

Welcome!

This Korsakow-Manual is intended to assist you with the technical aspects of the Korsakow-System.

It has been redesigned in order to serve both:

It provides the absolute beginner with a quick introduction into the basics of the Korsakow-System and a step-by-step guide to build your own interactive narrative. To the advanced user it will work as a reference – all functions are now indexed.

If you are totally new to the Korsakow-System, please do at least read the basics. The introduction to the principle of the Korsakow-System is essential to understand what's happening and to get an idea of what's possible conceptually.

It has proved useful to go through the features of the Korsakow-Tool one by one and test their effect in the Korsakow-Engine (be sure to save your changes to the database.txt before starting the Korsakow-Engine).

This manual supports non-linear reading – please use the index at the end to find what you're looking for.

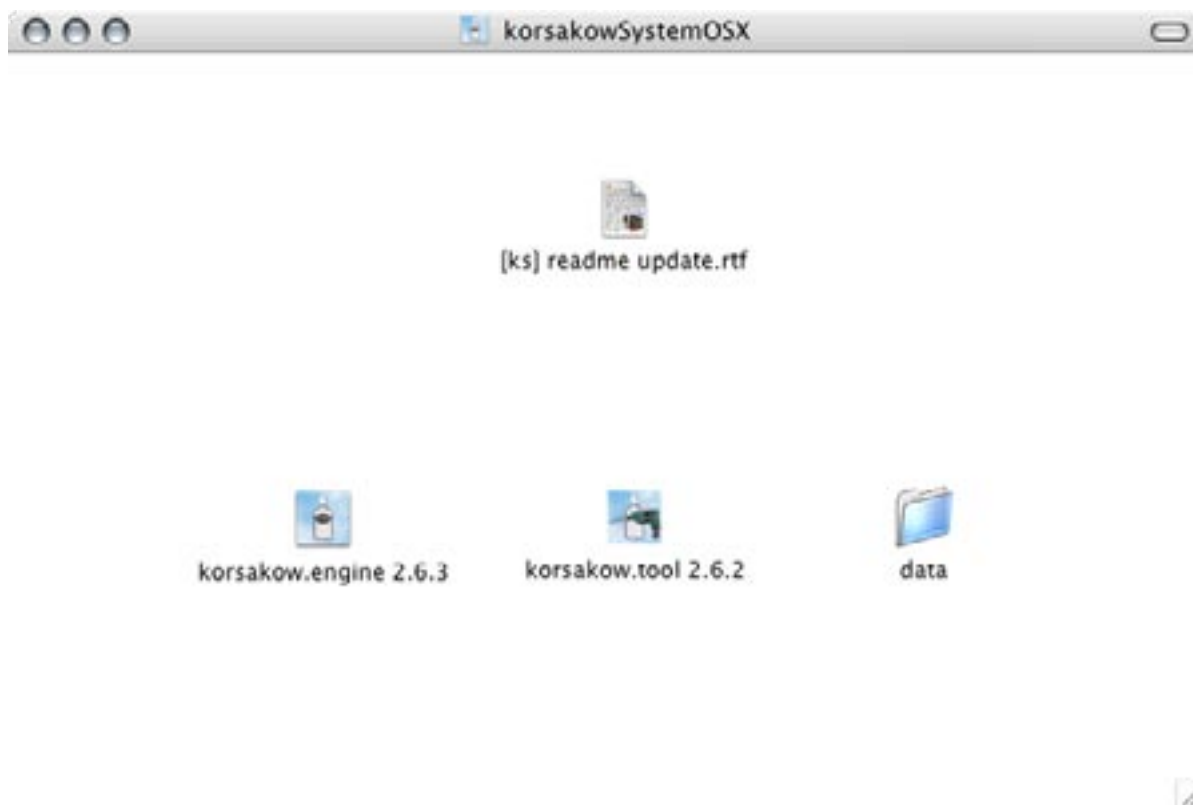
Enjoy your experiments...

1 Basics

1.1 A Korsakow-System

is an interactive narrative, i.e. its plot is varied by the user's (re)actions. Thus the user becomes an active part of the narrative. You – as the author – define the user's role within the narrative and how her actions effect the narrative.

A Korsakow-System consists of a data -folder (containing all the elements of your interactive narrative) and two applications: the Korsakow-Tool and the Korsakow-Engine.



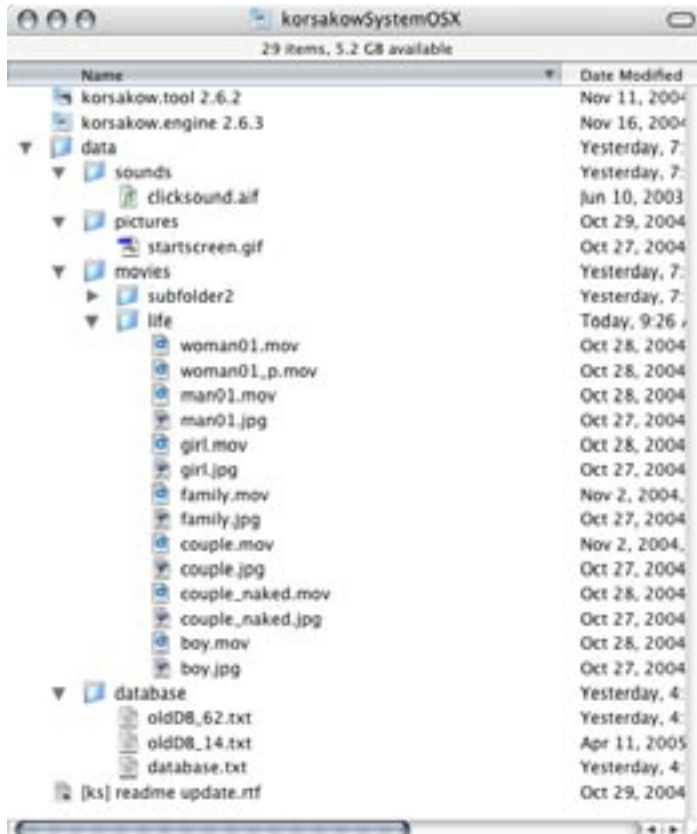
The data -folder (i.e. the elements of your Korsakow-System – your material) can be accessed in different ways by both applications:

The Korsakow-Tool is your authoring-interface – the Korsakow-Engine is the user-interface (“Player”) of your Korsakow-System.

While you use the Korsakow-Tool to design the rules upon which the single elements will be arranged according to the user's (re)actions, the user runs the Korsakow-Engine in order to perform these (re)actions.

1.2 data

All elements of which the Korsakow-Engine creates the interactive narrative as well as the rules upon which the Korsakow-Engine does this are located in one folder named “data”.



The data -folder contains the following:

- A database -folder containing the text-file database.txt as well as up to 99 backup-versions of the database.txt (named oldDB_ followed by a random number).
- A movies -folder containing at least one subfolder (named “life”, for example), which contains SNUs and Previews.
- A pictures -folder containing the image-file startscreen.gif.
- A sounds -folder containing the sound-file clicksound.aif. It may as well contain a music -folder, containing sound-files for background-sound.

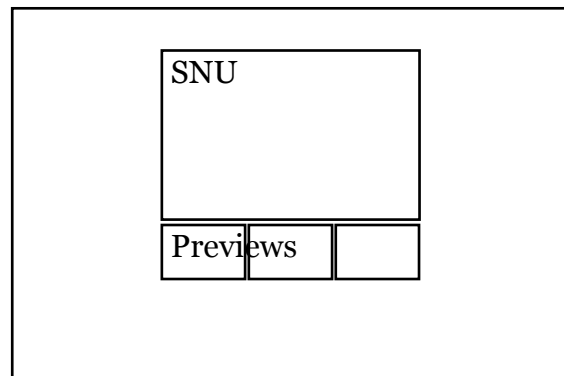
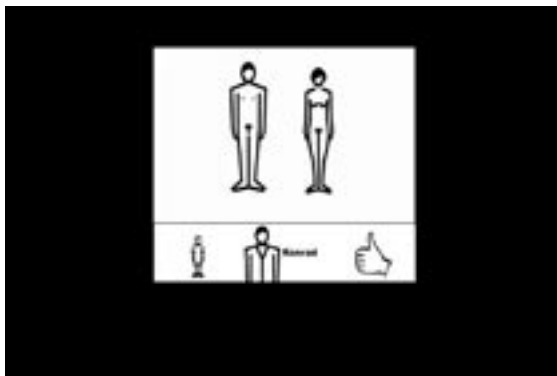
Of these elements, database.txt and the SNUs are the most important. You can safely forget about all the others for now. (You will learn more about these elements in the following chapters)

1.2.1 SNUs

Your Material is divided into SNUs (Smallest Narrative Units) of which the interactive narrative is composed. SNUs are the Korsakow-equivalent of chapters of a book.

