

LEARNING KATABOUNGA II in 30 minutes

Getting Started

For More Information
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Overview

Katabounga, an alternative solution for multimedia authoring combines efficiently ease of use and rich functionality. Tedious programming is no longer necessary. Object based, Katabounga offers you access to its essential power without having to write a line of code.

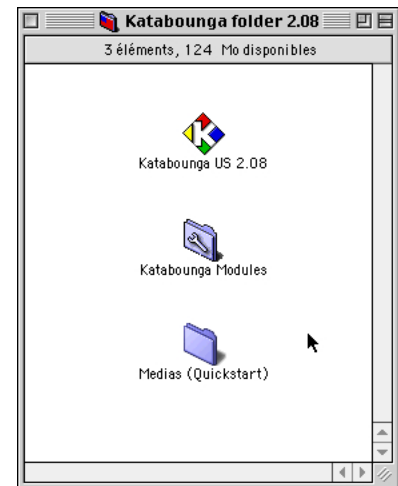
I. Installing Katabounga

The demo version

If you have already downloaded Katabounga, you should find the "Katabounga folder" on your desktop. This folder contains :

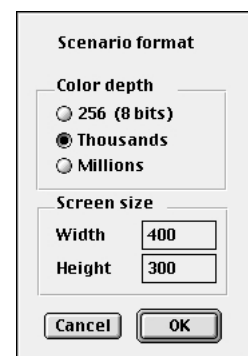
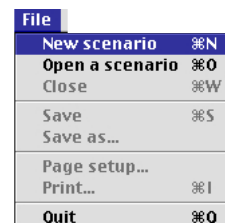
- 1 Katabounga**
- 2 Katabounga Modules**
- 3 Quickstart Media**
- 4 Read Me**

Then double-click the "Read Me" file for specific system requirements instructions.



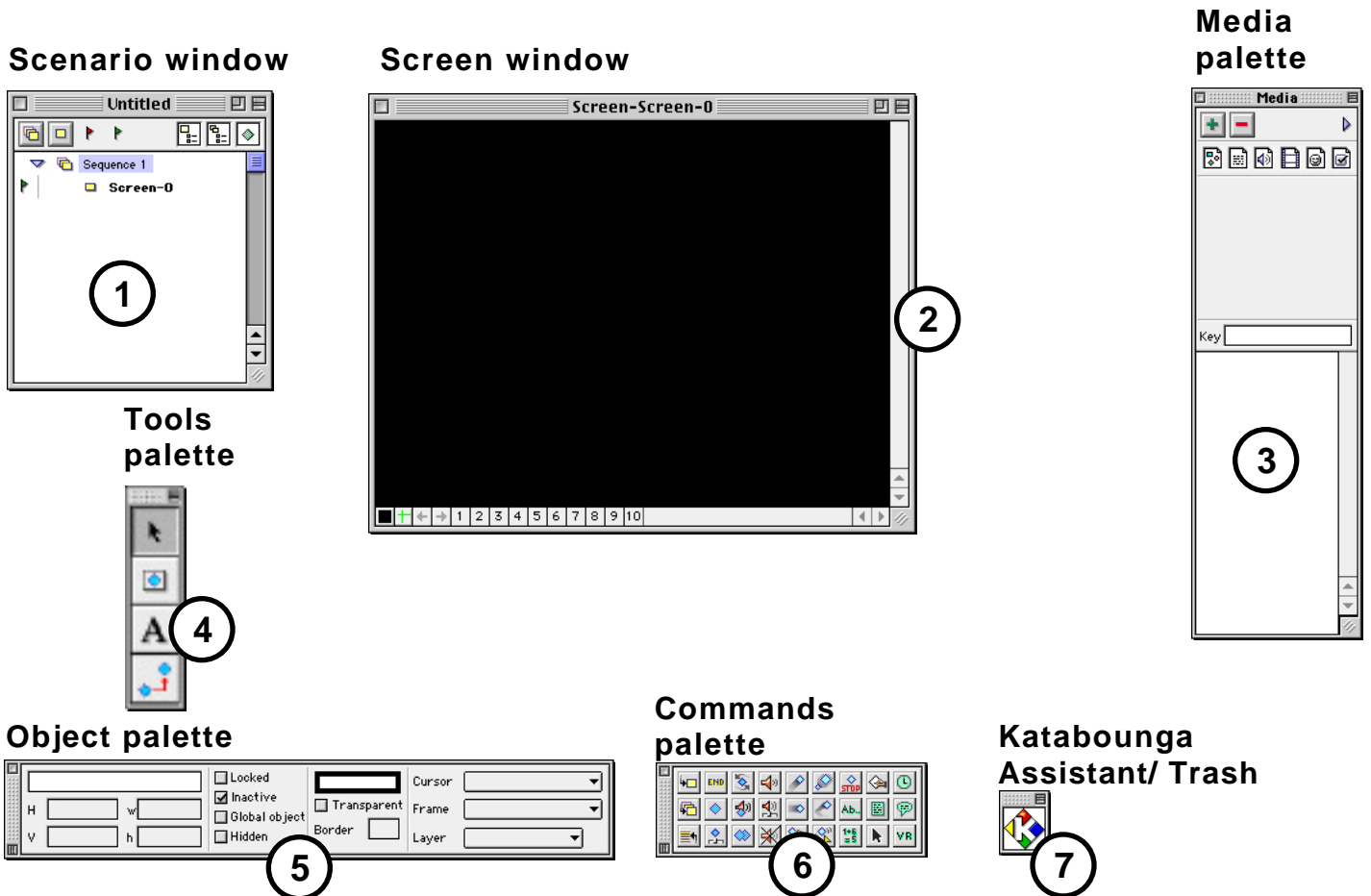
Launching Katabounga

- 1** *Locate and double-click on the "Katabounga" icon to start the program.*
- 2** *Pull down the File menu and select New Scenario. The scenario setup dialog box will appear.*
- 3** *Click OK. The working environment will appear.*



II. A quick look at the environment

In the Scenario window, double click on Screen 0 to make the first screen appear.



- 1) The Scenario window
- 2) The Screen window
- 3) The Media palette
- 4) The Tool palette
- 5) The Object attributes palette
- 6) The Commands palette
- 7) Katabounga assistant/ Trash

When working with Katabounga, three modes are available :

- 1 The Edit mode.** This mode allows you to work on objects and media to create a multimedia presentation.
- 2 The Play mode.** The play mode allows you to test your work while developing your project.
- 3 The Runtime mode.** The last step in a project is to create a runtime, a stand alone application free of royalties that will allow other people to discover and enjoy your project.

III. The Scenario and the Media

After starting Katabounga, the question is how do you assemble your project. We will look at how we can :

- Add media to the project,
- Create and rename screens,
- Place the media on the screen,
- Navigate through your project,
- Change the background color.

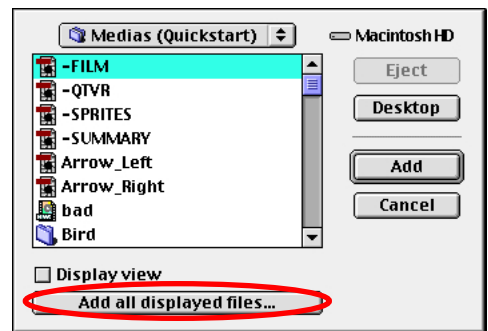
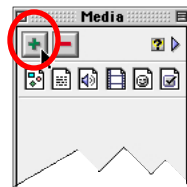
Importing the media

Media are pictures, texts, sounds, movies, VR files, sprites (flipbook animations) and buttons. Katabounga allows you to assemble these elements but also to create and edit some of them such as sprites and buttons.

1 Click the “+” button in the Media palette.

2 Locate the “Media” folder inside the folder “Katabounga” located on the desktop.

3 Click “Add”. The media items will appear in the Media palette.

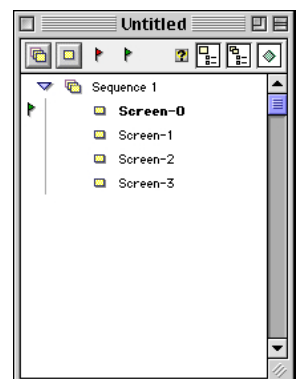
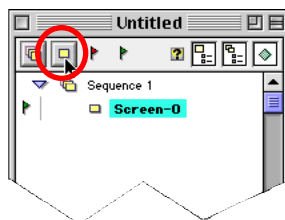


Create and rename screens

Creating the screens involves the Scenario palette.

Click on the “create screen” button to create new screens. If you need to delete a screen, select it and drag it to the Katabounga assistant or the desktop trash.

Click on the “create screen” button and create three new screens.



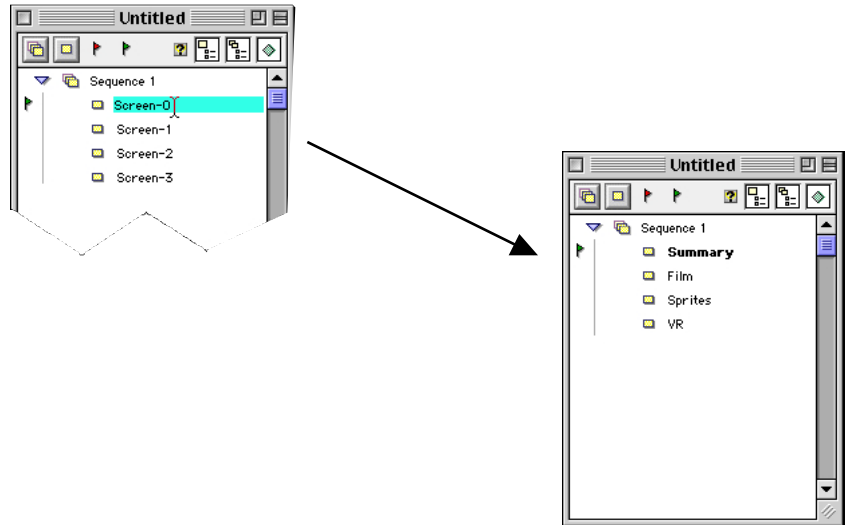
Screens can be renamed by selecting the screen name in the Scenario window and typing the new name.

