VCR COMPANION™
USER'S GUIDE

VCR COMPANION

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VCR COMPANION

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INTRODUCTION

I f you thought that taping old movies or making videos of your family and friends was fun, wait until you start using *VCR Companion* to customize your videos with that professional touch!

SIMPLE VCR HOOK-UP

By connecting your Apple computer to your VCR with a simple hook-up, you can use *VCR Companion* to add titles, credits, intermissions, animations and special effects such as "fade-ins" and "wipes" to your videos.

Videos you took of your vacation, birthday parties, family occasions and other events can now be transformed into professional-looking videotape productions. You will probably even discover new uses for your expensive video equipment!

OR JUST USE YOUR COMPUTER

If you don't have a VCR, you can create exciting video presentations using just your computer and then create a self-booting FilmDisk on which to store them.

When creating video presentations for use with a FilmDisk, *VCR Companion* allows you to combine text, animation and full-screen artwork to create a business or educational presentation, a unique type of on-screen greeting or message, a self-running, eye-catching sales pitch for store windows and much more.

THOUSANDS OF EASY-TO-USE GRAPHIC COMBINATIONS

VCR Companion presents all its many features and options in a very straightforward system of menus. You simply select from these menus using your computer keyboard, a mouse or a joystick.

VCR Companion comes complete with plenty of fonts, graphics, borders, transitions, special effects and animations which may be combined in countless ways and are sure to stir your creative imagination. When your video productions demand even more than what's included in the program, you may want to check out Brøderbund Software's *VCR Companion Film Library*, an additional collection of exciting graphic elements.

If you like to design your own artwork, *VCR Companion* allows you to import artwork and animations from your favorite graphic software simply and easily. For example, you can use such great Brøderbund products as *Dazzle Draw* to create background pictures, *Fantavision* to create movies and *Animate* to create special animation "characters."

And now, could we have quiet on the set, please ? You're in the director's chair, *VCR Companion* is ready to roll and...Action!

USING THIS MANUAL

For easy reading and reference this manual is divided into the following sections:

Getting Started
Describes the equipment you'll need and explains how to start up the program, install it on your hard disk and obtain a backup copy or a 3.5-inch disk version.

Quick Start
Gets you started on your first video script with an easy to follow tutorial. The procedures you'll learn in this tutorial will give you a comprehensive understanding of how to operate all of *VCR Companion's* many options and features.

Using Your VCR
Explains how to connect your VCR to your computer and how to record your VCR Companion video scripts.

Making a FilmDisk
Shows how to use *VCR Companion* to create self-booting "FilmDisks" on a computer floppy disk. (No VCR is required.)

Working with VCR Companion
Summarizes the options and features discussed in the Quick Start tutorial and introduces a few new ones: adding graphic icons to your video scripts, using "Readymade" scripts and the Save and Load commands.

Utilities
Describes *VCR Companion's* utility programs for importing artwork and further customizing your video scripts.

Creative Ideas
Offers lots of suggestions for using *VCR Companion*.

Appendix
Includes further technical information you may find useful.

Index
Gives you a complete reference index.

GETTING STARTED

T his section describes the equipment you'll need to use *VCR Companion* and how to start up the program, how to install it on your hard disk and how to obtain a backup copy or a 3.5-inch disk version.

WHAT YOU'LL NEED

- an Apple IIe®, IIc® or IIGS® with at least 128K of memory
- one disk drive
- a monochrome or color monitor or a television
- a VCR, any format*
- a videotape (either blank or with a recording that you want to customize)*
- an RCA cable (useful for hooking up your VCR)

OPTIONAL

- a mouse or joystick
- a second disk drive (for optimum performance)
- blank floppy disks on which to save scripts and make "FilmDisks"
- *VCR Companion Film Library* for additional artwork, fonts, effects and transitions
- artwork or animations on disk that you have already created using *Dazzle Draw, Fantavision* or *Animate*

* Since *VCR Companion* can be used with or without a VCR, the VCR is really an optional piece of equipment. However, having a VCR will add so much to the enjoyment of the program that we assume most people will want to use one.

STARTING UP THE PROGRAM

▶ **1.** Insert *VCR Companion* Side 1 into the disk drive.

   Insert the disk into the disk drive label side up and close the drive door.

▶ **2.** Turn on the monitor and computer.

   The program will load automatically. In a few seconds the title screen will appear on screen followed by the Main Menu.

INSTALLING VCR COMPANION ON A HARD DISK

The following instructions for installing *VCR Companion* on a hard disk require that you have a very basic understanding of such ProDOS® conventions as "folders." If this is not the case, please refer to the Appendix of this manual under the heading "*VCR Companion* and ProDOS." If you need even more information on the subject of ProDOS, please refer to the ProDOS manual itself.

If you require some preliminary instruction on selecting options within *VCR Companion* before proceeding, please turn to page 8 of this manual.

To install *VCR Companion* on a hard disk:

▶ **1.** Select Utilities from the Main Menu.

▶ **2.** Select Install Onto Hard Disk from the Utilities menu.

Utilities

Transition Editor
Convert Graphics
Install Onto Hard Disk

Main Menu

Then, from the Hard Disk Install menu that appears simply follow the prompts to:

▶ **3.** Select Hard Disk as the copying destination.

▶ **4.** Create a folder for *VCR Companion*.

▶ **5.** Insert disk Sides 1, 2, 3 and 4 of *VCR Companion* when prompted.

Note: To load *VCR Companion* from the hard disk simply execute the VCRC.SYSTEM file in the folder you created.

## OBTAINING A BACKUP OR 3.5-INCH DISK COPY

The 5.25-inch *VCR Companion* master program disks may be exchanged for a 3.5-inch disk copy. You may also obtain a backup copy for archival purposes in either format. Forms and instructions for ordering your backup disk may be found in the Appendix of this manual. For information on ordering a 3.5-inch disk version, call Brøderbund Software-Direct at 800/527-6263 or 415/492-3500.

QUICK START

SELECTING ITEMS FROM VCR COMPANION MENUS

This section is designed to quickly get you up and running with *VCR Companion*. It explains how to select menu items and provides an easy-to-follow tutorial for making "Your First Video Script." Instructions for connecting and using your VCR follow in the next section.

Main Menu

Make a Video

Utilities

Quit

All the menus in *VCR Companion* work in a similar way, presenting options you may select by using a mouse, a joystick or the keyboard arrow keys.

Using a Mouse
Move the mouse to position the on-screen pointer over the desired menu option. Press once on the mouse button to make your selection (referred to as "clicking" the mouse).

Using a Joystick
Push the joystick up, down, left or right to position the on-screen pointer over the desired menu option. Press either of the buttons on the joystick to make your selection.

Using the Keyboard
Use the left, right, up and down arrow keys to move the pointer over the desired menu option. Once the pointer is positioned over your selection, press the Return key.

Note: You can use the Esc key to backtrack from most screens and menus without making a selection. Pressing the Esc key, mouse button or joystick button while a video script is running in Preview or Record will stop further loading of the video script and return you to the Edit Script screen.

TUTORIAL: YOUR FIRST VIDEO SCRIPT

The following step-by-step tutorial shows you how to create the opening title footage for a vacation videotape. The vacation setting in our example is Hawaii. If you haven't been there yet, perhaps this tutorial will provide you with a good excuse to go.

STARTING A SCRIPT

▶ **1.** Load *VCR Companion* into your computer.

See "Starting Up the Program" on page 6 if you need instructions on this procedure.

A title sequence will appear on screen followed by the Main Menu with its three options.


▶ **2.** Select Make a Video.

This selection brings you to the Edit Script screen. This screen will always be your starting point for creating a *VCR Companion* video production.
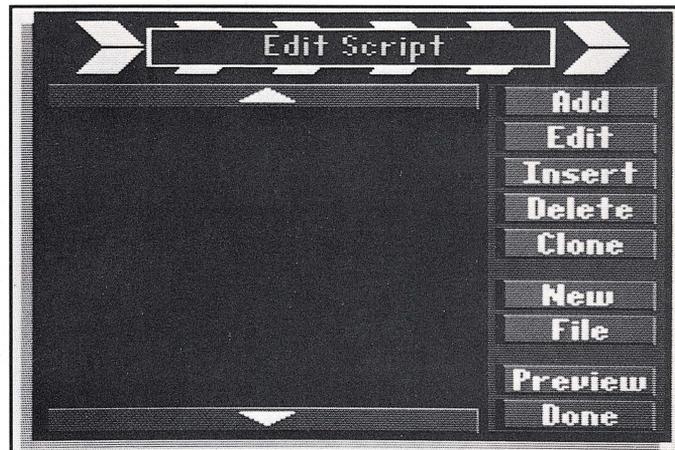
▶ **3.** Select Add.
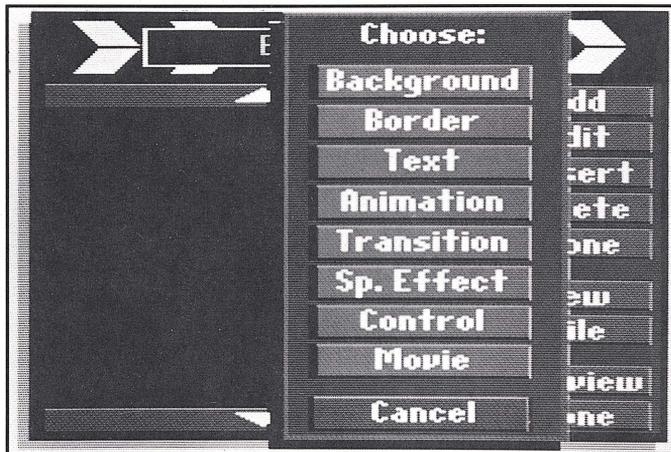
The Add menu contains all the elements for making a "video script." *VCR Companion* uses the "clapboard" on left side of the screen to list the elements that will be incorporated into your video script. The elements will be listed according to their order of occurrence. If you have more elements than can fit on the visible portion of the screen, click on the arrow bar above or below the clapboard to scroll through the script.

▶ **4.** Select Background.

Now you're ready to choose the type of background you want for your video titles. Backgrounds are your starting point for creating a video script. They serve as a backdrop over which other script elements (such as text, borders, icons and animations) will be placed.
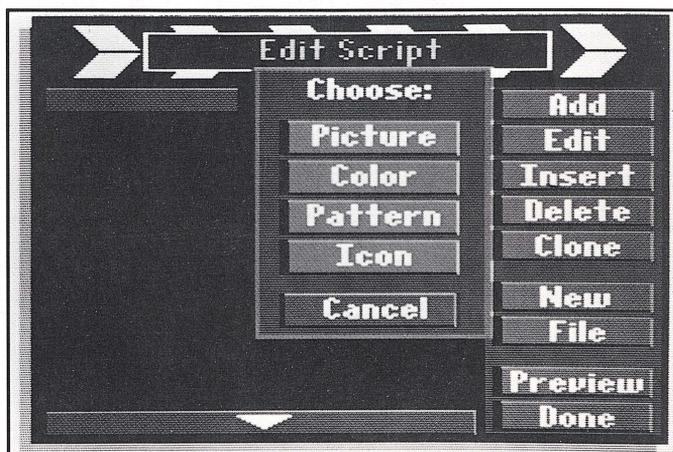
Since we're doing titles for a Hawaiian vacation video, let's select an island Picture for our background.

