

DSS-4K (HELP+)



Contents (Vers. 2025-07-03)

0. Preface
1. NEW (create a new slideshow)
 - 1.1. Normal variant
 - 1.2. Use of subfolders
 - 1.3. Using of OneDrive and other clouds
2. OPEN (reload an already existing slideshow)
3. SAVE (save a new or revised slideshow)
4. PLAY-mode
5. STORY (edit slideshow in storyboard)
 - 5.1. Select, move, remove files
 - 5.2. Capitel
 - 5.3. Preview
 - 5.4. Display duration, transition speed, transitions (effects)
 - 5.5. Zoom, rotation, frame, transparency, screen erase
 - 5.6. Videos
 - 5.7. Text input
 - 5.7.1. plain text
 - 5.7.2. multi-page text
 - 5.7.3. different formatting of individual lines
 - 5.7.4. border
 - 5.7.5. subtitles
 - 5.8. Credits
 - 5.8.1. normal text credits
 - 5.8.2. graphic credits
 - 5.9. Sound
 - 5.9.1. sound track-1 (background music)
 - 5.9.2. sound track-2 (commentary-effect track)
 - 5.10. RESET+
6. Quick-Sort
7. Full-Screen-View
8. additional apps
9. PREFS (Preferences)
 - 9.1. general settings
 - 9.2. Styles
10. EXPORT/RESIZE (export slideshows, reduce MEGAPIXEL)
11. VIDEO-CREATION
12. COLORS (color settings)



I would also be happy to show you the functions online: <https://ht-mm.de/en/actual-info.php>

0. Preface

DSS-4K is specially designed to display a larger number of vacation photos, mixed with video sequences if necessary. Of course, the program is also suitable for presentations of birthday, wedding, ... photos. For artistic presentations there are a special mode.

The program is based on professional travel slideshows! In contrast to videos (which are also possible), the content can be presented interactively live.

Holding the CTRL-Key when starting the program resets the program and all messages are displayed again.

Features:

- DSS-4K is extremely fast!
Even 4K slideshows with hundreds of photos are instantaneously playable.
- all photos and videos are shown in absolute original quality!
- mixing photos and videos is unproblematic.
- during pauses the background music continues to play in (adjustable) reduced volume, so that there are no hard breaks.
- besides the automatic mode (with individually possible influence), a fully manual control of the slideshow is also possible..
- changes are completely unproblematic and can be done without any re-rendering in a very short time.
- videos can be easily created with current hardware by live recording of a slideshow in real time and very good quality.

New:

- the TRIAL-Version can play slideshows of the full version without watermark
- 365-day version for 3,99€ -> hold the SHIFT-Key when clicking on the buy button
- all other apps from HT-MM can be used free of charge together with the unlimited in time full version of DSS-4K!
 - EDPE (Easy-Direct-Photo-Editor)
 - LVRC (Lossles-Video-Rotate-Cut)
 - HEIC+ (HEIC-easy- Converter)[See bullet point 8.](#)

App-Info:

F12 -> display of the currently installed version, + ...

If an error occurs once:

DSS-4K works in principle very stable, nevertheless, due to the complexity of the program errors are not to be excluded 100%.

For this case, please send me corresponding information via my support address:

support@ht-mm.de!

1. NEW (create a new slideshow)



1.1. Normal-Variant

To do this, simply copy all photos, videos and possibly also the background music into a single folder. If this folder is then selected via the NEW button, the slideshow can be played almost instantly, even with hundreds of photos!

The sorting of the photos and videos is normally done alphabetically. In the preferences, however, this can be switched to a classification according to the creation time of the files.

This is especially recommended when using multiple cameras with different file names, but also when the photos and videos of a camera are named differently (see Preferences for more information).

Since this variant is somewhat slower, it should only be used if alphabetical sorting is not possible.

Note: Since this is a **folder selection, no files** are displayed!

Currently, some smartphones (e.g. i-Phones), but also normal cameras, use the **HEIC/HEIF** format for photos as standard.

The main advantage is the slightly lower memory requirement. On the other hand, these files also have considerable disadvantages (poorer compatibility, significantly longer loading times in Windows).

DSS-4K therefore converts **HEIC** photos to **JPG** immediately on import, the originals are moved to the originals subfolder [prerequisite -> installed **HEVC Video Extensions**] -> better of course to record in JPG straight away!

[for real HDR photos, often there is only one HDR mode, where several shots are combined into one normal, please use my app **HEIC-Converter+ to JPG-PNG-TIFF-GIF**]

*If photos/videos are copied directly from i-Phones to the Windows PC, **live photos** can also be read in depending on the settings [unfortunately these also have the MOV file extension of videos].*

*In addition to the normal **IMG....** files, some i-Phones also have a variant of the same file that begins with **IMG E!***

Both variants can be automatically suppressed when reading in → PRESETTINGS

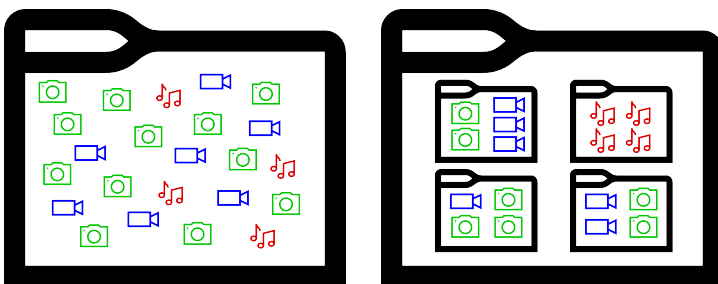
1.2. Use of subfolders

This variant is recommended for somewhat larger projects.

To do this, you must first create a main folder and thematically structured subfolders (with the corresponding photos and videos) in Windows Explorer.

When selecting the main folder, a so-called empty slideshow is created first.

The media files can then be added (e.g. chapter by chapter) in the storyboard.



1.3. Using of OneDrive and other clouds

As of version 3.2.8, new slideshows can no longer be created directly on OneDrive.

Due to the longer access times, the creation of thumbnails in particular is severely restricted.

It is recommended to either use local folders or, if the slideshow is to be used from different locations, to copy the slideshow folder to OneDrive only after it has been completed. It is of course also possible to export the finished slideshow to OneDrive. Of course, this also applies to all similar clouds!

2. OPEN (reload an already existing slideshow)



Simply open the relevant slideshow using the OPEN button. If it has not been used for a long time, the current slideshow folder [or better still the entire drive] may have to be selected again to obtain the necessary access rights.

3. SAVE (save a new or revised slideshow)



Always save to the main folder of the slideshow. This ensures that the entire slideshow can be easily backed up to an external hard drive, via copy the complete folder.

In contrast to a video, DSS-4K requires very little memory to save a slideshow, so that several variants of a slideshow can be saved without any problems.

The original files require the actual memory. But even this value is generally well below that of a comparable video!

Since DSS-4K does not allow backward steps when editing in the storyboard, it is advisable to create backup copies from time to time using the F9 function key. These can then be called up again from the backup subfolder at any time if required.

After finishing the slideshow, this folder can be easily deleted.

Finally, the slideshow can be exported with various options to a new folder, which will then contain only all the files that are really needed (see [10. EXPORT](#)).

Additional info:

The slideshow files with the file extension .s4k are actually simple text files that describe the sequence of the slideshow. So you can open them e.g. with a normal text editor, the content is of course only limited understandable without appropriate background information.

1000 slideshow files need about just the storage space of a normal photo!

