



# ViewletBuilder 8

*Professional*

## User Guide



Capture



Edit



Annotate



Compile



Deliver

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### **Published by:**

Qarbon.com, Inc.  
[www.Qarbon.com](http://www.Qarbon.com)

# Contents

(Page 1)

<b>Getting Started.....</b>	<b>1</b>
WHAT IS VIEWLETBUILDER8 PROFESSIONAL .....	1
TECHNICAL SPECIFICATIONS.....	1
DOWNLOAD AND INSTALLATION .....	1
LICENSE ACTIVATION AND DEACTIVATION.....	2
License Activation .....	2
License Verification .....	3
License Deactivation .....	3
Web (License) Activation & Deactivation .....	3
<b>Program Preferences.....</b>	<b>6</b>
GENERAL.....	6
Language .....	6
Documents Directory .....	7
Text Editing .....	7
Restore Preferences to Default.....	8
TABLE OF CONTENTS .....	8
SPELLING.....	9
PROXY .....	10
LOGGING .....	12
BACKUP .....	13
START VIEW .....	14
ADVANCED .....	15
APPLYING PREFERENCES .....	16
<b>Graphical User Interface (GUI).....</b>	<b>17</b>
START VIEW .....	17
Actions .....	17
Recent Files .....	17
Help .....	17
Publishing History .....	18
News .....	18
Refreshing the Start View .....	18
TOOLBARS, KEYBOARD SHORTCUTS & COMMAND BUTTONS .....	18
Title Bar .....	18
Keyboard Shortcuts.....	18
Menu Toolbar.....	21
Main Toolbar.....	26
Context Sensitive Toolbars.....	28

# Contents

(Page 2)

Object Toolbar .....	28
Status Bar .....	29
SLIDE EDITING AREA .....	30
TAB VIEWS .....	30
Organizing Workspace Tab Views .....	31
<b>Create New Project Dialog .....</b>	<b>32</b>
SCREEN CAPTURE PROJECT .....	33
Capture Options Setup .....	33
Starting / Running the Capture Session .....	44
Ending the Capture Session .....	47
Canceling a Capture Session .....	48
Modifying Options During a Capture Session .....	48
VIDEO CAPTURE PROJECT .....	49
Capture Options Setup .....	49
Starting / Running the Capture Session .....	55
IMAGE PROJECT .....	59
BLANK PROJECT .....	62
<b>Saving a Project .....</b>	<b>64</b>
SAVE A PROJECT .....	64
THE ANATOMY OF A PROJECT FILE .....	65
FILE ARCHIVE .....	65
<b>Tab Views .....</b>	<b>67</b>
SLIDES TAB .....	67
STYLESHEETS TAB .....	70
Understanding Styles & Attributes .....	70
New Stylesheets .....	72
Stylesheet Styles .....	73
Style Attributes .....	74
Applying Styles to the Project .....	75
BROWSER TAB .....	77
TIMELINE TAB .....	79
Time Select Mode .....	79
Layers .....	79
Splitting Slides .....	82
Merging Slides .....	82
Timing Links .....	82
Frames .....	83

# Contents

(Page 3)

Timeline Features and Tools .....	84
Timing Commands & Rules .....	85
Video Layer Editing .....	87
SLIDE NOTES TAB .....	89
OUTPUT TAB .....	90
PROBLEMS TAB .....	91
<b>Color Dialog .....</b>	<b>92</b>
BACKGROUND COLOR .....	92
BORDER COLOR.....	93
GRADIENT COLORS .....	93
<b>Cursor Management .....</b>	<b>95</b>
THE MOUSE TAB .....	95
Screen Capture Projects.....	96
Cursor Indicators (Red, Green, Blue) .....	97
Cursor Path .....	97
Cursor Style .....	99
Cursor Path Layer.....	99
<b>Notes, Balloons, Text Boxes .....</b>	<b>100</b>
AUTHORING PREFERENCES .....	100
The Text Editor.....	101
MESSAGE OBJECTS .....	103
Styles and Type .....	103
Background Color.....	104
Alignment Tools .....	105
Text Options.....	105
Resizing .....	106
Miscellaneous Features .....	107
<b>Format Painter .....</b>	<b>108</b>
<b>Dictionary, Spell Check, Search and Replace.....</b>	<b>109</b>
<b>Working With Slides.....</b>	<b>113</b>
INSERTING SLIDES .....	113
PROPERTIES.....	114
BACKGROUND COLOR & BACKGROUND FRAME .....	115
Background Color.....	115
Background Frame .....	116

# Contents

(Page 4)

MOVING SLIDES .....	117
DELETING SLIDES .....	118
THE HIDDEN SLIDE.....	118
FLOATING GUIDES .....	119
<b>Side Bars (Table of Contents) .....</b>	<b>120</b>
SLIDE SETUP .....	120
VIEWLET SKIN SETUP .....	121
PREVIEW PLAYBACK .....	123
<b>Zoom Zone .....</b>	<b>124</b>
<b>Highlight Tools .....</b>	<b>127</b>
POPOUT HIGHLIGHT.....	127
MATTE .....	129
COLOR HIGHLIGHT.....	131
<b>Sound.....</b>	<b>133</b>
SOUND RECORDING DURING VIDEO CAPTURE .....	133
SUPPORTED SOUND FORMATS.....	134
RECORDING AUDIO.....	134
Directly on Slides.....	134
On Slide Elements .....	136
IMPORTING SOUND... ..	137
Directly on Slides.....	138
On a Slide Element.....	138
DELETING SOUND .....	139
EXPORTING SOUND.....	140
EVENT – ACTION ‘PLAY SOUND’ FEATURE .....	141
MUTE – UNMUTE SOUND ACTIONS.....	142
CLOSED CAPTIONS .....	143
Sound Dialog Setup.....	143
Closed Caption Text Box .....	144
Modify & Delete.....	145
BACKGROUND SOUNDTRACK .....	146
<b>Images .....</b>	<b>147</b>
<b>Background Frames.....</b>	<b>150</b>
BACKGROUND FRAMES – SINGLE FRAME.....	150
BACKGROUND FRAMES – MULTIPLE FRAMES .....	151
Key Frame .....	152

# Contents

(Page 5)

<b>Shadow Effect .....</b>	<b>153</b>
<b>Shapes (Rectangle, Ellipse, Lasso, Poly Lasso) .....</b>	<b>155</b>
CREATING SHAPES .....	155
MODIFYING SHAPES .....	157
<b>Lines &amp; Arrows .....</b>	<b>159</b>
LINES .....	159
ARROWS .....	161
<b>Rotate Tool .....</b>	<b>164</b>
<b>Fade Animation .....</b>	<b>165</b>
PROPERTIES DIALOG .....	165
TIMELINE EDITING .....	166
<b>Grouped Objects (Alignment, Distribution, Sizing, Time) .....</b>	<b>168</b>
ALIGNMENT TOOLS .....	168
DISTRIBUTION TOOLS .....	168
SIZE TOOLS .....	169
TIME TOOLS .....	169
<b>Events and Actions Overview .....</b>	<b>170</b>
EVENTS .....	170
ACTIONS .....	173
<b>Buttons .....</b>	<b>175</b>
<b>Hyperlinks &amp; Hotspots .....</b>	<b>178</b>
TEXT LINKS (NOTES, BALLOONS, SLIDE TEXT) .....	178
OBJECT HYPERLINKS (CLICKSPOTS, HOTSPOTS) .....	180
<b>Interactive Zones – Common Features .....</b>	<b>182</b>
THE ONE ZONE PER SLIDE RULE .....	183
ZONE INTERACTIVE AREA .....	183
FEEDBACK MESSAGES .....	184
SCORING OPTIONS .....	185
<b>Click Zone .....</b>	<b>187</b>
<b>Text Zone .....</b>	<b>189</b>
<b>Keystroke Zone .....</b>	<b>191</b>
KEYSTROKE ZONES & INTERNATIONAL USERS .....	192

# Contents

(Page 6)

<b>Pause Zone</b> .....	<b>193</b>
<b>Question</b> .....	<b>195</b>
<b>Resize Project</b> .....	<b>196</b>
<b>Crop Project</b> .....	<b>198</b>
CROPPING THE SLIDE.....	198
<b>Insert Movie</b> .....	<b>200</b>
PROPERTIES.....	201
<b>Page Layout</b> .....	<b>203</b>
<b>Printing</b> .....	<b>207</b>
<b>Export and Import Options</b> .....	<b>208</b>
EXPORT OPTIONS .....	208
Text for Translation.....	208
Sound .....	208
Publishing Locations.....	209
IMPORT OPTIONS .....	209
Slides .....	210
Text for Translation.....	211
Publishing Locations.....	211
<b>Project Properties</b> .....	<b>212</b>
VIEWLET PROFILE .....	213
IMAGE QUALITY .....	216
SOUND QUALITY .....	218
VIEWLET SOUNDS.....	219
TIMING .....	221
VIEWLET OPTIONS .....	222
QUESTION OPTIONS.....	226
LANGUAGE .....	231
VIEWLET SKIN.....	237
HTML FRAME .....	248
JAVASCRIPT .....	251
<b>Previewing a Viewlet</b> .....	<b>252</b>



# Contents

(Page 7)

<b>Publishing .....</b>	<b>254</b>
THE PUBLISH VIEWLET DIALOG .....	254
Add / Modify / Remove Publishing Targets .....	254
Publishing Targets .....	255
<b>Qarbon User Forum.....</b>	<b>267</b>
<b>Self-Help Resources.....</b>	<b>268</b>
<b>Training.....</b>	<b>269</b>
<b>Sales.....</b>	<b>270</b>

## Getting Started

This *Getting Started* chapter provides a general overview of important information for setting up and working with ViewletBuilder8 Professional. It contains the following sections for your reference:

- What is ViewletBuilder8 Professional
- Technical Specifications
- Download and Installation
- License Activation and Reactivation

### WHAT IS VIEWLETBUILDER8 PROFESSIONAL

ViewletBuilder8 Professional is an eLearning authoring application produced by Qarbon. It provides patented screen capture technology backed by classic interactive zones and features allowing authors to produce dynamic and interactive videos. Please visit the [product's page](#) for more information.

### TECHNICAL SPECIFICATIONS

You can find the current suggested system requirements for ViewletBuilder8 Professional on the product's [Technical Specs](#) page. Once online, just select your operating system to review the related technical information.

### DOWNLOAD AND INSTALLATION

To download ViewletBuilder8 Professional, go to the [Qarbon.com](#). Click the "Downloads" link. On the "downloads" page, select ViewletBuilder8 Professional as the product you want to download. Follow the instructions on the rest of the web pages that display to download the installation file.

*Note: Remember the file name and folder location of the installation file so you can find it when you are ready to install ViewletBuilder8 Professional.*

After downloading the installation file, close the browser dialog. Then, locate and double click the installation file to launch the *Installation* dialog.

*Note: If a prior installation of the software is detected, you will be prompted to either update the existing installation or install in a new directory.*

On the last screen of the installation, click **Finish** to complete the installation.

## LICENSE ACTIVATION AND DEACTIVATION

You will need to purchase a license to activate ViewletBuilder8 Professional. There are several options available to purchase a license:

- Go to [Qarbon.com](http://Qarbon.com), click the “Store” link and select a pricing option.

OR

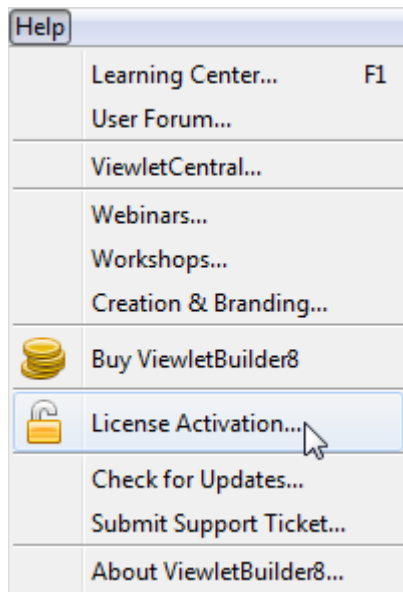
- Select **Help > Buy ViewletBuilder8** from the menu bar inside your app.

OR

- Contact [Qarbon Sales](mailto:Sales@Qarbon.com).

Once you purchase a license, you will receive a confirmation email with your license and purchase information. Keep this email for your records.

### License Activation



To activate ViewletBuilder8 Professional:

1. Make sure your computer is connected to the Internet.
2. Open the ViewletBuilder8 Professional program.
3. Select **Help > License Activation** from the menu bar.
4. Follow the instructions in the dialogs that display to complete the registration process.

*Note: For best results, copy the license number directly from your email and paste it in the required field when registering ViewletBuilder8 Professional.*

### License Verification

To check license information:

1. Make sure your computer is connected to the Internet.
2. Open the ViewletBuilder8 Professional program.
3. Select **Help > About ViewletBuilder8...** from the menu bar.
4. Review the information in the *About ViewletBuilder8 Professional* dialog that displays.
5. Click **Close** to exit.

### License Deactivation

To deactivate your ViewletBuilder8 Professional license:

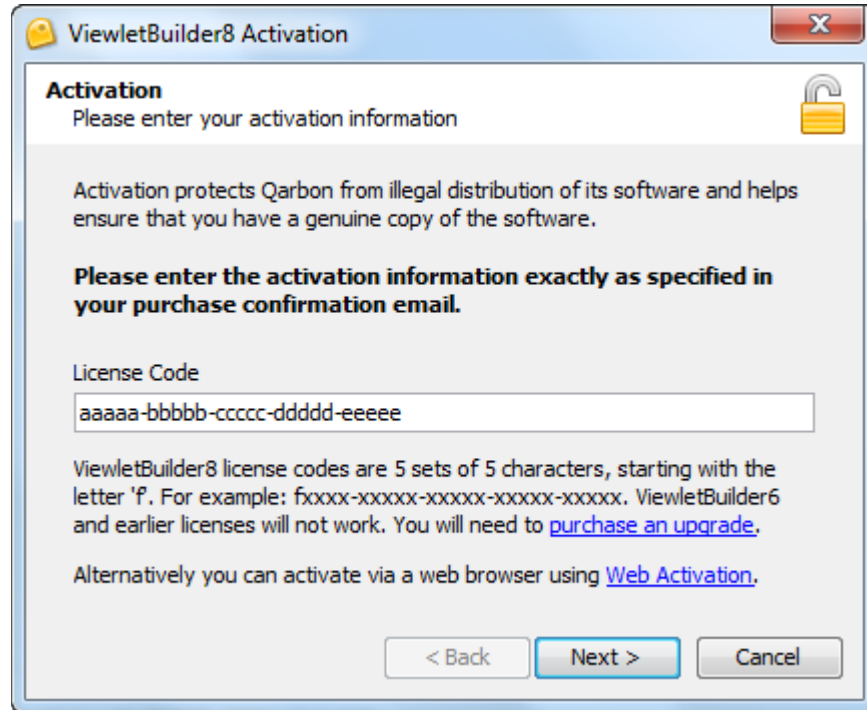
1. Make sure your computer is connected to the Internet.
2. Open the ViewletBuilder8 Professional program.
3. Select **Help > License Deactivation** from the menu bar.
4. Follow the instructions in the screens that display to complete the deactivation process. Once the license is deactivated, it can be activated on a different computer.

### Web (License) Activation & Deactivation

If you encounter firewall issues when trying to activate or deactivate your ViewletBuilder8 Professional license, you can use the alternative web activation or deactivation process.

#### **Web Activation**

1. Open ViewletBuilder8 Professional.
2. Select **Help > License Activation** from the menu bar.
3. In the *Activation* dialog, enter your license number in the field provided.
4. Click the “Web Activation” link.



5. Enter in the requested information for name, company, email, etc. and then click the **Next** button.
6. In the “Web Activation” screen of the dialog, you will see a set of instructions with three steps. Follow these steps carefully:
  - a. **Step 1:**

To open the web activation page, copy the URL in the field shown into your browser’s address line OR click on the folder icon (this latter action will open your default browser with the URL already loaded in the address line).
  - b. **Step 2:**

Verify the information on the page that displays in the browser and then click the **Submit** button. When the page refreshes, you will see a “Confirmation Code” field. Highlight ALL the string of characters/numbers contained in the confirmation code field and copy them (Ctrl+C). You will need ALL of this data to complete your web activation.
  - c. **Step 3:**

Return back to the “Web Activation” dialog (in ViewletBuilder8 Professional) and paste (Ctrl+V) the Confirmation Code you JUST copied from the web page.
  - d. Click the **Next** button.
7. Information as to the status of the web activation will display in the last screen of the dialog. Review the information carefully then click **Finish** to close the dialog. If successful, once you close this dialog, your ViewletBuilder8 Professional application is now activated.

**Web Deactivation**

1. Open ViewletBuilder8 Professional.
2. Select **Help** > **License Deactivation** from the menu bar.
3. In the *License Deactivation* dialog, click the “Web Deactivation” link.
4. In the “Web Deactivation” screen of the dialog, you will see a set of instructions with three steps. Follow these steps carefully:
  - a. **Step 1:**  
To open the web deactivation page, copy the URL in the field shown into your browser’s address line OR click on the folder icon (this latter action will open your default browser with the URL already loaded in the address line).
  - b. **Step 2:**  
Verify the information on the page that displays in the browser and then click the **Submit** button. When the page refreshes, you will see a “Confirmation Code” field. Highlight ALL the string of characters/numbers contained in the confirmation code field and copy them (Ctrl+C). You will need ALL of this data to complete your web deactivation.
  - c. **Step 3:**  
Return back to the “Web Deactivation” dialog (in ViewletBuilder8 Professional) and paste (Ctrl+V) the Confirmation Code you JUST copied from the web page.
  - d. Click the **Next** button.
5. Information as to the status of the web deactivation will display in the last screen of the dialog. Review the information carefully then click **Finish** to close the dialog. If successful, once you close this dialog, your ViewletBuilder8 Professional application is now deactivated. You can now activate your license on this, or another, computer.

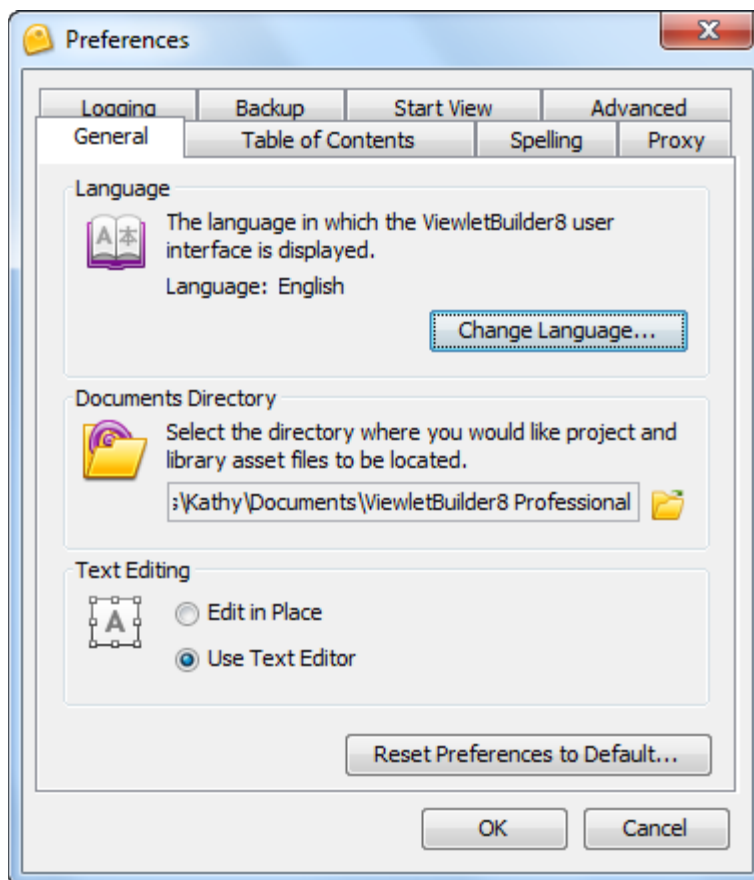
## Program Preferences

We recommend that before diving into creating your first Viewlet projects take some time to set up some baseline options for your authoring application. This is accomplished in the *Preferences* dialog. Once you set these preferences, you can always modify them as needed as you get more comfortable working in ViewletBuilder8 Professional.

To access the *Preferences* dialog select **Edit > Preferences** from the menu bar. This dialog is organized into several different tabs. Let's take a look at each.

### GENERAL

The *General* tab includes options for the user interface language, documents storage location and text editing style.



### Language

ViewletBuilder8 Professional will use your operating system's default language preference, but you may switch to a different language for use in this program only.

To select the default language to use in the ViewletBuilder8 Professional interface:

1. In the *Preferences* dialog, select the *General* tab.
2. In the *Language* area, click the **Change Language** button.
3. Select a language from the available list.
4. Click **OK**.

*Note: You must relaunch ViewletBuilder8 Professional in order for the newly selected language to take effect.*

### Documents Directory

Select the directory (folder) where you want to store your Viewlet project files and assets. This will be the default location for projects' storage, but you can redirect your project to a different location at the time of the actual save operation.

To change the default documents directory:

1. In the *Preferences* dialog, select the *General* tab.
2. In the *Documents Directory* area, click the folder icon.
3. Locate and select the directory (folder) you want to use.
4. Click **Open**.

### Text Editing

There are two different approaches for editing text in notes, balloons and slide text (also known as 'messages' or 'message objects'). While working on a project, the setting you choose as your baseline preference will determine the initial method ViewletBuilder8 Professional will use you edit text. You can, however, switch between either text editing style as you work in your project.

To set the baseline preference for text editing:

1. In the *Preferences* dialog, select the *General* tab.
2. In the *Text Editing* area, select either:
  - **Edit in Place:** When editing a text object, this selection allows you to edit text directly in the balloon, note, text box or button. You can also use the message object's Context Sensitive Toolbar to edit other message object properties.

or

  - **Use Text Editor:** When editing a message object's text, this selection opens the *Text Editor* dialog when double clicking a balloon, note or text box. This selection also allows you to edit other message object properties directly in the *Text Editor* dialog.



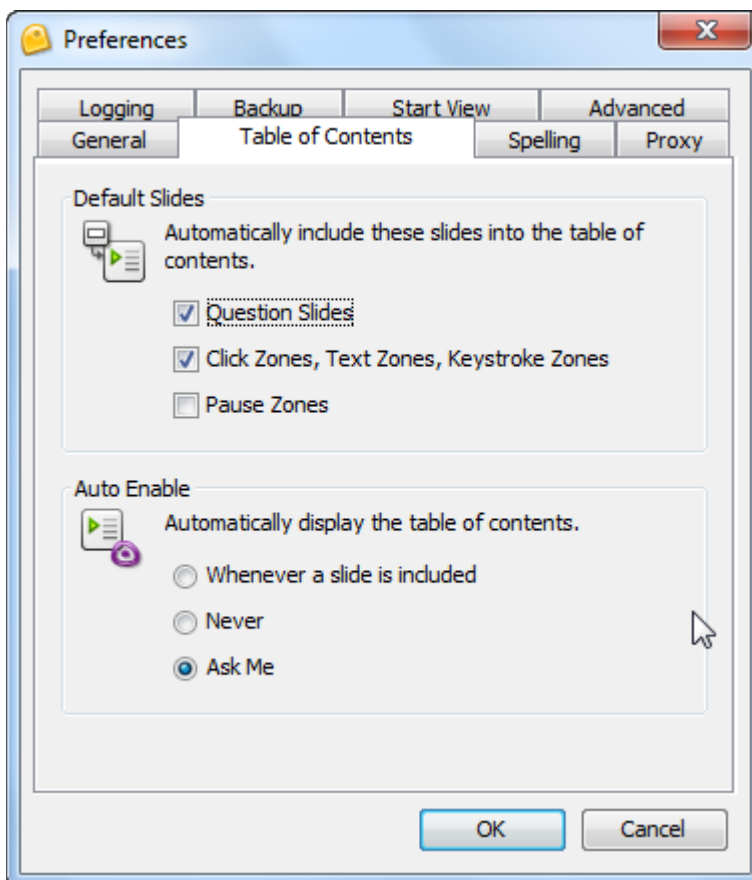
*Note: It's easy to switch between "text editing" options while working with message objects. Simply right click on the message object and, from the shortcut menu, select either "Open in Text Editor" to work in the "Text Editor" dialog, or select "Edit Text" to edit text directly in the message object.*

### Restore Preferences to Default

After you install ViewletBuilder8 Professional, you will find that it already has many 'factory settings' already in place throughout the application, including in the *Preferences* dialog tabs. No matter how many changes you make to your preferences, you can set them back to the original settings at the time of installation by clicking the **Restore Preferences to Default...** button (*Preferences* dialog > *General* tab). A *Warning* dialog will display with information regarding resetting your preferences. Click **OK** to apply and close that dialog.

### TABLE OF CONTENTS

In the *Table of Contents* tab, set your preferences for how ViewletBuilder8 Professional will automatically handle a table of contents for default slides as well as displaying it in the published Viewlet. These settings, like other preferences, may be overridden while working on your project prior to publication.



To set options for default slides:

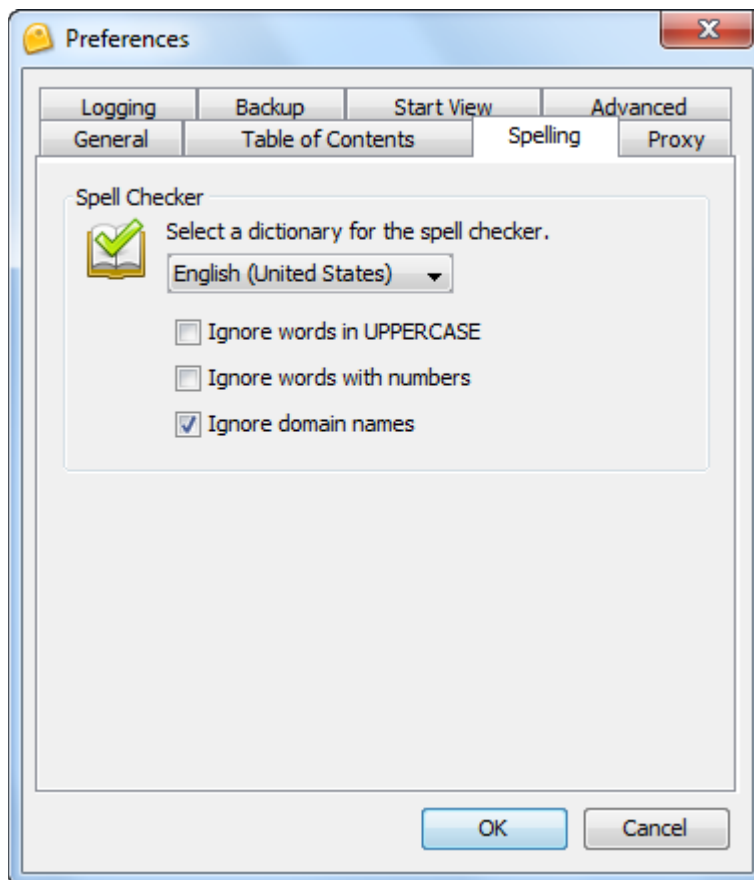
1. In the *Preferences* dialog, select the *Table of Contents* tab.
2. In the *Default Slides* area, select the slides you want to automatically include in the table of contents:
  - a. Question Slides
  - b. Click Zones, Text Zones, Keystroke Zones
  - c. Pause Zones

To configure when a table of contents will be auto-enabled in the published Viewlet:

1. In the *Preferences* dialog, select the *Table of Content* tab.
2. In the *Auto Enable* area, select your preference:
  - a. Whenever a slide is included
  - b. Never
  - c. Ask Me

## SPELLING

In ViewletBuilder8 Professional, you can set preferences for the spell checker.



To select a default dictionary language to use in ViewletBuilder8 Professional:

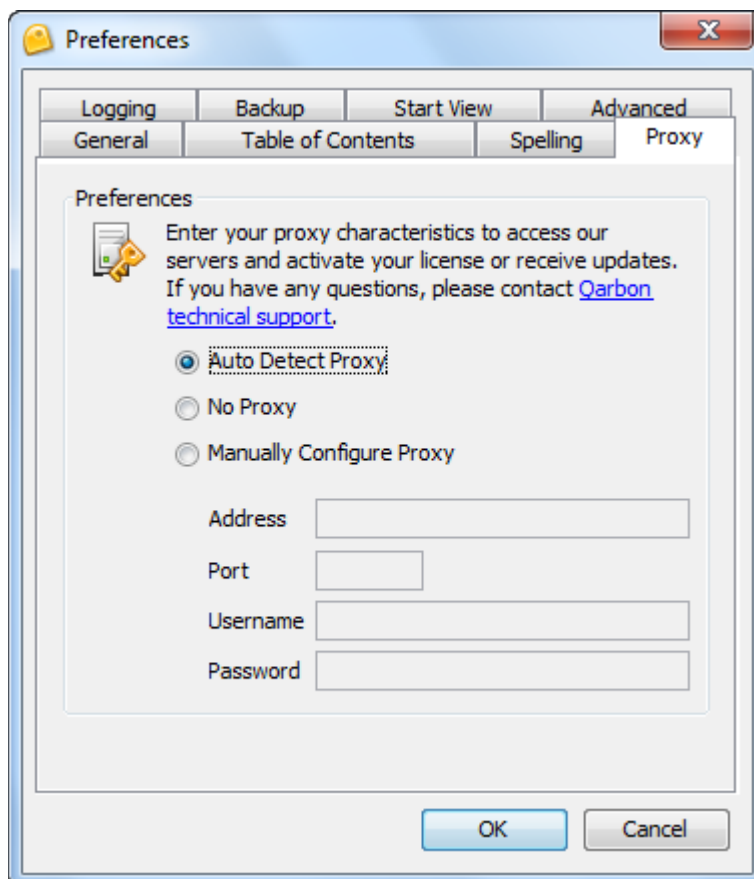
1. In the *Preferences* dialog, select the *Spelling* tab.
2. In the *Spell Checker* area, select a dictionary to use from the drop-down list.
3. Select the checkbox next to any additional settings as needed:
  - a. Ignore words in UPPERCASE
  - b. Ignore words with numbers
  - c. Ignore domain names

*Note:* To enable/disable the spell checker while working on a Viewlet project, select 'View' from the menu bar. Then select/deselect the 'Spelling Mistakes' option.

ViewletBuilder8 Professional has a baseline dictionary pre-installed with it. You will 'grow' your dictionary as you work with the spell checker in your Viewlet projects.

## PROXY

The *Proxy* tab can be used if you encounter firewall issues while activating/deactivating your license, obtaining program updates, etc. while online. Following is information for configuring your proxy server, however, we highly recommend you have your network IT staff handle this if you need to use it.



**Auto Detect Proxy**

By default, the first option, **Auto Detect Proxy**, is selected. This feature will allow the program to search for and use a proxy server if required (for example, when a firewall prevents license activation or program updates).

**No Proxy**

If you do not have access to a proxy server or do not want the program to search for it if firewall issues are encountered during license activation or program updates, select the **No Proxy** option.

**Manually Configure Proxy**

If your company requires you to use a proxy server for any reason, or if you encounter firewall issues while activating your license or obtaining program updates, select the **Manually Configure Proxy** option. Then, after obtaining the applicable information from your network or IT group:

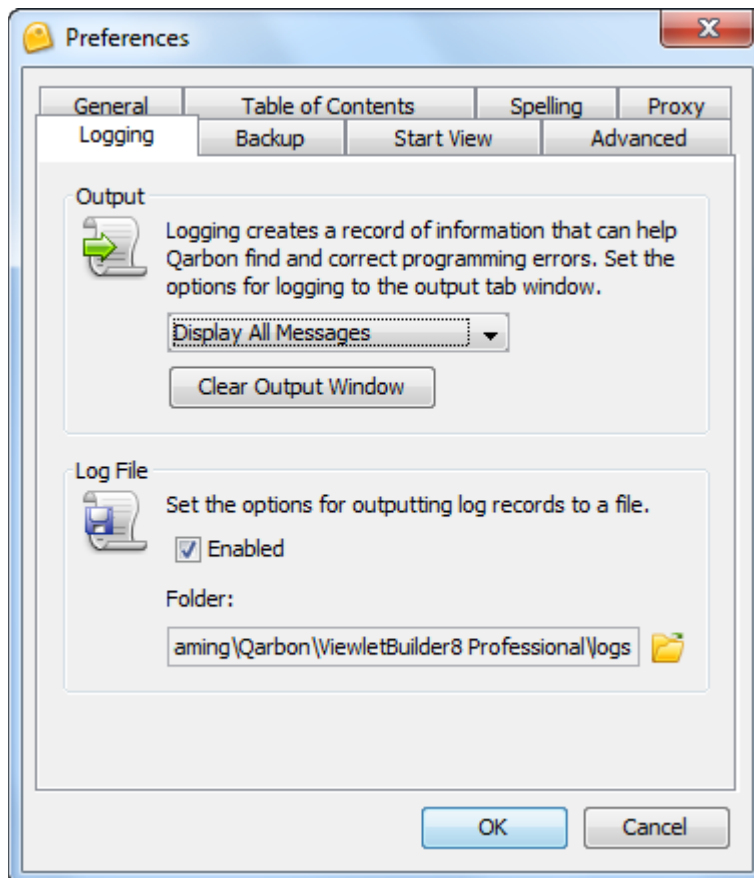
- Enter the proxy server *Address* in the field provided.
- Enter the proxy server *Port* in the field provided.
- Enter the **User Name** in the field provided.
- Enter the **Password** in the field provided.

Once you click **OK** to apply changes in the *Preferences* dialog, if you've made any changes in the *Proxy* tab, a **Warning** will display, prompting you to restart ViewletBuilder8 Professional.

*Note: You must restart ViewletBuilder8 Professional each time you change the proxy server settings in the "Preferences" dialog in order for the new settings to take effect.*

## LOGGING

While ViewletBuilder8 Professional is running, it writes a log that describes in detail what is going on in the background. This is indispensable for tracking down software issues and making ViewletBuilder8 Professional as bug-free as possible. In the *Logging* tab, you can set program defaults for how ViewletBuilder8 handles logging reports and files.



### Output

In the *Output* area of the *Logging* tab (*Preferences* dialog), you can set default options for the reporting of information in the *Output* tab, which can be viewed by selecting **View > Output** from the menu bar.

To select Output report options:

1. In the *Preferences* dialog, select the *Logging* tab.
2. In the *Output* area, select an option from the *Report* list. These include:
  - a. Display Errors Only
  - b. Display Errors and Information
  - c. Display All Messages
3. Optional: Click the **Clear Output Dialog** button to clear the information displayed in the *Output* tab.

### Log File

In the *Log File* area of the *Logging* tab (*Preferences* dialog), you can enable or disable logging and specify the location where ViewletBuilder8 Professional will save the file.

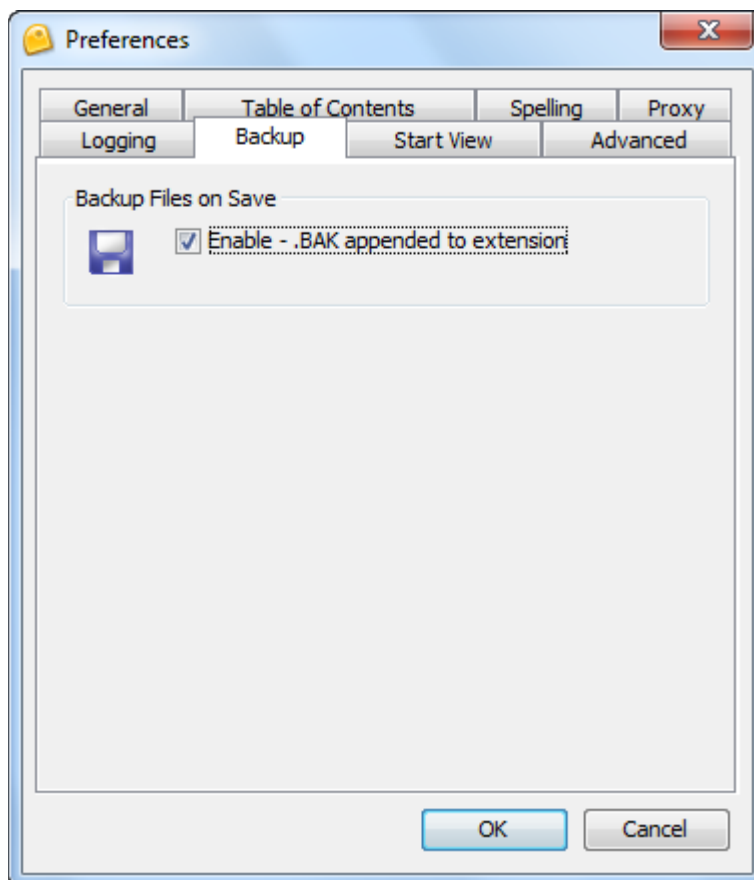
To enable the Logging feature for ViewletBuilder8 Professional:

- In the *Preferences* dialog, select the *Logging* tab.
- In the *Log File* area:
  - Select the **Enabled** option to create a record of information to help Qarbon find and correct program errors.
  - Click the folder icon to locate and select a directory (folder) location to store the log file.

*Note: If you ever encounter any issues when working with ViewletBuilder8 Professional, you may be requested to send a log file to Qarbon. This location is where your log file is stored.*

### BACKUP

Set preferences for creating automatic backup files.



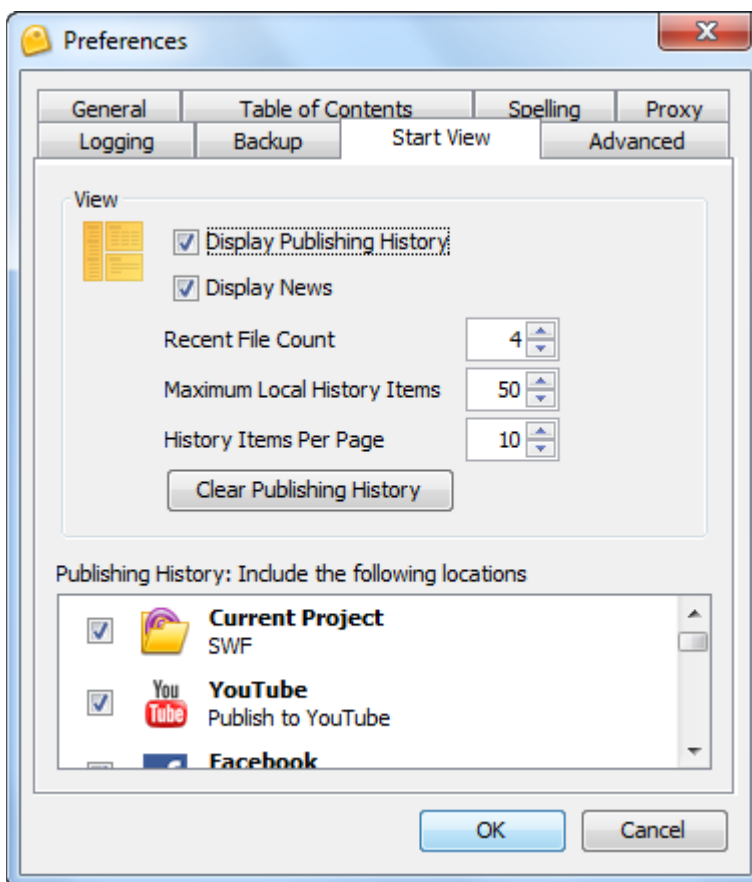
### Backup Files on Save

ViewletBuilder can create and update a backup file that can be used to restore a corrupted project from the last 'known' good save. To enable this feature:

1. In the *Preferences* dialog, select the *Backup* tab.
2. In the *Backup Files on Save* area, select the **Enable - .BAK appended extension** option.

### START VIEW

When you launch ViewletBuilder8 Professional, a dynamic start page loads and is organized into several quadrants (Actions, Recent Files, Help, Publishing History and News). In the *Start View* tab, you can customize the look of this page (*Preferences > Start View*).



This tab is organized into two areas:

#### View

In the *View* area, select the options to display on *Start View*:

- **Display Publishing History:** Displays the publishing history of all items published using the *Publishing Dialog*.
- **Display News:** Displays recent news on the *Start View* page.

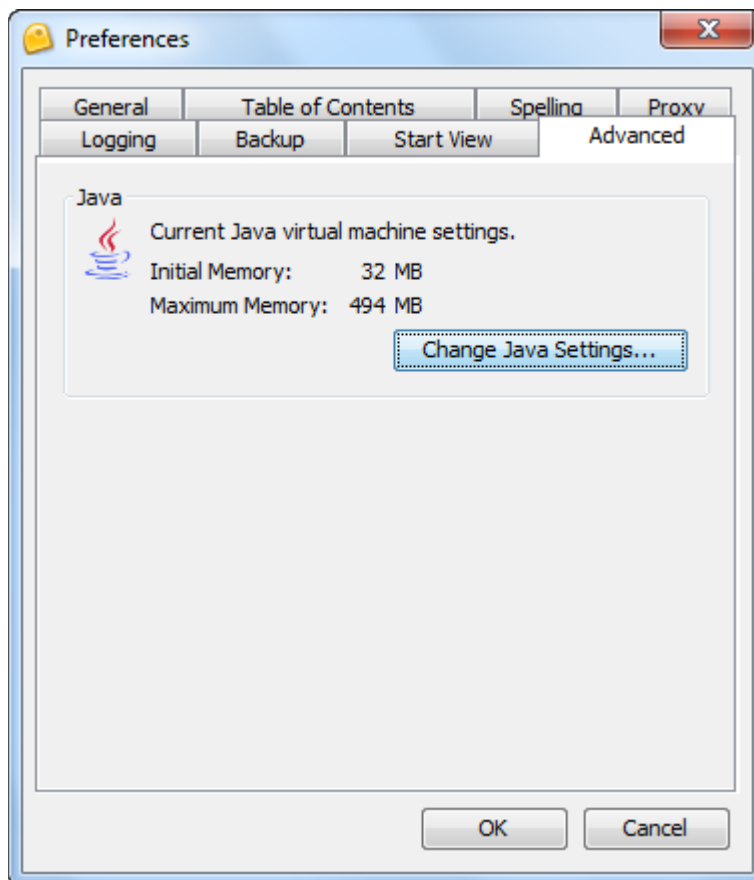
- **Recent File Count:** Set the number of files to display under 'Recent Files'.
- **Maximum Local History Items:** Set the number of "locally" (non-ViewletCentral) published files to display in the 'Publishing History'.
- **History Items Per Page:** Set the number of published items to display on each page of the 'Publishing History'.

***Publishing History: Include the following location***

The available publishing locations in the list are determined by your selections in the *Publishing Dialog* (covered later in this user guide). Place a checkmark next to each publishing location you want displayed on the *Start View* page.

**ADVANCED**

The *Advanced* tab displays the current virtual memory usage settings allowable when ViewletBuilder8 Professional is active.





**Java**

In the *Java* area of this tab, you can review the current settings. To modify these options, click the **Change Java Settings** button. In the *Java Preferences* dialog that displays, in the:

- *Memory* area:
  - Enter a number for the *Initial* memory.
  - Enter a number for *Maximum* memory.
- *VM Options* area:
  - Enter any additional VM scripting as desired.

Once you are finished entering in your information, click **OK** to close this dialog.

**APPLYING PREFERENCES**

Once you've set all your program preferences, click **OK** to save the settings and to close the *Preferences* dialog.

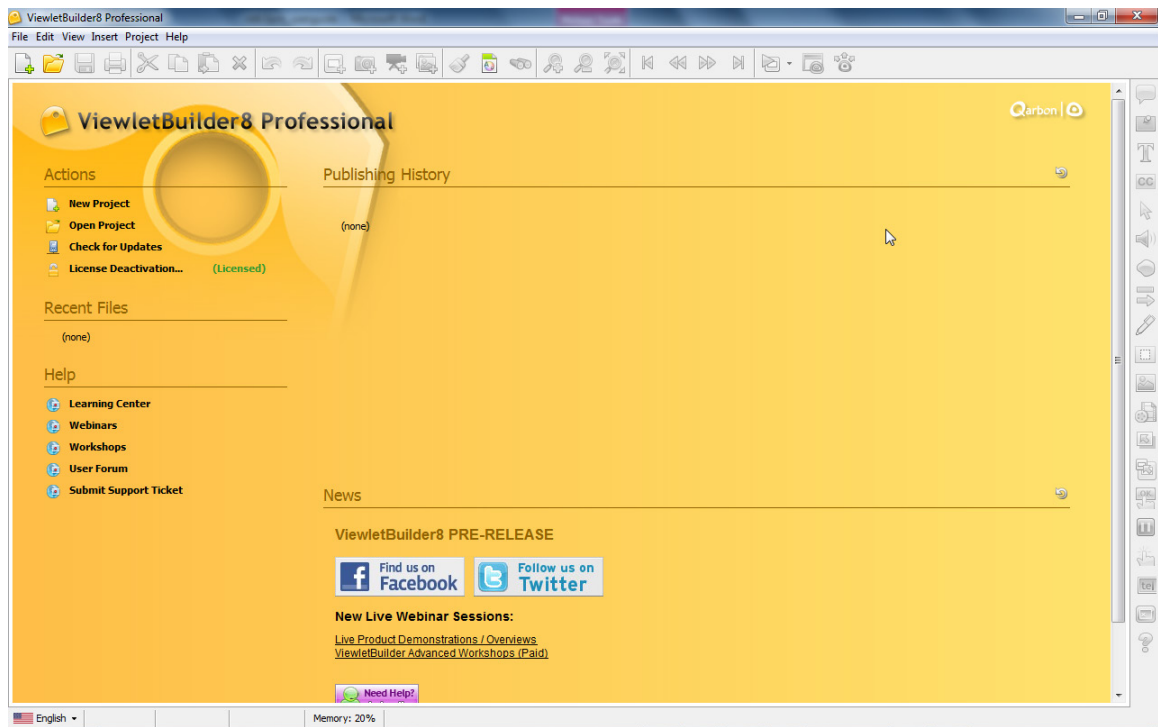
*Note: As described earlier, you can set software preferences back to factory settings by clicking the **Reset Preferences to Default...** button (*Preferences dialog > General tab*).*

## Graphical User Interface (GUI)

This chapter outlines ViewletBuilder8 Professional's Graphical User Interface (GUI) to help you familiarize yourself with the features and tools you will use while creating your Viewlets.

### START VIEW

The *Start View* is what you will see each time you open ViewletBuilder8 Professional or fully close a project. It is organized into various areas for quick access to specific features.



*Note: You can customize the Start View in the Preferences dialog (Edit > Preferences).*

### Actions

The *Actions* area allows you to quickly access new project types, open recent files, check for software updates and manage product licensing.

### Recent Files

The *Recent Files* area provides one-click access to previously opened recent projects.

### Help

In the *Help* area, you can access Qarbon's Learning Center for self-help resources such as FAQs, user guides and Viewlet tutorials; find out more about training opportunities via webinars and workshops; join and participate in Qarbon's own user forum; and/or get support help using the support ticket option.

### Publishing History

The *Publishing History* area provides a high level summary list of anything published from ViewletBuilder8 Professional. The items displayed in this list are determined by the options you set in the *Preferences* dialog (*Preferences > Start View*).

### News

The *News* area is a dynamic page loaded from Qarbon's servers. It contains information about the latest product releases, an online chat and more!

### Refreshing the Start View

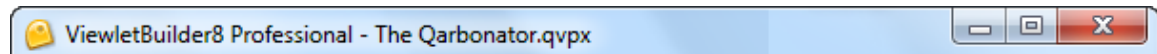
There is a **Refresh** (curved arrow) button available at the right side of the *Start View* page next to the *Publishing History* and the *News* areas. Click one of these buttons to refresh the applicable area to obtain the current publishing history list and/or the latest news from Qarbon.

## TOOLBARS, KEYBOARD SHORTCUTS & COMMAND BUTTONS

While working in ViewletBuilder8 Professional, you will find various toolbars and buttons available. This section provides a high level view of each.

### Title Bar

Displayed at the top of the program window is the *Title* bar. When there is no project open, it contains the title of the software application (ViewletBuilder8 Professional); however, when you have an open project, it also contains the title of the project file.



*Note: When the project title is followed by an asterisk (\*), this indicates the file needs to be saved.*

On the right side of this bar there are three buttons to minimize, restore down/maximize and close the program window.

### Keyboard Shortcuts

ViewletBuilder8 Professional provides access to its features and tools via various keyboard shortcuts. You can find keyboard shortcuts listed next to the regular *Menu* toolbar options (when available) and next to options listed on *Shortcut* menus (when available).

Here is a list of some of the most commonly used keyboard shortcuts:

### **File Command Shortcuts**

Description	Keyboard Shortcut
New	Ctrl+N
Open	Ctrl+O
Save	Ctrl+S
Save As	Ctrl+Shift+S
Print	Ctrl+Shift+P
Exit	Ctrl+Q

### **Edit Command Shortcuts**

Description	Keyboard Shortcut
Undo	Ctrl+Z
Redo	Ctrl+Y
Cut	Ctrl+X
Copy	Ctrl+C
Paste	Ctrl+V
Delete	Delete
Duplicate Slide	Ctrl+D
Select All	Ctrl+A
Search and Replace	Ctrl+F
Jump Down	Shift+Down
Jump Left	Shift+Left
Jump Right	Shift+Right
Jump Up	Shift+Up
Move Down	Down
Move Left	Left
Move Right	Right
Move Up	Up
Arrange > Forward	Ctrl+Right
Arrange > Foreground	Ctrl+Up
Arrange > Backward	Ctrl+Left
Arrange > Background	Ctrl+Down
Edit Next Text	Alt+Right
Edit Previous Text	Alt+Left

**Insert Command Shortcuts**

Description	Keyboard Shortcut
Balloon	Ctrl+Alt+B
Text Box	Ctrl+Alt+B
Shape	Ctrl+Alt+B
Line	Ctrl+Alt+L
Image	Ctrl+Alt+P
Movie	Ctrl+Alt+M
Click Zone	Ctrl+Alt+I
Cursor Path	Ctrl+Alt+C
Pause Zone	Ctrl+Alt+A
Text Zone	Ctrl+Alt+E
Keystroke Zone	Ctrl+Alt+K
Question	Ctrl+Alt+Q
Button	Ctrl+Alt+O
Zoom Zone	Ctrl+Alt+Z
Sound	Ctrl+Alt+D

**Project Command Shortcuts**

Description	Keyboard Shortcut
Project Properties	Ctrl+M
Publish Viewlet	Ctrl+P
First Slide	Ctrl+Home
Previous Slide	Ctrl+Page Up
Next Slide	Ctrl+Page Down
Last Slide	Ctrl+End
Preview Current Slide	Ctrl+Period
Preview from Current Slide	Ctrl+Space
Preview All Slides	Ctrl+Slash
Preview in Browser	Ctrl+L

**Miscellaneous Command Shortcuts**

Description	Keyboard Shortcut
Help	F1
Bold	Ctrl+B
Italic	Ctrl+I
Underline	Ctrl+U

## Menu Toolbar

Nested below the *Title* bar is the *Menu* toolbar. This toolbar is organized according to categories, offering access to the following operations via a drop-down menu list.

File Edit View Insert Project Help

## File Menu

The *File* menu offers options for working with basic file operations.

Menu Option	Description
File > New	Create a new project.
File > Open	Open an existing project
File > Recent Files	Open a recently accessed project from a short list.
File > Close	Close an open project.
File > Save	Save the project.
File > Save As	Save the project to a new file name.
File > Create Archive: QVP	Create an archive (compressed file) of the project's files and folders.
File > Page Layout	Access page layout (publishing) options.
File > Print	Print project slides.
File > Import > Import Slides	Import slides from another project into the current one.
File > Import > Text for Translation	Import text coding from an XML file previously exported from the project for translation purposes.
File > Import > Publishing Locations	Import publishing locations.
File > Import > Capture Session	Import a QCS* (Qarbon Capture Session) file. *Note: If a screen capture session fails, a qcs file is automatically created on the back end.
File > Import > Video Capture Session	Import a VCS (Video Capture Session) file.
File > Export > Text for Translation	Exports an XML file with the entire project's text and text attributes for translation purposes.
File > Export > Sounds	Export sounds from the project.
File > Export > Publishing Locations	Export currently selected publishing locations.
File > Exit	Exit from the authoring application.

**Edit Menu**

The *Edit* menu offers project editing options.

Menu Option	Description
Edit > Undo	Undo the last action.
Edit > Redo	Redo the last Undo action.
Edit > Cut	Cut the selection to the clipboard.
Edit > Copy	Copy the selection to the clipboard.
Edit > Paste	Paste the last element cut/copied from the clipboard.
Edit > Delete	Delete the selection.
Edit > Duplicate Slide	Duplicate the selected slide.
Edit > Select All	Select all elements.
Edit > Clear Selection	Clear all selections.
Edit > Search and Replace	Search for (and replace) text.
Edit > Rotate > Rotate 90° Right	Rotate the selection 90° right.
Edit > Rotate > Rotate 90° Left.	Rotate the selection 90° left.
Edit > Arrange > Foreground	Move the selection to the top of the stack.
Edit > Arrange > Forward	Move the selection forward in the stack.
Edit > Arrange > Backward	Move the selection backward in the stack.
Edit > Arrange > Background	Move the selection to the bottom of the stack.
Edit > Distribute > Left Edges	Distribute selections along left edges.
Edit > Distribute > Top Edges	Distribute selections along top edges.
Edit > Distribute > Right Edges	Distribute selections along right edges.
Edit > Distribute > Bottom Edges	Distribute selections along bottom edges.
Edit > Distribute > Horizontal Center	Distribute selections along horizontal center.
Edit > Distribute > Vertical Center	Distribute selections along vertical center.
Edit > Size > Make Same Width	Make selections the same width.
Edit > Size > Make Same Height	Make selections the same height.
Edit > Size > Make Same Size	Make selections the same size.
Edit > Timing > Same Start Time	Display selections using the same start time.
Edit > Timing > Same End Time	Display selections using the same end time.
Edit > Timing > Same Start and End Time	Display selections using the same start and end times.
Edit > Timing > Display Until Last End Time	Display selections until the last end time (for all selections).
Edit > Timing > Sequence Times	Display selections in a sequence.
Edit > StyleBuilder	Pack and unpack style files.

Menu Option	Description
Edit > Preferences	Set/modify baseline program preferences.

### View Menu

The *View* menu offers project viewing options.

Menu Option	Description
View > Zoom In	Zoom in on the slide.
View > Zoom Out	Zoom out from the slide.
View > Fit Slide	Adjust zoom level so entire slide is in view.
View > Zoom Level > 200%	Zoom to 200%.
View > Zoom Level > 175%	Zoom to 175%.
View > Zoom Level > 150%	Zoom to 150%.
View > Zoom Level > 125%	Zoom to 125%.
View > Zoom Level > 100%	Zoom to 100%.
View > Zoom Level > 75%	Zoom to 75%.
View > Zoom Level > 50%	Zoom to 50%.
View > Zoom Level > 25%	Zoom to 25%.
View > Cursor Path	Display/hide cursor path.
View > Spelling Mistakes	Enable/disable spell checker.
View > Event Icons	Display/hide event icons.
View > Attached Sound Icons	Display/hide sound icons.
View > Pair Links	Display/hide pair links.
View > Floating Guides	Display/hide floating guides.
View > PauseZone Icons	Display/hide PauseZone icons.
View > Timing Links	Display/hide timing links.
View > ToolTips	Display/hide tooltips.
View > Status Bar	Display/hide status bar.
View > Tabs > Slides	Display/hide the Slides tab.
View > Tabs > Stylesheets	Display/hide the Stylesheets tab.
View > Tabs > Browser	Display/hide the Browser tab.
View > Tabs > Timeline	Display/hide the Timeline tab.
View > Tabs > Slide Notes	Display/hide the Slide Notes tab.
View > Tabs > Output	Display/hide the Output tab.
View > Tabs > Problems	Display/hide the Problems tab.



**Insert Menu**

The *Insert* menu offers options for inserting slides, elements, media, effects and interactive elements.

Menu Option	Description
Insert > Slides > Blank Slide	Insert blank slide.
Insert > Slides > Screenshots	Insert screenshot slides.
Insert > Slides > Video	Insert video capture slides.
Insert > Slides > Image Slides	Insert image slides.
Insert > Elements > Balloon	Insert a balloon.
Insert > Elements > Note	Insert a note.
Insert > Elements > Text Box	Insert a text box.
Insert > Elements > Closed Caption	Insert a closed caption element
Insert > Elements > Shape	Insert a shape.
Insert > Elements > Line or Arrow	Insert a line or arrow.
Insert > Elements > Color Highlight	Create a color highlight.
Insert > Elements > Matte	Create a matte highlight.
Insert > Media > Cursor	Hide/display the cursor.
Insert > Media > Sound	Insert a sound.
Insert > Media > Image	Insert an image.
Insert > Media > Movie	Embed a movie (SWF or FLV) file.
Insert > Effects > Popout Highlight	Create a popout highlight.
Insert > Effects > Zoom Zone	Create a zoom zone.
Insert > Interactive > Button	Create an interactive button.
Insert > Interactive > PauseZone	Insert a pause.
Insert > Interactive > ClickZone	Create a click zone.
Insert > Interactive > TextZone	Create a text zone.
Insert > Interactive > Keystroke Zone	Create a keystroke zone.
Insert > Interactive > Question	Insert a question (quiz or survey).

**Project Menu**

The *Project* menu offers options for accessing project properties; previewing, publishing, resizing and cropping project; splitting and merging slides; and running project validation.

Menu Option	Description
Project > Project Properties	Open the Project Properties dialog.
Project > Publish Viewlet	Open the Publish dialog.
Project > Display Publishing Profile	Display project's publishing information.
Project > Open Project Folder	Open the project folder.
Project > Preview Current Slide	Preview the current slide.
Project > Preview from Current Slide	Preview the project from the current slide to the end.
Project > Preview All Slides	Preview all the project slides.
Project > Preview in Browser	Preview the compiled project without publishing.
Project > First Slide	Go to first slide.
Project > Previous Slide	Go to previous slide.
Project > Next Slide	Go to next slide.
Project > Last Slide	Go to last slide.
Project > Resize Project	Resize the project and project elements.
Project > Crop Project	Crop the height and width of the project slides.
Project > Split Slide	Split a slide into two slides.
Project > Merge Slides	Merge two slides into one slide.
Project > Validate Project	Check the project for common design errors.

**Help Menu**

The *Help* menu offers options for self-help resources, ViewletCentral publishing, additional training, creation/branding, license activation/deactivation, program updates, support and 'About' information.

Menu Option	Description
Help > Learning Center	Access Qarbon's online Learning Center.
Help > User Forum	Access Qarbon's online User Forum.
Help > ViewletCentral	Access Qarbon ViewletCentral.
Help > Webinars	Open Qarbon's online FREE webinars schedule.
Help > Workshops	Review current workshop training opportunities.
Help > Creating & Branding	Contact Qarbon for ViewletDesign services such as ViewletCreation, ViewletPolishing, creating custom skins and related 'branding' services.
Help > License Activation/Deactivation	Activate/deactivate the program license.














Menu Option	Description
Help > Check for Updates	Check for and install current program updates.
Help > Submit Support Ticket	Submit a support issue to Qarbon.
Help > About ViewletBuilder8	Access additional information about the program in the About dialog.



















### Main Toolbar

The *Main* toolbar sits below the *Menu* bar. It is a static toolbar (meaning its options never change) with buttons providing one-click access to many features found in the *Menu* bar. When a button is grayed out, it indicates that option is not currently available.



Buttons include:

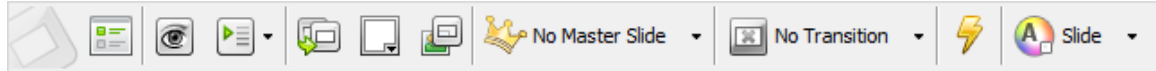
MAIN TOOLBAR		
Button		Description
	New	Create a new project.
	Open	Open a project.
	Save	Save a project.
	Print	Print a project.
	Cut	Cut the selection to the clipboard.
	Copy	Copy the selection to the clipboard.
	Paste	Paste the last item cut/copied from the clipboard.
	Delete	Deletes the selection.
	Undo	Undo the last action.
	Redo	Redo the last Undo action.
	Insert Blank Slide	Insert a blank slide.
	Insert Screenshots	Insert screen capture slides.
	Insert Video Slides	Insert video capture slides.

MAIN TOOLBAR		
Button		Description
	Insert Image Slides	Insert image slides.
	Format Painter	Open the Format Painter tool.
	Stylesheets	Display/hide the Stylesheets tab.
	Search and Replace	Search for (and replace) text.
	Zoom In	Zoom in on a slide.
	Zoom Out	Zoom out from a slide.
	Fit Slide	Adjust zoom level so entire slide is in view.
	First Slide	Go to first slide.
	Previous Slide	Go to previous slide.
	Next Slide	Go to next slide.
	Last Slide	Go to last slide.
	Preview Current Slide	Preview the current slide.
	Preview from Current Slide	Preview the project from the current slide to the end.
	Preview All Slides	Preview all the slides in the project.
	Preview in Browser	Preview the compiled project without publishing.
	Stop Preview	Stop the preview mode.
	Project Properties	Open the Project Properties dialog.
	Publish Viewlet	Open the Publish Viewlet dialog.

## Context Sensitive Toolbars

The *Context Sensitive* (second-level) toolbar is a dynamic toolbar located below the *Main* toolbar. Its button options change depending on what is selected. And, like other toolbars, if a button is grayed out, it indicates the tool is not currently available.

An example of one of the most common of these is the *Slide* Context Sensitive toolbar, which displays when a slide along the Main Timeline is selected.












Sample Context Sensitive Toolbar (with options for working with selected slide on the Main Timeline)












The various Context Sensitive toolbars found throughout ViewletBuilder8 Professional are too numerous to adequately cover in this overview section, so each is detailed (where applicable) in its respective chapter.

## Object Toolbar

The *Object* toolbar (located at the right side of application window) contains buttons for working with different slide objects. Like the other toolbars, if a button is grayed out, it indicates the tool is not currently available.

Buttons include:

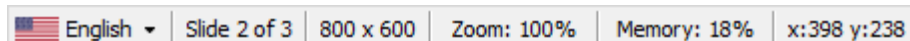
OBJECT TOOLBAR		
Button		Description
	Insert Balloon	Insert a balloon.
	Insert Note	Insert a note.
	Insert Text Box	Insert a text box.
	Insert Closed Caption	Insert closed caption text.
	Insert Cursor	Display/hide cursors.
	Insert Sound	Open the Sound dialog.
	Insert Shape	Insert a (rectangle, ellipse, lasso, poly lasso) shape.
	Insert Line or Arrow	Insert a line or an arrow.
	Insert Color Highlight	Insert a color highlight.

OBJECT TOOLBAR		
Button		Description
	Insert Matte	Insert a matte highlight.
	Insert Image	Insert an image file.
	Insert Movie	Open the Insert Movie dialog.
	Insert Popout Highlight	Insert a popout highlight.
	Insert Zoom Zone	Insert a zoom zone.
	Insert Button.	Insert an interactive button.
	Insert PauseZone	Insert a pause zone.
	Insert ClickZone	Insert a click zone.
	Insert TextZone	Insert a text zone.
	Insert Keystroke Zone	Insert a keystroke zone.
	Insert Question	Insert a question.

### Status Bar

The *Status Bar* is located at the bottom of the application window and displays the status of project information such as:

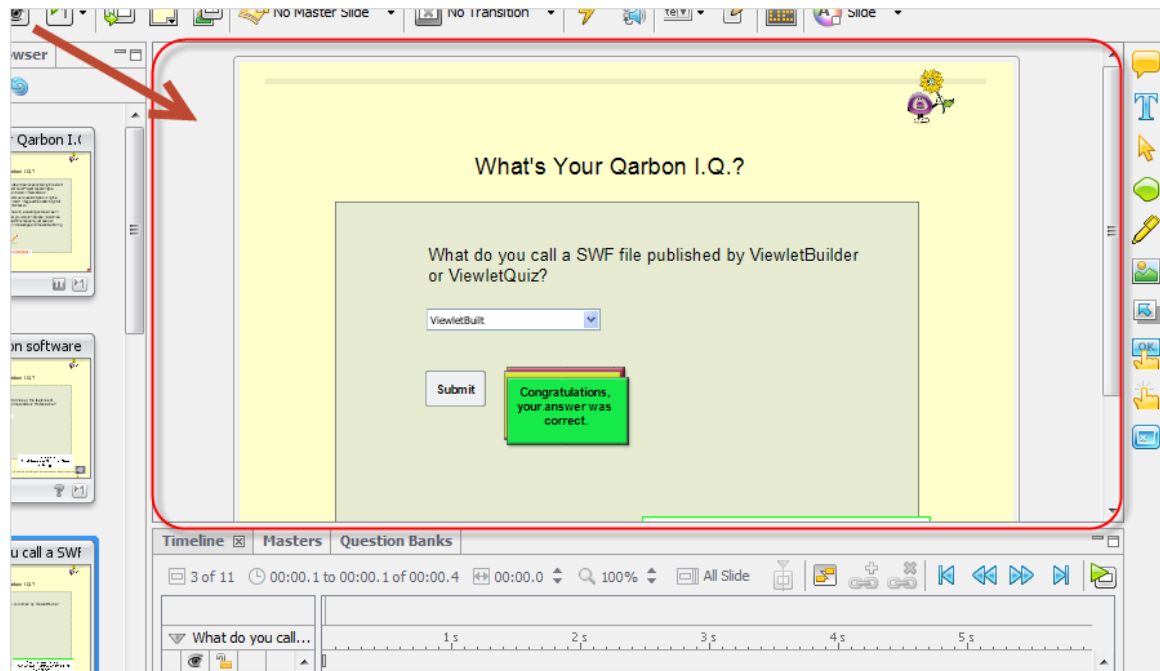
- Language preference (for the application interface)
- Currently selected slide number of total number of slides
- Slide size (width and height)
- Zoom level
- Percent of available memory used
- x and y coordinates of selection cursor

 English ▾ | Slide 2 of 3 | 800 x 600 | Zoom: 100% | Memory: 18% | x:398 y:238

*Note: To display/hide the Status Bar, select/deselect it from the View menu.*

## SLIDE EDITING AREA

The active slide is displayed in the *Slide Editing* area. This is where you edit slide objects directly on the slide itself, can preview the project animation/playback inside the application and perform related project editing/reviewing operations. This area is hidden when any of the other tabs are maximized.



## TAB VIEWS

The workspace areas inside ViewletBuilder8 Professional are organized into *Tab* views. Each Tab view provides access to specific project editing tools such as:

- Slides
- Stylesheets
- Browser
- Timeline
- Slide Notes
- Output
- Problems

You can opt to display/hide a Tab view by selecting/deselecting it from the *View > Tabs* menu bar. Tabs can be docked to the left, bottom or right of the application window.

### Organizing Workspace Tab Views

This section provides instructions for organizing your workspace for optimal workflow with Tab views.

To **DISPLAY / HIDE** a tab:

1. Select **View > Tabs** from the Menu bar.
2. To display a tab, select it from the list. When selected, a checkmark will display next to it.
3. To hide a tab, deselect it from the list to remove the checkmark next to it.

To **EXPAND / MINIMIZE / MAXIMIZE** a tab:

1. Select the **Expand** button to expand the tab to full view.
2. Select the **Minimize** button to minimize all active tabs.
3. Select the **Maximize** button to restore all active tabs to their previous states.

To **RELOCATE** a tab:

1. Point your left mouse button over the desired tab.
2. Hold down your left mouse button and drag the tab to the desired location (left, right, bottom of workspace).
3. Let go of the left mouse button to drop the tab in its new docked location.

To **RESIZE** a tab:

1. Point your cursor over the edge of the tab until the cursor shape changes to a double arrow shape.
2. Hold down the left mouse button and drag the edge to resize it.
3. Let go of the left mouse button to finish the resize operation.

TO **MOVE** between active tabs:

1. If multiple tabs are displayed, only one tab can be in view at a given time. Click on the tab you want to work on to bring it to the front of the active tabs.
2. Repeat this action to move between tabs.

To **CLOSE** (hide) a tab:

1. Select the desired tab to bring it to the front of the tabs.
  - Click the "X" (top right edge) to close the tab.

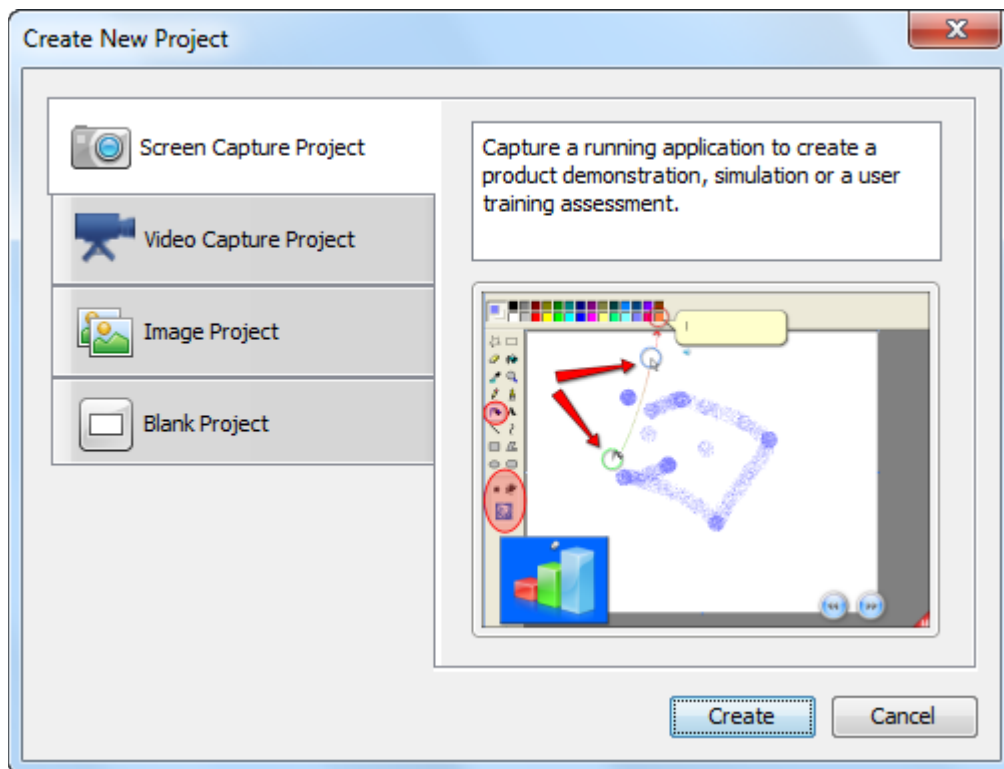
Each *Tab* view is discussed in further detail throughout this guide.



## Create New Project Dialog

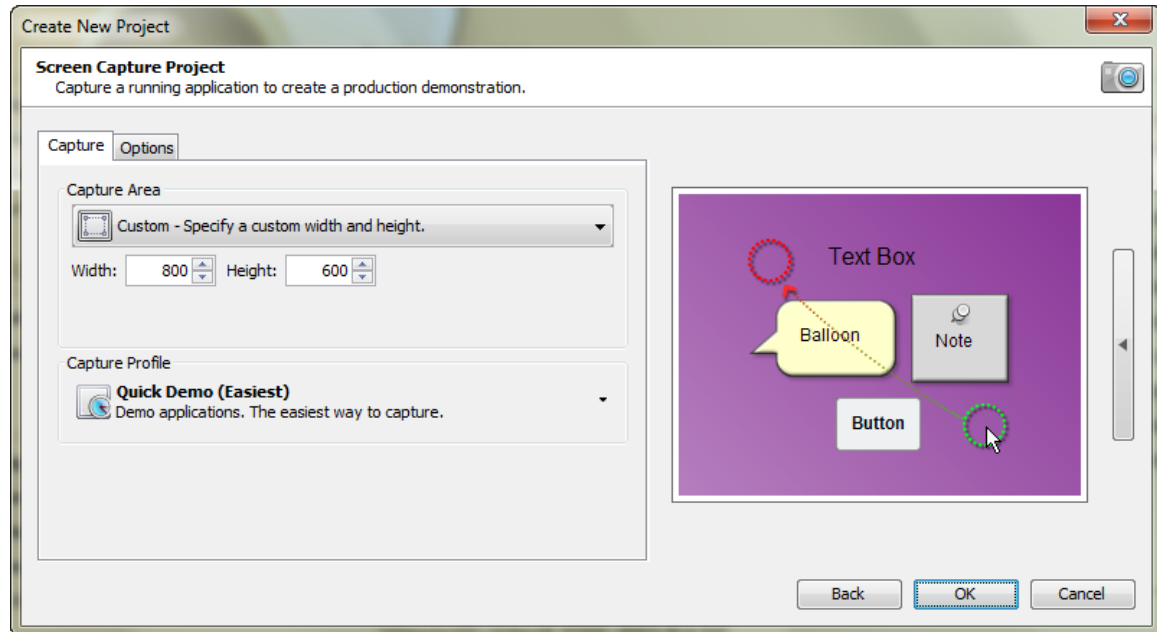
There are several different project types available in ViewletBuilder8 Professional:

- Screen Capture Project
- Video Capture Project
- Image Project
- Blank Project



## SCREEN CAPTURE PROJECT

The *Screen Capture Project* option allows you to capture a running application to create a product demonstration, simulation or a user training assessment.



