



User Manual

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1 Introduction

1.1 Welcome to AquaSoft® SlideShow XP five & Studio

We are happy you decided for **AquaSoft® SlideShow XP five & Studio**. **AquaSoft® SlideShow XP five & Studio** is the perfect solution for a creative use of your snapshots and photos. Your images will fly over the screen, zoom, pan and exhilarate you with an uncountable number of effects in best time. Texts will develop a life of their own, virtually dancing and dash across the screen like a whirlwind. All that with your favorite music in the background or comments in your own voice.

Your family will be amazed.

With only a few clicks is such a slide show created and burned to DVD or CD, ready to be handed down or for a relaxing night on the sofa.

Plunge into the world of **AquaSoft® SlideShow XP five & Studio**. You will not regret it.

- [Keyfeatures of AquaSoft® SlideShow XP five & Studio](#)
- What is established and has been improved in AquaSoft® SlideShow XP five & Studio?
- [Quick guide on how to create a slide show](#)

Key:



Features that show this picture are introduced in **AquaSoft® SlideShow XP five & Studio** in an example slide show.



Features with this picture are explained further in a tutorial in the help. Just click the picture to get to the tutorial.



The exclamation point indicates important information. You should not over read them.



The small i shows that the text is of informative value. It doesn't have to be read, but it is, to all intents and purposes, interesting.



The light bulb points to tips you don't want to miss.

1.2 Features

AquaSoft® SlideShow XP five & Studio offers many innovations compared to its successful predecessors. A small sample shall be introduced here.

Zoom

Let your images really come to life.

Zoom your images to your heart's content from small to big, from big to small or with any number of steps in between.

In contrast to competing products **AquaSoft® SlideShow XP five & Studio** lets you have full control over zooming. You decide when, where and how much is zoomed. Other programs offer a handful of preset paths for zooming. With **AquaSoft® SlideShow XP five & Studio** you are the stage director and the program listens to your wishes.



Camera-Pans

Is a certain section of an image especially dear to you? Then why don't you just magnify this section? The section can float across the image, and even it's size can be adjusted. This leads you to beautiful panoramas with just a few clicks. Your images of nature will finally receive the attention they deserve.

Camera-Pans are of course just as flexible as the zoom, and can be combined with it easily.



Burning DVDs

You want to enjoy slide shows on your home DVD-Player but dread further costs for a DVD-burning program? **AquaSoft® SlideShow XP five & Studio** takes that worry away from you. In addition to VCDs, SVCDs and PC-CDs **AquaSoft® SlideShow XP five & Studio** burns now DVDs directly.



DiaShow-Master

Do you want to create fancy slide shows without much effort? Then use the DiaShow Master. It creates sophisticated slide shows in three easy steps.

- Choose images
- Choose background music
- Choose style (there's something for everybody, from "Winter" to "Movie Atmosphere" and beyond)



Of course you can change and individually adjust slide shows created through the DiaShow-Master.

Over 100 new text-effects

Over are the times of boring text effects. Texts fly through the image as if moved by a ghost. They can move from and towards all directions. Set the paths on which the letters flow yourself (loops, waves, etc.) or leave that to the random generator. The letters make their way alone or in groups, combined with zooms or rotations. When you know



all preset effects, start making your own. You can even hand those down to your friends and family.

AquaSoft® SlideShow XP five & Studio powers up

AquaSoft® SlideShow XP five & Studio has been optimized to ensure the optimum slide show experience even on a weaker PC-system. For users of **AquaSoft® SlideShow XP five & Studio** this means: more speed!

AquaSoft® SlideShow XP five & Studio is up to 100% faster than its predecessor.



Easy Handling

The user interface of **AquaSoft® SlideShow XP five & Studio** has been further developed through close dialog with our customers. In **AquaSoft® SlideShow XP five & Studio** this development reaches its current peak. The menus are structured more intuitively, detailed hints point to the many functions that are now accessible quicker and easier through mouse or keyboard. Handling **AquaSoft® SlideShow XP five & Studio** becomes a walk in the park.

Of course many features have been added and established ones have been revised and improved.



- New synchronizing function for animated transparency and text animations
- New search path wizard that helps you find accidentally moved files
- New welcome dialog that offers you quick access to the last used slide shows
- and much more.

Through all this the visual impression cannot be forgotten. **AquaSoft® SlideShow XP five & Studio** has been remodeled accordingly, pleasant unobtrusive color gradients leave a glazed finish. The storyboard has been fundamentally revised and now presents its new bright and friendly face.

Video CD and SuperVideo CD (VCD, SVCD)

Create video CDs and super video CDs, that are playable with commercially obtainable DVD-players, with just a few clicks. Naturally with animations, transitions, music and speech. Exactly like the way you designed the slide show on your PC.



Slide show CD

Naturally, as always, self-starting slide show CDs to be played on the PC can also be created. These CDs contain the images in full quality. This way you create spectacular gifts for friends and family in a twinkling of an eye.



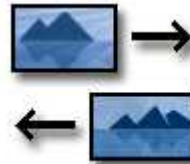
Timeline

Up to now it has been difficult to match images and sounds exactly. With the timeline you receive a new tool that lets you arrange all objects synchronous, one after the other or shifted against each other. The timeline shows the exact position in the time flow of your slide show, so that synchronizing of images and music works accurately to the second.



Simultaneity

Over is the mere one-after-the-other of a conventional slide show. Through the parallel object any number of objects can be played synchronously or shifted against each other. This way you may let two photos fly into the screen at the same time over moving paths, while a text animation binds the interest of the viewer. At the same time the background music fades a little bit, while your spoken comment steps into the foreground to say what can be seen. The timeline lets you control these sequences accurately to the second.



IntelliLoad

AquaSoft® SlideShow XP five & Studio is based on the new IntelliLoad-technology, a intelligent preloading method developed by our own house. It is used to initialize the next object during internal delays. This way the show runs smoothly.



Animation

Aside from transitions **AquaSoft® SlideShow XP five & Studio** offers the possibility to set detailed moving paths for objects like images or texts. This lets photos fly across the screen, if you want, even several at once. Combined with an 8Bit-alpha channel striking effects can emerge. An accurate time control of transparencies is also possible.



Rotations

With **AquaSoft® SlideShow Studio** you can also rotate your pictures and texts. If you combine rotation with movement paths you will achieve impressive effects.

Transitions

There are more than 40 impressive transitions, each of them can be configured in great detail. With the intelligent random selection hundredth of fantastic screen changes emerge.



EXIF-Data

Did you know, that your digital camera saves information like the capture date in your photos?

AquaSoft @ SlideShow XP five & Studio gives you access to this EXIF-data and can even show it with your images. Just write for example "% CaptureDate%" in the image description field and the date will appear on the screen.

**Background Music**

AquaSoft @ SlideShow XP five & Studio manages a play list for your background music. Volume, duration, fade-in/fade-out/transition can be set for each piece of music. To see when which music will play look at the timeline. Together with the sound wizard this makes your presentation truly interesting. Add sound with a click of the mouse. If desired the background music even fades out while you speak.

**Collages**

Just one image at a time? That was yesterday! With **AquaSoft @ SlideShow XP five & Studio** you create complex collages from any images and texts.

**Alpha Channel**

Alpha channels (transparency information) are fully supported by **AquaSoft @ SlideShow XP five & Studio** (PNG-Image). Create impressive effects, collages with irregular borders or transparencies.

**Image Editing**

With the integrated image editing you can adjust and improve your pictures. Color, sharpness, turn, mirror, cut and effects - the most important features of an image editor are all inclusive.




**Scanning**

With the import wizard for scanner and digital camera you get your images onto your computer easily and comfortably. The wizard automatically takes care of saving and naming the images. You only have to change the image in the scanner.










1.3 Quick guide on how to create a slide show

A simple slide show demands next to no preparatory work. The following steps are obligatory:

-  1. Open the program
-  2. Add any number of images
-  3. Start slide show - done

If you stop here, you will miss a lot of the program's possibilities. With the DiaShow-Master you

quickly create professional slide shows in only a few steps.

-  1. Open the program
-  2. Start the DiaShow-Master under "File" / "New" / "Use DiaShow-Master...".
-  3. Add images
-  4. Choose music
-  5. Choose style preset
-  6. Click "edit slide show"
-  7. Start slide show - done

You can find this information with a little more detail in the [DiaShow-Master-Tutorial](#).



You have now created a slide show with effects and background music that will impress your family and friends.


Of course there is much more to discover and you can start exploring **the many more possibilities** of **AquaSoft® SlideShow XP five & Studio**. Edit images, use the zoom, record comments, burn etc.

2 Tutorials - Step by step guides

2.1 Movements



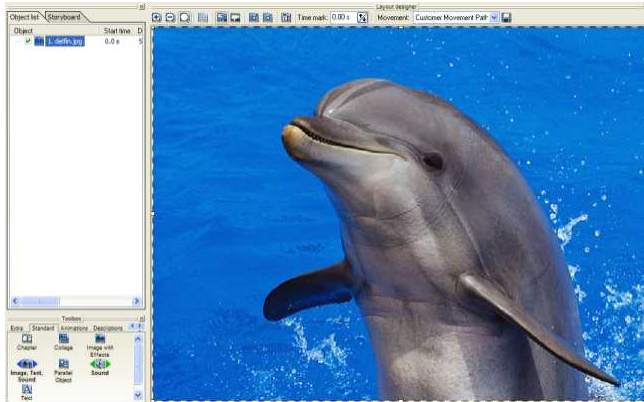
Your images learn to walk. With a few clicks they start wandering over the screen. Just follow this guide and you will be quickly and easily initiated into the colorful, moving world of **AquaSoft® SlideShow XP five & Studio**.


Create a new slide show  and drag and drop the "Image with effects" from the toolbox into the object list.



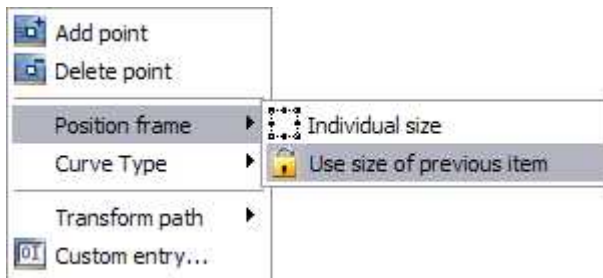
Don't mistake the "Image with effects" with the "Image-Text-Sound-Object". The latter doesn't allow movements.

Now choose an image. Click on it in the image list so that it shows in the layout designer.




Now click the  symbol. This adds a move point. Around this point a frame is drawn. You can move this like any image. Because we don't want a zoom right now and the image is not supposed to change size over it's journey, we turn off the individual resizing.


Choose the second move point and click it with the right mouse button. A context menu will appear.

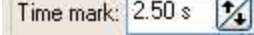



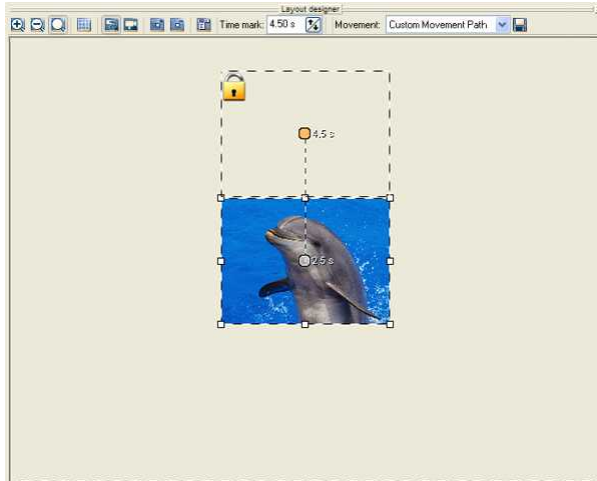
Here you choose "Position frame" / "Use size of previous item". This way the size of the second movement mark, and all that follow, matches the first one exactly and it cannot be changed accidentally.



Every image with the setting "Use size of previous item" is marked with a  in the layout designer.

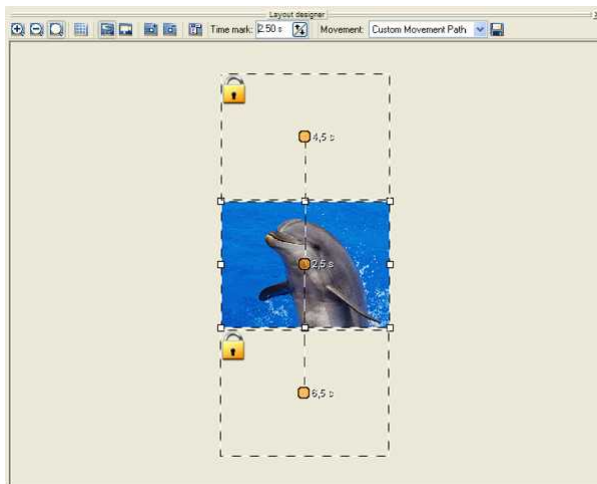
As you probably noticed, each movement mark stands for a position that the image will fly to during playback. In our case it should now fly out of the screen and back in. Use the  to zoom out. This way you can see the area that's invisible during playback. Position the second movement mark above the first one.


Now click the first mark and raise the time through  Time mark: 2.50 s  to 2.5 seconds. The image will remain on the screen for 2.5 seconds before it starts flying, you can peacefully enjoy the transition. As you can see the time of the second movement mark is automatically moved up.



Press  to see the image fly out of the screen.

Now add another movement mark underneath the first one.



A click on  shows the movement. You see how easy it is to realize movements with **AquaSoft® SlideShow XP five & Studio**.

Experiment with the setting a little bit. Or you can now switch to [zooms](#) or [camera pans](#).


2.2 Zoom



Zooming is one of the newer features of **AquaSoft® SlideShow XP five & Studio**. On the basis of this minimal show, the creating of a beautiful zoom-effect will be shown.

I can't hurt to have read over the tutorial [movements](#), because zooming is based on the system of movement paths.


Simple zooming into a picture

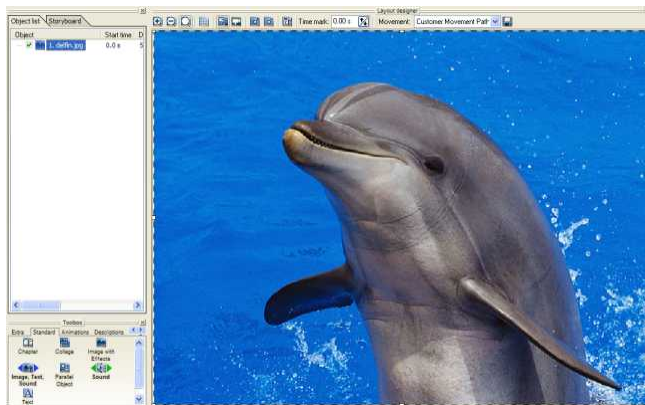
Create a new slide show  and click an "Image with Effects" in the toolbox to add it to the image list.




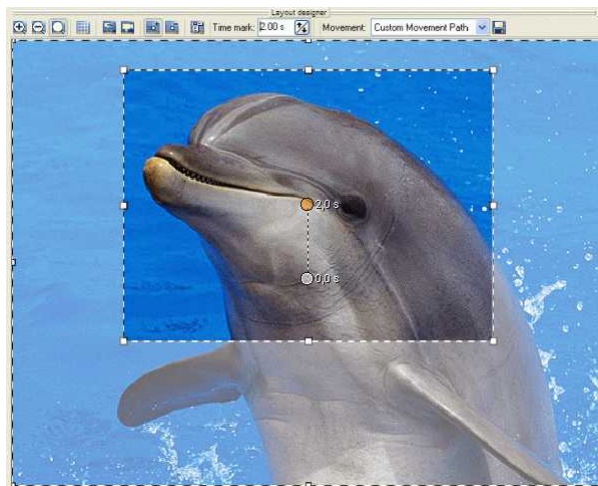
Don't confuse the "Image with Effects" and the "Image-Text-Sound-Object". The latter does not support zooming.

Now choose an image. Click on it in the image list so that it is shown in the layout designer.

Choose the  symbol at the top edge of the layout designer to switch to the camera-pan mode.




Now click the  symbol. It adds a movement mark. Around this mark a frame will be shown. Reduce the size of this mark by using the the frame and move it to the position you want to enlarge.



After you click  the zoom effect will be played.

Zooming in and out combined


Create a new slide show  and click an "Image with Effects" in the toolbox to add it to the image list.

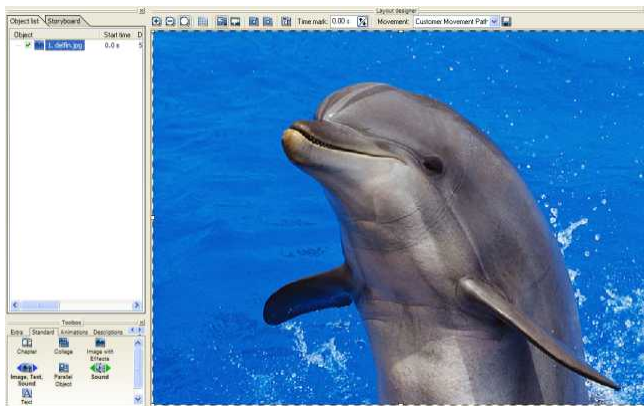



Don't confuse the "Image with Effects" and the "Image-Text-Sound-Object". The latter does not support zooming.

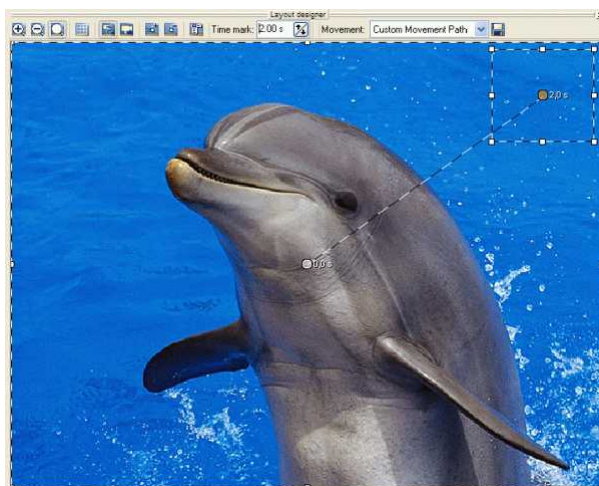
Now choose an image. Click on it in the image list so that it is shown in the layout designer.



Make sure that the  symbol at the top edge of the layout designer is selected. Otherwise you will be in the camera-pan mode.




Now click the  symbol. It adds a movement mark. Around this mark a frame will be shown. Like any other image you can move it to another position and reduce its size. We move it to the upper-right corner and make it very small.



Every movement mark has time data, that can be changed at any juncture. We leave it as it is, for now. Our image should become really small at replay and move into the upper right corner; we zoom out.





When adjusting the position of the movement marks, you may notice that they lock onto other marks or horizontal and vertical lines of other marks. You can prevent that by moving the mark while keeping the Ctrl-button on your keyboard pressed.

Additionally the movement marks can be aligned to a grid, accessible through the  symbol.



You see how easy it is to zoom in and out of images. Just add a movement mark, put it where you want it - and there's movement in your image.



If you want to pull the position frame of a movement mark bigger than the layout designer, e.g. to achieve a strong zoom, make the layout designer smaller with a click to the  symbol.

Now click  and marvel at the effect.

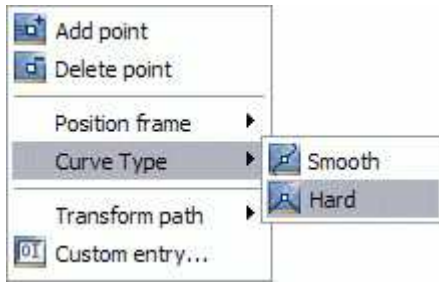
Now we will zoom back into the image.

For this add another movement mark with a click on . Now click on the  a couple of times. Now you see more of the layout designer and you can pull the position frame larger. Now blow up the position frame of the third movement mark until it almost fills the whole screen and position it on top of the first movement mark. It will automatically snap into the right position over the first mark.




After a click on  you can proudly look at the fruit of your work.

Maybe you will notice that the image describes an arc at the second movement mark and doesn't immediately return to you. This effect can be adjusted through the Curve Type. Choose the second movement mark and right-click on it. In the now opened context menu choose "Curve Type" / "Hard".



You can see the change in the shape of the movement mark. It is now square to visualize the chosen curve type.



After a click on  you can look at the changes in the zoom. There is now soft arc at the second movement point. The image zooms right back out.




The curve type of each movement mark effects the result of the zoom significantly.

2.3 Camera Pan



With this short tutorial the new camera pan feature of **AquaSoft® SlideShow XP five & Studio** is exemplified.

Create a new slide show  and drag and drop an "Image with Effects" from the toolbox into the image list.






Don't confuse the "Image with Effects" and the "Image-Text-Sound-Object". The latter does not support zooming.

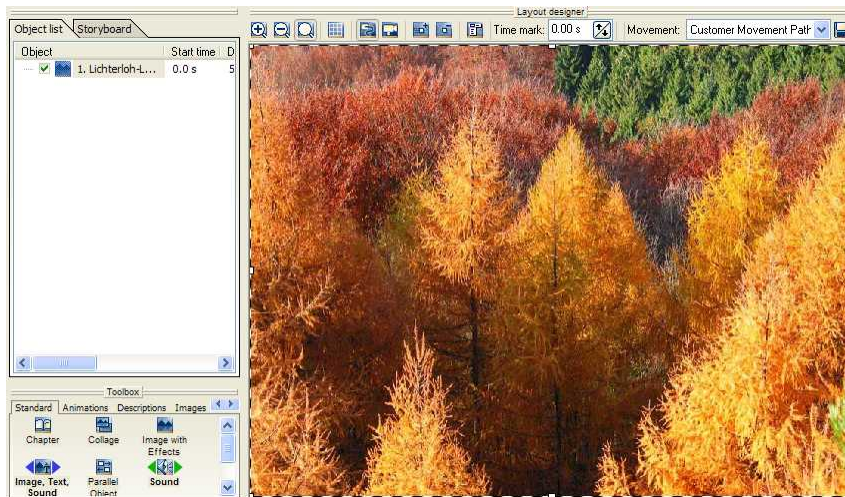
Now choose an image. Click on it in the image list so that it is shown in the layout designer.




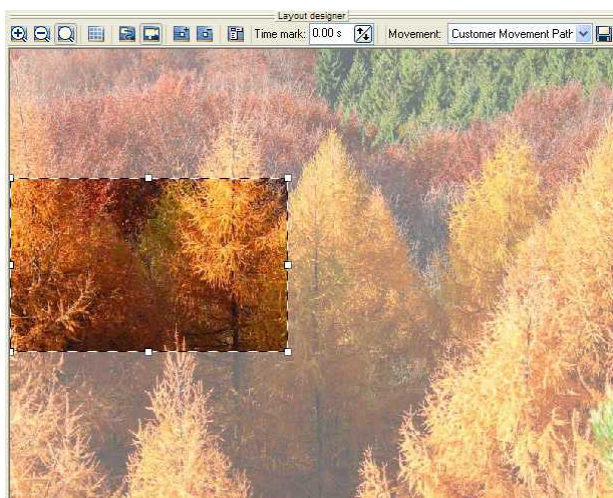
Make sure the  symbol at the top edge of the layout designer is chosen. Otherwise you're in the movement path mode.



In the camera pan mode **only** the image section is set. You don't need to worry about changing anything in the movement path mode.



The standard setting now shows the entire image. With a click on the  symbol you now add another movement mark. Click on the first mark (0,0) and position the frame, smaller than original, at the left side of the layout designer.

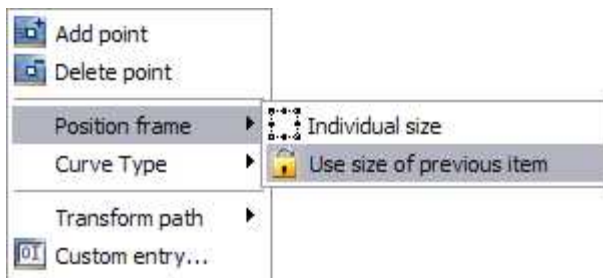




The clear area will be shown during playback, the milky area won't.


Because a zoom is undesirable during a standard camera pan, we will turn it off here. To do that, you only need to make both position frames equal in size. Making the size adjustment by hand would be very tedious, that's why **AquaSoft® SlideShow XP five & Studio** offers a very handy function for this problem.

Simply choose the second movement mark and click it with the right mouse button. A menu appears.

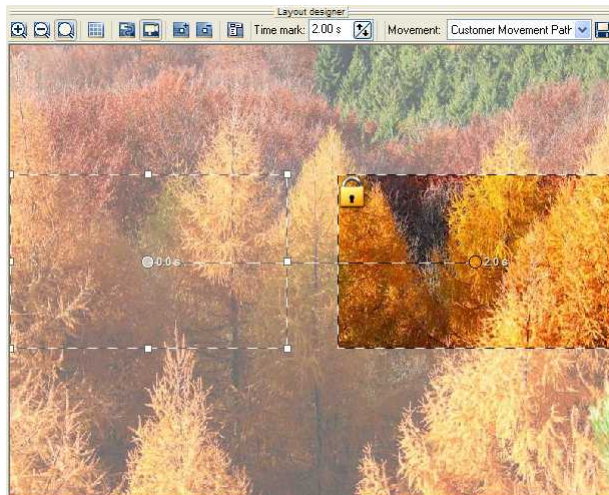



In this menu, choose "Position frame" / "Use size of previous item". This way the size of the second movement mark is automatically fit to the first one and cannot be changed by accident.



Every image with the setting "Use size of previous item" is marked by a  in the layout designer.

Now align the position frame of the second movement mark on the right side of the first.



Click on  and marvel at the effect.

2.4 Rotation



Just camera-pans are not enough? You want more zing in your slideshow? With **AquaSoft® SlideShow Studio** you can rotate you pictures **freely**.



This feature is only available in AquaSoft® SlideShow Studio.

The following objects can be rotated:



Image with
Effects



Text



Particle

It doesn't hurt to have read the [Movements](#) already, since the rotating is accomplished together with movement paths.



Create a new slide show  and click an "Image with Effects" in the toolbox to add it to the image list.

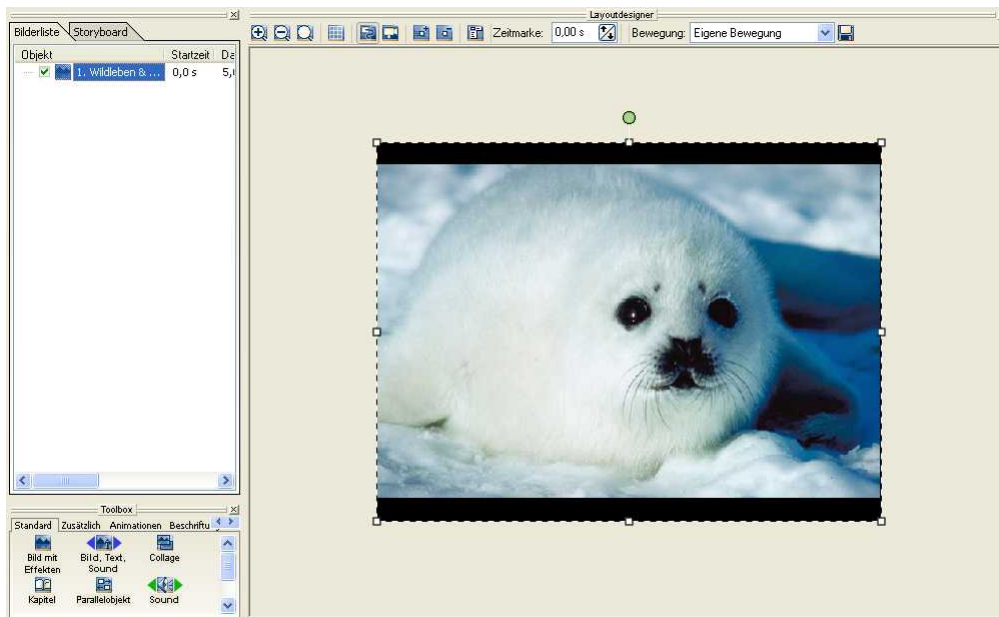


Image with
Effects

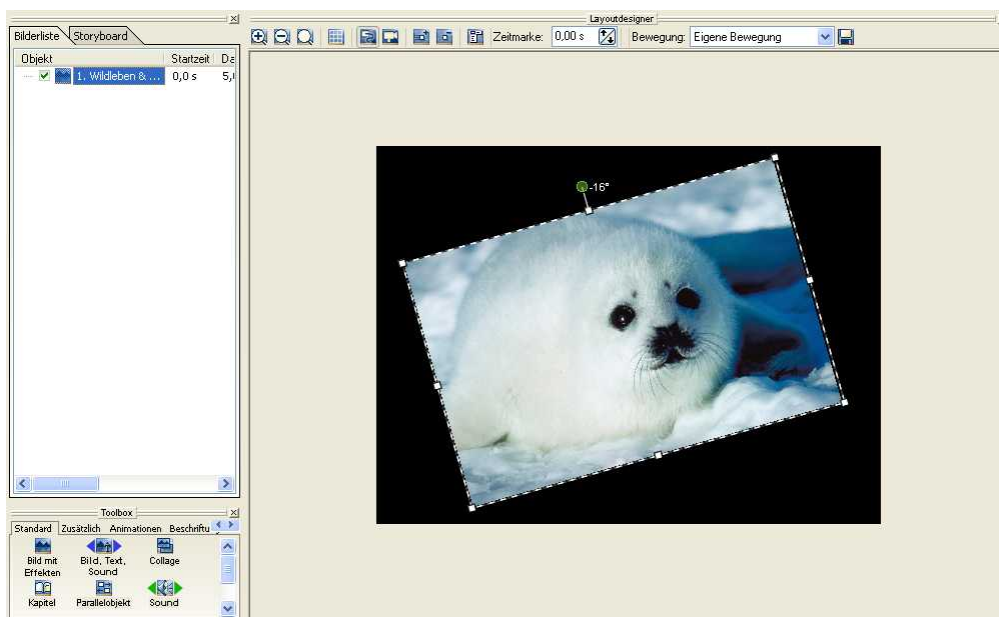


Don't mistake the "Image with effects" with the "Image-Text-Sound-Object". The latter doesn't allow movements.

Now choose an image. Click on it in the image list so that it is shown in the layout designer. In the layout designer you can then reduce the size of the view a little by using .



Now you can rotate the image using the green round handle. Click on it and hold down the mouse button, define the rotation angle. With the positioning frame you can also resize the image.



The black area in layout designer is the visible area. Images have to be located in this area to be visible in the end result. The outer area you will only need for special functionality, e.g. if you want to let images "fly in" from outside.


If you want to set an angle manually click on the image in the layout designer with the right mouse button and select "**Custom Entry**".

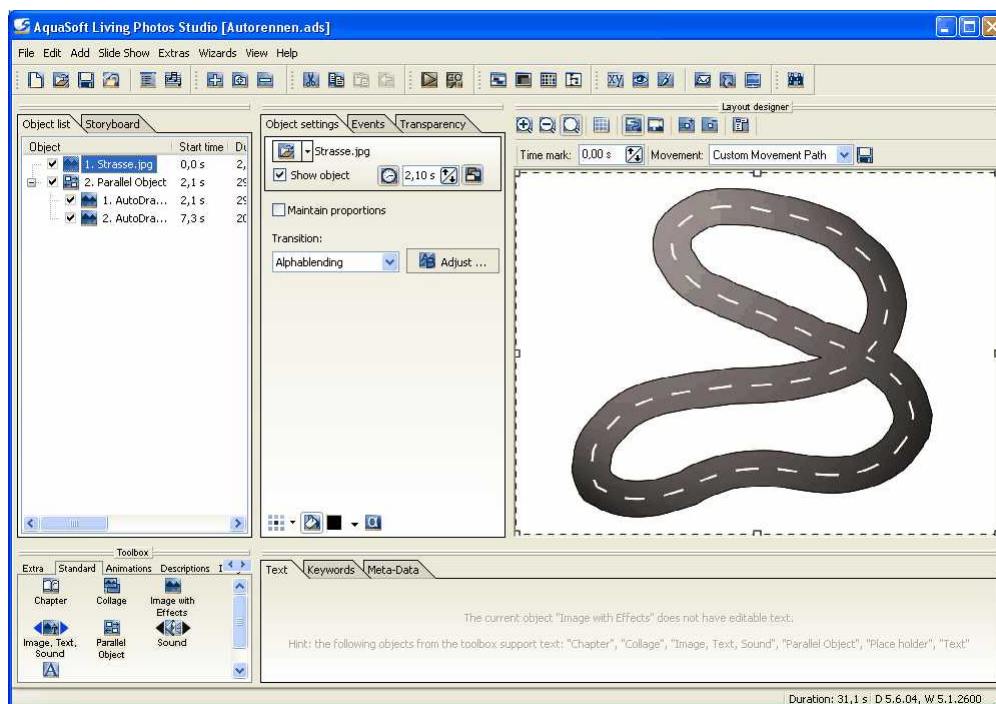


Under "**Rotation**" you can set the angle now.

