

WireFusion Tutorials - Part I (1-6)

Demicron

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Introduction

Welcome to the WireFusion Tutorials - Part I. These exercises are provided to give you both introductory and in-depth knowledge of WireFusion's features. By using these tutorial series you will quickly master the basics of using WireFusion and how the different objects work.

These tutorials are for everybody. If you've never used WireFusion before these tutorials are for you. If you have used earlier WireFusion versions, no matter what your experience level is, these tutorials are for you too.

In these tutorials you will learn to use WireFusion through a series of hands-on exercises, and you are expected to work through them starting with the first exercise followed by the second, then the third and so on. But before you start with these tutorial exercises, it is **highly recommended** to work through the 'Getting Started with WireFusion' manual, which requires no former WireFusion knowledge.

Help on each individual object and port description can be found inside WireFusion by choosing *Help > Object Help* (or by pressing F2) or by selecting an object and choosing *Help* from its local menu (or by selecting the object and pressing H).

It is also **recommended** to read the 'Working in WireFusion' book, which explains the WireFusion environment and different concepts.

The exercises included in this tutorial are:

Exercise 1: Load an URL when pressing a button

Exercise 2: Change the opacity of an image with a slider

Exercise 3: Move images, which are placed in different layers, with the mouse

Exercise 4: Create a roll-over button

Exercise 5: Play around with some filter functions

Exercise 6: Shape a rectangular filter *Target Area* using an alpha channel map

Exercise 1

This exercise describes the steps to connect to an URL using a simple widget button.

If you don't want to work through this exercise, but still want to see how it looks like, then you can load the project from:

- *[Path]/WireFusion 3/projects/ex1.wfp*

Objects used in this exercise:

- 1 URL
- 1 Button

In this exercise, you'll accomplish the following tasks:

- Start a New Project
- Insert an URL object
- Set URL address to '*http://www.demicron.com*'. Click OK to close the dialog
- Insert a Button object
- Change the Button label to 'Load URL'
- Change the Button cursor to Hand. Click OK to close the dialog
- Connect: 'Button 1', *Out-ports > Button Clicked* to 'URL 1', *In-ports > Load URL*
- Insert a Progressor object
- Change the Progressor *Time Interval* to 3 seconds. Click OK to close the dialog
- Connect: 'Progressor 1', *Out-ports > Progress [Number]* to 'Button 1', *In-ports > Set Opacity [Number]*

1.1 New Project

Start a new project by clicking the *New Project* button in the *Menu Bar* or choose *File > New Project*

1.2 Insert an URL object

Insert an URL object into your project, *Objects > Environment > URL*. When its properties dialog opens up, enter the URL address '*http://www.demicron.com*' (Figure 1.1). Click OK to close the dialog.

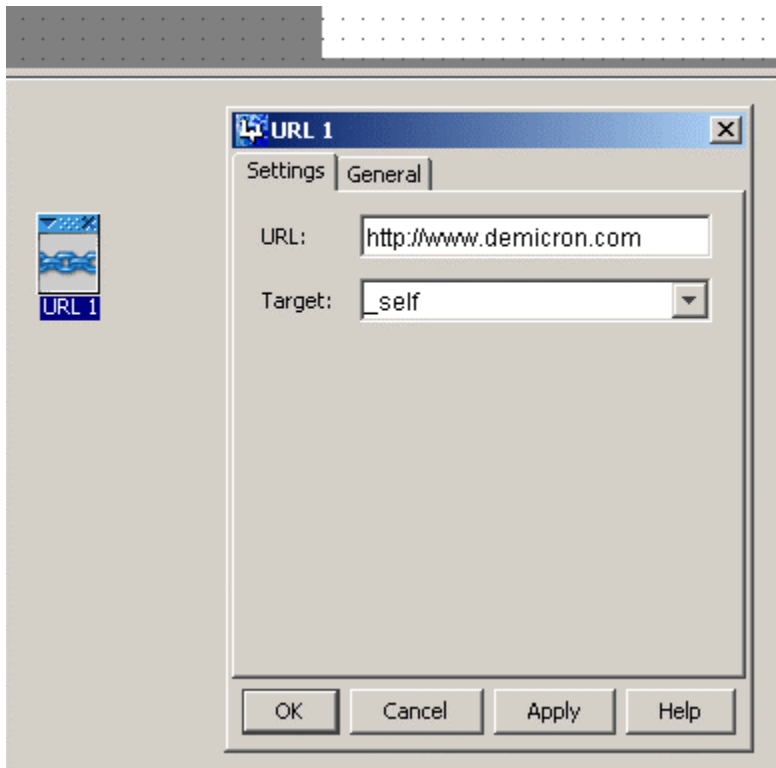


Figure 1.1 URL *Properties* dialog

1.3 Insert a Button object

Insert a Button object into your project, *Objects > Widgets > Button*.

When its properties dialog opens up, change the label to 'Load URL'.

Before closing the dialog window, change the Button mouse cursor, select *Target Area tab > Cursor > Hand* (Figure 1.2). The cursor will now change to a hand cursor when rolled over the Button. Click OK.

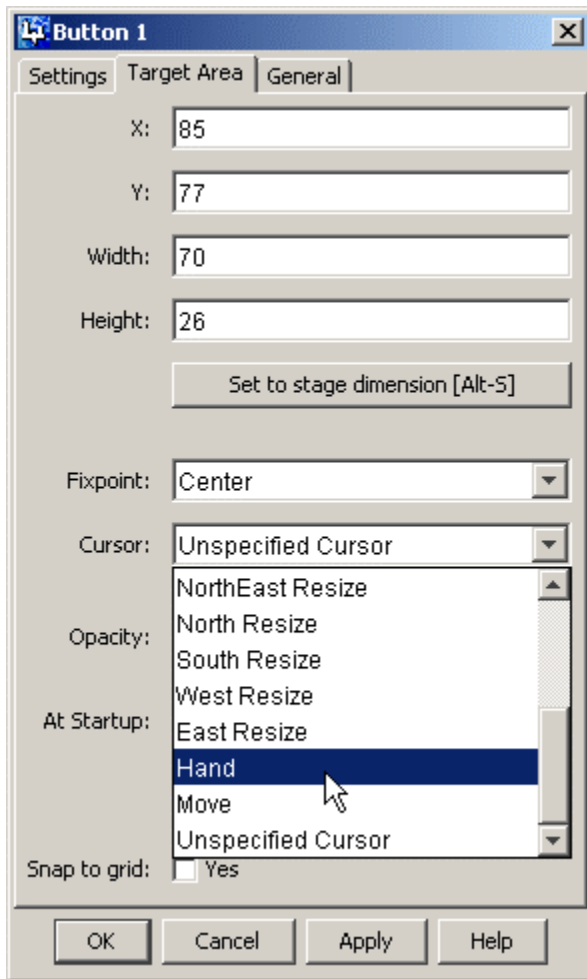


Figure 1.2 Selecting a *Hand* cursor

1.4 Trigger the URL to load

Connect:

- 'Button 1', *Out-ports* > *Button Clicked* to 'URL 1', *In-ports* > *Load URL*

To make the above connection do the following:

Open the Button object's local menu by clicking the top-left arrow (or by right-clicking the object) (Figure 1.3).



Figure 1.3 Opening the Button object menu

Select the out-port option *Button Clicked* (Figure 1.4).

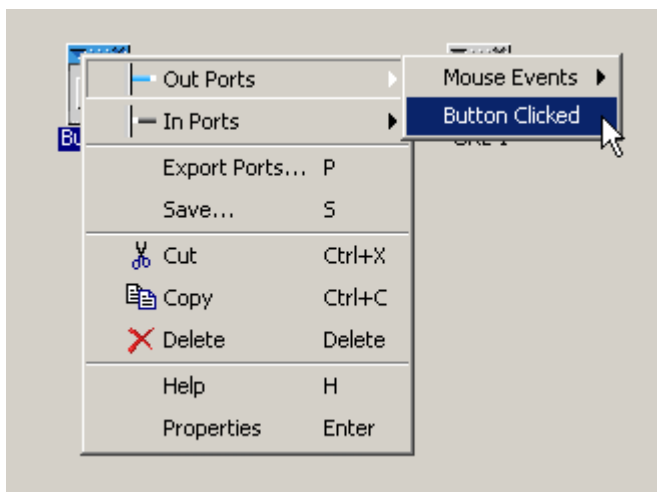


Figure 1.4 Out-port *Button Clicked* selected

Open the URL object's local menu and select the in-port option *Load URL* (Figure 1.5).

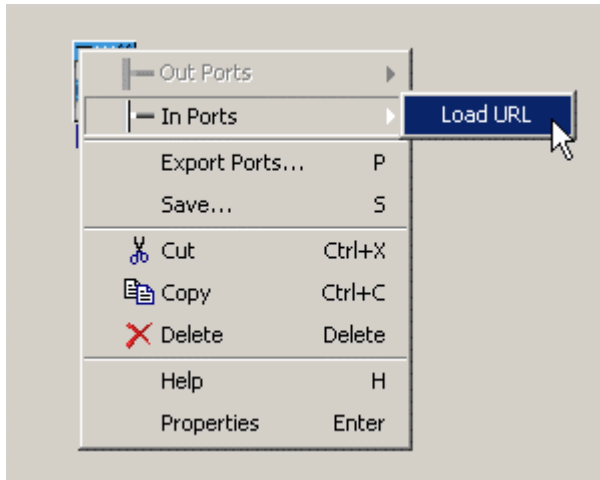


Figure 1.5 In-port *Load URL* selected

The connection is done (Figure 1.6).

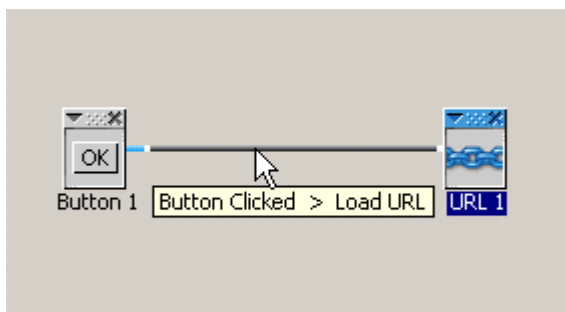


Figure 1.6 The `Button` object triggering the URL to load

1.5 Test

There are two methods to preview a presentation; in the viewer or in the browser.