### Capture Options Setup

This section provides information on setting up options that will be used for the capture session.

1. Open the *Create New Project* dialog. There are several ways to do this:
  - a. Select **File > New** from the Menu bar, or
  - b. Click the **New Project** link (*Start View page > Actions area*), or
  - c. Click the **New** button from the Main toolbar.
2. The *Create New Project* dialog displays a list of new project types. Select **Screen Capture Project** then click the **Create** button to continue to the next screen.
3. Select the *Capture* tab to choose options for:
  - a. *Capture Area*: Here you will find options to choose for setting the capture area during the capture session. The dimensions chosen here will also be the same as your slide size (width and height) when the screenshots are converted to project slides.

#### Capture Area Methods and Instructions

- i. **Custom**: Set a custom width and height.
  1. Enter a number in the *Width* field.
  2. Enter a number in the *Height* field.

- ii. **Standards:** Select from a list of standard resolutions, or create a new standard to add to the list.
  1. To **CREATE** a new *Standard Resolution*:
    - a. Select the **Standards – Select a standard window size** option from the list.
    - b. Click the **Add Standard** button. The *Standard Resolution* dialog displays.
    - c. Enter a *Name* for the new standard.
    - d. Enter a number for both the *Width* and the *Height*.
    - e. Click **OK**.
  2. To **MODIFY** an existing *Standard Resolution*:
    - a. Select **Standards – Select a standard window size** option from the list.
    - b. Click the **Modify Standard** button. The *Standard Resolutions* dialog displays.
    - c. Edit your options as needed.
    - d. Click **OK** to save the changes.
  3. To **DELETE** an existing *Standard Resolution*:
    - a. Select **Standards – Select a standard window size** option from the list.
    - b. Select the standard you want to remove.
    - c. Click the **Delete** button.
    - d. Click **Yes** to confirm the deletion.
- iii. **Application:** Capture an open application and use its window size (width and height) as your new project's slide size.
  1. Select an active program or operating system window from the list. If you don't see your target window listed, open it and then click the **Refresh Applications** button to refresh the list.
  2. To resize the target window:
    - a. Select the **Resize Application to:** option.
    - b. Click the button next to the **Resize Application to:** option. The *Application Size* dialog displays.
      - i. Select **Custom** or **Standards** from the list.

- ii. Select a *Standard Resolution* from the list, or (following the instructions from the previous section) create a custom *Standard Resolution*.
        - iii. Click **OK**.
- iv. **Area:** Capture an area of the screen predefined by you prior to the capture session. To use this option:
  1. Select **Area – Capture an area of the screen** from the list.
  2. Make sure you have set all additional capture session options in the *Capture* and *Options* tabs.
  3. Click **OK** to start the capture recording session.
  4. Before the recording session begins, you will be prompted to define the capture area:
    - a. Hold down your left mouse button and drag to define the capture area.
    - b. Let go of the mouse button to set the area indicated by a rectangle with dotted lines. Everything **INSIDE** this rectangle will be included in the screenshot.
- v. **Window:** Select an open window prior to your capture session and its size will determine the resulting slide size for your project. To use this option:
  1. Select **Window – Select a window to capture** from the list.
  2. Make sure you have set all additional capture session options in the *Capture* and *Options* tabs.
  3. Click **OK** to start the capture recording session.
  4. Before the recording session begins, you will be prompted to choose a window (or portion of a window):
    - a. A red border outlines the window (or portion of the window) that can be used for the recording area. Roll you mouse over the window and click to set the area.
    - b. Once the area is set, it will be surrounded by a rectangle with dotted lines. Everything **INSIDE** this rectangle will be included in the screenshot.
- vi. **Full Screen:** Capture everything visible on your computer's screen. If you:
  1. Use the **Current** screen resolution from the list, no resolution changes will occur when you go into your capture session.

2. Use another screen resolution (different from your current resolution) from the list, your monitor's resolution will automatically change to the selected resolution going into the capture session. It will change back to its prior setting once you've successfully ended your screen capture session.
- b. *Capture Profile*: This is where you select a Capture Profile to use during the recording session.

### Capture Profiles – Quick FAQs

#### **What is a Capture Profile?**

It is a way to organize all the “capture options” chosen for your recording session into one place or “profile”.

#### **Does the Capture Profile “title” signify anything?**

Yes and no. The “title” of the Capture Profile is like the title of a document. It just gives you an idea of what the profile would be used for. You can change the title of the profile at any time.

#### **Can Capture Profiles be created, modified and/or deleted?**

Yes, several Capture Profiles are installed with your authoring tool. You can, however, create new profiles from scratch, or modify any from the list. And, if your list of profiles becomes too long, you can also delete any profiles you no longer need.

### Working with Capture Profiles

Use the following steps when creating a new Screen Capture Project or when inserting new screenshot slides.

- i. To **CREATE** a Capture Profile:
  1. Open the *Capture Profile* dialog.
  2. Click the **Add** button. The *Capture Options* dialog displays.
  3. Select a *Capture Mode* from the list (Smart Capture or Manual Capture).
  4. **Smart Capture** automatically captures all changes that occur on your computer's screen during a screenshot session. When the screenshots are converted to project slides, a minimum of three background frames (the last three screen changes captures) will be added to each project slide.
    - a. *General* tab:
      - i. In the *Identification* area, enter a:
        1. *Name* for the profile. This name will display in the **Capture Profiles** list.

2. *Description* or a short summary for the profile. This will display below the profile title in the **Capture Profiles** list.
- ii. In the *Timing* area:
    1. Select the **Maintain Timing Links** to maintain links between applicable objects (message objects, cursors, etc.) along the Timeline on each slide.
    2. Enter the number (of seconds) for an *Introductory Delay* default before the first note or balloon is displayed on a slide.
  - iii. In the *Hotkeys* area are several hotkeys available. To change a hotkey, click the applicable button next to the hotkey's description and press the new hotkey(s) to be used for the desired hotkey option.

Capture hotkey options include:

- **Capture Screenshot:** Capture a screenshot manually...
- **Capture Background Frame:** Capture an animation frame.
- **Pause Capture:** Pause the capture session.
- **Stop Capture:** End the capture session and convert screenshots to project slides.
- **Cancel Capture:** Cancel capture session without saving any screenshots.

b. *Feedback* tab:

- i. In the *During Capture* area, select / deselect (as needed):
  - **Hide Tray Icon**
  - **Tray Icon Blinks**

- ii. In the *Play Sound* area, select the sounds to play during the capture session:
  - **On Screen Capture**
  - **On Background Frame Capture**
  - **On Key Capture**
  - **Use Microsoft DirectSound for Playback**
- c. *Mouse* tab:
  - i. In the *On Mouse Click – Add to Slide* area, select:
    - **Click Here Annotations:** To enable ViewletBuilder8 Professional to automatically insert balloons for click instructions during the capture session.
    - **Cursor Simulation:** To add various cursor animation effects to your project, which might include **Mouse Click Sound, Drag to Here Annotations, Mouse Drag Animation, Curved Cursor Path** and **Transition Cursors**.
    - **Click Zone Assessment:** To automatically insert Click Zones to the project during the capture session.
    - **Don't Add Cursor Simulation or Click Zone:** To disable all cursor simulation or Click Zone additions when clicking your mouse during the capture session.
  - ii. In the *Mouse Timing* area, enter the number (in seconds) for how long you want to “delay” for mouse click captures, to set the double click speed and to set the “delay” for drag captures. Options include: **Delay Before Click, Delay After Click, Double Click Speed** and **Delay After Drag**.

- d. *Wheel* tab:
  - i. In the *On Mouse Wheel – Add to Slide* area, select / deselect mouse wheel options for the capture session, including:
    - **Scroll Wheel Up / Down Annotations**
    - **Mouse Wheel Simulation**
    - **Don't Add Mouse Wheel Simulation**
  - ii. In the *Wheel Timing* area, enter a number for:
    - **Wheel Speed** (for clicks per seconds)
    - **Delay After Wheel** (for capture delay in seconds)
- e. *Keyboard* tab:
  - i. In the *On Text Entered* area, select:
    - **Type Text Here Annotations:** To enable ViewletBuilder8 Professional to automatically add balloon instructions during text input in the capture session.
    - **Typing Simulation:** To add typing animation to your project.
    - **Key Click Sound:** To include sound effects with the typing animation.
    - **Text Zone Assessment:** To automatically add Text Zones to the project during the capture session (where applicable).
    - **Don't Add Typing Simulation or Text Zone:** To disable all typing simulation or Text Zone additions to the project when typing during the capture session.



- ii. *In the On Text Entered – Add to Slide area*, click the **Modify** button next to the **Completion Keys** field:
    - The *Completion Keys* dialog displays. The *Key* list displays the keyboard keys that ViewletBuilder8 Professional will recognize as a “completion key” hotkey when text simulation is captured. Basically, after typing text, when one of these hotkeys is pressed, a new screenshot will be captured.
    - Click the **Add** button to add a new Completion Key to the list.
    - Select a key and click the **Delete** button to remove it from the list.
    - Select a key and click the **Move Up** button to move it up in the list.
    - Select a key and click the **Move Down** button to move it down in the list.
    - Click **OK** to close the *Completion Keys* dialog.
  - iii. *In the Keyboard Timing area*, enter a number for the:
    - **Typing Speed** (rate of capture in words per minute)
    - **Typing Variability** (percentage to be used to vary the typing effects during playback for the most realistic simulation)
    - **Delay After Typing** (number of seconds of delay after typing simulation is complete)
- f. *Annotations* tab:
- i. *In the Annotation Language area*, use the list to select the language to be used if enabling ViewletBuilder8 Professional to automatically create annotations (balloons) during the capture session.

- ii. In the “default values” area, you can modify the default values for each of the annotations.

For example, the **Name** column contains the “title of the action to occur” in order for the “data” in the **Value** column to be inserted in an annotation (balloon) during the capture session.

To change the “data” (text) that will be inserted in a specific annotation:

1. Click the desired field in the **Value** column.
  2. Type in the edits.
  3. Press the **Enter** or **Tab** key to apply the edits.
- iii. In the *Modifiers* area, select (as needed):
    - **Prefix Click Annotations with Modifiers:** If selected, this will add the text “[Ctrl]” or “[Shift]” (when the applicable key is pressed at the same time a left mouse click occurs) as a “Modifier” to the “Click Here” annotation.
    - **Separator:** Enter the letter to use between the “Modifier” and the “Annotation” (Click Here) text.
    - **Highlight Variables in Bold:** If selected, this will bold the variable text contained in the annotation.

g. *Advanced* tab:

- i. In the *Frame Rate* area, enter a number (Frames per Second) for the rate at which you want to capture screenshots during a mouse drag operation.
- ii. In the *Screenshot Delay* area, enter a number (in seconds) for the amount of time ViewletBuilder8 Professional will delay after a mouse click to take a screenshot.
- iii. In the *Capture Popups* area, select the **Capture Popups** option to enable capture of such elements as tooltips, hints and popup menus.

5. **Manual Capture** is driven by hotkey presses (or mouse clicks, if enabled) and captures one static screenshot per capture. When the capture session is ended, each screenshot will be converted to a single background frame per slide in the project.

a. *General* tab:

i. In the *Identification* area, enter a:

1. *Name* for the profile. This name will display in the **Capture Profiles** list.
2. *Description* or a short summary for the profile. This will display below the profile title in the **Capture Profiles** list.

ii. In the *Timing* area:

1. Select the **Maintain Timing Links** to maintain links between applicable objects (message objects, cursors, etc.) along the Timeline on each slide.
2. Enter the number (of seconds) for an *Introductory Delay* default before the first note or balloon is displayed on a slide.

iii. In the *Hotkeys* area are several hotkeys available. To change a hotkey, click the applicable button next to the hotkey's description and press the new hotkey(s) to be used for the desired hotkey option.

Capture hotkey options include:

- **Capture Screenshot:** Capture a screenshot manually...
- **Capture Background Frame:** Capture an animation frame.
- **Pause Capture:** Pause the capture session.
- **Stop Capture:** End the capture session and convert screenshots to project slides.
- **Cancel Capture:** Cancel capture session without saving any screenshots.

b. *Feedback* tab:

- i. In the *During Capture* area, select / deselect (as needed):
  - **Hide Tray Icon**
  - **Tray Icon Blinks**
- ii. In the *Play Sound* area, select the sounds to play during the capture session:
  - **On Screen Capture**
  - **On Background Frame Capture**
  - **On Key Capture**
  - **Use Microsoft DirectSound for Playback**

c. *Mouse* tab:

- i. In the *On Mouse Click – Add to Slide* area, select:
  - **Cursor Simulation**: To capture cursor animations including the curved cursor path.
  - **Don't Add Cursor Simulation** to disable cursor animation capture.
- ii. In the *Mouse Click Capture* area, you can select additional ways to manually capture screenshots, including using regular and right click mouse actions.

d. *Advanced* tab:

- i. In the *Capture Popups* area, select the **Capture Popups** option to enable capture of such elements as tooltips, hints and popup menus.

6. Click **OK** to save the profile, which will be added to the list in the *Capture Profiles* dialog.

ii. To **MODIFY** a Capture Profile:

1. Select the desired profile in the list.
2. Click the **Modify** button.
3. The *Capture Options* dialog displays. Make your edits to the *Capture Mode* and in the various available tabs as needed.

4. Click **OK** to save the edits and to close the *Capture Options* dialog.

iii. To **ORGANIZE** Capture Profiles in the list:

1. Select a profile in the list.
2. Click the **Move Up** button to move the profile up in the list.
3. Click the **Move Down** button to move the profile down in the list.

iv. To **DELETE** a Capture Profile:

1. Select the desired profile in the list.
2. Click the **Delete** button.
3. Click **Yes** to confirm the deletion.

4. Select the *Options* tab to choose a *Stylesheet* for the project from the list.

### Starting / Running the Capture Session

For the most part, each screen capture session starts the same way. After selecting a **Capture Profile** to use for the capture session, you click **OK** to start the actual recording session. But, what happens AFTER you click **OK** is determined by two factors:

- The *Capture Area* selection made
- The *Capture Mode* selected

This section focuses on what to expect and instructions for what you will need to do “right before” you actually start capturing screenshots (if applicable).

### Capture Area – How it Affects the Capture Session

The following is some helpful information to let you know what to expect at the start of your capture session as determined by your *Capture Area* selection.

- **Custom – Specify a custom height and width.**

Before beginning the capture session, a “bounding box” (dotted rectangle) will display on your screen in the size you specified when selecting a width and height for your project. This box denotes the capture area. Everything inside this box will be included in the screenshot.

  - To move the capture area, point your cursor over the bounding box. When the cursor changes to a “hand shape”, hold down the left mouse button and drag to move the capture area to the desired location on your screen.
  - To resize the capture area (if needed), point your cursor over one of the gnodes (grab handles) along the edge of the bounding box. Hold down your left mouse button and drag to resize.

- To “set” the capture area, mouse your cursor inside the capture area and **double click** to set its size and position. (You are now ready to take screenshots.)
- **Standards – Select a standard window size.**

Before beginning the capture session, a “bounding box” (dotted rectangle) will display on your screen in the size you specified when selecting a width and height for your project. This box denotes the capture area. Everything inside this box will be included in the screenshot.

  - To move the capture area, point your cursor over the bounding box. When the cursor changes to a “hand shape”, hold down the left mouse button and drag to move the capture area to the desired location on your screen.
  - To resize the capture area (if needed), point your cursor over one of the gnodes (grab handles) along the edge of the bounding box. Hold down your left mouse button and drag to resize.
  - To “set” the capture area, mouse your cursor inside the capture area and **double click** to set its size and position. (You are now ready to take screenshots.)
- **Application – Capture a running application window.**

The selected program or operating system window will launch on top of all other open windows on your computer’s screen and the screen capture session begins. This “active” window, surrounded by a “bounding box” (dotted rectangle), indicates the capture area. Everything in the capture area (in this example, the “active” window) will be included in the screenshot.
- **Area – Capture an area of the screen.**

Before the capture session, the cursor changes to a “cross hair” shape. This means before the capture session can start, you must define the capture area.

  - Point the “cross hair” cursor to the point on the screen where you want to start drawing your capture area.
  - Hold down the left mouse button and drag to draw the capture area. As you drag the cursor, a “bounding box” (dotted rectangle) will start to form. This is the capture area. Everything inside the capture area will be included in the screenshot.
  - Let go of the left mouse button to “set” the capture area’s size and position. (You are now ready to take screenshots.)
  - **Dialog – Select a window to capture.**

This option allows you to select an entire window or a portion of an open window. The trick here is that you **MUST** have the window open (not minimized) **BEFORE** you click **OK** to set up the screen capture session.

- Make sure the window you want to capture is open on your computer screen (underneath the ViewletBuilder8 Professional program) and all other program and operating system windows are closed or minimized.
  - Click **OK** to start the capture session.
  - A “red box” will display over the dialog that is displayed on your computer screen. Move the cursor around the window until the “red box” outlines the entire window or a portion of the window.
  - To “set” the capture area, **double click** inside the “red box”. The “red box” will change to a “Bounding Box” indicating that the capture area is set. (You are now ready to take screenshots.)
- **Full Screen – Capture the entire screen.**

When using the “Full Screen” slide size option, if you select a “screen resolution” different than what your monitor is set to when starting the screen capture session, after you click **OK** to start the capture session, ViewletBuilder8 Professional will automatically adjust your monitor’s resolution to what you selected for the slide size and, the screenshot capture session begins.

Everything visible on your screen will be included in the screenshots. Once the capture session is ended, the monitor’s resolution will return back to its settings prior to taking screenshots.

### ***Capture Mode – How it Affects the Capture Session***

How the capture session begins (whether it immediately goes live or requires you to press a hotkey or start button to start the actual recording) depends on the Capture Mode.

### **Smart Capture vs. Manual Capture**

*Smart Capture* mode is driven by mouse clicks and key presses. Once the capture session starts, ViewletBuilder8 Professional will automatically start taking screenshots (based on the selections made in the Capture Profile you are using). Each time a screenshot is taken, you will hear a camera shutter sound (if the **On Screen Capture** option in the *Feedback* tab is selected).

*Note: Smart Capture records a minimum of three screenshots for each capture and will embed them as background frames on a single slide.*

*Manual Capture* mode is driven by hotkey clicks (and mouse clicks, if this option is enabled). Once the capture session is starts, use the **Capture Screenshot** hotkey (and mouse clicks, if applicable) to capture individual screenshots manually.

To capture an “extra” animation during a Smart Capture session:

- While a Smart Capture session is running, click the **Capture Background Frame** hotkey to manually capture any “extra” animation that displays on your screen that you think Smart Capture might not capture.

To pause and resume a capture session, if the capture mode you are using is:

- **Smart Capture:** Click the **Pause** hotkey to temporarily pause the Smart Capture session without ending it. The *Capture Status* dialog will display (over the system tray). To resume the Smart Capture session, click the **Continue** button.
- **Manual Capture:** Click the **Pause** hotkey to temporarily pause the Manual Capture session without ending it. The *Capture Status* dialog will display (over the system tray). To resume the Manual Capture session, click the **Continue** button.

To switch between Smart Capture and Manual Capture modes during a capture session:

1. Click the **Pause** hotkey to temporarily pause the capture session.
2. The *Capture Status* dialog displays. Click the **More** button to expand the options available in the *Capture Status* dialog.
3. Select the desired *Capture Mode* from the list (at the top of the *Capture Status* dialog).
4. Click **Continue** to resume the capture session, using the newly selected capture mode.

To modify capture options during a capture session:

1. Click the **Pause** hotkey to temporarily pause the capture session.
2. The *Capture Status* dialog displays. Click the **More** button to expand the dialog.
3. Select the desired *Capture Mode* from the list.
4. Select the applicable tab(s) and modify selections as needed.
5. Click the **Less** button to collapse the *Capture Status* dialog.
6. Click the **Continue** button to resume the capture session using the modified capture settings.

### Ending the Capture Session

Ending the screen capture session converts the captured screenshots to project slides.

1. To **END** the capture session, you can either:
  - a. Use the **Stop Capture** hotkey you defined in your Capture Profile, or
  - b. Click on the ViewletBuilder icon in the system tray and click **Stop**.
2. A progress bar may display briefly as your captures are converted. Once conversion is complete, your capture session is over and your project is ready to be saved and edited inside your authoring application.



### Canceling a Capture Session

You can “back out” of any “live” capture session by using the **Cancel Capture** hotkey. Or, click the **Cancel** button in the *Capture Status* dialog. When you cancel, this will end the active capture session without saving any screenshots. You will be returned to ViewletBuilder8 Professional’s “Start View” to start anew.

1. To **CANCEL** the capture session, you can either:
  - a. Use the **Cancel Capture** hotkey you defined in your Capture Profile, or
  - b. Click on the ViewletBuilder icon in the system tray and click **Cancel**.
2. When prompted, confirm the cancel operation.

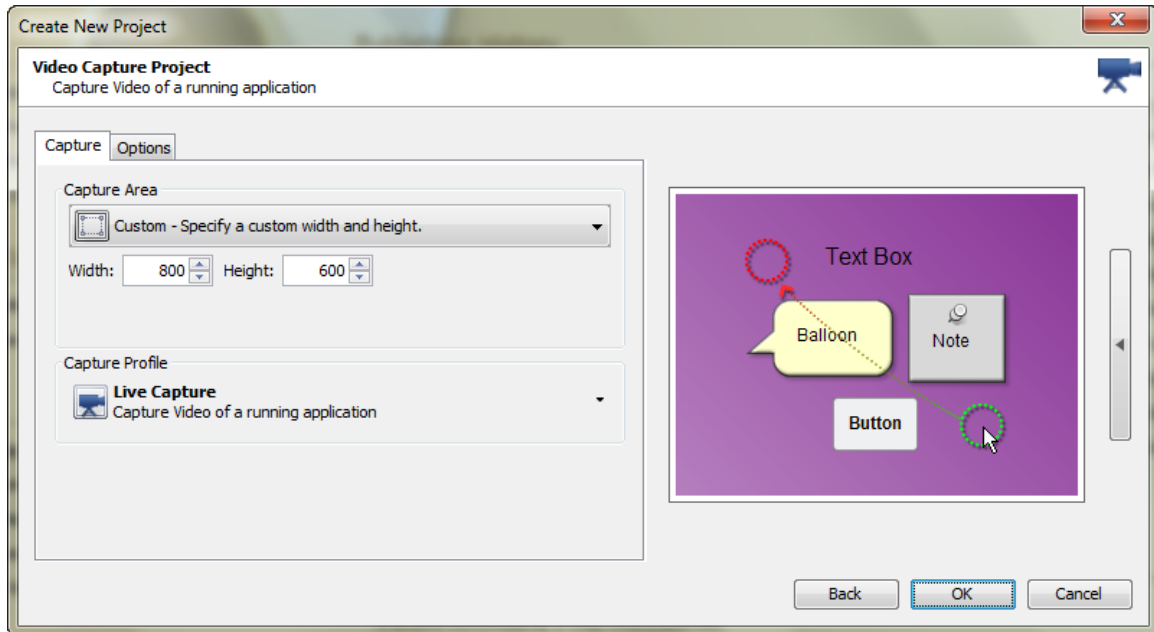
### Modifying Options During a Capture Session

You can modify any option in your Capture Profile during a capture session. Be careful when doing this because any changes made at this time will also be updated in your Capture Profile.

1. Move your mouse over the system tray.
2. Click the ViewletBuilder icon.
3. The *Capture Status* dialog displays. Click the **More** button.
4. The *Capture Status* dialog expands, allowing you access to the capture modes and related capture mode tabs. Make your changes as desired.
5. Click the **Less** button once all of your changes are made to hide the *Capture Status* dialog.
6. Click **Continue**, **Stop** or **Cancel** as needed.

## VIDEO CAPTURE PROJECT

The *Video Capture Project* option allows you to record onscreen actions and audio in real time to produce video demos, simulations and assessments.



### Capture Options Setup

This section provides information on setting up options that will be used for the capture session.

1. Open the *Create New Project* dialog. There are several ways to do this:
  - a. Select **File > New** from the Menu bar, or
  - b. Click the **New Project** link (*Start View page > Actions area*), or
  - c. Click the **New** button from the Main toolbar.
2. The *Create New Project* dialog displays a list of new project types. Select **Video Capture Project** then click the **Create** button to continue to the next screen.
3. Select the *Capture* tab to choose options for:
  - d. *Capture Area*: Here you will find options to choose for setting the capture area during the capture session. The dimensions chosen here will also be the same as your slide size (width and height) when the screenshots are converted to project slides.

#### Capture Area Methods and Instructions

- i. **Custom**: Set a custom width and height.
  1. Enter a number in the *Width* field.
  2. Enter a number in the *Height* field.

- ii. **Standards:** Select from a list of standard resolutions, or create a new standard to add to the list.
  1. To **CREATE** a new *Standard Resolution*:
    - a. Select the **Standards – Select a standard window size** option from the list.
    - b. Click the **Add Standard** button. The *Standard Resolution* dialog displays.
    - c. Enter a *Name* for the new standard.
    - d. Enter a number for both the *Width* and the *Height*.
    - e. Click **OK**.
  2. To **MODIFY** an existing *Standard Resolution*:
    - a. Select **Standards – Select a standard window size** option from the list.
    - b. Click the **Modify Standard** button. The *Standard Resolutions* dialog displays.
    - c. Edit your options as needed.
    - d. Click **OK** to save the changes.
  3. To **DELETE** an existing *Standard Resolution*:
    - a. Select **Standards – Select a standard window size** option from the list.
    - b. Select the standard you want to remove.
    - c. Click the **Delete** button.
    - d. Click **Yes** to confirm the deletion.
- iii. **Application:** Capture an open application and use its window size (width and height) as your new project's slide size.
  1. Select an active program or operating system window from the list. If you don't see your target window listed, open it and then click the **Refresh Applications** button to refresh the list.
  2. To resize the target window:
    - a. Select the **Resize Application to:** option.
    - b. Click the button next to the **Resize Application to:** option. The *Application Size* dialog displays.
      - i. Select **Custom** or **Standards** from the list.

- ii. Select a *Standard Resolution* from the list, or (following the instructions from the previous section) create a custom *Standard Resolution*.
      - iii. Click **OK**.
- iv. **Area:** Capture an area of the screen predefined by you prior to the capture session. To use this option:
  1. Select **Area – Capture an area of the screen** from the list.
  2. Make sure you have set all additional capture session options in the *Capture* and *Options* tabs.
  3. Click **OK** to start the capture recording session.
  4. Before the recording session begins, you will be prompted to define the capture area:
    - a. Hold down your left mouse button and drag to define the capture area.
    - b. Let go of the mouse button to set the area indicated by a rectangle with dotted lines. Everything **INSIDE** this rectangle will be included in the screenshot.
- v. **Window:** Select an open window prior to your capture session and its size will determine the resulting slide size for your project. To use this option:
  1. Select **Window – Select a window to capture** from the list.
  2. Make sure you have set all additional capture session options in the *Capture* and *Options* tabs.
  3. Click **OK** to start the capture recording session.
  4. Before the recording session begins, you will be prompted to choose a window (or portion of a window):
    - a. A red border outlines the window (or portion of the window) that can be used for the recording area. Roll you mouse over the window and click to set the area.
    - b. Once the area is set, it will be surrounded by a rectangle with dotted lines. Everything **INSIDE** this rectangle will be included in the screenshot.
- vi. **Full Screen:** Capture everything visible on your computer's screen. If you:
  1. Use the **Current** screen resolution from the list, no resolution changes will occur when you go into your capture session.

2. Use another screen resolution (different from your current resolution) from the list, your monitor's resolution will automatically change to the selected resolution going into the capture session. It will change back to its prior setting once you've successfully ended your screen capture session.
- e. *Capture Profile*: This is where you select a Capture Profile to use during the recording session.

### Capture Profiles – Quick FAQs

#### **What is a Capture Profile?**

It is a way to organize all the “capture options” chosen for your recording session into one place or “profile”.

#### **Does the Capture Profile “title” signify anything?**

Yes and no. The “title” of the Capture Profile is like the title of a document. It just gives you an idea of what the profile would be used for. You can change the title of the profile at any time.

#### **Can Capture Profiles be created, modified and/or deleted?**

Yes, when creating a new Video Capture Project, you will see one profile initially installed. You can, however, create new profiles from scratch, or modify any from the list. And, if your list of profiles becomes too long, you can also delete any profiles you no longer need.

### Working with Capture Profiles

Use the following steps when creating a new Video Capture Project or when inserting new video slides.

- i. To **CREATE** a Capture Profile:
  1. Open the *Capture Profile* dialog.
  2. Click the **Add** button. The *Capture Options* dialog displays with **Video Capture** mode selected.
  3. Go through the tabs and make selections for your recording session to be saved in this profile:
    - a. *General* tab:
      - i. In the *Identification* area, enter a:
        1. *Name* for the profile. This name will display in the **Capture Profiles** list.
        2. *Description* or a short summary for the profile. This will display below the profile title in the **Capture Profiles** list.

- ii. In the *Hotkeys* area are several hotkeys available. To change a hotkey, click the applicable button next to the hotkey's description and press the new hotkey(s) to be used for the desired hotkey option.

Capture hotkey options include:

- **Pause/Resume Capture:** Pause and resume the video capture session.
- **Stop Capture:** Stop the capture session.
- **Mute Sound:** Mute audio recording during the capture session.

- iii. In the *Sound Recording* area:

- Select the **Record Sound During Capture** option to enable sound capture during the recording session.
- Click the **Recording Options** button to open the *Recording Options* dialog:
- In the *Input Device* area, select a sound recording device from the list.
- In the *Quality* area, choose your **Sample Rate** and **Sample Size**. You can also enable/disable **Stereo**.
- In the *Format* area, select **WAV** or **MP3**.
- In the *Microphone Latency* area, set a microphone delay (if needed).

- b. *Feedback* tab:

- i. In the *During Capture* area, select / deselect (as needed):
  - **Hide Tray Icon**
  - **Tray Icon Blinks**

- c. *Mouse* tab:
    - i. In the *On Mouse Click – Add to Slide* area, select:
      - **Cursor Simulation**: To capture cursor animations and cursor click sounds.
      - **Don't Add Cursor Simulation or Click Zone** to disable cursor animations and click sounds capture.
  - d. *Advanced* tab:
    - i. In the *Frame Rate* area, enter a number (Frames per Second) to capture during the recording session.
    - ii. In the *Capture Popups* area, select the **Capture Popups** option to enable capture of such elements as tooltips, hints and popup menus.
    - iii. In the *Split Video Internal* area, you can opt to split the video during the live recording in a few different ways:
      - **Minutes**: The video will be split according to the value set (in minutes). So, if you set this value to 2 minutes and the entire recording session lasts 10 minutes, when it converts the capture it will generate 5 video slides (one for each two minutes).
      - **Split Video on Pause**: This option will split the video automatically into separate video slides (on conversion) based on each time you 'pause' during the recording session.
4. Click **OK** to save the profile, which will be added to the list in the *Capture Profiles* dialog.
- ii. To **MODIFY** a Capture Profile:
    1. Select the desired profile in the list.
    2. Click the **Modify** button.

3. The *Capture Options* dialog displays. Make your edits to the *Capture Mode* and in the various available tabs as needed.
  4. Click **OK** to save the edits and to close the *Capture Options* dialog.
- iii. To **ORGANIZE** Capture Profiles in the list:
1. Select a profile in the list.
  2. Click the **Move Up** button to move the profile up in the list.
  3. Click the **Move Down** button to move the profile down in the list.
- iv. To **DELETE** a Capture Profile:
1. Select the desired profile in the list.
  2. Click the **Delete** button.
  3. Click **Yes** to confirm the deletion.
4. Select the *Options* tab to choose a *Stylesheet* for the project from the list.

### Starting / Running the Capture Session

After selecting a **Capture Profile** to use for the capture session, you click **OK** to start the actual recording session. But, what happens AFTER you click **OK** is determined not only by your *Video Capture* mode selection, but also the *Capture Area* selected you made.

The following sections provide more information on what to expect at the beginning of your Video Capture recording session based on your *Capture Area* selection as well as instructions for additional capture session operations.

#### **Capture Area – How it Affects the Capture Session**

The following is some helpful information to let you know what to expect at the start of your capture session as determined by your *Capture Area* selection.

- **Custom – Specify a custom height and width.**

Before beginning the capture session, a “bounding box” (dotted rectangle) will display on your screen in the size you specified when selecting a width and height for your project. This box denotes the capture area. Everything inside this box will be included in the screenshot.

  - To move the capture area, point your cursor over the bounding box. When the cursor changes to a “hand shape”, hold down the left mouse button and drag to move the capture area to the desired location on your screen.



- To resize the capture area (if needed), point your cursor over one of the gnodes (grab handles) along the edge of the bounding box. Hold down your left mouse button and drag to resize.
  - To “set” the capture area, mouse your cursor inside the capture area and **double click** to set its size and position. (You are now ready to take screenshots.)
- **Standards – Select a standard window size.**

Before beginning the capture session, a “bounding box” (dotted rectangle) will display on your screen in the size you specified when selecting a width and height for your project. This box denotes the capture area. Everything inside this box will be included in the screenshot.

    - To move the capture area, point your cursor over the bounding box. When the cursor changes to a “hand shape”, hold down the left mouse button and drag to move the capture area to the desired location on your screen.
    - To resize the capture area (if needed), point your cursor over one of the gnodes (grab handles) along the edge of the bounding box. Hold down your left mouse button and drag to resize.
    - To “set” the capture area, mouse your cursor inside the capture area and **double click** to set its size and position. (You are now ready to take screenshots.)
  - **Application – Capture a running application window.**

The selected program or operating system window will launch on top of all other open windows on your computer’s screen and the screen capture session begins. This “active” window, surrounded by a “bounding box” (dotted rectangle), indicates the capture area. Everything in the capture area (in this example, the “active” window) will be included in the screenshot.
  - **Area – Capture an area of the screen.**

Before the capture session, the cursor changes to a “cross hair” shape. This means before the capture session can start, you must define the capture area.

    - Point the “cross hair” cursor to the point on the screen where you want to start drawing your capture area.
    - Hold down the left mouse button and drag to draw the capture area. As you drag the cursor, a “bounding box” (dotted rectangle) will start to form. This is the capture area. Everything inside the capture area will be included in the screenshot.
    - Let go of the left mouse button to “set” the capture area’s size and position. (You are now ready to take screenshots.)
    - **Dialog – Select a window to capture.**

This option allows you to select an entire window or a portion of an open window. The trick here is that you **MUST** have the window open (not minimized) **BEFORE** you click **OK** to set up the screen capture session.

- Make sure the window you want to capture is open on your computer screen (underneath the ViewletBuilder8 Professional program) and all other program and operating system windows are closed or minimized.
  - Click **OK** to start the capture session.
  - A “red box” will display over the dialog that is displayed on your computer screen. Move the cursor around the window until the “red box” outlines the entire window or a portion of the window.
  - To “set” the capture area, **double click** inside the “red box”. The “red box” will change to a “Bounding Box” indicating that the capture area is set. (You are now ready to take screenshots.)
- **Full Screen – Capture the entire screen.**  
When using the “Full Screen” slide size option, if you select a “screen resolution” different than what your monitor is set to when starting the screen capture session, after you click **OK** to start the capture session, ViewletBuilder8 Professional will automatically adjust your monitor’s resolution to what you selected for the slide size and, the screenshot capture session begins.

Everything visible on your screen will be included in the screenshots. Once the capture session is ended, the monitor’s resolution will return back to its settings prior to taking screenshots.

### ***The Video Capture Session***

Once you’ve made all the selections in the *Capture* and *Options* tabs, you are ready to begin the Video Capture session.

1. Click the **Finish** button to start the live recording session.
2. A *Video Capture Tips* window displays. Read the information carefully and then click the “X” to close this window and to continue to the video capture session. Select the check box next to “Don’t show this message again” at the bottom of this window if you don’t want this window to display at the start of each new video capture session.
3. The Video Capture Mode toolbar displays options for the capture session:

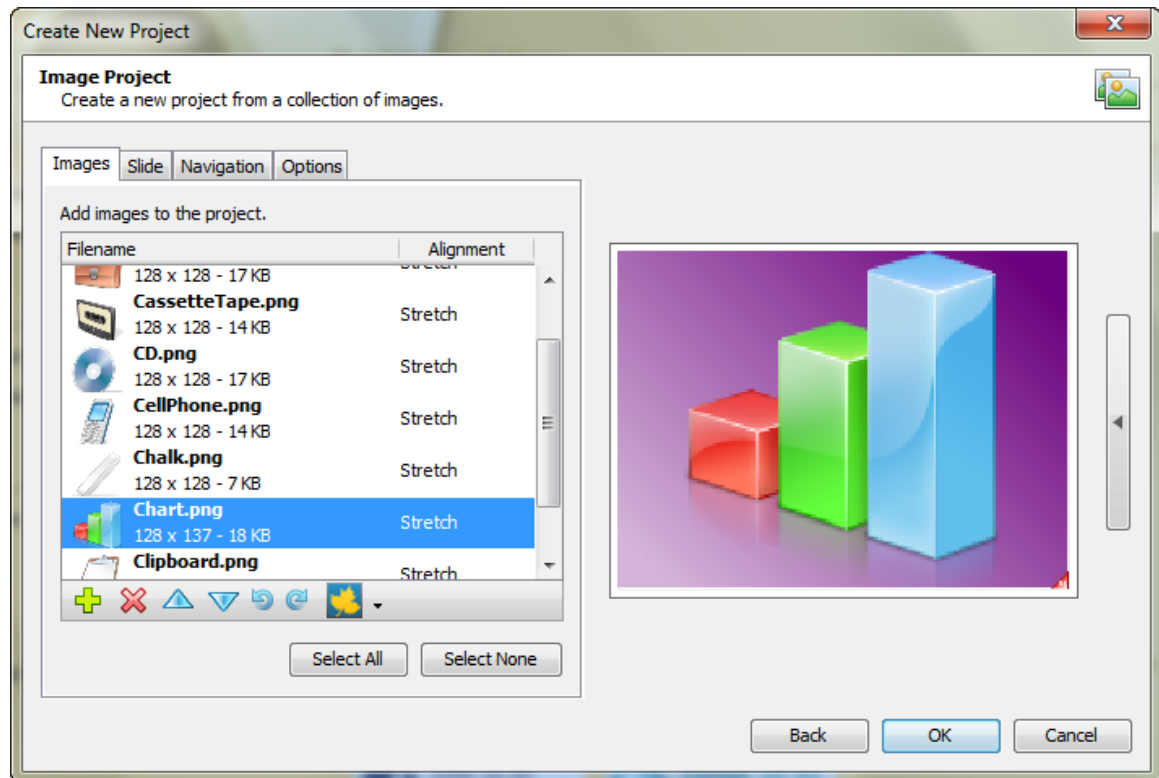


- a. **Start:** Use this button to begin the recording session.
  - b. **Stop:** Use this button to finish the recording session.
  - c. **Microphone:** Use this button to enable/disable audio during the recording session.
4. You will be prompted by a **Start** button to begin. Click it to begin the recording session.

5. Record your onscreen actions (and audio, if enabled) as desired. Click **Stop** to end the capture.
6. A **Stop Capture** screen displays (if screenshots were captured) with the following options:
  - a. **Stop and Import the Capture Session** is used to end the current recording session and convert the capture to video for editing.
  - b. **Resume the Capture Session** is used to continue a paused session.
  - c. **Cancel and Restart the Capture Session** is used to cancel the active session, returning you to the “start” position for beginning the session.
  - d. **Cancel the Capture Session** is used to discard all captures and returns you directly to ViewletBuilder7 Enterprise.
7. Click the **Stop and Import the Capture Session** button. Everything captures during the recording session will be converted to project slides ready for editing.

## IMAGE PROJECT

The *Image Project* lets you create a slideshow from images on your system. Images are converted to background frames (one image per slide).



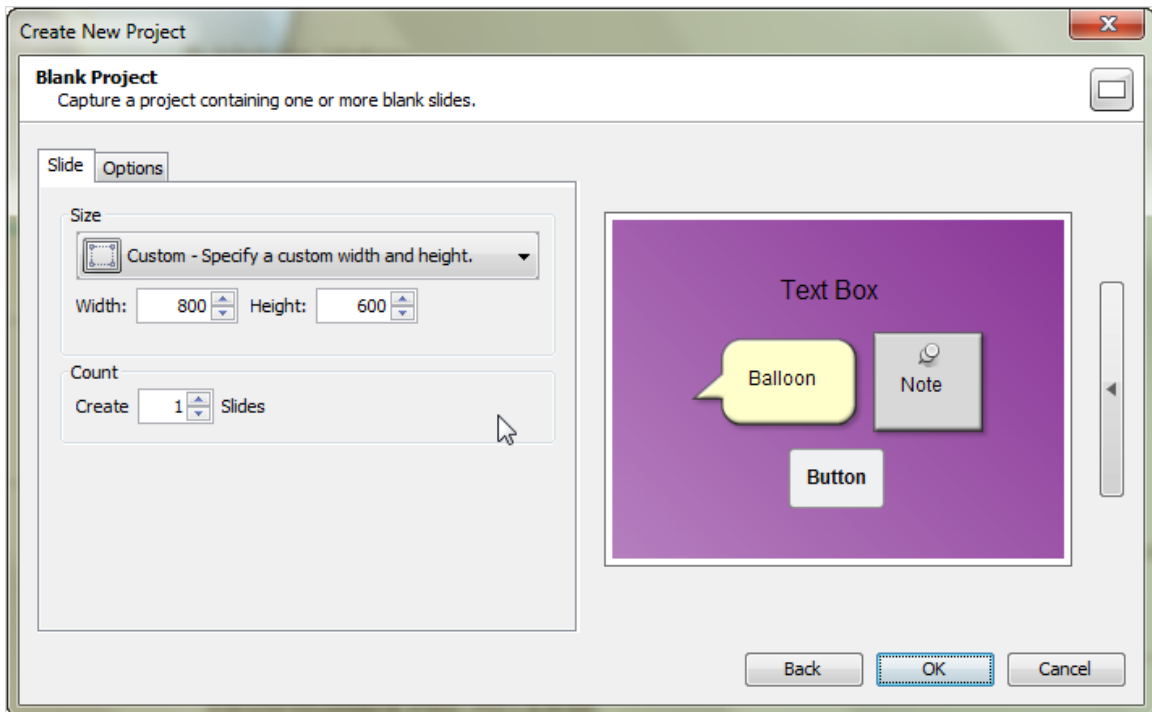
1. Open the *Create New Project* dialog. There are several ways to do this:
  - f. Select **File > New** from the Menu bar, or
  - g. Click the **New Project** link (*Start View* page > *Actions* area), or
  - h. Click the **New** button from the Main toolbar.
2. The *Create New Project* dialog displays a list of new project types. Select **Image Project** then click the **Create** button to continue to the next screen.
3. Several tabs display. Go through each to make your selections:
  - a. *Images* tab: You will select images to use in your project. Supported formats include GIF, JPG, JPEG, PNG, BMP, TIF and TIFF.
    - i. Click the **Add** button to search for and select image files.
    - ii. Click **Open** to load the images.
    - iii. Select an image to preview it (in the preview area).
    - iv. To rotate one or more images, make your selections and then click the **Rotate Left** or **Rotate Right** button.
    - v. To organize the list of images, select an image and click the **Move Up** or **Move Down** button.

- vi. To determine how you want an image aligned on the project slide, select the image, click the **Alignment** button and make your selection.
  - vii. To remove an image from the list, select it and click the **Delete** button.
- b. *Slides* tab: Select the options for the project slide sizes for the image files.
- i. **Custom**: Set a custom width and height.
    1. Enter a number in the *Width* field.
    2. Enter a number in the *Height* field.
  - ii. **Standards**: Select from a list of standard resolutions, or create a new standard to add to the list.
    1. To **CREATE** a new *Standard Resolution*:
      - a. Select the **Standards – Select a standard window size** option from the list.
      - b. Click the **Add Standard** button. The *Standard Resolution* dialog displays.
      - c. Enter a *Name* for the new standard.
      - d. Enter a number for both the *Width* and the *Height*.
      - e. Click **OK**.
    2. To **MODIFY** an existing *Standard Resolution*:
      - a. Select **Standards – Select a standard window size** option from the list.
      - b. Click the **Modify Standard** button. The *Standard Resolutions* dialog displays.
      - c. Edit your options as needed.
      - d. Click **OK** to save the changes.
    3. To **DELETE** an existing *Standard Resolution*:
      - a. Select **Standards – Select a standard window size** option from the list.
      - b. Select the standard you want to remove.
      - c. Click the **Delete** button.
      - d. Click **Yes** to confirm the deletion.

- iii. *Navigation* tab: Set navigational elements for project slides.
    1. In the *Slide duration* area, enter a number for the default amount of time each slide will display (in seconds).
    2. In the *General Options* area, select/deselect the option to add a pause zone to each project slide.
  - iv. *Options* tab: Choose a stylesheet.
4. Click **OK** to convert the images to project slides (as background frames) ready for editing.

## BLANK PROJECT

The *Blank Project* type lets you start from scratch by creating a project with one or more blank slides.



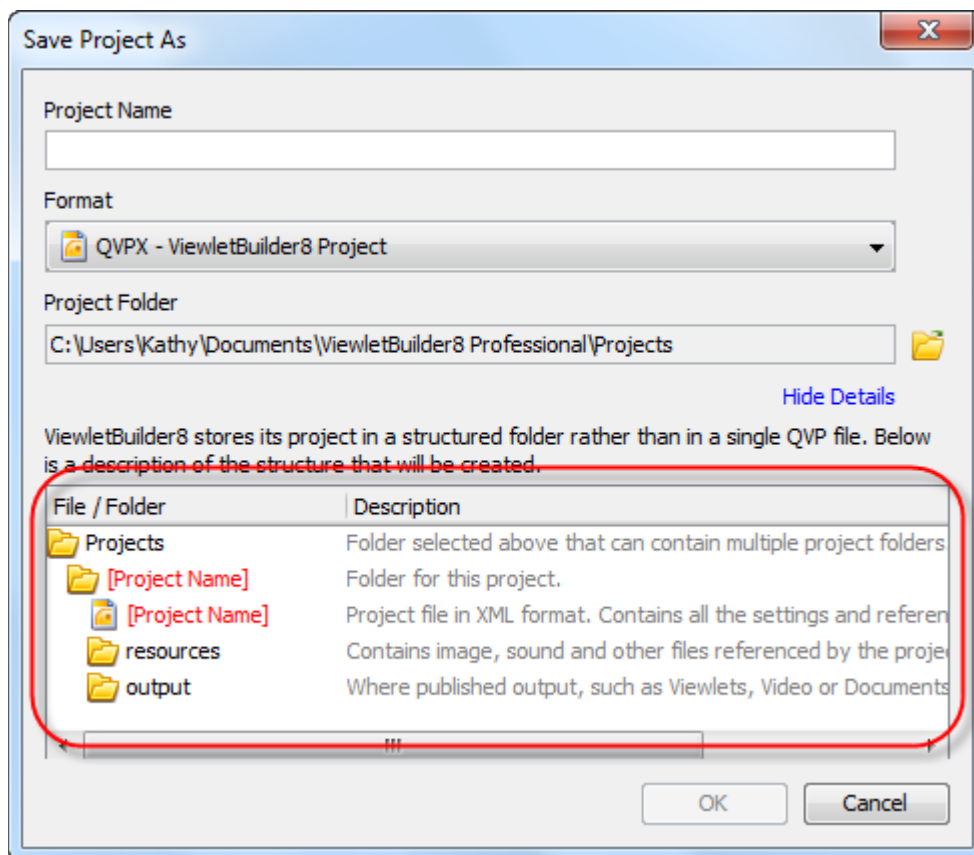
1. Open the *Create New Project* dialog. There are several ways to do this:
  - i. Select **File > New** from the Menu bar, or
  - j. Click the **New Project** link (*Start View page > Actions area*), or
  - k. Click the **New** button from the Main toolbar.
2. The *Create New Project* dialog displays a list of new project types. Select **Blank Project** then click the **Create** button to continue to the next screen.
3. Different tabs display with additional options:
  - a. *Slides* tab: Select the options for the project slide sizes.
    - i. In the *Size* area:
      1. **Custom**: Set a custom width and height.
        - a. Enter a number in the *Width* field.
        - b. Enter a number in the *Height* field.
      2. **Standards**: Select from a list of standard resolutions, or create a new standard to add to the list.
        - a. To **CREATE** a new *Standard Resolution*:

- i. Select the **Standards – Select a standard window size** option from the list.
    - ii. Click the **Add Standard** button. The *Standard Resolution* dialog displays.
    - iii. Enter a *Name* for the new standard.
    - iv. Enter a number for both the *Width* and the *Height*.
    - v. Click **OK**.
  - b. To **MODIFY** an existing *Standard Resolution*:
    - i. Select **Standards – Select a standard window size** option from the list.
    - ii. Click the **Modify Standard** button. The *Standard Resolutions* dialog displays.
    - iii. Edit your options as needed.
    - iv. Click **OK** to save the changes.
  - c. To **DELETE** an existing *Standard Resolution*:
    - i. Select **Standards – Select a standard window size** option from the list.
    - ii. Select the standard you want to remove.
    - iii. Click the **Delete** button.
    - iv. Click **Yes** to confirm the deletion.
  - d. In the *Count* area, set the number of blank slides to **Create** for the initial project.
3. *Options* tab: Choose a stylesheet for the project.
4. Click **OK** to convert the selections to blank project slides ready for editing.



## Saving a Project

ViewletBuilder8 Professional offers new options when saving your source files. The new features allow for faster performance when opening, saving, publishing and closing your project.



### SAVE A PROJECT

After you create your new project, you should save it. To do this:

1. Select **File > Save** from the menu bar.
2. The *Save Project As* dialog displays with options for you to select to save your source project:
3. **Project Name:** Enter a name for your file.
4. **Format:** Select a file format to save your project. The default project format for ViewletBuilder8 projects is QVPX.
5. **Project Folder:** Click the **Browse** button to locate and select the folder where you want to save your project files.
6. Once all your selections are made in the *Save Project As* dialog, click **OK** to save the project.

## THE ANATOMY OF A PROJECT FILE

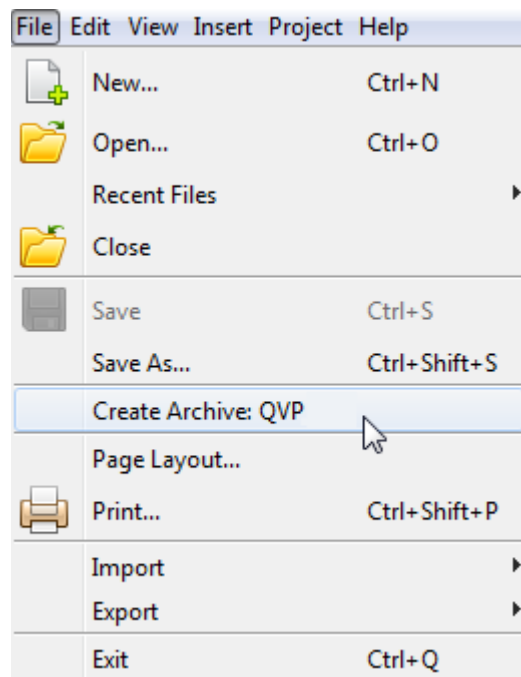
By default, your projects will be saved to a ViewletBuilder8\Projects folder located on your local computer; however, you can choose to save your projects where ever you want. Inside a project folder you will find:

- The source file ending in either QVPX or VIEX
- A “Resources” folder containing all the project’s resources such as sound files, background frames, screenshots, thumbnails, cursors, etc.
- An “Output” folder containing all the project’s published output such as the Viewlet files, videos and/or Documents, etc. (this folder is not created until AFTER you publish your project)

Due to the open nature of the project file (Resources folder), you can directly access the project’s resources outside of the program. And, since files are written directly to the local drive, this allows quicker performance time when capturing, saving, opening, previewing and closing your project than ever before.

## FILE ARCHIVE

You need to create a project file archive (a compressed file containing your project’s files and folders) to share your project or to move it for editing / publishing on a different computer. To create a project file archive:



1. Save your project.
2. Select **File > Create Archive** from the Menu bar.
3. In the *Save File As* dialog:
  - a. Select a folder for the save location.

- b. Enter a name for the archive file.
  - c. Click **Save**.
4. Remember where your archived file is stored. When you open this in the authoring application, it will be uncompressed automatically and you will be prompted to save it to the open project folder format for editing.

## Tab Views

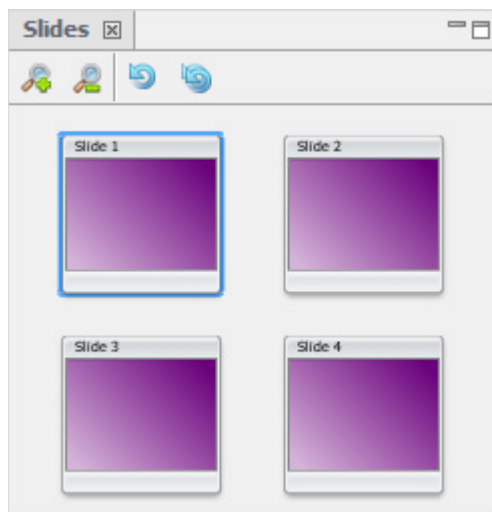
The workspace area includes *Tab* views, each with features to optimize your project workflow. As discussed earlier in this guide, *Tab* views include:

- Slides
- Stylesheets
- Browser
- Timeline
- Slide Notes
- Output
- Problems

Let's take a look at each of these in more depth.

### SLIDES TAB

The *Slides* tab provides thumbnails of all the slides located on the project's Main Timeline. These thumbnails (of Main Timeline slides) allow you to:



- Preview slide thumbnails
- Navigate between slides
- Zoom in and out on thumbnails
- Refresh thumbnails
- Reorder slides
- Select an active slide for editing purposes
- Cut, copy, delete, duplicate and paste entire slides or slide elements
- Insert new on the Main Timeline
- View slide thumbnails in a storyboard fashion

To **PREVIEW** slide thumbnails:

1. Select **View > Tabs > Slides** from the *View* menu.
2. Thumbnails of slides on the Main Timeline display in the *Slides* tab view

To **NAVIGATE** between slides:

1. Click on a slide thumbnail to make it the active slide in the *Slide Editing* pane.
2. To switch to another slide, click its thumbnail in the list.
3. To progress through slides one by one, use the up / down / right / left arrow keys on your keyboard.

To **ZOOM** in and out on thumbnails:

1. Click the **Zoom In** button to zoom in on the thumbnails. Using this feature, all thumbnails in the list will get bigger each time you click the button.
2. Click the **Zoom Out** button to zoom out on the thumbnails. Using this feature, all thumbnails in the list will get smaller each time you click the button.

To **REFRESH** a specific thumbnail:

1. Select the desired thumbnail to make it the active slide.
2. Click the **Refresh Thumbnail** button to refresh the selected thumbnail.

To **REFRESH** all thumbnails:

1. Click the **Refresh All Thumbnails** button. This action will refresh all the thumbnails.

To **REORDER** slides:

1. Select one or more thumbnails.
2. Hold down the left mouse button and drag the slides to the desired location in the list.
3. Let go of the left mouse button to drop into place.

To **CUT / COPY** and **PASTE** entire slides or slide elements:

1. Select the desired slide thumbnails or slide elements.
2. Click the applicable **Cut / Copy** button.
3. Click the **Paste** button to paste the cut / copied selections.

To **DUPLICATE** a thumbnail:

1. Select the desired slide thumbnail.
2. Select **Edit > Duplicate Slide** from the Menu bar. A duplicate of the selected slide will be inserted directly after its original.

To **DELETE** a slide or slide element:

1. Select the desired slide thumbnail or slide element.
2. Click the **DELETE** button.
3. When prompted, click **Yes** to confirm the deletion.

To **INSERT** new slides on the Main Timeline:

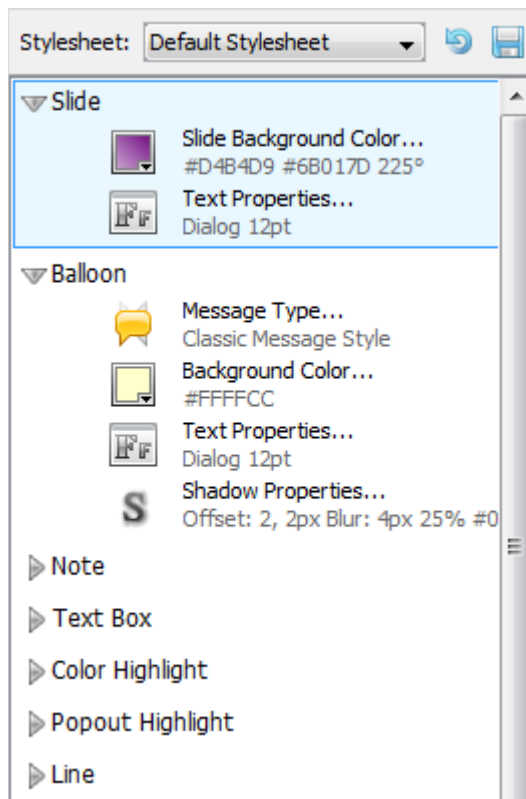
1. Select a thumbnail. All new slides will be inserted **AFTER** the selected thumbnail.
2. Select **Insert > Slides** from the Menu bar.
3. Select one of the options from the expanded menu (**Blank Slides, Screenshot, Video, Image Slides**).
  - a. If inserting a Blank Slide, it will automatically be inserted.
  - b. If inserting one of the other slide options:
    - i. Follow the instructions in the resulting dialogs.
    - ii. Click **OK** to save the selections and to insert the slide.

To **VIEW** slide thumbnails in a storyboard fashion:

1. Click the **Maximize** button. This will expand the *Slides* tab view.
2. All of the thumbnails will display in an expanded tab, allowing you to work with the thumbnails in a storyboard fashion.

## STYLESHEETS TAB

The *Stylesheets* tab provides a way to standardize question slide layouts and attributes applied to slides and slide elements. This feature is flexible as the customizable styles with cascading attributes are easily superseded at element style levels or while directly editing a slide or slide elements.



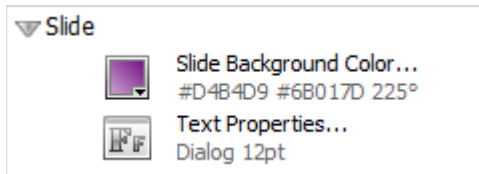
Several different stylesheets are pre-installed with your authoring application, so you can start with any of them or create a new one. Stylesheets are applied to new projects, but also allow you to update existing projects quickly either globally or element by element.

## Understanding Styles & Attributes

A stylesheet is a template consisting of predefined styles. In this case, a stylesheet is used to standardize the default elements of your Viewlet project. Each style rules how a project element is styled (configured) with global styles set at the 'slide' level. Each style may contain various attributes for such things as slide background color, fonts, etc. These attributes cascade down from the slide style level, but may be superseded by a 'child' (slide object) style.

### Global (Slide) Styles

The Slide style is the highest (parent) level style and any attributes applied at that level will be inherited throughout the project unless its cascading effect is superseded by a style at a lower (child) level set for other slide elements.



### Standard Styles

In addition to the highest level 'slide' styles, you can also add standard or custom styles to any stylesheet. Additional standard styles include:

- Balloon
- Note
- Text Box
- Color Highlight
- Popout Highlight
- Line
- Arrow
- Matte
- Button
- Correct Message
- Incomplete Message
- Incorrect Message
- Click Area
- Question Text
- Question Choice Text
- Closed Caption

### Attributes

Each style consists of one or more attributes. Attributes associated with styles set at the highest (slide) level will be used globally and cascade down to other child styles unless superseded at a lower level within another style. A list of attributes that can be used with your styles includes:

- Area Properties
- Arrow Style
- Background Color
- Background Image
- Border Color
- Border Width
- Button Style
- Check Box Style
- ComboBox Style
- Fade Animation
- Line Style



- Line Width
- Message Type
- Opacity
- Popout Amount
- Question Layout
- Radio Button Style
- Rating Style
- Shadow Properties
- Slide Background Color
- Text Field Style
- Text Properties

### New Stylesheets

This section provides information for accessing the *Stylesheets* tab and instructions for creating, modifying and deleting entire stylesheets.

To **ACCESS** stylesheets:

1. Select **View > Tabs > Stylesheets** from the Menu bar.
2. The *Stylesheets* tab displays. Click on it to access it and its features.

To **CREATE** a new stylesheet:

1. In the *Stylesheets* tab, click the **New Stylesheet** button.
2. In the *Stylesheet* dialog:
  - a. Enter a **Name**.
  - b. Select to **Password Protect** if desired and enter a password.
  - c. Click **OK** to create the new stylesheet.

To **MODIFY** a stylesheet's name and password protection:

1. In the *Stylesheets* tab, select the desired stylesheet from the list.
2. Click the **Modify Stylesheet** button.
3. Make your edits in the *Stylesheet* dialog.
4. Click **OK** to apply changes.

To **DELETE** a stylesheet:

1. In the *Stylesheets* tab, select the desired stylesheet from the list.
2. Click the **Delete Stylesheet** button.
3. When prompted, click **Yes** to confirm the deletion.

*Note: You cannot delete the Default Stylesheet from the list.*

## Stylesheet Styles

This section covers how to work with stylesheet styles.

To **ADD** a style:

1. In the *Stylesheets* tab, select a stylesheet.
2. Click the **Add Style** button.
3. Select an option from the list:
  - a. **Add Standard Style:** Select a standard style from the list and it will be added to the existing stylesheet (at the bottom of all the existing styles). Once it's added, you can then modify it as needed.
  - b. **Add Custom Style:** Select this option to add a custom style to the stylesheet.
    - i. In the *Add Custom Style* dialog that displays, add as many attributes as desired for the new custom style.
    - ii. Once all the attributes are added in the *Add Custom Style* dialog, click **OK** to create the new style. It will be added at the bottom of the Stylesheet.

To **MODIFY** a style:

1. In the *Stylesheets* tab, select a stylesheet.
2. Select a style.
3. Click the **Modify Style** button.
4. In the *Modify Style* dialog that displays, edit the attributes as needed.
5. Click **OK** to save the changes.

To **MOVE** a style up / down in the stylesheet list:

1. In the *Stylesheets* tab, select a stylesheet.
2. Select a style.
3. Hold down the left and drag the style to its new location.
4. Let go of the left mouse button to drop it into place.

To **DELETE** a Style:

1. In the *Stylesheets* tab, select a stylesheet.
2. Select a style.
3. Click the **Delete Style** button.
4. When prompted click **Yes** to confirm the deletion.

### Style Attributes

This section provides instructions for working with style attributes:

To **ADD** an attribute to a style:

1. In the *Stylesheet* tab, select a stylesheet.
2. Double click on a style.
3. In the *Modify Style* dialog, you will see a list of Attributes already applied. To add an attribute, click the **Add** button
4. In the *Add Attributes* dialog that displays, select the desired attribute.
5. Click **OK** to add it to the list.
6. Repeat steps 3-5 to add as many attributes as desired.
7. Once done, in the *Modify Style* dialog, click **OK** to apply the new attribute.
8. Repeat the steps above to add additional attributes to any Stylesheet style as needed.

To **MODIFY** an attribute:

1. In the *Stylesheets* tab, select a stylesheet.
2. Double click on a style.
3. In the *Modify Style* dialog, select an attribute.
4. Click the **Modify** button.
5. In the dialog that displays, make edits as needed.
6. Click **OK** to save changes.
7. Click **OK** to close the *Modify Style* dialog.

To **MOVE** an attribute up / down the stylesheet list:

1. In the *Stylesheets* tab, select a stylesheet.
2. Double click on a style.
3. In the *Modify Style* dialog, select an attribute.
4. Click the **Up / Down** arrow to move the selected attribute **Up / Down** in the list.
5. Click **OK** to close the *Modify Style* dialog.

To **DELETE** an attribute:

1. In the *Stylesheets* tab, select a stylesheet.
2. Double click on a style.
3. In the *Modify Style* dialog, select an attribute.
4. Click the **Delete** button.
5. Click **OK** to close the *Modify Style* dialog.

### Applying Styles to the Project

Stylesheets are applied to new projects, but may also be applied (in whole or in part) to an open project. This section provides information on the various ways to do this.

#### ***New Projects***

To **APPLY** a stylesheet to a new project:

1. In the *Create New Project* dialog, select a new project type.
2. Click the **Create** button.
3. In the next screen, select the *Options* tab.
4. Select a *Stylesheet* from the list.
5. Make the remaining selections for the new project and when created, the selected stylesheet will be applied.

#### ***Existing (Open) Projects***

To **APPLY A STYLESHEET** to a **PROJECT**:

1. In the *Stylesheets* tab, select the stylesheet.
2. Click the **Apply Stylesheet to Project** button.
3. When prompted, click **OK** to confirm.

To **APPLY SELECTED STYLES** to a project:

1. In the *Stylesheets* tab, select the stylesheet.
2. Select one or more styles from the stylesheet. Use the SHIFT or CTRL key to select adjacent or non-adjacent styles when clicking on them.
3. Click the **Apply Select Styles to Project** button.
4. When prompted, click **OK** to confirm.

To **APPLY STYLESHEET** to a **SELECTION**:

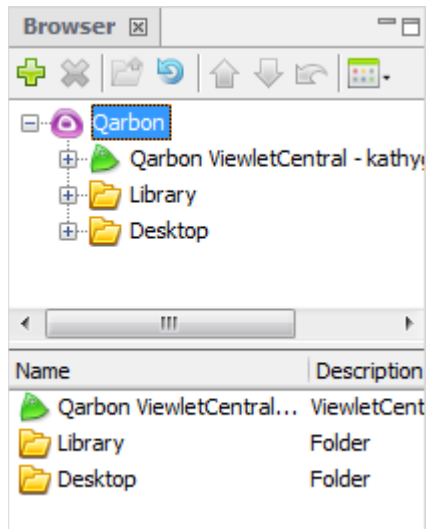
1. In the *Stylesheets* tab, select the stylesheet.
2. Select the slide element.
3. Click the **Apply Stylesheet to Selection** button.
4. When prompted, click **Yes** to confirm.

To **UPDATE A STYLESHEET** from a **SELECTION**:

5. In the *Stylesheets* tab, select the stylesheet.
6. Select the slide element.
7. Click the **Update Stylesheet from Section** button.

## BROWSER TAB

The *Browser* tab lets you organize, access and manage the resources available to on your system while you author your Viewlets. You can open projects, drag and drop images and movies, add publishing locations, delete files or folders, and view statistics of your Viewlets published on ViewletCentral. This section provides instructions for working with the *Browser* tab.



To **ACCESS** the *Browser* tab:

1. Select **View > Tabs > Browser** from the Menu bar.
2. The *Browser* tab displays. Click on it to access its features.

To **DRAG** an image directly on to a slide:

1. In the *Browser* tab, select an image file from the list.
2. Hold down the left mouse button and drag it over the slide.
3. Let go of the left mouse button to drop it on to the slide.

To **ADD** a publishing target:

1. In the *Browser* tab, click the **Add** button.
2. Select a publishing location from the list that displays.
3. Follow the instructions in the dialogs that display (based on your choice). You can refer to the chapter on *Publishing a Viewlet* for more information on publishing locations.

To **REMOVE** files or folders from the list:

1. In the *Browser* tab, select the desired file or folder.
2. Click the **Delete** button.
3. When prompted, click **Yes** to confirm the deletion.

To **NAVIGATE** through files and folders in the list:

1. In the *Browser* tab, select the desired file or folder to highlight it.
2. Click the **Up One Level** button to move up to the next level in the list.
3. If a folder is selected and it contains a plus  $\oplus$  symbol to the left of it, click this plus symbol to expand the list of files and additional folders contained in the folder.
4. If a folder contains a minus  $\ominus$  symbol to the left of it, click this minus symbol to collapse the files and folders contained in the folder.
5. Click on a desired file or folder at any time to quickly navigate through the list.

To **REFRESH** a selected folder in list:

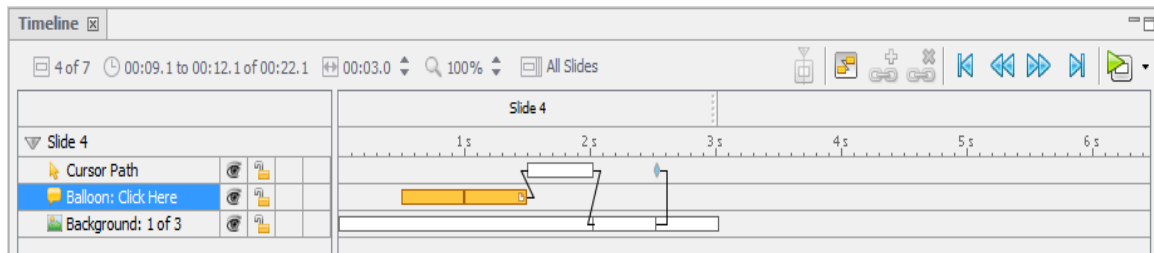
1. In the *Browser* tab, select the desired folder in the list.
2. Click the **Refresh the current folder** button to refresh the list of files and folder contained in the selected folder.

To select a **LIST VIEW**:

1. In the *Browser* tab, click the **Views** button.
2. The available view selections display. Select the:
  - a. **Icon View**: Displays an icon next to the file and folder (in the lower pane of the *Browser* tab).
  - b. **Details View**: Displays the file or folder name, type, number of slides, last modification date and file size.

## TIMELINE TAB

The *Timeline* tab is where you manage the start and duration times of all elements on each slide in your project. In addition to working with objects directly on a slide, the timeline provides more enhancement options for your project as you hide, view, modify, group, sort and lock / unlock layers in the Timeline. But, that's not all. Using the timeline's playhead tool you can scrub the timeline to view your project's animations. You can also preview your project as it plays back, noting where actions occur along the timeline, allowing you to "tweak" any part of the project exactly where it needs it.



To **ACCESS** the *Timeline* tab:

1. Select **View > Tabs > Timeline** from the Menu bar.
2. Click on the *Timeline* tab to access its features.

## Time Select Mode

Use the 'Time Select Mode' to add/edit slide elements at any frame or time interval along the timeline. Then, while in Time Select Mode, scrub the timeline by dragging the playhead to preview animation results.

To switch to Time Select Mode:

2. Click on the desired time interval (frame) along the timeline to display the playhead.
3. Once the playhead displays, you can:
  - a. See exactly what is occurring at that specific interval on the slide.
  - b. Move the playhead to any desired frame to insert a slide element.
  - c. Drag the playhead to preview your project while you 'scrub the timeline'.

## Layers

The left side of the timeline displays all the objects on the slide. Each object exists in a layer. These layers are "stacked" with "higher object layers" overlapping objects in lower layers. You can hide / unhide layers without deleting them from the project. You can lock layers to prevent them from being editing. You can also change the starting / ending points of objects as they display along the timeline as well as their entire duration. You can work on single or multiple layers and group layers into one as needed.



To **EXPAND / COLLAPSE** layers:

1. In the *Timeline* tab, click the right arrow next to the slide title.
2. The arrow now points down, indicating expanded layers.
3. To collapse the layers, click the down arrow again so it points right.

To **SELECT** a **SINGLE** layer:

1. In the *Timeline* tab, expand the layers if needed.
2. Click on the desired layer to select it.

To **SELECT MULTIPLE** layers:

1. In the *Timeline* tab, for:
  - a. Adjacent layers:
    - i. Click on the first layer to highlight it.
    - ii. Hold down the **Shift** key.
    - iii. Click on the last layer in the series of adjacent layers. This will select the first and last layers as well as all the layers in between them.
  - b. For non-adjacent layers:
    - i. Click on a layer to highlight it.
    - ii. Hold down the **Ctrl** key while clicking on other layers to select them.

