> and you can record the show on a CD or prepare it for passing on. The CD recorded can then be reproduced on a PC (not on a DVD player).
Video auf VCD, SVCD oder DVD brennen:	This option opens the <u>Video Wizard</u> . With this the slideshow is recorded on a video CD or DVD. First the show must be converted into a video.

114

3 Properties of slideshow objects

As you have already learnt in the previous sections, there are so-called *Object settings* for the *Slideshow objects*. In these you can configure specific settings for the respective objects.

You will find the *Slideshow objects* in the *Toolbox*.

The **Object settings** can be shown fixed on the user interface (always embedded) or also only displayed when required. If you do not show them on the user interface, you can access the **Object settings** at any time by **right-clicking** the relevant object.

The following fundamental properties are available with every object:

Show object	Determines whether the object should be shown when playing back the slideshow.
Duration: 5,00 sec 💲	Here you can set the exposure time. In other words, how long, for example, an image, text or video is supposed to be shown. The cross fading effects take place within this exposure time.
Use default duration (<u>Settings</u>)	In the <i>Slideshow settings</i> you can set a standard exposure time for your <i>Slideshow objects</i> . If you change the exposure time there, this applies to all <i>Slideshow objects</i> in the show in the case of which the standard exposure time was enabled and to <i>Slideshow objects</i> which are newly inserted.
Leave in place after replay	Normally an image or text is cross faded by a subsequent image. In that respect, the image lingers. If it is not desired in the case of a particular animation, the lingering can also be turned off.



If you deactivated an image of your show (*Show object* deactivated), it will not be displayed anymore in the Timeline. The Timeline displays only objects that are supposed to be replayed. If you want to reactivate an image you can do this in the Image list or in the Storyboard.

3.1 Image

In the **Object settings** of an **Image** you can configure the following settings:

Image

Object settings		D # X		
Object settings				
Show object				
Duration: 11,00 s	ec 🗘 Distance: 0,00 sec	\$		
Image T Te	ext 🌒 Sound 🗞 Trans	parency		
う C が %	<u> う で </u>			
Data\Peach.jpg		8		
Transition				
Fade in:	Random	• 🚺		
Fade out:	Leave in place (do not hide)	• 🖬		
Fill:	on • i			
Fill color:	-			
Position				
Aspect ratio:	Кеер	-		
Alignment:	Center	•		
Rotate in dire	ection of movement			



Rotates the image counterclockwise.



Rotates the image clockwise.



Opens the Image editor.



Specifies a movement path.



Specifies a camera pan.

File name	Shows the path and file name of your image.
Aspect ratio	Images have an aspect ratio which is comprised of the height and width of the image. If an image differs from the aspect ratio of the slideshow set, it can be decided here how the image should be represented.

	Keep: The image retains borders when being played back.
	Crop : Parts are cropped from the edge of the image until the image fits into the correct aspect ratio without edges emerging.
	Distort : The image is inserted into the aspect ratio of the slideshow, whereby a distortion of the image takes place.
Alignment	Determines the position of the image on the screen.
Rotate in direction of movement	If you assigned a <u>movement path</u> to an image you can let the image automatically rotate along the path. This function is only available in AquaSoft • SlideShow Ultimate .
Fill background	On = Background gets a color filling when display size of the image is reduced.
	Off = Background doesn't get a filling and the previous object "looks through". For images inside collages or Picture-in- Picture effects it has to be <i>Off</i> .
	Automatic = The slideshow sets filling to <i>On</i> automatically for images/videos/collages in the first track. If you move an object to the second or a lower track filling will be set to <i>Off</i> . This way <i>Picture-in-Picture</i> effects can be created quickly. If you want to the value to remain select it from the drop-down box.
Transition	Here the <i>Transition</i> can be set or also deselected. For that purpose, in the drop-down list there is <i>None</i> as the first option. With the <i>Adjust</i> button, the transitions can be configured. You can also obtain a preview of all transitions there.

Text

Font	44 a 15 ca 1
🛐 Arial	AbCdEfGhlj ▼ 26 ▼
Style	Alignment
AA	
Text	
TEAC	
Effect	
	D 💲 Border color: 🔲 🔹
A 🔘 31	D 💲 Border color: 🔲 🔹
A 🔘 31 Animation:	
A O 31 Animation: Alphablendi	
A () 31 Animation: Alphablendi Rotation	ng • T _A Edit
A () 31 Animation: Alphablendi	
A () 31 Animation: Alphablendi Rotation	ng • T _A Edit
A () 31 Animation: Alphablendi Rotation center	ng • T _A Edit

The possible formats are almost always self-explanatory through the icons and you are no doubt familiar with them already from other text programs.

The *Alignment*, however, has a minor peculiarity.



Positions the text at the lower edge of the screen.



The text is shown in the center of the screen.



Positions the text at the upper edge of the screen.



Places the text freely in order to determine the position in the image individually.

The text is shown underneath the image. That also applies if the image is shown reduced in size.

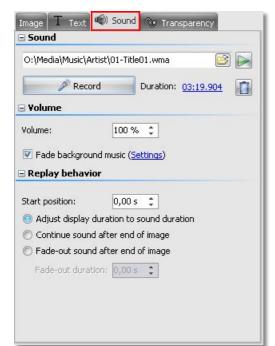
If you **don't** wish to have separate text animation, activate the option **Show text with image**.

Should the text be shown animated, you can select various ready-made animations from the list. You can still adjust the animation using the *Edit* button. You can also see a preview of the animations there.

Rotation around text center refers to animations in which the text is rotated. Under *Edit* you can also determine a different rotation center.

With Behavior along a movement path you can specify how text gets displayed when it moves along a <u>movement path</u>. You can choose if the whole text shall move as a block or even as separate characters along a movement path. In the latter case the characters "snuggle up" to the path.

Sound



Folder icon	Using the yellow folder you can assign commentaries or pieces of music already included to an image.
Play icon	Plays back the music file assigned to.
Record	Opens the <i>Sound Wizard</i> and you can then record a commentary to go with the image.
Volume	Determines the volume of the sound when played back.
Fade background music	You can determine whether the volume of the background music should be faded/decreased when playing back the sound.
Adjust display duration to sound duration	Plays back the sound in its entirety and thereby adapts the exposure time of the image to the length of the sound.
Continue sound after end of image	With this option the image can have a shorter duration than the sound. The sound then simply continues to be played on into the next images until it has come to an end.
Fade-out sound after end of image	Should the exposure time of the image have come to an end, but the sound be longer, with this option the sound is faded out at the end of the image. Under Duration you can set the fading out time.

Transparency

Animated transparency is described in the design options under <u>Animated transparency</u>.

3.2 Text

In the **Object settings** of a **Text** object you can configure the following settings:

Object Settings	. = Ŧ ×
Object settin	gs
V Show obje	ct
Duration: 5,0	0 sec 💲
Vise defau	It duration (Settings)
	lace after replay
True	
- Font	7 Transparency
Func	
🖹 Arial	AbCdEfGhlj 🔻 26 💌 🔄 🗸
🖃 Style	Alignment
AA	
🗆 Text	
Effect	
A 🔘 3I Animation:	Border color:
Delete text	effect 🔹 🏹 Edit
Rotation center	around text
Behavior alor	ng a movement path:
Text block	•

The **Text Object settings** do not differ from the **Text Object settings** for images. In this case only the **Show text with image** option is not available. The **Text** object is an independent **Slideshow object**, nonetheless, it can be faded into images and videos.

If you want your text to be moving along a movement path, please have a look at chapter <u>Text with</u> <u>movement paths</u>.

Transparency

Animated transparency is described in the design options under <u>Animated transparency</u>.

3.3 Video

With the *Video object* you can configure the following settings in the *Object settings*:

Object Settings	c ₽ 🗆	×
bject settings		
V Show object		
Duration: 15,31 se	eci 🗘	
Vse default dur	ration (<u>Settings</u>)	
V Leave in place a		
Video uf Sound	🐨 Transparency	
		1
🐌 🖑		4
		I
"O:\Media\Video\	vid_3392284Big Web.wmv" 🔀	I
Duration:	00:00:14.71	
Start time:	0,00 sec 📫	I
		I
Play complete	video	I
Transition		I
Random transitio	n 🔹 🌃 Adjust	I
🖃 Background		I
Fill:	Automatic (On) 🔹 🚳	I
Fill color:		I
Position		I
Aspect ratio:	Кеер 💌	
Alignment:	Center 🔹	
🗐 Rotate in direc	tion of movement	

Video

File name	Shows you the path and file name of your video. Using the yellow folder you can also exchange the video for another video file.
Duration	If you have once changed the playback time of the video, you can set the correct video length again with a click on the time.
Start time	Here you can specify from which position a video is to be replayed. If you don't want to show the first ten seconds enter 11.
Play back video entirely	If the option is selected, the full length of the video is played back. If you deselect the option, you can set the playback duration individually.
Aspect ratio	Videos, just like images, have an aspect ratio, which consists of width and height of the frames. If a video differs from the aspect ration of the slideshow you can here decide how to display the video.

	Keep : The video retains borders when being played back.
	Crop : Parts are cropped from the edge of the video until the video fits into the correct aspect ratio without edges emerging.
	Distort : The video is inserted into the aspect ratio of the slideshow, whereby a distortion of the image takes place.
Alignment	Determines where the video is supposed to be positioned on the screen.
Rotate in direction of movement	If you assigned a <u>movement path</u> to a video you can let the video automatically rotate along the path. This function is only available in AquaSoft • SlideShow Ultimate .
Fill	On = Background gets a color filling when display size of the video is reduced.
	Off = Background doesn't get a filling and the previous object "looks through". For images inside collages or Picture-in- Picture effects it has to be <i>Off</i> .
	Automatic = The slideshow sets filling to <i>On</i> automatically for images/videos/collages in the first track. If you move an object to the second or a lower track filling will be set to <i>Off</i> . This way <i>Picture-in-Picture</i> effects can be created quickly. If you want to the value to remain select it from the drop-down box.
Transition	Here the Transition can be set or also deselected. For that purpose, in the drop-down list there is None as the first option. With the Adjust button, the transitions can be configured. You can also obtain a preview of all transitions there.

Sound

🗄 Volume	
Volume: 100 %	÷

Here you can determine if the background music should be faded out when the video is played back. If the video does not have its own sound, but perhaps a noise has been recorded, set the volume of the video to 0% and remove the check mark beside *Fade background music*.

Transparency

Animated transparency is described in the design options under <u>Animated transparency</u>.

