

COLLAGE MANIA

# Users Guide

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[www.collagemania.com](http://www.collagemania.com)

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# TABLE OF CONTENTS

|  |        |
|--|--------|
| INTRODUCTION.....  | 8.     |
| COMPUTER SPECIFICATIONS .....                              | 9.     |
| MUSIC, PICTURES & FILE FOLDERS .....                       | 10-11. |
| CREATING A LINK OF YOUR (CM) FOLDERS TO YOUR DESKTOP ..... | 12.    |
| COLLAGE MANIA START MENU .....                             | 13.    |
| 📁 WIZARD & AUTOMATED COLLAGE FUNCTIONS .....               | 14-19. |
| 📁 PICTURE DROP ZONE .....                                  | 20.    |
| 📁 COLLAGE AUTOMATION OPTIONS I .....                       | 21-22. |
| 📁 COLLAGE AUTOMATION OPTIONS II .....                      | 23.    |
| 📁 DJ AUTOMATION .....                                      | 24.    |
| 📁 MAIN CONTROL LINKS .....                                 | 25.    |
| 📁 MAIN CONTROLLERS LOCATIONS MANAGEMENT.....               | 26.    |
| 📁 VIEW OR HIDE SCREEN BORDERS CONTROL .....                | 26.    |
| 📁 CLOSE SCREEN CONTROL .....                               | 27.    |
| 📁 CHANGE MENU SETTINGS .....                               | 27.    |
| 📁 PRESENTATION SLIDE OPTIONS & RANDOM CREATIONS .....      | 28.    |
| 📁 STOP PRESENTATION & TIME OPTIONS .....                   | 29.    |

|                              |   |               |
|------------------------------|---|---------------|
| 📁                            | <b>PLAYER MIX AUDIO SELECTION SWITCHER / CONTROLLER .....</b>           | <b>30.</b>    |
| 📁                            | <b>COLLAGE WEB CONTROL .....</b>  | <b>30.</b>    |
| 📁                            | <b>SCAN .....</b>   | <b>31.</b>    |
| 📁                            | <b>START MENU (RIGHT SIDE) OPTIONS .....</b>                            | <b>32.</b>    |
| <b>MAIN CONTROLLER .....</b> | <b>33-34.</b>   |               |
| 📁                            | <b>8 PICTURE FRAMES .....</b>   | <b>35.</b>    |
| 📁                            | <b>MAIN CONTROLLER TOP VIEW .....</b>                                   | <b>35-36.</b> |
| 📁                            | <b>HIDE FRONT PICTURES .....</b>  | <b>37.</b>    |
| 📁                            | <b>VIEW &amp; RELOCATE THE FRONT PICTURES .....</b>                     | <b>38.</b>    |
| 📁                            | <b>THE MAIN PICTURES, WIDGETS &amp; TEXTS CONFIGURATION PANEL .....</b> | <b>39-40.</b> |
| ▪                            | <b>PICTURE FRAME OPTIONS I .....</b>                                    | <b>41.</b>    |
| ▪                            | <b>PICTURE FRAME OPTIONS II .....</b>                                   | <b>42.</b>    |
| ▪                            | <b>PICTURE FRAMES ENLARGING/SHORTENING OPTION .....</b>                 | <b>42.</b>    |
| ▪                            | <b>PICTURE FRAMES SIZE MIX OPTION .....</b>                             | <b>43.</b>    |
| ▪                            | <b>SAVED PICTURES ADDRESSES .....</b>                                   | <b>43.</b>    |
| ▪                            | <b>PICTURE CHANGING STATISTICS .....</b>                                | <b>44.</b>    |
| ▪                            | <b>THE WIDGET PICTURES LISTS .....</b>                                  | <b>45.</b>    |
| ▪                            | <b>THE TEXTS LISTS .....</b>  | <b>46.</b>    |

- TEXT OPTIONS .....47.
- TEXT SCROLLING .....48.
- SAVED TEXTS .....48.

**📁 THE MAIN CONFIGURATION & OPTIONS PANEL .....49.**

- MAIN MONITOR SCREEN / CONTROLLER CONFIGURATIONS .....50.
- COLLAGES CONFIGURATIONS I .....51-52.
- COLLAGES CONFIGURATIONS II .....53.
- COLLAGES CONFIGURATIONS III .....54.
- COLLAGES CONFIGURATIONS IV .....55.
- SEARCH AUTOMATION .....56.
- PROGRAMING FUNCTIONS .....57.
- PLAY MODE .....58.
- AUTOMATIC CONTROLS SELECTORS .....59.
- DJ SELECTIONS SEARCHER .....59.
- AUTOMATIC DJ TIMED SEARCHER .....60.
- SCAN .....61.
- MAIN PLAYER .....62.
- GENERAL OPTIONS I .....63.

- GENERAL OPTIONS II .....64.
- EXTERNAL PLAYERS APP .....65.
- COLLAGE PICTURE POP OUT FRAMES .....65.
- COLLAGE TEXT POP OUT FRAMES .....66.
- TEXTS OPTIONS .....66.
- MAIN WEB BROWSER .....67.
- PLAYERS WEB PAGES .....67.
- FLASH OBJECTS .....68-69.
- MAIN BACKGROUND PICTURES & MOVEMENT OPTIONS .....70-71.
- MOVING FRONT / EXTERNAL PICTURES I .....72-73.
- MOVING FRONT / EXTERNAL PICTURES II .....74.
- PLAYERS, PLAYERS VIDEO SCREEN / MOVEMENT OPTIONS .....74.
- PLAYERS / LISTS OPTIONS .....75.
- PLAYERS LOCATIONS, PLAYLISTS / MOVEMENT OPTIONS .....76.
- MOVING TEXT I / II .....77.
- ACTIONS MENU .....78.
- WEB BROWSER MOVEMENT OPTIONS .....79.

|   |   |               |
|---|---|---------------|
| 📁 | <b>THE PICTURES HOVER CHANGE ACTIONS .....</b>              | <b>80.</b>    |
|   | ▪ HOVERING OVER THE MAIN CONTROLLERS MAIN PICTURE .....     | 81.           |
|   | ▪ TIME ACTIONS INFORMATION .....                            | 82.           |
| 📁 | <b>VIDEO &amp; SOUND DESIGN CENTER .....</b>                | <b>83.</b>    |
|   | ▪ DESIGN OR MIX MULTIPLE SELECTIONS, VIDEOS OR SOUNDS ..... | 83-84.        |
| 📁 | <b>FUNCTIONS MENU .....</b>                                 | <b>85.</b>    |
|   | ▪ DATE - TIME ACTIONS I, II, III .....                      | 86.           |
|   | ▪ OPTIONS & ACTIONS EXAMPLE .....                           | 87-88.        |
|   | ▪ SELECTIONS - PICTURES - INDEX I, II .....                 | 89-90.        |
|   | ▪ INSTANT ACTIONS .....                                     | 91.           |
| 📁 | <b>PLAYERS VIEWS .....</b>                                  | <b>92.</b>    |
| 📁 | <b>LOCATION SEARCH .....</b>                                | <b>93-94.</b> |
| 📁 | <b>PLAY YOUR NAME .....</b>                                 | <b>95-96.</b> |
| 📁 | <b>PLAY NAMES &amp; FAVORITES SOUND ASSIGN CENTER .....</b> | <b>97.</b>    |
|   | ▪ SOUND BANKS I - VI .....                                  | 98-99.        |
| 📁 | <b>PLAYERS .....</b>  | <b>100.</b>   |
|   | ▪ PLAYERS (1-8) .....                                       | 100-103.      |
|   | ▪ MAIN CONTROLLER PLAYER .....                              | 104.          |
|   | ▪ MAIN MONITOR SCREEN PLAYER .....                          | 105.          |

- VIDEO - SOUND DESIGN CENTER PLAYERS .....105.
- COLLAGE WITH VIDEO PLAYER .....106.
- PLAYER 1 & 2 WIDGET APPLICATION .....106-108.
- 📁 **SHADOW CONTROL .....109.**
- 📁 **POP OUT PICTURE FRAMES & TEXTS CONTROL .....110-112.**
- 📁 **COLLAGES SCENES & TEXT CONTROLS .....113.**
- 📁 **COLLAGES START & STOP CONTROL .....114.**
- 📁 **PLAYERS & MUSIC SELECTIONS CONTROL .....115-116.**
- 📁 **KEYBOARD CONTROL SHORTCUTS .....117-118.**
- 📁 **AUTOMATED COLLAGE TEMPLATES .....119-128.**
- 📁 **COLLAGE PRESENTATION CONTROL I / II .....129-133.**
- 📁 **COLLAGE SLIDE SELECTOR .....134.**
- 📁 **INTERNAL INSTANT MESSAGING SYSTEM .....135.**
- 📁 **TROUBLE SHOOTING .....136-139.**

# Introduction.

Welcome to Collage Mania. This has been achieved thanks to God which has given me the strength and knowledge to constantly work day and night on this software in all of its years of development.

The goal of this software is to combine diverse elements of media: Music, Pictures, Video, Internet, Text and lots more. Doing this will enable people around the world to work with a tool that would help them become creative and at the same time, recall special memories by creating different collages with their pictures and mixing their favorite musical selections.

We hope you can take the opportunity and become a pro in the use of the software. Our team will continue to develop more future versions to include more exciting features for you to use in your special collages and musical mixes. Please read the instructions in order to become familiar with all of the programs functions and uses. Remember to: **“Collage your life”**.

## **Special Credits:**

We wish to give credit to the following for things used and created on this software:

Software Creator: Maurice Portilla Díaz

Icons: <http://prothemedesign.com/circular-icons/>

Sounds: Mike Koing (Soundbible.com)

# Computer Specifications.

Collage Mania combines elements of Pictures, Sounds and Videos which depending on the quality of your Pictures, Music and Videos will depend on the quantity of memory available on your computer to run accordingly.

You can use Collage Mania with a minimum memory of 2 GB Ram and a minimum of 40 Gigabytes of hard drive to store your pictures, videos and general music files.

However, we recommend a memory of **4 GB minimum** and a Hard Drive of 60 GB to assure you have the necessary resources to run all programs on your computer along with Collage Mania.

- OPERATING SYSTEMS: ( **Windows XP – Windows 8.1**)
- FRAMEWORK / PROGRAMS (**.NET 4 Framework, Active X Control, Adobe Flash Player**)
- COMPUTER MEMORY

Minimum Recommended System Requirements:

| <u>PICTURES SIZES</u> | <u>MINIMUM RECOMMENDED MEMORY</u> | <u>CPU PROCESSOR</u> | <u>MONITOR RESOLUTION</u> |
|-----------------------|-----------------------------------|----------------------|---------------------------|
| 320 x 240             | <b>2 GB – 4 GB</b>                | 500 MHz              | 1024 x 768                |
| 640 x 480             | <b>4 GB – 8 GB</b>                | 3.1 MHz              | 1280 x 1024               |
| 1280 x 720 (HD)       | <b>8 GB – 16 GB</b>               | 3.1 MHz or Higher    | 1920 x 1080               |

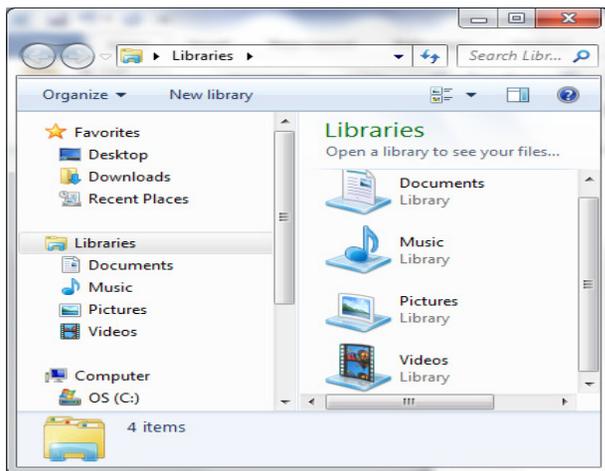
# Music, Pictures & File Folders.

○ *In this Chapter you will learn how to access your Music, Pictures and File Folders.*

1. Your Computer comes with built in Libraries called:

**Documents, Music, Pictures and Videos Library.**

On your computer, open your windows explorer and you will see the following:

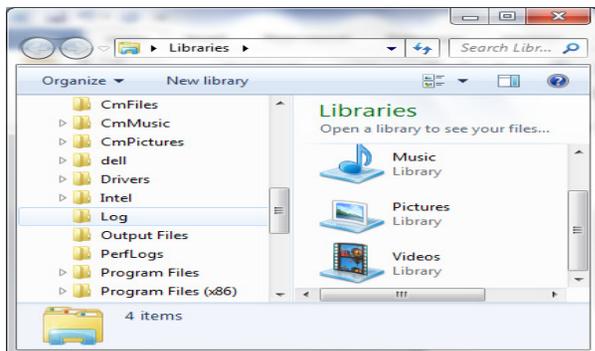


When you take Pictures or Burn MP3 Music, you generally store them at these given Libraries. We are going to use these Libraries and also 3 more extra libraries that will be created and located on your C:\ Drive Directory once you have installed the program. It's a good practice to keep your folders organized and to have a link of them on your desktop.

2. Once you have installed the Program on your Computer, you will have 3 extra Installed Library folders located on your C:\ Drive called:  
**CmFiles, CmMusic & CmPictures.**

On your computer, open your windows explorer and search for the

**C:\ Directory.** You should see the 3 folders:



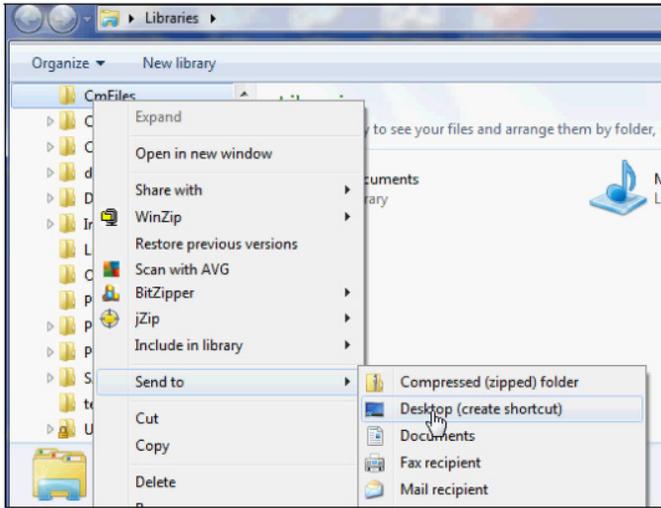
These Folders have been created so that you can also use them to allocate your Music, Pictures and data files.

1. **CmFiles** - (Collage Mania Data files) is where you can save your Music Playlists, Favorite Pictures Lists and more.
2. **CmMusic**- (Collage Mania Music files) is where you can save all your Music and Video Selections. Examples. (MP3, Wma, Avi, etc.)
3. **CmPictures** – (Collage Mania Pictures files) is where you can save all your Pictures.

We will focus on these Libraries because they are used to allocate your music, pictures and data files. In order to allocate your Pictures, Music and Files more quickly and efficiently, you should create a link of these libraries on your desktop.

## Creating a link of your (cm) Folders to your desktop.

- *In this Chapter we will learn how to create a link of your 3 extra (cm folders) to your desktop.*
1. Put your Mouse Over the **cmFile**, **cmMusic** or **cmPictures** folder and do a Right Click on your mouse. Search for where it says Send To. Enter and click on Desktop (create shortcut): See example.



Your Desktop should look something like this:



# Collage Mania Start Menu.

- In this Chapter we will focus on learning how to use the features of the Collage Mania Start Menu.

Once you have installed the program on your computer you will search for and click on the Collage Mania Program Icon located on your Desktop.

The following Menu will appear on your screen:



Using your mouse, hover over the Start Menu and you will see the Click for Options Menus.

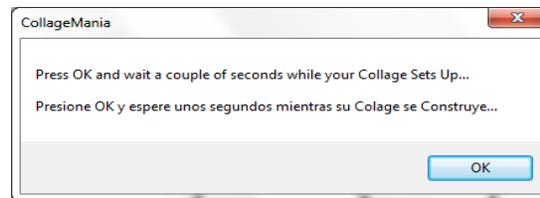
- If you click on the silver middle Icon button, you will enter the Collage Mania Program.
- Clicking on “**Click for Options**”, will take you to the options menus where you can select various automated features and other options of the program. View the diagram below:



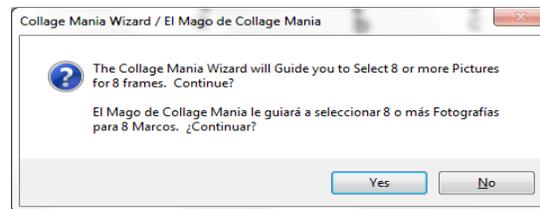
## WIZARD & AUTOMATED COLLAGE FUNCTIONS



a) Clicking on the **Collage Wizard** will guide you step by step in the creation of a beautiful Collage.



Collage Begins to Build



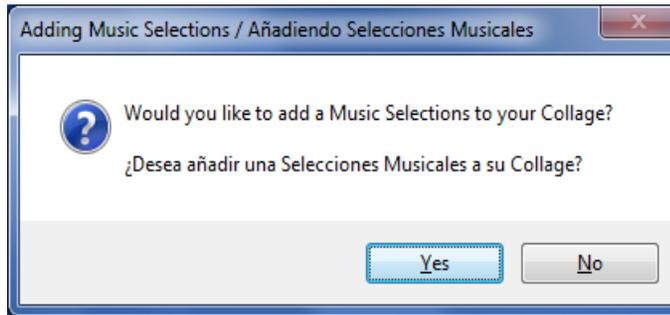
Setup in Process.



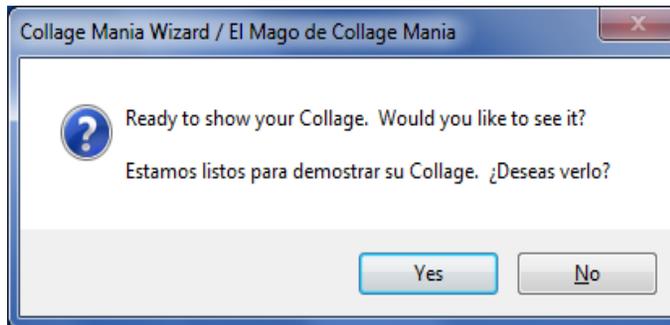
Will guide you to select 8 pictures.



Will guide you to add background pictures to your collage.



Will guide you to select a musical selection to listen while your Collage is being viewed.



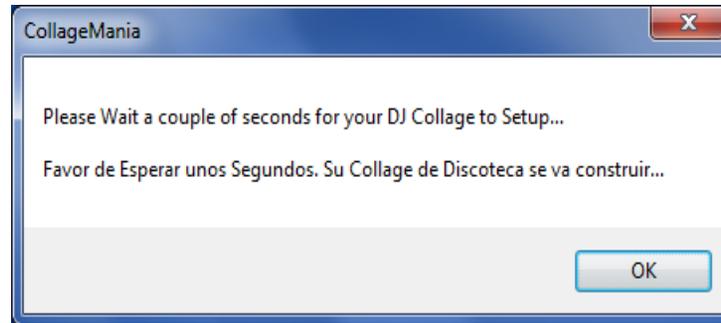
Your collage is ready to be viewed

After adding the desired pictures and music selections your collage is ready to be viewed. Click on Yes and view your collage.

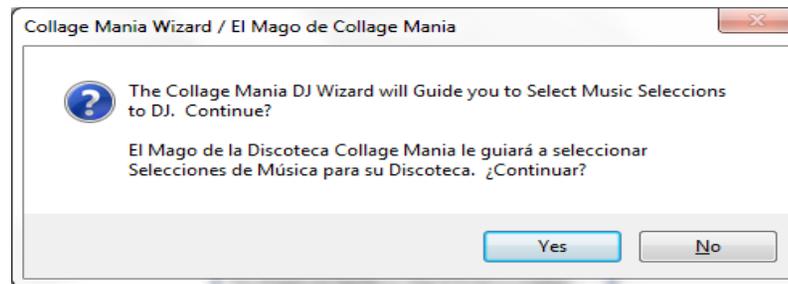
The Collage Mania main controller will show your Collage creation and you will be able to listen to your selected Musical selection.

You will notice that the Pictures will resize themselves within your controller making astonishing different angles of a Collage.

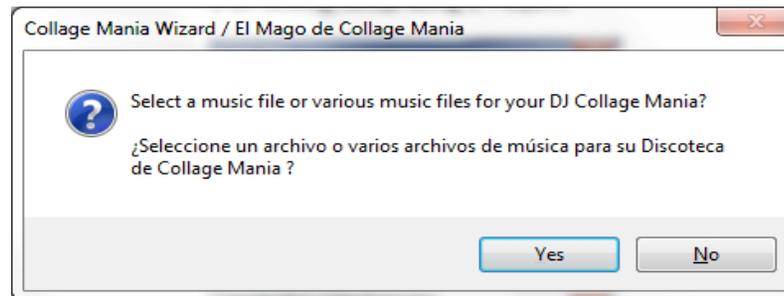
- b) Clicking on the **DJ Wizard** option will guide you step by step in the creation of a DJ mixing setup using 2 Players.

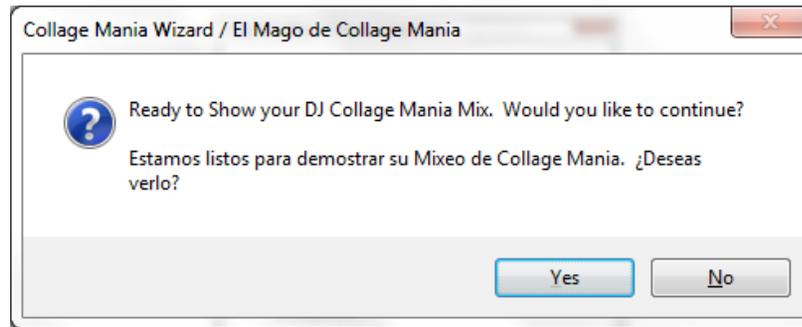


DJ Mix will start to Build.



Guides you to select musical selections for your DJ mix setup.





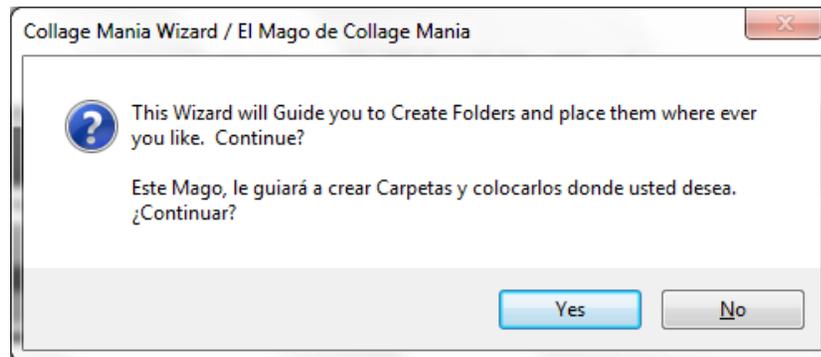
Your DJ mix is ready.

Once you have finished selecting your musical selections, your DJ mix is ready to be viewed. Listen to your automated DJ Mix Collage.

### Turn your speakers “ON”, relax and listen to your music mix.

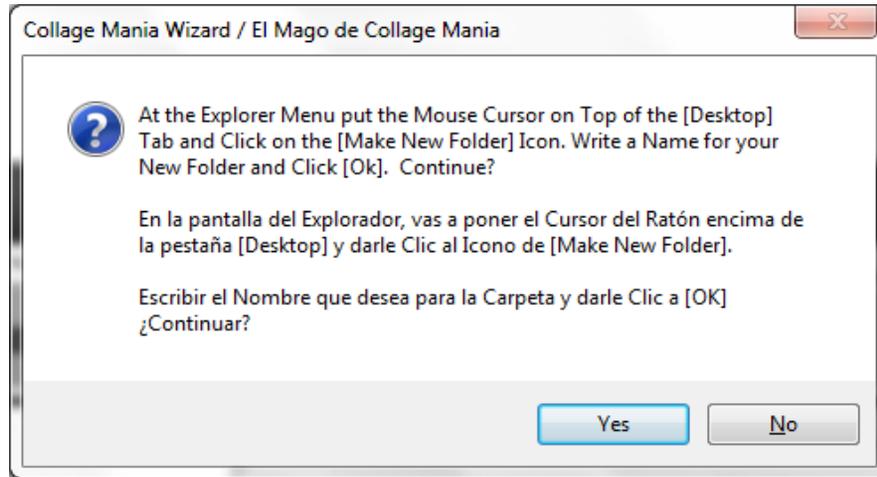
You are going to see 2 players on the Main Controller mixing the music selections of your choice.

c) Clicking on the Make a Folder Wizard Icon:

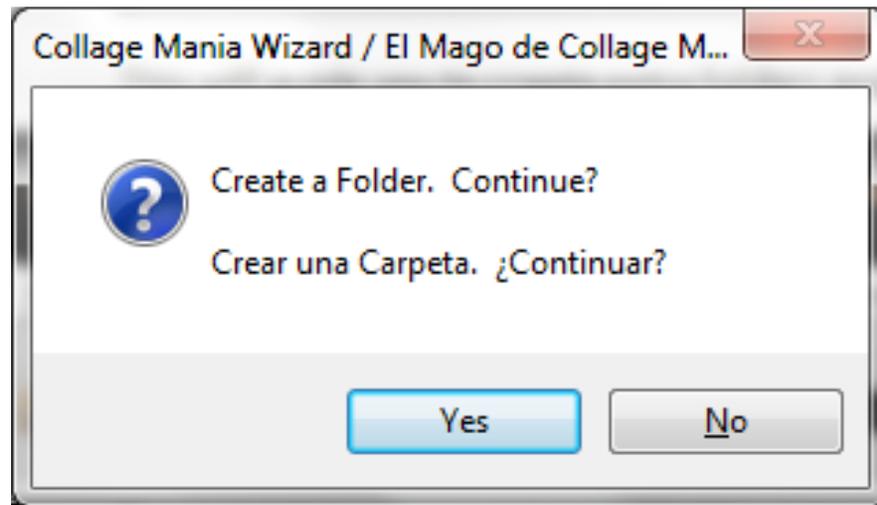


Make a Folder Wizard guide.

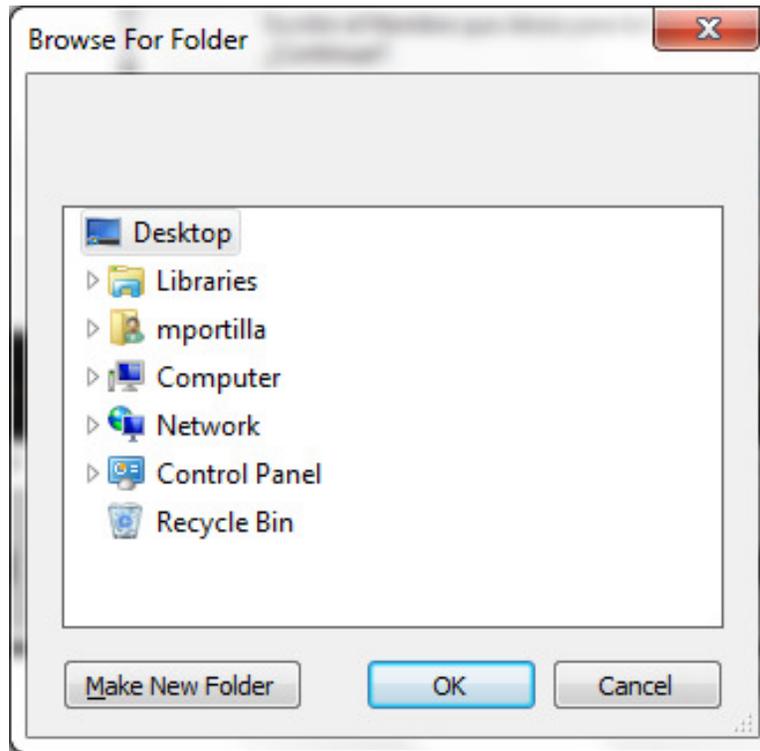
This will guide you to create extra folders and place them anywhere on your computer to use as you like.



Follow the basic instructions and click on Yes to continue.



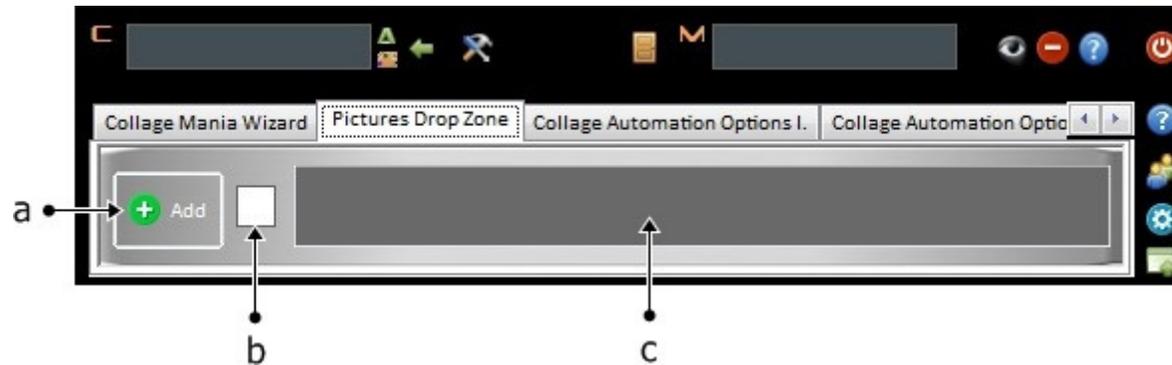
Click on Yes to create the new folder.



Select where to put the folder & click Ok to create.

- Select the Created Folder, rename if you like.
  - Your folder is ready for Use.
    - You can put what you want in it.

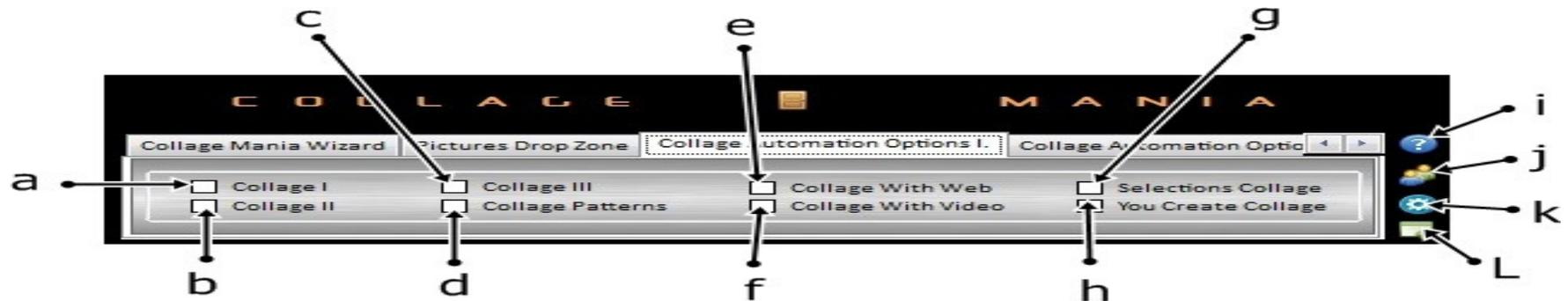
## PICTURE DROP ZONE



- a) **Add Pictures** – Opens the explorer to add pictures to selected frames.
- b) **Frame Selection** – To enter the frame number where the pictures will be added.
  - **0 = Background Picture frame.**
  - **1 – 8 = Front Picture Frames.**
  - **9 or Blank = All 8 Picture Frames including background picture frame.**
- c) **Drag and Drop** – To add Pictures to selected frames by dragging them from the explorer & dropping them in this area.

**Important:** Pictures that are entered using the **Picture Drop Zone** function will be added automatically to your front & background picture frames depending on the number you select.

## COLLAGE AUTOMATION OPTIONS I



The following options generate already created Collage Template formats. They will automatically retrieve the pictures you allocated on your Pictures, Music & cmPictures, cmMusic Folders and will use them as footage for these automatic Collage Template Sets.

