


ClickWorks™

Tutorial

**Your Shortcut to Superb Multimedia
Productions**





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About This Manual


The **ClickWorks** tutorial provides lessons that will teach you three different aspects of working with **ClickWorks**: building a **ClickWorks** presentation, using the Time palette and defining searches.

A folder is provided for each lesson on your **ClickWorks** CD ROM which contains the media for following along with the tutorial.

 **This Tutorial is comprised of the following lessons:**

Lesson 1, Building a ClickWorks Presentation, guides you through each activity required to produce a complete two screen presentation, using the media provided on your **ClickWorks** CD ROM.

Lesson 2, Using the Time Palette, designed to familiarize you with the *Time* palette so that you will be able to edit presentation behavior along a time line. Following the steps in this lesson, you will create a simple presentation which shows an ongoing slide show, accompanied by background music.





Lesson 1: Building a ClickWorks Presentation

Lesson 1 of the **ClickWorks** tutorial steps you through each activity required to produce a complete two screen presentation, using the media provided on your **ClickWorks** CD ROM.

This lesson guides you through the eight easy steps required to prepare the presentation:

Step 1: Launch ClickWorks, page 4

Step 2: Start a New Presentation, page 5

Step 3: Prepare the Media, page 10

Step 4: Prepare a Screen, page 15

Step 5: Save and Play the Screen, page 32

Step 6: Define the Interactivities, page 33

Step 7: Design the Second Screen - a Floating Screen, page 43

Step 8: Play your Presentation, page 53

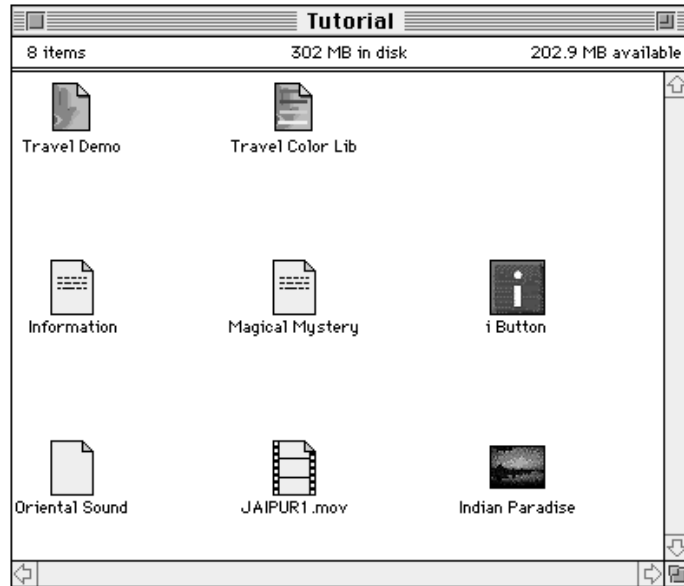
This lesson may be all you need to start working with **ClickWorks**. For specific operation details and a complete description of all **ClickWorks** features, refer to the *ClickWorks User's Guide* and the **ClickWorks** online help.

Before you start, let's take a look at the presentation that you will produce with the help of this lesson.



Open the Tutorial folder in the **ClickWorks** CD ROM.

The *Tutorial* window opens, as shown below:



The Tutorial folder contains all the files that you need to create the presentation described in this lesson. It also contains an example of a complete presentation, called **Travel Demo**, which is the final result you will achieve by following the steps in this lesson.

Now let's run the demonstration presentation.



To play the demonstration presentation:



Double-click on the **Travel Demo** icon.

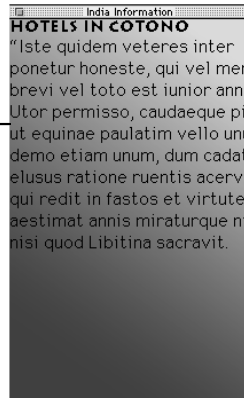
The presentation is comprised of two screens that introduce a vacation package in an Indian Paradise. The first screen appears on the background of a beautiful Indian scene and contains an interesting movie, walking you through an Indian market.

As the presentation starts, Indian music plays in the background. The poster picture of the movie shows a monkey. Click on it to play the movie. Notice that when the movie starts, the background music stops and only the movie's audio track can be heard. You may click again on the movie to stop it and restart the background music.



A square button appears on the bottom right of the screen. Click it to view a screen of information describing the Indian Paradise vacation package.

Indian Paradise information screen

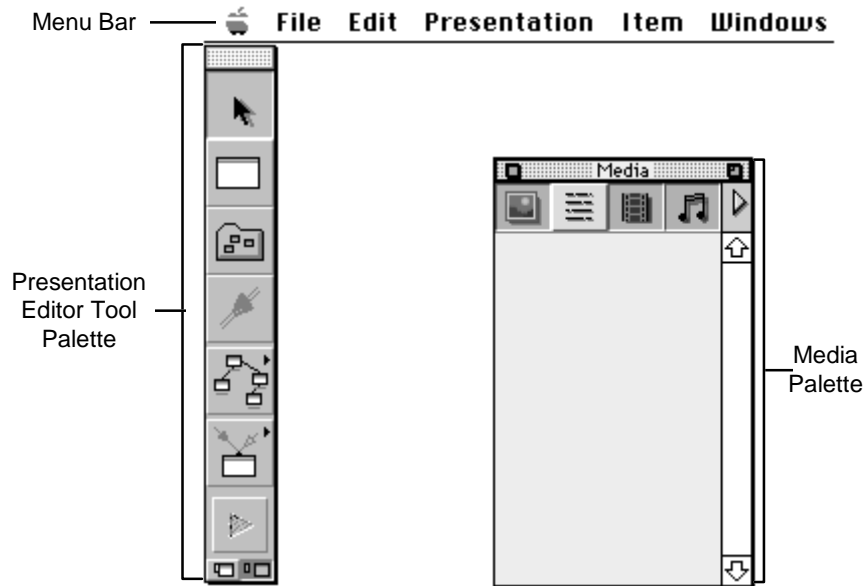


Click here to display a screen called 'India Information', which is shown in the top left corner of this picture

Step 1: Launch ClickWorks



Open the **ClickWorks** folder and double-click the **ClickWorks** application icon. The **ClickWorks** menu bar, Presentation Editor *Tool* palette and *Media* palette are displayed.



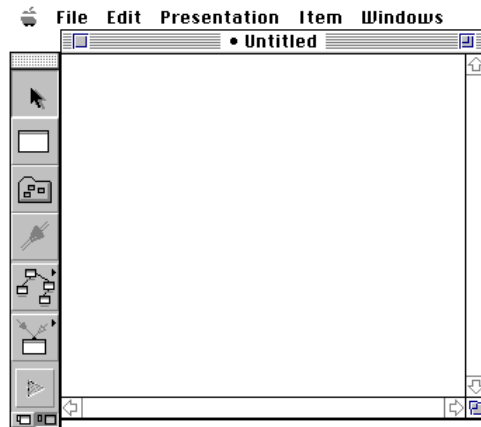
ClickWorks opens showing the palettes that were displayed during the previous session. Therefore, what you see may be slightly different from the picture shown above. If the *Media* palette is not shown, choose **Media** from the *Windows* menu.

Step 2: Start a New Presentation

The *Presentation Editor* window is the workspace in which you define the screens to be included in your presentation and the logical links between them. These links design the way your presentation progresses from screen to screen.

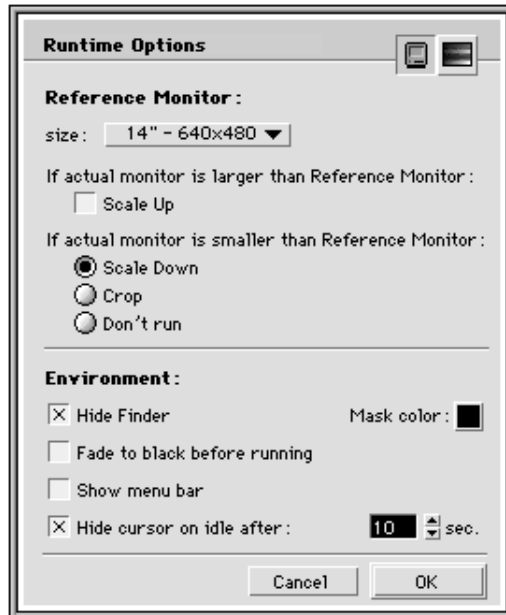
❶ **From the File menu, choose New.**


An empty *Presentation Editor* window is displayed.



② Define Routine Options:

From the *Presentation* menu, select the **Runtime Options** option. The *Runtime Options* dialog is displayed, as shown below:



Select **14" - 640x480** as your **Reference Monitor** size, which is the optimal monitor size for running this presentation. Click the  button to display the second panel of the *Runtime Options* dialog, and select **8 bit (256 colors)**, which is the optimal **Color Depth** for running this presentation.

Now you are ready to define the screens that will be in your presentation. If you think of your presentation as a play and the monitor as your stage, then each screen can be thought of as a single scene in the play. You will define two screens for your presentation.

3 Create the screens that will comprise your presentation.



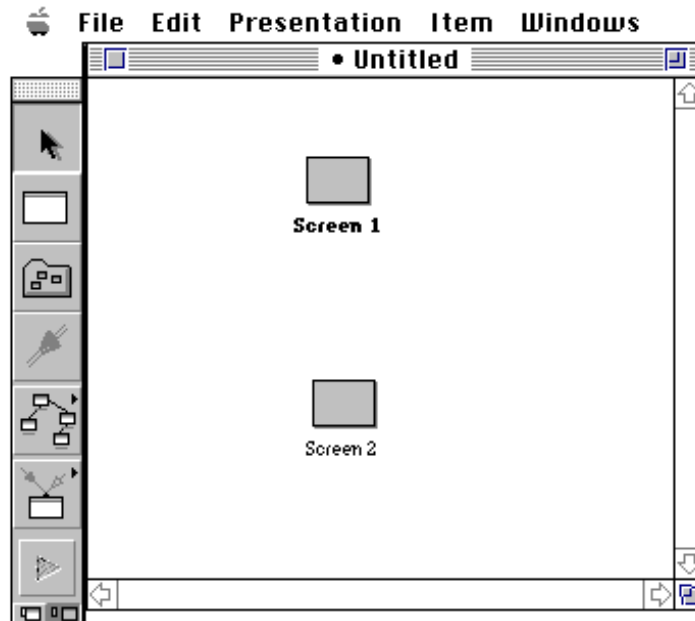
Select the **Screen** tool in the Presentation Editor *tool* palette.

Click in the *Presentation Editor* window to add the first screen of your presentation. This first screen is automatically called **Screen 1**. Each time you click in the window to add a screen, the screen number is incremented by one.



Screen 1

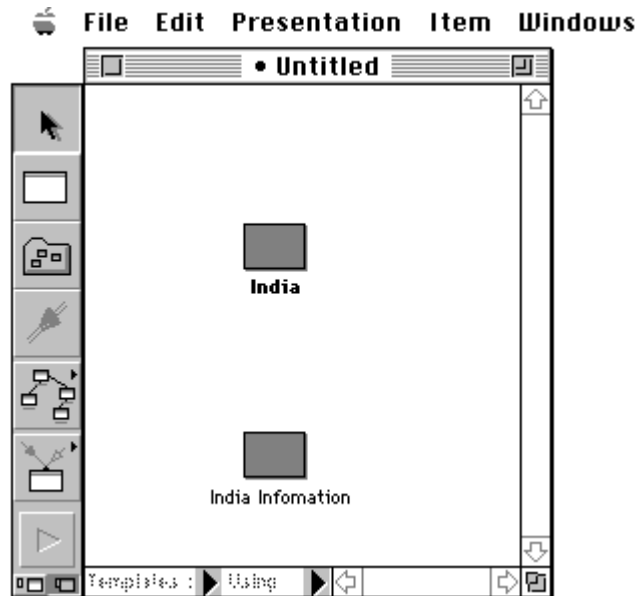
Click anywhere in the *Presentation Editor* window again to add the second screen.



You can change a screen name in the same way that you change the name of any Macintosh file in the Finder.

Note: Most actions performed within the **ClickWorks** editing environment can be undone by selecting **Undo** from the *Edit* menu or by pressing **Command + Z**.

Click on the name of the first screen icon in order to change **Screen 1** to **India** and click on the name of the second screen icon in order to change **Screen 2** to **India Information**. Your presentation should now appear as shown below:



Note: You may delete a screen by selecting it and pressing the <delete> key.

The first screen that you add to the *Presentation Editor* window will be the first screen to be played in your presentation. In the *Presentation Editor* window, the name of the first screen appears in bold, as in the above diagram where the name of the first screen, **India**, appears in bold typeface.

You can choose a different screen to be the first screen by selecting the screen that you wish to make the first screen and then choosing the **Make First Screen** option from the *Presentation* menu.

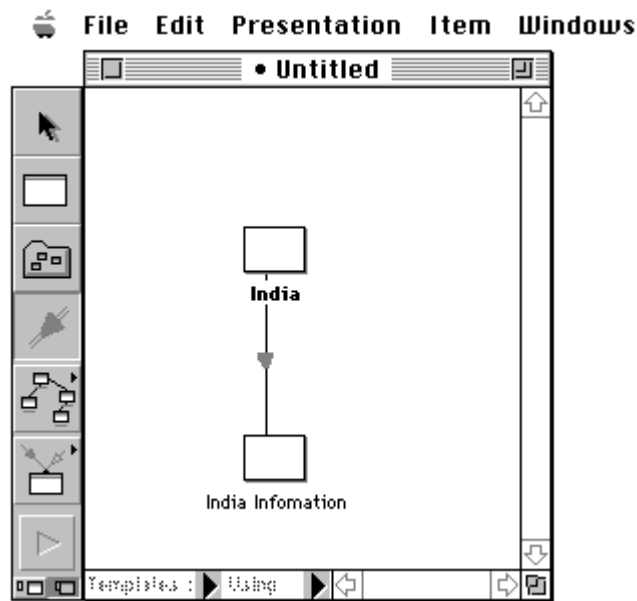
4 Define the links between the screens.

Drawing links between screens enables you to storyboard your presentation. This will help you plan the sequence of the screens that may be accessed in the presentation.



Click the **Link** tool in the Presentation Editor *tool* palette.

Draw a link between the two screens in the *Presentation Editor* window by clicking on the first screen, **India**, and dragging the mouse to the second screen, **India Information**. The direction of the link indicates the “flow” of the presentation.



The links that you specify here are not implemented until an Interactivity is defined for each link in the *Events* palette. Instructions are provided in *Step 6, Define the Interactivities*.

Step 3: Prepare the Media

The *Media* palette enables you to organize and view the media that will be used in your presentation. This may include movies, sounds, text and images. The *Media* palette enables you to drag and drop media from the palette directly into a box in your screen.

The Tutorial folder contains the following media to enable you to build your presentation:



Indian Paradise

A beautiful background image for your first presentation screen.



Jaipur.movie

A QuickTime movie that walks you through an Indian market.

**The
Magical
Indian
Mystery
Tour**

Magical Mystery

Descriptive text for your first presentation screen.



i button

A button image for your first screen, which will show the second screen when clicked.



Oriental Sound

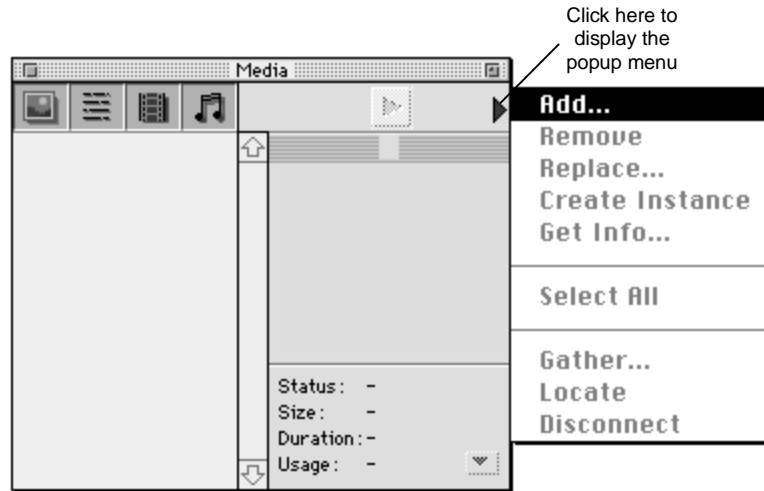
An alluring background sound file to accompany viewing.