▶ **5.** Select Picture.
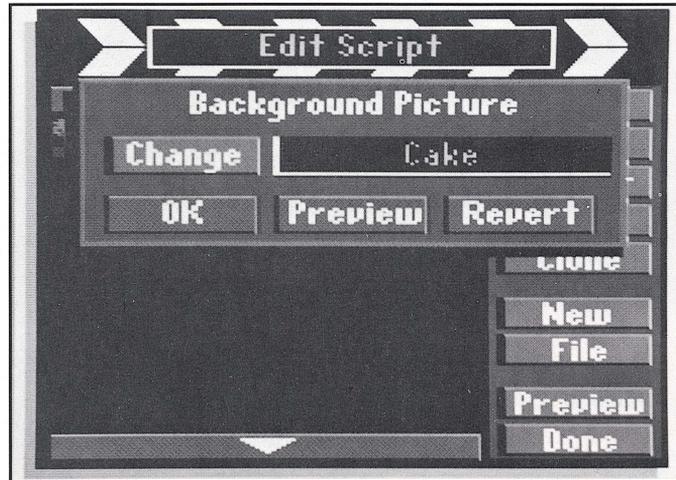
The Picture menu that appears is typical of option menus that you'll encounter throughout *VCR Companion*.

▶ **6.** Select Change.

By selecting Change, you will see a listing of the background pictures available on the *VCR Companion* disk. To see a representative sample of each multicolored background, please refer to your Reference Card.

▶ **7.** Select Palms.

We'll select Palms to establish a Hawaiian motif right here at the beginning of the footage.

By selecting Preview on the Picture menu, you can view your selection before adding it to your script.

By selecting Revert you can revert back to the selection that was made the last time you used the Picture menu. If you try this, however, be sure and reselect Change and Palms before continuing with this tutorial.

▶ **8.** Select OK.

After you select OK the Edit Script screen will reappear. If you look at the script, you'll notice the word "Palms" has been added to the first line of the script along with a graphic icon composed of a tree and a seagull. This

clapboard icon denotes a Background and is there to remind you of the type of element that "Palms" represents.

Note: For a representative sample of each of the clapboard icons, please refer to the Appendix of this manual.
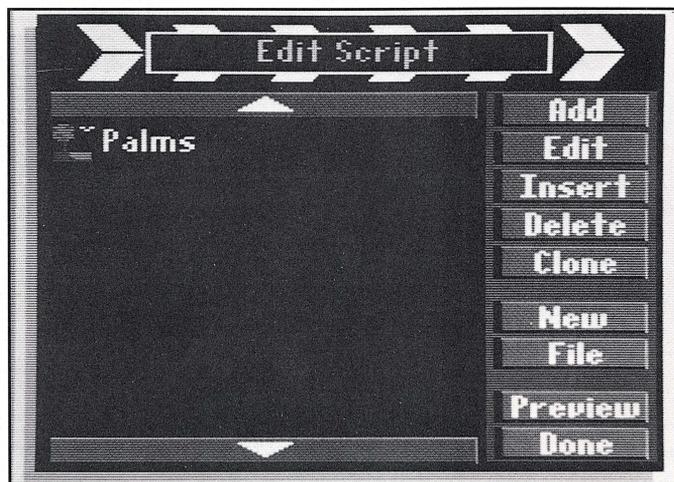
ADDING A BORDER

Now let's add the "Photo" border to our Palms background.

▶ **1.** Select Add from the Edit Script screen.

▶ **2.** Select Border.

▶ **3.** Select Change.

▶ **4.** Select Photo.

You will see a section of the Photo border in the Change window. If you'd like to see what this border will look like on a full screen, select Preview now.

▶ **5.** Select OK.

After you select OK the Edit Script screen will reappear. If you look at the script, you'll notice the word "Photo" has been added to the second line of the script along with a "Border" icon.

ADDING TEXT

Now we'll add text to our title.

▶ **1.** Select Add from the Edit Script screen.

▶ **2.** Select Text.

A menu will appear allowing for selection of "static text" (stationary) or scrolling text.
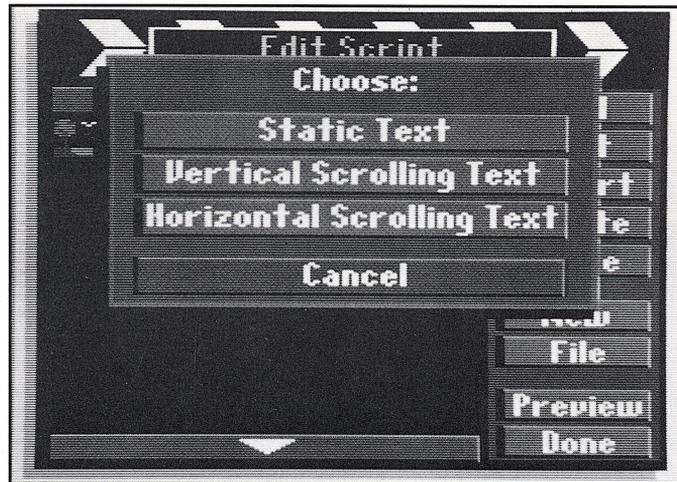
▶ **3.** Select Static Text.

The Text menu will appear with various text options.
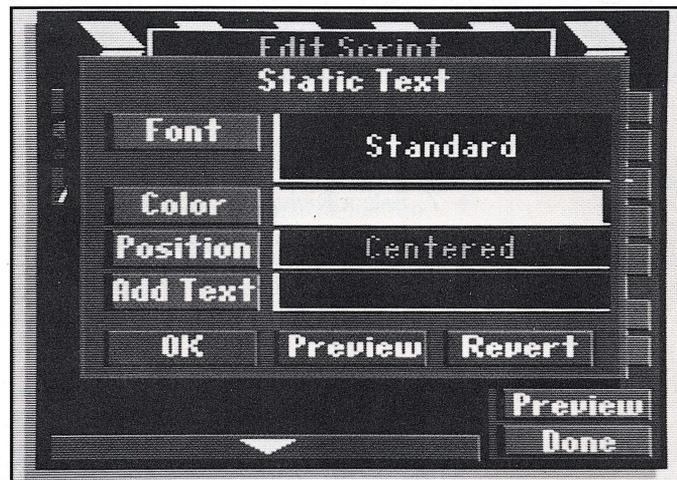
▶ **4.** Select Font.

A list of "font" or typestyle names will appear.

We'll select the Pen font for our text. A representation of the font will appear in the font box.

Note: To see a representative sample of each font, please refer to your Reference Card.

► **5.** Select Pen.
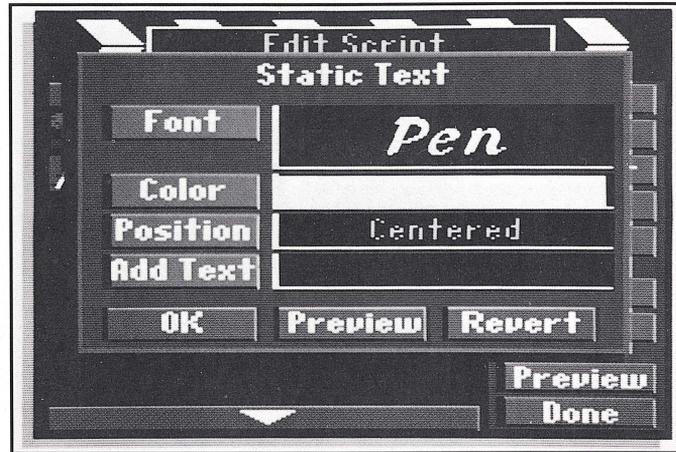
The color option defaults to white for the text. This is indicated by the white color bar next to the Color button. This color is fine for our purpose, so we'll skip this for now.

Now we'll position the text. Since the palm trees are on the left in our background, let's position the text on the right side of the screen.

► **6.** Select Position.

► **7.** Select Right.

And finally, we'll actually write the titles for our video script.

► **8.** Select Add Text.

This will take us to the Add/Edit Text screen where we can begin writing.
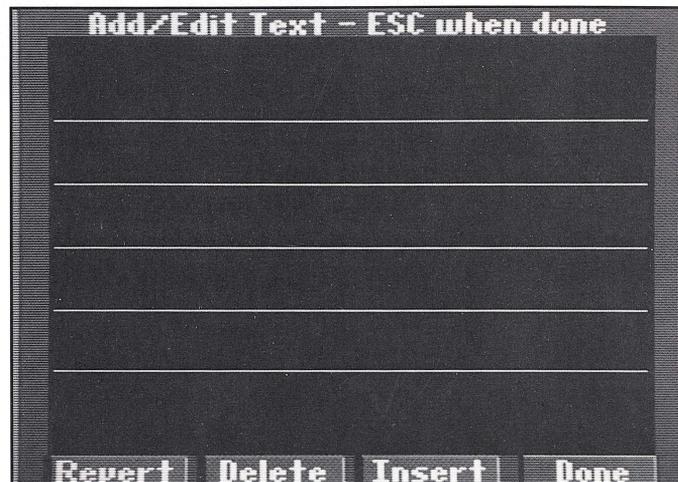
► **9.** Position the pointer on the top line and press Return or press the mouse or joystick button.

► **10.** Type: **OUR**
               HAWAIIAN
               VACATION

pressing Return after each word to have them appear on separate lines.
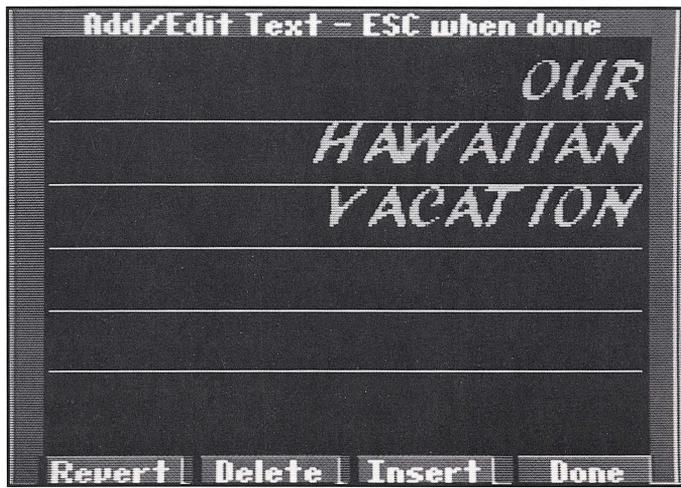
► **11.** Press the Esc key or click the mouse button.

This will exit the text-writing mode and bring back the pointer so you can move freely around the screen.

We next want to insert a blank line above our text to better position it vertically on screen.

► **12.** Select Insert from the Add/Edit Text screen.

► **13.** Position the pointer on the same line as the word "Our" and press Return (or click the mouse button).

This will insert a line above the word "Our." This completes our text entry and we can exit the Add/Edit Text screen.

► **14.** Select Done.

And to return to the Edit Script screen,

► **15.** Select OK on the Static Text menu.

PREVIEWING YOUR WORK

Let's preview what we've done up to now.

► **1.** Select Preview from the Edit Script screen.

On-screen prompts will appear requesting that we indicate the starting point and ending point of the preview. If a script is quite long, this gives you the option to view just a specific portion of it. However, we want to view everything we've done up to this point, so we'll select the entire script.

► **2.** Position the pointer on the first line of the script, "Palms," and press Return.

▶ **3.** Position the pointer on the last line of the script, "Our," and press Return.

A preview of the script will now appear on screen.

Note: With some video scripts a prompt may appear requesting that you insert a different disk side before or during the preview.

After you've admired your work for a sufficient amount of time, press any key to continue as the on-screen prompt indicates.