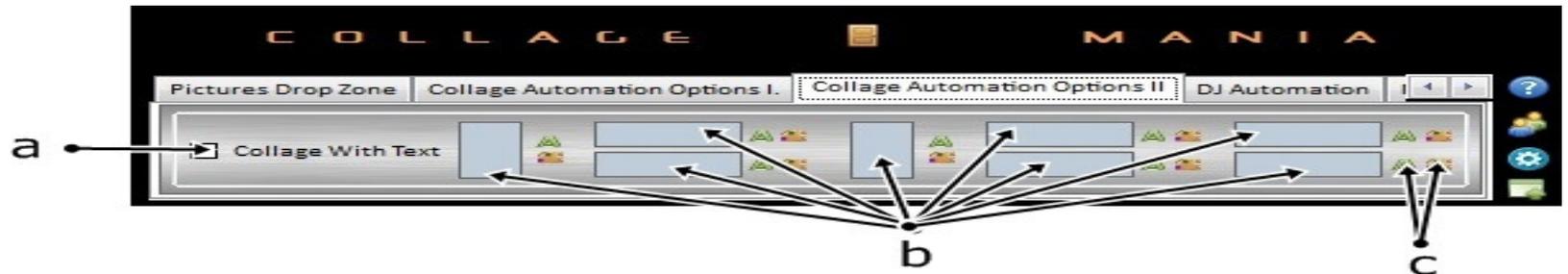
- **Notice: If you do not have anything in these folders, the template will run but you will not see any pictures or hear any music selections.**
- a) **Collage I** - Select and Click on the Door Icon to generate setting #1 which runs on the General Controller. This option also activates the smart collage Option which triggers automatic movements of elements on the program.
  - b) **Collage II** - Select and Click on the Door Icon to generate setting #2 which runs on a separate Screen. Your Controller runs in parallel mode with this setting. This will enable you to use two Computer Monitors and Assign a Collage View to each one of them.
  - c) **Collage III** - Select and Click on the Door Icon to generate setting #3 which runs on the General Controller. This option activates a Fade In/ Fade out Effect on the Collage and also enables it to move around your Computer Monitor screen. You will have the Option Control to Stop / Start at any time.
  - d) **Collage Patterns** - Select and Click on the Door Icon to generate the automated Collage Patterns Template Setting.
    - **Hint: To see the Patterns, empty out all your Pictures Folders. This Collage Template was prepared to run without having Pictures.**

- e) **Collage with Web Navigator** - Select and Click on the Door Icon to generate a Collage which runs on a separate Screen and has a **built in Web Navigator**. The Navigator will enable you to access Internet Pages if you have an Internet Connection on your Computer. Your Controller runs in parallel mode with this setting.
- f) **Collage with Video** - Select and Click on the Door Icon to generate a Collage which runs on a separate Screen and has a **built in Video Player**. The **Video Player** will enable you to listen and view all your favorite Videos & Music apart from your normal Controller players. Your Controller runs in parallel mode with this setting.
- g) **Selections Collage** - Select and Click on the Door Icon to generate a Collage which runs Texts on your Desktop Screen.

By viewing flying Music Text Selections on your Desktop and double Clicking on them will send them to be played on a player of your choice. Your Controller runs in parallel mode with this setting.

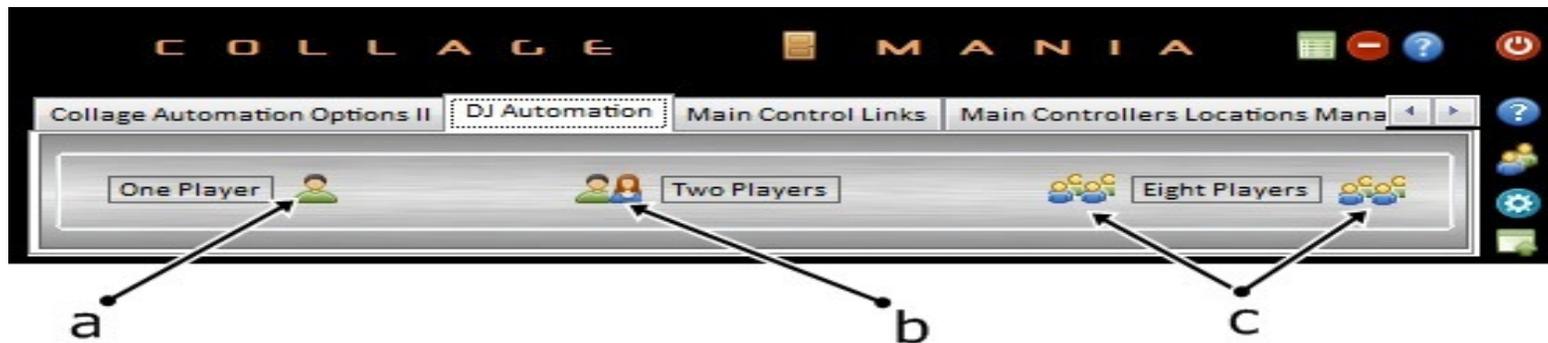
- h) **You Create Collage** - Select and Click on the Door Icon to generate a Collage which will enable you to **create** your own Settings using Picture boxes, Texts and other creative elements. You will be able to save them as 10 different scenarios with its sizes, locations and texts.
  - Settings of these Collages will enable you to use two Computer Monitors and Assign a Collage view to each one of them.
- i) Click on this Icon To access and download the Collage Mania **Help File**.
- j) This Icon is used to access the Collage with Videos Player.
  - We will discuss more on the **Collage with Videos Player's Topic** in a different chapter.
- k) This Icon will put the Main Controller in Collage III movement effects mode.
  - We will discuss more on the **Collage III Mode** in a different chapter.
- l) Close **Menu Extension**.

## COLLAGE AUTOMATION OPTIONS II



- a) **Collage with Text** - Select and Click on the Door Icon to generate a Collage which runs on a separate Screen and has built in Input Text Boxes. The Texts Boxes will enable you to write anything you like to view along with the Pictures. Your Controller runs in parallel mode with this setting.
- This Setting will enable you to use two Computer Monitors and Assign a Collage view to each one of them.
- b) **Input Text Boxes** - Enables you to write any Text or Numbers in them.
- c) **Texts Font & Color Controls** – Enables you to choose the Text Colors, Size and Font.

## 📁 DJ AUTOMATION

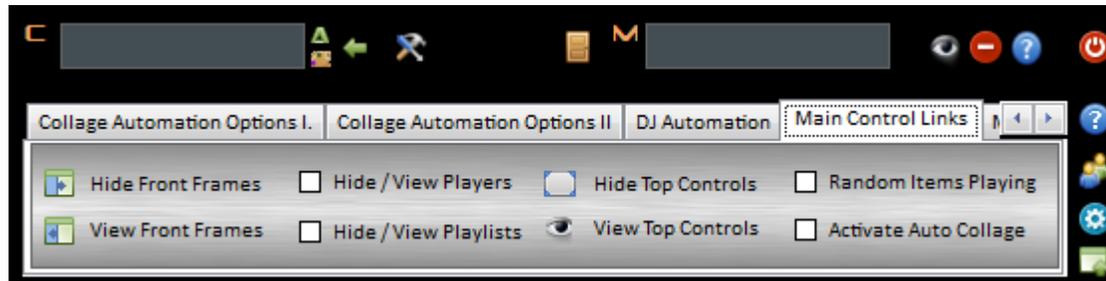


- a) **One Player** – This icon will generate a search of music type audio selections in you're: Music Folder, Desktop Folder and your cmMusic Folder. After the search is conducted, Player 1 of your Main Controller will begin playing them in Normal Mode.
- b) **Two Players** – This icon will generate a search of music type audio selections in you're: Music Folder, Desktop Folder and your cmMusic Folder. After the search is conducted, 2 Players of your Main Controller will begin playing them in Random Players Mode.
- c) **Eight Players** – This icon will generate a search of music type audio selections in you're: Music Folder, Desktop Folder and your cmMusic Folder. After the search is conducted, 8 Players of your Main Controller will begin playing them in Random Players Mode.

(MP3, Wma and Wav Audio Types) will be searched as well as Avi (Video Type Files).

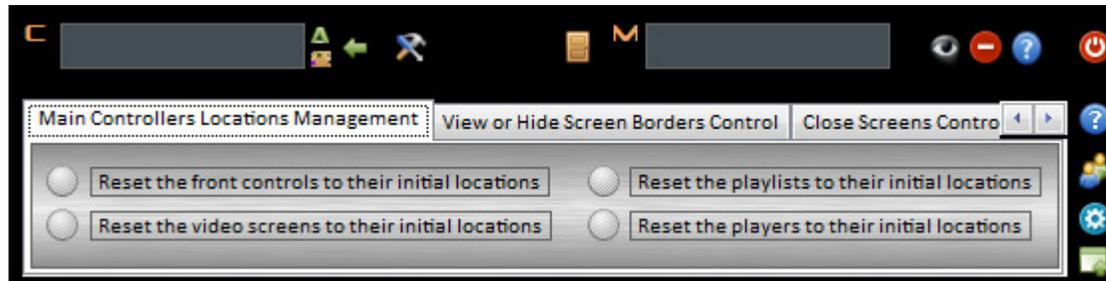
- **Notice**: If you do not have any Music Files in your Music, Desktop or cmMusic folders, nothing will be played.
- We will discuss more on **Random Players Mode Topic** in another chapter.

## MAIN CONTROL LINKS



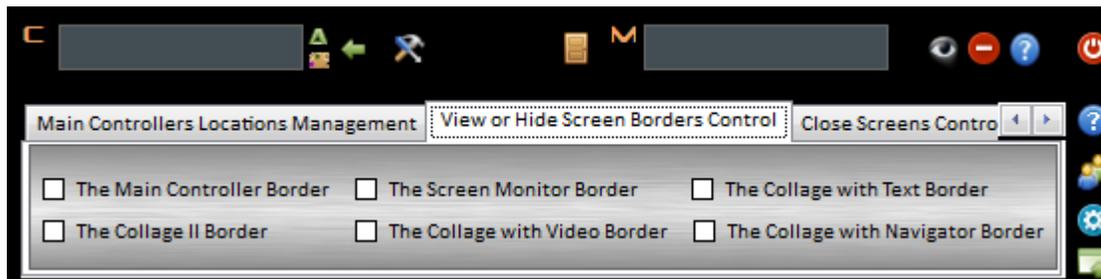
- **Hide Front Frames** – Hides the 8 front Main Controllers picture frames.
- **View Front Frames** – Views the 8 front Main Controllers picture frames.
- **Hide / View Players** – Hides or views the Main Controllers 8 Players.
- **Hide / View Playlists** – Hides or views the Main Controllers 8 Playlists.
- **Hide Top Controls** – Hides the Main Controllers Top Icon Controls.
- **View Top Controls** – Views the Main Controllers Top Icon Controls.
- **Random Items Playing** – Sets the Players playing mode to random mode.
- **Activate Auto Collage** – Activates the Main Controllers auto collage functions.

## MAIN CONTROLLERS LOCATIONS MANAGEMENT



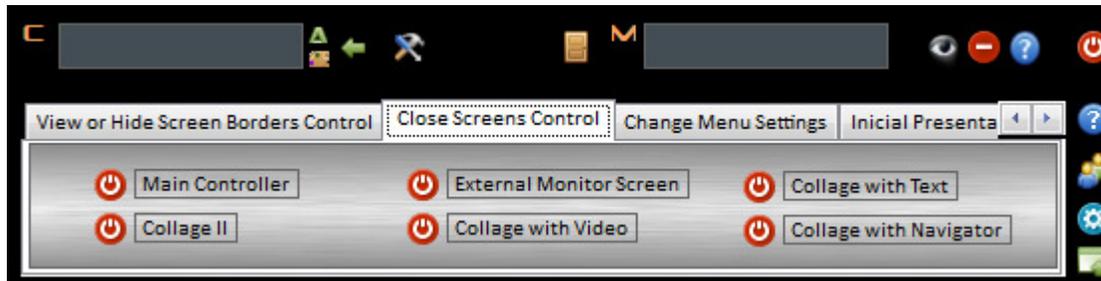
- Reset the Front Controls to their Initial Locations - Will set the Main Controllers Top Icon controls to their initial location.

## VIEW OR HIDE SCREEN BORDERS CONTROL



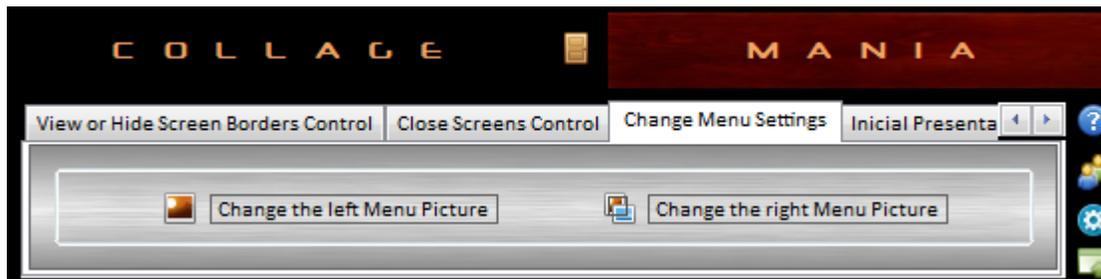
- These options are used to View or Hide Selected options border.

## 📁 CLOSE SCREENS CONTROL



- The options are used to close the selected screen option.

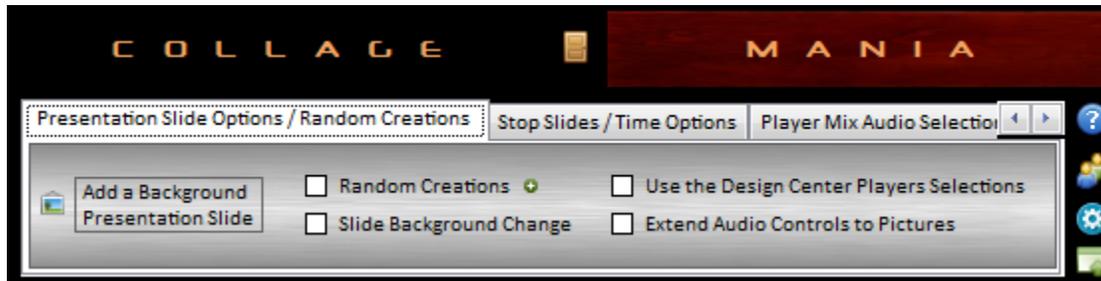
## 📁 CHANGE MENU SETTINGS



- **Change the left Menu Picture** – You can upload a picture to change the left side menu picture.
- **Change the right Menu Picture** – You can upload a picture to change the right side menu picture.

View example diagram above.

## INICIAL PRESENTATION SLIDE

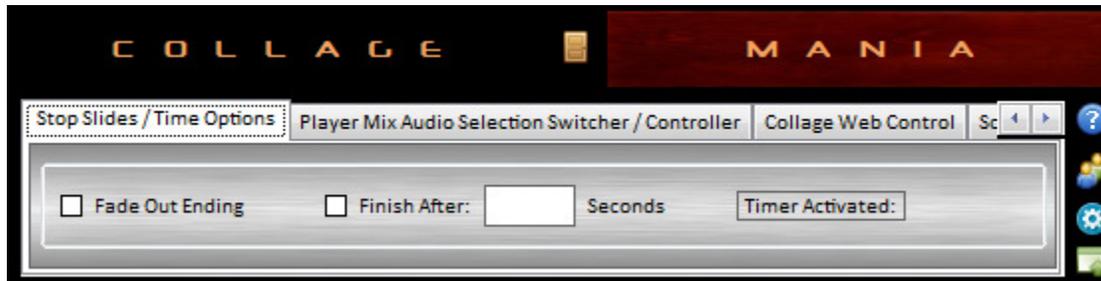


**Note:** These options are mainly used if you want to make Recordings of selected pictures, videos & music selections background scenarios.

- **Add a Background Presentation Slide** – You can load a presentation slide prior to loading a Collage Scenario. This is very useful if you are going to do a recording for presentation purposes or others.
- **Random Creations** – If this option is selected, a random Creation will load as your **Running Presentation** option. If you add video selections to your folders, they will be loaded and played using the Design Center during the running Presentation.
-  – After a **random Creation** has been loaded, clicking this option will reload a different **Creation View**.
- **Slide Background Change** – Selecting this option will activate the automated background picture changer on the slide screen. It is important you load an initial presentation slide.
- **Use the Design Center Players Selections** – Used to select the first Player of the Design Center as the selections player once the Main Controller has loaded. If this option is not selected, Player 1 of the Main Controller will be the selections player.
- **Extend Controls to Pictures** – This option will allow you to use the added Pictures to Control Sound Mixing between the Main Controllers Main Player & Player 1. (Does the same function of the **Player Mix Audio Selection Switcher Control**)

**Note:** Refer to the **Player Mix Audio Selection Switcher Control Information**.

## STOP SLIDES & TIME OPTIONS



- **Fade Out Ending** – Using this option will fade out the selected musical selection playing. The fade out will occur once the musical selection is coming to its end. Afterwards, the initial Presentation Screen Picture will appear again and the presentation will terminate.
- **Finish After** – By selecting this option you can set the amount of musical selections playing time you want for your given presentation scenario. A timer will activate & your audio selection will be automatically lowered.
- **Seconds** – To enter the amount of seconds of music playing time that you want for your Presentation Scenario.
- **Timer Activated** – When using the Finish After option, you will see the amount of time left prior to ending your presentation.

**Example:** A musical selection that is 3 minutes long is the equivalent of 180 seconds. (60 seconds x 3 minutes = 180 seconds). So you would put in the seconds box, 180 if you want a musical selection to run for 3 minutes before the presentation stops.

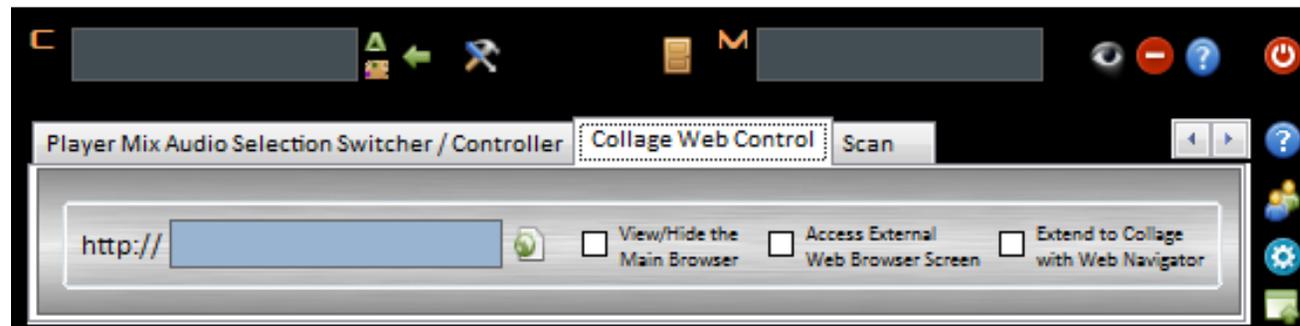
## PLAYER MIX AUDIO SELECTION SWITCHER & CONTROLLER



Note: This option will enable you to **switch sound** between **the Main Player & Player 1**. Both Players must have a **Playlist set up** and **both have to be in playing mode**.

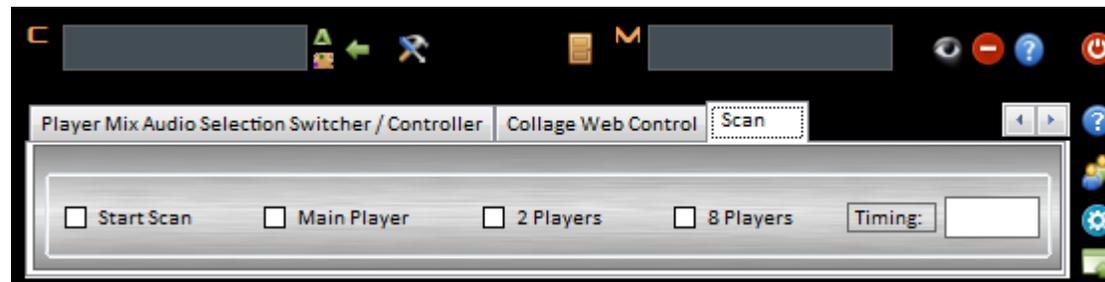
- **Player 1 Control** – Will raise the Main Controllers Player 1 volume slider & lower the Main Players volume slider.
- **Main Player Control**– Will raise the Main Controllers Main Players volume slider & lower the Player 1 volume slider.

## COLLAGE WEB CONTROL



- **http://** - To enter the Internet Web Address to view.
-  – Clicking here will go to the address written in the **http://** area. If nothing is written, the navigator will go to the default home address.
- **View Hide the Main Browser** – To View or Hide the Internet Web page on the Main Controller.
- **Access External Web Browser Screen** – Will extend the Web Page access using the External Monitor Screen.
- **Extend to Collage with Web Navigator** – Will extend the Web Page access to the Collage with Navigator Screen.

## SCAN

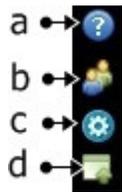


- **Start Scan** – Starts switching volumes between Players using the selected option based on timing inputs. This option also loads the **Scan Widget Control**.
- **Main Player** – Switches volumes between the Main Player & Player 1.
- **2 Players** – Switches volumes between Player 1 & Player 2.
- **8 Players** – Switches volumes between Players 1 – 8.
- **Timing** – Sets the time in seconds of the volume switching between players.

## START MENU (RIGHT SIDE) OPTIONS



- When you click the right side of you Collage Start Menu you will see 4 different option Icons.
- a) This Icon Stops and relocates the Main Controller to a viewable angle. Used mainly when the Controller is in Collage III movement effect mode.
- b) This Icon will minimize the Start Menu Control.
- c) This Icon will access the User's Help Guide.
- d) This Icon will close the Collage Mania Program.



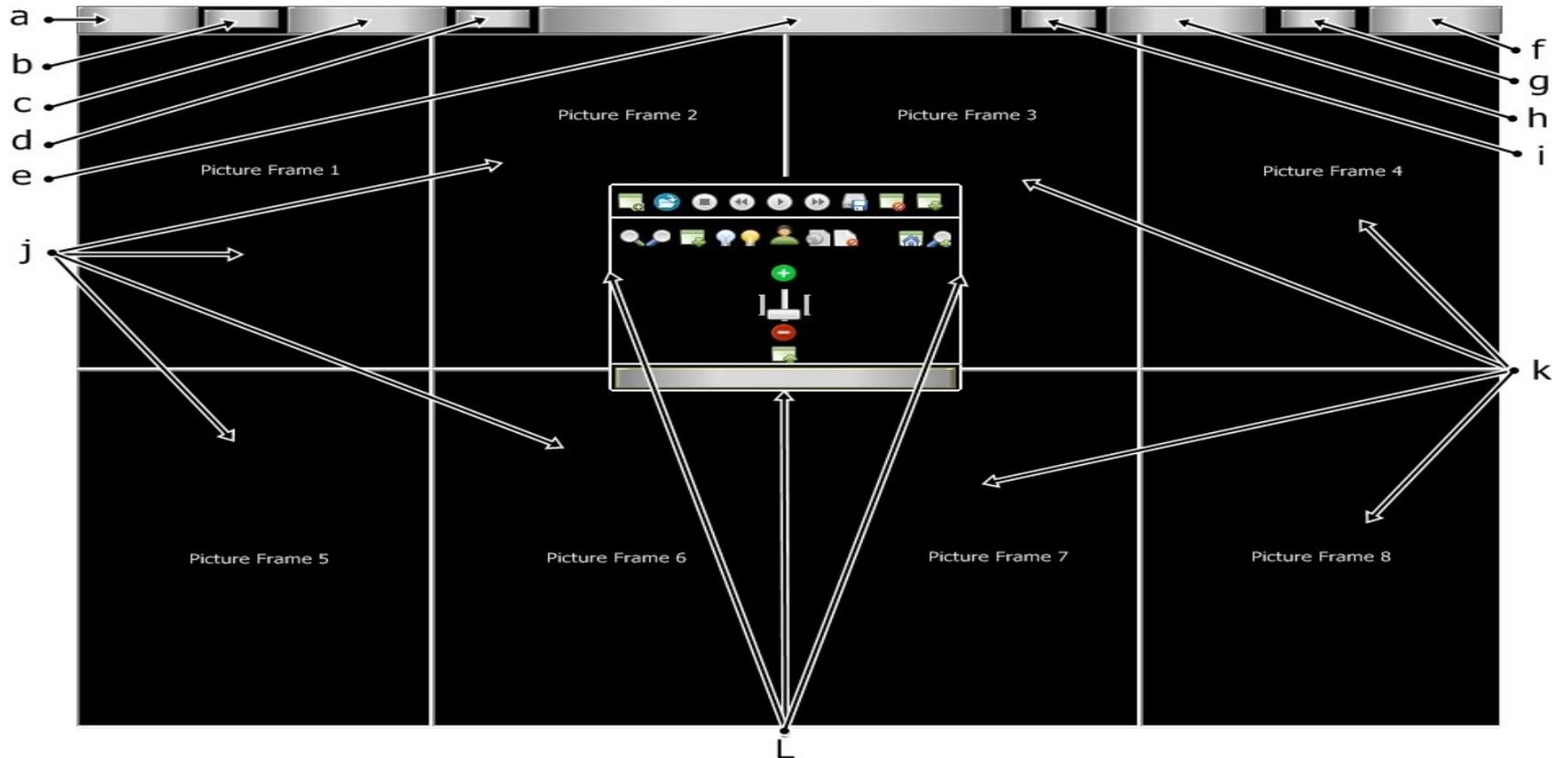
- a) **Help** – Loads the user help guide.
- b) **Screen Player View** – Used to load the Main Monitor Screen's Player.
- c) **Main Controller Compact Mode** – Puts the Main Controller in Compact Collage III mode.
- d) **Hide Menu Extension** – Hides the Menu options extension.

# Main Controller



- **This is the starting point to access the Collage Mania's Main Controller.**

a) Clicking on this Icon will give you access to the Main Controller. It will take a couple of seconds to appear.



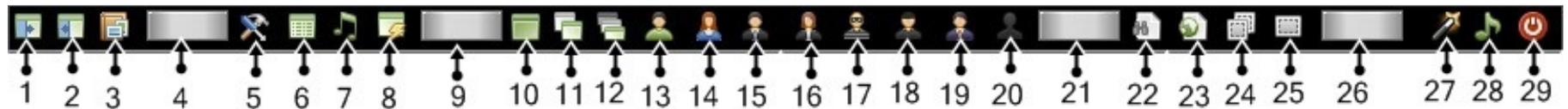
- (a, b, c, d, e, f, g, h, i) Option letters are the Top Controls Hiders.
  - Clicking on them will either hide them to see the controls in the back or invoke an action.
- 
- a) Hide and view the Picture controls in the back.
  - b) Hide the Players Playlists.
  - c) Hide and view the Action / Functions controls in the back.
  - d) Hide the Players Viewers.
  - e) Hide and view the 8 Players / 11 Scenarios controls in the back.
  - f) Hide and view the Play Names / Assign Sounds controls in the back.
  - g) View the Players Playlists.
  - h) Hide and view the Locator Control / Web Navigators Loader Control and the Icons Movement controls in the back.
  - i) View the Players Viewers.
  - j) Main Picture Frames. (8 Picture Frames)
  - k) Main Picture Frames. (8 Picture Frames)
  - l) Player 1.

## **8 PICTURE FRAMES**

**Notice:** The Main Picture Frames are used to view your pictures in Main Controllers Collage Templates and are also used to Invoke Actions when you picture programming actions are selected.

- You can Drag and Drop Pictures in these Frames straight from the Windows Explorer.
- Using the Picture Frame / Text Configuration Resizer Widget, you will be able to control their size, move them to different locations manually and they are programmed to resize themselves automatically at any given Collage Template Selection or if Smart Collage is Activated.
- We will see more Information on [Picture Frames](#) in other Chapters.

## **MAIN CONTROLLER TOP VIEW**



- 1) Hides the Front Picture Frames.
- 2) Views the Front Picture Frames.
- 3) Access the Pictures Configurations Panel.
- 4) Hides all Players Playlists.
- 5) Main Configurations / Options Panel.
- 6) Picture Hover Actions Panel.

- 7) **Sound Design Mixing Panel.**
- 8) **Actions / Functions Panel.**
- 9) **Hides all Players Viewers.**
- 10) **One Player Scenario View**
- 11) **Two Players Scenario View**
- 12) **Eight Players Scenario View**
- 13) **Player1 view**
- 14) **Player2 view**
- 15) **Player 3 view**
- 16) **Player 4 view**
- 17) **Player 5 view**
- 18) **Player 6 view**
- 19) **Player 7 view**
- 20) **Player 8 view**
- 21) **View all Players viewers.**
- 22) **Loads the Location Searcher.**
- 23) **Loads All 8 Players Web Page Navigators.**
- 24) **Puts the Control Icons in Movement Mode.**
- 25) **Stops and Relocates the Control Icons from Movement Mode.**

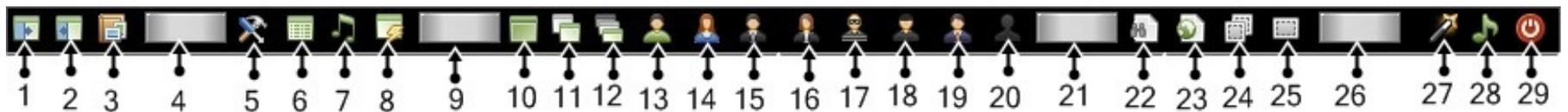
26) The Players Playlists.

27) The Play Names Configuration Panel.

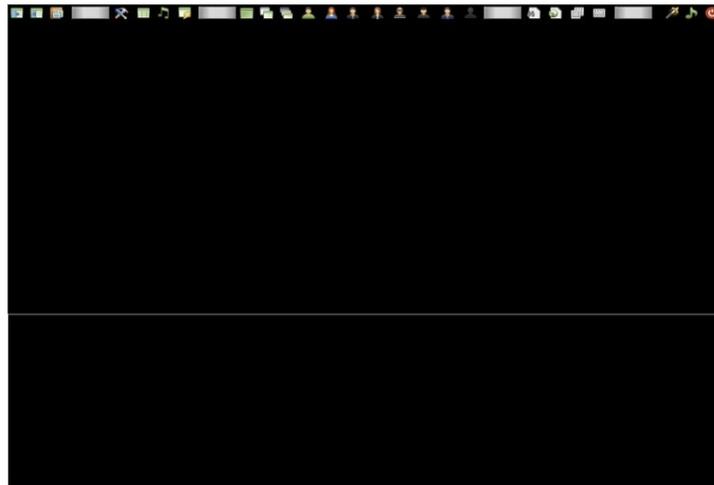
28) The Assign Sound Configuration Panel.

29) Close The Collage Mania Program.

## HIDE FRONT PICTURES

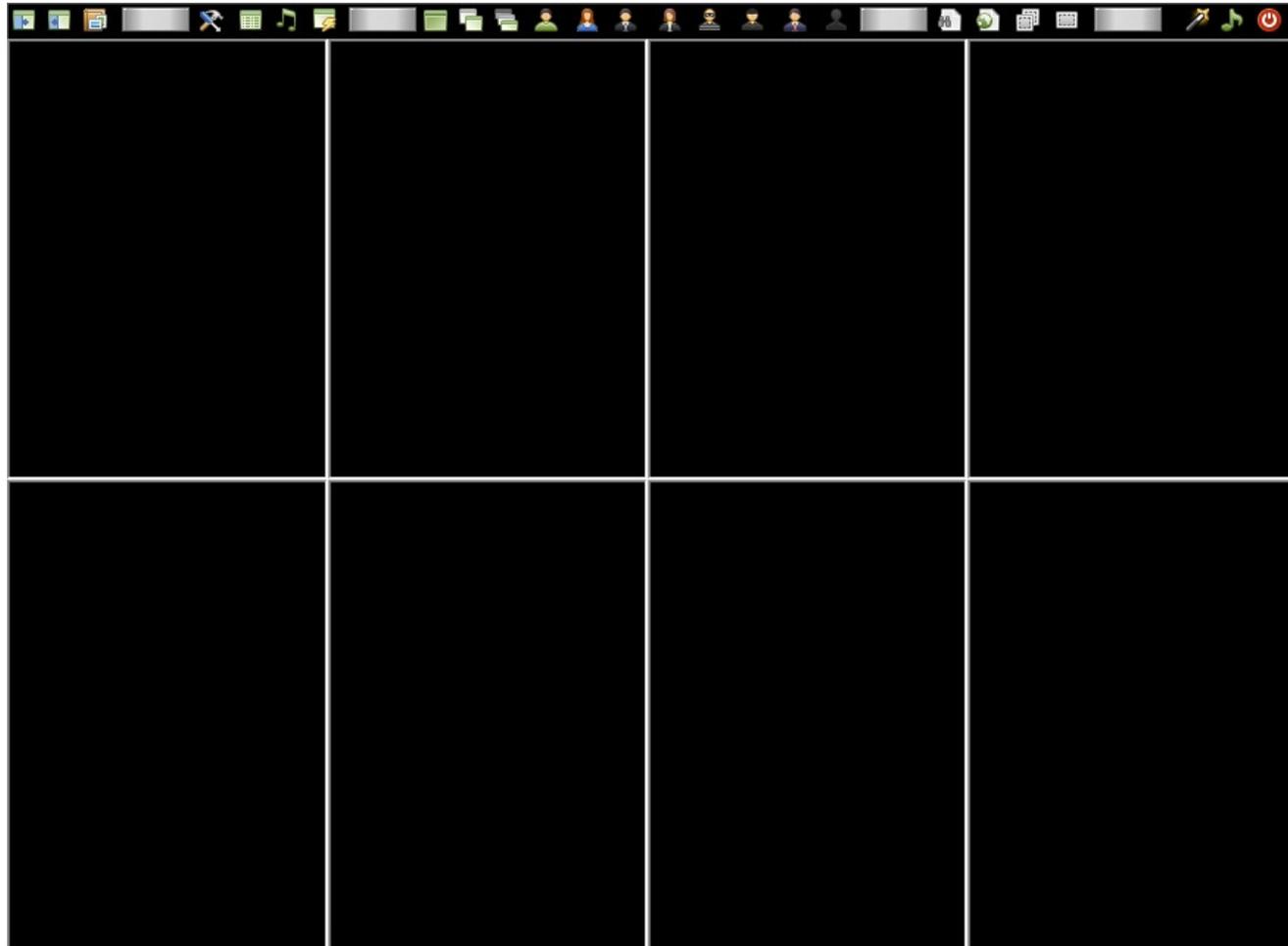


1. Clicking on This Icon will hide your Front Pictures.



## VIEW & RELOCATE THE FRONT PICTURES

2. Clicking on this icon will relocate and show your front Pictures.



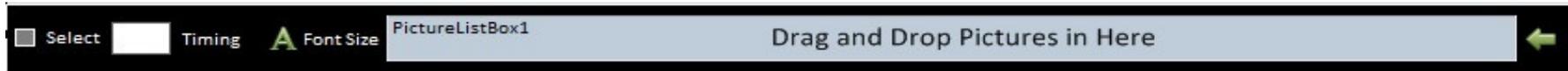
## THE MAIN PICTURES, EXTERNAL PICTURES, WIDGETS & TEXTS CONFIGURATION PANELS

3. Clicking this Icon you will load The Pictures Configuration Panel.

- Main Pictures Lists
- External Pictures Lists
- Widget Pictures Lists
- Texts Lists

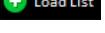


- On all Categories we will see 8 List Sets.
- You can Drag and Drop Pictures in The Main, External and Widget Pictures List Sets.