Hotels in
Cotono
"Iste quidem
veteres inter
ponetur
honeste, qui

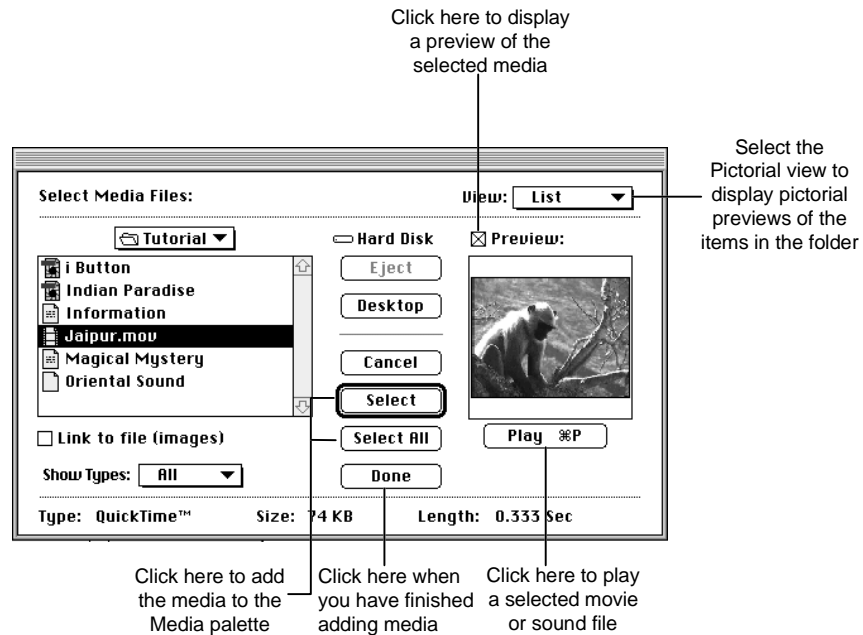
Information

A text file containing information describing the Indian Paradise vacation package.

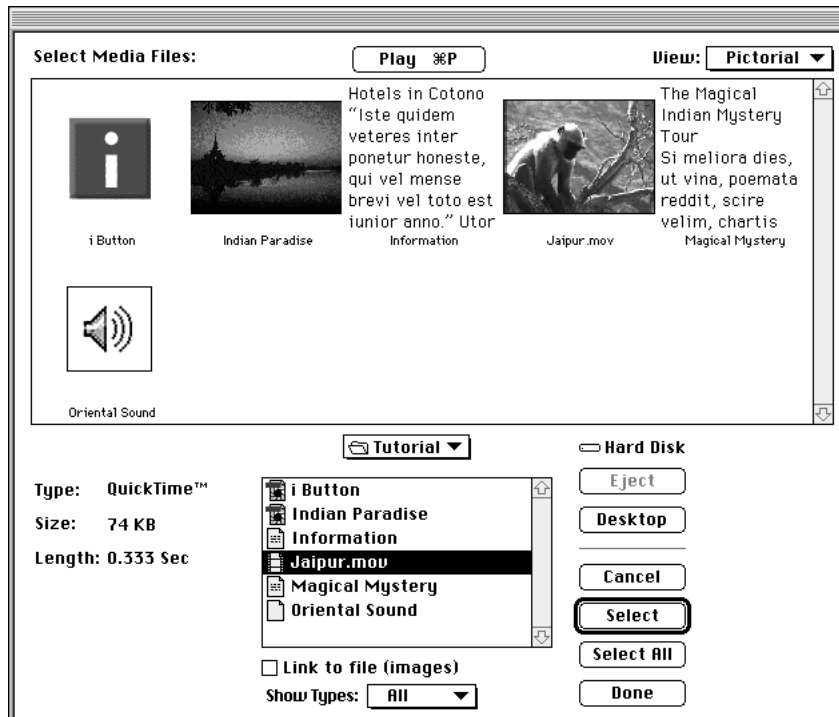
- 1 In the Media palette, click the popup button and choose the Add option.



A dialog is displayed, enabling you to preview and select the media to be included in your presentation. To build your Travel demo presentation, you will use all the media in the Tutorial folder.



This dialog can also be displayed as a pictorial list by choosing **Pictorial** in the *View* field in the upper right corner of the window. This window then shows a preview of each media in the selected folder, as shown below:



You may use the **Show Types** field at the bottom of each of these windows to filter the media so that only movies, or only sound, or only image or only text files are displayed.

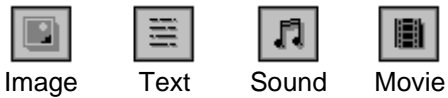


- 2 Select the media to be included in your presentation by clicking the **Select All** button, then click the **Done** button.

The *Media* palette now shows the added media.

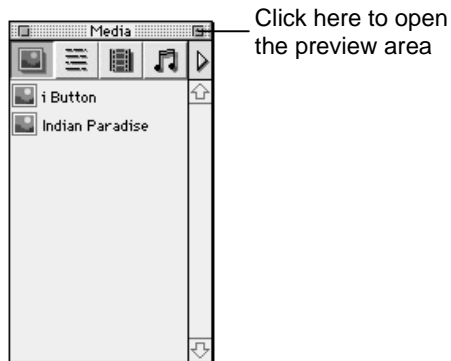


Each type of file is represented by a different icon in the *Media* palette, as shown below:




These buttons are used to filter the display so that only Images, only Text, only Sound or only Movies are displayed. Any combination of these can also be displayed.


For example, if you click on the Image filter , only the Image media appears in the *Media* palette, as shown below:



Note: To select an additional button, click on the button while holding down the Shift key. To deselect a button, click on it while holding down the Shift key.

Click the zoom box in the right corner of the *Media* palette title bar  to open or close the media preview area. In this area, you can preview the selected media, meaning that you can view the images or text, play the movie, or listen to the sound. The media preview area also displays information about the selected media.

Now let's see a preview of the movie that will be included in your presentation.

Select **Jaipur.movie** in the *Media* palette. Click the **Play** button  to play the movie in the preview area.

Note: The **Play** button becomes a **Stop** button  while the movie is playing so that you can stop it at any time.



Now that you have selected the media, you are ready to start building your presentation.



Step 4: Prepare a Screen

Your presentation will be comprised of two screens, called **India** and **India Information**. In this step, you will prepare the **India** screen. Step-by-step instructions for preparing your **India** screen begin on the following page.

The following are general steps for preparing a screen:

- Prepare a general layout of the screen by drawing all the boxes that the screen requires. These boxes can later be re-positioned and/or re-sized.
- Prepare the background and content of each box. To place content (*Media*) into a box, drag and drop it from the *Media* palette, or type text directly into a box.

Note: It is not mandatory to draw all the screen's boxes first and then define their content. You could also draw one box and define its content and then draw the next box and define its content, and so on.

- Define the *Interactivities* for the screen and boxes to determine how they respond to events.
- Define the *Scenarios* for the screen to determine how the boxes behave as time progresses.
- Play the screen to see how it looks while *running*.
- Save. Each time you choose the **Save** option, the *entire presentation* is saved.

Now, you will prepare the layout and content of the **India** screen.

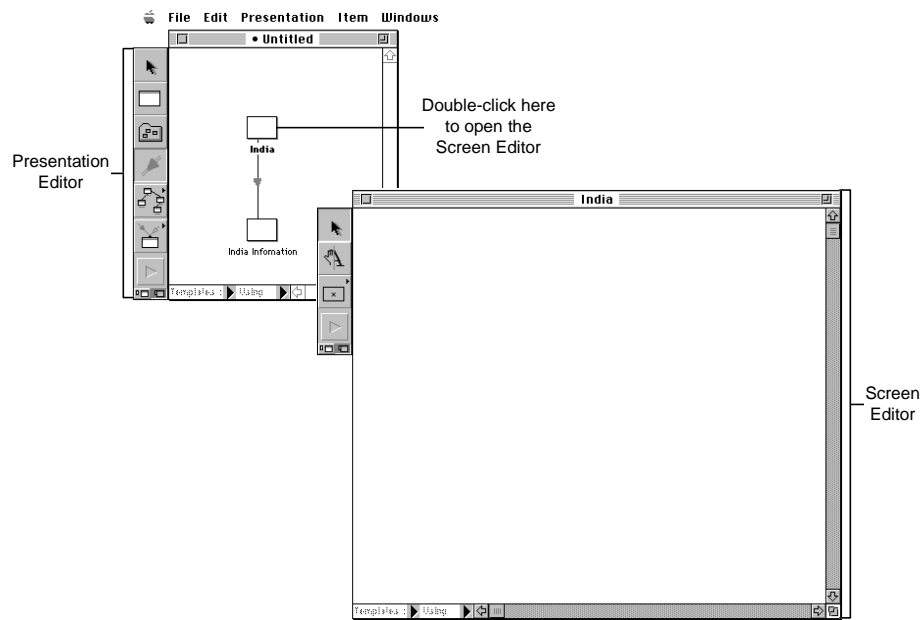
❶ **Open the Screen Editor, as follows:**



Select the **Pointer** tool.



Double-click on the **India** icon in the Presentation Editor to open the Screen Editor for the screen called **India**, as shown below:

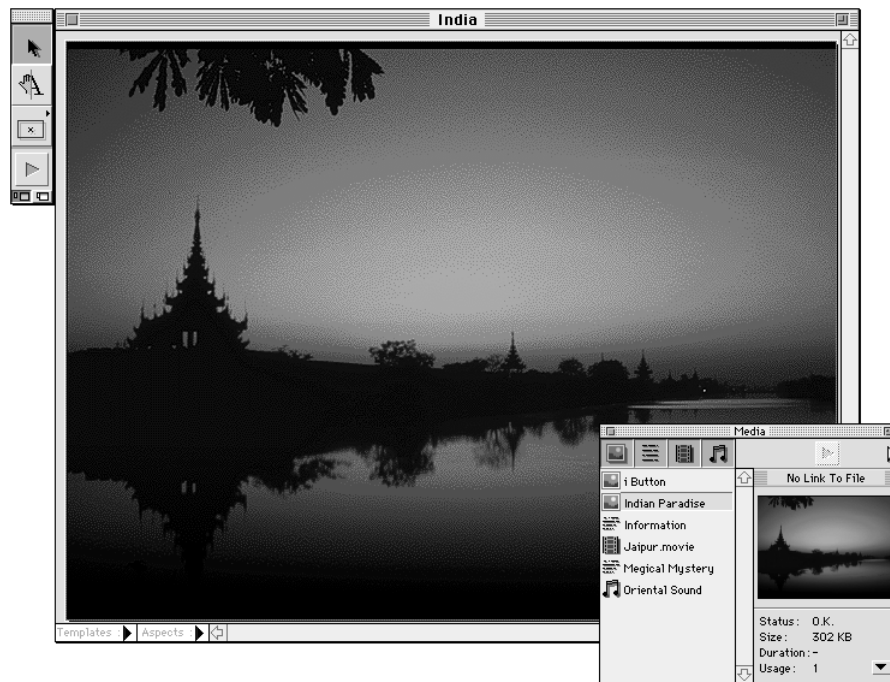


② **Place a picture in the screen, as follows:**

When you create a screen, **ClickWorks** automatically creates a box that covers the entire screen. It is called a **background box**. This box serves as a background onto which all other boxes can be drawn.

In this step, you will place the **Indian Paradise** picture in the screen as its background. All other boxes in this screen will be drawn on top of this background.

Drag and drop the picture, **Indian Paradise**, from the *Media* palette into the screen. The picture fills the background box, as shown below:



3 Add the title, **Indian Paradise**, to the screen, as follows:



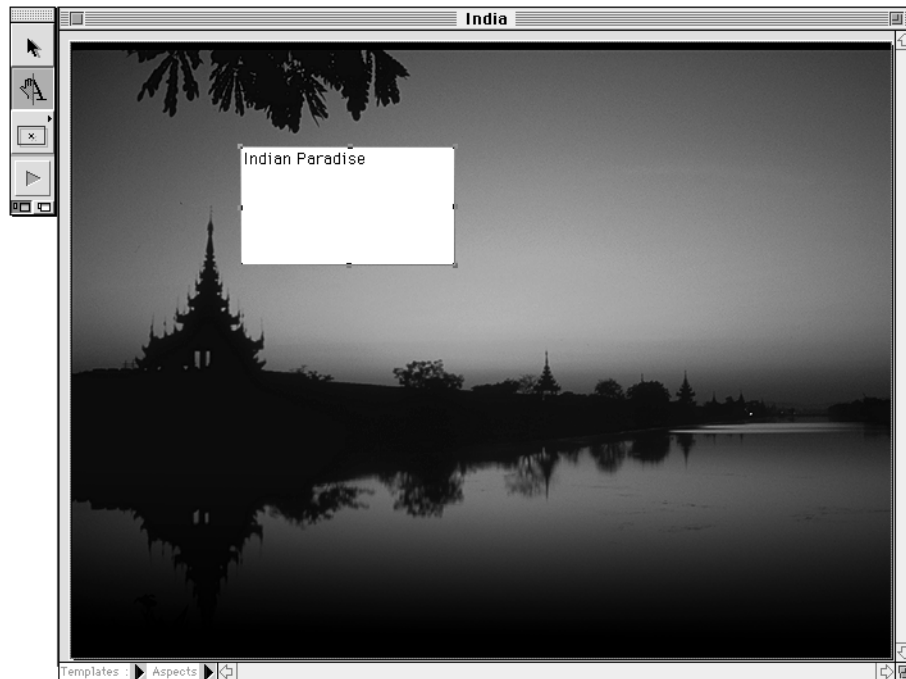
Select the **Box** tool.

Click and drag the mouse in the screen to draw a box into which you will type the text.



Select the **Content** tool.

Click in the box and type, **Indian Paradise**.



Note: You can change the location of a box within the screen by selecting the **Pointer** tool in the Screen Editor, clicking on the box to select it and then dragging the box to the desired location.

4 Format the text in the box.

ClickWorks provides a single palette to handle most of the appearance attributes of a box. This is the *InfoMania* palette, which can be displayed by choosing the **InfoMania** option from the *Windows* menu. The *InfoMania* palette is comprised of different panels, which are represented by buttons at the top of the palette.

You will now adjust the font size and center the text “Indian Paradise” using the *InfoMania* palette.

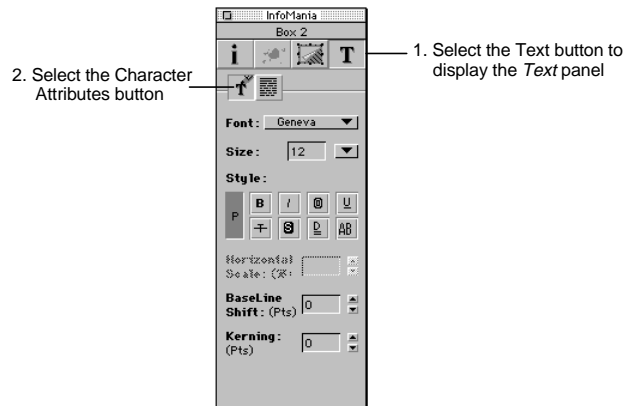
 **To adjust the font size of the text:**



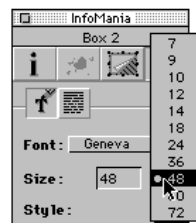
Click on the **Text** button to select the *Text* panel.



Click on the **Character Attributes** button to display font settings.



Make sure that the **Content** tool in the Screen Editor is still selected and then highlight the text, **Indian Paradise**, and choose the appropriate font size, as shown below:



Note: You may resize the box by selecting it using the Pointer tool and then clicking and dragging the handles on the box until it is the desired size.

 **To center the text in the box:**



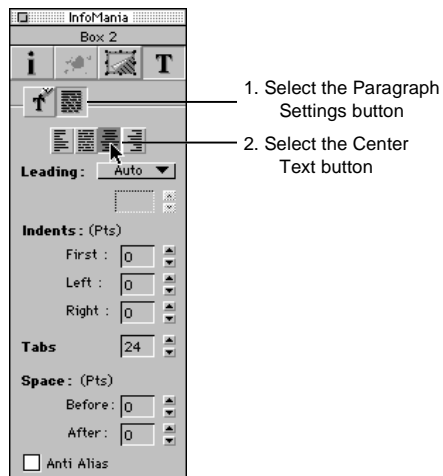
Select the **Content** tool if it is not already selected, and then select the text, **Indian Paradise**.



