

# **PicturesToExe Deluxe**

## **Version 7.5**

### **The User`s Guide**

WnSoft Ltd.  
[www.wnsoft.com](http://www.wnsoft.com)

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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 Deluxe 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 Deluxe 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 Deluxe itself is not necessary). The slideshow can be accompanied by sound or text comments to each slide or by any audio file from your collection. The timeline with a waveform facilitates the synchronization of the pictures to the soundtrack. You can easily record voice comments to slides right in PicturesToExe Deluxe.

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, audio files 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.

### ■ Audio Editing

Add soundtrack to your slideshow and sound comments to the selected slides. You can use the Timeline with the waveform for exact synchronizing slides to soundtrack. PicturesToExe supports multiple audio-tracks. Each audio file 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, Windows 8
- 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 Deluxe 7.5

## Improved Timeline View

- Waveform display for each individual audio clip
- Drag'n'drop of audio clips between audio tracks and from the File List
- Drag'n'drop of files from Windows Explorer
- Editing of audio clips (start time, duration, time offset, cross-fading)
- Editing of audio tracks (mute, lock)
- A track with thumbnails of slides

## Management of Transition Effects

- A preview of the chosen effect
- Custom transition effects can be created and saved by the user. It offers almost unlimited creative possibilities
- Saved transition effects can be zipped and sent to other users of PicturesToExe

## Improved User Interface

- New command – **Settings | Preferences**
- New design for the **Project Options window**
- New design for the **Customize Slide window**
- New design for the main window, including customizable Toolbars (via Settings | Preferences)
- The **File Open** button now includes a list of recently opened project files
- New fullscreen mode for the Slide List and Timeline (also accessible via F4 key)
- New command - **Slide | Fit all slides to sound soundtrack**

## Enhanced Slide List

- Improved design of Slide List
- Animation is introduced when adding, deleting or moving slides
- Copy/Paste slide uses Windows Clipboard now
- Drag'n'drop of files from Windows Explorer

## Improvements for Objects and Animation

- Improved edge anti-aliasing for Images, Video clips, and Rectangle objects
- Support of Unicode for Comments, Text and Button objects
- Added "Non-exclusive fullscreen mode" option (the Project Options, Screen tab)
- Added "Shift Key Frames" command (Ctrl+E) to the popup menu of the timeline in the Objects and Animation editor.

## Improved Mini-Player in The Main Window

- New fullscreen mode of the mini-player can be chosen at any point in time during playback
- Mini-player can play an audio file selected in the File List
- Mini-player can play a video file selected in the File List in the fullscreen mode
- Double click toggles the fullscreen mode for the mini-player

## Enhanced Output features

- Added a new output option - "Safe executable file for Internet" (this option creates a special EXE file with a digital signature of WnSoft Ltd)
- Creation of an AVI file has been simplified by using a built-in video codec
- Output format now supports iPad with Retina display, iPad mini, and iPhone 5.

- Added support of Android tablets (1024x600, 1024x768, 1280x800)

#### **Better Support of Video Clips**

- More video formats are supported
- Project options | Music tab and Customize Slide | Audio accept video files as sound tracks

#### **Auto Recovery**

- PicturesToExe automatically saves your edits without interrupting your work. A copy of your project is saved every 7 minutes and recovered in the event of an unexpected shutdown.

#### **Compatibility with Windows 8**

- PicturesToExe Deluxe 7.5 is fully compatible with Windows 8



# Main Window



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

They are:

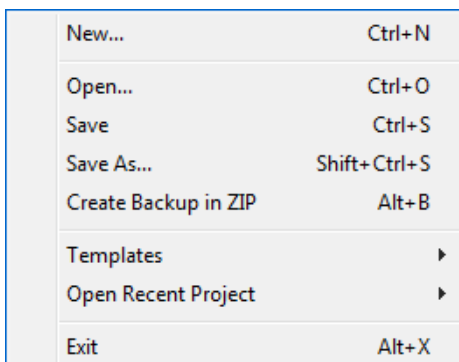
- 1 Main menu
- 2 Top toolbar
- 3 File tree
- 4 File list
- 5 Mini-Player
- 6 Slide list
- 7 Bottom toolbar
- 8 Switcher between Slide list and Timeline
- 9 Status bar

## Main menu

At the top of the main window you can see drop menu which are described further.

### File menu

File menu has the following options:



**New** – this option is used to open a new project.

**Open** – is used to open earlier saved projects.

**Save** and the **Save As** helps you to save created projects under their own or new names.

**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.

**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 **Manage Templates** and **Create Template from this Show**. **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.

**Exit** option allows you to exit PicturesToExe.

### Publish menu

In this menu the following options are represented. You can publish **Screen Saver** or **Executable files for PC (EXE)** and **Mac**.

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

**Safe Executable File for Internet** creates a special EXE file with a digital signature of WnSoft Ltd.

**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 Mobile Devices**, **AVI file**.

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](#)).

### Project Menu

Consists of such options as:

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

**Undo** and **Redo** options helps you to make some changes while creating your slideshow. You can also find them on the **Top toolbar**.

**Project Options** will be described thoroughly later (see [Projects Options, Advanced Tab](#)).

### Slide Menu

This 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 Slide...	Ctrl+U
Objects and Animation	Ctrl+B
Fit All Slides to Soundtrack	
Insert Blank Slide	Alt+S
Remove Slide	Del
Clear Slide List	
Rotate Clockwise	
Rotate Counterclockwise	
Change Image File	Alt+C
Edit File	Ctrl+W
Rename Image File	

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](#) and [Object and Animation](#)).

**Fit All Slides to Soundtrack** gives an opportunity of one time distribution of slides to music.

**Insert Blank Slide** is 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.

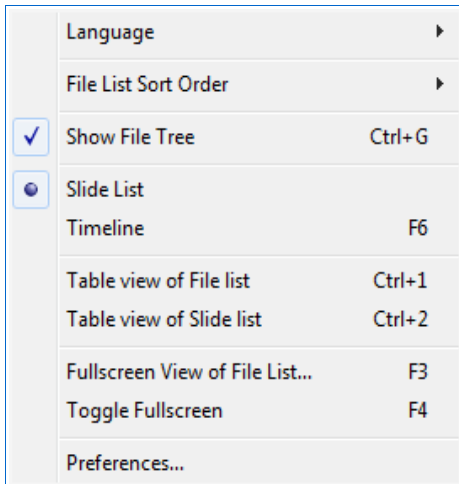
**Change Image File** helps to change the slide by choosing an image or video from your computer.

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.

**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. Settings menu

## Settings menu

Provides options, which helps you to adjust your main window.



**Language** option includes more than ten languages.

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.

You can select in what mode to work: **Slide list** or **Timeline**.

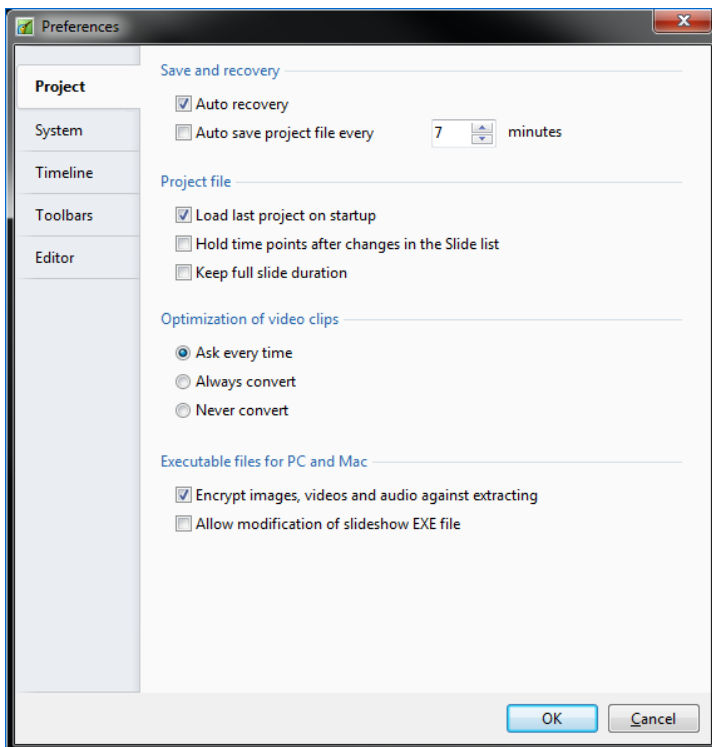
**Table view of File list** changes the mode of displaying files in File list.

**Toggle Fullscreen** — a fullscreen mode for editing Slide list and Timeline. It's convenient to be used if your project contains a numerous number of slides.

## Preferences

Here the settings of the software are represented.

## Project tab



Due to **Auto Recovery** you don't lose your project even if you turn off the computer accidentally without saving the slideshow.

You can also use and customize **Auto save project**, and your slideshow will be saved automatically in the equal periods of time.

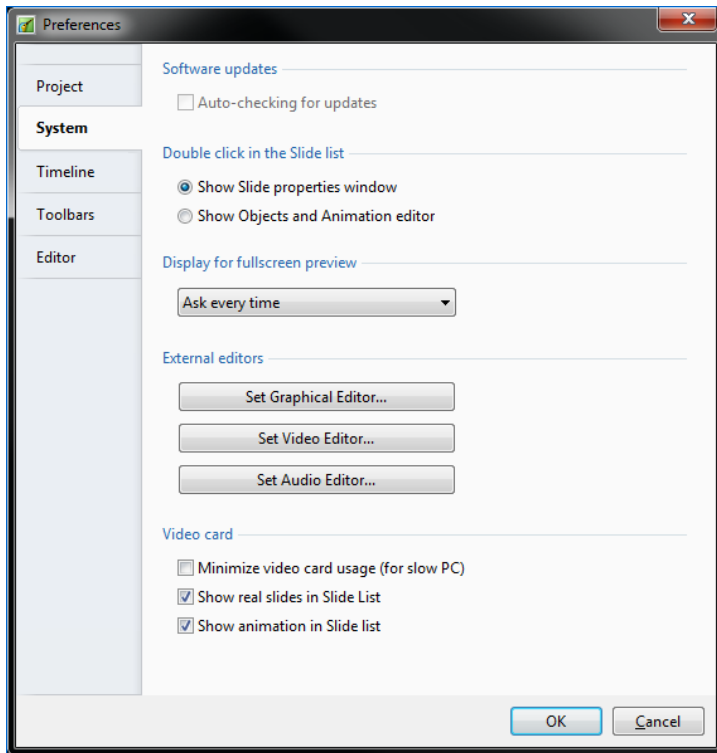
Selecting the feature the **Load last project on startup** is necessary, if you want the last project automatically opened, when you open PicturesToExe. It's very convenient, if you work at one project for a long time.

**Keep slide duration** is helpful if the slides in your slideshow have different duration and while changing their places, their duration is not changeable.

**Optimization of video clips**. If it is necessary the software can optimize your video files for the better playback.

The option **Encrypt images, videos and sounds against extracting** is offered by default and helps to defend the objects of your slideshow from illegal use.

## System tab

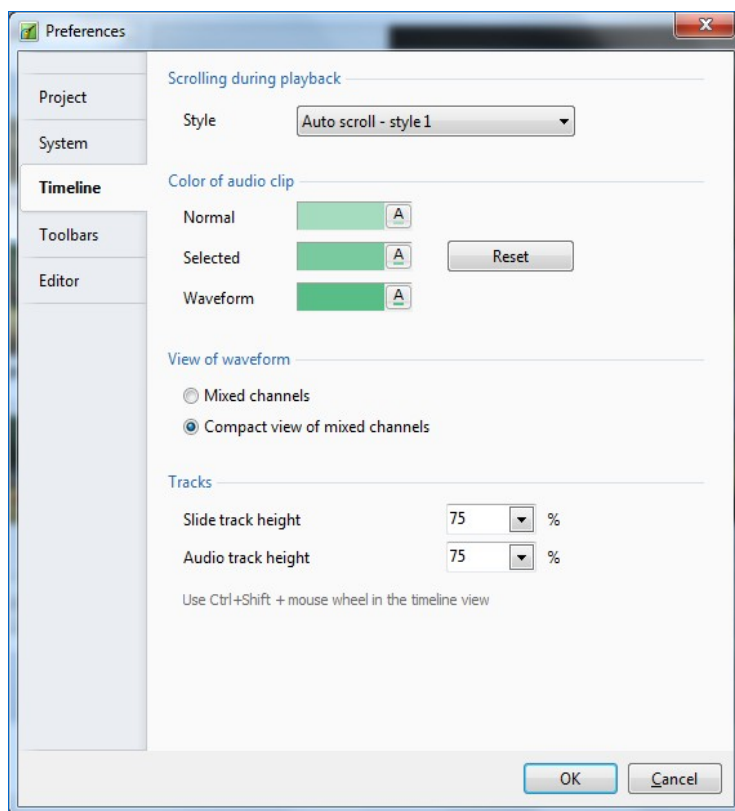


programs to edit images and sounds open by default.

**Show real slide in Slide List** is the option, which help you to see the real size of the slide (the size like in the slideshow) in the slide list.

**Show animation in Slide list** makes the interface more convenient and attractive.

## Timeline



Options **Show Slide Properties window** and **Objects and Animation Editor** on double click may be chosen depending on your preference and frequency of usage of these two features.

**Display for fullscreen 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.

**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.

**Set Graphical Editor, Set Video Editor** and **Set Sound Editor** help you to work with the program quicker. When setting these options the

**Scrolling during playback** offers three variants of displaying.

Here you can select the **Style** of **Auto Scroll** between **Style 1** and **Style 2** or **Don't Use Auto-Scrolling**.

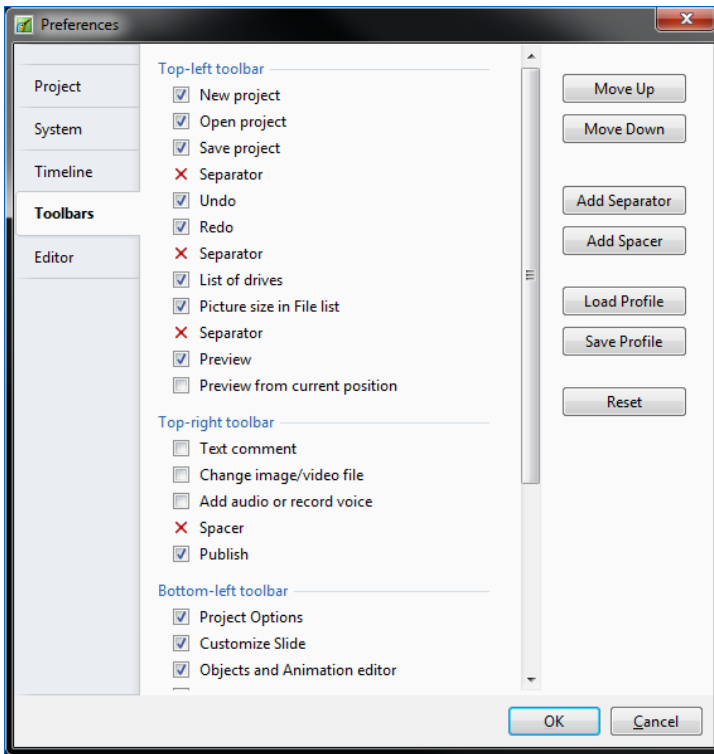
You may also choose the **Color of Audio clip**. To choose the color, you should click on the button **A** beside and you will see the following dialogue box. You can select the **normal color of audio clip**, color when audio clip is **selected** and the **color of waveform**.

**View of Waveform** offers two variants of displaying of waveform. By default **Compact view of mixed channels** is selected.

You can also adjust the tracks: **Slide track height** and **Audio track height**. These options are used to make the work with interface of software more convenient.

For more information about **Timeline** go to [Timeline operation](#)

## Toolbars



You can add the tools which are absent by default or take away those that are not used.

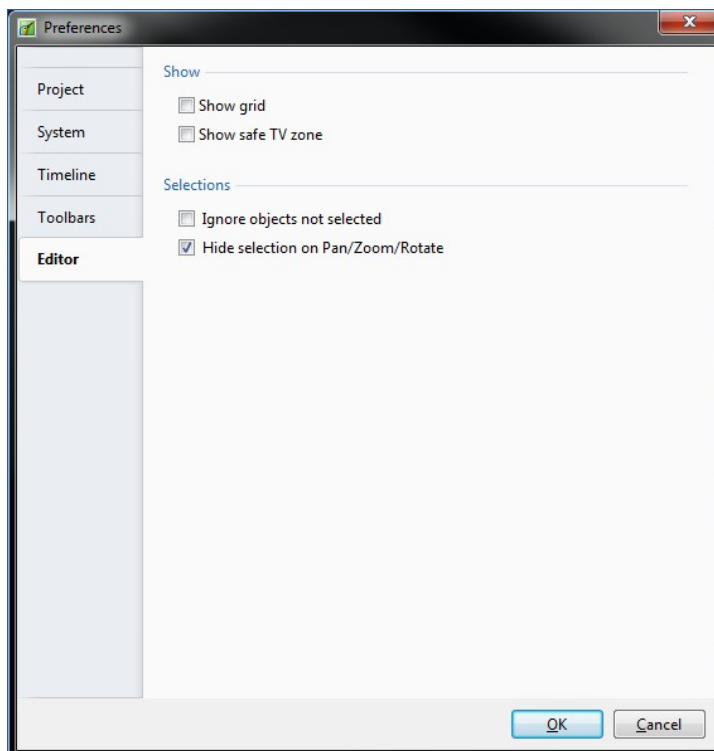
You have an opportunity to change the arrangement of tools in the main window of the program by using the buttons **Move Up** and **Move Down** or by dragging.

Options **Save Profile** and **Load Profile** are necessary for saving and following use of the settings of **toolbars**.

To go to the initial variant of interface click the button **Reset**.

This window can also be opened by right mouse clicking on the field **top toolbar**.

## Editor tab



**Show grid** helps you to set or hide grid, if necessary, for better and easier customizing of the image in Object and Animation.

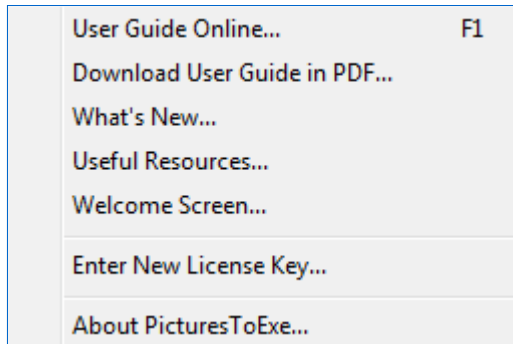
**Show safe TV Zone** indicates the the border of the screen in the Object and Animation window when viewing the slideshow on TV.

**Ignore objects not selected** is used for convenient work with objects. Turning on this option you may be sure that you won't switch to another object while editing when you are in its field accidentally. For switching to the other object select it on the **Object list**.

**Hide selection on Pan/Zoom/Rotate** is self-explanatory option.

## 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.

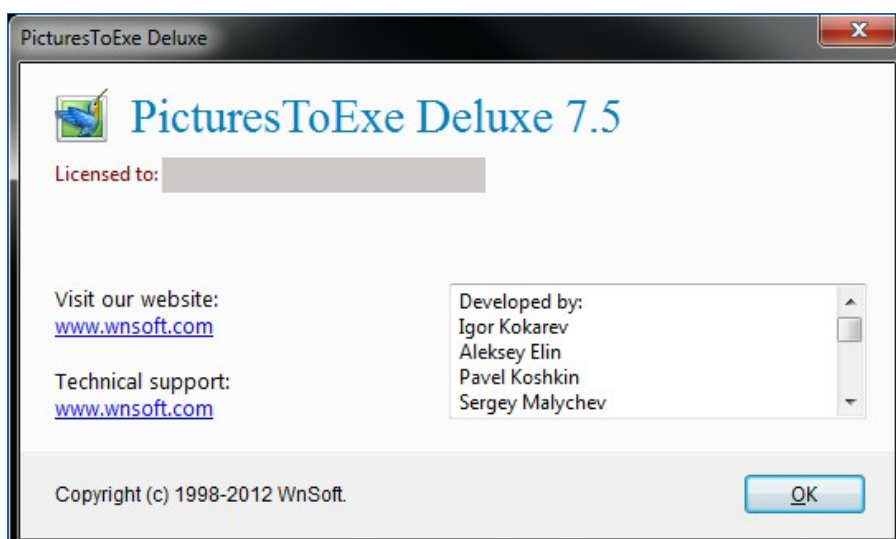
**What's New** – the option, which gives you a link to the website, where you can see what is new in the version of PicturesToExe.



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. In case the program is not registered instead of the option **Enter New License Key** you will see the option **Buy PicturesToExe Deluxe**.

**About PicturesToExe** option gives the additional information about the program.



## Top Toolbar

The initial view of the **Top Toolbar** is:



Here the following buttons are represented:

**1 Start a new project**

**2 Open an existing project** button with arrows **Open recent project**.

**3 Save project**

**4 Undo** and **Redo** options help you to make some changes while creating your slideshow. You can also find them in **Project menu**.

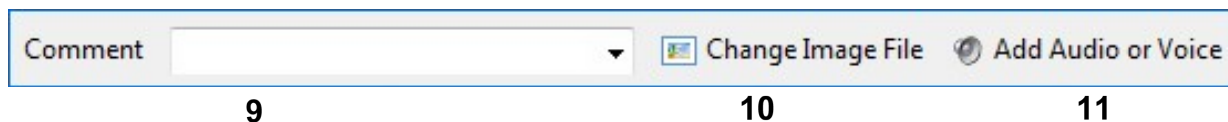
**5 Choose a drive or folder**

**6 Size of pictures in the File list**

**7 Fullscreen preview of this slideshow** 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**.

**8 Publish Show** button is used when you have finished customizing your slideshow and want to create executable file, video file of different formats, such as HD Video, AVI-video file, DVD-Video disc, Video for Mobile devices, 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**).

You can change the view of top toolbar by adding the following fields and buttons in **Settings | Preferences | Toolbars**:

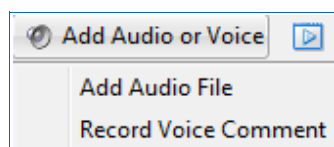


**9 Comment** box, where you can write any suitable comment to the image. If it's not very convenient for you to write in the comment line, you can click on the icon next to the line. The dialog box appears and you can write any comment. You will see this comment on the very slide you have chosen.

**10 Change image file** button to replace image/video file of selected slide

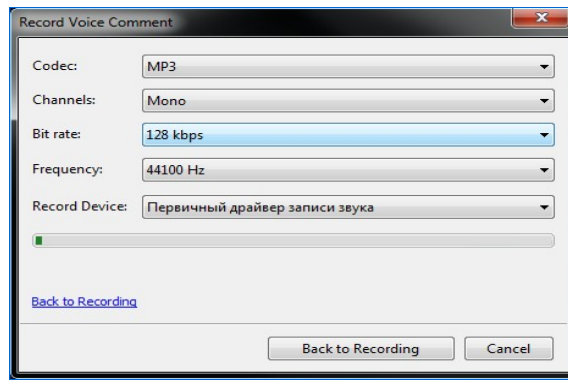
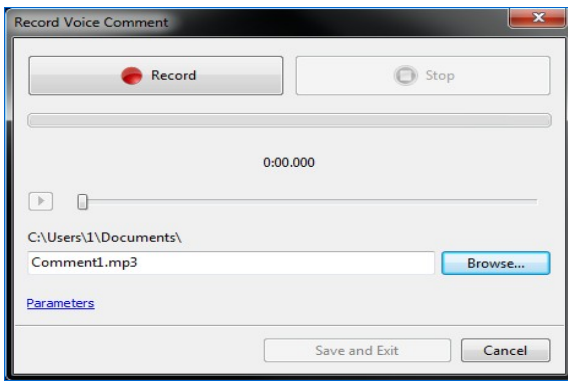
**11 Add sound or Voice** to add the necessary sound file to a certain slide or any voice comment, which you can record right here in the PicturesToExe.

When clicking on this button, the following window appears.



If you want to add audio file or some sound commentary, you should select the **Add Audio File** button, the dialog box where you can choose the sound file opens.

