3 WebAnimator Tutorial

This chapter provides a tutorial to help you learn basic WebAnimator operations. The tutorial takes you through the basic steps for creating an animated scene, applying sound, creating scripts and branches, importing objects, and changing the keyframe times.

It is recommended that you read Chapter 2, “Understanding WebAnimator” before you begin the tutorial; this will help you become more familiar with the terminology used in the manual and the program itself.

All of the files you need to complete this tutorial can be found in the “Tutorial” folder in the DeltaPoint WebAnimator application folder.

This tutorial covers:

- Importing and making objects to create an overall layout
- Working backward in the Animation view to animate the scene
- Importing and animating an animated object
- Adding sound to certain animations
- Scripting the scene to play continuously
- Scripting a button to send a message to the Web browser
- Adding background music
- Creating an advanced interactive button
- Saving the scene in compressed format
- Opening the tutorial HTML page in a Web browser to see the final product
- Exporting Animated GIF files.

Getting started, importing a graphics file

To set the scene size:

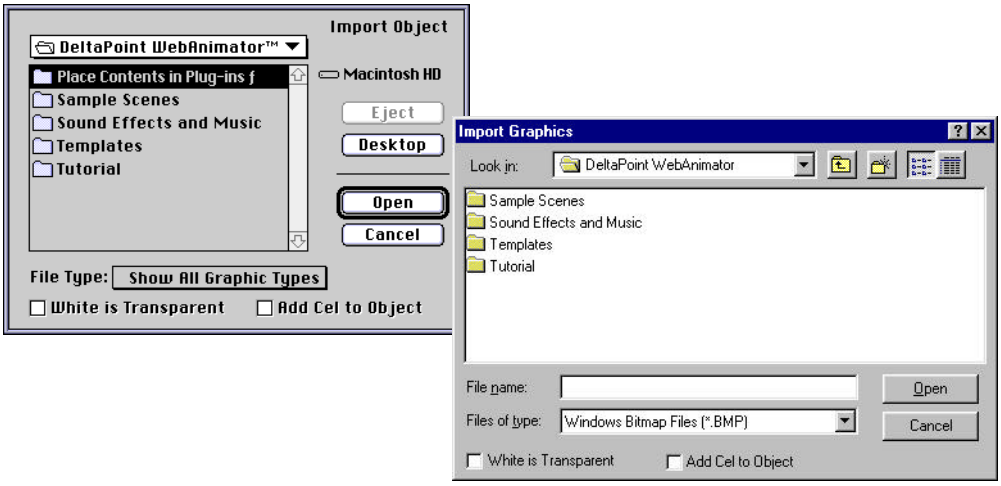
1. **Start WebAnimator.**
2. **Choose "Preferences" from the Edit menu and select "Scene..." from the cascading menu.**

   The Scene Preferences dialog appears.
3. **Enter a screen size of 400x120 and click "OK."**

To import an object:

1. **Choose "Import" from the File menu and select "Graphics..." from the cascading menu.**

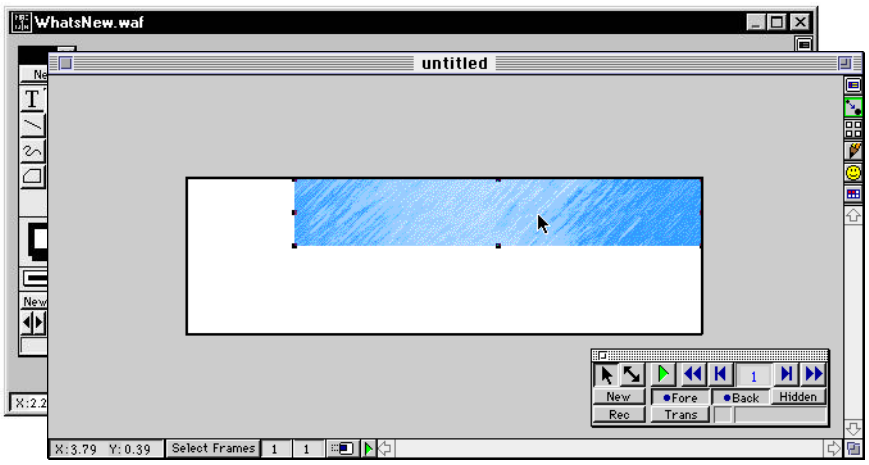
   The following dialog appears:



2. **(Macintosh) Select "PICT-Apple QuickDraw PICT" from the "File Type" pop-up menu. (Windows) Select "Windows Bitmap Files (*.BMP)" from the "Files of Type" drop-down list box.**
3. **Find and double-click on "Light Blue Texture" (Macintosh) or "Light Blue Texture.bmp" (Windows) in the WebAnimator "Tutorial" folder.**

   The object is place in the Draw view workspace

4. **Using the Pointer tool, click on the imported box and move it to the upper-right corner of scene.**

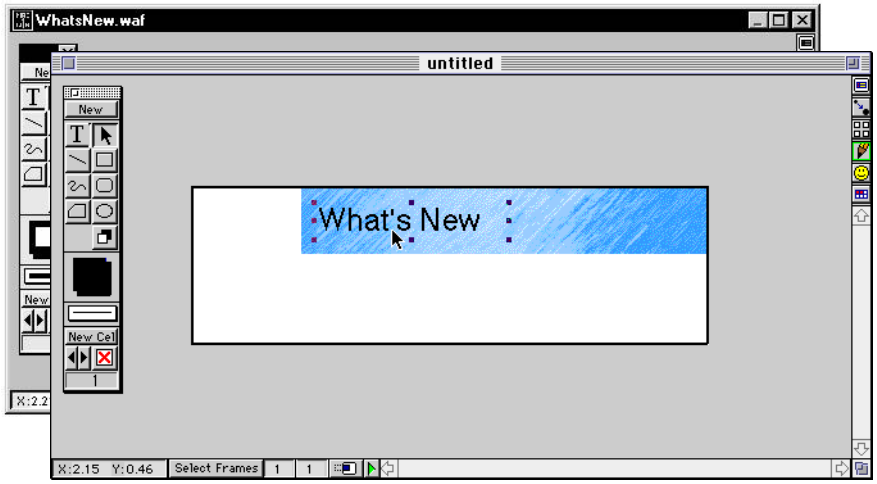


5. Switch to the Draw view.

Use the View Bar buttons on the right side of the window, choose “Draw” from the View menu, or press Cmd/Ctrl-D to switch to the Draw view.