Enhance your [Collages](#) by rotating the images inside the [Collage](#) .

Of course this is not all that you can accomplish with the rotation function. Would you like to follow the route of your traveling with a car on a map for instance? Then you will now learn how you can combine movement marks with rotation.

In our example we will let a car travel on a road. At first we will add the image of our road using the  symbol. If you wish you can add a section of the map instead.



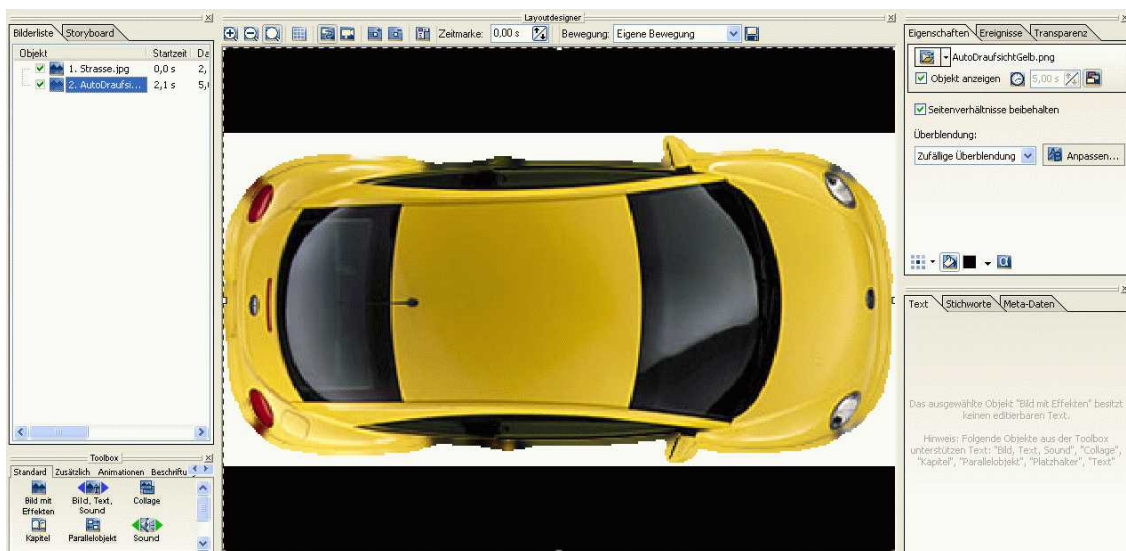
Next we need the car. It should be a PNG graphic with alpha channel.




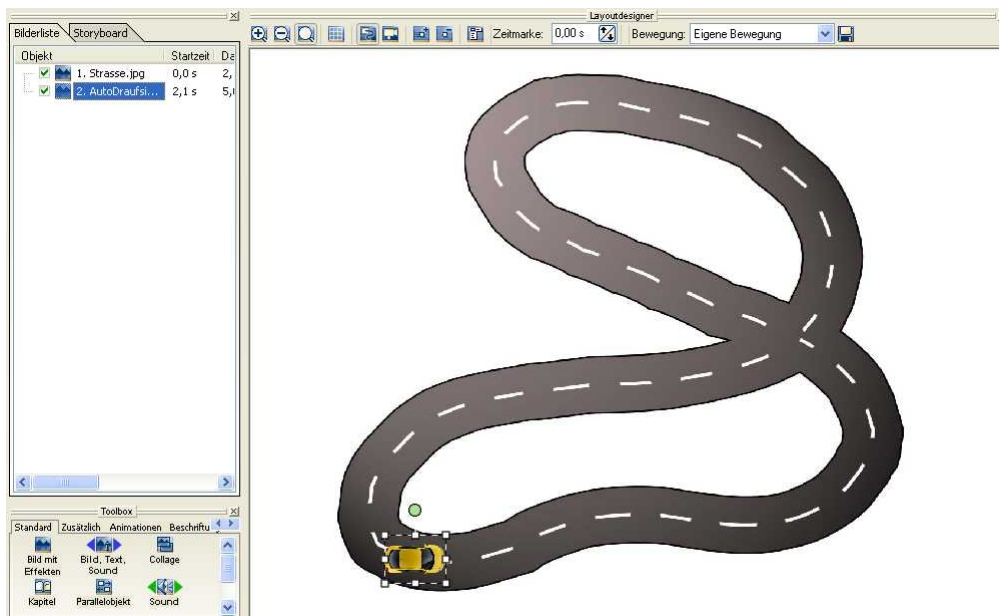
How you can create such a graphic you can read in our [FAQ](#) .




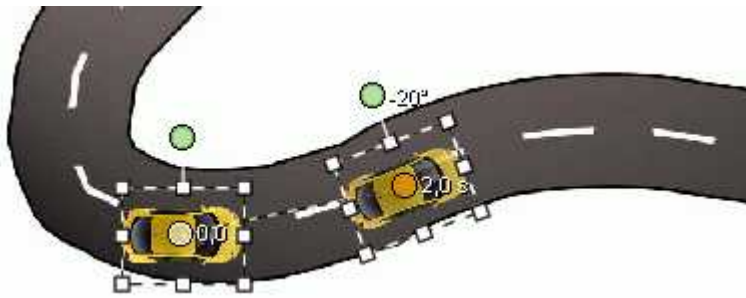
In the "Toolbox" click on **Effects** and select the image of the car.



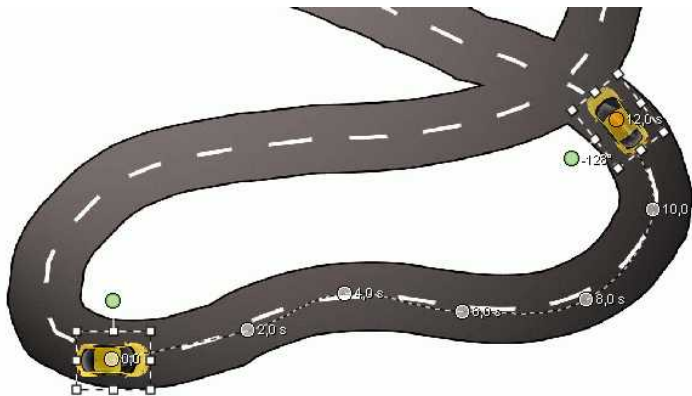
The size of the graphic needs to be reduced with the help of the positioning frame. Then the use of alphablending has to be activated. To do this click the  symbol in "Object settings".



Now the tour can begin. Add a new movement mark with  and rotate the car a little so that its direction matches that of the road.



Add more movement marks and rotate the car accordingly.

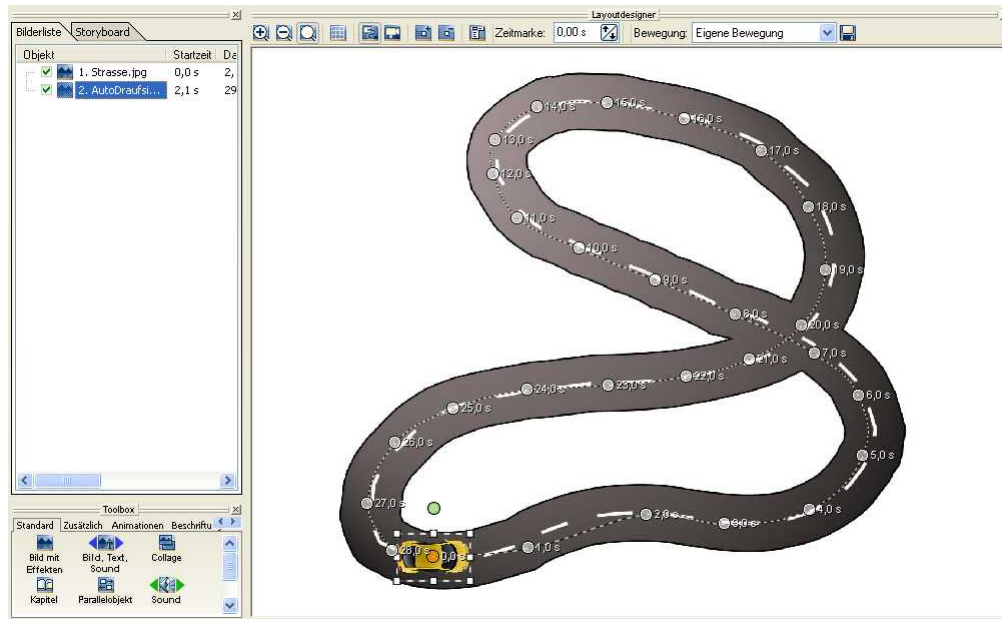


Each movement mark can be adjusted individually. Click on a mark, so that it becomes highlighted. In the menu bar above the image you can change the number of seconds of the time mark.



Start playback with  or .

Eventually the movement path can look like this:



The rotation angle may exceed 360 degrees. This way you can generate effects like the catapulting of the car out of the curve.

2.5 Collage



You can create a beautiful collage with only a few steps.


Drag the collage-object from the toolbox into the image list.



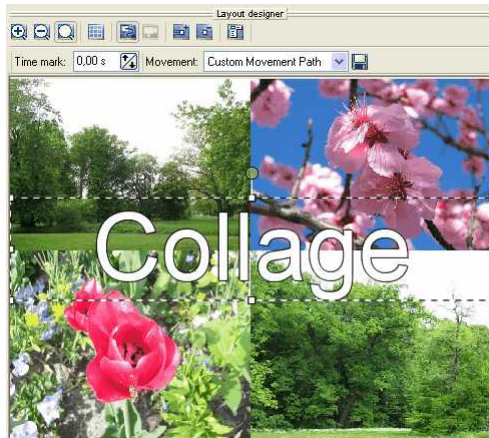
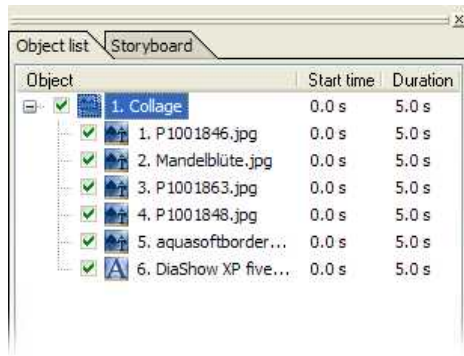
This adds a collage to your slide show. Click on this collage in the image list and you will see a message in the layout designer telling you, that the collage is empty at the moment. To fill it just click the "Image, Text, Sound"-object in the toolbox.



A dialog appears where you can choose all images you want to use for the collage.

They are added to the collage because it was highlighted. When you click the  next to the object you can look at all images contained in the collage.

Now click on each image in turn and move and resize them at whim until you like the result.




Now add a text object from the toolbox and position it wherever you want it.



If the text doesn't appear in the collage, you probably didn't have it selected. You can click the text object and drag and drop it into the collage. This works in the image list, the timeline and the storyboard.

Now your collage is almost finished. You have images and text. The images can also overlap. And you can create a "picture-in-picture" – effect when you leave the first image in full screen size.

You can open the collage in the timeline by clicking the same . The images are shown one over the other so that you get a quick overview over all images in the collage.



As you can see assembling a respectable collage is quick and easy. Just play around with the images until you like what you see.



You can add zooms and pans to a collage the same as to an "Image-with-effects". Try it out.

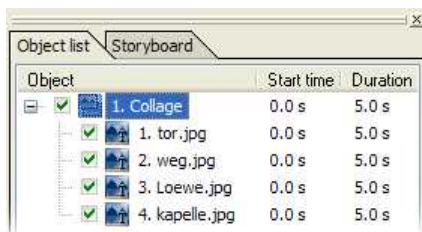
2.6 Camera Pan with Collage

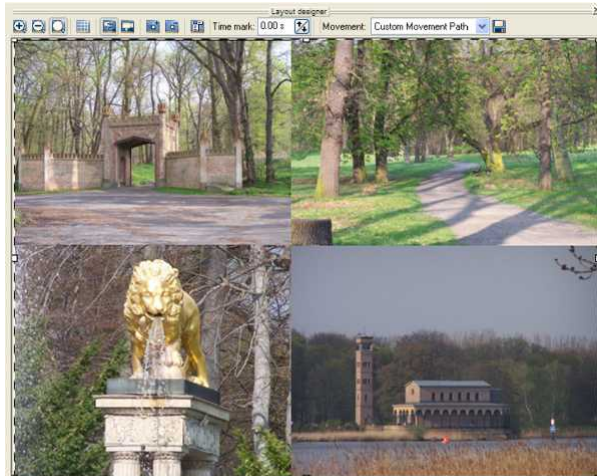


You can use pans with collages the same as with normal images.


Create an image collage. A detailed how-to you can find [here](#).

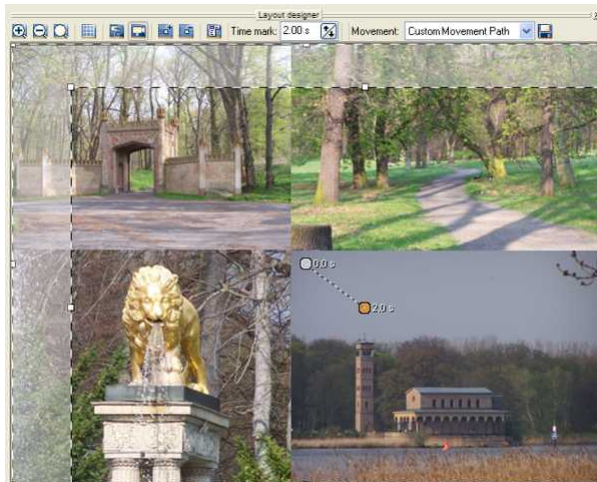
Now select the collage in the image list.



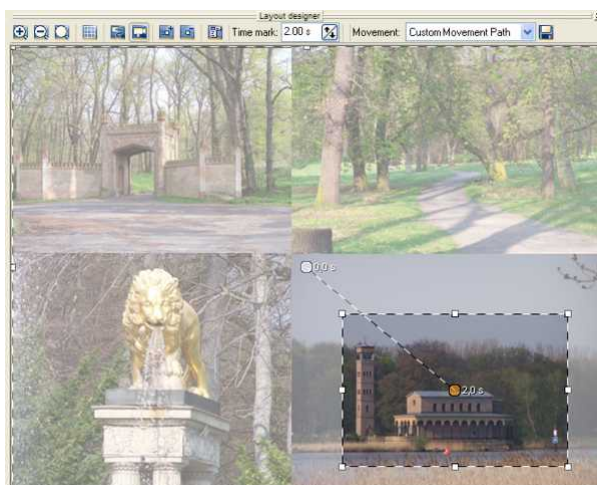


Switch to the layout designer mode for camera pans through a click to the  symbol.

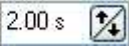
Add a movement mark by clicking .

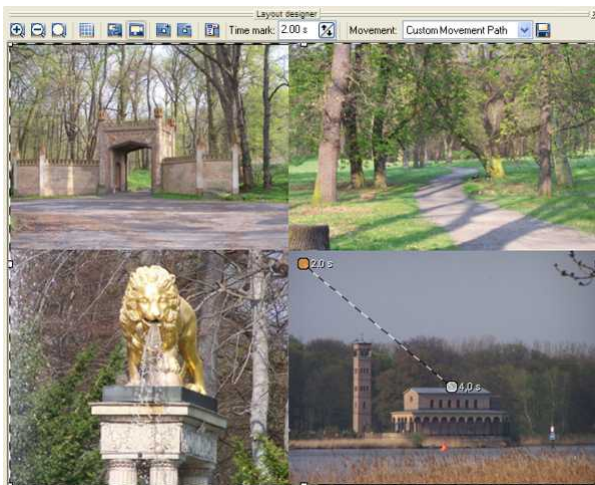



Make the position frame smaller and drag it to the area you want to be visible on screen.




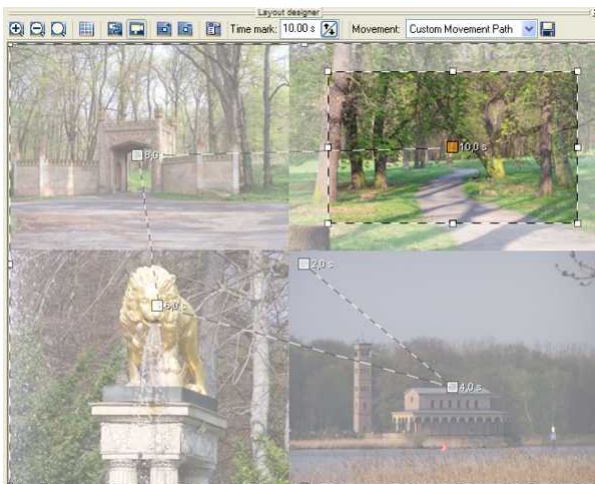
Select the first mark and raise the time, otherwise the camera pan will start immediately.

The time can be changed with  Time mark: 2.00 s




Start playback with .

You can add any number of movement marks with . Just position them as you see fit.



The first movement mark doesn't have to be full screen. You can also resize it and move it, maybe to zoom from details to full screen.

Admire the result with .


2.7 Ken Burns Effect



In the example slide shows included in the program you can look at a slide show that uses the Ken Burns Effect. Here we explain the settings.





Add a parallel object from the toolbox tab "Standard" by clicking on it. Afterwards click on "Image with Effects" and drag it with pressed mouse button on the parallel object in the image list. Now choose 3 images. You can add more than one image from a folder by keeping the "Ctrl"-key on the keyboard pressed while selecting images with the mouse.

Switch the layout designer mode to camera pan by clicking the .


Select the first image and drag the position frame a bit smaller.

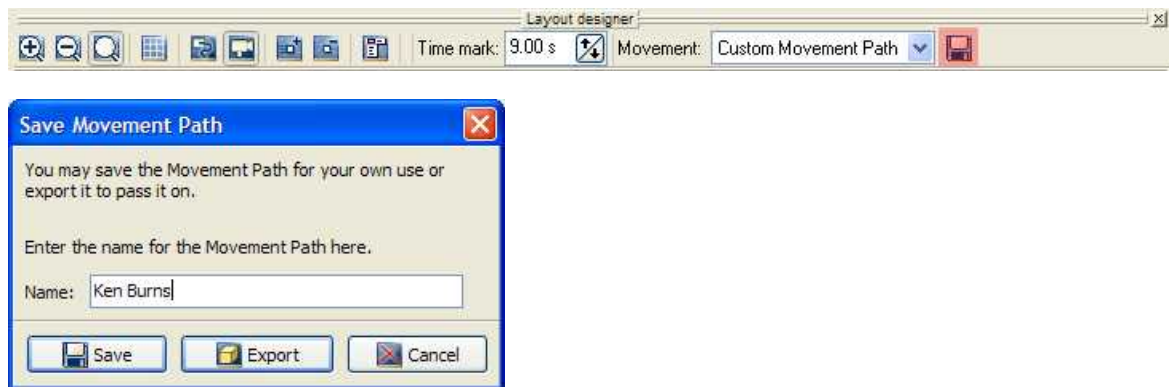


Now add a movement mark with a click to the  symbol. Scale the layout designer down for better overview using the .

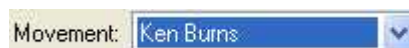
Expand the position frame of this new movement mark to the full visible area and change the time mark to 9 seconds.




For the next images the camera path will stay the same, that's why we can save it over the  button.

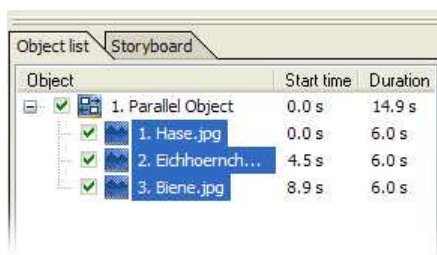


Now select the second image and choose the saved movement path in "Movement".



When you switch to the pan mode with the  you will now see the movement marks of the saved path.

Do the same with the third image.

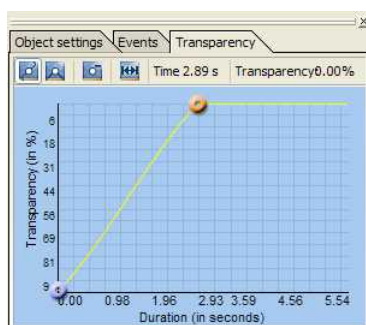


Now select all three images from the image list. To do that you can click one image after the other while keeping the "Ctrl"-key on the keyboard pressed.



Now go to the object settings to set the duration of the images to 6 seconds.

Because all images are selected, the change will effect all images.




Click the tab "Transparency". The diagram shows the transparency of the selected images over time. At first it is empty because the selected images are fully visible the whole time.

Now click into the diagram.

A point appears that can be moved with the mouse. Add another point and align them as shown on the screenshot.




Open the parallel object in the timeline through a click to the .



To show the images one after the other, they have to appear in the form of a flight of stairs. The way they appear in the timeline at first means, that they are all shown at the same time. Here you can only see the last image, because it lies over the others.

Click on the second image and move it to the right while keeping the left mouse button pressed. Do the same with the third image.

Now you can play the slide show with the  and look at the impressive effect.



A parallel object shows its content parallel, at the same time. If you are using a large number of images in one parallel object this might cause performance problems.

2.8 Use DiaShow-Master



The DiaShow-Master includes a number of slide show presets that make it easier to create a slide show.

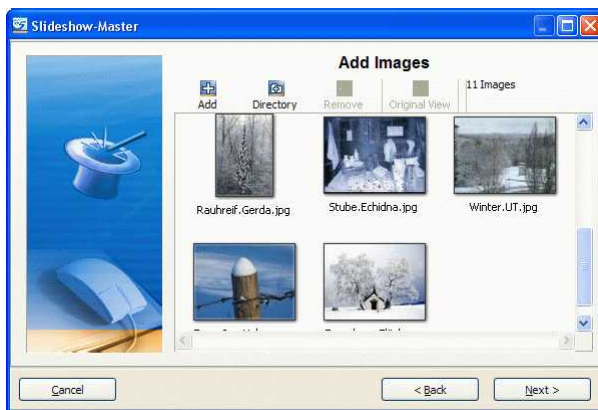
You can choose images and music at lightning speed from which the program creates a slide show after you selected a style.

In  "File" / "New" / "Use DiaShow-Master" you can start the DiaShow-Master.



Click "Next" to start designing the slide show.

In the next step you add images through a click to the plus-symbol.



Now click "Next".

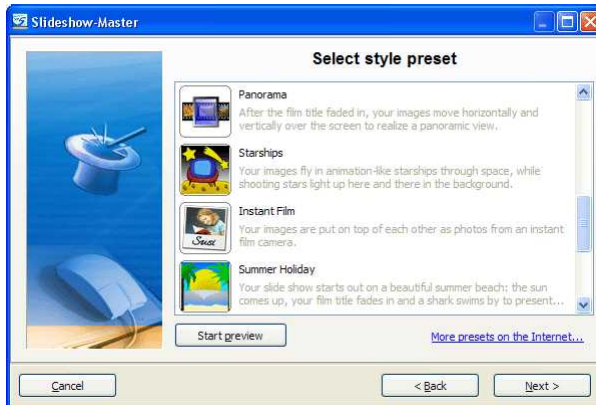
In the following dialog add some background music with the plus-symbol.



If the duration of the slide show should not be adjusted to the background music, remove the check from the box of this option. If the box is checked, the time each image is shown on the screen is adjusted to the length of the music.

Then click "Next".

Now you can choose the style preset.



You can gain insight into the preset by clicking the button "Start preview".



For some presets you can enter custom data like film title etc. Just click directly on the data and enter your text.



Now click "Next".

Now you can decide what the next step is going to be.



- Edit Slide Show:** Opens the style preset with the images in **AquaSoft® SlideShow XP five & Studio** for editing. You can now make individual changes.
- Burn PC slide show to CD:** This option opens the [CD Wizard](#) and you can burn the show to CD or prepare it for handing it on. This CD can be played on a PC (not on a DVD-Player).
- Burn Video to VCD, SVCD or DVD:** This option opens the [Video Wizard](#). You can use it to burn a slide show to a video-CD or -DVD. The slide show has to be converted into a video first. This process may take some time. After that the (S)VCD, or DVD can be played on a DVD-Player. Please note that VCD and SVCD have to be written to a blank CD (not blank DVD).

2.9 Basic Features

Using an example slide show we will show all basic features of **AquaSoft® SlideShow XP five & Studio**. You are encouraged to retrace this show step by step with your own images. Of course there are considerably more possibilities of designing a slide show. This tutorial can only provide a small insight into the basic structure. This example slide show will present animated texts, use zooms, integrate movement paths and create a collage.

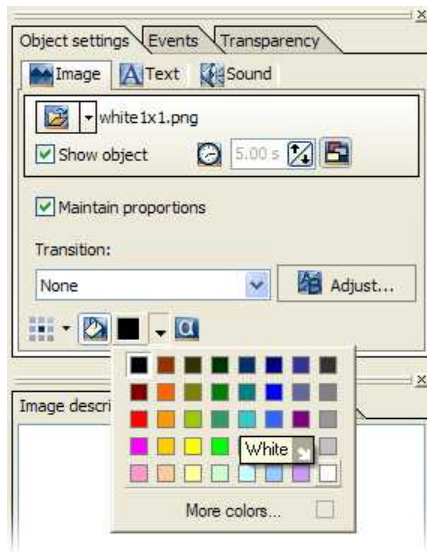
Open an empty slide show in **AquaSoft® SlideShow XP five & Studio**. In the main menu under "View" click "Layout". The following screenshots are based on this view.




First we want to add a white background. To do that we use the adequate object from the toolbox. Under the tab "Images" you will find "Colored background". Simply click on this object.

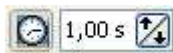


The object appears in the image list.

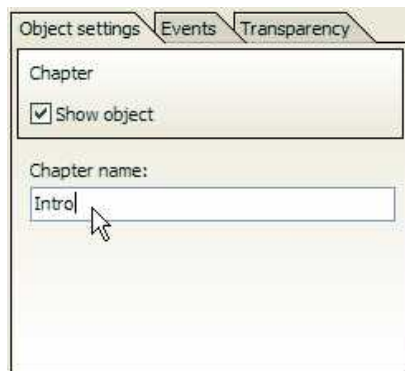


To create a white background, you have to set a background color in the object settings.

Now change the duration of the object by clicking on the  button and then use the arrows behind the time to set the duration to one second.



Add a chapter to your slide show by clicking the object "Chapter" under the "Standard"-tab in the toolbox.




Click on the chapter in the image list and enter a name. In our example the chapter is named "Intro".



The chapter object has the sole purpose of keeping order. If you use it thoughtfully and name it meaningfully, you can keep an overview even over large slide shows.



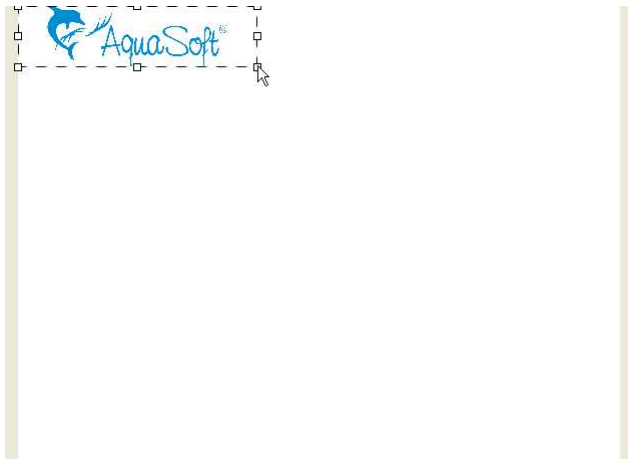
We added our logo as the first image in the chapter. For this purpose we dragged the object "Image with Effects" from the toolbox onto the chapter in the image list. The chapter is being highlighted when you move over it with your mouse and the attached "Image with Effects". Release it now. A dialog opens where you can choose an


image. After that, click the  in front of the chapter to open it.

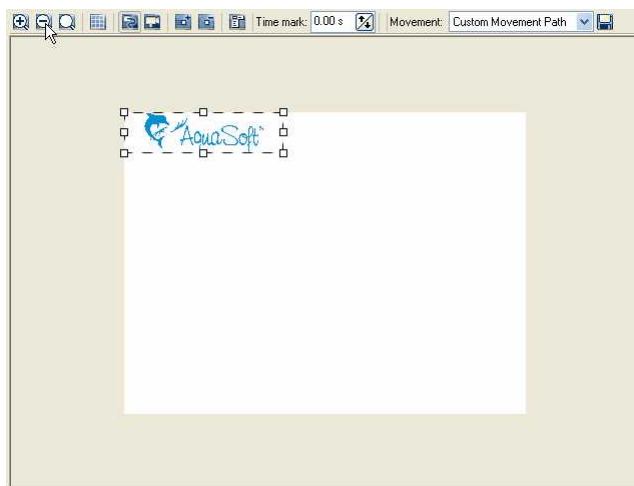
Click on the image in the image list and the object settings will be shown. Because we are using an image with transparent areas, we have to activate the button for the alpha channel. If you are using an image without transparency (jpg, bmp) you can skip this step.



In the next step the image is going to get "a spin" through a movement path. To do that we have to first scale the image down. Click the relevant points on the position frame of the image and drag it into the right format.



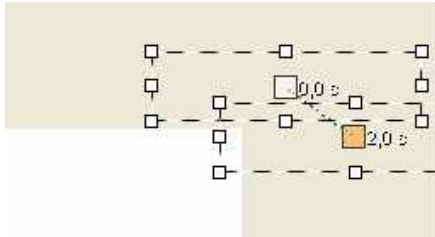
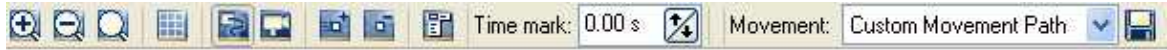
As a special effect the image is supposed to enter the screen from the site. For that you have to make the layout designer smaller, using the  button.




The area visible now is outside of your screen. The white area symbolizes your screen. We now move the image beyond the visibility line. Therefore click on the image and drag it while keeping the left mouse button pressed.

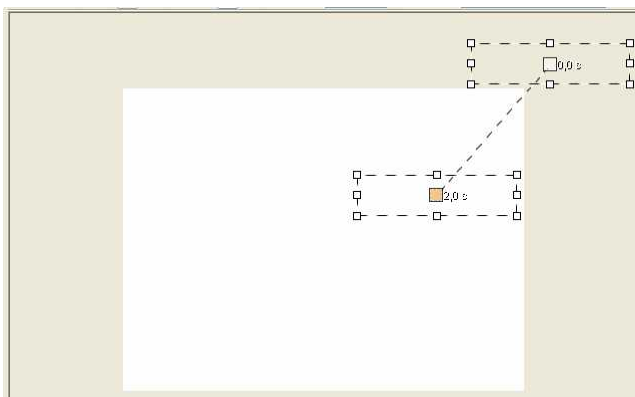


Now the movement mark is inserted. The layout designer offers the right tool for the job.

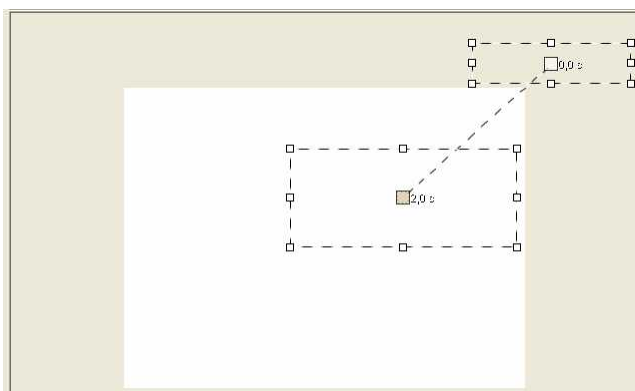


Click the  button to add a movement mark.

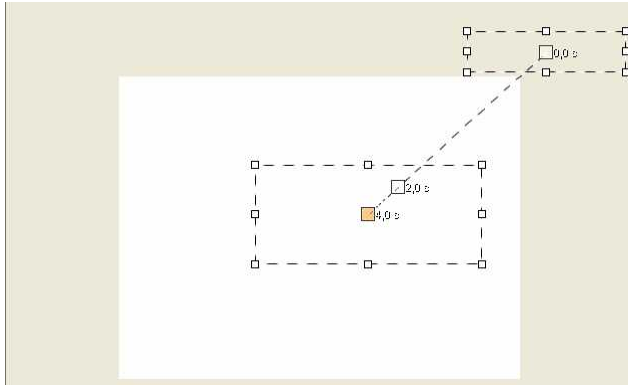
Now click on the object with the orange mark and drag it into the visible screen.



