



# E Conference World

International Conference on Interdisciplinary Studies and Scientific Research

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## CREATE SLIDESHOWS IN AUTOPLAY MEDIA STUDIO

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On March 12, 2008, Indigo Rose Corporation released AutoPlay Media Studio version 7.1.1007.0. The program can provide users with hundreds of tools to help them connect objects.

An application created with AutoPlay Media Studio is presented as an object model in the final stage. This model consists of a group of individual pages, similar to how it is done on websites. You can place any objects on these pages (graphics, text, videos, Flash, HTML, etc.).

Be it an object or a page, any element of the project can be assigned a specific action. The program provides hundreds of different actions that you can associate with objects.

In addition, you can expand the capabilities of AutoPlay Media Studio with the help of additional modules - plug-ins. With their help, you can automate some tasks that you often perform in the program. For example, you can quickly create and manage animated menus, directory trees, and databases.

The ability to create free-form auto-start windows using transparency masks. Such a mask can be graphic files in .jpg, .bmp, .png format.

In the environment of the AutoPlay Media Studio program, documents created in a number of systems such as Visual Basic, Visual C++, Java, Macromedia Flash can be easily processed. With the help of the program, you can not only quickly create an animated menu, directory tree, database and similar objects, but also manage them. Auto-start windows can be created in an arbitrary form (form) using "masks" from its library. It is possible to use .jpg, .bmp and .png files as such "mask". Moreover, the ability to burn data to CD or DVD directly from the



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program itself shows how extensive the AutoPlay Media Studio program is. The finished project can be created as a self-extracting archive as a file with the extension .exe or in a separate folder on the hard disk. In addition, the program also includes the ability to spell check the text. This feature of the program is its Label, Paragraph and Button works together with objects like

If the program is installed on a computer with a full version, its library may contain a large number of dictionaries for text checking. Thus, the new version of AutoPlay Media Studio 7.0 was released with the following features:

Features Auto-start private menu, interactive presentations, multimedia applications, software creation in a few minutes; Ability to attach various photos, music, video, animation, text, etc. to the project; Advanced tools for creating web applications; Ability to work with XML, SQL and encryption mechanisms; able to work with RTF-format documents; The ability to work with a slide show; Presence of Radio Button object to change text color; Enhanced printing functionality; Ability to format objects; Ability to write to CDs, DVDs, etc.

For the development of any practical applications, it is necessary to choose a relatively simpler software that is convenient for any user. In cases where a change is needed, this is easily solved. We used the AutoPlay Media Studio software environment to develop the application. But it can also be done using any other media software. Currently, most of the visual programming systems have the ability to work with Web-applications, ActiveX components and other modern software technologies. Such applications can also be created using similar visual programming systems. Autoplay software includes ready-made objects to make the application environment rich in design, including a command button, volume amplifier, a number of functional objects that ensure printing files from the printer, open websites and access them.

In AutoPlay, you can write a script that performs one or more functions for any object. If we want to specify the function that an object in the workspace should perform using the property panel, then only one function is attached to one object. But in real conditions, one object has to perform several functions. In such a situation, writing separate scripts for each necessary function, canceling the function selected from the properties panel, helps to get out of the situation. One



of the main disadvantages of the AutoPlay program is its ability to control objects in the working area with keys. Therefore, it is important for the program to either create a custom menu or write scripting code based on keystrokes.

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