Button Script Pages

The nine pages dedicated to preprogrammed scripts are created and managed by the end-user. They are reached by selecting the Page Navigation Buttons along the bottom of the DigitalSky Interface.

About Button Scripting

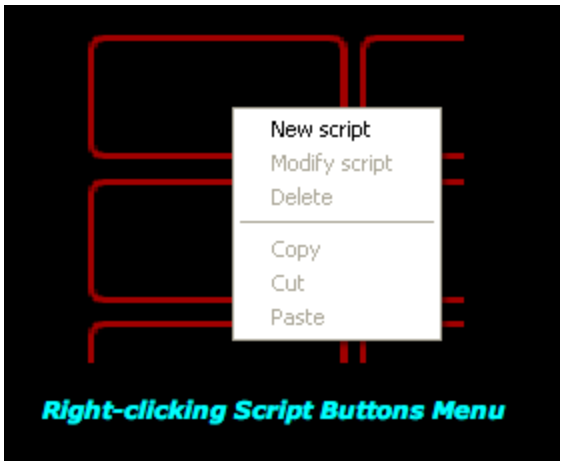
Hundreds of sequences can be programmed for quick and easy demonstration in a lecture setting. Each page contains 96 buttons, allowing for a total of 864 button scripts.

The scripts are executed by a simple click of the appropriate button. Some buttons have various sections and have programmed pauses until the operator clicks the button again to continue.

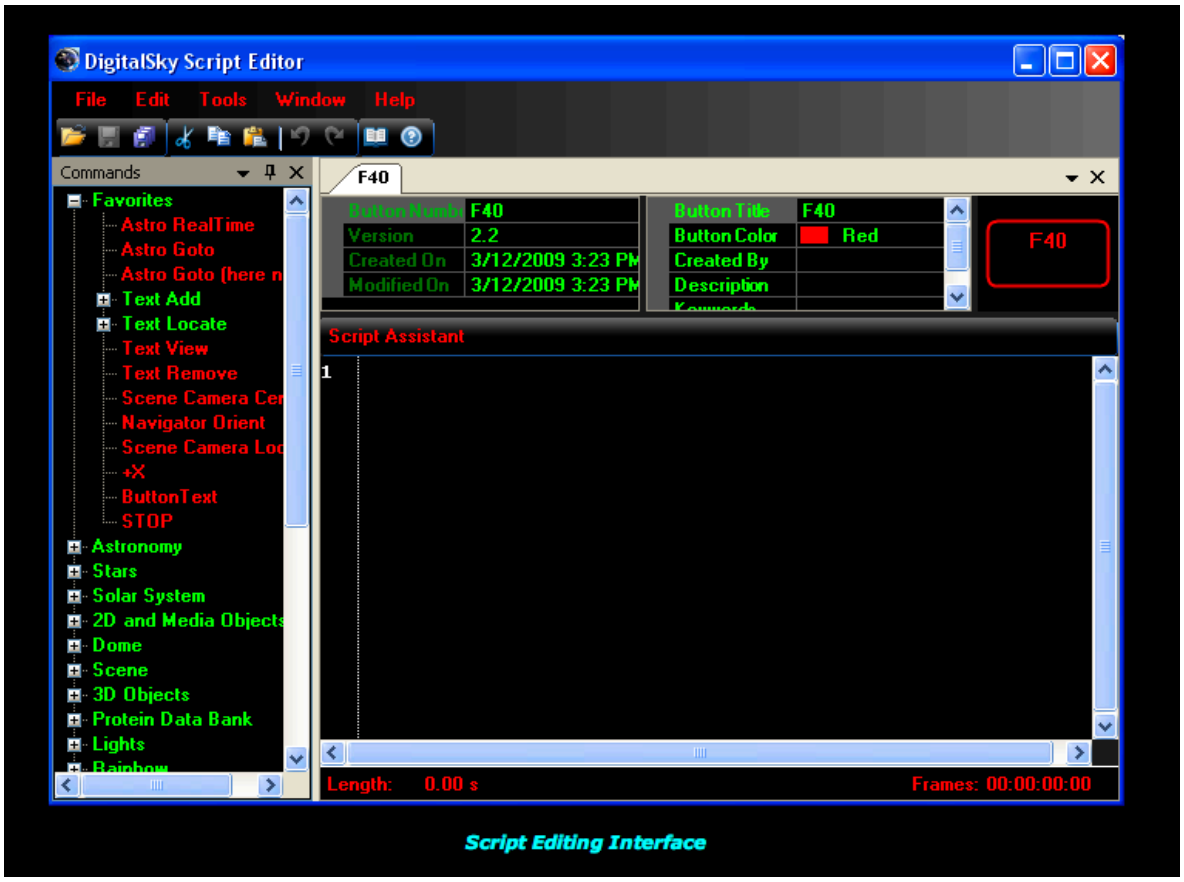
Creating New Scripts

1. Be sure that Digital Sky is in Program Mode as described in "Run/Program" .

2. Navigate to the desired page of the button script as described in "Page Navigation Buttons" .
3. Right-click the desired button on which the script will be programmed, and select "New Script."

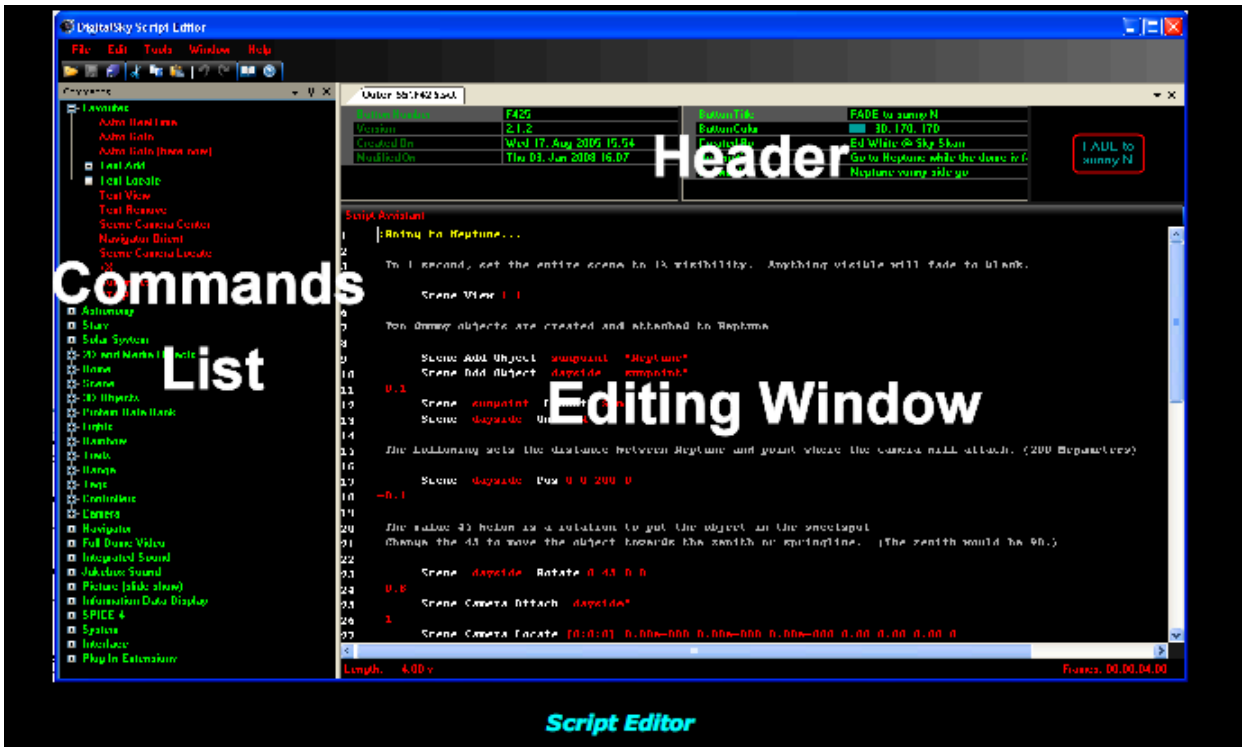


The script-editing interface will then open.