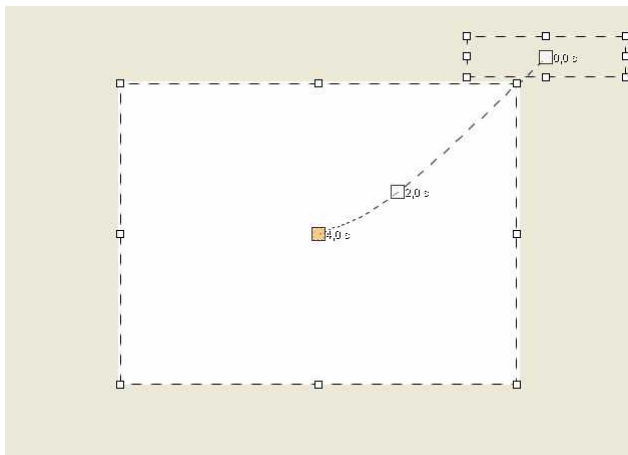
Enlarge the second object to use the zoom.



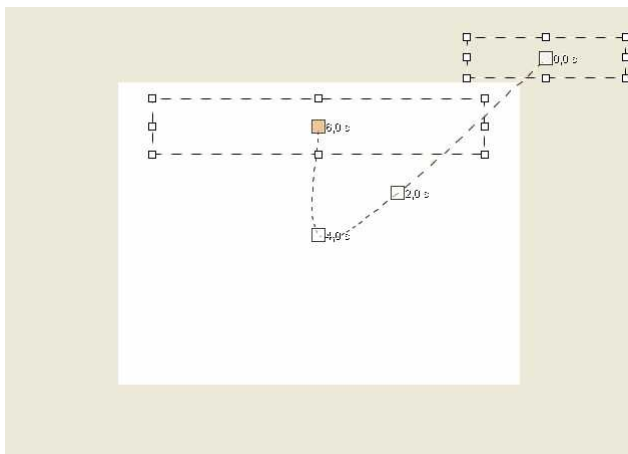
Set another movement mark by clicking the  button again.




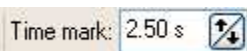
Resize the third position frame to fill the whole screen.



You now combined a movement mark with a zoom and created an impressive effect. We add another movement mark to bring the logo to the top border of the screen. If you want to keep your image on full screen, skip this step.

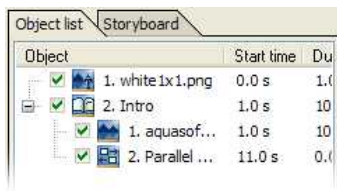


Simply click the  button to replay the show and look at the finished steps so far.

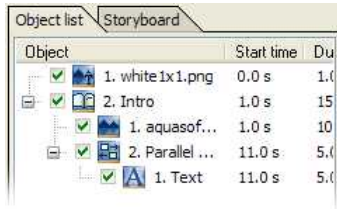


If you want to change the time for a movement mark, click the corresponding point. It turns orange and you can now change the time in the layout designer.

Raise the number of seconds to slow the movement down or lower it to speed your image up.



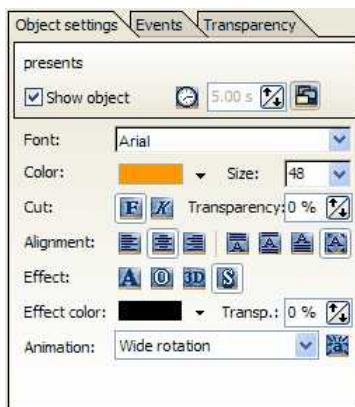
In the next step we add a parallel object to the slide show. Drag the parallel object from the toolbox onto the chapter. When the chapter is highlighted drop the object by releasing the mouse button.




Now insert a text-object into the parallel object. Therefore drag and drop the text object from the toolbox into the parallel object in the image list. Now open the object by clicking the plus-symbol.



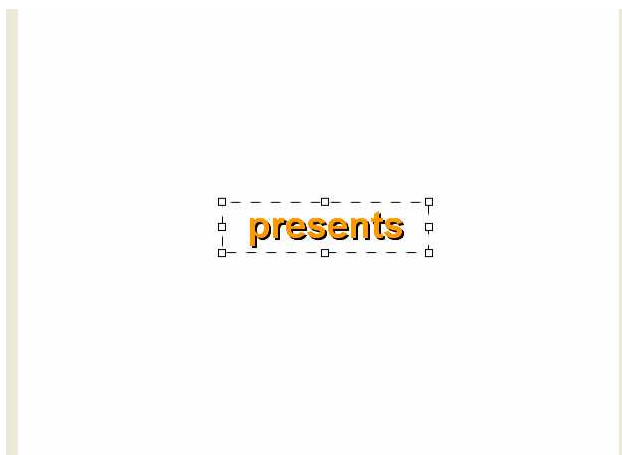
Highlight the text-object through a click and enter your text under "Text". In our example we use the word "presents".

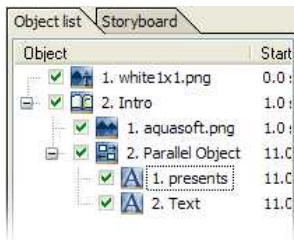


Now we set font size and -type to our taste. As animation we use "Wide rotation" in this example. You can choose any other animation.

A click on the button  sends you to further settings for the text animation.

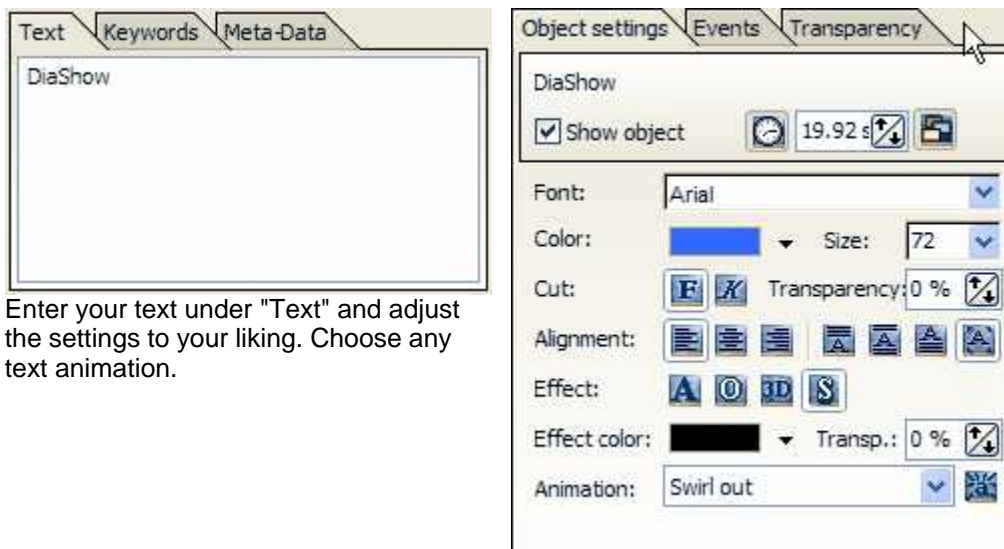
The writing must now be positioned within the layout designer. Click on the object with your mouse and drag the text to a good position.





Now insert another text object into the parallel object. To do that drag and drop the text object from the toolbox into the parallel object in the image list.

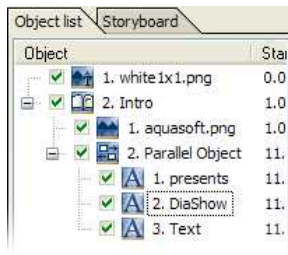
Select the second text object through a click with the mouse on the object. You can still see the first text object in the layout designer, making it easier to position the second one.



Enter your text under "Text" and adjust the settings to your liking. Choose any text animation.

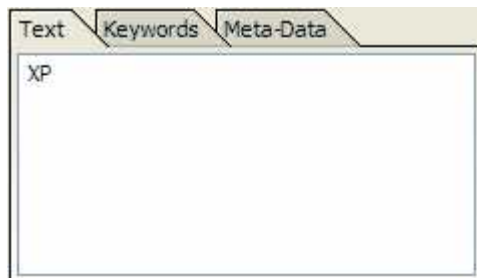
Position your text in the layout designer. Click on the object with your mouse and drag the text to where you want it.



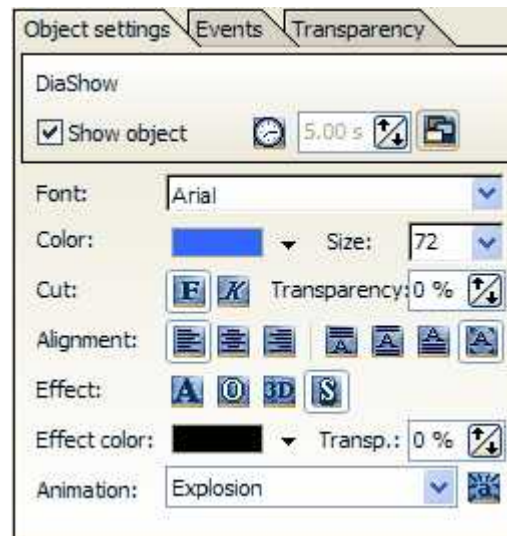


Now insert another text object into the parallel object. To do that drag and drop the text object from the toolbox into the parallel object in the image list.

Select the third text object through a click with the mouse on the object. You can still see the first and second text object in the layout designer, making it easier to position the third one.

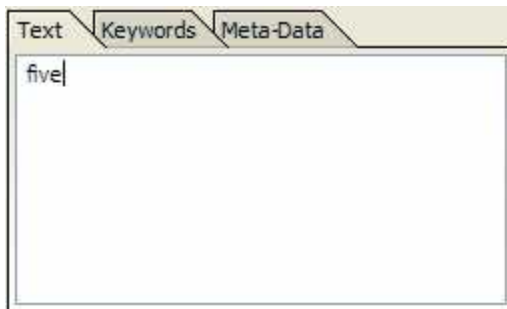


Enter your text under "Text" and adjust the settings to your liking. Choose any text animation.

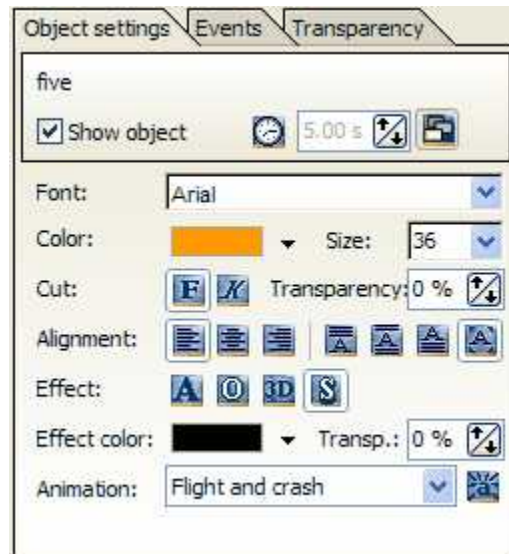


Position your text in the layout designer. Click on the object with your mouse and drag the text to where you want it.

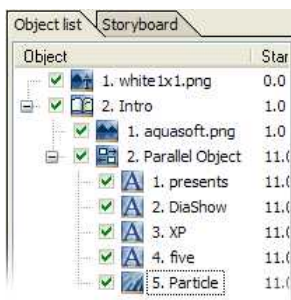




We now add the last text object. Do as described before.

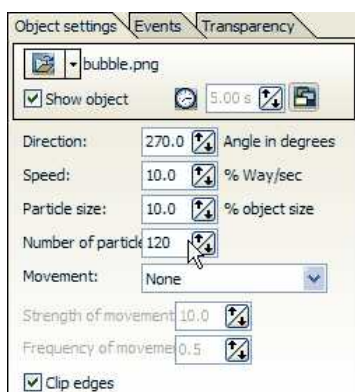


Now we want to pep up the intro with an explosion. To reach that effect we use the particle object.




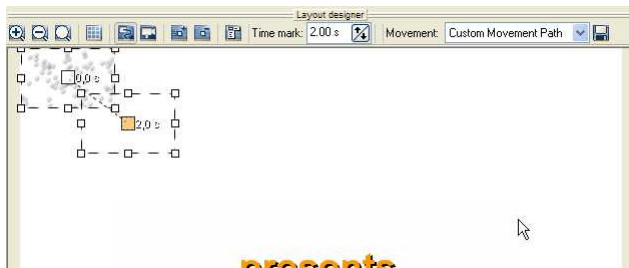
Add a particle object to the parallel object. the particle object can be found under "Extra" in the toolbox. Click on the object with the left mouse button and drag it into the parallel object. You are then asked to choose an image. Here a transparent image with a star or bubble will fit very well. You can use the same "bubble.png" as in this example. It can be found in "C:\Program Files\AquaSoft \DiaShow XP5\Presets\Demos\SlideShows\Beispieldiashows \Data". If you used a different installation path, you have to use that instead.

Reduce the size and change the position of the particle object in the layout designer.

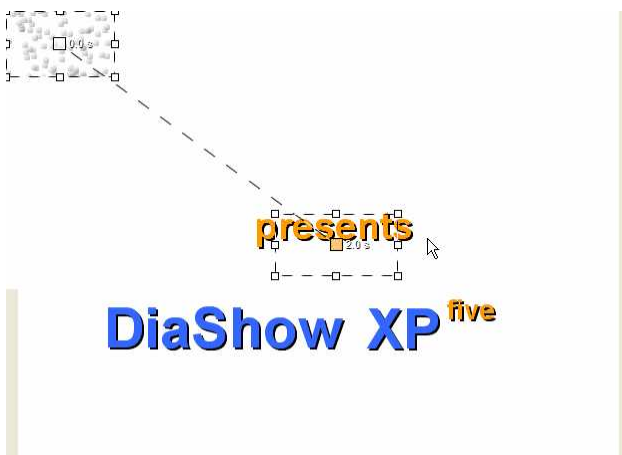


The number of particles can now be adjusted in the particle settings. If you enter a number by hand, you have to confirm the setting by hitting "enter". Set movement to "None".

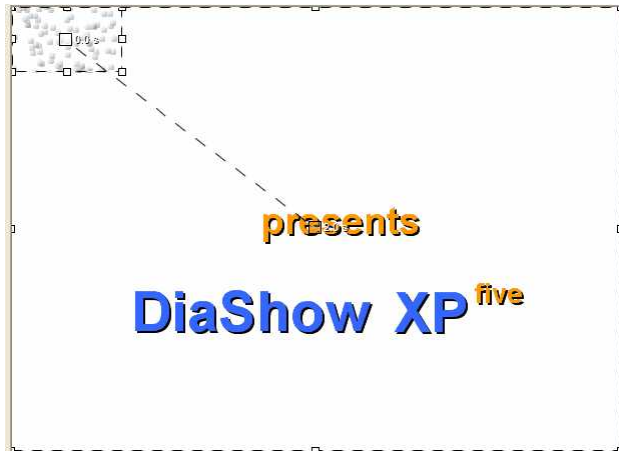
Now a new movement mark has to be added. Click the  button over the layout designer.



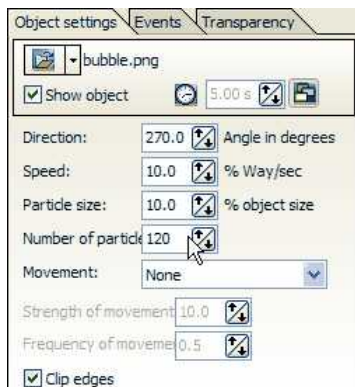
Drag the orange point with the mouse to the center of the layout designer.



Enlarge the display window of the movement mark to cover the whole layout designer window.



Add another particle object and position it in the upper right corner.



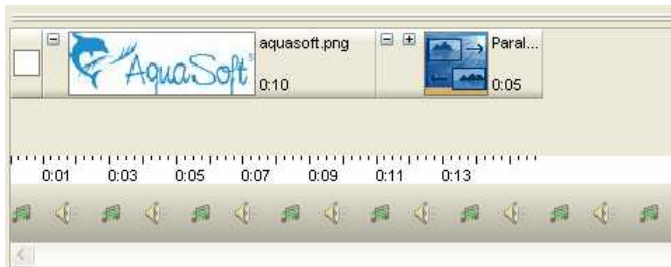
Increase the number of particles and set movement to "None".



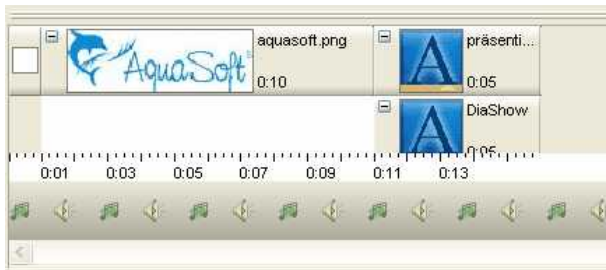
Add a movement mark and move it to the middle of the layout designer. Then resize the display window to the window size of the layout designer.

Because we are dealing with objects within a parallel object, all objects will be shown at the same time during playback. The sequence has to be adjusted accordingly. This happens in the timeline.

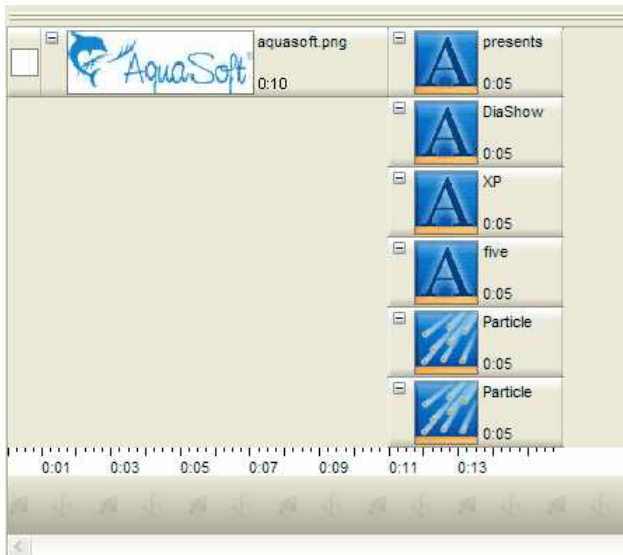
Up until now you see this in your timeline.



Now click the **+**, next to the chapter object with the name "Intro".



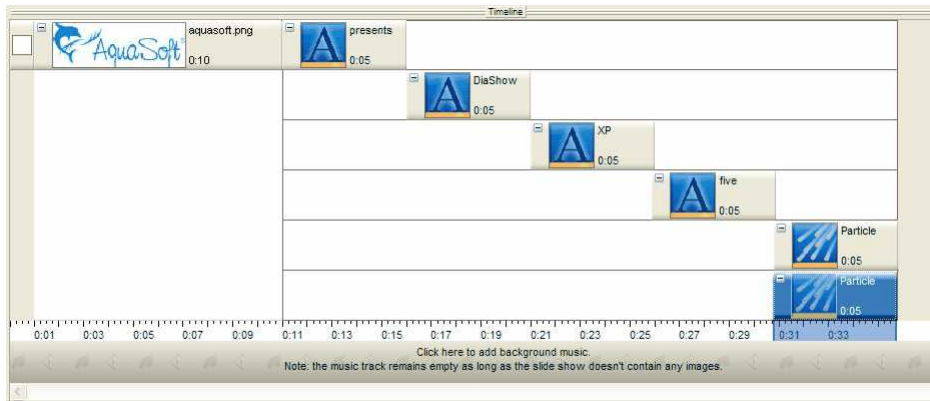
Click the **+**, next to the parallel object.



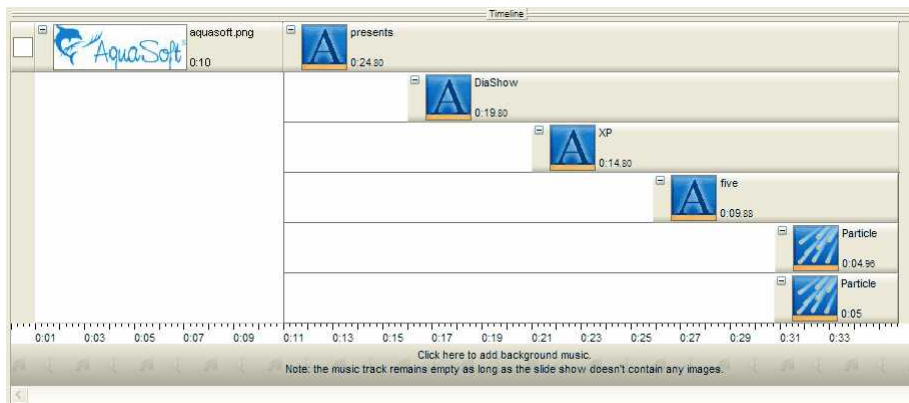
Now all objects are open. On the right you can scroll through the timeline. You can also make the timeline higher by dragging the frame at the top of the timeline window bigger.

You see that all objects will be shown at the same time. All objects aligned one below the other are shown at the same time. All objects aligned one after the other are shown in sequence. We now adjust the objects in the timeline through clicking and dragging.


Move the objects as follows, first:



The objects, except for the two particle objects, will now appear one after the other during playback. But the text is not supposed to appear and disappear and have the second text do the same. The text is supposed to remain on screen while the following text is shown. To reach that goal the duration of the texts has to be prolonged. You can do that by clicking the end of the object in the timeline and drag it to the right.

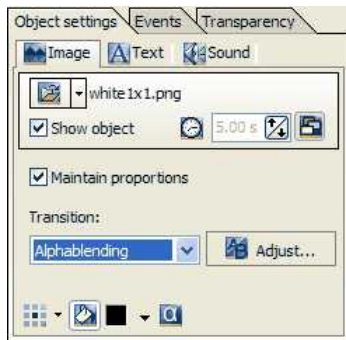


In "View" / "Layout" you can return to the original view with one click.

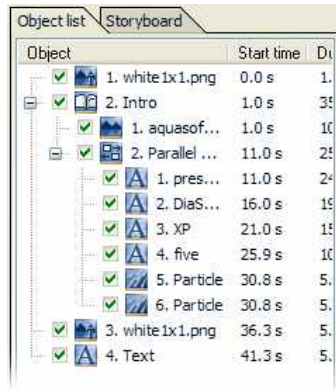
Click the button  to play the slide show and look at the effects.



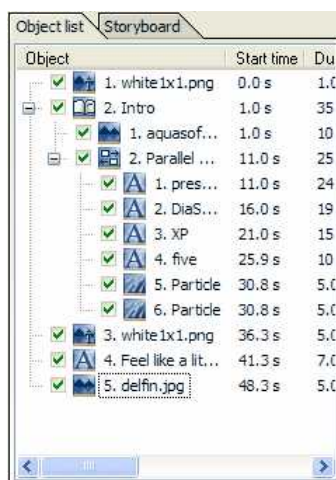
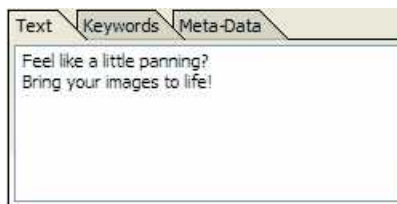
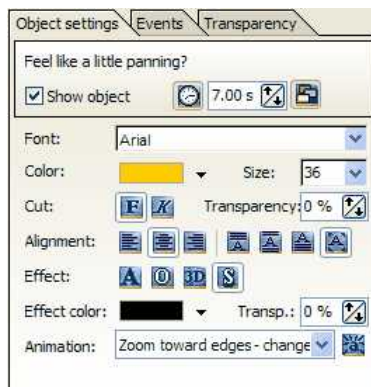
We now add a colored background to end the intro smoothly. In the toolbox under "Images" you find the object "Colored background". Click on it once, it will be added to the end of your slide show.



With a click to the object (white1x1.png) you can choose any background color and transition.



Now click on the text object in the toolbox-tab "Standard".





Now click on "Image with Effects" in the toolbox and choose any image.

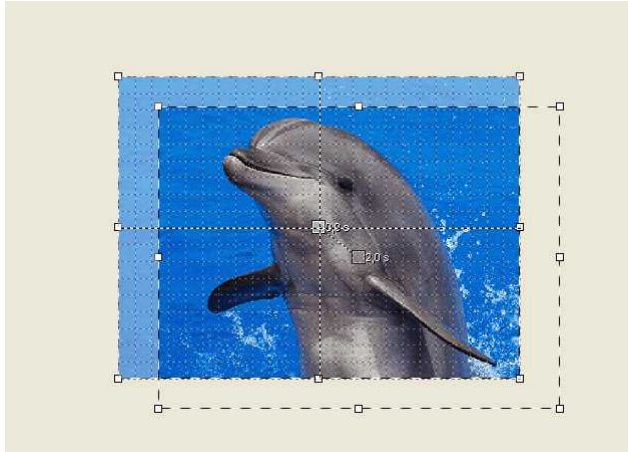
Highlight this object through a click in the image list.
Now you have to switch the view in the layout designer.



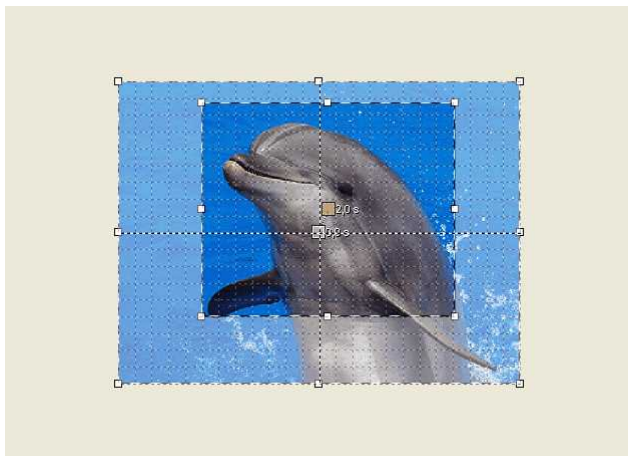
Here you click the button  to reach the pan mode.


Make the layout designer smaller through a click to the  button.

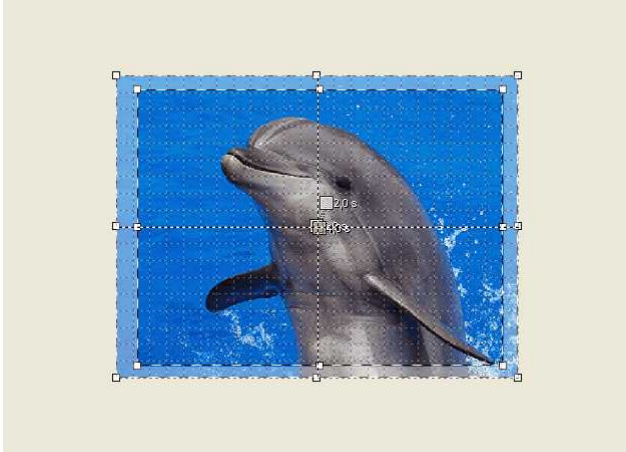
Now click the . You see another movement mark in the layout designer.





Resize the position frame of the second mark through clicking and dragging as shown in the screenshot.



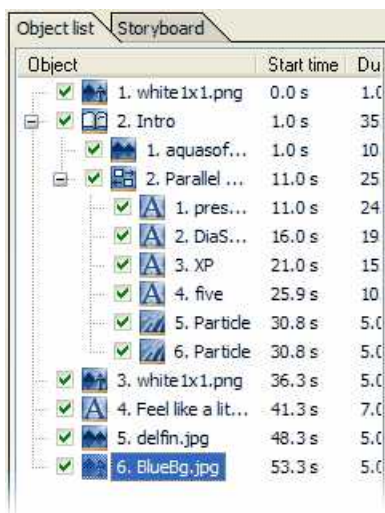
Click the  button again, make it a little bit bigger and adjust its position.



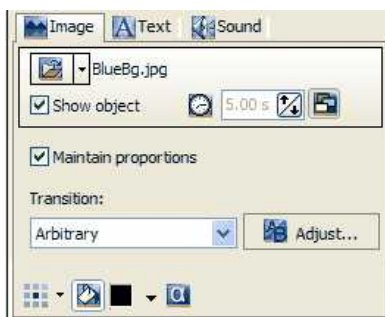
Now click the button . You can see how the image will be played.

When you click the image in the image list again, the movement marks vanish at first. They are only visible if you switch back to the pan mode with the  button in the layout designer.

Those camera pans can also be used effectively for transitions between slowly moving images. This effect is shown in the example slide show "[Ken Burns Effect](#)".



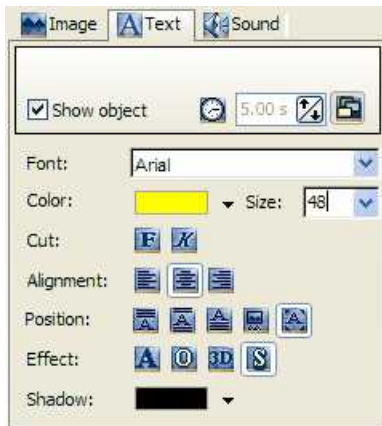
Now add an "Image, Text, Sound" object by clicking on it in the toolbox. Choose any image.



In the image settings you can choose a transition or leave it at "Arbitrary". This way you'll see a new transition on every replay.



In "Image description" you can add text to your image.



Adjust the shape and size of your text under the object settings tab "Text".

You can position the text anywhere using the layout designer.

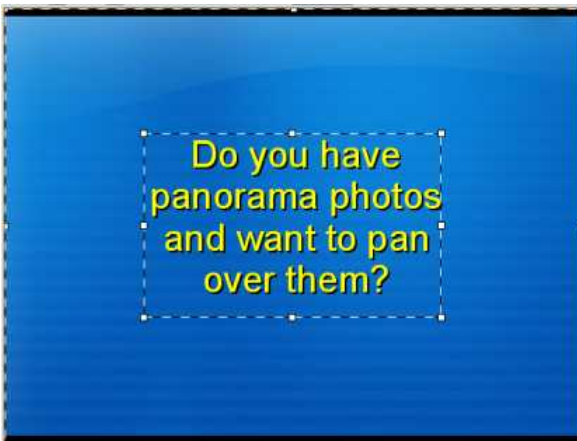
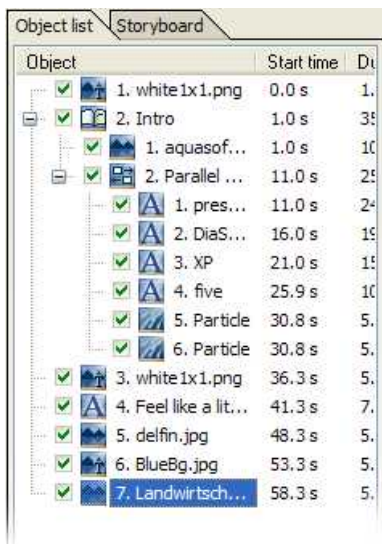
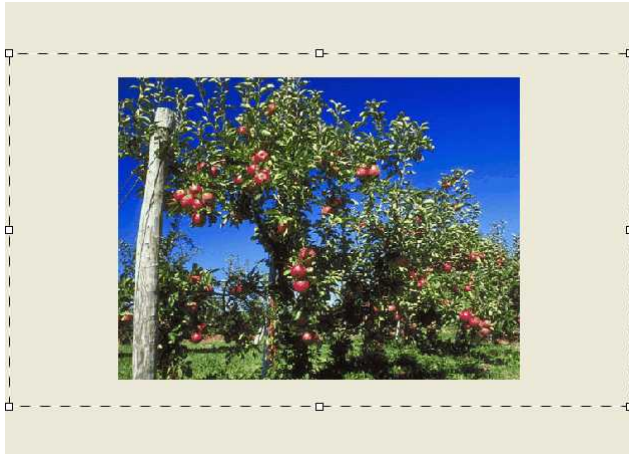


Image and text will now fade in at the same time.




Through a click to the object in the toolbox you now add an "Image with Effects". Choose an image. You may choose a panorama picture here. Now select the image in the image list.

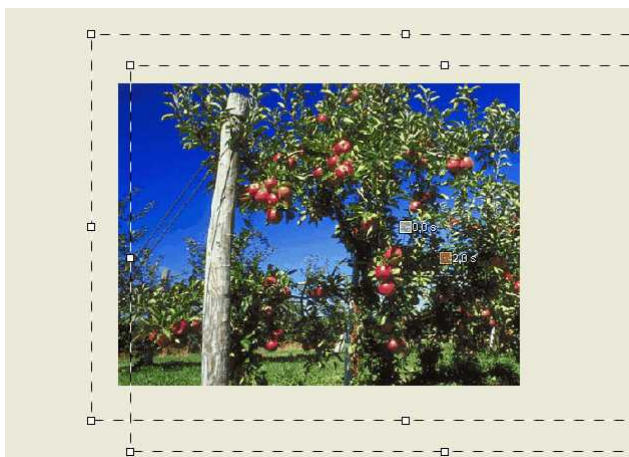
Expand the display window using the position frame.



