

AVS4YOU Programs Help



AVS Slideshow Maker

www.avs4you.com

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Contact Us


If you have any comments, suggestions or questions regarding **AVS4YOU** programs or if you have a new feature that you feel can be added to improve our product, please feel free to contact us.

When you register your product, you may be entitled to technical support.

General information:	info@avs4you.com
Technical support:	support@avs4you.com
Sales:	sales@avs4you.com
Help and other documentation:	help@avs4you.com

Technical Support

AVS4YOU programs do not require any professional knowledge. If you experience any problem or have a question, please refer to the **AVS4YOU Programs Help**. If you cannot find the solution, please contact our support staff.

 **Note:** only registered users receive technical support.

AVS4YOU staff provides several forms of automated customer support:

- **AVS4YOU Support System**
You can use the **Support Form** on our site to ask your questions.
- **E-mail Support**
You can also submit your technical questions and problems via e-mail to support@avs4you.com.

 **Note:** for more effective and quick resolving of the difficulties we will need the following information:

- Name and e-mail address used for registration
- System parameters (CPU, hard drive space available, etc.)
- Operating System
- The information about the capture, video or audio devices, disc drives connected to your computer (manufacturer and model)
- Detailed step by step describing of your action

Please do **NOT** attach any other files to your e-mail message unless specifically requested by AVS4YOU.com support staff.

Resources

Documentation for your AVS4YOU software is available in a variety of formats:

In-product (.chm-file) and Online Help

To reduce the size of the downloaded software installation files the in-product help was excluded from the installation although you can always download it from our web-site for your convenience. Please, visit AVS4YOU web-site at <http://www.avs4you.com/OnlineHelp/index.aspx> to download the latest available version of the help executable, run it and install into the AVS4YOU programs folder. After that you will be able to use it through the **Help** menu of the installed AVS4YOU software.

Online Help include all the content from the In-product help file and updates and links to additional instructional content available on the web. You can find the **Online Help** at our web-site - <http://www.avs4you.com/OnlineHelp/index.aspx>. Please note, that the most complete and up-to-date version of AVS4YOU programs help is always on the web.

PDF Documentation

The offline help is also available as a pdf-file that is optimized for printing. All PDF help files are available for download at the programs pages at AVS4YOU web-site (both <http://www.avs4you.com/index.aspx> and <http://www.avs4you.com/OnlineHelp/index.aspx>). To be able to read and print AVS4YOU PDF help files you will need to have a PDF reading program installed.

User Guides

You have access to a wide variety of resources that help you make the most of your AVS4YOU software. The step-by-step user guides will be of help not only to the novice users but also to the users that face a certain task to be performed and look for a way to do it. Please, visit our **User Guides** section of AVS4YOU web-site at <http://www.avs4you.com/Guides/index.aspx> to read the detailed instructions for various software and tasks

Technical Support

Visit the **AVS4YOU Support** web-site at <http://support.avs4you.com> to ask your questions concerning AVS4YOU software installation, registration and use. Feel free to also use our e-mail address support@avs4you.com.

Downloads

Visit the **Downloads** section - <http://www.avs4you.com/downloads.aspx> - of our web-site to find free updates, tryouts, and other useful software. We constantly update the software, new versions of the most popular programs and new software are also frequently released.

Overview

Before introducing the program itself it's quite appropriate to mention what a **slideshow** actually means. When we hear this word, the following picture comes into mind: a presenter using an apparatus, e.g. a slide projector or in more recent years a computer running presentation software, is showing a series of chosen images.

But now it's becoming more common to see digital photo slideshows. Slideshows can be made using photos, music, wedding invitations, birth announcements, or virtually any other documents that can be scanned. Some people call these DVDs or DVD slideshows. Slideshows can be created not only in DVD, but also in HD video format and executable file for PC. As for the **AVS Slideshow Maker** program, it produces slideshows in DVD format only.

Reading this help documentation will encourage you to make a successful slideshow presentation.

AVS Slideshow Maker is an easy to use application that lets you not only create slideshows and burn them to disc, but also adjust the properties of every photo imported to the program. It's possible to set the duration of each photo, to change its position within the slide palette as well as the image and color settings not to mention rotate the picture left or right.

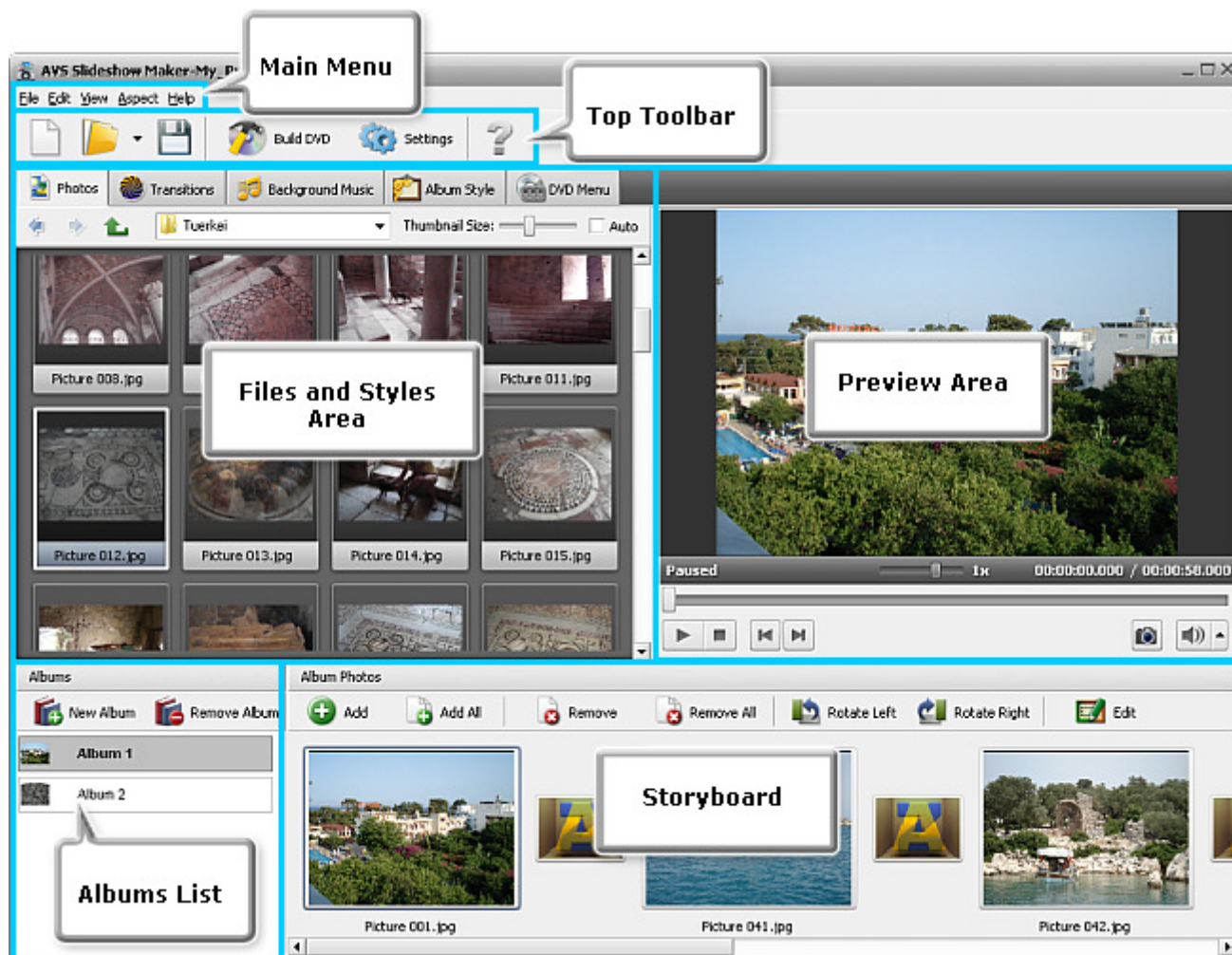
With the **AVS Slideshow Maker** application you can create a complete photo slideshow project, including transitions between the added pictures, album styles applied to photos, background music and DVD Menu. So it comprises a whole set of necessary tools for you to excite your fantasy, achieve the best results and simply enjoy the process.

To launch **AVS Slideshow Maker** open the **Start** menu and select **All Programs -> AVS4YOU -> Video -> AVS Slideshow Maker**.

Program Interface

The **Main Window** of the **AVS Slideshow Maker** program comprises the following components:

- **Main Menu** - is used to get access to all the main functions and features of the program.
- **Top Toolbar** - is used to get quick access to the basic features, such as working with projects, DVD compiling commands as well as common information about the program.
- **Files and Styles Area** - shows image and audio files and folders stored on your computer, available transitions, album and DVD menu styles.
- **Preview Area** - is used to preview the imported photos, album and DVD menu styles as well as the entire slideshow with added background music.
- **Storyboard** - is used to add, remove and manage photos, apply transitions between them, album styles as well as add background music.
- **Albums List** - displays albums with slideshow photos, along with applied styles and transitions, that will be written to a disc.



Main Menu

The **AVS Slideshow Maker** application can be operated with the help of **Main Menu** elements. Flexible system of menu elements is a perfect tool for navigating and operating the application, controlling all the processes.

The **Main Menu** has the following structure:

File Menu Section

Item	Shortcut	Description
New Project	Ctrl+N	Use it to start a new project, add new photos to your future slideshow albums, edit them and write onto a disc.
Open Project	Ctrl+O	Use it to open a previously saved project to edit it or write slideshow albums onto a disc.
Save Project	Ctrl+S	Use it to save the currently edited project.
Save Project as...	Shift+Ctrl+S	Use it to save the currently edited project under a different name.
Recent Projects		Use it to open a previously saved project that is displayed in the list of the recently opened/saved projects.

Build DVD		Use it to start DVD creation and burning it onto a disc.
Exit		Use it to finish work with AVS Slideshow Maker and exit.

Edit Menu Section

Item	Shortcut	Description
Rotate Left	Ctrl+L	Use it to change the orientation of the imported photo (portrait to landscape and vice versa).
Rotate Right	Ctrl+R	Use it to change the orientation of the imported photo (portrait to landscape and vice versa).
Remove	Del	Use it to remove the photo selected on the Storyboard .
Remove All	Ctrl+Del	Use it to remove all the photos present on the Storyboard .
Edit	Ctrl+E	Use it to edit imported photos - adjust color settings, duration, position - as well as rotate them, add transitions between the images, text captions and album styles .

View Menu Section

Item	Description
Photos	Use it to change the view of the Files and Styles Area to be able to find image files stored on your PC in order to add them to the Storyboard .
Transitions	Use it to change the view of the Files and Styles Area to be able to add transitions between imported photos to the Storyboard .
Background Music	Use it to change the view of the Files and Styles Area to be able to find audio files stored on your PC in order to add them to the Storyboard as background music for your slideshow.
Album Style	Use it to change the view of the Files and Styles Area to be able to add available album styles to the photos present on the Storyboard .
DVD Menu	Use it to change the view of the Files and Styles Area to be able to select a DVD menu style for the DVD where the created slideshows will be burnt to.

Aspect Menu Section

Item	Description
4 x 3	This aspect ratio is used to change the aspect ratio of your resulting slideshow so that it could fit a common CRT or 4:3 LCD display without any distortions and without black mattes in the upper and lower parts of the slideshow.
16 x 9	This aspect ratio is used to change the aspect ratio of your resulting slideshow so that it could fit a widescreen 16:9 LCD display without any distortions and without black mattes on sides of the slideshow.







Help Menu Section

Item	Shortcut	Description
Help	F1	Use it to open the AVS Slideshow Maker help file.
AVS4YOU on the Web		Use it to visit AVS4YOU web site.
About		Use it to read the information about the AVS Slideshow Maker program or to contact our support staff per e-mail.

Top Toolbar

The **Top Toolbar** lets the user to access quickly the program main functions and consists of the following buttons:



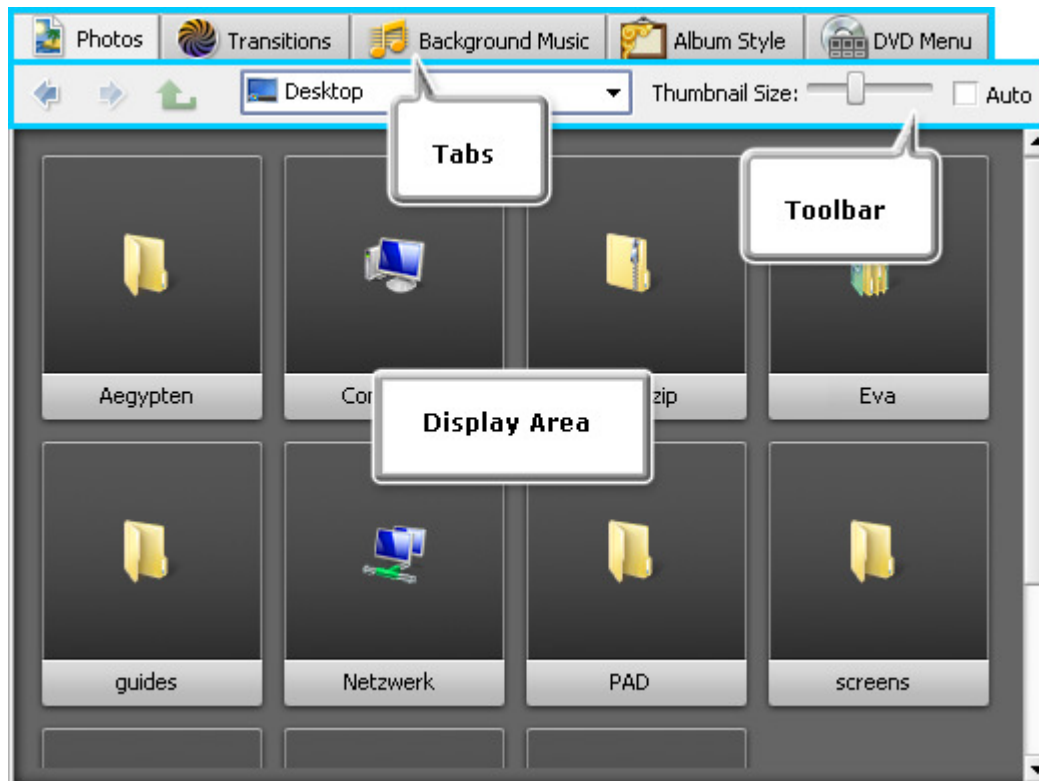
Button	Name	Description
	New Project	Is used to start a new project, add new photos to your future slideshow albums, edit them and write onto a disc.
	Open Project	Is used to open a previously saved project to edit it or write slideshow albums onto a disc.
	Save Project	Is used to save the currently edited project.
	Build DVD	Is used to start DVD creation and burning it onto a disc.
	Settings	Is used to adjust settings of the current project - you can select video system, DVD profile, aspect ratio, disc type.
	About	Is used to read the information about the AVS Slideshow Maker program or to contact our support staff per e-mail.

Files and Styles Area

The **Files and Styles Area** shows image and audio files and folders stored on your computer, available transitions, album and DVD menu styles. It consists of five **Tabs** situated in the upper part of the area:

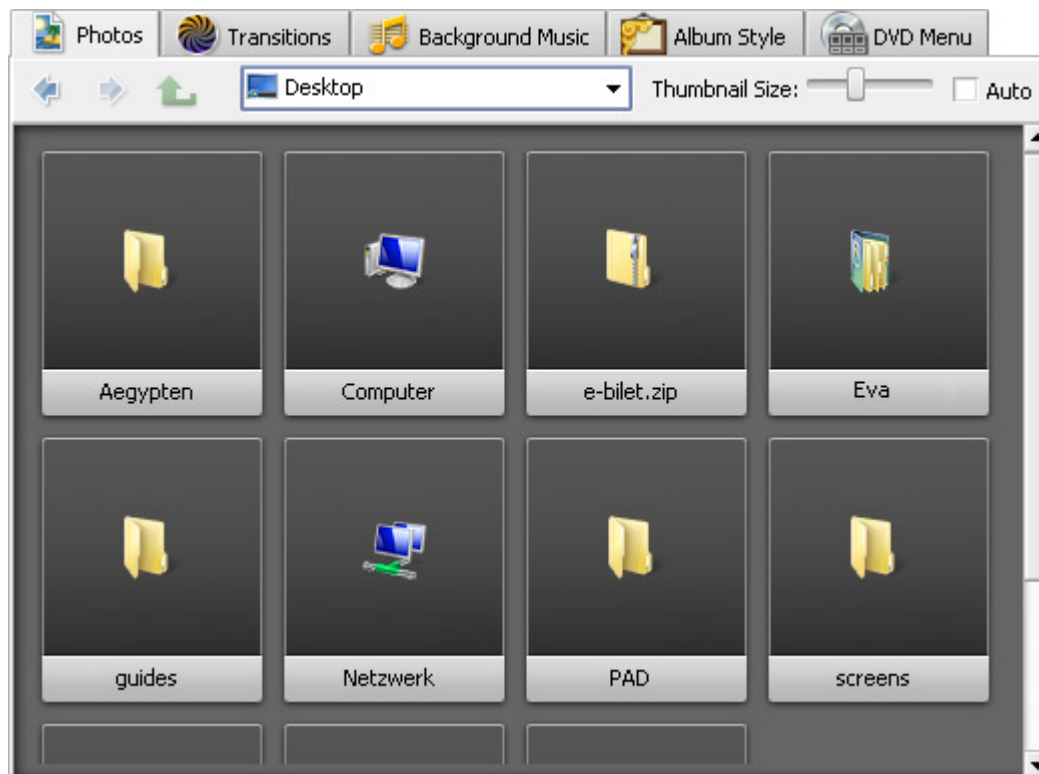
- **Photos Tab** - is used to find image files stored on your computer hard disk drive or a storage medium in order to create a slideshow on their basis.
- **Transitions Tab** - is used to represent all the available transitions for you to select and apply in your slideshow.
- **Background Music Tab** - is used to find audio files stored on your computer hard disk drive or a storage medium in order to employ them as background music in your slideshow.
- **Album Style Tab** - is used to represent all the available album styles for you to select and apply in your slideshow.
- **DVD Menu Tab** - is used to display all the available DVD menu styles for you to select and apply for your DVD where the created photo slideshows will be burnt to.