When you wish to preview an entire video script, there is actually a more convenient way to do it than the method described above. Simply follow the two-step procedure outlined below.

▶ **1.** Select Done from the Edit Script screen.

The Record Video menu will then appear on screen. This is the menu that you will eventually use to record your video scripts on videotape or on a self-booting FilmDisk.

▶ **2.** Select Preview Script.

Now sit back and enjoy while the video script plays all the way through. The script will appear on screen exactly as it will when you record to tape or make a FilmDisk, except that the swap disk prompts are much less intrusive when recording. When you're finished previewing the video script, press any key to continue. To return to the Edit Script screen and continue with the tutorial, select Edit Script from the Record Video menu.

ADDING A PAUSE

The palm trees that we've added to our video script are kind of nice. To keep them on screen a little longer when the script is actually running, let's add a pause.

▶ **1.** Select Add from the Edit Script screen.

▶ **2.** Select Control.

▶ **3.** Select Pause.

The Pause menu that appears allows you to select the desired Amount or length of your Pause. The Amount defaults to Short which is what we desire.

▶ **4.** Select OK.

ADDING A SECOND BACKGROUND

The graphic elements we've added up to this point have all been used over one background, as you could see from previewing the script. Let's add a second background as our next "frame" and add some additional titles to it.

▶ **1.** Select Add from the Edit Script screen.

▶ **2.** Select Background.

▶ **3.** Select Color.

This takes you to the Background Color menu. The default background color is black. This is indicated by its appearance in the color box next to the Change button. The currently selected color will always appear in this box. However, we want a dark blue color.

▶ **4.** Select Change.

This brings the Color Palette on screen. Now the default color is indicated by the white rectangle surrounding the black square. This white rectangle will surround any color that is currently selected.
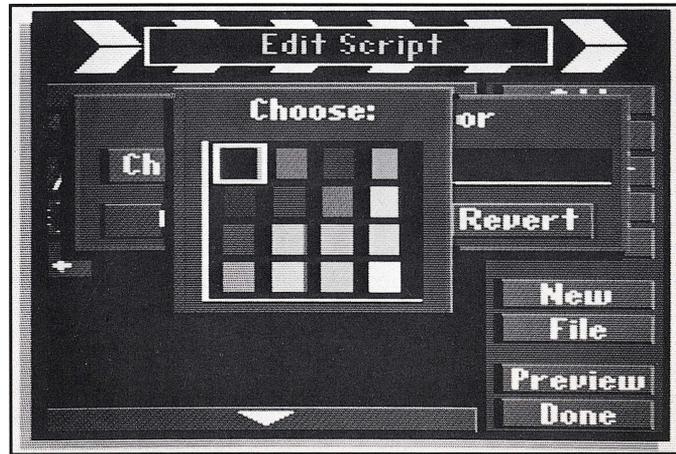
▶ **5.** Select the dark blue color square (second from the bottom on the left of the palette) by positioning the pointer over that color and pressing Return.

▶ **6.** Select OK on the Background Color menu.

The Edit Script screen will reappear. Notice that each element we add to our script appears on a separate line of the clapboard with its own distinct icon.

ADDING TEXT TO THE SECOND BACKGROUND

Now we want to add the date of our trip against this second background. This time we'll create yellow text to go against our dark blue background. We'll also center the text on screen.

▶ **1.** Select Add from the Edit Script screen.

▶ **2.** Select Text.

▶ **3.** Select Static Text.

▶ **4.** Select Font.

▶ **5.** Select Bold.

▶ **6.** Select Color.

This brings the Color Palette on screen again, this time with a white default color.

▶ **7.** Select the yellow color square in the color palette (second from the top on the right side).

▶ **8.** Select Position.

▶ **9.** Select Centered.

► **10.** Select Add Text.

► **11.** Position the flashing text cursor on the third line from the top by using either the down arrow key or clicking on that line with the mouse.

► **12.** Type: August 9, 1988.

► **13.** Press the Esc key to end the text entry.

► **14.** Select Done.

► **15.** Select OK from the Static Text menu.

PREVIEWING YOUR WORK

Let's preview our video script again to see what we've done so far.

► **1.** Select Done from the Edit Script screen.

► **2.** Select Preview Script.

When you're finished previewing the video script, press any key to continue.

To return to the Edit Script screen and continue with the tutorial, select Edit Script from the Record Video menu.

DELETING AND ADDING TO THE VIDEO SCRIPT

After you preview your video, you may want to add some final touches. For example, after the "Our Hawaiian Vacation" title screen that we've made in this tutorial, let's add a little motion with a right-to-left airplane animation instead of the pause.

► **1.** Select Delete from the Edit Script screen.

At the top of the screen a prompt will appear asking, "Delete which item?"

► **2.** Position the pointer on the fourth line of the script, which contains the "Short" Pause, and press Return.

► **3.** Select Insert.

At the top of the screen a prompt will appear asking, "Insert item where?"

► **4.** Position the pointer on the fourth line of the script and press Return.

► **5.** Select Animation from the menu that appears.

► **6.** Select Change.

► **7.** Select Plane.

Notice that the Animation menu offers two options in addition to Change. The Type option allows you to have the animation remain stationary on the screen, or move across the screen from right-to-left or left-to-right. The default setting is "right-to-left" which is just right for our purposes, so we'll leave it. The Speed option allows you to set a slow, medium or fast speed for the animation. The default setting is Fast and we'll leave that setting the way it is also.

► **8.** Select OK.

This brings us back to the Edit Script screen. Notice that the animation we've inserted now appears on the fourth line of the video script.

EDITING VIDEO SCRIPT ELEMENTS

A video script element can be edited or modified at any time. Simply select that element on the Edit Script screen and the appropriate options menu will appear.

PREVIEWING THE COMPLETE VIDEO SCRIPT

Let's preview the completed script. Now you'll really notice the spectacular results you get with *VCR Companion*!

▶**1.** Select Done from the Edit Script screen.

▶**2.** Select Preview Script.

 When you're finished previewing the video script, press any key to continue.

RECORDING YOUR VIDEO SCRIPTS

You are now ready to record your video script onto videotape or a FilmDisk. Please turn to the next sections in this manual, "Using Your VCR" and "Making FilmDisks."

USING YOUR VCR

This section is divided into two parts: "Connecting Your VCR" and "Recording Your *VCR Companion* Video Scripts."

The information in this manual is presented with the assumption that you know how to operate your VCR properly. If you have any questions regarding its use, please consult the manual that came with your VCR.

CONNECTING YOUR VCR

Connecting your VCR to your computer is quite easy.

Your VCR must receive the same information your monitor does, and should be connected to the composite monitor port on your Apple II or IIGS computer.

A cable with an RCA-type jack at either end will be needed to make the connection. It is the same type of cable that is used to connect your composite monitor to your computer.

Simply follow the step-by-step instructions below to make this easy hook-up.
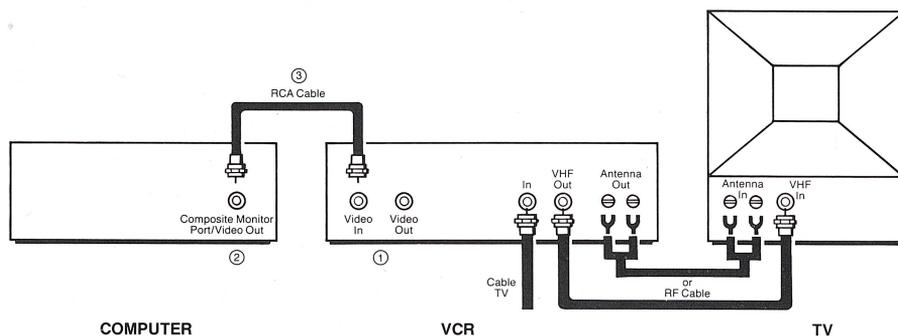
▶**1.** Locate the "Video In" and "Video Out" ports on your VCR.

Whatever format or brand of VCR you're using, there are various ports on the back of the machine. The two most important ones for connecting your VCR to your computer are Video In and Video Out. (On some machines, one or both of these may be located in the front.)

▶**2.** Locate the Composite Monitor Port on your Apple.

Your Apple computer has a port on the back panel that's used to connect the computer to a composite monitor. (Look for the TV symbol, not the RGB symbol.) Rather than use this port to connect your monitor as you normally would, you will now use it to connect the computer to the VCR.

▶**3.** Using an RCA cable, connect the Apple Composite Monitor Port to the "Video In" port on your VCR. If you are already using a composite monitor simply use the same cable.

This connection will now enable the VCR to record all the output of your computer, which is everything that would normally be displayed on your computer monitor.

You'll also want to be able to view what the VCR is recording from your computer. **If your VCR is already connected to your television, you are ready to go directly to Step 6 below.**

Otherwise, you can connect the VCR directly to your computer monitor by following Steps 4 and 5 below.

▶ **4.** Connect the "Video Out" port of your VCR to the "Video In" port of your computer monitor by using another RCA cable.

If you want to hear as well as see your videos on playback, you will need to make an audio connection also. This is an optional connection since *VCR Companion* itself does not generate any sounds.

▶ **5.** Connect the "Audio Out" port of your VCR to the "Audio In" port of your computer monitor with another RCA cable.

Not all computer monitors will have an "Audio In" port. If yours does not, and you want to hear audio on playback, you will need to connect your VCR to your television in the same manner you normally would.

▶ **6.** Switch your VCR to Line (if applicable).

Most VCR's have a switch to select video input either from the Tuner or from another input usually called "Line." This should be set to Line. See your VCR Owner's Manual for details.

RECORDING YOUR VCR COMPANION VIDEO SCRIPTS

Once you've connected your VCR to your computer system (see "Connecting Your VCR"), you are ready to record your *VCR Companion* video scripts.

RECORDING

When you begin recording, your VCR will *completely record over* anything that is currently on the videotape. It will replace any image that already exists — it cannot add to it. Anything you create with *VCR Companion* will be the only thing on that section of videotape where you record.

Note: It is possible to overcome this hardware limitation by using an add-on "Genlock" board. Genlock boards allow you to overlay your video script onto an existing image. See a Genlock board Owner's Manual for a detailed description of how this board is used.

BEFORE YOU BEGIN

Before you begin recording it's a good idea to determine the total running time of your *VCR Companion* video script. This is especially true if you're inserting the video script onto a videotape and you want to avoid recording over too much of the existing footage.

By selecting Preview Script from the Record Video screen, you can both examine your work and time its duration. You should add 1-2 seconds to the actual running time to allow for the mechanical starting and stopping of your VCR. This is especially true of older VCRs.

TO BEGIN RECORDING:

▶ **1.** Prepare your video script.

▶ **2.** Select Done on the Edit Script screen.
The Record Video menu will appear on screen.
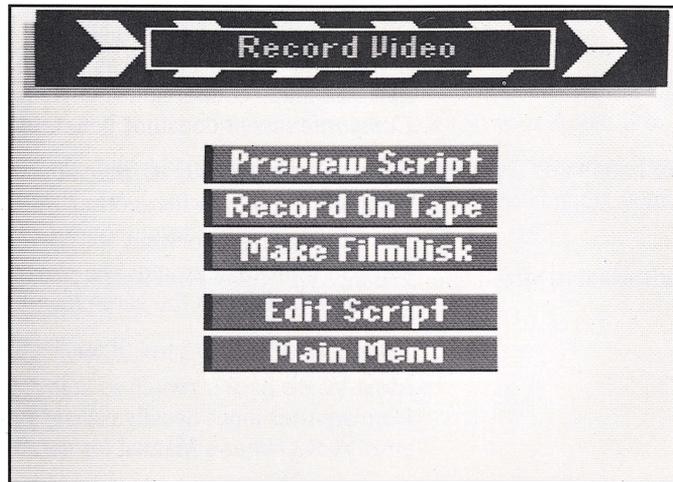
▶ **3.** Select Preview Script.