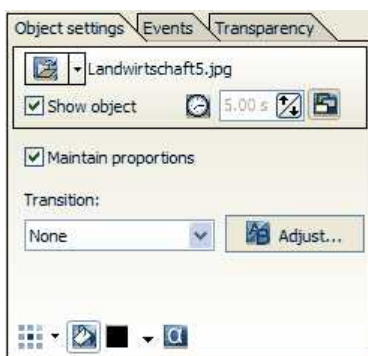
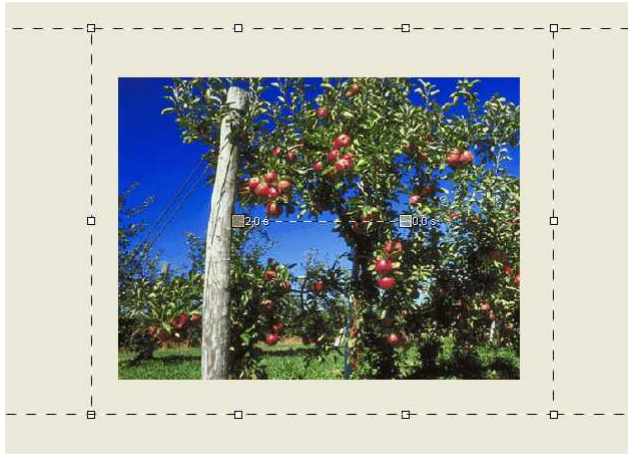
Now move the image to the right.



Add a movement mark by clicking the  button.

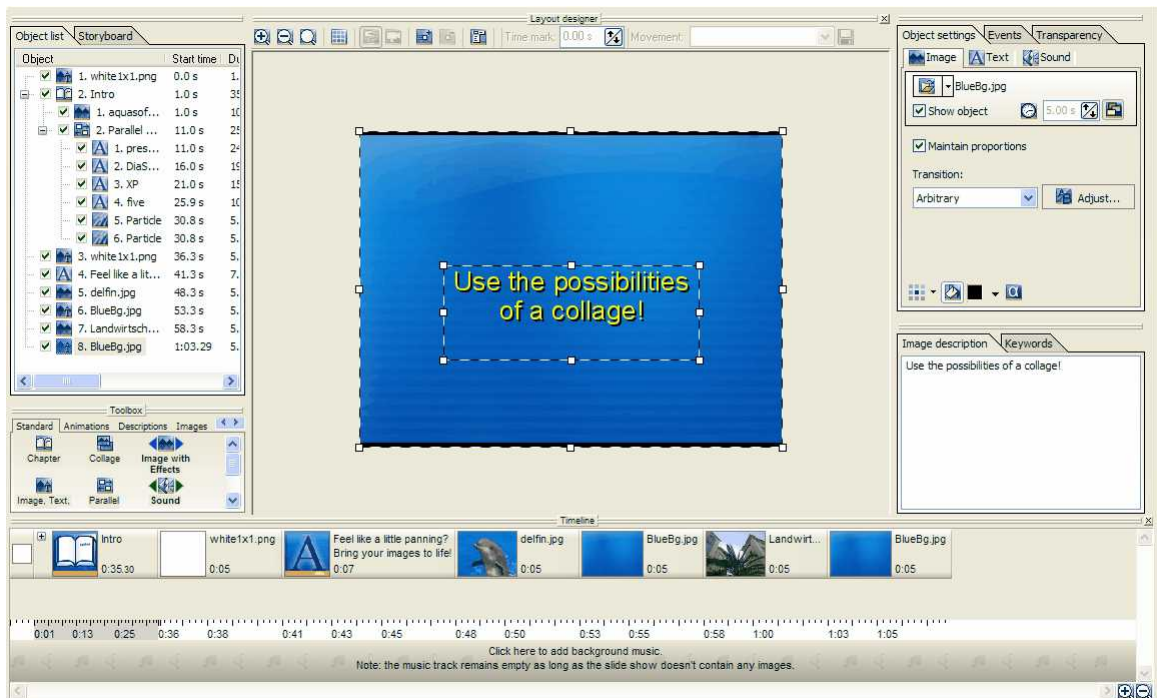



Now move the second movement mark to the left.

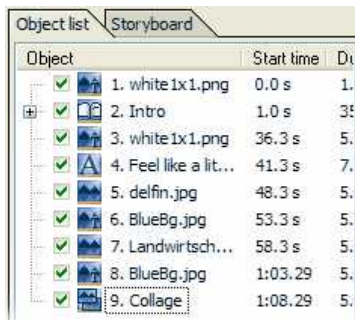


In this case you can remove the transition from the object settings.

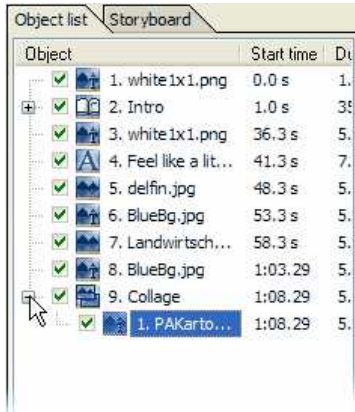
In the example we added the "Image, Text, Sound"-object again and assigned text.




If you want to go back to the full window size in the layout designer, click the button  at the top of the layout designer.

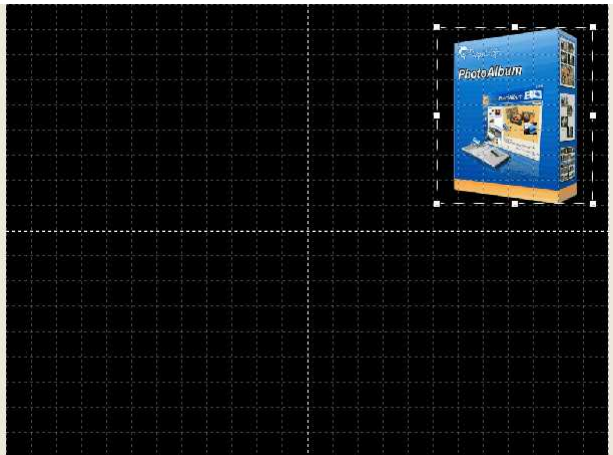


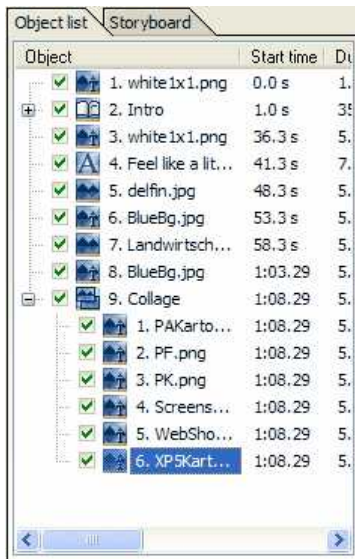
Now click on the collage-object in the toolbox.



This collage is empty at the moment. To fill it click the "Image, Text, Sound"-object in the toolbox and use your mouse to drag it into the collage. The collage will be highlighted when you are on top of it with the object. Let go of the mouse button and then choose an image. Open the collage by clicking the plus-symbol. Finally you select the image in the image list.

Scale the image in the layout designer down and position it anywhere. You can see the grid when you click the  button. This makes it easier to align your images and texts.





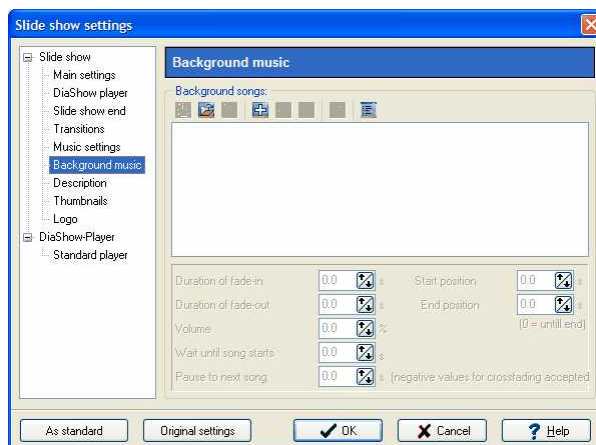
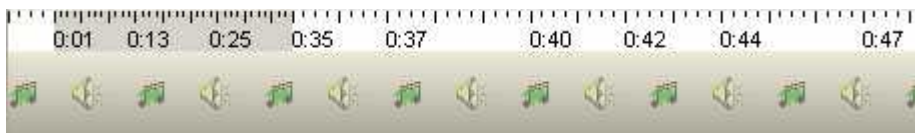
Now add more images as described, make them smaller and position them in the layout designer.



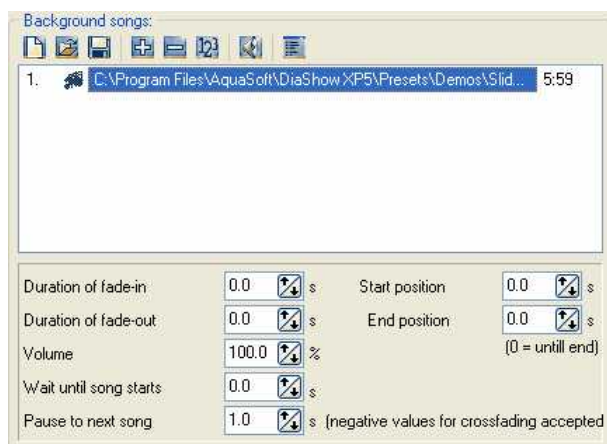
With a click on the collage in the image list, you see a preview in the layout designer. Here, you can still change the background color.



To a complete slide show we're only missing the musical background. There is an unused track in the timeline just for that.



Click on this track once to open the menu for the background music.

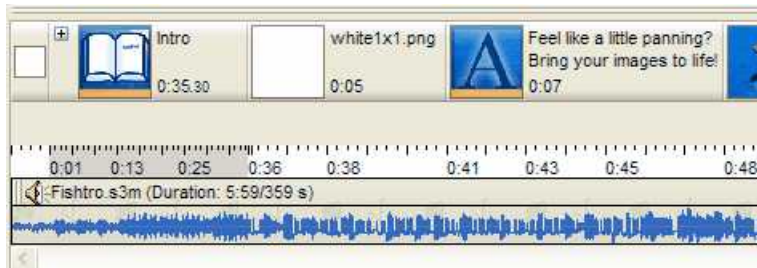



To choose music, click the plus-symbol .

Confirm with



You can now see the music track in the timeline filled.



Play the whole show with .

Now you learned about the basic steps to creating a slide show. Of course there are many ways to combine features and a lot of effects that we haven't described here. For more tips and tricks read the handbook and take another close look at the example slide shows.

3 Features

3.1 Program Overview















AquaSoft® SlideShow XP five & Studio includes many tools to edit your show. In the following picture you find an overview over the individual controls. We will often talk of objects. Objects are all elements that can be used in a slide show, e.g. images, texts, music and collages.














The description of the controls is based on the "Layout" view. You can set this in "View" / "Layout".

The Menu Bar:



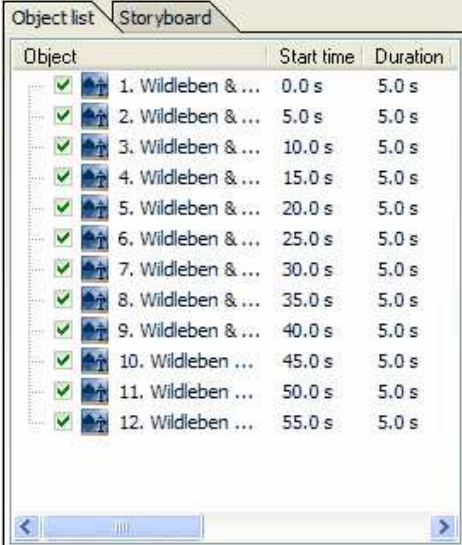
-  Creates a new empty slide show.
-  Opens an existing slide show.
-  Saves your slide show.
-  Opens the slide show settings.
-  Loads the background music settings (adding and removing song titles).
-  **Adds images to your slide show.**
-  Adds all images from one directory.
-  Removes selected images from the slide show.
-  Cuts selected images from your slide show and puts them in the clipboard.
-  Copies selected images from your slide show and saves them in the clipboard.
-  Adds images from the clipboard to the slide show.
-  Undoes the last change.
-  **Plays the slide show from the beginning.**
-  Plays the slide show from the selected object.

-  Switches to the Timeline-View.
-  Switches to the Layout-View.
-  Switches to the Storyboard-View.
-  Switches to the Image List-View.

-  Renames the file that belongs to the selected object (Image-/Music files will also be renamed on the hard drive!).
-  Shows the selected image in original size or plays the selected song.
-  Opens the image editor for the selected picture.
-  Sends the selected object via eMail.
-  Opens the selected object in the assigned application (Windows-Settings).
-  Sets the selected image as background on your desktop.
-  Searches for certain keywords in one or more slide shows (you can add keywords to images).

The Image List:

The image list shows all objects of your current slide show. In addition you can see the time when the object will be shown under "Start time". Under "Duration" you see the time that the image will remain on the screen. In the case shown all images are visible for 5 seconds.






Object	Start time	Duration
1. Wildeleben & ...	0.0 s	5.0 s
2. Wildeleben & ...	5.0 s	5.0 s
3. Wildeleben & ...	10.0 s	5.0 s
4. Wildeleben & ...	15.0 s	5.0 s
5. Wildeleben & ...	20.0 s	5.0 s
6. Wildeleben & ...	25.0 s	5.0 s
7. Wildeleben & ...	30.0 s	5.0 s
8. Wildeleben & ...	35.0 s	5.0 s
9. Wildeleben & ...	40.0 s	5.0 s
10. Wildeleben ...	45.0 s	5.0 s
11. Wildeleben ...	50.0 s	5.0 s
12. Wildeleben ...	55.0 s	5.0 s

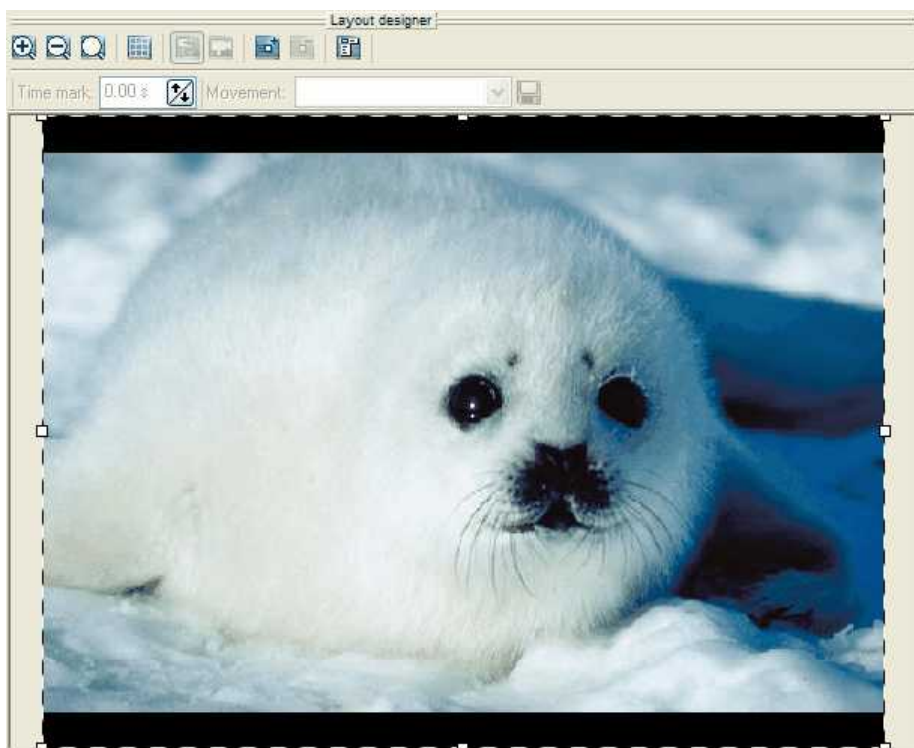
Here you can switch to the storyboard. It shows a small preview picture, called thumbnail, for each of your images. When you are working with large slide shows, this makes it easier to find a certain image.




The Layout Designer:

The layout designer is your preview window. Here you see how images and texts will be shown on screen. The  enlarged the preview. The  makes the preview smaller. The  returns the preview to the standard view / window size.

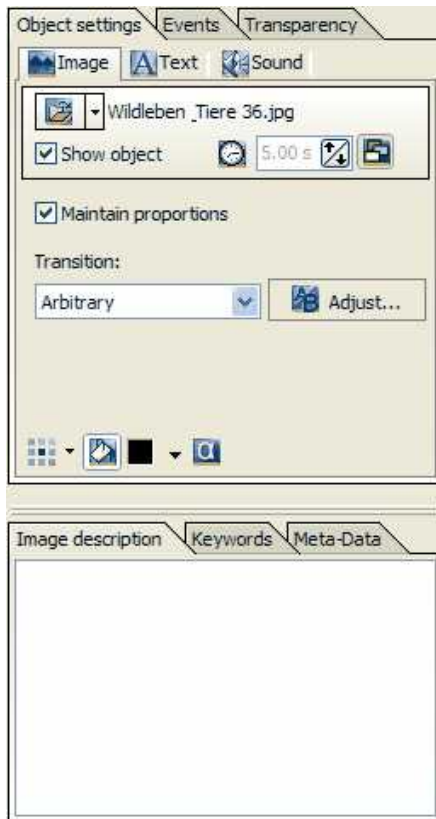
You can use the 8 points around the image to resize it. The frame is called "position frame". You will need this feature especially for picture-in-picture effects and for collages.



Via the  you can turn on a grid to align images magnetically. Furthermore [movement marks](#), [zooms](#) and [camera pans](#) are set in the layout designer.

The Object Settings:

Every object has certain properties. Here the properties of an image ("Image, Text, Sound" - object) are shown. Each setting will be explained later on.



Here you can set for example the duration of your image and the kind of transition. In the image description you can enter text that can be edited in "Text". In "Sound" you can add a special comment or sound to your image.

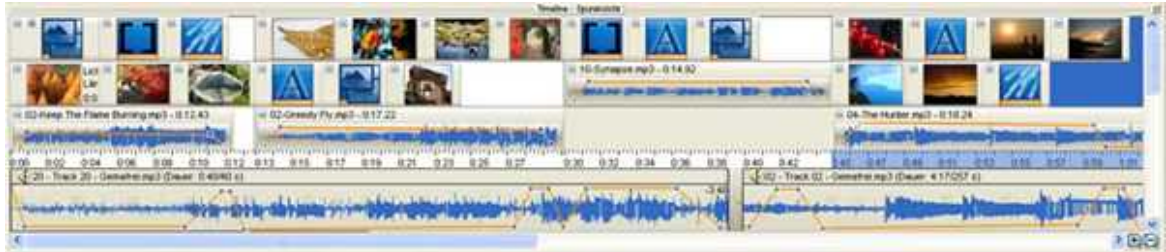
The Toolbox:

In the toolbox you find all objects that can be used in a slide show. Through clicking and moving the object with the left mouse button pressed, you can add the object at any point in the image list. This process is called Drag&Drop. A simple click on the object adds it to the end of the slide show.



The Timeline:

The timeline visualizes the chronological order of your slide show and all the images, texts, sounds, and music contained.



3.2 Standard objects in the toolbox

3.2.1 Overview

The toolbox contains a large number of different objects to design your slide show. Simply click on the desired object to add it to the end of the show. Through clicking and moving the object with the left mouse button pressed, you can add the object at any point in the image list, the story board or the timeline. This process is called Drag&Drop.



Adding the objects through one click is very fast and comfortable, but using drag & drop allows a much more precise positioning of an object. You should master both ways to benefit from the specific advantages of each method in different situations.



The difference between "Image with Effects" and "Image, Text, Sound"- object

Images can be added either as "Image with Effects" or as "Image, Text, Sound" objects. Here the specific use decides.

Image with Effects:

An image added as "Image with Effects" can be animated through [movement paths](#) and [zooms](#). But it doesn't support individual text and sound. This doesn't affect the background music.

"Image, Text, Sound" - Object

An image added as "Image, Text, Sound"- object can be combined with individual text and sound. These images cannot be animated with movement paths or zooms.

On standard setting, images added over the plus-symbol are "Image, Text, Sound"- objects. This is indicated by the two blue triangles next to the "Image, Text, Sound"- object in the toolbox. If you rather want to add images as "Image with Effects" through the plus symbol, click on the "Image with Effects" in the toolbox with the right mouse button and choose "As standard for image files". The two blue triangles appear next to the "Image with Effects".

Collage:

The collage allows you to present several images at once.

Chapter:

A slide show sometimes contains a very large number of images. Here it is useful to divide the slide show into chapters, so that you don't lose your overview. These chapters are solely for keeping order and are of no consequence to the course of the slide show.

Object list		Storyboard	
Object		Start time	Duration
	1. Intro	0.0 s	1:30
	2. Holidays	1:30	1:00
	3. Castle Visit	2:30	45.0 s
	4. City Visit	3:15	1:20
	5. Nature Park	4:35	1:05
	6. Outro	5:40	10.0 s

Parallel Object:

The parallel object can be used for picture-in-picture effects and adjusting music. As the name suggests, objects will be shown at the same time, or parallel.

Sound:

The sound object allows you to insert sounds, speech and music in addition to the background music.

Text:

With the text object you can show texts, animate them with great variety and use many effects. This makes it possible to e.g. let text roll or crawl through the image.

3.2.2 Image, Text, Sound - Object



On standard images are added to the slide show as "Image, Text, Sound"-objects. This means, that the image can have a text and a sound assigned.



You can see in the toolbox if your images are added as "Image, Text, Sound"-objects when you use the - symbol or the menu point "Add" / "Add Images".

The blue triangles around the object in the toolbox indicate that images are added as "Image, Text, Sound"-objects over the aforementioned way.

Should that not be the case for you, you can set the object as "Standard for image files" through a right click on the object in the toolbox.



An "Image, Text, Sound"-object does not support animation. If you want to use zooms, pans and movement paths for this image, you have to add it as an "Image with Effects".

Set image properties

Every image can have certain settings assigned. Highlight the desired image with the mouse. In "Object Settings" you can now change many details concerning the image.

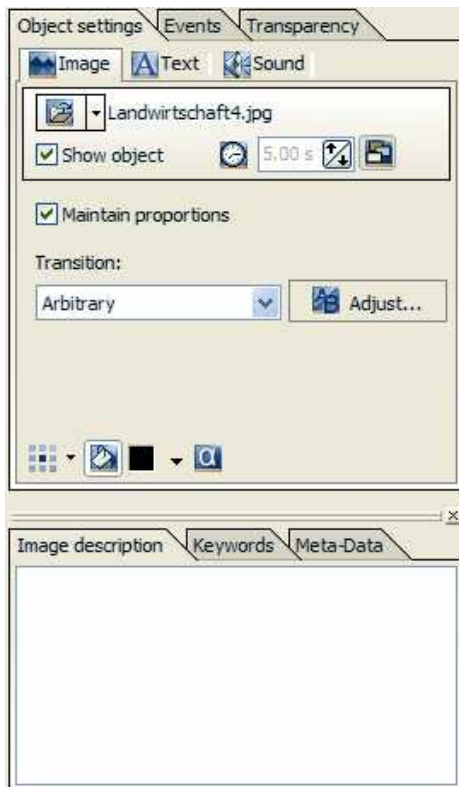
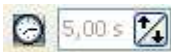


Image:



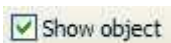
Next to this symbol the file name shows. Click the symbol to replace the image with a different one. You can remove the image by clicking the black triangle.



Here you see the duration of the image. With standard settings this is 5 seconds. When clicking the clock you can change the duration.



When this button is activated the images remain on the screen. This way you can show several images after each other. The effect becomes visible when you scale the images down.



When checked, the image will be shown in the slide show. If you remove the check the image will remain in the image list, but will not be shown during playback.



Maintain proportions:

The ratio between width and height of the original image may differ from those of your screen. With this box checked, the proportions of the image will not be changed. If the image's aspect ration differs from the screen's margins will be shown.




AquaSoft® SlideShow XP five & Studio offers a large number of transitions. With a click on the box you can choose one preset transition. The setting "Arbitrary" chooses a transition at playback. This way you will get to see a different transition with every playback. Click the A/B-button to make even more detailed settings for your transition. You can find more on that [here](#).



Use this button to set the image position.



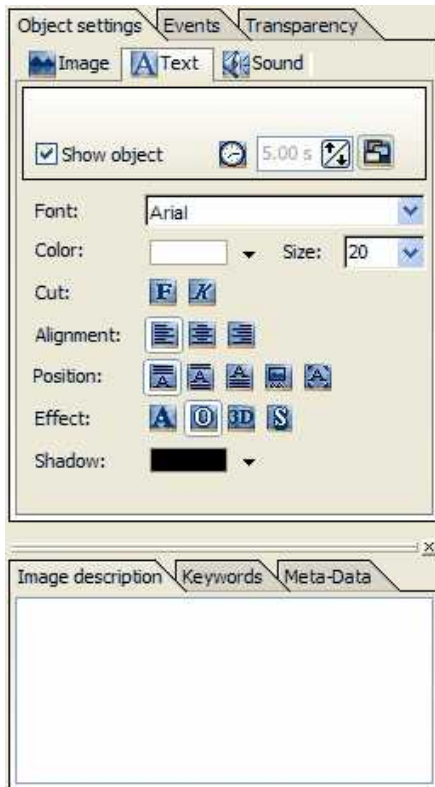
If you want a colored background for your images, you can set a color here. Black is set as standard. You will see this background when your image as different proportions than your screen, or when you show it smaller. The option  ("Fill Background") has to be activated. Is this button not activate, you will see the previous image in the background.



This button allows for an alpha channel in a picture. This way you can activate transparency in your images.

Text:

You can assign text to any image that has been added as an "Image, Text, Sound"-object. This is shown as a comment to the image.



Enter your text in "image description". Now you can set font, color, alignment and more.


Sound:

In sound you can add a comment or a fitting sound to your image. This is not the setting for background music. The background music can fade during playback of a sound.



Through the folder symbol you can add a sound file or remove it. The chosen title is shown on the right of the symbol.




 Opens the sound wizard. This wizard can be used to record sound through a microphone connected to your computer. More about the Sound Wizard can be found [here](#).

Volume:

Shows the volume that applies to the sound during playback.

Fade background music:

Is this option activated, the background music will fade out (lower volume) while the sound plays. How low the music is supposed to get, you can set in the slide show settings that can be reached through the button . More about the music settings can be found [here](#).

Sound duration as object duration:

Every image has a duration. Usually 5 seconds. But your recorded comment may be longer than this image duration. In this case the image would fade into the next one, while the comment is still playing. Activate this function to have the image remain on screen for as long as the comment plays. The duration of the image will be fit to the length of the comment or music.

If you want to let the comment flow over into the next image, you have to remove the check at "Sound duration as image duration". You also need to do that when the duration of the image is not supposed to be fit to the length of the music file.



Now you can decide what is supposed to happen to the music file or comment at the end of the image (=object end).

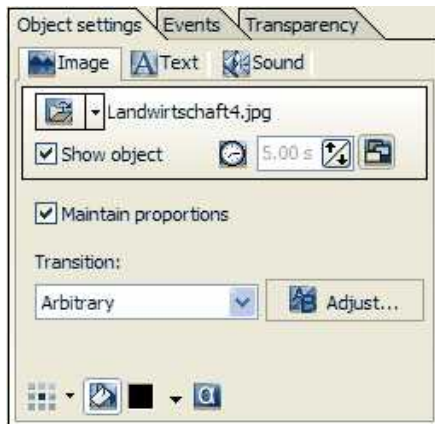
- Stop sound: At the end of the image duration the sound is stopped.
- Continue sound: The sound is let to play until it is over. You cannot stop the sound again before its end.
- Fade-out sound: The sound fades out. You can set the length of the fade-out.



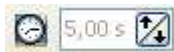
Use only unencoded music files for your slide shows. For legal reasons AquaSoft® SlideShow XP five & Studio does **not** support the use of music files that are encoded using DRM or similar techniques.

3.2.3 Image with Effects

The object "Image with Effects" is meant for special animations. This image can be made mobile with [movement paths](#), [transparency](#), [pans](#), [zooms](#) and [rotations](#)*



Next to this symbol the file name shows. Click the symbol to replace the image with a different one. You can remove the image by clicking the black triangle.



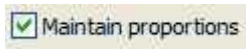
Here you see the duration of the image. With standard settings this is 5 seconds. When clicking the clock you can change the duration.



When this button is activated the images remain on the screen. This way you can show several images after each other. The effect becomes visible when you scale the images down.



When checked, the image will be shown in the slide show. If you remove the check the image will remain in the image list, but will not be shown during playback.



Maintain proportions:

The ratio between width and height of the original image may differ from those of your screen. With this box checked, the proportions of the image will not be changed. If the image's aspect ratio differs from the screen's margins will be shown.




AquaSoft® SlideShow XP five & Studio offers a large number of transitions. With a click on the box you can choose one preset transition. The setting "Arbitrary" chooses a transition at playback. This way you will get to see a different transition with every playback. Click the A/B-button to make even more detailed settings for your transition. You can find more on that [here](#).



Use this button to set the image position.

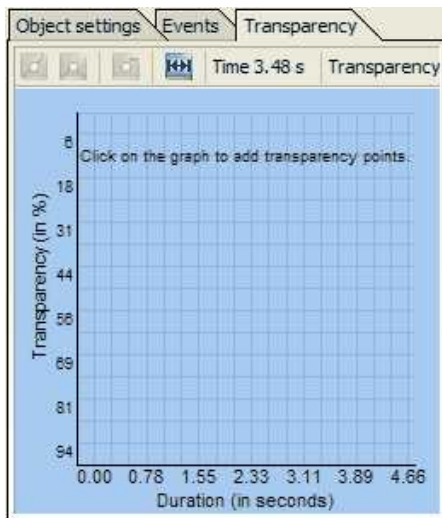


If you want a colored background for your images, you can set a color here. Black is set as standard. You will see this background when your image as different proportions than your screen, or when you show it smaller. The option  ("Fill Background") has to be activated. If this button is not activated, you will see the previous image in the background.



This button allows for an alpha channel in a picture. This way you can activate transparency in your images.

For the image with effects you can set a transparency effect under the tab "Transparency".



More on the subject of "Animated Transparency" you can find [here](#).

*The functionality Rotation is only available in **AquaSoft @ SlideShow Studio**.

3.2.4 Collages



Collages allow you to show several images at once. The images can be positioned anyway you like, borders can overlap, sizes can differ. The whole collage is treated as one single image, it can be zoomed and move over the screen.



You can use images and texts in a collage. Because the whole collage is treated as a single item, you can use texts the same way as images, meaning that transitions and pans are possible, too.

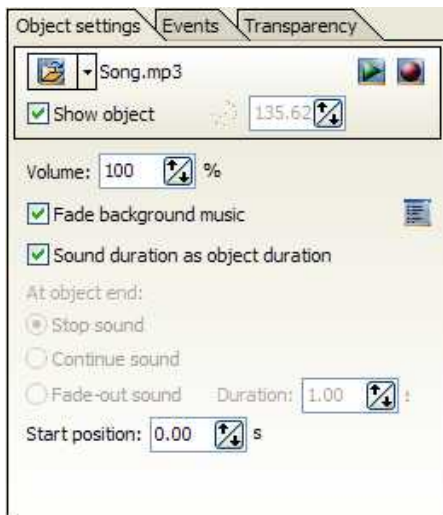


Note the [collage tutorial](#):



3.2.5 Sound objects

With the sound object you can add music, comments, sounds etc.



Through the folder symbol you can add a sound file or remove it. The chosen title is shown on the right of the symbol.



Plays the sound file.




Opens the sound wizard. This wizard can be used to record sound through a microphone connected to your computer. More about the Sound Wizard can be found [here](#).

Volume:

Shows the volume that applies to the sound during playback.

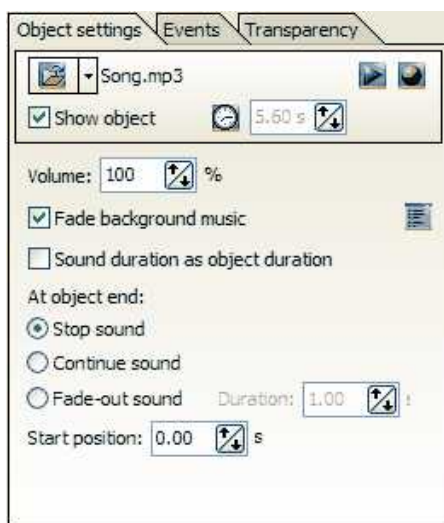
Fade background music:

Is this option activated, the background music will fade out (lower volume) while the sound plays. How low the music is supposed to get, you can set in the slide show settings that can be reached through the button . More about the music settings can be found [here](#).

Sound duration as object duration:

Is this checked the complete length of the sound object will be played, for example the whole song.

If you remove the check at "Sound duration as object duration", you can decide how many seconds are to be played. During this period your image show will not continue, if you aren't using the sound object inside a parallel object.



Now you can decide what is supposed to happen to the music file or comment at the end of the image (=object end).

- Stop sound: At the end of the image duration the sound is stopped.
- Continue sound: The sound is let to play until it is over. You cannot stop the sound again before its end.
- Fade-out sound: The sound fades out. You can set the length of the fade-out.

Start position: s

Here you set from what point on the sound is to be played. 0 means from the beginning. If you enter 20 seconds here, the title will be played from the 20th second. This makes it easy for you to play a certain part of a music file, by setting a start position and the duration.