To preview in the viewer:

- Choose *Projects > Preview Presentation* or click F9 (Figure 1.7)

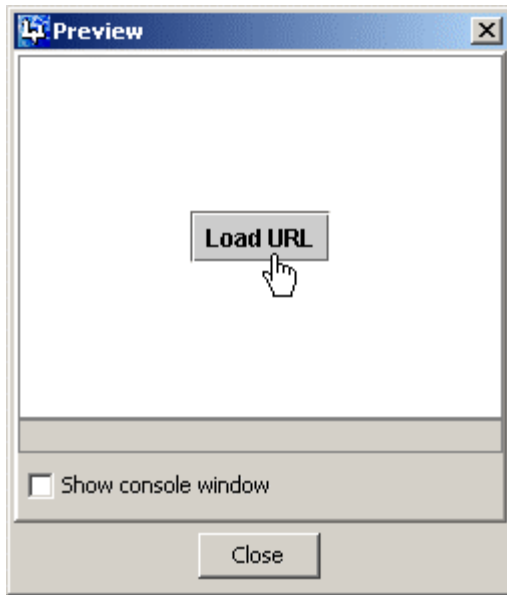


Figure 1.7 Preview in the viewer

To preview in the browser:

- Choose *Projects > Preview Presentation in browser* or press *CTRL+F9*

To set the browser path, choose *File > Preferences*

When the presentations is started, click the 'Load URL' button to see that it loads the URL as it should. Note that the mouse cursor changes to a hand pointer when rolled over the button.

Note: Always close the viewer or the browser after previewing to ensure better WireFusion performance.

1.6 Insert a Progressor object

We want to animate the Button opacity at the presentation startup, going from full transparency (opacity = 0) to full opacity (opacity = 100) in 3 seconds.

Insert a Progressor object into the project, choose *Objects > Logic > Progressor*

When its properties dialog opens up, set the *Time Interval (seconds)* to 3. Click OK (Figure 1.8).

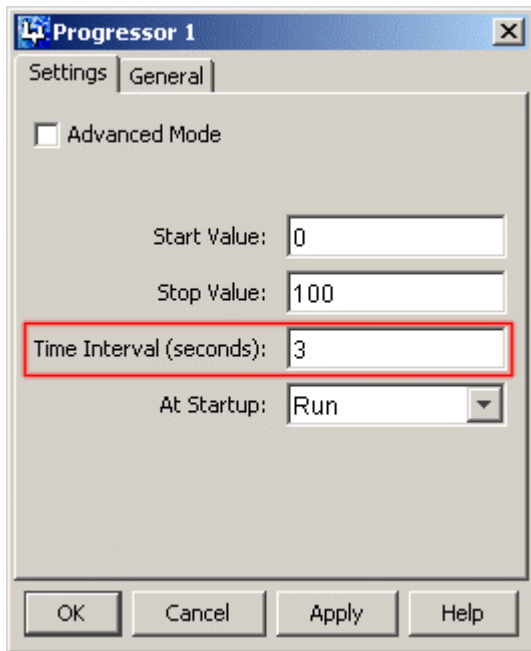


Figure 1.8 Setting the time interval to 3 seconds

1.7 Animate the Button opacity

Connect:

- 'Progressor 1', *Out-ports > Progress [Number]* to 'Button 1', *In-ports > Set Opacity [Number]* (Figure 1.9)

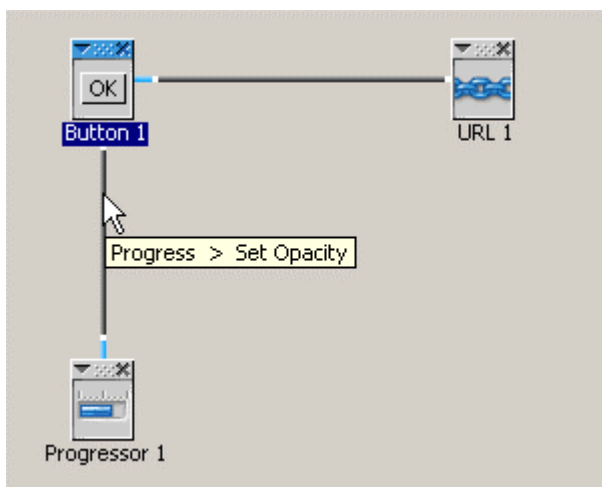


Figure 1.9 Setting the Button opacity

Press F9 to preview.

1.8 Save and publish

Save your project by choosing, *File > Save project As...*

To publish to an HTML page, choose *File > Publish...*

1.9 Short Summary

In this exercise you have learned how to:

- Load a web page with the URL object
- To trigger an event with the Button object
- To animate the opacity with the Progressor object

Exercise 2

This exercise describes the steps to change the opacity of an image using a slider. We will also show how to resize and change the color of the *Stage*.

If you don't want to work through this exercise, but still want to see how it looks, then you can load the project from:

- *[Path]/WireFusion 3/projects/ex2.wfp*

Objects used in this exercise:

- 1 Image
- 1 Slider

In this exercise, you'll accomplish the following tasks:

- Start a New Project
- Set the *Stage* dimension to 300x300 pixels
- Set the *Stage* color to black
- Insert an Image object and load the image 'Leaves_300x240.jpg'. Click OK to close the dialog
- Position the Image object at X:0 and Y:0
- Rename 'Image 1' to 'Leaves'
- Insert a Slider object and set the *Initial value* to 100. Click OK to close the dialog
- Position 'Opacity slider' at X:65 and Y:165
- Rename 'Slider 1' to 'Opacity slider'
- Connect: 'Opacity slider', *Out-ports* > *Slider Value [Number]* to 'Leaves', *In-ports* > *Set Opacity [Number]*

2.1 New Project

Start a new project by clicking the *New Project* button in the *Menu Bar* or choose *File > New Project*

2.2 Change Scene properties

To change *Scene* properties for the project, choose *Projects > Properties...*

When the *Scene Properties* dialog opens up, change the *Stage Width* to 300 and *Stage Height* to 300 (Figure 2.1)

Then change the *Stage* background color by clicking the *Background color* box. When its dialog opens up, select the color black (0, 0, 0). Click OK to close the color dialog and then click OK to close the *Properties* dialog.

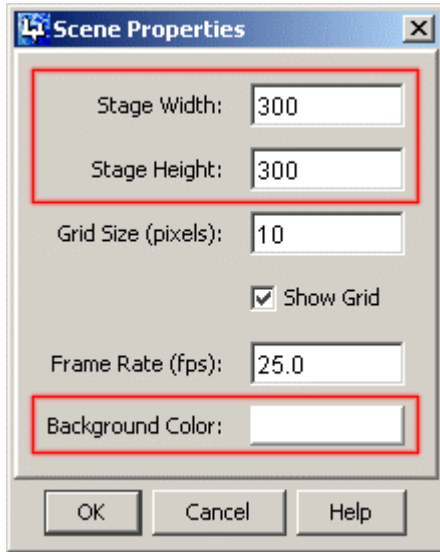


Figure 2.1 The *Scene Properties* dialog

2.3 Insert an Image object

Insert an Image object into your project, *Objects > Multimedia > Image*

When its properties dialog opens up, load a new image by clicking *Change Image...*

Load the image named 'leaves_300x240.jpg' found at:

- *[Path]/WireFusion 3/exercises/Tutorial2/*

After loading the image, click the *Target Area* tab and position the image at X:0 and Y:0. Click OK to close the dialog (Figure 2.2).

Rename 'Image 1' to 'Leaves'

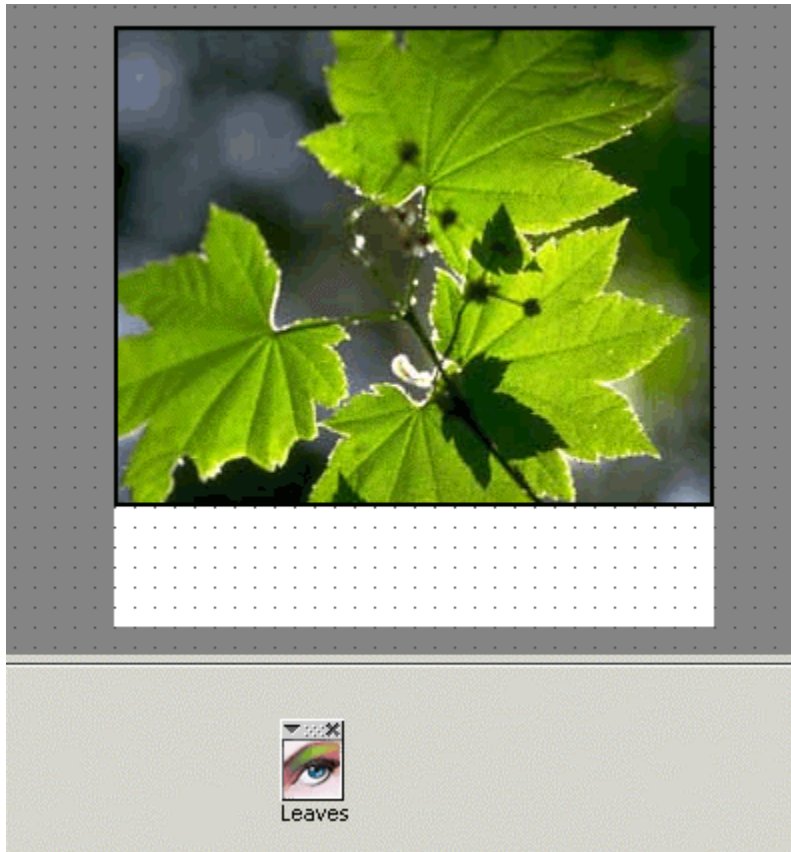


Figure 2.2 The 'Leaves' image

2.4 Insert a **Slider** object

Insert an `Slider` object into your project, *Objects > Widgets > Slider*

When its properties dialog opens up, change the *Initial Value* to 100 (Figure 2.3). Click OK to close the dialog.

