

MACROMEDIA

AUTHORWARE 3

W O R K I N G M O D E L

The Most Powerful Authoring Environment for Interactive Information



NEW!

- Link Dynamic Hypertext
- Integrate Director Movies
- Create Custom Buttons
- Author Cross-Platform Applications

Includes CD-ROM for Windows® & Macintosh®

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Tutorial and document prepared by Kay Tislar and Sarah Howland

Welcome

Welcome to the Authorware Working Model!

We at Macromedia are excited for you to experience the latest version of the most powerful authoring environment for interactive information. Authorware incorporates all the features you need to make the most of multimedia and to create just about any type of application you can imagine. You'll find that multimedia authoring couldn't be easier—or more fun.

The enclosed Authorware Working Model contains a demonstration version of Authorware that you can use to start your explorations. This guide also contains a brief tutorial that lets you create your own Authorware piece using media we've included. This exercise highlights some of Authorware's key features and lets you see for yourself how quick and easy it is to start creating.

We hope you enjoy using Authorware as much as we enjoyed developing it. To purchase Authorware, or to get further information, please contact Macromedia as noted at the end of this guide.

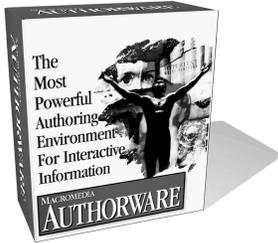
Thanks for taking a look at Authorware!

David Lasner
Director of Product Management
Macromedia

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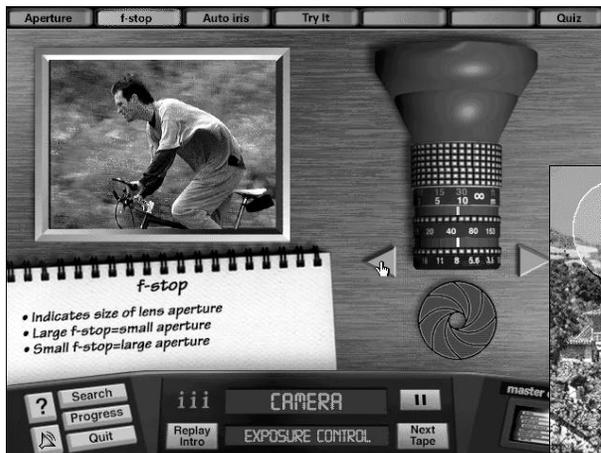
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Introducing Authorware



Authorware is the most powerful and complete authoring environment for creating and publishing interactive information. It was developed primarily to create learning, multimedia and other information-oriented applications that are content rich and highly interactive. Authorware provides everything you need to create:

- computer-based training applications
- educational courseware
- interactive reference publications
- kiosks
- CD-ROM magazines
- online documentation
- prototypes
- simulations
- hypermedia and hypertext applications



from CO/OP Media, Video Producer, an interactive video production lab



from Analysis Corporation's Exito, an intensive Spanish-language course

Icon-based Interface

To create an Authorware piece, you simply drag and drop icons onto a flowline that provides a visual outline of a file's structure. This object-oriented design method requires no programming or scripting, which increases an author's productivity and makes pieces easy to maintain. The fifteen icons Authorware uses are intuitive and provide a range of powerful options.

Once you've developed a basic structure using icons, you can run your piece and fill in content—such as graphics, text, digital movies and sounds—and control the on-screen action. Since you can look at a piece from a user's perspective as you create it, it's easy to insert and edit content on the fly and to try different ideas as you go.

Interactivity

Authorware was built around the concept of interactivity. The more users interact with information, the more likely they are to retain it—which is critical when you're building any type of application meant to deliver information.

Authorware provides the most complete set of tools available for designing, organizing and conveying interactive information. For example, built-in response types let you create pieces in which the user can interact with the information in a variety of ways. Buttons, text entry, hot areas, hot objects, movable objects, hypertext, dynamic searching, hot text styles, time-outs and many other options are available. Straightforward menus and dialog boxes make all of these options easy to implement even if you're new to authoring.

Multimedia Integration

Authorware provides easy-to-use tools that let you integrate text, 2D or 3D graphics, digital or analog video, and sound into any piece. These multimedia elements add realism and immediacy to interactive applications and help ensure that you get your information across. Most industry-standard media formats are supported, and you can sequence, combine and edit these elements.

- Video—Incorporate full-motion and still analog video with full control of frames and speed.

-
- Digital movies—Import digital video sequences, including interactive Macromedia Director 4 and MPEG movies. You can easily integrate Director productions into Authorware pieces and use the movies interactively in Authorware. You can even send Lingo commands from Authorware to Director movies and receive information back from Director.
 - Sound—Use up to CD-quality, 16-bit, 44kHz digitized audio such as sound effects, music clips and voice-overs.
 - Graphics and text—Import graphics or text files (including RTF) and apply special effects. Or use the object-based toolbox to create simple graphics and text.

