

Worship Master

Presentation Software



Worship Master Operator's Manual

Introduction

Worship Master has been designed and developed in order to enhance presentations in a worship setting. This is achieved by giving you a flexible system that can incorporate many different types of media (i.e.: Power point presentations, Flash Movies, Video movies such as MPG & MOV, and more)

The software is designed to give a 2 view port window system which allows the operator to see an independent screen hidden from the congregation while the congregation see another view port / window (see Fig 1 below)



Fig 1

The software allows you to preset a presentation and save it ready for use and add other elements to your presentation on the fly. In other words it has been designed to be as flexible as you need it to be.

What you need to run Worship Master.

The recommended hardware is as follows:

Pentium 3

Graphics card with dual screen capability (see index for list of approved cards)

Ram: 64mb

400mb free hard disk space

Sound Card

Keyboard & Mouse

CD Drive

Installing the Software

Insert the CD into the CD drive and wait for onscreen set up instructions.*

In some cases auto run may have been disabled in which case do the following:

Open the CD

Double click the **setup.exe** file and follow onscreen set up instructions.

Configuring Your Hardware

It is important to set up your graphics card correctly as follows:

Right Click on your desktop and select **Properties** from the menu.

You should see a window similar to the one below. Click the **Settings** tab.



Click on the Left display (operator view [1]) and move the Screen resolution slider so that it is set to 1024x768 or higher – (1280x1024 is the ideal setting).

Now click the right hand display (congregation view [2]) and move the Screen resolution slider so that it is at either 800x600 or 1024x768. (1024x768 is dependent on better hardware)

Ensure that **Extend my Windows desktop onto this monitor** is selected.

Select Colours 16bit, 24bit or 32bit colours.

Running the Worship Master Program

After set up has finished you should see the *Worship Master* icon on your desktop. By double clicking this it will launch the program.

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Getting Started

Once the program has loaded you will see a screen as in **Fig 2** below.
This is the main **Operator's window** and gives access to all the other elements within **Worship Master**.

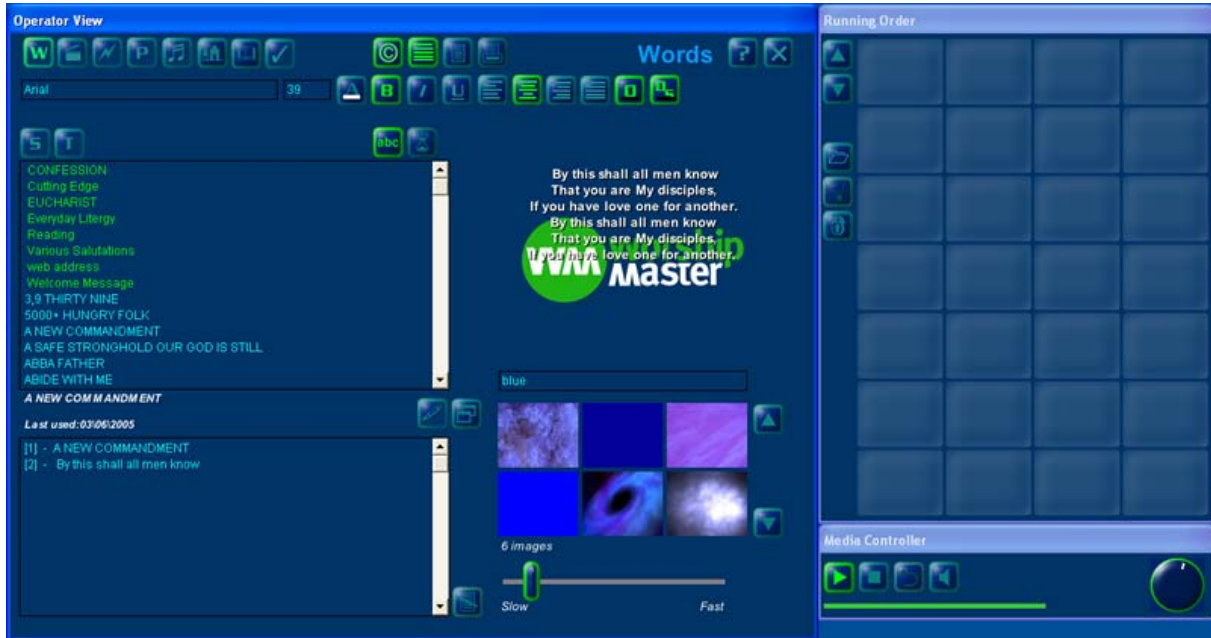


Fig 2

You will also notice 2 other windows placed next to the **Operator's window**. These are the **Running Order** and **Media Controller** windows which can be dragged around like normal windows.

You will notice that the congregation screen or **Show Screen** is now active (on the second monitor/projector) and shows the default **Worship Master** logo image.

The Running Order Window

This is where you put the list of songs, images, Power Points & other media that you intend to use in your presentation.

You will notice the grid of boxes these are known as **Cells**. Each one holds an element which when double clicked sends it to the **Show Screen**. (In the case of a song or text element it will be loaded into the system ready for use.)

There are 5 action buttons on the left of the window these are as follows:

- Scroll up** Scrolls the list up in cases of large amounts of **cells**.
- Scroll down** Scrolls the list down in cases of large amounts of **cells**.
- Load Order** This will open a file dialogue and allow you to select a saved running order.
- Save Order** This will open a file dialogue and allow you to name and save your current running order.
(You can also save over an old file by selecting it and clicking the save button)

You can drag and drop your **cells** to a different place in the grid simply by clicking and holding down the left mouse button until you are at the place you wish to drop the cell. The **cell** will be inserted in where the flashing cursor box appears.

Lock Order When selected this will lock all cells in place. This is useful to stop any accidental movement of cells during a live session.

Deleting

If you wish to delete a cell simply right click the cell and select **delete** from the pop up list. (See Fig 3 below)



Fig 3

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The cell elements are identified by names and symbols. All cells contain the name of the song or file name at the top of the cell and a symbol denoting its type in the bottom right corner. (This does not apply to images as they are self explanatory).

Symbol types are as follows:



Text element



Song element



Power Point element



Video element



Sound element



Flash element



Image element



Animated Background

Text and Song cells have other options selected by right clicking on the cell.

Paging

This option toggles on and off the **pager** option which when on will force the first page of a text or song cell to be shown on screen as well as putting page data into the **Operator's window**. (See Fig 3)

Joining

This option allows you to join an image cell with a Text or Song Cell. This is achieved by first selecting the image you wish to join by clicking it with the left mouse button (this will highlight the cell), then right click the Text or Song Cell and select **join** from the menu (See Fig 3). This then combines the two cells into one cell. This is useful for when you wish to bring up a Text item or song with an image in one action.

Splitting

This option reverses the procedure above and separates the image from the Text or Song Cell. Select the **split** option from the menu.

Showing a cell element

To send the cell element to the Show Screen simply double click it.

Operator's Window

This is the main workhorse of Worship Master and allows you to add media elements to the Running Order, show Text or Song page data, Edit Text or Song elements, select images and background animations, adjust transitions settings and more.