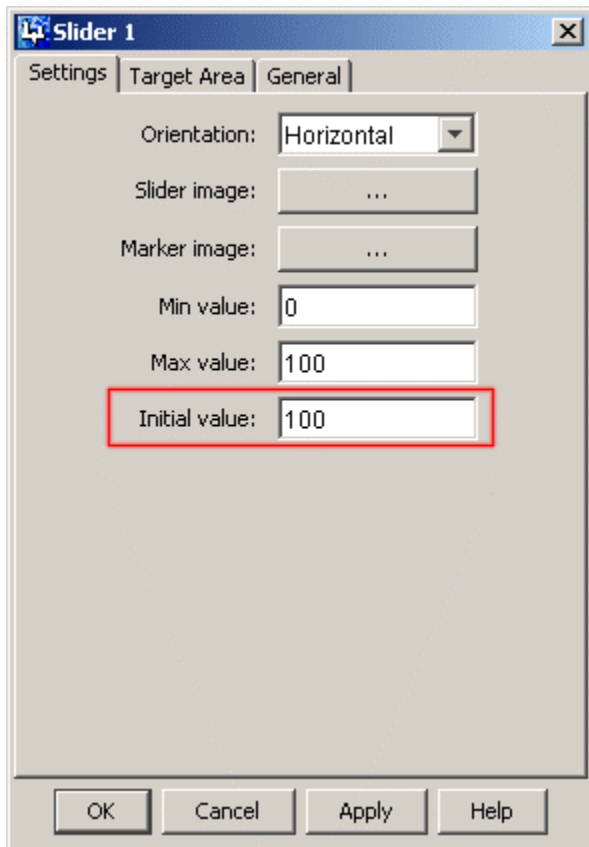


Figure 2.3 The Slider dialog

Position the 'Opacity slider' *Target Area* at X:65 and Y:165 by pressing *Alt* on your keyboard and then dragging the *Target Area* with the mouse (Figure 2.4).

Rename 'Slider 1' to 'Opacity slider'

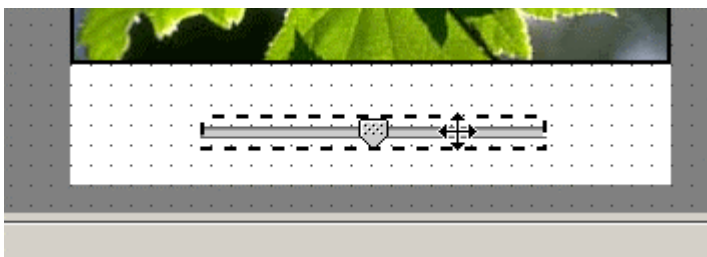


Figure 2.4 Moving the 'Opacity slider' Target Area

2.5 Animate the Image opacity

Connect:

- 'Opacity slider', *Out-ports > Slider Value [Number]* to 'Leaves', *In-ports > Set Opacity [Number]* (Figure 2.5)

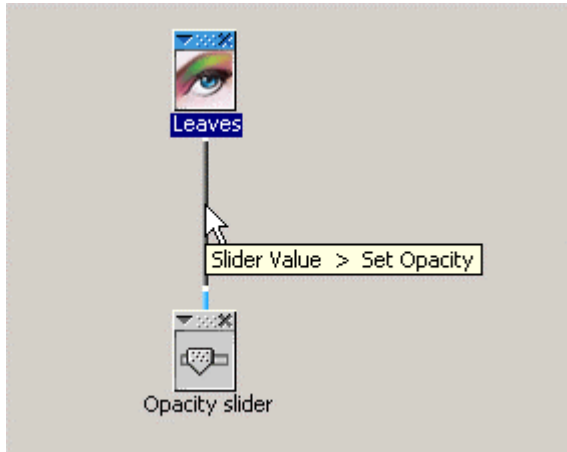


Figure 2.5 Setting the Image opacity

2.6 Test

Press F9 to preview (Figure 2.6).

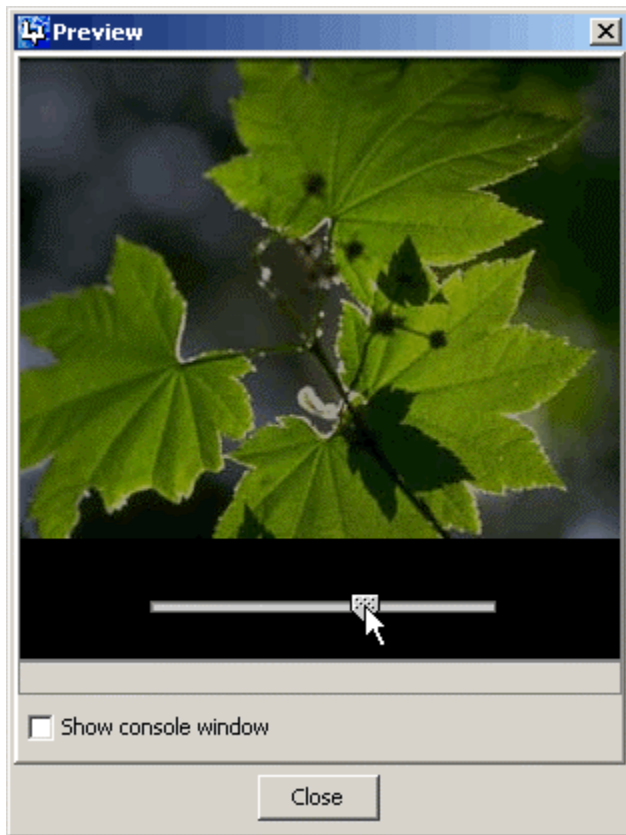


Figure 2.6 Previewing the presentation

2.7 Save and publish

Save your project by choosing, *File > Save project As...*

To publish to an HTML page, choose *File > Publish...*

2.8 Short Summary

In this exercise you have learned how to:

- Change the *Stage* dimension
- Set the *Stage* color
- To animate the opacity using a Slider object

Exercise 3

This exercise demonstrates how the layers work in WireFusion. Three images will be placed in different layers and you will move them separately with the mouse. We will also re-order the images and take a closer look at the Layer view checkboxes.

If you don't want to work through this exercise, but still want to see what it looks like, then you can load the project from:

- *[Path]/WireFusion 3/projects/ex3.wfp*

Objects used in this exercise:

- 3 Image

In this exercise, you'll accomplish the following tasks:

- Start a New Project
- Set the *Stage* dimension to 400x400 pixels
- Insert an Image object and load the image 'fish_175x140.jpg'. Click OK to close the dialog
- Position the Image object at X:50 and Y:70
- Rename 'Image 1' to 'Fish'
- Connect: 'Fish', *Out-ports > Mouse Events > Mouse Drag [2D Number]* to 'Fish', *In-ports > Set Position [2D Number]*
- Insert an Image object and load the image 'flower_175x140.jpg'. Click OK to close the dialog
- Position the Image object at X:170 and Y:110
- Rename 'Image 1' to 'Flower'
- Connect: 'Flower', *Out-ports > Mouse Events > Mouse Drag [2D Number]* to 'Flower', *In-ports > Set Position [2D Number]*
- Insert an Image object and load the image 'leaves_175x140.jpg'. Click OK to close the dialog
- Position the Image object at X:90 and Y:180
- Rename 'Image 1' to 'Leaves'
- Connect: 'Leaves', *Out-ports > Mouse Events > Mouse Drag [2D Number]* to 'Leaves', *In-ports > Set Position [2D Number]*

3.1 New Project

Start a new project by clicking the *New Project* button in the *Menu Bar* or choose *File > New Project*

3.2 Change Scene properties

To change *Scene* properties for the project, choose *Projects > Properties...*

When the *Scene Properties* dialog opens up, change the *Stage Width* to 400 and *Stage Height* to 400.

3.3 Insert an Image object

Insert an Image object into your project, *Objects > Multimedia > Image*

When its properties dialog opens up, load a new image by clicking *Change Image...*

Load the image named 'fish_175x140.jpg' found at:

- *[Path]/WireFusion 3/exercises/Tutorial3/*

After loading the image, click the *Target Area* tab and position the image at X:50 and Y:70. Click OK to close the dialog.

Rename 'Image 1' to 'Leaves'

Connect:

- Connect: 'Fish', *Out-ports > Mouse Events > Mouse Drag [2D Number]* to 'Fish', *In-ports > Set Position [2D Number]* (Figure 3.1)

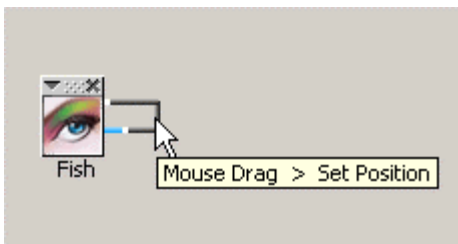


Figure 3.1 'Fish' connected to itself

3.4 Insert an Image object

Insert another Image object by loading the image named 'flower_175x140.jpg' found at:

- *[Path]/WireFusion 3/exercises/Tutorial3/*

Position the image at X:170 and Y:110. Click OK to close the dialog.

Rename 'Image 1' to 'Flower'

Connect:

- Connect: 'Flower', *Out-ports > Mouse Events > Mouse Drag [2D Number]* to 'Flower', *In-ports > Set Position [2D Number]* (Figure 3.2)

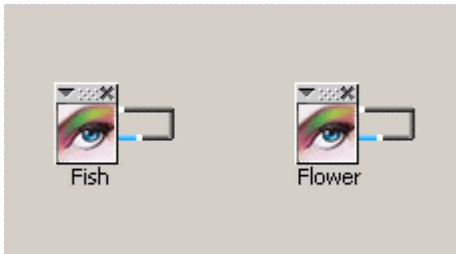


Figure 3.2 'Fish' and 'Flower'

3.5 Insert an Image object

Insert yet another Image object by loading the image named 'leaves_175x140.jpg' found at:

- *[Path]/WireFusion 3/exercises/Tutorial3/*

Position the image at X:90 and Y:180. Click OK to close the dialog.