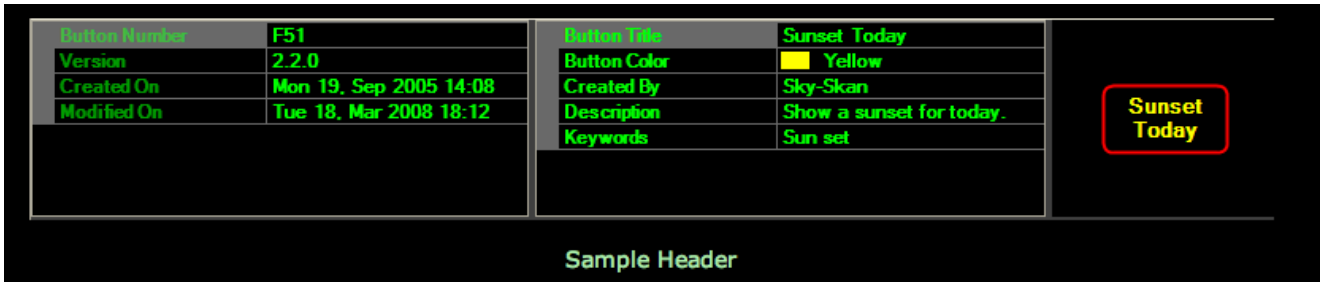
Overview of Script Editor

When the Script Editor is first opened, you will see three distinct areas: the Commands List (left side), the Header (top), and the Editing Window. This is the default view.



Script Editor Header

Header information is displayed in two areas, non-editable information (left side) and editable information (right side). A button preview image appears at the right side of the header. Heading fields are:



Sample Header

Tabs

Tabs above the header allow selecting between multiple scripts that are open at the same time.

Button Number

This number preceded by an "F" is the unique DigitalSky identification for that button. Its range is F1 through F864. You cannot change this number (however, you can later move the script to another button).

Version

This lists the last version of DigitalSky that saved the script.

Created On

This data is automatically filled out when the script is initially created. It is the creation date and time of the script.

Modified On

This data is also automatically filled out when the script is modified. It is the modification date and time of the script.

Note: For editable header items, click in the window to see options.

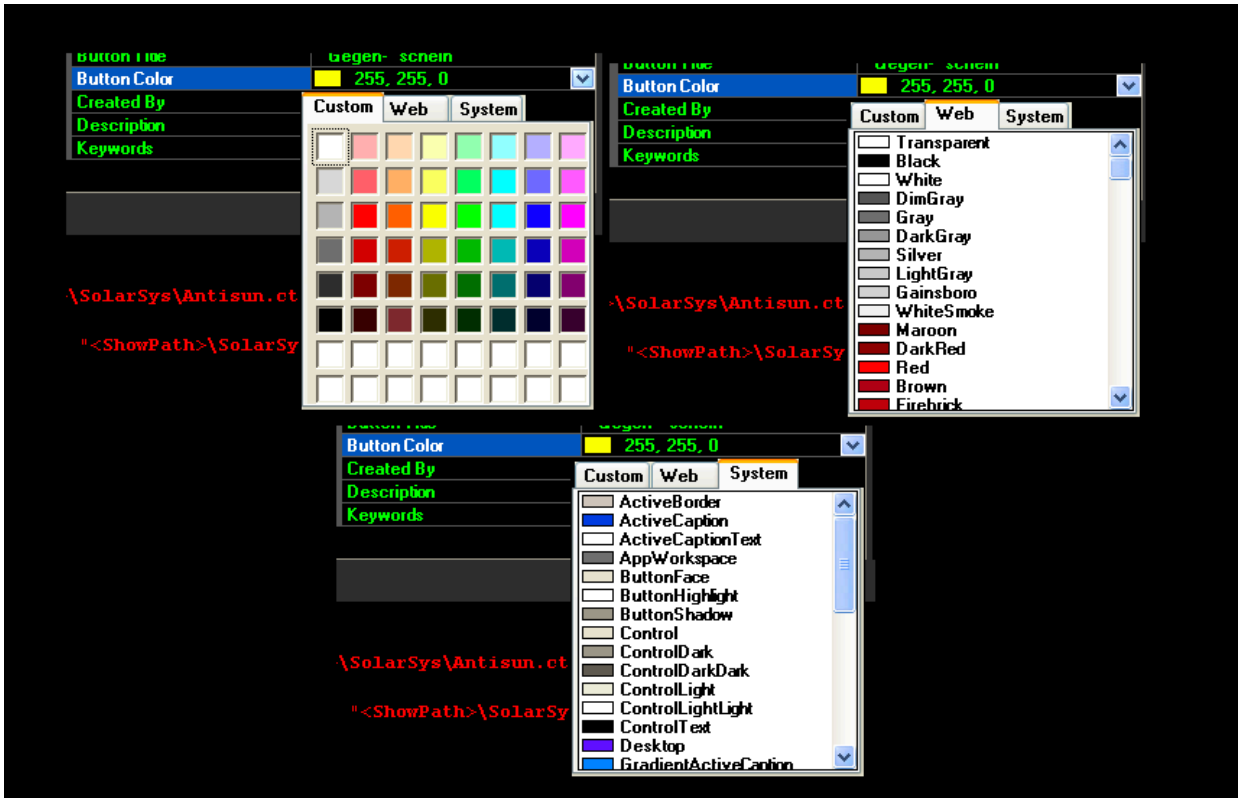
Button Title

This field is the Script Number by default. This comment should be changed, as it is the default descriptive text that appears on the button.

Button Color

This is another user-defined field that may be changed. This field shows the RGB value of the Title's text color. Not only can you change the label's text, you can also assign the text a color.

Click in the window for selecting the color. Selections may be made in a number of ways, including selecting from a color palette or a color name from a list (web or system), or by typing in the color name. If your mouse has a wheel, you can use it to scroll through the list of color names.



Button Color Selection Methods

Note: Color names are saved as RGB values, so if you save a color by name and look at it later in the Script Editor, it will appear as RGB values, instead of by color name. Button title colors are useful for groups of related buttons. A white titled button (with no script), at the top of the group of related buttons, is recommended to be used as a name for the group.

Created By

This is an area for authors to credit themselves. We recommend that you add the name of the person creating the script, as well as the name of the organization. This will be useful, should changes or sharing approval be needed later.

Description

This is an area to enter a brief or detailed description as to the purpose of the script and what it does. This will be especially useful when your collection of scripts gets large.

