

# Fade



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## Introduction

The *Fade* application allows you to create, edit and display a simple slideshow.

Main features are:

- Various different picture to picture fades are available
- Uses ChangeFSI & ImageFileRender so a wide range of image formats are supported
- Slideshows run in any 8,16 or 32 bit screen mode

## Requirements

*Fade* should run on any RISC OS 3+ machine with 2Mb of memory. It does require the Toolbox modules so this might push requirements up somewhat. Any processor should do although some transitions work a lot better with a faster processor.

Please note that this release of *Fade* has only been tested on RISC OS 4 and RISC OS 6.

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## Getting started

### Loading Fade

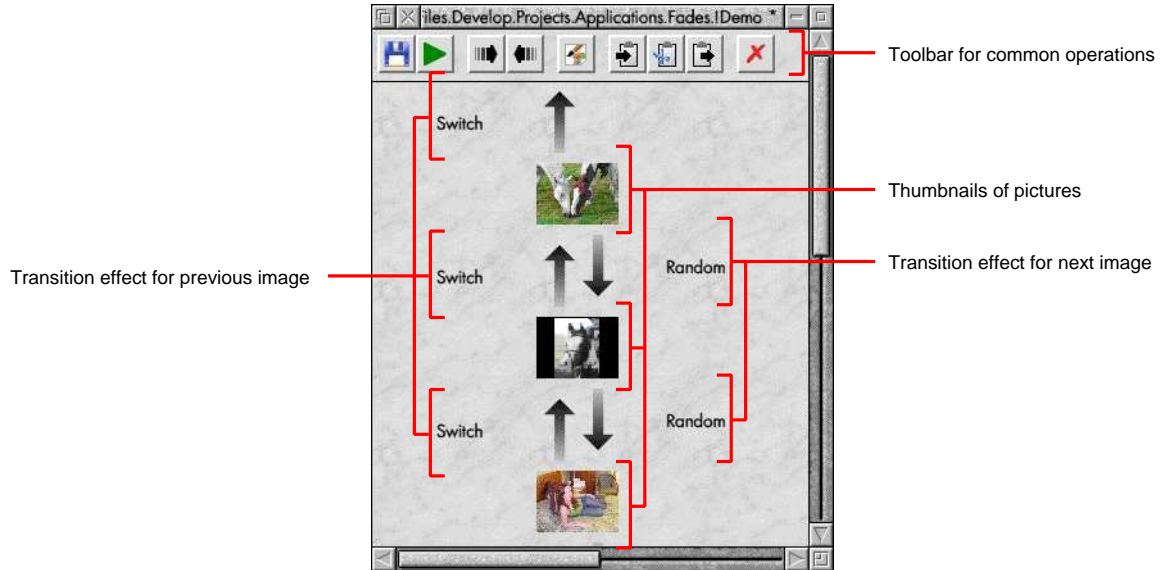
*Fade* is loaded by double clicking on the *Fade* icon in the filer display:



Once loaded an the *Fade* icon will appear on the iconbar in the standard way.

## Creating a new slideshow

Clicking *Select* on the icon bar icon will cause a window to appear. Dragging images to this window will cause thumbnails of the images to be displayed (unless this has been turned off - see *Choices*).



Pictures are linked by an upward and downward arrow (when using a vertical view - a horizontal view is also available). Double clicking on these arrows will display a window which allows the next and previous transition types and times to be set.

Double clicking on the image itself will display limited information about the underlying file.

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## Setting the fade type

The *Fade details* window is displayed by double clicking on the upward or downward pointing arrows. These represent the transitions to the previous and next pictures in the sequence respectively. The two icons linked by the arrow show the from and to pictures for the transition and the arrow shows the direction of the fade.



### Fade type

The *Fade type* field allows the user to pick the transition type to use from the list. Available types are:

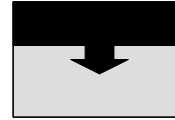
#### *Random*

Picks a random fade from the list below.

---

*Slide down (cover)*

Slides a new picture down over the existing picture.



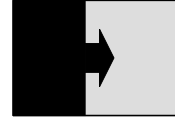
*Slide up (cover)*

Slide a new picture up over the existing picture.



