MagicInfo Author

User Guide

MagicInfo has 3 product groups: Author, Server and Player. Author is used to create and publish content items that will be used in MagicInfo. Author supports an extensive range of authoring elements to help you effectively create splendid content items.

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Before You Start

01

Terms and Symbols Used in This Manual

This manual describes MagicInfo using the following simple terms and symbols.

Shortcut Keys

Shortcut keys are represented in formats such as the following:
Press Ctrl+V.
→ This means that you must press the "V" key while holding down the Ctrl key on the keyboard.

Menu Commands

Menu commands are represented in formats such as the following:
In the menu bar, click File > New Content.
→ This means that you must select <New Content> from the <File> menu of the menu bar.

Text Used in the Software

The examples of typed text are represented in italics as in the following example:
Add a text element and enter "*MagicInfo Author*" as the content.
→ This means that you enter Magicinfo Author in the text element.

Drag & Drop

"Drag & Drop" is a commonly used computer term which refers to dragging and dropping an icon or object from one location to another on the screen. To drag and drop an icon or object, press the left mouse button over an icon or object, move it while holding the mouse button down, and release the mouse button at the new location.

Terminology

- **Shortcut**
  This refers to a shortcut key.

Key Features

Author is a tool used to create effective presentations and interactive content by arranging various elements. Content items are managed and integrated by the server, and thus can easily be used, searched and published.

Various Display Options

- Standard resolution and customized resolution
- Max. resolution: 5000 x 5000
- Original Size / Fit to Screen / Lock Aspect Ratio

Designing with Elements

- Constructs a screen divided into multiple elements
- Elements can be resized, rotated or aligned
- Supports various elements (Shape, Flash, Images, Input Source, Office, Sound, Text, Video, Web, etc.)

An easy and convenient editing environment

- Supports <Undo> and <Redo> features
- Supports drag & drop
- Reuses content items through templates
- Offers detailed editing using the zoom-in/out feature (10 to 200%)

Designing with Layers

- Supports overlapping layers, in which elements can be grouped

Using a Timeline

- Offers intuitive scheduling of content using a timeline
- Controls the playing duration of an element precisely down to 1/100 of a second.

Presentations with Pages

- Supports presentations using multiple pages
- Previews each page
- A background image can be added to a page and displayed to fit the screen or displayed in the original size, as a tile effect or in a locked aspect ratio.
- Interactive content can be created using pages.

Preview Feature

- Previews each page
- Pages can be previewed starting with a selected page.

Reusing Content

- Supports Clip Art media files
- Content designing using templates.
- User-created pages can be registered as templates.

Various Effects

- Offers various effects, such as Alpha, Push, Reveal and Fade.
- Supports slide transition effects between pages

Interactive Content

- Controls events by content items, pages or elements
- Supports a programming model for each element
- Supports programming using VBScript
- Supports various types of processing (moving between pages, changing element properties, etc.) directed by commands, such as touch.

Publishing To Various Types of Media

- Publishes content to a content management server, USB memory device or external disk

Compatibility

- Content created using MagicInfo Pro can be converted to the format of MagicInfo Author.
- Content created using MagicInfo Advanced Edition Author can be converted to the format of MagicInfo Author.

System Requirements

Hardware

CPU: Dual Core 2.5GHz or higher
RAM: 2GB or greater
DISK: 50GB or greater

Software

IE 6.0 or later and DirectX

System

Windows platforms
Windows (2000/2003/XP/Vista/7)

Restrictions

- The maximum resolution is 5000x5000. Reducing the number of horizontal pixels will not allow for more vertical pixels, and vice versa.
- The range of elements or functions that can be applied to content varies depending on the player type selected when content is created.
- Using the Input Source function is limited if you set the screen orientation to portrait when creating content.
- The maximum number of pages that can be added to a content item depends on the memory capacity of the PC.
- While copying and pasting pages, the processing speed will decrease if multiple pages are selected and/ or there are many elements on a page.
- The maximum number of elements that can be added to a page depends on the memory capacity of the PC.
- While copying and pasting elements, the processing speed will decrease if many elements are selected.
- Only VB Script is supported.
- Script is an interpreter language and most errors can only be identified when Script is run. Errors that appear while Script is running can be identified by performing a preview. When a function is registered, only basic syntax errors are identified.
- While previewing content, the processing speed will decrease if multiple pages are selected and/ or there are many elements on a page.
- Playback is only supported by MagicInfo once the file is completely downloaded.
- When using a content item from MagicInfo Pro in MagicInfo, there will be minor changes in function as follows :

  * The <Original Size> option cannot be applied to a <Flash> element.
  * The <Border> and <Offset> properties cannot be applied to a <Web> element.
  * The interval for the Refresh property is rounded up to the next minute (ex. 35 seconds becomes 1 minute).
  * Each effect is replaced with a similar effect. This is because <MagicInfo> uses different effects than <MagicInfo Pro>.

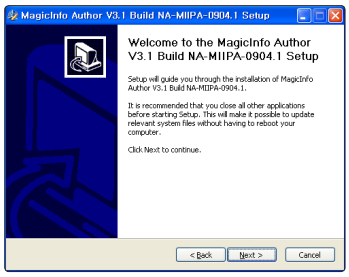
- To use <Firefox> elements, <Firefox> must be installed on the PC. To open a web page by entering a URL, the Internet must be connected.
- To use <Office> elements, the viewer corresponding to the file format (Word, Excel and/or PowerPoint) must be installed.
- To preview <PDF> elements properly, the PDF viewer must be installed.
- To use <Web> elements, Internet Explorer must be installed.
- To properly preview or view <Flash> elements in thumbnail format in the <Stage window> or <Pageline> window, the Flash player corresponding to the Flash file must be installed.

- To properly preview or view <Video> elements in thumbnail format in the <Stage window> or <Pageline> window, the codec corresponding to the video file must be installed.
- The <Office> elements Excel and Word are displayed in full screen and not within the element frame.
- <Web>, <Office>, <PDF> and <Flash> (if Window Mode is TRUE) elements are window based and thus always displayed on top of other elements on the screen even if their priority or layer is lower than other elements. However, a higher priority window based element will be displayed on top of a lower priority window based element.
- Playback of content created using the MagicInfo Author may vary, depending on the player type, version and the operating system.

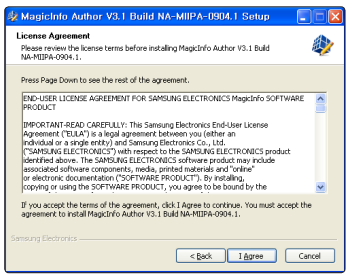
Installing and Uninstalling the Program

Install

Execute the program installer file to start the MagicInfo Author installation process.
Specify the installation language.

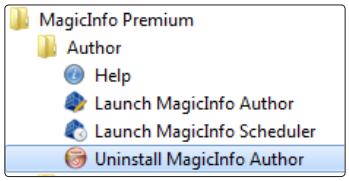


Click [Next] to start the install wizard.

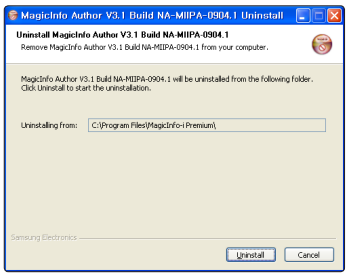


Agree to the terms of use, then install the program according to the displayed instructions.

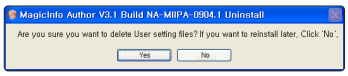
Uninstall



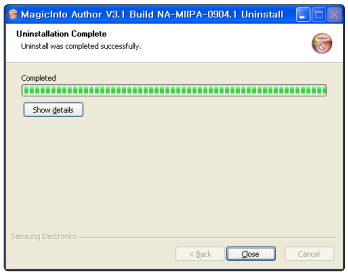
Click [Start] - [All Programs] - [MagicInfo Premium] - [Author] - [Uninstall MagicInfo Author] to start the program uninstall process.



Click [Uninstall]. Program uninstallation starts.



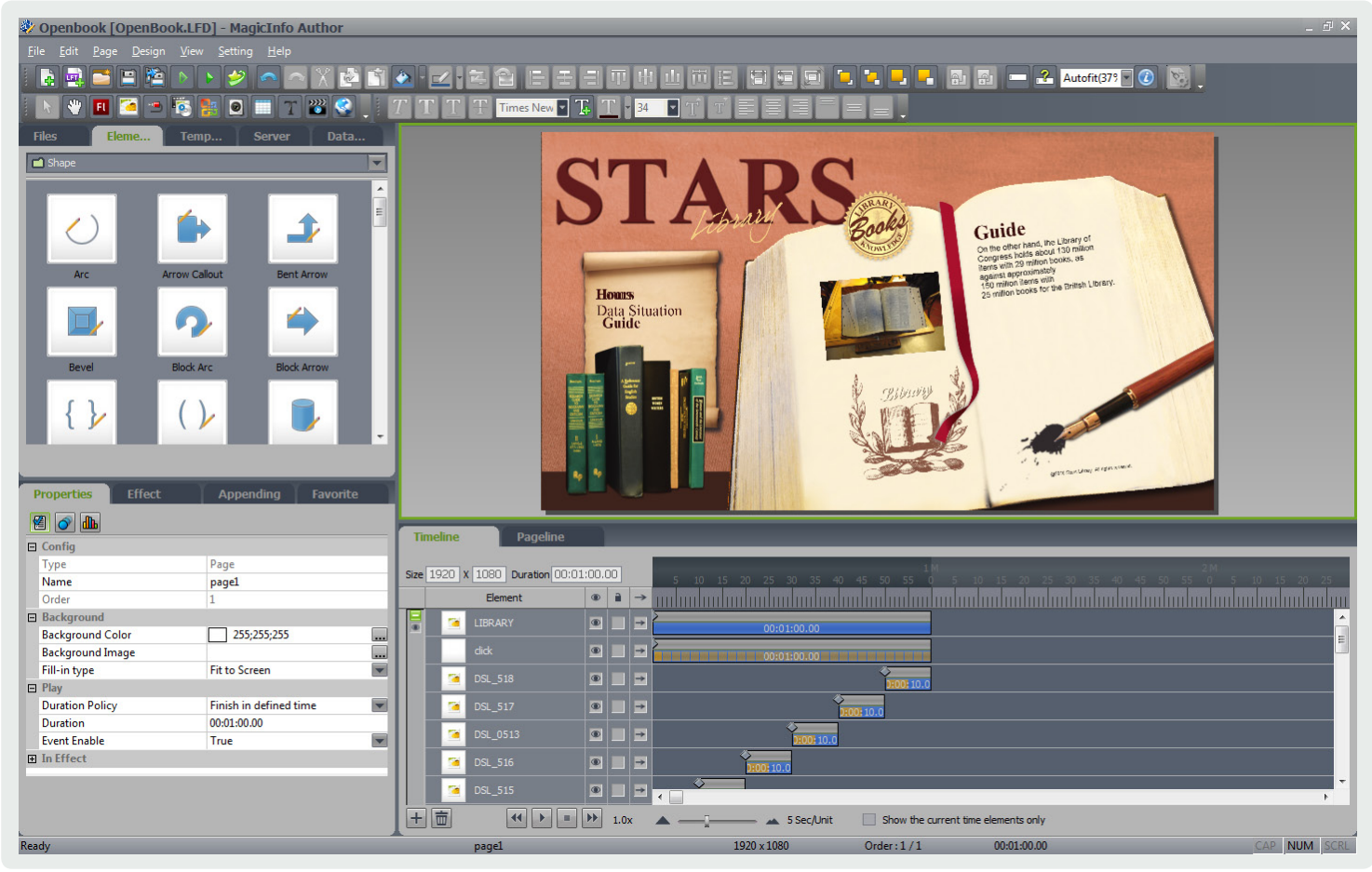
A confirmation window appears prompting if you want to delete user settings files.
Select the desired option.



The program has been uninstalled.

Using Tools

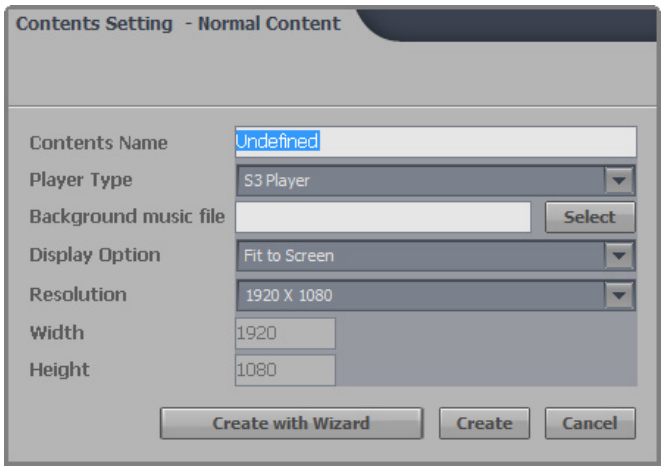
02



Getting Started with Content Authoring

Create a content item in the start-up screen of Author to open the <Contents Setting> window. Configure the basic settings for the content item you are creating.

Contents Setting Window



Contents Name	**Assigns the name of the new content item.**
Player Type	**Select a MagicInfo Player that will play content. Display Option and Resolution settings are limited if you select Player S, S2 or S3. Elements and effects that can be applied to content for Player S, S2 and S3 are limited.**
Background music file	**Registers the background music files (.WAV, .WMA, .MID, .MP3) that will be used while content is played.**
Display Option	**Sets the aspect ratio or size of original content that will be published and played on the display device. <Lock Aspect Ratio>, <Fit to Screen> or <Original Size> can be selected.**
Resolution	**Sets the resolution that will be applied by default when a new content item is created. The resolution is set to 1366 X 768 by default.**
Width	**Sets the width of the content item in pixels. If you enter a number, the resolution is changed to custom setting.**
Height	**Sets the height of the content item in pixels. If you enter a number, the resolution is changed to custom setting.**

After you have completed the settings, click <Create with Wizard> or <Create> to open the content authoring page. (Click <Create with Wizard> to open the <Content Wizard> for help with content authoring.)

Tips

The term "MagicInfo Player" refers to all MagicInfo Player versions which include I, S, S2 and S3.

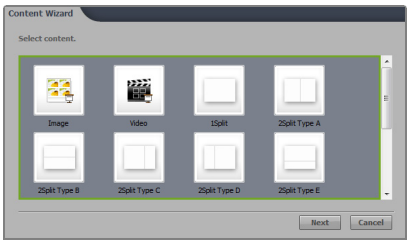
- **Lock Aspect Ratio**
  Plays the content in the resolution of the display device. The aspect ratio of the original content item is retained.

- **Fit to Screen**
  Plays the content in the resolution of the display device. The aspect ratio of the original content item can be changed.

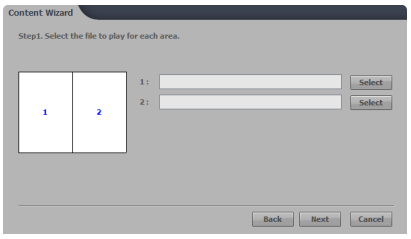
- **Original Size**
  Plays the content in the original resolution regardless of the resolution of the display device.

Using Content Wizard

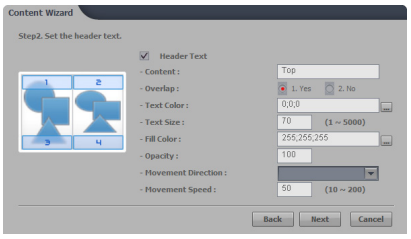
Content Wizard helps you create content more easily. You can insert a file into various layout samples.

1 

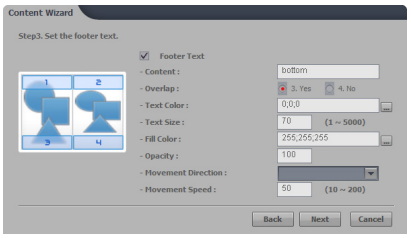
Select a content item. The content item is created according to the layout shown in the thumbnail.

2 

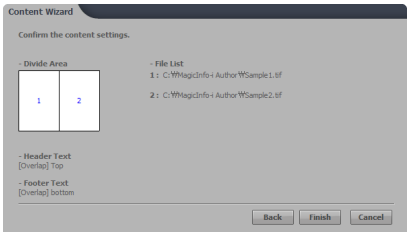
Select a file you want to play in each section according to the previously selected content layout.

3 

To insert a header text into a content item, enter the text, check the <Header Text> checkbox and configure the header text settings. If you do not want to insert a header text, do not check the <Header Text> checkbox.

4 

To insert a footer text into a content item, enter the text, check <Footer Text> checkbox and configure the footer text settings. If you do not want to insert a footer text, do not check <Footer Text> checkbox.

5 

Confirm the settings you have configured in the <Content Wizard>.
To modify your settings, select <Back>. If your settings are correct, select <Finish> to finish the Content Wizard.

6

The page is displayed according to the settings configured in Content Wizard.

Tips

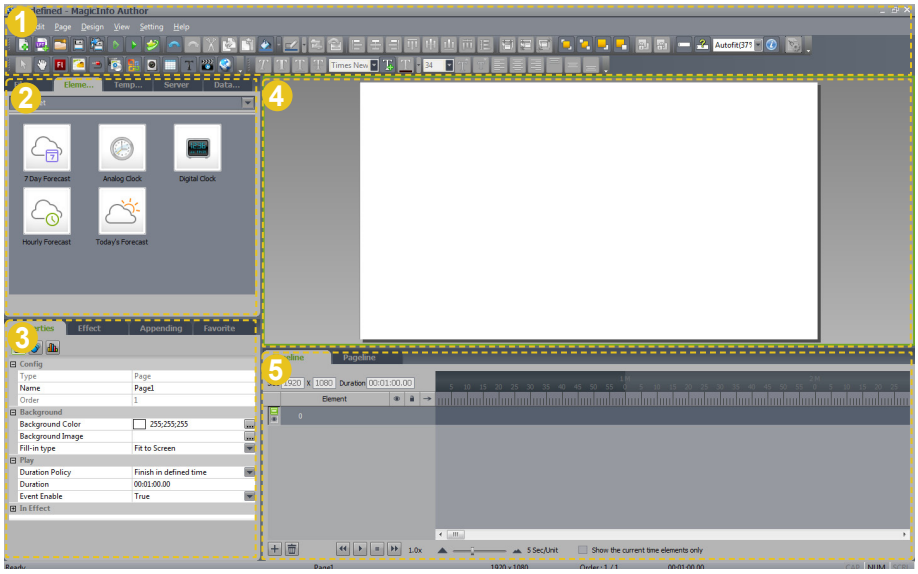
- **Header Text and Footer Text Options**

Content	You can enter content here.
Overlap	Determines whether the header and footer text will overlap the image applied to the page.
Text Color	Specifies the color of text.
Text Size	Specifies the font size of text.
Background Color	Specifies the background color of the header and footer text.
Opacity	Specifies the opacity of the background.
Movement Direction	Sets the header and footer text as captions and sets the scroll direction of the captions.
Movement Speed	Sets the header and footer text as captions and sets the scroll speed of the captions.

Screen Organization

Author is used to create and control content items using the Stage, Design and Design Setup windows.

Screen Components



1	Menu Bar and Toolbar
2	Design window
3	Design Setup window
4	Stage window
5	The Timeline and Pageline windows

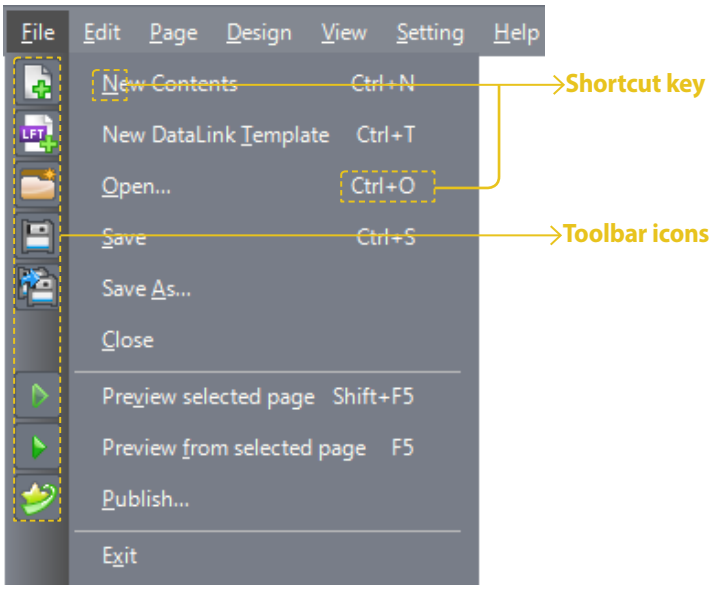
Tips

- Displaying Content Information

  The file name of a content item currently being created is displayed on the title bar at the top of the Author screen. The content information display bar at the bottom indicates any lock keys that are turned on (Caps Lock, Num Lock and Scroll Lock) and displays information about a content item currently being created, such as the page name, resolution, page order and playing duration.

Menubar

The menu bar is placed at the top of the screen and contains all commands supported by the program. It consists of 7 menus and their submenus. Each submenu has an icon to the left of it and shortcut key to the right of it.



Functions

1. File (F)

Manages content files.

1 **New Contents (N)**

Opens a new content item. If a content item is already being created, you will be prompted to save the content item before creating a new one.

2 **New DataLink Template (T)**

Create a new DataLink template. A DataLink template allows you to organize dynamic data, which can change over time, using collected data as elements.

3 **Open (O)**

Opens a created content item or content item being created.

4 **Save (S)**

Saves a created content item or content item being created.

5 **Save As (A)**

Saves a created content item or content item being created under a different name.

6 **Close (C)**

Closes the content item currently being created.

7 **Preview selected page (V)...**

Previews one selected page.

Tips

- **Shortcut Keys**
  In general, a menu item can be accessed using a mouse, which involves going through a series of other related menus. However, a menu option can be accessed more quickly by using shortcut keys.

  For example, if you press Ctrl+S, the <Save> function is directly executed.

- **Disabling an Option in a Submenu**
  You can control what options are enabled in a submenu (of the menu bar or a toolbar) when a defined area or number of elements are selected.

- **Close**
  Save and then close the content item. When the content item is closed, the Author start-up screen will appear.

8 **Preview from selected page (F)...**

Previews from the selected page to the last page sequentially.

9 **Publish (P)...**

Publishes a created content item or a content item in the process of being created to the local drive, external drive, or server.

10 **Exit (X)**

Exits Author.

2. Edit (E)

Provides submenus for editing.

1 **Undo (U)**

Cancels the latest command.

2 **Redo (R)**

Redoes the cancelled command.

3

Cut (T)

Cuts the selected element or object.

4 **Copy (C)**

Copies the selected element.

5 **Paste (P)**

Pastes the cut or copied element or object.

6 **Delete (D)**

Deletes the selected element or text.

7 **Select All (A)**

Selects all elements or objects in the current page.

8 **Cancel Select All (S)**

Cancels the selection.

3. Page (P)

Provides submenus regarding pages.

1 New Page (N)

Adds a page to the content item currently being created.

2 Duplicate Page (U)

Copies and adds the selected page.

3 Delete Page (D)

Deletes the selected page.

4 Delete All Pages (A)

Deletes all pages in the content item currently being created.

5 Edit Previous Page (P)

Returns to the page previous to the one currently being created.

6 Edit Next Page (X)

Moves to the page subsequent to the one currently being created.

7 Edit First Page (F)

Moves to the first page.

8 Edit Last Page (L)

Moves to the last page.

9 Import Page (I)

Imports the saved page and includes it in the content item currently being created.

10 Export Page (E)

Saves the selected page under a different name.

11 Register Template (T)

Registers the selected page as a template so that it can be used later.

Tips

- **Disabling an Option in a Submenu**
  You can control what options are enabled in a submenu (of the menu bar or a toolbar) when a defined area or number of elements are selected.

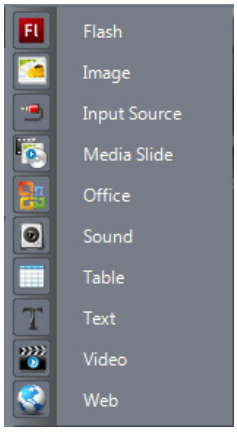
- **Differences Between a Page and a Template**
  If a page is exported, the page is saved without packaging external files such as images and videos included in the page. For example, if a page which contains an image file is exported, the page will be saved without saving the image file. This means that if the location of the image file used for a page when the page is exported is different from when the page is imported, the image will not be loaded. A page registered as a template is saved by packaging all the files contained in the page. Thus, the page can always be imported and reused.

4. Design (D)

Performs tasks required for creating a content item, such as adding or placing design elements.

1 Add (A)

Adds elements from the elements list provided by Author to the current page.



2 Order (O)

Changes the arrangement of the elements selected from the elements list.

Bring up to the Front (F)

Moves the selected element to the very front.

Send down to the farthest Back (B)

Moves the selected element to the very end.

Bring to front for one step (R)

Switches the position of the element with the preceding element.

Send to back for one step (A)

Switches the position of the element with the following element.

Tips

- **Disabling an Option in a Submenu**
  You can control what options are enabled in a submenu (of the menu bar or a toolbar) when a defined area or number of elements are selected.

3 Align (N)

Aligns elements selected from the elements list.
They will align with the last selected element.

Align Top (T)

Aligns the selected elements to the line above.

Align Center (C)

Aligns the selected elements to the center line.

Align Bottom (B)

Aligns the selected elements to the bottom line.

Align Left (L)

Aligns the left sides of the elements.

Align Center (E)

Aligns the centers of the elements vertically.

Align Right (R)

Aligns the right sides of the elements.

Distribute Horizontally (H)

Sync the horizontal spacing between the sides of the selected elements.

Distribute Vertically (V)

Sync the vertical spacing above and below the selected elements.

4 Size (S)

Equalizes the size of elements selected from the elements list.
They will equalize to the last selected element.

Original Size (O)

Restores the image to the original size.

Make Width the Same (W)

Equalizes the width of the selected elements.

Make Height the Same (H)

Equalizes the height of the selected elements.

Make Size the Same (S)

Equalizes the width and height of the selected elements.

Tips

- **Disabling an Option in a Submenu**
  You can control what options are enabled in a submenu (of the menu bar or a toolbar) when a defined area or number of elements are selected.

- **Align, Size, Group**
  The <Align> and <Size> commands can be selected and used when more than one element is selected. When the <Align> and <Size> commands are applied to the selected elements, the last selected element becomes the key object. The last selected element is enclosed by a green frame.

5 Group (G)

Selected elements can be grouped or grouped elements can be separated.

Group (G)	
Groups the selected elements.	
Ungroup (U)	
Separates the grouped elements.	

5. View (V)

Displays the windows on the screen. An option is enabled when the corresponding window is hidden and disabled when the corresponding window is displayed.

1 File Window (F)	
Displays the File window.	
2 Element Window (L)	
Displays the Element window.	
3 Template Window (T)	
Displays the Template window.	
4 Server Content Window (S)	
Displays the Server content window.	
5 DataLink Window (D)	
Hide or display the DataLink window.	
6 Effect Window (E)	
Displays the Effect window.	
7 Properties Window (P)	
Displays the Properties window.	
8 Appending window (A)	
Displays the Appending window.	
9 Favorite Window (V)	
Displays the Favorite Window.	
10 Timeline Window (M)	
Displays the Timeline window.	
11 Pageline Window (G)	
Displays the Pageline window.	
12 Initialize layout (I)	
Changes the customized layout to the default layout.	

Tips

- **Disabling an Option in a Submenu**
  You can control what options are enabled in a submenu (in the menu bar or a toolbar) when a defined area or number of elements are selected.

6. Setting (S)

1	**Contents Setting (S)**
	Changes the basic content settings such as the content name, background music, and size.
2	**Option (O)**
	Changes the overall Author system settings, such as Design, Server, Script and Log.
3	**Script Editor (E)**
	Launches Script Editor.
4	**Script Wizard (W)**
	Launches Script Wizard.

7. Help (H)

1	**Help (H)**
	Displays help manual for MagicInfo Author.
2	**About MagicInfo(A)**
	Displays the version and copyright information for MagicInfo Author.

Tips

- **Disabling an Option in a Submenu**
  You can control what options are enabled in a submenu (in the menu bar or a toolbar) when a defined area or number of elements are selected.

Toolbar

The toolbar is a collection of command icons (Design, Element and Font) displayed under the menu bar. If you select a window, element or page, the available command icons are enabled.

Toolbar Configuration

Toolbar consists of the Design, Element, and Font toolbar.
Each tool within the tool bars can be customized, displayed or hidden.

Design toolbar

The Design toolbar is a collection of tools required to design content items.

Element toolbar

The Element toolbar is a collection of key elements used for designing.

Font toolbar

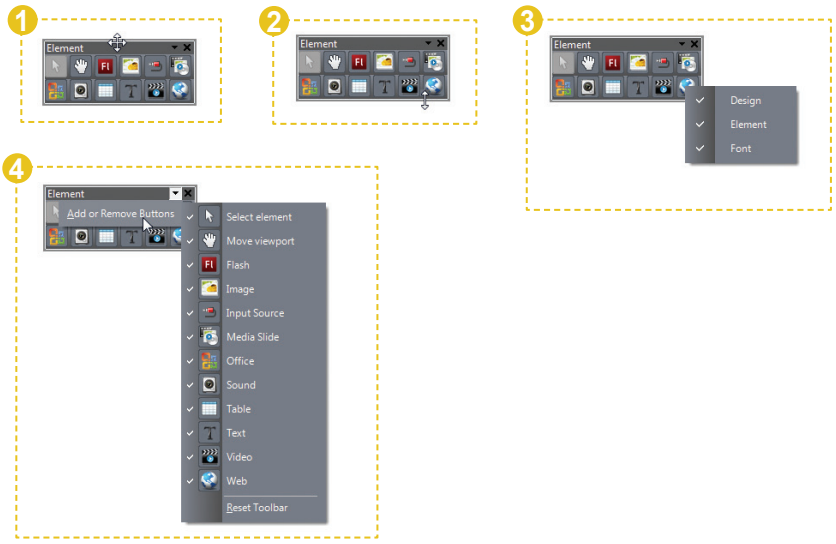
The Font toolbar is enabled for <Text> element but disabled for other elements.

Tips

- **Disabling an Option in a Submenu**
  You can control what options are enabled in a submenu (of the menu bar or a toolbar) when a defined area or number of elements are selected.

Customizing Toolbars

The Author toolbars can be customized as required. They can be hidden, displayed or moved. Customized toolbars retain their new configuration even after Author is exited.



1. To move a toolbar, drag and drop the title bar of the toolbar.
2. To change the shape of a toolbar, drag and drop an edge of the toolbar.
3. To display or hide a toolbar, open the context menu by right clicking the toolbar or menu bar. A toolbar displayed on the screen is indicated by a V symbol.
4. To choose the icons you want displayed in a toolbar, click and then click <Add or Remove Buttons>. Hide the of any icons you want hidden or select a hidden icon you want displayed so that the reappears. Click <Reset Toolbar> to return the toolbar icon to the original status.

Moving a Toolbar

Click the drag area of a toolbar to display the ✣ shaped mouse cursor. With the mouse button pressed, drag and move the floating toolbar. Drop the toolbar to the desired area. The toolbar will dock in the new location. The toolbar can only be docked to one of the 5 positions shown below.

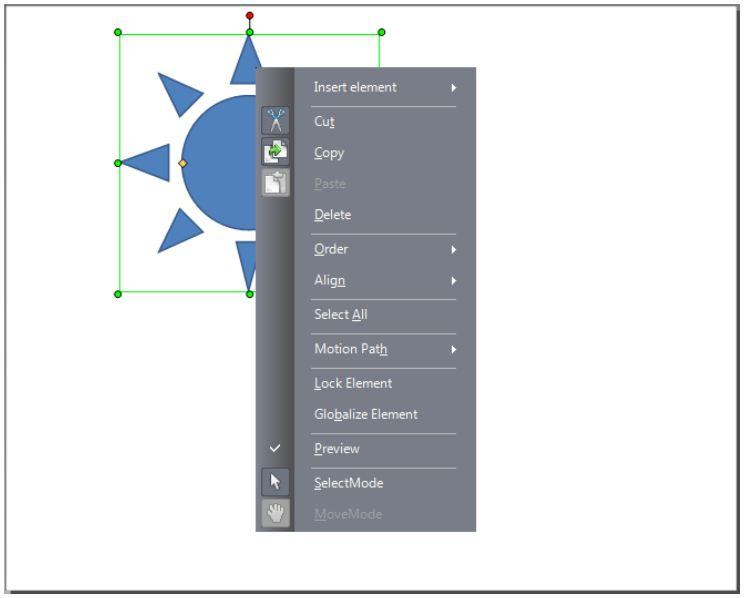
Terminology

- **Floating**
  Usually "Float" means to "lie" on or just below the surface of a liquid or "move gently" in the air. In this manual, floating refers to when a window is not fixed in a certain area, but is floating and can be moved as required.

- **Docking**
  Usually "dock" means to manoeuvre into or next to a dock or "wharf." In this manual, docking refers to fixing a window in a certain area.

Context Menu

The context menu shows the commands for the currently active window or selected area. Using the context menu, you can select a command more quickly. To open the context menu, right click the selected area. The menu options in the context menu differ depending on the area you have clicked on.

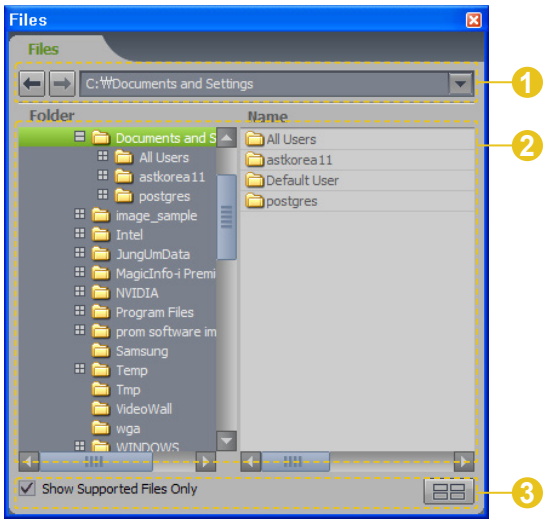


Window Configuration

File Window

The File window browses local drives in <View List> or <View Thumbnail> mode. Saved content item can be loaded and documents or media files saved to disk can be imported to a content item currently being created. The documents or media files can be added directly to the <Stage window> by dragging and dropping them. An added file in the <Stage window> automatically becomes an element.

If you double-click a content file, you will be prompted to save the content item currently being created and the newly selected content file will be opened.



1	This shows the current file location.
	Returns to the previous folder. **Moves to the last folder after having clicked .** **Shows a list of the previously selected folders.**
2	Browses folders and files.
3	Selects a file viewing option. If the <Show Supported Files Only> checkbox is checked, only files supported by Author are displayed. If this checkbox is unchecked, all files are displayed.
	Shows files in a thumbnail format. **Shows files in a list format.**

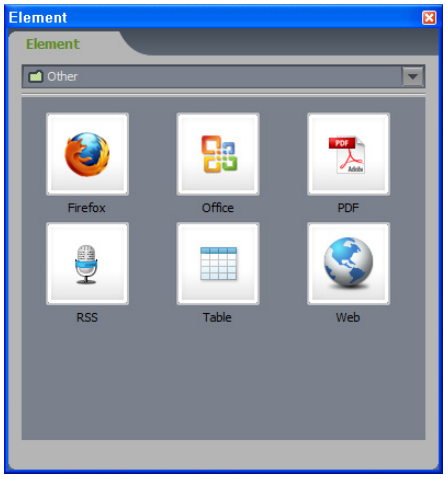
Terminology

- **View Thumbnail Mode**
  Files are displayed as small thumbnail images.

- **View List Mode**
  Files are displayed in a list.

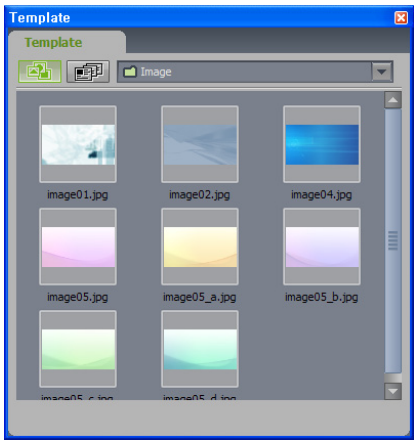
Element Window

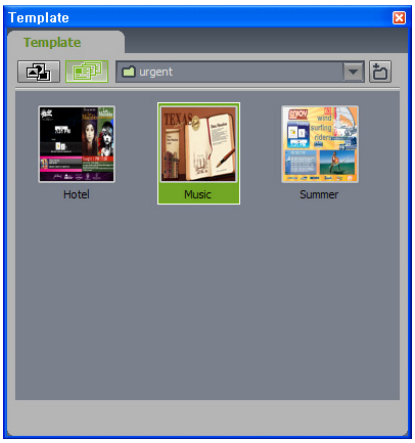
The Element window contains elements that can be selected from several different categories and inserted into a content item. A category can be selected by clicking . Categories contain different elements.



Template Window

Use the template window to use media files or templates provided by the Author or use templates added by users.





In Clip Art , you can import a media file supported by MagicInfo Author.
In the Template , you can open template provided by the Author or added by users.

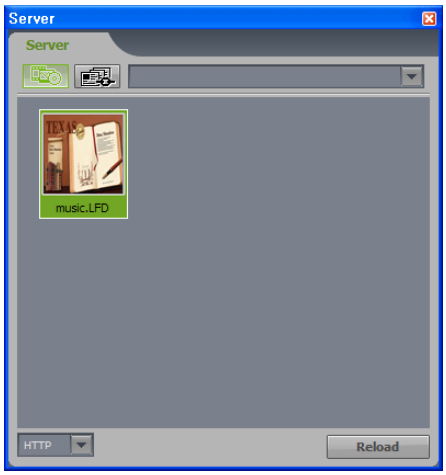
Tips

- **Element**
  For more information about elements, refer to the "Elements" section.

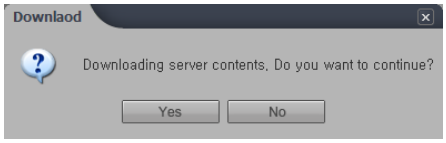
- **Template**
  For more information about templates, refer to the "Using Templates" section.

Server Contents Window

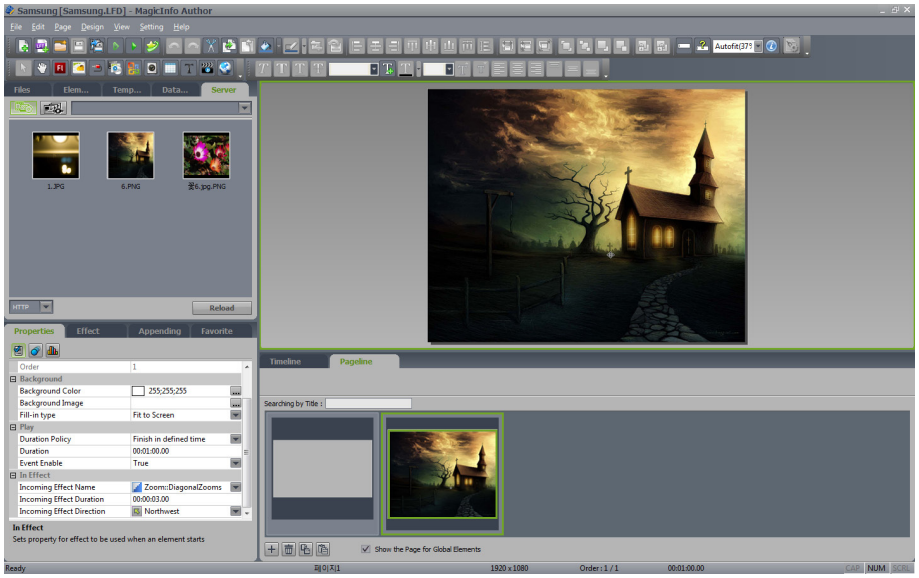
The Server Contents window displays media files registered on the connected server. View LFD files created and registered by Author or download registered files. The server content items can be refreshed by clicking <Reload>.
The Server Contents window is comprised of and .
The media files registered in server can be loaded to .
The pages registered in server can be inserted to the content in .



To download a media file, select a file registered on the server and drag it to the Stage window.



Select <Yes> to finished.



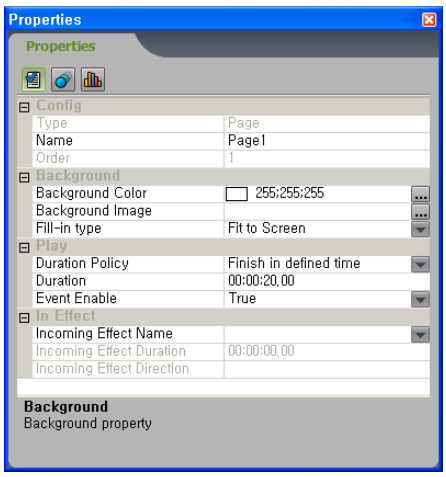
An example of a selected file that has been dowloaded and registered to a page is shown above.

Caution

- **Server Contents Window**
  To use the Server Contents window, the Internet and MagicInfo server must be connected. For more information about the server settings, refer to the "Configuring the Options and Publishing Content" section.

Properties Window

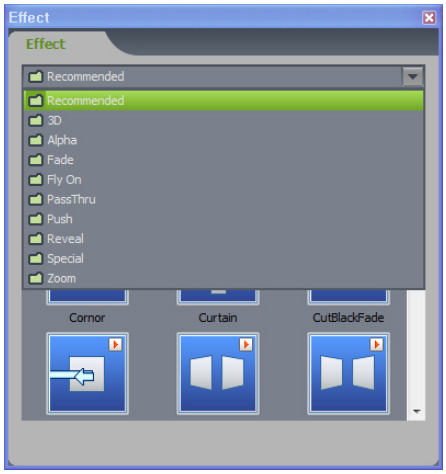
The Properties window, sets the properties and events for a selected element or page. Properties of elements containing the Custom feature can be configured by clicking the <Custom Setting> button.



	This opens the <Properties window> where properties for the selected element or page can be configured.
	This opens the Event window where events for the selected element or page can be configured.
	This opens the <Custom Setting> window which is enabled if the selected element contains the Custom Setting function.

Effect Window

The Effect window offers, various effects that can be selected and applied to elements.



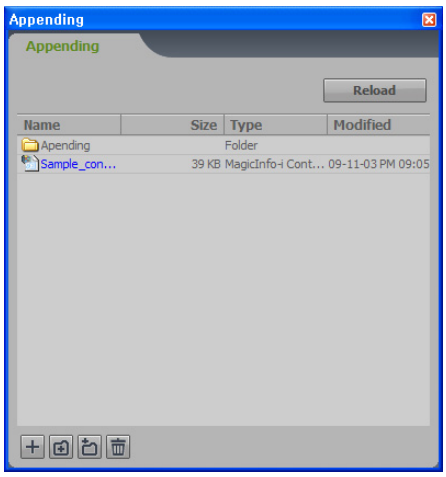
Tips

- **Note**
  For more information about events, refer to the "Events" section.

  For more information about effects, refer to the "Effects" section.

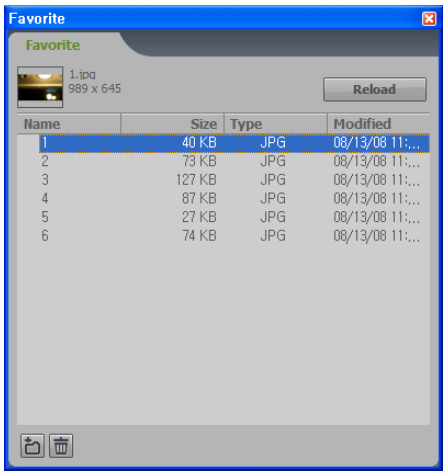
Appending Window

The Appending window offers elements containing files, folders or sub folders that can be added to a page. The files, folders or sub folders can be added as attachments by clicking the buttons at the bottom of the window.



Favorite Window

The Favorite window displays file information (file name, size, format, and duration). If you register a file to the page currently being created, it is automatically registered to the Favorite window. To register a file to Favorite that isn't registered to a page, drag the file from the File window to the Favorite window. The file information will be saved along with the content item.



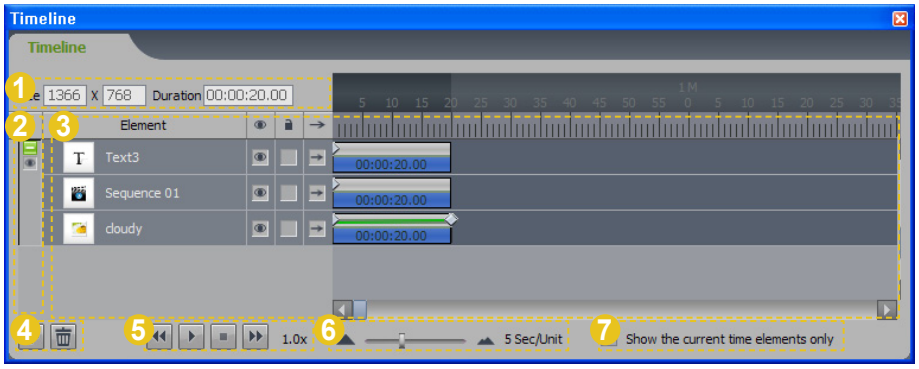
Note that if a content item is closed, the corresponding file information automatically disappears. If the content item is imported again, the file information reappears. To refresh the file information, click <Reload>.

Tips

- **Note**
  For more information about the Appending window, refer to the "Using the Appending Window" section.

Timeline Window

The Timeline window is automatically enabled if an element is added to the Stage window. The timeline displays the arrangement of elements and allows you to group elements and organize them into layers. You can preview playback of the page currently being created in the Stage window and control the start time, end time and duration.



1. Shows the resolution and duration of the page.

2.

   Folds the layer to shows the elements contained in the layer as a group.

   Shows all the elements contained in the layer.

   Hides the elements contained in the layer in the Stage window.

3. Shows the arrangement of elements and sets the start time, end time and duration for each. Each time bar can be moved using the mouse. The duration can be increased or decreased by dragging the edge of the time bar. Elements can be moved up or down and the arrangement of elements can be changed by dragging and dropping them. If you move the mouse cursor over an element, the thumbnail for the element will appear.

   Hides or displays the element in the Stage window.

   Locks the element to the Stage window.

   Shows the path of an animated element on the page.

4.

   Adds a layer.

   Deletes the top layer.

5. Plays the page that is currently being created in the Stage window.

   Slows down the page playing in the Stage window.

   Plays or pauses the page playing in the Stage window.

   Stops the page playing in the Stage window.

   Speeds up the page playing in the Stage window.

   Displays the speed of the page playing in the Stage window.

6. This zooms in on or out of the timeline track. Zoom in to adjust the position and duration of tracks more precisely.

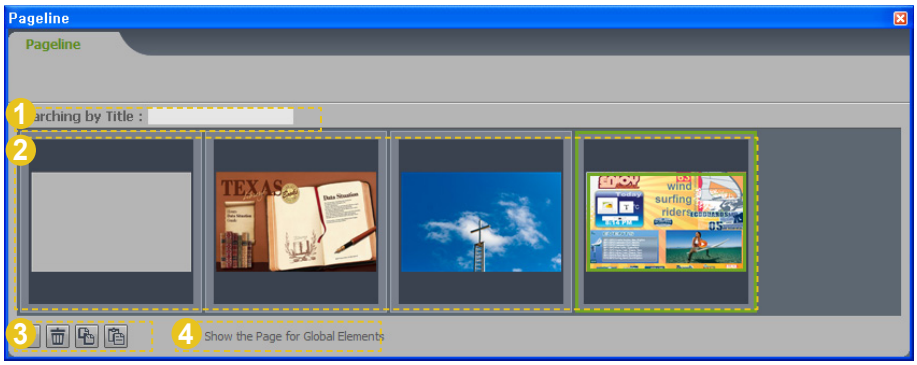
7. Displays a Time marker on the timeline. Move the time marker along the timeline to preview a frame of the page. You should see all elements that occur in the frame.

Tips

- **Note**
  For more information about the Timeline window, refer to the "Using the Timeline Window" section.

Pageline Window

Both finished and incomplete content items are displayed in pages.



1	This allows you to find a page more easily using the search function. To find a page, enter the title of the page you want to find.
2	This displays pages in thumbnail formats. If the mouse cursor is moved over a page, the page name, Resolution and Duration are displayed.
3	**Adds a blank page.** **Deletes the selected page.** **Copies the selected page.** **Pastes the copied page.**
4	This displays the page for global elements when checked. Uncheck to hide the page.

Stage Window

Elements can be added in the Stage window when a content item is created using Author.

Tips

- **Note**
  For more information about the Pageline window, refer to the "Using the Pageline Window" section.

- **Search Function**
  If you search for a page using the search function, all pages containing the entered text are displayed in order of page number.

Terminology

- **Page for Global Elements**
  Elements displayed on the <Page for Global Elements> are displayed on every page. Check the <Page for Global Elements> checkbox in order to avoid having to manually add the same element to every page.

Tips

- **Note**
  For more information about the Stage window, refer to the "Using the Stage Window" section.

Customizing the Layout

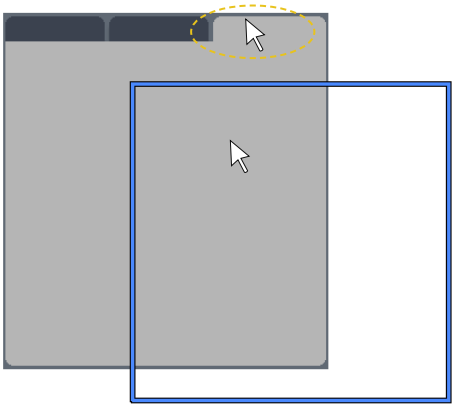
The Author layout can be defined as required. A window can be resized, moved, hidden, unhidden and grouped as required according to the type of task. After changing the layout, it will remain as is, unless changed again or restored to the original layout.

Changing the Window Layout

Windows can be floated, docked, resized, hidden or unhidden, and grouped to optimize your working environment.

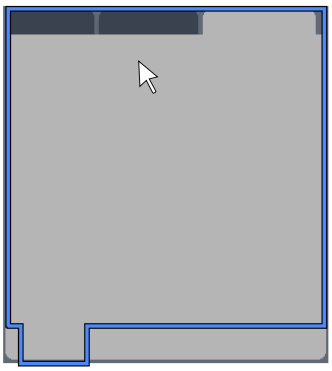
Floating

If you drag the title bar of a window, the window changes to a floating state and can be moved. While a window is being moved, only the edges of the window are displayed.



Docking

To dock a floating window, drag the window into a docking area.



Terminology

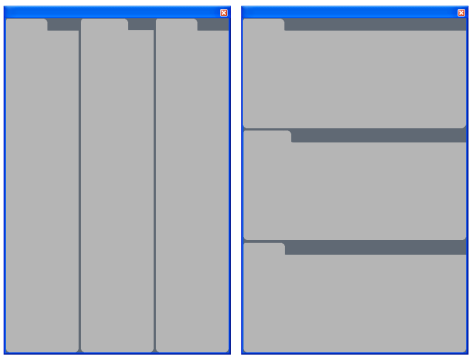
- **Layout**
  The layout is the arrangement of elements on the page currently being designed and edited.

- **Floating**
  Usually "Float" means to "lie" on or just below the surface of a liquid or "move gently" in the air. In this manual, floating refers to when a window is not fixed in a certain area, but is floating and can be moved as required.

- **Docking**
  Usually "dock" means to manoeuvre into or next to a dock or "wharf." In this manual, docking refers to fixing a window in a certain area.

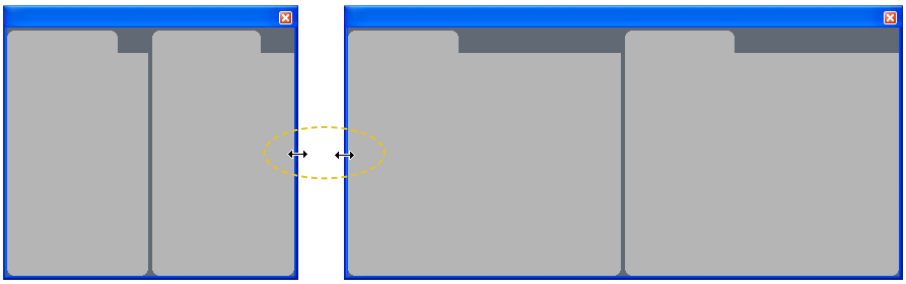
Grouping Windows

Floating windows can be grouped in a variety of shapes.



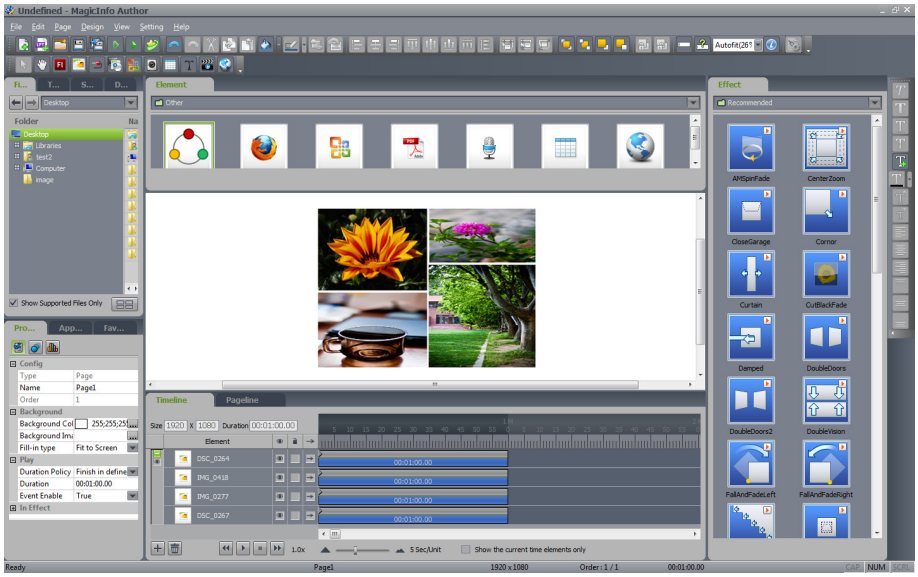
Resizing a Window

A window can be resized by dragging an edge of the window.



An Example of a Customized Layout

Various layouts can be created and used. Notice each picture in the example below is a different size and shape.



