

256-color systems

◆ Related steps

A 16-color system has 16 colors, and it can display any of those colors at any time. A 16-million color system has 16-million colors it can also display at any time. A 256-color system, however, does not mean the screen has 256 colors, and it can display any of those colors at any time. In fact, the term 256-color system doesn't mean colors. It means 256 places. Furthermore, 20 of the 256 places are reserved for Windows system colors (16 Windows standard colors and 4 Windows defined colors)..

DemoShield will generate a color palette with up to 236 entries when Windows is running under 256 colors. This palette is generated using the colors from the scene background and all objects in the scene currently being displayed. In order for DemoShield to use this palette, you need to ensure that Allow Palettized Colors is enabled under the Demo Properties, Options tab.

By default, DemoShield determines color palettes on a scene by scene basis when the demo is played on 256-color systems. In this case, when DemoShield is creating the color palette for a scene, it takes the first 256 colors used by the scene background and all objects in the scene currently being displayed. DemoShield registers each color, and when the number reaches 256, it stops and closes the palette.

If you wish to disable the Allow Palettized Colors option, you may do so in the Options tab of the Demo Properties dialog.

Note If Allow Palettized Colors has been disabled, you may not use the Enable Full Palette Display option.

What happens when you try to use too many colors? Imagine a scene in your demo containing three bitmaps and several objects that together add up to 200 different, distinct colors. Let's say on top of that you add a wash that alone uses 100 colors. That makes 300 colors and that's too many. DemoShield closes the palette at 256 and the other colors won't appear on your demo screen. For your objects, DemoShield will map the additional colors to colors that it has already created in its color palette for the scene.

A Note From the Editor

DemoShield Corporation is dedicated to producing high-quality documentation that fits your needs.

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AUT

A backup file that DemoShield creates in Windows 3.1 when you enable Auto Save on the Preferences dialog box. In Windows 3.1, Auto Save files have an AUT extension.

In Windows 95, auto save files are named

Auto Save of *.dbd.

Auto Save files are located in the same directory (or folder) as your DESIGNER.EXE file.

See Also [BAK](#).

AVI

An Audio Video Interleaved file, which can contain several streams of data, including a video sequence and (optionally) sound. AVI files are created with Microsoft's video capture tools. For your viewers to play AVI files, they must have the appropriate AVI drivers loaded on their Windows system. AVI drivers are installed by default on Windows 95 systems.

Creating an AVI Object

You can create an AVI Object that will play your [AVI](#) file automatically, independently of your viewer, in the same way that you can use an Event Object to make action(s) happen without any viewer interaction. There are no limits on the number of AVI Objects a scene can contain.

Any time you play an AVI file, the AVI will cover up any objects on the screen. DemoShield time essentially stops until the AVI finishes playing.

The difference between using an AVI Object and a Play Video action lies in what happens when the AVI file stops playing. When you use an AVI Object to trigger your AVI, the last frame stays onscreen when the AVI file stops playing. DemoShield time begins again, however, as soon as the video stops playing. Any object's motions or effects will be performed. The last frame stays onscreen until its exit time, or until you play another video.

You will find having that last AVI frame onscreen is quite valuable. In a sales demo, for example, you can place text and graphics just outside of the AVI frame to point out and describe different items on the AVI image. The AVI image will continue to cover up objects placed beneath it on the demo screen.

Note For your viewers to play AVI files, they must have the appropriate AVI drivers on their system. AVI drivers are installed by default on Windows 95 systems.

Maximum Allowed Time

This message appears underneath [Exit Time](#) on the Object Styles Properties dialog box for an AVI Object:

Maximum allowed time of __ seconds.

The number that appears in this message is the Scene Length. The only purpose of this message is to let you know how long, after the AVI file stops playing, that the last AVI frame can remain onscreen.

Note You cannot play an SCM file through an AVI Object.

See the DemoShield [Knowledge Base](#) articles on AVI topics for more information.

AVI Objects

Create an AVI Object to play an Audio Video Interleaved (AVI) file in your demo without any viewer interaction. When you use an AVI Object to play your AVI file, the last frame stays onscreen for as long as you wish. You may also use an Event Object to play an AVI or SCM file without any viewer interaction. Simply choose the Play Video action in the True Actions or False Actions tab.

You can also create a Play Video action for an interactive object, such as a button. Create the interactive object and use the Actions tab to select the Play Video action. Then select the AVI or SCM file you wish to play.

AVI or



Create an AVI object to play an Audio Video Interleaved (AVI) file in your demo. You can also play an AVI file in your demo using the Play Video action without creating an AVI Object.

Steps



To create an AVI Object



To import a video file

Accelerators (Menu Shortcuts)

These are the shortcut keys you can press to implement common DemoShield menu commands. Whenever possible, DemoShield has implemented the standard Windows accelerators.

File menu

New - Ctrl+N	Open - Ctrl+O
Save - Ctrl+S	Exit - Alt+F

Edit menu

Undo - Ctrl+Z	Redo - Ctrl+Q
Cut - Ctrl+X	Copy - Ctrl+C
Paste - Ctrl+V	Delete - Del
Select All - Ctrl+A	Clear Selection - Esc
Duplicate - Ctrl+D	

Demo menu

Resource Manager - Ctrl+Enter

Object menu

Delete - Del	Edit Properties - Enter
Align to Left - Ctrl+L	Align to Right - Ctrl+R
Align to Top - Ctrl+T	Align to Bottom - Ctrl+B

Control menu

Next Scene - Shift+N
Previous Scene - Shift+P

Window menu

Cascade - Shift+F5
Tile - Shift+F4
Repaint Scene - Alt+P

Help menu

Help - F1

Action

An action is anything you make your demo do either automatically on its own, or when your viewer presses a key or clicks the mouse. Anything your viewer does using the keyboard or mouse is an event. One of the ways you make things happen in your demo is to [link](#) one or more actions to an event. (For more information, see [Overview: Actions](#))

Active Client Window

Captures the smallest active full window, but not a menu or transitory window. For example, if you were capturing a dialog box, you would see the whole dialog except for the window caption. To select this capture type, choose Capture Images from the Demo menu. The DemoShield Capture dialog box appears. Press Shift until Active Client Window appears.

Active Window

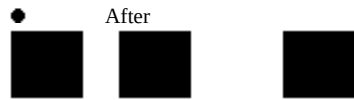
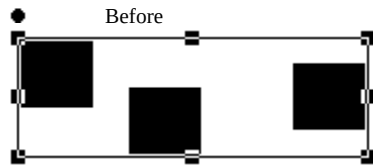
Captures the window with the focus. Will also show windows open within it. To select this capture type, choose Capture Images from the Demo menu. The DemoShield Capture dialog box appears. Press Shift until Active Window appears.

Advanced Actions

These are more complicated DemoShield actions, including actions you might use in live application demos, or to reset the contents displayed by objects or stored in variables. You may choose from the following Advanced Actions: Launch Application, Launch Demo, Play Macro, Set Contents, Set Variable, Send Windows Message, View Internet URL, Set Property, and Trigger Event.

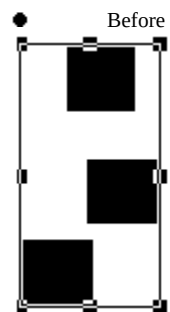
Align Horizontally (Centers Objects Horizontally)

Aligns selected objects on a horizontal line, to the center of the objects.



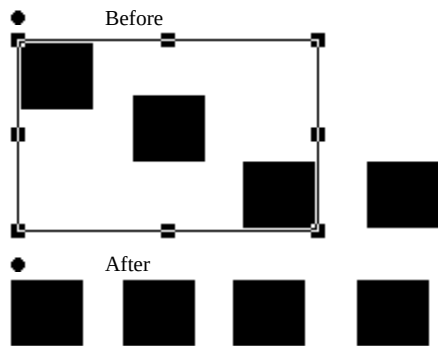
Align Vertically (Centers Objects Vertically)

Aligns selected objects on a vertical line, at the center of the objects.



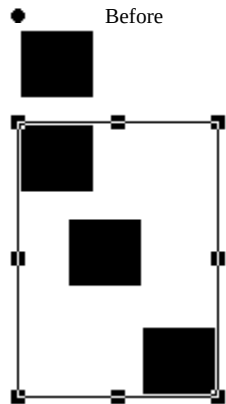
Align to Bottom

Aligns selected objects to line up horizontally with the bottom object.



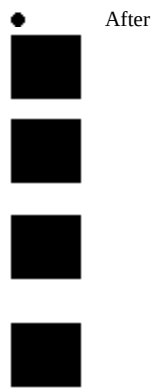
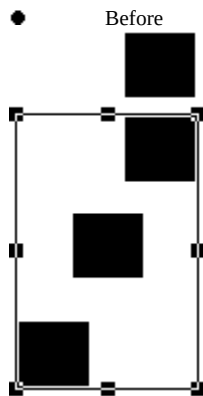
Align to Left

Aligns selected objects to the object farthest left.



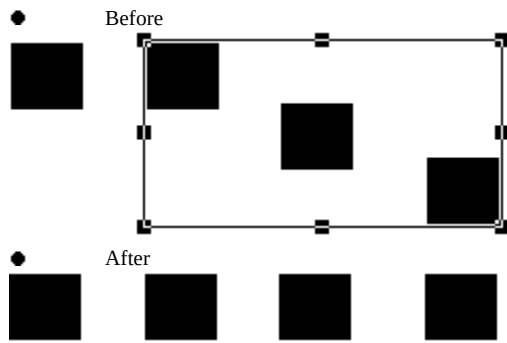
Align to Right

Aligns selected objects to the object farthest right.



Align to Top

Aligns selected objects to the topmost object.



Aligning Tools Palette

A panel with a row of buttons you can use to line up two or more objects you have selected in the Designer Window. For example, you can select objects, press the appropriate aligning button, and instantly center the objects in a vertical line. The Aligning Tools appear by default at the right side of the DemoShield screen, but you can drag them elsewhere.



Aligning Tools commands

These Object menu commands perform the same functions as the buttons on the [Aligning Tools palette](#).

- ▶ Space Vertically
- ▶ Space Horizontally
- ▶ Align Vertically
- ▶ Align Horizontally
- ▶ Align to Left
- ▶ Align to Right
- ▶ Align to Top
- ▶ Align to Bottom

Aligning Tools or



Choose this command from the View menu (or click the Toolbar button shown above) to display the Aligning Tools.

See [Basics: Aligning Tools](#) for details on how each aligning button works.

Steps



To align two or more objects

Allow Palettized Colors

DemoShield realizes its own 256-color palette when your demo plays on a 256-color system and Allow Palettized Colors is enabled. You may disable this property in the Options tab of the Demo Properties dialog box. By default, Allow Palettized Colors is enabled

Note This setting only affects your demo if you are using palettized colors, i.e., 256-color images or 16-color optimized palette images.

You may wish to disable the Allow Palettized Colors option if you have selected Windowed Playback Style, and want to avoid the possibility of conflict between DemoShield's palette realization and the palettes used by other Windows applications running simultaneously. This conflict can result in undesirable colors being displayed in your demo.

Note If Allow Palettized Colors is disabled, the Enable Full Palette Display option will not function properly

Allow User Interaction

Check this box to allow the viewer to interact with the running application.

If the Allow User Input check box is not checked, DemoShield effectively disables all keyboard input and mouse clicking by the user. (DemoShield Send Keys, Play Macro and Send Message actions are not affected by this, however.)

Note The disabling of user input is global in nature. If you are running your application non-maximized, then the user will not be able to interact with other Windows applications while user input is disabled. Also, when user input is disabled, DemoShield's Edit Field objects are also disabled. This option is not available on 32 bit operating systems.

Sort Alphabetically

The names of the objects in the scene appear in ascending alphabetical order.

AppCam resource

An AppCam resource is a type of [automation resource](#) you can use to demonstrate your software application.

The AppCam Wizard will help you capture sequences of bitmap screen images and [cursor points](#) as individual AppCam resources. When your AppCam resource plays in your demo, the viewer's mouse cursor will be taken from its original position and moved to the "cursor point" you captured. Therefore, you should capture a "cursor point" following each window (image) capture, and perhaps more often, to most effectively simulate your application in action. To play an AppCam resource in your demo, create an [Automation Object](#).

Application

A computer program that you use to perform specific, practical work. Word and data processing, spreadsheet, desktop publishing, income tax, and presentation graphics programs are all examples of applications. Application file means the main file that runs the program. Because this file is capable of running independently, it is also called an executable file and usually has the filename extension .EXE.

Entering Your Application Files

Use the Object Data Properties dialog box to enter the path and filenames of your application files, and any other data DemoShield will need to play your macro. The Object Data Properties dialog box has three fields:

- **Executable.** Type the path/name of the executable file, or click the Browse button to browse for the *.EXE file.
- **Command Line Parameters.** Type the names of any file(s), switch(es), and/or option(s) that also go on the command line. You may include an Edit Field token, such as <Edit Field 1>, which will substitute the characters typed into an Edit Field by your viewer for all or part of the Application Command Line path. For example: c:\myapp\data\<Edit Field 1>.
- **Additional Required Files.** Type the names of any additional file(s) you plan to use with this macro.

About Application Objects

Create an Application Object when you want to launch and control another software application. The application will run live, along with the demo, so the viewer can interact with it. You can only create an Application Object in a full screen demo, by using an [Application Scene](#). In a windowed demo, there is no concept of an Application Scene.

Application Properties, General

The General Properties tab is the first tab to appear when you open an Application Object's Properties dialog box for the first time. Use the General Properties tab to enter or change the object's name. Every object in a scene must have a unique name. (Two different objects can have the same name if they are in different scenes.) Names are not case-sensitive: for example, you cannot name two different objects "Application 1" and "application 1." An object can have a name up to 32 characters long. Type any characters you wish -- letters, numbers, or other characters.

About Application Scenes

In the General tab of the Scene Properties dialog box, you will find a check box labeled Application Scene. Check this box if you are creating a full-screen (not windowed mode) demo, and plan to run a live application within this scene. An Application Scene has a transparent background which allows you to run both another application and the demo at the same time. You would simply design the scene with a few key objects, positioned in such a way that they will not interfere with your running application.

Note When creating a windowed mode demo, you do not need to check Application Scene in order to create an Application Object. DemoShield does not create transparent application scenes when playing in windowed mode. Therefore, it is especially important to clear (deselect) the Keep Demo Always on Top check box in the Options tab of the Demo Properties dialog box. Alternately, when creating an Application Scene in a full-screen demo, you will generally want to enable the Keep Demo Always on Top property. This will ensure that the application window does not cover up the (transparent) demo window, which was designed to float on top of the application window.

Application Termination

Click on the combo box below Application Termination to select when you want DemoShield to close the running application.

You can terminate (close) the application:

- when the demo ends
- when the scene ends
- never

If you select the Scene Terminate option, DemoShield will close the application when the scene resets. If you select the Demo Terminate option, DemoShield will hide the application when the scene resets, and close it when the demo ends. With the Never Terminate option, DemoShield will never hide the window, and the application will stay open after the demo is closed.

Application or



Creates an Application Object. This selection is disabled until you click the Application Scene check box in the General tab of the Scene Properties dialog box.

Steps

- ▶ To create an application scene
- ▶ To create an Application Object

Apply Styles or



Clicking the Apply Properties toolbar button is the same as choosing Apply Styles from the Edit Menu.

Steps

▶ To apply styles to an object

Arrange Tools



Choose Arrange Tools from the View menu or the Toolbar to arrange the following tools neatly on the DemoShield screen: the Scene Editor, the Demo Controller, the Object Palette and the Aligning Tools.

Arrange Tools automatically moves any tools and palettes you are currently using to the right edge of the screen, and optimizes their arrangement. If your DemoShield window is large enough, the palettes appear in this order starting at the top:

- Scene Editor
- Demo Controller
- Aligning Tools
- Object Palette
- Auto Shapes Palette

Steps

- ▶ To optimize the arrangement of tools and palettes

Arrow Keys

The keys with up, down, left and right arrows that you use to move the cursor in a word processing or spreadsheet program. In DemoShield you can use the arrow keys to nudge an object you've selected to reposition it in the Designer Window. You can also use the arrow keys with the Shift or Ctrl key to shrink or stretch an object.

Attach Template

Choose Attach Template from the File menu to begin using an existing template with your demo file. Several templates have been included with DemoShield5. They are located in the Templates directory (or folder).

Each time you open a demo with an attached template, that template will load automatically. Templates will not affect existing objects or scenes, only new ones created after the template has been attached.

Steps



[To attach a template](#)

Automation Wizard (SoftPhrase): converting text into a SoftPhrase resource

To edit or replace the text shown

1. Click the Edit button.
2. Follow the steps in the SoftPhrase text editor to edit the text as you wish.

You may add, delete, or paste text from another application, or type new text, select it, and click Add.

Your new text will appear in the Preview window.

2. Click Next..

To select the font, font color, background color, and other formatting options

1. Right-click on the Preview window
2. The SoftPhrase Text Element Properties dialog box opens.
3. Click on the Options, Font, Font Color, or Background Color tab.
4. Make your property selections as you would for a regular Text Object.
5. When you are finished, click OK to close the Properties dialog box.

When you have finished editing your SoftPhrase resource, click Next to advance to the Automation Viewer dialog box.

Auto Shapes Palette



A panel with buttons that you use to create closed graphic objects. The Auto Shapes Palette appears by default at the right side of your DemoShield screen, but you can drag it elsewhere. There is a button on the palette for each graphic object you can create. To create an object, click the button for the object you want, then click in the Designer Window and drag until the object is the desired size. Click again to close the object. You can resize an Auto Shape at any time. If you do not see the Auto Shapes Palette, choose its name from the View menu.

Auto Shapes Palette

Choose this command from the View menu to view the Auto Shapes Palette. Auto Shapes are predrawn, closed graphic objects. You can resize them horizontally or vertically. The process for editing the properties of all graphic objects are the same.

To create an Auto Shape, click the button for the object you want, then click in the Designer Window and drag until the object is the size you want it. Click again to close the object. You can resize an Auto Shape at any time.

Steps



To create an Auto Shape

Auto Size

Choose Auto Size to be able to adjust the width of the RTF text you display. After you choose Auto Size, select the Text Object in the Designer Window. Then drag on the handles to stretch and shape the Text Object the same way you resize any object. The text formats itself to the size of the object.

