

PicturesToExe Deluxe Version 7.0

The User`s Guide

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Introduction

PicturesToExe Deluxe allows you to create impressive photo and video slideshows for PC, Mac, DVD and YouTube. Add images and video clips together with all effects: Pan/Zoom/Rotate, 3D transformations, masks, shadows.

PicturesToExe can use source media files without conversion. It is no need waiting to see the result of your work. Instant preview of a slideshow in real time. The highest quality of picture and smooth playback of animation.

PicturesToExe Deluxe is also an excellent choice for the advanced users and for the wedding photographers. PicturesToExe Deluxe provides the user with all the necessary tools to create a great-looking photo/video slideshow or documentary.

Extensive functionality of PicturesToExe Deluxe has already been appreciated all over the world. This is especially true for the UK and France, where PicturesToExe has become the first choice for creating audio-visual shows for international festivals and local competitions.

PicturesToExe Deluxe creates an executable file with your slideshow in a few seconds that does not require any additional program to run the slideshow (even PicturesToExe itself is not necessary). The slideshow can be accompanied by sound or text comments to each slide or by any music file from your collection. The timeline with a waveform facilitates the synchronization of the pictures to the background music. You can easily record voice comments to slides right in PicturesToExe.

If there is a need for demonstrating a slideshow on a Mac, PicturesToExe Deluxe can create an executable file for the Mac too. The program can burn a DVD disc, produce HD video files, video for iPhone and iPad, publish slideshows on YouTube and Facebook.

Main features

■ Images and Video Clips in Slideshows

Add video clips and images together with all effects: Pan/Zoom/Rotate, 3D transformations, masks, shadow.

■ Quality and Fast Performance

Instant preview of your slideshow in real time on full screen. PicturesToExe can use source media files without conversion. It is no need to wait to see the result of your work. PicturesToExe uses hardware acceleration for flawless and smooth playback of slideshows. The highest quality of picture with all details. Sharpness control includes the unsharp mask.

■ Objects and Animation with 3D Effects

The hierarchical system of objects (Images, Videos, Text) for creative usage. Objects (layers) have keyframes for the complex animation and 3D effects.

■ Output for PC and Mac in Executable File

PicturesToExe produces a single executable file for PC or Mac, which contains all images, music and videos. A slideshow in executable file (EXE) can be played on any PC under Windows 7, Windows Vista and Windows XP. Slideshows for Mac requires OSX 10.4 or later.

■ YouTube and Facebook Output

Publish your slideshows on YouTube and Facebook with FullHD quality at 1080p.

■ DVD and Video Output

Export high quality HD video file (in H.264 format) for playback on PC, Mac or TV with USB. Watch slideshows on your iPad and iPhone. Burn DVD video discs with your slideshows quickly and easily.

■ Transition Effects

PicturesToExe suggests cinematographic transition effects between slides, including Flip 3D, Swap 3D and Curling of page 3D effects.

■ Recording of Voice Comments

You can easily record voice comments to slides right in PicturesToExe.

■ Music and Audio Editing

Add background music to your slideshow and sound comments to the selected slides. You can use the timeline with the waveform for exact synchronizing slides to music. PicturesToExe supports multiple audio-tracks. Each audio clip can be edited and customized.

■ Protection of Your Slideshows

PicturesToExe offers all tools to protect your executable slideshows for PC and Mac: password on a startup, the time limited usage, the copyright logo over slide. You can control the behaviour of keyboard, mouse, and the navigation bar.

■ Supported Input Files

Images: JPEG, GIF, PNG, BMP.

Audio: MP3, WAV, OGG, WMA.

Videos: AVI, MOV, MPG, MP4, FLV, DIVX, XVID, WMV, and more.

System Requirements

For PC

PC with CPU 1.4 GHz, 512 MB of system memory, video card with 128 MB of video memory, sound card, Windows XP, Windows 7 (32-bit and 64-bit), Windows Vista. DirectX 9 or newer. DVD-RW drive for burning of DVD-Video discs.

For Mac

Mac computer with Intel processor (PowerPC is not supported), Mac OS X v10.4 or later, 512 MB of RAM, 128 MB of video memory.

What`s New in PicturesToExe

■ Video Clips in Slideshows

Put video files onto slides and apply any effects (3D effects, Masks, Pan/Zoom/Rotate, Shadow, etc). Playback in real time. PicturesToExe has a built-in convertor for video files with ability to resize or crop video clips.

■ Unsharp Mask for Sharp Picture

This feature dramatically increases sharpness of picture. PicturesToExe adds unsharp mask for entire screen in real-time, even for slides with animation.

■ Improved Quality of Picture on DVD

Now PicturesToExe is the only software which provides the best quality of picture with more details on DVD. We use smart image processing to deliver best quality.

■ Improved User Interface

Slide list displays the time of slides and duration of transition effects. An updated view of the main window of the program.

■ New Navigation Bar in Slideshows

With a slider control for rewinding and sound volume control.

■ Recording of Voice Comments

You can easily record sound or voice comments to slides right in PicturesToExe.

Questions

How can I register PicturesToExe?

Please open this page: <http://www.wnsoft.com/picturestoexe>

I bought PicturesToExe vX.xx. Should I pay again for next versions?

No, you need not to pay for PicturesToExe again and you can use all future versions of PicturesToExe free of charge. Besides, you will get two years of free upgrades for VideoBuilder (module in PicturesToExe Deluxe). After two year term you can use last version of VideoBuilder installed on your computer or pay for upgrade to use its new version.

What is the difference between Standard and Deluxe version of PicturesToExe?

The difference in these two versions of the program is in the opportunity of creating different kinds of output files. Standard version allows to create executable files, screensaver and AVI-file. Deluxe one also allows to create not only executable file for PC, but also for Mac, HD video for PC and Mac, DVD-video disc and Video for iPhone, besides here you can publish your slideshow on YouTube and Facebook.

I don't have an opportunity to download the program from the Internet. How can I purchase it on CD?

You can purchase a CD with PicturesToExe from Barry's Beckham web site:

<http://www.beckhamdigital.co.uk/digitalav/pte/pte.htm>

What screen resolution is needed to view the presentation?

You can use any resolution: 800x600, 1024x768, 1280x1024 or higher. A slideshow in executable file uses the currently set display mode. All elements of a slide scale are visible automatically and proportionally at any display mode.

Will PicturesToExe create presentations that can be viewed on Apple Macintosh computers (Mac OS X)?

Now you can create not only DVD-discs but also executable file with slideshow for MacOS.

Can I put my slideshows (executable files) created with PicturesToExe on CD or DVD discs?

Yes, of course!

How many slides can I include in my slideshow?

Up to 20000 slides (unregistered version is limited to 10 slides).

What is the largest size that the generated executable file can be?

The resulting executable file can be up to 4 GB.

What additional files are needed to run the executable file of the slideshow on my computer or any other computer?

No other files are necessary to run the executable file.

Does PicturesToExe work under the 64-Bit version of Windows 7 and Windows Vista?

Yes, it supports fully.

Where can I download the examples of slideshows created with PicturesToExe?

You can find our slideshows at <http://www.wnsoft.com/picturestoexe/slideshows> and a lot of slideshows created by users of PicturesToExe at <http://www.beechbrook.com/pte>.

Problems

I lost PicturesToExe (PC crash, etc.). How can I reinstall the program without being charged again?

You can download the latest version of PicturesToExe from:

<http://www.wnsoft.com/picturestoexe>

You can request a new registration key at the technical support web page:

<http://www.wnsoft.com/support>

Autorun doesn't work.

There are many reasons why it may not work:

1. Probably CD autorun is disabled in Windows system.
2. The inf file and slideshow executable file should be in the root of the CD.

I have launched PicturesToExe, but the interface language looks unfamiliar. How can I switch to English (or another) language?

Open the fifth menu from the top panel of PTE window. Select the fourth line and then switch to the necessary language from the list.

When I try to open/save one of my projects, it says that the images are not found.

This problem may be caused if you remove or replace any files (images, music), while making a project or after saving a project. You shouldn't remove or replace any files used in a show from their original folders, because the program keeps in memory each file's path in order to find it next time you open your project.

When I create the show, my images look normal, but when I play the created presentation, the color gamma of these images is much brighter.

By default we use a hardware accelerated screen mode in v5.00. It allows us to attain ideally smooth Pan/Zoom effects. This mode, used in Media Center, Chess Game and Aero Glass uses the interface in Windows Vista.

Unfortunately, drivers of ATI video cards for Windows XP contain a bug. It ignores color gamma settings in the fullscreen mode which you adjust for the desktop. ATI has already fixed this bug for their drivers for Windows Vista and they also promise to fix it for Windows XP later.

As a temporary solution go to Project options -> Screen tab and uncheck "Use hardware acceleration" option. But if you use Pan/Zoom effects it will not play smoothly enough.

You can complain to ATI and ask them to fix this bug as soon as possible:

<http://support.ati.com/ics/survey/survey.asp?deptID=894&surveyID=486&type=web>

Zoom/Pan transitions are "jerky" and not smooth.

1. Make sure that your video card satisfies the requirements for these effects.
2. Perhaps, the size of your images is too big. Try to reduce it and preview the show once again. This is the link to our free program, which helps you to reduce the sizes of all images at once:

<http://www.wnsoft.com/files/soft/MultiResize.exe> (216 KB)

3. If the show still has a bad quality, please, report this to technical support. We would be grateful, if you indicate your computer's configuration and write a detailed problem description in your ticket:

<http://www.wnsoft.com/support>

I lost pictures, which were used in the show. How can I get them back?

You can't extract images from executable files. We refused to add such ability to the program, because many customers don't want other people to be able "to steal" their copyrighted pictures. We can only advise you to make screenshots of the images and save them.

Slideshow hangs on a certain slide, but music continues playing.

Please, check to see if some of your slides have customized settings: right mouse click on a slide and select Customize Slide menu item.

Ripped music "stutters".

PicturesToExe is very sensitive to any errors in audio files, which may appear while ripping, downloading or converting. We can advise you to use "Exact Audio Copy" program to rip music from CDs. This program is free.

DVD burning can't be completed correctly: the progress stops, Video Builder says the disk is full, recorded disc doesn't play in a DVD player.

1. Make sure that your disc is not full.

2. Do you use high quality DVD discs? Please, try to use another disc and try to record once again.

If the program does not respond or you face any error messages, please, report about this to technical support service.

I burned DVD-video disc, but it doesn't play smoothly.

Before burning DVD-video disc, check TV system parameters in the Project Options. If you live in the USA, Canada or Japan, choose NTSC. If you live in Europe, you should choose PAL/SECAM.

I have a problem with the playback of HD video file, there is mistiming of audio and video and even visual defects of the picture. What should I do?

You should take into consideration that this video format has very high requirements to hardware. Most software players use only CPU to decode and play this video file and sometimes even the newest Intel Core 2 Duo can't play FullHD video file (1920x1080) successfully. There are some players (PowerDVD, WinDVD) which can enable hardware acceleration of video card (the modern video card is required) and in this case video will be played very well even with the low CPU loading. The best result with software player is using free Media Player Classic HomeCinema: <http://mpc-hc.sourceforge.net/download-media-player-classic-hc.html>. It already includes all necessary decoders to play created video files with slideshows.

How to...

How to upgrade PicturesToExe to the Deluxe edition? I want to burn DVD-Video discs with my slideshows.

If you bought PicturesToExe v4.48 or earlier or you bought PicturesToExe Standard edition you can upgrade to Deluxe edition and use VideoBuilder to burn DVD-Video discs:

<http://www.wnsoft.com/picturestoexe/buy>

How can I make my slideshow (executable file) start just after inserting CD or DVD discs into the drive?

Create a new document with the name "autorun.inf" using any text editor (e.g. Notepad) and write the following text:

```
[autorun]
```

```
open=YourSlideshow.exe
```

```
icon=YourIcon.ico
```

Note: instead of YourSlideshow you should write the name of your slideshow, and instead of YourIcon you should set your own icon. This file ("autorun.inf") must be copied to the root of CD or DVD disc with your slideshows.

Executable file of my slideshow is too large. How can I reduce the size of my executable file?

- Reduce your JPEG images to 1024x768 or 1280x960, 160-500 KB
- Use MP3 files for background music (don't use WAV music files)

You can determine the size of your slideshow by watching the status bar at the bottom of the main window (3rd section - 'executable file - 4 MB')

How can I calculate the size of a produced executable file with my slideshow?

The size of your executable file with slideshow is 280 KB plus size of your files (images and music).

How can I synchronize several groups of slides with a certain audio track?

To synchronize a group of slides with an audio track, do the following steps: select the necessary number of slides, drag the last one and set it exactly under the blue line, which shows where the last track ends and the next one begins. Keeping these slides selected, click <Timed Points> button and select "Arrange selected points". As a result, all these slides on that area will be set on equal distance one from another. Then add next group of slides to the time line: click <Insert slide> button, select necessary images and click <Add> button, and do the same steps with them.

I want to add one or more MP3 music files to my slideshow as background music.

Go to Project options, Music tab and add music files (MP3, WMA, OGG, WAV, MID) which will play in your slideshow. After the last file ends, optionally, the first file will be played again and so on.

How can I create an independent video file (not on CD/DVD) and save it on my hard drive?

You can create a custom AVI file:

Click <publish> button, check "publish custom AVI file", then select audio and video codecs: <Audio codec> and <Video codec> buttons. You can choose any video codec, except "PicturesToExe video codec". You can select codecs from the lists or use your own codecs. Then click <publish AVI> button and save your file.

How can I make a screensaver and set it for my computer?

Create a slideshow as a screen saver. Save it in any folder of your computer. Right click on it and select menu item to set it as a screen saver for your PC.

How can I transfer my PicturesToExe to another computer?

You can copy the distribution program PicturesToExe to any removable media (CD, flash memory device, etc.) and then install to another PC. Then register it with your current key. If you don't have back-up copy of your registration key, you can always inform technical support, and you will be given a new key: <http://www.wnsoft.com/support>.

How can I avoid black strips at the top and at the bottom of the screen in my slideshow?

If you watch any wide screen slideshows (say 16:9) on usual LCD display at 1024x768 (4:3), you

will see black strips at the top and the bottom parts of the screen. If you don't want to see these black strips and you would like to use all of your display for a slideshow, use "Pan and Scan" feature of PicturesToExe. Create **MyShow.bat** file in Notepad and type:

"MyShow.exe" -Cover

This feature is described in more details in the chapter Command line parameters at p. 79. It works for all executable files with slideshows created in version 5.0 and later. You can distribute a ZIP archive with your slideshow with executable file and additionally include **.bat** file for fullscreen version:

MyShow_Widescreen.exe

MyShow_PanAndScan.bat

How to go back to the menu each time after preview of one of the slideshows?

To go back to the menu after slideshow you should use the option Run application/slideshow on exit (Projects options>More Tab). Here are two variants and you should choose the variant Run slideshow, not application. This option is used in such purposes as run another slideshow, play a series of slideshows, creating menu slideshow to run other slideshows. You should remember, that all executable files of linked slideshows should be created with the same version of PicturesToExe. If it's impossible to rebuild executable file (project file has been lost), please use the old command "Run application".

How to add silence between audio clips?

To add silence between audio clips you should use options Crossfading, Fade In and Fade Out in Project Options, Music Tab. All these options are described in details at p. 46.

Quick Start - PicturesToExe

If you want to make the slideshow, do the following steps:

1. Open **PicturesToExe**;
2. Open the necessary folder with the images from the **directory tree of files**;
3. **Add** the selected images to the **slide list**;
4. Then **Customize** slide and add **Object** and **Animation** to it, if you wish, in the preview window;
5. After that, customize your slideshow in the **Project Options**;
6. If you want to preview your slideshow, click the button **Preview** and after that make some changes, if necessary.
7. Your last step is to publish video, Screen Saver or executable file with your slideshow by clicking the button **publish**.

That is the way to create the simplest slideshow.

Quick Start - VideoBuilder

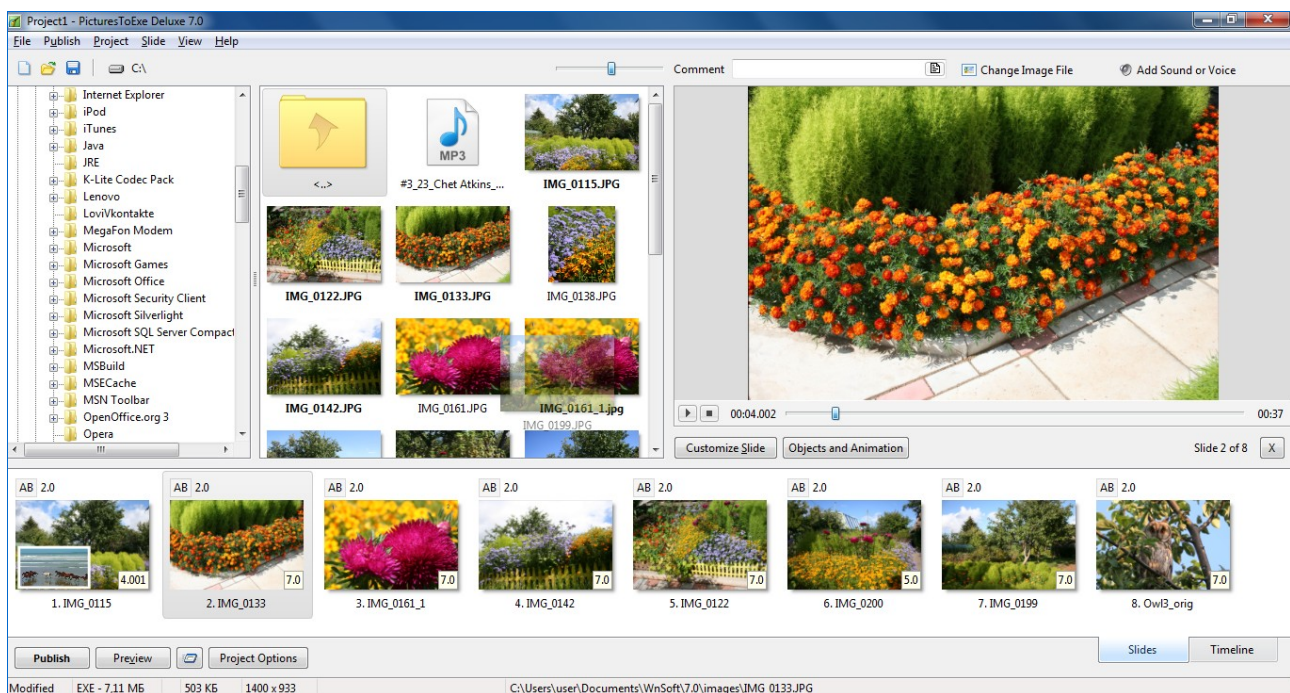
If you want to burn a DVD-video disc with your created slideshows, do the following steps:

1. Click **publish** button in the **Control Buttons** panel of the **PicturesToExe** and select **DVD-video disc**;
2. **Add** the necessary projects to the **project list** and click **Next**;
3. Customize the **menu** of your disc by choosing the **background** and adding **music** to it and press **Next**,
4. After that, select the **place** on your computer for saving **temporary files** and **ISO image** of your disc and click **Start** for burning the disc.

That is the easiest way to burn DVD-disc with your projects.

Main Window Menu

As you can see, the main window menu consists of a number of smaller windows and icons. They are:



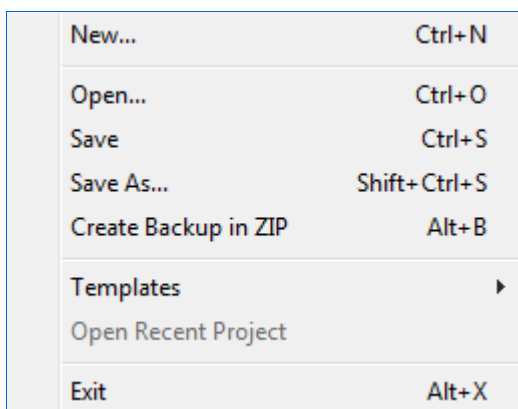
Main menu

At the top of the main window you can see drop menu:

- file menu;
- publish menu;
- project menu;
- slide menu;
- view menu;
- help menu.

File menu

File menu has the following options:



- The **New** – this option is used to open a new project.
- The **Open** – is used to open earlier saved projects.
- The **Save** and the **Save As** helps you to save created projects under their own or new names.
- The **Create Backup in ZIP** – this option helps you to save all your projects in ZIP format. It's helpful for making reserve copies of your slideshows if you want to save them and then take them to another computer.
- The **Templates** – this option provides you to save existing projects and to use them as the templates while creating next slideshows. Opening this feature brings you to another dialogue box the **Manage Templates** and the **Create Template from this Show**. The **Manage Templates** means to save projects in one directory file and then to use them in creating a new

slideshow with the settings saved in templates (The **Create templates from this show**).

- **Open Recent Project** is the option, which gives you the shortest way to open the last project, with which you have worked already.
- The **Exit** option allows you to exit PicturesToExe.

Publish menu

In this menu the following options are represented:

Executable File for PC (EXE)	F9
Executable File for Mac	F8
Screen Saver...	
Quick Preview	F5
HD Video for PC and Mac...	Shift+F2
DVD-Video Disc...	Shift+F1
Video for iPad and iPhone...	
AVI File...	F7
Publish on YouTube...	
Publish on Facebook	

- You can publish **Screen Saver** or **executable files for PC (EXE)** and **Mac**.
- **Quick Preview** is the option, which helps you to preview the created slideshow.
- With the help of this menu you can create different kinds of video according to your aim: **HD Video for PC and Mac**, **DVD-Video Disc**, **Video for iPad and iPhone**, **AVI file**.
- There is a new option, which helps you to **publish** your videos with slideshows on **Youtube** and **Facebook**.

All these options will be described in more details further (see **Video Options**, p. 65).

Project Menu

Project Menu consists of such options as:

Undo	Ctrl+Z
Redo	Ctrl+Y
Customize Windows...	
Project Options...	Ctrl+P

- The **Undo** and **Redo** options helps you to make some changes while creating your slideshow.
- The **Customize Windows** and the **Project Options** will be described thoroughly later (see **Projects Options, Main Tab**, p. 44).

Slide Menu

Slide Menu has a number of options, which are related to the slide itself and its characteristics.

Copy Slide	Ctrl+C
Paste Slide	Ctrl+V
Customize Current Slide...	Ctrl+U
Objects and Animation	Ctrl+B
Random Order	Alt+R
Insert Blank Slide	Alt+S
Remove Slide	Del
Clear Slide List	
Rotate Clockwise (Lossless)	
Rotate Counterclockwise (Lossless)	
Edit File	Ctrl+W
Rename Image File	
Rename Slide Object	

- If you want to **Copy, Paste, Remove Slide from Slide List** or **Clear Slide List** you should use the necessary buttons.
 - Other options such as **Customize Current Slide, Objects and Animation, Random Order** are related to the characteristics of the slide. They are needed to adjust the slide and will be described later in more detail (see **Customize Slide**, p. 23 and **Object and Animation**, p. 26).
 - The function **Insert Blank Slide** is a new one. It should be used to add some necessary information such as comments, text and pictures according to your wish.
 - You may **Rotate** your slides **clockwise** and **counterclockwise** with the help of consequent buttons. It is important to note, that it is a virtual rotation in PicturesToExe and the initial files with images won't be modified.
-
- When clicking **Edit File** you see the window where you can choose the graphic software to edit image. Do it once and then after clicking this option the program with the chosen image opens automatically.
 - A new function is added: **Rename Image File** and **Rename Slide Object**. The difference is that in the first case you rename the file itself, but in the second case you rename only the name of the slide in the project. It helps for example to find the necessary slide among the numerous slides.

View Menu

View Menu provides options, which helps you to adjust your main window:

	File List Sort Order	▶
	Advanced Options	▶
	Timeline Options	▶
	Language	▶
	Timeline View	F6
☒	File Tree	Ctrl+G
☒	File List as Thumbnails	Ctrl+1
☒	Slide List as Thumbnails	Ctrl+2
	Fullscreen View of File List...	F3
	Fullscreen View of Slide List...	F4
☒	Show captions in File List	
☒	Show captions in Slide List	

- The **File List Sort Order** is used to choose the necessary order of your files according to the **name**, **extension**, **date** or **size** and so on.

- If you click on **Advanced Options**, the following dialogue box opens:

Here you can see different options:

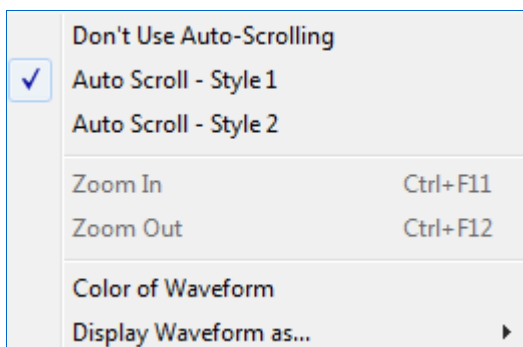
	Set Graphical Editor...
	Set Video Editor...
	Set Sound Editor...
	Auto Save Project...
☒	Lossless compress BMP Images
☒	Crypt images/music against extracting from EXE file
	Allow modification of slide show EXE file
☒	Load Last Used Project
	Enable PTE Program Sounds
	Hold time points
☒	Show full slide duration
☒	Keep full slide duration
☐	Customize Slide on Double Click
	Objects and Animation on Double Click
	Minimize video card usage (for slow PC)
☒	Show real slide in mini-player
☒	Show real slides in Slide List
	Choose Display for Preview ▶
	Video Converter Options ▶

- **Set Graphical Editor, Set Video Editor** and **Set Sound Editor** help you to work with the program quicker. When setting these options the programs to edit images and sounds open by default.
- **Auto Save Project** gives you an opportunity to save your project automatically while working on it every so many minutes as selected from the menu.
- **Lossless Compress BMP Images** helps to compress images of BMP format, **Allow modification of slideshow EXE file**, **Crypt images/music against extracting from EXE file**, **Enable PTE Program Sounds** are self-explanatory.
- Selecting the feature the **Load Last Used Project** is necessary, if you want the last project automatically opened, when you open PicturesToExe. It's very convenient, if you work at one project for a long time.
- Options **Show** and **Keep full slide duration** are set by default, but you can uncheck them. Option **Show full slide**

duration shows the slide duration itself and the duration of transition effect for the next slide. Option **Keep slide duration** is helpful if the slides in your slideshow have different duration and while changing their places, their duration is not changeable.

- The next two options **Customize Slide on Double Click** and **Objects and Animation on Double Click** may be chosen depending on your preference and frequency of usage of these two features.

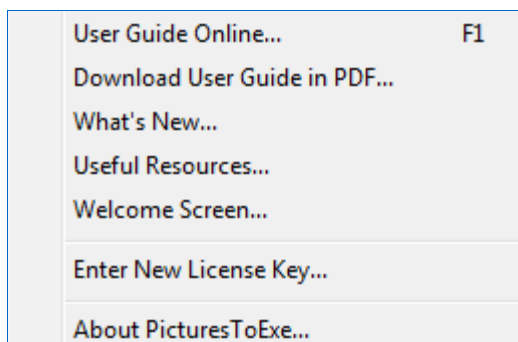
- **Minimize video card usage (for slow PC)** should be selected for better quality when using animation effects, but if you don't have a very good graphics card.
- **Show real slide in mini-player** and **Show real slide in Slide List** are two options, which help you to see the real size of the slide (the size like in the slideshow) in the preview window and in the slide list.
- **Choose display for preview is the option**, which allows you to select the monitor for the previewing of the slideshow in case you have switched two or more monitors to your computer.
- **Video Converter Option** gives you an opportunity to select whether always to convert video file or never do it. You can also set option **Ask every time**, which is set by default.
- The **Language** option includes more than ten languages.
- There is also one option, which will be described in details further. It is the **Timeline option**. Here you can see such functions as:



Here you can choose between **styles** of the **Auto Scroll**, to select the color of the **Waveform** and some other functions.

Help Menu

This option gives you an opportunity to find answers to all your questions and to see how different options may function. On clicking this menu, the following dialogue box appears:



- **User Guide Online** opens the page of our official site where you can find the User Guide.
- **Download User Guide in PDF** helps you to go to the necessary place in the site and then download and save the User Guide to your computer.
- **What's New** – the option, which gives you a link to the website, where you can see what is new in the version of PicturesToExe.
- On clicking **Welcome screen**, the following window with opportunities of the program shows.
- Enter New License Key is the option, which gives you an opportunity to enter a new key for PicturesToExe and VideoBuilder. It is helpful when an old key is being expired soon.

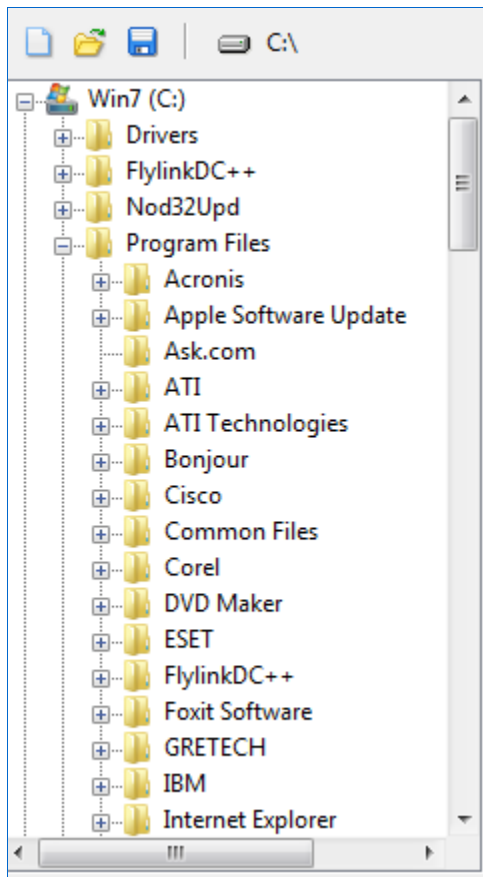


- **About PicturesToExe** option gives you information about the developers of this program:



The Directory Tree of Files

The drive selector and the file panel is represented on the left side of the main window.

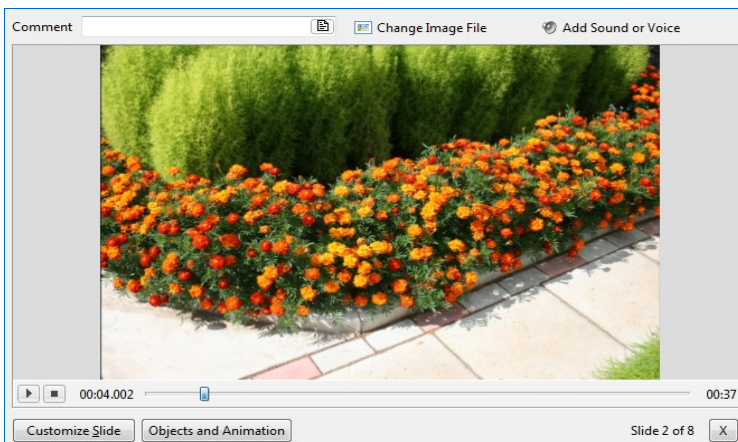


It's an ordinary window, where all directories and files of your computer are arranged on different drives. It's very convenient to choose among them and to look for the necessary directory or file. When you choose a file in the directory of interest and click on it, this file appears in the file panel.

It is necessary to add that now PicturesToExe remembers the last open folder with images to every saved project.