3.4 Sound

With a *Sound* object the following settings are possible:

Object Settings	= - + ×
bject settings	
V Show object	
Duration: 200,51 s	ec 💲
Vse default dura	ation (Settings)
🐠 Sound	
🖃 Sound	
O:\Media\Music\A	rtist\01-Title01.wma 📴 🕞
Reco	rd Duration: 03:19.904
🖃 Yolume	
Volume:	100 % 🛟
📝 Fade backgrou	nd music (<u>Settings</u>)
🖃 Replay behavi	or
Start position:	0,00 sec 😂
🙆 Adjuct dicology	duration to sound duration
🥥 Aujust uispiay	
	d after set duration

O:\Media\Music\Artist\09-Title09.mp3 🔄	With the folder icon you can insert or remove a music file. The track selected is shown on the left next to the icon.
	Plays back the music file
Record	Opens the <i>Sound Wizard</i> . With this you can record a commentary for the image via a microphone connected to the PC. You can find more on the <i>Sound Wizard</i> <u>here</u> .
Volume	Displays the volume at which the sound is supposed to be played back.
Fade out background music	If this option is enabled, the background music is faded (volume decreased) when the music file is played back.
Play back the full length of the sound	If this check mark is selected, it means that it plays back the full length of the <i>Sound</i> object.
Continue to play the sound after the duration set	With this option the sound can receive a shorter exposure time. The sound is then simply played on into the next images until it has come to an end.
Fade out the sound after the duration set	Should you wish to only play back the sound for a certain period of time and then end it, you have to select this option. Under

Duration you can set the fading out time.

The volume of a sound object can be controlled individually. You will learn more about this in chapter $\underline{Custom\ volume\ settings}$.



Only use unencrypted music tracks for your slideshows. For legal reasons, **AquaSoft** • **SlideShow** does **not** support the use of music tracks that are encrypted with DRM or similar methods.

3.5 Collage

With *Collage* objects you have the following possibilities for settings:

Object Settings	= 4	1 x
bject settings		
Show object		
Duration: 5,00 sec 💲		
 Use default duration (<u>Settings</u>) Leave in place after replay 		
Image 🕞 Transparency		
9 C 2 2 4		-
🗆 Title		
Transition		
Random transition 🔹 🌆 🗛	di sab	
Background	Jusc	111
a backgroana		
ell.	10.	
Fill: Automatic (On) *	0	
Fill: Automatic (On) * Fill color:	0	
] @	
Fill color:] @	
Fill color:	•	
Fill color:)	
Fill color: Position Aspect ratio: Keep Alignment: Center] ()	

Image

Title	Here you can enter the title for the collage. It serves for a better overview in large slideshows.
Aspect ratio	Images have an aspect ratio which is comprised of the height and width of the image. If a created collage differs from the aspect ration of the slideshow you can here decide how to display the collage.

	Keep : The collage retains borders when being played back.
	Crop : Parts are cropped from the edge of the collage until the collage fits into the correct aspect ratio without edges emerging.
	Distort : The collage is inserted into the aspect ratio of the slideshow, whereby a distortion of the image takes place.
Alignment	Determines the position of the Collage on the screen.
Rotate in direction of movement	If you assigned a <u>movement path</u> to a collage you can let the collage automatically rotate along the path. This function is only available in AquaSoft • SlideShow Ultimate .
Fill background	On = Background gets a color filling when display size of the collage is reduced.
	Off = Background doesn't get a filling and the previous object "looks through". For images inside collages or <i>Picture-in-</i> <i>Picture</i> effects it has to be <i>Off</i> .
	Automatic = The slideshow sets filling to <i>On</i> automatically for images/videos/collages in the first track. If you move an object to the second or a lower track filling will be set to <i>Off</i> . This way Picture-in-Picture effects can be created quickly. If you want to the value to remain select it from the drop-down box.
Transition	Here the Transition can be set or also deselected. For that purpose, in the drop-down list there is None as the first option. With the Adjust button, the transitions can be configured. You can also obtain a preview of all transitions there.

Transparency

Animated transparency is described in the design options under <u>Animated transparency</u>.

3.6 Chapter

In the *Object settings* of the *Chapter* only a section name can be specified. This serves to provide a better subdivision of your show. This chapter name will be loaded into **SlideShow-Manager** later, provided it is installed. The chapters can thus later be selected individually in a CD/DVD menu and played back.

3.7 Particles

The *Particle* object shows your images in a minimized form and moves them on the screen.



÷

This feature is only available from <%PRODUCERPROGRAMNAME_R_ORIG%> Premium.

In the **Object settings** of the **Particle** object you can adapt the representation to your wishes.

O:\Media\Images\im O:\Media\Images\im	ng_1930704	ł.jp	ig
O:\Media\Images\im	ng_5009631	l.jp	ig 👘
🖃 Particle			
Direction:	270,00 °	÷	(Angle)
Speed:	10,00	÷	(Travel/second)
Particle size:	10,00	÷	(% of image size)
Number of particles:	20	÷]
Movement:	Sinus was	ves	•
Strength of movement:	10,00	÷	Unit
Frequency of movement:	0,50	÷	Unit

Inserts additional images into the *Particle* object.

Removes selected images from the **Particle** object.

Direction:	270,00 ° 🛟 (Angle)	Under Direction you can set in which direction the particles disappear.
		Directions:
		0 degrees = the particles move out of the image towards the right 90 degrees = the particles move out of the image towards the bottom 180 degrees = the particles move out of the image towards the left 270 degrees = the particles move out of the image towards the top
Speed:	10,00 ‡ (Travel/second)	You set the pace of the movement under speed. The higher the value is, the faster the particles fly over the screen. A value of 0 means no speed. The

Particle size:	10,00 ‡ (% of image size)	Here you determine the size of the particles. The size will be calculated based on the size of the
		Position frome in Layout Designer. If the Position frame takes up the full in Layout Designer and Particle size is set to 10% then the Particles will be 10% of the size of the Position frame. If you reduce the size of the latter the Particles become smaller, accordingly.
Number of particles:	20 ‡	With the number of particles, you set the quantity of particles shown.
Movement:	Sinus waves 🔹	Here you can select an animation for the particles.
Strength of movement:	10,00 🗘 Unit	Here you set how strongly the movement should be carried out. The higher the number, the stronger.
Frequency of movement:	0,50 🗘 Unit	The frequency specifies how often the movement is carried out. The smaller the number, the lower the number of movements

particles won't move.

The *Particle* object can in addition also be provided with <u>movement paths</u>. In **AquaSoft** • **SlideShow Ultimate** you can even <u>rotate</u> the *Particle* object.

4 Controlling the slideshow

4.1 Automatic course

It is standard for the images in a slideshow to be automatically played back in sequence. In that respect, you determine in the *Object settings* of the *Slideshow objects* how long an *image, text* or *collage* is shown and when to switch to the next object.

No special settings are necessary to accomplish this with **AquaSoft • SlideShow**.

4.2 Manual control

Should you wish to move on manually during the show, you can configure the *SlideShow Player* accordingly in the *SlideShow settings*.

The *SlideShow settings* always refer to the current show open.

can also open the dialog using *Slideshow -> SlideShow settings*.



icon. Alternatively you

Slideshow Main settings	Main settings			
- Slideshow flow Transitions	Display			
 Music settings Background music 	A low replay quality can help speed up the slideshow on a slow computer.			
Description Logo SlideShow-Player	A slideshow can be played in any resolution. Only the proportions are important. They can vary with the purpose of the slideshow.			
^L Standard Player (DirectX)	Aspect ratio: 16:9 (Blu-ray, DVD, wide screen monitor)			
	SlideShow-Player			
	Configure player			

Via the *Basic settings* you can access the *Player configuration* directly.

Slideshow Main settings	Standard Player (DirectX)				
 Slideshow flow Transitions 	Display				
- Music settings	Full screen mode	e graphic mode			
- Background music	Window mode 800 x 600	•			
- Description Logo	Antialiasing:	None			
SlideShow-Player	Navigation bar	Control			
	✓ Play/Pause visible at start ✓ Volume IntelliLoad	-out • Forward/back per mouse cli			
	SlideShow works with an intelligent preloading p presentation by loading the next images.	rocedure that optimizes pauses during the			

The *Start paused* option switches the show over to being continued manually. You can then continue the show using the cursor and scrolling keys.

If you activate *Forward/back per mouse click* in the dialog, you can continue your show by clicking the mouse.

4.3 Automatic and manual course mixed

With **AquaSoft** • **SlideShow** it is likewise possible to continue parts of the slideshow manually and let other parts play back automatically. You can alter this as you please.

In the *Toolbox* you will find two *Slideshow objects* for this purpose:



Image effects	Text effects	M	lovement paths
Slideshow objects	Fac	de-ins	Fade-outs
	Mask		^
Rectangle, Stripes soft Controlling	s Text Mask		
]		
Pause Play Custom objects			

These two objects make it possible to switch between continuing the show manually and letting it run automatically. By double-clicking or by drag-and-drop you can insert the objects into your show.

If you, for example, insert the *Pause* object behind the 3rd image, the show will stop before the 4th image and wait for you to continue using the keyboard or mouse.

The manual replay can be interrupted again with a *Play* object. For that purpose, insert the *Play* object at the point where the automatic course is desired.

Artificial pause:

You can also insert a *Play* object directly behind a *Pause* object. Thus, the show will be stopped at the image before the *Pause* object and, as soon as you continue, the show continues to run automatically.

You can also use the **Space bar** to pause the show during replay. When you hit thr **Space bar** again the show continues.



If you convert your show into a video DVD, this function of the two objects is lost. To pause a video DVD, you have to use the pause key on the remote control.

4.4 Repeating the slideshow infinitely



From the menu bar you can open the *Slideshow settings* using the **settings** icon. Alternatively, you can also open the dialog via *Slideshow -> Slideshow settings*. Under *End of slideshow* you can enable the *Repeat current slideshow* function.

➡ Slideshow Main settings	Slideshow flow
Slideshow flow Transitions Music settings Background music Description Logo SlideShow-Player Standard Player (DirectX)	Slideshow flow Default duration: 5,00 sec Play images in random order End of slideshow When the slideshow runs through entirely, there are several choices Repeat current slideshow end now end now ask user what to do even if the slideshow was stopped manually
ł	OK <u>C</u> ancel <u>H</u> elp



If you convert your show into a Video-DVD this functionality will be lost. If you create your Video-DVD with **SlideShow-Manager** you can there activate the repetition of the of replay.

5 Export options

5.1 DVD-Player

For the DVD player your show must be converted into a video and then burned as a video DVD. This function is provided by the *Video Wizard* and by *SlideShow-Manager*. *SlideShow-Manager* can even burn multiple shows on one DVD that can then be selected in from menu.

Video Wizard

With the Video Wizard you can quite easily burn your show onto a DVD/BD and thus play it back on the DVD/BD player. Under *Wizards* you can open the *Video Wizard*.



Blu-ray

If you have a Blu-ray burner, use this option in order to directly burn a Blu-ray. Resolution: 720x576

AVCHD

If you have a DVD burner, you can burn in HD-quality and load the disc into the Blu-ray player. Select this option to create an AVCHD for your Blu-ray player. Resolution: 720x576

DVD

Creates an MPEG 2 video and burns it onto a DVD as a video DVD. Resolution: 720x576

SVCD

Creates an MPEG 2 video and burns it onto a CD as an SVCD. Resolution: 480x576

VCD

Creates an MPEG 1 video and burns it onto a CD as a VCD. Resolution: 352x288

Select the *DVD* option. Only use *VCD* or *SVCD* if you have a CD burner and no DVD burner. In this case we recommend SVCD. It has a higher resolution than a VCD and thus thus result on a TV is better. Then click *Next*.

