
1 Getting Started

This chapter tells you how to install WebAnimator and set your initial preferences.

Before you install WebAnimator, make copies of your WebAnimator disks and store the originals in a safe place, so that you can make another backup if the first becomes damaged. It is also a good idea to write-protect your distribution disks before copying them.

If you do not know how to write-protect and copy disks, see your computer's user's guide for instructions.

Remember that WebAnimator is copyrighted and that your copy has a unique serial number. It is illegal for you to copy WebAnimator except for backup purposes.

What you need

There are a few things you need or need to know before taking advantage of all the features available to you in WebAnimator.

Hardware

Macintosh To use WebAnimator, you need a Power Macintosh or other color Macintosh with a 60030 or better processor. 68040 or better processor recommended. 3MB or more available RAM. 10MB available hard disk space. System 7.1 or later.

Generally, PowerBooks® (200 series and higher), Performa®, the SE30, IIsi, IICI, IICx, and IIfx have a 68030 processor; Centris® and Quadra®, have a 68040 processor. Refer to the specifications for your Macintosh.

Windows IBM or compatible personal computer with 80486/33 or higher processor. Windows 95 or Windows NT. 8MB or of available RAM (16MB recommended). 12MB of available hard disk space. VGA or SVGA color monitor. Mouse or other pointing device.

Software

In order to insert your animated WebAnimator scenes into your HTML documents, an HTML or text editor is required. Most Web publishing tools contain their own HTML editors. DeltaPoint's WebAnimator™ can be used to create your Web site and edit your HTML files to contain your animated scenes. Other Web page editing programs include Adobe's *PageMill*™, SoftQuad™'s *HoT MetaL*™, Microsoft Word with Internet Assistant, and others.

A Netscape Plug-in-compatible browser such as Netscape Navigator 2.0 or later or Microsoft Internet Explorer 2.0 or later is required for viewing WebAnimator scenes. On the Internet, WebAnimator scenes can be viewed in the application.

Knowledge

You should be familiar with HTML (Hypertext Markup Language). This language is used to create Web sites for the Internet. You will need to know how to edit and insert commands into your HTML file.

Macintosh You should be familiar with basic Macintosh operations, such as working with documents, folders, windows, menus, dialogs, and the mouse. If you are not familiar with these operations, please refer to your *Apple Macintosh User's Guide*.

Windows You should be familiar with basic Windows operations, such as working with documents, folders, windows, menu, dialogs, the mouse, navigating through the Explorer, and launching applications using the Start button.

Installing WebAnimator

Macintosh version

The Macintosh installer provides two options — “Easy Install” and “Custom Install.”

“Easy Install,” requires approximately 10 megabytes of hard disk space and is highly recommended because it ensures that you can take full advantage of all WebAnimator's options.

“Custom Install” lets you choose which groups of files you want to install. If you have limited hard disk space available or do not plan to use certain WebAnimator options, you may want to perform a custom installation.

Note: Before installing, we strongly recommend that you disable disk security, virus protection, and screen saver programs. If you have trouble during installation, restart your computer while holding down the Shift key to disable extensions (INITs). If the trouble persists, contact DeltaPoint Technical Services.

To begin installation:

1. **Insert WebAnimator Disk 1 into your floppy disk drive.**
2. **Double-click the icon marked "WebAnimator Installer."**
A window appears, containing detailed installation instructions and release notes.
3. **Click the "Print..." button to print the installation instructions and release notes.**
You can also read the entire contents of the document by scrolling through it.
4. **Follow the installation instructions.**
The installation will take several minutes. This would be a great time to fill out your registration card.

Windows version

The Windows setup program provides three options—"Typical," "Compact," and "Custom."

"Typical" requires approximately 12 MB of hard disk space and is highly recommended because it ensures that you can take full advantage of all WebAnimator's options.

"Compact" installs the minimum options required to successfully run WebAnimator.

"Custom" lets you choose groups of files you want to install. If you have limited available hard disk space, or do not plan to use certain WebAnimator options, you may want to use the "Custom" setup option.