Preview Window for a Selected Slide or Image

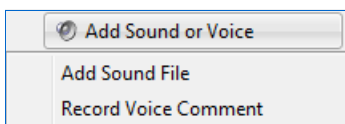
When you click on the necessary image in the file panel or the slide list, it appears in the **Preview Window for a Selected Slide or Image**. You should remember, that if you choose the image in the file panel, it is just be seen in the preview window and you won't be able to customize it. But if you choose the slide in the slide list, you will be able to make all necessary changes. Here you can see the chosen image and some of its control buttons.



- **Main image** shows the current position of your chosen file.
- In the **Comment** box you can write any suitable comment to the image. If it's not very convenient for you to write in the comment line, you can click on the icon next to the line. The dialog box appears and you can write any comment. You will see this comment on the very slide you have chosen.
- In the **Add sound or Voice** box you can add the necessary sound file to

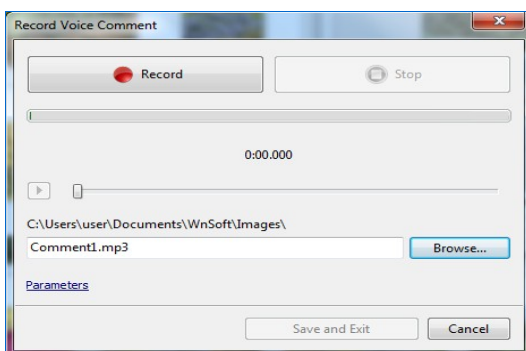
a certain slide or add any voice comment, which you can record right here in the PicturesToExe.

When clicking on this button, the following window appears.

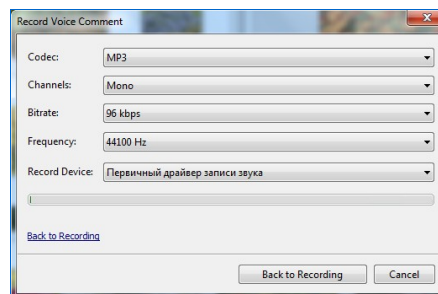


If you want to add music or some sound commentary, you should select the **Add Sound File** button, the dialog box where you can choose the sound file opens. Besides after choosing the sound you see the following window where you can customize the commentary

or music file with the options which are described in details in the chapter **Project Options, Music Tab** at p. 46. If you want Record Voice Comments select the second option. On clicking it, you will see the following window.



Here you record your voice comment, select the place on the computer where to save it. The **Parameters** button helps you to customize the settings of the microphone and the parameters of sound codec.

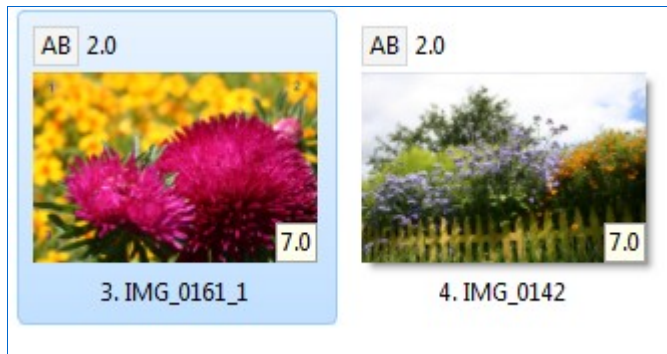


- Below the main image you can see the **timeline** bar, where you can preview the slideshow. On the left of the timeline bar there is the **display**, which shows the position of the current slide. On the right you can see the total time of the slideshow.
- Here you can also see two buttons **Play/Pause** and **Stop**. **Play** button is used to begin the preview of your slideshow in a small preview window. This button plays two roles: **Play** and **Pause**. If you click on **Play** it turns **Pause** and vice versa. When you click on **Play**, the blue triangle stands at the beginning of the timeline and moves to the right on the bar. It is necessary to add, that right click of the mouse on the preview window gives you an opportunity to see the slideshow on the whole screen.

Here you can also see two buttons: **Customize Slide** and **Objects and Animation**. They are used for adjusting each slide, which you choose and which appears in the preview window. These two functions will be described in details further (see **Customize Slide**, p. 23 and **Object and Animation**, p. 26).

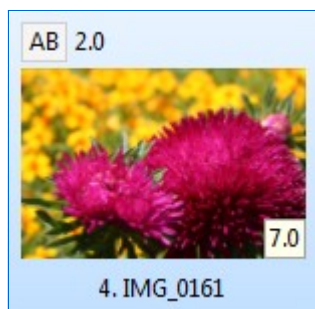
The Slide List

The **Slide List** is the place in the main window, where all slides, which are selected for the slideshow, are situated. It's important to note, that all slides are set up in a certain succession, and you can move slides by dragging them in the necessary direction. You can add images in the slide list in several ways:



- by double clicking on the image in the selected file in the directory tree;
- by clicking on the image and then clicking on the button **Add**, which is situated in the **Control Buttons** panel;
- by dragging the image with the help of the mouse.

As seen from the figure, keep clicking on the image and drag it to the necessary place. The black line behind the image shows the place where this image will be set.



You can also pay attention to the fact that now in the slide list you see the duration of transition effect and the duration of showing every slide. It is very easy to change the duration manually right on the slide list by clicking on the number and type the necessary time of any separate slide. Besides, now you can highlight several slides and set the duration for all of them at once.

The **AB** button in the left upper corner of the slide gives you the right way to the **Effect Tab** of **Customize Slide** window.

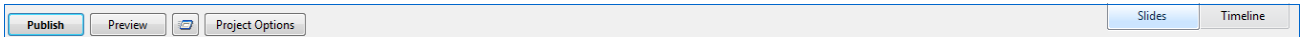
If you want to make some actions on the chosen slide in the slide list, right mouse click on this slide, the following box appears:

Copy Slide	Ctrl+C
Paste Slide	Ctrl+V
Insert Blank Slide	Alt+S
Remove Slide	Del
Clear Slide List	
Random Order	Alt+R
Customize Slide	Ctrl+U
Objects and Animation	Ctrl+B
Rotate Clockwise (Lossless)	Ctrl+F
Rotate Counterclockwise (Lossless)	Alt+F
Edit File	Ctrl+W
Edit Sound Comment	
Rename Image File	
Rename Slide Object	F2
Start Preview From This Slide	Ctrl+R
File Info	Ctrl+I

- You can **Copy**, **Paste**, **Remove** the slide or **Clear the Slide List**.
- The function **Insert Blank Slide** is described already (p. 15).
- **Rename Image File** and **Rename Slide Object** are described on p. 15.
- **Start Preview from the Current Slide** means that you can see the slideshow not from the beginning, but from the slide you choose. It's convenient, if you want to see some effects or a transition from one slide to another and you don't have to wait till that very slide. It's necessary to note, that this menu has the same options as some of the drop menu and control buttons. It's just more convenient and quick to use this box while working at the slideshow, because all necessary options and functions are gathered together.

The Control Buttons

With the help of the window **The Control Buttons** you can perform different actions and publish the slideshow. Here you can see the following buttons:

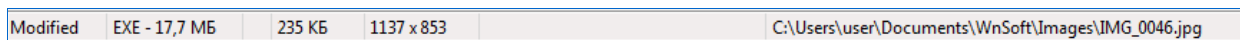


- The **Publish** button is used when you have finished customizing your slideshow and want to create video file of different formats, such as HD Video for PC or Mac, AVI-video file, DVD-Video disc, Video for iPhone, executable file or screensaver. Besides, you can publish this video with your slideshow on Youtube and Facebook. This option will be described in more details further (see **Video Options**, p. 65).
- The **Preview** button allows you to preview the whole slideshow from the beginning up to the end. If you have switched two or more monitors to your computer, after clicking on this button you see the window, where you should choose the monitor for previewing. If you want to preview it from a particular slide, you should use the button, which is found by **Preview**.

- When clicking on **Project Options**, a large dialog box with numerous options and settings for your slideshow appears. A detailed description of this button can be seen (see **Projects Options**, p.44).
- **Slides/Timeline** are two buttons, which are switched between one another. If you click Slides, the slide List is shown. If you click Timeline, the window for synchronizing images to music is opened. Here you should do all adjustments. This function will also be described in more details further (see **Timeline Operation**, p. 61).

The Status Bar

At the very bottom of the main window you can see the status bar:



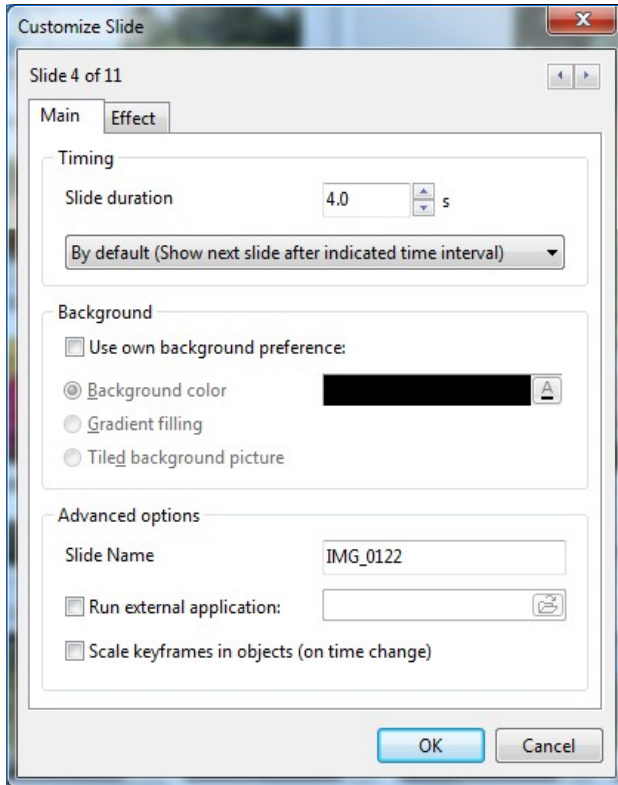
- The first word «**Modified**» means, that there were some changes made in your project. If you save these changes, this word disappears.
- The next box shows an approximate size of your executable file after creating it.
- In the third box you can see the file size of the main image of the current slide.
- Further you can see the size of the image, which is in the preview window, and the directory where the selected image is situated.

Customize Slide

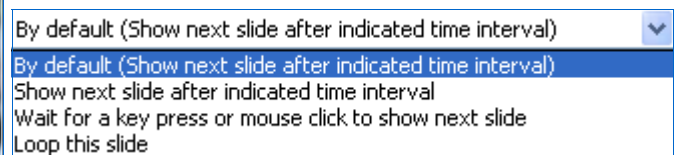
If you click on the button «**Customize Slide**» in the preview window the following dialog box, where you can see three tabs: **Main**, **Effect** and **Music Tab** appears.

Timing

Options **Timing**, **Background** and **Advanced Options** are found in the **Main Tab**. **Timing** includes the following features:



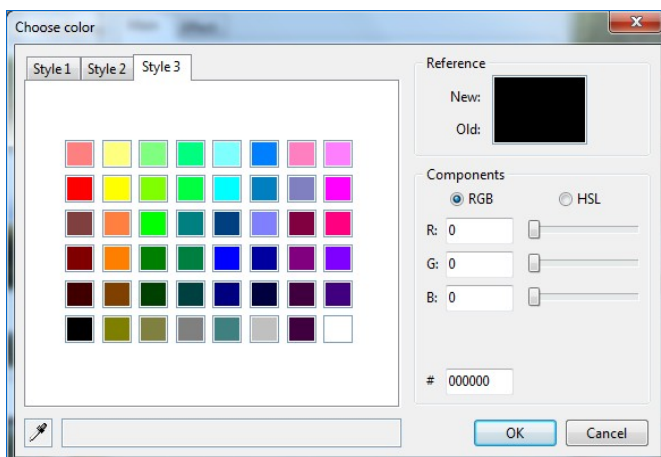
- **Slide duration (sec.)** - here you can put the number of seconds and milliseconds and this image will be displayed for a desired period of time. You can also use up and down arrows for setting the time.
- The next menu gives you an opportunity to choose among the options, which are self-explanatory. You should just select what you need.



- If you select **Loop this slide**, in this case, the slide gets caught in an endless loop. If there is animation in this slide, it is also looped, till you press **Right**. This option is very useful for creating the menu, from which the slideshow will go further.

Background

It's important to note, that this option is necessary, if the size of the image doesn't fit the whole size of the monitor screen and you should fill the left place with some color or background to be exact. Here you can choose among **Background Color**, **Gradient Filling** and **Tiled Background Picture**.



- If you choose **Background Color**, just simple color appears. To choose the color, you should click on the button «**A**» beside and you will see the following dialogue box.

Using this color box, you can choose any color you wish. You can also choose between **RGB** and **HSL**, which is the modification of **RGB**. You can adjust all necessary parameters.

- If you choose **Gradient Filling**, you will see the next box.

Background

☒ Use own background preference:

☐ Background color A A

☒ Gradient filling Top-Bottom style ▼

☐ Tiled background picture

Here you can choose between **Top-Bottom Style** and **Left-Right Style**. It means that you can add color background at the top or at the bottom of the screen or on the left or right side of it. To select the color, you should also click on the buttons «A».

- If you choose **Tiled Background Picture** the following box is shown.

Background

☒ Use own background preference:

☐ Background color 📁

☐ Gradient filling

☒ Tiled background picture Size of image 20,0 ▼ %

As you can see, by clicking on the **folder**, you can select the image from any directory file you wish and adjust its size.

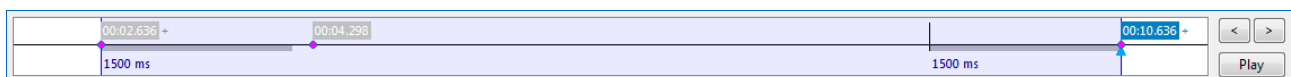
Advanced Options

Advanced Options includes the button **Run External Application**. On choosing this option you can add to your slideshow any application from any directory file. It may be any picture, menu, slideshow and so on.

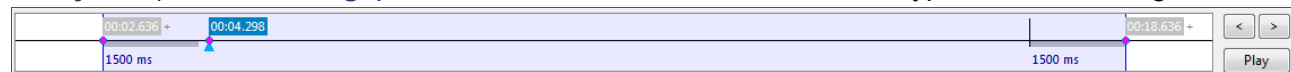
Slide name is the field where you can rename the slide and give you own title of it if necessary. After that you can see the name of concrete slide in the slide list.

- **Scale keyframes in objects (on time change)**. If you set several keypoints to the slide and then change the time of display (e.g. from 8 to 16 seconds), this option automatically corrects these keypoints (e.g. from 4 to 8 seconds). Look at the example below:

From this example you see, that the time of slide display is 8 seconds.



Here we set the time of display up to 16 seconds, but don't switch on the option **Scale keypoints in objects (on time change)**. The time from the first to the second keypoint hasn't changed.

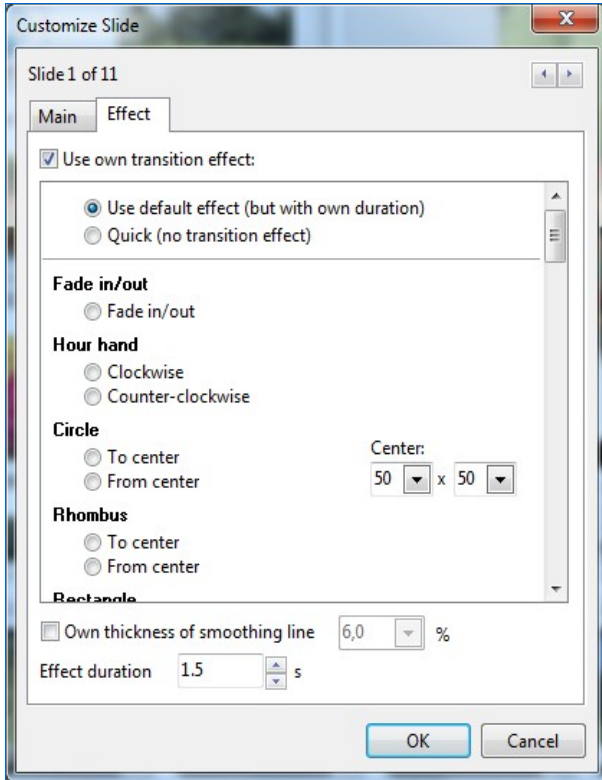


Here we also set the time of the slide up to 16 seconds and switch the option **Scale keypoints in objects (on time change)**. So the time from the first to the second keypoint is twice bigger now.



Effect Tab

If you want to add some settings for the slide or to use transition effects, you should have a look at this tab. Here you can choose among a great number of different transitions by clicking on them.



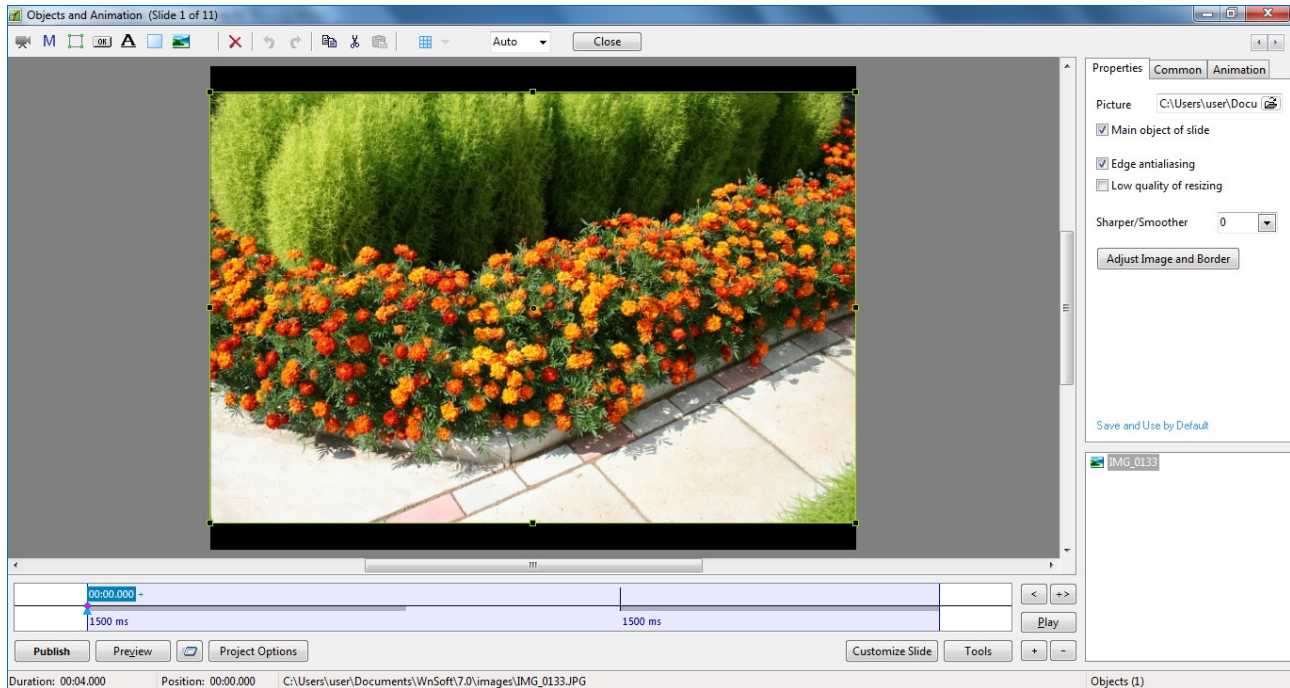
You can select **Fade in/out**, **Hour hand**, **Circle**, **Rhombus**, **Rectangle**, **Gates**, **Page Effect**, **Advanced hour hand**, **Mosaic**, **Push Effect**, **Slide Effect**, **Curling of Page**, **Flip 3D**. To see how these transitions work, just click on them and have a look.

You can also adjust the **thickness of smoothing line** and **Effect duration** which is the time of continuance of this effect, by using up and down arrows for setting the time.

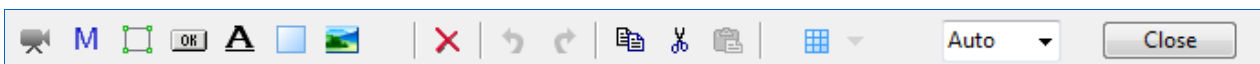
Objects and Animation

Main Window

In addition to the customized settings of the slide, you can adjust some other options, such as **Objects and Animation**.



When clicking on the button **Objects and Animation** in the preview window, the main window, which is shown above, appears. Here you can see **the information bar in blue color**, where you see the name of the file, which you have selected. Under the information bar there is **the tool bar**, which includes a number of icons.



 The first icon helps you to add video to your slideshow. It will be described further in the chapter **Video Clips in Slideshow**.

This icon gives you an opportunity to add **mask** to the slide. When clicking on this button, the window appears, where you can adjust an image as a mask and apply it to another image. For better understanding this option will be described in the chapter **How to create Mask effect**, p. 42.

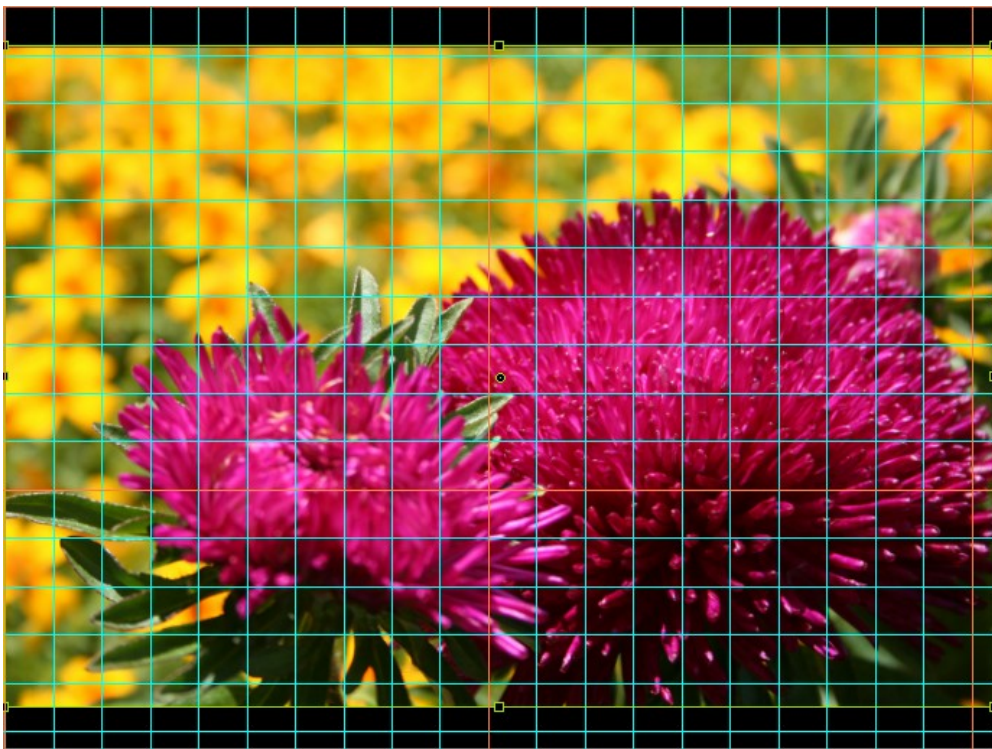
With the help of this icon **Frame** you can add frames to the slide. If you add the frame, an image or a group of images is dependent on it. It means that a frame will be a parent and all images inside it will be its children. You can adjust a lot of options: **color**, **opacity**, **drop shadow**, **pan/zoom**, **size** of the frame and so on.

The next icon **Add Button** helps you to add buttons to your slide. With the help of it you can make different actions to the slide and to the slideshow on the whole. For example, you can exit the slideshow, go to the next or previous slide, make a pause, send e-mail. The whole list of all possible functions you can find in the common tab on the right side of the main window. As well as with the **Frame**, you can customize the view of the button according to the **color**, **size**, **shadow**. You can also add the necessary text of any font, color and size.

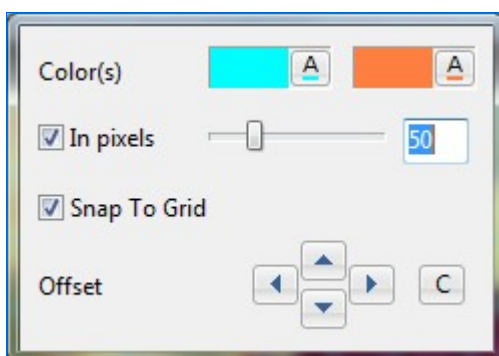
The icon in the form of «A» helps you to add the text to the image. You can choose **font**, **size**, also **shadow**, **pan/zoom** and other options here to make your comment fit the style of the image and the slideshow.

- The icon **Rectangle** as well as frame may be used for making slideshows more animated. It may be also used as backgrounds to the images.
- On clicking the icon **Add Image** the dialog box, where you can choose the necessary image from the directory tree of files, appears. If you want your added image to be independent from the other objects, you should see, that no objects are highlighted in the object list in the right lower corner of the main window, before clicking on this icon.
- The next button **Delete** is used, when you want to delete the selected object from the object list. You should remember that if you delete a parent object, all its children objects will also be deleted.
- The icon **Undo** and the **>** icon, that means **Redo**, give you an opportunity to make changes during your work till they are not saved.
- The last icon here, which is called **Show/Hide Grid**, helps you to set or hide grid, if necessary, for better and easier customizing of the image. If you click on this icon, you see the following view:

This grid is very helpful, if you want to customize buttons or frames and to set them regularly. It is centered on the image from the left upper corner. You may also customize the grid on clicking the button near the icon «Grid». In this case, you see the following window:



First you can customize the **Color(s)** of the grid by clicking the button «A». The first box is for the whole grid and the second box is for every tenth cell of the grid. From the example you can see, that the color of the whole grid is green and of every tenth cell is orange.



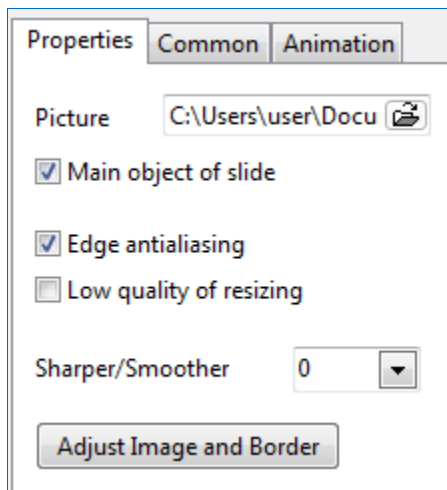
You may also show this grid in **pixels** or just in **columns**. Moving the bar near this option gives you an opportunity to enlarge or diminish the grid. If you set to show the grid in columns, you see two boxes with numbers, where you can set the necessary number of columns vertically (the first box) and horizontally (the second box).

The **Offset** is used, if you want to move the grid relatively. You can move the grid **up** and **down** or to the **left** and to the **right** with the help of arrows, which are situated beside the option itself.

- The icons **Copy** and **Paste** are used to save images and other effects and to use them later with other slides. It's very convenient, if you want to use similar effects and transitions with several objects. You just should highlight the necessary effects in the object list and click the button **Copy**, then open the next slide and press **Paste**. All effects are applied to that image.
- The next icon shows the scale of the slide. You may choose the necessary percent from 10% to 500% for better view of the image. It's convenient, when you want to have a look at the image, but the size of it is very large or small. If it's **large**, you may reduce the **Percentage View** up to **10%** if you can't see the whole image at 100%. On the other hand, if the image is too **small**, you can put **100%** and more for better look at it.
- The **Close** allows you to close the main window of this option **Objects and Animation** option.

Properties Tab

The **Properties Tab** is situated on the right side of the main window of the option **Objects and Animation** and shows the main characteristics of the image or object. Here you can see the information where this image or object is located on your computer.



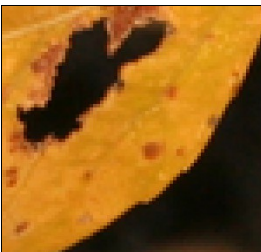
You can also choose whether the slide is the **main object of slide** in the object list.

- The **Edge antialiasing** should be normally turned on. It is used to minimize the distortion of some artifacts of high resolution images, when they are shown at low resolution.
- **Low quality of resizing** is the feature, which shouldn't be always used. It's helpful only when it is necessary to use bilinear filtration while zooming the image.
- **Sharper/Smoother** option gives you an opportunity to make picture sharper or smoother according to your needs and the initial quality of picture.

For better understanding of the functioning of this option it is better to see the difference. Both images are zoomed out.

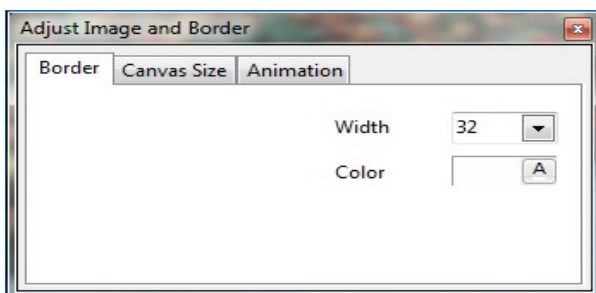


The first variant is made **without** the option **Low quality of resizing**, the effect is degraded.



The second variant is made **with** the help of **Low quality of resizing** and the picture seemed to be more legible and sharp.

- If you click on button **Adjust Image and Border**, the following window will be opened:

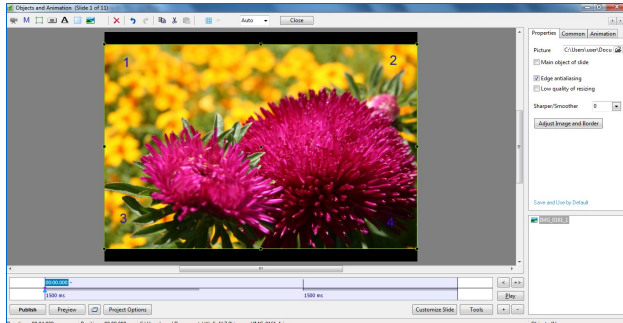


If the box **Enable Border** is checked, in this case the **border** or **frame** appears around the image. Customizing the parameters on the right, you can change its **width**, **color** and **transparency (component A)**. In the **Canvas Size** tab you have an opportunity to cut the image from any side you want (**left**, **right**, **bottom** or **top**) if there is such necessity to edit the slide. The window is floating, so you can leave it open while customizing another functions. It will look in such a way:

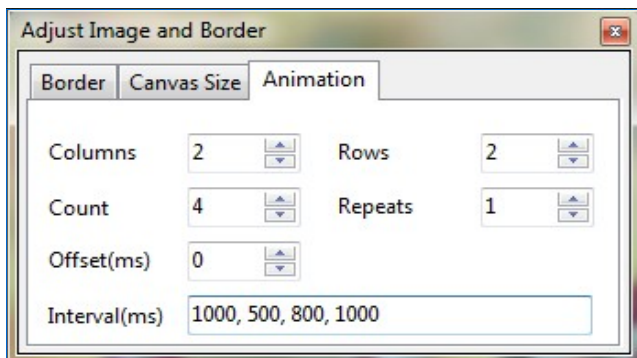


An option **Animation** is added here. This option is convenient to make a simple animation in one image. To understand how it works see the example below.

We take the image and mark its parts with number from 1 to 4.