Click the **Paragraph Settings** button to display paragraph attribute editing options.



Click the **Center Text** button.



The text in the box is now centered, as shown below:



5 Add a description of the Indian Paradise to the screen.

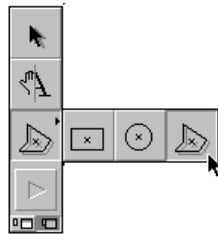
You will now draw a box in the shape of a triangle. You will then drag a text file from the *Media* palette and drop it into this box.



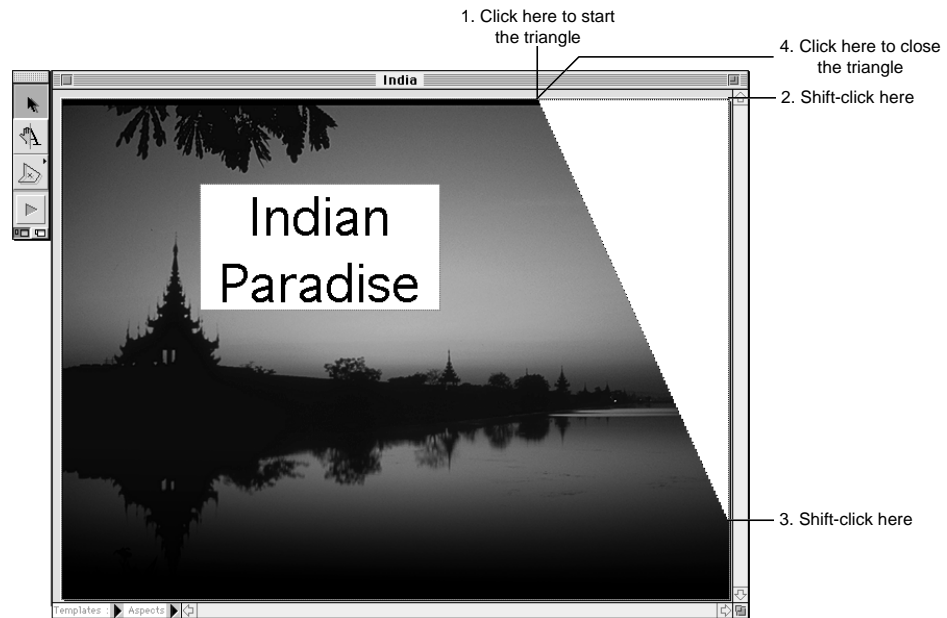
Click on the **Box** tool and hold the mouse down until a menu of the available shapes appears.



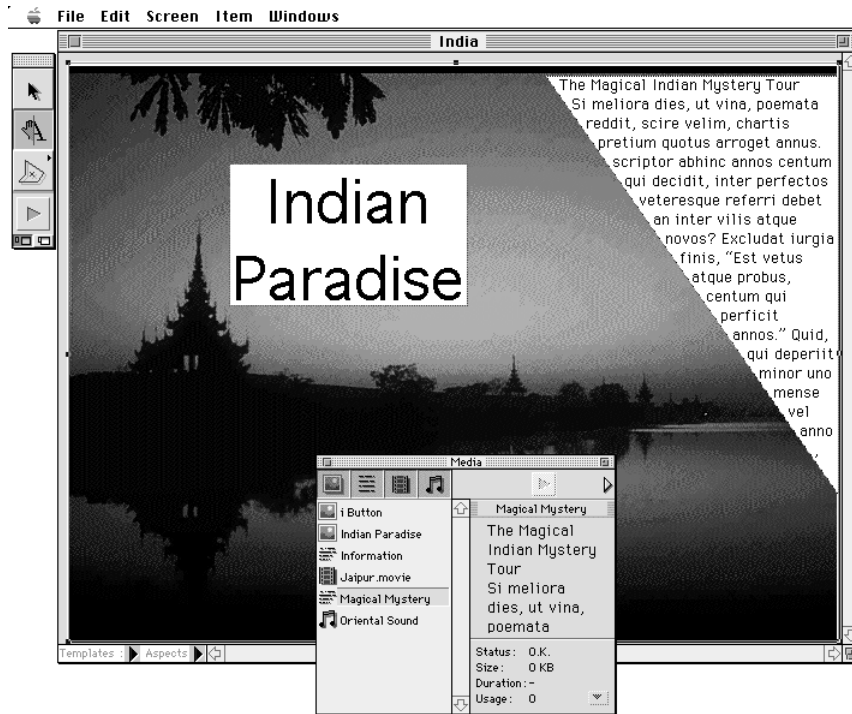
Select the **Polygon** shape from the displayed menu.



Draw a triangle by clicking the corners of the triangle. Click again on the first point to close the triangle. When creating the triangle, hold down the Shift key in order to draw straight lines. You may double-click to close the polygon.



Drag the text file, **Magical Mystery**, from the *Media* palette and drop it into the triangle.



Note: You can resize the triangle by moving its corners, so that all the text will fit into the triangle.

Now, you may format the text in the triangle box. For our example, make the heading bold and change the text font.



In the *InfoMania* palette, click on the **Text** button to select the *Text* panel.

Click on the **Character Attributes** button to display font settings.

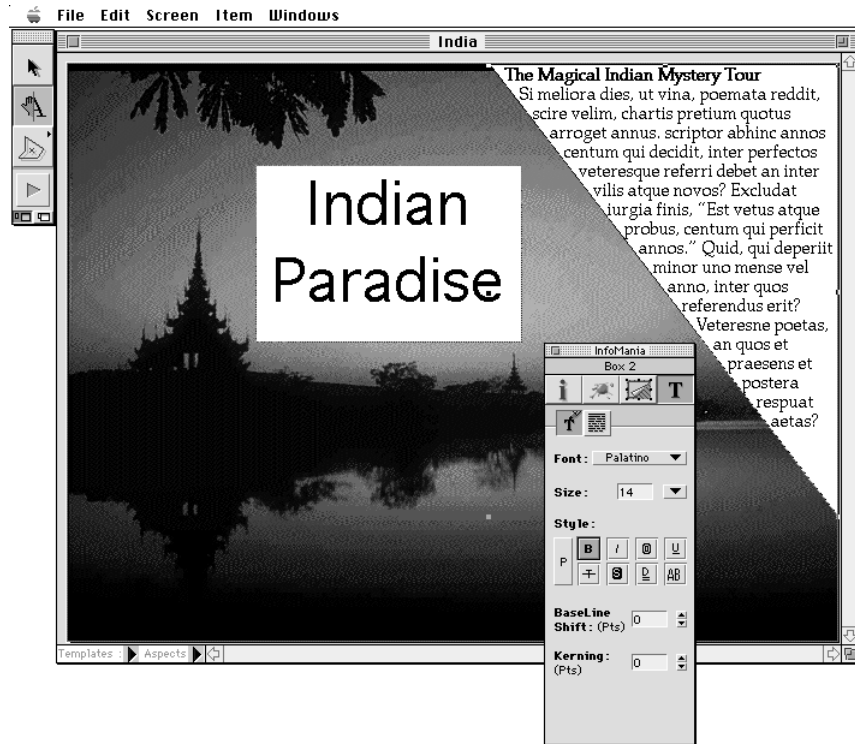
Select the **Content** tool.

Select the heading text, **The Magical Indian Mystery Tour**.

B

In the **Style** field of the *InfoMania* palette, click the **Bold** button. The heading text will now appear bold.

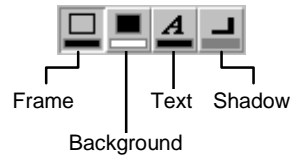
Now change the font to **Palatino**, font size **14**, as explained in step 4, page 18.



- 6 Make the background of the text boxes in the screen transparent, as follows:



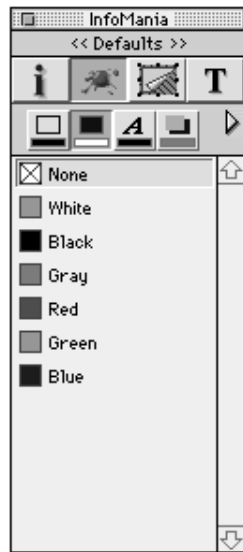
In the *InfoMania* palette, select the **Color** panel. The *InfoMania Color* panel enables you to determine the color of a box's frame, background, text and shadow, each of which is represented by a button in the panel, as shown below:



In your presentation, the background of the boxes containing text should be transparent so that the text appears superimposed on the picture.

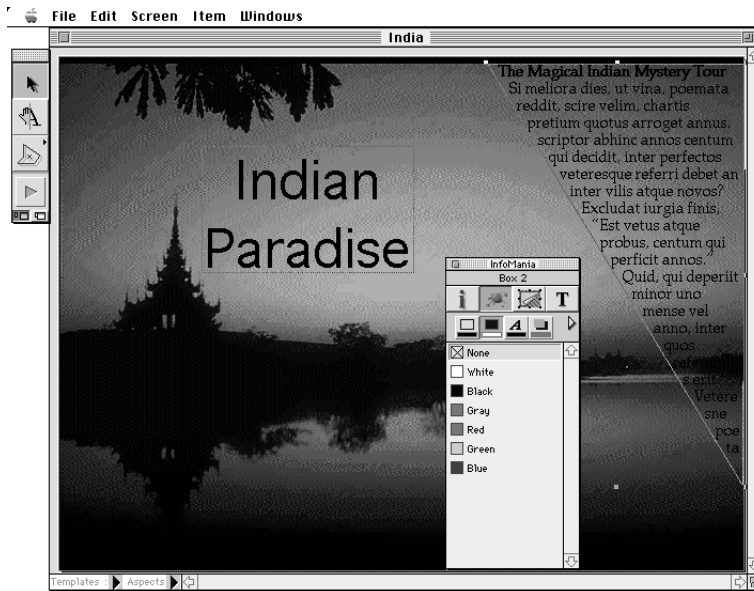


Select the **Background Color** button.



Click on the **Pointer** tool and then select the **Indian Paradise** box. Click on **None** at the top of the list of colors in the *Color* panel. Then select the **Magical Mystery** triangle box, and click **None**.

The text boxes in the screen now appear as follows:



7 Change the color of the Magical Mystery Tour text.

You will now make the **Magical Mystery Tour** text white, so that it stands out against the background.



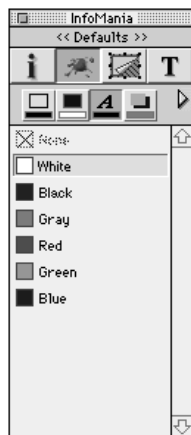
Select the **Content** tool.

Select all the text in the triangle box.

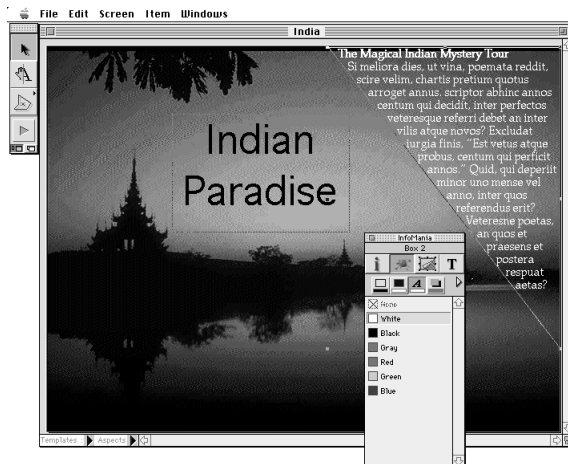


Select the **Text Color** button in the *InfoMania Color* palette.

Choose **White** from the list of colors in the palette.



Click anywhere in the **India** screen to see the results of your selection.



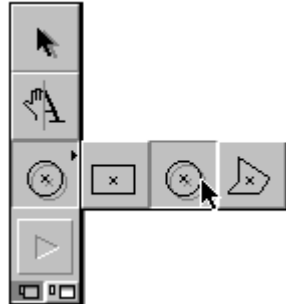
8 Add the movie, Jaipur.movie, to your presentation.



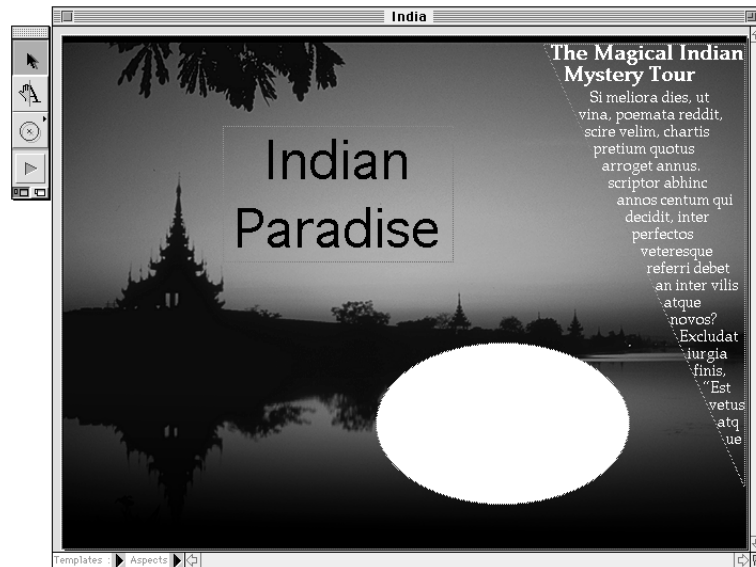
Click on the **Box** tool.



Select the **Oval** shape from the displayed menu.



Click and drag the mouse in the screen to draw an oval, into which the movie will be placed.



Note: You can change the location of a box within the screen by selecting the **Pointer** tool in the Screen Editor, clicking on the box to select it and then dragging the box to the desired location.

Drag and drop **Jaipur.movie** from the *Media* palette into the oval.



As you can see, the movie does not fit exactly into the oval box.

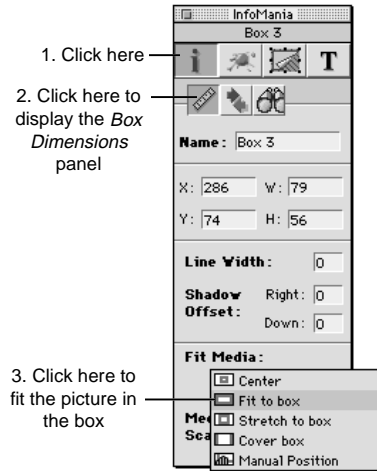


To adjust the size of the movie to fit exactly in the box, select the box and click the **Information** icon in the *InfoMania* palette.



Click the **Ruler** icon to display the *Dimensions* panel of the *InfoMania* palette.

In the **Fit Media** field, choose **Fit to box** from the displayed menu. This option scales or stretches the media to fit in the box.



The movie now fits the box exactly, as shown below:



9 Add the **i** button.

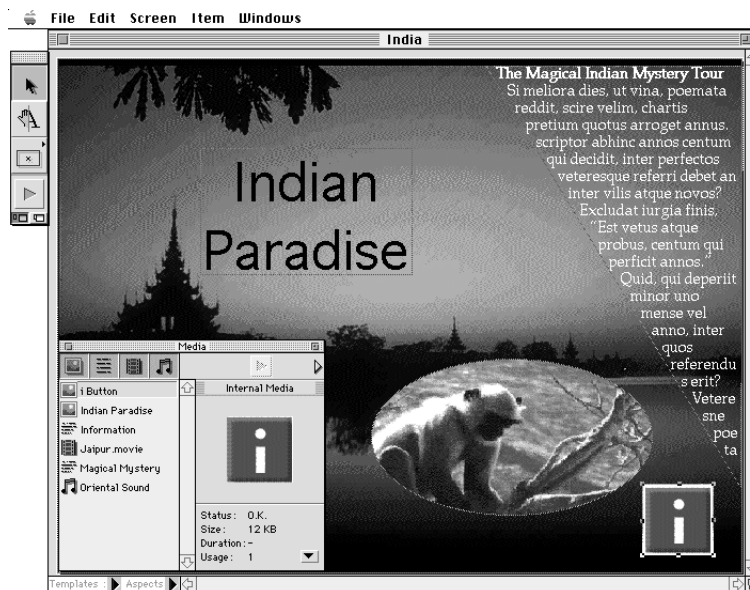
The **i** button is intended to provide access to additional information describing the Indian Paradise vacation package. At a later stage, you will place this information in the second screen of your presentation, **India Information**, and define an interactivity that opens this screen when the **i** button is clicked in the **India** screen.