Three of these tabs have their own **Toolbar** helping to find or sort objects that are present in the **Display Area**.










Photos Tab

The **Photos Tab** of the **Files and Styles Area** will be seen at once as soon as you start **AVS Slideshow Maker**. It is used to find image files stored on your computer hard disk drive or a storage medium in order to create a slideshow on their basis:



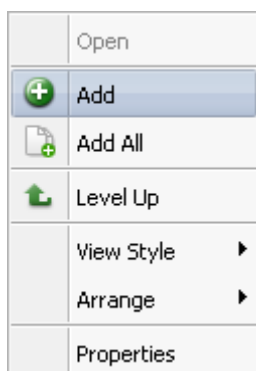
Toolbar

In the table given below you can find the function description of each **Toolbar** element of the **Photos Tab**.

Button	Name	Description
	Back	Is used to navigate through the folders opened before.
	Next	Is used to navigate through the folders opened before. It becomes available only after the Back button was pressed.
	Level Up	Is used to go to the level parent for the current one. Within the Display Area there is a button with the same function.
	Folder Tree	Is used to see the entire folder structure on your computer. To do that click the  button.
	Thumbnail Size	Is used to change the size of thumbnails that represent the folders and files shown in the Display Area . By moving the indicator along the slider you can set the size you need.
	Auto	Is used to set a standard value for the Thumbnail Size . After checking this box you won't be able to use the slider for size adjustment.

Express Menu

The **Photos Tab** has also its own **Express Menu** that is used to facilitate the access to the main functions of the program. It can be accessed by right-clicking an element in the **Display Area**. It comprises the following items:

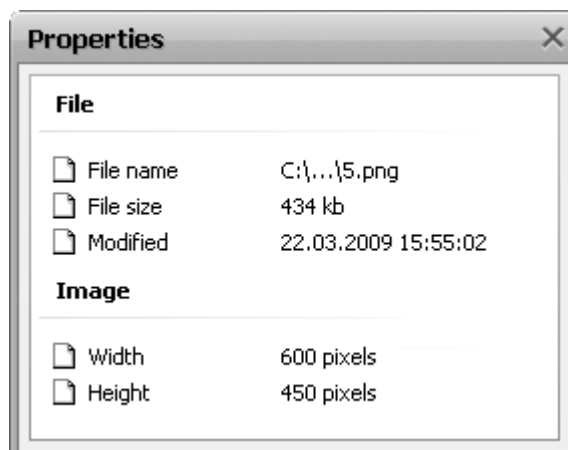


- **Open** - use it to open the selected folder. It's unavailable if a file is right-clicked.
- **Add** - use it to **import** the selected file to the **Storyboard**.
- **Add All** - use it to **add** all the files seen in the **Display Area** to the **Storyboard**.
- **Level Up** - use it to go to the level parent for the current one.
- **View Style** - use it to choose the view of objects present in the **Display Area** among the following types: icon, preview, preview with info.
- **Arrange** - use it to sort the files and folders in the **Display Area** by name, size, file type, creation or modification date.
- **Properties** - use it to open the **Properties** window where all the properties of the selected image file are displayed. This option is not available if a folder is right-clicked.

Image File Properties Window

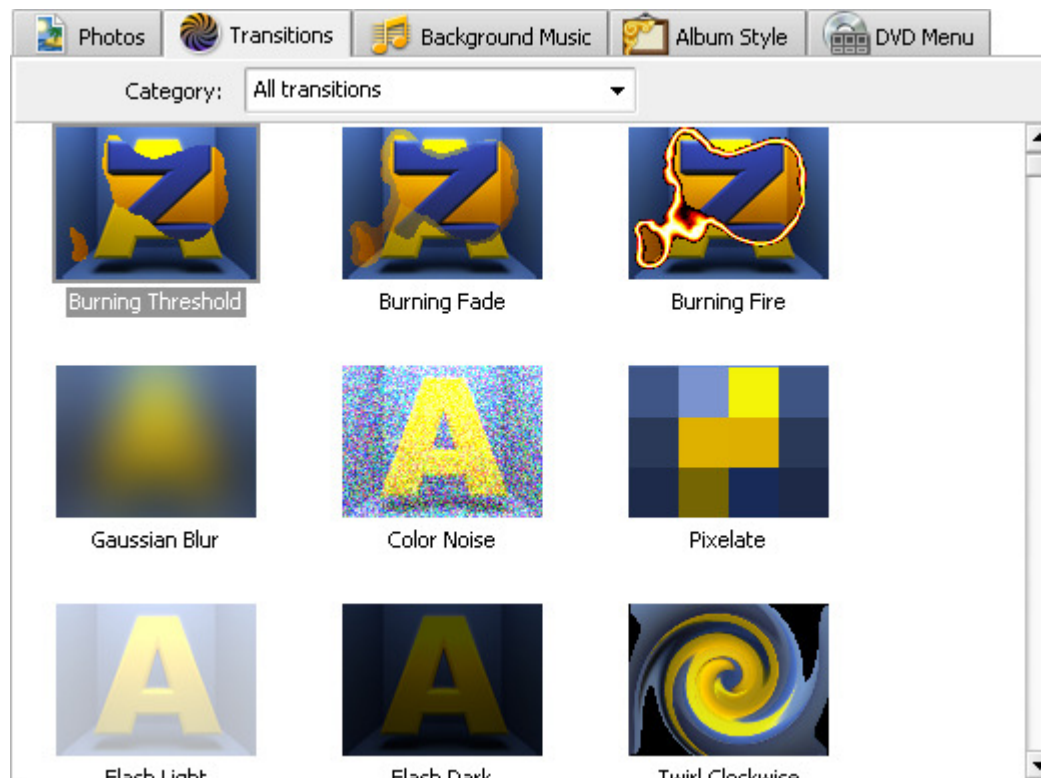
This window can be opened by right-clicking a file in the **Display Area** and selecting the **Properties** option from the **Express Menu**. Here you can find the following information:

- **File**
 - **File Name** - name of the selected file
 - **File Size** - size of the file (given in Kb or Mb)
 - **Modified** - date of the latest file modification (year:month:day and hours:minutes:seconds)
- **Image**
 - **Width** - image width (given in pixels)
 - **Height** - image height (given in pixels)



Transitions Tab

The **Transitions Tab** is the second one in the **Files and Styles Area**. It is used to represent all the available transitions for you to select and apply in your slideshow and looks like this:



Toolbar

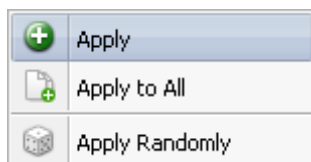


The **Toolbar** of the **Transitions Tab** comprises only one item, namely **Category**, that is used to sort objects present in the **Display Area**. So you can easily find a wanted transition if you know to what group it belongs.

There are the following groups in this drop-down list: enhanced, transform, rotate, swing, shatter, diffuse, page, fade, mosaik.

Express Menu

The **Transitions Tab** has also its own **Express Menu** that is used to facilitate the access to the main functions of the program. It can be accessed by right-clicking an element in the **Display Area**. It comprises the following items:

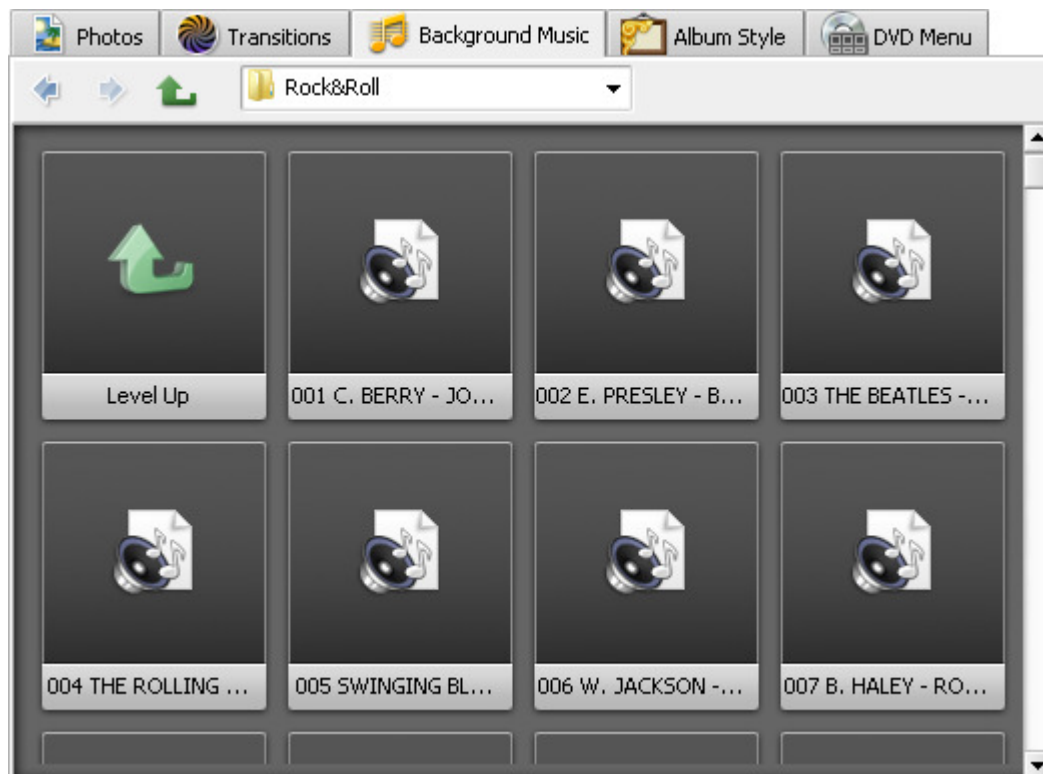


- **Apply** - use it to **apply** the right-clicked transition to the selected palette between two photos on the **Storyboard**.
- **Apply to All** - use it to **apply** the right-clicked transition to all the palettes between the photos.
- **Apply Randomly** - use it to **apply** random transitions to all the transition palettes on the

Storyboard.






Background Music Tab

The **Background Music** is the third one in the **Files and Styles Area**. It is used to find audio files stored on your computer hard disk drive or a storage medium in order to employ them as background music in your slideshow and looks like this:



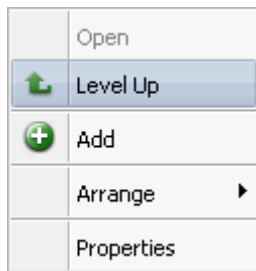
Toolbar

In the table given below you can find the function description of each **Toolbar** element of the **Background Music Tab**.

Button	Name	Description
	Back	Is used to navigate through the folders opened before.
	Next	Is used to navigate through the folders opened before. It becomes available only after the Back button was pressed.
	Level Up	Is used to go to the level parent for the current one. Within the Display Area there is a button with the same function.
	Folder Tree	Is used to see the entire folder structure on your computer. To do that click the  button.

Express Menu

The **Photos Tab** has also its own **Express Menu** that is used to facilitate the access to the main functions of the program. It can be accessed by right-clicking an element in the **Display Area**. It comprises the following items:

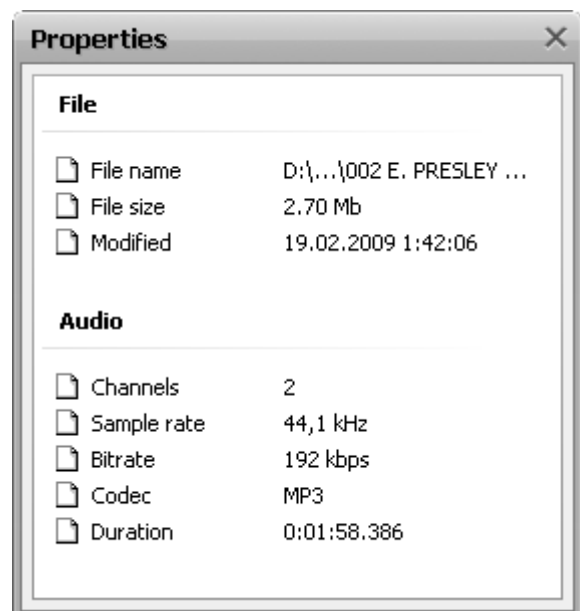


- **Open** - use it to open the selected folder. It's unavailable if a file is right-clicked.
- **Level Up** - use it to go to the level parent for the current one.
- **Add** - use it to **import** the selected file to the **Storyboard**.
- **Arrange** - use it to sort the files and folders in the **Display Area** by name, size, file type, creation or modification date.
- **Properties** - use it to open the **Properties** window where all the properties of the selected file are displayed. This option is not available if a folder is right-clicked.

Audio File Properties Window

This window can be opened by right-clicking a file in the **Display Area** and selecting the **Properties** option from the **Express Menu**. Here you can find the following information:

- **File**
 - **File Name** - name of the selected file
 - **File Size** - size of the file (given in Kb or Mb)
 - **Modified** - date of the latest file modification (year:month:day and hours:minutes:seconds)
- **Audio**
 - **Channels** - number of audio channels
 - **Sample rate** - number of samples per second taken from a continuous signal to make a discrete signal (kilohertz)
 - **Bitrate** - number of bits transferred per second (Kb per second)
 - **Codec** - codec used to create this audio file
 - **Duration** - total duration of the audio track (hours:minutes:seconds.milliseconds)



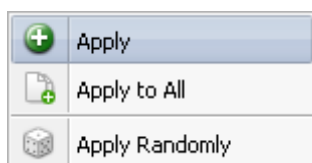
Album Style Tab

The **Album Style Tab** is the fourth one in the **Files and Styles Area**. It is used to represent all the available album styles for you to select and apply in your photo slideshow and looks like this:



Express Menu

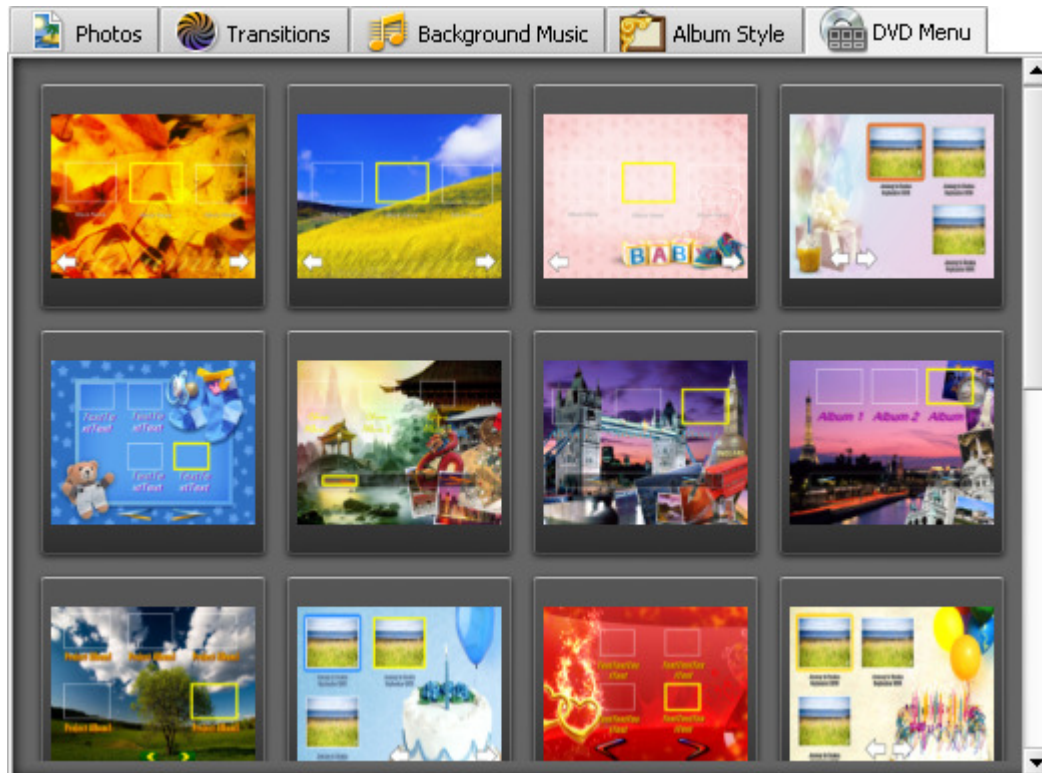
The **Album Style Tab** has also its own **Express Menu** that is used to facilitate the access to the main functions of the program. It can be accessed by right-clicking an element in the **Display Area**. It comprises the following items:



- **Apply** - use it to **apply** the right-clicked album style to the selected photo on the **Storyboard**.
- **Apply to All** - use it to **apply** the right-clicked album style to all the photos.
- **Apply Randomly** - use it to **apply** random album styles to all the photos on the **Storyboard**.