Automatic Last Demo Launch

Check this box in the Enable tab of the (File) Preferences dialog box if you want the last demo you edited to open automatically when you launch DemoShield.

Automation or



Create an Automation Object to record and play an automation resource in your demo scene.

Steps

- ▶ To create an Automation Object
- ▶ To play an AppCam resource in your demo
- ▶ To play a SoftPhrase resource in your demo

Automation Resource

A type of resource that is really a composite of several internal DemoShield data types. Typical DemoShield resources, such as bitmaps, are produced externally and then imported into DemoShield to serve a specific purpose in your demo. An automation resource serves to automate functions that are available separately in DemoShield, but are easier to use when combined. For example, the functionality embodied in an AppCam resource could be essentially duplicated by capturing screen images individually, and then building a series of Move Cursor actions triggered by buttons or Event Objects. The ability to capture these images and cursor point locations together and save them as editable sequences simply automates this functionality. A SoftPhrase resource automates the process of creating and setting the timing for several blocks of text that will appear sequentially in your demo. To create or edit automation resources, create an Automation Object or choose Automation from the Demo menu.

Note Any automation resource greater than 2 MB must be imported by reference. Automation resources may not be greater than 6 MB.

Automation Wizard: Automation Viewer

This is where you will edit your AppCam or SoftPhrase resource. Each black vertical bar represents a separate sequence.

To add an AppCam sequence to your resource

1. Click the Add button

The Automation Capture dialog appears. Follow the steps indicated.

To add a SoftPhrase sequence to your resource

1. Click the Add button

The SoftPhrase Text Editor appears on top of the Automation Viewer..

2. Type in the text you wish to add, or paste new text from the clipboard.
3. Select the new text and click the Add button.
4. Click Done.

You will return to the Automation Viewer.

To test play your AppCam or SoftPhrase resource

1. Click Test Play

Your AppCam or SoftPhrase Sequence will play in test mode. When it has finished playing, you will return to the Automation Viewer.

To save your AppCam or SoftPhrase resource

1. Click Next

The Save dialog appears.

To synchronize an AppCam resource with a SoftPhrase resource

If you have selected an AppCam and a SoftPhrase resource to synchronize in a previous step, you may do so in the Automation Viewer - AutoSync.

A gray line in the middle of the Viewer window separates the AppCam sequences (top) from the SoftPhrase sequences (bottom).

1. Double-click on the first sequence that you wish to synchronize. It could be either an AppCam sequence or a SoftPhrase sequence. The black sequence indicator bar turns a gray color to indicate it has been selected.
2. Double-click on the opposite-type sequence that you wish to synchronize with your first selection. DemoShield immediately changes the lifespan of the AppCam sequence to match the lifespan of the SoftPhrase sequence.
3. When you finish synchronizing your AppCam and SoftPhrase sequences, click Save to save your edits to both resources.
4. Click Cancel to return to edit mode in the Designer, or click Another to choose to create or edit another automation resource.

Automation Wizard: Autosync

1. Click to select an AppCam resource and a SoftPhrase resource.
2. Click Next. The Automation Viewer dialog for AutoSync appears.
A gray line in the middle of the Viewer window separates the AppCam sequences (top) from the SoftPhrase sequences (bottom).
3. Double-click on the first sequence that you wish to synchronize. It could be either an AppCam sequence or a SoftPhrase sequence. The black sequence indicator bar turns a gray color to indicate it has been selected.
4. Double-click on the opposite-type sequence that you wish to synchronize with your first selection. DemoShield immediately changes the lifespan of the AppCam sequence to match the lifespan of the SoftPhrase sequence.
5. When you finish synchronizing your AppCam and SoftPhrase sequences, click Save to save your edits to both resources.
6. Click Cancel to return to edit mode in the Designer, or click Another to choose to create or edit another automation resource.

Automation Wizard (AppCam): capture action

In this step, the Automation Wizard will prompt you to capture the action of your application. You may capture as many window and cursor point images as you wish.

Note Since all image captures will be displayed relative to the background window you captured first, all dialog boxes or other images must be positioned inside the dimensions of the background window when you capture them. Otherwise, the image will be clipped. Do not move your background (main) window until you have finished capturing your AppCam resource.

1. Click Begin

The Automation Capture dialog appears

2. Use the Shift key to toggle between Window Under Pointer and Cursor Point captures.
3. Press Ctrl to perform each capture
4. Repeat steps 2 and 3 as often as necessary to capture a sequence of images and cursor moves.

Later, you will be able to add sequences, as well as to edit individual elements within a sequence. You will also be able to delete and rearrange sequences.

5. Click Done in the Automation Capture dialog when you have finished capturing your sequence.

The next dialog appears.

Automation Wizard (AppCam): capture background window

In this step, the Automation Wizard will prompt you to capture the background window (usually the main application window). This image will display in the background for the duration of your AppCam resource. Your subsequent image and cursor point captures will be displayed on top of this background image. For this reason, your background window should be larger than any other window you capture.

1. Click Begin

The Designer minimizes, and the Capture dialog appears.

2. Click on the application title bar
3. Click Ctrl to capture the window

The next dialog appears.

Automation Wizard: editing a SoftPhrase resource

To edit text in a SoftPhrase resource

1. Type the edited text in the edit field of the SoftPhrase Text Editor.

You may press the Spell button to activate the Spell Checker.

2. Click Cancel to ignore the changes.

Click OK to accept the changes and return to the initial SoftPhrase editor.

To select the font, font color, background color, and other formatting options

1. Click OK to return to the initial SoftPhrase editor.
2. Right-click on the Preview window
3. The SoftPhrase Text Element Properties dialog box opens.
4. Click on the Options, Font, Font Color, or Background Color tab.
5. Make your property selections as you would for a regular Text Object.
6. When you are finished, click OK to close the Properties dialog box.

Automation Wizard: new, edit, or synchronize

In this step, you may create a new automation resource, edit or preview an existing automation resource, or synchronize the timing of an existing AppCam resource with an existing SoftPhrase resource.

To create a new automation resource

1. Click the New button
The next dialog appears.
2. Select either AppCam or SoftPhrase for the type of automation you wish to create.

To edit an existing automation resource

1. Select the automation resource you wish to edit from the list under Automations
2. Click the Preview button to see your automation.
3. Click the AutoSync button. A new AutoSync Wizard dialog box appears.

To synchronize the timing of an AppCam sequence with a SoftPhrase sequence

1. Click the AutoSync button. A new AutoSync Wizard dialog box appears.
2. Click to select an AppCam resource and a SoftPhrase resource.
3. Click Next. The Automation Viewer dialog for AutoSync appears.
A gray line in the middle of the Viewer window separates the AppCam sequences (top) from the SoftPhrase sequences (bottom).
4. Double-click on the first sequence that you wish to synchronize. It could be either an AppCam sequence or a SoftPhrase sequence. The black sequence indicator bar turns a gray color to indicate it has been selected.
5. Double-click on the opposite-type sequence that you wish to synchronize with your first selection. DemoShield immediately changes the lifespan of the AppCam sequence to match the lifespan of the SoftPhrase sequence.
6. When you finish synchronizing your AppCam and SoftPhrase sequences, click Save to save your edits to both resources.
7. Click Cancel to return to edit mode in the Designer, or click Another to choose to create or edit another automation resource.

Automation Wizard (AppCam): open application

In this step, the Automation Wizard prompts you to open the application you wish to show with your AppCam sequence.

1. Click Begin

The Automation Capture dialog will appear and prompt you to open your application.

2. Open the application.
3. Click Done.

The Automation Wizard - AppCam will reappear.

Automation Wizard (SoftPhrase): reading speed

In this step, choose from among the three reading speeds: slow, medium, and fast. This will determine how long each block of text will remain onscreen.

WPS stands for Words Per Second. DemoShield counts each new space character as the beginning of a new word.

Click Next.

Automation Wizard: selecting a new automation resource type

In this step, you select which automation type you wish to create.

1. Select between an AppCam and a SoftPhrase automation type.
2. Click Next.

If you wish to create a new automation resource, or to edit an existing one, click Back.

Automation Wizard: selecting text for a SoftPhrase resource

To import text from a *.TXT file

1. Click the Browse button

Locate the *.TXT file.

2. Click Next

To type in your own text

1. Click Next

Automation Wizard (AppCam): size application

In this step, the Automation Wizard will prompt you to size your application window to fit in your demo.

1. Click Begin

The AppCam Automation Sizing Window appears.

2. Click on your application window and move it to fit inside the Sizing Window.

Note The Sizing Window is merely a guide. In the next step, you will capture your main application window. *This is the key step*. The image that you capture will serve as the "base" image for all image and cursor point captures to follow.

3. Click Done

The next dialog appears.

Automation Wizard: to save an automation resource

1. Type a name for your automation resource
2. Click Save Automation
3. Click Another to create another automation resource (either AppCam or SoftPhrase)

Click Done to return to the Designer.

BAK

A demo backup file. When you save changes to an existing demo (DBD) file, DemoShield automatically backs up the previous version of the DBD file. In Windows 3.1, these backups are saved with a BAK extension. If a backup copy exists, the current BAK overwrites and replaces the previous BAK file.

In Windows 95, backup files are given the name

Backup of *.dbd.

Backup files are identical to DBD files in every other way. The backup for any demo is located in the same directory (or folder) as the original DBD file.

See Also [.AUT](#)

BMP

A bitmap (image) file. The screen images you capture with DemoShield are saved as bitmaps. You can display a bitmap image on a Bitmap Button, in a closed Graphic Object, or as the background of a scene.

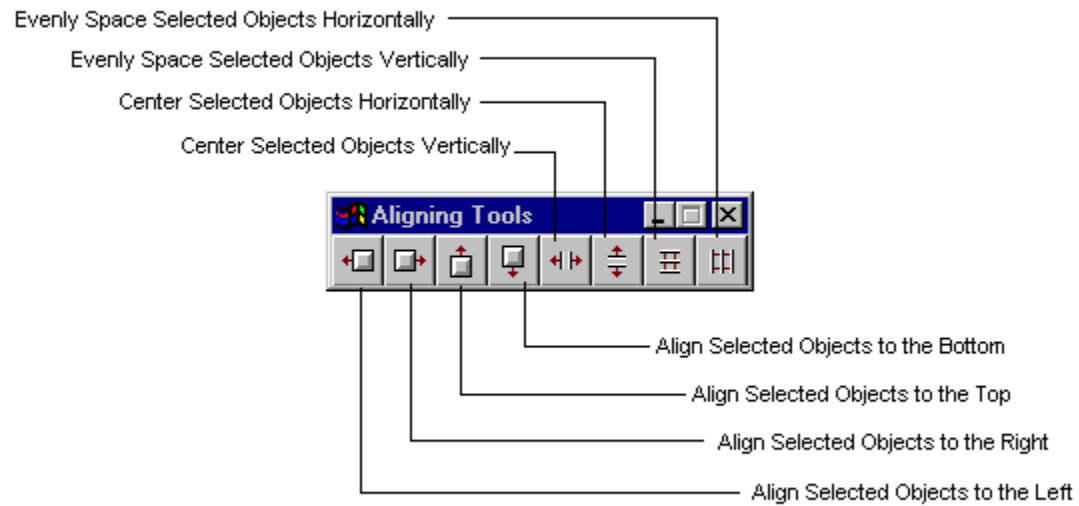


Go Back

[Click the arrow to close this window](#)

The Aligning Tools

◆ [Related steps](#) [Click the aligning tool you want to know more about.](#)

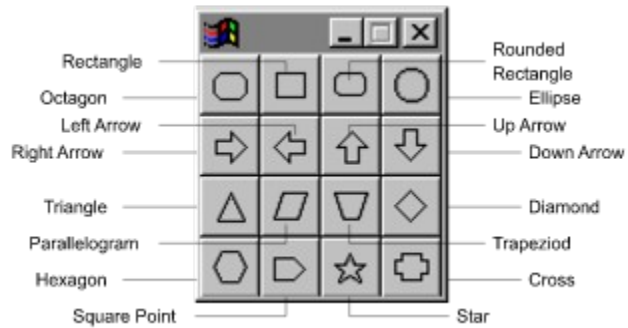


[Back to the Designer Screen Visual Tour](#)

[Close this window](#) - return to the main Help window

Auto Shapes Palette

◆ [Related steps](#)



Auto Shapes are predrawn closed Graphic Objects that you can fill with a solid color, pattern, wash, or image. You may resize these images horizontally, vertically, or diagonally.

[Back to the Designer Screen Visual Tour](#)

[Close this window](#) and return to the main Help window

Demo Controller

◆ [Related steps](#)

◆ [More about](#) Click the area of the Controller you want to know more about.



[Back to the Designer Screen Visual Tour](#)

[Close this window](#) - return to the main Help window

Object Palette

► [Creating Objects](#) Click the area of the object palette you want to know more about.



[Back to the Designer Screen Visual Tour.](#)

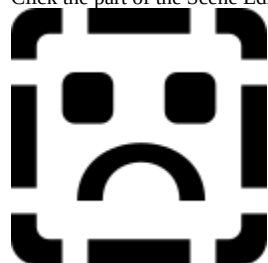
[Close this window](#) - return to the main Help window

Scene Editor

▶ [Related steps](#)

▶ [More About](#)

Click the part of the Scene Editor you want to know more about.

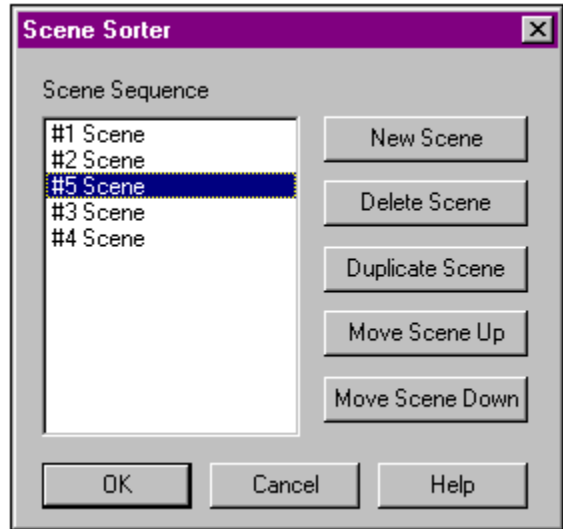


[Back to the Designer Screen Visual Tour.](#)

[Close this window](#) - return to the main Help window

The Scene Sorter

► **Related steps** [Click the part of the Scene Sorter you want to know more about.](#)

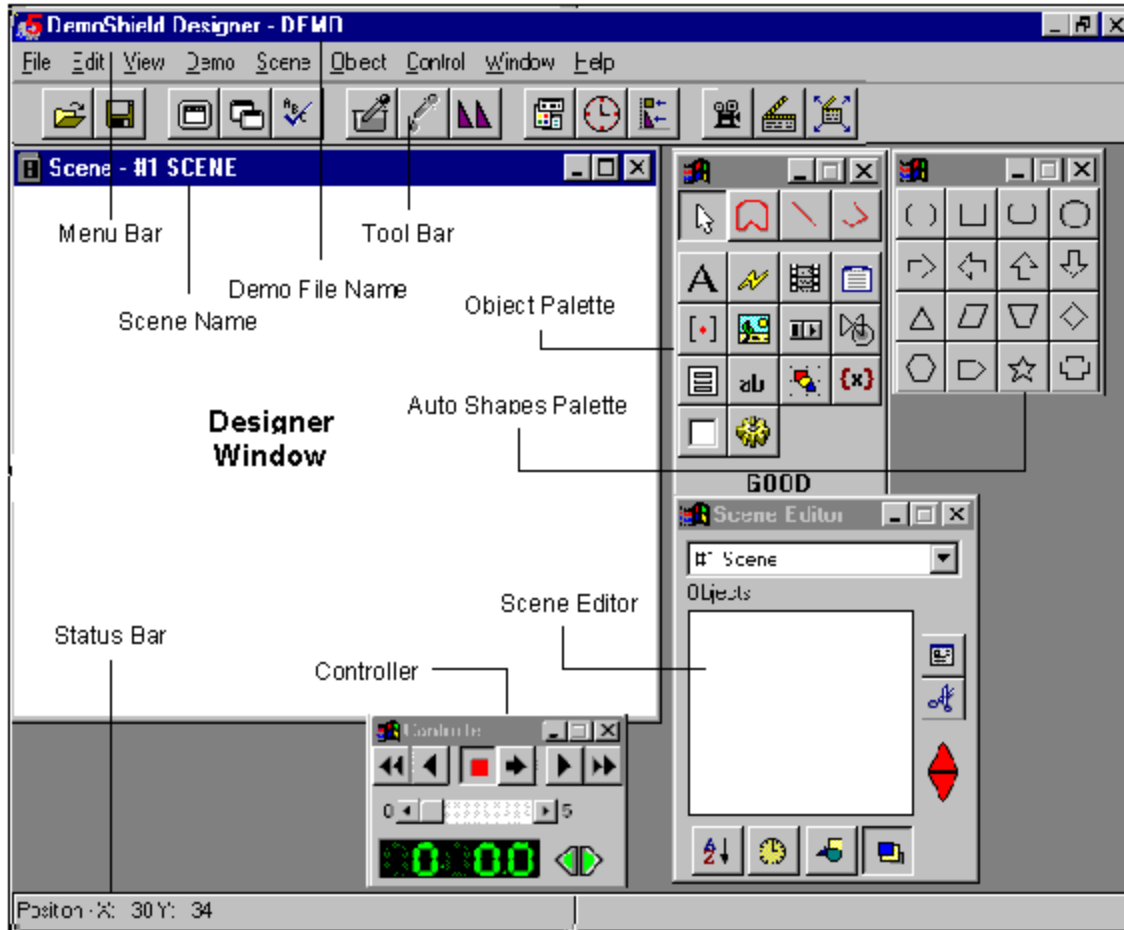


- ▶ Click the arrow to close this window and return to the main menu

The DemoShield Screen

- ▶ **Related steps** Click an area of the screen to see a topic about that area.

Note: Each menu is a separate topic.