6. Select the Text button in the Draw view tool palette, click in the workspace, and type “What’s New.”

7. Click outside the Text object and drag it inside the blue texture.

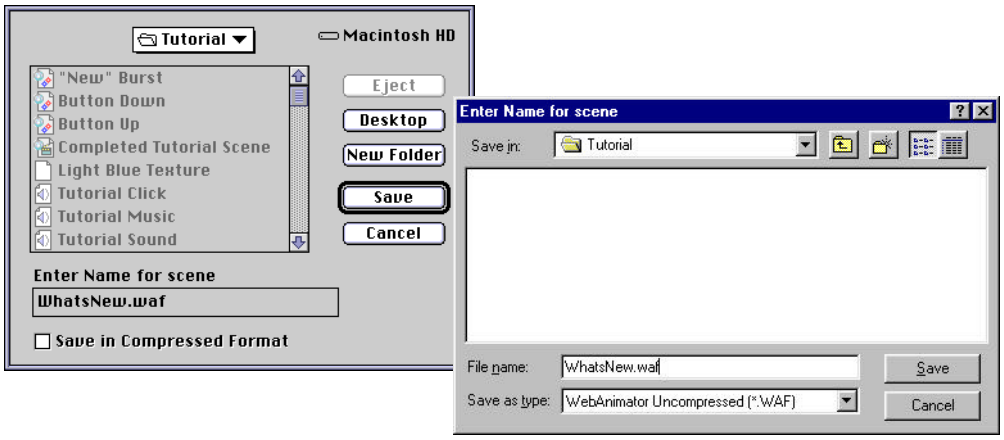


8. Choose “Save” from the File menu.

The “Save As” dialog appears.

9. **Enter "WhatsNew.waf" in the "Enter Name for Scene" (Macintosh) or "File name" (Windows) entry box, open the Tutorial folder, and click "Save."**

   For this tutorial, be sure to save the file in the Tutorial folder with exactly this name. We have already provided a sample HTML file that refers to this file name. The file is saved with the selected name.



Importing a WebAnimator object & adding more text

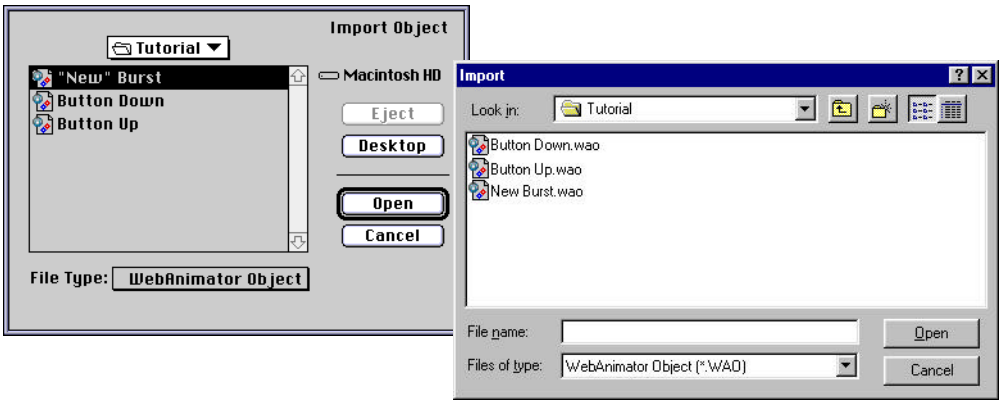
WebAnimator lets you save out any objects you have created for later use. A picture of a button has been included for this tutorial.

1. **Switch to the Animation view.**

   Use the View Bar buttons on the right side of the window, choose "Animation" from the View menu, or press Cmd/Ctrl-U to switch to the Animation view.

2. **Choose "Import" from File menu and select "WebAnimator Object" from the cascading menu.**

   The following dialog appears:



3. **Double-click on "Button Up."**

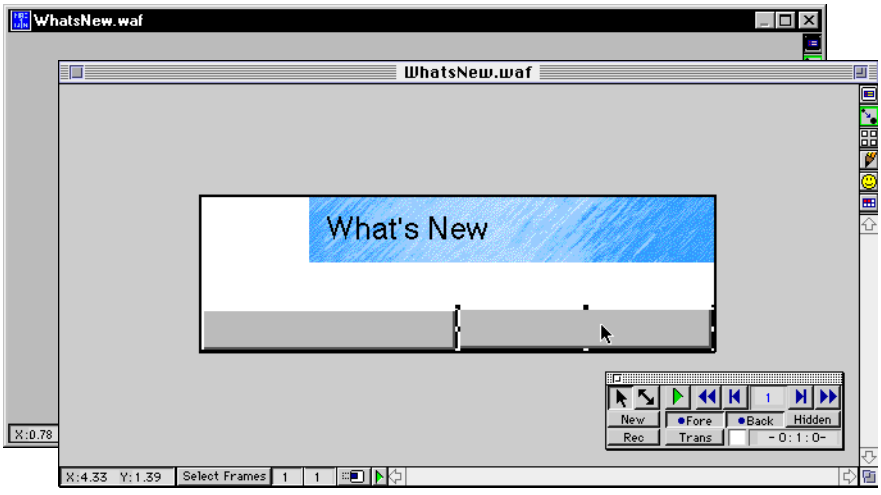
   The Button Up graphic appears on the workspace.

4. **Click and hold on the button and drag it to the lower-left corner of scene.**

5. **While the button is selected, press Cmd/Ctrl-C (to copy) and Cmd/Ctrl-V (to paste).**

   A duplicate button is created in the workspace.

6. **Click and hold on the button and drag the duplicate directly to the right of the first button.**



7. **Switch to the Draw view (Cmd/Ctrl-D).**

8. **Click “New” in the Draw view tool palette to create a new object.**

9. **Select the Text tool from the Draw view tool palette and click in the workspace to create new Text object.**

   A large text box appears.

10. **Choose Helvetica (Macintosh) or Arial (Windows), size 18, Bold, centered from the commands in the Draw menu.**

11. **Type “Home Page” and click outside the Text object.**

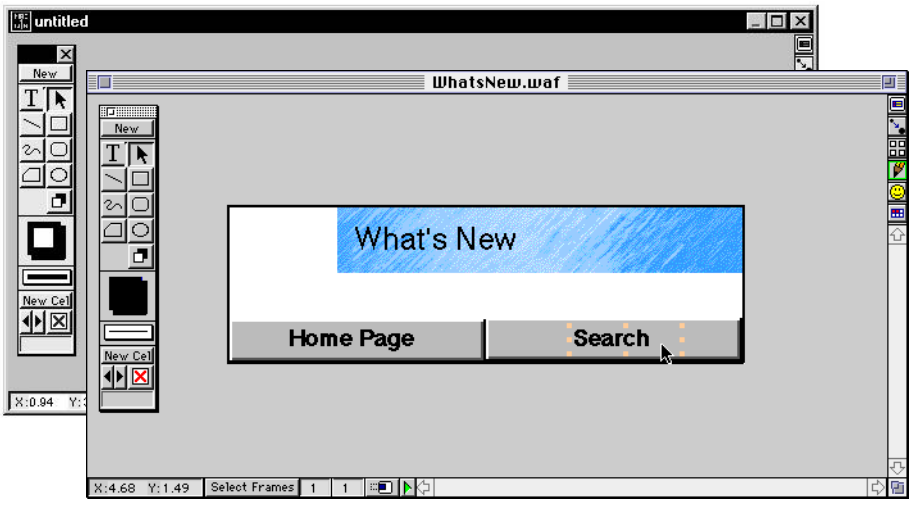
12. **Move the Text object over the first button.**