It's always a good idea to preview your video scripts before you record them. This not only lets you view your completed work, it also lets you know of any disk swaps that may be necessary during the recording session.

VCR Companion always loads as much of your video script into available memory as it can. However, if your scripts are long and have lots of different elements in them, the program might have to access the disk drives one or more times during a recording session. This will require a disk swap if your video script calls for graphic elements that are stored on different sides of the program disks or on a number of different data disks. Otherwise *VCR Companion* will automatically search for and retrieve the necessary elements with no action on your part.

The prompts that appear on screen to signal a disk swap during Preview differ from those that appear during an actual recording session. The recording session prompts are much less intrusive as you will see below.

▶ **4.** Press the Esc key, the mouse button or the joystick button to end the Preview.

▶ **5.** Select Record On Tape.

After you select Record On Tape from the Record Video menu, a prompt will come on screen which allows you to choose how you will be prompted for a disk swap during the recording session, should a swap be necessary.

Record Video On Tape

What type of prompting would you like?

Audio | Visual | Both | Cancel

You may choose an audio prompt, a simple on-screen visual prompt or both.

The audio prompts will signal you in the following way:

You Hear:	Insert into the Disk Drive:
one beep	*VCR Companion* Side 1
two beeps	*VCR Companion* Side 2
three beeps	*VCR Companion* Side 3
a four note tune	*VCR Companion* Side 4 or an entirely different data disk

The on-screen prompts will appear in the extreme lower-left hand corner of the screen. They will appear as either a single number representing the appropriate disk side, "1" for Side 1, "2" for Side 2, "3" for Side 3 or the letter "O" (for "other") will appear to signal you to insert Side 4 or a separate data disk.

After selecting the preferred prompt for a disk swap, the screen illustrated below will appear.

COMPUTER

VIDEO

IN

VIDEO | AU

VCR

Connect your system as shown.

Recording is done when "all-clear" sounds.

Begin Recording | Cancel
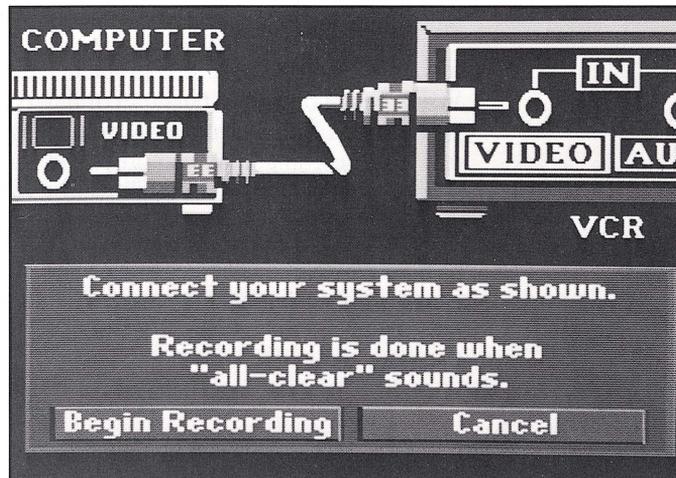
▶ **6.** Insert your videotape into the VCR.

▶ **7.** Find the spot on the videotape where you want to add your *VCR Companion* video script.

▶ **8.** Press the Record button on your VCR and then quickly press the Pause button.

Putting your VCR in "Pause" after pressing the Record button will give you the cleanest, most precise recording.

▶ **9.** Select Begin Recording button on the *VCR Companion* screen.

▶ **10.** Quickly press the Pause button on your VCR again so that it will begin recording.

If you've followed Step 7 above, pressing the Pause button again will release your VCR from a state of paused recording and will begin recording your video script.

▶ **11.** You will hear a short series of tones when the video script has played all the way through.

Press the Pause button on your VCR when the video script has been completely recorded.

▶ **12.** Press the Stop button on your VCR.

▶ **13.** Press any key on your keyboard to return to the Record Video On Tape screen.

A prompt will appear asking, "Would you like to run the video again?"

▶ **14.** To return to the Record Video screen, select "No."

A NOTE ON USING THE PAUSE BUTTON...

For technical reasons, the recording mechanism of some of the older VCRs may cause an unstable or jumpy image at the end of a recording insert.

For example, let's say you've got a videotape of a friend's birthday. Midway through the birthday recording you wish to insert a scrolling message that you've created with *VCR Companion*. After doing this, you may notice a small section of unstable video at the end of the insert.

If your VCR does cause this problem, its effect can be minimized by using the VCR's Pause button to finish recording each video script instead of simply pressing the Stop button. First you press the Pause button on your VCR at the end of a recording, *then* you press the Stop button. This recording method should minimize image instability after your inserted footage.

You should try to avoid keeping your VCR in Pause for extended periods of time, as it may be somewhat wearing on the VCR's "video head." This presents no real danger to your equipment; many VCRs automatically jump out of Pause after a few minutes. The rule is: "Be Prepared" and anticipate your use of the Pause function.

AUDIO DUBBING

Some VCRs allow you to create an audio track on a separate audio channel. This is sometimes referred to as "dubbing." With this technique you can use a microphone or other audio input device to record audio without disturbing the existing video recording. Dubbing allows you to record voice-overs or music, for example, without recording over the existing video. If your VCR *does not* have the capability to audio dub and you try to record a sound source, the existing video image will be completely recorded over due to the workings of the VCR mechanism.

Consult your VCR manual to determine if audio dubbing is possible with your machine.

PLAYING BACK

To see what you've recorded onto videotape from your computer, rewind your videotape back to the spot where you started recording your video script and then press the Play button on your VCR.

MAKING FILMDISKS
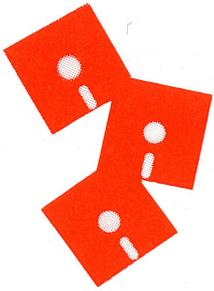
With *VCR Companion* you don't really need a VCR to create exciting video productions. You can also produce "FilmDisks" on standard computer floppy disks. FilmDisks are self-booting, so the disk that you use to create them must be dedicated solely to that purpose. In other words, the floppy used for the FilmDisk can store only one video script and cannot be used to store other data files.

With a blank disk or a disk with expendable data, simply:

▶ **1.** Complete your video script on the Edit Script screen.

▶ **2.** Select Done.

The Record Video screen will then appear.

▶ **3.** Select Make FilmDisk.

The Make FilmDisk screen will appear with a prompt asking, "Which disk?" Insert your blank disk in a drive and press Change Disk. Select the desired data disk from the list of available disks and disk drives that appears. When a disk has been selected, the program will automatically format the disk.

▶ **4.** Follow the on-screen prompts.

VCR Companion will prompt you through the process of saving the video script as a FilmDisk and then prompt you to insert any necessary disks into your disk drive.

Your finished FilmDisk will run by itself without *VCR Companion* being present or loaded. All that's needed to run the FilmDisk is an Apple IIc, IIe or IIGS computer. You can therefore send the FilmDisks to friends or family members as "computerized greeting cards" or present them to business acquaintances as messages about your product or service!

WORKING WITH VCR COMPANION
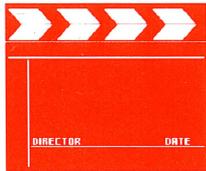
T he following Overview summarizes what was learned in the Quick Start tutorial section of this manual. If you haven't yet read that section, it would be best to do so now before continuing.

AN OVERVIEW

VCR Companion allows you to create a "video script" of graphic elements which you can then record on videotape or on a special FilmDisk you create with your computer.

The video scripts are created on the Edit Script screen illustrated below.
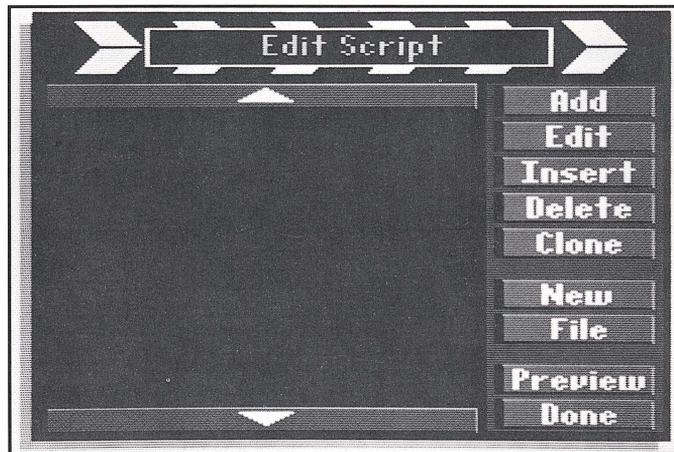
You can add backgrounds, borders, text, animations, special effects, transitions and control elements and even complete *Fantavision* movies to these video scripts. You pick and choose the graphic elements for your video scripts from menus that appear on screen.

You can also add *Animate* characters and *Dazzle Draw* pictures to your video scripts by first using the Convert Graphics utility built into *VCR Companion*. The procedure for doing this is outlined on page 42 of this manual under the heading "Convert Graphics Utility."

Once you've selected and OK'd a graphic element, a short description of your selection will appear on the Edit Script screen along with an icon representing that selection.

Note: A description of each icon can be found in the Appendix of this manual.

THE EDIT SCRIPT SCREEN

The Edit Script screen contains all the following options and commands. Most of the commands — Add, Insert, Delete, Preview and Done — have been introduced in the Quick Start tutorial.

Add   Your starting point for creating video scripts. Allows you to add graphics, borders, text, animations, special effects, transitions and timing or control elements to your video script, in addition to *Fantavision* movies.

Edit Allows you to edit any of the elements in your video script. Simply select Edit and then the element you wish to modify. Alternately, you may forego selecting Edit and simply select the appropriate item in the video script. Either action will return you to the Options window for that item, and you can make your modifications. Remember, if you change your mind, simply select Revert to return the graphic element back to the state it was in when you elected to modify it.

For some options like Background (picture, color, pattern, icon), you will only be able to change the second tier (e.g., the particular picture choice) using Edit. To change from a picture background to a color background, for example, you must Delete the picture background from your script and Insert a color background in its place.

Insert Allows you to insert an element into a script. When prompted to indicate where the insert should go, remember to select the script line that follows the desired insertion point.

Delete Allows you to delete a video script element. When prompted, simply select the element you wish to remove.

Clone Allows you to duplicate any graphic element in a video script. After selecting Clone, you will be prompted to select the element you wish to duplicate and the script line where you want the copy inserted. Remember that, as with the Insert command, you should select the line that follows the desired insertion point.

New Clears the script you're currently working on so that you can start over. Selecting New will not erase a script that has been saved on disk.

File Allows you to load Readymade video scripts that we've included with the program, save your work to disk and load video scripts that you previously saved to disk. You can also append or "link" video scripts together.

Preview Allows you to preview your video script. Simply follow the prompts for selecting which portion of the script you wish to see.

Done Select Done when you have finished with your video script. You will then be presented with additional options for previewing or recording your script.

The Add and File commands are so important to the workings of *VCR Companion* that the next several pages of this manual will be devoted to their usage.