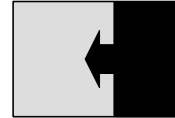
*Slide right (cover)*

Slides a new picture right over the existing picture.



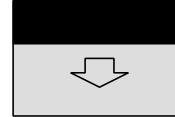
*Slide left (cover)*

Slides a new picture left over the existing picture.



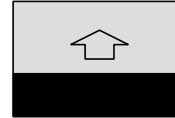
*Slide down (uncover)*

Slides the existing picture down to reveal a new picture.



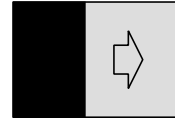
*Slide up (uncover)*

Slides the existing picture up to reveal a new picture.



*Slide right (uncover)*

Slides the existing picture right to reveal a new picture.

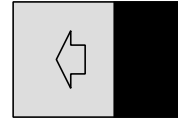




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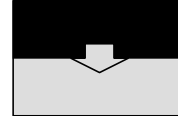
*Slide left (uncover)*

Slides the existing picture left to reveal a new picture.



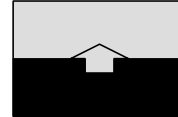
*Scroll down*

Scrolls the existing picture down and the new picture into view.



*Scroll up*

Scrolls the existing picture up and the new picture into view.



*Slide right*

Scrolls the existing picture right and the new picture into view.



*Slide left*

Scrolls the existing picture left and the new picture into view.



*Random horizontal bar*

This will draw a horizontal line at random from the new picture until the whole picture is displayed.



*Random vertical bar*

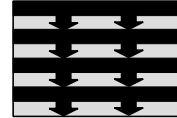
This will draw a vertical line at random from the new picture until the whole picture is displayed.



---

*Shutter down*

Draws a series of evenly spaced horizontal lines until the whole picture is visible. This effect is similar to pulling the cord on a shutter blind and having the blind close upwards.



*Shutter up*

Draws a series of evenly spaced horizontal lines until the whole picture is visible. This effect is similar to pulling the cord on a shutter blind and having the blind close downwards.



*Shutter right*

Draws a series of evenly spaced vertical lines until the whole picture is visible. This effect is similar to pulling the cord on a shutter blind and having the blind close towards the right.



*Shutter left*

Draws a series of evenly spaced vertical lines until the whole picture is visible. This effect is similar to pulling the cord on a shutter blind and having the blind close towards the left.



*Wipe down*

Displays the picture moving from the top of the screen down.



*Wipe up*

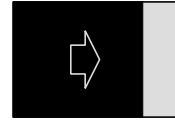
Displays the picture moving from the bottom of the screen up.



---

*Wipe right*

Displays the picture moving from the left of the screen right.



*Wipe left*

Displays the picture moving from the right of the screen left.



*Unroll*

This is much like unrolling a piece of paper with the new picture on it.



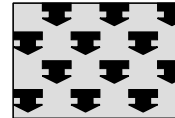
*Switch*

Simply displays the new picture as quickly as possible.



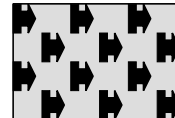
*Check down*

Displays the new picture using a chequer board effect with each square appearing from left to right.



*Check across*

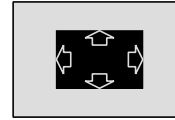
Displays the new picture using a chequer board effect with each square appearing from top to bottom.



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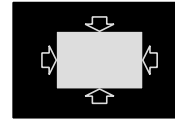
*Box out*

Draws a box starting in the centre of the screen getting bigger until the whole picture is displayed.



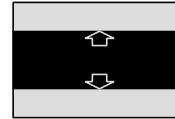
*Box in*

Draws a box starting at the outer edges of the screen getting smaller until the whole picture is displayed.



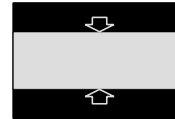
*Vertical split out*

Starts from the centre of the screen drawing vertical bars moving outward until the whole picture is displayed.



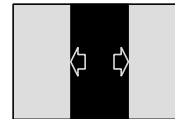
*Vertical split in*

Starts from the edge of the screen drawing vertical bars moving inwards until the whole picture is displayed.



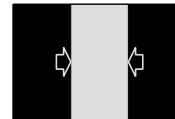
*Horizontal split out*

Starts from the centre of the screen drawing horizontal bars moving outward until the whole picture is displayed.