1 Click on “Screen-0” and rename it “Summary”.

2 Click on “Screen-1” and rename it “Film”.

3 Click on “Screen-2” and rename it “Sprites”.

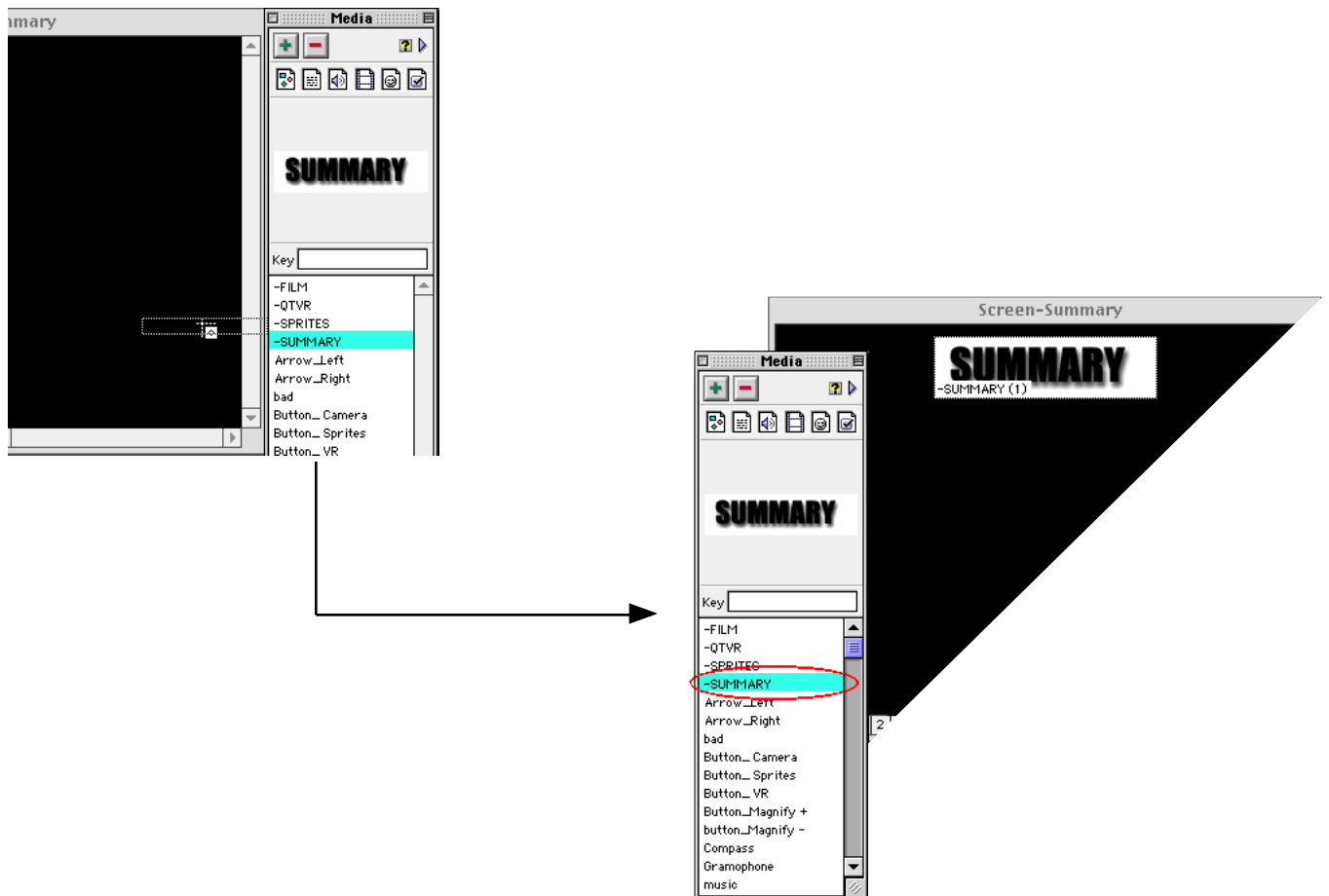
4 Click on “Screen-3” and rename it “VR”.



Placing the media on the screen

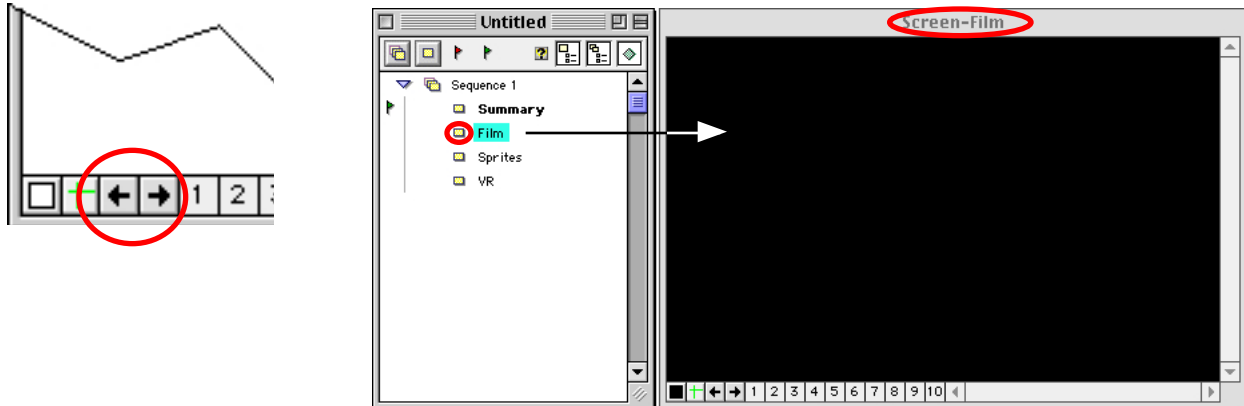
Katabounga is an object oriented tool that allows the user to place media easily by dragging them onto the Screen window. As soon as a media item is placed on a screen it becomes an “object”. This object can appear multiple times on the same screen or on multiple screens.

In the Media palette, select and drag “-SUMMARY” onto the screen window.



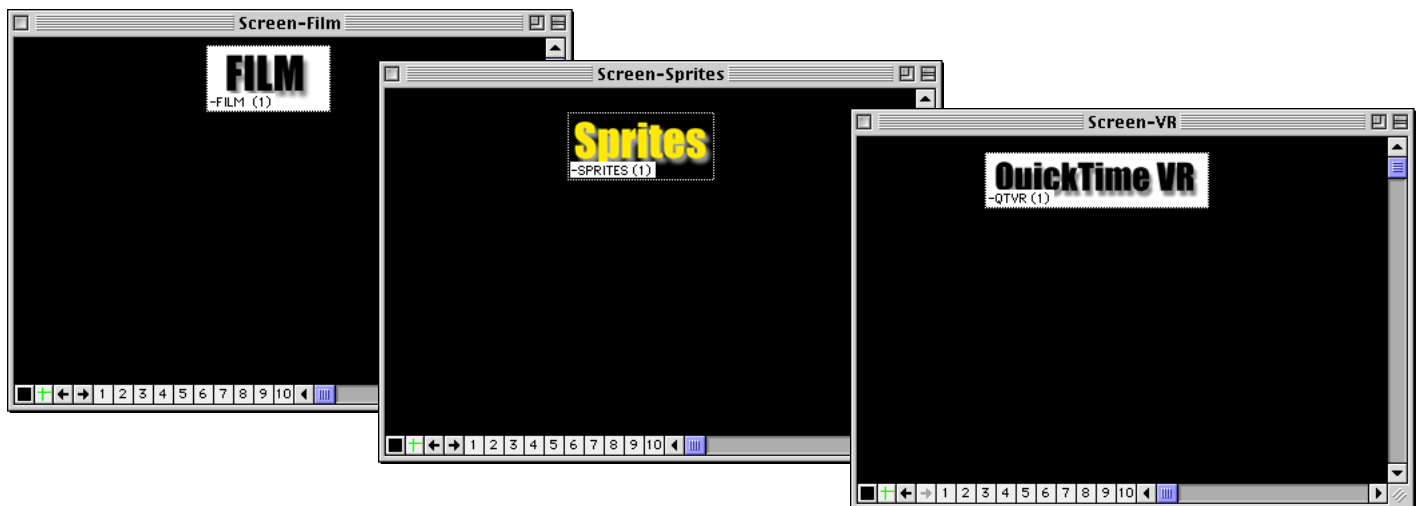
Navigating through your project

There are two ways to move from screen to screen. In the Screen window, you can click on the arrows that will take you to the previous or next screen. You can also go to another screen by double-clicking on a screen in the Scenario window.



For each screen :

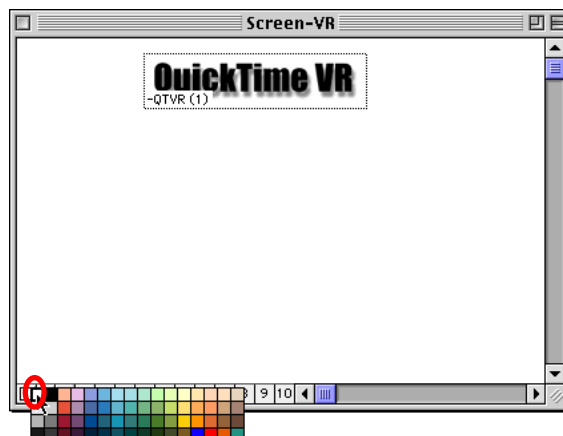
- 1** Go to the next screen.
- 2** Place the relevant media item in the screen.



Changing the background

Changing the background color is easy. Go to the Screen window and select a color in the color palette.

Change the color of all backgrounds to white. Keep the "Sprites" screen background black.



IV. Adding Interactivity

Assigning commands

Once assigned to objects, screens or sequences, commands will allow you to determine the scenario's functions and create interactive presentations that will astound you.

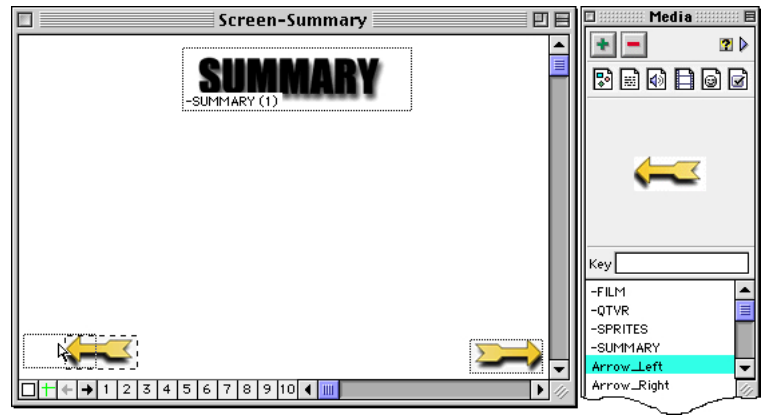
1 Double click on the "Summary" screen in the Scenario window.

2 Go to the Media palette and select and drag "Arrow_left" onto the bottom left corner of "Summary" screen.

3 In the Command palette, select the "Go towards screen" command



and drag it onto "Arrow_left".



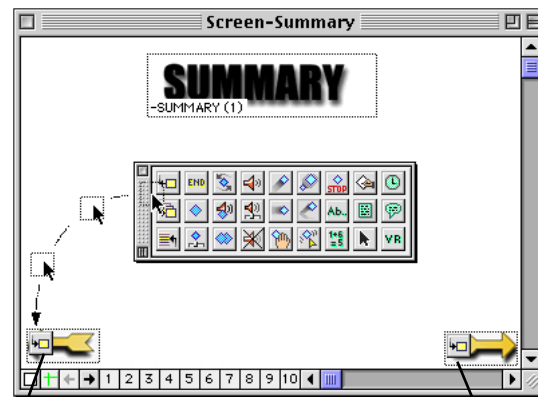
4 In the objects, double-click on the command icon.