Click on the **Box** tool and select the rectangle shape.

Click and drag the mouse in the screen to draw a rectangle.

Drag and drop **i** button from the *Media* palette into the rectangle.



To adjust the size of the **i** button to fit exactly in the box, select **Fit to Box** in the *Box Information* panel of the *InfoMania* palette, as explained in step 8.

You will now define the **i** button as a Push Button, in order to achieve button-like visual behavior when it is clicked.

✂ **Shortcut:** Drag the media from the *Media* palette into a box while holding down the **Option (Alt)** key. This will automatically create a box of the exact size for the media.

 **To define the i button as a Push Button:**

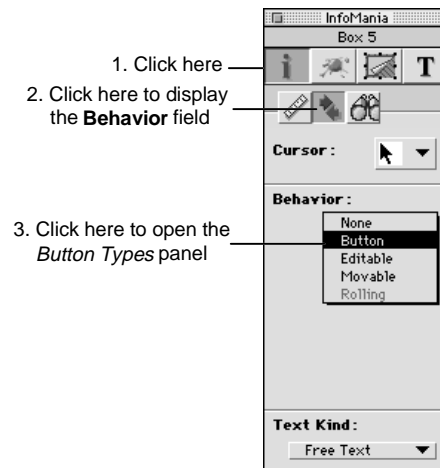
Select the **i button** in the **India** screen, using the **Pointer** tool.



In the *InfoMania* palette, click the **Information** icon to display the *Box Behavior* panel.



Click on the **Bi-directional Arrows** icon to display the *Behavior* field.

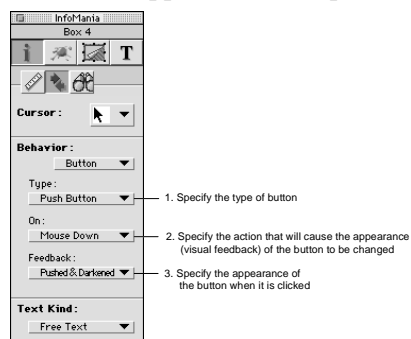


In the *Behavior* field, select **Button** from the popup menu. A few more options immediately appear.

Select **Push Button** from the *Type* popup menu.

Select **Mouse Down** from the *On* popup menu to define the action that will change the appearance (visual feedback) of the button.

Select **Pushed & Darkened** from the *Feedback* popup menu in order to define the appearance of a pressed button when the **i button** is clicked.



Note: At this stage, defining a box as a button refers only to its visual behavior. The effects of clicking the button in the presentation will be defined in the *Events* palette, as described in *Step 6, Define the Interactivities*.

10 Add the background music.

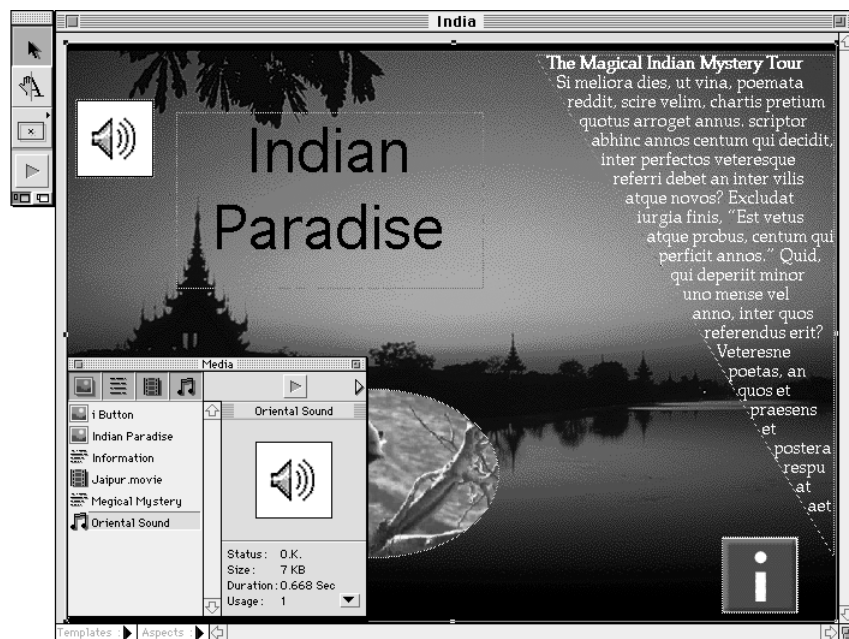


Click on the **Box** tool.

Draw a box in the screen into which the background music will be placed. You can draw this box anywhere in the screen since it will not show when you play your presentation.

Drag and drop **Oriental Sound** from the *Media* palette into the box.

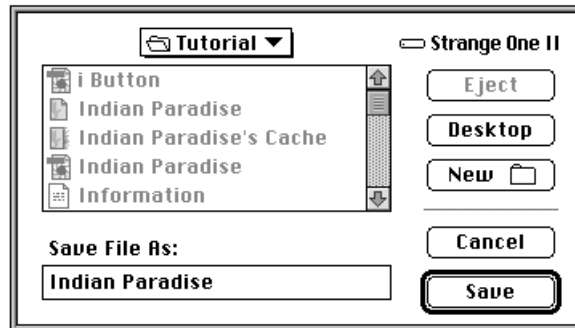
This box does not affect the appearance of the screen, since boxes which contain sounds are invisible at runtime.



Step 5: Save and Play the Screen

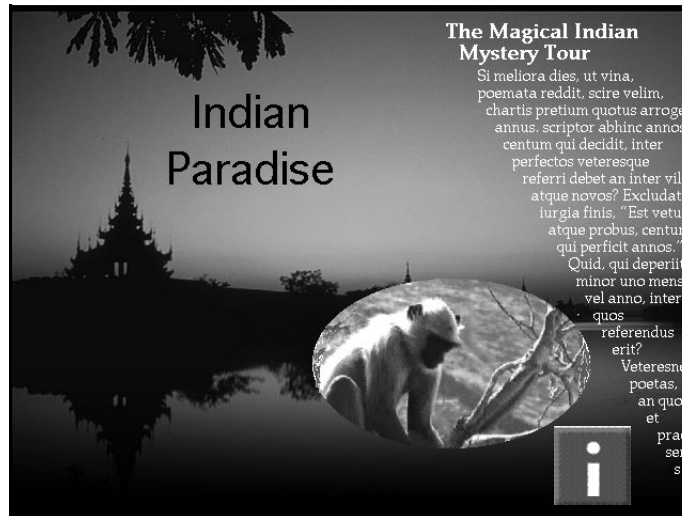
Select the **Save** option from the *File* menu, or press **⌘S**.

In the Tutorial folder, save your presentation as **Indian Paradise**, or any other name of your choice.



Click the **Play** tool to play your current screen, **India**.

Your screen should look something like this:



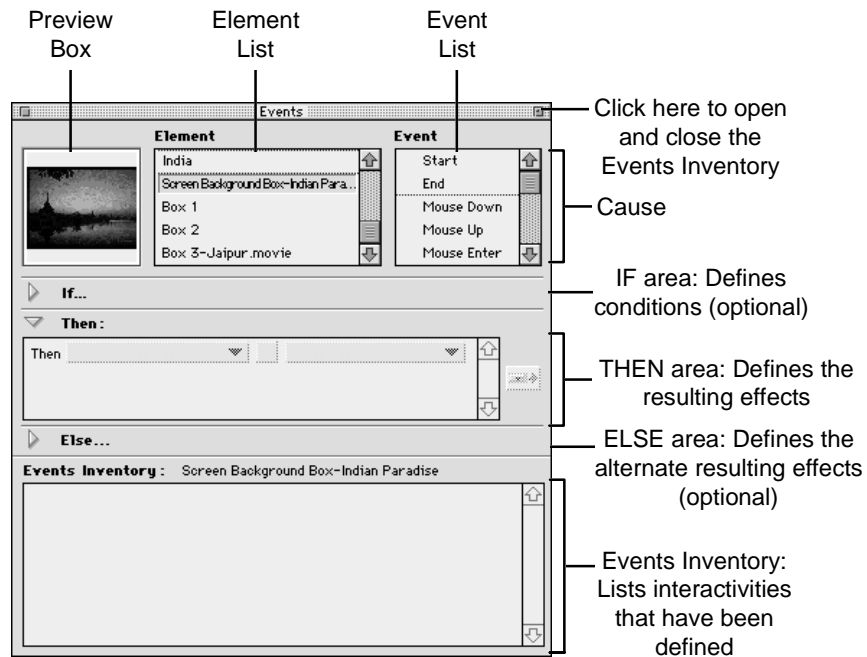
You can press **⌘.** (Command Period) or **⌘Q** to quit the Player and return to the Screen Editor.

Step 6: Define the Interactivities

ClickWorks enables professional scripting capabilities without programming or writing code. The *Events* palette provides an easy-to-use environment for designing presentation behavior.

An *Interactivity* defines the response of an element (presentation, screen or box) to a causing event. To define an Interactivity using the *Events* palette, you select a causing element and an event, and then you select a responding element and the effect that will result. You can also specify a condition for that response.

Select the **Events** option from the *Windows* menu to display the *Events* palette, as shown below:





The *Events* palette consists of the following areas:

Element List: A list of elements in the current Presentation or Screen Editor.

Preview Box: Shows a preview of the element selected in the *Element* list.

Event List: A list of the causing events that may be selected. The content of the *Event* list depends on whether the selected element in the *Element* list is a presentation, screen or box. A check mark appears next to each Event in the list for which an Interactivity was defined.

IF Area: Enables you to define a condition that must be satisfied, in addition to the causing event, in order to trigger the responding effect.

THEN Area: Specifies the effect that is triggered by the causing event and the element to which it applies. This is the response that occurs when the selections in the *Element*, *Event* and *If* areas are satisfied.

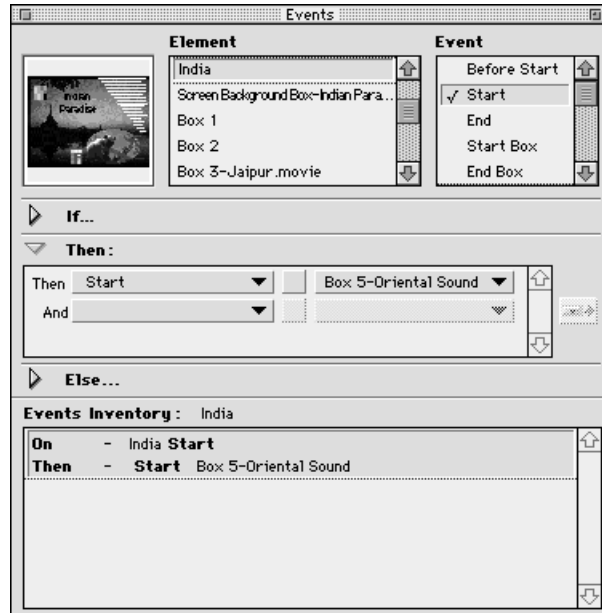
ELSE Area: Enables you to define an alternate effect, meaning an effect that will be triggered when the *If* condition is **not** satisfied.

Events Inventory: Lists the interactivities for the selected Element and Event in this palette. Click on an element in the *Element* list to display the Interactivity that was defined for it. Click on the button in the top right corner of the *Events* palette to open or close this area.

You will now use the *Events* palette to define the interactivities for the screens in your presentation.

- ❶ Define that when you open your presentation, the background music starts playing.

To do so, make the following selections in the *Events* palette:




The following describes each of the selections in this window:

Select **India** in the *Element* list.

Select **Start** in the *Event* list.

Select **Start** on the left hand side of the *Then* area, and **Box 5 - Oriental Sound** on the right hand side. This is interpreted as a command to start playing the Oriental Sound.

 **Tip:** To select a specific box in the *Element* list, you may select the box in the Screen Editor. A preview of the selected box is displayed in the upper left corner of the *Events* palette.

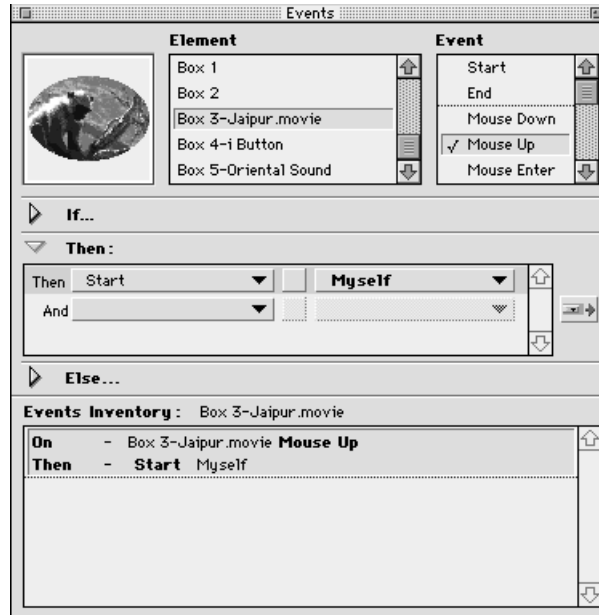
You may also double-click on a box in the *Element* list in order to select it in the Screen Editor.



At this stage, you may want to play your presentation by pressing the **Play** button. If the music starts playing, go on to the next step. If not, reread the above instructions, go back to the *Events* palette and make adjustments accordingly.

- ② Define that when you click on the **Movie box** (the oval containing the picture of the monkey), the **Movie starts** and the **background music stops**, and that when you click on the **playing Movie**, it **stops playing** and the **background music starts again**.

👉 To cause the movie to start when the **Movie box** in the screen is clicked:
Make the following selections in the *Events* palette:




Select **Box 3 - Jaipur.movie** in the *Element* list because this is the box to be clicked in order to play the Movie.

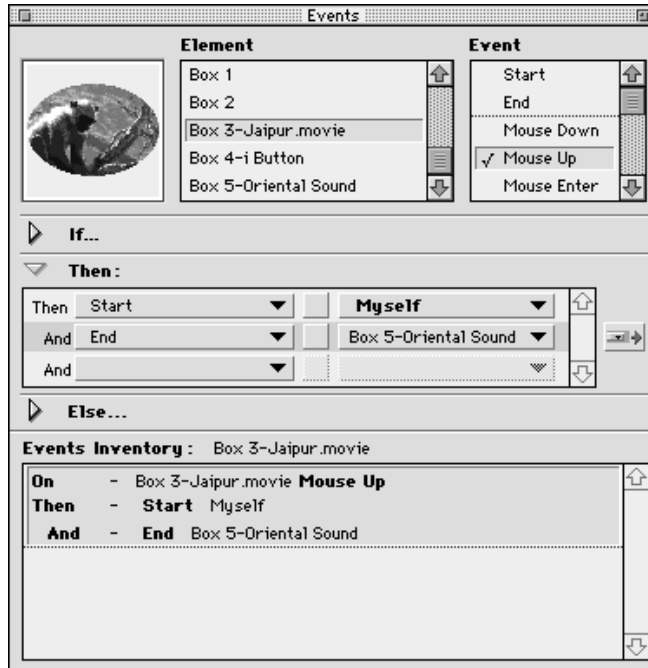
Select **Mouse Up** in the *Event* list. (Mouse Up is another name for releasing the mouse button after it is pressed.)

Select **Start** on the left side of the *Then* area and select **Myself** on the right side of the *Then* area. This means that the media, **Jaipur.movie**, which was selected in the *Element* list, will start playing when the mouse button is released.

Note: You could select **Jaipur.Movie** from the list on the right side of the *Then* area instead of **Myself**, as they refer to the same media. Selecting **Myself** is a shortcut as it appears bolded at the top of the list so you do not have to search through the list.

 **Define a multiple event - the background music stops and the Movie starts playing:**

Let's add to the definitions described on the previous page and make the following selections in the *Then* area of the *Media* palette:




After a selection has been made in both popup menus in a row in the *Then* area, an empty row is automatically added below the last *Then* definition row, enabling the definition of another effect.