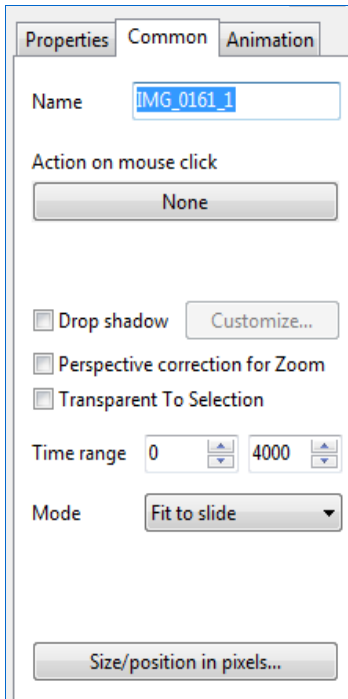
Then click button **Adjust Image and Border, Animation Tab**.



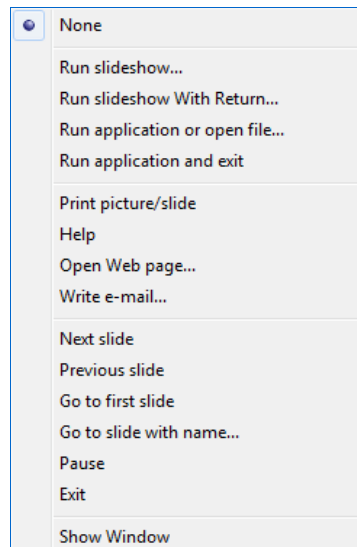
Here we should adjust the number of **columns** and **rows**, the number of **counts** (parts) and repeat. You should remember that if you leave the number of **repeats 0**, the animation lasts endlessly. If you want to set the **interval** for every part, you should set them in a comma. To see the animation press **Play** button.

Common Tab

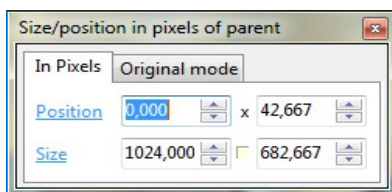
The **Common Tab** is found next to the **Properties Tab** and includes the following options:



- First you can see the **Name** of the image you have selected and adjust.
- Then you can choose the **Action on mouse click**: **None**, **Exit**, **Next Slide**, **Previous Slide**, **Help**, and so on.

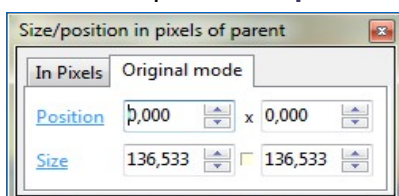


- The next option **Size/position in pixels** defines the position and size of the image on the screen. With the help of the small arrows you can enlarge or diminish and move the picture. If you click on the word **Position**, your image is moved to the **Zero** position to the left upper corner of the window. If you click on the word **Size** the image gets a real size notwithstanding the size of the preview window. You should remember that if you change the **virtual size** of the images of the slideshow in the **Project Options, Screen tab**, the figures here are also changed and the image is moved not right. So it

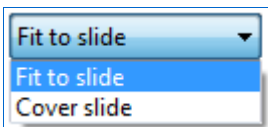


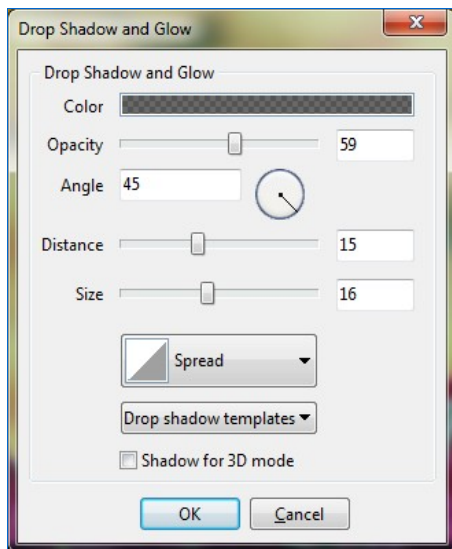
is better to set the **same virtual** size of the image as its **real** size not to contradict with the position and size parameters of the image. It is important to note, that this option is helpful for professional users, if they want to compose the slide from several images for example. If you know the real size of the image, you just set the same virtual size in the Project options, Screen Tab and then enter the exact figures of position of the images in the position box and the images will be set in the necessary places without any difficulties. If the virtual size of the images contradicts with their real size, the images are put in the wrong places.

- In the option **Size/position in pixels** you can also see one more tab **Original mode**, which gave you the size and position in **percents** in the previous versions. So if you earlier prefer to use option Original Mode, then use this tab in that version.



- **Perspective Correction of Zoom** is used instead of camera zoom.
- **Transparent to Selection** gives you an opportunity to make changes in the selected object without touching the other objects, if there are any.
- **Time Range** – here you can set the time to display the image in the slideshow. But you'd better use timeline window.

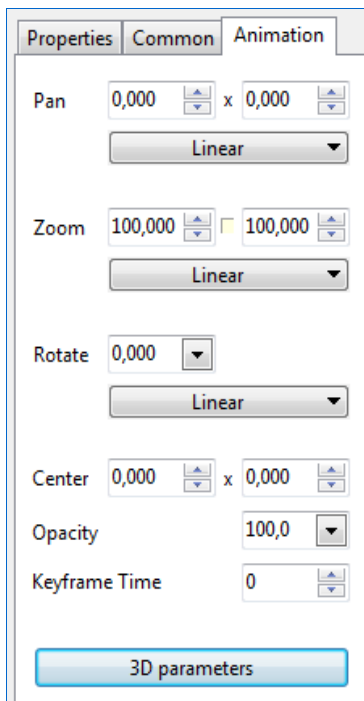
-  You can also select the Mode between **Fit to slide**, **Cover Slide**.



- You can customize **Drop** shadow (the figure is shown below). Here you can select the **Color** of the shadow by clicking in the color box. You may set **Opacity** from **0%** to **100%**, **Angle** and **Size** of the shadow, **Distance** from the image and **Spread** (Form) of the shadow. At last you can save shadow as the **Templates**.

Animation Tab

Animation Tab contains such options as **Pan**, **Zoom**, **Rotate**, **Opacity** and some others, which will be described further:



- **Pan** effect has horizontal and vertical positions, with the help of which you can move the image left/right and up/down. As you can see from the figure, you may customize it with the help of **up/down arrows**. The left block links with the left and right movements of the image and the right block links with the up and down movements. You may also move the slide by dragging it with the help of the mouse. In this case, the display in these two blocks are changed automatically.
- **Zoom** effect helps you to enlarge or diminish the image, it depends on your choice. You may do it with the help of up/down arrows or by dragging the green rectangle of the image with the mouse. There is one special feature in this option. You can see a small **square** between the boxes with arrows, by default it is turned off, and the slide changes its size proportionally, that is the figures in both these boxes are the same and the slide just changes its size without changing its form. But if you turn this small square on by clicking on it with the mouse, it gives you an opportunity to change not only the size of the picture, but also the form of it. It means that you can **compress** or **extend** the image. With the help of the arrows in the left box you may change the image **horizontally** and in the right box **vertically**. If you change the image and then you want to make it proportional, you can just turn this small square off and the slide becomes proportional again.

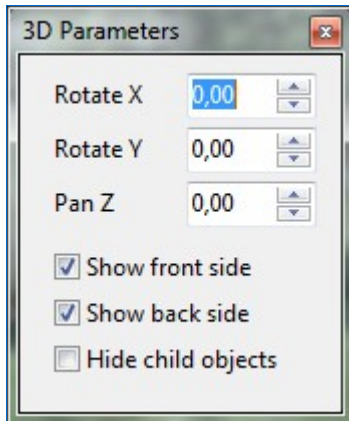
- **Rotate** effect gives you an opportunity to rotate the image clockwise and counterclockwise. The default setting is zero here. If you click on the arrow in the rotate box, the following dialog box will be opened.

Here by moving the cursor in this box, you may rotate the image in both directions. It's important to note, that you may also move the slide dragging it by the angle of the green rectangle, which you may see if the object is highlighted.

- **Center** effect is a very powerful feature, which gives you a lot of opportunities in animating and customizing the images. It's important to mention, that the center of any image or object, which you want to adjust is situated in the real center of it. If the image is highlighted, you may see this center, which is shown by the green circle in the green rectangle. If you want to change it for some reason, you may do it with the help of this option. You should press **Shift** and drag the center with the help of the mouse simultaneously in the direction you wish. That is your center of the image from that moment. You may now move the image and the center

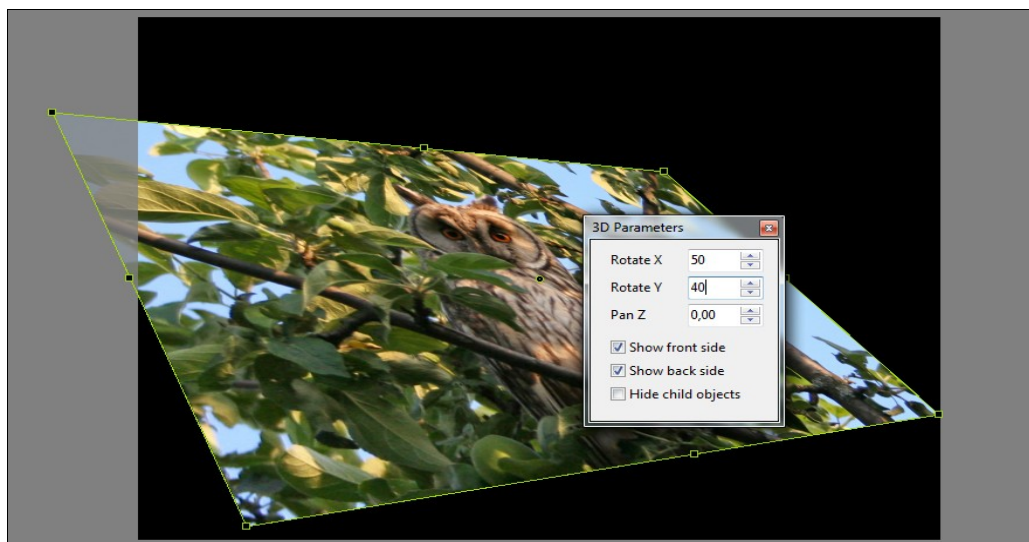
will be on its new place. In the boxes with **up/down arrows** you may change the figures and the image moves relatively its center **horizontally** and **vertically**. If you use the arrows in the left box, up arrow helps you to drag the image to the left, down arrow to the right. If you use arrows in the right box, up arrow moves the image up, down arrow moves it down. This option is also very helpful not only in moving but also in rotating the slide. To have a look at all possibilities of this option, it is better to experiment with it.

- **Opacity** effect also helps you to make a lot of different things and views. Opacity varies from **0%** to **100%** that means you can make the image invisible at all or vice versa visible. The **default** setting is always **100%**, but you may change it by dragging the cursor in the opacity box. You may add several objects or images and set different opacity for all of them. The effect is very beautiful. For better understanding of this option it is better to try to work with it.
- **Keyframe Time** option shows the time of the current slide from one keypoint to another one and will be described further (see **Timeline Operation**, p. 61).



- The option **3D Parameters** is available also. Now you can get real **3D graphic effects** right here in **Object and Animation editor**. When clicking on this button you see the following window: You should just change parameters on some of three **axis** or all of them and achieve the necessary effect. Besides, you can choose whether to **show the the front or back side** of the image or not. If you check off showing one of the sides you see either black image or any image you add to this side. Just experiment and you will see the difference.

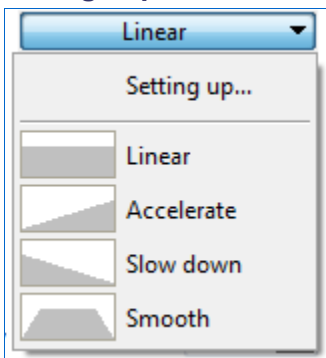
Have a look at our example:



You can change the position of image with the help of mouse now. Just press button **Shift** and holding it move the mouse cursor by the angles of image.

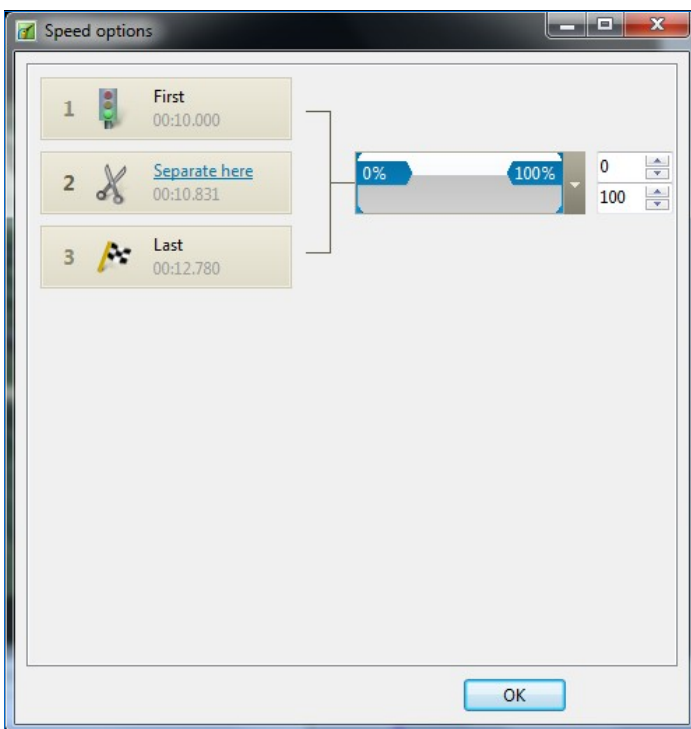
Linearity

In several options such as **Pan**, **Zoom** and **Rotate** you may find **Linear** movements of the image, which you may adjust. When clicking on it, the following dialog box appears. Here you can see **Settings up**, **Linear** and non-linear features: **Accelerate**, **Slow Down** and **Smooth**.



- **Linear** means that an object or an image moves (begins, continues and ends) with one and the same speed.
- **Accelerate** begins slowly and then accelerates up to the end.
- **Slow Down** begins at a high speed and then decelerates up to the end.
- **Smooth** begins slowly and ends also slowly, but in the middle it moves with linear speed. More often **Linear** and **Smooth** movements are used.

First you should choose linear or non-linear movement, then click **Setting up** and the next box is opened.

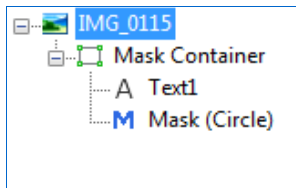


Here you can see the number of keypoints, which you have created for a certain image in the timeline window. You always have the first and the last keypoint and a number of inner keypoints. The first and the last cannot be changed, but inner keypoints are changeable. You can see the scissors on the inner keypoints, which may help you to separate the movement or vice versa to glue it. The difference is, that if you separate, the movement will not be smooth. So it is better not to do it and to leave it as it is. So if you make some changes here, you should make them also in **Pan**, **Zoom** and **Rotate** options. It's important to note, that you may save these speed options as **Templates** and use with other images.

Object List

Object List is situated in the right lower corner of the main window of **Object and Animation**. Here you can see the list of images and objects, which you have added and work with.

You can add objects to the object list in several ways:



- by selecting the buttons in the tool bar above the preview window: **Add Frame**, **Add Button**, **Add Text** and so on;
- by right clicking on the preview window or the object list, where pop-up menu will appear and you may choose the necessary object: **Image**, **Rectangle**, **Text** or **Hyperlink**, **Button** or **Frame**.

It's important to note, that there are **parents/children relations** between **objects**. As you can see from the figure above, there are two main or parent objects and several children objects for each main image. It means, that children objects are subordinated to the parent ones and they have all features of their parents. If you delete a parent object, all children objects will be also deleted.

With the help of the object list, you can not only add or delete different objects, but also adjust them. When right clicking on the object list, you may perform different operations.

Add...	►
Put to Center	
Cover Screen	Alt+S
Order	►
Cut	Ctrl+X
Copy	Ctrl+C
Paste	Ctrl+V
Select All	Ctrl+A
Delete	Del
File Info	Ctrl+I

As have been said already, you may **Add**, **Delete**, **Cut**, **Copy** and **Paste** objects. You may also change the order of the objects.

Besides, you may also use keyboards shortcuts for quicker work at your objects. For better understanding of this option, it is better to experiment with them.

Bring to Front	Shift+PgUp
Send to Back	Shift+PgDn
Forward One	Ctrl+PgUp
Back One	Ctrl+PgDn

Video Clips in Slideshow

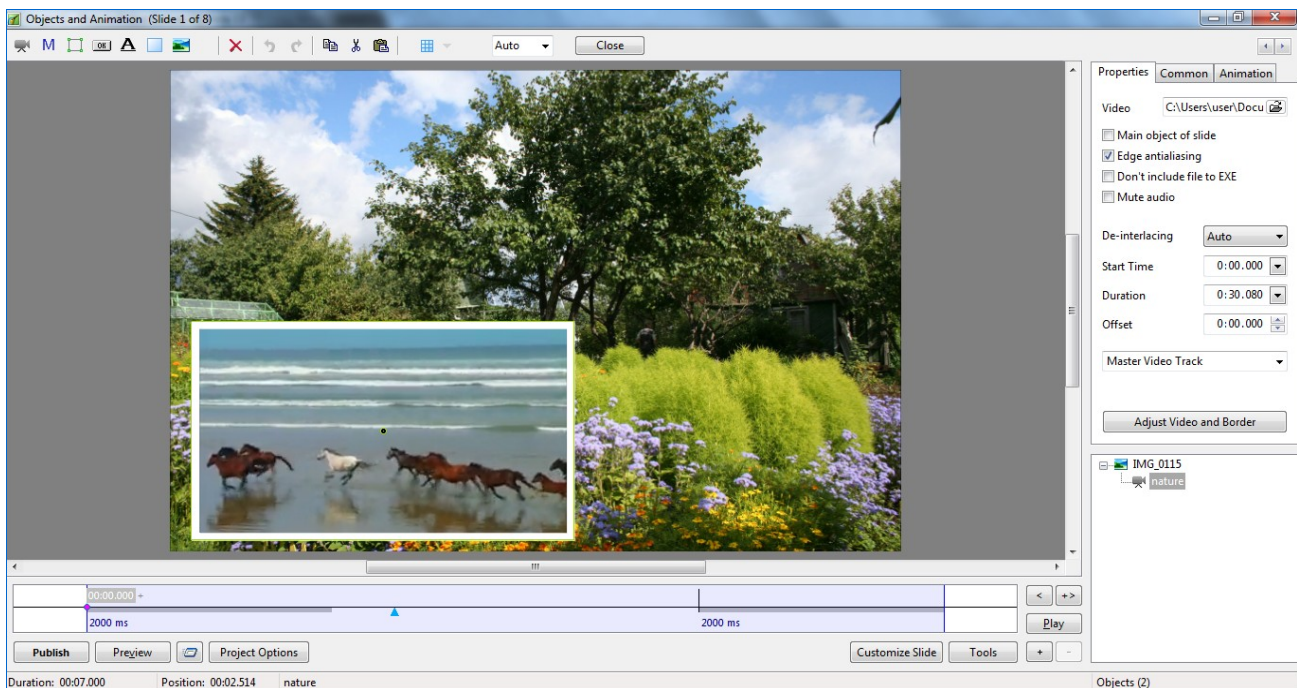
You can add **Video Clips in Slideshow**. After adding the video clip you can adjust it and make some manipulations, which are described further.

The supported video files are MP4, MOV, AVI, MPG, FLV, MTS and others, the supported video codecs are H.264, MPEG2, MPEG4-ASP, DIVX, XVID, MJPEG and others. Recommended video formats for best performance are MPEG4-ASP, DIVX, XVID, MPEG2.

You can add video clips into your project by two ways:

In the Main Window File list the video files are displayed. You can simply drag'n'drop one or several of them into the Slide list below. Video clips will become usual slides with video objects.

In the Objects and Animation Editor select any existing slide in the Slide list (or create a new blank slide calling "Insert blank slide" command from a popup menu), click "Objects and Animation" button, click **"Add Video" button** located on the toolbar in the left upper corner of the window and choose one or several video clips.



In the **Properties Tab** there are several options, related to the video clip:

- **Edge anti-aliasing** is the same option as file images, it improves the visual quality of edges of the rotated video clip. It is the recommended option.
- **Mute audio** option disables the audio track of the chosen video clip.
- **Don't include file to EXE** option affects only when you create executable files of the show for PC. The video clip will not be included into EXE file, it should be placed to the same folder where EXE file is located. This option can be useful if you add large video files.
- **De-interlacing** option is better to be kept by default (Auto). This option can be useful only if you add interlaced video and you want to choose a manual method of de-interlacing.
- **Start time, Duration and Offset** parameters are intended for the virtual editing of the video clip (crop clip, delay start of video clip).
- **Master Video Track** option is used for the following tasks: playing one video clip through the several slides, simulating the reflection of a video clip, adding several copies of one video clip on a slide (for special effects). It is necessary to note, that all these applications need greater resources of CPU and video card. Besides, video objects (on one or several slides) linked with one video track share common parameters: **Start time, Duration, Offset, Mute audio**. Video track begins from the slide where **"Master Video Track" mode** is placed.

How to Create New Video Track

1. Open the “Objects and Animation” editor.
2. Add a video clip, or select an existing one.
3. Choose the “Properties” tab, find an option “Single Video Clip” and click this button.
4. Choose “Master Video Track”.

How to Link Video Clip to Existing Video Track

Variant 1

Click the “Single Video Clip” button and choose the video track from a drop-down list.

Variant 2

1. Copy video clip which has the “Master Video Track” mode.
2. Paste the copied object onto the same slide or another one.
3. The copied video clip will automatically link to an original video clip.

How to Unlink Video Clip from Video Track

1. Click “Link to: <name of a video track>” button.
2. Choose the “Single Video Clip” item from the drop-down list.

How to Play Video Clip Across Several Slides

Video track can go through the several slides. To reveal video, place one video clip on each slide and link them all with the master video clip.

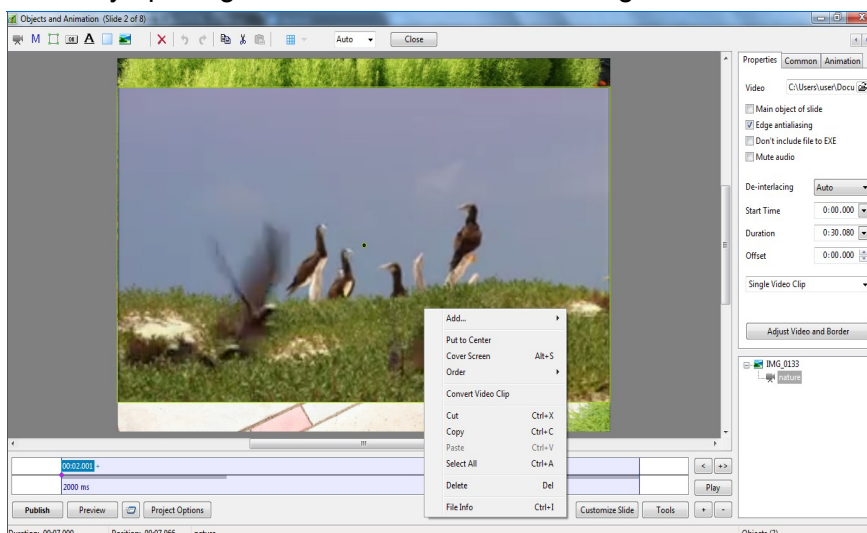
1. Add a video clip on the slide where the video track should begin.
2. Choose the “Properties” tab of the video clip.
3. Change the “Single Video Clip” mode to “Master Video Track”.
4. Copy this video clip to the clipboard.
5. Paste the copied video clip onto the following slides where the video track should play.

All these video objects will be linked with its master video object. They are necessary to reveal the video track on the screen on different slides.

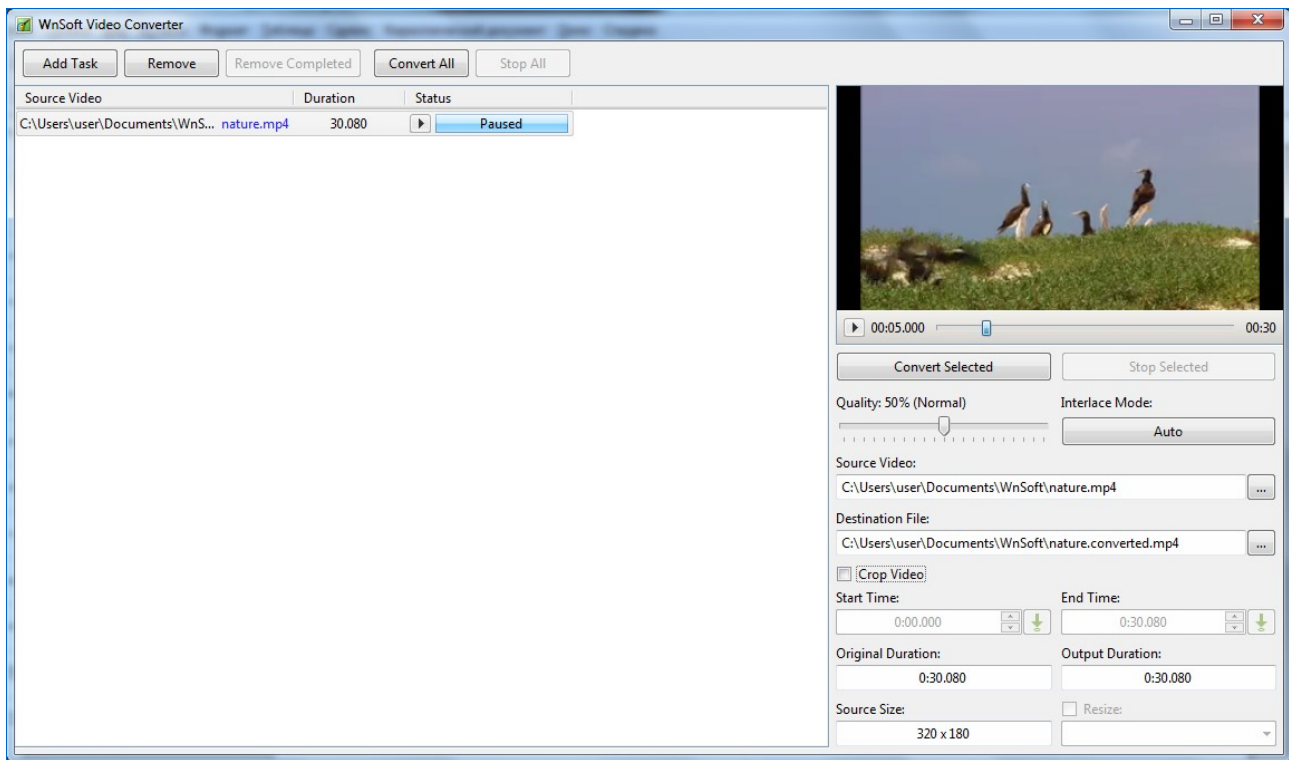
Besides, you can convert video clips right in the software in **WnSoft video converter**. Our video converter converts video files to the optimal format for the most qualified and smooth playback of video clips in the slideshow.

The converter can be opened in several ways:

- by **right mouse click** on the video clip itself, on the icon in the object list in the Object and Animation editor, when the video file is highlighted;
- by opening the folder **Tools** when running PTE software.



When clicking **Convert Video Clip** option, the dialog box appears:

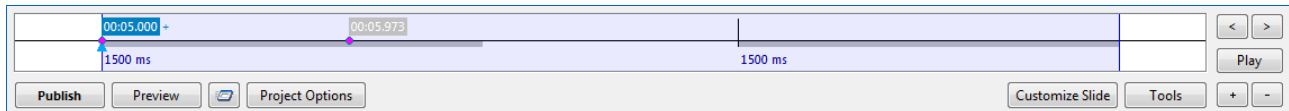


Here you can add several tracks and convert all of them simultaneously.

Before converting you can adjust some parameters and see the original parameters and also output parameters of your video file.

Timeline Animation

Timeline option is situated below the preview window and contains a number of features.



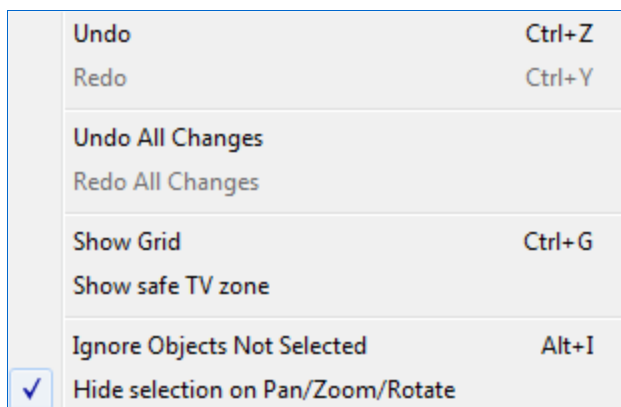
Here you can see the blue rectangle, which identifies the time of showing a current slide. The blue line on the left shows the beginning of the slide and on the right - the end of the slide. You can also see keypoints, which are highlighted in pink. Above the first keypoint there are the figures in blue, which show the time from the first image up to the current slide. You can add any number of keypoints to your slide by clicking the button «+» or delete them with the help of the «-» and make different positions of the slide on the screen. That is one of the uses of timeline option, you can make various animations with one or more slides. You may also drag these keypoints by left clicking of the mouse and putting them to the necessary position on the timeline bar. In this case, the figures above the keypoints will change according to their position.

On the right of the blue rectangle you may also see two buttons with **left** and **right** arrows. They are used to highlight the keypoints and move the blue triangle cursor on the grey bar. You can also use the mouse for this purpose, but if you have a great number of keypoints, which are near one another, it is not very convenient to control them manually and it is better to use these two buttons.

Below these buttons you can see one more option **Play**. With the help of it you can preview the animation of the current image with the music background. It is just a quick way to check the animation and to change it then, if it is necessary. It's important to note, that if you want to have a look at the whole slideshow with all effects and transitions in the wholescreen mode, you should use option **Preview**. If you want to see the slideshow from the current slide, you should use the button nearby the Preview button.

Below the blue rectangle, where the timing of the slide is shown, you can see the same buttons as in the **Main Window**. They are **Publish**, **Preview**, **Project Options** and **Customize Slide**, which have already been described (see **The Control Buttons**, p. 22).

Beside **Customize Slide** there is one more option, which have not been described yet, **Tools**. When clicking on it, the following dialog box is opened.



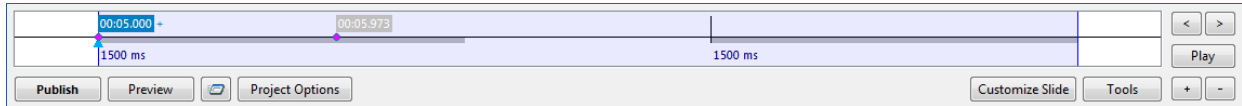
With the help of this menu you can **Undo** and **Redo** some changes and if you don't like your work at all, you can **Undo** or **Redo All Changes** at once.

Besides, you can select such options as **Show safe TV zone**, where you can see the zone, which you will see on TV; **Show Grid**, which has already been described, **Ignore Objects Not Selected** and **Hide Selection on Pan/Zoom/Rotate**, which are self-explanatory.