Rename 'Image 1' to 'Leaves'

Connect:

- Connect: 'Leaves', *Out-ports > Mouse Events > Mouse Drag [2D Number]* to 'Leaves', *In-ports > Set Position [2D Number]* (Figure 3.3)

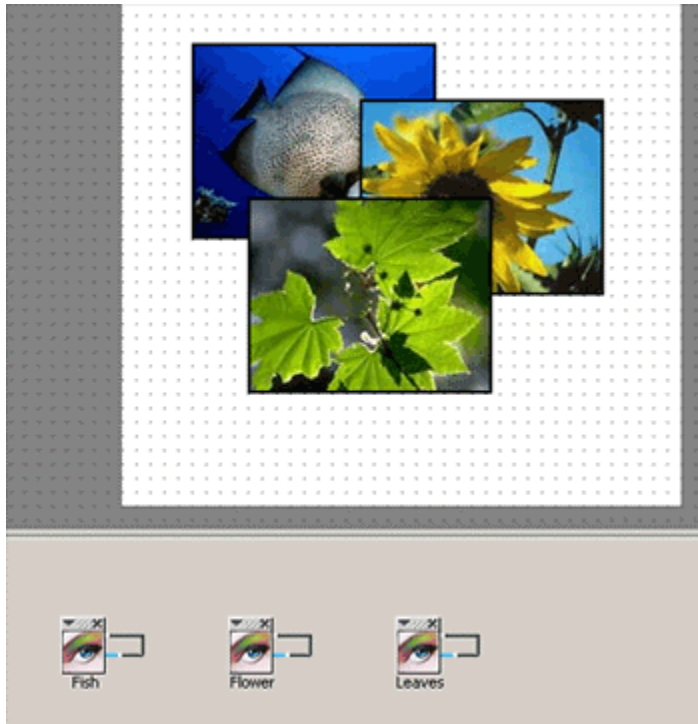


Figure 3.3 'Fish', 'Flower' and 'Leaves'

3.6 Test layers

As you can see in the *Layers* view (Figure 3.4) 'Leaves' is placed in a layer above 'Flower', and 'Flower' is placed above 'Fish'.

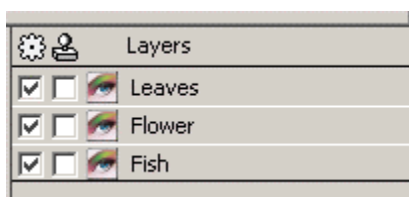


Figure 3.4 *Layers* view with 'Leaves' on the top, then 'Flower' and 'Fish' at the bottom

Press F9 to preview and use the mouse to drag the images around in the presentation to confirm the layer order (Figure 3.5).

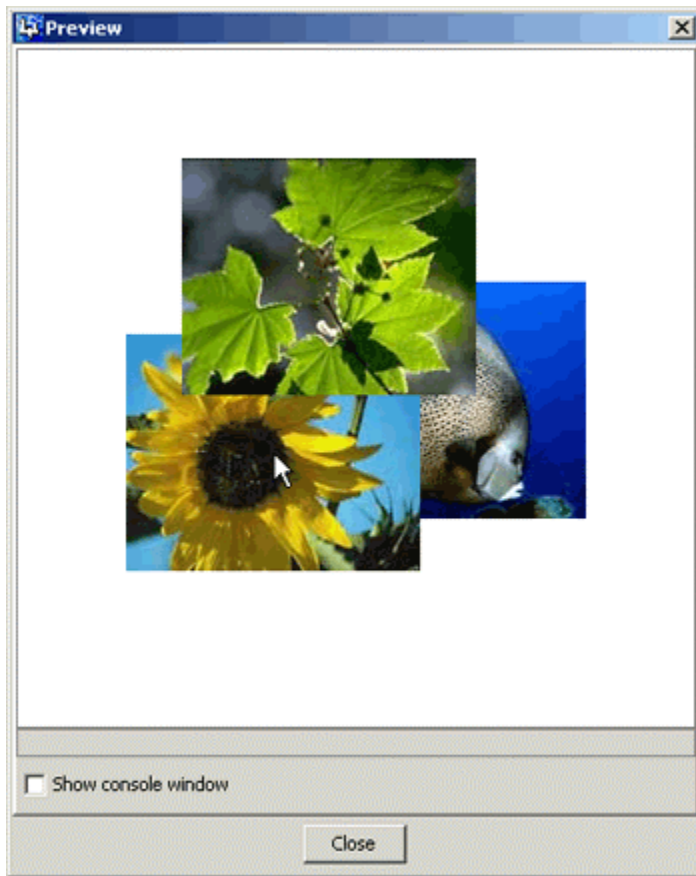


Figure 3.5 Previewing the presentation

3.7 Re-order the layers

Without closing the viewer, in the *Layers* view, use the mouse to drag 'Leaves' and drop it between 'Flower' and 'Fish' (Figure 3.6).

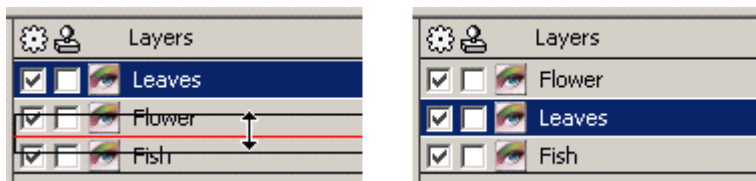


Figure 3.6 Re-ordering layers

Press F9 to test again. 'Leaves' will now be in a layer between 'Flower' and 'Fish'. Close the viewer.

3.8 Layer view checkboxes

There are two checkboxes to the left of each layer in the *Layer* view (Figure 3.7). The left most checkbox indicates that the object is *Activated* (marked).



Figure 3.7 *Layer* checkboxes

If the right most checkbox is marked, then the object will leave a *Stamp in background* at the presentation startup. Mark the *Stamp background* checkbox for 'Leaves' (Figure 3.8).



Figure 3.8 Marking the Stamp background checkbox for 'Leaves'

Press F9 to preview, notice that there is a permanent *stamp* in the background of the 'Leaves' image (Figure 3.9).

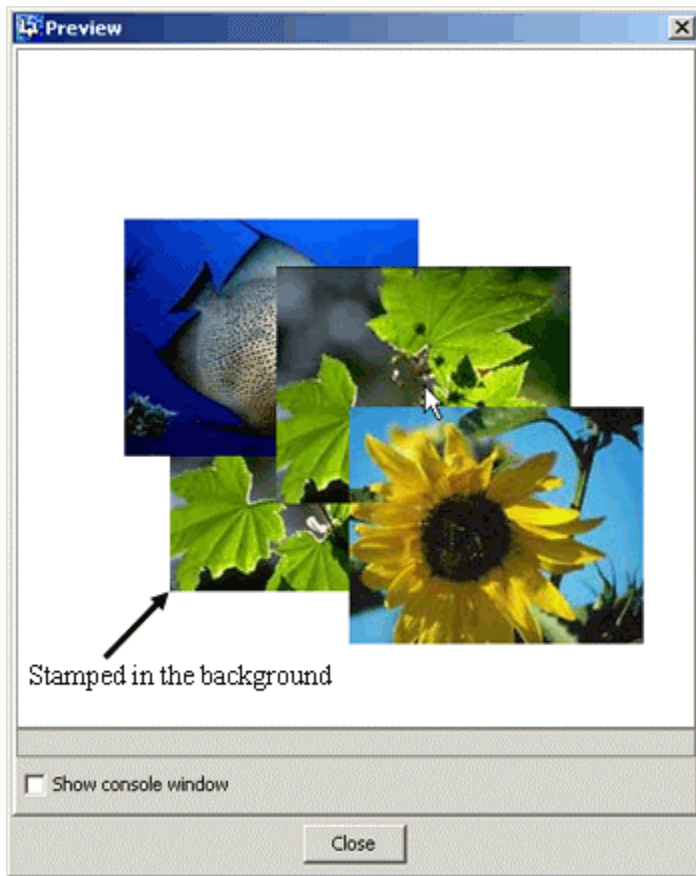


Figure 3.9 'Leaves' stamped in the background

3.9 Short Summary

In this exercise you have learned how to:

- Connect an object to itself
- Make an image draggable
- Re-ordering layers
- Stamp an image in the background

Exercise 4

This exercise demonstrates how to create a simple roll over button. The roll over's objects then will be grouped (stored) in a Scene object. We will then save the roll over button for later use.