Hyperintelligent Authoring

Authorware contains complete hypermedia functionality, including hypertext. Dynamic search and retrieval of text and key words lets the user decide what to look for at run time. Ten different kinds of hyperlinks, including links to specific pages, previous and next links, first and last links, history links and custom links, make it easy for authors to structure pieces that do exactly what they want.

Default navigation schemes let you quickly browse through complex information. Using the many options available, you can create custom structures to support even the most intricate navigation requirements.

Reusable Content

Authorware's libraries and models enable authors to store content so that it can be easily accessed by other authors.

- *Libraries* allow you to store media such as sounds, graphics and movies in a central location. To use the content, all you do is open the library and drag the content icon into the file you're working on. The Authorware file is linked to the library, so that if the content is edited in the library it will be automatically revised in all files that use the library. Libraries can be linked to many different files, and you can store them on file servers to make them available to all authors. Using libraries reduces file size and improves performance.

-
- *Models* let you create files that contain frequently-used Authorware interactions and icon logic. For example, you might create a model that contains a standard navigation structure you plan to use. You can then easily insert the model in other Authorware pieces and avoid having to recreate the logic each time. This allows you to use the same structure in an infinite number of ways and files.

Cross-Platform Compatibility

Authorware is one of the only authoring packages that lets you create and deliver interactive pieces equally well on both Windows and Macintosh systems. What's more, you can create an Authorware file on either platform and easily convert it to the other platform. You can design pieces on one platform and deliver the same piece on both Windows and Macintosh.

Variables and Functions

Authorware's power is not limited to its icons. Hundreds of functions and variables are included with the product.

- *Variables* provide extensive capabilities for collecting, storing, analyzing and displaying data. Authorware automatically tracks information such as whether the user clicked in a particular area and how many correct answers the user entered. This information can be stored in any standard database with Authorware ODBC drivers or edited and used in other Authorware pieces.
- *Functions* provide additional tools you'll find useful, such as the ability to read or write to external text files.

In addition to the variables and functions provided, Authorware lets you create your own variables and functions to track and store any type of information you need or to incorporate special features.

Debugger

A customizable debugger allows you to track nearly every aspect of a piece to quickly locate problems in the design. The step functions and trace window provide easy ways of following a file's logic.

Extensible Architecture

Windows Dynamic Link Libraries (DLLs) and Macintosh External Commands (XCMDs) and External Functions (XFCNs) can be called from within Authorware when you need to incorporate unique capabilities. In Windows, Authorware's expanded use of open architecture standards includes Open Database Connectivity (ODBC) drivers for standard database support (with models to help authors get started) and Dynamic Data Exchange (DDE) and Object Linking and Embedding 2.0 (OLE). As an OLE 2.0 client, Authorware allows developers to open any OLE server from within Authorware. Consequently, authors can deliver pieces from floppy disks, hard disks, CD-ROMs, and network file servers and jump to and return from other applications or files to share data.

Delivery

After you've developed an Authorware piece, you can save a runtime version of it which can then be distributed royalty-free to millions of users. Optimal media layout for CD-ROM performance is automatically managed by Authorware.

And More...

When you purchase Authorware, you receive extra materials to help your authoring project go even more smoothly. These include:

- Authorware Smart Clips and Macromedia ClipMedia: Thousands of professional-quality custom buttons, sliders, panels and bullets. You can run the browser that's provided (created in Authorware, of course) to see what's available and select your favorites, then import them directly into Authorware—complete with functioning logic.
- Comprehensive documentation. The Authorware user manuals provide guidance and answers to your questions. Complete online help is available, along with a Tips and Tricks guide that helps you with specific tasks.
- The Authorware Portfolio. You receive professional-quality models with complete descriptions and explanations. Paste these models into your files and edit them to meet your needs.

About the Authorware Working Model

The Authorware Working Model contains the tools you need to get started with Authorware. These tools include:

- ReadMe file—contains installation instructions for the Working Model software and other information.
- Authorware Working Model installer program—The Authorware Working Model is a demonstration version of the Authorware software. It contains all the features you'll get when you buy your software, except that you can create pieces containing only up to 50 icons. This means that the Working Model lets you create small samples while the full product lets you create Authorware pieces as large as you need.
- QuikTour folder—contains the files you need to complete the Try This exercise described in this guide.
- Misc folder—contains additional files that may be necessary to run the Authorware Working Model, such as Video for Windows or Macintosh QuickTime.

Installation

The Authorware Working Model installation program will quickly install the Working Model and its associated drivers. For more information on installation, open the ReadMe file.

Note: You must have Video for Windows or Macintosh QuickTime installed in order to run the Working Model. They're provided in the Misc folder if you need to install them.

The table below lists the hardware and software requirements for the Working Model. Authoring requirements for the Authorware software and the Working Model software are the same.