How to Create Pan Effect

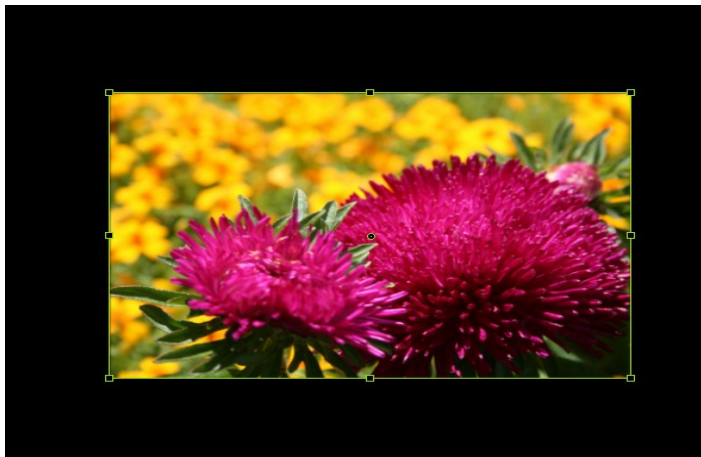
If you want to create **Pan effect**, you should do the following steps:

- Select the picture and click **Object and Animation** in the **Preview** window.
- Choose **Animation tab** in the right upper corner of the main window of the Object and Animation option.
- Set the keypoints on the timeline bar.

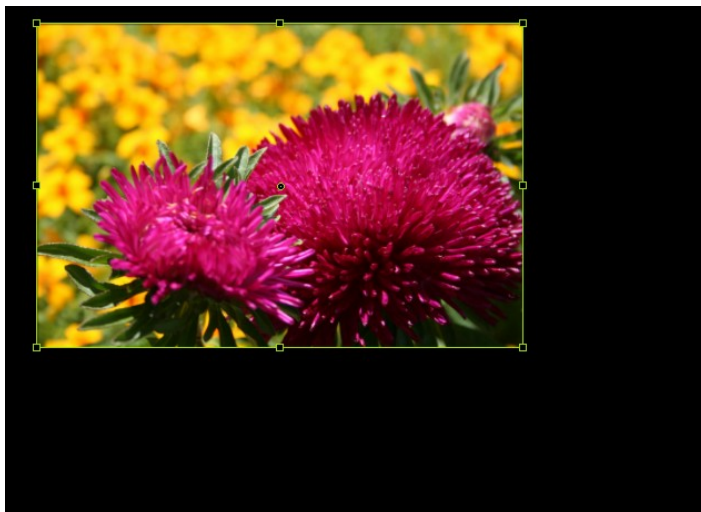


Set the keypoint, which is shown in pink and then customize the position and the size of the slide by dragging it with the help of the mouse or using small blue arrows in the **Animation Tab > Pan**.

Set another keypoint by dragging the blue triangle, as seen above, to the necessary position and pressing the button **+** for adding the keypoint. When you have added the next keypoint, adjust the position of the slide. That time from one keypoint to another one, the slide will move from one position to the other one. See the example.



That is one position of the slide on the first keypoint.



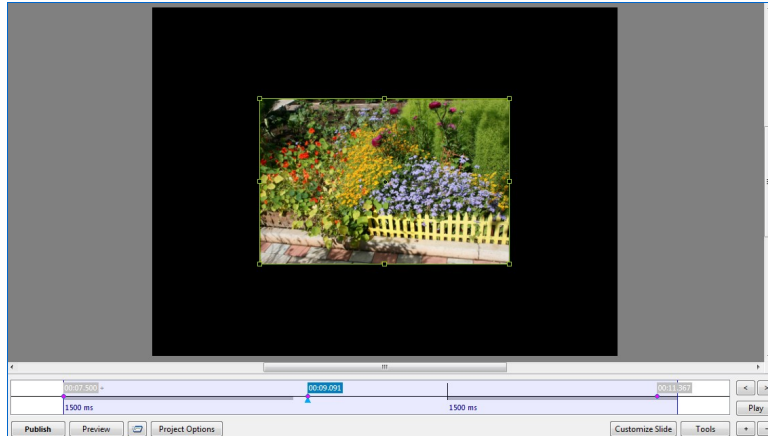
This is another position of the second keypoint.

That is how to create panning of the slide, if you want it in your project.

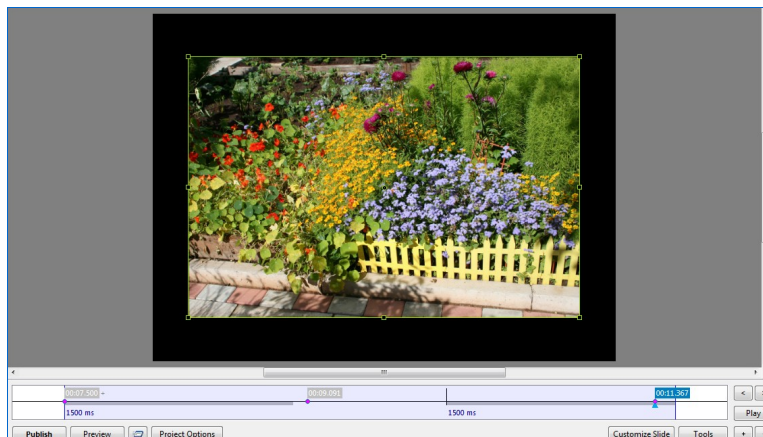
How to Create Zoom Effect

If you want to create Zoom effect, do the following steps:

- Select the picture and click **Object and Animation** in the **Preview** window.
- Select **Animation Tab** in the right upper corner of the main window of the Object and Animation option.
- Then you can **zoom** (**enlarge** or **diminish**) your image with the help of small **blue arrows** in the **Zoom** tab. You can also do it by dragging the angles of the image with the mouse.
- You can use timeline bar to make animation here. You should set the keypoints on timeline and adjust the position and the size of the slide in each keypoint. See the example.



As you can see from the example, this is the position of the slide in the middle of its duration. The blue triangle is in the middle of timeline beside the second keypoint.



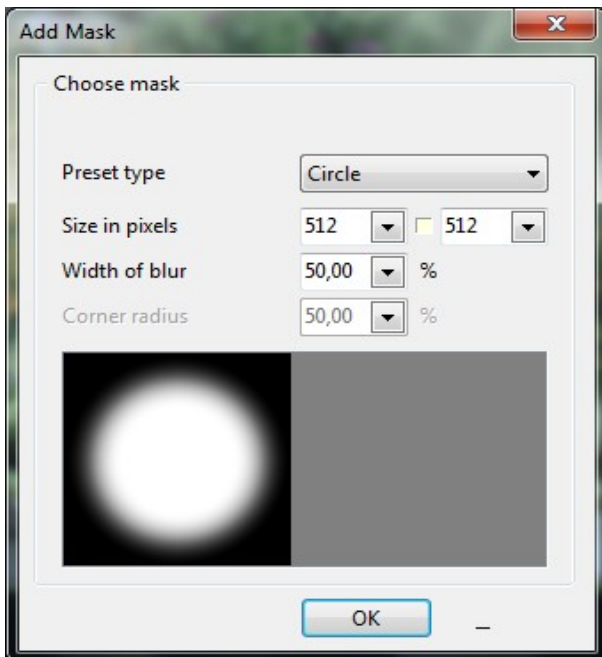
From that example you can see the zoomed picture in another keypoint position. The image can be adjusted with the help of the mouse by dragging the angle of the green rectangle to the necessary direction. You can also do this with the help of blue arrows in the Animation Tab.

On clicking the **Preview** or **Play** button, you can see how the animation works.

How to Create Mask Effect

For creating **special effects** in your animation you can use **Mask**. Let's see how this option works:

- After opening the image in the Object and Animation window first you should **add** the **mask** with the help of the button **M** in the **tool bar**. After clicking on this button the following window will be opened.

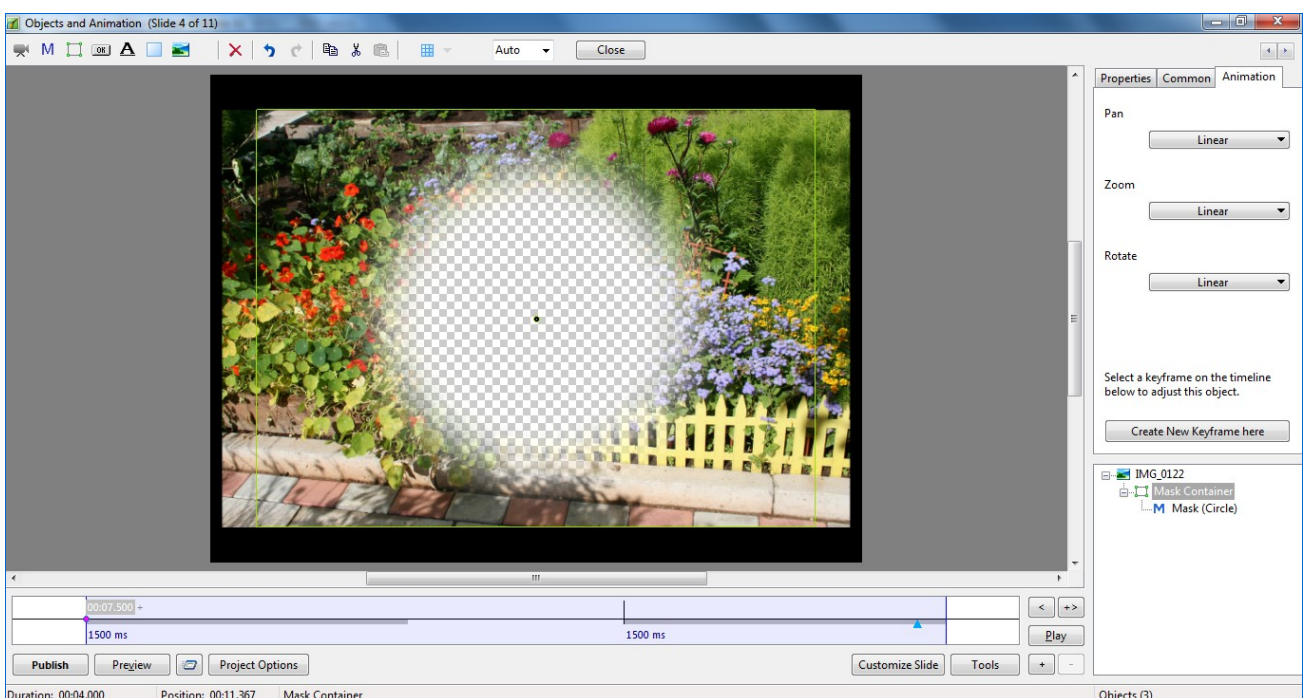


First you can select the source of mask: you can take it from the **preset type** or create by yourself and add it from your computer. If you select the preset, you can adjust some parameters of your future mask.

You can choose between **Rectangle** or **Circle** preset type, adjust the **size**, **width of blur** and **corner radius** of your mask.

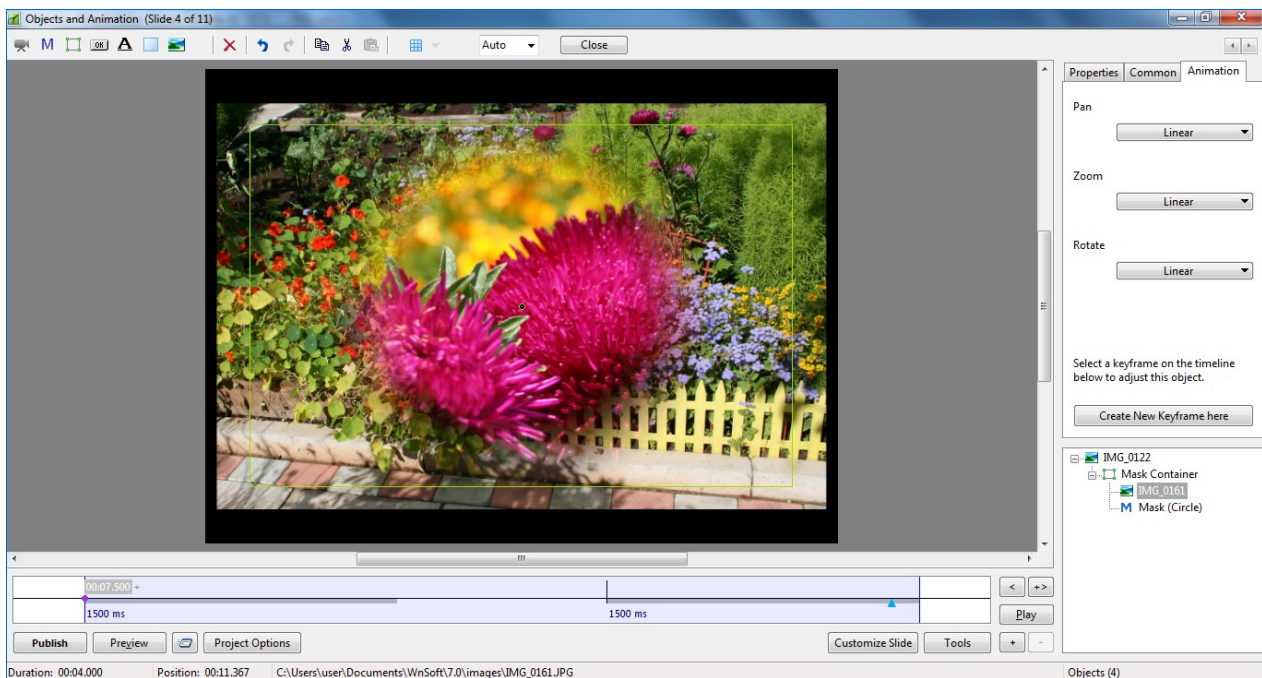
When you are sure your mask is ready, click **OK** button and go to the next step.

- After adding the mask, it will look in that way.



Here in the object list you see that we have **mask container** as a **parent object** and the **mask** itself as a **child object**.

- To achieve a special effect when instead of the white circle you will see another image you should add the image you want, but you should remember that this image should lay in the mask container and should also be its child object. The example of how it will look like you may see below:



- After you have added the mask and the image you can make **pan/zoom effects** as it has been described earlier. You should only add keypoints and customize the images and mask itself.

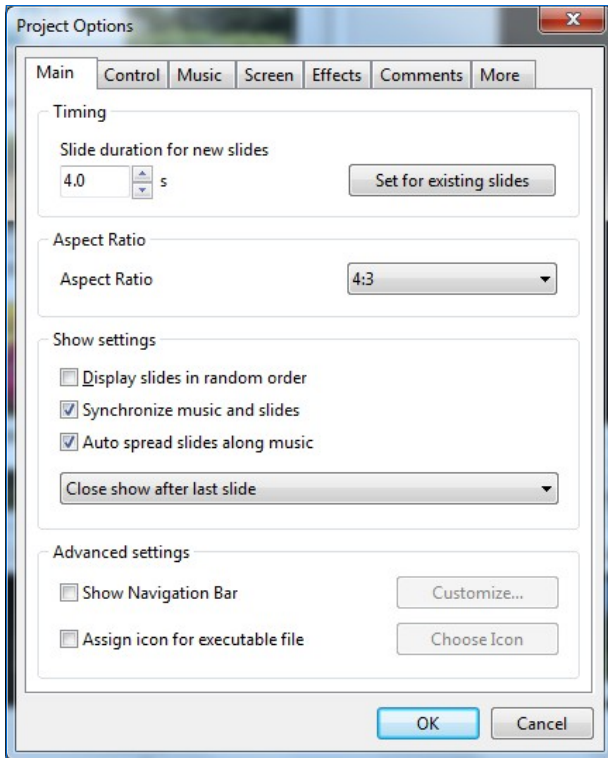
It is important to note, that this is only one example of using the mask effect. With the help of this feature you can play with colors, shapes and make amazing effects. Everything depends only on your imagination.

Project Options

Project Options are the main options, with the help of which you can adjust your slideshow. They contain several tabs such as **Main**, **Control**, **Music**, **Screen**, **Effects**, **Comments** and **More** Tab. It's important, that all these options are for the whole slideshow and not for each slide.

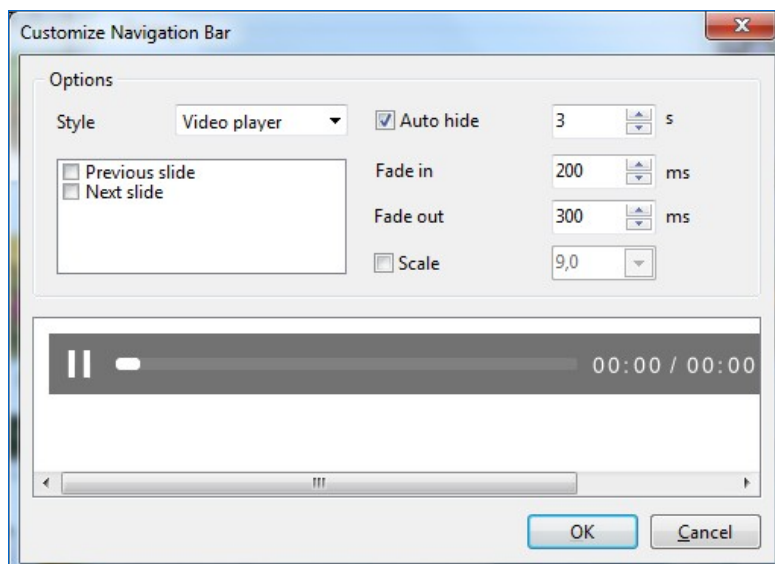
Main Tab

The first tab in the **Project Options** is the **Main Tab**.



- First in the main settings you may set slide duration for new slides and set the same duration for all existing slides in your slideshow.
- Here you can also set **Aspect ratio of a slide** according to your monitor size and form. For normal monitors and not wide television screens the aspect ratio is **4:3**. If you want to set another ratio, click on the arrow and the drop-down menu will be opened. You may choose any ratio from the existing ones(See **Aspect Ratio**, p. 50).
- In the next block **Show Settings** you can select **Display slides in random order** (in this case, the order, which you have in the slide list, won't be observed), you can **Synchronize music and slides**, but it is better to do that with the help of timeline option, which will be described further.

- In Advanced settings you can customize **Show Navigation Bar**, if you want to see it in your slideshow.



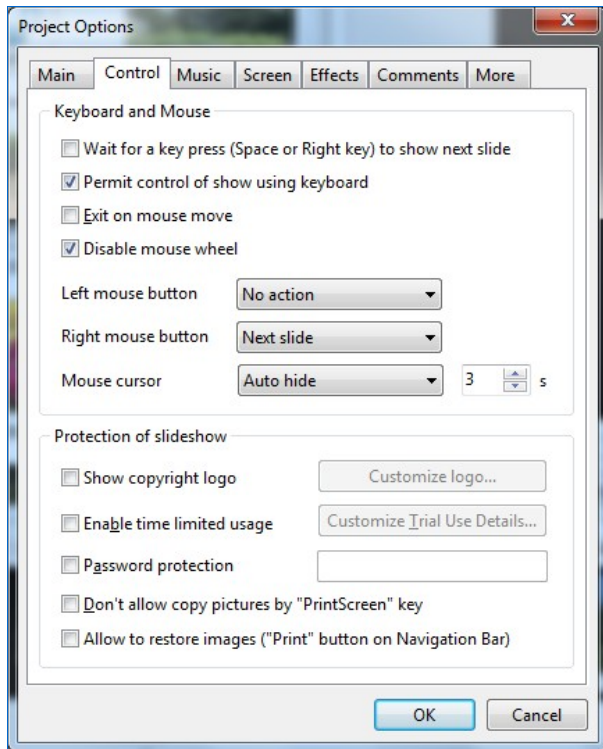
- You can see a small window **Available** and **Selected Buttons**, where there are seven buttons, which you can select for your Navigation bar: **Previous Slide**, **Next Slide**. It is very easy to choose them and their order by clicking on them.
- If you want, you may **Hide Navigation bar** for a number of seconds, which you can also adjust with the help of arrows beside the button.

● You may also choose the style of Navigation bar between **Air** and **Sky Styles**, **Video Player**.

- **Fade In** and **Fade Out** options are used when you want to appear/disappear navigation bar in the slideshow smoothly.
- Besides in the Advanced Settings you may use your own **icon** for your slideshow, you should press the button **Assign icon for exe file** and **choose** the necessary **icon** from your computer.

Control Tab

Here the following options are represented.

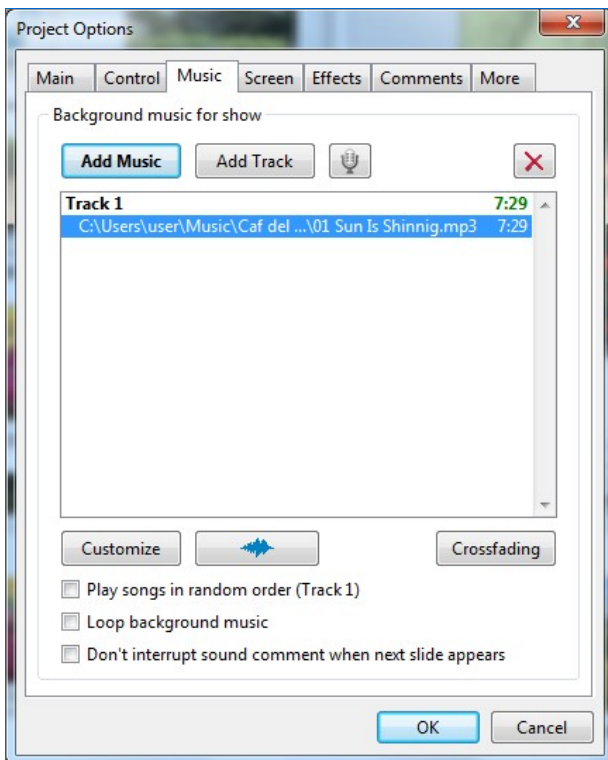


- In the **Keyboard and Mouse** section you may choose the action on the left/right mouse click. You may choose among seven functions such as **Exit**, **Next Slide**, **Previous Slide**, **Help**, **First Slide**, **Pause** and no function or **None**. If you want, you may also **Exit on mouse move** or **Disable the mouse wheel**.
- You may choose to **show the mouse cursor** or **hide it at startup** by clicking on the box. You may also set the time in seconds, after which the mouse cursor will be hidden. It is important to note, that if you move the mouse, the mouse cursor will appear again and then will be hidden after the number of seconds, which you have set up.
- In the **Protection of slideshow** section gives you an opportunity to control the slideshow with the help of keyboard buttons. They are **Password**, **Enabling time limited usage** and **not allowing to copy pictures with the Printscreen** button. You may also **show the logo** of your company and customize its

position, size and opacity, if you wish. While customizing **Trial Usage Details** (usage of the slideshow), you may set the last date of its usage, the number of runs and even write the message for other users, why the slideshow doesn't work any longer.

Music Tab in Project Options

With the help of the **Music Tab** you can add music to the whole slideshow.



To add music you should click on the button **Add Music** and the dialog box appears, where you can choose the necessary music files from your computer. Now you can also add the audio files by dragging them from the **File List** to the **Slide List**.

An option **Record Voice Comment**. On clicking  on the **Microphone** button the dialog box appears, where you can record your voice comments to every slide. This option is described in more details in the chapter **Preview Window** (p. 20).

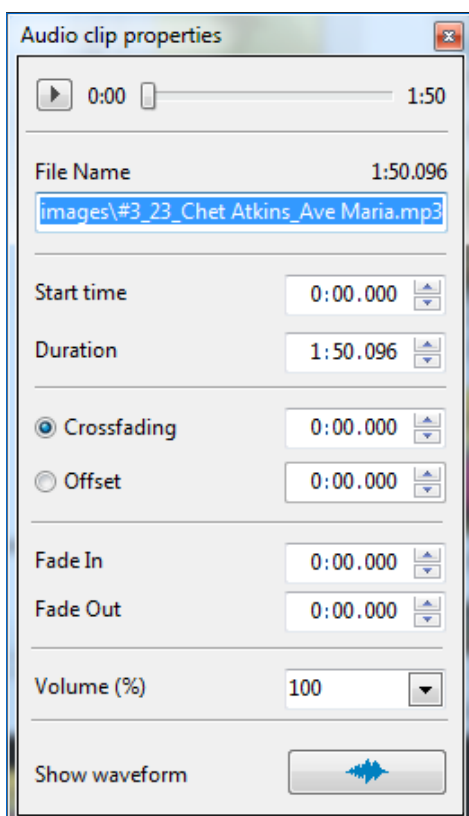
It is important, that you can add several audio clips and tracks to your slideshow. The option **Add Track** gives you an opportunity to play several audio clips **simultaneously**. It is necessary when you need to add some sound effect for example or to mix the audio clips.

For example, you have added two tracks, each track contains several audio clips.

Track 1	11:59
C:\Users\user\Music\Caf del ...01 Sun Is Shinnig.mp3	7:29
C:\Users\user\Music\Caf del Mar ...02 Wake Up.mp3	4:29
Track 2	9:28
C:\Users\user\Music\Caf del Mar XV ...03 Relax.mp3	4:43
C:\Users\user\Music\Caf del M...04 Avantguard.mp3	4:45

The peculiarity is that both tracks will begin playing simultaneously and to edit these audio clips we should highlight the necessary track, double click on it or click button **Customize**.

Here you see the following options:

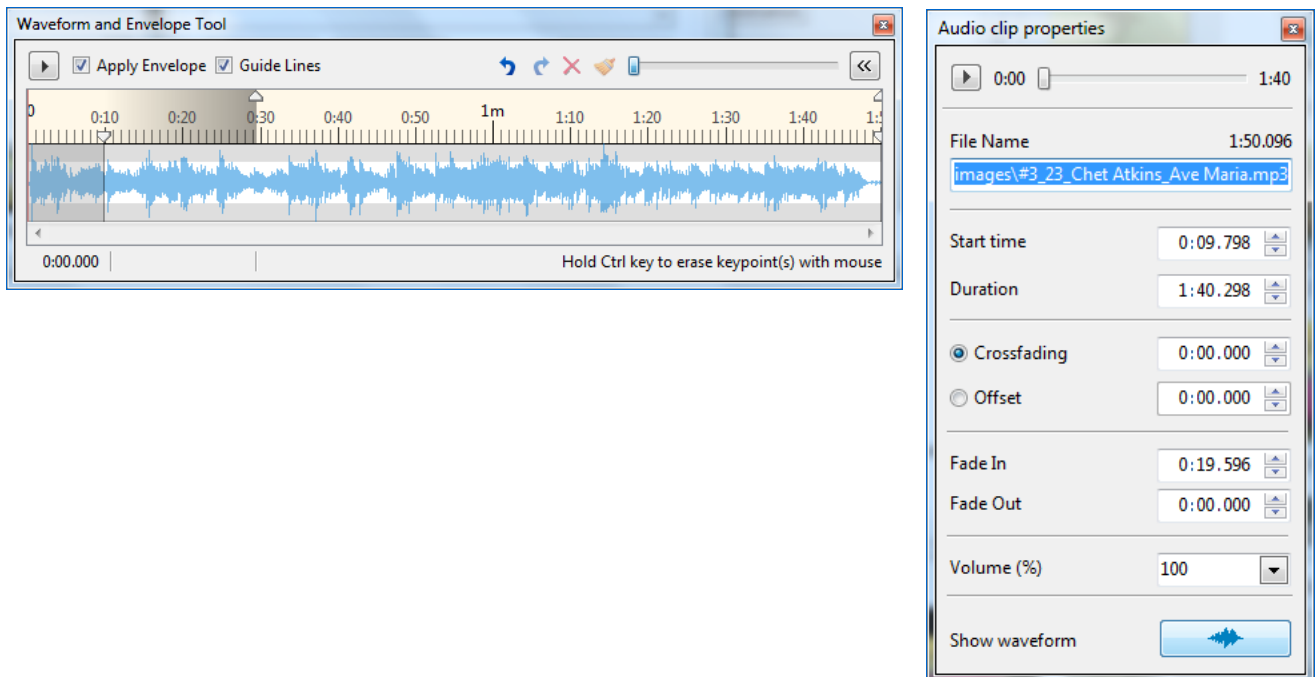


- **Start time** means the time point from which the audio clip begins playing. It can be the 25th second for example or any other second if you want to cut the beginning of audio clip.
- **Duration** is the time of playing audio clip itself. You can cut the music file on any number of second or minutes you wish.
- **Crossfading** means that the music will begin playing gradually and you can set the time when it will be heard in 100% volume.
- **Offset** means that the music will begin playing immediately in the set by you number of seconds or minutes after the beginning of the slideshow.
- **Fade In** is the option which increases the level of sound of audio clip. Here you can set the time also, more time, longer fading.
- **Fade Out** is the same option as **Fade In** but it decreases the level of sound of audio clip.
- **Volume** is a self-speaking option. The peculiarity here is that you can set the volume louder than 100% and more silent than 50% even.

- **Show waveform** is a new option, which helps you to see the waveform of an audio file as on the example below. It also helps you to customize an audio clip with its fading visually, it is just more convenient.

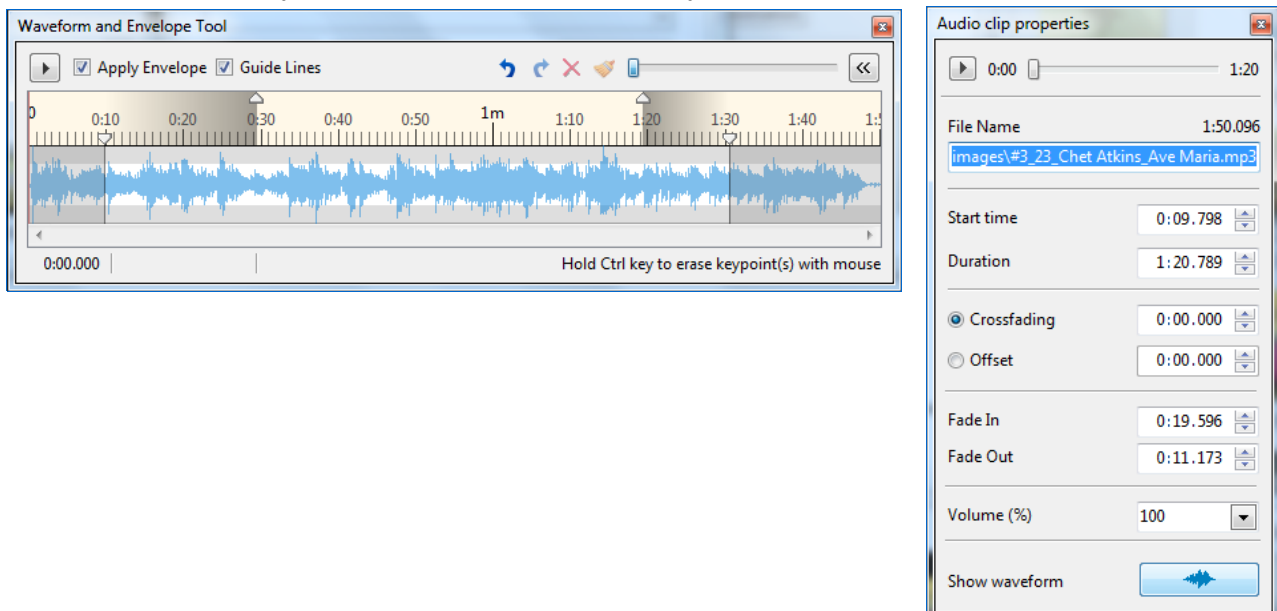
Let's see how it works.

- For better visual quality you can spread the waveform as in the example below.