THE FILE COMMAND

READYMADES

Rather than create a video script from scratch as described in the Quick Start tutorial, you can simply use one of the "Readymade" video scripts that came with the program.

VCR Companion includes several professionally designed "Readymade" video scripts that include scripts appropriate for birthdays, vacations and school events.

To use a Readymade video script:

▶ **1.** Select Make a Video from the Main Menu.

▶ **2.** Select File from the Edit Script screen.
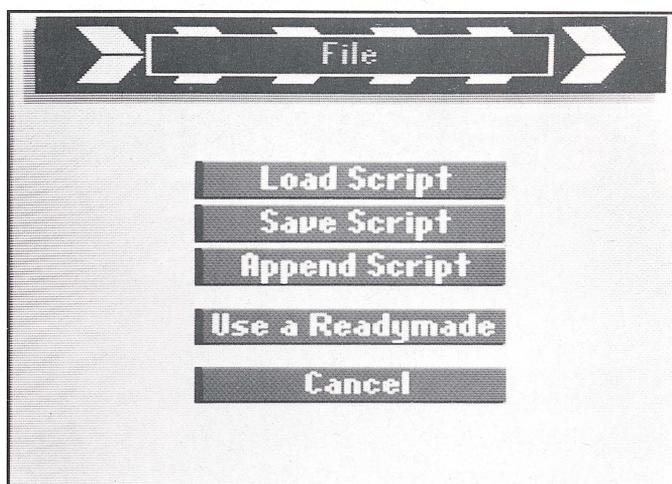
The File menu will now appear on screen.

▶ **3.** Select Use a Readymade.

▶ **4.** Select the desired Readymade from the list that appears on screen.

VCR Companion will load the video script from disk and then the Record Video menu will appear on screen.

You can then Preview, Record to Tape or Make a FilmDisk.

If you wish to customize the Readymade, select Edit Script on the Record Video menu and then select the elements within the script that you wish to modify.

SAVING VIDEO SCRIPTS

VCR Companion follows the ProDOS conventions for the hierarchical filing of data. A single unit of saved data (e.g. one video script) is referred to as a "file." Files may be gathered together into "folders." A data disk can have any combination of files and folders on it. If you are unfamiliar with these concepts, you may want to read "*VCR Companion* and ProDOS" in the Appendix of this manual.

When you wish to save a video script you've created, simply:

▶ **1.** Select File from the Edit Script screen.

▶ **2.** Select Save Script.

The Save Script screen will appear.
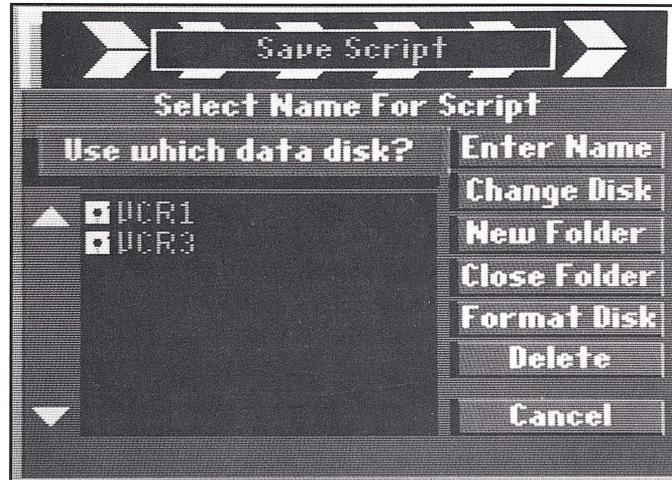
You will first be prompted to select the desired data disk from the list of available disks and disk drives that appears. When a disk has been selected, its name will appear on the first line of the file window. If there are folders on that disk, they will then be listed in the window below.

When you select a folder, it will display a list of all the files it contains and the folder name will be displayed beneath the disk name.

Note: If you need to format a data disk, you will need to first select Format Disk and follow the prompts. You may then continue on to Step 3 and proceed.

▶ **3.** Select Enter Name.

▶ **4.** Enter a file name for the video script and press Return.

Your video script will now be saved and you will automatically return to the Edit Script screen.

Note: The instruction to enter a file name in Steps 4 and 5 assumes that you are saving a video script for the first time. If you are only saving modifications to a video script you previously saved, simply select that video script filename from the list that appears in the file window. You will be warned that you are about to replace or "overwrite" the existing file, which is what you want to do if you are saving modifications to it.

The Save Script screen also contains the following disk and file management utilities for your convenience. After selecting any one of them, you will be prompted on how to proceed.

Change Disk Allows you to select a different disk drive or insert a different disk.

New Folder Creates a new folder on the disk (volume) that is currently selected.

Close Folder   Closes whatever folder is currently open.

Format Disk   Formats a ProDOS disk.

Delete   Deletes (erases) a file from the currently selected disk. Will not delete locked files, entire volumes or folders with files in them.

LOADING A SCRIPT

The Load command will load any video script you've saved on disk. The procedure used to load scripts is identical to the one used to load other files, such as when you select From Other Disk from a menu.

▶ **1.** Select File from the Edit Script screen.

▶ **2.** Select Load Script.

     The Load Script screen will appear.
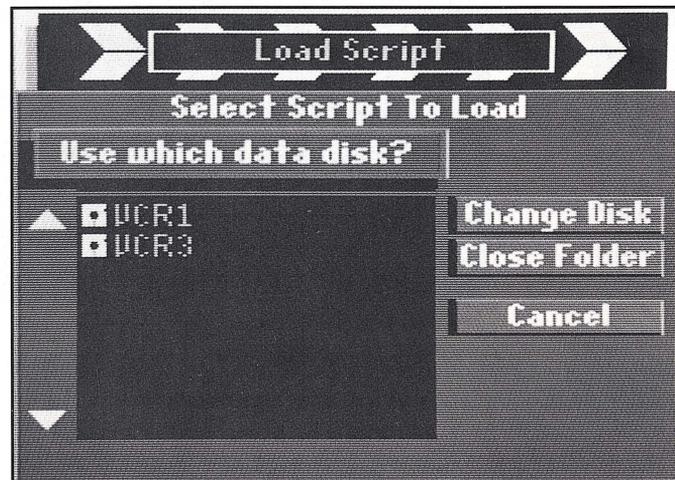
You will first be prompted to select the appropriate data disk from the list of available disks and disk drives that appears.

▶ **3.** Select the data disk on which you've saved the desired video script.

When a disk has been selected, its name will appear on the first line of the file window. All the folders that are on that disk will be listed in the window below. When you select a folder, it will display a list of all the files it contains and the folder name will be displayed beneath the disk name. You then simply select the file which represents the desired video script.

If you wish to change disks, select Change Disk. If you wish to close a folder and reverse your path through the filing system hierarchy, select Close Folder.

▶ **4.** Select the video script you wish to load.

The script will now be loaded and you will automatically return to the Edit Script screen.

APPEND SCRIPT

The Append Script command allows you to append or "link" separate video scripts together creating one script. To create one linked video script, start with the script you have in the clapboard (the script to which you want to append a script which has already been saved).

►**1.** Select File from the Edit Script screen.

►**2.** Select Append Script.

   The Append Script screen will appear.
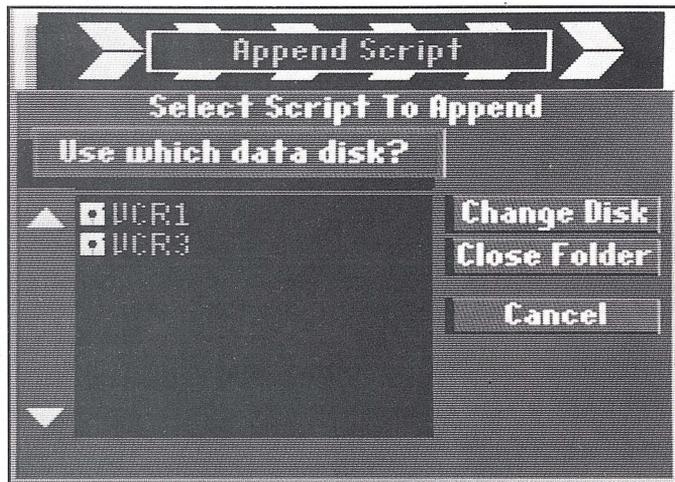
►**3.** Select the data disk on which you've saved the desired video script.

   When a disk has been selected, its name will appear on the first line of the file window. All the folders that are on that disk will be listed in the window below. When you select a folder, it will display a list of all the files it contains and the folder name will be displayed beneath the disk name. You then simply select the file which represents the desired video script.

   If you wish to change disks, select Change Disk. If you wish to close a folder and reverse your path through the filing system hierarchy, select Close Folder.

►**4.** Select the video script you wish to append to the one already in the clapboard.

   The script will now automatically be appended to the end of the script in the clapboard.

THE ADD MENU

Selecting Add from the Edit Script screen allows you to access individual elements that you can include in your video script.

After you select Add, the Add menu will appear on screen.
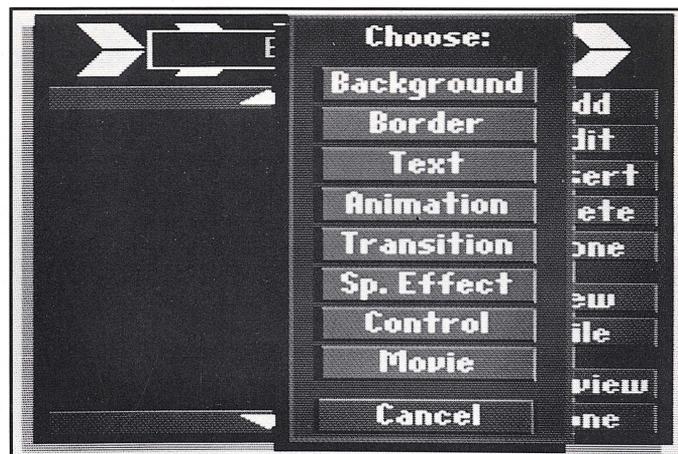
We've already looked at many of the Add menu items in the tutorial "Your First Video Script," included in the Quick Start section of this manual. We've looked at Background, Border, Text, Animation and Control.

The Background and Control selections, however, contain important options not covered in the Tutorial, so we will examine those options now.

The Add menu items we haven't looked at are: Transition, Special Effect and the Movie selection which allows you to add *Fantavision* movies to your video scripts.

BACKGROUND

Backgrounds, in general, are your starting points for creating video scripts. Other elements such as text, borders and animations will be displayed over these backgrounds. There are four different types of backgrounds: pictures, solid colors, patterns and icons. The first three are "full screen." Icons, however, are not full screen and can be placed in different, selectable locations.

▶ **1.** Select Add from the Edit Script screen.

▶ **2.** Select Background from the Add menu.

From the menu that appears you may now select a background type: full-screen picture, full panel of color, background pattern or background icon.

We have already examined the Picture and Color options in the Getting Started tutorial, so let's take a look at Patterns and Icons.