Requirements	Windows	Macintosh
Computer	33 MHz with an Intel 80486 processor	25 MHz with a 68030 processor (Macintosh IIci, for example)
System software	Microsoft Windows 3.1	System 7.x
Memory	8 megabytes	8 megabytes
Display	VGA monitor with 16 or more colors	640 x 480 color monitor
Hard Disk Space	40 megabytes	40 megabytes
CD Drive	Double speed	Double speed
Sound	Sound card if you want to play sounds	

Note: Before installing Authorware for Windows, you must install all Windows files using the Windows setup procedure. Run Windows in either standard or enhanced mode. If you run Windows in enhanced mode, we recommend that you set up a permanent swap area to enhance performance. For more information, refer to the documentation that comes with Microsoft Windows.

Try This!

You're probably eager to try creating something in Authorware for yourself. This example shows you just a subset of Authorware's powerful features and how easy they are to use.

We've created an Authorware file that is the start of a larger piece. Imagine that you're part of a team working on a large kiosk application that will let users interact with various types of information. In this exercise, you'll use content we've already set up to build your part of the larger piece. All the elements you need for this example are located in the QuikTour folder.

Before you start this exercise, you'll want to preview what you're going to create. To do this, open the complete.a3w (Windows) or complete.a3m (Macintosh) file. Select the Run button from the toolbar or choose Run from the Try It menu.

This example leads you through the following sections in creating the piece:

- Open an Authorware File
- Authorware Basics
- Import a Sound
- Link Media From a Library
- Move a Graphic
- Create a Framework
- Import an RTF File
- Import a Director Movie
- Import Graphics
- Create Hypertext (optional)
- Create an Interaction With a Custom Button
- Paste Models
- Finish the Piece

Open an Authorware File

To begin, you need to open the Authorware file we've started for you. You may want to take a minute to look at the basic elements of Authorware's interface, which are shown on the next page and in the Welcome file.

1. **Start Authorware by double-clicking the Authorware 3 icon in the Windows Program Manager or on the Macintosh Desktop.**



Authorware 3

A file dialog box appears.

2. **In the QuikTour folder, select the start.a3w file and click OK (Windows) or select start.a3m and click Open (Macintosh).**

An Authorware file is displayed. The illustration on the next page shows the main components of the Authorware screen. The only item in your file so far is a display icon called Main Background that we've inserted for you.

3. **Choose Save As in the File menu. Select a drive, type a filename such as mystart.a3w or mystart.a3m and click OK (Windows) or Save (Macintosh).**

4. **Click the Run button in the toolbar.**



When you run your file, Authorware presents it on the screen just as a user will see it. This allows you to check your work in progress and to make changes on the fly. Right now, you have only one icon in the design window, so Authorware opens that icon and displays its contents.

The Main Background display icon contains a background graphic and some buttons that currently aren't functional. Looking at this icon's content will help you see how the piece you're going to create is meant to fit into a larger application. Note that there are buttons on both sides of the graphic that allow users to access various information. You are going to create content that will appear when users select the Shopping Areas button.

5. **Press Control-J (Windows) or Command-J (Macintosh).**

These are the keyboard shortcuts for the Jump to Icons command. This command lets you stop running the file and return to the design window where the icons are displayed.

Authorware Basics

Authorware

File Edit Data Libraries Attributes Text Try It Help

Toolbar

Help

Run button—changes to Run from Flag (🚩) when start flag is placed on flowline

Design window

Icon palette

Motion—moves on-screen text, graphics and digital movies from one point to another over a given amount of time or at a specified speed.

Wait—pauses the application until the user clicks a button, presses a key or times out.

Framework—provides an easy way to create navigation structures. The icons you attach to the framework act like pages in a multimedia book.

Interaction—determines which path to follow based on the user's response. Provides many response types including custom buttons, hot spots and pull-down menus.

Map—places selected icons in a new window with its own flowline. Use maps to organize and modularize your file.

Sound—plays imported digitized audio such as sound effects, music clips and voice-overs.

Start and Stop flags—let you run any part of a file while authoring. Place these flags on the flowline to indicate where to start and stop running the file.

Display—displays graphics and text you create or import using a variety of special effects.

Erase—removes text, graphics, animations and digital movies from the screen using a variety of special effects.

Navigate—goes to the destination icon you specify. Provides ten different hyperlinks for navigating within a file.

Decision—determines which path to follow based on author-defined controls, such as conditional branching.

Calculation—performs functions, manipulates variables, calls external routines and jumps to other files or programs.

Digital Movie—plays back imported digital video sequences, including QuickTime, Video for Windows, MPEG and interactive Macromedia Director movies.

Video—plays full-motion and still analog video sequences using a variety of controls.

Color—assigns color to selected icons to easily identify and organize logic, which facilitates team authoring.