4. PLAY - mode

The play mode is next to the extreme speed and the excellent quality probably one of the main advantages of DSS-4K compared to a video!

Although it is also very easy to intervene in the slideshow sequence in auto-play mode, the fully manual control allows you to respond to your audience in a special way and thus make the sequence lively and interesting.

A normal wireless mouse is recommended, but the use of a presenter is also supported.

Attention:

Normally the display is always in 16:9 format (on deviating screens in an appropriate letterbox) and the files are played in sequence.

With control keys held by pressing PLAY, however:

- +CTRL -> the **current screen** is used (e.g. 4:3)
- +SHIFT -> a **random playback** is made (can also be switched on in the presets)

In PLAY mode:

- **pause (on/off):** *left mouse button or space bar*
- **next:** *automatically by time or mouse wheel down (or right cursor key)*
- **back:** *mouse wheel up (or left cursor key) -> automatic **pause***
- **zoom:** *middle mouse button (mouse wheel, move possible, **continue** with right mouse button)*
- **Google Maps:** *for photos or videos with geo-information there is a globe next to the back-button, which takes you directly to the location where the photo was taken)*
- **end slideshow :** **ESC, Back-Button** or **hold left mouse button for approx. 1,5s**



Quick-Navigation:

show scroll-viewer: *right mouse button*

normal mode: *Cursor on scroll viewer (mouse wheel)*

+/- 5 files: *Cursor under scroll viewer (mouse wheel)*

+/- capitel: *Cursor above scroll viewer (mouse wheel)*

Touch-Devices:

- upper screen half -> **PAUSE**
- under screen half -> **SCROLLVIEWER**

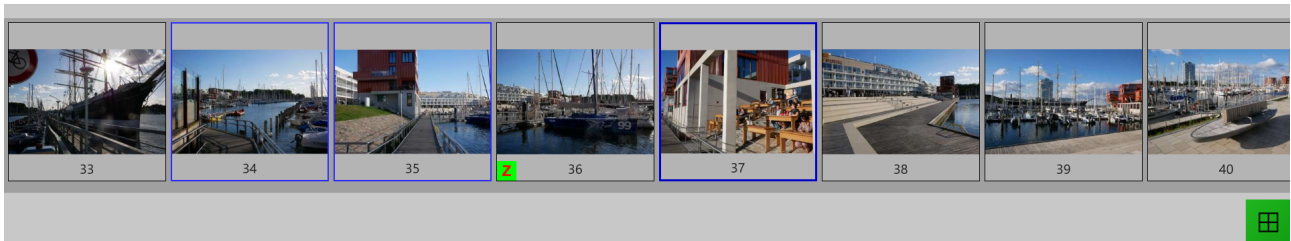
Random-Function: see PREFERENCES

5. STORY (edit slideshow in storyboard)



Attention: When making changes to a file (zoom, frame, text, sound, ...) do not forget to **SAVE!**

5.1. Select, move, remove files



Mark:

- to mark a photo or video, simply click on the relevant thumbnail.
- hold CTRL key for further files.
- hold SHIFT key to mark a whole area (starting from the last dark blue mark).
- to delete individual markers, click again on the thumbnail in question.
- with ESC all markings are deleted.

Move:

- simply click with the left mouse button on the thumbnail (or the selected group) and move it to the new position (drag and drop) while holding the mouse button.
Paste is always done behind the target position (at the beginning just move the first file again).
- If the target is outside the visible area, then first select the file(s) to be moved, scroll to the target position and click on the target there with the ALT-Key held down.

Delete:

- highlight file(s) and press **DEL-Key** (files themselves are not deleted).
- a file can also be easily removed from the slideshow from the preview or in full screen mode with **DEL**.

Add:

Mark the insertion position and press the **A-Key** (add). Unlike the creation of a new slideshow, there is no folder selection, but a file selection (with multiselect option).

Duplicate

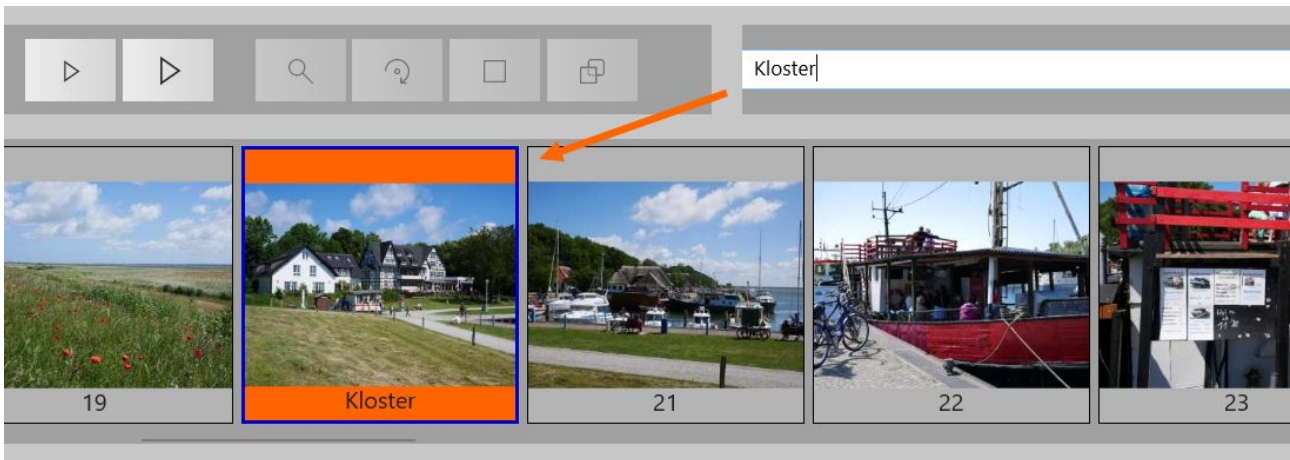
To duplicate a file, select it and click on the target with the CTRL+ALT-Keys held down. (Use to show the same video with a different section, for example).

more keyboard shortcuts:

- **I** -> **File-Info** in the Full-Screen-View
- **T** -> **Thumbnail** update (if this does not match with the preview)

5.2. Chapter

Chapters allow a particularly fast navigation within the slideshow in play mode.



- **Chapter entry** -> highlight file and **C-Key** (enter text + ENTER).
- **Delete chapter** -> mark file and **C-Key** (delete text + ENTER)
- **Hide chapter display** -> Chapters are marked with an orange background. However, this hides the yellow indicator for text, or the green one for sound.
With the function key **F12** the chapter display can therefore also be switched off or on again.

5.3. Preview

- * **right-click** on a **thumbnail** to open it in the **preview**
- * **right click** on the **preview** changes to **full-screen-view** (see 7.)



