

Planetarium Show Player Manual

Introduction

The Planetarium Show Player is software used to run Planetarium Shows in the Sri Sathya Sai Space Theatre. It consists of the executable module *Player.exe* and linked files. As of this writing, this module has been tested on Windows98 and Windows95 OSR 2.

Installation

The Planetarium Show Player can be installed by just copying the Windows executable *Player.exe* to the target computer. Windows9x or WinNT (untested) is required. If the target computer has Microsoft Visual Studio 6 installed on it, all required DLLs (Dynamic Link Libraries) will already be present on it. Otherwise, the following DLLs must be present in the \<Windows folder>\System folder:

Advapi32.dll
ComCtl32.dll
Gdi32.dll
Kernel32.dll
Mfc42.dll
MSVCRT.dll
User32.dll
Winmm.dll.

Of these, the ones in **BOLD** may need to be copied from a computer which has Microsoft Visual Studio 6 installed. The executable module also needs the ActiveX control Microsoft ActiveMovieControl installed in the target machine. Usually any machine with Microsoft Office loaded on it has Microsoft ActiveMovieControl installed. In case the following files are not found, they must be copied to the respective directories:

Amovie.ocx to \<Windows folder>\System
Amovie.inf to \<Windows folder>\Inf
Amovie.chm to \<Windows folder>\Help
Amovie.hlp to \<Windows folder>\Help
Amovie.cnt to \<Windows folder>\Help
Amovie.gid to \<Windows folder>\Help

Then the control has to be registered by typing

regsvr32 amovie.ocx

at the command prompt after changing to the \<Windows folder>\System folder. The Planetarium Show Player can be made to run automatically on Startup by copying a shortcut to *Player.exe* to the \<Windows folder>\Start Menu\Programs\StartUp folder.

Usage

The Planetarium Show Player can be run by double-clicking the *Player.exe* executable as seen in Windows Explorer or from the command prompt by supplying the full path name. Once the Player window comes up, the Show Dialog is brought up by clicking on the floppy disk icon on the toolbar.

Caution!! Before turning on the Planetarium System using the Master switch on the Console, the Planetarium Show Player must be running and the Show Dialog must be active. Failing to observe this may result in circuit breaker tripping as all the Planetarium projectors will be activated simultaneously. **Caution!!**

The Show Dialog has four tabs - Player, Override Projectors, Override Instrument and Override Special Effects.

1. The Player tab: Click on "Open Audio and DAT files" to choose the sound file for the show and the corresponding data or DAT file. The Play and Pause buttons work just as in any tape player. The counter shows the elapsed time in hour : minutes : seconds . milliseconds format.

The Stop button rewinds the show to the beginning. It is recommended that the Stop button be pressed before exiting from the program. The Seek bar can be used to move to any location in the audio.

2. The Override tabs: The Override button (shortcut key o) toggles the controls active/inactive. This button's effect is felt across all three Override tabs. When the controls are active, clicking them manually overrides the signals sent to the relevant projector or resource. Automatic control persists for all other resources. To restore automatic control over the relevant resource, make the controls inactive. When the controls are again made active, automatic control is active for all resources till a control is clicked.

Note:

1. The Planetarium Show Player does not stop playing at the end of the audio file. As noted earlier, it is recommended that the Stop button be pressed before exiting from the program.
2. Repeated pausing and playing (or using the seek bar repeatedly) causes a lot of system memory to be used up. In case this is done, restarting the computer at the earliest opportunity is recommended to free up the memory.