MACROMEDIA

AUTHORWARE 3.5

WORKING MODEL

The Most Powerful Authoring Environment for Interactive Information

Welcome

Welcome to the Authorware Working Model!

We at Macromedia are excited for you to experience Authorware 3.5—the latest version of the most powerful authoring environment for interactive information. Authorware has the capabilities you need to create just about any type of interactive application you can imagine. Authorware's icon-based design makes the authoring process remarkably easy and fast. And Authorware is the only authoring environment enhanced for use on intranets.

The enclosed Authorware Working Model CD contains a demonstration version of Authorware that includes virtually all features but limits the size of your Authorware pieces. Use it to start exploring multimedia authoring. We've provided sample pieces on the CD for you to run, examine, and modify. We've also included a brief tutorial that leads you through the creation of an Authorware piece incorporating text, graphics, sound, animation, and an interactive Director movie. See for yourself how easy it is to create interactive multimedia with Authorware.

To purchase Authorware, or to get more information, contact Macromedia. We've provided office locations and phone numbers at the end of the guide.

Thanks for taking a look at Authorware!

David Lasner
Senior Director of Product Management
Macromedia

Contents

Introducing Authorware

Authorware is the most powerful and complete authoring environment for creating and publishing interactive information. It was developed to create information-oriented applications that are rich in multimedia content and highly interactive. Authorware provides the tools you need to produce:

- Networked interactive multimedia training and educational courseware

- Human resources publications on intranets

- Reference titles on CD-ROM

- Kiosks

- Performance support and just-in-time training

- Online multimedia presentations

- Interactive magazines and catalogs

- Simulations and prototypes

from CO/OP Media's *Video Producer*, an interactive video production lab

from Analysas Corporation's *Exito*, an intensive Spanish-language course

Intranet delivery with Shockwave for Authorware

Authorware 3.5 supports Shockwave technology, a new way to package and run Authorware pieces over corporate, government, and educational intranets. When you prepare a piece for intranet delivery, the piece is compressed and divided into segments. When the piece runs, the segments are downloaded to the user's computer only as they're needed. This makes it possible to produce large applications—20 MB, 30 MB, and larger—that run efficiently, with hardly any wait for startup.

Shockwave for Authorware is a plug-in for Netscape Navigator 2.0, available free to users. To compress and segment your Authorware files, you use Authorware Afterburner, also available free. Using this technology, you can now:

- Deliver interactive multimedia training anywhere in your company, tracking user information, offering online help, and exchanging information between users and the file server.

- Provide a central library of interactive documents for use by employees—such things as job listings, benefits information, phone directories, and performance-support aids—all of which can be updated at any time.

- Do virtually everything that's possible with Authorware, but now with distribution over intranets with streaming graphics, sounds, and animations.

To download the Shockwave plug-in and to view a variety of shocked files, go to Macromedia's Web site, http://www.macromedia.com.

Icon-based interface

To create an Authorware piece, you simply drag and drop icons onto a flowline that provides a visual outline of the structure of your piece. Using only 15 different kinds of icons, you can quickly assemble complex interactive applications without using a line of programming. Authorware has a uniquely simple object-oriented design that increases your productivity and makes your work easier to modify and update.

Once you've developed a basic structure using icons, you can run the piece and fill in the content—text, graphics, sounds, digital movies—as it plays. By viewing the piece from the user's perspective while you create it, you can see right away what works and doesn't work. You can insert and edit content on the fly and try out different ideas as you go. Because Authorware handles so many mechanical details for you, you're more free to focus on the creative part.

Interactivity

Authorware was built around the concept of interactivity. The more people interact with information, the more likely they are to retain it—which is critical when you're building any application meant to educate, train, or inform.

Authorware provides an array of choices for designing interactions. For example, you can have users click buttons, select objects, enter text, move objects on the screen, or navigate to related information. Even if you're new to authoring, all the possible interactions are made simple through straightforward menus and dialog boxes.

To enhance your customized interactions, Authorware lets you create custom buttons, check boxes, and option buttons using your own graphics and sounds. Custom buttons are just as easy to use as the built-in standard buttons.

Multimedia integration

Authorware makes it simple to integrate text, 2D and 3D graphics, digital and analog video, and sound. These elements add immediacy, realism, and impact to your pieces. Authorware can use most industry-standard media formats.

- **Graphics and text**—Import graphics or text files (including RTF) and apply special effects, including a huge selection of customizable transitions. Use the toolbox to create simple graphics and text.

- **Sound**—Add sound effects, music, and voice-overs using digitized audio up to CD-quality, 16-bit, 44kHz.

- **Video**—Incorporate full-motion and still analog video with full control over frames and speed.

- **Digital movies**—Import digital video, including MPEG and interactive Macromedia Director movies. You can even send Lingo commands from Authorware to Director movies and receive information back from Director.

Hypermedia and hypertext

Build complete hypermedia functionality into your pieces. Design your pieces to take users where you want—or where they want—using ten kinds of hyperlinks, including links to specific pages, next and previous page navigation, and the ability to click on a "history" list of previously viewed pages. Start with the built-in navigation schemes, and then customize and build your own to provide even the most intricate navigation.