First of all let's look at the **Words** section

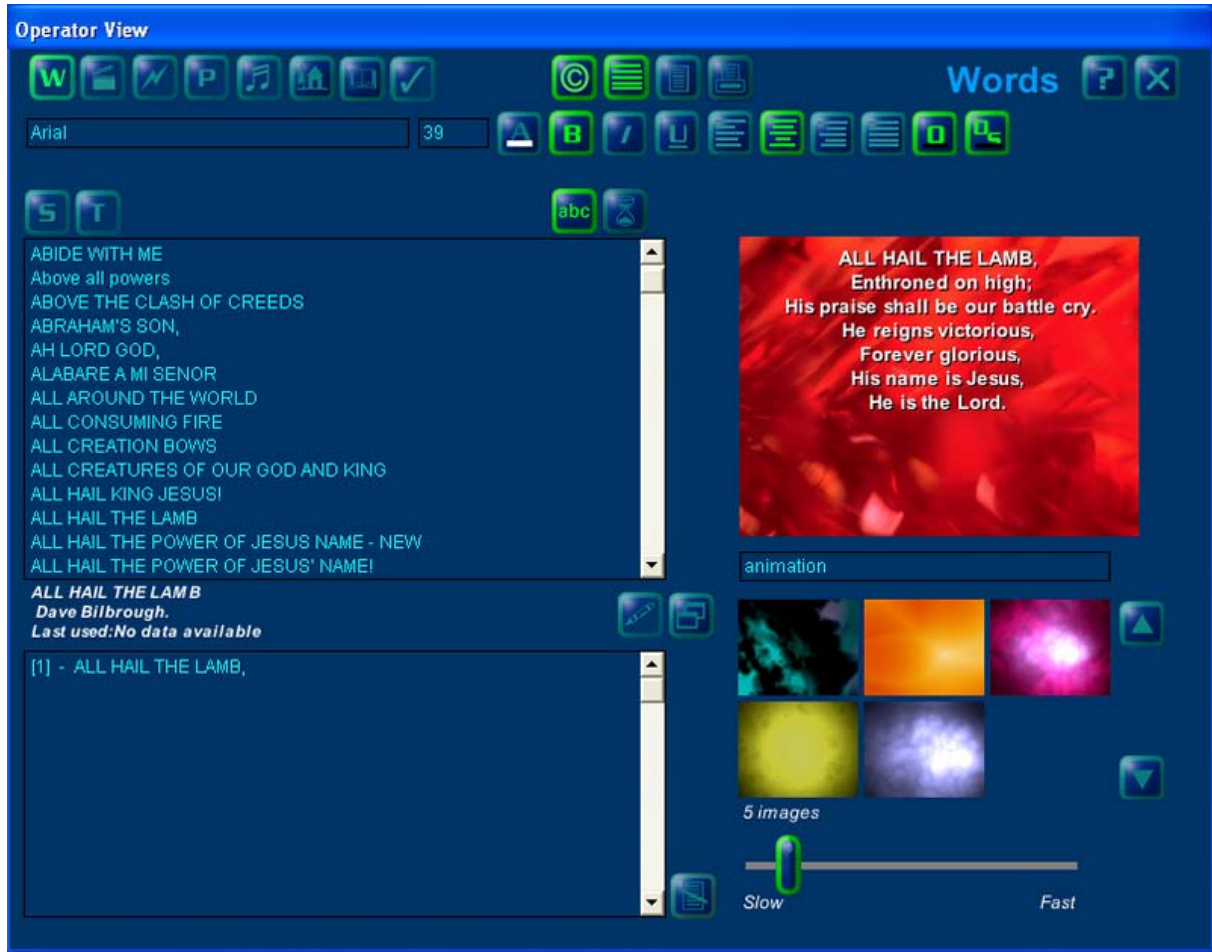


Fig 4

This section is responsible for driving text elements & songs directly to the show screen or adding them to the **Running Order Window**.

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You will see a row of buttons at the top left of the screen which give you access to other media elements and options. These are called the **Section** buttons



Words section (as above Fig 4).



Video elements.



Flash elements.



Power Point elements.



Sound elements.



Image elements.



Bible.



Options.

To the right of the **Section** buttons is a row of four buttons which do the following:



Copyright button

This option will turn any copyright information shown on the Show screen off and on.



Antialias off / on.

This toggles on and off the antialiasing (smoothing) of any text. This can be useful if you are using Worship Master in conjunction with a vision mixer and using chroma key effects.



Show whole text / song element.

By selecting this option it opens a scrolling text box showing all pages and text of the current text / song element.

Rolling over text in this window will highlight the page it is part of. If you then click on that text block it will be sent to the **Show Screen**. *(Once clicked it will then be highlighted in yellow to indicate that it has been used – this is useful to identify what verse or pages have been used so far during a session.)*



Print current song.

This prints a hard copy of the current selected song.

Top right of the **Words Section** are the Help & Quit buttons.



Turn on Rollover Help.

When this is turned on a window will appear as you rollover any button or other information to give an explanation of that item.



Quit the Worship Master Program.

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The second row of button's are for text formatting, Outline & Drop shadows.



The formatting buttons are toggle on / off buttons and are similar to any other text formatting applicable program.

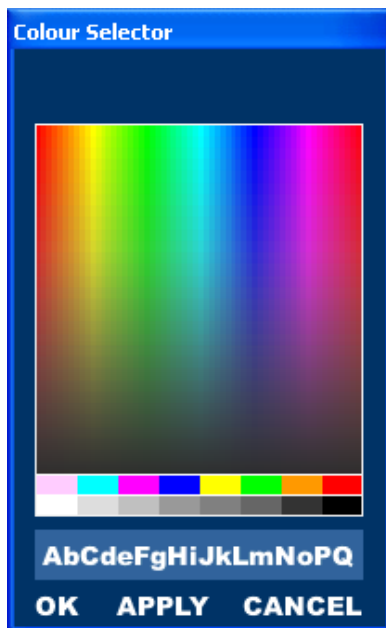
You will also notice that to the left of the buttons are 2 other options, these are Font Selection and Font Size. These show the current font & font size.

To make changes to either of these simply click on them and select a new size or font by clicking on your choice from the list. (Use the scroll bar to the right to see more choices).

There are 3 buttons in the group of format buttons that need some explanation; they are the **Text Colour** button, **Outline** Button and **Drop Shadow** button.

These all launch in a separate window as shown below. They also show you current state of that option. For instance if the outline is on then the button will appear highlighted in green as in Fig 4. There is also a colour bar on the buttons to show the current selected colour for that option.

Colour Selector Window



This is the **Colour Selector Window** and will allow you to select the colour for either the text currently shown on the **Show Screen** or if you are in the **Text Editor** (see Editing, Deleting & Adding Text) the colour of the selected text.

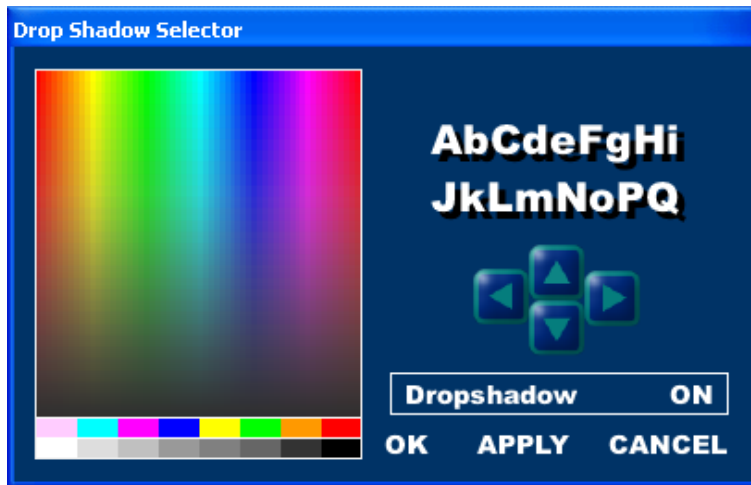
You select a colour by either rolling over the colour sheet or standard colour boxes. You will notice that as you roll over a colour the mouse cursor changes to a pipette. By clicking the left mouse button will select the current colour under the pipette. The demo text AbCdEfG.... Will change to that colour to aid selection.

Press **OK** to select the colour and close the window.

Press **APPLY** to select the colour but leave the colour selection window open.

Press **CANCEL** to close window and ignore changes.

Drop Shadow Selector Window



This is the **Drop Shadow Selector Window**. Here you can define the parameters of the drop shadow.

To change the colour of the drop shadow use roll over and click on the colour sheet or boxes (as in **Colour Selector Window**)

To change the direction of the drop shadow, use the 4 arrow keys.

Use the **ON / OFF** to toggle drop shadow on or off.

