Planetarium Show Simulation
User manual

Introduction

The Planetarium Show Simulation application is useful for previewing the Planetarium show created using the Planetarium Show Creation tool ShowMaker. The Simulation application consists of the Windows executable module *Simulation.exe* along with linked libraries and controls. As of this writing, this module has been tested on Windows98. It is expected to run on other Win32 platforms also.

Installation

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

Advapi32.dll
CfgMgr32.dll
ComCtl32.dll
ComDlg32.dll
DCIMan32.dll
Ddraw.dll
DevEnum.dll
Gdi32.dll
ICCVid.dll
Kernel32.dll
LZ32.dll
Mfc42d.dll
Mfco42d.dll
MPR.dll
MSDMO.dll
MSDXM.ocx
MSVCIRTD.dll
MSVCRT.dll
MSVCRTD.dll
MSVfw32.dll
NTDLL.dll
OLE32.dll
OLEAut32.dll
OLEPro32.dll
Quartz.dll
RPCRT4.dll
SetupAPI.dll
Shell32.dll

ShlWapi.dll
Tapi32.dll
User32.dll
Version.dll
WinInet.dll
Winmm.dll.
WinSpool.drv
Wow32.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. DirectX also needs to be installed on the target machine. This is a device independent multimedia interface freely distributed by Microsoft, available by default with Win98.

Usage

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

Click on "Open Files" to choose the sound file for the show, the corresponding data or DAT file and a slide file of the relevant show. The Play and Pause buttons work just as in any tape player. Use OK or Cancel buttons exit from the application. Dragging the Seek bar can move to any location in the audio. The counter shows the elapsed time in hour:minutes:seconds.milliseconds format.

Show Test Output:
The Test button is used to output show information to a text file. To use this, change to the folder in which *simulation.exe* is located from the command prompt and run *simulation.exe* as follows:

```
Simulation > test.txt
```

After opening the relevant sound, data and slide files, clicking the Test button creates a text file "Test.txt" in the same folder. This file gives information about the show in a self explanatory tabular form. The name "Test.txt" can of course be replaced by any other name.

Preparing Slide files for the Simulation:
The Simulation module needs to have the slides used in a show to be stored in a folder as Windows Bitmap (.bmp) files. The files should be named as follows:

D<projector number>_<slide number>.bmp

with slide numbers starting from one. For example, D1_1.bmp, D1_2.bmp for slides one and two of projector D1; D2_1.bmp, D2_2.bmp for slides one and two of projector D2; D10_15.bmp, D10_20.bmp for slides fifteen and twenty of projector D10, and so on.