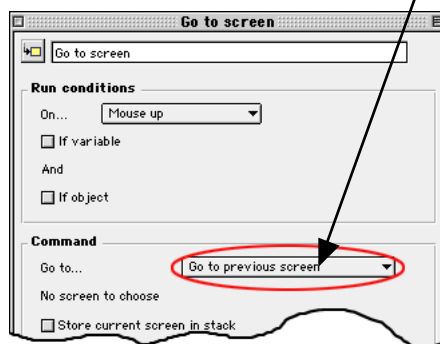
The parameter dialog box will appear.

5 In the Command zone, hold the mouse down on the "Go to next screen" icon. A pop-up menu will appear. Select "Go to next screen".

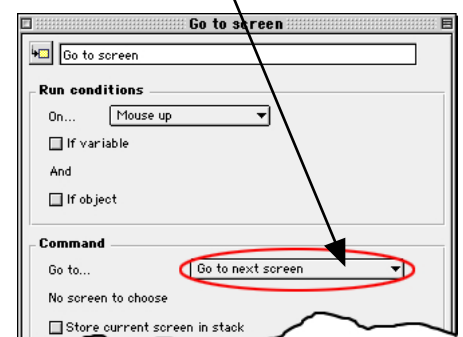
6 Follow the same procedure for "Arrow_right".



Double-click



Double-click



Checking your work and saving your project

The easiest way to check your work is to run your project.

1 Go to the Scenario Menu and select Run. Or using the keyboard, press Command-R.



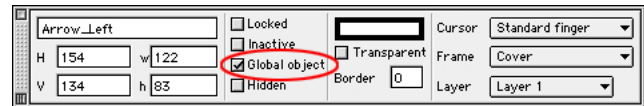
2 Click the right arrow to go to the “Film” Screen. You may have noticed that the arrows have disappeared. You now have no way out of this screen.

3 Hit the Escape key to get back to the Edit mode.

4 You will need to turn the navigation arrows into Global Objects to have them showing up in all screens.

5 Holding down the Shift key, select the two arrows in the screen.

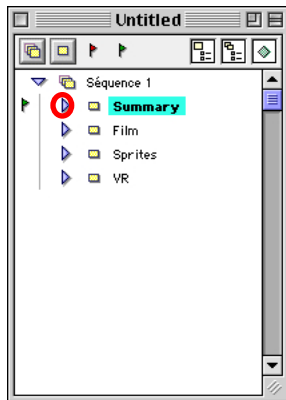
6 In the Object palette, click the Global Object checkbox on.



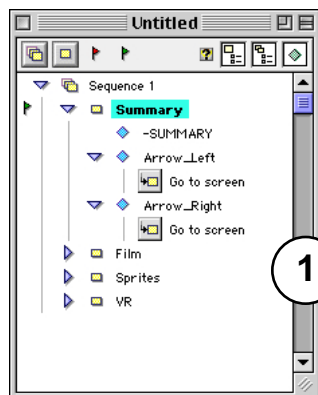
7 Run and test your work. You are now able to go from screen to screen using both arrows.

8 For safety reasons, it may be the right time to save your project. Go to the File menu , select Save.

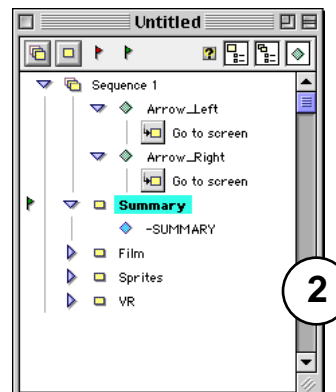
With objects already placed on the screen and commands assigned to these objects, you may want to see how it is organized.



1 Go to the Scenario window and click the arrow next to “Summary”.



2 If “Right_Arrow” and “Left_Arrow” are not Global objects, they are only displayed in the “Summary” screen (Fig.1). Otherwise, they are assigned to a Sequence (Fig.2).



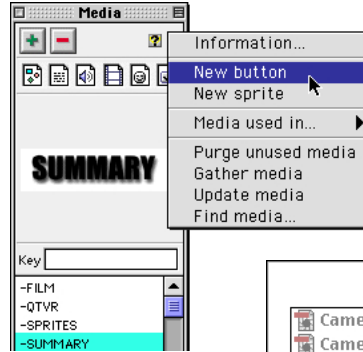
Creating Buttons

In this section you will create buttons. Buttons are made of a series of images that change according to the button's state.

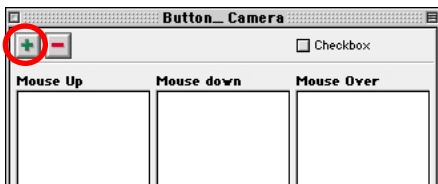
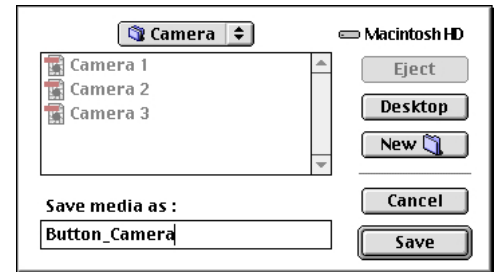
1 Go to the Media palette.



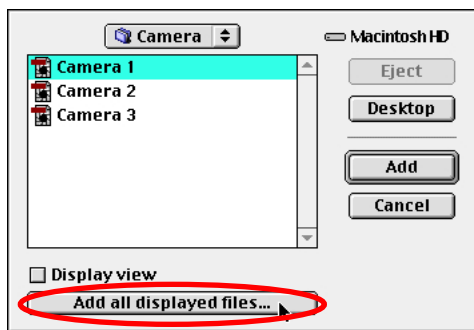
2 Hold the mouse button down on the Help arrow and select "New Button".



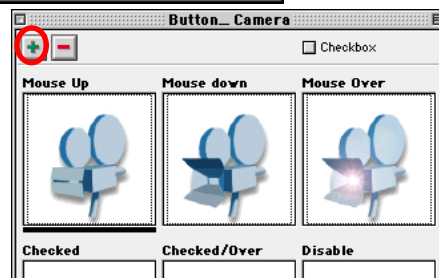
3 Save the new button as "Button_Camera" in the "Camera" folder.



4 The button import dialog box will appear. Click on the "+" button to add the components of your button.



5 Select the "Camera" folder and click on the "Add all displayed files..." button to bring all the images in the folder. Another way to bring these components is to drag the image files from the desktop into the button parameter dialog box.

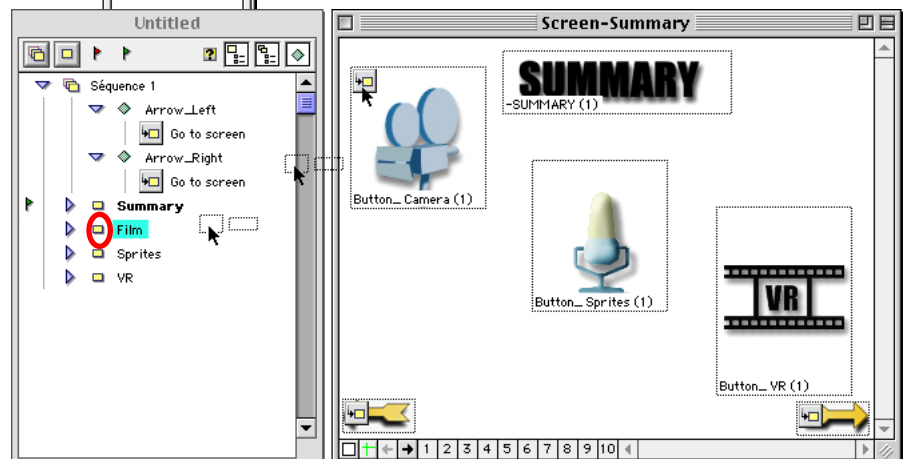


6 Your button ("Button_Camera") is now ready. The same procedure was used to create the "Button_Sprites" and "Button_VR" buttons.

7 Go to the Media palette and drag "Button_Camera" onto the screen.

8 To enable this button to bring you to the "Film" screen, go to the scenario window and drag the "Film" icon onto the "Button_Camera". Using the procedure we just described, enable "Button_Sprites" and "Button_VR".

9 Test your work and hit the Escape key to get back to the Edit mode.



V. Working with QuickTime movies

After going through all the basics of interactivity in Katabounga, we will look at how we can take advantage of QuickTime movies. You will learn how to start a QuickTime movie, how to show and hide objects and how to synchronize events with a movie.

Starting a QuickTime movie

1 Double-click on the “Film” screen icon in the Scenario window to make it your working screen.

2 Go to the Media palette and drag the QuickTime movie “Space Shuttle” onto the “Film” screen.

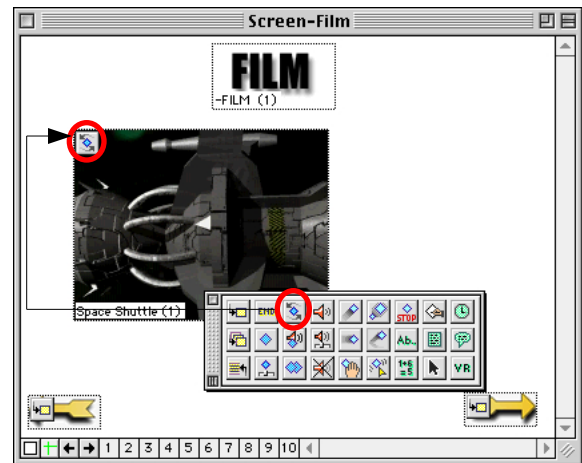
3 In the Command palette, select and drag the “Start Object” command onto the QuickTime movie.



4 On your keyboard, hold the command key and hit the “G” key to test your project from this specific screen. **G**



5 Click on the movie to start it. Hit the Escape key to get back to the Edit mode.

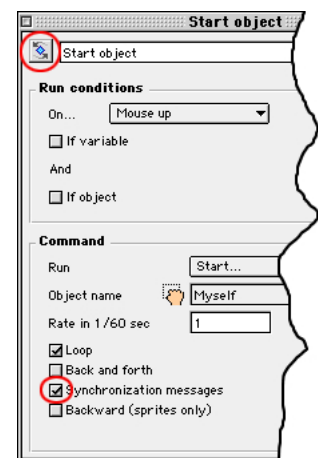


Changing the parameters of a QuickTime movie

1 Double-click the Start Object command in the QuickTime movie.

2 The parameters dialog box will show up.

3 Click the “Synchronization Messages” box on. This option allows the QuickTime movie to send messages to all objects in the screen. We will use this capability later on to synchronize events with the movie.



Show / Hide Object

Before working on synchronizing events, we will create an object (Bye bye !) that we will bring onto the screen when the shuttle is leaving towards the sun.

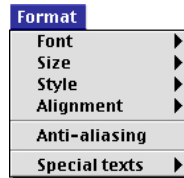
1 Go to the Tool palette and select the “Edit Text” tool.

2 In one motion, click and drag in the screen to create the text area.

3 Type “Bye bye !”.



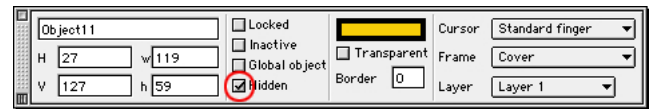
4 Pull down the Format menu and adjust the Font (Times), Size (36), Alignment (center) and Anti-aliasing to smooth the edges.