To begin Windows installation under Windows 95 or Windows NT 4.0:

1. **Exit all currently-running programs.**
2. **Click on the Windows 95 "Start" menu, choose "Settings," and click "Control Panel."**



The Control Panel window appears.

3. **Double-click the "Add/Remove Programs" icon.**



The "Add/Remove Programs Properties" window appears.

4. Click "Install..."

The "Install Program From Floppy Disk or CD-ROM" wizard appears.

5. Insert WebAnimator setup diskette 1 and click "Next >."

The "Run Installation Program" window appears. If you inserted your WebAnimator installation diskette, the Install Program wizard should have located "SETUP.EXE" in your floppy drive.

6. Click "Finish."

The WebAnimator setup program is launched, and you can begin installation.

7. Follow the on-screen setup instructions.

Installation will take several minutes. This would be a great time to fill out your registration card.

To begin Windows Installation under Windows NT 3.5.x:

1. Insert WebAnimator Disk 1 into your floppy disk drive.**2. Choose "Run..." from the Program Manager File menu.**

The "Run" dialog appears.

3. Type "a:setup" in the Command Line text box and click "OK."

If your disk drive is designated other than "a:," enter the proper designation before "Setup."

A dialog appears, asking you to begin the installation process.

4. Follow the on-screen setup instructions.

Installation will take several minutes. This would be a great time to fill out your registration card.

Signing on to WebAnimator

The first time you open WebAnimator, a dialog appears asking you to enter your name, company name, and for new users, your program serial number. Use the Tab key to advance to the various fields. The serial number is printed on Disk 1 of the WebAnimator installation disks.

WebAnimator file types

WebAnimator saves files in several different types. Windows users should always save their files with the indicated three-letter extensions, although it is not a bad idea for Macintosh users to do the same.



***.WAF** A normal, uncompressed WebAnimator document. Create and edit your original work in these files.



***.WAN** A compressed WebAnimator scene document for use on the Web. Save your *.WAF files as *.WAN files when you are ready to make your scene available on the Web. If you use sound in your scenes, be sure not to edit and re-save *.WAN files, because this can result in degradation of sound quality. A good rule of thumb is to make changes only to *.WAF files and re-save them in the compressed *.WAN format when the scene is ready for the Web.



***.WAL** A WebAnimator template library. Libraries contain references to template files. You can open library files in the Template Studio view.



***.WAT** A WebAnimator template file. Template files are only referenced by library files, and must be located in the same folder/directory as the libraries which refer to them. You cannot open these files directly.



***.WAO** A WebAnimator object. Any object in WebAnimator scenes can be saved in individual files for re-use in other scenes.



***.WAP** A WebAnimator Project file. A Project file references multiple scene (*.WAF and *.WAN) files so that they can be played in sequence. This is generally only useful when playing scenes directly from the WebAnimator application instead of through a Web browser.

Setting Preferences

General...
Scene...
Draw...
Compression...
Project...

There are five different areas of preferences in the WebAnimator which are displayed when “Preferences” is chosen from the Edit menu:

General Affects the operation of the WebAnimator program as a whole, not just the current scene. Is used to set start-up view, default scene size, which template library is opened, and the default font used for display of times and names in the Storyboard view.

Scene Affects only the current scene. Is used to set up the dimensions of the scene, whether or not the scene automatically plays when double-clicked from the Finder, and the default font used for display of times and names in the WebAnimator view.

Draw Affects how objects are drawn in the Draw view. Is used to control whether objects are drawn from the center or from the corner. You can also hold down the z-key on the Macintosh or the Ctrl key in Windows while in the Draw view to draw any object from the center.