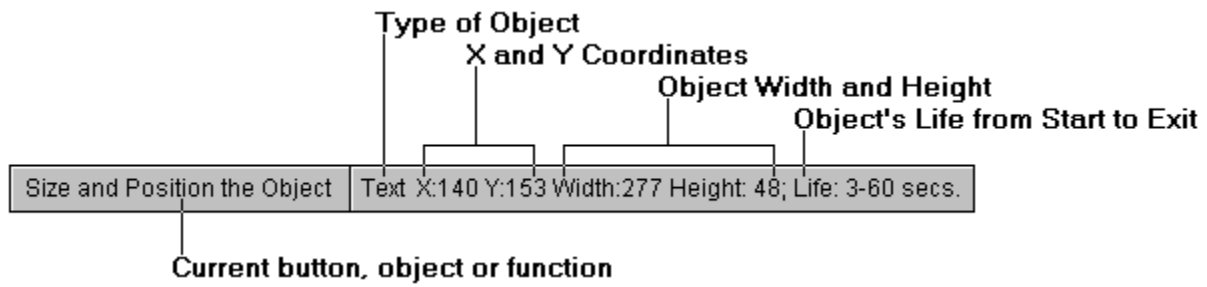
[Back to the Designer Screen Visual Tour](#)

[Close this window](#) and return to the main Help window

Status Bar

► [Related steps](#)

◆ [More About](#)



[Back to the Designer Screen Visual Tour.](#)

[Close this window](#) - return to the main Help window

The Timeline Editor

► [Related steps](#) Click the part of the Timeline Editor you want to know more about.



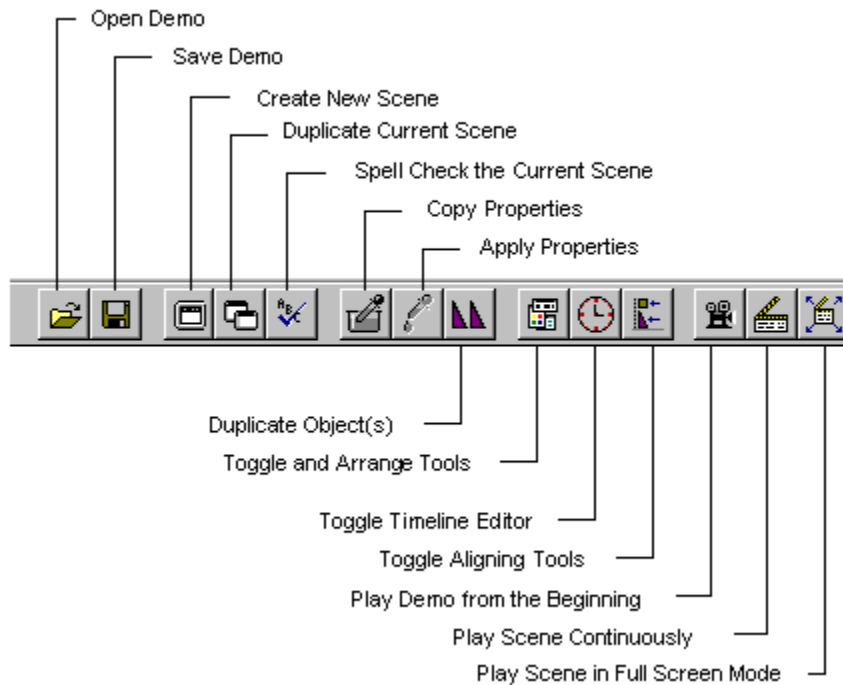
[Back to the Designer Screen Visual Tour.](#)

[Close this window](#) - return to the main Help window

Toolbar

► [Related steps](#)

Click the area of the Toolbar you want to know more about.



▶ Click the arrow to close this window and return to the main menu

Tools and Palettes

▶ [Related steps](#)

Tool or Palette	Description
The Object Palette	<p>The Object Palette contains 18 buttons you use to create objects and place them on your demo screen. These objects include lines, text, interactive objects, such as buttons your viewer can click to control how your demo plays; and other objects, such as Variable Objects and Group Objects.</p> <p>More about</p>
The Auto Shapes Palette	<p>The Auto Shapes Palette contains 16 shapes you can choose from, including rectangles, ellipses and stars. All of the Auto Shapes are closed Graphic Objects. You can resize a shape horizontally, vertically or diagonally. Auto Shapes can contain solid, pattern, wash or image fills.</p> <p>More about</p>
The Scene Editor	<p>Use the Scene Editor to manage the objects in your scenes. You can use the Scene Editor to switch to any scene, and to select any object and change its properties.</p> <p>More about</p>
The Aligning Tools	<p>Use the Aligning Tools to arrange objects automatically on the demo screen. With the Aligning Tools, for example, you can select a group of buttons, click a button, and line them up in a perfectly straight line.</p> <p>More about</p>
The Demo Controller	<p>Use the Demo Controller to test run and edit your demo. The Controller has a run-time clock with buttons you can use to play and stop playing the current demo or reset the clock for the current scene, and other controls.</p> <p>More about</p>
The Scene Sorter	<p>Use the Scene Sorter to manage the scenes in your demo. You can create a blank scene, delete, duplicate, and rearrange scenes.</p> <p>More about</p>
The Timeline Editor	<p>Use the Timeline Editor to quickly change the life properties of several objects within a scene without the need to open each individual property dialog box.</p> <p>More about</p>

► Click this arrow to close this window and return to the main menu

Using the Mouse or the Keyboard

► [Related steps](#)

Keys

Delete

Deletes all selected objects from the scene.

Enter

Opens the Properties dialog box for a selected [object](#). If you have selected more than one object, the Properties dialog box opens for the first object you selected.

Escape

Removes selection from all objects.

Tab and Shift+Tab

Selects the next or previous object in the scene in the order you created them. Tab selects the next object. Shift+Tab selects the previous object. Within a dialog box, you can press Tab to move to the next field, or Shift+Tab to move back to the previous field.

Resizing Keys

You can use keystrokes to [resize](#) an object more precisely than you can with a mouse. You will stretch or shrink the selected object by one layout unit (one pixel by default). See [Object Layout Settings](#) for the steps to change the layout unit.

Stretching

Hold down Ctrl and press the left or right arrow key (on the numeric keypad) to stretch an object horizontally in the selected direction. Use Ctrl and the up or down key to stretch an object vertically.

Shrinking

Press Shift+any arrow key to shrink an object in the selected direction.

Resizing All Sides

Press the plus (+) key on your numeric keypad to expand the object by one layout unit. (See [Object Layout Settings](#) for the steps to change the layout unit.)

Press the minus (-) key on your numeric keypad to shrink the object by one layout unit.

Mouse

Left-Click

Selects the object underneath the mouse and deselects any object(s) that you may have previously selected. If there is no object underneath the mouse, a left mouse button click deselects all selected object(s). When we say "click" in this Help file, we mean "left-click."

Right-Click

Displays the shortcut menu for the closest object beneath the cursor. Select and click on Object Properties to open the Object Properties dialog box. If no object is underneath the cursor, DemoShield displays a similar shortcut menu for the scene.

Double-Click

A double-click on an object opens its Properties dialog box for editing. If no object is beneath the cursor, the Scene Properties dialog box opens. When we say "double-click" in this Help file, we mean "double left-click."

Shift+Click

Selects the object beneath it even if it is out of its lifespan. If you click on an object, handles will appear around it to show it is selected. If you right-click on an object, will see the shortcut menu with Object Properties selected. Either way, press Enter to open the Properties dialog box.

Bitmap

A graphic or textual image, made up of tiny dots called pixels, generated and saved on a computer. Bitmap filenames have the extension .BMP. The screen captures you can make using DemoShield are bitmaps.

Bitmap Button



Creates a 3-dimensional Windows button that you can use to display an image, a caption, or both.

Steps



To create a Bitmap Button

Bookmarking

You may now choose to store information about how your viewer interacts with your demo, even after the demo closes.

You may store:

- The data your viewer typed into an Edit Field
- The last value of a global or local variable
- Whether a particular button was pressed or unpressed

This "data permanence" feature allows you to "bookmark" a viewer's place in the demo. The viewer can close the demo at any time, and return later to where he or she left off.

The data is stored in an *.INI file co-located with the demo file on your viewer's system. A programmer can use a Windows API call to obtain data from the *.INI file for use by an application. For example, you might have an application which launches a series of tutorial demos. The viewer's score on the first tutorial could be used to determine which tutorial opens next.

Steps

- ▶ To permanently save data in an edit field
- ▶ To permanently save the state of a button
- ▶ To permanently save a value stored in a Variable Object
- ▶ To permanently save global variables

Techniques

- ▶ To bookmark a viewer's place in the demo

Border Style

The type of border you choose for an object. Suppose, for example, you have created a rectangular Graphic Object. An object's border surrounds the object like a frame around a picture. You can choose a border that is a thick line or a thin line, a broken line or a solid line, or two lines instead of one. Use the Border Style Properties dialog box to set an object's border style.

Bring to Front and Send to Back actions

When two or more objects are located in the same place onscreen, the object in front can block from view the object(s) behind it. But often in creating a demo you want more than one object in the same place.

Use the Bring to Front and Send to Back actions to move an object from its current position to the top or the bottom of the stack of layered objects. Moving an object closer to the front is called bringing, and moving an object farther back is called sending.

The Bring One Layer Closer and Send One Layer Back actions operate on the same principle. When you bring an object one layer closer, it gets one position closer to the front of the stack; likewise, Send One Layer Back sends an object one position further back.

Note The "stack order" in DemoShield is the same as the Z order.

Build Action Wizard

The Build Action Wizard is a help wizard that launches within the Designer to assist you in building an action for an [interactive object](#) or [Event Object](#). The Wizard opens when you click the Build Action button in an Actions, True Actions, or False Actions tab. The Build Action Wizard will ask you a series of questions to gather the information needed to perform the requested action. After you answer each question, press the Next button to continue. When the last question is answered, click Finish to close the Wizard. For details on selecting specific actions, see the [Actions Dictionary](#).

Button

When you see the word "button" in this document without anything else to describe it, the button can be a standard Windows push button, a radio button, a check box, or a bitmap button.

Creating a Menu Button Caption

You can create a menu with up to five buttons. A check next to a button tells you the button will appear on the PopUp Menu that the viewer sees in your demo screen. Every button is listed in the Properties dialog box, Object Styles tab underneath the heading Menu Buttons, whether or not you are using the button.

- To remove a button from the menu, double-click the button in the list underneath Menu Buttons.

The check next to the button disappears. That button will no longer be visible on the menu.

- To use a button on your menu that currently has no check next to it, double-click the button.

The check appears, and you can assign the button a caption and function using the steps explained next.

VCR Buttons are ready to use the minute you create and place them on your demo screen. Even though you're free to customize each VCR Button, it comes with a default caption and function. Menu Buttons are different. It may look as if they too have captions, but they don't. The captions that you see in brackets are only there as examples, and they have no function. Every Menu Button is user-defined. That is, you give it a caption and decide what it does.

Button or



Use a Button Object to create a push button, radio button or check box. After you create the button, open the object's Properties dialog box to choose the button style.

Steps



To create a radio button, check box, or push button object

Sort By Object Type

Objects appear in the list separated by type. For example, Graphic Objects are separate from Text Objects. The objects in each group are sorted in the order you created them.

Sort By Start Time

The object that appears first in the scene is at the top of the list and the other objects follow in sequence according to their Start Time. To set the Start Time, use the Life Properties dialog box (See [Life](#)).

CD Browser

A CD Browser demo provides a graphical user interface (or front end) for launching another application or applications. For example, a software publisher may wish to distribute a CD containing evaluation-only versions of several new software applications. Rather than simply place all the executables on a CD, the publisher could create a DemoShield demo that would allow the user to select the application they are interested in, go to a scene or scenes describing the application, and press a button when they are ready to launch the application. When the viewer closes the application, they would return to the demo's menu scene and could select another application to explore.

The bases of the CD Browser capability lies in the Launch Demo and Launch Application actions which allow you to launch another application or demo.

If you installed this version of DemoShield from a CD, you have already seen a CD Browser demo. This DemoShield5 demo provides a user-friendly way for our customers to install the products they have purchased, as well as to view information on additional company products and services.

Cancel button, Scene Sorter

Cancels all selections and closes the Scene Sorter. To save your selections before closing, press OK.

Caption

Text that can appear on a button or the title bar of a window.

Caption for Windowed Demo

A caption is the title bar and text that appears at the top of the demo window during playback.

Choose a caption for your windowed demo if you want your viewers to be able to move the demo window around on their screens. Use the Demo Properties dialog box, Styles tab to select a caption option. You can type a caption for the window, or select Use Scene Name for Caption. If you choose Eliminate caption, the window will remain in a fixed location on the screen.

Note If the system the demo is being played on is running at the same screen resolution as the demo, the caption will take up the top 20 pixels on the screen, resulting in a slight amount of scaling. This scaling may cause objects to line up incorrectly. To avoid this problem, you will need to either make the width and height of your demo window 20 pixels smaller, or enable the Eliminate Caption option in the Demo Styles tab of the Demo Properties dialog box.

Capture Images

Use this Demo menu command to capture your application screens as bitmap images. This command minimizes the Designer Window, and brings up the DemoShield Capture dialog box. You can move this small dialog anywhere you wish. You are now free to open and prepare the application you wish to capture. To see all the types of captures available in the DemoShield Capture dialog, press the Shift key. When you are ready to capture, press the Ctrl key. Click Done to return to edit mode in the Designer.

Capture Types

- ▶ Window Under Pointer
- ▶ Active Window
- ▶ Active Client Window
- ▶ Full Screen Capture

Options

- ▶ Capture Pointer

Steps

- ▶ To capture your application screens
- ▶ To preview screen captures
- ▶ To use screen captures in your demo

Capture Pointer

To capture your pointer (cursor image) as part of your screen capture, press F12.

The text on the DemoShield Capture dialog box turns blue to indicate that you will be capturing the cursor.

To toggle this option off, press F12 again.

Capturing Your Application Screens

Choose Capture Images from the Demo Menu to enter DemoShield's "capture mode." The Designer is minimized, and a small dialog box appears. You can move this dialog anywhere you wish. You are now free to open and prepare the application you wish to capture. To see all the capture types available in the DemoShield Capture dialog, press the Shift key. When you are ready to capture, press the Ctrl key. Click Done to return to edit mode in the Designer.

Cascade

Arranges your demo windows so they overlap one another displaying only the title bar of each window except the one on top.

Note In this version of DemoShield it is only possible to display one demo at a time in the Designer Window.

Check Box

A check box is a standard Windows button used to make selections, primarily in a dialog box. When a check box is pressed (selected), an X appears inside it.

Shown below are examples of two DemoShield Button Objects set to the check box style.

☐ Check Box (unpressed)


☒ Check Box (pressed)

Check Resources

Check this box in the Enable tab of the (File) Preferences dialog box if you want DemoShield to check for unused resources each time you save your demo. If an unused resource (image, RTE, video, or sound) is found, you will be notified of its filename.

Click OK to continue checking for unused resources; click Cancel to stop the checking process and complete the save. After the save is completed, you may open the Resource Manager dialog box to delete the unused resources.

Note DemoShield cannot determine if your macro or file (EXE, TXT, etc.) resources are being used in the demo. Check for those resources manually.

You may also check resources through the Resource Manager dialog. Click Check in the Resource Manager dialog and DemoShield will indicate those resources that have been used () , and those which have not been used (



). Those resources for which DemoShield cannot determine the status, will be indicated with a



Check Spelling

The Check Spelling dialog appears if a word requiring your attention is detected. You can use the dialog to specify whether the word should be ignored or replaced.

Add button: Causes the reported word to be added to the dictionary that is selected in the Add Words To list. Use the Add button if a correctly spelled word that you use often is reported as a misspelling (e.g., your family name). If the word is not used frequently, you may want to press the Ignore or Ignore All buttons instead.

Add Words To list: Indicates the user dictionary that words will be added to when you press the Add button. The Add Words To list shows all ignore-type user dictionaries currently open. You can open or close other dictionaries via the Dictionaries dialog, which is accessible by pressing the Dictionaries button.

Cancel button: Stops the current spell-checking operation.

Change button: Causes the reported word to be replaced with the word appearing in the Change To box. Only this occurrence of the reported word is replaced. If you wish to replace this and all following occurrences of the word, press the Change All button.

Change All button: Causes this and all other occurrences of the reported word to be replaced with the word appearing in the Change To box. If you wish to replace only this occurrence of the word, use the Change button. If the reported word is one you frequently misspell, you might consider adding it to an auto change or conditionally change type dictionary via the Dictionaries dialog. You can display the Dictionaries dialog by pressing the Dictionaries button.

Change To box: Contains the word which will replace the reported word when you press the Change or Change All buttons. You can type a word in the Change To box, or you can select one of the suggested replacements from the Suggestions list.

Consider Changing box: Contains a word which *may* be misspelled or otherwise incorrect, and is presented with a suggested replacement word. You can change the word by pressing the Change button, or skip it by pressing the Ignore button.

Note The label of this box changes to "Not in dictionary" when a misspelled word is detected.

Dictionaries button: Causes the Dictionaries dialog to be displayed. You can use the Dictionaries dialog to open or close user dictionaries, and to edit the contents of user dictionaries.

Ignore button: Causes this occurrence only of the reported word to be skipped (i.e., no change will be made). If the same spelling of the word appears later, it will be reported.

Ignore All button: Causes this and all other occurrences of the reported word to be skipped (i.e., no change will be made). You might use this button if the reported word is actually spelled correctly. If the word is one you use frequently, you may wish to add it to the dictionary by pressing the Add button,

Lock check box: Locks the position of the Check Spelling dialog in place. Normally, the Check Spelling dialog attempts to position itself to avoid the window containing the text being checked. When the Lock check box is selected, the Check Spelling dialog will always appear at the last place you positioned it.

Not in dictionary box: Indicates that a misspelled word was detected. The word is considered misspelled because it could not be located in any open dictionaries, or was located in an exclude-type dictionary. Note that the label of this box changes to "Consider changing" when a word and a suggested replacement are displayed.

Options button: Causes the Options dialog to be displayed. You can use the Options dialog to set Check Spelling options.

Suggest button: Causes a set of suggested replacements for reported words to be added to the Suggestions list. This button is enabled only if the Always Suggest option is disabled. Each time you press the Suggest button, a more intensive search for replacements is conducted. Once all possible suggestions are located, the Suggest button is disabled.

