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## Getting Started

Welcome to MediaWrangler! You are about to find out just how easy it can be to create your own interactive multimedia projects. You will soon be able to [Roundup](#) a wide variety of [Media Elements](#) and create your own design for presenting them!

There are several ways to learn your way around MediaWrangler. The tutorials, manual, and on-line help are designed to give you all the information necessary to make all your multimedia projects a success.

A good place to start is the Overview of MediaWrangler. This will give you a good idea of the capabilities of MediaWrangler.

Click on the Open Roundup button:



Select OVERVIEW.RDP

After the tutorial screen comes up select the [Overview of MediaWrangler](#) button.

## Create a Roundup

The first step in becoming a MediaWrangler is to create a [Roundup](#). At this point you should look at the [How do I Make a Roundup?](#) tutorial. This will give you an overview of creating a Roundup file. To view the tutorial click



on the Open Roundup button: then select [overview.rdp](#). After the tutorial screen comes up click on [How do I make a Roundup?](#) For a description of how the Roundup in the tutorial was made see: [Roundup Tutorial](#)

Below is a description of how to create a simple Roundup file.

Click on **File** (Alt F)

Click on **New** (Alt N)

Click on **Roundup File** (Alt R)

You will see a small window in the right hand corner of the screen. This is the tree view of your Roundup. Right now it is empty. You will need to import a [Media Element](#) into your Roundup. The first media element you import into a Roundup must be an image (picture) file. This is the [Home Image](#)



Click on the **Import/Browse Image** button.

Click on **dempsey.gif**

Click on **O.K.**

You will see a picture of a fish. Notice that the Tree View now has a thumbnail version of Dempsey the Fish.

You now have created a Roundup with Dempsey as your Home Image. This would be a good time to save.

Click **File** (Alt F)

Click **Save As** (Alt A)

Type **Fish** and hit return or click O.K.

You now have a Roundup named Fish. Roundups have the file extension \*.RDP. Notice the name is now in the caption bar of the Tree View. You can select any image as the Home Image of your Roundup.

When you are creating a new roundup be sure that your Home Image is imported into the Roundup and not brought up as a [Stray](#). If you are importing the image be sure the [Tree View](#) is the [Active Window](#). If the Home Image is from a Hitching Post just drag the thumbnail image into the tree view window.

See Also:

[Create a Hitching Post](#)

[Create a MAP](#)

## Create a Hitching Post

The [Hitching Post](#) is where you keep your various [Media Elements](#) so they will be close by and easy to use. If you have not already viewed the tutorial [How do I make a Roundup?](#) now would be a good time to do so. The tutorial uses an already existing Hitching Post. To view the tutorial click on the Open



Roundup button: then select `overview.rdp`. After the tutorial screen comes up click on [How do I make a Roundup?](#) For a description of how the Roundup in the tutorial was made see: [Roundup Tutorial](#)

Below is description of how to create your own hitching post.

Click on **File** (Alt F)

Click on **New** (Alt N)

Click on **Hitching Post** (Alt H)

Your Hitching Post is now active. You can select any media element from any directory or disk and attach it to your Hitching Post. To import media elements into your Hitching Post you will need to use one of the [Import Media Buttons](#). You can also drag a media element from another Hitching Post or drag a [Stray](#)

Once you have some media elements in your Hitching Post, you should save it:

Click on **File**.

Click on **Save As**.

Enter a name for your new Hitching Post.

Hit Return or click **O.K.**

## Create a MAP

A [MAP](#) is a Hotspot. If you would like to see an example of how MAPs are used, take a look at the [How do I make a Roundup?](#) tutorial. To view the



tutorial click on the Open Roundup button: then select [overview.rdp](#). After the tutorial screen comes up click on [How do I make a Roundup?](#) For a description of how the Roundup in the tutorial was made see: [Roundup Tutorial](#)

To make a MAP, follow these instructions:

1. Look at the [Home Image](#) of your [Roundup](#) and decide where you want to create a MAP. Then click the right mouse button. Notice that the pointer changes to a pencil.
2. Put the point of the pencil where you want to start drawing the MAP, then press and hold the left mouse button.
3. Now move the mouse. A rectangle will follow the mouse. You can go in any direction from the point of origin and make the box any size as long as you remain inside the image. When you have the box where you want it release the left mouse button.

### Note:

You can also draw free hand. This gives you the ability to make MAPs of any shape, such as tracing objects in your image. See: [Free Hand Drawing](#)

4. Single click the right mouse button to exit MAP draw mode.

Now you're ready to import a [Media Element](#) into the MAP. You can [Drag and Drop](#) an element from a [Hitching Post](#) file, or use one of the [Import Media Buttons](#). If you want to Import Media you need to click the left mouse button inside the MAP to make it [Active](#). The MAP will highlight to indicate it is Active.

\*Note: MediaWrangler has the ability to associate other functions with a MAP. For example you can create a MAP that when you click on it the volume is increased, or the Autoplay roundup starts, or another application is launched. See: [MAP Types](#)

See Also: [The Map Tool](#)

## Save Your Work!

Every good Wrangler knows: Save Early! Save Often!

Before you save you need to specify what you want to save. MediaWrangler will save the [Active Window](#) . To save a Roundup file click on the [Tree View](#) Window to make it active. To save a Hitching Post file click on the Hitching Post window to make it active. Saving any image that is embedded in a Roundup will save the entire Roundup.

Click on **File** in the Menu at the top of the screen.

Click on [Save](#) or [Save As](#)

## Open a Roundup

To open an already existing Roundup:

Click on the **Open Roundup** button 

Select the Roundup you wish to open. A Roundup will have the extension **\*.RDP**.

Click **O.K.**

\*Note: You can also open a [Pony Express](#) file from here. Pony Express files have the extension \*.RDZ (Roundup Zip).

See Also: [Create a Roundup](#)



## Open a Hitching Post

To Open an already existing Hitching Post:

Click on the **Open Hitching Post** button



Select the Hitching Post you want to open. A Hitching Post will have the extension **\*.HPF** (Hitching Post File).

Click on **O.K.**

See Also: [Create a Hitching Post](#)

## MAP

In MediaWrangler, the word **MAP** is short for Media Area Pointer. A MAP takes you to the next media element. Its the same concept that some multimedia authoring systems call **hot spots** or buttons: it is the part of a picture that you click on in order to bring up another picture, a video clip, a piece of text, or to play a recorded sound. You can make the MAP any shape and size you want, as long as its smaller than the picture that contains it.

\*Note: MediaWrangler has the ability to associate other functions with a MAP. For example you can create a MAP that when you click on it the volume is increased, or the Autoplay roundup starts, or another application is launched. See: [MAP Types](#)

See Also: [Create a MAP](#)

## Media Element

A media element is any picture, text, sound, or video file. Media elements are the components of a [Roundup](#). Media elements are sometimes referred to as objects.

See Also: [Import Media Buttons](#)

## **Drag and Drop**

Drag and Drop is a commonly used technique for moving images, files, windows, etc. Simply click and hold the left mouse button on an object, then drag the cursor to where you want to drop the object and let go. Drag on the caption bar of a window to move that window.

# Roundup

A Roundup is a file. Because MediaWrangler has many powerful tools and features a Roundup file could be most any MultiMedia Presentation:

- An electronic catalog
- A vacation scrapbook
- A store window demo
- A multimedia database
- An educational tutorial

Just to name a few! You can make your Roundups play automatically or make them fully interactive; or some of both. Roundups can have narrators, background music, full screen videos. MediaWrangler allows your imagination to be the guide!

A Roundup file (\*.RDP) is a collection of pointers to [Media Elements](#) and control information designed to be organized and/or presented in a certain manner. The roundup file does not actually contain the media elements. When a Roundup is made into a [Pony Express](#) file (\*.RDZ) the media element files are added to the control information to form one large file that contains everything.

See Also:

[Create a Roundup](#)

[Open a Roundup](#)

[The Roundup Tool](#)

[Replacing an Image in a Roundup](#)

# Hitching Post

The Hitching Post is where you keep your various [Media Elements](#) so they will be close by and easy to use.

Hitching Posts aren't connected to Roundup files in any way. You can use any Hitching Post file with any Roundup file. A Hitching Post is just a convenient way for you to group files that you think of in similar ways. For example, you might make a Hitching Post that contains photographs and video clips from a particular days shooting, or another one that has artwork and animation you want to use in the same project. Some people might make a Hitching Post that contains only audio files, another that contains only video clips, a third that contains only photographs.

See Also:

[Create a Hitching Post](#)

[Open a Hitching Post](#)

[Hitching Post Options](#)

## Tree View



The Tree View of a [Roundup](#) gives you the ability to view your entire Roundup by using condensed images. Like a tree, this diagram starts with a single location, the [Home Image](#), then splits off to different branches containing individual elements. Image files will be displayed as small thumbnail-sized pictures so you can see at a glance where each picture is connected.

If you want to save your entire Roundup under a different name use the Save As command while the Tree View is the [Active Window](#). The Tree View is also used to replace an image in a Roundup.

See Also: [Tree View of Roundup Options](#)

[Replacing an Image in a Roundup](#)

## **Active Window**

Click on any window to make it the active window. The active window will be highlighted across the top where the filename is located. This is the Caption bar. Only one window can be active at a time.

Click once inside a MAP to make it the active MAP. The MAP will highlight to indicate it is active.

\*Note: If you are using images with the frames disabled you can tell which window is active by noting the name of the file in the status bar at the bottom of the screen.



## Free Hand Drawing

Free Hand Drawing allows you to draw MAPs of any shape with up to 255 points. While in Draw Map mode click the left mouse button at each point. Be sure your MAP is a closed shape. See: [Map Snap Radius](#)

Select **Tools** (Alt T) from the Menu.

Click on **Freehand Map Draw Mode** (Alt F).

or:

Hit **F3** to bring up **The Map Tool** and select **Free Hand**.

See Also:

[The Map Tool](#)

[Create a MAP](#)

## Home Image

The Home Image is the first image in any [Roundup](#). The Home Image must be a picture file. When an existing Roundup is opened the Home Image appears.

When you are creating a new roundup be sure that your Home Image is imported into the Roundup and not brought up as a [Stray](#). If you are importing the image be sure the [Tree View](#) is the [Active Window](#). If the Home Image is from a Hitching Post just drag the thumbnail image into the tree view window.

See Also: [Navigation Buttons](#)

# The Map Tool

The Map Tool allows you to set items which control the way MediaWrangler draws and displays MAPs; as well as controlling the Autoplay feature.

## Note:

When The Map Tool is first brought up it displays the settings for the selected MAP, if no MAP is selected the default MAP settings will be displayed.. The default MAP allows you to draw MAPs quickly that all have the same characteristics. Such as blue MAP lines, Autoplay enabled, 5 second delay. If you want to change the settings for a MAP you are about to draw make changes to the default MAP.

If you want to change the settings for a MAP you have already made click on the drop down arrow in the [Media Name](#) box. This will list the MAPs you have already drawn on the image. A MAP is identified by the filename of the media element it contains. If a MAP does not contain a media element it is an [Unbound MAP](#). Select the MAP you want to make changes to. \* Be sure to disable **Use Default Settings** when you want to make changes to one MAP and one Map only.

## NOTE:

To see an example of how to make an Autoplay Roundup using The Map Tool click on: [Slide Show Example](#)

Below is a list of all the items contained in The Map Tool. Click on any item for a description of that item.

[Media Name](#)  
[Type](#)

[Drawing Style:](#)

[Rectangle](#)  
[Free Hand](#)  
[Map Thickness](#)  
[Color](#)

[Options:](#)

[Generate Event](#)  
[Auto Display](#)  
[Preload](#)  
[Full Screen Map](#)

[Autoplay:](#)

[Enable](#)  
[Flash MAP](#)

[Hold Other Autoplay Until Finished](#)  
[Allow Simultaneous Playback](#)  
[Sequence in this Image](#)  
[Wait](#)  
[Use Default Autoplay Settings](#)

## Media Name

This box contains the name of the MAP you are changing the settings for. A MAP is identified by the filename of the media element it contains. Click on the drop down arrow for a list of the MAPs you have already drawn in this image. If a MAP does not contain a media element it is an [Unbound MAP](#).