Authorware has reinvented the lost media type—text—by not only providing custom text styles but also by making the process of setting up hypertext simple and quick. And if your pieces involve a great deal of text, you'll appreciate Authorware's sophisticated boolean text searching. For example, your users can search for pages that contain any one of three words they specify, or pages that contain one word and not another word.

The joy of reusable content

Two features add tremendous efficiency to your authoring: libraries and models.

Libraries let you store any media that you intend to use more than once— text, graphics, sound, or movies—in one place, separate from your piece. To use library content, just open the library and drag an icon into the file you're working on. This links the Authorware file to the library icon. From then on, any changes you make to the content of a library icon—for example, modifying the bitmap of a logo—are reflected every place the icon is used in a piece, and in any other pieces linked to the library. You can store libraries on file servers so many different authors can use the same libraries in their pieces. Using libraries also reduces file size and improves performance.

Models are files containing icon-and-flowline structures that you can reuse. Instead of re-creating the logic in a certain complex interaction, for example, just save it as a model. Then you can paste it into any piece you want, and change the text, graphics, and other media as needed.

Seamless cross-platform compatibility

Authorware is one of the few authoring packages that lets you create and deliver interactive pieces equally well in Windows or on the Macintosh. You can author on either platform, and easily convert for runtime on the other platform.

The power of variables and functions

Authorware's power is not limited to its icons. Hundreds of variables and functions add new capabilities to your pieces.

Variables let you collect, store, analyze, and display data. Authorware automatically tracks information such as whether users clicked in a certain area and how many correct answers they entered. This information—and much more—can be used for automatically branching to various content, and it can be stored in any standard database with Authorware ODBC drivers.

Functions vastly extend Authorware's capabilities, performing operations such as reading and writing external files and jumping to other applications. Functions and variables can work together for additional capabilities.

You can also create custom variables and custom functions to meet your own needs.

Extensible architecture

When you need to add unique capabilities, you can call Windows Dynamic Link Libraries (DLLs), Macintosh External Commands (XCMDs) and External Functions (XFCNs), and Macromedia transition Xtras. Authorware's expanded use of open architecture standards also includes drivers for Open Database Connectivity (ODBC)—with models to help you get started. In Windows, Authorware also supports Dynamic Data Exchange (DDE) and Object Linking and Embedding 2.0 (OLE). As an OLE 2.0 client, Authorware allows you to open any OLE server from within Authorware. This means you can deliver your pieces from floppy disks, hard disks, CD-ROMs, network file servers, and intranets—and jump to and from other applications and files to share data.

Debugging made easy

The trace window in Authorware is a customizable debugger that lets you track the flow of events in a piece to quickly find problems in your design. You can move step by step through a piece to precisely track the logic.

Delivery: pick your distribution medium

After you develop an Authorware piece, a single menu command creates a runtime version that you can distribute royalty-free to millions of users using whatever medium you want. Authorware automatically organizes the media layout to optimize CD-ROM performance. In addition, Macromedia's unique Shockwave for Authorware technology lets you prepare a piece specifically for intranet distribution.

New native versions for Windows 95 and NT and Power Macintosh

Authorware 3.5 is available in native versions for all these platforms: Windows 3.1(16-bit), Windows 95 and Windows NT (32-bit), and both standard Macintosh (68K) and Power Macintosh (Power PC). You'll notice up to 200% faster runtime performance with Authorware 3.5 in Windows 95 and NT and on the Power Macintosh than in Authorware 3.0.

In addition, if you develop an application using the Windows version of Authorware, you can now receive Microsoft's official "Designed for Windows 95" logo. (Other requirements may apply, and you should contact Microsoft for details.)

Macromedia Transition Xtras

Authorware 3.5 is the first Authorware release to support Xtras—extensions that add new capabilities to Macromedia products. Authorware 3.5 includes a number of transition Xtras, including the Director Transitions Xtra, which provides the entire set of over 50 transitions from Macromedia Director.

With transition Xtras you can vary the duration and smoothness of transitions and choose whether a transition affects the entire screen or just the changing area. The expanded transitions in Authorware 3.5 let you dramatize information with greater impact and enhance the overall aesthetics of your multimedia applications.

Getting a good start

When you purchase Authorware, you receive extra resources to help you get off to a good start as a multimedia author. These resources include:

- **Comprehensive documentation**—The Authorware user manuals provide in-depth guidance and answers to your questions. Complete online help is available while authoring. A Tips and Tricks guide provides shortcuts and advanced techniques.

- **Authorware Smart Clips**—Thousands of professional-quality custom buttons, sliders, panels, and bullets are included. Use the browser—created in Authorware—that's provided to see what's available. Then import your favorites into Authorware, complete with functioning logic.

- **The Authorware Portfolio**—Examine professional-quality models, with full explanations, and then paste them into your own pieces and modify them to suit your needs.

- **The Tech Support Top Ten**—A series of Authorware files demonstrate solutions to the most common "how-do-I?" questions that Authorware's technical support team has encountered.

About the Authorware Working Model CD

The Authorware Working Model CD contains everything you need to get acquainted with Authorware. The CD includes:

- **ReadMe file**—installation instructions for the Working Model software, and other information.

- **Authorware Working Model installer program**—The Authorware Working Model is a demonstration version of the Authorware software that contains nearly all Authorware features but can only create pieces up to 50 icons in size. The full product lets you create pieces as large as you want.