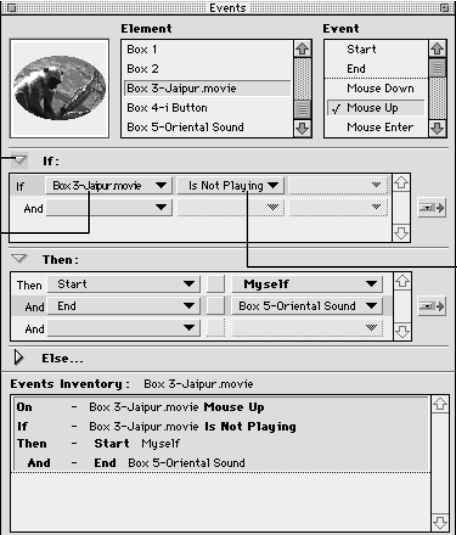
Select **End** and **Box 5 - Oriental Sound** in the second *Then* definition row. This will cause the background music, **Oriental Sound** to end as **Jaipur.movie** starts playing.

 **Define a condition for this interactivity:**

In the *If* area of the *Events* palette, you need to define a condition that specifies that this interactivity will only take effect *if* the Movie is *not playing*.

Click the small triangular button on the extreme left of the *If* field  in order to open the *If* area in which you can define a condition.

Select **Box 3 - Jaipur.movie** and **Is Not Playing** from the popup menus in the *If* area, as shown in the picture below:



1. Click here to open the *If* area in order to define a condition

2. Select the Elements

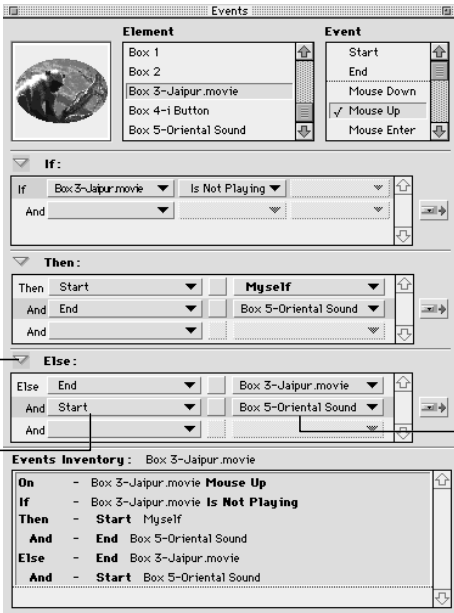
3. Select the Conditions

This will ensure that the music stops and the movie starts, only if the movie is not playing when **Box 3 - Jaipur.movie** is clicked.

 **Define an Else (alternate) effect for the interactivity:**

An effect defined in the *Else* area is triggered when the *If* condition is **not** satisfied. In this case, you need to define that if the *Movie is playing* (as opposed to *not playing*), clicking on the *Movie* box will cause the *Movie* to stop playing and the background music to start again.

In the *Else* area, make the selections, as shown in the picture below:




On	Off	Event
-	Box 3-Jaipur.movie	Mouse Up
-	Box 3-Jaipur.movie	Is Not Playing
-	Start	Myself
-	End	Box 5-Oriental Sound
-	End	Box 3-Jaipur.movie
-	Start	Box 5-Oriental Sound

1. Click here to open the *Else* area in order to define an alternate effect

2. Define the resulting effect that can be triggered if the *If* condition is not satisfied

3. Select the elements that can be affected if the *If* condition is not satisfied

Click the small triangular button on the extreme left of the *Else* field  in order to open the *Else* area.

Select **End** and **Box 3 - Jaipur.movie** from the popup menus in the *Else* area.

After a selection has been made in both popup menus in a row in the *Else* area, an empty row is automatically added below the last *Else* definition row, enabling the definition of another effect.

Select **Start** and **Box 5 - Oriental Sound** in the second *Else* definition row.



Now play your presentation to see the interactivities and conditions you have defined take effect.

Check that the background music starts when you begin playing the presentation.

Click on the Movie box to see if the movie starts playing and the background music stops.

While the Movie is playing, click on the Movie box to check that it stops and the background music starts again.

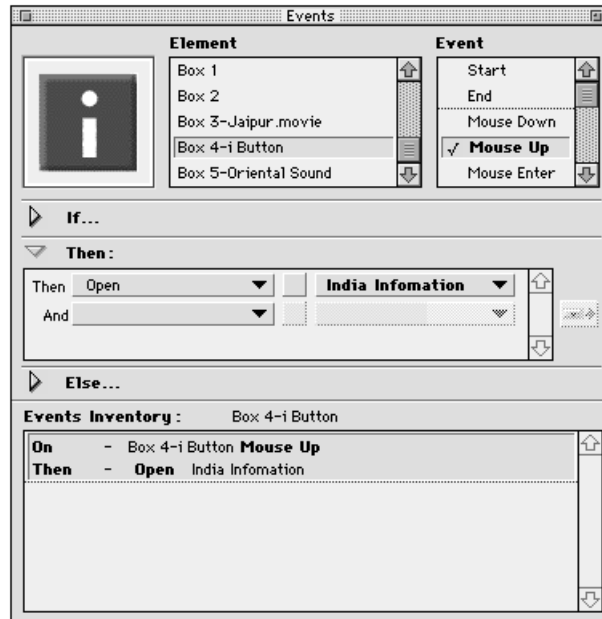
You can continue to click on the Movie box as many times as you wish in order to repeat the above behaviors.

You can press ⌘. (Command Period) or ⌘Q to quit running the Presentation.

Save your presentation again.

- ③ Define that when the **i** button is pressed, the **India Information** screen appears.

Make the following selections in the *Events* palette:



Select **Box 4 - i Button** in the *Element* box.

Select **Mouse Up** in the *Event* box. This means that clicking the **i Button** causes the effect that you will define in the *Then* area of this palette.

Note: **Mouse Up** will appear in bold type because **Box 4 - i Button** was defined as a button (on mouse up) in the *InfoMania* palette on page 29.


Select **Open** in the left side of the *Then* area and **India Information** in the right side of the *Then* area.

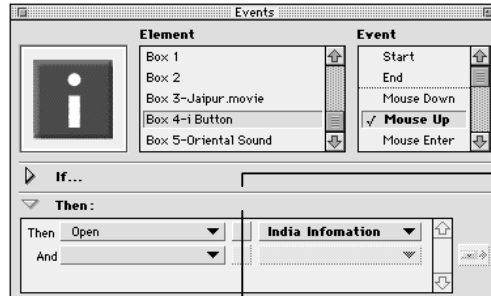
Note: **India Information** will appear in bold type because it has a link (between the two screens) as defined in the *Presentation Editor* on page 8.



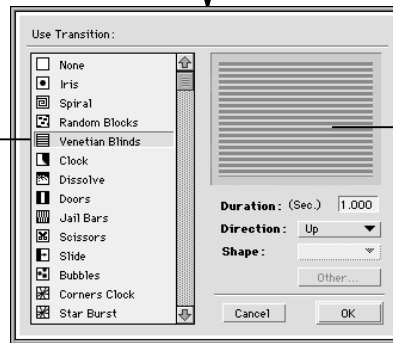
Now play your presentation to see the **India Information** screen appear when you click the **i Button**.

Note: The **India Information** screen will appear blank at this stage since you have not yet defined its content.

 **Define a transition effect for going from the India screen to the India Information screen:**



1. Click here to open the Transition dialog



2. Select a transition effect

Preview area

3. Define transition parameters

Choose one of the transition effects from the Transition dialog. As you select a transition effect, you can see a preview of it in the Preview area.



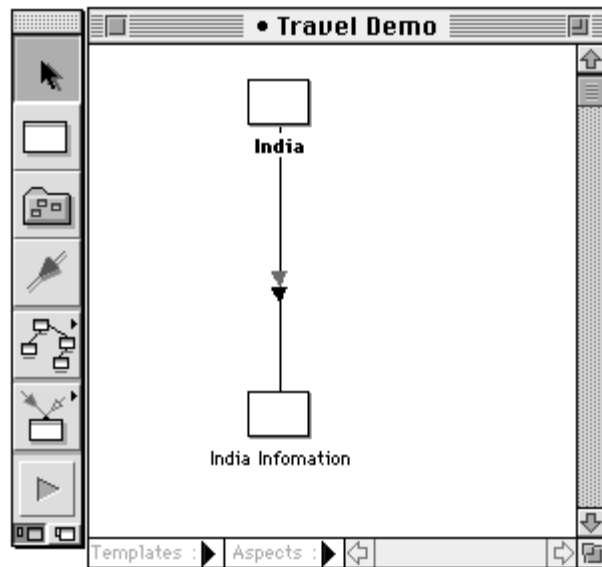
Play your presentation again to examine the transition effect that you selected.

Step 7: Design your Second Screen - a Floating Screen

You will now design the second screen of your presentation, **India Information**.

❶ **Return to the Presentation Editor, as follows:**

Select **Indian Paradise** from the *Windows* menu to return to the Presentation Editor.



The black arrow on the link between the two screens indicates that an interactivity has been implemented in the *Events* palette (Step 6).

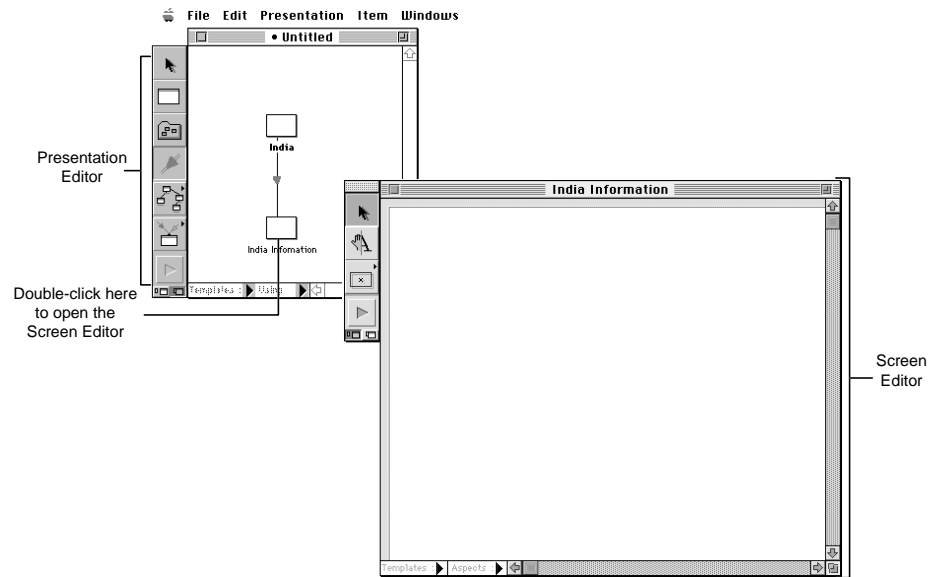
2 Open the Screen Editor for the India Information screen, as follows:



Select the **Pointer** tool.



Double-click on the **India Information** icon in the *Presentation Editor* window to open the *Screen Editor* window for the screen called **India Information**, as shown below:



3 Define the size of the screen as it will appear in your presentation, as follows:



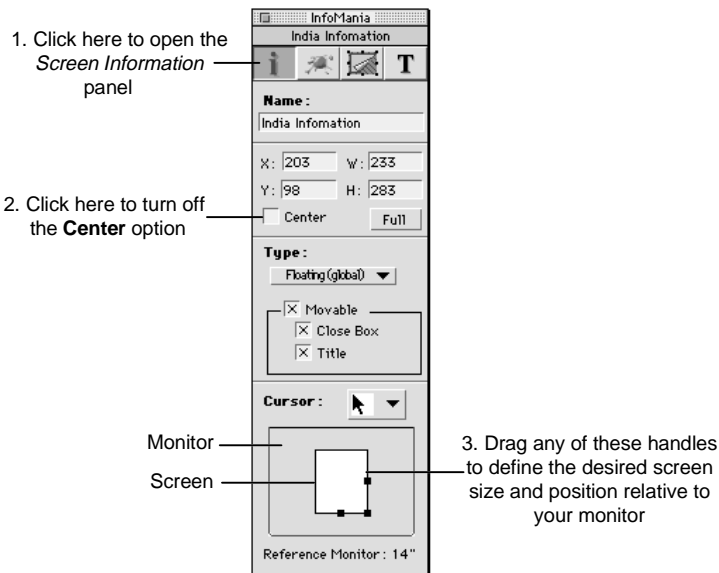
In the *InfoMania* palette, click the **Information** icon to open the *Screen Information* panel, which defines screen attributes.

Note: The *Screen Information* panel is shown only if no box is selected. If a box is selected, deselect it by shift-clicking it, or by clicking outside the limits of the screen.

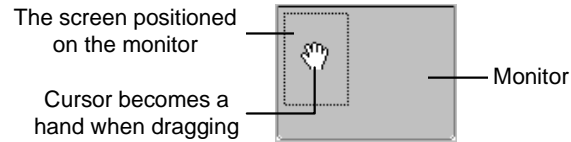
Click the **Center** box to uncheck it, since you do not want the **India Information** screen to be centered on the monitor.

The bottom section of the *Screen Information* panel is a Preview area depicting a monitor containing your screen. In this Preview screen settings area, define the size of the screen by clicking and dragging the handles on the screen.

Note: You may also define the size of the screen by changing the Width and Height attributes in the **W** and **H** fields.

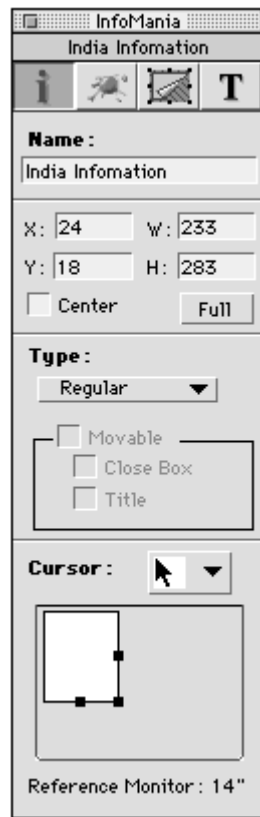


Click on the screen and drag it to the top left corner of the monitor. Note that the cursor becomes a hand during the click and drag process.



Note: You may also change the Horizontal and Vertical location attributes in the **X** and **Y** fields.

The *Screen Information* panel will now appear as follows:



4 Define the screen as a Floating Local screen.

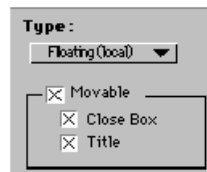
The *Type* popup menu in the *Screen Information* panel of the *InfoMania* palette, provides four options: Regular, Floating (local), Floating (global) and Modal.

A floating screen is different from a regular screen in that more than one floating screen can be displayed on the monitor at one time, and floating screens can be moved by the viewer on the monitor.

In your presentation, you will define the screen as a *local floating* screen, which is a screen which remains on the display as long as the screen from which it was accessed, is open.

In the *Type* field, select **Floating (local)**.

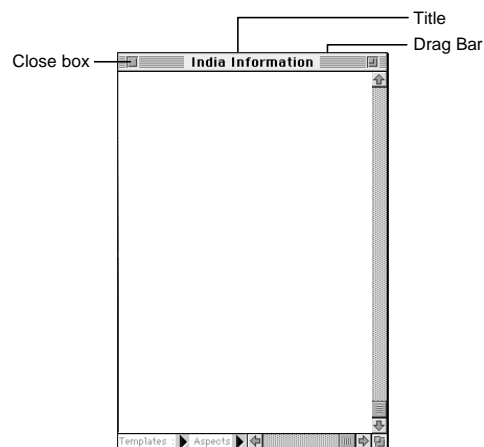
When you have made this selection, other screen attribute options become available:



Click in the **Movable** box to specify that the screen has a drag bar, and thus can be moved.

Click in the **Close** box to specify that the screen has a Close box.

Click in the **Title** box to specify that the screen's name is displayed in the drag bar.



5 **Assign a fill for the screen, as follows:**

When you create a new screen, **ClickWorks** automatically adds a box that covers the entire screen. This box is called the **Background** box.

In this step, you will define a blend and drop it into the **Background** box. This blend will serve as a fill for the entire screen.

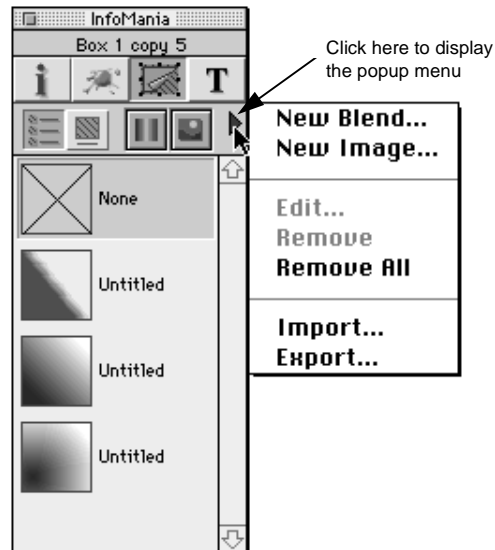


Click on the **Fill** icon in the *InfoMania* palette to display the *Fill* panel.