5 Go to the Object palette and click the "Hidden" check box on to hide the object when the screen starts.



6 In the Object palette, you may also turn the color background of the object to yellow.



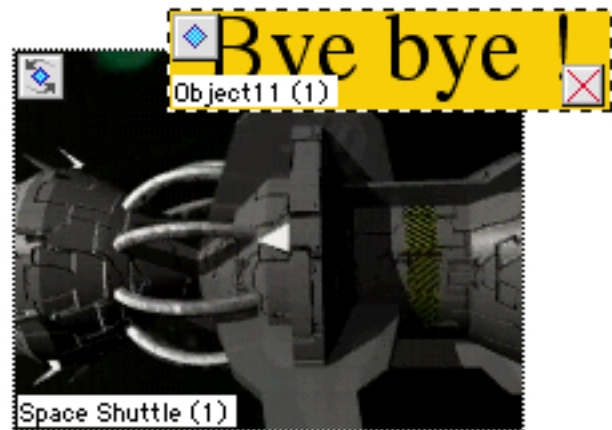
Synchronizing events.

It is now time to work on having, like in a cartoon, the "Bye bye !" object showing up when the space shuttle is leaving towards the sun.

1 In the Command palette, select and drag the "Display / Set Object" command onto the "Bye bye !" object.



2 Double-click on the Display / Set Object command in the "Bye bye !" object. The parameters dialog box will show up.



3 Hold the mouse button down over the "Mouse Up" icon. A pop-up menu will appear. Select "Message".

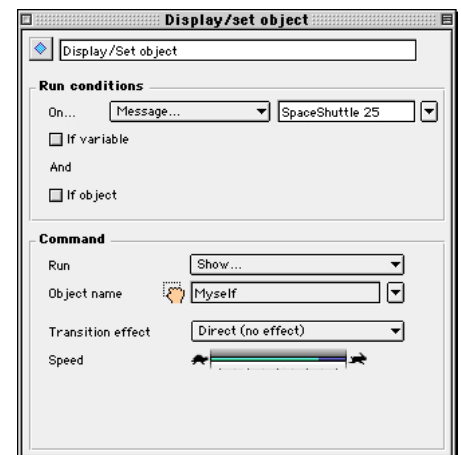
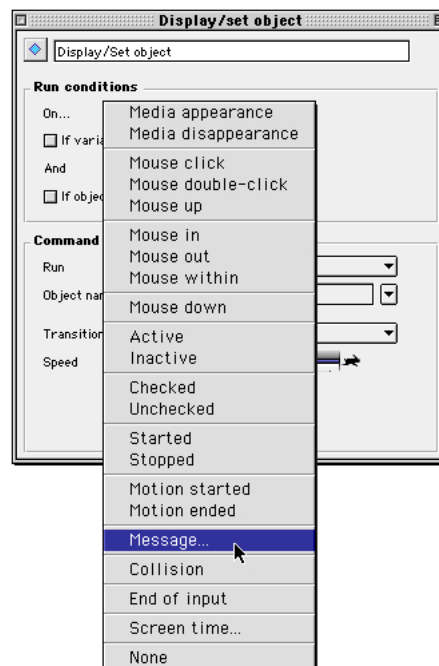
4 Another field will appear. Type "SpaceShuttle 25" as shown on the screen shot below.

As we enabled the QuickTime movie "SpaceShuttle" to send synchronization messages, each frame of the movie is sending a message "name-of-the-movie frame_number". In this case, the object "Bye bye !" will appear when the frame number 25 of the movie "SpaceShuttle" will be shown.

5 Run your presentation from this screen.



Click on the movie to start it and see the "Bye bye !" showing up when the space shuttle will leave towards the sun. Hit the Escape key to get back to the Edit mode.



VI. Working with Sprites and Sounds

Not only movies are great media that bring a lot to a presentation. In this section, we will work with sprites (also called flipbook animations) and sounds. You will learn how to create a sprite, move a sprite along a drawn path, link objects and share behaviors, add sounds and finally move objects in a screen while running your project.

Creating a Sprite

1 Double-click on the “Sprites” screen icon in the Scenario window to make it your working screen.

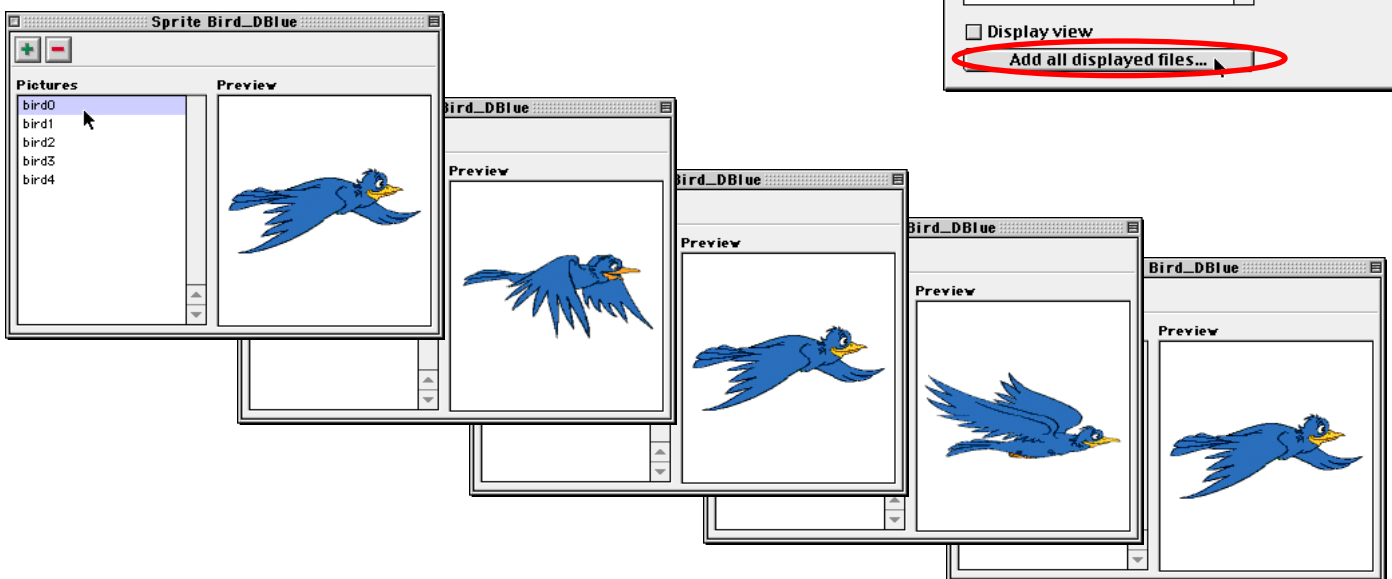
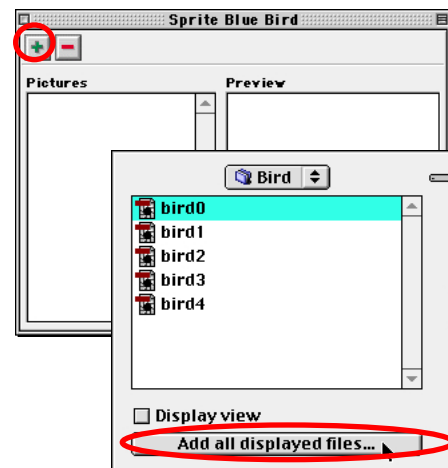
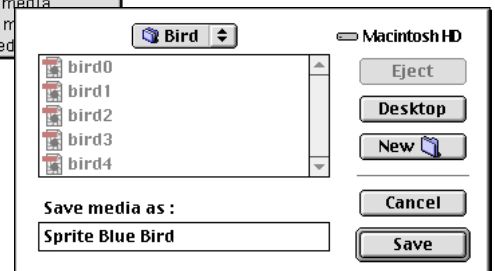
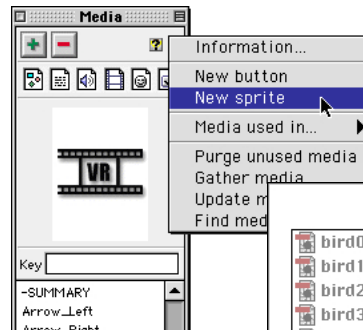
2 Go to the Media palette. Hold the mouse button down on the Help arrow and select “New Sprite”.

3 Save the new sprite as “Sprite Blue Bird” in the “Bird” folder.

4 The sprite import dialog box will appear. Click on the “+” button to add the components of your sprite.

5 Select the “Bird” folder and click on the “Add all displayed files...” button to bring all the images in the folder. Another way to bring these components is to drag the image file from the desktop into the sprite parameter dialog box.

6 In the sprite parameter dialog box, double-click in the preview window to get a real-time preview of the “Blue Bird” sprite.



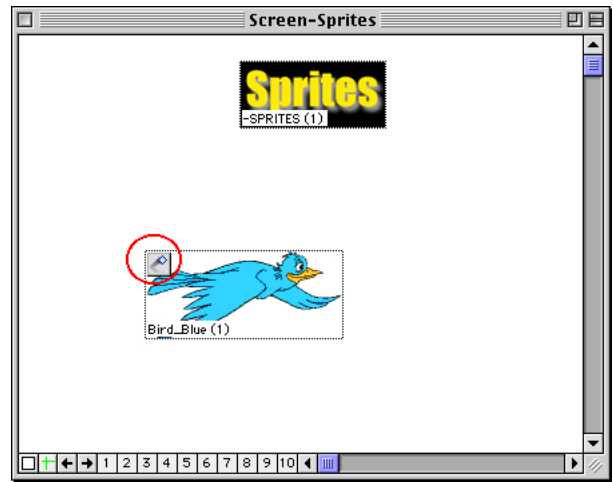
Moving a sprite along a path

1 Go to the Media palette and drag the “Blue Bird” sprite onto the “Sprites” screen.

2 In the Command palette, select and drag the “Path motion” command onto the sprite.



3 Double-click the Path motion command in the sprite. The parameters dialog box will show up.

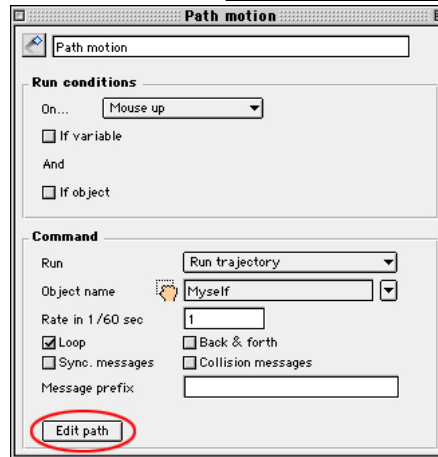


4 Click on the “EditPath” box. This option turns the Tool palette into a path editing tool palette. You can create a path using the pen, starting from the black dot.