\*Note: A quick way to see all of the MAPs and associated information is to highlight this area and use the arrow keys to scroll through the list.

## Type

This the type of media element the selected MAP contains: picture, text, sound, or video.

\*Note: MediaWrangler has the ability to associate other functions with a MAP. For example you can create a MAP that when you click on it the volume is increased, or the Autoplay roundup starts, or another application is launched. See: [MAP Types](#)

## **Rectangle**

Allows you to draw rectangular MAPs by clicking and dragging in Draw Map mode.

## **Map Thickness**

Lets you specify the thickness (in pixels) of the lines drawn when you create MAPs.



## **Color**

Lets you specify the color of the lines drawn when you create MAPs.

## Generate Event

Normally, playing a sound or video will not be counted as an [Event](#) .  
When Generate Event is enabled the selected media element will be included in the [Event Count](#) .

In the Image Control Panel, an image can be set to stay visible for (x) number of events. An image MAP automatically generates an event but videos and audios can be made to do so when this is set.

## **Auto Display**

Auto Display will activate the media element contained in the selected MAP as soon as the image containing the MAP is opened.

Auto Display will automatically execute the MAP when the image it is drawn on is opened. Auto Display is unrelated to Autoplay.

For Example:

Your Roundup file is a guided tour of a house. The Home Image is a picture of the front of the house. You could have an Auto Display MAP that pops up a floor plan of the house. While the user is taking the tour of the house they now have a floor plan to look at.

## Preload

Preload tells MediaWrangler to load the media element associated with this MAP as soon as the image is opened but not to display it until the MAP is activated.

Preload will decompress an image MAP but it will not display that image until the MAP containing it is executed. Use this when images must be displayed very quickly without decompression time between images. The image will not stay in memory once the user is two events beyond the original image. To have the image stay in memory see: [Image Control Panel](#)

For Example:

You have an image that has three MAPs and all the MAPs are set to Preload. When the image is opened the elements contained in the three MAPs will all be loaded into memory, but none of the elements will be displayed until you click on that MAP.

Preload allows you to display media elements quickly because they are already loaded into memory. This feature is limited by the amount of available free memory on your system. On low memory systems this feature could degrade performance instead of improve it.

For more information see the Memory Management topic in [Helpful Hints](#) .

## **Full Screen Map**

This will allow you to play the selected video or text file full screen. Some image quality may be lost depending on the type of Video Card being used and the CPU for your machine.

## Enable

Enables the selected MAP to play automatically. See: [Autoplay](#)

To start Autoplay:

Hit **F10** or Click on **Tools** , Click on **Automatic Playback Start**

To Autoplay in a continuous loop:

Hit **F11** or Click on **Tools** , Click on **Automatic Playback Loop**

To stop Autoplay:

Hit **F12** or Click on **Tools** , Click on **Automatic Playback Stop**.

\*NOTE:

If you are using a display that is larger than 640 x 480  
MediaWrangler will display the Autoplay Controls:



Click on one of these buttons to Start, Loop, or Stop an Autoplay Roundup.  
Due to space limitations these buttons are not displayed on 640 x 480 screens.

## Flash MAP

Checking this box will cause an [Autoplay](#) MAP to flash three times before it executes.

Example: This feature is often enabled by audio MAPs whose content refers to a particular feature on an image. If you have a picture of 5 people and all 5 speak, a MAP could be drawn around each one that plays their respective audio. MAP Flash would visually indicate the speaker.

## Hold Other Autoplay Until Finished

Checking this box will tell MediaWrangler to hold the next [Autoplay](#) item until this one has finished. This feature is useful for videos and audios that have a variable length.

Hold, Sequence, and Wait can be used to synchronize the timing of Autoplay media elements.

\*Note:

MediaWrangler allows you to play a \*.MID file in the background while playing a \*.WAV file. This gives you the ability to, for example, play background music and provide narration at the same time. SEE: [Allow Simultaneous Playback](#)



## **Allow Simultaneous Playback**

MediaWrangler will allow you to play a \*.MID file in the background while playing a \*.WAV file. This gives you the ability to, for example, play background music and provide narration at the same time. When the selected MAP contains a Midi file, The Map Tool will give you this option. Selecting this will allow a \*.WAV file to be played while the Midi in this MAP is playing.

## Sequence in this Image

Defines when the selected MAP will [Autoplay](#) in relationship to the other MAPs defined for this image. Tells MediaWrangler the order in which to activate the Autoplay MAPs in this image.

Hold, Sequence, and Wait can be used to synchronize the timing of Autoplay media elements. For example: You have a set of images and each one has an associated audio file. You would like each image to be displayed while the associated audio is playing. Instead of timing each image to display when the audio is complete, simply select Hold Autoplay until Finished for the audio MAP.

## Wait

Tells the selected MAP how long to wait (in seconds) before starting [Autoplay](#) for that MAP. Each time is relative to the previous MAP that is autoplays.

Example: Your roundup is a tour of a house and the home image is a picture of the house. You want the entryway to come up after 5 seconds, the kitchen to come up 3 seconds after that, and the bedroom to come up 3 seconds after that. Simply set the delays as follows:

Entryway : 5 seconds  
Kitchen : 3 seconds  
Bedroom : 3 seconds

Another example: You have made a vacation scrapbook and the home image has the following hotspots:

Florida - Summer 94  
Vail - Winter 95  
Wine Country - Spring 95

Each vacation has 10 images with audios that you wish to play as a slide show and you want each slide to play every 5 seconds with a 10 second delay between each vacation. The solution is simple; set the delay for each vacation to be 10 seconds and the delay for each image in the slide show to be 5 seconds.

Hint: Set the default MAP delay time to be 5 seconds and let every MAP in the slide show use the default MAP. Set each MAP for Florida, Vail, and Wine Country to not use default and set the delay for 10 seconds.

## Use Default Settings

To see the default settings select **Default** in the [Media Name](#) box.

When The Map Tool is first brought up it displays the default MAP settings (when no MAP is selected). These are the current settings. If you want to change the settings for a MAP you are about to draw make changes to the default MAP.

If you want to change the settings for a MAP you have already made click on the drop down arrow in the [Media Name](#) box. This will list the MAPs you have already drawn. A MAP is identified by the filename of the media element it contains. If a MAP does not contain a media element it is an [Unbound MAP](#). Select the MAP you want to make changes to.

\* Be sure to disable **Use Default Settings** before making changes to the MAP settings if you want that MAP to behave differently than the default.

## Image Control Panel

The Image Control Panel allows you to set the following items which control the way MediaWrangler displays a particular image in your Roundup:

\* Note: The settings you select will not take place until you click the **Apply** button or **O.K.** button. Also, these settings do not affect the original image, only the way it is displayed in your Roundup.

Below is a list of all the items in the Image Control Panel.

Click on any one for a description of that item.

[X & Y Size](#)

[Full Screen](#)

[Preserve Aspect Ratio](#)

[X & Y Position](#)

[Center Image](#)

[Flip Image Horizontally](#)

[Flip Image Vertically](#)

[Rotate](#)

[Event Count](#)

[Infinite Persistence](#)

[Hide, Do Not Close](#)

[Invert Colors](#)

[Brightness Control](#)

[Contrast Control](#)

[Sharpness Control](#)

[Display Effect](#)

## **X & Y Size**

This lets you control the size of the image on the screen. The X and Y coordinates define the height and width of the image. Be sure to click on **Apply** for the change to take effect.

## Full Screen

If you have brought up an image that is too large or too small for your screen this will adjust the image to fit the screen. Be sure to click on **Apply** for the change to take effect.

## **Preserve Aspect Ratio**

When [Full Screen](#) has been enabled this will allow you to keep the same proportions for the selected image. The default setting is enable.



## **X & Y Position**

This lets you control the location of the image on the screen.

The X and Y coordinates define the position of the top left corner of the image.

\* Hint! The X & Y location control is intended for fine-tuning the placement of your image. A quick way to place your image is to drag it to the desired location with the mouse and then click the PushPin button to save the location. The arrow keys on your keyboard can also be used to move the image.

Be sure to click on **Apply** or **O.K.** for the change to take effect.

## Center Image

This will center the selected image on the screen. Be sure to click on **Apply** for the change to take effect.

## Flip Image Horizontally

Checking this box will flip the image horizontally when it is displayed. Be sure to click on **Apply** for the change to take effect.

## Flip Image Vertically

Checking this box will flip the image vertically when it is displayed.  
Be sure to click on **Apply** for the change to take effect.

## Rotate

This will allow you to rotate the image when it is displayed. Each time the Rotate button is pressed the image will be rotated 90 degrees. Be sure to click on **Apply** for the change to take effect.

## Event Count

This allows you to set the number of [Events](#) that need to occur before the image will disappear. The image may or may not be closed (removed from memory) when it disappears. This will be dependent on other factors and settings such as position in the Roundup and the persistence settings.

## Infinite Persistence

This will allow you to keep the selected image on the screen when a new image is brought up. Infinite Persistence overrides the [Event Count](#). Infinite persistence will guarantee that an image is always visible.

## **Hide, Do Not Close**

This will hide the selected image when a new image is brought up, but the image is not closed and remains in memory. This gives you the ability to return to the image quickly without having to wait for it to load again. This feature is limited by the amount of free memory available on your machine. If too many images are stored in memory you will receive an Out of Memory error. In this case you would need to close some of the images.



## Invert Colors

This will allow you reverse the color scheme in the selected image. This is mostly used for black and white images, and will result in the negative image when enabled. Be sure to click on **Apply** or **O.K.** for the change to take effect.

## Brightness Control

Move the slider to increase or decrease the brightness of the image.  
Be sure to click on **Apply** or **O.K.** for the change to take effect.

## Contrast Control

Move the slider to increase or decrease the contrast of the image.  
Be sure to click on **Apply** or **O.K.** for the change to take effect.

## Sharpness Control

Move the slider to increase or decrease the sharpness of the image. Be sure to click on **Apply** for the change to take effect.

## **Display Effect**

This will allow you display the selected image using one of the effects listed in the drop down list. The effects define how the image will be drawn to the screen.

## Event

An event occurs any time any image is brought up. Opening a Roundup is an event. Clicking on a MAP containing a picture is an event. Normally, playing a sound or video does not generate an event because they do not remain on the screen. A sound or video can be set to count as an event by opening **The Map Tool** and selecting **Generate Event**.

## MediaWrangler Options

The MediaWrangler Preferences dialog box allows you to set the following items:

Click on any item for a description of that item.

[Zoom Factor](#)

[Map Snap Radius](#)

[Display Effect](#)

[Prompt For Caption When Adding New Map](#)

[Photo CD Size to Import](#)

[JPEG Quality Factor](#)

[Image Print Size](#)

[Fast Print](#)

## **Zoom Factor**

This value determines the amount of zooming that will be used when you use the Zoom In or Zoom Out menu items.



## **Prompt For Caption When Adding New Map**

Checking this box will cause MediaWrangler to prompt you for a caption automatically when you add something to a new MAP. The caption is the name that will be shown at the top of a window when it is opened. It can also be automatically transferred to the database.

## Photo CD Size to Import

Pull-down the list box to select the photo CD size for MediaWrangler to use when importing an image from a photo CD.

Kodak has chosen to store each image on a photo-CD in five different resolutions (sizes). At the price of disk space, of which CDs have an abundance, the 5 resolutions allow for the highest quality possible at each of the 5 different resolutions or sizes. Resizing mathematically would degrade the quality.

In summary a Photo-CD file (\*.PCD) is a file that in reality contains 5 separate images of the same thing:

|              |             |
|--------------|-------------|
| Small        | 192 x 128   |
| Medium small | 384 x 256   |
| Medium       | 768 x 512   |
| Medium large | 1536 x 1024 |
| Large        | 3072 x 2048 |

When using images off a Photo-CD, be sure to select the desired resolution (size). MediaWrangler uses whatever is programmed in the Photo-CD Size dialog box. If you change it, it will change for all images. To mix and match sizes resave a particular image as a separate file on the hard drive.

\*Warning: If you Pony Express an image from a Photo-CD, the whole image gets transferred (all 5 images) and this is quite large.