Tips

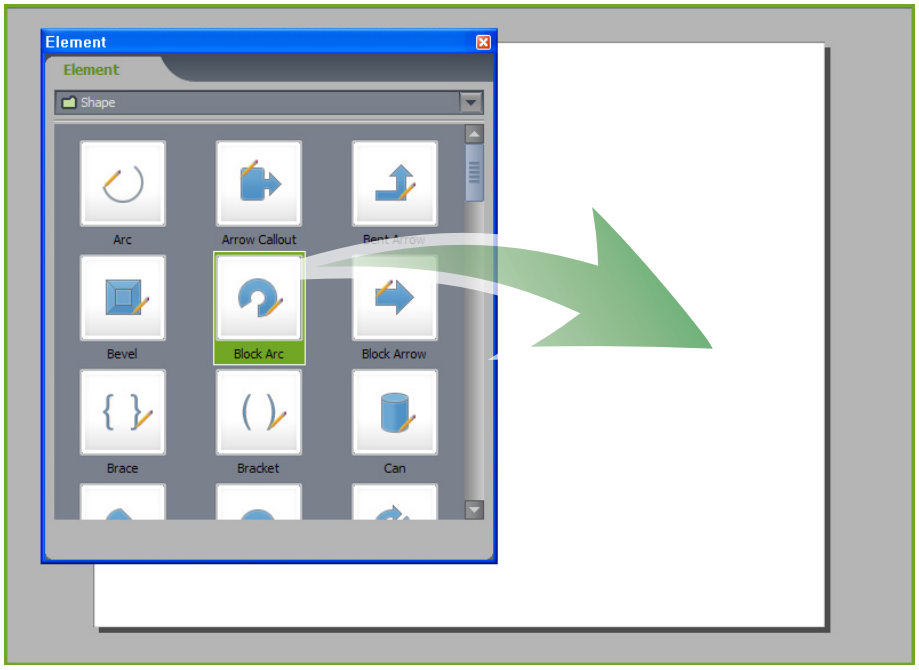
- **Initializing the Layout**
  In the menu bar, click View > Initialize layout to initialize the changed layout.

Using the Stage window

Add an element to the Stage window to create a content item.
One page from the content item is displayed in the Stage window. Move to another page using the Pageline window.

Adding an Element to the Stage window

The most basic way to add an element to the Stage window is to drag and drop the element from the Design window to the intended position in the Stage window.

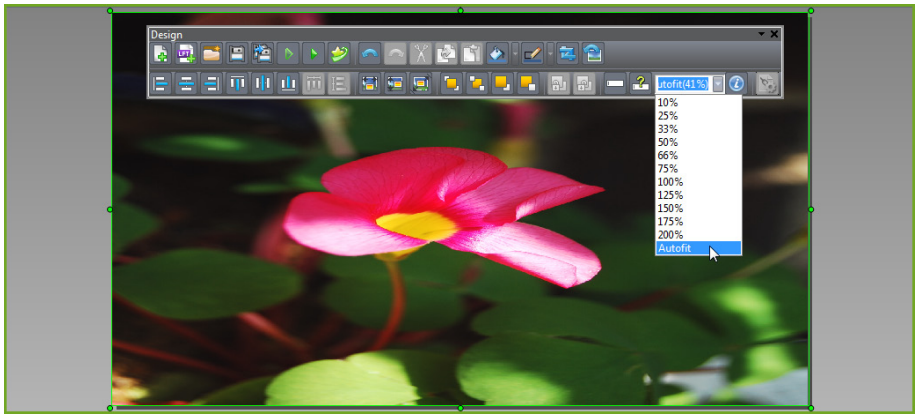


Tips

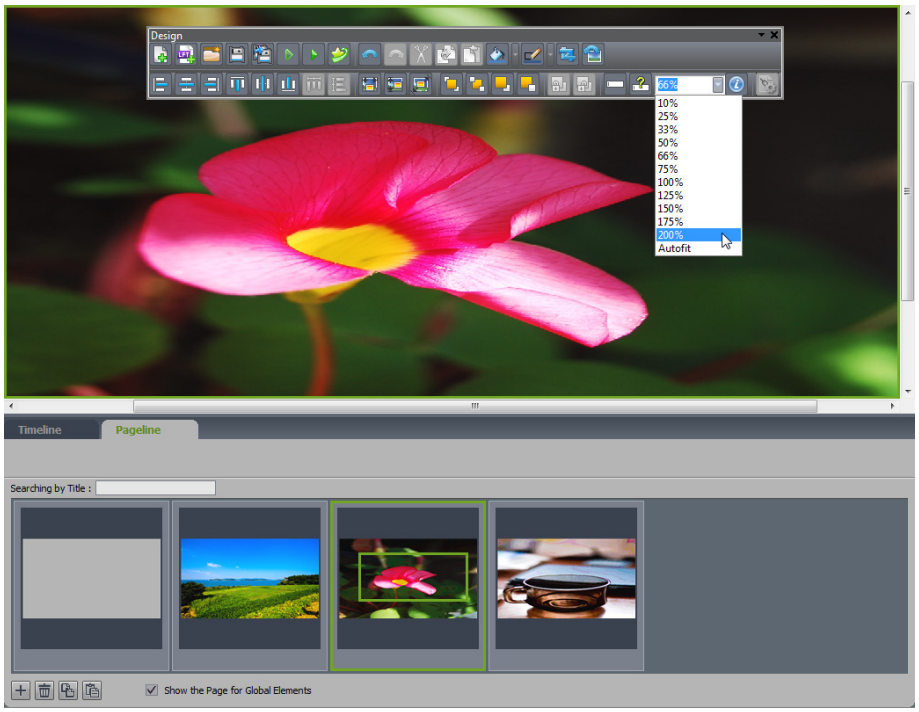
- **Design window**
  The Design window offers objects that can be represented in the Stage window. Different objects are available in the File window, Element window and Server Contents Window.

Zooming In on and Out of the Stage Window

The Stage window can be zoomed in or zoomed out by using the Design toolbar.



A zoomed in Stage window will not display the entire page. Refer to the the thumbnail of the page in the Pageline window for the full image. The part of the image displayed in the Stage window is indicated by a green rectangle.



Tips

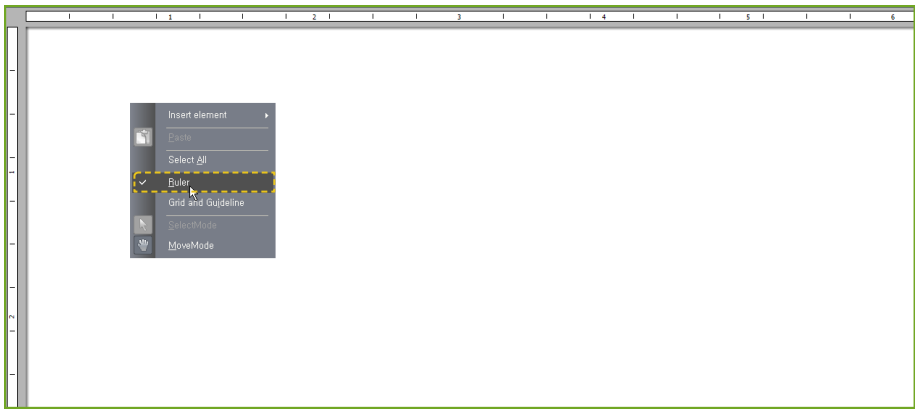
- **MoveMode**
  To move to an area on the current page, right-click over the Stage window and select <MoveMode> from the context menu.

  If the mouse cursor changes to ✥, you can move the zoomed-in page.

  To cancel the movement and return to the original mouse cursor, right-click over the Stage window and click <Select>.

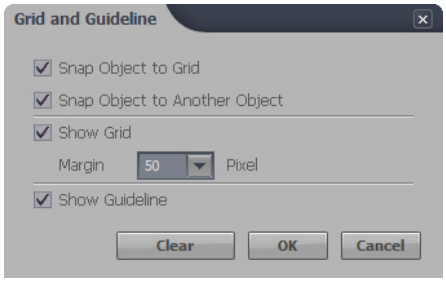
Ruler

Rulers can be displayed in the Stage window.
To display the rulers, right-click in the Stage window and select <Ruler>.



Grid and Guideline

A grid and guidelines for arranging elements in the Stage window can be displayed. Right-click in the Stage window and select <Grid and Guideline>. A window will appear where the grid and guidelines can be configured.



Snap Object to Grid	**Moves an element in alignment with the grid.**
Snap Object to Another Object	**Moves an element in alignment with another object in the Stage window. A moving element is induced to align to an object passing by.**
Show Grid	**Displays a grid on the screen. The interval of the grid can be 10, 20, 30, 50, 100, 150 or 200 pixels.**
Show Guideline	**Displays guidelines on the screen. The guidelines divide the Stage window vertically into 4 equal sections. Using the guidelines, you can align a new content item to the center of the Stage window.**

Tips

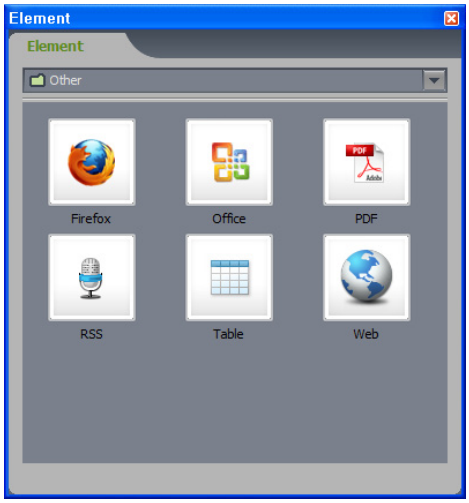
- **Ruler**
  Rulers are displayed at the top and left side of the Stage window. They can be used to arrange elements more precisely.

- **Snap Object to Another Object**
  Even if <Snap Object to Grid> is not enabled, you can still perform the function: move the element while pressing the Alt key on the keyboard.

  Note that if <Snap Object to Grid> is enabled, moving the element while pressing the Alt key will disable the function.

Elements

Author provides various authoring elements, simply called elements in the instructions of this manual, that are necessary for authoring content, each with unique properties. Elements are classified into the categories Other, Multimedia, Chart, Shape, Event Raiser, WordArt, Widget and Sticker. Click to select a category.



Inserting an Element

Elements can be added in 7 ways.
An element can only be added to the Stage window.

1. Drag files on the local drive to the Stage window through the File window.
2. Drag an element provided by Author to the Stage window through the Element window.
3. Drag a Clip Art media file provided in the Template window to the Stage window.
4. Download an element from the MagicInfo Server through the Server Contents window and drag it into the Stage window.
5. Drag an element from the Element toolbar and drop it to the required location in the Stage window. For an added element that requires a file, the Open window automatically appears where you can select a file you need.
6. Right-click over the Stage window to open the context-sensitive menu. Click <Insert element>, select an element to be added, and arrange it by dragging it. For an added element that requires a file, the Open window automatically appears where you can select a file you need.
7. Drag an element registered to the Favorite window to the Stage window.

Tips

- **Element Category**
  Elements can be divided into eight groups.

Other	Access elements used to display webpages, documents and tables.
Multimedia	This category includes multimedia elements such as cameras, images, video, sound and so on.
Chart	This category contains various types of chart elements for presenting statistics.
Shape	This category contains elements of various shapes.
Event Raiser	This category contains invisible elements related to events.
WordArt	This category contains various WordArt elements.
Widget	Access widget elements to display the clock and weather forecast.
Sticker	Use a variety of stickers.

- **Inserting an Element**
  When elements are added to the Stage window, some of them are displayed in the Stage window but others are not. For example, a Shape element is displayed, arranged and designed in the Stage window, but an element of the Event Raiser category is not displayed in the Stage window because it deals with a script or event.

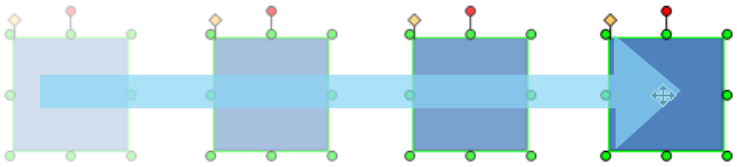
- **Restrictions when applying elements**
  The range of elements that can be applied to content varies depending on the player type selected when content is created.

Handling Elements

Added elements can be handled in various ways (e.g. moving or resizing). If you know exactly how to handle elements, you can create content more easily.

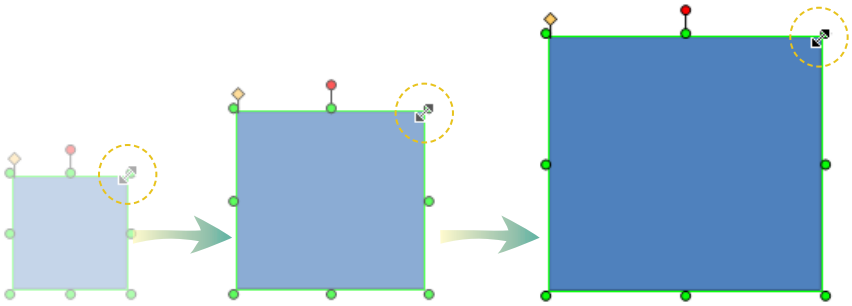
Moving an Element

You can move an element by clicking and dragging it.



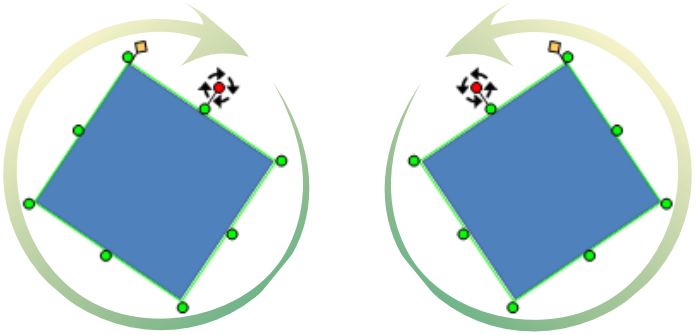
Resizing an Element

You can resize an element by dragging a green handle that appears when an element is selected.



Rotating an Element

You can rotate an element by dragging the red handle that appears when selecting an element.



Tips

- **Copying an Element**
  Press Ctrl + C on the keyboard.

- **Cutting an Element**
  Press Ctrl + X.

- **Pasting an Element**
  Press Ctrl + V.

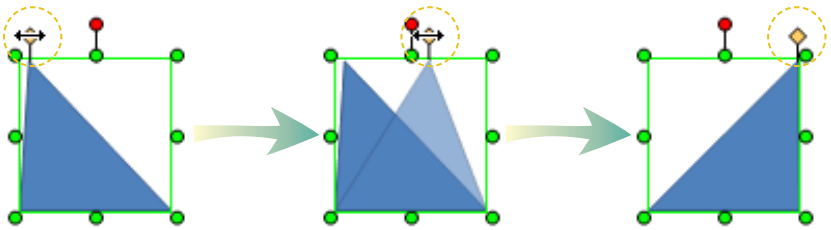
- **Moving an Element**
  Move the element while pressing the Shift key. The element can be moved either vertically or horizontally.

- **Resizing an Element**
  Select the element and drag the green handle while pressing the Shift key. The element will be resized in direct proportion.

- **Rotating an Element**
  Select the element. When a red handle appears, drag the handle in the direction you want to rotate the element while pressing the Shift key. The element will rotate in 15 degree increments.

Transforming an Element

You can transform an element by dragging the yellow handle that appears when an element is selected.



Clipping an Element

You can clip an area when editing an element.
If you click after arranging an element, the mouse cursor changes to . Place the cursor over one of the handles of the element and drag it. The area covered by the rectangle marquee will be clipped.

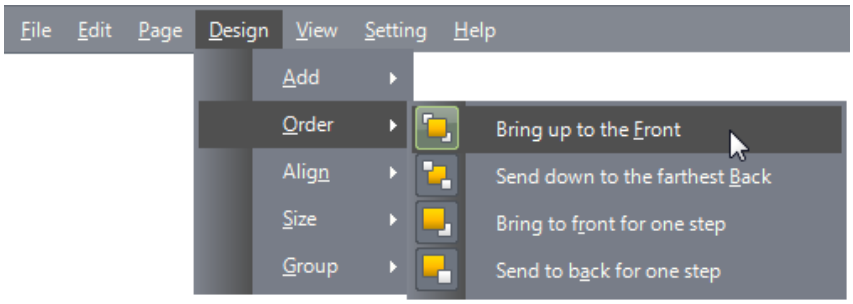
Tips

- **Clipping an Element**
  You can select a particular area of the image by using the clipping function.

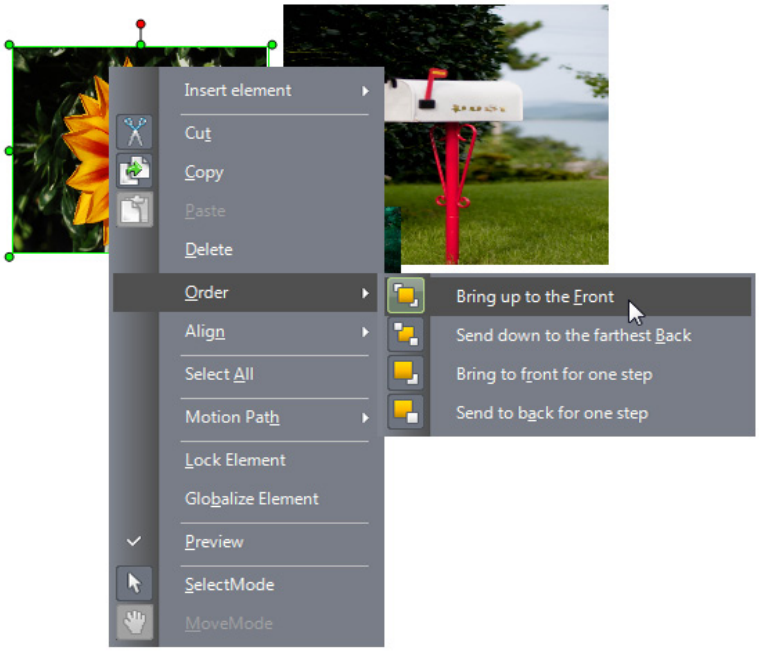
The Order of Elements

The order of elements can be changed using 4 different methods.

1 In the menu bar, click Design > Order.



2 Select an element, right-click over the element and select <Order>.



3 Change the order of the elements using the Design toolbar.

4 Rearrange elements in the Timeline window.

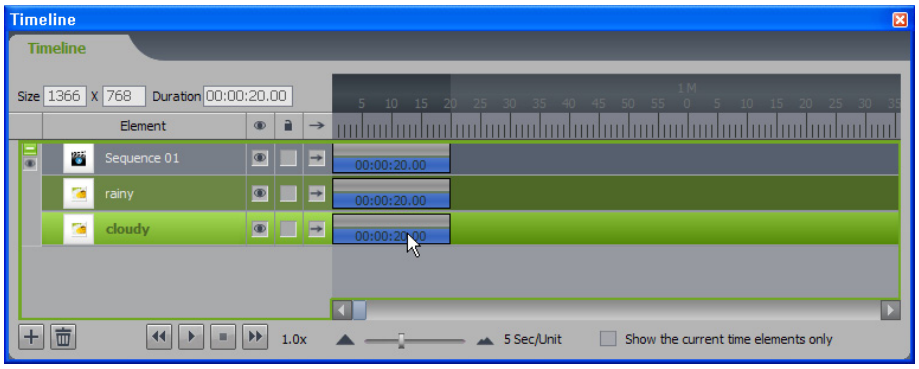
Selecting Multiple Elements

You can select one or more of the elements moved to the Stage window. Click the intended files or elements while holding down the Ctrl key or first deselect all elements and select the targets by dragging the mouse over the screen.

When more than one element has been selected in the Stage window, the last selected element is the key element. The element is a reference for changing the order of, aligning and resizing the other elements.

The selected elements can be moved as a group, aligned to the key element or equalized to the size of the key element.

Multiple elements can also be selected in the Timeline window.



Click files or elements while holding down the Ctrl key.

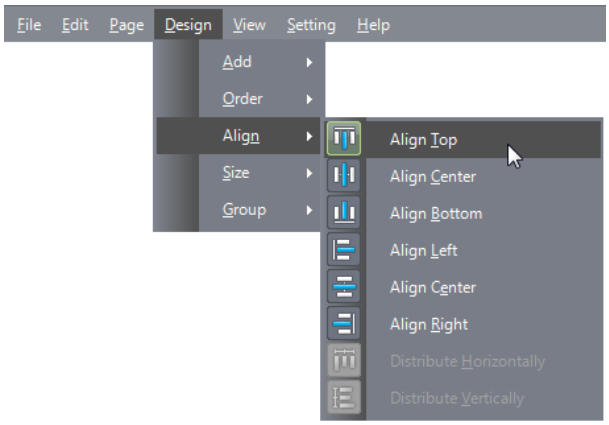
Alternatively, you can select multiple elements by pressing Shift in the Timeline window.

Aligning Elements

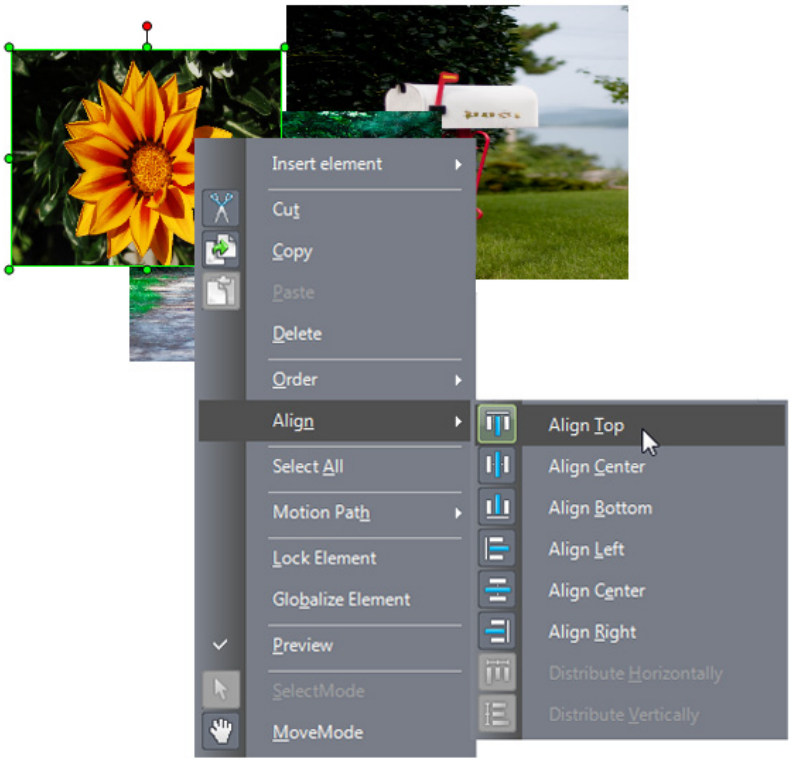
When more than one element is displayed, one element can be aligned to the top, center, bottom, middle, left or right of the other element. Elements are aligned to the last selected element.

There are 3 ways to align elements.

1 In the menu bar, click Design > Align.



2 Select an element, right-click it and select <Align> from the popup menu.



3 Align elements using the Design toolbar.

Tips

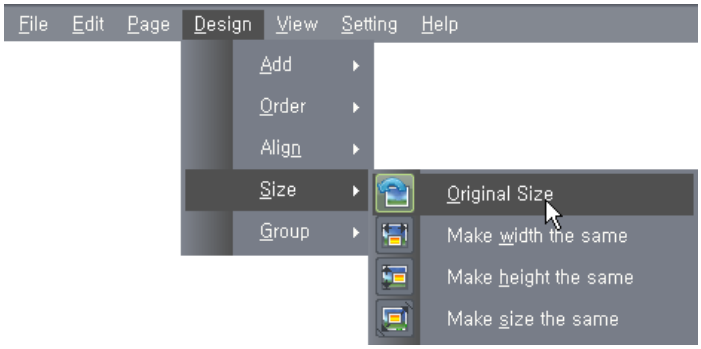
- **Align, Size and Group Functions**
  The Align, Size and Group functions are enabled when more than one element is selected.

Equalizing the size of Elements

When arranging more than one element, the horizontal or vertical size of the elements can be equalized with the last selected element.

There are 2 ways to resize elements.

1 In the menu bar, click Design > Size.

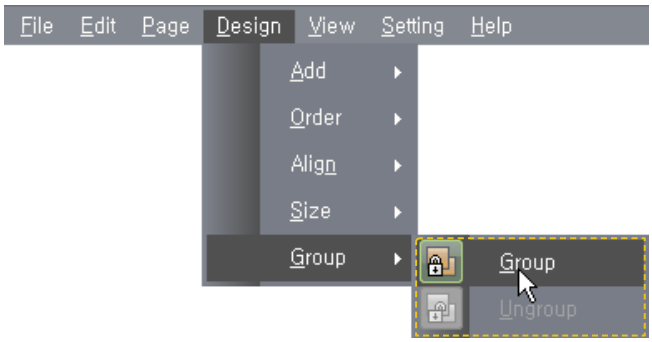


2 Resize elements using the Design toolbar.

Grouping Elements

Multiple elements can be grouped and used like a single element.

1 In the menu bar, click Design > Group to group elements or cancel a grouping.



2 Group elements or cancel a grouping using the Design toolbar.

Tips

- **Align, Size and Group**
  The Align, Size and Group functions are enabled when more than one element is selected.

- **Grouping and Ungrouping Elements**
  To group the selected elements, click <Group>. (The <Group> menu item is only enabled when theelements are not grouped.)

  To cancel the grouping, click <Ungroup>. (The <Ungroup> menu item is only enabled when the elements are grouped.)

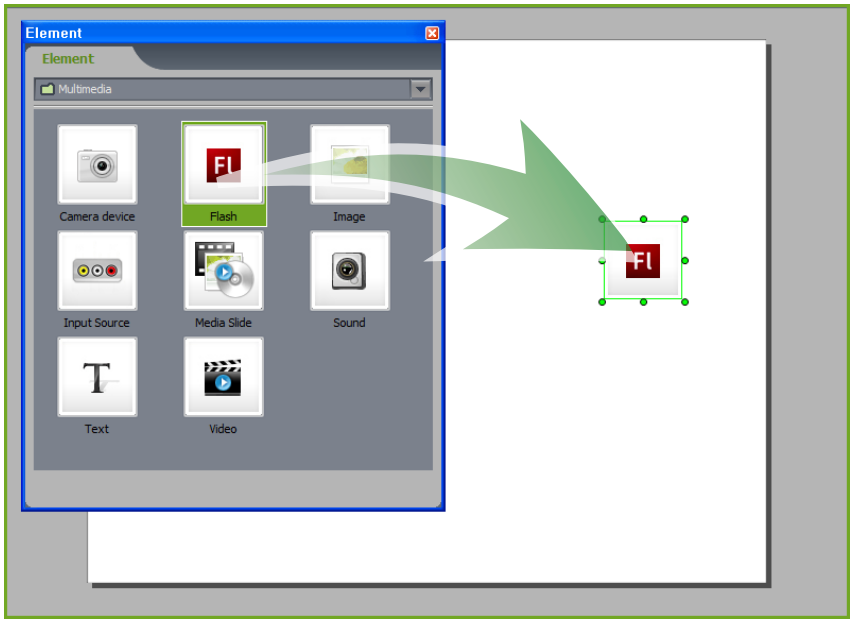
Repeating Elements

The Flash, Video, Sound, Text, Shape and WordArt elements supported by Author support the repeat play function. Elements can be repeated at a specified time interval.

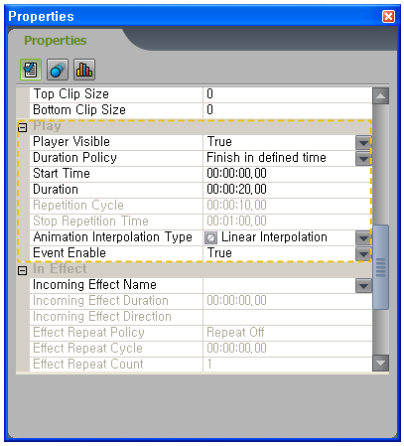
The repeat play function provides 2 options: <Repeat until the Designated Time> and <Loop>.

Playing an Element

1 Add an element to be repeated.



2 While the element is selected, open the Properties window and look at the <Play> section.



3 If you click the button in <Duration Policy>, a dropdown list of duration policies is displayed. Select either <Repeat until the Designated Time> or <Loop>.

Repeat until the Designated Time	**Repeats the element until a specified time within the duration of the page.**
Loop	**Repeats the element continuously until the duration of the page finishes.**

Tips

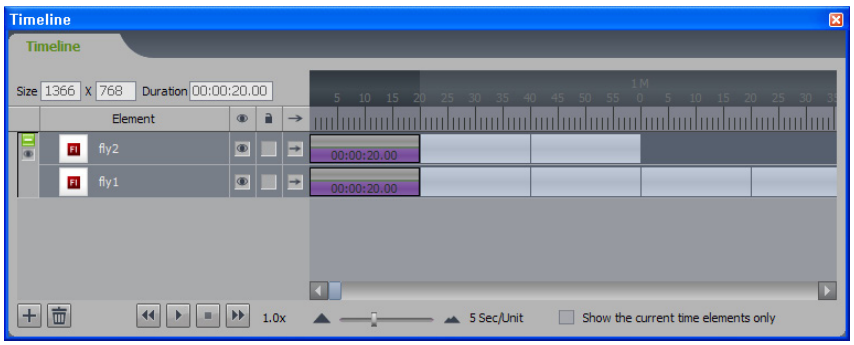
- **Repeating an Element**
  The Repeat function plays an element on a page repeatedly. Even if the element is set to repeat for long hours or indefinitely, it stops repeating when the duration of the page finishes.

  To repeate the element continuously without a time limit, select <Finish in last element time> as <Duration Policy> in the page properties. Because the element is set to repeat continuously, the page will be played continuously.

4 The <Repetition Time> and <Stop Repetition Time> options at the bottom are activated. Configure the <Repetition Time> and <Stop Repetition Time> options.

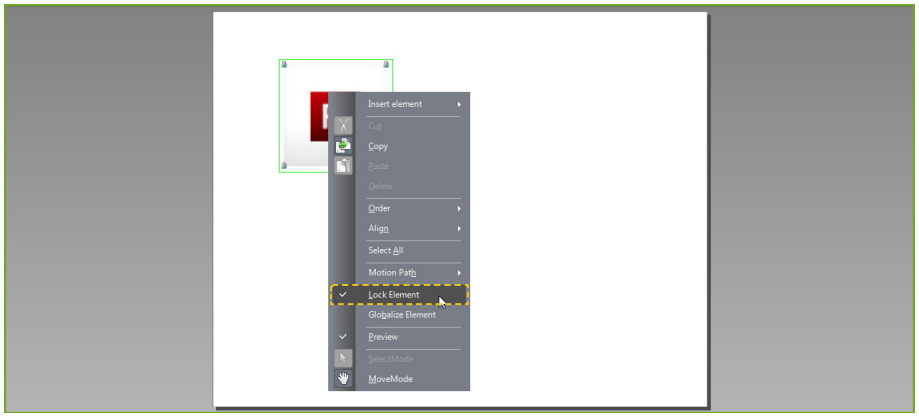
Repetition Time	**This option is used to set the interval for repeating the element and is enabled when <Repeat until the Designated Time> or <Loop> is selected as a playback option.**
Stop Repetition Time	**Sets the time to stop repeating the element. This option is enabled when <Duration Policy> is set to <Repeat until the Designated Time> or <Loop>. When <Loop> is selected, the <Stop Repetition Time> option is not applied.**

5 The screen below shows the timeline tracks where elements are set to be repeated.



Locking an Element

An element can be locked to the Stage window. A locked element cannot be moved and the properties cannot be changed. Right-click over the element added to the Stage window or Timeline window, and select <Lock Element> to lock the element. Right-click a locked element and select again to release the locked element.



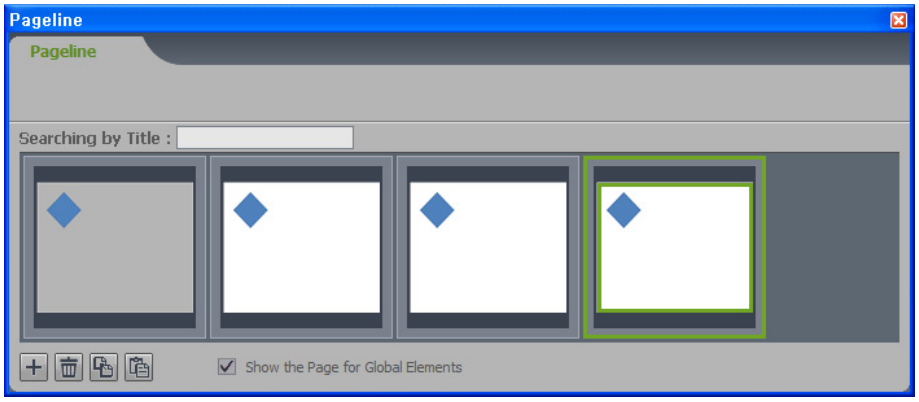
Tips

- **Stop Repetition Time**
  This option is only enabled when the <Duration Policy> is set to <Repeat until the Designated Time> in Step 3.

Globalizing an Element

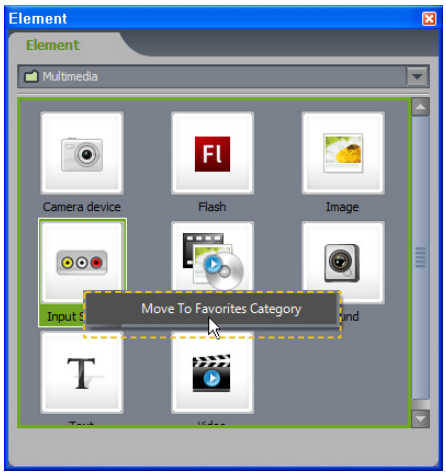
To arrange the same element in the same position on all pages when creating a content item, you normally have to repeat the same actions. This situation can be avoided by globalizing elements.

A globalized element is moved to <Page for Global Elements>. Globalized elements are displayed on every page but can only be edited in <Page for Global Elements>. If you right-click over an element added to the Stage window and select <Globalize Element>, the element is moved to <Page for Global Elements>. A globalized element can be deleted or transformed in <Page for Global Elements>.



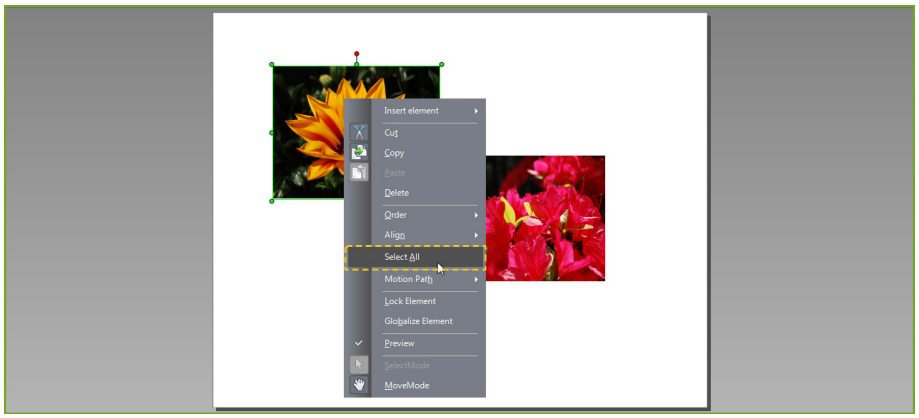
Favorites

Frequently used elements can be registered to the Favorites. Right-click over an element you want to add to the Favorites and click <Move To Favorites Category>. The element will be moved to the Favorites. Here, the Favorites category is created in the Element category and the element moved to the Favorites category is removed from its original category. To return the element to its original category, right-click over the element moved to the Favorites Category and select <Move To Original Category>.



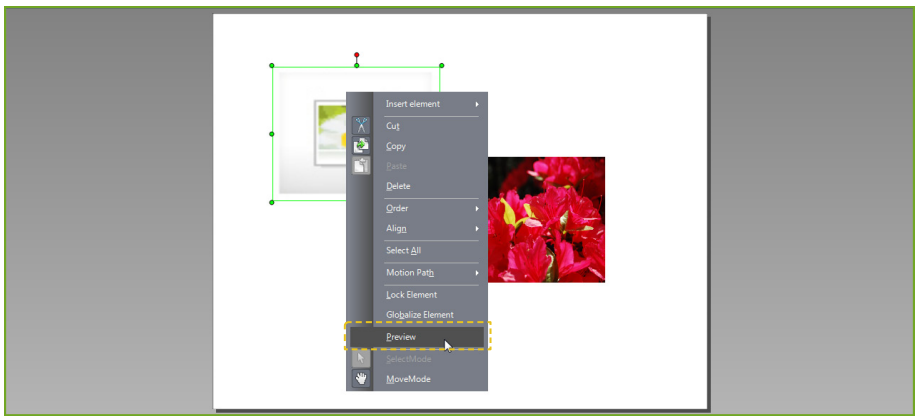
Selecting All Elements

To select all the elements in the Stage window, right-click over the Stage window or an element and click <Select All> from the context menu.



Previewing Elements

To cancel previewing an element, add an element to the Stage window, right-click and select <Preview> from the context menu. The element is represented by an icon. To preview the element, click <Preview> again.



Tips

- **Maximizing an Element**
  To maximize an element added to the Stage window, double-click it.

Element Properties

The properties of elements added from the Element window to the Design window can be configured in the Properties window. Select an element in the Stage window or select a track corresponding to the element in the Timeline window and configure the properties settings of the element in the Properties window.

Key Properties

Config

Type	**Represents the type of element.**
Name	**Represents the unique name of the element. (In a page, duplicate names are not allowed.)**
Order	**Sometimes elements may overlap. An element with a greater <Order> value will be displayed over an element with a lesser <Order> value.**
Element Layer	**This is the number assigned to the layer the element belongs to. The number can be changed, and if the number is changed, the layer of the element is also changed. The layer number cannot be larger than the total number of layers in the timeline.**

Position

Position X	**Determines the horizontal start position of the element that will appear on the screen.**
Position Y	**Determines the vertical start position of the element that will appear on the screen.**
Width	**Determines the width of the element.**
Height	**Determines the height of the element.**
Rotation Angle	**Determines the Rotation Angle of the element. (This is only enabled for elements that have the rotation angle attribute.)**

Play

Player Visible	**Selects whether to show (True) or hide (False) the selected element when playing the page.**
Window Mode	**Create a window to play pages in the window.**
Duration Policy	**Determines the duration policy for the element. Each element of a content item is played or stopped according to the duration policy.**
Finish in defined time	Quits playing after a specified time.
Finish in last element time	Plays the next page immediately after the last element of the page is finished. (This only applies to pages.)

Tips

- **Type of Element Properties**
  Element properties consist of the major properties common to most of the elements and the properties of each individual element.

- **Entering the Time**
  Hours: Minutes: Seconds: 1/100 second
  Example: 10 hours 2 minutes 20.34 seconds = 10:02:20.34

Wait for input	Continuously plays until a designated event is triggered.
Start time	**Determines the start time for the element.**
Duration	**Determines the duration of the element.**
Animation Interpolation Type	**An element can be assigned dynamic properties or animated. The <Animation Interpolation Type> determines the speed of these changes.**
Event Enable	**Selects whether the element can receive and process an event while being played.**

In Effect

Incoming Effect Name	**You can select an effect to be applied when the element is played.**
Incoming Effect Duration	**Sets the duration of the Incoming Effect.**
Incoming Effect Direction	**Determines the direction of the Incoming Effect.**
Effect Repeat Policy	**Sets the repeat policy for the incoming effect.**
Repeat Off	If this option is selected, the effect is not repeated.
Repeat the specified count	The effect is repeated at a specified interval for a specified number of times.
Repeat indefinitely	The effect is repeated at a specified interval as long as the element is being played.
Repetition Cycle	**Sets the interval for repeating the element. This option is enabled when <Effect Repeat Policy> is set to <Repeat the specified count> or <Repeat indefinitely>. For example, if the <Repetition Cycle> is set to 3 seconds, the element is played every 3 seconds.**
Effect Repeat Count	**The effect is repeated the specified number of times. (This option is enabled when the <Effect Repeat Policy> is set to <Repeat the specified count>.)**

Out Effect

Outgoing Effect Name	**Selects an effect to be applied when the element is terminated.**
Outgoing Effect Duration	**Sets the duration of the Outgoing Effect.**
Outgoing Effect Direction	**Determines the direction of the Outgoing Effect.**

Tips

- **Effects**
  For more information about incoming and outgoing effects, refer to the "Effects" section.

- **Entering the Time**
  Hours: Minutes: Seconds: 1/100 second
  Example: 10 hours, 2 minutes, 20.34 seconds = 10:02:20.34

Design Option

Canvas Visible	**Sets whether to display the element in the Stage window.**
Actual Object	**Sets whether to preview the content of the element when authoring.**
Lock Element	**Sets whether to allow modifications of the element properties.**

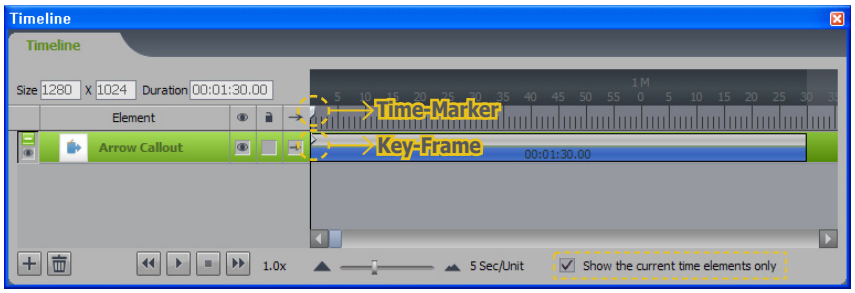
Creating an Animation

An element can be transformed into an animation by creating sections. Configure different properties for each end of the section or set a path for the element to move along.

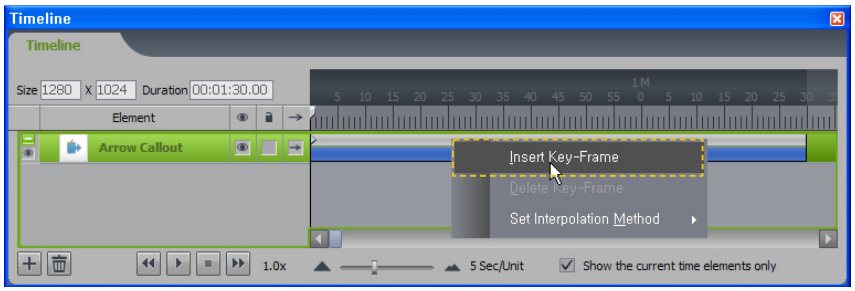
Configuring Animation Sections

You can create sections by adding a key frame and insert an animation into each section.

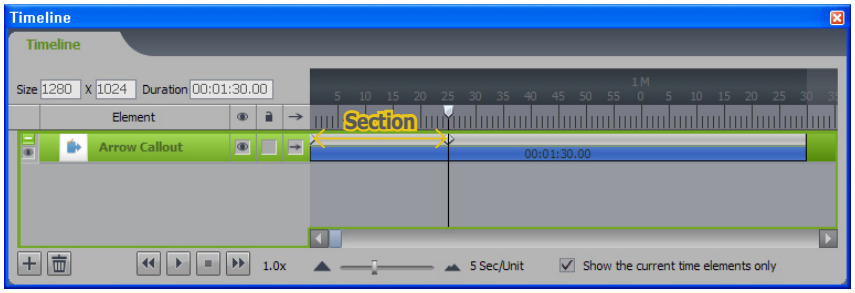
1 Select the <Show the current time elements only> option in the Timeline. Time-Marker and Key-Frame will be displayed. The indicated Key-Frame will become one end of the section.



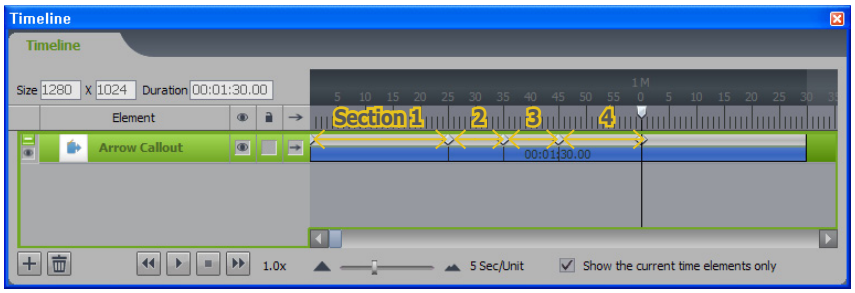
2 Add another Key-Frame by right-clicking where you want the other end of the section to be.



3 The area between the newly added Key-Frame and the previous Key-Frame becomes a section.



4 You can create multiple sections by adding key frames.



Creating Property-Changing Images

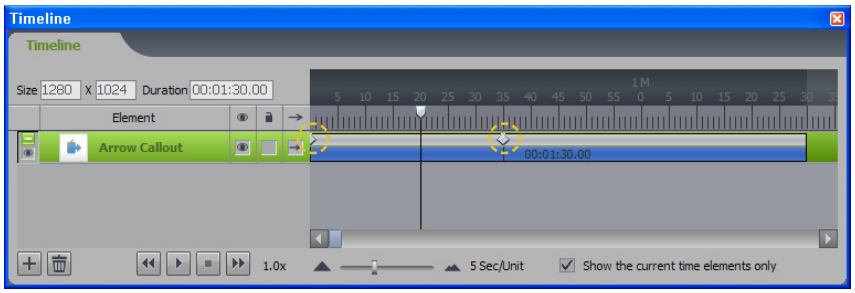
Tips

- **Time-Marker**
  To add a Key-Frame at the same point as a Time-Marker, right-click over the Timer-Marker and select <Insert Key-Frame into Selected Elements>.

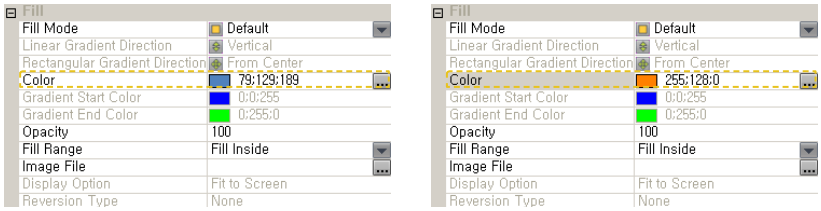
  If you select <Tracking Time-Marker>, you can track an animation in the Stage window by moving the Time-Marker.

In a section created by using <Insert Key-Frame>, you can create an animation in which the properties change over time. Select the key frames at both ends of the section and specify different properties for each of them in the Properties window. The element will change according to the configured properties.

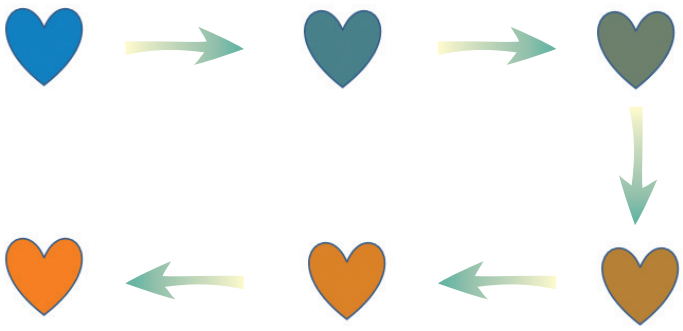
1 Add an element to the Stage window and add a Key-Frame into the Timeline. Select each end of the section Key-Frame one by one and set the properties to different values.



2 For example, set the <Color> for the left and right key frames to blue and amber respectively.



3 If you play a content item with the above settings, the element color changes from blue to amber within the section.



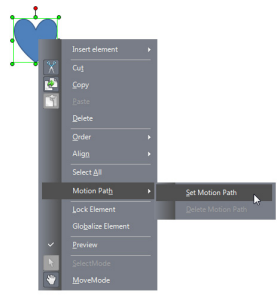
Tips

- **Property-Changing Images**
  Most properties that can be used for dynamic images are represented as a number. Examples include Location, Size, Rotation, Weight, Color and Offset.

Creating a Motion Path Animation

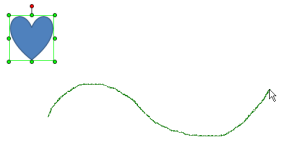
A Motion Path animation is created by changing the Location properties that are only applied to one of the multiple animation sections.

1



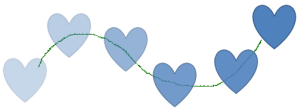
After adding an element to the Stage window, right-click to select <Motion Path> and <Set Motion Path>.

2



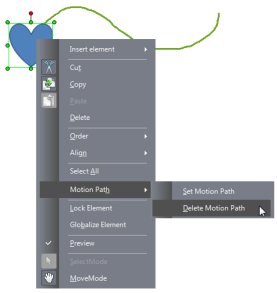
Draw the path the element will move while holding the left mouse button down in the Stage window.

3



If you play a content item, the element automatically moves along the specified path.

4



To remove the configured Motion Path of an element, right-click over the element for which the path is set and select <Motion Path> and <Delete Motion Path>.

Tips

- **Motion Path of Elements**
  If you set the Motion Path of an element, you cannot move the element as you want. The element is automatically fixed to the starting point of the configured Motion Path.

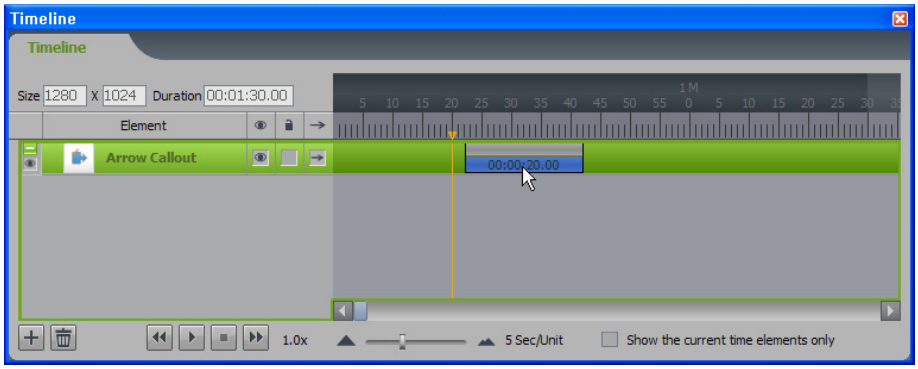
- **Setting the Interpolation Type**
  If you set the Motion Path of an element and right-click in the configured section, you can select an interpolation type. The interpolation type determines the movement type of an element animation.

Using the Timeline

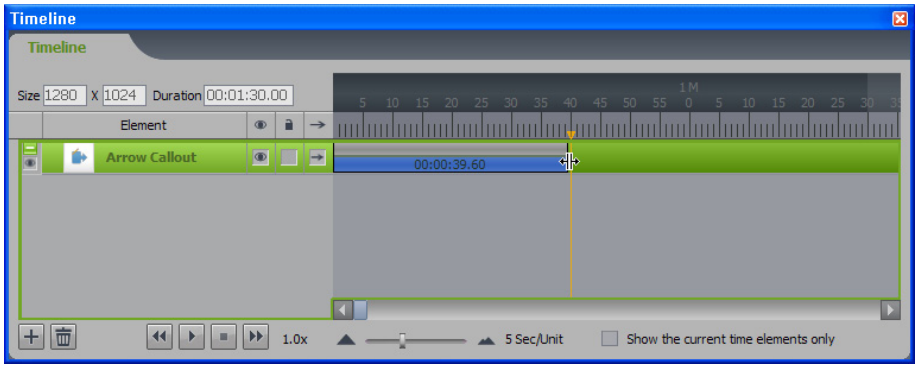
The duration of each element and the priority of multiple layers can be set in the Timeline window.

Creating and Adjusting Tracks in the Timeline

After adding an element to the Stage window, a track for the element, with a length of 1 minute, is automatically created in the timeline.



Drag the time bar along the timeline to adjust the start time of the element.



Drag the right edge of the time bar to adjust the duration.

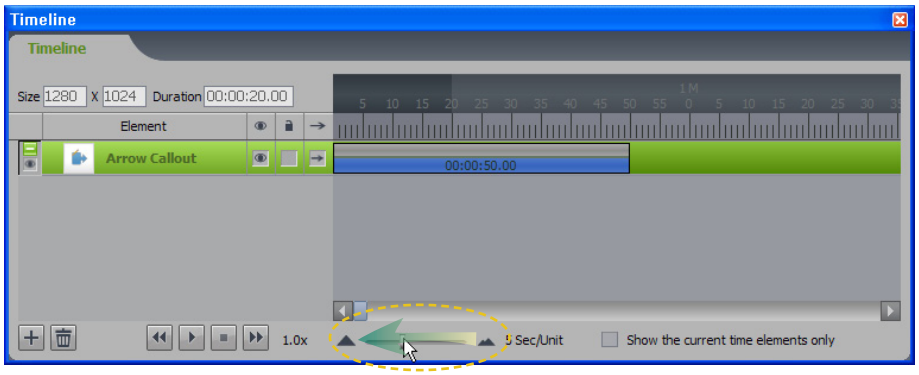
The timeline supports a duration from 1/100 of a second to 24 hours.
You can zoom in or out on the timeline by moving the zoom bar to the left or right.

Tips

- **Time Bar**
  A time bar consists of an upper part (gray) and a lower part (blue). The upper part is the section in which a key frame is added and moved and the lower part is the section which shows the playing time of an element. To use animation functions, such as adding a key frame to the upper part of the time bar, select the <Show the current time elements only> option at the bottom of the Timeline window.

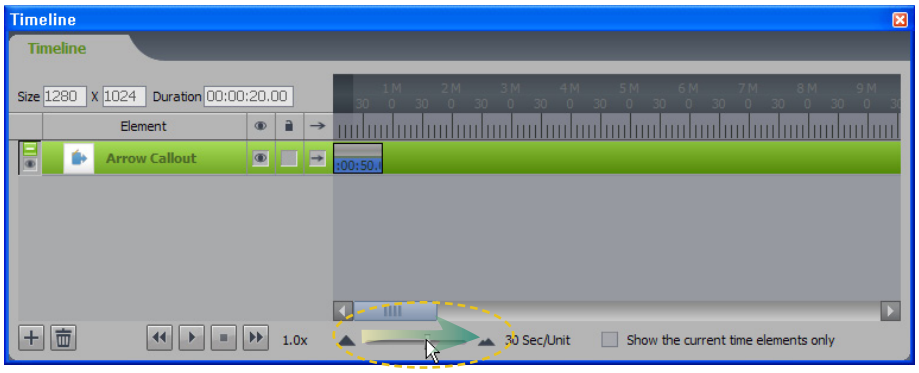
Zooming In

Slide the zoom bar to the left to zoom in. You can edit the duration of a track using a minimum interval of 0.01 seconds.