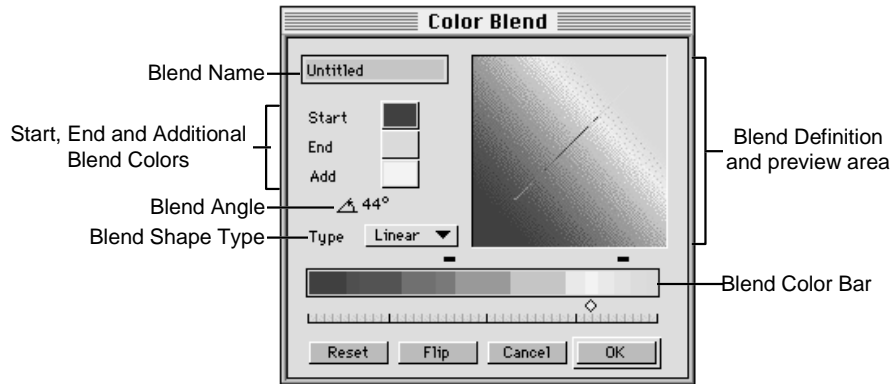


Click the popup button to display the popup menu.

Select **New Blend** from the popup menu.



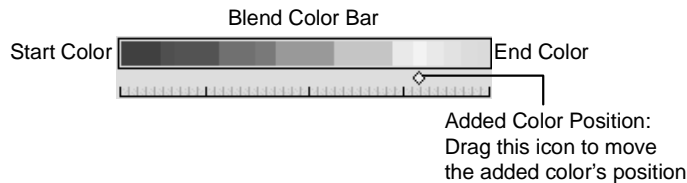
The following dialog is displayed:



Enter a name for the Blend in the top left box in the dialog, for example, **CoolBlend**. This name will later appear in the *Fill* panel.

Select a **Start** and **End** color for the blend by clicking on the corresponding color buttons. A standard color palette is displayed when you click on one of these buttons. Select a color and click **OK**. The selected Start and End colors are reflected in the Blend Color bar.

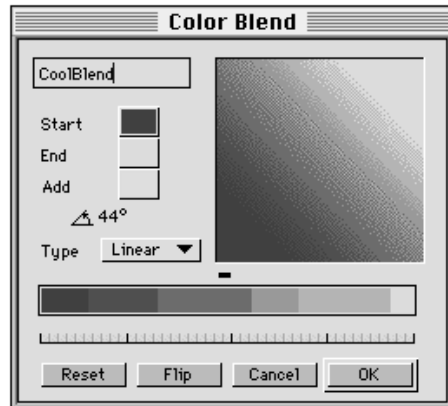
You may want to include an additional color in the blend. If so, click on the **Add Color** button. Select a color from the displayed color palette. To determine where in the blend the color will be added, click on the ruler at the bottom of the window. A small diamond appears to indicate the place where the color is added. You can drag this diamond to change the added color's position.



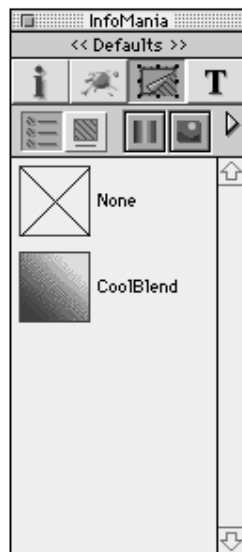
Note: You can have as many additional colors as you want, wherever you want them on the ruler, and each one can appear as many times as you want.

Next, draw a line in the blend preview area. The starting point, ending point and direction in which you draw the line determine the blend's appearance. (For details, please refer to *Chapter 4, Screen Editor* in the *ClickWorks User Guide*.)

The blend that you have created will be reflected in the preview area. Click **OK** to confirm that this is the blend you want for your fill, or change the attributes of the blend, such as line angle or a color, in order to achieve the results you desire, and then click **OK**.



The new blend that you created, **CoolBlend**, will appear in the *InfoMania* palette, as shown below:

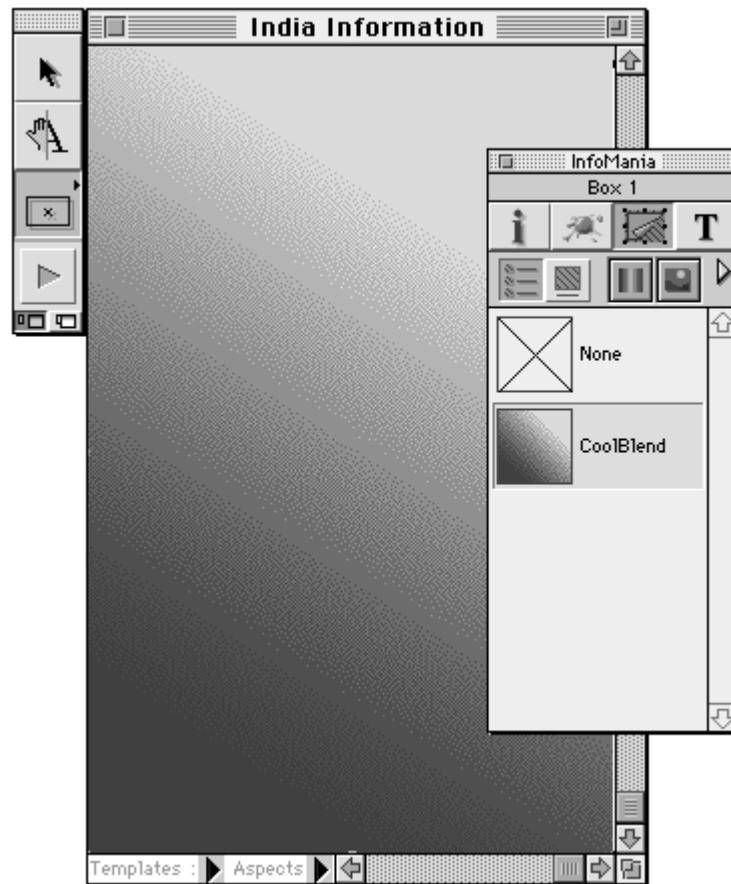


You can edit the blend at any time by double-clicking **CoolBlend** or selecting it and selecting **Edit** from the popup menu, to re-open the *Color Blend* dialog.

Drag and drop **CoolBlend** from the *InfoMania* palette into the **India Information** screen.

Note: Another way to do this is to select **CoolBlend** from the list.

The blend automatically covers the entire background box, as shown below:



6 Insert the text into the screen, as follows:

If the *Media* palette is not displayed on the screen, select **Media** from the *Windows* menu to open it.

Drag and drop the text file, called **Information**, from the *Media* palette into the **India Information** screen.



You can change the appearance of the text in the screen, as described in *Step 4, Prepare a Screen*. For your example, select the heading, **Hotels in Cotono**, and make it bigger and bold. Then select all the text and choose the font, **Palatino**, font size **18**.



Click the **Play** button in the Screen Editor to view the **India Information** screen as it will appear in your presentation.

7 Save your presentation

Select the **Save** option from the *File* menu, or press **⌘S**.

Step 8: Play your Presentation

If the *Presentation Editor* window is not the frontmost window on your screen, select **Indian Paradise** from the *Windows* menu.

Click the **Play** button in the Presentation Editor to play your entire presentation.

Note: If you click the **Play** button while you are working in the Screen Editor, the presentation will start from the currently open screen. In order to play the entire presentation, you should click the **Play** button in the Presentation Editor.

Your presentation will now appear as follows:





Congratulations on completing your tutorial lesson!

You are now familiar with the following procedures involved in creating a presentation:

- Creating screens in the Presentation Editor.
- Defining links between screens.
- Selecting the media to be included in the *Media* palette.
- Designing screens:
 - ♦ Drawing boxes in the screen.
 - ♦ Formatting text.
 - ♦ Defining a fill for a box.
 - ♦ Dragging media from the *Media* palette into the boxes in the screen.
 - ♦ Defining a Push Button.
- Defining interactivities in the *Events* palette:
 - ♦ Defining conditions for the Interactivity.
 - ♦ Defining effects for the Interactivity.
- Defining a floating screen.
- Defining a color blend for the fill of a screen.
- Saving and playing a presentation.



Lesson 2: Using the Time Palette

The **ClickWorks** *Time* palette enables you to control the unfolding of presentation behavior as it progresses along a time line. Using the *Time* palette, you can define a Scenario to choreograph the behavior of each box in a screen as time passes. This means that you can define that the boxes in a screen appear, play and then disappear in sequential or overlapping time periods. You can also define a transition for the appearance and/or disappearance of a box.

 **About this lesson:**

This lesson is designed to familiarize you with the *Time* palette so that you will be able to edit presentation behavior along a time line. Following the steps in this lesson, you will create a simple presentation which shows an ongoing slide show, accompanied by background music.

This lesson is comprised of the following steps:

Step 1: Create a New Presentation, page 59

Step 2: Design the Screen Layout, page 61

Step 3: Create a Time Scenario, page 68

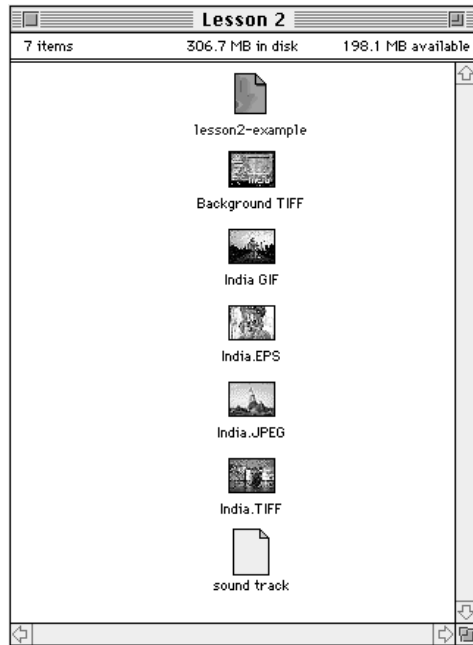
Step 4: Define Interactivities, page 75

Step 5: Define Transitions in the Scenario, page 77

For more detailed information about the *Time* palette, refer to the *ClickWorks User Guide* or the **ClickWorks** online help.

Before you start, first take a look at the presentation that you will produce in this lesson.

The Lesson 2 folder, shown below, contains all the files that you need to create the presentation described in this lesson. It also contains an example of a complete presentation, called **lesson2-example**, which is the final result that you will achieve by following the steps in this lesson.



👤 **To view the example presentation:**

Double-click on the **lesson2-example** icon to open the presentation in the Presentation Editor. Click the **Play** button to run the presentation.



You will see an ongoing slide show of Indian scenery. This slide show, accompanied by background music, continues to play indefinitely.

Press **Command - Period** to stop the player and return to the Presentation Editor.

Note: The buttons on the screen are not active since the subject of this lesson is specifically the *Time* palette.

Step 1: Create a New Presentation

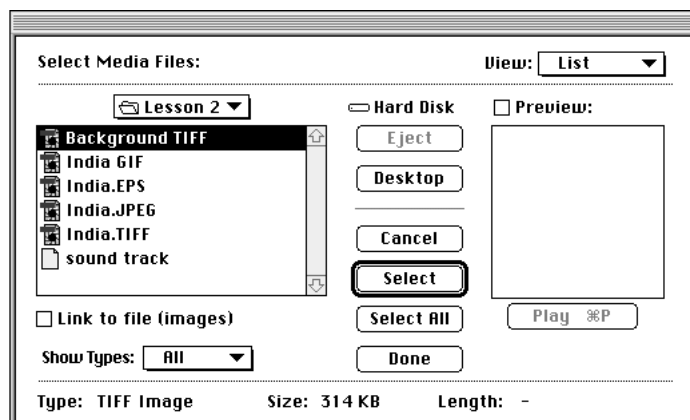
❶ Launch ClickWorks and create a new presentation:

Select **New** from the *File* menu to create a new presentation. For further details on creating a new **ClickWorks** presentation, refer to Lesson 1 of this tutorial.

❷ Add the media for your presentation:

Open the *Media* palette by selecting **Media** from the *Windows* menu.

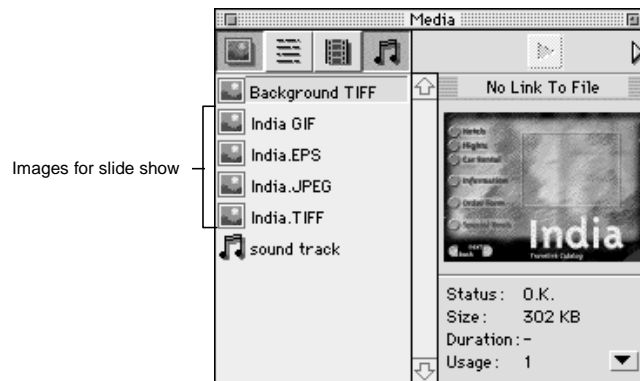
Select **Add** from the popup menu in the *Media* palette. The following window is displayed:



Browse to the Lesson 2 folder to display the media contained within it and click **Select All**.

Click **Done** when the selection process is complete.

The *Media* palette now contains all the media required for your presentation, as shown below:



Step 2: Design the Screen Layout

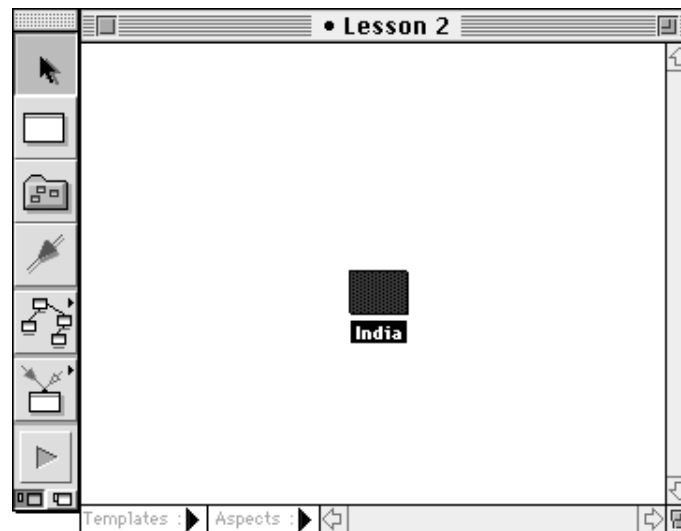
The slide show will be made up of four images superimposed on a background. In this step, you will create a single screen for your presentation, entitled **India**. You will drag the background image into the screen and then add each of the slide show images and position them one on top of the other in the frame in the background image.

- ❶ In the **Presentation Editor**, create a single screen:



Select the **Screen** tool in the Presentation Editor *tool* palette.

Click in the *Presentation Editor* window to create a screen and name it **India**, as shown below:

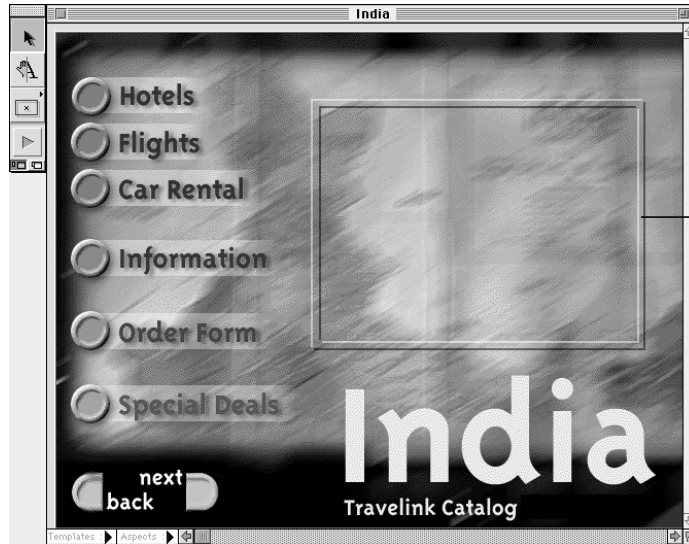


② **Add the background for the India screen:**

Double-click on the India screen to open the Screen Editor.