All Quicktime-readable files can be used as SNUs: movie-clips, still-photographs, sound-files, quicktime-VR, etc.

SNUs are displayed by the Korsakow-Engine in the main area of the screen.



1.2.2 Previews

Each SNU has a corresponding Preview, by which it is represented when offered as an option by the Korsakow-Engine. Clicking a SNU's Preview in makes the Korsakow-Engine play the corresponding SNU.

Previews might be seen as the Korsakow-equivalent to the headlines of chapters of a book. (Which is a brutal simplification, since Previews might contain more information or be of more duration or importance than the SNU they belong to.

But that's all conceptual – if you are interested in these kind of issues, please visit www.korsakow.org for information on Korsakow-Workshops, -Publications, -Festivals etc.)

All Quicktime-readable files can be used as Previews: movie-clips, still-photographs, sound-files, quicktime-VR, etc.

1.2.3 database.txt

is a text-file containing keywords (and other meta-information) on each SNU, as well as settings affecting your interactive narrative as a whole.

All modifications done by you within the Korsakow-Tool (setting keywords, changing settings etc.) are saved as meta-information in the database.txt.

The database.txt is actually the only element of your Korsakow-System that ever gets “touched” (modified as a file) by your actions within the Korsakow-Tool. Within the Korsakow-Tool, you don’t ever actually change/ touch your material (SNUs, Previews and other elements of your Korsakow-System), but only design the rules that define, how the material is assembled (on screen and in time) according to the user’s interaction with it (through/within the Korsakow-Engine).

1.3 The Korsakow-Principle – Summary

To understand the principle of the Korsakow-System, only consider the following aspects (and forget about all other elements and features for now):

- Applications:
Korsakow-Tool (authoring-interface) and Korsakow-Engine (user-interface)
- Material/ Elements of the narrative:
SNUs and Previews
- Organizing-principle:
Keywords (saved in the database.txt)

- (1) The Material of your narration is split into several SNUs (Smallest Narrative Units).
- (2) Using the Korsakow-Tool, you add keywords (meta-information) to each SNU. The Keywords are saved in the database.txt.
- (3) The database.txt now contains Keywords on each SNU.
- (4) When a user runs the Korsakow-Engine, one SNU starts playing.
- (5) At the same time, the Korsakow-Engine reads the database.txt: it compares the keywords attached to the SNU playing at the moment and compares it to the Keywords attached to all other SNUs.
- (6) It selects the best matches (judged by the amount of corresponding keywords) and offers them to the user by their Previews.
- (7) As soon as the user chooses one Preview by clicking, the corresponding SNU starts playing and triggers another search for corresponding keywords.

2 Creating your own interactive narrative

This chapter will guide you through the steps required to create your own interactive narrative using the Korsakow-System.

All instructions refer to the Three-Link-Interface. For information on the Many-Link-Interface see previous version of the Korsakow-Manual (2004).

2.1 Before you start the Korsakow-Tool...

If you want to create a new interactive narrative, remove all files from the database -folder. (If there is a database.txt in the database -folder, starting the Korsakow-Tool enables you to edit and modify the existing narrative.) Also remove all files, that are not related to your narrative, from all subfolders of the movies -folder.

Before you start the Korsakow-Tool, please prepare your material (SNUs and Previews) according to the following standards:

2.1.1 SNU: file-format and compression, file-size, naming

All Quicktime-readable files can be used as SNU: movie-clips, still-photographs, sound-files, quicktime-VR, etc.

They have to be named ending on .mov in any case, though. The name may not contain any spaces, special characters or vowel mutations.

P.e. name.mov

ATTENTION: Be sure to save movie-clips self-contained!



The recommended size of the movie-clips depends on the desired publishing platform (CD-Rom, DVD-Rom, online, installation), the performance of the computer and the amount of data. (Running offline, a G4 Macintosh can easily handle DV-Pal standard.)

All SNUs are displayed the same size (see Movie-Size) by the Korsakow-Engine. To avoid distortion, insufficient resolution or useless data-weight, it is recommended to set the same size for all SNUs.

For publishing your Korsakow-System online, the recommended codecs are MPEG4 (requires Apple Quicktime6) or Soerenson at a frame-rate of 12,5 fps.

2.1.2 Previews: file-format and compression, file-size, naming

All Quicktime-readable files can be used as Previews: movie-clips, still-photographs, sound-files, quicktime-VR, etc.

The recommended codecs are MPEG4 (requires Apple Quicktime6) or Soerenson at a frame-rate of 12,5 fps.

ATTENTION: Be sure to save movie-clips self-contained!

Previews have to be named exactly the same as their corresponding SNU, but ending on either `_p.mov` (for Preview-Movies) or `.jpg` (for Preview-Stills). (See Ill 2)

P.e. `name_p.mov` or `name.jpg`

NOT: `name_p.jpg`

Previews are one third the width and one third the height of the SNUs.

2.1.3 Folders

Each SNU has to be located in a subfolder of the movies -folder. You can create as many subfolders (of the movies -folder; not subfolders of subfolders) and name them as you wish (please do not use any spaces, special characters or vowel mutations). SNUs that are located directly in the movies -folder are not accepted. You have to have at least one subfolder within the movies -folder. (See Ill 2)

2.1.4 Adding and removing SNUs

Every time you start the Korsakow-Tool, it scans all subfolders of the movies -folder for SNUs and lists them for setting keywords etc.

If you have already started the Korsakow-Tool and want to add more SNUs to your Korsakow-System, please follow this procedure:

- Quit the Korsakow-Tool.
- Move the additional SNUs into (existing or new) subfolders of the movies -folder.
- Start the Korsakow-Tool again.

It will now list the new SNUs for setting keywords etc.

If you have already started the Korsakow-Tool and want to add remove SNUs from your Korsakow-System, please follow this procedure:

- Quit the Korsakow-Tool.
- remove the additional SNUs from their subfolder(s).
- Start the Korsakow-Tool again.

It will now display the message: »Cannot find [the SNUs you have removed] The information on these files is deleted.« All keywords and other meta-information you have already set for these SNUs will be lost.

- Click »Ok.« Now you can go on creating your interactive narrative.

2.1.5 Renaming SNUs

Once you have started the Korsakow-Tool, please do not rename any SNUs. If you rename a SNU, the Korsakow-Tool will not recognize it anymore. It will regard it as removed and treat it like a new SNU. (See 2.1.4 Adding and removing SNUs.) All keywords and other meta-information you have already set for this SNU will be lost.

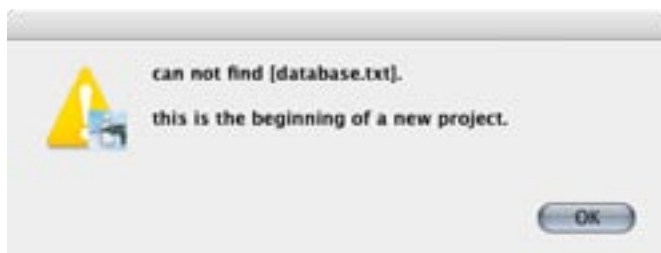
2.2 Starting the Korsakow-Tool

(1) To start the Korsakow-Tool, double-click the Icon.