If you don't want to work through this exercise, but still want to see what it looks like, then you can load the project from:

- *[Path]/WireFusion 3/projects/ex4.wfp*

Objects used in this exercise:

- 3 Image
- 1 Mouse Area
- 1 Scene

In this exercise, you'll accomplish the following tasks:

- Start a New Project
- Insert an Image object and load the image 'button1.jpg'. Click OK to close the dialog
- Position the Image object at X:0 and Y:0
- Rename 'Image 1' to 'Button'
- Insert an Image object and load the image 'button2.jpg'. Click OK to close the dialog
- Position the Image object at X:0 and Y:0
- Rename 'Image 1' to 'Button over'
- *Deactivate* 'Button over'
- Insert an Image object and load the image 'button3.jpg'. Click OK to close the dialog
- Position the Image object at X:0 and Y:0
- Rename 'Image 1' to 'Button pressed'
- *Deactivate* 'Button pressed'
- Insert a Mouse Area object.
- Position it at X:0 and Y:0 and set its dimension to Width:45 and Height:39. Change to a *Hand* cursor. Click OK to close dialog
- Rename 'Mouse Area 1' to 'Button sensor'
- Connect: 'Button sensor', *Out-ports > Mouse Events > Mouse Roll Over [2D Number]* to 'Button over', *In-ports > Activate*
- Connect: 'Button sensor', *Out-ports > Mouse Events > Mouse Roll Out [2D Number]* to 'Button over', *In-ports > Deactivate*
- Connect: 'Button sensor', *Out-ports > Mouse Events > Mouse Press [2D Number]* to 'Button pressed', *In-ports > Activate*

- Connect: 'Button sensor', *Out-ports > Mouse Events > Mouse Release [2D Number]* to 'Button press', *In-ports > Deactivate*
- Insert a Scene object. Click OK to close the dialog
- Open the Scene object and change its *Stage* dimension to Width:45 and Height:39. Go back to the project root.
- Select all objects, except the Scene object, and cut (*Ctrl-X*) them.
- Open the Scene object again and paste the objects by right clicking the *Script Area*.
- Go back to the project root again and rename 'Scene 1' to 'Roll Over Button'.
- Position the 'Roll Over Button' at X:50 and Y:60
- Save the 'Roll Over Button' object for later use
- Make a copy of the 'Roll Over Button' and position the copy at the position X:140 and Y:60

4.1 New Project

Start a new project by clicking the *New Project* button in the *Menu Bar* or choose *File > New Project*

4.2 Insert an Image object

Insert an Image object and load the image named 'button1.jpg' found at:

- *[Path]/WireFusion 3/exercises/Tutorial4/*

Position the image at X:0 and Y:0 and rename it to 'Button'

4.3 Insert an Image object

Insert an Image object and load the image named 'button2.jpg' found at:

- *[Path]/WireFusion 3/exercises/Tutorial4/*

Position the image at X:0 and Y:0, rename it to 'Button over' and *Deactivate* it in the *Layers* view (Figure 4.1).



Figure 4.1 'Button over' deactivated

4.4 Insert an Image object

Insert an Image object and load the image named 'button3.jpg' found at:

- *[Path]/WireFusion 3/exercises/Tutorial4/*

Position the image at X:0 and Y:0, rename it to 'Button pressed' and *Deactivate* it in the *Layers* view.

4.5 Insert a Mouse Area object

Insert an Mouse Area object into your project, *Objects > Environment > Mouse Area*

Position it at X:0 and Y:0 and change its dimension to Width:45 and Height:39.

Change the cursor to a *Hand* cursor. Click the OK button to close the dialog.

Rename "'Mouse Area 1' to 'Button sensor' (Figure 4.2).

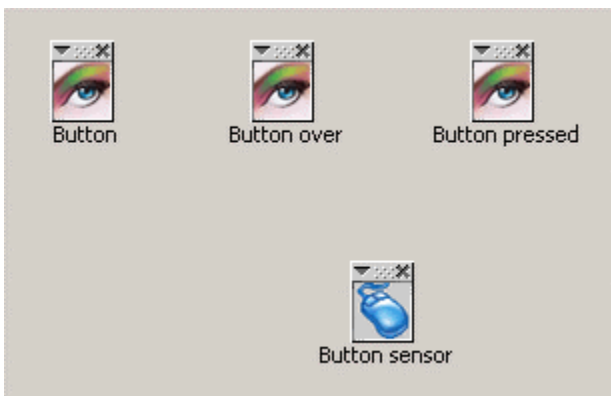


Figure 4.2 'Button sensor'

Make sure the layer order looks like Figure 4.3.

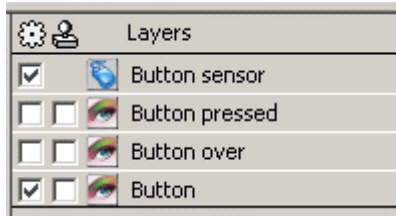


Figure 4.3 The layer order.

4.6 Roll over function

Connect:

- 'Button sensor', *Out-ports > Mouse Events > Mouse Roll Over [2D Number]* to 'Button over', *In-ports > Activate*
- 'Button sensor', *Out-ports > Mouse Events > Mouse Roll Out [2D Number]* to 'Button over', *In-ports > Deactivate*
- 'Button sensor', *Out-ports > Mouse Events > Mouse Press [2D Number]* to 'Button pressed', *In-ports > Activate*
- 'Button sensor', *Out-ports > Mouse Events > Mouse Release [2D Number]* to 'Button press', *In-ports > Deactivate*

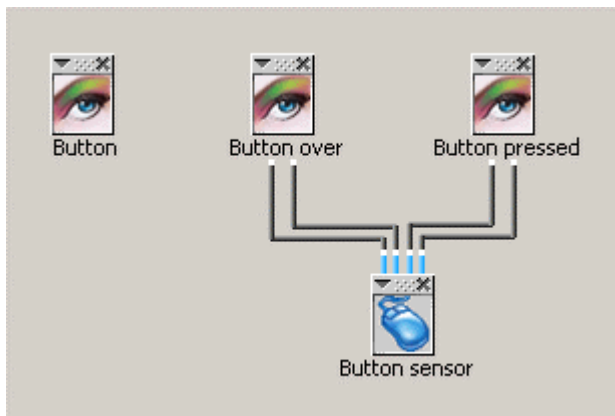


Figure 4.4. The 'Button sensor' connections

So what do the four connections above do?

Connection 1: When the mouse cursor is over the button, it will activate (show) the 'Button over' image.

Connection 2: When the mouse cursor rolls out from the button, it will deactivate (hide) the 'Button over' image.

Connection 3: When the mouse button is pressed over the button, it will activate (show) the 'Button pressed' image.

Connection 2: When the mouse button is released over the button, it will deactivate (hide) the 'Button pressed' image.

4.7 Test

Press F9 to test the roll over button (Figure 4.5).

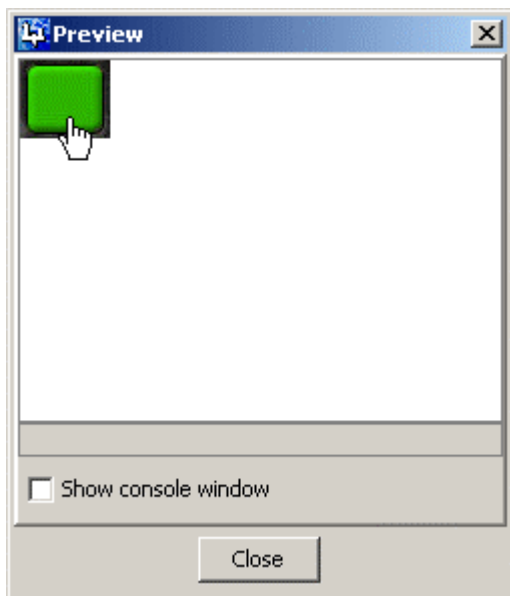


Figure 4.5 Previewing the button

4.8 Insert a Scene object

Insert an Scene object into your project, *Objects > Misc > Scene* (Figure 4.6)

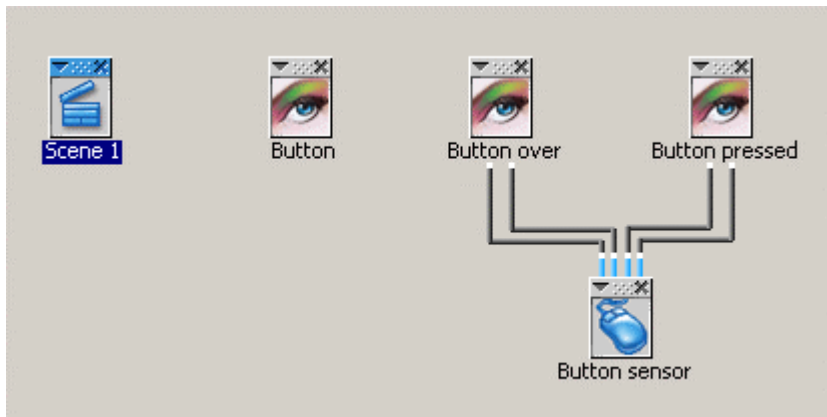


Figure 4.6 A Scene object inserted

Open the Scene object by choosing *Explore* from its local menu (Figure 4.7) or by clicking its icon in the *Folder* view (Figure 4.8).

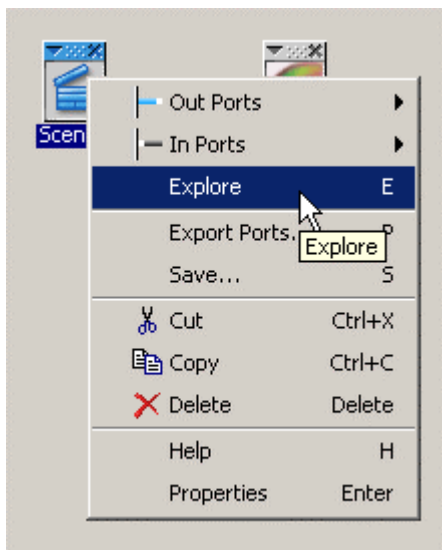


Figure 4.7 Opening the Scene object with the *Explore* option

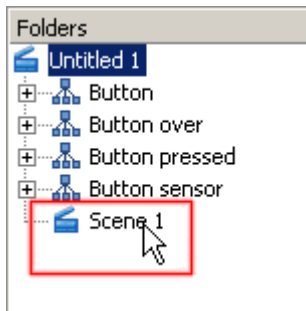


Figure 4.8 Opening the Scene object with the *Folder* view

4.9 Change Scene Properties

When you are inside the Scene object you will see a new empty *Stage*. Change its dimensions by choosing *Scene > Scene Properties*

When the *Scene Properties* dialog opens up, change the *Stage Width* to 45 and *Stage Height* to 39.

Go back to the project root by clicking the project icon in the *Folders* view (Figure 4.9) or by clicking the *Up* button in the *Menu Bar* (Figure 4.10).

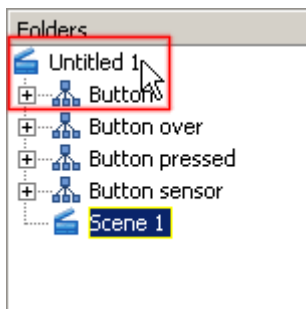


Figure 4.9 Going back using the *Folders'* view, by clicking 'Untitled 1'



Figure 4.10 Going back (up) with the *Up* button

4.10 Group objects

When you are at the root level, use the mouse to select all objects in the *Script Area*, except the Scene object (Figure 4.11).