Open the *Media* palette which contains all the required media, as shown on page 60.

Drag the image, **Background.tif**, from the *Media* palette into the screen. The India screen will now consist of a background picture contained in a box which covers the entire screen, as shown below:

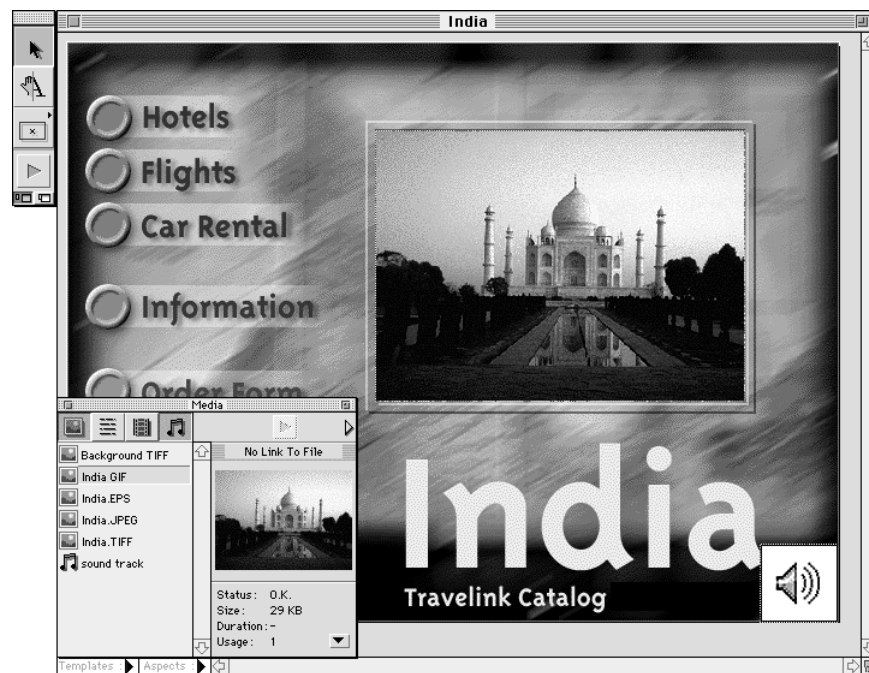


Images will be inserted into the screen and positioned within this frame.

③ **Add the slide show images and position them in the screen:**

The slide show that will be shown in the opening screen will be made up of four images. These four images are identical in size. They all have the name, **India**, however, each has a different file format, that is, EPS, GIF and so on. **ClickWorks** supports a large variety of image file formats. You will now add each of these images to the screen and position them one on top of the other in the frame in the center of the background image, shown in the picture on the previous page.

Hold down the **Option** key and drag the first image required for the slide show, **India.GIF**, into the screen. This creates a box in the screen into which the image fits exactly, as shown below:

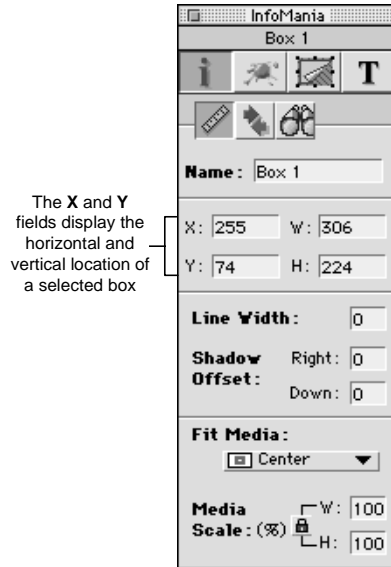


Position the picture in the screen by dragging it to the desired location (the frame in the center of the screen) and using the up and down arrow keys for fine tuning. Once you have positioned the picture, you can check its precise placement specifications in the *InfoMania* palette, as explained below.

Click in the box containing the picture to select it and then open the *InfoMania* palette by selecting **InfoMania** from the *Windows* menu.



In the *InfoMania* palette, click the **Information** icon to display the *Screen Information* panel.

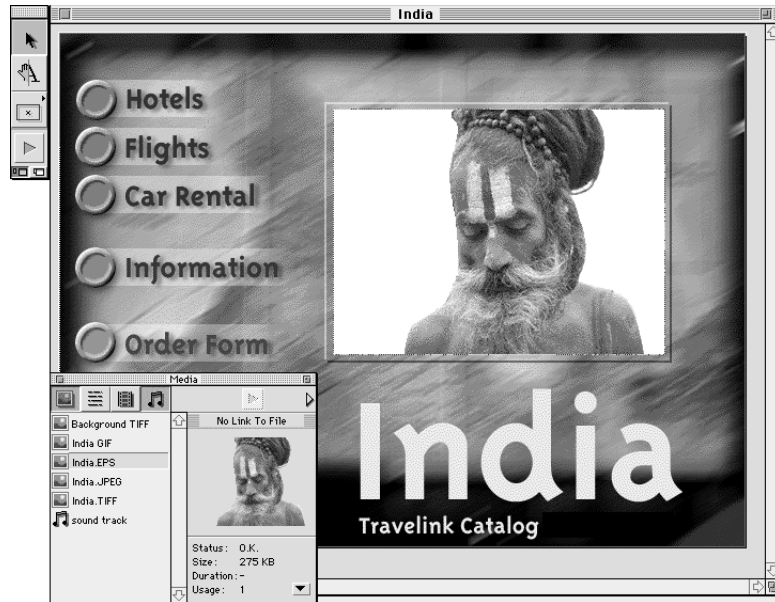


The horizontal and vertical location of the box is displayed in the **X** and **Y** fields. For maximum precision when you add the other pictures to the screen, you can position them one on top of the other by entering the exact position values in the **X** and **Y** fields for each picture.

Note: As previously mentioned, the images provided for your presentation are identical in size. If they were not identical, you could specify the box dimensions for each picture in the **W** and **H** fields.

④ **Add more media, as follows:**

Press the **Option** key and drag and drop the next image, **India.EPS**, into the screen and position it exactly on top of the previous image.



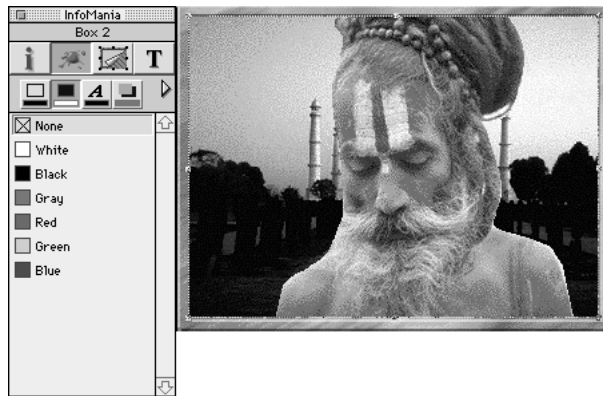
This image is a clipped EPS image, meaning that it contains a clipping path that separates it from its natural background, thus enabling you to place it over any background.

5 **Make the background transparent**

For best effect in the slide show, make the background transparent so that the image will appear superimposed on the previous image, by following the instructions below.

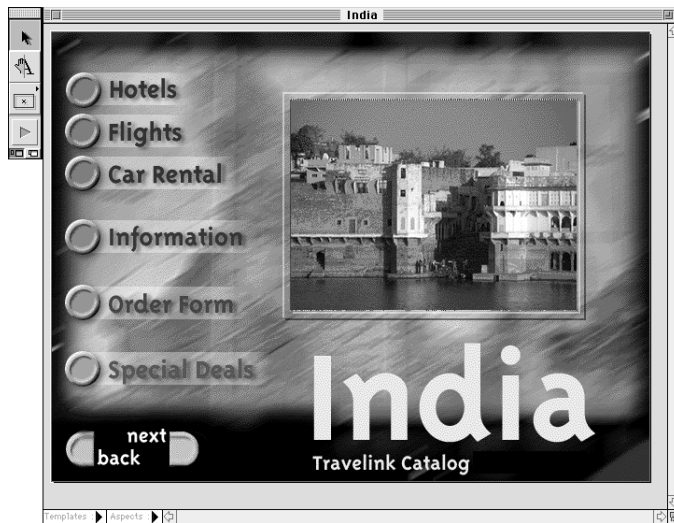


In the *InfoMania* palette, click on the **Color** icon to display the *Color* panel. Select None from the list of colors. The image now appears with the previous image as its background, as shown below:



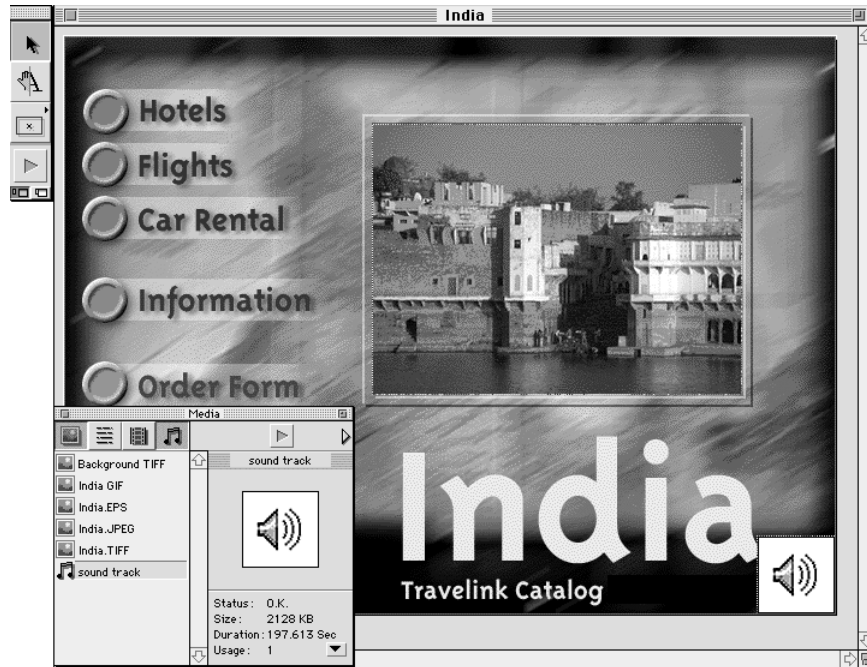
6 **Add the remaining two images:**

Drag and drop the images, **India.JPEG** and **India.TIFF**, from the *Media* palette into the screen and position them on top of the previous two images, as described in step 3. Your India screen should now appear as follows:



7 Add the sound track to the screen, as follows:

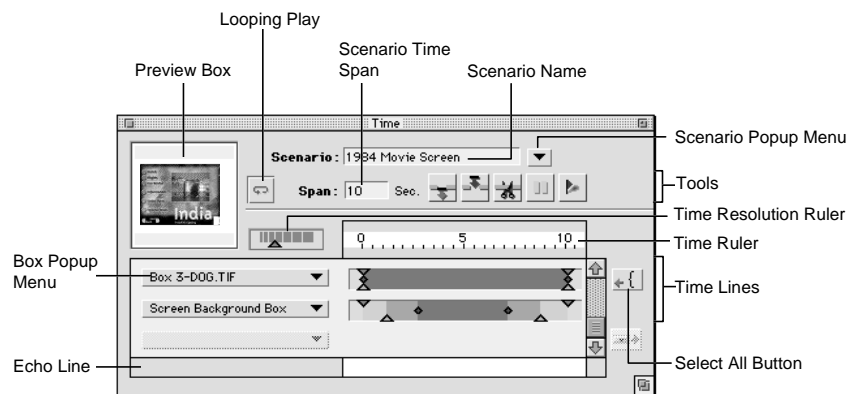
Drag and drop the **sound track** from the *Media* palette into the screen, while holding down the **Option** key. A box will automatically be created for the sound media. Since this box will not be visible when the presentation is played, it does not matter where it is located in the screen.



Step 3: Create a Time Scenario

In this step, you will use the *Time* palette to specify the behavior of the India screen along a time line. You will create a Scenario that will define that when you play the presentation, the images that you inserted in Step 2 will appear one after the other, in a continuous loop. This means that after the last picture has been displayed, the first one will be displayed again, and so on.

Before you start this step, let's take a brief look at the *Time* palette. For a detailed description of the *Time* palette, refer to the *ClickWorks User Guide*.



The *Time* palette is opened by selecting the **Time** option from the *Windows* menu or by pressing **Command - T**. It consists of the following:

Preview Box: Displays a preview of the current screen or of a box that is selected in the time lines.

Scenario Field: Displays the name of the Scenario, which is editable. Click on the down arrow in this field to display a popup menu which enables you to create a new Scenario, delete a Scenario or select a Scenario for editing.

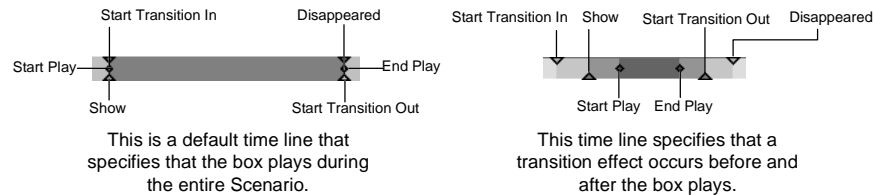
Span Field: Displays the time span of the entire Scenario, from start to end, in seconds. The default time span is 10 seconds, however, a new value may be typed into this field.

Time Resolution Ruler: Enables you to specify the resolution of the time units displayed in the time ruler.

Loop Button: Enables you to set the Scenario to play in an endless loop, meaning that it starts again immediately after it ends.

Time Lines: Enable you to choreograph the appearance, play and disappearance of each box by moving handles along the time line.

Time Line Handles: Two sets of three types of handles are provided for each time line: three on the left to define the appearance and playing time of the box, and three on the right to end the play and define the disappearance of the box. When a time line is created, the default position of the handles determines that the box plays throughout the entire Scenario. By moving the time line handles, you can create fading in, waiting, playing, waiting and then fading out effects. This is illustrated in the diagrams below.



Note: Playing time is relevant only for playable media.

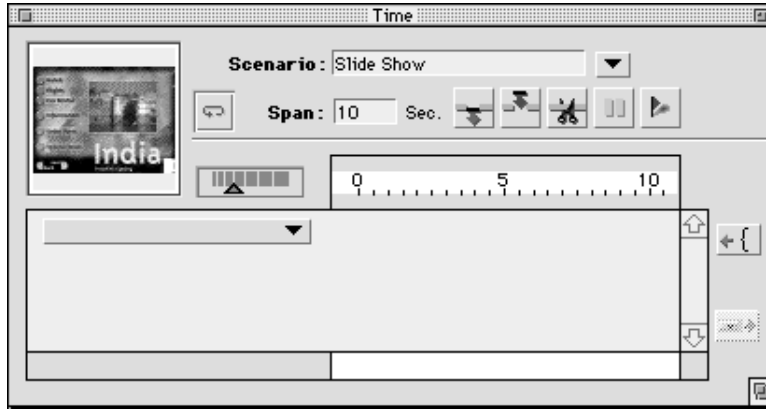
Time Palette Tools: Enable you to edit an existing time line.

Echo Line: Displays transition names, pausing periods and the names of time flags.

For your presentation, you will start by creating a Scenario that defines that the images that were added to the India screen will play one after the other in a continuous loop, each image playing for a period of approximately 2.5 seconds. Later, you will add transitions to the Scenario to create a fading in and fading out effect, as described in Step 5 on page 77.

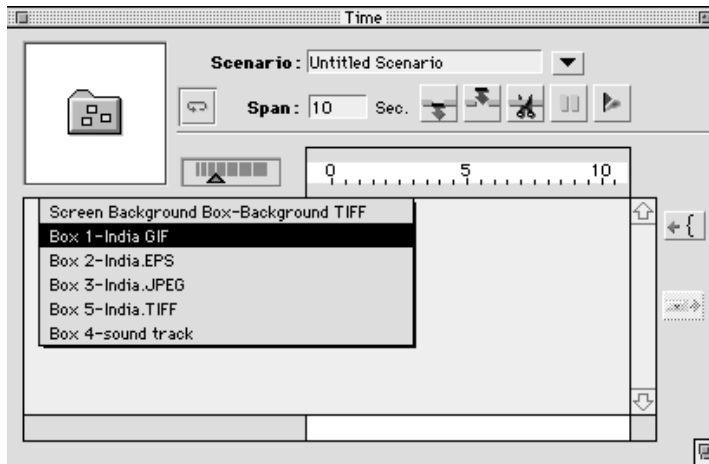
➤ **To create a Scenario for your presentation:**

- ➊ Open the *Time* palette by selecting **Time** from the *Windows* menu.