The Korsakow-Tool scans the data -folder: It searches for the database.txt

(a) if the database.txt cannot be found, it displays the message: »Cannot find database.txt This is the beginning of a new project.«

Click »Ok.« to go on.



(b) if there is already an existing database.txt, the Korsakow-Tool checks if all SNUs listed in the the database.txt are located in the correct subfolders of the movies -folder. In case of missing SNUs, it displays the message: »Cannot find [the missing SNUs] The information on these files is deleted.« (See 2.1.4 Adding and removing SNUs) Click »Ok.« to go on.

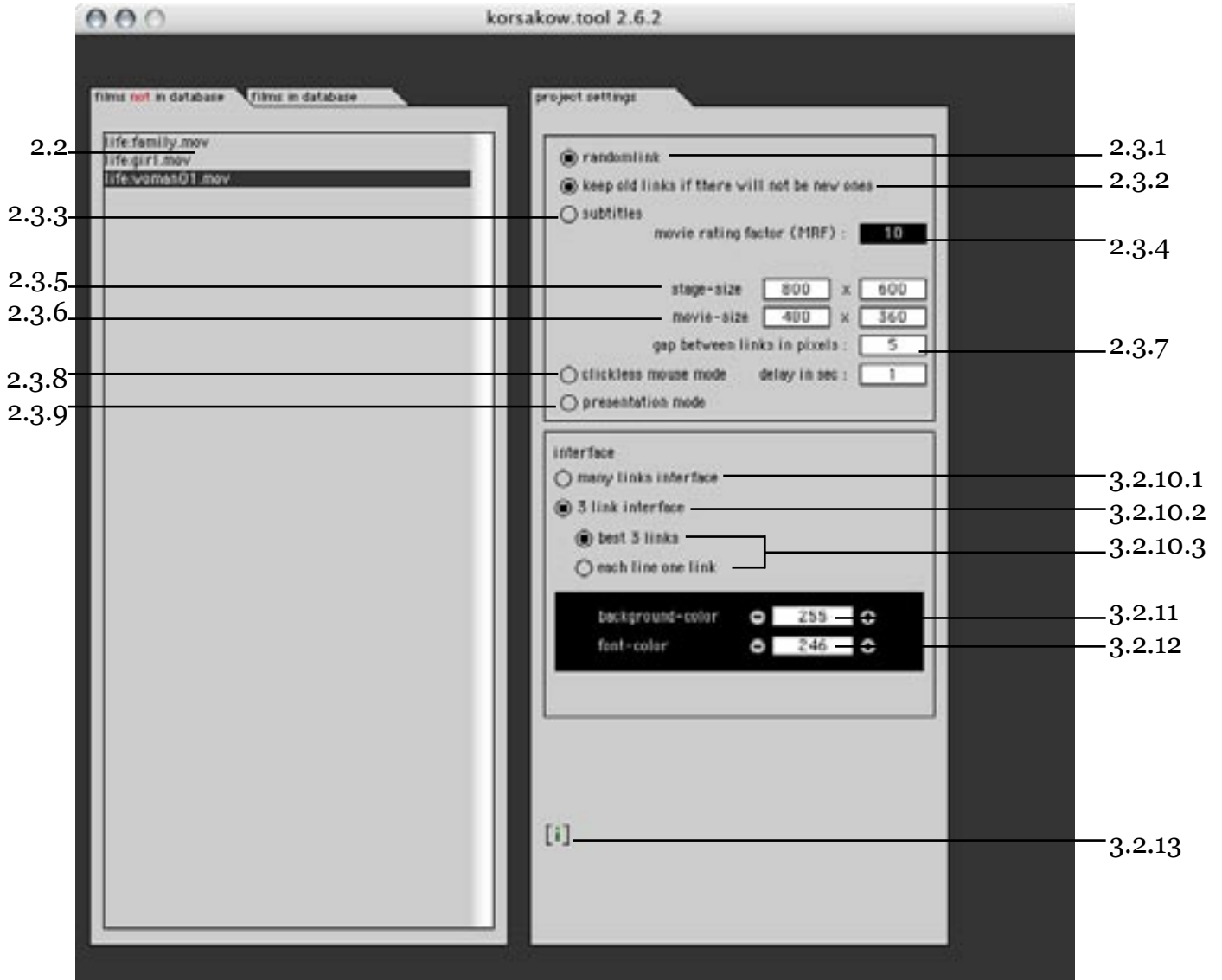
(2) Click »Start«

The Korsakow-Tool scans all subfolders of the movies -folder for SNUs and lists all SNUs in the films not in database -tab of the Project-Settings. (See next page)

(SNUs that you have already set keywords for are listed in the films in database -tab.)

2.3 Project-Settings

Everytime you start the Korsakow-Tool, Project-Settings mode is activated by default. A number of settings affecting your narrative as a whole can be set here.



2.3.1 Randomlink

only comes into effect if the Korsakow-Engine cannot find any more SNUs with corresponding keywords to the SNU playing (See Number of lives) and Keep old links if there will be no new ones is inactive.

If Randomlink is enabled, the Korsakow-Engine offers a random SNU that has not been played yet.

To (de)activate this feature, click the circle Randomlink. If the circle is filled, Randomlink is active.

2.3.2 Keep old links if there will be no new ones

only comes into effect if the Korsakow-Engine cannot find any more SNUs with corresponding keywords to the SNU playing. (See Number of lives.)

If Keep old links if there will be no new ones is active, the Korsakow-Engine offers links, which have been offered by the last SNU and have not been chosen by the user, for a second time. Only if there are no such SNUs it offers a Randomlink (if Randomlink is active).

To enable this feature, click the circle Keep old links if there will be no new ones. If the circle is filled, the feature is enabled.

2.3.3 Subtitles

has to be active if you want subtitles created with the Subtitle-Tool to be displayed by the Korsakow-Engine. (See 4.1 The Subtitle-Tool)

2.3.4 The Movie-Rating Factor

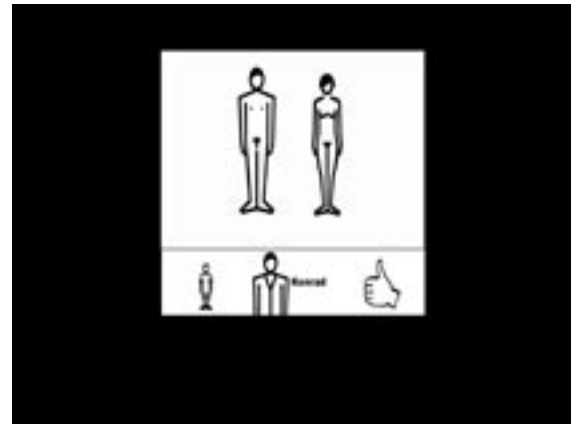
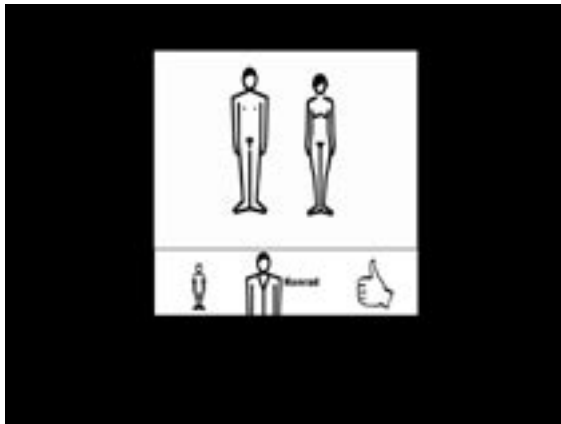
adjusts the relevance of the Movie-Rating of all SNUs of a Korsakow-System. (See 2.4.6 Movie-Rating)

To disable Movie-Rating set the Movie-Rating Factor to 1.