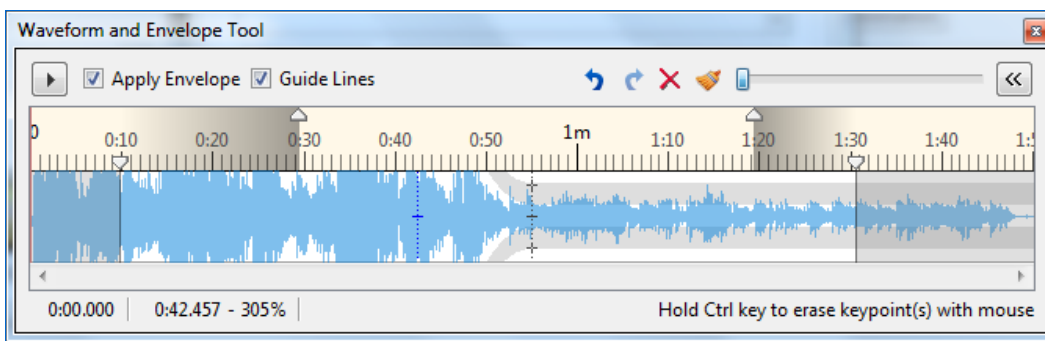


- Next in the beginning of an audio clip with the help of the mouse you can apply **Fade In** and **Start time**. It is made with the help of small buttons on the left. The upper button helps to adjust **Fade In**. The lower one helps to adjust **Start time**. See the example below.

As you can see above the scale **Fade In** is reflected in **grey**. Below the scale in **grey** the **Start time** is reflected. Pay attention that the same displays in **Audio clip properties** on the left.



- In the end of audio clip we can make the same with **Fade Out** and **Duration** of track. See the example below.
- The next option which is worth discussing is **keypoints**, which can help you to work with the volume manually right in the waveform. You can add them clicking on the waveform, move them with the mouse. It is very convenient to adjust volume just moving mouse to the center or edges of the waveform. See the example. You can make the volume silent for example in the middle of an audio clip to add sound comments.

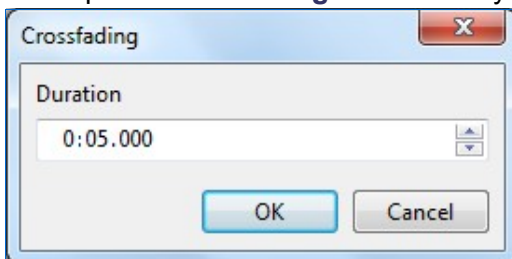


It is necessary to add that you can add any number of keypoints you need and remove them with the help of buttons above on the right.

 This one deletes one highlighted keypoint.

 The second deletes all keypoints at once.

The option **Crossfading** means that you can mix the audio clips fading in and out their beginnings and their ends of music. After clicking the button you will see the following dialogue box where you can set the necessary time for fading.

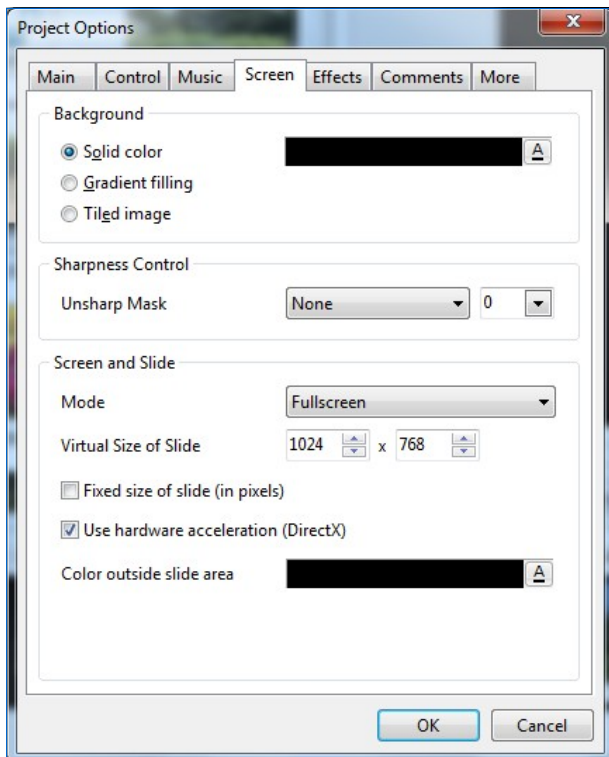


You have an opportunity to **Play songs in random order**, if you wish, and to **Loop background music**. For this you should check boxes with these settings. The first one should be customized for each track separately.

If you add sound comments to your slideshow, you can adjust such parameters as **Don't interrupt sound comment when next slide appears**. If this option is not checked, the sound comment for the current slide will be played till the slide is on the screen. When the next slide appears on the screen, the sound comment is interrupted. If this option is checked, the sound comment will be played up to the end.

Screen Tab

Screen Tab is divided into three sections: **Screen Options**, **Background** and **Additional Options**. In the first section you may adjust the images to the screen.



- In the **Background** Section you may set the background as **Solid color**, **Gradient filling** or **Tiled image**. You should remember, that if your images fill the whole screen, then this option is of no use to you. But if the images don't fill the screen, you may select among three variants, which have been already described earlier (See **Customize Slide, Background**, p. 23).

- **Sharpness control** increases the sharpness of pictures in your slideshows. If you apply unsharp mask in a graphical editor it gives a good result only when your picture has the same size as the current screen resolution. Otherwise the program has to apply resizing which dramatically decreases original sharpness. PicturesToExe applies unsharp mask in real time for every frame, 60 frames second. Before showing the photo on the screen, PicturesToExe resizes picture according to the current screen resolution (if applicable). In version 7.0 we use an improved image processing which gives

almost the same quality as Bicubic. Then PicturesToExe applies unsharp mask and show a picture on the screen. **Unsharp Mask** is a global option for all slides of your project and affects to the entire screen. It is better to choose different modes of this option depending on the type of your slideshow. If you don't use animation (Pan/Zoom/Rotate) on the slides and all pictures are static, you may choose "**Best for static**" mode (70). If you use Pan/Zoom/Rotate effects, the best mode is "**Best for animation**" (30). Also you can choose "**Custom**" mode and type manual amount value for unsharp mask. To disable unsharp mask, choose "**None**" mode. Or "Custom" with 0 value.

- **Screen and Slide:** here you can choose **Fullscreen** or **Windowed** mode. The default is always **Fullscreen**.

Virtual size of slide gives you an opportunity to set any size of the image for your slideshow. If you change the size of the image in these boxes, the aspect ratio will be also changed automatically. It is necessary to add, it is helpful only for professional users. This option is described in more details in the section **Objects and Animation, Common Tab**, p. 31.

Fixed size of slide (in pixels) is the option, which doesn't allow the picture to change in size if the screen is larger than the picture itself. In this case, the black lines which color you may change, appear. If the option is unchecked, the picture can be zoomed. The next option **Caption of show** works only for the **Windowed Mode**. If you have chosen **Fullscreen** mode, then this option is of no use to you. **Hardware acceleration** option should be generally checked, if you create the show with animations. It gives you an opportunity to watch your slideshow with a better quality.

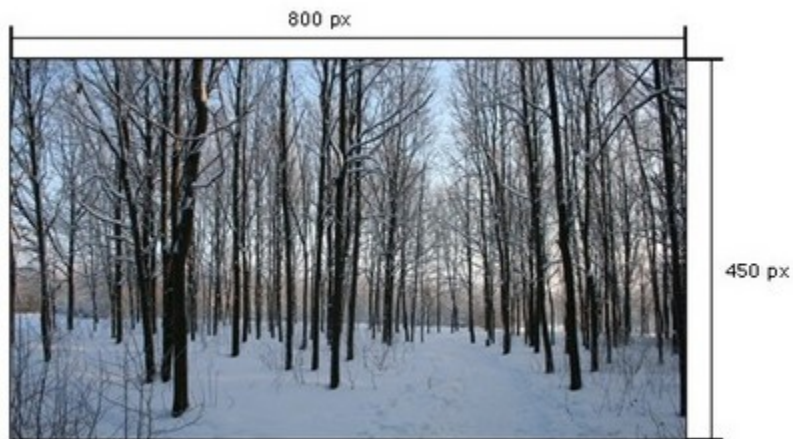
- If the image does not fill the whole screen, there will be black lines on the screen. In this case, you can choose the **Color outside slide area** by clicking on the button **A** and selecting the suitable color.

Aspect Ratio

This article will help you to prepare your slideshows for burning on DVD by using **PicturesToExe** and **Video Builder**. Let's try to explain what the difference between **DVD aspect ratio** and **slideshow aspect ratio** is. DVD aspect ratio is set in Video Builder in Project Options window. Slideshow aspect ratio is set in PicturesToExe in Project Options -> Screen tab.

Encoding DVD aspect ratio 4:3 - Slideshow aspect ratio 16:9

Here is the example of what happens with slideshows if you encode presentation with 16:9 (800x450) aspect ratio (slideshow aspect ratio) with 4:3 aspect ratio (DVD aspect ratio).



4:3 TV display example

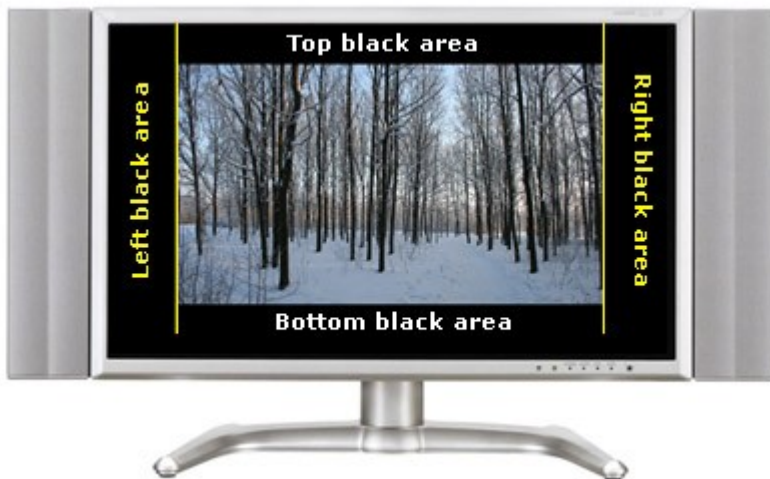
While viewing this DVD on TV set with 4:3 sides, video will look like encoded before (picture below).



1. Slideshow aspect ratio 16:9.
2. DVD aspect ratio 4:3.
3. TV display aspect ratio 4:3

16:9 TV display example

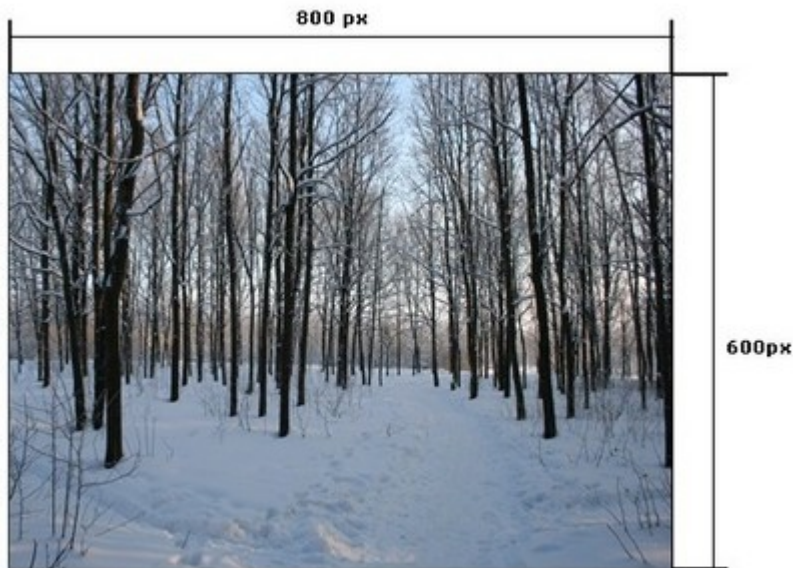
While viewing this video on widescreen TV display, video will look like with 4:3 aspect ratio. This means, that TV display will add black areas on the left and on the right sides of the video to make aspect ratio as 16:9. Look at the picture below.



1. Slideshow aspect ratio 16:9.
2. DVD aspect ratio 4:3.
3. TV display aspect ratio 16:9.

Encoding slideshow aspect ratio 4:3

Here is the example of slideshow with aspect ratio 4:3. Encoding result of it (DVD aspect ratio 4:3) will look original without any black areas.



Encoding result will look the same.



1. Slideshow aspect ratio 4:3.
2. DVD aspect ratio 4:3.
3. TV display aspect ratio 4:3.

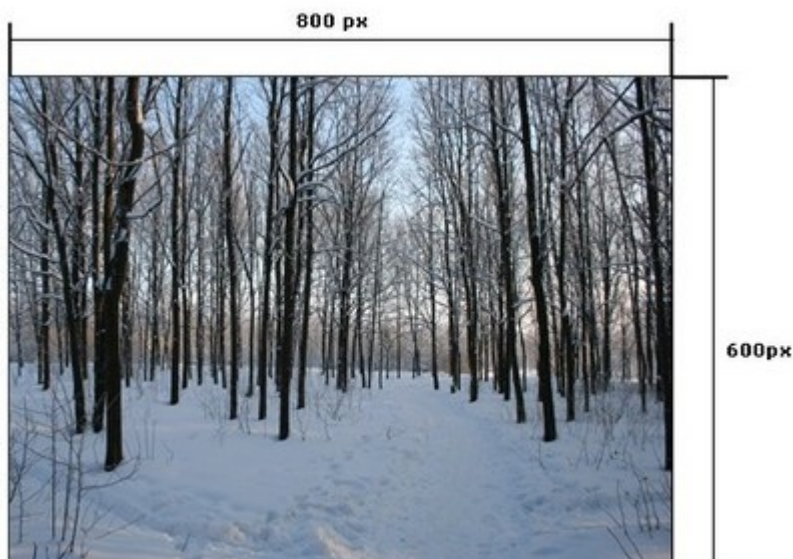
This is the example how such DVD will look with 16:9 aspect ratio display.



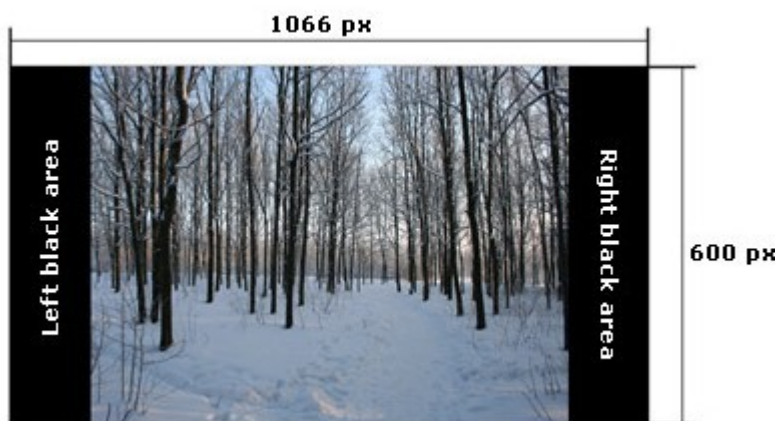
1. Slideshow aspect ratio 4:3.
2. DVD aspect ratio 4:3.
3. TV display aspect ratio 16:9.

Encoding DVD aspect ratio 16:9 - Slideshow aspect ratio 4:3

For example your slideshow has 800:600 pixels dimension (4:3).



Source slideshow (4:3 aspect ratio).



1. Slideshow aspect ratio 4:3.
2. DVD aspect ratio 16:9.

16:9 TV display example

As you can see 16:9 TV display shows this video as it looks after encoding.



1. Slideshow aspect ratio 4:3.
2. DVD aspect ratio 16:9.
3. TV display aspect ratio 16:9.

4:3 TV display example

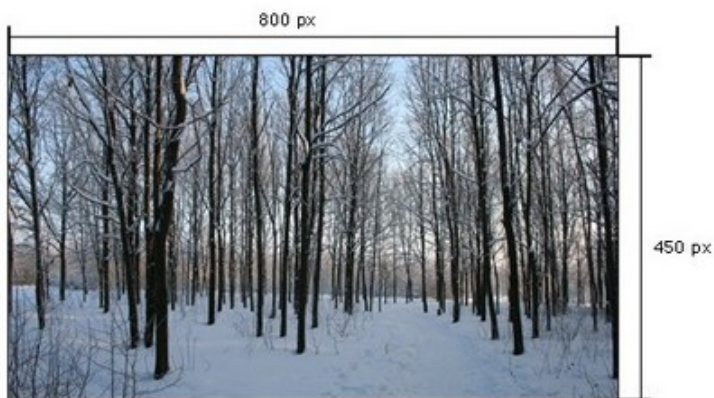
As soon as we try to see this video on the TV display with 4:3 sides we can find black areas at the top and at the bottom of our DVD. These areas are added by TV display to make video aspect ratio 4:3.



1. Slideshow aspect ratio 4:3.
2. DVD aspect ratio 16:9.
3. TV display aspect ratio 4:3.

Encoding slideshow aspect ratio 16:9

Here is the example of source slideshow with aspect ratio 16:9. Encoding result (DVD aspect ratio 16:9) will look original without any black areas.



Source slideshow (16:9 aspect ratio).
Encoding result will look the same.

This is the example how such DVD will look with 16:9 aspect ratio display.



1. Slideshow aspect ratio 16:9.
2. DVD aspect ratio 16:9.
3. TV display aspect ratio 16:9.

This is the example how such DVD will look with 4:3 aspect ratio display.



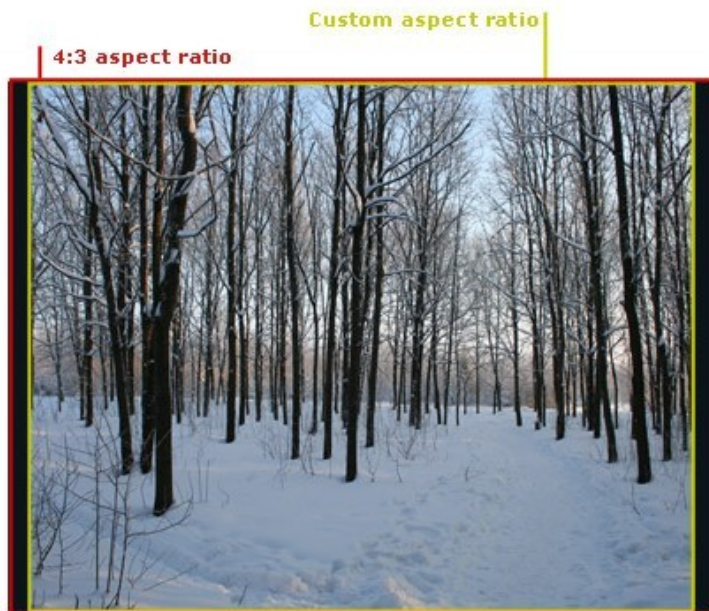
1. Slideshow aspect ratio 16:9.
2. DVD aspect ratio 16:9.
3. TV display aspect ratio 4:3.

How auto aspect ratio mode works in VideoBuilder

This issue is about how **Video Builder** auto aspect ratio mode works.

Each of the videos being located on DVD disc may have one of the following aspect ratio: 4:3 or 16:9. VideoBuilder can't burn DVD with slideshows using different aspect ratio. If you set aspect ratio 4:3 (VideoBuilder options) in options all presentations will be in 4:3, if you set 16:9 (VideoBuilder options) all of them will be 16:9.

Even if one of all presentations has an aspect ratio, which differs from 16:9 (slideshow aspect ratio), all of them will be with 4:3 aspect ratio. Only in the case, when all slideshows have 16:9 aspect ratio will all slideshows will be in 16:9. Therefore if you publish DVD disc for wide width display there is the reason to set 16:9 aspect ratio for all slideshows.



Custom aspect ratio slideshow

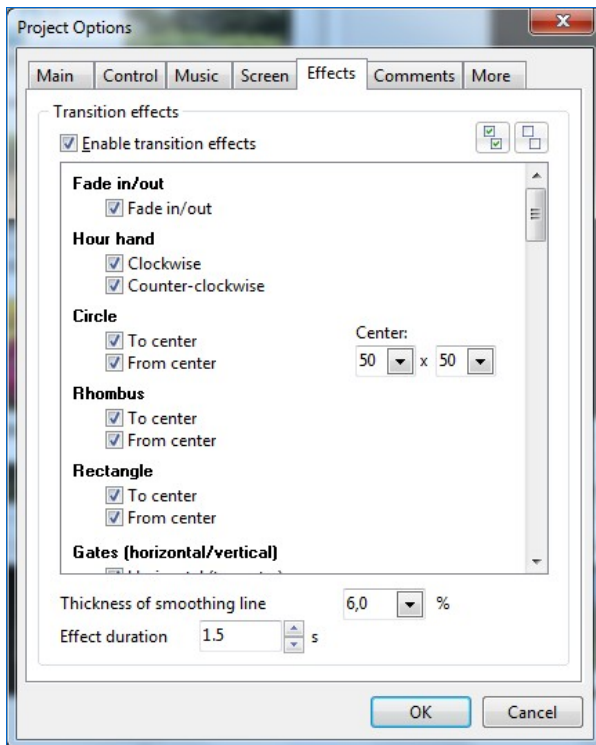
In case if slideshow has aspect ratio, which differs from 4:3 and 16:9 (for example 5:4) it will fit to the nearest aspect ratio (see the picture below).

Photos resolution and slideshow aspect ratio

This is the fact, that there is no relation between photo dimension and slideshow aspect ratio. As a default, the value for slideshow aspect ratio is 4:3 (for new project) and in case, if you add some photos with 16:9 aspect ratio, the slideshow will not change the aspect ratio automatically. To change slideshow aspect ratio go to the Project options -> Screen tab and set it manually according to the dimension of your photos.

Effects Tab

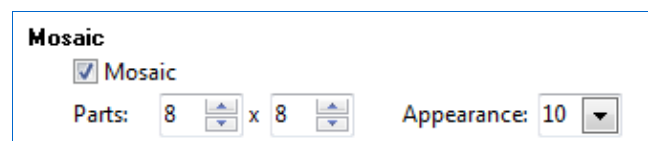
With the help of **Effects Tab** you can add different transitions between slides and make your show animated.



When checking the box **Enable transition effects**, all transition effects become highlighted and you may choose among them. It is necessary to note, that if you want to see how these effects work, it is better to experiment with them.

The first several effects such as **Fade in/out**, **Hour Hand**, **Rhombus**, **Rectangle**, **Gates**, **Page Effect**, **Push**, **Flip 3D** and **Slide Effects** and some others are self-explanatory. **Circle** effect has one peculiarity: you may change the **Center** here with the help of small arrows, which are found beside. If you scroll the **Effects Tab** down, you will see such effects as **Mosaic**, **Curling of Page**, which should be described.

Mosaic has different appearances and can consist of different number of pieces, which can move with different speed.



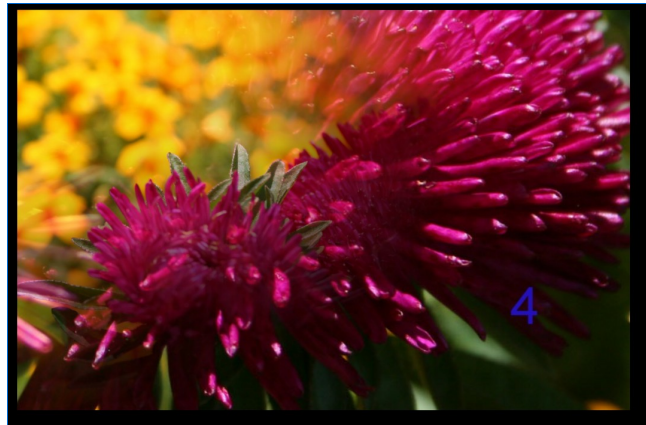
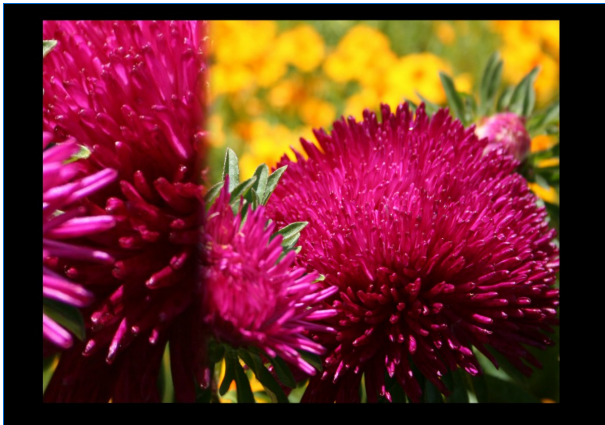
You can set any number of pieces. If you want large pieces, you should set less number of them and vice versa. If you want small ones, you should select more pieces. It depends only on your choice, so try to experiment.

Curling of Page can also be different according to the radius, which you choose. To see the difference, have a look at the examples below.



As you see, in the first picture the radius is large and on the second one it is small. If the radius is large, the line is more soothing, if it is small, the line is sharper. Besides, you may also set the color of the back side as seen from the examples.

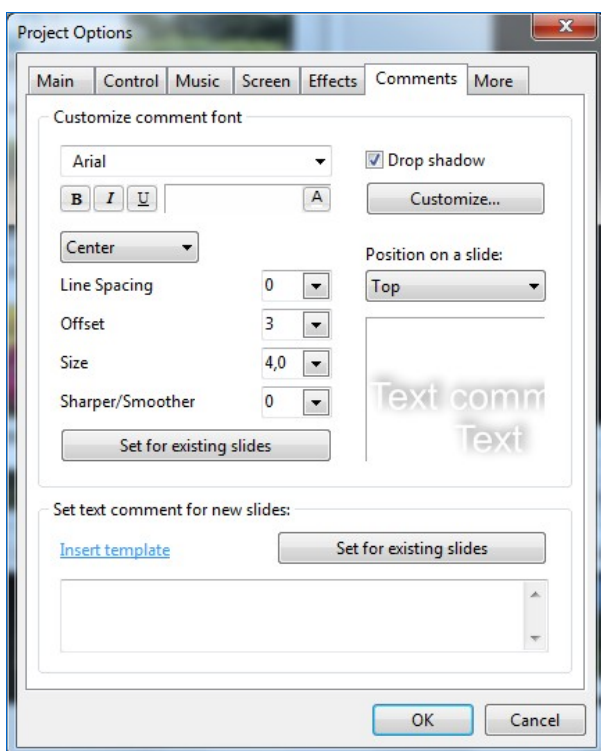
As seen in the **Effects Tab**, you may also set the **Thickness of smoothing line** and **Effect duration**, which is given in milliseconds, by clicking on the small arrows beside the options.



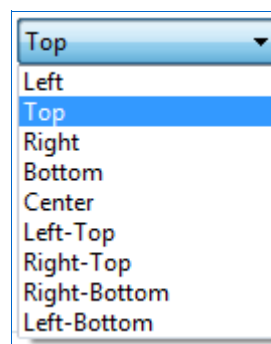
In the first picture the default setting of thickness of smoothing line is 6 %. In the second is 52%.

Comments Tab

In the **Comments Tab** you have an opportunity to add some comments to the slideshow and customize it according to your wish.



- In the first part of the tab, which is called **Customize comment font**, you can select the **font** of your comments, **Bold**, **Italic** or **Underscore** font, **Color**, **Line Spacing**, **Offset** and the **Size** of the text. On the right to the font adjustments you can select the **Position** of the comments on a slide by clicking on the arrow, where drop-down menu will be opened. You may set from the variety of choices: on the **Left** or on the **Right**, at the **Top** or at the **Bottom** and so on. You may either add **Drop shadow**, if you check it and **Customize** for **Color**, **Opacity**, **Angle**, **Size** and **Spread**, if it is necessary. You shouldn't forget to **Set for existing files** all your settings.

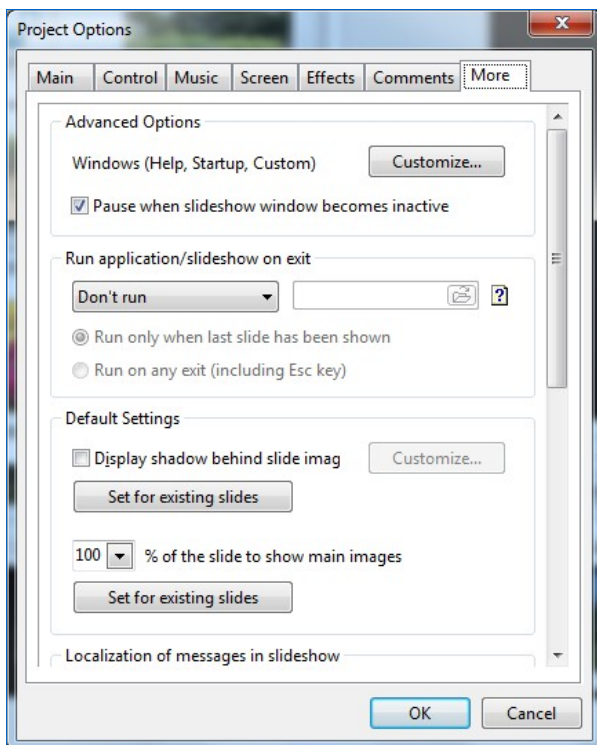


- In the second part of the Comments Tab **Set text comments for new slides** you may either use comments templates or add new ones according to your choice. If you click on the button **Insert template**, the drop menu will be opened. Here you can choose, what you want, and the necessary information will be added automatically.

Picture Name
Picture Name (with Extension)
Picture Path
Picture Path (with Extension)
Folder Name
Folder Path
Picture Width
Picture Height
Slide Number
Slides Count
JPEG EXIF Description
JPEG EXIF Comments
JPEG EXIF Time
JPEG EXIF Date

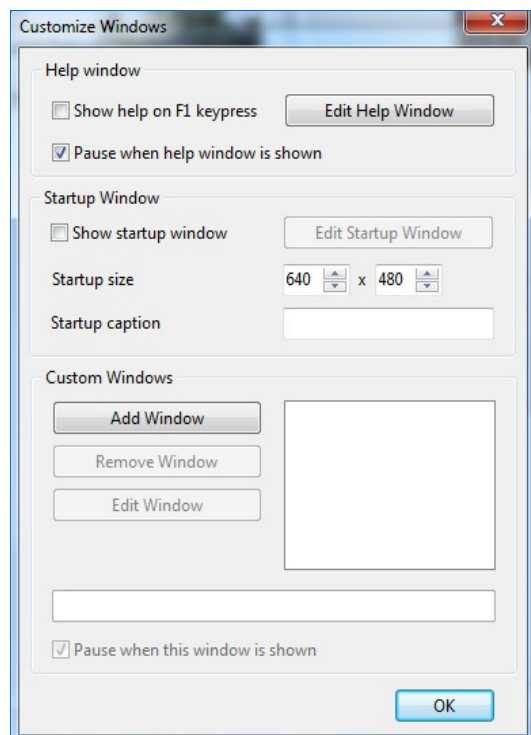
More Tab

In **More Tab** you can see the following options.

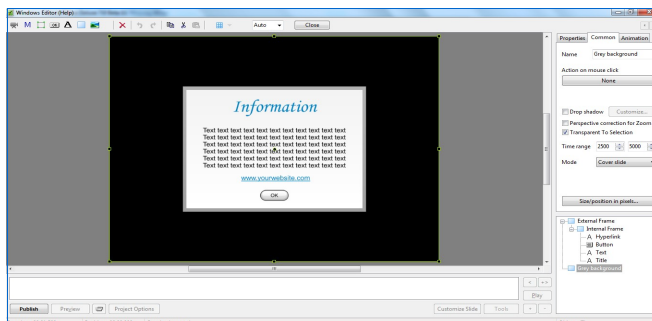


There are the following sections here: **Advanced Options**, **Run application/slideshow on exit**, **Default Settings** and **Localization of messages in slideshow**.