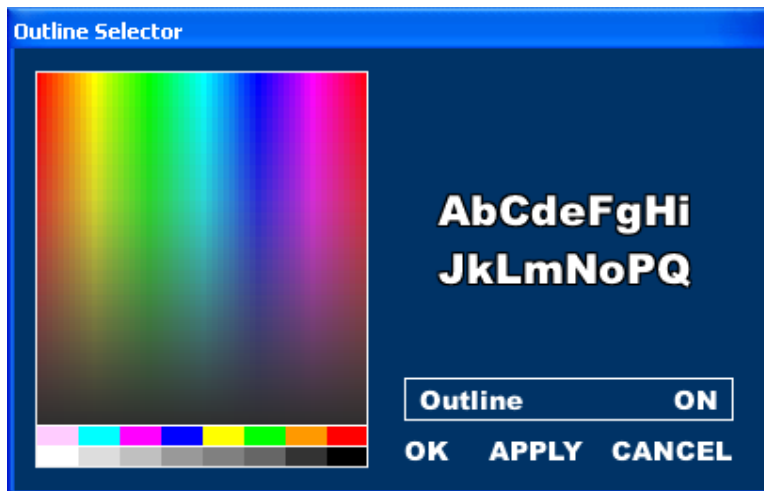
As in the **Colour Selector Window** your current settings are reflected in the demo text area.

Press **OK** to select the colour and close the window.

Press **APPLY** to select the colour but leave the colour selection window open.

Press **CANCEL** to close window and ignore changes.

Outline Selector Window



This is the **Outline Selector Window**.

Here you can define the colour of the outline and whether it is on or off.

To change the colour of the outline use roll over and click on the colour sheet or boxes (as in **Colour Selector Window**)

Use the **ON / OFF** to toggle drop shadow on or off.

As in the **Colour Selector Window** your current settings are reflected in the demo text area.

Press **OK** to select the colour and close the window.

Press **APPLY** to select the colour but leave the colour selection window open.

Press **CANCEL** to close window and ignore changes.

Selecting Songs, Text and Images.

All the other boxes and areas of the screen are dedicated to information about text / song elements and images.

Selecting a song / text.

The **Song / Text Box** is a scrolling list of all the song & text documents you have on the system. Songs and texts are shown in different colours for easy identification. Texts are in green, songs are in blue. *(There is a distinction between the 2 types which we will deal with later.)*

To select one click on it with the left mouse button and you will see that the data (pages) for the document are loaded into the **Page Preview Box** ready for use.

To add a song / text element to the **Running Order** hold down the **CTRL** key as you click. *(This forces the Running Order to the front)*

You can also add the text / song you currently have in the **Page Preview** box by clicking the **Add to Order** button. *(This forces the Running Order to the front)*



Searching for songs / text.

The song / text list has the ability to jump to a particular song / text you are looking for by reading your key presses and jumping to the nearest song / text that meets that match. For instance let's say you are looking for a song called "I'm Accepted". You start to type on the keyboard I'M ACC.... With each key press you will notice that the box displays the next song that meets that sequence. If no key is pressed within approx 2 seconds a new search will be started when the next key sequence is started. (Try it out now!)

Once you have selected your song or text and it appears in the **Page Preview Box** you will notice that the title, copyright / author information and date last updated appears above the **Page Preview Box**.

Changing list order.

You will have noticed 2 other buttons above the **Song / Text Box**. These 2 buttons allow you to redefine the way the songs / texts are listed.



This sorts the list using alpha numerics.



This sorts by the date usage. Last used first.

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Selecting a page to show on the Show Screen

This is done by simply clicking with the left mouse button of the desired page from the **Page Preview Box** or by pressing the shortcut key of the keyboard. The shortcut keys are **F1 – F12** which will automatically send the pages 1 – 12 to the **Show Screen**. If you wish to show a page number that is greater than 12 then you have to do so by using the left mouse button method as described above. You will also notice that once you have sent a page to the **Show Screen** that that page will turn yellow to indicate you have used it. This is useful for verses of songs so you know at a glance what verse you are on and which you have used already.

Another useful shortcut key to remember at this stage is **CTRL + DEL**. This sequence will clear any text from the **Show Screen**. (This is useful in emergencies OOPS wrong song!)



Or use the **Clear Text** button at the bottom of the **Operator's window** to perform the same operation.

You may have also noticed that as you roll the mouse over the various pages in the **Page Preview Box** that the **Preview Window** to the right of the display gives you a preview of what that page will look like on the **Show Screen**.

(This is very useful as it shows you the whole page not just the first line of text, and you can check that there is no overlapping of text that goes off screen)

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Selecting Images

The right side of the screen is where information about background images and animations is shown and selected.

There are 4 key areas to look at here, one of which we mentioned in the last section the **Preview Box**.

Preview Box

This is your guide to what a page will look like before it is displayed.

Keyword Selector

This is the drop down box underneath the Preview Box and is activated by left clicking on it. Once activated, it will show a list of keywords that are contained on the system. These keywords are all the words that are associated with the various images you have put on the system (see **Importing Images**).

Select a keyword by clicking on it and you will see that the images in the **Image Bank** below change to reflect the keyword you have chosen. For instance if you choose "blue" from the list you will be presented with all images that have the word "blue" in the keyword list.

Image Bank.

As mentioned above this is where you see all the images which relate to your keyword choice. To select an image simply double click it and it will appear on the **Show Screen**. If there are more than 6 images you can use the scroll image bank buttons to move the bank of images up or down through the list.




As with the **Song / Text Box** you can use the **CTRL** key while clicking to add the image to the **Running Order**.

Transition Speed

The last thing to look at in this section is the sliding bar at the bottom right of the screen. This is used to alter the speed of a transition between the current image you have on the Show Screen and the image you want to show next.

By moving the slider to the left you increase the length of time between images and moving it to the right increases the speed of transition.

Editing, Deleting and Adding Songs / Texts

By selecting the Edit Button  you will be presented with one of 2 screens. Depending whether you are adding/editing a song or text element.

Text Editor

Firstly let's look at the text editor screen. (See Fig 5 below)