13. **Switch to the Animation view (Cmd/Ctrl-U).**

14. **Copy and paste “Home Page” text, and move the copy over the second button.**

15. **Switch to Draw view (Cmd/Ctrl-D).**

16. **Select the Text tool from the Draw view tool palette and change the second “Home Page” to “Search”.**



17. **Choose “Save” from the File menu to save your work.**

Drawing a simple object, adding text and shadows

1. **From the Draw view, click "New" in the Draw view tool palette to create a new object.**

2. **Select the Rectangle tool from the Draw view tool palette.**

3. **Click and hold the mouse in the middle of the Object Color palette in the Draw view tool palette.**

   The Object Fill Color palette is displayed.

4. **Choose Magenta (or your favorite) as the fill color.**

5. **Click and hold the mouse on the Line-Width palette in the Draw view tool palette.**

   The Line-Width palette is displayed.

6. **Choose "None" as the line thickness.**

7. **Draw a rectangle between the buttons and the blue texture.**

   You can drag the handles once the rectangle is drawn to adjust the size and position.

8. **Click "New" in the Draw view tool palette to create a new object.**

9. **Select the Text tool and click in the workspace to create a new Text object.**

10. **Change the size to 24 and alignment to Left (it should still be Helvetica/Arial and Bold) using commands from the Draw menu and type "Jazzing up the Web".**

11. **Click outside the Text object.**

12. **Select the Text object.**

13. **Click and hold the mouse in the middle of the Object Color palette in the Draw view tool palette.**

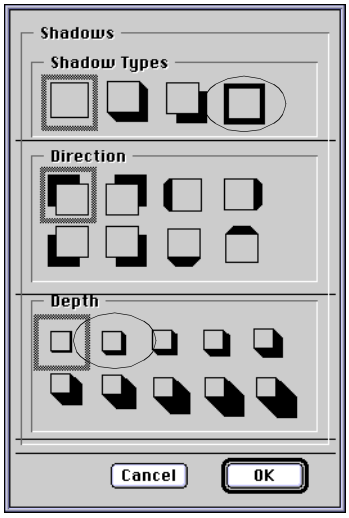
    The Object Fill Color palette is displayed.

14. **Select white from the color palette.**

    The Text object turns white.

15. **With the Text object still selected, select the Shadow tool from the Draw view tool palette.**

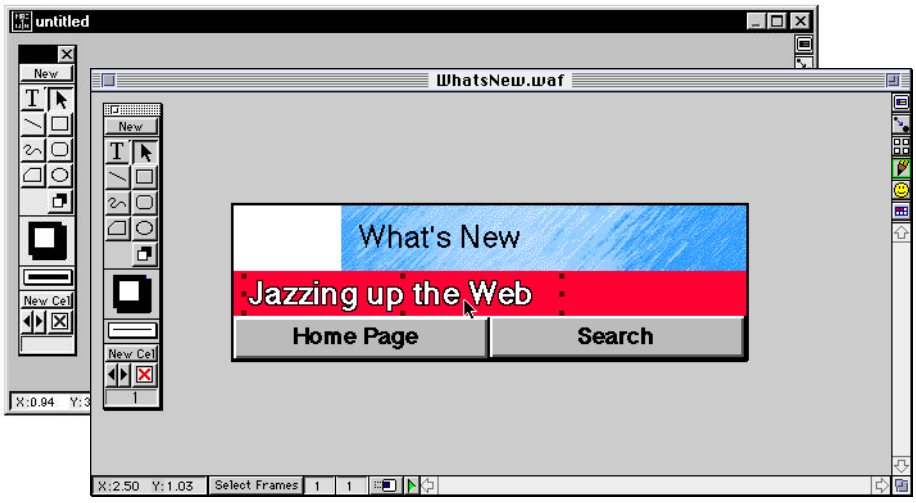
    The shadows dialog appears.



16. **Select the far right Shadow Type icon (outline shadow) and the second Depth icon (minimal) and click "OK."**

    A shadow is applied to the selected text.

17. **Drag the "Jazzing up the Web" Text object into the magenta rectangle.**



18. **Choose "Save" from the File menu to save your work.**

Animating the Scene

It's often easier to lay out your entire scene as it will end up, and then animate its appearance on the screen by working backwards.

Animation in WebAnimator works based on keyframes. If you start with one keyframe, and change the appearance of the scene in the next, WebAnimator automatically generates the animation that changes the scene from the first keyframe to the next.

In this process, we'll start with the final layout and work backwards to make object move and grow onto the scene.

"Vanishing" Objects

In this section, we will make the buttons and their text and grow into the scene. To make an object grow into a scene, you create two keyframes that contain the same object. In the first keyframe, you make the object so small that it is invisible. WebAnimator then makes the object grow into its size in the second keyframe.

1. **Switch to the Animation view (Cmd/Ctrl-U).**
2. **Be sure that nothing in the scene is selected by clicking in the gray area outside the scene.**
3. **Choose "Copy Frames" from the Edit menu.**

   This copies the frame you have been working into WebAnimator's buffer.
4. **Choose "Paste Before Frames" from the Edit menu.**

   This inserts the copied frame before the original. The original frame is now keyframe number 2.
5. **Select the "Search" Text object by clicking on it.**
6. **Choose "Size Object" from the Animation menu and select "Vanish Object" from the cascading menu.**

   You can also type Cmd/Ctrl-* (on the number keypad) to quickly vanish the selected object. The text turns into a star.

7. **Click Play from the Animation tool palette to preview your first animation!**

   If you want to see the sequence of your keyframes, switch to the Storyboard view and back when you are done.

8. **Display keyframe 1 by using the Forward and Reverse controls in the Animation tool palette.**

   Keyframe numbers are displayed in the tool palette.