PAL NTSC	A 16:9 DVD is being created because your show has aspect ratio.
Writin	-DT-ST DVD +-RW GH70N - A101) <u>change</u> g speed: 1 x (176 KB/s) m: No medium (approx. 45,39 MB required)
Bitrate:	8,00 Mbit/
	o by Interlacing rders (0,00 %)
Save created	
D: \Media \Sho	ws\slideshow.mpg 🧭
don't burn, ju	st create video

In the settings dialog you can set various options. The **TV border correction** is required if the television frame covers up the visible area at the edge. E.g., the first character could be missing or be displayed incompletely from text that starts directly at the edge. Or the top or bottom of the characters could be chopped off. These settings depend on the TV and manufacturer.

The Video standard is automatically set to PAL, the European video standard. NTSC can also be set if you need the American video standard. The aspect ratio is automatically adjusted to the aspect ratio of your slideshow. If you have created a 16:9 show, PAL (16:9) is automatically set. With a 4:3 slideshow PAL (4:3) is selected. A 4:3 slideshow can not simply be burned as 16:9 show, and vice versa.

Before the DVD can be burned, it must first be converted into a video. An *.mpg-file is created in the process. This needs to be saved to the hard disk prior to the burning process. You can decide the storage location and the name under *Video file*. You can also choose to activate the option to delete the video file after the burning.

Then click *Next* and *Create video*. The process of the video creation can require some time.

If you want to burn more than one CD/DVD with your show you don't need to repeat the process of the video creation for each one of them.

You can access the **Burn video on CD/DVD** option in the **Video Wizard**.



Here you can burn a video file already created (mpg video), which you have saved on your hard disk, onto a CD/DVD.

	Burn from file	_
All and	File name: D:\Media\Shows\slideshow.MTS	3
	 AVCHD-Disk This video will be burnt as. Blu-ray 	Γ
	Burner: I: (HL-DT-ST DVD+-RW GH70N - A101) <u>change</u> Writing speed: 1 x (176 KB/s)	4
	Medium: No medium (approx. 0 Bytes required) Extended	
VIDEO	H.264 / AVC / MPEG-4 AVC / MPEG-4 part 10, 1920x1088 with 50 frame Audio ATSC A/52A (AC-3), 48000 Hz, Stereo	s/ 🔺
	Alise A/32A (AC-3), 10000 Hz, stele0	F 7

Specify the relevant mpg file and what type of video is concerned.

SlideShow-Manager

In **AquaSoft** • **SlideShow Ultimate** you can also use **SlideShow-Manager** to burn your CDs/ DVDs. It allows to burn multiple shows on one DVD and to create a DVD menu.

You can open *SlideShow-Manager* from the *Wizards* menu.

🞥 SlideShow-Manager 7 - [Unnamed.:	adl*]					- 8
File Project Settings Help						
ilideshows	Preview					
			Title			
E State Project		Corror Silver	Text 11 BC			
	4 > 1/1				High-quality preview	
	Templates 🚍 Mer	nu 🛅 Customization 🛒	PC-Menu o DVD-Me	nu		
	🖂 AquaSoft 🕳					
	AquaSoftPremium	AquaSoftUltimate	Wide-screen	Introduction		
	🖯 Unobtrusive back	grounds				_
					100	
	AltPapier	Bottom of the sea	Blue veil	Yellow veil	Gray veil	
		2 2 2		100 C		
	Green veil	Lilac veil	Red veil	Waves		
		Additi	onal templates on the Ini	ternet New temp	late Edit templat	e

Select a template for your DVD menu and adjust the individual settings for the menu. Under DVD-Menu specify aspect ration and video format.

E Templates		Menu	Φ	Customization	PC-Menu	OVD-Menu	
Aspect ratio						63	
(a) 4:3							
16:9							
Video Format							
O PAL							
NTSC							
Play							
When using "Pl	ay all" i	restart a	fter las	st title			
	_	_	_				

By clicking the button a dialog for burning the shows opens. Select Video DVD.

Create VOBs Extended Target folder: Image: CD Memory space Image: CD VD DVD DL 700 MB 4,3 GB 7,8 GB Total duration: 2:40 Required space on the CD/DVD: ca. 122,07 MB. No storage medium in drive. Slideshows: 1 No storage medium in drive.		Burn ✓ Burn project Burner: I: (HL-DT-ST Writing speed: 1 x (1 Export	DVD +-RW GH70N - A 176 KB/s)	101) Burner	settings
Memory space Image: CD DVD DVD DL 700 MB 4,3 GB 7,8 GB Total duration: 2:40 Required space on the CD/DVD: ca. 122,07 MB. No storage medium in drive.	(CARCE)	Create	VOBs	▼ Exter	nded
CD DVD DVD DL 700 MB 4,3 GB 7,8 GB Total duration: 2:40 Required space on the CD/DVD: ca. 122,07 MB. No storage medium in drive.		Target folder:			G
700 MB 4,3 GB 7,8 GB Total duration: 2:40 Slideshows: Required space on the CD/DVD: ca. 122,07 MB. No storage medium in drive.	-	Memory space			
Total duration: 2:40 Required space on the CD/DVD: ca. 122,07 MB. Slideshows: 1 No storage medium in drive.		CD	DVD	DVD DL	
Slideshows: 1 No storage medium in drive.		700	MB 4	,3 GB	7,8 GB
Grapter, 1					22,07 MB.

With **Burn project** you create a video DVD. Click "Next" and "Export project".

You can find an extensive description of *SlideShow-Manager* in the help files of *SlideShow-Manager*. You can find it under "Help" in *SlideShow-Manager*.

5.2 PC-Show

Your slideshow can also be played back on a different PC, on which **AquaSoft** • **SlideShow** is not installed.

The *CD/Archiving Assistant* will assist you in burning your slideshows with all the data to a CD/DVD or archiving them on the hard disk.

Under Wizards you can open the CD/DVD and Archive Wizard.

CD/DVD and Archive Wize	ard 💽
	 Select task Create and write SlideShow-CD Creates a self-starting slideshow CD that is playable on any Windows-PC. This CD includes all original files (images, music etc.) and the SlideShow-Player. An installation on other computers is unnecessary. Note: This CD is not supported by DVD-Players. Use the Video Wizard for that purpose. Archive slideshow, prepare CD/DVD or distribute slideshow. Copies all files needed for the slideshow into one folder, or creates a ZIP-file. Everything is included: images, sounds, background music, SlideShow-Player etc. This way you can extract the slideshow e.g. to USB-Sticks, external hard drives. And it is still possible to burn it to CD/DVD afterwards.
Cancel	< Back Next >

After selecting the task, click **Next**.

Creating and burning a slideshow CD:

AV	Slideshow-CD title:	
	Slideshow	
5000	Burn all necessary fonts	
Jacob Contraction	Protect images from access	
	Protects your images so they cannot b Attention: Never delete your original in	nages and slideshows! When protected,
CD/DVD	the files can only be played with SlideS create ISO-CD-image only, don't write File name of the CD-image: D:\ISOs\Slideshow.iso	
CD/DVD	create ISO-CD-image only, don't write	how-Player, but cannot be extracted.
: CD/DVD	create ISO-CD-image only, don't write File name of the CD-image:	

Specify a *title* for the CD/DVD. This title is used as the name of the CD/DVD.

Should you use fonts in the case of which you are not sure that they are installed on other PCs, you can also burn them onto the CD/DVD.

Protect images from access:

Should you wish to pass on the CD/DVD, however not permit access to your images, you can have

your images protected. This function is not suitable for archiving, since this show can no longer be edited. It can only be played back. It is no longer possible to restore the images. You should not delete your original images from the hard disk.

If you only want to create an ISO select the respective option. In this case the show will not be burned.

Click **Next** to start the selected process.

Archiving the slideshow, preparing the CD or passing on the slideshow

This option enables you to save all data (ads file, images, music) in a common directory. This option is also very well suited to archival storage. In this way the slideshow can also be saved on external data carriers (hard disks, USB sticks ...).

CD/DVD and Archive Wiz	ard	X
	Create	
	You made all necessary changes. Click Start to begin the process.	
	€ Start	
Cancel	<back next=""></back>	

In order to save disk space, you can pack all the data into a ZIP archive.

If you use fonts in the case of which you are not sure that they are installed on other PCs, you can copy these as well.

You should copy the *Slideshow player* in order to be able to play back the show on computers on which **AquaSoft** • **SlideShow** is not installed. Without this player you cannot otherwise play back the show.

Click *Next* and then click *Start*. Now all necessary data for the show will be copied into the folder specified or combined into a ZIP archive.

5.3 Additional video formats

With **AquaSoft** • **SlideShow Premium** and **AquaSoft** • **SlideShow Ultimate** you can convert your shows into further video formats.

For that purpose, select the *User-defined video* option in the *Video Wizard*. In the dialog you can now select additional formats under *Video format*.

Check in advance with which codec videos have to be created, so that your DVD player plays them back (Operating Instructions). Then check whether this codec is installed on your PC. If not, you have to install the codec.

🚥 Video-Assistent - DVDs ur	nd (S)VCDs erstellen	×
		Video-Einstellungen
	Videoformat:	AVI (Video for Windows)
	Video:	AVI (Video for Windows) MPEG (VCD, SVCD, DVD)
111	Auflösung: Qua	arter VGA (Szo A 210)
	Seitenverhältnis:	4 🔁 : 3 🏂 (B:H)
	Framerate:	25,0 🔀 fps
	Komprimierung:	Unkomprimiert
	Audio:	
VIDEO	Komprimierung:	· · · ·
Abbrechen		< Zurück Weiter >

AVI-video

AVI is a widely used video format and will be played by newer DVD players.

Set the desired resolution and under *Compression*, you select the appropriate codec.

Please check first which codec has to be used for the creation of these AVI-videos so that your DVDplayer will be able to play them (Operating instructions). Check to see if this codec is installed on your system. If not, you must install the codec. **AquaSoft** • **SlideShow** doesn't provide any codecs.

In our FAQ you can find further informationen.



Please note that an AVI video should not be larger than 2 GB. Most players will **not** play a large AVI movie.

Not every codec supports all resolutions.

WMV-video

This format is only available in **AquaSoft** • **SlideShow Ultimate**.

For the creation of a video in WMV format, you should install a recent version of Windows Media Player.

Using the WMV format, you can use a very high resolution for the video. The finished video can be played with Windows Media Player. Currently, only a few DVD players support this format.

5.4 Archiving a slideshow

Often you have invested a lot of time in a comprehensive and sophisticated show. As to not lose your work in case of a hardware crash you can save the complete show with all containing files (images, music, comments).

The *CD/DVD* and *Archive Wizard* offers you the opportunity to burn the complete show with all the data onto a CD/DVD or export it to an external drive.

This procedure is explained in the <u>PC Show</u> section.

5.5 Additional export options

There are other export option that you can read about in chapter Export Wizard.

6 Image editing

6.1 Integrated image editing

It is our goal to provide you with all necessary tools in one single program, the **AquaSoft** • **SlideShow**. Therefore we integrated image editing functionality that allows you to enhance your photos for the slideshow. Of course there are specialized image editing applications that go far beyond the capabilities of the image editing module in **AquaSoft** • **SlideShow** but it should be possible to solve the most important tasks inside the program.