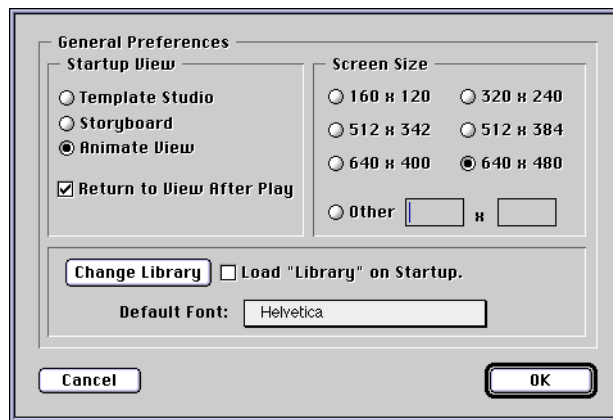
Compression Affects the size of your final file. Is used to control audio and image compression and saving of the color palette. It is recommended that you save an uncompressed version of your file and use that version of the file to make any changes in the future. Create a second compressed version to use in your Web site. Don't edit your compressed version, because the quality won't be as good as the original uncompressed version.

Project Affects projects created in the Project view. Is used to display project information such as number of scenes, combined total time and file size of the project, and control project scene transitions and auto play options.

To set General preferences:

1. Choose "Preferences" from the Edit menu and select "General" from the cascading menu.

The following dialog appears:



2. Make your selections and enter data as needed.

You have the following options:

Startup View Determines whether WebAnimator enters the Template Studio, Storyboard, or Animation view upon startup. If you select "Return to View After Play," WebAnimator returns to the view from which play was initiated, regardless of where you initiated your play sequence. Otherwise it returns to the Animation view after playing.

Screen Size Determines the dimensions of the scene. This general preference can be overridden by Scene preferences. It is recommended that you find out the size of viewing area your users will have available when accessing your Web site, and then decide on a reasonable maximum scene size. This should be determined before you start creating your animated scene. Use only the size needed to contain the graphic. The average user on the Internet will be able to easily view 400 x 300 pixels. Remember that many users have monitors that can display only 640 x 480 pixels.

Change Library Controls which template library is opened upon start-up. No library is opened upon start-up unless “Load Library on Start-up,” is selected.

Default Font Determines the font used to display time and titles in the Storyboard view. This general preference can be overridden by Scene preferences.

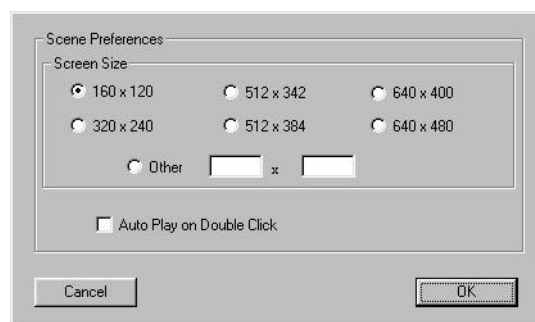
3. **Click “OK” to implement the changes.**

If you want to exit the dialog without making any changes, click “Cancel.”

To set Scene preferences:

1. **Choose “Preferences” from the Edit menu and select “Scene” from the cascading menu.**

The following dialog appears:



2. **Make your selections and enter data as needed.**

Scene preferences affect only the current scene. All other scenes will use the General preferences. You have the following options:

Screen Size Determines the dimensions of the scene. It is recommended that you find out the size of viewing area your users will use when accessing your Web site and then decide on a reasonable maximum scene size. This should be determined before you start creating your animated scene. Use only the size

needed to contain the graphic. The average user on the internet will be able to easily view 400 x 300.

Default Font Determines the font used to display time and titles in the Storyboard view.

Auto Play on Double Click Causes the scene to automatically play after its icon is double-clicked from the Macintosh Finder or Windows Explorer.

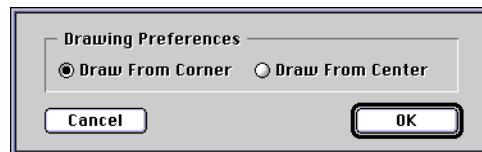
3. **Click “OK” to implement the changes.**

If you want to exit the dialog without making any changes, click “Cancel.”

To set Draw preferences:

1. **Choose “Preferences” from the Edit menu and select “Draw” from the cascading menu.**

The following dialog appears:



2. **Make your selections and enter data as needed.**

You have the following options:

Drawing Preferences Determines how objects are created within the Draw view. “Draw from Corner” draws the object in the same direction as you drag the cursor. “Draw from Center” centers the object on the beginning point as it is drawn. You can also hold down the z-key on the Macintosh or the Ctrl key in Windows when creating an object in the Draw view to center the object on the beginning point.