Import a Sound

Authorware lets you use sounds in a variety of ways throughout a piece. For example, you can set up sounds to play while certain items are appearing on the screen or play a sound when the user clicks a button.

1. Drag a sound icon from the palette and drop it below the Main Background display icon. Title the icon "Travel Music".

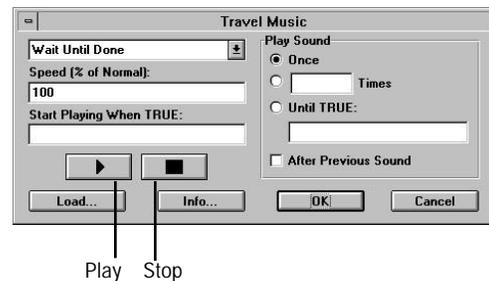


To title an icon, just click the icon and type.

2. Double-click the sound icon to open it and select a sound from the QuikTour folder.
 - On a Windows system, a Load Sound dialog box appears. Choose the travel.wav file and click OK.
 - On the Macintosh, click the Load button to display the Load Sound dialog box. Choose the travel.aif file and click Open.

An options dialog box for the Travel Music icon is displayed.

3. Click the Play button to try out the sound you loaded. Click the Stop button to stop the sound.



4. Click the list box in the top left corner of the dialog box. (Wait Until Done is currently displayed.) Select Concurrent. Choosing this option sets up the sound to play while other icons you'll insert later are presented.
5. Click OK to close the dialog box.

Link Media From a Library

Libraries are one of the many Authorware features that enhance your efficiency as a multimedia author. You can easily create libraries of icons that contain graphics, sounds, movies and text. The content is stored in a library file; by editing the content in the library file, you quickly update the content in all files that use the library. This provides a simple way of ensuring that content is standardized among all the authors working on a project and that content is updated when needed without manually changing it in every file.

1. **Choose Open Library from the Libraries menu. In the Open Library dialog box, choose the merchnt.apl library and click OK (Windows) or Open (Macintosh).**

A library window appears with two icons listed. If you want, you can select a library icon and choose Get Info from the Edit Menu to see what it contains.



2. **Drag the Travel Background display icon from the library window and drop it below the Travel Music sound icon in your design window.**

Notice that after you insert the library icon and click elsewhere, the icon's title is italicized. This indicates that the icon is linked to a library.

3. **Drag the Travel Logo display icon from the library window and drop it below the Travel Background icon in your design window.**

Your flowline now looks like the one shown below. So far, you've placed a sound and some graphics—now let's put them to work.



4. **Click the Run button in the toolbar.**
Authorware presents the icons you've inserted in order. You see the main background, hear the sound begin playing and see the travel background and logo you pasted from the library.
5. **Press Control-J (Windows) or Command-J (Macintosh).**

You return to the design window.

6. **Save your file.**
Press Control-S (Windows) or Command-S (Macintosh) or choose Save from the File menu.

Move a Graphic

You'll often want to put objects in motion on the screen to create special effects or to illustrate how something works. Authorware's motion icon lets you move text or graphics in just about any way you can imagine.

1. Drag a motion icon from the palette and drop it below the Travel Logo icon. Title the motion icon "Move Logo".



The motion icon allows you to control an object's movement on the screen. The motion icon is placed *after* the object you want to move.

2. Drag the start flag from the palette and place it above the Travel Music sound icon.

The start and stop flags allow you to run just a part of your file, such as the part you're currently working on. When you place the start flag and run the file from flag, Authorware begins presenting the icon directly below the start flag.



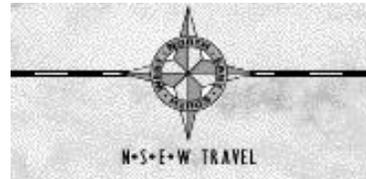
3. Click the Run from Flag button in the toolbar.



When you place the start flag on the flowline, the Run button changes to a Run from Flag button. The motion icon options dialog box opens.

4. Drag the logo to the center of the top line of the box in the background.

By dragging the logo, you are indicating where you want the logo to be moved when the file is run.



5. In the dialog box, click the Speed button. Type .5 in the Rate field.

Choosing these options means that the logo's movement from its starting position to its ending position will take .5 seconds.



6. Click the Replay button to view the movement.

The logo moves from its original position to its new position in the center of the line at the top of the box.

7. Click OK to close the dialog box. Press Control-F (Windows) or Command-F (Macintosh) to run from flag again and see the animation and hear the sound you've inserted.

Create a Framework

Authorware's framework icon lets you automatically provide a simple way for users to move to different areas of your piece. After you insert a framework icon, you attach other icons to it. As you attach icons, Authorware automatically sets up buttons the user can click to navigate through the content. Here you'll use some of the framework icon's basic capabilities, but keep in mind that both the framework and navigate icons contain a variety of options that enable you to build intricate navigation schemes—without programming!