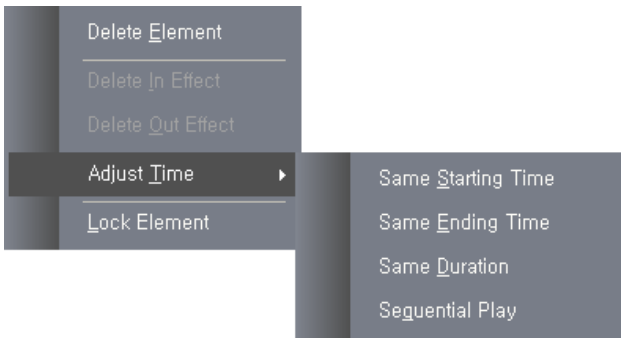
Zooming Out

Slide the zoom bar to the right to zoom out. You can edit the duration of a track using a maximum interval of 10 minutes.



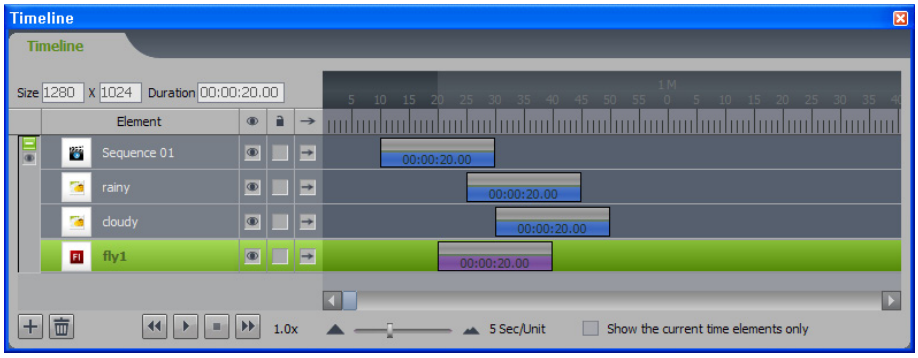
Further Adjustments to the Timeline

After selecting more than 1 track, you can set the tracks to play sequentially or synchronize their starting times, end times or play time durations by right-clicking in the Timeline window. The last selected track will be used as the basis for synchronization.

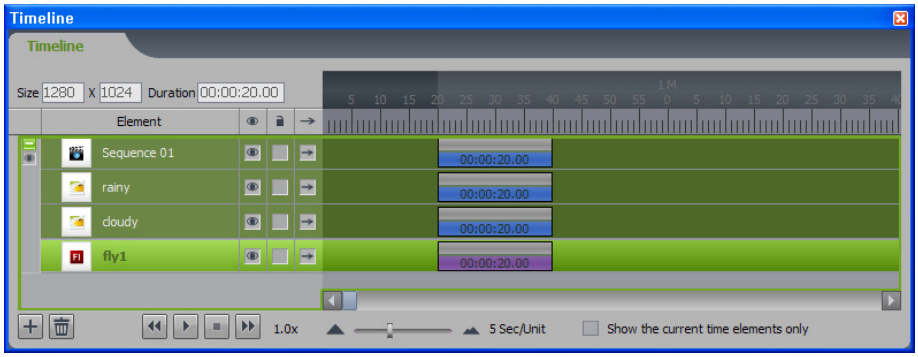


Example outcomes of the <Adjust Time> options are shown on the following pages.

Same Starting Time (S)

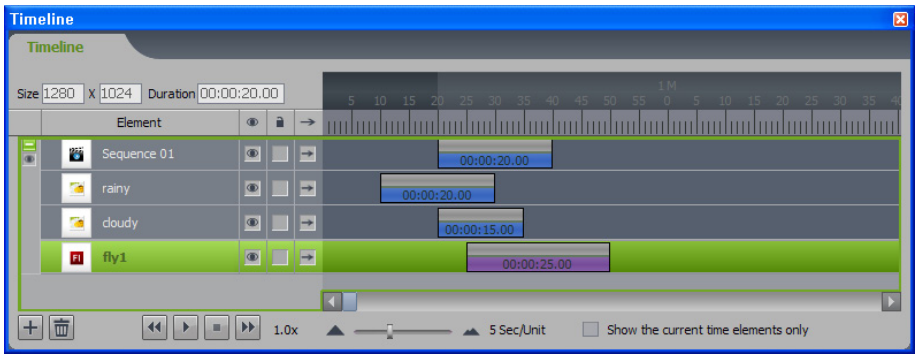


Each track has a different start time.

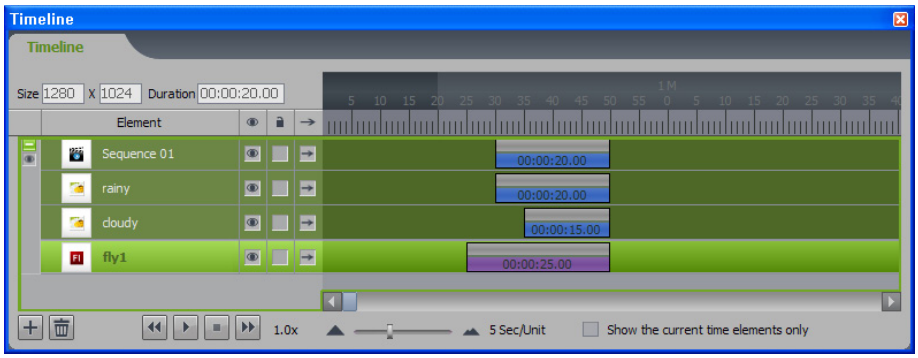


The start times of all tracks are synchronized with the last selected track.

Same Ending Time (E)

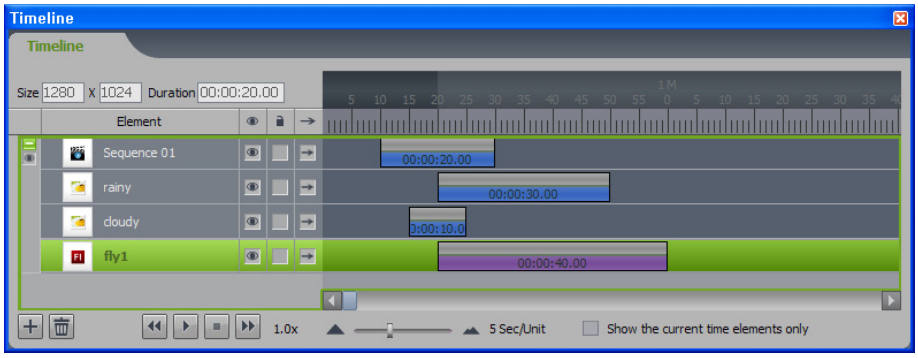


Each track has a different end time.

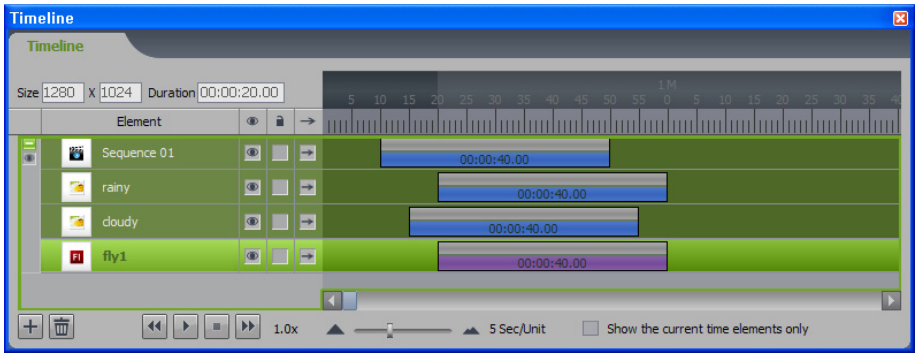


The end times of all tracks are synchronized with the last selected track.

Same Duration (D)

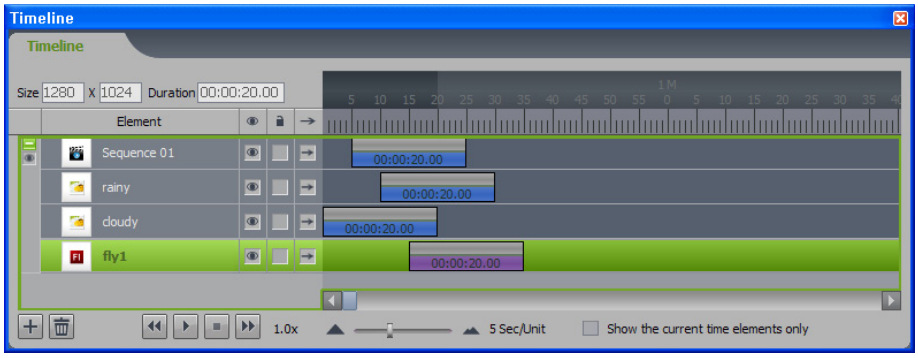


Each track has a different durration.

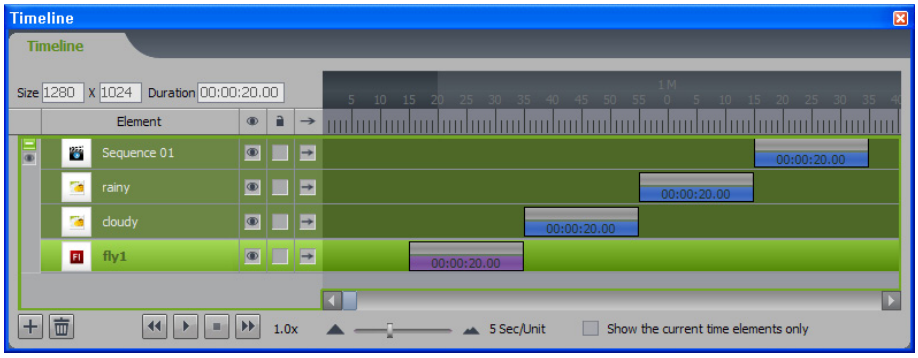


The durations of all tracks are synchronized with the last selected track.

Sequential Play (Q)



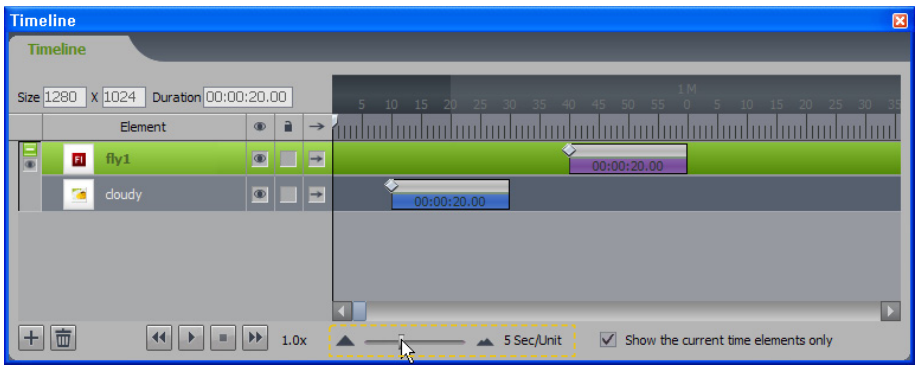
The tracks overlap and seem to play in a random order.



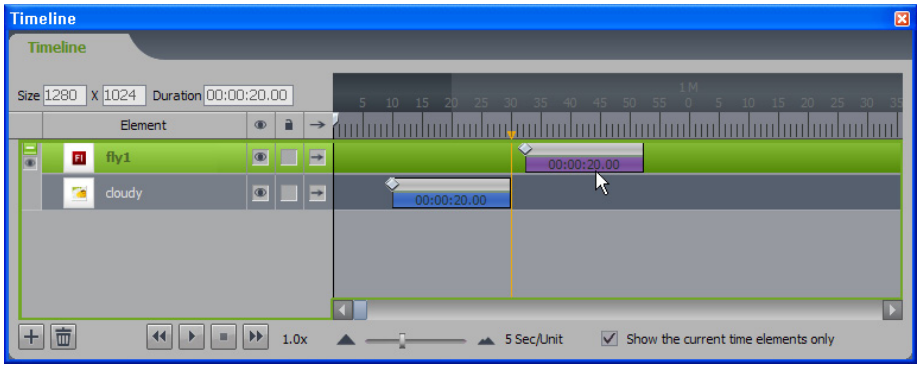
The playback order of the tracks is arranged in sequence, starting with the track listed at the bottom of the timeline.

Snap Function for a Track in the Timeline

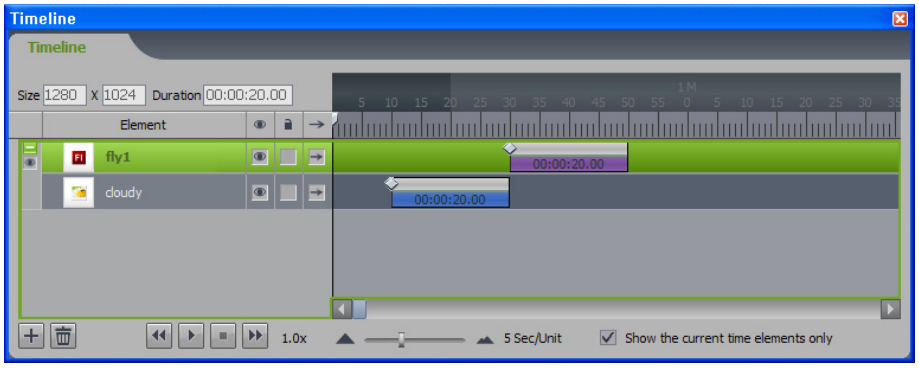
Tracks are placed in the units specified by the position of the zoom bar at the bottom of the Timeline window. For example, if the zoom bar is set to 5 Sec/Unit, tracks are also placed in units of 5 seconds.



If the track is dragged to a certain position in the timeline, a guideline will be displayed in units of 5 seconds.

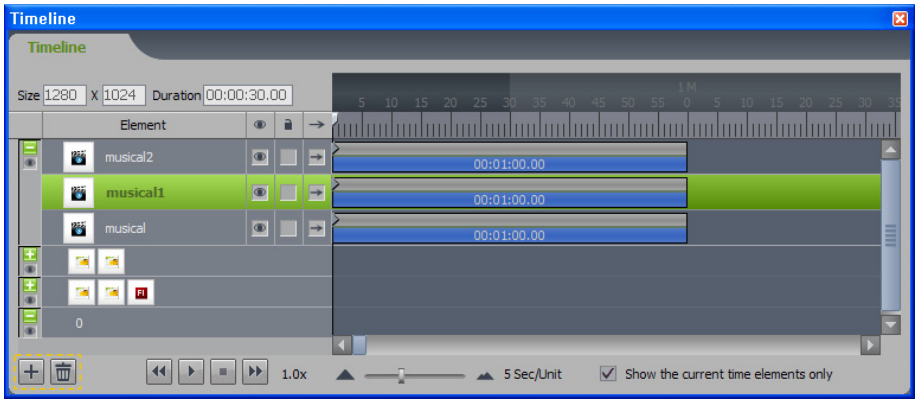


If you release the mouse button, the track is moved to the point indicated by the guideline.

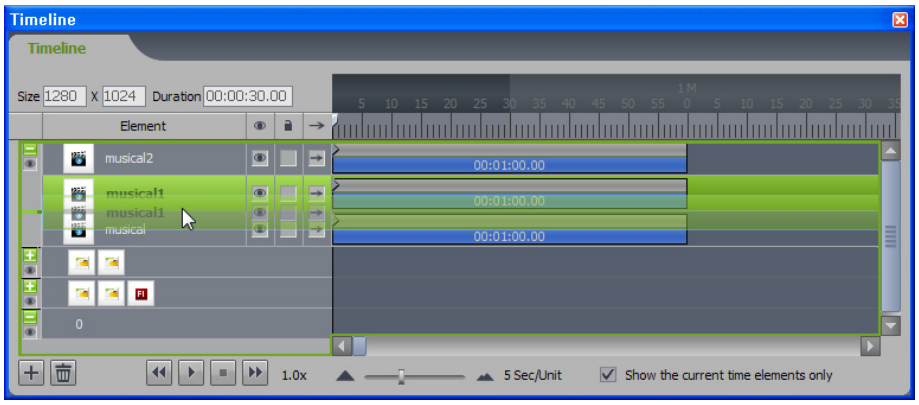


Using Timeline Layers

A layer refers to a collection of tracks. When you add the first element to the Stage window, a layer is created that contains one track by default. You can add additional layers by clicking the button in the bottom left of the Timeline window. In the example below, the created layer is empty and does not contain any tracks. Numbering starts from 0 and the layer with the bigger number is displayed with first priority.



Click the button at the bottom left of the Timeline window to delete the layer with the biggest number. When you delete a layer, the tracks and elements of the layer are deleted with it.



You can move a track within a layer or to another layer by dragging it vertically.

You can display or hide a layer by selecting or deselecting the button on the left side of the Timeline window. To expand or shrink a layer, click the or button above the Show layer Icon.

Using the Pageline

You can select the page properties and create interactive content by adding and arranging pages.

Page Properties

Sets the page properties after selecting a page.

Config

Type	**Represents the type of a object.**
Name	**Enter the title of the page. (Duplicate page titles are not allowed within a content item.)**
Order	**Shows the playing order of the page.**

Background

Background Color	**Sets the background color of the page using palette or RGB values. Click the ... button to open the Color window and set the color. Alternatively, you can specify the color by directly entering values.**
Background Image	**Sets the image to be displayed as the background of the page. Click the ... button to display the Open window. Select a file.**
Fill-in type	**Sets the display type for displaying the background image.**
Original Size	Displays the background image of the page in its original size.
Fit to Screen	Fits the background image to the screen.
Lock Aspect Ratio	Displays the background image of the page at its original aspect ratio.
Tile Effect	Tiles the background image of the page while maintaining its original size.

Play

Duration Policy	**Sets the playing time duration policy for the page. When a content item is played, each page stops or waits for input depending on the playing time duration policy.**
Finish in defined time	Quits playing after the designated time.
Finish in last element time	Plays the next page immediately after quitting the last page.
Wait for input	Continuously plays until a trigger initiates the designated event. The event is processed according to the script.

Tips

- **Entering the Time**
  Hour: Minutes: Seconds: Milliseconds
  Example. 10 hours 2 minutes 20.34 seconds = 10:02:20.34

Duration	**Sets the duration of the page.**
Event Enable	**Sets whether to allow event handling (True) or not (False).**

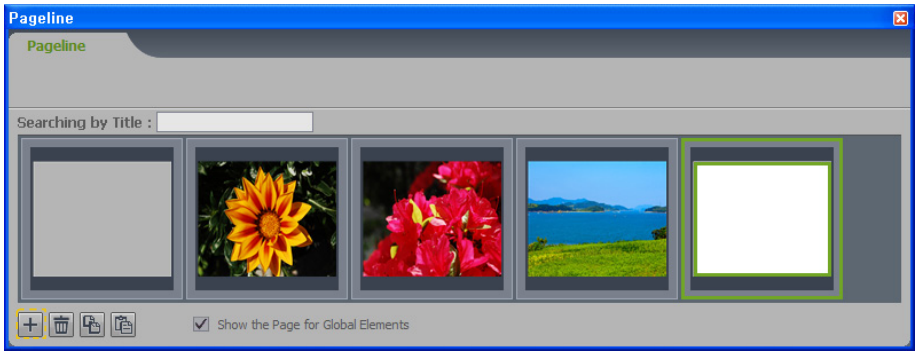
In Effect

Incoming Effect Name	**Selects the effect to be applied when the page begins to play.**
Incoming Effect Duration	**Sets the duration of an effect.**
Incoming Effect Direction	**Sets the direction of the incoming effect. If you select North, the effect moves towards the top of the screen.**

Managing Pages

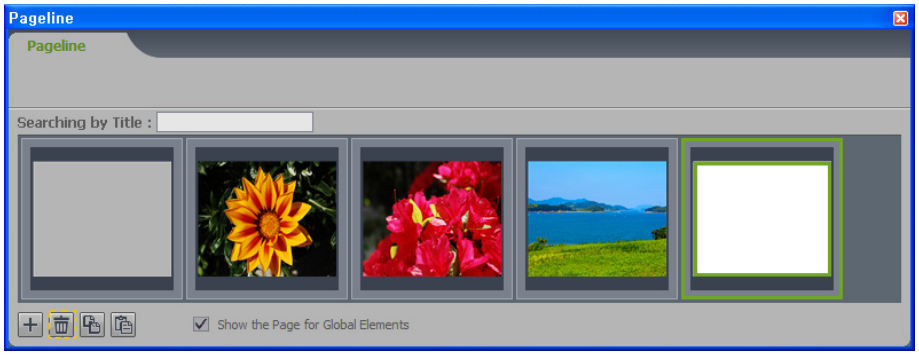
Inserting a New Page

In the menu bar, click Page > New Page or click the button at the bottom of the Pageline window to add a new page. The added page is inserted next to the selected page.



Deleting a Page

Select a page to be deleted and either in the menu bar click Page > Delete Page or click the button at the bottom of the Pageline window to delete it.
To delete all pages, in the menu bar, click Page > Delete All Pages.



Copying / Cuting / Pasting a Page

Copy Page

Select a page to be copied and either in the menu bar, click Edit > Copy or click the button at the bottom of the Pageline window.

Cut Page

Select a page to be cut and in the menu bar, click Edit > Cut.

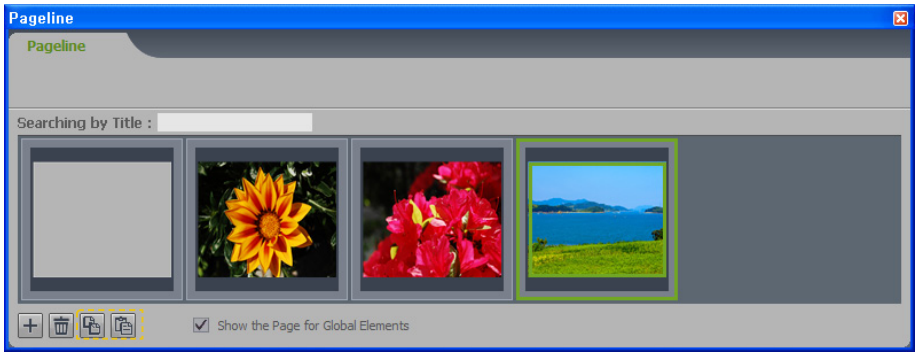
Paste Page

After copying or cutting a page either in the menu bar, click Edit > Paste or click the button at the bottom of the Pageline window. The copied or cut page is inserted next to the selected page.

Tips

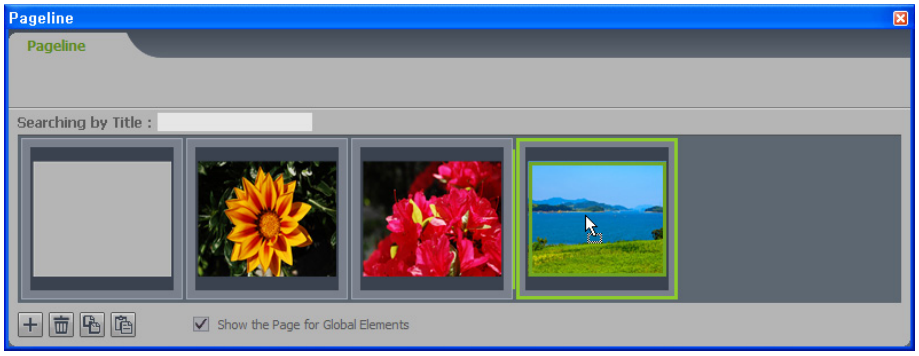
- **Inserting a New Page**
  Press the Insert key on the keyboard to add a page.

- **Deleting a Page**
  Select a page to be deleted and press the Delete or Backspace key on the keyboard to delete the page.



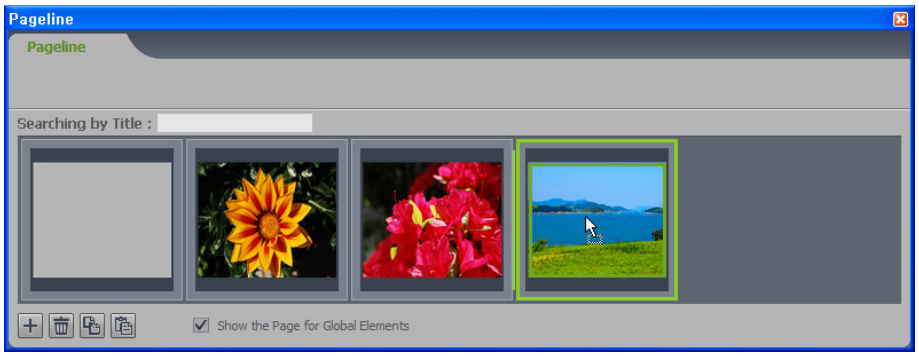
Selecting a Page

To select a page, click a page in the Pageline window. The page selected in the Pageline window is displayed in the Stage window.
In the Pageline window, you can also select a page in the Pageline window using the arrow keys on the keyboard.



Moving a Page

You can move a page in the Pageline window by dragging it with a mouse. Select at least one page.



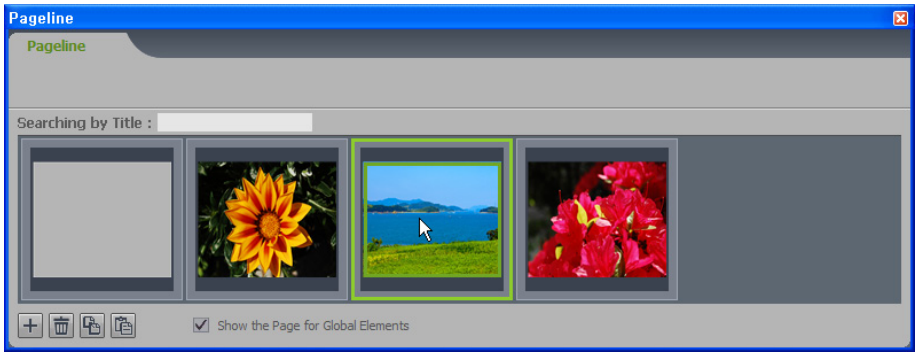
Tips

- **Copy Page**
  You can use the Ctrl+C Windows shortcut key to copy a page.

- **Cut Page**
  You can use the Ctrl+X Windows shortcut key to cut a page.

- **Paste Page**
  You can use the Ctrl+V Windows shortcut key to paste a page.

Move the selected page by dragging it with the mouse.



Exporting a Page

Export a page to be reused later. The process is similar to registering a template, but it saves the page information without packaging the page. You can reuse the exported page later
Select the page to be exported and in the menu bar, Page > Export Page.

Importing a Page

Just like importing a template, you can import the page information, such as the element properties, and reuse it later. In the menu bar, click Page > Import Page to display the Open window. Files with an .lfd extension are imported. Select a file and click the Open button.

Preview

You can preview a content item being created.

Previewing a Selected Page

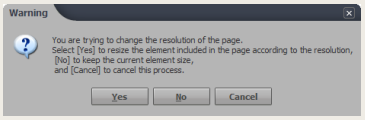
Previews only one page from multiple selected pages. In the menu bar, click File > Preview selected page... or click the button in the toolbar.

Preview from Selected Page

Preview the selected pages, from first to last. In the menu bar, click File > Preview from selected page... or click the button in the toolbar.

Caution

- **The Size of Elements Depending on the Resolution**
  When importing a page, a warning message appears if the page's resolution is different from the content currently being created. Set the size of the elements included in the template according to the warning message.



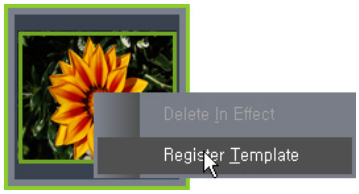
Tips

- **Differences Between a Page and a Template**
  If a page is exported, the page is saved without packaging external files such as images and videos included in the page. For example, if a page which contains an image file is exported, the page will be saved without saving the image file. This means that if the location of the image file used for a page when the page is exported is different from when the page is imported, the image will not be loaded. A page registered as a template is saved by packaging all the files contained in the page. Thus, the page can always be imported and reused.

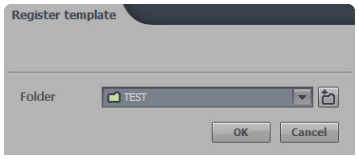
Using Templates

A page being created or one that is finished can be registered as a template and reused later. A page registered as a template is packaged with all elements and element properties that were inserted during the page creation.

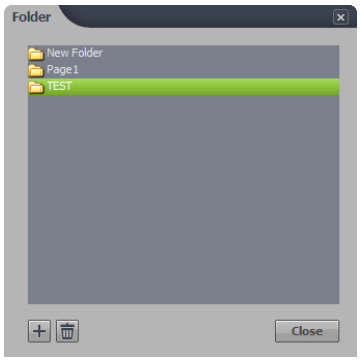
Registering a Template

1 

Select a page to be registered as a template and in the menu bar, Page > Register Template. Alternatively, right-click over a page to be registered and select <Register Template> from the context menu.

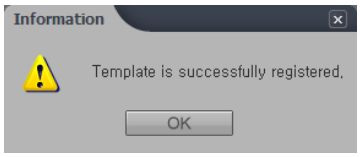
2 

Select a folder to save the template to.
If there is no folder you want, you can add a folder in the Folder window by clicking the button.

3 

To add a folder, click the button.

To delete a folder, select the folder to be deleted and click the button.

4 

If the template is registered successfully after a folder is selected, this message window appears.

5

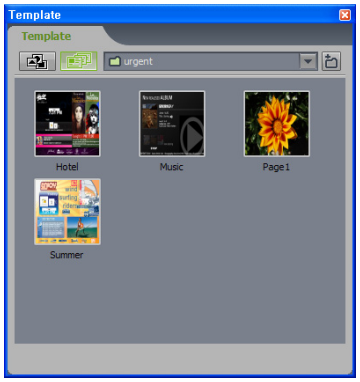
The template has been registered.

Tips

- **Packaging a Template**
  Registering a page as a template is essentially saving a template as a folder. Therefore, packaging means saving all the elements and properties contained on the page in a file-format template, that is a folder.

  Packaged template elements are saved in the Author-installed folder. For example, if you have registered a template called "*Tem1*", in the template folder called "*Test*" a folder is created with the location "*C:\Program Files\MagicInfo Premium\Author\Template\test\Tem1*" with the template elements saved inside.

Importing a Template

1 

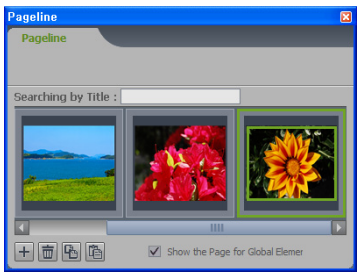
Select "Template" in the Template window.

2

Select a folder from the drop down menu at the top.

3

Select the template to be added and double-click it.

4 

Double-click the template to import. New content with the applied template opens.

Tips

- **Deleting and Renaming a Template**
  To delete a template, right-click the template, and select <Delete Template> from the context menu. To rename a template, right-click the template, and select <Rename> from the context menu.

  Here, a template is a folder, so if you delete a template, you delete a folder. Similarly, if you delete a folder, you delete the corresponding template.

  Note that you cannot delete or rename a template that is being used in the current page.

Sound Effects

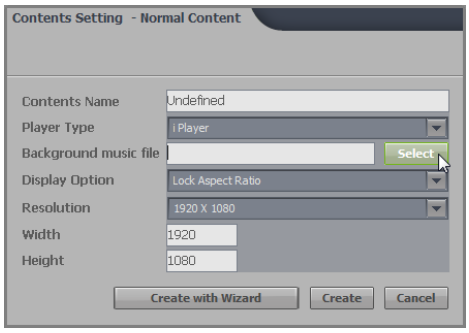
In Author, you can use sound in many different ways. You can insert background music (which will be played throughout the content item) into the timeline or insert a Sound element into the Stage window, and synchronize it with a particular video. When adding multiple sounds to one page, it is recommended that you take the playing order into account.

Inserting Sound

You can insert sound in various ways.

Inserting Background Music

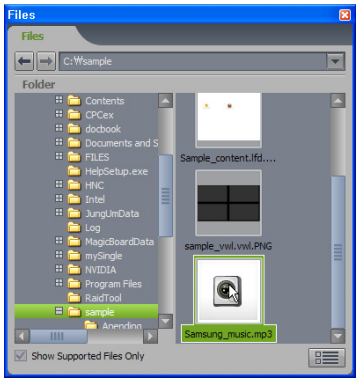
You can insert a background music file when registering a new content item or configuring a content item.



Click Select in the <Contents Setting> window to display the Open window and select a background music file. Author supports WAV, WMA, MID and MP3 file formats.

Inserting a Sound Element

There are 4 ways to insert a sound element.

1 

In the File window, drag a music file from the local drive to the Stage window.

Tips

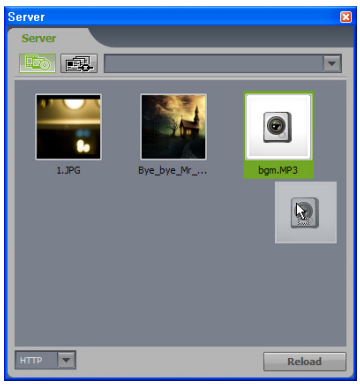
- **Audio Priority**
  For content containing Background Music, all Sound and Video elements are muted.

  In addition, you can play multiple sound and video elements at the same time

2

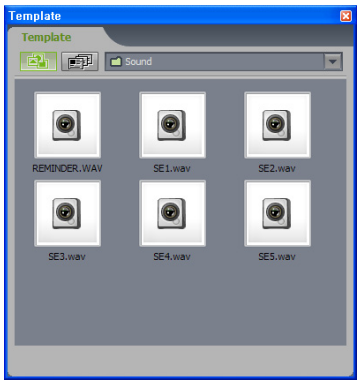
Drag the Sound element from the Element window or a music file from the Favorites window and drop it on the Stage window.

3



You can import a sound content item registered to the server into the Stage window. The sound content item can be viewed in the Server Contents Window, and can dragged and added to the Stage window.

4



You can import a music file registered to a Template. Select Clip Art in the Template window, select the "Sound" folder to view the music files registered to the template.

Tips

- **Synching Video and Sound Elements**
  You can play a video element as if a sound element is incorporated by playing the video and sound elements at the same time.

  1) Add Sound and Video elements to the content item and select both in the Timeline window by using the Ctrl key.

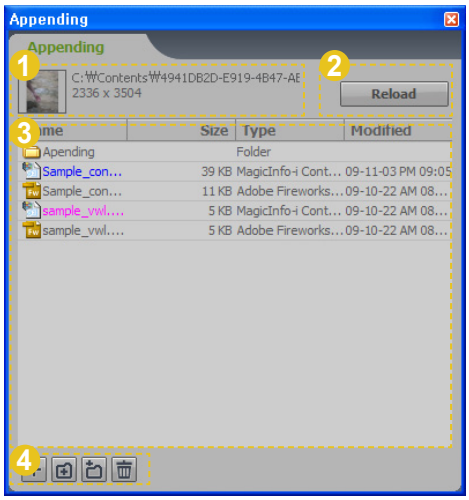
  2) Set the lengths of both elements to the same value.

  3) Change the <Mute> property of the Video element to <True>.

Using the Appending Window

Some elements used when creating content contain sub folders or files. After adding such an element to a page, you have to append its sub folders or files.
You can attach a file or folder to an element using the Appending window. For example, when you have a video file with a caption file, the two files cannot be added to a page at the same time without using the Appending window. However, you can add the video file to the page, and then you can append the caption file to the video file as a sub element by using the Appending window.

The Appending Window Layout



1	Displays a preview and brief information for the file selected from the list of attachments.
2	Reloads the list of attachments. (Click this button if an additional item is missing from the list.)
3	Displays a list of appended files and folders.
4	Adds files or folders to or deletes files and folders from the list of attachments.

Adds a file to the list of attachments. When you click this icon, the Open window is displayed.

Adds a folder and its subcomponents to the list of attachments. When you click this icon, the Browse for Folder window is displayed.

Adds a new folder to the list of attachments.

Deletes the selected file or folder from the list of attachments.

Tips

- You Can Use the Appending Window in These Cases :

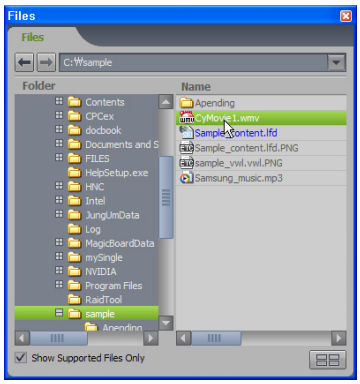
1) A <Flash> content item consists of multiple files in a folder.

2) A video file contains a caption file.

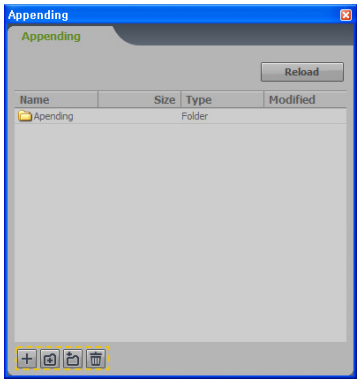
3) An HTML page consist of various links. (In this case, the HTML page contains folders and files.)

Appending a File or Sub Folder to an Element

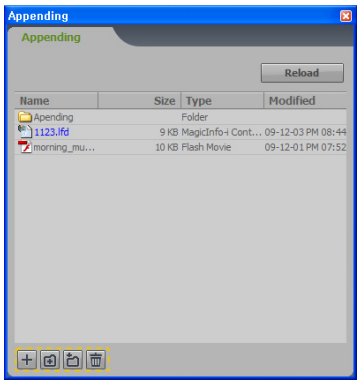
Select a file to be used as an element in the File window first and then drag it to the page you are creating. Alternatively, add an element in the Element window and select the main file.



Select the added element and add files and folders to it using the buttons at the bottom of the Appending window.



When you click a button, the Open window is displayed. Select a file or folder to append. Alternatively, create a new folder by clicking the Add Folder button.



If files and folders are added as shown in the picture above, it means they are appended to the added element.

Tips

- **Sub File Format**
  For the sub files included in an element, every file format is supported.

Effects

You can insert various effects provided by Author for starting or ending elements or pages. For example, create between the elements or pages natural and impressive transition effects.

Note that you can insert both <In Effect> and <Out Effect> for elements, while you can only insert <In Effect> for pages. The types of effects for pages and elements are not the same.

Effect Types

You can insert various effects into the content created by Author or normal media files such as elements, templates, videos and images.

A total of ten effect type sets are available.

Recommended	**Access a set of effects popular among users.**
3D	**3D is a category for dynamic effects with a three-dimensional feeling.**
Alpha	**Alpha is a category for dynamic effects with masking images.**
Fade	**Fade is a category for effects that change opacity.**
Fly On	**This is a 2D effect that represents various movements and actions.**
PassThru	**In this effect, the element moves in a specified direction.**
Push	**Push is a collection of effects in which morphing fragments move in a specified direction.**
Reveal	**In this effect, an element appears as a small-sized figure, gradually grows and returns to its original size and figure.**
Special	**This option randomly plays various different effects.**
Zoom	**In this effect, the element fragments, enlarge or shrink.**

Tips

- **Applying an Effect**
  The effects that are applied to a page and the effects that are applied to an element are not the same.

  3D and Fly On effects are not applicable to a page.

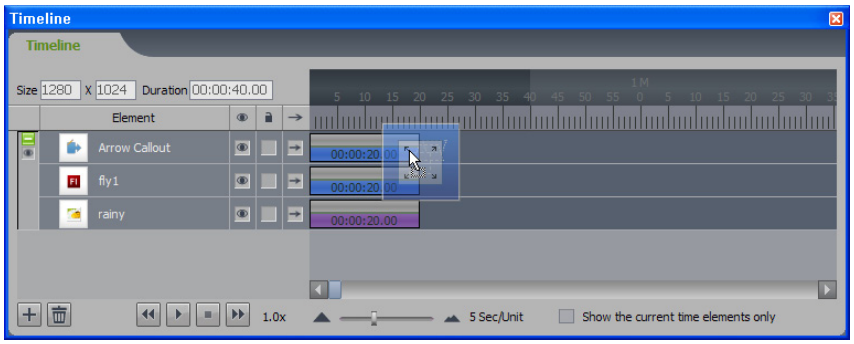
Applying an Effect

You can insert various effects into a content item created using Author or normal media files such as elements, templates, videos and images.

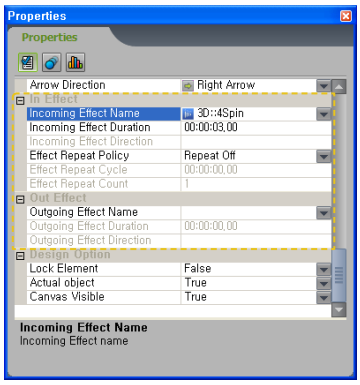
Applying an Effect to an Element

There are 2 ways to apply an effect to an element.

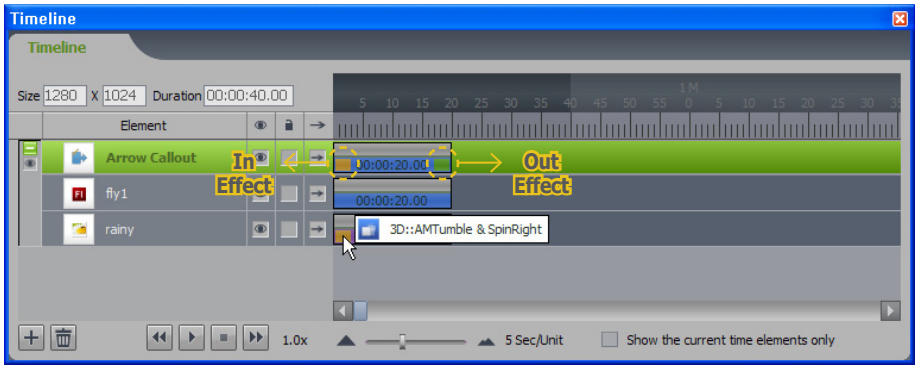
1 The first method is dragging and dropping an effect from the Effect window to the start and end points of the intended track in the Timeline.



2 The second method is selecting an element into which you want to insert an effect and then selecting the <In Effect> or <Out Effect> in the Properties window.



If an <In Effect> was applied, it is indicated in yellow on the corresponding track; and if an <Out Effect> was applied, it is indicated in green on the corresponding track.



After applying an <In Effect> or <Out Effect>, you can control its duration by dragging the edge of the effect bar horizontally.

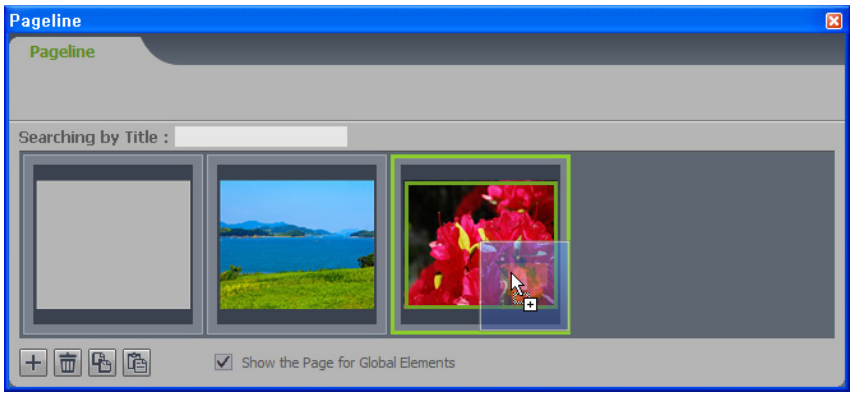
Tips

- **Restrictions when applying effects**
  The range of effects that can be applied to content varies depending on the player type selected when content is created.

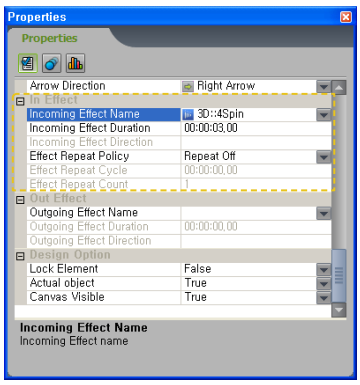
Applying an Effect to a Page

Only an <In Effect> can be inserted into a page. This can be done in 2 ways.

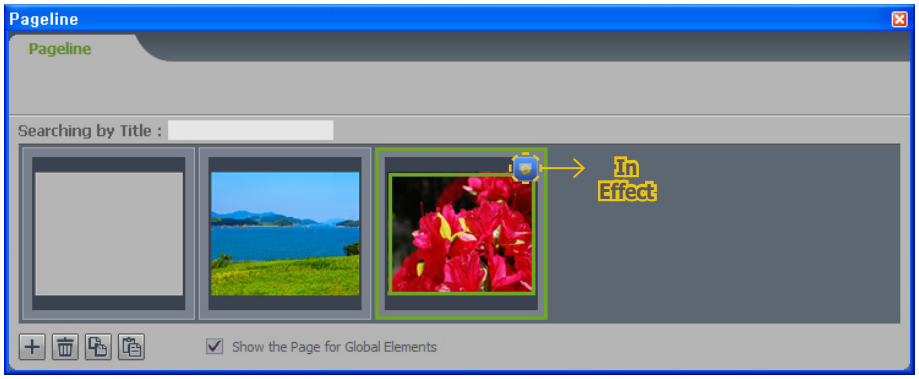
1 The first method is dragging and dropping the effect from the Effect window to the thumbnail for the page in the Pageline window.



2 The second method is inserting an effect in the Properties window of the page. Select a page and specify the effect in the Properties window.



Once the effect is applied to the page, the Effect icon is displayed in the Pageline window.



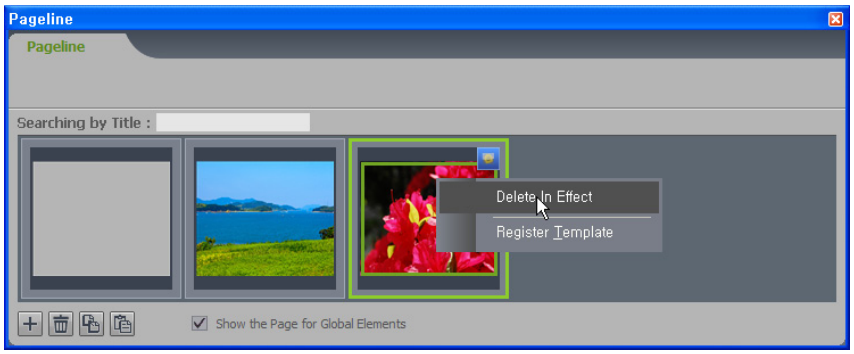
Tips

- **Applying an Effect**
  Only an <In Effect> can be inserted into a page.

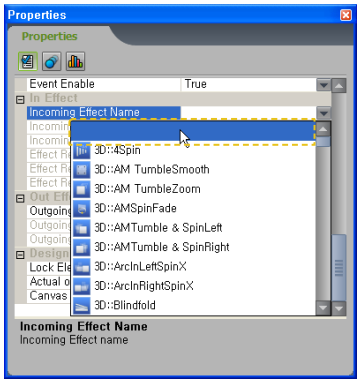
Deleting an Effect

There are 2 ways to delete an effect.

1 The first method is selecting a page from the thumbnails in the Pageline window or a track from the timeline, right-clicking and selecting <Delete In Effect>.

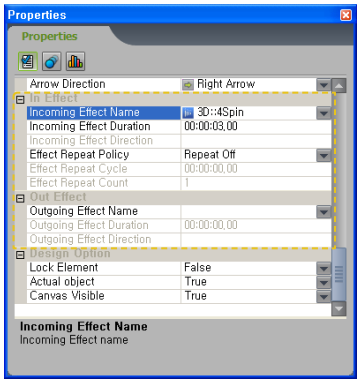


2 The second method is deselecting the effect in the Properties window. Select an element or page and select the "blank" option as the effect name in the Properties window.



Configuring the Element Properties

You can select an element containing an effect and configure the properties of the element in the Properties window. Normally, you can also specify the effect duration and direction. (However, Effect Direction may not be enabled for some effects.)



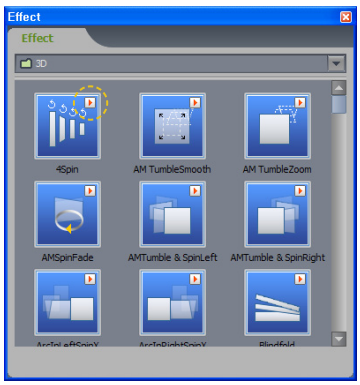
Tips

- **Direction of Effects**
  The direction of effects varies depending on the type of effect. The direction may be North, Northeast, East, Southeast, South, Southwest, West or Northwest.

  You can only select the incoming effect direction or outgoing effect direction for an <In Effect> that supports the direction option.

Previewing an Effect

The red triangle button at the top right of each effect icon in the Effect window is the effect preview button. Click it to preview the effect in the Stage Window without actually applying it to an element or a page.



To preview the effect of an Effect on the element only, select an element and click the Effect preview button. If you click the Effect preview button without clicking an element, you can preview the effect of an Effect on the page.

To cancel previewing the Effect, press the Esc key on the keyboard.

Tips

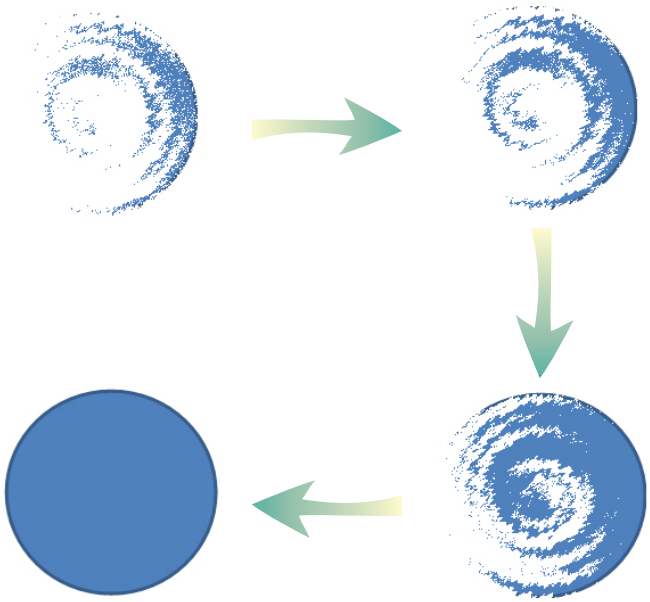
- **Preview**

You can preview using the Preview button for the effect thumbnail. You can also preview all the elements displayed on the page by using the buttons at the bottom of the Timeline window.

Examples of Applying Effects

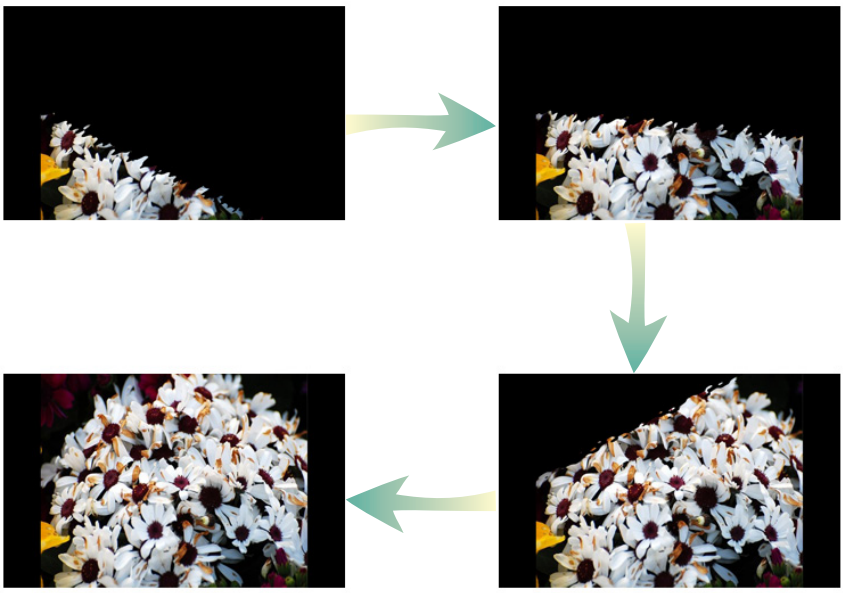
Applying an Effect to an Element

The example below shows the "Erosion" <In Effect> applied to the "Circle" element. The direction is East and the duration is 3 seconds. If you increase the duration, the effect runs more slowly.



Applying an Effect to a Page

The example below shows the "WetWiper" <In Effect> applied to a page. The direction is East and the duration is 2 seconds. If you increase the duration, the effect runs more slowly.



Event

Each element and page has events which can be triggered. Click the Event Setting button in the Properties window to apply a script to these events , which will dictate the movement of the elements or pages, There are 2 kinds of events: basic events and additional events.

Event Types

Basic Events

AM_EVT_KEY_DOWN	The event is triggered when you press a key on the keyboard.
AM_EVT_OBJECT_START	The event is triggered when an object starts.
AM_EVT_OBJECT_END	The event is triggered when an object ends.
AM_EVT_OBJECT_TIME_OUT	The event is triggered the moment playing an object is finished.
AM_EVT_CLICK	The event is triggered when you click a mouse button.
AM_EVT_CURSOR_OVER	The event is triggered when the cursor moves over any element in the <Stage window>.
AM_EVT_CURSOR_OUT	The event is triggered when the cursor moves away from any element in the <Stage window>.

Additional Events Created by Adding Elements

AM_EVT_NEWS_RELOADED	The event is triggered when the RSS of the RSS element is updated.
AM_EVT_WEATHER_CHANGED	The event is triggered when the weather information for the Weather element is updated.
AM_EVT_TIMER	The event is triggered by the Timer element.
AM_EVT_CHART_CATEGORY_RAISED	The event is triggered by the Chart element. The event is triggered when the category of the Chart element is changed.
AM_EVT_TEXT_CHANGED	An event occurs from a text element. If text in a text element changes, an event occurs in the changed element.