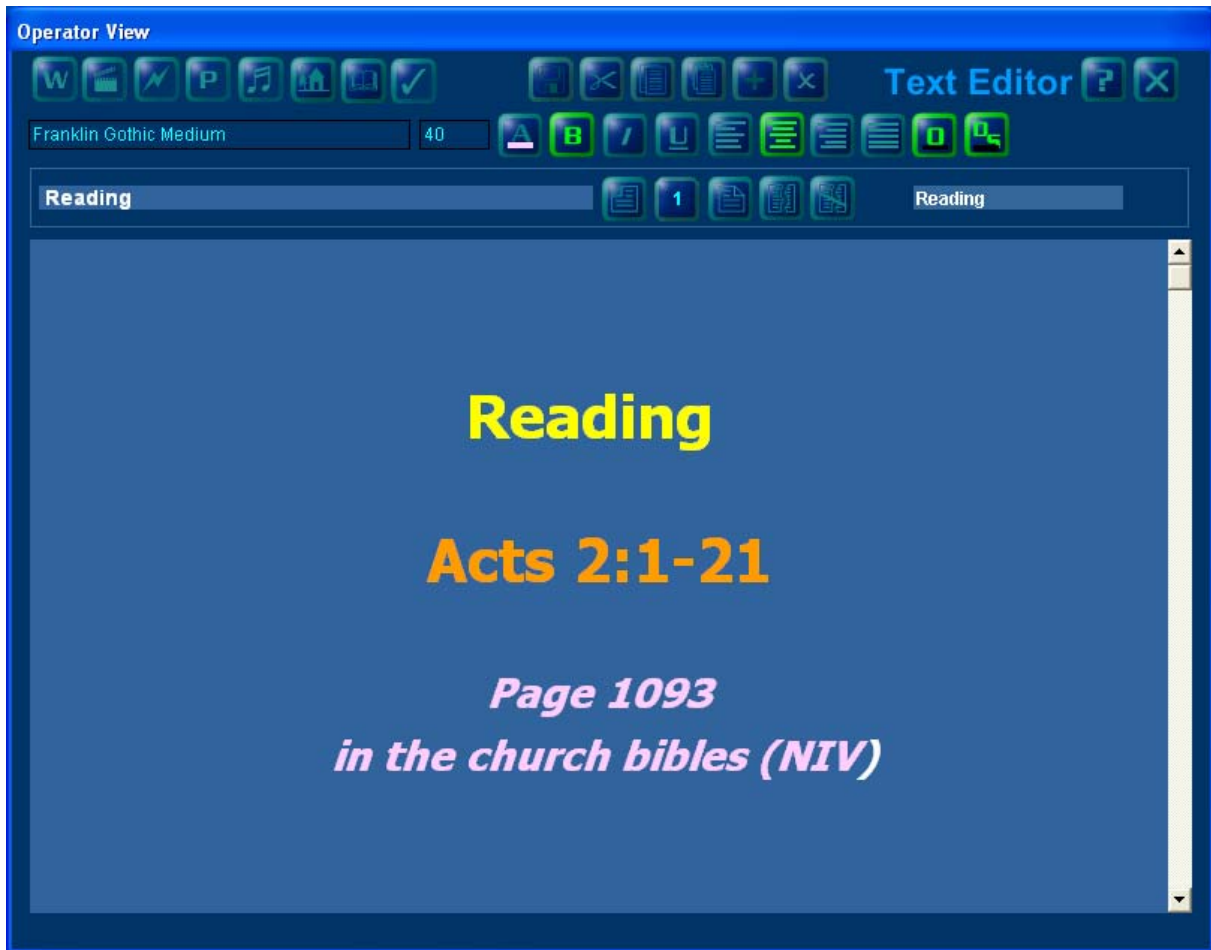


Fig 5

This is the text editing screen and allows you to edit an existing text document, delete it or add a new one.

As a default when you come into this screen it is assumed that you want to edit the current song you have selected in the **Page Preview Box** in the **Words Section** of the **Operators Window**.

You will notice that a lot of the buttons on this screen are familiar as they perform the same function as previously mentioned in the **Words Section**. These are the Format buttons (Bold, Italic etc.) and perform the various formatting options on any text you have highlighted.

To select a region of text to apply and formatting etc, simply left click the start of the text and whilst holding down the button drag the mouse to the end of the text you want to select.

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The new buttons to look at on this page (top centre) are as follows:



Cut selected text



Add new song / text document



Copy selected text



Delete current song / text document



Paste text in clipboard



Save song / text document

Basically these buttons are self explanatory.

In addition the standard windows shortcut keys are also still available to use on this screen:

CTRL + X **Cut**
CTRL + C **Copy**
CTRL + V **Paste**
CTRL + A **Select All** (everything on current page)

The Copy & Paste options are very useful for copying information from say a Word Document you may have loaded up (by using CTRL + C to copy) and then pasting the contents into the Worship Master Edit Page by using CTRL + V.

Pages

Each song / text document is defined by a series of pages of which one can be selected at a time to be edited or deleted.

You control page viewing, adding and deleting by using the Page Control buttons:



Go to previous page



Add page break



Go to next page



Delete page break



Delete page (removes contents and page)

In between the **Previous Page** and **Next Page** buttons is shown the current page number you are on.

When adding a page break it is important that you place the cursor at the position you wish to split the page. By adding a page break all the pages following the current one are incremented and all the content to the right of the cursor position is put into the new page (existing formatting is retained on the new page). You are then presented with the new page and its contents.

When deleting a page break all the content from the next page is added to the end of the current page and any further page numbers are decremented. The current page is then updated to reflect your changes.

When deleting a page the contents of the entire current page are deleted along with the page itself. Your current page then becomes the previous page and any further page numbers are decremented.

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Page titles

You can name each page within a document using the page title box to the right of the Delete Page Button. This is useful to indicate a verse number or whether a page is a chorus etc as follows:

Page 1	Verse 1
Page 2	Chorus
Page 3	Verse 2
Page 4	Verse 3
Page 5	Bridge

When a new page is added this box is left blank.

Document Title

To the left of the Previous page button is a box showing the title of your document. This is editable at any time and will rename your document. When adding a new document this is automatically filled with the title "New Text".

Song Editor

Now let's look at the song editor screen. (See Fig 6 below)

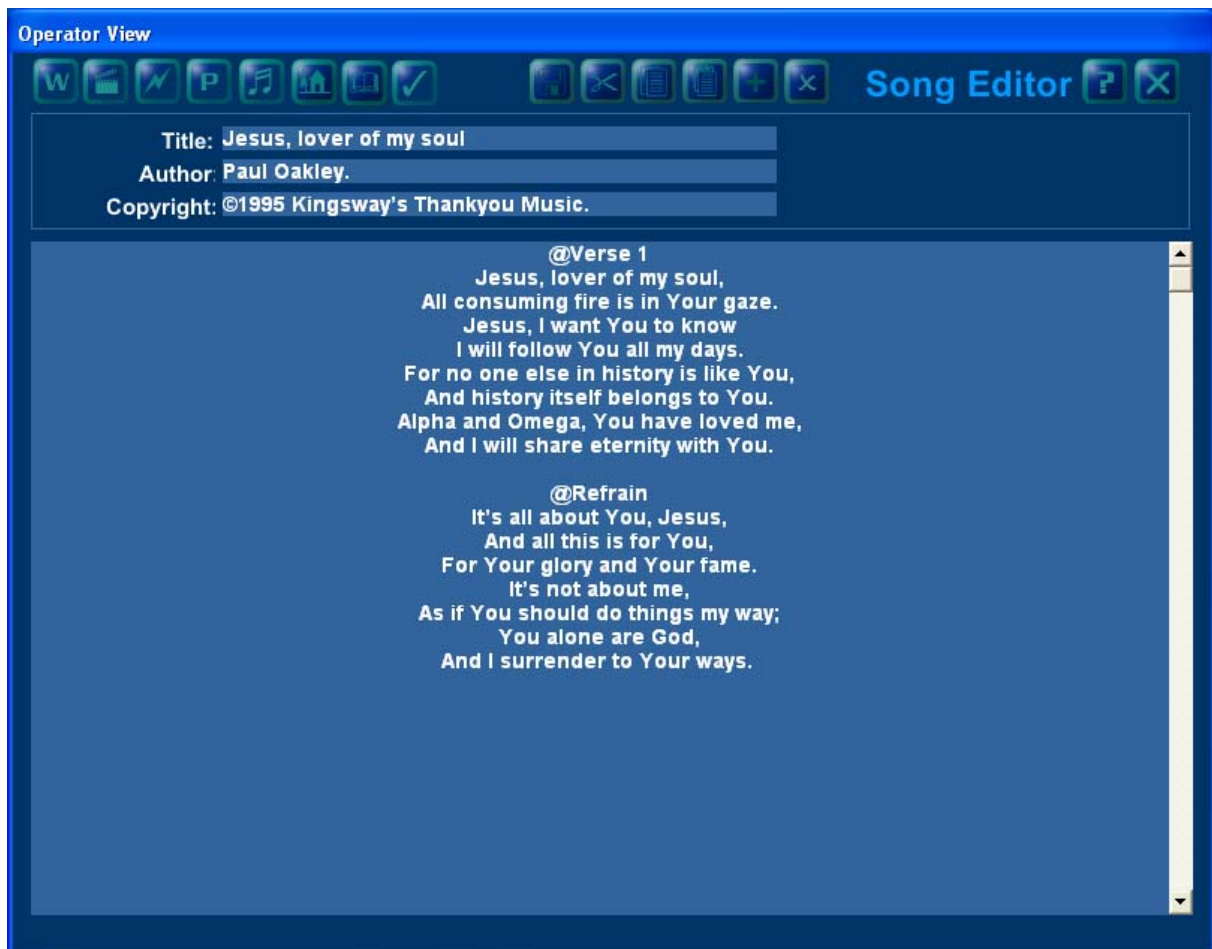


Fig 6

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This is very similar to the Text Editor but in many ways a lot simpler. There are no pages as such as there are in the **Text Editor**. Instead the entire song is shown in the editor. (*Use the scroll bar to reveal any words further down the song*)

You can use the Cut, Copy, Paste, Delete Song and Save buttons as in the **Text Editor**.

Pages as such are defined by a blank line. You will notice in Fig6 above that Verse1 has a blank line at the end of it which defines Verse1 as a single page and the Refrain as a single page too.

Each page can have a page name allocated to it by heading it with an @ sign followed by the name of that page. i.e:Verse1, Chorus, Refrain etc. (*NB: Page names do not appear on the show screen*)

Title, Copyright & Author Information

Enter the name of the song in the Title box along with any copyright and author information in their respective boxes

Media Controller

We are now going to look at the other types of media that can be used within Worship Master. However first we need to look at the Media Controller as mentioned earlier on.