Suggestions list: Contains a list of suggested replacements for the reported word. If you have enabled the Always Suggest option, this list will be filled automatically when a word is reported. Otherwise, the list is filled only when you press the Suggest button. A word selected in this list will automatically be copied to the Change To box, where it can be substituted for the reported word by pressing the Change button.

Clear Selection

Deselects the currently selected object(s).

Close Current Demo

Choose Close from the File menu to close the demo you are currently editing. If you changed the file after loading it, a prompt appears asking if you want to save your changes.

Combo Box

A rectangular box onscreen attached to a list of choices.

To the right of the box there is a button with an image of an arrow pointing down. When you click the button, a list of items appears underneath the box. This list shows the items from which you can select. To select an item, click the item. The item you select appears in the rectangular box above the list.

If the list is too long, or the items too wide, to display all at once, scroll bars appear that you can use to search for the item you want.

Command Line Parameters for DEMO.EXE

► Related steps

You may change the way your demo runs in the Player (DEMO.EXE or DEMO32.EXE) by adding parameters to the command line that launches the demo. You may use these command line parameters in conjunction with, or in place of, the DemoShield Server code.

Note You may not use command line parameters with DEMO.EXE when you are using the Setup Wizard to build your distribution disks. Refer to [To build your distribution disks without the Setup Wizard](#) for details.

1. Windows 3.1 users: Select the Player icon in Program Manager and press Alt+Enter (or select Properties from the File Menu) to open the Program Item Properties dialog box.
Windows 95 users: Double-click on My Computer, the correct drive, and then on your folder(s) as necessary to locate the DemoShield Player icon (or DEMO32.EXE). Right-click on the icon and select Properties from the shortcut menu to open the Properties dialog box. Click on the Shortcut tab.
2. Under the Command Line edit field (Windows 3.1) or the Target field in the Shortcut tab (Windows 95), you will see the full path to your DEMO.EXE (or DEMO32.EXE) file, followed by a space, and then the name of the .dbd file you are playing.
3. You may add one or more parameters to the command (or target) line. Place a space before each parameter.

These are the command line parameters:

- c Kills the Ending Message (if one was set in the Options tab of the Demo Properties dialog box), and instead displays CLOSING.BMP (if one exists) along with the DemoShield and Lotus Screen Cam closing logos (if ScreenCam was used in the demo).
- q Silent DemoShield launch. Launches the demo without displaying the "DemoShield Is Initializing...Please Wait" dialog.
- s Launches the DemoShield Player in server mode.
- xn Positions a windowed demo at a new fixed X coordinate (n). You can also set the Y coordinate (see below for example). Only works with windowed demos.
- yn Positions a windowed demo at a new fixed Y coordinate (n). Only works with windowed demos.

Example: `c:\windows\demos\DEMO.EXE window.dbd -q -x100 -y200`

Comparing Software Demo Techniques

With DemoShield, you are not limited to one technique for demonstrating your software application. You can create a [live application demo](#), where your viewer can interact with your running application, or you can choose to create a simpler [software simulation demo](#) providing your viewer with a realistic simulation of your application.

Choose from three main techniques to demonstrate your software.

Create a:

- Live Application Demo
- Software Simulation Demo Using AppCam
- Software Simulation Demo Using Video Screen Captures

You can also mix and match these techniques within the same demo.

Live Application Demos vs. Software Simulation Demos

A live application demo is ideally suited for training current users on your software. They already have the necessary executable files, and they will be strongly motivated to complete "try it yourself" modules.

Simulations are the preferred technique for creating presales demos. Since no executables are required, the size of the distributable demo file is much smaller, and there are no concerns about unwanted access to your application files. A simulated application demo that uses bitmaps and cursor movements can usually fit on one disk. Even in a simulation, you can allow your users a high level of interaction with the demo through the use of buttons, hot spots, popup menus, and other interactive objects.

Comparing Simulation Techniques

There are two main techniques for simulating your software applications.

You can use:

- Video Screen Captures, or
- AppCam Resources

Recording [video screen captures](#) of your application may be the fastest and easiest way to demonstrate your software. This technique involves using either Lotus ScreenCam (bundled free with DemoShield) or Video for Windows's Screen Capture program to record video of your running application. In just a few hours you can record several videos (with or without sound) which show off your application's features. With Lotus ScreenCam you can record full screen videos of your application which can include captions. After you import your video files into DemoShield, you can simply create a Features Scene where you place buttons for your viewer to click to watch each video. Then add your introductory and closing scenes, and you're finished designing your demo.

Using [AppCam Resources](#) to demonstrate your application is slightly more time-consuming, but offers additional benefits. The main advantage of this technique is the ability to produce small demo files. If you are capturing 16-color images, it is definitely possible to create a demo using as many as 70 images that will fit on one distribution disk. Also, since this technique uses real-time cursor movement, it offers a more realistic simulation than simple video playback.

Another important benefit is that you can utilize other DemoShield features while the AppCam is running. When your AppCam resource plays, DemoShield time continues as usual. You can scroll text, play sound, even provide an interactive button for your viewer to change scenes. By contrast, when you play a video file in your demo, DemoShield time stops and no other motions or actions will be performed until the video ends.

Comparing All Software Demo Techniques (table)

This table compares all three of the main techniques for producing a software demo by various issues, such as file size and development time.

See Also

- ▶ [To Play an AppCam Resource in your demo](#)
- ▶ [Simulating Using Video Screen Captures](#)
- ▶ [Live Application Demos](#)

About Comparisons

When you make a comparison you examine the properties of two objects to see if they are similar or different. You can use a comparison to make actions happen in your demo. When you compare two things in DemoShield, you say, for example:

If A equals B then perform this action, or

If A is equal to or greater than B then perform this action, or

If A is not equal to B then perform this action, and so on.

When you say If A equals B and in fact it turns out that A does equal B, then we say the comparison is true. If A does not equal B, then the comparison is false.

You start by entering the data you want to compare and the type of comparison you want to make.

For a description of the object properties you can compare, click on [Object Properties List](#).

For a description of the global variables you can compare, click on [Global Variables List](#).

Then you build True Actions and/or False Actions.

A True Action is an action you want your demo to perform if the comparison is true. A False Action is an action your demo will perform if the comparison is false. If you enter a True Action without entering a False Action, and the comparison is false, your demo will not perform the True action and nothing else will happen.

Example

CompuServe

CompuServe is one of the best online tools you can use to receive technical support. We check CompuServe's email several times per day (Monday through Friday) and can report excellent success with both sending and receiving large demo files.

You may also use CompuServe to visit the DemoShield Forum (GO WINAPC). You may visit either our [World Wide Web site](#) or the Forum to download the latest maintenance releases, minor updates, updates to the Knowledge Base, sample demos, and other useful information. You may also post messages for DemoShield users and technical staff.

Topics

- ▶ [Starting a CompuServe Account](#)
- ▶ [CompuServe E-Mail Messages](#)
- ▶ [The DemoShield Forum](#)

CompuServe email message

You can log into [CompuServe](#) and send an email message to the DemoShield Technical Support staff:
74774,552

Conditions

Any criteria, properties, or values that are required before some action can be performed. For example, you can use the Comparison tab within an Event Object to compare the properties of two objects in your demo, and make the demo perform one action if the properties are the same and a different action if the properties are different.

Configure Preferences

Use this tab in the Preferences dialog box to select your default new demo resolution and to choose the key or keys that will trigger macro recording.

Configure

- ▶ Default New Demo Resolution
- ▶ Macro Start/Stop Recording Key

Steps

- ▶ To choose the Start/Stop Recording Macro key
- ▶ To change the default new demo resolution

Constant

A constant is a numerical value or a text string that does not change during the execution of the demo.

See [variable](#).

Contacting Us

Full technical support is available to all registered users, worldwide, for a period of 60 days, beginning with your first technical support request.

After your 60-day free technical support period expires, you may purchase a technical support plan.

Please read [Requesting Support](#) for information you should include when requesting support.

Whenever possible, please send us your technical support questions via the [World Wide Web](#), CompuServe, email, or fax. It's the best way to ensure that you will reach the appropriate DemoShield person and get the detailed, accurate answers you need.

Note [International](#): When you contact us from abroad, please provide your full address, including city, state or province, and country. Also make sure to include your fax and phone numbers with complete information (international country codes) on dialing from the United States.

Contact Methods

- ▶ [Internet](#)
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Edit Mode

When you click the Stop Playing button, the demo stops running and DemoShield switches to Edit Mode.

In Edit Mode:

- You can work with objects in the Designer Window: that is, move them and edit their properties.
- Time stops and the Controller clock is inactive.
- All the Controller buttons appear activated.
- Any tool panels and palettes that were onscreen before you clicked Play reappear.

Play

Click the Play button to play the demo from the beginning.

Note What you see in the Designer Window is a snapshot of the scene at a given point in time. Only those objects that exist at that time will be shown. To edit an object outside of its lifespan, double-click on the object's name in the Objects List of the Scene Editor.

Stop Playing

Click the Stop Playing button to stop the scene. When you stop a scene the clock stops, and you return to Edit Mode.

Test Mode

When you click the Play button DemoShield switches to Test Mode, and:

- The current demo starts playing just as it would if your viewer were watching the demo.
- You can test run a demo in the Designer Window or in Full Screen Mode.
- If you are test running the demo in the Designer Window, all palettes disappear from the DemoShield screen, leaving only the Demo Controller.
- Time begins moving and the Controller clock starts.

The Clock

The clock shows the current time of the current scene in tenths of a second. Each time a new scene starts the clock automatically returns to zero (0).

Copy

Copies the selected object(s) to the clipboard. From there, you may paste the object(s) in the same scene, or a different scene. If you copy text from another file, and paste directly into the Designer, DemoShield will automatically create a text object containing the pasted text.

You may also use Copy to copy certain items, such as text from the Object Styles tab of a Text Object, onto the Windows clipboard.

Hint: Instead of choosing Copy from the Edit Menu, you can use the standard Windows shortcut keys, Ctrl+C.

Steps



To copy an object or more than one object

Copy Properties and Apply Properties

Use the Copy Properties button together with the Apply Properties button to make the properties of one object the same as the properties of another object. Copy and Apply Properties works only if you copy properties from, and apply them to, the same type of object.

Clicking the Copy Properties and Apply Properties buttons is the same as choosing Pick Up and Apply Styles from the Edit Menu.

Create New Demo

The New Demo Wizard helps you choose from 24 prebuilt templates to start your new demo on a solid foundation. Select the type of demo you wish to make--Presales Demo, Quick Tour, Cue Card, Tutorial, CD Browser, or Press Demo. Then pick and choose a number of scene layouts from that demo type. Finally, select a background image/color scheme from more than 50 choices! When the Wizard closes, you will see your new demo--already complete with professionally designed, interlinked scenes. Simply modify the existing objects, and you're off to a flying start.

When you choose New from the File menu, (or Create New Demo from the Welcome dialog box), the New Demo Wizard launches. Use this Wizard to create a new demo (DBD) file. You may also use it to create a new template file, which is similar to a demo file, but saved with a TPL extension.

Steps



To create a demo



To create a template file

Creating Action

Overview

What are actions and events? How do you create action in a demo?

See the [Actions Dictionary](#) for a description of each of the actions you can choose from.

How...

Steps for Building Interaction (Interactive Objects)

"Interaction" is when a DemoShield action is performed in response to an event provided by your viewer. For example, the viewer clicks a button (event) and the demo changes to the next scene (action).

- ▶ [To build an action triggered by your viewer](#)
- ▶ [To choose a mouse event](#)
- ▶ [To choose a shortcut key or combination of keys](#)
- ▶ [To see all the events and actions you've built](#)
- ▶ [To set more than one action for the same event](#)
- ▶ [To edit an action you have already set](#)
- ▶ [To remove an action](#)
- ▶ [To build an action for a group](#)

Steps for Building Independent Action (Event Objects)

Independent action is when something happens without viewer interaction. An Event Object provides the event that triggers the action. You set the time in the scene when the Event Object "triggers" the event. The actions you build can happen always, or only when certain conditions are met.

- ▶ [To make an action happen automatically](#)
- ▶ [To build an action that happens under certain conditions](#)
- ▶ [To edit an action you have already set](#)
- ▶ [To remove an action](#)
- ▶ [To build an action for a group](#)

Frequently Asked Questions

Creating Automation Resources

DemoShield5 features an Automation Wizard which allows you to create an [AppCam](#) or [SoftPhrase](#) resource.

These [automation resources](#) make it faster and easier to complete common DemoShield tasks, such as simulating your application (AppCam) or displaying several blocks of body text (SoftPhrase).

To launch the Automation Wizard, use the Object Palette to create an Automation Object.

AppCam Overview

How do I use AppCam to simulate my running application?

How...

- ▶ [To capture your initial screen and first AppCam sequence](#)
- ▶ [To add a new sequence to your AppCam resource](#)
- ▶ [To test play an automation resource](#)
- ▶ [Editing an automation resource](#)
- ▶ [To save an automation resource](#)
- ▶ [To view information about your automation resource](#)
- ▶ [To play an AppCam resource in your demo](#)

SoftPhrase Overview

How does SoftPhrase help me display body text in my demo?

How...

- ▶ [To create a SoftPhrase resource](#)
- ▶ [To add a new sequence to your SoftPhrase resource](#)
- ▶ [To test play an automation resource](#)
- ▶ [To edit a SoftPhrase resource](#)
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AutoSync Overview

How...

- ▶ [To synchronize the timing of an AppCam sequence with a SoftPhrase sequence](#)

Frequently Asked Questions

Live Application Demos

Overview

How do I run a live application along with my demo?

How...

Using an Application Object

- ▶ To create an Application Scene
- ▶ To create an Application Object
- ▶ To enter your application files in an Application Object

Using the Launch Application and Launch Demo actions

- ▶ To choose Launch Application
- ▶ To choose Launch Demo

Creating and Playing Macros

- ▶ To record a macro
- ▶ To record a macro in all resolutions
- ▶ To test run (play) a macro you've recorded
- ▶ To save a macro
- ▶ To view your macro resources
- ▶ To create a button that will play a macro in your demo
- ▶ To play a macro in your demo without viewer input

Frequently Asked Questions

Creating Objects

Overview

What is an object? How do you add objects to a scene?

How...

Text and Graphic Objects

- ▶ To create an Auto Shape (Graphic Object)
- ▶ To create a Polygon Object
- ▶ To create a Line Object
- ▶ To create a Poly-Line Object
- ▶ To create a Text Object

Interactive Objects

- ▶ To create a Bitmap Button Object
- ▶ To create a Radio Button, Check Box, or Push Button Object
- ▶ To create an Edit Field Object
- ▶ To create a Hot Spot Object
- ▶ To create a VCR Button Object
- ▶ To create a PopUp Menu Object
- ▶ To create a Listbox Object

Specialized Objects

- ▶ To create an Application Object
- ▶ To create an Automation Object
- ▶ To create an AVI Object
- ▶ To create an Event Object
- ▶ To create a Group Object
- ▶ To create a Variable Object

Creating a New Demo

Overview

When you choose New from the File menu--or choose Create New Demo from the Welcome dialog--the [New Demo Wizard](#) launches to assist you in starting a new demo.

How...

- ▶ [To create a new demo using the New Demo Wizard](#)
- ▶ [To open an existing demo](#)
- ▶ [To check your native demo resolution](#)
- ▶ [To change the default new demo resolution](#)
- ▶ [To create a windowed demo](#)
- ▶ [To save a demo](#)
- ▶ [To end a DemoShield session](#)

[Frequently Asked Questions](#)

Creating and Editing Scenes

Overview

What is the role of the scene in DemoShield?

How...

Creating, Sorting, and Switching Scenes

- ▶ To choose a new scene
- ▶ To create an empty scene
- ▶ To delete a scene
- ▶ To duplicate a scene
- ▶ To move a scene up or down in the demo
- ▶ To switch from the current scene to a different scene

Setting Scene Properties

- ▶ To open the Scene Properties dialog box
- ▶ To change a scene's default name
- ▶ To change the length of the scene
- ▶ To choose a scene transition
- ▶ To choose a scene transition effect
- ▶ To choose a fill style
- ▶ To choose a background color
- ▶ To choose a fill color

Using the Scene Tools

- ▶ To display the Scene Editor
- ▶ To display the Scene Sorter

Frequently Asked Questions

Cue Card

A Cue Card is a type of help wizard which appears in a narrow window so that it can run alongside an application. A Cue Card is generally a small application that provides step-by-step assistance in performing a specific task or group of related tasks.

Current State

The visible/invisible and enable/disable selections under Current State do not have any effect on how your viewer will see the object in your final demo. These settings only affect how you view the object in the Designer from the time you change the Current State settings to the end of the scene. As soon as you reload the scene, the object returns to its Initial State settings.

There are two purposes for the Current State settings:

- ▶ To serve as a status indicator of the visible/invisible and enable/disable property settings for the object at the current scene time. At any time during the scene, you can open an object's General Properties dialog box and view the Current State settings.
- ▶ To allow you to temporarily change these properties for debugging purposes. Perhaps you find an invisible object that should always be visible. Instead of changing the object's initial setting to visible and then reloading the scene to test it, you could change both its initial and current settings to visible.

Current Working Directory

The directory in which the current application is running. For example, when your viewer is playing your demo, the current working directory is the one containing the DemoShield Player (DEMO.EXE or DEMO32.EXE).

Cursor Point

A cursor point capture is not a capture of the cursor's image. A cursor point capture is a recorded (relative) screen position. The position recorded is the X,Y coordinate relative to the base image captured. The base image is the first window you capture with the Automation Wizard; usually the main window of the application you are demonstrating. When your AppCam resource plays in your demo, the viewer's cursor will be moved to the cursor points you captured as part of each AppCam sequence. Each cursor point capture is indicated in the Automation Viewer screen as a cursor element. You may delete a cursor element, or move it ahead or back in time within a sequence.

Customizing DemoShield

Overview

How can you set preferences in DemoShield to better suit the way you work?

How...

- ▶ To open the Preferences dialog box.