*Note: You can select multiple layers to temporarily group them together to 'batch process' tasks that can be applied to all the selected layers simultaneously.*

To **REARRANGE** a **SINGLE** layer:

1. In the *Timeline* tab, select a layer.
2. Hold down the left mouse button and drag it up or down the stack of layers.
3. Let go of the left mouse button to drop it into place.

To **REARRANGE MULTIPLE** layers:

1. In the *Timeline* tab, select the desired layers using the Shift or Ctrl keys.
2. Hold down the left mouse button and drag the layers up or down the stack of layers.
3. Let go of the left mouse button to drop them into place.

To **HIDE / UNHIDE** a layer:

1. In the *Timeline* tab to:
  - a. Hide a layer, click the **Visible** button to change the open 'eye' icon to a closed 'eye'.
  - b. Unhide a layer, click the **Visible** button to change the closed 'eye' icon to an open 'eye'.

To **LOCK / UNLOCK** a layer:

1. In the *Timeline* tab to:
  - a. Lock a layer, click the **Unlocked** button to change the icon to a 'closed padlock'.
  - b. Unlock a layer, click the **Locked** button to change the icon to an 'open padlock'.

To **MOVE** an **OBJECT** to a new frame:

1. In the *Timeline* tab, point your cursor over the object's rectangle (which indicates its position and duration along the frame in the timeline).
2. Hold down your left mouse button to select the object's rectangle and drag.
3. Let go of the left mouse button to drop the object into its new location in the timeline.

To **INCREASE / DECREASE** an **OBJECT'S DURATION**:

1. In the *Timeline* tab, point your cursor over the left or right edge of the object's rectangle.
2. When the cursor changes to a double arrow, hold down the left mouse button and drag to change the size (duration) of the rectangle.
3. Once the rectangle indicates the desired duration (by its new size) on the timeline, let go of the left mouse button.
4. If a *Timing Rule* dialog displays, read the information and click **OK** to complete the operation.

To **DELETE** a layer:

1. In the *Timeline* tab, select a layer.
2. Press the **Delete** key on your keyboard.

*Note: If you accidentally delete a layer, press the 'Undo' button (or Ctrl+Z) to undo the action if it was your last action to restore the layer.*

## Splitting Slides

There may be times when you have a slide that you need to break a part into two slides. This is easily done with the “Split Slide” feature. Most commonly used to split video slides, this feature is also available for non-video slides too.

Here’s some information to get you started using this feature:

1. Select the slide you want to split.
2. In the *Timeline* tab, click on an interval (tick mark) along the timeline (for that slide) where you want to “split” the slide.
3. If prompted, click “Yes” to complete the split operation.
4. Repeat the steps above as needed for each split.

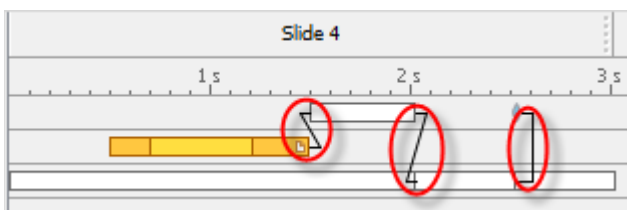
## Merging Slides

You can merge one or more sequential slides in just a few clicks. Here’s how:

1. Select the first slide by selecting its thumbnail.
2. Hold down the **Shift** key and select the last slide in the sequence of slides you want to merge. (You can merge one, two or more slides as long as they are in sequential order.)
3. Click the **Merge Slides** button.  
*Note: You will be warned if you try to merge incompatible slides.*
4. If prompted, click “Yes” to complete the merge operation.
5. Repeat the steps above as needed for each merge.

## Timing Links

Timing Links are links that connect two or more objects in the timeline. The benefit of this feature is that as you edit an object’s timing in the timeline, linked objects update.



To **UPDATE** timing links:

1. Open a project.
2. Select **Project > Project Properties** from the Menu bar.
3. The *Project Properties* dialog displays. Select **Timing** from the list.
4. In the *Maintain Slide Timing* area, select the **Enable** option.

To **ADD** a timing links:

1. In the *Timeline* tab, select the first object.
2. Hold down the **Ctrl** key and click to select the second object in the timeline. The order in which the objects are selected is the order in which the timing links will be applied.
3. Click the **Add Timing Links** button on the timeline's toolbar.
4. The *Timing Links* dialog displays. Select a *Link Type* from the list:
  - a. **End to Start:** Links end of first object to front of second object.
  - b. **Start to End:** Links front of first object to end of second object.
  - c. **Start to Start:** Links front of first object to front of second object.
  - d. **End to End:** Links end of first object to end of second object.

To **REMOVE** a timing link:

1. In the *Timeline* tab, select an object.
2. Hold down the **Ctrl** key and select the second 'linked' object.
3. Click the **Remove Timing Links** button.

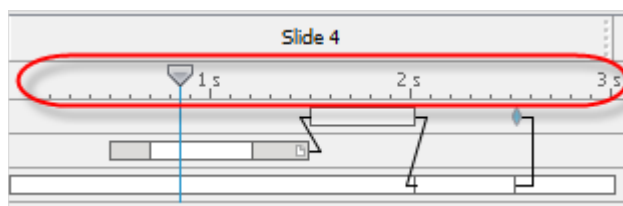
To **REMOVE ALL** timing links:

1. In the *Timeline* tab, select all the objects on the slide.
2. Click the **Remove Timing Links** button.

## Frames

The *Timeline* tab contains a “guide bar” known as a **Frames Reference Guide**. Along this guide bar, there are small “sections” known as **frames**. Each frame is divided by tickmarks into 1/10 of second intervals. The main sections of the Timeline are divided into 1 second intervals. Use this guide bar to position objects in the Timeline to determine when each will display and for how long when the project is played back.

On non-Video slides, the Background Layer contains special “key frames” where a background frame is “painted” over the entire slide. This, in combination with the Background Layer's “non-key frames” (which paint over a smaller, specific area on top of the key frame), can produce some dynamic and “attention-getting” effects.

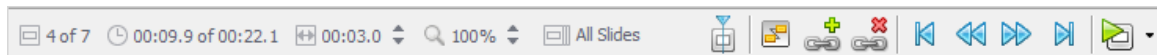


To **SELECT** a frame:

1. In the *Timeline* tab, select the desired frame so that a playhead appears.
2. All objects that exist at that interval display on the slide.
3. Manually drag the playhead along the timeline (across frames) to 'scrub the timeline' previewing the project frame-by-frame.

### Timeline Features and Tools

The *Timeline* tab contains some status information and tools right above the frames area, which are useful when working in the Timeline. These include:



- **Slide Numbers:** Indicates current slide and number of slides in the project.
- **Clock:** Indicates the duration of current slide in relation to overall project duration.
- **Slide Duration of Current Slide:** Indicates the full playtime for the current slide displayed in the Timeline, which can be increased / decreased by clicking the up / down arrows.
- **Zoom:** Signifies the current zoom of the Timeline. Use the up / down arrows to increase / decrease the zoom level of the Timeline.
- **Views:** There are two different views that can be used while working in the Timeline: All Slides or Current Slide. When the **All Slides** button displays, the Timeline view is "current slide". When the **Current Slide** button displays, the view is "all slides". Click this button to toggle between these views.
- **Split Slide:** Used to split a slide at the point where the playhead resides.
- **Maintain Slide Timing:** When 'enabled' adds timing links automatically to slide objects; when disabled it will not automatically add timing links to slide objects.
- **Add Timing Links:** Adds timing links between two selected slide objects.
- **Remove Timing Links:** Removes timing links between two selected slide objects.
- **Player Buttons:** The "VCR style" buttons are used to navigate to the first slide, previous slide, next slide and last slide of the project.
- **Preview Menu:** Use this list to select from one of four project preview options.
- **Slide Titles:** Along the top of the Frames Reference Guide are boxes containing the titles for each of the slides in the project. By default, the titles are the slide number. By dragging the edge of the "title box" you can increase / decrease the duration of the slide in the Timeline.

## Timing Commands & Rules

Understanding how ViewletBuilder8 Professional handles the “timing aspects” of objects is essential to being able to effectively work in the timeline or while setting the timing of objects through the use of dialog dialogs. Two important timing topics each author should review are ‘Timing Commands’ and ‘Timing Rules’. These are covered in the following sections.

### Timing Commands

Timing commands can be applied to a single or multiple objects on a slide. An object’s timing will determine when it will display on a slide (or on the timeline), how long it will remain displayed on a slide (or on the Timeline) and, if multiple objects display on the same slide, what timing command elements they may have in common.

For the most part, an object’s timing can be adjusted in two places, in its *Properties* dialog and while working directly in the timeline.

To **ADJUST** a message object’s **TIMING** in the **TIMELINE**:

1. In the *Timeline* tab, point your cursor over the left or right edge of the object’s rectangle in the timeline.
2. When the cursor changes to a double arrow hold down the left mouse button and drag to change the size (duration) of the rectangle.
3. Once the rectangle indicates the desired duration (by its new size) on the timeline, let go of the left mouse button.
4. If a *Timing Rule* dialog displays, read the information and click **OK** to complete the operation.

To **ADJUST** an object’s **TIMING** in the **PROPERTIES dialog**:

1. Click the desired object (from either the slide or in the timeline) to select it.
2. Click the object’s *Properties* button from the Context Sensitive Toolbar.
3. The object’s *Properties* dialog displays. In the *Timing* area, there are options for setting the object’s timing (there’s an additional selection for message objects). These include:
  - a. **Reading Speed:** Used (by default) for notes, balloons, and text boxes to display the message object from its set *Start Time* until the automatically calculated reading speed is reached.
  - b. **Manual Timing:** Used to manually set the *Start Time* and *Duration* (in seconds) for the object.
  - c. **Until End of Slide:** Used to display the object from its set *Start Time* (in seconds) until the end of the slide’s “play” time.
4. Select a *Timing* option for the object from the list.
5. Enter a number for the *Start Time* (in seconds). This will be the amount of time the object will be delayed before displaying on the slide.

6. For **Manual Timing**, enter a number for the *Duration*. This is the amount of time the object will display.
7. Click **OK** to apply the timing settings and to close the object's *Properties* dialog.

To **SYNCHRONIZE** timing for multiple objects:

1. Select the objects you want to synchronize the time of by clicking on each one while simultaneously holding down the **Ctrl** key. The first object selected will be the 'key object' from which all times are calculated.
2. The Synchronization Context Sensitive Toolbar displays. Click one of the buttons to synchronize the selected objects timing:



- a. **Same Start Time:** Set the same start time for selected objects.
- b. **Same End Time:** Sets the same end time for selected objects.
- c. **Same Start and End Time:** Sets the same start and end time for all objects based on the key object.
- d. **Display Until Last End Time:** Sets the end time for all objects to object's whose end time is the last on the slide (of those selected).
- e. **Sequence Times:** Sets the objects to display sequentially based on the selection order.

To **ADJUST** timing for a **DISPLAY OBJECT** action:

1. Select the desired object (note, balloon, text box, shape, image, etc.).
2. Click the **Events** button on the Context Sensitive Toolbar.
3. The object's *Events* widow displays. Select one of the three tabs:
  - a. **On Click:** Set actions to occur when user clicks the object.
  - b. **On Rollover:** Set actions to occur when user rolls mouse over object.
  - c. **On Rollout:** Set actions to occur when user rolls mouse off object.
4. Click the **Add** button.
5. The *Action* dialog displays. Select **Display Object** from the *Action Type* list.
6. Select an object from the **Select an object on the slide to display** list.
7. In the *Duration* area, select a timing command.
8. Click **OK** to close the *Action* dialog.
9. Click **OK** to close the object's *Events* dialog.

### Timing Rules

Each object has a Timing Rule associated with it. Timing Rules automatically control how the timing for that object associated with it is calculated. Timing Rules differ from “timing synchronization commands” in that synchronization commands make a one-time adjustment whereas Timing Rules are applied globally.

To understand Timing Rules better, let’s take a look at an example. A simple timing rule is “Reading Speed”, which insures that the duration of a message object is calculated from the number of words or characters in a message object and the reading speed set in the *Project Properties* dialog (*Project > Project Properties > Timing*). This rule is automatically and globally applied to all message objects, so that each note, balloon and text box displays only as long as calculated reading speed allows.

To help standardize object timing, there are several Timing Rules available (each described in the previous “Timing Commands” section of this chapter):

- **Manual:** An object’s timing is calculated manually, meaning the user has full control over the start time and duration.
- **Reading Speed:** Applies to message objects (notes, balloons, text boxes), the duration is calculated based on the reading speed set in the *Project Properties* dialog and the number of words or characters in the message object. The start time for the message object is adjustable without affecting this rule.
- **Until End of Slide:** An object displays from a user-defined start time until the end of the slide. The start time is adjustable without affecting this rule.
- **Display Object Action:** Used for objects displayed due to an event which triggers the “Display Object” action. You can use any “available” Timing Rule for the object that is to be displayed.

Each time you attempt to change an object’s timing, a *Timing Rule Change* dialog will display if you are breaking the rules for the Timing Rule currently associated with the object. If this happens, read the information in the dialog carefully before proceeding.

### Video Layer Editing

When you create a new *Video Capture Project* or insert new *Video* slides, your captures will be converted to slides containing video layers on the timeline. When the video slide thumbnail is selected, it displays in the Slide Editing area. Like other slides, you can add slide elements the video such as balloons, notes, highlights, etc. directly while working on the slide. And, like other slides, you determine where the slide objects will display (and for how long) by working with the timeline.

So, for the most part, editing a video slide is the same as any other slide. However, there are some exceptions to the rule while working with the timeline. Let’s take a look at these.

When a new video capture slide is created, it is made up of layers, which might include (at a minimum):



- Cursor Path
- Video
- Sound Layer

### ***Cursor Path Layer (Video Slide)***

Along the timeline, the Cursor Path is synched with the video layer. For this reason, you will NOT be able to edit all of the elements that make up the cursor animation. You can, however:

- Change the cursor's style
- Add a Shadow to cursors
- Change the cursor path from straight to curved and visa versa
- Lock points along the cursor layer
- Move the position of the cursors on the slide at any interval (selected frame) along the timeline
- Drag the position of any transitional cursor (indicated by blue circle) along the cursor path
- Remove the cursor path entirely
- Hide / display the layer
- Lock the layer to prevent it from being edited

You will not be able to:

- Add new cursors
- Move the position of the cursors along the timeline
- Change the duration of the cursors along the timeline
- Add more points along the cursor path
- Edit (add/remove) cursor click sounds

### ***Video Layer (Video Slide)***

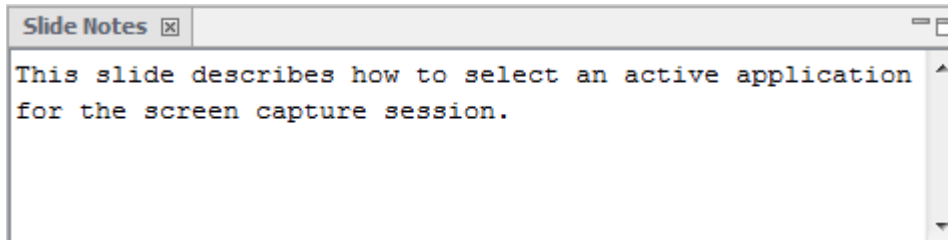
Along the timeline, the video layer is synched with the Cursor Path layer, if cursor animation was captured during the recording session. Therefore, you will not be able to edit the "background frames" (images) that occur along the timeline on the video layer. Nor will you be able to "move" the position of frames along the video layer. You can, however, add various slide elements (such as notes, balloons, etc.) at various frames along the timeline on this slide and hide and lock the layer as needed. You can also split video slides using the applicable buttons on the timeline.

### ***Sound Layer (Video Slide)***

A Sound Layer is created if sound was enabled during capture and added to the project's video slide. Initially, this layer is in synch with the video layer, but the sound layer can be edited. For example, you can change where the sound will start playing along the timeline by moving it. You can also insert recorded or imported sound clips as additional layers. If you have multiple Sound layers, any sections that overlap (with the various Sound layers) will result in multiple sounds playing back (at the overlapping frames) at the same time. And, of course, the Sound layer may also be hidden or locked as needed.

## SLIDE NOTES TAB

The *Slide Notes* tab displays, by default, below the Slide Editing area. In this tab, you can add presenter notes, which can be printed out for you and your audience. The *Slide Notes* tab can also be used as a collaboration tool by adding editing notes (not part of the actual slide) when working with a team of authors on the same project. These notes can be displayed or hidden inside ViewletBuilder8 Professional (and printed) as needed.



To **DISPLAY** the *Slide Notes* tab:

1. Select **View > Tabs > Slide Notes** from the Menu bar.
2. Click the *Slide Notes* tab to access its features.

To **ADD TEXT**:

1. Select a slide and then click on the *Slide Notes* tab.
2. Click inside the text field to add slide notes text.

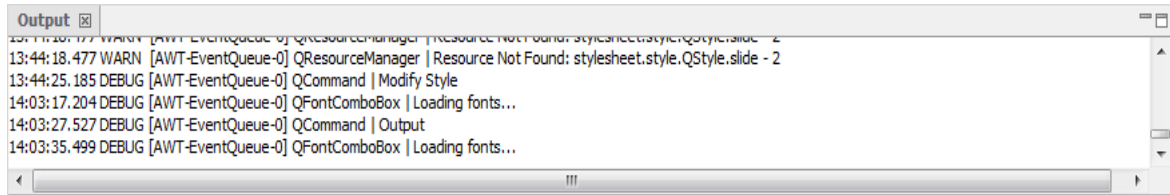
To **Print** slide notes:

1. Select **File > Page Layout** from the Menu bar.
2. The *Page Layout* dialog displays. In *Slide View Layout* in the *Options* area, select the **Slide Notes** option.
3. Click **OK** to save this option. Each time you print slides using the *Slide View Layout*, the slide notes will be printed below the image of each slide.

*Note: Use these same steps if modifying the Page Layout > Slide View Layout options when printing directly from the Publishing dialog.*

## OUTPUT TAB

The *Output* tab contains a record of information that can help Qarbon find and correct ViewletBuilder8 Professional programming errors. The information that is recorded in this tab is determined by preferences set up for ViewletBuilder8 Professional.



To **ACCESS** the *Output* tab:

1. Select **View > Tabs > Output** from the Menu bar.
2. Click the *Output* tab to access its features.

To **LOCATE THE LOG FILE** containing the information also displayed in the *Output* tab:

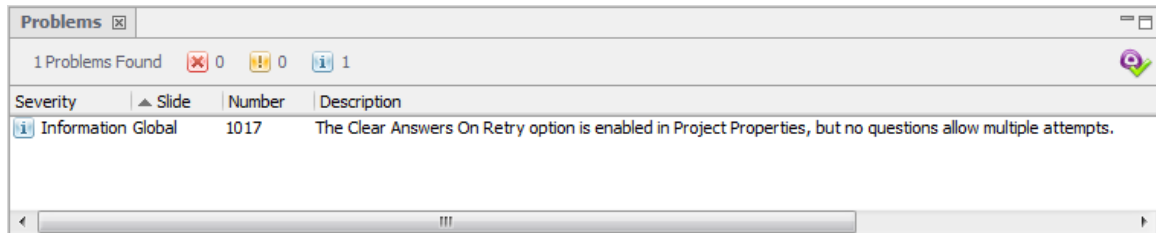
1. Select **Edit > Preferences** from the Menu bar.
2. In the *Preferences* dialog, select the *Logging* tab.
3. In the *Log File* area, the path to where the log file is saved displays in the *File* field. If you can't see the entire path to the file, click the **Browse** button next to the *File* field.

To **CLEAR** the *Output* tab:

1. Select **Edit > Preferences** from the Menu bar.
2. In the *Preferences* dialog, select the *Logging* tab.
3. In the *Output* area, click the **Clear Output Window** button.

## PROBLEMS TAB

The *Problems* tab allows you to validate your project for potential issues. The Qarbon Dev Team created a “Top 25” list of things that could possibly go wrong with a project—those that have generated a lot of support tickets in the past. Armed with this information, a new project validation tool was created to check for these potential issues.



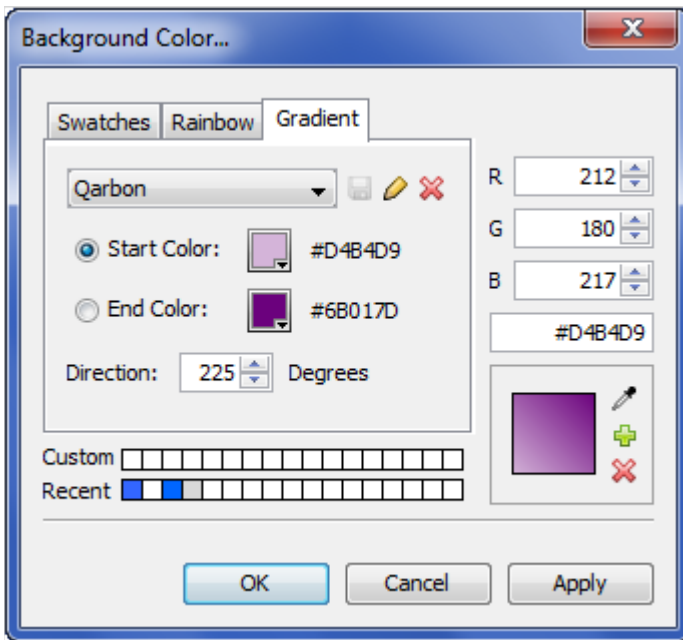
Let's see how this might work. For example, on a quiz slide, you might forget to mark the correct response for the question. Believe it or not, this is a common mistake. And, because of this, you wonder why your Viewlet is not scoring results correctly. Using this validation feature, you can find the issue and provide the solution a lot quicker than in previous versions.

To run **PROJECT VALIDATION** from the *Problems* tab:

1. Select **View > Tabs > Problems** from the Menu bar.
2. In the *Problems* tab that displays, click the **Click here** link to run project validation.
3. The validation results are listed.
4. Read through the list of issues and correct them as needed.
5. Click the **Validate Project** button (right side of tab) to rerun project validation.
  - a. Resolved issues are removed from the list.
  - b. If all issues are resolved, a **No Problem Found** message displays at the top of the tab.

## Color Dialog

A background color is the color used to “fill” a project element such as a shape, message object, slide, etc. A border color is the color used as the “line” color around a slide object such as a shape, image, etc. When working with background and/or border color options, you have various choices to make. This chapter provides general instructions when working with background color and border color while editing your Viewlet project.



### BACKGROUND COLOR

A Background Color can be applied to various elements within your project including slides, balloons, notes, highlights, lines, arrows, etc. When available, the Background Color is the color used to “fill” the selected element.

To set a Background Color:

1. Click the **Background Color** button.
2. In the *Background Color* screen that displays, select one of the tabs (Swatches, Rainbow).
  - a. **Swatches** (tab)
    - Use the swatches area to click on a color of choice.
    - Or, type in an R-G-B or Hexadecimal number for the desired color.
    - Or, move the “eye dropper” over the desired color and click to select it as the color of choice.
    - To add a color to the **Custom** choices, select the desired color then click the green “plus” icon.

- To remove a color from the Custom list, select the color and click the “red X” (under the green “plus” icon).
- b. **Rainbow** (tab)
- Use the rainbow palette area to click on a color of choice.
  - Or, type in an R-G-B or Hexadecimal number for the desired color.
  - Or, move the “eye dropper” over the desired color and click to select it as the color of choice.
  - To add a color to the **Custom** choices, select the desired color then click the green “plus” icon.
  - To remove a color from the Custom list, select the color and click the “red X” (under the green “plus” icon).
3. Once the color is selected, click **OK** to close the dialog and apply it.

### **BORDER COLOR**

A Border Color can be applied to the lines that “border” various slide elements such as images, shapes, etc.

To set a Border Color:

1. Click the **Border Color** button. The *Border Color* screen displays.
2. Follow the same instructions found in steps 2 and 3 as previously outlined for “Background Color” to select a Border Color (substituting the *Border Color* screen for the *Background Color* screen).

### **GRADIENT COLORS**

In the *Color* dialog, there is a *Gradient* tab where you can create, edit and apply custom gradients to slide background colors.


There are several gradients pre-installed and are available from the drop-down list:

You can select a pre-installed gradient from the list, rename a gradient, create/save new gradients or delete gradients that you no longer need. This section highlights the basics of working with gradient colors.

#### **Select a Gradient for the Slide Background Color**

1. Select the slide you want to use for the gradient.
2. Click the **Background Color** button.
3. Select the **Gradient** tab.
4. Select a gradient from the drop-down list.
5. Click **OK** to apply it to the slide.

**Create a New Gradient**

1. In the *Gradient* tab (*Background Color* dialog), select *Unnamed Gradient* from the drop-down list.
2. Select a **Start Color** by clicking the **Start Color** button. In the dialog that displays, select a color and click **OK** to save the selection and to close the dialog.
3. Select an **End Color** by clicking the **End Color** button and, using the same steps you did when choosing a Start Color, select an End Color in the dialog that displays, clicking **OK** to save the selection and to close the dialog.
4. When both colors are selected, make sure to take a look at the **Preview** area, which displays the current gradient effect for the selected colors.
5. Use the up/down arrows to change the **Direction** of the gradient. Watch the Preview area as you change the “degrees”.
6. Once you are satisfied with your selections, click the **Save**  button. The **Save “Unnamed” Gradient** dialog displays.
7. Enter a name for the gradient and click **OK** to save it. The new gradient is saved to the list for future use.

**Rename a Gradient**

1. In the *Gradient* tab (*Background Color* dialog), select a gradient from the drop-down list.
2. Click the **Rename Gradient** button.
3. In the **Rename Gradient** dialog that displays, modify the name as needed.
4. Click **OK** to save the changes and to close this dialog.

**Remove a Gradient**

1. In the *Gradient* tab (*Background Color* dialog), select a gradient from the drop-down list.
2. Click the **Remove Gradient** button. Be careful when removing a gradient because once you click the removal button, the gradient is permanently removed/deleted from the drop-down list.

## Cursor Management

Cursor animation is a fundamental component of most Viewlet projects. Understanding the basics of how cursor movement is captured, the different parts that make up the actual slide-to-slide cursor animation and how to edit cursor movement is an important Viewlet authoring skill, which is essential for creating attention getting, dynamic Viewlets.

On a Video slide, the cursor layer works very much the same as it does on other project slides (non-Video slides). However, since the Cursor Path on a Video slide is intended to be “in sync” with the Video layer, certain elements on it cannot be edited.

### THE MOUSE TAB

The *Mouse* tab in the *Capture Options* dialog is available for Viewlet authors when setting up or modifying **Capture Profile** options for new screen or video capture projects or when inserting new screenshots or video captures into existing projects. In the *Mouse* tab, you have options for capturing cursor movement during a screenshot session and also the option to capture screenshots on mouse click action.

The screenshot shows the 'Mouse' tab selected in the 'Capture Options' dialog. The 'Mouse' tab is circled in red. The dialog is divided into two main sections: 'On Mouse Click - Add to Slide' and 'Mouse Timing'.

**On Mouse Click - Add to Slide**

- Click Here Annotations
- Cursor Simulation
  - Cursor Clicks
  - Drag to Here Annotations
  - Mouse Drag Animation
  - Curved Cursor Path
  - Transition Cursors
- Click Zone Assessment
- Don't Add Cursor Simulation or Click Zone

**Mouse Timing**

Delay Before Click:	0.50	seconds
Delay After Click:	0.50	seconds
Double Click Speed:	0.10	seconds
Delay After Drag:	1.00	seconds



## Screen Capture Projects

### ***Accessing the Mouse Tab***

1. Select **File > New** from the menu bar.
2. The *Create New Project* dialog displays. Select **Screen Capture Project** from the new project type list.
3. Select a profile from the list of **Capture Profiles** to use for the screenshot session.
4. Click the **Modify** button.
5. The *Capture Options* dialog displays. Select the *Mouse* tab.

*Note: You can access the “Mouse” tab to set up cursor options prior to creating a new Screen Capture Project or right before inserting new screenshots into an existing project by adding a new “Capture Profile” or by selecting an existing “Capture Profile” and clicking “Modify” to display the “Capture Options” dialog where the “Mouse” tab is located.*

### ***Capturing Cursor Movement During Capture Session***

1. In the *Capture Options* dialog (accessed when adding or modifying Capture Profiles), select the *Mouse* tab.
2. In the *On Screen Capture – Add to Slide* area:
  - a. Select the **Cursor Simulation** option.
  - b. If you want to allow the cursor to follow a curved path (for added visual interest during playback), select the **Curved Cursor Path** option.
3. Click **OK** to close the *Capture Options* dialog.

### ***Disabling Cursor Animation Capture During Capture Session***

1. In the *Capture Options* dialog (accessed when adding or modifying Capture Profiles), select the *Mouse* tab.
2. In the *On Screen Capture – Add to Slide* area, select the **Don’t Add Cursor Simulation** option.
3. Click **OK** to close the *Capture Options* dialog.

### ***Enabling Mouse Click Capture During Manual Capture Session***

1. In the *Capture Options* dialog (accessed when adding or modifying Capture Profiles), select the *Mouse* tab.
2. In the *Mouse Click Capture* area to:
  - a. Enable mouse click capture of screenshots during a capture session, select the **Mouse Clicks Capture Screenshots**.

- b. Select the **Include Right Mouse Button** to enable additional right click mouse click of screenshots capability during the recording session.
3. Click **OK** to close the *Capture Options* dialog.

### Cursor Indicators (Red, Green, Blue)

When you look at a slide that contains cursor movement, you will see cursors indicated by (at a minimum) a “green” circle and a “red” circle. These two cursor circle indicators are connected by a “dotted” line. And, there may be times when you see a “blue” circle along the dotted line connected the green and red circles. Let’s take a look at what these all mean:



**Green Circle:** A green circle around a cursor signifies the starting position of the cursor on a cursor path.



**Red Circle:** A red circle signifies the ending position of a cursor on a cursor path.



**Blue Circle:** A blue circle signifies the point on the cursor path where the cursor will change shape before it reaches its destination.

### Cursor Path

The “dotted line” between the green circle and the red circle is known as the “cursor path”. This is the path the cursor travels during its animation (while moving from one slide to the next slide). A basic path starts at the green circle and ends at the red circle. A more complicated path includes points along the cursor path where the cursor may change direction or cursor style. Elements of the cursor path may be edited.

In some cases, there may be “points” along the cursor path. These points may be a “blue circle” cursor indicator where the cursor changes shape before it reaches the end of the cursor path. Or, the cursor path may contain “red points” that indicate a change in direction along the cursor path. You can edit these points by dragging them along the cursor path. Or, to change the direction the path takes, simply “pull” the point to change the cursor path’s direction.



To **move a green circle** (starting cursor position) on the cursor path:

1. Click on the green circle.
2. While holding down your left mouse button, drag the green circle to where you want it to reside on the slide.
3. Let go of the left mouse button to drop it into place.

To **move a red circle** (ending cursor position) on the cursor path:

1. Click on the red circle.
2. While holding down the left mouse button, drag the red circle to where you want it to reside on the slide.
3. Let go of the left mouse button to drop it into place.

To **move a blue circle** (where cursor changes shape on cursor path) on the cursor path:

1. Click on the blue circle.
2. While holding down the left mouse button, drag the blue circle to where you want the cursor to change its shape on the cursor path.
3. Let go of the left mouse button to drop it into place.

To **add a “red point”** to the cursor path:

1. Click the green circle to select it.
2. Click the **Add Point to Cursor Path** button on the Context Sensitive Toolbar. A “red point” will display on the cursor path, ready for editing.

To **move a “red point”** along the cursor path:

1. Click on the red point.
2. Hold down the left mouse button and drag it along the cursor path.
3. Let go of the left mouse button to drop it into place.

To change a **single cursor path from straight to curved or curved to straight**:

1. Click the green circle to select it.
2. To change the cursor path to straight, click the **Move the cursor in a straight path** button on the Context Sensitive Toolbar.
3. To change the cursor path to curved, click the **Move the cursor in a curved path** button on the Context Sensitive Toolbar.

To **globally change all cursor paths** within the project to straight or curved:

1. Click the green circle to select it.
2. To change all cursor paths in the project to straight, click the **Straight Path – All Slides** button on the Context Sensitive Toolbar.
3. To change all cursor paths in the project to curved, click the **Curved Path – All Slides** button on the Context Sensitive Toolbar.

To **remove a “red point” or “blue circle”** from the cursor path:

1. Click on the “red point” or the “blue circle” to select it.
2. Press the **Delete** key on the keyboard to delete it. Or, right click and select **Delete** from the shortcut menu.

To **remove all cursor paths**:

1. Select one of the cursors to activate the Cursor Context Sensitive Toolbar.
2. Select the **Remove All Cursor Path** button along the toolbar.
3. When prompted “Are you sure you want to remove all cursor paths?” click **Yes**.

### Cursor Style

ViewletBuilder8 Professional comes with a library of the most common cursor styles used in Viewlet projects. Cursor styles captured during screenshot sessions are added to the cursor style library. Once captured, cursors can be changed in a project as desired by selecting a different style from the cursor style library.

To **ADD** cursors to a slide that does not contain a cursor:

1. Click the **Insert Cursor** button from the Object Toolbar. Or, from the **Insert** Menu or right click shortcut menu, select **Cursor**. A cursor will display on the slide, ready for editing.

To **CHANGE** the cursor style:

1. Click on the cursor to select it.
2. Click the **Cursor Style** button from the Context Sensitive Toolbar.
3. The *Cursor Style* dialog displays. Click on a style to select it.
4. Click **OK** to apply the new cursor style.

To **DELETE** a cursor from a slide:

1. Click the green circle to select the cursor.
2. Press the **Delete** key from the keyboard and the cursor, along with the cursor path, will be removed from the slide.

*Note: The “Insert Cursor” button on the Object Toolbar acts like a “toggle switch”. If a cursor is displayed on the slide, click the “Insert Cursor” button to remove it. Click the button again to insert a cursor back on the slide.*

### Cursor Path Layer

If a slide contains cursor animation, then along the Timeline you will see a **Cursor Path** layer. This layer will always be the uppermost layer in the stack of layers and cannot be moved down in the stack. You can edit the green circle and any red points along the cursor path by selecting the appropriate section on this layer. And, you can use this layer to “tweak” the duration of the cursor animation as it plays to the next slide.

## Notes, Balloons, Text Boxes

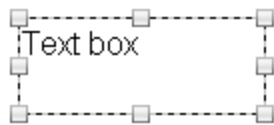
ViewletBuilder8 Professional allows you to add impact to your Viewlet projects with notes, balloons and text boxes. These slide elements are also referred to as messages. Here are some 'best practices' for these elements:



**Note:** A note is used to “introduce” a topic or action that is about to occur. It is also used in situations when you want to make sure the viewer takes notice of some important content such as special information, a tip or trick, or even a “warning” of some type.



**Balloon:** A balloon is used to “point out” an area of the screen or an action. For example, a balloon may contain text that discusses different areas of the screen while using its “pointer” to point at the area being discussed. Or, more commonly, a balloon may point at a button or text entry field with instructions for the viewer to “interact” with the Viewlet.



**Text Boxes:** A text box is used to “seamlessly blend” text into its background, whether it be the slide itself, a shape or an image or even other text. Text boxes are also used as the “question” box for quiz and survey question types.

### AUTHORING PREFERENCES

As described earlier in this guide, you can set the default ‘text editing’ preference when setting up preferences for your authoring application. This will determine the default method your application will initially use when you work with notes, balloons, and text boxes, however, you can switch between text editing methods while working on your project.

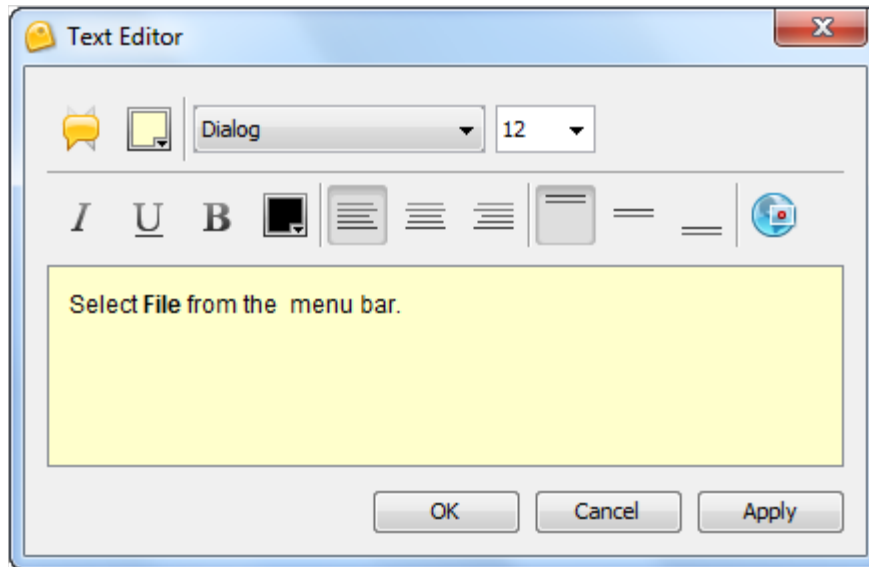
#### Edit in Place

This is the “classic” message editing method used in previous versions. This method allows you to edit text directly in the note, balloon, or text box (without opening a dialog). It also allows you to change the Message objects attributes using various buttons on the object’s Context Sensitive Toolbar (when the object is selected and not in text editing mode).



## The Text Editor

The **Text Editor** offers an alternative way to editing message objects in ViewletBuilder8 Professional all within the same dialog.



When the “Text Editor” option is used, an editor dialog displays when you are in text edit mode. Inside the *Text Editor* dialog, you can use the:

- **Message Type** button to change the object’s style and type.
- **Background Color** button to change the object’s fill color.
- **Font** list and **Font Size** list to change the text font type and size.
- **Italic**, **Underline**, or **Bold** button to change text attributes.
- **Text Color** button to change selected text color.
- Alignment buttons to **Left Align**, **Center Align**, **Right Align**, **Top Align**, **Middle Align** or **Bottom Align** selected text.
- **Hyperlink** button to turn selected text into a clickable hyperlink.
- **Text edit** field to select text to edit or to select text to apply any of the available text attributes (font, font size, italic, bold, underline, color, alignment, hyperlink).
- **OK** button to save edits in the dialog.
- **Cancel** button to exit the dialog without saving any changes.
- **Apply** button to apply changes without exiting the dialog.

To **open the “Text Editor”** from the Context Sensitive Toolbar or “right click” menu:

1. Select the Message object you want to edit by single clicking it to select it.
2. Click the **Text Editor** button on the Context Sensitive Toolbar,

OR

3. Right click on the Message object and select **Open in Text Editor** from the shortcut menu.
4. The *Text Editor* dialog displays. Make edits as needed and click **OK** to save changes and to close the dialog.

While working with Message objects, you will find the process and options used during the “editing” operation will be basically the same for each object whether it is a note, balloon or text box.

To **insert a Message** object on a slide:

**Note:**

1. Click the **Insert Note** button on the Object Toolbar.
2. If you selected for “message editing”:
  - a. Edit in Place: A note object will display on the slide with a “blinking cursor” inside it. This indicates the note is ready for you to start typing in it.
  - b. Text Editor: The *Text Editor* dialog displays. Make your selections for the text using the available buttons (font, font size, etc.) and type your text in the “text edit” field. Click **OK** to save the information and the note will be inserted on the slide.

**Balloon:**

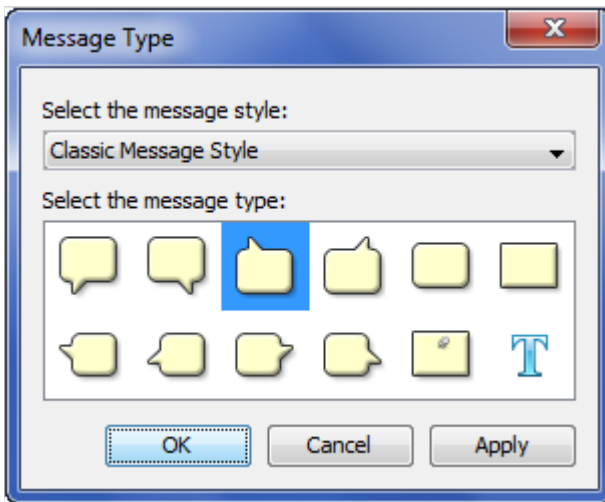
3. Click the **Insert Balloon** button on the Object Toolbar.
4. If you selected for “message editing”:
  - a. Edit in Place: A balloon object will display on the slide with a “blinking cursor” inside it. This indicates the balloon is ready for you to start typing in it.
  - b. Text Editor: The *Text Editor* dialog displays. Make your selections for the text using the available buttons (font, font size, etc.) and type your text in the “text edit” field. Click **OK** to save the information and the balloon will be inserted on the slide.

**Text Box:**

5. Click the **Insert Text Box** button on the Object Toolbar.
6. The cursor changes to a cross-hair shape. Move the cursor over the slide and click where you want to “anchor” one corner of the text box. Hold down the left mouse button and draw the text box on the slide.
7. If you selected for “message editing”:
  - a. Edit in Place: A text box object (surrounding by a “bounding box” that looks like a “dotted rectangle” with gnodes (grab handles) for resizing the box) will display on the slide with a “blinking cursor” inside it. This indicates the text box is ready for you to start typing in it.
  - b. Text Editor: The *Text Editor* dialog displays. Make your selections for the text using the available buttons (font, font size, etc.) and type your text in the “text edit” field. Click **OK** to save the information and the text box will be inserted on the slide.

**MESSAGE OBJECTS****Styles and Type**

Once you insert a Message object on a slide, you can change its “style” and its “type” at any time without recreating it from scratch. The process for doing this is the same for all Message objects.



To change object’s style and / or type:

**Using “Edit in Place” message editing:**

- Single click the message object to select it.
- Click the **Message Type** button on the Context Sensitive Toolbar.



- The *Message Type* dialog displays. Select:
  - A “message style” from the first list.
  - A “message type” from the second list.
- Click **OK** to save and apply the selections.

#### Using “Text Editor” message editing:

- Double click the Message object.
- The *Text Editor* dialog displays. Click the **Message Type** button.
- The *Message Type* dialog displays. Select:
  - A “message style” from the first list.
  - A “message type” from the second list.
- Click **OK** to save selections and to close the *Message Type* dialog.
- Click **OK** to close the *Text Editor* dialog and to apply changes.

#### Background Color

You can change the background color of a note or balloon while the Message object is selected (using the “Edit in Place” message editing method) or from inside the *Text Editor* dialog.

#### Edit in Place

To **CHANGE** the background color of a note or balloon:

1. Single click the note or balloon to select it.
2. Click the **Background Color** button on the Context Sensitive Toolbar.
3. The *Background Color* dialog displays. Make your color selections in either the *Swatches* or *Rainbow* tab.
4. Click **OK** to apply the selected color to the Message object.

#### Text Editor

To **CHANGE** the background color of a note or balloon:

1. Double click the note or balloon to open the Text Editor.
2. In the *Text Editor* dialog, click the **Background Color** button.
3. The *Background Color* dialog displays. Make your color selection in either the *Swatches* or *Rainbow* tab.

4. Click **OK** to save the selection and to close the *Background Color* dialog.
5. Click **OK** to close the *Text Editor* dialog and to apply the selected color.

### Alignment Tools

When the Message object is selected (not in text edit mode), three object “alignment” buttons display on the Context Sensitive Toolbar. These buttons can be used to align a selected Message object on the slide.

To **ALIGN** a Message object on a slide:

1. Single click on the desired Message object.
2. Click the:
  - a. **Center Horizontally** button to horizontally center the selected object on the slide.
  - b. **Center Vertically** button to vertically center the selected object on the slide.
  - c. **Center** button to center (both horizontally and vertically) the selected object on the slide.

### Text Options

While working with Message objects (notes, balloons, text boxes), you will want to customize the various attributes that can be applied to the textual content. Text options include: font, font size, attributes (italic, bold, underline), text color, text alignment within the Message object and hyperlink capability. Each of these options is available while editing text using:

- **Edit in Place:** Double click the Message object so that a “blinking cursor” displays inside it. This indicates you are in “text edit” mode and a Context Sensitive Toolbar is available with various buttons for text editing options.
- **Text Editor:** Double click the Message object to open the *Text Editor* dialog. The text option tools are available within this dialog (as shown in the image below).

To **EDIT** text in a Message object:

1. **Double click** on the Message object. Depending on the “message editing” method used, either a Context Sensitive Toolbar (for “Edit in Place” message editing) or a *Text Editor* dialog (for “Text Editor” message editing) displays.
2. Highlight the text you want to edit (either in the Message object itself or within the text edit field in the *Text Editor* dialog).
3. Click the applicable option to make the desired text edit:
  - a. **Font:** Select a new font from the *Font* list.
  - b. **Font Size:** Select a new text size from the *Font Size* list.
  - c. **Italic:** Click the **Italic** button to set the selected text in italics.

- d. **Underline:** Click the **Underline** button to underline the selected text.
  - e. **Bold:** Click the **Bold** button to bold the selected text.
  - f. **Text Color:** Click the **Text Color** button. In the *Text Color* dialog, select a color from either the *Swatches* or *Rainbow* tab then click **OK**.
  - g. **Left Align:** Click the **Left Align** button to left align the text in the Message object.
  - h. **Center Align:** Click the **Center Align** button to center the text in the Message object.
  - i. **Right Align:** Click the **Right Align** button to right align the text in the Message object.
  - j. **Top Align:** Click the **Top Align** button to align the text at the top of the Message object.
  - k. **Middle Align:** Click the **Middle Align** button to align the text in the middle of the Message object.
  - l. **Bottom Align:** Click the **Bottom Align** button to align the text at the bottom of the Message object.
  - m. **Hyperlink:** Click the **Hyperlink** button. In the *Hyperlink* dialog that displays, make your selections as required and click **OK** to close the dialog.
4. To exit text edit mode while using the message editing option:
    - a. **Edit in Place:** Click off the Message object to deselect it.
    - b. **Text Editor:** Click **OK** to save the changes and to close the *Text Editor* dialog.

## Resizing

ViewletBuilder8 Professional offers an option on the message object's Context Sensitive Toolbar that allows you to automatically resize the message object as text is edited. This feature can be enabled / disabled at will.

To **ENABLE** "automatic" resizing of a Message object as you edit text:

1. Click on the Message object to load its Context Sensitive Toolbar.
2. Click the **Automatically size message to fit when editing** button.
3. **Double click** to Message object to enter "text edit" mode.
4. If you selected for "Text Editing":
  - a. Edit in Place: As you edit text, the object automatically resizes as you type directly in the Message object.
  - b. Text Editor: The *Text Editor* displays. Once you click **Apply** or **OK** to save the text edits, the Message object will be automatically resized.

To **MANUALLY** resize a Message object:

1. Single click on the Message object to select the object itself (not in text edit mode). A “bounding box” (dotted rectangle) will display around it.
2. Move your cursor over one of the gnodes (grab handles). When the cursor changes to a “double arrow” shape, hold down the left mouse button and drag to resize the Message object.
3. Let go of the left mouse button to complete the resizing action.

### Miscellaneous Features

To **MOVE** a Message object on a slide:

1. Click the object to select it so that a “bounding box” (dotted rectangle) displays around it.
2. Point your cursor over the selected Message object. When the cursor changes to a “hand” shape, hold down your left mouse button and drag the object to its new location on the slide.
3. Let go of the left mouse button to drop the object into place.

To **ATTACH AUDIO** to a Message object:

1. Click the object to select it so that a “bounding box” (dotted rectangle) displays around it.
2. Click the applicable **Attach Sound** button on the Context Sensitive Toolbar.
3. In the *Sound* dialog that displays, insert or record a sound file.
4. Click **OK** to save the sound file and attach it to the Message object.

To **ADD A SHADOW** to a message object:

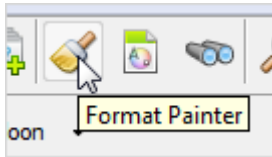
1. Select the message object (note, balloon or text box) so the object itself is selected (and you are NOT in text edit mode).
2. Click the **Shadow Properties** button.
3. Make your selections in the *Shadow Properties* dialog and click **OK** to apply.

To **REMOVE** a Message object from a slide:

1. Click on the Message object to select it.
2. Click the **Delete** button on the Context Sensitive Toolbar. The selected object will be deleted.

## Format Painter

The Format Painter may be used to quickly change text properties in notes, balloons and text boxes. It can also be used to change properties of a shape object's border (color, width) and fill color based on another shape.



To use the Format Painter to apply text attributes from one message object to another:

1. Make your changes to text in your message object.
2. Click on the text (or click anywhere inside the text) that will be copied from.
3. Click the **Format Painter** button.
4. Click on subsequent text objects to apply this formatting from the first selection.
5. Continue clicking on text on the current or any other slide to apply the formatting.
6. When you are finished, click the **Format Painter** button to deselect it.

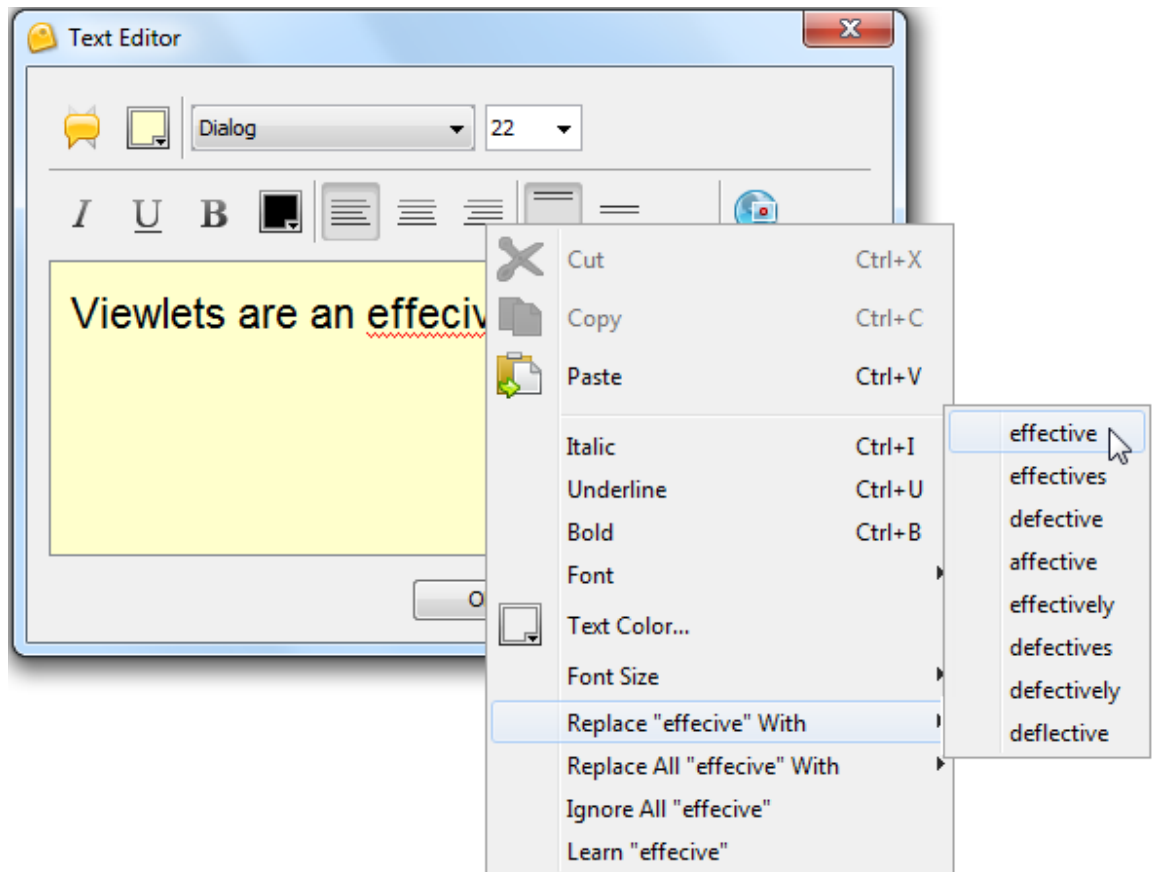
To use the Format Painter to copy a shape's attributes and apply them to other shapes:

1. Make your changes to the shape as desired and then make sure it is selected.
2. Click the **Format Painter** button.
3. Click on subsequent shapes to apply the formatting.
4. When you are finished, click the **Format Painter** button to deselect it.

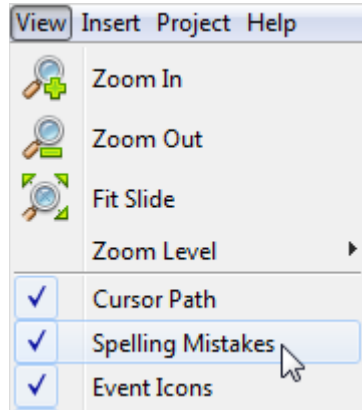
## Dictionary, Spell Check, Search and Replace

ViewletBuilder8 Professional offers various tools to help you make sure that your content is accurate, typos are caught and corrected, and grammar rules are followed. These features include:

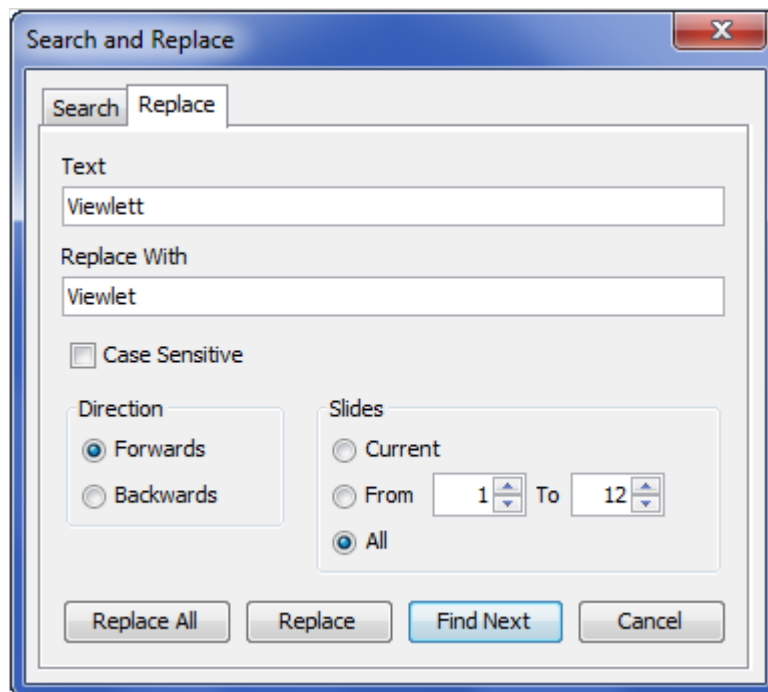
- **Dictionary:** Set your dictionary to one of several languages. The dictionary helps you catch unwanted typos and allows you to build it for more complex content by adding custom words.



- **Spell Check:** Enable the “Spelling Mistakes” option from the View menu to automatically check text in message objects against the selected dictionary. Incorrectly spelled words, or words not recognized by the dictionary, will be quickly identified by a red, squiggly underline.



- **Search and Replace:** Use this tool to quickly search for and replace a specific word (or even a phrase) on a message by message basis or throughout the entire project.



To **SET** your dictionary and spell check preferences:

1. Select **Edit > Preferences** from the menu bar.
2. Select the *Spelling* tab.
3. Select a language to use for the spell check dictionary from the list.
4. Select additional options for the spell check as needed.

To **ENABLE / DISABLE** the Spell Check tool:

1. To enable the Spell Check tool, select **View > Spelling Mistakes** from the menu bar.
2. When a word is incorrectly spelled or is not recognized by the selected dictionary, it will be designated with a “red squiggly underline”.
3. To disable the spell check tool, select **View** from the menu bar.
4. If the **Spelling Mistakes** option has a checkmark next to it, click it to remove the checkmark to deselect the tool.

To **CORRECT A TYPO** using the right click menu:

1. Click anywhere in the text where the typo appears (as indicated by the red squiggly underline).
2. **Right click** to display the shortcut menu.
3. At the bottom of the shortcut menu, select the appropriate option:
  - a. **Replace:** Select this option to display a list of suggested words to use to replace the “selected” incorrect text.
  - b. **Replace All:** Select this option to display a listed of suggested words to use to replace all instances of the “selected” incorrect text throughout the entire project.
  - c. **Ignore All:** Select this option to ignore all instances of the “selected” incorrect text throughout the project.
  - d. **Learn:** Select this option to add the “selected” incorrect text to the dictionary.

To **Search and Replace:**

1. Click the **Search and Replace** button on the Main Toolbar.
2. The *Search and Replace* dialog displays. Two tabs are available: *Search* and *Replace*.
3. To search for a specific word or phrase:
  - a. Select the *Search* tab if it is not already selected by default.
  - b. In the *Text* field, type in the word or phrase you want to search for.
  - c. Select the **Case Sensitive** option to narrow results.



- d. In the *Direction* area, select **Forwards** to search from this point in the project forwards, or select **Backwards** to search from this point in the object backwards.
  - e. In the *Slides* area, select:
    - i. **Current** to search the current slide.
    - ii. **From** and enter a number in each of the fields provided to search from a specific slide to a specific slide based.
    - iii. **All** to search all slides within the project.
  - f. Click the **Find Next** button to start the search operation.
4. To replace a specific word or phrase:
- a. Select the *Replace* tab.
  - b. In the *Text* field, type in the word or phrase you want to search for.
  - c. In the *Replace With* field, type in the word or phrase you want to use as the replacement text.
  - d. Select the **Case Sensitive** option to narrow results.
  - e. In the *Direction* area, select **Forwards** to search from this point in the project forwards, or select **Backwards** to search from this point in the object backwards.
  - f. In the *Slides* area, select:
    - i. **Current** to search the current slide.
    - ii. **From** and enter a number in each of the fields provided to search from a specific slide to a specific slide based.
    - iii. **All** to search all slides within the project.
  - g. Once all the information is entered / selected in the *Replace* tab, click the:
    - i. **Replace All** to search for and replace all instances of the text with the text provided.
    - ii. **Replace** to replace the currently “selected” text found after clicking the **Find Next** button.
    - iii. **Find Next** button to find the next instance of the desired word or phrase entered in the *Text* field.
5. Once you are finished using the Search and Replace tool, click the red “X” to close the dialog. Or, click **Cancel** to end the search and replace operation.

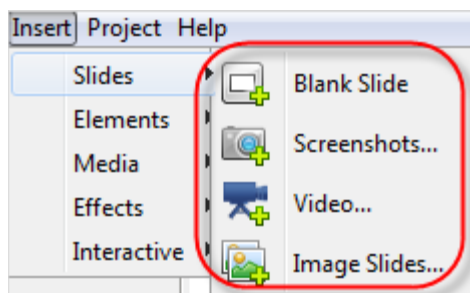
## Working With Slides

There are several types of slides that you may insert into existing projects:

- Blank Slides
- Screenshots
- Video
- Image slides

Each of these (in the list above) have been covered previously in this guide. This section provides general information for working with slides in your Viewlet project.

### INSERTING SLIDES



To insert a **BLANK SLIDE**:

1. In the *Slides* tab, select a thumbnail. The inserted slide will be inserted right after this thumbnail.
2. Select **Insert > Slides > Blank Slide** from the Menu bar. Repeat these steps to insert additional blank slides.

To insert **SCREENSHOTS**:

1. In the *Slides* tab, select a thumbnail. The new screenshot(s) will be inserted right after this slide.
2. Select **Insert > Slides > Screenshots** from the menu bar.
3. The *Insert Screenshots* dialog displays. Make your selections as needed and in the dialogs that display, follow the prompts to select options for screenshots.
4. Take your screenshots during the recording session.
5. End your screenshot session and new screenshots will be converted to slides and inserted into your existing project.

To insert **VIDEO** slides:

1. In the *Slides* tab, select a thumbnail. The new video slide will be inserted right after this slide.
2. Select **Insert > Slides > Video** from the menu bar.
3. The *Insert Video* dialog displays. Make your selections as needed and in the dialogs that display, follow the prompts to select options for the capture session.
4. Take your video capture.
5. End your capture session as you would when creating a new Video Project. It will be inserted into your existing project as a new Video slide.
6. Repeat these steps as needed.

To insert **IMAGE SLIDES**:

1. In the *Slides* tab, select a thumbnail. The new image(s) will be embedded onto slides right after this slide.
2. Select **Insert > Slides > Image Slides** from the menu bar.
3. Follow the instructions in the *Select Images to Import* dialog.
4. Click **OK** to insert the new image slides into your existing project.

## PROPERTIES

The *Slide Properties* dialog contains options for project slides on the Main Timeline.

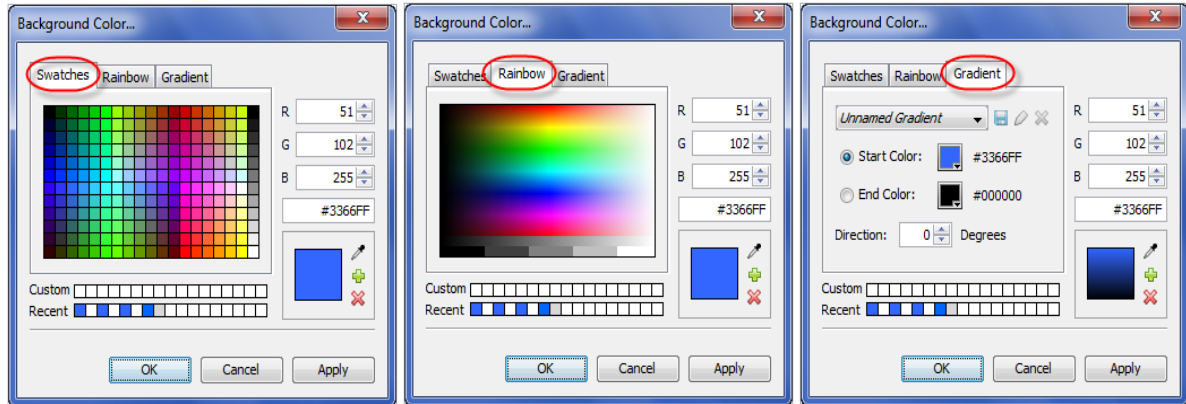
To **ACCESS** the *Slide Properties* dialog:

1. In the *Slides* tab, select the slide thumbnail.
2. Click the **Slide Properties** button on the selection's Context Sensitive toolbar. The *Slide Properties* dialog displays.
3. Modify the information in the dialog as needed and click **OK** to apply and to close the dialog.

## BACKGROUND COLOR & BACKGROUND FRAME

### Background Color

Background color can be applied to project slides on the Main Timeline.



The *Background Color* dialog, when used to set options for a slide's background color, contains three tab options:

- Swatches
- Rainbow
- Gradient

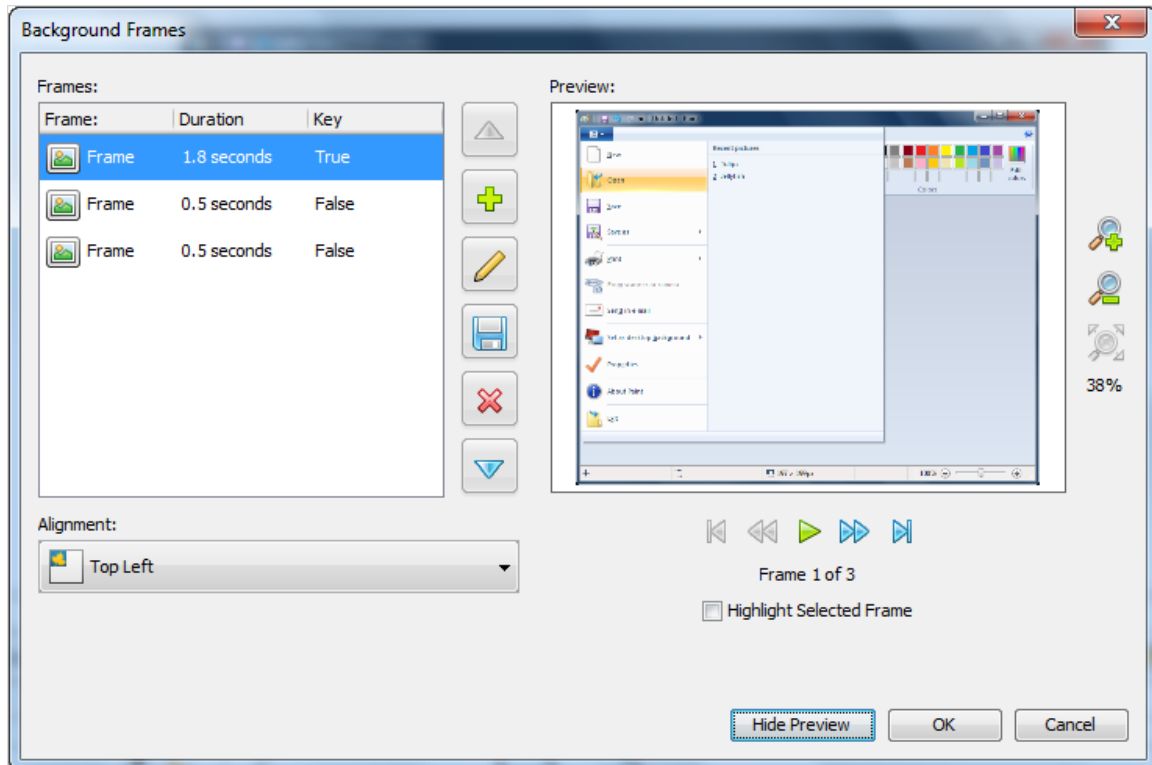
The *Background Color* dialog was covered earlier in this guide. This section focuses on working with background color for slides.

To **CHANGE** slide background color:

1. Select the slide or slides you want to work with.
2. Click the **Background Color** button from the Context Sensitive Toolbar.
3. In the *Background Color* dialog, select one of the (*Swatches*, *Rainbow*, *Gradient*) tabs.
4. Choose your color with the options available in your selected tab.
5. Click **OK** to apply the color and to close the dialog.

## Background Frame

Background frames are images that are embedded as part of the slide's background. Unlike slide background color, background frames may only be applied to project slides on the Main Timeline.



To **ADD** a background frame:

1. Select the slide or slides you want to work with.
2. Click the **Background Frames** button from the Context Sensitive Toolbar.
3. In the *Background Frames* dialog, click **Add Image** button.
4. In the *Background Frame* dialog:
  - a. Click the **Browse** button to locate and select an image file.
  - b. Select the **Key Frame** option if this image is the main background image.
  - c. Set options for its location and duration along the timeline.
5. Click **OK** to close the *Background Frame* dialog.
6. Click **OK** to close the *Background Frames* dialog and apply the new background frame image.

To **DELETE** a background frame:

1. Select the slide you want to work with.
2. Click the **Background Frames** button from the Context Sensitive Toolbar.
3. In the *Background Frames* dialog, click the **Remove Background** button.
4. Click **OK** to save changes and to close the dialog.

### MOVING SLIDES

There are various ways to move slides with in a project. The easiest way to do it is while working with slide thumbnails.

To **MOVE** slides using **DRAG** and **DROP**:

1. Optional: Expand the tab containing the slides you are going to move.
2. Select the thumbnail of the slide you want to move. If you want to move multiple slides, you can hold down the **Shift** (adjacent slides) or **Ctrl** (non-adjacent slides) keys when clicking on slides to select them.
3. Hold down the left mouse button and drag to the new location.
4. Let go of the left mouse button to drop into place.

To **MOVE** slides using **CUT** and **PASTE**:

1. Optional: Expand the tab containing the slides you are going to move.
2. Select the thumbnail of the slide you want to move. If you want to move multiple slides, you can hold down the **Shift** (adjacent slides) or **Ctrl** (non-adjacent slides) keys when clicking on slides to select them.
3. Click the **Cut** button on the toolbar.
4. Click on the thumbnail where you want to insert the “cut” selection after.
5. Click the **Paste** button on the toolbar.

## DELETING SLIDES

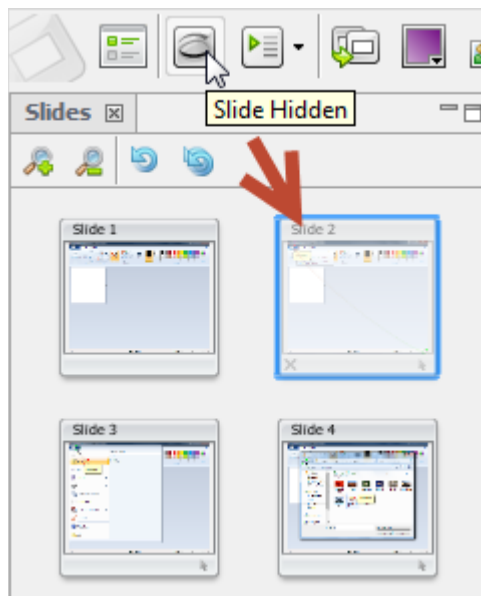
Project slides can easily be deleted one-by-one or several at a time.

To **DELETE** one or more slides:

1. Select the *Slides* tab.
2. Select the thumbnail of the slide you want to delete. If you want to delete multiple slides, you can hold down the **Shift** (adjacent slides) or **Ctrl** (non-adjacent slides) keys when clicking on slides to select them.
3. Click the **Delete** button on the toolbar.
4. A *Delete* warning dialog displays. Read the information in it and click the **Yes** button to confirm the deletion.

## THE HIDDEN SLIDE

Available only with project slides on the Main Timeline, you have the option of hiding a slide instead of deleting it. This feature is handy because instead of deleting the slide, it will hide it so that it will not display while previewing or publishing the project, but can later be unhidden when needed.



Hidden slide benefits include:

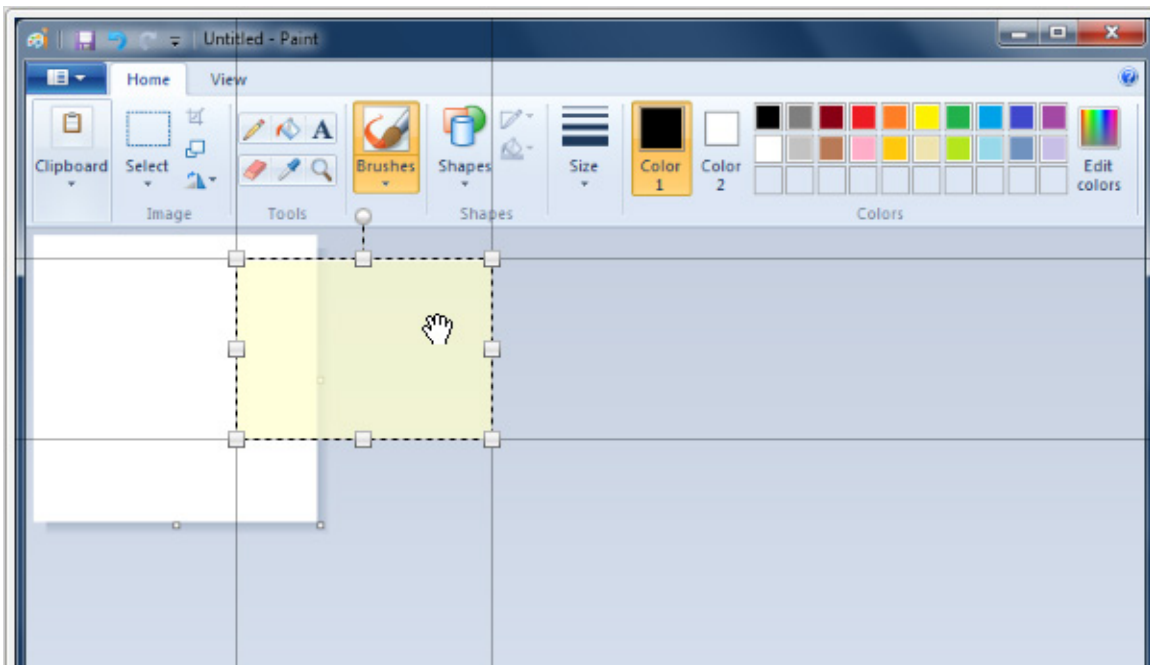
- The thumbnail for a hidden slide has an X in the lower left corner.
- If you select a hidden slide in thumbnails, it will display in slide edit view at 50% opacity.
- If you use slide navigation arrows to go from slide to slide, hidden slides are skipped.
- The duration of hidden slides is ignored in total project time playback.