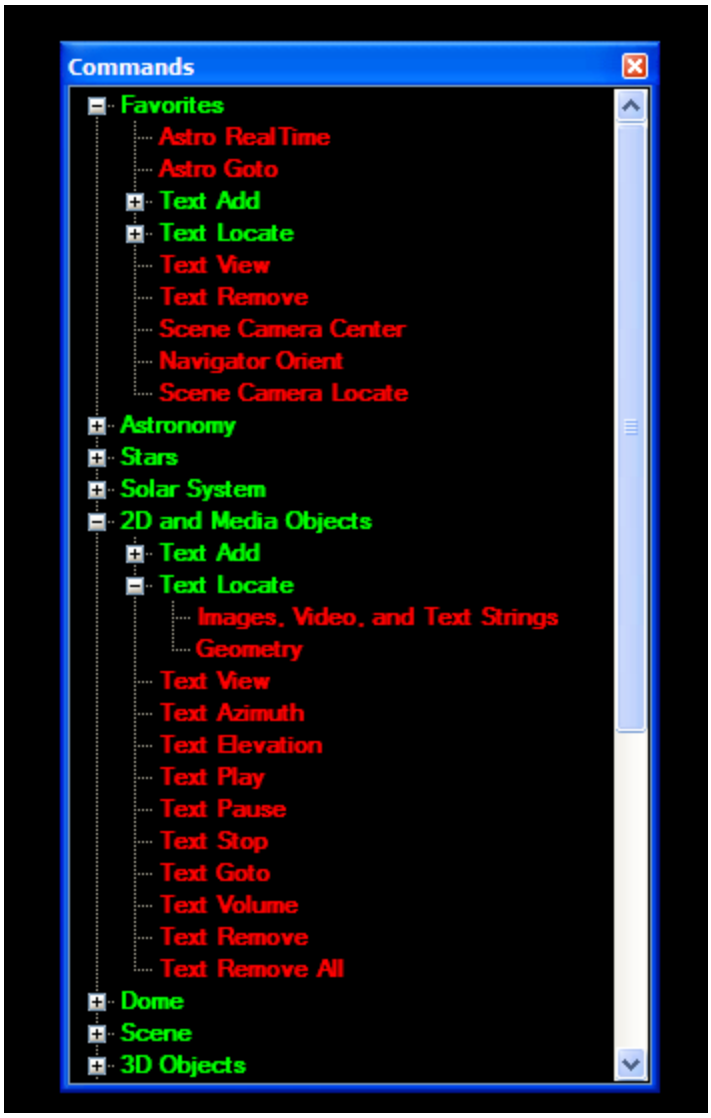
Keywords

This is an area to list keywords that are associated with the script and its production content, for future search tools.

Commands List

The Script Editor contains a commands list which contains all of the potential actions

available in DigitalSky. The list is expandable and collapsible, and is hierarchical. Sections are organized with similar commands grouped together. The Favorites section contains the most commonly used commands.



Script Editor Commands List

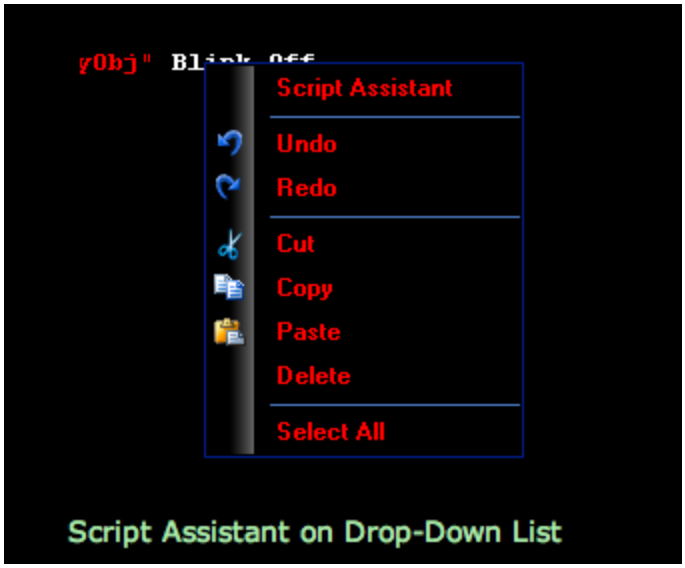
To use the commands list:
1. Select the desired command.
2. Use a single left-click to send the command to the editing window.
The command is entered into the Script Editor with default arguments. These arguments are typically placeholders or standard default settings. They will need to be edited, as needed. (See Script Assistant)
Descriptions of the DigitalSky scripting commands are in topics under Scripting

Reference.
The Auto-Hide icon can be used for hiding and restoring the Commands list.

Script Assistant

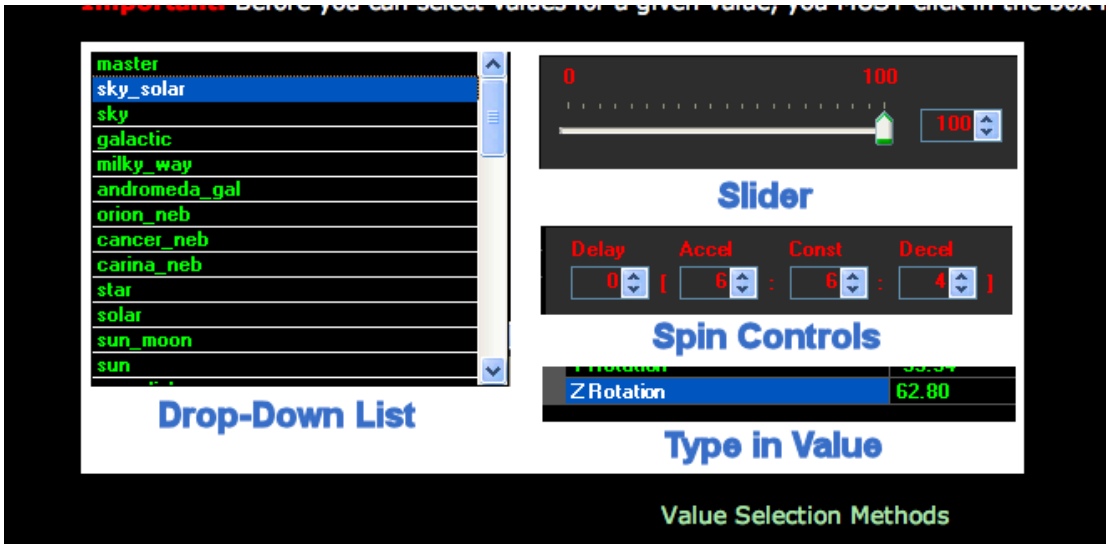
DigitalSky includes a Script Assistant, which allows you to display command parameters at the bottom of the editing window, easily interpret those parameters, and to set the values. To activate the Script Assistant:

1. Place your cursor on the line for which you need assistance.
2. Either click the Script Assistant button or right-click on the line and choose Script Assistant from the drop-down list. Script Assistant will scan the line and populate the parameter values below.



Script Assistant on Drop-Down List

Parameter values can be selected in a number of ways, such as from a list, from setting a slider, or from using spin controls (with up and down arrows). You can also type the value directly into the box.
Important: Before you can select values for a given value, you MUST click in the box for that parameter.