Display Preferences

- ▶ To turn Tooltips on or off
- ▶ To turn shortcut menus on or off
- ▶ To enable or disable the startup dialog
- ▶ To turn Large Image Preview on or off
- ▶ To enable or disable Scrollable Design Window

Automatic Preferences

- ▶ To enable or disable Automatic Last Demo Launch
- ▶ To turn Demo Auto Save on or off
- ▶ To turn Check Resources on or off

Other Preferences

- ▶ To choose the Start/Stop Recording Macro Key
- ▶ To set the Step and Jump buttons on the Controller
- ▶ To set the distance an object will move when you press an arrow key
- ▶ To launch demos in the Player from the Help Menu
- ▶ To set the Null Scene Color

Frequently Asked Questions

Cut

Deletes the selected object(s). The object you cut is placed in the Clipboard and you can paste it in any scene of the demo. Remember, however, that each time you use the cut or copy command, the contents of the clipboard are replaced.

Hint: Instead of choosing Cut from the Edit Menu, you can use Ctrl+X.

DBD

A demo file. Every demo file you create and save in DemoShield has a .DBD extension.

Default

An option, setting, or value that the computer will automatically use unless you reset it.

Default New Demo Resolution

To change the default new demo resolution, choose Preferences from the File menu, and click on the Configure tab.

Here you will choose one of the five major screen resolutions: VGA (640x480), SVGA (800x600), XGA (1024x768), XGA (1152x864) or XGA (1280x1024).

This will be the default native resolution for your new demos. Create your demo in the lowest screen resolution that your viewers will run the demo in. Choose VGA (640 x480) to allow your demo to be played on any standard resolution monitor.

Note If you choose to make your demo a windowed demo, the size of the window you select will determine the screen resolution, overriding your default setting. You may use the Styles tab of the Demo Properties dialog box to change your demo to the "windowed playback style" at any time.

Choosing a Native Resolution

- ▶ Which Resolution Should I Choose?
- ▶ To check your native demo resolution
- ▶ To change the default new demo resolution

Delay Demo

Use the Delay Demo action to send the demo into an uninterruptible loop for the number of seconds you specify. While the demo is in delay mode, no actions can be processed, and no "demo time" will pass. If you wish to pause the demo until the viewer provides an event to continue it, use the [Pause/Continue action](#) instead. The Delay action will not function in Edit Mode in the Designer; however, you can test this action in Test Mode (when time is moving forward).

Delete

Deletes the selected object(s). Delete does not copy the object to clipboard, as Cut does. The deleted object can be recovered only if you select Undo from the Edit menu (or press Ctrl+Q) before the next time you perform one of these actions:

- ▶ Creating a new scene
- ▶ Deleting a scene
- ▶ Creating a new object
- ▶ Moving an object

Delete Scene

Deletes the current scene.

Demo

A commercial presentation of graphics and text that demonstrates or advertises a product or service, and which is created specifically for viewing on a computer screen. In this Help file and in the User's Guide, we will use the word "demo" to mean any type of software presentation you can create using DemoShield.

Demo Auto Save

Check this box in the Enable Preferences tab of the (File) Preferences dialog if you want DemoShield to save the demo you are working on automatically, at periodic intervals. Type in the number of minutes you want between saves (1-100).

If you are running Windows 3.1: Your last auto save file will be saved as an .AUT file. It will be placed in the same directory as your DESIGNER.EXE file. The last regular save of your demo will be in the same directory, with a .BAK file extension.

If you are running Windows 95: Your Auto Save files will be named "Auto Save of FILENAME.DBD" and your regular backup files will be named "Backup of FILENAME.DBD". Both will be saved in the same folder as your DESIGNER.EXE file.

Demo Controller

From time to time as you develop your demo, you will want to see it in action. Use the Demo Controller to test run your demo in the [Designer Window](#).

To open the [Demo Controller](#), choose Demo Controller from the View Menu. The Demo Controller has a digital clock and VCR-style buttons you can use to:

- ▶ Play the current demo in the Designer Window or full screen,
- ▶ Reset the scene clock, and
- ▶ Switch from the current scene to the next or previous scene.

The Controller clock keeps time as your demo plays. You can reset the clock forward or back either a step or a jump--that is, either a little or a lot--or you can use the slider bar to move the clock quickly either way. You can simply click the Play button to play the demo from the current time, or use the large green buttons to switch to the next or previous scenes.

Click any of the following for a description of Demo Controller items.

- ▶ [The Clock](#)
- ▶ [Play](#)
- ▶ [Test Mode](#)
- ▶ [Stop Playing](#)
- ▶ [Edit Mode](#)

Note There are certain restrictions when you test run a demo, even in Full Screen Mode. For example, you cannot play a video or a macro, or launch an executable. There is no substitute for running your demo with the DemoShield [Player](#) to see it exactly the way your viewers will.

Steps

- ▶ [To test run a demo](#)
- ▶ [To set the Step and Jump buttons on the Controller](#)

Demo Controller

A panel with buttons and a digital clock for test running your demo in the Designer Window. Using either buttons or a slider bar, you can reset the current scene time. The panel appears by default at the right side of the DemoShield window, but you can drag it anywhere on the screen. (The Demo Controller is often simply called the Controller.)

Demo Disk or CD

A floppy diskette (disk) or compact disc (CD) that contains a demo. See [distribution media](#).

Demo Password

Use the Demo Properties dialog box, Demo Styles tab to set a password for your demo. A password will prevent people who don't know your password from opening your demo in the Designer. Your password may contain up to 6 characters (any characters, including spaces). To remove a password, delete all characters from the password edit field.

Size (of Windowed Demo)

Use the Size tab in the Demo Properties dialog box to set the size and location of the demo window that will appear on your viewer's screen when creating a demo with windowed playback style enabled. You can choose to have the window automatically centered on your viewer's screen by selecting the Centered check box at the bottom of the dialog. You may also use this dialog to make your demo window a fixed size window.

Steps



To set the size and location of your demo window

Demo Properties

▶ Related Steps

Just as objects and scenes have properties, a demo itself has properties you can set or change at any time.

Demo Properties are a number of varied settings that affect both how the demo looks and acts in the Designer, and how your viewer will interact with the completed demo in the Player.

Tabs

▶ Shortcut Keys

▶ Options

▶ Styles

▶ Size (of Windowed Demo)

▶ Bkgnd Color

▶ Globals

Steps

▶ To set demo control shortcut keys

▶ To set DemoShield's global variables

▶ To create a windowed demo (choose Windowed Playback Style)

▶ To set the size and location of your demo window

Demo State Actions

These are actions that affect demo playback. These actions are Pause/Continue Demo, Delay Demo, and Stop Demo.

DemoShield Concepts

To become proficient in DemoShield, it's essential to understand the concepts behind the program.

In many ways, creating a demo is similar to making a play or a movie. The following links are overview topics for the most important DemoShield concepts.

- ▶ [The Scene](#)
- ▶ [The Object](#)
- ▶ [The Life of an Object](#)
- ▶ [Properties](#)
- ▶ [Actions](#)
- ▶ [Resources](#)

DemoShield Forum on CompuServe

DemoShield participates in a CompuServe forum maintained by several Windows software companies.

To reach the Forum, type

GO WINAPC

You will enter the Windows 3rd Party C Forum.

Click on Library Sections, and double-click on DemoShield to view DemoShield files for downloading.

Once you're connected, you can:

- ▶ Meet and discuss. Post questions and discuss issues in forum message sections.
- ▶ Upload files. Exchange information and demos with other DemoShield users and developers, and DemoShield technical support staff.
- ▶ Download files. Use the Library icon to view and download maintenance releases, maintenance updates, problem information, sample demos, and other useful information.

Using the DemoShield Player when Testing

There are certain restrictions when you test run a demo in the Designer, even in Full Screen Mode. For example, you cannot play a macro or a video file. There is no substitute for running your demo with the DemoShield Player to see it the way your viewers will. The DemoShield Player is the very same run-time version of DemoShield your viewer will use to watch your demo.

DemoShield Server

The Server is an alternate mode of operation for the DemoShield Player. A programmer can use the Server to control DemoShield from another application. Your users can then launch your demos from a menu within your application, or any other mechanism your programmer chooses. For example, a programmer could set up your application's tutorial so that it would play and then close a series of demos.

Steps



[To launch DemoShield demos from other applications](#)

Demos Preferences

Use the Demos tab in the Demo Properties dialog box to play your current demo or configure up to 10 demos to play in the DemoShield Player without leaving the Designer. Simply choose Play Current Demo or use the Demos tab to pre-select the demos, then choose the demo's name from the Play Demos submenu of the File Menu. If you do not select demos in the Demos Preferences dialog box, you will have to exit the Designer to launch the Player. (You may also access the Demos tab by choosing File|Play Demos|Configure Demos.)

Steps



To launch the Player from the File Menu

Designer Window

The Designer Window is the window in the DemoShield Designer that eventually becomes the screen your viewer sees. When you are creating your demo, you place your objects in the Designer Window. The objects you see in the Designer Window at any point in time are the visible objects that exist at that scene time. To change the scene time, use the Demo Controller.

Dictionaries

The Dictionaries dialog allows you to open and close user dictionaries, and to edit the contents of an open user dictionary. The contents of dictionaries are saved in disk files. You can open some or all of your user dictionary files at any time. Only open dictionaries are checked during a spell checking operation.

Add File button: Opens a user dictionary file. When you press the Add File button, a dialog appears which you can use to select which dictionary file to open. The set of open dictionary files is remembered, so once you add a dictionary file, you don't need to add it again. If you need to create a new user dictionary, use the New button. You can open other applications' user dictionary files.

Add Word button: Causes the reported word to be added to the currently selected dictionary. The Add Word button is only enabled when a new word is typed in the Words edit area. The words you add may contain virtually any character, but only words which contain embedded periods should have trailing periods (e.g., "U.S.A." is ok, but "USA." is not).

Note If the dictionary type is "auto change" or "conditionally change," you must enter a word and a replacement, separated by a colon (e.g., "teh:the").

Close button: Closes the Dictionaries dialog.

Delete Word button: Causes the word appearing in the Words edit area to be removed from the currently selected dictionary.

Note If the dictionary type is "auto change" or "conditionally change," enter just the word without the colon or replacement word.

Export button: Saves the contents of the currently selected dictionary to a text file. When you press the Export button, a dialog appears which you can use to select the name of the text file to which words in the dictionary will be exported. The words are written to the file one per line.

Note The format for each entry in an Auto Change or Conditionally Change dictionary is the commonly misspelled word and the correct replacement, separated by a colon (e.g., "recieve:receive").

Files list: Contains the list of open dictionary files. When you select a file from the list, its contents are displayed in the Words list.

Import button: Adds the words contained within a text file to the currently selected dictionary. When you press the Import button, a dialog appears which you can use to select the name of the text file to be exported. Each word in the selected file is loaded into the dictionary.

Note If the dictionary type is "auto change" or "conditionally change," you must words in the file must be in the following form: *misspelled word:replacement*, (e.g., "teh:the").

Language: Displays the language (e.g., French, American English, etc.) of the words in the currently selected dictionary.

New button: Creates a new user dictionary file. When you press the New button, a dialog appears which you can use to specify attributes of the new dictionary. (See the [New Dictionary dialog](#) for details.)

Remove File button: Closes the currently selected dictionary file. Closed dictionaries are not checked during a check spelling operation. Although the file is closed, it is not deleted. Closed dictionary files can be later reopened by using the Add File button.

Type: Displays the type or purpose of the currently selected user dictionary. The dictionary type indicates what will happen if a word is located in the dictionary during a check spelling operation.

Words list: Contains the list of words in the currently selected user dictionary.

Note The format for each entry in an Auto Change or Conditionally Change dictionary is the commonly misspelled word and the correct replacement, separated by a colon (e.g., "recieve:receive").

Disabled

Refers to an interactive object, such as a button, VCR button, menu button, or hot spot. When an interactive object is disabled, it means that even though you may see it onscreen, it does not work. That is, if the viewer clicks the object the demo will not perform any action. See enabled. Several objects allow you to select a disabled color which will be used for any text in the object when the object is disabled.

Disabled Color

The disabled color is the color that will be used to show any text in a Button Object, Bitmap Button Object, or VCR Button Object when the object is disabled.

Display Actions

These are actions that affect what your viewer sees and hears in your demo. For example, playing a sound or video file. You may choose from the following Display Actions: Display Menu, Play Sound, Play Video, Move Cursor, and Print File.

Distributing a Demo via Disk or CD

Overview

How do I create an automation installation for my demo file?

How...

- ▶ [To check for unused resources in your demo](#)
- ▶ [To distribute your demo \(launch the Setup Wizard\)](#)
- ▶ [Setup Wizard: Step 1, Setup Type](#)
- ▶ [Setup Wizard: Step 2, Select Titles](#)
- ▶ [Setup Wizard: Step 3, Choose Files to Distribute](#)
- ▶ [Setup Wizard: Step 4, Program Items to be Created](#)
- ▶ [Setup Wizard: Step 5, Program Item and Icon](#)
- ▶ [Setup Wizard: Step 6, Build Disk Location](#)
- ▶ [Setup Wizard: Step 7, Build Distribution Disk\(s\)](#)
- ▶ [Setup Wizard: Step 8, Copy Now or Later](#)
- ▶ [To install a demo](#)
- ▶ [To play a demo you have installed](#)
- ▶ [To launch demos from other applications](#)

Frequently Asked Questions

Distribution Media

A compact disc (CD) or diskette(s) that contain your demo along with the DemoShield Player (run-time file) and any other necessary files. Your end-users are given the CD or disk to install and play your demo.

Creating Distribution Media

When you have finished creating your demo, you will most likely wish to copy it to a disk or CD that you can distribute to your viewers. Creating the installation is easy. DemoShield's Setup Wizard walks you right through it.

The directory where your viewer plays your demo must contain these files:

- DEMO.EXE*
- DS.DLL*
- The .DBD file(s) containing your demos
- Any other files necessary to properly play your demos (i.e., video support files, etc.)

The Wizard automatically creates an installation for your demo, and places these files in a special directory (or folder) on your system. From there you can copy them to your distribution disks or CD.

When your end-user receives your disks or CD, he or she simply double-clicks on SETUP.EXE (or types Setup) to install your demo.

A new program group (Windows 3.x/NT) or program folder (Windows 95) is created on your end-user's system. Your end-user double-clicks your demo icon to play your demo.

Drag

To click and hold down the left mouse button while you move the mouse. For example, you can point to and drag an object you have selected in the Designer Window.

Duplicate



Choose Duplicate from the Edit menu to copy the selected object(s) within the same scene. (To copy an object to a different scene, choose Copy or Ctrl+C.)

Steps

▶ To copy (duplicate) an object

Duplicate Current Scene or



Creates a new scene that is a duplicate of the current scene. Clicking this button on the Scene Sorter is the same as choosing Duplicate from the Scene Menu.

Duplicate Scene

Duplicates the current scene. The copied scene will be placed after the current scene. Choosing Duplicate Scene from the Scene Menu is the same as clicking on the Duplicate Scene button on the Toolbar or the Scene Sorter.

EXE

An executable file. Application program files usually have an .EXE extension, like DESIGNER.EXE and DEMO.EXE. DemoShield can launch an EXE file through an Application Object or the Launch Application action.

Edit Field or

Creates an Edit Field Object. Use an Event Object to process the characters your viewers type into an edit field.

Steps



To create an Edit Field Object

Edit Field Object Properties

Use an Edit Field Object to give your viewer a way to type and enter alphanumeric characters. After your viewer has entered the data, it will be stored in the edit field for the length of the scene--by default. If you check the Permanently Save Data box, it will be saved even after the demo closes. The ability to store a viewer's edit field entries allows you to create a CBT demo where the user can close the demo, and return later to finish a particular test or exercise.

Event Objects can be used to compare the contents of an Edit Field Object against some constant value. After you create the comparison, create True Actions to occur when the viewer enters the same value as the constant. You may also create False Actions to occur when the viewer enters some other value.

You may also use an Edit Field Object in conjunction with another object which triggers the Launch Application action. When building the Launch Application action, you may enter an Edit Field token in the Application Command Line field. This allows your viewer to enter characters into an Edit Field that will be sent to the application being launched as part of a command line parameter. For example, you could work with your application's developer to launch an application only when a valid CD key is entered by your viewer. (Refer to To use an Edit Field token in a command line for details.)

Edit Mode or



When DemoShield is in Edit Mode, you can use any of the buttons in the Designer. Use Edit Mode to set or change the properties for an object, and for other tasks such as importing and managing resources, and sorting the scenes in your demo. See also Test Mode.

Edit Properties

Opens the Properties dialog box for the selected object.

Editing an Automation Resource

Choose Automation from the Demo menu, and click on the name of the automation resource you wish to edit.

Steps for AppCam

- ▶ [To edit elements in an AppCam sequence](#)
- ▶ [To edit sequences in an AppCam resource](#)

Steps for SoftPhrase

- ▶ [To edit a SoftPhrase resource](#)

Effect

A visual effect that can be selected for an object's Start Period, Hold Period, or End Period. Setting an effect for an object changes the way the object appears without necessarily moving the object. For example, you can select the Random Bits Appearing effect for an object's Start and End Periods to have the object dissolve or fade into the scene, and then, after its accomplished its task, fade out of the picture. There are a number of other effects you can choose from. If you choose None as the effect, the object will simply pop on the screen or disappear immediately. By changing the object's Start, Hold, End, and Exit Times, you can make the object appear or disappear more slowly or quickly.

Creating Effects

While an object is moving into a scene or out of a scene, or standing still during its Hold Period, you can change its appearance by creating an effect.

Effects are not as easy to visualize as motions, or as easy to describe. But anyone who's seen enough movies knows what a dissolve or a fadeout is. Dissolves and fadeouts are effects. (In DemoShield terms, you would use Random Bits Appearing or Random Pattern Appearing for a fade-in effect.) With an Appear From Center effect, the center of the object appears first, with the rest of the object filling in around it until it is fully visible.

In DemoShield5, you also have the option of choosing an effect to be performed during the scene transition period. You select a scene transition effect in the General tab of the Scene Properties dialog box.

Note The Grow effects used in DemoShield4 have been replaced with the Appear From Center, Appear Vertical, and Appear Horizontal effects. The DemoShield Player will still recognize and perform Grow effects used in your previous demos; however, most users will realize better results by switching to one of the new effects listed above.