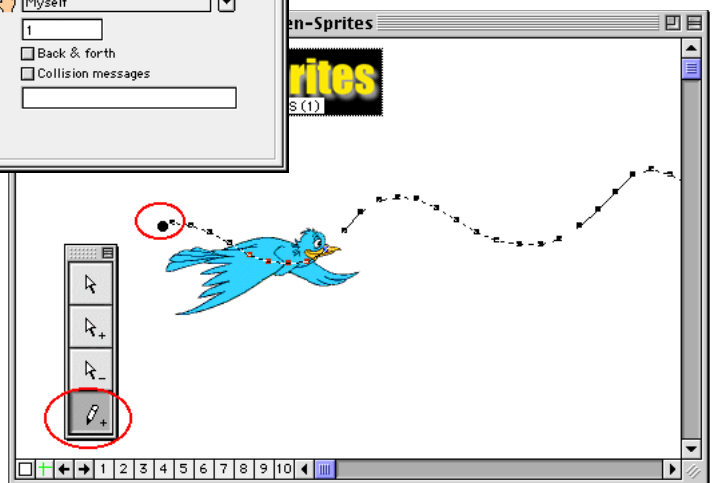
5 Run your presentation from this screen.



Click on the sprite to start it and see the Blue Bird flying along the path you just drew. Hit the Escape key to get back to the Edit mode.



6 The bird is moving along the path but is not actually flying. To get it started, go to the Command palette, select and drag the Start Object command onto the sprite.

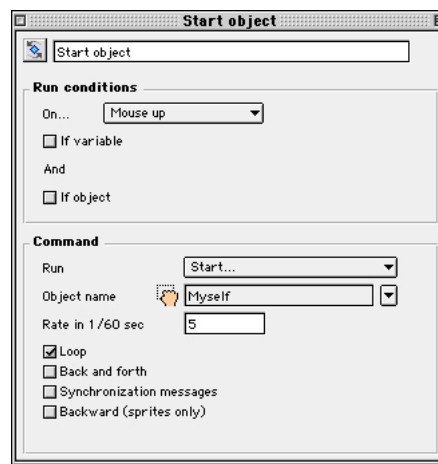


7 Double-click the Start Object command in the sprite. The parameters dialog box will show up. In the speed area, type 5 to give it a speed of 5/60 sec. Click the “Loop” box on. This option allows the sprite to play over and over.

8 Run your presentation from this screen.



Click on the sprite to start it and hit the Escape key to get back to the Edit mode.



Linking Objects

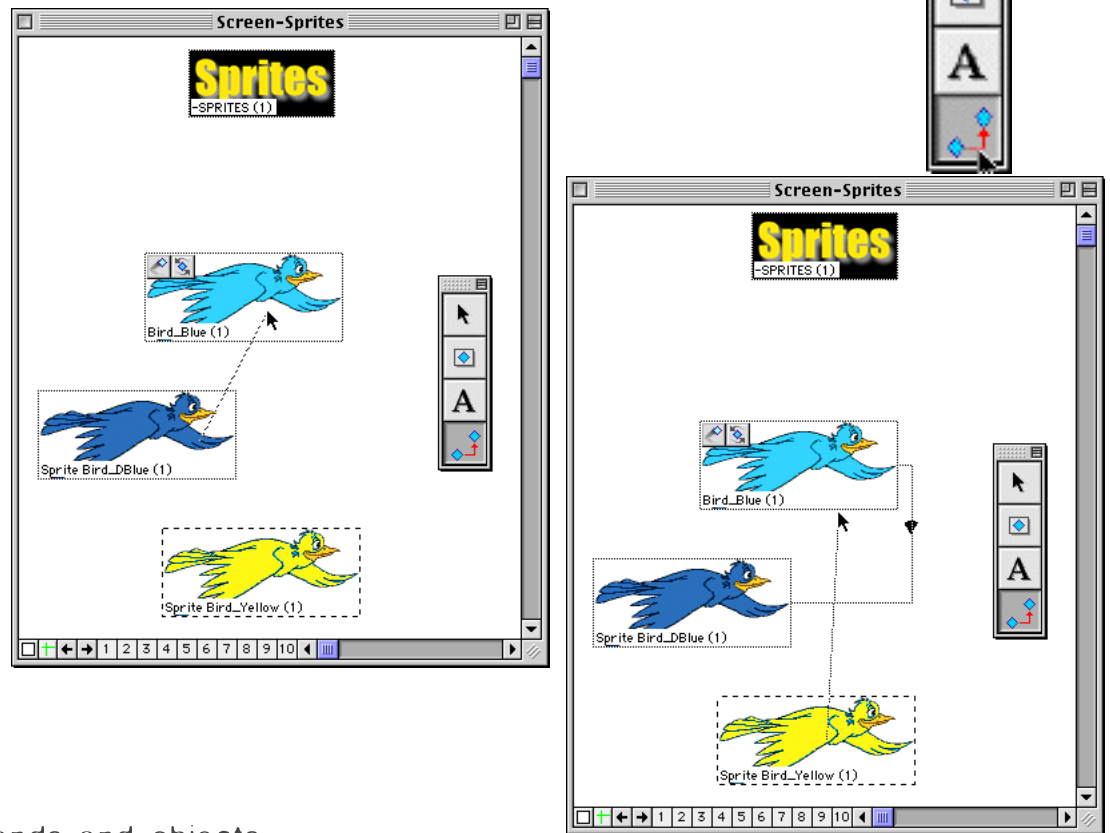
Linking objects avoids duplicating commands for objects having the same functions.

1 Drag "Sprite Bird_DBlue" and "Sprite Bird_Yellow" from the Media palette onto the screen window.

2 In the Tool palette, select the "Linking" Tool.

3 In one motion, click on "Sprite Bird_DBlue" and draw a direct line towards the object it is taking its behavior from : "Sprite Blue Bird". Follow the same procedure for "Sprite Bird_Yellow".

4 Run your project from the screen. All birds should have the same behavior. Hit the Escape key to get back to the Edit mode.



Deleting links, commands and objects.

Since you may try new commands, add media and screens, you will need to know how to delete them in case they are not needed anymore.

1 Deleting Links

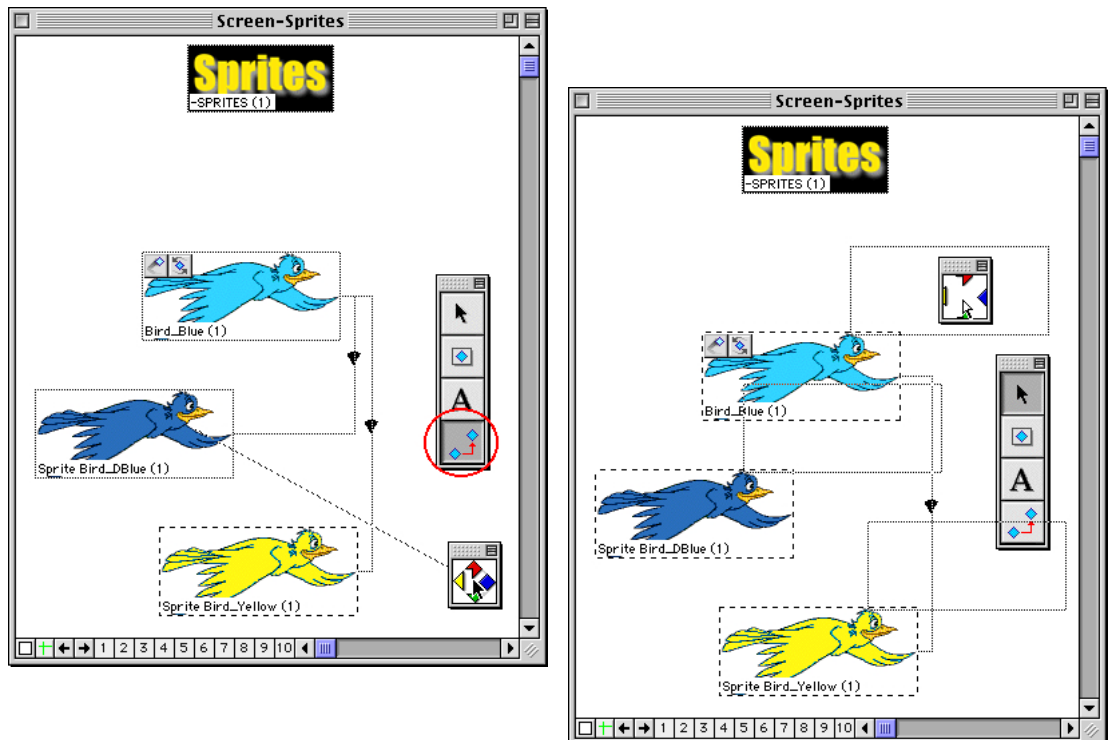
To delete a link, in the Tool palette, select the Linking Tool. Then, in one motion, click on the object you want to free from a link and draw a direct line towards the Katabounga assistant, used as a trash.

2 Deleting Objects

Select and drag the object to be deleted from the screen window onto the Katabounga assistant.

3 Deleting Commands

Select and drag the command to be deleted from the object in the screen window onto the Katabounga assistant.



Adding sounds and music

1 Delete all three sprites and turn the background color to black.

2 Go to the Media palette and drag the "Gramophone" onto the "Sprites" screen.

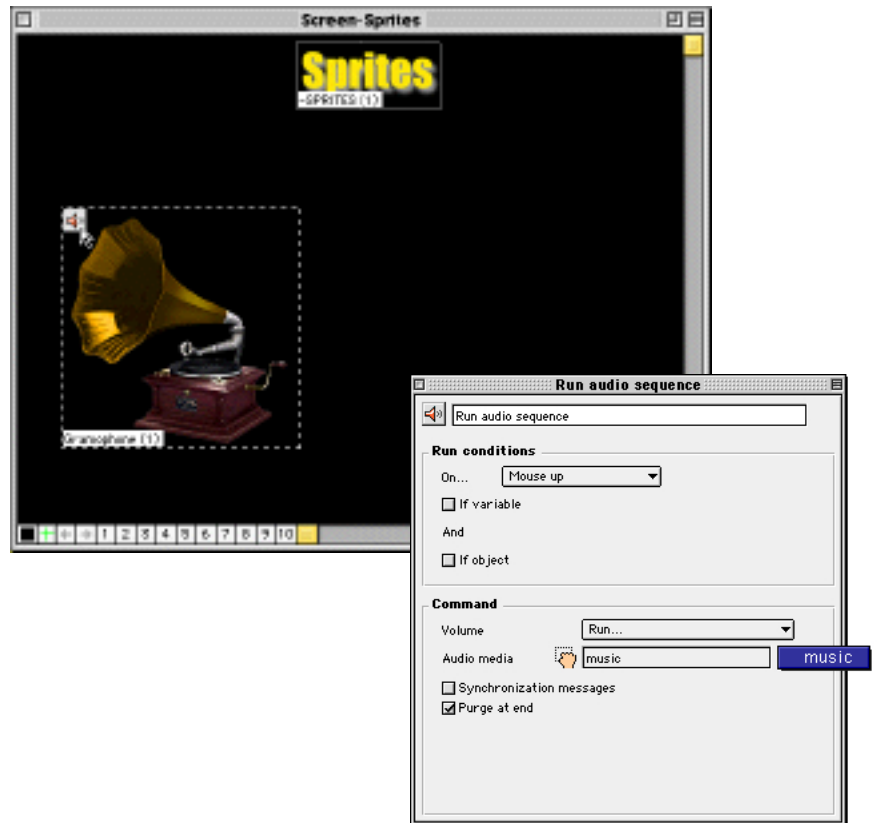
3 In the Command palette, select and drag the "Run Audio Sequence" command onto the "Gramophone".