Use only unencoded music files for your slide shows. For legal reasons AquaSoft® SlideShow XP five & Studio does **not** support the use of music files that are encoded using DRM or similar techniques.

3.2.6 Parallel objects

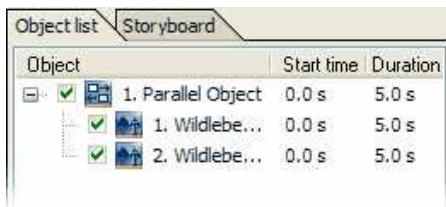
The parallel object helps you with special time controlled presentations.



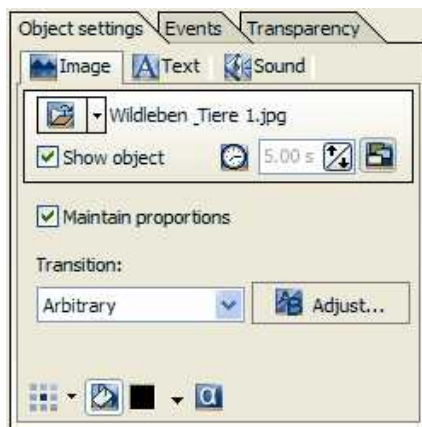
Using a parallel object you can, for example, have several images fly over the screen at once.

1. Example: You want to fade one image into another, but the second one is to fade in after a delay.

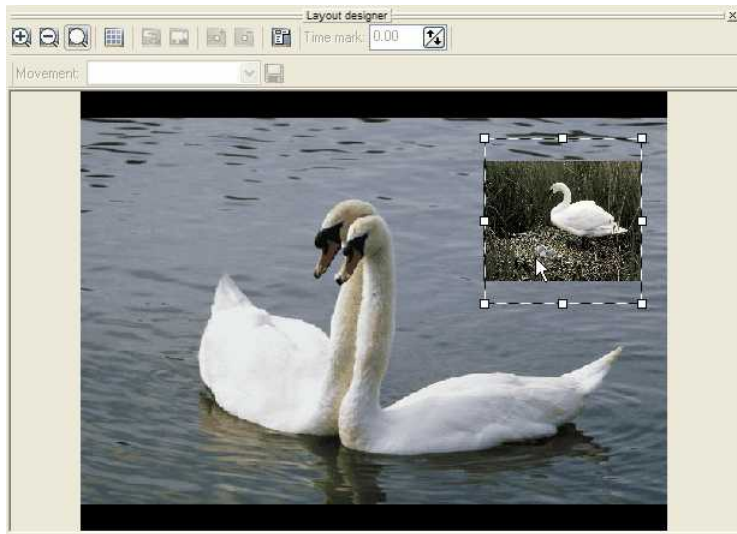
1. Click the parallel object with your mouse in the toolbox.
2. Add the first image by dragging the "Image, Text, Sound"-object with the mouse in the image list directly onto the parallel object (parallel object will be highlighted in blue).
3. Add a second image the same way.
4. Open the parallel object in the image list through a click to the plus-symbol. The images should appear as object within the parallel object.



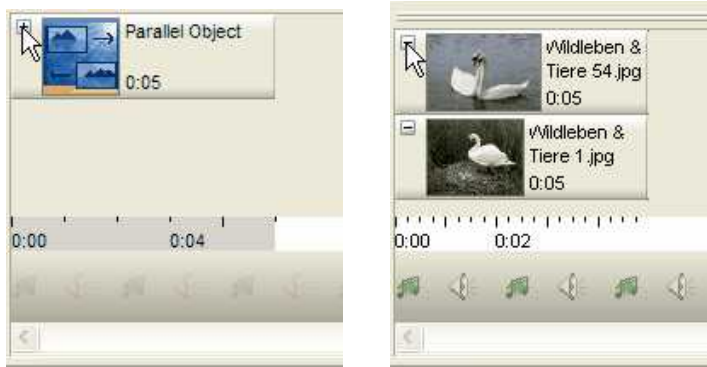
5. Now click on the second image in the image list. In the settings of the image, click the button "Fill background".



6. Make the image in the layout designer smaller and move it to your desired position.



7. Open the parallel object in the timeline by clicking the plus-symbol.



The two images are now shown at the same time. Now we want to fade the second image in later.

8. Click on the lower image and keep the mouse button pressed. Now drag the image to the right. In the example you see that the second image will fade in after 4 seconds.



But now the first image will disappear shortly after the second faded in.

9. Click on the end of the first image and pull its end to the right while keeping the mouse button pressed.



The second image will now fade into the first one after 4 seconds and both will be visible for 5 seconds.

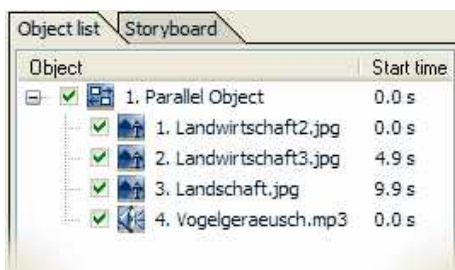
10. To only show the second image for a time and let it fade out before the end of the first image, just pull the end of the first image beyond the end of the second. This can look like on the picture below.



2. Example: Play a sound to several images, independently from the background music.

In this example we use a show with suitable background music and want to add bird sounds to three of the images. The background music will fade in the process.

1. Click the parallel object in the toolbox with the mouse.
2. Add the first image by dragging the "Image, Text, Sound"-object with the mouse in the image list directly onto the parallel object (parallel object will be highlighted in blue).
3. Add another two images as described.
4. Add a sound object to the parallel object.

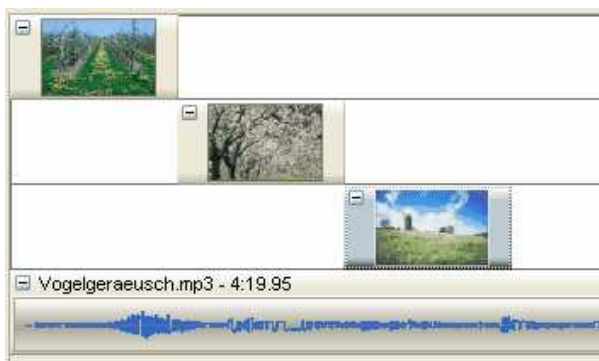


When you open the object in the timeline (click on the plus-symbol) the images and the sound are one below the other.



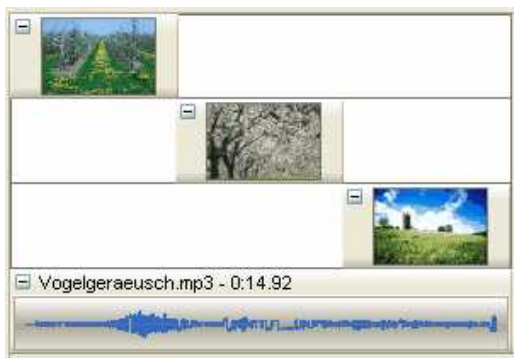
The objects have to be moved into the right order.

5. Move the images into a kind of staircase.



7. Highlight the sound object and remove the check at "Sound duration as object duration", if the sound is much longer than the images and you don't want to play the whole piece.

8. Now fit the length of the sound object to the display time of the images. This can be done by simply dragging the end of the object to the right to the end of the last image.



3.2.7 Text object

Of course, a good slide show needs the occasional comment to fade in. The "Image, Text, Sound"-object only allows for a limited number of possibilities to animate the text. The text object however, offers you a large range of animations and possibilities to let the text appear independently from your images.

You can assign a [movement path](#) to a text object. In **AquaSoft® SlideShow Studio** you can also freely [rotate](#) the text.



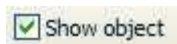
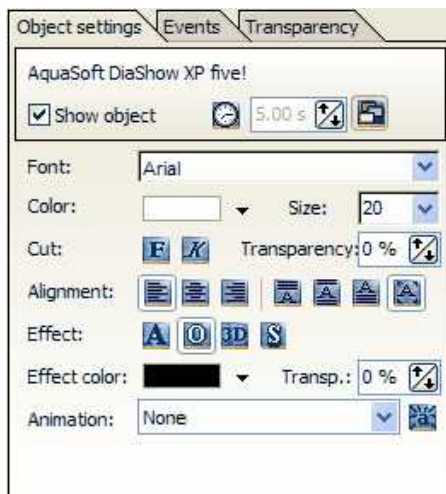
To add a text object, click the symbol in the toolbox. Now a text object is added to the end of your slide show. Click the symbol and move it with pressed mouse button to the desired place in the slide show.



In "Text" you can now enter your text.



You can make changes to the design of the text in the object settings.



Remove this check and the text will not be shown during playback of the show. The text object will remain in the object list, but is marked with a red x.



With a click on the clock you can set the duration, meaning the time span during which the text is visible.



This button decides whether the text is going to stay on screen or not.

The settings for font, color, alignment and more are known from other common word processing applications.

Now you want to animate your text. In animations a large number of preset text animations is offered.



You can directly edit the animation over the  button. More detailed information about text animations can be found [here](#).

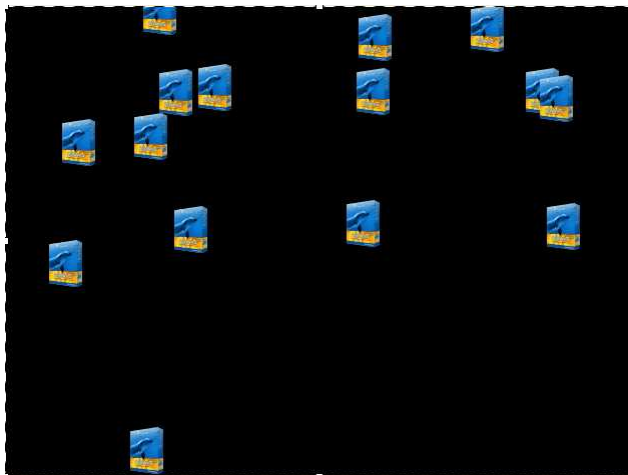
3.2.8 Particle object

The particle object shows your image, or your images, in reduced form and animated them on screen.

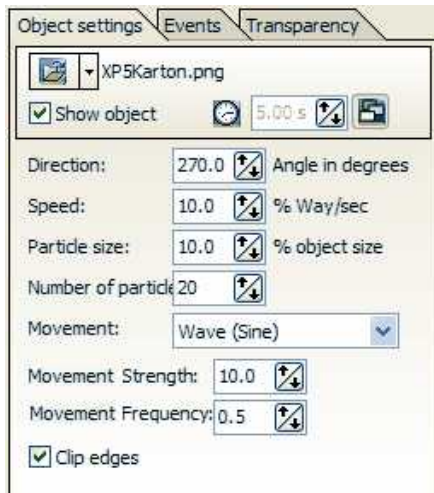
Click the particle object in the toolbox under "Extra" and then choose an image.



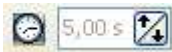
Now click on the particle object in the object list. The layout designer now shows many small versions your image.



In the object settings of the particle object you can adjust the view to your liking.



Next to this symbol the file name shows. Click the symbol to replace the image with a different one.
You can remove the image by clicking the black triangle.



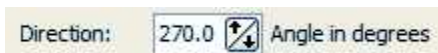
Here you see the duration of the image. With standard settings this is 5 seconds. When clicking the clock you can change the duration.



When this button is activated the images remain on the screen. This way you can show several images after each other. The effect becomes visible when you scale the images down.



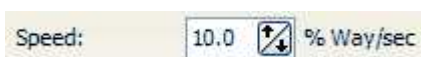
When checked, the image will be shown in the slide show. If you remove the check the image will remain in the image list, but will not be shown during playback.



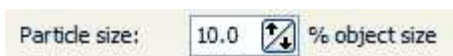
Under direction you can set into which direction the particles are supposed to vanish.

Directions:

- 0 Degrees = the particles move out of the screen at the right
- 90 Degrees = the particles move out of the screen at the bottom
- 180 Degrees = the particles move out of the screen at the left
- 270 Degrees = the particles move out of the screen at the top



You set the speed of the movement under "Speed". The higher the number, the faster the particles move over the screen. The value 0 equals no speed, the particles rest.

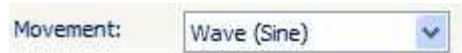


Here you set the size of the particles. The size is being calculated on the base of the position frame in the layout designer. Does the position frame fill the whole size of the layout designer and the particle size is set to 10%, the particles will have 10% of the size of the position frame.

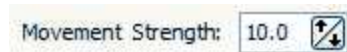
Reduce the size of the frame and the particles will become smaller.



Through the number of particles you set the number of small images to be shown.



Here you can choose an animation for the particles.



This sets the power of the movement. The higher the number, the more prominent the animation becomes.



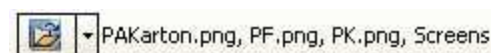
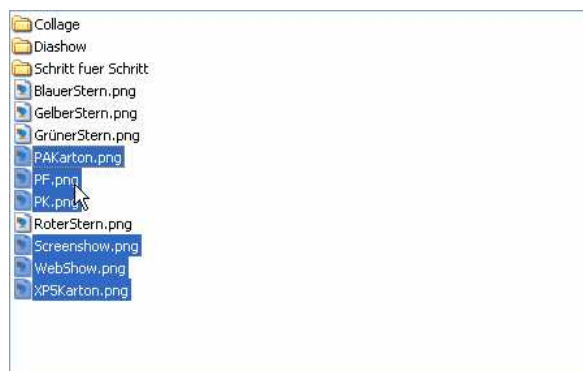
The frequency determines how often the movement should be done. The smaller the number, the fewer the number of repetitions.

Changes in the object settings have to be confirmed with the "Enter"-key. Only then will the settings become effective.

Note: You can also use more than one image in a particle object. For that, click the folder next to the filename in the settings.



Now choose several images and keep the "Ctrl"-key pressed.

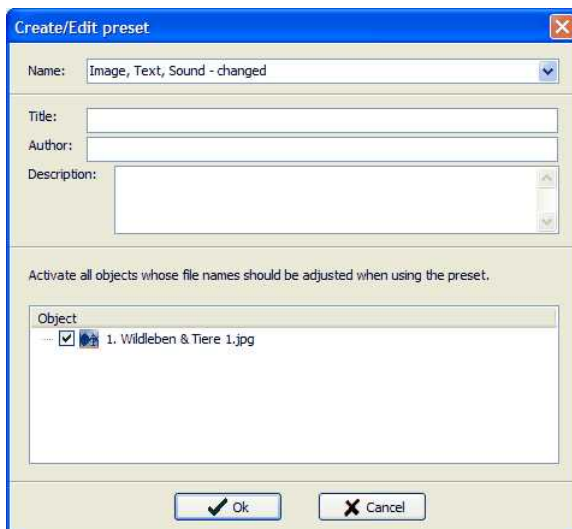


Now the particle object consists of a number of images.

In addition the Particle object can be enhanced with [movement paths](#). And in **AquaSoft® SlideShow Studio** you can [rotate](#) the Particle object.

3.2.9 Saving custom presets

After you got used to working with **AquaSoft® SlideShow XP five & Studio** a little bit, a rich amount of possibilities for your own objects uncloset. Because hereby the reuse of great compositions, hence time saving, is the issue. The principle is simple. You already know the different kinds of objects. Combined with your comments and settings they make up whole slide shows, or parts of shows. Some parts can only be used for this one slide show, in other parts there are elements that can be used more than once, or even generally. If you have such elements, you can easily create a new object.



How it works: Select your objects and compositions in the image list and drag them into the toolbox afterwards. A window opens that offers the possibility for detailed description and labeling. The description will later appear as the balloon-text when you glide across the new object with the mouse pointer. Additionally you can set a title and author. To reuse the object in this or another slide show, click on the preset under "My Objects" in the toolbox.



3.3 Effects

3.3.1 Image transitions


AquaSoft® SlideShow XP five & Studio offers a great variety of image transitions, each of them can also be adjusted individually.

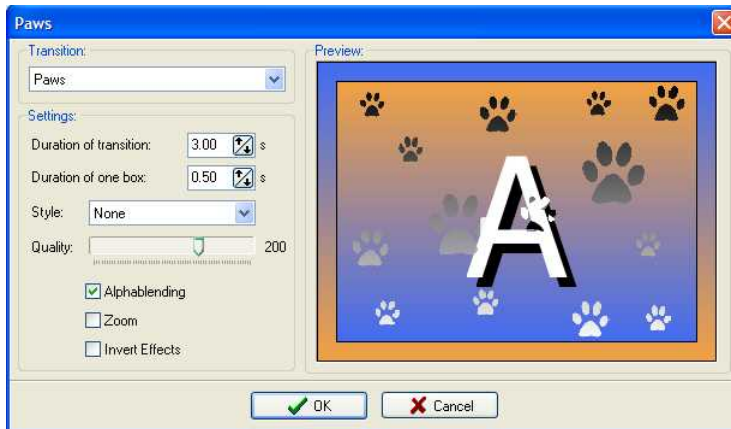
To gain insight into the possibilities of the transition, add an "Image, Text, Sound"-object or an "Image with Effects" to the image list. Highlight the image.



In the object settings you can now choose one of the predefined transitions.



With a click to the  button you can make individual changes to the transition.



You can also choose a different transition here. You can see the transition in the preview window.

Duration of Transition:

The duration of the transition sets how long the image will take to enter the screen until it becomes a full still image. Is the duration of the image 5 seconds, the settings above will have the image fade in softly for 3 seconds and then rest for 2 seconds until the next image starts fading in.

Duration of One Box:

Transitions are made up of boxes. The duration of one box indicates how long it takes one box to turn from invisible to fully visible.

Style:

The style can be changed for some transitions, not for all. For the transition "Blinds" for example, the style decides from which side the blinds fade in.

Quality:

Here you set the quality of the transition. The higher your set it, the more power your PC is going to need to show the transition. You should bear your computer's power in mind for this setting. Is the quality set too high, it might result in "jumps" during the transition. In this case you should choose a slightly lower quality.

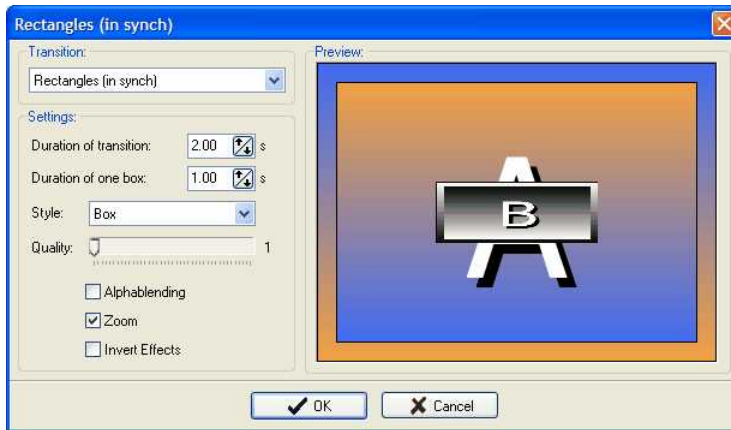
The transitions are made up of boxes. The control defines the size of the boxes used, at the same time. For some transitions, as for example rectangles, the change of box size, or quality, can create a new effect that has nothing to do with lower quality. Look at the image below, the effect is clearly visible there.

Alphablending:

Alphablending makes for a smooth transition of images.

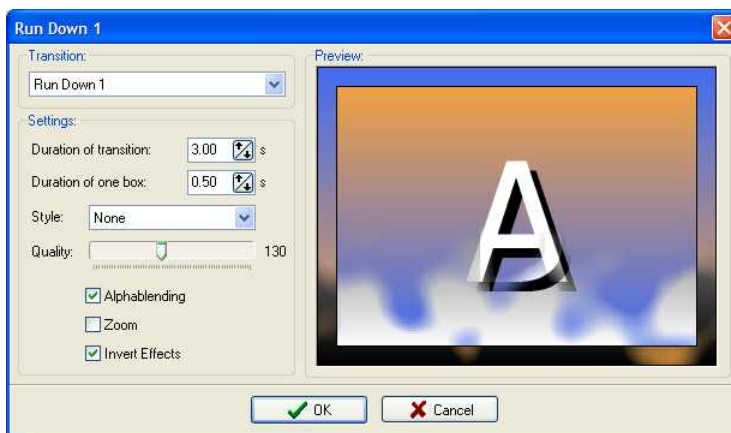
Zoom:

This can be used to simulate zooms in certain transitions.



Invert Effect:

Some transitions can be inverted. In the following picture the transition now happens from bottom to top.



Not all settings are available for all transitions.

If you would rather be surprised by the next transition, choose the option "Random" transition.



Set Global Random Selection:

Here you can set which transitions are supposed to be used and which ones you do not want. This setting applies to the whole slide show. For every image for which you set a random transition, this list is used.

Use Individual Selection:

Here you can choose the transitions to be used for the current image. This setting only applies to this image, not the rest of the show.

3.3.2 Text animations

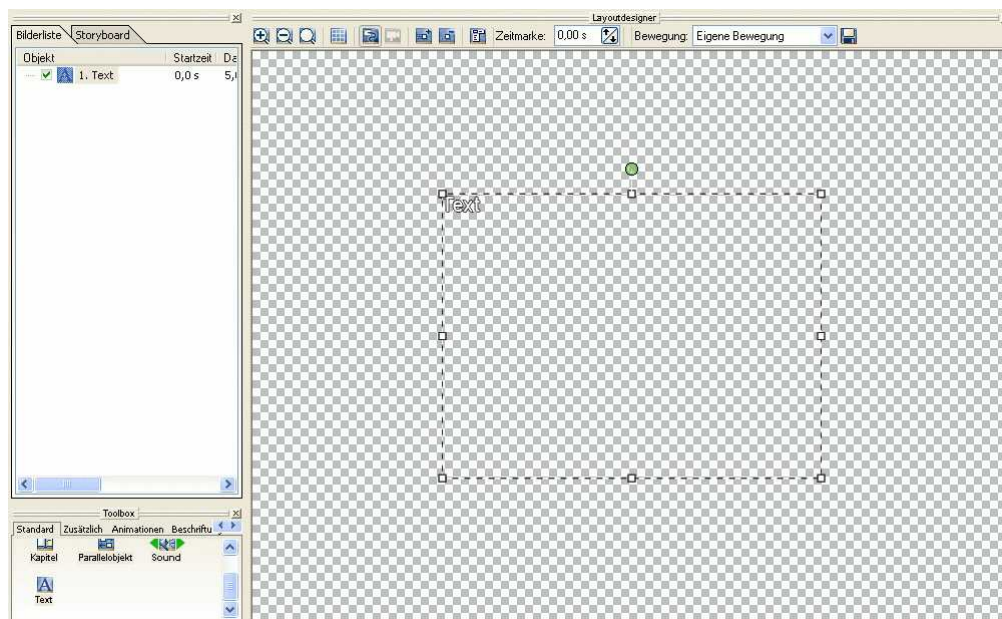
Not only images can be animated in **AquaSoft® SlideShow XP five & Studio**, texts too can gain some spin.

The text object from the toolbox allows you to animate it in many ways.

Add a text object to the slide show by clicking on it in the toolbox.

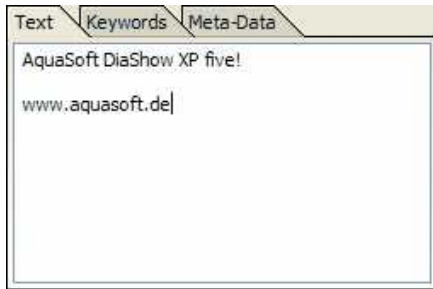


Now click on the text object and you will see a frame in the layout designer.

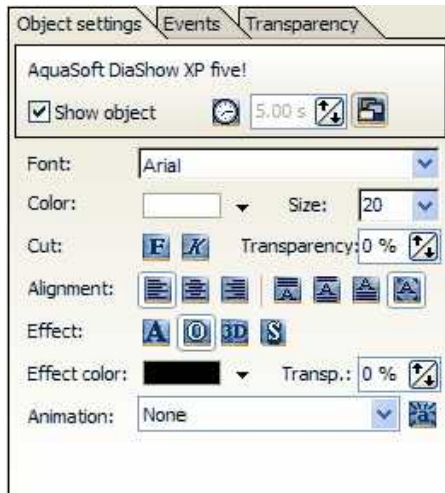


Your text will be shown in this frame. Through the 8 fix-points you can change the size of the object.

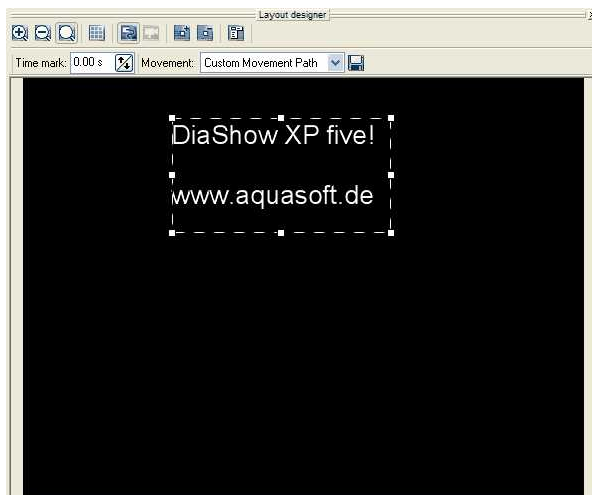
In "Text" you can enter your text.



You can now adjust the text settings (font, color, size, etc.).



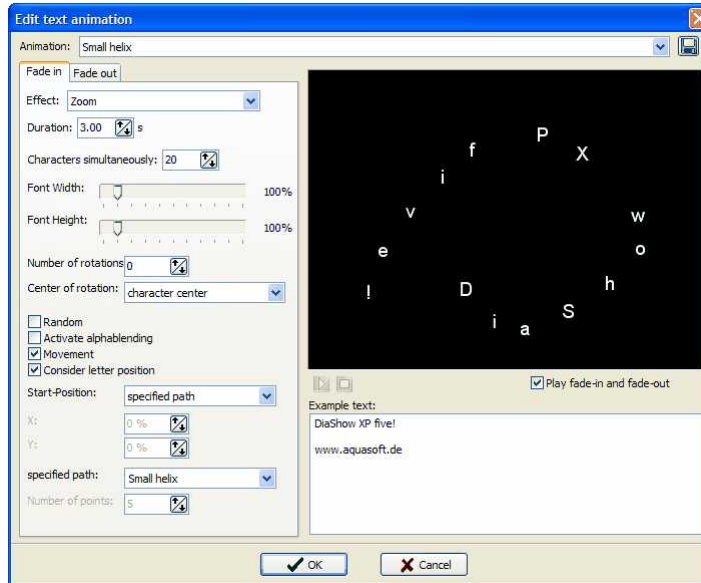
Position your text where you want it through a click to the text field.



Now you can choose a preset text animation in "Animation".



To adjust this animation to your liking, click the  button. A window opens where you can make individual changes.



You can make any change to the text animation here. The text cannot be changed through this window. Confirm your settings with "OK" and you will return to the slide show.

3.3.3 Movement Paths

Movement paths makes your slide show hum. This is where your images learn to fly.

You can assign movement paths to the following objects:

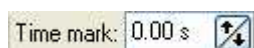
- Image with Effects
- Text-Object
- Collages
- Particle-Object

Tools:

The necessary tools can be found in the layout designer.



- Zooms into the layout designer.
- Zooms out of layout designer.
- Sets the layout designer to window size.
- Turns the grid in the layout designer on.
- Switches the layout designer to the mode where movement paths can be set and reviewed.
- Switches the layout designer to the mode where camera pans can be set and reviewed.
- Adds a new movement mark.
- Removes a movement mark.
- Turns the use of soft curves between the movement marks on.
- Turns the use of hard curves between the movement marks on.



Sets the time of a movement path.



Loads a saved movement path.

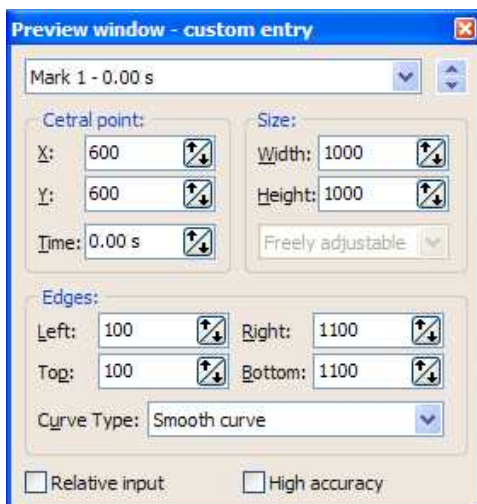


Saves a movement path.

Through a right click on a movement mark you can open another menu.



You can also set the coordinates for each movement mark manually. Use the "Custom entry..." you can find in the above menu.



The **1st example** you can find in the [movements tutorial](#):



2nd Example: Particle object combined with a movement path.

Click in the toolbox under "Extra" on the particle object and then choose an image.



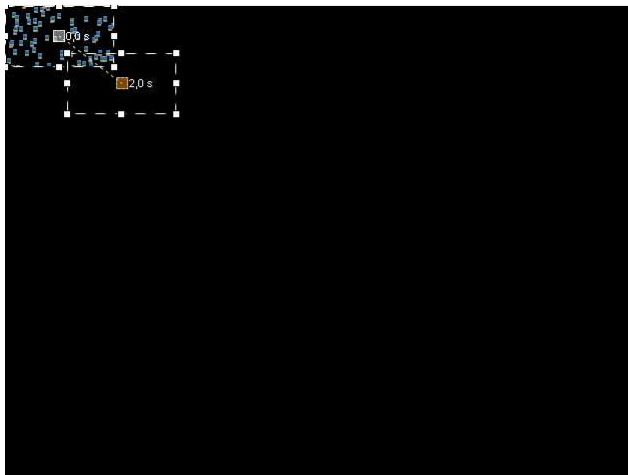
Click the particle object in the object list.
Make the display window smaller using the position frame, and move it to one top corner.



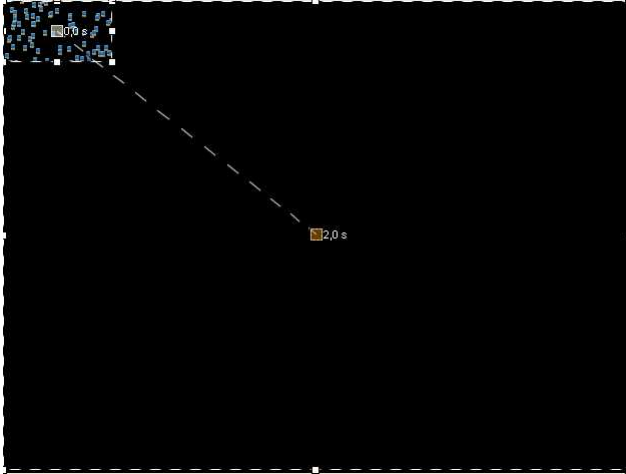
Raise the number of particles in the object settings.




Add a new movement mark through a click to the  button. You find the button above the layout designer.



Now enlarge the movement mark via the position frame to the full size of the layout designer, with the mark in the center.

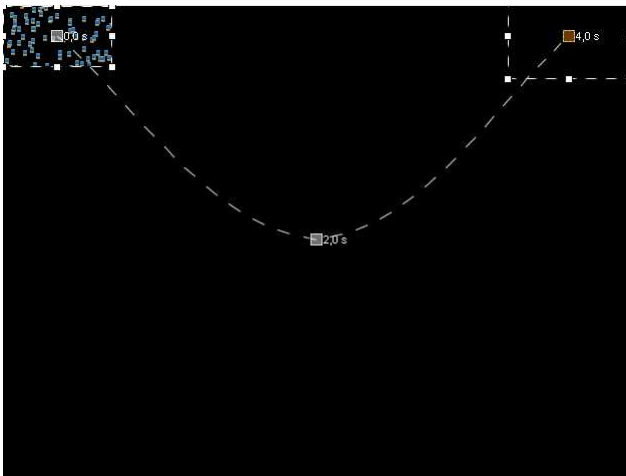


Start the show with a click to the .

This way you can create many animations, like fireworks and explosions.

The pieces can also be "caught" again.

Add another movement mark through a click on the . Now use the position frame to downsize it. Choose any position.



3.3.4 Zoom

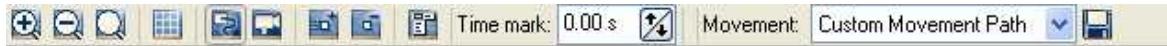
The consequential advancement of the movement path is zooming. From now on images can enter the third dimension by moving towards you and vanishing into the distance.











The following objects support zooming:

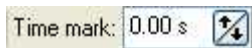
- Image with Effects
- Collage
- Particle Object

Tools:

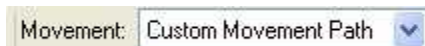
The necessary tools can be found in the layout designer.