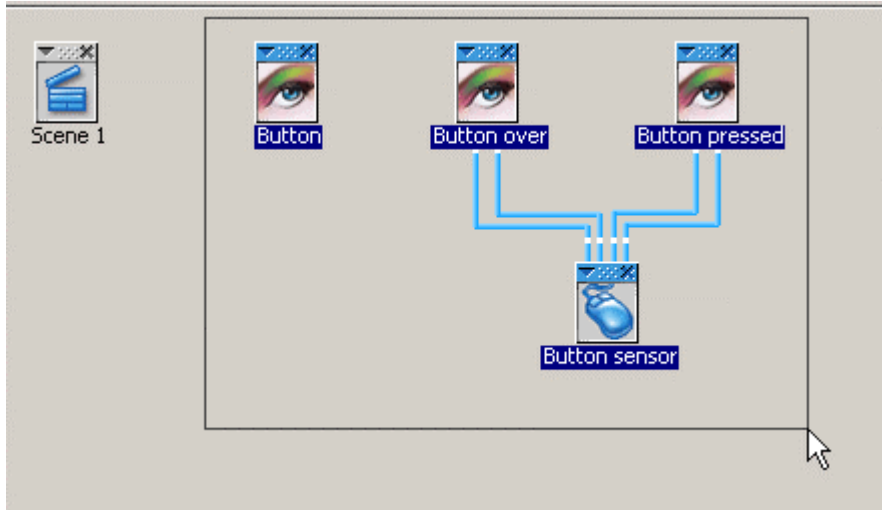


Figure 4.11 Selecting objects

Cut the objects by choosing *Edit > Cut*, or by pressing *Ctrl-X* on your keyboard. The objects and their connections will disappear.

Now, open the Scene object again and paste the objects by right-clicking anywhere in the empty *Script Area* (Figure 4.12 and Figure 4.13).

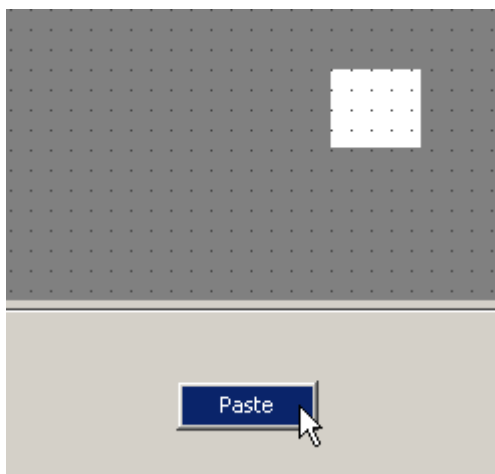


Figure 4.12 Pasting the objects

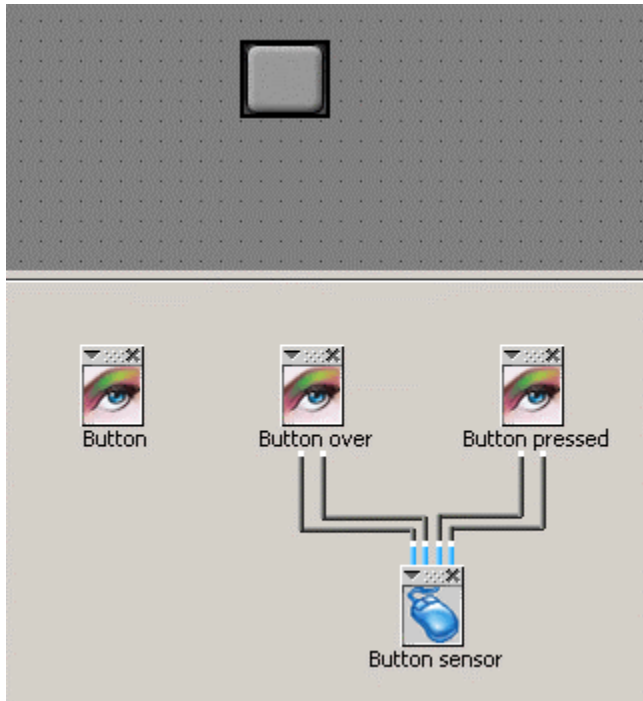


Figure 4.13 Objects pasted

4.11 Test local Scene

You can now test the local Scene, i.e. the Scene you currently are located in, by choosing *Scene > Preview Scene* or by pressing F8 (Figure 4.14). Close the viewer when ready previewing.



Figure 4.14 Previewing the local Scene

4.12 Saving the button

Move back (up) to the project root again and rename 'Scene 1' to 'Button Roll Over'.

Save the 'Button Roll Over' object for later use by choosing *Save...* from the 'Button Roll Over' local menu (Figure 4.15).

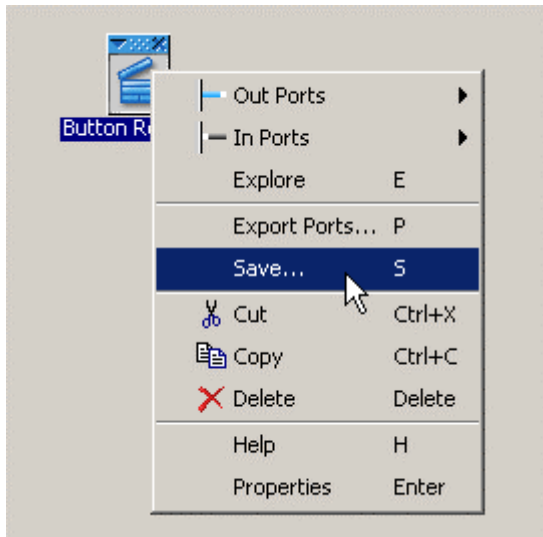


Figure 4.15 Saving 'Button Roll Over'

4.13 Copy the button

Copy the 'Button Roll Over' by selecting it and then choosing *Edit > Copy*, or *Ctrl+C*. Then right-click anywhere in the *Script Area* to paste it (Figure 4.16).



Figure 4.16 Copy and past of 'Button Roll Over'

Position one of the 'Button Roll Overs' at X:50 and Y:60 and the other at X:140 and Y:60 (Figure 4.17).

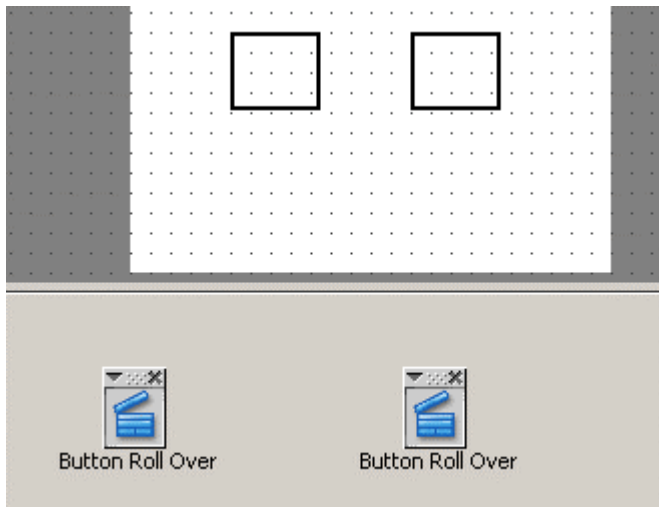


Figure 4.17

Preview by pressing F9.

4.14 Short Summary

In this exercise you have learned how to:

- *Activate* and *Deactivate* objects
- Use a **Mouse Area** object to trigger events
- Navigate the project using the *Folders* view
- Group objects into a **Scene** object
- Cut and paste a group of connected objects
- Copy and paste a single object
- Save an object for later use

Exercise 5

This exercise demonstrates how some of the filter objects works and how to animate their parameters.

If you don't want to work through this exercise, but still want to see what it looks like, then you can load the project from:

- *[Path]/WireFusion 3/projects/ex5a.wfp*
- *[Path]/WireFusion 3/projects/ex5b.wfp*
- *[Path]/WireFusion 3/projects/ex5c.wfp*

Objects used in this exercise:

- 1 Image
- 1 Slider
- 1 Blur
- 1 Brightness
- 1 Lens

In this exercise, you'll accomplish the following tasks:

- Load Exercise 2, 'ex2.wfp'
- Switch to *List View* and disconnect (delete) the connection between 'Opacity slider' and 'Leaves'
- Switch back to *Wire View* and insert a **Blur** object. Click OK to close the dialog
- Connect: 'Blur 1', *Out-ports > Mouse Events > Mouse Drag [2D Number]* to 'Blur 1', *In-ports > Set Position [2D Number]*
- Rename 'Opacity slider' to 'Filter slider'
- Connect: 'Filter slider', *Out-ports > Slider Value [Number]* to 'Blur 1', *In-ports > Set Strength [Number]*
- Preview (F9)
- Remove 'Blur 1'
- Insert a **Brightness** object. Click OK to close the dialog
- Connect: 'Brightness 1', *Out-ports > Mouse Events > Mouse Drag [2D Number]* to 'Brightness 1', *In-ports > Set Position [2D Number]*
- Open 'Filter slider' *Properties* dialog and change *Min value* to -100. Click OK to close the dialog
- Connect: 'Filter slider', *Out-ports > Slider Value [Number]* to 'Brightness 1', *In-ports > Set Brightness Level [Number]*
- Preview (F9)
- Remove 'Brightness 1'
- Insert a **Lens** object. Click OK to close the dialog
- Connect: 'Lens 1', *Out-ports > Mouse Events > Mouse Drag [2D Number]* to 'Lens 1', *In-ports > Set Position [2D Number]*

- Open 'Filter slider' Properties dialog and change *Min value* to -50, *Max value* to 50 and *Initial value* to 30. Click OK to close the dialog
- Connect: 'Filter slider', *Out-ports* > *Slider Value [Number]* to 'Lens 1', *In-ports* > *Set Brightness Level [Number]*
- Preview (F9)

5.1 Load a Project

Load Exercise 2 (the slider that animates the image opacity), choose *File > Open Project* and load:

- *[Path]/WireFusion 3/projects/ex2.wfp*

5.2 Delete a connection

Switch to *List View* by clicking the *List View* tab (Figure 5.1).