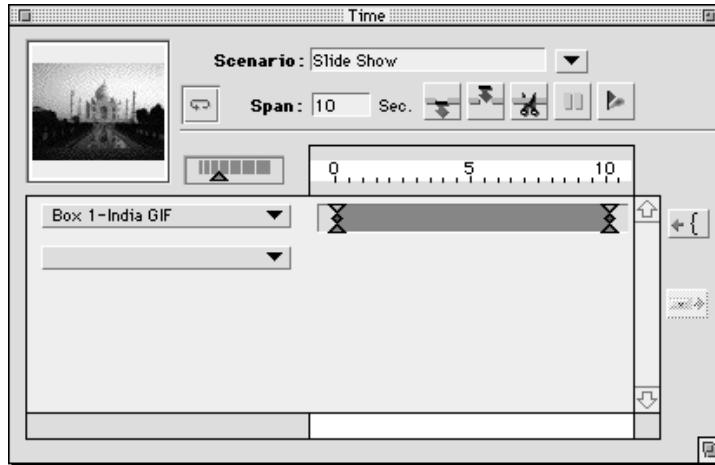


- ➋ In the **Scenario** field, select **New Scenario** from the popup menu and then type in the name, **Slide Show**.
- ➌ Leave the value in the **Span** field at the default value of 10. This indicates that the time span of the entire Scenario, from start to finish, will be 10 seconds.
- ➍ Create a time line for each of the boxes in the India screen to determine that they will participate in the Scenario, in the order that you want them to appear, as follows:

Click on the popup arrow in the time line area in the center of the *Time* palette to display a list of the boxes contained in the India screen, as shown below:

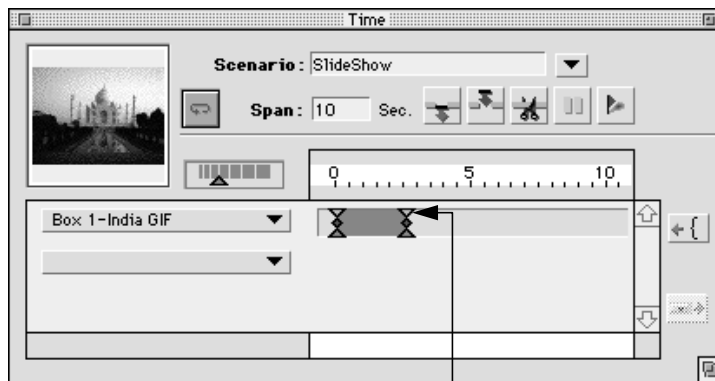


Select **Box 1 - India.GIF**. A time line is created for the selected box, as shown below:



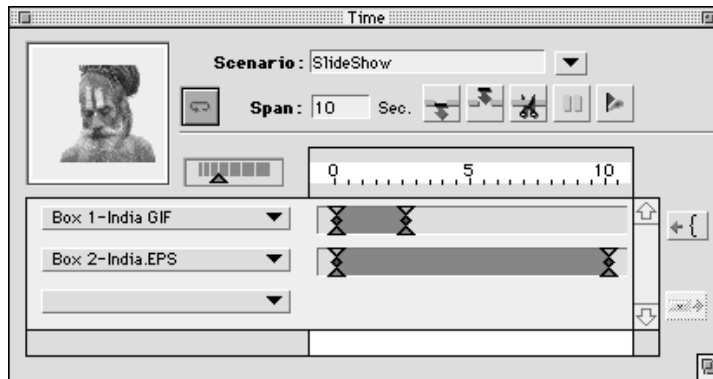
- 5 Define that the box will play for 2.5 seconds, as follows:

Click on the top right light green handle on the time line and drag it to the 2.5 second position (using the time ruler as a guide). All the handles on the right will move together when you drag the top handle. The handles on the right determine the end of play and disappearance of the box.



Drag this handle to the 2.5 second position

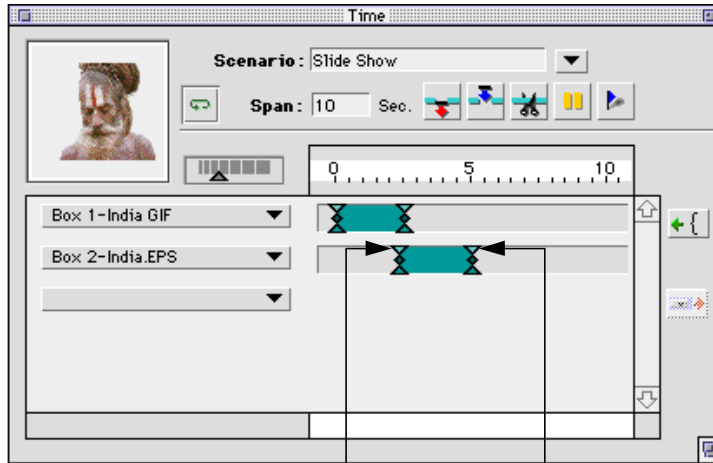
- ⑥ Create a time line for the next box, **Box 2 - India.EPS**, by selecting it from the popup list of boxes in the time line area below Box 1. Your Scenario will appear as follows:



Since you want the image, **India.EPS**, to start playing when the image, **India.GIF** stops, you need to move the time handles on the left, which define the starting time of the selected box.

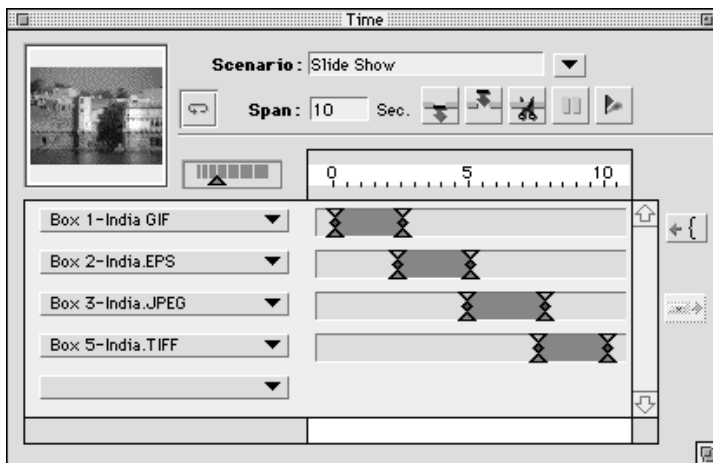
- ⑦ Click on the top left time handle and drag it (together with the handles below it) to a position a fraction of a second to the left of the right handles of the time line above (Box 1). Position them in this way, and not directly below the previous time line's right handles, so that there will not be a break between the images in the slide show when the presentation is played.

Drag the right handles to the 5 second position. (The box will play for 2.5 seconds since it starts at the 2.5 second position.)





1. Drag this handle to a position a fraction of a second before the end point of the previous time line
2. Drag this handle to the 5 second position

- ⑧ Create time lines for the remaining two images that will participate in the Scenario, **India.JPEG** and **India.TIFF**, and position them so that each one will start when the previous box ends and will play for approximately 2.5 seconds, as shown in the picture below:



Remember to position the starting point of each time line a split second before the end point of the previous time line. You can use the resolution ruler for fine tuning.

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- 
- 9 Click on the **Loop** button  to define that the Scenario will play in a continuous loop, that is, it will start again immediately after it finishes.

You have now completed the procedure for creating a Scenario in which you:

- Selected a name for the Scenario.
- Selected items to be included in the Scenario.
- Defined a time span for the Scenario.
- Defined a time line for each item to determine its appearance and disappearance in the presentation.
- Defined that the Scenario is looped.

In the next step, you will define an interactivity that will serve as a trigger to start the time Scenario in your presentation.



Step 4: Define Interactivities

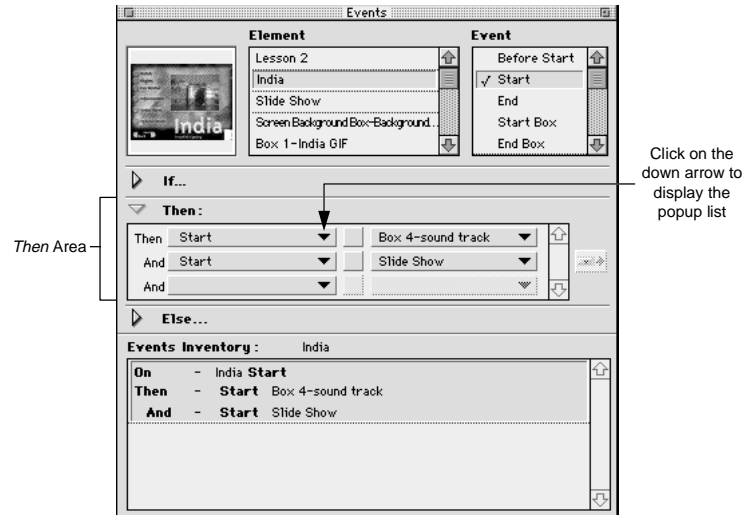
In order for a time Scenario to run in a presentation, you need to define an Interactivity specifying the trigger (causing event) that will start the Scenario. Interactivities are defined using the *Events* palette, as described in Step 6 of Lesson 1.

In this step, you will define an interactivity that specifies that when the **India** screen starts playing, the slide show begins and runs according to your specifications in the **Slide Show** time Scenario, and the background music starts playing.

- ❶ Open the *Events* palette by selecting **Events** from the *Windows* menu.
- ❷ To define that the music begins when the India screen starts playing, make the following selections in the *Events* palette:
 - Select **India** in the Element list.
 - Select **Start** in the Event list.
 - Select **Start** from the popup list on the left hand side of the *Then* area and **Box 4 - sound track** on the right hand side. This is interpreted as a command to start playing the sound track.
- ❸ To define that the Scenario entitled **Slide Show** begins when the India screen starts playing, select **Start** in the **And** field in the *Then* area and **Slide Show** in the corresponding field on the right hand side.

Note that once you have created a Scenario, it is automatically added to the *Events* palette.

After you have made these selections, the *Events* palette should appear as follows:



Up to now, you have created a simple presentation by inserting media, defining a simple time Scenario and defining Interactivities.



Now, play your presentation by pressing the **Play** button. The following should happen when the presentation starts playing:

- The India screen should appear.
- The sound track should begin.
- The slide show should start playing, with the images appearing one after the other, in a continuous loop. Note that there is a clear cut transition from one image to another.

To quit the Player and return to the Screen Editor, press **⌘P**. (Command Period) or **⌘Q**.

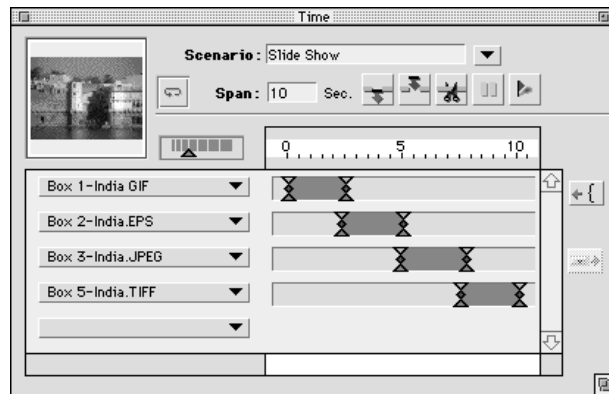
In the next step, you will improve your presentation by adding gradual transitions to the Scenario, **Slide Show**.

Step 5: Define Transitions in the Scenario

In this step, you will add gradual transitions to the Scenario, **Slide Show**, in order to create a fading in and fading out effect between the images in the slide show. The transition effect will begin after half a box's playing time has elapsed and continue until the next image appears.

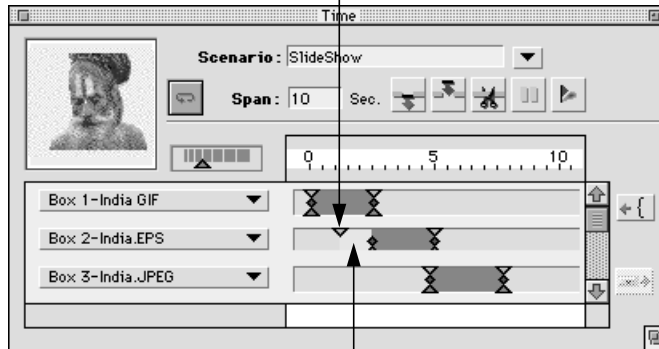
In a time line, the play area can be identified by its dark turquoise color and the transition area by its light turquoise color.

- 1 Open the *Time* palette and select the Scenario, **Slide Show**, from the popup menu in the **Scenario** field. In the *Time* palette, the Slide Show Scenario appears as follows:



- ② In the time line for **Box 2 - India.EPS**, grab the topmost left handle and drag it to the left, to the middle of **Box 1**'s play area. This creates a light turquoise area in front of the play area, the transition area, as shown below:

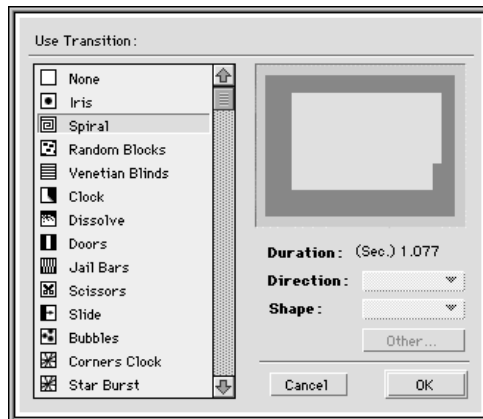
1. Drag this handle to the left to create a Transition area



2. Double-click in the turquoise Transition area to open the *Transition* dialog

Note: The time line to which a transition has been added now contains a light turquoise area, the transition area, and a green area, the play area.

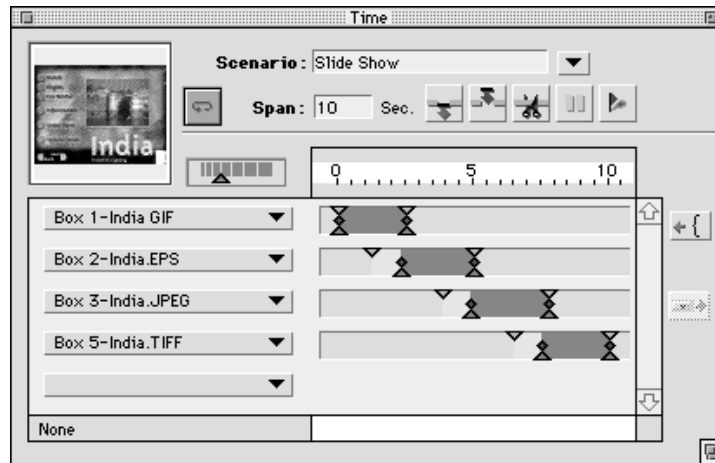
- ③ Double-click in the light turquoise transition area to open the *Transition* dialog (described in Lesson 1) and select **Spiral**, as shown below:



Note: The value that is specified in the **Duration** field of the *Transition* dialog reflects the length of the transition in seconds, as defined in the time line in the *Time* palette.

Note: After you have selected a transition, when you point with the mouse at the light turquoise transition area of the time line in the *Time* palette, the name of the transition will appear in the Echo line in the bottom left corner of the *Time* palette.

- 4 Add a transition to each of the following two time lines, following the instructions above. Select the **Dissolve** transition for Box 3's time line and the **Random** transition for Box 5's time line. Your *Time* palette should now appear as follows:



Press the **Play** button to play the presentation and watch the transitions you defined in the Scenario come into effect.



Congratulations on completing Lesson 2 of the ClickWorks tutorial!

You should now be familiar with the procedure for creating a Scenario in the *Time* palette in order to edit a presentation along a time line.

This lesson showed you how to:

- Position media in a screen using the *Box Information* panel of the *Infomania* palette.
- Create a Scenario in the *Time* palette:
 - ♦ Select the boxes that will participate in a Scenario.
 - ♦ Move the time handles in order to determine the time sequence of a Scenario.
 - ♦ Define that the Scenario will play in a continuous loop.
 - ♦ Define transitions for a Scenario.
- Activate the Scenario by defining an Interactivity in the *Events* palette.