- **Welcome folder**—contains files for the Authorware Welcome piece (see the "Getting Started" section). You can run the Welcome piece to learn the basics of using Authorware and get a feeling for how you might use various Authorware features in your own pieces.

- **QuikTour folder**—contains the files you need to complete the Try This! tutorial described in this guide.

- **Kiosk folder**—contains a complete Authorware kiosk piece you can run, examine, and modify. You'll build a portion of this piece in the Try This! tutorial.

- **Misc folder**—contains additional files you may need to run the Authorware Working Model, such as Video for Windows and Macintosh QuickTime.

Installation

The Authorware Working Model installation program will quickly install the Working Model and its associated files. For more information on installation, open the ReadMe file on the CD.

Note: You must have Video for Windows or Macintosh QuickTime installed in order to run the Working Model. They're provided in the Misc folder on the CD if you need to install them.

The table below lists the minimum hardware and software requirements for the Working Model. Authoring requirements for the Authorware software and the Working Model software are the same.

Requirements	Windows 3.1/ Windows 95	Windows NT	Macintosh
Computer	486/25 MHz processor	486/33 MHz processor	25 MHz with a 68030 processor or Power PC
System software	Microsoft Windows 3.1, Windows 95	Microsoft Windows NT 3.5	System 7.1
Memory	8 megabytes	16 megabytes	6 megabytes free RAM
Display	8-bit (256-color) VGA graphics card	8-bit (256-color) VGA graphics card	640 x 480 color monitor
Hard Disk Space	15 megabytes	15 megabytes	15 megabytes
CD Drive	Double speed	Double Speed	Double speed
Sound	Sound card if you want to play sounds	Sound card if you want to play sounds	

Getting Started

As your first step in using Authorware, we recommend that you run the Welcome piece included on the CD. The Welcome piece introduces key concepts about how Authorware works and highlights key features you may want to experiment with later. It also prepares you for the second step we recommend: completing the Try This! tutorial, which starts on the next page.

1. **Start Authorware by double-clicking the Authorware icon in Windows Program Manager, on the Windows 95 Desktop, or on the Macintosh Desktop.**

Authorware™ 3.5 Working Model

An empty Authorware design window appears.

2. **Choose Open File from the File menu.**

In the Welcome folder on the CD, select Welcome.a3w and click OK (Windows) or select Welcome.a3m and click Open (Macintosh).

3. **The Authorware file's design window is displayed.**
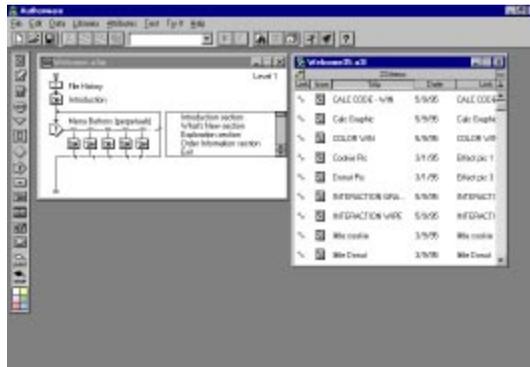
4. **Click the Run button in the toolbar.**

Authorware starts running the file. Follow the on-screen instructions in this piece to learn about Authorware features. After you're familiar with concepts such as flowline and the icon palette, you're ready to start authoring and can move to the Try This! tutorial on the next page.

Try This!

You're probably eager to try creating something in Authorware for yourself. In this tutorial, we'll lead you through the steps in assembling one section of a multimedia kiosk application. Imagine that you're a member of a team working on a large piece that will provide information about merchants, parks, and community activities to residents of a particular town. In the tutorial you'll assemble a small portion of the application, using content we provide on the CD.

Before you start, we recommend that you preview the finished results by opening the Complete.a3w file (Windows) or Complete.a3m file (Macintosh) in the QuikTour folder on the CD. Click the Run button in the toolbar or choose Run from the Try It menu.

When you're done viewing the complete piece, begin the tutorial on the next page.

In this tutorial you'll learn to:

*   Open an Authorware file

*   Recognize the basic parts of the Authorware design window

*   Import a sound

*   Link media from a library

*   Apply a transition

*   Animate a graphic

*   Create a framework for navigation

*   Import an RTF text file

*   Import a Director movie

*   Import graphics

*   Create hypertext (optional)

*   Create an interaction with a custom button

*   Paste models

*   Finish the piece.

Open an Authorware File

You begin by opening the Authorware file we've started for you.

1. **Start Authorware by double-clicking the Authorware icon in Windows Program Manager, on the Windows 95 Desktop, or on the Macintosh Desktop.**

    Authorware™ 3.5 Working Model

    An empty design window appears.

2. **Choose Open File from the File menu.**

3. **In the QuikTour folder on the CD, select the Start.a3w file (Windows) or Start.a3m file (Macintosh) and click Open.**

    The design window for the Start file appears. The only item in your file so far is a display icon called Main Background that we've inserted for you.

    The illustration on the next page shows the main components of the Authorware screen. You may want to take a minute to look over these components.

4. **Choose Save As from the File menu. Select a drive on your computer and type a filename such as Mystart. Then click Save.**

    Authorware automatically adds the file extension .A3W (Windows) or .A3M (Macintosh) when the file is saved.