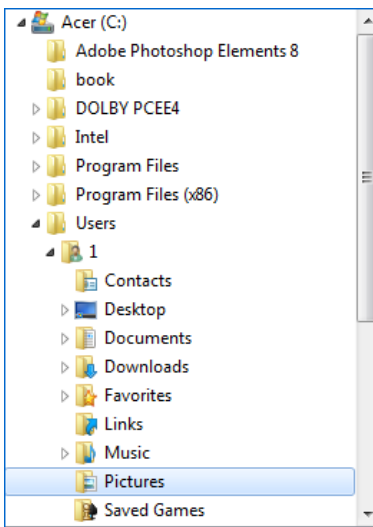
Besides after choosing the sound you see the window where you can customize the commentary or audio file with the options which are described in details in the chapter **Project Options, Audio Tab**.



If you want **Record Voice Comment** select the second option. On clicking it, you will see the above 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.

## File Tree



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 list.

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

## File list

The content of the chosen folder in **File tree** is displayed in **File list**.



When selecting each separate file you will see it on the right in **Mini-Player**.

You can adjust the size of miniature by using the button in **top toolbar** of **Main Window**. 

To add an image or video file in the project select the necessary file and drag it to the **Slide list**.

You can also add an image to the slideshow by left mouse double clicking.

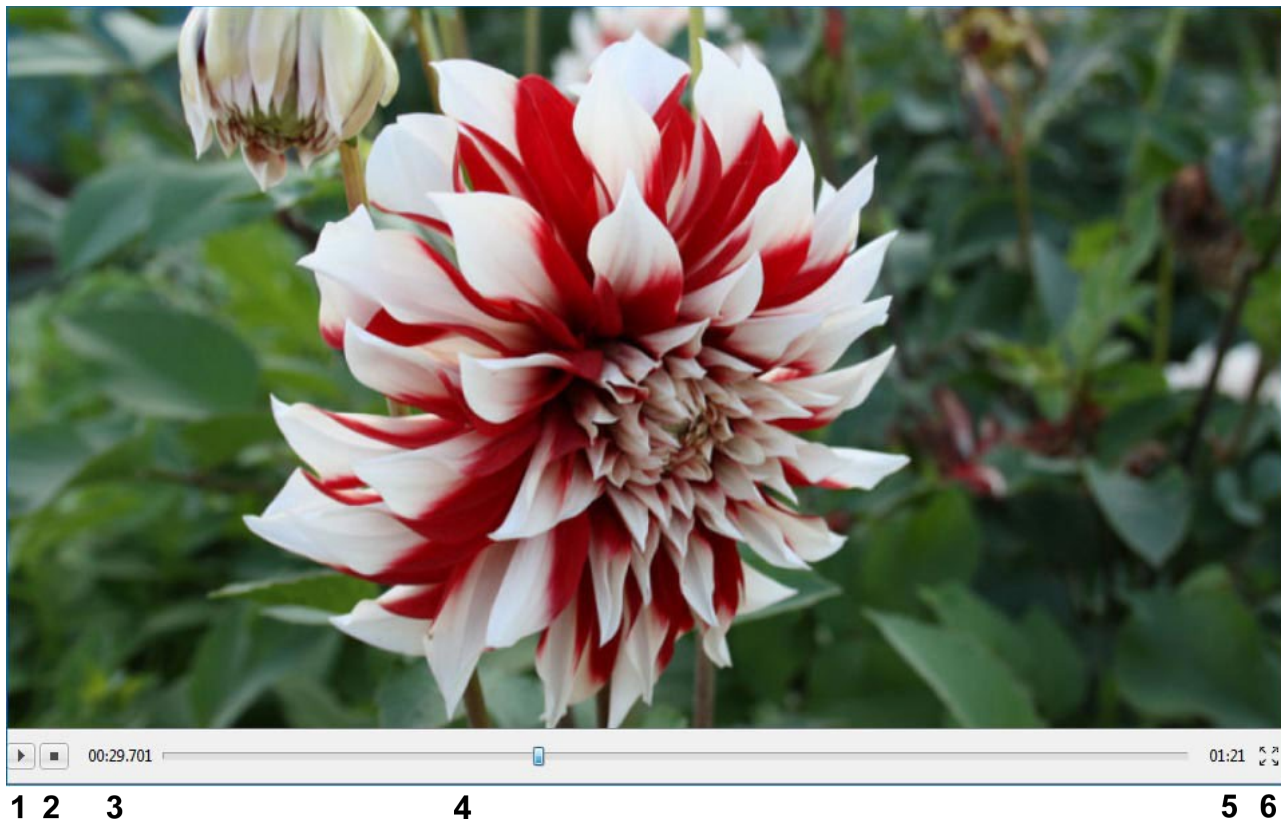
You can add several images or videos from the file list at once. Selecting one file hold Shift button and click on the last necessary one. Drag this group of files to the slide list.

To add all images from this folder at once use hot key **CTRL+D**.



## Mini-Player

When you click on the necessary image in the file panel or the slide list, it appears in the **Mini-player**. 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 from the slide list.

Below the main image you can see the **timeline bar (4)**, where you can preview the slideshow.

On the left of timeline bar **current time position is** situated. **(3)** Clicking on it returns you to the beginning of slideshow.

On the right you can see the **total time (5)** of the slideshow.

Here you can also see two buttons **Play/Pause** and **Stop**.

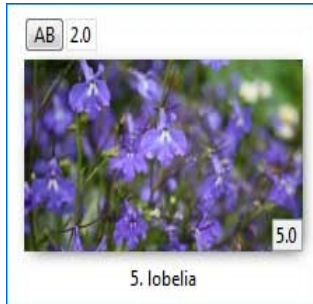
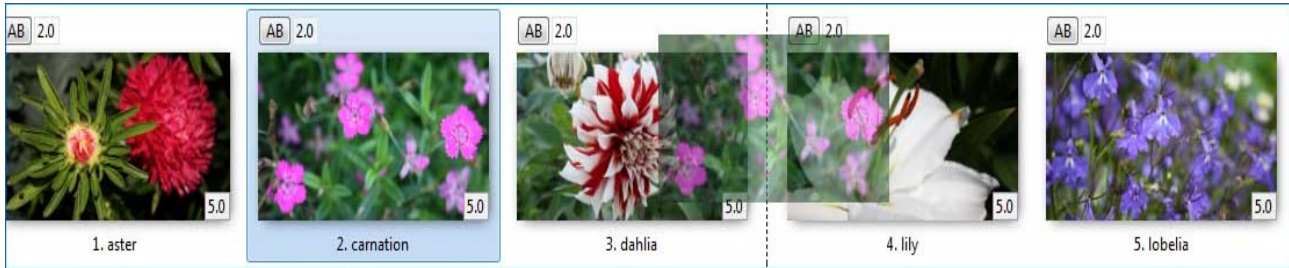
**Play (1)** button is used to begin the preview of your slideshow in preview window. This button plays two roles: **Play** and **Pause**. If you click on **Play** it turns **Pause** and vice versa. When you click on **Play**, the blue triangle stands at the beginning of the timeline and moves to the right on the bar.

It is necessary to add, that double click of the mouse on the preview window gives you an opportunity to see the slideshow from the current position on the full screen. By double mouse clicking you also can return to the Main window. **Preview from current position (6)**, which is situated on the right part of playback controls, has the same function.

**Stop (2)** returns you to the previous stop of playback.

## The Slide List

It 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 also pay attention to the fact that 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, 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 **Transition 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
<b>Customize Slide</b>	<b>Ctrl+U</b>
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.

**Rename Image File** and **Rename Slide Object** are described [here](#).

**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.

## Bottom toolbar

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

- 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](#)).
- 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](#) and [Object and Animation](#)).
- **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 soundtrack is opened. Here you should do all adjustments. This function will also be described in more details further (see [Timeline Operation](#)).

## Status Bar

Situated at the very bottom of the main window:

Slide 6 of 10	Full duration: 12.5 s	750 x 500	C:\Users\1\Pictures\lobelia.jpg
1	2	3	4

- 1 Slide number.
- 2 Total duration (means duration of the slide and the next transition effect).
- 3 Pixel size of the media file.
- 4 Folder where the selected image is situated.

Optional fields, which you can add in **Settings | Toolbars**:

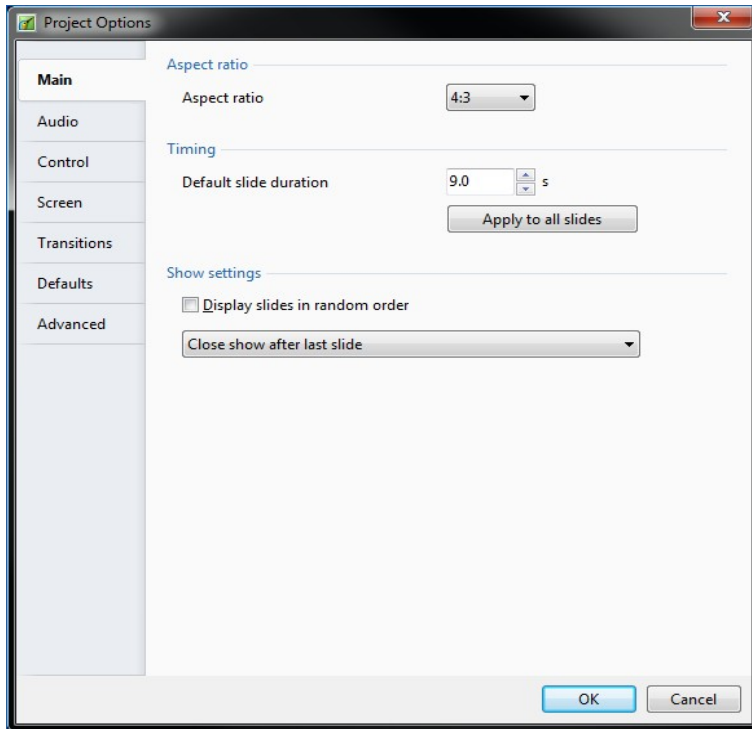
- Approximate size of executable file
- Size of the image
- Duration of the media file (for files highlighted in the File list).

## 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**, **Audio**, **Control**, **Screen**, **Transitions**, **Defaults** and **Advanced** Tab. It's important, that all these options are for the whole slideshow and not for each slide.

### Main Tab

The tab contains three sections: **Aspect ratio**, **Timing** and **Show settings**.



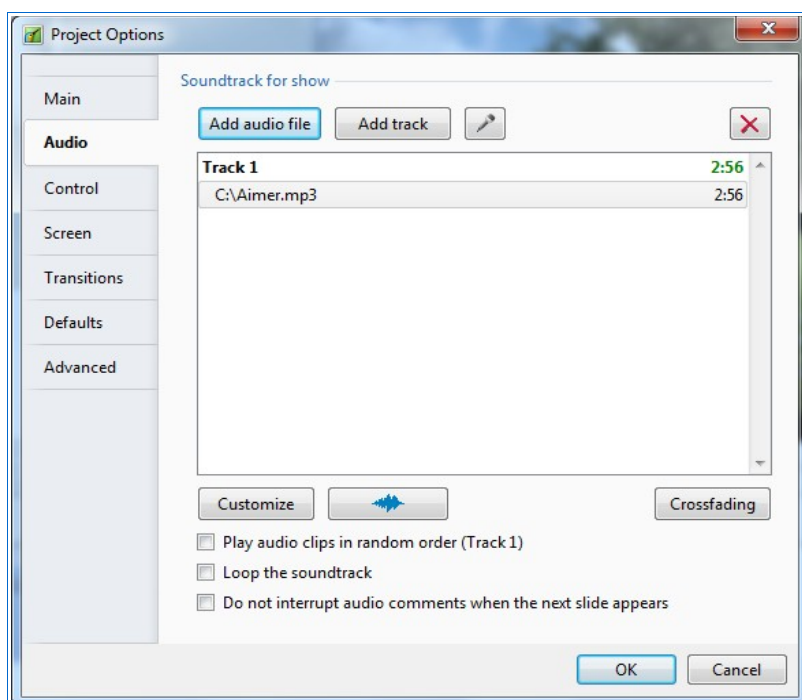
First in the main settings you may set **Aspect ratio of a slide** according to your monitor size and form. By default the variant 4:3 is selected. If you want to set another aspect ratio, click on the arrow and the drop-down menu will be opened. You may choose any ratio from the existing ones (See **Aspect Ratio**).

Here you can also set **default slide duration** and set the same duration for all slides in your slideshow.

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 soundtrack and slides**, but it is better to do that with the help of timeline option, which will be described further.

### Audio Tab

With the help of this tab you can add audio files and tracks to the whole slideshow.



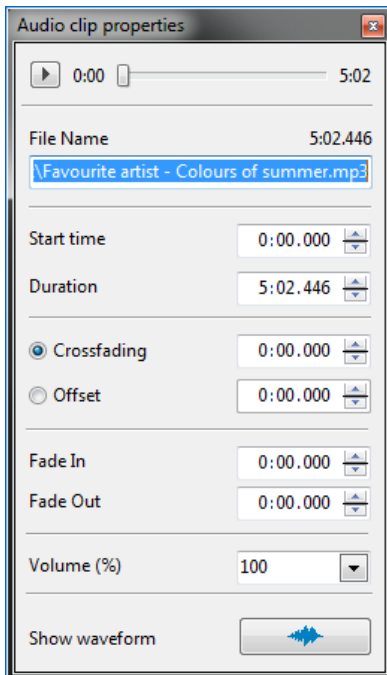
To do this, you should click on the button **Add audio file** and the dialog box appears, where you can choose the necessary audio files from your computer. Now you can also add the audio files by dragging them from the **File list** to the **Slide list**.

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 **Top Toolbar**.

<b>Track 1</b>	9:05
C:\Users\1\Music\Favourite artist - Sunshine.mp3	4:02
C:\Users\1\Music\Favourite artist - Colours of summer.mp3	5:02
<b>Track 2</b>	0:14
C:\Users\1\Music\Trick - Whisper.mp3	0:11
C:\Users\1\Music\Good author - Serenity.mp3	0:03

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. For editing audio clips select the necessary variant, 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 25<sup>th</sup> 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 audio file on any number of second or minutes you wish.

**Crossfading** means that the audio file will begin playing gradually and you can set the time when it will be heard in 100% volume.

**Offset** means that the audio file will begin playing immediately in the set by you number of seconds or minutes after the beginning of the slideshow.

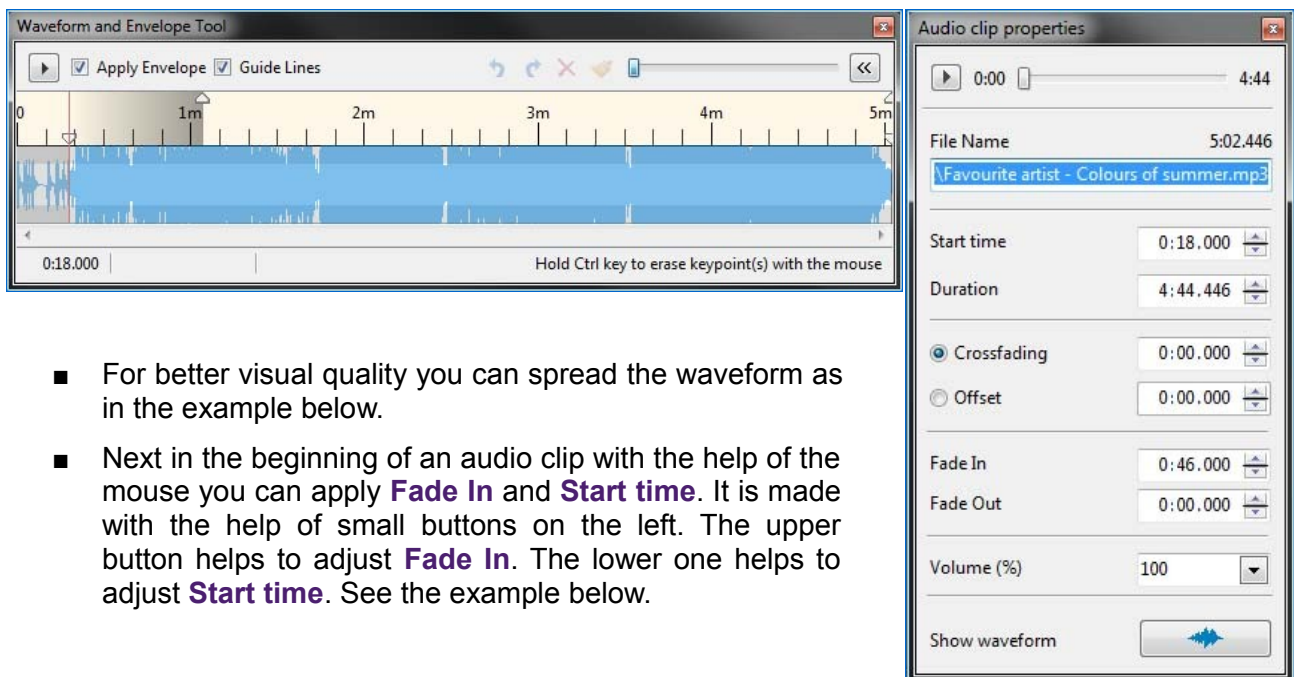
**Fade In** is the option which increases the level of sound of audio clip. Here you can set the time also, more time, longer fading.

**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.

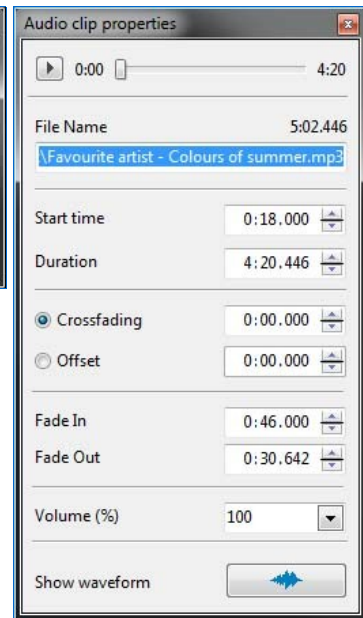
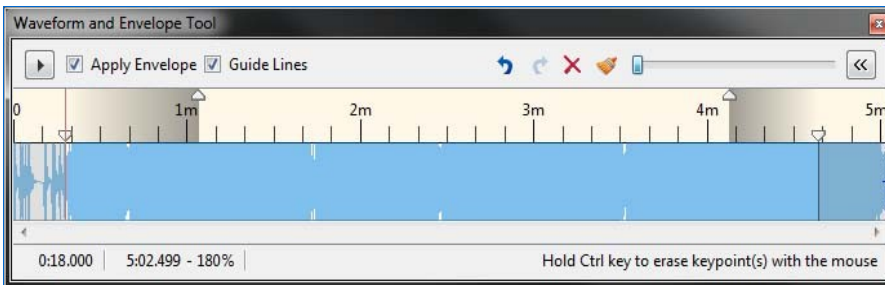
**Show waveform** is an option, which helps you to see the waveform of an audio file as on the example below. It also helps you to customize an audio clip with its fading visually, it is just more convenient.

Let's see how it works.

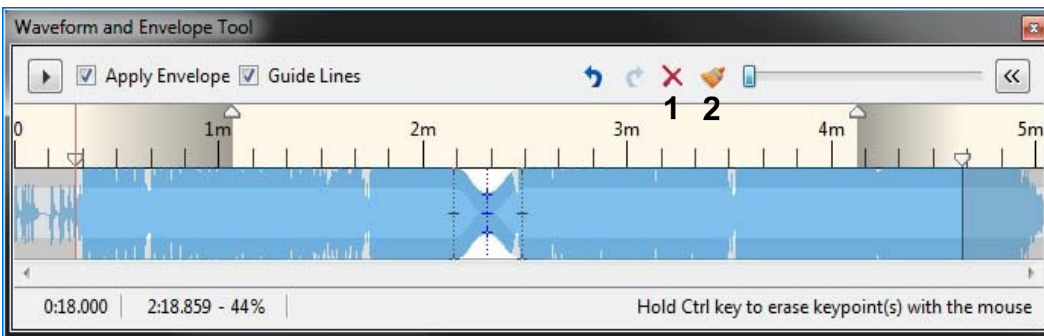


- For better visual quality you can spread the waveform as in the example below.
- Next in the beginning of an audio clip with the help of the mouse you can apply **Fade In** and **Start time**. It is made with the help of small buttons on the left. The upper button helps to adjust **Fade In**. The lower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

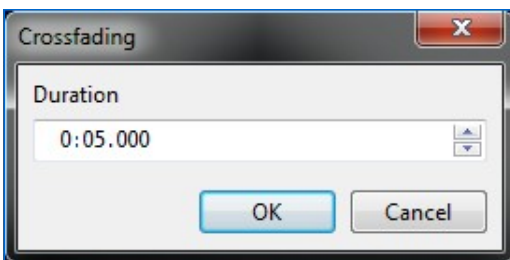


- In the end of audio clip we can make the same with **Fade Out** and **Duration** of track. See the example below.
- The next option which is worth discussing is **keypoints**, which can help you to work with the volume manually right in the waveform. You can add them clicking on the waveform, move 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.

- 1 deletes one highlighted keypoint.
- 2 deletes all keypoints at once.



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

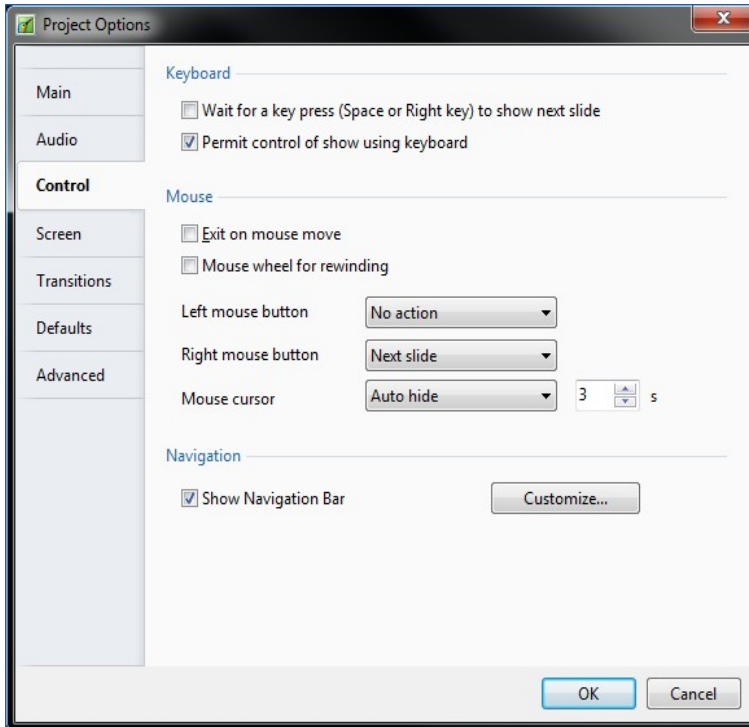
You have an opportunity to **Play audio clips in random order**, if you wish, and to **Loop the soundtrack**. For this you should check boxes with these settings. The first one should be customized for each track separately.

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 audio 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.

Audio files and tracks are visually displayed in the mode Timeline, where there is also an opportunity to edit them. For more details see the chapter **Timeline operations**.

## Control Tab

Here the following sections are represented: **Keyboard, Mouse, Navigation.**



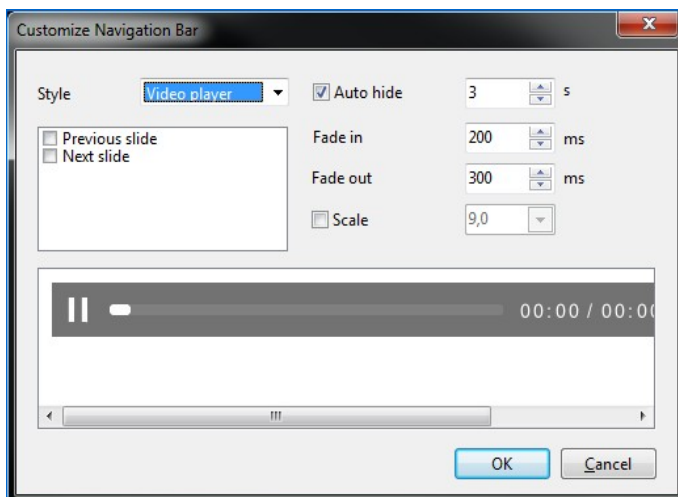
You can navigate on your slideshow by using **Keyboard**. **Permit control of show using keyboard** is chosen by default.