DVD Menu Tab

The **DVD Menu Tab** is the fifth one in the **Files and Styles Area**. It is used to display all the available DVD menu styles for you to select and apply for your DVD where the created photo slideshows will be burnt to and looks like this:



Express Menu

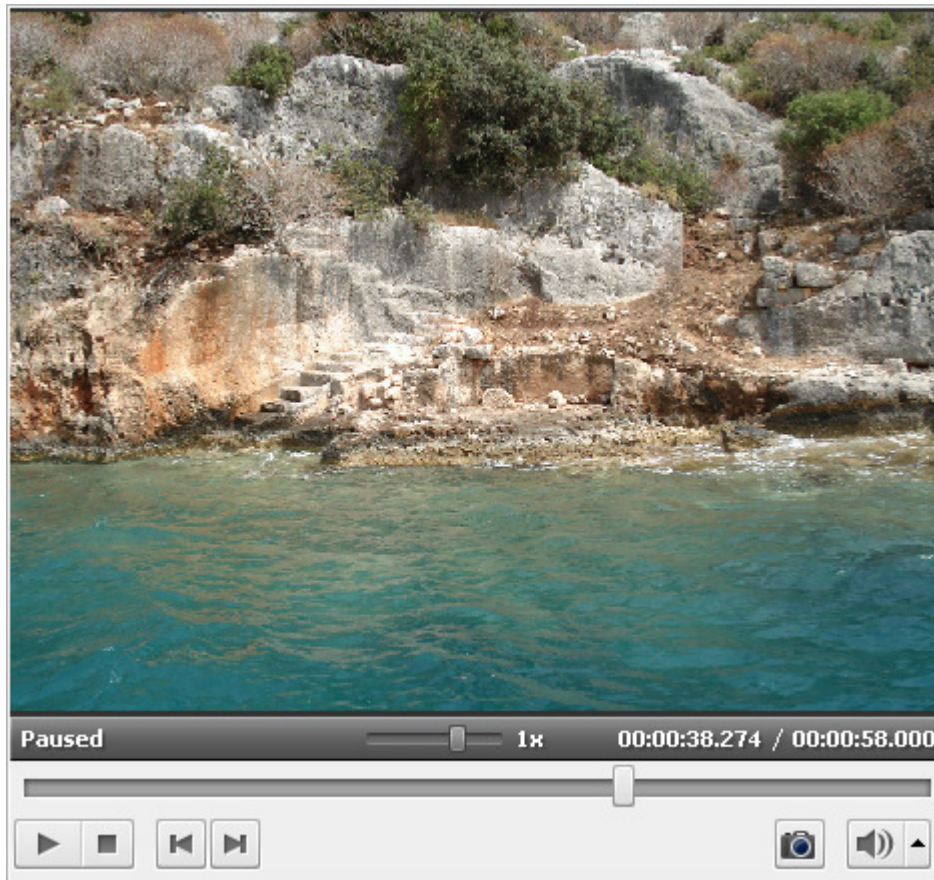
The **DVD Menu Tab** has also its own **Express Menu** that is used to facilitate the access to the main functions of the program. It can be accessed by right-clicking an element in the **Display Area**. It comprises the following items:










- **Apply Menu Preset** - use it to apply the right-clicked DVD menu style to the current slideshow project.


Preview Area

The **Preview Area** is used to preview the photo and audio files situated on the **Storyboard** as well as DVD Menu and playback the resulting slideshows.




Use the controls to preview the photos and navigate through the whole slideshow:

Button	Name	Description
	Playback	Is used to start slideshow playback. Once you click it, it will turn into the Pause button to let you pause the playback when needed. The slider cursor will stay at its current position.
	Stop	Is used to stop slideshow playback. After pressing this button the slider cursor will return to its initial position.
	Frame Back	Is used to step one photo back in the slideshow.
	Frame Forward	Is used to step one photo forward in the slideshow.
	Snapshot	Is used to take a snapshot of the current moment of the slideshow and save it into one of the supported image file formats.
	Mute	Is used to switch the sound of the played video off if you added audio files to the Storyboard as background music. As soon as you pressed this button it turns into the Unmute button for you to switch the sound on if needed.
	Volume	Is used to change the sound volume while the video is played back.

You can also change the playback speed moving the cursor of the **Playback Speed** slider - , the speed value is displayed next to the slider.

Value	Description
from -16x to -2x	If you set this value, the backward playback speed will be increased
-1x	If you set this value, your slideshow will be played backwards at normal speed
from -0,5x to 0x	If you set this value, the backward playback speed will be decreased
from 0x to 0,5x	If you set this value, the forward playback speed will be decreased
1x	If you set this value, your slideshow will be played forwards at normal speed
from 2x to 16x	If you set this value, the forward playback speed will be increased

Note: if the cursor of the playback slider reaches the beginning of the slideshow, when the negative speed value is set, the player continues to play back slideshow at normal speed (**+1x**).

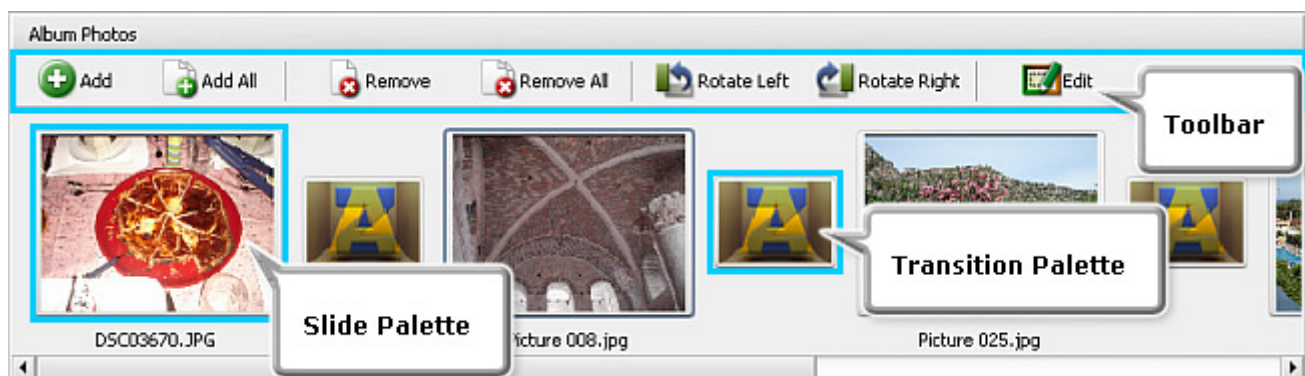
To quickly navigate through your slideshow use the **Playback** slider - .

Storyboard

The **Storyboard** is situated at the bottom of the **AVS Slideshow Maker** main window and used to add, remove and manage photos, apply transitions between them, album styles as well as add background music.

The **Storyboard** consists of the following elements:

- **Toolbar** - is used to perform main operations with storyboard objects, such as photos, audio files, transitions, etc. and can vary depending on the pressed tab of the **Files and Styles Area**.
- **Slide Palette** - presents a location on the **Storyboard** for an image file added from the **Files and Styles Area**.
- **Transition Palette** - offers a location on the **Storyboard** for a transition added from the **Files and Styles Area**.

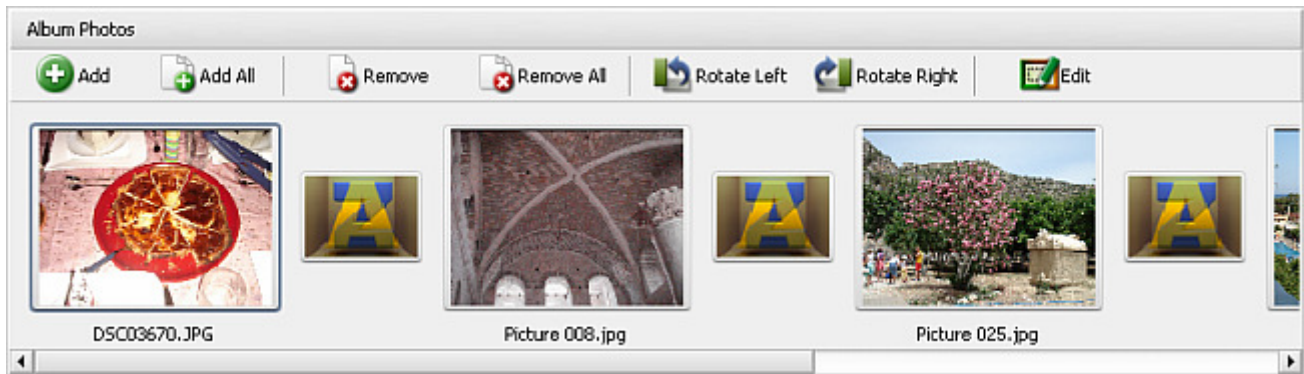


As already mentioned, the **Storyboard** can change its appearance depending on what **Tab** in the **Files and Styles Area** is opened. Therefore it might be useful to read the next sections where each of the storyboard views is introduced. The special case is the **Storyboard** area when the **Background Music** tab is pressed, as it turns into a **Timeline**.

Note: the **Storyboard** has no toolbar and express menu when the **DVD Menu Tab** is pressed.

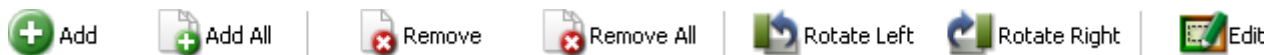
Storyboard with Photos Tab Pressed








As follows from the title, all the operations that can be performed within the **Storyboard** when the **Photos Tab** is pressed are related to image files. In this particular case the **Storyboard** will look like this:



The **Storyboard** has its **Toolbar**. The description of the toolbar buttons can be found in the table below.

Toolbar



Button	Name	Description
	Add	Use this button to add the photo selected in the Files and Styles Area to the Storyboard .
	Add All	Use this button to add all the photos displayed in the Files and Styles Area to the Storyboard .
	Remove	Use this button to remove the photo selected on the Storyboard .
	Remove All	Use this button to remove all the photos from the Storyboard .
	Rotate Left	Use this button to rotate the photo selected on the Storyboard counterclockwise.
	Rotate Right	Use this button to rotate the photo selected on the Storyboard clockwise.
	Edit	Use this button to open the Edit window in order to adjust the properties of the photo selected on the Storyboard .

Express Menu

The storyboard has also its own **Express Menu** that is used to facilitate the access to the main functions of the storyboard. It can be accessed by right-clicking an object present on the **Storyboard**. The **Express Menu** comprises the following items:

- **Remove** - this option corresponds to the toolbar button of the same name and is used to remove the selected photo from the **Storyboard**.
- **Remove All** - this option corresponds to the toolbar button of the same name and is used to remove all the photos from the **Storyboard**.

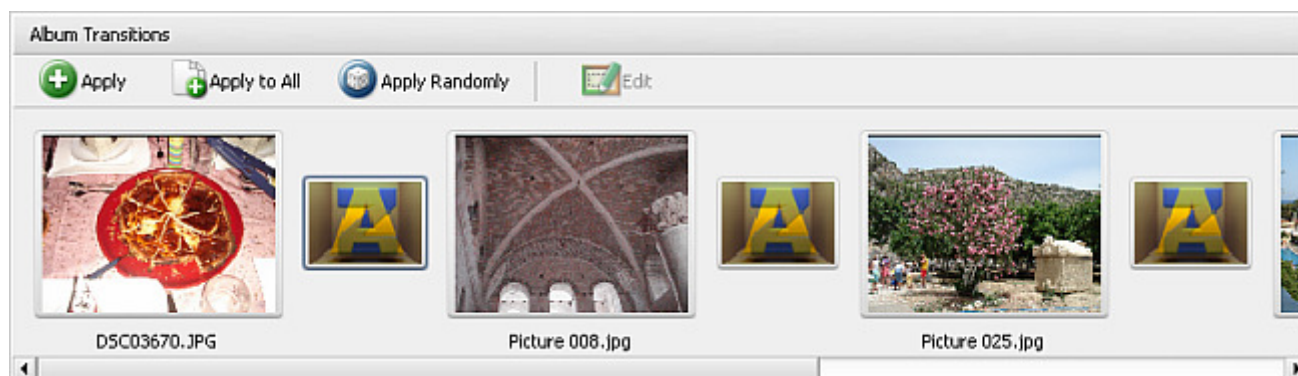
	Remove	Del
	Remove All	Ctrl+Del
	Rotate Left	Ctrl+L
	Rotate Right	Ctrl+R
	Edit	Ctrl+E
Properties		

- **Rotate Left** - this option corresponds to the toolbar button of the same name and is used to rotate the photo selected on the **Storyboard** counterclockwise.
- **Rotate Right** - this option corresponds to the toolbar button of the same name and is used to rotate the photo selected on the **Storyboard** clockwise.
- **Edit** - this option corresponds to the toolbar button of the same name and is used to open the **Edit Photos** window in order to adjust the properties of the photo selected on the **Storyboard**.
- **Properties** - is used to open the **Properties** window where all the properties of the selected image file are displayed. **Please find the description of the window elements here.**

Note: some of the **Express Menu** options can be unavailable depending on the place within the **Storyboard** that you right-clicked (slide or transition palette).

Storyboard with Transitions Tab Pressed

As follows from the title, all the operations that can be performed within the **Storyboard** when the **Transitions Tab** is pressed are related to transitions. In this particular case the **Storyboard** will look like this:



The **Storyboard** has its **Toolbar**. The description of the toolbar buttons can be found in the table below.





Toolbar



Button	Name	Description
	Apply	Use this button to add the transition selected in the Files and Styles Area to the Storyboard .
	Apply to All	Use this button to add all the transitions displayed in the Files and Styles Area to the Storyboard .
	Apply Randomly	Use this button to add random transitions to the Storyboard .
	Edit	Use this button to open the Edit window in order to adjust the properties of the photo selected on the Storyboard .

Express Menu

The storyboard has also its own **Express Menu** that is used to facilitate the access to the main functions of the storyboard. It can be accessed by right-clicking an object present on the **Storyboard**. The **Express Menu** comprises the following items:

	Apply	
	Remove	Del
	Remove All	Ctrl+Del
	Edit	Ctrl+E
	Properties	

- **Apply** - this option corresponds to the toolbar button of the same name and is used to add the transition selected in the **Files and Styles Area** to the **Storyboard**.
- **Remove** - is used to remove the selected photo from the **Storyboard**.
- **Remove All** - is used to remove all the photos from the **Storyboard**.
- **Edit** - this option corresponds to the toolbar button of the same name and is used to open the **Edit Photos** window in order to adjust the properties of the photo selected on the **Storyboard**.
- **Properties** - is used to open the **Properties** window where all the properties of the selected image file are displayed. **Please find the description of the window**

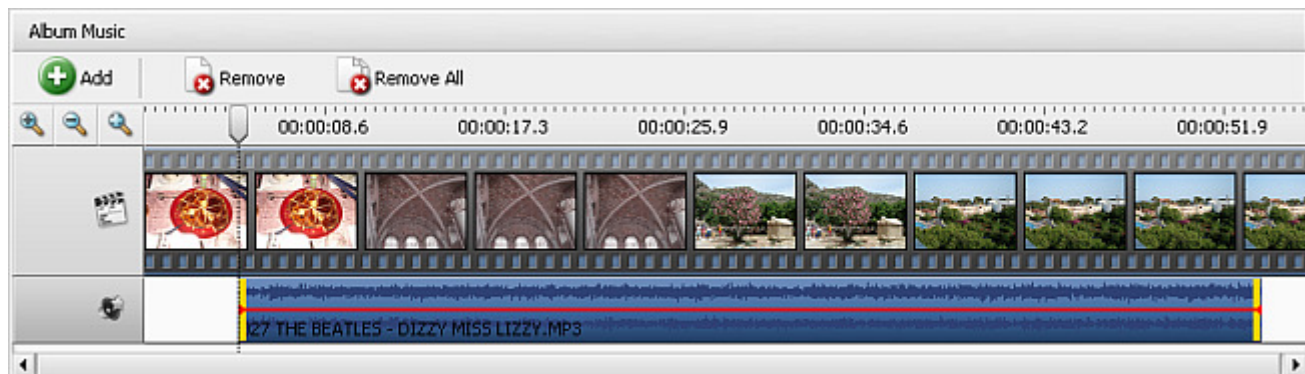
elements here.



Note: some of the **Express Menu** options can be unavailable depending on the place within the **Storyboard** that you right-clicked (slide or transition palette).

Storyboard with Background Music Tab Pressed

As follows from the title, all the operations that can be performed within the **Storyboard** when the **Background Music Tab** is pressed are related to audio files. In this special case **Storyboard** will look as follows:



Timeline

This view of the **Storyboard** area is called **Timeline**, as it represents a time scale at its top and offers a possibility to navigate through your slides by dragging a cursor.

All the image files are situated in the **Slides** line representing a filmstrip, and added audio tracks are displayed in the **Audio Tracks** line, one below the other. So, you can easily see how many slides are covered by added audio track.



The **Audio Track** line comprises audio tracks represented as waves. If the audio file you added to the **Timeline** is stereo it will be seen on it as two blue waves according to the number of channels. The **green** line is the level of **sound volume** in the audio track that can be changed. As soon as you select an audio track on the timeline by clicking it, the green line will become **red** and the whole audio track will be enclosed in **yellow** 'brackets' (see the figure above). To read more about how to change the volume level in your audio track and trim it, click [here](#).

The **Timeline** has its own **Toolbar**. The description of each toolbar button can be found in the table below.

Toolbar



Button	Name	Description
	Add button	Use this button to add the audio file selected in the Files and Styles Area to the Storyboard .
	Remove button	Use this button to remove the audio file selected on the Storyboard .
	Remove All button	Use this button to remove all the audio files from the Storyboard .
	Zoom In button	Use this button to zoom in the selected part of the slideshow to find a certain photo.
	Zoom Out button	Use this button to zoom out the selected part of the slideshow to find a certain photo.
	Zoom to Fit button	Use this button to recover the 100% view.
	Slides icon	In this line all the slides, along with transitions, are displayed.
	Audio Tracks icon	Within this line the added audio files are displayed.
	Slides Navigation	Use this scale to find a certain slide in your show. The scale division is represented in hh:mm:ss.tt (hours:minutes:seconds.thousandths of seconds).