5. **Click the Run button in the toolbar.**

    When you run an Authorware file, Authorware presents it on the screen just as a user will see it. This lets you check your work in progress and make changes on the fly. Right now there's only one icon in the design window, so Authorware opens that icon and displays its contents.

    The Main Background display icon contains a graphic that will be the background for the piece. Included in the graphic are several buttons that aren't yet functional.

    You're going to assemble part of the content that appears when users click the Shopping Areas button on the right.

6. **Press Control-J (Windows) or Command-J (Macintosh) to jump back to the design window.**

    This command is the keyboard shortcut for jumping between the presentation window and the design window.

Authorware Basics
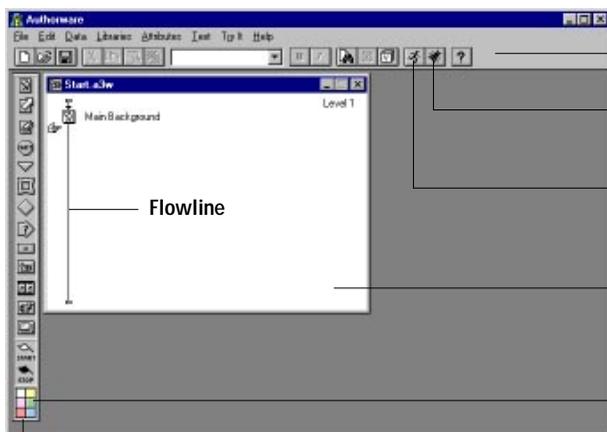
Toolbar

Help

Run button—changes to Run from Flag ( ) when Start flag is placed on

Flowline

Design window

Icon palette

Motion—moves on-screen text, graphics, and digital movies from one point to another over a given amount of time or at a specified speed.

Wait—pauses the application for a set duration or until the user clicks a button or presses a key.

Framework—provides an easy way to create navigation structures. The icons you attach to the framework act like pages in a multimedia book.

Interaction—determines which path to follow based on the user's response. Provides many response types including custom buttons, hot spots, and pull-down menus.

Map—places selected icons in a new window with its own flowline. Use maps to organize and modularize your file.

Sound—plays imported digitized audio such as sound effects, music clips, and voice-overs.

Start and Stop flags—let you run a selected part of a file while authoring. Place these flags on the flowline to indicate where to start and stop running the file.

Display—displays graphics and text you create or import using a variety of transitions.

Erase—removes text, graphics, animations, and digital movies from the screen using a variety of effects including Macromedia transition Xtras.

Navigate—goes to the destination icon you specify. Provides ten different hyperlinks for navigating within a file.

Decision—determines which path to follow based on author-defined controls, such as previous user responses.

Calculation—performs functions, manipulates variables, calls external routines, and jumps to other files or programs.

Digital Movie—plays back imported digital video sequences, including QuickTime, Video for Windows, MPEG, and interactive Macromedia Director movies.

Video—plays full-motion and still analog video sequences using a variety of controls.

Color—assigns color to selected icons to easily identify and organize logic, which facilitates team authoring.

Import a Sound

Authorware lets you use sounds in a variety of ways throughout a piece. For example, you can play a sound whenever the user clicks a button, or play sounds while certain items are appearing on the screen.

In this section you'll add a music clip to your piece.

1. **Drag a sound icon from the icon palette to the flowline below the Main Background display icon. Type the title, "Travel Music."**

2. **Double-click the sound icon to open it.**

   The Travel Music dialog box appears. In Windows, the Load Sound dialog box also appears.

   On the Macintosh, you need to click the Load button to open the Load Sound dialog box.

3. **In the QuikTour folder on the CD, select the Travel.wav file (Windows) or Travel.aif file (Macintosh). Click Open.**

   Authorware loads the sound file and returns you to the Travel Music dialog box.

4. **Click the Play button to hear the sound you loaded. Click the Stop button to stop the sound.**

   Play   Stop

5. **Click the list box on the left side at the top of the dialog box. (Wait Until Done is currently displayed.) Select Concurrent.**

   The Concurrent option sets up the sound to play while the piece continues down the flowline to other icons that you'll insert. The Wait Until Done option would finish playing the entire sound file before continuing down the flowline.

6. **Click OK to close the dialog box.**

Link Media From a Library

Libraries are one of many Authorware features that increase your productivity, both during initial authoring and during the inevitable cycles of revision. Libraries can contain text, graphics, sounds, and movies. When you modify library content, you change it wherever it's used in a piece and in other pieces that are linked to that library—instead of manually changing it every place it appears. Libraries can ensure consistent, up-to-date content among multiple pieces.

In this section you'll open a library, then bring two graphics from the library into your piece.

1. **Choose Open Library from the Libraries menu. In the Open Library dialog box, select the Merchnt.a3l library and click Open.**

   A library window containing two icons appears on your screen. If you want, you can see what a library icon contains by selecting it and choosing Get Info from the Edit menu.
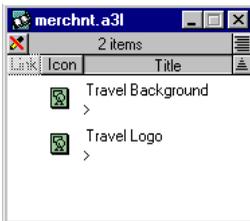
2. **Drag the Travel Background display icon from the library window to the flowline below the Travel Music sound icon.**

   Notice that after you insert a library icon and click elsewhere in the design window, the icon title appears in italics. This indicates that the icon is linked to a library.