In the **Mouse** section you may choose the action on the left/right mouse click. You may choose among the 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 use **Mouse wheel for rewinding**.

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 cursor will appear again and then will be hidden after the number of seconds, which you have set up.

You can customize **Show Navigation Bar**, if you want to see it in your slideshow.



Choose the style of Navigation bar between **Air** and **Sky Styles, Video Player**.

You can see a small window **Available** and **Selected Buttons**, where the buttons, which you can select for Navigation bar, are located. For example, there are styles for the **Video Player, Previous Slide** and **Next Slide**.

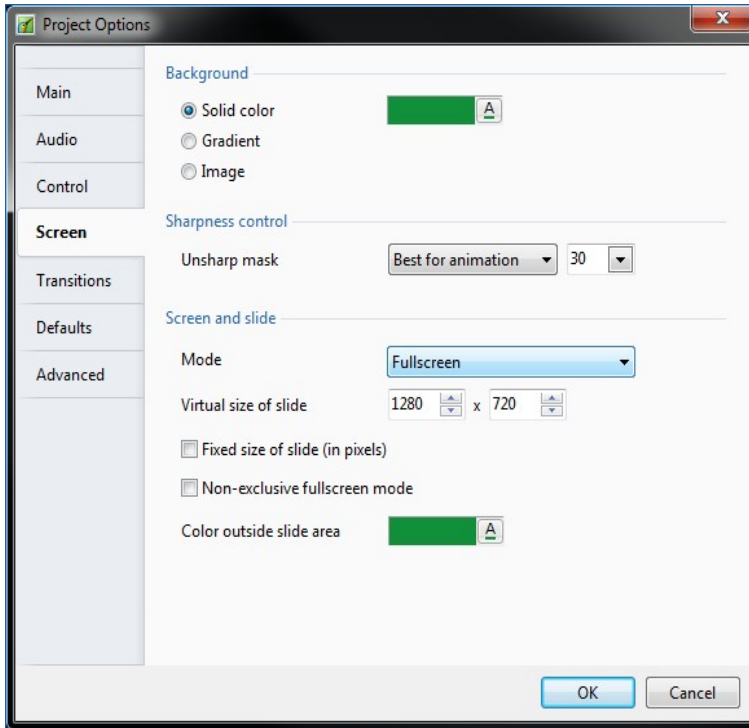
It is very easy to choose them and their order by clicking on them.

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.

**Fade In** and **Fade Out** options are used when you want to appear/disappear navigation bar in the slideshow smoothly.

## Screen Tab

Divided into three sections: **Screen Options**, **Background** and **Additional Options**.



In the **Background** Section you may set the background as **Solid color**, **Gradient filling** or **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 (**Customize Slide, Background**).

**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**.

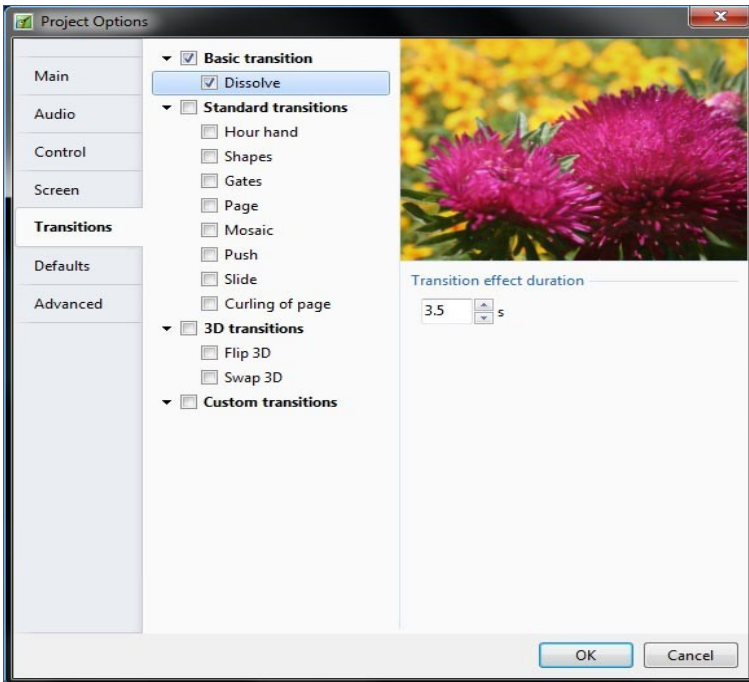
**Fixed size of slide (in pixels)** is the option, which doesn't allow the picture to change in size if the screen is larger than the picture itself. In this case, the black lines which color you may change, appear. If the option is unchecked, the picture can be zoomed. The next option **Caption of show** 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.



## Transitions Tab

With the help of this tab you can add different transitions between slides and make your show animated.

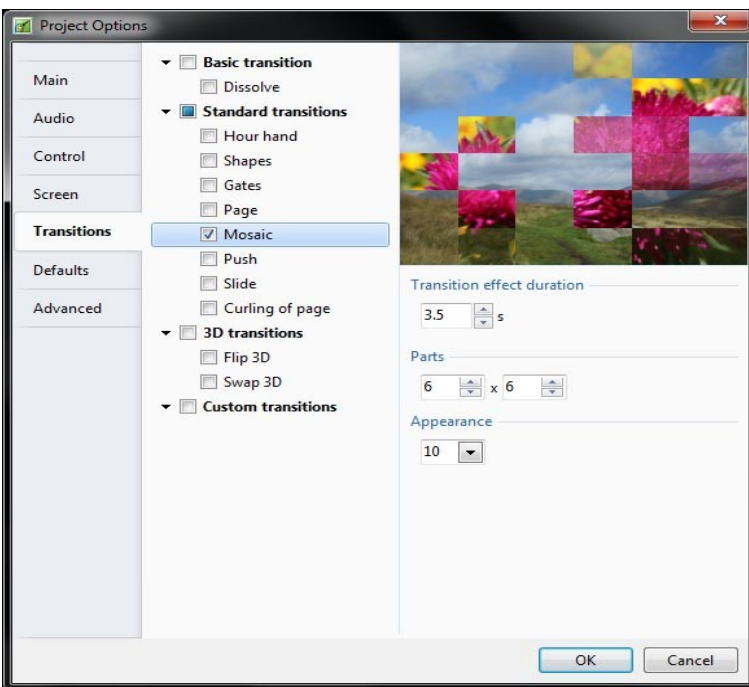


Pay attention that here you can select set of effect tools, their duration and variants of transition directions. In slideshow they will be represented in random order.

Transition effects are divided in 4 groups: **Basic transition, Standard transitions, 3D transitions and Custom transitions.**

By default **Basic Transition** with **Dissolve** is selected.

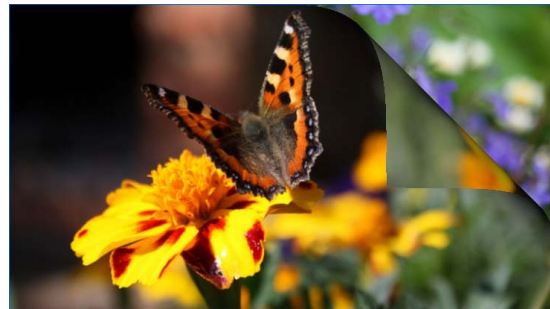
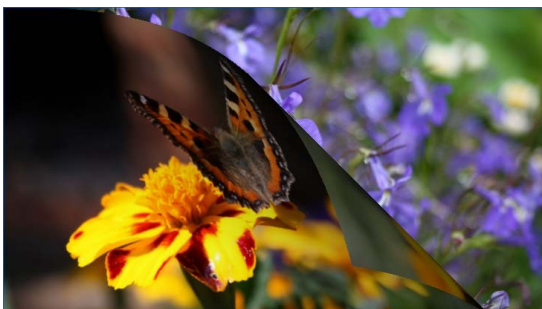
You can adjust the parameters for any transition by selecting it.



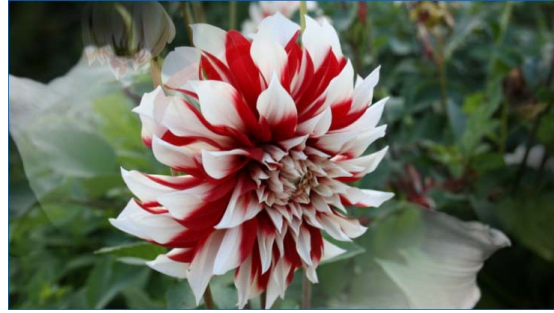
For example, **Mosaic** is located in the group of **Standard Transitions**. It can consist of different number of pieces, which can move with different speed.

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.

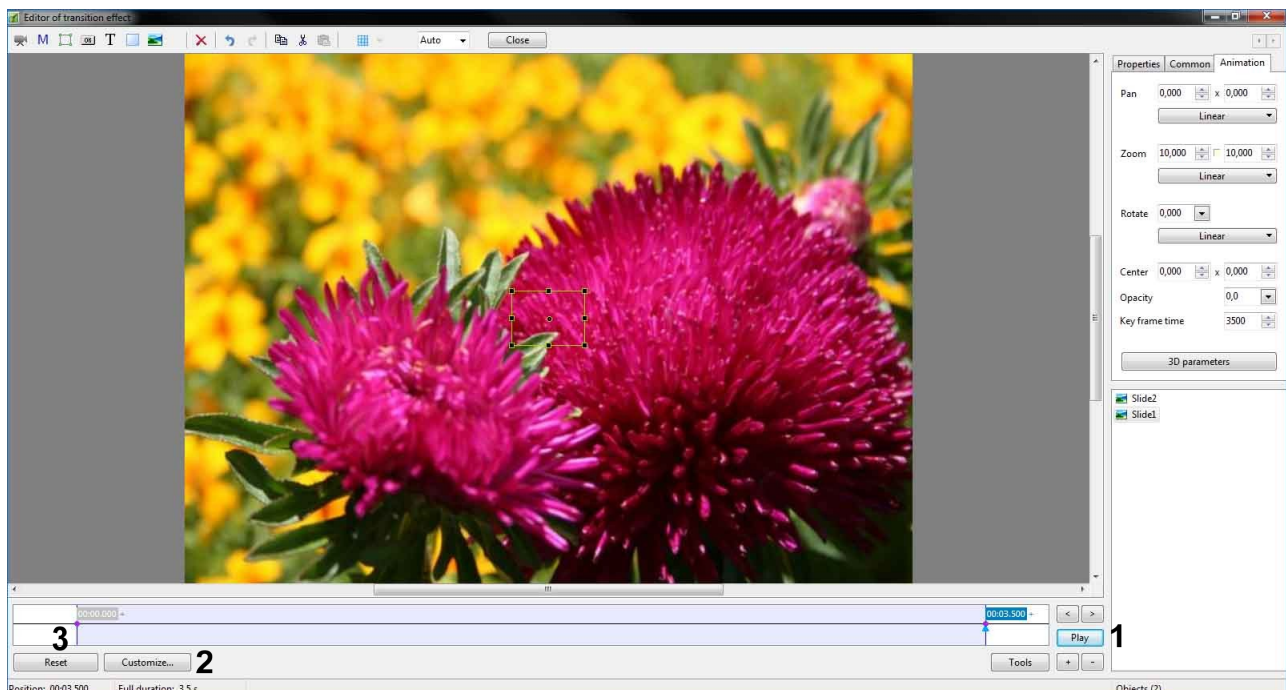


As seen in the **Transitions Tab**, you may also set the **Thickness of smoothing line** and **Transition duration**, which is given in milliseconds, by clicking on the small arrows beside the options.



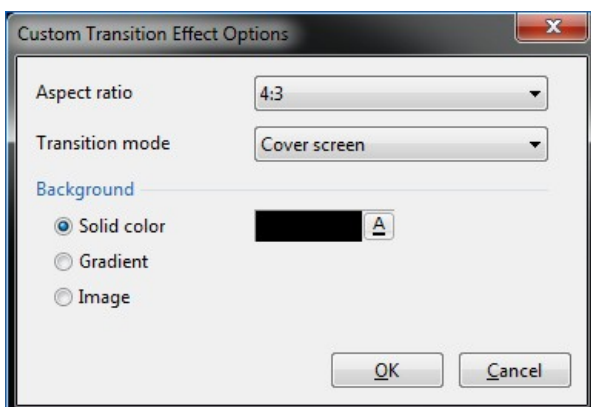
In the first picture the default setting of thickness of smoothing line is 4,5 %. In the second is 40%

Now you can also create and save your own transition effect. To do that select **Create transition** in the group **Custom transitions** and in the opened window adjust the transition effect.



The principle of work is the same as in **Objects and Animation**. The main difference is that here you work with two slides. Click **Play (1)** for playback of example of created transition effect. Here you can see the settings for the first slide, which is gradually going away and disappears; and for the second slide, which is coming nearer and in the last point becomes completely non-transparent, taking the central place. You can also create your own transition effect, based on this example.

The button **Customize (2)** opens the following window.

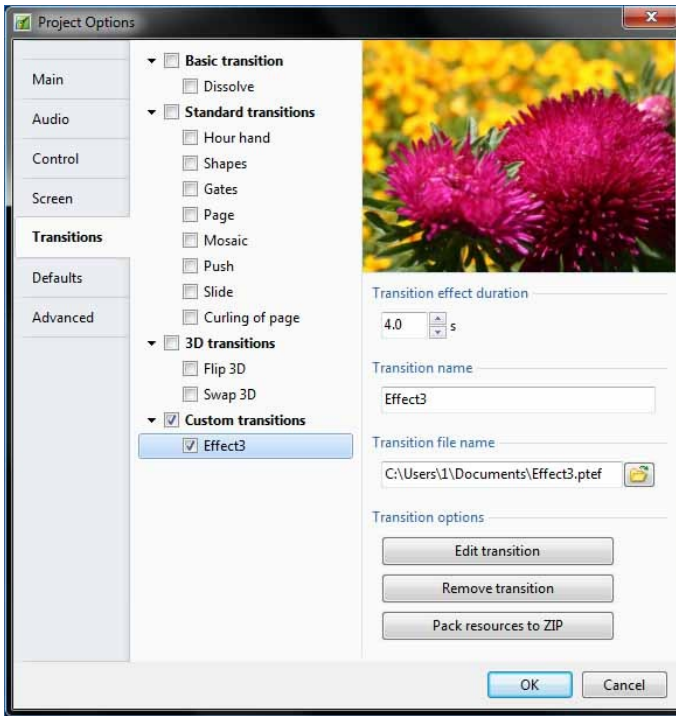


**Aspect ratio** defines the mode of playback of transition effect.

You can select **Transition Mode** between **Fit to screen**, **Cover screen**.

You can also have an opportunity to select **Background** of the transition effect.

To return to the initial variant click the button **Reset (3)**.



When editing is complete you can close the window. The software offers you to save transition effect.

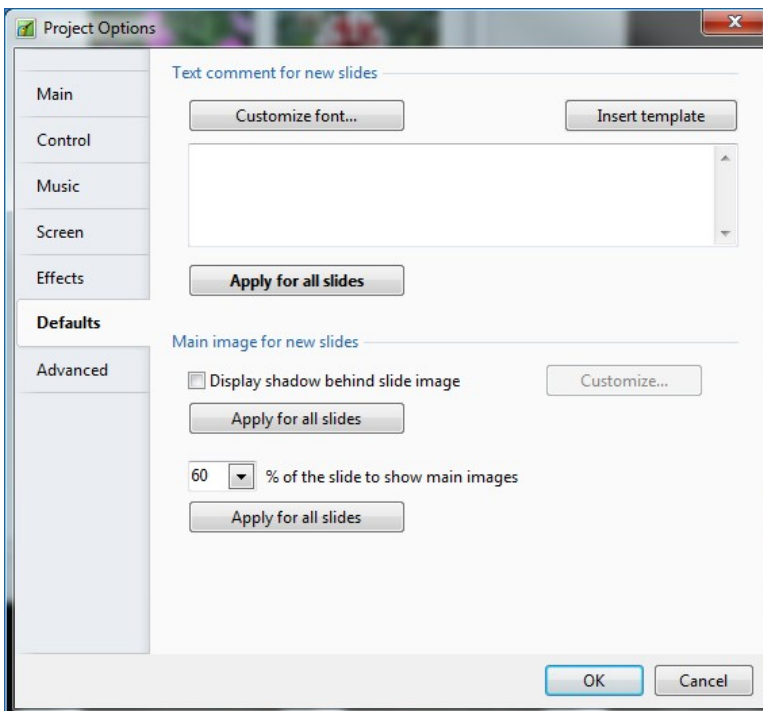
After saving the effect will appear in the Transitions tab. You may **Edit transition** or **Remove transition** at any time.

Saved transition effects can also be zipped and sent to the other users of PicturesToExe.

You can use created transition effects along with the standard variants in any project.

## Defaults Tab

Default tab turns on the settings for text comment and main images of slides, which you can use either for new slides or for those which are in the project already.

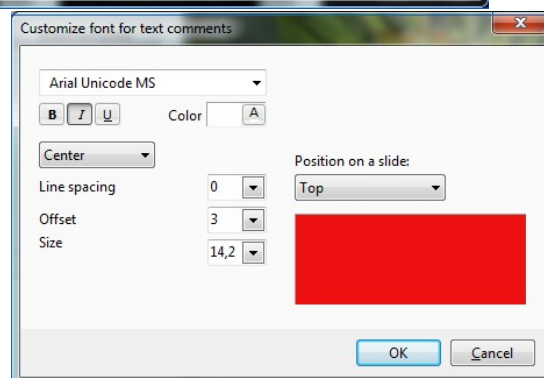
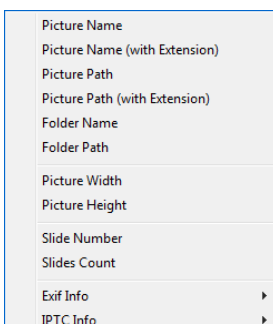


In the **Text comment for new slides** section you have an opportunity to add some comments to the slideshow and customize it. You may either use comments templates or add new ones according to your choice. If you click on the button **Insert template**, the drop menu will be opened. Here you can choose, what you want, and the necessary information will be added automatically.

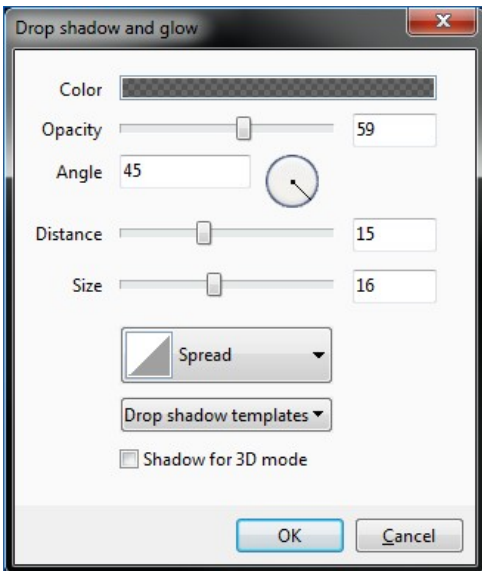
In the **Customize**, you can select the **font** of your comments, **Bold**, **Italic** or **Underline** font, **Color**, **Line Spacing**, **Offset** and the **Size** of the text.

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 **Apply for all slides** all your settings.



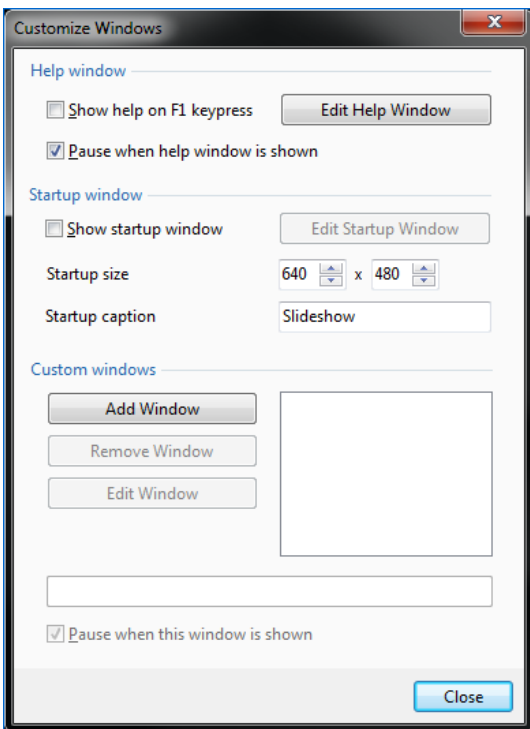
Further you may see the following options: **Display shadow behind slide image**. If this option is checked, you can also **Customize** it.

It is important, that this function also works only, when the image doesn't fill the screen. Don't forget to click on the **Apply for all 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.

## Advanced Tab

There are the following sections here: **Advanced Options, Protection of slideshow** and **Run application or slideshow on exit**.

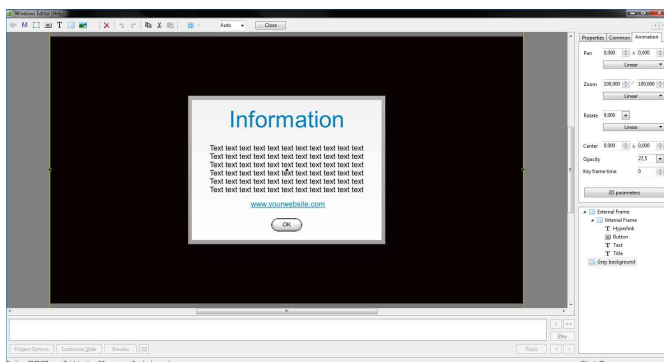


- In the first section **Advanced Options** you have the opportunity to

**Customize windows**, if you want them in your slideshow.

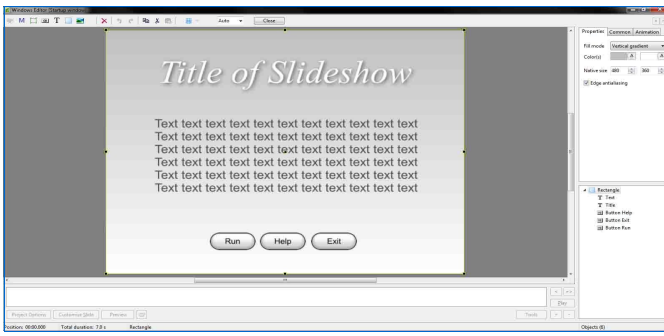
You can customize it by clicking on the same button. In this case the following dialog box appears.

Customize windows consist of three parts: **Help window, Startup window** and **Custom windows**.



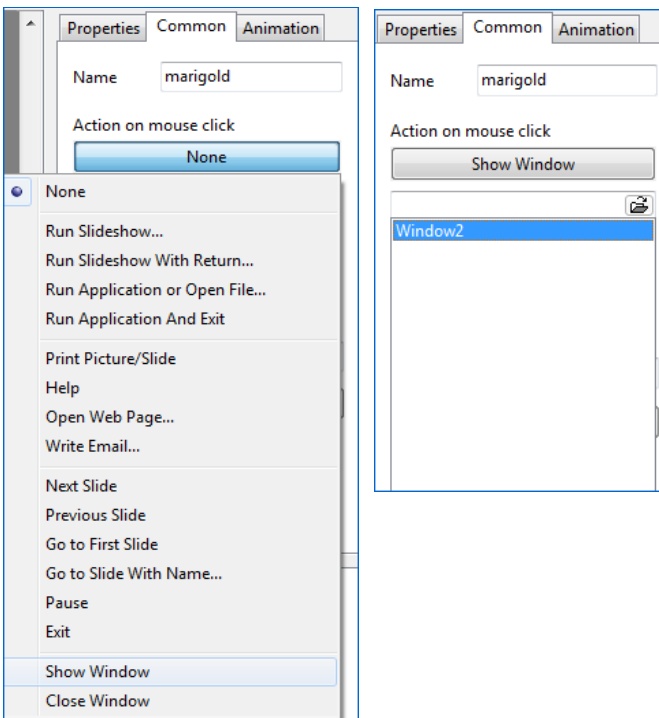
In the first tab **Help window** you can check the box **Show help on F1 keypress** if you wish to show Help window. Here also you can **Edit Help Window** by pressing the corresponding button. In this case you will go to the **Windows Editor**:

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.