In the first section you have the opportunity to **Customize windows**, if you want it in your slideshow. You can customize it by clicking on the same button. In this case the following dialog box appears.



In the first tab **Help window** you can check the box **Show help on F1 keypress** if you wish to show Help window. Here also you can **Edit Help Window** by pressing the corresponding button. In this case you will go to the **Windows Editor**:

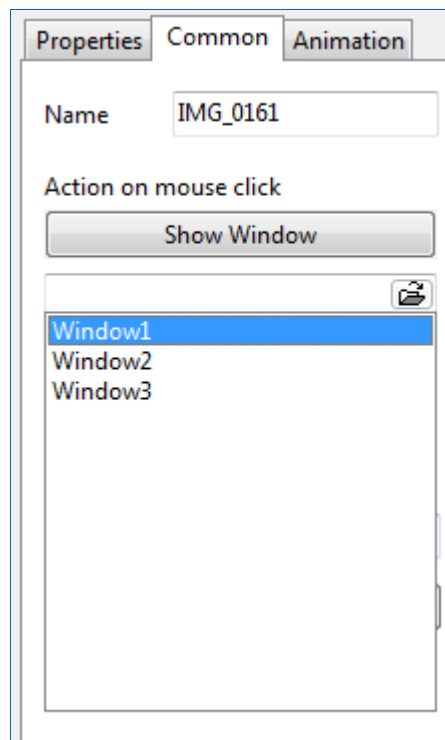
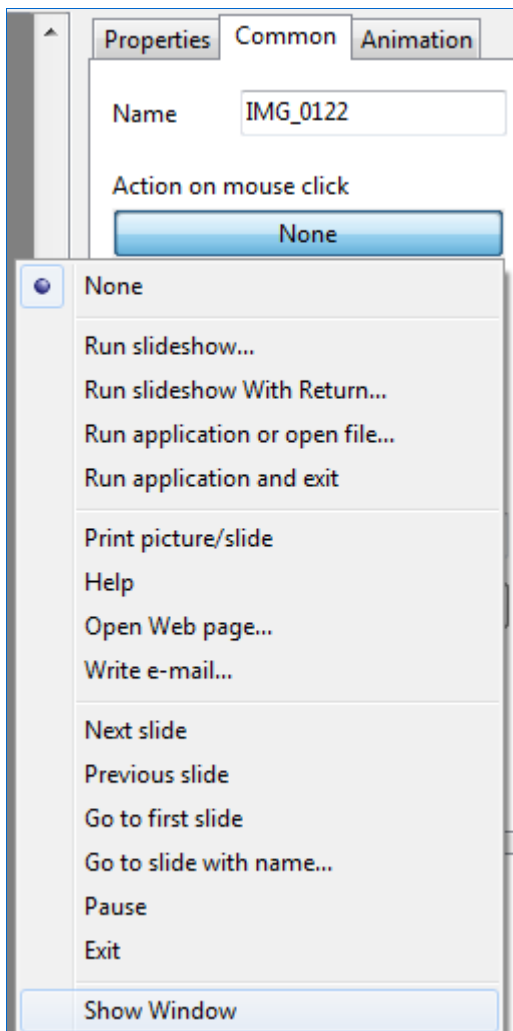


Here you can **customize** your Help window like in **Object** and **Animation** editor, add shadows to the text and other objects, choose their colors and background color, style, add Pan/Zoom/Rotate effects and so on.

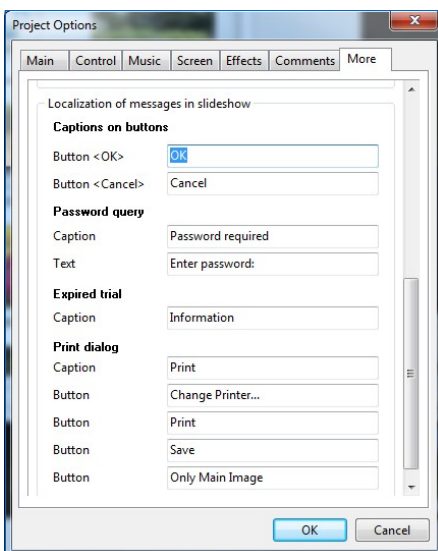
In the second tab **Startup Window** you have an opportunity to choose its **size** and also to edit it in the **Windows Editor** with the help of numerous options like in **Object and Animation** editor.

In the third part **Custom Windows** you can create any number of windows and add them to your slideshow in any place you want. When you add a new window it is seen on the right. In our screenshot you can see the window **W1**. You can rename it by printing the needed name in the line below the main options. To go to the **Windows Editor** you can click on button **Edit Window** or by double-clicking on the name of the needed window. All created windows are saved here.

If you want to add them in slideshow, you can do it in **Object and Animation** option. You choose the slide, after which you want to add window. Select **Common tab**, **Action on mouse click**, **Show window** as represented in the screenshot. After clicking on this button you will see the list of earlier created in **Project Options** windows. Choose and add them to your slideshow.



In the next section of **Project Options** you can choose among **run application**, **slideshow** or **run nothing**. To choose another slideshow or application, you should click the button **Folder** nearby this option. When you choose **Run only when last slide has been shown**, it means that the next slideshow or application will begin after the end of the first one. **Run on any exit (including ESC key)** option gives you an opportunity to go to the next slideshow or application (e.g. menu) in any moment when you want by clicking the Exit or Esc button. It is important to know, that these slideshows should be created in one version. If they are done in different versions, this option will not work. In this case you may use option **Run slideshow**.



Further you may see the following options: **Display shadow behind slide image**. If this option is checked, you can also **Customize** it.

It is important, that this function also works only, when the image doesn't fill the screen. Don't forget to click on the **Set for existing slides** button to set this option for the whole slideshow. By clicking on the **Customize** button you may select the necessary **Color**, **Opacity**, **Angle**, **Distance** from the Image and **Size** of the Shadow. If the image does not fill the whole screen, there will be black lines on the screen. In this case, you can choose the **Color outside slide area** by clicking on the button **A** and selecting the suitable color.

The Percentage of the slide to show main images is the option, which gives you an opportunity to watch your slideshow at any size on the monitor.

The last section: Caption on buttons and Password query.

Here you can add the image, which tells the user of your slideshow to enter the password. If you scroll down, you will also see such sections as **Expired Trial** and **Print Dialog**. All sections are self-explanatory and give you the necessary information. But it is important to explain some

sections.

In **Expired Trial** you can add a message, saying why the show cannot be run any longer and give some instructions what to do further.

The messages are added already by default here. But if you wish you can rename them by adding your own information. If there is not enough space, it does not matter much, you may continue typing.

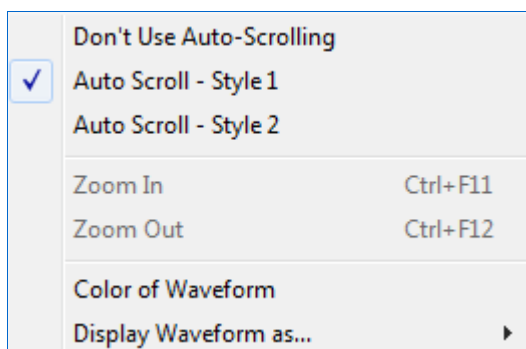
Timeline Operation

If you want to add background music to your slideshow, then customize it and synchronize the slideshow to music, you should use **Timeline Option**, which is found in the **Main Window** of PicturesToExe in the **Control Buttons** panel.

The main function of the **Timeline Option** is to synchronize a number of slides to music. There are several ways to do that:

- to auto spread slides along music at equal intervals of time;
- to coincide slides with the certain points in the sound track;
- to coincide slides with the certain points in the sound track not only with music but also with some commentary.

Some **timeline options** are represented in the main window menu **View**. If you click on it, the following dialog box will be opened.

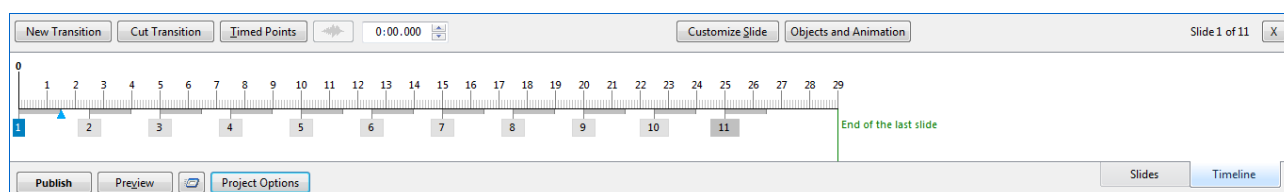


Here you can select the **Style** of **Auto Scroll** between **Style 1** and **Style 2** or **Don't Use Auto-Scrolling** at all. The difference between two styles is in the presentation of the synchronization while watching it on the timeline bar.

You can also **Zoom** the timeline window **In** or **Out** by clicking on these buttons or using shortcuts, which you can see opposite the words.

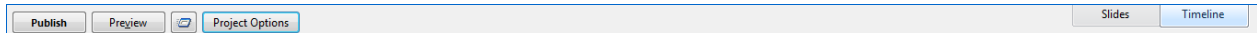
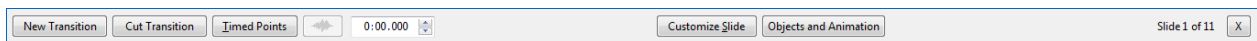
You may also choose the **Color** of the **Waveform**. By clicking on it, the dialog box will be opened, where you can choose the necessary color. Besides, you can select **Display Waveform** in two ways.

While adjusting your slideshow in the **Project Options**, tick the synchronization of music to the slides in the **Main Tab**. If you do this, then in the **Customize Synchronization** window, the default is **Synchronize music and slides**. Besides this, you may tick **Auto spread slides along music**. In this case, the timeline window will be greyed out and the slides will be equally distributed along the whole music track. For example, if you have sound track, which lasts 1 minute, and you have 10 slides in your slideshow, then the intervals between the slides will be 6 seconds.

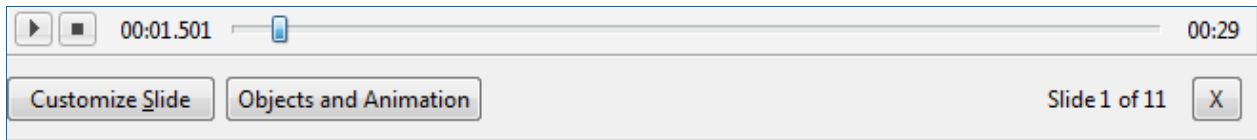


To see the **timeline** and **synchronization** window, you should click the button **Timeline**, and the following window instead the **Slide List** will be opened. The timeline window is represented below. Here you can see slides, which are represented by figures below the line. The figures above the line indicate the **seconds**. The beginning of the timeline is **zero**, the end depends on the duration of the sound track and may be any number of seconds or minutes. **Thick grey lines** beside each slide indicate **transition time**. You can also see the **blue triangle**, with the help of which you can go from one slide to the other. It is important to note, that you can change the position of the slides by clicking on the number of a slide and dragging it to the necessary place. Besides this, you can also change the time of transition by clicking on the end of the grey line and dragging it to the right or to the left, it depends on whether you want to make transition longer or shorter.

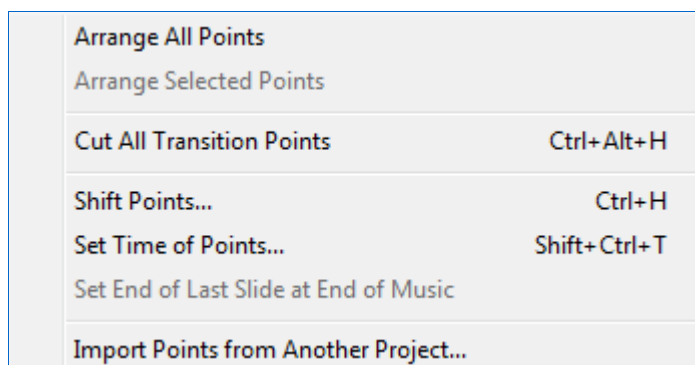
Now it is necessary to describe the buttons, which are situated above and below the timeline window.



- The **Play** button is situated above the options **Customize slide** and **Objects and Animation** in the **Preview window** and is used to begin the preview of your slideshow in a small preview window in the right upper corner. This button plays two roles: **Play** and **Pause**. If you click on **Play** it will turn **Pause** and vice versa. When you click on **Play**, the blue triangle will stand at the beginning of the timeline and will move to the right on the bar.

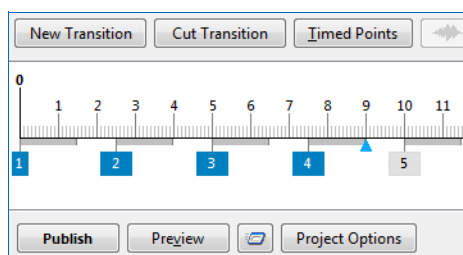


- As you can see from the figure above, next to the button **Play/Pause** there is another button labelled **Stop**. You should remember, that if you click on **Stop** and then on the **Play** button, the preview will start not from the beginning, but from the place where the cursor was situated. If you want to watch the preview from the beginning, you should do the following:
 - Click **Play** for previewing the slideshow;
 - As soon as **Playback** begins, click **Pause**;
 - Drag the blue triangle to the beginning and click **Play** once again.
- **New transition** is the option, which gives you an opportunity to add new keypoints in the desired place on your slideshow and timeline. It is important to know, that for adding the keypoint you should set the blue rectangle to the necessary place on the timeline bar and then click on the button **New transition**. The slides and their transitions will be moved from their old places to new ones.
- If you want to delete the keypoints you should use the option **Cut transition**. But you should remember, that the keypoints will not be deleted, but just moved to the end of the slideshow. If you press the button **New transition** in this case, the keypoints, which were deleted earlier, will be moved to their previous places.
- Next option **Timed Points** includes the following functions:



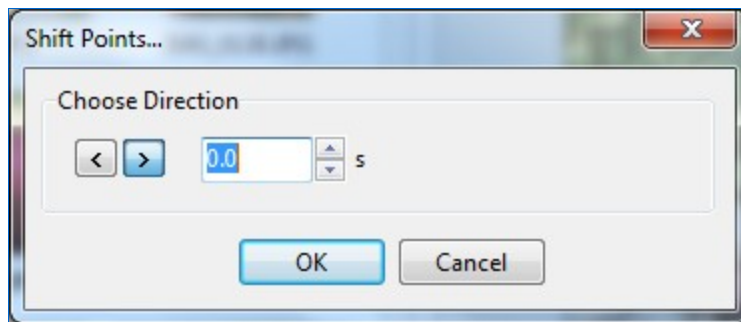
- **Arrange All Points** helps you to set all points on the timeline bar in the equal intervals of time along the sound track.
- **Arrange Selected Points** is greyed out, because there are no selected keypoints. But if you select some points, this option will be highlighted and you can use it. It functions in such a way: you should select the necessary keypoints and then click

Arrange Selected Points. In this case, all selected points will be set at equal intervals of time. Of course, you can do this manually, but it is much easier to set them automatically.



- **Cut All Transition Points** is the option, which helps you to delete all keypoints and then to set new ones.
- **Shift Points** is the option, which gives you an opportunity to move all or selected points to the

necessary direction, to the right or to the left on the necessary number of seconds. For doing this you should select the keypoints and click **Shift Points**. In this case the following dialog box will be opened:

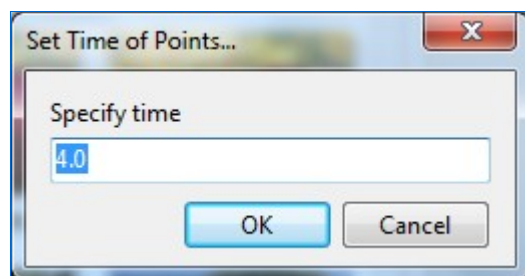


Here you can **Choose Direction**, where to shift the points, the first arrow gives you an opportunity to shift to the **left**, the second one – to the **right**.

Then you can set a number of **seconds** and **milliseconds**, on which you wish to shift the points.

After that, click **OK** and see the result.

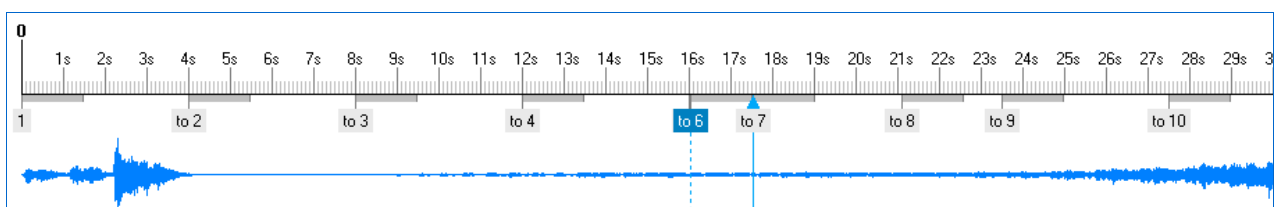
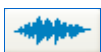
- **Set Time of Points** is the option, which gives you an opportunity to set all the slides or just selected slides at the intervals, time which you can set manually. To do this, you should select the slides, if you need, and click button **Set Time of Points**. In this case, the following dialog box will be opened:



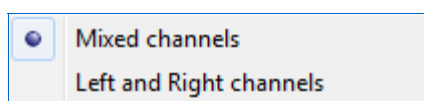
Here you can set a number of **milliseconds**, which the slide will be shown in the slideshow.

- **Set End of Last Slide at End of Music** is the option, which by clicking on will set the end of last slide with the end of music track notwithstanding with its duration. You should remember, that only the last slide will be prolonged for the necessary number of seconds or minutes, other slides will not be moved. It is important to know, that you have an opportunity to move the end of last slide on the timeline bar. In previous versions this option was unavailable. You may drag it with the help of the mouse to the desired direction, to the right or to the left.
- **Import Points from Another Project** is the option, which can be very helpful, if you don't want to make a new timeline. You may just **import points**. To do this, you should click this button and then choose the project, from which you want to import the keypoints. It is important to know, that the number of slides in these two projects should be equal.

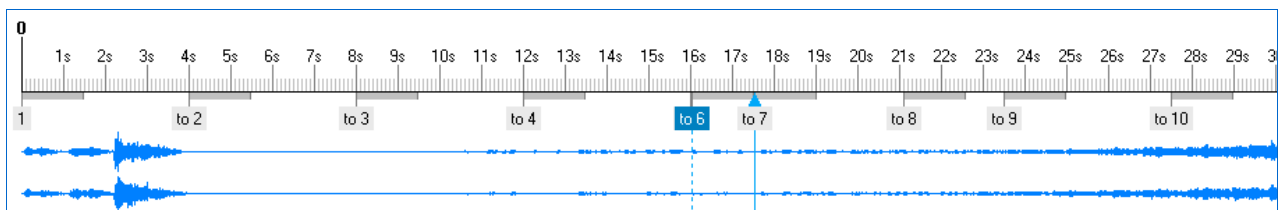
- Next to these options you can see the button, which is called **Waveform**. Clicking on it, you will see the waveform of the sound track on the timeline bar. It is important to know, that the waveform will appear only if the soundtrack is added.



- It is necessary to note, that you can adjust the color of the waveform in the **View Menu > Timeline Options**. Besides, you can select the **Display** of the **waveform** in two ways.



The difference is only in the way of presentation the waveform. In the example above you can see the waveform with **Mixed channels**. Below you can see the example with **Left and Right channels**.

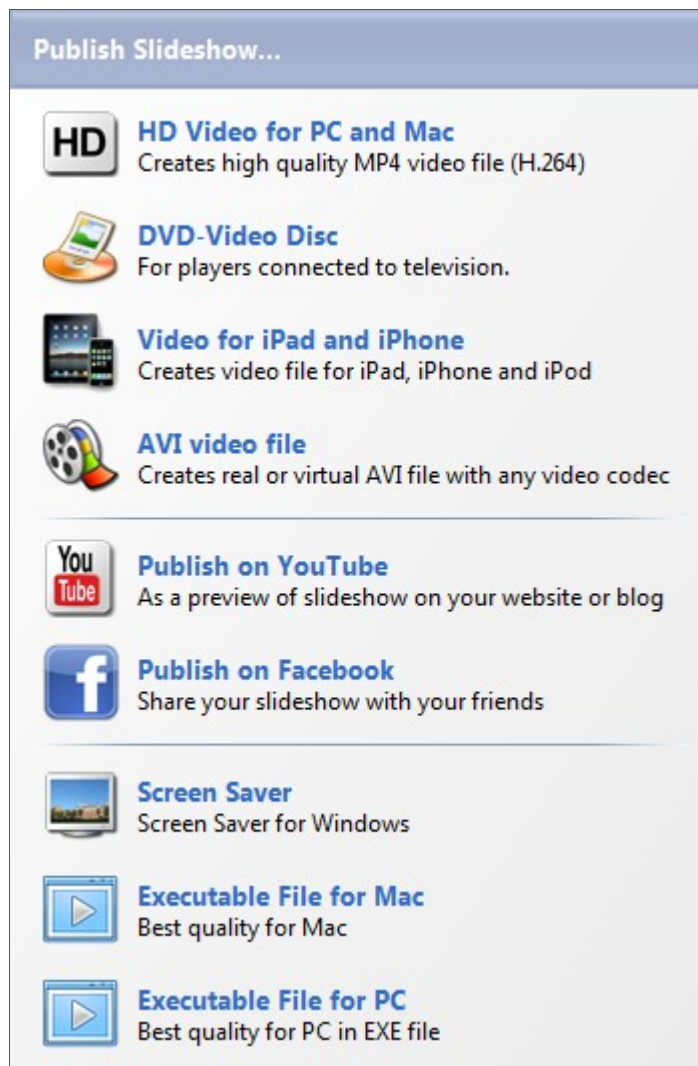


After having adjusted all these options, you can see the result either by clicking button **Play** (in this case, you may see the slideshow in a small preview window) or by clicking button **Preview** (in this case you may see the slideshow fullscreen).

- The buttons below the timeline bar is **Publish**, **Preview**, **Video**, **Project Options** were explained earlier.

Video Options

If you have a look at the **Control Buttons**, you will see **publish** button. When clicking on this button, you will see the window, where you can select what to create:



You may choose between several kinds of video, such as **HD Video for PC and Mac**, **DVD-Video disc**, **Video for iPad** and **iPhone** and **AVI video file**.

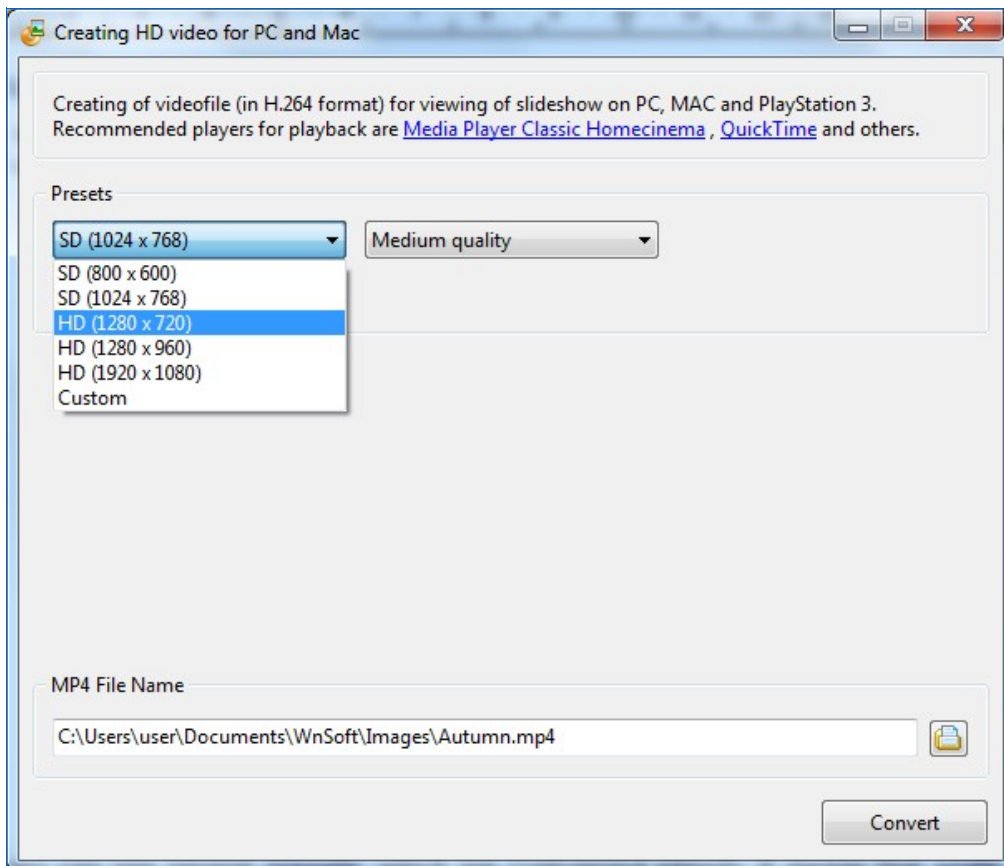
Besides you may **publish** this video on **Youtube** and **Facebook**.

As in the previous versions of PTE you may publish **Screen Saver** and **Executable Files for PC and Mac**.

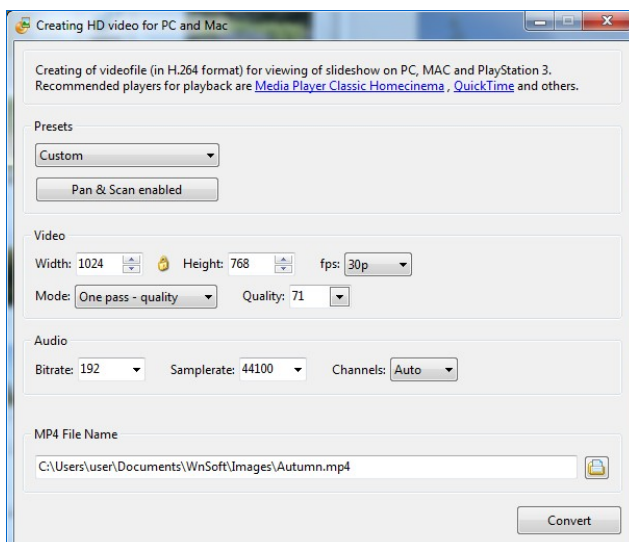
All these options will be described in details further.

HD Video for PC and Mac

If you want to publish high quality video file for PC, Mac and PlayStation3. When choosing this option and clicking on it you will see the following window:



Here you can see several **presets**, which are customized already. It means that **width**, **height**, **fps**, **mode** and some other features are customized and you may choose the necessary one. But if you want to customize all these parameters manually, you should click the button **Custom** and the following window appears:



You can customize such video parameters as **width**, **height**, **fps**, **mode**, **quality** and such audio parameters as **bitrate**, **samplerate**, **channels**.

 Between width and height you can see this small **yellow icon**, which is used to fix **aspect ratio** if it is necessary. If you check this button the figures of width and height will be changed proportionally, for example, if you change width parameters, so height parameters will be changed automatically and vice versa.

There is one more option **Pan&Scan** which is used to adjust the **aspect ratio** of **video** to the **aspect ratio** of the screen of the **monitor**, if the aspect ratio of the screen differs from the aspect ratio of the video and this option is checked the

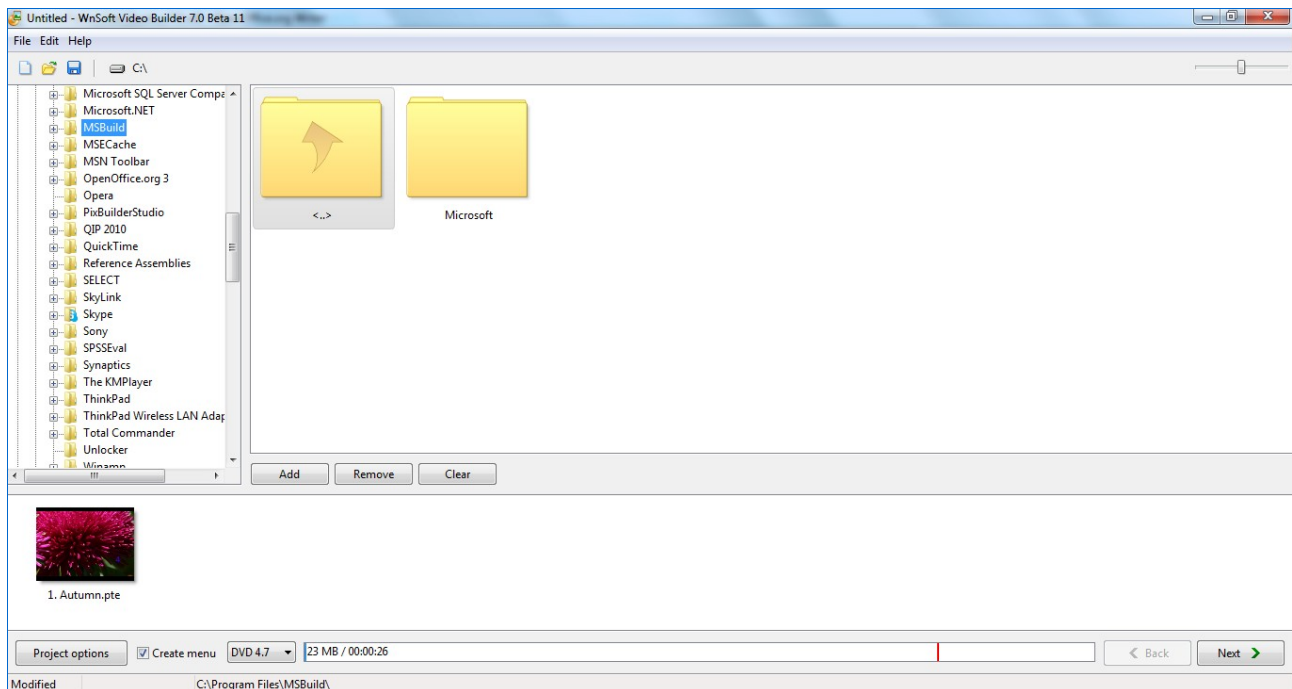
picture will be cut. And if this option is unchecked, there will be black lines on the screen.

After adjusting all these parameters choose the **output folder** and click button **Convert**. The video will be saved in the chosen by you place in the computer.

DVD video disc (Video Builder)

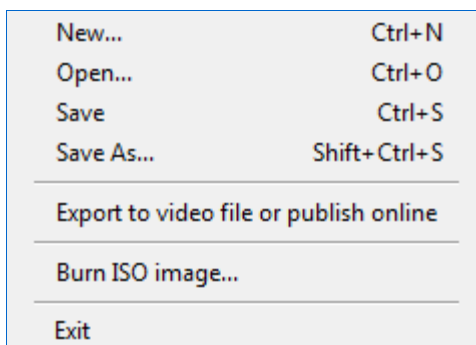
If you choose to publish **DVD-Video** in **publish** button, another program, which is called **Video Builder**, will be opened.

At the upper left corner of the **main window** there are three **main menus**: **File Menu**, **Edit Menu**, **Help Menu**.