In this example, the framework icon will allow you to quickly set up a means for the user to navigate through the pages in an RTF file you'll import in the next section.

1. Press **Control-J (Windows) or Command-J (Macintosh)**.

You return to the icon display in the design window.

2. Drag a framework icon from the palette and drop it below the Move Logo motion icon.



3. Drag a display icon from the palette and drop it to the right of the framework icon.



When you drop a display icon in place, a connecting line is drawn between the framework and display icon (see below). This indicates that, when you run the file, Authorware will present the display icon's contents when it encounters the framework icon. The framework icon itself will control how users can move among the icons you attach to it, as you'll see later.

4. Click the framework icon and title it "Locations". Press **Enter (Windows) or (Return) Macintosh** and title the display icon "Travel Intro".

The flowline will now look like this:



5. Click the **Run from Flag** button in the toolbar.

Authorware runs the file and stops at the Travel Intro icon to allow you to insert content. The graphics toolbox appears.

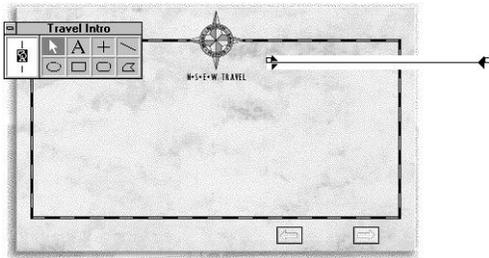


Authorware automatically inserted the left and right arrow buttons and the Go To Merchants button as part of the framework icon. This is a default navigation structure that we've set up for you, and you can easily customize the framework and set up buttons that will take the user anywhere in the piece.

Import an RTF File

Authorware lets you import text that has been saved in rich text format (RTF) in another application. You can then edit and format the text as you like within Authorware. For this example, we created an RTF file in a word processing program and divided it into four pages with page breaks. When you import an RTF file, you can maintain page breaks from that file. Each time it encounters a page break, Authorware inserts a new display icon that contains a page of the imported text. (You can even automatically set up the text to appear in a resizable scrolling window.)

1. Select the text tool in the toolbox (the letter "A"). Click about an inch to the right of the "L" in the Travel logo.

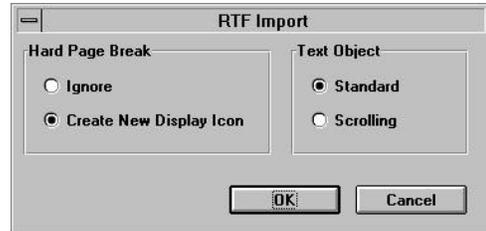


2. In the text width bar that appears, click the adjustment handle (the square) on the right side and drag it to the left just inside the border.

This defines the area in which the text you'll import will fit.

3. Choose **Import** from the **File** menu. Select the **travel.rtf** file and choose **Paste**.

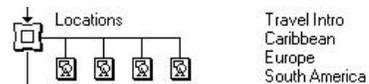
An RTF Import options dialog box appears.



4. Click **OK** to use the default RTF options.
The text is pasted.
5. Click the close box in the upper left corner of the toolbox. Click the left and right arrow buttons to move through the pages.
6. Press **Control-J** (Windows) or **Command-J** (Macintosh) to return to the design window.

Notice that Authorware added three display icons to the Locations framework. The first page of the text from the RTF file has been placed in the Travel Intro icon, and the remaining three pages have been placed in the page 2 through 4 icons.

7. Title the new page icons "Caribbean", "Europe" and "South America".



8. Press **Control-S** (Windows) or **Command-S** (Macintosh) to save your file.

Import a Director Movie

Authorware lets you easily import digital video sequences to enhance your pieces and emphasize the points you're trying to get across. Here you'll import an interactive Macromedia Director movie.

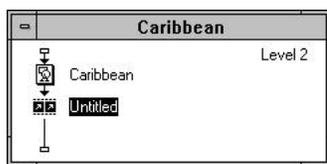
1. Click the Caribbean icon and choose Group from the Edit menu.

This creates a map icon that contains the Caribbean display icon. Map icons let you group other icons into their own design windows. This allows you to streamline your main design window and keep related icons together. We create a map here because we want multiple items—text and a digital movie—for the Caribbean location.



2. Double-click the Caribbean map icon to open it. Drag a digital movie icon from the palette and drop it below the Caribbean display icon.

When you open the map icon, a design window titled “Caribbean” appears. The Caribbean display icon you previously inserted appears in the window.