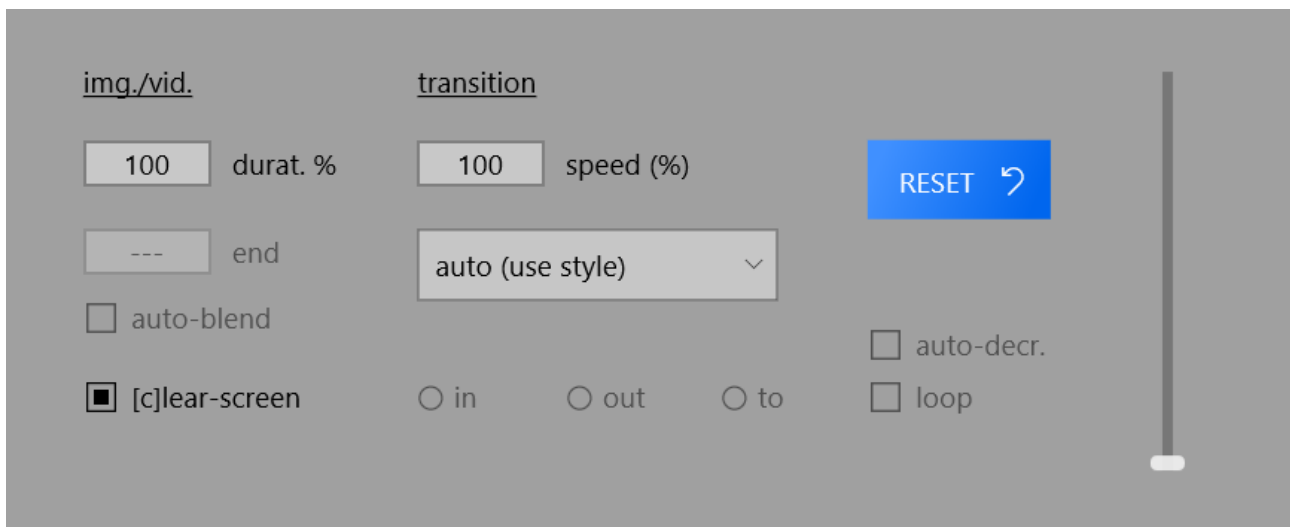
- 1.) - 4.) File change (also cursor keys **home, left, right, end**)
- 5.) PLAY (preview), 6.) PLAY (full screen) (cancel repeated click, ESC, right mouse click)
- 7.) - 10.) (**Zoom, Rotation, Frame, Transparency**)

info-area:

0004.JPG --- (4592*2584) --- 11/14/2018 4:12:20 PM +01:00
Camera: DMC-G81, F-Number: 5.6, Exposure-Time: 1/160, ISO: 200

- in the **info-area**, the most important **EXIF** data/file properties are displayed at the same time.
- if **Geo-Information** is available, the **Earth**-Button can be used to display the position on **Google Maps**

5.4. Display duration, transition speed, transitions (effects)



Duration (durat. %):

The **display duration** is set via the **duration** field. This is not an absolute value, but a relative value in relation to the basic display duration defined in the default settings. 100% thus corresponds to 6s in the normal case.

With a change of the default setting, the entire slideshow runs accordingly faster or slower.

The value is changed via the **mouse-wheel**. A click on the field leads to the **RESET** (100%). However, if the CTRL key is held down during this process, the value is set to 10000% and thus only switch automatically after 500s to the next image. Application, for example, for an opening screen with manual advancing.

At the transition **zoom** and from the transition **portrait+spot** a delay can be set by holding down the **D** key (**delay**), from when the zoom starts or the 2nd file is shown.

Transitions:

Normally, slideshows are first created automatically according to the set style, whereby some styles (marked with a *) works with intelligent random functions.

If instead of the transition-preselection **auto** a **specific** transition is selected, then independently of the current style this is used for the actual file.

The **transition-speed** between two files is set with the field **speed (%)**. Here too, a click leads to a RESET of 100%, but in case the CTRL-Key is held down to 1000%.

The **basic-transitions** are **fades** and **zooms**, which also use **color fades** in conjunction with clear-screen.

Otherwise there is a whole range of other (classic, but also somewhat crazy) slideshow transitions.

- **stretch** (pull apart in different directions)
- **slide** (slide, similar to a classic slide projector)
- **rotation** (rotate and zoom in)
- **fly** (fly in)
- ...

Zoom (Ken-Burns):

With the selection **zoom** the actual transition starts with a **cross-fade**. The rest of the time there is a continuous **zoom** process, or with additional pans a so called **Ken-Burns** effect.

The first and second options allow you to zoom **into** or **out** of the image centrally.

In addition to the display duration, the speed can also be set here. All other parameters, such as the relevant section, are predefined.

Towards the end, the process slows down more and more, but this is hardly visible with the normal display duration [6s]. With full manual control, however, this avoids zooming too deeply into a photo or having the zoom process stop suddenly.

With the third option **from - to**, free **pans** and **ken-burns** effects can be defined.

To switch between the initial [**from**] and final [**to**] state, click repeatedly on the 3rd option button!

At a **speed** of exactly 100%, the zoom or ken-burns effect happens at a constant speed and before the end state, the program fades to the next file.

At speeds of more than 100%, the photo then remains more or less long as a still image.

Waiting time (Delay):

By pressing the key **D** the field duration changes to **delay**.

With the mouse wheel you can now set a **delay time** [ms] for the start of the zoom process.

Maximum adjustable is 5s (5000ms). A click on the field resets to 0ms.



General note on the manual definition of transitions:

A manual definition of transitions has the advantage that the slideshow runs exactly as you have personally imagined it. This is especially useful when a **video** is to be created. In this case it is recommended to set **fade-only** as the basic style. Hard cuts **cut** are certainly more current, but the order of the photos/videos must be thought through more carefully, because content that does not fit together in terms of design is much more noticeable.

The default setting **auto (use style)** has the advantage, that the random functions of some styles can be used and you can also change the basic style at any time. This keeps a slideshow more interesting even when viewed several times.

If necessary, manually defined transitions can also be deleted for the entire slideshow (see [5.10. RESET+](#)).

Further notes on STYLES under [9. PREFS \(Preferences\)](#)

Special transitions:

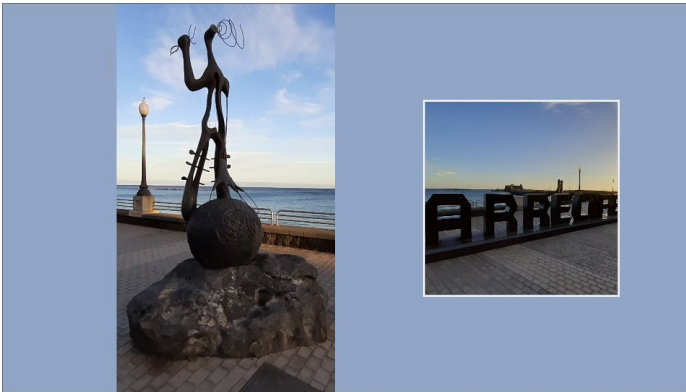
The last group are actually not pure transitions, but special collages using either the mirror image or a second photo (especially for portrait photos, but also square formats).

Selection of the second photo with a **right-click** on the respective field or also with a **right-click** and held **CTRL**-Key on another file in the scroll viewer.

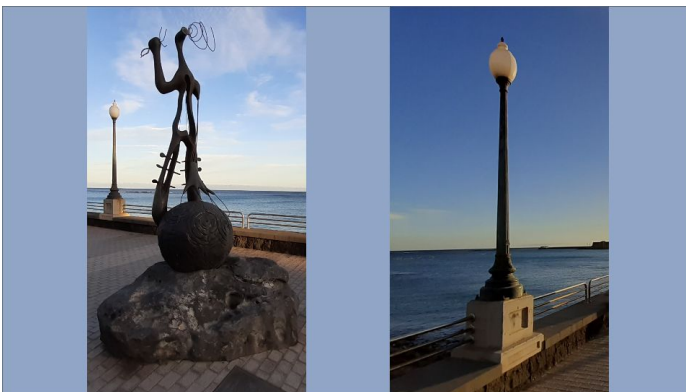
Switching between **rectangular/square** to **oval/round** is done with the **SHIFT**-Key.