Writing Button Scripts

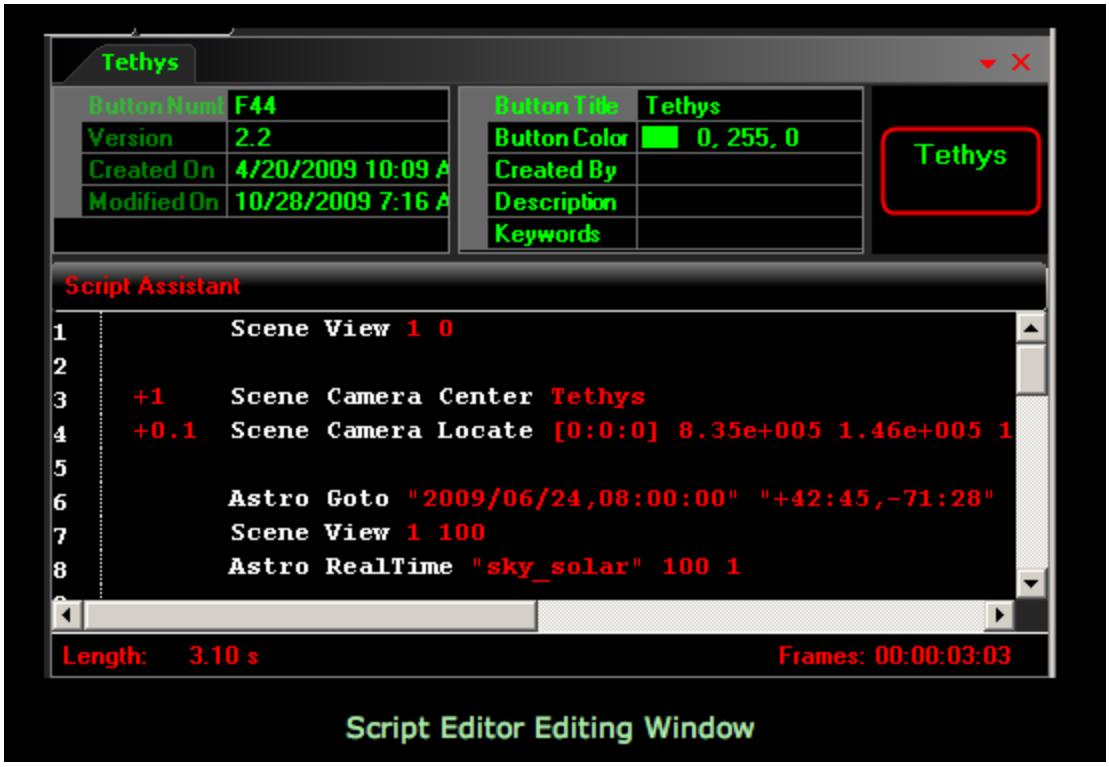
Button Scripts are written through the script-editing interface that is enabled by the "New Script" and "Modify Script" commands described above. DigitalSky scripts are a string of commands with specific arguments that alter various processes.

The command strings and parameters are defined and recorded in the DigitalSky Script Editor.

Note: Some parameters are literal. That is, you may see word choices for values which, when selected, place numeric values for the command argument.
To close the parameter section, either click the **Script Assistant** button again or right-click on the line and select **Script Assistant** from the drop-down list.

Editing Window

The **Editing** window acts as a standard text editor for writing the desired script for the button. The commands can be entered in two ways, either by clicking the desired command in the **Commands** window, or by manually typing the command into the **Editing** window.



Script Editing Fundamentals

Like many programming languages, commands are usually executed in the sequence in which they appear in the script. A notable exception is for commands that go together, such as Astro Realtime and Astro Goto, which will be executed simultaneously.

Of course, precedence must be considered, such as loading an image before modifying its position.

If multiple identical commands are sent together, only the last one is executed.

If a command is not recognized, it will be ignored.

If a command is recognized, but cannot be executed, an error will be sent to the Information Window. You must have the Information Window open in order to see the error message.

Comments

There are two types of comments available for scripting, the **silent** comment and the **verbose** comment.

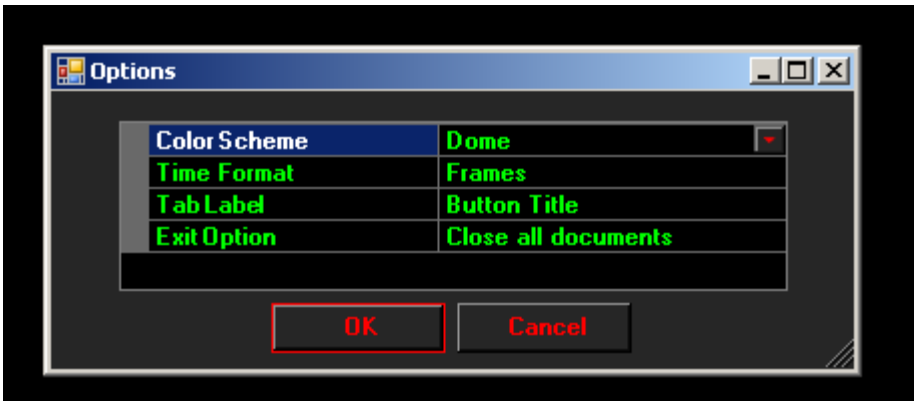
Silent comments start with an apostrophe (') and are viewable only when the script is open for editing. They are useful for communicating thoughts and ideas to those working on the script. They are also an excellent way of disabling a command line.

Verbose comments start with a semi-colon (;) and are viewable in the **Master Command** window while the script is running. They are used for communicating to the

operator, such as when a script has paused and is awaiting input. If two verbose comments are in consecutive lines, only the second one will be viewable, as the first one will appear and disappear almost instantaneously.

Customizing the Script Editor

You can select several options for the Script Editor by selecting **Options...** from the **Tools** menu.



The options are:

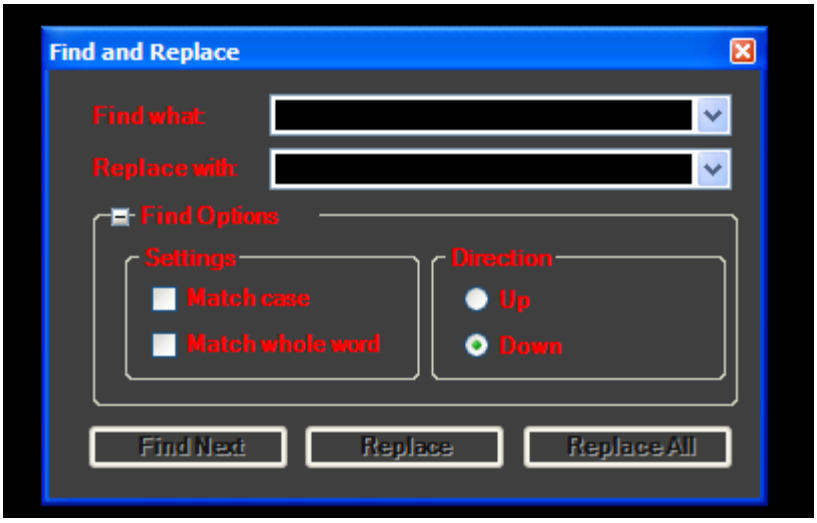
Color Scheme	• Dome - Red and green on black. • Office - Your MS Windows color scheme.
Time Format	• SMPTE (00:00:00:00) • Seconds (00:00:00.00) The final two digits are hundreths of a second.
Tab Label	• Button Title • Filename
Exit Option	• Close all documents - Closes any open scripts when you exit the Script Editor. • Leave all documents open - Closes the Scipt Editor and leaves all scripts open.