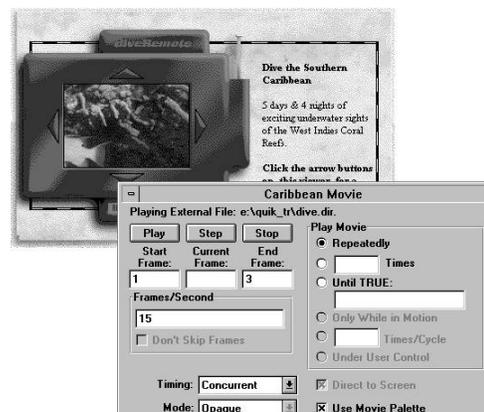
3. Title the new icon “Caribbean Movie” and close the map window.

Close the map window by double-clicking the Control menu box (Windows) or clicking the close box (Macintosh).

4. Click the Run from Flag button in the toolbar, then click the right arrow button on the screen.

The Load Movie dialog box appears. Because you inserted a digital movie icon without any content, Authorware pauses to let you load the movie.

5. Choose the dive.dir movie and click Load (Windows) or Open (Macintosh).
6. Drag the Caribbean Movie dialog box to the side. Drag the movie and align it with the background frame.



7. Click OK in the dialog box.

Try clicking the arrow buttons on the movie display to view the interactive Director movie.

8. If necessary, resize and reposition the text to fit in the background area next to the movie.

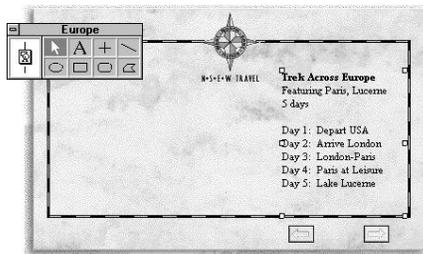
Double-click the text to select it. To move the text, click and drag it. To resize the text area, drag one of the handles that appear around it.

Import Graphics

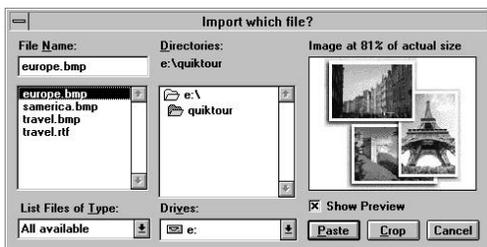
You can insert graphics into Authorware that were created in most standard formats and display them using a variety of special effects.

1. Close the toolbox if it's open. Click the right arrow button. Double-click the "Trek Across Europe" text that appears.

This brings up the toolbox for the Europe page in the framework.



2. Choose Import from the File menu. Select the europe.bmp (Windows) or europe.pct (Macintosh) file and choose Paste.

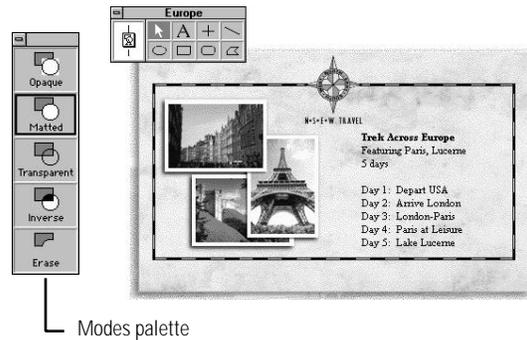


3. Select Matted from the Modes palette shown at right.

This is so the graphic will appear opaque with a transparent matted background. (If the Modes palette isn't on the screen, choose Modes from the Attributes menu.)

4. If necessary, resize and reposition the text and graphic to fit in the background area, as shown below.

To move the graphic or text, click it and drag it to a new position. To resize the text area, click the text and drag one of the handles that appear around it.



5. Close the toolbox and click the right arrow button. Double-click the "South America" text that appears. Repeat steps 2, 3 and 4, importing the samerica.bmp (Windows) or samerica.pct (Macintosh) file.

6. Close the toolbox and click the right arrow button. Double-click the "New Tours" text that appears. Repeat steps 2, 3 and 4, importing the travel.bmp (Windows) or the travel.pct (Macintosh) file.

This is the introductory screen for the travel information the user will be able to access.

Create Hypertext (optional)

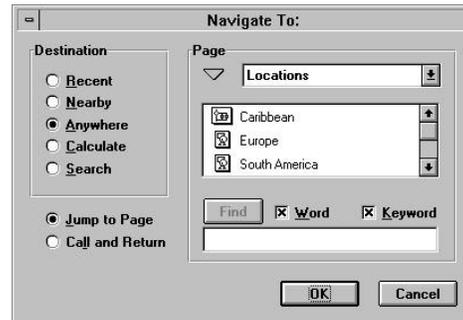
The ability to create text that users can click to move to other areas in your presentation is one of the easiest-to-use features in Authorware. You can make any piece of text clickable and add features to let users know where the hot areas are. Here you'll enable the user to click one of the three travel locations (Caribbean, Europe or South America) and see the page containing information about that location.

1. In the Travel Intro display, choose the text tool (the letter "A") and double-click the word Caribbean.
2. Choose Apply Styles from the Text menu. In the window that appears, choose Hypertext.