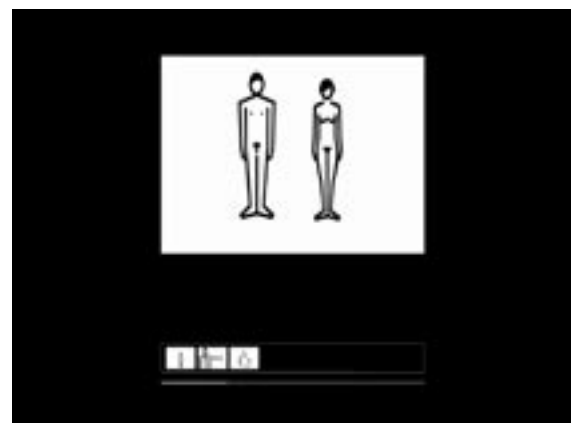
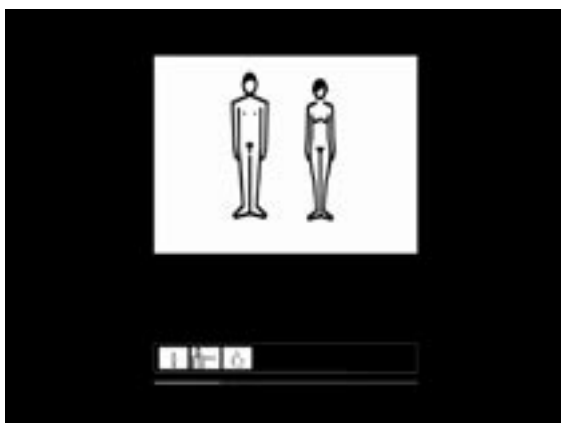
2.3.5 The Stage-Size

defines the area within which SNU and Previews are positioned by the Korsakow-Engine. The stage is centered on the the screen of the computer running the Korsakow-Engine within the stage (See next page)

- In the Three-Link-Interface the SNU is aligned to the top of the Stage, Previews are positioned directly at the bottom-border of the SNU (unless subtitles is activated, this results in a gap between SNU and Previews to display the subtitles).



- In the Many-Link-Interface the SNU is aligned to the top of the Stage, Previews are aligned to the stage's bottom.



- You can choose any Stage-Size. If you define a stage bigger then the actual screen-resolution, the stage gets scaled down proportionally.

2.3.6 The Movie-Size.

defines how big all SNUs will be displayed by the Korsakow-Engine.

If you set a Movie-size different from the actual size of your SNU, it will be displayed according to your settings, i.e. scaling or distortion may occur.

You can choose any Movie-Size. If you define a Movie-Size bigger then the Stage-Size, the SNUs get scaled down proportionally. Thus the relation between Stage-Size and Movie-Size is to be considered.

2.3.7 Gap between Links in pixels (Many-Link-Interface only)

defines the distance between Previews in the Korsakow-Engine. The default setting is 5 pixels.

2.3.8 Clickless Mouse-Mode

is disabled by default. If you enable it, the user does not have to click a Preview to make a choice: if the mouse is over a link long enough, the corresponding SNU is played.

The duration of mouse-over is set in the delay in sec. line.

2.3.9 Presentation-Mode

is disabled by default. If you enable it, the Korsakow-Engine does not offer the “quit” button (at the end of each session, the Korsakow-Engine offers the choice to “quit” or “play again”) and restarts the project after 10 minutes of user-inactivity.

2.3.10 The Interface-Settings

define the appearance of the user-interface the user will see once he runs the Korsakow-Engine.

You can choose between two types of user-interfaces: the Many-Links-Interface and the Three-Link-Interface. The recommended Interface-Setting is the Three-Link-Interface.

ATTENTION: It is recommended, not to change the Interface-Setting once you have started setting keywords.

2.3.10.1 The Many-Link-Interface

allows an unlimited amount of Previews with a fixed size of 53 x 40 pixels, that have to be stills.

It also allows Preview-Text and Insert-Text, therefore there is a gap between main SNU and Previews. (See Ill 9)

2.3.10.2 The Three-Link-Interface

is more cinematic. It connects the main SNU and the Previews to one Space and allows larger Previews than the Many-Links-Interface. The amount of Previews is limited to a maximum of three. (See Ill 8)

The Three-Link-Interface offers a maximum of three links per SNU:

- Best-Three-Links allows only one Link-Search per SNU at max links per search = 3.
- Each-Line-One-Link allows only three Link-Searches per SNU at max links per search = 1.

2.3.10.3 max links per search (Many-Link-Interface only)

The value set for max links per search defines, how many Previews the Korsakow-Engine offers to the user per one Link-Search at most.

If the amount of SNUs with corresponding keywords exceeds the value set for max links per search, the Korsakow-Engine calculates which links to offer to the user based on the following rules:

- A SNU's priority increases, the more corresponding keywords it has.
- The earlier the time is set for the SNU's Keyword-Line, the higher its priority.
- The Movie-Rating of a SNU in relation to the Movie-Rating Factor of the project, influences a SNU's priority. (See Movie-Rating)

The amount of max links per search can only be set in the Many-Links-Interface. Also see max-links-per-line.

2.3.11 Background-Color

defines the color of the complete screen. The default setting is 255, which equals black, while 1 equals white.

No matter which Background-Color you choose, there will always be a 1 pixel line, marking the Stage.

2.3.12 Font-Color

defines the color of the Insert-Text and Preview-Text as well as Subtitles. The default setting is 1, which equals white.

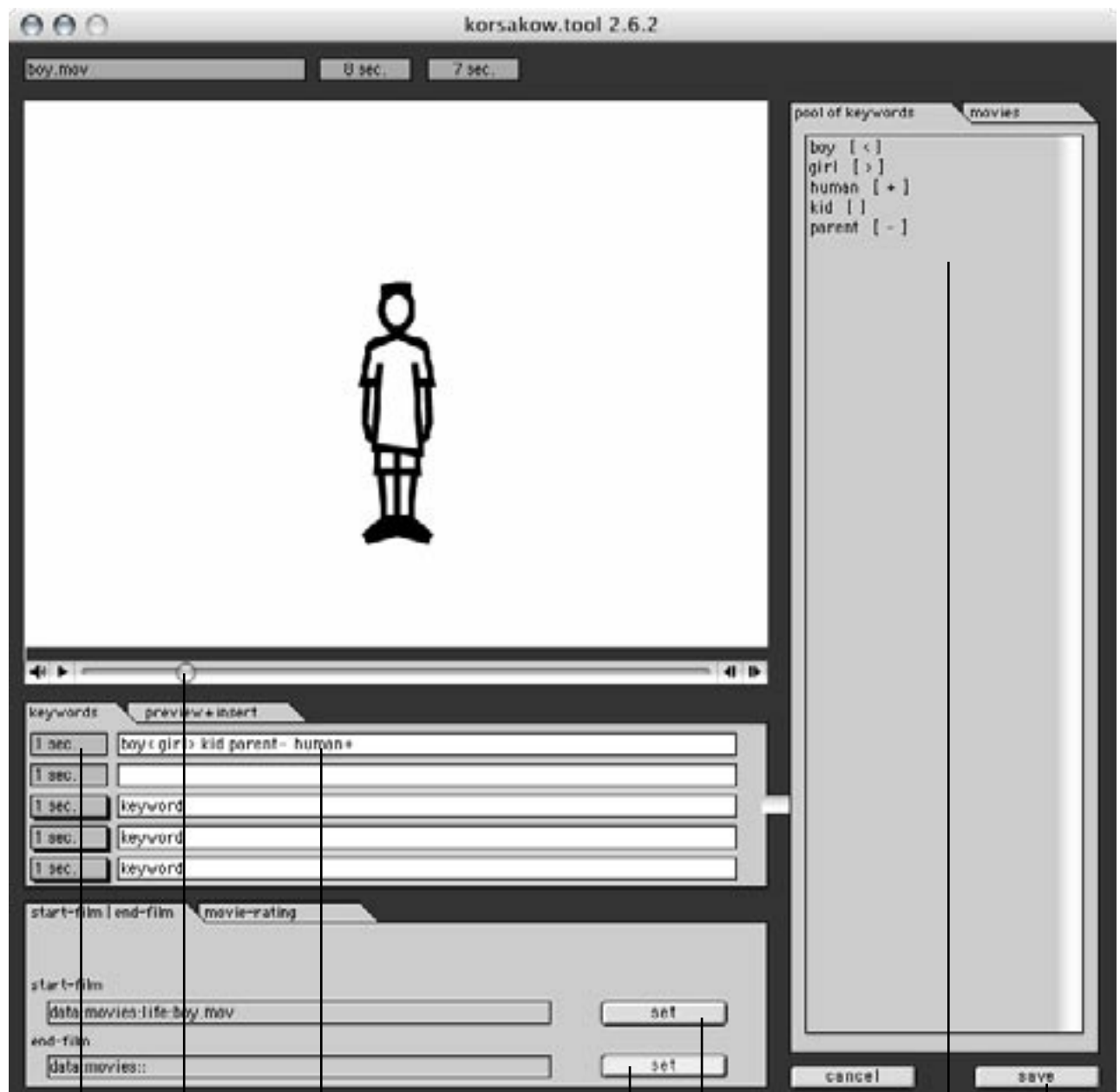
2.3.13 [i]

activates (when clicked) a short description of all features by mouse-over which is displayed next to the [i].