*Vertical split in*

Starts from the edge of the screen drawing horizontal bars moving inwards until the whole picture is displayed.



---

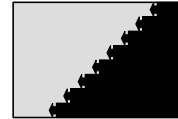
*Diagonal left down*

Horizontal bars are drawn from the top right of the screen until the whole picture is displayed.



*Diagonal left up*

Horizontal bars are drawn from the bottom right of the screen until the whole picture is displayed.



*Diagonal right down*

Horizontal bars are drawn from the top left of the screen until the whole picture is displayed.



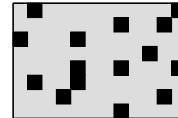
*Diagonal right up*

Horizontal bars are drawn from the bottom left of the screen until the whole picture is displayed.



*Dissolve*

Random squares are drawn until the whole of the picture is displayed.



---

## Speed

This controls how quickly the transition will happen by changing the amount of the transition that happens in one go. For transitions that scroll or slide a faster speed will make the transition occur in bigger steps which might make the transition less smooth. However, this is sometimes necessary on slower machines.

Using a slow speed here but a faster speed in the *Choices* window (see later) will provide a smoother transition.

## Delay

The *Delay* box controls whether the transition from one picture to another will happen after a given time or when a mouse button is clicked. If a time is specified then clicking the mouse buttons during the slideshow will override it.

Click the *Set type* button to store the fade details.

## Setting the fade type via the toolbar

The *Fade details* window can also be displayed by clicking the Next or Previous fade buttons on the toolbar:

 Display the fade details used to move to the next picture

 Display the fade details used to move to the previous picture

---

## Picture information

Limited information can be displayed about a picture by double clicking on it.



The type and size of the picture are shown along with the following settings that can be changed.

### **Preserve aspect ratio**

This ensures that when the picture is rescaled to fit the screen the aspect ratio will be maintained.

### **Background**

Switching this on allows the background colour of the picture to be specified. This is particularly useful with Draw files or pictures where the above setting will cause a margin to be displayed. Click the colour popup to display a standard colour selector .

Click on the *OK* button to save the setting.

The *Open* button will load the picture into the appropriate editor for changes to be made.

---

## Displaying picture information from the toolbar

The *Picture information* window can also be displayed by clicking the picture information button on the toolbar:



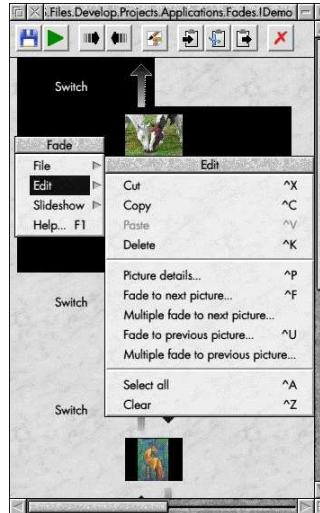
Displays the details for the selected picture



---

## Operating on multiple pictures

Sometimes it can be useful to change the fade details for several pictures at once. This can be achieved by highlighting more than one picture at once in the fade window and selecting the appropriate item in the *Edit* menu:



The following options are available.

### Picture details

This will display the *Picture information* window for each highlighted picture.

---

**Fade to next picture**

This will display the *Fade details* window for each highlighted picture to allow the transition used to display the next picture in the sequence to be set.

**Fade to previous picture**

This will display the *Fade details* window for each highlighted picture to allow the transition used to display the previous picture in the sequence to be set.

**Multiple fade to next picture**

This will display a single window which allows the transition used to display the next picture in the sequence to be set for all of the highlighted pictures at the same time.

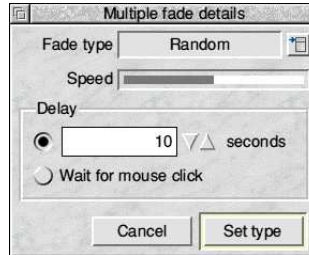
**Multiple fade to previous picture**

This will display a single window which allows the transition used to display the previous picture in the sequence to be set for all of the highlighted pictures at the same time.