9. **Again, making sure nothing is selected, choose "Copy Frames" and then "Paste Before Frames" from the Edit menu.**

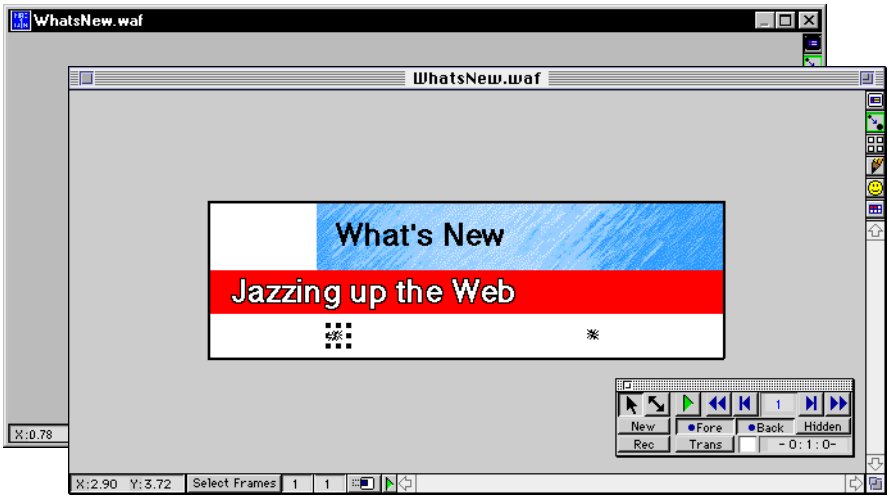
   This adds a new keyframe before keyframe 1 and renumbers the keyframes.

10. **Select the right-hand button.**

11. **Choose "Size Object" from the Animation menu and select "Vanish Object" from the cascading menu.**

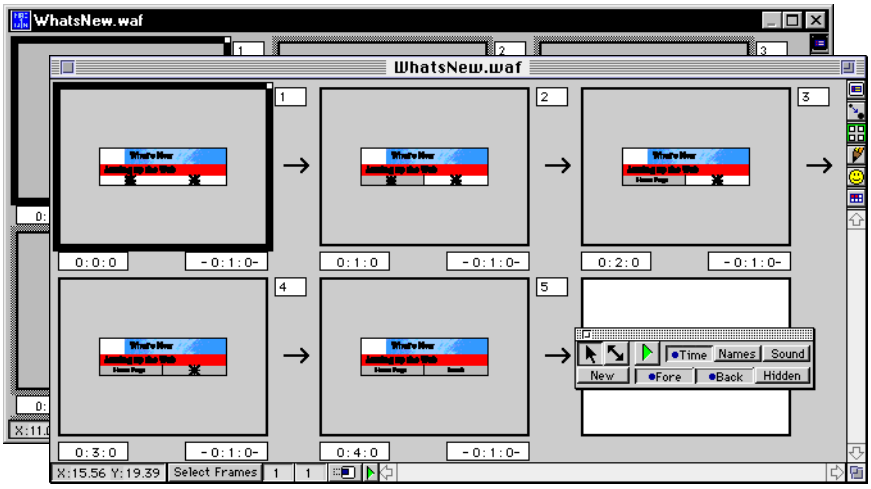
※ The button turns into a star.

12. **Repeat steps 2-10 for the "Home Page" text and its associated button.**



13. **Switch to the Storyboard view to get an overview of your scene.**

    Use the View Bar buttons on the right side of the window, choose "Storyboard" from the View menu, or press Cmd/Ctrl-Y to switch to the Storyboard view. You should have 5 keyframes at this point.



Sliding objects onto the scene

Now let's make the "Jazzing Up the Web" text shoot onto the scene.

1. **Click on keyframe 1 in the Storyboard and switch to the Animation view (Cmd/Ctrl-U).**

2. **Make sure no objects are selected and choose "Copy Frames" and then "Paste Before Frames" from the Edit menu.**

   This adds a new keyframe before keyframe 1.

3. **Select the "Jazzing up the Web" text.**

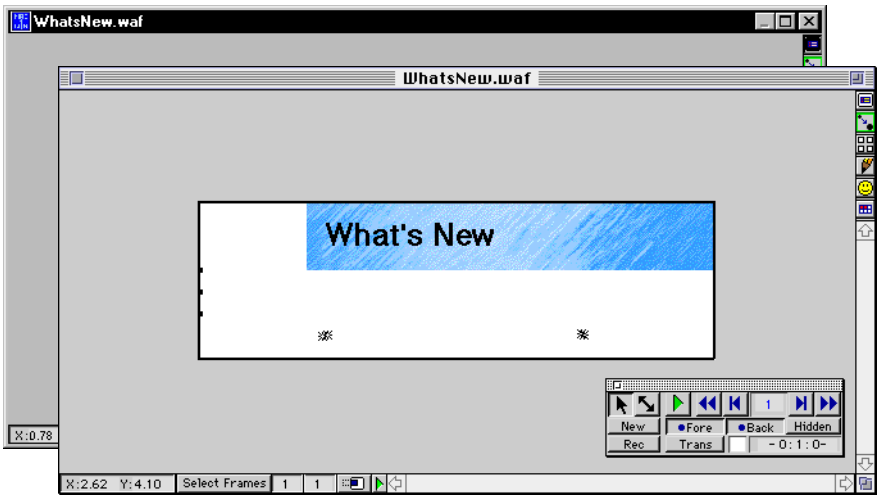
4. **Choose "Move Object" from the Animation menu and select "Off Right" from the cascading menu.**

   This sends the text off the visible area of the scene. Notice that you can still see its selection handles at the right edge. You can still select and move the object even though it is off the screen. The Off-Screen button at the bottom of the window can be used to display all objects in the scene which are located off the workspace.

5. **Select the magenta rectangle that was behind the text.**

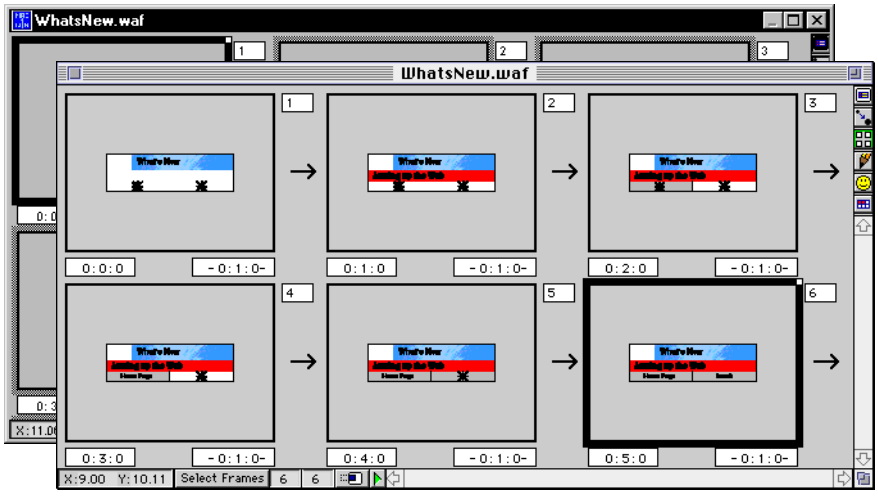
6. **Choose "Move Object" from the Animation menu and select "Off Left" from the cascading menu.**

   This sends the rectangle off the visible area of the scene.



7. Click Play to see your results.

You should now have six keyframes in the Storyboard view.



Sliding and growing objects onto the scene

You can also create combination effects of sliding and growing.