Similar to zoom, a **delay-time** can be set by holding down the **D**-Key (delay), but here for the fade-in of the second file.

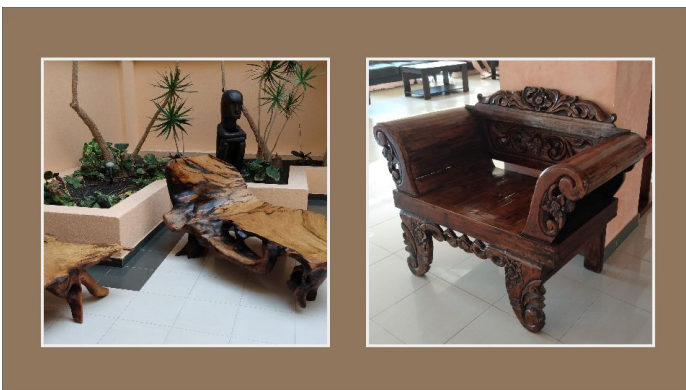
Example portrait + spot (the spot can also be without frame or round [SHIFT-Key])



Example portrait + portrait (also reduced, with frame or oval [SHIFT-Key])

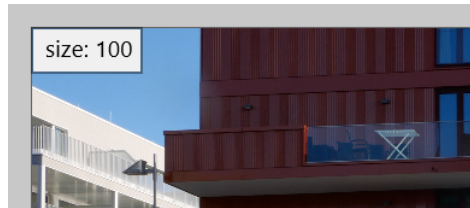
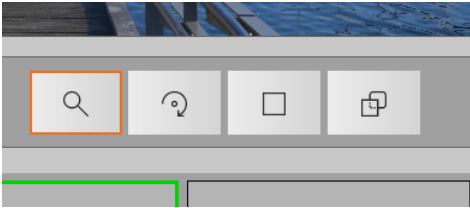


Example square + square (also without frame or round [SHIFT-Key])



5.5. Zoom, rotation, frame, transparency, screen erase

To do this, first open the file by right-clicking on the thumbnail.



Select the desired function via the option buttons and set the corresponding value with the mouse wheel.

Attention, the mouse pointer must be in the preview window!

By holding down the **CTRL** key, a **fine adjustment** is possible.

- **repeated click** on an already selected function **resets** it to the default value
- **F2** (on/off) the respective value is also **displayed numerically**
- **left mouse button** move photos/videos to the desired position
- **CTRL + Cursor-Keys** → **fine moving**

Shortcuts:

- Key **a** (auto) resets all formatting, the zoom is set automatically.
 - auto-fill → ON → to a picture loss of max. 25% → **fill**
(at 4:3 images it is very easy to select an optimal image section by shifting vertically)
 - auto-fill → OFF → **fit**
- Key **a** (auto) with held **l**-Key (portrait photos are shifted slightly to left)
- Key **a** (auto) with held **r**-Key (portrait photos are shifted slightly to right)
- **f** -> (fit) the photo/video will be fitted.
- **F** -> (fill) with additional held shift key the screen will be filled up
- **x** -> move is only possible horizontally
- **y** -> move is only possible vertically.
- **F5** -> copy zoom, rotation, frame, transparency and position
- **F6** -> with F5 copied properties are transferred to another file

Frames (general):

Frames get a slightly darkened white by default (#FFEEEEEE -> actually light gray).

With a left-click on the color preview field, the color-setter is opened, with which the hue including transparency can be easily adjusted.

Right-Click -> **Reset** to #FFEEEEEE

Of course, the colors can also be selected directly from the corresponding color fields and color gradients.

Besides gradients and so-called image brushes, where a second image file is used for filling, the hue can also be picked from the image content.

More detailed information on this can be found in the special chapter: [Colors](#)

Special frames (auto-border)

If image brushes are used with frames, the fill image must either be a filled area or, if a picture frame is used, the format must largely match the photo.

This is different with auto-borders, where the image is automatically inserted into the free image area.

However, since parts of the image that deviate from the format must of course be covered, the photo (or its central section) should nevertheless roughly match the format of the picture frame.

EDPE is ideally suited for possible cutting.

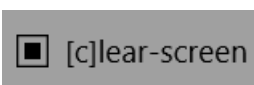


Reference:

The auto-borders available on <https://dss-4k.de/Resources.html> are specially prepared graphics from:



Thanks to this website and especially of course to the authors of the graphics!



Clear-Screen (erase screen):

In the **automatic mode** shown, DSS-4K automatically clears the screen if the new photo or video does not fill the entire screen.

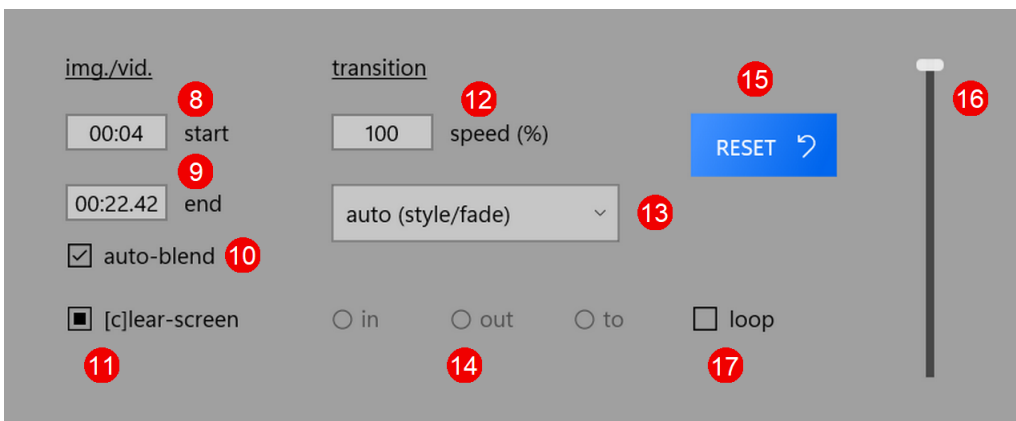
The color tone is also automatically obtained from the image content and is thus usually very suitable for it. Of course, manual adjustment options are available here as well.

In some cases, e.g. if a detail view is to be loaded onto an already existing photo, cls can also be **switched off**.

Conversely, for design reasons it is often useful to use a color fade as a separation from previous image content, so that **CLS** can also be forcibly **switched on**.

As with fades, all other transitions can be combined with a **color-blend!**

5.6. Videos



Videos can be cut at the beginning and end:

[only the relevant excerpt is shown, for **real lossless shortening** see 8.])

- 1) right-click → FULL-SCREEN, mouse wheel → rotation in 45° steps
- 2./4.) start/end marker → can be moved directly with the mouse
- 3.) current video position → can be moved directly
- 5./7.) click → RESET from start/end-position. mouse-wheel → move start/end marker
- 6) mouse-wheel → move current video position
- 8./9.) start/end-position → click → RESET, mouse-wheel → move start/end marker
- 10) auto-fade → 2s before the end marker, the fade to the next file is started
- 11) screen-clearing (auto/off/on), auto -> screen clearing, if the video is not format-filling
- 12) relative speed for current transition
- 13) current transition from previous display → auto → automatic definition according to STYLE
- 14) zoom-mode → deactivated for videos
- 15.) RESET to default values, right mouse button → switch from (16) to slow motion, ...
- 16.) current video-volume/playback-speed
- 17) continuous loop (e.g. for see-surf at the start of the slideshow → manual switching to next file)

mouse-wheel-settings: +CTRL → finer, +SHIFT → very fine

F2 → display of zoom, rotation, border, transparency

F3 → Hiding the 'transport control', e.g. for screenshot in full screen-view



5.7.1. Normal text

Text is always inserted into the separate **input field**.