Choosing Apply Styles displays a window listing the names of all text styles previously created using the Define Styles command, as shown above. We've already created a style called Hypertext that you can apply to your text. (Look at the options set up for the Hypertext style by choosing the Define Styles command from the Text menu.) The Hypertext style automatically changes the text's color and makes it clickable. It also uses a custom cursor (the hand).

After you choose Hypertext, the Navigate To dialog box appears.



3. In the list box on the right side of the dialog box, select the Caribbean icon and click OK.

You are choosing what will happen when the user clicks the word Caribbean. Because you've selected the Caribbean icon, Authorware will display the icons in the Caribbean map whenever the user clicks the word Caribbean.

4. Select the word Europe and choose Hypertext. Click Europe in the icon list and click OK.

Authorware will present the Europe display icon whenever the user clicks the word Europe.

5. Select the words South America and choose Hypertext. Click South America in the icon list and click OK.
6. Press Control-P (Windows) or Command-P (Macintosh) to continue running the file. Click the word Caribbean.

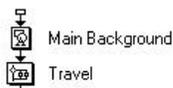
The text and movie you inserted earlier appear.

Create an Interaction With a Custom Button

Interactions are at the heart of Authorware: they provide a way for users to interact with your piece—for instance, by clicking buttons or objects or pulling down menus. When Authorware encounters an interaction on the flowline, it waits for the user to respond.

1. Press Control-J (Windows) or Command-J (Macintosh) to jump to the design window. Remove the start flag from the flowline by clicking its empty place on the palette.
2. Select all icons except the Main Background icon and choose Group from the Edit menu. Title the new map icon “Travel”.

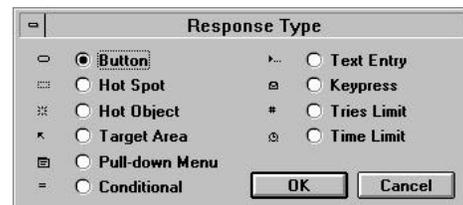
To select multiple icons, hold down the Shift key and click them. Grouping the icons inserts them in a new map icon that contains all of the travel-related content. This helps to modularize and organize your file.



3. Drag an interaction icon from the palette and drop it below the Travel icon. Title the icon “Merchants”.

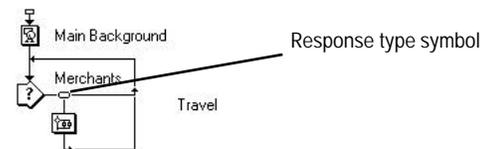


4. Drag the Travel icon to the right of the Merchants icon. In the dialog box that appears, click OK.



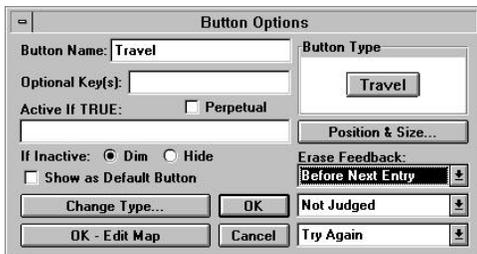
When you attach an icon to an interaction, the Response Type dialog box lets you choose how the user can respond to the interaction. In this case, you'll let the user choose this response by clicking a button. If the user clicks the button associated with the Travel icon, Authorware presents the icons in the Travel map.

5. Double-click the response type symbol for the Travel icon.



The Button Options dialog box appears. Here, you can select which button will be used for the Travel icon and how the Travel icon's content will be handled.

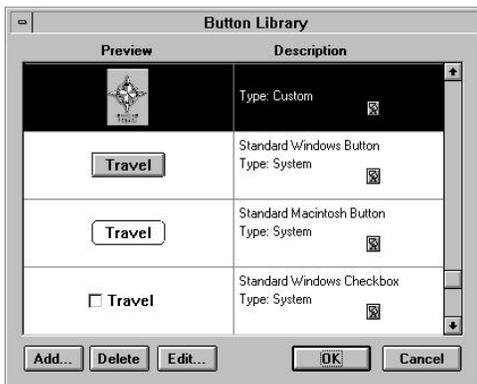
- In the Erase Feedback list box in the lower right corner of the dialog box, choose Before Next Entry.



This is so the contents of the Travel map icon will be removed from the screen before the user selects another button.

- Click the Travel button under the Button Type options in the dialog box.

The Button Library window appears. The library contains the default buttons that Authorware provides plus some custom buttons that we've imported for you.



- Scroll the list to display the Travel button shown below. Click the button and click OK. Click OK again to exit the Button Options dialog box.



- Click the Run button in the toolbar. Authorware encounters the interaction and waits for you to respond.
- Click the Travel button you inserted. Clicking this button matches the interaction's attached button response, displaying the Travel map icon's contents.
- Press Control-J (Windows) or Command-J (Macintosh) to return to the design window.