Express Menu

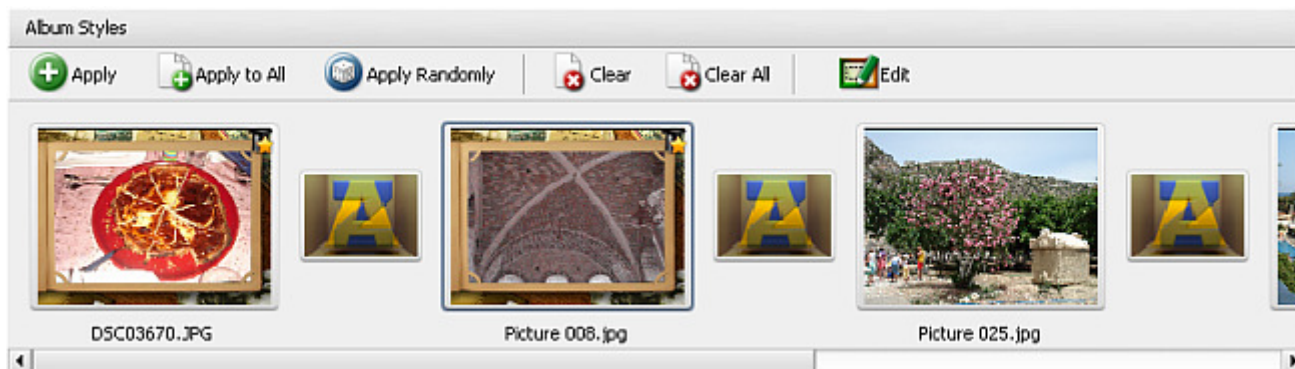
The storyboard has also its own **Express Menu** that is used to facilitate the access to the main functions of the storyboard. It can be accessed by right-clicking an object present on the **Storyboard**. The **Express Menu** comprises the following items:

	Reset Envelope
	Remove Del
	Remove All
	Properties

- **Reset Envelope** - is used to set sound volume of the added audio track to the original state.
- **Remove** - is used to remove the selected audio track from the **Storyboard**.
- **Remove All** - is used to remove all the audio tracks from the **Storyboard**.
- **Properties** - is used to open the **Properties** window where all the properties of the selected audio file are displayed. **Please find the description of the window elements here.**

Storyboard with Album Style Tab Pressed

As follows from the title, all the operations that can be performed within the **Storyboard** when the **Album Style Tab** is pressed are related to image files. In this particular case the **Storyboard** will look like this:



The **Storyboard** has its **Toolbar**. The description of the toolbar buttons can be found in the table below.

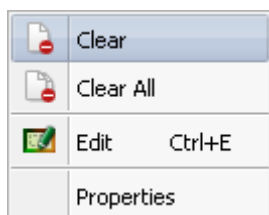
Toolbar



Button	Name	Description
	Apply	Use this button to add the album style selected in the Files and Styles Area to the photo marked on the Storyboard .
	Apply to All	Use this button to add the album style selected in the Files and Styles Area to all the photos on the Storyboard .
	Apply Randomly	Use this button to add random album styles to each of the photos on the Storyboard .
	Clear	Use this button to remove applied album style from the photo selected on the Storyboard .
	Clear All	Use this button to remove applied album styles from all the photos on the Storyboard .
	Edit	Use this button to open the Edit window in order to adjust the properties of the photo selected on the Storyboard .


Express Menu

The storyboard has also its own **Express Menu** that is used to facilitate the access to the main functions of the storyboard. It can be accessed by right-clicking an object present on the **Storyboard**. The **Express Menu** comprises the following items:

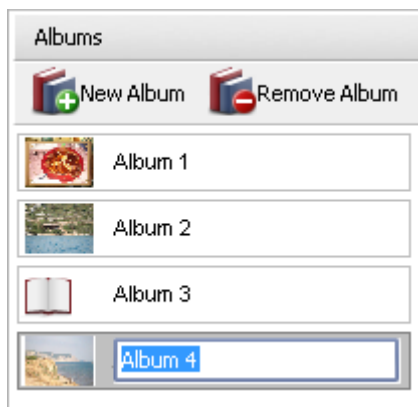


- **Clear** - this option corresponds to the toolbar button of the same name and is used to remove applied album style from the selected photo on the **Storyboard**.
- **Clear All** - this option corresponds to the toolbar button of the same name and is used to remove applied album styles from all the photos present on the **Storyboard**.
- **Edit** - this option corresponds to the toolbar button of the same name and is used to open the **Edit Photos** window in order to adjust the properties of the photo selected on the **Storyboard**.

- **Properties** - is used to open the **Properties** window where all the properties of the selected image file are displayed. **Please find the description of the window elements here.**



 **Note:** some of the **Express Menu** options can be unavailable depending on the place within the **Storyboard** that you right-clicked (slide or transition palette).

Albums List



The **Albums List** is a part of the **AVS Slideshow Maker** main window and is situated at its bottom. It displays albums with slideshow photos, along with applied styles and transitions, that will be written to a disc. Here you can create as many albums as possible - the main point is that all of them should fit to the disc selected in the **Project Settings** window.

Toolbar

Button	Name	Description
	New Album	Use this button to add a new album to the Albums List .
	Remove Album	Use this button to remove selected album from the Albums List .

Express Menu



- **New Album** - this option corresponds to the toolbar button of the same name and is used to add a new album to the albums list.
- **Rename** - use this option to give the album selected in the list a different name.
- **Remove Album** - this option corresponds to the toolbar button of the same name and is used to remove selected album from the albums list.

Working with AVS Slideshow Maker: Overview

It's very easy to work with **AVS Slideshow Maker**, as each step in the workflow is quite predictable:

1. Firstly, start the application. Each time you do this a **new untitled project** will be automatically created. If you'd like to continue working on **an existing project** you saved previously, **open** it. If you changed your mind and decided to **create a new project**, you can do this any time.
2. Then **produce your slideshows** you want to burn to disc. This step includes such operations as organizing **albums**, **adding** image files, **transitions** between them, **background music**, and **editing** imported slides.
3. Finally, select a **DVD Menu** style, **build** your DVD and **burn** your albums with slideshows to a disc.

Working with Projects

The work in **AVS Slideshow Maker** is built on the projects concept. It means that you can easily save the results of your work and load them for creating additional DVD copies of your slideshow project any other time you need them.

Projects are also very useful in case you do not have a possibility to add and edit image files as well as compile DVD and burn slideshow albums to disc all at once. If this is your case, you will need to save the project and next time start from the place where you left your editing.

The project file represents a data file with a **.shp** extension containing the information on the image and audio files, transitions and album styles added to your slideshow. You don't need to read the saved project with a third-party application, only **AVS Slideshow Maker** is able to open (or reopen) the created project file.



Note: it's strongly recommended not to change the location of the image and audio files used in your project while working on it.

The work with projects comprises the following:

- **Start Phase**

- If you launch the application for the first time, a **new untitled project** will be automatically created. Next time you start it the previously edited project will be opened.
- You can also **create a new project** if you completed your work on the previously opened one.
- It's also possible to **open another existing project**.

- **Middle Phase**

After that you can **adjust project settings** - change video system, select quality, aspect ratio and disc type.

- **End Phase**

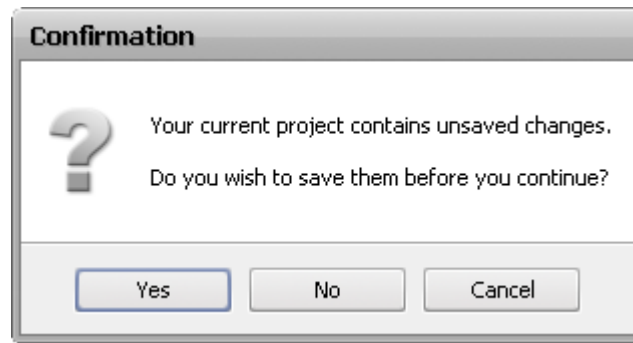
On this final step **save the edited project** to be able to continue working on it next time.

Creating a New Project



So, when **AVS Slideshow Maker** is launched for the first time, a new project will be automatically created for you. But you can create a new project yourself. To do that click the **New Project** button on the **Top Toolbar** or select the appropriate option in the **File** section of the **Main Menu**.

You will be asked if you want to save the previous project or not:



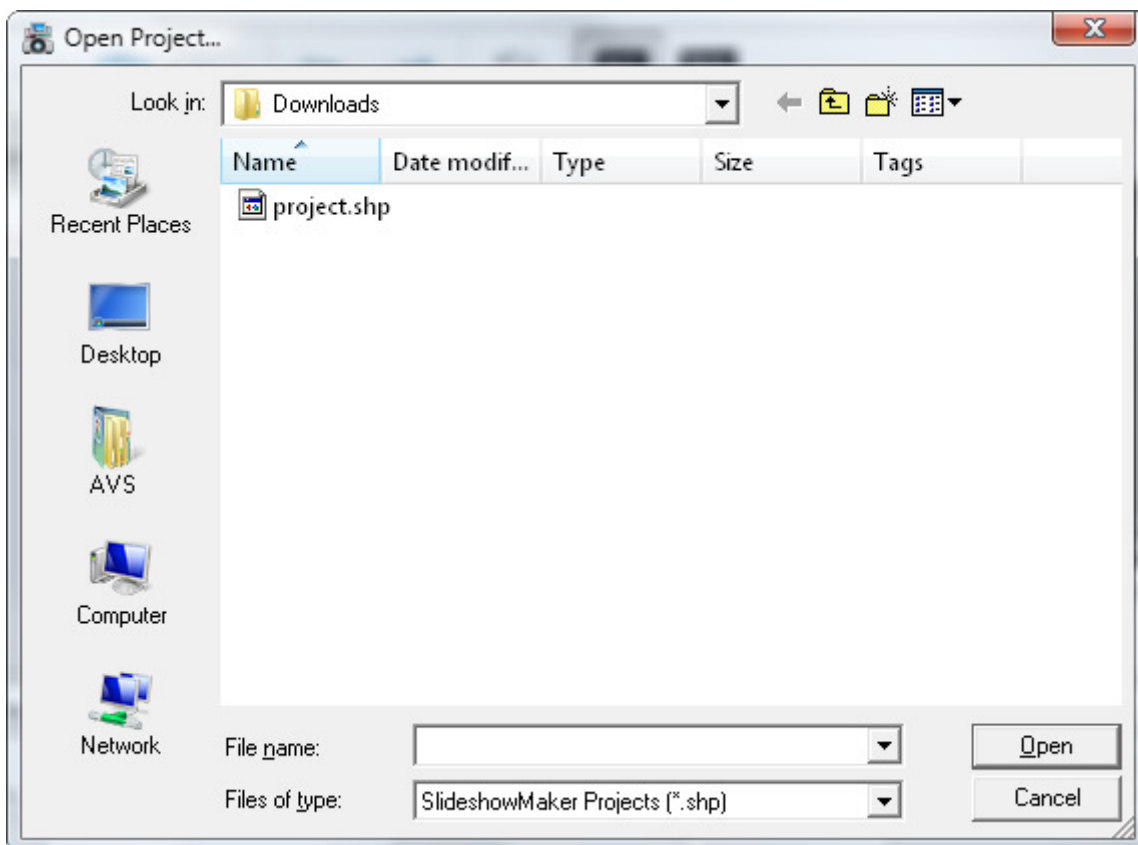
It is recommended to save the changes, so that you could use the project in future. Or you might want to press **Cancel** if you do not plan to close the previous project and start a new one.

After the new project is created, you will need to **change its settings** and **save** it afterwards.

Opening an Existing Project



To edit an old project that has been previously saved you will need to open it. Click the **Open Project** button on the **Top Toolbar** or select the appropriate option in the **File** section of the **Main Menu**. The following window will be opened:



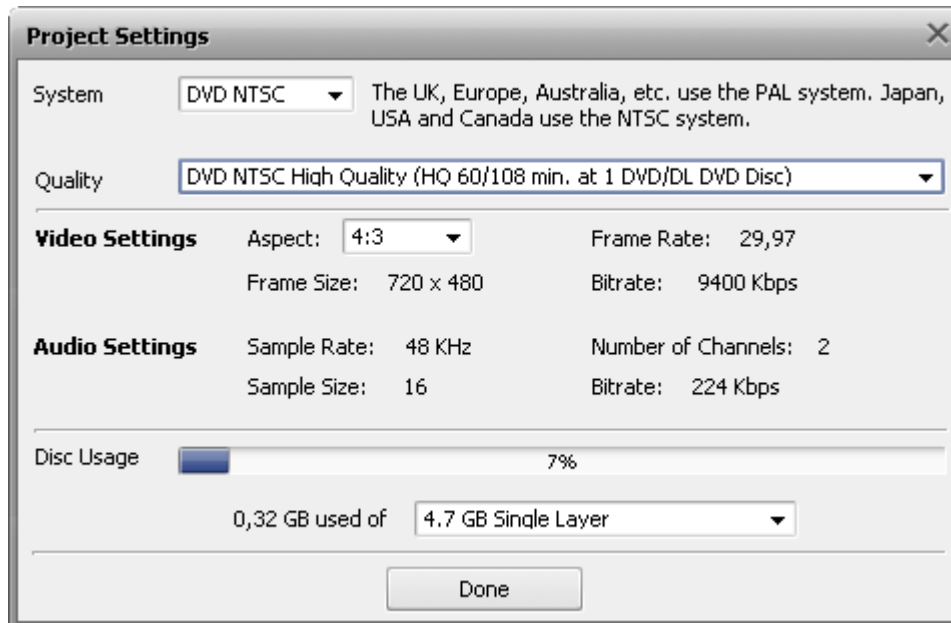
Select the necessary project and click the **Open** button. The project will be loaded into **AVS Slideshow Maker** reflecting all the applied and saved changes.

You can also open one of the recently modified projects using the **Recent Projects** option of the **File** section of the **Main Menu** and selecting the necessary project from the list of available ones.

Adjusting Project Settings



You can view and change the project main settings using the **Settings** button of the **Top Toolbar**. The following window will be opened:



Here you can select the following parameters:

- **System** - use this option to select a the TV system used in your country (PAL or NTSC). You should select a PAL (for Europe) or NTSC (for Japan and Americas). Please make sure that your DVD player and TV set support the selected DVD system.
- **Quality** - use this option to select a correct preset that will help you record a DVD with good quality, depending on the total length of all slideshows you would like to include into your DVD. Normally you should select a High Quality DVD if its total duration will be no more than 60 minutes for a single layer DVD (108 minutes for a double layer DVD). Selecting a Long Play DVD cannot be really recommended and should be used only in case you really need to use it as the quality of the output DVD will be not optimal. Depending on the preset chosen the settings below it will be changed as follows:
 1. **Video Settings** - will be changed, some of them depending on the quality preset and will include:
 - **Aspect** - select it from the drop-down box depending on the display type (**4:3** (LCD or CRT) or **16:9** LCD).
 - **Frame Size** - the size of the slides in pixels that depends on the preset selected and will always be **720x480** for an NTSC DVD and **720x576** for a PAL DVD.
 - **Frame Rate** - the number of frames displayed per second that depends on the preset selected and will always be **29.97** fps for an NTSC DVD and **25** fps for a PAL DVD.
 - **Bitrate** - the bit transfer rate that depends on the preset selected and will be **9400** kbps for a High Quality NTSC or PAL DVD, **6200** kbps for a Good Quality NTSC or PAL DVD, **4600** kbps for a Standard Quality NTSC or PAL DVD, **2150** kbps for a Long Play NTSC DVD and **2300** for a Long Play PAL DVD.
 2. **Audio Settings** - will always stay the same for all types of DVDs:
 - **Sample Rate** - sampling frequency specified in kilohertz. Will always be **48** kHz.
 - **Sample Size** - will always be **16**-bit.
 - **Number of Channels** - the number of channels in the audio track. Will always be **2** channels.
 - **Bitrate** - the number of data points used to approximate the true wave form (kilobits per second). Will always be **224** kbps.

- **Disc Usage** - the space occupied by the albums with slideshows on the selected disc type (single or double layer) with the specified above quality preset.

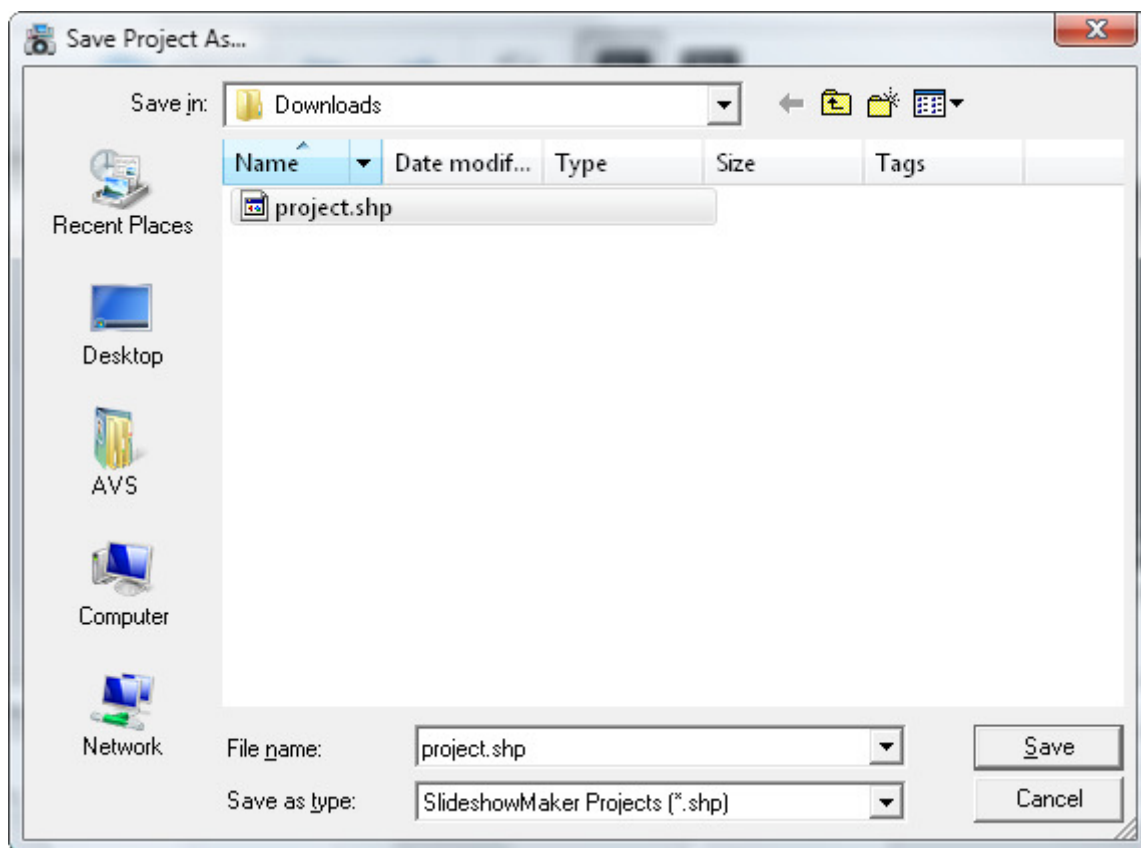
Note: if you select a double layer DVD, make sure that your DVD drive supports writing onto such discs.

To accept all the changes you've made click the **Done** button, to discard changes and close the **Project Settings** window click the **X** button in the top right corner of the window.