Tips

- **Event**
  An Event is any change that can occur in an element. The instructions which trigger specific actions in response to an event are in the form of a script.

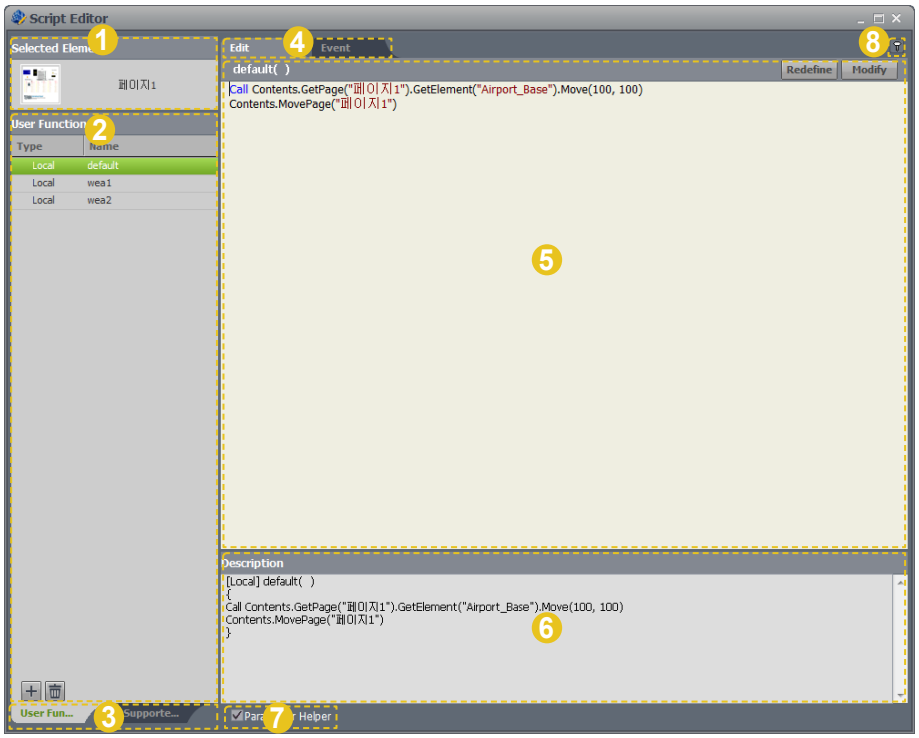
Applying an Event Script

Applying a script to an event between a page and element allows you to create more interactive and sophisticated content. The script provided by Author has been developed on the basis of Visual Basic Script (a script language for Windows). Creating a script is easy if you are familiar with Visual Basic Script. In addition, Author provides a Script Editor and a Script Wizard to make creating a script easier.

Script Editor

Script Editor provides various functions and helps you use them effectively. Using this tool, you can edit a script. Not only can you use all the functions provided by Author but also all the VB script commands. This tool is provided for advanced users.

Script Editor Screen Layout



1	Shows the thumbnail image and name of the currently selected object (element and page).
2	If you select <User Function>, the list of user-defined functions are displayed. If you select <Supported Functions>, a tree showing the category or object providing the supported functions is displayed at the top and the list of functions provided by the category or object selected above is displayed at the bottom. **Adds a user function.** **Deletes the function selected in the user function list.**
3	You can select either <User Function> or <Supported Functions>. Depending on the selection, different function lists are displayed.
4	You can move between the function editing page and the event page.
5	If you select the <Edit> tab, the script editing page is displayed and if you select the <Event> tab, the event selection page is displayed where you can apply the script.
	Redefines all the basic properties of the function. **Modifies the content of the function.**

Caution

- **Applying an Event Script**
  To apply an event script, you should create an event script after selecting the element or page to which the event script will be applied. If you apply an event script to anything other than the element or page to which the event script will be applied, you will not get the desired result.

Tips

- **Script Editor**
  The Script Editor edits a script using all the functions provided by Author. This tool is intended for advanced users.

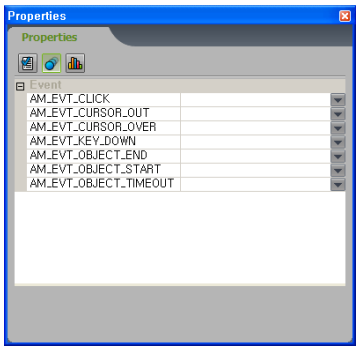
- **Script Wizard**
  The Script Wizard provides only some of the functions provided by Author and allows users unfamilar with VB Script to easily apply scripts. This tool is intended for normal users.

6	Shows detailed information of the selected function.
7	If you select this option when you add a function that requires parameters, a helper that helps setting parameters appears.
8	Locks the Script Editor. If you click this button, the Script Editor is displayed at the top of the screen.

Using Script Editor

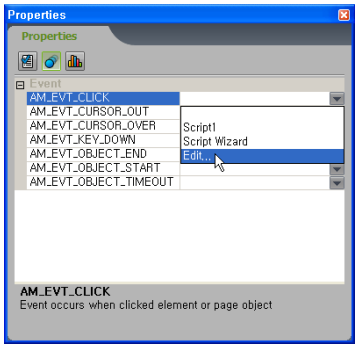
To launch Script Editor, set an event in the Properties window or click the button on the toolbar.

1



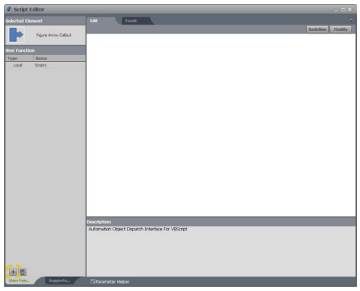
Select an element in the Stage window you want to create a script for and click the button in the Properties window to open the Event window.

2



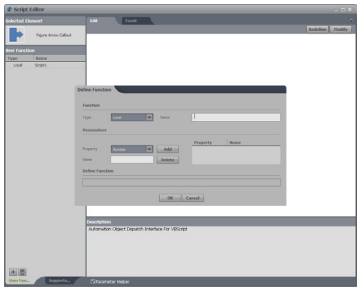
Select an event from the Event window. Once you have selected an event, you must create a function for the event. Select <Edit...> from the drop-down menu on the right side of the event title to create a function. (If there is an existing function, the title of the function also appears in the drop-down menu.)

3



After Script Editor appears, click the button at the bottom to create a function.

4



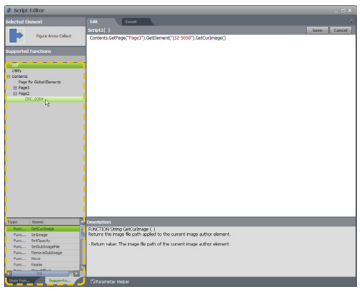
If you set up <Function> and <Parameters>, the function is defined in <Define Function>. After a function is created, click <OK>.

Tips

- **Parameters**
  A parameter is a message containing values necessary for the operations of functions. The results of functions are determined by the values of the entered or inputted parameters. In Author, "parameter" may also refer to variables. For example, in the function y = f(a+b), the parameters are a and b. If the function has no return value, you can set the parameter to a random value.

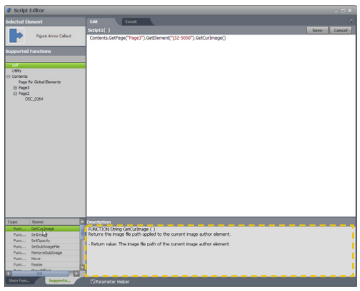
- **Parameter Attributes**
  If the value of a parameter is a text string, select String; if the value of the parameter is a number, select Number; and if the value of the parameter is "true" or "false," select Boolean.

5



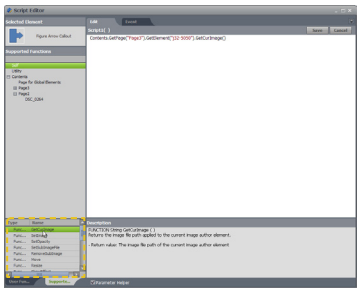
You can now edit the created function. Click <Supported Functions> in the tab at the bottom left. Select an element from the Element tree.

6



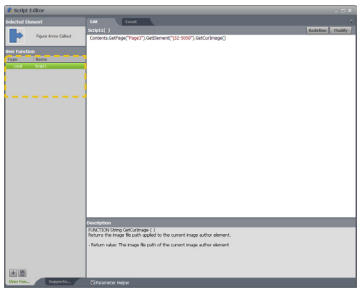
If you click the property or function to be used in the function list at the bottom left, a detailed description of the property or function is displayed.

7



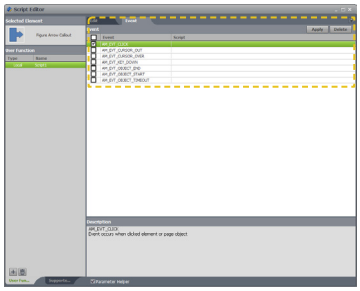
To add a function, double-click it. You can edit the function by entering the parameters referring to the description about the function near the bottom of the screen.

8



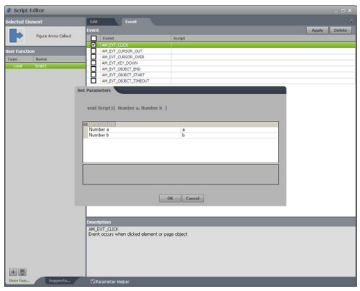
Click <Save> at the top right to register the edited function to <User Function>.

9



If you click the <Event> tab at the top, the event list is displayed.

10

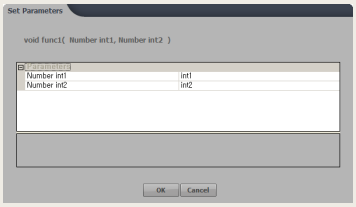


If you select an event to which the edited function will be applied and click <Apply>, <Parameter Helper> normally appears. Note that <Parameter Helper> only appears when the function to be applied has parameters. Configure the parameters and click <OK>.

Tips

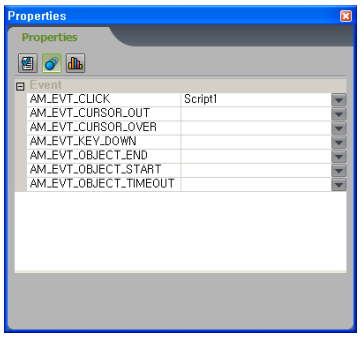
- **Concept of a Function**
  A user function can be regarded as one script or set of functions or attributes provided by Author.

- **Parameter Helper**
  This helps you to create parameters easily. Parameter Helper, if selected at the bottom of the Script Editor window, will appear after you apply a script to an event.



When <Parameter Helper> appears as above, enter the parameters in int1 and int2. A result will be calculated using a function with the entered parameters.

11



You can confirm that the script has been applied by checking the event in the Properties window.

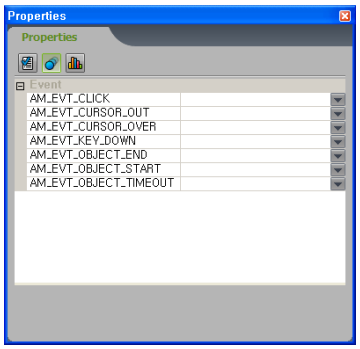
Script Wizard

Script Wizard helps create scripts more easily. Even a novice user who does not know anything about VB Script can easily create and apply scripts. However, the Script Wizard only supports a small number of the functions provided by Author.

Using Script Wizard

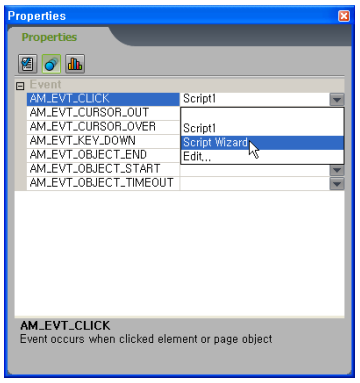
To launch <Script Wizard>, set an event in the Properties window or click the button in the toolbar.

1



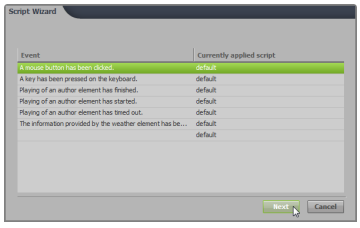
Select an element you want to set a script for in the Stage window and click in the Properties window to open the Event window.

2



Select an event from the Event window. Once you select the event, you must create a function for the event. Select <Script Wizard> from the drop-down menu on the right side of the event title to create a function. (If there is an existing function, its title also appears in the drop-down menu.)

3

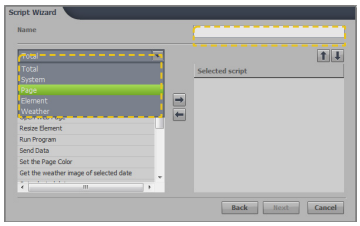


After Script Wizard appears, select an event to apply a script to and click <Next>.

Tips

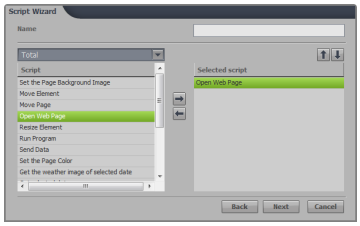
- **Creating a Script**
  Creating a script is equivalent to writing a function. (which can consist of subfunctions). The functions created by users are related and can be connected to each other.

4



Enter a name for the script and select an object to be added to <Supported Functions>. Provided functions vary depending on the category you selected from the drop down menu.

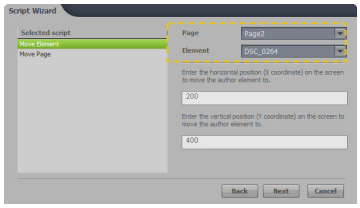
5



Select a function to apply and click → to apply the function. If you select an applied function and click the ← button, the applied function is removed from the list. If you have applied more than one function, you can change the execution order of the functions by using the ↑ and ↓ buttons.

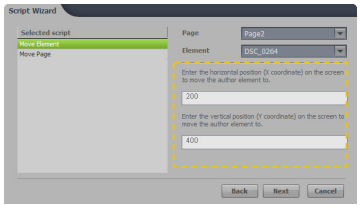
Click <Next>.

6



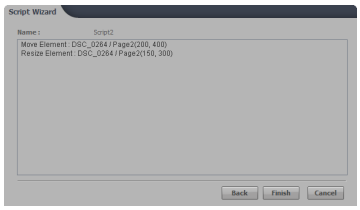
Select the page containing the element to which the selected script is to be applied and select the element name.

7



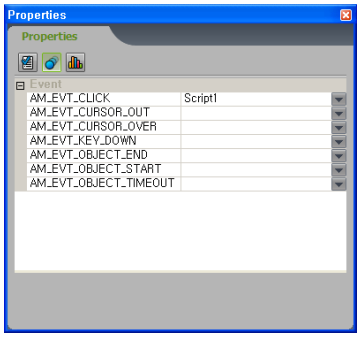
Enter the parameters necessary for the construction of the corresponding script according to the provided instructions, and then click <Next>.

8



Confirm the construction of the script and click <Finish>.

9



You can confirm that the script has been applied by checking the event in the <Properties> window.

Tips

- **Script Name**
  A script name cannot be used for more than one script.

- **Execution Order of Functions**
  The higher the position of the applied function in the <Selected script> list, the earlier the function is performed.

Configuring the Options

You can configure the overall settings required to create a content item such as the system settings, design settings, network settings and so on. To open the Option window, in the menu bar, click Setting > Option, the Option window appears.

Design

You can configure the content design and system settings.

Resolution	Sets the default resolution that will be applied when you create a new content item. The default resolution is initially set to 1366 X 768 pixels.
Default Display Option	Sets the content playing policy. Sets the aspect ratio (<Original Size> / <Fit to Screen> / <Lock Aspect Ratio>) for playing content.
Page	Sets the playback duration of a page. The default playback duration is 1 minute.
Element	Sets the playback duration of an element. The default playback duration is 1 minute.
Working Directory	Sets the default directory for saving a finished content item or a content item being created and for opening a saved content item.
Working Directory	You can save a content item being created or that has already been created or you can specify the directory to load a saved content item. Select the <Working Directory> checkbox to set a directory. You can specify a folder by clicking the Browse button .
Empty Temporary Folder	Author creates a temporary file saved to a temporary folder when a content item is being created to reduce unnecessary loading. Click the Delete button to delete the temporary folder.
Maximum number of Undo/Redo	Sets the maximum number of supported undo or redo commands when creating a content item. This setting is only applied after Author is restarted.
Auto Save	When you author a content item, you can use the auto save function. Select the <Auto Save Interval (Min)> checkbox to specify the auto save time. The content item being authored is autmatically saved at the specified interval.

Server

You must configure the connection with the MagicInfo Server before you can publish a created content item.

Address	**Enter the IP address of the MagicInfo Server to connect to.**
HTTP Port	**Enter the HTTP port of the MagicInfo Server to connect to.**
FTP Port	**Enter the FTP port of the MagicInfo Server to connect to.**
Login ID	**Enter the login ID for the MagicInfo Server.**
Login Password	**Enter the password for the MagicInfo Server.**

Script

Customize the Script Editor settings.

Script Configuration	**Sets the interface of the Script Editor.**
Font	Customize the Script Editor settings. All fonts supported by Author are supported.
Size	Sets the font size to be used when you write a script.
Tab Size	Sets the tab size to be used when you write a script. Tab generally means pressing the <Tab> button on the keyboard.
Item	Select an item to which the text color and fill color are to be applied.
Text Color	Select an item in <Item> and select the <Text color>.
Fill Color	Select an item in <Item> and select the <Fill Color>.
Preview	Displays a preview of the script configuration.

Log

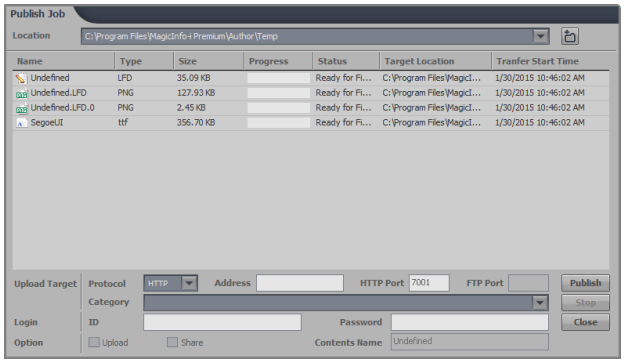
If Author communicates with the server or packages a content item, the operation is recorded. The file containing the record is called a Log.

Log Level	The amount of recorded data in the Log file is determined by the specified log level.
Communication	Records to the Log file the operations that occurred while communicating with the MagicInfo Server.
Packaging	Records to the Log file the operations that occurred while packaging a content item.
Upload	Records to the Log file the operations that occurred while uploading content to the server.
Download	Records to the Log file the operations that occurred while downloading content from the server.
General	Logs the details of general tasks that take place while the authoring tool is used.

Publish Content

You can publish a created content item directly to the MagicInfo Server, removable disk or local drive.

Publishing Content



Publishing to a local area

1. In the menu bar, File > Publish or click in the toolbar to open the <Publish Job> window.
2. Set the <Location> item in the <Publish Job> window. Click and select a disk drive to publish the content item to.
   Click to open the Browse for Folder window and then select the folder you want to publish the content item to.
3. Press the **Publish** button to publish the content.
4. The progress is displayed and the published content item is saved in the folder specified in Step 2.

Publishing to a local disk drive

1. In the menu bar, click File > Publish or click on the toolbar to open the <Publish Job> window.
2. Set the <Protocol> of the <Upload Target> to <Local>.
3. Select the <Upload> option and select a local disk drive from the <Category> bar. To share the content item, select the <Share> option.
4. Click **Publish** to publish the content.
5. After publishing begins, check the status of the packaging and upload. When publishing is complete, the "Contents" and "Schedule" folders are automatically created and the content item is saved in a subfolder consisting of internal identifiers.

Tips

- **Packaging a Content Item**
  If you do not check the <Upload> checkbox, the content is not uploaded to the server but packaged in the <Location> directory at the top of the <Publish Job> window. The packaed file (.lfd) contains all the elements and configuration information used in the content item.
- **Publishing Locally**
  Publishes a content item being created to the local area set by the user. This is used to publish, move or store a content item.
- **Publishing to a Local Drive**
  Publishes a content item being created to the local disk drive set by the user. The content is saved in the "Contents" and "Schedule" folders that are automatically created on a storage device such as a removable disk and can be directly played on a MagicInfo Player.
- **Publishing to a MagicInfo Server**
  Publishes a content item being created to the currently connected MagicInfo Server. You can directly confirm the published content on the MagicInfo Server.

Publishing to a MagicInfo Server

1. In the menu bar, click File > Publish or click in the toolbar to open the <Publish Job> window.
2. Set the <Protocol> of the <Upload Target> to HTTP(s) or FTP(s) and enter the IP address and port number (HTTP or FTP) of the MagicInfo Server you want to connect to.
3. Enter the <Login> information including the login ID and password for the MagicInfo Server to which contents will be published. In the <Contents Name> field, enter the name of the content item to be displayed through the server
4. Select the <Upload> option. If the MagicInfo Server is properly connected, the contents category for the MagicInfo Server appears in the <Category> field. Select a category to be uploaded. To share the content item, select the <Share> option.
5. Click Publish to publish the content.
6. After publishing begins, check the status of the packaging and upload.

Tips

- **HTTPS**
  Hypertext transfer protocol over secure sockets layer (HTTPS) is a web communication protocol, and unlike HTTP, encodes data before transmitting it. It is generally used to log in (through secure access) to websites that require user data protection, such as bank websites.

- **FTPS**
  File transfer protocol over secure sockets layer (FTPS) is a file transfer protocol, and unlike FTP, encodes data before transmitting it. It is generally used to safely exchange files between computers over the internet.

- **IP Address**
  If you have already entered the IP address for the MagicInfo Server in the <Option> window, the IP address is automatically entered in the <Address> field of the <Publish Job> window.

- **Login**
  If you have already entered the login ID and password for the MagicInfo Server in the <Option> window, both are automatically entered in the corresponding fields of the <Publish Job> window.

Using Properties

About Element Properties

Element Properties

Author supports various elements and each element has a different usage and properties. Elements can be divided into eight groups.

Widget

Access widget elements to display the clock and weather forecast.

Analog Clock

This element is used to display the current time as an analog clock.

- Clock
- Clock Image
- GMT

Clock

Clock Type	Selects a type of clock to be imported.
White	White Display the clock with a white background.
Grey	Grey Display the clock with a gray background.
Select Clock Image	Selects a file of a desired clock image. If this option is selected, the <Clock Image> item is enabled.

Clock Image

Clock Background Image	Selects a background image for the clock.
Hour Hand Image	Selects an hour hand image for the clock.
Minute Hand Image	Selects a minute hand image for the clock.
Second Hand Image	Selects a second hand image for the clock.

Tips

- **Restrictions when applying elements**
  The range of elements that can be applied to content varies depending on the player type selected when content is created.

- **Clock Image**
  Clock Image is only enabled when <Clock Type> is set to <Select Clock Image>.

  Clock Image supports BMP, GIF, JPG and PNG file formats only.

GMT

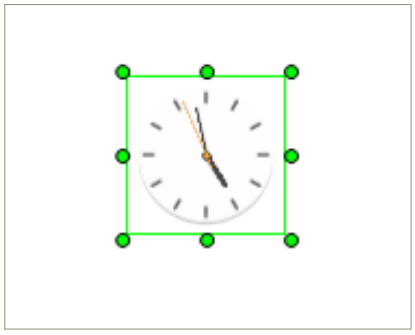
Select GMT	**Selects GMT for the clock.**
Daylight Saving Time	**If Daylight Saving Time is applied to the GMT, this option determines whether to apply Daylight Saving Time.**
Disable Daylight Saving Time	Disables daylight saving time mode.
Enable Daylight Saving Time	Enables daylight saving time mode.

Examples of using properties

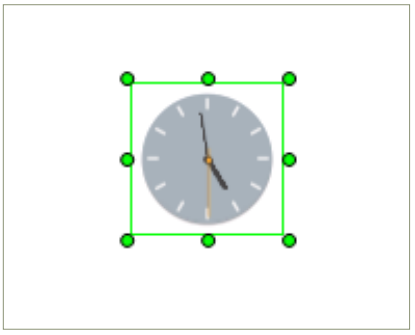
Clock

Clock Type

You can select the appearance of the Analog Clock.



When the <Clock Type> is set to <White>.



When the <Clock Type> is set to <Grey>.

Clock Image

This is activated when the <Clock Type> is set to <Select Clock Image>. You can add to the appearance of the clock with an image.

When the <Clock Image> is set to another image file.

Terminology

- **GMT (Greenwich Mean Time)**
  This is a world standard time. It refers to the time based upon the zero degree Greenwich Meridian (Prime Meridian) that crosses the Greenwich Observatory near London, England.

- **Daylight Saving Time**
  Daylight saving time is the practice of advancing clocks by one hour ahead of local standard time to make the most of the longer lasting daylight in the summer.

Digital Clock

This element is used to display the current time as a digital clock.

- Clock
- Font
- GMT

Clock

Time displaying format	**Selects a time display format.**
Text Color	**Sets the color of the displayed time by entering an RGB value. Click the ... button to open the Color window and set the color. Alternatively, you can specify the color by directly entering a value.**
Background Color	**Sets the background color of the clock by entering an RGB value. Click the ... button to open the Color window and set the color. Alternatively, you can specify the color by directly entering a value.**
Background Opacity	**Sets the opacity for the background color of the clock. (Range: 0~100%) 0 means transparent while 100 means opaque.**
Horizontal Align	**Aligns the displayed time horizontally.**
Vertical Align	**Aligns the displayed time vertically.**

Font

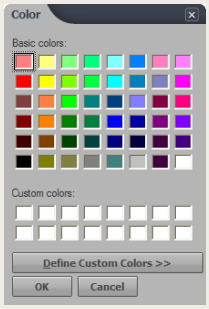
Font Name	**Selects a font for the time.**
Font Size	**Changes the font size (1 to 512) for the time.**
Italic	**Italicizes the font for the time.**
Bold	**Makes the font for the time bold.**
Underline	**Underlines the font for the time.**
Strikeout	**Strikes a line through the font for the time.**

GMT

Use Locale GMT	**Automatically enable GMT set on the user computer.**
Select GMT	**Selects GMT for the clock.**

Tips

- **Color Setting**
  In Author, colors can be set in the Color window. In the Color window, a color can be selected from the Basic Colors or created by directly entering RGB values.



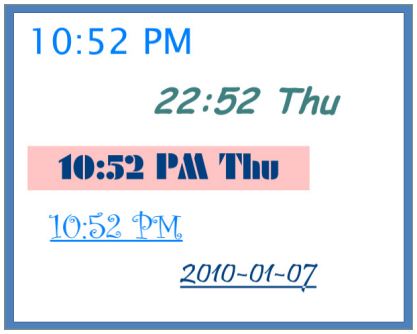
- **Using custom fonts**
  You can add external fonts as custom fonts. Refer to "Adding Custom Font files" for further details. The availability of this function depends on the player type selected when content is created.

Daylight Saving Time	Determines whether to apply Daylight Saving Time.
Disable Daylight Saving Time	Disables daylight saving time mode.
Enable Daylight Saving Time	Enables daylight saving time mode.

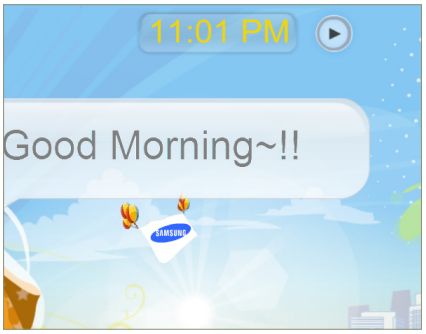
Examples of using properties

Clock, Font

You can change the appearance of the Digital Clock using the <Clock> and <Font> properties.



You can create clocks with various appearances.



An example of a Digital Clock used in a content item.

Hourly Forecast

Display hourly weather forecasts over the next five hours from the current time for the selected area. The GMT of the selected country and city is automatically applied.

· AccuWeather

AccuWeather

Country	Select a country to display weather forecasts.
City	Select a city of the selected country.
Language	Select a language to apply to the element.

Tips

- **Restrictions for Hourly Forecast elements**
  Your MagicInfo Author version must be 3.1 or later.

  The player type must be set to Player I or Player S3. You can set the player type when creating content.

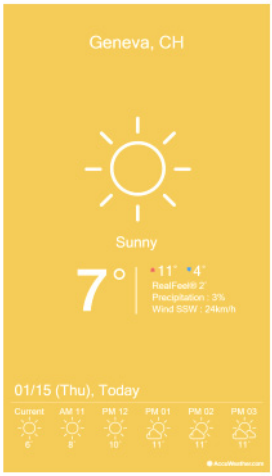
  Your computer must be connected to the Internet. The default image will appear if the computer is not connected to the Internet or weather information from AccuWeather cannot be received.

- **AccuWeather**
  AccuWeather refers to a web service that pushes weather information as an image to the hourly weather forecast element.

Background	**Select a background to display in the element.**
Auto	Automatically change the background color according to the weather.
City Image	Automatically change the background to the representative image of the selected city.
Weather Image	Automatically change the background image according to the weather.
Background Opacity	**Sets the opacity for the background color of the element. (Range: 0~100%) 0 means transparent while 100 means opaque.**
Date and Time Format	**Select a date and time format to display in the element.**
Refresh Interval	**Set the interval to refresh weather information in the element.**
Unit	**Set the temperature unit to apply to the element.**
Celsius	Set the temperature unit to Celsius.
Fahrenheit	Set the temperature unit to Fahrenheit.

Examples of using properties

Use property items to display hourly weather forecasts for a desired area in various formats and backgrounds.



Hourly weather forecasts for Geneva, Switzerland in <Auto> background

Hourly weather forecasts for New York, U.S. in <City Image> background

Hourly weather forecasts for Hanoi, Vietnam in <Weather Image> background

Today's Forecast

Display today's weather forecasts for the selected areas.

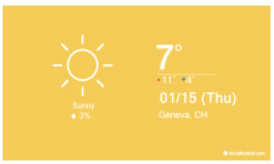
· AccuWeather

AccuWeather

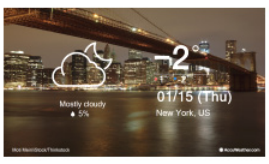
Country	**Select a country to display weather forecasts.**
City	**Select a city of the selected country.**
Language	**Select a language to apply to the element.**
Background	**Select a background to display in the element.**
Auto	Automatically change the background color according to the weather.
City Image	Automatically change the background to the representative image of the selected city.
Weather Image	Automatically change the background image according to the weather.
Background Opacity	**Sets the opacity for the background color of the element. (Range: 0~100%) 0 means transparent while 100 means opaque.**
Date and Time Format	**Select a date and time format to display in the element.**
Refresh Interval	**Set the interval to refresh weather information in the element.**
Unit	**Set the temperature unit to apply to the element.**
Celsius	Set the temperature unit to Celsius.
Fahrenheit	Set the temperature unit to Fahrenheit.

Examples of using properties

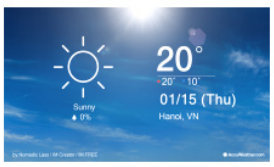
Use property items to display today's weather forecasts for desired areas in various formats and backgrounds.



Today's weather forecast for Geneva, Switzerland in <Auto> background



Today's weather forecast for New York, U.S. in <City Image> background



Today's weather forecast for Hanoi, Vietnam in <Weather Image> background

Tips

- **Restrictions for Today's Forecast elements**
  Your MagicInfo Author version must be 3.1 or later.

  The player type must be set to Player I or Player S3. You can set the player type when creating content.

  Your computer must be connected to the Internet. The default image will appear if the computer is not connected to the Internet or weather information from AccuWeather cannot be received.

- **AccuWeather**
  AccuWeather refers to a web service that pushes weather information as an image to the today's weather forecast element.

7 Day Forecast

Display weekly weather forecasts for the selected areas.

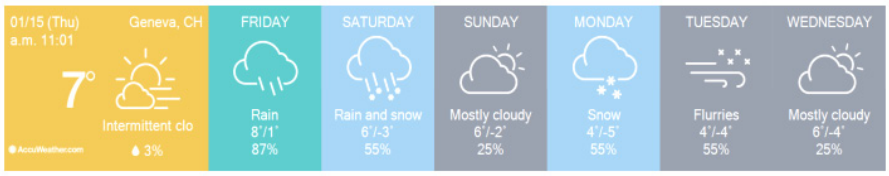
· AccuWeather

AccuWeather

Country	**Select a country to display weather forecasts.**
City	**Select a city of the selected country.**
Language	**Select a language to apply to the element.**
Background Opacity	**Sets the opacity for the background color of the element. (Range: 0~100%) 0 means transparent while 100 means opaque.**
Date and Time Format	**Select a date and time format to display in the element.**
Refresh Interval	**Set the interval to refresh weather information in the element.**
Unit	**Set the temperature unit to apply to the element.**
Celsius	Set the temperature unit to Celsius.
Fahrenheit	Set the temperature unit to Fahrenheit.

Examples of using properties

Use property items to display weekly weather forecasts for a desired area in various formats.



Weekly weather for Geneva, Switzerland

Tips

- **Restrictions for 7 Day Forecast elements**
  Your MagicInfo Author version must be 3.1 or later.

  The player type must be set to Player I or Player S3. You can set the player type when creating content.

  Your computer must be connected to the Internet. The default image will appear if the computer is not connected to the Internet or weather information from AccuWeather cannot be received.

- **AccuWeather**
  AccuWeather refers to a web service that pushes weather information as an image to the weekly weather forecast element.

Multimedia

This category contains multimedia elements such as web cameras, images, videos, audio, etc.

Camera

This element is used to receive the image from the camera installed on the device (where a content item is being played) and display it in the content item. If a Camera element is added and previewed while a content item is being created on Author, the image from the camera installed on the PC where Author is running is received and displayed. If the content item is published and played on a monitor, the image from the camera on the monitor is displayed.

· Camera

Camera

Device number	**Sets the device number of the installed camera. Numbers can be designated for each camera starting from 0.**
Playmode	**Sets the camera to either start recording when playing begins or start when triggered by an event.**

Flash

This element is used to import a Flash file into the Stage window.
A Flash element is played with the Flash Viewer and not within the content item.
If a Flash element is added, the Open window appears. Here you can select the Flash file you want to import.

· Flash

Flash

URL	**Enters a URL to play a Flash file on the web. Enter the URL of the Flash file.**
Flash File Name	**Shows the location of the Flash file. If the location is changed, the Flash file is replaced with a file in the new location.**
Access to input	**Sets whether to allow mouse input.**

Caution

To properly preview or display Flash elements in thumbnail images in the Stage or Pageline window, the proper Flash player for that Flash file must be installed.

If a Flash element is added to the page and Window Mode is set to TRUE in Properties, the Flash element can be played at high speed but some effects cannot be applied.

If a Flash element is added to the page and Window Mode is set to FALSE in Properties, the Flash element is played at low speed but all effects can be applied.

Flash (when Window Mode is set to TRUE), Internet, Office, and PDF are Windows based elements and thus always displayed in the top layer of the screen even if their order or layer is lower than other elements. However, the order and layers are applicable to Window mode elements.

Image

This element is used to import an image file into the Stage window.
If an Image element is added, the Open window appears. Here you can select the image file you want to import.

- Image
- Clipping
- DataSource

Image

Image File	**Shows the location of the image file. If the location is changed, the image file is replaced with a file in the new location. Click the ... button to open the Open window and select a file.**
Display Option	**Sets the display type for the image file.**
Fit to Screen	Stretches the image to fit the size of the selected element.
Lock Aspect Ratio	Displays the image at its original aspect ratio within the selected element.
Tile Effect	Tiles the image, maintaining its original size within the selected element.
Original Size	Displays the image at its original size within the selected element.
Reversion Type	**Selects a type of image reversion. The image is reversed depending on the selected reversion type.**
No Reversion	The image is not reversed.
Horizontal-Reflection	Reverses the image horizontally.
Vertical-Reflection	Reverses the image vertically.
Horizontal and vertical reflection	Reverses the image horizontally and vertically.
Background Opacity	**Specifies the opacity of the image. (Range: 0~100%) 0 means transparent while 100 means opaque.**

Clipping

Original Width	**Shows the width of the original Image element. (Unit: pixels)**
Original Height	**Shows the height of the original Image element. (Unit: pixels)**
Left Clip Size	**Specifies the amount to be clipped from the left of the original Image element.**
Right Clip Size	**Specifies the amount to be clipped from the right of the original Image element.**
Top Clip Size	**Specifies the amount to be clipped from the top of the original Image element.**
Bottom Clip Size	**Specifies the amount to be clipped from the bottom of the original Image element.**

DataSource

DataSource	**Select a data module to apply to the element when a page contains multiple data modules.**
Data Selection	**Specify information to import from the data source.**
Keep Last Value	**Set the element status when an error such as a data receipt failure has occurred.**
TRUE	Set the element to display the current information.
FALSE	Set the element to display the default information.
Data Transition Cycle	**Enter an interval in seconds to switch to the next data item. If the data transition cycle is "0," the image element plays the first data item only. The text element will display all the data at the same time.**
Data Synchronization ID	**Set the ID to sync data.**

Tips

- **Clipping**
  This function allows you to clip a particular section from a media or Image element.

Caution

- **Clipping**
  This option is only enabled when <Fill Mode> for the element is set to <Full size>.

- **Data source**
  This property can be configured after DataModule is enabled. In the design window, right-click and select DataModule Settings > Use DataModule to enable DataModule.

  Refer to "Using DataModule" for further details.

Image

Background Opacity

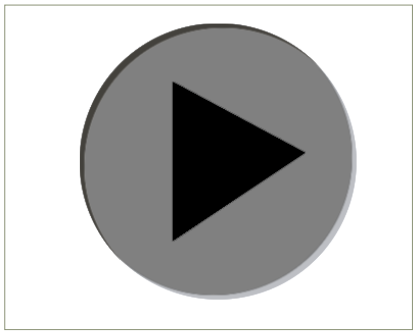
You can make an image transparent.

When the <Background Opacity> is set to "100"

When the <Background Opacity> is set to "40"

<Button Mode>

You can create a button from an image. <Button Mode> consists of <2 Button Mode> and <3 Button Mode>. <2 Button Mode> consists of a basic image and an image that appears when the button is clicked. <3 Button Mode> consists of a basic image, an image that appears when the mouse cursor is over the button and an image that appears when the button is clicked. You have to prepare and apply a different image for each step.



The basic image.

If <Button Mode> is set to <2 Button Mode> and the basic image is clicked, the image changes to another image.

Media Slide

Configure a media slide. The basis to import media files is a folder. Put a media file(Image, Video, Flash, PDF and Office file) in a folder. Select the folder to play a slideshow of all the files contained in the folder.

· Media Slide

Media Slide

Folder	**Sets the folder the media files for media slide will belong to. Click the ... button to open the Browse for Folder window and select a folder.**
Slide Time	**Sets the time to play the media files constructing the media slideshow. If the time is set, all the media files are played for the specified period of time. Playback duration is set to at least 1 second or more.**
Incoming Effect Name	**You can select an effect to be applied when the element is played.**
Incoming Effect Duration	**Sets the duration of the Incoming Effect.**
Incoming Effect Direction	**Determines the direction of the Incoming Effect.**

Input Source

This element is used to receive an external input signal and display it in the content item. The external input signal is sent directly to the monitor and always displayed on the screen with priority over other elements within the same area regardless of the display order or layer. The external input refers to an external device connected to the monitor where a content item is being played.

· Input Source

Input Source

Input Type	**Select an input source. Supported input sources include Component, AV, PC, DVI, BNC, HDMI, ATV, TV, MagicNet, DisplayPort, Plug In Module, Media and HDBT.**
Analog / Digital	**View the current type of input source(Analog, Digital).**

Tips

- **Entering the Time**
  Hours: Minutes: Seconds: 1/100 second
  Example: 10 hours, 2 minutes, 20.34 seconds = 10:02:20.34

- **Restrictions when using the input source function**
  Using the Input Source function is limited if you set the screen orientation to portrait when creating content.

Channel	**Selects a channel when the input type is set to TV or DTV.**
Minor Channel	**Selects a minor channel for DTV. This option is enabled when the input type is set to DTV.**
Air / Cable	**Selects a reception type (Cable or Air). This option is enabled when the input type is set to TV.**
Sound	**Turns the audio of the input source on or off.**

Sound

This element is used to import music files, such as MP3, WAV, WMA and MID, and play them in the content item.
Added sound elements only appear in the Timeline window and do not appear in the Stage window. If a Sound element is added, the Open window appears. Here you can select the sound file you want to import.

- Sound
- Play
- Clipping

Sound

Sound File	**Sets the sound file to be played. Click the ... button to open the Open window and select a file. (Supported file format: Sound media file format)**
Playback Option	**Sets the playing policy after the sound file is played once.**
Play Once (Remove)	Plays the file once.
Repeat	Plays the file repeatedly.
Mute	**Turns the sound off while playing the sound file.**
Volume	**Sets the volume. (Range: 0~100)** **This function may not be available depending on the player type selected when content is created.**

Clipping

Original Duration	**Shows the duration of the original sound element.**
Clipping Start Time	**Sets the time to start playing the sound element.**
Clipping End Time	**Sets the time to stop the sound element.**

Tips

- **Channel**
  DTV refers to a TV that can receive digital broadcasts. You can enter the number of a broadcast channel from 0~9999. TV refers to a TV that can receive analog broadcasts. You can enter the number of broadcast channel from 2~99.

Tips

- **Clipping**
  This function allows you to clip a particular section from a media or Image element.

  Just as you can clip a required area in an Image element, it is possible to clip a required sound element and play it.

Text

This element is used to add a text box into the Stage window.
Text can be inserted into a text box and played in the content item.

- Text
- Font
- Play

Text

Text File	**Sets the text file location that will be used to import text as a file. Click the ... button to open the Open window and set the file. (Supported file format: *.TXT)**
Text Background Color	**Sets the background color (RGB) for the Text element. Click the ... button to open the Color window and set the color. Alternatively, you can specify the color by directly entering a value.**
Opacity	**Selects a target to apply the opacity to. Select either <Text Background Opacity> or <Text Element Opacity>.**
Text Background Opacity	**Specifies the opacity of the text background. This option is enabled when <Text Background Opacity> is selected as <Select Transparency>. (Range: 0~100%) 0 means transparent while 100 means opaque.**
Text Element Opacity	**Sets the opacity of the text. This option is enabled when <Text Element Opacity> is selected as <Select Transparency>. The opacity is applied to both the text and background. (Range: 0~100%) 0 means transparent while 100 means opaque.**
Horizontal Align	**Sets the horizontal text alignment type. (Align Left/Align Center/Align Right)**
Vertical Align	**Sets the vertical text alignment type. (Align Top/Align Middle/Align Bottom)**
Word Wrap	**Displays the text fitted to the size of the element. The text longer than the width of the element is automatically wrapped to the next line.**
Text Direction	**Sets the direction of the text display. (Horizontal/Vertical)**
Animation Direction	**If the Animation Direction is set, the element is played as crawling captions. The text is displayed in the configured animation direction.**
None	Disables displaying crawling captions. The element will be played in normal form and not as captions.
Left to Right	Sets the scrolling captions to move East.
Right to Left	Sets the scrolling captions to move West.

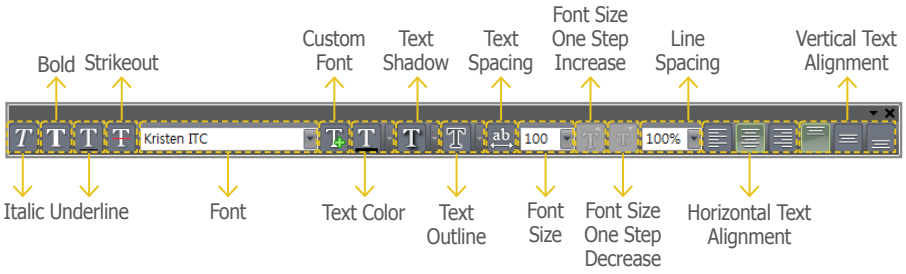
Top to Bottom	Sets the scrolling captions to move South.
Bottom to Top	Sets the scrolling captions to move North.
Speed of Text movement	**Sets the speed of the scrolling captions. (Range: 10~200)**

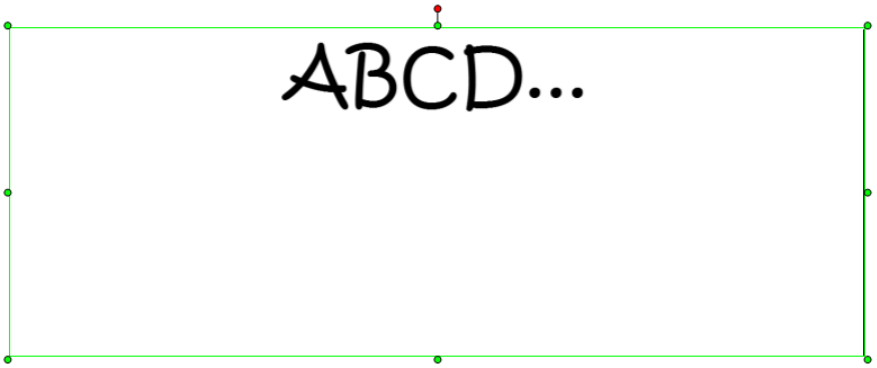
DataSource

DataSource	**Select a data module to apply to the element when a page contains multiple data modules.**
Data Selection	**Specify information to import from the data source.**
Keep Last Value	**Set the element status when an error such as a data receipt failure has occurred.**
TRUE	Set the element to display the current information.
FALSE	Set the element to display the default information.
Data Transition Cycle	**Enter an interval in seconds to switch to the next data item. If the data transition cycle is "0," the image element plays the first data item only. The text element will display all the data at the same time.**
Data Synchronization ID	**Set the ID to sync data.**

Using Text Elements

Text can be entered after adding a Text element to the Stage window and double-clicking over the element. The entered text can be edited using the font toolbar.





Caution

- **Data source**
  This property can be configured after DataModule is enabled. In the design window, right-click and select DataModule Settings > Use DataModule to enable DataModule.

  Refer to "Using DataModule" for further details.

Tips

- **Font Size One Step Increase**
  This button is used to increase the font size by one unit. It is only enabled in text string editing mode which is activated when a text element is selected and double-clicked.

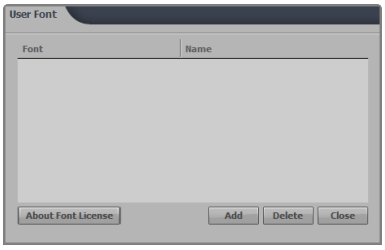
- **Font Size One Step Decrease**
  This button is used to decrease the font size by one unit. It is only enabled in text string editing mode which is activated when a text element is selected and double-clicked.

- **Selecting a font**
  Select a font supported by Author. You can also select fonts from the font files that have been added using <Custom Font>.

Adding Custom Font files

Add external font files as custom fonts.

1. On the font toolbar, click the button to display the Custom Font editor window.
2. Click the <Add> button from the Custom Font editor window, then add an external font as a custom font. Font files with an extension .ttf or .ttc can only be added. To delete a custom font, select a font, then click the <Delete> button.



3. Added custom fonts can be viewed and selected from the font toolbar.

Customizing shadow, outline and character spacing settings

Customize shadow, outline and character spacing settings for text.

Shadow

Select and double-click a text element to turn on "edit text" mode, and then press the arrow button in on the toolbar to display the settings window to customize shadow color, opcity, thickness and direction.

Outline

Customize inside outline settings for text. Select and double-click a text element to turn on "edit text" mode, and then press the arrow button in on the toolbar to display the settings window to customize outline color, opacity and thickness.

Character spacing

Customize character spacing for text. Select and double-click a text element to turn on "edit text" mode, and then select to adjust the character spacing.

Tips

- **Restrictions for using Custom Font**
  Your MagicInfo Author version must be 3.1 or later.

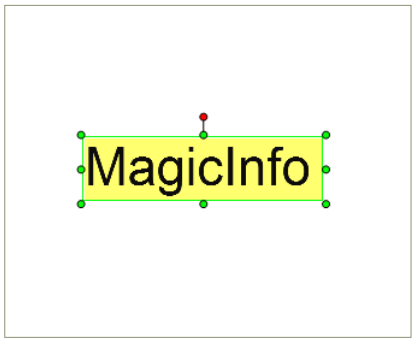
  The player type must be set to Player I or Player S3. You can set the player type when creating content.

- **Range to apply text properties**
  When a text element is selected, properties are applied to all text. When "edit text" mode is turned on, properties are only applied to the selected text.

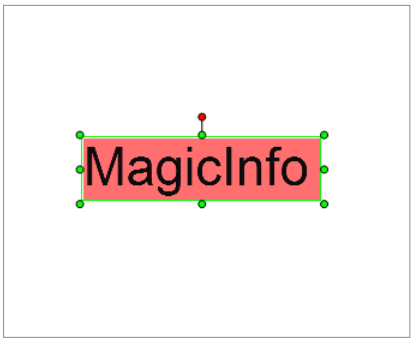
Text

Text Background Color

Sets the background color of the text.



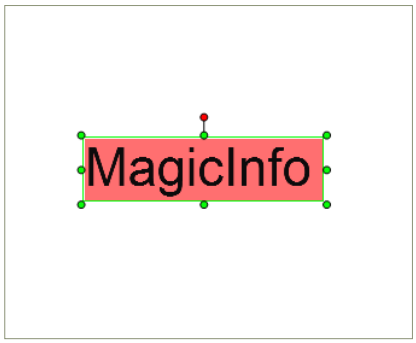
When the <Text Background Color> is set to “255;255;100”



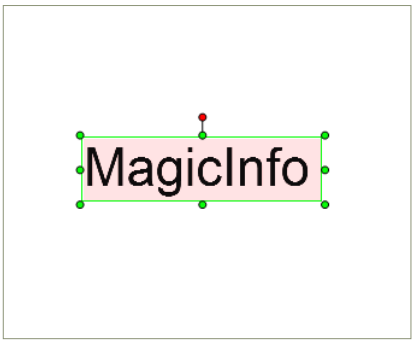
When the <Text Background Color> is set to “255;100;100”

Select Transparency

Select an object for which you wish to change its transparency. Select either <Text Background Opacity> or <Text Element Opacity> to activate the deactivated item just below.



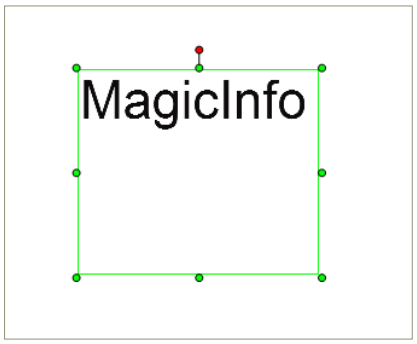
When the <Text Background Color> is set to "255;100;100" and the <Text Background Opacity> is set to "100"



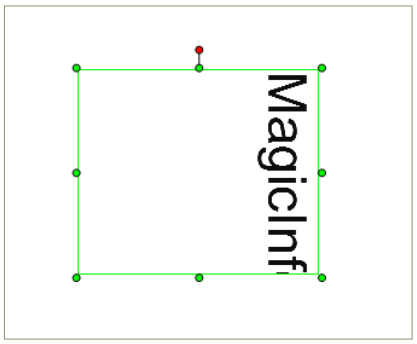
When the <Text Background Color> is set to "255;100;100" and the <Text Element Opacity> is set to "30"

Text Direction

You can set the direction of the text to <Horizontal> or <Vertical>.



When the <Text Direction> is set to <Horizontal>



When the <Text Direction> is set to <Vertical>

Custom fonts

Add custom font files to access a wider variety of fonts.

Video

This element is used to import a video file (AVI, MPG, MPEG, WMV, etc.) and play it in the content item.
If a Video element is added, the Open window appears. Here you can select the video file you want to import.

- Video
- Clipping
- Play

Video

Video File	**Sets the file location that will be used to import a video file. Click the ... button to open the Open window and select a file. (Supported file formats: Video media file formats)**
Network URL	**Specify a video streaming address. You can enter an address to play streaming video.**
Playback Option	**Sets the playing policy after the video file is played once.**
Repeat	Plays the file repeatedly.
Play Once (Pause at last state)	Plays the file once and freezes in the last state.
Play Once (Remove)	Plays the file once and removes the element.
Mute	**Turns the sound off while playing video.**
Volume	**Sets the volume when playing video. (Range: 0~100)**
Background Opacity	**Sets the opacity of the video element. (Range: 0~100%) 0 means transparent while 100 means opaque.**

Caution

To preview or display video elements in thumbnail images in the Stage or Pageline window properly, the proper codec for that video file must be installed.

Tips

- **Streaming Mode**
  When using a video element, the file selection mode and streaming mode cannot be used at the same time.

  In streaming mode, only one video element and no other element can be played per page. Therefore, when using streaming mode, add only one video element per page.

Clipping

Original Width	Shows the width of the original video element. (Unit: pixels)
Original Height	Shows the height of the original video element. (Unit: pixels)
Left Clip Size	Specifies the amount to be clipped from the left of the original video element.
Right Clip Size	Specifies the amount to be clipped from the right of the original video element.
Top Clip Size	Specifies the amount to be clipped from the top of the original video element.
Bottom Clip Size	Specifies the amount to be clipped from the bottom of the original video element.
Original Duration	Shows the playing duration of the video element.
Clipping Start Time	Sets the start time of the original video element.
Clipping End Time	Sets the end time of the original video element.

Tips

- **Clipping**
  This function allows you to clip a particular section from a media or Image element.

Chart

This element is used to generate various types of charts which effectively present statistics. After adding a chart to the Stage window, you can change the shape of the chart by changing the properties in the Properties window and create data by clicking the button.