Use the right mouse button to click on the image and select the option *Edit image*. There are functions to crop and rotate images, for color correction, adjustment of brightness and contrast and some filters like blurring. By using the magnifying buttons (just like in *Layout Designer*) you can adjust the size of the display of the image or image segment.



None of the provided image editing functions modifies your original image.

The modification only affect the display of the images inside the slideshow.

6.2 AquaSoft ® Image effects



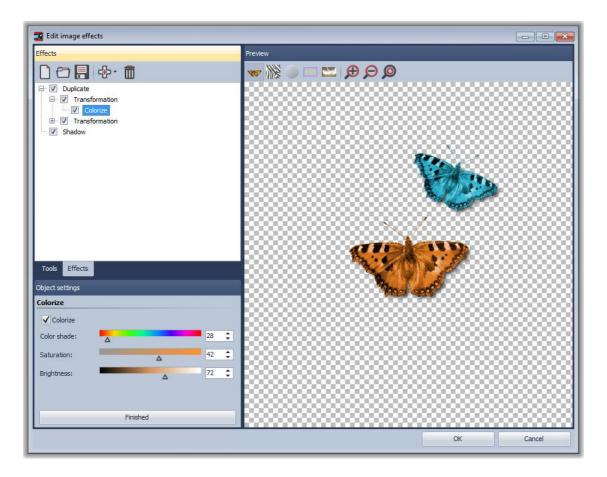
The Image effect editor is only available in AquaSoft • SlideShow Ultimate.

With *Image effects* graphics can be optimized or spiced up. From a simple shadow over pleasing frames and collages to branched effect chains (Multiplicating) many things are possible. Complex effects are combined from different basic modules and allow non-destructive image editing (the original image always stays untouched).

When you click on an image in the *Image list* or *Timeline* you can select the menu item *Edit image*.

Effects
□ □ □ □ +· □
Tools Effects

Under Effects the Image effect editor opens.



With the help of the *Image effect editor* those effects can be assembled and saved to be reused later. Let's just start with a <u>shadow effect</u> and improve our skills to create a "<u>self-border</u>" afterwards.

6.2.1 A simple shadow

142

You need only a few clicks to assign an unobtrusive drop shadow to an image.

	Blur	
	Border	
	Brightness/Contrast	
	Collage	
	Color correction	
	Color filling	
	Colorize	
	Contour	
	Crop	
Tools Effects	Duplicate	
Object settings	Exposure auto correction	
	Frame	
	Gamma	
	Glow	
	Histogram	
	Mask	
	Mirror	
	Script	
	Shadow	
	Sharpen	
	Transformation	
	Transparency	

Sub-effects are simply added via the menu. Thus add the sub-effect "Shadow".

Note: The number of available sub-effects in your version of the application can differ from that in the image above.

Now you can see that the shadow has been added to the previously empty "effect list". On the right side of the dialog appear controls that let you adjust the settings of the shadow to your liking.

🛂 Edit image effects	
Effects	Preview
	🔍 👽 🔛 🔤 🔛 😥 💭
🗹 Shadow	
Tools Effects	
Object settings	The series
Shadow	*
Distance: 0,20 cm	
Distance: 0,20 cm 🗘 Blur: 0,10 cm 🗘	=
Angle: 45,0 °	
Color	
Transparency:	
Finished	
	OK Cancel

At the bottom-left the shadow effect is showcased on the butterfly graphic.

Each sub-effect can have very different settings. How each of them affects the result you can find out best by trial and error. In our specific example the offset of the shadow from the original image, the angle of the incidence of light, the strength of the blur and the transparence of the shadow can be specified.

That's all there is to it. Clicking *OK* applies the shadow to your image. Of course, all the settings can still be edited later. The original graphic is never changed.

AquaSoft SlideShow - Help

144

6.2.2 A "self-border" using multiplication and transformation

We want to achieve an effect that used the image itself to create a semi-transparent border. The result will look similar to the picture below:



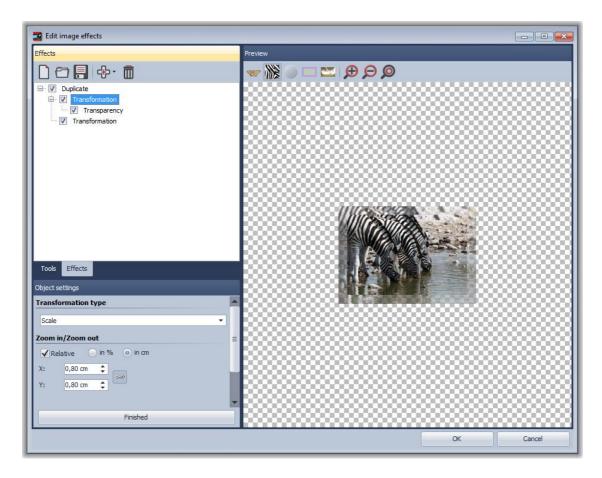
The basic idea of the solution looks like the following:

- 1. Enlarge the image and assign semi-transparency to it
- 2. Overlay the semi-transparent image with the original image

Here an important functionality is utilized that is also crucial for the creation of many other complex effects: Multiplication.

To achieve 2. at all a copy of the original image needs to be stored to be able to overlay the image that might already be changed by previously assigned sub-effects. The multiplication effect allows exactly this. By using it the normally flat list of effects will become a tree, because the multiplication effect can have child elements. The sub-effects can be moved around via drag&drop.

All effects that are children of the multiplication effect are "served" with that state of the image data source that has been current at the branching point, no matter in which way and how much a different child element has changed the image.



Here you see the completed effect: The multiplication effect got a transformation assigned as subeffect that enlarges the image by a few millimeters. To that the transparency effect is assigned to make the image semi-transparent.

Now we need to use a little trick: To display the original image again we simply add a second transformation to the multiplication. Only this time no offset, rotation, etc. is set. So the image stays the same.

Note: Child elements of multiplication effects can have child elements themselves.

7 Wizards

7.1 Export Wizard

The *Export Wizard* will assist you in burning your finished slideshows onto a CD/DVD or archiving them, or also saving them as a video, to the hard disk.

You can access the **Export Wizard** via **Wizards** -> **Export Wizard**.

Export Wizard					
	Select an output format	:			
1000	B	WVEB	1		
	Burn	Web	PC/Data	Photo frame	
TO		Pl	ug-ins	1	
	ER P				
	SlideShow-Manager	WebShow			
and the second second					
Cancel				Oper	

Burn onto CD/DVD

Select this menu item if you would like to record your show onto a CD/DVD.

PC/Data

Select this option if you would like to archive your slideshow and all associated data (images, music) on the hard disk or save it to the hard disk as a video.

If you would like to burn your show onto a CD/DVD, click *Burn CD***/DVD** and then click *Open* (or double-click CD/DVD).



You now have several possibilities.

For the DVD player:

Video VCD

Creates an MPEG 1 video and burns it onto a CD as a VCD. Resolution: 352x288

Video SVCD

Creates an MPEG 2 video and burns it onto a CD as a SVCD. Resolution: 480x576

Video DVD

Creates an MPEG 2 video and burns it onto a DVD as a video DVD. Resolution: 720x576

Burn a video already created

Should you already have created the video, you can, in this way, burn the video onto a CD/DVD.

You can find out whether your DVD player plays back VCD and SVCD from the operating manual.

Note:

If you encounter difficulties replaying a burned VCD/SVCD/DVD on a DVD-player it can help to reduce the burning speed in the settings for the CD/DVD-burner and/or to change the brand of the CDs/DVDs.

You can find additional information in chapter <u>DVD-player</u>.

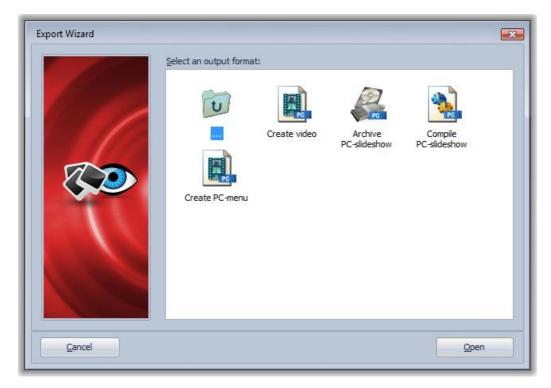
For the PC:

Burn a PC-slideshow:

With a PC slideshow, the images are not converted into a video. This CD/DVD can only be placed

back on the PC (Windows 2000/XP/Vista). These CDs/DVDs are also well suited to archiving a show, since all pieces of music and images incorporated in the show are copied onto the CD/DVD.

Should you only wish to save your show on the PC, without burning it, you can open *PC/data* in the first step in the *Export Wizard*.



Here you have the possibility of archiving/putting together the show for the PC or converting the show into a video. Additional information can be found in the <u>PC Show</u> section.

The grayed-out functions will become active only when you install <u>other products by AquaSoft</u> that come with the respective plug-in.



The **Export Wizard** accesses the relevant wizard, according to the task selected. For output for DVD-player or for video creation it calls the **Video Wizard**. For output for PC it opens then **CD/DVD** and **Archiving Wizard**.

7.2 SlideShow-Manager

The *SlideShow-Manager* allows to burn multiple shows to a CD/DVD. It creates a CD/DVD menu that allows to navigate to a certain show.

AquaSoft • SlideShow Ultimate already contains *SlideShow-Manager*. If you're using **SlideShow Premium** and want to use *SlideShow-Manager* you can purchase it as a separate product.

You can find an extensive description of *SlideShow-Manager* in the help files of *SlideShow-Manager*. A short description is included into this manual in chapter <u>DVD-Player</u>.

7.3 Sound Wizard

Using the *Sound Wizard* you can record spoken commentaries and noises with your images using a microphone connected to the PC.

You will find the **Sound Wizard** in the menu under **Wizards**.



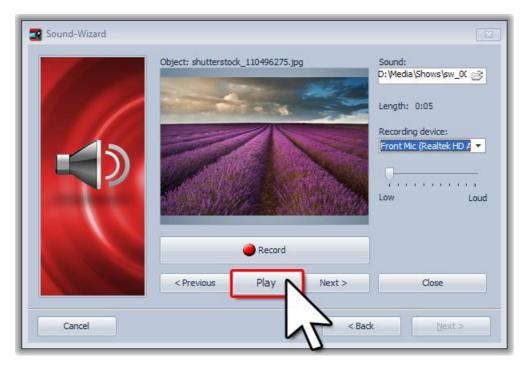
You can save the resulting files in the slideshow directory or in a separate directory.

Under *Record settings* you can decide the settings with which the commentaries should be recorded.

Then click **Next**.

Sound-Wizard		×
	Object: shutterstock_110496275.jpg	Sound: D:\Media\Shows\sw_0(🔗
		Length: 0:05
		Recording device: Front Mic (Realtek HD A
		Low
	Record	
	< Previous Play	Close
Cancel	⊂ U _{< Ba}	adkNext >

Now all the images in the show with which you can include a commentary will be shown to you in sequence. To do so, simply click **Record** and then speak your commentary on the relevant image. Should you make a mistake while recording, you only need to re-record the commentary for the selected image.