## **JPEG Quality Factor**

This value determines the amount of JPEG compression to use when saving an image in JPEG format. A smaller number causes more compression. You will have to experiment with the settings to find the value that gives you the best compromise between quality and compression for your application.

## **Image Print Size**

This value determines the scaling factor to use when printing.

0 - will print actual size (size of the image on the screen)

50 - will print using half of the paper size

100 - will print using the full paper size.

## **Fast Print**

Checking this box result in a faster printing operation, however, you may lose some image quality.

## **Map Snap Radius**

When drawing a MAP in free hand mode this value determines how close you must drop the final point in a MAP to the first point to close the MAP. If you are having trouble closing your MAPs, try increasing the value. The units for this value is number of pixels.

## The Toolbar

The row of color icons across the top of the screen is the Toolbar. These icons give you access to a number of tools that you might use while creating, editing, or developing a Roundup.

Below is a list of the buttons in the toolbar; in order from left to right.

Click on the name of any of the buttons in the Toolbar for a description of that button.

### [Close File](#)



### [Open an Existing Roundup](#)



### [Open an Existing Hitching Post](#)



### [Import or Browse Image Files](#)



### [Import or Browse Text Files](#)



### [Import or Browse Audio Files](#)



### [Import or Browse Video Files](#)



### [Show/Hide Audio Control Panel](#)



### [Show/Hide Video Control Panel](#)



[Show/Hide Tree View of Roundup](#)



[Navigation Buttons](#)



[The Brand Tool](#)



[The Search Tool](#)



[Set Screen Placement](#)



[Show/Hide MAPs](#)





## Close File



Closes the active document. If any changes have been made since the last time you saved you will be prompted to save.

## Import or Browse Image Files



Allows you to Import image files into your Hitching Post or MAP. You can also just browse through your image files.

### **Browse:**

Be sure to close all Roundups and Hitching Posts.  
Click on the **Import/Browse Image** button.  
Select the image you want to view.(See:[Open Image Dialog Box](#) ).

Double click on the filename of the image.

or:

Click on the filename and click O.K.

When you bring up an image that is not associated with a Roundup file or connected to a Hitching Post it is known as a [Stray](#) . The best way to browse is to create a new Hitching Post and import items into it. Browsing is then easy and the media files are automatically cataloged.

### **Import:**

Make the Hitching Post or MAP you want to import into the [Active Window](#) or the image with the desired MAP the Active Window and select the MAP.  
\*Selecting a MAP automatically makes that image the active window.

Click on the **Import/Browse Image** button.

Select the image you want to import. (See:[Open Image Dialog Box](#) ).

Double click on the filename of the image.

or:

Click on the filename and click O.K.

The image is now inside the MAP or Hitching Post that was active.

For a MAP: Double click on the MAP to bring up the Image. (Notice the cursor changes to a camera when it is over the MAP, indicating there is an image there.)

For a Hitching Post: Double click on the Image.

## Import or Browse Text Files



Allows you to Import text files into your Hitching Post or MAP. You can also just browse through your text files.

### **Browse:**

Be sure to close all Roundups and Hitching Posts.

Click on the **Import/Browse Text** button.

Select the text file you want to view.(See:[Open Text Dialog Box](#) ).

Double click on the filename of the text file.

or:

Click on the filename and click O.K.

When you bring up a text file that is not associated with a Roundup file or connected to a Hitching Post it is known as a [Stray](#) . The best way to browse is to create a new Hitching Post and import items into it. Browsing is then easy and the media files are automatically cataloged.

### **Import:**

Make the Hitching Post or MAP you want to import into the [Active Window](#) or the image with the desired MAP the Active Window and select the MAP.

\*Selecting a MAP automatically makes that image the active window.

Click on the **Import/Browse Text** button.

Select the image you want to import. (See:[Open Text Dialog Box](#) ).

Double click on the filename of the text file.

or:

Click on the filename and click O.K.

The text file is now inside the MAP or Hitching Post that was active.

For a MAP: Double click on the MAP to bring up the text file. (Notice the cursor changes to a scroll when it is over the MAP, indicating there is a text file there.)

For a Hitching Post: Double click on the scroll icon. You can also drag and

drop the text file into a MAP.

## Import or Browse Audio Files



Allows you to Import Audio files into your Hitching Post or MAP. You can also just browse through your Audio files.

### **Browse:**

Be sure to close all Roundups and Hitching Posts.

Click on the **Import/Browse Audio** button.

Select the Audio file you want to view. (See: [Open Audio Dialog Box](#) ).

Double click on the filename of the Audio file.

or:

Click on the filename and click O.K.

MediaWrangler plays the Audio file.

\*Note: The best way to browse is to create a new Hitching Post and import items into it. Browsing is then easy and the media files are automatically cataloged.

### **Import:**

Make the Hitching Post or MAP you want to import into the [Active Window](#) or the image with the desired MAP the Active Window and select the MAP.

\*Selecting a MAP automatically makes that image the active window.

Click on the **Import/Browse Audio** button.

Select the Audio you want to import. (See: [Open Audio Dialog Box](#) ).

Double click on the filename of the Audio file.

or:

Click on the filename and click O.K.

The Audio file is now inside the MAP or Hitching Post that was active.

For a MAP: Double click on the MAP to play the Audio file. (Notice the cursor changes to a musical note when it is over the MAP, indicating there is an Audio file there.)

For a Hitching Post: Double click on the Audio icon. You can also drag and drop the icon into a MAP.



## Import or Browse Video Files



Allows you to Import Video files into your Hitching Post or MAP. You can also just browse through your Video files.

### **Browse:**

Be sure to close all Roundups and Hitching Posts.

Click on the **Import/Browse Video** button.

Select the Video file you want to view. (See: [Open Video Dialog Box](#) ).

Double click on the filename of the Video file.

or:

Click on the filename and click O.K.

MediaWrangler plays the Video file.

\*Note: The best way to browse is to create a new Hitching Post and import items into it. Browsing is then easy and the media files are automatically cataloged.

### **Import:**

Make the Hitching Post or MAP you want to import into the [Active Window](#) or the image with the desired MAP the Active Window and select the MAP.

\*Selecting a MAP automatically makes that image the active window.

Click on the **Import/Browse Video** button.

Select the video you want to import. (See: [Open Video Dialog Box](#) ).

Double click on the filename of the Video file.

or:

Click on the filename and click O.K.

The Video file is now inside the MAP or Hitching Post that was active.

For a MAP: Double click on the MAP to play the Video file. (Notice the cursor changes to a Clapboard when it is over the MAP, indicating there is a Video file there.)

For a Hitching Post: Double click on the Video icon. You can also drag and drop the icon into a map.





## Show/Hide Audio Control Panel



Displays and hides the Audio Control Panel.

The Audio Control Panel lets you control playback of existing audio files, including \*.WAV and \*.MID files, as well as giving you the ability to record your own. To record, connect your microphone to the <mic> input jack on your sound card. Then click on the record button and begin your recording. When you are finished, click the stop button. Be sure to save the audio file. If you attempt to open another file MediaWrangler will notify you that you have an unsaved audio file.

### **Note:**

You may experience feedback from the microphone through your computers speakers. If this happens, use your soundcard mixer utility to turn off the audio output while you are recording. Then turn the audio output back on to listen to your recording.

In the audio control panel there is a menu item called INFO. This can be used to display system information concerning audio capabilities.

## Show/Hide Video Control Panel



Displays or hides the Video Control Panel:

The Video Control Panel lets you control playback of video files.

## Show/Hide Tree View of Roundup



Shows/hides the structure of the selected **Roundup** file. When the **Tree View** is visible, you can use it to make file operations on all the elements of a Roundup at once. For example, if you have made changes to a number of image files in the Roundup, you can save them all at once by opening the Tree View of a Roundup, selecting the window that contains the Tree View, and then selecting Save from the File menu. Similarly, if you click the Close button while the Tree View is active, MediaWrinkler closes all elements of your Roundup file that are currently being displayed. If some of these files have been changed since the last time you saved them, MediaWrinkler prompts you to save the changes, discard the changes, or cancel the close.

See Also: [Tree View of Roundup Options](#)

## Navigation Buttons



Navigate along the paths of your [Roundup](#) file. The home button takes you to the first image in your Roundup; from there, the right button advances you to the next image in the path (this will be the image associated with the first MAP drawn on that image. To return, click the left button and you will back up (to the last image displayed). If you reach either end of the path and try to advance, MediaWrangler informs you that you cannot proceed.

See Also: [Home Image](#)

## The Brand Tool



The Brand Tool allows you to assign keywords to Roundup files and Hitching Post files, including the individual media files inside each one. Subsequently, these keywords and dates may be used in searching the database.

For Example:

You sell Maseratis and Ferraris. You make a Roundup file for each car on your lot. Using the Brand tool each roundup is branded with key information such as: 1970 Candy-Apple Red Ferrari, five speed, mint condition, \$150,000. A customer is looking for a red or black Ferrari and cannot spend more than \$100,000. You search the database requesting a list of all red or black Ferraris that have a selling price under \$100,000. The search results tell you that you have three cars that fit this criteria. You can even have search results built to a Hitching Post so you can see the Roundup for each car found in the search.

It is very important to define the nature of the database you are making before branding it. In doing this, the subsequent searching will be clear to other people. It is worth the time it takes to just write down what you want to search on and what the purpose of the searching will be. Some common samples of different databases are:

Real Estate - where:

Keyword1 = geographical area  
Keyword2 = number of bedrooms  
Keyword3 = size  
Number = price (\$)

or

MediaManager- where:

Caption = Phrase describing the image,  
sound, video, or text.

or

Office Products Catalog- where:

Caption = Product Name  
Keyword1 = Chair, Table, Desk...  
Keyword2 = Color  
Keyword3 = Material (wood,metal...)  
Number = Price (\$)

All files must be inside of a Hitching Post or Roundup. If a piece of media is in more than one Roundup or Hitching Post, it need only be branded once. It is quite common to brand Roundups or Hitching Posts and not any of the media inside. If a Roundup file or Hitching Post file is modified and you want to assign keywords to the new media elements, it must be rebranded. Modifications may be done in the edit/browse dialog box which can be accessed through the search button.

Below is a list of the items in the Brand Tool dialog box.

Click on the name of an item below for a description of that item.

[Branding RDP](#)

[Caption](#)

[Author](#)

[Number](#)

[Keywords](#)

[Keydates](#)

[Brand/Brand All/Cancel](#)

[First/Prev/Next/Last](#)

## The Search Tool



Search for Roundups or individual media objects by filename, date, description, or user defined keywords. Your search criteria can be combined by using the And/Or buttons to form complex searches. This simple yet sophisticated search capability makes MediaWrangler the ideal tool for any application which requires database search and retrieve capability.

You can also specify that the results of your search be included in a new hitching post file, by clicking on the Build Hitch button.

Click on one of the topics below for help on that topic.

[Search Database](#)

[Browse/Edit Database](#)

## Set Screen Placement



Pin the selected image to its current location on the screen. When MediaWrangler first opens an image file, you can move it by dragging the image by the top bar of its frame. When you have placed the image where you want it in your final presentation, click the Set Screen Placement button and MediaWrangler will remember where this image file belongs. From now on, when you open this image file from your Roundup, MediaWrangler displays it where you pinned it.

You can change the screen placement later by moving the image and pinning it again, as many times as you like. Also, note that the screen placement stays with the Roundup file, not with the image. That is, if you use the same picture in several Roundups, you can pin the image in a different place in each Roundup. If however, you use the same image in a single roundup, it will only use the coordinates of the last pinning.

**\*Note:** Do not try to pin the upper left hand corner of an image on a point that is not visible on the screen. MediaWrangler will move the image to the visible portion.



## Show/Hide MAPs



Display or hide the existing MAPs in the active window. Use this button to see what MAPs you have already created in a given image. When you move the cursor into a MAP, the status bar along the bottom of the MediaWrangler main window lets you know the filename and pathname of the media element associated with that MAP (if any).

## Import Media Buttons

There are four Import Media buttons:



These buttons are used to import or browse through your various media elements. You can only import into a MAP or Hitching Post when it is the [Active Window](#).

Click on the name of an Import Media Button for a description of that button.