1. **Click on keyframe 1 in the Storyboard and switch to the Animation view (Cmd/Ctrl-U).**

2. **Make sure no objects are selected and choose "Copy Frames" and then "Paste Before Frames" from the Edit menu.**

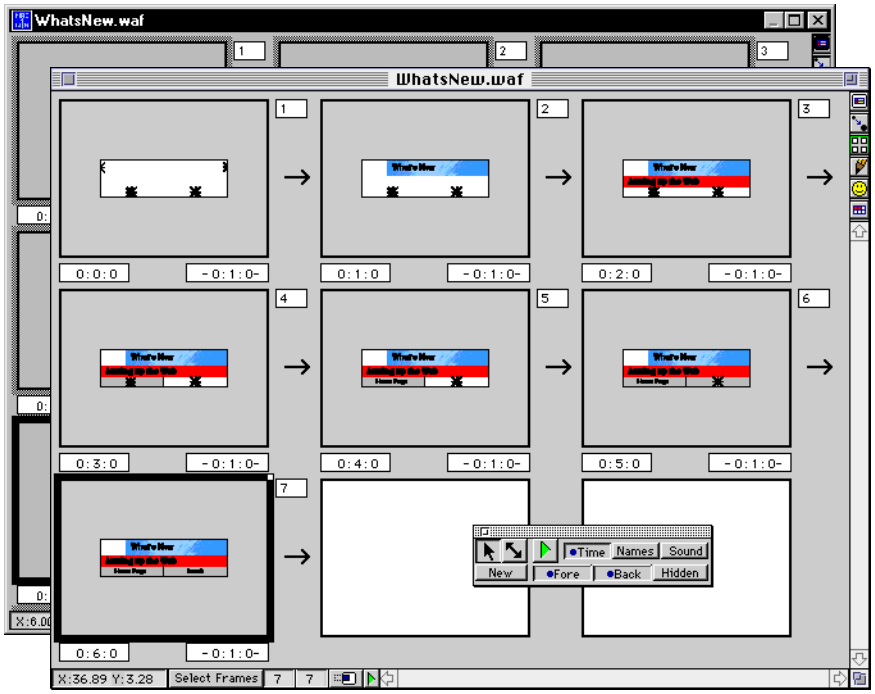
   This adds a new keyframe before keyframe 1.

3. **Select the "What's New" text, vanish it (Cmd/Ctrl-*), and move it Off Right (Cmd/Ctrl-6).**

4. **Select the blue texture, vanish it (Cmd/Ctrl-*) and move it Off Left (Cmd/Ctrl-4).**

5. **Click Play to preview your scene.**

   You now have seven keyframes in the Storyboard.



Importing animated objects

We've provided an animated Sprite object to use in the tutorial.

1. **Still in the Storyboard, choose "Select All" from the Edit menu.**

   This selects all the keyframes in the scene. WebAnimator places imported objects in the foreground of only the selected frames, allowing you to selectively place imported images (the object is placed in the hidden plane of all other keyframes). In this case, we want our animated object to appear in the foreground of all the keyframes.

2. **Choose "Import" from the File menu and select "WebAnimator Object" from the cascading menu.**

   The import dialog appears.

3. **Double-click on ""New" Burst."**

   This places the "New" burst in the center of each keyframe.

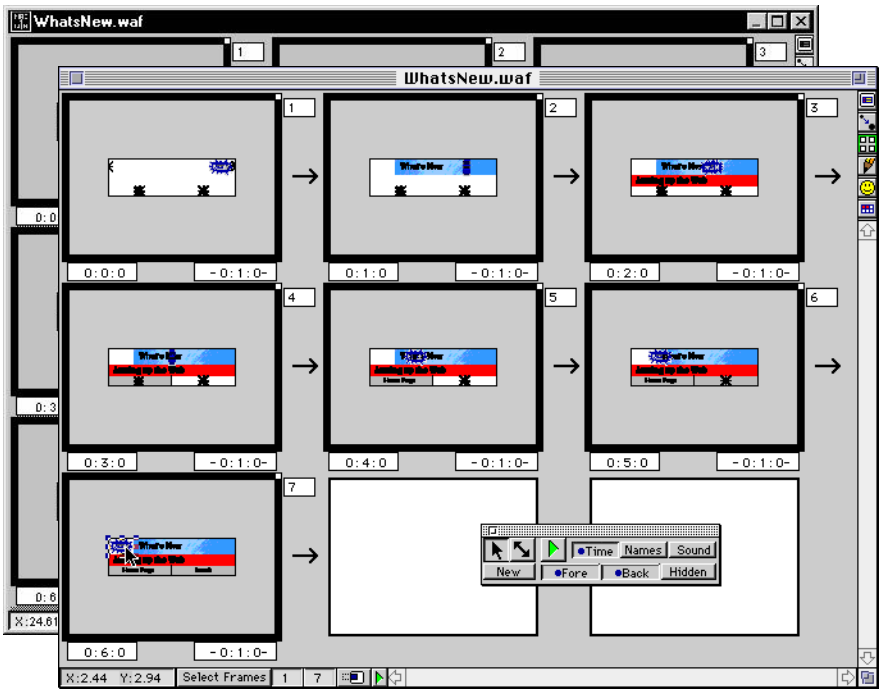
4. **With all frames still selected, click on the New burst in keyframe 1 and drag it to the upper-right corner of the scene.**

   Notice that this moves the burst to the same position in all keyframes. You can move items in the Storyboard, too!

5. **With all frames still selected, click on the New burst in the last keyframe (7).**

6. **Hold the Shift key down and drag the burst to the upper-left corner of the scene.**

   Holding the shift key constrains movement horizontally or vertically. Notice that this distributes movement of the new burst from right to left over all of the keyframes.



7. **Choose “Save” from the File menu to save your work.**

8. **Click Play to see the final effect.**

Adding and synchronizing sounds

Now that you have the majority of your scene's animation complete, you can think about some sounds to accompany the animation. In this section, you will apply a sound to the motion of the buttons growing into your scene.

1. **From the Storyboard view, click "Sound" in the Storyboard tool palette.**

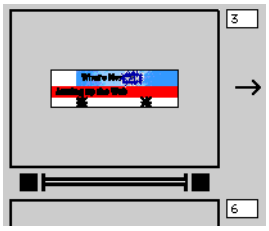
   The timing or name controls are no longer visible below the keyframes.

2. **Select keyframe 3.**

   This is the keyframe in which the growing motion for the first button takes place.

3. **Click below keyframe 3 or choose "New Sound" from the Sound menu.**

   A sound segment appears below keyframe 3. Now you need to associate a sound with that segment.



4. **With the sound segment selected, choose "Open Sound..." from the Sound menu.**

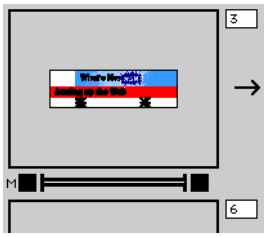
   Locate and open the "Tutorial Sound" (Macintosh) or "Tutorial Sound.wav" (Windows) file.