Many parts of the Script Editor can be resized. Look for the double-headed arrow and click and drag to resize components, as desired.

To hide the **Commands** window, click on the Auto-Hide icon ( ) . To make the **Commands** window reappear, click on any other window. To move the **Commands** window, click on the title bar and drag and drop anywhere. You can also click and drag it

back.
When the **Commands** window is floating (not docked in position), you can right-click on the title bar for more options. When you have more than one script open at a time, you can split the **Editing** window. Grab the tab for one script and drag it to the **Editing** window. You will see a "+" symbol. Moving the tab over the "+" will show you options for splitting the window. If you have a split window and desire to change back to a single window, grap the tab for one script and drag it to the center of the "+" symbol.
To restore the default positions of the **Commands** and **Find and Replace** windows, select **Reset Window Layout**, on the **Windows** menu.

Script Editor Find
You can search a script fot text and optionally replace it. Select **Edit** > **Find and Replace** from the Script Editor menu. This opens a pop-up window that allows you to search the current script.



Enter the desired character string in the text box, then click **Find Next** to find the first instance of the word. Pressing **Find Next** again steps you through each instance of the word in the script.

1. Text Add (Images)

Use
Preloading BMP, GIF, Animated GIF, PNG, TGA, JPG, and DDS images.
Arguments
Name: User-defined object name.
File Path: Full directory path to desired image file. Two shortcuts exist which are defined within the DigitalSky *.in file-*ShowPath* can be used for the default show media directory, and *AppPath* can be used for the DigitalSky installation directory.
Another wildcard that can be used is the "$". By using this, each renderer will load its

own version of the file. For example, by using *AllSky_$.tga*, DigitalSky will preload Allsky_A.tga, AllSky_B.tga, AllSky_C.tga, and so on, for each renderer in the system.
Width: Pixel width of loaded image in a power of 2 (i.e...128, 256, 512, 1024, 2048..., and so on). By using an argument of 0, DigitalSky will default to the image's actual width.
Height: Pixel height of loaded image in a power of 2 (i.e...128, 256, 512, 1024, 2048..., and so on). By using an argument of 0, DigitalSky will default to the image's actual width.
Coordinate System: This argument represents different systems of coordinates used to position the texture.
Maximum Size: Estimated maximum radius that the image will ever be scaled in degrees
X Offset: Horizontal relative offset of an image's center. Negative numbers move the image right.
Y Offset: Vertical relative offset of an image's center. Negative numbers move the image up.
Lens Type: Lens distortion effects applied to image:
-1- Full Screen Without Rectilinear Geometrical Correction
0 - Normal Lens
1 - Fisheye Lens
2 - Panoramic Lens
Mip map Level: A sophisticated texturing technique used for 3-D animation. To create images that contain acutely angled polygons that disappear into the distance, MIP mapping mixes high and low resolution versions of the same texture to reduce the jagged aliasing effects that would otherwise appear.

The default setting is 0 which activates mip mapping. A setting of 1 uses only one surface.
Syntax
Text Add "<Name>" <File Path> <Width> <Height> <Coordinate System> <Maximum Size> <X Offset> <Y Offset> <Lens Type> <Mip map level>
Example
Text Add "slid_0" "ShowPath\SkySkan\pictures\slide0.bmp" 1024 512 0 60 0 0.5 0 1
Slide0.bmp is loaded from the pictures directory and named slid_0. It is set at 1024 x 512 pixels, offset up by half its height. As this image is not utilizing mipmapping when it loads, artifacting may be visible when it is zoomed in at 2 different sizes, or zoomed out to a smaller scale (undersampling). The image will utilize the local coordinate system.

2. Text Locate (Images, Video, and Text Strings)

Use
Places Image, text string, and video files.
Syntax
Text Locate "<Name>" <Rate Time> <Azimuth> <Elevation> <Rotate> <Scale Width> <Scale Height>
Arguments
Name: User-defined object name.
Rate Time: The time in seconds to perform and complete the requested function. It is also possible to specify Rate Time in three stages by using colons between the phases (acceleration:constant:deceleration) . If placed in brackets, the Rate Time argument may be preceded by an optional Delay argument (that is, delay[acc:con:dec]). For more examples, see Rate Time Parameter.
Azimuth: Azimuth coordinates of image center in degrees
Elevation: Elevation coordinates of image center in degrees
Rotate: Rotation angle of the image in degrees (negative is clockwise, positive is counterclockwise)
Scale Width: Scaled image width in degrees
Scale Height: Scaled image height in degrees
Example
Text Locate "slid_0" 3 180 45 0 20 30
Preloaded image slid_0 is placed over a 3 second period to 180° Azimuth, 45° Elevation. The image is unrotated and is scaled to the size of 20° by 30°.

3. Text View Command

Use
Displays previous loaded and placed images on the dome.
Syntax
Text View "<Name>" <Rate Time> <Opacity> <Red> <Green> <Blue>
Arguments
Name: User defined object name
Rate Time: The time in seconds to perform and complete the requested function. It is also possible to specify Rate Time in three stages by using colons between the phases (acceleration:constant:deceleration) . If placed in brackets, the Rate Time argument may be preceded by an optional Delay argument (that is, delay[acc:con:dec]). For more examples, see Rate Time Parameter.
Opacity: Percentage of the images opacity (0-100)
Red: Percentage of brightness in the red channel (0-100)
Green: Percentage of brightness in the green channel (0-100)
Blue: Percentage of brightness in the blue channel (0-100)

Example
Text View "slid_0" 10 50 100 100 100
Preloaded and placed image slid_0 is faded in to 50% opacity over 10 seconds. The final image is at full brightness in all colors.
Note: By placing percentages greater than 100% in the Opacity, Red, Green, or Blue fields, various blinking effects will occur that may be beneficial as an effect. Experimentation will produce different effects.

Moving Button Scripts

Moving button scripts is useful in keeping pages orderly, for quick access.
To completely move a button script to a button on the same page or to a button on another page:

1. Be sure that DigitalSky is in **Program Mode**, as described in "Run/Program" .
2. Navigate to the page of the button script to be moved as described in "Page Navigation Buttons" .
3. Right-click the button to be moved and select "Cut."
4. Navigate to the new destination page of the button script.
5. Right-click the new destination button and select "Paste."

Duplicating Button Scripts

Duplicating button scripts is useful in keeping pages orderly for quick access and for creating a number of similar buttons with slight differences.To quickly duplicate a button script onto a button on the same page or onto a button on another page:

1. Be sure that Digital Sky is in Program Mode as described in "Run/Program" .
2. Navigate to the page of the button script to be copied as described in "Page Navigation Buttons" .
3. Right-click the button to be copied and select "Copy."
4. Navigate to the page of the duplicate script, if different from the original.
5. Right-click the new destination button and select "Paste."

Note: This can overwrite an existing button, if so desired.
Note: A warning box will pop up explaining that a button script is about to be overwritten and give the option of continuing or aborting the action.

