

# Planetarium Show Creation Software Manual

## Introduction

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

## Installation

ShowMaker can be installed by just copying the Windows executable *ShowMaker.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  
**Mfc42d.dll**  
**Mfc42d.dll**  
MSDXM.ocx  
**MSVCIRTD.dll**  
**MSVCRT.dll**  
**MSVCRTD.dll**  
OLE32.dll  
OLEAut32.dll  
OLEPro32.dll  
Quartz.dll  
RPCRT4.dll  
Shell32.dll  
ShlWapi.dll  
Tapi32.dll  
User32.dll  
Version.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.

## Usage

ShowMaker can be run by double-clicking the *ShowMaker.exe* executable as seen in Windows Explorer or from the command prompt by supplying the full path name.

**Note 1:** ShowMaker does not stop playing at the end of the audio file. Clicking the OK button exits the program after saving the changes made to the file **c:\test.dat**. Clicking Cancel exits the program without saving changes.

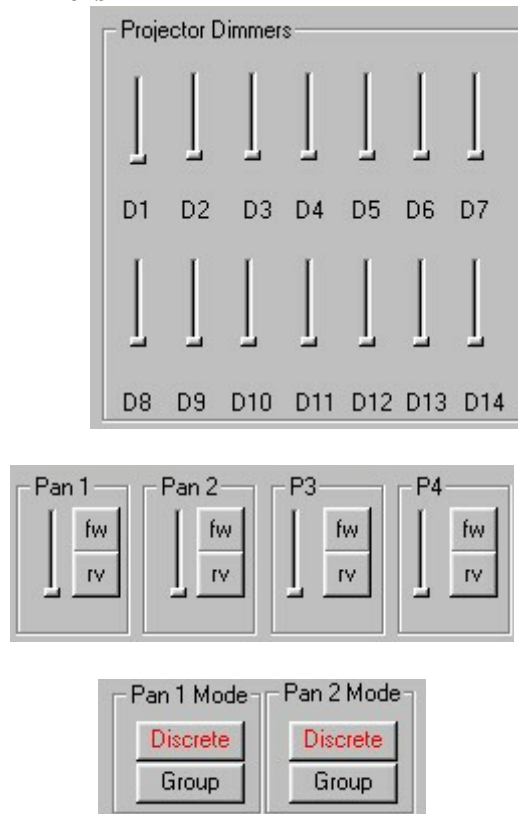
**Note 2:** Repeated pausing and playing (or using the seek bar repeatedly) causes a lot of system memory to be used up. In case this creates problems like incorrect display of icons and buttons in Windows, restarting the computer at the earliest opportunity is recommended to free up the memory.

Click “Open Audio and Dat files” to open the sound track of the show and the previously edited part of the show. The data recorded during the session is appended to the data available in the opened data file and saved to **c:\test.dat** on exiting with the OK button.

. In case the show is being made for the first time, open a file called **c:\Tests.dat**, which contains a blank show file. This is a text file containing the line  
Data to be send to the controller.

The various sets of buttons and sliders are used to activate the corresponding Planetarium resources during the running of the show. These are discussed next, section by section. The buttons that are not momentary, i.e. which toggle on and off with each click, are highlighted with red text when in the ‘on’ state.

## The Projector Dimmers



These sliders work along with the Pan Mode settings to control the slide projectors lamp intensities. When Pan 1 Mode is Discrete, the individual sliders D1 to D7 control their respective projectors. When Pan 1 Mode is Group, projectors D1 to D7 are ganged together and are controlled by the Pan 1 slider. Similarly, Pan 2 refers to projectors D8 to D14. Projectors P3 and P4 work independently of the Pan settings.