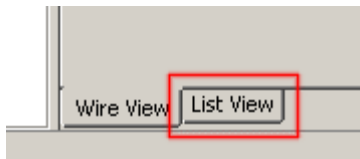


Figure 5.1 Switching to *List View*

Select the 'Opacity slider' in the *Object List* (Figure 5.2).



Name	Type	Value
 Leaves	Image	leaves_300x240.jpg
 Opacity slider	Slider	

Figure 5.2 'Opacity slider' selected in the *Object List*

Select the connection that appears in the *Wire List*, between 'Opacity slider' and 'Leaves' (Figure 5.3).



Figure 5.3 Connection selected in the *Wire List*

Delete the connection by clicking the *Delete* button (Figure 54.) in the *Menu Bar* or by pressing the *Delete* button on your keyboard.



Figure 5.4 *Delete* button

Switch back to the *Wire View* by clicking the *Wire View* tab (found next to the *List View* tab).

5.3 Insert a Blur object

Insert a **Blur** object into your project, *Objects > Filters > Blur*

In the **Blur** dialog you can set the default blur strenght, but since we will use a **Slider** to set the strength you can leave it as it is. Close the dialog.

Connect:

- 'Blur 1', *Out-ports > Mouse Events > Mouse Drag [2D Number]* to 'Blur 1', *In-ports > Set Position [2D Number]*

5.4 Animate the blur strength

Rename 'Opacity slider' to 'Filter slider'

- Connect: 'Filter slider', *Out-ports > Slider Value [Number]* to 'Blur 1', *In-ports > Set Strength [Number]* (Figure 5.5)

Note: The *Initial value* (100) set in the 'Filter slider' will be sent out at startup and hence override the default blur strength (5) set in the 'Blur 1' *Properties*.

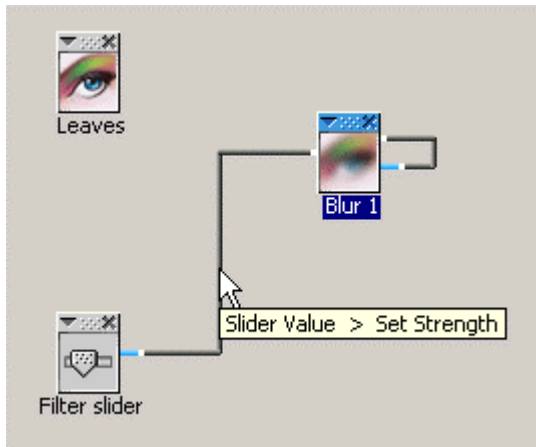


Figure 5.5 'Filter slider' connected to 'Blur 1'

Preview by pressing F9.

You can now move the Blur filter by dragging the mouse and change the its strength with the Slider (Figure 5.6).



Figure 5.6 Animated blur filter strength

Note: This completes the first part of Exercise 5 (*ex5a.wfp*)

5.5 Insert a Brightness object

Remove 'Blur 1' by selecting it and clicking the *Delete* button in the *Menu Bar* or by pressing the *Delete* button on your keyboard. Note how the connection is automatically removed as well when deleting.

Insert a Brightness object into your project, *Objects > Filters > Brightness*

In the Brightness dialog you can set the default brightness level, but as we will use a *Slider* to set the strength you can leave it as it is. Close the dialog.

Connect:

- 'Brightness 1', *Out-ports > Mouse Events > Mouse Drag [2D Number]* to 'Brightness 1', *In-ports > Set Position [2D Number]*

5.6 Animate the brightness level

Open the 'Filter slider' *Properties* dialog and change the *Min value* to -100 (Figure 5.7). Click OK to close the dialog.

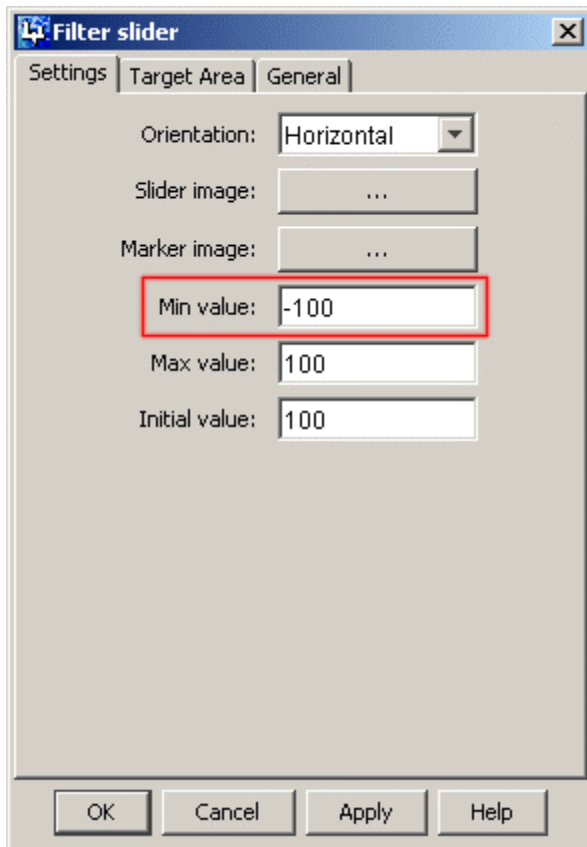


Figure 5.7 Changing the Slider *Min value* to -100

- Connect: 'Filter slider', *Out-ports > Slider Value [Number]* to 'Brightness 1', *In-ports > Set Brightness Level [Number]*

Note: The *Initial value* (100) set in the 'Filter slider' will be sent out at startup and hence override the default brightness level (50) set in the 'Brightness 1' *Properties*.

Preview by pressing F9.

You can now move the Brightness filter by dragging the mouse and change the brightness level with the Slider (Figure 5.8).

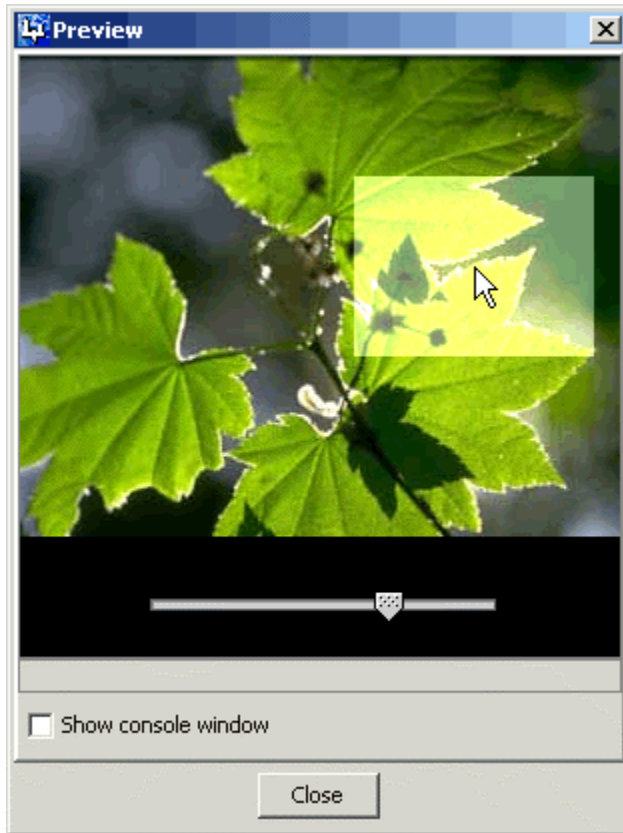


Figure 5.8 Animated brightness level

Note: This completes the second part of Exercise 5 (*ex5b.wfp*)

5.7 Insert a Lens object

Remove 'Brightness 1' and insert a `Lens` object into your project, *Objects > Filters > Lens*

In the `Lens` dialog you can set the default lens strength, but as we will use a `Slider` to set the strength you can leave it as it is. Close the dialog.

Connect:

- 'Lens 1', *Out-ports > Mouse Events > Mouse Drag [2D Number]* to 'Lens 1', *In-ports > Set Position [2D Number]*

5.8 Animate the lens strength

Open the 'Filter slider' *Properties* dialog and change the *Min value* to -50, *Max value* to 50 and the *Initial value* to 30. Click OK to close the dialog.

- Connect: 'Filter slider', *Out-ports > Slider Value [Number]* to 'Lens 1', *In-ports > Set Lens Strength [Number]*

Note: The *Initial value* (30) set in the 'Filter slider' will be sent out at startup and hence override the default lens strength (20) set in the 'Lens 1' *Properties*.

Preview by pressing F9.

You can now move the Lens filter by dragging the mouse and change the lens strength with the Slider (Figure 5.9).

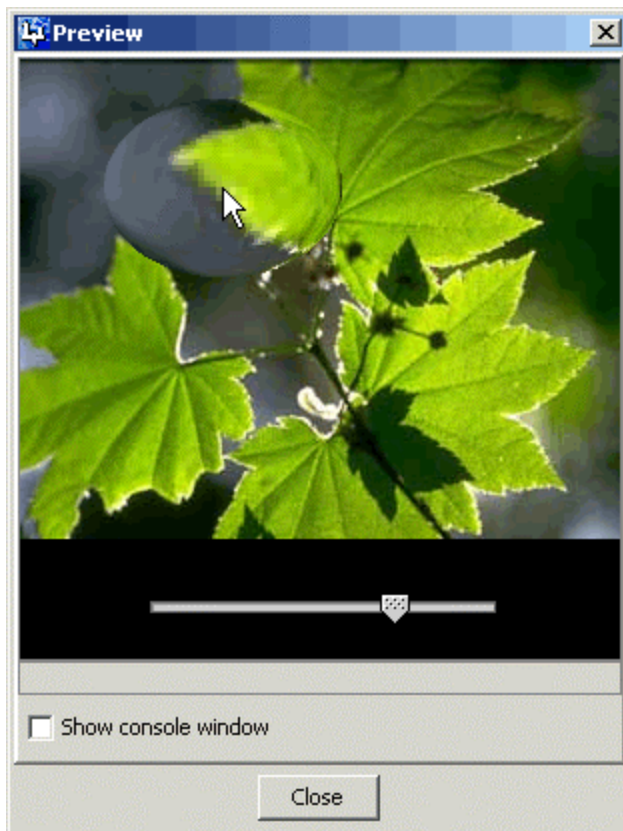


Figure 5.9 Animated lens strength

Note: This completes the third part of Exercise 5 (*ex5c.wfp*)

5.9 Short Summary

In this exercise you have learned how to:

- Delete a connection between two objects in the *List View*
- Delete an object from the project
- Change `Slider` settings (*Min*, *Max* and *Initial* values)

Exercise 6

This exercise demonstrates how to use an alpha channel map to shape a Brightness filter.