3. **Drag the Travel Logo display icon from the library window to the flowline below the Travel Background icon.**

   Your flowline should look like the one below. You've inserted a sound and some graphics. Now let's see how they work together.

4. **Click the Run button in the toolbar to run your piece from the beginning.**

   Authorware presents the content of each icon in order—the main background, sound, and travel background and logo.

5. **Press Control-J (Windows) or Command-J (Macintosh) to return to the design window.**

6. **Save your file by pressing Control-S (Windows) or Command-S (Macintosh).**

   You can also choose Save from the File menu.

Apply a Transition

Authorware 3.5 includes several transition Xtras—extensions to Authorware—that provide a huge selection of transitions, as well as precise control over the duration and smoothness of transitions. Use transitions to add visual impact and emphasize selected information.

Here you'll apply a transition to the first graphic in the piece.

1. **Double-click the Main Background display icon.**

   Authorware opens the presentation window.

2. **Choose Transition from the Attributes menu.**

   The Transition dialog box appears. Transitions appear in several categories, shown on the left.
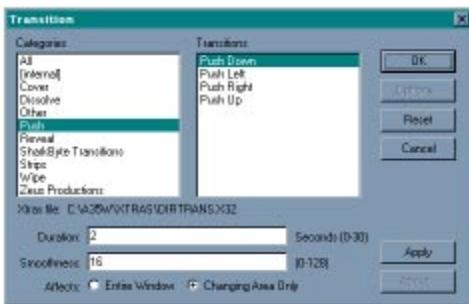
3. **Select the Push Category on the left, then select the Push Down transition. Click Apply to preview the transition.**

   Feel free to try out other transitions and experiment with the Duration and Smoothness settings.

4. **Click OK to close the dialog box and save your transition settings.**

5. **Click the Run button in the toolbar to run the piece from the beginning, including the transition.**

6. **Press Control-J (Windows) or Command-J (Macintosh) to return to the design window.**

Animate a Graphic

Moving objects in a piece can add impact, give feedback to users, and simulate the behavior of real-world objects. The motion icon in Authorware provides numerous options for how you move objects in your pieces.

Here you'll create a simple path animation for one graphic.

1. **Drag a motion icon from the icon palette to the flowline below the Travel Logo icon. Title the motion icon "Move Logo."**

   The motion icon is always placed after the object you want to move.

2. **Drag the start flag from the icon palette to the flowline below the Travel Music icon.**

   The start and stop flags let you run a selected section of your file, such as the part you're currently working on. When you insert a start flag and run the file from the flag, Authorware begins your piece with the first icon after the flag.

   Inserting a start flag in this case lets you focus on the next few steps without seeing the background graphic or hearing the music clip.
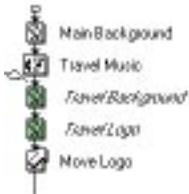
3. **Click the Run from Flag button in the toolbar to run the piece from the start flag.**

   When you insert the start flag on the flowline, the Run button changes to the Run from Flag button.

   The Move Logo dialog box appears. This dialog box gives you options for setting up the animation.

4. **Drag the travel logo (which looks like a compass) to the center of the top line of the box in the background.**

   Dragging the object tells Authorware where you want it to move when the file is run.
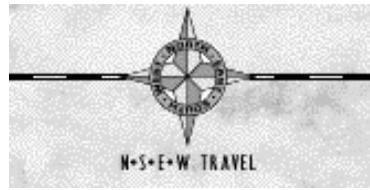
5. **In the dialog box, type .5 in the Rate field.**

   The travel logo will move from its starting to ending position in .5 seconds.

6. **Click the Replay button to preview the motion.**

7. **Click OK to close the dialog box.**

8. **Press Control-F (Windows) or Command-F (Macintosh) to run from the Start flag and see the animation. Then press Control-R (Windows) or Command-R (Macintosh) to run the entire piece from the beginning.**

Authorware includes keyboard shortcuts like these for many functions.

9. **Press Control-J (Windows) or Command-J (Macintosh) to return to the design window.**

Create a Framework

The framework icon provides a structure that makes it easy to create navigation in your pieces. When you insert a framework icon and attach a series of other icons to it, you've built a complete paging structure without using any programming. You can customize the default structure to build intricate navigation schemes.

In this section you'll set up a framework and one page.

1. **Drag a framework icon from the icon palette to the flowline below the Move Logo motion icon.**

2. **Drag a display icon from the icon palette to the right side of the framework icon.**

   This is how you build a series of pages in a navigation structure. When you insert a display icon to the right of the framework icon, a connecting line appears between the two. (See illustration below.) The display icon becomes the first page in the navigation structure. As you'll see later, the framework icon contains controls that let users move between the pages.

3. **Select the framework icon and title it "Locations." Then press Enter (Windows) or Return (Macintosh) to select the display icon, and title it "Travel Intro."**

   This section of the flowline should now look like this:

4. **Click the Run from Flag button in the toolbar.**

   Authorware runs the file from the start flag and stops at the first empty icon, Travel Intro, to allow you to insert content. The toolbox appears.

   Notice that there are now left and right arrow buttons and a Go To Merchants button on the screen. These buttons are part of the framework icon—a default navigation structure we've set up for the tutorial. You can easily modify the framework icon to build the navigation structure you need.