With *Play* you can listen to your recording. In order to get to the next image, click *Next*. Once you have finished recording, close the Sound Wizard.

The *Sound Wizard* automatically matches up your images with the commentaries recorded. You can find the recorded file in the *Object settings* of the relevant image. The recording can also be played

back here, using the 🕍 button.

Object settings	D # 3	x
Object settings		
✓ Show object		
Duration: 5,60 sec	\$	
Image T Text	: 🜒 Sound 🗞 Transparency	
Sound		
D:\Media\Shows\sw	v_0000.wav 🔗 🕨	
Record	Duration: 🐼 03:20.567	
🖃 Volume		
Volume:	100 %	
✓ Fade background	d music <u>(Settings)</u>	
🖃 Replay behavio	r for shortened sound	
Start position:	0,00 sec 🌲	
Continue sound	after set duration	
Fade sound after Fade sound after	er set duration	
Fade-out durat	ion: 0,00 sec 🛟	

The **Sound Wizard** can also be started directly from the **Object settings** of an image. For that there is the **Record** button.



The length of the image is automatically adapted to the length of the commentary.

7.4 Import Wizard

With this wizard you can import your images from a scanner or from your digital camera, as long as these devices respond to the *TWAIN32 interface*. The images are saved and included in the *Image list*. They can either be improved with the editing function immediately or later.

You can access these under *Wizards* -> *Import Wizard*.

	Directory to save images to:	
		ŧ
	In what format do you want the images to be saved?	
	JPEG (*.jpg;*.jpeg) Selected format:	
	TrueVision Targa (*.tga) JPEG (*.jpg;*.jpeg) Windows Bitmaps (*.bmp)	
	Format options	
I	Some image formats have addit like compression etc. You can d settings in Format Options.	
	Confirm automatically	
	Select scanner/camera	
A state of the second	Click "Next" to continue.	

Specify a *Target directory* in which the images should be saved. Selected the desired file format and, if necessary, adjust the *Format options*.

If the images are supposed to be directly included in the *Image list* of the slideshow, enable this function.

Then select the scanner or camera.

Next click *Next* and then click *Start*. Your images are now imported.

7.5 PowerPoint Wizard

With the *PowerPoint Wizard* you can import your PowerPoint presentations into the slideshow. A prerequisite is that MS PowerPoint (Version 8 or later) is installed on your PC.

During import the individual slides are saved as images. All animations and effects will be lost in the process, however.

You can start these under *Wizards* -> *PowerPoint Wizard*.

Specify the *File name* of the PowerPoint file to be imported.

	PowerPoint Wizard	
C,	With this wizard you can import MS PowerPoint-Files (*.PPT) into DiaShow. Each slide will be saved as an image (animations etc. will be lost). It is required to have MS PowerPoint (Version 8 or higher) installed, because DiaShow cannot read the files directly. After importing MS PowerPoint is not needed again.	
	Filename of the PowerPoint-File you want to import:	ř
	Click "Next" to continue.	
	Click "Next" to continue.	

Then click Next.

Specify a *Directory* in which the images should be saved. You can use the slide name as the file name or use the form *Imagexxx*.

PowerPoint Wizard	File settings	
1	The PowerPoint-Slides will be saved as image files. Please enter the name and folder to save the files.	
E	Target directory:	
7.	D:/PPT\	6
	Find file names:	
	Use PowerPoint-Slide name	
	Use names in the form "Imagexxx"	
	Click "Next" to continue.	
Cancel	< Back <u>N</u> ext >	

Click Next.

Now you can set the image options. Select the desired resolution and the image format. Under *Format options* you can configure additional settings relating to the image format.

	In what resolution do you want to save the slides? 640x480 Custom resolution: 800x600 Width: 1024 1024x768 Height: 768 1152x864 Height: 768 1280x1024 1600x1200 Antialiasing Selected format: PEG (*.jpg;*.jpeg) TrueVision Targa (*.tga) Selected format: JPEG (*.jpg;*.jpeg) Format options Format options	
--	--	--

Click **Next** and then click **Import**. The slides are now converted into image files and inserted into your slideshow.

7.6 Video Wizard

In order to show your show on the television, you can create a CD/DVD for the DVD player with the *Video Wizard*. You can access this under *Wizards -> Video Wizard*.

An exact description of the wizard can be found in the <u>DVD Player</u> section.

7.7 CD/DVD- and Archiving Wizard

The *CD/DVD* and Archiving Wizard will be explained extensively in chapter PC-Show.

7.8 Photo Frame Wizard

Using the *Photo Frame Wizard* you can transmit your slideshows as individual images or as a complete video on a digital photo frame.



Export as separate images

Firstly, specify the resolution of your frame. If you are not sure what resolution your device has, you will generally find details in the corresponding manual or on the manufacturer's web site.

Which resolution does your photo frame have?
Pre-defined resolution:
480 x 234
Custom resolution:

Text can be included with your images, text animations will be dropped, though. The text becomes a

static part of the image.

If your images have a different aspect ratio than your photo frame you can use the option Crop images to display them full frame.

	Image settings
11 march	Please select how the wizard shall process your photos.
	Assume image captions
	If you specified captions for your images the captions will stay intact.
	Images that don't completely fit into the frame will be cropped to become format filling.
14	Crop images
STREET, STREET, ST	Image quality: 90 %
	The higher the quality is the higher are the space requirements.

In the last step select the storage location for your images. This can be the photo frame, a USB stick or a memory card.

Click *Start*. The wizard now computes your images in accordance with the predetermined settings and copies them into the target directory.

	Transfer
All and	There are different options to transfer the slideshow to the frame.
	 per USB: Directly connect the frame to your PC using a USB cable. The frame will get its own drive letter assigned. Select it in the field below. per memory card/USB stick: If your frame has a plugin position for a memory card (e.g. SD or CF card) or a USB stick then plug one of those into your PC. You might need a separate card reader for memory cards. Select the drive letter of the card or the stick in the field below.
	Target (memory card or frame):
	Start

Transmitting a slide show as a video

If you want to transfer the whole show as a video please verify beforehand that your photo frame supports *Motion JPEG videos*.

This information should be provided in the manual of the photo frame.



In case your show has a different resolution than your photo frame you can now activate the option to correct the aspect ratio and fill the remaining borders with black. This way the images won't get distorted. You can also decide to integrate sound and music into the video, which only makes sense if your photo frame is able to replay them.

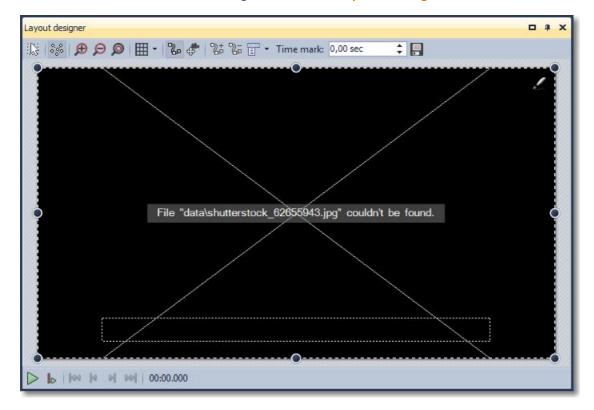
- 100	Video Format
	 The wizard can process the photos in different ways. Correct aspect ratio with colored borders If the video doesn't fill the format if your frame black borders will be added, so that the video won't get stretched unproportionally. ✓ Integrate sound and music Hint: Without sound the video will use less space. Image quality: 90% \$ The higher the quality is the higher are the space requirements.

158 AquaSoft SlideShow - Help

In the last step select the storage location for the video. This can be the photo frame, a USB stick or a memory card.

7.9 Find missing files

AquaSoft • **SlideShow** only saves links to your images and music which you use in the slideshow. Should you move, delete or rename your images. **AquaSoft** • **SlideShow** can no longer access them. You will then see the following notice in the *Layout Designer*.



AquaSoft • SlideShow cannot retrieve/recover deleted images.

Under Wizards -> Find files you can call the Search Path Wizard.

	Find files
	In case you moved or renamed your files, and SlideShow cannot find them anymore, enter the new search path here:
	Eind missing or renamed files automatically
NH.	Enter new search path directly
	Convert absolute paths into relative paths
4	Convert relative paths into absolute paths
20	Apply action to
a 🖪	Adjust selected entries only
	Adjust all entries
	Adjust background music (Slide Show Settings)

Here you have several search possibilities.

If you are not sure where the files sought are located now, activate the automatic search.

If you know exactly in which directory your images are located, you can also directly specify the path.

If you want to convert the path from absolute (details of paths are saved in their entirety) to relative (details of paths are saved in relation to the location of the ADS file) or vice versa, select the relevant option.

Then specify the entries that should be adapted.

Click Next.

Now select where your images should be sought.

	Folder selection
	Select folders to be searched for missing files.
	Computer OS (C:) Lokaler Datenträger (E:) Musik (F:) Gfx (G:) Coding (O:)
19	

Click *Next* and the search starts. Afterwards the results of the search are shown to you.

	Select from the list of found files those files that are to be assigned to the missing files of the slideshow.
	☐ Img_1930704.jpg ☐ O: \Media\Images\img_1930704.jpg
Cancel	< Back <u>F</u> inish

Click *Finish* and your slideshow is updated.

8 Variables

In **AquaSoft** • **SlideShow** there is the possibility of having certain image information displayed as a text in the image, e.g. the date taken, the file name or the path to the image. This occurs by means of *Variables*.

These have to be specified in the format below in the *Text* field in the *Object settings* of an image:

bject Settings	🗖 🕈 🗙
bject settings	
🔽 Show object	
Duration: 5,00 sec 💲	
Vise default duration (Setting	<u>15</u>)
V Leave in place after replay	
Image T Text and Sound	😵 Transparency
🛐 Arial AbCdEfGhlj 👻	26
🖃 Style 🛛 Alignment	
And a second sec	
	= = [=] =
A ■ ■ = - Text %filename%	_ = = [] []
⊡ Text	
- Text	
Text filename% Effect S Border colo	
Text filename% Effect A Border cold Animation:	r:
	r: T _A Edit Show text with image

In principle, *Variables* have to be enclosed between two % signs.

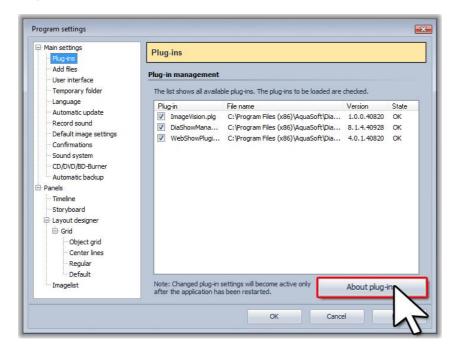
In the *Layout Designer* you will then see the implementation of the *Variables*.



EXIF information on your images can also be included using **Variables**. In that respect, your image must contain **EXIF data**.

You can check this by clicking on an image and then having the *meta-data* displayed under *View -* > *Controls*. Should these be empty, your image does not contain this data.

You will find a *list* of all possible *Variables* in the program under *Tools -> Program settings -> Plug-ins*.



After clicking the Info about plug-ins button a window is opened, in which the Variables are

listed.