2.4 Movie-Settings

The Films-tab lists all SNUs located in subfolders of the movies -folder. SNUs that you have already set keywords for are listed in the Films in database -tab, while SNUs that you have not set keywords for yet are listed in the Films not in database -tab.

To set keywords and other meta-information on a SNU, click the SNU's name in the Films-tab. The Korsakow-Tool switches to Movie-Settings mode.



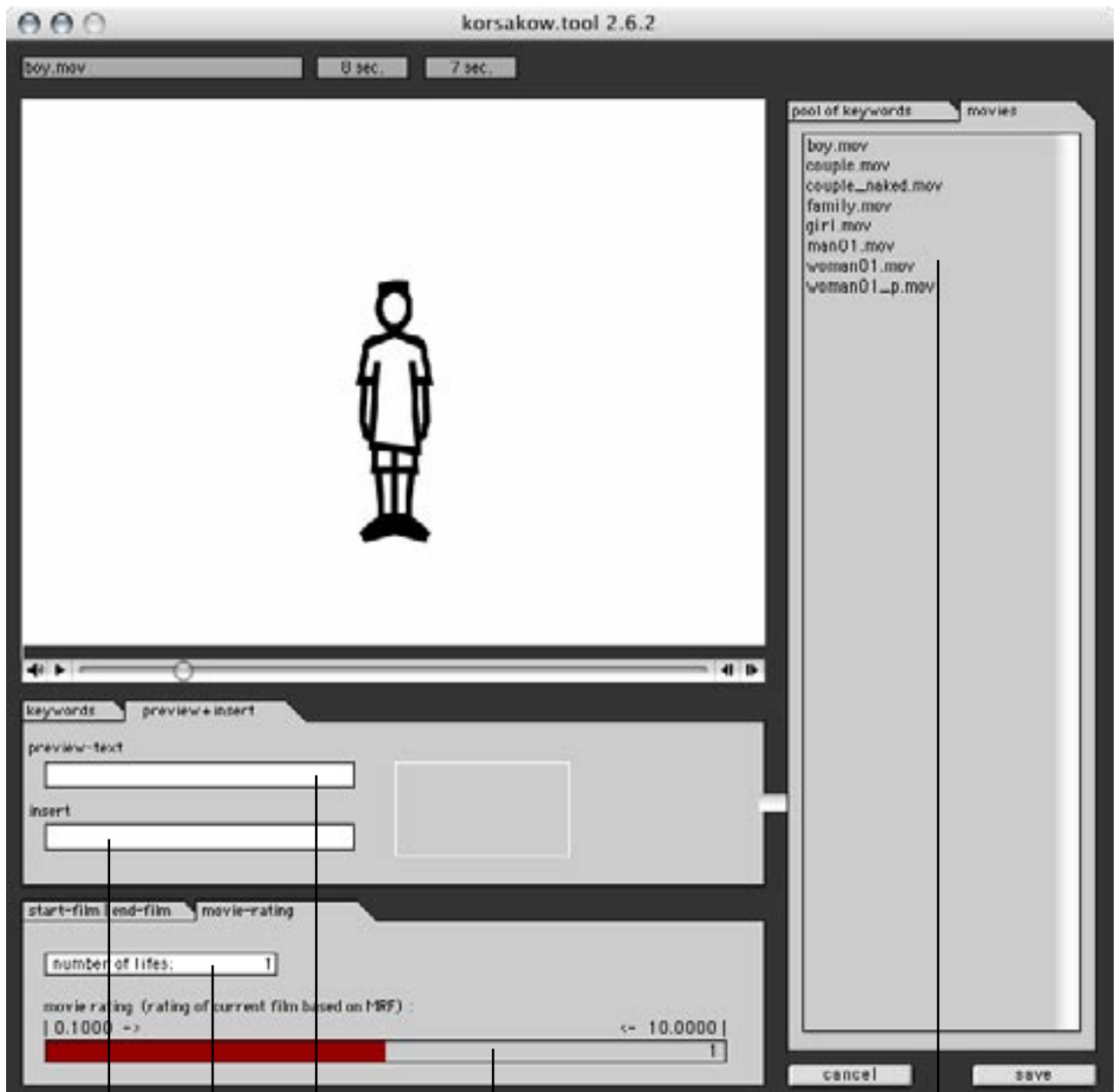
2.4.1.2

2.4.1.1

2.4.5 2.4.4

2.4.1.3

2.5



2.4.2

2.4.7

2.4.3

2.4.6

2.4.1.3

2.4.1 keywords

are the main organizing principle of the Korsakow-System. They form the basis for the Korsakow-Engine's calculation of the SNUs to be offered as Previews.

At least one keyword has to be set to each SNU used in a Korsakow-System. The amount of keywords that can be set for a SNU is unlimited.

There are four qualities of keywords:

- Search-keywords of the SNU playing define the Korsakow-Engine's search for corresponding self-describing keywords. The more self-description keywords a SNU has in common with the search-keywords of the SNU playing, the higher it's chance to be offered.
- A killer-keyword of the SNU playing disqualifies any SNU with a corresponding self-describing keyword as an offer. (Killer-keywords are exclusive – no matter how many corresponding search-keywords may be alongside.)
- A super-keyword of the SNU playing disqualifies any SNU that does not share this super-keyword as a self-describing keyword.

The quality of a keyword is specified by the character (> or < or - or +) at the keyword's end:

- selfdescription<
- search>
- killerkeyword-
- superkeyword+

Keywords, which are specified by neither < nor > nor - nor +, work both as a self-describing keyword and search-keyword at the same time. Keywords must be separated by a [space]-character.

Setting keywords

To set one or more keywords, type it/them into a keyword-line, set the keyword-time and click into the next keyword-line.

Keywords are only saved after clicking the save-button.

2.4.1.1 Each keyword-line

triggers one search of the Korsakow-Engine for SNUs to be offered as Previews. The values set for max links per search refers to each keyword-line.

2.4.1.2 The keyword-time

defines the time-code of a i at which the Korsakow-Engine performs search for corresponding keywords. The keyword-time can be set independently for each keyword-line.

Drag the movie-head to the position of your choice (you may as well use the pause/play button) and set the keyword-time to this position by clicking on the keyword-time displayed at the beginning of the keyword-line.

2.4.1.3 pool of keywords

Once saved, keywords are listed in the pool of keywords. From now on you can insert each one of them into a SNU's keyword-line by double-clicking the keyword in the pool of keywords. This is very much recommended in order to avoid spelling mistakes. (Korsakow is case-sensitive!)

2.4.1.4 movies -list

In order to link a SNU (A) directly to another one (B), you could set a search keyword B> for SNU A and a self-description keyword B< for SNU B. The same effect is achieved by selecting (double-clicking on) the name of SNU B from the movies -list in SNU A's movie settings.

2.4.1.x special commands

allow you to further fine-tune your keyword settings.