To **HIDE** or **UNHIDE** a slide:

1. In the *Slides* tab, select the thumbnail of the project slide you want to hide (on the Main Timeline). If selecting multiple thumbnails, use the **Shift** (adjacent slides) or **Ctrl** (non-adjacent) key when clicking to select slides.
2. To hide a slide, click the **Hide Slide** button on the Context Sensitive Toolbar. Hidden slides will not display (or be heard) when previewing a project; however, they will remain in the slide count.
3. To display a slide, click the **Show Slide** button on the Context Sensitive Toolbar.

## FLOATING GUIDES

Floating guides display when you select a slide object. As you drag the object across the slide (in the *Slide Editing* pane), you can use these guides to align the selection with other slide objects.



To **DISPLAY** floating guides:

1. Select **View > Floating Guides** from the Menu bar.
2. Select a slide object and the floating guides display.

To **DISABLE** floating guides:

1. Select **View** from the Menu bar.
2. Deselect **Floating Guides** to remove the checkmark next to it and to disable this feature when selecting and moving slide objects.

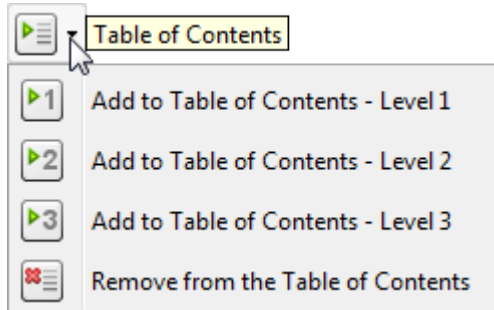


## Side Bars (Table of Contents)

ViewletBuilder8 Enterprise provides features for you to automatically generate a Table of Contents, which displays in a ViewletSkin's *Side Bar*. This chapter provides some general information for setting up a Table of Contents for your Viewlet.

### SLIDE SETUP

The first thing you need to do is determine which slides in your project (on the Main Timeline) will be included in the Table of Contents and at what level.

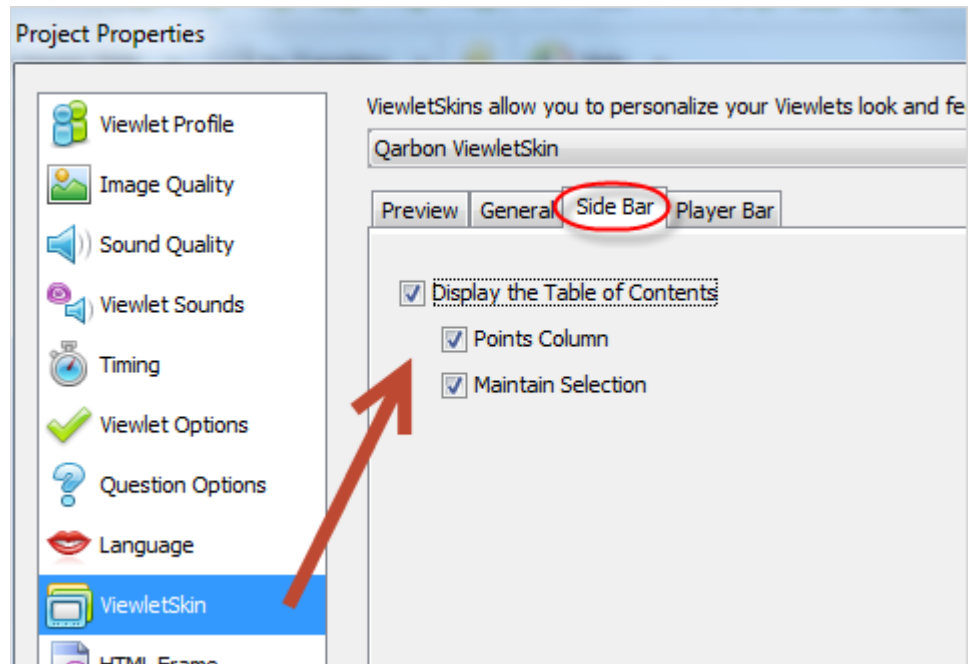


1. In the *Slides* tab, select the one or more slide thumbnails.
2. Click the **Table of Contents** button on the Context Sensitive Toolbar.
3. Select an option from the drop-down list:
  - a. Add to Table of Contents – Level 1
  - b. Add to Table of Contents – Level 2
  - c. Add to Table of Contents – Level 3
  - d. Remove from the Table of Contents
4. Once you are finished setting the Table of Contents option for each of your project slides on the Main Timeline, the next step is to configure your ViewletSkin *Side Bar* options. Click the **Save** button to save these changes.

## VIEWLETSKIN SETUP

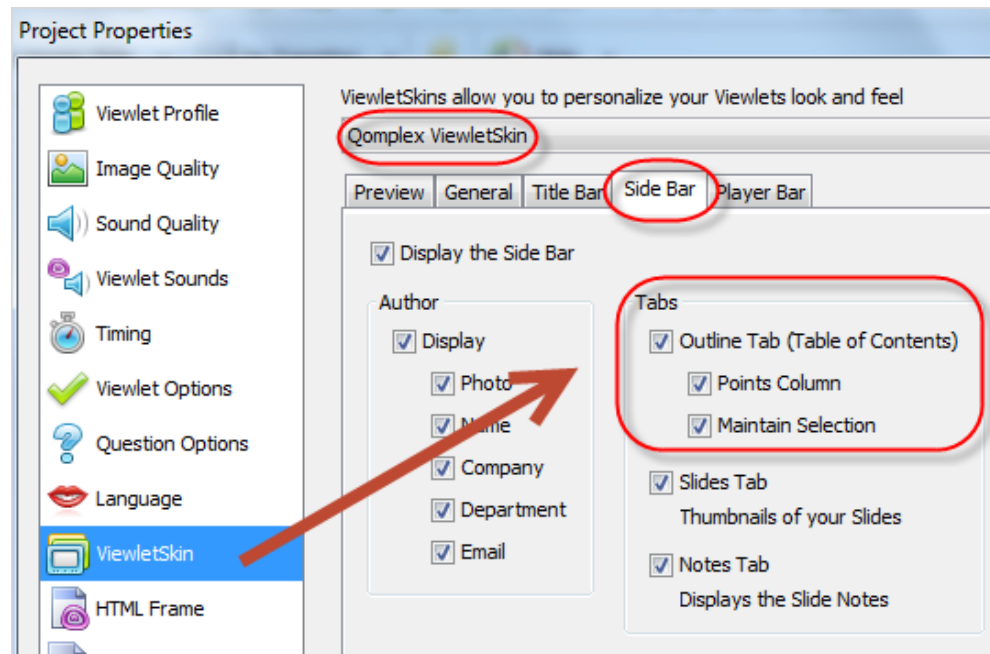
Once you've determined the slides to include in the Table of Contents and at what level, you need to configure some *Side Bar* options for your selected ViewletSkin.

1. Select **Project > Project Properties** from the Menu bar.
2. In the *Project Properties* dialog that displays, select **ViewletSkin**.
3. Select a ViewletSkin from the drop-down list.
4. Select the *Side Bar* tab (this is where the option to display a Table of Contents with your skin is found).
  - a. All ViewletSkins EXCEPT the Qomplex ViewletSkin:



- i. Select the **Display the Table of Contents** option.
- ii. Select additional options as needed:
  1. Points Column
  2. Maintain Selection

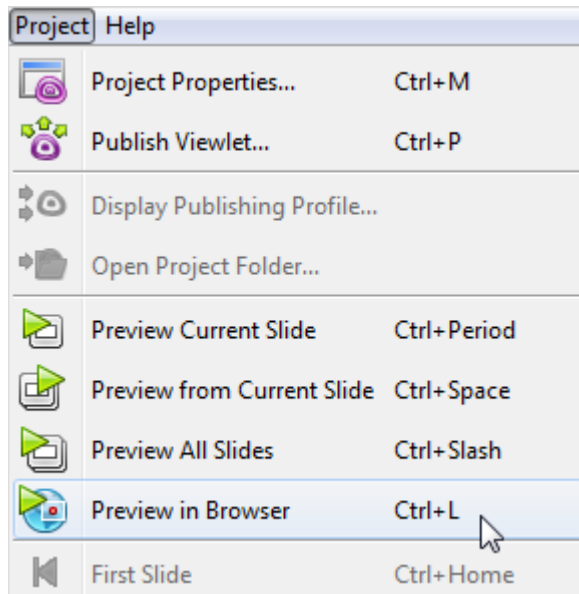
## b. Complex ViewletSkin options:



- i. Select the **Display the Side Bar** option.
  - ii. In the *Tabs* area:
    1. Select the **Outline Tab (Table of Contents)** option.
    2. Selection additional options as needed:
      - a. Points Column
      - b. Maintain Selection
5. Click **OK** to save the settings and to close the *Project Properties* dialog.

## PREVIEW PLAYBACK

The last step you should take is to preview your results in a browser prior to publishing. To do this select **Project > Preview in a Browser**. Your Viewlet will launch in your default browser.



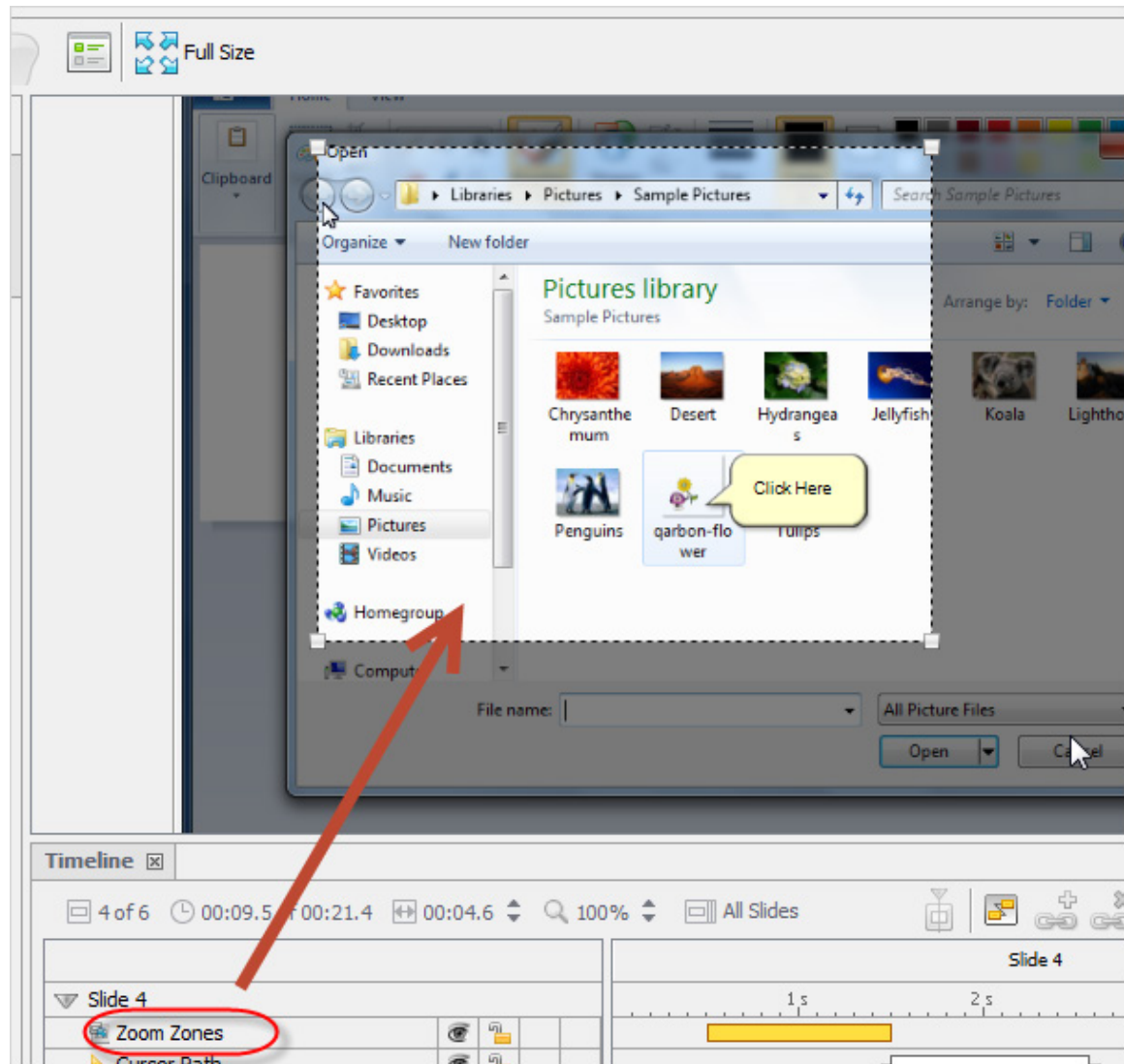
Here are some items to review when previewing the Table of Contents part of the skin:

- Make sure the actual Table of Contents displays. Depending on the ViewletSkin chosen, it may be already displayed or hidden. If you don't see it, look along the player bar for an option to display it.
- Review all of the slides in the Table of Contents to ensure:
  - Each are at the correct level (Level 1, Level 2, Level 3)
  - Only the slides you want are showing
- If you chose additional options, make sure they are displaying or working as expected.

If you find any issues with the Table of Contents when you preview your Viewlet, go back and check your slide settings and also the *Side Bar* settings of your ViewletSkin. Tweak as needed and preview again to double (or even triple) check your work.

## Zoom Zone

The *Zoom Zone* feature allows you to zoom in and out on a slide on the Main Timeline.



To **ADD** a Zoom Zone:

1. In the *Slides* tab, select a slide.
2. In the *Timeline* tab, click a frame to display the playhead to switch to Time Select Mode. This will be where the zone will be inserted.
3. Select **Insert > Effects > Zoom Zone** from the Menu bar.
4. The Zoom Zone area displays. Everything inside the rectangle with dotted lines will be included in this zoom area, whereas everything outside (as indicated by shading) will not be include. You can:
  - a. Move the zoom area by holding down your left mouse button over it and dragging it.

- b. Resize the zoom area by dragging one or more of the grab handles at its corners.
  - c. Change the duration of the zoom zone along the timeline by:
    - i. Point your cursor over the right edge of the zoom zone indicator (box) located on the *Zoom Zone* layer on the timeline:
    - ii. When the cursor changes to a double arrow shape, hold down the left mouse button and drag.
    - iii. Let go to change the duration time.
  - d. Click the **Zoom Zone Properties** button. In the *Zoom Zone Properties* dialog:
    - i. Enter numbers for the zone areas location and size.
    - ii. Enter number (in seconds) for the zone's start and end times.
    - iii. Click **OK** to save the settings and to close the dialog.
5. Click off the slide, either elsewhere along the timeline or on the title area of the timeline.
  6. A *Zoom Zone Added* dialog displays:
    - a. Carefully review the information.
    - b. Select the **Don't show me this message again.** option if you don't want to see this dialog each time you add a Zoom Zone.
    - c. Click **Close**.

*Note: You can add multiple Zoom Zones to the same slide.*

To add a **FULL SIZE** zoom:

1. In the *Slides* tab, select a slide thumbnail.
2. In the *Timeline* tab, click a frame along the timeline to display the playhead and switch to Time Select Mode. This is where the Zoom Zone will be inserted.
3. Click the **Full Size** button on the Context Sensitive Toolbar. The zoom area resizes to fit the full width and height of the slide.
4. Click off the slide. If prompted, read the information in any dialog that displays and click **Close** to complete the operation.

*Note: It's a good idea to add a Full Size zoom zone after any other zoom zone to return the audience's full to the entire slide.*

To **MOVE** a Zoom Zone:

1. Select the Zoom Zone along the timeline.
2. Using the:
  - a. Drag and Drop method:
    - i. Hold down the left mouse button and drag it left or right.

- ii. Let go of the left mouse button to drop it into its new position.
- b. Properties dialog:
- i. Click the **Zoom Zone Properties** button.
  - ii. In the dialog that displays, enter a number (in seconds) for a new start time.
  - iii. Click **OK** to apply and to close the dialog.

To **REMOVE** a Zoom Zone:

1. Select the Zoom Zone along the timeline.
2. Click the **Delete** button on the Context Sensitive Toolbar.

## Highlight Tools

The highlight tools give you the opportunity to create design elements that add extra dimension to your project and focus your viewer's attention right where you want it to be.

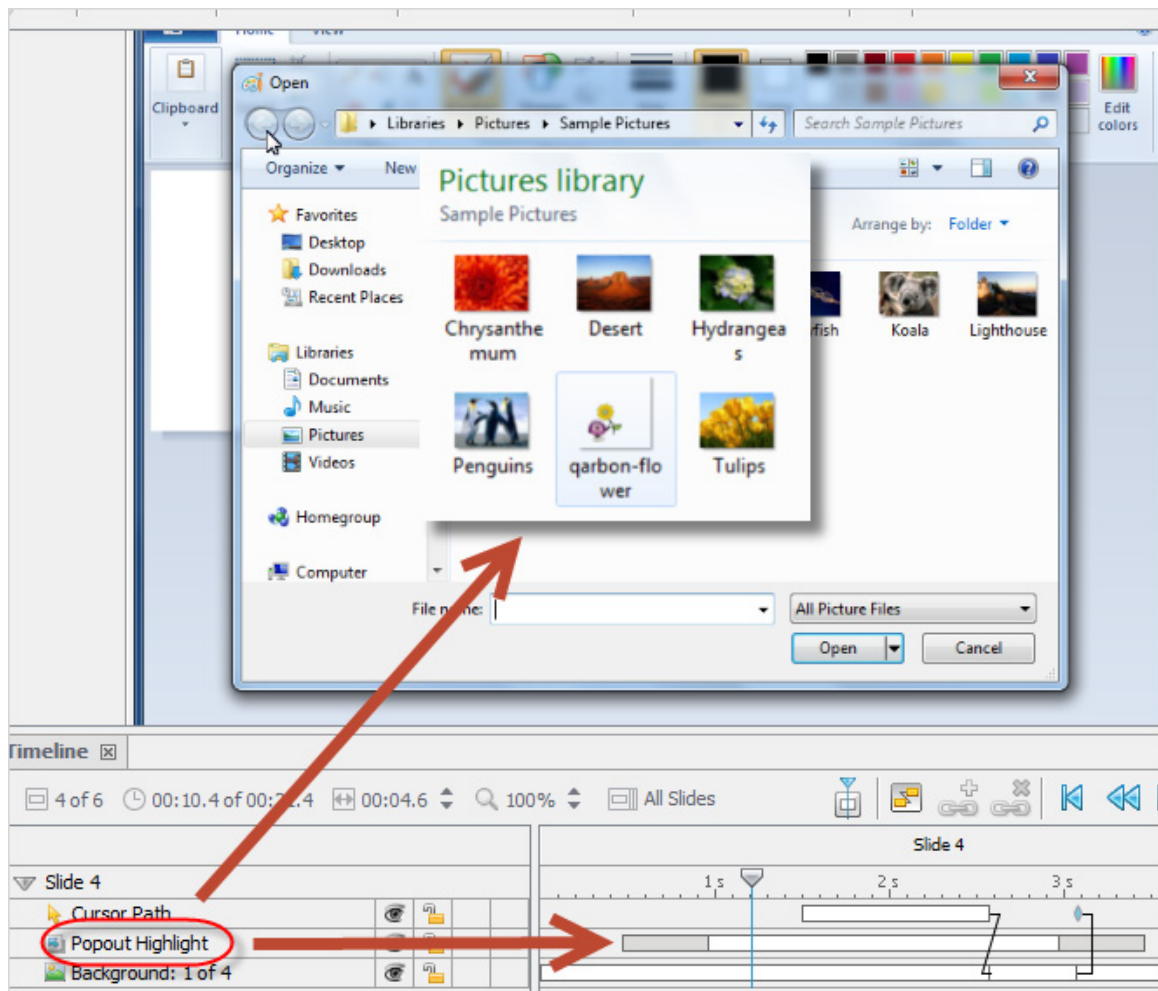
There are three available:

- Popout Highlight
- Matte
- Color Highlight

Access to these tools is available via the *Insert* or a right click shortcut menu or by clicking the appropriate button on the *Object Toolbar*. This section highlights each of these tools

### POPOUT HIGHLIGHT

The *Popout Highlight* lets you specify an area on the slide you want to 'pop out' as the Viewlet plays back. For added dimension, multiple and overlapping popouts may be added to the same slide.





To **INSERT** a *Popout Highlight*:

1. Select the thumbnail of the slide you want to work on.
2. In the *Timeline* tab, click a frame to display the playhead (switching to Time Select Mode). This will be where the Popout Highlight will be inserted.
3. Select **Insert > Effects > Popout Highlight** from the Menu bar.
4. A shaded bounding box displays on the slide. Move and resize the box as needed, placing it over the area of the slide you want to have pop out.
5. Click off the element to apply.
6. Repeat these steps to insert each additional Popout Highlight.
7. Preview results by:
  - a. Dragging the playhead to scrub the timeline.
  - b. Playing back the results in the browser or within the authoring application.

To access the **Properties** dialog:

1. In the *Timeline* tab, select the Popout Highlight.
2. Click the **Highlight Properties** button on the Context Sensitive Toolbar.
3. In the *Highlight Properties* make your edits as needed for the name, location, size, timing and fade animation
4. Click **OK** to apply and close the dialog.

To modify **EFFECT** properties:

1. In the *Timeline* tab, select the Popout Highlight.
2. Click the **Effect Properties** button on the Context Sensitive Toolbar.
3. In the *Effect Properties* dialog that displays:
  - a. Select the **Duration** you want the Popout Effect to display. The longer the duration, the longer the transition from pop out to “pop back in” will be.
  - b. Select the **Amount** (percentage) for the size of the pop out area. The higher the percentage, the bigger the pop out image on playback.
4. Click **OK**.

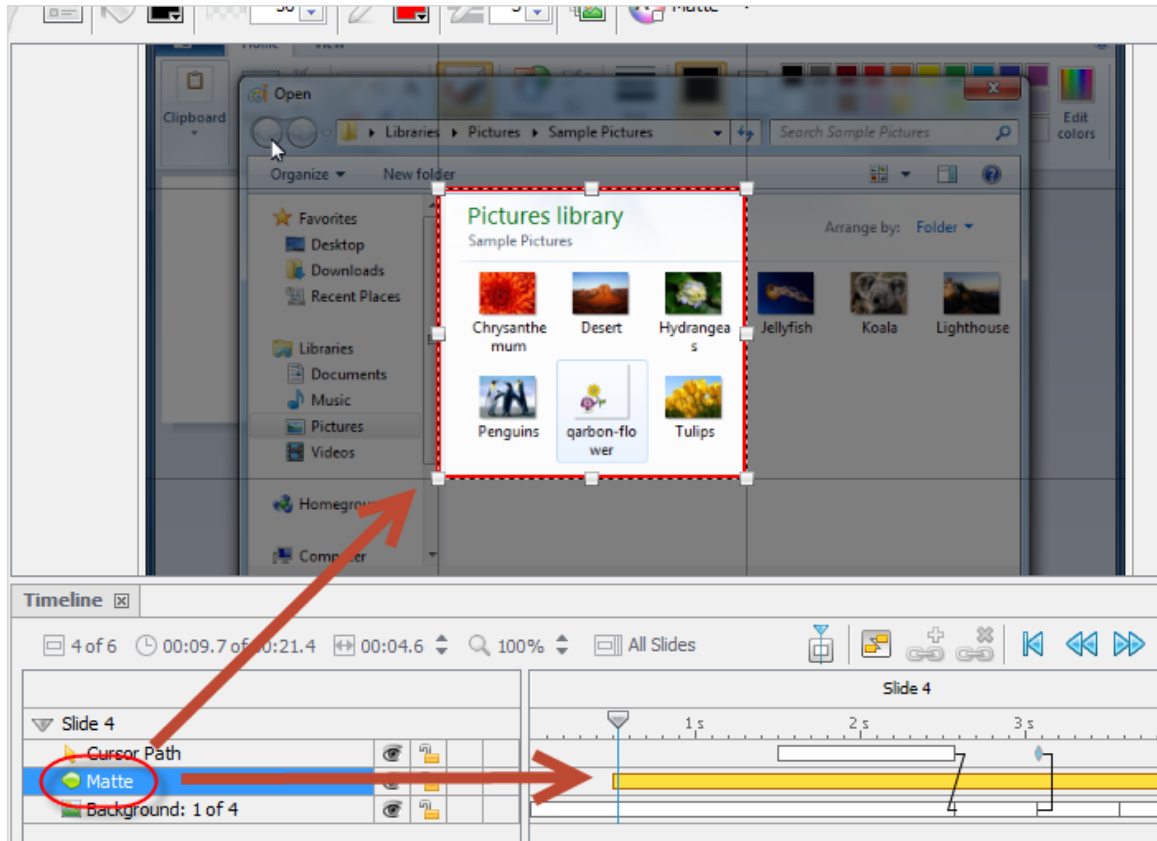
*Note: You can also add a shadow effect or create/apply a standard/custom style to the stylesheet. Please refer to these specific topics covered elsewhere in this guide.*

To **DELETE** a Popout Highlight:

1. In the *Timeline* tab, select the Popout Highlight.
2. Click the **Delete** button.

## MATTE

The *Matte* highlighter lets you provide focus on an area of the slide while blocking out the rest of it. This section covers information for working with this feature.



### To INSERT a Matte:

1. Select the thumbnail of the slide you want to work on.
2. In the *Timeline* tab, click a frame to display the playhead (switching to Time Select Mode). This will be where the Matte will be inserted.
3. Select **Insert > Elements > Matte** from the Menu bar.
4. The cursor changes to a cross-hair shape as you move it over the slide. Hold down the left mouse button as you draw the Matte area. Let go to set it
5. Move and resize the Matte area as needed, placing it over the area of the slide you want to focus on.
6. Click off the element to set it.
7. Repeat these steps to insert each additional Mattes along the timeline.

8. Preview results by:
  - a. Dragging the playhead to scrub the timeline.
  - b. Playing back the results in the browser or within the authoring application.

To access the **Properties** dialog:

1. In the *Timeline* tab, select the Matte.
2. Click the **Highlight Properties** button on the Context Sensitive Toolbar.
3. In the *Highlight Properties* make your edits as needed for the name, location, size, timing and fade animation
4. Click **OK** to apply and close the dialog.

To modify **SHADED AREA** fill color and opacity level:

1. In the *Timeline* tab, select the Matte.
2. To change the background color:
  - a. Click the **Background Color** button on the Context Sensitive Toolbar.
  - b. In the *Background Color* dialog, make your selections.
  - c. Click **OK** to save settings and to close the dialog.
  - d. Enter a number for the **Opacity (%)** level.
3. To change the border color:
  - a. Click the **Border Color** button on the Context Sensitive Toolbar.
  - b. In the *Border Color* dialog, make your selections.
  - c. Click **OK** to save settings and to close the dialog.
  - d. Enter a number for the **Border Width**.

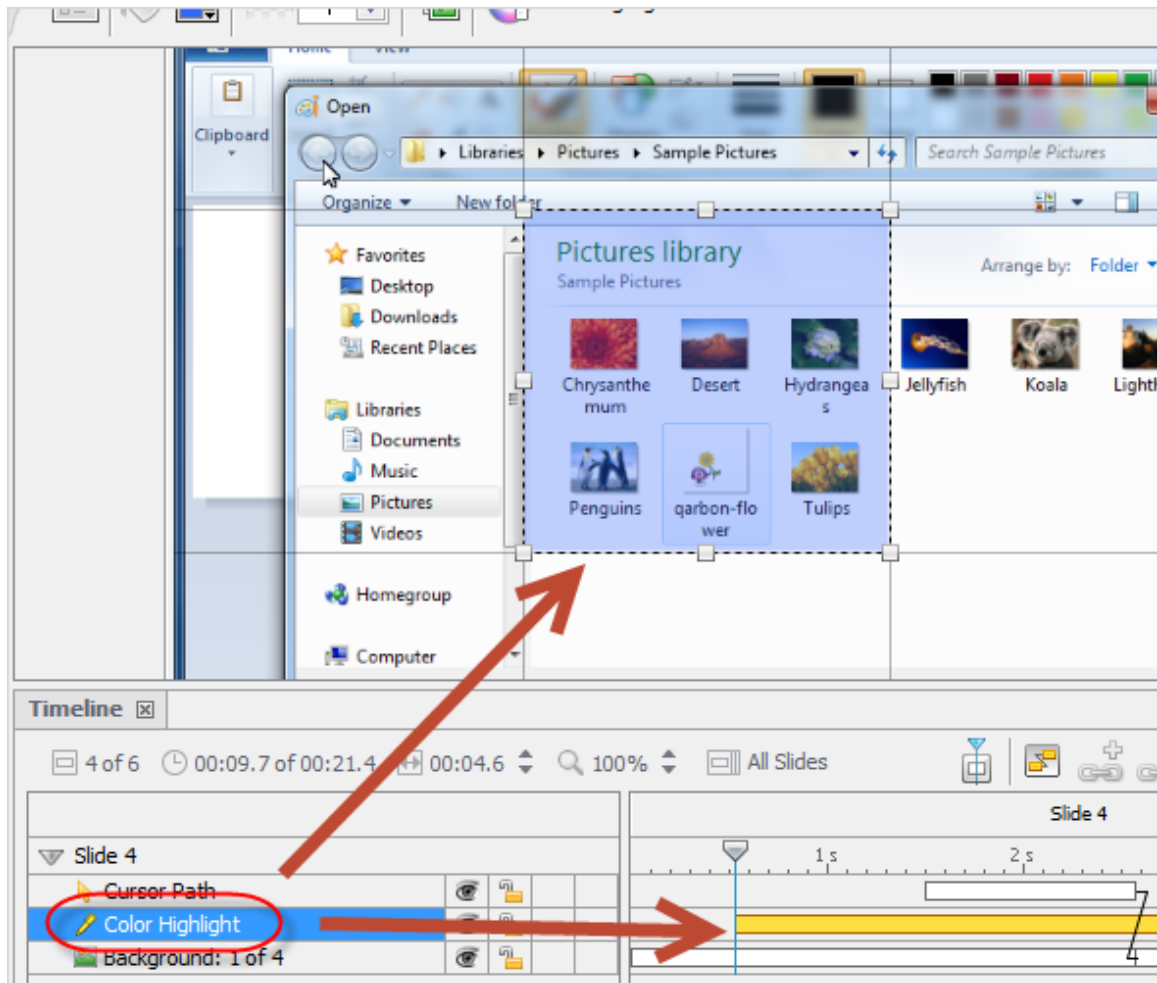
*Note: You can also apply a fade animation or create/apply a standard/custom style to the stylesheet. Please refer to these specific topics covered elsewhere in this guide.*

To **DELETE** a Matte:

1. In the *Timeline* tab, select the Matte.
2. Click the **Delete** button.

**COLOR HIGHLIGHT**

Use the *Color Highlight* to focus on one or more areas of a slide by using a color highlight set at a specific opacity level.



To **INSERT** a *Color Highlight*:

1. Select the thumbnail of the slide you want to work on.
2. In the *Timeline* tab, click a frame to display the playhead (switching to Time Select Mode). This will be where the Color Highlight will be inserted.
3. Select **Insert > Elements > Color Highlight** from the Menu bar.
4. The cursor changes to a cross-hair shape as you move it over the slide. Hold down the left mouse button as you draw the highlight area. Let go to set it.
5. Move and resize the highlight area as needed, placing it over the area of the slide you want to focus on.
6. Click off the element to set it.
7. Repeat these steps to insert each additional Color Highlights along the timeline.
8. Preview results by:

- a. Dragging the playhead to scrub the timeline.
- b. Playing back the results in the browser or within the authoring application.

To access the **Properties** dialog:

1. In the *Timeline* tab, select the Color Highlight.
2. Click the **Highlight Properties** button on the Context Sensitive Toolbar.
3. In the *Highlight Properties* dialog make your edits as needed for the name, location, size, timing and fade animation
4. Click **OK** to apply and close the dialog.

To modify the Color Highlight's **COLOR** and **OPACITY**:

1. In the *Timeline* tab, select the Color Highlight.
2. To change the background color:
  - a. Click the **Highlight Color** button on the Context Sensitive Toolbar.
  - b. In the dialog that displays, make your selections.
  - c. Click **OK** to save settings and to close the dialog.
  - d. Enter a number for the **Opacity (%)** level.

*Note: You can also add a Fade Animation or create/apply a standard/custom style to the stylesheet. Please refer to these specific topics covered elsewhere in this guide.*

To **DELETE** a Color Highlight:

1. In the *Timeline* tab, select the Color Highlight.
2. Click the **Delete** button.

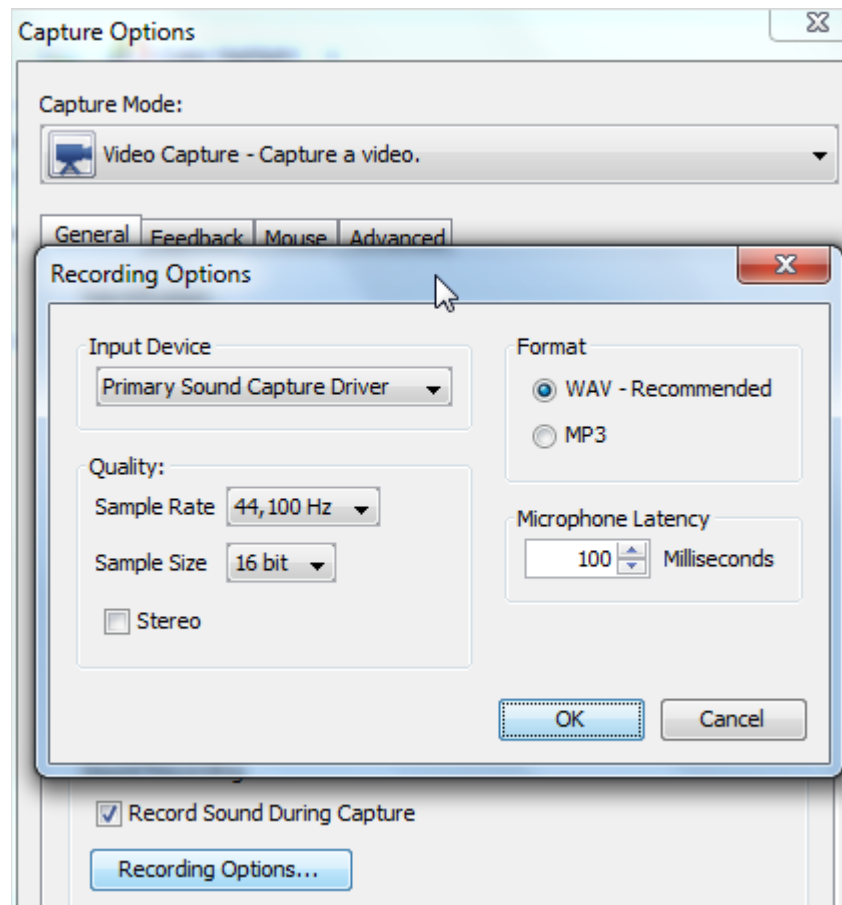
## Sound

ViewletBuilder8 Professional offers several different options for enhancing your Viewlets with sound. Let take a look at the features available.

*Note: Sound can be added to directly to slides on the Main Timeline or various slide elements.*

### SOUND RECORDING DURING VIDEO CAPTURE

You can set sound recording options when creating new *Video Capture* projects or *Video* slides.



1. At the point where you select the actual Capture Profile used for your new video capture session the *Capture Options* dialog displays. In that dialog, select the *General* tab.
2. In the *Sound Recording* area, select the **Record Sound During Capture** button.
3. Click the **Recording Options** button. The *Recording Options* dialog displays.
4. In the dialog, make your selections in the following areas: *Input Device*, *Quality*, *Format* and *Microphone Latency*.
5. Click **OK** to save these recording settings.
6. Click **OK** to close the *Capture Options* dialog.

7. Click **OK** to close the *Capture Profiles* dialog.
8. Click **OK** to start the video capture session with sound recording enabled.

### **SUPPORTED SOUND FORMATS**

ViewletBuilder8 Professional supports the following imported sound file formats:

- MP3
- WAV
- RAW
- AIF
- AU

The size of the sound file will have an impact on the project size both in the authoring application as well as in the published file. You will have options for compressing sound for the published files(*Project > Project Properties > Sound Quality*).

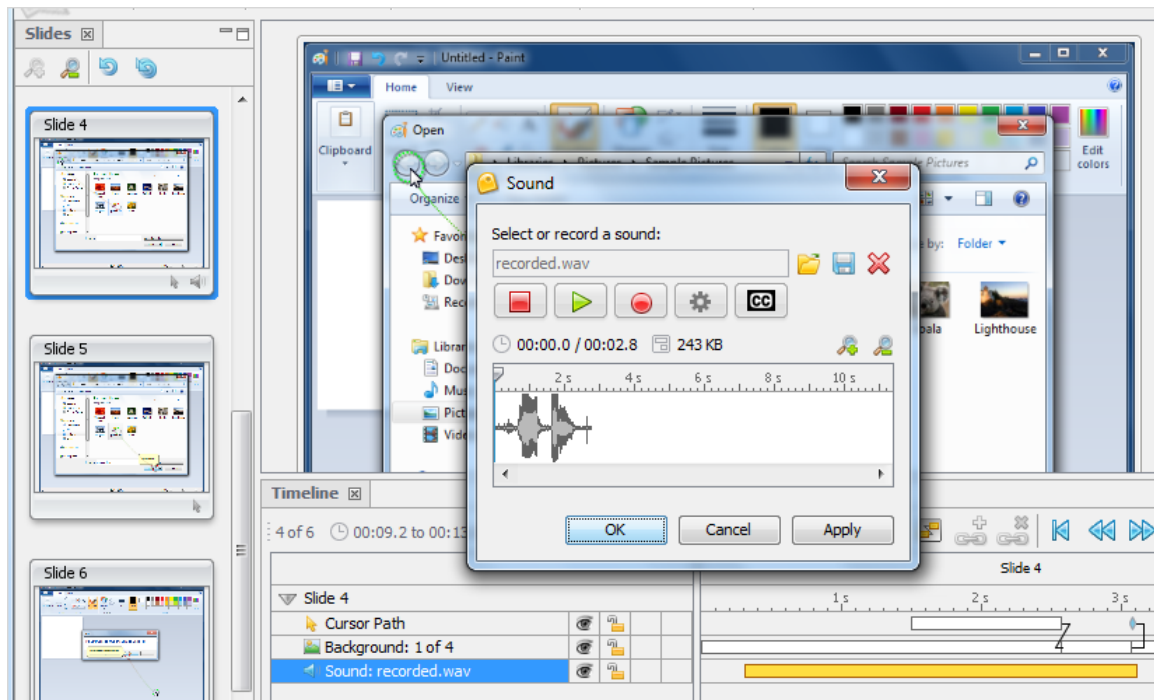
### **RECORDING AUDIO...**

Sound can be recorded during a video capture session (covered earlier) and while editing the project. This section provides instructions for recording sound within ViewletBuilder8 Professional.

### **Directly on Slides**

Sounds may be added directly to slide. Each time a sound is added, a new *Sound* layer is created, therefore, multiple sound files may be added directly to the same slide.

To **RECORD** sound applied directly to a slide on the Main Timeline:



1. In the *Slides* tab, select the slide thumbnail.
2. In the *Timeline* tab, click on a frame so the playhead displays. This is where the *Sound* layer will be inserted.
3. Click the **Insert Sound** button on the Object Toolbar.
4. In the *Insert Sound* dialog that displays:
  - a. Click the **Recording Options** button.
    - i. In the *Recording Options* dialog, select options in the following areas:
      1. Input Device: Choose the device to use for recording the sound.
      2. Quality: Select a sample rate, sample size and stereo setting.
      3. Format: Select a recording format (WAV or MP3).
      4. Countdown Timer: Enter a number for the amount of time (in seconds) for a countdown animation to display.
      5. Microphone Latency: Enter a number for an added microphone delay (in milliseconds).
      6. Click **OK** to save options and to close the *Recording Options* dialog.
    - b. Optional: Select the **Preview Viewlet While Recording** option if desired.

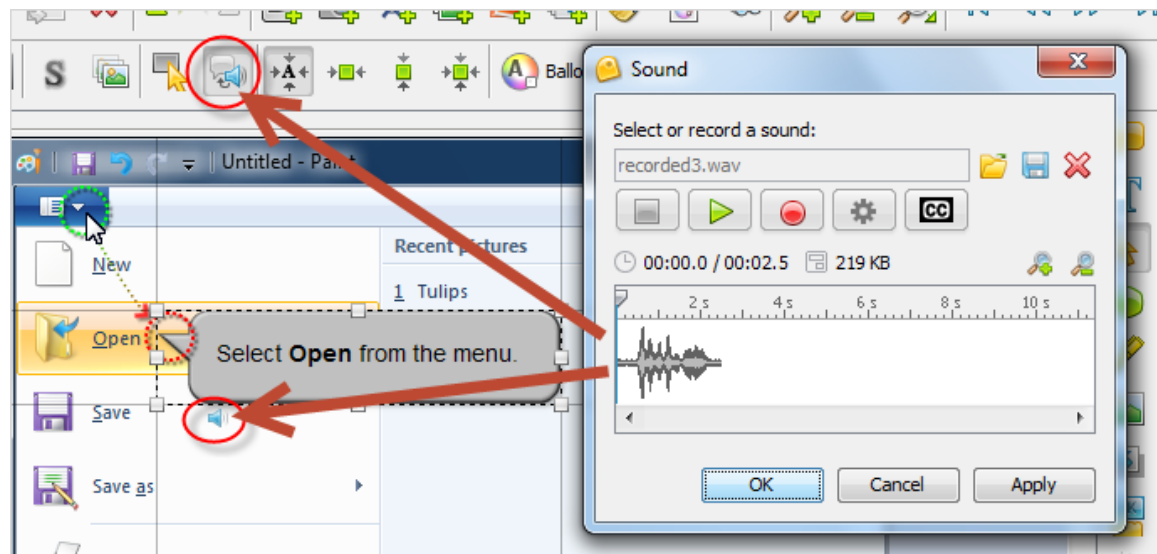


- c. Click the **Record** button. The countdown animation will count down the delay prior to recording. Once it disappears, start the sound recording.
- d. Click the **Stop** button end the sound recording.
- e. Click the **Play** button to review the sound recording.
- f. Optional: Use the **Previous Slide** or **Next Slide** button to go back / advance one slide for additional sound recordings without closing the dialog.
- g. Optional: Click the **Closed Captions** button to add a Closed Caption element.
- h. Click **OK** to save the recording and create the new *Sound* layer.
- i. Repeat these steps for each additional sound layer.

*Note: ViewletBuilder8 Professional uses the MP3 format for sound recorded directly inside the authoring application to keep down the project's source file size.*

### On Slide Elements

Whenever a speaker icon is visible along a selection's Context Sensitive Toolbar, this indicates that sound can be added.



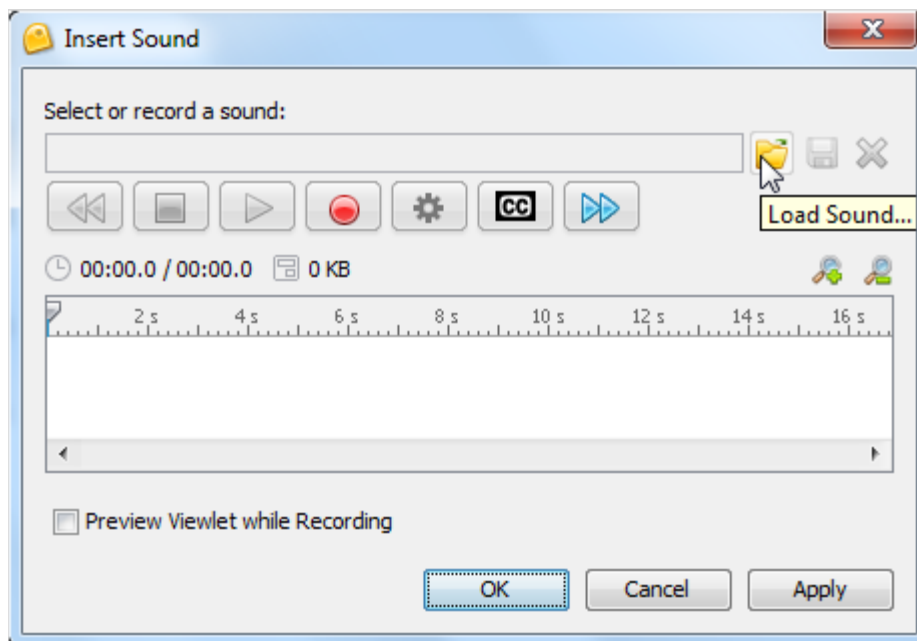
To **RECORD** sound for a slide element:

1. Select the slide element.
2. Click the **Attach Sound to...** button along the selection's Context Sensitive Toolbar.
3. In the *Insert Sound* dialog that displays:
  - a. Click the **Recording Options** button.
    - i. In the *Recording Options* dialog, select options in the following areas:

1. Input Device: Choose the device to use for recording the sound.
  2. Quality: Select a sample rate, sample size and stereo setting.
  3. Format: Select a recording format (WAV or MP3).
  4. Countdown Timer: Enter a number for the amount of time (in seconds) for a countdown animation to display.
  5. Microphone Latency: Enter a number for an added microphone delay (in milliseconds).
  6. Click **OK** to save options and to close the *Recording Options* dialog.
- b. Click the **Stop** button end the sound recording.
  - c. Click the **Play** button to review the sound recording.
  - d. Optional: Click the **Closed Captions** button to add a Closed Caption element.
  - e. Click **OK**.
4. Repeat these steps as needed.

### IMPORTING SOUND...

In addition to recoding sound, you can also import sound files and attach them to slides and slide elements. Several different sound file formats are supported (as discussed earlier in this guide).



### Directly on Slides

To **IMPORT** sound directly on a slide:

1. In the *Slides* tab, select a slide thumbnail.
2. In the *Timeline* tab, select a frame so the playhead displays. This is where the *Sound* layer will be inserted.
3. Click the **Insert Sound** button on the Object Toolbar. The *Insert Sound* dialog displays.
  - a. In the *Insert Sound* dialog, click the **Load Sound** button.
  - b. In the *Load Sound* dialog, locate and select your sound file and click **Open**.
  - c. Click the **Play** button to review the sound recording.
  - d. Optional: Use the **Previous Slide** or **Next Slide** button to go back / advance one slide for additional sound recordings without closing the dialog.
  - e. Optional: Click the **Closed Captions** button to add a Closed Caption element.
4. Click **OK**. A *Sound* layer is added to the slide for the imported sound file.
5. Repeat these steps as needed.

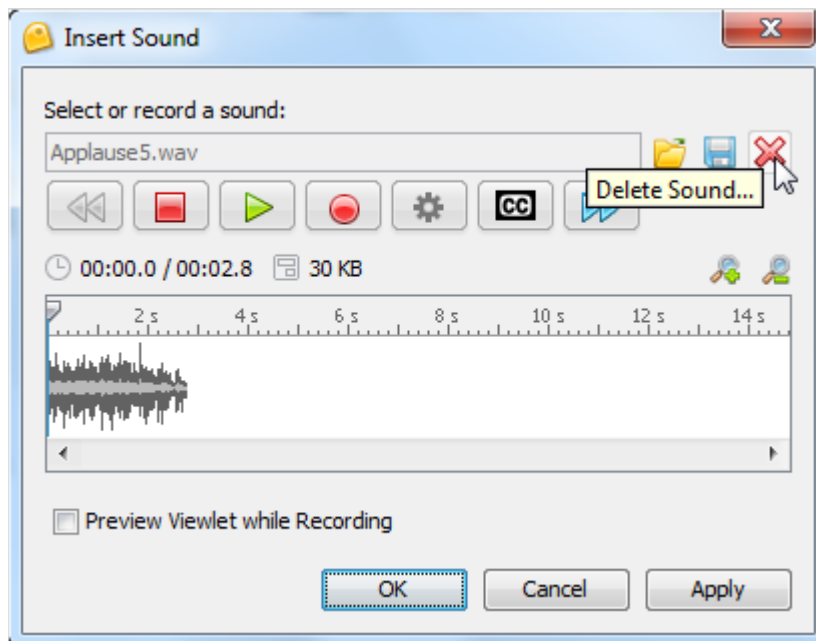
### On a Slide Element

To **IMPORT** sound for a slide element:

1. Select the slide element.
2. Click the **Attach Sound to...** button on the selection's applicable Context Sensitive Toolbar.
3. In the *Sound* dialog, click the **Load Sound** button.
4. In the *Load Sound* dialog, locate and select your sound file and click **Open**.
5. Click the **Play** button to review the sound recording.
6. Optional: Click the **Closed Captions** button to add a Closed Caption element.
7. Click **OK**. A speaker icon will display next to the selection indicating a sound file is attached.

## DELETING SOUND

This section covers the steps for removing sound layers from slides and sound from selected slide elements.



### To **DELETE** a **sound layer**:

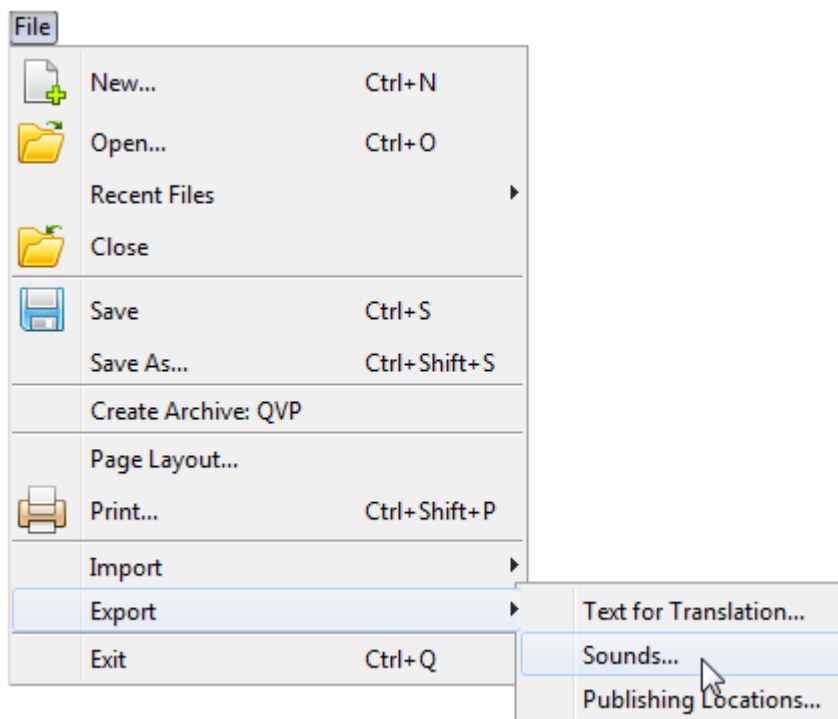
1. In the *Slides* tab, select the slide.
2. In the *Timeline* tab, select the *Sound* layer.
3. Click the **Delete** button on the Main Toolbar.

### To **DELETE** sound **attached to a slide element**:

1. Select the slide element that contains the sound you want to remove.
2. Click the **Attach Sound** button along the selection's Context Sensitive Toolbar.
3. In the *Sound* dialog, click the **Delete Sound** button.
4. Click **OK** to exit the *Sound* dialog.

## EXPORTING SOUND

If your Viewlet project contains sound, you can export it out as individual sound files.

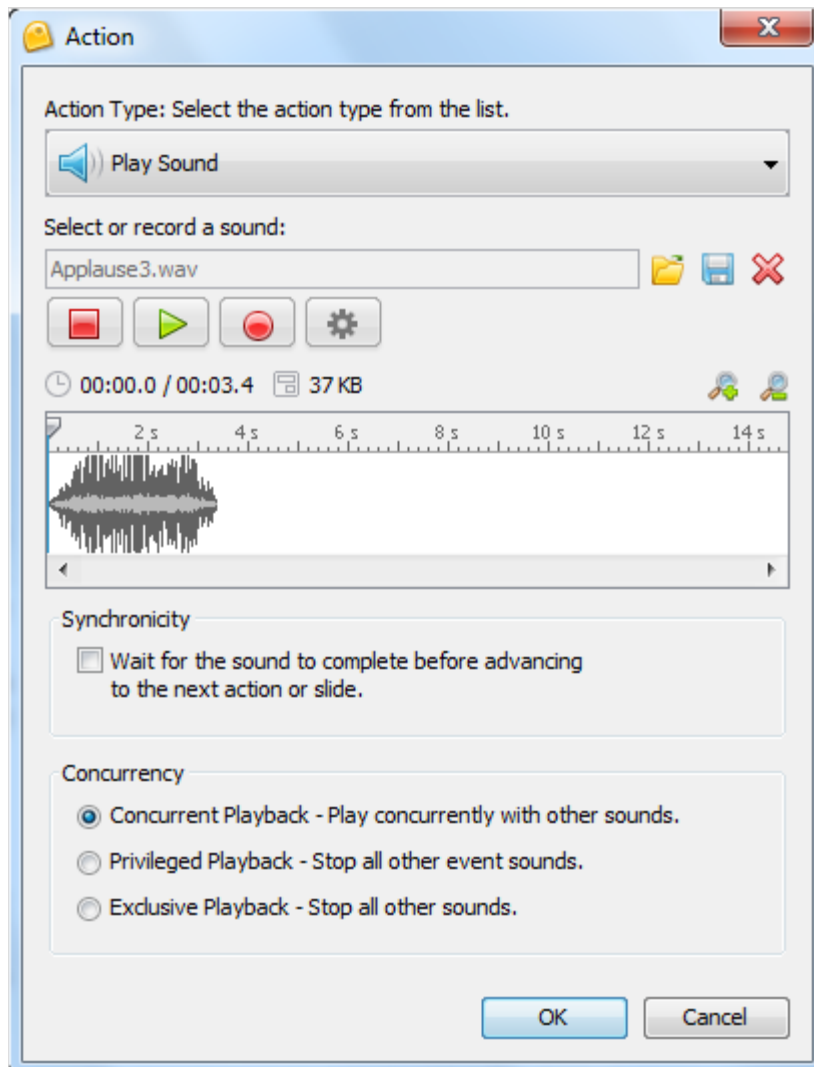


To **EXPORT** sound from the project:

1. Optional: Create a file outside of ViewletBuilder8 Professional. You will save your exported sound file in this folder.
2. Select **File > Export > Sounds** from the Menu bar.
3. In the *Export Sounds* dialog, select the slides to export:
  - a. **Current Slide:** Only the sound attached to the current slide and any attached to slide objects will be exported.
  - b. **From:** Enter a starting slide number in the first field and an ending slide number in the second field. Sound attached to the slides (and objects on the slides) in this sequence will be exported.
  - c. **All:** All sound attached to slides and slide objects will be exported.
4. In the *Save File In* dialog, select a folder to save the exported audio files in.
5. Click the **Save** button.

## EVENT – ACTION ‘PLAY SOUND’ FEATURE

There is a **Play Sound** action that you can add to an event. This section provides instructions for working with this feature.

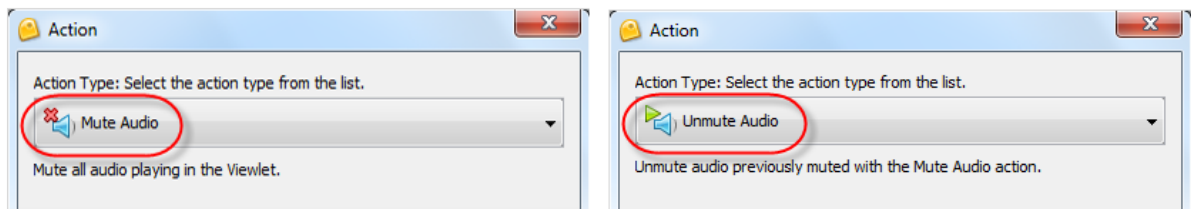


1. Click the **Events** icon for adding a desired event.
2. In the *Events* dialog, select the desired event tab (if applicable).
3. Click the **Add** button. The *Action* dialog displays.
4. In the *Action* dialog, select **Play Sound** from the list of actions. The dialog expands with additional options for working with the Play Sound action.
5. You have two options for the sound. To:
  - a. Import a sound file:
    - i. Click the **Browse** icon to locate, select and **Open** the sound file to load it in the *Action* dialog.
  - b. Record a sound file:

- i. Click the **Recording Options** button.
  - ii. Make your selections in the *Recording Options* dialog for input device, quality, format , countdown timer and microphone latency.
  - iii. Click **OK** to close the *Recording Options* dialog.
6. In the *Synchronicity* area, select the **Wait for the sound to complete before advancing to the next action or slide** if desired.
7. In the *Concurrency* area, select either:
  - a. **Concurrent Playback – Play concurrently with other sounds.**
  - b. **Privileged Playback – Stop all other even sounds.**
  - c. **Exclusive Playback – Stop all other sounds.**
8. Click **OK** to save options and to close the *Action* dialog.
9. In the *Events* dialog, the **Play Sound** action is added to the list. Repeat these steps as needed.
10. Click **OK** to close the *Events* dialog.

### MUTE – UNMUTE SOUND ACTIONS

There are two 'action' options available to mute and unmute sound automatically when the Viewlet is played.



These are available in the *Action* dialog list as:

- Mute Audio: Mute all audio playing in the Viewlet.
- Unmute Audio: Unmute audio previously muted with the Mute Audio Action.

These work in tandem with the speaker icons on the Viewlet's player bar, indicating when the sound is muted or unmuted.

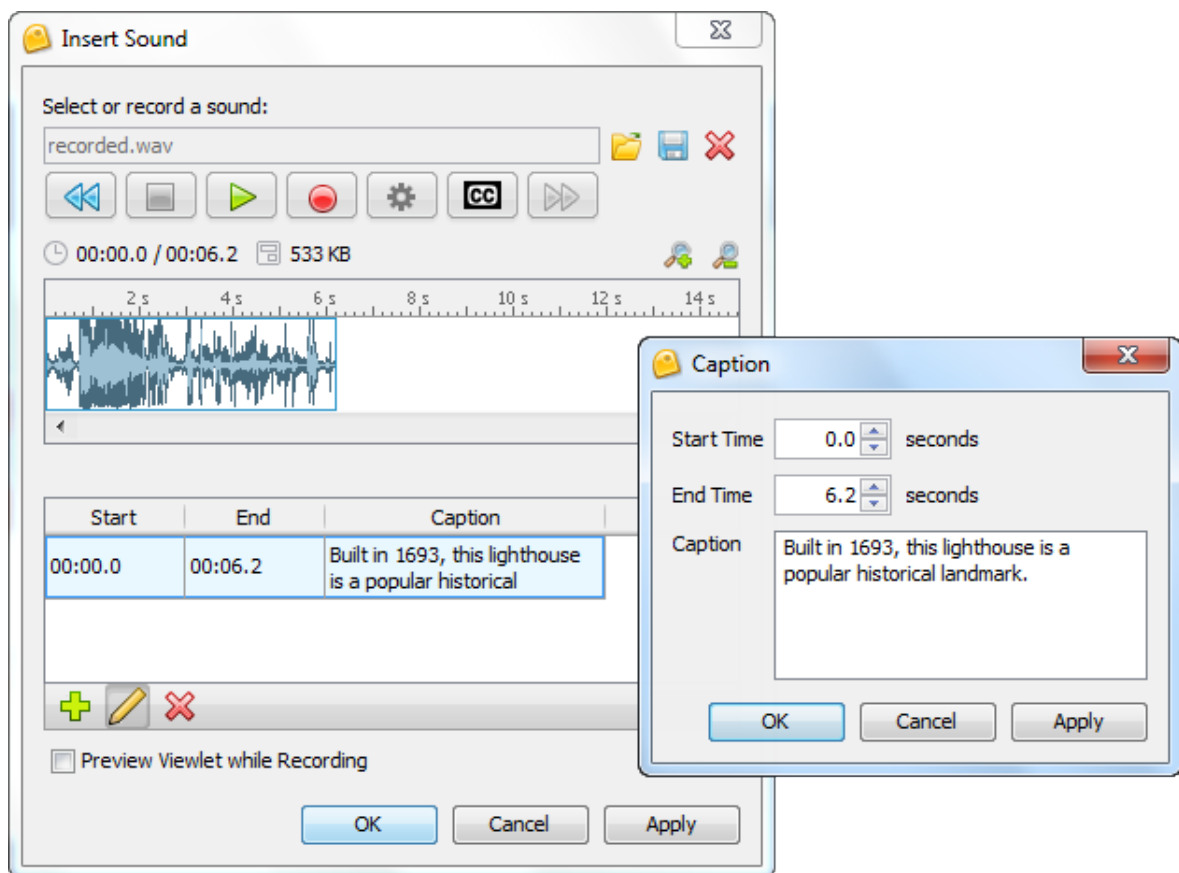
## CLOSED CAPTIONS

If your audience is hearing impaired and your Viewlet contains sound, you can add a text version of the sound known as *Closed Captions*. This feature is available for both recorded and imported sound as well as for sound attached directly to a slide or slide elements.

Closed Captions are accomplished in two parts:

### Sound Dialog Setup

You enter text for the Closed Caption in the *Sound* dialog associated with the sound file that is attached to the slide or slide element. After that, you will need to also insert a Closed Caption text box on to the slide for the Closed Caption to display on playback.



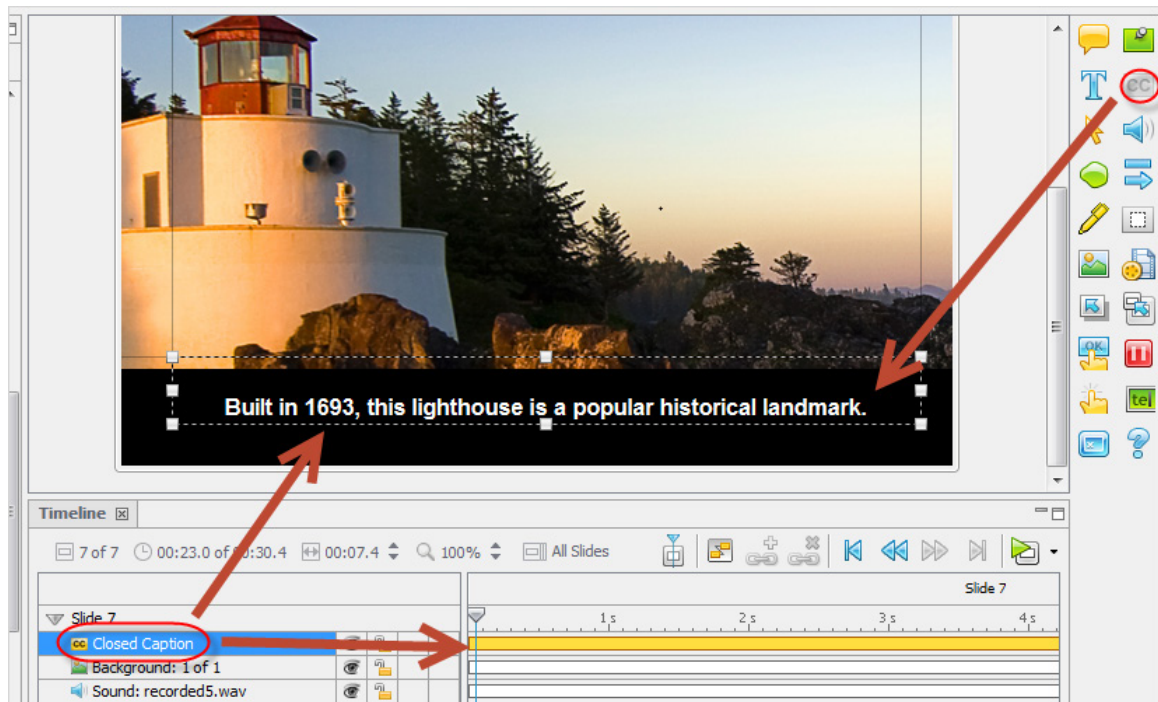
1. In the *Sound* dialog, record or import a sound. You must do this first to enable the Closed Captions feature.
2. Click the **Closed Captions** button. The dialog expands providing access to the Closed Captions options.
3. Click the **Add** button.
4. In the *Caption* dialog:
  - a. Enter a number for the **Start Time**.



- b. Enter a number for the **End Time**.
  - c. Enter text to be used for the closed captions.
  - d. Click **OK** to close the *Caption* dialog.
5. Click **OK** to save the Closed Caption text and to exit the *Sound* dialog.
6. Proceed to the next section, which covers working with the Closed Caption text box on the slide.

### Closed Caption Text Box

Once you enter text for the Closed Caption in the *Sound* dialog associated with the sound file that is attached to the slide or slide element, the next step is to insert a Closed Caption text box on to the slide for the Closed Caption to display on playback.



1. Select the slide where you want to insert the Closed Caption text box.
2. Click the **Insert Closed Caption** button on the Object Toolbar. A **Closed Caption** layer and text box are added to the slide. This text box displays the text set up for Closed Captions previously in the *Sound* dialog.
3. Optional: By default, the Closed Caption element is locked to prevent it from being edited. Click the **Locked** padlock icon to unlock the layer.
4. You can resize and move the text box on the slide. Also, use the Closed Captions Context Sensitive Toolbar to edit the text box as needed. Unlike a regular slide text box, you **CANNOT** edit the text itself directly in the text box on the slide. You need to go back into the *Sound* dialog to do this.

5. Optional: Click the **Unlocked** padlock icon to lock the layer again to prevent it from being edited.

### Modify & Delete

There are two places where you can modify the Closed Caption element: *Sound* dialog and directly on the slide using the Context Sensitive Toolbar.

#### To **MODIFY** the **Closed Caption text**:

1. Select the slide that has the Closed Caption element.
2. Select the slide itself or the slide element (if applicable).
3. Click **Sound** icon on the Object Toolbar or the applicable Context Sensitive Toolbar.
4. In the *Sound* dialog, select the Closed Caption text (in the bottom section of the *Sound* dialog in the Caption column).
5. Click the **Modify** button.
6. In the *Caption* dialog, make your edits as needed.
7. Click **OK** to save the changes and to close the dialog.
8. Click **OK** to close the *Sound* dialog.

#### To **MODIFY** the **Closed Caption text box**:

1. Select the slide that has the *Closed Caption* layer.
2. If the layer is locked, click the **Locked** padlock icon to unlock it for editing.
3. Make your edits as needed.
4. Click the **Unlocked** padlock icon to lock the layer again to prevent further editing.

#### To **DELETE** the **Closed Caption text**:

1. Select the slide that has the Closed Caption element.
2. Select the slide itself or the slide element (if applicable).
3. Click **Sound** icon on the Object Toolbar or the applicable Context Sensitive Toolbar.
4. In the *Sound* dialog, select the Closed Caption text (in the bottom section of the *Sound* dialog in the Caption column).
5. Click the **Delete** button.
6. Click **OK** to close the *Sound* dialog.

To **DELETE** the **Closed Caption text box**:

1. Select the slide that has the *Closed Caption* layer.
2. If the layer is locked, click the **Locked** padlock icon to unlock it for editing.
3. Select the *Closed Caption* layer.
4. Click the **Delete** button on the Main Toolbar.

### **BACKGROUND SOUNDTRACK**

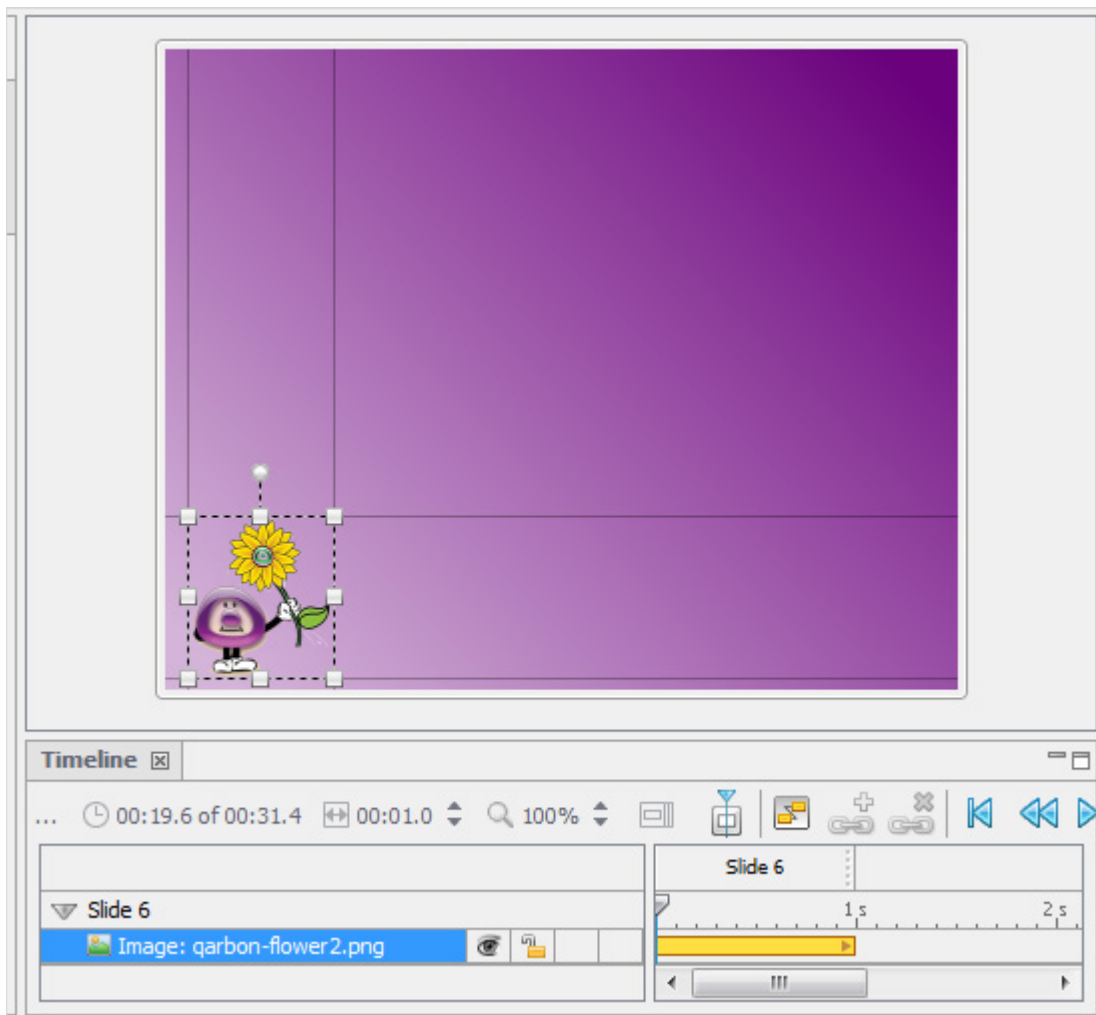
You can add a background soundtrack to the project. This option is available in the *Project Properties* dialog. Instructions for adding a background sound track are covered later in this guide.

## Images

Images may be used in projects in a few different ways. One option is to create an entire project made up of image files. When creating image projects or when inserting image slides, images are embedded as slide background frames. When used in this way, images cannot be moved around the slide.

*Note: Multiple images may be used as part of a slide's background frames. See the chapter on "Background Frames" for more information.*

You may also insert images onto slides as slide objects. When inserted on the slide, images may be resized, moved on the slide, converted to a hyperlink object, become a rollover event, have its transparency level modified and more. And, multiple images may be inserted on the same slide.



Supported image file formats include:

- JPEG
- GIF
- TIFF
- PNG
- BMP

Let's look at some ways to work with images and slides.

To **INSERT** an image on to a slide:

1. Select the slide you want to insert the image on.
2. Click the **Insert Image** button on the Object Toolbar.
3. In the *Insert an Image* dialog, browse to locate the image file.
4. Select the image file and click **Open**. The image is inserted on the slide, ready for editing.

To **MOVE** an image:

1. Select the image by clicking on it.
2. Move your cursor over the image and when the cursor changes to a hand shape, hold down the left mouse button.
3. Drag the image (while holding down the left mouse button) to its new location on the slide.

To **RESIZE** an image:

1. Select an image by clicking on it.
2. Point your cursor over one of the grab handles.
3. When the cursor changes to an arrow, hold down your left mouse button.
4. Drag the grab handle (while holding down the left mouse button) to resize the image.

To change an image's **OPACITY** level:

1. Select an image by clicking on it.
2. Enter a number for the **Opacity (%)** on the Context Sensitive Toolbar.
3. Press **Enter** to apply.

To **ARRANGE** images (and other objects) in a stack:

1. Right click on the image.
2. Select **Arrange** from the shortcut menu.
3. Select an arrangement option.

To **ROTATE** an image:

Please refer to the *Rotate Tool* chapter for more information.