---

## Multiple fade details

This window allows the fade details to be set for all of the currently highlighted pictures:



### Fade type

The *Fade type* field allows the user to pick the transition type to use from the list. See the section *Setting the fade type* for a description of the different transitions available.

### Speed

This controls how quickly the transition will happen by changing the amount of the transition that happens in one go. For transitions that scroll or slide a faster speed will make the transition occur in bigger steps which might make the transition less smooth. However, this is sometimes necessary on slower machines.

Using a slow speed here but a faster speed in the *Choices* window (see later) will provide a smoother transition.

### Delay

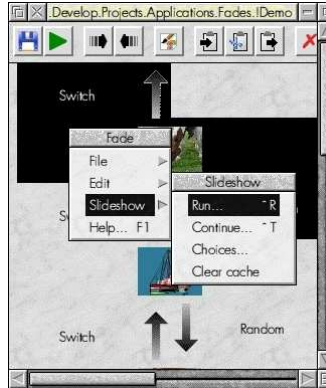
The *Delay* box controls whether the transition from one picture to another will happen after a given time or when a mouse button is clicked. If a time is specified then clicking the mouse buttons during the slideshow will override it.

Click the *Set type* button to store the fade details.

---

## Running the slideshow

Choose *Run slideshow* from the *Slideshow* item on the main menu.



*Fade* will take over the whole screen and display the first picture. If a time delay was specified then the next picture will be automatically displayed using the fade type chosen after the specified delay. Alternatively clicking *Adjust* will move to the next picture and *Select* will move back to the previous picture.

Clicking the *Menu* button will cause a slideshow pause. Clicking *Menu* again will terminate the slideshow whilst clicking *Adjust* will resume the slideshow.

---

## Running the slideshow from the toolbar

The slideshow can also be run by clicking the run button on the toolbar.

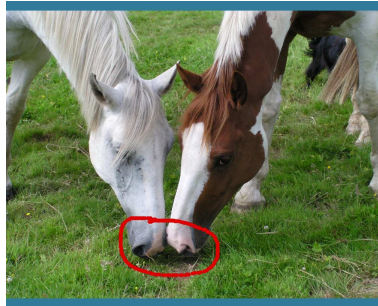


Runs the slideshow from the beginning

## Highlighting areas

When a slideshow has been paused areas of the screen can be highlighted by dragging with *Select*. Clicking *Adjust* will remove the highlights.

An example of a slide with a highlighted area is shown below:



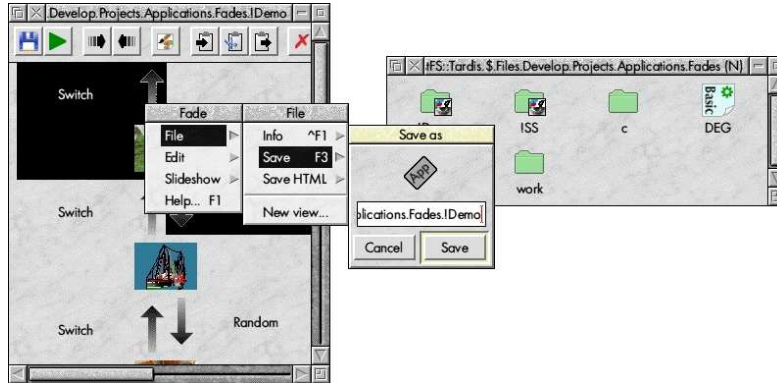
## Saving highlighted areas

Sometimes it is useful to be able to save a picture when areas of it has been highlighted. Pressing the S key after areas of a picture have been highlighted will cause a copy of the picture to be saved. This will be given a name based on the time and date when it was saved. The location of the saved picture is configurable via *Choices* which is covered later.

---

## Saving a slideshow

Saving a slideshow is done in the normal RISC OS style by selecting the *Save* item from the *File* menu and dragging the icon to a filer display:

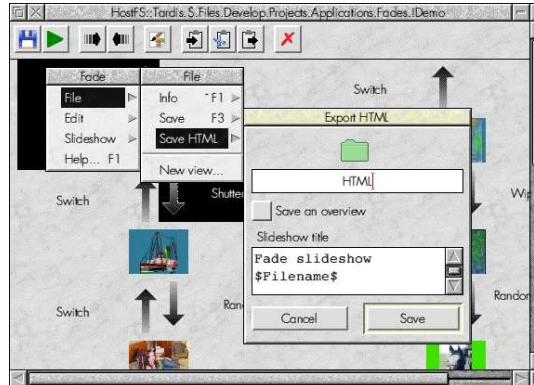


*Fade* can copy pictures and store them within the save directory. This behaviour is configurable through the *Choices* dialog.