Import an RTF File

Authorware lets you import text files from other applications into your piece, including files saved in rich text format (RTF). The benefit of using RTF text is that you can preserve the original formatting while editing the text in Authorware.

When you import an RTF file, you can convert each page of text into a separate page in your navigation structure. You can also convert the text into scrolling text if you want.

For this section we created an RTF file in a word processing program and divided it into four pages with page breaks.

1. **Select the text tool in the toolbox (the letter "A"). Then in the presentation window, click about an inch to the right of the "L" in "TRAVEL" in the travel logo.**
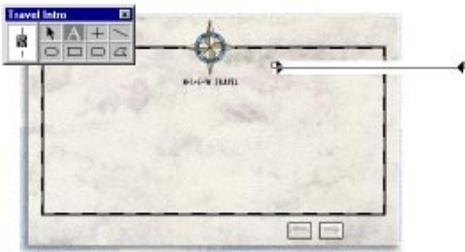
A text width bar appears, indicating the starting point and width of the text field. But this default width is too great—it extends to the right of the background art. You'll make it narrower in the next step.

2. **In the text width bar, click the adjustment handle on the right end (the square), and drag it to the left so it's just inside the border on the artwork.**

You've defined the width of the text you're about to import.

3. **Choose Import from the File menu. Select the Travel.rtf file and choose Open.**

The RTF Import dialog box appears. You won't change the default settings.

4. **Click OK to close the RTF Import dialog box and import the text.**

The text appears in the presentation window. And because the RTF file contained four page breaks, Authorware automatically adds three more display icons containing the other three pages of text.

5. **Choose Modes from the Attributes menu.**

The Modes palette appears. The imported text is set to Opaque mode by default. But to make the text blend with the background art, you need to change its mode.

6. **In the Modes palette, select Transparent.**

The white background for the text disappears. You'll need to do the same for each page of text if you want to make each transparent.

7. **Click the close box in the toolbox. Click the right and left arrow buttons to move back and forth between the pages of text.**

8. **Press Control-J (Windows) or Command-J (Macintosh) to return to the design window.**

9. **Title the new page icons "Caribbean," "Europe," and "South America."**

   To give an icon a title, select it, then type the title. Press Enter (Windows) or Return (Macintosh) to move from one icon to the next.
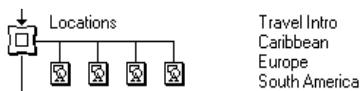
10. **Press Control-S (Windows) or Command-S (Macintosh) to save your file.**

Import a Director Movie

Authorware makes it easy to integrate digital video into your pieces, including Macromedia Director, QuickTime, Video for Windows, and MPEG movies.

Here you'll import an interactive Macromedia Director movie after creating a map icon to contain it.

1. Click the Caribbean icon, and then choose Group from the Edit menu.

This creates a map icon with the Caribbean display icon as its only content so far. Grouping icons into map icons streamlines the structure of your pieces, keeping related content together in one window.

2. Double-click the Caribbean map icon to open it.

A mini design window appears, containing the Caribbean display icon as the first icon on a flowline.

3. Drag a digital movie icon from the icon palette to the flowline in the Caribbean window. Drop the icon after the Caribbean display icon.

4. Title the movie icon "Caribbean Movie." Then close the map window by clicking the close box.

5. Click the Run from Flag button in the toolbar. When you get to the first screen in the framework, click the right arrow button on the screen.

The Caribbean Movie dialog box opens, and then the Load Movie dialog box appears. Because you inserted a movie icon without adding content, Authorware stops to let you load the movie.

6. Select the Dive.dir movie and click Open. In Windows, make sure the Use Movie Palette check box is unchecked.

The first frame of the Director movie appears in the presentation window, and information about it appears in the Caribbean Movie dialog box.

7. Drag the Caribbean Movie dialog box off to one side. Then drag the movie to align it with the background frame (see illustration).

8. Click OK in the dialog box.

The movie is ready to run. Try clicking the four arrow buttons on the movie display to view the interactive Director movie.

9. If necessary, resize and reposition the text to fit in the background area next to the movie.

If the movie is crowding the text, double-click the text to select it. Move it by dragging it. Resize it by dragging one of its handles.

Import Graphics

You can use bitmapped graphics in most standard formats in Authorware by importing the bitmap files.

Here you'll import three BMP files (Windows) or PICT files (Macintosh) into your piece.

1. **Close the toolbox if it's open. Click the right arrow button to move to the next page. Then double-click the "Trek Across Europe" text that appears.**

   The toolbox for this display icon appears.

2. **Choose Import from the File menu. Select the Europe.bmp (Windows) or Europe.pct (Macintosh) file and choose Open.**

   The Europe graphic appears in the presentation window. To blend with the background art, however, it needs its mode changed.

3. **Choose Matted from the Modes palette.**

   Matted mode makes white pixels around the outside of a graphic transparent.

4. **If necessary, reposition the text and graphic to fit in the background area. (See below.)**

   Move the graphic or text by clicking and dragging. Resize the text by dragging one of its handles.

5. **Close the toolbox, and then click the right arrow button to move to the next page. Double-click the "South America" text that appears.**

   Now you'll import a graphic for this page.