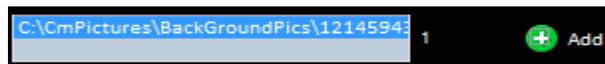


On the Main, External and Widget Pictures Lists Sets you will see a **Green arrow**:



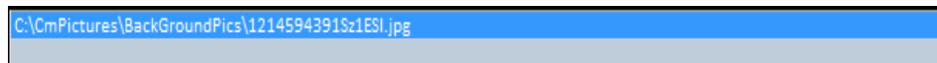
-  - Clicking on this arrow will give you various options :
  -  - Loads the Explorer in order for you to add Pictures to the List.
  -  - Removes Pictures from your List.
  -  - Saves a single picture from the list into memory. You will be able to access it at any given time.
  -  - Saves all the added Pictures names and locations in your computer, in a List Text file.
  -  - Loads to your Pictures List a previously saved List Text file.

Meaning that every picture on the saved list text file will be accessed if they have not been changed from their original locations.

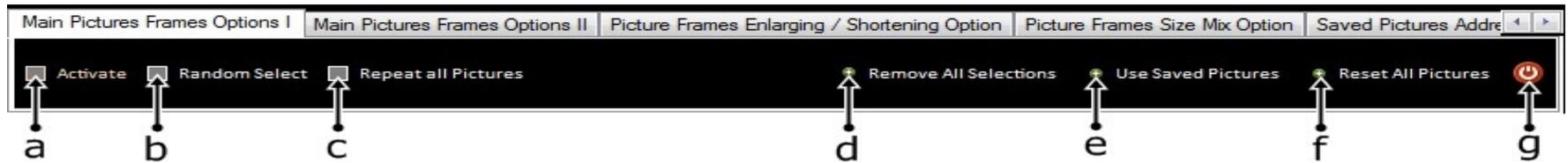


After adding a Picture to your List you will see a number next to it. This number is the quantity of Pictures available in your List.

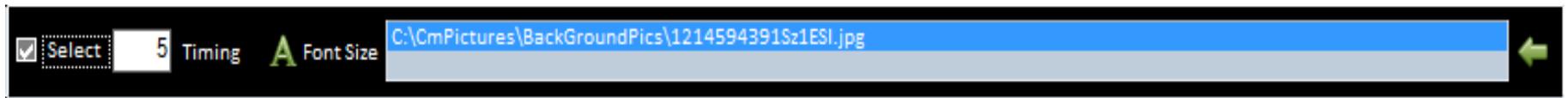
 Clicking at this arrow will hide the List options and you will be able to view better the Selected Pictures names & locations on your List.



## PICTURE FRAME OPTIONS I



- a) **Activate** – Activates the Selectors of the Lists for Normal or Random Picture Change Selections. You will control the Timing of each selection based on the Seconds you enter in the Timing box (By default each Selector has an amount of seconds added If you do not enter anything:



- b) **Random** – Selects added Lists Pictures Randomly. Depending on the amount of Seconds you entered for each change to occur, Pictures will be selected in random mode.
- c) **Repeat all Pictures** – When selected and random mode is not selected, Pictures will change in Normal mode; one after the other in the order you see them on your List. When you reach to the End of the List; Pictures will begin again from the Top.
- d) **Remove all Selections** – Removes all Selections added to your List.

Note: In order to remove the selections you must have the List selector activated and marked on the List that you want to remove the Selections.

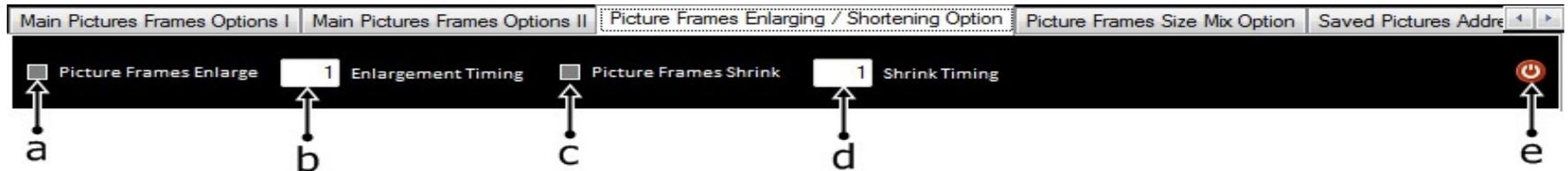
- e) **Use Saved Pictures** – Will load a Single previously Saved Picture.
- f) **Reset All Pictures** – Resets all previously Saved Lists Pictures to none.
- g) **Close Menu** – Click to close the Menu.

## PICTURE FRAME OPTIONS II



- a) **Picture Frames Scrolling** – Select to add Picture Scrolling to your Pictures Frames.
- b) **Scroll Timing** – To enter the amount of Scrolling time in seconds.
- c) **Scroll Timing Width** – To enter the amount of Timing of the Width in seconds. The program will calculate the amount of width of the Pictures Frames and then perform the Scroll based on their Width.
- d) **Close** – Closes de Menu.

## PICTURE FRAMES ENLARGING / SHORTENING OPTION



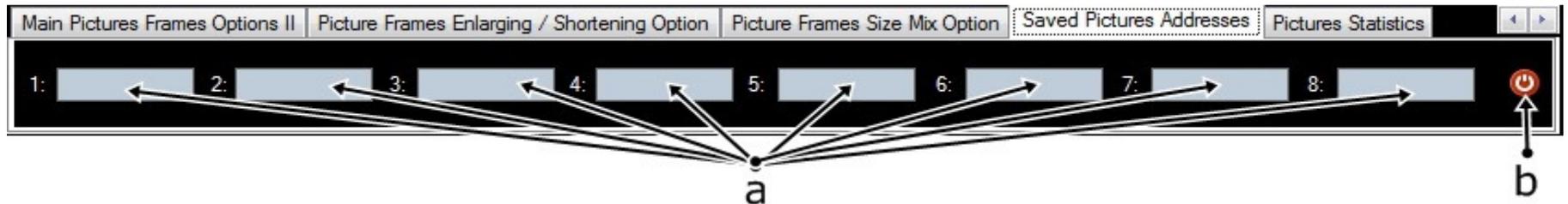
- a) **Picture Frames Enlarge** – Select to enlarge your Picture Frames based on the Timing you enter.
- b) **Enlargement Timing** – Enter the amount of time in seconds for the enlargement to occur.
- c) **Picture Frames Shrink** – Select to shrink your Picture Frames based on the Timing you enter.
- d) **Shrink Timing** – Enter the amount of time in seconds for the shrinking to occur.
- e) **Close** – Closes the Menu.

## PICTURE FRAMES SIZE MIX OPTION



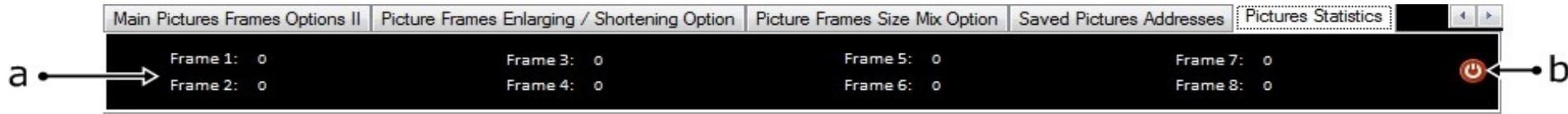
- a) **Picture Frames Sizing Mix** – Select to Mix Frame Enlarging & Shortening based on the timing you enter.
- b) **Enlargement Timing** – Enter the amount of time in seconds for the enlargement to occur.
- c) **Shrink Timing** - Enter the amount of time in seconds for the shrinking to occur.
- d) **Close** – Close the Menu.

## SAVED PICTURES ADDRESSES



- a) **Saved Picture address Boxes** - If you have used the Save Picture Option in your Lists, you will see a glimpse of an address in the List box you used the option in. The glimpse is to give you a reminder that you have something saved and you can retrieve it at any time or reset it.
- b) **Close** – Close the Menu.

## PICTURE CHANGING STATISTICS

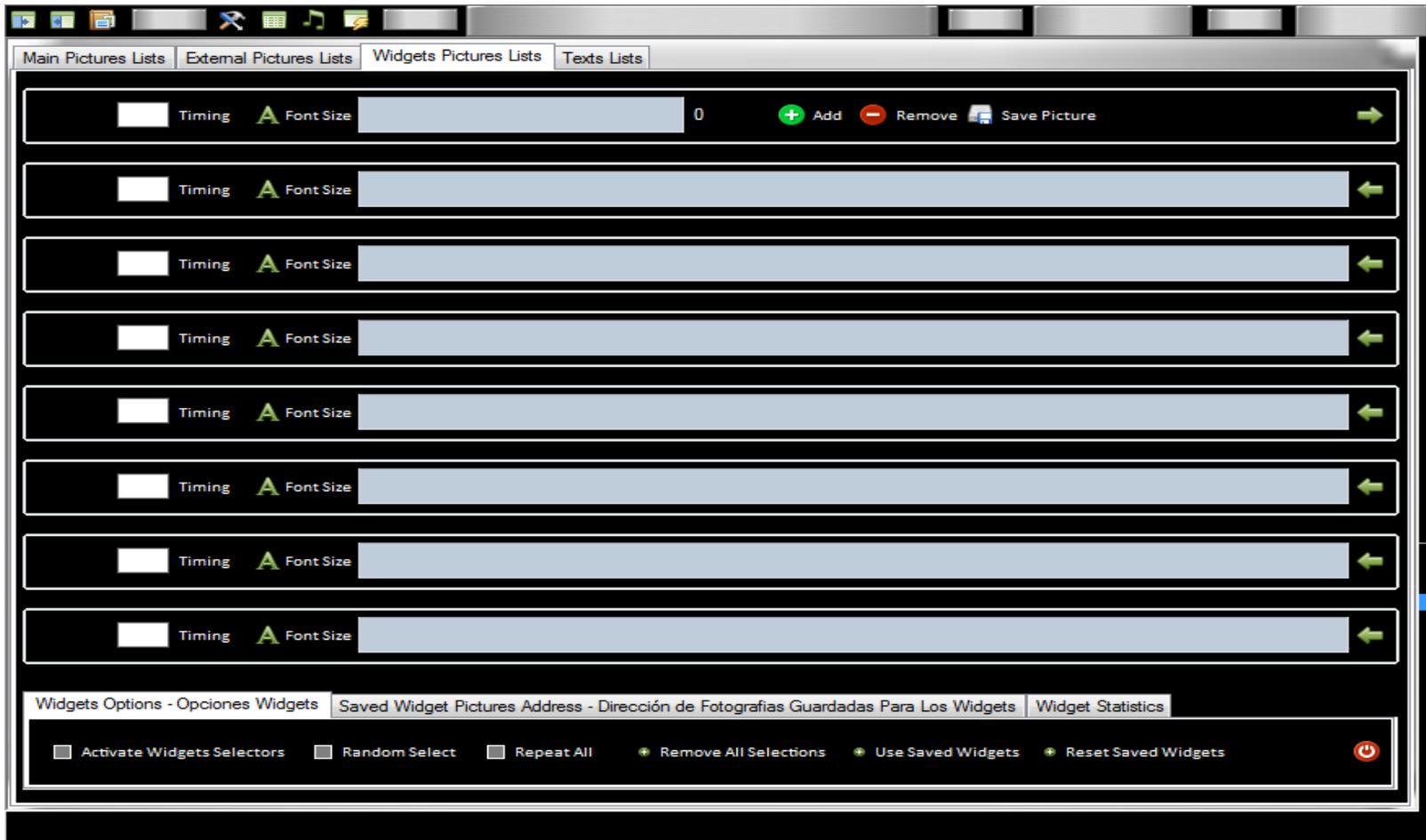


- a) **Picture Statistics** - These 8 Frame Statistics shows the amount of times the Picture has changed in the Frame.
- b) **Close** – Close the Menu.

### NOTICES:

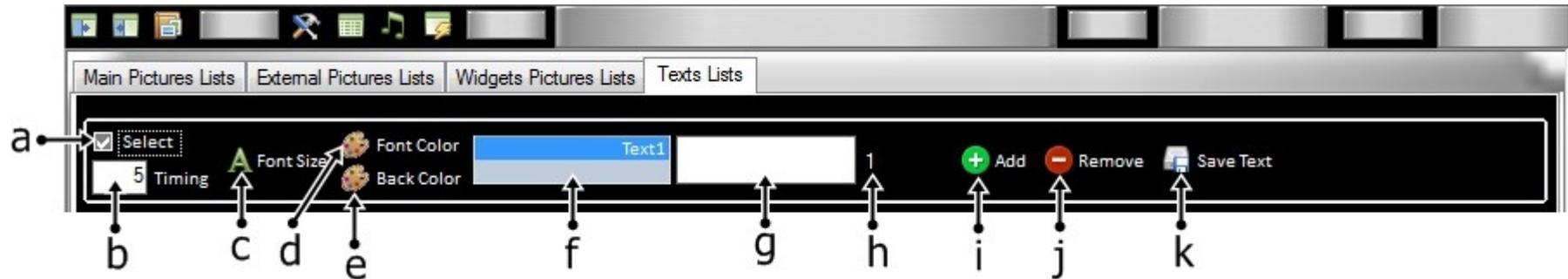
1. The Main Pictures Lists, External Pictures Lists & Widgets Pictures Lists Configuration Options work the same way.
2. The difference is where the configurations options apply to.
3. The Main Pictures Lists refer to the 8 Picture Frames of the Main Controller.
4. The External Pictures Lists refer to the You Create Picture Frames that you can move and change on the Desktop.
5. The Widgets Pictures Lists refer to mini Icon Pictures that you will see if you open The External Background Screen.
6. In order to **SEE** the complete Picture View on the **Widgets Pictures Frames**, you should use 16x16 Icon .png Images or smaller.

## THE WIDGET PICTURES LISTS



- This Configuration Screen works the same way as the Main Picture Lists & External Pictures Lists.

## THE TEXTS LISTS

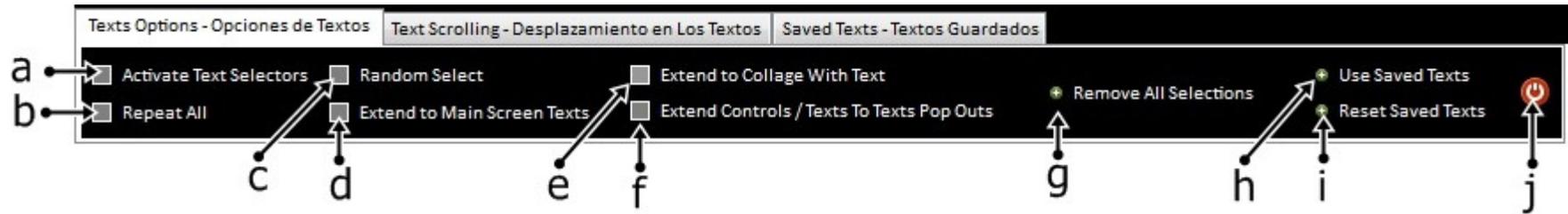


- a) **Select** – Activates Text for Normal or Random changing.
- b) **Timing** – This is where you enter the change time in seconds. As default if you do not enter a value, the program will set a value for you.
- c) **Font Size** – This will set the Font Size of your Programs Texts.

Examples:

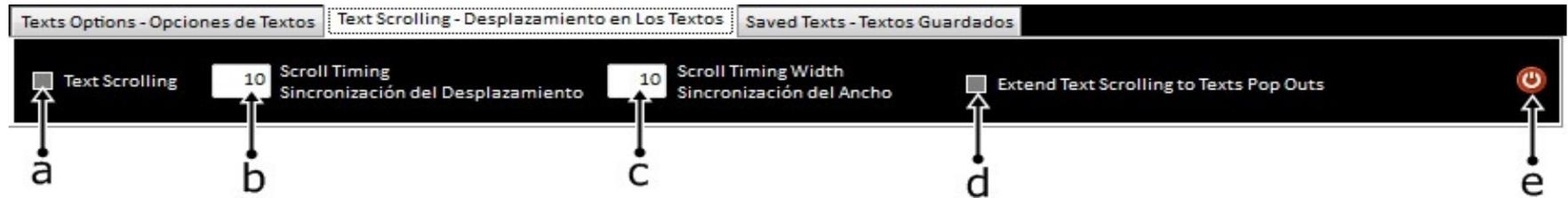
- If you select the Extend Controls / Text to Texts Pop Outs or Extend to Main Screen Texts, “Text1” added to the **Text List** as seen in the diagram above, will have the font size you select here on the Main Screen or Pop out Text on your Desktop.
- If you select the Extend to Collage with Text, “Text1” will appear on your Collage with Text but the Font Size will not change. Collage with Text has its own Font Size Configuration for Texts.

## TEXTS OPTIONS



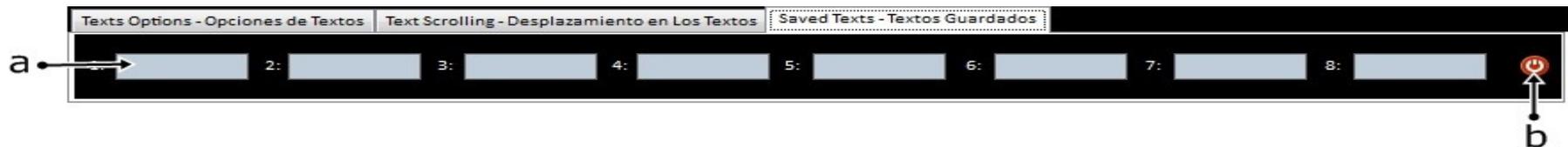
- a) **Activate Text Selectors** – Activates the selectors for text for normal or random changing.
- b) **Repeat All** – When selected and random mode is not selected, pictures will change in normal mode; one after the other in the order you see them on your list. When you reach to the end of the list; pictures will begin again from the top.
- c) **Random Select** - Selects added texts randomly. Depending on the amount of seconds you entered for each change to occur, texts will be selected in random mode.
- d) **Extend to Main Screen Texts** – When selected, your main controller's texts will reflect the texts entered in the current selected lists.
- e) **Extend to Collage with Text** – When selected, your Collage with Texts will reflect the texts entered in the current selected lists.
- f) **Extend Controls / Text to Texts Pop Outs** – When selected, your External Text Pop Outs will reflect the texts entered in the current selected lists. This option will also allow you to control the Pop out Texts font, size and color.
- g) **Remove all Selections** - Removes all text selections added to your List.
- h) **Use Saved Pictures** – Will load a single previously text.
- i) **Reset Saved Texts**– Resets all previously saved lists texts to none.
- j) **Close Menu** – Closes the Menu.

## ▪ TEXT SCROLLING

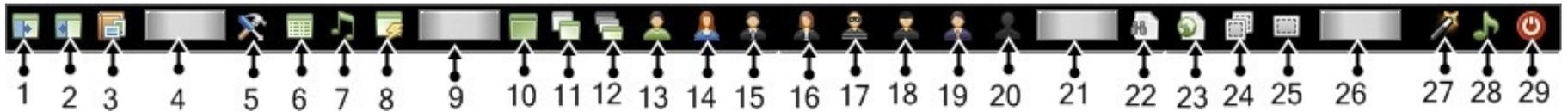


- a) **Text Scrolling** – Select to add scrolling to your texts.
- b) **Scroll Timing** – To enter the amount of scrolling time in seconds.
- c) **Scroll Timing Width** – To enter the amount of timing of the width in seconds. The program will calculate the amount of width of the texts and then perform the scroll based on their width.
- d) **Extend Text Scrolling to Texts Pop Outs** – When selected Texts Scrolling will also apply to the External Pop out Texts.
- e) **Close** – Closes de Menu.

## ▪ SAVED TEXTS



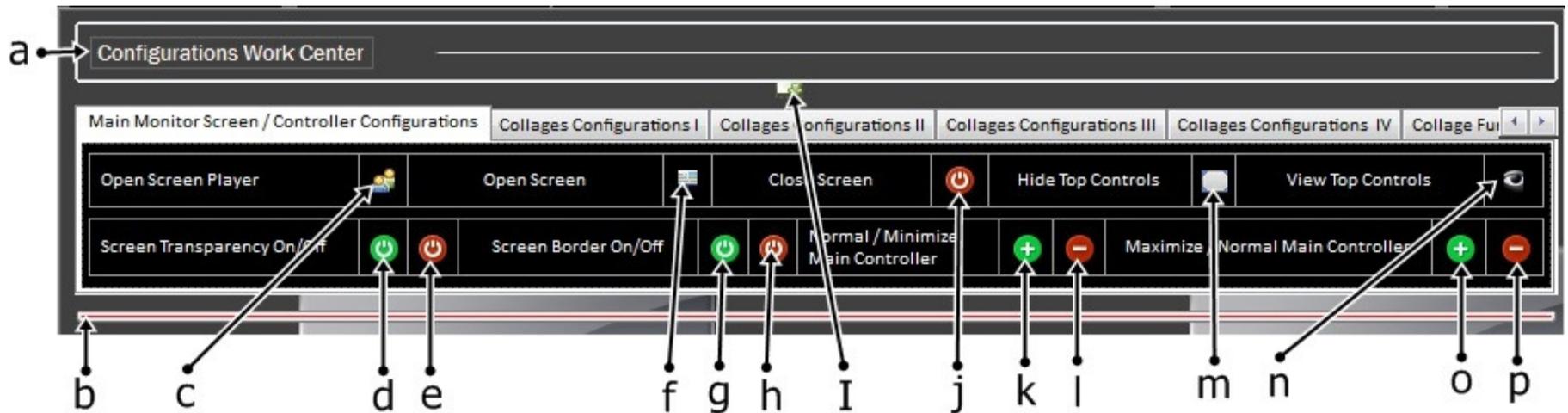
- a) **Saved Text Address Boxes** - If you have used the Save Text Option in your Lists, you will see a glimpse of an address in the List box you used the option in. The glimpse is to give you a reminder that you have something saved and you can retrieve it at any time or reset it.
- b) **Close** – Close the Menu.



5. This Option will load THE MAIN CONFIGURATION & OPTIONS PANEL.

## THE MAIN CONFIGURATION & OPTIONS PANEL

- This is the most Important Panel on this Program because it is where you configure and set control options for your collages and your music selections.



## MAIN MONITOR SCREEN / CONTROLLER CONFIGURATIONS

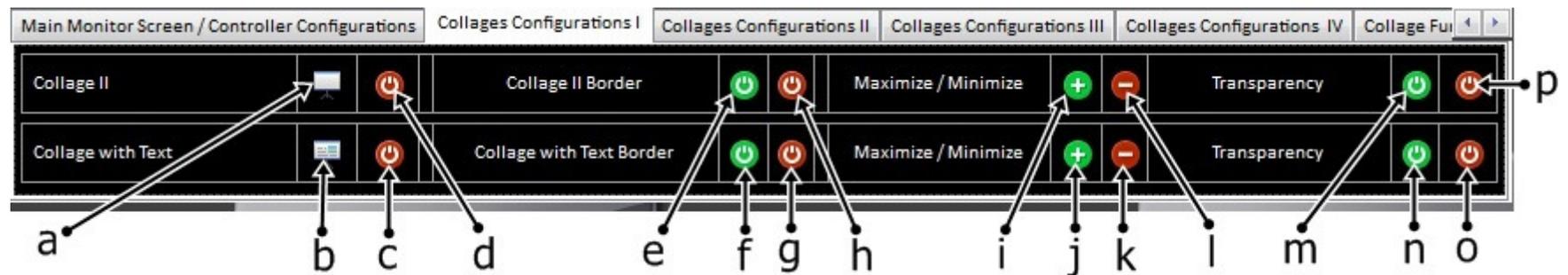
a) **Configurations Work Center** – Hovering over this selection will give you access to **3 options**.



1. **Hide / View Players** – Hide or view Players.
  2. **Hide / View Players: Playlists - Visualizers** – Hide / View Players and Playlists.
  3. **Hide / View Playlists** – Hide Playlists only.
- l. **Expand Option** – Expands options visibility.
- b) **Close** – Closes the menu.
  - c) **View the Background Screen Player** - If the Monitor Screen is loaded this option will load the Monitor's Player.
  - d) **Turn the Background Transparency On / Off** - If the Monitor Screen is loaded this option will Turn **On** the transparency effect.
- (The transparency effect is a special effect that gives a transparent look on its objects.)**
- e) **Turn the Background Transparency On / Off** - If the Monitor Screen is loaded this option will Turn **Off** the transparency effect.
  - f) **Open Background Screen** - Opens the Background Screen where you can set up various scenarios of collaging options.
  - g) **Monitor Border On / Off** – Will turn **on** the border of your Background Screen.
  - h) **Monitor Border On / Off** – Will turn **off** the border of your Background Screen.
  - i) **Expand Option** – Expands options visibility.

- j) **Close Screen Monitor (Monitor Screen)** - Closes the Background Screen.
- k) **Normal / Minimize Main Controller** – Sets the Main Controller in normal viewing mode.
- l) **Normal / Minimize Main Controller** – Minimizes the Main Controller.
- m) **Hide Top Controls** - Hides the Main Controllers top controls (Icons).
- n) **View Top Controls** - Views the Main Controllers top controls (Icons). If you have **Keyboard Controls** option activated, you can hit the **Esc Key** to view the top controls as well. Another way to view the top controls is going to the **Startup Menu**.
- o) **Maximize / Minimize Main Controller** – Sets the Main Controller in Maximized viewing mode.
- p) **Maximize / Minimize Main Controller** – Minimizes the Main Controller.

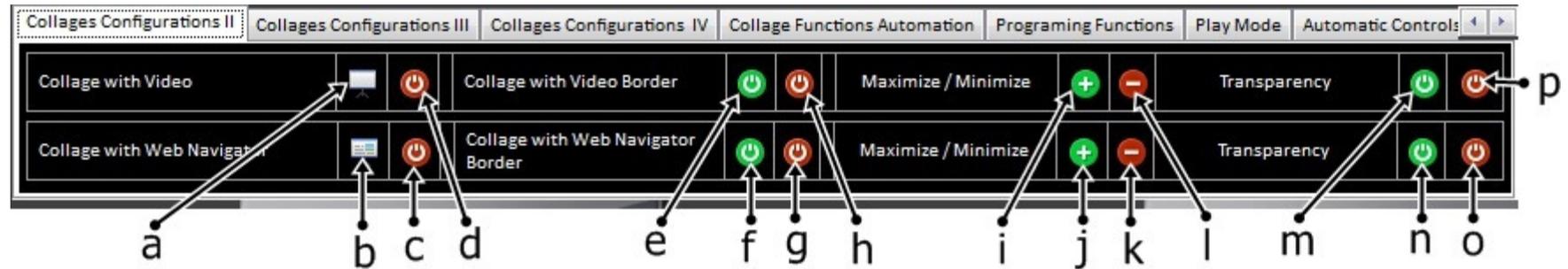
## COLLAGES CONFIGURATIONS I



- a) **Collage II** – Open Collage II Template. (Generates a Collage where you can add your favorite Pictures.)
- b) **Collage with Text** – Open Collage with Text Template. (Generates a Collage where you can add Pictures and Text. The Texts can be modified using various options available in this program.)
- c) **Close Collage with Text** – Closes Collage with Text.

- d) **Close Collage II** – Closes Collage II.
- e) **Collage II Border** – Displays Collage II Border.
- f) **Collage with Text Border** – Displays Collage with Text Border.
- g) **Close Collage with Text** – Closes the Collage with Text Border.
- h) **Close Collage II** – Closes the Collage II Border.
- i) **Maximize / Minimize Collage II** – Maximizes Collage II Template.
- j) **Maximize / Minimize Collage with Text** – Maximizes Collage with Text Template.
- k) **Maximize / Minimize Collage with Text** – Minimizes Collage with Text Template.
- l) **Maximize / Minimize Collage II** – Minimizes Collage II Template.
- m) **Collage II Transparency On** – Activate Transparency on Collage II Template.
- n) **Collage with Text Transparency On** – Activates Transparency on Collage with Text Template.
- o) **Collage II Transparency Off** – Deactivates Transparency on Collage II Template.
- p) **Collage with Text Transparency Off** – Deactivates Transparency on Collage with Text Template.

## COLLAGES CONFIGURATIONS II



- a) **Collage with Video** – Open Collage with Video Template. (Generates a Collage where you can add Pictures and Video Selections. The interaction between changing pictures and video scenes is very impressive.)
- b) **Collage with Web Navigator** – Open Collage with Web Navigator. (Generates a Collage where you can add Pictures and Navigate to your favorite Internet sites).
- c) **Close Collage with Web Navigator** – Closes Collage with Web Navigator.
- d) **Close Collage with Video** - Closes Collage with Video.
- e) **Collage with Video Border** – Displays Collage with Video Border.
- f) **Collage with Web Navigator Border** – Displays Collage with Web Navigator Border.
- g) **Close Collage with Web Navigator** – Closes Collage with Web Navigator Border.
- h) **Close Collage with Video** – Closes Collage with Video Border.
- i) **Maximize / Minimize Collage with Video** – Maximize Collage with Video Template.
- j) **Maximize / Minimize Collage with Web Navigator** – Maximize Collage with Web Navigator Template.
- k) **Maximize / Minimize Collage with Web Navigator** – Minimize Collage with Web Navigator Template.
- l) **Maximize / Minimize Collage with Video** – Minimize Collage with Video Template.

- m) **Collage with Video Transparency On** – Activate Transparency on Collage with Video Template.
- n) **Collage with Web Navigator Transparency On** – Activate Transparency on Collage with Web Navigator Template.
- o) **Collage with Web Navigator Transparency Off** – Deactivate Transparency on Collage with Web Navigator Template.
- p) **Collage with Video Transparency Off** – Deactivate Transparency on Collage with Video Template.

## ▪ COLLAGES CONFIGURATIONS III

### Patterns Collage



**Patterns Collage** – Open / Close Patterns Collage Template. (This Collage generates beautiful graphic lines that can be used to Create Collage Templates.) Copy the Pattern’s visual in running mode, then Paste to a picture editor. Paste your favorite pictures on the visuals Image lines and there you have it; your very own and unique Collage.

(Patterns Collage doesn’t need pictures to generate).

**Patterns Collage Border** – Turns Patterns Collage Border On / Off.

**Maximize / Minimize** – Maximize or Minimize Patterns Collage.

**Patterns Collage Transparency On** – Activate / Deactivate Transparency Effect on Patterns Collage

## Selections Collage



**Selections Collage** – Open / Close Selections Collage. (Generates a Collage made of Music Selections.)

**Music Selections Sender** – Open / Close the Music Selections Sender.

(The Music Selections Sender is a very powerful & useful tool to select music or video files and send them to your players)

Detailed information is provided on a further chapter.

**Maximize / Minimize** – Maximizes / Minimizes the Music Selections Sender.

**Selections Sender Border** – Turns Selections Sender's Border On / off.

## ▪ COLLAGES CONFIGURATIONS IV

### Collage III



**Collage III** – Open / Close Collage III. (Generates a Collage that you can add Pictures. This Collage runs with a special effect. That makes it appear and disappear at different locations on your Desktop.)

**Control Reset Border** - Turns the Control Reset Border On / Off.

(The Control Reset Starts / Stops the Collage III from moving stage.)

**Normal / Minimize** - Sets the Control Reset to Normal or Minimized mode.

## You Create Collage

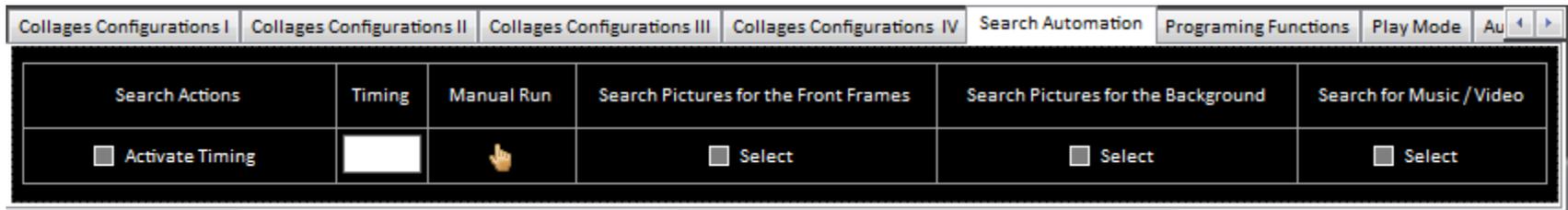


**Your Create Collage** – Open / Close Collage III. (Generates a set of Collage Picture & Text Frames that you can add Pictures, Texts, resize, move and much more. This feature allows you to set your very own Collage Views on your Desktop and save them in 10 different mode settings.)