---

## Exporting a slideshow as HTML

A slideshow can be exported as HTML and viewed in a web browser. Choose *Save HTML* from the *File* menu to save a directory containing the slideshow:



There are a number of different ways the slideshow can be exported as HTML and most of the different settings are configurable from the *Choices* window which is covered later.

The save dialog does however offer a couple of alternatives.

### Slideshow title

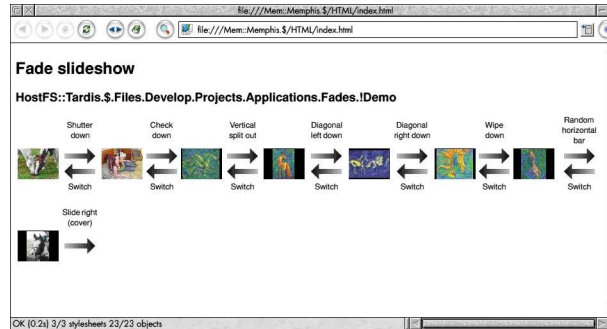
The title of the slideshow can be set by editing this in the save dialog. The special token `$Filename$` will include the full path name of the slideshow.

---

## Saving an overview

Switching on *Save an overview of the slideshow* will save a simple overview of the images and fades that make up a slideshow.

Double clicking on the generated *index/html* file within the directory that is created will load the preview into a web browser if you have one installed:



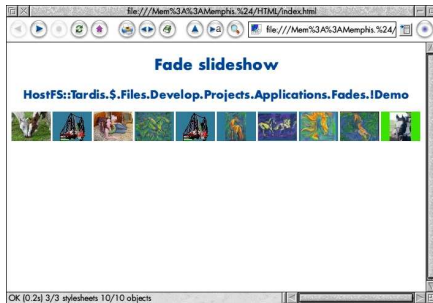
The preview can then be printed from within the web browser if desired.



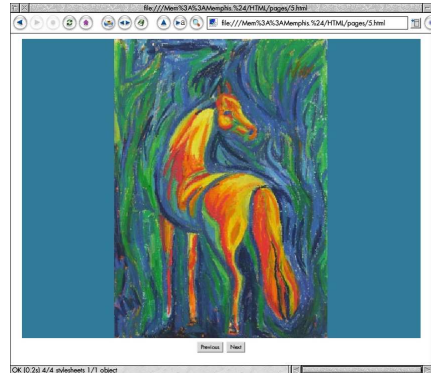
## Saving the whole slideshow

If *Save an overview of the slideshow* is not switched on then all of the images that comprise the slideshow will be saved along with an index. The slideshow can be configured to use frames, auto progress from one image to another or have Next and Previous buttons.

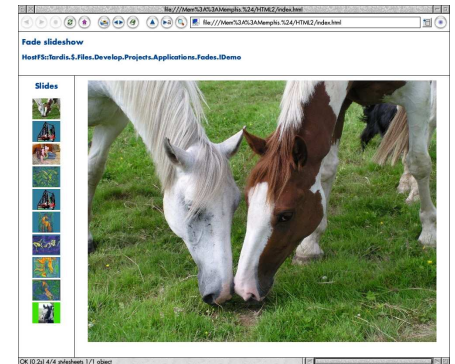
Double clicking on the generated *index/html* file within the directory thats is created will load the slideshow into a web browser if you have one installed. Some example configurations are shown below:



Index to a non frame show



A non frame show with Next/Previous buttons



A frames based show

---

## Loading a slideshow

To load a *Fade* slideshow double click on it or drag it to the icon bar icon.