Fig 7

The Media Controller is used to control Video, Flash and Audio files that are triggered using Worship Master.

Some of the buttons and duration bar are removed from the controller when various types of media are used as they are not relevant for that type of media.

Controls available for the types of media are as follows:

Video

- | | | |
|--------|---|--|
| Play | - | Start/Resume playback of the current video |
| Stop | - | Stop / Pause the current video |
| Loop | - | Toggle the looping for the current video. |
| Mute | - | Mute the sound of the current video |
| Volume | - | Set the volume. Click left side of the knob to decrease the volume and click the right to increase the volume. |

The green slide bar indicates the current position of the video

Flash

- | | | |
|--------|---|---|
| Play | - | Start/Resume playback of the current flash movie |
| Stop | - | Stop / Pause the current flash movie |
| Loop | - | Toggle the looping for the current flash movie |
| Mute | - | Mute the sound of the current flash movie |
| Volume | - | Set the volume. Click the left side of the knob to decrease the volume and click the right side to increase the volume. |

NB: Sometimes the controller may not be able to control the flash movie correctly as it may have been made to ignore certain commands and playback is being controlled from within the flash file itself (coded).

Audio

- | | | |
|--------|---|--|
| Play | - | Start/Resume playback of the current audio file |
| Stop | - | Stop / Pause the current audio file |
| Loop | - | Toggle the looping for the current audio file |
| Volume | - | Set the volume. Click left side of the knob to decrease the volume and click right to increase the volume. |

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Video

Worship Master supports the following video formats for the Video section:

MPEG 1 Format (.mpg, .mpeg)
Windows Media Video (.wmv)

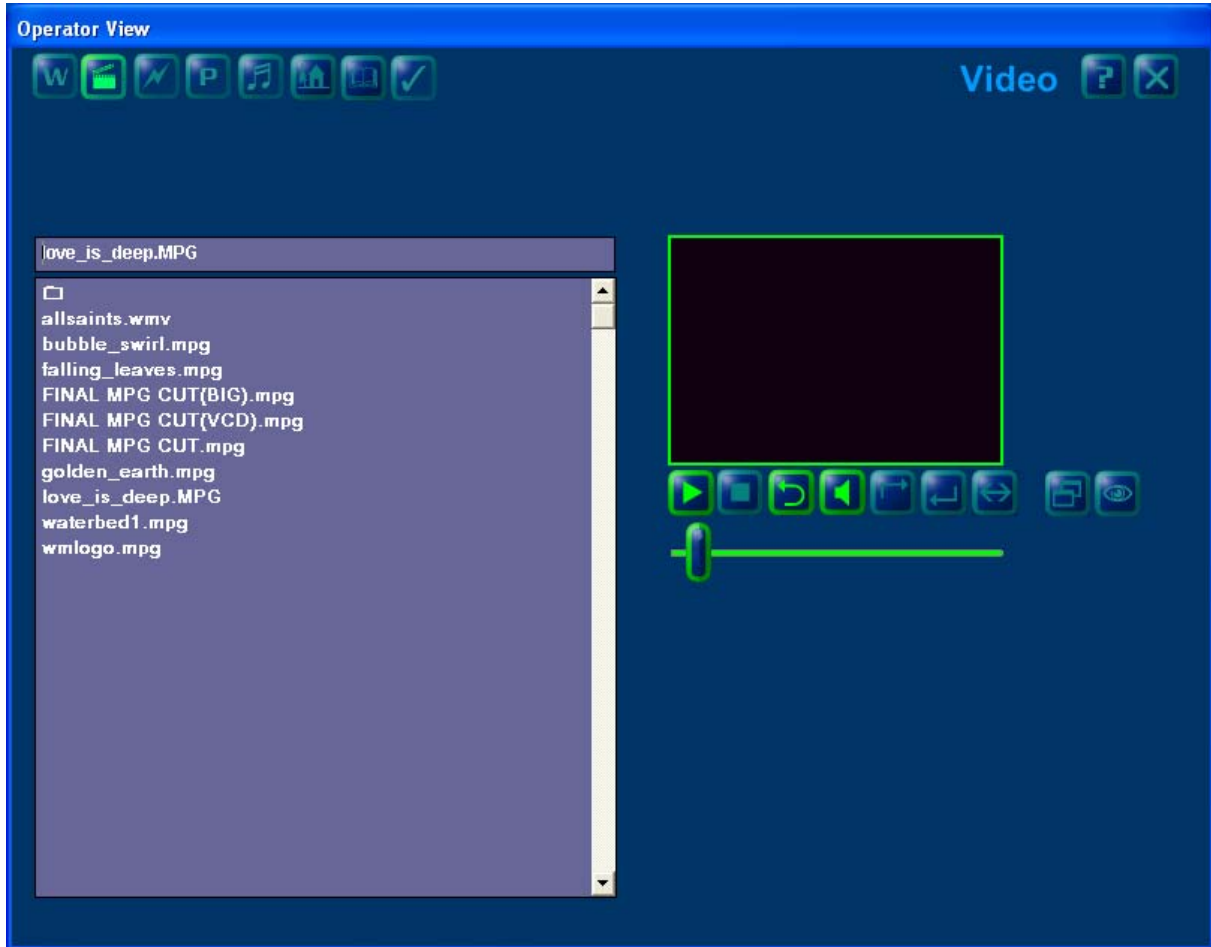








Fig 8

Use the file list on the left to either preview a file by clicking on the file name (this will then show the video in the **Preview Video Box**) or select a file by double clicking the file name which will send it straight to the Show Screen.

TIP: You can send a Video directly to you Running Order by holding down the CTRL key when clicking on a file in the Open File Dialogue Window.

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Once you have selected a video to preview you can control the playback using the **Preview Video Controller** buttons:

	Play		Start Selector
	Stop		End Selector
	Loop		Clear Selections.
	Sound On / Off		Add current preview to Running Order
			Send current preview to Show Screen

Video Preview Box

The **Video Preview Box** is useful for either previewing any videos before you send them to the **Show Screen** or **Running Order** and for settings various options for playback.

You can play, stop, loop and mute any sound on a video using the various **Video Controller** buttons shown above. You can also set where you want the video to start and end using the **Start & End Selector** buttons. To use these simply click the relevant button when the video is in the position you want to set as start or end. You can also use the **Video Frame Slide Bar** to position the video at a certain place and then use the start and end selectors to record that position. To clear and start and end selection you have made simply click the **Clear Selections** button.

When a video is played back with the **Loop** option selected it will loop within the start and end parameters if they have been set, otherwise it will use the default video start and end parameters as its loop markers.

Clicking the **Add to Running Order** button will add the video to the running order along with any parameters you have set (i.e. Mute, Loop, Start and End)

You can also send the current previewed video directly to the **Show Screen** using the **Send to Show** button, this will use the current parameters to display the video (i.e. loop, start & end etc.)

Flash Movies

Flash is a common vector based animation file format which produces some extremely good presentation material. There are a number of very good Flash animations available.

Its file extension is .SWF.