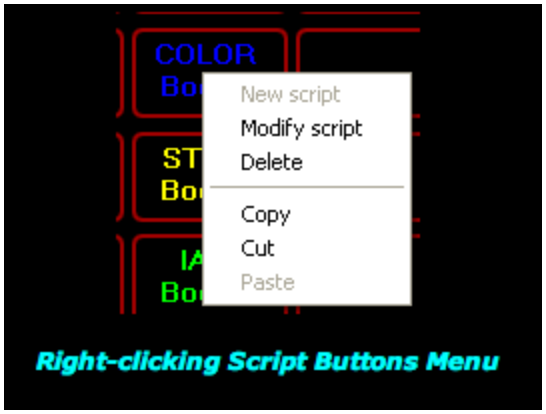
A copy of the original script will now be applied to the new button. It may now be edited, as desired.

Modifying Existing Scripts

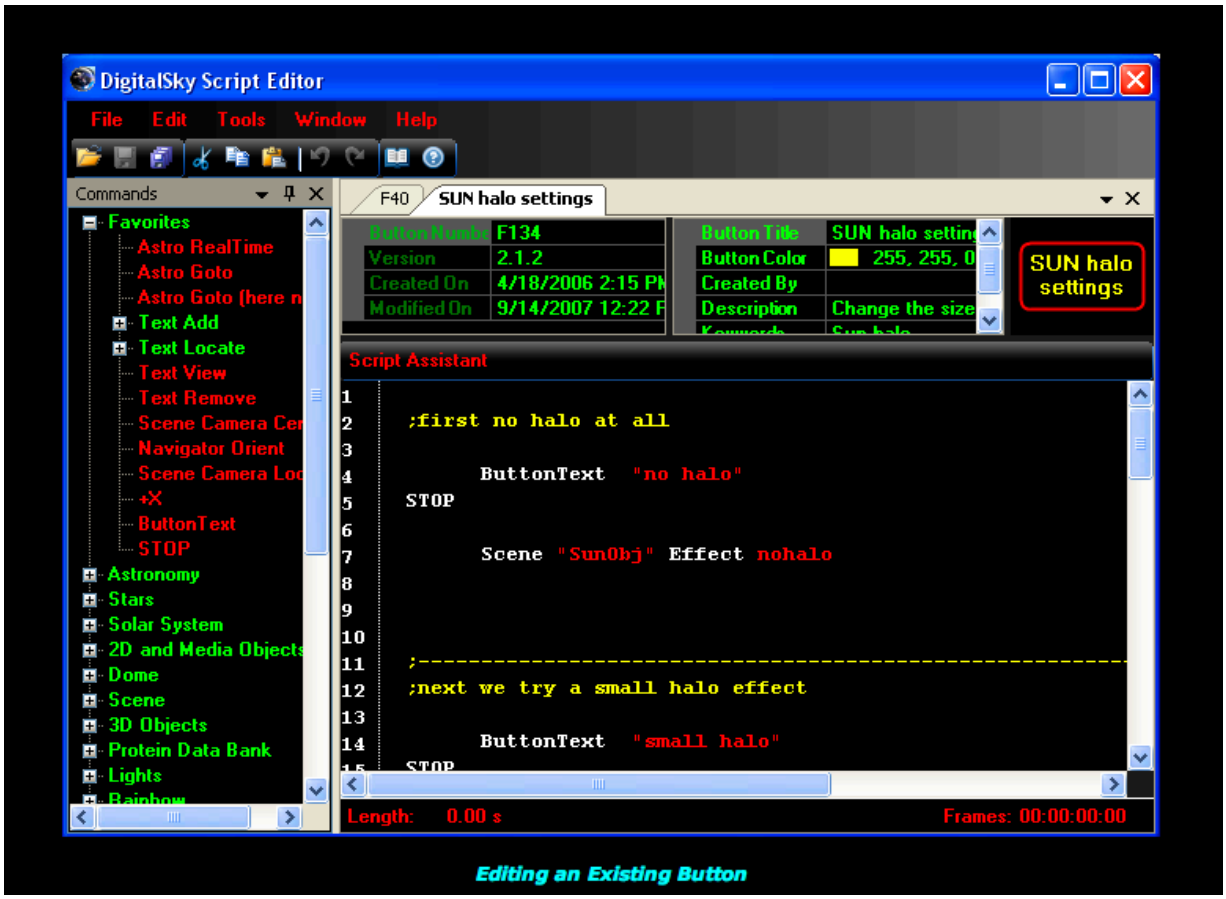
If changes need to be made to existing scripts, they can be made quickly using the

Modify Script command.

1. Be sure that Digital Sky is in Program Mode as described in "Run/Program" .
2. Navigate to the page of the button script to be modified, as described in "Page Navigation Buttons"
3. Right-click the button to be modified and select "Modify Script".



The script-editing interface will then open.



SAMPLE SCRIPTS

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;Fisheye still image script

```
   Text Add "p1" "ShowPath\IAIA_IMAGES\EthanBach\Ethan HDR
examples\HDR_test1.jpg" 0 0 0 116 0 0 0 1
+1
   Text Locate "p1" 0 360 45 0 250 220
   Text View "p1" 5 100 100 100 100
```

_____

; 360° Panoramic Image

```
   Text Add "panoramic"
"ShowPath\iaia_images\EthanBach\mountains_IAIA_take2_sm.tga" 0 0 Local 30 0 0.5
2 0
+3
   Text Locate "panoramic" 3 0 0 0 360 60
   Text View "panoramic" 3 100 100 100 100
```

_____

;360 degree navigatable pano

```
   Text Add "p1" "ShowPath\IAIA_IMAGES\NMAD351_F2011\WillWilson\yard test
360.jpg" 4096 2048 2 360 0 0 2 1
+1
   Text Locate "p1" 0 0 0 0 360 180
   Text View "p1"    5 100 100 100 100
+1
   Text Remove "p1"
```

_____

;Video (.mov) in a box

```
   ButtonText  "Stop..."
   Text Add "video" "ShowPath\IAIA_IMAGES\EthanBach\Ethan HDR
examples\HDR_test1.jpg" 0 0 0 116 0 0 0 1
+1
   Text Locate "video" 0 360 45 0 250 220
   Text View "video" 5 100 100 100 100
   ButtonText "end video"
   STOP
   Text View "video"    2 0 100 100 100
+2
   Text Remove "video"
```

Video (.mov) fisheyed to the dome

```
   Text Add "mymedia" "ShowPath\iaia_images\Origin Test 2.mov" 0 0 Local 30 0 0 1 1
+3
   Text Locate "mymedia" 0 0 90 0 184 184
   Text View "mymedia" 0 100 100 100 100
   Text Play "mymedia"

   ButtonText "end video"
STOP
   Text View "mymedia" 2 0 100 100 100
+2
   Text Remove "mymedia"
```

;Panoramic Image w/ zenith sky

```
   Text Add "Pano Z" "ShowPath\iaia_images\EthanBach\zenith_sky_IAIAmtn.tga" 0 0
Local 30 0 0 1 0
   Text Add "panoramic"
"ShowPath\iaia_images\EthanBach\mountains_IAIA_take2_sm.tga" 0 0 Local 30 0 0.5
2 0
+3
   'Text Locate "Pano Z" 3 0 90 0 160 160
   Text Locate "Pano Z" 3 0 90 0 115 115
   Text Locate "panoramic" 3 0 0 0 360 60
```

```
    Text View "Pano Z" 3 100 100 100 100
    Text View "panoramic" 3 100 100 100 100
     ButtonText "end pano"

STOP
    Text Remove "panoramic"
    Text Remove "Pano Z"
```