If you don't want to work through this exercise, but still want to see what it looks like, then you can load the project from:

- *[Path]/WireFusion 3/projects/ex6.wfp*

Objects used in this exercise:

- 2 Image
- 1 Slider
- 1 Brightness

In this exercise, you'll accomplish the following tasks:

- Load Exercise 5b, '*ex5b.wfp*'
- Open 'Brightness 1' Alpha Channel
- Insert an Image in the 'Brightness 1' Alpha Channel.
- Load the image '*flares_60x60.jpg*'. Click OK to close the dialog
- Resize 'Image 1' to the same size as the Stage dimension, press Alt-S.
- Preview (F9)

6.1 Load a Project

Load Exercise 5b (the slider that animates the brightness level), choose *File > Open Project* and load:

- *[Path]/WireFusion 3/projects/ex5b.wfp*

6.2 Open the Alpha Channel

Open the 'Brightness 1' *Alpha Channel* by choosing *Explore Alpha Channel* from the 'Brightness 1' object menu (Figure 6.1) or by first clicking the 'Brightness 1' icon in the *Folders* view and then the 'Alpha Channels' icon (Figure 6.2).

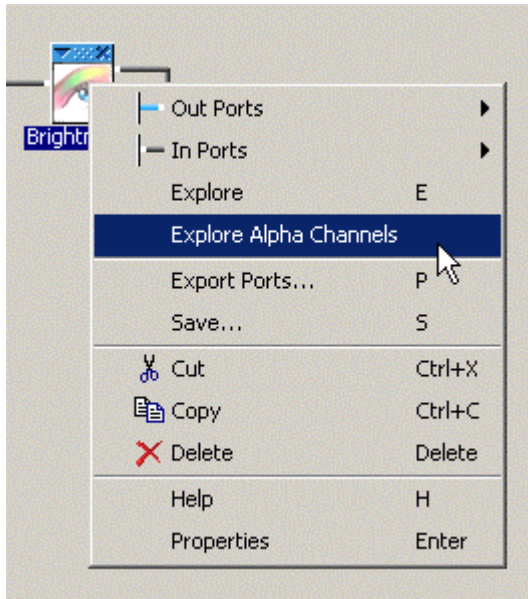


Figure 6.1 Opening the *Alpha Channels* for 'Brightness 1' using the local menu

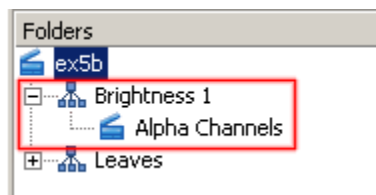


Figure 6.2 Opening the *Alpha Channels* for 'Brightness 1' using *Folders* view

You are now positioned in 'Alpha Channels', which is located in 'Brightness 1', and you will see an empty *Work Area* and *Script Area* (Figure 6.3).

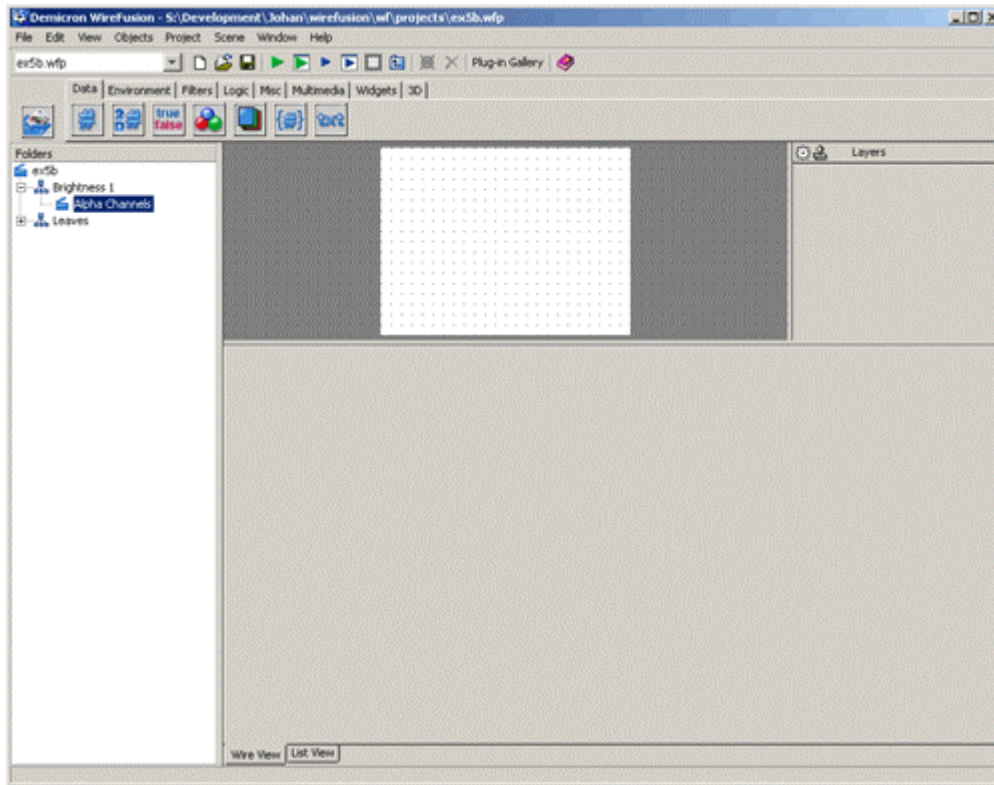


Figure 6.3 *Work Area* and *Script Area* in the 'Alpha Channels' object

6.3 Insert an Image object

In the 'Alpha Channels', insert an Image object and load the image named 'flare_60x60.gif' found at:

- *[Path]/WireFusion 3/exercises/Tutorial6/*

Click OK to close the dialog. Resize the 'Image 1' *Target Area* to the same size as the *Stage* dimension, i.e. 240x180 pixels, by pressing Alt+S (Figure 6.4).

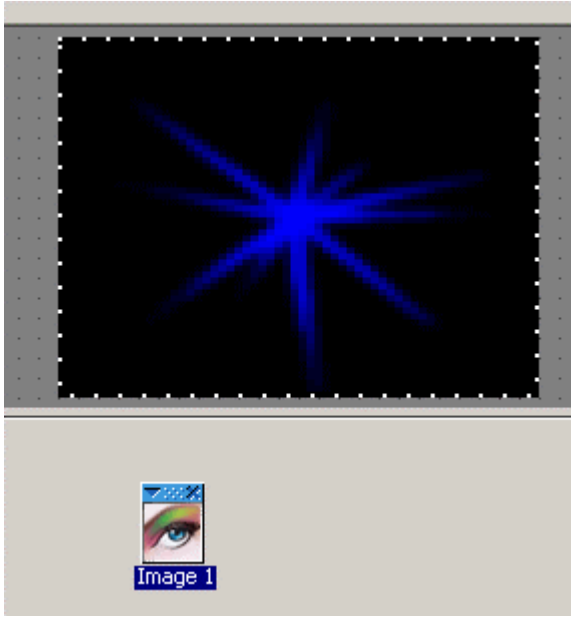


Figure 6.4 'Image 1' resized to the *Stage* dimension

Preview by pressing F9. You can now see how the before rectangular 'Brightness 1' *Target Area* has the shape of the flare-map (Figure 6.5).

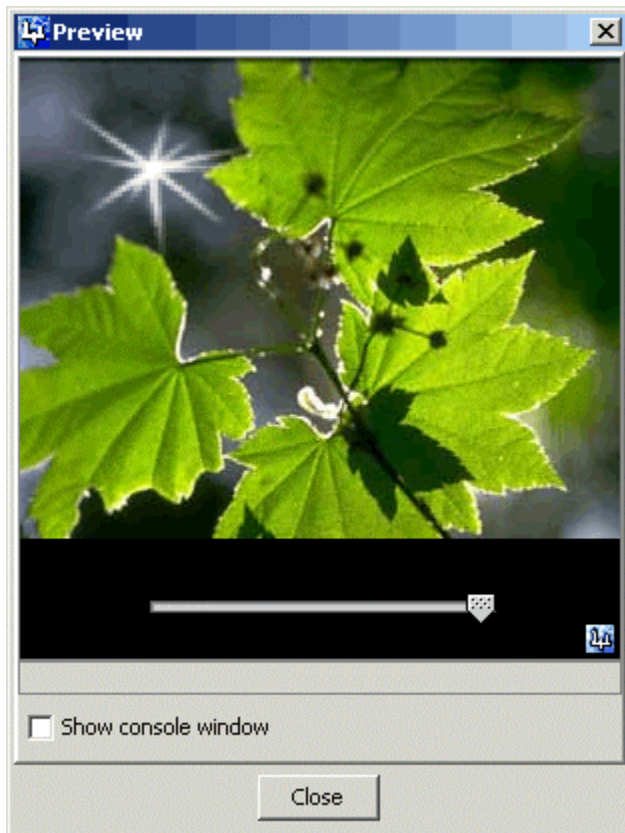


Figure 6.5 'Brightness 1' shaped as the flare-image.

6.4 Short Summary

In this exercise you have learned how to:

- Navigate to the *Alpha Channels* of an object
- Use an alpha channel map to shape a rectangular *Target Area*
- Resize a Target Area quickly to the same size as the *Stage* dimension