## Part 2

## **Concepts**

This part of the manual provides detailed explanations of the various parts of Concurrence. It is a catalog of the concepts employed by the application, as opposed to the specific commands documented in Part 3.

These chapters are intended to be used as a reference, and so were written to stand on their own.

However, you can read straight through this part if you want. You should find that the chapters build on one another in a logical way, to provide you with a thorough understanding of Concurrence.

71 72	What is a View? Creating a New View The View Browser How Views Differ Closing Your Document  Chapter 9	99 99 100 101 102	Customizing a Slide's Background Adding "Free Text" Drawing Lines Drawing Symbols	133 136
72	Closing Your Document		Drawing Symbols	
72	Chapter 9		Working From a Palette	136 138 141
/5	Basics of Slide Shows What is a Slide? Creating a Slide Show	103 105	Selecting/Moving Graphics Deleting Graphics Arranging/Aligning Graphics Zooming In and Out Attaching Images	143 145 145 150
	Parts of a Slide Window Selecting/Rearranging Slides	105 108		
77 79	Expanding/Collapsing Slides Adding & Deleting Slides	110 111	Chapter 13 Attachments	
79 80 81 81 82	Editing Text On Slides Adding Page Numbers Creating Speaker Notes Enhancing Slides	111 112 112 113	Attaching Images Rotating/Resizing Images Attaching Documents Moving Attachments Opening Attachments Linked Attachments	151 152 152 153 153
83 84	Master Slides		Types of Attachments	154
84 85	Finding/Editing Master Slides Creating New Master Slides	116 117	Chapter 14 Playing a Slide Show	1.50
	Tracking Master Slides Reusing Masters	118 119 120	Skipping a Slide Setting Transitions	159 162 163
87 88 89	Chapter 11 Bundles and Builds		Attaching Sounds Concurrence API Highlighting Points During a Slide Show	164 165
90 90	What is a Bundle? Continuing Text From	123	, and the second	100
			Printing and Page Layou	t
91 92 93 93 96 97	Manually Creating a Bundle	130	Document vs. Paper Size Outline Layout & Printing Slide Layout & Printing Speaker Notes & Handouts Layout and Printing	167 168 170
	79 79 80 81 81 82 83 84 84 84 85 87 88 89 90 90 91 91 92 93 93 96	What is a Slide? Creating a Slide Show Parts of a Slide Window Selecting/Rearranging Slides Expanding/Collapsing Slides Adding & Deleting Slides Editing Text On Slides Adding Page Numbers Creating Speaker Notes Enhancing Slides  Chapter 10 Master Slides What is a Master Slide? Finding/Editing Master Slides Creating New Master Slides Naming Master Slides Naming Master Slides Reusing Masters  Chapter 11 Bundles and Builds What is a Bundle? Continuing Text From One Slide to Another Builds Manually Creating a Bundle	What is a Slide? Creating a Slide Show Parts of a Slide Window Selecting/Rearranging Slides Fxpanding/Collapsing Slides Adding & Deleting Slides Heating Text On Slides Adding Page Numbers Creating Speaker Notes Enhancing Slides  Creating Speaker Notes Enhancing Slides  Chapter 10 Master Slides What is a Master Slide? Finding/Editing Master Slides What is a Master Slides Finding/Editing Master Slides Finding/Editing Master Slides Tracking Master Slides Finding Master Slides What is a Master Slides Tracking Master Slides Tracking Master Slides Tracking Master Slides What is a Bundles Tracking Master Slides Master	What is a Slide? Creating a Slide Show Parts of a Slide Window Selecting/Rearranging Slides Adding & Deleting Slides Heat Creating Page Numbers Creating Speaker Notes Enhancing Slides Heat Creating Speaker Notes Heat Creating New Master Slides Heat Creating New Master Slides Heat Creating New Heat Slide Show Heat Is a Bundle Setting Transitions Attaching Sounds Concurrence API Highlighting Points During a Slide Show Heat Is a Bundle Show Heat Is a