To **ACCESS** image properties:

1. Click on the image to select it.
2. Click the **Image Properties** button on the Context Sensitive Toolbar.
3. In the *Image Properties* dialog, view and edit the selections as needed.
4. Click **OK** to close the *Image Properties* dialog.

To create an **IMAGE EVENT**:

1. Click on the image to select it.
2. Click the **Events** button on the Context Sensitive Toolbar.
3. In the *Image Events* dialog, select an events tab and choose the desired action.
4. Click **OK** to apply.

To **DELETE** an image:

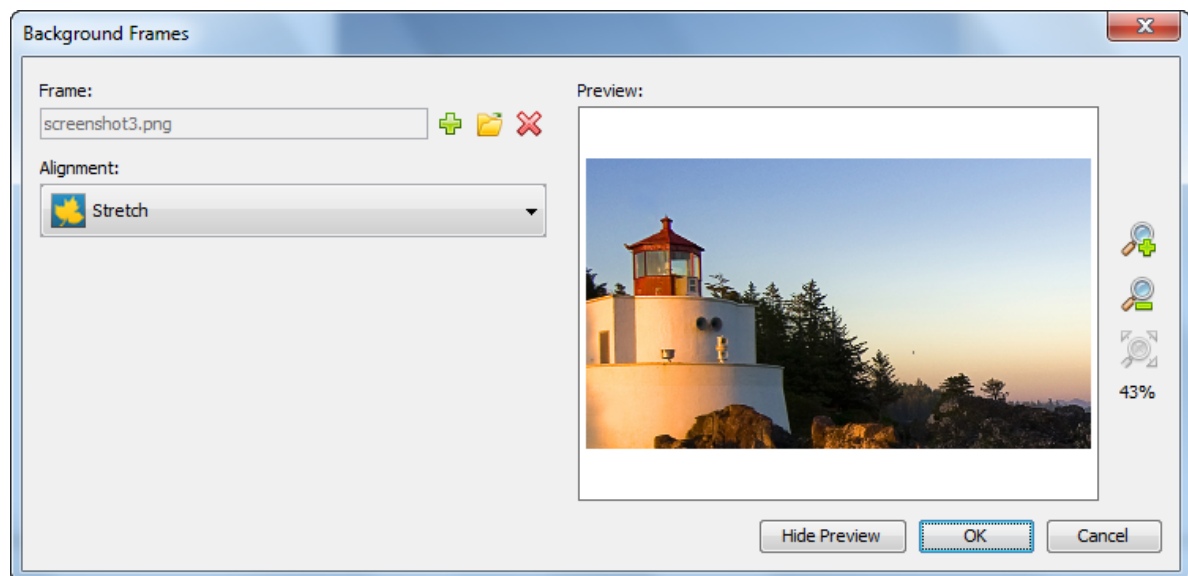
1. Select the image.
2. Click the **Delete** button on the Context Sensitive Toolbar.

## Background Frames

Project slides may contain embedded images known as *Background Frames*. This chapter discusses how to work with single and multiple slide background frames, an important component of many Viewlet projects.

### BACKGROUND FRAMES – SINGLE FRAME

You can have one or more background frames on a slide. When you have just a single background frame, the slide's background area is static during that slide's playback. This section discusses working with a single background frame.



To **ACCESS** the *Background Frames* dialog:

1. Select the slide.
2. Right click and select **Background Frames**. The *Background Frames* dialog displays. (You can also double click on the frame along the Timeline to display the *Background Frames* dialog.)

To **ADD / EDIT** a background frame to a slide:

1. Select the slide.
2. Right click and select **Background Frames**. The *Background Frames* dialog displays.
3. In the *Background Frames* dialog:
  - a. To **add** a frame:
    - i. Click the **Add Frame** button.
    - ii. In the dialog that opens:

1. Click **Browse** to locate, select and **Open** an image to use as the background frame.
  2. In the *Options* area, select **Key Frame**, if applicable.
  3. Select options for the frame's **Location & Duration**.
  4. Click **OK** to close this dialog.
- iii. To **select another** frame:
1. Click the **Load Image** button.
  2. In the dialog that displays, locate, select and **Open** an image to use as the background frame.
  3. Click **OK** to close this dialog.
- b. Select an **Alignment** option from the list.
- c. To preview an frame image, click the **Show Preview** button. Use the zoom buttons on the preview pane to zoom the preview area.
- d. To hide the preview pane, click the **Hide Preview** button.
- e. Click **OK** to save options and to exit the *Background Frames* dialog.

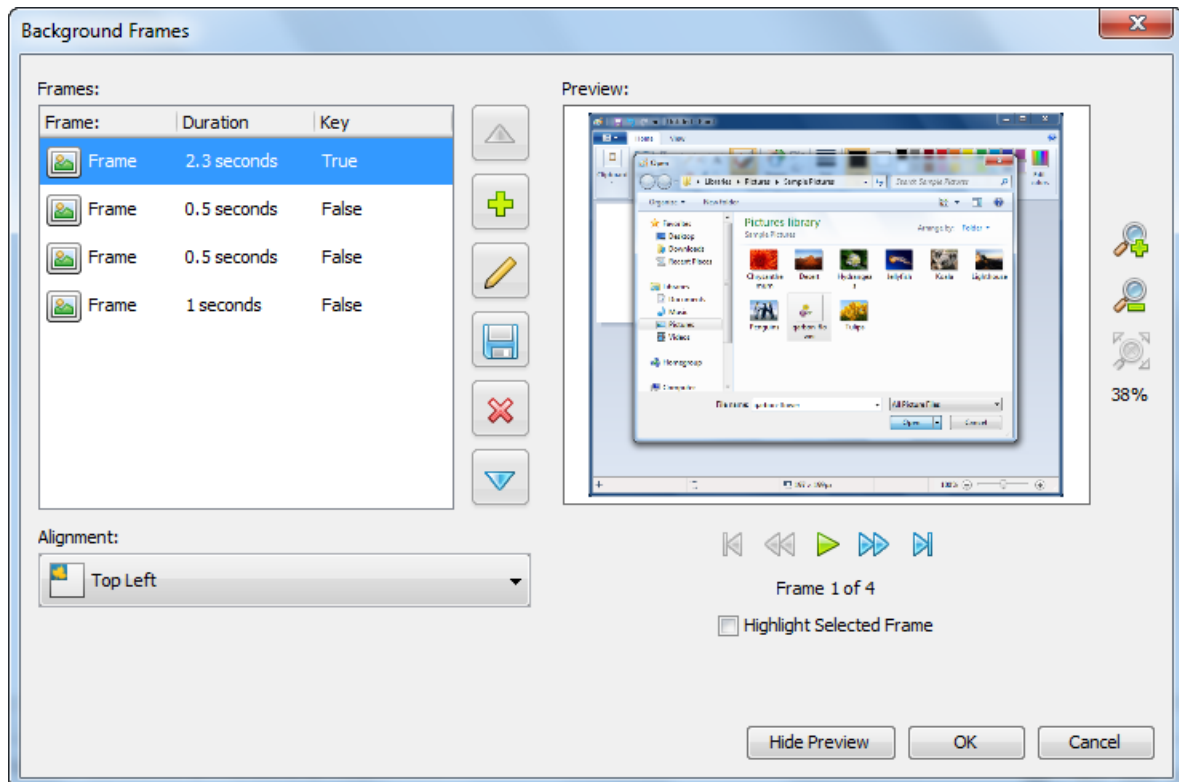
To **DELETE** a background frame:

1. Select the slide.
2. To remove the background frame from the slide:
  - a. From the *Timeline* tab:
    - i. Select the **Background Frame** layer.
    - ii. Click the **Delete** button.
  - b. From the *Background Frames* dialog:
    - i. Right click on the slide and select **Background Frames** from the shortcut menu.
    - ii. In the dialog that displays, click the **Remove Background** button.
    - iii. Click **OK** to exit the *Background Frames* dialog.

### **BACKGROUND FRAMES – MULTIPLE FRAMES**

Slides may be comprised of multiple background frames. This most commonly happens when creating projects using Smart Capture. Slides containing multiple background frames are animated during playback on the slide itself (similar to an animated GIF file). To edit a slide with multiple background frames, you will use the same steps as you would with the steps outlined for modifying a slide with a single background frame. There are, of course, a few additional options since you are working with multiple frames.





### Key Frame

Frames added after the first frame may or may not be key frames. If marked as a key frame, the key frame will completely replace the previous image in the sequence. If a frame is not marked as a key frame, the frame is just “painted” on top of the previous key frame, like an additional image layered on top of it.

After creating a Screen Capture Project or adding new screenshots using Smart Capture, if you look at a slide that has multiple background frames on it, you will see that all but the first frame are NOT key frames.

#### To **ENABLE** / **DISABLE** a **Key Frame**:

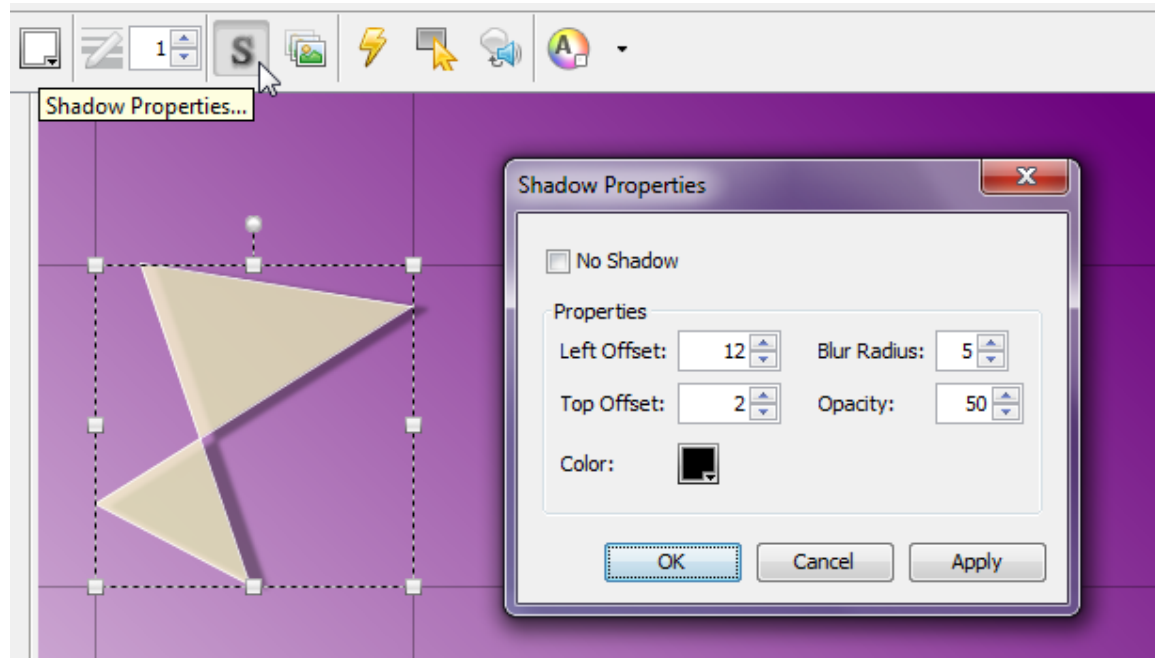
1. In the *Background Frames* dialog, double click a frame.
2. In the *Background Frame* dialog, select / deselect the **Key Frame** option.
3. Click **OK**.

#### To **MOVE** a frame up/down in the list:

1. In the *Background Frames* dialog, select the frame in the list.
2. Click the **Move Up** button to move the frame up in the list.
3. Click the **Move Down** button to move the frame down in the list.

## Shadow Effect

Enhance slide objects with the addition of a shadow. The Shadow tool allows you to add a shadow effect to most slide objects such as cursors, images, shapes, message objects, etc. And, it's very easy to do!



To **ADD** a Shadow to a slide object:

1. Select the slide object (such as an image, for example) to load its Context Sensitive Toolbar.
2. Select the **Shadow Properties** button (if available) from the Context Sensitive Toolbar.
3. In the *Shadow Properties* dialog that displays:
  - a. Deselect the check box next to the **No Shadow** option.
  - b. In the *Properties* area, make selections for Left Offset, Top Offset, Blur Radius, Opacity and Color.
  - c. Click **Apply** to see the results BEFORE closing the *Shadow Properties* dialog and make adjustments as needed with your selections.
  - d. When satisfied, click **OK** to save your shadow selections.

To **REMOVE** a shadow effect:

1. Select the slide object (such as an image, for example) to load its Context Sensitive Toolbar.
2. Select the **Shadow Properties** button from the toolbar.
3. In the *Shadow Properties* dialog that displays, select the check box next to the **No Shadow** option.
4. Click **OK** to apply.

## Shapes (Rectangle, Ellipse, Lasso, Poly Lasso)

Using the various *Shape* tools, you can create different shapes. These tools include:

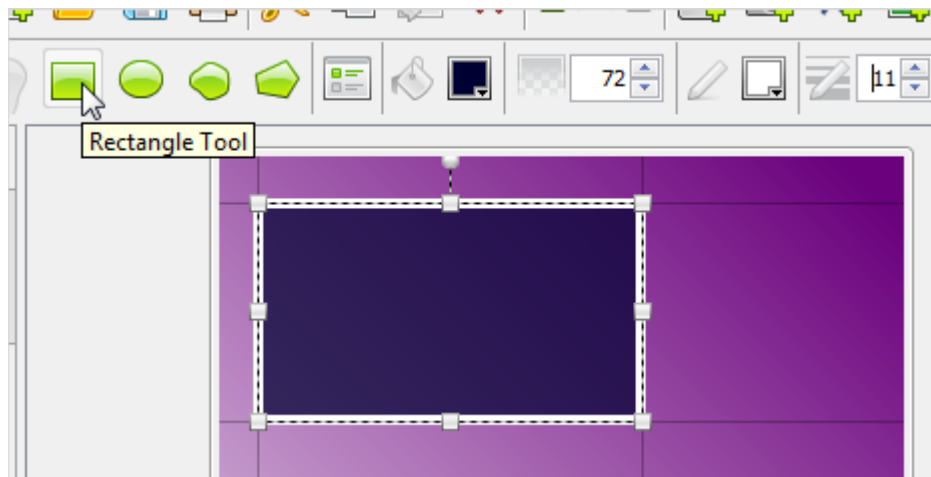
- Rectangle: Creates rectangles and squares.
- Ellipse: Creates circles and ovals.
- Lasso: Creates free-form shapes.
- Poly Lasso: Creates polygonal shapes.

*Note: Lines and arrows are also available, but specific instructions for creating these are covered later in this guide.*

### CREATING SHAPES

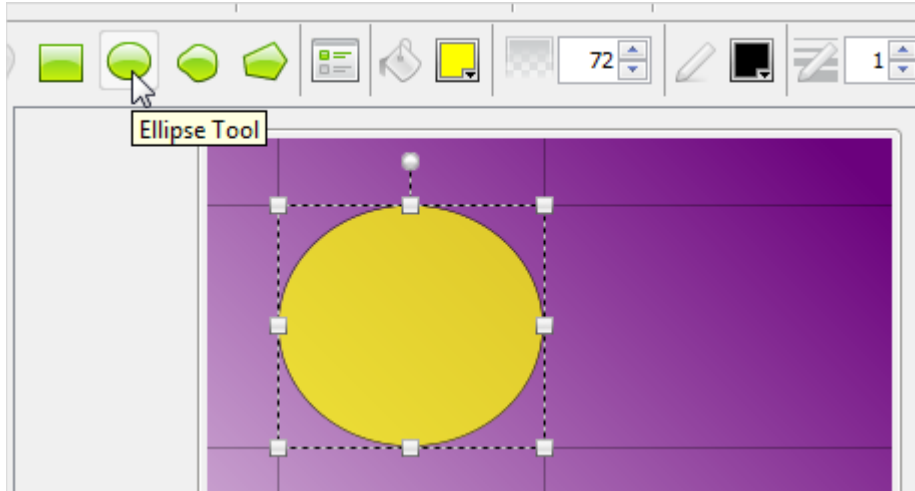
This section provides instructions for creating a shape using one of the four shape tools (rectangle, ellipse, lasso, poly lasso) available on the *Shape* Context Sensitive Toolbar.

To **CREATE** a rectangle:



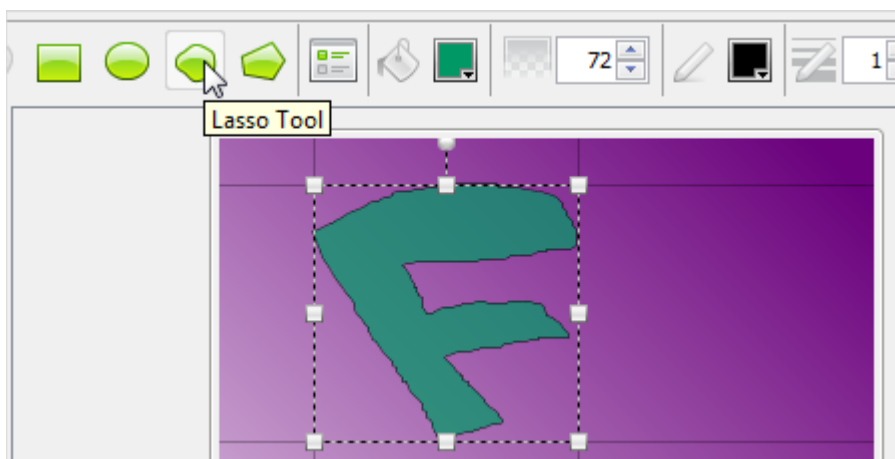
1. Click the **Insert Shape** button on the Object Toolbar.
2. Click the **Rectangle Tool** button on the Context Sensitive Toolbar.
3. Move the cursor over the slide until the cursor changes to a cross-hair shape.
4. Click on the slide and hold down the left mouse button.
5. Continue to hold down the left mouse button and drag to draw the rectangular shape.
6. Let go of the left mouse button to complete the shape.

To **CREATE** an ellipse:



1. Click the **Insert Shape** button on the Object Toolbar.
2. Click the **Ellipse Tool** button on the Context Sensitive Toolbar.
3. Move the cursor over the slide until the cursor until the cursor changes to a cross-hair shape.
4. Click on the slide and hold down the left mouse button.
5. Continue to hold down the left mouse button and drag to draw the elliptical shape.
6. Let go of the left mouse button to complete the shape.

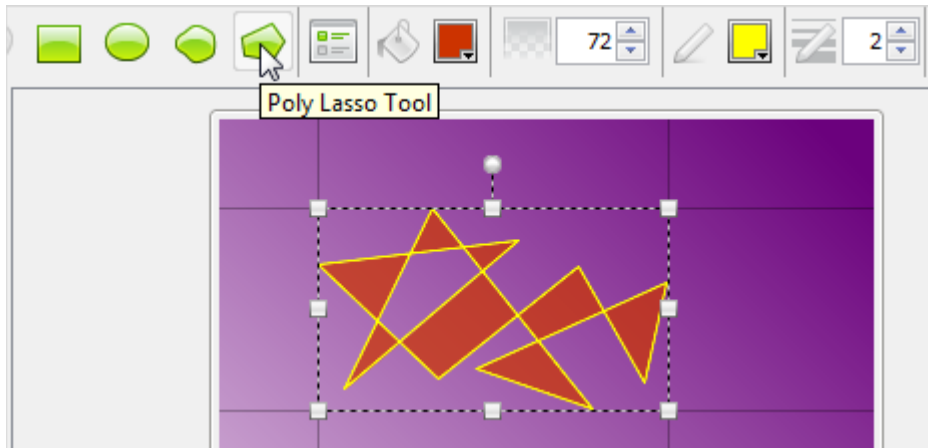
To **CREATE** a free-form shape using the Lasso tool:



1. Click the **Insert Shape** button on the Object Toolbar.
2. Click the **Lasso Tool** button on the Context Sensitive Toolbar.

3. Move the cursor over the slide until the cursor changes to a lasso shape.
4. Hold down the left mouse button and draw your shape.
5. Let go of the left mouse button when the free-form shape is complete.

To **CREATE** a polygonal shape using the Poly Lasso:



1. Click the **Insert Shape** button on the Object Toolbar.
2. Click the **Poly Lasso Tool** button on the Context Sensitive Toolbar.
3. Move the cursor over the slide until the cursor changes to a poly lasso shape.
4. Click on the slide to insert the first “anchor” point.
5. Drag the cursor to form the first leg of the polygon.
6. Click again to insert the next anchor point.
7. Drag the cursor again to form the next leg of the polygon.
8. Continue repeating these steps until the polygon shape is formed.

### MODIFYING SHAPES

Once you create your rectangle, ellipse, free-form or polygonal shape, you can then move, resize, recolor, and arrange them for create custom effects.

To **MOVE** a shape:

1. Click the shape to select it.
2. Move your cursor over the shape until the cursor becomes a grab hand shape.
3. Hold down the left mouse button and drag the shape to move it.

To **RESIZE** a shape:

1. Click the shape to select it.
2. Move your cursor over one of the grab handles until the cursor changes to an arrow shape.
3. Hold down the left mouse button and drag to resize the shape.

To **ARRANGE** the shape in a stack:

1. Click the shape to select it.
2. Right click and select **Arrange** from the shortcut menu.
3. Select one of the arrange options to move the shape to that position in the stack.

To **ROTATE** a shape:

1. Click the shape to select it.
2. Move your cursor over the extended “circular” gnode until the cursor changes to a circular arrow.
3. Hold down the left mouse button and drag to rotate the image.

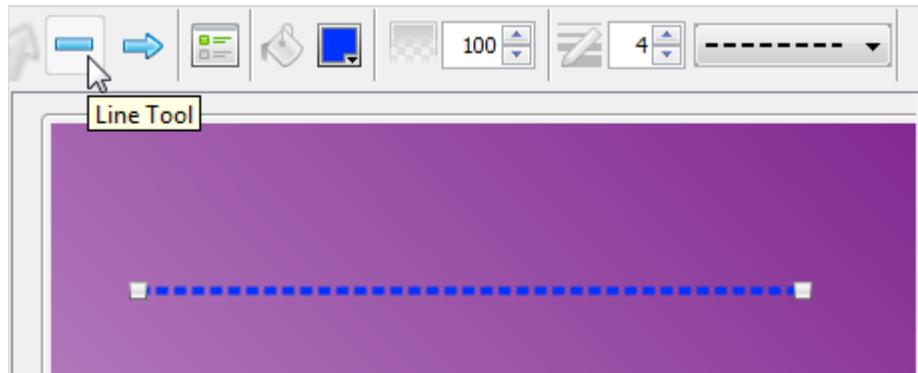
To **DELETE** a shape:

1. Click the shape to select it.
2. Click the **Delete** button on the Main Toolbar.

## Lines & Arrows

Use the *Line & Arrow* tool to create different line and arrows shapes. This sections provides information for working with this tool.

### LINES



To **CREATE** a line:

1. Select the **Line or Arrow Tool** button from the Objects Toolbar.
2. Click the **Line Tool** button from the Context Sensitive Toolbar.
3. The cursor changes to a cross-hair shape. Drag the cursor on the slide to draw the line shape.
4. Let go of the left mouse button to complete the line shape.
5. Edit the line attributes using any of the buttons along the Context Sensitive Toolbar.
6. Click off of the line when finished.

To **RESIZE** a line:

1. Select the line.
2. Point your cursor over one of the ends of the line until the cursor changes to a four-headed arrow.
3. Hold down the left mouse button and drag to resize.
4. Let go of the left mouse button when done.

To change the line's **color**:

1. Select the line object.
2. Click the **Line Color** button from the Context Sensitive Toolbar.
3. In the dialog that displays, select a color from the *Swatches* or *Rainbow* tab.
4. Click **OK** to save the change.



To change the line's **opacity**:

1. Select the line object.
2. Set a number for the **Opacity (%)** percentage.
3. Press **Tab** or **Enter** or click out of the number field to apply

To change the line's **width**:

1. Select the line object.
2. Set a number for the **Line Width**.
3. Press **Tab** or **Enter** or click out of the number field to apply.

To change the line's **style**:

1. Select the line object.
2. Select a new style from the **Line Style** list.

To **MOVE** a line:

1. Select the line.
2. Point your cursor over the line until the cursor changes to a hand shape.
3. Hold down the left mouse button and drag the line.
4. Let go of the left mouse button to drop it into place.

To **ROTATE** a line:

1. Select the line.
2. Point your cursor over one of the ends until the cursor changes to a four-headed arrow shape.
3. Hold down the left mouse button and drag to rotate the line along its opposite end.
4. Let go of the left mouse button to complete the rotation.

To **ARRANGE** a line:

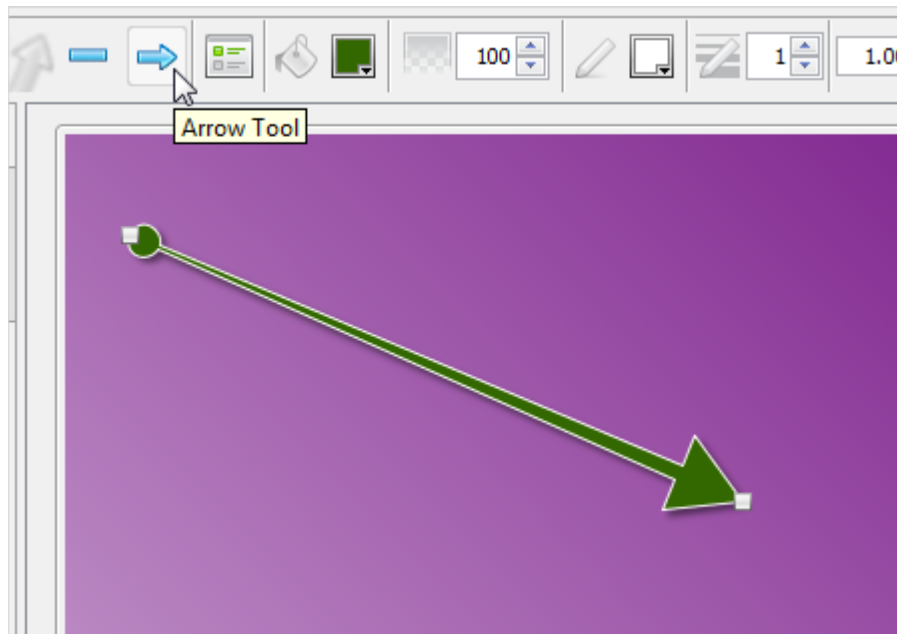
1. Select the line.
2. Right click and select **Arrange** from the shortcut menu.
3. Select an arrangement option to use for the line in the stack.

To **DELETE** a line:

1. Select the line.
2. Click the **Delete** button on the Main Toolbar.

*Note: You can also add a Shadow, Events/Actions, Rollovers and Sounds to any line. Please see the applicable chapters for more information on these features.*

## ARROWS



To **CREATE** an arrow:

1. Select the **Line or Arrow Tool** button from the Objects Toolbar.
2. Click the **Arrow Tool** button from the Context Sensitive Toolbar.
3. The cursor changes to a cross-hair shape. Drag the cursor on the slide to draw the arrow shape.
4. Let go of the left mouse button to complete the arrow shape.
5. Edit the arrow attributes using any of the buttons along the Context Sensitive Toolbar.
6. Click off of the arrow when finished.

To **RESIZE** a line:

1. Select the arrow
2. Point your cursor over one of the ends of the arrow until the cursor changes to a four-headed arrow.

3. Hold down the left mouse button and drag to resize.
4. Let go of the left mouse button when done.

To change the arrow's **background (fill) color**:

1. Select the arrow object.
2. Click the **Background Color** button from the Context Sensitive Toolbar.
3. In the dialog that displays, select a color from the *Swatches* or *Rainbow* tab.
4. Click **OK** to save the change.

To change the arrow's **opacity**:

1. Select the arrow object.
2. Set a number for the **Opacity (%)** percentage.
3. Press **Tab** or **Enter** or click out of the number field to apply

To change the arrow's **border color**:

1. Select the arrow object.
2. Click the **Border Color** button from the Context Sensitive Toolbar.
3. In the dialog that displays, select a color from the *Swatches* or *Rainbow* tab.
4. Click **OK** to save the change.

To change the arrow's **border width**:

1. Select the arrow object.
2. Set a number for the **Border Width**.
3. Press **Tab** or **Enter** or click out of the number field to apply.

To change an arrow's **Start Cap**:

1. Select the arrow object.
2. Enter a number in the **Start Cap Scale Factor** number field.
3. Select an **Arrow Start Cap Style** from the list.

To change an arrow's **End Cap**:

1. Select an arrow object.
2. Enter a number in the **End Cap Scale Factor** number field.
3. Select an **Arrow End Cap Style** from the list.

To **ROTATE** an arrow:

1. Select the arrow.
2. Point your cursor over one of the ends until the cursor changes to a four-headed arrow shape.
3. Hold down the left mouse button and drag to rotate the arrow along its opposite end.
4. Let go of the left mouse button to complete the rotation.

To **ARRANGE** an arrow:

1. Select the arrow.
2. Right click and select **Arrange** from the shortcut menu.
3. Select an arrangement option to use for the arrow in the stack.

To **DELETE** an arrow:

1. Select the arrow.
2. Click the **Delete** button on the Main Toolbar.

*Note: You can also add a Shadow, Events/Actions, Rollovers and Sounds to any arrow. Please see the applicable chapters for more information on these features.*

## Rotate Tool

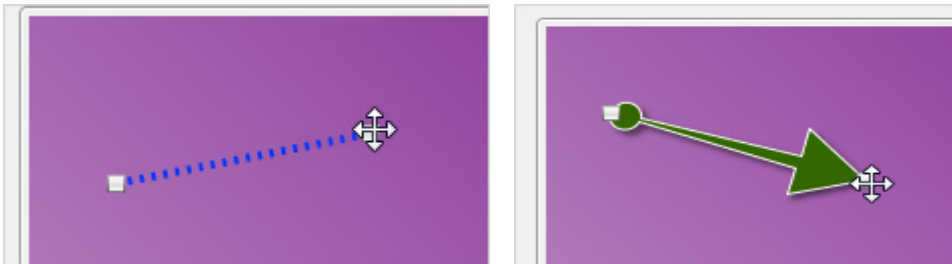
The *Rotate* tool allows you to rotate an individually selected slide object such as an inserted image or shape up to 360 degrees clockwise or counter clockwise.

To rotate a selected image or shape (created with rectangle, ellipse, lasso or poly lasso shape tools):



1. Select the desired inserted image or shape.
2. Point your cursor over the extended circle gnode (usually at the top center) until the cursor changes to a **circular arrow** shape.
3. Hold down your left mouse button and drag left or right to rotate.
4. Let go of the left mouse button when satisfied to complete the rotate operation.

To rotate a selected shape created using the line or arrow tool:



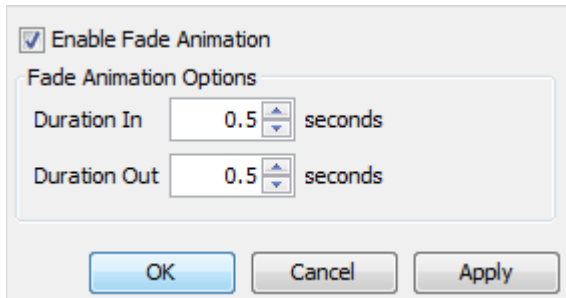
1. Select the desired inserted line or arrow.
2. Point your cursor over one of its edge gnodes until the cursor changes to a **four-headed arrow** shape.
3. Hold down your left mouse button and drag left or right to rotate.
4. Let go of the left mouse button when satisfied to complete the rotate operation.

## Fade Animation

Add visual dimension to slide objects as they play back on your slides using *Fade Animation*. This feature allows you to apply fading effects to slide objects along the timeline or while working in the slide objects *Properties* dialog.

### PROPERTIES DIALOG

This section provides instructions for working with the *Fade Animation* (when available) in a selection's *Properties* dialog.



To **ENABLE** a fade animation:

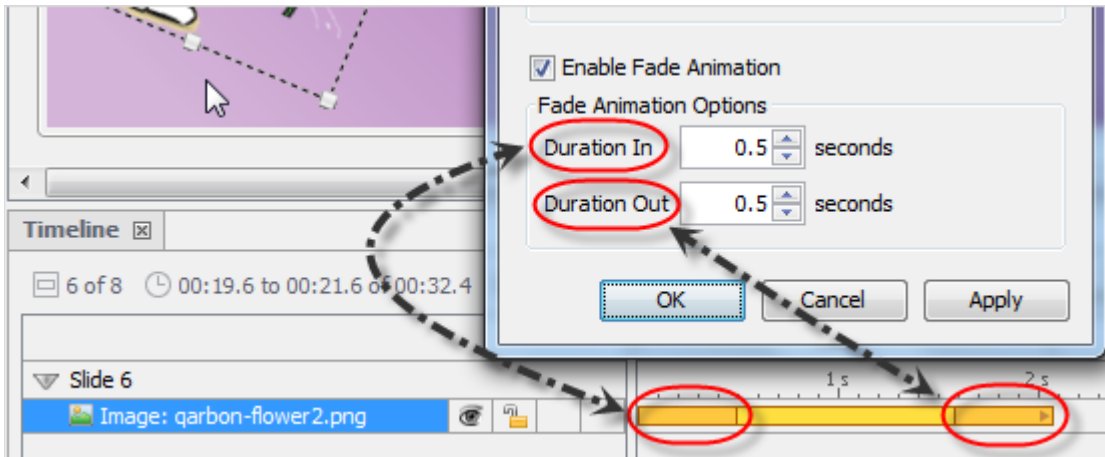
1. Select the slide object you want to add a fade animation to.
2. Click the **Properties** button along the selection's Context Sensitive Toolbar.
3. In the *Properties* dialog that displays, select the **Enable Fade Animation** option.
4. In the *Fade Animation Options* area:
  - a. **Duration In:** Enter a number (in seconds) for the amount of time the fade animation will take as the slide object displays on the timeline.
  - b. **Duration Out:** Enter a number (in seconds) for the amount of time the fade animation will take as the slide object reaches its ending time on the timeline.
5. Click **OK** to apply.

To **DISABLE** a fade animation:

1. Select the slide object containing the fade animation.
2. Click the **Properties** button along the selection's Context Sensitive Toolbar.
3. In the *Properties* dialog that displays, deselect the **Enable Fade Animation** button. This disables the fade animation options.
4. Click **OK** to apply.

## TIMELINE EDITING

This section provides instructions for working with the *Fade Animation* (when available) while working with slide objects on the timeline.



To **ADD** a fade animation:

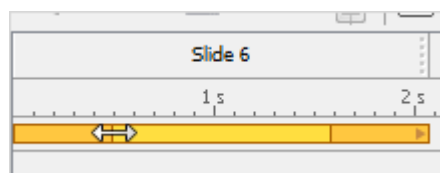
1. In the *Timeline* tab, select a slide element.
2. Click the **Fade Animation** button on the selection's Context Sensitive Toolbar. The selection's indicator box along the timeline is divided into two additional sections, showing a fade animation applied to the start and end times.

To **REMOVE** a fade animation:

1. In the *Timeline* tab, select a slide element containing a fade animation.
2. Click the **Fade Animation** button on the selection's Context Sensitive Toolbar to deselect (remove) the fade animation from the selected object.

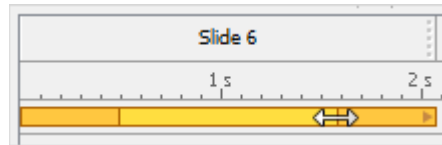
To **INCREASE / DECREASE** a fade animation's duration in / duration out times:

1. In the *Timeline* tab, select the slide object's layer.
2. To change the fade animation's:
  - a. **Duration In** time:



- i. Point your cursor over the inner edge of the slide object's indicator (second vertical line) until it changes to an arrow shape.

- ii. Hold down the left mouse button and drag left to decrease the time or drag right to increase the time for the fade animation to fade in.
  - iii. Let go of the left mouse button to set.
- b. **Duration Out time:**



- i. Point your cursor over the inner edge of the slide object's indicator (third vertical line) until it changes to an arrow shape.
- ii. Hold down the left mouse button and drag left to increase the time or drag right to decrease the time for the fade animation to fade out.
- iii. Let go of the left mouse button to set.



## Grouped Objects (Alignment, Distribution, Sizing, Time)

ViewletBuilder8 Professional offers various alignment, distribution and sizing tools when working with multiple objects. This chapter provides an overview of working with these options.

### ALIGNMENT TOOLS



Alignment tools are available for selected objects. The alignment tools are divided into two sections:

1. Aligning selected objects within the group's "bounding" box (as indicated by the dotted rectangle surrounding the selected objects).
2. Aligning selected objects on the slide.

To align two or more selected objects within the group's "bounding" box:

1. Click on the first object to select it.
2. Hold down the **Ctrl** key while clicking to select additional objects. A "bounding box" surrounds the selected objects. It will be inside this bounding box area that the alignment will occur.
3. Click the applicable "group alignment" button for the selected objects.

To align a single or multiple objects on a slide:

1. Select the object to select it.
2. If selecting multiple objects, hold down the **Ctrl** key while clicking on additional objects to select them.
3. Click the applicable "slide alignment" button for the selected object(s).

### DISTRIBUTION TOOLS



Distribution tools are available for selected objects. In order to use the distribution tools, three or more objects must be selected. A "bounding box" (dotted rectangle) displays around the selected objects and it is inside the perimeter of this bounding box the distribution will be applied.

*Note: Three or more objects must be selected in order to access the distribution tools.*

To use the distribution tools:

1. Click on the first object to select it.
2. Hold down the **Ctrl** key when clicking to select the additional objects.
3. A “bounding” box displays around the selected objects. Click the applicable “distribution” button on the Context Sensitive Toolbar to apply it to the object group.

## SIZE TOOLS



Size tools are available for two or more selected objects. Use this tool if you want to quickly set all objects within a selected group to the same size.

*Note: The order that you select your objects is IMPORTANT. The objects will be “resized” based on the first object selected in the group.*

To resize two or more selected objects:

1. Click on the first object to select it.
2. Hold down the **Ctrl** key when clicking to select the additional objects.
3. A “bounding” box displays around the selected objects. Click the applicable “size” button on the Context Sensitive Toolbar to apply it to the object group.

## TIME TOOLS



Time tools are available for two or more selected objects. Use this tool if you want to quickly set all objects within a selected group to the same start time, end time, or both the same start AND end times. There is also a sequencing time tool available for the selected object group.

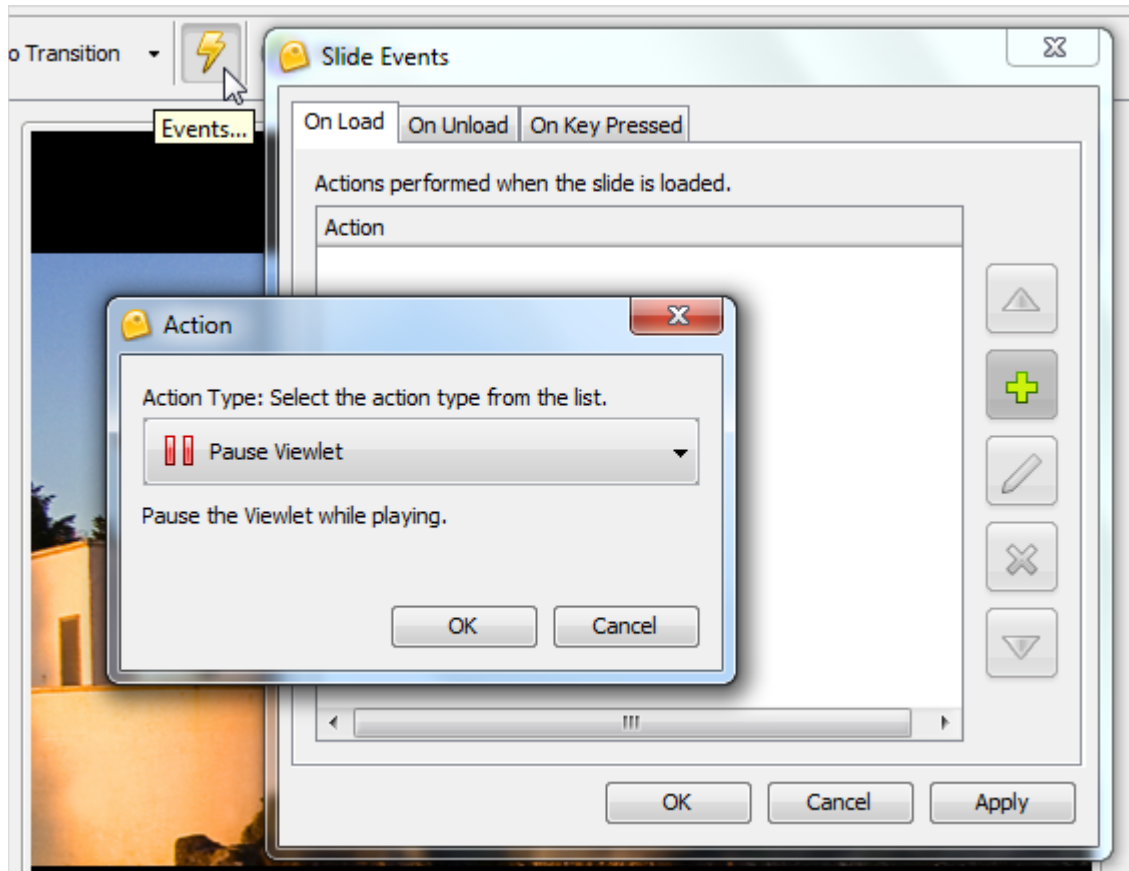
*Note: The order that you select your objects is IMPORTANT. The ‘time’ will be applied using the first object selected in the group.*

To set the time of how two or more selected objects appear and/or remain displayed on the timeline:

1. Click on the first object to select it.
2. Hold down the **Ctrl** key when clicking to select the additional objects.
3. A “bounding” box displays around the selected objects. Click the applicable “time” button on the Context Sensitive Toolbar to apply it to the object group.

## Events and Actions Overview

ViewletBuilder8 Professional offers a robust set of events and actions that may be associated with slides and slide objects such as shapes and images to produce greater dynamics and a higher user interactive experience than ever before. This chapter provides an overview of events and actions features.

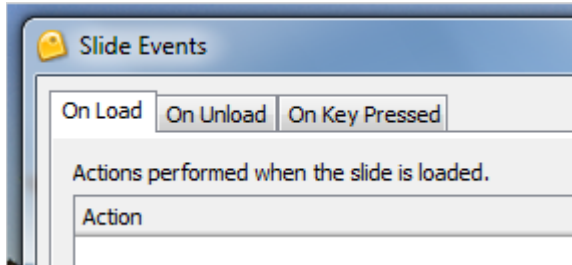


### EVENTS

Events may be defined as what happens when a certain scenario occurs. For example, a slide event may be the "On Load" event. This means that when the slide "loads" or as it "loads" this "loading" is an event.

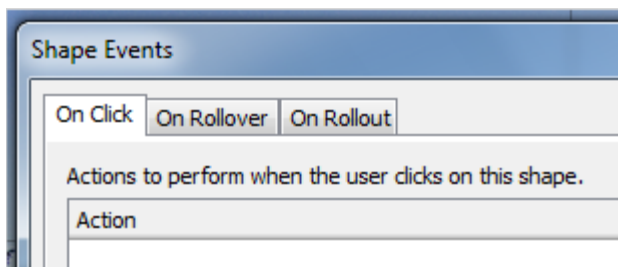
*Note: All slides and various slide objects may have Events/Actions associated with them, but not all are listed in this chapter. If you see a lightning bolt along the selections Context Sensitive Toolbar, this means Events/Actions are available.*

To **CREATE** a **slide event**:



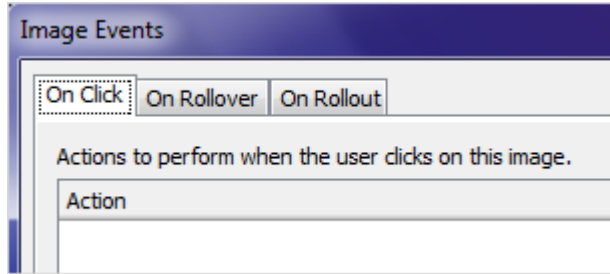
1. Right click on a slide directly and select **Events** from the shortcut menu.
2. In the *Slide Events* dialog, select a tab:
  - a. **On Load**: This is when a slide is loaded.
  - b. **On Unload**: This is when you leave the slide.
  - c. **On Key Pressed**: This is when a key is press while on a slide.
3. Select an action as desired.
4. Make additional selections for the 'selected' action (these will vary depending on the action selected).
5. Click **OK**.

To **CREATE** a **shape event**:



1. Right click on a shape.
2. Select **Events** from the shortcut menu.
3. In the *Shape Events* dialog, select a tab:
  - a. **On Click**: This is when the user clicks on the shape.
  - b. **On Rollover**: This is when the user moves the mouse over the shape.
  - c. **On Rollout**: This is when the user has moved the mouse off the shape.
4. Select an action as desired.
5. Make additional selections for the 'selected' action (these will vary depending on the action selected).
6. Click **OK**.

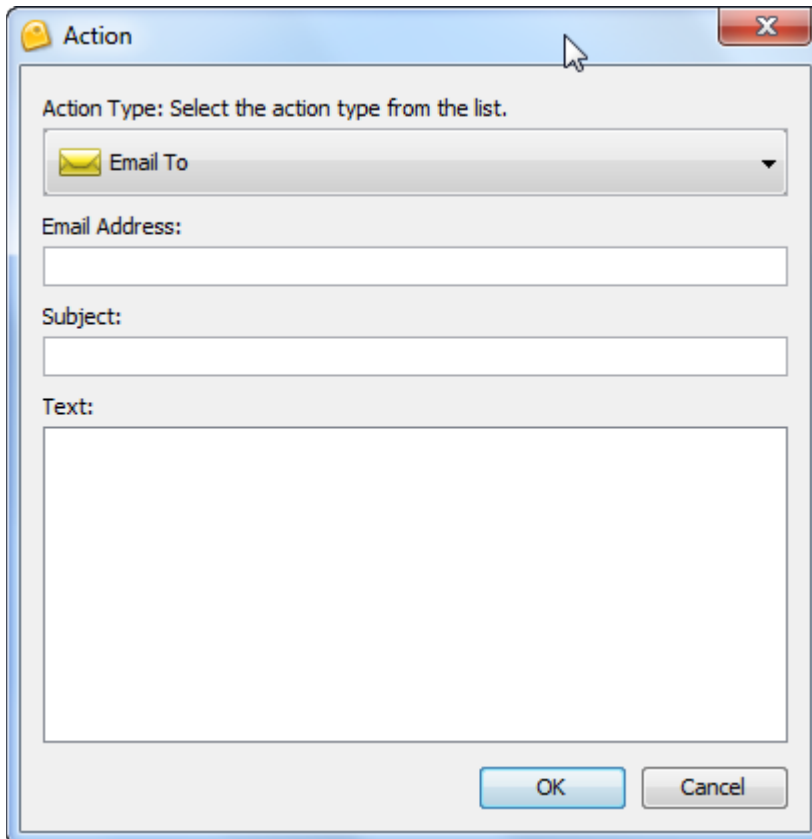
To **CREATE** an image event:



1. Right click on an image.
2. Select **Events** from the shortcut menu.
3. In the *Image Events* dialog, select an events tab.
  - a. **On Click:** This is when the user clicks on the image.
  - b. **On Rollover:** This is when the user moves the mouse over the image.
  - c. **On Rollout:** This is when the user has moved the mouse off the image.
4. Select an action as desired.
5. Make additional selections for the 'selected' action (these will vary depending on the action selected).
6. Click **OK**.

## ACTIONS

Actions are associated with Events and are “what will take place” once a particular event occurs. For example, an “On Click” event may have a “Goto Slide” action attached to it. So, when a user clicks a shape, for example, the project will “go to” a predefined slide.



The screenshot shows a dialog box titled "Action". It contains a dropdown menu for "Action Type" with "Email To" selected. Below the dropdown are three text input fields: "Email Address:", "Subject:", and "Text:". At the bottom of the dialog are "OK" and "Cancel" buttons.

To **ATTACH** an action to an event:

1. Select a slide, shape, image or other object (that supports events).
2. Right click and select **Events** from the shortcut menu.
3. In the *Events* dialog, select an events tab.
4. In the tab, click the **Add** button.
5. In the *Action* dialog, select an action from the list. If applicable, make additional selections for the selected action as needed.
6. Click **OK** to close the *Action* dialog to return to the *Events* dialog.
7. Click **OK** to close the *Events* dialog.

To **ARRANGE** multiple actions for a given event:

1. In the *Events* dialog, select an events tab.
2. If multiple actions are listed in that tab, click an action to highlight it.
3. Click the **Move Up** button to move the selected action up in the list.
4. Click the **Move Down** button to move the selected action down in the list.
5. Click **OK**.

To **EDIT** an action:

1. In the *Events* dialog, select an events tab.
2. Select the action to edit.
3. Click the **Modify** button.
4. In the *Action* dialog, modify the action as needed.
5. Click **OK** to close the *Action* dialog.
6. Click **OK** to close the *Events* dialog.

To **DELETE** an action:

1. In the *Events* dialog, select an events tab.
2. Select the action to delete.
3. Click the **Delete** button.
4. Click **OK** to close the *Events* dialog.

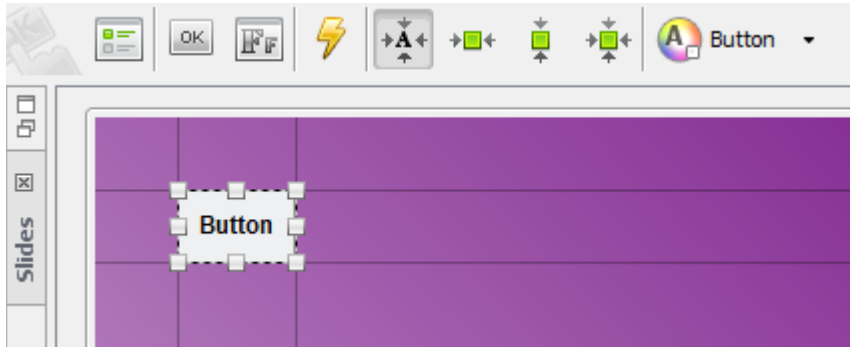
*Note: If an event has multiple actions associated with it, the actions will be performed in the order in which they are listed in the "Action" dialog (from top to bottom).*

## Buttons

Buttons may be used to increase user interactivity within your Viewlet project. For example, if you want to give your viewer the control to advance through your Viewlet at their own pace, you can create your own series of customized buttons for them to do this. Or, you might provide buttons that, when clicked, will allow the viewer to skip ahead or to different parts of your project instead of just progressing through it in a linear fashion.

When you are editing your button element, double clicking on it will put you into text edit mode. You will see a flashing cursor inside the button image indicating it's ready for text input/editing, providing you access to the text edit Context Sensitive toolbar.

You can also single click on the button element to access the button's Context Sensitive toolbar to change the element's properties and style; open the *Text Editor* dialog (without being in text edit mode); add button events/actions; access simple alignment options and additional button style commands.



To **INSERT** a button:

1. Select the slide on which you want to add a button.
2. Click the **Insert Button** icon on the Object Toolbar. A button is inserted on the slide ready for editing.

*Note: Don't forget to add a "Pause Zone" to a slide that contains a button. This will give the viewer a chance to click the button for further navigation in the Viewlet.*

To **ACCESS** button properties:

1. Select a button.
2. Click the **Button Properties** button on the Context Sensitive Toolbar.
3. In the *Button Properties* dialog in the:
  - a. *Name* area: Enter a name for the button in the field provided. Enter the Text to be displayed on the button in the field provided.
  - b. *Location & Size* area: Enter values for its Left and Top margin. Enter values for the Width and Height of the button.



- c. *Timing* area: Select a timing option for the button to display on the slide from the drop down list. Enter values for any Start/Duration times as applicable.
4. Click **OK**.

To **MOVE** a button on a slide:

1. Select a button.
2. Point your cursor over the button until the cursor changes to a hand shape.
3. Hold down the left mouse button and drag.
4. Let go of the left mouse button to drop it into its new location.

To select a button **style**:

1. Select a button
2. Click the **Button Style** button on the Context Sensitive Toolbar.
3. In the *Button Style* dialog, select a style from the list.
4. Click **OK**.

To **MODIFY** text in a button:

1. Select a button.
2. To edit text:
  - a. Using the Text Editor:
    - i. Click the **Open in Text Editor** button on the Context Sensitive Toolbar.
    - ii. In the *Text Editor* dialog, make your selections for font type, font size, attributes, color and alignment.
    - iii. Type your text in the field provided.
    - iv. Click **OK** to apply and exit the *Text Editor* dialog.
  - b. Inline with the button object:
    - i. Double click on the button. A flashing cursor inside the button object indicates you are in text edit mode.
    - ii. Use the active Context Sensitive Toolbar to change font attributes, type, color, style and alignment.
    - iii. Type your text directly in the balloon object.
    - iv. Click off of the balloon to exit text edit mode.

To **add an event and action(s)** to the button:

1. Select a button
2. Click the **Events** button on the Context Sensitive Toolbar.
3. In the *Button Events* dialog, in the *On Click* tab, click the **Add** icon.
4. In the *Action* dialog, select an action from the list. Make additional selections as needed.
5. Click **OK** to close the *Action* dialog.
6. Click **OK** to close the *Button Events* dialog.

To **DELETE** a button:

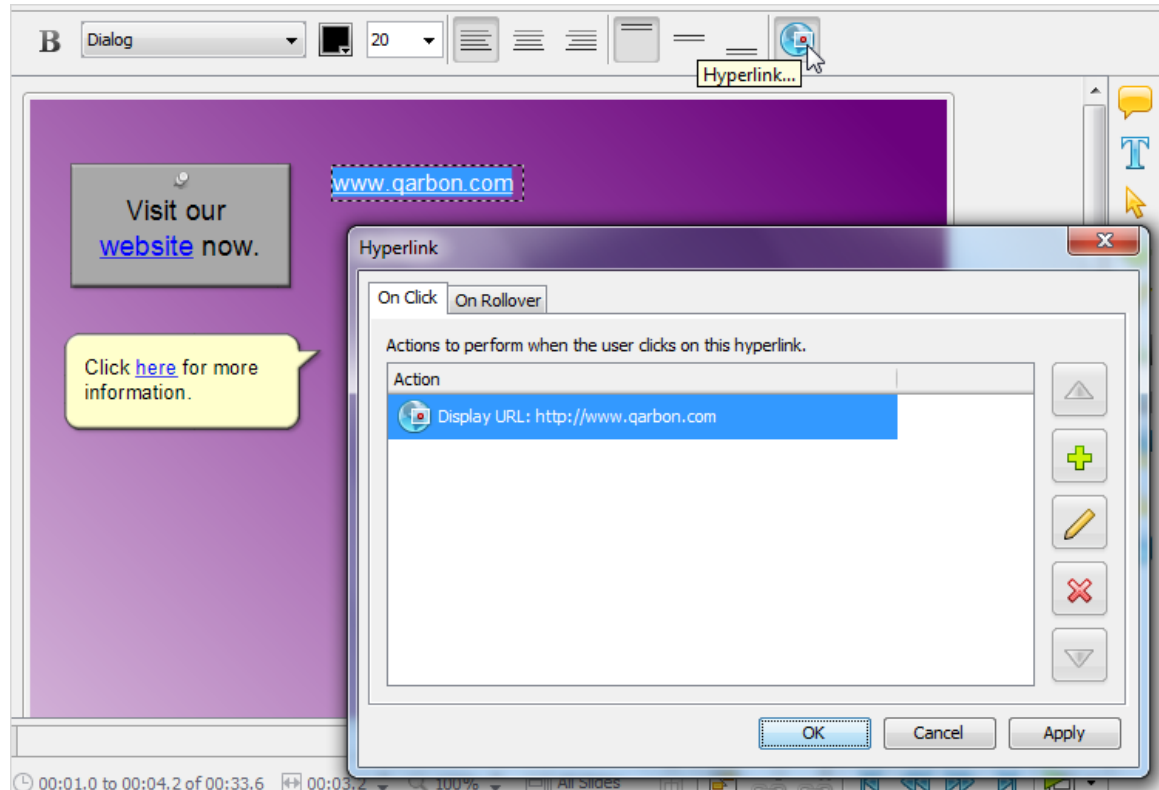
1. Select a button.
2. Click the **Delete** button on the Main Toolbar.

*Note: Use multiple buttons on a slide for non-linear navigation within the Viewlet.*

## Hyperlinks & Hotspots

A well-designed *Hyperlink* or *Hotspot* allows a user, with a single click, to perform an action such as jump to another section of the project, open an email, go to a web page and more. In ViewletBuilder8 Professional, hyperlink functionality includes text links and the ability to make other objects work as “clickable” links. This chapter covers the basics steps for creating hyperlinks in your Viewlet projects.

### TEXT LINKS (NOTES, BALLOONS, SLIDE TEXT)



While message objects (notes, balloons and slide text) themselves cannot be set up as a hyperlink, a portion or all of the text inside can. These types of hyperlinks are known as text links.

To **CREATE** a text link:

1. Highlight the text you want to use for the link.
2. Click the **Hyperlink** button on the Context Sensitive Toolbar.
3. In the *Hyperlink* dialog, select the *On Click* tab.
4. Click the **Add** button.
5. In the *Action* dialog that displays, select an action from the list. Make additional selections as needed.
6. Click **OK** to close the *Action* dialog.
7. Click **OK** to close the *Hyperlink* dialog.

*Note: If additional event tabs are available when creating hyperlinks, you can use the same steps above for additional options when the viewer interacts with the link.*

*Note: By default, a text hyperlink will be blue underlined text. Once a hyperlink is created, you can change the link's text attributes as needed.*

To **MODIFY** a text link:

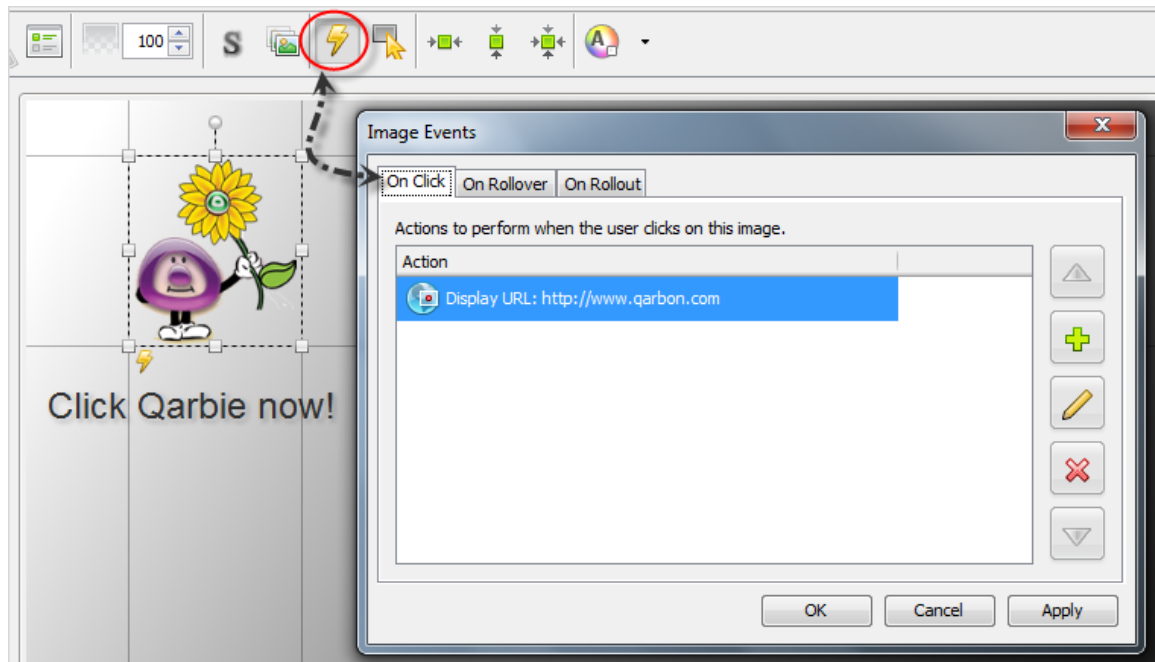
1. Highlight the text you want to use for the link.
2. Click the **Hyperlink** button on the Context Sensitive Toolbar.
3. In the *Hyperlink* dialog, select the *On Click* tab.
4. Select the applicable action from the list.
5. Click the **Modify** button.
6. In the dialog that displays, make edits as needed.
7. Click **OK** to close the *Action* dialog.
8. Click **OK** to close the *Hyperlink* dialog.

To **DELETE** a text link:

1. Highlight the text you want to remove the hyperlink from.
2. Click the **Hyperlink** button on the Context Sensitive Toolbar.
3. In the *Hyperlink* dialog, select the appropriate tab.
4. Select the applicable action from the list.
5. Click the **Delete** button.
6. Click **OK** to exit the *Hyperlink* dialog.

## OBJECT HYPERLINKS (CLICKSPOTS, HOTSPOTS)

An object that requires a viewer to click it in order for an action to occur (like loading a web page, etc.) is more commonly referred to as a clickspot or a hotspot.



To **CREATE** a hotspot:

1. Select the slide object you want to use for the hotspot.
2. Click the **Events** button on the Context Sensitive Toolbar.
3. In the *Events* dialog, select an event tab, for example, select the *On Click* tab.
4. Click the **Add** button.
5. In the *Action* dialog that displays, select an action from the list. Make additional selections as needed.
6. Click **OK** to close the *Action* dialog.
7. Click **OK** close the *Events* dialog.

To **MODIFY** a hotspot:

1. Select the slide object used for the hotspot.
2. Click the **Events** button on the Context Sensitive Toolbar.
3. In the *Events* dialog, select the applicable tab.
4. Select the applicable action from the list.
5. Click the **Modify** button.

6. In the dialog that displays, make edits as needed.
7. Click **OK** to close the *Action* dialog.
8. Click **OK** to close the *Events* dialog.

To **DELETE** a hotspot:

1. Select the slide object used for the hotspot.
2. Click the **Events** button on the Context Sensitive Toolbar.
3. In the *Events* dialog, select the applicable tab.
4. Select the applicable action from the list.
5. Click the **Delete** button.
6. Click **OK** to exit the *Events* dialog.

*Note: To create a transparent (invisible) hotspot, use a shape object, set its opacity level to zero percent (0%) and add the applicable events/actions to make it a clickable object as previously described.*

## Interactive Zones – Common Features

Interactivity is key to acquiring and maintaining your viewer's interest. And, with the use of interactive zones within your Viewlet, you can gain valuable input from your viewers for training, marketing and even product development purposes. The Interactive Zones are a staple of ViewletBuilder8 Professional and have been in almost all of the previous versions. They provide dynamic results like Events and Actions, but focus on specific purposes.

ViewletBuilder8 Professional offers five Interactive Zones:

- Click Zone
- Text Zone
- Keystroke Zone
- Pause Zone
- Questions

*Note: For purposes of this chapter, we are not including Hyperlinks or Events/Actions since they have already been covered in the previous chapters.*

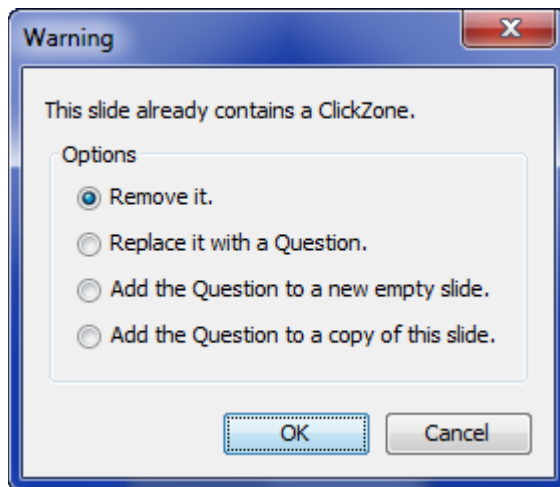
The Interactive Zones (with the exception of the Pause Zone) have many elements in common. These include:

- Only one zone per slide.
- An input field OR a clickable area or button.
- Audio option.
- Response to user input in the form of a message or some other object for when the user answers correctly or incorrectly or doesn't complete a response.
- Scoring with points, attempts and time for answering.

Let's review each of these elements separately.

## THE ONE ZONE PER SLIDE RULE

Unlike other dynamic elements, Interactive Zones serve a specific purpose and therefore, only one zone may be on the slide at a time (except for the Pause Zone). If you try to insert multiple zones, you will see a *Warning* dialog the will inform you what type of zone the slide already contains. It will offer you the following Options:



- Remove it.
- Replace it with a [selected zone/question].
- Add the [selected zone/question] to a new empty slide.
- Add the [selected zone/question] to a copy of this slide.

Select one of these options and click **OK**.

## ZONE INTERACTIVE AREA

Each of the zones contain some type of “input area” or “zone” that the user will interact with and these will vary, depending upon the zone:

- **Click Zone:** Contains a click area that covers a portion of the slide. This area (transparent in the published project) is where the user must click to correctly respond.
- **Text Zone:** Contains a text input field. The user must input the answer correctly into this field.
- **Keystroke Zone:** Contains a zone that shows the Viewlet author (not the viewer) the keys that the viewer must press in the published file to answer correctly. This “zone” will not display in the published file.
- **Pause Zone:** Though not technically a zone, when this zone is inserted on a slide, it will insert a red triangle (not viewable in the published file) in the bottom right corner of the slide and the slide will pause at the point along the Timeline where it was inserted (multiple Pause Zones may be added to a slide).

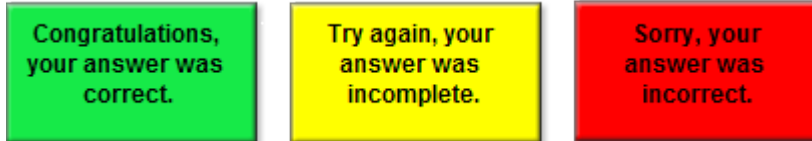


- **Question:** The default option for a question is the question text, radio buttons for selecting answers, choice text boxes, feedback messages and a Submit button.

*Note: You can attach audio to different parts of a zone. To see what parts support audio, click the object and look at the Context Sensitive Toolbar. If a “sound” button displays for the selection, then you can attach audio to it.*

## FEEDBACK MESSAGES

When creating an Interactive Zone, you should offer some type of response to the user after they've completed their input. In its simplest form, this response may simply be a message object that informs the user they've answered correctly. Or, it may be as elaborate as a combination of a message that, when the user answers incorrectly, a message appears telling them this and directing them to click a link to launch a quick training movie before continuing or to just continue without this option, etc. The choice as to how simple or complex the response will be is up to you. You even have the option to remove all responses to user input as well, if you desire.



*Note: Feedback messages will only display when the user submits a response or the zone has “timed out”.*

To **CREATE** a feedback message using the default (installed) options:

1. Insert an Interactive zone and, if applicable, three default response text messages will display:
  - a. **Green** message object: This will display if the user answers correctly.
  - b. **Yellow** message object: This will display if the user did not complete the message.
  - c. **Red** message object: This will display if the user answers incorrectly.
2. Select a message object and edit as you would any other message object with regards to text and message type/style itself.
3. Move and stack the messages as desired on the slide.

To **MODIFY** a feedback message:

You may change a response object from a message to an image or shape or none at all. In addition, you may change how this response object responds in reaction to a certain user action and the duration a response displays on a slide. These features are part of ViewletBuilder8 Professional's events/actions tools.

1. Click on the “zone” area for the Interactive Zone.
2. Click the **Events** button on the Context Sensitive Toolbar.

3. In the *Slide Events* dialog, click the appropriate tab. For example, to change the response that will display when the user answers correctly, select the *On Correct* tab.
4. Select the action to modify and click the **Modify** button.
5. In the *Action* dialog, edit as desired and click **OK**.
6. In the *Slide Events* dialog, select another tab and repeat this process as desired for each of the response objects.
7. When complete, click **OK** to close the *Slide Events* dialog.

To **DELETE** a feedback message:

1. Select the feedback object..
2. Click the **Delete** button on the Main Toolbar.

### SCORING OPTIONS

You determine whether or not an Interactive Zone is scored or not based on its *Scoring Mode*. If it is used as a quiz (scored) element, you can set its additional scoring options.

Score

Override Settings in Project Properties

Points

Total points for the question:

10

Attempts

Total number of attempts to answer question:

2

Reanswer

Question can be reanswered on backwards navigation.

Time

Enable a time limit for the question.

Hours: 0 Minutes: 0 Seconds: 0

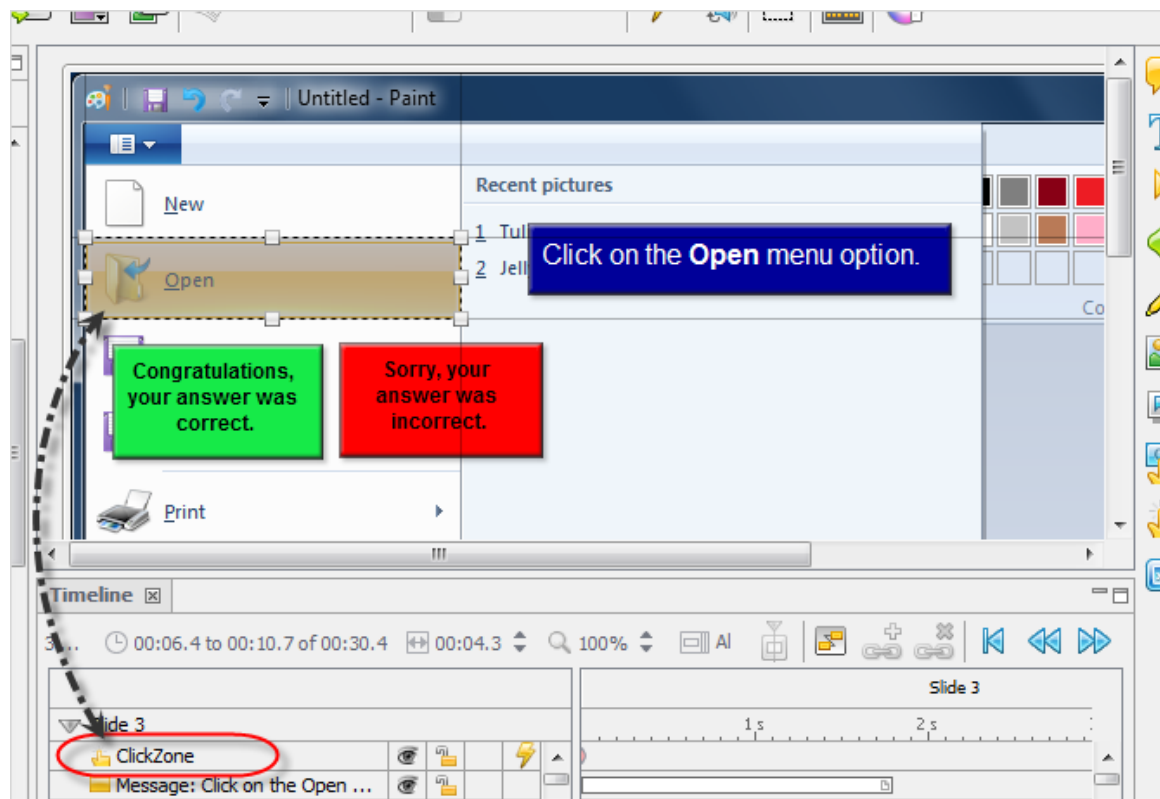
OK Cancel

To **CONFIGURE** scoring options for an Interactive Zone:

1. Select the Interactive Zone.
2. Click the **Scoring** button on the Context Sensitive Toolbar.
3. In the *Score* dialog:
  - a. Select the **Override Settings in Project Properties** to enable options in this dialog.
  - b. **Points:** Enter a number that will be used for the point value if the user answers the question correctly.
  - c. **Attempts:** Enter a number of times the user has to answer the question correctly. After this number is reached and if the question is not answered correctly, it will be marked as incorrect and the Viewlet will continue. Select the option to allow the question to be reanswered if the user navigates backwards in the project, if desired.
  - d. **Time:** To limit the amount of time a user has to answer a question, select the **Enable a time limit for the question** check box. Then, enter the **Hours/Minutes/Seconds** as desired.
  - e. Click **OK** to apply the scoring options and to close the *Score* dialog.

## Click Zone

The *Click Zone* is one of the most popular interactive zones used in ViewletBuilder8 Professional. A Click Zone may be used to increase the effectiveness of your Viewlet, forcing the user to interact with it by clicking on a portion of the slide in order to continue.



This chapter highlights the Click Zone, providing information on this zone not already covered in a previous chapter, *Interactive Zones – Common Features*.