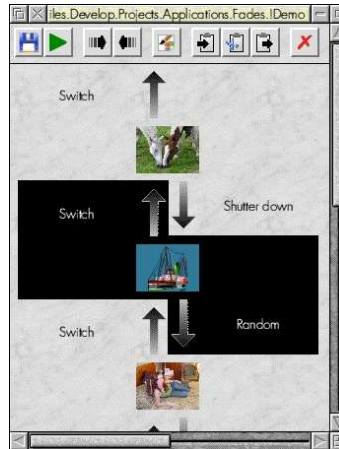
Dragging to an open window will merge it with an existing slideshow.

Note that *Fade* files are stored as applications. *Fade* will do some checks when a file is loaded but trying to load a non *Fade* application may have unpredictable results.

---

## Drag and drop

*Fade* supports drag and drop within the main window to allow easy reordering of pictures within the slideshow:



The following drag operations are available:

- Dragging with *Select* within a slideshow will move the selected objects to the new position.
- Dragging with *Select* with *shift* held down within a slideshow will copy the selected objects to the new position.
- Dragging with *Select* to another slideshow will copy the selected objects to the new position in the target slideshow.
- Dragging with *Select* with *shift* held down to another slideshow will move the selected objects to the new position in the target slideshow.

---

## Cut & paste

It is possible to highlight thumbnails by using *Select* and *Adjust* in the standard way. The operations on the *Edit* menu are then available:

### Cut

Remove the selected images from the fade and store them on an internal clipboard. The cut button on the toolbar can also be used to cut the current selection:



Cuts the selection the clipboard

### Copy

Copy the selected images to the internal clipboard. The copy button on the toolbar can also be used to copy the current selection:



Copies the selection to the clipboard

### Paste

Paste the contents of the internal clipboard. The mouse pointer will change shape and the user must then click where they wish the clipboard to be pasted. The paste button on the toolbar can also be used to paste the current contents of the clipboard:



Paste the current clipboard contents

---

**Delete**

Delete the selected images from the fade. The delete button on the toolbar can also be used to delete the current selection:



Deletes the current selection

**Select all**

Select all images within the fade.

**Clear**

Clear the selection of images within the fade.

---

## Toolbar

The toolbar at the top of each slideshow window gives the following functionality:



Save the slideshow



Runs the slideshow from the beginning



Display the fade details used to move to the next picture



Display the fade details used to move to the previous picture



Displays the details for the selected picture



Copies the selection to the clipboard



Cuts the selection the clipboard



Paste the current clipboard contents

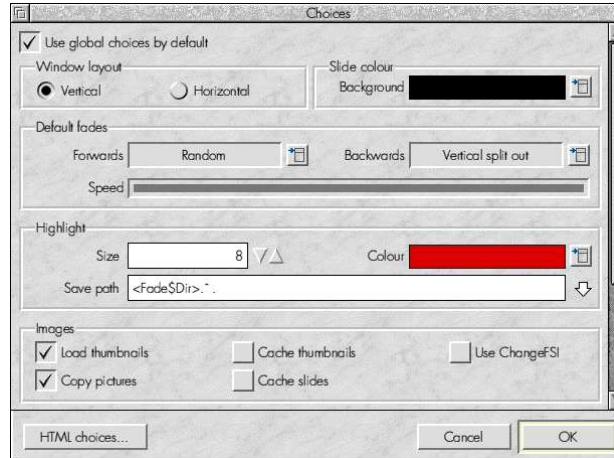


Deletes the current selection

---

## Choices

The icon bar menu allows access to a *Choices* window which allows the following choices to be set:

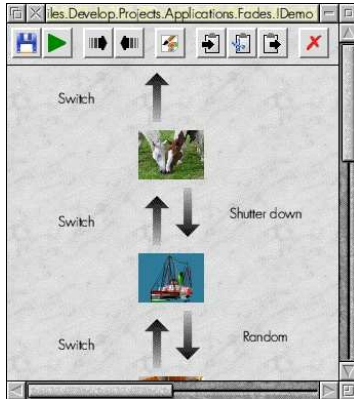


### Use global choices by default

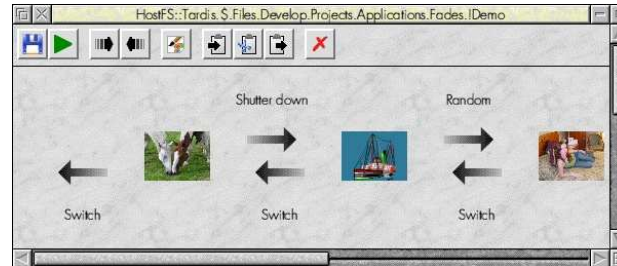
It is possible to configure each slideshow to override most of the options that this window provides - see the section *Slideshow choices* for details. Switching this on means that by default any newly created slideshows will use this, the global set of choices.