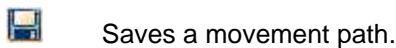
-  Zooms into the layout designer.
-  Zooms out of layout designer.
-  Sets the layout designer to window size.
-  Turns the grid in the layout designer on.
-  Switches the layout designer to the mode where movement paths can be set and reviewed.
-  Switches the layout designer to the mode where camera pans can be set and reviewed.
-  Adds a new movement mark.
-  Removes a movement mark.
-  Turns the use of soft curves between the movement marks on.
-  Turns the use of hard curves between the movement marks on.



Sets the time of a movement path.



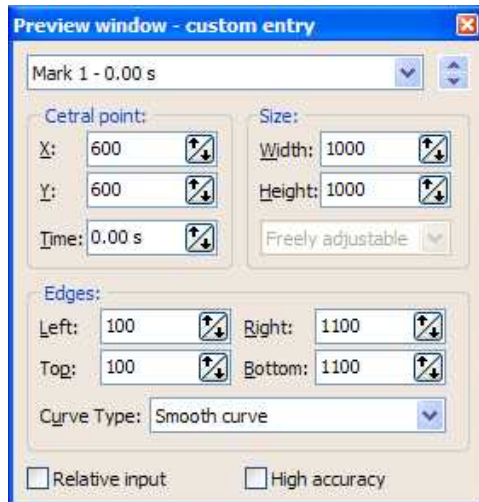
Loads a saved movement path.



Through a right click on a movement mark you can open another menu.



You can also set the coordinates for each movement mark manually. Use the "Custom entry..." you can find in the above menu.



Please note that the quality of your images is crucial to the quality of the zoom.

Note also the [zoom-tutorial](#):



3.3.5 Camera Pans

Pans over your images produce real special effects. This way **AquaSoft® SlideShow XP five & Studio** allows you to make even more off your slide show. You can present your panoramas impressively.

As for the zoom, movement paths are used for this effect.

The following objects support camera pans:

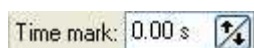
- Image with Effects
- Collages

Tools:

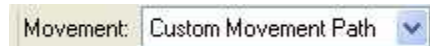
The necessary tools can be found in the layout designer.



- Zooms into the layout designer.
- Zooms out of layout designer.
- Sets the layout designer to window size.
- Turns the grid in the layout designer on.
- Switches the layout designer to the mode where movement paths can be set and reviewed.
- Switches the layout designer to the mode where camera pans can be set and reviewed.
- Adds a new movement mark.
- Removes a movement mark.
- Turns the use of soft curves between the movement marks on.
- Turns the use of hard curves between the movement marks on.



Sets the time of a movement path.



Loads a saved movement path.

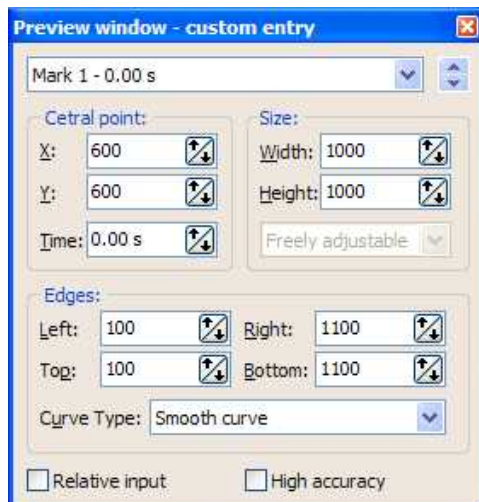


Saves a movement path.

Through a right click on a movement mark you can open another menu.



You can also set the coordinates for each movement mark manually. Use the "Custom entry..." you can find in the above menu.



Please also note the [camera pan tutorial](#):



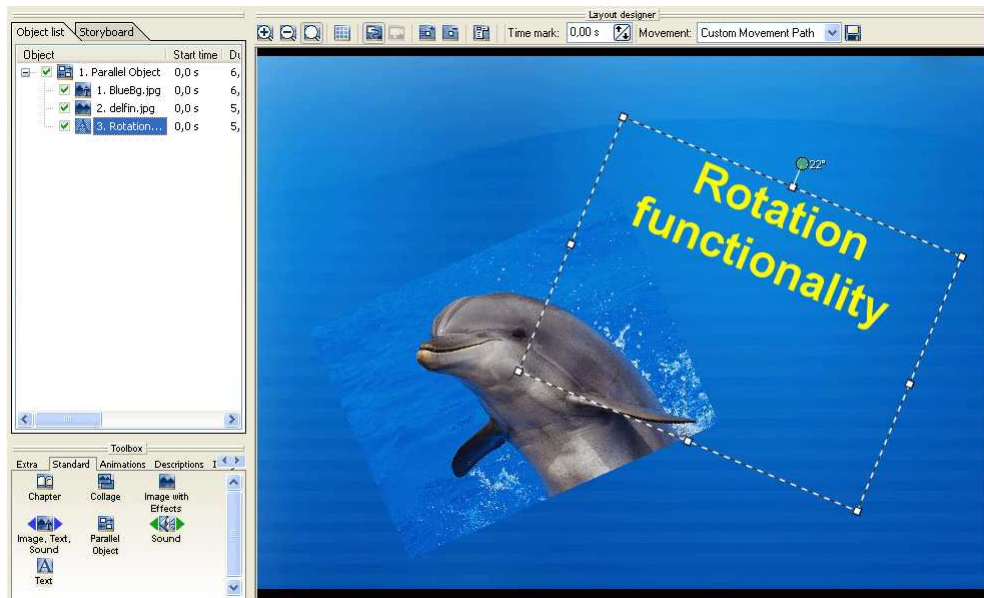
3.3.6 Rotations

The functionality of "Rotations" is only available in AquaSoft® SlideShow Studio .

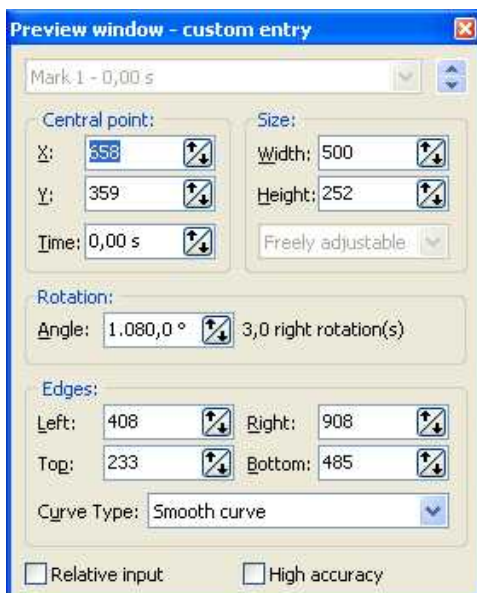
The following objects can be rotated:

- Image with Effects
- Text objects
- Particle objects

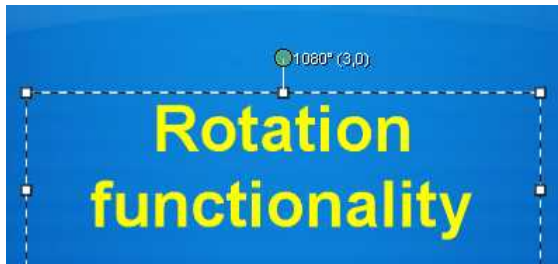
The rotation happens by using a round green handle on the selected object.



You can rotate the image using the green round handle. Or if you want to set an angle manually click on the image in the layout designer with the right mouse button and select "**Custom Entry**".



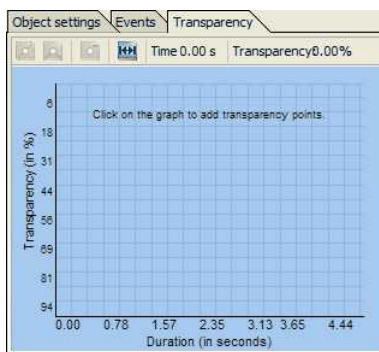
The rotation angle may exceed 360 degrees. The number of turns will be displayed in this menu as well as at the rotation point.







In the [rotation-tutorial](#) you will find a guided example for how to use the rotation functionality combined with [movement paths](#). So you will be able to let images and texts turn in, swing and follow movement paths.

3.3.7 Animated transparency

For the "Image with Effects"-object, the collage- and the text-object a transparency behaviour can be set for the image/text for the time it is shown. This creates striking effects. This makes it possible to for example, let an image appear slowly out of a black background and let it sink into it later. The possible settings can be found in the object settings of the objects "Image with Effects", "Collage" and "Text".

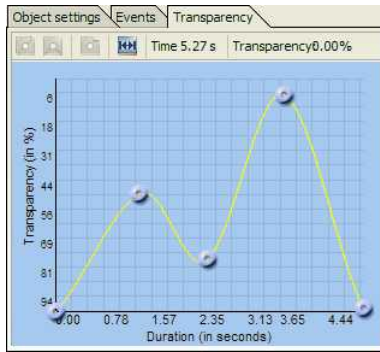


Take, for instance, the "Image with Effects" then you see a window with a coordinate system (see screenshot), which is empty at first. With a mouse click you now add points into this system, they build up the transparency curve. On the left side you find the transparency value in percent, at 100% transparency the image is completely see-through (not visible anymore), at 0% it is completely visible. Above the curve you'll find symbols, their meaning is explained in the following:

-  The tips are rounded, the transparency proceeds softly.
-  The tips are pointed, the transparency proceeds hard.
-  When you clicked on a transparency mark (appears orange), you can remove the mark through a click to this symbol.
-  If you changed the duration of the image or text, you can adjust the transparency to the changes through this button.

All menu items can also be accessed through a right-click on a transparency mark.

Of course it is not only possible to add and remove marks, but also to move them. To do that click a mark and move the point with the mouse button pressed. To delete the whole animated transparency you have to remove each transparency mark.



To use the effect "Animated Transparency" you have to choose an according object in **AquaSoft** **® SlideShow XP five & Studio**. You can save transparency information in the "Image with Effects", in the collage and the "Text" object.

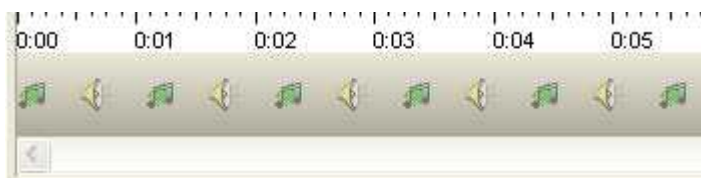
See also the [Ken Burns Effect - tutorial](#), here the animated transparency is shown in action.




3.4 Music

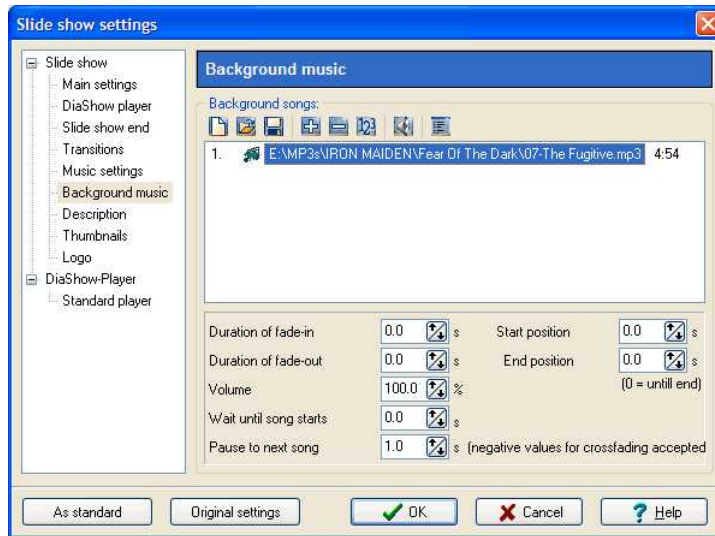
3.4.1 Background Music


For a perfect slide show you need not only impressive effects but also a musical background. There is a music track in the timeline for this purpose.





Click on this sound track once to open the menu for the background music.

Through the plus-symbol  you can add music. When you click a song you can make further settings.



You can also add several files at once through the . They will be listed one under the other. You can change the order of the titles by moving the songs with pressed mouse button in the list.

With  you can remove the highlighted title from the list.

With  you can listen to the selected song.

Through  you enter the music settings.

Duration of fade-in s

A title can fade in softly. Here you enter the number of seconds the song is to take until reaching its full volume.

Duration of fade-out s

Songs can also fade out softly. Set a time here, that tells the song how long before the end it's supposed to begin lowering its volume.

Volume %

Set here with what volume the title is to be played.

Wait until song starts s

You can delay the start of a song. Enter the duration of the delay here.

Pause to next song s

If you don't want the next title to start right after the last ended, enter the pause between the two songs here.

Start position s

It is of course also possible to only play part of a song. Here you set from which point the song is to

be played. Example: 20 s = the song starts with the 20th second. The first 20 seconds of the song aren't played.

0 = from the beginning.



Here you can set when the song is to end. You choose the time mark in the song again. If you want to end the song after 2 minutes, enter 120s here.

Example: Start- and End position

You want to play 1 minute of the song. The part of the song that you want starts at 45 seconds.

Start position = 45 s

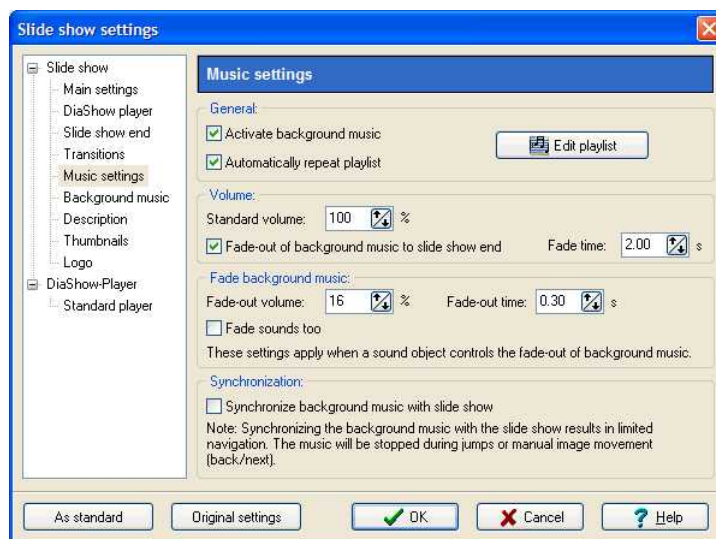
End position = 105 s



Use only unencoded music files for your slide shows. For legal reasons AquaSoft® SlideShow XP five & Studio does **not** support the use of music files that are encoded using DRM or similar techniques.

3.4.2 Music settings

The music settings can be reached with a mouse click to the sound track in the timeline or through "Slide show" / "Slide show settings" / "Music settings"



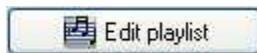
The music settings can be adjusted for each slide show. The standard settings are shown.

Activate background music

This sets, if background music is to be used in your slide show or not.

Automatically repeat playlist

Through the menu "Background music" you can add several titles for the musical background. Here you can set whether the list is supposed to be repeated after all titles have been played and the slide show is not over.



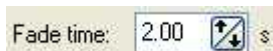
Over this button you reach the menu "Background music" where you can add or remove titles.



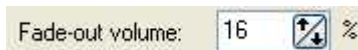
Here you can set at what volume the title is supposed to be played (100%= full volume).



The background music can fade out softly or just stop.

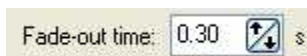


Here you set the length of the fade-out.

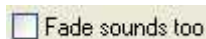


When you use "Sound"-objects in your slide show, recorded comments to your images, it is useful to tune down the background music during the playback of these objects. Here you enter to what volume the music should go down.

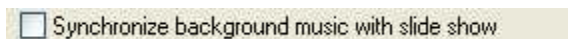
0% = complete fade-out
100% = don't fade-out



Here you set how fast the background music is to fade down.



Here you enter if the fade out of the background music is also supposed to happen for sound objects.



If you are pausing the slide show and control the show manually, you can set here whether the music should also pause or continue. When the option is checked, the music will stop at a pause.

3.5 Wizards

3.5.1 CD Wizard

A slide show can consist of different files. This includes images and music files. These files aren't saved in the slide show, but only as links to the data. If you move or rename files, **AquaSoft® SlideShow XP five & Studio** cannot find the files anymore and the show cannot play.

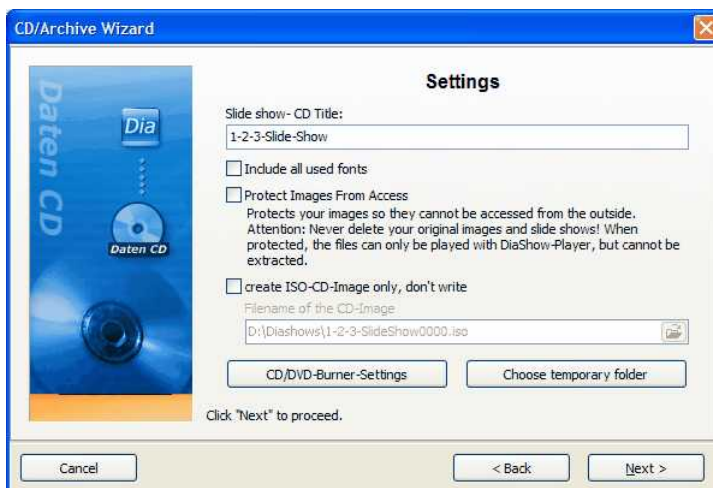
The CD Wizard helps you to burn or archive your slides shows with all their data to a data CD/DVD.

Through "Wizards" / "CD/Archive Wizard" you can open it.



Click "Next" after choosing a task.

Creating and burning a slide show CD:



Enter a title for the CD/DVD. This title will be used as the name for the CD/DVD.

Should you have used fonts in the design of your slide show, that might not be installed on all computers you can burn those to the CD/DVD.

Protect images from access:

If you want to hand the CD/DVD on, but don't want to allow access to your images, you can protect them. This function is **not** useful for archiving, because the show cannot be edited later on. It can only be played. Restoring the images is not possible afterwards. You should not delete your original images from your hard drive, if you select this option.

If you want to create an ISO-Image, choose this option. The show will not be burned after this decision.

Click "Next" and your chosen process will be started.

Archive slide show, prepare CD or hand slide show down

This option allows you to save all data (ads-file, images, music) in one single directory. This is very useful for archiving. This way, you can easily save your slide show on an external medium (hard drives, USB-Stick...).



You can pack all files into a zip-archive to save space.

Should you have used fonts in the design of your slide show, that might not be installed on all computers you can copy those, too.

Protect images from access:

If you want to hand the CD/DVD on, but don't want to allow access to your images, you can protect them. This function is **not** useful for archiving, because the show cannot be edited later on. It can only be played. Restoring the images is not possible afterwards. You should not delete your original images from your hard drive, if you select this option.

You should also copy the **AquaSoft® SlideShow XP five & Studio-Player** to be able to play the slide show on PCs that don't have the **AquaSoft® SlideShow XP five & Studio** installed. Otherwise, without this player, the show cannot play.

Click "Next" and then "Start". Now all files needed for the show will be copied to a chosen folder or collected in a zip-archive.

3.5.2 Video Wizard

To present your slide show on a TV you can create a CD/DVD for the DVD-Player using the video wizard. You can access it through "Wizards" / "Video Wizard".



Create CD/DVD:

Video-DVD

Creates an MPEG 2 - Video and burns it as a Video DVD to a DVD.
Solution: 720x576

Video-SVCD

Creates an MPEG 2 - Video and burns it as VCD to a CD.
Solution: 480x576

Video-VCD:

Creates an MPEG 1 - Video and burns it as VCD to a CD.
Solution: 352x288

Whether your DVD-player supports VCD and SVCD, you can find in your player's manual.

After choosing the CD/DVD-option click "Next".



If you want to burn the video afterwards, set the check at "Burn movie to CD/DVD afterwards".

The standard for movies in Europe is PAL. Alternatively you can switch to "NTSC", the American movie standard.

In "Video File" you enter the folder on the hard drive where the video is supposed to be saved in. Even if the video is to be burned to a CD/DVD it has to be saved to the hard drive first. Please always enter the filename as "name.mpg".

Click "Next" and then "Create Video". Please note that converting a show into a video can take several minutes/hours. This depends on the length of your show, the size of your images and the power of your PC.

Create user defined video (only for experienced users):

Choose "Create Custom Video" if you want to change settings for the video creation. Please note that changing standard settings may cause a player to refuse playing the video.



Choose a preset: VCD, SVCD or DVD.



According to the preset the standard video file settings are chosen. You should only change these settings, when you are sure that the player (or software player) supports the changed values.

Click "Next" after choosing the preset.



When you have to take borders into account because of your TV, set them here. Enter a directory on your hard drive that the video can be saved to. Please always enter the filename as "name.mpg".

Click "Next" and then "Create Video". This process can take several minutes/hours. This depends on the length of your show, the size of your images and the power of your PC.

Burn video to CD/DVD:

This can be used to burn a video that has already been saved to the hard drive, to a CD/DVD.



Enter the right mpg-file and choose the video type it is in.

Note:

Should you encounter problems replaying a burned VCD/SVCD/DVD on your DVD-player, it might help to lower the burning speed in the CD/DVD-burner-settings and/or change the brand of you blank CD/DVD.

3.5.2.1 Other formats

With **AquaSoft® SlideShow XP five & Studio** and **AquaSoft® SlideShow Studio** you can convert your show even to additional video formats.

Herefore select in "Video Wizard" the option "Create Custom Video". In the next dialog you can select additional formats.

AVI video

AVI is a widespread video format and can be played from newer DVD-players.

Set the resolution of your choice and under "Compression" the codec you would like to use.

Please check at first which codec has to be used to create these AVI videos, so that your DVD-player can play them (operating manual). Then check if this codec is installed on your PC. If not you must install it, before you can continue. AquaSoft SlideShow XP five & Studio does not come with codecs.



Please consider that an AVI video should not be larger than 2 GB. Most players do not play larger AVI videos.

Not all codecs supports all resolutions.

WMV video

This format is only available in **AquaSoft® SlideShow Studio**.

To create videos in WMV format a current version of Windows Media Players should be installed on your computer.

With WMV format you can use a very high resolution for your videos. The created video files can be played with Windows Media Player. Currently only a few DVD-players do support this format.

SWF video (Shock Wave Flash)

Videos created in this format can be embedded into your homepage. This allows you to present the created slide show with all included effects, texts and sound on the Internet. To display it in your web browser Adobe Flash Player must be installed on your computer.

This format is only offered if you have the full version of **AquaSoft WebShow 4** installed. It will be released in the near future.

3.5.3 Sound Wizard

Using the sound wizard you can record comments and sounds to your images over a microphone connected to your PC.

Only images that have been added as "Image, Text, Sound"-objects can have a comment assigned. An "Image with Effects" does not support sounds.

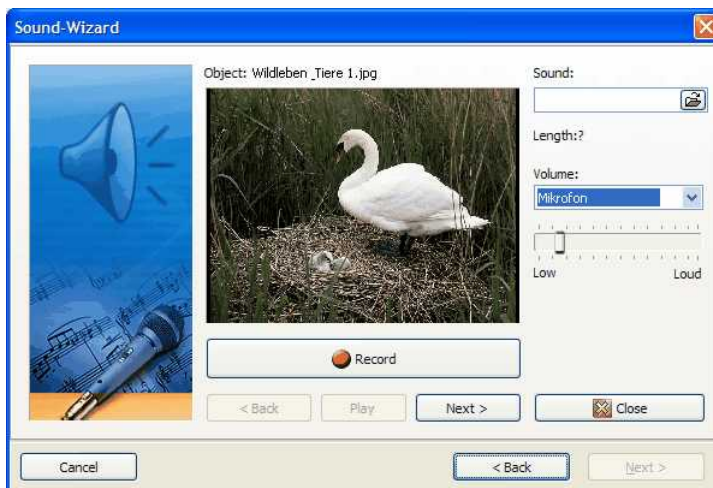
You can find the sound wizard in the menu under wizards.



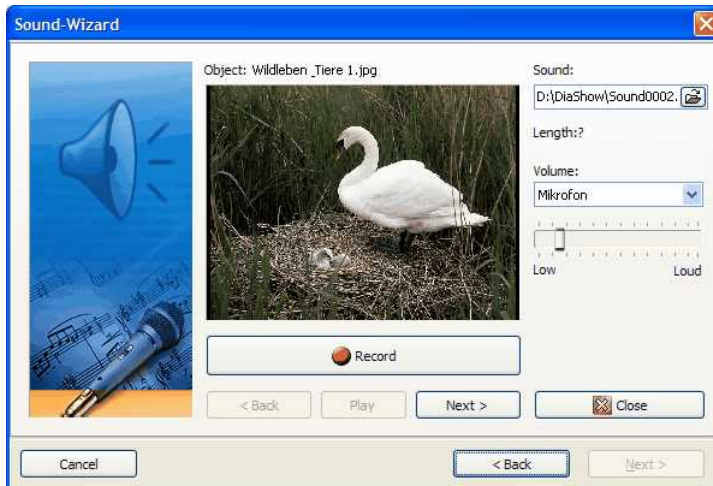
You can save the resulting files in the slide show folder or choose a different directory.

In "Record Settings" you can set how the comments are to be recorded.

Then click "Next".



Now the images that can be provided with a comment are shown one after the other. Just click "Record" and start speaking. Should you misspeak, stop the recording and start again.



With "Play" you can listen to the recording. Click "Next" to get to the following image. Close the sound wizard after finishing your recordings.

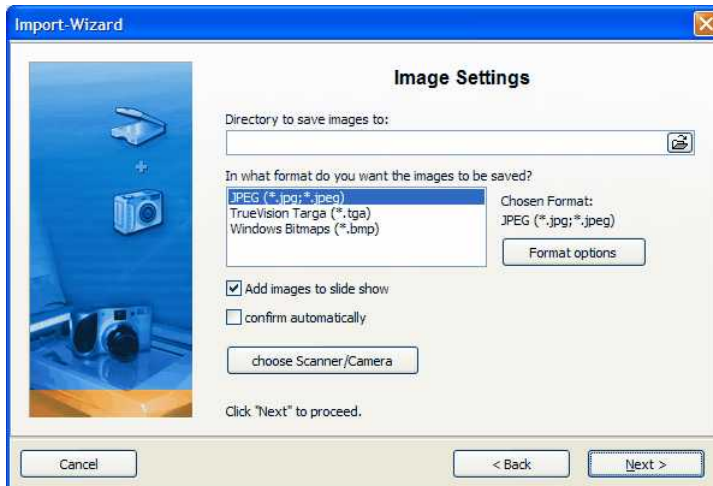
The sound wizard attaches the recorded comments automatically to your images. In the setting of the right images you will find the recorded files.



3.5.4 Import Wizard

This wizard can be used to import images from a scanner or a digital camera, provided that the devices are accessible through the TWAIN32-interface. The images are saved and added to the object list. They can be adjusted now or later with the image editing tool.

Open the wizard through "Wizards" / "Import Wizard".



Enter a target directory for the images. Choose the desired file format and set format options if necessary.

Are the images to be directly added to the object list, activate this function.

Then choose the scanner or digital camera.

Click "Next" and then "Start". Your images will now be imported.

3.5.5 PowerPoint Wizard

Using the PowerPoint wizard you can import your PowerPoint presentations into a slide show. MS PowerPoint (Version 8 or higher) has to be installed on your PC.

When importing each slide is saved as an image. All animations and effects will be lost.

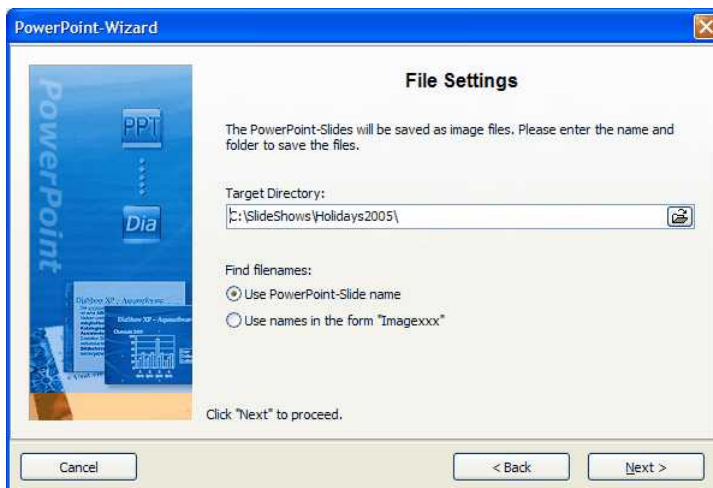
Start the wizard through "Wizards" / "PowerPoint Wizard".

Enter the filename of the PowerPoint-file to be imported.



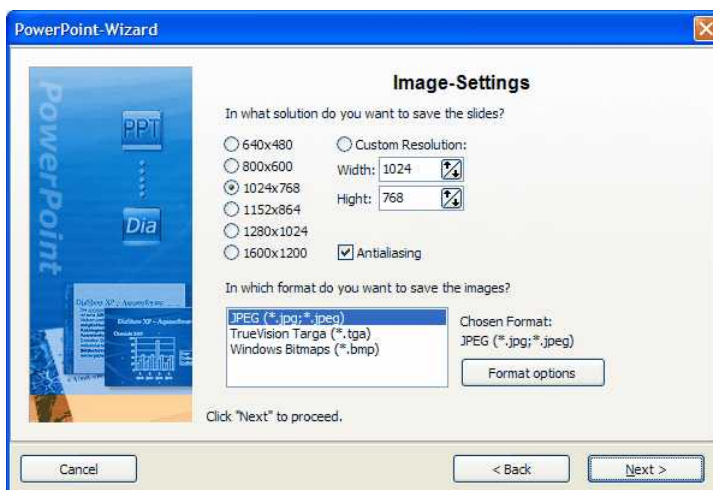
Then click "Next".

Enter a directory where the images are to be saved. You can use the filename of the slides or use the form "Imagexxx".



Click "Next".

Now you can set the image options. Choose the desired solution and image format. In the format options you can make further settings to the image format.



Click on "Next" and then "Import". The slides will now be converted into images and added to your slide show.

3.5.6 Search for missing files

AquaSoft® SlideShow XP five & Studio only saves links to your images and music used in the slide show. If you move, delete or rename your images, **AquaSoft® SlideShow XP five & Studio** cannot open them anymore. You will see the following screen in the layout designer:



AquaSoft® SlideShow XP five & Studio cannot retrieve/find deleted files.

If there is one image not being found, you can click with the right mouse button on the object and choose "Change search path". Enter the new location of the image here.

If the search path to several images of your show is missing, open the search path wizard through "Wizards" / "Search for missing files".



You have different options for the search.

If you aren't sure where the files to be searched for are, activate the automatic search.

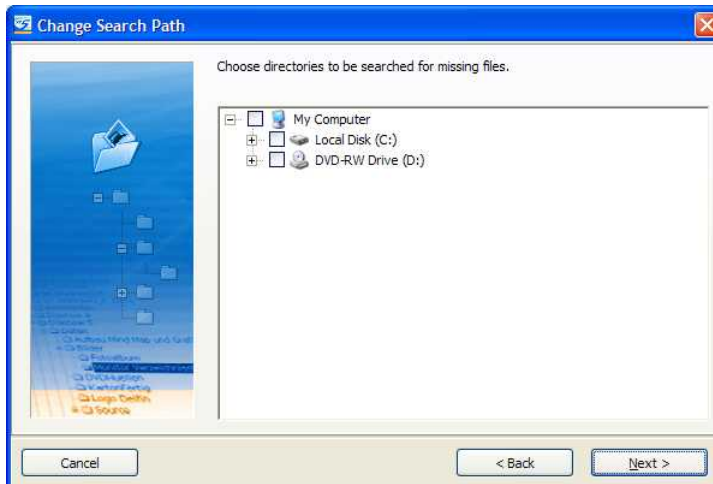
When you know exactly where your images are, enter the path directly.

If you want to change the path from absolute (path directions are saved completely) to relative (path directions are saved in relation to the directory of the ADS-file) or the other way around, choose the according option.

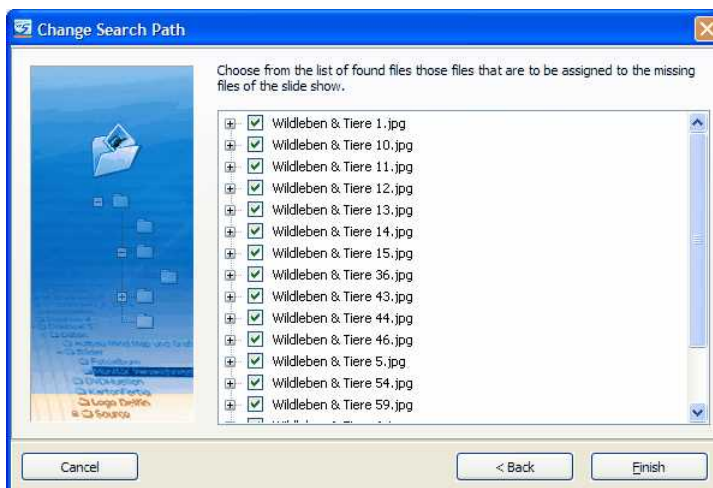
Set which entries are supposed to be changed afterwards.