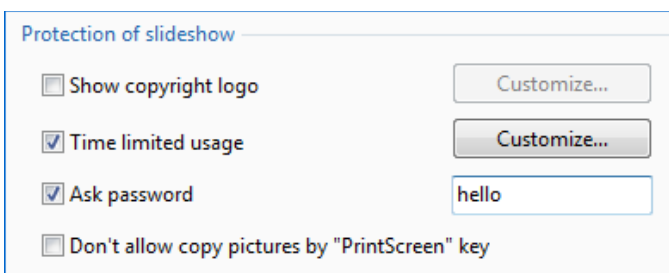
In the second section **Startup Window** you have an opportunity to choose its **size** and also to edit it in the **Windows Editor** with the help of numerous options like in **Object and Animation** editor.

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.

- **Protection of slideshow** section gives an opportunity to control the usage of your slideshow.

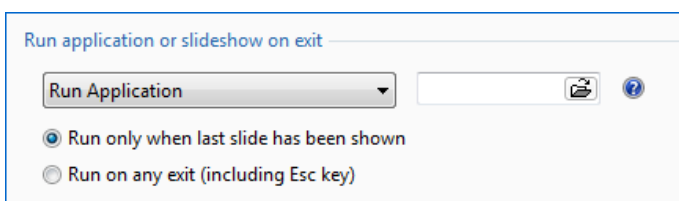


You may **Show the logo** of your company and customize its position, size and opacity, if you wish.

While customizing **Time limited usage** (usage of the slideshow), you may set the last date of its usage, the number of runs and even write the **Expiration message** for other users, why the slideshow doesn't work any longer.

The command line **Ask password** allows you to add the image, which tells the user of your slideshow to enter the password.

**Don't allow to copy pictures with the Printscreen** is designed to protect copyrights.

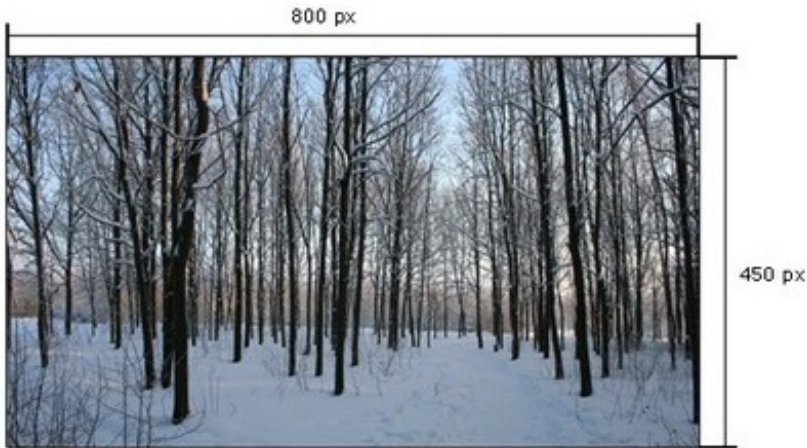


- In the last section of **Advanced** tab you can choose among **run application, slideshow** or **run nothing**. To choose another slideshow or application, you should click the button **Folder** nearby this option.

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**.

## Aspect Ratio

This paragraph 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 **slide-show 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 | Main Tab**.



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

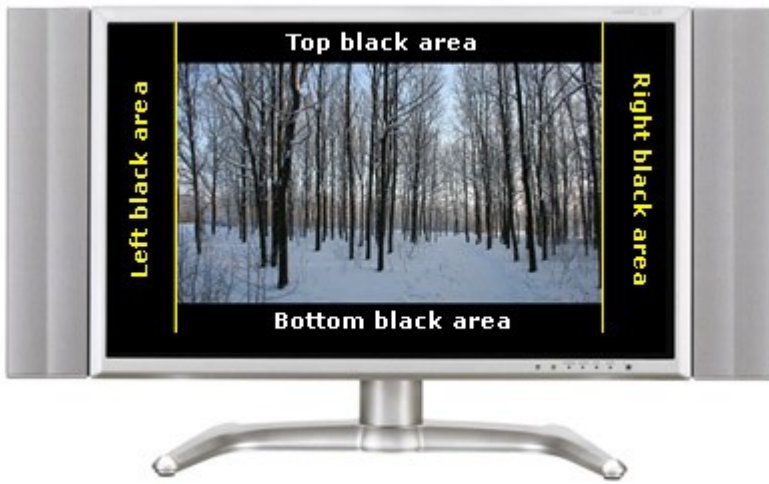
Here is the example of what happens with slideshows if you encode presentation with 16:9 (800x450) aspect ratio (slideshow aspect ratio) with 4:3 aspect ratio (DVD aspect ratio).



### 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.



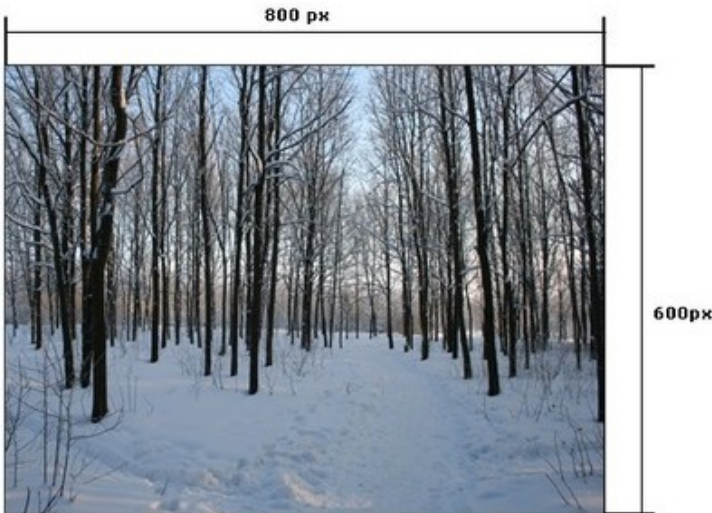
1. Slideshow aspect ratio 4:3.
2. DVD aspect ratio 4:3.
3. TV display aspect ratio 4:3.





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

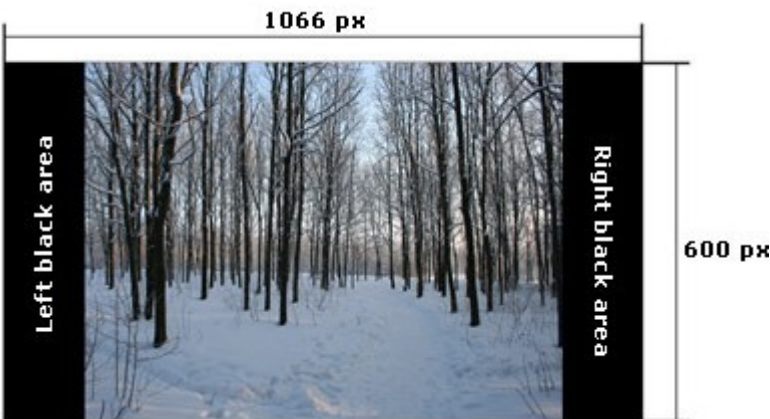
1. Slideshow aspect ratio 4:3.
2. DVD aspect ratio 4:3.
3. TV display aspect ratio 16:9.



**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.

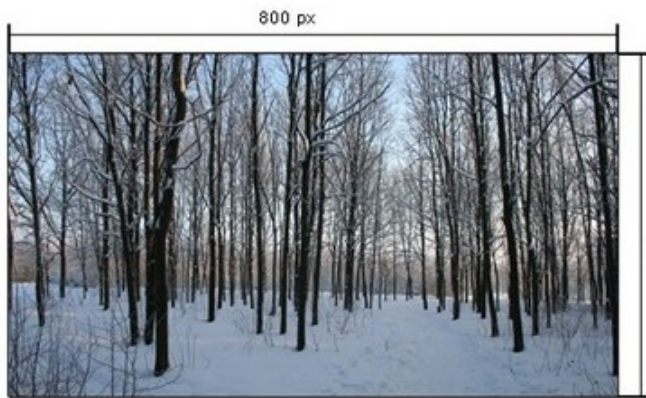
1. Slideshow aspect ratio 4:3.
2. DVD aspect ratio 16:9.
3. TV display aspect ratio 16:9.



### 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.



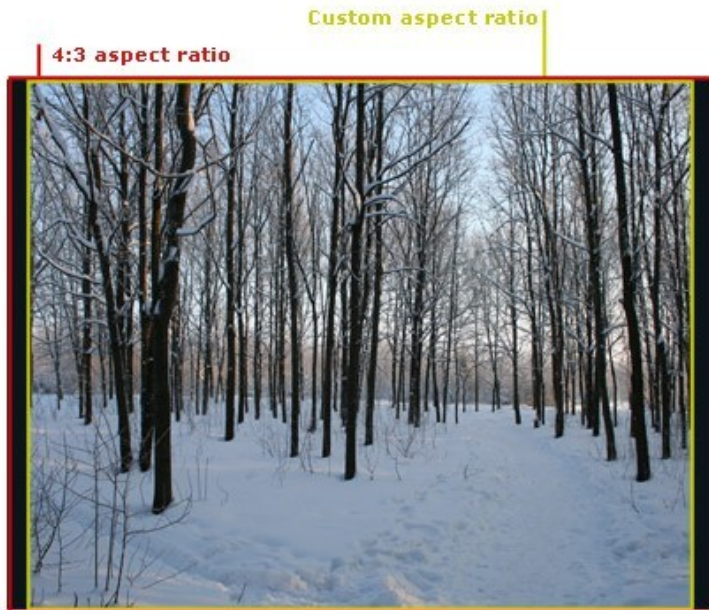
This is the example how such DVD will look with 4:3 aspect ratio display.

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 | Main Tab** and set it manually according to the dimension of your photos.

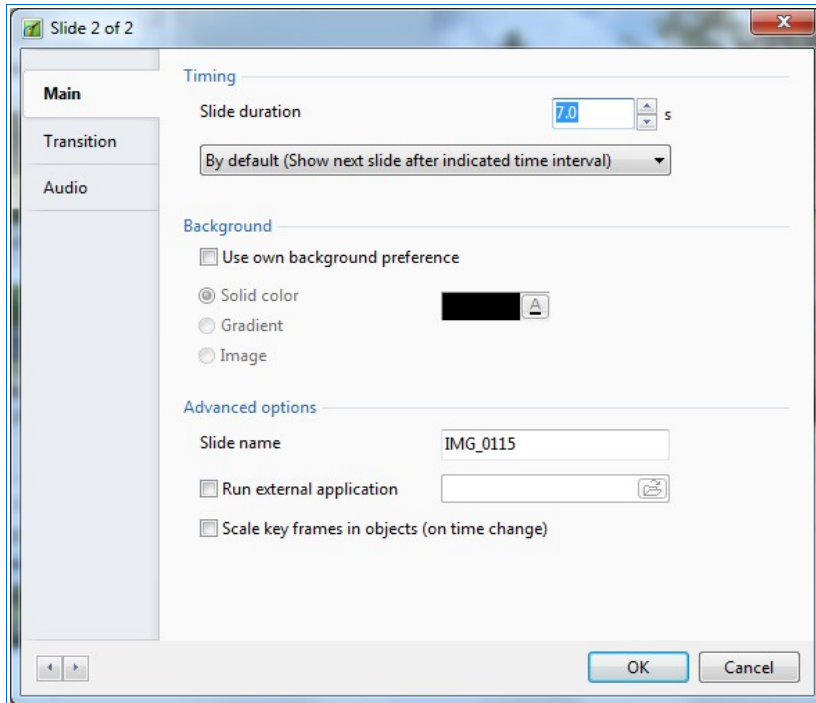
## Customize slide

If you click on the button **Customize Slide** on the bottom toolbar, you can see the following tabs: **Main** and **Transition**.

### Main Tab

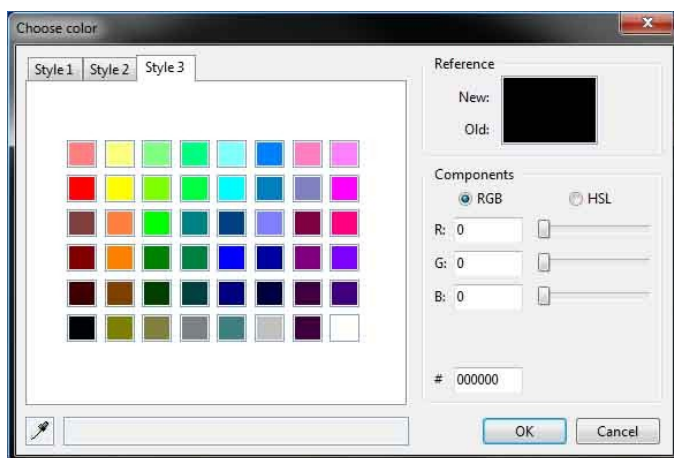
Sections **Timing**, **Background** and **Advanced Options** are found here.

- **Timing** Includes the following features:



**Slide duration.** 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.

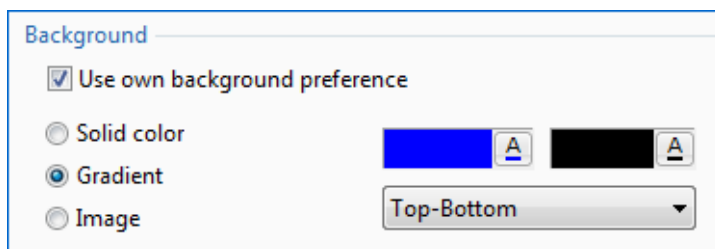
The next menu gives you an opportunity to choose among the options, which are self-explanatory. You should just select what you need. If you select **Loop this slide**, in this case, the slide gets caught in an endless loop. If there is animation in this slide, it is also looped, till you press **Right**. This option is very useful for creating the menu, from which the slideshow will go further.



- **Background.** 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 **Solid Color**, **Gradient** and **Image**.

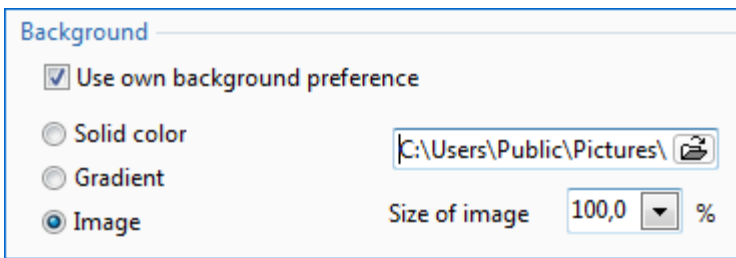
If you choose **Solid Color**, just simple color appears. To choose the color, you should click on the button «**A**» beside and you will see the following dialogue box.

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**, you will see the next box.

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 **Image** the following box is shown.

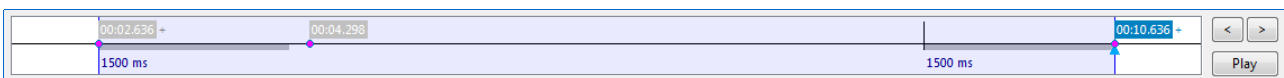
As you can see, by clicking on the **folder**, you can select the image from any directory file you wish and adjust its size.

■ **Advanced Options** 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.

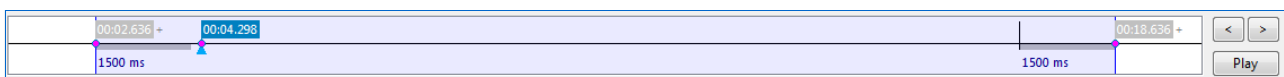
**Slide name** is the field where you can rename the slide and give you own title of it if necessary. After that you can see the name of concrete slide in the slide list.

**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:

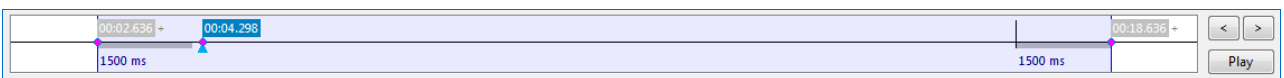
From this example you see, that the time of slide display is 8 seconds.



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.

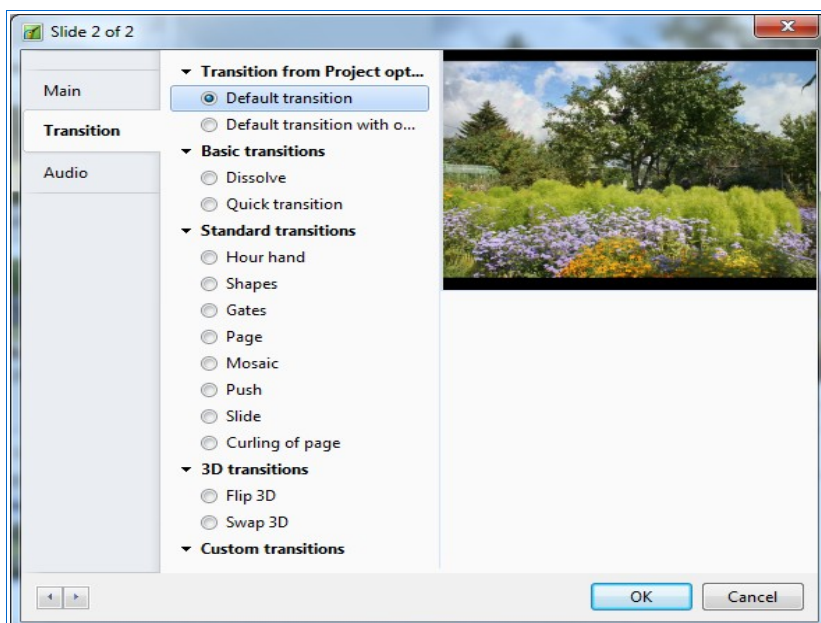


Here we also set the time of the slide up to 16 seconds and switch the option **Scale keypoints in objects (on time change)**. So the time from the first to the second keypoint is twice bigger now.



## Transition Tab

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

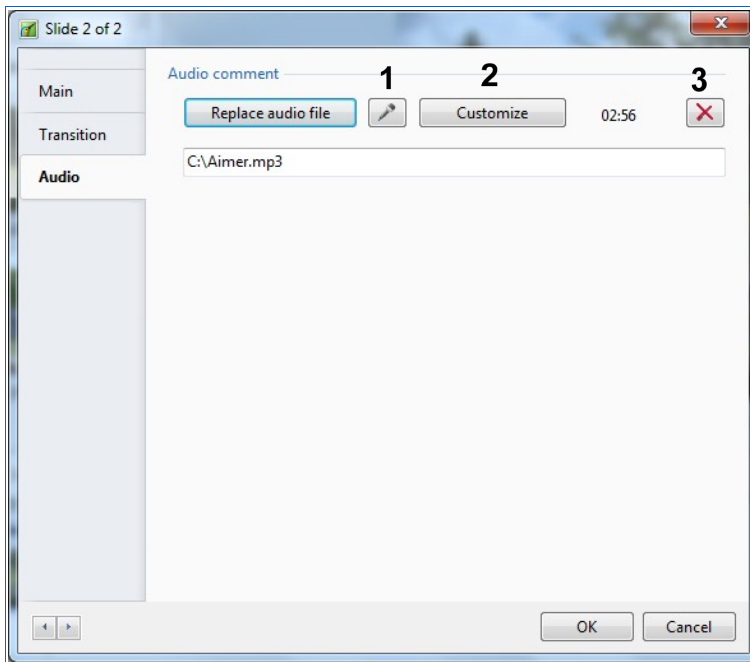


You can adjust the **thickness of smoothing line** and **Transition duration** which is the time of continuance of this transition effect, by using up and down arrows for setting the time.

You can also create and save your own transition effect. For more details see the chapter [Custom transitions](#).

## Audio tab

Here you can add an audio file or recorded voice to the slide.

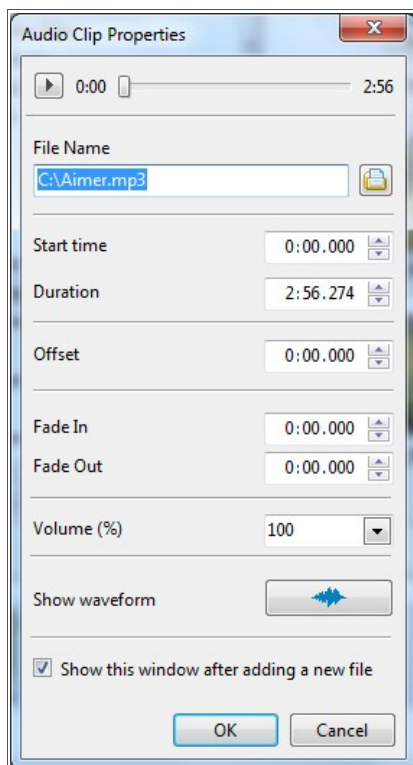


To do this, you should click on the button **Add audio file** and the dialog box appears, where you can choose the necessary audio files from your computer.

An option **1 Record Voice Comment**. On clicking on the **Microphone** button the dialog box appears, where you can record your voice comments to the slide.

**3 To delete all audio files** click the button.

**2** For editing audio clips select the necessary variant, 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 25<sup>th</sup> 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 audio file on any number of second or minutes you wish.

**Crossfading** means that the audio file will begin playing gradually and you can set the time when it will be heard in 100% volume.

**Offset** means that the audio file 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.

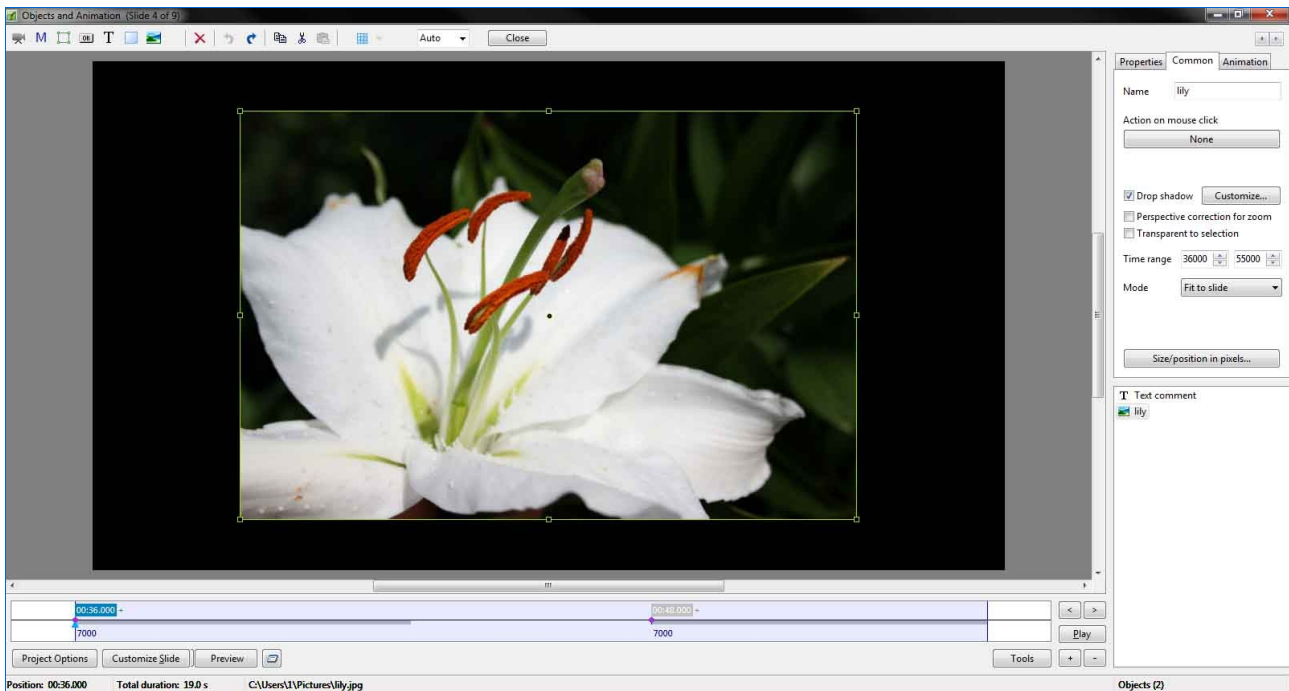
**Volume** is a self-speaking option. The peculiarity here is that you can set the volume louder than 100% and more silent than 50% even.

**Show waveform** is an 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.

# 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 **information bar**, where you see the number of the slide, which you have selected.