SLIDE SHOW stills in a box

```
    Astro STOP

    Text Add "sli0" "ShowPath\IAIA\Student_photos\hagen_trend_pano3.jpg" 2048 2048
0 120 0 0 2 1
    Text Add "sli1" "ShowPath\IAIA\Student_photos\IAIA panorama with
alfred_semi_final.jpg" 2048 2048 0 180 0 0 2 1
    Text Add "sli2" "ShowPath\IAIA\Student_photos\Sweat2_Panorama1.jpg" 2048 2048
0 180 0 0 2 1
    Text Add "sli3" "ShowPath\IAIA\Student_photos\TavFinal copy.jpg" 2048 2048 0 180
0 0 2 1
    Text Add "sli4" "ShowPath\IAIA\Student_photos\un-flatten layers..nature..k.jpg"  2048
2048 0 180 0 0 2 1
    Text Add "sli5" "ShowPath\IAIA\Student_photos\upton_photoeye_panorama.jpg"
2048 2048 0 180 0 0 2 1
    Text Add "sli6" "ShowPath\IAIA\Student_photos\IAIA sunset panoramic.jpg"  2048
2048 0 180 0 0 2 1
    Text Add "sli7" "ShowPath\IAIA\Student_photos\IAIA art in Panoramic.jpg"  2048
2048 0 180 0 0 2 1


    ButtonText "Slides loading..."

+3    ButtonText "Slide0"

+0.1    Text Locate "sli0" 03 0 30 0 100 33
    Text View "sli0" 03 100 100 100 100
```

```
;+10     "Slide1"

+10    Text Locate "sli1" 03 0 33 0 90 60
    Text View   "sli0" 2 0 00 00 00
    Text View   "sli1" 03 100 100 100 100


;+10    "Slide2"

+10    Text remove "sli0"

+0.1    Text Locate "sli2" 03 0 33 0 90 30
    Text View   "sli1" 2 0 00 00 00
    Text View   "sli2" 3 100 100 100 100

;+10     "Slide3

+10    text remove "sli1"
+0.1    Text Locate "sli3" 03 0 33 0 90 30
    Text View   "sli2" 2 0 00 00 00
    Text View   "sli3" 3 100 100 100 100


; +10 "Slide4"

+10    text remove "sli2"
+0.1    Text Locate "sli4" 03 0 33 0 90 33
+0.1    Text View "sli3" 2 0 33 0 90 30
    Text View   "sli4" 3 100 100 100 100


;+10     "Slide5 - missing"
;
;+0.1    Text Locate "sli5" 03 0 15 0 180 10
;+0.1    Text View "sli4" 2 0 33 0 90 30
;    Text View   "sli5" 3 100 100 100 100

; +10    "Slide6"
```

```
+10    Text remove "sli3"
+0.1    Text Locate "sli6" 03 0 33 0 100 33
+0.1    Text View "sli4" 2 0 0 0 0 30
   Text View   "sli6" 3 100 100 100 100

; +10     "Slide7"

+10    Text remove "sli4"
+0.1    Text Locate "sli7" 03 0 33 0 100 33
+0.1    Text View "sli6" 2 0 0 0 0
   Text View   "sli7" 3 100 100 100 100


; +10    "Slide End"

+10    Text remove "sli6"
   Text view "sli7" 2 0    0    0
+2     Text remove   "sli7"
```

