Welcome to DeltaPoint WebAnimator ™

The *DeltaPointWebAnimator User's Guide* is designed to help you take full advantage of WebAnimator's features and versatility. Most of the WebAnimator dialogs are explained option by option in this manual. To find information regarding a specific dialog, you can look up the command name in the index, or you can go directly to the "Menus and Commands" chapter for the application in question. The "Menus and Commands" chapter gives a brief explanation of every command and references more detailed discussions in other chapters.

This user guide is a cross-platform document designed for both Macintosh and Windows 95, and NT users. WebAnimator works very much the same on both platforms. If there are some major differences in dialogs, windows, or procedures, they are single out according to platform.

Chapter summaries

Chapter 1, "Getting Started" offers an overview of WebAnimator. It describes all of the views, tools, and buttons, and how to get started.

Chapter 2, "Understanding WebAnimator" describes the basic terminology used in the WebAnimator application as well as the manual. A brief explanation of all of the different views of WebAnimator is also included along with descriptions of each tool palette and the basic commands for each view. It also discusses how to play your scenes once they have been created.

Chapter 3, "WebAnimator Tutorial" is a comprehensive tutorial which takes you through the step by step creation of a WebAnimator scene. You can create a scene which contains buttons, sound, scripting, and the creation and importing of graphics and text.

Chapter 4, "Using and Creating Scene Templates" describes how to use the pre-formatted templates included with WebAnimator, creation of Scene Templates and Template Libraries, and switching between libraries.

Chapter 5, "Creating, Editing, Animating, and Playing Scenes" describes how to create new keyframes, create, move, resize, and change the attributes and color of Draw and Text objects. Applying, creating, importing, saving, and blending colors and shadows.

Chapter 6, "Importing and Exporting Files" describes how import graphics and animated object (PICS) files, export scenes as QuickTime movies, and save scenes as WebAnimator graphics.

Chapter 7, "Using WebAnimator's Advanced Features" describes the more advanced features in WebAnimator. These features will allow you to customize your scenes with sound, animated Sprite objects, smoothing of your graphics, frame scripts which will jump you back and forth within your scene, and custom time adjustments to slow down or speed your scene.

Chapter 8, "Incorporating Scenes into Your Web Site" contains a step by step procedure on how to get your animated scenes into your Web site. You will be able to edit your HTML file to place your WebAnimator graphics anywhere in your Web site.

Appendix A, "Menus and Commands" describes each menu and command in the order in which it appears in the WebAnimator menu bar. It also provides references to other areas for a more detailed discussion of the command.

Appendix B, "WebAnimator Hints & Tips" describes some useful tips for creating scenes, using sound and animation, and compressing your scene files.

Appendix C, "Glossary" contains definitions for the terminology used within the manual and in creating your scenes using WebAnimator.

Conventions

This guide uses several specialized terms or conventions to describe specific actions.

Click   Press and release the left mouse button.

Double-click   Press and release the left mouse button twice in quick succession.

Cmd/**Ctrl-K**   Macintosh/Windows short cut keystroke. The Cmd key refers to Macintosh and Ctrl refers to Windows. On the Macintosh, you would press Cmd-K. In Windows, you would press Ctrl-K.

How to contact DeltaPoint

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