Font size, rotation and **frame** are set with the **mouse wheel** (cursor in the preview window), just like in photos. For distance frame/text -> hold **SHIFT** key. (+**STRG** -> fine adjustment).

Since fonts are often vertically asymmetric, text can also be moved vertically with the cursor keys.

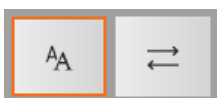
CTRL + Cursor-Keys → general **fine moving**, otherwise normally with the mouse.

As with photos, the display **duration** is set via the **duration** field. Again, a click on the field leads to a RESET to 100%.

To avoid having to wait too long for the text, it is recommended to set the display time of the photo to approx. 20%.

The **default font color** is a slightly transparent white (#E8FFFF), which is of course also freely selectable.

In addition to solid colors, color gradients and image brushes are also possible for texts (see color-setter).



fonts-/transition-selection

Options-Buttons r/h/v

In the default setting (**r**) text is provided with a **rectangular** background, (**h**) switches on a **horizontal** bar (so-called belly band) and (**v**) a **vertical** bar.

Text-Page on Color-Panel

Mark previous thumbnail and press A (add) key while holding CTRL key!

Set background via IMAGE cls (clear-screen -> clear screen).

At the beginning of the slideshow move Thumbnail-1 behind the text.

Copying text properties

The cursor must not be in the text input field!

Function key F5 → at another position → press F6!

[holding down the CTRL key also transfers the position]

5.7.2. multi-page text



With these buttons you can scroll through multi-page text.

- to create a new page or to delete (**DEL**) an already existing page hold the **shift-key!**
- **fix** -> the current page is displayed together with the following one!
With CTRL key held down while advancing ->, the current page is also not deleted in the **draft-view** (only for orientation of the text position in the new text page)!

5.7.3. different formatting of individual lines

This was originally not intended for DSS-4K and is therefore currently only possible via **additional formatting specifications** before/after the actual text to be displayed.

Looks more complicated than it is, just give it a try!

with prefixed formatting string:

e.g.: **55iubm#Hello World** (the order of the entries does not matter)

- **55** -> 55% font size
- **i** -> italic
- **u** -> underline
- **b** -> bold
- **m** -> memory (Formatting is also used for subsequent lines), **n** cancel memory (normal processing is resumed.)

with additional trailing formatting string: (the text must be preceded by at least #)

In each line a specific definition of **font color** and **font** is possible, in the **first line** an exact **numerical positioning** can be made additionally. This allows text to be placed exactly in the same position over several pages or, e.g. for a step-by-step enumeration, also exactly below each other!

z.B. **#Sun#ffffff00#Segoe Script#140#280**

- **#** (presented hash and no additional formatting information)
- **Sun** (the actual text)
- **#ffffff00** (the text color in hexadecimal notation, as it is also displayed in the color-setter)
- **#Segoe Script** (font)
- **#140** (horizontal Position -> 14%)
- **#280** (vertical Position -> 28%)

5.7.4. border

Frames can be placed around a text in the same way as for photos and videos. Since with different fonts the text is not centered, it can be moved vertically within the frame with the cursor keys (+**SHIFT** -> RESET)

5.7.5. subtitles

- switching is done with the checkbox **sub-title**.
- Sub-titles are displayed in the lower right corner of the screen.
- the formatting of the text is restricted for subtitles and applies to the entire slideshow.
- subtitle pages can be freely combined with normal text pages.
- the **subtitle format** (size, colors, ...) can be changed.
(KEY **a** (auto) **RESET** to default format [Cursor not in the input field!])

5.8. Credits

5.8.1 normal text credits

With the last transition available for texts **movie-credits** very smoothly running credits are possible.

- the background can be adjusted in hue and transparency with the color picker.
- a **horizontal shift** is possible (with the key **a** (auto) it is **centered** again).
- since only a section is visible on the screen in the design view, this can be moved vertically with the cursor keys **up** and **down**!



[example for download](#)

5.8.2 graphic credits

With the transition movie-credits a graphic credits is possible, i.e. text can be shifted over the screen mixed with photos/graphics.

But this is **not done via the text input!**

For this purpose, a preferably png graphic is to be created with a suitable photo/graphics program.

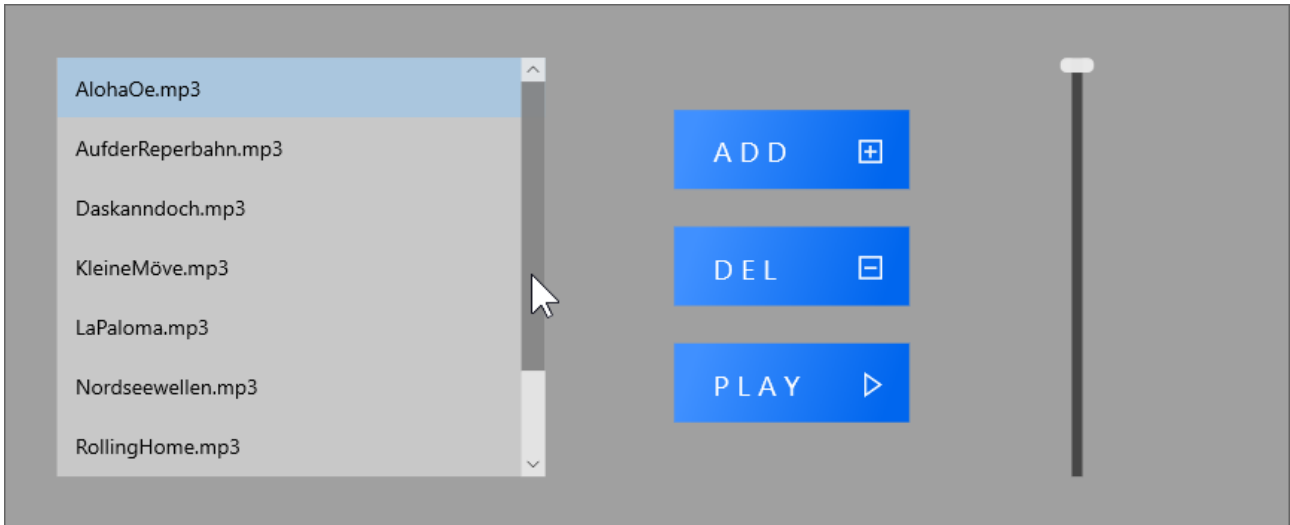
The width should correspond approximately to the planned display width on a full-HD screen, the height is then of course dependent on content.



