Purchasing Popup Xtra

To license Popup Xtra, please contact updateStage at

<sales@updatestage.com>

or by phone at:

(781) 641-6043

You can also visit the updateStage website at:

Web: http://www.updatestage.com

Registering Popup Xtra

To register Popup Xtra, choose "Popup Xtra-->Register" from the Xtras menu. You will be presented with a dialog box in which you should type your serial number. Although this writes a registration file to disk, you do not need to distribute any files with your projectors except for the actual Popup Xtra files.

Installing Popup Xtra

Popup Xtra consists of several files:

Authoring mode

Popup Xtra   --   the Macintosh 68K and PowerPC Xtra
Popup.x16   --   the 16-bit Windows Xtra
Popup.x32   --   the 32-bit Windows Xtra

Runtime mode

Popup Xtra Runtime   --   the Macintosh 68K and PowerPC Xtra
PopupR.x16   --   the 16-bit Windows Xtra
PopupR.x32   --   the 32-bit Windows Xtra

You should use the authoring mode Xtras except when releasing a projector, Shockwave movie or some other runtime form AND you need to save disk space. The authoring mode Xtras work just fine in runtime mode.

Place the appropriate Xtra inside the Xtras folder which is located in the same directory as the Director application itself.

Installing Popup Xtra Help

Popup Xtra Help comes in the form of a single help file which is a cross-platform HTML file:

helppopx.htm

This file should be placed in the same folder as the Popup Xtra.

Using Popup Xtra -- A Quick Tutorial
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1. From the Insert menu, choose "Red Eye Xtras-->Popup" and this will place a new Popup castmember into the current cast library.

2. From the Insert menu, choose "Control-->Field" and this will place a new field castmember into the current cast library. You can use this field to create your menu definition.

3. Double-click on the newly-created field castmember and name it "menu definition". You can call it anything you like. Now, define a Popup by placing the names of each menu item in the list. Each item should be separated by a return character.   To define a submenu, you should surround its menu items with the left and right square brace characters.

An example of a menu definition of food items with some submenus would be:

Bread
Fruit[Bananas;Apples;Kiwi;Oranges]
Cheese
Vegetables[Carrots;Spinach;Cabbage]
Eggs

In this example, the Fruit and Vegetables each have a submenu associated with them.

4. After creating your menu definition, close the field window and double-click on the Popup castmember to access the Cast Properties dialog. Here, you can specify different options for the behavior and display of the Popup Xtra castmember.   The most important thing to do is to assign your menu definition to the Popup Xtra castmember.

In the upper-left corner of the Properties dialog, you will see a popup menu (Macintosh) or a combo box (Windows) indicating the cast library and the field castmember for the menu definition.   Assign this Popup castmember its menu definition by selecting the field castmember you just created.   Now close the Cast Properties dialog by clicking the Done button.

5. Select the Popup castmember in the Cast window and name it "myPopup".

6. Press the script button on the upper-right corner of the Cast window and locate the menuItemSelected script which was automatically created for you when you inserted the Popup castmember.   In this script, you will see Lingo similar to this:

```
on menuItemSelected me, menuSpec, menuText, memberRef
      -- Insert your Lingo code here
end menuItemSelected
```

Add the Lingo code to the menuItemSelected handler

```
on menuItemSelected me, menuSpec, menuText, memberRef
      put "Menu item text selected was" && menuText
      put "Menu spec selected was" && menuSpec
end menuItemSelected
```

The arguments to the handler have the following meaning:

```
-- 1st argument: the sprite reference
-- 2nd argument: the selected menu item specification (same as the selectedSpec property)
-- 3rd argument: the selected menu item text (same as the selectedText property)
-- 4th argument: the castmember that was selected
```

You should always use the menuItemSelected castmember handler (or add your own menuItemSelected handler at the sprite level) to determine what selection has been made. Please note that this handler gets called only after a valid menu selection was made, not when the user has clicked on the Popup sprite.

Remember, this example is just to illustrate how get the menu item text and the menu item specification selections of a Popup castmember.   The menu item specification indicates the numerical positioning of the selected item.   If you are using submenus or have multiple menu items with the same text, you should use the menu item

specification in favor of the menu item text to determine what the last selection was.

7. Finally, drag the Popup castmember anywhere on the stage and run the movie. Try selected some items from the menu. Open the message window and you will see your menu selections as you make them.

Additional Technical Support and Help

You can invoke the on-line help system for Popup Xtra by choosing "Popup Xtra-->Help" from the Xtras menu. This will launch your web browser with the help file. If you are having trouble launching the browser, please launch it manually and open the file "helppopx.htm"

You can use the Message window to get a list of all of the Popup properties:
put the propertyNames of member "myPopup"

You can also use the Message window to get a list of all of the Popup functions:
put the functionNames of member "myPopup"

updateStage will respond to registered customers for all technical inquiries and licensing questions regarding Popup Xtra by e-mail at:

<support@updatestage.com>