4 Double-click the Run Audio Sequence command in the object. The parameters dialog box will show up.

5 Hold the mouse down on the button next to the Audio Media box. Select music.

6 Run your project from the screen. Click on the "Gramophone" object. Music should start. Hit the Escape key to get back to the Edit mode.



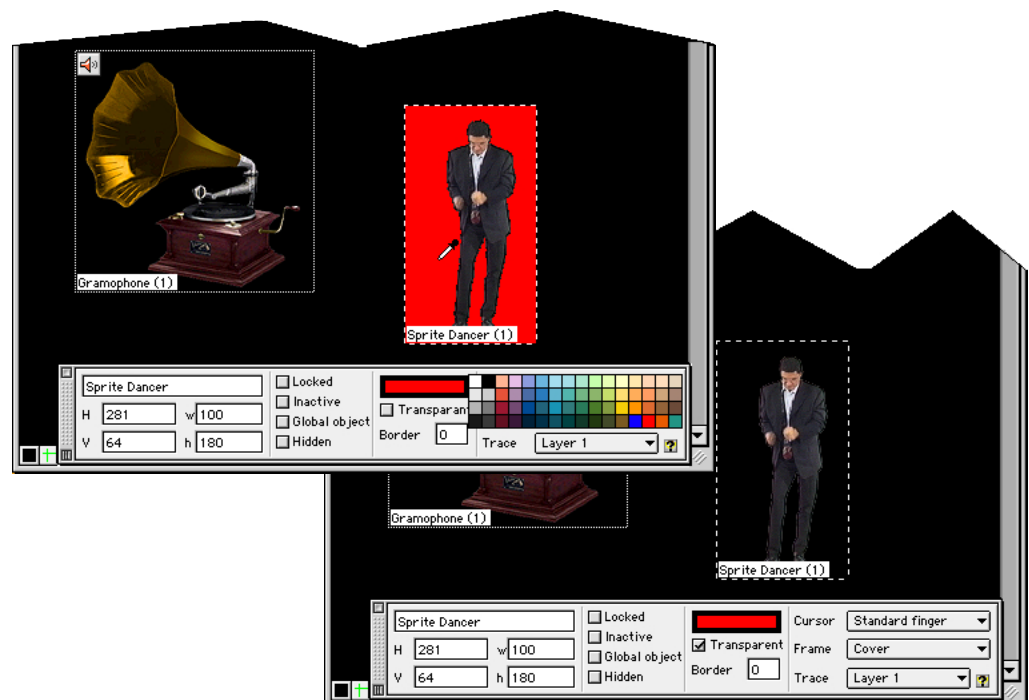
Transparency

When an object is defined as transparent, it is not the whole object that is transparent, only the selected color is defined as transparent.

1 Go to the Media palette and drag the "Dancer" sprite onto the "Sprites" screen.

2 In the Object palette, hold the mouse down on the color selection button and move the color picker onto the object to select the color you want to hide.

3 In the Object palette, click on the "Transparent" checkbox to hide the selected color.

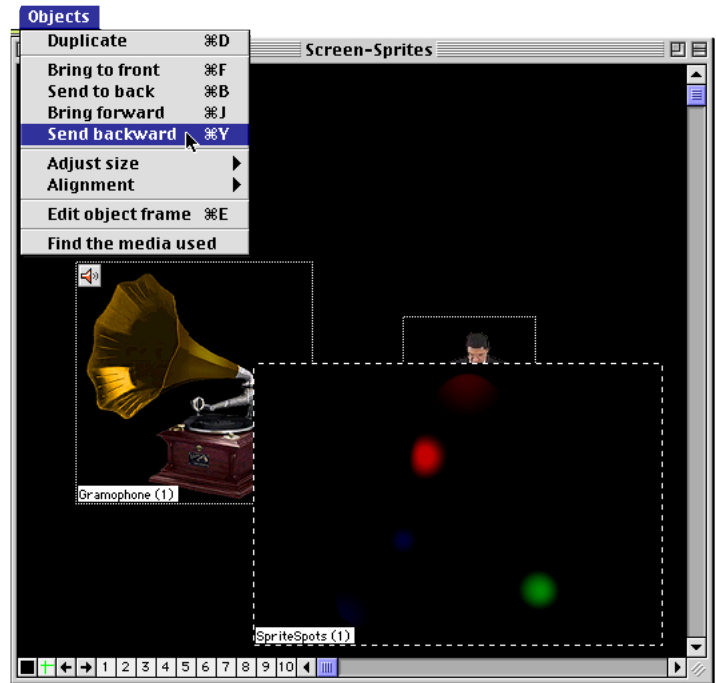


Placing Objects

When many objects are used in a single screen, being able to organize them is critical. You can work with layers but more simply bring object to the front of the screen or send them to the back.

1 In the Media palette select and drag the “Spots” sprite onto the “Sprites” screen.

2 Go to the Object menu and select “Send to back”.



Using the message command

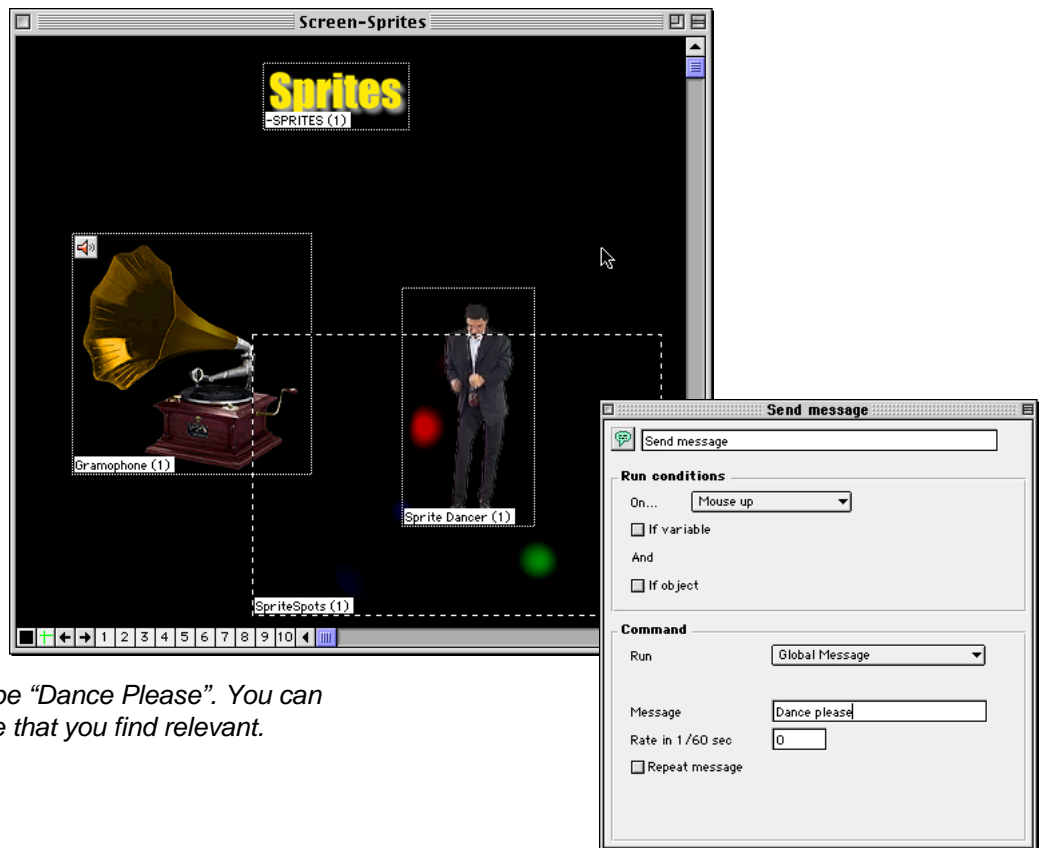
We have seen that messages sent by movies can be used to synchronize events. They can also be used to launch new events from actions or choices made by the reader. In this example, clicking on the Gramophone object will start both the spotlight and dancer sprites.

1 In the Command palette, select and drag the “Send a message” command onto the “Gramophone” object.



2 Double-click on the Send a message command in the Gramophone object. The parameters dialog box will show up.

3 In the Message field, type “Dance Please”. You can actually type any message that you find relevant.



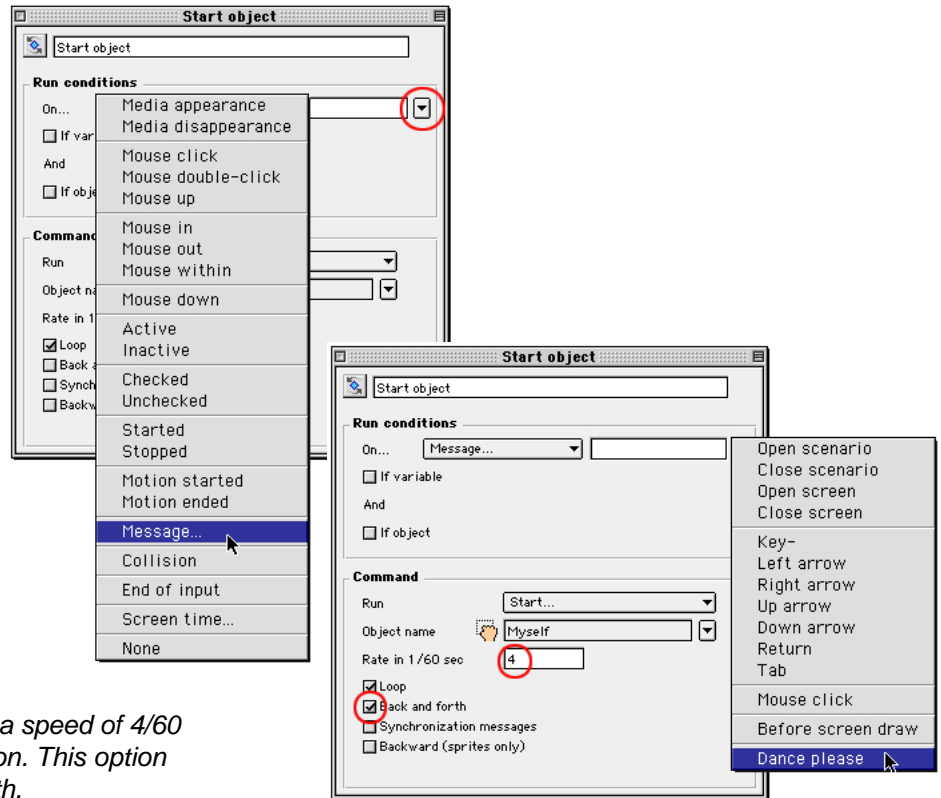
4 We will now start both the “Dancer” and “Spots” sprites. First, in the Command palette, select and drag the Start Object command onto the “Dancer” sprite.