5. **Click Play to preview your scene.**

   Notice that the sound starts as the first button starts growing. You've got a good sound for the first button, and it seems only appropriate to use the same sound for the second button. Instead of re-opening the sound, which would take up more memory and cost your users more download time when viewing the scene, we will turn the sound into a Master Sound and use a Clone of the Master Sound for the next occurrence.

6. **Back in the Storyboard, click on the sound below keyframe 3 and choose "Master Sound" from the Sound menu.**

   An "M" appears next to the sound.



7. **Choose "Copy Sound" from the Edit menu.**

8. **Click on keyframe 5 to select it and choose "Paste Sound Clone" from the Edit menu.**

   A "C" appears next to the pasted sound clone.

9. **Click Play to preview your scene.**

   Now you can take advantage of WebAnimator's powerful sound synchronization features.

10. **Back in the Storyboard view, click on the sound below keyframe 3 and choose "Fit Animation to Sound" from the Sound menu.**

    Repeat for the sound clone in keyframe 5.

11. **Click the Time button in the Storyboard view tool palette.**

    Notice that the times for keyframes 3 and 5 have changed to fit exactly the length of the sound being played in each keyframe.

12. **Choose "Save" from the File menu to save your work.**

13. **Click Play to preview your scene. Cool, huh?**

Scripting a scene to play continuously

Congratulations, you've created a layout from scratch, animated an entire scene, and added sound! Now you can start making your scene more interactive by adding scripting and buttons. We'll start by changing your scene so it plays continuously.

1. **Still in the Storyboard view, select keyframe 7.**

2. **Click on the empty keyframe 8.**

   This makes a copy of keyframe 7. In order for keyframe timing and scripting to operate as desired, WebAnimator requires a "dummy" keyframe at the end of a sequence of keyframes. Now that you have created the dummy keyframe, you can script keyframe 7 to always branch to itself.

3. **Click on keyframe 7 to select it.**

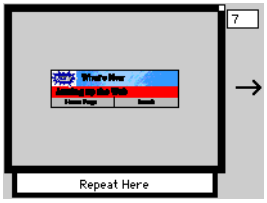
4. **Click "Names" in the Storyboard view tool palette.**

   The default keyframe names appear below each keyframe. Keyframes names are used in branching, to keep track of the sequence of your scene.

5. **Scroll down and click below keyframe 7.**

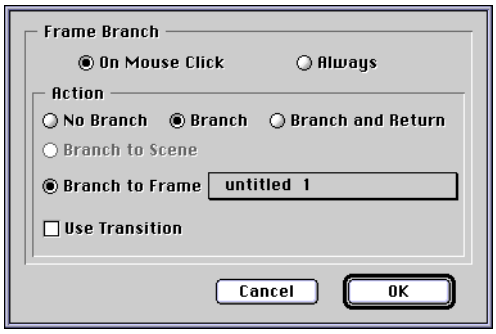
6. **Type "Repeat Here" in the name box.**

   Click outside of the name box to set the name.



7. **Select keyframe 7 again and choose "Frame Script" from the Animation menu and select "Branch..." from the cascading menu.**

   The following dialog appears:



8. **Select the "Always" and "Branch" options, and select "Repeat Here" from the "Branch to Frame" pop-up menu.**

   This tells the scene that every time it finishes playing the "Repeat Here" keyframe, it should branch to itself. This creates a continuously branching loop.

9. **Click Play to preview your scene.**

   When it starts repeating, type Cmd-period for Macintosh or Esc on Windows to stop playing.

Scripting a button to send a message to your Web browser

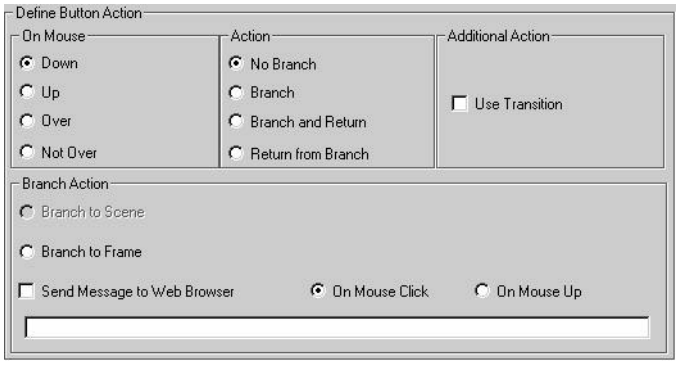
Since you will be using this scene in a Web page, we'll assign the "Home Page" button a message to send to the Netscape Navigator browser when the button is clicked.

1. **Select keyframe 7 in the Storyboard view.**
2. **Switch to Animation view (Cmd/Ctrl-U).**
3. **Click on the gray button behind the "Home Page" text to select it.**

   Any object can be made into a button.

4. **Choose "Make into Button..." from the Animation menu.**

   The following dialog appears:



5. **Select the "Send Message to Web Browser" option in the "Branch Action" section of the dialog.**

6. **Type http://www.deltapoint.com (or the URL to your favorite home page) in the "Send Message to Web Browser" text box and click "OK."**

   You have just told WebAnimator to send Netscape Navigator to the DeltaPoint home page when the "Home Page" button is clicked.

7. **Choose "Save" from the File menu to save your work.**

8. **Click Play to preview your scene.**

9. **When it starts to repeat, click the "Home Page" button.**

   WebAnimator beeps to indicate that a message will be sent to the Web browser when the scene is loaded in the browser.

Adding background music

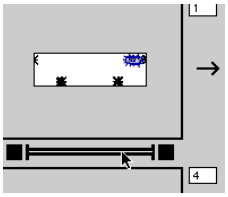
Let's now add some background music. Music and sound effects often make all the difference in multimedia.

1. **Switch to Storyboard view (Cmd/Ctrl-Y) and switch to Sound mode (click on the Sound button in the Storyboard view tool palette).**

2. **Choose "Sound Tracks" from the Sound menu and select "Track 4" from the cascading menu.**

   It's a good idea to use Track 4 as the sound track for background music. By putting music and sound effects in different tracks, you can play multiple sounds at the same time. By placing the background music in the 4th sound track, the sound effects in the first sound track will not interrupt the music.

3. **Click below keyframe 1 to create a new sound segment.**



4. **Choose "Open Sound" from the Sound menu and open "Tutorial Music" (Macintosh) or "Tutorial Music.wav" (Windows).**

5. **Choose "Repeat Sound" from the Sound menu.**

   This will "loop" the sound so that it plays continuously without interruption.