2.4.1.x.1 xxx

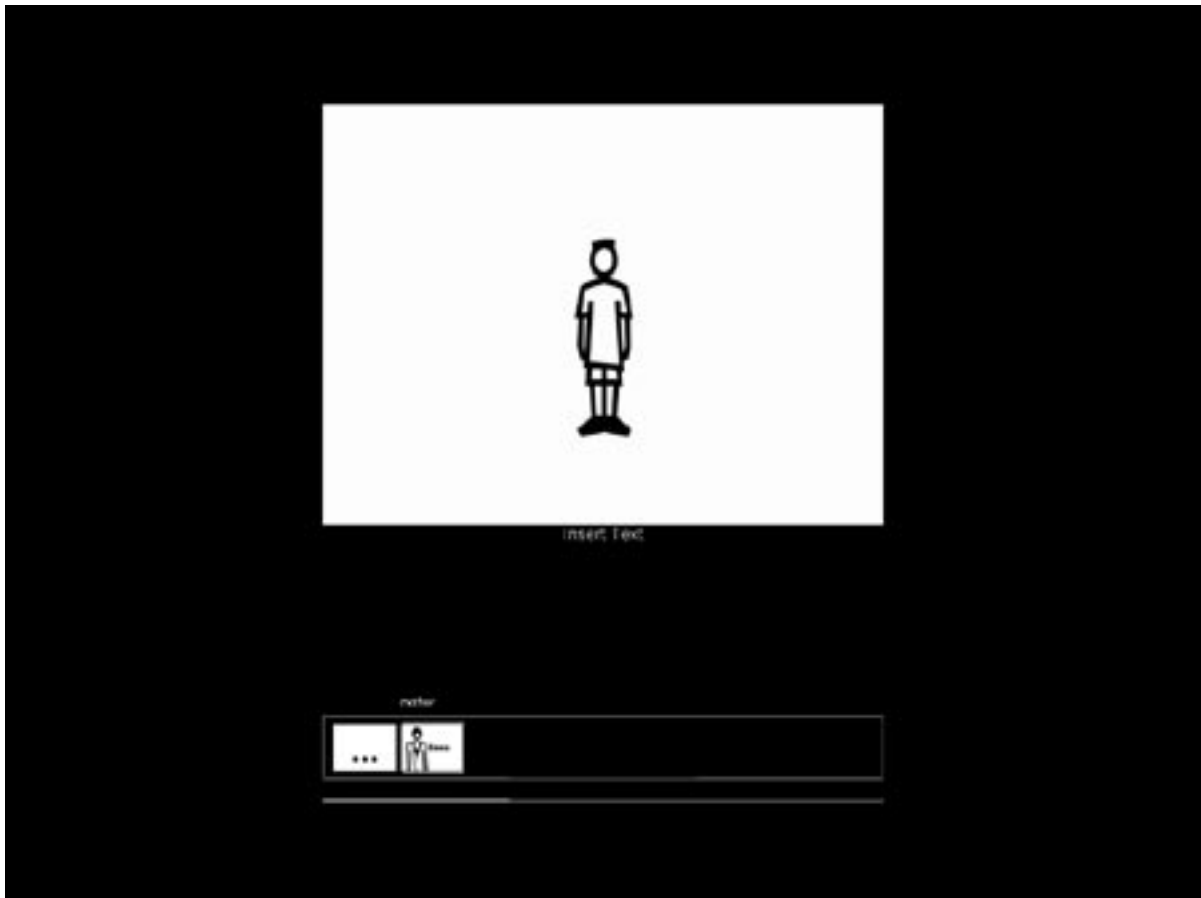
Typed into a keyword-line, the command "xxx" makes the Korsakow-Engine erase all previously shown Previews of that SNU. The command "xxx" is treated like any keyword: its time (the moment when the Korsakow-Engine erases the other Previews) is defined by the keyword-line it is typed into. You can add keywords to the same keyword-line – this will make the Korsakow-Engine present new Previews after the old ones have been erased.

2.4.1.x.2 max-links-per-line

enables you to set the maximum amount of Previews (that the Korsakow-Engine will offer as the result of one keyword-line) for each keyword-line independently. To set an amount of 8 max-links-per-line for example, type "#8" into the keyword-line (at the beginning of the line).

If you don't set any amount of max-links-per-line, by default, the amount set for maximum-links-per-search is valid for all keyword-lines. This is marked automatically by "#d" at the beginning of the keyword-line (shows up after saving the movie-settings of the SNU the first time).

2.4.2 Preview-Text (Many-Link-Interface only)



Preview-Text is displayed by the Korsakow-Engine above the Preview of the SNU it belongs to (on Mouse-Over). I.e. the Preview-Text is presented BEFORE the SNU is playing (when its Preview is shown).

Preview-Text can be used to summarize the content of a SNU or refer to the Insert-Text of the SNU playing.

The Preview-Text is important to make the user feel his interaction matters and makes sense – if the relation between Preview and SNU is not comprehensible, the user feels his actions are irrelevant.

Preview-Text is only supported by the Many-Link-Interface. It is not supported by the Three-Link-Interface. You can think of several work-arounds though: you may use text rendered to the Preview (i.e. to the file itself), for example.

2.4.3 Insert-Text (Many-Link-Interface only)

is displayed by the Korsakow-Engine beneath the SNU it belongs to while the SNU is playing.

Insert-Text can be used to comment on the content of a SNU or refer to the Preview-Texts of the previews being offered.

The Insert-Text is important to make the user feel his interaction matters and makes sense – if the relation between Preview and SNU is not comprehensible, the user feels his actions are irrelevant.

Insert-Text is only supported by the Many-Link-Interface. It is not supported by the Three-Link-Interface. You can think of several work-arounds though: you may use subtitles or text rendered into the SNU (i.e. to the file itself), for example.

2.4.4 Start-Film

The SNU set as the Start-Film is the first SNU played by the Korsakow-Engine after clicking the startscreen.gif.

Each Korsakow-System requires (exactly) one Start-Film. As long as no Start-Film is set, the Korsakow-Engine cannot play the project.

You don't have to set the Start-Film at the beginning of a project though and you can change it at any time.

To set a SNU as Start-Film press the Set-Button.

In order to change the Start-Film select the SNU you want to be the Start-Film and press the Set-Button. (The SNU previously selected as Start-Film will be treated as any other SNU again automatically.)

2.4.5 End-Film

The preview of the SNU set as End-Film is offered by the Korsakow-Engine when there are no more matching SNUs left to be offered. When the SNU set as End-Film has been played to its end, the Korsakow-Engine ends the session.

A SNU set as the End-Film need not but may have additional keywords. If you set additional keywords, keep in mind that the End-Film may turn up early during a session and as soon as it has been played to the end, the Korsakow-Engine ends the session, even if there are lots of unseen SNUs left.

To set a SNU as End-Film press the Set-Button. (It is only possible to set an End-Film, if Randomlink is disabled.)

You can only set one End-Film that way, but you can give further SNUs a similar function by adding end< as a keyword: They will not be offered by the Korsakow-Engine when there are no more matching SNUs left, but when they are found via regular (keyword-)matching. When the SNU with an end< keyword has been played to its end, the Korsakow-Engine ends the session.

2.4.6 Movie-Rating

The Korsakow-Engine multiplies a SNU's priority with its Movie-Rating and multiplies the outcome with the Movie-Rating Factor of the whole project. Thus Movie-Rating increases / decreases a SNU's chances to be offered at an early stage of the project.

The Movie-Rating can be set independently for each SNU independently.

2.4.7 The number of lives

defines how often a SNU may be played by the Korsakow-Engine during one session. When a SNU has been played as many times as set as its number of lives, it will not be offered anymore.

Select the number of lives by clicking on "number of lives" and choosing from the pop-up menu.

2.5 Save & Versions

All changes are automatically saved into the database.txt, as soon as you quit the Korsakow-Tool. The previous version of the database.txt is saved as oldDB_01 (or another random number).

You can also save the changes with the command file/save in the menu; this is helpful if you want to test the results of your changes in the Korsakow-Engine without quitting the Korsakow-Tool.

As all information and settings are saved in the database.txt, you can return to any stage of the project by replacing the database.txt by an older version. (This older version has to be re-named database.txt again – not oldDB_94 for example.)