**You Create Collage Border** - Turns the You Create Collage Frame Borders On / Off.

**Normal / Minimize** - Sets the You Create Collage Frames to Normal or Minimized mode.

## SEARCH AUTOMATION



**Activate Timing** – Activates the Functions Automation run.

**Timing** – To enter the desired time in seconds that the Search Function will conduct. (Example: If you enter 10 in the timing input box and the Pictures Search for the Background option is selected, the search for Pictures for your Background will be generated every 10 seconds until you unselect the Activate option. **These pictures will be added to your Main List in the Main Background Pictures / Movement Configuration section.**)

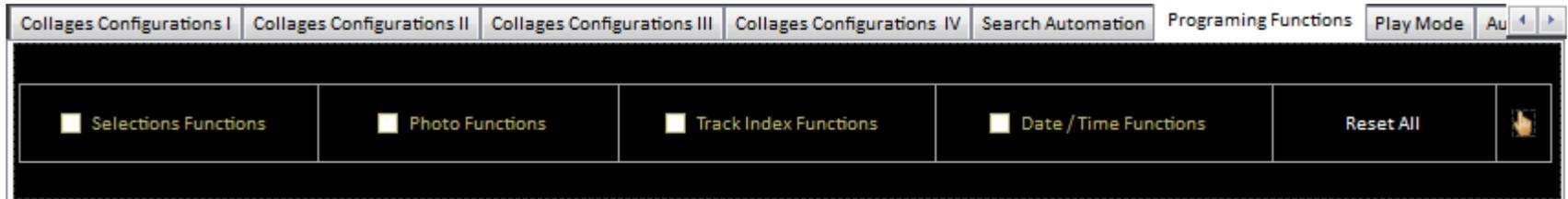
**Manual Run** - To do a quick manual search of your selected option.

**Search Pictures for the Front Frames** - Searches locations to add pictures to your **Front Controllers frames**.

**Search Pictures for the Background** - Searches locations to add pictures to your **Controllers background frame**.

**Search for Music / Video** – Searches locations to add music or video selections to: **Player1**, **Main Player** & **Collage with Video's Player**.

## ■ PROGRAMING FUNCTIONS



**Selections Functions** – Activates function Actions based on Music selections.

**Photo Functions** - – Activates function Actions based on Picture Selections.

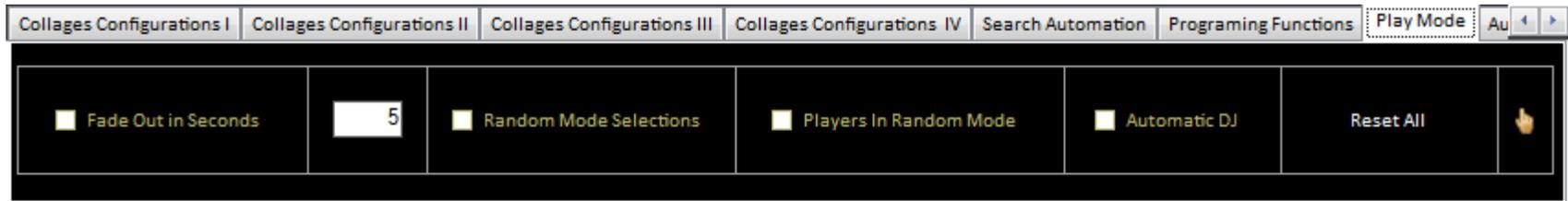
**Track Index Functions** - Activates function Actions based on Selections Index.

**Date / Time Functions** - Activates function Actions based on Dates & Time.

**Reset All** - Unselects all options.

**We will be reviewing more on these Programing Functions Options in another chapter.**

## PLAY MODE



**Fade Out in Seconds/ Timing Input Box** – Activates the Fade out timing in seconds function. (Example: If you enter 5 seconds in the timing input box, each playing selection will fade out 5 minutes prior to its end. This function activates 8 players. Each Player must have selections added to their playlists in other for the function to work properly.)

**Random Mode Selections** – Plays your selections in random mode.

**Players in Random Mode** – Will play selections using **8 players** randomly. (This function activates 8 players. Each Player must have selections added to their playlists in other for the function to work properly.)

**Automatic DJ** – Once the playlist reaches the last selection, the next player will start playing. (This function activates 8 players. Each Player must have selections added to their playlists in other to work properly. Players will play in normal order. This means that when Player 1 finishes playing its last selection, Player 2 will start afterwards and so on. When it reaches to eight Player and the last selection has finished, Player 1 will start again at the selection where it ended.)

## ■ AUTOMATIC CONTROLS SELECTORS



**Automatic Volume Raiser Control** – Activates automatic player’s volumes in certain action functions. (Example: Automatic DJ, Players in Random Mode, etc.)

**Automatic Player Open Control** – Activates automatic players volumes in certain action functions. . (Example: Fade out Actions, etc.)

**Safety Control Option** – Security measure for volume options.

## ■ DJ SELECTIONS SEARCHER



**Activate Searcher** – Activates Search Selectors. (After the selectors appear, select an option and write a player in the box. Click the corresponding selector and the found items will be sent to the player you have chosen.)

**Search for Music, Video & all Music Selections** – Enter a player number in the box next to the option desired to send the found selections to the player’s playlist.

## ▪ AUTOMATIC DJ TIMED SEARCHER



**Time Sound Search** – Activates time based searching for sound files.

**Time Picture Search** - Activates time based searching for Picture files.

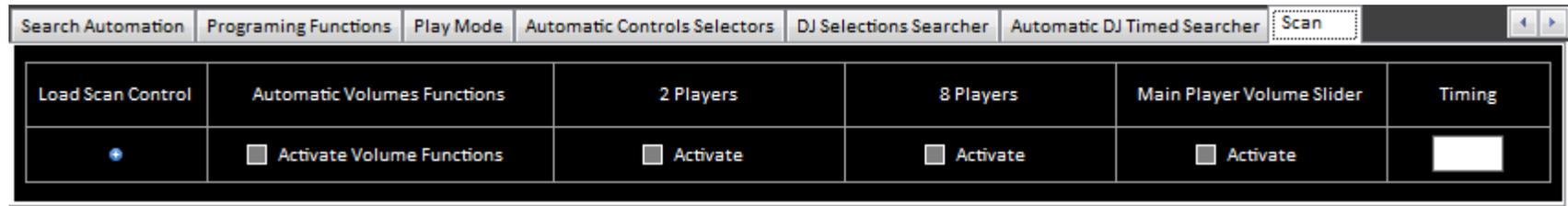
**Auto Play** – Activates Auto Play on Sound found files. Selected Player will automatically play found files.

**Timing** - Enter desired time in seconds. Searching will be performed continuously based on the time entered.

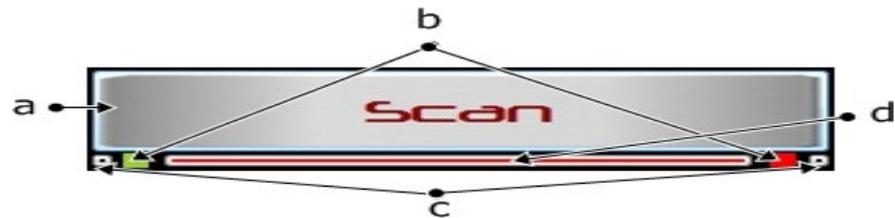
**Select Players** – Select a Player where the found files are to be sent to view or play.

**Searches Made** – Displays the amount of times a search has been conducted.

## SCAN



**Load Scan Control** – Loads the **Widget Scan Control** feature.



- a) **Scan** - Starts or Stops the player's volumes sliders scan.
- b) **Activate Start / Stop**- Used to start or stop the Main Controllers backgrounds Picture movement. The background playlist must have pictures added & in playing stage prior to using this option.
- c) **Move**- To move the **Widget Scan Control**.
  - **Automatic Volumes Functions** – Activates the Auto mixing Volume control feature.
  - **2 Players, 8 Players, Main Player Volume Slider** – Selects players to be used for the volume mixing functions.
  - **Timing** – The amount of time in seconds the Volume Sliders will change during the mix. (Example: If you are using 8 players and you have written 5 seconds in timing area, your sliders will change every 5 seconds between your selected songs in each player). Once you have your selections in each Player, click play on each of them and the Scan Control will scroll through each one of them. If you desire to listen to a specific selection at any given time, just click the **Scan Control** to **stop** the volume slide mixers.

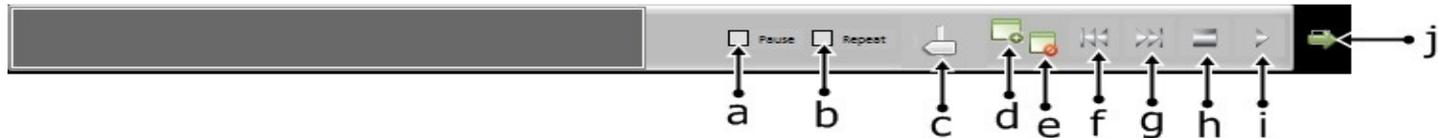
## MAIN PLAYER



**Main Player** – Controllers Main Player. Videos or music selections will be seen on the Controllers Main Screen.

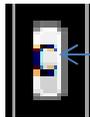
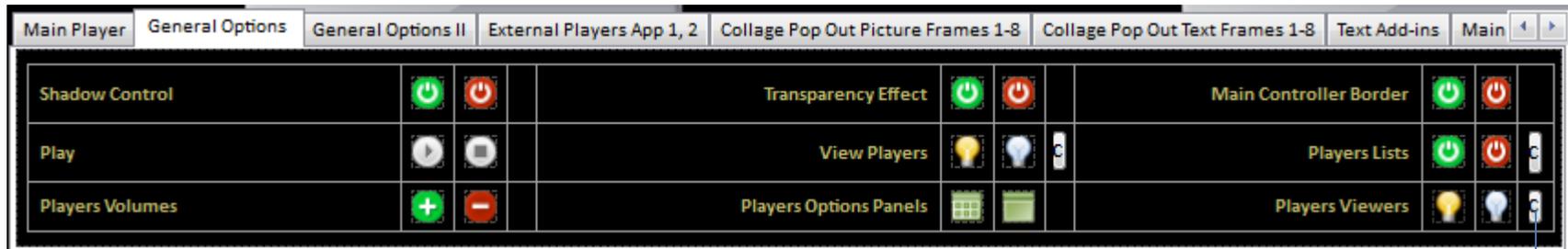


**Arrow** – Will let you see the Main Player's Options.



- a) **Pause** – Pause selection.
- b) **Repeat** – Repeat current selection.
- c) **Main Player Volume Control** – Main Players Volume Control.
- d) **Load Selections** – Loads Selections to your Main Players Play List.
- e) **Remove Selection** – Removes a Selection from the playlist.
- f) **Reverse** – Selects and Plays the previous selection.
- g) **Forward** – Selects and Plays the Next selection.
- h) **Stop** – Stops current selection.
- i) **Play** – Plays selection.
- j) **Hide Options** – Clicking on this Arrow will hide the Main Players Options.

## GENERAL OPTIONS I



Note: Clicking this option will generate a Collage of the Players Viewers on the Main Controller. (Applies also on other applications.)

In the General Options area, all Players are affected by the options you choose.

**Shadow Control [On/Off]** – Loads the Shadow Control feature.

**Players [Play/Stop]** – Stops all Players.

**Players Volumes [Raise/Lower]** – Raises or lowers volumes on all players.

**Main Controller Transparency [On/Off]** – Turns Main Controllers transparency effect on or off.

**Player's [View/Hide]** – Views or Hides all the Player'

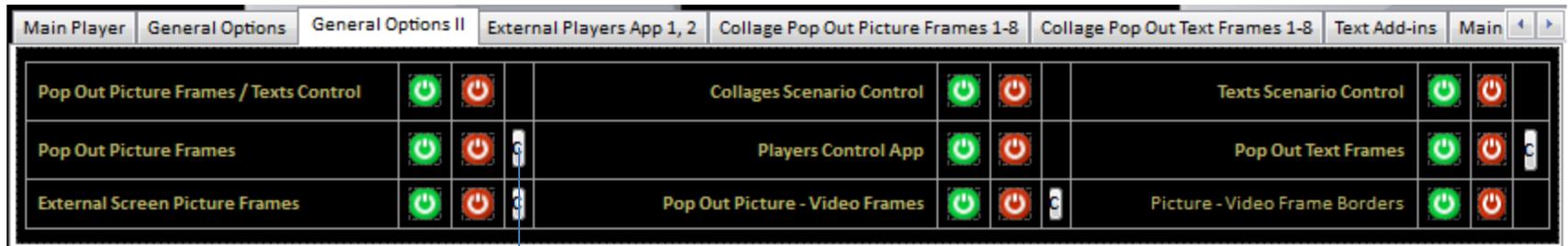
**Player Options Panels [Open/Close]** – Opens or Closes all the Players Option Panels.

**Main Controller Border [On/Off]** – Turns the Main Controllers Border on or off.

**Players Lists [View/Hide]** – Views or Hides all Players Playlists.

**Player's Viewers [View/Hide]** – Views or Hides all Player's Viewers.

## GENERAL OPTIONS II



Note: Clicking this option will generate a Collage of the Pop Out Picture Frames . (Applies also on other applications.)

**Important Note: In the General Options II area, all Players are affected by the options you choose.**

**Pictures Frames / Text Control** – Loads the Picture & Text Control feature.

**Load All Picture Pop Out Frames** – Loads all the external Pop out Picture Frames. You can Drag and Drop your desired pictures in these frames and create beautiful Collages.

**View External Screens Picture Frames** – Loads External Screens Picture Frames. You can Drag and Drop your desired pictures in these frames and create beautiful Collages.

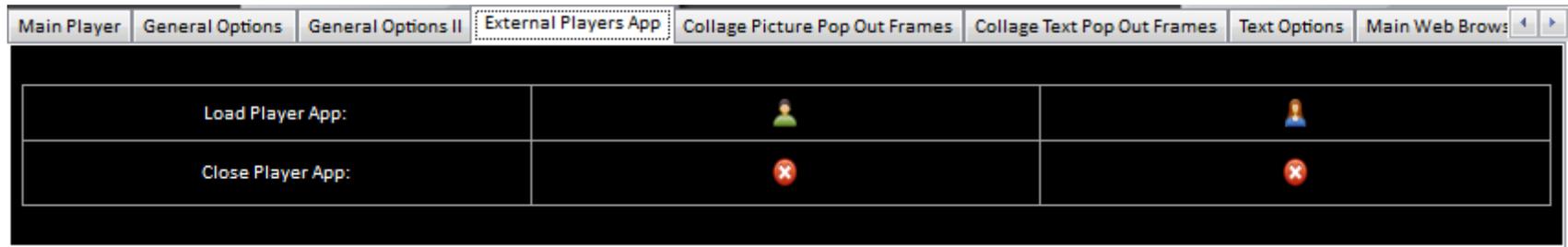
**Collages Scenes Control** - Loads the Collages Scenes Configuration Control feature.

**Load All Players Control App** – Loads all players external control apps. You will be able to control your players with these controls in a separate manner.

**Texts Scenes Control** - Loads the Texts Scenes Configuration Control feature.

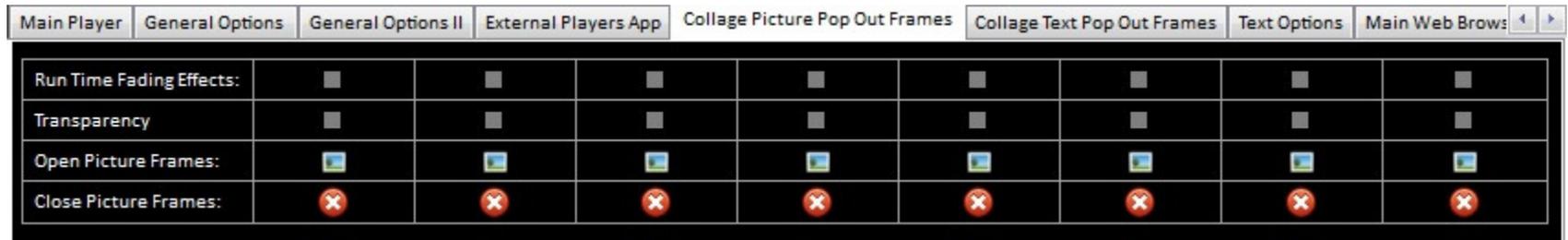
**Load All Text Pop Out Frames** - Loads External Screens Texts. Use the Pictures Frames & Text Control feature to change texts contents.

## EXTERNAL PLAYERS APP



**Load or Close Player App** – Loads or Closes the Players Control feature. You will be able to control your players using this external control feature. Player 1 & Player 2 App is available in the Collage Mania version. Players 1 – Player 8 Control Apps are available in the Collage Mania Pro version.

## COLLAGE PICTURE POP OUT FRAMES

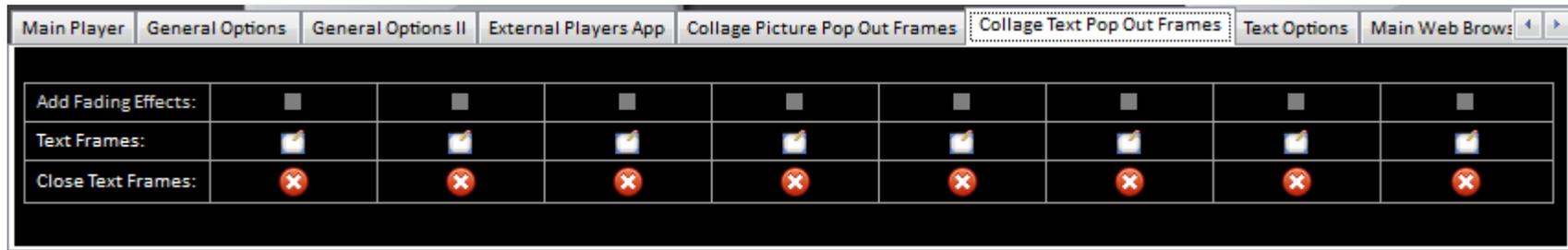


**Add Fading Effects** – Adds Fading Effects to the External Pop out Pictures. You will see the **selectors** as soon as you **activate movements** on the **Picture Pop Outs**. Use the [External Pictures Lists Configuration](#) to apply automatic movement to the Pop out Pictures.

**Transparency** – Adds transparency effect on selected **Pop Out Picture Frames**.

**Open - Close Picture Frames** – Opens or Closes the Pop out Picture Frames. You can Drag and Drop your desired pictures in these frames and create beautiful Collages as well as Presentation Scenarios.

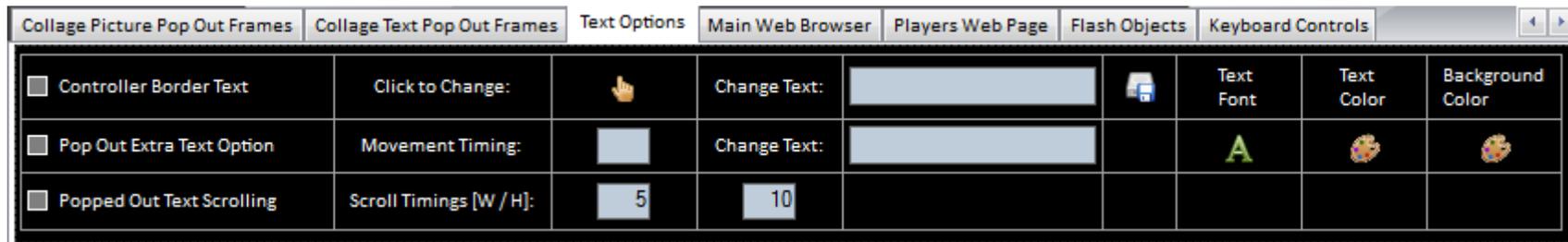
## COLLAGE TEXT POP OUT FRAMES



**Add Fading Effects** – Adds Fading Effects to the External Texts.

**Load or Close Texts Frames** – Loads or Closes the External Texts Frames.

## TEXTS OPTIONS

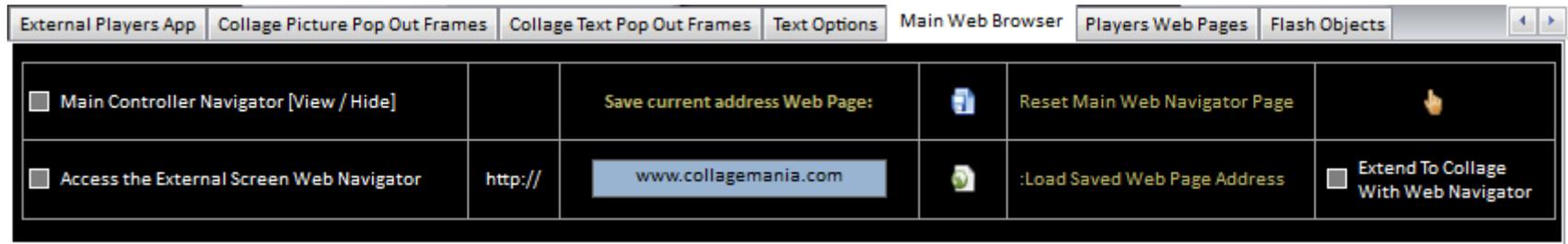


**Controller Border Text** – Adds Text to the Main Controllers Border. To view the text, turn on the Border.

**Pop Out Extra Text Option** – Loads an Extra changeable Text Box Option. Uses the external Screen to load. Use the Text Font, Text Color & Background Color to configure the Text. Entering seconds in the Movement Timing area adds automatic movement to the Text.

**Pop Out External Text Scrolling** – Adds Scrolling capabilities to the Extra Text using Scroll timings in seconds entered.

## MAIN WEB BROWSER



**Main Browser [View/Hide]** – Views or Hides the Main Browser on the Main Controllers Screen.

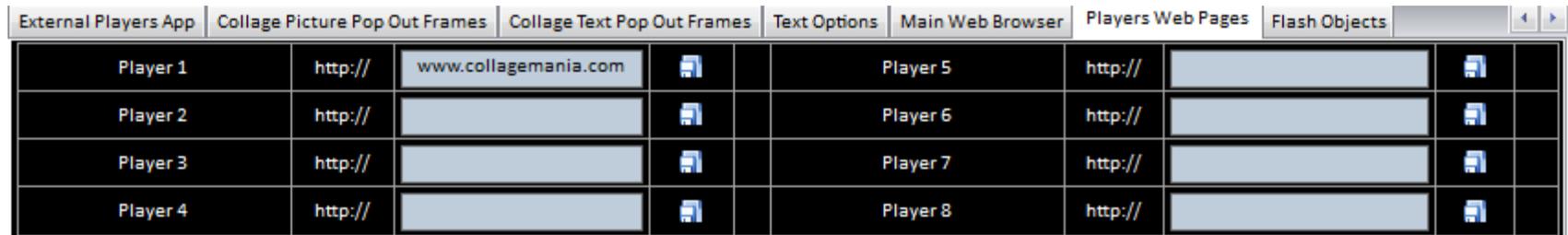
**Access the External Web Browser Screen** – Loads the External Web Browser. [Http:]  Enter a Web page address to be viewed using the external web browser.

**Extend to Collage with Web Navigator** - Extends the web page to Collage with Web Navigator's Template.

 **Use this option to save pages "Url" addresses for the Main Browser.**

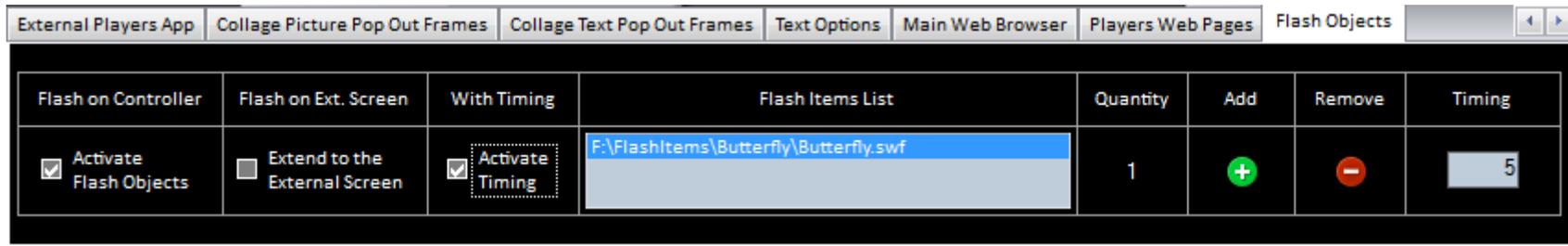
 **Use the "Reset finger" to erase a saved Main Browsers page.**

## PLAYERS WEB PAGES



**Players Individual Web Pages** –  Saves & goes to the Players Individual Web Pages by clicking on the symbol.

## FLASH OBJECTS



**Activate Flash Objects** – Activates Flash Type File Objects on the Controllers Screen.

**Extend to the External Screen** – Activates Flash Type File Objects on the Controllers Screen.

**Flash Items List** – To enter Flash Type files to be viewed using the add symbol.

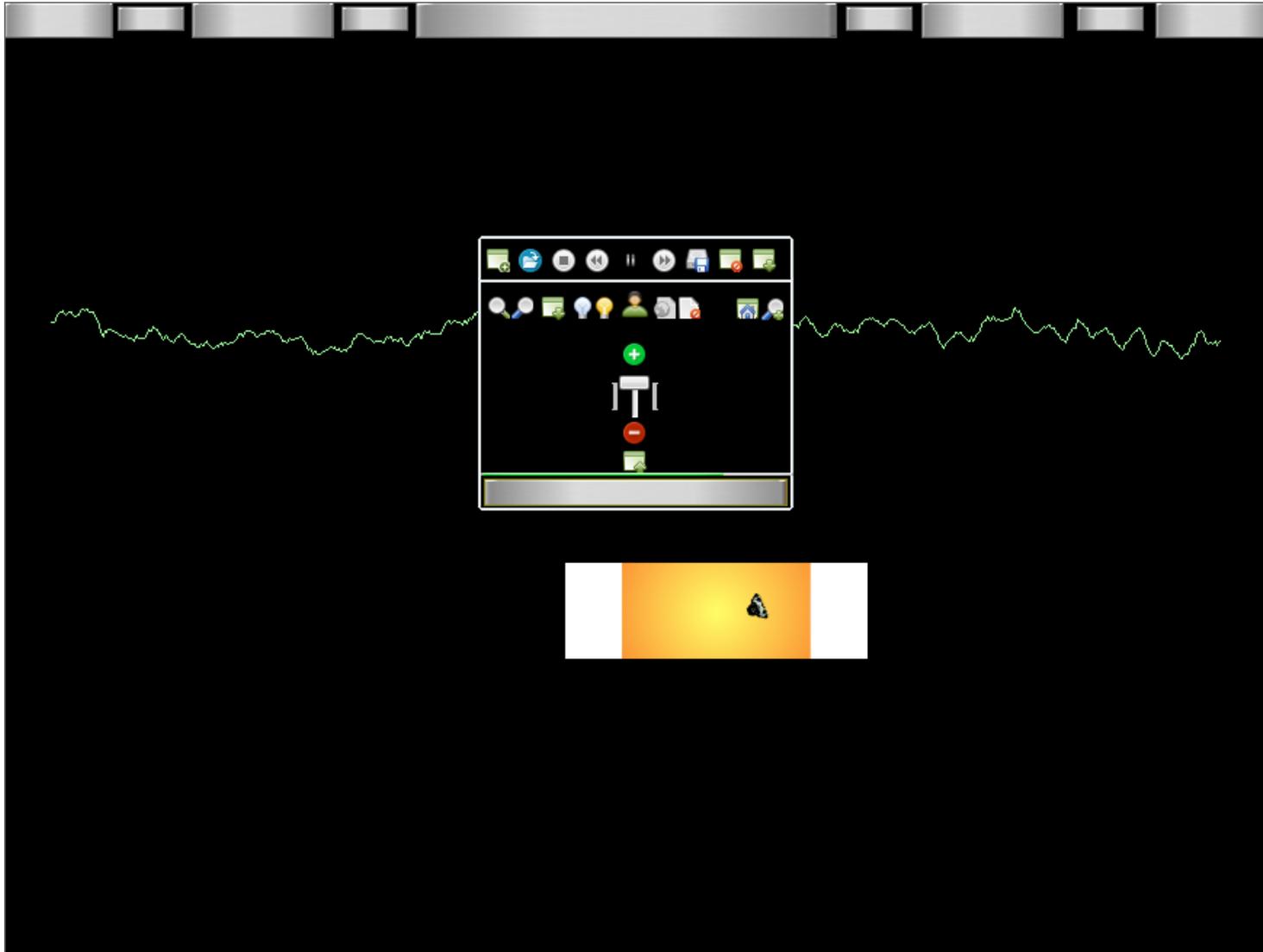
**Quantity** - The quantity of files in the Flash Items List.

**Add** – Add Flash Files to the Flash Items List. (Add **.SWF** type files only)

**Remove** – Remove Flash Files from the Flash Items List.

**Timing** – The time in seconds the Flash Item moves around the Controllers Screen or the External Screen.

○ FLASH EXAMPLE RUNNING.

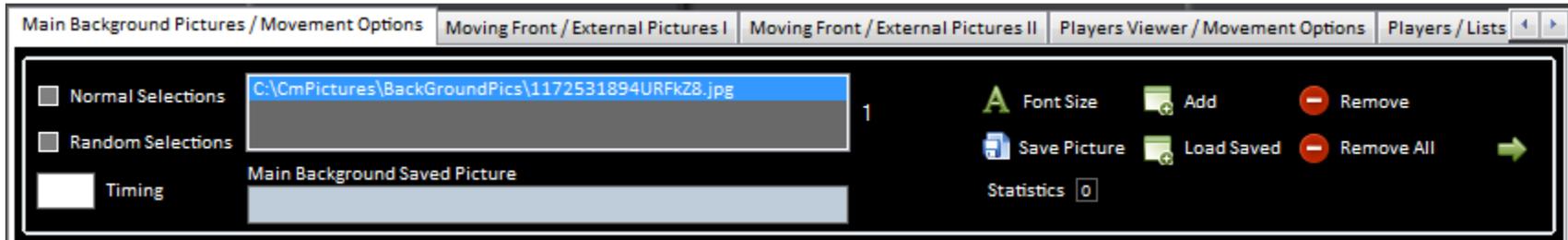


**Butterfly** - The butterfly running on the screen is the **.SWF** flash type file added to the Flash Playlist.

## MAIN BACKGROUND PICTURES & MOVEMENT OPTIONS



**Arrow** – Clicking here will permit us to see the Main Background Picture options.



**Normal Selections** – Select for normal picture change selection mode.

**Random Selections** – Select for random picture change selection mode.

**Timing** – Enter time in seconds for the picture change to occur.

Main Background saved Picture.



**Main Background Pictures List** – Allocates The Main Pictures backgrounds list.

**Main Background Saved Picture** – If you have saved a background picture, you will see here where it's located.

**Font Size.** – To change the font type & size of your list.

**Add.** – To add picture selections to the list.

**Remove.** –To remove single picture selection from your list.

**Remove all.** To remove all picture selections from your list.

**Save Picture** – You can save a single selection background picture and load it whenever you like.

**Load Saved** – To load a saved picture.

**Statistics** – Displays the amount of picture changes when Normal Selections or Random Selections is activated.



**Switch between the Main Player & Background Picture View** – Clicking this option enables you to switch views between your selected Main Controller's background Picture & Pictures added to your Main backgrounds Playlist.

**Sync the Background Pictures to the External Screen** – Clicking this option enables you to Sync views between your selected External Screen's background Picture & Pictures added to your Main backgrounds Playlist.

**Load External Screen's Picture Selector Add-in** – Will load your External Screen & a Picture Widget Selector . **Clicking on the Widget Selector**, will enable you to Quickly interchange views between your selected External Screen's background Picture & Pictures added to your Main backgrounds Playlist.

**View the Picture Selector in Seconds** – The amount of time in seconds for the Widget Selector to move around the External Screen.

**Educational View** – Sets the 8 Front Picture's in an Educational Style format size.

**Start View** – Click to view the first slide of the 8 Front Educational size format styles.

## MOVING FRONT & EXTERNAL PICTURES I

| Picture # | X         | Y  | Goto / Save | + | Zoom | W         | H   | Goto / Save | Timing      | Front Pictures | Screen Pictures | Activate |
|-----------|-----------|----|-------------|---|------|-----------|-----|-------------|-------------|----------------|-----------------|----------|
| 1         | 0         | 5  | +           | + | 1    | 218       | 105 | +           |             |                |                 |          |
| 2         | 218       | 25 | +           | + | 2    | 217       | 105 | +           |             |                |                 |          |
| 3         | 435       | 25 | +           | + | 3    | 217       | 305 | +           |             |                |                 |          |
| 4         | 652       | 25 | +           | + | 4    | 222       | 305 | +           |             |                |                 |          |
|           | Reset All |    |             |   |      | Reset All |     |             | Select All: |                |                 |          |

- a) **Picture #** – Main Controllers Front Picture Selectors.
- b) **X** – Front Picture X location on the Screen.
- c) **Reset Finger** – Resets the Front Pictures saved locations.
- d) **Y** – Front Picture Y location on the Screen.
- e) **Goto / Save** – Clicking this option will go to & save your selected Front Picture Frames Scenario locations using the values entered in X & Y.
- f) **+** – Selecting this option will allow you to Increase the size of your selected Front or External Picture Frames using the Pictures Frames & Text Control Resizer.
- g) **Reset Finger** – Resets the Front Pictures saved locations.
- h)  - Opens the Pictures Frames & Control Resizer.