[example for download](#)

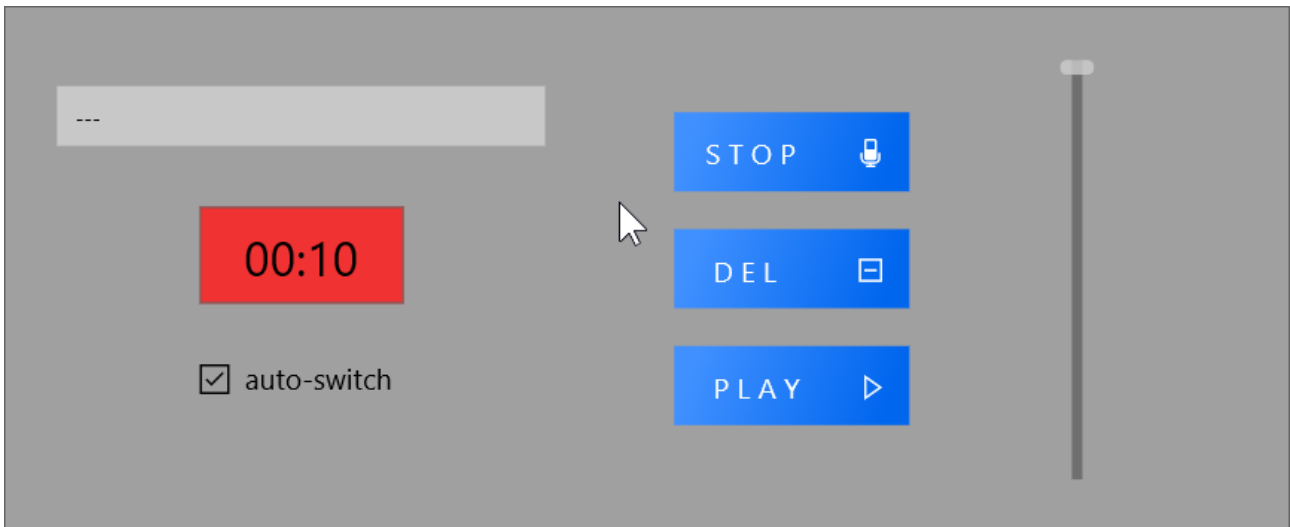
5.9. Sound

5.9.1 sound track-1 (background music)



- Supported sound formats: **mp3, wma, m4a, wav, aac, ac3, ogg, flac** (if you miss something, please mail to support@ht-mm.de).
- If there are already sound files in the main folder of the slideshow, they will be **placed at the beginning** and **played in order**.
- However, background music can also be added later at any place, e.g. at a thematically new chapter.
- Sound files that are outside the slideshow folder will be copied into it.
- titles can be moved within the list by **drag and drop**.
- If no title is specified, only the volume of the background music for the current file is changed
In addition, the volume of the background music for videos is automatically lowered according to the central settings [generally to 0%] → however, this can also be switched off for each video → **see 5.6**
- to preview without stopping the current track, just click on another sound file!

5.9.2 sound track-2 (commentary-effect track)



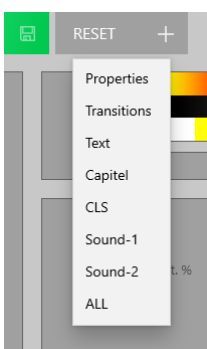
If you hold the **CTRL** key while clicking on the **sound button**, you will get to the **Sound-2** window. Here you can insert any sound files (e.g. ocean noise, airplane noise, ...).

By pressing the **CTRL** key, the **ADD** button changes to **REC** and it can now be used to make direct **microphone recordings**.

Auto-Switch:

- **off** -> the sound will be played until the end (or until the next photo/video). If the sound is not finished until the change to the next photo/video and should continue to run, then simply insert it again in the next files (but the file will not be started a second time under the same name).
- **on** -> the sound is played to the end and then automatically switched to the next photo/video.
- **tri-state** -> the file will be played in a loop until the next photo/video is called manually (e.g. ocean noise, birds chirping, ...).

5.10. RESET+



With this option, individual settings for the **entire slideshow** can be deleted.

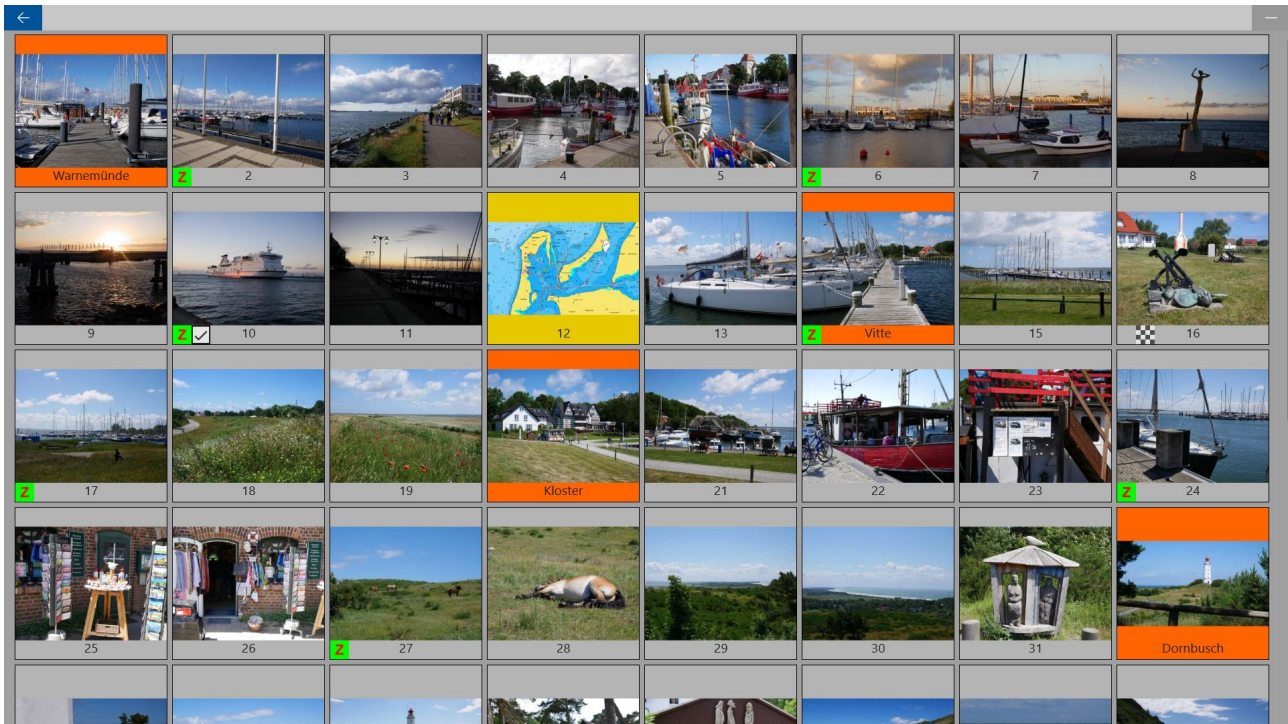
After deleting **Transitions**, the slideshow will then, for example, only process the set **STYLE** again.

Properties resets all properties that are not listed separately here (*Zoom, Rotation, Frame, Transparency, Position, Duration, ...*).

6. Quick-Sort



You can access the quicksort view by clicking the green square button in the lower right corner of the storyboard.



Here you have a particularly good overview of the entire slideshow.

Selecting, moving, removing as well as **adding** and **duplicating** work just like in the **storyboard**.

- hold down the **CTRL** key and use the mouse wheel to **adjust the size** of the thumbnails
- **right-click** on a thumbnail to go directly to the **full-screen-view**

7. Full-Screen-View



In **full-screen-mode**, the effect of **photos**, **videos** and **texts** can be assessed particularly well, since the display corresponds exactly to the final slideshow.