[Import or Browse Image Files](#)

[Import or Browse Text Files](#)

[Import or Browse Audio Files](#)

[Import or Browse Video Files](#)

## The Menu

Below is a list of the Menu located at the top of the screen. Some of the items in the Menu will only be active when a Roundup is loaded.

Click on any of the Menu names below for a description of the items in that Menu.

[File](#)

[Edit](#)

[View](#)

[Tools](#)

[Options](#)

[Window](#)

[Help](#)

# File

Below is a list of the items in the File Menu.

Click on the name of an item below for a description of that item.

[New](#)

[Open](#)

[Close](#)

[Save](#)

[Save As](#)

[Print](#)

[Print Setup](#)

[Exit](#)

## **Edit**

Below is a list of all the items in the Edit Menu.

Click on the name of an item in the Edit Menu for a description of that item.

[Undo](#)

[Delete a MAP](#)

[Set Window Placement](#)

[Image Description](#)

[Import/Browse](#)

[Redisplay](#)

[Change Image Settings](#)

## View

Below is a list of all the items in the View Menu.

Click on the name of an item in the Edit Menu for a description of that item.

[Show MAPs](#)

[Hide MAPs](#)

[Show Tree View of Roundups](#)

[Hide Tree View of Roundups](#)

[Go to Previous Image](#)

[Go to First Image](#)

[Go to Next Image](#)

[Zoom In](#)

[Zoom Out](#)

[Zoom Amount](#)

## Tools

Below is a list of all the items in the Tool Menu.

Click on the name of an item in the Tool Menu for a description of that item.

[Image Control Panel](#)

[Map Tool](#)

[Roundup Tool](#)

[Automatic Playback Start](#)

[Automatic Playback Loop](#)

[Automatic Playback Stop](#)

[Rectangle Map Draw Mode](#)

[Freehand Map Draw Mode](#)

[Search Tool](#)

[Brand Tool](#)

[Pony Express](#)

[Audio Control Panel](#)

[Video Control Panel](#)

## Options

Below is a list of all the items in the Options Menu.

Click on the name of an item in the Options Menu for a description of that item.

[MediaWrangler Options](#)

[Hitching Post Options](#)

[Tree View of Roundup Options](#)



## **Window**

Below is a list of all the items in the Windows Menu.

Click on the name of an item in the Windows Menu for a description of that item.

[Arrange Icons](#)  
[Close All](#)

## Help

Below is a list of all the items in the Help Menu.

Click on the name of an item in the Help Menu for a description of that item.

[Index](#)

[Product Support](#)

[About](#)

## New

Clicking on **New** will open a dialog box giving you the option to create a new Roundup, Hitching Post, or Text file. Click on the type file you want to create.

See Also:

[Create a Roundup](#)

[Create a Hitching Post](#)

[Create a Text File](#)

## Open

Opens existing files. MediaWrangler pops up the Open dialog box, letting you select the kind of file you wish to use, a Roundup or a Hitching Post.

Roundups have the **\*.RDP** file extension.

Hitching Posts have the **\*.HPF** file extension.

To open other files, select the arrow at the right edge of the box titled List Files of Type. This will let you choose other file types to open. You can also use the Directories panel to navigate among your disks and directories, looking for the specific file you're interested in.

## **Close**

Closes the active window, clearing its space in the editing area (and also freeing up the memory used to store this object). To close an entire Roundup file and all its images, make sure the Tree View of your Roundup is visible and is active.

See Also: [Close All](#)

## Save

Clicking on **Save** will save any changes to the [Active Window](#) . If the active window is part of a Roundup, the entire Roundup will be saved. \*Hint: If you want to save all the changes to your entire Roundup you should click on save while the [Tree View](#) is the active window (this will default to the \*.RDP extension).

## Save As

Clicking on **Save As** will save any changes to the [Active Window](#) and give you the option to name the file. If you want to save all the changes to your entire Roundup you should click on Save As while the [Tree View](#) is the active window.

**Save As** can also be used to change the format of a file. To change an image format select Save As and give the file the extension you wish to save it under such as \*.JPG for JPEG or \*.BMP for Bitmap.

When changing the format of a stray image, a new file will be created and the new image with the new format will be saved. This file will be in focus. When changing the format of an image inside a roundup, a new image will be created and this new image will become part of the roundup, replacing the old image.

## **Print**

The **Print** command will bring up the Print Dialog Box:

This box will tell you what printer you are currently connected to. If you want to change to another printer select Setup.

The Print command will print the Active Window . If the active window contains a text file you can also select which pages to print.

Print quality is measured in Dots Per Inch.

Print To File allows you to print a text file to another directory. The default directory is C:\mwrangle where C is the letter of your hard drive.

You can also select the number of copies to be printed.



## **Print Setup**

The **Print Setup** command will bring up the Print Setup Dialog Box:

This box tells you what printer you are currently connected to. To select another printer click on the Drop Down arrow for a list of available printers.

The print setup box also allows you to select Portrait or Landscape layout, the paper size you are printing to, and the type of paper feed for your printer.

For other available print options click on the Options button. For help on options click on the Help button in the Options dialog box.

## **Exit**

The **Exit** command will close MediaWrangler

The program prompts you to save any files that have been modified since the last time you wrote them to disk; you can choose whether to save the changes you have made, or whether to abandon them.

## **Undo**

Erases the most recent change you made. Useful when you were not quite sure what an operation was going to do, or when you realize you have deleted the wrong MAP. \*Note: Undo will not undo a screen placement (PushPin).

## **Delete a MAP**

Removes a MAP from the image. You must first select the MAP you wish to delete, then choose this option from the Edit menu (or hit the Delete key). If you find that you have deleted the wrong MAP, you can replace it by selecting Undo from this menu.

## **Image Description**

Changes the descriptive title of an image. This is the information displayed in MediaWranglers status bar (across the bottom of the editing area).

## **Import/Browse**

Cascades into another menu, allowing you to browse and open a Roundup or one the four media types (graphic, audio, video, or text) you wish to select to associate with a MAP.

## **Redisplay**

Redraws an image and reinitializes the color MAPs, if necessary.

# Change Image Settings

## **Brightness**

Increases an images brightness. Useful for correcting or retouching the appearance of an image.

## **Dim**

Decreases an images brightness. Useful for correcting or retouching the appearance of an image.

## **Increase Contrast**

Increases the contrast of the image in the active window. Like all image processing options in MediaWrangler, this modifies the images inherent settings by 10%.

## **Decrease Contrast**

Decreases the contrast of the image in the active window. Like all image processing options in MediaWrangler, this modifies the images inherent settings by 10%.

## **Sharpen**

Increase the sharpness of an image by filtering the graphical elements. Useful for correcting or retouching the appearance of an image.

## **Smooth**

Smooths (blurs) an image by filtering the graphical elements. Useful for correcting or retouching the appearance of an image.

## **Flip Horizontal**

Makes a side-to-side mirror image of the contents of the active window.

## **Flip Vertical**

Makes a top-to-bottom mirror image of the contents of the active window.

## **Invert**

Creates a negative image of the contents of the active window.

## **Rotate**

Rotates an image 90 degrees per iteration.



## **Zoom In**

Lets you increase the zoom ratio of the active window. The default zoom ratio is 1:1.

## **Zoom Out**

Lets you decrease the zoom ratio of the active window. The default zoom ratio is 1:1.

## **Zoom Amount**

Lets you change the amount of zoom when the Zoom In or Zoom Out command is used.

## The Roundup Tool

Most of the items listed in the Roundup Tool dialog box are enabled by default. Most of these items are necessary or helpful when creating and building a Roundup file but are not necessary when displaying a Roundup. In the interest of ascetics, file size, and memory some of these items may improve the overall quality of your roundup

For example:

You have created a Roundup that contains pictures of the new baby and you want to Pony Express this Roundup to the proud grandparents. If the roundup was designed for Autoplay you might want to enable Auto Autoplay so that the Roundup starts playing automatically, and you might want to disable the Frames, Button Bar, and Status Bar so that nothing distracts from those precious blue eyes.

Below is a list of all the items in the Roundup Tool dialog box.

Click on the name of an item below for a description of that item.

[Auto Autoplay](#)

[Use Window Frames](#)

[All Images Persistent](#)

[Enable Preload In Maps](#)

[Include Button Bar](#)

[Include Status Bar](#)

[Enable Screen Scaling](#)

[Background](#)

## **Automatic Playback Start**

Starts the Automatic playback of a Roundup that has been designed for Autoplay. You can also press **F10**.

See Also: [Autoplay](#)

## **Automatic Playback Loop**

Will cause a Roundup that has been designed for Autoplay to play in a continuous loop. You can also press **F11**.

See Also: [Autoplay](#)

## **Automatic Playback Stop**

Stops the Automatic playback of a Roundup that has been designed for Autoplay. You can also press **F12**.

See Also: [Autoplay](#)

## The Pony Express

The Pony Express is a tool that makes distributing your Roundup files quick and easy. This feature compresses all the media into a single file called an \*.RDZ (Zipped Roundup), which reduces file size by up to 75%. You can choose to include with this zipped file a MediaWrangler Player, so the people who receive your MediaWrangler Roundup file can unzip the file and play your multimedia presentation on their own machines.

\*Note: When Pony Expressing to floppies, MediaWrangler will prompt you to insert floppy 1, 2 ... etc. Be sure to have an adequate supply of formatted floppy disks available.

See Also: [Pony Express Dialog Box](#)



## **Audio Control Panel**

The Audio Control Panel lets you control playback of existing audio files, including \*.WAV and \*.MID files, as well as giving you the ability to record your own. To record, connect your microphone to the <mic> input jack on your sound card. Then click on the record button and begin your recording. When you are finished, click the stop button. MediaWrangler will then prompt you for a filename to use to save the recording.

### **Note:**

You may experience feedback from the microphone through your computers speakers. If this happens, use your soundcard mixer utility to turn off the audio output while you are recording. Then turn the audio output back on to listen to your recording.

## **Video Control Panel**

The Video Control Panel lets you control playback of video files. The controls are similar to any VCR or Tapedeck.

In the video control panel there is a menu item called INFO. This can be used to display system information concerning video capabilities.

## **Hitching Post Options**

Displays the Hitching Post Preferences dialog box, allowing you to set options which affect the way MediaWrangler displays your Hitching Post.

### **Thumbnail Size:**

This controls the size of the miniature images which are displayed in the Hitching Post Window.

### **Display File Name:**

Checking this box will cause the title of the media to appear at the bottom of its thumbnail image in the Hitching Post Window.

## **Tree View of Roundup Options**

The Tree View of Roundup Preferences dialog box allows you to set the following items which control the appearance of the Tree View Window:

### **Thumbnail Size:**

This controls the size of the miniature images which are displayed in the Tree View Window.

### **Display Image Title:**

Checking this box will cause the title of the media to appear at the bottom of its thumbnail image in the Tree View Window.

## **Arrange Icons**

Arranges the icons of images that you have minimized.

## **Close All**

Closes every open window in the editing area.

\*Note: You can not cancel a close all once it has begun. Therefore if a file needs to be saved in the middle of a close, selecting cancel will have the same effect as selecting no.

## **Index**

Displays the Table of Contents of the on-line help file. From here, you can choose from a number of topics, or browse through the Help files with the arrow keys.

## **Product Support**

Describes how you can obtain customer support for questions about MediaWrangler.



## **About**

Displays a dialog box containing information about AltaVista Technology and MediaWrangler.

## **Set Window Placement**

When MediaWrangler first opens an image file, you can move it by dragging the image by the top bar of its frame (or by using the arrow keys). When you have placed the image where you want it in your final presentation, click the Set Screen Placement button and MediaWrangler will remember where this image file belongs. From now on, when you open this image file from your Roundup, MediaWrangler displays it where you pinned it.

You can change the screen placement later by moving the image and pinning it again, as many times as you like. Also, note that the screen placement stays with the Roundup file, not with the image. That is, if you use the same picture in several Roundups, you can pin the image in a different place in each Roundup. \*Note: An image used twice or more in a single roundup can only have one X,Y Placement.

## **Toggle Show/Hide MAPs**

Display or hide the existing MAPs in the active window. Use this button to see what MAPs you have already created in a given image. When you move the cursor into a MAP, the status bar along the bottom of the MediaWrangler main window lets you know the filename and pathname of the media element associated with that MAP (if any).