- i) – – Selecting this option will allow you to decrease the size of your selected Front or External Picture Frames using the Pictures Frames & Text Control.
- j) **Zoom** - Used to select the Front Picture Frames for Width & Height changing.
- k) **W** – Front Picture Width Size on the Screen.
- l) **Reset Finger** – Resets the Front Pictures saved scenario sizes.
- m) **H** – Front Picture Height Size on the Screen.
- n) **Goto / Save** – Clicking this option will go to & save your selected Front Picture Frames Scenario Sizes using the values entered in W & H.
- o) **Timing** – To enter the amount of time in seconds for Movement to occur.
- p) **Front Pictures** – Use these selectors if you want to apply automatic movement & resizing to your Front Pictures.
- q) **Select All** – Selects the Front Pictures 1 – 4 to apply automatic movement & resizing.
- r) **Screen Pictures** – Use these selectors if you want to apply automatic movement & resizing to your External Screen Pictures.
- s) **Select All** – Selects the Screen Pictures 1 – 4 to apply automatic movement & resizing.
- t) **Activate All** – Selects the Screen Pictures 1 – 4 to apply automatic movement & resizing.
- u) **Individual Activation Selectors** – Selects the Front & Screen Pictures 1 – 4 to apply automatic movement & resizing.

## MOVING FRONT & EXTERNAL PICTURES II

| Main Background Pictures / Movement Options |           |     |             | Moving Front / External Pictures I |   |      |           | Moving Front / External Pictures II |             |             |                | Players Viewer / Movement Options |          | Players / Lists |  |
|---|-----------|-----|-------------|------------------------------------|---|------|-----------|-------------------------------------|-------------|-------------|----------------|-----------------------------------|----------|-----------------|--|
| Picture #                                   | X         | Y   | Goto / Save | +                                  | - | Zoom | W         | H                                   | Goto / Save | Timing      | Front Pictures | Screen Pictures                   | Activate |                 |  |
| 5   | 0         | 330 | +           | ■                                  | ■ | 5    | 218       | 325                                 | +           |             | ■              | ■                                 | ■        |                 |  |
| 6   | 218       | 330 | +           | ■                                  | ■ | 6    | 217       | 325                                 | +           |             | ■              | ■                                 | ■        |                 |  |
| 7   | 435       | 330 | +           | ■                                  | ■ | 7    | 217       | 325                                 | +           |             | ■              | ■                                 | ■        |                 |  |
| 8   | 652       | 330 | +           | ■                                  | ■ | 8    | 222       | 325                                 | +           |             | ■              | ■                                 | ■        |                 |  |
|   | Reset All | 👉   |             | +                                  | + |      | Reset All | 👉                                   |             | Select All: | ■              | ■                                 | ■        |                 |  |

**Moving Front / External Pictures II** – The same Instructions from **Moving Front / External Pictures I** apply to the Front & External Picture Frames 5 – 8.

## PLAYERS, PLAYERS VIDEO SCREEN & MOVEMENT OPTIONS

| Main Background Pictures / Movement Options |          |          |          | Moving Front / External Pictures I |          |          |          | Moving Front / External Pictures II |               |  |  | Players, Players Video Screen / Movement Options |  |
|---|----------|----------|----------|------------------------------------|----------|----------|----------|-------------------------------------|---------------|--|--|--|--|
|   | Player 1 | Player 2 | Player 3 | Player 4                           | Player 5 | Player 6 | Player 7 | Player 8                            | Activate All. |  |  |  |  |
| View Player                                 | ☑        | ■        | ■        | ■                                  | ■        | ■        | ■        | ■                                   | ■             |  |  |  |  |
| Save Visibility                             | 📄        | 📄        | 📄        | 📄                                  | 📄        | 📄        | 📄        | 📄                                   | 📄             |  |  |  |  |
| In Movement                                 | ☑        | ■        | ■        | ■                                  | ■        | ■        | ■        | ■                                   | ■             |  |  |  |  |
| Timing                                      | 5        |          |          |                                    |          |          |          |                                     | ■             |  |  |  |  |

**View Player** – 8 Players Activation Selectors. These selectors are to activate and view Players 1 – 8. By default, Player 1 selector is activated.

**Save Visibility** – Saves the Players visibility. Mainly used for other program settings functionality. You will be able to view your Players by selecting the View Player at any time without saving its visibility.

**In Movement** – Selecting this option puts the Players viewer in automatic movement on the Controllers screen.

**Timing** - Enter the time in seconds for the automatic Players viewer movement to occur. If nothing is entered, by default the program will assign a time value for the movement. You can change this value at any time.

## PLAYERS & LIST OPTIONS

|                        | Player 1 | Player 2 | Player 3 | Player 4 | Player 5 | Player 6 | Player 7 | Player 8 | Load Saved |
|------------------------|----------|----------|----------|----------|----------|----------|----------|----------|------------|
| Load Picture to Player |          |          |          |          |          |          |          |          |            |
| Player List Color      |          |          |          |          |          |          |          |          |            |
| Player List Font       |          |          |          |          |          |          |          |          |            |
| Player List Size       |          |          |          |          |          |          |          |          |            |
| Player List Location   |          |          |          |          |          |          |          |          |            |
| Reset Picture          |          |          |          |          |          |          |          |          |            |

**Load Picture to Player** – Clicking this option will let you add a picture to your Players background. Your Player also has this option so can use add a desired Picture at any time. This will add beauty and elegance to your Players. Example: Imagine a Picture of your children or yourself on the 8 Players.

**Player List Color** – Selecting this option, changes the background color of your selected Players List.

**Player List Font** – Selecting this option, changes the font & size of the letter on your selected Players List.

**Player List Size** – Selecting this option, changes the size of the selected Players List.

**Player List Location** – Selecting this option, changes the location of the selected Players List.

**Reset Picture** – Selecting this option, eliminates the Picture of your selected Player.

## PLAYERS LOCATIONS, PLAYLISTS & MOVEMENT OPTIONS

| Moving Front / External Pictures II   |       |     |       | Players, Players Video Screen / Movement Options |                            |       |     | Players Locations, Playlists / Movement Options |      |                                       |        | Players / Playlists Options |        | Movi                     |
|---------------------------------------|-------|-----|-------|--|----------------------------|-------|-----|---|------|---------------------------------------|--------|-----------------------------|--------|--------------------------|
| Player                                | X:    | Y:  | Saved | Save   | Player                     | X:    | Y:  | Saved   | Save | In Movement                           | Timing | In Movement                 | Timing | Activate                 |
| <input checked="" type="checkbox"/> 1 | 326   | 155 |       |  | <input type="checkbox"/> 5 | 326   | 155 |   |      | <input checked="" type="checkbox"/> 1 |        | <input type="checkbox"/> 5  |        | <input type="checkbox"/> |
| <input type="checkbox"/> 2            | 326   | 155 |       |  | <input type="checkbox"/> 6 | 326   | 155 |   |      | <input type="checkbox"/> 2            |        | <input type="checkbox"/> 6  |        | <input type="checkbox"/> |
| <input type="checkbox"/> 3            | 326   | 155 |       |  | <input type="checkbox"/> 7 | 326   | 155 |   |      | <input type="checkbox"/> 3            |        | <input type="checkbox"/> 7  |        | <input type="checkbox"/> |
| <input type="checkbox"/> 4            | 326   | 155 |       |  | <input type="checkbox"/> 8 | 326   | 155 |   |      | <input type="checkbox"/> 4            |        | <input type="checkbox"/> 8  |        | <input type="checkbox"/> |
|                                       | Reset |     |       |  |                            | Reset |     |   |      |                                       |        |                             |        |                          |

**Players Locations, Playlists / Movement Options** – The same Instructions from **Moving Front / External Pictures I & II** apply to the Players 1 – 8 & Players Playlists.

**In Movement** - Selecting this option puts the Player & the Players Playlist in automatic movement on the Controllers screen.

**Timing** - Enter the time in seconds for the automatic Players & Players Playlist movement to occur. If nothing is entered, by default the program will assign a time value for the movement. You can change this value at any time.

## MOVING TEXT I & II

| Text | Text Description | Save Text   | View Text                           | Timing  | Activate Movement        | Action Code | Action Menu   | Font Color  | Background Color  | Font Size |
|------|------------------|---|-------------------------------------|---|--------------------------|-------------|---|---|---|-----------|
| I    | Test             |  | <input checked="" type="checkbox"/> |  | <input type="checkbox"/> | 2           |  |  |  | A         |
| II   |                  |  | <input type="checkbox"/>            |  | <input type="checkbox"/> |             |  |  |  | A         |
| III  |                  |  | <input type="checkbox"/>            |  | <input type="checkbox"/> |             |  |  |  | A         |
| IV   |                  |  | <input type="checkbox"/>            |  | <input type="checkbox"/> |             |  |  |  | A         |

**Text I / Text Description** – To enter the text description that will be seen on the controllers screen. We will use Test as an example.

**Save Text** – To save the entered text.

**View Text** – Select to view on the controllers screen. Using the example above you should see **Test** on the Controller Screen.

**Timing** – To enter the time in seconds of the automatic Text movement.

**Activate Movement** – Select to activate automatic movement of the text on the controllers screen.

**Action** – A number used to identify an **action to run** when the Text is clicked on the screen. Using the example below, **#2** refers to **STOP**, meaning that when you double click on the selected Picture or Text option, your player should stop playing.

**Action Menu** – Loads a **Menu** where you can select and **Configure Pictures or Text Actions**. These actions once configured, can be invoked by clicking on the Pictures or Texts on Controllers screen.

**Font Color** – Select to change the font color of the selected Text.

**Background Color** – Select to change the Background color of the selected Text.

**Font Size** – Select to change the font size of the selected Text.

## ▪ ACTIONS MENU

### Actions Menu Example:

**Text Programming Actions**

|                                     |        |                  |                                       |                            |                            |                            |                            |                            |                            |                            |
|-------------------------------------|--------|------------------|---------------------------------------|----------------------------|----------------------------|----------------------------|----------------------------|----------------------------|----------------------------|----------------------------|
| Activate                            | Player | Collage Pictures | <input type="checkbox"/> 1            | <input type="checkbox"/> 2 | <input type="checkbox"/> 3 | <input type="checkbox"/> 4 | <input type="checkbox"/> 5 | <input type="checkbox"/> 6 | <input type="checkbox"/> 7 | <input type="checkbox"/> 8 |
| <input checked="" type="checkbox"/> | 1      | Front Pictures   | <input checked="" type="checkbox"/> 1 | <input type="checkbox"/> 2 | <input type="checkbox"/> 3 | <input type="checkbox"/> 4 | <input type="checkbox"/> 5 | <input type="checkbox"/> 6 | <input type="checkbox"/> 7 | <input type="checkbox"/> 8 |

Texts Picture Frames

|   |   |   |   |    |    |    |    |
|---|---|---|---|----|----|----|----|
| 1 | 2 | 3 | 4 | 5: | 6: | 7: | 8: |
| 2 |   |   |   |    |    |    |    |

| Action Descriptions | Code Number | Action Descriptions | Code Number |
|---------------------|-------------|---------------------|-------------|
| Play                | 1           | Now Playing         | 9           |
| Stop                | 2           | Song Index          | 10          |
| Next                | 3           | Time Left           | 11          |
| Previous            | 4           | Fade Out Time       | 12          |
| Lower Volume        | 5           | Current Time        | 13          |
| Raise Volume        | 6           | Current Date        | 14          |
| Repeat              | 7           | Selections          | 15          |
| Add Selection       | 8           | Main Text           | 16          |

⏻

**Activate** – Activates the Pictures & Text Programming Actions functionality.

**Player** – Select the Player to use for the actions.

**Collage Pictures / Front Pictures** – By selecting these Picture options the programming actions will be performed when you double click on Collage Pictures or the Front Pictures.

**Texts Picture Frames** – By selecting this option the Programming Actions will be performed when you double click on Text option 1 – 8 of your selection.

## ▪ WEB BROWSER MOVEMENT OPTIONS

| Players Web Browsers |                                       |                      | Web Browser Movement Options |                            |                      |                                     |
|----------------------|---------------------------------------|----------------------|------------------------------|----------------------------|----------------------|-------------------------------------|
| Players Web Browsers | Select Browser                        | Timing               | Players Web Browsers         | Select Browser             | Timing               | Activate Movement                   |
| Web Browser 1        | <input checked="" type="checkbox"/> 1 | <input type="text"/> | Web Browser 5                | <input type="checkbox"/> 5 | <input type="text"/> | <input checked="" type="checkbox"/> |
| Web Browser 2        | <input type="checkbox"/> 2            | <input type="text"/> | Web Browser 6                | <input type="checkbox"/> 6 | <input type="text"/> | <input type="checkbox"/>            |
| Web Browser 3        | <input type="checkbox"/> 3            | <input type="text"/> | Web Browser 7                | <input type="checkbox"/> 7 | <input type="text"/> | <input type="checkbox"/>            |
| Web Browser 4        | <input type="checkbox"/> 4            | <input type="text"/> | Web Browser 8                | <input type="checkbox"/> 8 | <input type="text"/> | <input type="checkbox"/>            |
|                      |                                       |                      |                              |                            |                      |                                     |

**Select Browser** – Select the desired Web Browser to apply automatic movement around the screen.

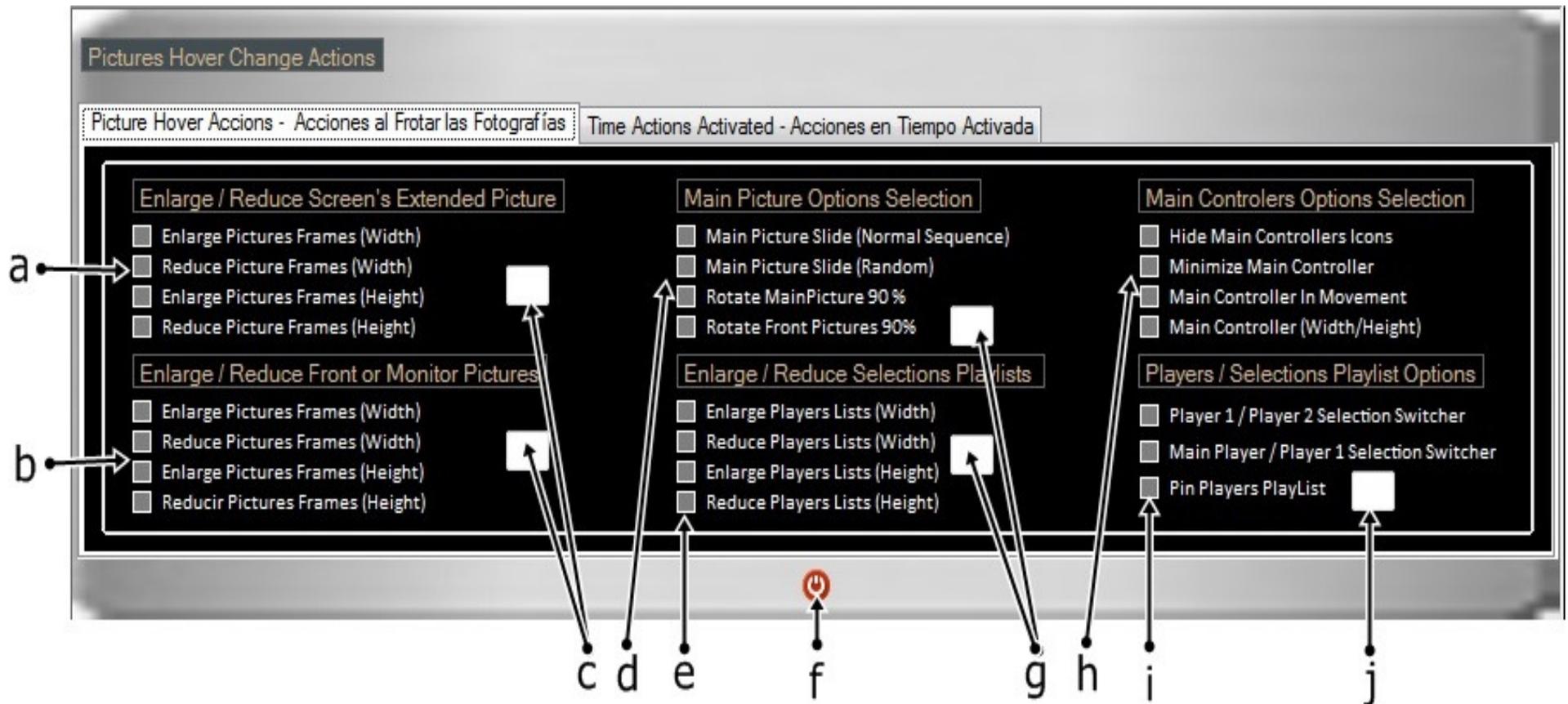
**Timing** – To enter the time in seconds of the automatic Browser movement. The Browser will automatically move every selected seconds to a different location on the Controllers screen.

**Activate Movement** – Select to activate the movement of the Web Browser.

## PICTURES HOVER CHANGE ACTIONS

- This panel option runs selected items when you hover over the Main Controllers Main Picture.

### HOVERING OVER THE MAIN CONTROLLERS MAIN PICTURE



- a) **Enlarge / Reduce Screen's Extended Picture** – Selecting this option will enable you to change the Picture Frame on the External Screen's Module. Hovering over the Picture's Frames will Enlarge or Reduce depending on your selection.
- b) **Enlarge / Reduce Front or Monitor Screens Pictures** – Selecting this option will enable you to change the 8 Picture Frames on the External Screen's Module. Hovering over the Picture's Frames will Enlarge or Reduce depending on your selection.
- c) **Picture Frame Selection Number** – To Select the Picture to change.
- d) **Main Picture Options Selection** – Selecting this option will enable you to change the 8 Main Controller Picture Frames. Hovering over the Picture's Frames will Enlarge or Reduce depending on your selection.
- e) **Enlarge / Reduce Selections Playlists** – Selecting this option will enable you to change the 8 Playlist Frames. Hovering over the Playlists Frames will Enlarge or Reduce depending on your selection.
- f) **Close Menu** – To close the menu.
- g) **Picture Frame or Playlist Selection Number** – To Select the Picture or Playlist to change.
- h) **Main Controllers Options Selection** – Selecting this option will enable you to change Main Controller Functions as well as Size and Movement. Hovering over the Main Controller or selecting the Option, will enable you're Function depending on your selection.
- i) **Main Controllers Options Selection** – Selecting this option will enable you to change Main Controller Functions, Size & Movement.
- j) **Playlist Selection Number** – To Select the Picture to change.

## TIME ACTIONS INFORMATION

| Picture Frame Hover Actions | Time Actions Information |
|-----------------------------|--------------------------|
| Today's date:               | 10/15/2013               |
| Start Date:                 | 10/15/2013               |
| Actual Time:                | 12:54:23 PM              |
| Start Time:                 | 12:55:02 PM              |

**Today's Date** – If Time Functions is activated you will see today's date information.

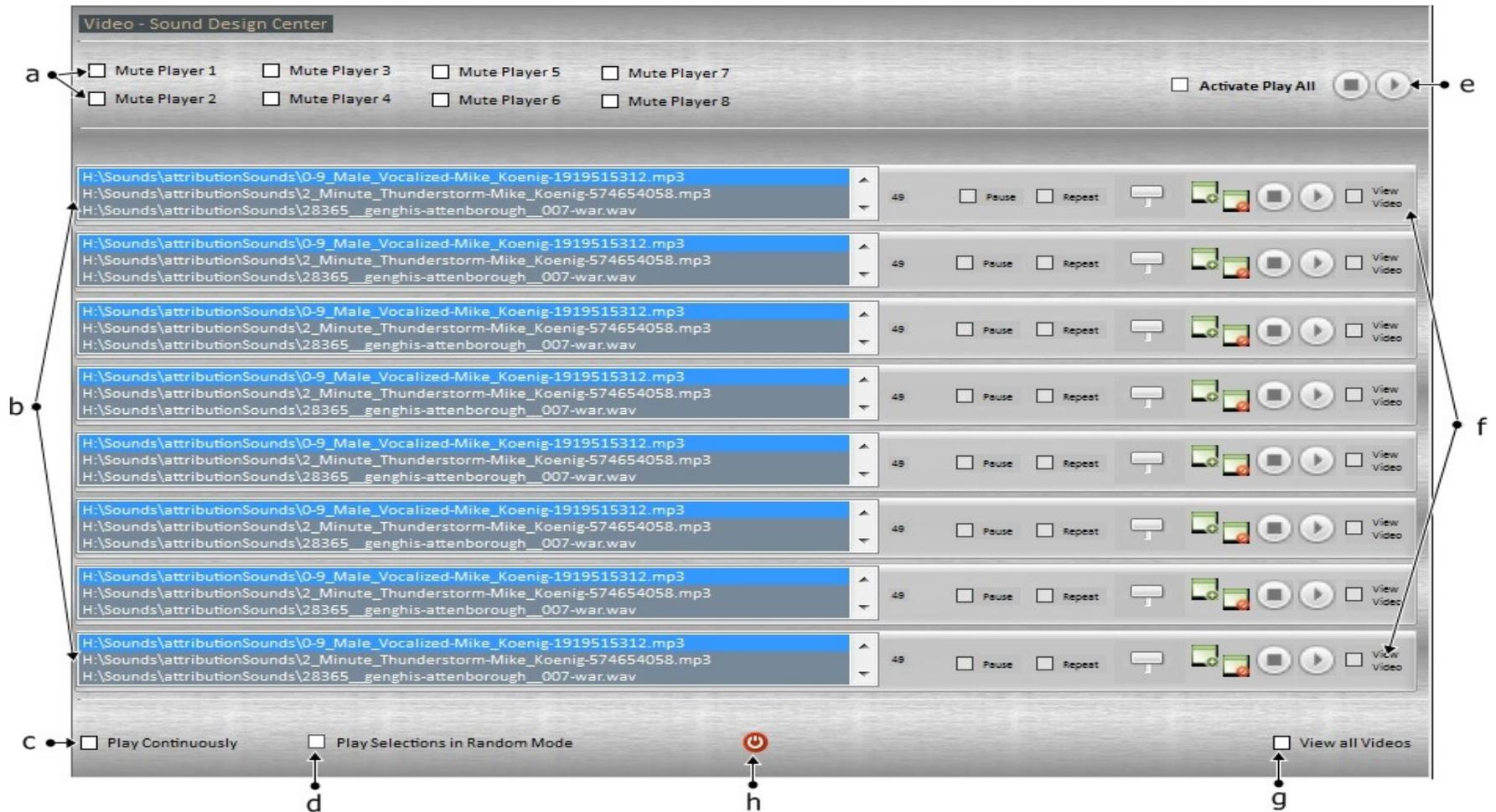
**Start Date** – If Time Functions is activated you will see the start date information of the activated function.

**Actual Time** – If Time Functions is activated you will see the actual time information.

**Start Time** – If Time Functions is activated you will see the start time information of the activated function.

## VIDEO & SOUND DESIGN CENTER

- **DESIGN OR MIX MULTIPLE SELECTIONS, VIDEOS OR SOUNDS.** Using the Widgets on the External Screen, you will be able to play them interactively with other normal selections.

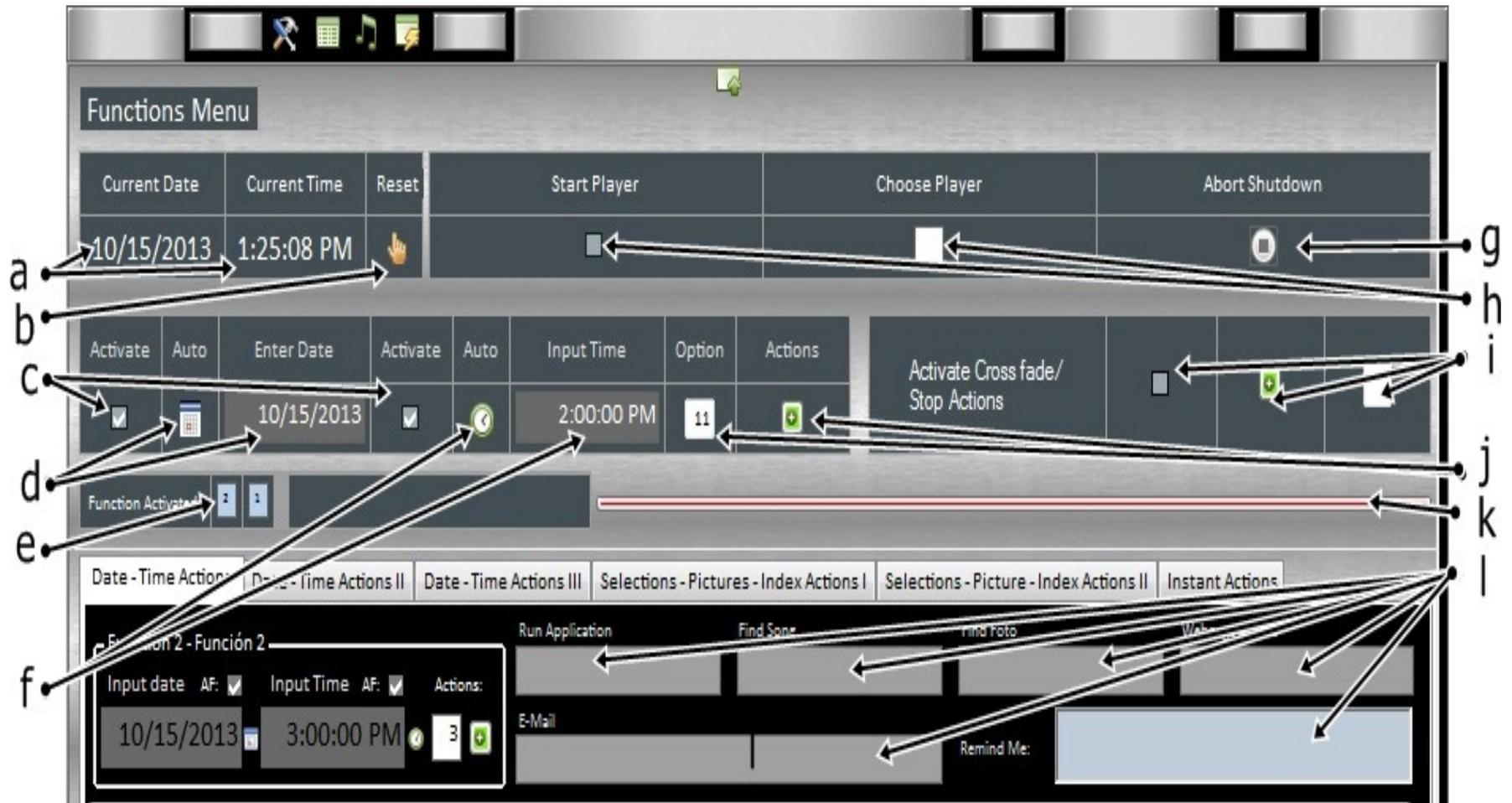


- a) **Mute Players** – To mute selected Players sound at any time. The sounds will continue to play but you will not be able to listen to them.
- b) **Sound Selections Playlists** – Add the selections you want to play or mix. You may also drag & drop selections into the playlists.
- c) **Play Sounds in Sequence Mode** – If activated and you have added selections to all the Design Centers Players playlists, all sounds will be played in the order you have added them to the Playlists. These means that Design Player 1 will start first, then Design Player 2 will automatically play next and so on.
- d) **Play selections in Random Mode** – All Sound Players will play its selections in Random Mode.
- e) **Activate Play All** – To play or Stop all added sounds simultaneously. If Random Mode is activated, selections will all play simultaneously in Random Mode.
- f) **Design Center Players** – 8 Design Sound Players & Video Screen Activators. These players function the same way as the normal 8 Main Controller Players. You can add the same types of sounds as your normal players. Also opens 8 Video Display Screens to create Video Collage Views.
- g) **View all Videos** - Will open all 8 Video Displays at once.
- h) **Close** – To close the Video & Sound Design Center Menu.

- The Video & Sound Design Center is very useful if you want to mix nature sounds, animal sounds, people sounds, computer sounds or any other type of sound you would like to mix. Imagine how they would sound playing simultaneously.
- You can record the Mix using your favorite Computer Recording Software.
- This Option is used also to **Create Video Collages** with its 8 Video Display Screens.

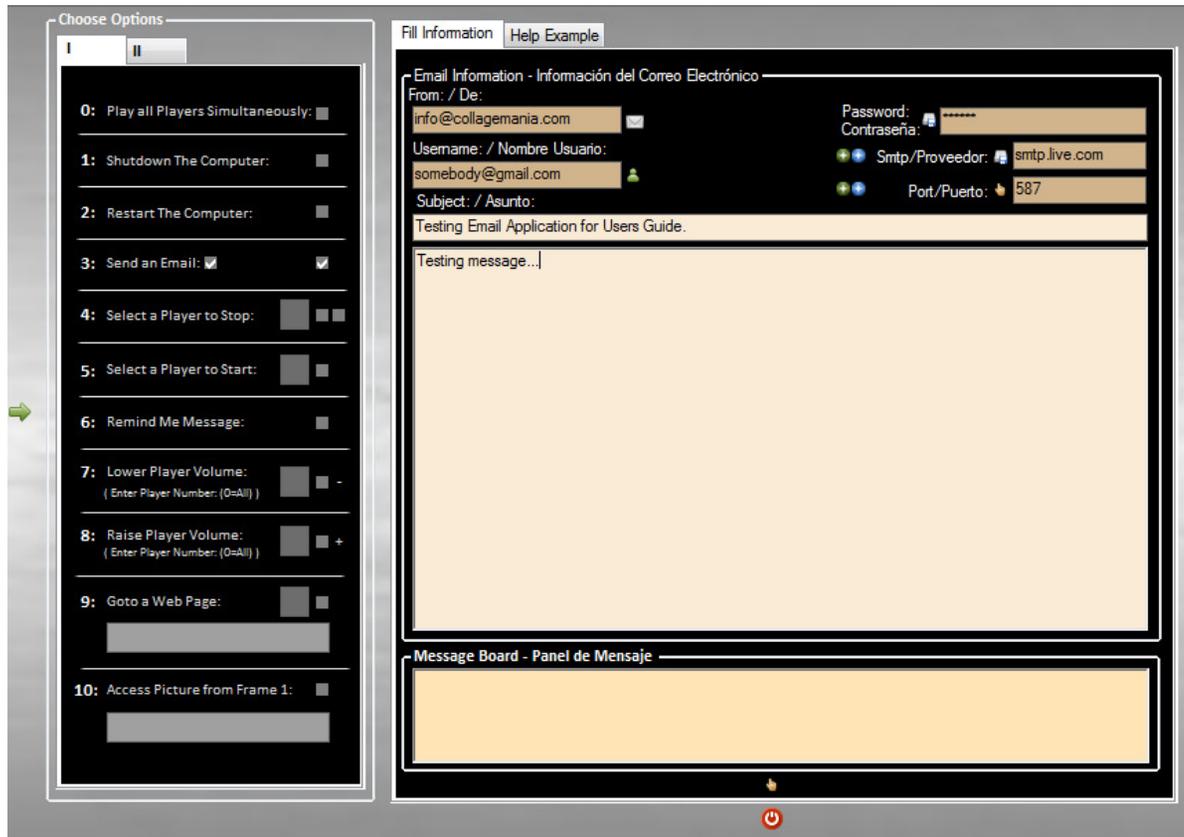
## FUNCTIONS MENU

- The Functions Menu is used to perform Time & Date Computerized Actions based on your inputs.
- **DATE & TIME ACTIONS I, II, III**



- a) **Current Date** & Time– Current Date & Time information.
- b) **Current Time** – Current Time information.
- c) **Reset** – Resets selected Time & Date activation options.
- d) **Auto & Enter Date** – Clicking on **Auto** will automatically put the Current Date. You may also enter the date you desire the function to activate manually.
- e) **Function Activated** – Indicates that a Function has been programmed.
- f) **Auto & Enter Time** – Clicking on **Auto** will automatically put the Current Time. You may also enter the Time you desire the function to activate manually.
- g) **Abort Shutdown** - If you chose to **shut down** your computer as an Action, you may cancel the shut down by clicking on this option.
- h) **Start Player & Choose Player** – If this option is selected, after your Action Item completes, the Player you select will automatically start. This means you can program your Players to start at any given date or time.
- i) **Activate Cross fade / Stop Actions** – Activating this option will **Run** your selected Action Item if **Player 1 Cross fades or Stops**.
- j) **Option & Actions** – The action that will occur at a selected Time or Date. See **example** on the next page.
- k) **Red Bar** – Closes the Menu.
- l) **Action Item Options** – Run Application, Find Selection, Find Picture, Web Page Access, E-Mail & Remind me. These options will **Activate** according to the Date or Time activation & the Action Item (Options/ Actions) selected to Run.

## OPTIONS & ACTIONS EXAMPLE



**Send an Email** – In the above diagram example, **# 3** has been selected, meaning that when the selected Date or Time equals the Current Date & Time, the email will be sent to the [somebody@gmail.com](mailto:somebody@gmail.com) address. Note that If you select this option with both check marks, you will send an automatic email that **contains statistics** of the current running selection of Player 1.

3: Send an Email:

- **Current selection playing is / La Selección corriendo actual es: F: \07115-Anysong.mp3 Index # / Indice # :910**

**Email Setup (Translated in Spanish & English). Displayed in the Program Help Example:**

Fill Information Help Example

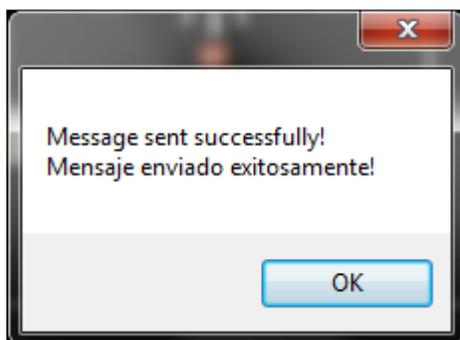
Help Legend - Ayuda

99 To Input a the Player Number. Para Entrar el Número del Reprodutor. ----Info--- To Input Information. Para Entrar Información.  Option Activator. Opción a Activar.