Under the information bar there is **tool bar**, which includes a number of icons:



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

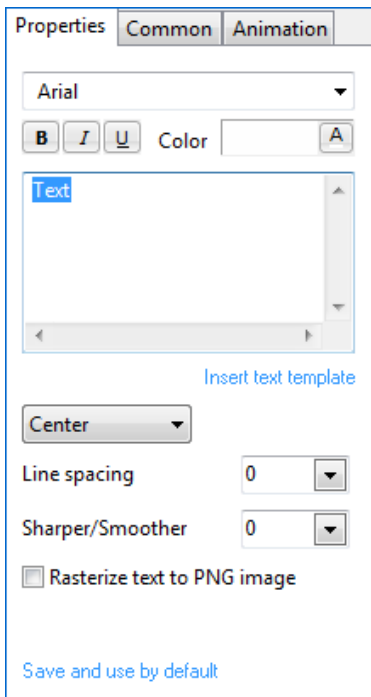
**2** This icon gives you an opportunity to add **mask** to the slide. When clicking on this button, the window appears, where you can adjust an image as a mask and apply it to another image. For better understanding this option will be described in the chapter **How to create Mask effect**

**3** 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.

**4** 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.

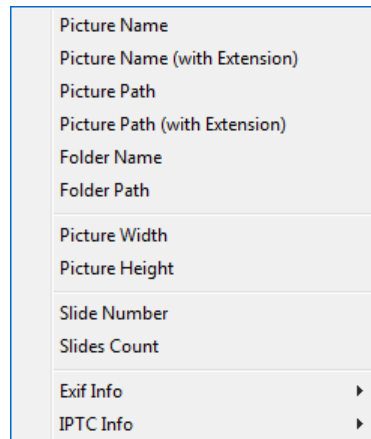
**5** The icon in the form of **T** helps you to add the text to the image.

You can see the following settings in the **Properties tab** on the right side of the Objects and Animation window:



You can select **font, size, colour** of the text.

In the window below you can type the necessary comment, which will be also displayed as an object on the left.



You can also select the template as the comment for your slide. Click on **Insert text template** and choose the necessary one.

Here you can also select aligning of the text, its Line spacing and Sharpness/Smoothness.

**Rasterize text to PNG image** gives an opportunity to transform the text.

**Save and use by default** option helps to use these settings by default.

**6** 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.

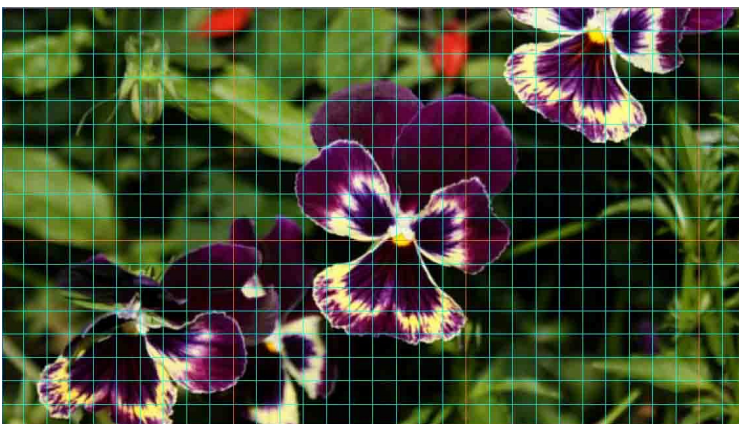
**7** On clicking the icon **Add Image** the dialog box, where you can choose the necessary image from the directory tree of files, appears. If you want your added image to be independent from the other objects, you should see, that no objects are highlighted in the object list in the right lower corner of the main window, before clicking on this icon.

**8** 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.

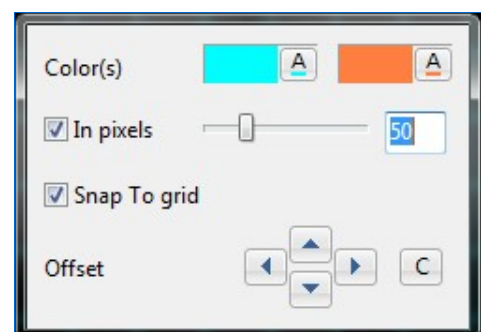
**9 Undo** and the **>** icon, that means **Redo**, give you an opportunity to make changes during your work till they are not saved.

**10 Copy** and **11 Paste** icons.

**12 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.



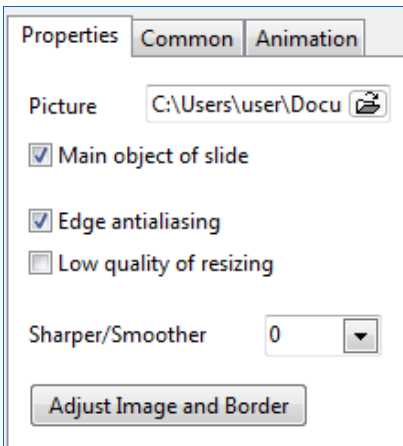
You may also show this grid in **pixels** or just in **columns**. Moving the bar near this option gives you an opportunity to enlarge or diminish the grid. If you set to show the grid in columns, you see two boxes with numbers, where you can set the necessary number of columns vertically (the first box)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

**13** 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 **Objects and Animation** option window.

## 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/Smoothing** option gives you an opportunity to make picture sharper or smoother according to your needs and the initial quality of picture.

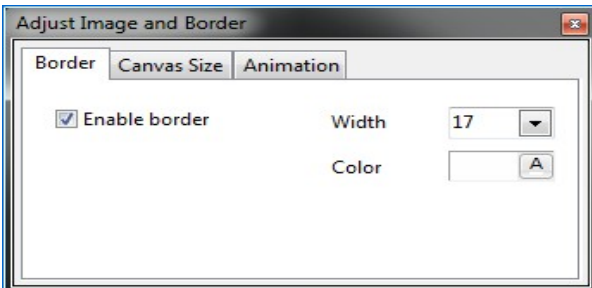
For better understanding of the functioning of this option it is better to see the difference. Both images are zoomed out.



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:



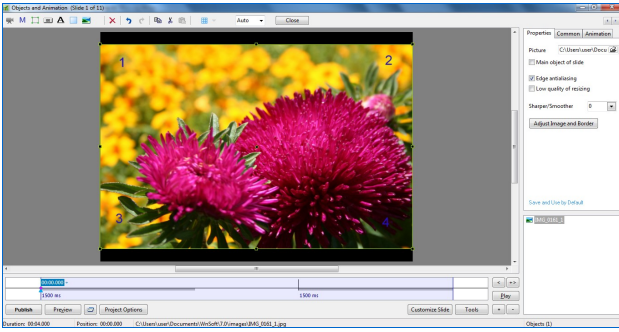
If the box **Enable Border** is checked, in this case the **border** or **frame** appears around the image. Customizing the parameters on the right, you can change its **width**, **color** and **transparency (component A)**.

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.

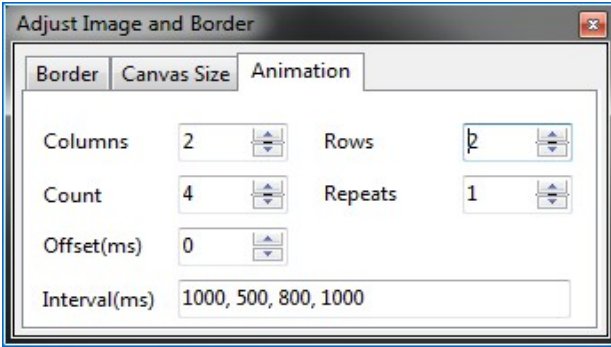


The window is floating, so you can leave it open while customizing another functions. It will look in such a way.

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.

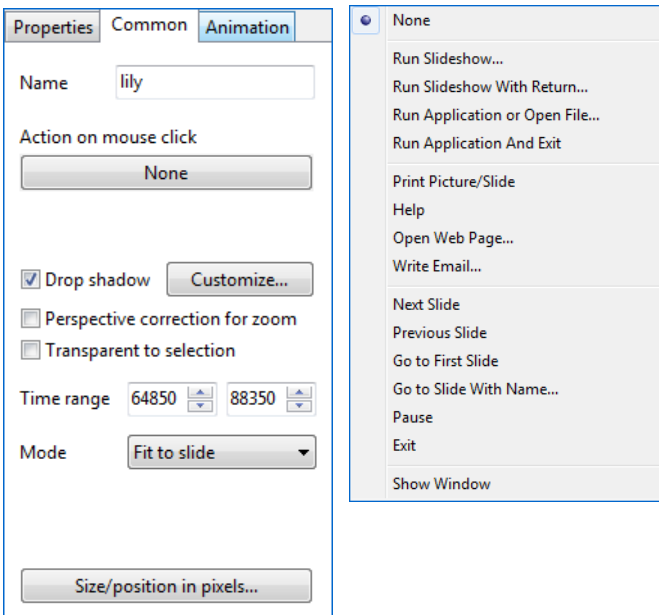


Then click button **Adjust Image and Border, Animation Tab.**

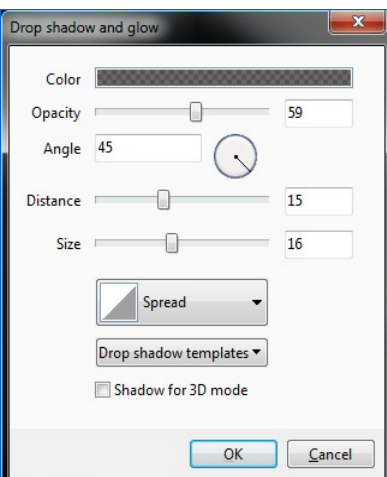
Here we should adjust the number of **columns** and **rows**, the number of **counts** (parts) and repeat. You should remember that if you leave the number of **repeats 0**, the animation lasts endlessly. If you want to set the **interval** for every part, you should set them in a comma. To see the animation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

## Common Tab

This 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.

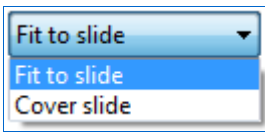


You can customize **Drop shadow** (the figure is shown below). Here you can select the **Color** of the shadow by clicking in the color box. You may set **Opacity** from **0%** to **100%**, **Angle** and **Size** of the shadow, **Distance** from the image and **Spread** (Form) of the shadow. At last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

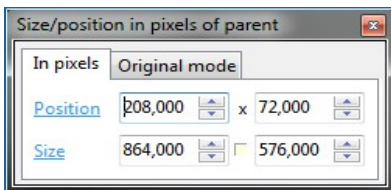
**Perspective Correction of Zoom** is used instead of camera zoom.

**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.

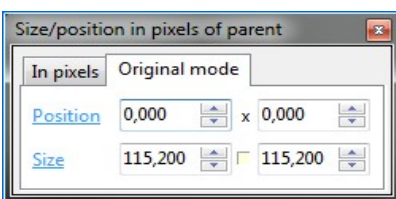


You can also select the Mode between **Fit to slide**, **Cover Slide**.



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.

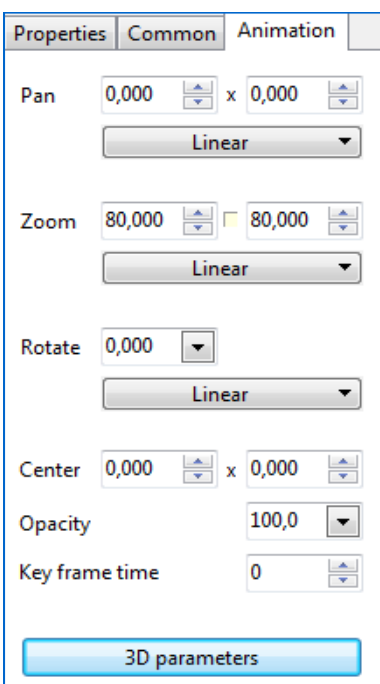
You should remember that if you change the **virtual size** of the images of the slideshow in the **Project Options, Screen tab**, the figures here are also changed and the image is moved not right. So it is better to set the **same virtual** size of the image as its **real** size not to contradict with 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.

## 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.

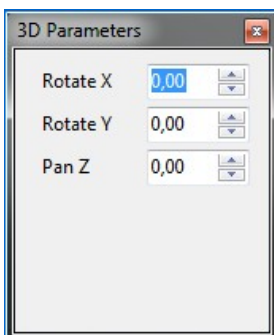
Here by moving the cursor in this box, you may rotate the image in both directions. It's important to note, that you may also move the slide dragging it by the angle of the green rectangle, which you may see if the object is highlighted.

**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.

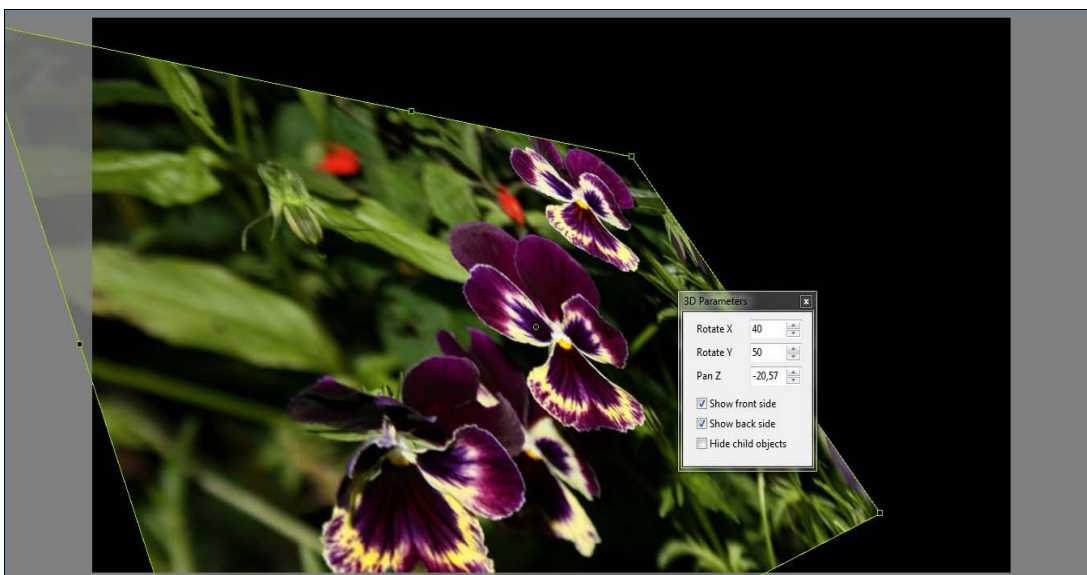
**Keyframe Time** option shows the time of the current slide from one keypoint to another one and will be described further (see [Timeline Operation](#)).

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.

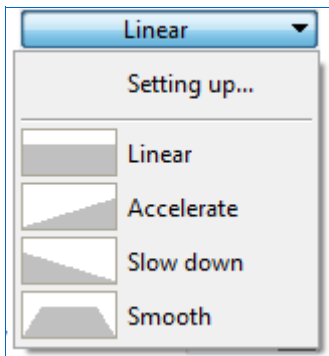
Have a look at following example:



You can change the position of image with the help of mouse. 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**.



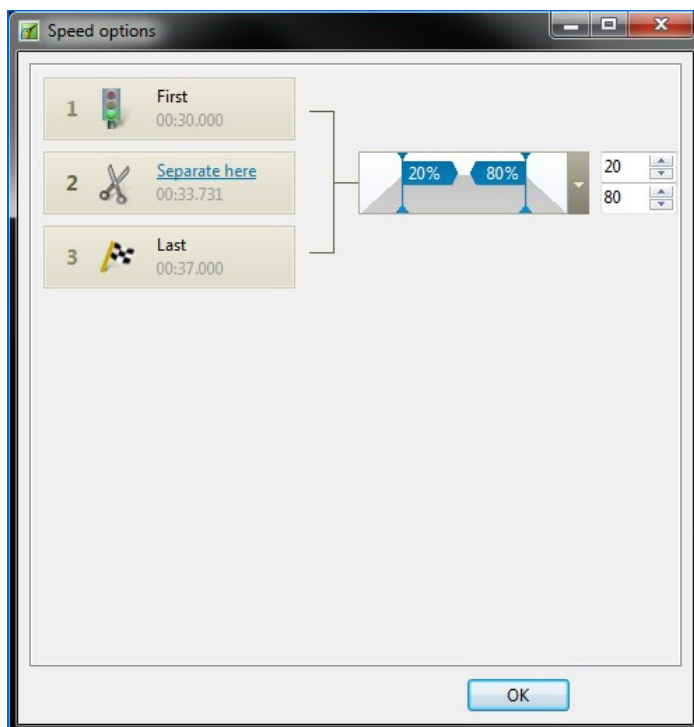
**Linear** means that an object or an image moves (begins, continues and ends) with one and the same speed.

**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.

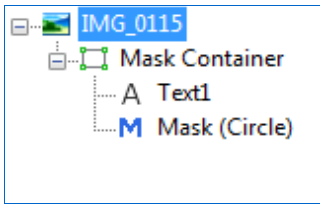


Here you can see the number of keypoints, which you have created for a certain image in the Timeline window. You always have the first and the last keypoint and a number of inner keypoints. The first and the last cannot be changed, but inner keypoints are changeable. You can see the scissors on the inner 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...		Bring to Front	Shift+PgUp
Put to Center		Send to Back	Shift+PgDn
Cover Screen	Alt+S	Forward One	Ctrl+PgUp
Order		Back One	Ctrl+PgDn
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.

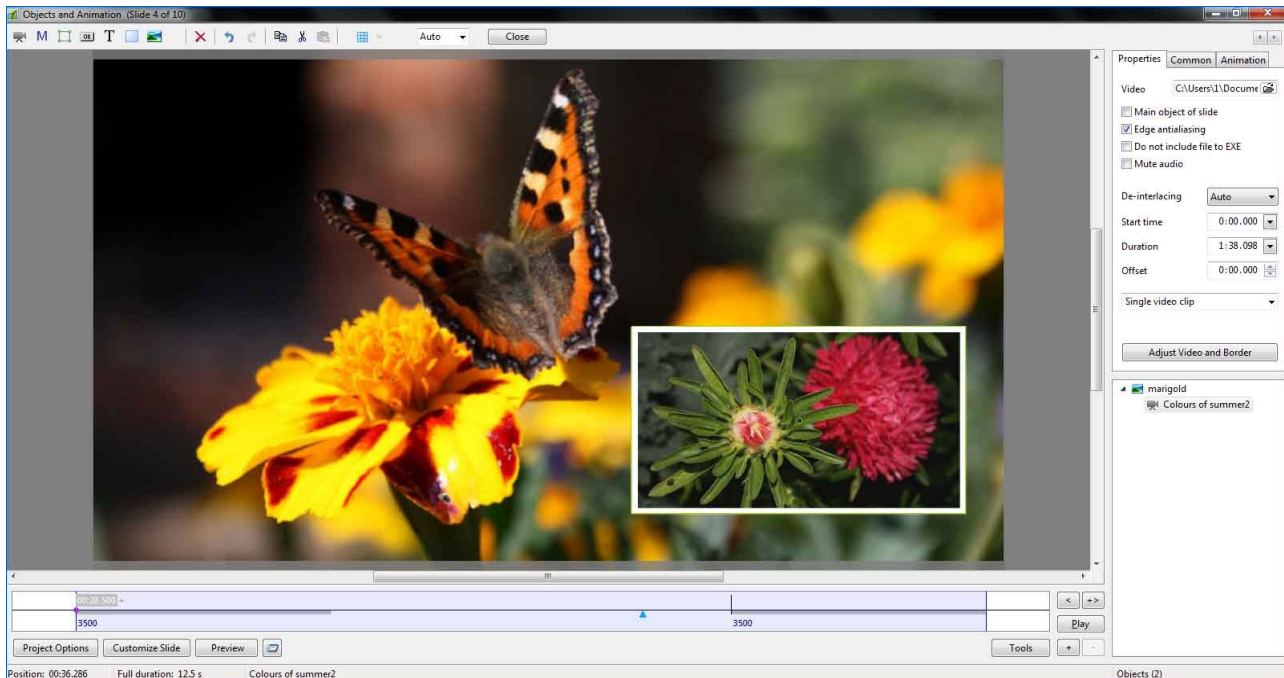
## Video Clips in Slideshow

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

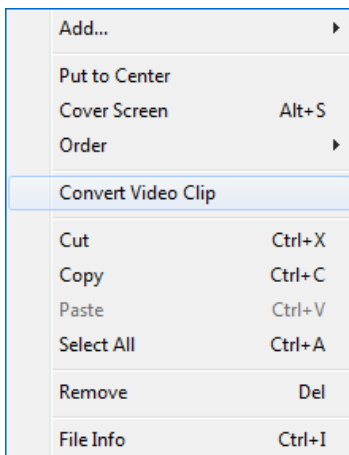
Video track can go through the several slides. To reveal video, place one video clip on each slide and link them all with the master video clip.

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.

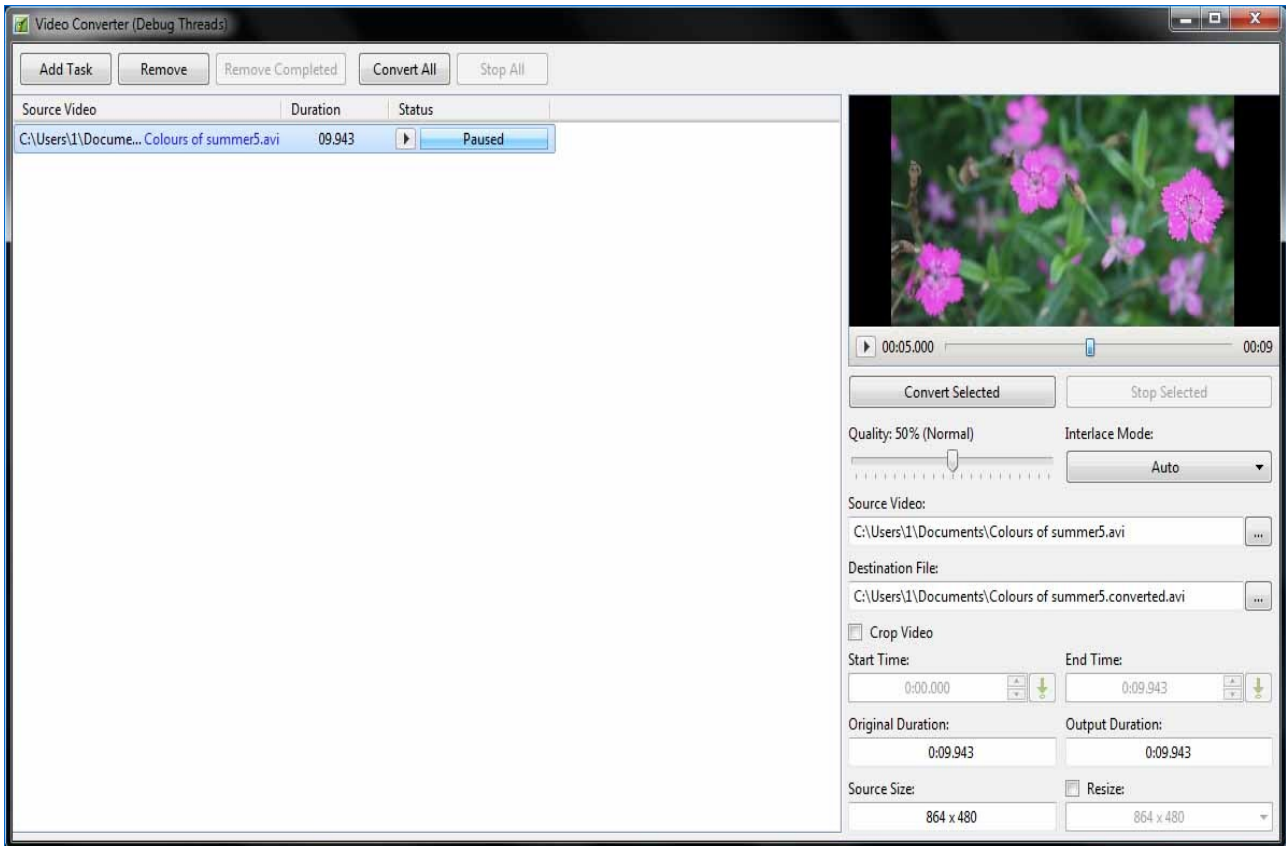
Besides, you can convert video clips right in the software in **WnSoft video converter**. Our video converter converts video files to the optimal format for the most qualified and smooth playback of video clips in the slideshow.