## **Toggle Show/Hide Tree View of Roundups**

Shows/hides the structure of the selected **Roundup** file. When the **Tree View** is visible, you can use it to make file operations on all the elements of a Roundup at once. For example, if you have made changes to a number of image files in the Roundup, you can save them all at once by opening the Tree View of a Roundup, selecting the window that contains the Tree View, and then selecting Save from the File menu. Similarly, if you click the Close button while the Tree View is active, MediaWrangler closes all elements of your Roundup file that are currently being displayed. If some of these files have been changed since the last time you saved them, MediaWrangler prompts you to save the changes, discard the changes, or cancel the close.

## **Go to Previous Image**

Takes you back one image in your Roundup file.

See Also: [Navigation Buttons](#)

## **Go to First Image**

Takes you to the Home Image in your Roundup file.

See Also: [Navigation Buttons](#)

## **Go to Next Image**

Takes you forward one image in your Roundup file. The forward image defaults to the first MAP drawn on that image (the return key will take you to the next image).

See Also: [Navigation Buttons](#)

## Rectangle Map Draw Mode

Allows you to draw rectangular MAPs by clicking and dragging in Draw Map mode.

See Also: [Create a MAP](#)



## Pony Express Dialog Box

The Pony Express dialog box allows you to set the following items which affect [Pony Express](#) operation:

### **Destination Directory:**

Enter the pathname for the directory where you would like the Pony Express output files to be sent.

### **Destination Filename:**

Enter the filename that you would like Pony Express to use when naming the compressed Roundup file. MediaWrangler will automatically force the extension to be **.rdz**.

### **Include Player:**

Checking this box will cause the Pony Express to include a MediaWrangler Player along with the compressed Roundup file.

\*Note: When Pony Expressing to floppies, MediaWrangler will prompt you to insert floppy 1, 2 ... etc. Be sure to have an adequate supply of formatted floppy disks available.

## **Branding RDP**

Contains the following information about the Roundup file or Media Element that is being branded: the filename and directory, the name of the volume the file is stored on, and the creation date.

## **Caption**

This is one of the search fields for the database. Caption could be the filename, a title, a descriptive phrase, etc. This is what will be displayed in the caption bar for this element.

## **Author**

This is one of the search fields for the database. Author could be a salesperson, project manager, branch, department, etc.

## **Keywords**

This is one of the search fields for the database. Keywords are anything that would be useful in identification of the database record. If the database contains records for cars some keywords might be the make, model, and color. For houses it might be the number of bedrooms, the square footage, or the location.

## **Keydates**

This is one of the search fields for the database. Keydates are used to identify database records for a certain time period. For example you may want to search for records that fall between two dates such as a certain week or month; or records that are before or after a certain date such as after January 1.

## **Brand/Brand All/Cancel**

When you have entered all the information for a particular Roundup file or media element, click on Brand. MediaWrangler will send a record of that file to the database and bring up the next element to be branded. If all the media elements in a Roundup file will be branded with the same search criteria you can click on Brand All. Click on Cancel if you do not want to send a record to the database.

## **First/Prev/Next/Last**

These buttons will be grayed out until the entire Roundup has been branded. After the last media element has been branded you can browse through the files and make changes or update the information contained in a record.



## Auto Autoplay

Auto Autoplay will cause a Roundup that has been designed for Autoplay to start as soon as it is opened. When this is enabled, any time an image comes up with Autoplay enabled MAPs they will automatically start playing. If Auto Autoplay is not enabled use the following controls:

To start Autoplay:

Hit **F10** or Click on **Tools** , Click on **Automatic Playback Start**

To Autoplay in a continuous loop:

Hit **F11** or Click on **Tools** , Click on **Automatic Playback Loop**

To stop Autoplay:

Hit **F12** or Click on **Tools** , Click on **Automatic Playback Stop**.

\*NOTE:

If you are using a display that is larger than 640 x 480  
MediaWrangler will display the Autoplay Controls:



Click on one of these buttons to Start, Loop, or Stop an Autoplay Roundup.  
Due to space limitations these buttons are not displayed on 640 x 480 screens.

## **Use Window Frames**

Frames allow you to move image, text, and video windows by dragging and dropping on the caption bar. If you are not using frames you can move the active window using the arrow keys. Also text and video window size can be adjusted using the frame corners. To adjust the size of an image file use zoom or size in the Image Control Panel.

## All Images Persistent

By disabling All Images Persistent you are telling MediaWrangler to close (remove from memory) an image that has already been displayed, leaving memory available for the next image. All Images Persistent should be disabled when you use The Pony Express. Think of All Images Persistent as being environmentally conscious; by closing used images you keep memory clear and available to other images.

All images persistent allows MediaWrangler to keep images in memory after they have been displayed. This allows you to move quickly through your images while creating a Roundup file. If too many images are held in memory you will use up the available memory and receive an Out of Memory error. In such a case you would need to close some images to free up memory.

See Also: [Helpful Hints](#) (Memory Management)

## **Enable Preload In Maps**

Preload provides a mechanism for decompressing images prior to their display. This is useful when creating a Roundup file so you can display media elements quickly. When an image is displayed, any image MAP that has Preload selected will automatically decompress. If too many media elements are preloaded into memory you will use up the available memory and receive an Out of Memory error. In such a case you need to disable Preload for some of the media elements. Audios and videos that hold until complete may interfere with Preload.

Disabling Preload will tell MediaWrangler to load a media element when the MAP containing it is activated. Preload should be disabled when using The Pony Express.

## **Include Button Bar**

The Button Bar, located at the top of the screen, can be hidden when your Roundup is loaded. By disabling Include Button Bar you are telling MediaWrangler to hide the Button Bar when this Roundup file is loaded. All button bar functions are also in the pull down menus, and many are available as hotkeys.

## **Include Status Bar**

The Status Bar, located at the bottom of the screen, can be hidden when your Roundup is loaded. By disabling Include Status Bar you are telling MediaWrangler to hide the Status Bar when this Roundup file is loaded.

## Enable Screen Scaling

Enable Screen Scaling tells MediaWrangler to adjust the size of the images being displayed so they fit the screen. This allows a Roundup to be played on different size monitors. MediaWrangler will automatically adjust the *position* of images when a Roundup is displayed at different monitor resolutions. Because images degrade when they are resized, MediaWrangler does not attempt to change the image *size*. By selecting Scale to Screen, you are instructing MediaWrangler to resize the images. This may be fine when sending \*.RDZs (zipped Roundups) to customers, friends, and clients; but, if you are editing a Roundup on different machines with different resolutions the continuous resizing of the images may adversely affect the image quality. In summary, only use this option at the end of a project just prior to distribution.

\*Note: If a scaled image has MAP size and locations that do not appear correct, go into the Image Control Panel and select Full Screen, then return the image to the previous location. This will fix the incorrect MAPs.

## **Background**

Allows you to choose the background color that will be displayed when your Roundup file is loaded.



## Search Database

Click on the box to the left of any of the search criteria boxes to include that item in your search. Each of the search criteria boxes has a drop down list giving you choices for that box. You can also select how to apply the search criteria with the And/Or option.

Below is a list of the items in the Search Database dialog box.

Click on the name of an item below for a description of that item.

[Caption](#)

[Author](#)

[Keywords](#)

[Dates](#)

[Number](#)

[File Info](#)

[Search Results](#)

## **Browse/Edit Database**

After a Roundup and the media elements associated with it have been branded you can browse through the records and make any changes or updates. The browse/edit dialog box can also be reached from The Search Tool.

Below is a list of the items in the Browse/Edit dialog box.

Click on the name of an item below for a description of that item.

[Browse/Edit](#)

[Caption](#)

[Author](#)

[Number](#)

[Keywords](#)

[Keydates](#)

[Update/Delete/Done](#)

[First/Prev/Next/Last](#)

[Show Contents](#)

## **Dates**

Can be used to narrow your search to a specific time period. You can use the Creation Date or Keydates that were entered when the item was Branded.

## **File Info**

Information about the file you are searching for can be used as criteria in your search. For example: Search for all the Bitmap files by using the \*.BMP extension in the Format box.

## **Search Results**

The results of your search will be listed in the Search Results box. You can choose Ascending or Descending order for the list.

Continue Search:

This allows for continued searching to be performed based on the results of the first search. For instance, the first search may find all of the images in the database (searched on type). Clicking on continue search will cause all of the fields to be updated with image specific information therefore only the captions associated with images are visible under the Captions pull down.

## **Browse/Edit**

After a Roundup and the media elements associated with it have been branded you can browse through the records and make any changes or updates. The browse/edit dialog box can also be reached from The Search Tool.

This area lists the name and directory of the current record, the name of the volume that holds the record, and the date it was created on.

## **Number**

This is one of the search criteria for the database. Number could be a stock number, invoice number, dollar amount, etc.

## **Update/Delete/Done**

If you have changed the contents of a record in the database you will need to click on update for the changes to be saved. Delete will remove a record from the database. Click on Done to exit the Edit/Browse Database mode.



## **Show Contents**

If the selected record is a Roundup (\*.RDP) or a Hitching Post (\*.HPF) clicking on the show contents box will list the individual elements of that file.

## Open Image Dialog Box

When you select the Import/Browse Images button, a dialog box that asks you to make the following selections will pop up:

### **Directories:**

You can choose one of the folders in the Directories window (in the middle of the dialog box) to select the directory in which the desired image file is stored. You can also browse through directories this way.

### **File Name:**

By default, selecting the Browse Images button preloads the File Name field with \*.\*, indicating that MediaWrangler will look for images of all formats. To look only for images of a specific type such as bitmaps (with an extension of **.BMP**) or JPEG-compressed images, enter the extension indicating the kind of image you wish to look for in the File name field or select one from the List Files of Type field at the bottom left of the dialog box.

Below the File Name field is a scrolling display containing all the files that match the file name specification.

When you have selected the image file you want, click OK. MediaWrangler opens the image file and displays it on the screen or imports it to the MAP or Hitching Post that was active. (You can also double-click on the file name to open it.)

The media element buttons also let you associate the selected media element with an existing MAP that you have already added to your Roundup file. To associate an image file with an existing MAP, select the MAP by clicking on it once with the left mouse button. Then open the image file as described here. MediaWrangler now associates this image file with the MAP you selected; when you double-click on the MAP, MediaWrangler opens the image file.

If you have a Hitching Post file active, MediaWrangler adds the media element to the Hitching Post, displaying a thumbnail of the files contents. This can simplify browsing and adding this media element to other Roundups later on.

## Open Text Dialog Box

When you select the Import/Browse Text button, a dialog box that asks you to make the following selections will pop up:

### **Directories:**

You can choose one of the folders in the Directories window (in the middle of the dialog box) to select the directory in which the desired text file is stored. You can also browse through directories this way.

### **File Name:**

By default, selecting the Browse Text button preloads the File Name field with \*.txt and \*.doc, indicating that MediaWrangler will only look for files of these two types. You can also select a different file type if you wish; just enter the extension indicating the kind of file you wish to look for in the File name field or select one from the List Files of Type field at the bottom left of the dialog box.

Below the File Name field is a scrolling display containing all the files that match the file name specification.

When you have selected the text file you want, click OK. MediaWrangler opens the file and displays it on the screen. (You can also double-click on the file name to open it.)

The media element buttons also let you associate the selected media element with an existing MAP that you have already added to your Roundup file. To associate a text file with an existing MAP, select the MAP by clicking on it once with the left mouse button. Then open the file as described here. MediaWrangler now associates this file with the MAP you selected; when you double-click on the MAP, MediaWrangler displays the text.

If you have a Hitching Post file active, MediaWrangler adds the text file to the Hitching Post, displaying a text icon. This can simplify browsing and adding this media element to other Roundups later on.

## Open Audio Dialog Box

When you select the Import/Browse Audio button, a dialog box that asks you to make the following selections will pop up:

**Directories:** You can choose one of the folders in the Directories window (in the middle of the dialog box) to select the directory in which the desired audio file is stored. You can also browse through directories this way.

**File name:** By default, selecting the **Browse Audio** button preloads the File Name field with **\*.wav** and **\*.mid**, indicating that MediaWrangler will look for standard wave files and MIDI files. You can change the kind of file you want MediaWrangler to search for: just enter the extension indicating the kind of file you wish to look for in the File name field or select one from the List Files of Type field at the bottom left of the dialog box.