Even **without the toolbar**, a 4:3 shot, for example, can be **shifted** vertically or **zoomed** into with the mouse wheel (to **save** it, however, it must then be called up)!

basic functions:

- go back -> **ESC**, **Back-Button**, **RMT** (right mouse button)
- show the **Toolbar** -> move the cursor to the left or right **edge** of the screen
- **hide** with **RMT** or **ESC**
- **change file** with the cursor keys **left**, **right**, **home** and **end**
(or the corresponding buttons in the lower corners of the screen)
- **remove** file with **DEL**
- adjust **Zoom**, **Rotation**, **Border** and **Transparency** with the **mouse wheel** (+CTRL finer)
- **repeated click** on a selection button -> **RESET** of the respective value
- **a** auto, **f** -> fit, **F** -> FILL
- **LMT** -> **move** (with hold key x only horizontal, y only vertical)

advanced functions:

- **c** -> **cls** (clear-screen) [on/off]
- **i** -> **File-Info**
- **F2** -> **show/hide** INFO-field; [Back-Button, Minimize-Button]
- **F3** -> **Transport-Control** (Videos) [on/off]
- **ENTER** -> **PLAY** (from current position)
- **s** -> **solid-color** , **g** -> **gradient-color** [calling the color-setter]

8. Additional Apps

All other apps from HT-MM can be used together with DSS-4K free of charge as a full version.

- to do this, press **CTRL+F12** on the main screen of DSS-4K → a special key is placed on the clipboard.
- then also paste this into EDPE/LVRC/HEIC with **CTRL+F12**!

EDPE (Easy-Direct-Photo-Editor)

Normally, DSS-4K always shows the photos as original. In some exceptional cases, however, a permanent correction to the photos is necessary:

- **corizon correction for portrait format photos.**
[correction in DSS4K not possible, as the slanted side edges remain visible even when zoomed in]
- **corizon correction for landscape format photos**, if the photos are to be exported, for example.
- **clippings** (e.g. for special transition **spot, portrait+portrait, square+square**, ...).
- corrections of **brightness, contrast, color saturation, hue** or **gamma**.
- conversion to **B/W, sepia** and **vintage**
- batch conversion to reduce the resolution of extremely large photo files

Usage:

- open the photo in **DSS-4K**
- Press **F4**-key -> acoustic signal
- switch to **EDPE**
- press **F4** here too -> the photo will be loaded automatically
- edit and **save** photo in EDPE
- switch back to **DSS-4K** (image view and thumbnail are updated automatically)

LVRC (Lossless-Video-Rotate-Cut)

Normally, a video in DSS-4K does not really need to be shortened, only the relevant section is shown.

Advantages of direct editing:

- saves storage space
- faster loading
- shortened length can also be used for other purposes

The program is similar to EDPE, but has no other correction options than:

- rotation of the video in 90° steps
- shortening from the beginning/end

The latter function can also be done directly from DSS-4K with the additional tool 4K++ [which is also used by LVRC]! [F12 → Download via the MS Store]

Alternatively, all videos can be sorted-out/trimmed with LVRC before importing into DSS-4K!

Usage:

- start **4K++**
- set in DSS-4K **start/end**-points
- press **F4**

If videos that have not really been shortened in an existing slideshow and are now to be cut directly → dont forget to **SAVE** the entire slideshow!

HEIC+ (HEIC-easy-Converter)

As already briefly explained under NEW, **JPG** files are preferable to this more modern format, especially for real LIVE slideshows, due to their significantly shorter loading times.

In contrast to EDPE, HEIC+ can also perform this conversion without an installed HEVC video extension and also convert real HDR photos to JPG, but the conversion with EDPE is even less lossy [contrary to some claims, completely lossless is not possible in principle]!

9. PREFS (Preferences)



General settings:

- **photo-duration:** general display time of photos in seconds (max. 12s). The value can be adjusted in the storyboard individually for each file.
- **music-volume (%):** static volume reduction of background music (preset 50%)
-> improves the intelligibility of videos (videos have 100%, but often a low level).
- **audio-2:** the 2nd sound track can be used, e.g. for:
 - * comments
 - * one-time sounds (e.g. airplane)
 - * sounds in a loop (e.g. birds chirping, sea noise, ...).
- **auto-play:** the slideshow will be played automatically according to the set duration, but it can still be switched on with the mouse wheel (or the keyboard -> **left, right, pageup, pagedown**) even before. The manual mode of course offers the best control for a live slideshow.
- **auto-fill:** Display photos as full as possible by zooming in.
As this naturally results in a loss of image content, this is only carried out up to 4:3 in landscape format, with the same amount cut off at the top and bottom.
However, [in contrast to a 16:9 shot] you can very easily define an optimal 16:9 section in the storyboard by moving it vertically.
Individually customizable for each file in the storyboard: **f**-Key (**fit**), **F** (**fill**) or set zoom manually.
- **art-mode:** the settings of the first file are used for all photos [e.g. zoom = 80%, thin white frame].
The recommended STYLE is fade-only [or set transition in the first file].
- **color-nr.0:**
OFF -> the color tone for screen clearing is automatically obtained from the image content, which therefore matches it [but can be changed individually for each file in the storyboard]
ON -> the CLS color of the first file [FF808080] is used for all images, which of course can also be set manually.
- **loop:** the slideshow runs in a continuous loop.
- **random:** The slideshow is played in random order. Only the background music of the first file is used.
This setting will not be applied permanently.

All settings from here on are general and are not saved with the slideshow!

- **music at pause (%):** Volume reduction of background music during pauses [30%], you can talk about the shown content without a hard break.
- **ext. record:** record videos with external [recording tools](#)
- **help (EN/DE):** language for messages and help, interface always (in plain) english!
- **no-live-photos:** suppression of **Live-Photos** → see point 1.1
[since all MOV files must be tested -> slower -> only switch on if necessary]
- **no-IMG_E...:** suppression of **IMG_E...** files → see point 1.1
- **sort-time:** Files are categorized according to the creation time. This option enables the use of multiple cameras with different image numbering.
It becomes critical when changing the time zone. Smartphones, for example, set their clocks automatically, which is not necessarily a good thing in this respect, as newer recordings may be sorted before older photos/videos.
Added to this is the different behavior of photos [local time] and videos [UTC] and the inconsistent implementation of standards/recommendations by device manufacturers!

STYLES:

Styles have a decisive influence on the **basic appearance** of a slideshow.

Default is **soft(3)**, for manual post-processing **fade-only** is recommended.

Prefixed **asterisks** indicate the use of intelligent **random functions**, whereby the same slideshow always appears slightly different and thus remains interesting even when viewed several times.

Theoretically, you can set a different style at any time before playback.

If you prefer to design the slideshow yourself, you should use the neutral basic styles **fade-only** or **cut**.

All changes to the presets generally only affect the **current** slideshow.

With the buttons **PREFS** and **STYLE** the settings concerned can be saved separately for future slideshows.

The **RESET** button resets all fields of this panel to the **default settings**.

The screenshot displays two main panels: 'PREFERENCES' and 'STYLES'. The 'PREFERENCES' panel on the left contains five sliders and five toggle switches. The sliders are labeled: 'duration (s)', 'vol.-sound1 (%)', 'decr.-pause (%)', 'decr.-videos (%)', and 'auto-resize'. The toggle switches are labeled: 'auto-play', 'auto-fill', 'auto-color', and 'subtitle'. The 'STYLES' panel on the right lists seven style options, with the fourth option, '04 *soft(3): Blende+Farbblende+Zoom', highlighted in blue. To the right of the 'STYLES' panel are three blue buttons: 'PREFS' with a save icon, 'STYLE' with a save icon, and 'RESET' with a circular arrow icon.