To **CREATE** a Click Zone:

1. Click the **Insert ClickZone** button on the Object Toolbar.
2. By default, a click zone area and three response message objects will be inserted on the slide.

To **edit the click area properties**:

1. Double click on the click area. The *Area Properties* dialog displays.
2. In the *Area Properties* dialog, you have three “states” to set up for the fill (bucket) color and for the border (pencil) color:
  - a. **Normal:** Enter a value for the fill and for the border when the mouse is NOT over the click area in the Viewlet.
  - b. **Rollover:** Enter a value for the fill and border when the cursor moves on to the click area in the Viewlet.

- c. **Selected:** Enter a value for the fill and border when the click area is “clicked”.

*Note: When the number is zero for any of the values, the fill/border color will be transparent.*

3. Select the **Double Click to Select** option if you want the user to double click (instead of the default single click) to respond correctly.
4. Click **OK**.

To **MOVE** a click area on a slide:

1. Select the click area.
2. Move your cursor over the click area until the cursor changes to a hand shape.
3. Hold down your left mouse button and drag the area to its new location.

To **RESIZE** a click area:

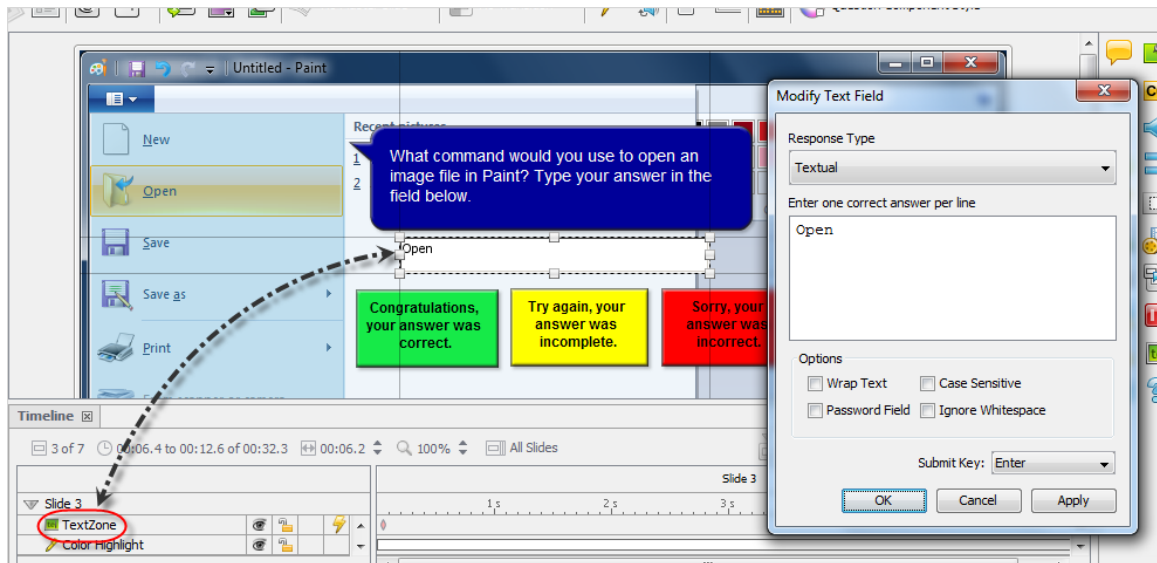
1. Select the click area.
2. Move your cursor over one of the grab handles until the cursor changes to a double arrow.
3. Hold down your left mouse button and resize the area as desired.

To **DELETE** a Click Zone:

1. Select the click area.
2. Press **Delete** on your keyboard.

## Text Zone

The *Text Zones* are another popular interactive features used in Viewlets by Viewlet authors. These zones may be added to slides when you require the user to answer questions by inputting text responses into a field.



This chapter highlights the Text Zone, providing information on this zone not already covered in a previous chapter, *Interactive Zones – Common Features*.

To **CREATE** a Text Zone:

1. Click the **Insert TextZone** button on the Object Toolbar.
2. By default, a text input field and three response message objects are inserted on the slide.

To **MODIFY** the text zone input field:

1. Double click the text field or right click it and select **Modify Text Field** from the shortcut menu.
2. In the *Modify Text Field* dialog:
  - a. Select a **Response Type** from the list (Textual or Numeric).
  - b. **For Correct Answers – One Per Line:** Input the correct answers in the field provided. This is what the user will need to type in the field in order to answer correctly. For multiple answers, press the **Enter** key between each correct entry.
  - c. In the *Options* area, make selections as needed:
    - i. **Wrap Text:** Allows text to wrap inside the text field.
    - ii. **Password Field:** Encrypts the text.
    - iii. **Case Sensitive:** Forces the answer to be exact, including caps.

- iv. **Ignore Whitespace:** Ignore any 'spaces' in answers.
- d. Select a **Submit Key** option from the list.

*Note: After inputting text, the user clicks the Submit Key to submit the answer. If you do NOT want to require the user to click this button, use the **Auto** option. When selected, the user types in a response and, after three seconds, the Viewlet will automatically submit the input and respond accordingly.*

3. Click **OK**.

To **MOVE** the text field:

1. Select the text field.
2. Mouse your cursor over the text field until the cursor changes to a hand shape.
3. Hold down the left mouse button and move the text field to its new location.

To **RESIZE** the text field:

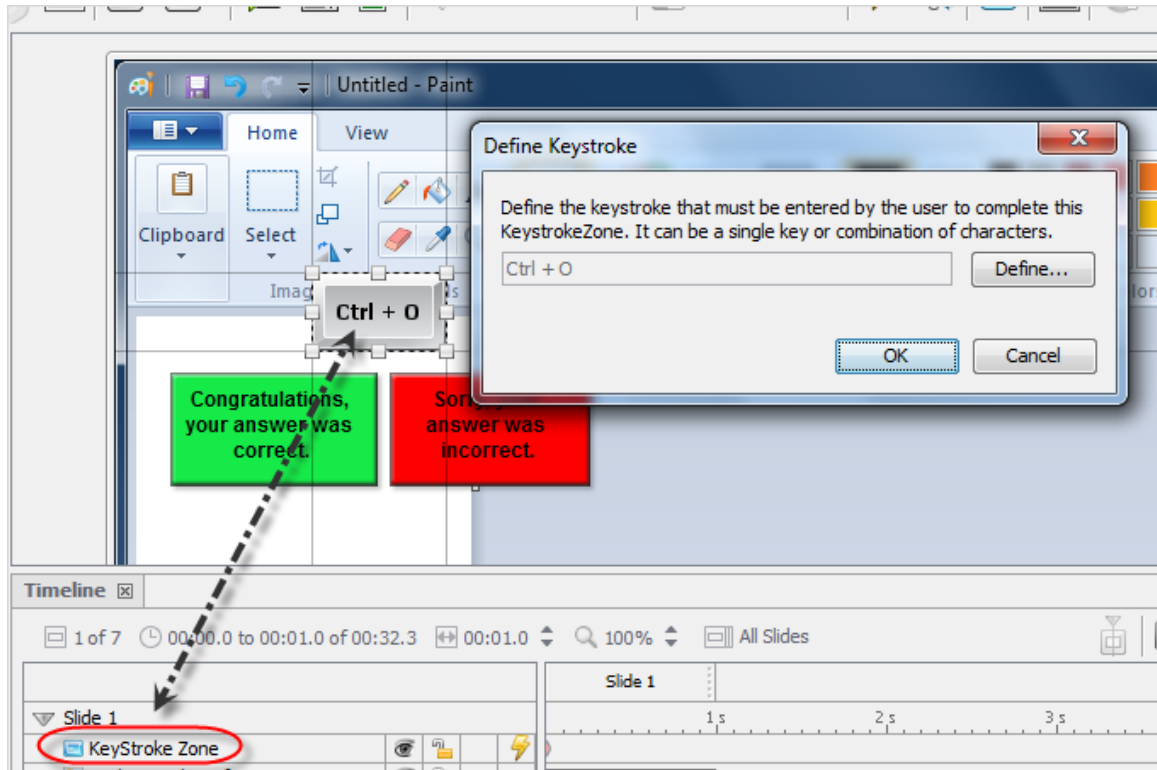
1. Select the text field.
2. Mouse your cursor over one of the grab handles until the cursor changes to a double arrow shape.
3. Hold down your left mouse button and drag the grab handle to resize the text field.

To **DELETE** a Text Zone:

1. Select the text field.
2. Press the **Delete** key on your keyboard.

## Keystroke Zone

A *Keystroke Zone* may be inserted on a slide to force the user to press an individual or combination of keys in order to continue with the Viewlet. This chapter highlights the Keystroke Zone features not already covered in a previous chapter *Interactive Zones – Common Features*.



To **CREATE** a Keystroke Zone:

1. Select **Insert KeystrokeZone** button on the Object Toolbar.
2. By default, a keystroke “object” that indicates the current key the user needs to press in order to answer correct will display along with response messages.

To **DEFINE** the keystroke:

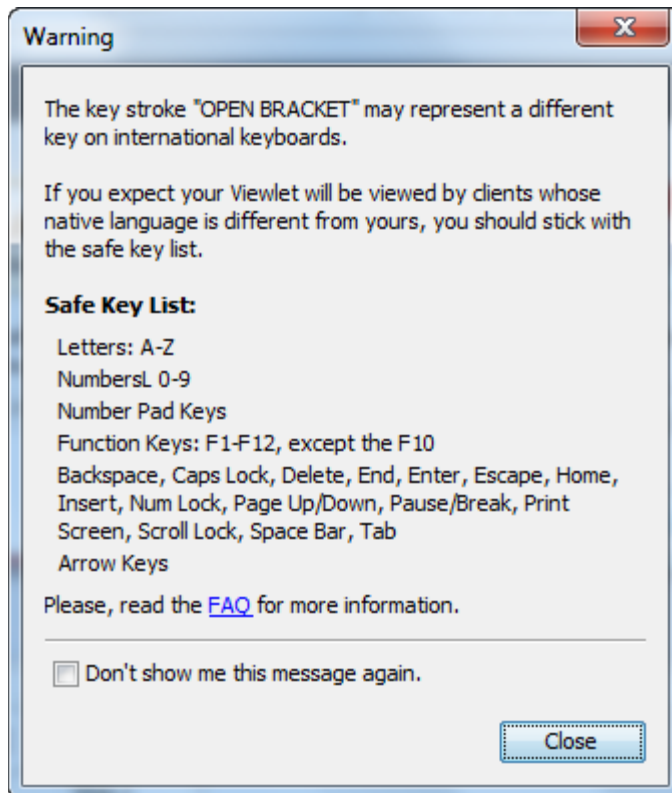
1. Double click on the keystroke object. The *Define Keystroke* dialog displays.
2. In the *Define Keystroke* dialog, follow the instructions for defining a new keystroke or keystroke combination.
3. Click **OK** to apply.

*Note: If you define a keystroke combination that is not compatible with Flash, an error will display, warning you of the issue.*



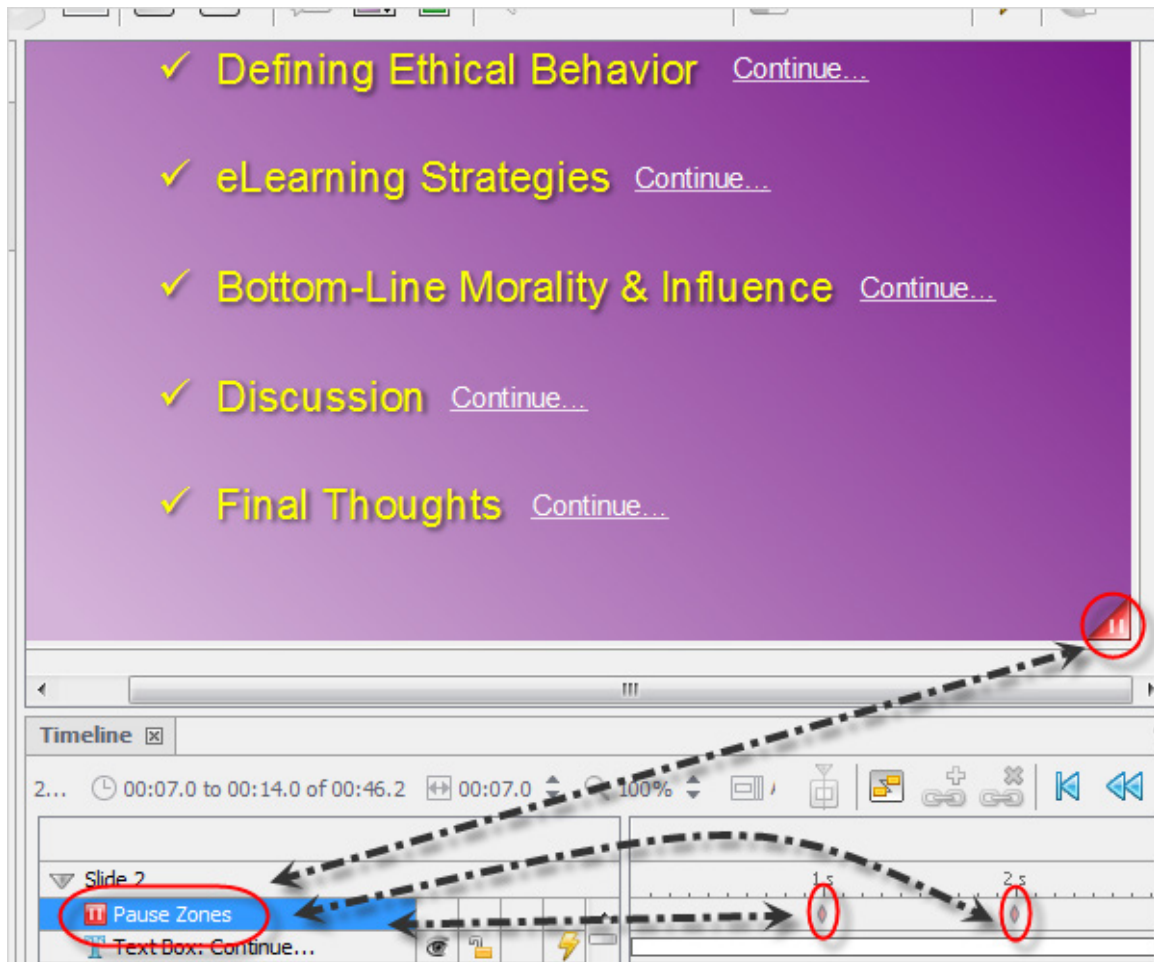
## KEYSTROKE ZONES & INTERNATIONAL USERS

If you expect your Viewlet will be viewed by an audience whose native language differs from what you've used in your Viewlet, when defining Keystroke Zones, a *Warning* dialog will display when a keystroke combination possibly represents a different key combination on international keyboards. Along with this warning, you will be presented with a **Safe Key List** to help you select a safer and more appropriate keystroke combination for "all" your global users.



## Pause Zone

The *Pause Zone* is used to pause the Viewlet on a particular slide or at a particular interval on a slide. These zones are easy to use on slide and are most commonly used on slides that contain hyperlinks or buttons that allow the user to click when they decide to continue to play the Viewlet.



To **INSERT** a Pause Zone on a slide:

1. Click the interval along the Timeline where you want to insert a Pause Zone.
2. Click the **Insert PauseZone** button on the Objects Toolbar.
3. A Pause Zone indicator will be added to the Timeline where the Pause Zone was added and a red triangle will be inserted in the bottom right corner of the slide (in Slide Select mode). This triangle indicates the slide will pause, but this triangle will not display in the Viewlet.

To insert **multiple Pause Zones** on a slide:

1. Select the frame on the Timeline where you want to insert the Pause Zone.
2. Click the **Insert PauseZone** button on the Objects Toolbar.

3. A new Pause Zone is added and, if there is more than one on the slide, the layer's name is changed to *Pause Zones*.
4. Click the **Insert PauseZone** button for each additional Pause Zone needed on the slide.
5. Drag the Pause Zone indicator along the timeline as needed.

To **MOVE** a Pause Zone:

1. Click the *Pause Zone* layer to select it.
2. Select the object's indicator in the Timeline by clicking on it.
3. Hold down your left mouse button and drag the zone.
4. Let go of the left mouse button to drop it into place.
5. A *Timing Rule Change* dialog displays. Read the information and click **OK** to change the timing rule to manual timing.

To **REMOVE** a Pause Zone:

1. Select the Pause Zone indicator along the Timeline.
2. Press the **Delete** key on your keyboard.

## Question

In addition to the classic Interactive Zones, ViewletBuilder8 Professional boasts an additional assessment feature in the form of a *Multiple Choice* question. By default, this question element contains:

- A question text box (for question posed to user)
- Check boxes (for user to select an answer)
- Choice text boxes (for answers)
- Feedback messages (to provide feedback based on user's response)
- Submit button (for user to submit the response)

You can design this element as a true/false question, a multiple-choice single answer or a multiple-choice multiple answer question.

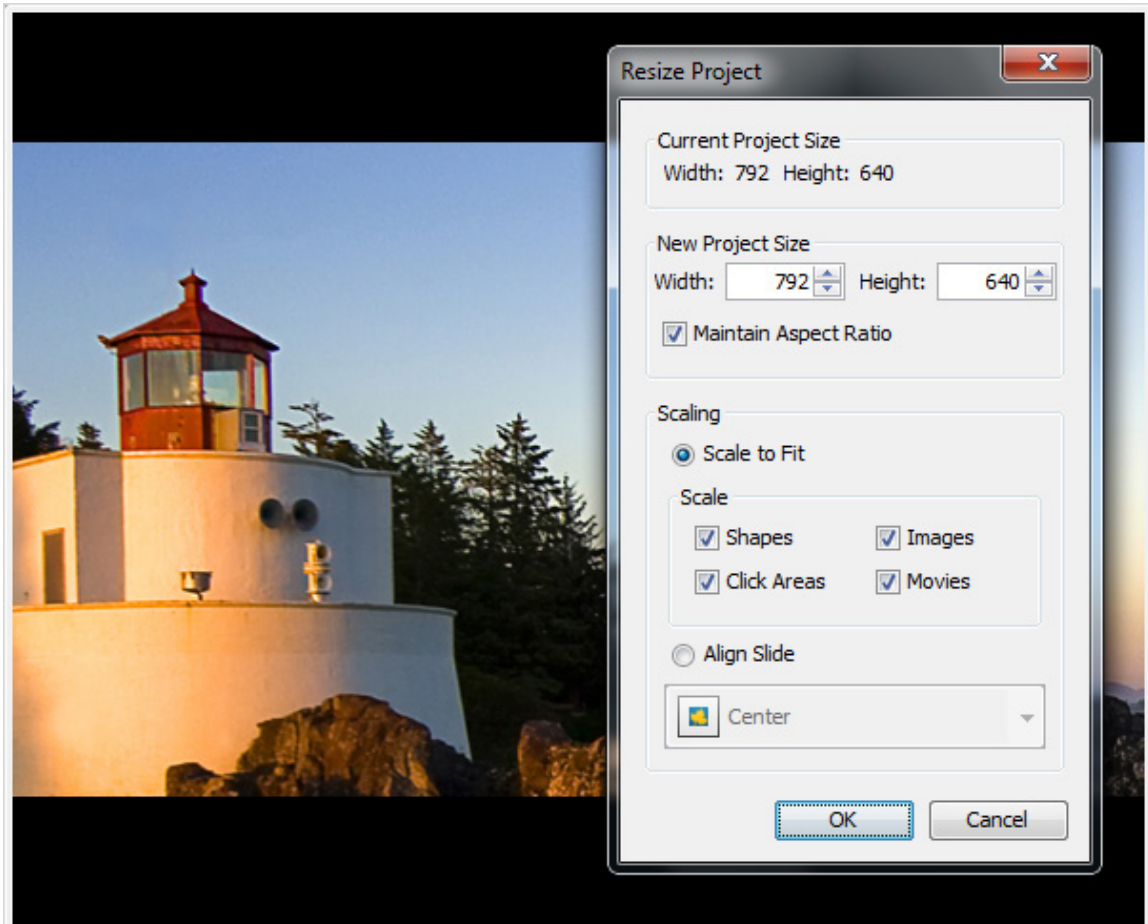
To **CREATE** a question:

1. In the *Slides* tab, select the slide where you want to insert the *Question* element.
2. Click the **Insert Question** on the Object toolbar. The question elements are inserted on the slide.
3. Question elements include:
  - a. Question text box: Enter in the text for the question and format the text as you would any other text box.
  - b. Check boxes: These buttons are used for the user to select a response. To make changes to this element to:
    - i. Set the correct response: Double click on one or more of the radio buttons to set it as the correct answer. Double click it again to deselect the radio button as the correct answer.
    - ii. Change the check box style: Right click on the check box and select **Check Box Style** from the menu. In the dialog that displays, select a new style and click **OK**.
    - iii. Feedback messages: Each of these messages will display to the user based on their response. You can edit the default message objects, change them out with images, add sounds or remove them entirely. For more information, please refer to the *Feedback Messages* section covered earlier.
    - iv. Submit button: Select the button and right click to:
      1. Select **Edit Text** to modify the button text.
      2. Select **Button Style** to open a dialog to choose a new button style.

*Note: Please refer to the various sections in the 'Interactive Zones – Common Elements' chapter for more information on working with the elements in the Question feature.*

## Resize Project

The *Resize Project* feature lets you resize your current project directly within the project, while inserting new screenshots, or even while importing slides from a project (whether or not the slides are the same size as the current project). Let's take a look at how this works.



1. Select **Project > Resize Project** from the Menu.
2. The *Project Resize* dialog displays:
  - a. In the *Current Project Size* area, the project's original size displays. Review this information.
  - b. In the *New Project Size* area:
    - i. Enter a number for the new *Width* and *Height* in the fields provided.
    - ii. To maintain the correct ratio between the new width and height, select the **Maintain Aspect Ratio** option BEFORE entering a number in either the *Width* or the *Height* field.

- c. In the *Scaling* area, select one of the scaling options:
- i. **Scale to Fit:** Scales the slide background image to “best fit” the new slide dimensions.

Additionally, to **Scale** a slide object, select the check box next to:

- Shapes
- Click Areas
- Images
- Movies

Each of the selected slide objects will be scaled to fit in proportion to the new slide size.

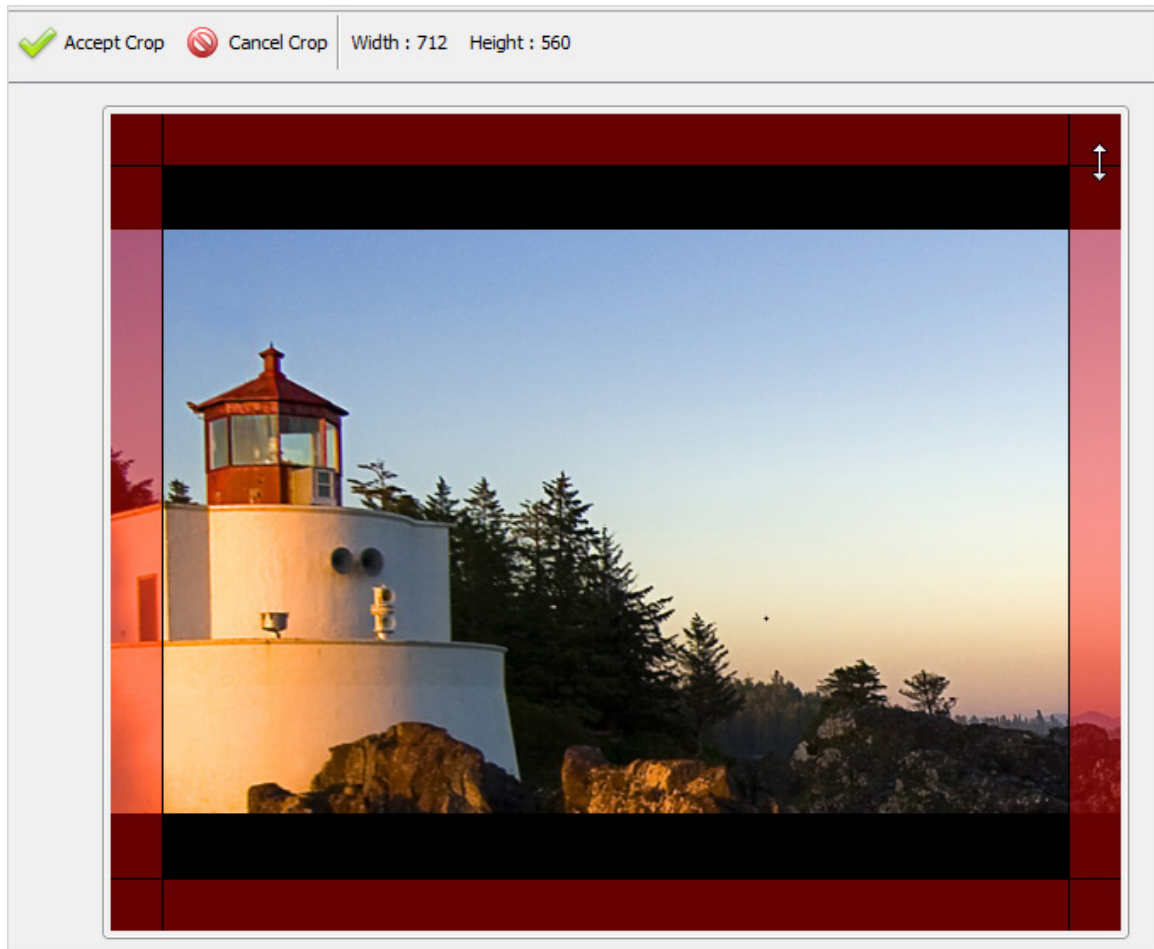
- ii. **Align Slide:** Maintains the current size of the slide’s background image and aligns it on the new slide based on the alignment selection. Normally used when the new project (slide) size is larger than the original project dimensions. After selecting this option, select an alignment option from the alignment menu.

3. Click **OK** to resize the project.

*Note: If a “Warning” dialog displays after clicking “OK”, read the information in it and click “OK” to close the dialog. Then, back in the “Resize Project” dialog, edit the selections as instructed by the warning and click “OK” to resize the project.*

## Crop Project

ViewletBuilder8 Professional offers you the ability to crop the dimensions of your project's slide size. An alternative to the "Resize Project" feature, the "Crop Project" feature will crop the project's slide without the need for scaling the background image. Let take a look at how this works.



### CROPPING THE SLIDE

*Note: The "Crop Project" operation cannot be undone, so make sure you create a backup copy of your project BEFORE you crop the original project's slide size.*

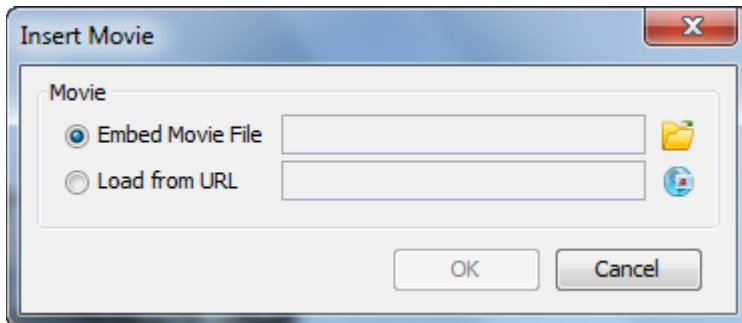
1. Select **Project > Crop Project** from the menu bar.
2. A *Crop Project* warning dialog displays. Read the information in the dialog and click **Yes** to continue with the cropping task.
3. In the "Slide Edit" area, four "shaded" sections surround the current slide. The area in the shaded portions of the slide will be "cropped" out and the areas of the slide that are NOT shaded will not be cropped.
4. To resize the "crop area", point your cursor on one of the lines separating the shaded area and the unshaded slide area.

5. When your cursor changes to a “double arrow” shape, hold down the left mouse button and drag to resize the crop area.
6. Let go of the left mouse button when you are finished resizing one of the edges of the crop area.
7. To view the current dimensions of the new slide size as you resize the crop area, look at the top of the slide area where the “Width” and the “Height” are displayed.
8. Once you’ve resized the crop area, click the **Accept Crop** button. Depending on the size of the project, you may see a progress bar display the status of the cropping operation.



## Insert Movie

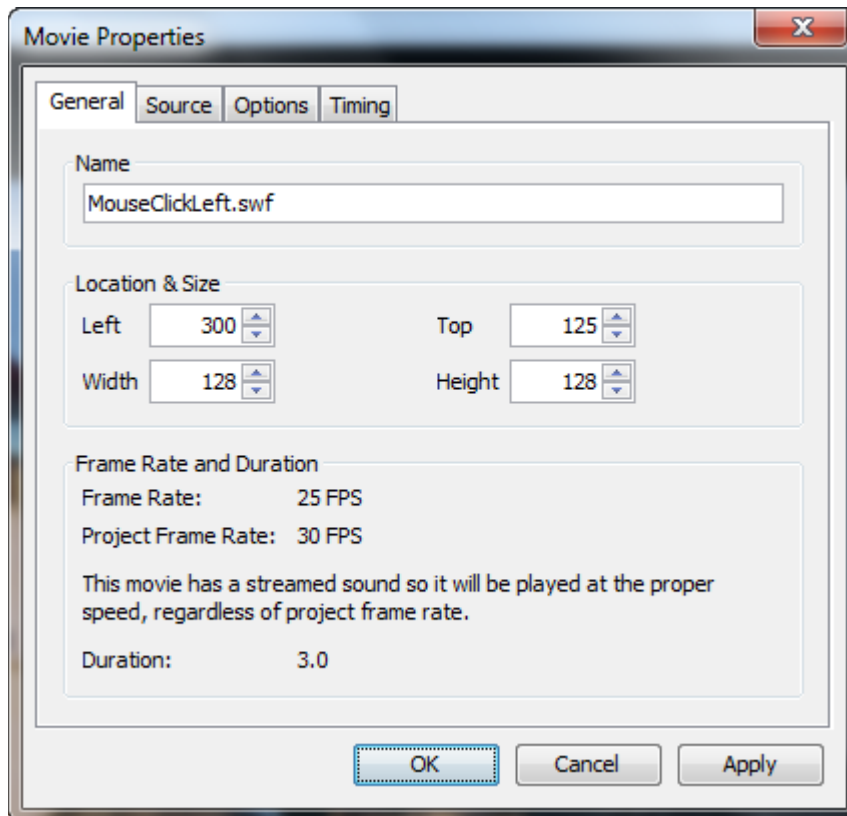
You can insert (embed) Flash files directly to slides within your project.



1. Select the slide on which you want to embed the movie file.
2. Click the **Insert Movie** button from the Objects Toolbar.
3. In the *Insert Movie* dialog:
  - a. Embed Movie File:
    - i. Click the **Load a Movie (folder)** button to locate and select a movie file (SWF or FLV).
    - ii. Click **Open** to load the file into the *Insert Movie* dialog.
  - b. Load from URL:
    - i. Click the **Load a Movie (globe)** button.
    - ii. The *URL* dialog displays. Type the URL to the movie file in the field provided
    - iii. Click **OK**.
  - c. Back in the *Insert Movie* dialog, review the information.
4. Click **OK** to embed the movie on the slide.

## PROPERTIES

Once the movie file (SWF or FLV) is inserted on the slide, you can then review its properties and edit them as needed.



1. Double click the inserted movie thumbnail located on the slide.
2. The *Movie Properties* dialog displays with several tabs options.
  - a. *General Tab*  
Review/edit the options in the Name and Location & Size areas. You can also review the information in the Frame Rate and Duration area for this movie.
  - b. *Source Tab*  
Review information for the inserted movie file and edit as needed right from this tab.
  - c. *Options Tab*  
In the *Options* tab you can opt to display a:
    - i. **Preloader**: as a waiting animation while to movie is being loaded
    - ii. **Control Bar**: for the inserted movie in supported SWF files with their own embedded FLV movies
  - d. *Timing Tab*  
Review the information provided. Then, based on the suggestions and your needs, select a timing option from the list, which includes:
    - i. **Manual Timing**: Set the *Start Time* and *Duration* manually.

- ii. **Fixed Duration:** Use the inserted movie's own length of time for the duration.
- iii. **Until End of Slide:** Set the *Start Time* for the movie to play, using the movie original time for its playback length.
- iv. **Pause Viewlet While Playing:** (Recommended for most inserted movies) Set the *Start Time* for the movie to play, meanwhile, the Viewlet will be paused.
- v. **Pause Viewlet While Playing – Resume When Complete:** Set the *Start Time* for the movie to play. Like the "Pause Viewlet While Playing" the Viewlet will be paused while the movie is playing, when complete the Viewlet will resume.

## Page Layout

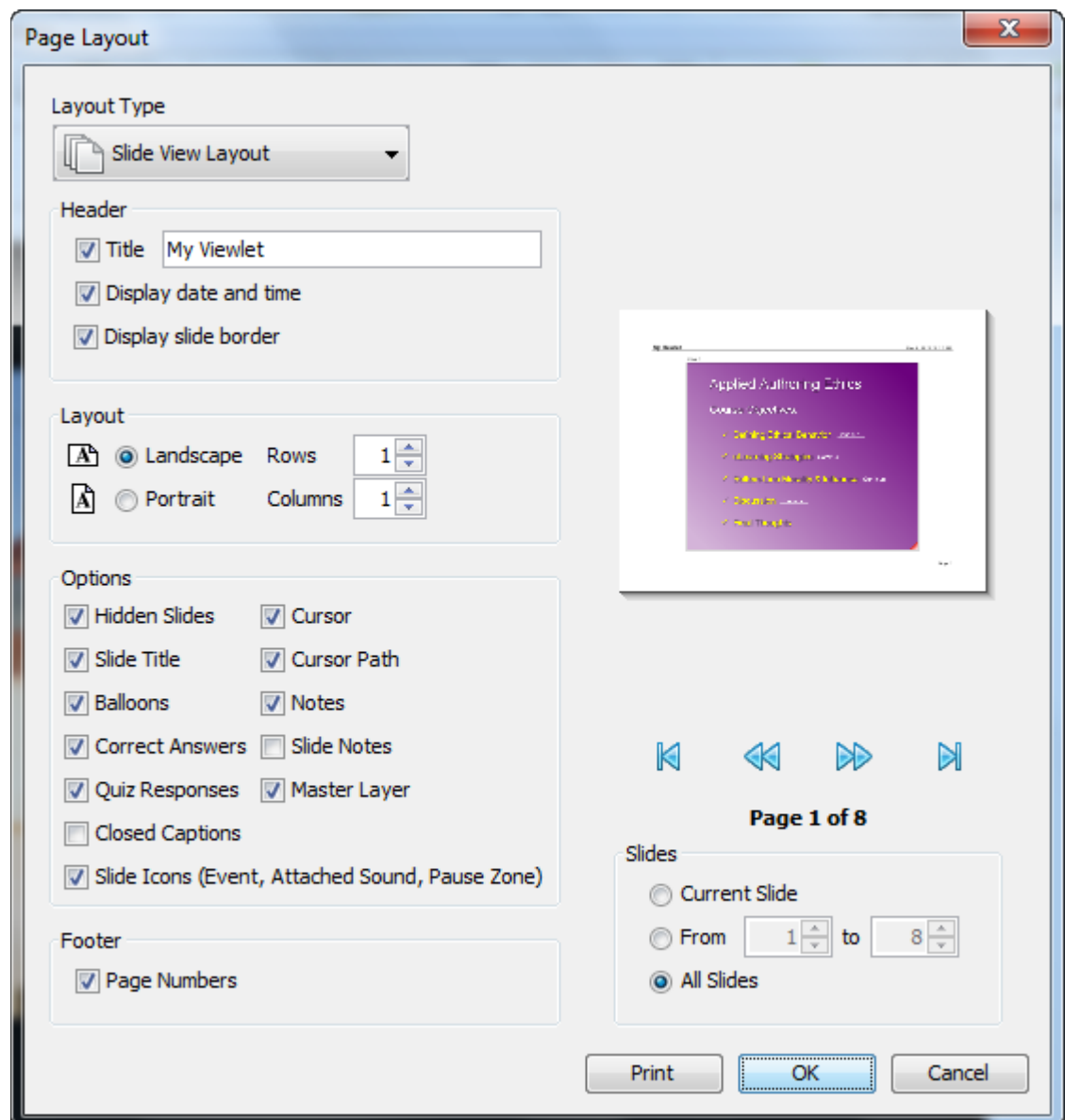
An often overlooked feature is *Page Layout*. This tool makes it easy for you to determine what your electronic and hardcopy (printed) materials will look like. And, it makes it an ideal tool for creating handouts, assessment, tests and more!).

*Note: Several publishing targets allow you access to page layout options directly from the Publishing dialog.*

1. Select **File > Page Layout** from the menu bar.
2. The *Page Layout* dialog displays. In the *Layout Type* area, select a layout type from the list:

### Slide Layout

This layout is used for setting options when printing slides as shown in the Slide Edit area while editing your project.

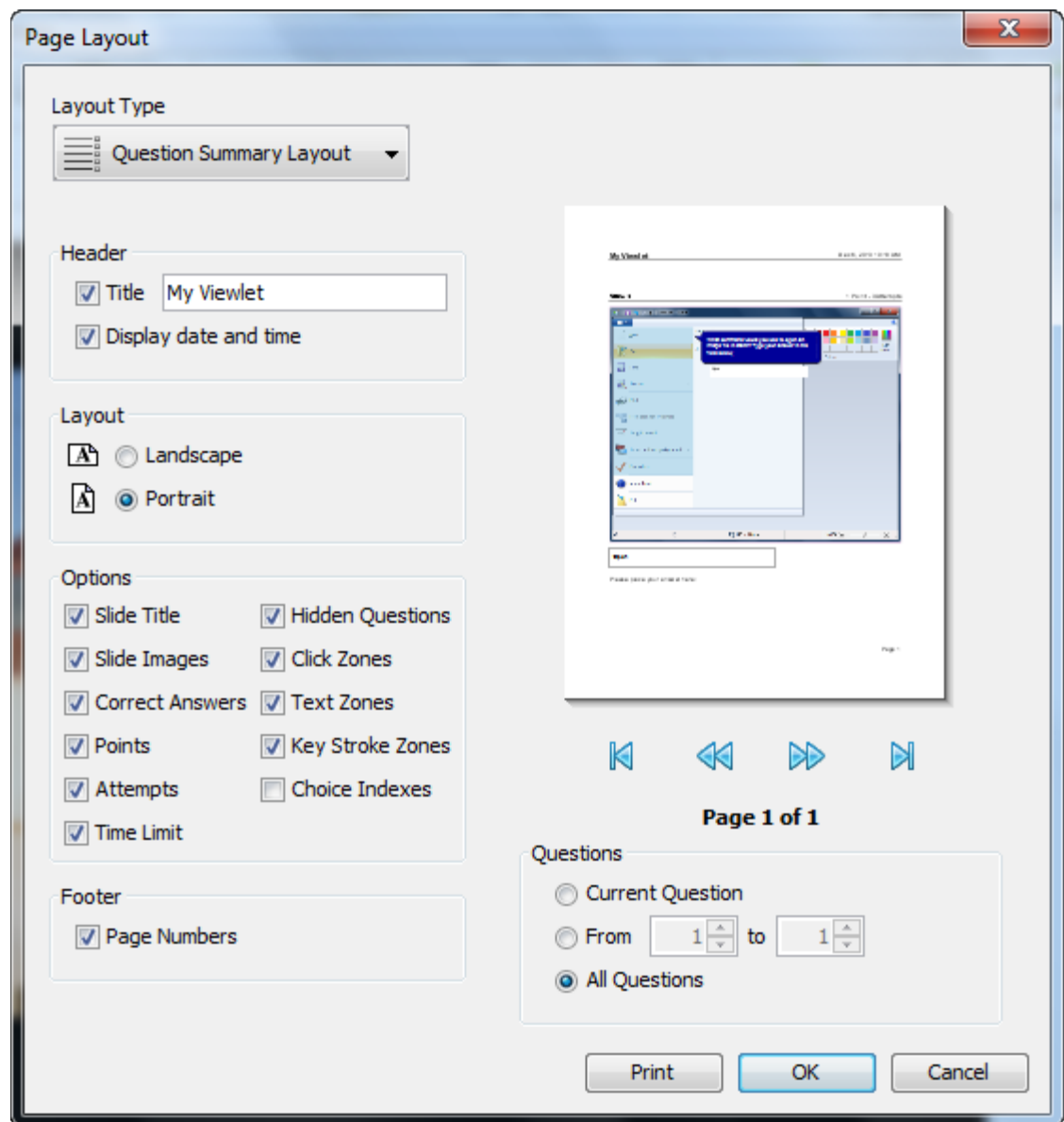


- In the *Header* area, make selections for the Title, Display date and time, and Display slide border options.
- In the *Layout* area, select an orientation (Landscape or Portrait) and the number of rows/columns needed.
- In the *Options* area, select the elements you want to include on the printed slides.
- In the *Footer* area, if you want page numbers for each printed page, select the check box next to Page Numbers.
- After you make your selections in the *Slide Layout* dialog, you can preview results using the “VCR style” buttons (First, Back, Next, Last) to navigate through the slides in the preview area.
- In the *Slides* area, select which slides to print.

- i. **Current Slide:** Select this option to print the slide selected prior to opening the Page Layout dialog.
- ii. **From:** Select this option and enter the number of the first slide to the last slide (in the fields provided) for the “series” of slide you want to print.
- iii. **All Slides:** Select this option to print all the slides in the project.

### Question Summary Layout

This layout is used to create hard copy printouts such as handouts and also self-assessments, tests and answer keys for projects containing question elements.

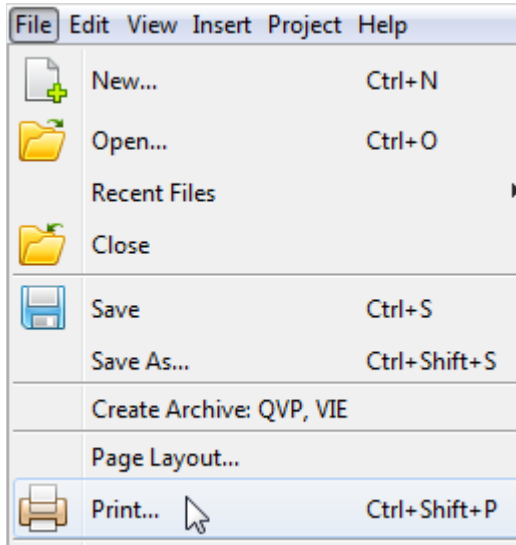


- a. In the *Header* area, make selections for the Title and Display date and time.

- b. In the *Layout* area, select either Landscape or Portrait for the orientation.
  - c. In the *Options* area, select the elements you want to include on the printed slides.
  - d. In the *Footer* area, if you want page numbers on the printouts, select the check box next to the **Page Numbers** option.
  - e. After you make your selections in the *Question Summary Layout* dialog, you can preview results using the “VCR style” buttons (First, Back, Next, Last) to navigate through the slides in the preview area.
  - f. In the *Questions* area, select which slides to print.
    - i. **Current Question:** Select this option to print the current question slide selected prior to opening the *Page Layout* dialog.
    - ii. **From:** Select this option and enter the number of the first question slide to the last question slide (in the fields provided) for the “series” of question slides you want to print.
    - iii. **All Questions:** Select this option to print all the question slides in the project.
3. Once all the selections are made in the *Page Layout* dialog, select:
- a. **Print:** to open your system’s *Print* dialog to continue with the print operation.
  - b. **OK:** to save the selections you’ve made as the default page layout options for the project.
  - c. **Cancel:** to close the *Page Layout* dialog without saving any changes.

## Printing

There may be times you want to print your slides for users to view or as reference materials. When applicable, you will be able to customize Page Layout options for specific publishing targets.



To **PRINT** a hardcopy of your slides:

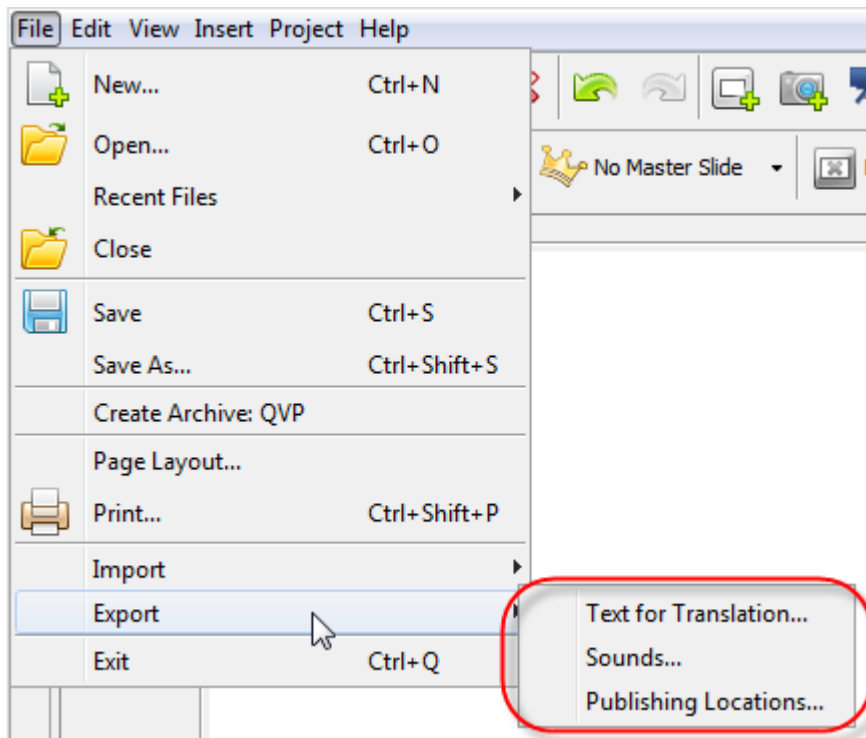
1. Select **File > Print** from the menu bar.
2. The *Print* dialog displays. Select the options in this dialog for your print job as desired. (The options available in the *Print* dialog will vary.)
3. Click the **Print** button to print the selected slides.



## Export and Import Options

ViewletBuilder8 Professional offers various export and import options.

### EXPORT OPTIONS



#### Text for Translation

To export the project's text for translation or other copywriting purposes:

1. Select **File > Export > Text for Translation** from the Menu bar.
2. In the *Export Text* dialog, select a location to save the file, which will be saved in "XML" format.
3. Enter a name for the file and click **Save**.
4. If an *Information* dialog displays, click **OK**.

#### Sound

To export sounds from your project:

1. Optional: Create a folder outside of ViewletBuilder8 Professional to save the exported sound file in.
2. Select **File > Export > Sounds** from the menu bar.
3. In the *Export Sounds* dialog, select what slides you want to export audio from.
4. Click **Export**. The sound files will be saved in the designated folder with the same file names and as the same files types as they exist in your project.

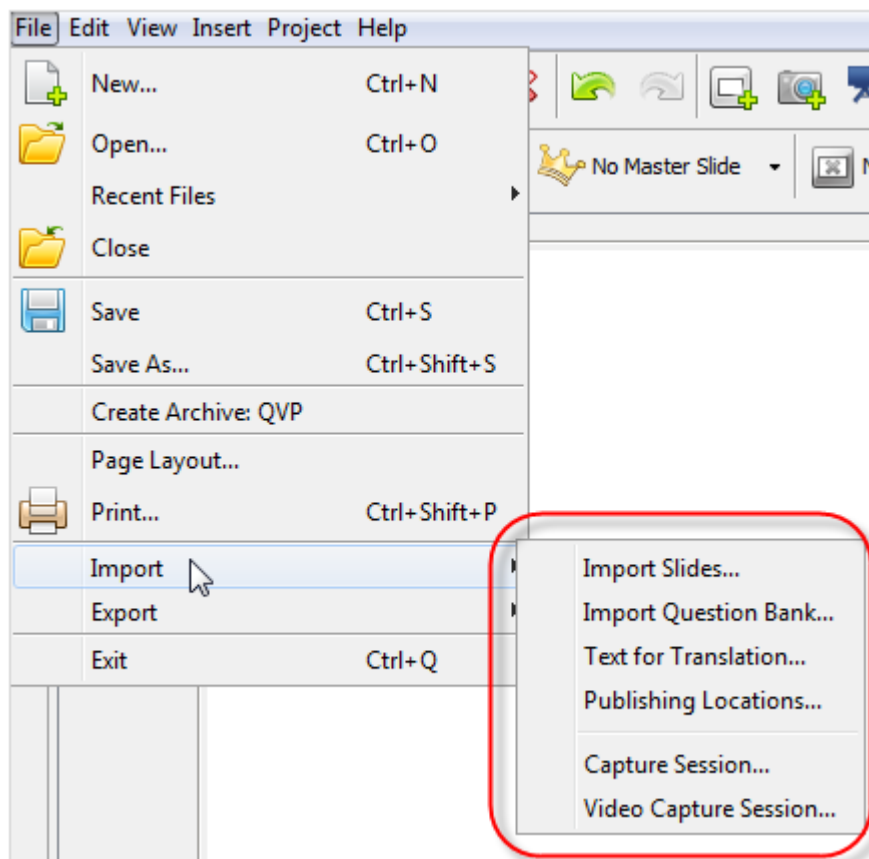
## Publishing Locations

In order to resolve possible conflicts that might occur when publishing the same project from different computers, ViewletBuilder8 Professional offers the ability to create a file (publish.dat) to list the publishing locations available for the project. This file can be “transported” with the source file when publishing from different computers.

To create a publishing locations data file:

1. Select **File > Export > Publishing Locations** from the menu bar.
2. In the *Save File In* dialog, select a folder to save the “publish.dat” file in.
3. Click **Save**.
4. An *Information* dialog displays. Read the information in it and click **OK**.

## IMPORT OPTIONS



## Slides

To import slides from another project:

1. Select a thumbnail as an insertion point for imported slides. Imported slides will be inserted after the selected slide.
2. Select **File > Import > Import Slides** from the menu bar.
3. In the *Import Slides* dialog, click **Browse**. Locate and select a QVP file to load into the preview dialog.
4. Select the slide or slides to import.
5. If the slides you select to import are a different size, the *Slide Alignment* dialog displays requiring you to make some additional selections:
  - a. In the *New Size* area, select:
    - i. **Project Size**: This option will resize the imported slides to match the size of the current project.
    - ii. **Imported Slide Size**: This option will resize the current project to match the size of the imported slides.
  - b. In the *Imported Slides Alignment* area, if you selected the **Imported Slide Size** option in the *New Size* area, select an alignment option for the imported slides:
  - c. **Scale to Fit**: This option will scale the imported slides to “best fit” the current project’s slide size and center the image on the slides.

Additionally, to **Scale** a slide object, select the check box next to:

    - Shapes
    - Click Areas
    - Images
    - Movies

Each of the selected slide objects will be scaled to fit in proportion to the new slide size.
  - d. **Align Slide**: This option will retain the original size of the imported slides, but will align the image on the slide based on your alignment selection.
6. Click **OK** and the slides will be imported into the current project.

### Text for Translation

To import text for translation:

1. Select **File > Import > Text for Translation** from the menu bar.
2. The *Import Text* dialog displays. Locate the text translation XML file. This is the file previously created from this Viewlet when using the “Export > Text for Translation” option.
3. Click **Open**.
4. If an *Information* dialog displays, click **OK**.

### Publishing Locations

In order to resolve possible conflicts that might occur when publishing the same project from different computers, ViewletBuilder8 Professional offers the ability to create a file (*publish.dat*) to list the publishing locations available for the project. This file can be “transported” with the source file when publishing from different computers.

To publish a project from a different computer using the *publish.dat* file:

1. Select **File > Import > Publishing Locations** from the menu bar.
2. The *Import Publishing Locations* dialog displays. Click the **Browse** button.
3. Locate the **publish.dat** file previously created when working on your project on the original computer used to publish it.
4. Click **Open**.
5. Back in the *Import Publishing Locations* dialog, a list of available publishing locations display. Select the publishing location to use to publish the project by clicking the check box next to the desired location.
6. Click **OK** to import the selected publishing locations in ViewletBuilder8 Professional to use for the current project.

## Project Properties

The *Project Properties* dialog is where you configure all the options that will be used for your published Viewlet. These selections may be modified on a project-by-project basis. The *Project Properties* dialog contains the following sections:

- Viewlet Profile
- Image Quality
- Sound Quality
- Viewlet Sounds
- Timing
- Viewlet Options
- Question Options
- Language
- ViewletSkin
- HTML Frame
- Javascript

To **ACCESS** the *Project Properties* dialog:

1. Select *Project > Project Properties* from the Menu bar.
2. The *Project Properties* dialog displays. Configure pre-publishing options in each section as needed.

To set **DEFAULT PROPERTIES** for your project:

1. Select *Project > Project Properties* from the Menu bar.
2. In the *Project Properties* dialog, make your pre-publishing selections in each section as needed.
3. Click the **Save As Default Properties** button to save these settings as the default options for this and new projects.

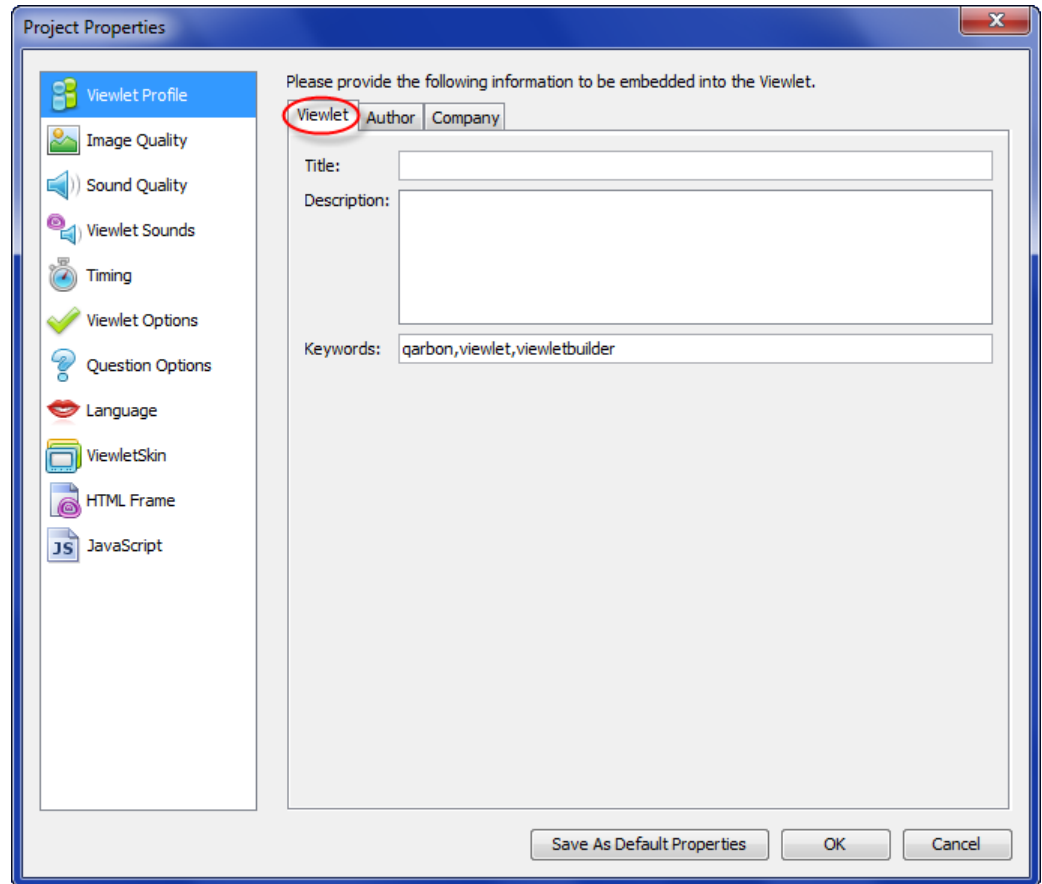
To set **SAVE** options selected in *Project Properties*:

1. Select *Project > Project Properties* from the Menu bar.
2. In the *Project Properties* dialog, make your pre-publishing selections in each section as needed.
3. Click **OK** to save the selections and exit the dialog.

## VIEWLET PROFILE

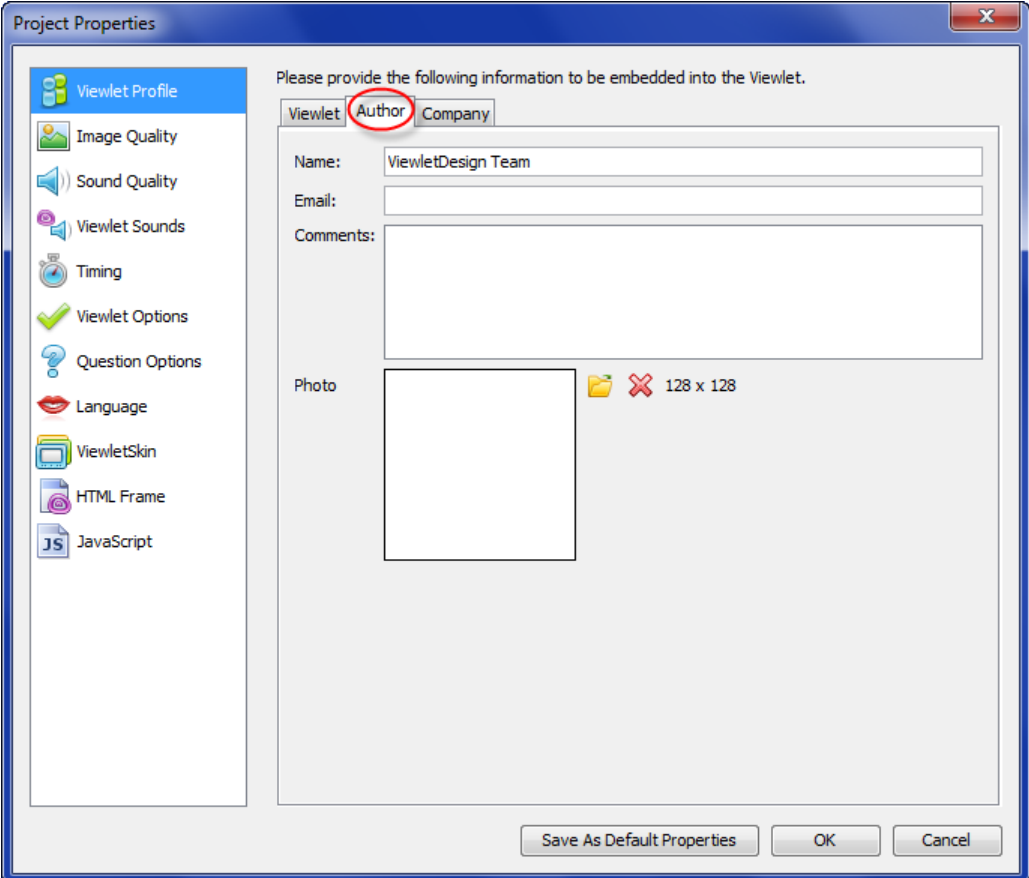
Information entered in this section of the *Project Properties* dialog is embedded into the Viewlet.

1. In the *Project Properties* dialog, select **Viewlet Profile**.
2. The profile section is organized into three tabs: Viewlet, Author and Company.  
Select a tab and complete the information in each:
  - a. *Viewlet* tab:



- i. **Title:** Enter a title for the demo to display in the browser's title bar area.
- ii. **Description:** Enter a description of the demo to display in the information window.
- iii. **Keywords:** Enter keywords or phrases (separated by commas) that can be used for searches.

## b. Author tab:



The screenshot shows the 'Project Properties' dialog box with the 'Author' tab selected. The dialog has a sidebar on the left with various settings categories. The main area contains a form for author information. The 'Author' tab is circled in red. The form includes fields for Name, Email, and Comments, and a Photo section with a preview area and a 'Load Author Photo' button. The Name field contains 'ViewletDesign Team'. The Photo section shows a red 'X' icon and the dimensions '128 x 128'. At the bottom are 'Save As Default Properties', 'OK', and 'Cancel' buttons.

Project Properties

Please provide the following information to be embedded into the Viewlet.

Viewlet **Author** Company

Name: ViewletDesign Team

Email:

Comments:

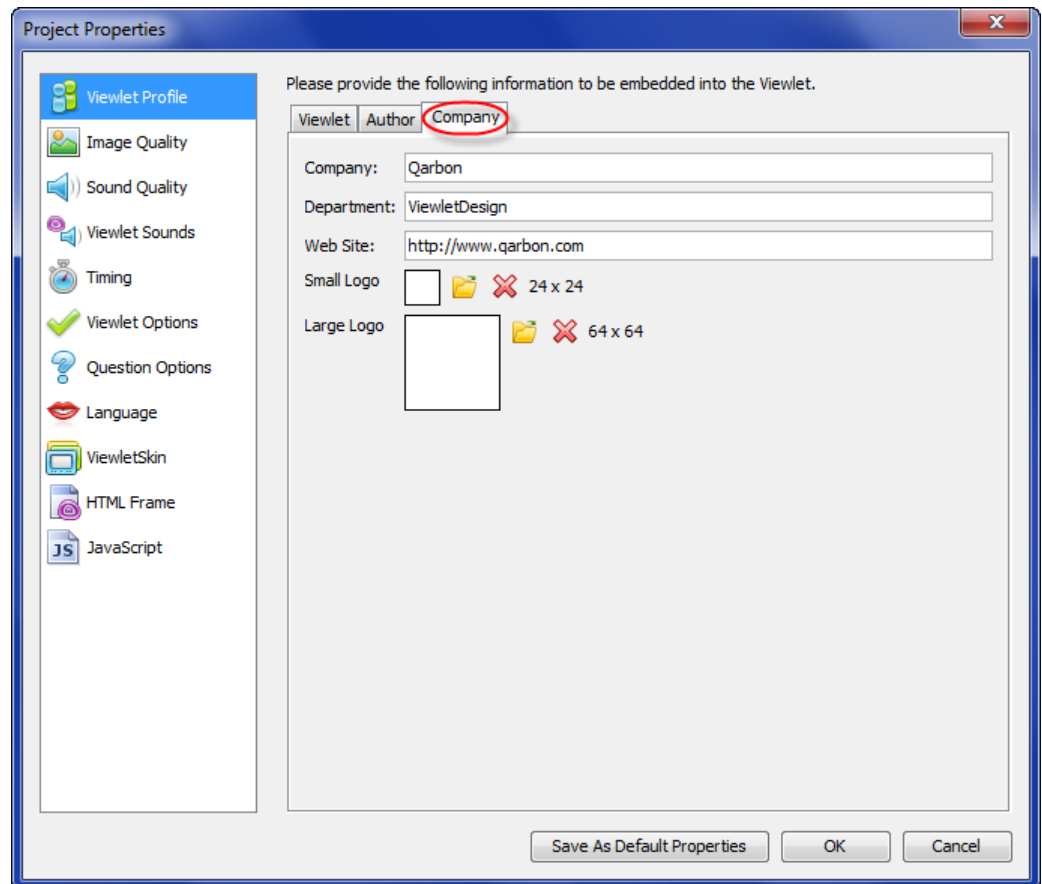
Photo

128 x 128

Save As Default Properties OK Cancel

- i. Name: Enter in the author's name.
- ii. Email: Enter in the author's email address.
- iii. Comments: Enter in any additional author comments for the project.
- iv. Photo: Load a picture of the author (128 x 128):
  1. Click the **Load Author Photo** button.
  2. Locate, select and **Open** the image to load it in the preview area.
  3. To delete / remove the author's photo, click the **Remove Author Photo** button.

## c. Company tab:

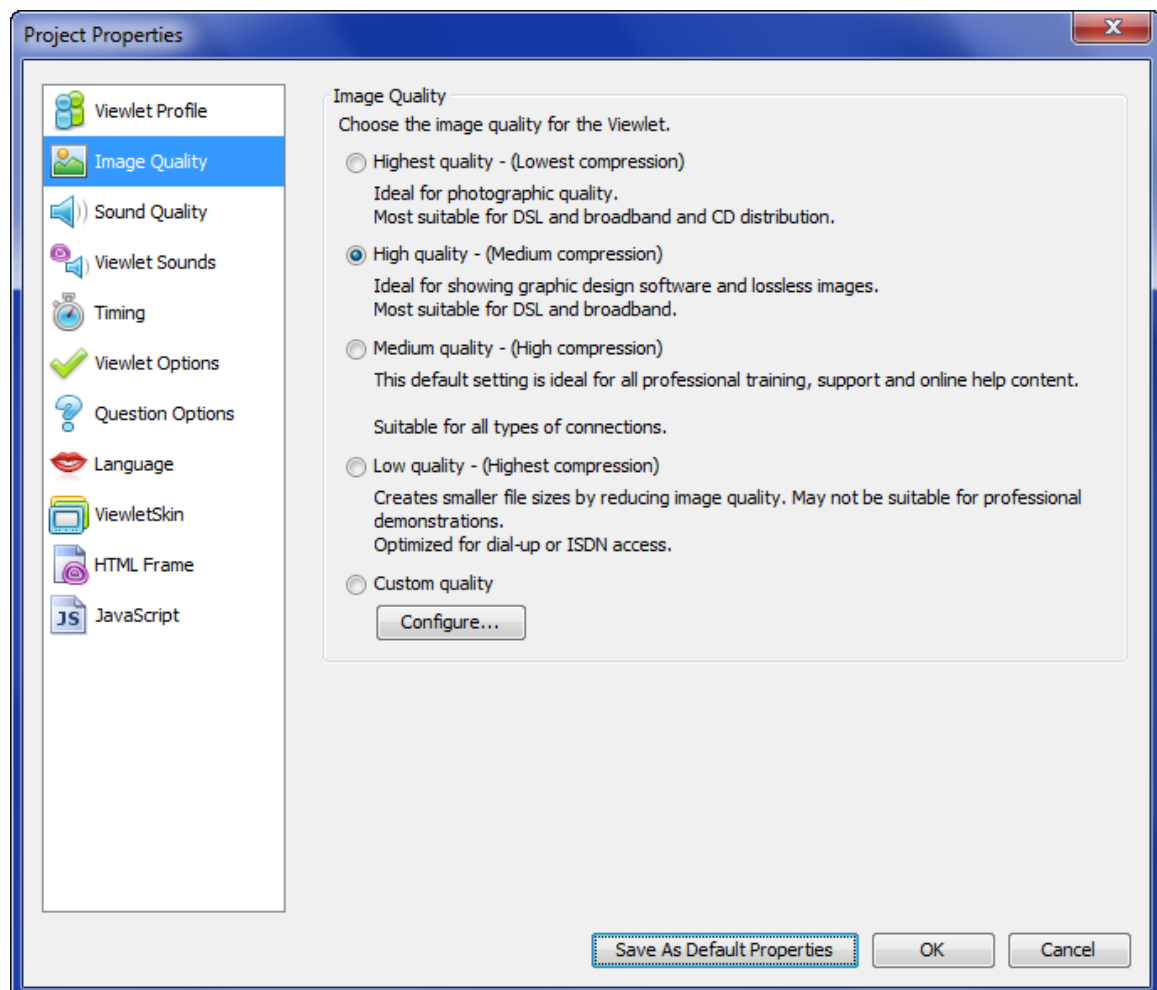


- i. Company: Enter the company name.
- ii. Department: Enter the department name.
- iii. Small Logo: Load a small logo image (24 x 24). (This replaces the Qarbon logo on the ViewletSkin).
  1. Click the **Load Small Logo** button.
  2. Locate, select and **Open** the image to load it in the preview area.
  3. To delete / remove the small logo image, click the **Remove Small Logo** button.
- iv. Large Logo: Load a large logo image (64 x 64). This replaces the Qarbon logo in the *Information* window.
  1. Click the **Load Large Logo** button.
  2. Locate, select and **Open** the image to load it in the preview area.
  3. To delete / remove the small logo image, click the **Remove Large Logo** button.



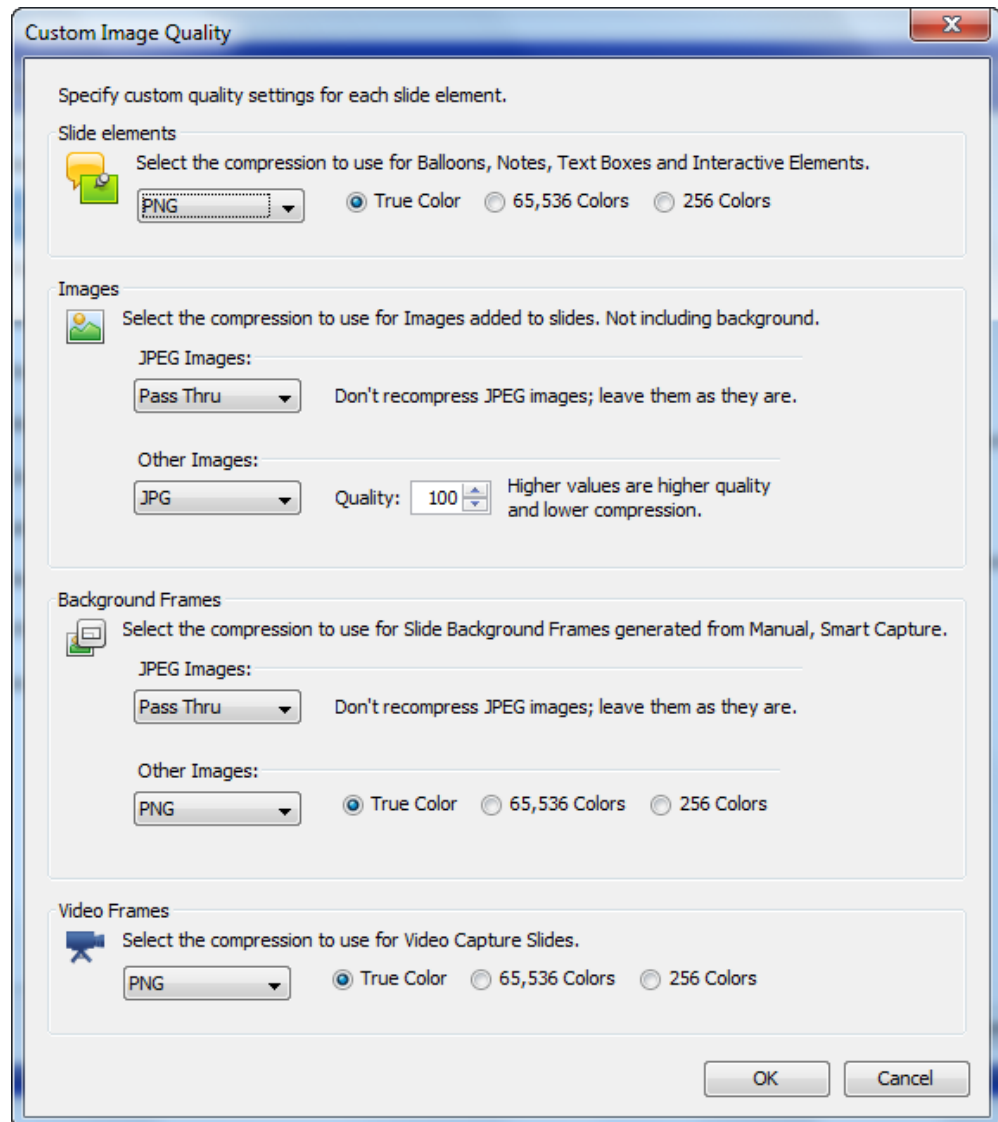
## IMAGE QUALITY

This section of the *Project Properties* dialog determines the image compression quality used for the published project.