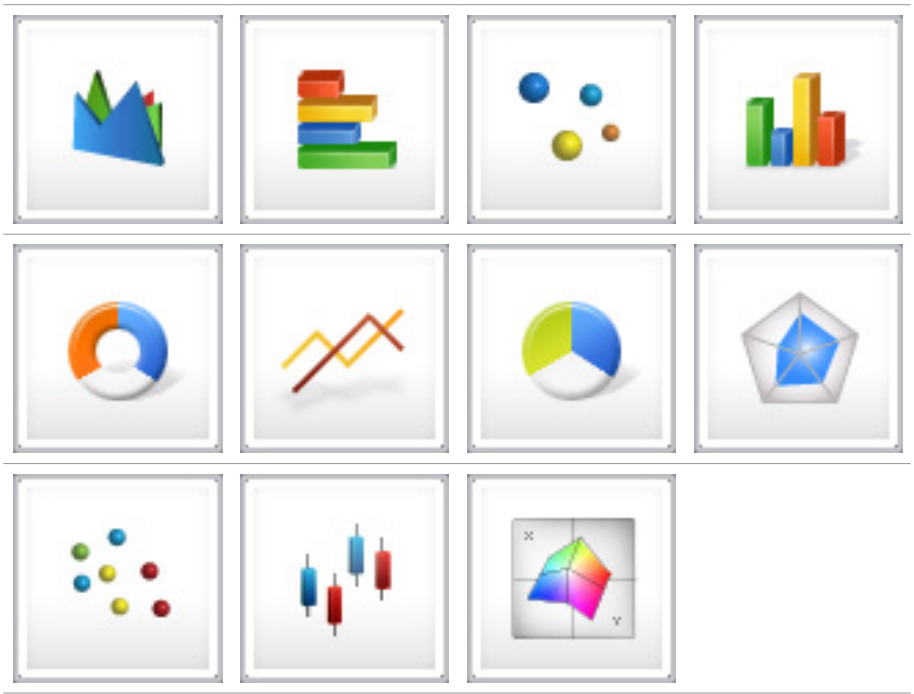


Chart Properties

Chart

Chart Category	**Selects a chart type. A chart type can be selected from the list of chart types in the Chart Categorysection of the Element window. Click to display the list of chart types.**
Chart Type	**Selects a chart sub-type. The chart sub-type refers to the way each chart is displayed. For example, if a Pie chart has been selected, the Pie chart can be displayed as a 3D or exploded pie chart. Click to view the list of chart sub-types.**
Show Volume	**This option is enabled when Chart Category is set to Stock. If this option is selected, the volume is displayed as vertical bars at the bottom. Otherwise, the volume is not displayed.**
Background	**Sets the type of chart background.**
None	Leaves the chart background colorless.
Color	Fills the chart background with a color.
Image	Fills the chart background with an image.

Color	Selects a background color. This option is enabled when <Background> is set to <Color>. Click the ... button to open the Color window and set the color. Alternatively, you can specify the color by directly entering RGB values.
Image File	Selects a background image. This option is enabled when <Background> is set to <Image>. Select an image file to be used as the background. Click the ... button to open the Open window and select a file.
Opacity	Sets the opacity of the chart. (Range: 0~100%) 0 means transparent while 100 means opaque.
3D Chart Background Color	Selects a color for the 3D background. This option is enabled when both the Chart Type and background are 3D. Click the ... button to open the Color window and set the color. Alternatively, you can specify the color by directly entering RGB values.
Depth of 3D Pie	Sets the height of a 3D Pie chart. This option is enabled when the Chart Category is Pie and the Chart Type is <Pie in 3D> or <Exploded Pie in 3D>. (Range: 0~100, unit: pixels)
Border Type	Selects a border type for the Chart element. Click the ▼, the available border types are displayed.
Border Color	Sets the border color of the Chart element. Click the ... button to open the Color window and set the color. Alternatively, you can specify the color by directly entering RGB values.
Border Width	Sets the border width of the Chart element. (Range: 1~30, unit: pixels)
Label Display	Sets the display mode of labels for the bar graph axes.
None	Displays the labels in the default format.
Word Wrap	Automatically wraps a label which exceeds the display area.
Rotate	Displays the y-axis labels horizontally and the x-axis labels vertically.
Slant	Displays the label at a slanted angle.
Label Step	Determines the increment between each label for the bar graph axes. Labels are displayed at every specified increment. For example, if the value is 3, the labels of 1st, 4th, 7th and so on are displayed. (Range: 0~100)
Label Color	Sets the font color for labels for the bar graph axes. Click the ... button to open the Color window and set the color. Alternatively, you can specify the color by directly entering RGB values.
Label Font	Sets the font for labels for the bar graph axes of the Chart element. Click ▼ and select a font.

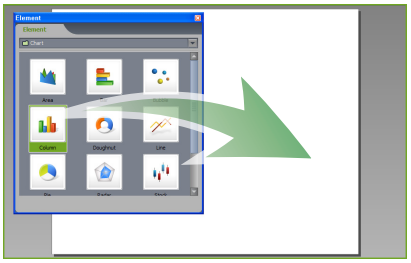
Label Size	Sets the font size for labels for the bar graph axes. (Range: 1~512, unit: pixels)
Label Bold	Makes the labels bold for the bar graph axes.
Label Italic	Italicizes the labels for the bar graph axes.
Label Underline	Underlines the labels for the bar graph axes.
Show Values	Sets whether to display the data values in the data display area of the chart. For example, if this option is selected for a Column chart, the data values are displayed on each bar.
Value Color	Sets the font color for the data values. Click the ... button to open the Color window and set the color. Alternatively, you can specify the color by directly entering RGB values.
Value Font	Sets the font for the data values. Click and select a font.
Value Size	Sets the font size for the data values. (Range: 1~512, unit: pixels)
Value Bold	Makes the font bold for the data values.
Value Italic	Italicizes the font for the data values.
Value Underline	Underlines the font for label data values.
Chart File	Imports an XML file containing data which generate a chart. Click the ... button to open the Open window and select a file.
Chart XML Data	Shows the chart XML data.
Caption Color	Sets the font color for the title of the Chart element. Click the ... button to open the Color window and set the color. Alternatively, you can specify the color by directly entering RGB values.
Caption Font	Sets the font for the title of the Chart element. Click and select a font.
Caption Size	Sets the font size for the title of the Chart element. (Range: 1~512, unit: pixels)
Caption Bold	Makes the font for the title of the Chart element bold.
Caption Italic	Italicizes the font for the title of the Chart element.
Caption Underline	Underlines the font for the title of the Chart element.
X-Scale Caption Color	Sets the font color for the x-axis title of the Chart element. Click the ... button to open the Color window and set the color. Alternatively, you can specify the color by directly entering RGB values.

X-Scale Caption Font	Sets the font for the x-axis title of the Chart element. Click and select a font.
X-Scale Caption Size	Sets the font size for the x-axis title of the Chart element. (Range: 1~512, unit: pixels)
X-Scale Caption Bold	Makes the font bold for the x-axis title of the Chart element.
X-Scale Caption Italic	Italicizes the font for the x-axis title of the Chart element.
X-Scale Caption Underline	Underlines the font for the x-axis title of the Chart element.
Y-Scale Caption Color	Sets the font color for the y-axis title of the Chart element. Click the ... button to open the Color window and set the color. Alternatively, you can specify the color by directly entering RGB values.
Y-Scale Caption Font	Sets the font for the y-axis title of the Chart element. Click and select a font.
Y-Scale Caption Size	Sets the font size for the y-axis title of the Chart element. (Range: 1~512, unit: pixels)
Y-Scale Caption Bold	Makes the font bold for the y-axis title of the Chart element.
Y-Scale Caption Itatic	Italicizes the font for the y-axis title of the Chart element.
Y-Scale Caption Underline	Underlines the font for the y-axis title of the Chart element.
Legend Color	Sets the font color for the legend of the Chart element. Click the ... button to open the Color window and set the color. Alternatively, you can specify the color by directly entering RGB values.
Legend Font	Sets the font for the legend of the Chart element. Click and select a font.
Legend Size	Sets the font size for the Chart element legend. (Range: 1~512, unit: pixels)
Legend Bold	Makes the font bold for the legend of the Chart element.
Legend Italic	Italicizes the font for the legend of the Chart element.
Legend Underline	Underlines the font for the legend of the Chart element.

Generating Chart Data (Simple)

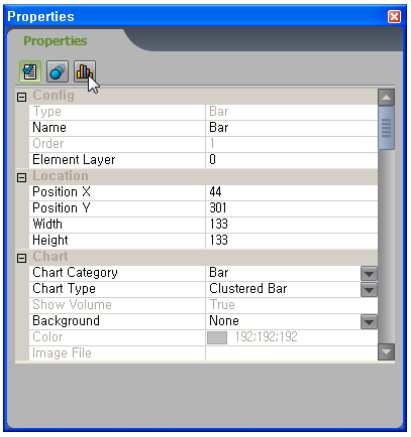
To create data when Simple/Series is set to Simple or the default setting is Simple, follow the steps below, which are applicable to most chart elements.

1



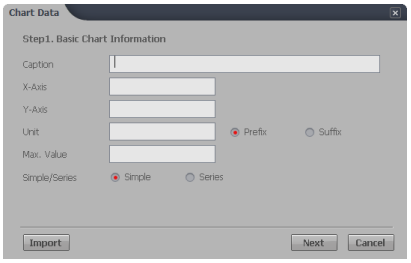
In the Element window, add a chart to the Stage window.

2



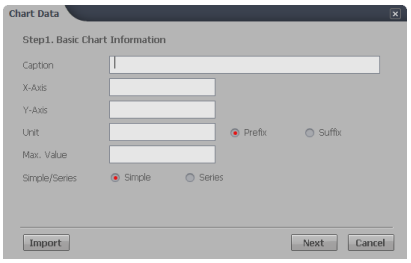
Select the chart element added to the Stage window and click the button in the Properties window to open the <Chart Data> window.

3



Configure the basic information for the chart. Select <Simple/Series> to <Simple>.

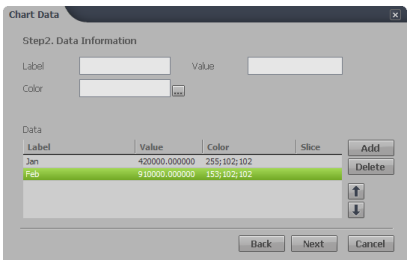
4



Click the <Import> button to open the Open window. Select a created chart data file you want to import.

Click <Next>.

5



You can view the data for the chart in the <Data> section. To add data to the <Data> section, complete the top fields (Name, Value and Color, and exploded type for a Pie chart) and click <Add>.

Click <Next>.

Tips

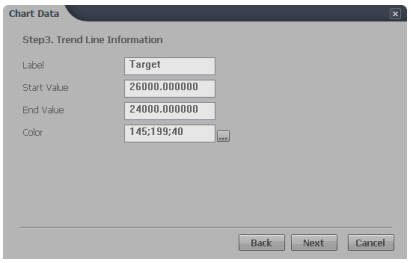
- **Simple and Series Data**
  When creating chart data, either <Simple> or <Series> can be selected from Simple/Series. While Simple displays the statistics of a single series, Series displays the statistics of multiple series.

- **Basic Chart Information**

Caption	Enter the title of the chart.
X-Axis	Enter the title of the x-axis.
Y-Axis	Enter the title of the y-axis.
Unit	Enter the unit to be displayed with the data. Select <Prefix>, to display the unit in front of the data, and <Suffix> to display the unit after the data.
Max. Value	Enter the maximum data value to be displayed in the chart.
Simple/Series	Select either Simple or Series data.

- **Trend Line**
  A trend line represents long-term changes, ignoring short-term data fluctuations. If you enter the start and end values, you can evaluate and understand changes in the data.

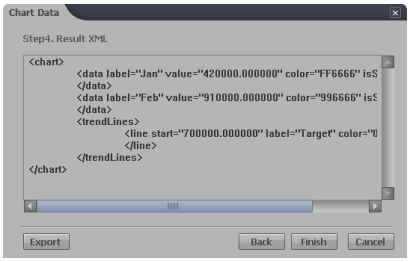
6



Set the trend line to be displayed in the chart.
(If you do not enter the information, the trend line will not be displayed.)

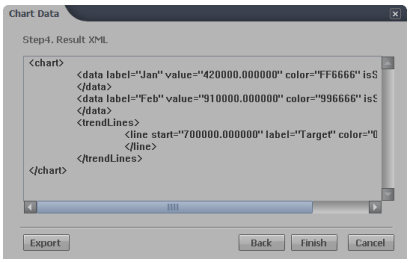
Click <Next>.

7



The chart data is created and displayed in the XML format.

8



Click <Export> to save the data as an XML file.
The saved file can be imported using Step 4.

Click <Finish> to finish creating the chart data.

An XML File for a Simple Chart

Chart data can be saved as an XML file if it was created using the steps above. To import the XML file, it must be created using the formats below. Data can be entered efficiently in the <Chart Data> window when the volume of the data is small. Using an XML file is more efficient when the data is imported over a network or the volume is large.

Enter properties and a value in the "chart" tag. The specifications will be applied to <Basic Chart Information>.

```
<chart caption="Monthly Revenue" dataPrefix="$" xAxisName="Month" yAxisName= "Revenue"
maxValue="1000000.000000">
```

Enter properties and a value in the "data" tag. The specifications will be applied to <Data Information>.

```
<data label="Jan" value="420000.000000" color="FF6666" isSliced="false"></data>
<data label="Feb" value="910000.000000" color="996666" isSliced="false"></data>
<data label="Mar" value="720000.000000" color="669966" isSliced="false"></data>
<data label="Apr" value="550000.000000" color="ADFF2F" isSliced="false"></data>
<data label="May" value="810000.000000" color="BC8F2F" isSliced="false"></data>
<data label="Jun" value="510000.000000" color="008080" isSliced="false"></data>
<data label="Jul" value="680000.000000" color="556B2F" isSliced="false"></data>
<data label="Aug" value="620000.000000" color="8FBC8B" isSliced="false"></data>
<data label="Sep" value="610000.000000" color="00BFFF" isSliced="false"></data>
<data label="Oct" value="490000.000000" color="4682B4" isSliced="false"></data>
<data label="Nov" value="530000.000000" color="BDB76B" isSliced="false"></data>
<data label="Dec" value="330000.000000" color="FF9999" isSliced="false"></data>
```

Tips

- **Properties of the "chart" Tag**

caption	Enter the title of the chart.
dataPrefix, dataSuffix	Enter the unit to be displayed with the data. Select <Prefix> to display the unit in front of the data (dataPrefix = "$") and <Suffix> to display the unit after the data (dataSuffix="$").
xAxisName	Enter the title of the x-axis.
yAxisName	Enter the title of the y-axis.
maxValue	Enter the maximum value to be displayed in the chart.

- **Properties of the "data" Tag**

label	Enter the title of the data.
value	Enter the value of the data.
color	Enter the color of the data.
isSliced	Display data as an exploded pie chart (only enabled for a pie chart). Data can have "True" or "False" values. Data of "True" values are displayed as an exploded pie chart.

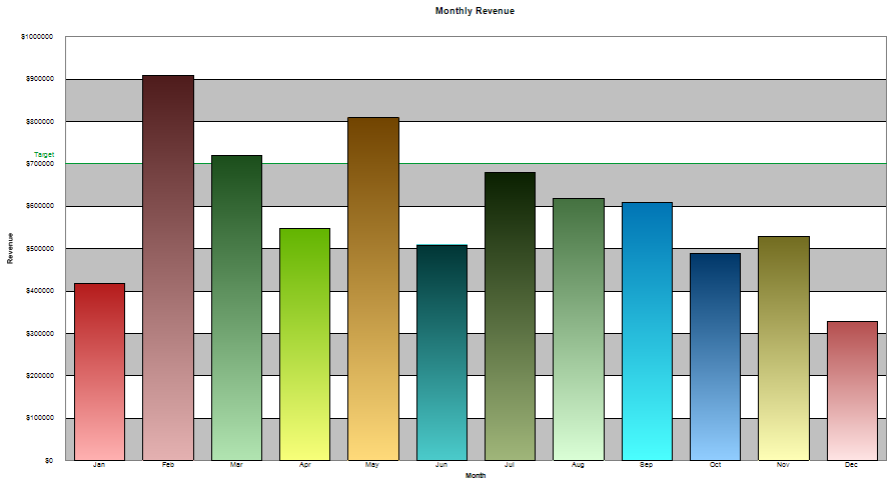
Enter properties and a value in the "line" tag within the "trendLines" tag. The specifications will be applied to Trend Line.

```
<trendLines>
    <line start="700000.000000" end="1000000.000000" label="Target" color="009933">
    </line>
</trendLines>
```

Finish creating the XML file.

```
</chart>
```

Import the created XML file. The following chart will appear.



Tips

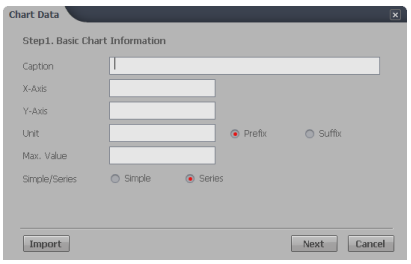
- **Properties of the "trendLines" Tag**

start	Enter the start value of the trend line.
end	Enter the end value of the trend line.
label	Enter the title of the trend line.
color	Enter the color of the trend line.

Generating Chart Data (Series)

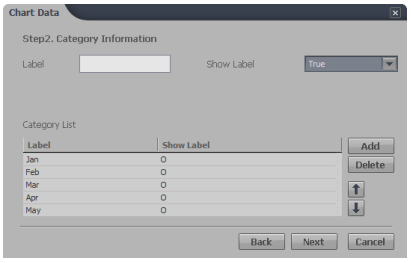
To create data when Simple/Series is set to Series, follow the steps below, which are only applicable to the Column, Line, Bar, Area, Scatter, Surface and Radar chart elements.

1



When configuring the basic information for the chart in the <Chart Data> window, set <Simple/Series> to <Series>.

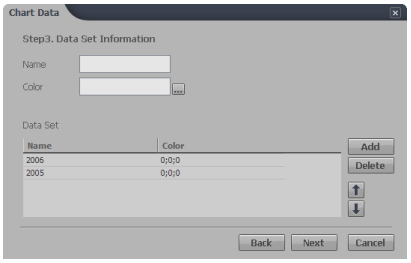
2



Enter the category information and click <Add>. The category is added to the <Category List>.

Click <Next>.

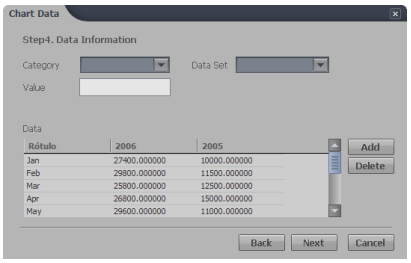
3



Enter the <Data Set Information> for the chart. You can view the legend for the chart in the <Data Set Information> section. To add a legend to the <Data Set Information>, complete the fields at the top (Legend and Color) and click <Add>.

Click <Next>.

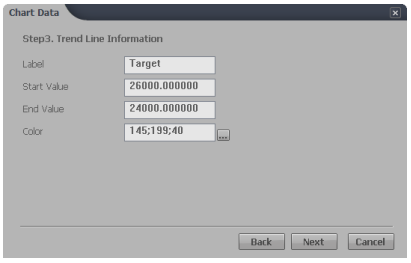
4



Enter the <Data Information> for the chart. You can view the data for the chart in the <Data> section. To add data to the <Data> section, complete the fields at the top (Label List, Data Set and Value) and click <Add>.

Click <Next>.

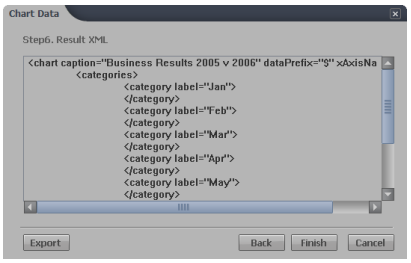
5



Set the trend line to be displayed in the chart.
(If you do not enter the information, the trend line will not be displayed.)

Click <Next>.

6



The chart data is created and displayed in the XML format.

Click <Finish> to finish creating the chart data.

Tips

- **Category**
  Refers to a group of multiple series. A category is only created when there is more than one series.

- **Data Set Information**
  When there is more than one data point in a category, the name and color of each series are shown in a legend.

- **Data Information**

Category List	Select a category for the chart.
Data Set	Select a legend for the chart.
Value	Enter the data values.
Data	A legend refers to the name and color which represent a series and a category refers to a group of multiple series.

Enter properties and a value in the "chart" tag. The specifications will be applied to <Basic Chart Information>.

```
<chart caption="Business Results 2005 v 2006" dataPrefix="$" xAxisName="Month"
yAxisName="Revenue" maxValue="36700.000000">
```

Enter properties and a value in the "category" tag within the "categories" tag. The specifications will be applied to <Category Information>.

```
<categories>
        <category label="Jan">
        </category>
        <category label="Feb">
        </category>
        <category label="Mar">
        </category>
        <category label="Apr">
        </category>
        <category label="May">
        </category>
        <category label="Jun">
        </category>
        <category label="Jul">
        </category>
        <category label="Aug">
        </category>
        <category label="Sep">
        </category>
        <category label="Oct">
        </category>
        <category label="Nov">
        </category>
        <category label="Dec">
        </category>
</categories>
```

Enter properties and a value in the "dataset" tag. The specifications will be applied to <Data Set Information>. Create a "data" tag within the "dataset" tag and enter properties and a value. The specifications will be applied to <Data Information>. Data will be classified by category.

```
<dataset seriesName="2006" color="000000">
        <data value="27400.000000"></data>
        <data value="29800.000000"></data>
        <data value="25800.000000"></data>
        <data value="26800.000000"></data>
        <data value="29600.000000"></data>
        <data value="32600.000000"></data>
        <data value="31800.000000"></data>
        <data value="36700.000000"></data>
        <data value="29700.000000"></data>
        <data value="31900.000000"></data>
        <data value="34800.000000"></data>
        <data value="24800.000000"></data>
</dataset>
<dataset seriesName="2005" color="000000">
        <data value="10000.000000"></data>
        <data value="11500.000000"></data>
        <data value="12500.000000"></data>
        <data value="15000.000000"></data>
        <data value="11000.000000"></data>
        <data value="9800.000000"></data>
        <data value="11800.000000"></data>
        <data value="19700.000000"></data>
        <data value="21700.000000"></data>
        <data value="21900.000000"></data>
        <data value="22900.000000"></data>
        <data value="20800.000000"></data>
</dataset>
```

Tips

- **Properties of the "category" Tag**

label	Enter the title of the category.

- **Properties of the "dataset" Tag**

seriesName	Enter the title of the Data Set Information.
color	Enter the color of the Data Set Information.

- **Properties of the "data" Tag**

value	Enter the value for the data.

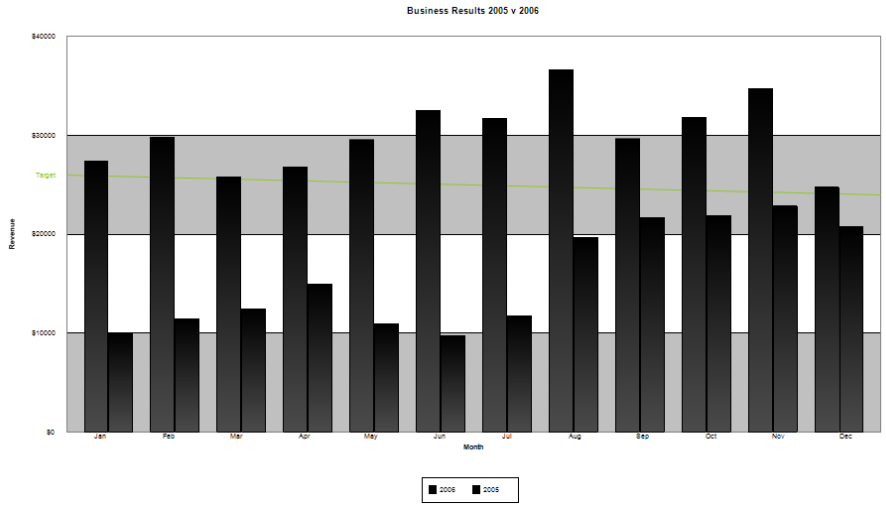
Enter properties and a value in the "line" tag within the "trendLines" tag. The specifications will be applied to Trend Line.

```
<trendLines>
        <line start="700000.000000" end="1000000.000000" label="Target" color="009933">
        </line>
</trendLines>
```

Finish creating the XML file.

```
</chart>
```

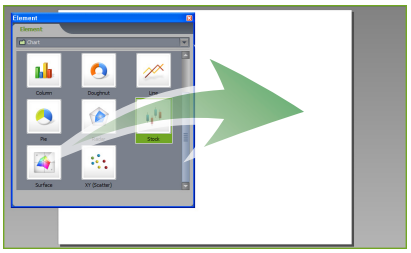
Import the created XML file. The following chart will appear.



Generating Chart Data (Stock)

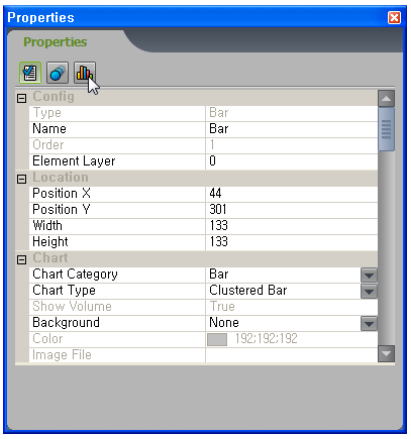
The steps below are only applicable to the Stock chart element.

1



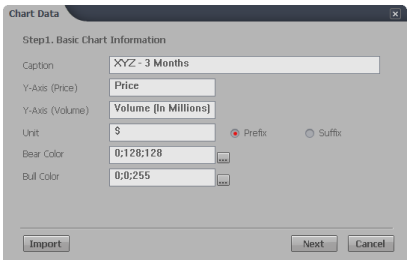
In the Element window, add a chart to the Stage window.

2



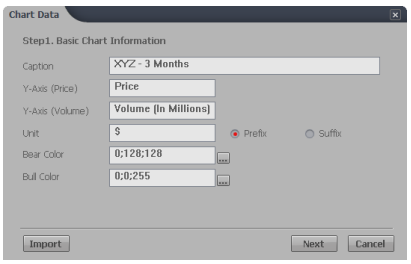
Select the chart element added to the Stage window and click the button in the Properties window to open the <Chart Data> window.

3



Configure the basic information for the chart.

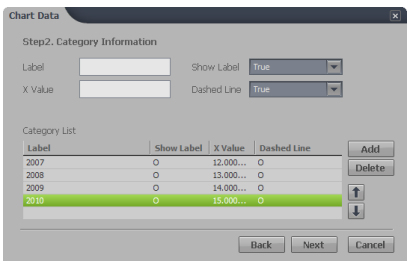
4



Click the <Import> button to open the Open window. Select a created chart data file you want to import.

Click <Next>.

5



Enter the <Category Information> for the chart.

Click <Next>.

Tips

- **Stock**
A Stock element is generally used as the chart to represent stock exchange information. This chart includes terms used on the stock exchange.

- **Basic Chart Information**

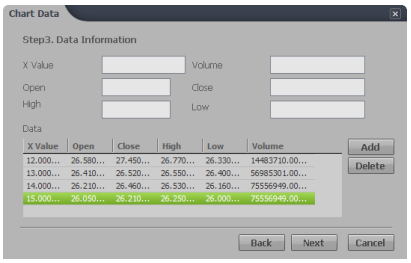
Caption	Enter the title of the chart.
Y-Axis (Price)	Enter the title for the Y-Axis (Price).
Y-Axis (Volume)	Enter the title for the Y-Axis (Volume).
Unit	Enter the unit to be displayed with the data. Select <Prefix>, to display the unit in front of the data, and <Suffix>, to display the unit after the data.
Bear Color	Set the color to represent a Bear Market. A condition where the current price of a stock is lower than the Closing Price of the previous day is called Bear Market.
Bull Color	Set the color to represent a Bull Market. A condition when the current price of a stock is higher than the Closing Price of the previous day is called Bull Market.

- **Price and Volume**
In a Stock element, Price basically shows the price and volume charts. Price refers to the top chart in which the current trading prices are displayed. Volume refers to the bottom chart in which the current trading volume is displayed. The volume is not displayed if <Show Volume> of the <Chart> items in the Properties window is set to <False>.

- **Category Information**

Name	Enter the name of the catagory.
Show Label	Sets whether to show or hide the category.
X Value	Refers to the order of the x-axis data points. If you enter a value, the category is located at the corresponding position.
Dash	Represents the center point of the category so data can be compared easily.

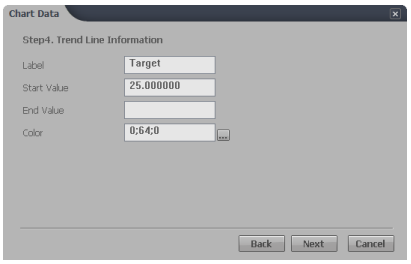
6



Enter the <Data Information> for the chart. You can view the data for the chart in the <Data> section. To add data to the <Data> section, complete the fields at the top (X-Value, Volume, Opening Price, Closing Price, Highest Price and Lowest Price) and click <Add>.

Click <Next>.

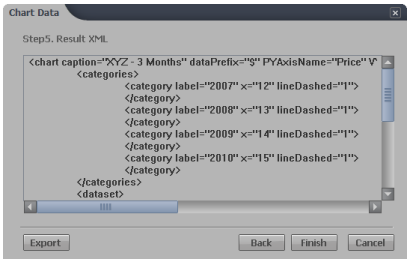
7



Set the trend line to be displayed in the chart.
(If you do not enter the information, the trend line will not be displayed.)

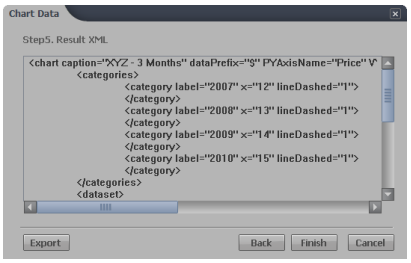
Click <Next>.

8



The chart data is created and displayed in the XML format.

9



Click <Export> to save the data as an XML file.
The saved file can be imported using Step 4.

Click <Finish> to finish creating the chart data.

An XML File for a Stock Chart

Enter properties and a value in the "chart" tag. The specifications will be applied to <Basic Chart Information>.

```
<chart caption="XYZ - 3 Months" dataPrefix="$" PYAxisName="Price" VYAxisName="Volume (In Millions)" bearFillColor="E33C3C" bullFillColor="FFFFFF" padding="50">
```

Enter properties and a value in the "category" tag within the "categories" tag. The specifications will be applied to <Category>.

```
<categories>
    <category label="2006" x="1">
    </category>
    <category label="Jan" x="5">
    </category>
    <category label="Feb" x="10">
    </category>
    <category label="Dividend" x="12" lineDashed="1">
    </category>
    <category label="Mar" x="15">
    </category>
</categories>
```

Tips

- Data Information

X Value	Refers to the order of the x-axis data points.
Volume	Enter the trading volume of the stock.
Opening Price	Enter the opening price of the stock.
Closing Price	Enter the closing price of the stock.
Highest Price	Enter the highest price of the stock.
Lowest Price	Enter the lowest price of the stock.

- Trend Line

A trend line represents long-term changes, ignoring short-term data fluctuations. If you enter the start and end values, you can evaluate and understand changes in the data.

- Properties of the "chart" Tag

caption	Enter the title of the chart.
dataPrefix, dataSuffix	Select <Prefix> to display the unit in front of the data (dataPrefix = "$") and <Suffix> to display the unit after the data (dataSuffix="$").
PYAxisName	Enter the value for the <Y-axis (Price)>.
VYAxisName	Enter the value for the <Y-axis (Volume)>.
bearFillColor	Enter the color to represent a Bear market.
bullFillColor	Enter the color to represent a Bull market.
padding	Enter the left and right margins for the data in the chart.

- Properties of the "category" Tag

label	Enter the title of the category.
X	Enter the X values.
lineDashed="1"	Set the dot line which represents the center point of the category. Enter or delete lineDashed="1" to display or hide the dot line respectively.

Enter properties and a value in the "data" tag within the "dataset" tag. The specifications will be applied to <Data Information>.

```
<dataset>
    <data open="24.600000" close="25.190000" high="25.240000" low="24.580000" x="1"
volume="17856350.000000"></data>
    <data open="24.360000" close="24.410000" high="24.580000" low="24.180000" x="2"
volume="3599252.000000"></data>
    <data open="24.630000" close="24.150000" high="24.660000" low="24.110000" x="3"
volume="74685351.000000"></data>
    <data open="24.530000" close="24.500000" high="24.840000" low="24.010000" x="4"
volume="49236987.000000"></data>
    <data open="24.840000" close="25.630000" high="24.940000" low="24.560000" x="5"
volume="18247006.000000"></data>
    <data open="24.960000" close="25.890000" high="25.030000" low="24.580000" x="6"
volume="67419690.000000"></data>
    <data open="25.250000" close="25.130000" high="25.460000" low="25.110000" x="7"
volume="95517555.000000"></data>
    <data open="25.170000" close="25.210000" high="25.310000" low="25.010000" x="8"
volume="82623424.000000"></data>
    <data open="25.190000" close="25.240000" high="25.280000" low="25.070000" x="9"
volume="98558872.000000"></data>
    <data open="25.730000" close="25.140000" high="25.180000" low="25.720000" x="10"
volume="14180461.000000"></data>
    <data open="26.420000" close="26.370000" high="26.550000" low="26.230000" x="11"
volume="45226989.000000"></data>
    <data open="26.580000" close="27.450000" high="26.770000" low="26.330000" x="12"
volume="14483710.000000"></data>
    <data open="26.410000" close="26.520000" high="26.550000" low="26.400000" x="13"
volume="56985301.000000"></data>
    <data open="26.210000" close="26.460000" high="26.530000" low="26.160000" x="14"
volume="75556949.000000"></data>
    <data open="26.050000" close="26.210000" high="26.250000" low="26.000000" x="15"
volume="75556949.000000"></data>
</dataset>
```

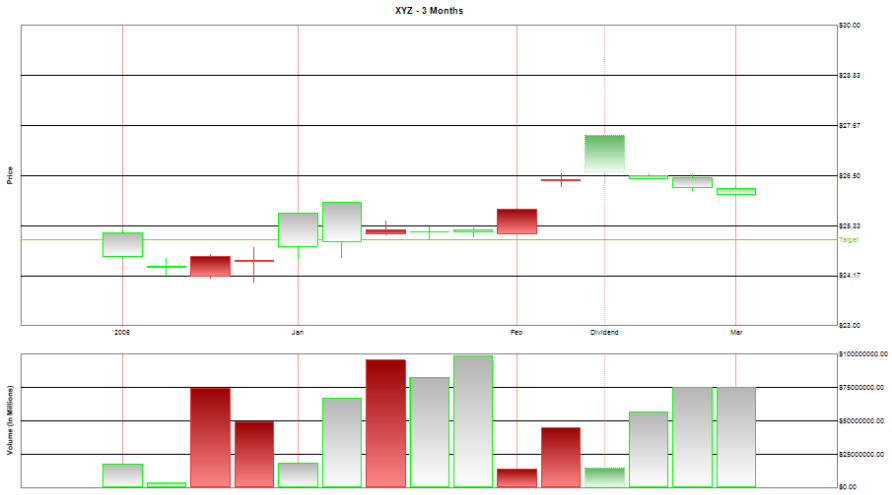
Enter properties and a value in the "line" tag within the "trendLines" tag. The specifications will be applied to Trend Line.

```
<trendLines>
    <line start="700000.000000" end="1000000.000000" label="Target" color="009933">
    </line>
</trendLines>
```

Finish creating the XML file.

```
</chart>
```

Import the created XML file. The following chart will appear.



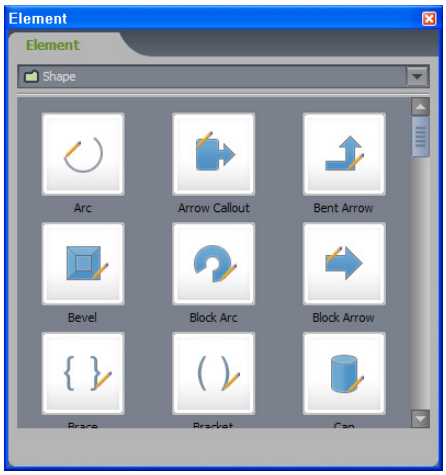
Tips

- **Properties of the "data" Tag**

open	Enter the opening price of the stock.
close	Enter the closing price of the stock.
high	Enter the highest price of the stock.
low	Enter the lowest price of the stock.
x	Enter the order of the x-axis data points.
volume	Enter the trading volume of the stock.

Shape

Various figures, such as 3D, arrows, lines and circular figures, are supported.



Common Properties

Line Style

Color	**Sets the outline color for the element. Click the ... button to open the Color window and set the color. Alternatively, you can specify the color by directly entering RGB values.**
Weight	**Sets the outline thickness for the element. (Range: 0~100 pixels)**
Style	**Sets the outline style for the element. Click and select an outline style.**

Fill

Display Option	**Selects a fill type for the element.**
Default	Sets the fill type for the element to Default.
Linear Gradient Mode	Sets the fill type for the element to Linear Gradient Mode.
Rectangular Gradient Mode	Sets the fill type for the element to Rectangular Gradient Mode.
Linear Gradient Direction	**Sets the direction of the gradient. This option is enabled when <Display Option> is set to <Linear Gradient Mode>. Click and select a direction.**
Rectangular Gradient Direction	**Sets the direction of the gradient. This option is enabled when <Display Option> is set to <Rectangular Gradient Mode>. Click and select a direction.**
Color	**Sets the color to fill the element when <Display Option> is set to Default. Click the ... button to open the Color window and set the color. Alternatively, you can specify the color by directly entering RGB values.**

Gradient Start Color	**Sets the gradient start color. This option is enabled when <Display Option> is set to <Linear Gradient Mode> or <Rectangular Gradient Mode>. Click the ... button to open the Color window and set the color. Alternatively, you can specify the color by directly entering RGB values.**
Gradient End Color	**Sets the gradient end color. This option is enabled when <Display Option> is set to <Linear Gradient Mode> or <Rectangular Gradient Mode>. Click the ... button to open the Color window and set the color. Alternatively, you can specify the color by directly entering RGB values.**
Opacity	**Specifies the fill opacity for the element. (Range: 0~100%) 0 means transparent while 100 means opaque.**
Fill Range	**Selects an area of the element to be filled. If <Fill Inside> is selected, the inside of the element is filled, and if <Fill Outside> is selected, the outside of the element is filled.**
Image File	**Fills the element with an image. Click the ... button to open the Open window and select a file.**
Display Option	**Sets the fill type to fill the element with an image file.**
Full size	Stretches the image to fit the size of the selected element.
Lock Aspect Ratio	Displays the image in its original aspect ratio within the selected element.
Tile Effect	Tiles the image in its original size within the selected element.
Original Size	Displays the image in its original size within the selected element.
Reversion Type	**Selects a type of image reversion. The image is reversed according to the selected reversion type.**
None	The image is not reversed.
Horizontal-Reflection	Reverses the image horizontally.
Vertical-Reflection	Reverses the image vertically.
Horizontal and vertical reflection	Reverses the image horizontally and vertically.

Margin

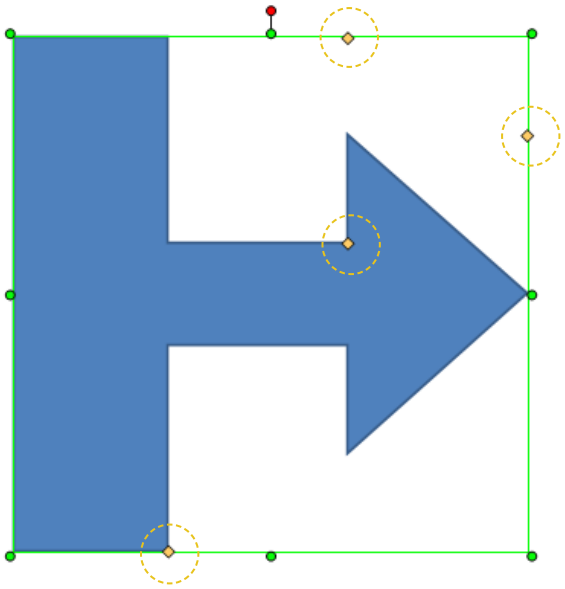
Left	**Shows the width of the internal left margin for the element as a percentage. (Range: 0~99%)**
Right	**Shows the width of the internal right margin for the element as a percentage. (Range: 0~99%)**
Top	**Shows the width of the internal top margin for the element as a percentage. (Range: 0~99%)**
Bottom	**Shows the width of the internal bottom margin for the element as a percentage. (Range: 0~99%)**

Clipping

Original Width	**Shows the width of the original element. (Unit: pixels)**
Original Height	**Shows the height of the original element. (Unit: pixels)**
Left Clip Size	**Specifies the amount to be clipped from the left of the original element.**
Right Clip Size	**Specifies the amount to be clipped from the right of the original element.**
Top Clip Size	**Specifies the amount to be clipped from the top of the original element.**
Bottom Clip Size	**Specifies the amount to be clipped from the bottom of the original element.**

Transforming a Shape Element

Author provides various Shape elements. Each Shape element can have unique properties, which can be changed using the yellow handles which appear around the element. For example, the Arrow Callout element has yellow handles as shown below.



The shape of the figure can be transformed by dragging the handles. As the shape is transformed, the properties of the yellow handles change.

Tips

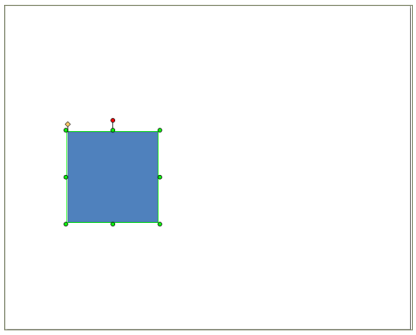
Changing properties is possible when an image file is applied to <Image File>.

Examples of using properties

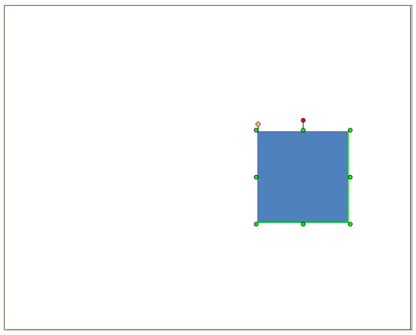
Position

Position X

Sets the horizontal start position (X coordinate) of the element.



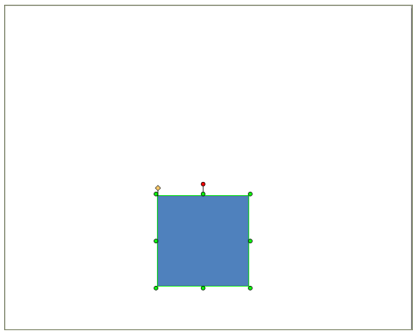
When <Position X> is set to "200"



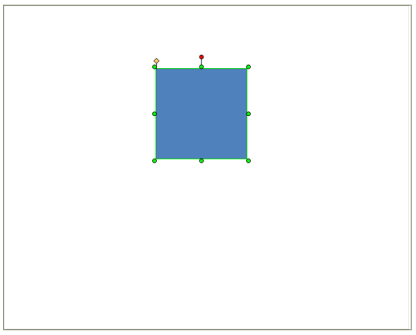
When <Position X> is set to "800"

Position Y

Sets the vertical start position (Y coordinate) of the element.



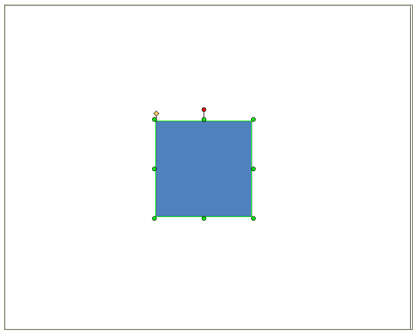
When <Position Y> is set to "600"



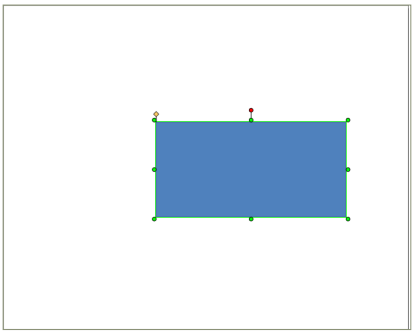
When <Position Y> is set to "200"

Width

Sets the width of the element.



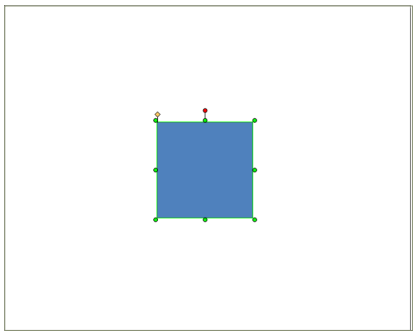
When the <Width> is set to "300"



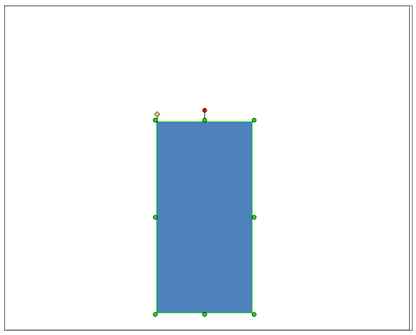
When the <Width> is set to "600"

Height

Determines the height of the element.



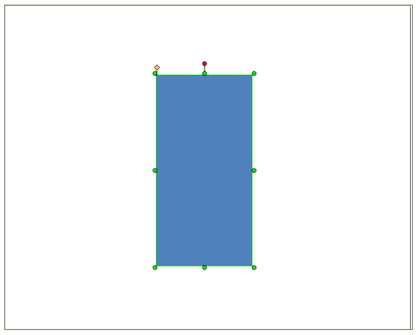
When the <Height> is set to "300"



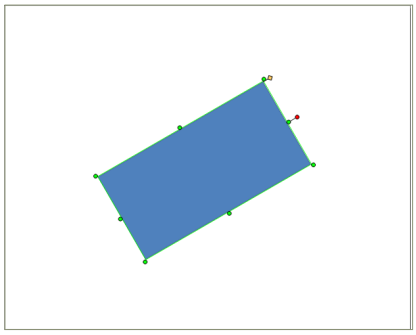
When the <Height> is set to "600"

Rotation

Sets the rotation angle of the element.



When the Rotation is set to "0"

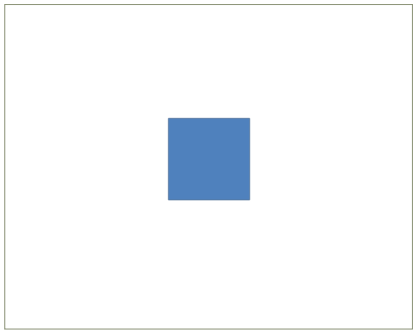


When the Rotation is set to "60"

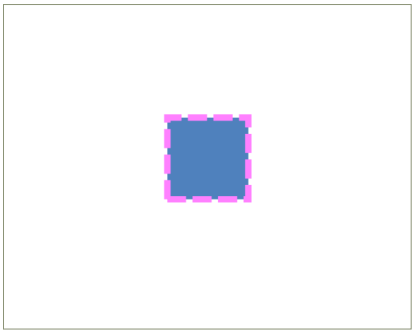
Line Style

Color, Weight, Style

You can configure the <Line Style> of the element.



When the <Line Style> is not configured

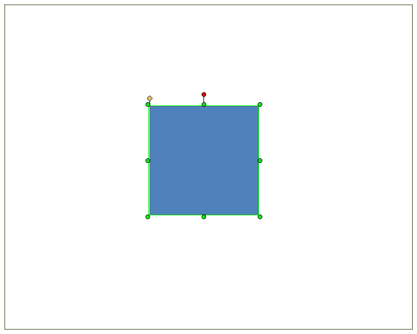


When the <Color> of the <Line Style> is set to "255;128;255", the <Weight> is "20", and the <Style> is Dotted (the third of 5 line styles).

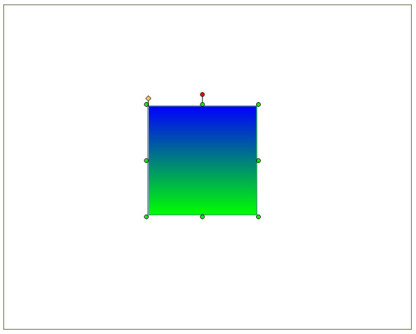
Fill

Fill Mode

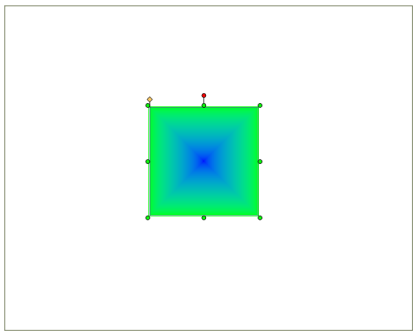
Sets the <Fill Mode> of the element. <Fill Mode> provides the <Default>, <Linear Gradient Mode> and <Rectangular Gradient Mode> options.



When <Fill Mode> is set to <Default>.



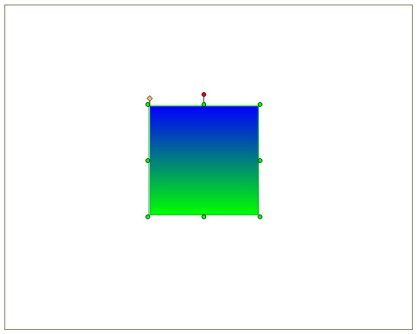
When <Fill Mode> is set to <Linear Gradient Mode>.



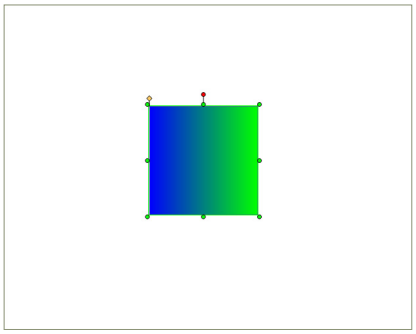
When <Fill Mode> is set to <Rectangular Gradient Mode>.

Linear Gradient Direction

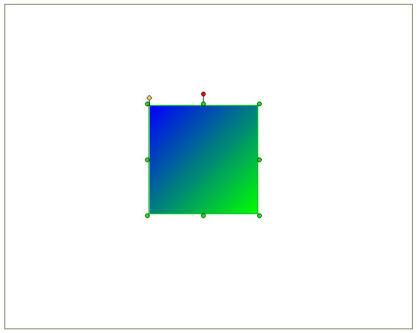
This is activated when <Fill Mode> is set to <Linear Gradient Mode>. Sets the direction in which to apply <Linear Gradient Mode>.



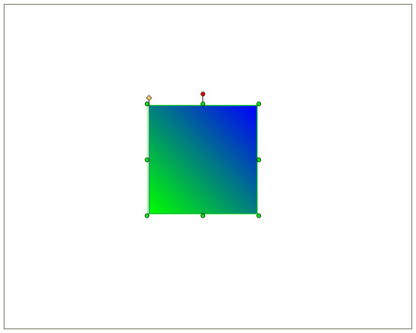
When the <Linear Gradient Direction> is set to <Vertical>



When the <Linear Gradient Direction> is set to <Horizontal>



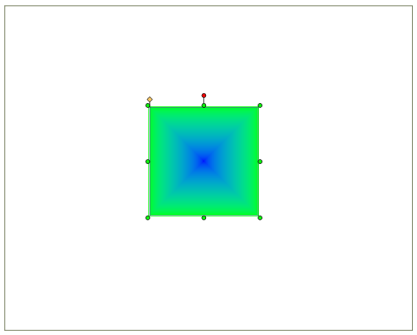
When the <Linear Gradient Direction> is set to <Diagonal from Top Left to Bottom Right>



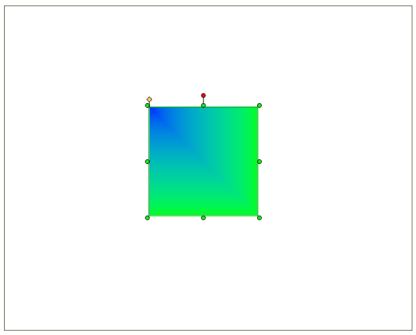
When the <Linear Gradient Direction> is set to <Diagonal from Top Right to Bottom Left>

Rectangular Gradient Direction

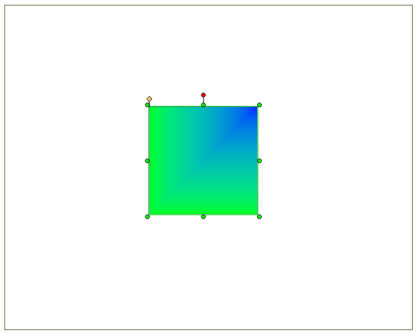
This is activated when <Fill Mode> is set to <Rectangular Gradient Mode>. Sets the direction in which to apply <Rectangular Gradient Mode>.



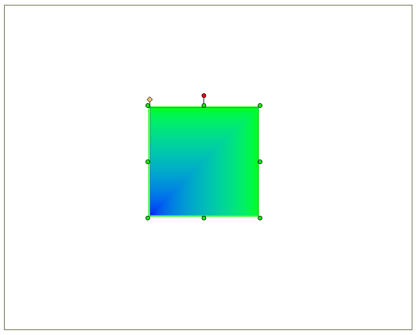
When <Rectangular Gradient Direction> is set to <From Center>



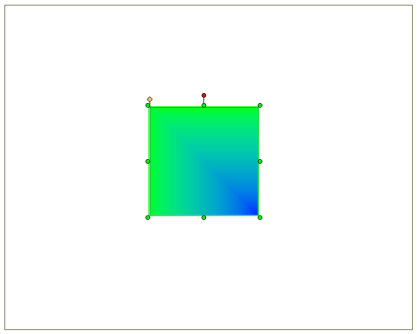
When <Rectangular Gradient Direction> is set to <From Corner (Top Left)>



When <Rectangular Gradient Direction> is set to <From Corner (Top Right)>



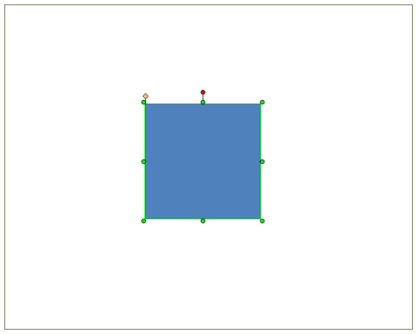
When the <Rectangular Gradient Direction> is set to <From Corner (Bottom Left)>



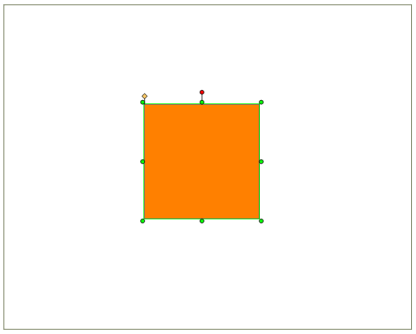
When the <Rectangular Gradient Direction> is set to <From Corner (Bottom Right)>

Color

Sets the color of the element when <Fill Mode> is set to <Default>.