Pattern

Selecting Pattern from the Background menu will bring up a familiar options window.
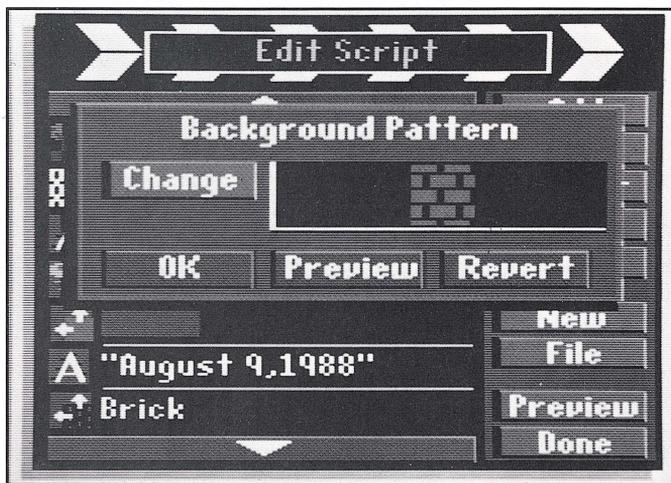
By selecting Change you can view the complete list of of available patterns and select the one you desire.

Icon

Icons are graphics that can be placed at selectable locations on screen.

After selecting Icon from the Background menu, you may select Change in the usual manner to view a list of available graphics.

When you have selected the desired graphic, select Position to position the graphic on screen. Then, select one of the nine possible positions for it.
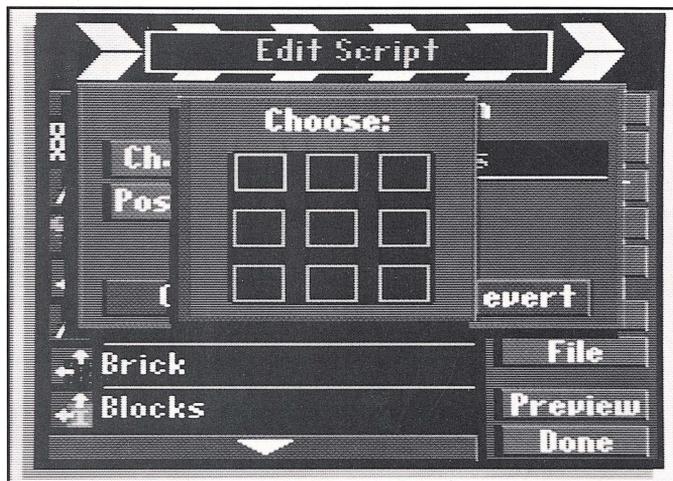

The position you select will be indicated by a yellow highlight around it.

Note: To put more than one icon on screen, you can select Clone from the Edit Script screen and then edit the copies to change their position. Or, you can add additional background icons one at a time by selecting Add from the Edit Script screen and then adding icons in different on-screen positions.
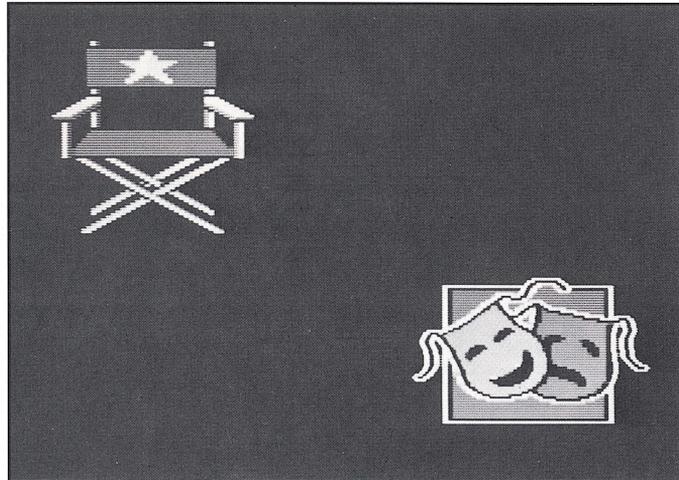
CONTROL

The Control option in the Add menu allows you to: instruct your video script to await a keypress before continuing to the next element, repeat a series of graphic elements in your video script or add pauses.

Starting from the Edit Script screen,

▶ **1.** Select Add from the Edit Script screen.

▶ **2.** Select Control.

   The Control window will appear on screen.
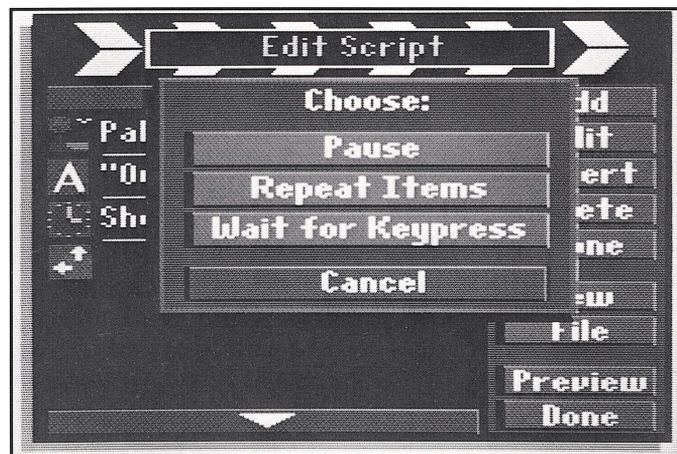
You now have three choices: Pause, Repeat Items and Wait for Keypress.

Pause

Select Pause to add a pause to the end of your video script, as you did in the tutorial. The Amount option in the Pause window allows you to select a Short, Medium or Long pause.

Repeat Items

Select Repeat Items to repeat a sequence of elements that currently exist in your video script. After selecting Repeat Items, a window will come on screen with two options.
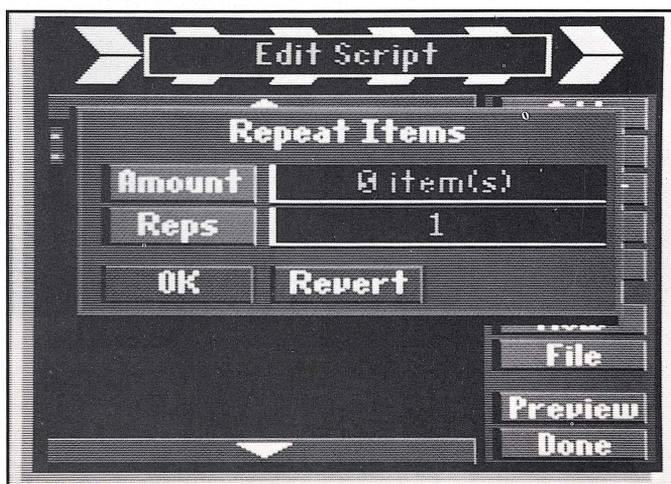
Amount   Allows you to select the portion of your script you want repeated. After you select Amount, the Edit Script screen will appear with a prompt asking, "Repeat from where?" Simply select the first item you want repeated. All elements *from that item to the Repeat Item* will then be repeated.

Reps   Allows you to select the number of repetitions you want the repeated items to cycle through. After you select Reps, a menu will appear giving you the option of having 1,5, 10 or an infinite number of repetitions. If you select Infinite, remember that you can stop the repetition in preview or record by pressing the Esc key or Return.

Wait for Keypress

Wait for Keypress allows you to instruct the video script to wait for a keypress before displaying the next element in the script. At the Wait for Keypress window you have two options. You can either have a prompt displayed on screen as a guide to continue the script or not incorporate a visual prompt at all.

TRANSITION

Transitions give you a special way of blending one graphic element of your video script into another, rather than just having them pop on and off screen.

There is a wide selection of transitions available on *VCR Companion*.

To add a transition to your video script:

▶ **1.** Select Add from the Edit Script screen.

▶ **2.** Select Transition.

The Transition window will appear on screen.

▶ **3.** Select Change.

A menu of possible transitions will appear on screen

▶ **4.** Select the desired Transition.

▶ **5.** Select Speed from the Transition window.

A menu will appear giving you the option of having slow, medium or fast transitions.

▶ **6.** Select Slow, Medium or Fast.

The transition you selected will appear next to Change in the Transition window. The speed you selected will appear next to Speed.

You may now select Preview if you wish to view the transition, or Revert if you wish to revert back to the last transition selected when you opened the Transition window.

▶ **7.** Select OK when you want to keep the selected Transition and Speed.

You will now automatically return to the Edit Script screen, and your transition will be marked on your video script.

Note: In general you must have a graphic element before or after the transition in order for the transition to have any effect. Transitions like "Mask" are exceptions where you must have a graphic element both before and after in order to have the proper effect.

You may also design custom transitions by using the Transition Editor, which can be accessed by selecting Utilities from *VCR Companion's* Main Menu. Complete instructions for using the Transition Editor can be found in the next section of this manual under the heading "Utilities."

SPECIAL EFFECT

VCR Companion includes a number of Special Effects you can add to backgrounds or individual graphic elements in your video script.

To add a Special Effect to your video script:

▶**1.** Select Add from the Edit Script screen.

▶**2.** Select Sp.Effect.

The Special Effect window will appear on screen.

▶**3.** Select Change.

A menu of possible Special Effects will appear on screen.

▶**4.** Select the desired Special Effect.

▶**5.** Select Speed from the Special Effect window.

A menu will appear giving you the option of having slow, medium or fast Special Effects.

▶**6.** Select Slow, Medium or Fast.

The name of the Special Effect you selected will appear next to Change in the Special Effect window. The speed you selected will appear next to Speed.

You may now select Preview if you wish to view the Special Effect, or Revert if you wish to revert back to the last Special Effect selected when you opened the Special Effect window.

If you want to keep the selected Special Effect,

▶**7.** Select OK.

You will now automatically return to the Edit Script screen, and your Special Effect will be marked on your video script.

MOVIES

VCR Companion allows you to include movies in your video scripts that you create with the Apple II version of *Fantavision*, an animation program from Brøderbund.

Note: You cannot import movies created with the Apple IIGS version of *Fantavision* because it uses a different picture format than does the Apple II version.

First you must create the movies and save them on disk as described in the *Fantavision* User's Manual.

Then, to bring your movie into *VCR Companion*:

▶**1.** Select Add from the Edit Script screen.

▶**2.** Select Movie.

The Movie window will appear on screen.

▶**3.** Select Change.

The on-screen prompts will now instruct you on how to select the appropriate data disk from the file window that appears. The procedure is identical to the one used to load video scripts that is outlined on page 31 under "Loading a Script."

Note: The special keyboard commands available with *Fantavision* will be deactivated when a *Fantavision* movie is used within a *VCR Companion* script.

UTILITIES
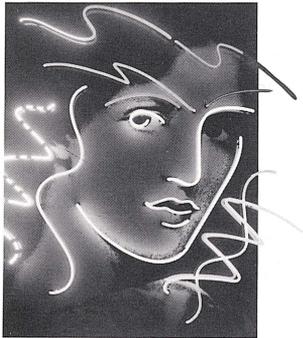
VCR Companion contains several utility programs that enable you to design your own transitions and import graphics from other programs. The Transitions that you can design with the Transition Editor may be as simple or as elaborate as you desire.

The graphics that you can import with *VCR Companion*'s Convert Graphics utility fall into two basic categories:

● Any full-screen "double-high resolution" picture.

● Any animation "character" created with Brøderbund's own *Animate* software.