5 Double-click on the Start Object command. The parameters dialog box will show up. Hold the mouse button down over the “Mouse Up” icon. A pop-up menu will appear. Select Message.

6 Another field will appear. Hold the mouse button down over the icon on the right of this field. A pop-up menu will appear. Select Dance Please.

7 In the speed area, type 4 to give it a speed of 4/60 sec. Click the “Back and Forth” box on. This option allows the sprite to play back and forth.



Copying Commands

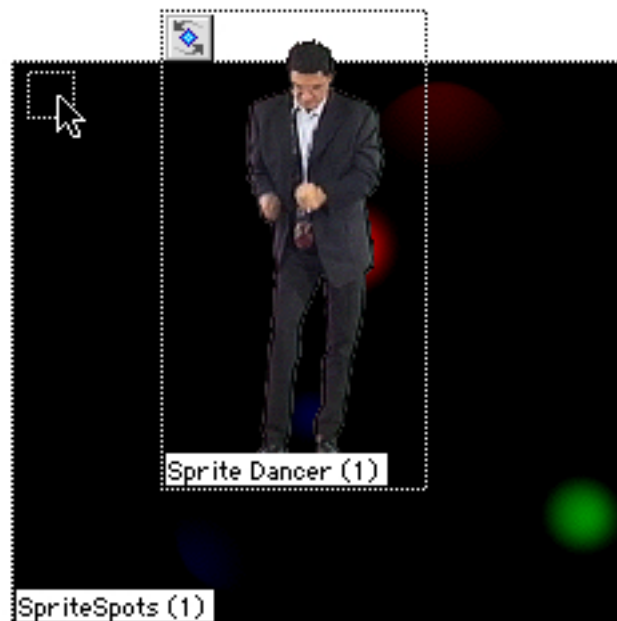
When many objects are meant to behave the same way, being able to copy the commands attached to an object becomes a real productivity tool.

1 Hold the Option key down. Select and drag the Start Object command onto the “Spots” sprite.



2 You are done. You have just copied the Start Object command with identical parameters.

3 Run your project from the screen. Click on the “Gramophone” object. Music and sprites should start. Hit the Escape key to get back to the Edit mode



Move Object by mouse in play mode

You also have the capability to move an object with the mouse in the Play mode using the “Mouse motion” command.



1 In the Command palette, select and drag the Mouse motion command onto the “Dancer” sprite.

2 Duplicate the sprite four times by selecting Command-D.



-D

3 Double-click on the Mouse motion command. The parameters dialog box will show up.

4 Hold the mouse button down over the “Mouse Up” icon. A pop-up menu will appear. Select “Mouse Down”.

5 Duplicate 4 times this dancer.

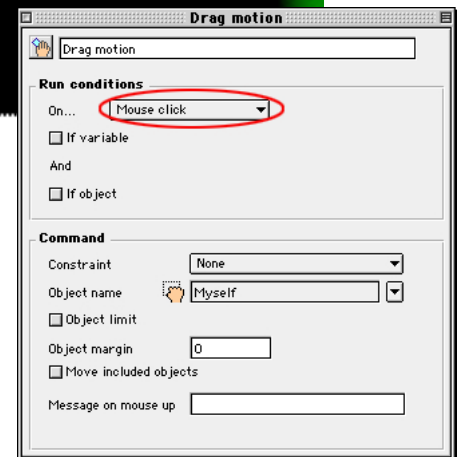
6 Run your project from the screen.



- G

You are now able to move these dancers while playing your project.

7 Hit the Escape key to get back to the Edit mode.



VII. Managing QuickTime VR Movies

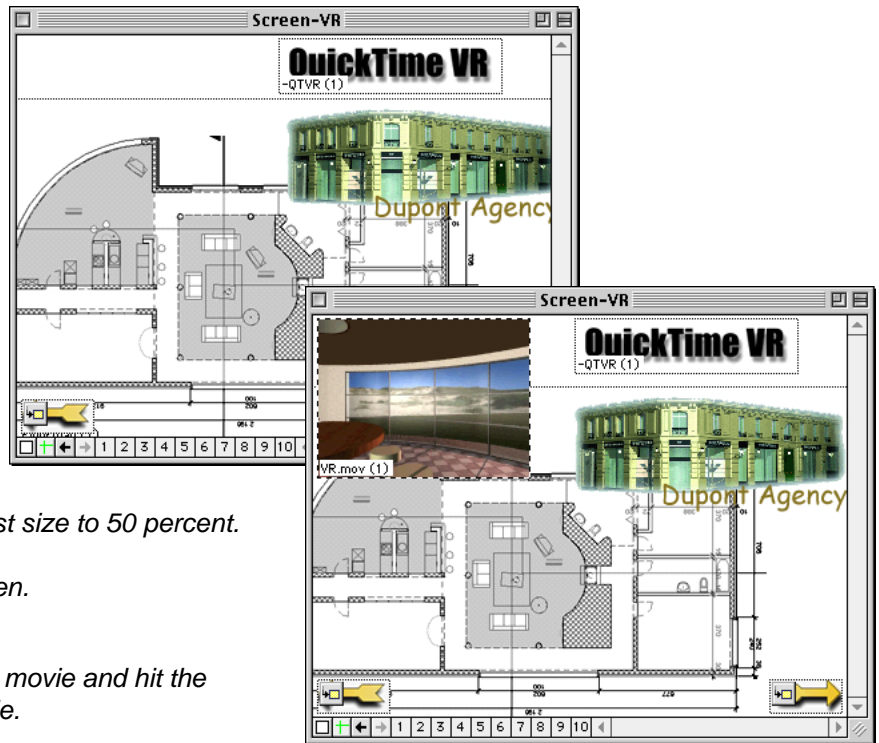
In this section, we will work with QuickTime VR Movies. We will place a QuickTime VR movie on a screen, then we will set up commands to navigate through the movie. No scripting skills required.

Playing a QuickTime VR Movie

- 1 Double-click on the “VR” screen icon in the Scenario window to make it your working screen.
- 2 Go to the Media palette and drag the “VR Floorplan” image onto the “VR” screen.
- 3 In the Media palette, select and drag the “VR.mov” QuickTime movie onto the screen.
- 4 Pull down the Object menu and adjust size to 50 percent.
- 5 Run your presentation from this screen.

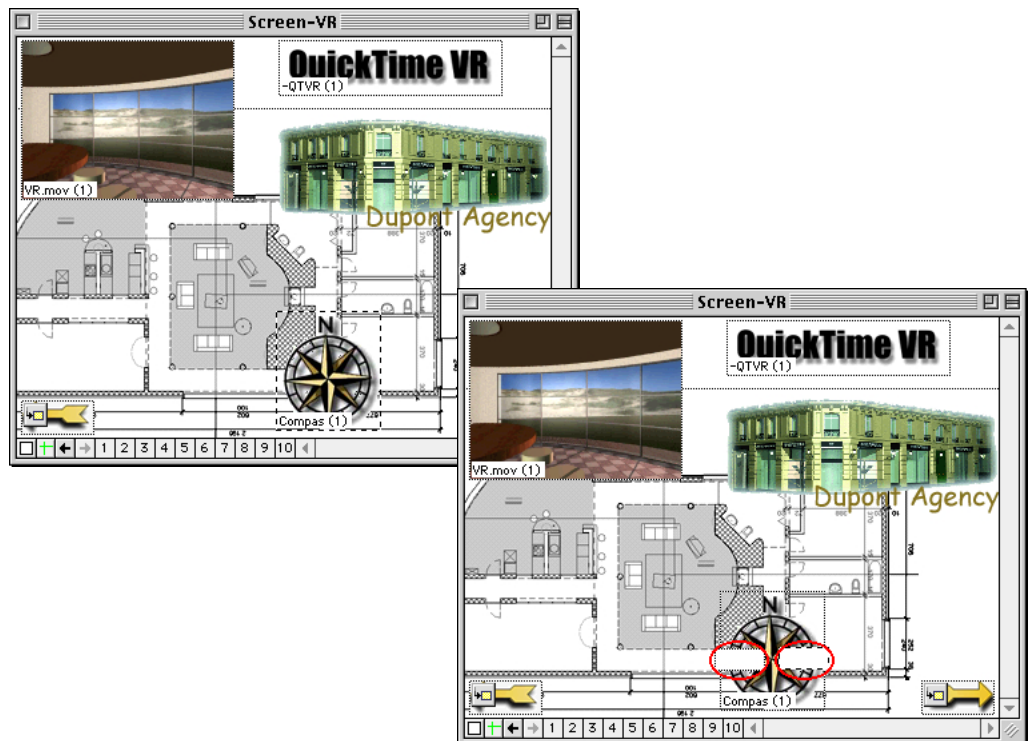


Click on the VR to navigate through the movie and hit the Escape key to get back to the Edit mode.



Adding commands to manage QuickTime VR Movies.

- 1 Go to the Media palette and drag the “Compass” image onto the screen. In the Object palette, click on the Transparent checkbox to hide the white background.
- 2 Create two rectangular objects on the top of the Compass. They will be areas to click on to navigate within each node of the VR Movie.
- 3 In the Object palette, click the transparent check box on to turn them also transparent.



As we have seen, commands can be applied to objects on the screen. Nevertheless, if objects are very small, such as these two rectangles we have just created, it is possible to apply commands to objects in the Scenario window.

1 Go to the Scenario window and click on the arrow next to the “VR” screen to show the objects displayed on this screen.

2 In the Command palette, select and drag the “QuickTime VR Control” command onto one of the newly created objects on the compass -you can recognize them as they do not have a relevant name yet-. Repeat the same procedure for the second rectangle.

3 In the Scenario palette, double-click on QuickTime VR Control icon you just applied. The VR parameters dialog box will show up.

4 To select the QuickTime VR you will be managing, you can either select the VR movie on the screen and drag it onto the “Object Name” field, or hold the mouse button down over the icon on the right of this field. A pop-up menu will appear. Select “VR.mov”.

5 In the Run Conditions area, hold the mouse button down over the Mouse Up icon. A pop-up menu will appear. Select Mouse Down.