File Menu

When clicking on the **File Menu**, the following drop menu will be opened.

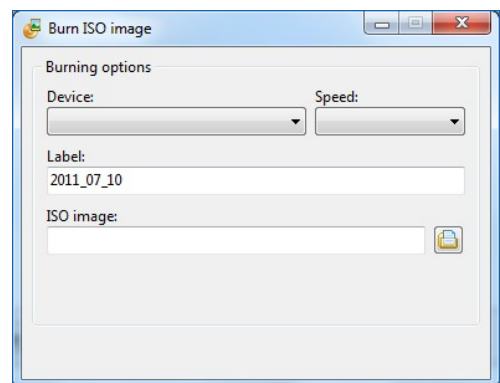


Here you can make a **New** file, **Open** other files, **Save** and **Save As** your work, **Burn ISO image**: when clicking on the **Burn ISO image**, the following window will appear.

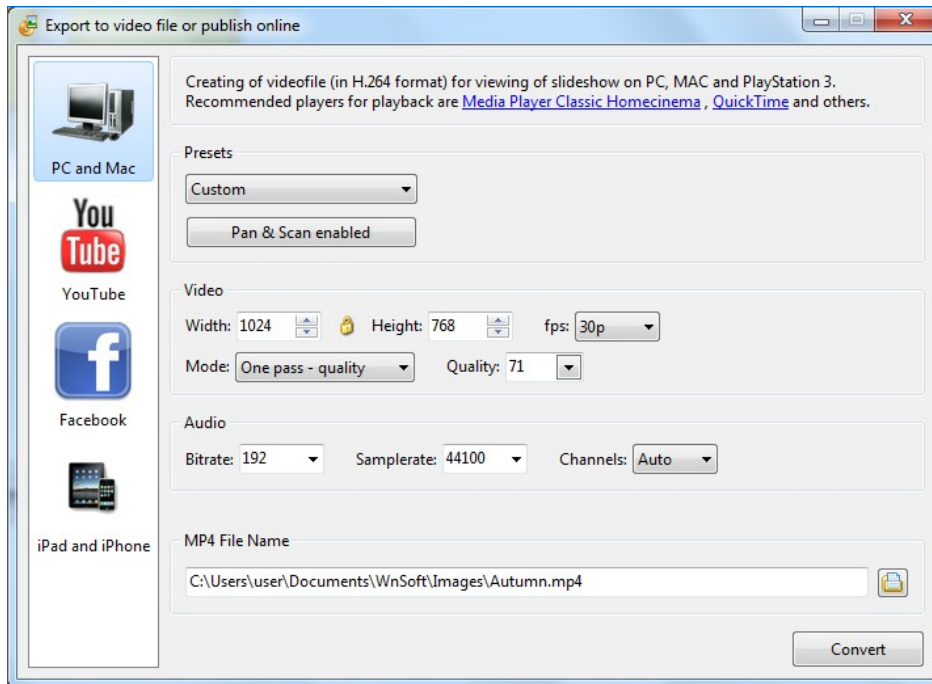
The **Burning Options** are **Device**, with the help of which you will burn, **Speed**, chosen by you, **Label** and the last, you should choose the place for **ISO image** on your

computer. Then click **Burn ISO** or **Cancel**, if you don't want to do anything here.

It is important to note, that **ISO image** is a special file, which is used to run the project, which you burn on the disc, without this disc.



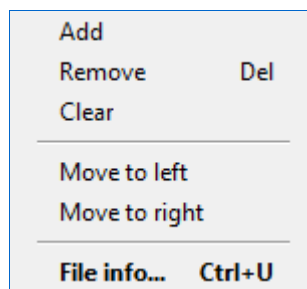
An option **Export to video file or publish online**. When clicking on it you will see the following window:



Here you may choose whether you want to **publish video** for **iPad** and **iPhone** or **PC and Mac** or **publish** your slideshow on **Youtube** and **Facebook**. The chosen by you option will be in **blue** color. All these options will be thoroughly described in this chapter **Video Options**.

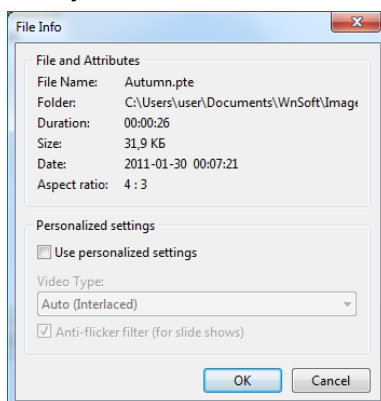
Edit Menu

With the help of this menu you can perform some operations with the projects.



You can **Add** or **Remove** projects, **Clear** the entire project list at all, **Move** to the **Left** or to the **Right** from one project to the other. You can also see **File Info**. If you click on the **File Info**, the following window will be opened.

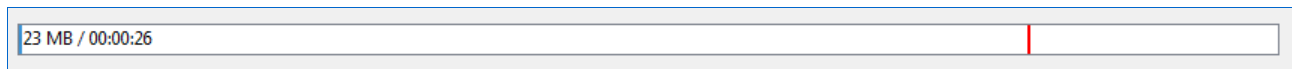
Here you can see the information about the chosen project: **File Name**, the place, where it is situated on your computer, the **Duration** of the sound track, the **Size**, the **Date** of creation and **Aspect Ratio** as it would be seen from the monitor. In **personalized settings** you can choose **Video Type**, the default is **Auto** always, and you can also choose whether to check **Anti-Flicker filter** or not.



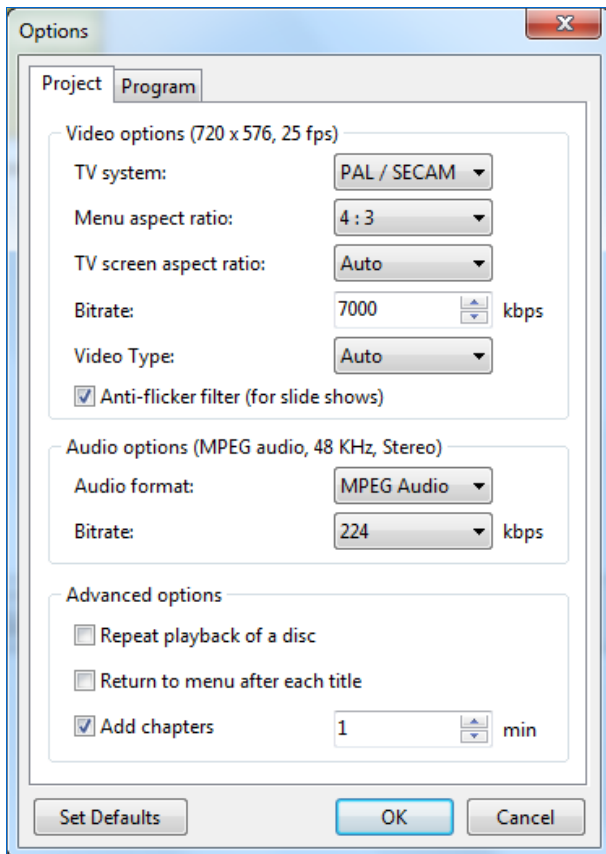
Help menu gives you hyperlinks to the official PTE site, where you can find any information about this programs and ask questions, if you have any.

Below the **main menu** there is the **drive selector**, where you can choose the necessary drive.

Below the **drive selector**, you can see the **file directory tree** of the chosen drive. Nearby there is the **preview window** for a selected file or project. Below the preview window you can see the same buttons as in the **Edit Menu**: **Add**, **Remove** and **Clear**. Then the project list is situated, where the chosen projects can be seen and their duration and size are shown below in a special box, shown below. The red vertical line indicates the end of free space on the disc.



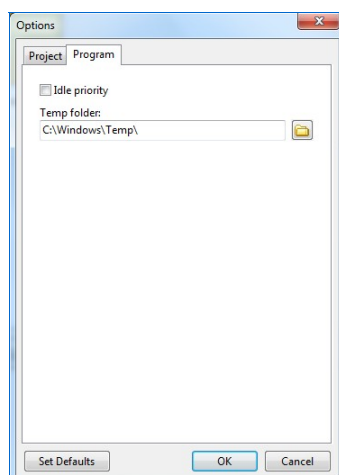
On the left from this box there are several options, which should be described. The main of them is **Project Options**.



- In the **Project Tab** of the **Options** there are several sections. In **Video options** first you should choose **TV** system according to the country you live in. There are two systems: **PAL/SECAM** is used in the **Europe** and **NTSC** is used in the **North America**, **Japan** and some other countries.
- Next you can choose **Menu** and **Title aspect ratio**. The default for **Menu aspect ratio** is **4:3** for ordinary televisions, but you may also select **16:9** if you have new televisions such as LCD or flat panel TV screens. The Aspect ratio for them differs from the old ones. The default of **Title aspect ratio** is **Auto**, but you may also select **4:3** or **16:9**. You should remember, that it is the aspect ratio not for your slideshow, but only for the menu and title.
- Next you can choose **Bitrate**, the default is **7000 kbps**, but if you have the necessity, you can change this figure.
- The next **Video Type** can be also changed. There are two types of them: **Interlaced** and **Progressive**. The default is **Auto**, that is **Interlaced**. But if you have a new TV, such as LCD or flat panel televisions, you'd better

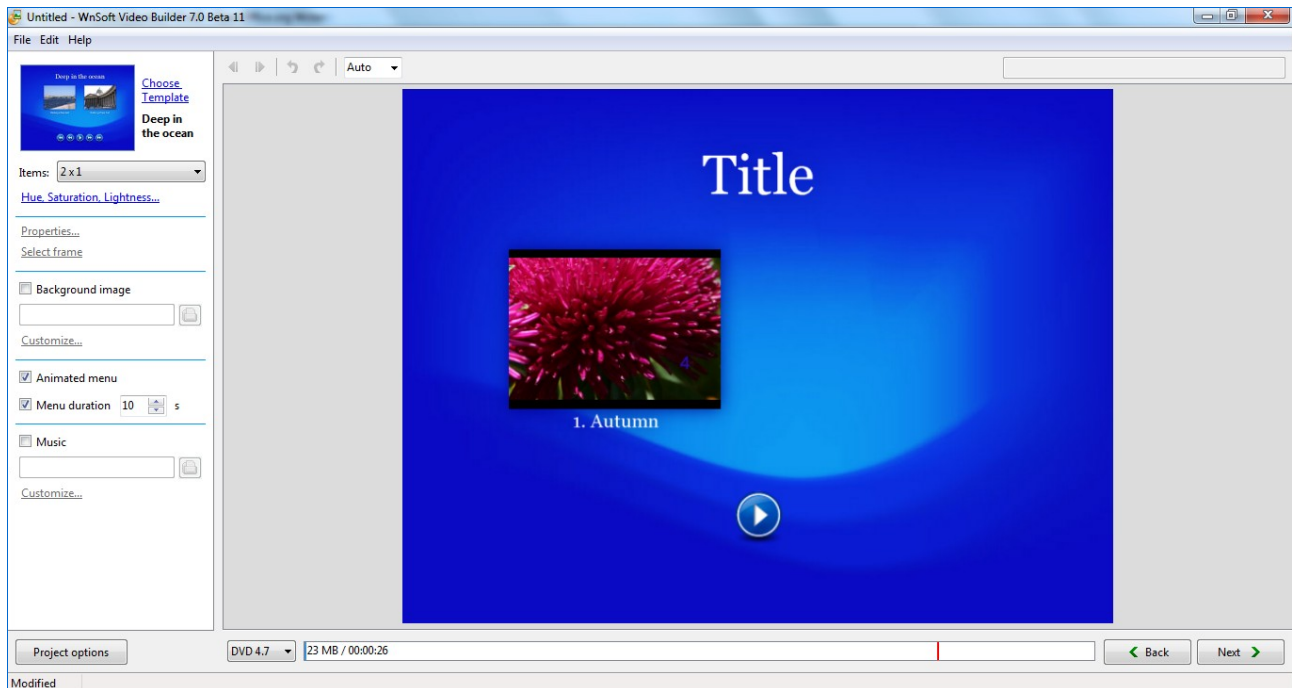
select Progressive video type.

- In **Audio options** you may select the necessary **Audio format** and its **Bitrate**. Here it is better to use default settings to avoid a bad quality sound track.
- In **Advanced Options** you can customize such settings as to **Repeat playback of a disc** or not, to **Return to menu** after each title or not. You can also add chapters to your DVD-disc and set the number of minutes for each chapter.
- In the **Program Tab** you can choose the place for the temporary file of your project.



- The next buttons are **Set Defaults**, **OK** and **Cancel**, which are self-explanatory.

Nearby the **Project Options** button you can see several options.

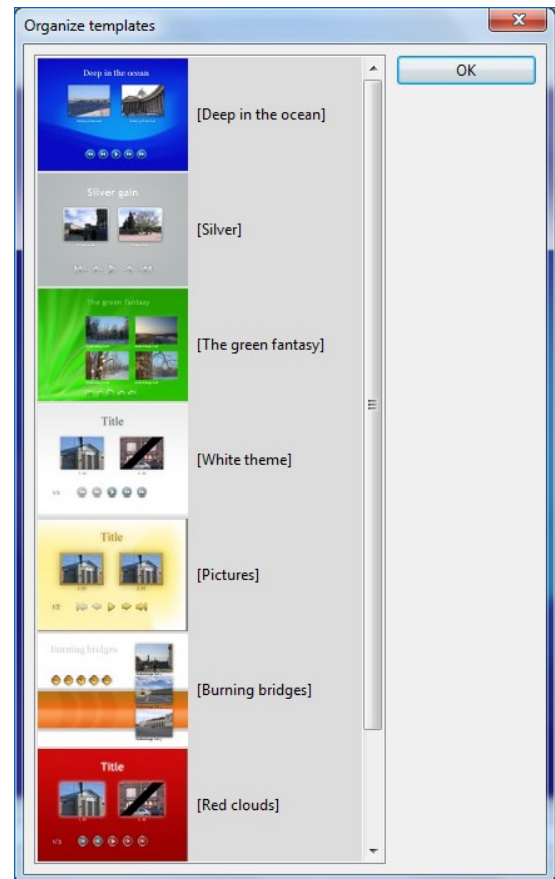
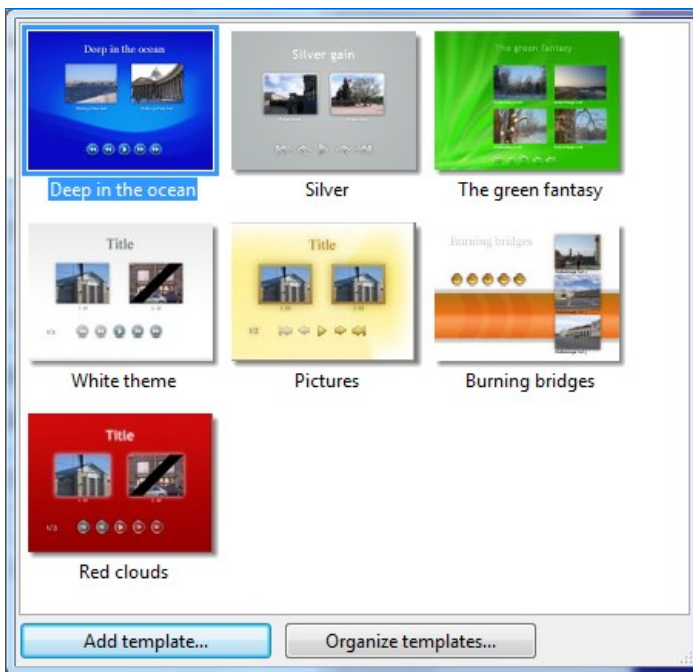


You can check **Create menu** box, if you want the menu on your DVD-disc. Next you can choose the **size** of your DVD, the default is **4.7**, but if your disc is larger or smaller, you can choose two other parameters **8.5** and **1.4**. Next you can see the **bar**, which shows the **total space** on the disc, as has been said above. Here you can see the **blue color**, which indicates the space occupied, and the **white color**, which indicates the free space. The **red line** shows the end of the free space on your disc. At the end of the bar, there are two buttons: **Back**, which is greyed out, and **Next**, which are self-explanatory. **Next** gives you an opportunity to go **forward** and **Back - backwards**. When you have selected the projects, which you want to burn, it is necessary to click **Next** button and the window which is shown above will be opened. Here you can customize the **menu** for your DVD-disc, if you wish. You should remember, that if you don't check the box **Create menu** in the previous window, this window won't be opened and just the next one will be opened at once.

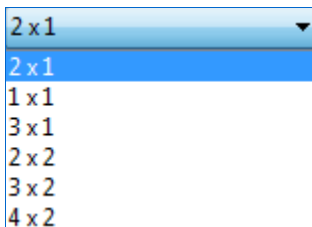
It is important to note, that the word **Title** can be changed by clicking on it and typing the necessary words.

- First you should choose the background for your menu. There are several templates, to have a look at them, you should click on the picture and you will see the following window.

Here you can see the templates and choose among them. At the bottom of the window you can see two buttons **Add template** and **Organize templates**. The first one gives you an opportunity to add any image or photo from your computer. The second one helps you to choose the order of the templates and rename or delete the images. For better understanding have a look at the figures below.

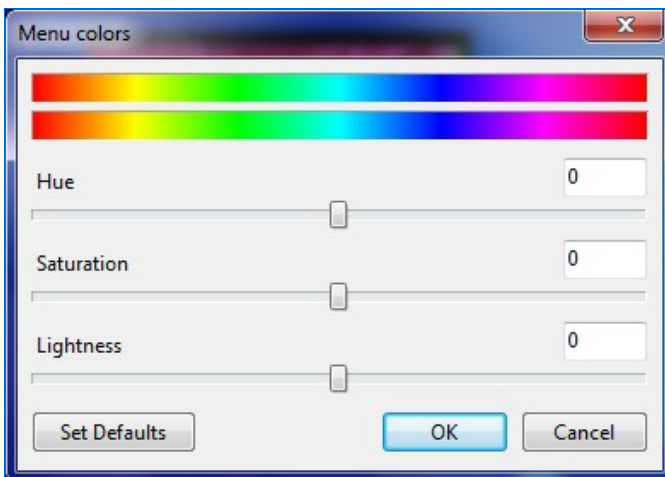


- Next you may choose the number of **items** and their location on the menu window.



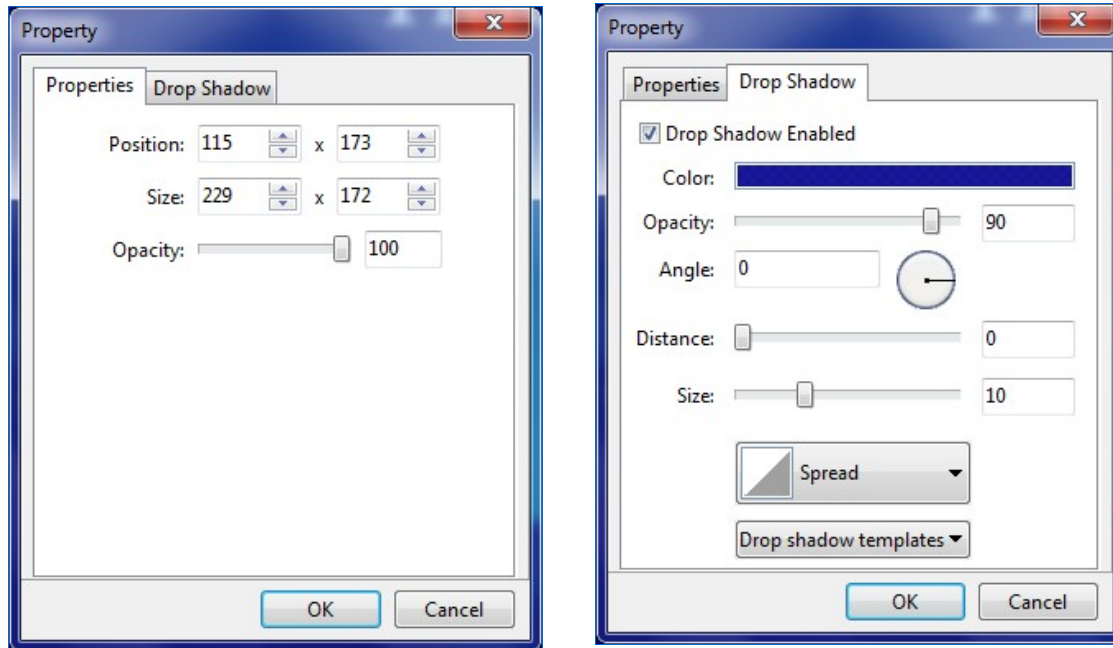
The more items you want to add, the less size they are. The location of them also depends on the number of the projects you have added. It is better to experiment for better understanding of the difference.

- Then you can customize **Hue**, **Saturation** and **Lightness**. When clicking on these words, the following window will be opened.



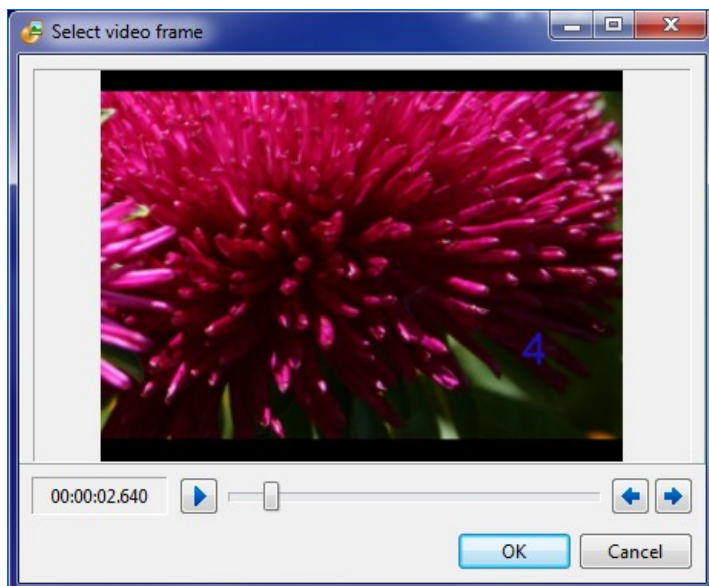
The default position is represented here, but you may adjust everything according to your wish by moving the cursors to the right or to the left.

- You can also see two options **Properties** and **Select Frame**, which are greyed out. To highlight and customize them you should click on the project in the menu window. When clicking on the **Properties**, the next window will appear, where there are two tabs: **Property** and **Drop Shadow** Tabs.



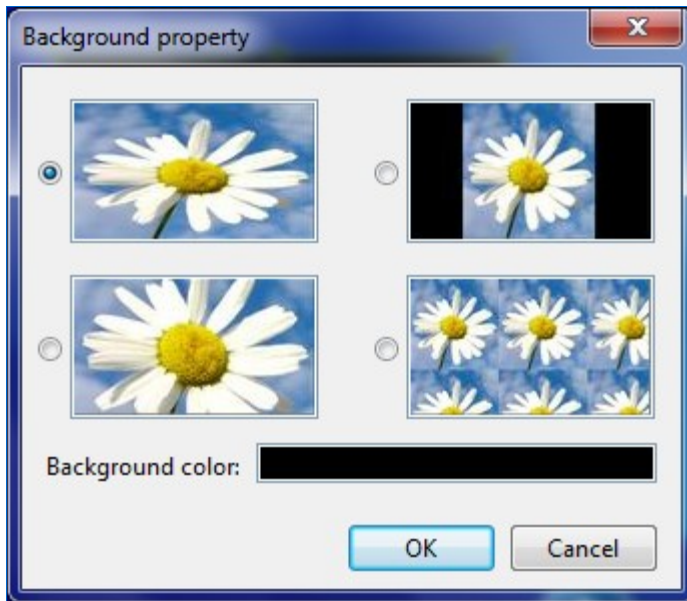
In the **Property** tab you may set the **position** and the **size** of the project window by clicking on the small blue arrows. You can also customize **Opacity**, if you wish.

In the **Drop Shadow** Tab you can add and customize shadow to the project window, if you wish. You may adjust the **color**, **opacity** and **Angle** of the shadow, **distance** from the window, **size** and **shape** of it. You may also add some **shadow templates** to your wish.



In the **Select frame** option you can choose the picture, which you want to see in the project in the menu window. You can scan the project with the help of the **Play** button and **stop** at the necessary image. This image will be represented in the project window.

- After that you can choose **background image** and **customize** it. When clicking on the folder beside this option, the window will appear and you may select the image from your computer. When clicking on the **Customize** button, the next window will be opened.



Here you can select the **location** of the **background**: **tiled**, **centered** and so on. The examples are given in the figure beside. You may also choose **background color**, but you should remember, that you will see it only if the image doesn't occupy the whole screen.

- Next you can customize **Animated Menu** and **Menu Duration**. The **default** duration of the menu is **10 seconds** but you may set the time you wish with the help of small blue arrows beside.
- The last point here is adding **music**. If you want music with your menu, you should check the box and the option will be highlighted. Clicking on the folder, you may choose the sound track from your computer and then customize it.

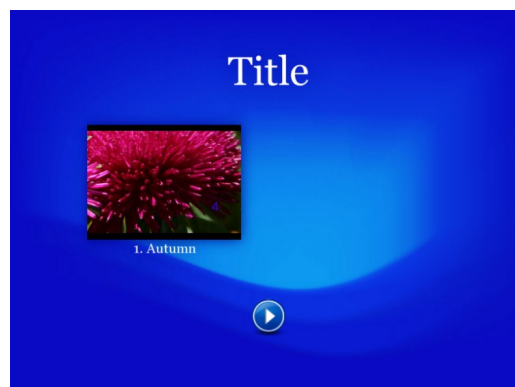
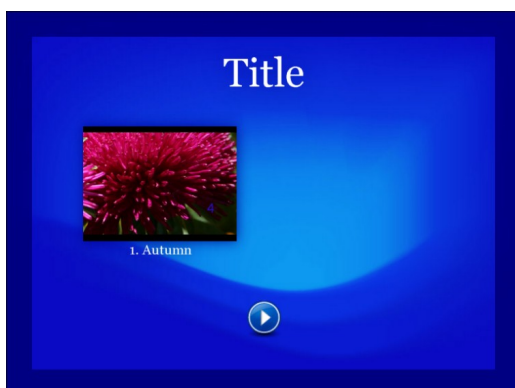
Above the preview window you can see the arrows of different form. The first two mean **Previous** and **Next Page**. 

They are greyed out in our example as we have only one project. If you have more than one project, in this case, you will have more than one page and the suitable buttons will appear on the menu.

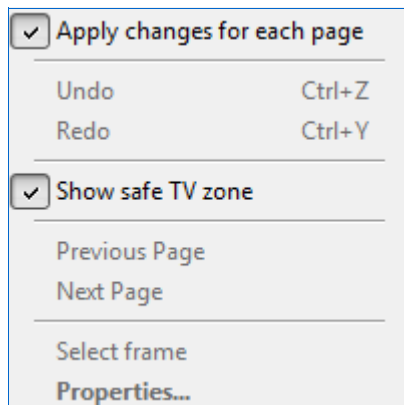
The next two buttons **Redo/Undo** give you an opportunity to make some changes, if you want to correct something in your menu. 

Nearby **Redo/Undo** buttons you can see the **Scale** button, with the help of which you can change the **size** of the preview window, if you want to customize it and you need another scale. The default is **Auto**. But you may select from **10%** to **500%** of the screen.

As you can see from the figure below, the preview window is surrounded by dark blue rectangle, which shows safe TV zone.



In the first picture you can see this rectangle which determines the zone you won't see on your TV. In the second picture you can't see this zone, you just see the whole picture on your monitor. It is recommended to show TV safe zone, because it is more convenient to adjust your menu watching this zone. But if you want to switch this option off for some reason, then you should right-click on the menu and the following box will be opened.



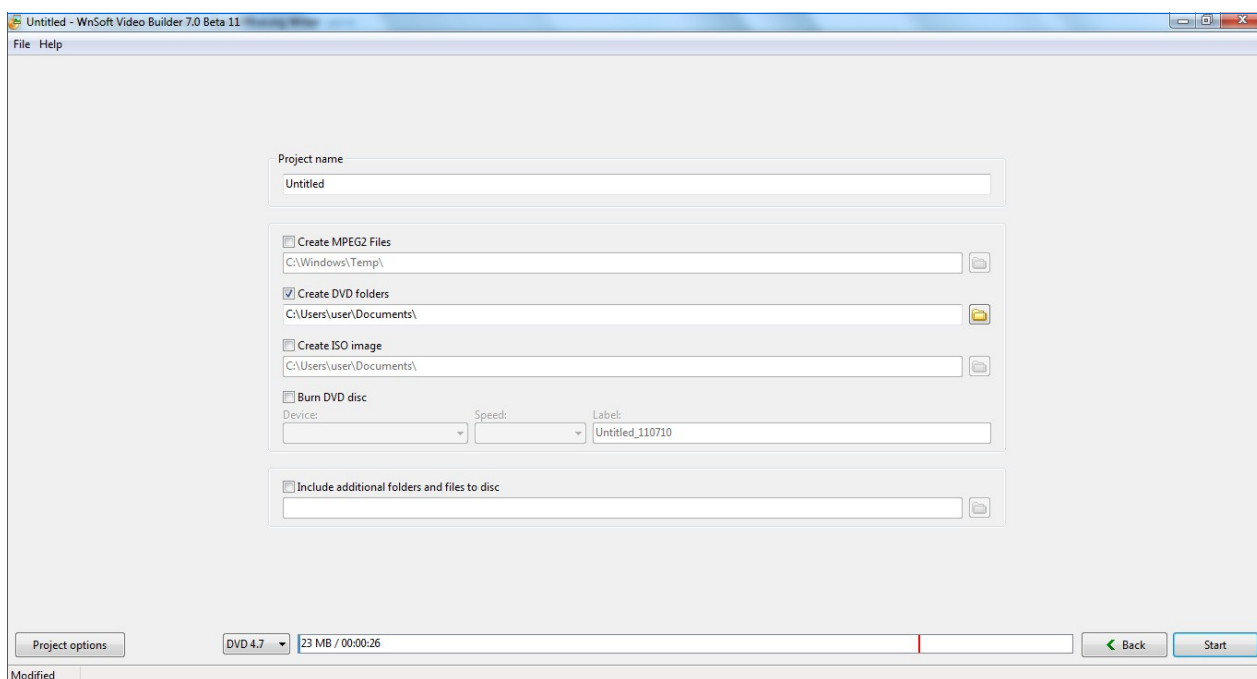
This dialog box is the same as **Edit menu** of this window. So you have two ways of opening it: by right-clicking on the preview window and by clicking on the Edit menu in the left upper corner of the main window.

You can see several options here, almost all of them have been described already.

Apply changes for each page is the option, which helps you to make all changes very quickly. If you have more than one project and more than one page in the menu and you have done some changes on the first or second page, for example, you can click on this option and these changes will be applied for all pages.

After adjusting this window, press the button **Next** to go to the next step.

When clicking, the following window for burning the disc will be opened.