;AUTO SHOW WITH STILLS AND SLICED MOVIES

```
Text Remove "DS1"

+.1
   Text Add "DS1" "DataMiner by Mitchell Marti" 2048 512 "Arial" 0 88 0 0.5
+1.1    Text Locate "DS1" 5 0 20 0 100 15
   Text View "DS1" 1 100 100 100 100
+7    Text View "DS1" 1 0 100 100 100
+3    Text Remove "DS1"

   Video "all" Load "E:\digitalsky\skyvision\marti_dataMiner_$.mpg" 0 0 Local 30 0 0 0 0
   ;Text Add "sli06"
"ShowPath\IAIA_IMAGES\Currents\Currents_Audio\marti_dataMiner_G.mpg" 0 0 Local
30 0 0 1 1
+3
   ;Text Locate "sli06" 0 0 90 0 184 184
```

```
   ;Text View "sli06" 0 100 100 100 100
   ;Text Play "sli06"
   Video "all" Play

   ;Text View "sli06" 2 0 100 100 100
+225
   ;Text Remove "sli06"
   Text Remove "all"

         ;07
+1
   Text Add "DS1" "Mind Glitch by Ruben Olguin" 2048 512 "Arial" 0 88 0 0.5
+1.1    Text Locate "DS1" 5 0 20 0 100 15
   Text View "DS1" 1 100 100 100 100
+7    Text View "DS1" 1 0 100 100 100
+3    Text Remove "DS1"

   Video "all" Load "E:\digitalsky\skyvision\Olguin_Glitch_$.mpg" 0 0 Local 30 0 0 0 0
   ;Text Add "sli07"
"ShowPath\\IAIA_IMAGES\Currents\Currents_Audio\Olguin_Glitch_G.mpg" 0 0 Local
30 0 0 1 1
+3
   ;Text Locate "sli07" 0 0 90 0 184 184
   ;Text View "sli07" 0 100 100 100 100
   ;Text Play "sli07"
   Video "all" Play

   ;Text View "sli07" 2 0 100 100 100
+135
   ;Text Remove "sli07"
   Text Remove "all"


         ;08
+1
   Text Add "DS1" "Creating for the Dome at IAIA under Ethan Bach" 2048 512 "Arial" 0
88 0 0.5
+1.1    Text Locate "DS1" 5 0 20 0 120 25
   Text View "DS1" 1 100 100 100 100
```

```
+7    Text View "DS1" 1 0 100 100 100
+.1    Text Remove "DS1"

+.1
   Text Add "DS1" "xyz by Sydney Davis" 2048 512 "Arial" 0 88 0 0.5
+1.1    Text Locate "DS1" 5 0 20 0 120 25
   Text View "DS1" 1 100 100 100 100
+7    Text View "DS1" 1 0 100 100 100
+3    Text Remove "DS1"

   Video "all" Load "E:\digitalsky\skyvision\cindy_davis_xyz_$.mpv" 0 0 Local 30 0 0 0 0
   Text Add "sli08"
"ShowPath\IAIA_IMAGES\Currents\Currents_Audio\cindy_davis_xyz_G.ac3" 0 0 Local
30 0 0 1 1
+3
   Text Locate "sli08" 0 0 90 0 280 280
   Text View "sli08" 0 100 100 100 100
   Text Play "sli08"
   Video "all" Play

+240
   Text Remove "sli08"
   Text Remove "all"


                    ;09
+1
   Text Add "DS1" "Ta-Hok-Mu by Bryan Akipa" 2048 512 "Arial" 0 88 0 1
+1.1    Text Locate "DS1" 5 0 20 0 100 15
   Text View "DS1" 1 100 100 100 100
+7    Text View "DS1" 1 0 100 100 100
+3    Text Remove "DS1"

   Video "all" Load "E:\digitalsky\skyvision\Digital_Dome_Oscar$.mpv" 0 0 Local 30 0 0
0 0
   Text Add "sli09"
"ShowPath\IAIA_IMAGES\Currents\Currents_Audio\BryanAkipa_Oscar.ac3" 0 0 Local
30 0 30 1 1
+3
```

```
   Text Locate "sli09" 0 0 90 0 184 184
   Text View "sli09" 0 100 100 100 100
   Video "All"
   Text Play "sli09"
   Video "all" Play

   Text View "sli09" 2 0 100 100 100
+129
   Text Remove "sli09"
   Text Remove "all"

                    ;music
   Text Add "music"
"ShowPath\IAIA_IMAGES\Currents\Currents_Audio\Children_at_Play.ac3" 0 0 Local 30
0 0 1 1
+3
   Text Locate "music" 0 0 90 0 280 280
   Text View "music" 0 100 100 100 100
   Text Play "music"
+1
   Text Add "DS1" "Flute Music: Children at Play by Bryan Akipa" 2048 512 "Arial" 0 88
0 1
+1.1    Text Locate "DS1" 5 0 20 0 100 15
   Text View "DS1" 1 100 100 100 100
+7    Text View "DS1" 1 0 100 100 100
+1    Text Remove "DS1"


                    ;10
+1
   Text Add "DS1" "Mandala by Louva Hartwell" 2048 512 "Arial" 0 88 0 0.5
+1.1    Text Locate "DS1" 5 0 20 0 100 15
   Text View "DS1" 1 100 100 100 100
+7    Text View "DS1" 1 0 100 100 100
+3    Text Remove "DS1"

   Text Add "sli10"
"ShowPath\IAIA_Images\NMAD392_S2011\LouvaHartwell\mandala.jpg" 4096 4096 0
116 0 0 1 1
```

```
+.1
   Text Locate "sli10" 0 0 90 0 184 184
   Text View "sli10" 0 100 100 100 100
   Text Play "sli10"

+45
   Text Remove "sli10"



   ;11
+1
   Text Add "DS1" "Spiral by Louva Hartwell" 2048 512 "Arial" 0 88 0 0.5
+1.1    Text Locate "DS1" 5 0 20 0 100 15
   Text View "DS1" 1 100 100 100 100
+7    Text View "DS1" 1 0 100 100 100
+3    Text Remove "DS1"

   Text Add "sli11" "ShowPath\IAIA_Images\NMAD392_S2011\LouvaHartwell\spiral.jpg"
4096 4096 0 116 0 0 1 1

+.1
   Text Locate "sli11" 0 0 90 0 184 184
   Text View "sli11" 0 100 100 100 100
   Text Play "sli11"

+45
   Text Remove "sli11"



         ;12
+1
   Text Add "DS1" "Tree by Ethan Bach" 2048 512 "Arial" 0 88 0 0.5
+1.1    Text Locate "DS1" 5 0 20 0 100 15
   Text View "DS1" 1 100 100 100 100
+7    Text View "DS1" 1 0 100 100 100
+3    Text Remove "DS1"

   Text Add "sli12"
```

```
"ShowPath\IAIA_IMAGES\EthanBach\Boulder04.2011\IMG_0022.2.JPG" 4096 4096 0
116 0 0 1 1

+.1
   Text Locate "sli12" 0 0 90 0 300 184
   Text View "sli12" 0 100 100 100 100
   Text Play "sli12"
+45
   Text Remove "sli12"

         ;13
+1
   Text Add "DS1" "Untitled 1 by Jamelyn Ebelacker" 2048 512 "Arial" 0 88 0 0.5
+1.1    Text Locate "DS1" 5 0 20 0 100 15
   Text View "DS1" 1 100 100 100 100
+7    Text View "DS1" 1 0 100 100 100
+3    Text Remove "DS1"

   Text Add "sli13" "ShowPath\IAIA_IMAGES\NMAD392_S2011\Jamelyn
Ebelacker\Jebelacker_Test7.jpg" 4096 4096 0 116 0 0 1 1


+1
   Text Locate "sli13" 0 0 90 0 184 184
   Text View "sli13" 0 100 100 100 100
   Text Play "sli13"
   Video "all" Play
   Text View "sli13" 0 100 100 100
+45
   Text Remove "sli13"


         ;14
+1
   Text Add "DS1" "Untitled 2 by Jamelyn Ebelacker" 2048 512 "Arial" 0 88 0 0.5
+1.1    Text Locate "DS1" 5 0 20 0 100 15
   Text View "DS1" 1 100 100 100 100
+7    Text View "DS1" 1 0 100 100 100
+3    Text Remove "DS1"
```

```
   Text Add "sli14" "ShowPath\IAIA_IMAGES\NMAD392_S2011\Jamelyn
Ebelacker\Jebelacker_Test5.jpg" 4096 4096 0 116 0 0 1 1

+3
   Text Locate "sli14" 0 0 90 0 184 184
   Text View "sli14" 0 100 100 100 100
   Text Play "sli14"



+45
   Text Remove "sli14"



         ;15
+1
   Text Add "DS1" "Central Park by Daniel Grignon" 2048 512 "Arial" 0 88 0 0.5
+1.1    Text Locate "DS1" 5 0 20 0 100 15
   Text View "DS1" 1 100 100 100 100
+7    Text View "DS1" 1 0 100 100 100
+3    Text Remove "DS1"

   Text Add "sli15" "ShowPath\IAIA_IMAGES\NMAD392_S2011\Daniel
Grignon\danielgrignon test 4.jpg" 0 0 Local 30 0 0.05 1 0

+3
   Text Locate "sli15" 0 0 90 0 184 205
   Text View "sli15" 0 100 100 100 100
   Text Play "sli15"

+45
   Text Remove "sli15"



   Text Remove "music"

         ;16
;+2
   ;Text Add "DS1" "Datchu by Aaron Natewa" 2048 512 "Arial" 0 88 0 0.5
```

```
;+1.1    Text Locate "DS1" 5 0 20 0 100 15
   ;Text View "DS1" 1 100 100 100 100
;+7    Text View "DS1" 1 0 100 100 100
;+3    Text Remove "DS1"

   ;Video "all" Load "E:\digitalsky\skyvision\Aaron_anime$.mpv" 0 0 Local 30 0 0 0 0
   ;Text Add "sli16"
"ShowPath\IAIA_IMAGES\Currents\Currents_Audio\Bonnie_Lanes.ac3" 0 0 Local 30 0
0 1 1
;+3
   ;Text Locate "sli16" 0 0 90 0 184 184
   ;Text View "sli16" 0 100 100 100 100
   ;Text Play "sli16"
   ;Video "all" Play

   ;Text View "sli16" 2 0 100 100 100
;+45
   ;Text Remove "sli16"
   ;Text Remove "all"

   ;00
+2
   Text Add "first" "Collaborate by Ethan Bach and Charles Veasey" 2048 512 "Arial" 0
88 0 0.5
+1.1    Text Locate "first" 5 0 20 0 100 15
   Text View "first" 1 100 100 100 100
+7    Text View "first" 1 0 100 100 100
+3    Text Remove "first"

   Video "all" Load "E:\digitalsky\skyvision\Collaborate_Ebach_$.mpv" 0 0 Local 30 0 0
0 0
   Text Add "sli01"
"ShowPath\\IAIA_IMAGES\Currents\Currents_Audio\Collaborate_Ebach_G.ac3" 0 0
Local 30 0 0 1 1
+3
   Text Locate "sli01" 0 0 90 0 184 184
   Text View "sli01" 0 100 100 100 100
   Text Play "sli01"
   Video "all" Play
```

+729
Text Remove "sli01"
Text Remove "all"

Show Replay