Enable Full Palette Display (for 256-color systems only)

Unless Enable Full Palette Display is selected in the Scene Properties, General tab, the palette entries generated for one scene will be carried over into the next scene. As long as the total number of unique palette entries between any two consecutive scenes is less than 236, all images and objects will display using the colors you assigned. If this limit is exceeded, the additional colors will map to the closest available color in the currently realized palette. Scene background is given first priority when allocating palette entries.

Only when the images used in your demo require a 236-color palette that is unique between scenes, should Enable Full Palette Display be selected. Typically, this should be true only for graphically rich images, such as digitized photo or sophisticated 3-D rendered graphics. Most images can be dithered to fewer colors with a minimal decrease in quality. Remember, the user of a 256-color Windows system will see a flash when DemoShield is forced to discard a previous scene's palette to generate a new one.

NOTE: Select this option only when absolutely necessary. For Enable Full Palette Display to function properly, Allow Palettized Colors must be enabled in the Options tab of the Demo Properties dialog.

DemoShield will not use this palette when displaying metafiles (WMF). If palette entries are needed, it is recommended that you convert WMF files to BMP format before using the image in your demo. A graphics program will be needed to perform this conversion.

NOTE: AppCam resources do not receive palette entries. It is recommended that you run Windows in 16-color mode when creating an AppCam resource.

Enable and Disable

Use Enable to make a disabled button active. Use Disable to make an enabled button inactive. If an interactive object (such as a button) is disabled, nothing will happen when the viewer presses it.

You can enable or disable an object when you create it, by using the Enable check box in the object's General Properties dialog box. During the demo, you can switch its status to enabled or disabled as appropriate.

Enable Property

Choose this check box in the General tab of an object's Properties dialog box to make an Event Object, button, hot spot, or other interactive object either active or disabled.

- ▶ Check the box marked Enable to make the object active.
- ▶ Clear the Enable check box to disable the object. When a Button, Bitmap Button, Listbox Object, or VCR Button Object is disabled, any text shown in the object will be displayed using the disabled color.

You can enable or disable an object in its current state or its initial state.

If you disable the object in its initial state (when it first appears on the scene at its start time), it will remain disabled until you create an action to enable it. You can use the Enable/Disable actions to enable or disable an object when your viewer performs some event, like clicking a mouse or pressing a key. Or, you can switch an object's Enable/Disable status automatically by using an Event Object to trigger the Enable/Disable action.

Note If you disable an Event Object, you disable the actions triggered by it.

Enable Preferences

Use the Enable tab in the Preferences dialog to turn on or off a number of settings to customize DemoShield. For example, you may wish to enable Check Resources, which will automatically check for unused resources each time you save your demo.

Enable or Disable

- ▶ Shortcut Menus
- ▶ Startup dialog
- ▶ Tooltips
- ▶ Demo Auto Save
- ▶ Large Image Preview
- ▶ Scrollable Design Window
- ▶ Automatic Last Demo Launch
- ▶ Check Resources

Steps

- ▶ To open the Preferences dialog box.
- ▶ To turn Shortcut Menus on or off
- ▶ To enable or disable the startup dialog
- ▶ To turn Tooltips on or off
- ▶ To turn Demo Auto Save on or off
- ▶ To turn Large Image Preview on or off
- ▶ To enable or disable Scrollable Design Window
- ▶ To enable or disable Automatic Last Demo Launch
- ▶ To enable or disable Check Resources

Enabled

Refers to an interactive object, such as a button, check box, VCR button, menu button, or hot spot. When a button is enabled, it means the button actually works. That is, not only can your viewer see it onscreen, but you can build an action for the button so that when the viewer clicks it the demo will perform the action.

See also disabled.

End Period

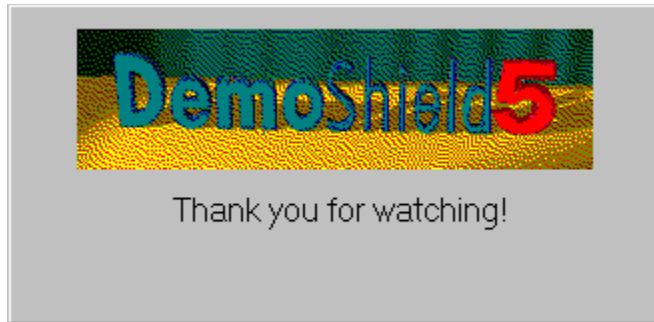
Begins when the object starts moving out of the scene (end time) and lasts until the object disappears (exit time). Displays in cyan.

End Time

The clock reading when the object begins to move out of the scene.

Ending Message

Use this edit field to type in a message to appear in the dialog box shown below, which will flash on your screen after your demo is played (in the Player only). You may use letters, numbers, or other characters. Your message may contain up to 33 characters.



Escape

Removes selection from all objects.

Creating Action for an Event Object

There are two types of actions you can build with an Event Object:

- **Actions that will happen always, whenever the scene reaches the trigger time.**

You can create actions that happen always, every time your viewer watches the scene. First, you click on the Time tab to set the scene time when you want the actions to happen. Then you click on the True Actions tab to choose the action(s) that will happen when the scene has been playing the number of seconds you specified.

- **Actions that happen only under certain conditions.**

The first step in creating a conditional action is to build a comparison in the Comparison. You can compare the properties or values of objects, variables, and/or constants. Once you've entered the data you want to compare, you can build actions you want the demo to perform if the comparison is true and/or if the comparison is false. To build these actions, use the True Actions and False Actions tabs.

Event Object



Use an Event Object to make some action happen in your demo automatically, without any viewer input. You can create any action with an Event Object that you can with an interactive object. For example, you could switch to a different scene, display or hide text, or pause a demo.

Event Object time indicator

Event Objects appear with a red dot at their "trigger" or start times in the Timeline Editor.

Event or



An event is what triggers action in your demo. Your viewer can provide the event by using the keyboard or mouse. The viewer left-clicking on a button is one example of an event. The demo switching to another scene is one example of an action. To create action that happens independently of your viewer, you use an Event Object to provide the event that triggers the action.

The event command on the Object Palette creates an Event Object. Use an Event Object to make some action happen in your demo automatically, without any viewer input. You can create any action with an Event Object that you can with an interactive object. For example, you could switch to a different scene, display or hide text, or pause or restart a demo.

Steps



To create an Event Object

Events and Actions

You can make your demo perform actions independently, or when your viewer interacts with the demo.

Your viewer can interact with the demo by clicking on an interactive object or pressing a shortcut key. You can create a button or a hot spot, for example, that the viewer can click to make your demo:

- Switch to a different scene
- Pause or continue
- Change the value of a variable
- Show or hide an object in any scene
- Any of more than 20 additional actions, in any combination

Independent actions happen by themselves, without any interaction from your viewer. You can build actions that happen independently in your demo by creating an Event Object.

Sample code

The following is an example of the code you can use to launch the DemoShield Player from your 16-bit application. this is a very simple code sequence that launches the Server, plays a demo called w.dbd, and then closes both the demo and the Server.

Example Code:

```
#define DEMO_SERVER_CLASSNAME "DemoShield"

#define DEMO_SERVER_CAPTION  "DemoShield"


#define DEMO_SERVER_LAUNCH   "DemoServerLaunch"
#define DEMO_SERVER_PLAY     "DemoServerPlay"
#define DEMO_SERVER_CLOSE    "DemoServerClose"
#define DEMO_SERVER_DESTROY  "DemoServerDestroy"
#define DEMO_SERVER_GO       "DemoServerGo"


uiLaunchMsg    = RegisterWindowMessage((PSZ) DEMO_SERVER_LAUNCH);
uiPlayMsg      = RegisterWindowMessage((PSZ) DEMO_SERVER_PLAY);
uiCloseMsg     = RegisterWindowMessage((PSZ) DEMO_SERVER_CLOSE);
uiDestroyMsg   = RegisterWindowMessage((PSZ) DEMO_SERVER_DESTROY);
uiGoMsg        = RegisterWindowMessage((PSZ) DEMO_SERVER_GO);


WinExec( (PSZ) "demo.exe -s", SW_SHOW );


hwnd = FindWindow( (PSZ) DEMO_SERVER_CLASSNAME, (PSZ) DEMO_SERVER_CAPTION );
if (hwnd != NULL) {

    //have the server start playing w.dbd demo
    SendMessage( hwndL, uiLaunchMsg, 0, (LPARAM) (PSZ) "c:\\w.dbd" );

    //immediately close the demo and destroy the server.
    SendMessage( hwndL, uiDestroyMsg, 0, 0L );

}
```

Example of Comparisons

You can build both True and False Actions. That is, you can build one set of actions your demo will perform if the comparison is true, and a different set of actions the demo will perform if the comparison is false.

Suppose you have two Graphic Objects in a scene and you want to compare one of their properties. This is the data you enter in the five fields of the Comparison dialog box:

Object		Property
	=	
Object		Property

To say how you want to compare the objects, you open a combo box and choose an operator. The operator we are using here is the equal sign. The equals sign tells the Comparison dialog box to see whether the objects are identical. You could just as easily ask whether the objects are not equal, greater or lesser than, and so on for all the standard operators.

Taking this a step further, for example, you could compare two objects to see if they have the same visible property (either both are visible or both are invisible). Let's assume the names of the objects are Graphic 1 and Graphic 2. You enter the data to compare like this:

Graphic 1		Visible
	=	
Graphic 2		Visible

The above comparison will be true if both objects are visible (both will have a visible property of 1) or invisible (both will have a visible property of 0).

You can also compare the value of a variable with the value of a constant. Say you created a Variable Object named Variable 1 and gave it a value of 102. You want to see if the value of Variable 1 is less than 101. The data you enter for that type of comparison would look like this:

Variable 1		
	<	
Constant		101

For some comparisons, you do not need to enter all five items of data. Here, for example, DemoShield already knows the value of Variable 1 so there is no need to enter that number. When you compare a variable with a constant, you create a temporary constant on the spot, and give it the value you want to test. In this case, we made the value of the constant 101. This comparison would turn out to be false since 102 is greater than 101.

If you want something to happen in your demo when the comparison is false, you would need to build that action using the False Actions dialog box.

Example of stacking

It may help to visualize this if you pretend you're an actor standing on the stage of an auditorium, looking out at the audience. Think of the Objects List of the Scene Editor as rows of seats in the auditorium. The last row at the top of the list is the object farthest away. The first row at the bottom of the list is the object closest to you.

When you click the red button pointing down to move an object up, the name of the object moves down in the list (closer to the stage) and the object itself moves up in the stack, one step closer to the top. When you click the red up button to move an object down, its name moves up in the list (farther back in the auditorium) and the object itself moves back in the stack.

Example of setting up to multiple disks

When creating a disk installation, if the files you are distributing will not fit on one disk, the Wizard creates a separate subdirectory for each disk you will need.

For example, if you need three disks and you entered the subdirectory `c:\demo\viewer`, the Wizard will create these subdirectories:

`c:\demo\viewer\disk1`

`c:\demo\viewer\disk2`

`c:\demo\viewer\disk3`

Exit

Choose Exit from the File menu to end the current DemoShield session. Or, you could double-click the control bar of the main DemoShield window.

Exit Time

The clock reading when the object finally disappears from view. If you type the word **End** as the Exit Time, the object will stay on the screen until the scene ends, even if you later change the scene length.

Exit Time=End indicator

When an object has an Exit Time of "End" (meaning scene end), this mark appears at the object's End Time.

Frequently Asked Questions

- ▶ How can I let my viewer bookmark a place in the demo?
- ▶ What is "timeless event object processing" ?
- ▶ To highlight/dehighlight a button selection using Enable and Disable actions
- ▶ How do I import a text file to allow my viewer to print it from my demo?

Frequently Asked Questions

- ▶ [Why do my AppCam screen captures look different?](#)
- ▶ [Why can't I use non-standard font colors for my SoftPhrase resource?](#)

Frequently Asked Questions

- ▶ Can I change my demo playbackstyle (windowed or full-screen) after I begin work on my demo?
- ▶ What are all these tools and palettes on my screen?

Frequently Asked Questions

- ▶ [How come I can't see the shortcut menus \(or tab menus\) that are supposed to appear when I right-click?](#)
- ▶ [How do I get rid of those yellow messages \(Tooltips\) that appear about a second after I place my cursor on a button?](#)
- ▶ [How does Auto Save work and where do my Auto Save files go?](#)

Frequently Asked Questions

- ▶ Where does the object "hold" on the screen during its Hold Period?
- ▶ How do I get an object to begin appearing from (or disappear from) a specific point on the screen?
- ▶ How can I move an object entirely in time?

Frequently Asked Questions

- ▶ [How can I create a CD-Front End demo?](#)
- ▶ [What should I do if DemoShield's Application Object opens multiple versions of my application?](#)

Frequently Asked Questions

▶ [How Can I Resize or Move an Object Precisely?](#)

▶ [How Do I Resize a Bitmap Button?](#)

Frequently Asked Questions

- ▶ [Why doesn't my ScreenCam Movie play?](#)
- ▶ [Why do the colors in my scene look different when I play an AVI file?](#)
- ▶ [How can I convert Quick Time video to AVI format?](#)
- ▶ [How do I convert my slide show presentation to a demo?](#)

Frequently Asked Questions

- ▶ Where did the objects in my new scene come from?
- ▶ When do I need to create an Application Scene?
- ▶ How do I convert my slide show to a demo?

Frequently Asked Questions

- ▶ [Why doesn't my ScreenCam Movie play?](#)
- ▶ [Why do the colors in my scene look different when I play an AVI file?](#)

Frequently Asked Questions

▶ Can I use my DemoShield4 templates in DemoShield5?

Frequently Asked Questions

▶ [Why doesn't my ScreenCam movie play?](#)

Fax

You may fax us 24 hours a day, seven days a week. Our fax number is: **847-619-0952**.

When you fax, please include your name, address, and phone and fax number. This information must match the information on your registration card.

File Preferences

Choose Preferences from the File Menu to open the Preferences dialog box and customize a number of default settings that control the way DemoShield looks and works on your system.

Tabs

- ▶ Enable
- ▶ Configure
- ▶ Options
- ▶ Spell
- ▶ Demos
- ▶ Null Color

Steps

- ▶ To open the Preferences dialog box.
- ▶ To turn Shortcut Menus on or off
- ▶ To enable or disable the startup dialog
- ▶ To turn Tooltips on or off
- ▶ To turn Demo Auto Save on or off
- ▶ To turn Large Image Preview on or off
- ▶ To enable or disable Scrollable Design Window
- ▶ To enable or disable Automatic Last Demo Launch
- ▶ To enable or disable Check Resources
- ▶ To choose the Start/Stop Recording Macro Key
- ▶ To set the Step and Jump buttons on the Controller
- ▶ To set the distance an object will move when you press an arrow key
- ▶ To import a video or sound resource by reference
- ▶ To launch demos in the Player from the Help Menu
- ▶ To set the Null Scene Color

Fill Color

When you choose a pattern or a wash Fill Style, you need to choose a second color in addition to the background color. We call this second color the Fill Color.

Fill Style

What you choose to put inside an object. Suppose for example you have created a graphic object, such as a rectangle. You can fill it with color--make it a yellow rectangle. You can put nothing inside it and make it transparent. You can display an image inside the rectangle. The color, image, pattern, wash, or transparency of the object is its fill style. You can select a fill style for an object or a scene by choosing the Fill Style tab in the object or scene's Properties dialog box.

Fixed Size

Choose Fixed Size to display the RTF file in your demo using the same page width that you used to create the file on your word processor. The height of the text adjusts automatically.

Fixed Size (Windowed Demo)

In a fixed size demo, the demo window is an absolute size. The window's exact height and width will remain the same, no matter what screen resolution the demo is played under. None of the objects in your demo will scale.

If you do not check fixed size, the dimension and position you specified for your windowed demo will be scaled from a presumed base resolution of 640 x 480 pixels. For example: you could create a window that takes up 1/4 of the screen on your VGA monitor. When played on an X VGA monitor, the demo window will still take up approximately 1/4 of the available screen.

Note If the system the demo is being played on is running at the same screen resolution as the demo, the caption will take up the top 20 pixels on the screen, resulting in a slight amount of scaling. This scaling may cause objects to line up incorrectly. To avoid this problem, you will need to either make the width and height of your demo window 20 pixels smaller, or enable the Eliminate Caption option in the Styles tab of the Demo Properties dialog box.

To customize the size of your windowed demo, go to Demo Properties, Size tab and type the values for your fixed size window.

Note The width of the window must be between 100-1280 (in pixels). The height of the window must be between 100-1024 (in pixels).

Font and Font Color

Use the Font dialog box to choose font type, size, and style.

Wherever possible, choose a font you know your viewers will have on their systems. You can reasonably expect your viewer's system to have the fonts that ship with Windows 3.1: Arial, Courier New, Symbol, Times New Roman, Wingdings, MS Serif, and MS Sans Serif.

When a viewer runs your demo, DemoShield looks first for the font you chose. If that font is not on the viewer's system, DemoShield tries next to create a TrueType Arial font. If the viewer does not have TrueType Arial, or any TrueType font, DemoShield uses the Windows system font.

If you need to use a specialized font and cannot be sure the font is available on your viewer's system, create your text in a separate application and save it as a metafile or a bitmap.

Full Screen Background Color

The color that will fill your viewer's screen behind your demo window. You select this property in the Styles tab of the Demo Properties dialog box.

Full Screen Capture

Captures all windows shown on the screen. To select this capture type, choose Capture Images from the Demo menu. The DemoShield Capture dialog box appears. Press Shift until Full Screen appears.

Full Screen Play or

When you use Full Screen Play to test run your demo, the demo scales to fill the entire Designer application window. The demo plays from the beginning of the current scene to the end of the demo. Clicking the Play Scene in Full Screen Mode toolbar button is the same as choosing Full Screen Play from the Control Menu. Test running your demo in Full Screen mode allows you to check for possible scaling issues.

Steps



To test run a demo

Giving Life to Objects

Overview

What is an object's life? How do I set the timing for each object's appearance and disappearance?

How...