Saving a Project



Whenever a new project is created or you edit an old project, you will need to save it so that all the changes were available in the future. Click the **Save Project** button on the **Top Toolbar** or select the appropriate option in the **File** section of the **Main Menu**. The following window will be opened:



Select the location, enter the project name and click the **Save** button. The next time you need to edit the same project, simply **open** it.

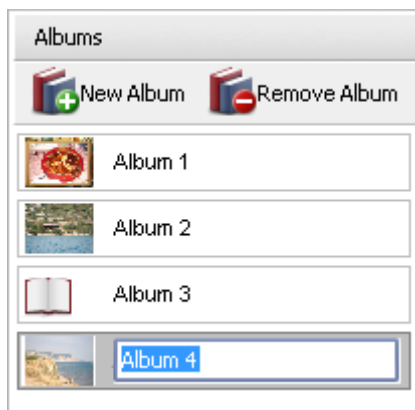
In case you need to save the same project but under a different name use the **Save Project as...** option of the **File** section of the **Main Menu**.

Producing Slideshows

The process of producing slideshows consists of the following steps:


1. Create **albums** for your image files and give them titles.
2. After that **add your image files to the storyboard** and arrange their sequence.
3. Now you can give free rein to your imagination. Apply **transitions**, add **background music**, **edit** imported photos - rotate them, adjust their duration, position as well as color and picture properties, - add **text** to certain slides or all of them.

Organizing Albums




It makes sense if you start producing slideshows with creating and organizing albums, thus you can better plan the contents of the disc you want to create. Of course, it can comprise one and only album if all the slides correspond to the same topic. But if not, you can arrange all the slides in albums according to their topic.

So, when you launch **AVS Slideshow Maker**, an album will be automatically created for you under the **Album 1** title. You can easily give another name to it by **left-clicking** the album title **once** and entering the name you wish into the appeared field (see the figure on the left) or using the **Rename** option of the **Express Menu**.




If you'd like to burn more than only one album to DVD you can add more albums hitting the  button or using an appropriate option of the **Express Menu**. In the similar way you can delete unnecessary albums from the **Albums List** clicking the

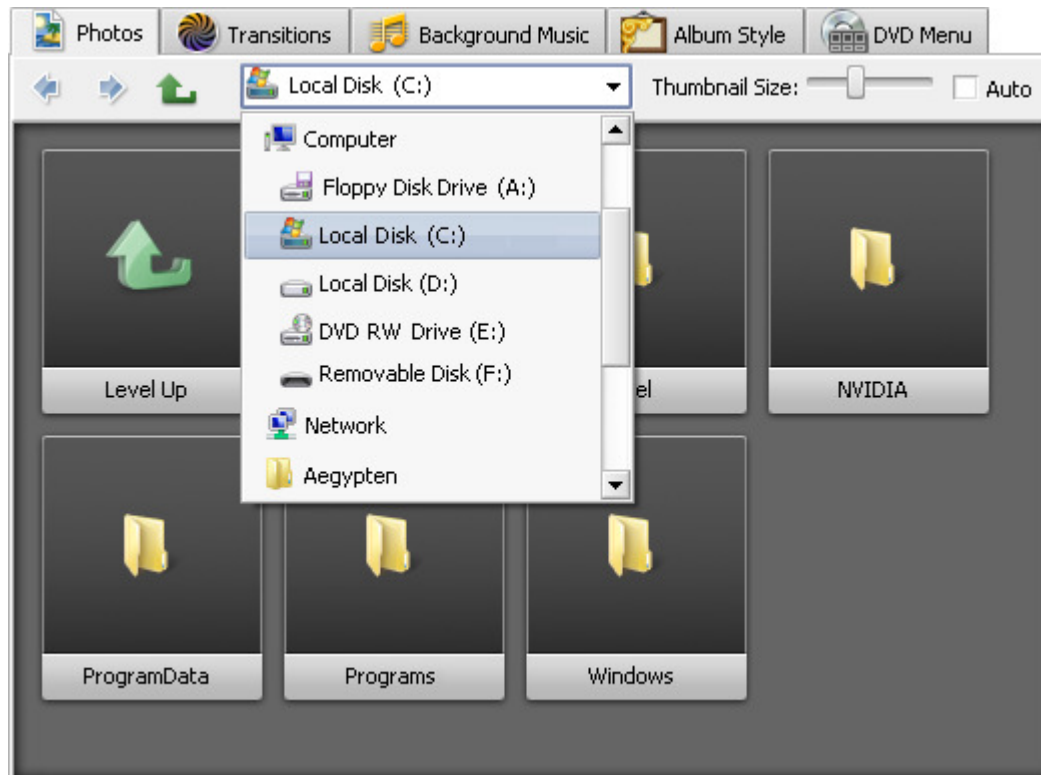
 button.

As soon as you start **adding** image files to the storyboard, instead of the  sign you will see thumbnail of the first slide in the album.

Adding Photos to the Storyboard

Browsing for Directory

Before you import image files to the program, you need to find the directory where photos you want to add are stored. For this purpose use the **Folders Tree** drop-down list on the **Photos Tab** toolbar. You can add image files not only from your computer hard disk drive, but also from any removable drive. Press the  button to go to a level parent for the opened one. You can also navigate through your system using the  and  buttons. In order to find a needed folder more easily or to see images better, you can zoom in or out icons situated in the **Display Area** by dragging the cursor on the **Thumbnail Size** slider.




Adding Images

When you find a folder with necessary image files, add them to the **Storyboard**. Within **AVS Slideshow Maker** you can use one of four ways of doing it. They are:

1. With a double-click

Direct the mouse cursor to an image file thumbnail in the **Display Area**, left-click it twice and in a few seconds it will take place in the first **Slide Palette**.

2. Using storyboard toolbar

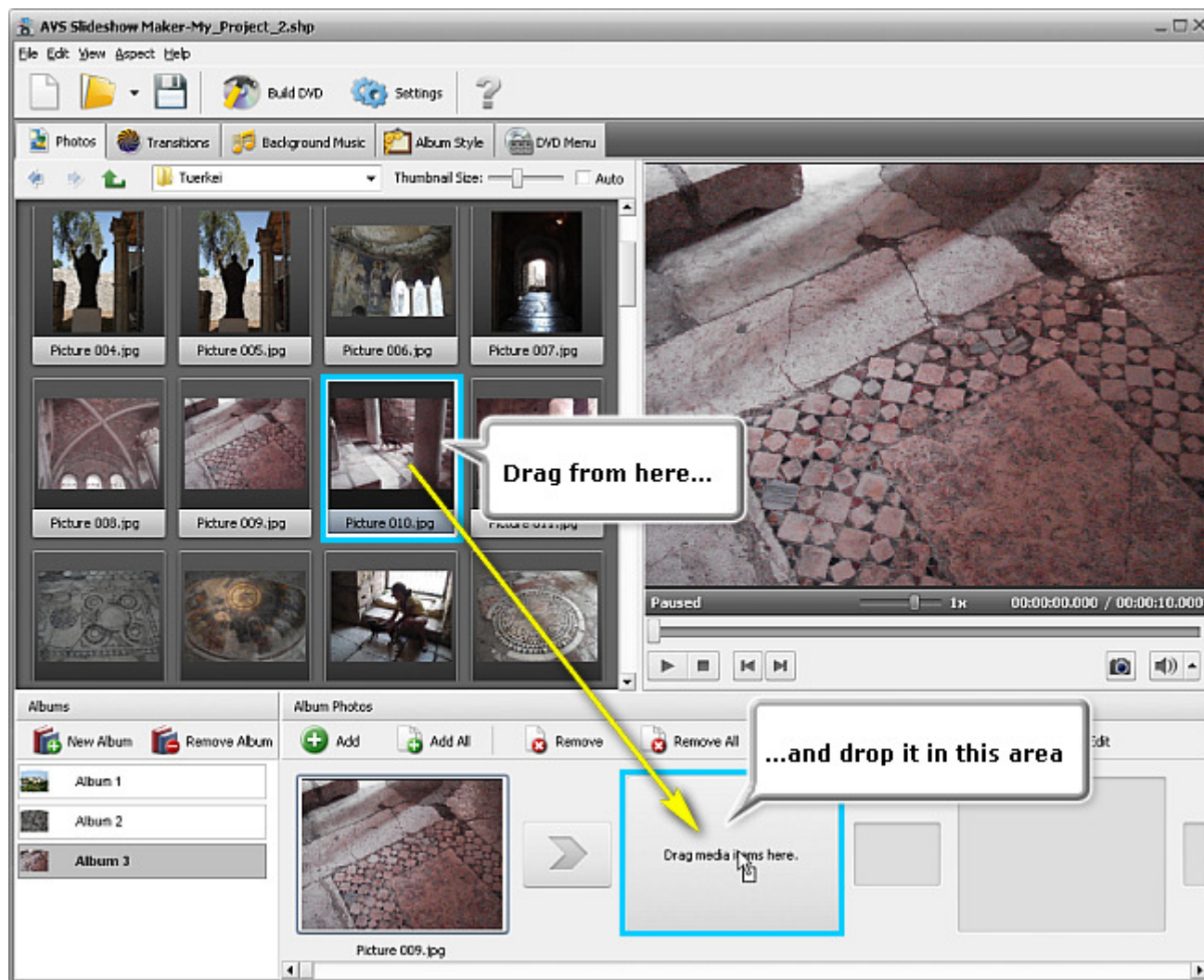
Click the image you want to add in the **Display Area** and then press the  button on the **Storyboard Toolbar**.


3. Using express menu

Right-click the image you want to add in the **Display Area** and select the **Add** option in the opened **Express Menu**.

4. By dragging and dropping


Left-click the image you want to add in the **Display Area**, drag it to the storyboard and drop within a certain **Slide Palette**.



It's also possible to add all the image files from the chosen folder to the **Storyboard** using two of the ways described above - hitting the  button on the **Storyboard Toolbar** or selecting the **Add All** option of the **Express Menu**.

If you want to place an image on a certain palette in an existing slides sequence, click this slide palette once on the **Storyboard** to mark it and double-click the necessary image in the **Display Area**. So, it will be placed on the marked palette followed by the slide previously situated here.




 **Note:** It's only possible to add files to the storyboard one by one thus arranging a slides sequence, i.e. you can't leave a slide palette empty within a sequence. So, after adding an image only the next slide palette will be available for placing an image there.

Removing Images from the Storyboard

There are three ways to remove slides from the storyboard:

1. **Using storyboard toolbar**


Click a slide on the storyboard and press the  button on the **Storyboard Toolbar**.

2. **Using express menu**

Click a slide on the storyboard and select the **Remove** option of the **Express Menu**.

3. **Using keyboard**

Click a slide on the storyboard and press the **Del** key on your computer keyboard.

It's also possible to remove all the slides from the **Storyboard** using one of the ways described above - hitting the  button on the **Storyboard Toolbar**, selecting the **Remove All** option of the **Express Menu**, or using the **Ctrl+Del** keys combination.


Applying Transitions

While **adding** images one by one they will appear on the **Storyboard** and a default transition type will be automatically used between images to let one image smoothly turn into another. **AVS Slideshow Maker** offers you quite a number of transitions. They can be found on the **Transitions Tab** of the files and styles area.

You might want to apply a specific transition between certain slides on the storyboard. To do it click the **Transitions Tab** and find a transition you want to add. In order to facilitate the searching process there is the **Category** drop-down list on the tab toolbar where you can choose one of the transition types to be shown within the **Display Area**.

Within **AVS Slideshow Maker** you can use one of three ways of doing it. They are:

1. **Using storyboard toolbar**

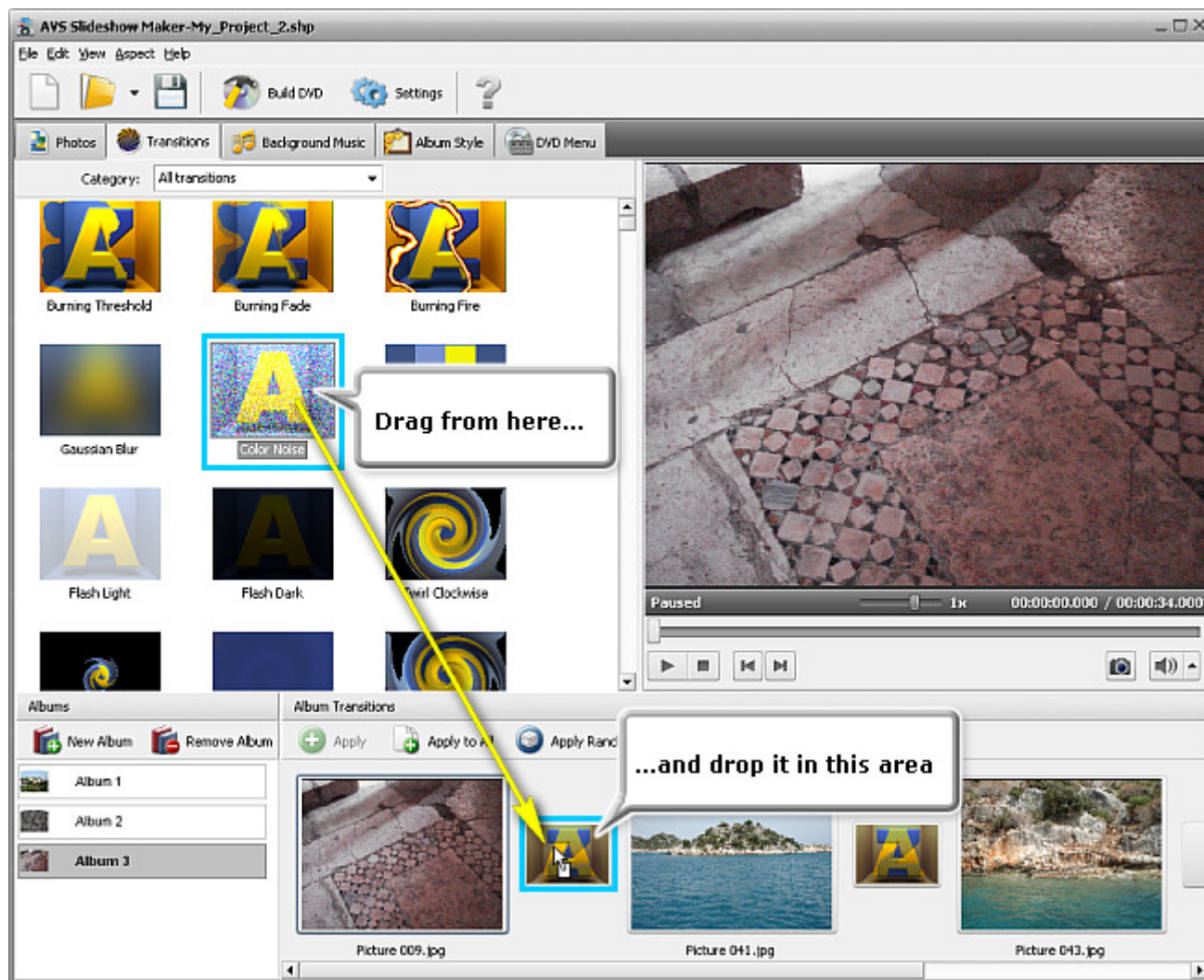
Click the transition palette you want to change, then the transition you want to apply instead of the default one in the **Display Area** and press the  button on the **Storyboard Toolbar**.


2. **Using express menu**


Left-click the transition palette you want to change, right-click a transition you want to apply in the **Display Area** and select the **Apply** option in the opened **Express Menu**.

3. **By dragging and dropping**

Left-click the transition you want to apply in the **Display Area**, drag it to the storyboard and drop within a certain **Transition Palette**.



It's also possible to apply the same transition type to all of the images added to the **Storyboard** using two of the ways described above - hitting the  button on the **Storyboard Toolbar** or selecting the **Apply to All** option of the **Express Menu**.




If you'd like to apply random transitions, click the  button on the storyboard toolbar or use the appropriate option of the **Express Menu**. So, in each transition palette a different transition will be situated.

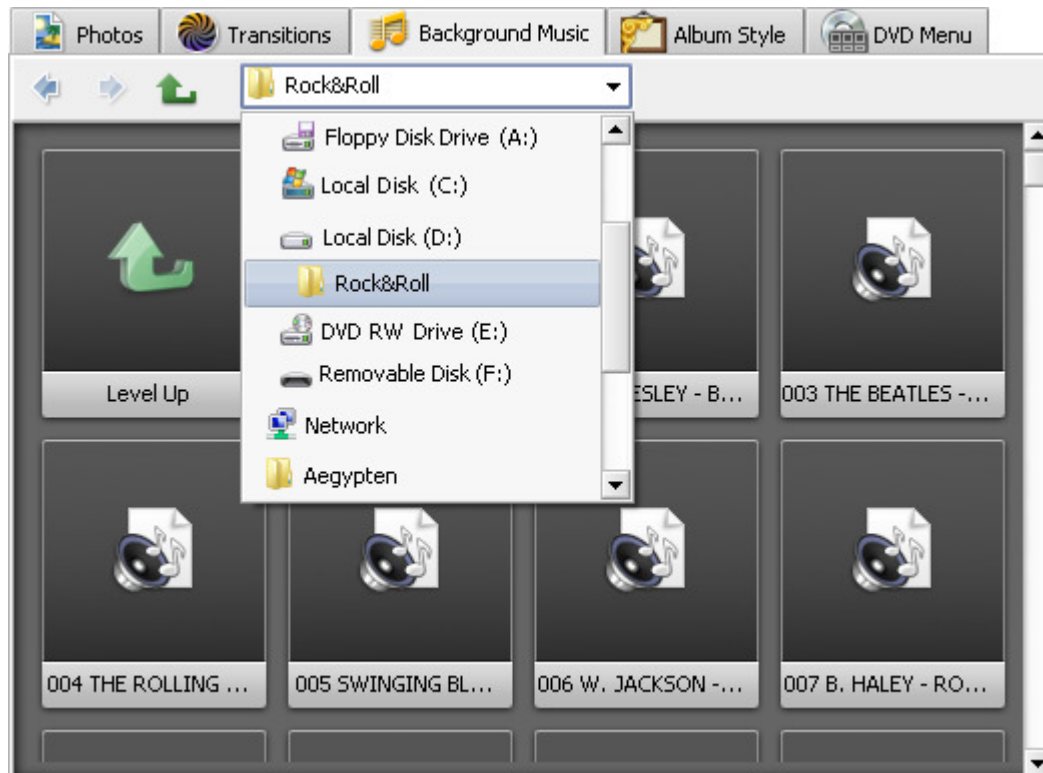
You can also set duration for a certain transition or all of them within the **Edit Photos** window. Please read the **Changing Properties of Single Photos** chapter to learn more about it.