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.

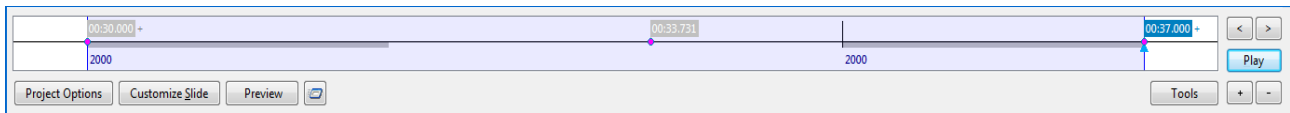


Here you can add several tracks and convert all of them simultaneously.

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.



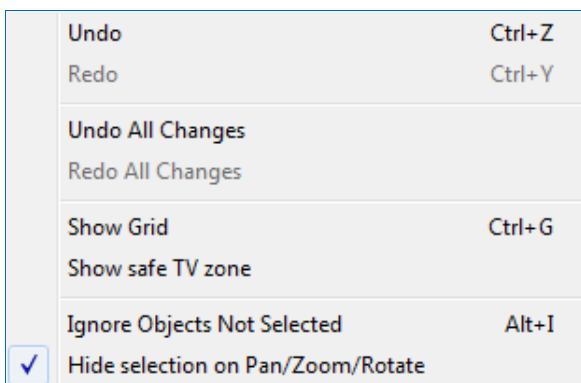
Here you can see the blue rectangle, which identifies the time of showing a current slide. The blue line on the left shows the beginning of the slide and on the right - the end of the slide. You can also see keypoints, which are highlighted in pink. Above the first keypoint there are the figures in blue, 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 soundtrack for show. 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 **Project Options**, **Customize Slide** and **Preview**, which have already been described.

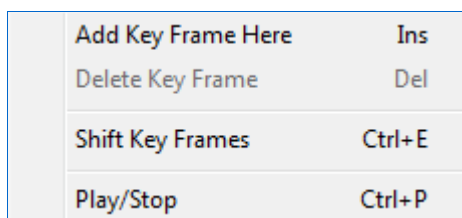
Beside **Customize Slide** there is one more option, which have not been described yet, **Tools**. When clicking on it, the following dialog box is opened.



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.

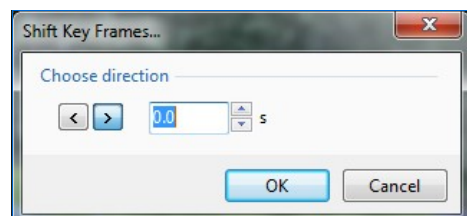
When right mouse clicking on the timeline you can see the following dialog box.



**Add Key Frame Here** is the option which gives you an opportunity to add key frame right in the place you click.

**Delete Key Frame** helps you to delete not-necessary anymore key frame.

When clicking **Shift Key Frames** the following dialog box opens.

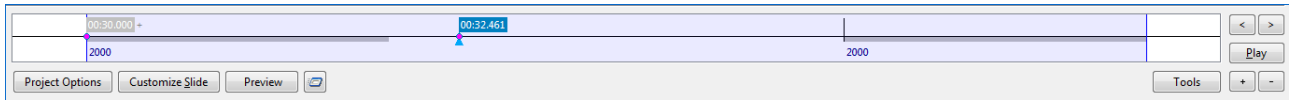


You can select the direction of shifting: to the left or to the right, also set the number of seconds on which you want to shift key frames. Click **OK** and all the key frames will be shifted.

## How to Create Pan Effect

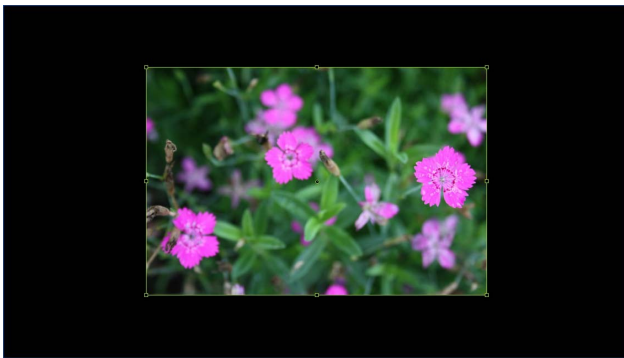
If you want to create **Pan effect**, you should do the following steps:

- 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.

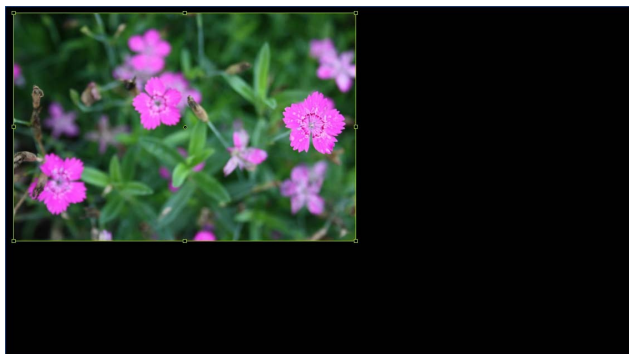


Set the keypoint, which is shown in pink and then customize the position and the size of the slide by dragging it with the help of the mouse or using small blue arrows in the **Animation Tab > Pan**.

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.

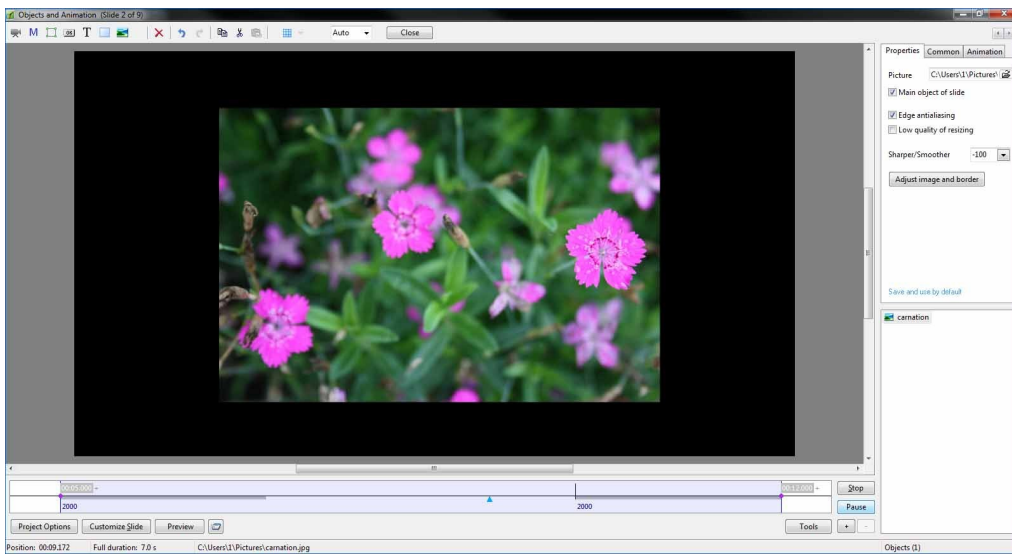
That is how to create panning of the slide, if you want it in your project.

## How to Create Zoom Effect

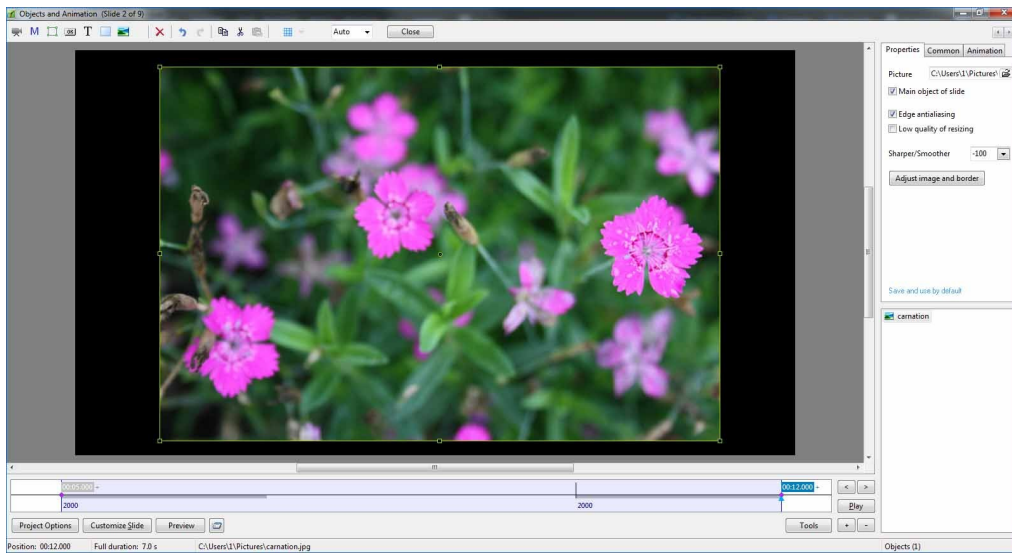
If you want to create Zoom effect, do the following steps:

- 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 following 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.



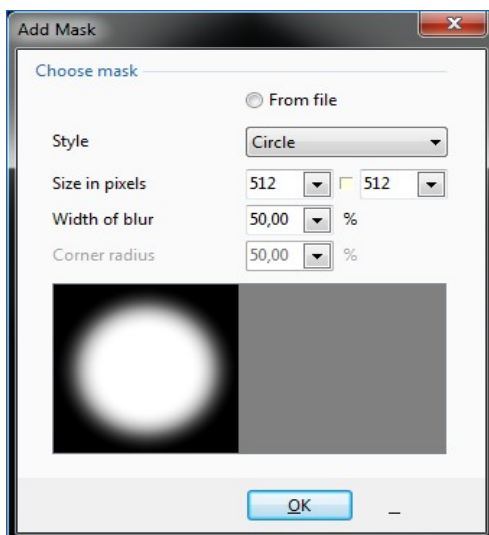
From the next example you can see the zoomed picture in another keypoint position. The image can be adjusted with the help of the mouse by dragging the angle of the green rectangle to the necessary direction. You can also do this with the help of blue arrows in the Animation Tab.



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:



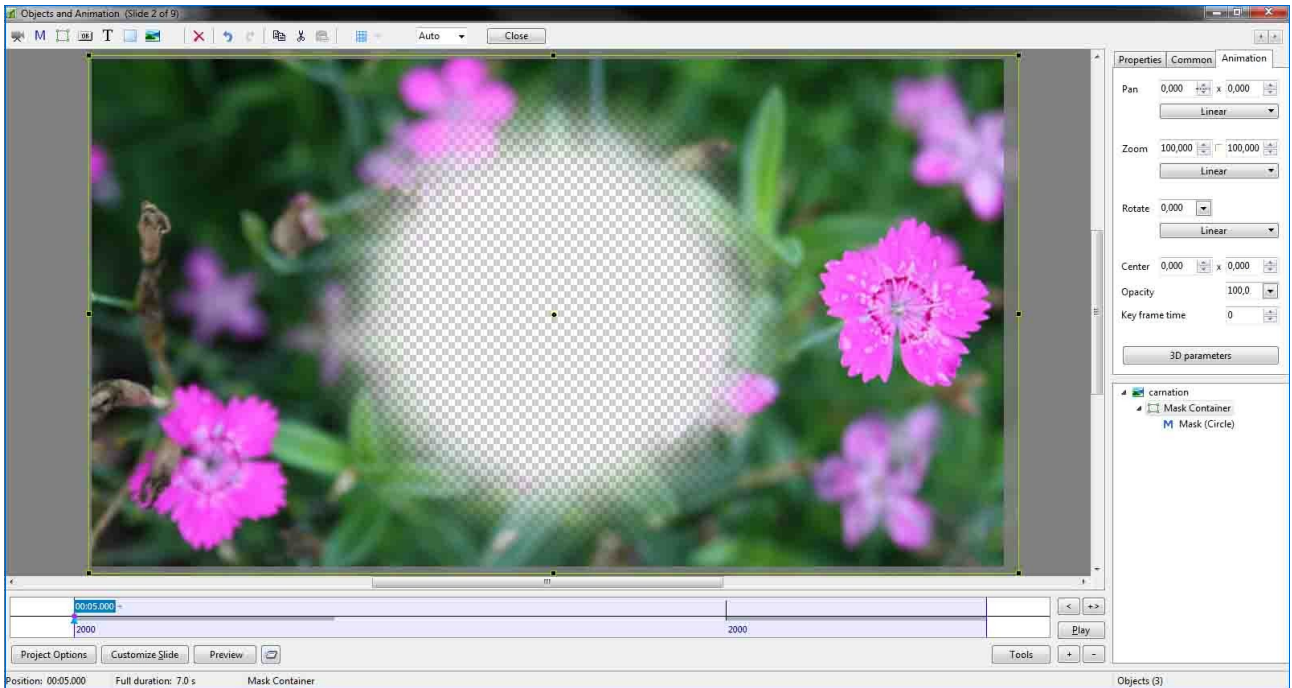
After opening the image in the Object and Animation window first you should **add** the **mask** with the help of the button **M** in the **tool bar**. After clicking on this button the following window will be opened.

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.

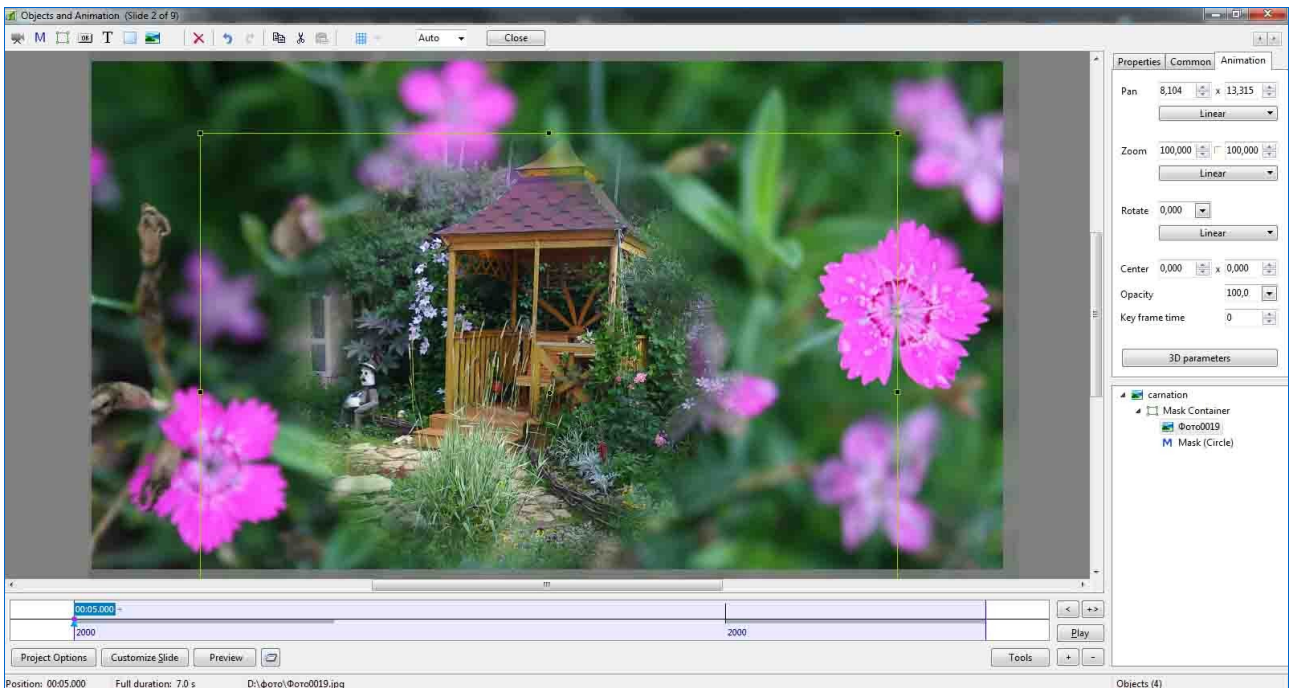
When you are sure your mask is ready, click **OK** button and go to the next step.

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:

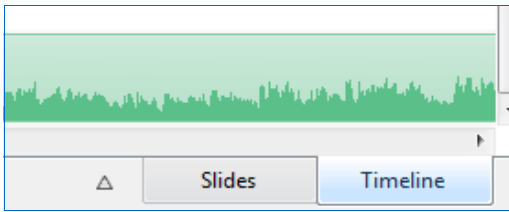


After you have added the mask and the image you can make **pan/zoom effects** as it has been described earlier. You should only add keypoints and customize the images and mask itself.

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.

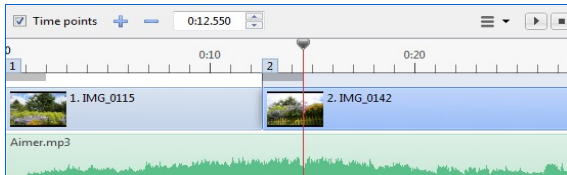
# Timeline Operation

If you want to add soundtrack to your slideshow, then customize it and synchronize the slideshow to soundtrack, you should use **Timeline View**, which is found in the **Main Window** of PicturesToExe on the right from **Bottom toolbar**.

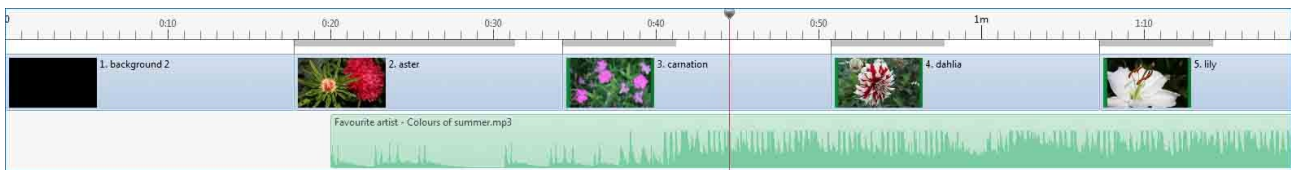


The main function of the **Timeline View** is to synchronize a number of slides to soundtrack.

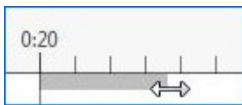
To see the **Timeline** and **synchronization** window, you should click the button **Timeline** on the **bottom toolbar**, and the following window instead the **Slide List** will be opened.



Here above the timeline you can see the top toolbar where there is number that indicates the temporary position of highlighted slide or audio track.

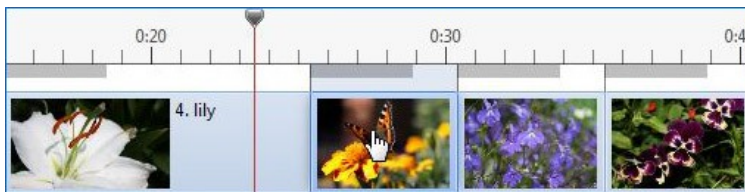


The figures above the line indicate the **seconds**. The beginning of the Timeline is **zero**, the end depends on the duration of the sound track and may be any number of seconds or minutes. The cursor of synchronization (vertical red line) indicates the playback position on the Timeline.



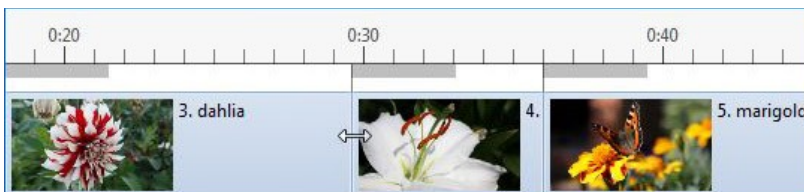
Thick **gray lines** beside each slide indicate **duration of transition effect**. To change the duration of transition effect set the cursor on the gray line and drag the bidirectional arrow in the necessary direction.

The miniatures of slides show **duration of the slide**. The total duration of the slide (with the next transition) is displayed in the Status bar.



You can also change the position of the slide by dragging its miniature. The duration of the previous slide will become shorter or longer thereafter.

The positions of the following slides will also be changed, but their duration will be the same.



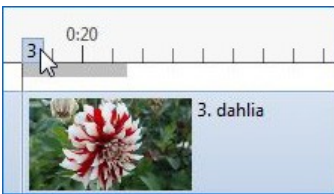
To change the position of the slide without changing the position of the other slides the following operation helps. Set the cursor on the beginning of the slide and the bidirectional arrow will appear.

Then drag it to the necessary direction.

Double click on the miniature of slide opens the dialog box **Customize slide**.

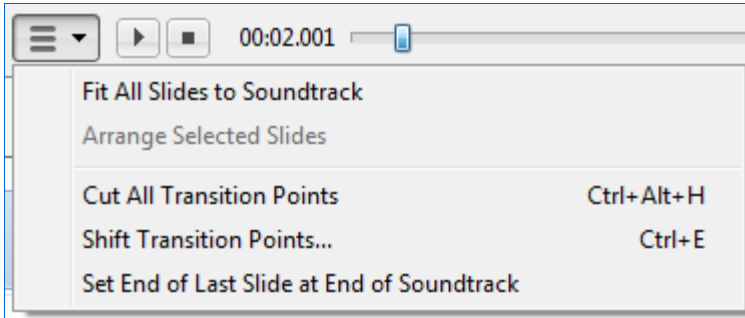
Button **Time points**, located on the toolbar above Timeline, also helps to change the position of the slide. Clicking on it, you'll see the square time marks on the Timeline. They can be moved along it and the slides will change their order accordingly.

This will change the position of slides:



- related to the time point;
- preceding the initial time point;
- preceding the final time point.

Relatively the position of the slide (related to the time point) will be changed, but the position of the other slides will be left the same. You can also adjust the following options on the timeline.



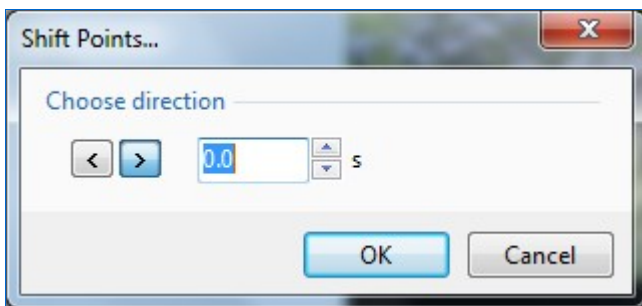
**Fit All Slides to Soundtrack** helps you to set all points on the timeline bar in the equal intervals of time along the sound track.

**Arrange Selected Slides** 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 Slides**. 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:



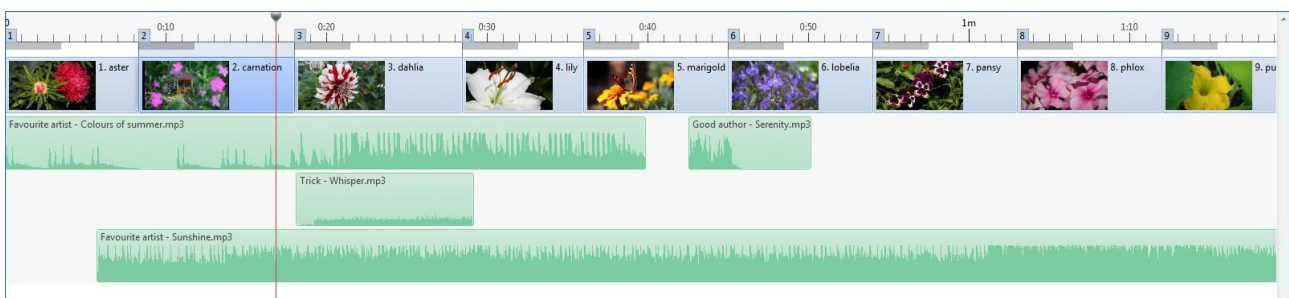
Here you can **Choose Direction**, where to shift the points, the first arrow gives you an opportunity to shift to the **left**, the second one – to the **right**.

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

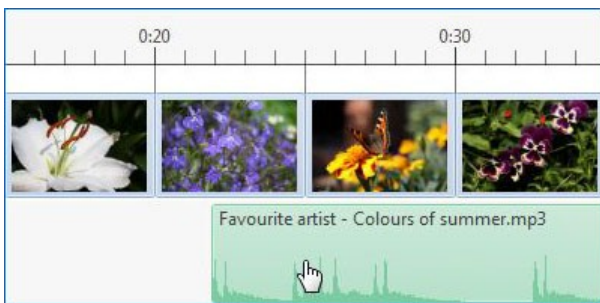
After that, click **OK** and see the result.