2.6 The Analyzer

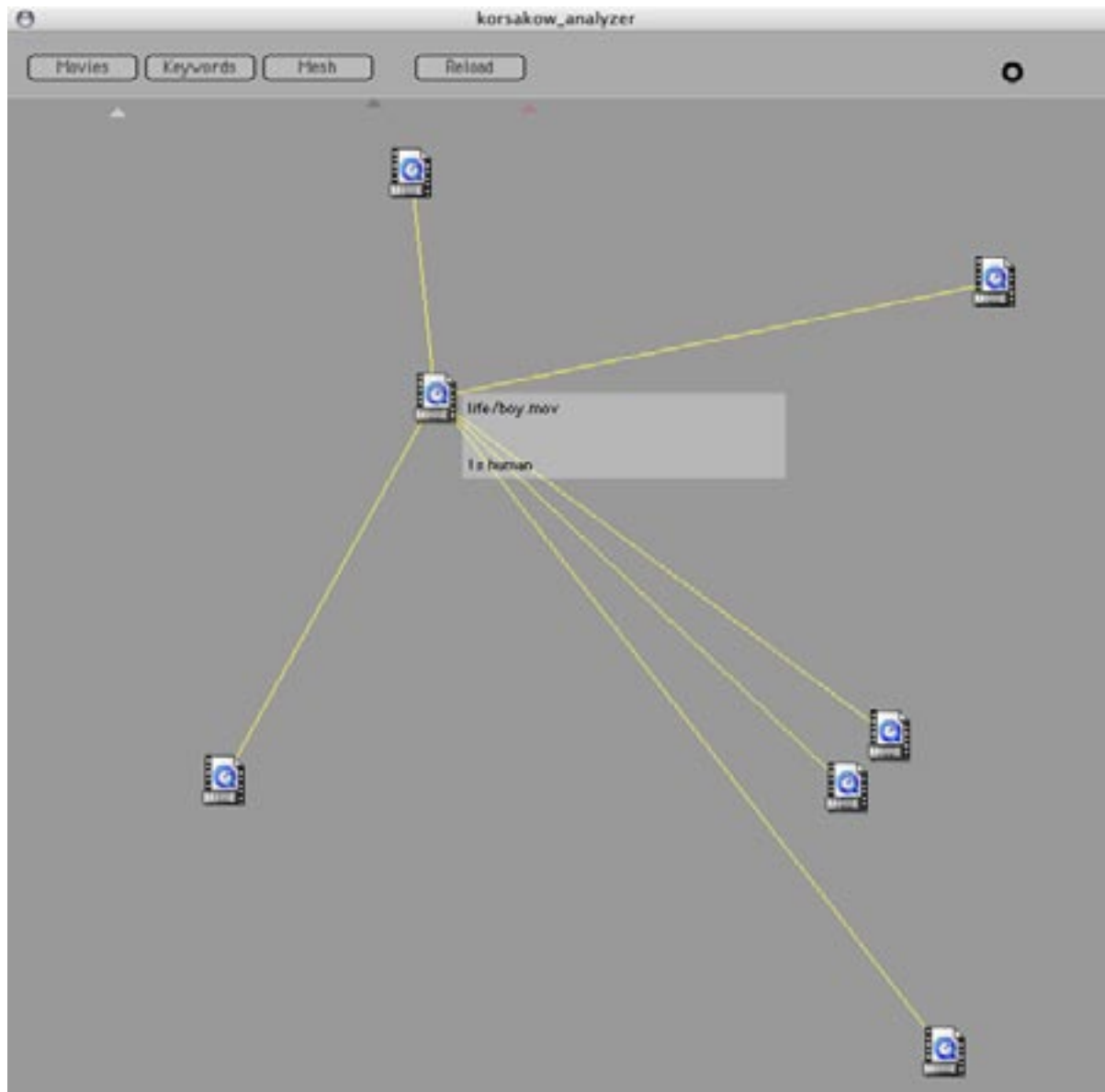
[13]

is helpful to get an overview of your Korsakow-System. To start the Analyzer, press Apple-Key and "1" or choose view/analyzer from the menu.

The Analyzer features three views visualizing the structure of your project:

- **Movies:** Lists all SNUs and the keywords of each SNU. By clicking a SNU you open the Movie-Settings of that SNU.
- **Keywords:** Lists all keywords and the SNUs that share each keyword.

- Mesh: draws a map of all SNUs represented by their previews. Possible links (=corresponding keywords) are represented by lines, arrows visualize the direction of each link (Search-/Self describing keywords). You can decide how many generations of links are shown by using the LineDepth slider. SNUs can be moved around by drag&drop.



3 Publishing your Korsakow-System

3.1 online

If you want to put your Korsakow-System online, you have to replace the Korsakow-Engine by the files `index.html` and `engine.dcr`. (These can be downloaded at www.korsakow.com/ksy)

If you want to publish a project online, that has been created with an earlier version of the Korsakow-Tool, please re-open it with version 2.5 or newer and save it before putting it online.

As the SNUs are streaming from your server, you should use compressed files (for example Mpeg4 at 15 frames per second and a low resolution – see 2.1.1 SNU: file-format and compression, file-size, naming).

3.2 offline

If you want to publish your Korsakow-System offline, it is recommended to turn on presentation-mode and to remove the Korsakow-Tool (only the Korsakow-Engine and data -folder are necessary to play your Korsakow-System) before burning it on a CD-Rom or DVD-Rom.

You may add the Korsakow-Engines for Microsoft Windows, Mac OS9 and Mac OSX (no matter which platform you worked on) to enable users of other platforms to play your Korsakow-System.

It is recommended not to play your Korsakow-System directly from CD-Rom or DVD-Rom, but to have the user copy it to his harddrive first for better performance.