6 In the VR parameters dialog box, click the “Angle” check box on as you will manage the horizontal angle changes.

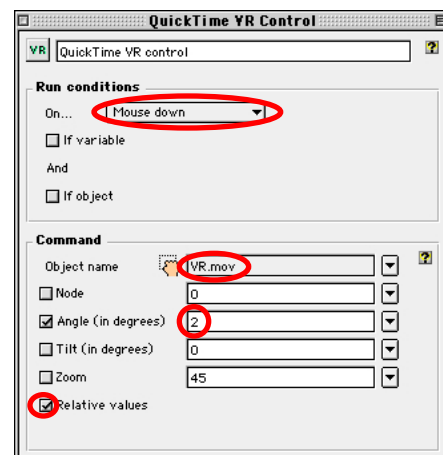
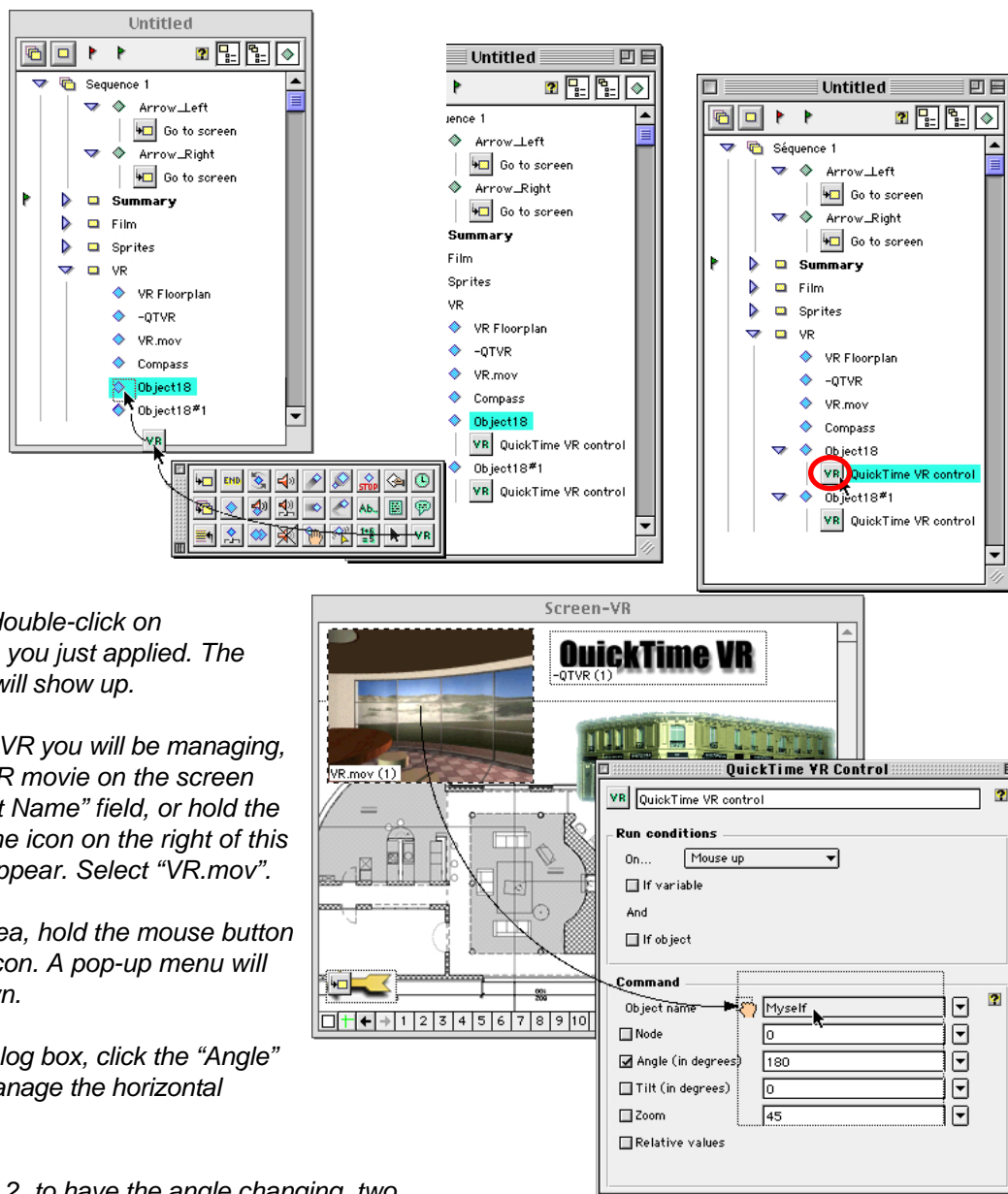
7 In the “Angle” area, type 2 to have the angle changing two degrees by two degrees. Click the “Relative Values” check box on to have the angle change relative to the previous angle and have your VR movie turning around.

8 Use the procedure we just described to have the second object making the QuickTime movie rotate with a -2 degree angle.

9 Run your presentation from this screen.



Click on the transparent objects on the compass to make the QuickTime VR Movie rotate two degrees by two degrees. You are managing a VR Movie without having to deal with any type of scripting.



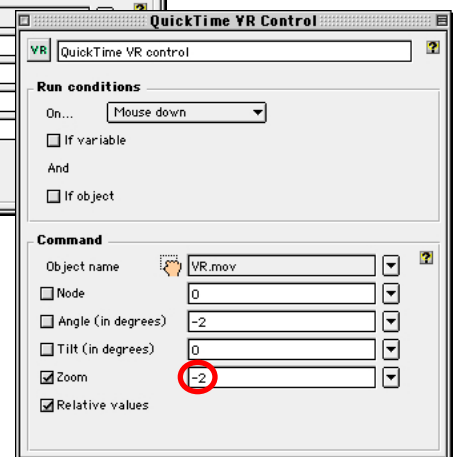
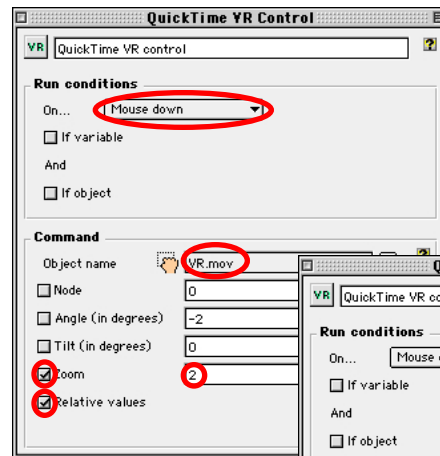
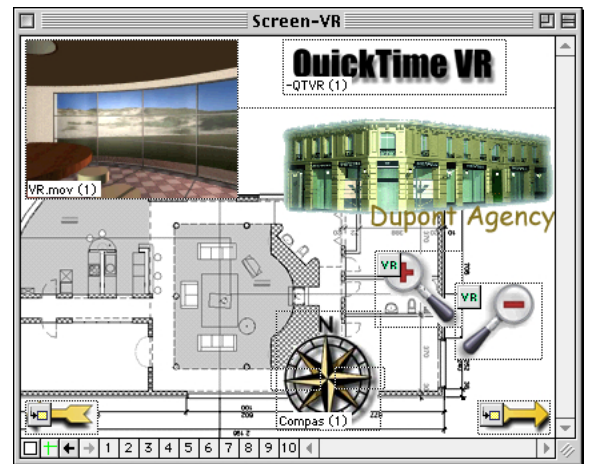
Zooming in a QuickTime VR Movie

Using the same procedure, you will be able to zoom in and out of a QuickTime VR Movie.

- 1 Go to the Media palette and drag the “Button_Magnify +” and “Button_Magnify -” buttons onto the screen.
- 2 In the Command palette, select and drag the QuickTime VR Control command onto these buttons.
- 3 Double-click on QuickTime VR Control icon. The VR parameters dialog box will show up.
- 4 To select the QuickTime VR you will be zooming in and out, hold the mouse button down over the icon on the right of this field. A pop-up menu will appear. Select “VR.mov”.
- 5 In the Run Conditions area, hold the mouse button down over the Mouse Up icon. A pop-up menu will appear. Select Mouse Down.
- 6 In the VR parameters dialog box, click the Zoom check box on as you will manage the zooming changes.
- 7 In the Zoom area, type 2 to Zoom in with the “Magnify +” button and -2 to zoom out with the “Magnify -” button. Click the Relative Values check box on to have the angle change relative to the previous zoom position and being able to zoom smoothly.
- 8 Run your presentation from this screen.



Click on the magnifying lenses to zoom in and out of your QuickTime VR Movie.



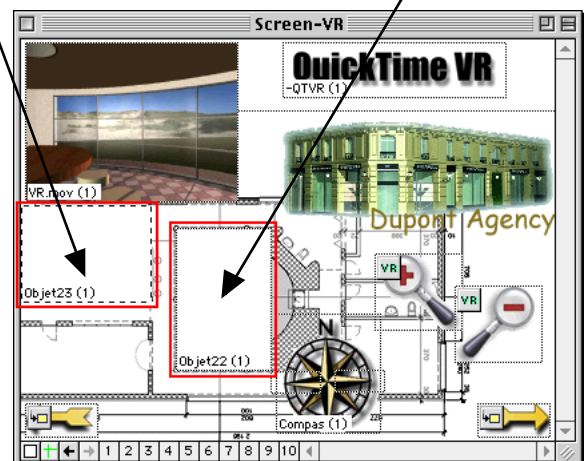
Managing Multinode QuickTime VR Movies

Katabounga also allows you to go from node to node.

- 1 Create two rectangular objects on the top of the floor plan. They will be areas to click on to go from one node to the other one.
- 2 In the Object palette, click the transparent check box on to turn them transparent.

Zone

Zone 2



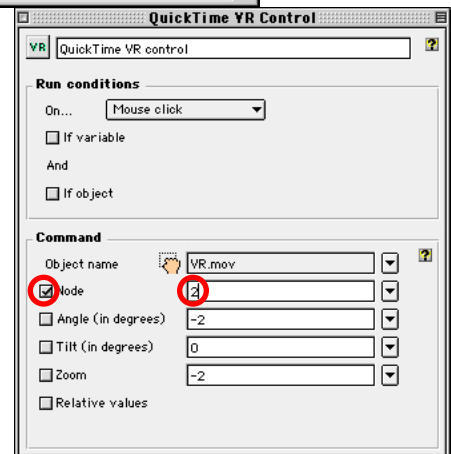
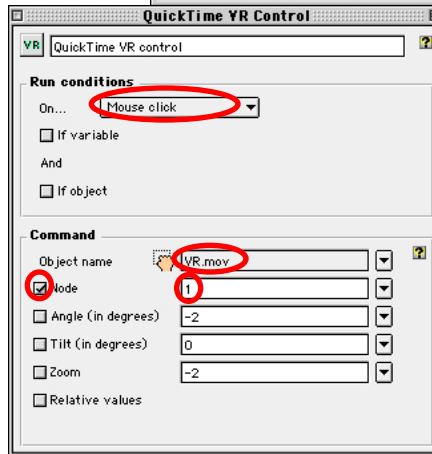
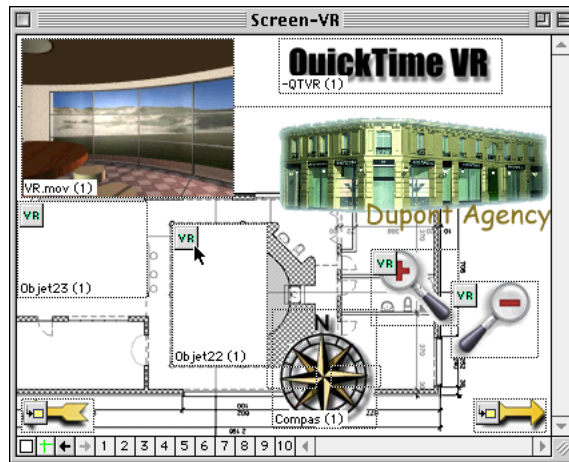
3 In the Command palette, select and drag the QuickTime VR Control command onto one of the newly created rectangles on the floor plan. Repeat the same procedure for the second rectangle.

4 Set up the VR parameters as shown in the dialog box below.

5 Run your presentation from this screen.



Click on the floor plan to switch from one point of view to another one.



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