E-mail Example- Ejemplo Correo

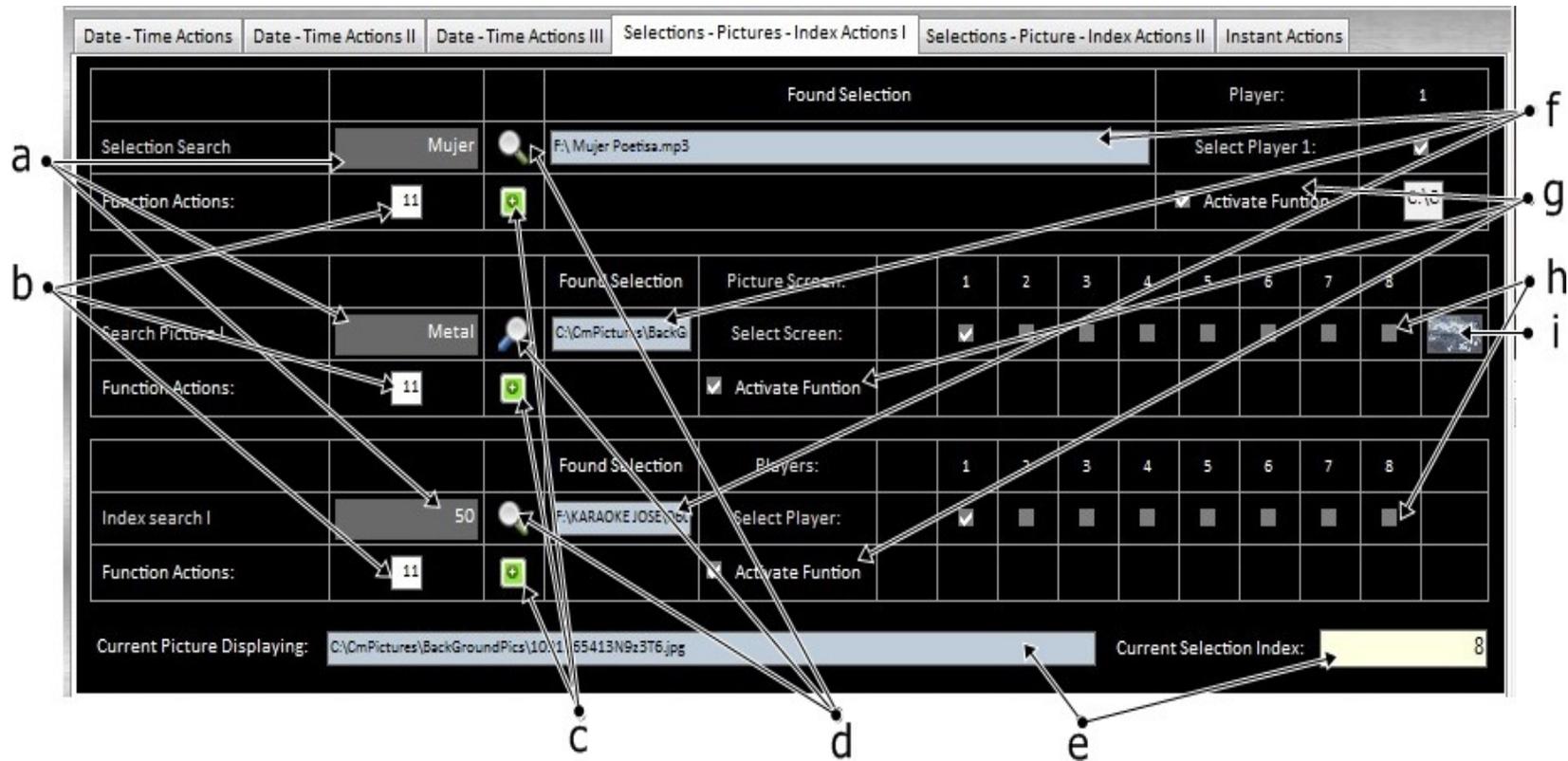
|  |   |             |                               |                      |               |                      |                         |                      |                        |              |    |
|--|---|-------------|-------------------------------|----------------------|---------------|----------------------|-------------------------|----------------------|------------------------|--------------|----|
| <p><b>Most used smtp codes:</b><br/>Los códigos smtp mas usados:</p> <p>Hotmail = smtp.live.com<br/>Gmail = smtp.gmail.com</p> <p>Your domain =: yourname@hotmail.com<br/>Su dominio =: yourname@yourdomain.com</p> <p>Common Used Ports =:<br/>Puertos Comunes =: 25 or 587</p> | <p><b>E-mail example - Ejemplo de correo electrónico</b></p> <table><tr><td>From: / De:</td><td>Smtplib - Server / Proveedor:</td></tr><tr><td>yourname@hotmail.com</td><td>smtp.live.com</td></tr><tr><td>Username: / Usuario:</td><td>Password: / Contraseña:</td></tr><tr><td>yourname@hotmail.com</td><td>***Password/Contraseña</td></tr><tr><td>Port/Puerto:</td><td>25</td></tr></table> | From: / De: | Smtplib - Server / Proveedor: | yourname@hotmail.com | smtp.live.com | Username: / Usuario: | Password: / Contraseña: | yourname@hotmail.com | ***Password/Contraseña | Port/Puerto: | 25 |
| From: / De:  | Smtplib - Server / Proveedor:   |             |                               |                      |               |                      |                         |                      |                        |              |    |
| yourname@hotmail.com   | smtp.live.com   |             |                               |                      |               |                      |                         |                      |                        |              |    |
| Username: / Usuario:   | Password: / Contraseña:   |             |                               |                      |               |                      |                         |                      |                        |              |    |
| yourname@hotmail.com   | ***Password/Contraseña  |             |                               |                      |               |                      |                         |                      |                        |              |    |
| Port/Puerto:   | 25  |             |                               |                      |               |                      |                         |                      |                        |              |    |

**Important Notice: If your email has been properly setup & sent you will receive the following notice:**



SELECTIONS – PICTURES – INDEX I, II

- The Selections, Pictures & Index is used to perform Computerized Actions based on Selections, Pictures or Index you program.



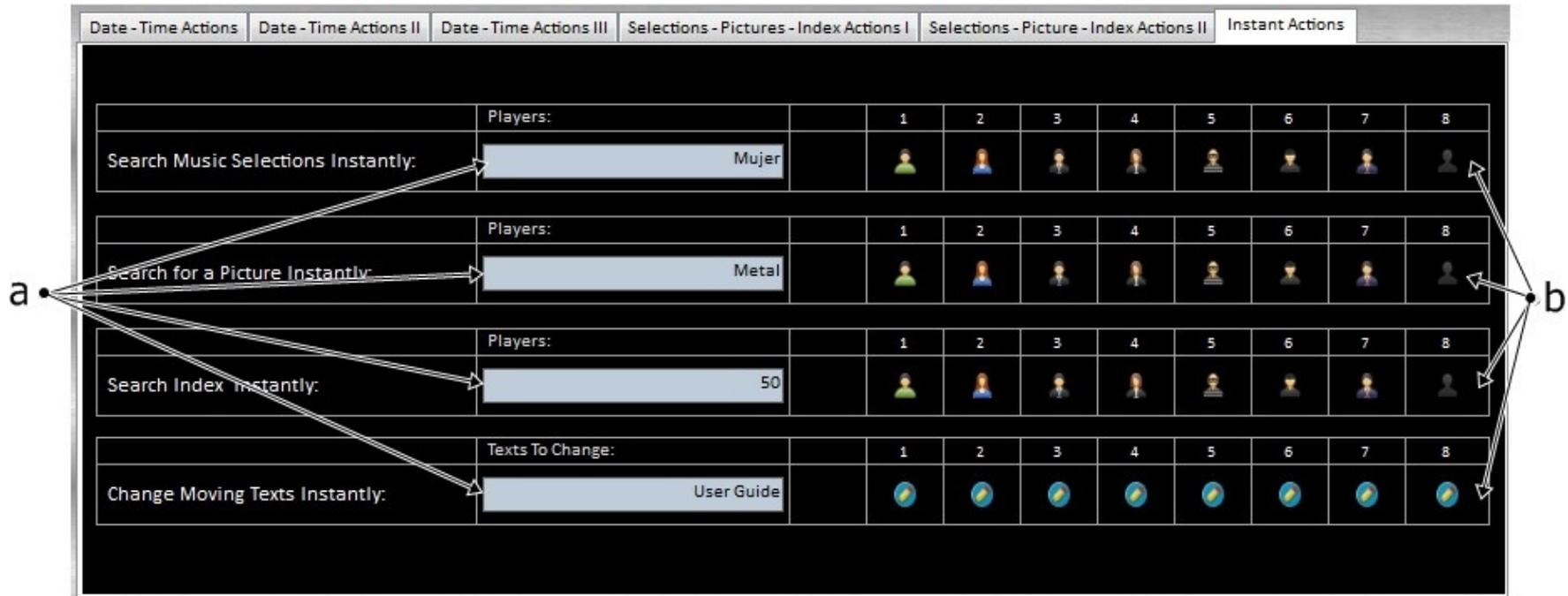
- a) **Selection Search** – This is where you enter what you want to **Search for**. Writing the word **“Mujer”** in the Selection Search will search for Selections that contain the word **“Mujer”** and will choose the best match. Writing the word **“Metal”** in the Search Picture I, will search for Pictures that contain the word **“Metal”** and will choose the best match. Writing the **#50** in the Index Search I, will search for selection **#50** of your Playlist.

- b) **Function Actions** – The action # of the Function that will occur once the player has reached what you are searching for.
- c) **Action Menu** – Clicking here will load the Action Menu where you will select the Action number of what you want the computer to perform.
- d) **Search** – Clicking here will perform the Search. Note that you have to select a Player, a Picture or an Index depending on the kind of search you want to achieve. Afterwards you must select the Activate Function.
- e) **Current Picture & Index Displaying** – Displays the Current & Index Information running of Player 1.
- f) **Found Selection** – Displays the found Selection, Picture or Index address. Note that the selection search is very powerful. It has the capability of searching just one word, so if you have to be very specific on the selection you want to search to achieve the correct address.
- g) **Activate Function** – In order for your Selection, Pictures or Index search to function, you must select this option.
- h) **Selection Screen or Select Player** – It is important to select a Picture Frame Screen or a Player when you use the search Picture or Index functions.
- i) **Picture Searched Preview** – Will give you a Preview of the Picture it is referring to on the search address.

○ **On the above diagram example, #11 (function Action) has been selected as the Action Item to occur once the Player, the Picture Frame or the Index number reaches the selections address, Frame or Index.**

## ○ INSTANT ACTIONS

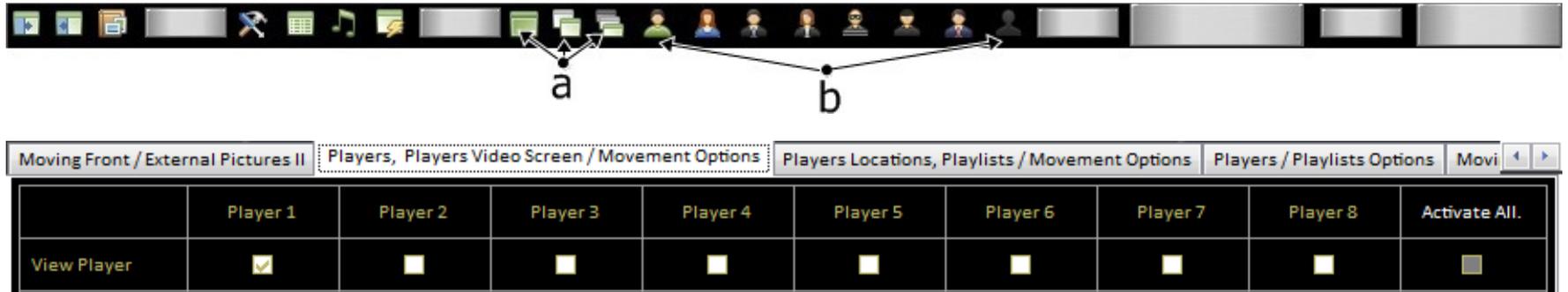
- The Instant Actions Options work the same as Selections – Picture & Index, except that it does the search instantly. You can also change moving Texts instantly using this option.



- Search Instantly** – This is where you enter what you want to **Search for**. Writing the word **“Mujer”** in the Selection Search will search for Selections that contain the word **“Mujer”**. Writing the word **“Metal”** in the Search Picture I, will search for Pictures that contain the word **“Metal”**. Writing the **#50** in the Index Search I, will search for selection **#50** of your Playlist. Writing the word **“User Guide”** in the Text to Change area, will instantly change your moving Text once you have clicked the corresponding Selector Text Item.
- Selections, Picture, Index & Moving Texts Selectors** – Click on the desired **Selector** to Instantly Search or change Moving Texts.

## PLAYERS VIEWS

- This option is used to choose the Main Controllers Players View. Note that you must first activate the Players in the Players, Player Video Screen / Movement Options configuration section.



- a) **Players View Selection** – Used to select the quantity of Players you want to view simultaneously on the Main Controller Screen. You can choose between 1 Player, 2 Player or 8 Player Views. Note that you must first activate the Players as shown in the diagram above. If you choose to select 2 Players and you forgot to activate the Players first you will receive a message box like this:



- b) **Single Players View** – Used to select a single Player View at a time on the Main Controller Screen. You can choose between 1 - 8 Player Views. Note that you must first activate the Players as shown in the diagram above. Each Player is identified as different classifications of People.

## Location Search

- This option is used to choose the Main Controllers Players View. Note that you must first activate the Players in the **Players, Player Video Screen / Movement Options** configuration section.



- a) **Location Search** – Used to find specific locations on the Desktop Screen.



X: / Y: - When you click on the Play Icon, you will start seeing the X & Y locations of the mouse's current location.

Start Location Search – Clicking this Icon will start the location identification.

Stop Location Search - Clicking this Icon will start the location identification.

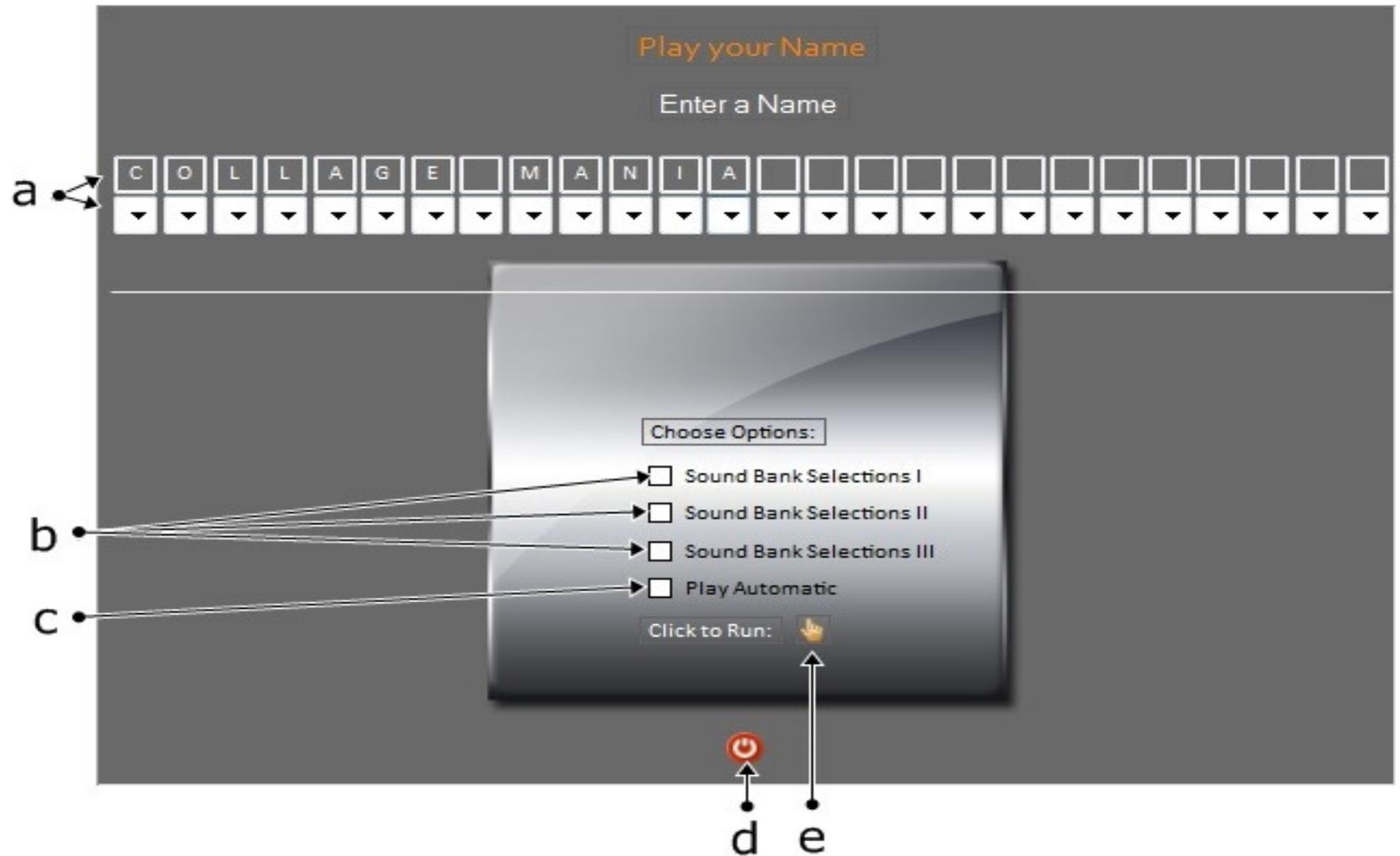
- b) Load Players Web Page Navigators – Used to load all 8 Player's Navigators. Note that this option requires a large amount of memory from your computer. 8 Navigators will be running simultaneously.
- c) Menu Icons in Movement Mode – Clicking this option will put the Main Menu Icons in movement mode.
- d) Menu Icons Reset – Clicking this option will reset the Main Menu Icons from movement mode. Will relocate all the Icons. You will be able to do this also using the Main Program's Start Menu. See diagram below:



- a) Menu Icons Reset – Resets the Main Controller's Menu Icons from movement mode. Will also relocate the Main Controller as well as all the Menu Icons.

## PLAY YOUR NAME

- This option is used to add Selections to Player 1 using any letter or name.



- a) **Letter Selectors** – Used to select letters from the alphabet A – Z. Use to write names in order to send Selections to Player 1. Note that you have to configure each letter first using the **Play Names Favorites Sound Assign Center**.
- b) **Sound Bank Selections I/ II/ III** – To select 3 different selections scenarios for each letter. This means that you will be able to assign to each Letter, 3 different selections from 6 configuration banks sections.

**Sound Bank I** – 1. Sounds Bank I (A-M). 2. Sounds Bank II (N-Z).

**Sound Bank II** – 3. Sounds Bank II (A2-M2). 4. Sounds Bank II (A2-M2).

**Sound Bank III** – 5. Sounds Bank III (A3-M3). 6. Sounds Bank III (A3-M3).

- **It is Important to Configure all the letters of each Bank (A-Z) – (A2-Z2) – (A3-Z3) so that when you click on “Click to Run”, the “Name” you have written, sends the Selections to the Playlist 1.**
- **It is also important to write a Name without leaving blanks in between. Example: Collage Mania should be written like: COLLAGEMANIA (< No blanks in between).**

➤ **We will define this more on the next chapter.**

- c) **Play Automatic** – Selecting this option will automatically start Player 1 once you have added a Name or Letter to send the configured selections to the Playlist 1.
- d) **Close** – Closes the Menu.
- e) **Click to run** – Once you have written a Name or Letter and you have selected a **Sound Bank**, clicking this option will **send** the configured Selections to **Player 1**.

## PLAY NAMES FAVORITES SOUND ASSIGN CENTER

- This option is used to configure selections to letters. You can configure 3 different selections divided as 6 sound banks for each letter.

The screenshot displays the 'Play Names Favorites Sound Assign Center' window. At the top, there are six tabs labeled 'Sounds Bank I' through 'Sounds Bank VI'. The main area is a grid for configuring letters A through M. Each letter row contains a checkbox, a file path input field, an 'Assign Name to Selection' checkbox, a 'Save Text' button, a 'Text Font / Size' dropdown, a 'Text Color' icon, and a 'Text Background Color' icon. Below the grid are several control buttons: 'Reset Column Sounds', 'Favorite Selections Save Options.', 'Selections Collage', 'Hide Selections After Selected', and 'Click to Open Player Sender'. At the bottom, there is a playlist area showing a file path, a 'Save Sounds Playlist' button, a power button, and a 'Clear Sounds Playlist' button. Annotations 'a' through 'j' point to various elements: 'a' points to the letter 'A' checkbox; 'b' points to the 'Favorite Selections Save Options.' button; 'c' points to the 'Text Background Color' icon; 'd' points to the 'Text Color' icon; 'e' points to the 'Click to Open Player Sender' button; 'f' points to the playlist area; 'g' points to the 'Click to Open Player Sender' button; 'h' points to the playlist area; 'i' points to the playlist area; 'j' points to the 'Save Sounds Playlist' button; 'k' points to the playlist area; and 'l' points to the 'Clear Sounds Playlist' button.

○ **SOUND BANKS I - VI** (Used to assign selections to each letter on the specified Bank unit.)

- 1. **Sounds Bank I (A-M).**
- 2. **Sounds Bank II (N-Z).**
- 3. **Sounds Bank II (A2-M2).**
- 4. **Sounds Bank II (A2-M2).**
- 5. **Sounds Bank III (A3-M3).**
- 6. **Sounds Bank III (A3-M3).**

- a) **Add Selections**- To configure selections to letters by clicking on the add buttons A-M. You will see the selections reference address in the address bar.
- b) **Assign Names to Selections** – In this area, you can assign any name you like to identify the added selection. The name you assign will be used in the **Selections Collage** option. **Note:** If you have assigned Selections to letters & do not use the Assign Names to Selections option, the reference address will be displayed on the Main Controller's Screen once you select the Selections Collage option.
- c) **Top Arrow** – Used to reveal the Favorites Selections save options.
- d) **Assign Text Font & Color Options** – These options are used to change the assigned texts fonts, fore & background colors. These changes will be seen on the Main Controller's Screen once you click on the Selections Collage option.

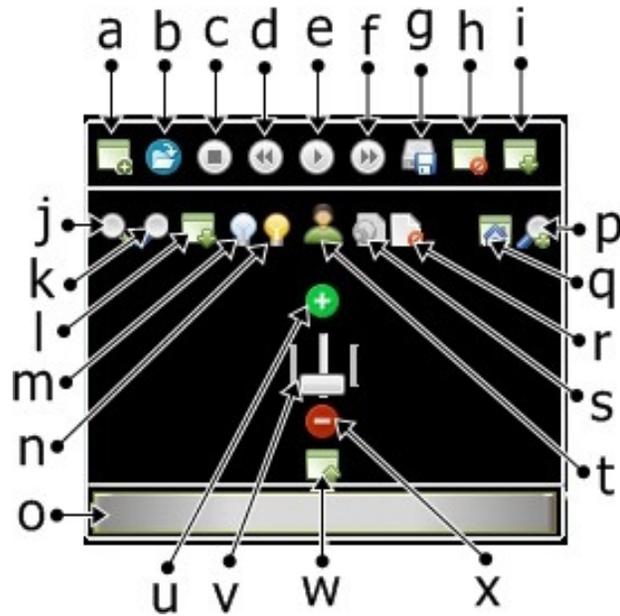
- e) **Bottom Arrow** – Used to hide the Favorite Selections save options & to see the selections reference addresses.
- f) **Favorite Selections Save Options** – Used to reveal the Assign Selections save options.
- g) **Open Players Sender** – Loads the Collage Players Sender. The Collage Players Sender is used by the Selections Collage to send to any Player you select, the added assigned Selections for play.
- h) **Hide Selections After Selected** – Hides the Selection after it's been double clicked & sent to a player to be played.
- i) **Reference Selections Address** – This area will reflect the added Selections address reference. You will be able to save the references as a Playlist.
- j) **Save Selections Playlist** – Clicking here will save the added Selections as a Playlist.
- k) **Close** – Closes the Assign Name Menu.

**Reminders:**

- **It is Important to Configure all the letters of each Bank (A-Z) – (A2-Z2) – (A3-Z3) so that when you click on “Click to Run”, the “Name” you have written, sends the Selections to the Playlist 1.**

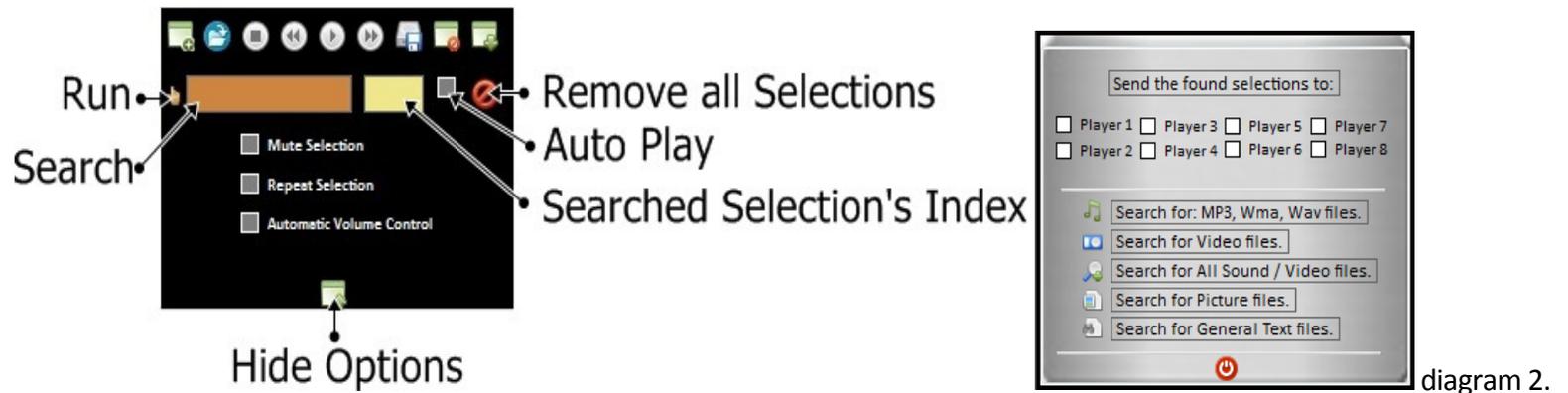
## PLAYERS

- Collage Mania has 19 media players located throughout its features.
- **PLAYERS 1 - 8**



- a) **Add Selections** - To add selections to the player's playlist.
- b) **Load a saved Playlist** - Will open a previously saved playlist.
- c) **Stop** - Stops the player.
- d) **Previous** - Will select and play the previous selection of the playlist.
- e) **Play** - Starts the Player.
- f) **Next** - Will select and play the next selection of the playlist.

- g) **Save** – Saves a players playlist.
  - h) **Remove** – Removes a selection of the playlist.
  - i) **Players Options & Mover** – Opens the **selections options menu** & also to **moves the player** anywhere on the screen.
  - j) **Search Menu** – Opens a search menu for different types of files that can be played or viewed on your player.
- See reference diagram 2.**
- k) **Picture Search** – Will search for Pictures and load them to the Player to be viewed.
  - l) **Options II** – Opens additional player options which include: Song Searching, Mute Selection, Repeat Selection & Automatic Volume Control.



- **Run** – Run's the selection search option.
- **Search** – To enter a selection to search for. Any word can also be entered. The search will try to match your word and take you to the nearest available selection found.
- **Searched Selection's Index** – Once a search has been found, the selections index will appear here.
- **Auto Play** - If selected, once the search has found the selection, it will automatically begin to play it.

- **Remove all Selections** – Removes all the selections on the Playlist. Note: If a selection is running, this action will not affect its running mode.
  - **Mute Selection** – Mutes the current playing selection.
  - **Repeat Selection** – Repeats the current running selection over & over again.
  - **Automatic Volume Control** – Used mainly for automatic DJ operations when using 2 or more active players.
- m) **Hide Players Video Screen** – Hides the Players Video Screen.
- n) **View Players Video Screen** – Views the Players Video Screen.
- o) **Data Analyzer** - Analyzes playlist data. Clicking on the analyzer will reveal Players selections Status Information & options.



-  - Shows the Selections Run Status.
-  - By Clicking on the Video Icon you will be able to add a picture to your Player.
- **4.23** – The selections time length.
- – The selections time left.
- **115** – The selections time length in seconds.
- **110** – The selections time left in seconds if the **selection fade out** is activated.
- **10** – The quantity of selections on the Players Playlist.

- **Important notice:** If you click on the **Data Analyzer** and do not see the options, this means that the Analyzer has encountered erroneous process information Data & it's trying to fix it. Try clicking at another selection.

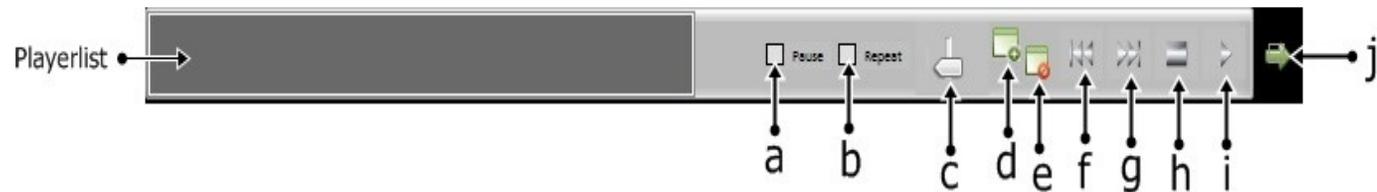
- You will also see a **message displayed** on the bar.

Fixing Data - Arreglando Data

**(Your selection will attempt to continue to run during this process)**

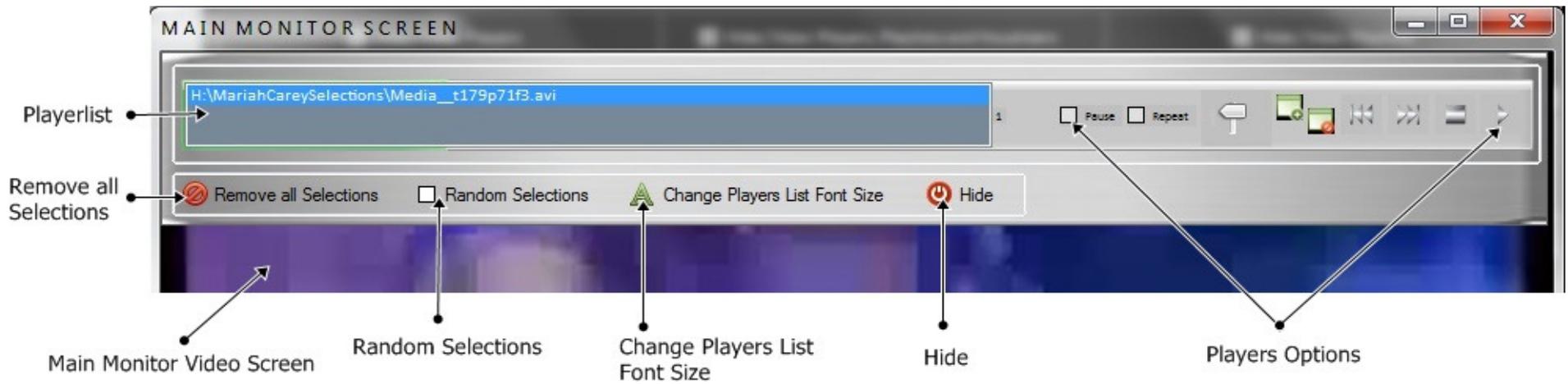
- p) **Zoom In Web Navigator** – If a web page navigator has been loaded to the Player, this option will zoom in the navigator, giving it a much bigger. **Note:** This option will hide the players list in order to zoom in the web navigator.
- q) **Load Web Navigator** – This option loads an Internet Web Page Navigator on a portion of the Main Controller Screen. Each Player has its own Navigator section, meaning that you can have open 8 web navigators simultaneously. **Note:** The Main Controller & the External Screen has their own Web Navigators as well. Collage Mania Program has 11 web Navigators that can be viewed simultaneously, but it's recommended that you have a minimum of 8GB of Ram memory.
- r) **Web Navigator Hider** – This option hides the player's web page navigator.
- s) **View Web Navigator** - If a player's web navigator has been loaded and hidden, this option will view the loaded web page again.
- t) **Players Human Identification Icon** – Identifies a specific player. Each player has its own human icon. When clicked, this option will hide the Player from the Screen.
- u) **Automatic Volume Raising** – Clicking this option will automatically raise the player's volume in slow motion.
- v) **Players Volume Control** – To raise the player's volume manually.
- w) **Minimize Option & Player Compact View Mode** – This option minimizes the Players options and Player. After clicking on it you should see the following view:
- 
- x) **Automatic Volume Lowering**- Clicking this option will automatically lower the player's volume in slow motion.