6. **Repeat steps 2, 3, and 4 for this page, importing the Samerica.bmp file (Windows) or Samerica.pct file (Macintosh).**

7. **Close the toolbox and click the right arrow button to move to the next page. Double-click the "New Tours" text that appears.**

   Again you'll import a graphic.

8. **Repeat steps 2, 3, and 4 for this page,
   importing the Travel.bmp file (Windows) or
   Travel.pct file (Macintosh).**

   This screen is the introductory screen for the travel
   information section.

   You've now completed a four-page navigation structure
   that incorporates text, graphics, and an interactive
   Director movie.

   The next section about hypertext is optional.

Create Hypertext (optional)

Hypertext lets users click certain words to go to related text, images, or other content within a piece. In Authorware it's easy to make any word or phrase clickable, visually highlight the "hot" words, and set up a variety of navigation methods that take users to new content.

In this section, you'll create hypertext links that let users learn more about a travel location that interests them—the Caribbean, Europe, or South America.

1. **In the Travel Intro display, choose the text tool in the toolbox (the letter "A"). Then double-click the word "Caribbean."**

   (If the toolbox is not open, double-click the "New Tours" text.)

2. **Choose Apply Styles from the Text menu.**
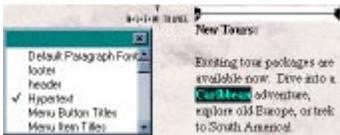
   Choosing Apply Styles opens a window listing the names of all text styles that have been created for this piece. We've created a style called Hypertext for you to use. (To create your own text styles, use the Define Styles command.)

   The Hypertext style we created will automatically make the text blue and clickable. It will also change the cursor to a hand over Hypertext words.

3. **In the window, select Hypertext.**

   Authorware displays the Navigate To dialog box, a key tool for building many different kinds of navigation.

4. **In the list of icons on the right side of the dialog box, select the Caribbean icon. Then click OK.**

   That's how easy it is to set up the destination for a hypertext link. Now when users click the word "Caribbean," Authorware will take them to the Caribbean page.

5. **Double-click the word "Europe." In the window of text styles, select Hypertext.**

   The Navigate To dialog box appears again.

6. **In the list of icons in the dialog box, select the Europe icon. Then click OK.**

   Clicking "Europe" will now take users to the Europe page.

7. **Select the words "South America" and select Hypertext as the text style.**

8. **In the list of icons in the dialog box, select the South America icon. Then click OK.**

   You've created three hypertext links. Now you'll try them out.

9. **To start running the Authorware file from where you are, press Control-P (Windows) or Command-P (Macintosh).**

    This command is like a toggle switch. When the piece is running, Control-P or Command-P means pause. When the piece is paused, the same command means proceed.

10. **Test out your hyperlinks by clicking "Caribbean."**

    The linked page appears.

Create an Interaction with a Custom Button

Interactions are the heart of Authorware. They provide a way to actively engage users with your pieces. Authorware provides a wide range of interaction types, including pull-down menus, buttons, and text entry.

In this section you'll create an interaction that leads to the section you just built. But first you'll reorganize the icons on the flowline.

1. **Press Control-J (Windows) or Command-J (Macintosh) to jump to the design window. Then remove the start flag and return it to the icon palette by clicking its empty place on the palette.**

2. **Select all the icons except the first, Main Background.**

   To select several icons, hold down the Shift key while you click each of them. Or draw a selection rectangle around them by clicking to one side, then dragging to draw a rectangle. When selected, the icons become black.

3. **Choose Group from the Edit menu to create a map icon containing the selected icons. Then title the map icon "Travel."**

   Grouping a related set of icons helps to organize and modularize your file.
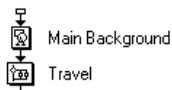
4. **Drag an interaction icon from the icon palette to the flowline below the Travel map icon. Title the interaction icon "Merchants."**

   You're now going to create an interaction that will let users choose to see information about merchants. The

first button you insert will take users to the Travel section that you've assembled and grouped into a map icon.

5. **Drag the Travel map icon from the main flowline to the right of the Merchants interaction icon.**

   Authorware creates connecting lines showing the flow of the interaction and displays the Response Type dialog box. In this dialog box you select the kind of interaction you want to create for users.

6. **Click OK to accept the default choice of Button response type.**

   In this case, users will click a button to see the travel information.

7. **Double-click the response type symbol for the Travel icon (the miniature button—see illustration).**
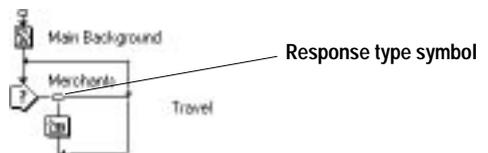
The Button Options dialog box appears. Here's where you select which button will be used and how Authorware will handle the content in the Travel icon—for example, when the content will be erased.

8. **In the Erase Feedback list box on the right side of the dialog box, choose Before Next Entry.**

This option will remove the contents of this map icon from the screen before users click another button.