## Window layout

The main slideshow window supports horizontal and vertical layout. This controls which is used by default:



*Vertical layout*



*Horizontal layout*



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## Slide colour

The default background colour for any slides within a slideshow. This can be set on a per slide basis if desired.

## Default fades

This allows the next and previous fades that are used when a new picture is added to be set.

## Speed

The overall speed of the sequence specified here applies to the frequency at which a transition takes place.

For example, a slow setting in the *Fade details* window and a fast setting here means that a transition will use very small steps but each step will happen as fast as possible. This gives the smoothest transitions.

A fast setting in the *Fade details* window and a slow setting here means that a transition will use large steps but the delay between them will be larger. This will give a jerky transition.

This level of control is provided to enable the user to get the best setting for their computer. Very fast computers can use the smoothest settings but slower computer might need to settle for less smooth transitions.

---

## Highlight

These options control the effect when a slideshow is paused and *Select* is used to highlight certain areas.

### Size

The size of the 'pen' to use to highlight.

### Colour

The colour of the 'pen' used to highlight.

### Save path

The path where any saved highlighted images will be placed if the S key is pressed to save highlights when running a slideshow.

## Images

### Load thumbnails

When set thumbnail images will be displayed within the fade window. However, on a slow machine or if a fade contains a lot of images this can be slow when displaying for the first time. Turning this option off causes no thumbnail images to be displayed.

### Cache thumbnails

Turn this on to save the thumbnails that are used to display the slideshow. This will make loading the slideshow quicker because the thumbnails will not have to be generated.

### Use ChangeFSI

If this is set *Fade* will always use ChangeFSI to render images even if ImageFileRender is available.

### Copy pictures

When set this will cause *Fade* to copy the pictures that make up a slideshow into the save directory.

---

### **Cache slides**

Switch on to cache the slide images that are generated when the slideshow is run. Useful on slower machines using ChangeFSI where it can take a few seconds to generate the image to be displayed. Editing the slideshow or changing Choices will cause the cache to be cleared.

Keep in mind that a slideshow in a high resolution high colour screen mode with lots of slides will use a significant amount of disc space if this option is turned on.

## **Miscellaneous**

### **Run slideshow continuously**

When set this will cause a slideshow to loop continuously until the Menu button is clicked.

## **Mode**

### **Set Mode**

When set this will cause the screen mode to be changed to that specified when running the slideshow.

### **Old style**

Allows an old style mode number to be specified

### **Mode number**

An old style mode number.

### **Colours**

The number of colours to use when running the slideshow if the *Set Mode* option is set.

---

## **Resolution**

The resolution of the screen to use when running the slideshow if the *Set Mode* option is set. This will display the same set of available resolutions as the Display Manager on the iconbar. Older versions of RISC OS are limited to a fixed set of resolutions.

Choosing a resolution and colours resulting in more memory being required than is available to the video drivers will result in a lower colour mode being selected.

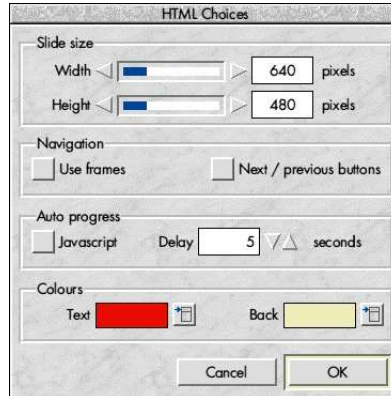
## **HTML choices...**

This will open a further window that allows the way in which slideshows exported to HTML will appear.

---

## HTML Choices

Allows the way in which a slideshow exported to HTML will appear:



### Slide size

#### Width

The width of the slide image in pixels.

#### Height

The height of the slide image in pixels.

---

## Navigation

### Use frames

Switch on to generate a frames based display with separate title, navigation and slide display sections.