To use these Utilities you must begin at the Main Menu. If you are in the Edit Script screen, select Done first, and then select Main Menu from the Record Video screen. Then, select Utilities and the Utilities screen will appear.

```
                    Utilities

              Transition Editor
              Convert Graphics
           Install Onto Hard Disk

                 Main Menu
```
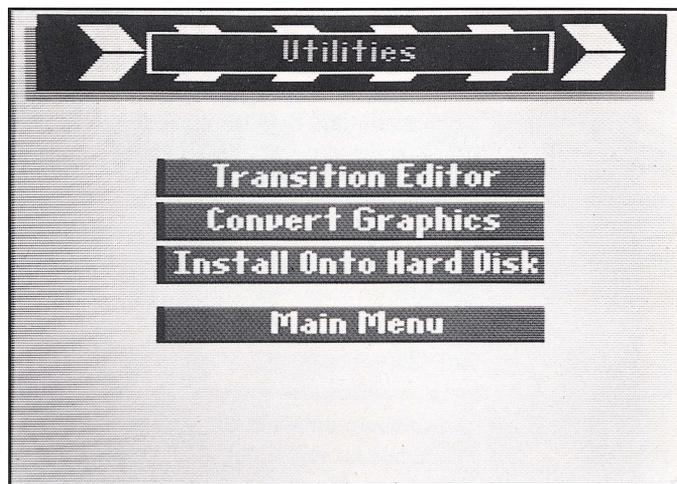
From this point you may elect to use either the Convert Graphics utility or the Transition Editor.

THE TRANSITION EDITOR

With the Transition Editor you can design the visual pattern used to change from one graphic element or frame to another in your video script. You can control the speed of your Transition at any specific point. And you can insert pauses.

▶ **1.** Select Utilities from the Main Menu.

▶ **2.** Select Transition Editor from the Utilities menu.
The Transition Editor screen will then appear.
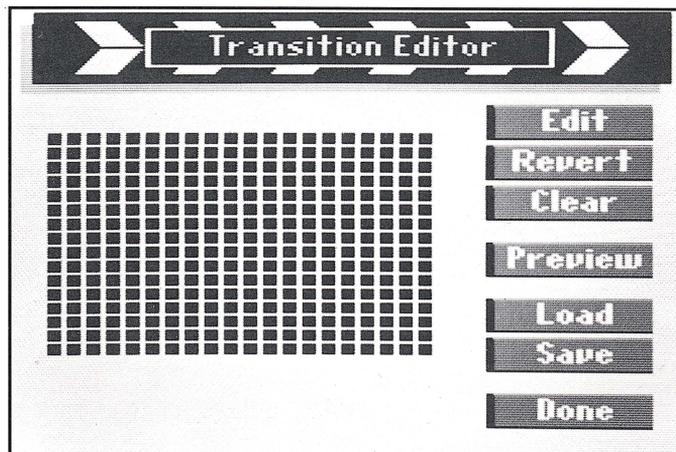
►3. Select Edit.

The Transition Editor presents you with a rectangular area composed of small squares. This area represents your computer screen. By selecting the small squares, in any desired order and pattern, you will create the visual pattern of the transition.
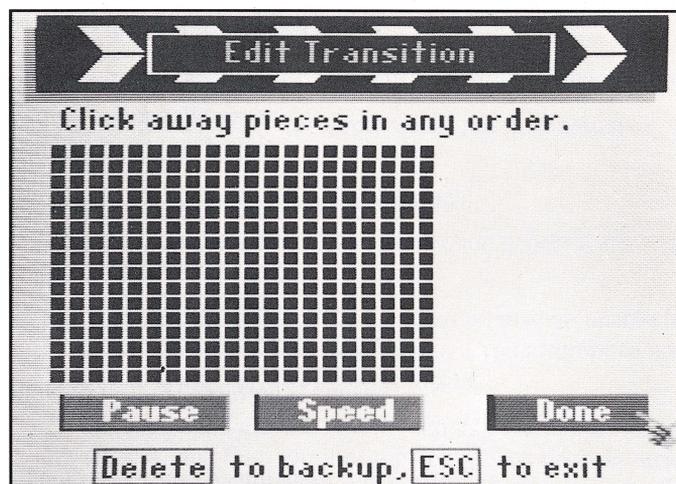
►4. Select the small squares to create your transition.

The squares can be selected with a mouse by either pointing and clicking on individual squares or by dragging the mouse over any number of them.

If you are using a keyboard, you may select the squares one at a time by first positioning the highlighter with the arrow keys and then pressing the Return key or Spacebar.

Whatever your method of selecting the squares, you may use the Delete key to back up and undo your selections.

▶ **5.** Select the Pause and Speed buttons to control the rate of your transition.

The Pause and Speed buttons may be selected with the mouse or by using the arrow keys. If you are using the arrow keys, simply direct the highlighter down to the buttons, where the highlighter will turn into the pointing hand.

After you select either Pause or Speed, a menu will come on screen presenting the options for each command. Simply make your selection from these menus.

▶ **6.** Select Done when you are finished designing your transition.

This will return you to the main Transition Editor screen. You may now select one of the following commands:

Edit   Allows you to go back and modify your transition.

Revert   Allows you to revert back to the transition that was present before you made any modifications.

Clear   Erases any transitions currently shown on screen so that you can start over.

Preview   Lets you Preview your work with a choice of using the edit grid or the full screen.

Load   Lets you load in other transitions that you previously designed and saved to disk. After you select Load, a screen will appear that is identical in appearance and operation to the Load Script screen described on page 31 of this manual. Please turn to that page if you need any instruction on the loading procedure.

Save   Lets you save to disk any transition you've created with the Transition Editor. After selecting Save, a screen will appear that is identical in appearance and operation to the Save Script screen described on page 30 of this manual. Please turn to that page if you need any instruction on the saving procedure.

Done   Returns you to the Utilities menu.

CONVERT GRAPHICS UTILITY

With *VCR Companion's* Convert Graphics utility, you can convert graphics files from other programs for use in your *VCR Companion* video scripts. You can convert Double High-Resolution pictures from programs like Brøderbund's *Dazzle Draw* for use as background pictures. And you can convert "character" files created with Brøderbund's *Animate* program to create your own animations or icons.

▶ **1.** Select Utilities from the Main Menu.

▶ **2.** Select Convert Graphics.

The Convert Graphics menu will appear.

Convert Graphics

Double Hi-Res Picture
Animate Character

Done
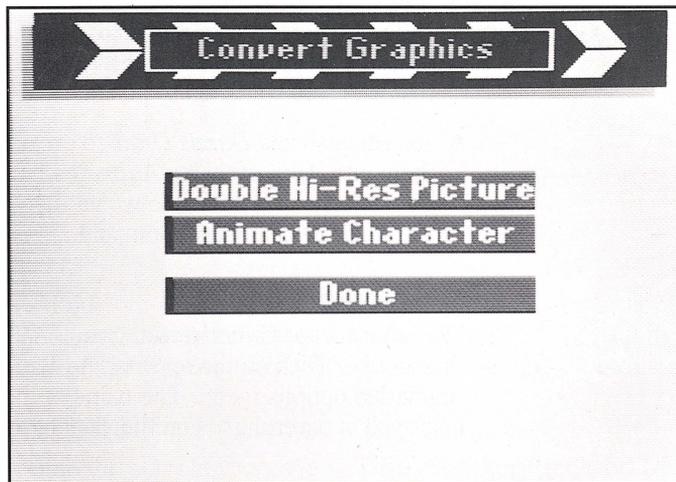
▶ **3.** Select either Double Hi-Res picture or *Animate* character.

After making either of these selections a loading screen will appear that is identical in appearance and operation to the Load Script screen described on page 31 of this manual. Please turn to that page if you need any instruction on the loading procedure.

▶ **4.** Select the Double Hi-Res picture or *Animate* character you wish to convert.

▶ **5.** At the "Which disk?" prompt, select the destination for the file to be converted.

▶ **6.** Enter the name for the converted file.

When you press Return, the conversion process will start automatically and save the new file to disk.

In very rare instances, *VCR Companion* may be unable to convert the file you have selected. This may happen if you attempt to convert a picture or *Animate* character that is too complex.

If this happens, you will have to simplify the picture using the program that created it, and then attempt the conversion process again.

If you are converting an *Animate* character, you will also need to select the type of file you want to convert the character into, Animation or Icon. If you select Icon, *VCR Companion* will take the first frame of the character as the Icon image, disregarding any other frames.

Animate Characters

A few notes on designing *Animate* characters for use with *VCR Companion*:

● Black areas in your icons or animations will become transparent in a *VCR Companion* video script. That is, any image that was on the screen before will show through the black areas of an icon or animation overlaid on top of it. Keep this in mind when creating or modifying characters to be used with *VCR Companion*.

- Animations must be no more than 16 frames long and must be no larger than 100 x 100 screen pixels. *VCR Companion* may reject your file stating that it has too many frames or that the total data in the frames exceeds its limits. In that case you will need to go back and simplify the animation.

- You can also use *Dazzle Draw* to create icons or animations and then import them into *Animate* using *Animate*'s "Transfer Pic" option from its "File" menu. These icons or animations would then be imported into *VCR Companion* with the *Animate* character command.

Using Converted Graphics

You can incorporate converted graphics into a video script by simply selecting From Other Disk on the appropriate Background Picture, Background Icon or Animation options menu. The name of the file selected From Other Disk will be displayed in parentheses on the clapboard.

CREATIVE IDEAS

VCR Companion can be used in countless ways for your home, school or business needs. Here are a few ideas to get you started.

Production Ideas

TITLES
Add titles to videos of any event you'd like to preserve. For instance: "Our Wedding," "Mom and Dad's 50th Anniversary," "Winning the Bowling Tournament," "Muffy Graduates," "Hawaiian Adventures," etc.

CREDITS
Name the stars in your videos. Give credit for Producer, Director, Camerawork, Editing, Script and of course Graphics and Titles!

INTRODUCTIONS
Set the scene or explain what happened to make everyone look so surprised.

INTERMISSIONS
Giving a long show? Include an intermission spot. Add a little humor or "mock up" a cartoon of what will be shown.

ENDINGS
Polish your video by using *VCR Companion* to generate some concluding footage. Add a postscript. Add credits at the end.

Using VCR Companion With Videotapes

STUDENT REPORTS
Use video footage and *VCR Companion* graphics to create an audio/visual presentation well worth an A + !

"VIDEOLABELS"
Make on-screen "videolabels" to identify all your odds and ends of tapes (When did we shoot this? Where was it? Who's holding the baby? Why does everyone look so happy?).

MOVIE FEATURES
Create movie features (kids love to do this!). Some ideas are: "Attack of the Killer <fill in the blank>," "Dottie Loves Jim," "Star Battles," etc.

MAKE YOUR OWN "SILENT MOVIES"
For fun, add "Silent Movie"-style dialog screens to your videos.

MAKE YOUR OWN DOCUMENTARIES
Intersperse text and commentary with video shots of interesting events you witness.

COMPILE "BEST OF" TAPES
Using two VCRs, combine your best shots from tapes of events like Little

League games, tennis matches, school plays and other important family events. Introduce each clip with titles from *VCR Companion*.

MAKE LESSON TAPES

At school or at home, learning with video can be fun. And with *VCR Companion*, you can generate complete video sequences or you can introduce sequences taped with your video camera. Use it for French vocabulary drills, quizzing addition tables and more.

SUBSTITUTE COMMENTARY FOR COMMERCIAL BREAKS

Tired of watching commercials in your favorite taped football game? Insert commentary, wisecracks or graphics instead with *VCR Companion*.

TV/FILM CRITIC

Introduce your favorite films with your own humorous critiques ("Turkey of the Year Award," "The Film that Made an Actor Stand Tall," etc.). Say it with graphics or words.

YEARBOOK/GROUP PORTRAIT

Take a group portrait with your video camera, zooming in on each individual one by one. Edit with *VCR Companion,* identifying each group member by name, with or without graphics or captions ("The biggest smile in town," etc.).

GIVE A TOUR

Show them where you live or work. Make a video of your yard, garden, house or office with commentary and titles from *VCR Companion*.