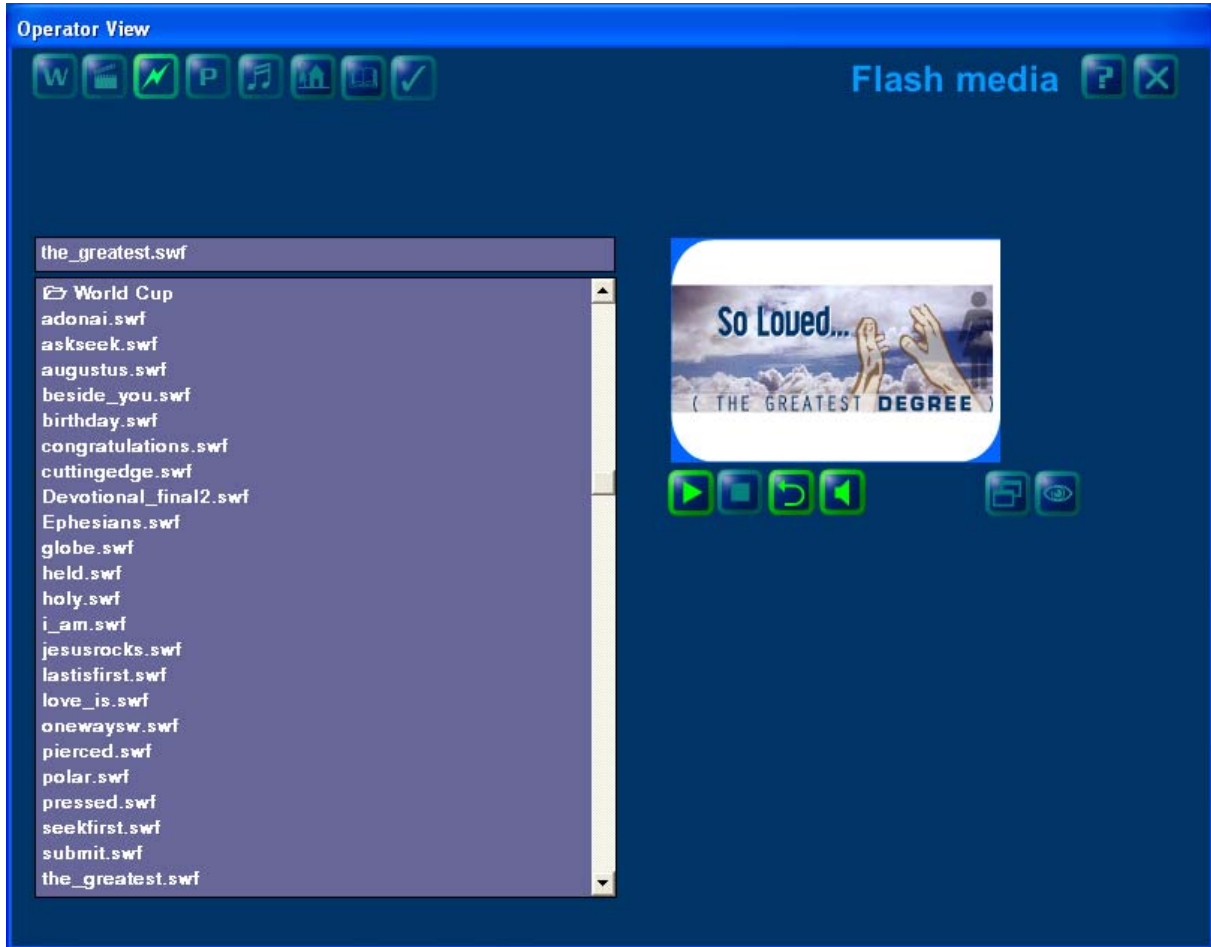


Fig 9

Use the file list on the left to either preview a file by clicking on the file name (this will then show the Flash Movie in the **Preview Flash Box**) or select a file by double clicking the file name.

TIP: You can send a Flash Movie directly to you Running Order by holding down the CTRL key when clicking on a file in the Open File Dialogue Window

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Once you have selected a Flash Movie to preview you can control the playback using the **Preview Flash Controller** buttons:



Play



Stop



Loop (not always available)



Sound On / Off



Add to current preview to Running Order



Send current preview to Show Screen

Flash Preview Box

The **Flash Preview Box** is useful for either previewing any Flash movies before you send them to the **Show Screen** or **Running Order** and for settings various options for playback.

You can play, stop, loop and mute any sound on a Flash movie by using the various **Flash Controller** buttons shown above.

If the Loop option is selected the Flash Movie will loop once it reaches the end. **(Please note this may not always work as some Flash Movies contain scripts rather than sequenced animation which renders this function void.)**

Clicking the **Add to Running Order** button will add the Flash Movie to the running order along with any parameters you have set (i.e. Mute and Loop)

You can also send the current previewed Flash Movie directly to the **Show Screen** using the **Send to Show** button, this will use the current parameters to display the Flash Movie (i.e. loop and mute)

PowerPoint Presentations

Worship Master has the ability to play any PowerPoint presentations within its Show Screen
The PowerPoint file extension is .PPT

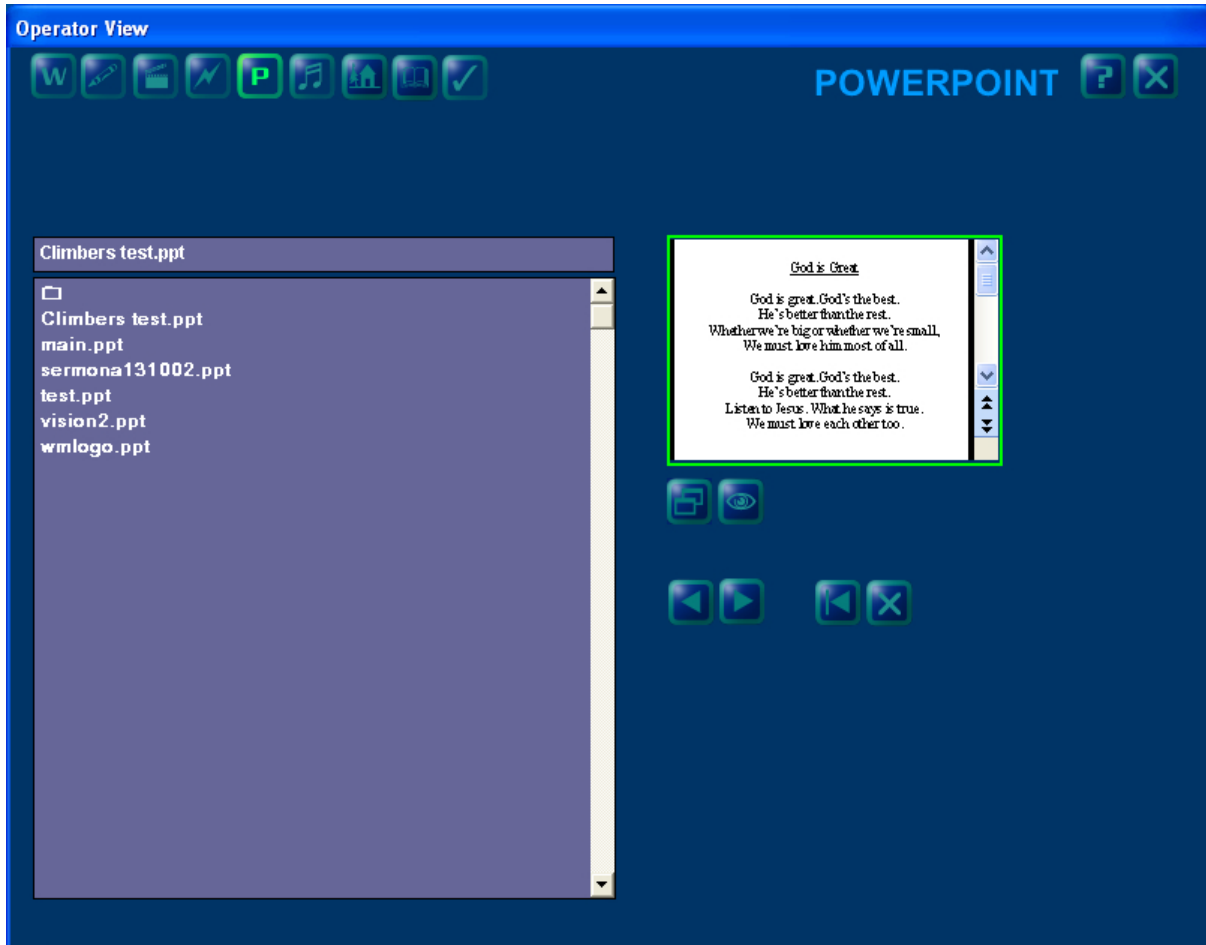


Fig 10

Use the file list on the left to either preview a file by clicking on the file name (this will then show the video in the **Preview Power point Box**) or select a file by double clicking the file name.

TIP: You can send a PowerPoint file directly to you Running Order by holding down the CTRL key when clicking on a file in the Open File Dialogue Window

WARNING: On some machines PowerPoint can suffer performance lag if you have an animation currently running on the show screen. To fix this problem on machines affected ensure you have a static image before launching a PowerPoint presentation.