Adding Background Music

While creating a slideshow project you can't go without background music. Using it you can communicate mood or give a certain message to people who will watch your slideshows.

Browsing for Directory


Before you import audio files to the program, you need to find the directory where your music you want to add is stored. For this purpose use the **Folders Tree** drop-down list on the **Background Music Tab** toolbar. You can add audio files not only from your computer hard disk drive, but also from any removable drive. Press the  button to go to a level parent for the opened one. You can also navigate through your system using the  and  buttons.



Adding Audio Files

Within **AVS Slideshow Maker** you can use one of three ways to add background music. They are:

1. Using storyboard toolbar

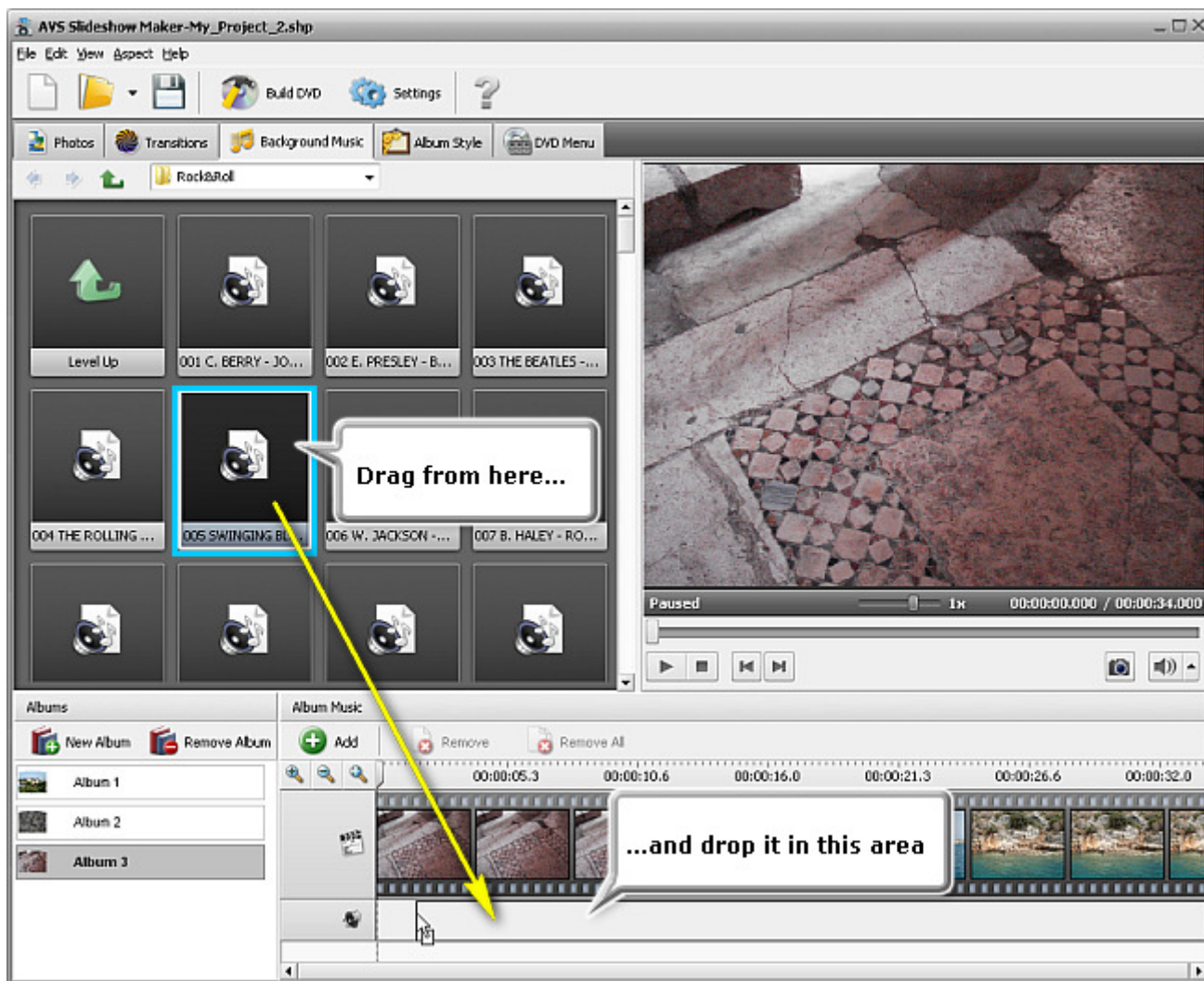
Click the audio file you want to add in the **Display Area** and then press the  button on the **Timeline Toolbar**.

2. Using express menu

Right-click the audio track you want to add in the **Display Area** and select the **Add** option in the opened **Express Menu**.

3. By dragging and dropping

Left-click the audio file you want to add in the **Display Area**, drag it to the storyboard and drop within a certain area, as shown in the figure below.



Note: you can add as many audio tracks as you want depending on the duration of your slideshow.

Removing Audio Tracks from the Storyboard

There are three ways to remove added audio tracks from the storyboard:

1. Using storyboard toolbar

Click the audio track on the storyboard and press the  button on the **Storyboard Toolbar**.

2. Using express menu

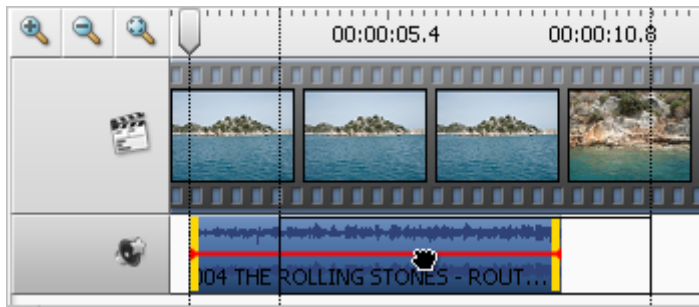
Click the audio track on the storyboard and select the **Remove** option of the **Express Menu**.


3. Using keyboard

Click the audio track on the storyboard and press the **Del** key on your computer keyboard.

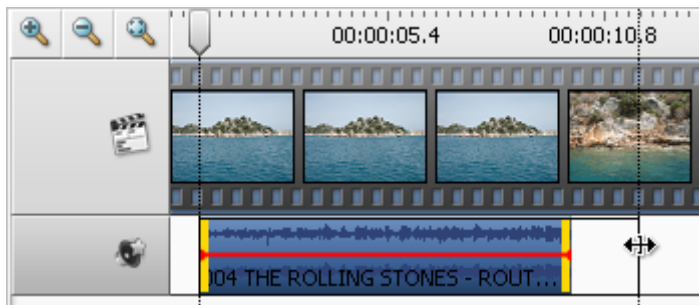
It's also possible to remove all the audio tracks from the **Storyboard** using one of two ways described above - hitting the  button on the **Storyboard Toolbar** or selecting the **Remove All** option of the **Express Menu**.


Changing Position of Audio Track



The added audio track is placed within the appropriate line and covers only a certain area of the slideshow on the **Timeline** depending on its original duration. To set the **position** you want you should direct the mouse cursor to the audio track situated on the timeline. The mouse cursor turns to a hand . By left-clicking the effect and moving the hand cursor to the left or to the right you can change the position of the added track within the line.

Changing Duration of Audio Track



It's also possible to **change duration** of the imported audio track. To do that you should direct the mouse cursor to one of the yellow stripes that bound the audio track. The mouse cursor turns into a horizontal double-sided arrow . Moving it to the left or to the right you can extend or narrow limits of the audio track.

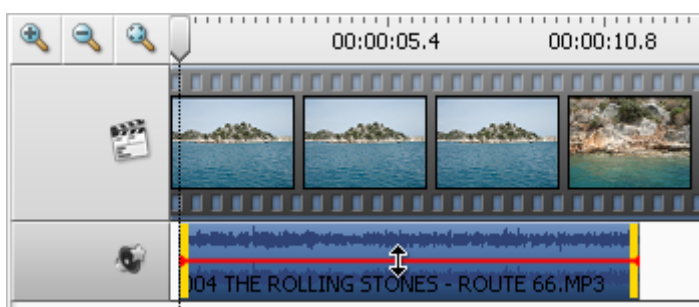
In case you **extend its limits** the music will be played back from the very beginning once again regardless of the direction you dragged the arrow. At the border between two


copies of the same audio track a **control point** (red dot) will appear. If you **narrow** the audio track limits, the part of it will be cut off.



To find the exact place where you want the music to start playing and end, use the **Preview Area** situated on the right-hand side.

Changing Volume Level in Audio Track



The red line represents **volume level** in your audio track. If you'd like to change it, direct the mouse cursor to it and you will see the cursor turn into a vertical double-sided arrow . You can lift or lower the red line to increase or reduce the volume level.

If you changed the duration of added audio track and **control points** (red dots) appeared on the timeline, you can lift or lower them and even move to the right or left creating a unique volume curve in this way. To do this

direct the mouse cursor to one of the control points, it will be bounded by a square .



If you dislike the changes you have just made, right-click the audio track on the timeline and select the **Reset Envelope** option of the **Express Menu**. So, the volume level will return to its default state and all the control points will disappear.

Editing Photos

There are a lot of editing operations you can perform within **AVS Slideshow Maker**, such as:



- **rotating** imported image files;
- applying **album styles**;
- adding **text** to single slides;
- changing color and image **properties** of single slides.

The description of each operation can be found in the next sections.

Rotating Photos

After **adding** image files to the **Storyboard** you can rotate them if needed. You can do this in one of the following ways:


1. Using storyboard toolbar

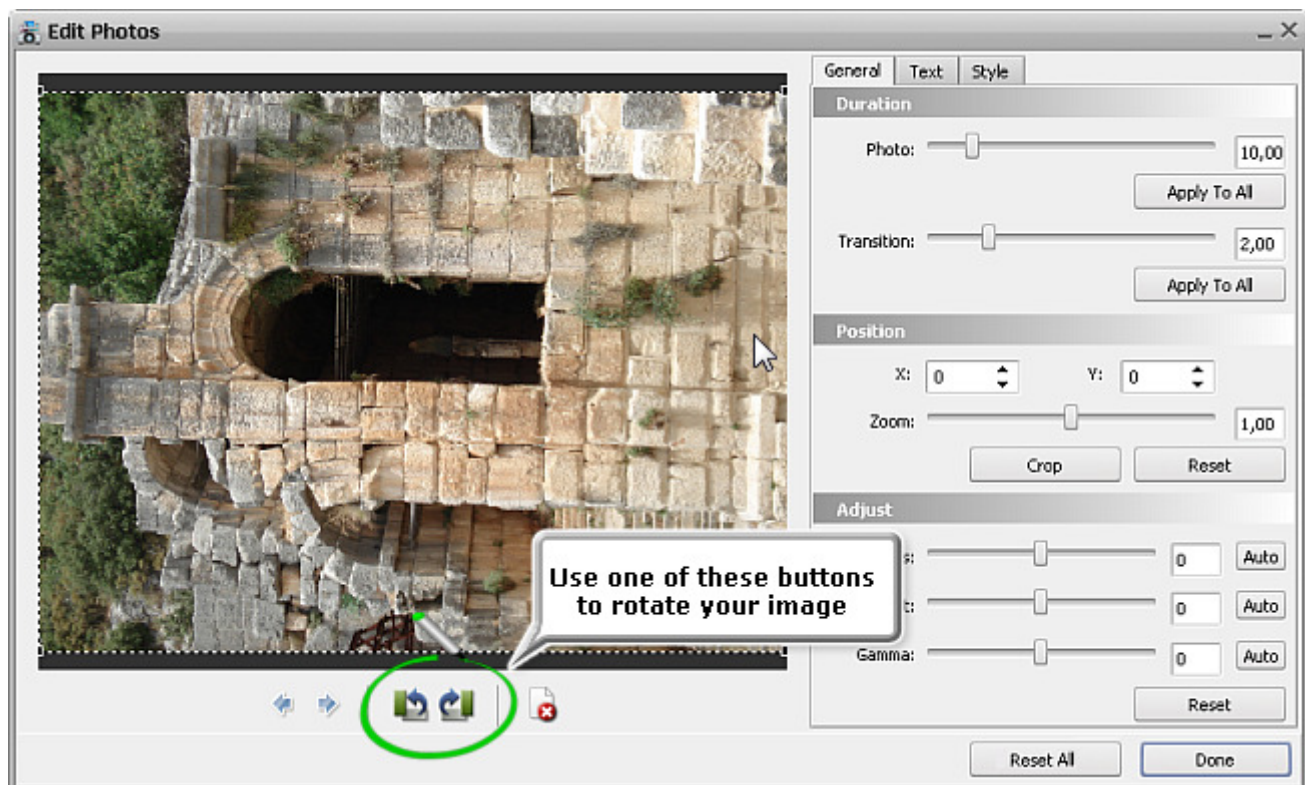
Click the slide you want to rotate on the storyboard and then press the **Rotate Left** button  or **Rotate Right** button .

2. Using express menu

Right-click the slide you want to rotate on the storyboard and select the **Rotate Left** or **Rotate Right** option of the **Express Menu**.

3. Pressing the Edit button

Click the slide you want to rotate on the storyboard and then press the **Edit** button  or use the appropriate option of the **Express Menu**. After that the following window will be opened:



Applying Album Styles

Album Styles allow your slides to look like an album. So, watching such a slideshow you'll get the impression of turning over the pages of your photo album, especially if you apply the same album style to all of the slides. But of course, it's also possible to add a different album style to each slide what will add individuality to every single photo.



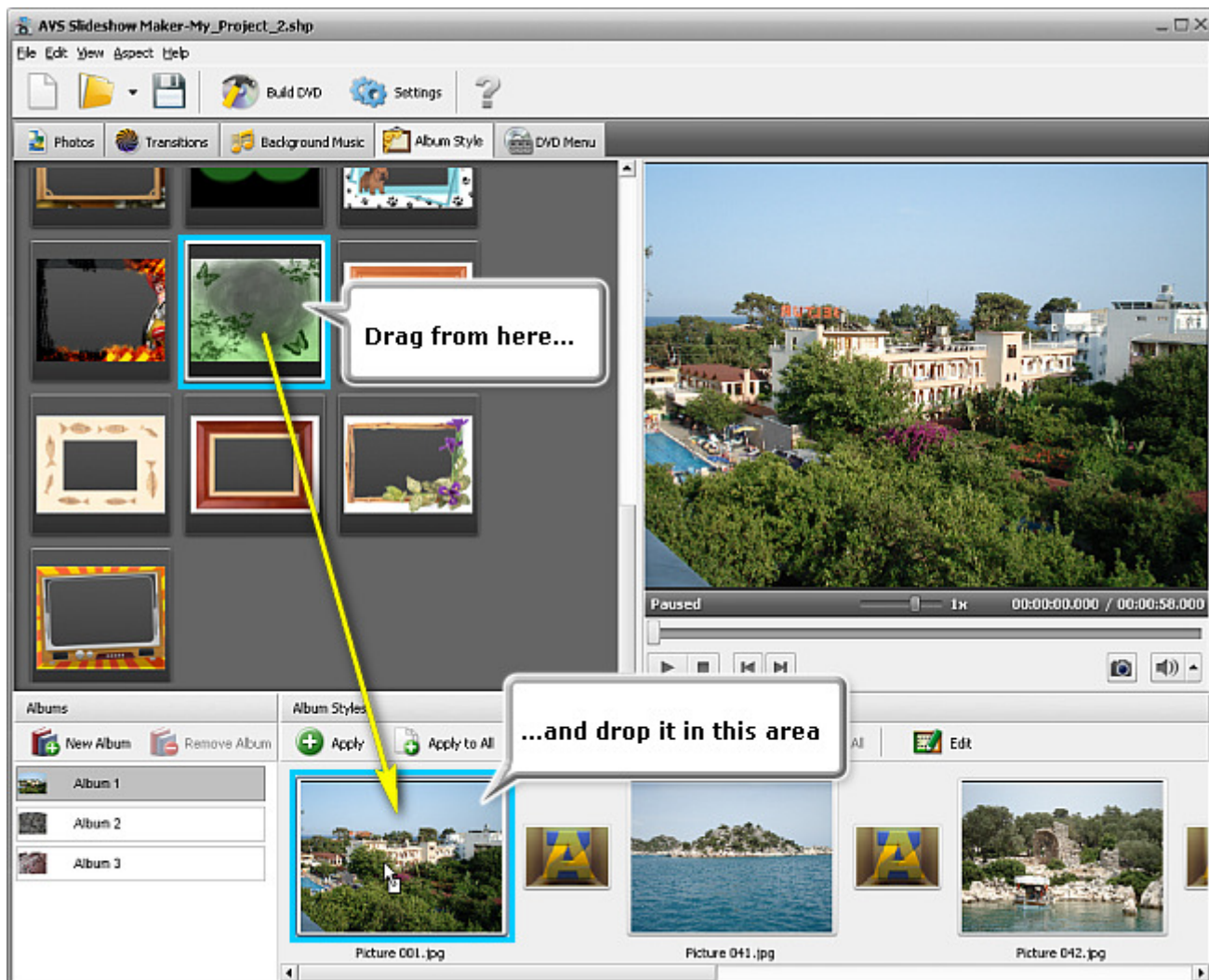
Note: after applying an album style to a photo it will cover a part of it, but you can adjust **image position** within the slide palette. To read more on it, click [here](#).