Variables available:		^
= 359		
appcopyright		
appname		
appversion		
aufnahmedatum		
aufnahmejahr aufnahmeminute		
aufnahmeminute		
aufnahmesekunde		=
aufnahmestunde		
aufnahmetag		
aufnahmeuhrzeit		
author		
autor beschreibung		
capturedate		
captarcoate		
	Close	

You have to scroll down a bit in order to get to the list with the Variables.

9 Settings

9.1 View settings

In SlideShow you can choose from different pre-defined views on the main toolbar an under View. If you want to add other modules to the current view you can select from the menu under View -> Controls.

Please have a look at our screencast to learn how to create your own favorite layout. The screencast is available at the following web address:

http://aquasoft.de/download/flash/edit_view_cast/ansicht_editieren.html

In **AquaSoft** • **SlideShow Ultimate** you can save your layouts under **View** -> **View** management.

9.2 Slideshow settings

The slideshow settings can be individually changed for each slideshow.

Under *Slideshow -> Settings* you can access the window for the *Slideshow settings*. You can



also access the settings directly via the **button** in the menu bar.

Basic settings:

Ð Slideshow - Main settings	Main settings	
Slideshow flow Transitions	Display	
Music settings Background music Description Logo SlideShow-Player Standard Player (DirectX)	Replay quality: A slideshow can be	can help speed up the slideshow on a slow computer. Very good played in any resolution. Only the proportions are important. They can se of the slideshow. 16:9 (Blu-ray, DVD, wide screen monitor) Configure player

Here you can change the *Standard exposure time* of your images, as well as select a *Random playback sequence* for your images.

You can adjust the "display quality" according to the performance of your computer here. The higher the quality the higher is the required performance. This setting is of no importance during the creation of the video. It concerns the quality when replaying the show using the **AquaSoft** • **SlideShow Player**. If the "display quality" is too high for your PC this can lead to a jerky replay experience of your show.

You can likewise set the *Aspect ratio* of your show here. Should this not correspond to the aspect ratio of your images, you will get edges or you fit your images into the desired aspect ratio.

For the *Standard Player (DirectX)* a DirectX 9c-compatible graphics card with at least 64 MB memory is required. It is also mandatory that you use the manufacturer's current graphics card driver!

If you still have an older graphics card or one with little memory please use the *Software Player*. If your show is set to use the *Standard Player (DirectX)* it will be checked if it is possible to use it with your graphics card before playing the show. If this isn't the case the *Software Player* is used automatically.

The *Standard Player (DirectX)* is considerably more powerful than the *Software Player*, however a corresponding graphics card is required.

You will find settings for the corresponding *SlideShow Player* further on in this section.

Slideshow flow:

⇒ Slideshow Main settings	Slideshow flow
Sideshow flow Transitions Music settings Background music Description Logo SlideShow-Player Standard Player (DirectX)	Sildeshow flow Default duration: 5.00 sec Play images in random order End of slideshow When the slideshow runs through entirely, there are several choices • Repeat current slideshow • end now • ask user what to do • even if the slideshow was stopped manually

Here you can change the *Default duration* of your images, as well as select to *Play images in random order*.

Slideshow end:

Slideshow settings	
 Slideshow Main settings Slideshow flow Transtions Music settings Background music Description Logo SlideShow-Player Standard Player (DirectX) 	Slideshow flow Default duration: 5.00 sec () Play images in random order End of slideshow When the slideshow runs through entirely, there are several choices • Repeat current slideshow • end now • ask user what to do • oren if the slideshow was stopped manually
ł	OK Cancel Help

Here you can decide what is supposed to happen at the end of the slideshow played back. Do you want the show repeat itself or stop after the first run? You can also let the viewer decide.

Transitions:

Slideshow Main settings	Transitions	
- Slideshow flow - Transitions - Music settings - Background music	Random transition If you choose "Random transitions", only the transitions ch selection.	ecked here will be included in the
Description Logo	Default ☐ I Alphablending	All
⊡ StideShow-Player └─ Standard Player (DirectX)	Bouncing Color fading Grow Grow Push away V Slide	E Standard
	Shue Shue Sue Cube V Paper blinds V Skew V Sphere	
	Shapes Circle Radar Radar tiles Rings Circle Ci	-

Here you can select which transitions are supposed to be included in the *Random transition*. All those with green check marks are included, all those with a red cross are not included.

Music settings:

The music settings are explained in further detail here.

Background music:

The topic of background music is dealt with in detail here.

Description:

 Slideshow Main settings 	Description
Slideshow flow	Description
- Music settings	Please enter a meaningful title and description for your slideshow.
Background music Description	Title:
Logo SlideShow-Player	Author
Standard Player (DirectX)	
	Description:
	Copyright
	Enter the copyright information for your slideshow or images. This will be shown in the "About" dialog box of the SlideShow-Player.

You can individually personalize your show. Here you can specify a title, author and a description of your show.

Logo:

Slideshow flow Transitions Music settings Background music Description Logo SlideShow-Player Standard Player (DirectX) Image file name Minimal display time: 5.00 sec Show logo even if slideShow needs some time to prepare the first logo shortens the wait for the viewer. In case the preparation takes longer than the set for the logo it will automatically show longer.		
Background music Description Logo SlideShow-Player Standard Player (Direc⊠) Minimal display time: 5,00 sec ↓ ✓ Show logo even if slideshow is started by the main program ✓ only as long as initializing takes Note: With the IntellLoad process, SlideShow needs some time to prepare the first logo shortens the wait for the viewer. In case the preparation takes longer than the		
Standard Player (DirecK) Minimal display time: 5.00 sec ♀ ✓ Show logo even if slideshow is started by the main program ✓ only as long as initializing takes Note: With the IntelliLoad process, SlideShow needs some time to prepare the first logo shortens the wait for the viewer. In case the preparation takes longer than the		

If you want to start your show with a *Logo* you can select and image here. You can also simply omit a logo.

Standard	player:
----------	---------

Slideshow Main settings	Standard Player (Direct)	K)		
Slideshow flow	Display			
- Music settings	Full screen mode	Change grap	hic mode	
Background music	🕞 Window mode	800 x 600		•
Description	Anti	aliasing: None	(-
SlideShow-Player	Navigation bar		Control	
		atic fade-in and -out	Forward/t Start paus	oack per mouse (ed
	SlideShow works with an intellig presentation by loading the next Amount of time IntelliLoad should preload: Ignore IntelliLoad at start	images.		ses during the

The **AquaSoft SlideShow Player** takes on the task of playing back a slideshow. Here you can decide the settings for it. First check which *SlideShow Player* you are using. You will see this in the *Basic settings*.

168 AquaSoft SlideShow - Help

Select here if you want the show to be replayed in full screen or window mode.

Use the settings for *Antialiasing* to remove ugly artefacts at the edges. The best way to recognize the difference is by rotating a black square in front of a white background and closely watching the edges. If the option is set to *Automatic* the level with the highest possible quality will be used. The other option cause 2x,4x,8x,16x oversampling of the image, with correspondingly increasing effort. This requires a lot of computing power of the graphics board and can lead to jerkiness at high resolutions and older and cheaper boards. Nonetheless, the gain of quality is, depending on the displayed contents, remarkable. Older graphic boards should be used with the option *None*.

You can also specify the setting for the *Navigation bar*, i.e., how and when you want it to be displayed.

Under *Control* you can select if you want the show to be started automatically after clicking Play or if you want it to wait for an input, i.e., if you want <u>manually control</u> your show. You can also activate the option to control the image change with the mouse.

The IntelliLoad specifies how many seconds of the show should be loaded in advance.

If you want to use the selected settings as default for every new slideshow then click *As default*. These settings will then be automatically assigned to all future shows. By clicking the button *Original settings* you can reset all settings to the factory values.

9.3 Music settings

You can reach the music settings via *Slideshow -> Settings -> Music settings*.

⇒ Slideshow Main settings	Music settings	
 Slideshow flow Transitions Music settings 	General ✓ Activate background music	
Background music Description Logo ⊃ SlideShow-Player	Automatically repeat title list Volume of background music	Edit title list
└─ Standard Player (DirectX)	Standard volume: 100 % ♀ ✓ Fade-out of background music to slideshow end	Fade-out duration: 2,00 sec
	Fade music when sounds are playing These settings apply when a sound object controls	

The *Music settings* can be set as desired for each show. The standard settings are illustrated.



You decide here whether background music is supposed to be included in your slideshow or not.

In the **Background music** menu you can insert

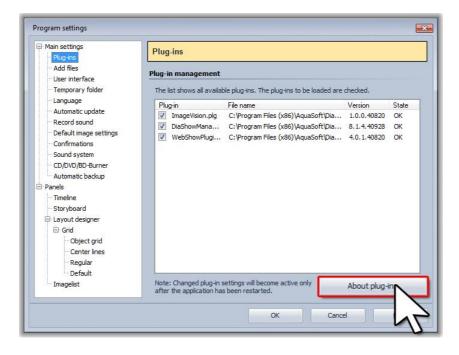
	several tracks to provide background music for your show. Here you can decide whether this list should be repeated if all tracks have been played and the slideshow has not yet come to an end.
Edit title list	Via this button you can access the Background music menu and can remove or insert tracks there.
Standard volume: 100 % 🛟	Here you can set at what volume the tracks should be played back ($100\% = full$ volume).
Fade-out duration: 2,00 sec	Here you can specify the length of the fading out.
Fade-out of background music to slideshow end	The background music can be gently faded out towards the end of the slideshow or simply broken off.
Fade volume: 40 %	If you use Sound objects or have recorded commentaries for your images in your show, it is expedient to fade out the background music when playing back these objects. Specify here to what volume the sound should be faded out.
	0% = Fade out completely 100% = Do not fade
Fade duration: 0,30 sec 🛟	Determines over what period of time the music should be faded.
Fade sounds too	Here you can specify whether the background music should also be faded with included <i>Sound</i> objects.
Live presentation mode (music continues to play at pause)	If you use breaks and continue manually during the show, you can decide whether the music should also be interrupted during an image break, or whether it should continue. If a check mark is placed, the music stops during a break.

9.4 Program settings

The *Program settings* refer to the basic settings of the program and not to the individual settings for your slideshow. For the slideshow created by you, the <u>slideshow settings</u> are decisive.

Under *Extras -> Program settings* you can access the program settings.

Plugins:



Contains a list of all plug-ins additionally installed which have been installed by additional **AquaSoft** applications.

Add files:

Main settings	Add files	
Plug-ins		
- Add files User interface	Add files	
Temporary folder	Whenever y	you add files (images, sounds, videos) the following settings apply.
Language	Sort	
Automatic update	120000000000000000000000000000000000000	an one file is to be added simultaneously, the list can be sorted in advance.
 Default image settings 	Sort by:	Filename numbering with directory (ascending)
Confirmations	Insert at	
··· Sound system	Add Bla	les at last position of slideshow
CD/DVD/BD-Burner		
Automatic backup	Add file	les after selected object
Panels		
Timeline		
Storyboard		
🖨 Layout designer		
🖻 Grid		
··· Object grid		
···· Center lines		
Regular		
Default		
Imagelist		

Here you can determine how files are supposed to be inserted into a slideshow and how they should be arranged in this slideshow.