When <Color> is the default color "79;129;189"

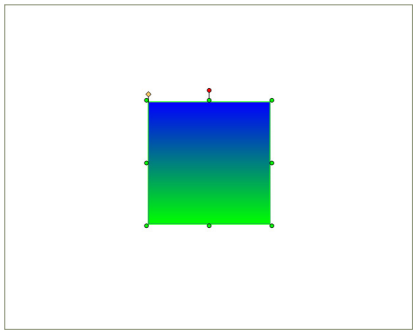


When <Color> is set to "255;128;0"

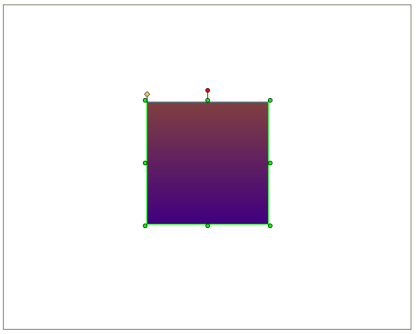
Note You can configure the color by directly entering the R, G and B values or selecting a color by clicking the ... button.

Gradient Start Color, Gradient End Color

Sets the <Gradient Start Color> and <Gradient End Color> when <Fill Mode> is set to <Linear Gradient Mode> or <Rectangular Gradient Mode>.



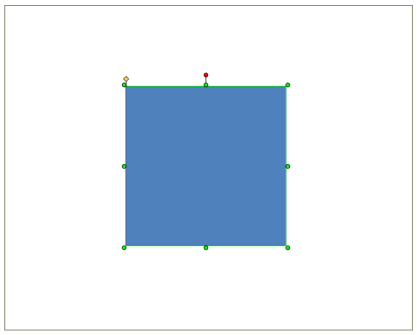
When the <Gradient Start Color> is set to "0;0;255" and the <Gradient End Color> is set to "0;255;0"



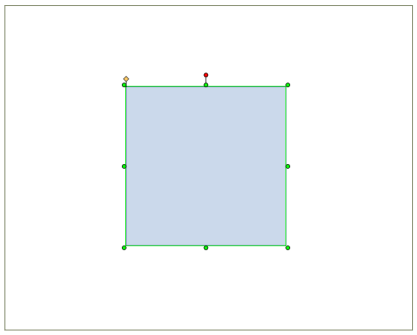
When the <Gradient Start Color> is set to "128;64;64" and the <Gradient End Color> is set to "128;0;128"

Opacity

Sets the opacity of the <Color> of the element. The lower the value, the more transparent the element is.



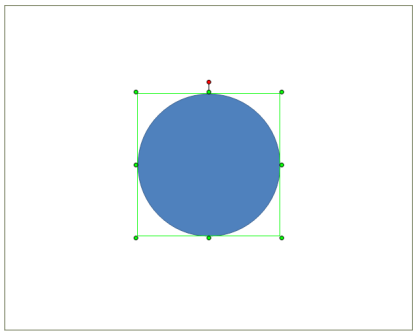
When the <Opacity> is set to "100"



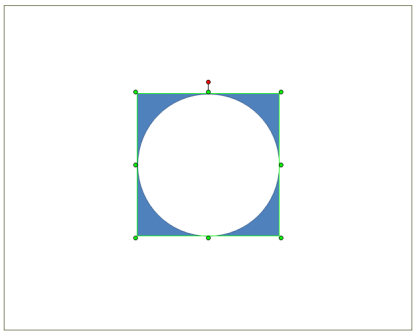
When the <Opacity> is set to "40"

Fill Range

Sets the <Fill Range> of the element. Select <Fill Inside> to fill the element with the color. Select <Fill Outside> to fill the exterior of the element with the color. The <Fill Range> property is useful for elements that do not completely fill the element area enclosed by the green rectangle in the figure below, such as a circle, rather than an element that completely fills the element area.



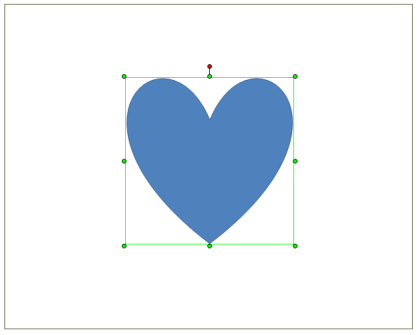
When the <Fill Range> is set to <Fill Inside>



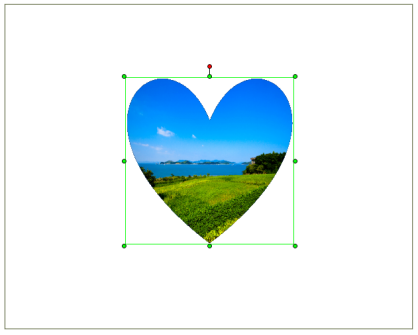
When the <Fill Range> is set to <Fill Outside>

Image File

Fills an element with an image file.



When no <Image File> is selected



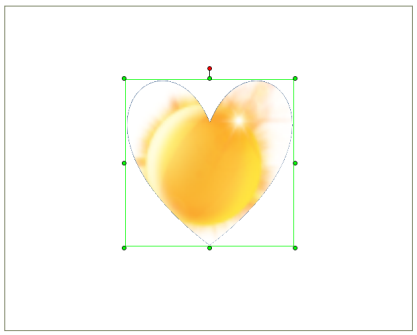
When an <Image File> is selected

Note

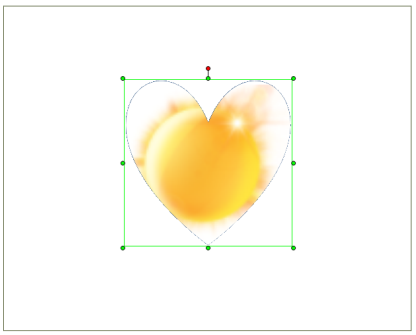
To delete the image file when the file is selected for an element, just remove the path of the image file.

Display Option

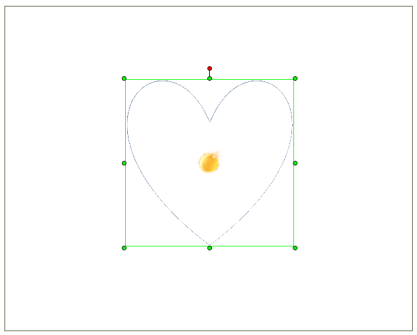
This is activated when <Image File> is selected. Select the way to fill an element with the <Image File>.



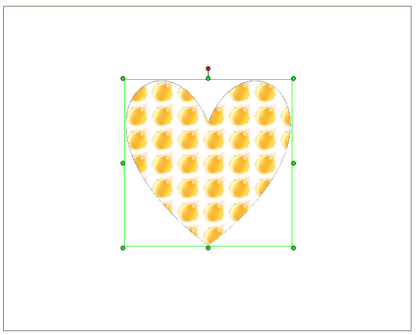
When <Display Option> is set to <Fit to Screen>.



When <Display Option> is set to <Lock Aspect Ratio>.



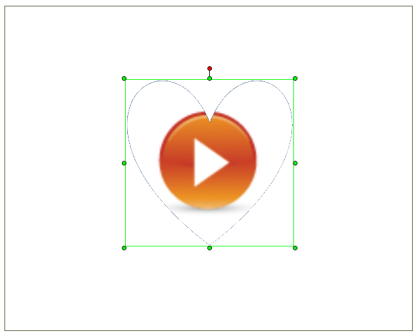
When <Display Option> is set to <Original Size>.



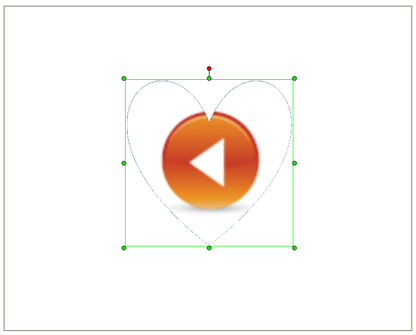
When <Display Option> is set to <Tile Effect>.

Reversion Type

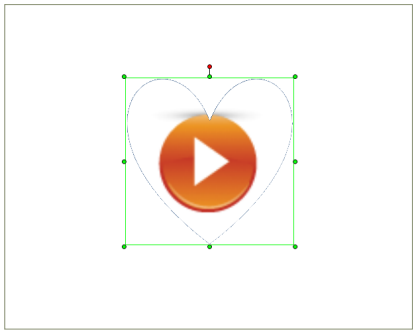
This is activated when an <Image File> is selected. Reverses the image selected to fill the element with the image.



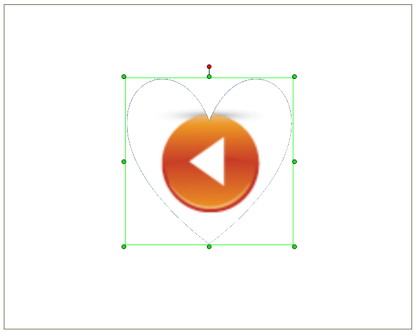
When the <Reversion Type> is set to <None>



When the <Reversion Type> is set to <Horizontal-Reflection>



When the <Reversion Type> is set to <Vertical-Reflection>



When the <Reversion Type> is set to <Horizontal and vertical reflection>

Other

Access elements used to display webpages, documents and tables.

Firefox

This element is used to import a web page and play it in the content item using the Firefox browser. If an element is added to the Stage window, the Open window appears where you can select a web page to be loaded. If you do not want to import a web page, click Cancel.

· Firefox

Firefox

URL	**Sets the web page address to use.**
File	**Select a web page file to be played. Click the ... button to open the Open window and select a file.**
User.js	**Choose a JavaScript file to add to the webpage file.**
UserChrome.css	**Choose a cascading style sheet (css) to apply to the webpage file.**

Office

This element is used to import MS Office files, such as MS Word, Excel or PowerPoint, into the Stage window.
An Office element is played with Office Viewer and not within the content item.
If an Office element is added, the Open window appears. Here you can select an Office file you want to import. A Word or Excel file is opened in full screen while a PowerPoint file is opened to fit the customized frame size of the element.

· Office

Office

Office File Name	**Shows the location of an Office file. If the file location is changed, the Office file is replaced with a file in the new location. Click the ... button to open the Open window. Select a file.**

Caution

- **Firefox**
  To use <Firefox> elements, the <Firefox> web browser must be installed on the PC. To open a web page by entering a URL, the Internet must be connected.

- **Office Elements**
  To use Office elements, the viewer for the corresponding file format (Word, Excel or PowerPoint) must be installed.

Tips

Excel and Word elements which belong to Office elements are displayed in full screen and not within the element area.

PDF

This element is used to import a PDF file into the Stage window.
A PDF element is played with PDF Viewer and not within the content item.
If a PDF element is added, the Open window appears. Here you can select a PDF file you want to import.

- PDF

PDF

Document File	**Shows the location of a PDF file. If the location is changed, the document is replaced with a file in the new location. Click the ... button to open the Open window. Select a file.**
Go to Page	**Enters the page number of the PDF file to be opened.**

RSS

This element is used to display the RSS information received from RSS service providers, in the content item.

- Text
- RSS Setting
- Title
- Date
- Description

Text

Background Color	**Sets the background color of the RSS element using Palette or RGB values. Click the ... button to open the Color window and set the color. Alternatively, you can specify the color by directly entering a value.**
Background Opacity	**Specifies the opacity of the background. (Range: 0~100%) 0 means transparent while 100 means opaque.**
Animation Direction	**If the Animation Direction is set, the element is played as crawling captions. The RSS information text crawls in the specified Animation Direction.**
None	Disables crawling captions. The element will be played normally, and not as captions.
Left to Right	Sets the scrolling captions to move East.
Right to Left	Sets the scrolling captions to move West.
Top to Bottom	Sets the scrolling captions to move South.
Bottom to Top	Sets the scrolling captions to move North.

Caution

- **PDF Elements**
  To preview PDF elements properly, the PDF viewer must be installed.

- **Go to Page**
  When you set <Go to Page>, the entered page number must be equal to or less than the total number of pages.

Terminology

- **RSS**
  RSS is a kind of transmissions protocol. While Http is the protocol to transmit HTML files, RSS is the protocol to transmit XML files. Using RSS, the information from a website can be viewed easily through an "RSS Reader" without connecting to the website.

Tips

- **RSS Event**
  When you add an RSS element to the Stage window, the event script "AM_EVT_NEWS_RELOADED" is automatically created in all elements of the Stage window.

  For more information on using the event script "AM_EVT_NEWS_RELOADED", refer to the "Event" section.

Speed of Text movement	Sets the speed of the scrolling captions. (Range: 10~200)

RSS Setting

RSS Reload Duration	Sets the RSS reload cycle in minutes. The RSS information will be updated at the specified time.
Display Option	Sets the RSS information to be shown during playback. (This may include the RSS title, date and summary.)
RSS URL	Enters the URL of the RSS service provider.
Display Cycle	Sets the interval for displaying the RSS. If a <Display Cycle> is set, short sentences are displayed at the specified interval, one after another, from among all the RSS information. (Unit: seconds)

Title

Font Name	Changes the font (default: Arial) for the RSS title.
Font Size	Changes the font (default: 35) for the RSS title (Range: 1~512)
Italic	Sets whether to Italicize the RSS title (True) or not (False). (Optional)
Bold	Sets whether to make the font for the RSS title bold (True) or not (False). (Optional)
Underline	Sets whether to underline the RSS title (True) or not (False). (Optional)
Strikeout	Sets whether to strike a line through the RSS title (True) or not (False). (Optional)
Text Color	Sets the font color for the RSS title using palette or RGB values. Click the ... button to open the Color window and set the color. Alternatively, you can specify the color by directly entering a value.
Horizontal Align	Sets the horizontal alignment type for the RSS title to either Align Left, Align Center or Align Right.

Tips

- **Using custom fonts**
  You can add external fonts as custom fonts. Refer to "Adding Custom Font files" for further details. The availability of this function depends on the player type selected when content is created.

Date

Font Name	Changes the font (default: Arial) for the RSS service date and time.
Font Size	Changes the default font size (35) or already specified font size for the RSS service date and time. (Range: 1~512)
Italic	Sets whether to Italicizes the font for the RSS service date and time (True) or not (False). (Optional)
Bold	Sets whether to make the font for the RSS service date and time bold (True) or not (False). (Optional)
Underline	Sets whether to underline the font for the RSS service date and time (True) or not (False). (Optional)
Strikeout	Sets whether to strike a line through the font for the RSS service date and time (True) or not (False). (Optional)
Text Color	Sets the font color for the RSS service date and time using palette or RGB values. Click the ... button to open the Color window and set the color. Alternatively, you can specify the color by directly entering a value.
Horizontal Align	Sets the horizontal alignment type for the RSS service date and time to Align Left, Align Center or Align Right.

Tips

- **Using custom fonts**
  You can add external fonts as custom fonts. Refer to "Adding Custom Font files" for further details. The availability of this function depends on the player type selected when content is created.

Description

Font Name	Changes the font (default: Arial) for the main RSS text.
Font Size	Changes the font size (default: 35) for the main RSS text. (Range: 1~512)
Italic	Sets whether to Italicizes the font for the main RSS text (True) or not (False). (Optional)
Bold	Sets whether to make the font for the main RSS text bold (True) or not (False). (Optional)
Underline	Sets whether to underline the font for the main RSS text (True) or not (False). (Optional)
Strikeout	Sets whether to strike a line through the font for the main RSS text (True) or not (False). (Optional)
Text Color	Sets the font color for the main RSS text using palette or RGB values. Click the ... button to open the Color window and set the color. Alternatively, you can specify the color by directly entering a value.
Horizontal Align	Sets the horizontal alignment type for the main RSS text to Align Left, Align Center or Align Right.

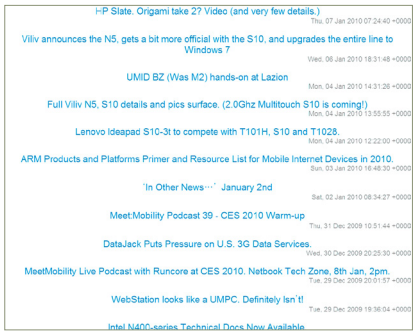
Tips

- **Using custom fonts**
  You can add external fonts as custom fonts. Refer to "Adding Custom Font files" for further details. The availability of this function depends on the player type selected when content is created.

Text

Text Background Color

Sets the background color for the text that represents the information of the RSS element.

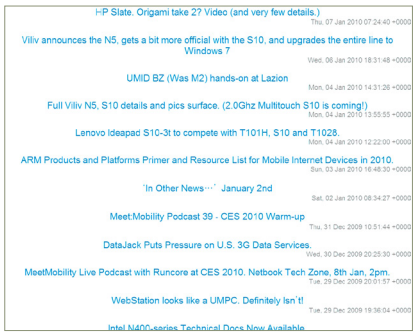


When the <Text Background Color> is the default text background color "255;255;255"

When the <Text Background Color> is "174;174;0"

Text Background Opacity

Sets the background opacity of the text that represents the information of the RSS element.

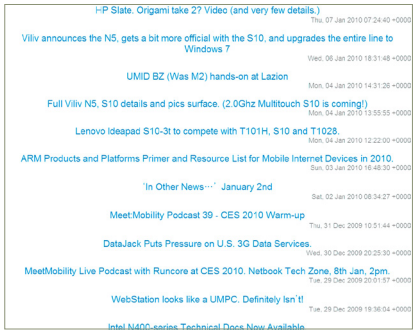


When the <Text Background Opacity> is set to "100" and the RSS element and the Image element overlap

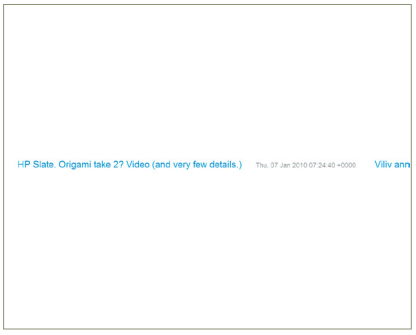
When the <Text Background Opacity> is set to "0" and the RSS element and the Image element overlap

Caption Direction

You can set the text representing the information of the RSS element as captions.



When the <Caption Direction> is set to <No Movement>.



Set the <Caption Direction> to either <Left to Right> or <Right to Left> to display the RSS information as captions in a horizontal direction.

Set the <Caption Direction> to either <Top to Bottom> or <Bottom to Top> to display the RSS information as captions in a vertical direction.

Title, Date, Description

You can select various fonts for the RSS information by using the <Title>, <Date> and <Description> properties.
The <Title> determines the font for the title of the RSS information and the <Date> determines the font for the date of the RSS information . In addition, the <Description> determines the font for the description of the RSS information.

You can display RSS information in various formats.

Table

This element is used to create a table in the Stage window.
A created table can be transformed into various forms and properties of each cell can be configured.

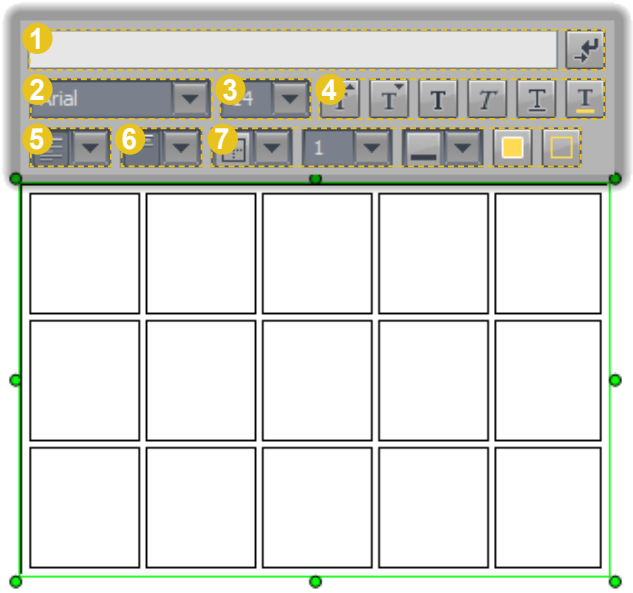
· Table

Table

Background Settings	**Sets the type of background for the table.**
Fill with Color	Fills the entire background for the table with a color.
Fill with Image	Fills the entire background for the table with an image.
Background Image File	**Selects a background image. This option is enabled when <Background Settings> is set to <Fill with Image>. Click the ... button to open the Open window and select a file.**
Background Color	**Selects a background color (RGB). This option is enabled when <Background Settings> is set to <Fill with Color>. Click the ... button to open the Color window and set the color. Alternatively, you can specify the color by directly entering a value.**
Cell Padding	**Sets the cell padding for all cells. (Range: 0~10 pixels)**
Cell Spacing	**Sets the cell spacing for all cells. (Range: 0~30 pixels)**
Background Opacity	**Specifies the opacity of the background. (Range: 0~100%) 0 means transparent, while 100 means opaque.**

Using a Table

In the window that appears when a Table element is added to the Stage window, configure the properties and the number of rows and columns of the table in the Properties window. To insert text into a cell, double-click the cell. The toolbar for configuring the cell will appear.



1. Fills the cell with an image. Click the button to open the Open window and select a file.
2. Selects a font for the text to be inserted into the cell. Click and select a font.
3. Selects a font size for the text to be inserted into the cell. Click and select a font size.
4. **Increases the font size by one.**
   Decreases the font size by one.
   Makes the font bold.
   Italicizes the font.
   Underlines the font.
   Sets the font color. Click the button to open the Color window and set the color.
5. Selects a type of horizontal alignment for the text to be inserted into the cell. Click and select the type you want.
6. Selects a type of vertical alignment for the text to be inserted into the cell. Click and select the type you want.
7. Sets the border of the cell.
   Sets whether to put a border around the cell or not. Click and select the sides you want to apply a border to.
   Sets the thickness of the border of the cell. Click and select the thickness of the border.
   Sets the type of border line for the cell. Click and select the type of border line.
   Sets the background color for the cell. Click this button to open the Color window and set the color.
   Sets the color of the border of the cell. If you click this icon, the Color window appears where you can set the color.

Tips

- **Cell Setting**
  Double-click over a cell to open the toolbar and set the cell properties using the toolbar.

- **Using custom fonts**
  You can add external fonts as custom fonts. Refer to "Adding Custom Font files" for further details. The availability of this function depends on the player type selected when content is created.

- **Color Setting**
  The colors supported by Author are based on RGB values. You can create a color by specifying the RGB values or selecting a pre-defined color provided by Author.

Web

This element is used to import a web page and play it in the content item using the Internet Explorer. If an element is added to the Stage window, the Open window appears where you can select an HTML file to be imported. If you do not want to import a webpage, click Cancel.

· Web

Web

URL	**Sets the URL address of the web page to be played.**
FILE	**Selects a web page file to be played. Click the ... button to open the Open window and select a file.**
Output Mode	**Set the mode to open a webpage.**
Refresh Cycle	**Sets the refresh interval of a web page to be played. (Unit: minutes)**
Access to input	**Sets whether to allow mouse and keyboard input when the web page is being played.**
Show Scroll	**Controls the scrolling of Internet Explorer. The scrolling within a web page cannot be controlled.**
Vertical Scroll Pos	**Sets the position to scroll the web page vertically. The content is played after vertically scrolling the web page by the specified unit. (Unit: pixels)**
Horizontal Scroll Pos	**Sets the position to scroll the web page horizontally. The content is played after horizontally scrolling the web page by the specified unit. (Unit: pixels)**

Caution

- **Web**
  To use Web elements, the Internet Explorer must be installed on the PC. To open a web page by entering a URL, the Internet must be connected.

Tips

- **Refresh Cycle**
  If you set the Refresh Cycle to 0, web pages are not refreshed and are played in the current state.

DataModule

Create dynamic data using collected external data and apply it to content. Dynamic data changes with time. This feature is only available with Player S3. Refer to "Using DataModule" for details on how to create content using DataModule.

- Database Setting
- Table

Database Setting

Database Type	**Select a database type to use.**
Database URL	**Enter the URL address of the database to use.**
Database Port	**Enter the port number of the database to use.**
Database Name	**Enter the name of the database to use.**
Database Login ID	**Enter an ID to log onto the database.**
Database Login Password	**Enter a password to log onto the database.**
Data Polling Interval	**Enter an interval in seconds to import data from the database.**

Table

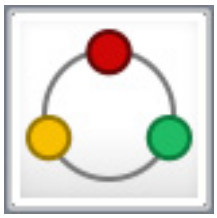
Table Selection	**Select a table containing desired information from the database.**
Query	**Create a query that will import desired information from the table.**
Conversion Table	**Enter a string to convert imported text information into an image.**

Tips

- **Adding conversion images**
  After entering conversion table information, you can attach an image to apply to the created table. In the design window, right-click and select DataModule Settings > Attach File to attach an image to convert.

DataLink Indicator

Display the DataLink function status in the indicator image.



· Indicator Image

Opacity	**Set the opacity of the indicator image. (Range: 0~100%) 0 makes the image completely transparent. 100 makes the image completely opaque.**
Indicator Type	**Set the indicator image type.**
Default	Use the indicator image Default provided by the program.
Type 1	Use the indicator image Type 1 provided by the program.
Type 2	Use the indicator image Type 2 provided by the program.
Select Indicator Image	Set the indicator image to the image you want.
Normal Working	**Set the indicator image to display when the DataLink function is working properly. This option is only available when the indicator type is set to custom.**
Not Connected to Server	**Set the indicator image to display if unable to connect to the server when the DataLink function is in use. This option is only available when the indicator type is set to custom.**
Display on Error	**Set the conditions to display the indicator image.**
TRUE	Set the indicator image to appear only when there is a problem with the DataLink function.
FALSE	Set the indicator image to stay displayed all the time.

Tips

- **Restrictions for DataLink Indicator elements**
  Your MagicInfo Author version must be 3.1 or later.

  The player type must be set to Player I or Player S3. You can set the player type when creating content using a DataLink template.

  Refer to "Using DataLink templates" for further details.

Event Raiser

This category contains invisible elements related to events. An added element is displayed as a red time bar in the Timeline window and not displayed in the Stage window.

Timer

Triggers a timer event in a content item at a specified time interval.

· Timer

Timer

Elapse	**Enters the interval of time for triggering the timer event. The unit is 1/1000 second. (To set 1 second, enter 1000.)**
Event Type	**Selects an interval policy for triggering a timer event.**
Periodic	Triggers a timer event continuously at every specified interval.
Just Once	Triggers a timer event only once at a specified interval.
Play Mode	**Determines whether to start the timer immediately or when an event occurs.**

Example of Utilizing the Timer

Repetitive Statement	**Used to execute a repetitive statement at a specified interval when writing a script.**

Tips

- **Timer Event**
  When you add a timer element to the Stage window, the event script "AM_EVT_TIMER" is automatically created in all elements of the Stage window.

  For more information on using the event script "AM_EVT_TIMER", refer to the "Event" section.

WordArt

This category contains various Word Art elements.

WordArt Properties

Word Art

Display Option	**Selects a fill type for the element.**
Normal	Fills the characters with the font color.
Gradient	Fills the characters with a gradient color.
Pattern	Fills the characters with an image.
Gradient Direction	**Sets the direction of the gradient color to horizontal or vertical.**
Gradient Start Color	**Sets the gradient start color.**
Gradient End Color	**Sets the gradient end color.**
Banner	**Sets the background of the text string to Banner. The text and background will be flipped.**
Pattern File	**Sets the image file to fill characters.**

Margin Size	**Margin size of an element (Input range: 0~100; if set to 0, there is no margin).**
Outline	**Adds an outline to the inside of the text.**
Outline Depth	**Sets the thickness of the outline. This option is enabled when an outline is added.**
Outline Color	**Sets the color of the outline. This option is enabled when an outline is added.**
Outerline	**Adds an outline to the outside of the text.**
Outerline Depth	**Sets the thickness of the outerline. This option is enabled when an outerline is added.**
Outerline Color	**Sets the color of the outerline. This option is enabled when an outerline is added.**
Shadow Type	**Selects a type of shadow for the WordArt.**
None	Disables the text shadows.
Drop Shadow	Adds a drop shadow to text.
3D Shadow	Adds a 3D drop shadow to text.
Shadow Color	**Sets the shadow color for the text. This option is enabled when a shadow type is selected. Click the ... button to open the Color window and set the color. Alternatively, you can specify the color by directly entering RGB values.**
Shadow Depth	**Sets the depth of the shadow. This option is enabled when a shadow type is selected. (Range: 0~100)**
Shadow Direction	**Sets the angle of the shadow. This option is enabled when a shadow type is selected.**
Warp Type	**Sets the curve type of the Word Art.**
Warp Top Value	**Sets the top to bottom warp angle of the WordArt. This option is enabled when a Warp type is selected. (Range: 0~100)**
Warp Bottom Value	**Sets the bottom to top warp angle of the WordArt. This option is enabled when a Warp type is selected. (Range: 0~100)**

Text

Input Text	**Enters the text for the WordArt.**
Text Background Color	**Sets the background color for the WordArt using palette or RGB values. Click the ... button to open the Color window and set the color. Alternatively, you can specify the color by directly entering RGB values.**

Select Transparency	Sets the transparency to be applied to the element.
Text Background Opacity	Sets the opacity for the immediate background behind the text. This option is enabled when <Select Transparency> is set to <Text Background Opacity>.
Text Element Opacity	Sets the opacity for the text. This option is enabled when <Select Transparency> is set to <Text Element Opacity>.
Direction	Sets the WordArt as captions and selects the caption scrolling direction. (No movement/Left to Right/Right to Left/Top to Bottom/Bottom to Top)
Speed	Sets the speed of the scrolling captions. (Range: 0~200)

Font

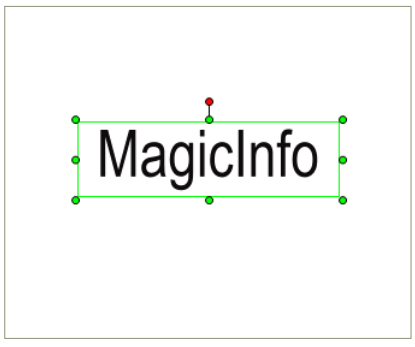
Font Name	View the current font. You can change the font from the font toolbar.
Text Color	Sets the text color for the WordArt using palette or RGB values. Click the ... button to open the Color window and set the color. Alternatively, you can specify the color by directly entering RGB values.
Italic	Italicizes the WordArt text.
Bold	Makes the WordArt text bold.
Underline	Underlines the WordArt text.
Strikeout	Strikes a line through the WordArt text.

Examples of using properties

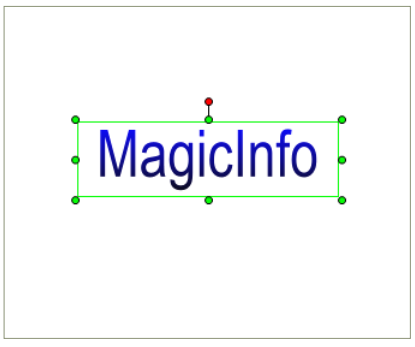
Effect

Fill Mode

Selects the fill mode for WordArt.



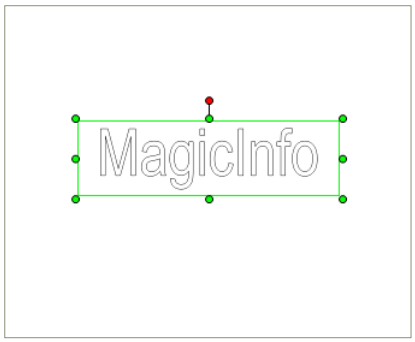
When the <Fill Mode> is set to <Default>.



When the <Fill Mode> is set to <Gradient>.

Tips

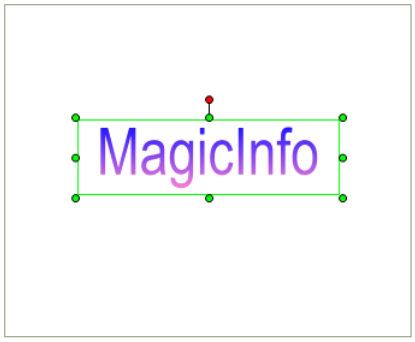
- **Using custom fonts**
  You can add external fonts as custom fonts. Refer to "Adding Custom Font files" for further details. The availability of this function depends on the player type selected when content is created.



When <Fill Mode> is set to <Pattern>. <Pattern> is effective when <Pattern File> is set.

Gradient Direction

This is activated when <Fill Mode> is set to <Gradient>.

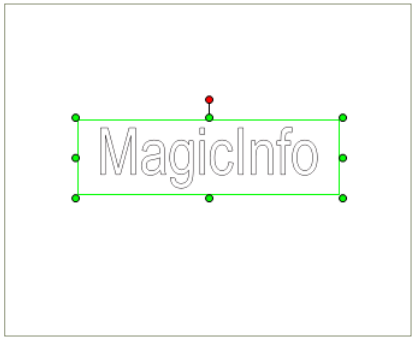


When the <Gradient Direction> is set to <Vertical>

When the <Gradient Direction> is set to <Horizontal>

Pattern File

This is activated when <Fill Mode> is set to <Pattern>.



When <Pattern File> is not selected

When <Pattern File> is selected

Banner

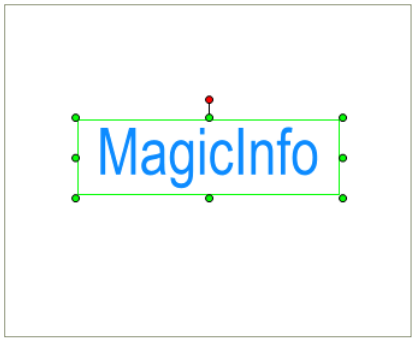
Reverses the <Text> and the <Background>.

When <Banner> is not selected in <Pattern> fill mode

When <Banner> is selected in <Pattern> fill mode

Outline

Selects whether to draw an <Outline> for WordArt. <Outline> draws lines along the inner lines of the WordArt letters.

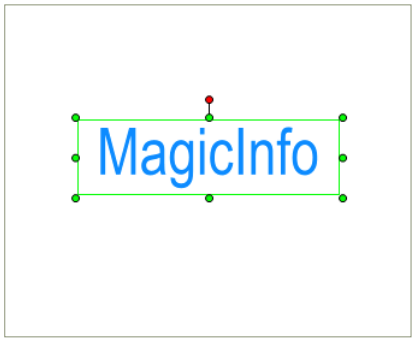


When the <Outline> of <WordArt> is not set

When the <Outline Depth> for the <Outline> of the <WordArt> is set to 8 and the <Outline Color> is set to "0;0;0".

Outerline

Selects whether to draw an <Outerline> for the WordArt. <Outerline> draws lines along the outer lines of the WordArt letters.

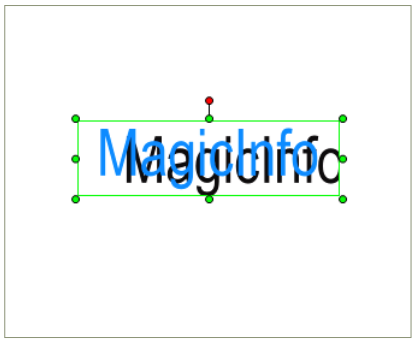


When the <Outerline> of the <WordArt> is not set

When the <Outerline Depth> for the <Outerline> of the <WordArt> is set to 8 and the <Outerline Color> is set to "0;0;0".

Shadow Type

Sets a shadow for the WordArt. You can select <Shadow Type> and then set the shadow depth and direction.



When the <Shadow Type> is set to <Drop Shadow>

When the <Shadow Type> is set to <3D Shadow>

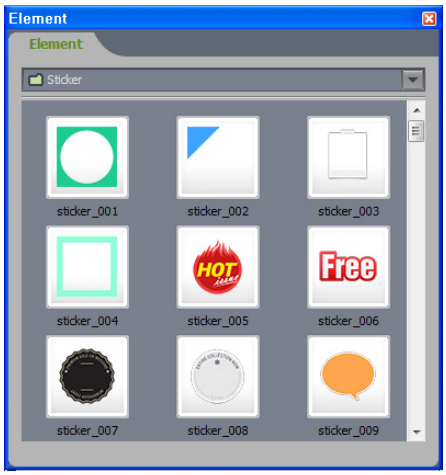
Warp Type

Selects the warp type for the WordArt. Select <Warp Type> and set the <Warp Top Value> and <Warp Bottom Value> to configure the bending rate of the WordArt.

You can configure various warp shapes.

Sticker

Use a variety of stickers. Stack several image stickers or enter messages in a text sticker.



Using image stickers

Image tickers use "sticker_number" as the naming format. Customize the sizes of stickers and arrange them where you want. Stack several stickers to create a new sticker.

Text

Background Opacity	**Specifies the opacity of the element. (Range: 0~100%) 0 means transparent while 100 means opaque.**

Examples of using image stickers

Stack several image stickers to create new stickers.

Tips

- **Restrictions for Sticker elements**
  Your MagicInfo Author version must be 3.1 or later.

  The player type must be set to Player I or Player S3. You can set the player type when creating content.

  The range of stickers that can be used varies depending on the selected player type.

Using text stickers

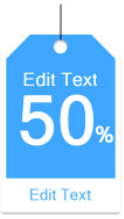
Text stickers use "sticker_tnumber" as the naming format. Customize the sizes of stickers and arrange them where you want. Stack several stickers to create a new sticker. You can also enter text in a sticker. The number of text input fields and the maximum number of letters vary depending on the design of the selected text sticker.

Text

Background Opacity	**Specifies the opacity of the element. (Range: 0~100%) 0 means transparent while 100 means opaque.**
Text 1	**Specify text to fill in the first text input field.**
Text 2	**Specify text to fill in the second text input field.**
Text 3	**Specify text to fill in the third text input field.**

Examples of using text stickers

Enter text in a sticker. The number of text input fields and the maximum number of letters vary depending on the design of the selected text sticker.



Tips

- **Restrictions for entering text**
  Numbers or capital letters are only allowed for certain text sticker types.

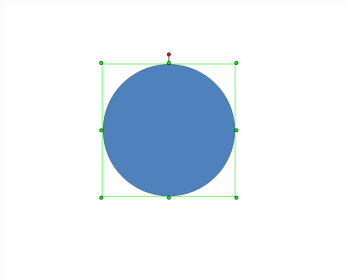
Tutorial on Content Creation 04

An Example of an Animation

A circle whose properties are changing

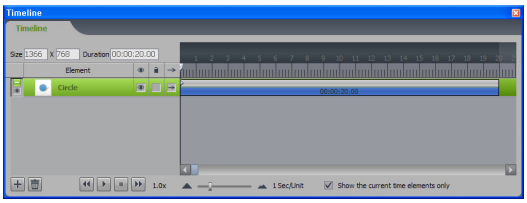
You can create an animation by applying different properties to a section created by adding Key-Frame to an element.
While the content item is playing, the properties of the circle element change continuously.

1



Drag and drop the Circle element from the Shape category in the Element window to the Stage window.

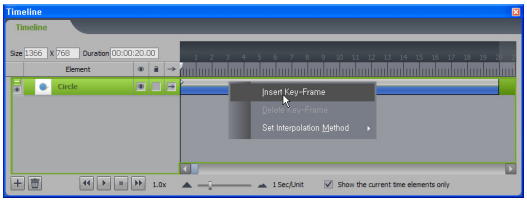
2



To configure an animation, check the <Show the current time elements only> checkbox in the Timeline window.

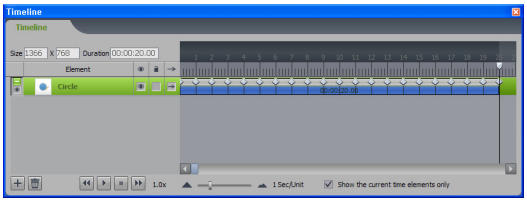
Note If the <Show the current time elements only> checkbox is not checked, a Key-Frame cannot be inserted.

3



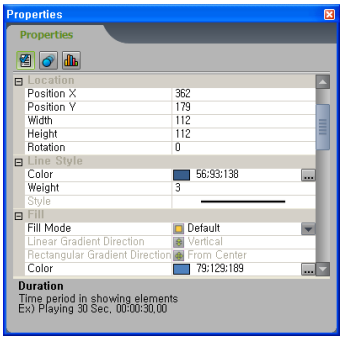
Right-click the upper part of the time bar and insert a Key-Frame to create an animation section of the element.

4



To make 20 changes during a duration of 20 seconds, add Key-Frames at 1 second intervals. Twenty animation sections will be created.

5

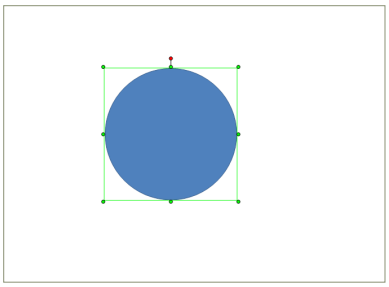
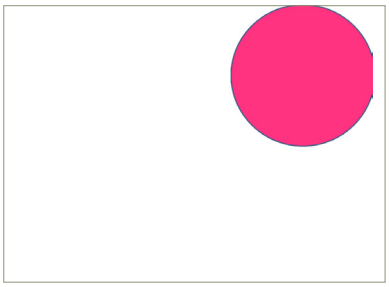
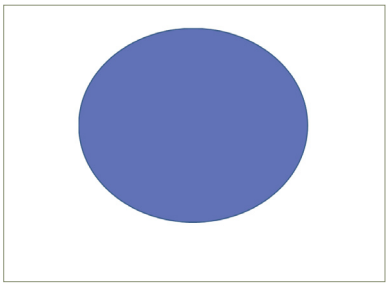
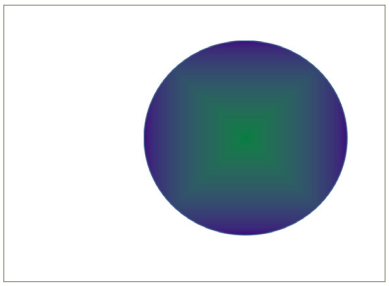
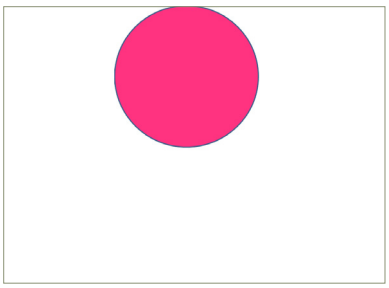
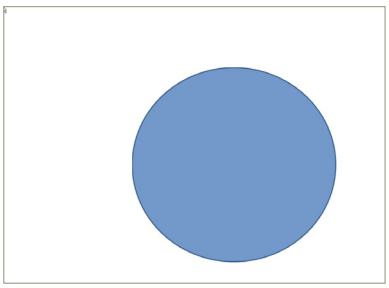
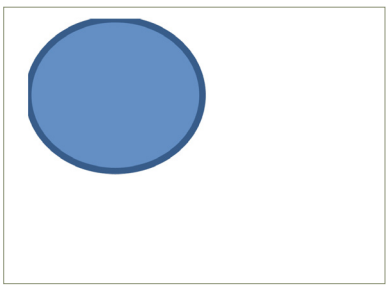
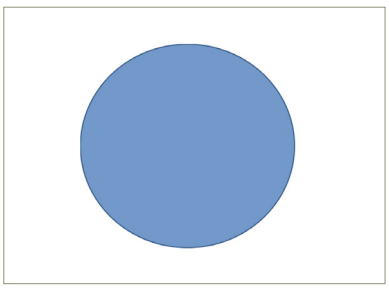


Now, select each Key-Frame and configure the properties. Since there are 20 Key-Frames, you can set different properties 20 times.

Note You can change any property that can be configured using a number.

6

When the properties are applied, click the preview button ( ) to preview the content.
The Circle changes 20 times according to the properties applied to the Key-Frames.

Moving the Element (Set Motion Path)

This content item will show a butterfly resting on a flower flies away after a while.

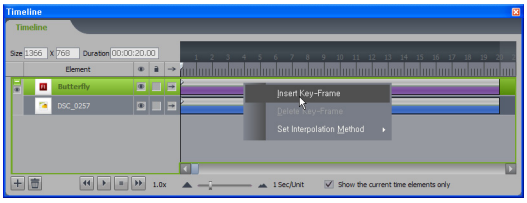
1

Add the image of a flower to the Stage window and double-click over it to maximize the image.

2

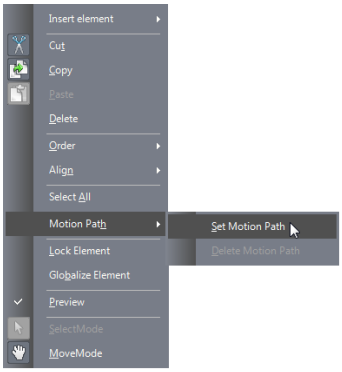
Insert a butterfly Flash into the Stage window.

3



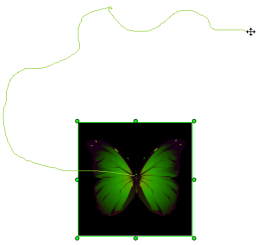
Insert Key-Frames in the Timeline window and specify a section the butterfly will move over.
(E.g. Add Key-Frames to the 4 and 20 second points.)

4



Select the butterfly Flash, select the starting Key-Frame in the section and right-click to open the context menu. Click <Motion Path> and <Set Motion Path>.

5



With the left mouse button held down, draw the path the butterfly will move along.

6

When the Motion Path is set, click the preview button ( ) to preview the content item.
The butterfly will stay on the flower for 4 seconds and then fly for 16 seconds along the specified Motion Path.

Changing Properties and Moving Elements

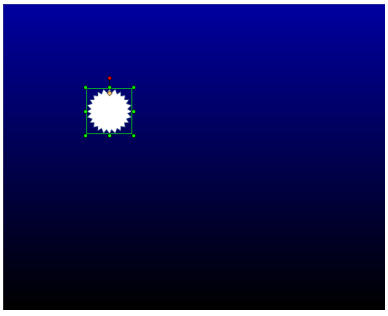
Let's create a content item that shows falling snow flakes and after a short while, shows a WordArt element. The color of the WordArt element changes.
Set the playing time of the page to 2 minutes.

1

Drag and drop the Rectangle element from the Shape category in the Element window to the Stage window. You are ready to design the background now. Double-click the Rectangle element to maximize it.

Configure the properties as follows:
Set <Width> of <Line Style> to "0" and <Fill Mode> of <Fill> to <Linear Gradient Mode>.
Set <Gradient Start Color> to "0;0;160" and <Gradient End Color> to "0;0;0."
Set <Duration> to "00;02;00.00."

2



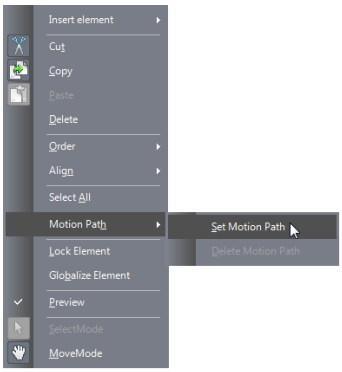
Drag and drop the Star element from the <Shape> category in the Element window to the Stage window in order to create a snow flake.

Configure the properties as follows:
Set <Width> of <Line Style> to "0" and <Fill Color> of <Fill> to "255;255;255."
Set <Star Width> to "80" and <Points> to <24-Pointed> in <Star> Properties.

3

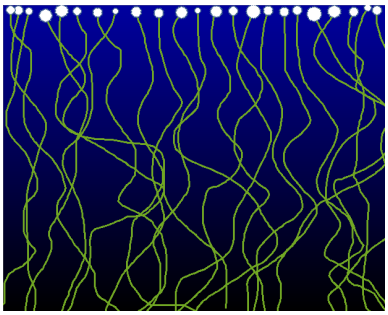
Copy the snow flake several times to multiply them. Set the size and position of the snow flakes considering that they fall from top to bottom.

4



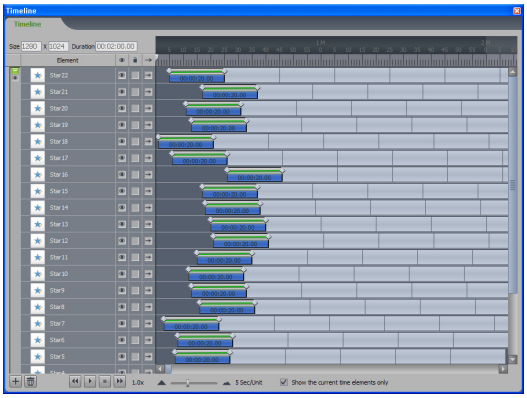
Select a snowflake, right-click and select <Motion Path> and <Set Motion Path> to configure the path of the snow flake.

5



Draw the path for all the snow flakes.

6



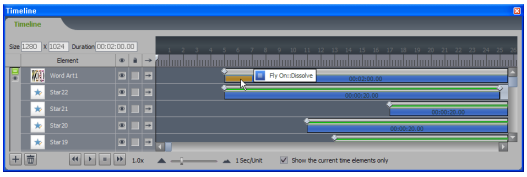
Apply a different Duration to each of the snowflakes in the Timeline window.
Select all the snow flakes and set <Duration Policy> of <Play> to <Loop> in the Properties window.

7

Drag and drop a WordArt effect from the WordArt category in the Element window to the Stage window.

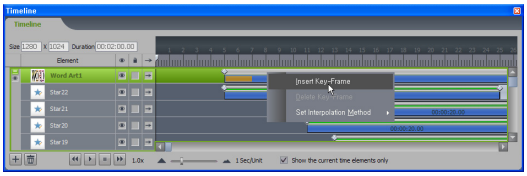
Configure the properties as follows:
Set <Fill Mode> of <Effect> to <Gradient> Mode and set <Gradient Direction> to <Horizontal>.
Set <Gradient Start Color> to "255;255;0" and <Gradient End Color> to "255;128;255."
Set <Text Background Opacity> of <Text> to "0."
Set <Start time> in <Play> to "00:00:05:00" and set <Duration> to "00:02:00:00."
Set <Font Name> in <Font> to select the font you require.

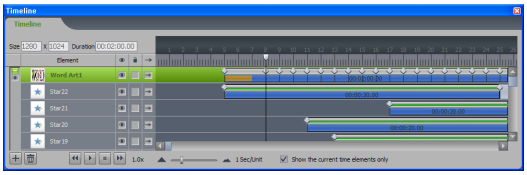
8



To let the WordArt appear more naturally, you can use some effects.
In the Effect window, insert the Dissolve effect of the Fly on category into the WordArt.

9

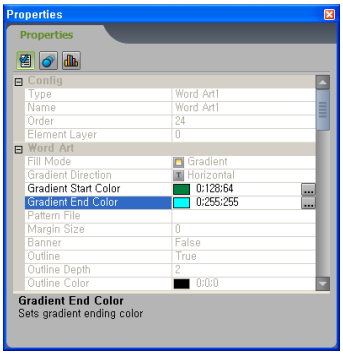




Add several Key-Frames to create sections for various color changes of the WordArt. Add Key Frames at 1 second intervals starting from 8 second point when the effect is finished.

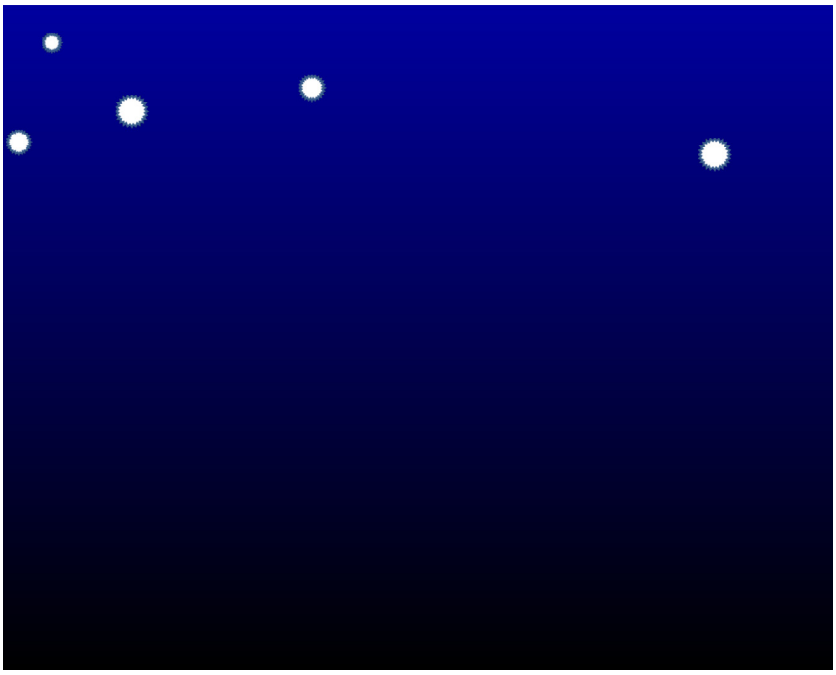
Note If the <Show the current time elements only> checkbox is not checked, a Key-Frame cannot be inserted.

10



Now, select each Key-Frame and configure the properties. For color variations of the WordArt, apply different values to <Gradient Start Color> and <Gradient End Color> for each Key-Frame.

11 When the Motion Path is set, click the preview button ( ) to preview the content item.
If the content item is played, snowflakes will begin to fall and after 5 seconds, the "Happy New Year~!!" message will be displayed.



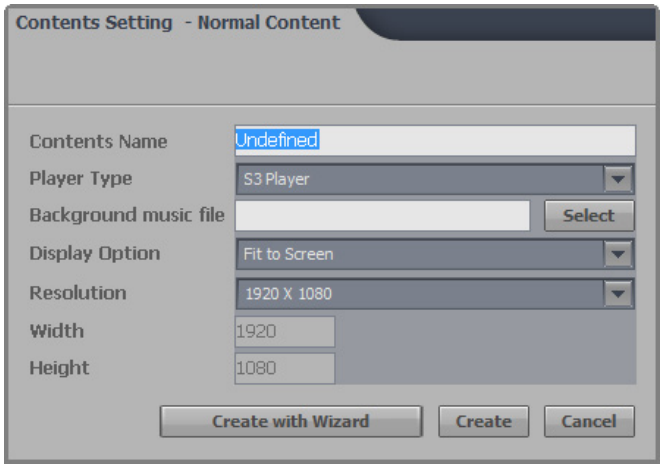
Creating Content

This section describes the procedures for creating a content item.