Adding Album Styles




To apply an album style you should click the **Album Style Tab** to open it. In the **Display Area** you can choose an album style you like best. After that you can follow one of the methods described below to add the style to a slide:

1. Using drag-and-drop function

Click a style which you want to apply in the **Display Area**, drag it to the storyboard and drop it within any slide palette, as shown in the figure below.



2. Using storyboard toolbar

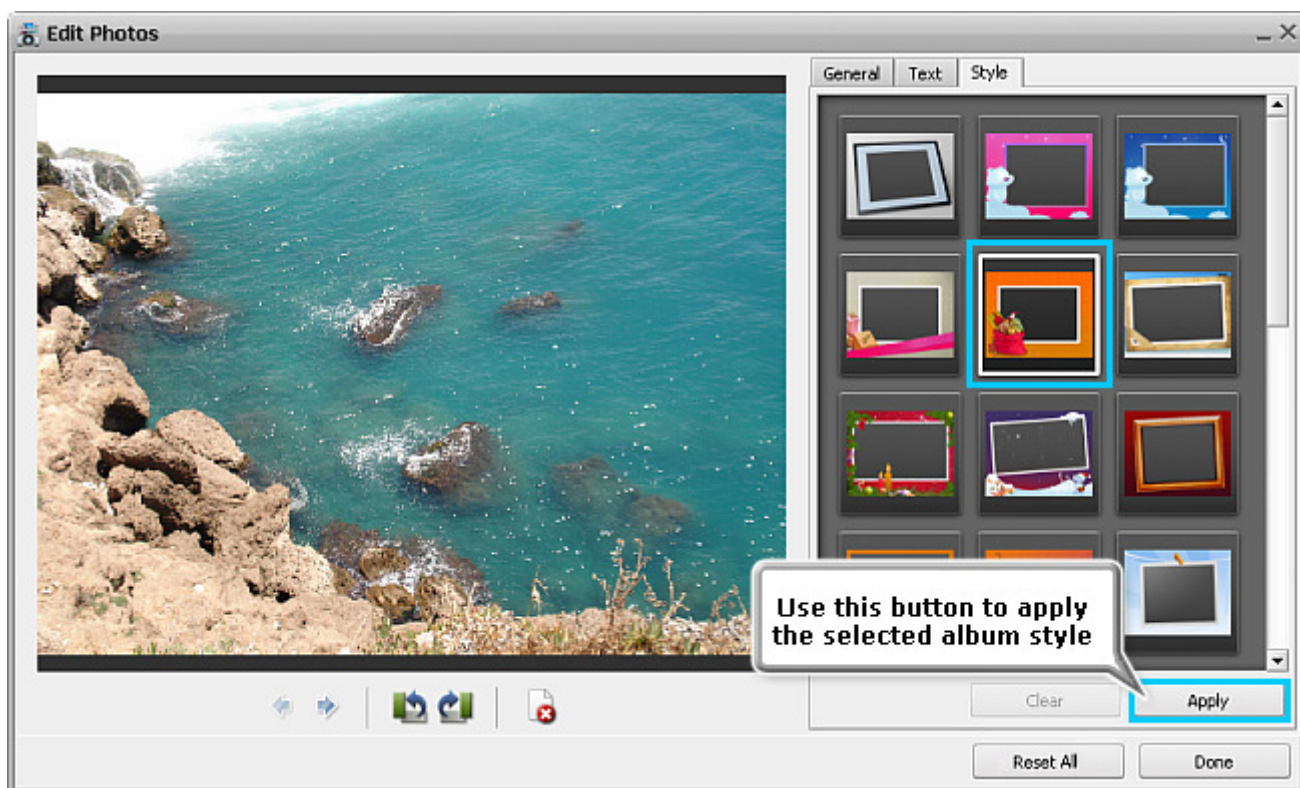
Mark the slide palette, which you want to apply one of the album styles to, by left-clicking it. Click an album style situated in the **Display Area**. After that hit the  button on the **Storyboard Toolbar**. If you'd like to apply the chosen style to all of the slides on the storyboard, press the  button. To apply random album styles to all of the slides on the storyboard, use the  button.



3. Using express menu of the Files and Styles Area

Click a slide on the storyboard you want to apply an album style to. Right-click the desired album style in the **Display Area** of the **Files and Styles Area** and select the **Apply** option of the **Express Menu**. If you want to apply the chosen style to all of the slides on the storyboard, choose the **Apply to All** option. To apply random album styles to all of the slides on the storyboard, use the **Apply Randomly** option of the same express menu.

4. Selecting the Edit option of the storyboard express menu

Right-click a slide on the storyboard you want to apply an album style to and select the **Edit** option of the **Express Menu**. The window displayed in the figure below will appear. Click the **Style** tab on the right-hand side, choose any album style and press the **Apply** button. After that hit the **Done** button to close the **Edit** window.





Note: use the  and  buttons to go to the previous and next slide situated on the storyboard.

Removing Album Styles

If you dislike the appearance of your slide after applying an album style, you can remove it in one of the following ways:

1. Using storyboard toolbar

Click a slide on the storyboard and press the  button on the **Storyboard Toolbar**. If you want to remove applied album styles from all the slides on the storyboard, hit the  button.

2. Using the storyboard express menu


Selecting the **Clear/Clear All** option

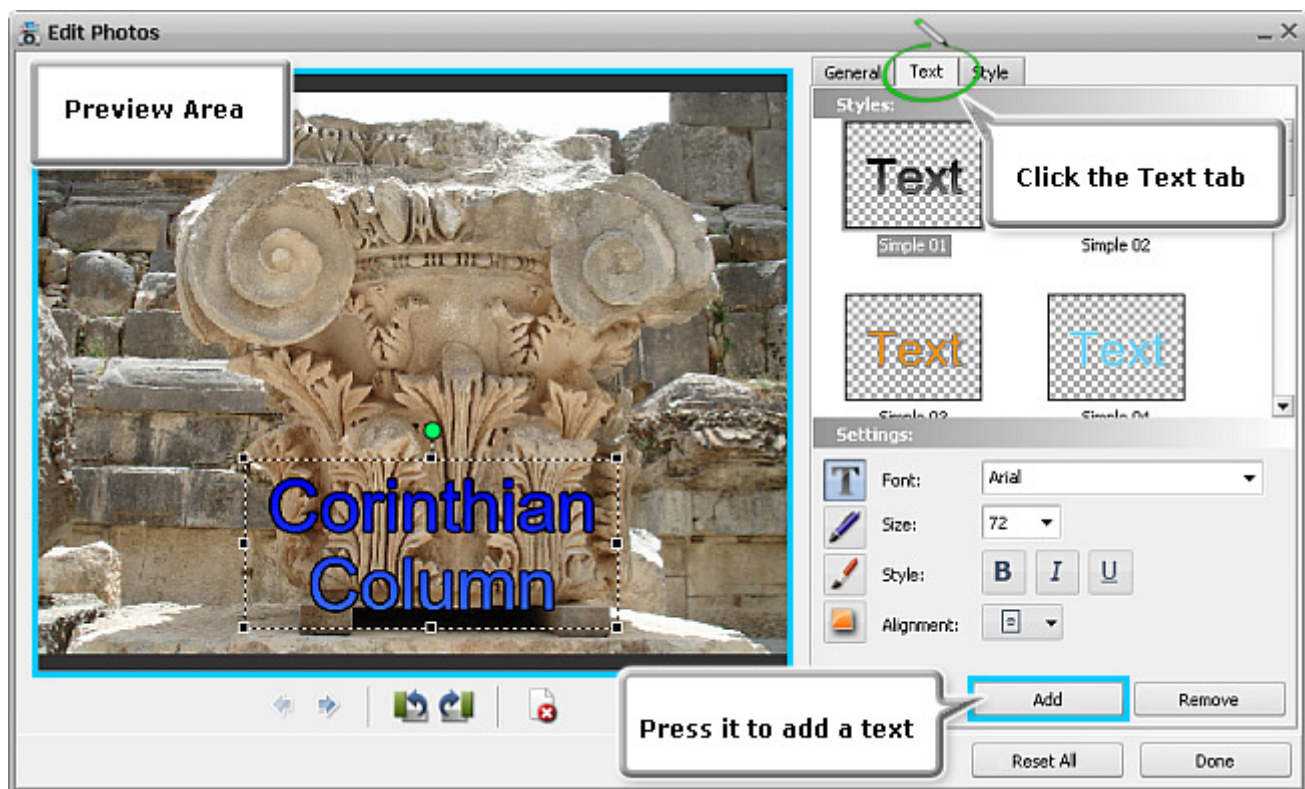
Right-click a slide on the storyboard and choose the **Clear** option of the **Express Menu** to remove the applied album style. If you want to remove album styles from all of the slides on the storyboard, select the **Clear All** option of the same express menu.

Selecting the **Edit** option

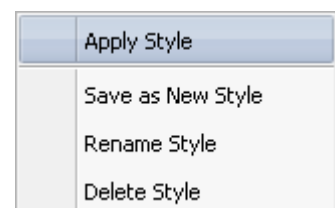
Right-click a slide on the storyboard and choose the **Edit** option of the **Express Menu** to open the **Edit** window. Click the **Style** tab in the right part of the window and press the **Clear** button. After that hit the **Done** button to close the **Edit** window.

Adding Text to Single Photos

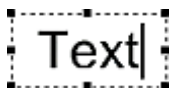
Along with other editing operations you can also add text to a certain slide on the storyboard, thus e.g. explaining what is displayed there or commenting on the image. To do that first of all make sure that the **Photos Tab** is pressed, then click a slide on the **Storyboard** and hit the  button on the **Storyboard Toolbar**. You can also do it selecting the **Edit** option of the **Express Menu** or simply double-clicking the slide palette with image on it. After that the following window will be opened:



Click the **Text** tab on the right-hand side of the **Edit** window. Select a text sample within the **Styles** field and press the **Add** button shown in the figure above. After that a text rectangle will appear within the **Preview Area**. You can also **apply another text style** to the same text rectangle if you right-click any text sample situated in the **Styles** field and select the **Apply Style** option of the express menu displayed in the figure to the right.



Note: it's also possible to **delete** or **rename** a text style or change some settings of a style and **save it as a new sample** using express menu of the **Styles** field.




To enter the desired text, you should click the left mouse button **twice** or right-click the text rectangle and select the **Edit Text** option of the **Express Menu**. Then type in what you want.







Note: use the  and  buttons to go to the previous and next slide situated on the storyboard.

Changing Text Position







If you'd like to **move** the text rectangle without changing its proportions, direct the mouse cursor to it and the cursor will turn into the . Then without releasing the mouse button, move the text rectangle in the direction you need.


In order to **change the proportions** of the text rectangle, direct the mouse cursor to one of the black squares  and it will turn into a hand like this . Without releasing the mouse button, drag it in any direction.


You can also **rotate** the text rectangle. To do that click the green circle  with the left mouse button, the mouse cursor will change into a round arrow -  - click the mouse button and, without releasing it, drag it to change the text orientation.


Changing Text Settings


It's also possible to adjust text settings within the **Settings** field of the edit window. Here there are four settings groups that can be selected by pressing one of the buttons    .

Settings:

 Font:

 Size:


 Style:


 Alignment:


Font Settings

- **Font** - the text font-face used in the text effect. You can select a font-face from the drop-down list.
- **Size** - the text font-size used in the text effect. You can either select a value from the drop-down list or enter it manually using the keyboard.
- **Style** - the text font style used in the text effect. You can select **B** for bold text, **I** for italicized text and **U** for underlined text.
- **Alignment** - the text position in the rectangle box that surrounds the text effect.

Settings:

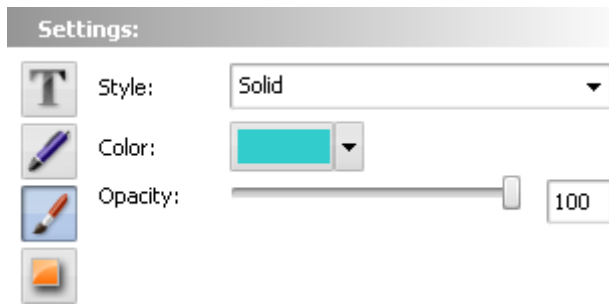
 Color:

 Width:

 Opacity:

Pen Settings

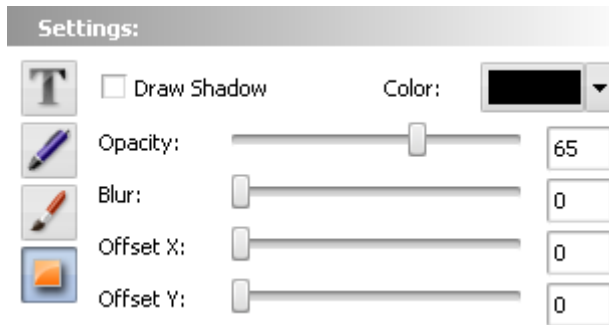
- **Color** - the color used for the text edge.
- **Width** - the thickness of the text edge (**0** value will display no edge, **100** is the maximal value for the edge property).
- **Opacity** - the transparency of the color (can differ from **0** - full transparency - to **100** - not transparent color).



transparency - to **100** - not transparent color).

Brush Settings

- **Style** - the style of the main filling used in the text. Can be **Solid** (no color change throughout the filling), **Gradient** (smooth color change from one selected color to the other), **Hatch** (a pattern composed of two selected colors) and **Texture** (an image used as a filling for your text).
- **Color** - the color or the colors (for **Gradient** and **Hatch**) used for the main text filling.
- **Opacity** - the transparency of the colors (can differ from **0** - full



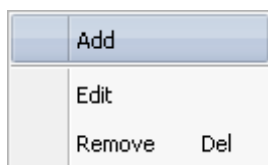
text itself (positive values move the shadow to the right of the text, negative values move the shadow to the left of the text).

- **Offset Y** - the vertical offset of the shadow in relation to the text itself (positive values move the shadow above the text, negative values move the shadow below the text).

Shadow Settings

- **Draw Shadow** - is used to switch the text shadow display on and off. If marked the below properties will be available.
- **Color** - the color of the shadow.
- **Opacity** - the transparency of the shadow colors (can differ from **0** - full transparency - to **100** - not transparent color).
- **Blur** - the text shadow smearing (**0** being the **Blur** absence, **100** marking the maximum **Blur** value).
- **Offset X** - the horizontal offset of the shadow in relation to the


Removing Added Text



To remove text from the slide click it within the **Preview Area** of the **Edit** window and press the **Clear** button situated at the bottom of the **Text** tab.

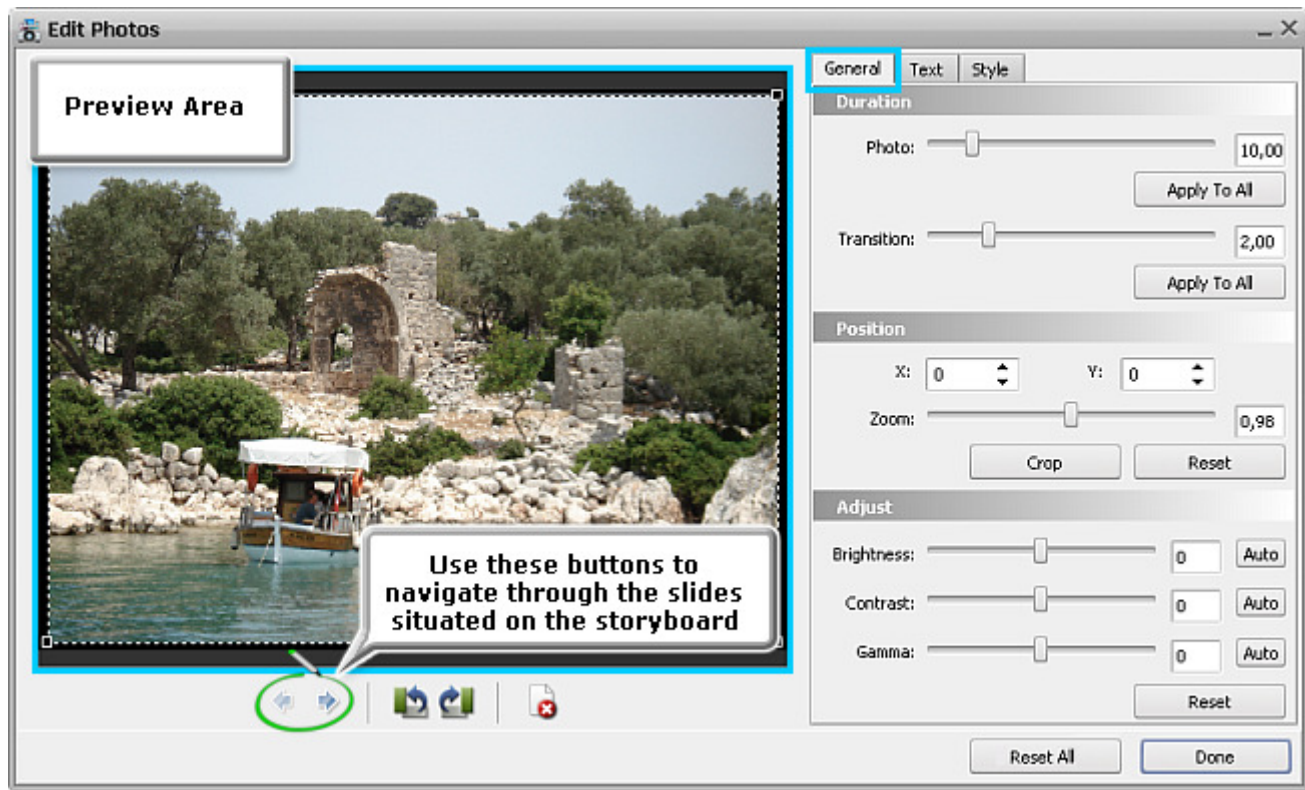
You can remove text also using the **Express Menu** of the **Preview Area**. To do that right-click the text rectangle and select the **Remove** option.

You can also simply left-click the text rectangle and press the **Del** key on your keyboard.

Note: after closing the **Edit Photos** window the  sign will appear in the right upper corner of the slide on the storyboard meaning that you have already edited this image.