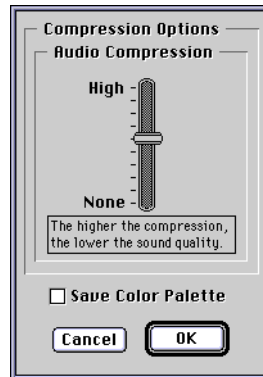
3. **Click “OK” to implement the changes.**

If you want to exit the dialog without making any changes, click “Cancel.”

To set Compression preferences:

1. Choose “Preferences” from the Edit menu and select “Compression” from the cascading menu.

The following dialog appears:



2. Make your selections and enter data as needed.

You have the following options:

Audio Compression Lets you specify the level of audio compression you want to use for the sounds in your scene when it is saved in compressed format. Note that the greater the level of sound compression you use, the poorer the quality of the sound playback will be.

Move the slider up and down to specify levels of compression from none to the highest level. Specifying the highest level compresses sounds from 1/3 to 1/6 their original size, depending on the size and sampling rate of the original sound.

Save Color Palette Saves the color palette along with the scene, when a scene is saved in compressed format. If you use the System palette to create your scenes (as recommended), you do not need to select this option.

3. Click “OK” to implement the changes.

If you want to exit the dialog without making any changes, click “Cancel.”

To set Project preferences:

1. Choose “Preferences” from the Edit menu and select “Project” from the cascading menu.

The following dialog appears:



Note: Projects are designed to be played back directly from the WebAnimator application and will not play when used over the Web. Each scene is placed on a different page.

2. Make your selections and enter data as needed.

You have the following options:

Scenes in Project Displays the number of scenes in the current project. This information cannot be changed.

Time of Project Displays the total combined time for the entire project, including all scenes. This information cannot be changed.

Size of Project Displays the total size (on disk) of the current project. This information cannot be changed.

Fade to White... Loading scenes can sometimes take a few seconds. Set this option to fade the screen to white (instead of black) while scenes load.

3. Click “OK” to implement the changes.

If you want to exit the dialog without making any changes, click “Cancel.”

Using Workspace Grids

Grids and rulers can be displayed in the workspace of the Animation and Draw views. The use of rulers and grids can be helpful in aligning and positioning objects for animation.

Some of the options for setting grids affect the alignment of objects using “Object Alignment...” from the Animation menu.

To learn more about

refer to

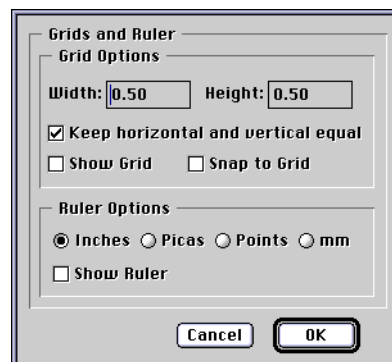
Aligning objects

“Objects anchors,” on page 5-19

To display rulers and grids:

1. Choose “Grids and Rulers...” from the Animation menu.

The following dialog appears:



2. Select “Show Grid” to displays the grids in the workspace.
3. Select “Show Ruler” to display the horizontal and vertical rulers in the workspace.
4. Make other selections and enter data as needed.

You have the following options:

Grid Options Determines the appearance of the grid in the Draw and Animation views. The use of the grid is helpful for aligning objects in the workspace.

Width/Height Determines the measurement of each grid square. Enter a value in inches for the size of grid to be displayed in the workspace.

Keep horizontal... Keeps the width and height proportions the same.

Show Grid Displays the selected grid on the Workspace in the Animation and Draw views.

Snap to Grid Controls the movement of selected objects within the Animation and Draw view to the constraints of the grid.

Ruler Options Determines the measurement system for the workspace rulers. You can also display the ruler by selecting the “Show Ruler” option.

5. **Click “OK” to implement the changes.**

If you want to exit the dialog without making any changes, click “Cancel.”