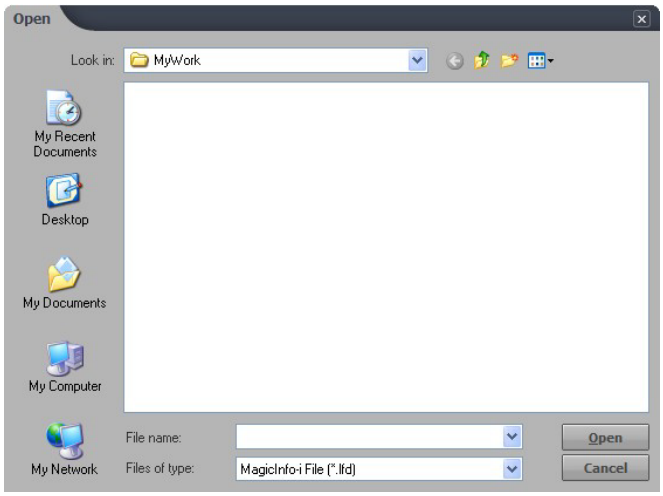
(STEP 1) Start Creating a Content Item

There are 3 ways to start creating a content item.

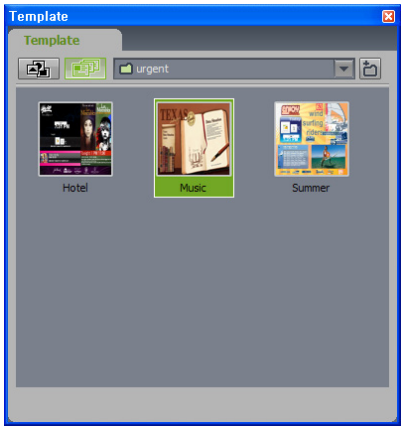
1 In the menu bar, click File > New Content or click in the toolbar to open a new page.



2 In the menu bar, click File > Open or click in the toolbar to display the Open window. Select a finished content item or a content item being created to edit it.

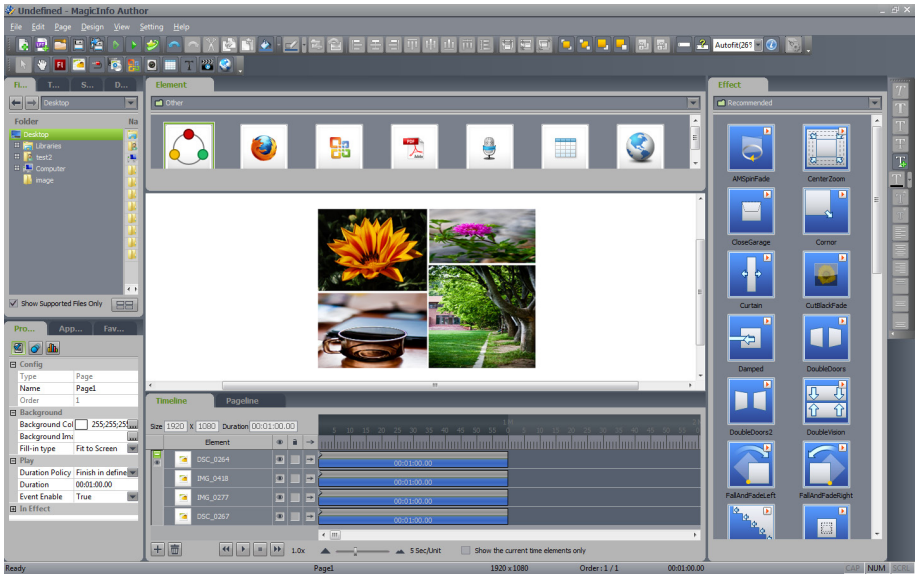


3 Double-click a template from the template list that appears when <Template> is selected in the Template window and edit the displayed file.



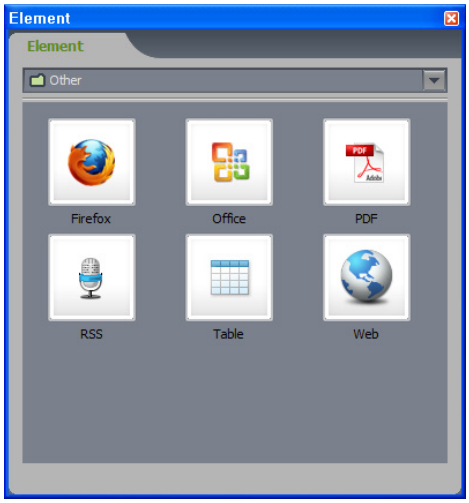
(STEP 2) Customize the Layout

Define the layout you think is best for conveniently creating content in Author.



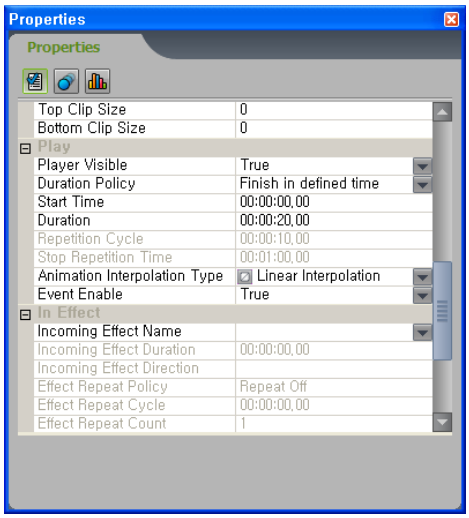
(STEP 3) Add Elements

Add elements provided by Author such as Image, Video, Sound and Text to the Stage window. Elements that are not provided by Author can be added through the Template window and the File window.



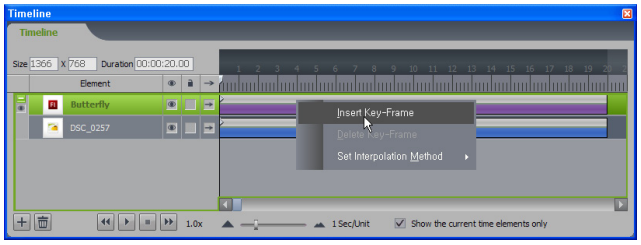
(STEP 4) Configure the Properties of the Element.

Configure the properties of the selected element in the Properties window. Select an element in the Stage window or select the track for the element in the Timeline window, then set the properties of the element.



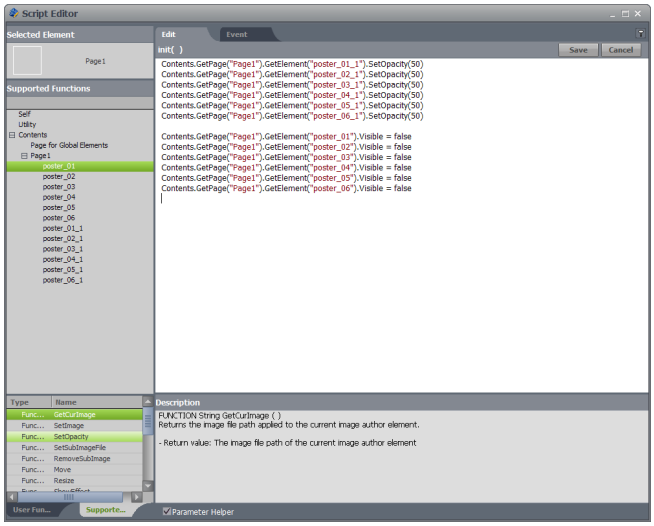
(STEP 5) Arrange Elements

Arrange elements in the Stage window, and set the effect and playing time of the elements in the Timeline window.



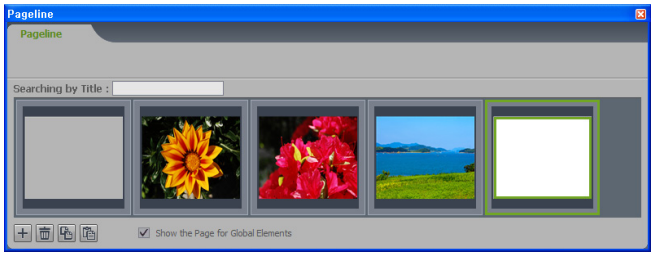
(STEP 6) Set Events

To set the event of the element, create a script in the Properties window.



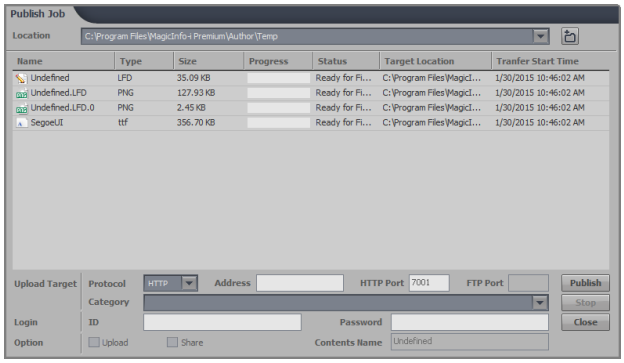
(STEP 7) Insert a New Page

Add a page to the Pageline window and edit the page.



(STEP 8) Publish the content item

Publish the finished content item to the local disk drive or MagicInfo Server.



Steps to create DataLink content

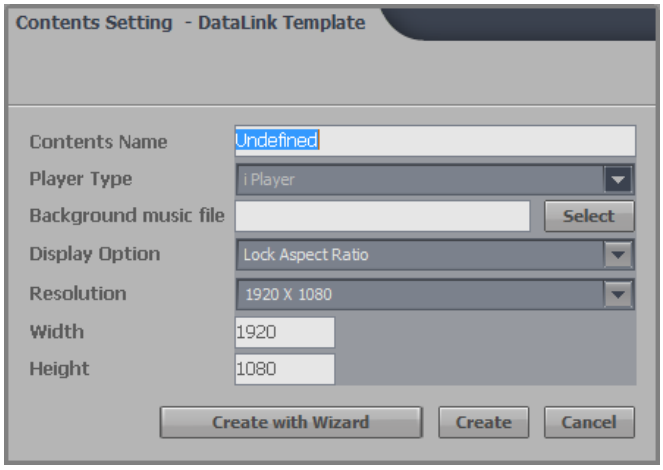
The DataLink feature allows you to collect and use data from external sources on your computer. Use the DataLink Template or DataModule option to create dynamic data using collected data as elements. Dynamic data changes with time.

Using DataLink Template

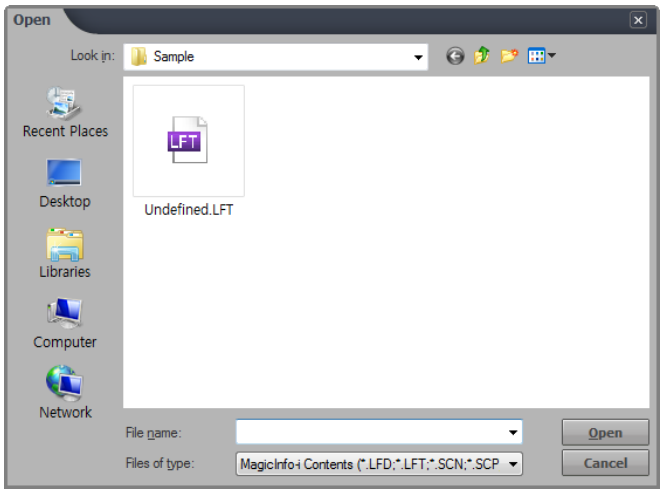
(STEP 1) Start Creating a Template

There are 2 ways to start creating a template.

1 In the menu bar, click File > New DataLink Template or click in the toolbar to open a new page. DataLink Template can only create content for Player I, Player S2 and S3.

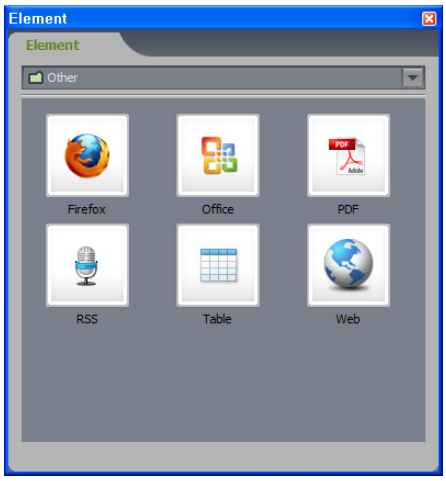


2 In the menu bar, click File > Open or click in the toolbar to display the Open window. Select a finished content item or a content item being created to edit it.



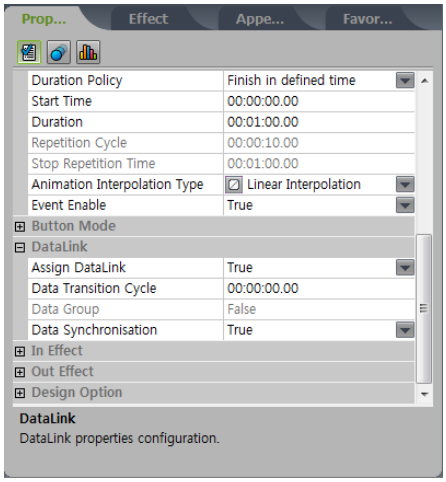
(STEP 2) Add Elements

Add elements provided by Author such as Image, Video, Sound and Text to the Stage window. Elements that are not provided by Author can be added through the Template and the File window.



(STEP 3) Configure a Datalink

Configure the Assign DataLink values set to True or False in the Properties tab or click to configure it. Elements include MediaSlide, videos, images, text and word art. DataLink can be applied to these elements.
A content file with elements that have DataLink applied becomes a DataLink template.



(STEP 4) Configure a Datalink Condition

Configure values of DataLink in the Properties tab.

General element properties

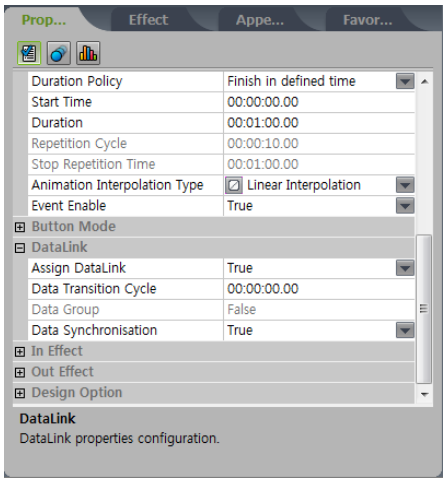
The following properties can be configured for general elements.

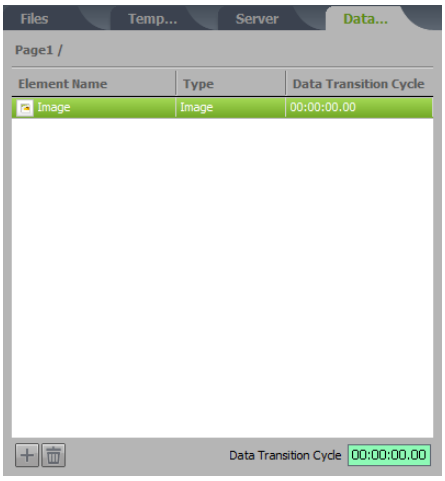
Data Transition Cycle	To apply the DataLink function, specify the transition interval between data elements. The next data element runs according to the specified transition interval. [Data Transition Cycle] can also be specified in the DataLink window. If the data transition cycle is 0, the first data element is played for image, MediaSlide, Flash or tablet elements. For video and sound elements, all the files are played sequentially according to playback duration. Text and word art elements appear simultaneously.
Data Group	Enable or disable the mode for elements under a group to share DataLink data.
Data Synchronization	Display DataLink data under a group simultaneously on an LFD.
Keep Last Value	Configure settings to run elements in the occurrence of an error such as a data reception error. Depending on the settings, elements can continue to display the current information or display the default information assigned to the elements.
Inner DataLink Description	Configure the specification that shows a data type when delivering DataLink information to the inside of elements. This property is only available for Flash elements that have DataLink applied.

Page properties

The following properties can be configured when a page is selected from the page line.

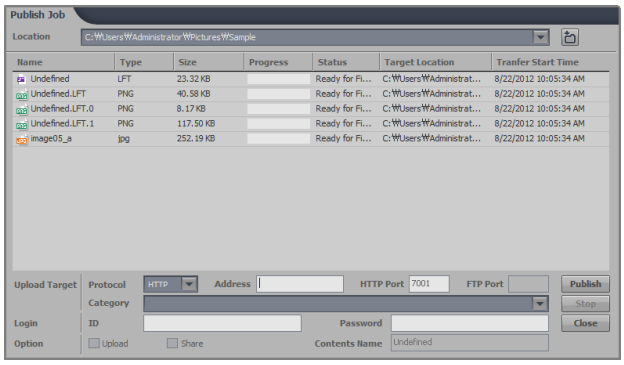
Clear DataLink Item	Enable or disable the mode to reset data of all elements under a data group at the data transition interval.
Data Change Target	Enable or disable the mode to play all elements under a data group after data is changed.





(STEP 5) Publish Content

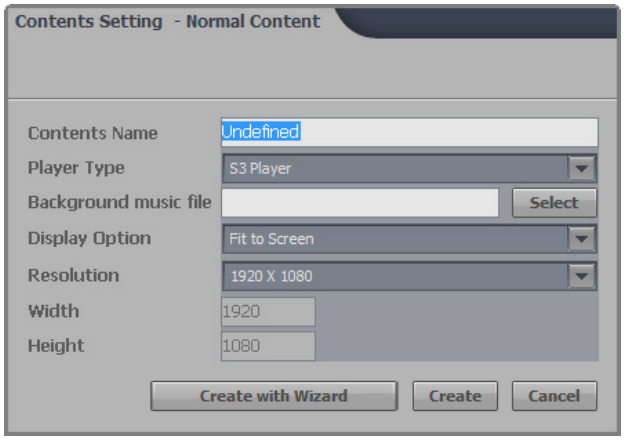
Publish created content to MagicInfo Server or a local drive. Save the LFD or LFT as an another name to use the LFD and LFT or vice-versa.



Using DataModule

(STEP1) Creating content

Select File > New Contents on the menu bar, then click the icon on the toolbar. A new page will appear after you finish configuring content settings. DataModule is only available in content for MagicInfo Player S3.

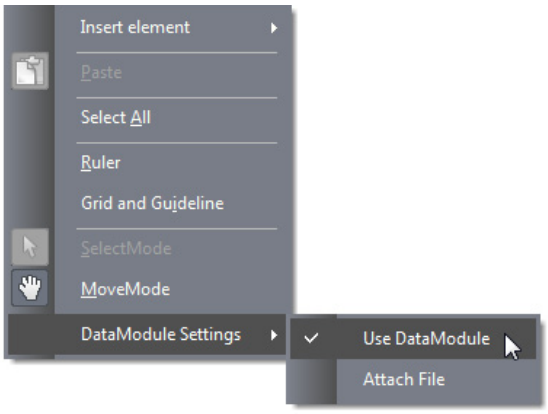


(STEP2) Adding elements

Add elements in the design window. Elements can include images and text provided by Author. Elements can be added using the template and file windows. This excludes elements provided by Author.

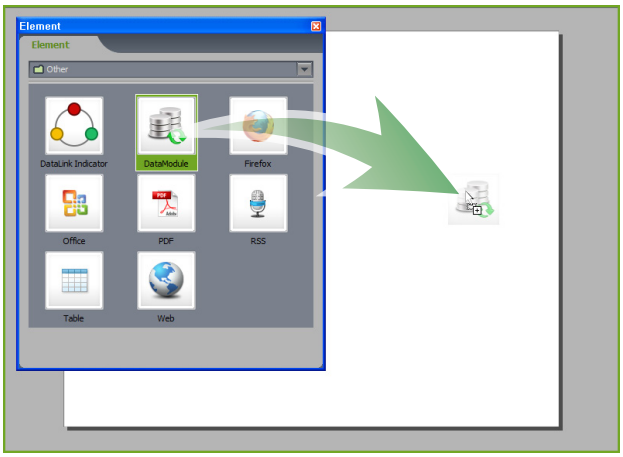
(STEP3) Enabling DataModule

In the design window, right-click and select DataModule Settings > Use DataModule to enable DataModule.



(STEP4) Adding DataModule elements

Add DataModule elements in the design window. DataModule elements are grouped to Other in the design window. Added DataModule elements can be viewed from Timeline. They are not displayed in the design window.



(STEP5) Configuring DataModule properties

Select DataModule from the timeline, then configure the required information using the Properties window.

Database Setting

Database Type	**Select a database type to use.**
Database URL	**Enter the URL address of the database to use.**
Database Port	**Enter the port number of the database to use.**
Database Name	**Enter the name of the database to use.**
Database Login ID	**Enter an ID to log onto the database.**
Database Login Password	**Enter a password to log onto the database.**
Data Polling Interval	**Enter an interval in seconds to import data from the database.**

Table

Table Selection	**Select a table containing desired information from the database.**
Query	**Create a query that will import desired information from the table.**
Conversion Table	**Enter a string to convert imported text information into an image.** Note After entering conversion table information, you can attach an image to apply to the created table. In the design window, right-click and select DataModule Settings > Attach File to attach an image to convert.

(STEP6) Configuring DataModule information for elements

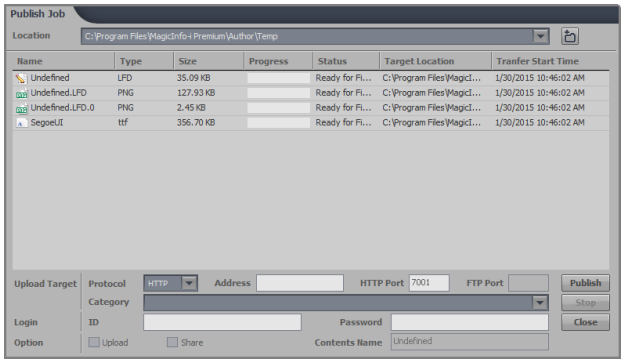
Configure DataModule information for each element using the properties window. Elements that can use DataModule include image and text elements.

DataSource

DataSource	**Select a data module to apply to the element when a page contains multiple data modules.**
Data Selection	**Specify information to import from the data source.**
Keep Last Value	**Set the element status when an error such as a data receipt failure has occurred.**
TRUE	Set the element to display the current information.
FALSE	Set the element to display the default information.
Data Transition Cycle	**Enter an interval in seconds to switch to the next data item. If the data transition cycle is "0," the image element plays the first data item only. The text element will display all the data at the same time.**
Data Synchronization ID	**Set the ID to sync data.**

(STEP7) Sending content

Send created content to a local drive or MagicInfo Server. Save content as another name to convert LFD content into LFT content or vice versa.



System Setup for Live Streaming

Use the Network URL feature in the video element to transfer and play a video being taken in real-time.
Broadcast the original file (encoded through Microsoft Windows Media Encoder 9 or Microsoft Expression Encoder) over the Windows Media Server and play the file on a MagicInfo Player.

Note Live streaming refers to real-time playback of data (music, videos, etc.) being transmitted to a client.

Live streaming Mechanism

Devices Required for Live streaming

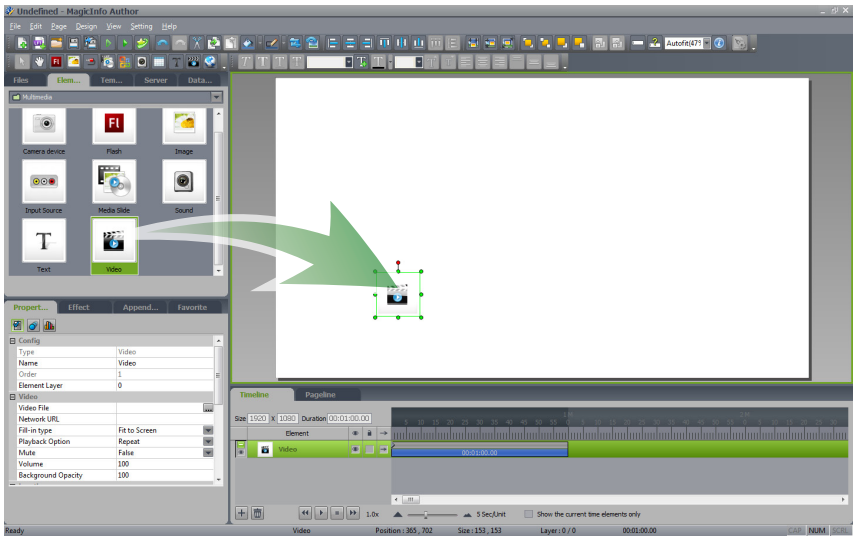
Encoding Machine	**Encoding Machine is equipped with a video capture card and can be connected to a video camera.** Note To use Encoding Machine, an encoder program such as Microsoft Windows Media Encoder 9 or Microsoft Expression Encoder must be installed on the Encoding Machine.
Publishing Point	**Publishing Point refers to a server where encoded media files are published. Microsoft Windows Media Server can be used as the Publishing Point.** Note Microsoft Windows Media Server is designed to stream Windows Media-based content. It is installed in the Windows Server OS group. Windows Server 2003 contains Windows Media Service by default. Windows Server 2008R2 requires Windows Media Service to be downloaded and installed separately.
MagicInfo Player	**Add a streaming video by entering the network URL address in Author. The streaming video must be sent from the server. You can play the video on MagicInfo Player.**

Live streaming Process

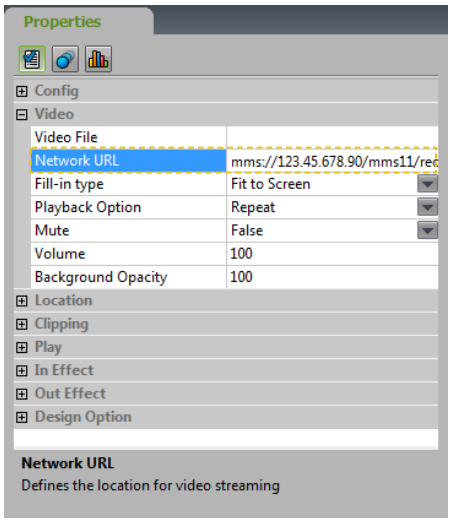
1. Video input from your video camera is received through the video capture card.
2. The received video input is encoded as a Windows media file by the encoder program.
3. The encoded media file is published by the server.
4. The published streaming file is played on a MagicInfo Player.

Playing Streaming Files on a MagicInfo Player

1. In the Design window of Author, drag and add the Video element to the Stage window.



2 Enter the network URL address in the Network URL input field of the properties window in the format: "mms://IP address/Publishing Point." Network URL supports the following formats: MMS, HTTP, HLS, RTP and RTSP. Supported formats can vary depending on the player type selected when content is created.



3 Publish the Video element to the LFD where the MagicInfo Player is installed and play the streaming element.

Note For further details on live streaming, go to https://v3.samsunggsbn.com and refer to the technical guide.

Scripting Guide

05

Script Writing Guide

One of the most powerful and important features of Author is the scripting engine.
Author scripting is based on the VBScript engine. You can use all the general VBScript commands.
Scripts enable using element events in various conditions and creating interactive contents.
This chapter describes the concepts and directions for use of the functions provided by Author.

Important Concepts in Scripting

There are important concepts you need to understand before scripting.

Script Wizard and Script Editor

Author provides a Script Wizard for users to easily create a script. Script Wizard shows the currently applicable function as a sentence so that users can use the script more freely. In addition, Author provides a Script Editor for advanced users who want to create more sophisticated and powerful scripts without using the Script Wizard.

Using the Script Wizard

Script Wizard is a scripting tool that shows scripts as sentences so that users can use scripts more easily by selecting one of the suggested sentences. You can use only some of the functions provided by Author.

Using the Script Editor

Script Editor enables users to create their own scripts. This scripting guide describes the procedures to create scripts using the Script Editor.

Note For information about the procedures to use the Script Wizard and Script Editor, refer to the "Events" section of this manual.

Users can use either a global or local script function.

If a global function is defined, the function is saved in Author and exists until deleted, and can be called from any content item. If a local function is defined, the function is saved in a content item and can only be called from the content item.

A script has various variables.

Variables are very important in scripting. Variables make changing values simple and enable reusing values. Author provides a Parameter Helper so that users can assign parameters more easily.

A script is a set of commands that generates an event.

For the types of events, refer to the "Events" section of this manual. Scripts are created for events so that the events are actually performed. For example, "AM_EVT_CLICK" is an event that is triggered when the corresponding element is clicked. If you have created a script that shows the "*HELLO*" message in a message box, if the element is clicked, the script is performed showing the "*HELLO*" message box.

Variables

Variables are very important in scripting. Variables make changing values simple and enable reusing values. In addition, variables make calling values easier.

An example of using variables

A variable called *"a"* with a value of 10 can be represented as follows:

```
a = 10
```

Now, let's see how you can use this variable.

1. Add a blank Text element to the page.
2. Select the Text element and create a script for the "AM_EVT_CLICK" event.

   ```
   a = "10"
   Self.SetText (a)
   ```

3. If you click the Text element, "10" is displayed in the Text element.

If "a" is declared as "10", the variable "a" keeps the value of 10 until it is declared again.

The following consists of examples of simple variable use.

Script1

```
a = 10
a = a + 20
Self.SetText (a)
```

Since 20 is added to variable a which has the value 10, the result is 30, and the value displayed in the Text element would be 30.

Script2

```
a = 10
b = a
Self.SetText (b)
```

The result of the script above will be displayed as "10" because the syntax "b=a" assigned the value of "a" to "b."

Scope of Variables

There are global and local variables.

Global Variables

The default type of variable in Author is a local variable. To create a global variable, you have to declare the variable as a global variable by calling a function. At this time, note that a global variable should be referred to by calling a function. The function used to declare a global variable is "SetGlobalVar" and the function used to retrieve a declared global variable is "GetGlobalVar".

The following is a simple example of using a global variable.
Add a blank Text element to the page and select the page. Start the page and declare a global variable at the same time.
You can edit a function after defining the function (the function name is "savevalue" and the function parameter is dummy or none).
Select "SetGlobalVar" from the function list of the "Contents" of Supported Functions. Modify the displayed function to Call Contents.
SetGlobalVar("x","hello"). Description at the bottom shows that "x" is the variable name and "Hello" is the variable value. Click Save to

create the "*savevalue*" function in the list of User Function. Select the created "*savevalue*" function, click the Event tab on the right side of the Edit tab, select "AM_EVT_OBJECT_START" and click Apply. Exit the Script Editor.
Then retrieve the global variable declared above. Select the Text element that was added first and make it dipslay the value of the global variable when the corresponding text is clicked.
You can edit a function after defining the function (the function name is "*showvalue*" and the function parameter is dummy or none). Select "SetGlobalVar" from the function list of the "Contents" of Supported Functions. The Parameter Helper appears. Enter the name of the variable declared above, "x", as the parameter. Then, the function is entered as Contents.GetGlobalVar(x). After retrieving the global variable, let's display the value of the global variable. Enter "a = Contents.GetGlobalVar(x)" to specify the return value of the global variable corresponding to the variable "a." Import "a" to the Text element. Select "SetText" from the list of functions in "Contents-Page1-text". Modifiy the displayed function to "Contents.GetPage("Page1").GetElement("Text").SetText(a)". This means that the previously retrieved global variable "x" will be displayed in the text element. Click Save to create the "*showvalue*" function in the list of User Function. Select the created "showvalue" function, check the "AM_EVT_CLICK" checkbox in the Event tab and click Apply. Exit the Script Editor.
Play the content item and click the Text element. The value of the global variable "x" declared in "Page1" as "Hello" is displayed in the Text element.

Local Variables

A global variable maintains its value in the content item. However, a local variable can only be used within a function that is currently being created. Unless the "SetGlobalVar" and "GetGlobalVar" functions described above are used, all variables are regarded as local variables.

Variable Names

A variable name cannot start with a number and consists of alphanumeric characters and underscores except for some reserved words.

Examples of valid variable names:

a, strName, _My_Variable, data1, data_1_23, index, bReset, nCount

Examples of invalid variable names:

*1, 1data, %MyValue%, $strData, for, if, _FirstName+LastName_*

Reserved Words

and, break, do, else, elseif, end, false, for, function, if, in,local, not, or, repeat, return, table, then, true, until, while

Type

The type of variables in Author script language is formed dynamically. The type of variable is not explicitly declared, but is implicitly determined by the context where the format is used.
This means that you do not need to declare the type of the variable before using it. For example, to use a number in C++, you have to declare the type of variable and assign a value to the variable.

```
int a;
a = 10;
```

The example of C++ above declares "*a*" as an integer type and assigns "*10*" to the variable.

In summary, users can use variables without declaring their types in Author. Variables do not have actual types. Instead, the type is determined by the value. For example, the "*a = 10*" statement automatically creates a variable called "*a*" and assigns "*10*" to the variable. Even if a number is assigned to the variable, the type of variable is not fixed. This means that the value of "*a*" can be changed to a value of a different type such as "a = Hello". This statement changes the number "*10*" saved in "*a*" to a string "*hello*". In fact, the type of string is not important. The variable *a* saves what the user assigns regardless of the type of the value.
Author provides the Number, String and Boolean variable types. Read below to learn more about the three types of variables.

Number

Number is a numeric value. The numeric type represents a floating type value. This formally means a double precision floating point

number. The following are examples of valid numbers.
4, 0.4, 0.345, 4.57e-3, 0.3e12

String

A String is a sequential arrangement of characters. For example, "*lee2*" consists of 4 characters, starting with "*l*" and ending with "*2*". The value in a String type should be enclosed by quotation marks (""). In addition, the String type value can have various lengths. It can consist of one character, one word, one sentence or more. Approximately up to 2 billion characters are supported. The important point when you use a String type is that the Number and String types are automatically converted. Whenever a numeric operation is applied to a string, the Author's scripting engine tries to convert the string into a number. Of course, the string can only be converted into a number when the string contains something that can be interpreted as a number.
For example,

The result of *a = "10" + 1* is *11* and
the result of *b = "33" * 2* is *66*.

However, the example below will show a different result.

The result of *a = "10+1"* is string *10+1* and
b = "hello" + 1 will cause an error. The reason is that *"hello"* cannot be converted into a number.

Boolean

The Boolean type variable may have a value of either true or false. Boolean type variables can be used for logical operations that have true or false as a result.

Assume that a logical operation is given as follows:

a = true
b = false
if (*a* or *b*) *then*
(Create the script to be executed, here.)
End

At this time, the condition is created by the true or false result.

Parameters

A parameter is a messenger that delivers the values necessary for the function operations. The result of the functions is determined by the values of the entered parameters. For example, in the function y = f(a+b), the parameters refer to a and b. If the function does not have a return value, you can set the parameter to a random value.

Parameter Attributes

For parameters, you have to declare their types unlike for variables. Parameters support the Number, String and Boolean types just like for variables.

Operators

An operator is a unit of code that performs a calculation in one or more code elements that returns a value. These operations include arithmetic operations such as additions and multiplications, concatenation operations that combine two strings into one, comparison operations that determine the bigger of two values, and logical operations that check if both operations are true.

Arithmetic Operators

Arithmetic operators are used to perform various familiar arithmetic operations including the calculation of values represented by a variable, expression, function and attribute call.

Operators	Descriptions
+	Addition
-	Subtraction
*	Multiplication
/	Division
%	Modulo
^	Power

Comparison Operator

The comparison operator compares two expressions and returns a Boolean value representing the comparison result. There are operators that compare numbers, strings and objects.

Operators	Descriptions
<	Less
>	Greater
<=	Equal to or less
>=	Equal to or greater
=	Equal to
<>	Not equal to

Concatenation Operators

Concatenation operators join multiple strings into one. The "+" and "&" connection operators are provided and both perform basic concatenation operations as shown by the example below.

x = abc
y = def
z = x & y or *z = x + y*

The result is *z = abcdef*. Here, the "&" and "+" operators are used as operators that merge strings.

Assignment Operators

The Assignment statement performs the assignment operation. The value on the right side of the operator is assigned to the variable on the left side of the operator.

Operators	Descriptions
=	Assign
+=	Add and then assign
-=	Subtract and then assign
*=	Multiply and then assign
/=	Divide and then assign (float type)
^=	Raise to the power and then assign
&=	Merge strings and then assign
\=	Divide and then assign (integer type)

Logical Operators

Compares boolean expressions and returns a boolean result. The And, Or and Xor operators require two operands. The Not operator performs a logical negation operation for a boolean expression to return the negative value of the calculated expression. For example, if the result of the operand expression is true, the result of the Not operation becomes false because the Not operator negates the result. If the result of the operand expression is false, the result of the Not operation becomes true.

Operators	Descriptions
And	Logical and (True only when both of the two operands are true)
Or	Logical or (True when any of the two operands are true)
Xor	Logical exclusive (True only when one of the two operands is true)
Not	Logical negative (False when the operand expression is true)

Operator Priorities

The operator priority refers to the order of operators when there are multiple operators in an expression. The arithmetic and concatenation operators have the following priorities and have priority over the comparison and logical operators. Comparison operators have a higher priority than logical operators and a lower priority than arithmetic and concatenation operators. All the comparison operators have the same priority. That is, these operators are evaluated from left to right sequentially. Arithmetic, concatenation, logical and bitwise operators are calculated in the following order.

Category	Priority	Operator
Arithmetic Operators	1	Power Operator (^)
	2	Negative Operator (-)
	3	Multiply and Divide Operators (*,/)
	4	Integer Divide Operator (\)
	5	Add and Subtract Operators (+, -), String Concatenation Operator (+)
	6	String Concatenation Operator (&)
Comparison Operator	7	=
	8	<>
	9	<
	10	>
	11	<=
	12	>=
Logical Operators	13	Not
	14	And
	15	Or
	16	Xor

Using Syntax

The most frequently used script syntax consists of the conditional and loop statements. Here is some information about conditional and loop statements.

Conditional Statement (*If…Then…else*)

Performs a statement or a group of statements when a condition is met.

If condition *Then* statement *Else* elsestatements

Alternatively, the block statement syntax below can also be used.

If condition *Then*
    statements
ElseIf condition-n *Then*
    elseifstatements . . .
Else
    elsestatements
End If

The *If…Then…Else* statement consists of the following elements.

Element	Descriptions
condition	One or both of the following types of expressions. A numeric or string expression evaluated to *True* or *False*. If the condition is *Null*, it is regarded as *False*. An expression in the format of *"TypeOf* object name *Is* object type" . The object name is a reference to a specific object. The object type is the type of the specific valid object type. If the object name is the type specified with the object type, the expression is evaluated to True, otherwise it is False.
Statements	One or more statements delimited by colons. These are performed when the condition is *True*.
condition-n	Same as for a condition.
elseifstatements	One or more statements to be performed when the associated condition-n is *True*.
elsestatements	One or more statements to be performed when the previous condition or condition-n is not *True*.

Note

If you use the first syntax which has a single line, you can perform a conditional check in a short and simple way. However, the second syntax which is block type provides more structures and flexibility and is easier to read, manage and debug, compared with the single line syntax.

In a single line *If…Then* statement, multiple statements can be performed when the condition is met. However, in this case, they must be placed on the same single line delimited by colons, as shown in the figure below.

```
If A > 10 Then A = A + 1 : B = B + A : C = C + B
```

When the second *If* block statement is performed, the condition is tested first. If the condition is evaluated as *True*, the statement following the *Then* is performed. In this case, if the condition is *False*, and there are *ElseIf* statements, perform the statements of the corresponding *ElseIf*.

If a condition is evaluated as *True*, the statement below the corresponding *Then* keyword is performed. If none of the *ElseIf* clauses are *True* or if there are no *ElseIf* keywords, the statements following the *Else* keyword are performed. After performing the statements below the *Then* or *Else* keyword, the statement below the *End If* keyword is performed.

Both the *Else* and *ElseIf* clauses are optional clauses. Within an *If* block statement, you can use as many *ElseIf* statements as required, but there can be no code following the *Else* keyword on the same line. A *If* block statement can be nested. That is, it can include another *If* block statement within itself.

The clause following the *Then* keyword is examined to determine whether it is an *If* block statement or not. If a statement which is not a comment follows the *Then* keyword on the same line, it is regarded to be a single line *If* statement.

The first line of an *If* block statement must start with the *If* keyword and the conditional statement and the last line must end with the *End If* statement.

Loop Statement (*For…Next*)

Performs a group of statements the specified number of times repeatedly.

For counter = start *To* end *Step* step
    statements
    Exit For
    statements
Next

The For...Next statement consists of the following elements.

Element	Descriptions
counter	This numeric variable is used as a loop counter and cannot be an array or custom type element.
start	The start value of the counter.
end	The end value of the counter.
step	Sets by how much the counter is incremented or decremented each time the loop is repeated. If the value is not specified, the step is set to 1 by default.
statements	There are one or more statements between the *For* and *Next* to be executed as many times as the specified count.

Note The step element can be a positive or negative number. The step element determines when the loop is executed, as described in the table below.

Value	The loop is executed if
A positive number or Zero (0)	counter <= end
Negative number	counter >= end

Once the loop is started and all the statements in the loop are executed, the step is added to the counter. At this time, the same test is performed as when the first loop was executed. Then, according to the test result, either the loop is executed again or the loop is exited and the statement following the *Next* statement is executed.

If the counter value is changed while the loop is being executed and not after the loop is iterated, it can be very difficult to read or modify the code.

The *Exit For* statement can only be used within the *For Each...Next* or *For...Next* control structure in order to provide a way to exit a loop. You can place multiple *Exit For* statements in any place within a loop. The *Exit For* statement is frequently used when calculating a conditional statement, such as the *If...Then* statement, and transfers control to the statement immediately following the *Next* statement.

A For...Next loop can be nested in another *For...Next* loop. The counter variable must be unique across all the loops. The following shows an example where the *For...Next* loops are nested correctly.

```
For I = 1 To 10
    For J = 1 To 10
        For K = 1 To 10
        . . .
        Next
    Next
Next
```

Function Data

This section provides a description of the functions used in the scripts introduced in the "Events" section and their application examples.

Script Functions for the Contents Object

GetPage	Parameter	string
	Example	Contents.GetPage("PageName") Returns the dispatch interface of the page called PageName.
GetGlobalPage	Parameter	string
	Example	Contents.GetGlobalPage() Returns the global page object of the current content item.
MovePage	Parameter	string
	Example	Contents.MovePage("PageName") Moves the current page to the page called PageName.
GetFirstPage	Parameter	string
	Example	Contents.GetFirstPage() Returns the dispatch interface of the first page of the current content item.
GetLastPage	Parameter	string
	Example	Contents.GetLastPage() Returns the dispatch interface of the last page of the current content item.
GetGlobalVar	Parameter	string
	Example	Contents.GetGlobalVar(strGlobalVar) Imports the global variable declared as strGlobalVar into the current content item.
SetGlobalVar	Parameter	string, string
	Example	Call Contents.SetGlobalVar(strGlobalVar, strValue) Sets a global variable called strGlobalVar with the value strValue for the current content item.
ResolutionWidth	Parameter	string
	Example	Contents.ResolutionWidth Returns the width resolution of the content item.
ResolutionHeight	Parameter	string
	Example	Contents.ResolutionHeight Returns the height resolution of the content item.
Path	Parameter	string
	Example	Contents.Path Represents the file location of the currently opened content.

Script functions for the Page Object

GetElement	Parameter	string
	Example	Contents.GetPage("Page1").GetElement("elem1") Returns the dispatch interface of the element elem1 owned by page Page1.
GetGlobalElement	Parameter	string
	Example	Contents.GetPage("Page1").GetGlobalElement(strElementName) Returns the dispatch interface of the global element strElementName owned by page Page1.
GetNextPage	Parameter	string
	Example	Contents.GetPage("Page1").GetNextPage() Returns the dispatch interface of the next page of page Page1.
GetPreviousPage	Parameter	string
	Example	Contents.GetPage("Page1"). GetPreviousPage() Returns the dispatch interface of the previous page of page Page1.
SetBGColor	Parameter	byte, byte, byte
	Example	Contents.GetPage("Page1").SetBGColor(255,255,255) Sets the background color of page Page1.
BGColorR	Parameter	
	Example	Contents.GetPage("Page1").BGColorR =255 i= Contents.GetPage("Page1"). BGColorR Returns or changes the R value of the background color of the page Page1.
BGColorG	Parameter	
	Example	Contents.GetPage("Page1"). BGColorG =255 i= Contents.GetPage("Page1"). BGColorG Returns or changes the G value of the background color of the page Page1.
BGColorB	Parameter	
	Example	Contents.GetPage("Page1"). BGColorB =255 i= Contents.GetPage("Page1"). BGColorB Returns or changes the B value of the background color of the page Page1.
BGImage	Parameter	string
	Example	Contents.GetPage("Page1").BGImage="C:\Documents and Settings\My Documents\A.img" Path= Contents.GetPage("Page1").BGImage Returns or changes the absolute path to the background image of the page named Page1. Contents.GetPage("Page1").BGImage="A.img" Path= Contents.GetPage("Page1").BGImage Returns or changes the relative path to the background image of the page named Page1. You should enter a relative path in the script if a file is attached through the Appending window or a file is included in the imported element. This is because the path information is included during packaging.
BGFillRatio	Parameter	
	Example	Contents.GetPage("Page1").BGRatio=0 i= Contents.GetPage("Page1").BGRatio Returns or changes how the background image is filled in the page Page1. newVal: 0: Original Size 1: Fit to Screen 2: Lock Aspect Ratio 3: Tile Effect

Script Functions for the Element Object

Move	Parameter	int, int
	Example	Contents.GetPage("Page1").GetElement("elem1").Move(10,10) Moves by (10, 10) the element elem1 owned by page Page1.
Resize	Parameter	int, int
	Example	Contents.GetPage("Page1").GetElement("elem1").Resize(100,100) Resizes to (100, 100) the element elem1 owned by page Page1.
ShowEffect	Parameter	string
	Example	Contents.GetPage("Page1").GetElement("Figure Bevel").ShowEffect(strEffectName) Starts the play effect called strEffectName that is applied to the authoring element.
Visible	Parameter	boolean
	Example	Contents.GetPage("Page1").GetElement("elem1").Visible = true or false Sets whether to display or hide the element elem1 of page Page1.
Rotation	Parameter	int
	Example	Contents.GetPage("Page1").GetElement("elem1").Rotation(60) Rotates the element elem1 owned by page Page1 by 60 degrees.
Reflection	Parameter	int
	Example	Contents.GetPage("Page1").GetElement("elem1").Reflection(0) Calls the Reflection function with parameter 0 for element elem1 owned by page Page1. newVal: 0: None 1: Horizontal-Reflection 2: Vertical-Reflection 3: Horizontal and vertical reflection
PositionX	Parameter	int
	Example	Contents.GetPage("Page1").GetElement("elem1").PositionX Returns or changes the Position X value of the element elem1 of the page Page1.
PositionY	Parameter	int
	Example	Contents.GetPage("Page1").GetElement("elem1").PositionY Returns or changes the Position Y value of the element elem1 of the page Page1.
Width	Parameter	int
	Example	Contents.GetPage("Page1").GetElement("elem1").Width Returns or changes the width of the element elem1 of the page Page1.
Height	Parameter	int
	Example	Contents.GetPage("Page1").GetElement("elem1").Height Returns or changes the height of the element elem1 of the page Page1.

Scripts for the Common Object

Name	Parameter	
	Example	name=Contents.Name Contents.Name =“test” Returns or changes the name of the content item.
GetParent	Parameter	
	Example	Contents.GetPage(“Page1”).GetParent() Returns the dispatch interface of the parent of page Page1.
EventEnable	Parameter	
	Example	Contents.EventEnable Shows whether the element being authored will respond to events, such as mouse click events, during playback.

Scripts for the System Utility Object

Sleep	Parameter	int
	Example	Utility.Sleep(i) Makes the content sleep for i milliseconds.
RunProgram	Parameter	string, string
	Example	Utility.RunProgram(“C:\Documents and Settings\..”,“listName”) Runs the process of the corresponding path. The second parameter is the argument list to be passed to the process.
OpenWebPage	Parameter	string
	Example	Utility.OpenWebPage(“www.samsung.com”) Opens the www.samsung.com website using a web browser.
SendCopyData	Parameter	string, int, string
	Example	Utility.SendCopyData(“windowTitle”, 10, “abc”) Sends the number data 10 and string abc to window windowTitle.

Scripts for the Event Information (EventInfo)

SenderName	Parameter	string
	Example	Utility.SenderName(“EventName”) Returns the name of the element being authored that triggerred the event called EventName.

Scripts for the Element Object

RSS

SetRssUrl	Parameter	string
	Example	Contents.GetPage("Page1").GetElement("RSS").SetRssUrl("www.samsung.com/rss") Sets the URL of the RSS element to www.samsung.com/rss.
GetDesc	Parameter	int
	Example	Contents.GetPage("Page1").GetElement("RSS").GetDesc(i) Returns the body text of the ith item in the RSS list.
GetItemCount	Parameter	
	Example	Contents.GetPage("Page1").GetElement("RSS").GetItemCount() Returns the count of the items in the RSS list.
GetTitle	Parameter	int
	Example	Contents.GetPage("Page1").GetElement("RSS").GetTitle(i) Returns the title of the ith item in the RSS list.
GetPubDate	Parameter	int
	Example	Contents.GetPage("Page1").GetElement("RSS").GetPubDate(i) Returns the publishing date of the ith item in the RSS list.

Weather

GetLocation	Parameter	
	Example	Contents.GetPage("Page1").GetElement("Weather1").GetLocation() Returns the location corresponding to the Weather element Weather1 owned by page Page1 that provides users with weather information.
GetDayofWeek	Parameter	int
	Example	Contents.GetPage("Page1").GetElement("Weather1").GetDayofWeek(i) Returns the ith day's weather information displayed by the Weather element Weather1 of the page Page1.
GetDate	Parameter	int
	Example	Contents.GetPage("Page1").GetElement("Weather1").GetDate(i) Returns the ith date of the month for which the weather element Weather1 owned by the page Page1 provides users with weather information.
GetHigh	Parameter	int
	Example	Contents.GetPage("Page1").GetElement("Weather1").GetHigh(i) Returns the highest temperature of the ith day's weather information displayed by the Weather element Weather1 of the page Page1.
GetLow	Parameter	int
	Example	Contents.GetPage("Page1").GetElement("Weather1").GetLow(i) Returns the lowest temperature of the ith day's weather information displayed by the Weather element Weather1 of the page Page1.
GetTextWeather	Parameter	int
	Example	Contents.GetPage("Page1").GetElement("Weather1").GetTextWeather(i) Returns the ith day's weather information displayed by the Weather element Weather1 of the page Page1, in text format.

GetImagePath	Parameter	int
	Example	Contents.GetPage("Page1").GetElement("Weather1").GetImagePath(i) Returns the path of the image used to represent the weather information for the ith day displayed by the Weather element Weather1 of the page Page1.
SetRssUrl	Parameter	string
	Example	Contents.GetPage("Page1").GetElement("Weather1").SetRssUrl("www.yahoo.com") Retrieves the weather information of the Weather element Weather1 owned by page Page1, from www.yahoo.com.

Text

GetText	Parameter	string
	Example	Contents.GetPage("Page1").GetText("text") Returns the string saved in the Text element owned by page Page1.
SetText	Parameter	string
	Example	Contents.GetPage("Page1").GetElement("Text").SetText("test") Makes the Text element Text owned by page Page1 display the text test.
SetTextFilename	Parameter	string
	Example	Contents.GetPage("Page1").GetElement("Text").SetTextFilename("C: ...a.txt") or Contents.GetPage("Page1").GetElement("Text").SetTextFilename("a.txt") The Text element Text on Page1 displays the contents of the a.txt file from the absolute or relative path.
SetTextColor	Parameter	int, int, int
	Example	Call Contents.GetPage("Page1").GetElement("Text").SetTextColor(255, 255, 255) Sets the RGB values for the color of the Text element of the page Page1 to 255,255,255.
SetTextRTF	Parameter	string
	Example	Contents.GetPage("Page1").GetElement("Text").SetTextRTF() The Text element contained on Page1 displays a string in rich text format (RTF).

Image

GetCurImage	Parameter	
	Example	Contents.GetPage("Page1").GetElement("Image").GetCurImage( ) Returns the location of the image file that is applied to the Image element of the page Page1.
SetImage	Parameter	string
	Example	Contents.GetPage("Page1").GetElement("Image1").SetImage("C: ...a.bmp") or Contents.GetPage("Page1").GetElement("Image1").SetImage("a.bmp") The Image element Image1 on Page1 displays the image of the a.bmp file from the absolute or relative path.
SetOpacity	Parameter	int
	Example	Contents.GetPage("Page1").GetElement("Image1").SetOpacity(50) Makes the Image element Image1 owned by page Page1 display the image with an opacity of 50% (Can be set from 0 to 100).
SetSubImageFile	Parameter	string,boolean,boolean
	Example	Call Contents.GetPage("Page1").GetElement("Image").SubImageFile("C: ...a.bmp", true, false) or Call Contents.GetPage("Page1").GetElement("Image").SubImageFile("a.bmp", true, false) Displays the secondary image a.bmp from the absolute or relative path of the Image element on Page1, over the original image regardless of the original image size.

RemoveSubImage	Parameter	
	Example	Contents.GetPage("Page1").GetElement("Image").RemoveSubImage() Removes the secondary image of the Image element owned by page Page1.

Sound

Play	Parameter	
	Example	Contents.GetPage("Page1").GetElement("Sound1").Play() Plays the Sound element Sound1 owned by page Page1.
Stop	Parameter	
	Example	Contents.GetPage("Page1").GetElement("Sound1").Stop() Stops playing the Sound element Sound1 owned by page Page1.
Pause	Parameter	
	Example	Contents.GetPage("Page1").GetElement("Sound1").Pause() Pauses playing the Sound element Sound1 owned by page Page1.
Reload	Parameter	string
	Example	Contents.GetPage("Page1").GetElement("Sound1").Reload("C: ...a.mp3") or Contents.GetPage("Page1").GetElement("Sound1").Reload("a.mp3") Reloads the Sound element, replacing Sound1 on Page1 with the a.mp3 file located at the absolute or relative path.
SetClipTime	Parameter	int, int
	Example	Contents.GetPage("Page1").GetElement("Sound1").SetClipTime(i, j) Clips the Sound element Sound1 owned by page Page1, from i to j.
Mute	Parameter	boolean
	Example	Contents.GetPage("Page1").GetElement("Sound1").Mute(true) Mutes the sound from the Sound element Sound1 owned by page Page1.