Below the File Name field is a scrolling display containing all the files that match the file name specification.

When you have selected the sound file you want, click **OK**. MediaWrangler opens the file and plays it. (You can also double-click on the file name to open it.)

The media element buttons also let you associate the selected media element with an existing MAP that you have already added to your Roundup file. To associate an audio file with an existing MAP, select the MAP by clicking on it once with the left mouse button. Then open the audio file as described here. MediaWrangler now associates this audio file with the MAP you selected; when you double-click on the MAP, MediaWrangler plays the audio file.

If you have a Hitching Post file active, MediaWrangler adds the audio file to the Hitching Post, displaying a audio icon. This can simplify browsing and adding this media element to other Roundups later on.

## Open Video Dialog Box

When you select the Import/Browse Video button, a dialog box that asks you to make the following selections will pop up:

**Directories:** You can choose one of the folders in the Directories window (in the middle of the dialog box) to select the directory in which the desired video file is stored. You can also browse through directories this way.

Below the File Name field is a scrolling display containing all the files that match the file name specification.

When you have selected the video clip you want, click OK. MediaWrangler opens the file and plays it. (You can also double-click on the file name to open it.)

The media element buttons also let you associate the selected media element with an existing MAP that you have already added to your Roundup file. To associate a video file with an existing MAP, select the MAP by clicking on it once with the left mouse button. Then open the video file as described here. MediaWrangler now associates this video file with the MAP you selected; when you double-click on the MAP, MediaWrangler plays the video file.

If you have a Hitching Post file active, MediaWrangler adds the video file to the Hitching Post, displaying a video icon. This can simplify browsing and adding this media element to other Roundups later on.

## Autoplay

Autoplay lets you set up a presentation that runs automatically, without user intervention. For example, if you wish to set up a slide show that runs by itself at a trade show booth, an information kiosk, or in the window of your store or office, you can use Autoplay. The Autoplay feature can be used on Roundups that you have already made. In addition, MediaWrangler allows a presentation to be half interactive and half automatic, for example: Press a button and see a slide show.

Controlling the amount of time that MediaWrangler waits before beginning Autoplay for an individual media element lets you synchronize the display of images with a sound track. For example, you can start playing an audio file that contains the narration, then use the Wait value to make sure that pictures appear on the screen when the narrator is talking about them.

### How to Create an Autoplay Roundup file:

First create a Roundup and MAP:

Click on **File, New, Roundup**

Click on **Import/Browse Image**



Click on **Dempsey**

Draw a **MAP**. For this example, make a small MAP around the eye. Click on the MAP to make it active. The MAP should be highlighted.

Next you need to import a media element. For this example, import an Audio file:

Click on **Import/Browse Audio**



In the **Drives** box click on the **Drop Down** arrow to list the drive choices for your machine. Select your CD-ROM Drive.

Double Click on **mwrangle**

Double Click on **audio**

Double Click on **miscwav**

Double Click on **wav002.wav**

Now would be a good time to save your Roundup. Click on **File, Save As**. Call your Roundup **water**.

Now that you have created your Roundup it is time to make it Autoplay. Click on the MAP to make it active.

Click on **Tools, Map Tool**

The Media Name box should say **wav002.wav**

Click on the **Use Default Settings** box to disable it

Under Autoplay click on the **Enable** box

Click on **O.K.**

Now save your Roundup then close it. Your Autoplay Roundup is ready. When you open the roundup again it will be ready for Autoplay. You can set your Roundup for [Auto Autoplay](#) so that it starts automatically or you can start it yourself:

To start Autoplay:

Hit **F10** or Click on **Tools** , Click on **Automatic Playback Start**

To Autoplay in a continuous loop:

Hit **F11** or Click on **Tools** , Click on **Automatic Playback Loop**

To stop Autoplay:

Hit **F12** or Click on **Tools** , Click on **Automatic Playback Stop**.

\*NOTE:

If you are using a display that is larger than 640 x 480 MediaWrangler will display the Autoplay Controls:



Click on one of these buttons to Start, Loop, or Stop an Autoplay Roundup. Due to space limitations these buttons are not displayed on 640 x 480 screens.

See Also: [Slide Show Example](#)

## **Stray**

A stray is a media element that has been imported without being attached to a MAP. A stray cannot contain a MAP. A common place to group strays is on a Hitching Post.

If you want to import a stray into a MAP or Hitching Post simply place the cursor on the stray image, hold the left mouse button down and drag the cursor to the desired MAP or Hitching Post. Note that the cursor turns to a lasso when you are dragging.



## **Unbound MAP**

An unbound MAP is a MAP that does not contain a media element.  
The cursor looks like an empty box when it is over an unbound MAP.  
See Also: [MAP Types](#)

## The Keyboard

A number of MediaWrangler commands are available from the Keyboard. The following is list of the available keyboard commands. Some of these commands are available only when the applicable item is active.

### The Function Keys:

- F1** - Brings up MediaWrangler Help
- F2** - Brings up the Image Control Panel
- F3** - Brings up The Map Tool
- F4** - Brings up The Roundup Tool
- F5** - Show/Hide MAPs
- F6** - Show/Hide Tree View of Roundup
- F7** - Push Pin (sets image placement)
- F8** - Brings up the Audio Control Panel
- F9** - Brings up the Video Control Panel
- F10**- Start an Autoplay Roundup
- F11**- Play Autoplay Roundup in a continuous loop
- F12**- Stop an Autoplay Roundup

### Other Keyboard Commands:

The **arrow** keys can be used to move images and videos. For a text file use ALT and the arrow keys.

**Return** (Enter) will take you to the next image in a Roundup.

**Home** will take you to the Home Image of a Roundup.

**Backspace** will take you to the previous image.

Any of the menu commands can be reached through the keyboard: hold the ALT key and hit the underlined letter of the command. For example, ALT F, S will save your file. ALT T, M will bring up The Map Tool.

## MAP Types

In most cases a MAP will be associated with a picture, sound, text, or video file. MediaWrangler can also associate a MAP with a number of functions. Below is a list of all the items that can be associated with a MAP.

- Image
- Audio
- Video
- Text
- Roundup
- Exit MediaWrangler
- GoTo Next Image
- GoTo Home Image
- GoTo Previous Image
- Print Current Image
- Print Current Text
- Launch Application
- Autoplay Start
- Audio Load
- Audio Play
- Audio Stop
- Audio Rewind
- Audio Forward
- Audio Loop
- Audio Pause
- Audio Volume Up
- Audio Volume Down
- Audio Record
- Video Load
- Video Play
- Video Stop
- Video Rewind
- Video Forward
- Video Loop
- Video Pause
- Video Volume Up
- Video Volume Down
- WWW File Transfer (for HTML documents only)
- WWW E-Mail (for leaving a message in HTML docs only)

To associate one of these functions with a MAP: select the unbound MAP you want to use. Select The Map Tool. In the TYPE box click on the drop down arrow for a list of the available MAP types.

## **Replacing an Image in a Roundup**

Sometimes you need to replace an image that is embedded in a Roundup. To do so simply bring up the Tree View and drag the new image onto the old image in the tree view. You can bring the new image up as a stray or drag it from a hitching post.

\*Note: This will work for any image including the Home Image. If the image you are replacing contains MAPs be sure that you replace it with an image that is at least as large as the old one so that the MAPs are contained.

## Slide Show Example

To make a Slide Show first make a Hitching Post of the items you want to include in your Slide Show. Next create a Roundup using the first slide you want to show as the Home Image.

Now bring up The Map Tool and configure the default MAP to be:  
Autoplay Enable  
Delay 5 seconds

Then draw a MAP on the home image and drag the second image into it from the Hitching Post.

Double click on the MAP to bring up the second image. Now draw a MAP on the second image and drag the third image into it. Repeat for each image.

Your Slide Show will now play.

To change the delay select the default MAP by hitting F3 with no MAPs active and change the delay to 10 seconds.

To start Autoplay:

Hit **F10** or Click on **Tools** , Click on **Automatic Playback Start**

To Autoplay in a continuous loop:

Hit **F11** or Click on **Tools** , Click on **Automatic Playback Loop**

To stop Autoplay:

Hit **F12** or Click on **Tools** , Click on **Automatic Playback Stop**.

\*NOTE:

If you are using a display that is larger than 640 x 480  
MediaWrangler will display the Autoplay Controls:



Click on one of these buttons to Start, Loop, or Stop an Autoplay Roundup.  
Due to space limitations these buttons are not displayed on 640 x 480 screens.

## Create a Text File

To create a new text file click on **File, New, Text** (Alt F,N,T)

A window will pop up. You can now add text to this window and save it as you would any file.

## Roundup Tutorial

The Roundup described in the tutorial is relatively simple to create. The ideas used are common to many types of Roundups. Below is a description of how to make it.

Click on Open Hitching Post   
Select **realhp.hpf**

Click on **File, New, Roundup**  
Drag **realroot.jpg** out of the hitching post and drop it into the tree view. This makes it your home image.

Draw a small MAP in the lower left hand corner of your home image.  
Drag **rnw.wav** out of the hitching post and drop it into the MAP.


Draw a MAP around the front door.  
Drag **realenty.jpg** out of the hitching post and drop it into the MAP.

Draw a MAP around the window on the lower left.  
Drag **realwin1.jpg** out of the hitching post and drop it into the MAP.

Draw a MAP around the window on the upper right.  
Drag **realwin2.jpg** out of the hitching post and drop it into the MAP.

Click on the Show/Hide MAPs button: 

Now would be a good time to save your roundup and give it a name.  
You are ready to fine tune the roundup and give it the features you want.  
First arrange your images. Double click on the front door to bring up the image of the entryway. You can move the image by dragging it or by using the arrow keys. Place the image where you would like it to come up when the roundup is played and click on the

PushPin button:  Repeat this for each image.

Press F3 to bring up The Map Tool (ALT T,M).  
Set the default MAP to: Autoplay enable, flash MAP enable, delay 5 seconds.

Press F4 to bring up The Roundup Tool (ALT T,R). Enable Auto Autoplay, disable the button bar, the status bar, and image frames.

Save and close your roundup. When you open it again it will play automatically using the features you selected. If you want to experiment with other features you should disable Auto Autoplay (in The Roundup Tool). You could experiment with different color MAPs, a different color background, or not flashing MAPs. You could alter the appearance of the images by using the Image Control Panel. You could change the features of just one MAP or all of them. You could change the order in which the images appear.

MediaWrangler has a large number of features and tools; simply use your imagination!



# Helpful Hints

## Memory Management Hints

As is the way with computers memory is a valuable commodity. Proper management of the available memory on your machine can be used to create dynamic presentations. Media Elements vary a great deal in file size, and of course (with some exceptions) the higher quality media elements will be the larger file sizes, thus use more memory. The creators of MediaWrangler are aware of the value of memory and have given you a number of tools for memory management. Preload, Hide Do Not Close & Persistence are all useful tools for maximizing what you can do with the available memory on your machine. The use of these tools, along with the type of MAPs used, type of Media Elements used, and the arrangement of MAPs within your Roundup will affect the overall performance of your Roundup files.

### Normal Operation

All images must be decompressed, which takes time, and all decompressed images must occupy memory, which is expensive and usually in short supply. MediaWrangler has instituted a unique management algorithm that attempts to optimize this age old trade off between time and money. It is called **Generational Memory Management** (GMM) because the program decides when to discard an image from memory based on its generation. Consider the home image to be the parent, and all of the image MAPs on it are first generation children. These children may have children of their own who in turn may have children of their own and so on.

**MediaWrangler releases an image from memory when an image that is two generations from it (either direction) becomes visible.** This is the default behavior of the program. However, MediaWrangler provides three simple overrides that allow the user to customize a roundup.

### Persistence

An Image is said to be persistent if it remains on the screen. If an image is persistent, it is taking up memory therefore the Roundup Tool option Always Persistent should be used with caution. Normally, this option is only checked during Roundup creation and is left unchecked in roundups that are to be distributed. If selected images are to remain visible, they should have their persistence set in the image control panel.