User interface:

Main settings Plug-ins	User interface
- Add files	User interface
Temporary folder Language	When you double-dick on an object in the timeline, the object list, or the catalog, you c choose a number of actions. Select here which ones they are.
Automatic update	Action at double-click: Original view
- Default image settings	Synchronize controls
Confirmations Sound system CD/DVD/BD-Burner Automatic backup Panels Timeline Storyboard Gitagout designer Gitagout designer Gitagout designer Cobject grid Cobject grid Regular	When the panels are being synchronized, the same sector of the slideshow will be show the timeline, object list, and catalog. ✓ Synchronize controls

Here you will find additional setting options for the user interface of **AquaSoft • SlideShow**.

Temporary directory:

Palug-ins Temporary folder - Add files Temporary folder - User interface Whenever the application needs memory space on your hard drive for a shor needs a temporary folder. The standard is to use the one in the Windows-Tre doesn't offer enough disk space can become rather large. If the Windows-Te doesn't offer enough disk space you can specify a different one here. - Automatic update ✓ Use Windows-Temp Directory - Default image settings ✓ Use Windows-Temp Directory - Confirmations ✓ Use Windows-Temp Directory - Confirmations ✓ Use Windows-Temp Directory - Panels ✓ Temporary folder: - Timeline Storyboard - Object grid – Object grid - Center lines – Regular	
User interface Temporary folder User interface Whenever the application needs memory space on your hard drive for a shorn needs a temporary folder. The standard is to use the one in the Windows dre carbace can become rather large. If the Windows-Te doesn't offer enough disk space can become rather large. If the Windows-Te doesn't offer enough disk space can become rather large. If the Windows-Te doesn't offer enough disk space can become rather large. If the Windows-Te doesn't offer enough disk space can become rather large. If the Windows-Te doesn't offer enough disk space can become rather large. If the Windows-Te doesn't offer enough disk space you can specify a different one here. Confirmations If the Windows-Temp Directory Sound system Imporary folder: CO/DVD/BD-Burner Automatic backup Panels Timeline Storyboard Grid Object grid Object grid Object grid Center lines	
Temporary folder Language Automatic update Automatic update Record sound Default image settings Confirmations Sound system CD/DVD/BD-Burner Automatic designer Grid Object grid	
Language Language Automatic update Automatic update Automatic update Record sound Default image settings Confirmations Sound system COD/DVD/BD-Burner Automatic backup Panels Timeline Storyboard Grid Object grid Object grid Cohr mes	
Confusion Certain tasks the required space can become rather large. If the Windows-Te doesn't offer enough disk space you can specify a different one here. Record sound Default image settings Confirmations Image settings Confirmations Temporary folder: CD/DVD/BD-Burner Storyboard Data Layout designer E confirmations Object grid Object grid	
Automatic update Record sound Confirmations	
Default image settings Confirmations Sound system CD/DVD/BD-Burner Automatic backup Panels Timeline Storyboard Clayout designer Grid Object grid Coher Ines	1
Default mage settings Confirmations Sound system CD/D/D/B0-Burner Automatic backup Panels Timeline Storyboard Layout designer Grid Object grid Center lines	
Sound system - Sound system - CD/D/D/B0-Burner - Automatic backup - Panels - Timeline - Storyboard - Layout designer - Object grid - Object grid - Cher lines	
CD/DVD/BD-Burner Automatic backup Panels Timeline Storyboard Layout designer Grid Object grid Center lines	
Automatic backup Panels Timeline Storyboard Layout designer Object grid Center lines	<u></u>
Panels Timeline Storyboard Cityout designer Grid Object grid Coher lines	
Timeline Storyboard Carlosure Grid Object grid Center lines	
Storyboard Layout designer Grid Object grid Center lines	
Layout designer Grid Object grid Center lines	
Grid Object grid Center lines	
Object grid Center lines	
- Center lines	
Regular	
L- Default	
Imagelist	
OK Cancel	Help

AquaSoft • **SlideShow** from time to time requires temporary disk space on the hard disk. Here you can specify in which directory temporary files may be buffered. A lot off memory is necessary during video cretion. If the Temp directory doesn't provide enough space you can specify another directory here.

Language:

Main settings Plug-ins	Language		
 Plug-ins Add files User interface Temporary folder Language Automatic update Record sound Default image settings Confirmations Sound system CD/DVD/BD-Burner Automatic backup Panels Timeline Storyboard Layout designer Grid Object grid Center lines Regular Default 	Language	t the language you would like the program to use with.	
- Imagelist		OK Cancel Help	

AquaSoft • SlideShow supports several languages, which you can change here.

Automatic update:

Main settings Plug-ins	Automatic update
Add files Add files User interface Temporary folder Language Automatic update Record sound Default image settings Confirmations Sound system CD/DV/BD-Burner Automatic backup Panels Timeline Storyboard Layout designer Grid Object grid Center lines Regular Default Imagelist	Automatic update check The automatic update check searches regularly for new versions of your software on the internet. You will be notified if there are updates. ✓ Activate automatic update check Check all: 1 C Days
	OK Cancel Help

Here you can set the intervals at which **AquaSoft** • **SlideShow** is supposed to check for updates. This way you stay up to date So bleiben Sie immer auf dem aktuellsten Stand. Zur Prüfung wird eine Verbindung zum Internet benötigt.

Record sound:

Main settings Plug-ins	Record sound	
 Add files User interface Temporary folder Language Automatic update 	Record sound Choose the settings to record sounds. Recomm Hz, 16 Bit, Mono Sample rate	nended settings for recording speech: 44100
Record sound Default image settings Confirmations Sound system CD/DVD/BD-Burner Automatic backup Panels	 11025 Hz others: 44.100 Hz ↓ 22050 Hz 44100 Hz 48000 Hz 	 better the recording quality. With rising quality, the memory space needed increases.
 Timeline Storyboard Layout designer Grid Object grid Center lines Regular Default Imagelist 	Channels Mono Stereo Stereo Note that a microphone only sends a mono signal. Choosing stereo uses double memory space unnecessarily.	Sample size 8 Bit 9 16 Bit

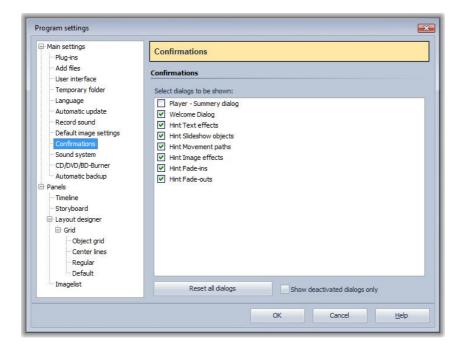
Using the *Sound Wizard* you can record spoken commentaries with your images by means of a microphone connected to your PC. Configure the recording settings here.

Default image settings:

And Antiperation Main Settings	Default im	age settings	
Plug-ins Add files		-55-	
User interface		t settings for image and text objects he	re. All these objects that you'll add will
Temporary folder	use these sett	ings	
- Language	Image		
- Automatic update	1.000		
Record sound	Fade in:	Alphablending	👻 🚺 Adjust
Default image settings	Fade out:		- Adjust
Confirmations	Fade out:	Leave in place (do not hide)	Adjust
Sound system	Text		
CD/DVD/BD-Burner	Font:	T Amprior	▼ 26 ▼ ₩₩ ▼
Automatic backup			
Panels	Style:	AAU	
Timeline	Border:		
Storyboard			
Layout designer	Shadow:	S	
Object grid			
Center lines			
- Regular			
Default			
Imagelist			

Here you can determine which settings will be used for newly inserted image and text objects.

Confirmation:



Select the dialogs to be shown here.

Sound system:

→ Main settings → Plug-ins	Sound system
Add files	Sound system
- Temporary folder	find best output mode automatically
- Language	Sound output mode:
- Automatic update - Record sound	No sound
	O WASAPI
- Default image settings	O A second sec
- Sound system	O DirectSound
CD/DVD/BD-Burner	 Windows Multimedia
Automatic backup	Please note that changes to the output mode take effect only after restarting SlideShow.
- Panels	Please note that changes to the output mode take effect only after restarting sideshow.
Timeline	
Storyboard	
😑 Layout designer	
🖨 Grid	
Object grid	
Center lines	
Regular	
Regular	

The **Sound system** takes on the task of playing back the music included in the slideshow. Should you have irregularities when playing back the music, set the setting to **Windows Multimedia** here and then restart **AquaSoft** • **SlideShow**.

CD/DVD/BD writer:

Main settings Plug-ins	CD/DVD/BD-Burner Burner settings							
Add files User interface								
Temporary folder Language Automatic update	CD/DVD/BD-Burner Writing speed:	I: (HL-DT-ST DVD+RW GH70N - A101) ▼ 1 x (176 KB/s) ▼						
					Record sound			
					 Default image settings 			
- Confirmations								
Sound system								
CD/DVD/8D-Burner Automatic backup								
Timeline								
Storyboard								
🖨 Layout designer								
🖨 Grid								
Object grid								
Center lines								
··· Regular								
Default								
Imagelist								

Here the recognized $\mathsf{CD}/\mathsf{DVD}/\mathsf{BD}$ writers are shown.

Automatic saving:

Main settings Plug-ins	Automatic backup
- Add files - Add files - User interface - Temporary folder - Language - Automatic update - Record sound - Default image settings - Confirmations	Autosave Autosave makes a copy of your current silde shows in equal intervals; the latest progress will not be overwritten. Move the cursor over the menu item "File">"Restore" in order to return to a previous point Activate automatic saving Maximum number of backup copies: 10
CD/DVD/BD-Burner	Intervals between backups: 3 C minutes Delete all previous backups
Panels Timeline Storyboard Layout designer Grid	
indgenet	

Here you can determine whether backup copies should automatically be generated while you are working on a slideshow. Under *File -> Open -> Restore* you can access an earlier status of your work.

Timeline:

Main settings Plug-ins	Timeline			
Add files User interface Temporary folder Language Automatic update Record sound Default image settings	Display Show hints Show hundret Style:	hs of a second Rounded 🛛 🗸]	
Confirmations Sound system CD/DVD/BD-Burner Automatic backup Panels TimeIne Storyboard Layout designer Grid Object grid Center lines Regular Default Imagelist	Edit	ects as snap guide 10 🗘 pixels	Use time ras	ter 100 msec 🛟

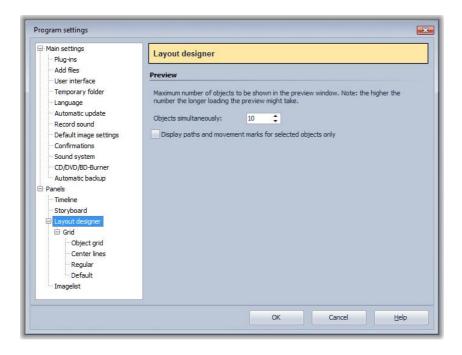
Configure the settings of the *Timeline* here.