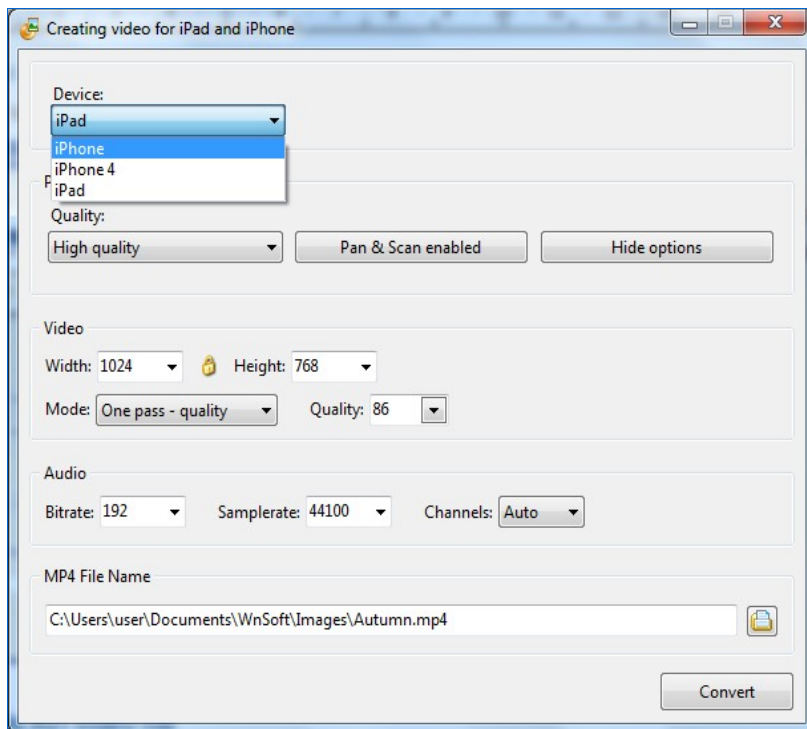


- First you can enter the **name** of your **project**. In our example the project is **untitled**, but in your project you can click on this word and enter any name you wish.
- If you wish you can create **MPEG2 Files**, **DVD Folders** and an **ISO image** of your project. Check the boxes and just choose the folders for them on your computer.
- In **Burn DVD disc** option the **device** and the **speed** of burning is determined automatically. Of course, if you have several burning devices, you can choose among them.
- You may also include any additional folders and files to the disc, if you want. For doing this, you should check the box and by clicking on the folder select the files from your computer.

Once you have done all this, press the **Start button** in the right lower corner of the window.

Video for iPad and iPhone

If you select to publish **Video for iPad and iPhone** you will see the following window:



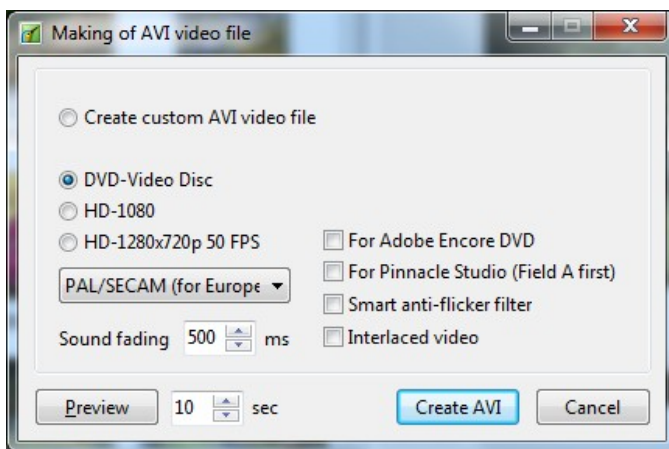
First you should select the **device**.

Then select the quality of your video file and other options below.

Then choose the **output folder** and **convert** video.

Publish AVI video file

When selecting **AVI file**, the following dialog box will be opened.



- First you can select what kind of video to publish. If you want to publish an **AVI video file**, first you should make some adjustments. But if you want to select among other variants, you'd better understand the difference between them.

- **DVD-Video disc** (Digital Video Disc) is a popular **optical disc storage media format**. Its main uses are video and data storage. Most DVDs are of the same dimensions as compact discs but store more than 6 times as much data. The capacity is from **4.7 Gb** on a **single-sided single-layer disc** up to

8.54 Gb on a **single sided double-layer disc**.

- **HD-1080p** (High Definition) is the name for a category of display resolutions. The number "1080" represents 1080 lines of vertical resolution, while the letter **p** stands for progressive scan (meaning the image is not interlaced). 1080p is considered a **HDTV video mode**. The term usually assumes a widescreen **aspect ratio** of **16:9**, implying a horizontal resolution of 1920 pixels. This publishes a frame resolution of 1920×1080 or 2,073,600 pixels in total. The frame rate in Hertz can be either implied by the context or specified after the letter p, such as **1080p30**, meaning 30 Hz.
- **HD-1280x720p** is another high definition format. The difference with the previous format is in the number of lines.

It is important to note, that when changing the format, the window will also be changed. It depends on the number of programs, which support this format. If the program doesn't support the particular format, it is greyed out for that particular format.

- Next you should choose **TV system parameters**, if you select one of the formats, except AVI video file. If you live in **Canada**, the **USA**, or **Japan**, you should select **NTSC**. If you live in **Europe**, select **PAL/SECAM**.
- The default of **Sound Fading** is **500 ms.**, but if you want you may change it.
- After that, if you want, you may choose **Audio** and **Video codecs**. **Codec** is a special device, which is used to compress data. In this case, music (**audio**) and **video**. It is important to note, that the quality of sound and video is not changed; only their size is reduced. When you press the buttons **Audio** and **Video Codec**, you can select the necessary program for compression manually, but the program always does it automatically.
- The next three windows here denote the **number** of **vertical** and **horizontal lines** and the **number** of **frames per second (FPS)**. You can also change it manually, but it is better to set the default settings here.
- You may see the **preview** button here and set the time (the number of seconds), which you want to preview. The **default** is **10 seconds** here.
- At last you should press **publish AVI** or **Cancel**, if you don't want to publish anything.
- When you press the **publish AVI** button, the dialog box for saving it will be opened and after that, the creating process will begin.
- When creating process is finished, burn this AVI file on the disc.

Publish on Youtube

If you want other users to see your slideshow in the Internet, you may **publish** it on **Youtube**. When selecting this option on the button **publish**, you will see the following window where you may also **sign up** to this site:

Publish on YouTube

Publish slideshow online on YouTube.com. You can watch slideshow on YouTube or embed it into your website and blog. HD1080p (1920 x 1080), HD720p (1280 x 720) and Standard quality (640 x 360) modes are available. Sign up to YouTube.com.

Login and Password

Login: Password:

☐ Keep Your Login & Password

Video

☒ HD quality (720p) ☐ SD quality

☐ HD quality (1080p) ☐ Custom

Pan & Scan enabled

☒ Keep converted video file(s) after uploading

MP4 File Name

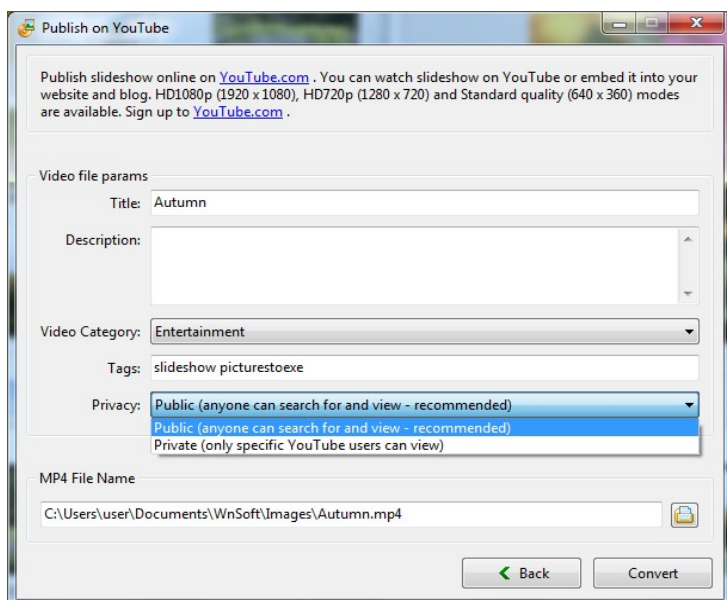
< Back Next >

For publishing your slideshow you should enter your **Login** and **Password**.

After that, you can select between **SD** or **HD quality (HD720p or YD1080p)**. If you want to customize the quality of video manually, you should select the option **Custom** and adjust the parameters **Width** and **Height** of your video.

Then press the **Next** button.

Then the program automatically checks your Login and Password and the next dialog box appears:



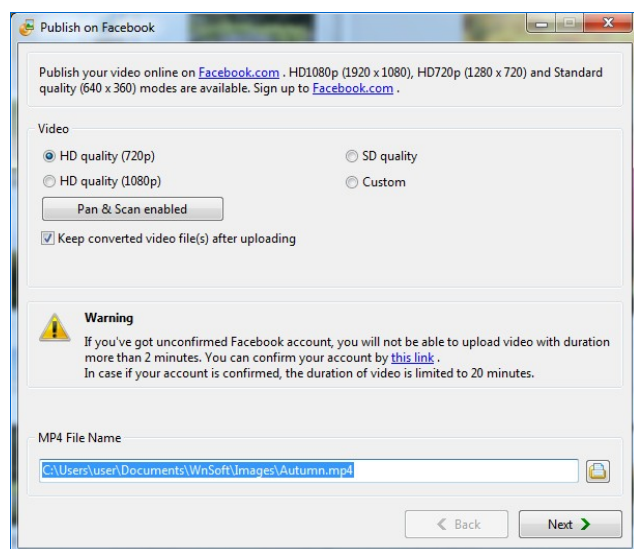
Here you may customize some of the video file parameters such as **Title**, **Description**, **Video Category** (Comedy, Education, Music, Science, Sports and so on) and **Tags**.

An option **Privacy** helps you to select weather to show the slideshow to everyone or to specific number of users.

Next you should choose the **output folder** for your slideshow and click the button **Convert**.

After converting the video will be automatically laid out on **Youtube** in your account.

Publish on Facebook



The opportunity is publishing slideshow on Facebook. The mechanism is the same as publishing on Youtube, just upload the slideshow and enjoy watching.

Screen Saver

You may also publish a **Screen Saver**. Choose this option, you will see the window where you can select the place for saving it on your computer and click the **Save** button . The file in **SCR**-format is ready.

Executable File for Mac

If you want to publish an **Executable file for Mac** select this option on the button **publish** and **save** on the computer anywhere you want. If you do it under **Windows**, here it will look like a folder and will be opened only on **Mac**.

Executable File for PC (EXE file)

If you want to publish an **Executable file for PC (EXE file)** do the same steps as if you publish executable file for Mac. Just click **publish** button and choose the place to **save** it on the computer. It will be saved as **EXE file** and will work only on **Windows**.

Command line parameters for slideshows created as executable file (EXE)

Command line parameters can be used by two ways: they can be called from **BAT.file** via Notepad and from action of object with the help of options **Run slideshow** or **Run application**. Here in the program we can use command line with 3 parameters: **cover**, **display** and **slide**.

- The first parameter command line **cover** gives you an opportunity to watch your slideshow in fullscreen mode. To do it create bat.file with the text:

"MySlideshow.exe" -cover

See the result below:



- The second command line parameter **display** allows you to choose the monitor for previewing if there are several monitors switched to the computer. You can also create bat.file with the text

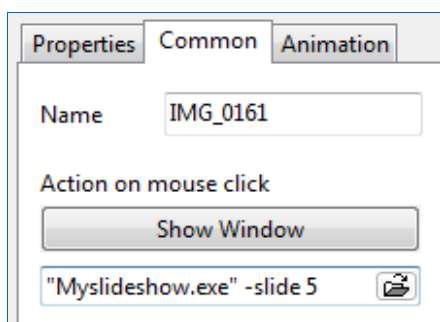
«MySlideshow.exe» -display X

where X is the number of display (e.g. display 2 for showing the slideshow on the second monitor).

- The third command line parameter **slide** gives you an opportunity to begin watching your slideshow from any slide you want. Here you can do it by two ways: either with the help of bat.file with the text

«MySlideshow.exe» -slide X

where X is the number of slide, from which you want to begin the slideshow. Or by using option **Run slideshow** in **Common tab** of **Object and Animation editor**, where in the line for adding slideshow you may enter the same text with the command line parameter. See the example.



Hotkeys

Main Window

AVI file – F7

Copy Slide - Ctrl+C

Create Backup in Zip – Alt+B

Create Template from this Show – Ctrl+T

Customize Current Slide – Ctrl+U

Cut All Transition Points - Ctrl+Alt+H

DVD-Video Disc – Shift+F1

Edit File - Ctrl+W

Executable File for Mac - F8

Executable File for PC (EXE) - F9

Exit – Alt+X

File Info - Ctrl+I

File List as Thumbnails - Ctrl+1

File List Sort Order:

- Name – Ctrl+F4
- Extension – Ctrl+F5
- Date – Ctrl+F6
- Size – Ctrl+F7

File Tree – Ctrl+G

Fullscreen View of File List – F3

Fullscreen View of Slide List – F4

HD Video for PC and Mac – Shift+F2

Insert Blank Slide - Alt+S

Manage Templates Ctrl+E

New -Ctrl+N

Object and Animation - Ctrl+B

Open – Ctrl+O

Paste Slide - Ctrl+V

Project Options - Ctrl+P

Quick Preview – F5

Random Order - Alt+R

Redo – Ctrl+Y

Remove Slide – Del

Rename Slide List - F2

Rotate Clockwise (lossless) – Ctrl+F

Rotate Counterclockwise (lossless) – Alt+F

Save – Ctrl+S

Save As – Shift+Ctrl+S

Set Time of Points - Shift+Ctrl+T

Shift Points - Ctrl+H

Start Preview from this Slide - Ctrl+R

Slide List as Thumbnails - Ctrl+Z

Timeline View - F6

Undo – Ctrl+Z

User Guide Online - F1

Zoom In – Ctrl+F11

Zoom Out – Ctrl+F12

Object and Animation Window

Add:

Image – Ctrl+1

Rectangle – Ctrl+2

Text or Hyperlink – Ctrl+3

Button – Ctrl+4

Frame – Ctrl+5

Mask – Ctrl+6

Video – Ctrl+7

Add Keyframe Here - Ins

Cover Screen – Alt+S

Delete Keyframe – Del

Inore Objects Not Selected – Alt+I

Play/Stop - Ctrl+P

Select All – Ctrl+A

VideoBuilder

File Info – Ctrl+U

New – Ctrl+N

Open – Ctrl+O

Save – Ctrl+S

Save As - Shift+Ctrl+S

Glossary of Necessary Terms

«A»

Animation is the rapid display of a sequence of images of 2-D artwork or model positions in order to create an illusion of movement. It is an optical illusion of motion due to the phenomenon of persistence of vision, and can be created and demonstrated in a number of ways. The most common method of presenting animation is as a motion picture or video program, although several other forms of presenting animation also exist.

Antialiasing is the technique of minimizing the distortion artifacts known as aliasing when representing a high-resolution signal at a lower resolution. In the image domain, aliasing artifacts can appear as wavy lines or bands, or moire patterns, or popping, strobing or as unwanted sparkling; in the sound domain, as rough, dissonant, or spurious tones, or as noise. Anti-aliasing is used in digital photography, computer graphics, digital audio and many other domains.

Aspect Ratio of a two-dimensional shape is the ratio of its longer dimension to its shorter dimension. The aspect ratio of an image is its displayed width divided by its displayed height.

Audio Codec is a hardware device or a computer program that compress/decompress digital audio data according to a given audio file format or streaming audio format. The term codec is a combination of 'coder-decoder'. The object of a codec algorithm is to represent the high-fidelity audio signal with minimum number of bits while retaining the quality. This can effectively reduce the storage space and the bandwidth required for transmission of the stored audio file. Most codecs are implemented as libraries which interface to one or more multimedia players, such as XMMS, Winamp or Windows Media Player.

Audio format is a medium for storing sound and music. The term is applied to both the physical recording media and the recording formats of the audio content – in computer science it is often limited to the audio file format, but its wider use usually refers to the physical method used to store the data.

AVI-file (Audio Video Interleave) is a multimedia container format introduced by Microsoft as part of its Video for Windows technology. AVI files can contain both audio and video data in a standard container that allows synchronous audio-with-video playback. Like DVDs, AVI files support multiple streaming audio and video, although these features are seldom used.

«B»

Background or desktop picture, is the image or colour displayed on a website or computer desktop behind the visible content.

Bitrate is (sometimes written bit rate, data rate) is the number of bits that are conveyed or processed per unit of time. Bit rate is synonymous with data rate. The bit rate is quantified using the 'bits per second' (bit/s or bps) unit, often in conjunction with a SI prefix such as kilo- (kbit/s or kbps), mega- (Mbit/s or Mbps), giga- (Gbit/s or Gbps) or tera- (Tbit/s or Tbps).

«C»

CD (Compact Disc) is an optical disc used to store digital data, originally developed for storing digital audio. The CD, available on the market since late 1982, remains the standard playback medium for commercial audio recordings to the present day. Standard CDs have a diameter of 120 mm and can hold up to 80 minutes of audio. There are also 80 mm discs, sometimes used for CD singles, which can store up to 24 minutes of audio.

Comment in PicturesToExe is the text, which appears during the showing of images.

«D»

DivX is a brand name of products created by [DivX, Inc.](#), including the DivX Codec which has become popular due to its ability to [compress](#) lengthy video segments into small sizes while maintaining relatively high visual quality. There are two DivX codecs; the regular MPEG-4 Part 2 DivX codec and the H.264/MPEG-4 AVC DivX Plus HD codec. It is one of several codecs commonly associated with "ripping", whereby audio and video multimedia are transferred to a hard disk and transcoded.

Duration is an amount of time or a particular time interval.

DVD video disc (Digital Video Disc) is a popular **optical disc storage media format**. Its main uses are video and data storage. Most DVDs are of the same dimensions as compact discs but store more than 6 times as much data. The capacity is from **4.7 Gb** on a **single-sided single-layer disc** up to **8.54 Gb** on a **single sided double-layer disc**.

«E»

Effect in PicturesToExe is any comment, transition, animation, pan, zoom and so on.

EXE-file is the common filename extension for denoting an executable file (a program) in different operating systems. Besides the executable program itself, many EXE files contain other components called resources, such as bitmaps and icons which the executable program may use for its graphical user interface.

«F»

File is a block of arbitrary information, or resource for storing information, which is available to a computer program and is usually based on some kind of durable storage. A file is durable in the sense that it remains available for programs to use after the current program has finished. Computer files can be considered as the modern counterpart of paper documents.

FPS (frames per second) is frame rate, or frame frequency, the measurement of the frequency (rate) at which an imaging device produces unique consecutive images called frames. The term applies equally well to computer graphics, video cameras, film cameras, and motion picture systems. Frame rate is most often expressed in frames per second (fps) or simply hertz (Hz).

«H»

Hardware Acceleration is the use of hardware to perform some function faster than it is possible in software running on the normal. Normally, processors are sequential, and instructions are executed one by one. Various techniques are used to improve performance; hardware acceleration is one of them. The main difference between hardware and software is concurrency, allowing hardware to be much faster than software. Hardware accelerators are designed for computationally intensive software code. Depending upon granularity, hardware acceleration can vary from a small functional unit to a large functional block like motion estimation in MPEG2.

HD-1080 (High Definition) is the name for a category of display resolutions. The number "1080" represents 1,080 lines of vertical resolution, while the letter **p** stands for progressive scan (meaning the image is not interlaced). 1080p is considered a **HDTV video mode**. The term usually assumes a widescreen **aspect ratio** of **16:9**, implying a horizontal resolution of 1920 pixels. This creates a frame resolution of 1920×1080 or 2,073,600 pixels in total. The frame rate in Hertz can be either implied by the context or specified after the letter p, such as 1080p30, meaning 30 Hz.

HD-1280x720p is another high definition format, the difference with the previous format is in the number of lines.

HSL is a related representation of points in an RGB color space, which attempt to describe perceptual color relationships more accurately than RGB, while remaining computationally simple. HSL stands for **hue, saturation, lightness**. HSL describes colors as points in a cylinder, whose central axis ranges from black at the bottom to white at the top with neutral colors between them, where angle around the axis corresponds to «hue», distance from the axis corresponds to «saturation» and distance along the axis corresponds to «lightness».

H.264/MPEG-4 or **AVC** (Advanced Video Coding) is a standard for video compression, and is currently one of the most commonly used formats for the recording, compression, and distribution of high definition video. The final drafting work on the first version of the standard was completed in May 2003.

«I»

Icon (from Greek εἰκών, *eikon*, "image") is an image, picture, or representation; it is a sign or likeness that stands for an object by signifying or representing it, or by analogy, as in semiotics; by extension, icon is also used, particularly in modern popular culture, in the general sense of symbol — i.e. a name, face, picture, edifice or even a person readily recognized as having some well-known significance or embodying certain qualities.

ISO Image (.iso) is a disc image of an ISO 9660 file system. ISO 9660 is an international standard originally devised for storing data on CD-ROM. More loosely, it refers to any optical disc image. As is typical for disc images, in addition to the data files that are contained in the ISO image, it also contains all the filesystem metadata, including boot code, structures, and attributes. All of this information is contained in a single file. These properties make it an attractive alternative to physical media or the distribution of software, that requires this additional information as it is simple to retrieve over the Internet.

«J»

JPEG is a commonly used method of compression for photographic images. The name JPEG stands for **Joint Photographic Experts Group**, the name of the committee that created the standard. JPEG is distinct from MPEG (Moving Picture Experts Group), which produces compression schemes for video. The JPEG standard specifies both the codec, which defines how an image is compressed into a stream of bytes and decompressed back into an image, and the file format used to contain that stream. The compression method is usually lossy compression, meaning that some visual quality is lost in the process and cannot be restored, although there are variations on the standard baseline JPEG that are lossless. There is also an interlaced «Progressive JPEG» format, in which data is compressed in multiple passes of progressively higher detail. This is ideal for large images that will be displayed whilst downloading over a slow connection, allowing a reasonable preview after receiving only a portion of the data. However, progressive JPEGs are not as widely supported.

«L»

Lossless Compression is a class of data compression algorithms, that allows the exact original data to be reconstructed from the compressed data. This can be contrasted to lossy data compression, which does not allow the exact original data to be reconstructed from the compressed data. Lossless data compression is used in many applications. For example, it is used in the popular ZIP file format and in the Unix tool gzip. It is also often used as a component within lossy data compression technologies. Lossless compression is used when it is important that the original and the decompressed data be identical, or when no assumption can be made on whether certain deviation is uncritical.

«M»

Mode is a distinct setting within a computer program or any physical machine interface, in which the same user input will produce perceived different results than it would in other settings. The best-known modal interface components are probably the Caps Lock and Insert keys on the standard computer keyboard, both of which put the user's typing into a different mode after being pressed, then return it to the regular mode after being re-pressed.

MPEG-1 defines a group of Audio and Video (AV) coding and compression standards agreed upon by MPEG (**Moving Picture Experts Group**). MPEG-1 video is used by the Video CD (VCD) format and less commonly by the DVD-video format. The quality at standard VCD resolution and bitrate is near the quality and performance of a VHS tape. MPEG-1, Audio Layer 3 is the popular audio format known as MP3.

MPEG-2 is a standard for "the generic coding of moving pictures and associated audio information". It describes a combination of lossy video compression and lossy audio data compression methods, which permit storage and transmission of movies using currently available storage media and transmission bandwidth. MPEG-2 is widely used as the format of digital television signals that are broadcast by terrestrial (over-the-air), cable and direct broadcast satellite TV systems. It also specifies the format of movies and other programs that are distributed on DVD and similar discs, such as TV stations, TV receivers, DVD players and other equipment are often designed to this standard. MPEG-2 was the second of several standards developed by the Moving Pictures Expert Group.

«N»

Navigation Bar (also known as links bar or link bar) is a subregion of a web page, that contains hypertext links in order to navigate between the pages of a website. Since it usually appears on all or at least on several pages of a website it is one of the key design-elements of websites.

NTSC is the analog television system in use in the United States, Canada, Japan, Mexico, the Philippines, South Korea, Taiwan and some other countries, mostly in the Americas. It is named for the **National Television System Committee**, the U.S. standardization body which adopted it.

«O»

Object in PicturesToExe is any image, file, frame, comment, text or button in the Object List.

OGG is an open standard for a free container format for digital multimedia, unrestricted by software patents and designed for efficient streaming and manipulation. The name 'Ogg' refers to the file format, which can multiplex a number of separate independent free and open source codecs for audio, video, text (such as subtitles) and metadata. The term 'Ogg' is often used to refer to Audio File Format OGG Vorbis, that is, Vorbis-encoded audio in the Ogg container.

Opacity is the state of being impenetrable to light. An opaque object is neither transparent (allowing all light to pass through) nor translucent (allowing some light to pass through). When light strikes an interface between two substances, some of the light is reflected, some is absorbed, and the rest is transmitted.

«P»

PAL (Phase Alternating Line) is a colour encoding system used in broadcast television systems in large parts of the world. Other common analog television systems are SECAM and NTSC. PAL was developed by Walter Bruch at Telefunken in Germany. The format was first unveiled in 1963, with the first broadcasts beginning in the United Kingdom and Germany in 1967.

PDF (Portable Document Format) is the file format, created by Adobe Systems in 1993 for document exchange. PDF is fixed-layout document format used for representing two-dimensional documents in a manner independent of the application software, hardware, and operating system. Each PDF file encapsulates a complete description of a 2-D document (and with Acrobat 3-D, embedded 3-D documents) that includes the text, fonts, images, and 2-D vector graphics, that compose the document.

PNG (Portable Network Graphics) is a bitmapped image format, that employs lossless data compression. PNG was created to improve upon and replace the GIF format, as an image-file format not requiring a patent license. PNG supports palette-based (palettes of 24-bit RGB colors) or greyscale or RGB images.

Preview may be where output of a particular document, page, film, etc. is displayed before it is produced in its final form. In the case of printed material this is known as a print preview.

PTE is the abbreviation from PicturesToExe and is also the extension of projects, made in PicturesToExe.

«R»

RGB is an additive colour model, in which red, green and blue light are added together in various ways to reproduce a broad array of colours. The name of the model comes from the initials of the three additive primary colours: **red**, **green**, and **blue**. The term **RGBA** is also used to mean Red, Green, Blue, Alpha. This is not a different color model, but a representation; the Alpha is used for transparency. The RGB colour model itself does not define what is meant by 'red', 'green' and 'blue' colorimetrically, and so the results of mixing them are not specified as exact, but relative.

Rotate is to move about an object in a circular motion. A two-dimensional object rotates around a center of rotation. A three-dimensional object rotates around a line called an axis. If the axis of rotation is within the body, the body is said to rotate upon itself, or spin.

«S»

Screensaver is a type of computer program initially designed to prevent «Phosphor Burn-in» on computer monitors by blanking the screen or filling it with moving images or patterns when the computer is not in use. Today, screensavers are also used for entertainment or security purposes.

SECAM (Séquentiel couleur à mémoire, French for «**Sequential Color with Memory**»), is an analog color television system first used in France. A team led by Henri de France, working at Compagnie Française de Télévision (later bought by Thompson), invented SECAM. It is, historically, the first European color television standard.

Slide in PicturesToExe is the image, which you is used in the project and can be seen on the screen.

Slide List is the list of images, which you use in the project.

Slide show is a display of a series of chosen images, which is done for artistic or instructional purposes. It is becoming more common to see digital slideshows. Slideshows custom made for

people using their photos, music, wedding invitations, birth announcements, or virtually any other documents that can be scanned. Some people are calling these DVD's the new photo montage or DVD slideshows.

SVCD disc (the **Super Video CD**) standard upgrades the Video-CD format. It utilizes better Video and Audio quality. It also standard includes extensions for surround sound multi-channel audio, provisions for PC playback. It's also based on variable bit rate (VBR) **MPEG-2** coding for more efficient use of disc capacity. The **bit rate** is up to **2.6 Mbps**.

«T»

Template, when used in the context of file format refers to a common feature of many software applications, that define a unique file format intended specifically for that particular application. Template file formats are those, whose file extensions indicates, that the file type is intended as a starting point from which to create other files.

Thumbnails are reduced-size versions of pictures, used to make it easier to scan and recognize them, serving the same role for images as a normal text index does for words.

Timeline is the presentation of time of images and music and their synchronization.

TV System (analog television system) includes several components: a set of technical parameters for the broadcast signal, a system for encoding color, and possibly a system for encoding multi-channel audio. In digital television all of these elements are combined in a single digital transmission system.

«V»

Video Codec is a device or software, that enables video compression and/or decompression for digital video. The compression usually employs lossy data compression. Historically, video was stored as an analog signal on magnetic tape. Around the time when the compact disc entered the market as a digital-format replacement for analog audio, it became feasible to also begin storing and using video in digital form, and a variety of such technologies began to emerge.

VCD (also called video CD, video compact disc or "disc") is a format specifically designed to hold **MPEG-1** video data and to include interactive capabilities. **VCD** has a resolution similar to that of VHS, which is far short of the resolution of DVD format. Each **VCD** disc holds 72-74 minutes of video and the **bit rate** is **1.44 Mbps**. **VCDs** can be played on a VCD player connected to a television set (in the same way that video cassettes can on a VCR) or computer, on a CD player.

«W»

WAV (or **WAVE**) is an audio file format standard for storing audio on computers. It is the main format used on Windows systems for raw audio. Though a WAV file can hold compressed audio, the most common WAV format contains uncompressed audio in the pulse-code modulation PCM format. PCM audio is the standard audio file format for CDs, containing two channels of 44,100 samples per second, 16 bits per sample. Since PCM uses an uncompressed, lossless storage method, which keeps all the samples of an audio track, professional users or audio experts may use the WAV format for maximum audio quality. WAV audio can also be edited and manipulated with relative ease using software.

Waveform means the shape and form of a signal such as a wave moving in a solid, liquid or gaseous medium. In many cases the medium in which the wave is being propagated does not permit a direct visual image of the form. In these cases, the term «waveform» refers to the shape of a graph of the varying quantity against time or distance.

WMV (Windows Media Video) is a compressed video file format for several proprietary codecs developed by Microsoft. The original codec, known as WMV, was originally designed for Internet streaming applications.

«X»

Xvid is a video codec library following the MPEG-4 standard, specifically MPEG-4 Part 2 Advanced Simple Profile (ASP). It uses ASP features such as b-frames, global and quarter pixel motion compensation, lumi masking, trellis quantization, and H.263, MPEG and custom quantization matrices.

«Z»

ZIP is a file format, popular data compression and archival format. A ZIP file contains one or more

files that have been compressed, to reduce their file size, or stored as-is. The format was originally designed by Phil Katz for PKZIP. However, many software utilities other than PKZIP itself are now available to create, modify, or open (unzip, decompress) ZIP files.

Zoom is decreasing (narrowing) the apparent angle of view of a digital photographic or video image. Digital zoom is accomplished by cropping an image down to a centered area with the same aspect ratio as the original, and usually also interpolating the result back up to the pixel dimensions of the original. It is accomplished electronically, without any adjustment of the camera's optics, and no optical resolution is gained in the process.

Most of the terms are taken from <http://en.wikipedia.org>.

Tutorials and Articles

Please visit our web site:

<http://www.wnsoft.com/picturestoexe/help/>

You also can have a look at unofficial User Manual:

http://www.wnsoft.com/files/picturestoexe/user-guides/5.0/PicturesToExe_v50_UserManual_en.pdf

A new article on Wikipedia is available now:

<http://en.wikipedia.org/wiki/PicturesToExe>

Slideshows Created in PicturesToExe

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