### Preload

Every image must be decompressed before it can be displayed. However an image can be decompressed and not be visible on the screen. Because decompression is necessarily time consuming, MediaWrangler allows the user to specify when an image should be decompressed. The most common and therefore the default is to let MediaWrangler decompress an image immediately before displaying it on the screen. However, when an image becomes visible, MediaWrangler checks every image MAP on that image to see if Preload has been set. If an image MAP is set to Preload, it will

immediately decompress but it will not become visible until the MAP is executed (clicked with the mouse or autoplaced).

#### Hide do not close

This option will allow an image to remain in memory after it is decompressed, by whatever means, although the amount of time it remains visible will be determined by its persistence setting.

#### **Audio Hints**

If you attempt to play an audio while you are playing a video, the audio will not cut in and it will default to no sound card and never play again.

The volume slider in the Audio Control Panel does not take effect until the slider is released.

On some machines excessive use of the Volume slider can cause the system to lockup.

Starting a .WAV file and .MID file at exactly the same time will cause a conflict with some sound cards. In most cases a 2 second delay on one of the files will correct this.

#### **Video Hints**

When you view a video using the **Full Screen** feature, do not pause. If you hit pause you cannot get the Video Control Panel back in focus.

If you attempt to play an audio while you are playing a video, the audio will not cut in and it will default to no sound card and never play again.

The volume slider in the Video Control Panel does not take effect until the slider is released.

On some machines excessive use of the Volume slider can cause the system to lockup.

#### **Image Hints**

If you place an image on the screen where you cannot get to the caption bar to move it, you can use the arrow keys to move it.

To change an image format select Save As and give the file the extension you wish to save it under such as \*.JPG for JPEG or \*.BMP for Bitmap.

When changing the format of a stray image, a new file will be created and the new image with the new format will be saved. This file will be in focus. When changing the format of an image inside a roundup, a new image will be created and this new image will become part of the roundup, replacing the old image.

Some CYMK images created in Adobe Photo Shop will cause a Divide by Zero error in Windows.

Sometimes when you display an image the window will come up blank (white). This is caused by a shortage of memory. In most cases simply closing the file and opening it again will remedy this.

### **Creating Roundups for different size monitors**

MediaWrangler will automatically place images at the right spot when a Roundup is transferred to a different size monitor. The size of the images will not change because the quality will degrade. For the best results, use images that will fit, i.e.: not too big, on small monitors. If you feel it is important to resize the images based on the size of the monitor, select Enable Screen Scaling in the Roundup tool. Repeated scaling will cause an irreversible degradation of quality.

### **Miscellaneous Hints**

When using **Close All** and you are given the option to Save, using the Cancel option is the same as saying No. The cancel button will not revert to before the command was used.

The Undo command will not undo an image placement (PushPin). Undo will bring back a MAP that has been deleted.

When you flip and rotate an image you should flip first and then rotate.

When image changes are saved in a stray a new file is created with the changes. When image changes are saved in a Roundup they are saved to the Roundup and not to the image.

When using the MediaWrangler Player, if you play a Roundup that does not display the button bar and the Roundup cannot find an image, ESC is all you can do.

You can use **nosound.wav** to generate an event that will eliminate an event. For example, if you want the last image in a slide show to remain visible for 10 seconds then close, set the MAP for the image to have a persistence of one event, then set the MAP for nosound.wav to generate an event and autoplay after 10 seconds.

If an image is in a Roundup and in memory (even if it is not displayed) you cannot separately display the stray of that image.

MediaWrangler cannot Pony Express text files that are open in a Roundup. The text files need to be closed before using the Pony Express.

## Frequently Asked Questions

Q: How do I keep the Hitching Post in focus on a small screen?

A: At times (especially on smaller screens) bringing up an image will hide the Hitching Post. The quickest way to bring your hitching post back into focus is to click on **Window** in the menus and click on the Hitching Post. A Hitching Post file will have the (\*.HPF) extension.

Q: I tried to display an image and the window came up blank (white). Whats wrong?

A: This is caused by a shortage of available memory. In most cases simply closing the file and opening it again will remedy this.

Q: I ran **setup.exe** to install MediaWrangler, but nothing happened. Whats wrong?

A: If you have several applications already running on your computer, there may not be enough memory available to load the installation program. (For instance, you may have a word processor or spreadsheet running, even though it only appears as an icon.) Try quitting some or all of the applications and run **setup.exe** again.

Q: MediaWrangler displays my images, but they dont look right. Whats the problem?

A: You may need to change the display mode of the video adapter card in your computer. For instructions on how to do this see [Setting up your Video Adapter Card](#) . There may also be a palette conflict with other applications. Try exiting all other programs and try again.

Q: The MediaWrangler button is grayed out. Why?

A: The buttons available on the MediaWrangler button bar change depending on the type of window that is active. The active window will have a blue caption bar. The other windows will have a white caption bar. Try clicking on the different types of windows (Hitching Post, Image Window, Tree View of a Roundup, etc.) to see the different combinations available on the button bar and menus.

Q: I created a new MAP and tried to import an audio file to it. The audio played, but no association was made between the MAP and the audio file. Why not?

A: You must first select the MAP by clicking once with the left mouse button before you can use an Import/Browse button to add media to it. If you do not first select the MAP, the Import/Browse buttons are in the browse mode, and simply displays the image or text or plays the audio or video that you select, without attaching it to the MAP.

**Tip: If you drag an object from the Hitching Post or Windows File Manager to make an association, you do not have to select the MAP first. Selecting the MAP is only required when using the Import/Browse buttons to add media to a MAP.**

Q: How do I use MediaWranglers JPEG compression capability to shrink the size of images in my Roundup?

A: Under the Options menu, select the MediaWrangler Preferences option. In the dialog box that appears, select the JPEG compression value that has the setting you desire. (You will have to experiment with the settings to find the value that gives you the best compromise between quality and compression for your application.) Open a Roundup and display the image you wish to compress. Select the **Save As** item from the **File** menu. A dialog box appears; enter the name and directory to which you wish to save the image. Use a file name that ends with the extension **.JPG** and click **OK**.

Q: I copied a Roundup directory and file to another location, but now I cant view it. Whats wrong?

A: Roundups contain several pieces of information, including the pathnames of each piece of media. If you copy these files to a new location, MediaWrangler may not be able to read them. Try using the Pony Express feature to move the Roundup. If you Pony Express a Roundup to a new destination on your hard drive, you may then move the resulting **\*.RDZ** file anywhere you like, and MediaWrangler will be able to read it.

Q: Why do my sound card and speakers howl when I try to record with MediaWrangler?

A: This howl is known as feedback. It is usually caused by having the speakers too close to the microphone. Try pointing the speakers away from the microphone, or place them behind your monitor with the microphone in front of it. If this doesnt help, try using the audio mixer software that comes with most audio cards; turn off your audio output while you are recording, then turn it back on to hear what you have recorded. (Or as a simpler alternative, unplug your speakers till you have finished recording.)

Q: I made an audio recording, but when I play it back I dont hear anything. Why?

A: Your microphone may be turned off or unplugged. Use the mixer software that came with your sound card to turn on the microphone input of your sound card, then try again.

Q: How can I install MediaWrangler if I dont have a CD-ROM drive?

A: Call AltaVista and order a set of installation floppies. There is a minimal fee to cover the shipping and handling.

Q: Why do I see the camera icon in the Tree View of a Roundup instead of the thumbnail view of my media?

A: If MediaWrangler cannot locate the thumbnail of the media, it will display the camera icon.



## Setting up your Video Adapter Card

The following information is meant to help you set up your video card to work correctly with MediaWrangler. If you have a VGA video card, which is limited to display only 16 colors at a time, you will almost surely experience less than desirable image quality.

AltaVista recommends that you upgrade to an SVGA card, which offers multiple options for the number of colors and resolutions which you can display. If you already have an SVGA card and your images still don't look right, you may not have your video card in the correct mode. Follow these steps to check or modify your video card settings.

If your video card came with a Windows software program that allows you to change the video card settings, try running that program. You can often find such a program in the Windows control panel.

1. From the program manager, open the Main group.
2. Double-click on the Control Panel icon.
3. If you have a video card icon, double-click it to start the program.
4. Change the settings to provide 256 or more colors. You may need to buy more memory for your video card to run with the highest possible number of colors. However, you should see good results using the 256-color mode of your video card.
5. You will now need to quite and restart Windows for the change to take effect.

If your video card did not come with a software utility for changing the settings, follow these steps:

1. Exit Windows.
2. Change to the Windows directory by entering the following command:

**>chdir \windows**

3. Now enter the following command:

**> setup**

This starts the Windows setup program. Using the arrow keys, select the item that reads Display, then press the Enter key.

Now, you can select a different setting or driver to use with your video card. If the driver has not been installed on your computer, you will have to insert the floppy that contains your video card software, and load the new driver from it. The setup program will prompt you to do this.

Select a driver that has 256 or more colors. You may have several resolutions to choose from as well for example, 648 x 480, 800 x 600, 1024 x 768, etc. Experiment and find a combination that you

like; AltaVista recommends 640 x 480 and 256 colors as a minimum.

If you are still having trouble with your video card settings, call the technical support line provided by the manufacturer of your video card and ask for assistance.

If you are still having difficulty, call AltaVista technical support.

AltaVista Technology  
1671 Dell Avenue, Suite 209  
Campbell, CA 95008  
Phone: 408-364-8777  
Fax: 408-364-8778



## Beginners Tutorial

The MediaWrangler CD-ROM comes with several sample Roundup files that you can look at to learn how to construct your own presentations. The instructions that follow show you how to create your first [Roundup](#) file in the next few minutes.

### OPEN A ROUNDUP

1. Click the Open Roundup button on the tool bar. It look like this:



Alternatively, you can choose **Open** from the **File** menu.

2. MediaWrangler displays the Open Roundup dialog box. The file type that MediaWrangler automatically selects is **.RDP** (displayed in the upper left side of the box).
3. From the left side of the screen, choose the file titled **HOMETOUR.RDP**. Click the **OK** button.

This opens the Roundup file and displays the [Home Image](#), which is a map of the United States. The filename for this image is **AKERS.JPG**

### MAPS AND HOTSPOTS

1. Move the mouse over the state of California. Notice that the cursor changes to a camera. This means that there is a picture underneath it. The highlighted area is what we call a **MAP** or **hotspot**.
2. Double-click on this area. MediaWrangler displays a typical California home.
3. Move the mouse so that the cursor covers different areas of the picture. Whenever the cursors shape changes, it means that you can see or hear additional information by double-clicking the left mouse button.
4. You might notice that the cursor changes to a shape appropriate to the media that will be displayed. A camera shape will display a picture, a scroll will display a text file, a musical note will play an audio file and a clapboard will play a video file.
5. Double-click on the area over the bedroom window. MediaWrangler displays a detailed shot of the interior of the bedroom. You can get back to the picture of the front of the house by using the [Navigation Buttons](#) on the toolbar.

### MAKING A MAP

To see how easy it is to make your own MediaWrangler presentations, lets add a picture to the guided tour of the house. For this demonstration, add a picture of the back yard to the house tour and connect it to the sliding glass door in the living room window by following these steps:

1. Move through the house until you come to the living room.
2. Put the arrow cursor over any corner of the sliding glass door and press the right mouse button. The cursors shape changes to a pencil. You are now in MAP draw mode.
3. Now press and hold the left mouse button. Move the mouse to

the opposite corner of the door. A rectangular box will be drawn. When you have the door outlined release the left mouse button.

4. Single click the right mouse button to exit MAP draw mode.

Now that you've drawn a MAP, you're ready to connect it to a [Media Element](#). One of the easiest ways to do that is with MediaWranglers [Hitching Post](#).

#### THE HITCHING POST

From the Hitching Post, you can [Drag and Drop](#) media elements (pictures, video clips, recorded sounds, and text files) into existing images in your Roundup file.