6. **Click Play to preview your scene. Wow!**

Playing the scene in your Web browser

Now you are ready to play the scene in your browser window. We have provided you with an HTML file that looks for the "WhatsNew.waf" file in the same directory. Be sure that the file you have saved is called "WhatsNew.waf" and is located in the WebAnimator "Tutorial" directory along with the "Tutorial.htm" file.

If Macintosh, also make sure that you have placed the "WebAnimator Plug-In" in your Web browser's "Plug-Ins" folder. The Windows version automatically installs the Plug-In files.

1. **Close WebAnimator.**
2. **Launch Netscape Navigator 2.0 or later (or Microsoft Internet Explorer 2.0 or later, or another Netscape Plug-in-compatible Web browser).**
3. **Choose "Open File..." from the File menu.**
4. **Locate and open "Tutorial.htm" in your WebAnimator "Tutorial" folder.**
5. **Watch as your scene plays.**
6. **Click the "Home Page" button. Netscape Navigator takes you to DeltaPoint's Home Page!**

At this point, there's one thing left to do--create an advanced interactive button in WebAnimator.

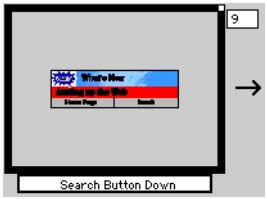
Creating an advanced interactive button

Through its powerful button and scripting capabilities, WebAnimator lets you create advanced interactive buttons that act just like buttons that are programmed into most software applications—but you don't need to know any programming. A few minutes of scripting, and you'll be making exciting buttons for your Web site.

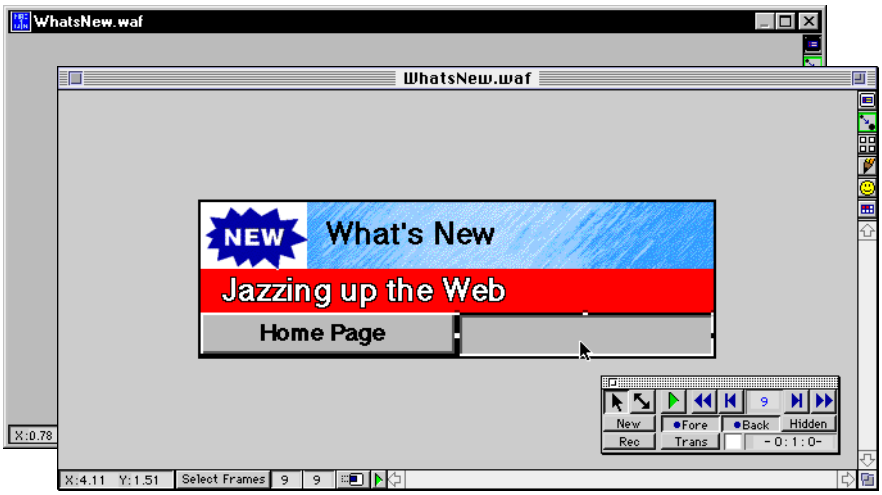
In this section, you will turn the "Search" button in your WhatsNew.waf file into an interactive button. You will create the interactive button by telling your scene to branch to a "Button Down" keyframe when the "Search" button is pressed.

1. **Open the "WhatsNew.waf" file you have been working on throughout this tutorial.**
2. **Switch to the Storyboard view (Cmd/Ctrl-Y).**
3. **Click on keyframe 8, the "dummy" keyframe that you created earlier.**
4. **Click in empty keyframe 9 to create a duplicate of keyframe 8.**
   You will use keyframe 9 as the "Button Down" state for your "Search" button.

5. **Switch to Name mode (click on the Name button in the Storyboard view tool palette) and name keyframe 9 "Search Button Down."**



6. **With keyframe 9 selected, switch to Animation view (Cmd/Ctrl-U).**
7. **Click on the gray button behind the "Search" text item, choose "Send Object" from the Animation menu and select "To Hidden" from the cascading menu.**
   Since you do not want the "Search" button to be in the "up" state in this keyframe, you can hide it. Now, you can put a "down" state in its place.
8. **Choose "Import" from the File menu and select "WebAnimator Object" from the cascading menu.**
9. **Locate and open "Button Down."**
10. **Position the down button directly to the right of the "Home Page" button.**
    Notice that the button obscures the "Search" text item. You will fix that next.



11. **With the down button still selected, choose "Send Object" from the Animation menu and select "To Back" from the cascading menu.**

    Now your "Search" text is above the down button. The text now needs to be nudged a little to the right. When the button is clicked, this adjustment will give the illusion that it is being depressed.

12. **Select the "Search" Text object and press the down arrow key twice and the right arrow key twice to nudge the text down and to the right 2 pixels.**

    You are finished with the artistic part for keyframe 9. Now you can make a dummy frame so that it will branch and time properly.

13. **Switch to the Storyboard view (Cmd/Ctrl-Y).**

14. **Click in keyframe 10 to create a duplicate of keyframe 9.**

15. **Select keyframe 9.**

16. **Choose "Frame Script" from the Animation menu and select "Branch..." from the cascading menu.**

    The Frame Branch dialog appears.

17. **Select the "Always" and "Branch" options, select "Search Button Down" from the "Branch to Frame" pop-up menu and click "OK."**

    This tells the scene that every time it finishes playing the "Search Button Down" keyframe, it should branch to itself. This creates a continuously branching loop.

18. **Switch to Time mode (click on the Time button in the Storyboard view tool palette) in the Storyboard view and set the time for keyframe 9 to 45 seconds.**

    This decreases the likelihood of the keyframe branching to itself while the user is holding the mouse button down. Now you can add a clicking sound for when the button is depressed.

19. **Switch to Sound mode in the Storyboard view .**

20. **Choose "Sound Tracks" from the Sound menu and select "Track 1" from the cascading menu.**

21. **Click below keyframe 9 to create a new sound segment.**

22. **Choose "Open Sound..." from the Sound menu, and double-click on the "Tutorial Click" (Macintosh) or "Tutorial Click.wav" (Windows) sound file in the dialog.**

    Now you have a clicking sound for the down state of the button. Let's script the buttons.

23. **Select keyframe 7 and switch to Animation mode (Cmd/Ctrl-U).**

    You can also remain in the Storyboard view to do this. Sometimes it is easier to select objects when you are viewing them at full size.

24. **Select the button behind the "Search" text and choose "Make into Button..." from the Animation menu.**

    The Define Button Action dialog appears.