1. In the *Project Properties* dialog, select **Image Quality**.
2. In the *Image Quality* area, select a compression level:
  - a. Highest quality (lowest compression)
  - b. High quality (medium compression)
  - c. Medium quality (high compression)
  - d. Low quality (highest compression)

## e. Custom quality:

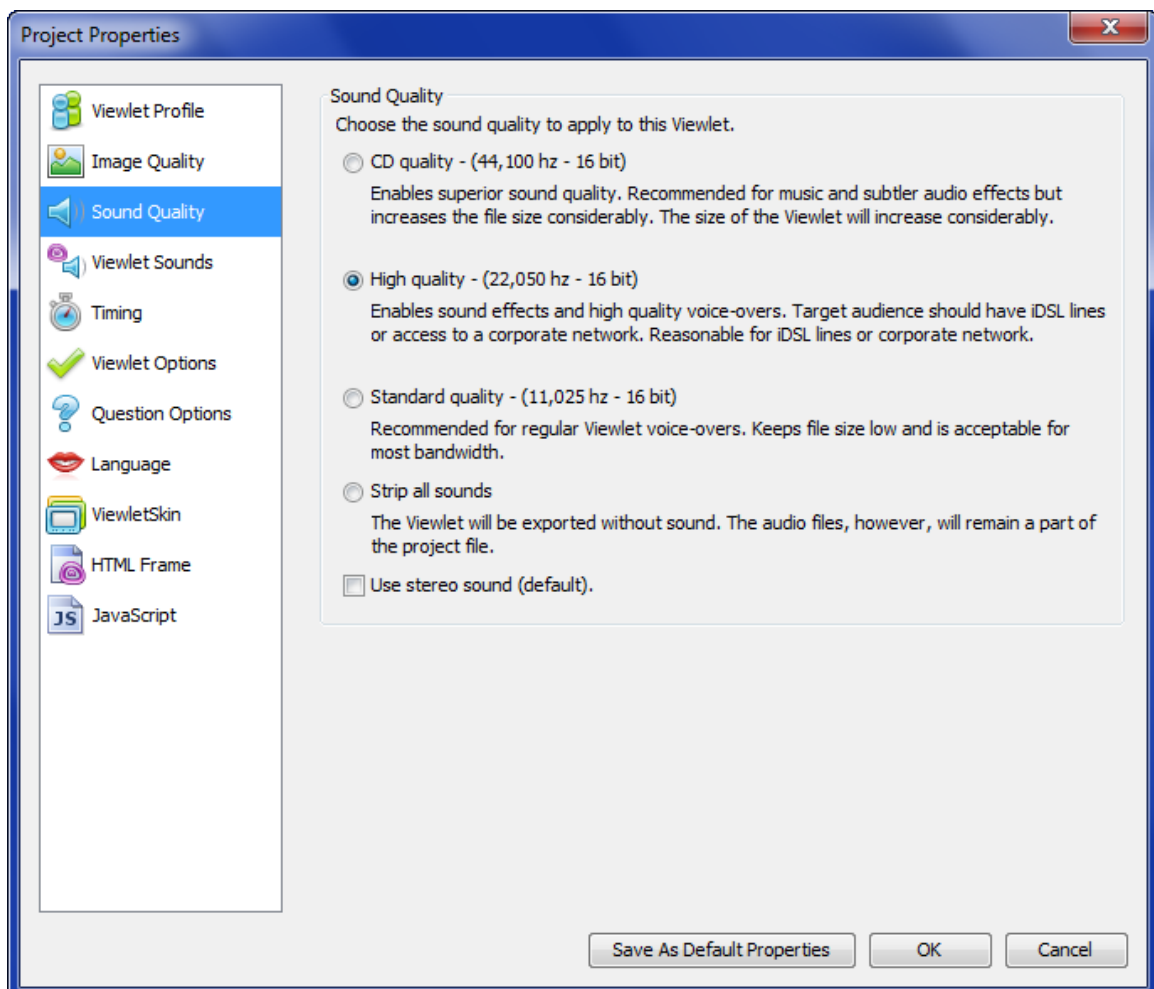


- i. Click the **Configure** button. The *Custom Image Quality* dialog displays.
- ii. In the *Custom Image Quality* dialog, select options in the following areas:
  1. *Slide elements*: Select the compression option to use for slide elements from the list.
  2. *Images*: Select compression options for inserted images (not background frames).
  3. *Background Frames*: Select compression options for the slides background frames.

4. *Video Frames*: Select the compression option for Video Capture slides.
5. Click **OK** to save custom settings and to exit the *Custom Image Quality* dialog.

## SOUND QUALITY

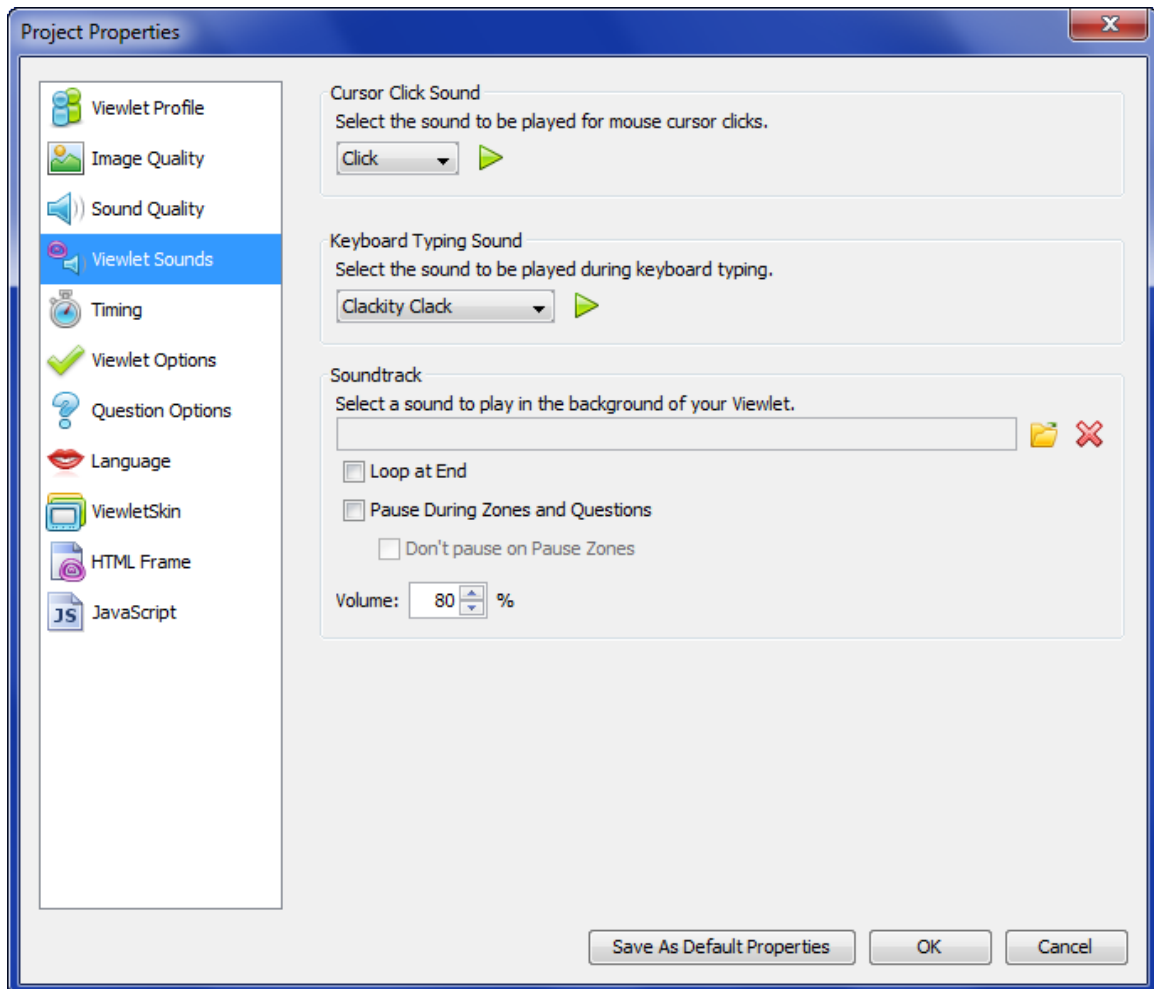
The *Sound Quality* section of the *Project Properties* dialog offers sound quality options for the published Viewlet. Any selections made in this section will NOT impact the source project file ONLY the published file.



1. In the *Project Properties* dialog, select **Sound Quality**.
2. In the *Sound Quality* area, choose the sound quality to apply to the published Viewlet:
  - a. CD quality (44,100 hz – 16 bit)
  - b. High quality (22,050 hz – 16 bit)
  - c. Standard quality (11,025 hz – 16 bit)
  - d. Strip all sounds
3. If you do NOT strip all sounds, you can select the **Use stereo sound (default)** option for the published sound.

### VIEWLET SOUNDS

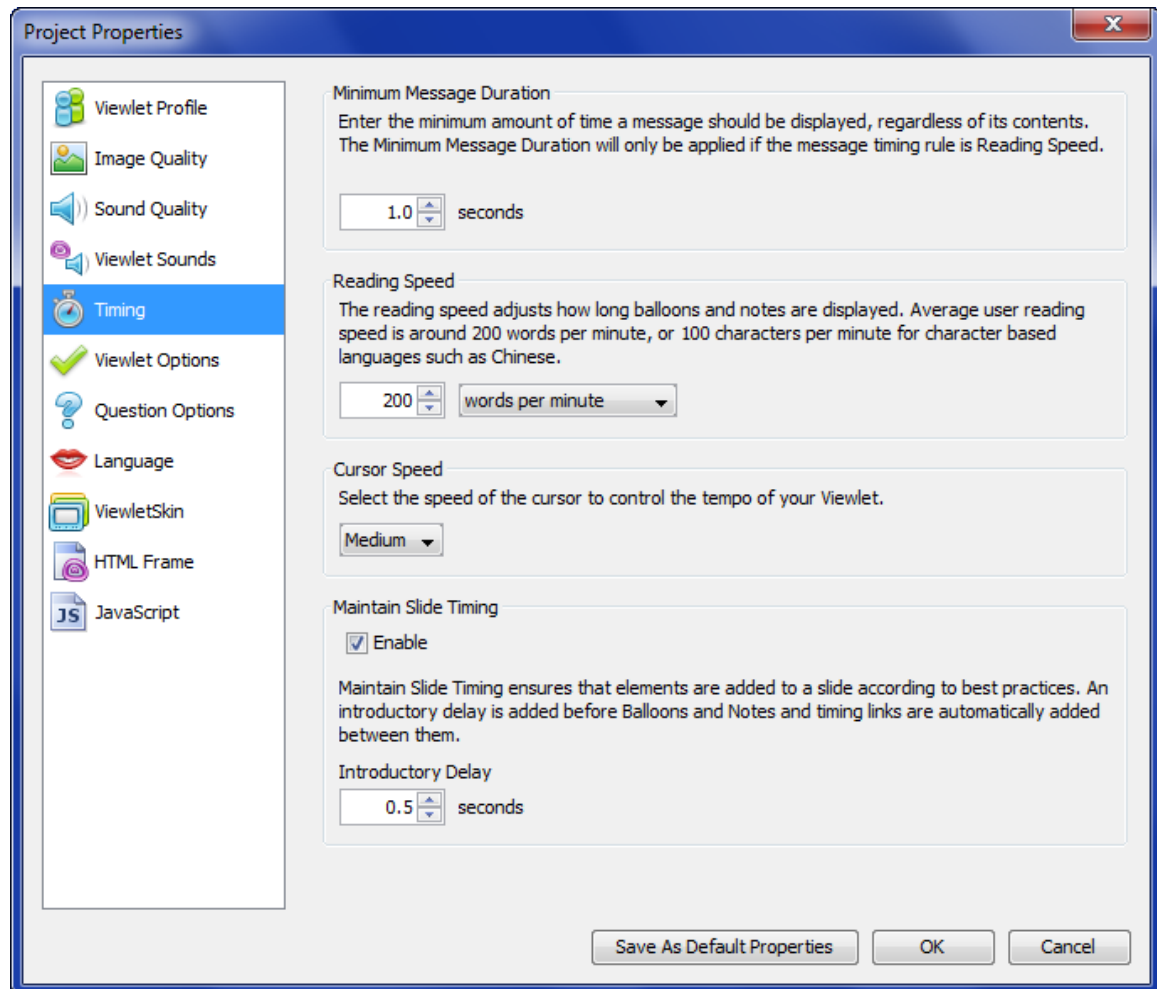
Additional sound elements made be selected for your file in the *Viewlet Sounds* section of the *Project Properties* dialog.



1. In the *Project Properties* dialog, select **Viewlet Sounds**.
2. In the *Cursor Click Sound* area:
  - a. Select the sound to be played for cursor clicks from the list.
  - b. Click the **Play** button to preview the sound.
3. In the *Keyboard Typing Sound* area:
  - a. Select the sound to be played for keyboard typing simulation from the list.
  - b. Click the **Play** button to preview the sound.
4. In the *Soundtrack* area:
  - a. Click the **Load Sound** button to locate, select and **Open** a sound file to use for the background soundtrack. (You can remove a soundtrack by clicking the **Delete Sound** button.
  - b. Select the **Loop at End** option to loop the soundtrack file.
  - c. Select the **Pause During Zones and Questions** to pause the soundtrack playback during interactive zones and question slides.
    - i. Select the **Don't pause on Pause Zones** for slides containing just interactive pause zones so the soundtrack continues on these slides.
  - d. Enter a number for the playback **Volume** percentage level.

## TIMING

The *Timing* section of *Project Properties* offers selections for minimum message duration, reading /cursor speed and slide timing.

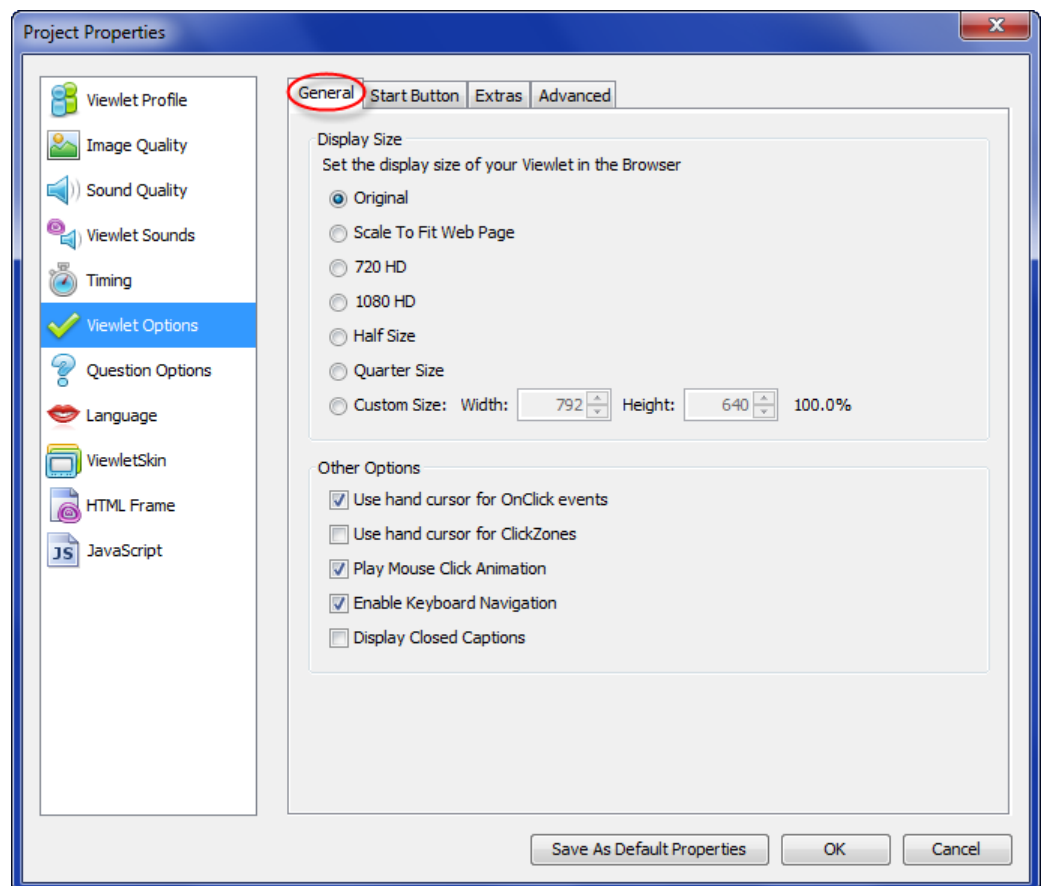


1. In the *Project Properties* dialog, select **Timing**.
2. In the *Minimum Message Duration* area, set a number (in seconds) for the minimum time a balloon or note will display.
3. In the *Reading Speed* area, enter a number for **words per minute** or **characters per minute** (select one of these options from the list) for calculating the reading speed.
4. In the *Cursor Speed*, select an option from the list for the cursor animation speed.
5. In the *Maintain Slide Timing* area:
  - a. Select the **Enable** option to enable slide timing elements.
  - b. If enabled, enter a number (in seconds) for the initial note's or balloon's introductory delay.

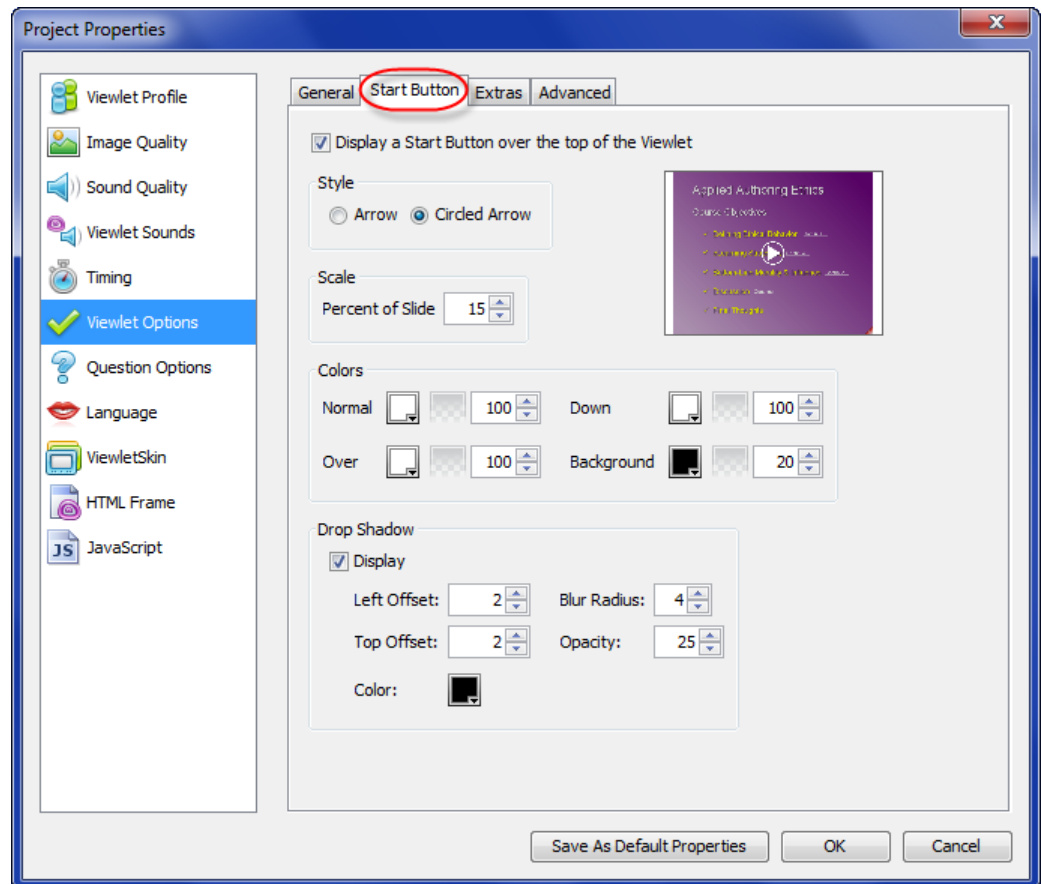
## VIEWLET OPTIONS

This section of *Project Properties* lets you configure settings for how the Viewlet will initially display on playback, cursor shapes for different events, start button, preloader, animated extras, and various advanced options.

1. In the *Project Properties* dialog, select **Viewlet Options**.
2. Select one of the various tabs available for configuring additional options for the published Viewlet:
  - a. *General* tab:



- i. In the *Display Size* area, set the initial display size for the Viewlet.
- ii. In the *Other Options* area, select additional options as needed:
  1. Use hand for cursor for OnClick events
  2. Use hand cursor for ClickZones
  3. Play Mouse Click Animation
  4. Enable Keyboard Navigation
  5. Display Closed Captions

b. *Start Button* tab:

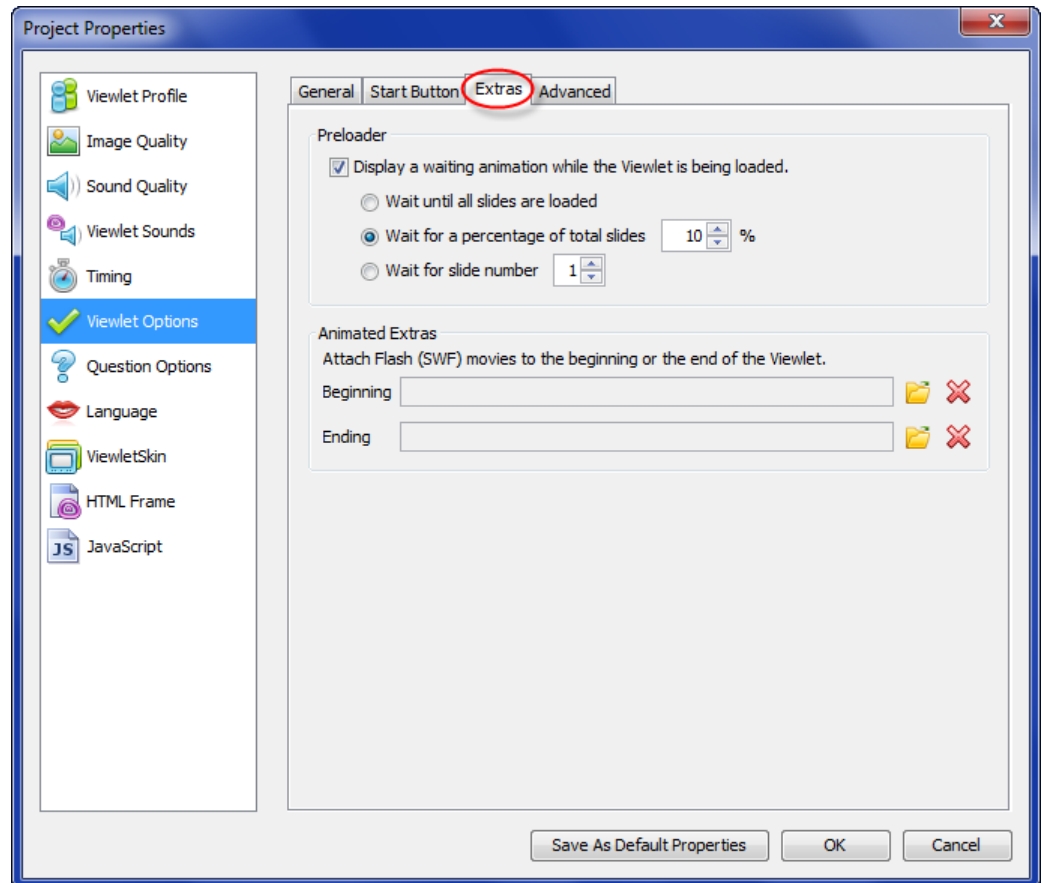
- i. Select the **Display a Start Button over the top of the Viewlet** option (if desired). If this option is not selected, you will not have access to any other options in this tab.
- ii. Preview area: As you make changes in this tab, a preview area shows what the button will look like in the published file.
- iii. In the *Style* area, select either **Arrow** or **Circled Arrow** for the button style.
- iv. In the *Scale* area, enter a number (percentage of slide) to scale the button.
- v. In the *Color* area, select a color and enter a number for the opacity level each button's state (Normal, Down, Over, Background).



vi. In the *Drop Shadow* area:

1. Select the **Display** option (if you want to apply a shadow effect to the button).
2. Enter numbers for the shadow's offsets, blur radius and opacity.
3. Click the **Shadow Color** button to choose a color for the shadow effect.

c. *Extras* tab:



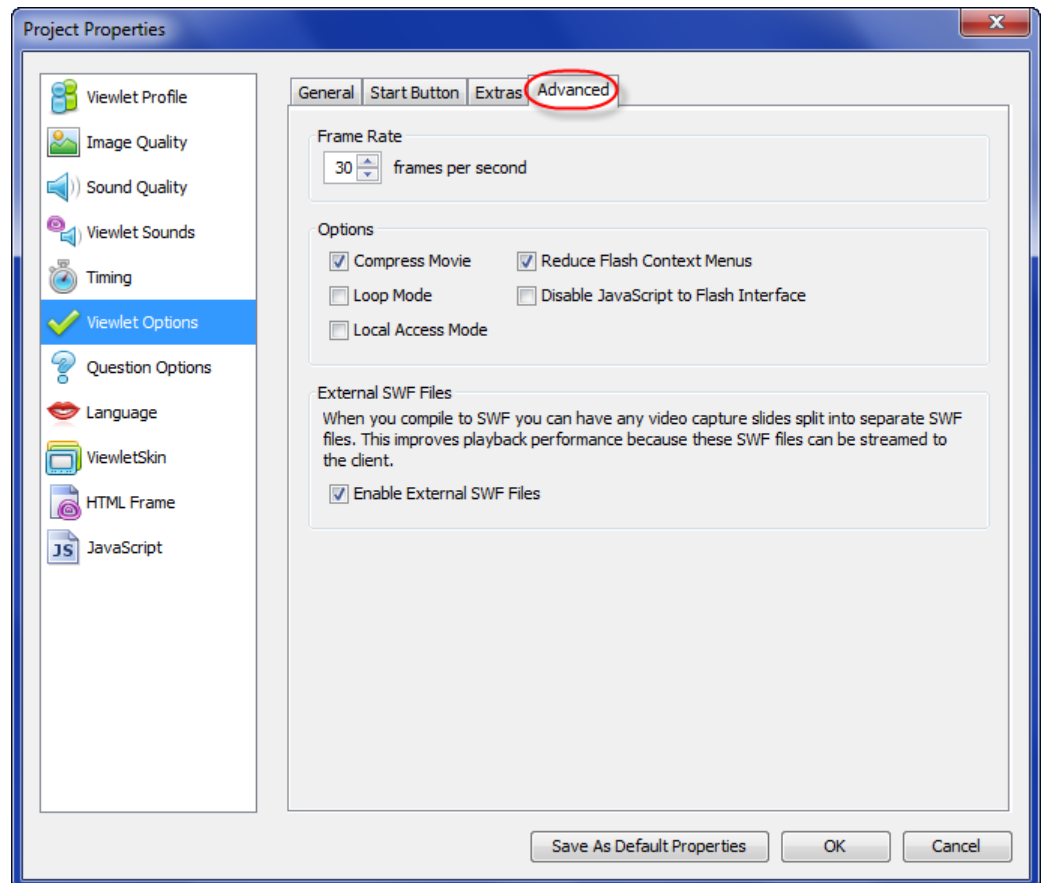
i. In the *Preloader* area:

1. Select the **Display a waiting animation while the Viewlet is being loaded** option to use the preloader feature for the published file.
2. Select an option for the preloader to 'wait' while the Viewlet is streaming.

ii. In the *Animated Extras* area:

1. Beginning: Click the folder icon to search for and locate a SWF file to load at the front end of the Viewlet.
2. Ending: Click the folder icon to search for and locate a SWF file to load at the back end of the Viewlet.

d. *Advanced* tab:

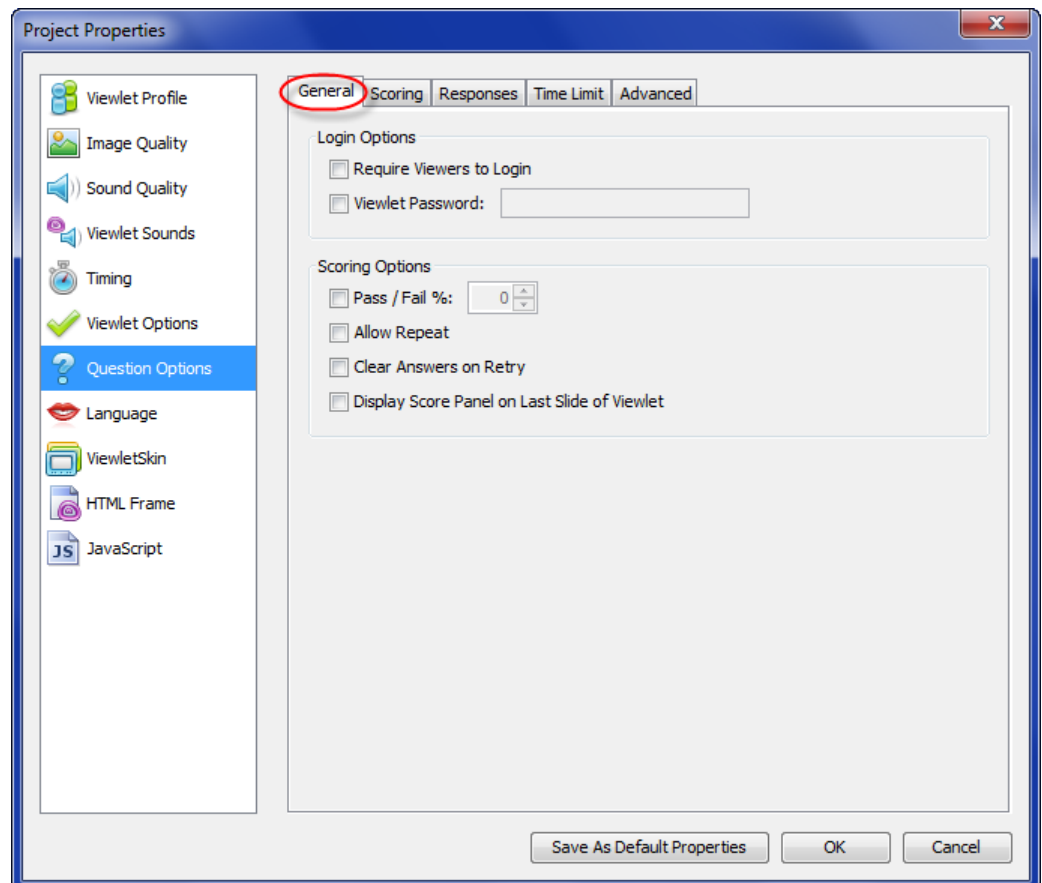


- i. In the *Frame Rate* area, enter the number of frames per second to use for the published Viewlet.
- ii. In the *Options* area select additional choices for the published file:
  1. Compress Movie
  2. Loop Mode
  3. Local Access Mode
  4. Reduce Flash Context menus
  5. Disable JavaScript to Flash Interface
- iii. In the *External SWF Files* area, select the **Enable External SWF Files** to improve playback performance.

## QUESTION OPTIONS

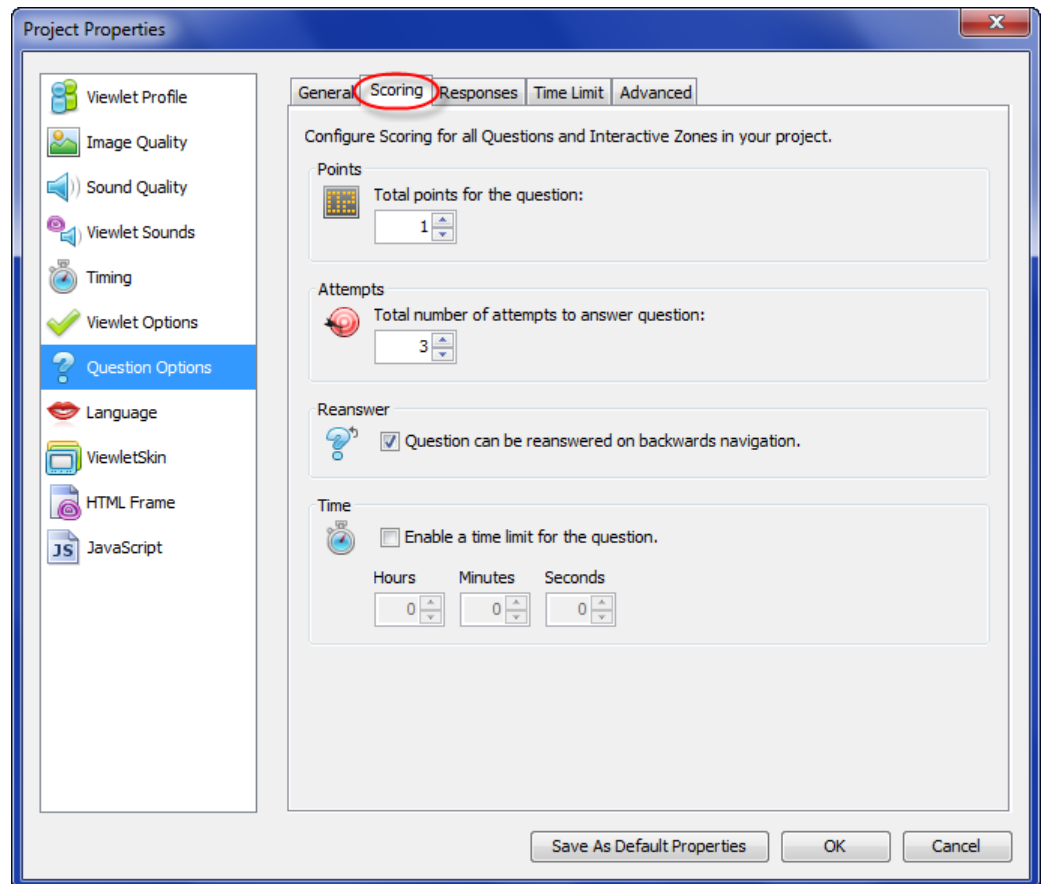
The *Question Options* section of *Project Properties* let you set up options for login, scoring, feedback, time limits and various advanced settings for the published Viewlet.

1. In the *Project Properties* dialog, select **Question Options**.
2. Select each of the various tabs for setting question slide options:
  - a. *General* tab:



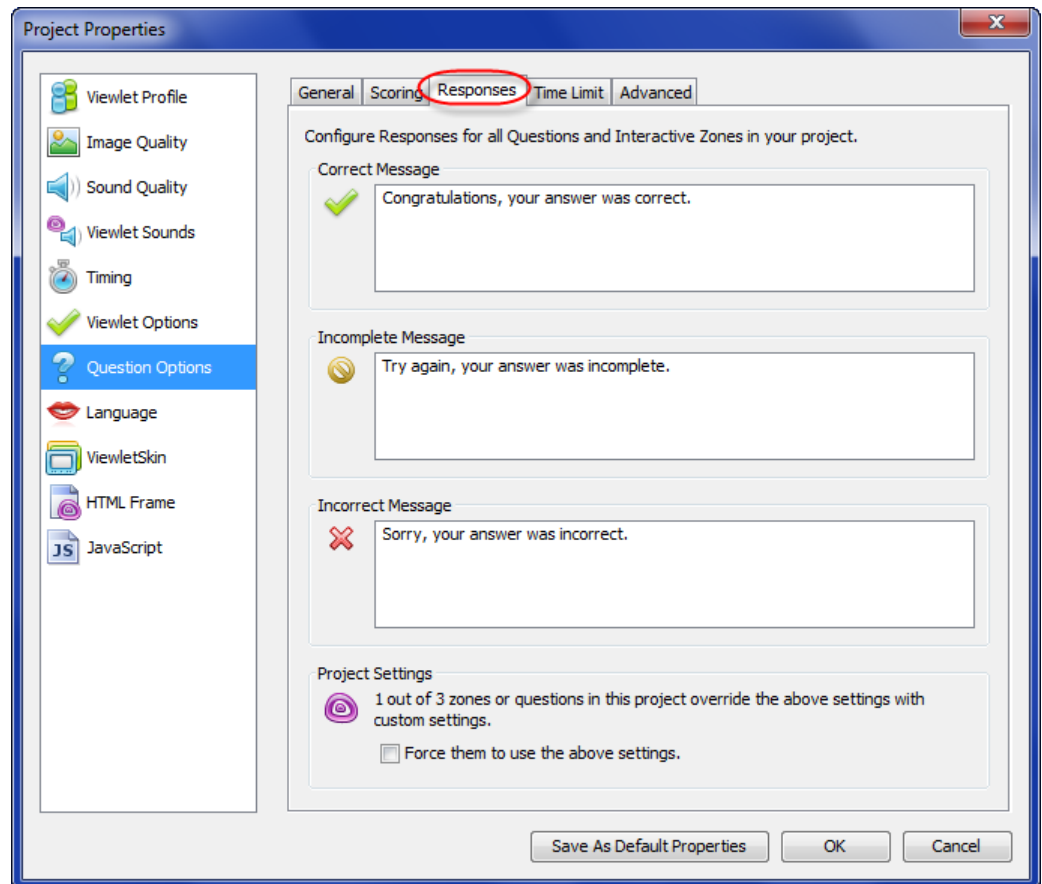
- i. In the *Login Options*, select options for forcing viewers to login and/or to enter a password before playing the Viewlet.
- ii. In the *Scoring Options*, set additional scoring options for:
  1. Pass / Fail %
  2. Allow Repeat
  3. Clear Answer on Retry
  4. Display Score Panel on Last Slide of Viewlet

## b. Scoring tab:

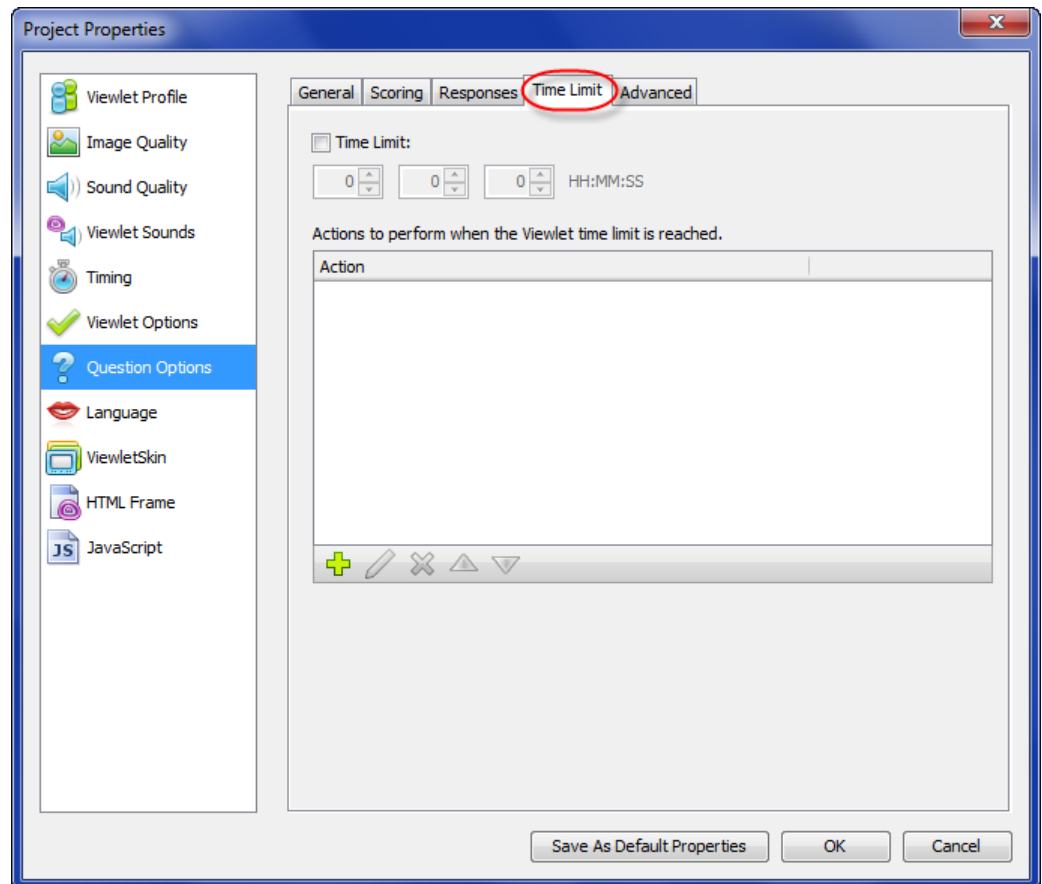


- i. In the *Points* area, enter a number for the question's total point value.
- ii. In the *Attempts* area, enter a number for the total number of times the viewer can attempt to answer correctly.
- iii. In the *Reanswer* area, select / deselect the **Question can be reanswered on backwards navigation** option.
- iv. In the *Time* area:
  1. Select the **Enable a time limit for the question** to set a time limit for question slides.
  2. If enabled, enter a number for hours, minutes and seconds for the time limit.

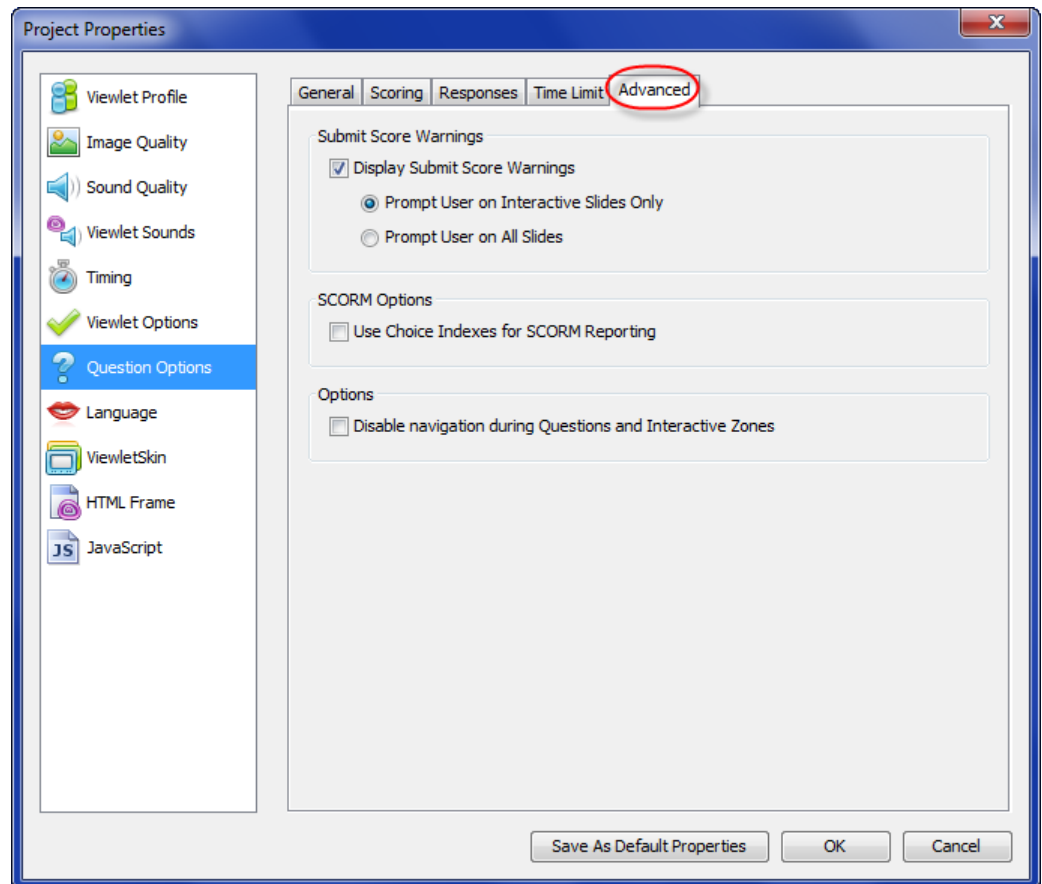
## c. Responses tab:



- i. In the *Correct Message* area, enter the default text to be used in the feedback message when the viewer answers correctly.
- ii. In the *Incomplete Message* area, enter the default text to be used in the feedback message when the viewer tries to submit when no answer is selected.
- iii. In the *Incorrect Message* area, enter the default text to be used in the feedback message when the viewer answers incorrectly.

d. *Time Limit* tab:

- i. Select the **Time Limit** option to enable time limit for the entire project.
- ii. If enabled, enter a number for hours, minutes, seconds.
- iii. Add additional actions to perform when the Viewlet's time limit is reached (see the *Events and Actions* chapter for more information on working with actions).

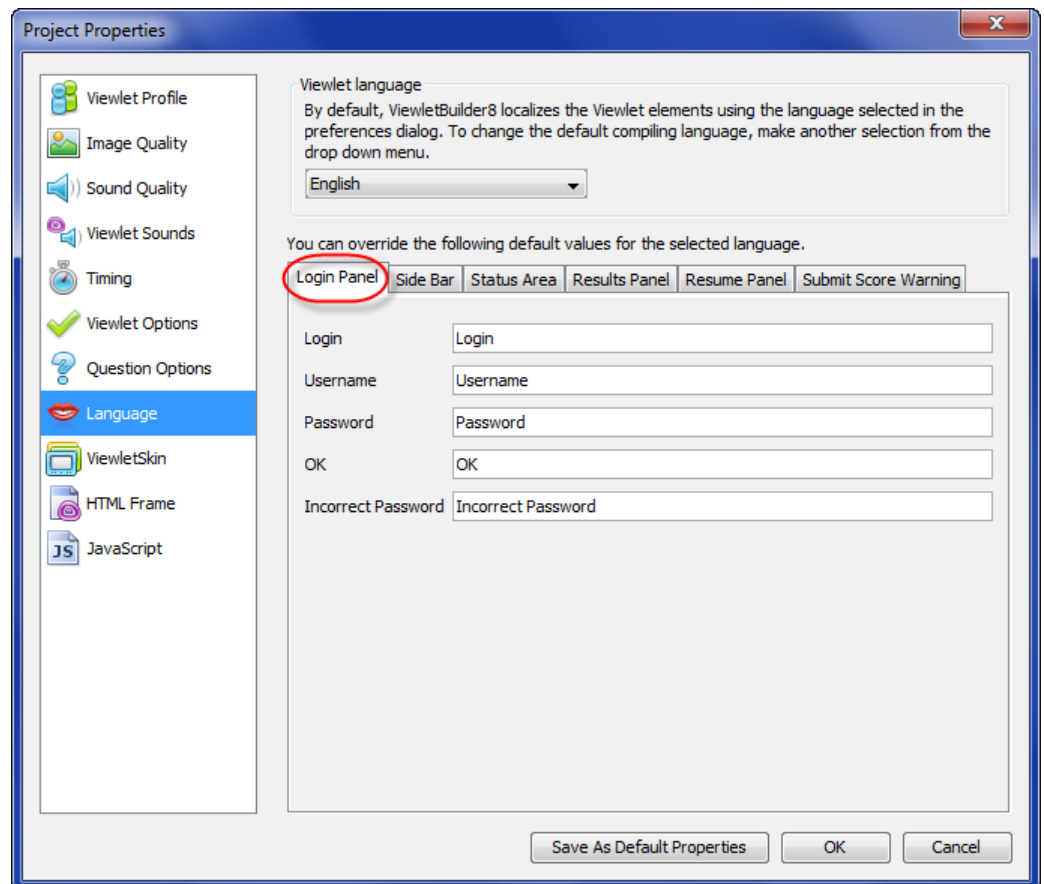
e. *Advanced* tab:

- i. In the *Submit Score Warnings* area:
  1. Select the **Display Submit Score Warnings** option to enable this feature.
  2. If enabled, select an option for when the user will be prompted.
- ii. In the *SCORM Options* area, select / deselect the **Use Choice Indexes for SCORM Reporting** option.
- iii. In the *Options* area, select the **Disable navigation during Questions and Interactive Zones** option to disable the player bar during playback on these slide types.

## LANGUAGE

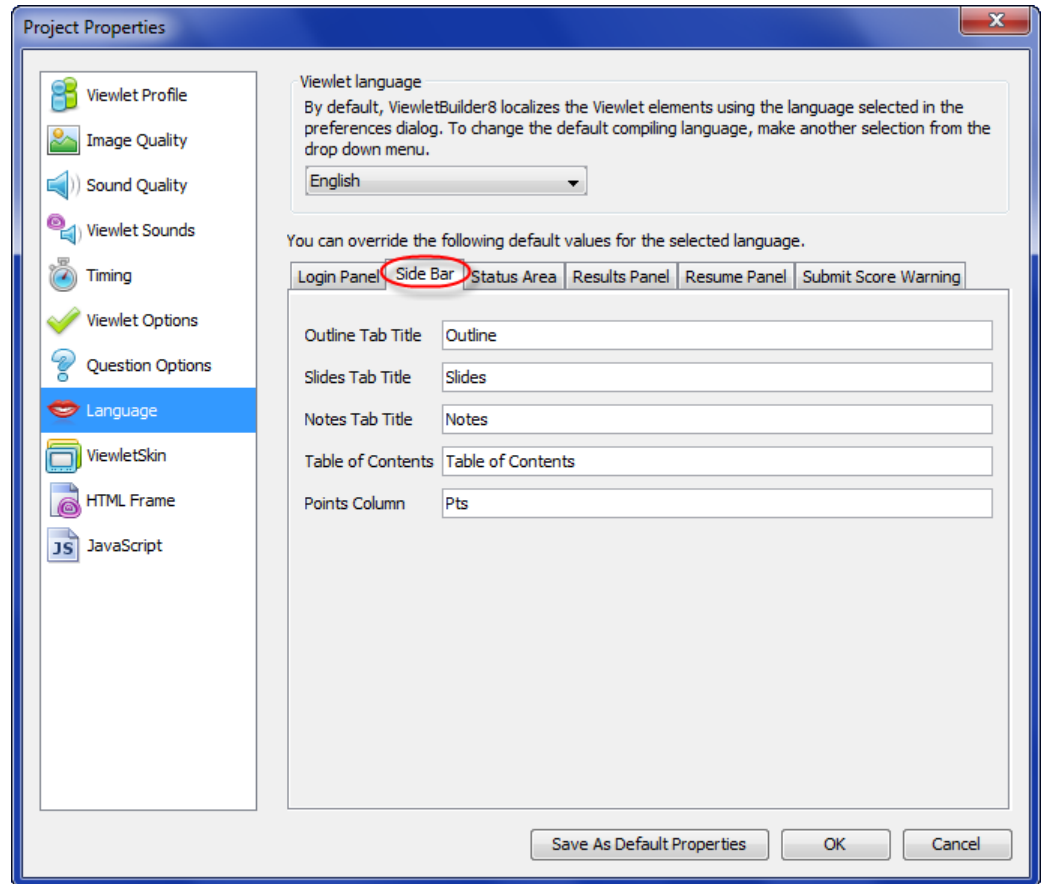
Viewlet localizes demo elements using the default language set in the *Preference* dialog. In the *Language* section of *Project Properties* lets you override these defaults by customizing language options for the login panel, side bar, status area, results panel, resume panel and submit score warnings.

1. In the *Project Properties* dialog, select **Language**.
2. Select each of the various tabs for setting language options:
  - a. *Login Panel* tab: Enter label titles for the login panel's fields (Login, Username, Password, OK, Incorrect Password).

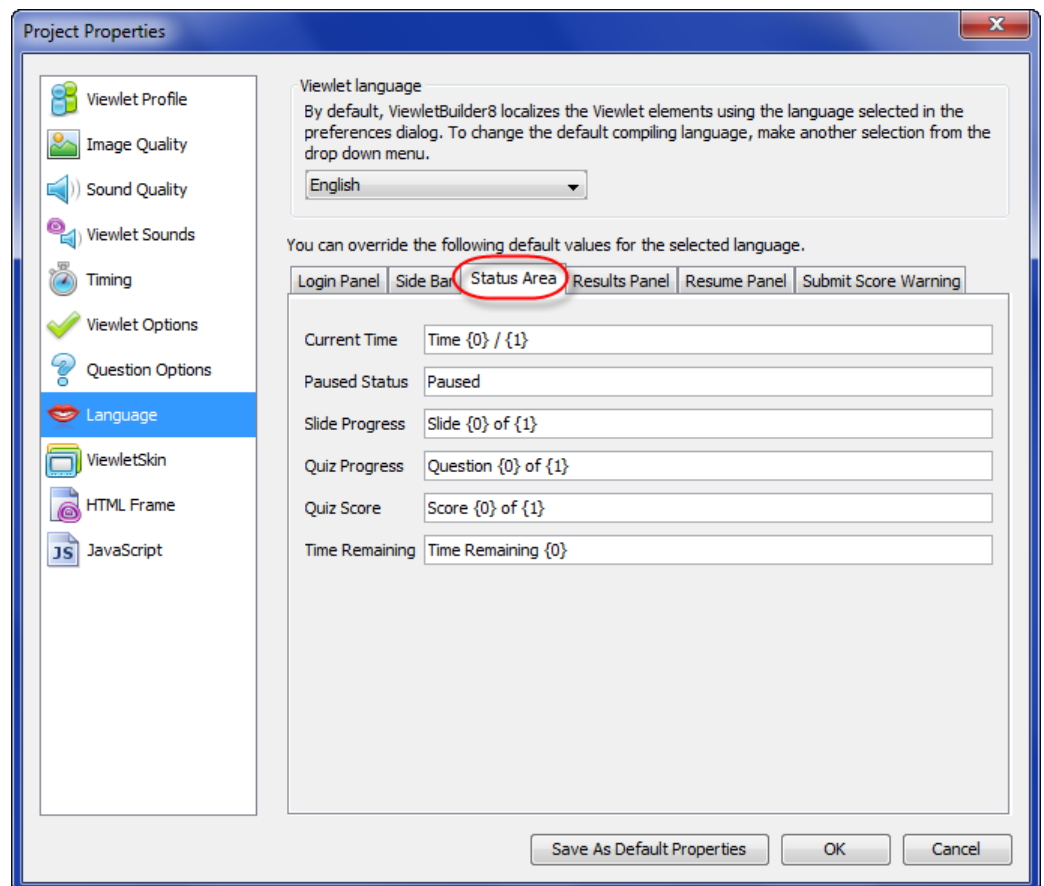




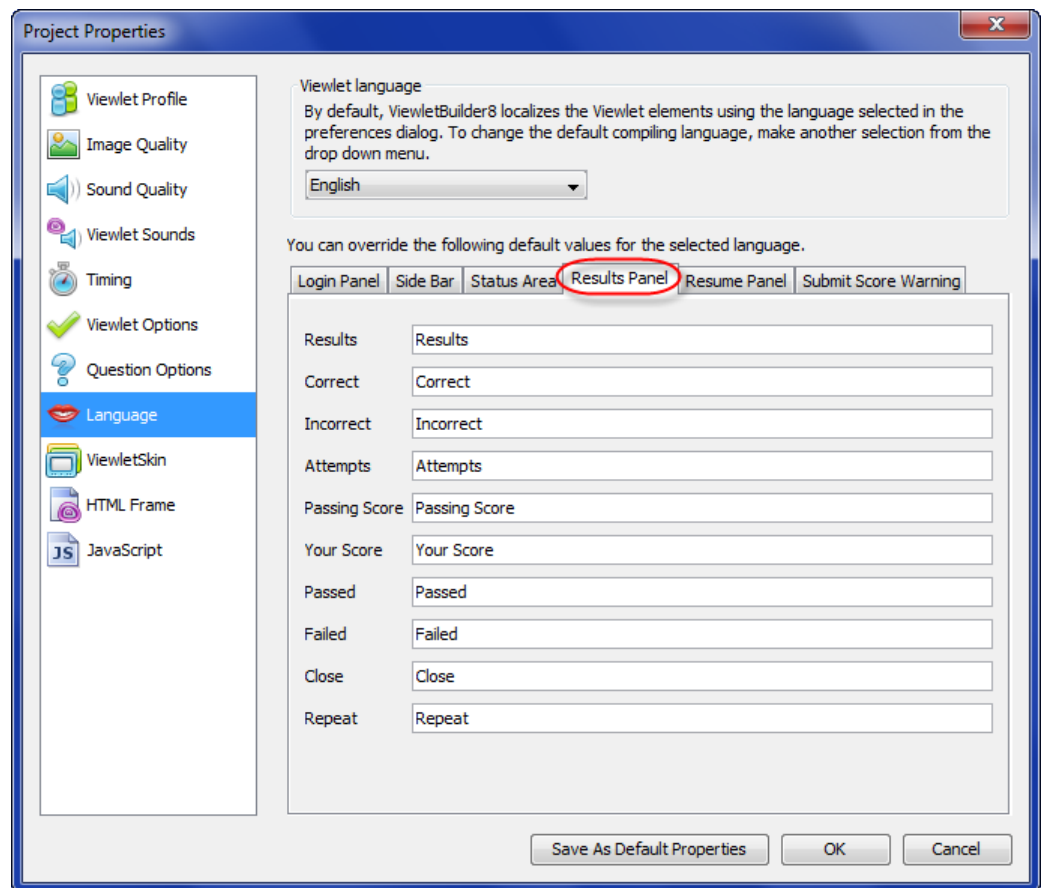
- b. *Side Bar* tab: Enter label titles for the side bar's areas (Outline Tab, Slide Tab, Notes Tab, Table of Contents, Points Column).



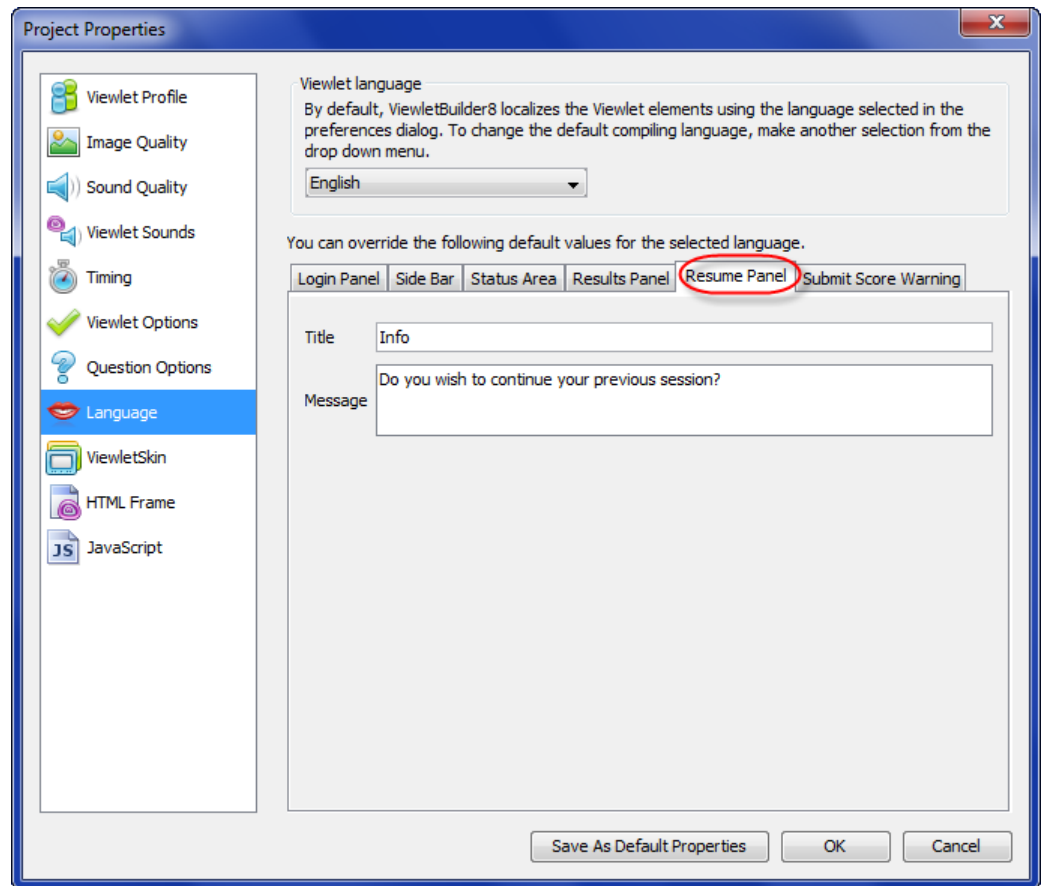
- c. **Status Area** tab: Enter labels and variables (when applicable) for the status bar (Current Time, Paused Status, Slide Progress, Quiz Progress, Quiz Score, Time Remaining).



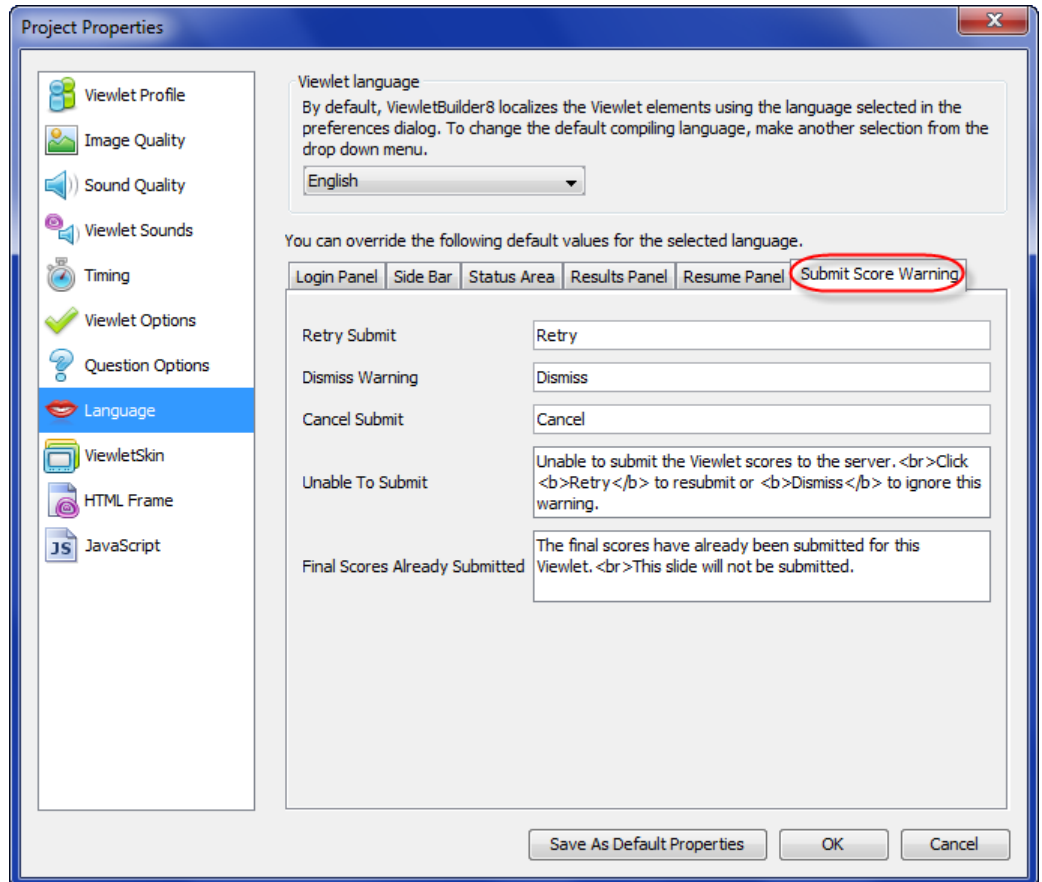
- d. *Results Panel* tab: Enter label titles for the results panel fields (Results, Correct, Incorrect, Attempts, Passing Score, Your Score, Passed, Failed, Close, Repeat).



- e. *Resume Panel* tab: Enter text for the title and message to display for the results panel.



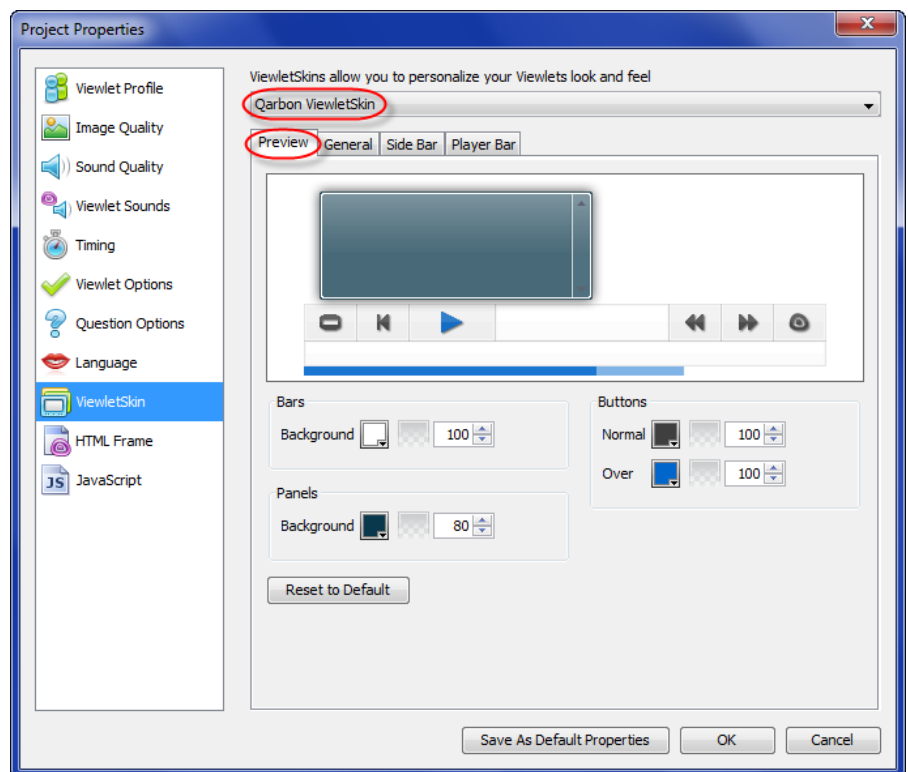
- f. **Submit Score Warning** tab: Enter labels for titles and text for additional information (where applicable) for the warning dialog (Retry Submit, Dismiss Warning, Cancel Submit, Unable to Submit, Final Scores Already Submitted).



## VIEWLETSKIN

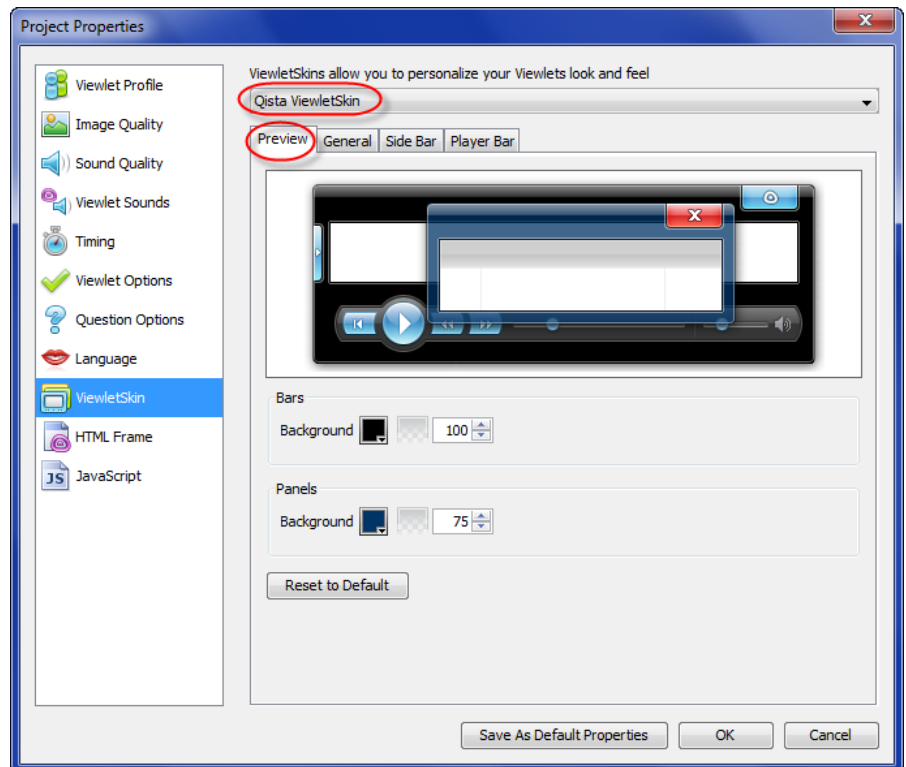
The *ViewletSkin* section of *Project Properties* let you personalize settings for the look and feel on your published Viewlet.

1. In *Project Properties* select **ViewletSkin**.
2. Select a **ViewletSkin** from the drop-down list. The selected skin will determine the additional options available in each of the tabs.
3. Select each of the various tabs for setting ViewletSkin options:
  - a. *Preview* tab:
    - i. Preview the skin in the preview area.
    - ii. Several skins have additional configuration options:
      1. Qarbon ViewletSkin: Customize options for:



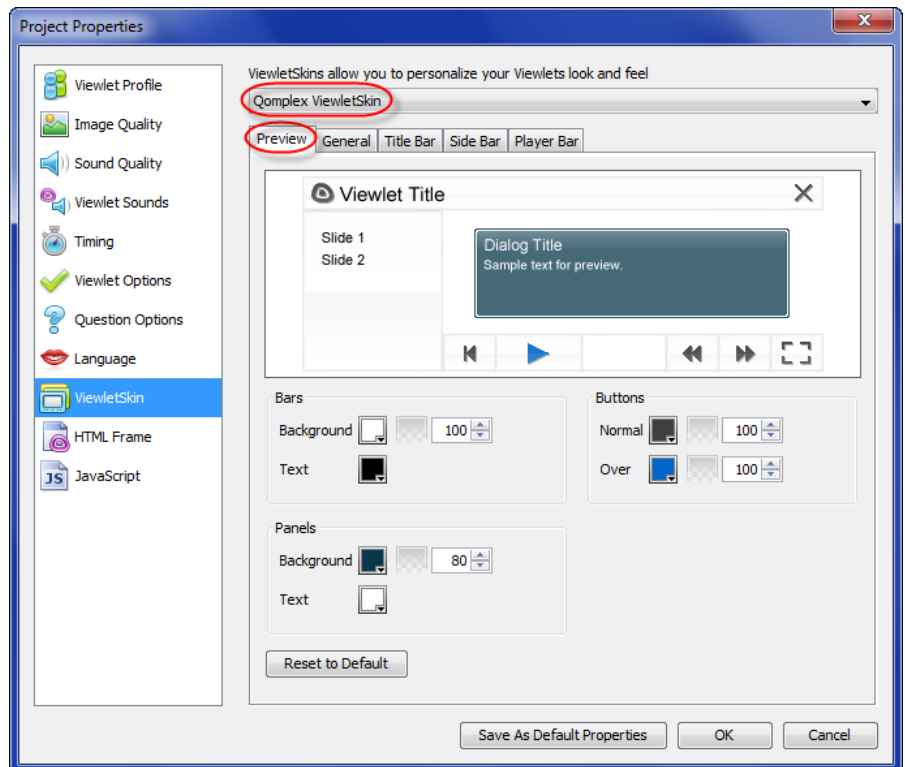
- a. Bars / Panels background color and opacity.
- b. Buttons (Normal and Over states) color and opacity.
- c. Click the **Reset to Default** button to reset these options back to installed settings.

## 2. Qista ViewletSkin: Customize options for:



- a. Bars / Panels background color and opacity.
- b. Click the **Reset to Default** button to reset these options back to installed settings.

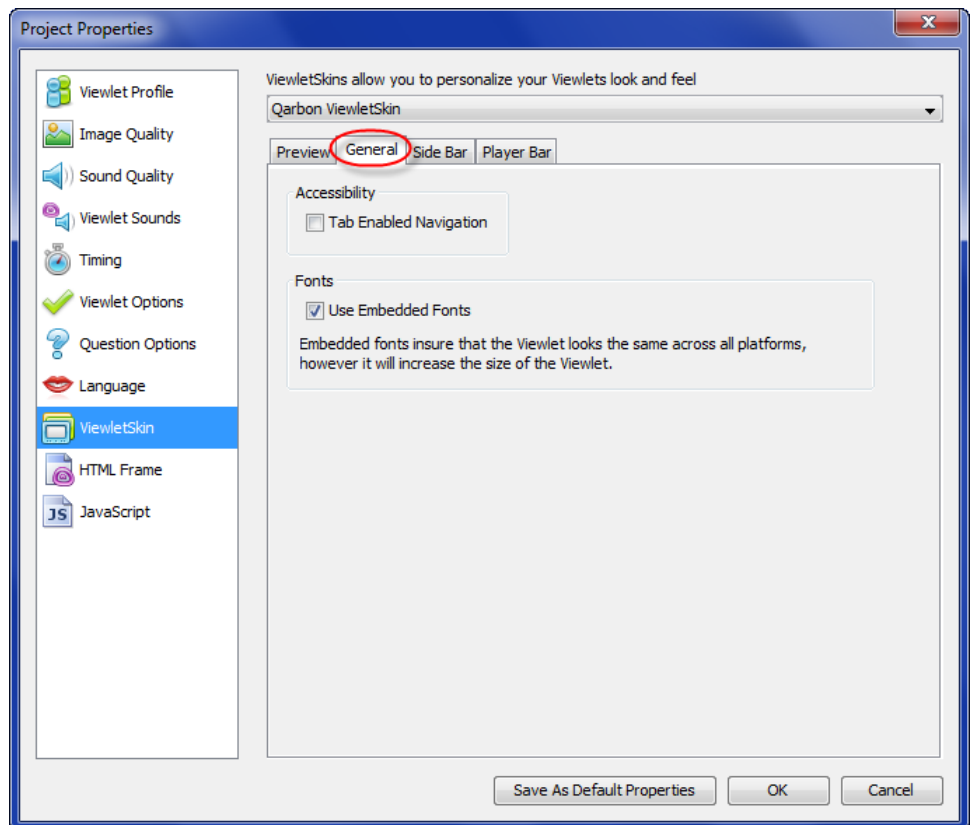
### 3. Complex ViewletSkin:



- Bars / Panels background color and opacity.
- Buttons (Normal and Over states) color and opacity.
- Click the **Reset to Default** button to reset these options back to installed settings.