1. Click the **Hitching Post** button on the toolbar. It looks like this:



2. MediaWrangler displays the Open Hitching Post dialog box. The file type that MediaWrangler automatically selects is **.HPF**.
3. From the left side of the screen, choose the file titled **CALHOME.HPF**. Click the **OK** button. This opens the Hitching Post file and displays a number of pictures that you can choose from to include in your presentation.
4. Using the elevator bar, scroll down until you locate a picture of the back yard. Put the cursor over the picture and press the left mouse button, but don't let go. Notice that the border of the thumbnail turns red; this means you have selected the image.
5. Now press and hold the left mouse button down while the pointer is inside the thumbnail, then drag the object off the Hitching Post. You'll see the cursor change from an arrow to a picture of a camera with a rope leading off from it; this tells you that you have lassoed the image from the Hitching Post.
6. Drag the pointer to the MAP you just drew; when the lasso is inside the MAP, let go of the mouse button. Now whenever you double-click on that MAP, MediaWrangler displays the picture you just dropped into it.

That's all there is to it! Making your own multimedia presentations with MediaWrangler is just as simple: you draw the MAP, then drag and drop your own images into it.

## Tips For Building Good Roundups

In the default mode MediaWrangler will manage all memory however, options are available that allow maximum performance to be achieved.

It is important to consider what type of Roundup you want to make before actually using MediaWrangler to make it. How your roundups are structured affects the performance. Although you can do virtually anything, most Roundups fall into 4 categories:

Slideshow

Slideshow of scenes

Interactive tour

Interactive Slideshow

Below are some common structures and the advantages or disadvantages associated with them.

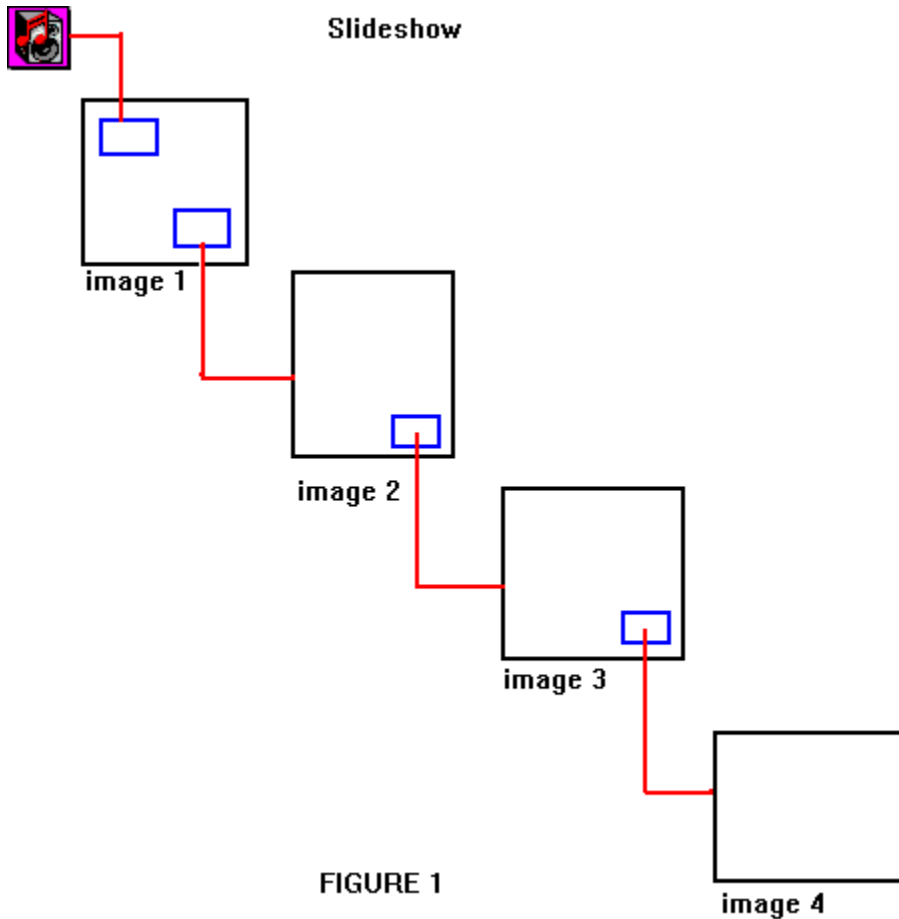


Figure 1 shows a good structure for a Slideshow type Roundup. This structure gives you the ability to control your timing more accurately and provides better memory management (see: [Helpful Hints](#) ).

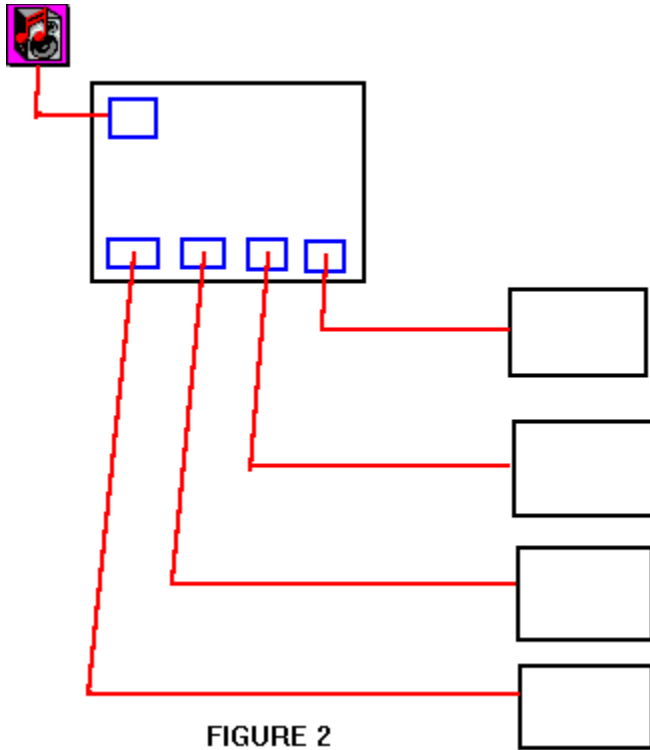


Figure 2 shows another structure that could be used for a slide show. This type structure will use more system memory, depending on the size of each image, than the structure in Figure 1. Also this type structure will make timing more difficult due to the variation of decompression time on different systems.

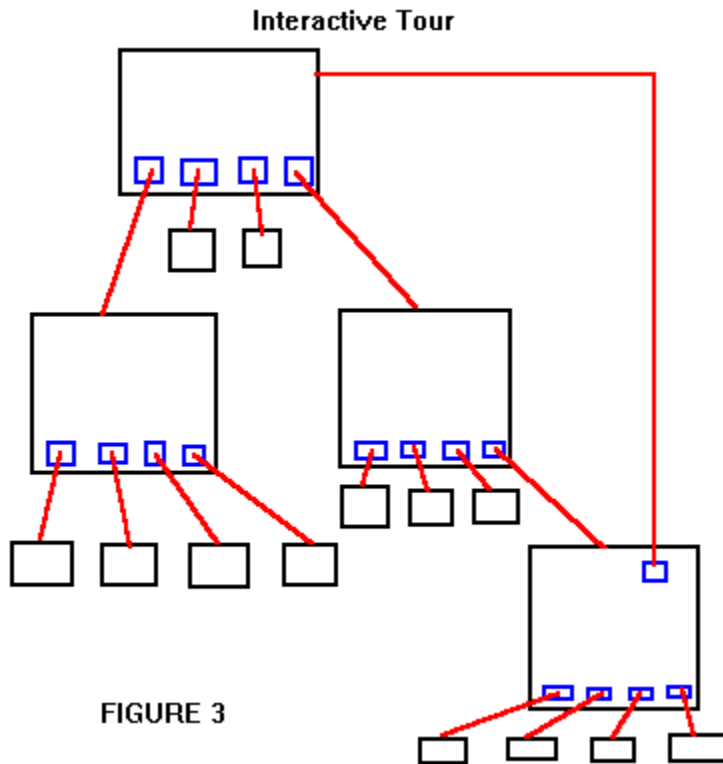
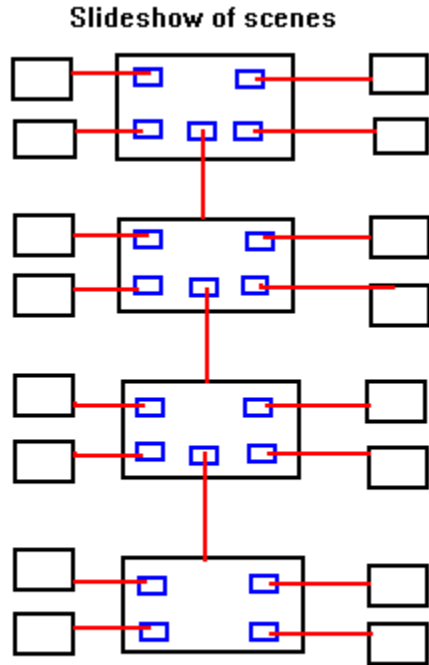


Figure 3 is an example of an interactive tour. Each large rectangle serves as the base image of a scene. By dividing a catalog into scenes the overall process of making and editing the catalog is greatly simplified. In addition MediaWrangler can optimize the memory required and thus enhance the playback. In general each base image will have a persistence value equal to the number of image MAPs that are on the base image.



**FIGURE 4**

Figure 4 is an example of a slide show of scenes. This type of Roundup uses a series of structures similar to Figure 2. As the number of elements in each scene increases, the adverse effects on memory and timing increase. It is important to keep the number of elements, and more importantly the total size of the files, per scene to a minimum. In general, an entire scene will be resident in memory at one time therefor allowing time consuming decompression to occur between scenes.

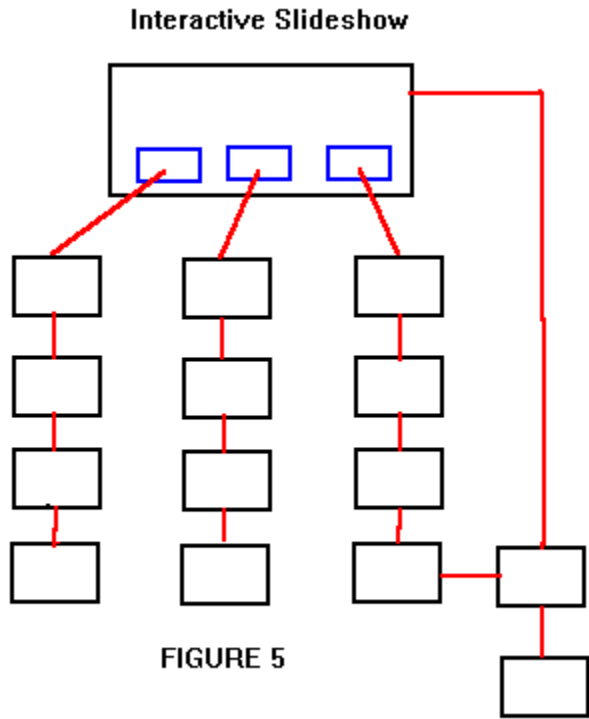


Figure 5 is an example of an interactive Slideshow. This type of Roundup uses a collection of structures like the one in Figure 1. The user has the option to choose which Slideshow to view.

Another important thing to consider when making a roundup is the target viewer. To be specific, what type of monitor will your final presentation be shown on. In general, use images that are not too big for the target monitor. By adhering to this philosophy, image quality will always be maximized.

## The Templates

The MediaWrangler disk contains a directory called Template. The Template directory contains some commonly used items such as backgrounds, home pages, frames and buttons that you can use in your Roundup files. Quite often, these images will serve as the backbone of your roundup.

The Template directory has sub-directories for frames, buttons, and postcards. It is helpful to browse in these directories to get a feel for the items available for use.

For example: There are a couple of different designs for a scrapbook. If you choose the high tech design for your frame, you would want to use the high tech buttons to go with it (of course, you can mix and match any of the designs).

In summary, the Template directory contains useful images for building Roundups.

How to use the Templates:

To make a quick birthday card, first select the birthday frame you want to use. Draw a MAP and associate a birthday button with it. You will want to enable Autoplay for this MAP. Now call up this image by double clicking the MAP and drag it to the appropriate location (use the PushPin to set it). Next, draw a MAP on the button. Now you can associate a birthday message with this button, perhaps in this case you would make a recording of friends and family singing Happy Birthday. Before sending your Roundup to the intended viewer you should use the Roundup tool to disable window frames (you can use the arrow keys to fine tune image placement) and enable Auto Autoplay so that the button appears when the Roundup file is opened.