PREFERENCES

- duration (s)
- vol.-sound1 (%)
- decr.-pause (%)
- decr.-videos (%)
- auto-resize
- auto-play
- auto-fill
- auto-color
- subtitle

STYLES

- 00 cut:
Hartschnitt
- 01 fade-only:
Blende
- 02 *soft(1):
Blende+Farbblende
- 03 *soft(2):
*Blende+Zoom
- 04 *soft(3):
Blende+Farbblende+Zoom**
- 05 *soft(4):
Blende+Farbblende+KenBurns
- 06 zoom(in):
zentrales langsames zoomen
- 07 ken-burns(1):
Zoom(in): Schwank

PREFS

STYLE

RESET

10. EXPORT (export slideshows)



Only the files that are really in the slideshow will be copied to a new folder!

Options:

- **ren. upwards:** -> Files are renumbered in ascending order, so that they are displayed in the correct order, e.g. during direct playback on a TV via a USB stick.
- **ren. downwards:** -> Files are renumbered in descending order, so that they are displayed in the correct order, e.g. in an Android smartphone slideshow.
- **add name** -> the old file name will be added to the new numbering!

11. Video-Creation:

DSS-4K cannot export videos directly, but these can be created in very good quality by recording a live slideshow.

Normally, the recording function integrated in Windows is used for this, which is also used by the **MS-game-bar** and also adopts its settings.

This function requires suitable hardware and can therefore not be guaranteed!

In general, however, recording full HD (**1080p/60fps**) is unproblematic.

Although this is the easiest way to create videos, external recording tools can achieve significantly better results with suitable hardware [including 4K in real time]!

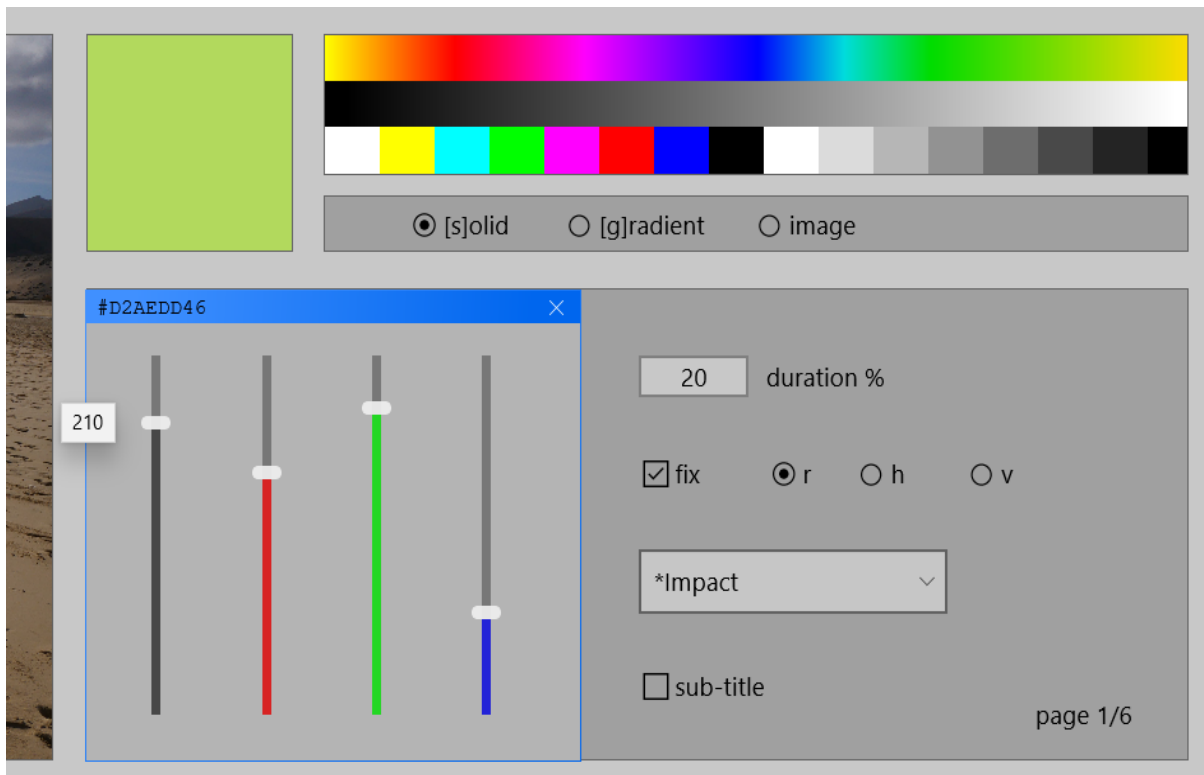
In addition to the special recording tools from the graphics card manufacturers **Nvidia** and **AMD**, it can only be recommend the free OBS tool.

more information

<https://dss-4k.de/en/video.html>

or simply click the **Video ?** button in the program [EXPORT]!

12. COLORS (color settings)



Background colors for photos are automatically obtained from the image content by default, predefined colors are initially used for frames and texts.

Of course, these can also be set or adjusted individually. In addition, it is possible to pick colors manually from the image content.

From **solid colors [s]olid** a **gradient** of the color tone can be created automatically by clicking on **[g]rad**. Otherwise, **photos/graphics (image)** can also be used as fill.

As is common with computers and websites, the storage is in hexadecimal format (16 digits). The decimal digits 0-9 are supplemented by A (10) to F (15).

With a two-digit hexadecimal number (which can be stored in the computer with a byte), 256 states can thus be defined (0-255).

The total color is then represented in the usual ARGB format [A = alpha, R = red, G = green and B = blue]

For the case D2AEDD46 shown in the screenshot, this means:

D2 = $13 * 16 + 2 = \mathbf{210}$ ($210/255 = 82\%$ alpha)

AE = $10 * 16 + 14 = \mathbf{174}$ ($174/255 = 68\%$ red)

DD = $13 * 16 + 13 = \mathbf{221}$ ($221/255 = 87\%$ green)

46 = $4 * 16 + 6 = \mathbf{70}$ ($70/255 = 27\%$ blue)

For the normal case you don't need to bother with this though, since everything can be easily adjusted analog with the sliders!

If red+green = yellow is not logical for you, then please have a read here [Farbmischung – Wikipedia](#) and then experiment a bit with the sliders.

Pick color from the image content:

With the color-adjust-field visible, hold down **CTRL** and point to the preview window with the mouse. **Click** on the desired position with the cursor-cross!

With a right mouse click you save a color into one of the smaller (already preallocated) selection fields located below the gradients.

Image-Brush:

In principle, any image file can be used as a fill for the various objects.

You can replace the default fill by left-clicking on the color preview field (right-click -> RESET)

On the DSS-4K [resources-page](#) are some **special gradients**. and **AutoBorders** (automatic picture frames), but you can find millions of suitable graphics in the NET!

[PIXABAY](#)

[PNGTREE](#)

[FREEPIK](#)

[ISTOCK](#)

...

PS:



[Join in](#), it would be nice to welcome you here!

You dont get along with certain functions, have suggestions for improvement or even found a bug, ... -> dont hesitate to contact me via support@ht-mm.de!

Enjoy your photos and videos with

DSS-4K