## MAIN CONTROLLER PLAYER.

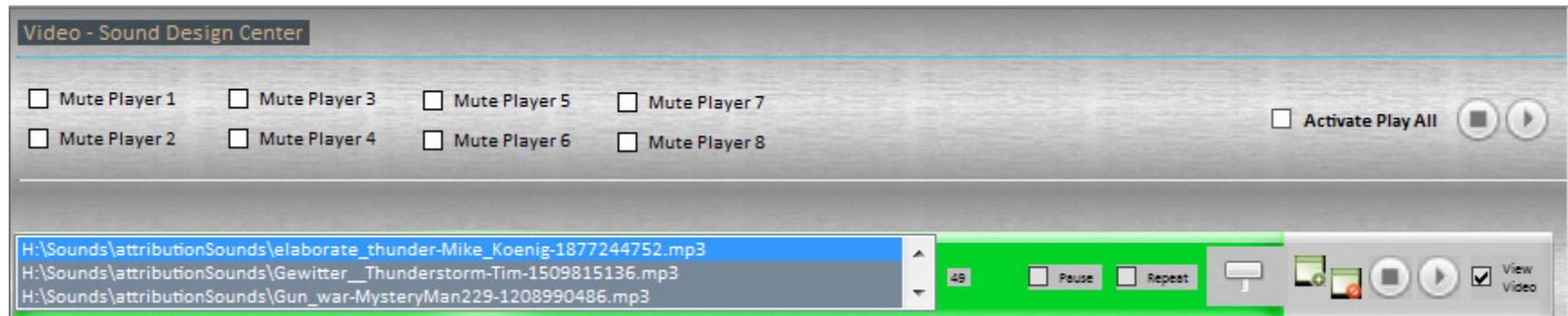


- a) **Pause** – Pause selection.
- b) **Repeat** – Repeat current selection.
- c) **Main Player Volume Control** – Main Players Volume Control.
- d) **Load Selections** – Loads Selections to your Main Players Play List.
- e) **Remove Selection** – Removes a Selection from the Playlist.
- f) **Reverse** – Selects and Plays the previous selection.
- g) **Forward** – Selects and Plays the Next selection.
- h) **Stop** – Stops current selection.
- i) **Play** – Plays selection.
- j) **Hide Options** – Clicking on this Arrow will hide the Main Players Options.

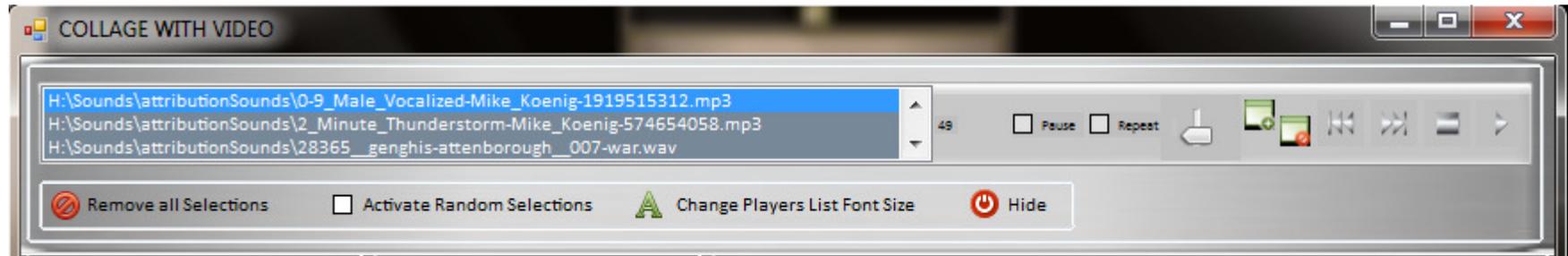
## MAIN MONITOR SCREEN PLAYER



## VIDEO – SOUND DESIGN CENTER PLAYERS

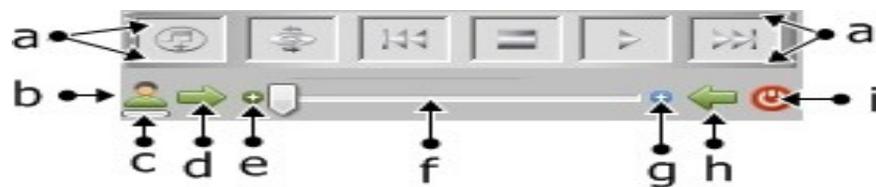


## COLLAGE WITH VIDEO PLAYER

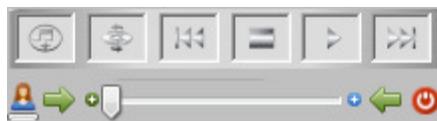


- The Main Monitors Screen Player, Video – Sound Design Center Players & Collage with Video – All work the same way as the Main Controller's Player. The Video – Sound Design Center Players do not have Previous / Next options.

## PLAYER 1 & 2 WIDGET APPLICATION



Player 1 (Identified with a **Man** Icon)



Player 2 (Identified with a **Woman** Icon)

- **Note:** These 2 Widget Player Applications work interactively with Players 1 & 2 of the Main Controller.

a) **Player Widget Application Controls** – Controls the Player 1 or Player 2 selections.



Add Selections.



Start or Stop Selection Repeat function.



Previous Selection.



Stop Selection.



Play Selection.



Next Selection.

b) **Player Icon Identifier** – Identifies a player.

c)  - Minimizes the Player.

d) **Arrow**  - To view the volume slider.

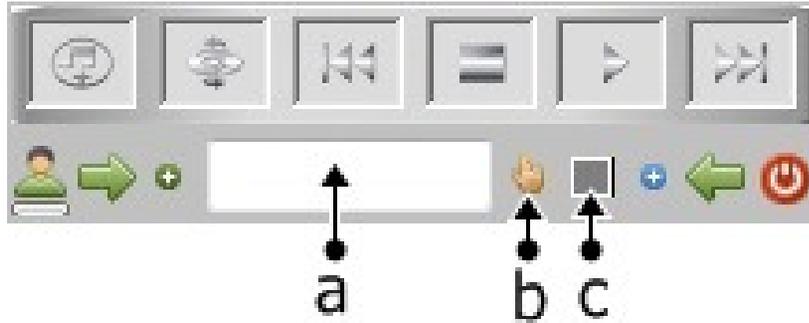
e) **Automatic Volume Lowering** – Automatically lowers the player's volume.

f) **Players Volume Control Slider**- To change the player's volume manually.

g) **Automatic Volume Raising** – Automatically raise the player's volume.

h) **Arrow**  - To hide the Volume Control Slider & view the Selection Search Options.

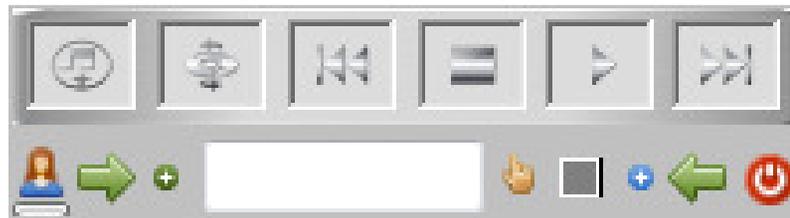
i) **Close** – Close the Players Widget Application.



- Uses a man Icon as its Identity.
- a) **Search** – To enter a Selection to search for.
- b) **Run Search** – To execute the search option.
- c) **Auto Play** – To play found selection automatically.

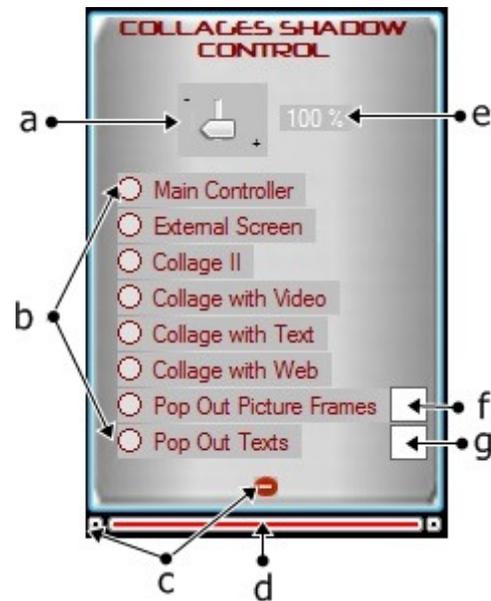
▪ **Note: Widget application 2 works the same way as application 1.**

- The difference is that Application 2 controls Player # 2.



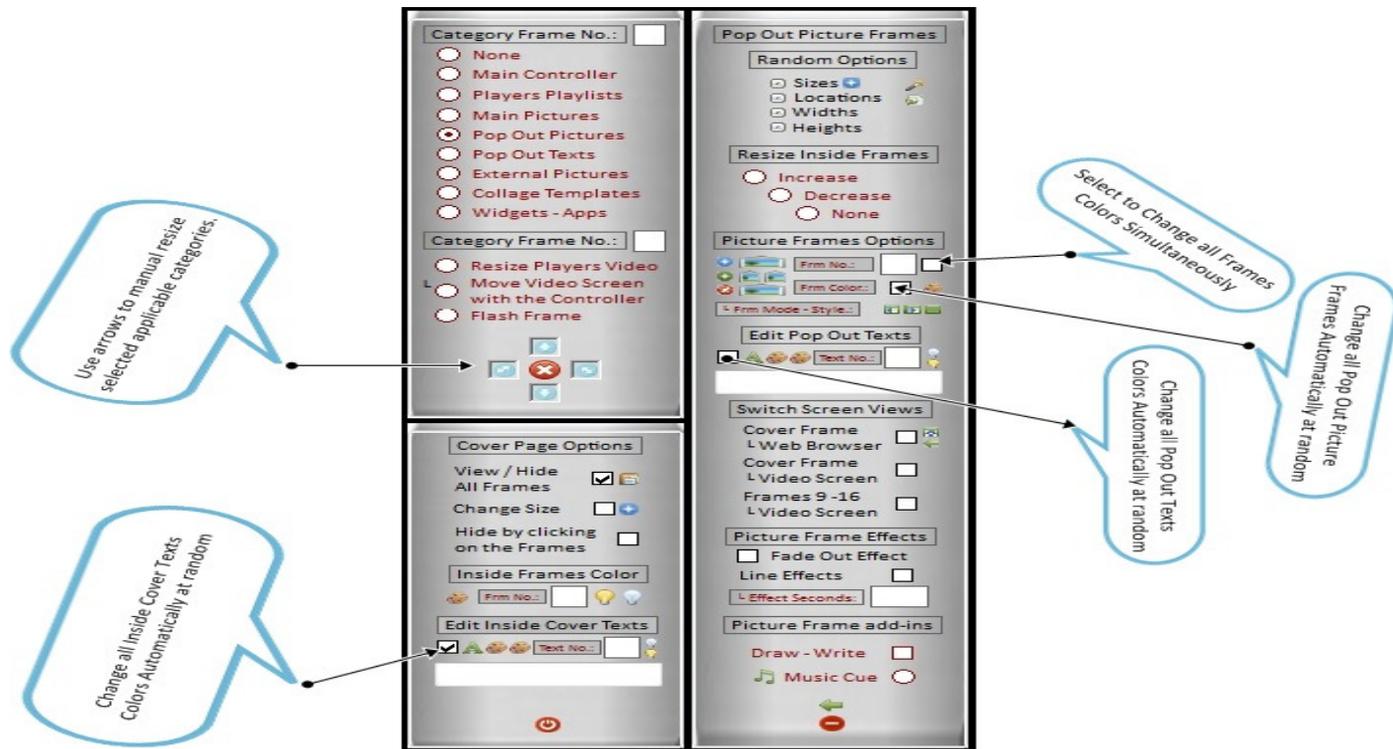
- Uses a woman Icon as its identity.

## SHADOW CONTROL

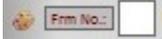
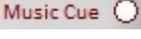
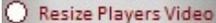
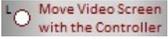
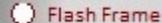
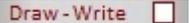


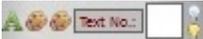
- a) **Shadow Control Slider** – To change the Shadow Effect percent manually.
- b) **Applications** – Select an Application to be modified by this option.
- c) **Minimize** – Minimizes the Control.
- d) **Close** – Closes the Control.
- e) **Percent Quantity** – The amount of Shadow applied.
- f) **Pop Out Picture Frame Selector** – To enter the number of the Pop out Picture Frame to add Shadow Effect.
- g) **Pop Out Text Selector** – To enter the number of the Pop out Text to add Shadow Effect.

## POP OUT PICTURE FRAMES & TEXTS CONTROL



- **Category Frame #** -  To **enter** the Frame number of the category to work on.
- **Categories to Select** –  **Main Controller** The Category to work on.
- **View or Hide Pop Out Texts & Inside Cover Texts** –  (with a lightbulb icon) Used to view or hide Pop Out Texts 1 -16 or 60 inside Cover Texts.
- **Change Pictures in Picture Frame size** –  (with a plus/minus icon) To resize the 50 Pictures & 10 Rich texts on the Cover frame Pop Out Picture 1.
- **Resize Inside Frames** –  Increase,  Decrease,  None To Increase or decrease the Pop out Picture 1 inside Frames.

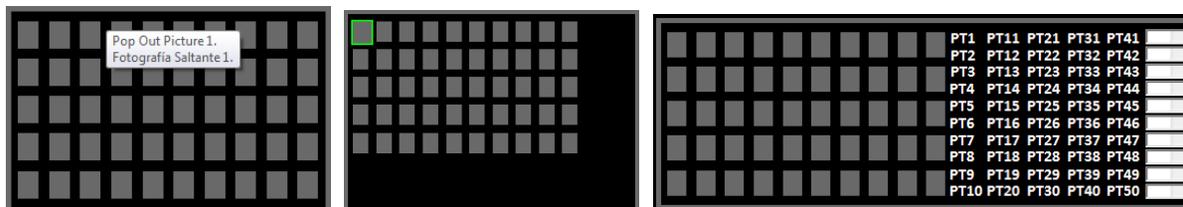
- **Inside Frames Options** – Click on the  icon symbols to **add Pictures** to the Inside Frames or apply different **Frame** option settings. Options include: **Picture Modes** , **Frame line & 3D for Picture Frames** .
- **Inside Frames Color Changing** –  To change the Pop out Frames Inside Frames Colors. Select a Picture frame form **1 – 50** and click on the colors Icon to select a color.
- **Picture Frame Effects** –  Select to add effects to your Picture Frames. Works the same as **Presentations Effects**.
- **Instant Music Cue** –  To instantly cue a selection for play on **Player 1**.
- **Music Cue** –  To program a cue to play using **Player 1 or 2**. Players must be activated. Can be controlled using Pop out Picture Frame 1 for Player 1 Cue & Pop Out Frame 2 for Player 2 Cue.
- **Players Video Screens** – A **Category** to work on.  Used to **Configure the Main Controllers Players Video Screen Sizes**.
- **Move Video Screens** –  Select to move the **Players Video Screens** on the Main Controller. Use the arrows to move.
- **Flash Frame** -  Category to work on. Use to configure the Flash Frame size.
- **Arrows** -  To **Manually Resize the Category** frame number selection option or close a **Frame** number.
- **Draw or Write** –  Used to write or draw anything on the Pop Out Picture Frame 1, Main Screen or the Main Controller.
- **Edit Pop Out Texts Options & Cover inside Texts** -  To select and edit Pop Out Texts 1-16 & 1-60 Cover inside Texts. You can change their Content, Font, Fore & background colors.
- **Pictures & Texts in Cover Picture (View or Hide all Frames)** –  Loads the view of all **50** Pictures & 60 insideTexts in the Cover Picture Frame. These Pictures & Texts can also be resized. View diagrams below.
- **Pictures in Pictures Reset all Frames** –  Clicking this option will **reset all** Pictures in Picture Frame sizes to their normal size.
- **Hide Inside Frames by Clicking on the Frames** –  Using this option will hide any activated frame from **1 – 50** by clicking on the frame.
- **View or Hide Inside Cover Frames** –  Used to view or hide Pop Out inside Frames 1 -50.

- **Inside Frames Color Changing** –  To change the Picture in Pictures inside Frames Colors. Select a Picture in Pictures frame form 1 – 50 and click on the colors Icon to select a color.
- **Cover Pages Web Browser's Home & Back** –  To set the Cover Page Web browser to the Home Page or Go back.
- **Switch Screen Views** –  These options are used to interchange between Picture, Web browsing & Video Mode on selected Pop Out Pictures view. The Video Screen works in conjunction with the Video -Design Center
- **Minimize Options** –  To minimize options on the Frames Control.
- **Close** –  To close the Frames & Texts Control.  To minimize the Frames & Texts Control.
- **Random Options** - To resize or relocate Pop out Picture Frames automatically.
- **Locations & Sizes add-ins**  – To re-use the Picture & Texts Frames Size & location Setups.
- **Frames Templates change Widget**  – To **Load** the Pop Out Picture Frames Templates Changer.

 Used to change between Pop Out Picture Templates.

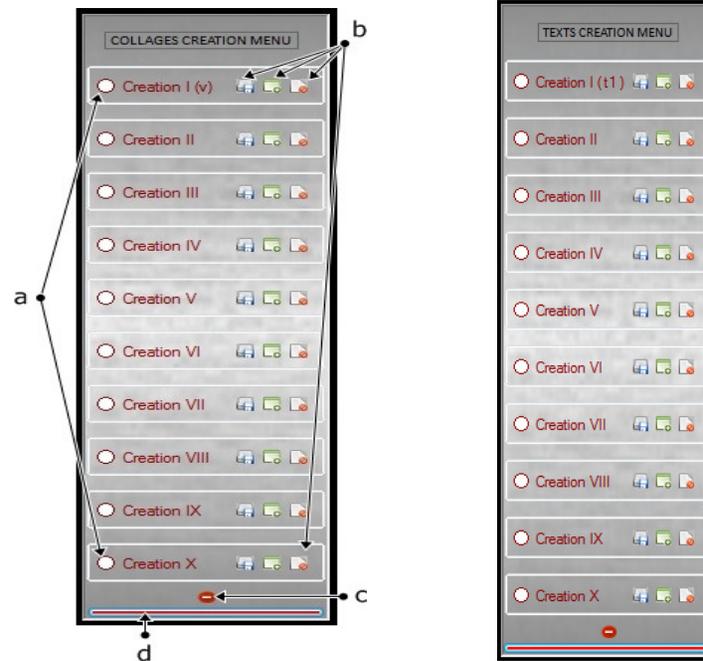
-   Checking these options will activate the Automatic Random Color selectors for Picture Frames & Texts. (Colors will change every 10 seconds approximately.)

### ▪ **Picture in Pictures Diagrams**



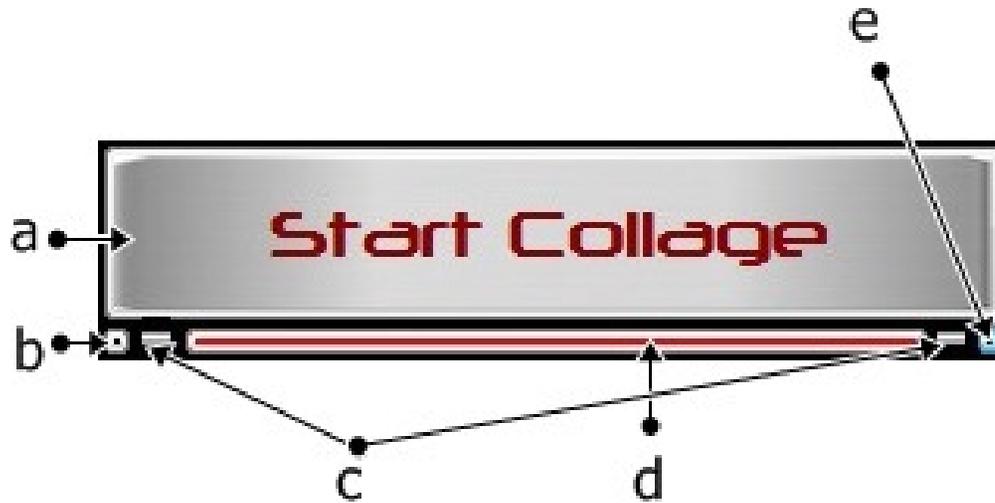
- **Important Note:** While Pop out Picture Frames Category is selected, you can resize the **Picture in Pictures Frames** by **pushing & holding on the sides of the selected frame**. **While holding down on any side of the Frame you will see the resize arrows and the Frame resizing until you stop holding down on the mouse.**
- **PT1 – PT60** – (50 inside Texts & 10 Rich Pad Texts). Used to add text to **Picture Frame # 1** for Cover slide purposes.

## COLLAGES SCENES & TEXTS CONTROLS



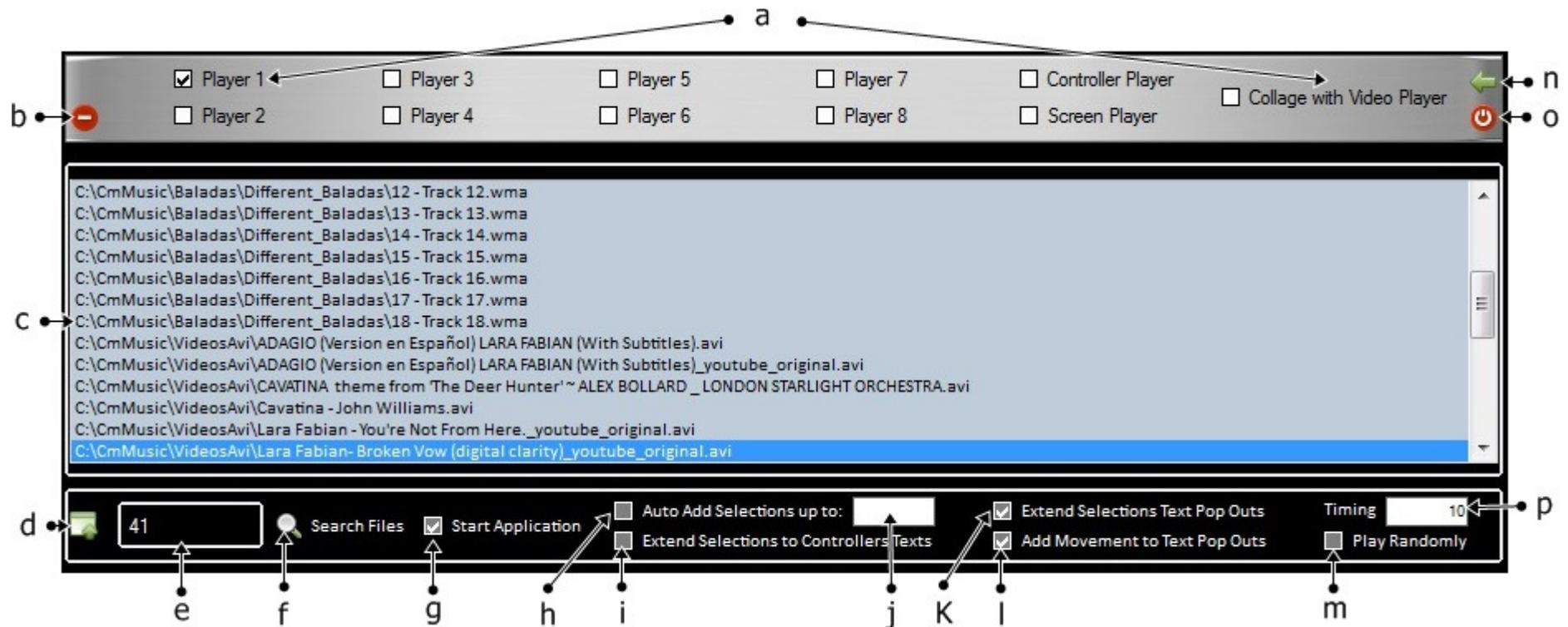
- a) **Creation I-X** – Save 10 scene options.
- b) **Save – Load – Reset** - 3 selections options. Example. If Creation I (v) is selected clicking on the  Icon will save your created frame scenes locations & sizes. You may recall this saved scene by clicking on the  Icon. To reset the saved scene selection click on the  Icon. **Note: this first Option Creation I (v1) & Option Texts Creation I (t1) will also save the locations & sizes of the Video-Picture & Texts Frames 1 - 16 if activated.**
- c) **Minimize** – Minimizes the Collage Scene Control.
- d) **Close** – Closes the Collage Scene Control.
  - **Important Note: The Texts Creation Menu works the same as the Collage Scene Creation Menu. The difference is that it saves the Pop out Texts locations & sizes.**

## COLLAGE START & STOP CONTROL



- a) **Start or Stop** - Starts or Stops Collage movement as Collage III mode.
- b) **Move** - Moves the control.
- c) **Minimize** – Minimizes the control.
- d) **Close** – Closes the control.

## PLAYERS & MUSIC SELECTIONS CONTROL



- a) **Players** – To select a player where the selections are to be sent.
- b) **Minimize** – Minimize the Control.
- c) **Playlist** – Selections found.
- d) **Compact Options I** – To set the Control in compact mode I.
- e) **Selections Quantity** – Shows the quantity of selections on the Playlist.

- f) **Search Files** – Click to search for selections on the computer folders. (Desktop, Music, cmMusic...)
- g) **Start Application** – To start a timed random view of the selections on the Control.
- h) **Auto Add Selections** – Select to activate. This option will automatically add selections up to a quantity you determine to your designated player at each random change. If no quantity is determined, selections will be added with no limit amount.
- i) **Extend Selections to Controller Texts** – Allows to extend the selections texts to the Controllers text for selecting purposes.
- j) **Add Selection Quantity Designation** – To enter the amount of selections to be added to a designated player. Example: If you enter 100, the Control will add at every random change a selection automatically until it reaches 100.
- k) **Extend Selections to Text Pop Outs** – Allows to extend the selections texts to the Texts Pop Outs for selecting purposes. In automation start up, the flying selections are the Text Pop Outs.
- l) **Add Movement to Text Pop Outs** – Adds movement to the Text Pop Outs.
- m) **Play Randomly** – Sets the selections Play mode as random.
- n) **Compact Options II** – To set the Control in compact mode II. Will show Player1 & Player 2 for selection purposes.
- o) **Close** – Close the Control
- p) **Timing** – To enter the random time view. If none is entered, a quantity will be automatically designated.

## **KEYBOARD CONTROL SHORTCUTS**

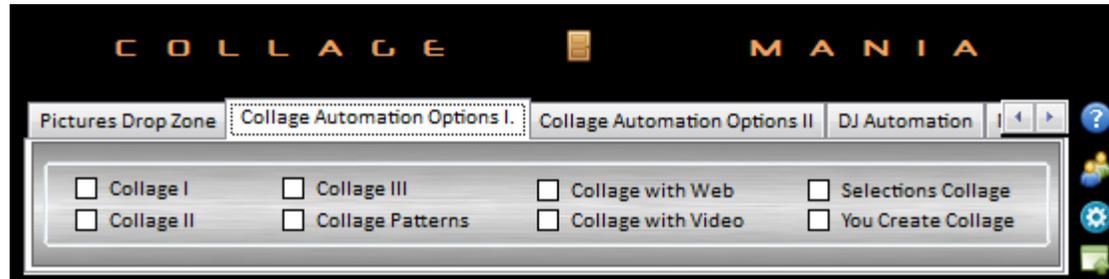
### **KEY**

- ESC = Views the top controls 7 and resets the moving control Icons to their original locations.
- SHIFT – ESC = Hides the **Top control Icons**.
- PAUSE = Stops the **Main Controller from Collage III** mode.
- CONTRL – HOME = Sets the **Start Menu up front** at normal position.
- CONTRL – PAGE UP = Sets the **Main Controller to normal position**.
- CONTRL – PAGE DOWN = **Minimizes the Main Controller**.
- CONTRL – A = Opens the **Text Creation Scenario** Widget.
- CONTRL – B = Views the Controls & Picture **Frame Borders**.
- CONTRL – C = Print Screen. Makes a **Copy of your Screen Image** and saves it to **C:\cmPictures**.
- CONTRL – D = Opens the Collage **Shadow Control** Widget.
- CONTRL – F = Opens the Collages **Frame Resizer & Configuration** Widget Control.
- CONTRL – G = Opens the Collages **Presentations** Widget Control.
- CONTRL – H = Hides all Players, Players lists & Players Viewers.
- CONTRL – i = Opens the **Remind Me, Instant Messenger & Instant Messaging Receiver**.
- CONTRL – J = Opens the **Players & Selections Control** Widget
- CONTRL – M = Opens **Player 1 Application** Widget.
- CONTRL – N = Hides the Controls & Picture **Frame Borders**.

- CTRL – P = Opens & Sets view of **16 Picture Pop out Frames**.
- CTRL – Q = Quits (**Closes**) the Collage Mania Program.
- CTRL – R = Opens the **Start / Stop** Collage III movement Widget Control.
- CTRL – S = Opens the **Collages Creations Scenario** Widget.
- CTRL – T = Opens & Sets view of **8 Pop out Text Frames**.
- CTRL – V = Views all Players, Players lists & Players Viewers.
- CTRL – W = Opens **Player 2** Application Widget.
- **F1** – Loads the Collage Mania **Help Manual**.
- **F2** – Stops the Main Controllers **Front Picture Frames** from Movement Mode.
- **F3** – Starts the Main Controllers **Front Picture Frames** on Movement Mode.
- **F4** – Sets the **Main Controller in Collage III** movement Mode.
- **F5** –Goes to the Previous Selection on all Activated Players 1 – 8.
- **F6** – Starts Play simultaneously on all Activated Players 1 – 8.
- **F7** – Stops simultaneously all Activated Players 1 – 8.
- **F8** – Goes to the Next Selection on all Activated Players 1 – 8.
- **F9** – Hides **Players, Players lists & Players Video Screen** 1 – 8.
- **F10** – **Views Players, Players lists & Players Video Screen** 1 – 8.
- **F11** – Hides the **8 Main Controllers Front Picture Frames**.
- **F12** – Views the **8 Main Controllers Front Picture Frames**.

## **AUTOMATED COLLAGE TEMPLATES**

The **Collage Mania program** comes with various automated collage templates. At the Start Menu choose a Collage and click on the door Icon to load.



### **Important Reminder:**

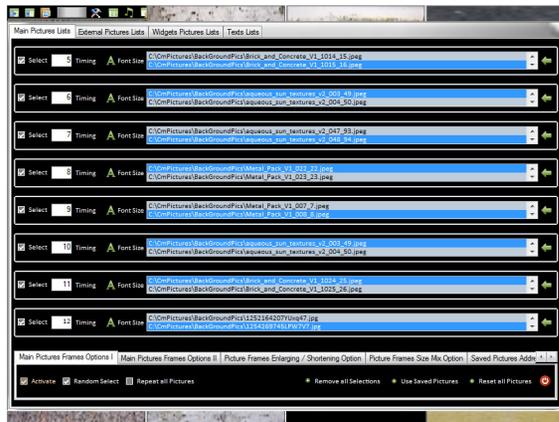
You must have **pictures** added to your computer picture folders in order for them to be **loaded automatically**. If you don't have pictures on your Desktop, Pictures or cmPicture folders, the template will load but you would have to add them manually.

## ■ AUTOMATED COLLAGE TEMPLATE DESIGNS

- Collage I , III

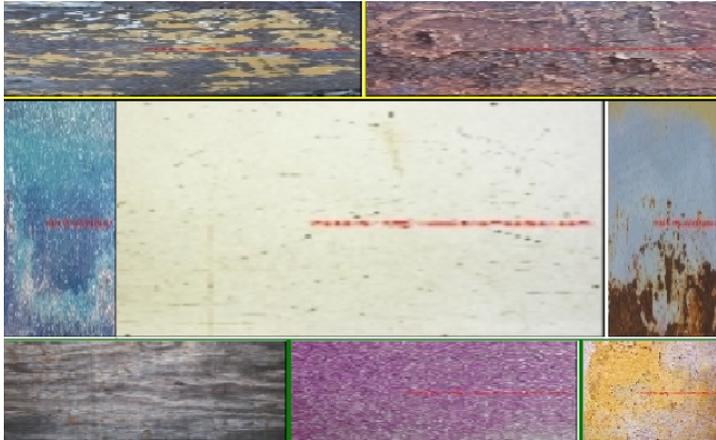


**Collages I & III** – These templates are the same with the exception that Collage III template has a fade in / out special effect and other great features.

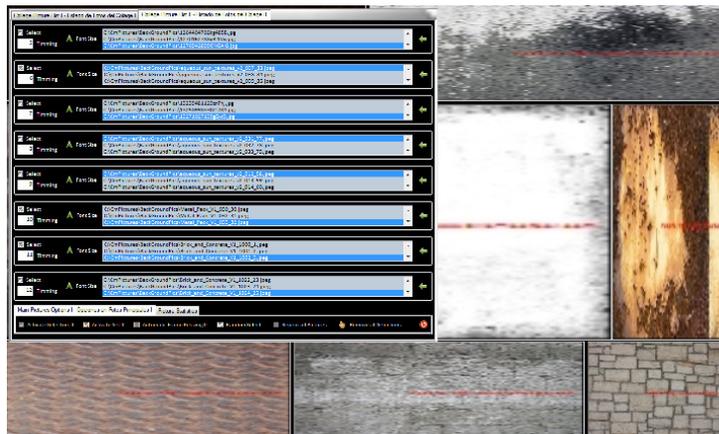


This template has a built in **Picture Manager** which handles all of its pictures configurations and movement features. You can access it through the Main Controller. If automation isn't used, this is where you would add and manage your pictures manually.