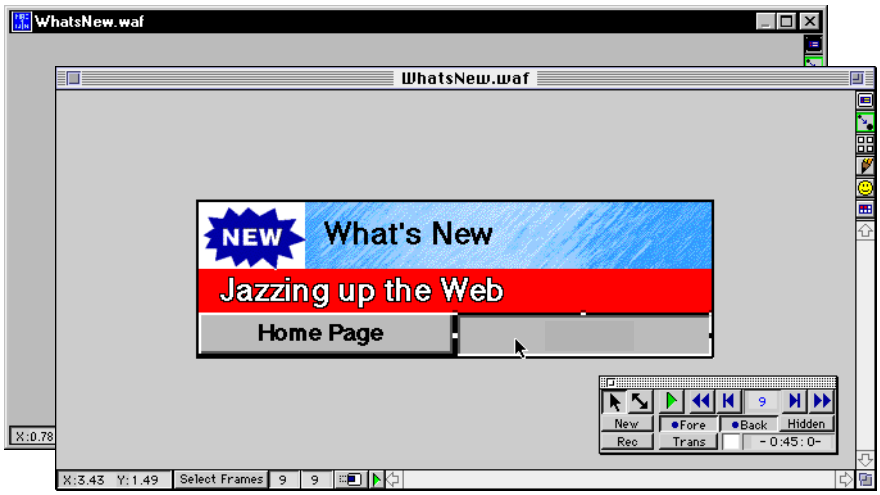
25. **With "Down" selected, select "Branch and Return" from the Action section, "Search Button Down" from the "Branch to Frame" pop-up menu, and click "OK."**

    This tells the scene that when the user clicks the "Search" button, it should branch to the button down state you created in keyframe 9. If the user moves the mouse away without releasing they are "returned" back to frame 7.

26. **Display keyframe 9 by using the Forward and Reverse controls in the Animation tool palette.**

    Keyframe numbers are displayed in the tool palette. Now you need to tell the scene what to do if the user moves the mouse away without releasing it, or if they do release it.

27. **Select the down button behind the "Search" Text object.**



28. **Choose "Make Into Button..." from the Animation menu.**

    The Define Button Action dialog appears.

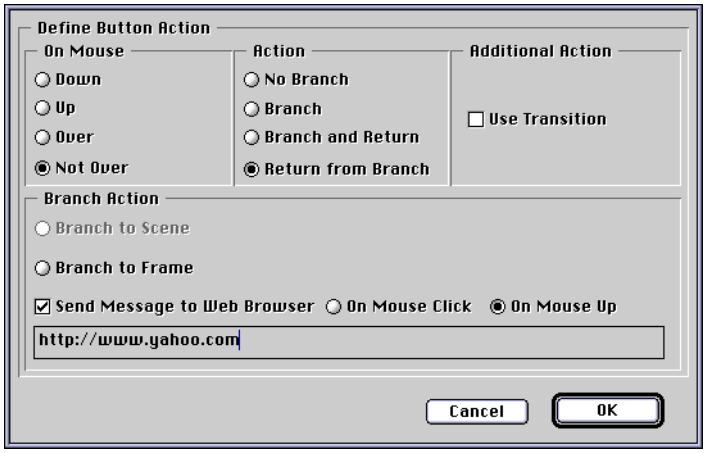
29. **Select "Up" and "Return from Branch."**

    This instructs the scene to return to frame 7 if the mouse is released. This is primarily for testing purposes when playing the scene in WebAnimator. Later on you will assign a message that will be sent to the Web browser when the mouse is released.

30. **Select "Not Over" and "Return from Branch."**

    This tells the scene to go back to frame 7 if the user moves the mouse away from the down button.

31. **Select "Send Message to Web Browser," "On Mouse Up," and enter "http://www.yahoo.com" in the text box.**



32. **Click "OK" to exit the Define Button Action dialog.**

33. **Go to the first keyframe of your scene and click Play to try out your new button.**

    Press Cmd-period on the Macintosh or Esc in Windows to halt playback.

Your scene is complete! Save it and re-open the "Tutorial.htm" file in Netscape Navigator to see your scene in action. See "Playing the scene in your Web browser," on page 3-21.

Compressing your scene

Your WhatsNew.waf scene size is now probably around 185K. While this is by no means a large file size for several seconds of sound and animation, WebAnimator lets you compress your scenes so that they will take as little time as possible for your Web site visitors to download.

Do the following to save your scene in compressed format.

1. **Choose "Preferences" from the Edit menu and select "Compression" from the cascading menu.**

2. **Select a sound compression setting and click "OK."**

   Some sound quality is lost when a file is saved with compression. As a general rule, try different settings and use the scene that results in the best compromise between sound quality and file size.

When saving files in compressed format, all graphics are compressed automatically. You do not need to specify any graphics compression settings.

3. **Choose "Save As" from the File menu.**

4. **Click the "Save in Compressed Format" check box (Macintosh) or select WebAnimator Compressed from the File Type popup (Windows) and name your file "WhatsNew.wan."**

5. **Switch to the Finder (Macintosh) or Explorer (Windows) and check the size of your file by selecting its icon and choosing "Get Info..." (Macintosh) or Properties (Windows) from the File menu.**

   Notice that your file size is much smaller! If you used the highest sound compression, your file size should be around 66K.

Note: Be sure to save the original, uncompressed copy of your scene. Making changes to compressed files and recompressing them will result in further degradation of sound quality.

Playing your compressed scene in the Web browser

Now you are ready to play the scene in your browser window. Be sure that the file you have saved is called "WhatsNew.wan" and is located in the WebAnimator "Tutorial" directory along with the "WhatsNew.htm" file. "WhatsNew.htm" is created by WebAnimator when you save the file as compressed (.WAN).

1. **Close WebAnimator.**

2. **Launch Netscape Navigator 2.0 or later (or Microsoft Internet Explorer 2.0 or later, or another Netscape Plug-in-compatible Web browser).**

3. **Choose "Open File..." from the File menu.**

4. **Locate and open "WhatsNew.htm" in your WebAnimator "Tutorial" folder.**

5. **Watch as your scene plays.**

6. **Click the "Home Page" button. Netscape Navigator takes you to DeltaPoint's Home Page!**

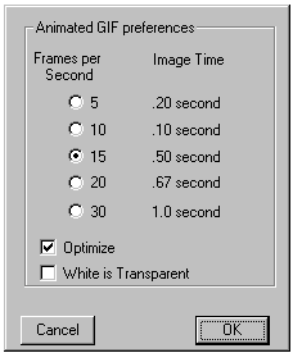
Exporting an Animated GIF File

As the final lesson in this tutorial, use WebAnimator's new feature to export the scene you created as an animated GIF file.

1. **Create your animated WebAnimator scene.**

2. **Choose "Export" from the File menu and select "Animated GIF..." from the cascading menu.**

   The following dialog appears:



3. **Make your selections as needed.**

   Frames per Second: Determines the number of frames saved in the GIF file.

   Optimization: Determines whether or not the GIF file is optimized when exported. Optimization can reduce the access time for users to your Web site.

   Transparency: Determines if white objects are exported as transparent objects in the animated GIF file.

   For more information, see "Exporting animated GIF files," on page 6-9.

4. **Click "OK."**

   The standard "Save" dialog appears.

5. **Name the file and click Save (Windows) or OK (Macintosh).**