Now you've created an interaction and provided the user with a button to click. Next, you'll add some other choices for the user and then try out your creation.

Paste Models

Models are special files containing icons that can be quickly pasted into a file. Models let authors create templates and share logic structures and content.

1. **Choose Load Model from the Libraries menu, select the paris.mod file and click Load (Windows) or Open (Macintosh).**

This loads the model into Authorware so it is available for pasting.

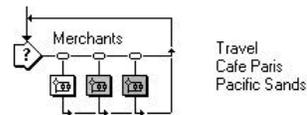
2. **Choose Load Model from the Libraries menu again, select the pacsands.mod file and click Load (Windows) or Open (Macintosh).**

3. **Click to the right of the Travel icon so the paste hand appears. Choose Paste Model from the Libraries menu and select the Cafe Paris model.**

The icon stored in the model file is pasted into your design window.

4. **Choose Paste Model from the Libraries menu again and select the Pacific Sands model. (If the paste hand doesn't appear to the right of the Cafe Paris map icon, click next to the right of this icon before pasting the model.)**

The window now contains an interaction icon with three attached map icons. Because you set up the Travel icon as a button response, the two new icons are automatically set up with button response types. (You could change this if you wanted.) When we created the two models, we saved them with custom buttons, so you don't need to select buttons for them as you did for the Travel icon. This interaction will provide your file's main structure.



5. **Press Control-S (Windows) or Command-S (Macintosh) to save the file.**

Finish the Piece

1. Press **Control-R (Windows)** or **Command-R (Macintosh)** to run the file.

Authorware displays the Main Background graphic, then encounters the Merchants interaction. Three buttons representing the map icons attached to the Merchants interaction are displayed on the screen.

2. **Pause the application by pressing Control-P (Windows) or Command-P (Macintosh).** Drag the Travel button and align it with the Cafe Paris and Pacific Sands buttons as shown below. Press Control-P or Command-P to proceed running the file.

3. **Click the Cafe Paris button.** Try clicking the arrow buttons to move between pages. Then click the **Go To Merchants** button.

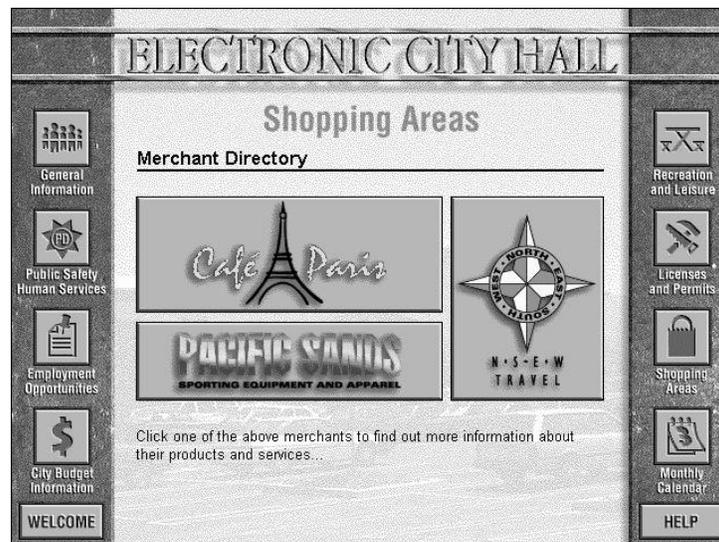
Clicking the Go To Merchants button lets you exit the Cafe Paris area and return to the screen with the three option buttons.

4. **Click the Travel button.**

Try out the hypertext (if you created it) and click the arrow buttons. As in the Cafe Paris screen, the Go To Merchants button lets you return to the screen with the three button options. The Go To Merchants button was automatically set up in the framework icon you inserted earlier—it provides a way for the user to exit the framework structure.

5. **To close the file, press Control-Q (Windows) or Command-Q (Macintosh).**

You've now created and edited a basic Authorware piece. Of course, if you were creating the complete Electronic City Hall, you'd insert this Merchants interaction within a larger structure. But you now have the basics down and are ready to start creating in Authorware.



Purchasing Authorware

We hope that this Working Model has clearly demonstrated the power and versatility of Authorware. Authorware has been the leading authoring tool since it was introduced, and it remains the tool of choice for developing interactive multimedia applications.

When you purchase Authorware, you receive both the authoring software and the runtime software that lets you deliver pieces in a format appropriate for users. We also include the drivers and file importers you need for using multimedia elements, along with sample movies, sounds and graphics that you can load and use.

Authorware is developed by Macromedia, the leading producer of multimedia software. Macromedia does not charge royalties for the sale or distribution of runtime applications created with Authorware.

The commercial version of Authorware is available in the United States through value-added resellers (VARs). The educational version of Authorware is available in the United States through educational resellers. For the name of a VAR or educational reseller in your area, call (800) 288-4797.

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