### Next / previous buttons

Switch on to include Next and Previous buttons under the slide to navigate between slides.

## Auto progress

### JavaScript

Switch on to use JavaScript to automatically progress to the next slide after the configured delay. If this is switched off and a delay is specified then an alternative technique is used to progress to the next slide that should work on non JavaScript enabled browsers.

### Delay

The delay in seconds until the next slide is displayed. A setting of 0 means that the next slide will not be automatically displayed.

## Colours

### Text

The colour of any text that will be displayed in the HTML slideshow.

### Back

The background colour of the HTML slideshow.

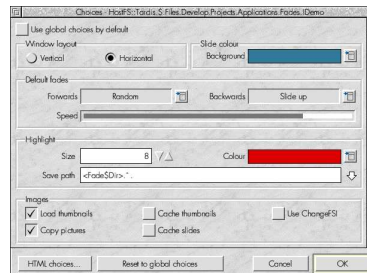
---

## Slideshow choices

Choices can be set individually for slideshows by choosing the *Choices* item from the *Slideshow* menu:



This will display a *Choices* window similar to the application wide choices:



The only addition is the *Reset to global choices* button which will reset the choices for the slideshow to the current application choices settings.

Also, the mode selection options are only available from with the main *Choices* window.

---

## The main menu

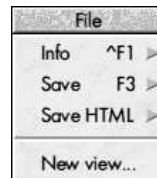
The main menu is displayed by clicking *Menu* over a window:



The following options are available:

### File

Moving the pointer over this item shows the *File* menu:

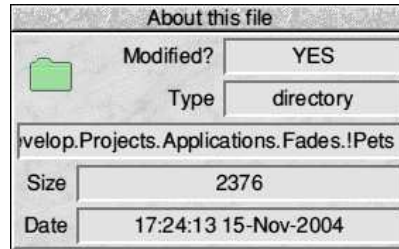




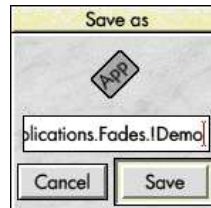
---

**Info**

Displays information about the file including when it was last modified, the name and size:

**Save**

Displays a standard save dialog box. The fade can be saved by dragging the icon to a filer window or entering a name and clicking OK:



---

## Save HTML

Displays a standard save dialog box with an extra option button that allows a preview of the slideshow to be saved or an HTML version of the full slideshow.



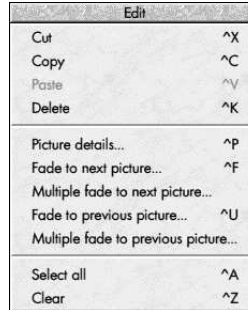
## New view...

Choosing this item displays another window containing the same fade. This can be useful when copying or moving pictures from one section of a large sequence to another.

---

## Edit

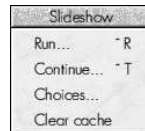
Moving the pointer over this item shows the *Edit* menu.:



This is covered in detail in the *Cut & paste* and *Operating on multiple pictures* sections.

## Slideshow

Moving the pointer over this item shows the *Slideshow* menu:



## Run

Choosing this item will start the slideshow from the beginning. The section *Running the slideshow* details how to control the slideshow.

---

**Continue**

Starts the slideshow from the place it was last stopped.

**Choices**

This displays the *Choices* window for the slideshow.

**Clear cache**

Clears the thumbnail and image cache associated with the slideshow.

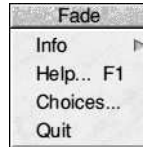
**Help**

This will display the help displayed with the application.

---

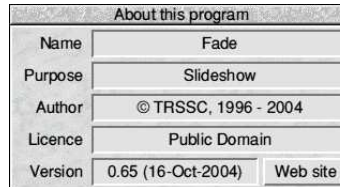
## The iconbar menu

Clicking Menu over the *Fade* icon on the iconbar will display this menu. The following items are available:



### Info

Moving the mouse pointer over this item displays the *About this program* window which displays version information about *Fade*.



### Choices...

Displays the Choices window which allows preferences for the application to be set. This is covered in detail elsewhere.

### Quit

Choosing this item will cause *Fade* to exit.

### Help

This will display the help displayed with the application.