Video

Play	Parameter	
	Example	Contents.GetPage("Page1").GetElement("Video1").Play() Plays the Video element Video1 owned by page Page1.
Stop	Parameter	
	Example	Contents.GetPage("Page1").GetElement("Video1").Stop() Stops playing the Video element Video1 owned by page Page1.
Pause	Parameter	
	Example	Contents.GetPage("Page1").GetElement("Video1").Pause() Pauses playing the Video element Video1 owned by page Page1.
Reload	Parameter	string
	Example	Contents.GetPage("Page1").GetElement("Video1").Reload("C: ...a.avi") or Contents.GetPage("Page1").GetElement("Video1").Reload("a.avi") Reloads the Video element, replacing Video1 on Page1 with the a.avi file located at the absolute or relative path.
SetClipTime	Parameter	int, int
	Example	Contents.GetPage("Page1").GetElement("Video1").SetClipTime(i, j) Clips the Video element Video1 owned by page Page1 from i to j.
Mute	Parameter	boolean
	Example	Contents.GetPage("Page1").GetElement("Video1").Mute(true) Mutes the sound from the Video element Video1 owned by page Page1.

Camera

Play	Parameter	
	Example	Contents.GetPage("Page1").GetElement("Camera1").Play() Plays the Camera element Camera1 owned by Page1.
Stop	Parameter	
	Example	Contents.GetPage("Page1").GetElement("Camera1").Stop() Stops playing the Camera element Camera1 owned by Page1.
Pause	Parameter	
	Example	Contents.GetPage("Page1").GetElement("Camera1").Pause() Pauses playing the Camera element Camera1 owned by Page1.
IsPlaying	Parameter	boolean
	Example	Contents.GetPage("Page1").GetElement("Camera1").IsPlaying() Returns as a BOOL whether the Camera element Camera1 owned by page Page1 is being played or not.
IsPaused	Parameter	boolean
	Example	Contents.GetPage("Page1").GetElement("Camera1").IsPaused() Returns as a BOOL whether Camera element Camera1 owned by page Page1 is being paused or not.
IsStopped	Parameter	boolean
	Example	Contents.GetPage("Page1").GetElement("Camera1").IsStopped() Returns as a BOOL whether Camera element Camera1 owned by page Page1 is being stopped or not.

Chart

SetCharData	Parameter	string
	Example	Contents.GetPage("Page1").GetElement("bar").SetChartData("abc.xml") Imports the contents of the abc.xml file into the Chart element bar of the page Page1. Either the absolute path or relative path can be entered as the file location.

Flash

ReloadFilePath	Parameter	string
	Example	Contents.GetPage("Page1").GetElement("Flash").ReloadFilePath(strFilePath) Reset the external file for the Flash element contained on Page1 to the absolute path entered as a parameter.
ReloadURLAddress	Parameter	string
	Example	Contents.GetPage("Page1").GetElement("Flash").ReloadURLAddress(strURLAddress) Reset the URL address for the Flash element contained on Page1 to the URL in the absolute path entered as a parameter.

Script Application Examples

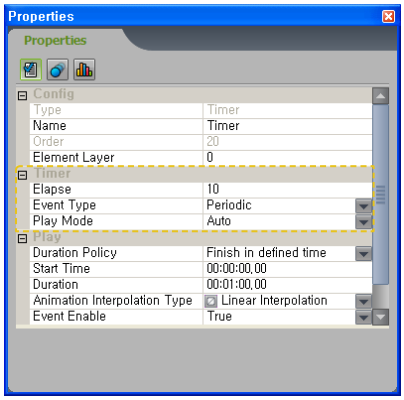
Let's create more complex scripts on the basis of the script usage described above.

(Example 1) Moving Ball

This example creates a rotating Rectangle element that moves within the resolution of the Stage window. The Rectangle element moves and changes in size as well. In addition, if the element reaches the end of the X or Y axis of the resolution, it bounces.

This example created the movements and size changes by using the "if...then...else" statement. In addition, since an element executes the script command at very high speed, the execution speed has been slowed down by using the Timer element.

1



Add the Rectangle and Timer elements to the Stage window first.

Set the Elapse property of the Timer element to "50" and set the <Event Type> to <Periodic>. Also set the Name property of the Rectangle element to "Ball".

2

In this example, you have to create two functions. The first one will define the two global variables "*modeX*" and "*modeY*", which contain the direction of the element that will be processed when the content starts, and then set both of them to "0". The second one will create a function that implements the movement and size change of the Rectangle element in the Timer element.

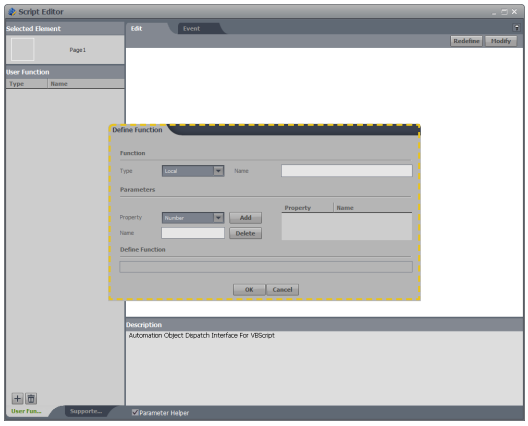
Note

The Rectangle element moves very fast because its movement is determined by the processing speed of the CPU. In order to slow down the movement, the Timer element is used in this example to trigger timer events and execute an instant stop command whenever a timer event is triggered.

3

When you start the content item, create a function that saves the direction of the movement in a global variable. Select the Stage window, click the button in the Properties window, and click <Edit…> in the Event window or click the button on the toolbar to launch the Script Editor.

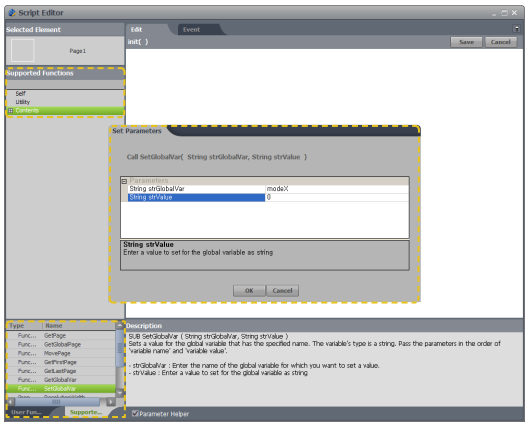
4



Click the button at the bottom left and add a user function to open the Define Function window. Enter the function name (e.g. *Init)*. You do not need to set the Parameter.

When creating a function is complete, click OK.

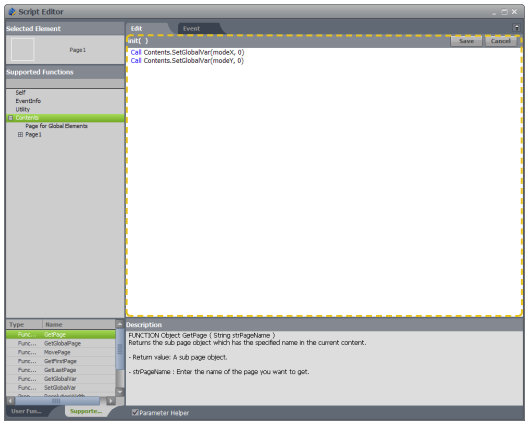
5



Click <Supported Functions> at the bottom left and select Contents from the directory tree on the left side of the window to view a list of available functions at the bottom. If you select SetGlobalVar from the function list, the <Parameter Helper> appears.

In the Parameter Helper window, enter the parameter name (e.g. "modeX") in the first column and enter the parameter value as "0" in the second column.

6



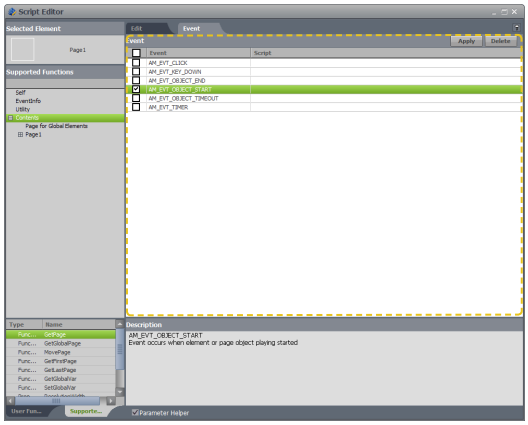
In the next row, select SetGlobalVar, enter the parameter name as "modeY" and the parameter value as "0".

When the parameters are entered as shown in the figure, click the Save button.

Note

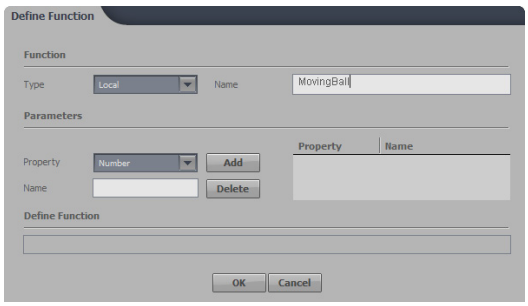
The values of "modeX" and "modeY" can be set to "0" or "1". "0" represents a negative direction and "1" represents a positive direction, where X denotes the X-axis and Y the Y-axis.

7



Select the Event tab at the top, check the AM_EVT_OBJECT_START checkbox and click the Apply button to apply the function you have created above to the corresponding event.

8



Then create a function that controls the movement and the change of size of the Rectangle element, in the Timer element.
Select the <User Function> tab at the bottom left and click the button to add a <user function>. Enter the Function Name as "*MovingBall*" and do not set the parameter.

9 Write the function in the Edit field.

Declare the variables to save the location and size of the ball to. The *Screen (X,Y,W,H)* variables will have the values of the resolution of the screen. The *X,Y,W,H* variables will have the position values of an actual element. X denotes the positive X coordinate direction; Y the Y coordinate direction, W the width, and H the height.

```
screenX = 0
screenY = 0
screenW = Contents.ResolutionWidth
screenH = Contents.ResolutionHeight
X = Contents.GetPage("Page1").GetElement("Ball").PositionX
Y = Contents.GetPage("Page1").GetElement("Ball").PositionY
W = Contents.GetPage("Page1").GetElement("Ball").Width
H = Contents.GetPage("Page1").GetElement("Ball").Height
```

10 Set the amount of movement variation of the Ball element to 20 pixels and the amount of size variation to 10 pixels.

```
offset = 20
size = 10
```

The code above gets the values of the global variables previously defined in the "Init" method.

```
modeX = Contents.GetGlobalVar("modeX")
modeY = Contents.GetGlobalVar("modeY")
```

11 Using the *if...then...else* statement, construct the movement of the ball.

```
if X - offset < screenX then
        X = screenX + offset
        modeX = 0
elseif X + W + offset > screenW then
        X = screenW - W - offset
        modeX = 1
elseif Y - offset < screenY then
        Y = screenY + offset
        modeY = 0
elseif Y + H + offset > screenH then
        Y = screenH - H - offset
        modeY = 1
end if
```

12 Redefine the variables *"modeX"* and *"modeY"* with the values of *modeX* and *modeY* changed by the statements above.

```
Contents.SetGlobalVar("modeX",modeX)
Contents.SetGlobalVar("modeY",modeY)
```

13 Using the *if...then...else* statement, construct the size-change of the ball.

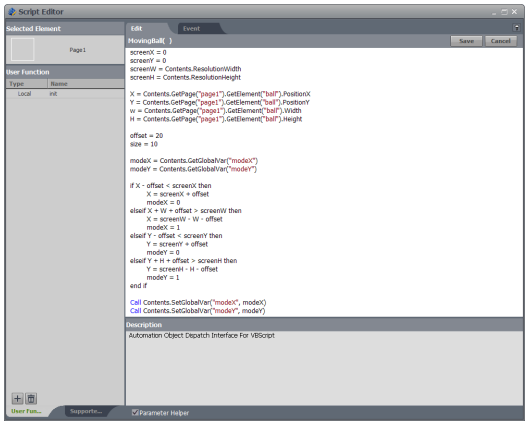
```
if modeX = 0 then
        X = X + offset
        W = W + size
        H = H + size
else
        X = X - offset
        W = W - size
        H = H - size
end if
        if modeY = 0 then
        Y = Y + offset
        W = W + size
        H = H + size
else
        Y = Y - offset
        W = W - size
        H = H - size
end if
```

14 Redefine the variables *"X"* and *"Y"* with the ball's location values changed by the statements above and variables "W" and "H" with the size values.

```
Contents.GetPage("Page1").GetElement("Ball").PositionX = X
Contents.GetPage("Page1").GetElement("Ball").PositionY = Y
Contents.GetPage("Page1").GetElement("Ball").Resize(W,H)
```

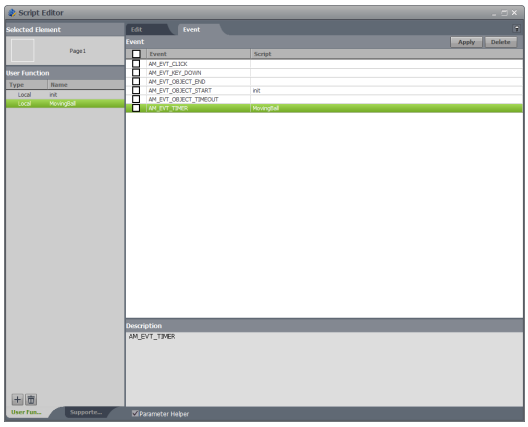
15 Define the rotation of the ball. Set the rotation angle to 10 degrees.

```
R = Contents.GetPage("Page1").GetElement("Ball").Rotation
R = R + 10

if R > 359 then
        R = 0
end if

Contents.GetPage("Page1").GetElement("Ball").Rotation = R
```

16 

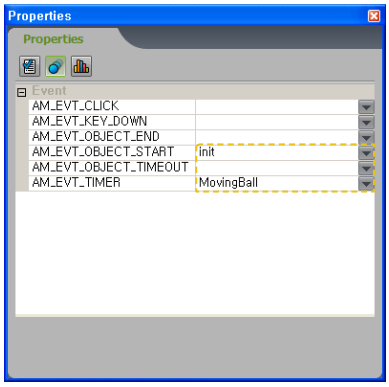
When the statements are entered as shown by the figure, click the Save button.

17



Select the Event tab at the top, check the AM_EVT_TIMER checkbox and click the Apply button to apply the function you have created above to the corresponding event.

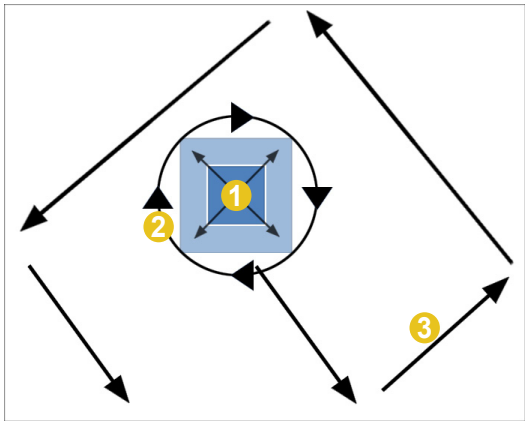
18



Check if the "MovingBall" method is displayed to the right of the AM_EVT_TIMER_ Timer event.

19

Click the Preview button ( ) to check each event.



You can find that the element changes in size, rotates, and moves.

1. The element changes in size.
2. The element rotates clockwise.
3. The element moves toward the end of the resolution.

(Example 2) Creating a Button-Type Photo Album

When the content item starts, six button type photos are displayed at the bottom of the screen. Click a button to display the photo of the corresponding button as the background image of the whole content item.

You can implement displaying a photo relatively simply by using the function in the Script Editor in the AM_EVT_CLICK event.

1. Register two Image elements to the Stage window which are to be used as photo albums. (In this example, it consists of 6 images). Register two images for each one because one is used as a background image and the other one is used as a button.

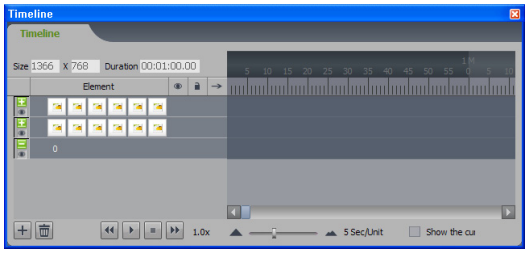
2. When you arrange the images, set the image to be displayed as a background image to Fit to Screen. Also, resize the image element to be used as a button to the required size.

3. Set the order of the background images and button images to be played. Let the background images 1 to 6 come first and the button images follow them. The order of the images can be changed by adjusting the order of the time bars in the Timeline window. The higher the bar is in the Timeline, the later the image is displayed.

4.

Set the Name for each image. (E.g. Set the names of the background images 1 to 6 to poster_01 to poster_06 and the button images to poster_01_1 to poster_06_1.)

Positioning the images is complete as shown in the picture on the left. Background images other than the one displayed in the picture are overlapping each other according to their orders.

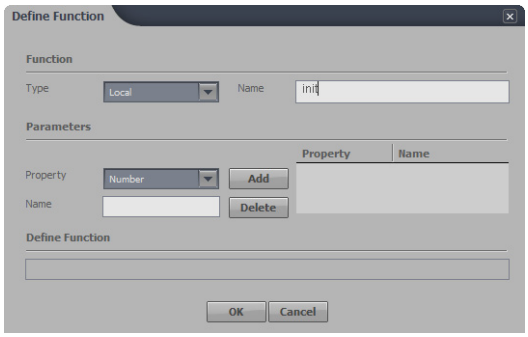
5. 

In this example, 12 elements are used. There are many similar or duplicate elements and you can manage the elements using the Layer function of the Timeline window.

Separate the elements into two layers, a layer containing background images and a layer containing button images.

6. In this example, we will write seven methods. We should write the function for the event that occurs when each button Image element is clicked and the function to set the default Opacity of each element when the content starts.

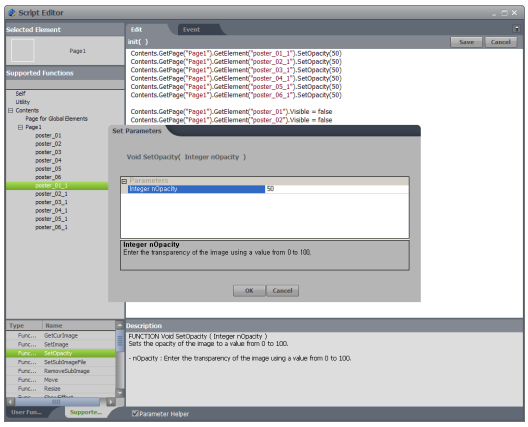
7. Write the function to set the default Opacity of each element when the content item starts. Select the Stage window, click the button in the Properties window, and click <Edit...> in the Event window or click the button on the toolbar to launch the Script Editor.

8. 

Click the button at the bottom left and add a user function to open the <Define Function> window. Enter the function name (e.g. *Init)*. You do not need to set the <Parameter>.

When the Define Function is complete, click OK.

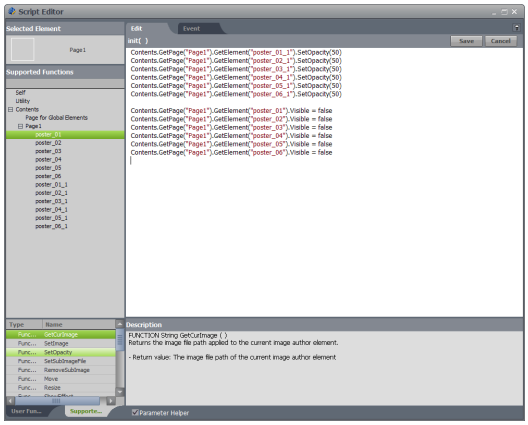
9



Click Supported Functions at the bottom left and select poster_01_1 of Page1 below Contents from the directory tree on the left side of the window. A list of available functions will appear at the bottom. If you select SetOpacity from the function list, the Parameter Helper appears. In the Parameter Helper window, set the value to 50.
In the same manner, set the opacity to 50 using the SetOpacity function for poster_02_1, poster_03_1, poster_04_1, poster_05_1 and poster_06_1.

Each button image will have an opacity of 50 when the content item starts.

10



After setting the Opacity of all the button images to "50", set the Visible property for each background image element to false.

Click <Supported Functions>, select poster_01 of page1 below Contents from the directory tree on the left side of the window and select Visible from the list of functions at the bottom.

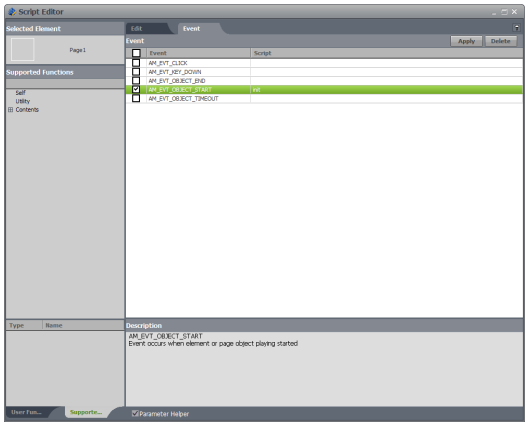
Contents.GetPage("Page1").GetElement("poster_01").Visible =

is added. Modify this statement as follows.

Contents.GetPage("Page1").GetElement("poster_01").Visible = false

In the same manner, change the Visible property to false for poster_02, poster_03, poster_04, poster_05 and poster_06.
The background images are hidden when the content item starts.

11

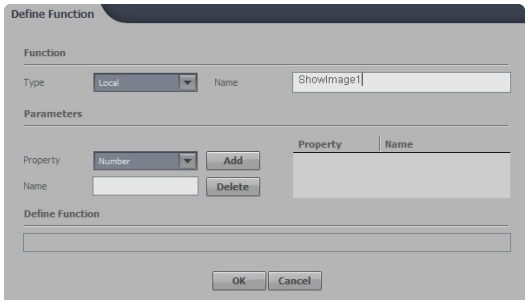


When the function has been created, click the Save button and the Event tab at the top. Select AM_EVT_OBJECT_START and click the Apply button to apply the created function to the event.

12

Next, for each button image, we will write the function to control how the image is moved, and the function to control how the background image is displayed when it is clicked. Select the first button image element, click the button in the Properties window to open the Event window and click <Edit…> or click the button on the toolbar to launch the Script Editor.

13



Click the button at the bottom left and add a user function to open the Define Function window. Enter the function name (e.g. *ShowImage1)*. You do not need to set the Parameter.

When the Define Function is complete, click OK.

14 Write the function in the Edit field. Write the function for the background image that will appear when the first button image element is clicked. (E.g. The first button is called "poster_01_1" and the corresponding background image is called "poster_01".)

```
Contents.GetPage("Page1").GetElement("poster_01_1").SetOpacity(100)
Contents.GetPage("Page1").GetElement("poster_02_1").SetOpacity(50)
Contents.GetPage("Page1").GetElement("poster_03_1").SetOpacity(50)
Contents.GetPage("Page1").GetElement("poster_04_1").SetOpacity(50)
Contents.GetPage("Page1").GetElement("poster_05_1").SetOpacity(50)
Contents.GetPage("Page1").GetElement("poster_06_1").SetOpacity(50)
```

Make the five button images except the first button image have an Opacity of "50" when the first button image is clicked.

```
Contents.GetPage("Page1").GetElement("poster_01").SetOpacity(100)
```

The first button image will have an Opacity of 100%. The higher the "Opacity" (0 ~ 100), the closer the image is to the original image.

```
Contents.GetPage("Page1").GetElement("poster_01").Visible = true
Contents.GetPage("Page1").GetElement("poster_02").Visible = false
Contents.GetPage("Page1").GetElement("poster_03").Visible = false
Contents.GetPage("Page1").GetElement("poster_04").Visible = false
Contents.GetPage("Page1").GetElement("poster_05").Visible = false
Contents.GetPage("Page1").GetElement("poster_06").Visible = false
```

Hide the five background images except for the first background image when the first button image is clicked.

When the function has been created, click the Save button and the Events tab at the top. Select AM_EVT_CLICK and click the Apply button to apply the created function to the event.

15 Write the function for the background image that appears when the second button Image element is clicked. (E.g. The second button is called "poster_02_1" and the corresponding background image is called "poster_02".)

```
Contents.GetPage("Page1").GetElement("poster_01_1").SetOpacity(50)
Contents.GetPage("Page1").GetElement("poster_02_1").SetOpacity(100)
Contents.GetPage("Page1").GetElement("poster_03_1").SetOpacity(50)
Contents.GetPage("Page1").GetElement("poster_04_1").SetOpacity(50)
Contents.GetPage("Page1").GetElement("poster_05_1").SetOpacity(50)
Contents.GetPage("Page1").GetElement("poster_06_1").SetOpacity(50)
```

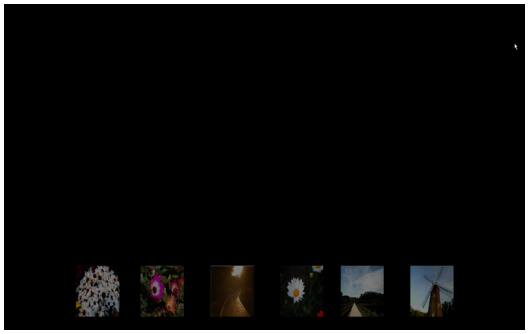
```
Contents.GetPage("Page1").GetElement("poster_01").Visible = false
Contents.GetPage("Page1").GetElement("poster_02").Visible = true
Contents.GetPage("Page1").GetElement("poster_03").Visible = false
Contents.GetPage("Page1").GetElement("poster_04").Visible = false
Contents.GetPage("Page1").GetElement("poster_05").Visible = false
Contents.GetPage("Page1").GetElement("poster_06").Visible = false
```

Hide the five background images except for the second background image when the second button image is clicked.

When the function has been created, click the Save button and the Event tab at the top. Select AM_EVT_CLICK and click the Apply button to apply the created function to the event.

16 Create the functions for each of the button images poster_03_1, poster_04_1, poster_05_1 and poster_06_1 and for the background images poster_03, poster_04, poster_05 and poster_06 according to the procedures of 14 and 15.

17 After you confirm that the functions are applied, click the preview button ( ) to check the events.



The content screen starts

The first button image is clicked.

The third button image is clicked.

The fifth button image is clicked.

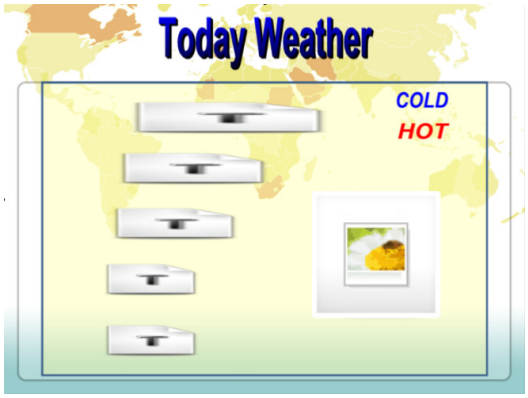
(Example 3) Creating Weather Information

The weather for today is displayed on the first page when the content item starts.
The weather information will contain the date, day of the week, weather, and temperature etc. for today. If the highest temperature for today is higher than 15 degrees Celsius, HOT is displayed. If the temperature is lower than 15 degrees Celsius, COLD is displayed. Moreover, if a certain condition is met, the background is changed in accordance with that condition. For example, if the weather for today is Sunny, a sunny background is displayed. If there is Snow, a snowy background is displayed. The second page will display a three-day weather forecast including today's.

This example implements the changes in the background screen using the "if..then..else" statement, a conditional statement of the VB Script, and displays the weather information using the scripts for a Weather element.

Note In this example, a Weather element is used. To use this element, you need to set the location you want to display weather information for using the Properties window of the Weather element. In addition, you have to add a Weather element to both the pages to be created. The Weather element can only be found in the Timeline window. It cannot be found in the Stage window.

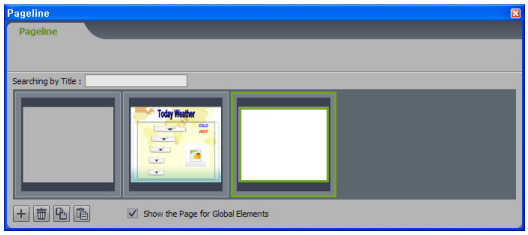
1 First, we will design the elements for each page. For the first page, we will implement the weather for today. The following elements are needed to implement the weather for today: a Weather element, Word Art elements to display the title, etc., Text elements to display the weather information, and Image elements to display the weather graphically.

2 

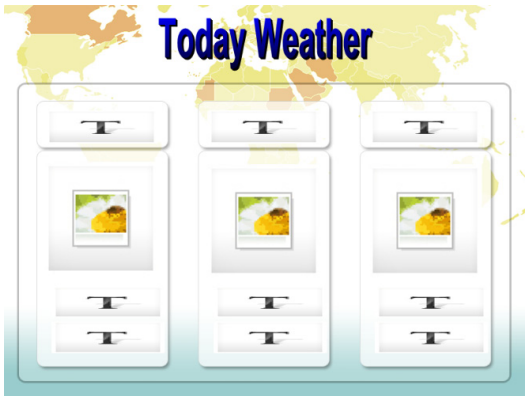
Register the required elements and design them appropriately. Place the Image elements to be used as the background in full screen according to the desired order. This example needs three background Image elements, one default background Image element, five Text elements for the weather information, one Word Art element for the title, two Word Art elements to display COLD and HOT, and one Weather element.

The background image shown in the figure is the default background image. Other background images are hidden because they are placed under the first one according to their order. Set the page title to Today_we.

3 Set the Name of each element in the Properties window of the element. You can call an element more easily by calling it by its Name in the function when writing a script.
(Weather information text: *Today1 ~Today5*, Image element: *Sun*, *Rain*, *Snow*, WordArt element: *HOT1*, *COLD1*, Default background screen: *base*)

4 

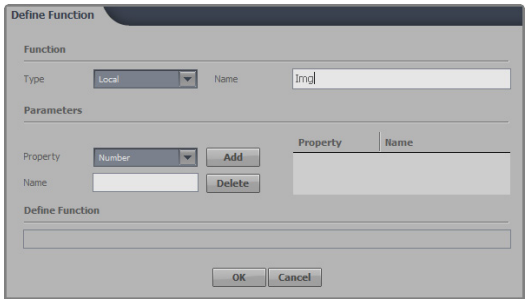
Now let's design the second page. Click the <Insert New Page> button ( ) in the Pageline window to add a new page. Set the page name to 3Days.

5 

Design the second page in the same way as the first page.

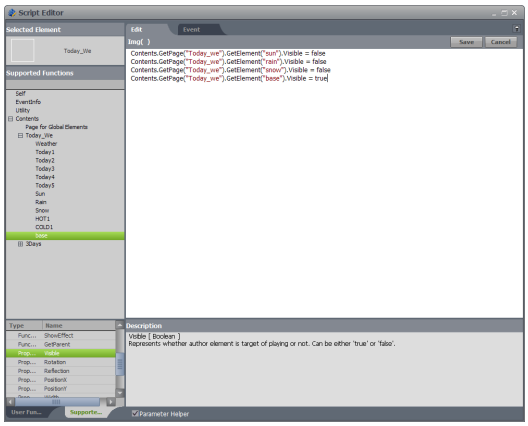
The following elements are required: Text elements to display each weather information item, Image elements to display the weather graphically, a Word Art element to display the title, and a Weather element to get the weather information. Set the names of the elements in the same way as for the first page. (E.g.
Names of the Text elements to display the days of the week:
DayOfWeek1, *DayOfWeek2*, *DayOfWeek3*
Names of the Image elements to display the weather images:
Icon1, *Icon2*, *Icon3*
Names of the Text elements to display the highest temperatures:
TempHigh1, *TempHigh2*, *TempHigh3*
Names of the Text elements to display the lowest temperatures:
TempLow1, *TempLow2*, *TempLow3*)

6 Now let's write the script to display the weather information and execute the events.
First, write the script for the default configuration of the background Image elements and Word Art elements which will be displayed according to the conditions of the first page.
Select the Stage window, click the button in the Properties window, and click <Edit…> in the Event window or click the button on the toolbar to launch the Script Editor.

7 

Click the button and add a user function to open the Define Function window. Enter the function name (e.g. *Img*). You do not need to set the Parameter.

When the Define Function is complete, click OK.

8 

Write the script that sets whether to display or hide the background image element when the content item starts. Click <Supported Functions> at the bottom left and select Sun of Today_we below Contents from the directory tree on the left side of the window to view a list of available functions at the bottom. If you select Visible from the function list,

Contents.GetPage("Today_we").GetElement("sun").Visible =

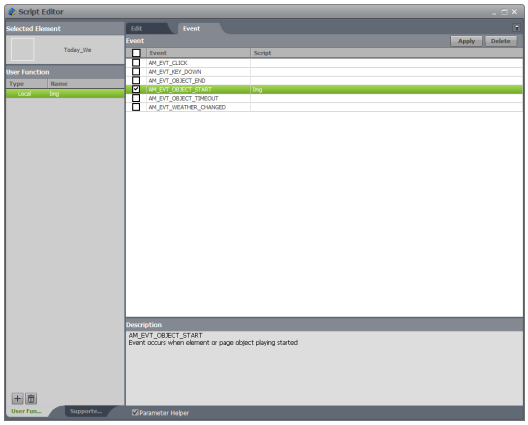
The above statement will be added. Modify this statement as follows:

Contents.GetPage("Today_we").GetElement("sun").Visible = false

Modify the other background image elements in the same way.

Contents.GetPage("Today_we").GetElement("rain").Visible = false
Contents.GetPage("Today_we").GetElement("snow").Visible = false
Contents.GetPage("Today_we").GetElement("base").Visible = true

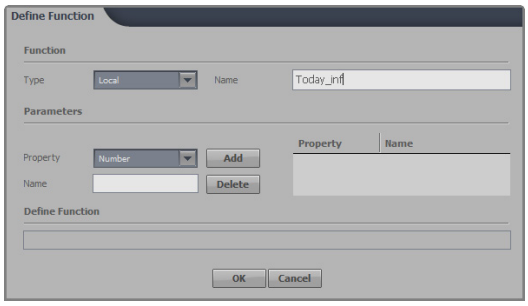
Except for the default background Image element, set the Visible property of each background Image element to false. The default background image element should be set to true. Then the other background images except for the default background image are hidden when the content item starts.

9 

When the function has been created, click the Save button and the Event tab at the top. Select AM_EVT_OBJECT_START and click the Apply button to apply the created function to the event.

10 Next, we will write the function to display the weather information for today.
Select the Stage window, click the button in the Properties window, and click <Edit…> in the Event window or click the button on the toolbar to launch the Script Editor.

11



Click the + button and add a user function to open the Define Function window. Enter the function name (e.g. *Today_inf*). You do not need to set the Parameter.

When the Define Function is complete, click OK.

12

Write the function in the <Edit> field. First we will write the script to control the Text and Image elements used to display each weather information item.

```
a = "Date : " +Contents.GetPage("Today_we").GetElement("Weather_1").GetDate(0)
Contents.GetPage("Today_we").GetElement("Today5").SetText(a)
```

This is the script to display today's date. Return the date of today to the variable ***a*** by calling the "GetDate" function. Then display the value of ***a*** by calling the "SetText" function of the *Today5* Text element. 0 denotes today, 1 is tomorrow, and 2 is the day after tomorrow. That is why you have to set the parameter of "GetDate" to 0 for the page you want to display today's weather. The name of the Weather element is *Weather_1*.

```
b = "Day : " + Contents.GetPage("Today_we").GetElement("Weather_1").GetDayofWeek(0)
Contents.GetPage("Today_we").GetElement("Today4").SetText(b)
```

This is the Script to display the day of the week for today. Return the day of the week for today to the variable ***b*** by calling the "GetDayofWeek" function. Then display the value of ***b*** by calling the "SetText" function of the *Today4* Text element.

```
c = "Inf : " + Contents.GetPage("Today_we").GetElement("Weather_1").GetTextWeather(0)
Contents.GetPage("Today_we").GetElement("Today3").SetText(c)
```

This is the script to display the weather information for today. Return the weather information for today to the variable ***c*** by calling the "GetTextWeather" function. Then display the value of ***c*** by calling the "SetText" function of the *Today3* Text element.

```
d = "High : " + Contents.GetPage("Today_we").GetElement("Weather_1").GetHigh(0)
Contents.GetPage("Today_we").GetElement("Today2").SetText(d)
```

This is the script to display the highest temperature for today. Return the highest temperature for today to the variable ***d*** by calling the "GetHigh" function. Then display the value of ***d*** by calling the "SetText" function of the *Today2* Text element.

```
e = "Low : " + Contents.GetPage("Today_we").GetElement("Weather_1").GetLow(0)
Contents.GetPage("Today_we").GetElement("Today1").SetText(e)
```

This is the script to display the lowest temperature for today. Return the lowest temperature for today to the variable e by calling the "GetLow" function. Then display the value of ***e*** by calling the "SetText" function of the *Today1* Text element.

```
f = Contents.GetPage("Today_we").GetElement("Weather_1").GetImagePath(0)
Contents.GetPage("Today_we").GetElement("Today_Img").SetImage(f)
```

This is the script to display the weather image for today. Return the location of the weather image file for today to the variable f by calling the "GetImagePath" function. Then display the value of ***f*** by calling the "SetImage" function of the *Today_Img* Image element.

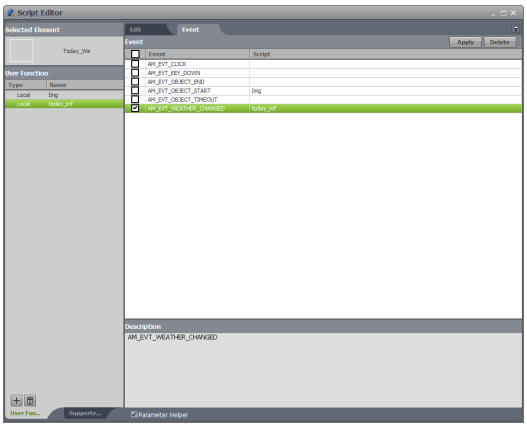
13 Next, we will write the Script to display the background image to be changed according to the weather conditions.

```
if c = “Inf : Sunny” then
        Contents.GetPage(“Today_we”).GetElement(“base”).Visible = false
        Contents.GetPage(“Today_we”).GetElement(“sun”).Visible = true
elseif c =“Inf : Snow” then
        Contents.GetPage(“Today_we”).GetElement(“base”).Visible = false
        Contents.GetPage(“Today_we”).GetElement(“snow”).Visible = true
elseif c =“Inf : Rain” then
        Contents.GetPage(“Today_we”).GetElement(“base”).Visible = false
        Contents.GetPage(“Today_we”).GetElement(“rain”).Visible = true
end if
```

By using the "If…then…else" conditional statement, you can write the script which changes the background image according to the weather conditions. You can increase the number of weather conditions as required. The conditions can be any number or text which can be displayed on the screen, such as weather text, the weather image file location, the temperature, the day of the week, and the date. In this example, we implemented the different background images according to three conditions. In the script above, the variable ***c*** has the weather text value. Therefore, a different block of the conditional statement is executed according the value of the variable ***c***. In accordance with the condition, the image called ***base*** is hidden and the weather image matching the condition is displayed.

```
g = Contents.GetPage(“Today_we”).GetElement(“Weather_1”).GetHigh(0)
if g > “15” then
        Contents.GetPage(“Today_we”).GetElement(“HOT1”).Visible = true
elseif g < “15” then
        Contents.GetPage(“Today_we”).GetElement(“COLD1”).Visible = true
end if
```

By using the "If…then…else" conditional statement, you can write the script to display whether the weather is COLD or HOT according to the condition. In the script above, the variable ***g*** is used as the conditional element. If g is greater than 15, HOT is displayed. If g is lesser than 15, COLD is displayed.

14 

When the function has been created, click the Save button and the <Event> tab at the top. Select AM_EVT_WEATHER_CHANGED and click the Apply button to apply the created function to the event.

15 Next, for the second page, we will write the script to display the three day weather forecast. With the first page, we implemented the script by writing a function to display the weather information. While, with the second page, we will implement the script by writing a function for each element. The name of the Weather element is *RSS_Weather*.

A total of 12 functions will be written for the second page. Four pieces of information will be displayed daily. Therefore, a total of 12 information items will be displayed for 3 days. The first method we will write is regarding the day of the week.

The name of the function is *SetDayOfWeek1*.

```
str = Contents.GetPage("3Days").GetElement("RSS_Weather").GetDayofWeek(0)
Contents.GetPage("3Days").GetElement("DayOfWeek1").SetText(str)
```

The function above returns the day of the week for today to the variable *Str*. Then, the function returns the value returned to variable *Str* to the Text element *DayOfWeek1*. For the first day, the parameter value of the function is 0.

The name of the function is *SetDayOfWeek2*.

```
str = Contents.GetPage("3Days").GetElement("RSS_Weather").GetDayofWeek(1)
Contents.GetPage("3Days").GetElement("DayOfWeek2").SetText(str)
```

The function above returns the day of the week of the second day to the variable *Str*. Then, the function returns the value returned to variable *Str* to the Text element *DayOfWeek2*. For the second day, the parameter value of the function is 1.

The name of the function is *SetDayOfWeek3*.

```
str = Contents.GetPage("3Days").GetElement("RSS_Weather").GetDayofWeek(2)
Contents.GetPage("3Days").GetElement("DayOfWeek3").SetText(str)
```

The function above returns the day of the week of the third day to the variable *Str*. Then, the function returns the value returned to variable *Str* to the Text element *DayOfWeek3*. For the third day, the parameter value of the function is 2.

Make the five background images except for the second background image hidden when the second button image is clicked.

When the function has been created, click the Save button and the Event tab at the top. Select AM_EVT_CLICK and click the Apply button to apply the created function to the event.

16 Then we will write the function for the weather image.
The name of the function is *SetIcon1*.

```
path = Contents.GetPage("3Days").GetElement("RSS_Weather").GetImagePath(0)
Contents.GetPage("3Days").GetElement("Icon1").SetImage(path)
```

The weather image file location for the first day is returned to the variable *Path*. Then, the function returns the value returned to the variable *Path* to the Image element *Icon1*. For the first day, the parameter value of the function is 0.
The name of the function is *SetIcon2*.

```
path = Contents.GetPage("3Days").GetElement("RSS_Weather").GetImagePath(1)
Contents.GetPage("3Days").GetElement("Icon2").SetImage(path)
```

The weather image file location for the second day is returned to the variable *Path*. Then, the function returns the value returned to variable *Path* to the Image element *Icon2*. For the second day, the parameter value of the function is 1.
The name of the function is *SetIcon3*.

```
path = Contents.GetPage("3Days").GetElement("RSS_Weather").GetImagePath(2)
Contents.GetPage("3Days").GetElement("Icon3").SetImage(path)
```

The weather image file location for the third day is returned to the variable *Path*. Then, the function returns the value returned to variable *Path* to the Image element *Icon3*. For the third day, the parameter value of the function is 2.

17 Next, we will write the functions to display the highest and lowest temperatures.
The name of the function is *SetTempHigh1*.

```
str = "High : " + Contents.GetPage("3Days").GetElement("RSS_Weather").GetHigh(0)
Contents.GetPage("3Days").GetElement("TempHigh1").SetText(str)
```

The function above returned the highest temperature of the first day to the variable *Str*. Then, the function returned the value returned to variable *Str* to the Text element *TempHigh1*. For the first day, the parameter value of the function is 0.
The name of the function is *SetTempHigh2*.

```
str = "High : " + Contents.GetPage("3Days").GetElement("RSS_Weather").GetHigh(1)
Contents.GetPage("3Days").GetElement("TempHigh2").SetText(str)
```

The function above returned the highest temperature of the second day to the variable *Str*. Then, the function returned the value returned to variable *Str* to Text element *TempHigh2*. For the second day, the parameter value of the function is 1.
The name of the function is *SetTempHigh3*.

```
str = "High : " + Contents.GetPage("3Days").GetElement("RSS_Weather").GetHigh(2)
Contents.GetPage("3Days").GetElement("TempHigh3").SetText(str)
```

The function above returned the highest temperature of the third day to the variable *Str*. Then, the function returns the value returned to variable *Str* to Text element *TempHigh3*. For the third day, the parameter value of the function is 2.
The name of the function is *SetTempLow1*.

```
str = "Low : " + Contents.GetPage("3Days").GetElement("RSS_Weather").GetLow(0)
Contents.GetPage("3Days").GetElement("TempLow1").SetText(str)
```

The function above returned the lowest temperature of the first day to the variable *Str*. Then, the function returns the value returned to variable *Str* to Text element *TempLow1*. For the first day, the parameter value of the function is 0.
The name of the function is *SetTempLow2*.

```
str = "Low : " + Contents.GetPage("3Days").GetElement("RSS_Weather").GetLow(1)
Contents.GetPage("3Days").GetElement("TempLow2").SetText(str)
```

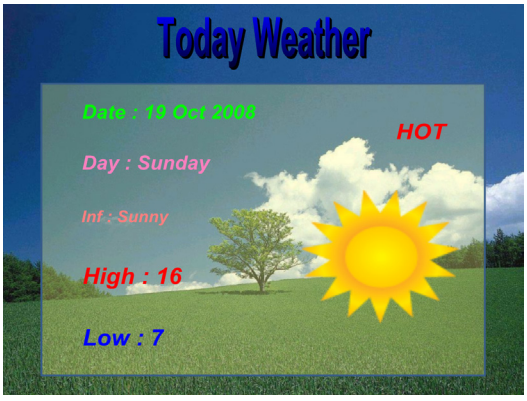
The function above returned the lowest temperature of the second day to the variable *Str*. Then, the function returned the value returned to variable *Str* to Text element *TempLow2*. For the second day, the parameter value of the function is 1.
The name of the function is *SetTempLow3*.

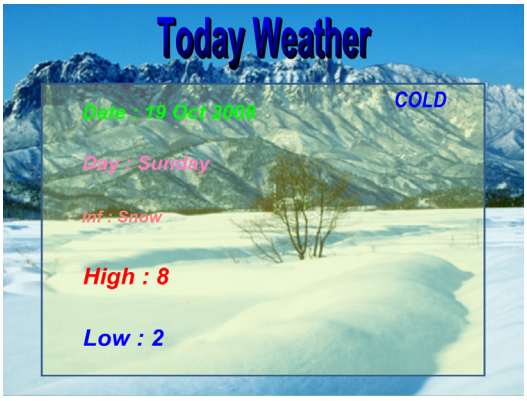
```
str = "Low : " + Contents.GetPage("3Days").GetElement("RSS_Weather").GetLow(2)
Contents.GetPage("3Days").GetElement("TempLow3").SetText(str)
```

The function above returned the lowest temperature of the third day to the variable *Str*. Then, the function returned the value returned to variable *Str* to Text element *TempLow3*. For the third day, the parameter value of the function is 2.

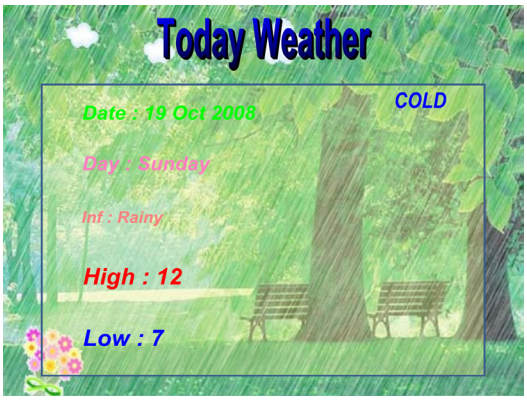
18 When the function has been created, click the Save button and the Event tab at the top. Select AM_EVT_OBJECT_START and click the Apply button to apply the created function to the event.

After you confirm that the functions are applied, click the preview button ( ) to check the events.
The content starts. The first page is displayed as follows:

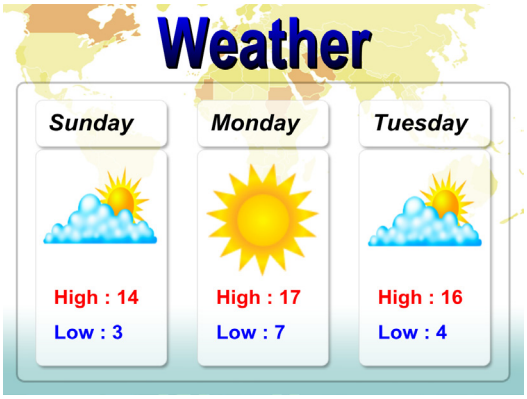




The weather information for today is displayed with a sunny sky image in the background, which appears when the weather info. indicates Sunny.



The weather information for today is displayed with a rainy image in the background, which appears when the weather info. indicates Rainy.



The second page is displayed as above.
The weather information for 3 days including today is displayed.

The weather information for today is displayed with a snowy image in the background, which appears when the weather info. indicates Snow.

(Example 4) Creating a Calendar

When the content item starts, the numbers 1 to 12 representing the months of the year are displayed. When you click a number, you are moved to the calendar of the selected month. The calendar consists of a total of 13 pages. You can navigate the pages freely. The main focus of this example is to implement the navigation of the pages using Scripts.

1

First, we will design the index page. If you click a number on the index page, you are moved to the calendar of the selected month.
Necessary elements are the image elements for designing and the number elements to move to a month by clicking it.

Design the page any way you want.

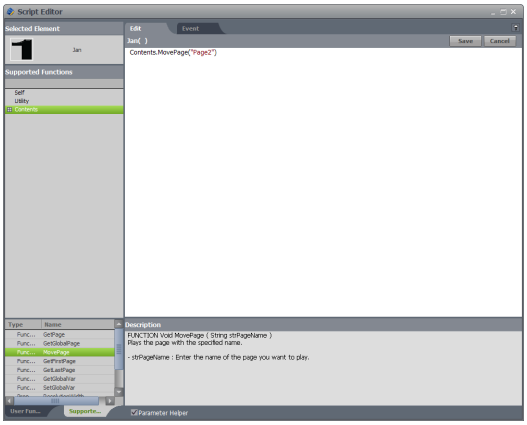
2

In the Pageline window, click Insert New Page ( ) to insert a new page for each month. Repeat adding new pages until 12 pages are added.

3

With the 12 pages, design the calendar for each month from January to December and the buttons used to navigate the pages. Set the name of the First Page button to First; the Previous Page, Previous; the Next Page, Next; the Last Page, Last.

4



Now, let's define the event scripts.
First, we will write a script corresponding to each number of the index page.
The names of the number elements for each month in the index page are set as follows: Jan for January, Feb for February, Mar for March, and so on. The names of the function are set to Jan~Dec, in the same manner.

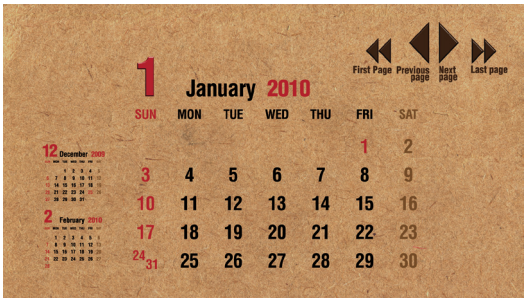
Contents.MovePage ("Page2")
Contents.MovePage ("Page3")
Contents.MovePage ("Page4")
...

For the index page, you only have to implement the navigation of the pages and we implement it simply using the MovePage method.
Up to December, you only have to change the Page name to be passed as the parameter value.

5

When the function has been created, click the Save button and the Event tab at the top. Select AM_EVT_CLICK and click the Apply button to apply the created function to the event.

6



Now we have completed designing the index page. We will write the Script for each page corresponding to a month of the year.

For pages other than the index page, you only have to write the script for the buttons to navigate pages.

7 First, construct the First Page button. Select the First Page button, create the First function in the Script Editor and write the script in the Edit field.

Contents.MovePage(Contents.GetFirstPage().Name)

In this script, we use the name of the GetFirstPage function as the parameter value of the MovePage function. The Name property of the GetLastPage function retrieves the name of the last Page object.

8 When the function has been created, click the Save button and the Event tab at the top. Select AM_EVT_CLICK and click the Apply button to apply the created function to the event.

9 Then, construct the Previous Page button. Select the Previous Page button, create the Previous function in the Script Editor and write the script in the Edit field.

Contents.MovePage(Self.GetParent().GetPreviousPage().Name)

In this script, we use the name of the GetPreviousPage function as the parameter value of the MovePage function. However, the GetPreviousPage function we want to use does not exist in the list of sub functions of the Text element to which the script is to be applied. Therefore, we use Self. GetParent() to call the GetPreviousPage function from the list of sub functions of the Page2 element which is the top element of the Text element. Add the Name property to the parameter value in the same manner as the First button.

10 When the function has been created, click the Save button and the Event tab at the top. Select AM_EVT_CLICK and click the Apply button to apply the created function to the event.

11 Now, construct the Next Page button. Select the Next Page button, create the Next function in the Script Editor and write the script in the Edit field.

Contents.MovePage(Self.GetParent().GetNextPage().Name)

In this script, we use the name of the GetNextPage function as the parameter value of the MovePage function. However, the GetNextPage function we want to use does not exist in the list of sub functions of the Text element to which the script is to be applied.
Therefore, we use Self.GetParent() to call the GetNextPage function from the list of sub functions of the Page2 element which is the top element of the Text element. We also use the Name property to construct the parameter value, as in the button above.

12 When the function has been created, click the Save button and the Event tab at the top. Select AM_EVT_CLICK and click the Apply button to apply the created function to the event.

13 Now, construct the Last Page button. Select the Last Page button, create the Last function in the Script Editor and write the script in the Edit field.

Contents.MovePage(Contents.GetLastPage().Name)

In this script, we use the name of the GetLastPage function as the parameter value of the MovePage function. The Name property of the GetLastPage function retrieves the name of the last Page object.

14 When the function has been created, click the Save button and the Event tab at the top. Select AM_EVT_CLICK and click the Apply button to apply the created function to the event.

15 Once one page is constructed, you can copy the buttons and paste them to the other pages because the properties, design and script of the buttons are the same.

16 After checking the application of the functions, click the preview button ( ) to check the events.
The content item starts. The first page is displayed as follows:

If you click a number, you are moved to the corresponding page.

You can navigate the pages by clicking the buttons at the top right.

Open Source Announcement 06

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