SHOWCASE™

FEATURES

- **Easy to use powerful and flexible programming environment creates and compiles ShowFlow™ scripts**
- **"Drag and Drop" and "Point and Click" features.**
- **Uses simple "script" files and GUI (graphic user interface) files to define look and functionality of show.**
- **Automates many tasks and provides easy text editing interface**
- **Even novice programmers can create complex shows and attractions.**

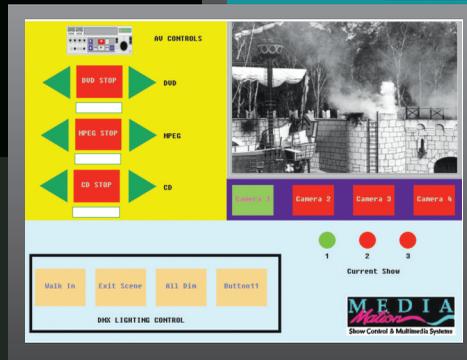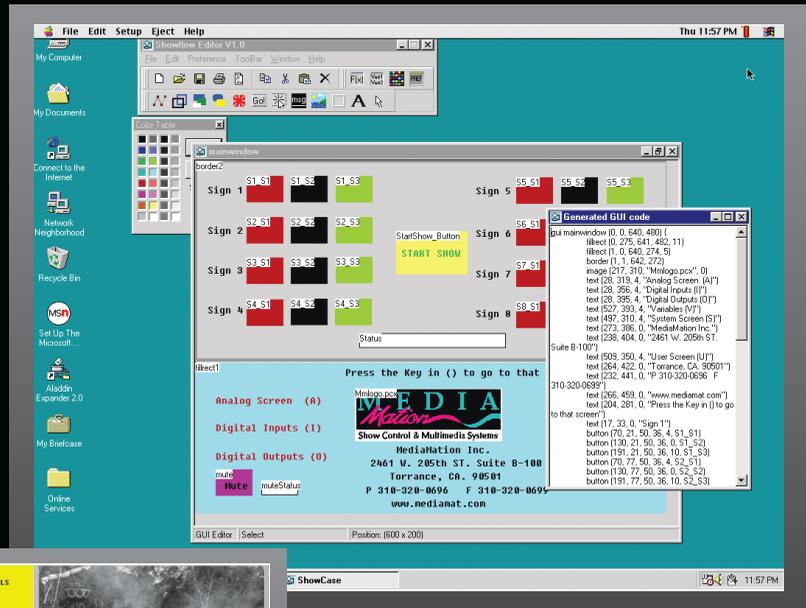## SHOWCASE™ COMPUTER ASSISTED SOFTWARE EDITOR

The ShowCase™ Editor is the companion software for our ShowFlow™ program. It provides an intuitive graphic user interface and multiple "helpers" to create scripts without getting bogged down with too much protocols and commands. Each step is a simple and straightforward command using plain text such as "set" and "clear". No arcane languages or deep programming techniques are needed to make shows and interfaces that look and act like custom programs created just for your project.

VARIABLE EDITOR

Create and label all of your devices, inputs, outputs, groups with plain text as well as define their characteristics and hardware assignments. Automated "wizard" helps you to create all your variables, as well as auto creation of multiple sequential variables such as digital outputs, etc.

GUI EDITOR

To create new GUI interface screens, simply drag the buttons, LED's, message boxes and images onto the page. Once placed, you can color them, name them and edit all their characteristics. When done, all your interactive on screen items are automatically added toyour variable list for access via the main Script.

SCRIPT EDITOR

Create as many scripts as you want to keep your project modular and organized. To create a Script, simply double click on a function to add it to the script and a pop-up window of the available paramaters automatically appears. Right mouse click provides a scrolling list of all the available functions, I/O's and variables that you will use to customize your scripts functionality. For those who prefer, you can also type directly into the editor or use a combination of both methods. The end result is an extremely easy to use, yet incredibly powerful and flexible programming environment with an extremely short learning curve. Within only a few hours, even non-programmers can start producing working programs.