MAKE A HORROR FILM COLLAGE

Using two VCRs, edit the scariest scenes from horror films and introduce each one with credits and titles made with *VCR Companion*.

USING VCR COMPANION FILMDISKS

VIDEO GREETINGS DISKS

Send greeting videos to friends and family members. They can pop the disk into their computer and see your handiwork!

ANIMATED WINDOW DISPLAYS

Create repeating advertisements for in-store and window displays. Add a Repeat Item to the end of your script, set Amount to include the entire video script and set Reps to Infinite. Now *VCR Companion* will continuously run the video script when you preview it. By making FilmDisks of this script you could send your new video advertisement to each of your novelty shops (or whatever!). Each store would have a computer and a monitor set up in its window to display your new video. Using *VCR Companion* in this way is comparable to one of the "Rolling L.E.D." displays commonly found in stores. *VCR Companion*, however, lets you use 16 colors, graphics, animations and all the other features of the program!

ELECTION CAMPAIGN SPOTS

Create your own repeating campaign message using the technique above to run on video monitors at campaign headquarters or wherever merchants or organizations will donate space.

APPENDIX

MAXIMUM SCRIPT SIZE

When you are creating your script, *VCR Companion* is doing much more than the eye can see. It will automatically try to keep as much of your script data around as it can. This translates as the actual image that makes up a specific Border or Pattern. Every computer has a limited amount of memory that it can use. Don't worry about it, though, because *VCR Companion* is able to recognize and work with the memory limits of your computer system. Once this internal memory is used up, the program will automatically load any data not known to it from disk, as needed.

Your script's maximum length can be anywhere from 64 to 170 items. The actual length depends on how many different elements you use in the script. For example, if you use a "Photo" border at one point in the script and then use it again further on, the program keeps the actual information for that border around only once, conserving memory. Also, the more text you use in the program (what you actually type in, not the items), the less space is available for keeping the other elements that make up your script.

Whether you're recording on tape or creating a FilmDisk, the script length limitations are identical.

VCR COMPANION AND PRODOS

This section is meant to be a quick guide to introduce you to ProDOS. It is not intended to be a substitute for the ProDOS User's Guide.

ProDOS is the current standard disk operating system for the Apple II line of computers. If you are still using DOS 3.3 you may find some of the concepts in ProDOS a little unfamiliar. However, once you "take the plunge" and learn how this powerful operating system works, you will undoubtably find its advantages useful.

Instead of having to refer to a disk as Slot 6 Drive 1, etc., ProDOS lets you name each Volume or Disk. When you select Change Disk from the File menu, you will be presented with any sources available to you.

Names displayed on screen next to the disk icons refer to the disks you have in your disk drives. Any disk listed as "Slots and Drives" means that either the drives have no disks in them or the disks in those drives are not formatted for ProDOS. Selecting one of the disk names that appear will tell *VCR Companion* that you wish to see the files or folders on the selected disk. The disk name is displayed on the first line, with the files or folders listed below.

When you format a disk you are given the opportunity to name it what you wish. It is advisable to use a name that makes sense for what will be on that disk. Remember that when you format a disk you will lose all the information previously on it. If you try to format a disk that has something on it, *VCR Companion* will provide a prompt which gives you an opportunity to cancel or go on. If you do not wish to lose the information on the selected disk, select "No."

ProDOS gives you a file handling environment somewhat like that of the Apple Macintosh® computer. A single unit of saved data (e.g. a video script) is referred to as a "file." Files may be gathered together into "folders." Therefore, on your data disk, you can set up folders to put groups of files in.

To put this into perspective, imagine your disk as a file cabinet. You can just throw all the letters, pictures and other files you create into one cabinet. However, randomly throwing different files into the same cabinet would make it extremely hard to find a certain file. It is much easier to make folders for each type of file and then put those files into a folder. Finding a particular file is as easy as opening the folder and looking inside. You can even have folders within other folders. Within your Picture folder, for example, you can group the pictures into categories of Animals, People and Plants by creating sub-folders for each category and putting your files in the appropriate folders. This organizational capability is one of the most useful features of ProDOS.

When you save or load files with *VCR Companion* you are able to take advantage of the ProDOS sub-folder capabilities. For example, on your data disk you could have individual folders for Background Pictures, Animations and Background Icons that you have converted. When you are in *VCR Companion*'s Save Script menu you have the option to create a New Folder. The program will then ask you to name your new folder. Pressing Return without naming your new folder will cancel the operation. When you enter a name, your new folder will be created. In other words, when you are in a folder called "Pictures" and then create a new folder inside your "Pictures" folder called "Animals," you have created a sub-folder. *VCR Companion* automatically goes into the new folder, ready for you to save your file.

A selected folder will open and display a list of all the files it contains. The name of the folder is displayed on the second line, above the file list. Remember that *VCR Companion* shows you only the folders and files you are looking for, regardless of whether it is a load or save operation. For example, if you are loading a background picture From Other Disk, then you will see the background pictures available as well as any other folders contained on the disk. To back up and close a folder, use the Close Folder button.

After selecting From Other Disk, *VCR Companion* will display what is on the current data disk. The first time you load a file by selecting From Other Disk *VCR Companion* will automatically ask you which drive or disk you want to access. Simply select the desired disk and the program will show you what files and folders are contained on it. You then simply select the desired file. Selecting the folder opens it to show you what files or sub-folders are inside. You can use the arrow buttons to the left of the file listing to scroll the list up and down to see all of the files or sub-folders you have in the folder.

When you save a file, you can specify the file name in one of two ways. If you want a new file name, select Enter Name and type in the name you wish. *VCR Companion* will inform you if a file by that name already exists and then prompt you to either replace the existing file or cancel the operation. If you do not wish to replace the existing file, select "No" and enter another name. If you are making modifications to an existing file, you may simply select the correct file name from the file listing window. *VCR Companion* will prompt you that the file already exists and ask if you want to replace it. If you are making modifications to a file you would answer "Yes" to this prompt so that the previous version of the file will be replaced. Again, if you do not want to replace the existing file, select "No."

MENUS AT A GLANCE

>>> **MAIN MENU** >>>

Make a Video

Utilities

Quit

>> **UTILITIES** >>

Transition Editor
Convert Graphics
Install Onto Hard Disk
Main Menu

>> **EDIT SCRIPT** >>

Add
Edit
Insert
Delete
Clone
New
File
Preview
Done

Transition Editor

Edit
Revert
Clear
Preview
Load
Save
Done

Add

Background
Border
Text
Animation
Transition
Sp. Effect
Control
Movie
Cancel

Background

Picture
Color
Pattern
Icon
Cancel

File

Load Script
Save Script
Append Script
Use a ReadyMade
Cancel

Convert Graphics

Double Hi-Res Picture
Animate Character
Done

Done

Record Video
Preview Script
Record On Tape
Make FilmDisk
Edit Script
Main Menu

Control

Pause
Repeat Items
Wait for Keypress

Text

Static Text
Vertical Scrolling Text
Horizontal Scrolling Text
Cancel

CLAPBOARD ICONS

Background Picture   The file name of the full-screen picture will appear next to this icon.

Background Color   The color selected for the background will appear next to this icon.

Background Pattern   The name of the pattern will appear next to this icon.

Background Icon   The name of the background icon will appear next to this icon.

Border   The file name of the border will appear next to this icon.

Static Text   The first 12 characters of your static text will appear next to this icon .

Vertical Scrolling Text   The first 12 characters of your vertical scrolling text will appear next to this icon.

Horizontal Scrolling Text   The first 12 characters of your horizontal scrolling text will appear next to this icon.

Animation   The name of the animation will appear next to this icon.

Transition   The name of the transition will appear next to this icon.

Special Effect   The name of the special effect will appear next to this icon.

Pause   The length of the pause, either "Short," "Medium" or "Long," will appear next to this icon.

Repeat Items   The number of script items to be repeated will appear next to this icon.

Wait for Keypress   The word "Wait" will appear next to this icon.

Fantavision Movie   The name of the file will appear next to this icon.

BACKUP DISK INFORMATION

This program is copy protected. If you would like a backup disk, you may order one using the coupon below. You may do this at any time, as long as the product is still being manufactured by Brøderbund.

Limit: one per customer.

Please mail the original coupon, not a copy, along with a check or money order for $10.00 (in U.S. funds), or complete credit card information to:

> Brøderbund Software-Direct
> P.O. Box 12947
> San Rafael, CA 94913-2947

Please make your check or money order payable to Brøderbund Software.

- -

Backup Disk Coupon

(Please print)

Name: _____

Address: _____

City, State, Zip: _____

Daytime phone: _____
                           (required for credit card orders)

Product Name: **VCR Companion**

Format: (please check one)
☐ Apple 5.25-inch Disk   ☐ Apple 3.5-inch Disk

Payment method:
☐ Check/money order   ☐ VISA   ☐ MasterCard   ☐ American Express

| | | | | | | | | | | | | | | | | | | |

Credit Card Account Number   Expires

_____

Signature (required for credit card orders)

(Clip this coupon along the dotted line and send along with your payment. Please allow four weeks for delivery.)

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Brøderbund warrants for a period of ninety (90) days following the original retail purchase of this copy of *VCR Companion* that the program is free from substantial errors or defects that will materially interfere with the operation of the program as described in the enclosed user documentation. This policy applies to the initial purchaser only.

If you believe you have found any such error or defect in the program during the warranty period, call Brøderbund's Technical Support Department, 800/527-6263 or 415/492-3500 between the hours of 8 a.m. and 5 p.m. (Pacific time), Monday through Friday. Brøderbund technical personnel will attempt to help you correct or avoid the problem. If any such error or defect cannot be corrected or reasonably avoided by the customer, Brøderbund will inform you how to obtain a corrected program disk (or, at Brøderbund's option, Brøderbund may authorize refund of your purchase price).

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BIOGRAPHIES
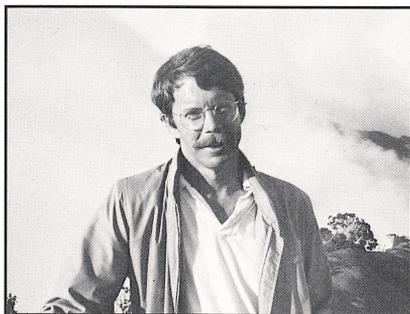
LAUREN ELLIOTT

Lauren is a Designer at Brøderbund. He joined the company in 1982 to pursue his interest in computer software, graphics and design. He has since worked on many award-winning Brøderbund products, including the Science Toolkit and Carmen Sandiego series. The concept for *VCR Companion* came out of his interest in making entertaining and practical use of the computer's video capabilities.

Born in Boston and raised on the East Coast, Lauren was an engineering student at Cornell University. He earned a degree in architecture and engineering from the University of Colorado at Boulder and in 1972 moved to California to attend the PhD program in ecology at the University of California, Davis.

Lauren currently lives in Sebastopol, California.

LOUIS EWENS

Louis has been a part of the micro computer world since its inception. He started computing in high school on an Altair and later "moved up" to the Sol-20. Soon, when the Apple II came into being, he began his never ending friendship with the Apple computer family. After being an employee of Brøderbund for some five years and working on many products, including Arcade Machine, Whistler's Brother (remember that one?) and Toy Shop, Louis decided to become a freelance consultant. Being a techno-addict, he enjoys discovering any new high-tech machinery he can get his hands on. Besides computers and electronics, Louis enjoys working-out and listening to a wide range of music, as well as writing his own.

THE END

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