Storyboard:

Main settings Plug-ins	Storyboard
Add files User interface Temporary folder Language Automatic update Record sound Default image settings Confirmations Sound system CD/DV/BD-Burner Automatic backup Panels Timeline Storyboard Layout designer Grid Object grid Center lines Regular Default Imagelist	Display ✓ Show file names underneath thumbnails Show hints (descriptions underneath the mouse pointer)

Configure your settings for the *Storyboard*.

Layout Designer:



You can configure settings for the *Layout Designer* here.

In a submenu, you can determine more precisely how the *Grid* should look like and how the objects are to respond to the *Grid*.

Image list:

Main settings Plug-ins	Imagelist
Add files Add files User interface Temporary folder Language Automatic update Record sound Default image settings Confirmations Sound system CD/DVD/B0-Burner Automatic backup Panels Timeline Storyboard Layout designer Grid Object grid Conter lines Regular Default Imagelist	Columns Define which columns should be shown in the imagelist.

Here you can select which information should be displayed in the *Image list*.

10 Technical information

10.1 Common preparations

Directories

178

In order to achieve a good result quickly and effectively, you can make some minor preparations in advance. **AquaSoft** • **SlideShow** saves an image list and, in that respect, keeps an eye on all directories specified.

File formats

AquaSoft • SlideShow supports, inter alia, the following image formats.

Alias/Wavefront Images (*.rla;*.rpf) ANI Images (*.ani) Arts & Letters Thumbnail Images (*.ged) Autodesk Images (*.cel;*.pic) Dr. Halo Images (*.cut) Encapsulated Postscript Images (*.eps) Device-independend Windows Bitmaps (*.dib) GIF graphics from DevExpress (*.gif) JPEG 2000 (*.jp2) JPEG 2000 Codestream (*.jpc) JPEG Images (*.jfif;*.jpe;*.jpeg) JPG Images (*.jpg) Kodak Photo-CD Images (*.pcd) LuraWave (*.lwf) Paintshop Pro Images (*.psp) Paintshop Pro Frames (*.pfr) Paintshop Pro Tubes (*.tub) Photoshop Images (*.pdd;*.psd) Portable Bitmap Images (*.pbm) Portable Gray Map Images (*.pgm) Portable Network Graphic Images (*.png) Portable pixel map Images (*.ppm) Run length encoded Windows bitmaps (*.rle) SGI S/W Images (*.bw) SGI True Color Images (*.rgb;*.sgi) SGI True Color Images with transparency (*.rgba TIFF Graphics (*.tif;*.tiff) Truevision Images (*.icb;*.tga;*.vda;*.vst;*.win) Windows Bitmaps (*.bmp;*.msk)

Image formats

Advanced Streaming Format (*.asf) AIFF files (*.aiff) IT/Impulse Tracker-Music (*.it) MIDI-Files (*.mid;*.rmi) MOD-Music (*.mod) MP2 files (*.mp2) MP3 files (*.mp3) OGG Vorbis files (*.ogg) S3M/Scream Tracker-Music (*.s3m) WAV files (*.wav) Windows Media Audio (*.wma;*.wmv) XM/FastTracker-Music (*.xm)

Sound formats

Animated GIF (*.gif) Common Intermediate Format (*.cif) Digital Video (*.dv; *.dif) DVD Video (*.vob) Flash Video (*.flv) Flic Animation (*.flc) Matroska Media Container (*.mkv) MPEG (*.mpg; *.mpeg) MPEG-2 Transportstream (*.mts; *.m2ts) MPEG-4 (*.mp4) MPEG-4 Video (*.m4v) OGG Theora Video (*.ogv) Quicktime (*.mov) Video for mobile devices (*.3gp; *.3gp2) Video for Windows (*.avi) WebM Video (*.webm) Windows Media Video (*.wmv)

Video formats

Please note that MID and RMI files cannot be used when creating the video with the Video Wizard.



Only use unencrypted music tracks for your slideshows. For legal reasons, **AquaSoft** • **SlideShow** does **not** support the use of music tracks which have been encrypted by DRM or similar procedures.

10.2 Installation

To install **AquaSoft** • **SlideShow** we suggest at least the following system setup. More resources will lead to higher quality playback:

Hardware

CPU - 2 GHz, Multicore processor recommended Graphics board - DirectX 9c (must support shader model 2) RAM - 2GB Harddrive - 150 MB (burning (S)Video-CDs may need space up to 1,2 GB for a short time, burning Video-DVDs may take up to 10 GB temporarily) CD/DVD/BD-burner - (optional)

Operating system

Windows XP Home and Professional, Vista, Windows 7, WIndows 8. 32bit as well as 64bit systems are supported.

not supported are the operating systems: DOS, Windows 3.x, Windows 95, 98, ME, 2000, Unix, Linux, Apple Macintosh, Novell, etc.

10.3 Full screen mode with different screen resolution

You can modify the graphic mode for the full screen display in the player settings. When switching the screen resolution Windows can only assign a fixed or no frame rate at all. Since we can't know your graphics card/monitor combination we omitted the assignment of a fixed frame rate. This was done to prevent any danger for your monitor. Windows automatically switches to one of the possible modes, which you can change yourself. (see Control panel -> Display -> Settings)

This hint is only of interest if you want to work with a modified full screen mode. The problem does not exist in window mode.

180

11 Ordering AquaSoft ® SlideShow

The easiest way to order a product by AquaSoft is to visit our <u>Online Shop</u>. Here you can always find the newest offers and also bundles (combinations of several products), which you can save a lot of money with. In addition you'll receive the newest updates.

12 Other programs by AquaSoft

AquaSoft SlideShow is just one of many useful programs created by AquaSoft. On the following pages you can find additional programs with interesting features and useful enhancements.

12.1 AquaSoft®DiscMenu

AquaSoft ® DiscMenu - Your professional CD-ROM-Publishing-System



You have the best contents but nobody looks at them? Endless amounts of data can be stored on CDs or DVDs. But it needs a lot of care to make these data accessible to the user. What if you could organize the contents of your CD through easily to create HTML-pages? Great idea! What's missing now is a suitable environment because a normal web browser for displaying the page neither looks professional nor does it provide the opportunities to customize its look. On top of that there are quite a few obstacles to overcome. Good that there is **AquaSoft ® DiscMenu**.

The start menu for your CD or DVD:

- the auto-start menu for your installation file and other applications
- the business card of your company with navigation
- your product presentation on CD or DVD as advertisement
- the information system for your documentation
- a new way for your multi-media application

You want to distribute eLearning-products or start eBooks, audio books, movie or sound files from CD?

AquaSoft ® DiscMenu provides the features of a multi-media authoring system!

12.2 AquaSoft ® PhotoAlbum

182

AquaSoft ® PhotoAlbum - Get more out of your photographs



Digital photos are great but they aren't everything. You will come to a point where you wish you could look at them in print. That's way you can say, paper photographs are alive and well.

With **AquaSoft ® PhotoAlbum** you can offer more than just lose photos to the admirers of your artwork. No boring albums but exciting effects give your pictures center stage. Whether you want to spice up your desktop, produce creative photo books or wake up your printer from its hibernation is up to you. In **AquaSoft ® PhotoAlbum** everyone finds what is needed.

And these are the three easy steps:

- adding images
- selecting a template
- · creating the photo album

AquaSoft ® PhotoAlbum already comes with many prepared templates. But with the integrated template editor you can design your album to the smallest details yourself, as well. There are no limits. Title pages, chapters, thumbnail view (contact print) and much more can be designed and positioned. Create professional photo books just as easy as funny ones, e.g. with pictures that seem like pasted in.

Enough of always the same desktop wallpaper? With the integrated Desktop-Album you can revive the memories of your last holidays. It's not just a simple one-after-the-other of your photos but they are professionally embedded in an interesting environment.

12.3 AquaSoft ® PhotoCalendar

AquaSoft ® PhotoCalendar - Your photos, around the year.



There's always a time to give gifts. So, what's more suitable than to give a calendar, then?

AquaSoft

B PhotoCalendar is a universal program for the creation of customized calendars. Ready-made templates ensure the desired result with just a few clicks.

And these are the three easy steps:

- adding images
- selecting a template
- creating the photo calendar

AquaSoft ® PhotoCalendar already comes with many prepared templates. Calendars for printing or your desktop, for giving away or keeping. Cover pages, any number of pictures per page, appointment books, weekly, monthly, yearly calendars, etc. - leave room for your creativity. Create new calendar layouts to the smallest detail with the help of the integrated template editor. Whether simple, advanced, funny or formal - everything can be achieved in a professional manner.

Specify birthdays and appointments. Every event will be displayed with photos on the correct day. PhotoCalendar also imports your appointments and birthday list from MS Outlook.

The DesktopCalendar brings your photos as a photo calendar to your desktop, including your specified events. This too includes your MS Outlook events.

AquaSoft SlideShow - Help

12.4 AquaSoft ® ScreenShow

184

AquaSoft ® ScreenShow - Take a break and enjoy your pictures.



People always have been charmed by moving pictures. Put the magic of your photos on your screen. With **AquaSoft ® ScreenShow** you can create your own photo screen savers with impressing transitions and background music. And it can be done with just a few mouse-clicks. You can use these screen savers on your own PC or you can distribute them, e.g. per eMail.

And these are the three easy steps:

- adding images
- entering a title
- · creating the screen saver

12.5 AquaSoft ® WebShow

AquaSoft ® WebShow - Waltzing from a photo to a website



While the Vienna Waltz uses three steps converts the program **AquaSoft ® WebShow** your photos into a ready-to-go website. That's right! In just three steps a complete website is created including picture frames, background, thumbnail navigation and, if you wish, transition effects.

And these are the three easy steps:

- adding images
- selecting a template
- launch the website

Whether for family or for presentations in the company, for you it is important to embed your photos and pictures into a pleasing Internet site with just a few clicks. From the abundance of web templates you can create a professional web project with overview page (thumbnails), navigation buttons and comments.

And those who want can dance the foxtrot. Then there is a fourth step available for setting the page properties where all possible configuration can be made. E.g. you choose a picture frame, a certain background color, a button style - even whole themes are available. Due to the powerful, XML-based scripting language of the templates you can create your very own templates, as well. There are virtually no limits: you can use everything that is supported bei HTML, PHP, ASP, Javascript etc. Again, you can but you don't have to. Because **AquaSoft ® WebShow** has almost everything prepared for you.

13 AquaSoft ®

13.1 If you have problems

The AquaSoft-homepage offers software on the topics of education, image editing and image management as well as further shareware and freeware for download.

Visit our homepage at <u>www.aquasoft.net</u>. You will find downloads, FAQ, forums and information on our products.

If you have trouble with an AquaSoft product or questions, criticism, praise, please proceed as follows:

- Check the manual or the according help file.
- Try finding an answer in the FAQ (Frequently Asked Questions).
- Visit the respective forum. There users can exchange experiences and can ask questions. Write your own entry. Sometimes it is easier for another user to understand the question than for a whole team of developers – and the answer might come quicker, too.
- Only after those steps didn't succeed, write or call us. We take your suggestions as important help, but we also need time to advance the software.
- The contact email address is: info@aquasoft.de

AquaSoft SlideShow - Help

Copyright © AquaSoft GmbH 1999-2015

Visit us on the Internet: www.aquasoft.net