9. **Under Button Type, click the image of the Travel button.**

The Button Library window appears. The Button Library contains the standard buttons provided by Authorware as well as any custom buttons you import. In this case, we've imported a custom button for you.
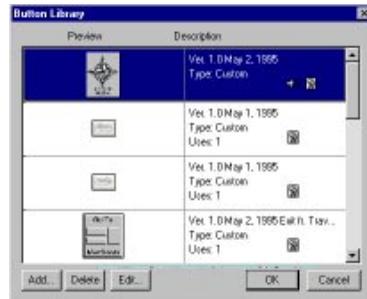
10. **Scroll up the list until you see the Travel button shown below. To select this button, click it, then click OK.**

11. **Click OK to close the Button Options dialog box.**

12. **Click the Run button in the toolbar.**

The piece runs from the beginning. Authorware encounters the interaction and waits for you to respond. For now, don't worry about the position of the Travel button on the screen. You'll fix that later.

13. Click the Travel button you inserted.

Clicking the button directs the flow of the piece down the flowline of the Travel map icon.

14. Press Control-J (Windows) or Command-J (Macintosh) to return to the design window.

You've created an interaction using a custom button. Next you'll add two more buttons and their content.

Paste Models

Models are special Authorware files containing icon-and-flowline structures that you can paste into a file. By letting you reuse structures you've built, models can save a lot of time during production. Models also let you create templates to share structures and content with other members of a team.

In this section, you'll paste two models to create two more choices for the interaction you just created.

1. **Choose Load Model from the Libraries menu.**

    The Load Model dialog box appears.

2. **Select the Paris.mod file and click Open.**

    The Paris model is now available for pasting into this file.

3. **Choose Load Model from the Libraries menu again. Then select the Pacsands.mod file and click Open.**

    Now the Pacific Sands model is also available for pasting.

4. **Click to the right of the Travel icon.**

    A paste hand appears, indicating where pasted icons will appear on the flowline.

5. **Choose Paste Model from the Libraries menu, and select the Café Paris model.**

    The map icon stored in this model file is pasted into your design window. This map icon contains its own set of icons with text, graphics, and sound content.

6. **Choose Paste Model from the Libraries menu again, and select the Pacific Sands model. (If the paste hand is not displayed to the right of the Café Paris map icon, click to the right of this icon before pasting the model.)**

    The design window now contains an interaction with three attached map icons. Because you set up the Travel icon as a button response type, the two icons to its right automatically acquire the same response type. (You could change this if you wanted.)

    We included custom buttons in the two models, so you don't need to select buttons for them.

    The interaction you've created will provide the main structure for the piece.
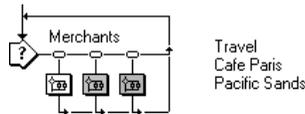
7. **Press Control-S (Windows) or Command-S (Macintosh) to save the file.**

Finish the Piece

Now you'll tweak the alignment of the buttons and try out your complete piece.

1. **Press Control-R (Windows) or Command-R (Macintosh) to run the file.**

    Authorware displays the Main Background graphic, then the Merchants interaction. The screen shows three buttons leading to the three map icons.

2. **Pause the application by pressing Control-P (Windows) or Command-P (Macintosh). Then drag the Travel button to align it with the Café Paris and Pacific Sands buttons (see below).**

3. **When you've finished aligning the buttons, press Control-P (Windows) or Command-P (Macintosh) to run the piece from where you are.**

4. **Click the Café Paris button. Click the arrow buttons to move between pages. Then click the Go To Merchants button to return to the interaction.**

5. **Click the Travel button. If you created hypertext, try it out. Click the arrow buttons. Click Go To Merchants to return to the interaction.**

6. **When you're done trying out your piece, press Control-Q (Windows) or Command-Q (Macintosh) to close the file and exit Authorware.**

You've now created and edited a basic Authorware piece. With this much practice, you're ready to start creating in Authorware.

Experiment!

After completing the Try This! tutorial, you'll probably want to see what else Authorware can do. A few suggestions:

- Make a copy of your Mystart file and experiment with it.

  Think of the Authorware design window as a slate on which you can quickly test out new ideas. Try out features and settings you didn't use in the tutorial.

- Examine and explore the Welcome piece.

  Run the Welcome file. Remember Control-P (Windows) or Command-P (Macintosh) for pausing and proceeding. Remember to use the start flag when you want to re-run one section over and over.

- Run the Kiosk file.

  This file—the complete version of the piece that contains your tutorial file—is in the Kiosk folder on the CD. There's a lot of Authorware know-how built into this piece, and a lot you can learn from exploring it.

- Build your own piece.

  Why not? Start a new file and insert some icons. Create text and simple shapes with the toolbox, import graphics, even add sound. Keep in mind that there's a size limit of 50 icons with the Working Model.

Purchasing Authorware

We hope that the Working Model has clearly demonstrated the power and versatility that Authorware provides. Since its introduction Authorware has been the leading tool for creating interactive information applications. It remains the tool of choice for developing information-intensive interactive multimedia.

When you purchase Authorware, you receive both the authoring and runtime software, so you have everything you need to develop and deliver pieces to users. Also included are a range of drivers and file importers for integrating multimedia content, along with a selection of sample movies, sounds, and graphics you can use.

Authorware is developed by Macromedia, the leader in multimedia, graphics, and online publishing tools. Macromedia does not charge royalties for the sale or distribution of applications created with Authorware.

The commercial version of Authorware is available in the United States through value-added resellers (VARs). The educational version of Authorware is available in the United States through educational resellers. For the name of a VAR or educational reseller in your area, call (800) 288–4797.

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