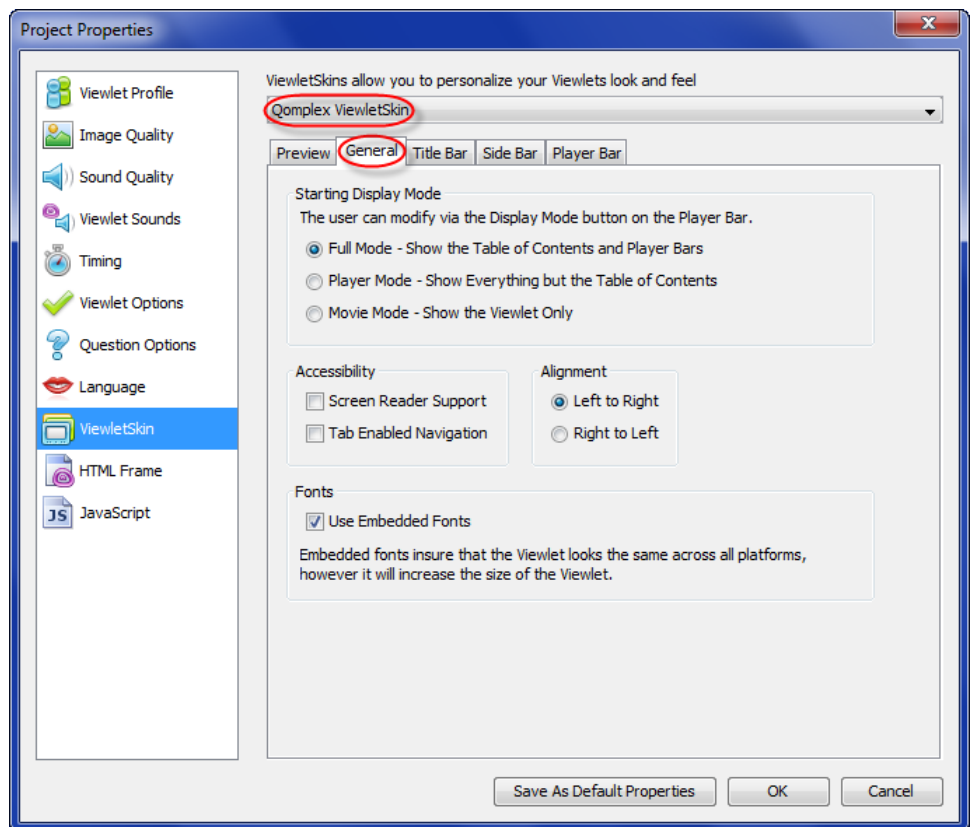


- b. *General* tab:
  - i. All ViewletSkins EXCEPT the Qomplex ViewletSkin:



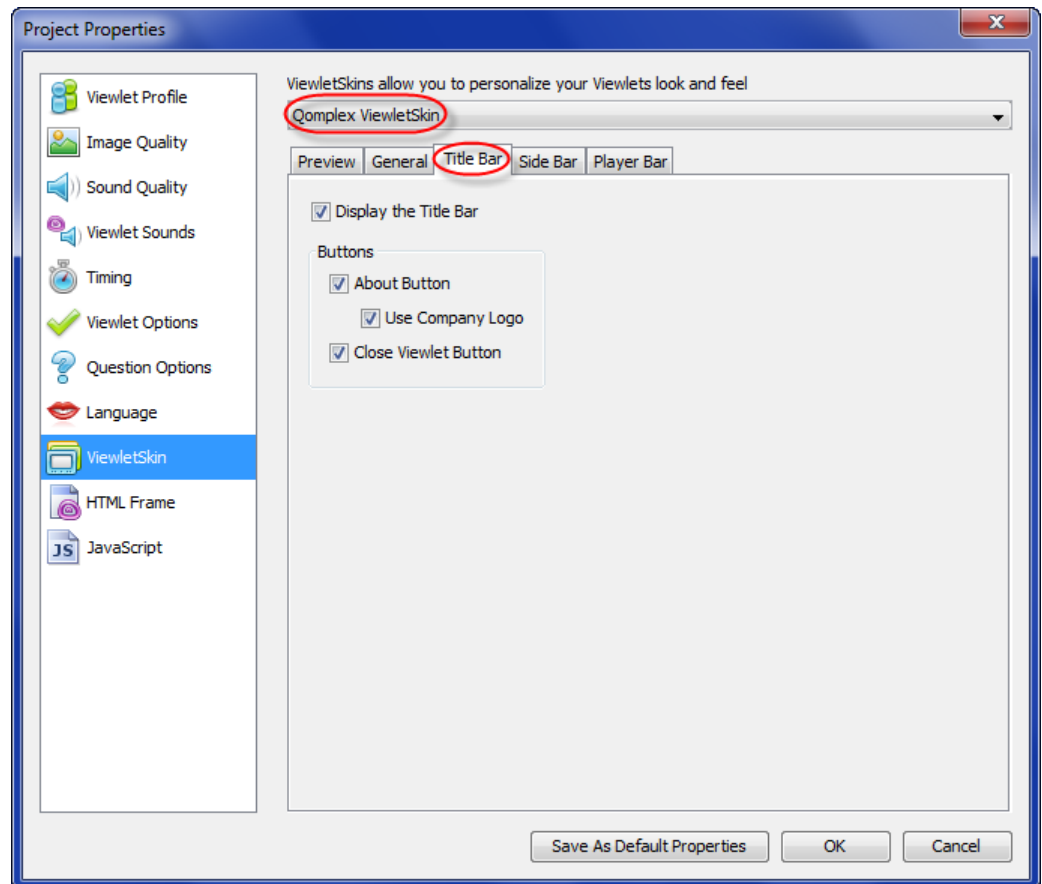
1. Select options for accessibility and whether or not to use embedded fonts.

## ii. Complex ViewletSkin options:



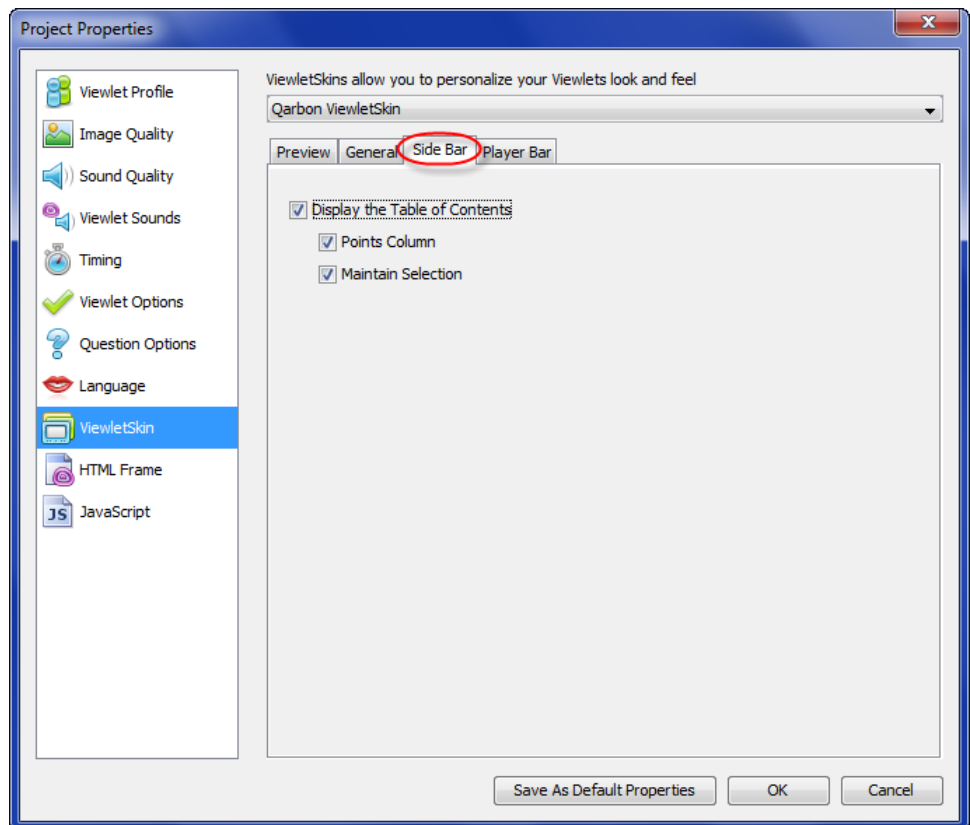
1. In the *Starting Display Mode* area, select an initial display mode option for playback:
  - a. Full Mode: Shows table of contents and player bars.
  - b. Player Mode: Shows everything except the table of contents.
  - c. Movie Mode: Shows the Viewlet only.
2. In the *Accessibility* area, select / deselect:
  - a. Screen Reader Support
  - b. Tab Enabled Navigation
3. In the *Alignment* area, select either Left to Right or Right to Left alignment.
4. In the *Fonts* area, to ensure the Viewlet looks the same across all platforms, select the **Use Embedded Fonts** option.

## c. Title bar: (Complex ViewletSkin only)



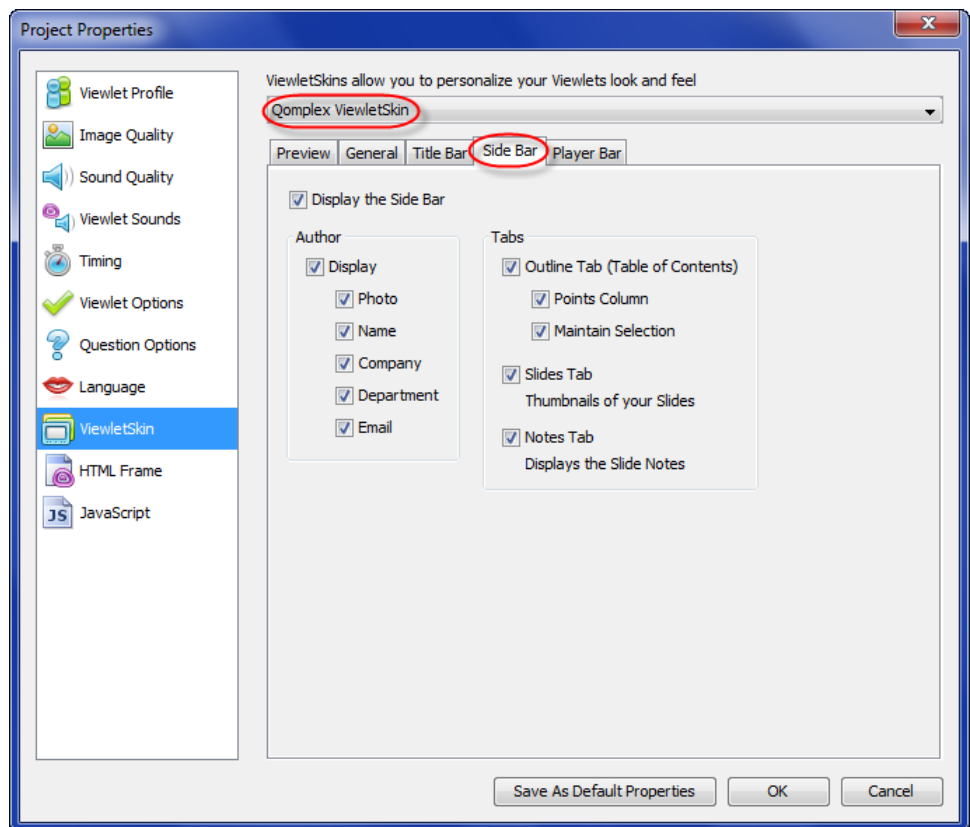
- i. Select the **Display the Title Bar** option if you want to display the title bar in the browser.
- ii. If enabled, additional options, in the *Buttons* area, include:
  1. **About Button**: Select this option to allow the viewer to click an icon for more information about the Viewlet.
  2. **Use Company Logo**: Replaces the Qarbon logos with your company logos (if loaded in the *Viewlet Profile* section).
  3. **Close Viewlet Button**: Adds an 'X' button to the skin.

- d. Side Bar tab:
  - i. ALL ViewletSkins EXCEPT the Qomplex ViewletSkin:



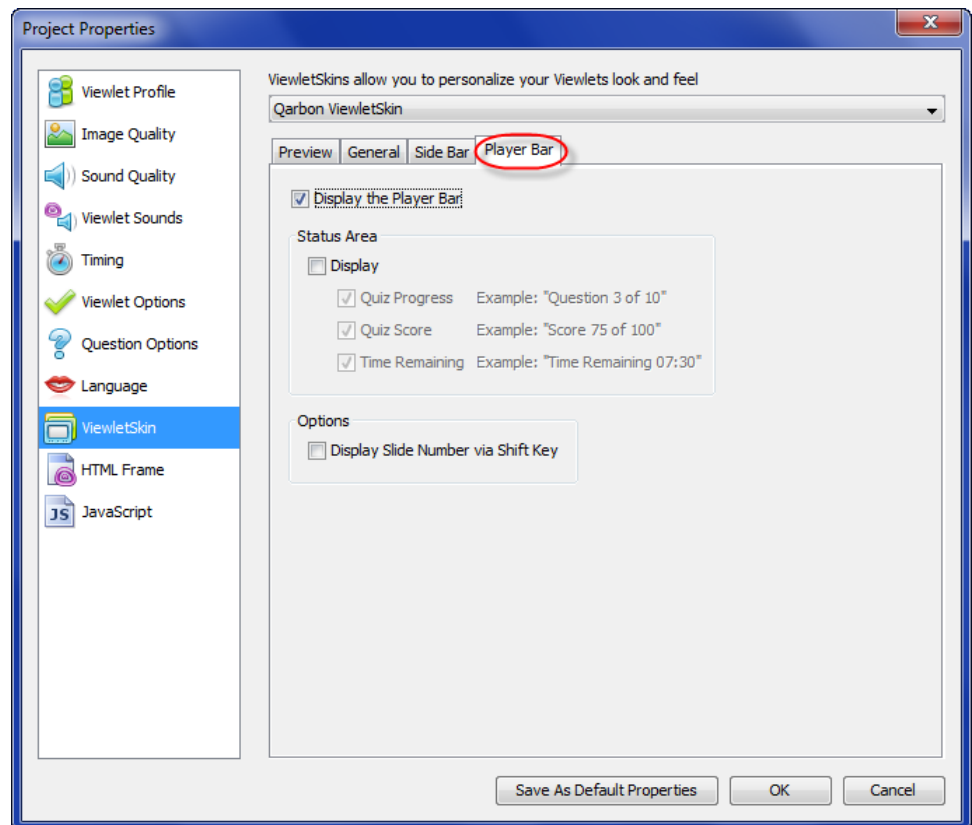
1. Select the **Display the Table of Contents** option to display a Table of Contents in the skin.
2. If enabled, additional options include:
  - a. Point Column
  - b. Maintain Selection

## ii. Complex ViewletSkin options:



1. Select the **Display the Side Bar** option to display additional areas to include authoring information and photo, Table of Contents, slide thumbnails and slide notes.
2. If enabled, additional options include:
  - a. In the *Author* area:
    - i. Select the **Display** option to include any (or all) of the following author items:
      1. Photo
      2. Name
      3. Company
      4. Department
      5. Email
    - ii. In the *Tabs* area:
      1. **Outline Tab**: Select this option to display a Table of Contents, including:

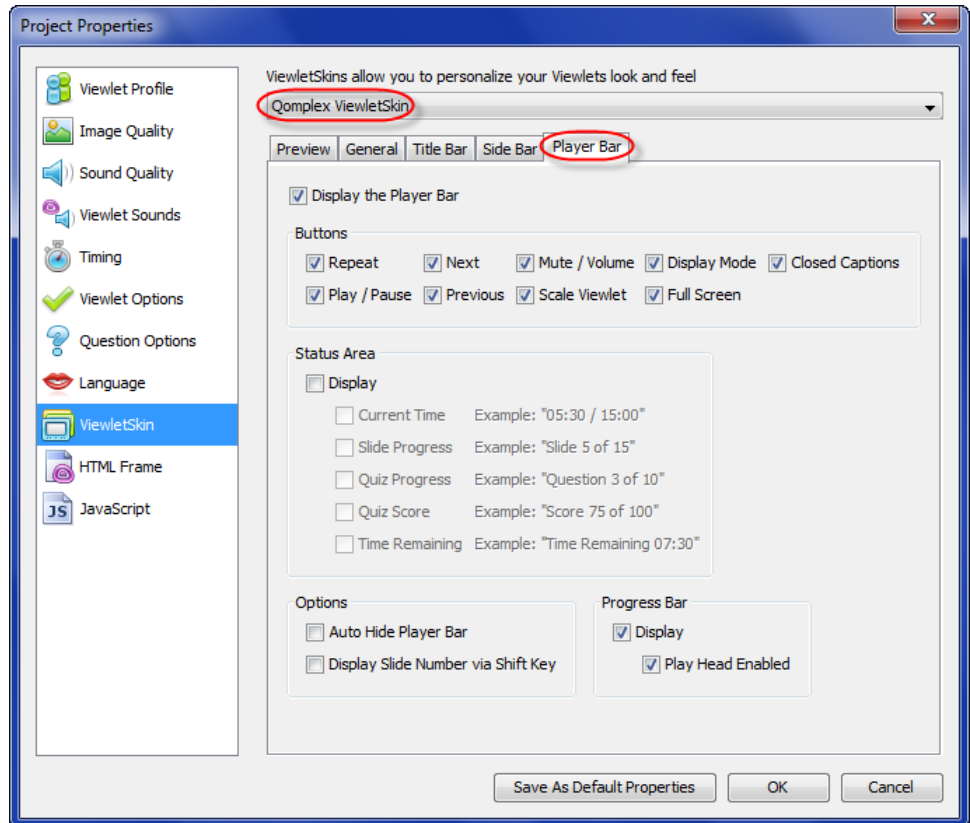
- a. Points Column
  - b. Maintain Selection
  2. **Slides Tab**: Select this option to display slide thumbnails.
  3. **Notes Tab**: Select this option to display slide notes.
- e. *Player Bar* tab:
- i. ALL ViewletSkins EXCEPT the Qomplex ViewletSkin:



1. Select the **Display the Player Bar** option to display a player bar in the skin.
2. If enabled, additional options include:
  - a. In the *Status* area:
    - i. Select the **Display** option to enable additional options for the player bar for question or interactive zone slides:
      1. Quiz Progress
      2. Quiz Score
      3. Time Remaining

- b. In the *Options* area, select the **Display the Slide Number via Shift Key** to let the viewer press the Shift key on the keyboard to view slide numbers.

ii. Complex ViewletSkin options:



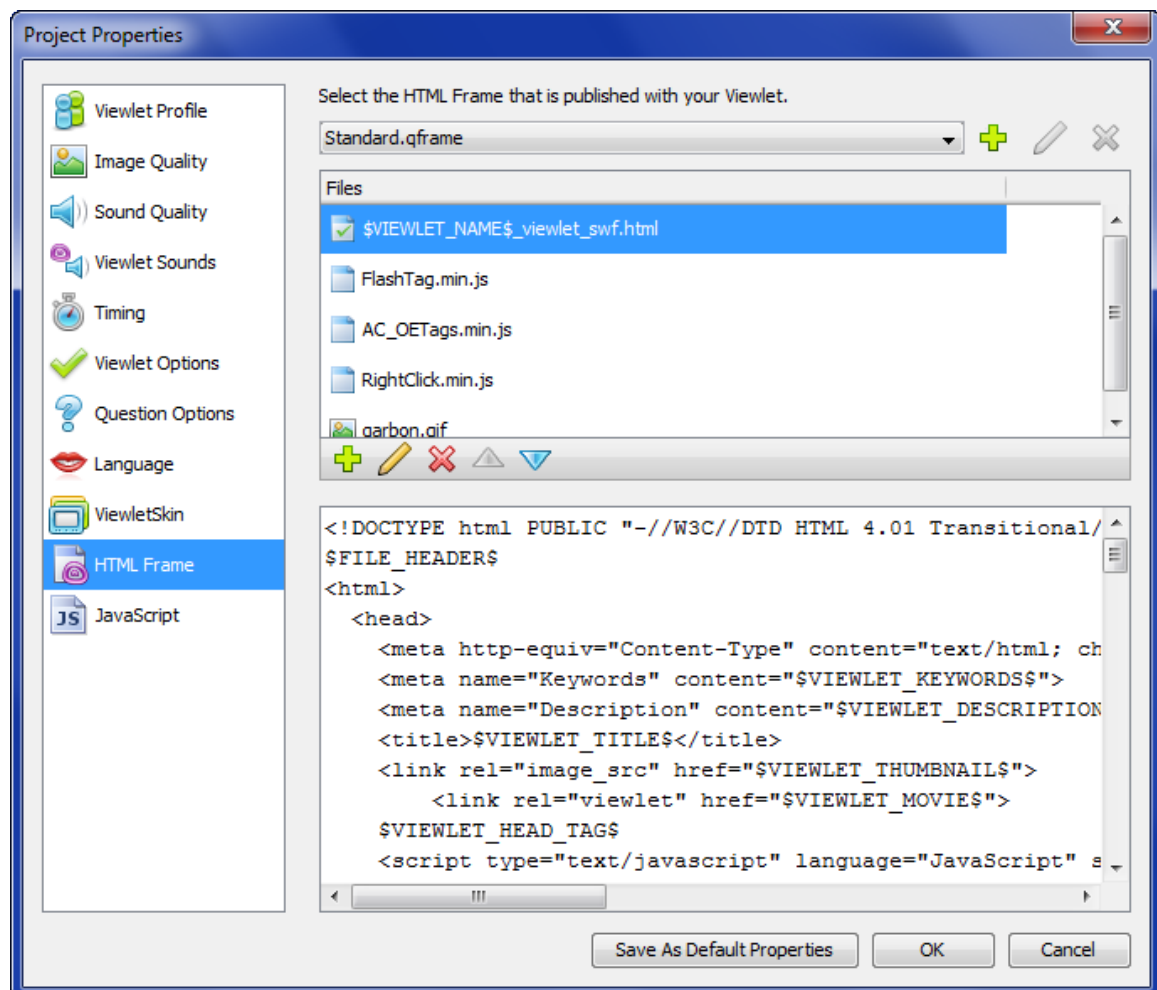
1. Select the **Display the Player Bar** option to display the player bar with the skin.
2. If enabled, additional options include:
  - a. In the *Buttons* area: Select buttons to display on the player bar that the viewer can use for navigation, viewing size, audio options and closed captions:
    - i. Repeat
    - ii. Play / Pause
    - iii. Next
    - iv. Preview
    - v. Mute / Volume
    - vi. Scale Viewlet

- vii. Display Mode
  - viii. Full Screen
  - ix. Closed Captions
- b. In the *Status Area*:
- i. Select the **Display** option to display additional status information on the player bar, including:
    - 1. Current Time
    - 2. Slide Progress
    - 3. Quiz Progress
    - 4. Quiz Score
    - 5. Time Remaining
  - ii. In the *Options* area, select / deselect options to:
    - 1. Auto Hide the Player Bar
    - 2. Display Slide Number via Shift Key
- c. In the *Progress Bar* area:
- i. Select the **Display** option to show the progress bar on the player bar.
  - ii. Select the **Play Head Enabled** to display the play head on the player bar.



## HTML FRAME

The *HTML Frame* section of *Project Properties* provides you with several different HTML frames that you can use to 'wrap around' your Viewlet on playback.



The frames include:

- **AccessibleFrame.qframe:**
- **AccesibleSimpleFrame.qframe:**
- **AiccFrame.qframe:** Used for AICC reporting.
- **AiccPopupFrame.qframe:** Used to launch Viewlet in a popup window for AICC reporting.
- **DebugFrame.qframe:** Works the same as the Standard.qframe, but contains a debug window for Flash logging.
- **FullScreen.qframe:** Opens Viewlet in a full screen window.
- **HTML5VideoFrame.qframe:** Used with non-interactive video output formats (MP4, FLV).

- **IE7AndAbove.qframe**: Used with Internet Explorer 7 (and later version) browsers to work without a FlashTag (which blocked the Flash object until it was clicked in earlier IE6 and prior versions).
- **PopupFrame.qframe**: Displays a link to open the Viewlet in a new window.
- **ShareThis.qframe**: Used to share the Viewlet on Facebook, Twitter, Stumble IT and email.
- **Standard.qframe**: This is the default frame used with most (regular) Viewlets.
- **XHTML.qframe** Similar to the Standard.qframe, just XHTML valid.

If you are comfortable working directly in HTML code, then this features gives you the opportunity to tweak the code of any of the frames as needed. If, however, you are not versed in HTML, that's not a problem. Just use the **Standard.qframe**. In fact, since this frame is selected by default, you don't even have to make any changes in the *HTML Frame* section since the Standard.qframe works just fine with most Viewlets.

To **ACCESS** HTML Frame options:

1. Select **Project > Project Properties** from the Menu bar.
2. In the *Project Properties* dialog that displays, select **HTML Frame**.

To **SELECT** an HTML Frame:

1. In the *Project Properties* dialog, select **HTML Frame**.
2. Select an HTML Frame from the drop-down list (right side of dialog). In the *Files* area, additional files displays that will be used with the published files. In most cases, you do not need to go any further than selecting the HTML Frame you want to use with your published Viewlet.

To **MODIFY** HTML Frame options:

1. In the *HTML Frame* section of the *Project Properties* dialog, select an **HTML Frame** from the list.
3. In the *Files* area, additional files (that work with the selection frame) display. You can add more files or modify any in the list.
  - a. **Add**: Select this button to:
    - i. Add new HTML file
    - ii. Add file from your system
  - b. **Modify**: Select this button to modify the selected file.
  - c. **Delete**: Select this button to delete the selected file.
  - d. **Move Up / Move Down**: Select these buttons to move a selected file up / down in the list.

To **ADD** a custom HTML Frame:

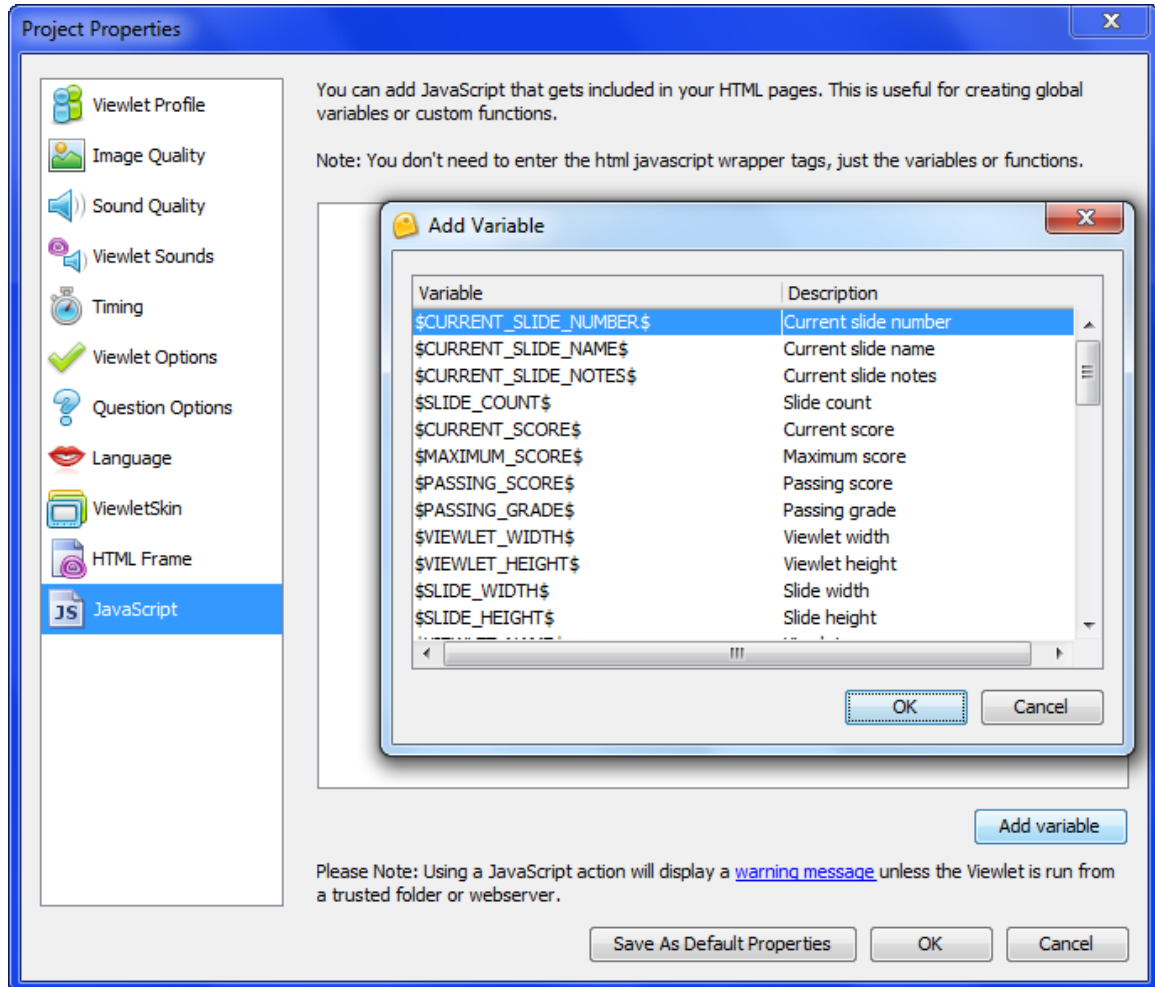
1. In the *HTML Frame* of the *Project Properties* dialog, click the **Add HTML Frame** button.
2. In the *HTML Frame Properties* dialog that displays, enter a **Name** for the custom frame. The extension: **.qframe** will automatically be added to the end of the file name, so you do NOT need to include it.
3. In the *Files* area you will see additional files that work with the frame displayed. You can add new files, modify existing files or delete files from this list as needed.

To **DELETE** an HTML frame:

1. In the *HTML Frame* of the *Project Properties* dialog, select an HTML Frame from the list.
2. Click the **Delete HTML Frame** button.
3. When prompted, click **Yes** to confirm the deletion.

## JAVASCRIPT

In the *Javascript* section of the *Project Properties* dialog, you can add Javascript that gets included in your HTML pages. This section is for those comfortable working with Javascript and can be useful for creating global variables or custom functions.



To **ACCESS** the Javascript feature:

1. Select **Project > Project Properties** from the Menu bar.
2. In the *Project Properties* dialog that displays, select **Javascript**.
3. Read the instructions on the right side of the dialog for working with the Javascript feature.
4. Enter your code in the field provided.

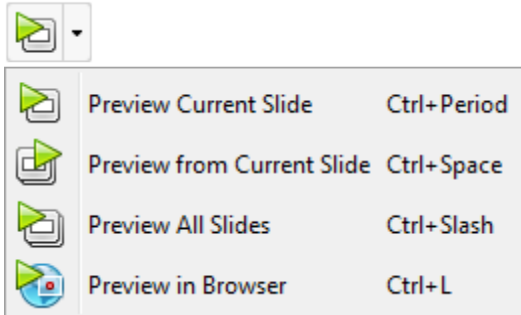
There are some advanced features available in the *Project Properties* dialog not fully covered in this guide. If you require any more information on any of these pre-publishing options, please visit the [Online Learning Center](#) or contact us at [support@garbon.com](mailto:support@garbon.com).

## Previewing a Viewlet

You will see various VCR-styled buttons you can use to navigate through your project slides by going to the first slide, previous slide, next slide and/or last slide.

*Note: You can preview the slide background soundtrack, audio attached to objects, cursor click sounds and key click background frame sounds within ViewletBuilder8 Professional without publishing the project.*

Additionally, you may access preview options:



### From the Timeline:

- Click the **Preview** button at the top right of the Timeline to preview the project, or
- Click the down arrow and select a preview option from the menu list.

### From the menu bar:

- Select **Project** from the menu bar.
- Select a preview option:
  - **Preview Current Slide:** Plays the current slide inside ViewletBuilder8 Professional.
  - **Preview From Current Slide:** Plays the project inside ViewletBuilder8 Professional from the selected slide to the end of the project.
  - **Preview All Slides:** Plays the entire project while inside ViewletBuilder8 Professional.
  - **Preview in Browser:** Quickly compiles (publishes) the file to SWF (Flash) format and launches it (from a temp folder) in a browser.

*Note Displaying the informational “About” dialog during Viewlet playback pauses the Viewlet. Closing the dialog returns the Viewlet to play mode.*

**After publishing a project:**

- Select **Project > Publish Viewlet** from the menu bar.
- Complete the information in the dialogs that display to publish your project.
- In the last *Publish Viewlet* dialog, click the **View** button to preview the published Viewlet.

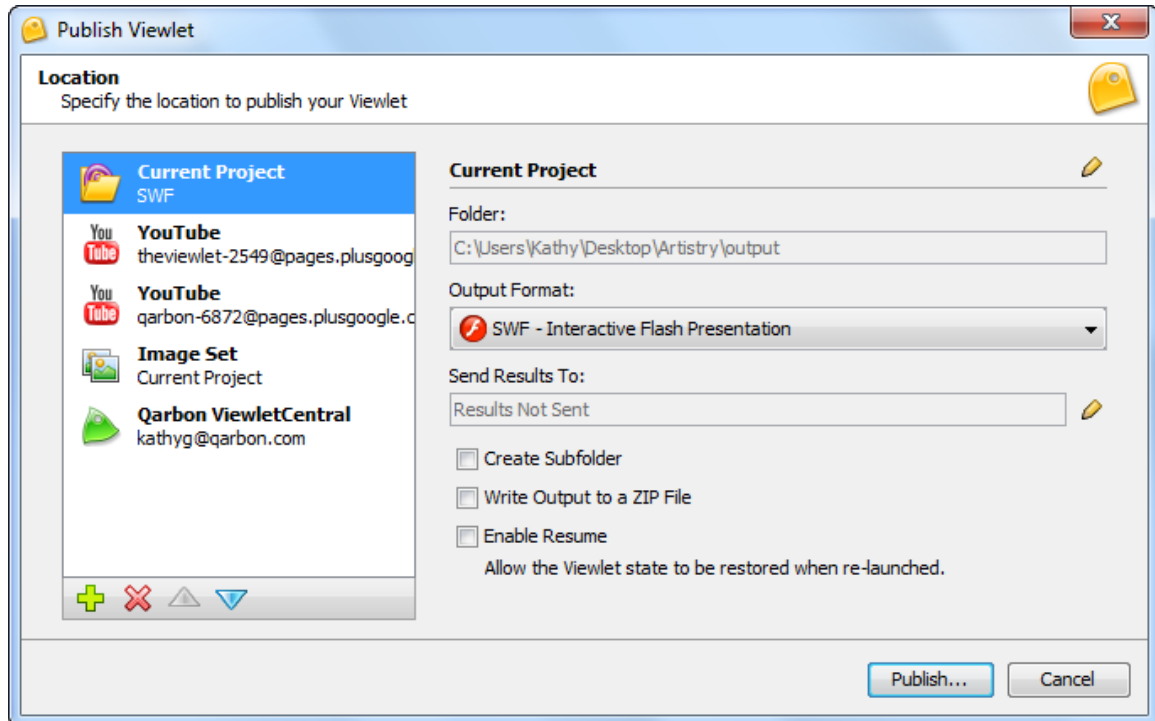
*Note: You can also preview a published Viewlet Flash file by locating the `_viewlet_swf.html` file associated with the project. Double click this file to launch the Viewlet in the browser.*

## Publishing

The *Publish Viewlet* dialog offers various options for publishing your Viewlet project. This chapter provides an overview of publishing options.

### THE PUBLISH VIEWLET DIALOG

The *Publish Viewlet* dialog provides a 'one-stop-shop' location for all of your Viewlet project publishing needs. What this means is that all of your publishing options are found in one central location, making it easier than ever to get the job done.



To **ACCESS** the *Publish Viewlet* dialog:

1. Make sure that you have selected all the options you want to use when publishing your project in the *Project Properties* dialog.
2. Save your project.
3. Select **Project > Publish Viewlet** from the Menu bar. The *Publish Viewlet* dialog displays.

### Add / Modify / Remove Publishing Targets

This section provides some general information for adding new publishing targets and modifying information for publishing targets (in general) already in the active list.

To **ADD** a new publishing target:

1. In the *Publish Viewlet* dialog, click the **Add** button.
2. Select a publishing target from the list.

3. If a dialog displays after choosing a target, fill in the requested information and click **OK** to exit the dialog.
4. The publishing target is added to the active list.

To **MODIFY** a publishing target in the active list:

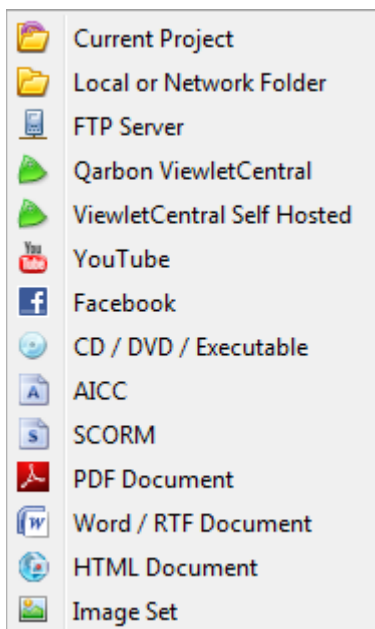
1. In the *Publish Viewlet* dialog, select a publishing target from the active list.
2. Modify the options on the right side of the dialog as needed.

To **REMOVE** a publishing target from the active list:

1. In the *Publish Viewlet* dialog, select a publishing target from the active list.
2. Click the **Delete** button. This removes the selected publishing target from your active list only. You can add it back at any time.

### Publishing Targets

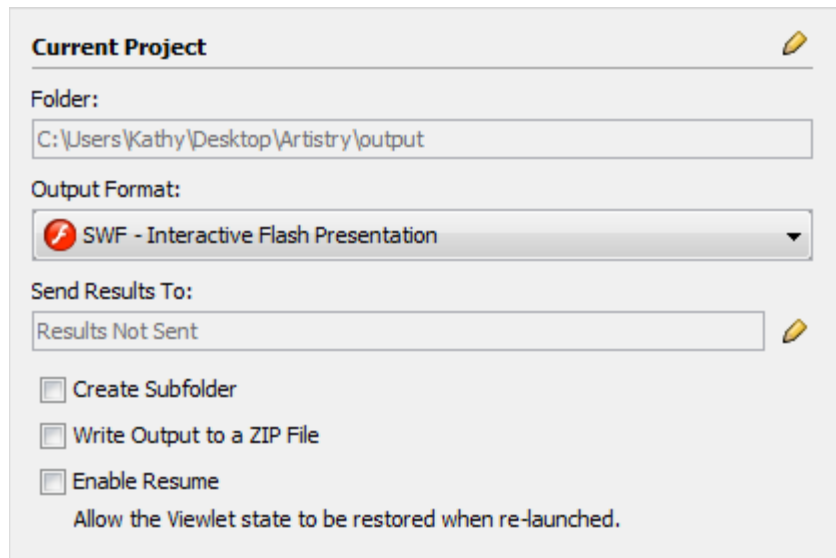
ViewletBuilder8 Enterprise provides numerous options for publishing known as publishing targets. This section provides more information and instructions for working with each.





### Current Project

This option publishes files in the same location as your current project. You can publish your Viewlet project as a SWF, FLV or MP4 video.



**Current Project**

Folder:  
C:\Users\Kathy\Desktop\Artistry\output

Output Format:  
SWF - Interactive Flash Presentation

Send Results To:  
Results Not Sent

Create Subfolder  
 Write Output to a ZIP File  
 Enable Resume

Allow the Viewlet state to be restored when re-launched.

1. Select **Current Project** as your publishing target.
2. Configure the following options:
  - a. Output Format: Select an output format (SWF, FLV or MP4).
  - b. If publishing a SWF file with quiz or survey slides:
    - i. Click **Edit** (pencil icon) next to the **Send Results To:** field. In the dialog that displays, select an option from the list:
      1. Results Not Sent: No results will be emailed.
      2. Qarbon Email Reporting Service:
        - a. Email Address: Enter one or more emails that you want results sent to.
        - b. Report Format: Select plain text or HTML for the email results format.
      3. Custom Reporting Server: Enter a URL where you want reporting results to be sent. If needed, click the 'Redirecting Viewlets Stats to your own Server' link for more information.
      4. Click **OK** to exit the *Send Result To* dialog.

- ii. Optional: Select additional options as needed:
  1. Create Subfolder.
  2. Write Output to a ZIP file.
  3. Enable Resume.
3. Click **Publish** to publish your Viewlet project.

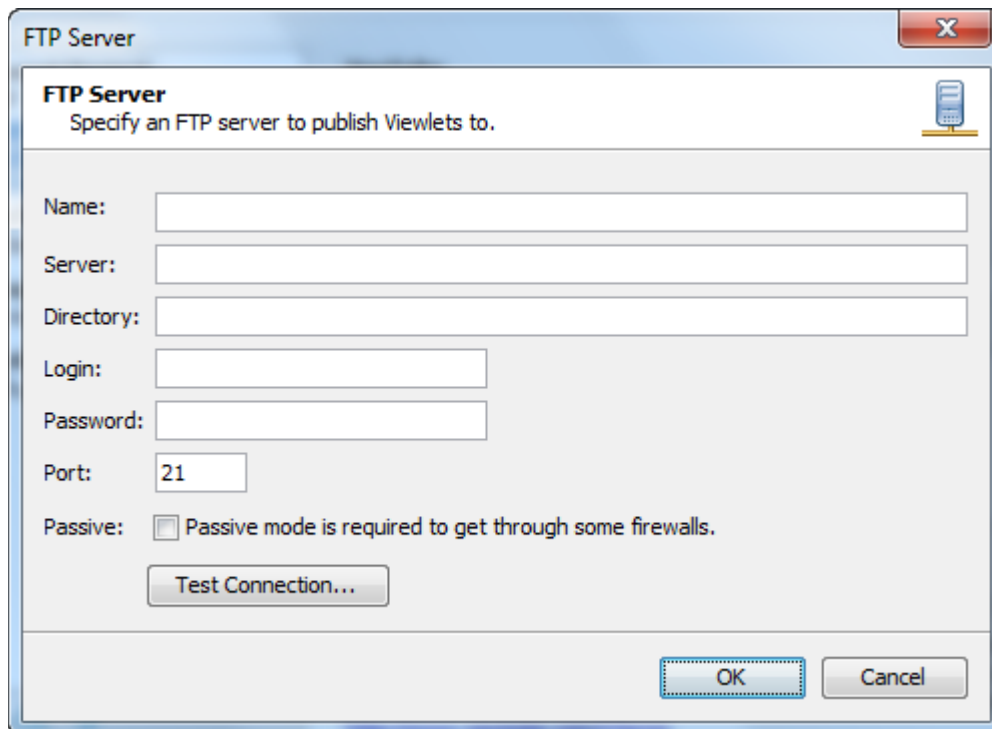
### **Local or Network Folder**

This option publishes files to a selected local or network folder. You can add as many local or network publishing locations as desired.

1. Select **Local or Network Folder** as your publishing target.
4. Configure the following options:
  - a. Output Format: Select an output format (SWF, FLV or MP4).
  - b. If publishing a SWF file with quiz or survey slides:
    - i. Click **Edit** (pencil icon) next to the **Send Results To:** field. In the dialog that displays, select an option from the list:
      1. Results Not Sent: No results will be emailed.
      2. Qarbon Email Reporting Service:
        - a. Email Address: Enter one or more emails that you want results sent to.
        - b. Report Format: Select plain text or HTML for the email results format.
      3. Custom Reporting Server: Enter a URL where you want reporting results to be sent. If needed, click the 'Redirecting Viewlets Stats to your own Server' link for more information.
      4. Click **OK** to exit the *Send Result To* dialog.
    - ii. Optional: Select additional options as needed:
      1. Create Subfolder.
      2. Write Output to a ZIP file.
      3. Enable Resume.
2. Click **Publish** to publish your Viewlet project.

### FTP Server

This option allows you to set up an FTP server location as a publishing target.



FTP Server

Specify an FTP server to publish Viewlets to.

Name:

Server:

Directory:

Login:

Password:

Port:


Passive:  Passive mode is required to get through some firewalls.

1. Select **FTP Server** as your publishing target.
2. In the *FTP Server* dialog, enter information for the following:
  - a. Name
  - b. Server
  - c. Directory
  - d. Login
  - e. Password
  - f. Port
  - g. Passive
3. Click the **Test Connection** to validate the information is correct and a connection can be established.
4. Click **OK** to close the *FTP Server* dialog.
5. On the right side of the *Publish Viewlet* dialog:
  - a. Output Format: Select an output format (SWF, FLV or MP4).
  - b. If publishing a SWF file with quiz or survey slides:
    - i. Click **Edit** (pencil icon) next to the **Send Results To:** field. In the dialog that displays, select an option from the list:

1. Results Not Sent: No results will be emailed.
  2. Qarbon Email Reporting Service:
    - a. Email Address: Enter one or more emails that you want results sent to.
    - b. Report Format: Select plain text or HTML for the email results format.
  3. Custom Reporting Server: Enter a URL where you want reporting results to be sent. If needed, click the 'Redirecting Viewlets Stats to your own Server' link for more information.
  4. Click **OK** to exit the *Send Result To* dialog.
- ii. Optional: Select additional options as needed:
1. Create Subfolder.
  2. Write Output to a ZIP file.
  3. Enable Resume.
6. Click **Publish** to publish your Viewlet project.

### **Qarbon ViewletCentral**



This option publishes your project directly to Qarbon ViewletCentral and requires either a FREE or paid subscription to Qarbon ViewletCentral. In the *Qarbon ViewletCentral* dialog (accessed when selecting this publishing target for the first time or when clicking the **Modify Account** button), enter/edit your Qarbon ViewletCentral account information. Please refer to the *Qarbon ViewletCentral User Guide* for more information on publishing options.

**Qarbon ViewletCentral** 

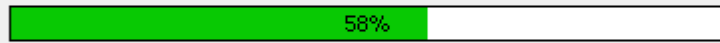
Account Name: kathyg@qarbon.com Modify Account...


Current Plan: Platinum

Privacy


 Preserve - Preserves existing privacy setting 

Current Usage

 58%

583 Used / 417 Remaining 

Publishing this Viewlet will put you at 58% of your current plan on ViewletCentral. You may want to consider upgrading to an advanced plan with more space.

 **Get more power out of ViewletCentral. Upgrade now to an extended plan.**

### ViewletCentral Self Hosted

The publishing target lets you publish your projects directly to your organization's ViewletCentral Self Hosted account. This requires the purchase of a ViewletCentral Enterprise account. In the *ViewletCentral Self Hosted* dialog (accessed when selecting this publishing target for the first time or when clicking the **Modify Account** button), enter/edit your ViewletCentral Self Hosted account information (provided to you by your system administrator). Please refer to the *ViewletCentral Self Hosted User Guide* for more information on publishing options.


#### ViewletCentral Self Hosted

Account Name: kgentile@qarbon.com Modify Account...

Server: vdsh.qarbon.com

Privacy  
Preserve - Preserves existing privacy setting

Server Version: 1.9 x97  
You are about to publish a new Viewlet.

 **Open "My Viewlets"**  
to manage your Viewlet statistics.

### YouTube

Use this option to publish your Viewlet directly to your YouTube account.

#### YouTube

Account Name:  
Edit

Title

Description

Category: Education Privacy: Public

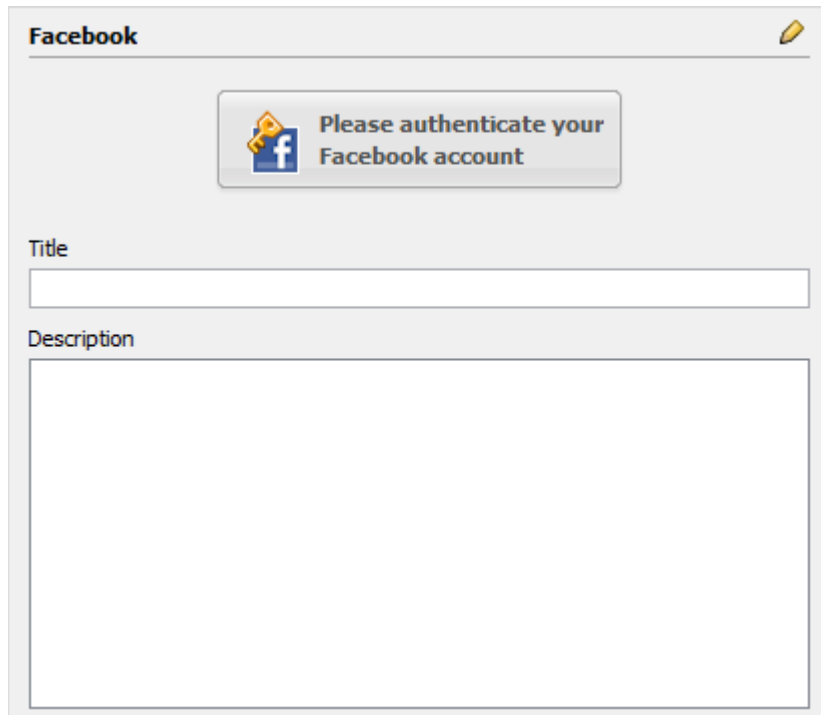
By clicking 'Publish,' you certify that you own all rights to the content or that you are authorized by the owner to make the content publicly available on YouTube, and that it otherwise complies with the YouTube Terms of Service located at <http://www.youtube.com/t/terms>

1. Select **YouTube** as your publishing target.
2. Optional: Click the **Edit** button to edit your YouTube account information. Edit the information in the *YouTube* dialog and click **OK** to exit this dialog.
3. Enter a **Title**.
4. Enter a **Description**.
5. Select a **Category** from the list.
6. Select a **Privacy** setting from the list.
7. Click **Publish** to publish your project to YouTube.

*Note: Each time you make changes to your Viewlet, you will need to publish it again as a new file to your YouTube account when using this publishing target.*

### **Facebook**

This option allows you to publish to Facebook.

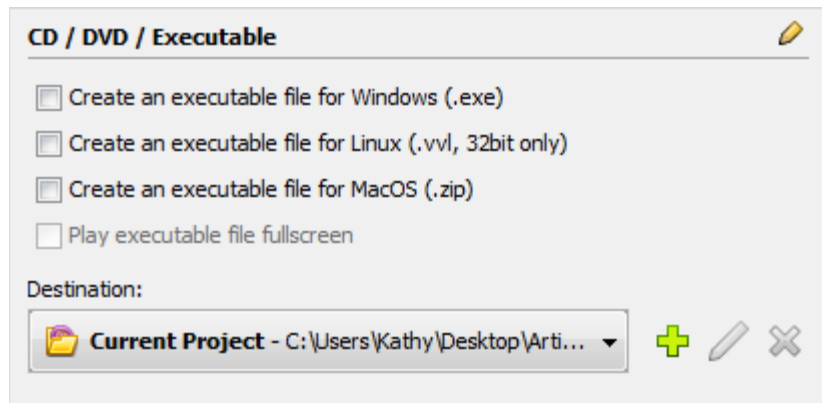


The screenshot shows a dialog box titled "Facebook" with a pencil icon in the top right corner. In the center, there is a button with a Facebook logo and the text "Please authenticate your Facebook account". Below the button, there is a text input field labeled "Title" and a larger text area labeled "Description".

1. Select **Facebook** as your publishing target.
2. Click the **Please authenticate your Facebook account** button. A new browser window displays to perform the authentication and approve permissions.
3. Back in ViewletBuilder8 Professional, the button changes to **Please complete your Facebook authentication**.
4. Enter a **Title**.
5. Enter a **Description**.
6. Click **Publish**.

### CD / DVD / Executable

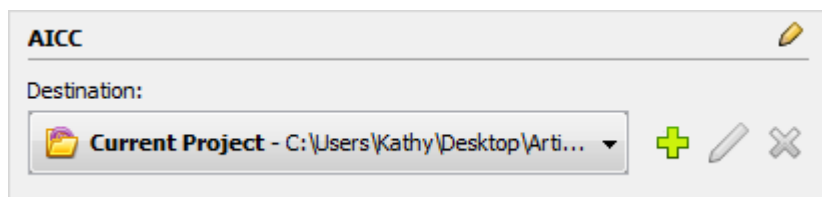
This publishing target let you publish your Viewlets out as executable files for Windows, Linux and Mac operating systems.



1. Select **CD / DVD / Executable** as your publishing target.
2. Select an option as your published files format.
3. Optional: Select **Play executable file fullscreen** if you want the video to open in fullscreen mode.
4. Select the **Destination** folder for your published files.
5. Click **Publish**.

### AICC

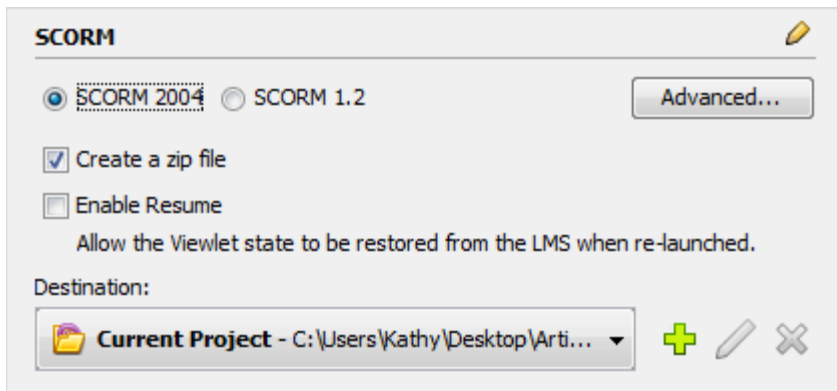
This publishing target publishes your project to meet AICC compliancy for your Learning Management System.



1. Select **AICC** as your publishing target.
2. Select the **Destination** folder for your published files.
3. Click **Publish**.

## SCORM

This publishing target meets the compliancy standards for either SCORM 2004 or SCORM 1.2.



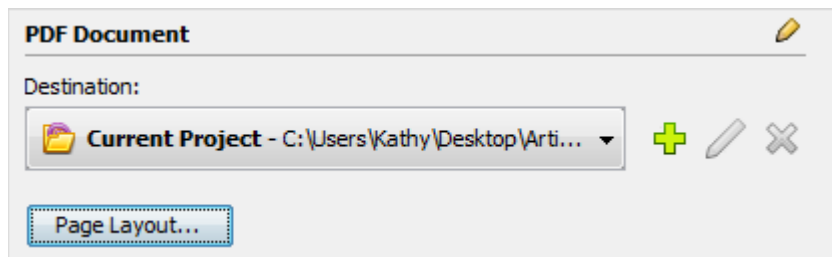
1. Select **SCORM** as your publishing target.
2. Click the **Advanced** button. The *SCORM Advanced Options* dialog displays.
3. Select one of the tabs to make additional selections based on the SCORM option chosen:
  - a. *SCORM 1.2* tab:
    - i. In the *Send Score to LMS as* area:
      1. Choose either **Score** or **Percent**.
      2. Select the **Do not sent score...** option (if applicable).
    - ii. In the *Lesson Status* area, select:
      1. **Always use Complete/Incomplete** if there are no scored slides in the file.
      2. **Report Pass/Fail if applicable to the report data** if there are scored elements in the file.
    - iii. Select **Include passing score in the manifest**.
  - b. In the *SCORM 2004* tab:
    - i. Select one or both of the following options:
      1. Include passing score in the manifest
      2. Allow pass before completion
    - ii. In the *XML Escaping* area, select the **Enable XML escaping of quotes** if your LMS doesn't handle quotes properly.
    - iii. In the *Multi Answer Delimiter*, select a character to use as the **Delimiter** (separator) of possible answers in reporting.



4. Click **OK** to close the *SCORM Advanced Options* dialog.
5. Select the **Create a zip file** option to create a ZIP deployment package during the publishing process.
6. Select the **Enable Resume** option.
7. Select a **Destination** folder for your published files.
8. Click **Publish**.

### PDF Document

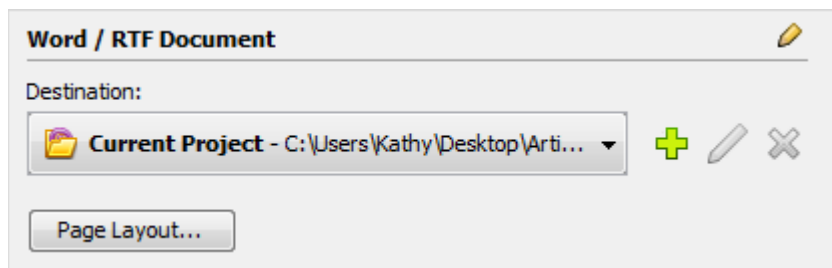
This publishing target publishes your file directly to PDF format.



1. Select **PDF Document** as your publishing target.
2. Select a **Destination** folder for the published file.
3. Click the **Page Layout** button. In the dialog that displays, select options for the layout of the PDF page elements as needed, and click **OK** to close that dialog.
4. Click **Publish**.

### Word / RTF Document

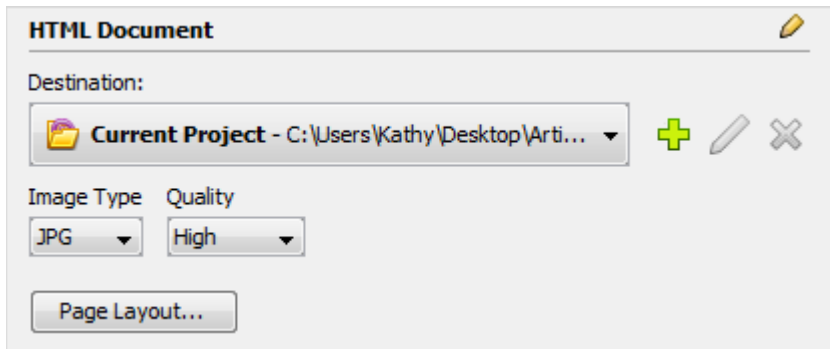
This publishing target publishes your Viewlet to Word or RTF format.



1. Select **Word / RTF Document** as your publishing target.
2. Select a **Destination** folder for the published file.
3. Click the **Page Layout** button. In the dialog that displays, select options for the layout of the page elements as needed, and click **OK** to close that dialog.
4. Click **Publish**.

### HTML Document

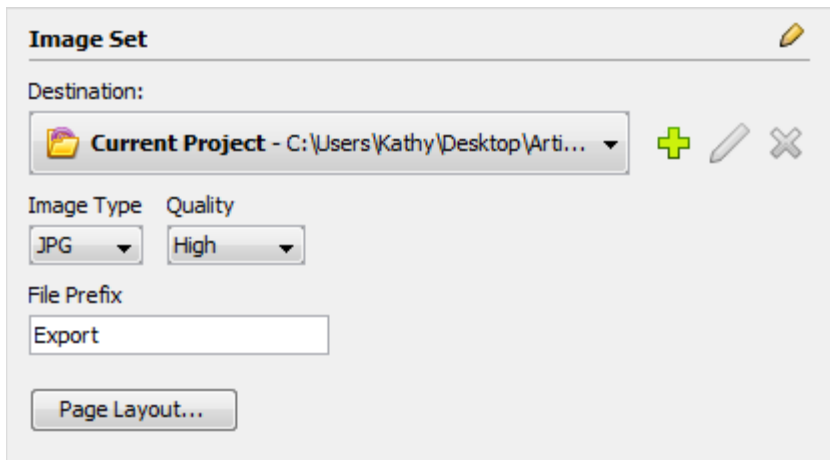
This publishing target creates a basic HTML page with images of your project slides.



1. Select **HTML Document** as your publishing target.
2. Select a **Destination** folder for the published file.
3. Select an **Image Type** (and **Quality** if selecting a JPG file) from the list.
4. Click the **Page Layout** button. In the dialog that displays, select options for the layout of the page elements as needed, and click **OK** to close that dialog.
5. Click **Publish**.

### Image Set

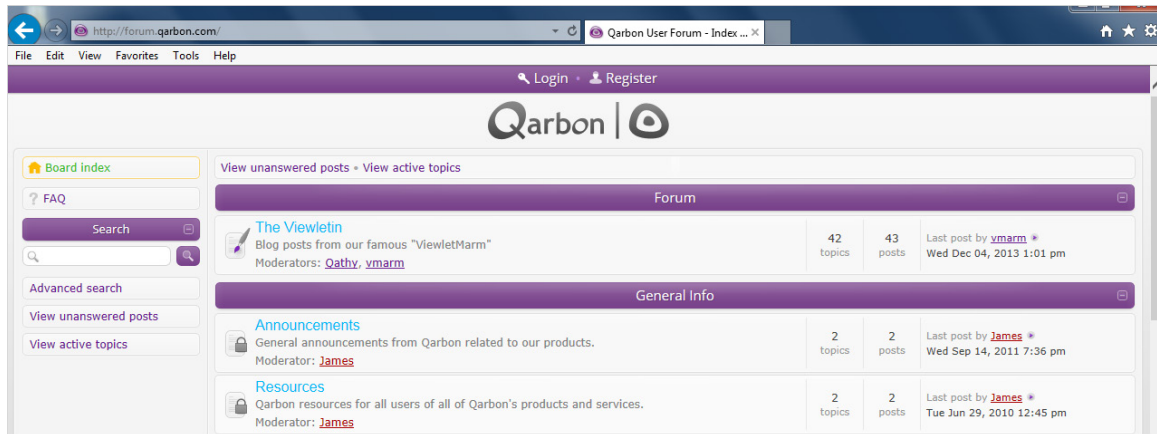
This publishing target publishes the slides of your project as individual image files in a format chosen by you.



1. Select **Image Set** as your publishing target.
2. Select a **Destination** folder for your published files.
3. Select an **Image Type** (and **Quality** if selecting a JPG file) from the list.
4. Enter a **File Prefix** to use as the prefix in each image's file name.
6. Click the **Page Layout** button. In the dialog that displays, select options for the layout of the page elements as needed, and click **OK** to close that dialog.
5. Click **Publish**.

## Qarbon User Forum

Want to share ideas on Viewlet Authoring? Are you hunting for a specific authoring trick to take your Viewlets to the next level? Qarbon offers a Viewlet user forum just for you. It's free to join and free to use. It's a great place to meet other Viewlet enthusiasts from across the globe and spotlight your own great Viewlet ideas too!

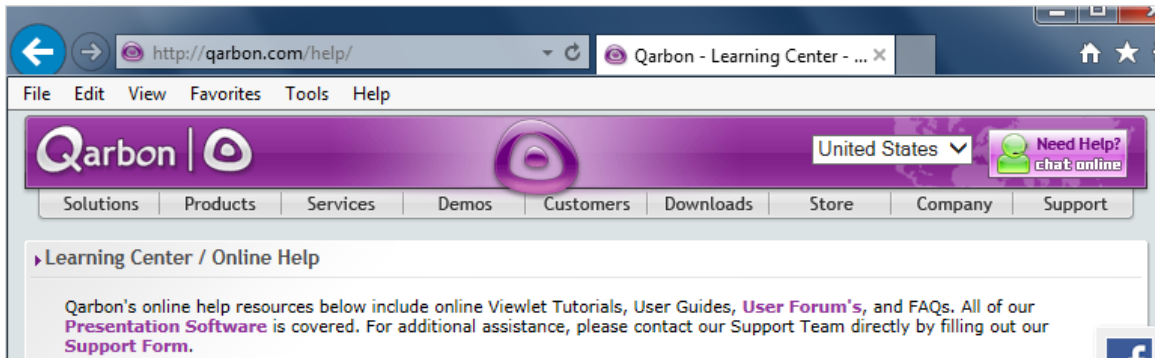


Go to: <http://forum.qarbon.com/>

Sign up and join in the fun!

## Self-Help Resources

In addition to this user guide, additional self-help resources are available online. Just click the **Help** link in the navigation menu. One of the many options available is the Qarbon *Learning Center*, which will launch your browser providing you access to our online user guides, FAQs, Viewlet tutorials and the Qarbon User Forum.

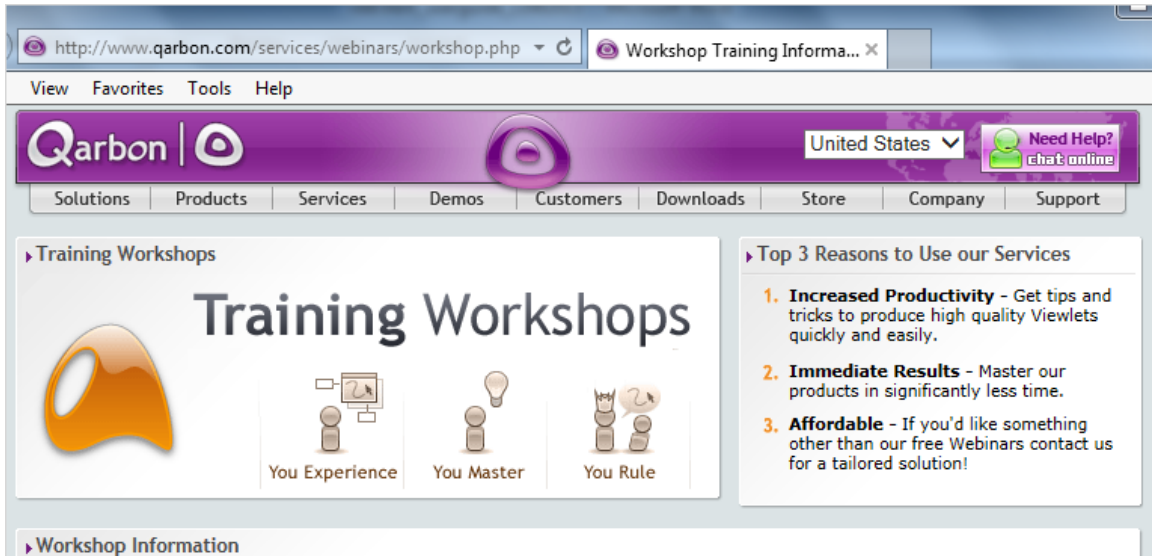


You can also access the online *Learning Center* by visiting our site at:

<http://www.qarbon.com/help/>

## Training

Qarbon offers several different types of training opportunities to its clients, depending on your needs. Start with a FREE webinar for an overview on the product of your choice. If this isn't enough, sign up for one of several product-specific workshops. Workshops are offered as two 90-minute sessions and are limited to 10 students each. This is a great way to brush up on the basics and even learn a new trick or two. Qarbon also offers private coaching tailored to meet your needs. Offered on an hourly basis, meet with us for a free consultation and we'll design a training session just for you!

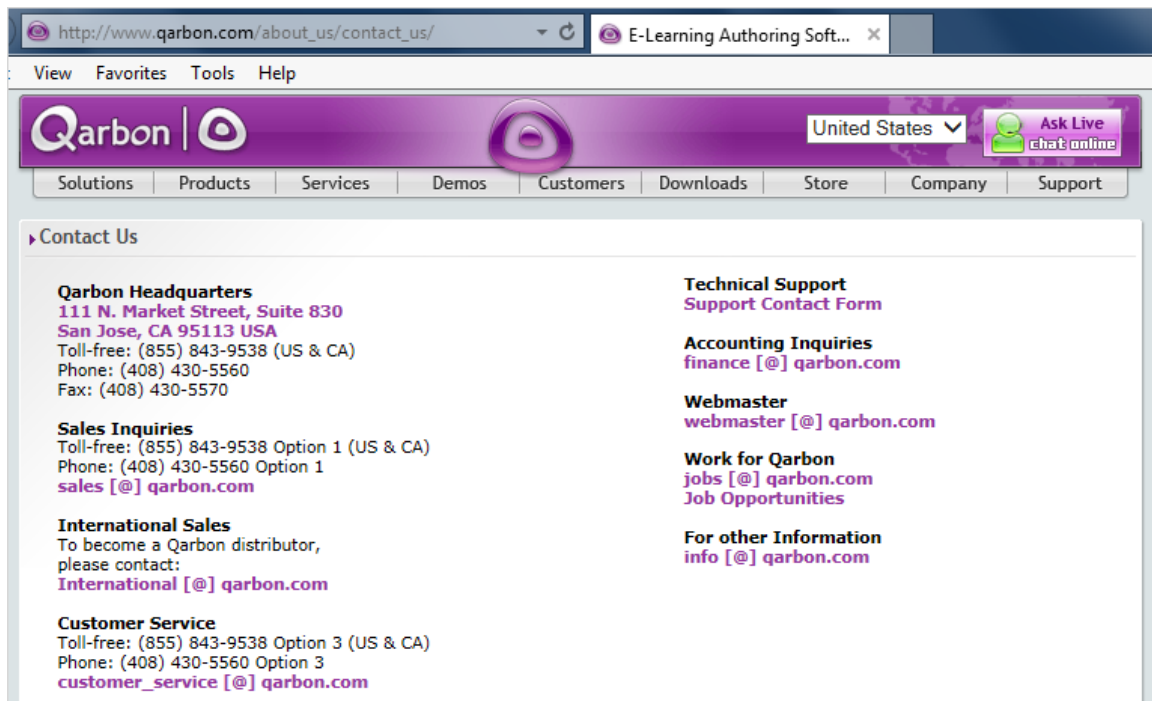


The screenshot shows a web browser window with the URL <http://www.qarbon.com/services/webinars/workshop.php>. The page features the Qarbon logo and a navigation menu with links for Solutions, Products, Services, Demos, Customers, Downloads, Store, Company, and Support. A dropdown menu is set to 'United States' and there is a 'Need Help? chat online' button. The main content area is titled 'Training Workshops' and includes a large orange Viewlet icon. Below the icon are three sub-sections: 'You Experience' (with a person and a screen icon), 'You Master' (with a person and a lightbulb icon), and 'You Rule' (with a person and a crown icon). To the right, a box titled 'Top 3 Reasons to Use our Services' lists: 1. **Increased Productivity** - Get tips and tricks to produce high quality Viewlets quickly and easily. 2. **Immediate Results** - Master our products in significantly less time. 3. **Affordable** - If you'd like something other than our free Webinars contact us for a tailored solution! Below this is a 'Workshop Information' section.

For current training opportunities, [email us](#) or visit our site: <http://www.qarbon.com>. And, click the 'Services' link in the navigation menu and choose a current training opportunity from the available list.

## Sales

If you have any questions on Qarbon ViewletCentral (or other Qarbon products and services), please feel free to contact our Sales, Customer Service or Support staff at any time.



The screenshot shows a web browser window displaying the Qarbon website's contact page. The browser's address bar shows the URL [http://www.qarbon.com/about\\_us/contact\\_us/](http://www.qarbon.com/about_us/contact_us/). The page features a purple header with the Qarbon logo, a navigation menu with links for Solutions, Products, Services, Demos, Customers, Downloads, Store, Company, and Support, and a "United States" dropdown menu. A "Ask Live chat online" button is also visible. The main content area is titled "Contact Us" and contains several sections of contact information:

- Qarbon Headquarters**  
111 N. Market Street, Suite 830  
San Jose, CA 95113 USA  
Toll-free: (855) 843-9538 (US & CA)  
Phone: (408) 430-5560  
Fax: (408) 430-5570
- Sales Inquiries**  
Toll-free: (855) 843-9538 Option 1 (US & CA)  
Phone: (408) 430-5560 Option 1  
[sales \[ @ \] qarbon.com](mailto:sales@qarbon.com)
- International Sales**  
To become a Qarbon distributor,  
please contact:  
[International \[ @ \] qarbon.com](mailto:International [ @ ] qarbon.com)
- Customer Service**  
Toll-free: (855) 843-9538 Option 3 (US & CA)  
Phone: (408) 430-5560 Option 3  
[customer\\_service \[ @ \] qarbon.com](mailto:customer_service [ @ ] qarbon.com)
- Technical Support**  
[Support Contact Form](#)
- Accounting Inquiries**  
[finance \[ @ \] qarbon.com](mailto:finance [ @ ] qarbon.com)
- Webmaster**  
[webmaster \[ @ \] qarbon.com](mailto:webmaster [ @ ] qarbon.com)
- Work for Qarbon**  
[jobs \[ @ \] qarbon.com](mailto:jobs [ @ ] qarbon.com)  
[Job Opportunities](#)
- For other Information**  
[info \[ @ \] qarbon.com](mailto:info [ @ ] qarbon.com)

For current contact information, visit our site at:

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