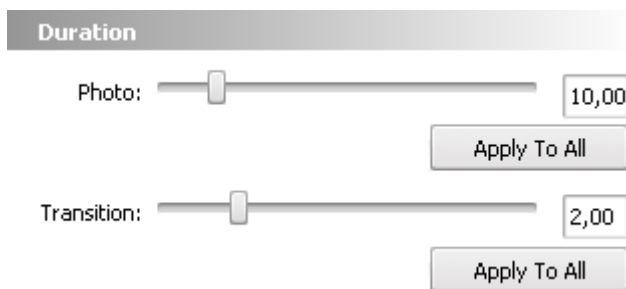
Changing Properties of Single Photos

To adjust properties of the image file you added to the **Storyboard**, click a certain slide and press the **Edit** button situated on the **Storyboard Toolbar** or right-click it and select the **Edit** option of the **Express Menu** or simply double-click the necessary slide on the **Storyboard**. After that the **Edit Photos** window will be opened.



Within the **General** tab of this window you can change the **duration** of the selected photo and transition between it and the next photo, as well as image **position** within the slide palette, and **adjust** its properties.

Duration Field

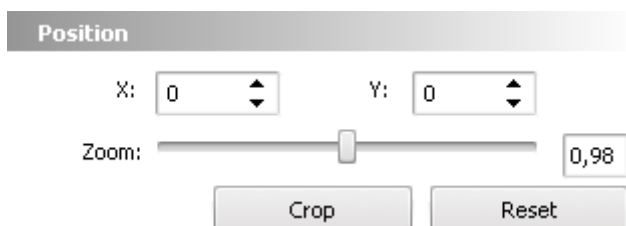


By dragging the slider cursor or entering necessary values you can set a **duration** value for the photo displayed in the **Preview Area** and for the transition that follows it.

The values shown in rectangles are given in seconds. If you type in the zero value, the transition will disappear from the storyboard. The minimum value for photo duration is two seconds.

To apply the same duration to all of the photos or transitions on the storyboard, press the appropriate **Apply to All** button.



Position Field



Within this field it's possible to move the image along the **X** and **Y axis** by entering the value you need into the appropriate boxes or using the arrows nearby.

You can also **zoom in** or **out** your image if you set a zoom value different from the default one (that is 1,00). Setting a negative value (to the left from the default cursor position) will zoom out

the image, whereas a positive value (to the right from the default cursor position) will zoom it in.

The **Preview Area** can also be used to set the **zoom** value or change image **position**. Just direct your mouse cursor to one of the black squares and it will turn into a diagonal arrow -  - and, without releasing the mouse button, drag it in any direction in order to zoom the image in or out. When you hover the mouse cursor over the image it will change to  for you to be able to change the image position within the slide palette.

In order to **cut** some part of the image and **zoom it in**, click the **Crop** button and the rectangle with black squares in its corners that surrounds the entire image will disappear. Direct the mouse cursor to the **Preview Area**, click the left mouse button within it and drag it, without releasing the mouse button, to capture a certain image area inside the rectangle. Then press the **Apply** button if you are sure you highlighted the image area you need.

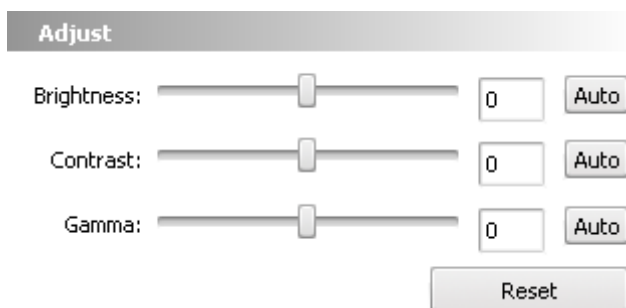


i **Note:** the **Apply** button is disabled, until you mark an image area to be cropped.

After that the image part you marked will be displayed in the **Preview Area**. If you want the rectangle surrounding the whole image to be shown again, press the **Cancel Crop** button that will be seen after hitting the **Crop** button.

If you'd like to return to the original position, size and appearance of the image, use the **Reset** button.

Adjust Field



Drag the appropriate slider cursor or enter necessary value to make adjustments to image **brightness**, **contrast** and **gamma**.

Brightness is the relative lightness or darkness of the color, usually measured in levels. So, you can adjust the tonal range of an image.

Contrast is the difference in visual properties that makes an object in an image distinguishable from other objects and the background.

Gamma measures the brightness of midtone values and modifies the pixel values in an image. A higher gamma value yields an overall lighter image.

To set the brightness, contrast or gamma value automatically, use the **Auto** button. If you'd like to return to the original image properties, use the **Reset** button.

i **Note:** after closing the **Edit Photos** window the  sign will appear in the right upper corner of the slide on the storyboard meaning that you have already edited this image.

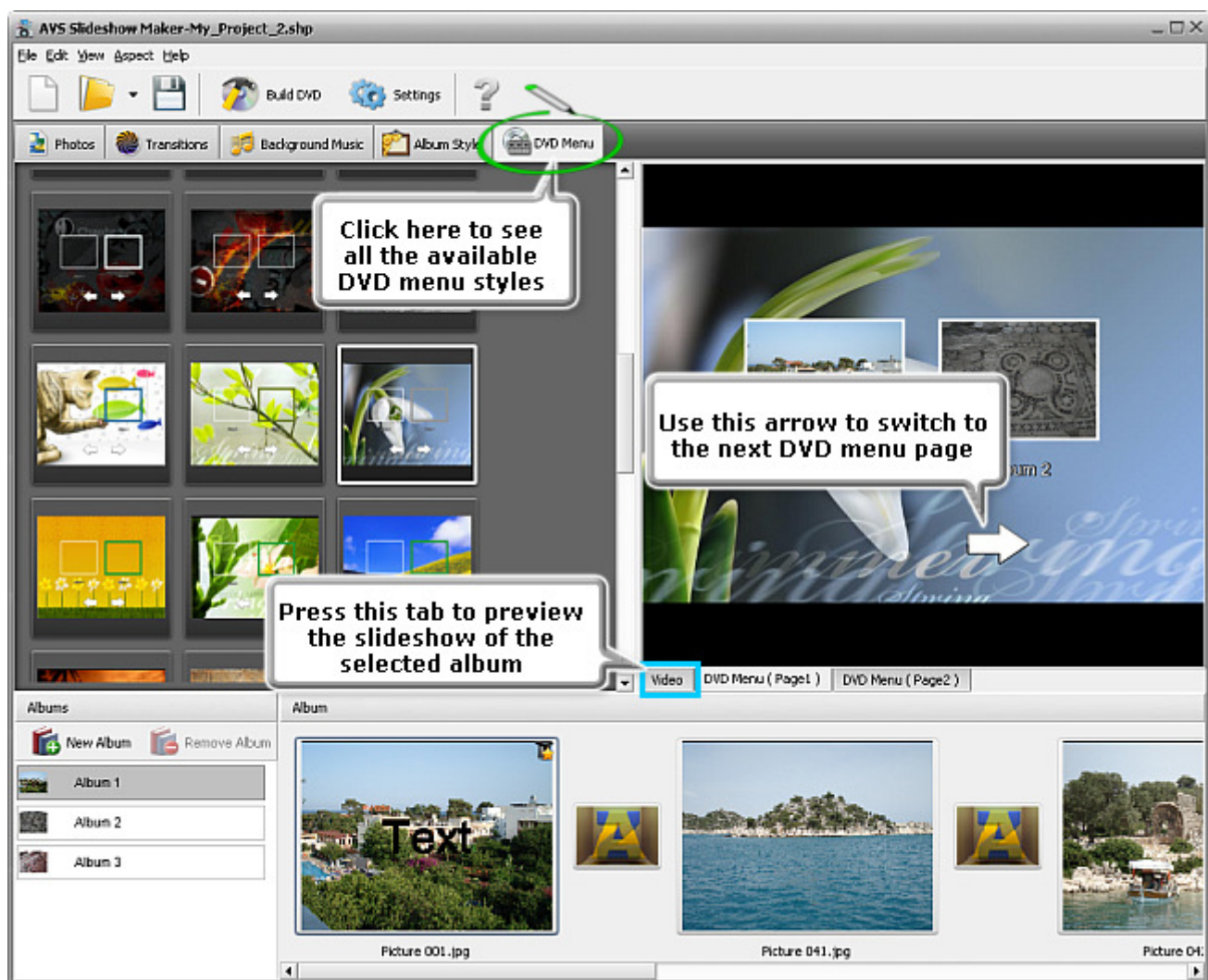
Creating DVD

The process of DVD creation includes the following steps:

1. Selecting **DVD menu style** that will represent the whole disc contents and help you to navigate through the created slideshow albums.
2. **Building DVD**, which involves checking the project settings, choosing an appropriate disc type and compiling all the data to the DVD structure.
3. **Burning** the resulting DVD video files to disc.

Selecting DVD Menu Style

AVS Slideshow Maker offers you a variety of ready-made DVD menu templates. To see all of them press the **DVD Menu Tab** of the **Files and Styles Area**.



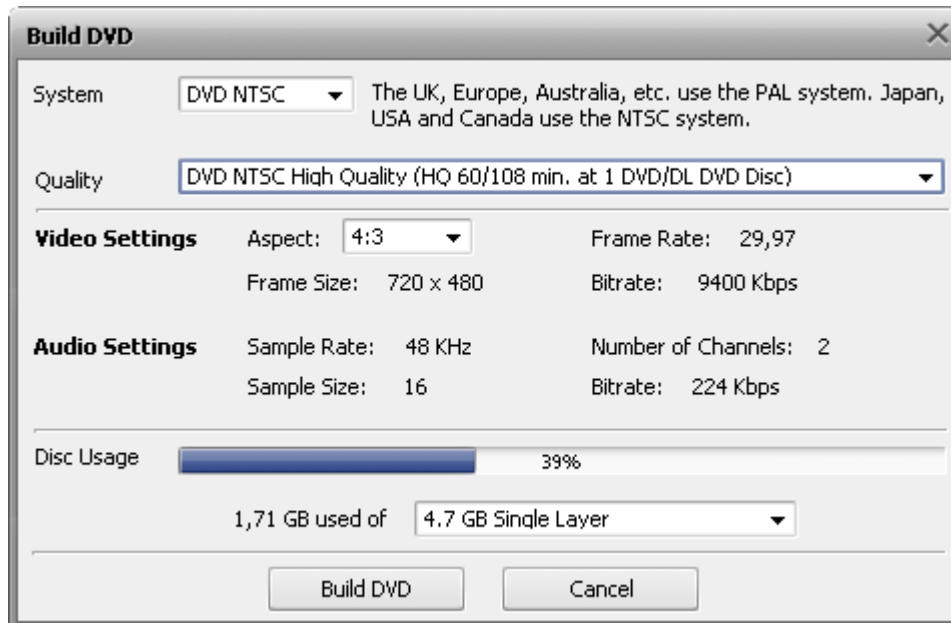
The first DVD menu style will be automatically loaded by default. But you can change it any time you want. As soon as you choose the menu style that corresponds to the albums contents best, **double-click** it and the selected style will be displayed within the **Preview Area**. For this purpose you can also use the **Express Menu** by right-clicking the necessary menu style and selecting the **Apply Menu Preset** option.

Within the **Preview Area** you can see all the created albums with the first slide from each album used as thumbnail. To navigate through the created DVD menu pages you can use the **tabs** situated in the lower part of the **Preview Area** or the white **arrow** shown in the figure above. Select any album you want to preview with the mouse cursor and click the **Video** tab.

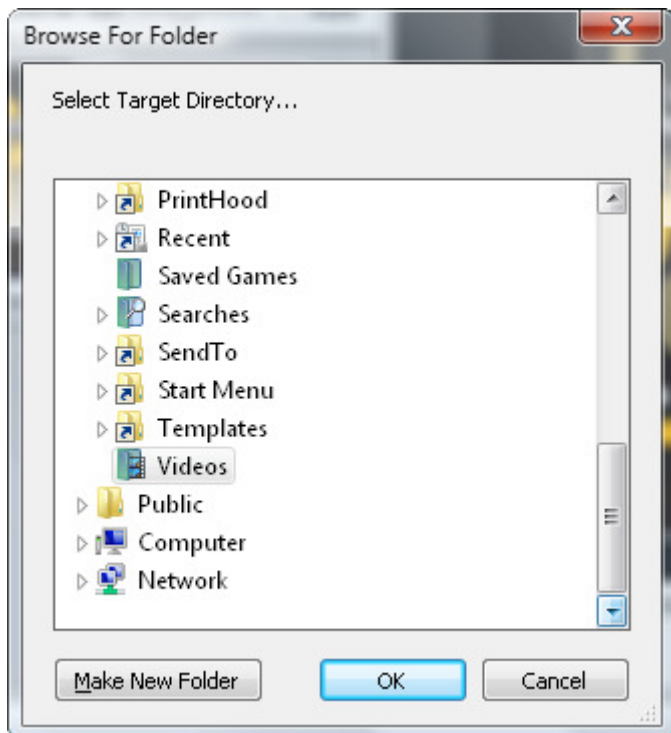
Use the **playback controls** at the bottom of the **Preview Area** to navigate through the entire slideshow and make playback adjustments.

Building DVD

As soon as you are sure that all the photos you wanted to burn are added to the created albums, every image is properly edited, all the styles are applied, you can **save your current project** and **build DVD** by pressing the appropriate button on the **Top Toolbar** or using the appropriate option of the **File** section of the **Main Menu**. You will see the following window:



Here you can view and change the project parameters: system, audio/video settings and control the space occupied by the slideshow albums on the selected disc type. See the **Project Settings** chapter of the **Working with Projects** section for more detail.

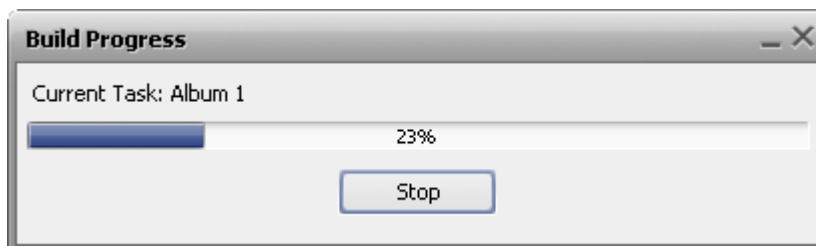


After you have set up all the parameters, click the **Build DVD** button. The following window will be opened for you to select a folder on your computer hard disk drive where the files of your created DVD will be saved:

You will need to select an empty folder with enough free space for your DVD to be created.

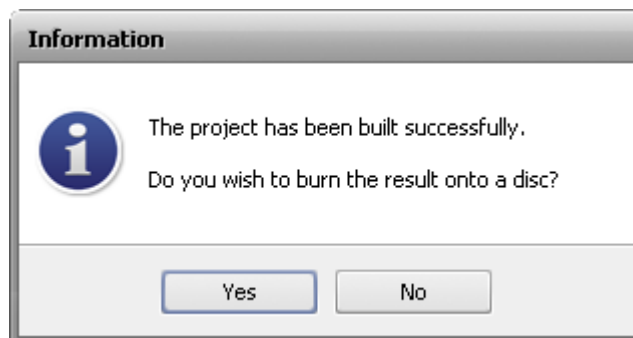
Note: the selected folder must have enough free space for your DVD: not less than **4.7 Gb** for a single layer DVD and about **8.6 Gb** for a double layer DVD. The type of the DVD used is selected in the **Project Settings** window.

After you select the folder and click the **OK** button the DVD building process will be started. You will be able to see the progress in the progress window:



You can interrupt the process clicking the **Stop** button although in this case the disc menu will not be created.

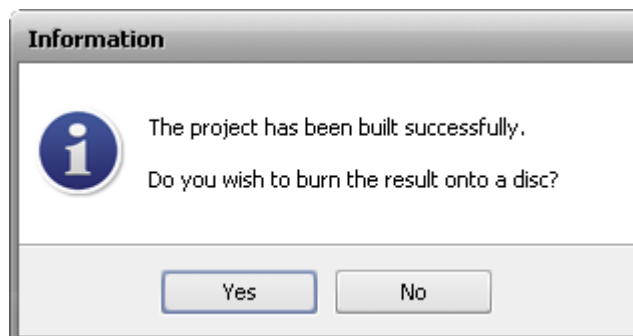
When the DVD building process is over, the window will appear suggesting your burning the created DVD folders to a disc:



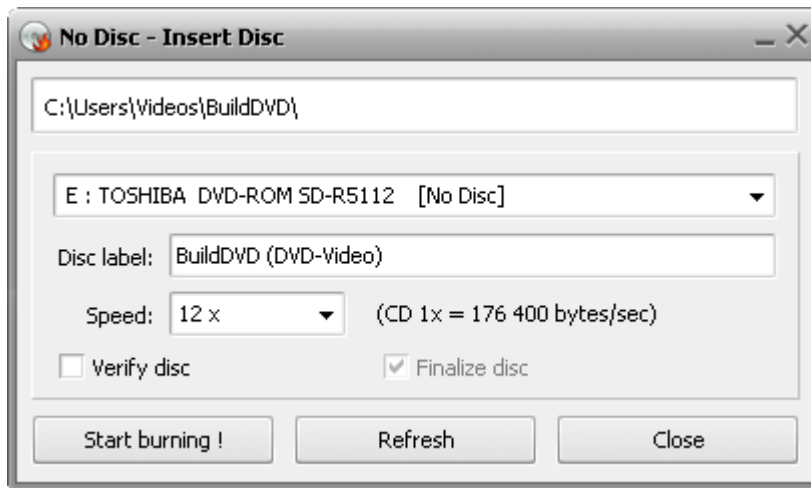
Press **Yes** to burn the resulting DVD folders to a disc or click **No** to close the message window.

Burning Disc

After **building DVD** process is over, the window will appear suggesting your burning the created DVD folders to a disc:



Click the **Yes** button to write the created DVD folders to a disc using the program internal burning engine. You will see the following window:



Select the necessary disc drive if you have several from the drop-down box, insert a DVD disc and click the **Start burning!** button to record your DVD disc. You can also tick the **Verify disc** box to check whether the disc has been flawlessly created.



Note: make sure that the disc you use is empty, otherwise all existing data will be erased from it.