**Set End of Last Slide at End of Soundtrack** 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.

**Audio files** and **tracks** are shown as **waveform** under the thumbnails of slides. On the following picture you can see three audio tracks. The first (top) contains two audio files.



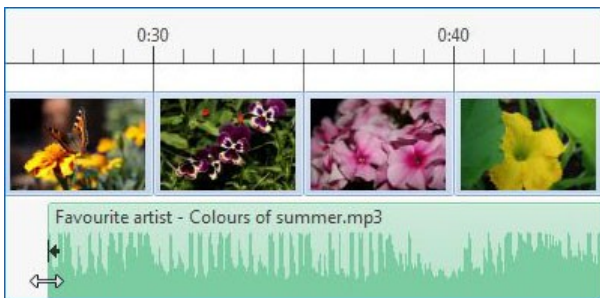




You can change the position of audio file by dragging it. This also will change the positions of audio files of this audio track, located on the right. To change the position only of one track use the button **Ctrl** additionally.

By dragging you can also create new audio tracks and change the positions of audio files between audio tracks.

There is also an opportunity of cutting audio file right in the mode Timeline. To do this drag the cursor to the beginning of the waveform and the bidirectional arrow will appear. Drag the audio file. The cut file is marked by black arrow on the border of audio file.



Double-clicking on the waveform opens the dialog box [Project options | Audio tab](#)

For convenient editing you can go to the fullscreen mode by clicking **Toggle Fullscreen (F4)** on the **Bottom toolbar**.

Right mouse clicking on the waveform opens the following tab.

Mute Track	Ctrl+M
Lock Track	
Lock All Tracks	Ctrl+L
Remove Track	
Move Track Up	Ctrl+PgUp
Move Track Down	Ctrl+PgDn
Remove Audio Clip	
<b>Customize Audio Clip</b>	
File Info	

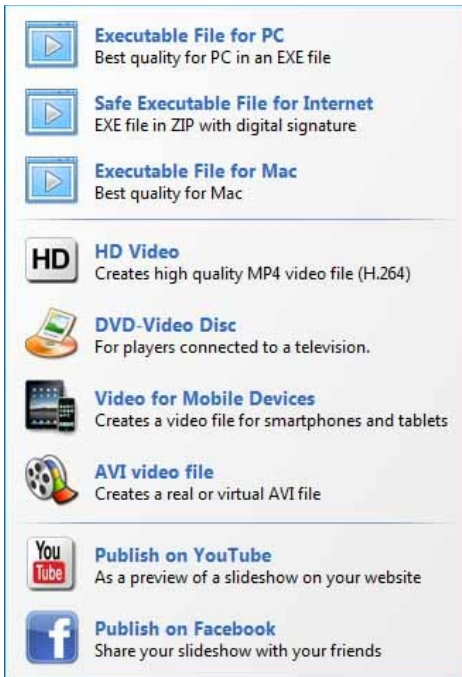
Here you can see the functions which help to work with audio tracks: **Mute Track, Lock Track, Lock All Tracks**. Pay attention that if you want to move locked tracks, press button **Ctrl** and move them easily. You can also use other hot keys to manage the tracks: **Click Mouse Wheel to Mute Track, Shift+Click to Mouse Wheel – to Mute Other Tracks and Ctrl+Click to Mouse Wheel – to Lock Track**.

Below you can see the functions which are self-explanatory: **Remove Track, Move Track Up and Move Track Down**.

Also you can **Remove Audio Clip or Customize Audio Clip**, get information about this audio file in **File Info**.

Some timeline options are represented in [Settings | Preferences | Timeline](#).

## Video Options



If you have a look at the **right side of Top toolbar**, you will see **Publish** button. When clicking on this button, you will see the window, where you can select what to create:

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

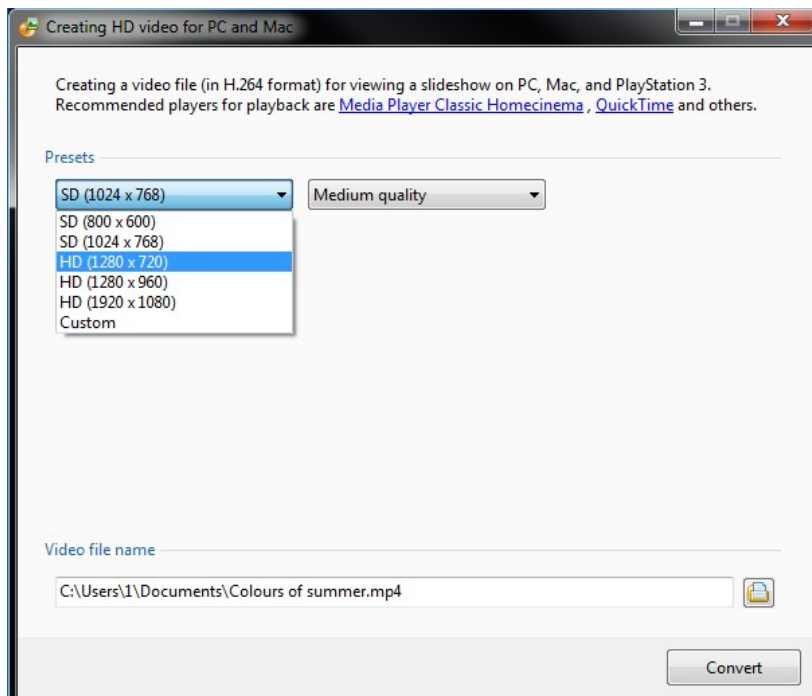
You may choose between several kinds of video, such as **HD Video, DVD-Video disc, Video for Mobile devices** and **AVI video file**.

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

All these options will be described in details further.

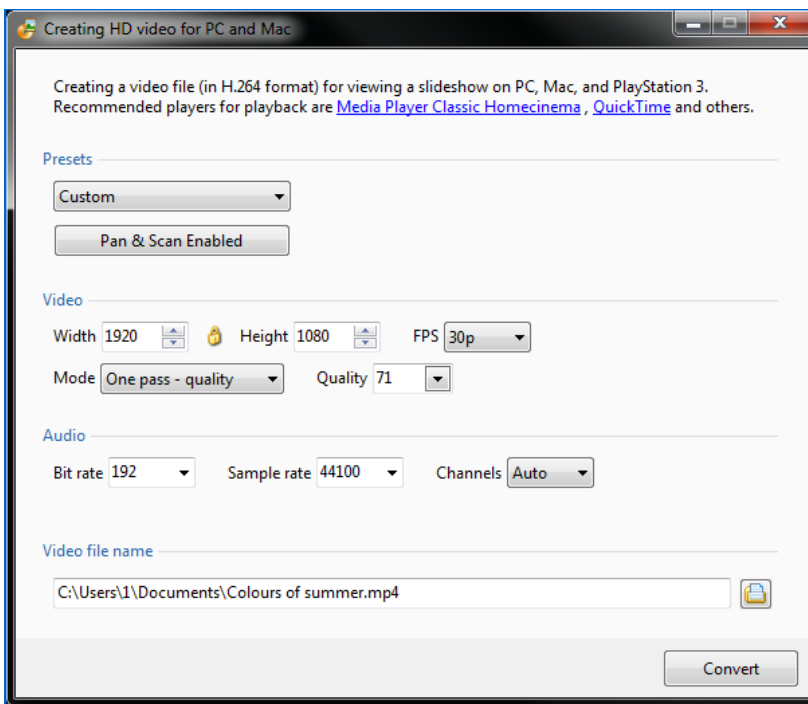
## HD Video

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.

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.

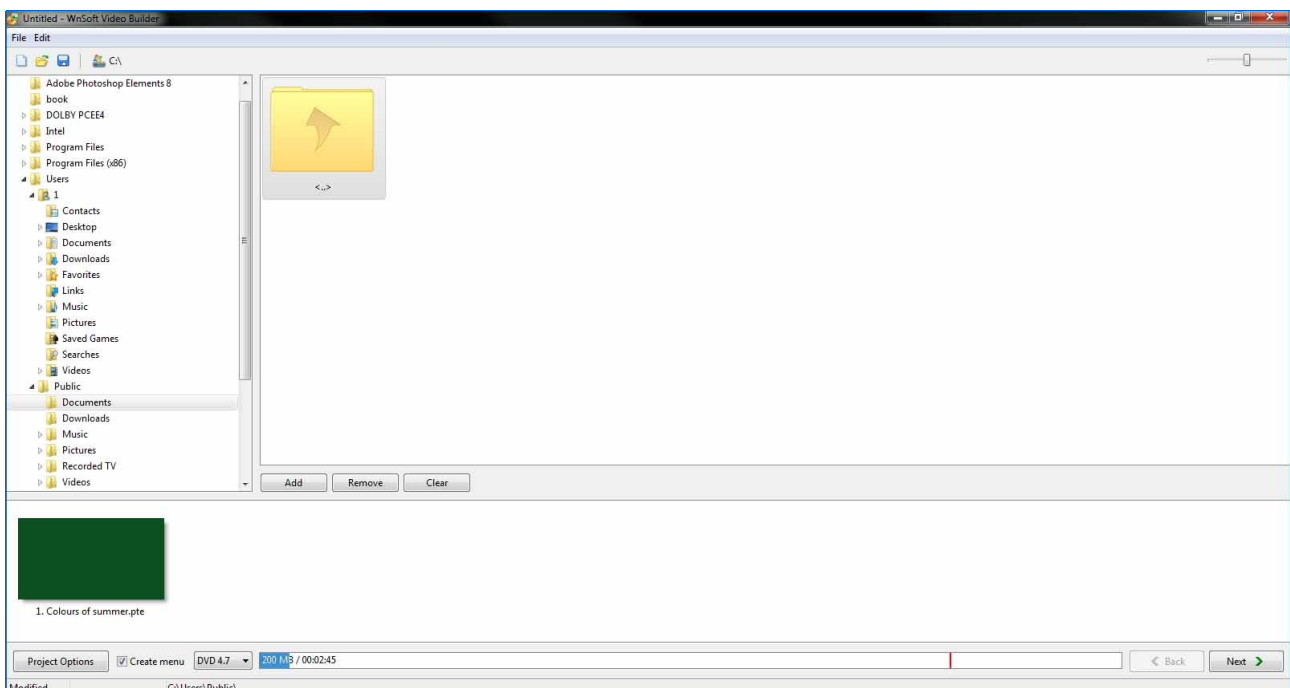
There is one more option **Pan&Scan** which is used to adjust the **aspect ratio** of **video** to the **aspect ratio** of the screen of the **monitor**, if the aspect ratio of the screen differs from the aspect ratio of the video and this option is checked the picture will be cut. And if this option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

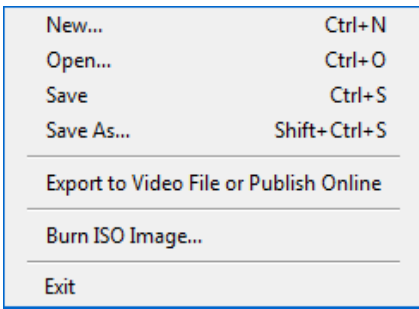
## DVD video disc (Video Builder)

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

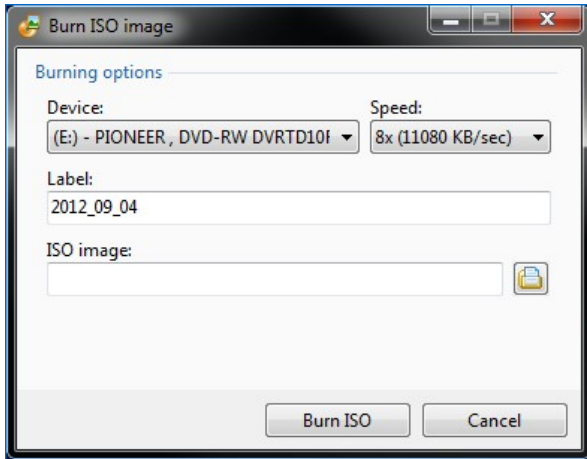
At the upper left corner of the main window there are **File** and **Edit** menus.



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



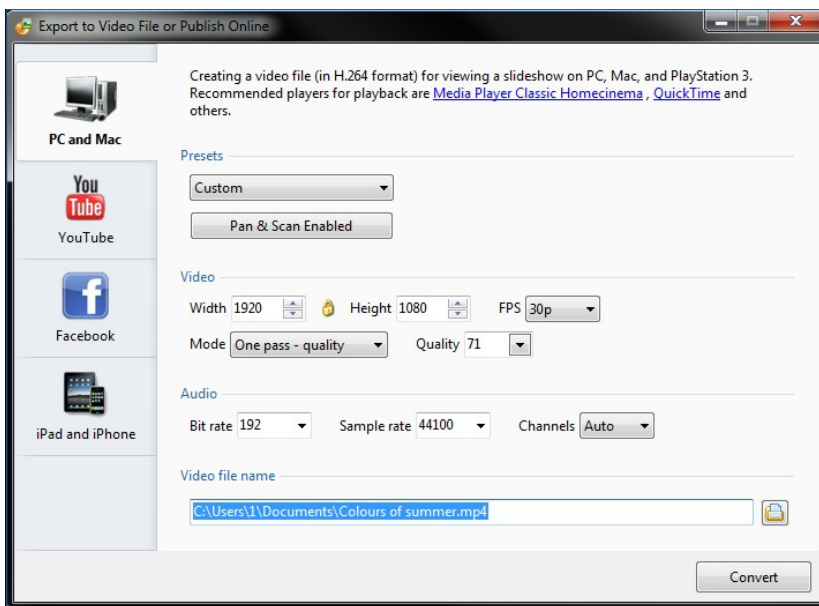
Here you can make a **New** file, **Open** other files, **Save** and **Save As** your work, **Burn ISO image**: when clicking on the **Burn ISO image**, the following window will appear.



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.

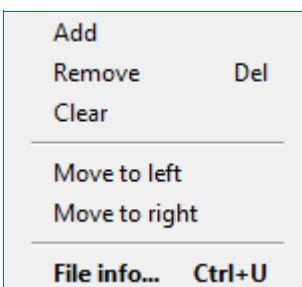
It is important to note, that **ISO image** is a special file, which is used to run the project, which you burn on the disc, without this disc.

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

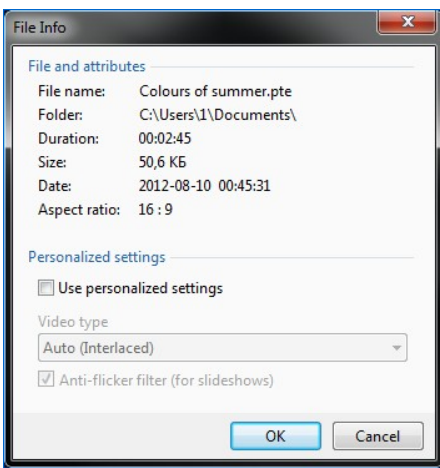


Here you may choose whether you want to **publish video** for **iPad** and **iPhone** or **PC and Mac** or **publish** your slideshow on **Youtube** and **Facebook**. The chosen by you option will be in **blue** color. All these options will be thoroughly described in this chapter **Video Options**.

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



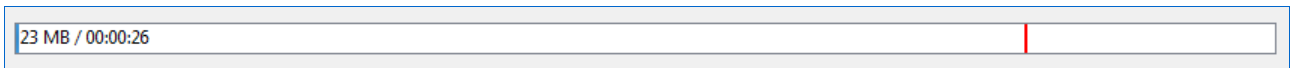
You can **Add** or **Remove** projects, **Clear** the entire project list at all, **Move** to the **Left** or to the **Right** from one project to the other. You can also see **File Info**. If you click on the **File Info**, the following window will be opened.



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.

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

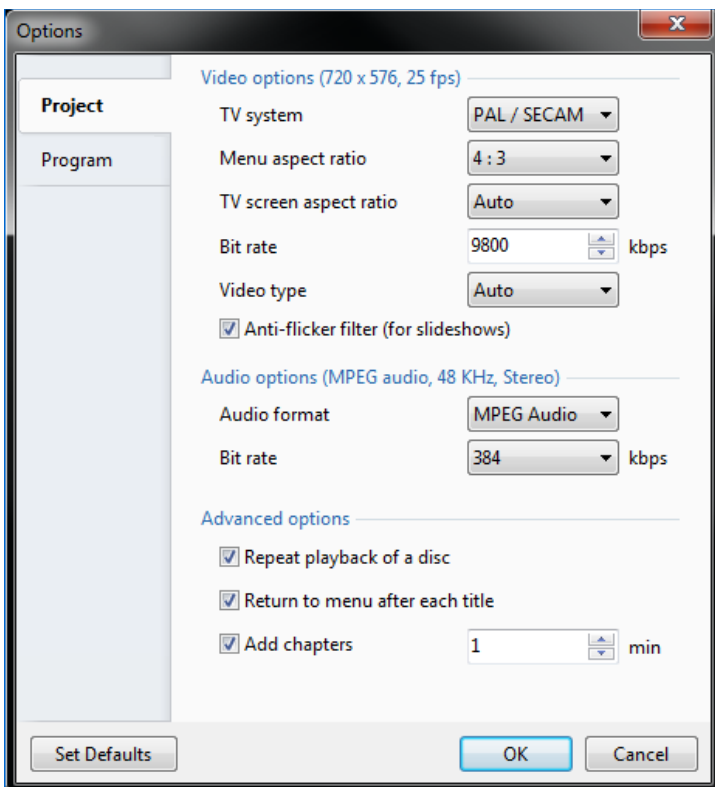
Below the **drive selector**, you can see the **file tree** of the chosen drive. Nearby there is the **preview window** for a selected file or project. Below the preview window you can see the same buttons as in the **Edit Menu: Add, Remove** and **Clear**. Then the project list is situated, where the 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** for 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**.

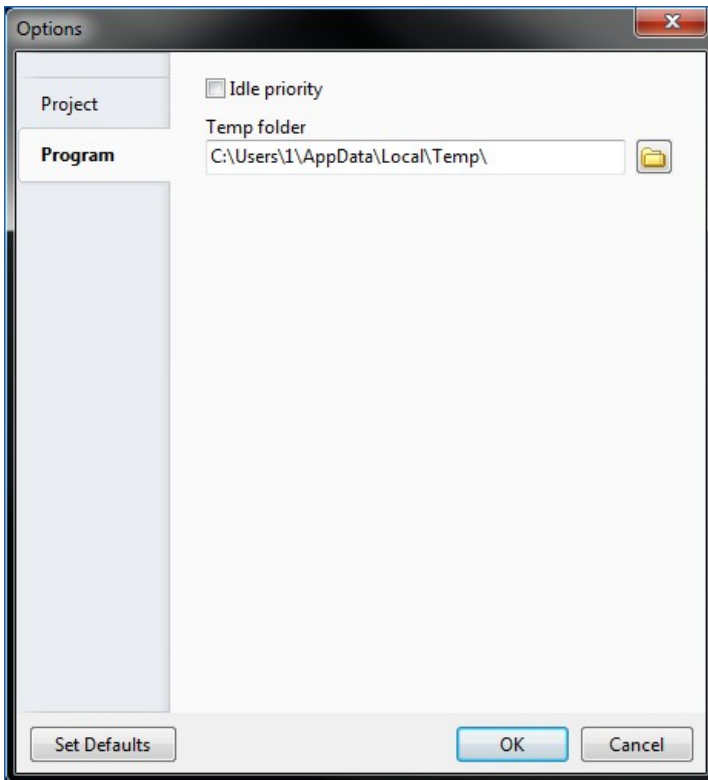
**You should remember, that it is the aspect ratio not for your slideshow, but only for the menu and title.**

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.

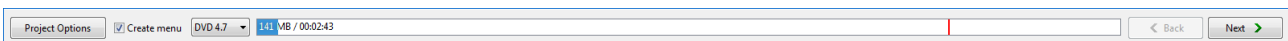
In **Advanced Options** you can customize such settings as to **Repeat playback of a disc** or not, to **Return to menu** after each title or not. You can also add chapters to your DVD-disc and set the number of minutes for each chapter.



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.

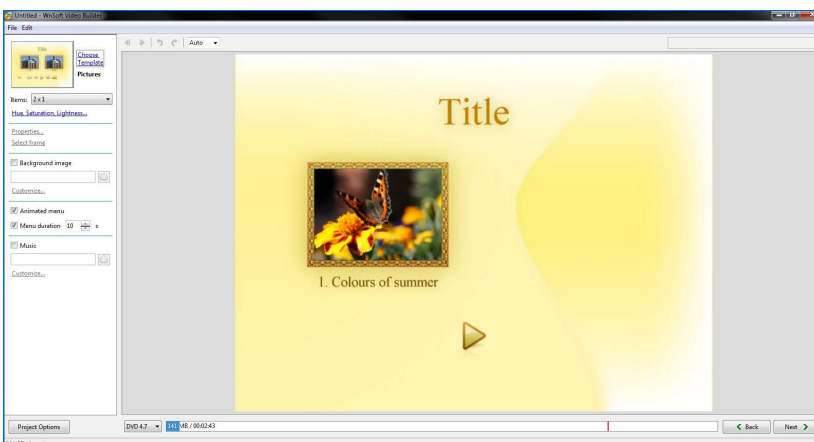
Nearby the **Project Options** button you can see several options.



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**.

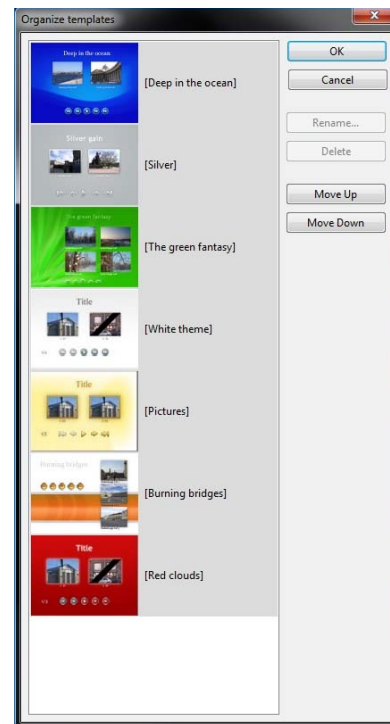
Next goes the **bar**, which shows the **total space** on the disc, as has been said above. Here you can see the **blue color**, which indicates the space occupied, and the **white color**, which indicates the free space. The **red line** shows the end of the free space on your disc. At the end of the bar, there are two buttons: **Back**, which is greyed out, and **Next**, which are self-explanatory.



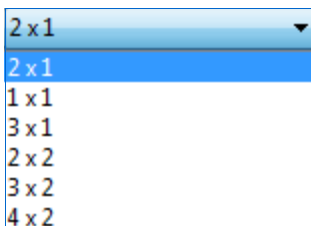
**Next** gives you an opportunity to go **forward** and **Back** - **backwards**. When you have selected the projects, which you want to burn, it is necessary to click **Next** button and the window which is shown above will be opened. Here you can customize the **menu** for your DVD-disc, if you wish.

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.

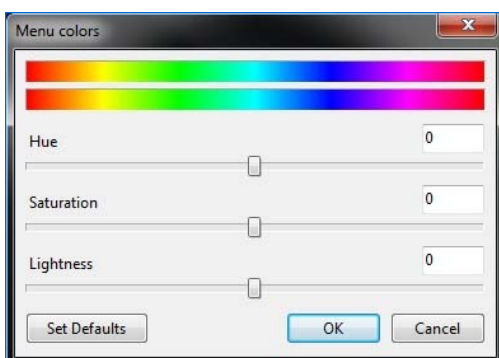


You can choose the background for your menu. There are several templates, to have a look at them, you should click on the picture and you will see the following window. Here you can see the templates and choose among them. At the bottom of the window you can see two buttons **Add template** and **Organize 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.