Setting the Timing for an Object

- ▶ To set an object's Start, Hold, End, and Exit Times

Setting Motions and Effects

- ▶ To move an object into a scene
- ▶ To move an object out of a scene
- ▶ To create an effect for an object

Using the Timeline Editor

- ▶ To set Start, Hold, End, and Exit Times for an object
- ▶ To move an object entirely in time by dragging
- ▶ To increase or decrease the time scale
- ▶ To open an object's properties dialog box

Frequently Asked Questions

Global Variable

The term "global variable" really has two meanings in DemoShield. You can most easily see both by opening the Event Object Properties dialog box to the Comparison tab. The first six global variables listed in the combo box are DemoShield's own global variables. These are the variables you set using the Globals tab in the Demo Properties dialog box. You can set 3 number and 3 string (text) variables. They can be used in any scene in your demo. Most of time when we refer to "global variables," we mean these DemoShield variables that are global to the demo [see the [Global Variables list](#)].

The rest of the "global variables" listed in the Comparison dialog box are system variables. They can be used by most of your computer's applications. You can use either type of global variable when building a comparison for an [Event Object](#).

Global Variables List (Comparison dialog Box)

In the Comparison dialog box, the term Global Variable refers to both the DemoShield Global Variables you set in the Demo Properties dialog box, as well as the system variables explained below. These system variables (such as SystemDate) come from the internal clock of the computer system running the demo. Use the Comparison dialog box to compare a Global Variable with the property of an object, or with a constant.

Number and String (Global) Variables

The DemoShield global variables you set in the Globals tab of the Demo Properties dialog box.

Resolution

The screen resolution your viewer is currently running under. Compare this against a constant value (e.g., 640x480, 800x600, 768x1024, 1152x864, 1280x1024) to determine if your end-user's display does not meet the minimum requirements you set for your demo. For example, if you were to decide that your demo would be set to run on 800x600 or higher resolution, you could build a comparison to see if the Resolution global variable is less than the Constant 800x600. You could then create a True Action to Show a text object with a warning about the resolution, and another to Show and Enable a Bitmap Button to exit the demo. You may also wish to create a True Action to pause the demo so that the scene does not time out.

Color Depth

The Color Depth your viewer is currently running under. Compare this against a constant value (e.g., 16, 256, true) to determine if your end-user's display does not meet the minimum requirements you set for your demo. For example, if your demo runs only under 256 or more colors, you could build a comparison to see if the Color Depth variable is less than the Constant 256. You could then create True Actions to Show a text object suggesting that the user run the demo under 256 colors, and to Show and Enable a Bitmap Button to exit the demo. You may also wish to create a True Action to pause the demo so that the scene does not time out.

Elapsed Time

The length of time the demo has been running in milliseconds.

SystemDate

The numeric value of the current date as stated on the user's system (e.g., 12.01.1996)

DayName

The name of the current day of the week (e.g., Monday, Friday, etc.).

MonthName

The name of the current month (e.g., April, etc.)

Day

The numeric value of the current day (10 for the tenth day of the month).

Month

The numeric value of the current month (e.g., 2 for February).

Year

The numeric value of the current year in four digits (e.g., 1995).

Hour

The numeric value of the current hour (e.g., 9) on a 12-hour basis.

Minute

The numeric value of the current minute (e.g., 32) on a 12-hour basis.

Lock Keys

The following variables refer to the pressed or unpressed property of the key shown. If the key is pressed, it equals 1. If the key is unpressed, the value is 0.

ScrollLock

NumLock

CapsLock

AltKey

CtrlKey

ShiftKey

For example, you could compare the CtrlKey variable with the constant 1. If your viewer is pressing the Ctrl key at the time of the event, the comparison is true.

Random

This is a random variable your system generates. It can be any number from 1 to 100.

SystemTime

This is a 32-bit value where the year is the low byte of the low word; the day is the high byte of the low word; and the month is the low byte of the high word. (Example: **0x00041595** = April 15, 1995.)

WinDir

This variable is your Windows directory (Example: **c:\windows**).

WinSysDir

This variable is your Windows system directory (Example: **c:\windows\system**).

X-Extent

This variable is equal to the width of the screen in pixels. For example, if the viewer's screen was VGA resolution, the X-Extent value would equal 640.

Use the X- and Y-Extent variables to show a special graphic, macro, or sequence of scenes designed specifically for viewers running a particular screen resolution. For example, you could use a Set Contents action on a Graphic Object to display a bigger bitmap to viewers running the demo on an XGA screen. Likewise, you could use a Play Macro action to play one of three different macros depending on the viewer's screen resolution.

Y-Extent

This variable is equal to the height of the screen in pixels. See X-Extent.

Cwd

This variable is the current working directory (the location where DEMO.EXE is located on the system running the demo).

OSVersion

This variable is the major version number of the Windows software currently running. For example, if your viewer runs Windows 3.1, the OSVersion variable is equal to 3. If the viewer runs Windows 95/NT, the value would equal 4.

OSVersionMinor

This is the minor version number of the Windows software currently running. For example, if your viewer runs Windows 3.1, the OSVersionMinor variable is 10.

Globals

Click on Globals in the Demo Properties dialog box to set DemoShield's global variables. You may set three number and three string (text) variables. They may be used anywhere in the demo. You may also choose to permanently save variables after your viewer closes the demo.

Steps

- ▶ To set DemoShield's global variables (number and string)
- ▶ To view initial and current states
- ▶ To reset global variables
- ▶ To permanently save (global) variables
- ▶ Global Variables list

Glossary of Terms

A-G

H-R

S-Z

[action](#)

[Aligning Tools](#)

[App Cam resource](#)

[Application Object](#)

[application](#)

[arrow keys](#)

[AUT](#)

[Auto Shapes Palette](#)

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[AVI Object](#)

[AVI](#)

[BAK](#)

[bitmap](#)

[Bitmap Button](#)

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[Copy Properties and Apply Properties](#)

[current working directory](#)

[DBD](#)

[default](#)

[Delete](#)

[Demo Controller](#)

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[Designer Window](#)

[disabled](#)

[disabled color](#)

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[drag](#)

[edit mode](#)

[effect](#)

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[end period](#)

[end time](#)

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[Listbox Object](#)

[live application demo](#)

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[metafile](#)

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[Object Palette](#)

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[Play Demo](#)

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[Replay Current Scene transition](#)

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[run-time file or run-time version](#)

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[Scene Editor](#)

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[test mode](#)

[Text Object](#)

[Timeline Editor](#)

[TPL](#)

[tutorial](#)

[Variable Object](#)

[variable](#)

[VCR Button Object](#)

[viewer](#)

[WAV](#)

[windowed demo](#)

[wizard](#)

[WMF](#)

[X-axis or coordinate](#)

Y-axis or coordinate

Go to Next Scene Transition

The next scene starts.

Go to Previous Scene Transition

The previous scene starts.

Go to Scene Transition

The demo switches to whatever scene you choose. When you choose this, a second combo box opens showing you every scene in the current demo. You choose from this list which scene to go to.

Go to Scene

Choose Go to Scene from the Control menu to view a submenu of all the scenes in your demo. To switch to a different scene, choose the scene's name from the submenu.

Steps

▶ To switch to a different scene

Graphic

Graphic Objects include Polygon Objects you create with the Object Palette, and Auto Shapes.



Polygon



Auto Shape (Rectangle)

Steps



To create an Auto Shape (ellipse, rectangle)



To create a Polygon Object

graphic objects

Graphic objects are visual shapes that you can see on the screen, and use to design your demo, such as rectangles, ellipses, arrows, stars, and polygons. You can fill them with a solid color, wash, pattern, or image. There is a separate button on the [Auto Shapes Palette](#) for each of the graphic objects you can create--with the exception of the Polygon Object, which you draw yourself in a few simple steps. To create a polygon, use the Polygon Object button located on the [Object Palette](#).

Grid

A visible grid that can help you position objects in the Designer Window. Each dot on the grid corresponds to one pixel. A black dot displayed in bold shows you the exact center of your scene. To toggle the grid on and off, choose Grid from the View menu.

Group or

Creates a Group Object. You may want several individual objects to behave onscreen as if they were a single object. The easiest way to do this is to create a Group Object that contains the individual objects. For example, you might want a number of graphic elements to enter, then disappear from a scene at precisely the same instant.

Steps



To create a group using the Group Object



To create objects that you want to place in a group

Group Name

Enter a Group Name in the General tab of an object's Properties dialog box if you wish to make an object part of a group in a given scene. The advantage of grouping objects is that you can perform actions on the group rather than building separate actions to affect each member of the group.

Every object that belongs to the same group must have that Group Name. To perform actions on the group, you need to create a Group Object. The Group Object must also have the same Group Name as all the objects in the group. Use the Actions property dialog box to create actions for the Group Object. Those actions will affect every object in the group.

Steps



To create a Group Object

Group Object

Create a Group Object when you want to group together objects so that you can perform actions on them as a unit. When you create actions for a Group Object, all of the objects in the group perform the same actions at the same time. To group objects, give each object the same Group Name. This name should be identical to the Group Name given to the Group Object.

How



To create a Group Object



To create objects that you want to place in a group

Creating the Group Object

A Group Object allows you to group together several objects so that you can perform actions (such as hiding or showing) on them with one command (i.e. Show Group 1 rather than six separate Show actions).

Like every other object, a Group Object can have two names:

- its regular name--the name you enter in the Name edit field
- its Group Name--the name you enter in the Group Name edit field

Every object that belongs to a particular group must have the same Group Name.

You do not need to follow any special sequence when you create a group of objects. That is, you can create the Group Object first, and then the objects. You can create the objects as ordinary objects, without any Group Name, and then go back to an object's Properties dialog box and enter a Group Name. Any configuration of these steps will work.

Handles

Small rectangles that appear at the corners and sides of an object in the Designer Window when you click the object. These handles indicate that the object is selected. To resize a graphic or text object, point to a handle and drag.

Help File

A system of online information that explains how to use the software program currently open. Standard Windows help files have the file extension HLP. They usual include a number of topics, linked via hypertext jumps, hot spots, and search keywords, so the viewer can quickly access a specific topic. To open DemoShield Help, you select Help from the menu bar, or click the Help button in the dialog box or tool you are currently using.

See also wizard.

Help File Conventions

This Help File has been designed to provide both overview information on key terms and concepts, as well as detailed, step-by-step guidance on specific tasks. Informational topics will appear in main windows. "How to" topics will appear in secondary windows.

DemoShield Help is a standard Windows help file. If you are not familiar with the Winhelp format, here are a few tips:

You can access context-sensitive help at any time in one of three different ways:

1. Choose Contents or Search for Help on... from the Help menu.
2. Click on the Help push button in any dialog.
3. Press the <F1> key at any time.

Once in Help, use the Contents push button to return to the main contents screen.

You can click on the Search push button to browse through the list of topics or create a full-text search. When you click on Search, you will open the Index tab, which allows you to browse the topic titles or type the first few letters of the word you're looking for. Windows 95/NT users can also click on the Find tab and to create a full-text index, which will allow you to search for specific words or phrases within all Help topics.

To return to a topic you have previously viewed, click on the Back push button until you reach the desired topic, or open the History Window to view a list of the last 20 topics visited. Simply click on a topic name to return to that topic. You can set a bookmark for the current topic by selecting Define from the Bookmark menu. You can use the topic name to define your bookmark, or you can type your own entry in the Bookmark name edit field. Print the current topic by clicking on the Print push button, or by selecting Print Topic from the File menu.

DemoShield Help Conventions

Click - Click the left mouse button

Drag - Click and hold down the left mouse button while you move the selected object

Key1+Key2 - To hold down the first key while pressing the second (for example, Ctrl+C)

Choose - Select from a menu or combo box

Check - Select a check box. You select a check box by clicking it so that a check mark appears inside it. When a check box is checked, that property is enabled.

Clear - Deselect a check box. You deselect a check box by clicking it so that the check mark disappears. When a check box is cleared, that property is disabled.

Menu|Submenu|Command - This convention is used when referring to submenu commands. For example, Help Menu|Play Demos|Configure Demos tells you to choose the Play Demos submenu from the Help Menu, then the Configure Demos command.

Notes on Searching for Windows 3.x Users

Some keywords, such as "object," are used so frequently in this Help File that we have found it necessary to use more specific keywords to aid in searching for relevant topics. We have used the convention "keyword: verb or adjective," to allow you to easily narrow down your topics of interest. For example, you could type in "object: " and simply scroll to view the keywords ranging from "object: align" to "object: template". Click on the keyword to view a list of relevant topics. (In Windows 95, these

Help File Structure

► [Introduction to DemoShield](#) Information for new DemoShield users, including "DemoShield: A Visual Tour," which provides illustrations of major DemoShield components with hotspots you can click on to learn more.

► [Using DemoShield5](#) Information on performing key demo development tasks such as Creating Objects, Creating Action, and Testing Your Demo. Each major topic provides links to overview information, related "How To" steps, and Frequently Asked Questions.

► [Commands](#) Detailed descriptions of all DemoShield menu commands. When appropriate, links are provided to related "How To" topics.

► [Reference](#) The Object Dictionary explains how to set the properties of each object; the Actions Dictionary describes each action you can choose; and the Glossary defines terms.

► [Technical Support](#) Information on obtaining Technical Support.

About

Choose About from the Help menu to see:

- the version of DemoShield you are using
- your available physical memory (RAM)

Click the Demo Info button in the About box to view:

- demo and template names
- native demo resolution
- current system display settings --screen resolution and colors
- the version of DemoShield you are using

Steps



To check your native demo resolution

Hide and Show

Use the Hide and Show actions to change an object's initial visible property setting. Use the Hide action to make a visible object invisible. Use the Show action to make an invisible object visible.

Note In DemoShield5, you can now set time-relative Hide and Show actions. For example, you can set a Show action to occur for 6 seconds. This means you no longer have to set a matching Hide action for every Show action.

To set the visible property for an object in its initial state, open the General Properties dialog box. In the group marked Initial State, select or deselect the check box marked Visible.

Hold Period

How long the object stays where you placed it when you created it. Equal to the End Time minus the Hold Time. Displays in pink on the Timeline Editor.

Hold Time

The clock reading at which the object arrives at its intended position on the screen (that is, where you placed it). The end of the Start Period.

Hot Spot or

Creates a Hot Spot Object. A hot spot is a sensitive area on the screen that your viewer can click to initiate some action. In DemoShield, for example, you can create a hot spot that your viewer can click to bring a menu onscreen, display a window with special information, or switch from one scene to another.

Steps



To create a Hot Spot

How Viewers Display Your Menu

Your next step after creating a PopUp Menu is to give your viewer a way to display the menu while your demo is playing. To pop up your menu, the viewer will need to click a button (or type shortcut keys) to trigger an action set for a particular interactive object.

How a Viewer Plays Your Demo

Anyone can watch your demo on any Windows PC. Your viewers do not need to purchase DemoShield. They do not need to know how to use DemoShield. All they need to do is run the setup program you created with the [Setup Wizard](#) to install your demo. To play your demo, your viewers simply double-click your demo icon in the new program group (or folder) created on their system.

How to call the DemoShield Server from your 32-bit application

Related steps

Your job in using the Server is to:

1. Link the file **demoserv.obj** (found in the DemoShield\Program\Data folder) with your executable.
2. Use the file **demoserv.h** (also found in the DemoShield\Program\Data folder) to call the appropriate DemoShield Server functions to perform the desired task.

The table below shows the DemoShield Server Functions.

<u>FUNCTION</u>	<u>WPARAM</u>	<u>LPARAM</u>
'DemoServerGo'	Scene Ordinal Number	or (PSZ) Scene
<u>Causes the demo playing currently to switch to the specific scene name or ordinal number.</u>		
'DemoServerClose'	0	0
<u>Closes the demo playing currently.</u>		
'DemoServerDestroy'	0	0
<u>Closes the demo playing currently, and closes the Server.</u>		
'DemoServerLaunch'	1-Suspended 0-Start	(PSZ) Full Path
<u>Initializes the Server to play the demo. If the demo is launched in a suspended mode, then the server will wait until the play message is received (see below).</u>		
'DemoServerPlay'	1-Silent Start 0-Standard Start	LOWORD (x coordinate) HIWORD (y coordinate)
<u>Starts the demo playback for a demo that was started in a suspended mode through the launch message. The x and y coordinates are used to position a windowed demo. The silent start option will launch the demo without the initialization dialog.</u>		

How to call the DemoShield Server from your 16-bit application

▶ [Related steps](#)

▶ [Example](#)

Your job in using the Server is to:

1. Call RegisterWindowMessage to register the messages to communicate with the Server.
2. Launch the DemoShield Player in Server mode.
3. Call FindWindow to locate the Server window.
4. Call SendMessage to communicate with the Server.

The list below shows the messages you can send to the Server.

<u>MESSAGE</u>	<u>WPARAM</u>	<u>LPARAM</u>
'DemoServerGo'	Scene Ordinal Number	or (PSZ) Scene
Causes the demo playing currently to switch to the specific scene name or ordinal number.		
'DemoServerClose'	0	0
Closes the demo playing currently.		
'DemoServerDestroy'	0	0
Closes the demo playing currently, and closes the Server.		
'DemoServerLaunch'	1-Suspended 0-Start	(PSZ) Full Path
Initializes the Server to play the demo. If the demo is launched in a suspended mode, then the server will wait until the play message is received (see below).		
'DemoServerPlay'	1-Silent Start 0-Standard Start	LOWORD (x coordinate) HIWORD (y coordinate)
Starts the demo playback for a demo that was started in a suspended mode through the launch message. The x and y coordinates are used to position a windowed demo. The silent start option will launch the demo without the initialization dialog.		

Hypertext

Hypertext is a form of document presentation. Windows Help files like this one are hypertext documents. The outstanding feature of hypertext is its ability to refer to related topics in different parts of the document through "links." When the user selects a link by clicking on it or using the equivalent keyboard command, the text at the destination of the link appears.

Hypertext links can also display graphics, play sounds, or start any other form of multimedia presentation.

Links make it possible for each reader to follow a unique topic through the document without regard to the document's structure.

Identify Application

Use the fields in this group in the Options tab of the Application Object Properties dialog box to set the Windows Caption and Windows class name for an application you are launching from DemoShield.

If you are running a Windows 3.1 application, you should set these fields. DemoShield may require them to launch your application successfully.

If you are running a Windows 95 or Windows NT application, you must set these fields. DemoShield will require this information to launch your application. Type in the name of your Windows Caption (i.e., the name of the main application window controlled by DemoShield) and Windows Class Name (i.e., the Windows classification for the main window of your application). If you do not know the Windows Class Name, ask your developer, or use a product such as Microsoft's Spy to determine the Windows class name.