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You can control the PowerPoint on the Show Screen using the following buttons.



Go to the next slide



Add to Running Order



Go to the previous slide



Send to Show Screen



Jump to first slide



End Show

If the Power Point Screen has focus (click the screen to give focus) the presentation can be controlled using the standard shortcut keys used by Power Point.

Sound Files

Worship Master supports the following sound file formats:

WAV, MP3, MPGA, AIF

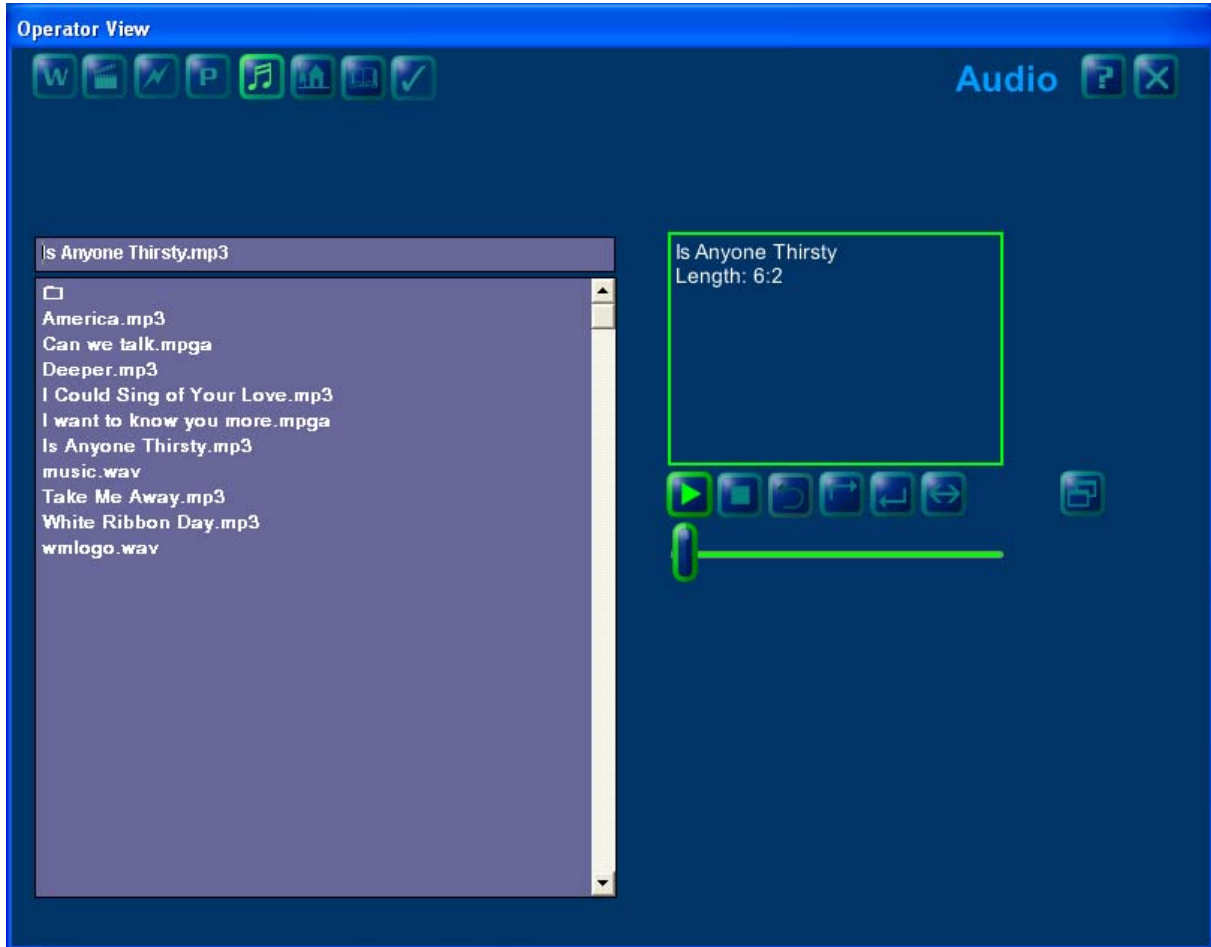


Fig. 11

Use the file list on the left to either preview a file by clicking on the file name (this will then show the sound file name in the **Preview Sound Box** and play the file) or select a file by double clicking the file name.

TIP: You can send a Sound File directly to your Running Order by holding down the **CTRL** key when clicking on a file in the Open File Dialogue Window

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Once you have selected a Sound File you can control the playback using the **Preview Sound Controller** buttons:



Sound Preview Box

The **Sound Preview Box** is useful for either previewing any videos before you send them to the **Show Screen** or **Running Order** and for settings various options for playback.

You can play, stop and loop and sound that you have a loaded into the **Sound Control Box** using the various **Sound Controller** buttons shown above. You can also set where you want the sound to start and end using the **Start & End Selector** buttons. To use these simply click the relevant button when the sound file is in the position you want to set as start or end. You can also use the **Sound Frame Slide Bar** to position the sound file at a certain place and then use the start and end selectors to record that position.

To clear and start and end selection you have made simply click the **Clear Selections** button.

When a sound file is played back with the **Loop** option selected it will loop within the start and end parameters if they have been set, otherwise it will use the default sound start and end parameters as its loop markers.

Clicking the **Add to Running Order** button will add the sound file to the running order along with any parameters you have set (i.e. Loop, Start and End)

Images and Animations

Worship Master keeps a library of images that came with the program. The library can have images deleted, added as well as changing associated keywords.