Now click "Next".

Then choose where the wizard should search for your images.



Click next and the search is started. The results of the search are shown afterwards.

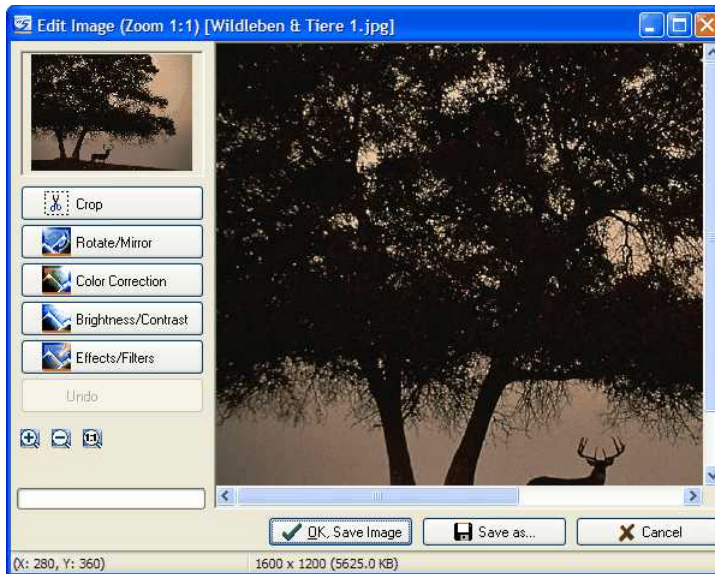


Click "Finish" and the slide show will be updated.

3.6 Image Editing

3.6.1 Integrated Image Editing

We made an effort to hand you all the tools you need in one program with the **AquaSoft® SlideShow XP five & Studio**. That's why there is an image editor integrated that can be used to improve your images for the slide show. Now, there are specialized programs for image editing that go beyond the basic features of the **AquaSoft® SlideShow XP five & Studio's** image editor, but it should be possible to tackle the most important tasks right here in the program.




Click the image with the right mouse button and choose the option "Edit image". There are tools to crop images, turn them or correct the color, to control brightness and contrast, and a few filters e.g. blur or sharpen. To keep an eye on the adjustments in your image, you can activate the automatic preview. Unfavorable changes can be undone. With the magnifying glass (same as in the preview window) you can set the size of your image, or the display window. You can save your work or discard it, if you want to save it with a different name, thus making a copy, click "Save as...".

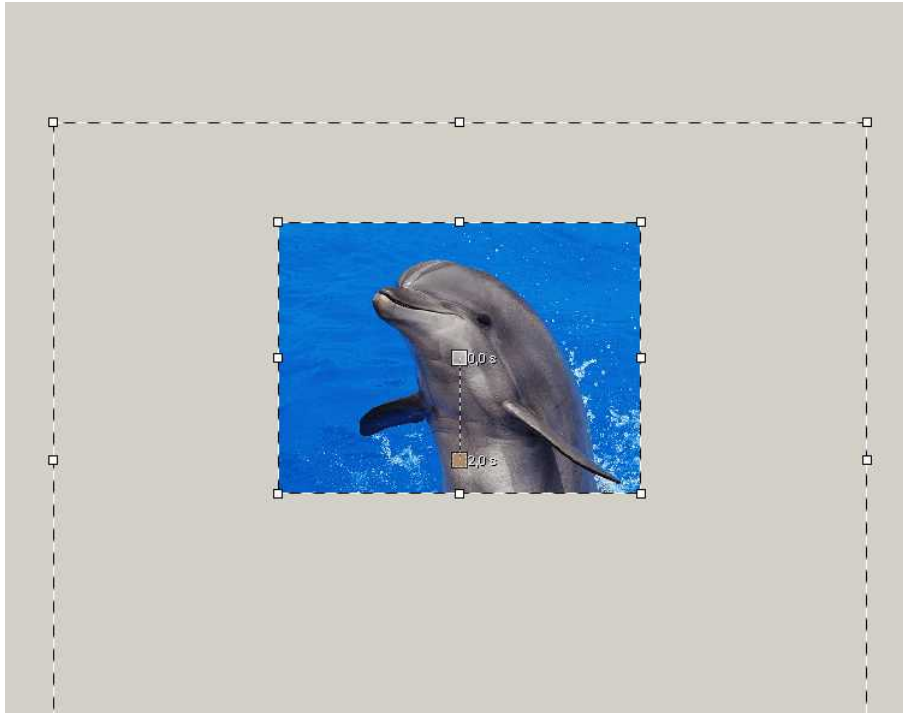
4 Settings

4.1 Slide show settings

You can change the slide show settings for each slide show individually.

In the main menu under "Slide Show"-"Slide show settings" you open the window with the slide show settings. You can also reach this dialog directly over the button .

Main Settings:

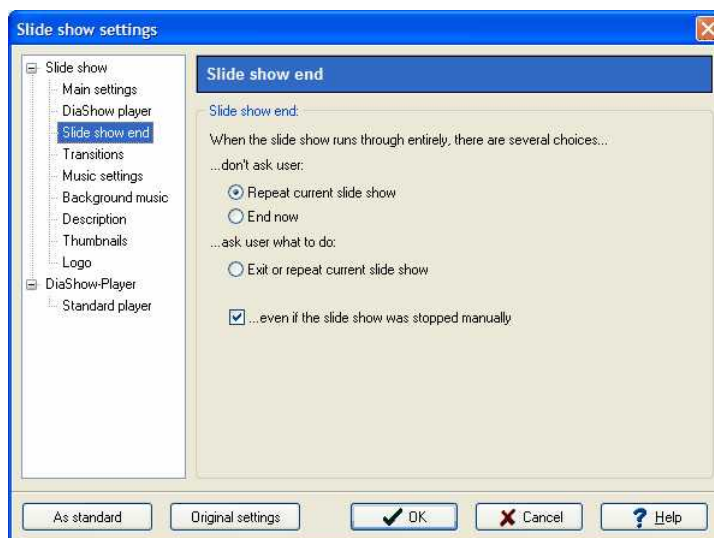


Here you can change the standard duration of your images as well as choose the random order for playback.

The display quality can be adjusted to your computer's power. The higher the quality the more power is necessary. This setting is of no consequence to computing videos. This is about the quality during playback in the **AquaSoft® SlideShow XP five & Studio-Player**.

You can also set the aspect ratio here.

Slide Show End:



Here you can decide what is to happen at the end of a slide show.

Transitions:



You can choose here which transitions are to be used as arbitrary transitions. All transitions checked are included, all transitions crossed are not.

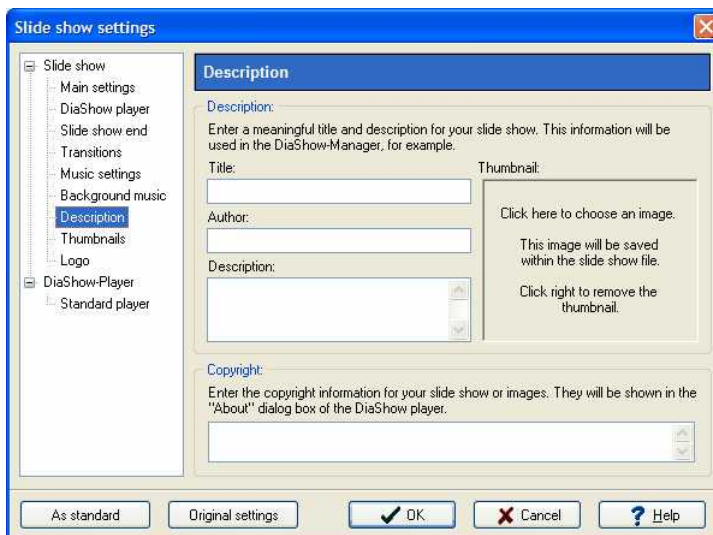
Music Settings:

The music settings are further explained [here](#).

Background Music:

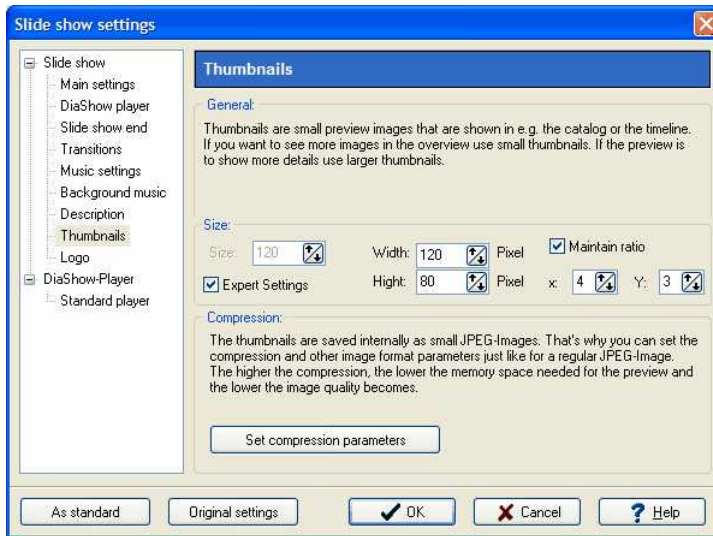
The subject background music is dealt with [here](#).

Description:



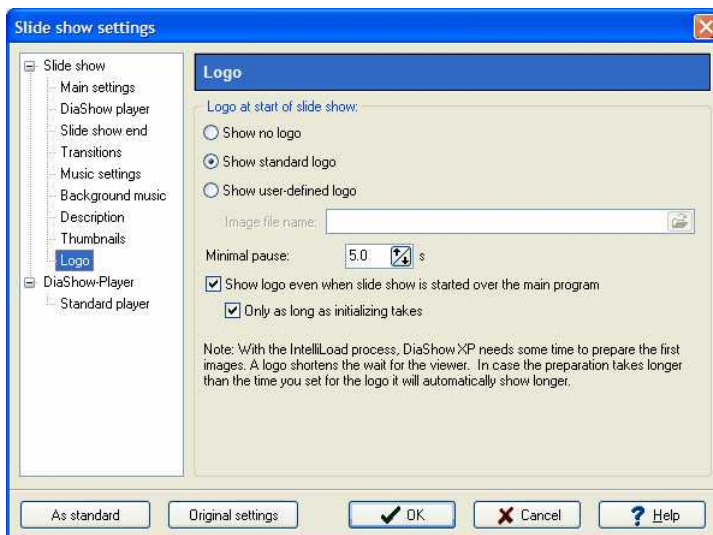
This is the place to personalize your individual slide show.

Thumbnails:



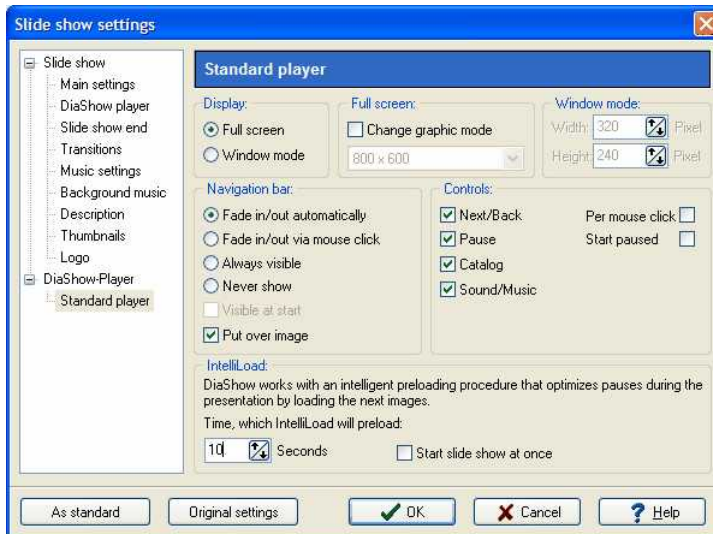
Thumbnails are little preview pictures used in the storyboard and in the timeline. Here you can set their size and compression.

Logo:



If you want to start the show with a logo, you can choose an image file here. You can also forgo a logo completely.

Standard Player:



Replaying the slide show is done by the **AquaSoft® SlideShow XP five & Studio-Player**. Here you can adjust its settings.

IntelliLoad specifies how many seconds of the show are to be loaded beforehand. For slide shows with long objects it may be useful to raise this number.

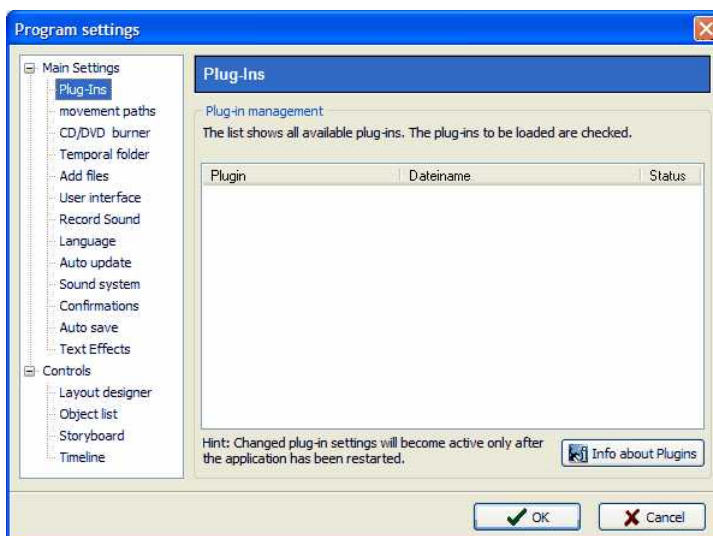
If you want to set your new settings as standard for every new show, click "As standard". Every new slide show automatically receives your settings. Through the button "Original settings" you can reset everything to factory settings.

4.2 Program settings

The program settings refer to the basic settings of the program, not of your slide shows. For your creations the [Slide show settings](#) are decisive.

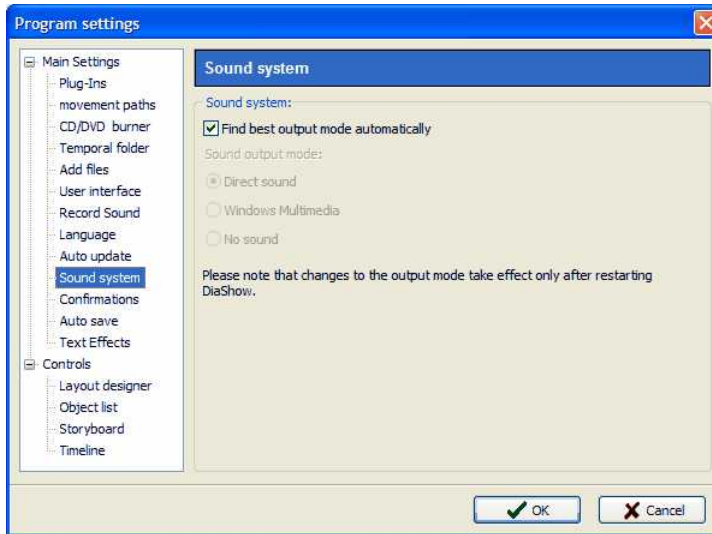
You can open the program settings under "Extras" / "Program settings".

Plug-Ins:



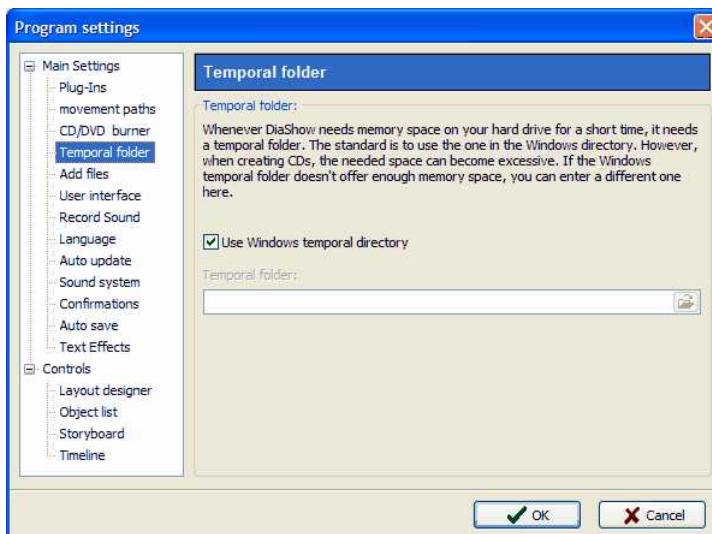
Here additionally installed plug-ins are shown.

Sound System:



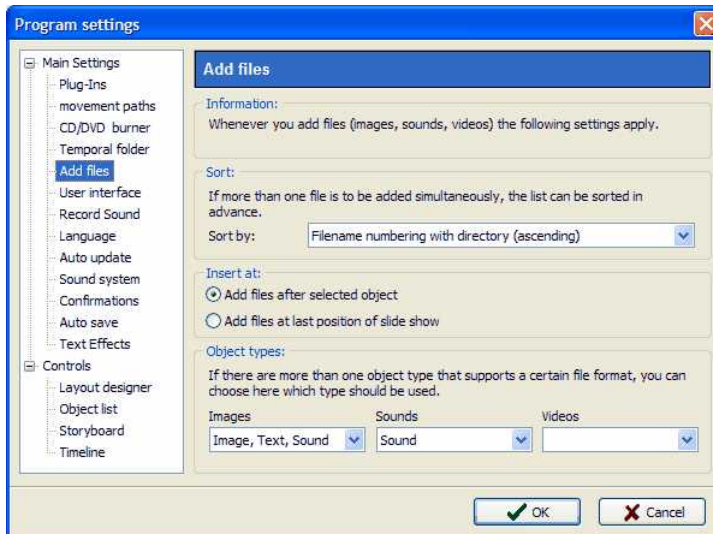
The sound system plays the music used in a slide show. Should you experience irregularities during music playback, set the sound system to "Windows Multimedia" and then restart the **AquaSoft® SlideShow XP five & Studio**.

Temporal Folder:



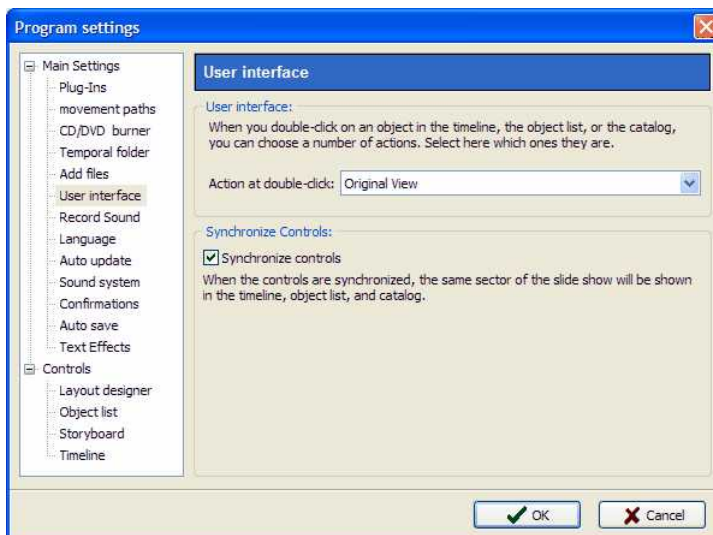
Sometimes and for short periods, **AquaSoft® SlideShow XP five & Studio** needs space on the hard drive. Here you set in which directory temporary files are allowed to be saved. When creating a video a lot of space becomes necessary. Should the standard temp-directory be too small, you can set a different one here.

Add Files:



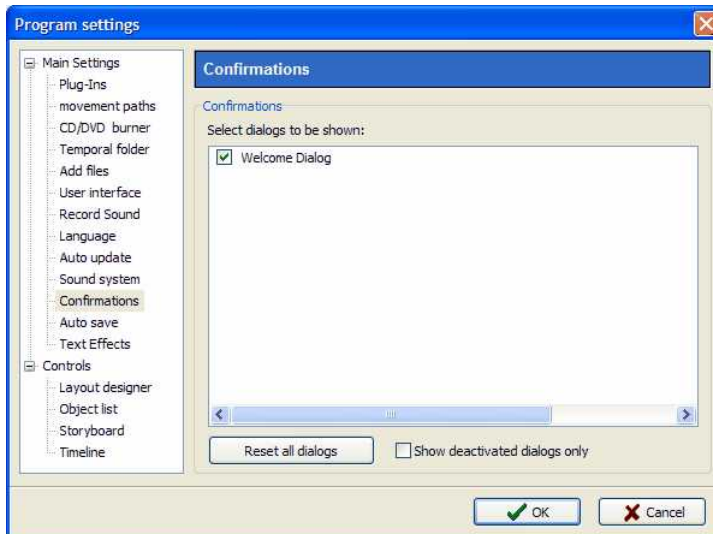
Here you can set how certain files are supposed to be added to a slide show.

User Interface:



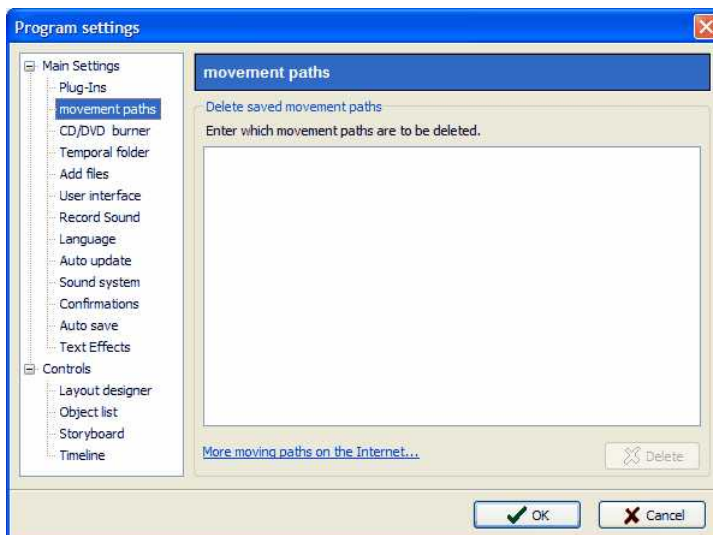
Here you find more settings for the user interface of **AquaSoft® SlideShow XP five & Studio**.

Confirmations:



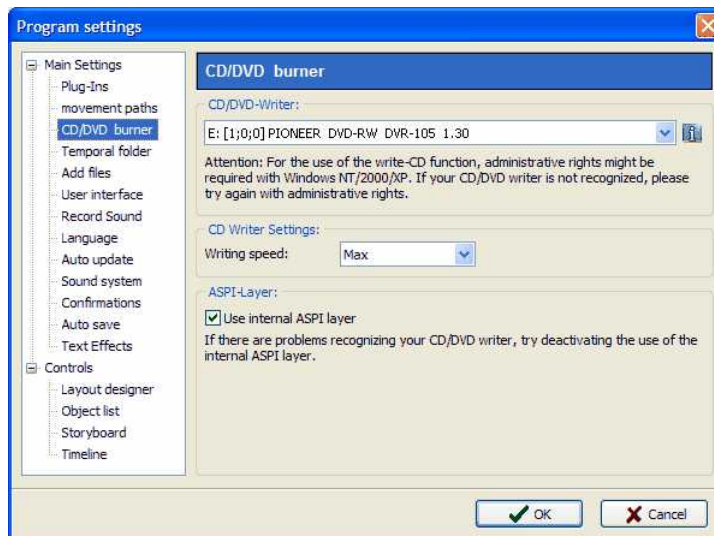
Choose the dialogs that are to be shown, here.


Movement Paths:



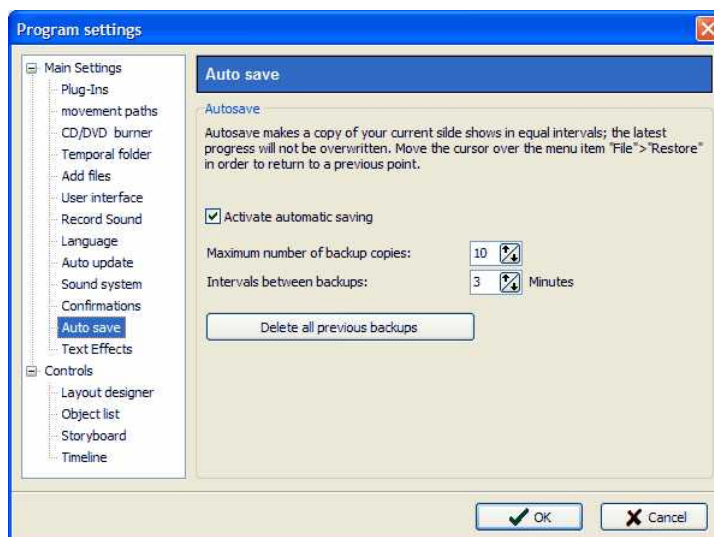
Movement paths you saved in the course of your work are shown here and can be deleted.

CD/DVD Burner:



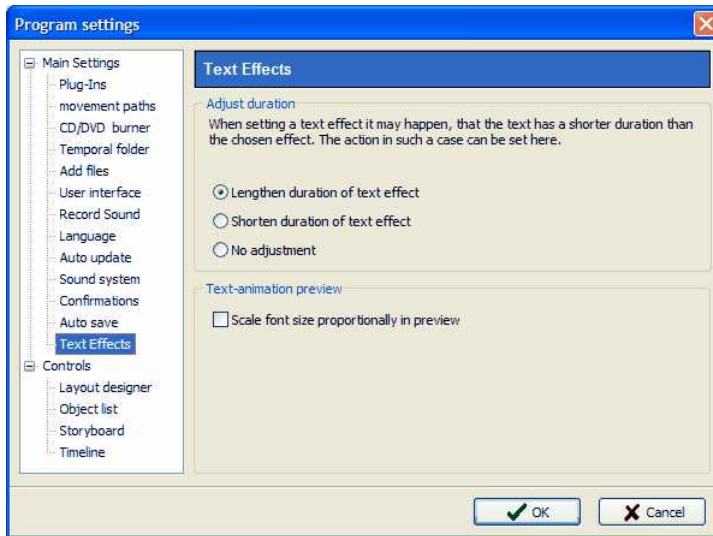
All recognized CD/DVD-burners are shown here. With  you can open the burner settings. If your burner is not recognized, you can remove the check at "Use internal ASPI-Layer".

Auto Save:



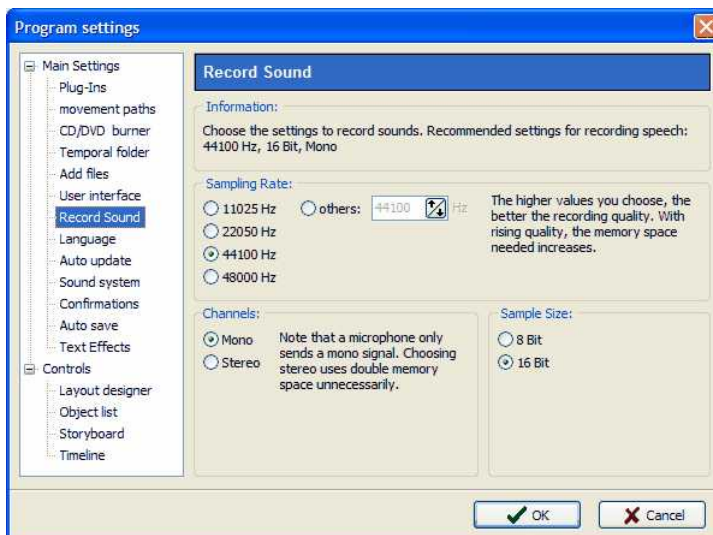
Set here if, and how many, security copies are to be made of your slide show during your work. In "File" / "Restore" you can open your work at a previous stage.

Text Effects:



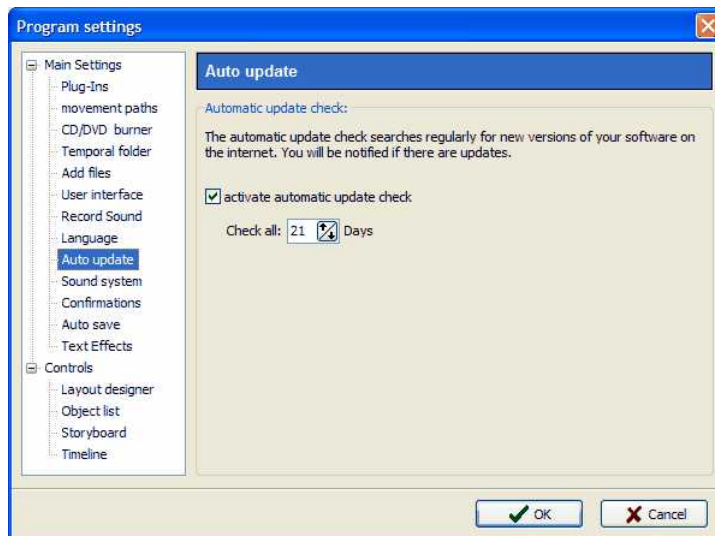
Adjust the duration of a text-object here, if the chosen text animation is longer than the object itself.

Record Sound:



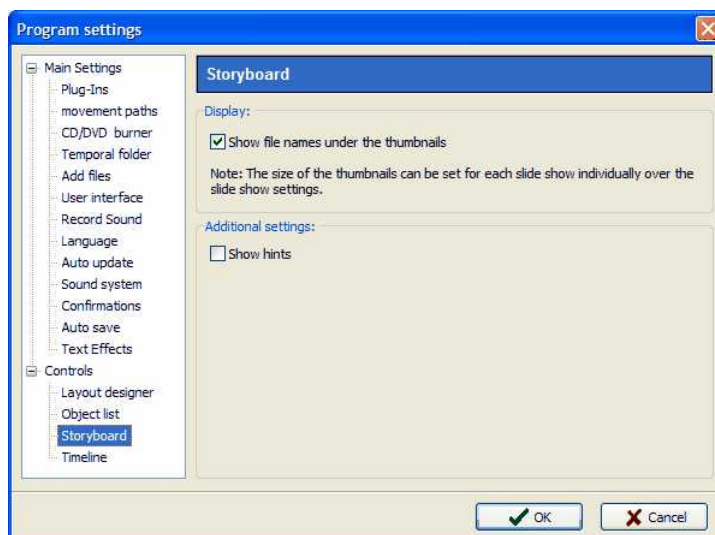
Through the sound wizard you can record spoken comments to your images using a microphone. Choose the settings for recording here.

Auto Update:



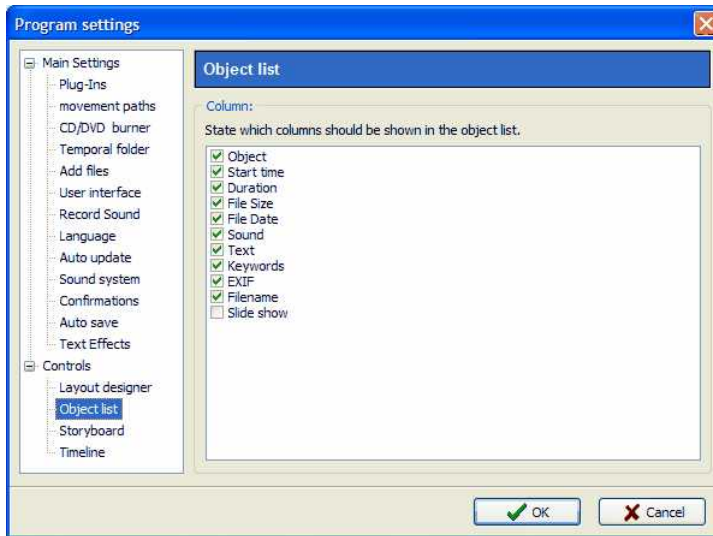
Here you can set how often the program is supposed to check for updates. If an update is available, you will be notified. For the update check a connection to the internet is required.

Storyboard:



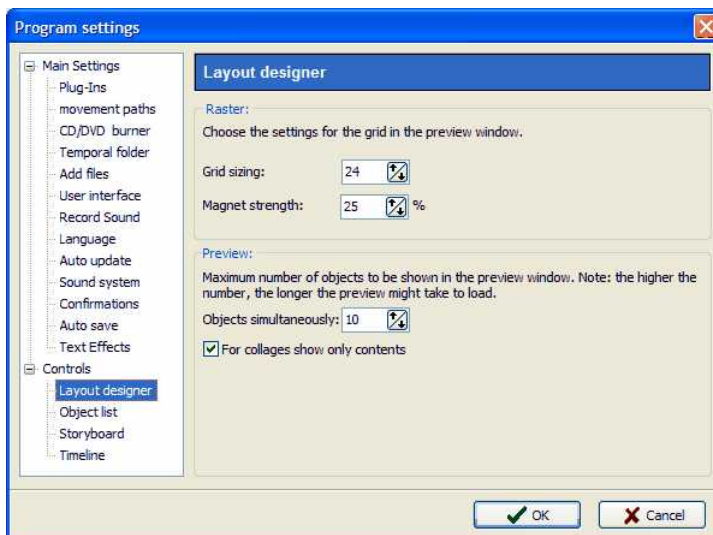
Adjust settings for the storyboard here.