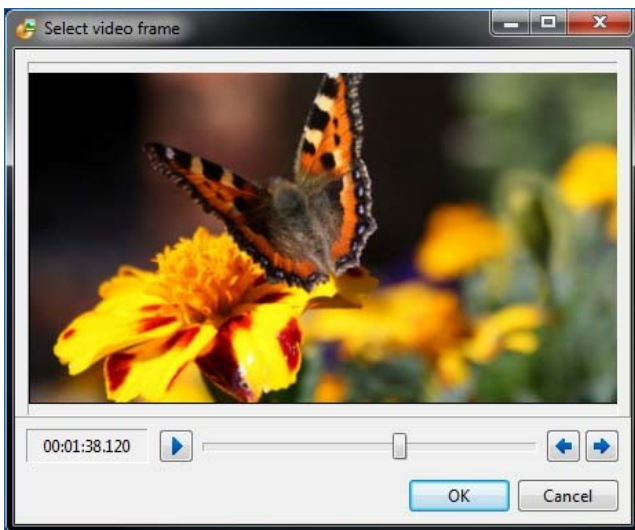
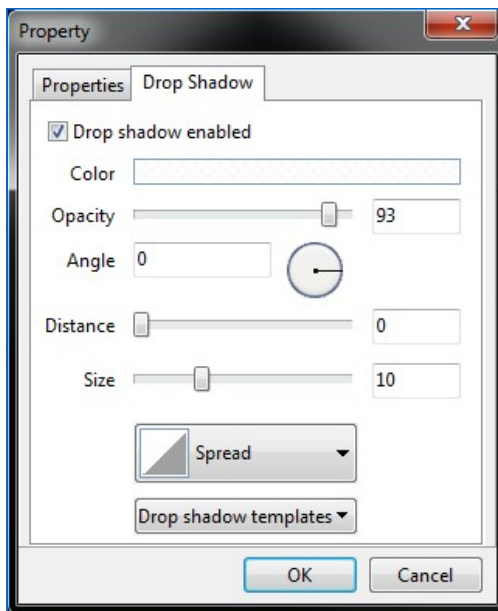
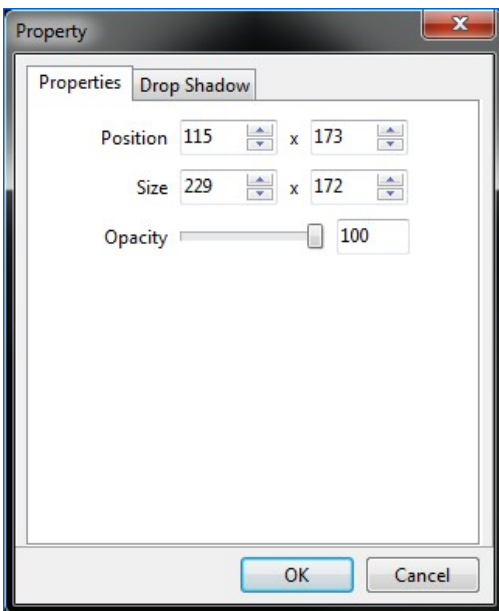
Then you can customize **Hue**, **Saturation** and **Lightness**. When clicking on these words, the following window will be opened.

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.

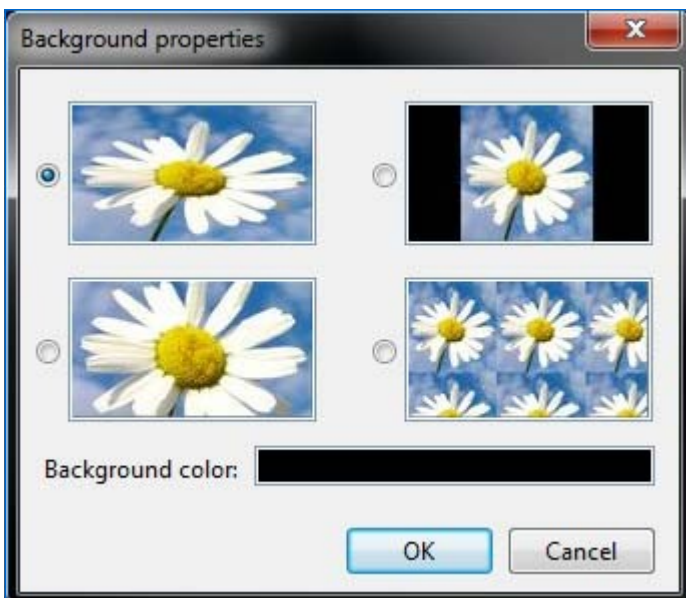
You can also see two options **Properties** and **Select Frame**. When clicking on the **Properties**, the next window will appear, where there are two tabs: **Property** and **Drop Shadow** Tabs.

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 **audio file**. If you want it 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**.

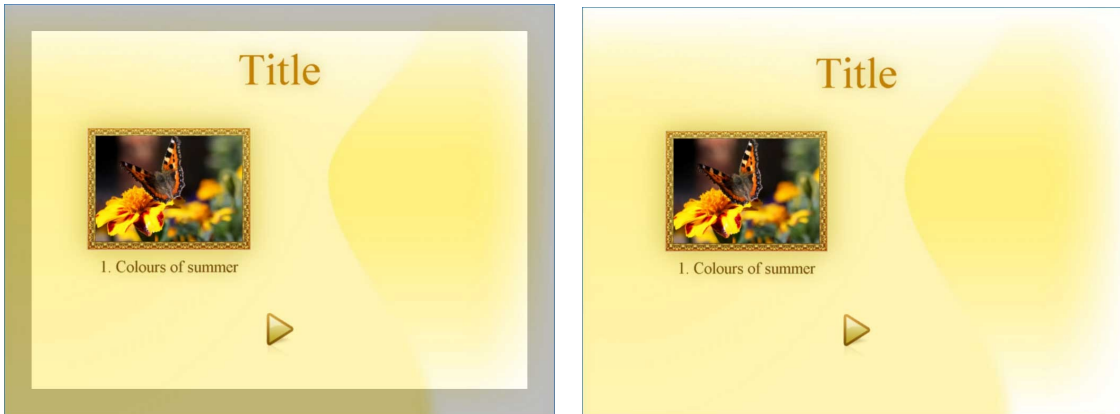


They are greyed out in our example as we have only one project. If you have more than one project, in this case, you will have more than one page and the suitable buttons will appear on the menu.

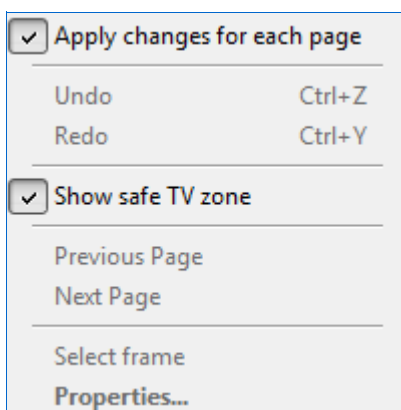
The next two buttons **Redo/Undo** give you an opportunity to make some changes, if you want to correct something in your menu.

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 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.

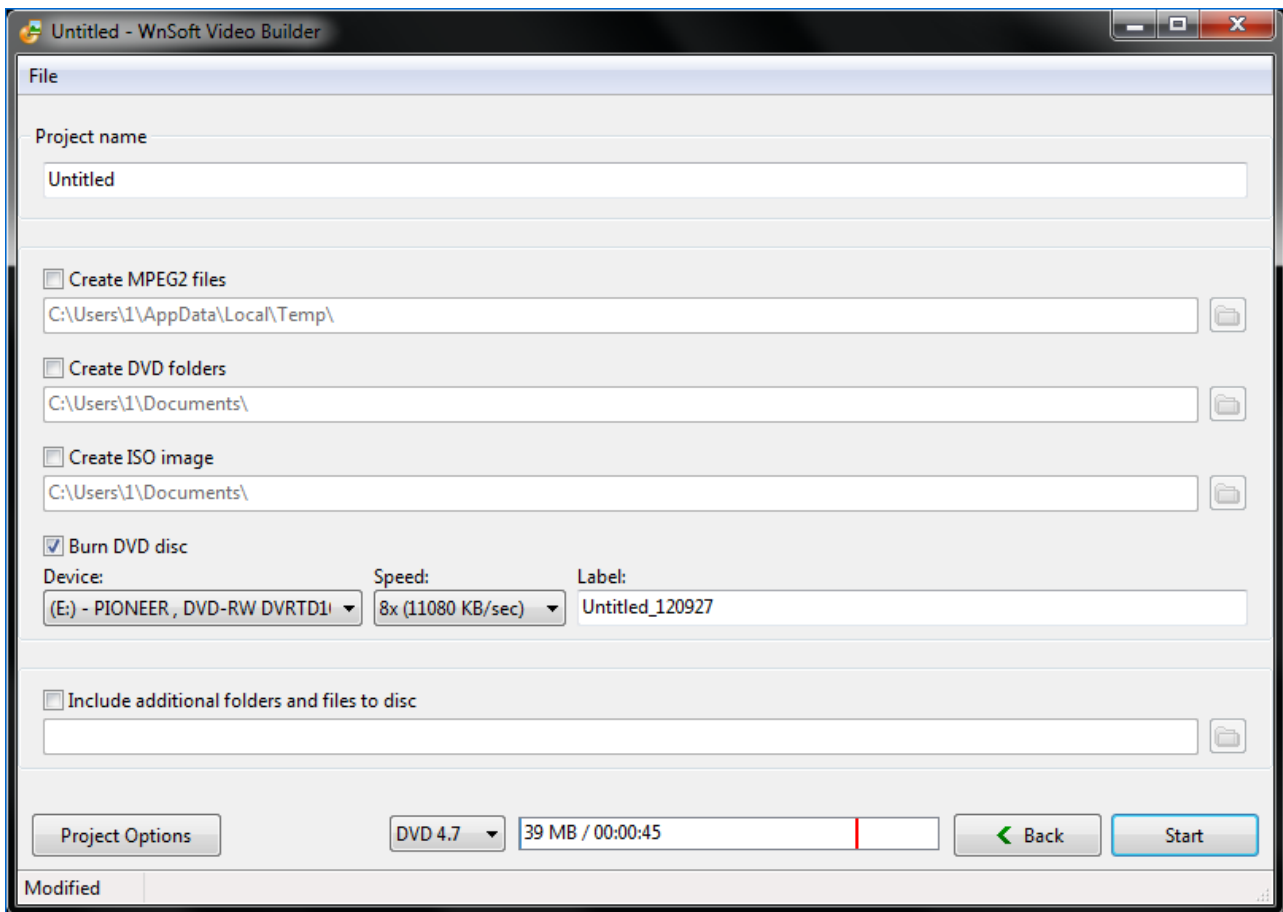
You can see several options here, almost all of them have been described already.

**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.



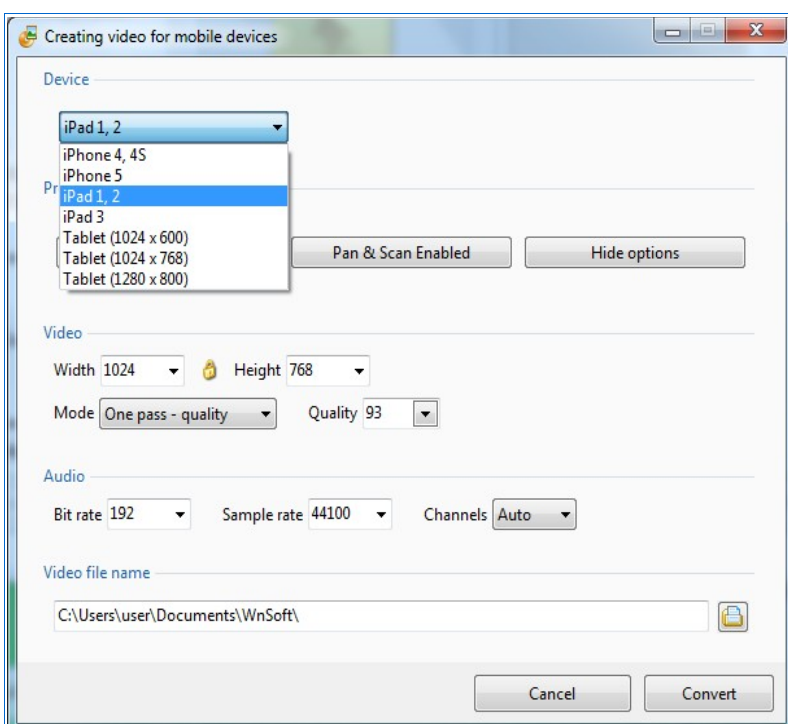
- You may also include any additional folders and files to the disc, if you want. For doing this, you should check the box and by clicking on the folder select the files from your computer.

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

## Video for Mobile Devices

If you select to publish **Video for Mobile Devices** you will see the following window:

First you should select the **Device**. You can also publish videos for iPhone, iPad and other mobile devices.

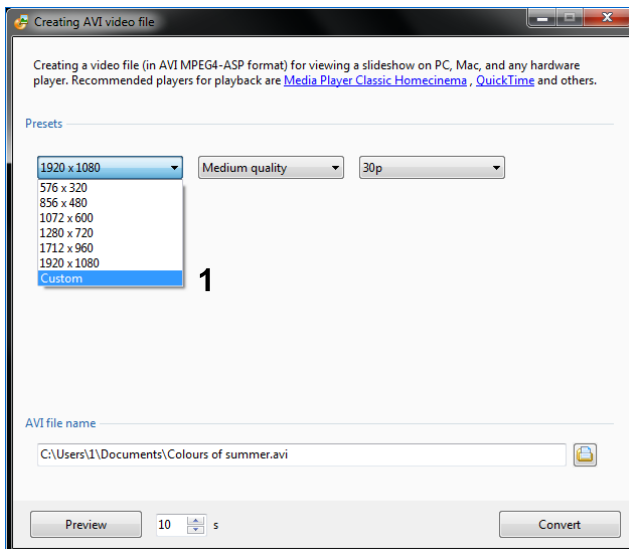


Then select the quality of your video file and other options below.

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

## AVI video file

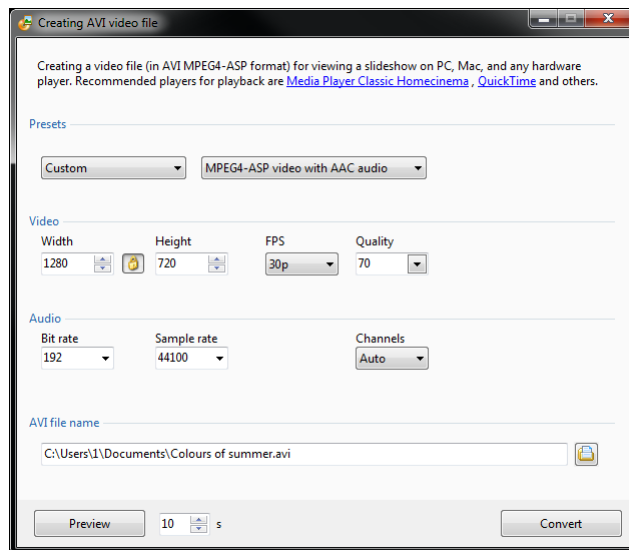
When selecting **AVI video file**, the following dialog box will be opened.



Here you can see several **Presets**, which are customized already. It means that **width/height, quality** (High, Medium, Low), **fps** are customized and you may choose the necessary one.

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.

If you want to customize **Presets** manually, you should click the button **1 Custom** and the following window appears.



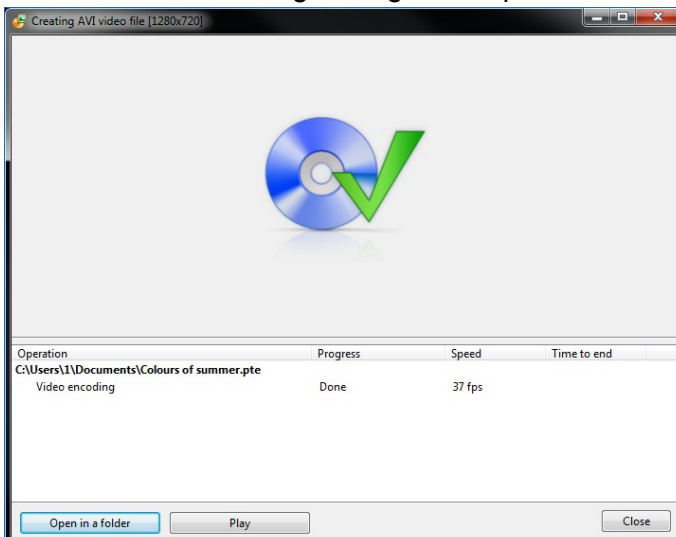
Here you may choose **Audio** and **Video codecs**. **Codec** is a special device, which is used to compress data. In this case, **audio** and **video**. It is important to note, that the quality of sound and video is not changed; only their size is reduced. When you press the buttons **Audio** and **Video Codec**, you can select the necessary program for compression manually, but the program always does it automatically.

The next three windows here denote the **Width (horizontal lines)** and **Height (vertical)** the **number of frames per second (FPS)**. Between width and height you can see **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.

Here you can select the **Quality** of your video.

For **Audio** the following settings are represented: **Bit rate, Sample rate** and **Channels**.

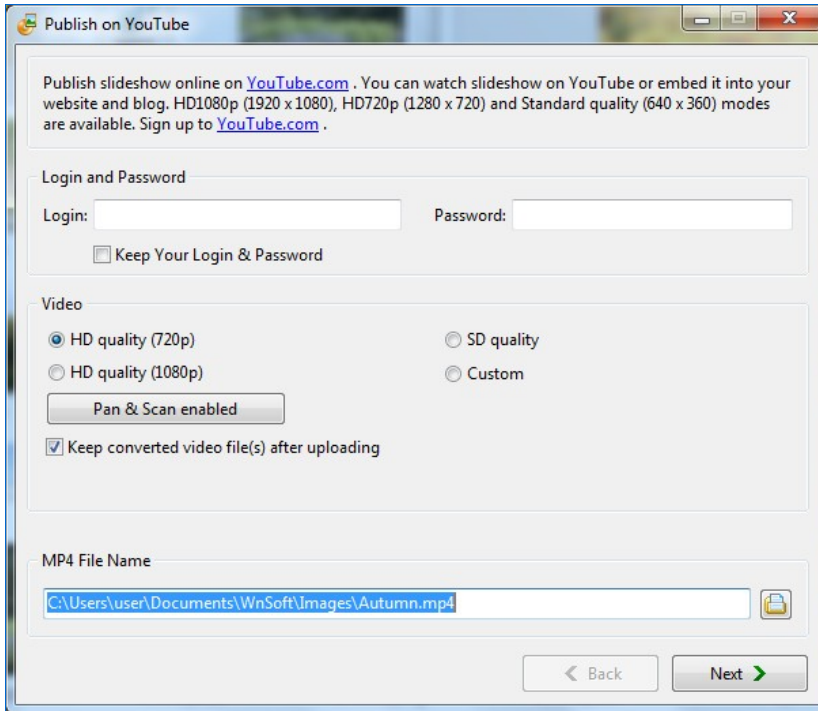


When you press the **convert** button, the dialog box for saving it will be opened and after that, the creating process will begin.

When the process is complete the program will offer you to select the variants of the next actions: **Open in a Folder, Play** или **Close**.

## 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:

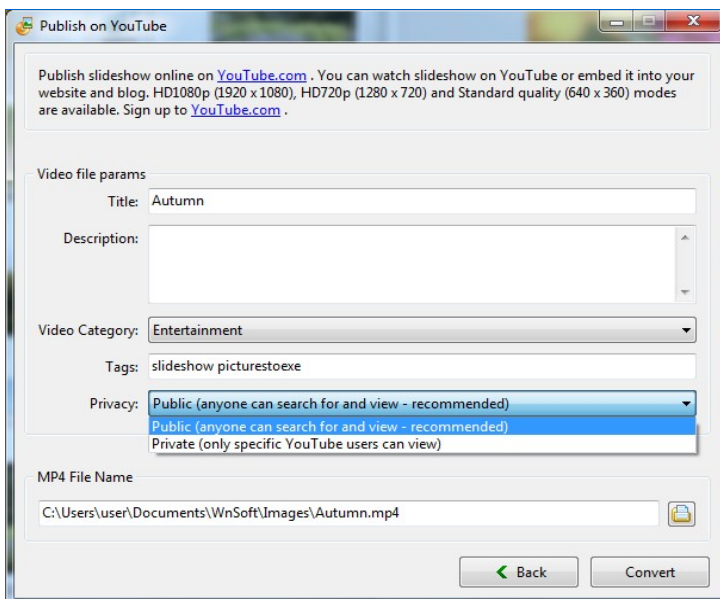


For publishing your slideshow you should enter your **Login** and **Password**.

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:



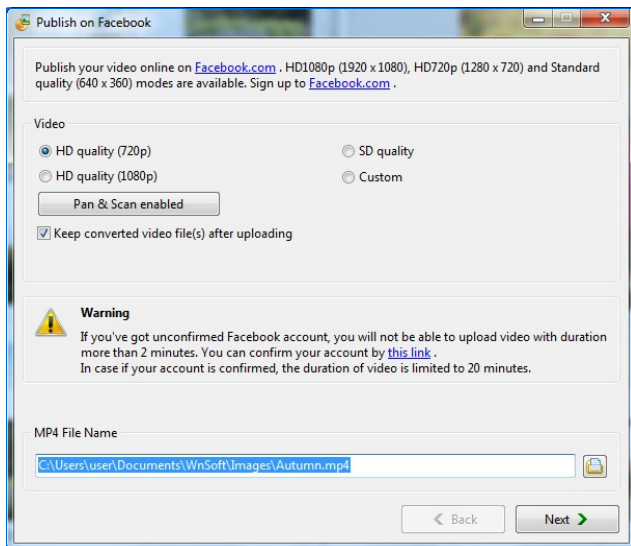
Here you may customize some of the video file parameters such as **Title**, **Description**, **Video Category** (Comedy, Education, Music, Science, Sports and so on) and **Tags**.

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 show** 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 show** button and choose the place to **save** it on the computer. It will be saved as **EXE file** and will work only on **Windows**.

## Safe Executable file For Internet

Here in Publish show you can also find Safe Executable File for Internet. PicturesToExe Deluxe creates Zip archive with two files inside – launcher (Exe file) + resource file. The launcher has a digital certificate of WnSoft which confirms that this file has come from verified source. To start the slideshow it's necessary that both files should be located in one folder.

## Command line parameters for slideshow 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

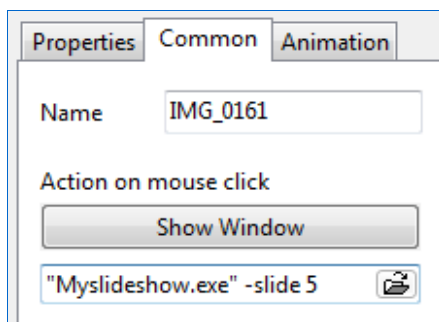
**«MySlideshow.exe» -display X**

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
- Delete highlighted slide or audio clip - Del
- 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
- HD Video for PC and Mac – Shift+F2
- Insert Blank Slide - Alt+S
- Lock Track – Ctrl+Click to mouse wheel
- Lock All Tracks – Ctrl+L
- Manage Templates Ctrl+H
- Move Track Up – Ctrl+PgUp
- Move Track Down – Ctrl+PgDn
- Mute Track – Click mouse wheel, Ctrl+M
- Mute other Tracks – Shift+Click to mouse wheel
- 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
- Regulate the height of audio and slide tracks in timeline view – Ctrl+Shift+Mouse Wheel

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  
Toggle Fullscreen - F4  
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  
Shift Key Frames - Ctrl+E

### **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 soundtrack 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>.

## Questions

### **How can I purchase PicturesToExe?**

Please visit our website: <http://www.wnsoft.com/picturestoexe>

### **I bought PicturesToExe 7.x.x. Should I pay again for next versions?**

When you buy a license for PicturesToExe, you will get minor updates and bug fixes for free. Minor updates are updates of which the first version number has not changed. So if you buy license for version 7.x.x, you can upgrade to any other version 7.x.x free of charge.

### **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)?**

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 2 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, Windows Vista and Windows 8?**

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, audio files), 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 soundtrack 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 audio files "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 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 soundtrack (don't use WAV audio 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 audio files).

### 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 audio files to my slideshow as soundtrack.

Go to Project options, Audio tab and add audio 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, Audio Tab.

Please visit our web site:

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

A new article on Wikipedia is available now:

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

## Slideshows Created in PicturesToExe Deluxe

Please visit our site:

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

## Contacts

Our Web site:

<http://www.wnsoft.com>

You can find User Guide and unofficial User manuals on our website:

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