- Collage II

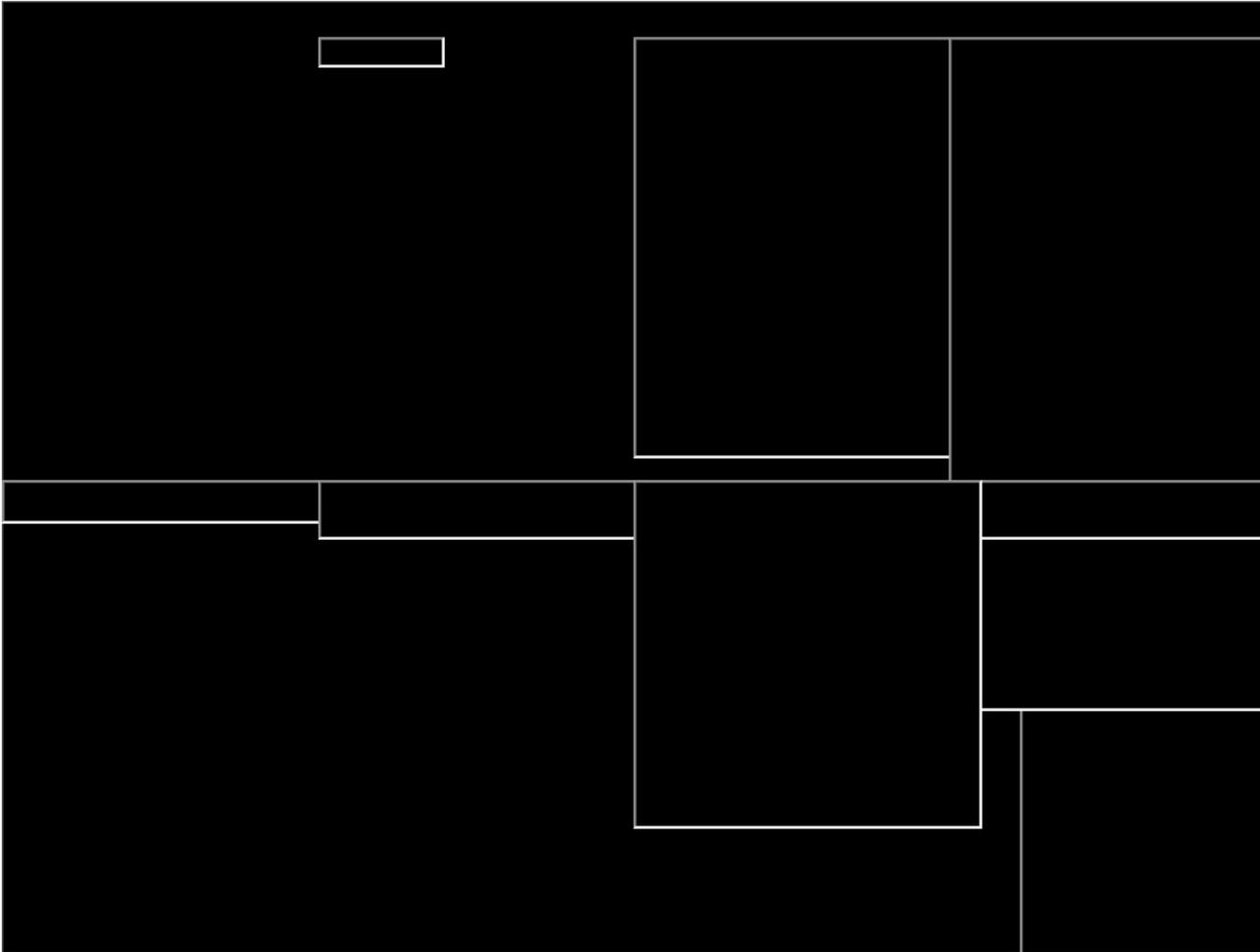


**Collages II** – Creates a basic Collage template. In automation, pictures will change automatically. Picture movement, options and timing can be modified manually.



This template has a built in **Picture Manager** which handles all of its pictures configurations and movement features. By double clicking directly on one of the pictures, it will load. If automation isn't used, this is where you would add and manage your pictures manually.

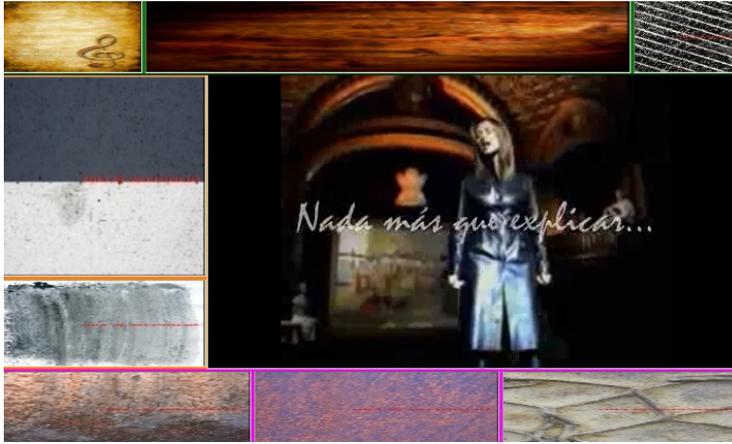
- Patterns Collage



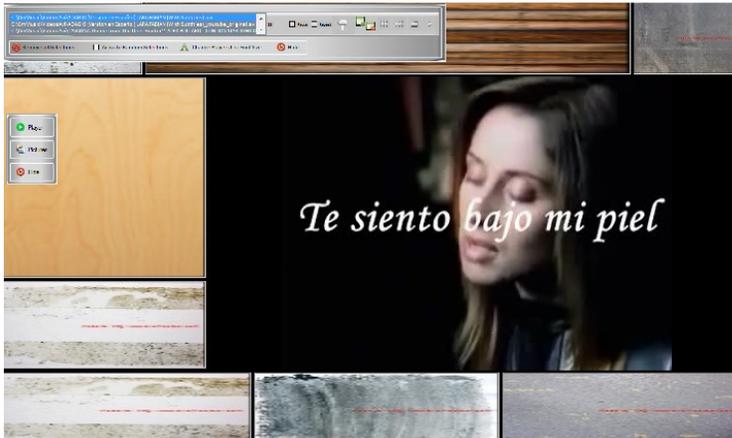
**Patterns Collage** - creates unique lines & can be used in a lot of beautiful creation setups. Great for Art Galleries, Store fronts, Shopping Malls & architectural showcases.



- Collage with Video



**Collage with Video** – Integrates your pictures with video selections.



This template has a built in **Picture Manager** & **Video Player** which handles all of its pictures and movement features. By double clicking directly on one of the pictures, a small **options menu** will load. Choose between the **Picture Manager** or the **Video Player** If automation isn't used, this is where you would add and manage your pictures manually.

- Selections Collage



**Selections Collage** – Lets you choose the selections to be played by the player of your choice. Double clicking on the flying selections will send them to the player or players selected. Players & selections can be modified using the **Players Control**.



- You Create Collage

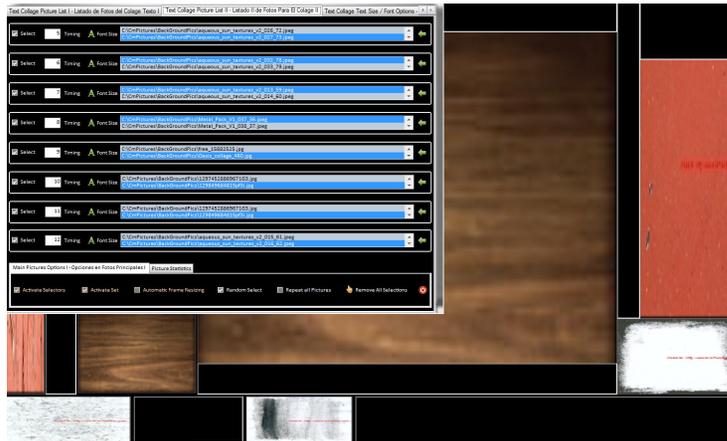


**You Create Collage** – Lets you be in control. This means you are going to make your own Collage creations. You will be able to use 8 picture frames, 8 video & picture frames, 8 text frames and lots more to make your own scenarios. You will be able to control, change, modify all the picture frames & texts frames by using the Collage Control Widget & lots more.

- Collage with Text

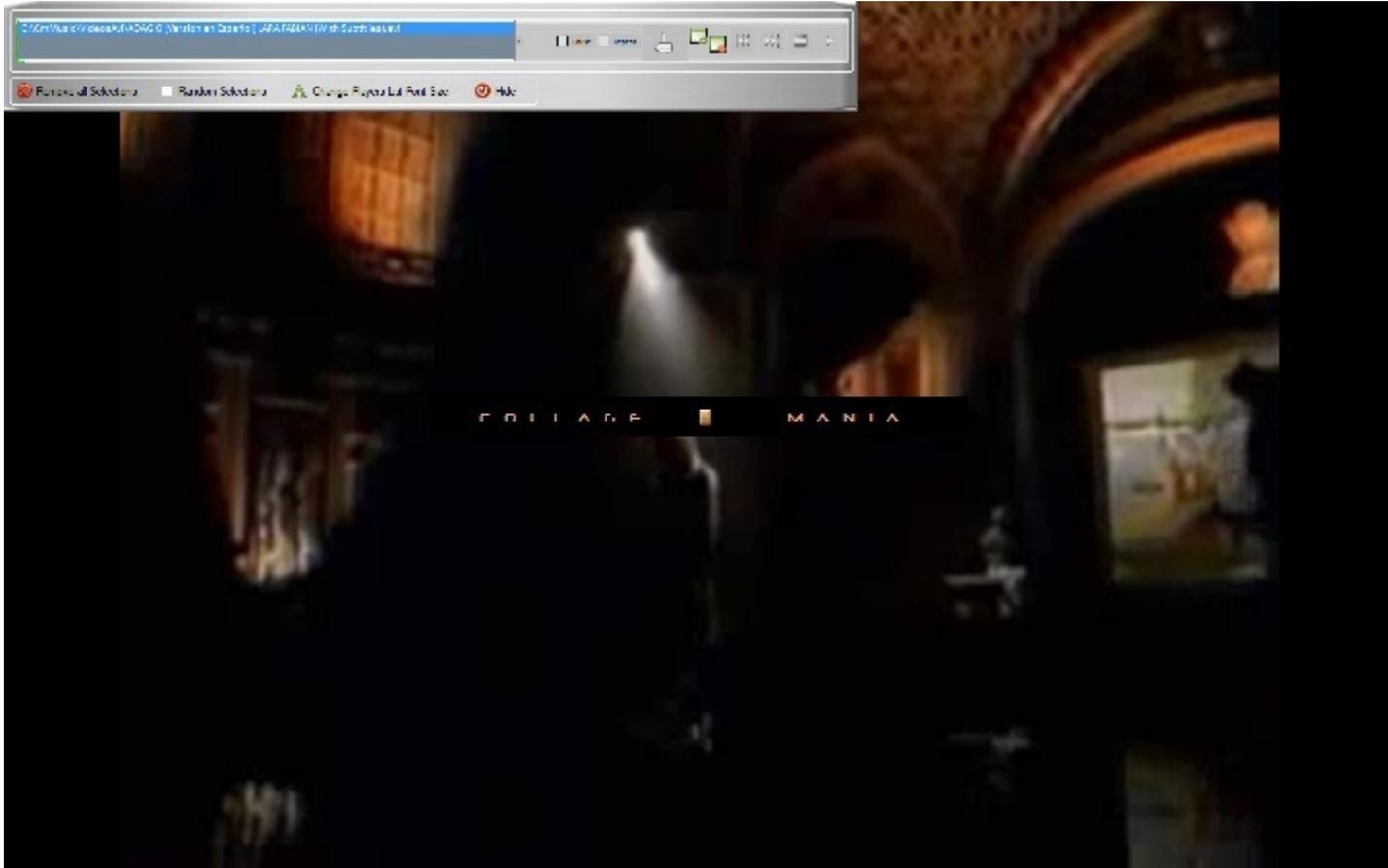


Collage with Text – Integrates your pictures with Text.



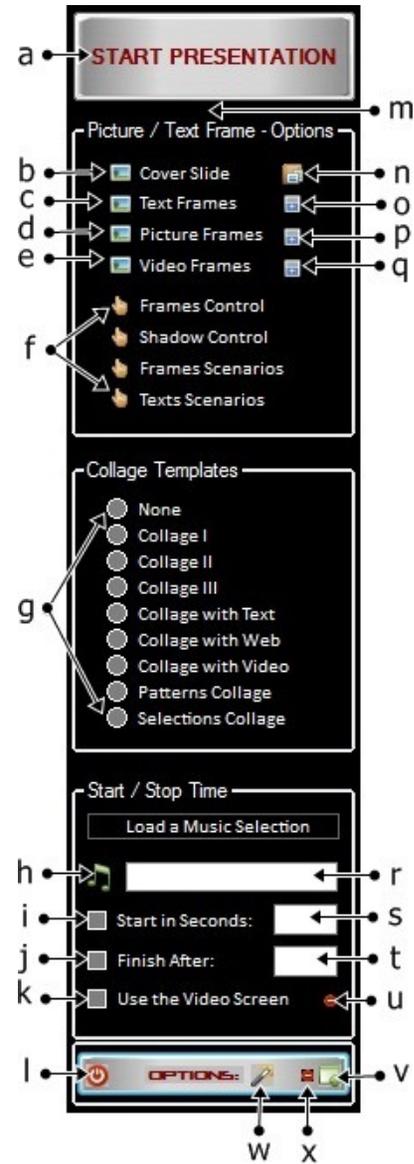
This template has a built in **Picture & Text Manager** which handles all of its pictures movement features and text configurations. By double clicking directly on one of the pictures, it will load. If automation isn't used, this is where you would add and manage your pictures manually.

- Main Screen



The **Main Screen** is used to interact with all Collage Templates or as a standalone **Video Player**. This Screen has a built in **Video Player**. By double clicking directly on the screen, it will load.

# COLLAGE PRESENTATION CONTROL I





- a) **Starts Presentation** – Once you load the Presentation Control you will see a  icon. Clicking on this icon , will open more Presentation Settings Options. As soon as you have finished setting up your Desired Scenario & Music, click on the Start Presentation Icon.

**Important Note:** – If you start a Presentation without adding a Music selection using **1<sup>st</sup>** (Option h), the Presentation will search to see if another Player is Active with selections in the following order: **2<sup>nd</sup>** (Collage with Video), **3<sup>rd</sup>** (Player 1), **4<sup>th</sup>** (The Main Controller), **5<sup>th</sup>** (The External Screen). The program will decide to stop or continue the **Presentation** at the end of any Active Player selected. This may occur also if **Random Items Playing Mode is activated**. You can stop the Presentation at any time.

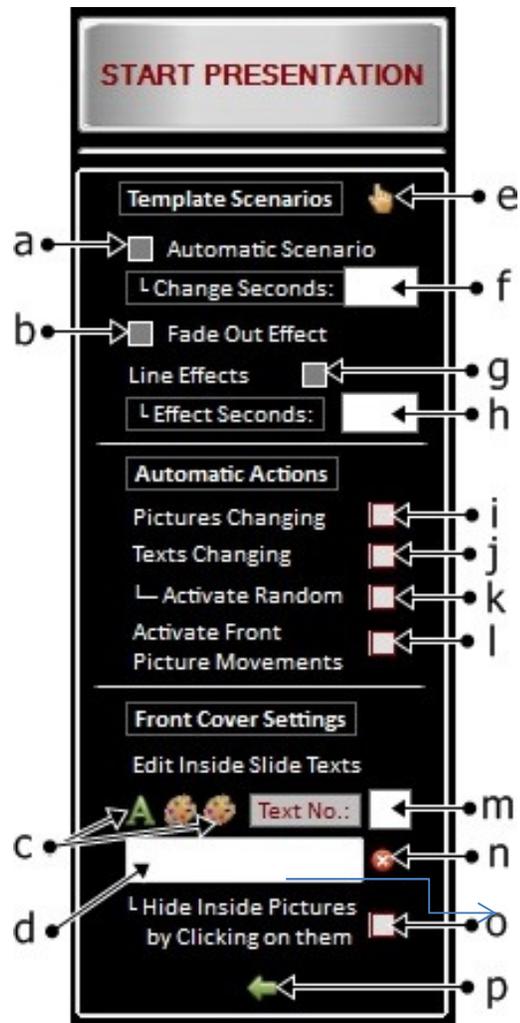
- b) **Cover Slide** – Loads the First Slide of your Presentation. The **Cover Slide** is very important because it's your initial Presentation Slide. On this slide you will be able to load **51 pictures and 8 texts**. It's Important to understand that if you use the Start in seconds option, the Cover Slide will **fade out** at a default of 10 seconds or your desired time.

**Important Note:** The Cover Slide is the Pop out Picture frame 1.

- c) **Text Frames** – Loads the **8 Pop out Text frames**.
- d) **Picture Frames** – Loads the 8 Pop out Picture frames. **Reminder:** Pop out Picture Frame 1 will be your **Cover Slide**.
- e) **Video Frames** – Loads the 8 Pop out Video frames. These Frames can **allocate a single picture** and may be used as Presentation Picture Frames if they aren't going to be used for Video purposes.
- f) **Widget Controls** – Used to load the different **Widget Controls** to set up your Presentation Scenario.
- g) **Collage Templates** – Used to load the different **Collage Templates** to set up your Presentation Scenario.
- h) **Load a Music Selection** – Click to add a Music Selection for the Presentation.
- i) **Start in Seconds Selector** – To enable the use of timing in seconds that the Cover Page will remain On Screen once you have clicked the Start Presentation Icon.
- j) **Finish After Input** – To enter the amount of time in seconds that the **Presentation will run On Screen** once you have clicked the Start Presentation Icon.

- k) **Use the Video Screen** – Some of the built in Scenario Templates have the Video Screen (Pop out Picture 9) included as part of the set up. Selecting this option will **enable or disable** the Video Screen from the built in Template.
- l) **Close** – To Close the Presentation Control. **Notice:** Closing the Presentation Control will also **Stop** Player 1 & the Design Player.
- m) **Move** – To move the Presentation Control on the Screen by dragging it.
- n) **Load Internal Cover Pictures & Texts** – Click to load **50 internal Picture frames & 8 Text Frames**. Used to prepare your Presentations Front Cover page.
- o) **Reload Texts Frames** – Click to reload the **Text Frames** to the Screen.
- p) **Reload Picture Frames** – Click to reload the **Picture Frames** to the Screen.
- q) **Reload Video Frames** – Click to reload the **Video Frames** to the Screen.
- r) **Selected Music Selection** – Shows the **selected Music Selection** for the Presentation.
- s) **Start in Seconds Input** – To enter the amount of time in seconds that the Cover Page will **remain On Screen** once you have clicked the Start Presentation Icon. If this option is left in blank, it will be automatically marked and a **default Start time of 10 seconds** will automatically be set.
- t) **Finish After Input** – To enter the amount of time in seconds that the **Presentation will run On Screen** once you have clicked the Start Presentation Icon.
- u) **Minimize Video Screen** – To minimize the **Video Screen** (Pop out Picture 9).
- v) **Compact Mode** – To switch the Presentation Control to **Compact Mode**.
- w) **Options Settings**– To view additional **Option Settings** for Presentation Scenarios. See **more info** on the Collage Presentation Control II section.
- x) **Minimize** – To minimize the **Presentation Control**.

## COLLAGE PRESENTATION CONTROL II



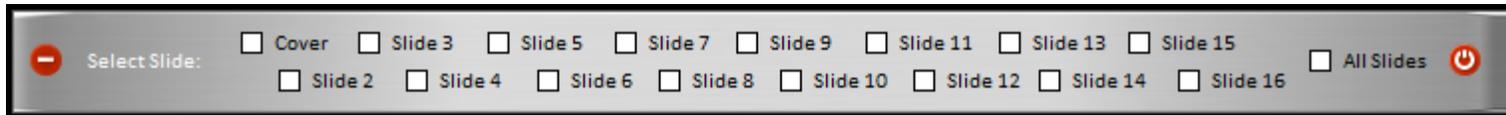
To View or Close any 50 selected Text No. inside the Cover Frame.



Used to load the Slide Selector.

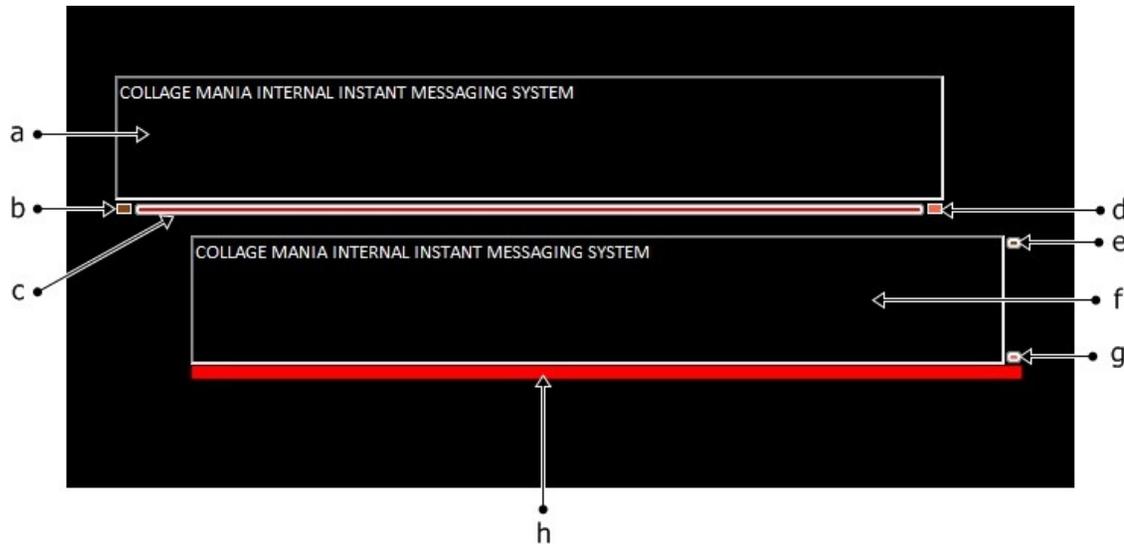
- a) **Automatic Scenarios** – Click to enable the use of **Automatic Scenario changing** on your Presentation.
- b) **Fade Out Effect** – Click to use the Fade out Effect on your Presentation. The **Pop out Picture Frames** will fade out at a desired timing.
- c) **Text Settings** – Changes the **Front Cover Slides** Texts size, font & color.
- d) **Text Input Change** – To change the **Front Covers Slide Texts** Descriptions.
- e) **Template Scenarios** – To select a **built in Scenario Templates**. These Scenarios work with the **Pop out Picture Frames 1-9**.
- f) **Scenarios Change Timing** – To enter the timing in seconds of each **automatic Scenario Template change**.
- g) **Line Effects** – Click to use the **Line Effects on your Presentation**. The Pop out Picture Frame lines will change at a desired timing.
- h) **Effects Timing** – To enter the timing in seconds for the **Effects** to occur.
- i) **Automatic Pictures Changing** – To enable automatic Picture changing on your Presentation. This option works in interaction with the **Main Controllers Pictures Configurations Menu**.
- j) **Automatic Texts Change** – To enable automatic Texts changing on your Presentation. This option works in interaction with the **Main Controllers Texts Configurations Menu**.
- k) **Activate Random** – To Activate Picture Changing in **Random Mode**.
- l) **Activate Front Picture Movements** – Activates the Front Pictures **Automatic Movement & Resizing mode**.
- m) **Text No:** – To select from the Inside **Covers Texts (1 – 8)** to be modified or closed.
- n) **Text Closer** – To **close the selected Text** on the Text No: area.
- o) **Cover Slide Inside Pictures Closer** – To enable you to close the **50 inside Cover Pictures** by clicking on them.
- p) **Go Back** – To go back to the **Previous Option Settings** page.

## COLLAGE SLIDE SELECTOR



- **Cover** – Select to load & view the Cover Slide and Text Frame 1.
- **Slide 2 - 16** – Select to **load & view** Slide & Text Frames 2 - 16.
- **All Slides** – Selects and views all 16 Slide & Text Frames.
- **Minimize** – To minimize the Control.
- **Close** – To close the Control.
- When the options are unselected, the Slides will **Hide on the Computer Screen**.

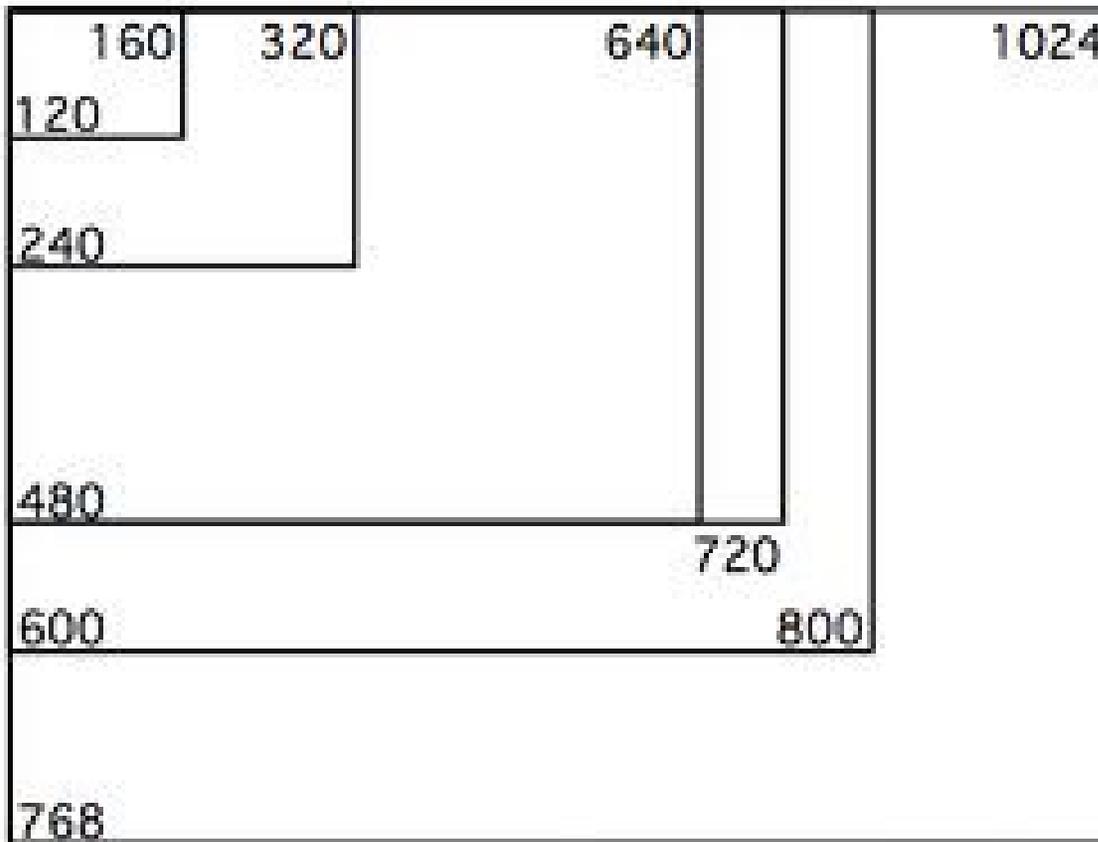
## INTERNAL INSTANT MESSAGING SYSTEM



- a) **Message Sender** – To write and send a message instantly.
- b) **Font & Size** – To change the font & size of the text message of the message sender.
- c) **Close** – To close the message sender.
- d) **Background Color** – To change the background color of the message sender.
- e) **Font & Size** – To change the font & size of the text message of the message receiver.
- f) **Message Receiver** – To view a sent message instantly.
- g) **Background Color** – To change the background color of the message receiver.
- h) **Close** – To close the message receiver.

## **TROUBLE SHOOTING**

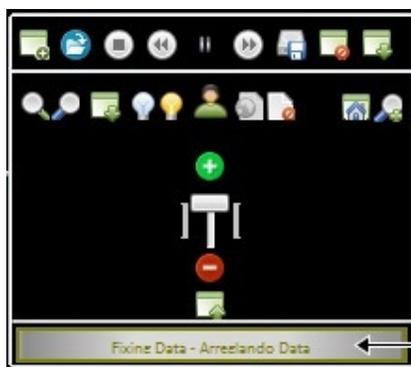
The **Collage Mania Program** was tested hundreds of hours using all of its features. We haven't found any consistent problem using anything on the program other than what is stated below. However, it's important to keep in mind that you should have a good amount of **Memory**. You should consider using Pictures **of 100 kb size or less (160 x 120 / 320 x 240 / 640 x 480)** for faster performance unless you have **8 GB of memory or higher installed** on your computer.



- **Unhandled Exception** – At times this message may occur when you try to enter the Collage Mania program. Just click on continue until the program starts. Afterwards everything should run normal.



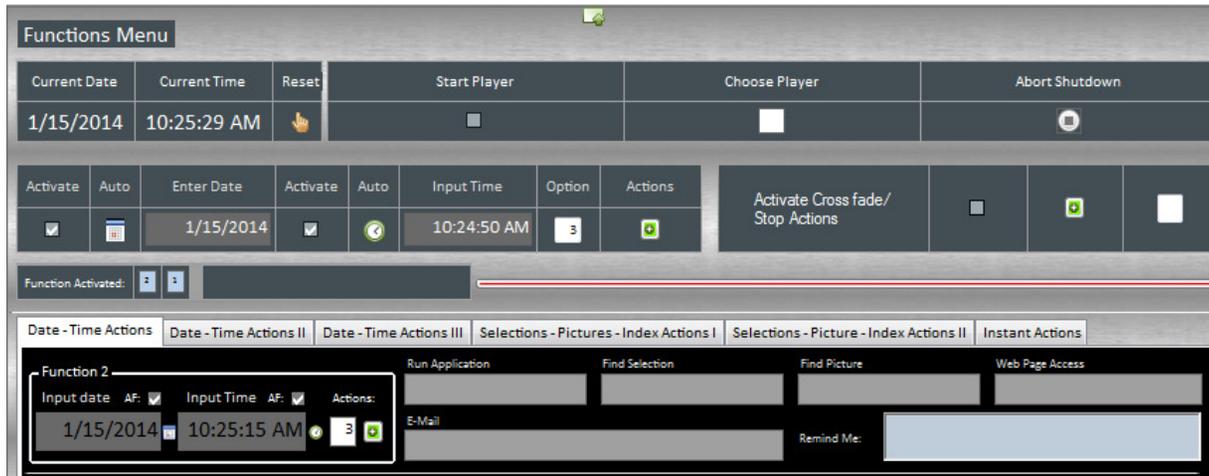
- **Fixing Data Message** – If you click on the **Track Info icon** and you see this message, this means that the system is performing a cleaning data operation. Usually cleansing finishes at the start of a new selection.



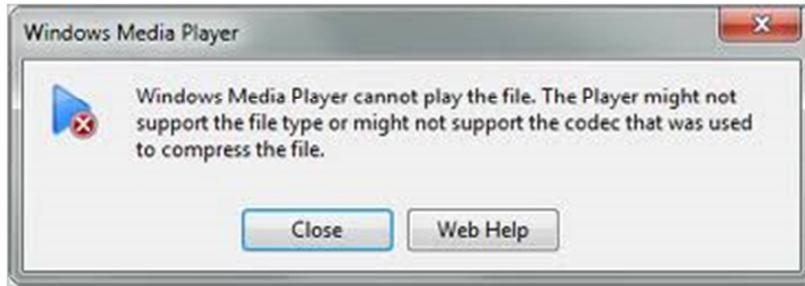
Fixing Data Message

- **Functions Menu** – At certain times you may encounter a non-function of the 13 functions alternatives. You must have the proper Computer, Internet & e-mail settings for some features to work properly.
  - Make sure you have selected the proper **Programming function** at the Command Center. Example: **Date/Time functions**.
  - Check to see if you have entered the corresponding **Run Option that matches the Actions Menu**. Number **3** is used in the example diagram below.
  - Click the **Reset Option** on the Functions Menu.
  - Always do a **Try – Out** before doing a live DJ. Setup.

- Try using another **Function number** available to see if it functions.
- Re - Enter **Dates & Time** then **Check & Re -Check the Activate of AF alternatives**.
- **Restart the Functions Menu** or **Collage Mania Program & Retry**.



- **Slow Performance** – You may get **slow performance** or certain **latency** using the program if you have **low memory or a slow processor** on your computer. Your computer may even freeze up or applications run slower if you are using high definition **pictures** or **videos** and have less than **8 GB of memory** installed on your computer. This may occur if you are also using **lots of applications at one time** with a Low Memory computer.
- **Black Blank Pictures** – At certain times you may see **Black Pictures loading** on your Picture Frames if you have **low memory or a slow processor** on your computer & **you are using Pictures greater than 100 kb size**. This may also happen if any Picture that is trying to load to the Picture Frames has an error.
- **Flash Items** – Only 1 Item can be extended to the Main External Screen.
- **Windows XP**– Some Features, Templates, Fonts & Set ups may look or work differently or may not work, using **Windows XP**.
- **Automatic Collage Templates & Features** – Sets up **Fast or Slow** according to the **volume of Pictures & Selections on your Computer**.



- **Windows Media Player** – If you see this message, it means you are trying to play a media file that is not supported or your computer codecs need to be updated. Some times by mistake, you put a **.txt file on a Player** and when the Player tries to play this file, you will get this error Pop Up.



- **Closing Collage Mania Program** – When you close the Collage Mania Program you may get an error message that looks like the above message diagram reading: **“Collage Mania has stopped working”**. This means that you may have used a lot of memory on applications used on Collage Mania. Mainly happens if you use lots of Videos or Web Navigators. Do not worry, just click on **“Close program”**.