4 Additional Applications

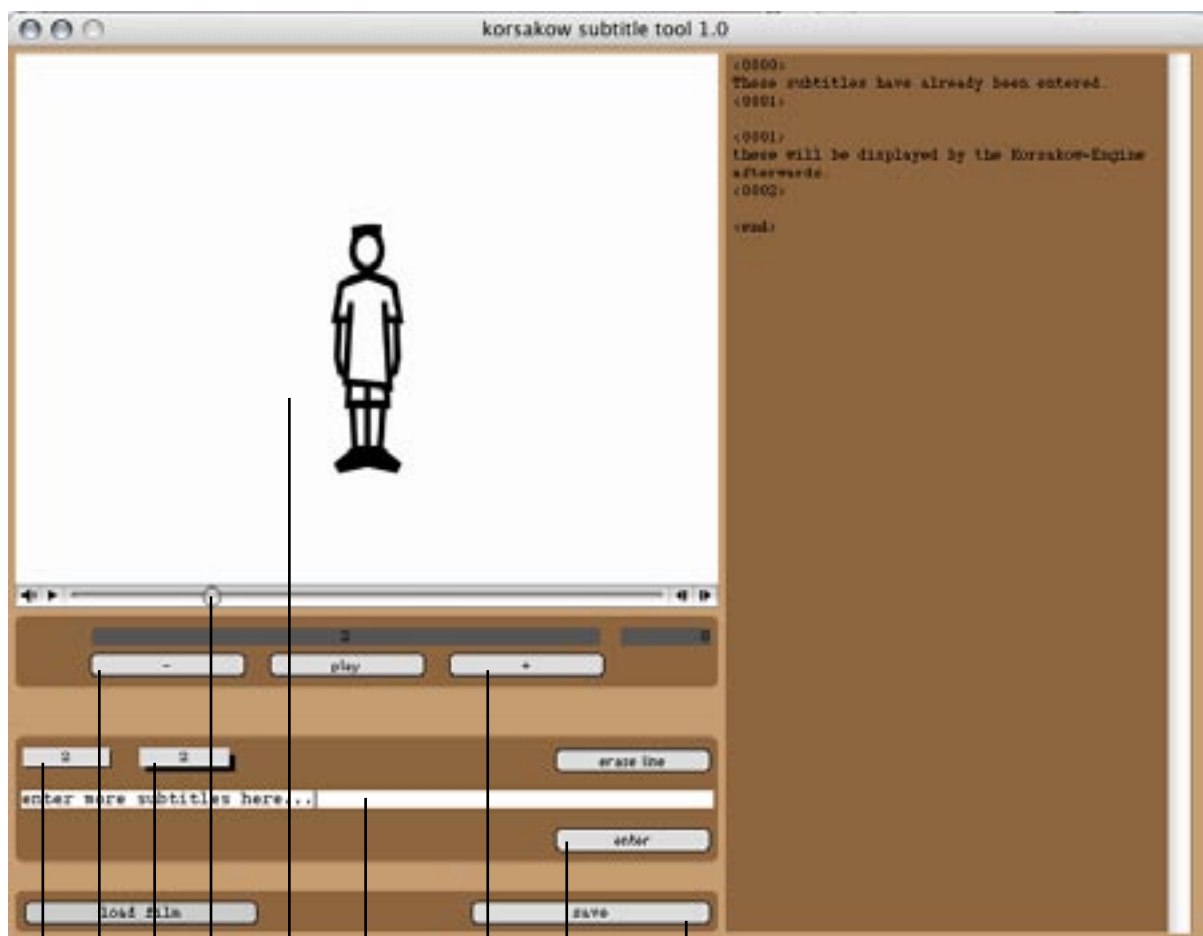
4.1 The Subtitle-Tool

offers an easy way to add subtitles to your SNUs.

Technically the application creates a text-file for each SNU and saves the subtitles you enter into this file. The Korsakow-Engine reads the subtitles from this text-file and displays them beneath the SNU (resp. beneath the Insert-Text) while playing.

SNUs have to be movie-clips, i.e. they must have a duration of at least one frame – if you want to use still images, you have to convert the image into a movie-clip.

Unlike the Korsakow-Tool, the Subtitle-Tool does not have to be located in your Project-folder; you can also use one Subtitle-Tool for several projects.



- (5)
- (3)
- (7)
- (4)
- (2)
- (6)
- (3)
- (8)
- (9)

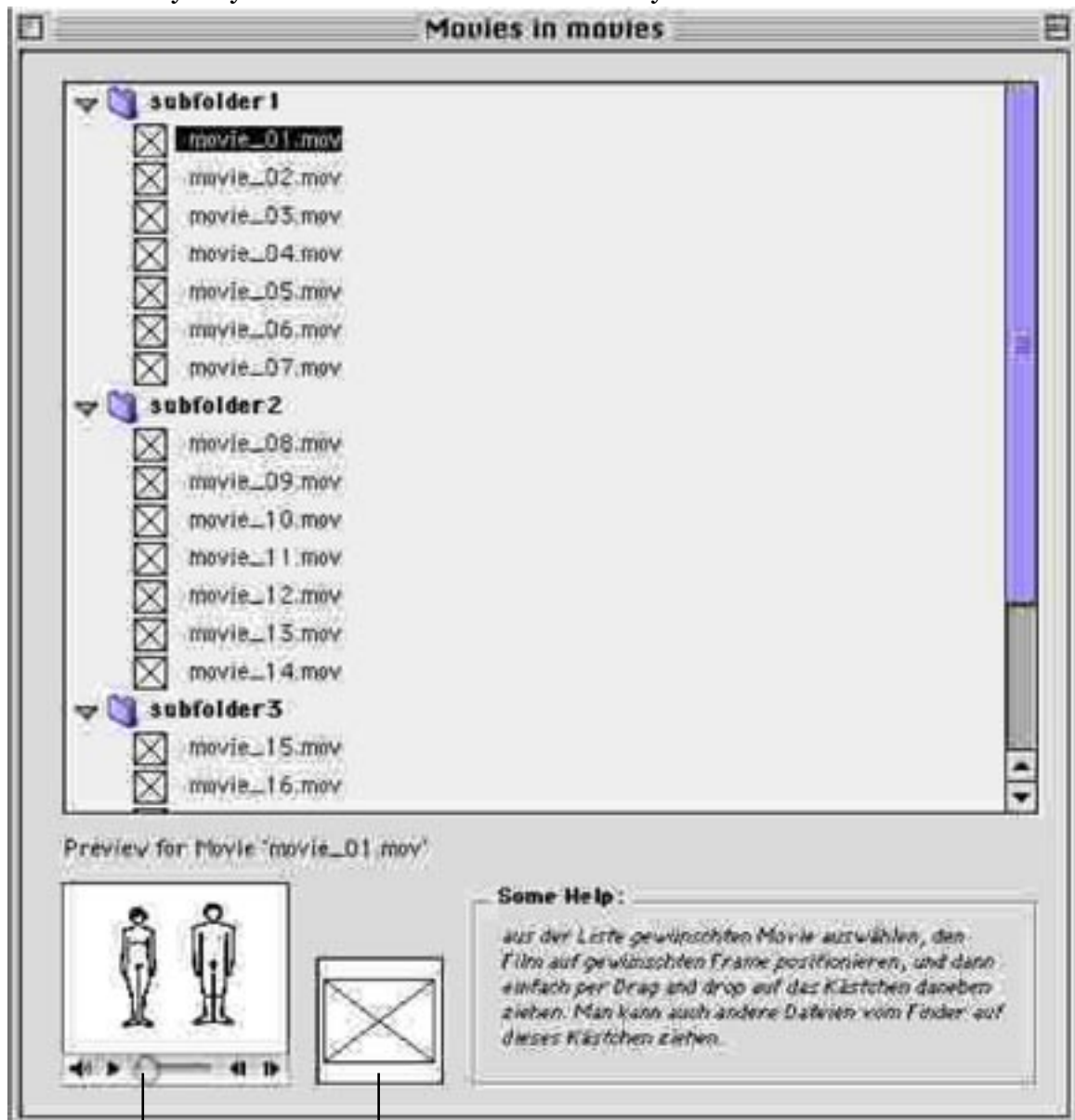
In order to set subtitles for a SNU

- (1) start the application Subtitle-Tool and click the button “load film”, then browse your hard-drive and select the SNU and click “open” in the dialogue window.
- (2) The selected SNU is displayed within the Subtitle-Tool and immediately starts playing.
- (3) Use the controls beneath the SNU to navigate through it frame by frame
- (4) or drag the movie-head.
- (5) Click on the In-point-tab to set the current position of the movie-head as start-time (at this moment of the SNU the Korsakow-Engine will start displaying the text you enter into the subtitle-line).
- (6) Enter the subtitles into the subtitle-line.
- see (3)/ (4) Navigate to the time-position of the SNU you want the subtitles to end or change.
- (7) Click the out-point-tab to set the current position of the movie-head as end-time (at this moment of the SNU the Korsakow-Engine will stop displaying the content of the subtitle-line).
- (8) By clicking “enter” you confirm and save the text you have just entered into the subtitle-line as well as its start-time and end-time.
- (9) Click “Save” and load another SNU – or add more text to the same SNU (starting from 2) again)

When you click “Save”, the text and the time-code are written to a text-file and stored in the same folder as the SNU they belong to. Each SNU that has subtitles has its own subtitle -file.

4.2 The Thumbnail-Editor

offers an easy way to create Previews for the Many-Link-Interface.



(3)

(4)

- (1) Start the application Thumbnail-Editor
- (2) Choose "File/select Movie folder" from the menu to browse your hard-drive and select the folder "movies" of your Korsakow-System. ATTENTION: Do not select a subfolder of your movies -folder but the movies -folder itself!
- (3) The application lists all SNUs of all subfolders of your movies -folder. If you select a SNU, it is displayed at the bottom-left side of the Thumbnail-Editor. You can navigate through the SNU by dragging the moviehead.
- (4) Create a Preview of the current position of the SNU by drag&dropping it to the Icon-Window next to it. The Preview is created, correctly named and saved in the same folder as the SNU the moment you drag&drop or copy any image to the Icon-Window (you may also copy and paste other data to the Icon-Window, Photoshop-files of 53 x 40 pixels for example).

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