Image List:



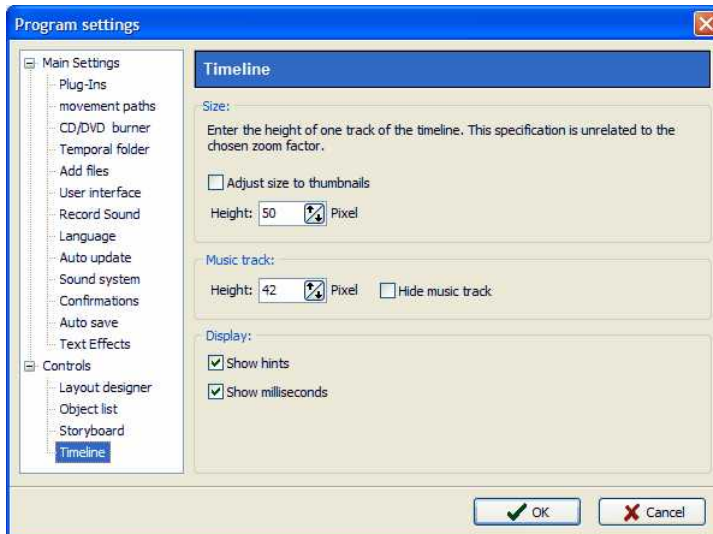
Choose here what information is to be shown in the image list.

Layout Designer:



You can make settings for the layout designer here.

Timeline:



Define settings for the timeline here.

5 Technical Hints

5.1 General preparations

Directories

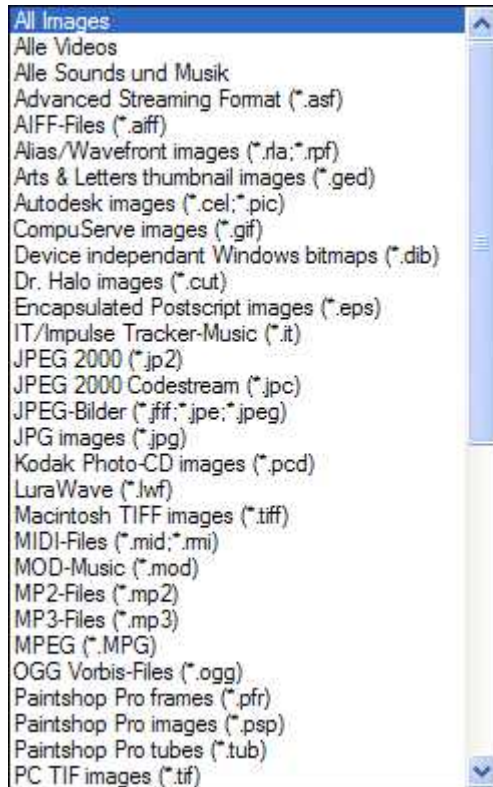
To reach a good result quickly and effectively, you can make some small preparations beforehand. It is wise to create a folder (e.g. pictures) and maybe divide it into sub folders. Here you put your images, sorted by your own criteria. **AquaSoft® SlideShow XP five & Studio** saves an image list and keeps an eye on all specified directories.

Image format

A thought to the image format. The standard on the Internet and for digital cameras is the JPEG format. In contrast Windows traditionally saves images in the BMP-Format. The difference lies in the compression, meaning the relation between disk space and image quality. For a normal slide show it is best to save the images in JPEG. This way you save enormous amounts of space, while almost never seeing a difference in quality on screen. As a rule of thumb holds that the BMP-format needs about 6 times the space of the JPEG-format. This becomes especially important when you are planning a huge slide show, concerning the number of images.

If you want to use background music or spoken commentary in your slide show, you should keep in mind that one minute of music or speech in WAV-format takes up around 10 MB of disk space. Here too hold that the MP3-format saves space in contrast to the WAV-format, but higher compression may lower the sound quality.

AquaSoft® SlideShow XP five & Studio supports i.a. the following image formats:



For background sound you can use the following file formats:



Please note that MID- and RMI-files cannot be used when exporting videos with the video wizard.

5.2 Installation

To install **AquaSoft® SlideShow XP five & Studio** we suggest at least the following system setup. More resources will lead to higher quality playback:

Hardware

CPU - 1 Ghz

Graphics Card - 1024x768x32 Bit

Working Memory - 512 MB

Hard Drive - 50 MB (burning (S)Video-CDs may need space up to 1,2 GB for a short time, burning

Video-DVDs may take up to 10 GB temporarily)

CD-Burner (optional)

Operating System

Windows 2000, XP Home and Professional, Vista

The following systems are **not** supported:

DOS, Windows 3.x, Windows 95, 98, ME, Unix, Linux, Apple Macintosh, Novell a. o.

Versions

It is always possible to have DiaShow 3.6, DiaShow XP and **AquaSoft® SlideShow XP five & Studio** installed on one computer at the same time. Each installation uses its own directory.

5.3 Full screen mode with different screen solution

In the standard player options the graphic mode for full screen playback can be set. When switching the screen solution Windows only accepts a fixed refresh rate or none at all. Because we cannot know your graphic card/screen combination, we refrained from setting a refresh rate. We did this to make sure your screen is not at risk. Windows switches automatically to a possible mode, which you can change (Control Panel / Display / Settings).

This warning is only important if you work with a changed full screen mode. The problem does not exist in window mode.

6 Order Info

The easiest way to order a product by AquaSoft is to visit our website at shop.aquasoft.de. Here you can always find the newest offers and also bundles (combinations of several products), which you can save a lot of money with. In addition you'll receive the newest updates.

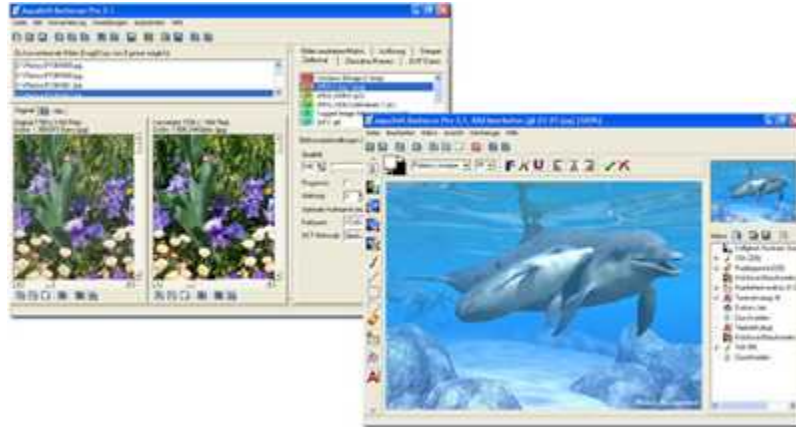
One word to the difference between private and non-private or commercial use. We think that our prices need to be so moderate that every private customer - who has already spend a lot of money for technical equipment - is still able to buy software. Thus, we cannot offer the same prices to all other customers who plan to use our software for commercial purposes. Development costs a lot of time and expensive tools, after all. If the purpose is free advertisement or making money doesn't matter in this respect. Thank you for your appreciation.

7 Other Programs by AquaSoft

AquaSoft SlideShow XP five & Studio is just one of many useful programs created by AquaSoft. On the following pages you can find additional programs with interesting features and useful enhancements.

7.1 AquaSoft ® Barbecue

The new image processing software **AquaSoft ® Barbecue**



The new image processing and managing software **AquaSoft ® Barbecue** is photo studio as well as image factory. With just a few clicks you design your images yourself. The new built-in undo functionality makes mistakes practically impossible. Macros are being created using the mouse - as easy as never before. All steps in the process can be saved and are reusable for an unlimited amount of images. **AquaSoft ® Barbecue** takes into consideration the development of digital photography. Therefore we integrated JPEG-2000 and the reading and writing of EXIF data. Thus **AquaSoft ® Barbecue** becomes a must for all owners of digital cameras. An extensive manual in PDF format is waiting for you, as well.

Some features:

- changing resolution and formats
- evaluating EXIF data and their use as renaming information
- static integration of water marks, stamps, logos, texts and own drawings into the image
- zoom functionality
- extensive image editing program

For instance you can convert hundreds of blue-cast, to dark 640x480 BMP images into colour corrected 320x200 JPEG images, for which you can set the compression rate, that are fit for the Internet. Especially the integration of image editing, file conversion, the writing of JPEG2000 and Lurawave into an automated batch conversion makes it a program that the community has been waiting for for a long time.

In short, **AquaSoft ® Barbecue** is a batch-image-converter with image editing functionality.

More information on the Internet: www.barbecue.aquasoft.de

7.2 AquaSoft® DiscMenu

AquaSoft® DiscMenu - Your professional CD-ROM-Publishing-System



You have the best contents but nobody looks at them? Endless amounts of data can be stored on CDs or DVDs. But it needs a lot of care to make these data accessible to the user. What if you could organize the contents of your CD through easily to create HTML-pages? Great idea! What's missing now is a suitable environment because a normal web browser for displaying the page neither looks professional nor does it provide the opportunities to customize its look. On top of that there are quite a few obstacles to overcome. Good that there is **AquaSoft® DiscMenu**.

The start menu for your CD or DVD:

- the auto-start menu for your installation file and other applications
- the business card of your company with navigation
- your product presentation on CD or DVD as advertisement
- the information system for your documentation
- a new way for your multi-media application

You want to distribute eLearning-products or start eBooks, audio books, movie or sound files from CD?

AquaSoft® DiscMenu provides the features of a multi-media authoring system!

More information on the Internet: www.discmenu.aquasoft.de

7.4 AquaSoft® PhotoAlbum

AquaSoft® PhotoAlbum - Get more out of your photographs



Digital photos are great but they aren't everything. You will come to a point where you wish you could look at them in print. That's way you can say, paper photographs are alive and well.

With **AquaSoft® PhotoAlbum** you can offer more than just lose photos to the admirers of your artwork. No boring albums but exciting effects give your pictures center stage. Whether you want to spice up your desktop, produce creative photo books or wake up your printer from its hibernation is up to you. In **AquaSoft® PhotoAlbum** everyone finds what is needed.

And these are the three easy steps:

- adding images
- selecting a template
- creating the photo album

AquaSoft® PhotoAlbum already comes with many prepared templates. But with the integrated template editor you can design your album to the smallest details yourself, as well. There are no limits. Title pages, chapters, thumbnail view (contact print) and much more can be designed and positioned. Create professional photo books just as easy as funny ones, e.g. with pictures that seem like pasted in.

Enough of always the same desktop wallpaper? With the integrated Desktop-Album you can revive the memories of your last holidays. It's not just a simple one-after-the-other of your photos but they are professionally embedded in an interesting environment.

More information on the Internet: www.photoalbum.aquasoft.de

7.5 AquaSoft® PhotoKalender

AquaSoft® PhotoKalender - Your photos, around the year.



There's always a time to give gifts. So, what's more suitable than to give a calendar, then?

AquaSoft® PhotoKalender is a universal program for the creation of customized calendars. Ready-made templates ensure the desired result with just a few clicks.

And these are the three easy steps:

- adding images
- selecting a template
- creating the photo calendar

AquaSoft® PhotoKalender already comes with many prepared templates. Calendars for printing or your desktop, for giving away or keeping. Cover pages, any number of pictures per page, appointment books, weekly, monthly, yearly calendars, etc. - leave room for your creativity. Create new calendar layouts to the smallest detail with the help of the integrated template editor. Whether simple, advanced, funny or formal - everything can be achieved in a professional manner.

Specify birthdays and appointments. Every event will be displayed with photos on the correct day. PhotoKalender also imports your appointments and birthday list from MS Outlook.

The Desktop-Kalender brings your photos as a photo calendar to your desktop, including your specified events. This too includes your MS Outlook events.

More information on the Internet: www.photokalender.aquasoft.de

7.6 AquaSoft® ScreenShow

AquaSoft® ScreenShow - Take a break and enjoy your pictures.



People always have been charmed by moving pictures. Put the magic of your photos on your screen. With **AquaSoft® ScreenShow** you can create your own photo screen savers with impressive transitions and background music. And it can be done with just a few mouse-clicks. You can use these screen savers on your own PC or you can distribute them, e.g. per eMail.

And these are the three easy steps:

- adding images
- entering a title
- creating the screen saver

More information on the Internet: www.screenshow.aquasoft.de

7.7 AquaSoft® WebShow

AquaSoft® WebShow - Waltzing from a photo to a website



While the Vienna Waltz uses three steps converts the program **AquaSoft® WebShow** your photos into a ready-to-go website. That's right! In just three steps a complete website is created including picture frames, background, thumbnail navigation and, if you wish, transition effects.

And these are the three easy steps:

:

- adding images
- selecting a template
- launch the website

Whether for family or for presentations in the company, for you it is important to embed your photos and pictures into a pleasing Internet site with just a few clicks. From the abundance of web templates you can create a professional web project with overview page (thumbnails), navigation buttons and comments.

And those who want can dance the foxtrot. Then there is a fourth step available for setting the page properties where all possible configuration can be made. E.g. you choose a picture frame, a certain background color, a button style - even whole themes are available. Due to the powerful, XML-based scripting language of the templates you can create your very own templates, as well. There are virtually no limits: you can use everything that is supported bei HTML, PHP, ASP, Javascript etc. Again, you can but you don't have to. Because **AquaSoft® WebShow** has almost everything prepared for you.

More information on the Internet: www.webshow.aquasoft.de

8 AquaSoft ®

8.1 If you have problems

The AquaSoft-homepage offers software on the topics of education, image editing and image management as well as further shareware and freeware for download.

Visit our homepage at www.dvd-photoshow.com. You will find downloads, FAQ, forums and information on our products.

If you have trouble with an AquaSoft product or questions, criticism, praise, please proceed as follows:

- Check the manual or the according help file.
- Try finding an answer in the FAQ (Frequently Asked Questions).
- Visit the according forum. There users can exchange experiences and can ask questions. Write your own entry. Sometimes it is easier for another user to understand the question than for a whole team of developers - and the answer might come quicker, too.
- Only after those steps didn't succeed, write or call us. We take your suggestions as important help, but we also need time to advance the software.
- The contact email address is: info@aquasoft.de

8.2 Copyright

AquaSoft SlideShow XP five & Studio ist Copyright © von AquaSoft ® 1999-2008. Alle Rechte vorbehalten.

AquaSoft SlideShow XP five & Studio beinhaltet alle Funktionen.

Achtung: Dieses Programm ist, sofern nicht ausdrücklich ausgewiesen, KEINE Freeware, d.h. es darf nicht weitergegeben oder kopiert werden. Es darf gleichzeitig nur auf einem Rechner installiert sein. Freeware-Programme sind explizit als solche gekennzeichnet. Alle AquaSoft ® Programme ohne die ausdrückliche Kennzeichnung als Freeware sind keine Freeware.

Die Demoversion von AquaSoft SlideShow XP five & Studio darf frei kopiert und 30 Tage lang unverbindlich und kostenlos getestet werden. Wenn Sie das Programm danach weiter nutzen möchten, müssen Sie die Vollversion bestellen. Wenn Sie weitere Arbeitslizenzen benötigen oder falls Sie nur die Demoversion besitzen und die Vollversion erwerben möchten, finden Sie die nötigen Informationen im Online-Shop auf unserer Webseite www.aquasoft.de.

8.3 AGB

AquaSoft GmbH ® - Allgemeine Geschäftsbedingungen (AGB)

In der Fassung vom 10.12.2008

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1. Geltung und Vertragsgegenstand

Mit den AGB der Firma AquaSoft GmbH ® (im folgenden AquaSoft ® oder AquaSoft genannt) werden die allgemein gültigen Vertragsbedingungen zwischen AquaSoft ® und ihren Kunden vereinbart. Hiervon abweichende Vertragsbedingungen können gesondert festgelegt werden und bedürfen der Schriftform. Mündliche Nebenabreden gelten als nicht vorhanden. Für die Rechtsgeschäfte von AquaSoft ® gelten nur diese AGB, den AGB ihrer Kunden wird in sofern widersprochen, als sie von den AGB von AquaSoft ® abweichen. Vertragsgegenstand ist Lizenzierung bzw. die Nutzungsüberlassung von Software und damit verbundene Dienstleistungen über das Internet und auf dem konventionellen Wege. Ein Kunde erwirbt mit Vertragsabschluss Rechte, die produktspezifisch in einem Lizenzvertrag geregelt sind. AquaSoft ® behält sich das Recht vor, die AGB ohne Vorankündigung den Marktverhältnissen anzupassen.

2. Haftung

Die Produkte und Dienstleistungen von AquaSoft ® werden auf dem höchsten Stand der derzeitigen Technik erbracht und mit der größtmöglichen Sorgfalt den Kunden zur Verfügung gestellt. Dennoch kann die Fehlerfreiheit nicht garantiert werden. Zur Nutzung benötigt ein Kunde u. U. weitere, nicht von AquaSoft ® gelieferte Produkte, wie zum Beispiel Computer und Betriebssysteme, für deren Funktion und Ausstattung AquaSoft ® keine Verantwortung übernimmt. Es kann daher keinerlei Garantie für die Funktionsweise oder eine andere Art von Garantie gewährleistet werden. Es wird keinerlei Haftung für alle evtl. auftretenden Schäden an Hard- oder Software, insbesondere für Datenverluste oder entgangene Gewinne, die beim Gebrauch oder Missbrauch der Produkte und Dienstleistungen entstehen, übernommen. Mit der Annahme des Vertrages stellt der Kunde AquaSoft ® auch von der Haftung für Dritte frei, die im Zusammenhang mit seiner Nutzung von Produkten und Dienstleistungen von AquaSoft ® beeinträchtigt oder geschädigt werden könnten. Software und Datenträger werden frei von Viren und anderen schädlichen Programmen erstellt und ausgeliefert. Dennoch liegt es in der Verantwortung des Nutzers, den Schutz der lizenzierten Software vor Computerviren und anderen Schadprogrammen selbst bzw. durch geeignete Schutzmaßnahmen zu gewährleisten. AquaSoft ® haftet nicht für Schäden. AquaSoft lizenziert Softwareprodukte nur für einen bestimmungsgemäßen Gebrauch im Rahmen des deutschen bzw. europäischen Rechts. Außerdem untersagt AquaSoft ® ausdrücklich den Einsatz der Software in Anwendungen oder Systemen, in denen Fehlfunktionen von Komponenten seines Leistungsangebotes nach menschlichem Ermessen körperliche Schäden oder Verletzungen mit Todesfolge nach sich ziehen können. Die Verwendung der Produkte und Dienstleistungen in einer solchen Umgebung ist nicht gestattet. Jede Haftung seitens AquaSoft ® für Schäden oder Verluste auf Grund derartiger unerlaubter Benutzung ist ausgeschlossen. Kann AquaSoft ® einen Vertrag oder Teile davon durch Einwirkung von Krieg, sozialen Unruhen, Streik, Terrorakten oder höherer Gewalt nicht erfüllen, so ist eine Haftung hierfür ausgeschlossen.

3. Verfügbarkeit und Gewährleistung

Das Angebot von AquaSoft ® steht den Kunden bei Vorhandensein entsprechender technischer Voraussetzungen im Internet normalerweise täglich rund um die Uhr zur Verfügung. Ein Anspruch auf diese Betriebszeiten besteht nicht. AquaSoft ® behält sich das Recht vor, die Betriebszeiten zu verändern, das Angebot zeitweilig zurückzuziehen oder ganz einzustellen. Dies gilt allgemein und kann auch, sobald es begründeten Verdacht für eine missbräuchliche Nutzung gibt, für einzelne Kunden zur Anwendung gebracht werden. Im Übrigen bestimmt AquaSoft ® die Art und Weise, in der Produkte und Dienstleistungen erbracht werden. Für systembedingte Ausfälle und technische Probleme bei der Übertragung, im Besonderen bei der Unterbrechung und bei Störungen des Telefonnetzes, des Internets oder anderer Kommunikationssysteme jeglicher Netzbetreiber haftet AquaSoft ® nur im Falle grober Fahrlässigkeit und bei Vorsatz, und nur für den Fall, dass sie an der Entstehung des Schadens mitgewirkt hat. Die Haftung ist auf den Warenwert der von AquaSoft ® gelieferten Produkte und Dienstleistungen beschränkt. Weiterreichende Schäden und

Folgeschäden sind von der Haftung ausgeschlossen.

Im Falle der Gewährleistung für Produkte und Dienstleistungen von AquaSoft ® gegenüber Nichtkaufleuten gilt die gesetzliche Zeitspanne, gegenüber Kaufleuten gilt die Zeitspanne von einem Jahr. Im Falle eines erwiesenen Mangels an Produkten und Dienstleistungen von AquaSoft ® erklärt sich der Kunde damit einverstanden, dass AquaSoft ® die Art und Weise der Behebung bestimmt. Der Kunde stimmt im Besonderen der Verfahrensweise zu, bei der AquaSoft ® entscheidet, ob das Produkt bzw. die Dienstleistung nachgebessert oder gegen Gleichwertiges umgetauscht werden kann. Nach mehrfachem fruchtlosen Nachbesserungsversuch entscheidet AquaSoft ® ebenfalls, ob eine Wandlung des Kaufes unter Rückzahlung des Kaufpreises in Frage kommt.

4. Preise und Eigentumsvorbehalt

Alle Preise von AquaSoft ® sind freibleibend. Alle Produkte und Dienstleistungen bleiben bis zur vollständigen Bezahlung Eigentum von AquaSoft ®. Der Preisaushang erfolgt durch Veröffentlichung auf den Seiten von AquaSoft ® im Internet. Bestellt der Kunde im Internet, gelten die Preise damit als dem Kunden bekanntgemacht. Der Kunde nimmt mit Abschluss des Kaufvertrages auch den Kaufpreis als wesentlichen Bestandteil an. Preisangaben sind, wenn nicht anders angegeben, für Endkunden Brutto-Preise, also inkl. der gesetzlichen Mehrwertsteuer. Für Geschäftskunden sind Nettopreise zuzüglich der gesetzlichen Umsatzsteuer maßgebend. AquaSoft behält sich vor, den Verkauf von Softwarelizenzen und anderen Produkten auch über externe Dienstleister bzw. Wiederverkäufer/Reseller abzuwickeln.

5. Gutscheine

Kommt zwischen AquaSoft und dem Kunden ein Geschäft zustande, bei dem der Kunde einen Gutschein für von AquaSoft zu erbringende Leistungen erwirbt, so gilt das Folgende als vereinbart: Die AquaSoft GmbH bietet ihren Kunden nach Maßgabe ihres Produktangebotes Gutscheine zum Kauf an und verpflichtet sich damit zur Erbringung vereinbarter Leistungen. Die Leistungsverpflichtung wird durch die Zahlung des Kaufpreises und die Übergabe des Gutscheines an den Kunden begründet. Vergibt AquaSoft an einen Kunden einen Gutschein unentgeltlich, so ist sie auf Verlangen des Kunden nach Maßgabe des Folgenden ebenso zur Einlösung in Zeit, Form und Umfang verpflichtet, als wenn die Abgabe entgeltlich erfolgt wäre. Ein Gutschein kann dem Kunden sowohl in schriftlicher als auch in elektronischer Form übergeben werden. Der Regelfall ist die elektronische Übergabe, wobei kein Anrecht auf die Ausstellung in physischer, gedruckter Form besteht.

AquaSoft verpflichtet sich mit der Ausgabe von Gutscheinen die vereinbarte Leistung auf Verlangen zu erbringen, sofern der Kunde die Leistungserbringung nicht durch sein Handeln oder Nichthandeln unterläuft, bzw. AquaSoft nicht in Folge Höherer Gewalt an der Leistungserbringung gehindert ist.

Mit dem Kauf des Gutscheines gelten Umfang und Wert der durch AquaSoft zu erbringenden Leistung als vereinbart. Gutscheine dienen dem Zweck, dem Kunden ein bestimmtes Wirtschaftsgut bzw. eine bestimmte Dienstleistung zur Verfügung zu stellen. Auf ein anderweitiges Äquivalent oder einen Barausgleich hat der Kunde keinen Anspruch.

Es besteht kein Anspruch auf Teileinlösung von erworbenen Gutscheinen.

Gutscheine gelten als vertragsähnliche Vereinbarungen zwischen AquaSoft und dem Kunden. Sie sind nicht auf andere Kunden übertragbar oder an andere Personen verpfändbar. Gutscheine sind vom Rücktausch ausgeschlossen, sobald sie zur Leistungserbringung bei AquaSoft eingelöst wurden. Auf einen Umtausch oder Rücktausch hat der Kunde keinen Rechtsanspruch, wenn es sich um mangelfreie Dienstleistungen oder Waren handelt. Die Beauftragung von AquaSoft ® zur Leistungserbringung gilt als Einlösung.

Gutscheine sind in ihrer Geltung befristet. AquaSoft ® verpflichtet sich, innerhalb der angegebenen Frist die mit der Ausstellung des Gutscheins vereinbarte Leistung für den Kunden zu erbringen. Die Befristung beginnt, wenn nicht anders angegeben, mit dem Zeitpunkt der Ausstellung. Ist keine Befristung angegeben, so gilt eine Frist von einem Jahr als vereinbart. Ist zur Erbringung der Leistung eine Vorleistung des Kunden erforderlich, so verpflichtet sich der Kunde, diese Vorleistung innerhalb der Frist so rechtzeitig zu erbringen, daß AquaSoft ® seine Verpflichtung in angemessener Zeit erfüllen kann. (Z.B., wenn beim Kalenderdruck durch den Kunden Fotodateien an AquaSoft ® übergeben werden müssen, so hat dies innerhalb des Erfüllungszeitraumes zu geschehen.)

6. Versand

Im Angebot von AquaSoft ® kann der Versand von Produkten und Dienstleistungen enthalten sein und von Fall zu Fall zwischen Kunde und AquaSoft ® vereinbart werden. Um den Versand einer Sache in physischer oder elektronischer Form zu ermöglichen, muß von Seiten des Kunden eine zustellungsfähige Adresse angegeben werden. Es liegt in der Verantwortung des Kunden, eine der vereinbarten Versandart entsprechende gültige Adresse anzugeben. Für den Versand entstehen Kosten. AquaSoft ® wird diese Kosten für den Kunden ausweisen. Ohne Begleichung der beim Kauf ausgewiesenen Kosten hat der Kunde kein Anrecht auf Lieferung der vereinbarten Güter. Versäumt es der Kunde, eine gültige, zustellungsfähige Adresse anzugeben oder erweist sich die gegebene Adresse als falsch oder unzustellbar und wird das Produkt oder die Dienstleistung infolgedessen nicht zugestellt oder kommt zurück, so besteht kein Anspruch auf kostenlose Nachsendung oder Zweitsendung. Sollte eine Lieferzeit vereinbart sein, so ist AquaSoft ® von der Einhaltung der Lieferfrist entbunden. AquaSoft ® kann gegen angemessenes Entgelt, welches Porto, Verpackung und Arbeitszeit abdeckt, die Lieferung wiederholen, wenn eine neue Adresse vom Kunden angegeben wird.

7. Kundendaten und Passwörter

Zur Abwicklung der Geschäfte zwischen AquaSoft ® und ihren Kunden werden Bestelldaten erhoben und in einer Kundendatei gespeichert und verarbeitet. Der Kunde gibt die Einwilligung, dass seine Daten gespeichert werden. Kundendaten werden von AquaSoft ® vertraulich behandelt, es sei denn, dass der Kunde die Verwendung der Unterlagen gestattet oder sie anderweitig bekannt sind. AquaSoft ® gewährleistet, dass Kundendaten ohne Zustimmung des Kunden nicht an Dritte weitergegeben werden. In Abhängigkeit vom Versandweg stellt AquaSoft ® ihren Kunden Zugangsdaten und Passwörter zur Verfügung. In diesem Falle ist der Kunde gegenüber AquaSoft ® verpflichtet, diese Daten sicher vor dem Zugriff Dritter aufzubewahren. Zugangsdaten und Passwörter dürfen nicht an natürliche oder juristische Personen weitergegeben werden, sofern diese nicht im Lizenzvertrag als berechtigt ausgewiesen sind. Die unberechtigte Weitergabe von Zugangsdaten und Passwörtern stellt eine Verletzung von Vertragspflichten durch den Kunden dar und begründet Schadenersatzansprüche seitens AquaSoft ®. Unberührt hiervon behält sich AquaSoft ® das Recht vor, bei begründetem Verdacht auf Missbrauch von Daten, den Zugang zu sperren.

8. Abruf der Produkte und Dienstleistungen aus dem Internet

AquaSoft ® stellt die vertraglich vereinbarten Produkte und Dienstleistungen seinen Kunden fristgerecht zur Verfügung. Es liegt aber in der Verantwortung des Kunden, die im Internet zur Verfügung gestellten Vertragsinhalte selbständig abzurufen. Sollte nach angemessener Frist von wenigstens drei Monaten ab Vertragsabschluss kein Abruf erfolgt sein und ein Nachfolgeprodukt das bestellte ablösen, so besteht kein Anspruchsübergang auf das Nachfolgeprodukt. Allerdings kann gegen Zahlung einer Differenzgebühr dem Kunden ein solches Recht durch AquaSoft ® eingeräumt werden. Bei Preisanpassungen nach unten ist eine rückwirkende Erstattung von Zahlungen aus früheren Vertragsabschlüssen ausgeschlossen.

9. Nutzung von Produkten und Dienstleistungen

Soweit nicht anders vereinbart, erhält der Kunde nach Endabnahme der Lieferung oder Leistung durch AquaSoft ® und nach vollständiger Bezahlung zum vereinbarten Zahlungstermin das vertraglich vereinbarte Nutzungsrecht. Über das jeweilige Nutzungsrecht von Produkten und Dienstleistungen wird zwischen AquaSoft ® und dem Kunden ein Lizenzvertrag abgeschlossen. Nur mit Annahme des Lizenzvertrages geht das Nutzungsrecht auf den Kunden über. Lizenzverträge oder Rechte aus ihnen sind an den jeweiligen Vertragspartner gebunden. Sie sind nicht übertragbar. Somit darf auch kein Weiterverkauf von Produkten und Dienstleistungen der Firma AquaSoft ® an Dritte erfolgen, es sei denn, AquaSoft ® erteilt hierzu die schriftliche Genehmigung. Hält sich der Kunde nicht an die Bestimmungen des Lizenzvertrages, ist AquaSoft ® berechtigt, jegliche Nutzung, Vervielfältigung, Verbreitung - auch von Teilen der Produkte und Leistungen - zu unterbinden, zu untersagen, bzw. einen glaubhaften Nachweis darüber vom Kunden sowie Schadenersatz zu verlangen.

10. Anwendbares Recht

Für alle zwischen AquaSoft® und ihren Kunden entstehenden Rechtsbeziehungen gilt das ausschließliche Recht der Bundesrepublik Deutschland. Dies gilt auch, wenn der Wohnsitz des Kunden oder bei Firmenkunden der Firmensitz nicht in Deutschland liegt.

11. Erfüllungsort und Gerichtsstand

Erfüllungsort ist Potsdam. Der Gerichtsstand ist Potsdam. Im Falle von Streitigkeiten ist AquaSoft® jedoch berechtigt, auch am allgemeinen Gerichtsstand des Bestellers zu klagen.

12. Salvatorische Klausel

Sollte eine oder mehr als eine Bestimmung nach deutschem Recht unwirksam oder unvollständig sein oder werden, so gelten die anderen Bestimmungen weiter. Unwirksame oder unvollständige Bestimmungen werden in diesem Falle durch Bestimmungen ersetzt, die dem wirtschaftlichen Zweck der Geschäftsbedingungen entsprechen und mit dem deutschen Recht vereinbar sind.

13. Geschäftsadresse

AquaSoft GmbH®
Birkenstr. 4
14469 Potsdam
Tel.: 01805 - 555 85 15
Fax.: 01805 - 555 85 11
Internet: www.aquasoft.de
E-Mail: info@aquasoft.de

8.4 AquaSoft kontaktieren

Auf der AquaSoft-Homepage finden Sie viele weitere Freeware- und Shareware-Programme aus den Bereichen Multimedia-Anwendungen, Internet, Spiele und Tools kostenlos zum Download.

Außerdem erhalten Sie dort Support zu allen AquaSoft-Programmen.

Homepage: www.aquasoft.de

Falls Sie Probleme oder Fragen haben, schreiben Sie an die Kontakt-E-Mail-Adresse. Für Anregungen sind wir jederzeit offen.

E-Mail: info@aquasoft.de

Adresse:

AquaSoft GmbH
Birkenstr. 4
14469 Potsdam
Deutschland

Info- und Support-Hotline: **(01805) 555 85 15 (14 ct./Minute*)**
Fax.: **(01805) 555 85 11 (14 ct./Minute*)**

*aus dem deutschen Festnetz (Mobilfunkpreise können abweichen)

AquaSoft SlideShow XP five & Studio - Help

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Visit us on the Internet:
www.aquasoft.de