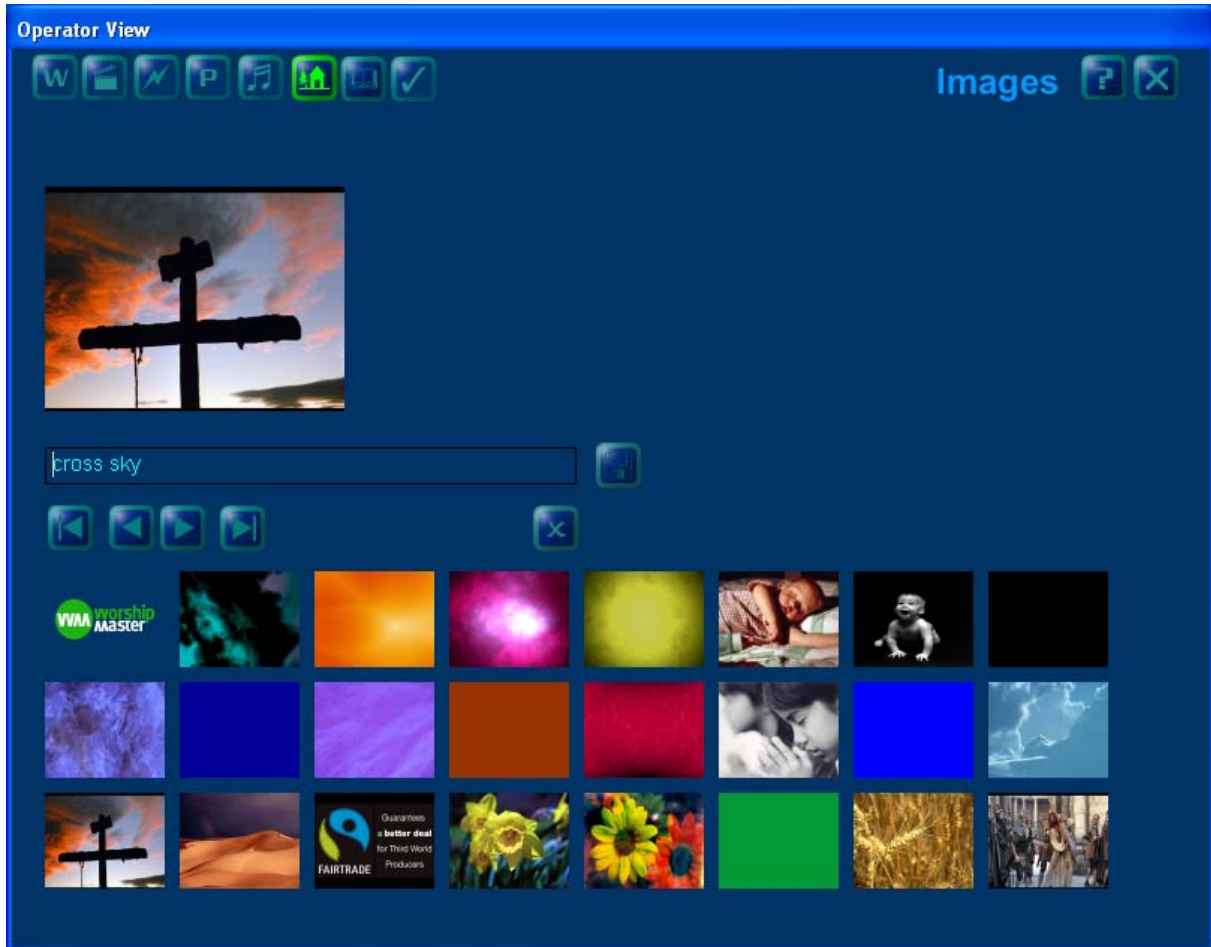


Fig12

The screen above (Fig 12) shows the layout of the Image Screen. The image library is viewed as a page of 16 items at a time. To change the page you are looking at use the following buttons:

	Go to previous page		Go to first page
	Go to next page		Go to last page
	Delete Image		


If you click on one of the thumb nails (images) it will appear in more definition in the **Preview Image Box** on the top left of the screen. (Any animated images will animate in this box)
Any keywords associated with the image are shown in the **Image Keyword Box** below it.

Worship Master Operator's Manual

***TIP: You can send an image/animation directly to you Running Order by holding down the CTRL key when clicking on a file in the Open File Dialogue Window
Double click and image to send to the Show Screen***

Worship Master Operator's Manual

The **Image Keyword Box** can be edited (make sure you put a space between each keyword).

To save any changes to the keyword(s), click the **Save** button. 

Adding Images and animations.

In order to add an image to the library, this is best done when the program is not running. Place any new image or animation (mov) file in the Images folder. The next time Worship Master is run it will pick up these new images/animations and add them to its library. (by default any new image is assigned keywords made up from the file name (ie: "Blue sky.bmp" will be assigned blue & sky keywords)

Numbers and some characters such as "_" are removed from the name before keywords are assigned.

Valid image and animation files are bmp, jpg, gif & mov.

Any images you intend to import are best resized to 800x600 or 1024x768.

Deleting Images and animations.

Click the **Delete Image** button to remove the Image from your PC.

Worship Master Operator's Manual

Bible

This is the section where you can select bible passages either to cut and paste into a Text element or send directly to the screen.



Fig 13

To search for a particular passage enter the Book starting chapter and verse and ending chapter and verse (i.e. Mark 9:1-10:3) which will return all text from Mark Chapter 9 verse 1 to Mark Chapter 10 verse 3. Hit the return key to activate the search.

The text will be returned and placed in bible edit window. This allows you to adjust the layout of the text in case you want to add extra line feeds for display purposes etc.

You can also select whether or not you want indexing on (Chapter & verse numbers) by clicking the **Indexing Button**.



Once you are happy with the way the passage is laid out you can then highlight all or just the section of text you want to show and send to the **Show Screen** by clicking the

Show Button.



Worship Master Operator's Manual

You can also use the standard formatting buttons at the top of the screen to control any texts you send to the **Show Screen**.

Worship Master comes with the King James Version of the bible installed with it. Other versions are available (i.e. New International Version) see www.worshipmaster.com for more details.

Options

Every time you run Worship Master it loads a series of settings / preferences into the system ready for your presentation. You can use the Options section to change these.

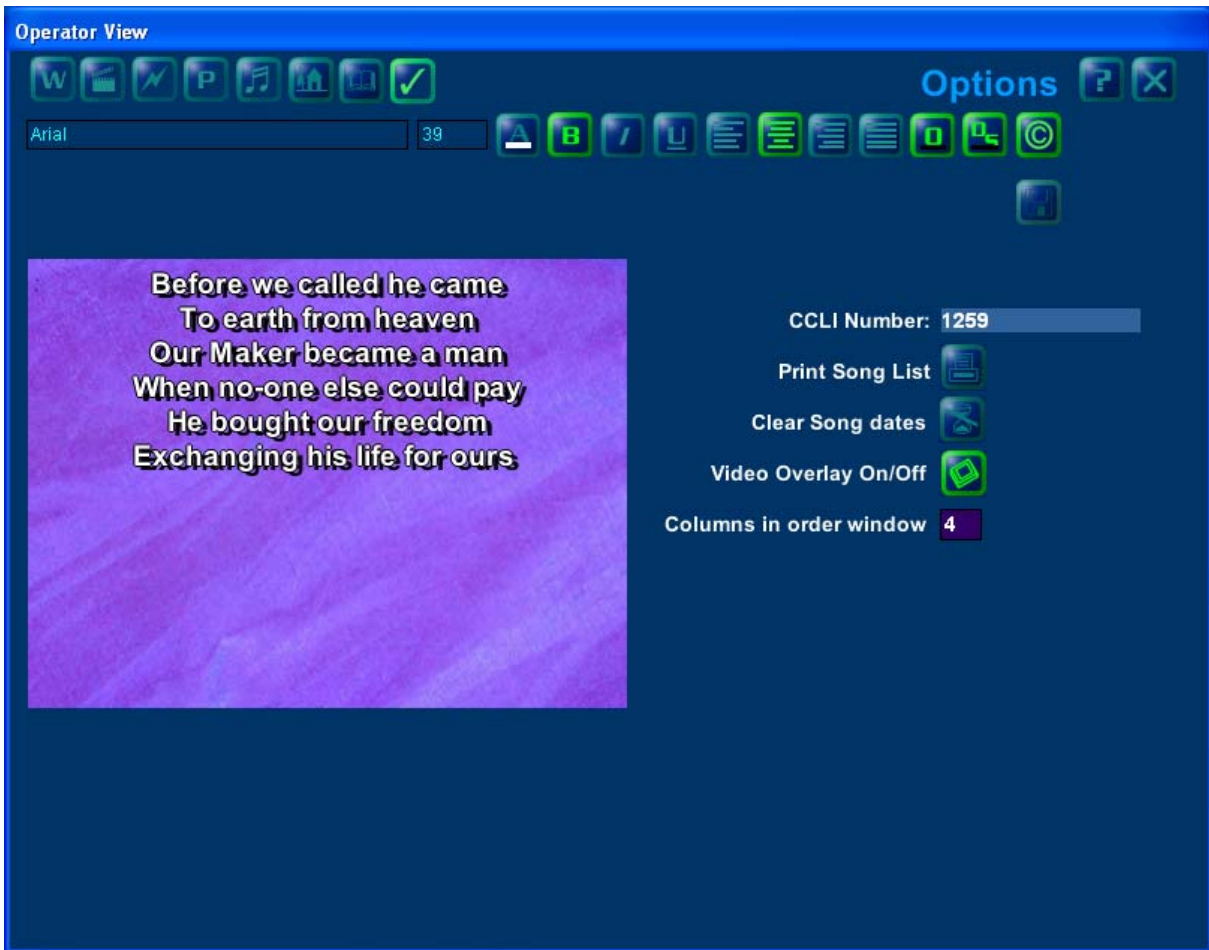


Fig 14

The preferences you can change are as follows:

All the default text formatting and font selection using the format buttons.

Copyright On / Off

Drop shadow On / Off and settings

Outline On / Off and settings

A preview of your current settings is shown on the Preview Screen (See Fig 14 above).

Worship Master Operator's Manual

CCLI Number: The one given to your church.

Clear Song Dates: Wipes and dates associated with songs and texts for sorting.

Video Overlay: This allows text to be shown over Videos when selected, but can cause slow down on lower spec machines.

Columns in Order Window: Specifies how wide want the Running Order Window (1-4 columns)

Print Song List: Print the entire song list to your printer.

Once you are happy with the settings use the **Save** button to save. Your new settings will be automatically loaded up whenever you launch Worship Master.