Image Fill Styles

You can fill an object, a Bitmap Button, or a scene with any bitmap (*.BMP) or Windows metafile (*.WMF). Metafiles (since they are a collection of drawing instructions) always scale better than bitmaps.

When you fill a Graphic Object or a Bitmap Button with a bitmap, you will usually get the best results by selecting the Resize Frame image option. This option allows the object to resize to fit the bitmap, rather than cropping, shrinking, or stretching the bitmap to fit the object. (see [Image Options Group](#) for fill style options)

Note Image options are irrelevant for metafiles.

Also, you can choose to make transparent any part of a bitmap. You simply choose a background color that corresponds to a color used in the bitmap. Then select the Transparent check box. The color you selected will appear transparent (i.e., the scene background will show through it).

About Metafiles

You may incur color problems when importing 256-color or other palettized color metafiles. DemoShield cannot read metafile palette information. Convert your metafile to a bitmap image. This will enable DemoShield to read the color information correctly. If you wish to be able to resize the metafile within DemoShield, save it as an Aldus placeable metafile.

Image Options group

Select an option for how you want the bitmap to be imported.

Option	Description	Frame Size
Standard	DemoShield places the upper left corner of the image in the upper left corner of the frame. If the image is too big for the frame, DemoShield cuts off any of the image that won't fit in the frame.	Frame size does not change.
Crop Image	DemoShield centers the image in the frame. If the bitmap is too big for the frame, DemoShield cuts off any of the image that won't fit in the frame (but keeping the image centered).	Frame size does not change.
Resize Image	A larger bitmap shrinks to fit the frame. A smaller bitmap stretches to fit in the frame. Note: This option will usually distort bitmaps.	Frame size does not change.
Tile Image	If the frame is larger than the bitmap, the image resource replicates and displays in a tile format, i.e., the image resource size remains the same, but will replicate to fill the frame. Note: The image resource will not resize.	Frame size does not change.
Resize Frame	A larger frame shrinks to fit the bitmap. A smaller frame stretches to surround the bitmap. This option is not available for scenes.	The object's frame size changes to the size of the bitmap used. Note: A side effect of this selection is that the dimensions of the object will no longer scale when the object is played full screen, and its scaling is enabled. However, its position on the screen will still scale normally.

Note Image options are irrelevant (and thus grayed out) for Windows metafiles (*.WMF files).

Import Demo

Choose Import Demo from the File menu to import resources and/or scenes from a different demo into the current demo. When the Import Demo dialog opens, click the Options button to launch the Import Options Demo Wizard, which will help you choose the types of resources you wish to import.

Steps

▶ To import resources and/or scenes from a different demo

Import by Reference

Importing a resource "by reference" means the resource will not be stored as part of your demo file, but separately. This will keep your demo file small, but you must make sure to include the resource file(s) when you use the Setup Wizard to create your distribution media for your final product. We recommend that you place all of your referenced resources in the same directory or folder as the DemoShield Player file (DEMO.EXE or DEMO32.EXE). That way, (1) you will be able to test play any resources that need to be co-located with the Player (DEMO.EXE or DEMO.32), and (2) when it is time to create your installation file, all the files you need to include will be in one place.

The main reason to import a resource by reference is to speed up the launch of your demo file. When resources are stored within the demo (*.DBD) file, they are unloaded when the Player launches. This may cause substantial delay in the start of the demo--that is, a lengthy "DemoShield is initializing" period. You will also need to import "by reference" any single resource larger than 2 MB.

Note Delivering your *.EXE file separate from the demo file gives your viewers easy access to your application outside of the demo.

Note Any automation resource greater than 2MB must be imported by reference. No automation resource over 6MB may be imported.

Improved Features

► Enable Full Palette Display (256-color systems)

DemoShield5.1 now handles color in a completely new way. The two critical areas of difference are as follows:

- n The Scene background now gets top priority when allocating palette entries.

Earlier versions of DemoShield gave the scene background lowest priority when allocating palette entries. If there were not enough palette entries for the scene background to realize all its colors, the scene background would receive none of its entries. Instead, it would map to a 16 color Windows palette.

- n Palette entries are now shared between scenes by default.

Earlier versions of DemoShield realized a color palette on a scene by scene basis. This would cause a flash to appear as the old palette used by one scene was discarded and replaced by the new palette to be used in the next scene. By default, DemoShield will now "merge" color palettes between consecutive scenes to eliminate any flashing that occurred due to the palette resetting between scenes. You may still designate a new palette for a scene, allowing for 236 unique colors (if you are incorporating graphically rich images, for example, that require unique color palettes).

For an extensive discussion, see Enable Full Palette Display.

► Lifespan of an object

The default start time for a newly created object is zero seconds, regardless of the time on the Controller.

► Listbox Objects

A Listbox Object can contain up to 40 entries.

► Clipboard Support

DemoShield now offers clipboard support for both CF_DIB and CF_TEXT formats.

► Text Objects

The text edit field in the "Object Style" tab now has automatic word wrap and a scroll bar to more conveniently handle text object content.

Increased size allowed for text objects (not displaying *.RTF formats) from 4K to 8K bytes.

► Bitmap Button Objects

Bitmap button objects have the capability to process mouse move events if disabled.

The text of a 3-dimensional bitmap button object will "push in" if the text lies within the bitmap button object, and the bitmap button object is pushed in. [Text inside a flat button does not push in when the button is clicked.]

Enhance drawing of bitmap button objects when the object has the 'text inside' option to ensure that it will draw properly when pushed.

► DBD load process is at least two times faster.

► Converting demos to DemoShield5.1

The Designer will be able to read and update demos created with any version of DemoShield.

► Automation Wizard

The data loss warning message has been changed so that you will stay within the Wizard by choosing the default "YES" selection.

► Build Action Wizard

When using the Play Sound action, the Build Action Wizard allows you to choose from three sound playback options:

► Setup Wizard

Enhanced Setup Wizard customizes your installation options with new and improved features:

- n New CD uncompressed option; Choosing this option will direct the Setup Wizard to build a distribution that is referenced and run from a CD ROM (nothing is installed on the viewer's system).
- n Ability to add text, help, and other associated files to your demo distribution.

▶ **Show, Hide, Enable, and Disable actions**

These time-relative actions now allow the DemoShield user to specify the exact amount of time to Show, Hide, Enable, and Disable.

▶ **Play Current Demo**

Offers the option of test running the current demo in the Player in the File|Play Demos submenu.

▶ **Check Resources**

A 'Check Resources' button has been added to the Resource Manager dialog which allows you to see which resources from the list have been used.

Initial Scene

Click on the combo box to the right of Initial Scene to select the first scene your viewer will see when playing your demo. Your selection will not affect the order of scenes that you view in the DemoShield Designer.

Interactive Demo

Unlike a self-running demo, the viewer can control and often navigate through an interactive demo. In addition to Pause and Exit buttons, a typical interactive demo might also contain Next, Previous, and Menu buttons. clicking the Menu button in an tutorial, for example, often displays a menu with different lessons the viewer can choose. Use interactive objects to provide interaction in your demo.

See also self-running demo.

Interactive Object

Interactive objects are sensitive to your viewer's clicks and keystrokes. Your viewer can see and use these objects to interact with your demo while it's running. For example, you can create a Button Object that will trigger a particular action or actions when your viewer clicks the button. If you want your viewer to press shortcut keys instead of clicking a button or hot spot, you would still create an interactive object. Simply choose the Shortcut Key event in place of the Left-Clicks Mouse event, and build your action as usual. When your viewer presses the shortcut key(s) you selected, the action happens.

To create interaction, you can use any of the following objects:



Hot Spot



Bitmap Button



PopUp Menu



Edit Field Object



Button



Listbox Object



VCR Buttons

International

DemoShield provides technical support to registered users throughout the world. Please contact us directly for technical support regardless of where you purchased the product.

CompuServe is the most effective way of contacting us from international locations. If you already do not have a CompuServe account, we highly recommend that you obtain one. From our CompuServe Forum you can access the most current information and files, and will find it easy to upload your demos for review by our technical support staff.

You may also wish to contact us through the Internet.

When you write us from abroad for technical support, please include your complete address, with city, state or province, and country. Please include your fax number, phone number, and information on dialing from the United States, if available.

Internet

Email

You send email to DemoShield Technical Support via the Internet at: **support@demoshield.com**

Please include your name, company name, and phone number with every message.

World Wide Web

Visit the DemoShield web site at: **<http://www.demoshield.com>**.

Our web site is updated weekly to provide the latest information to both new and potential DemoShield users. View the Technical Support area to download the latest maintenance releases, builds of the Knowledge Base, and other important files. You may also fill out a Technical Support request.

Users of DemoShield for Windows 95 and NT may access our site by choosing View DemoShield web Site from the Help menu.

File Transfer Protocol (FTP)

Use the following FTP address to upload your demos for our technical support staff to review: **ftp.demoshield.com**

You must have an FTP client program to upload programs via FTP. When you reach our FTP address, will access a server which provides for file uploading and downloading. By default, you will log onto the download-only drive. In this drive, you can browse for DemoShield files of interest, including maintenance and minor releases, sample demos, and updates to the Knowledge Base. A ReadMe file provides instructions for locating DemoShield files and switching to the upload drive, where you can place demo files for our technical support staff to review.

- ▶ [Internet Save Wizard](#)
- ▶ [To create web \(HTML\) pages](#)
- ▶ [To place the appropriate files on your web server](#)
- ▶ [To choose View Internet URL](#)
- ▶ [To View DemoShield Web Site](#)

Note Please refer to the DemoShield web site (<http://www.demoshield.com>) for the latest information on distributing your demos via the Internet.

Internet Save Wizard

▶ [related topics](#)

The following steps explain how to save your demo from the Designer as a series of smaller files that can be played live on the Internet.

The required files are:

- A *.DBD file
- A *.WID file
- *.SCE files for each scene in your demo
- *.RES files for each resource in your demo

Note Demo files saved for the Internet cannot be opened in the Designer. Always use a different file name when saving your demo for the Internet.

1. Choose **Internet Save** from the **File** menu. The **Internet Save Wizard** dialog box appears.
Enable **Produce initial HTML page** if you wish DemoShield to generate a basic HTML page for you
2. Browse to choose the desired location to save the files.
Designate a unique name for your .DBD file (It is recommended that you use an alternate extension, e.g., *.INT).

If you have chosen the **Produce initial HTML page** option, the HTML file will be located in the directory specified in this step.
If you have not chosen the **Produce initial HTML page** option, go to Step 5.
3. Enter the requested information (i.e., Company Name, Product Name, E-mail Address)
Click **Next**
4. Enter the additional requested information (i.e., Corporation URL Address, Copyright Notice, Product Description, HTML Page Sub-Title)
Click **Next**
5. Click **Save**
Click **Next**
6. Click **Finish**

The Save for Internet dialog closes, and your original demo file appears in the Designer as if nothing happened.

Note The last dialog of the **Internet Save Wizard** displays several important tips for moving your demo from where you saved it to the Internet.

See the DemoShield Knowledge Base article entitled [DemoNow Instructions](#) for a more extensive discussion.

DemoShield: a Visual Tour

If you are new to DemoShield, we recommend that you visit the illustrated topics below to become acquainted with the Designer environment.

- ▶ [The Designer Window](#)
- ▶ [Designer Tools and Palettes](#)
- ▶ [The Designer Toolbar](#)
- ▶ [The Designer Status Bar](#)
- ▶ [Using the Mouse and the Keyboard](#)

Invisible Objects

Choose this item from the View menu to view [invisible objects](#).

Invisible objects are objects your viewer will not be able to see. [Hot spots](#) are an example. You may choose to make the viewer's cursor change appearance when the mouse is moved over an invisible object. You may also create an action to highlight the invisible object when your viewer moves the mouse over it. (When invisible objects are visible, they have handles.)

The name of an object, visible or not, always appears in the Objects list of the [Scene Editor](#). You can click the object's name to select it, or double-click the object's name to edit its properties.

Steps



To make invisible objects visible

Invisible objects are objects your viewer will not be able to see. [Hot spots](#) are an example. You may choose to make the viewer's cursor change appearance when the mouse is moved over an invisible object. You may also create an action to highlight the invisible object when your viewer moves the mouse over it.

Jump Back

Moves the current time on the Controller clock back one jump. A jump is a larger unit of time than a step. Jump Back works like Jump Forward. To set the amount of time the clock moves forward or back per "jump," choose Preferences from the File menu. Click on the Options tab. Type in the number of seconds that will equal one "jump." For example, you may want each jump to equal 10 seconds.

Jump Forward

Moves the current time on the Controller clock ahead one jump. A jump is a larger unit of time than a step. Jump Back works like [Jump Back](#). To set the amount of time the clock moves forward per "jump," choose Preferences from the File menu. Click on the Options tab. Type in the number of seconds that will equal one "jump." For example, you may want each jump to equal 10 seconds.

Jump Mark

An object property which "tags" the object. When an object is "jump marked," you can create actions to go to that object's start time. You can set Go to Next Jump Mark or Go to Previous Jump Mark actions. To "jump mark" an object, open the object's Properties dialog box to the General tab. Check the box marked Jump Mark.

At any point in your demo, you can switch to the next object or previous object that has a Jump Mark.

You can use a Jump Mark with or without interaction from your viewer. Instead of going to the next Jump Mark when your viewer clicks a button, you could create an Event Object with a Go to Next Jump Mark action. When the Event Object is triggered, the demo will jump to the scene time of the next jump marked object.

There is no limit to the number of Jump Marks you can place in a scene to allow you to bounce back and forth from one object to another, creating all sorts of effects--hiding text, displaying graphics, or restarting the scene.

It's essential when you create any object to decide whether you want to make it visible or invisible, enabled or disabled. However, unlike Visible and Enabled, a Jump Mark is optional. In some situations you may find using a Jump Mark is the best way to get the desired results. At other times, you might decide it's easier to accomplish what you want simply by switching to a different scene.

To make your demo go to the next or previous object that has a Jump Mark, use the [Go to Next Jump Mark](#) or [Go to Previous Jump Mark](#) actions.

Jump Mark Actions

Use Go to Next Jump Mark and Go to Previous Jump Mark to reset the demo clock from the current time to the Start Time of an object that you have selected. You cannot use Jump Marks to switch to a different scene. Everything happens in the same scene.

To place a Jump Mark on an object, open the object's General Properties dialog box and check the Jump Mark check box. Once you have Jump Marked an object in a scene, you can use the Go to Next Jump Mark or Go to Previous Jump Mark actions to jump to the marked object while a scene is playing.

For example, you might have three objects in a scene:

- Text 1 (Start Time 0 seconds - Jump Mark enabled)
- Button 1 (Start Time 2 seconds - no Jump Mark)
- Button 2 (Start Time 6 seconds)

You could build a Go to Previous Jump Action for Button 2. That action would reset the current demo clock time to 0 seconds, the Start Time of the previous "jump marked" object, Text 1.

Jump Mark indicator

Objects tagged with a jump mark appear with a black diamond at their start times in the Timeline Editor.

Keep Demo Always on Top

By default, DemoShield operates as an "always on top" window. When your demo plays full screen, your viewers cannot switch to another application. When your demo plays in a window, viewers can switch to another application but the demo always remains on top.

To allow your viewers to send the demo window to the back, clear the box marked Keep Demo Always on Top in the Options tab of the Demo Properties dialog box. This allows your viewers to fully interact with other applications when running either a full screen or a windowed demo.

Note When playing a ScreenCam Movie (SCM) in your demo, you should always disable Keep Demo on Top. Failing to do so may result in your demo window appearing on top of the ScreenCam Movie during playback.

Key Press

When your viewer presses a key, or a combination of keys, we sometimes call it a key press. A key press is an event.

Knowledge Base

In addition to online Help, the Getting Started Guide, and the User's Guide, the DemoShield documentation set includes a multimedia viewer file called the DemoShield Knowledge Base. The Knowledge Base is maintained by our technical support staff as a vehicle for passing on knowledge gained from supporting individual users to all DemoShield users.

The Knowledge Base features tips, tricks, and techniques; answers to Frequently Asked Questions; and articles on both technical and design issues. We post periodic updates to the Knowledge Base online via our CompuServe Forum and World Wide Web site.

Users are encouraged to send email to **support@demoshield.com** with their suggestions for additions to the Knowledge Base.

Large Image Preview

Check this box in the Enable tab of the (File) Preferences dialog box if you want to be able to preview your large image resources.

Lasso

To use the pointer (selection) tool to draw a rectangle around one or more objects in the Designer Window. The "lassoed" object(s) are selected. You can then resize them or move them as a group.

Launch Application Action

Use the Launch Application action to launch an application from within your demo. This action allows you to launch, but not control, an application. For example, you cannot control when the application is closed or whether the user may interact with the application. The application remains open until the viewer closes it. You may use macros and Send Keys actions, but not Send Windows Message actions. To achieve greater control over a launched application, use an [Application Object](#) to launch your executable instead.

Use the Launch Application action when you want your viewer to control when the application launches. For example, the Launch Application action allows you to create a demo that can serve as a "**CD-ROM** graphical front-end" for a number of applications. Your viewer simply clicks on a button to launch an application, then closes the application to return to the menu scene and launch a different application. For details, see [Overview: Live Application Demos](#).

Note Disable the Keep Demo Always on Top property (Demo Properties dialog, Enable tab) when choosing the Launch Application action. This ensures that the demo window will not cover up your launched application.

Refer to the steps below for help in building this action.

Steps



To launch an application

Launch Demo Action

Use the Launch Demo action to launch another demo from within your demo.

Note In general, you should disable Keep Demo Always on Top (Demo Properties dialog, Enable tab) when choosing the Launch Demo action. This ensures that the demo window will not cover up your launched demo window.

Refer to the steps below for help in building this action.

Steps

▶ To launch a demo

Layer

When you paste more than one object in the same place on your demo screen, the most recent object you paste covers up the previous object(s). Using the [Scene Editor](#), you can rearrange these layers, and bring an object from the back to the front or send an object in front to the back of this stack. See also [stack order](#).

Left Mouse Click

Selects the object underneath the cursor and deselects any objects that you may have previously selected. If there is no object underneath the cursor, then a left mouse button click deselects all selected objects.

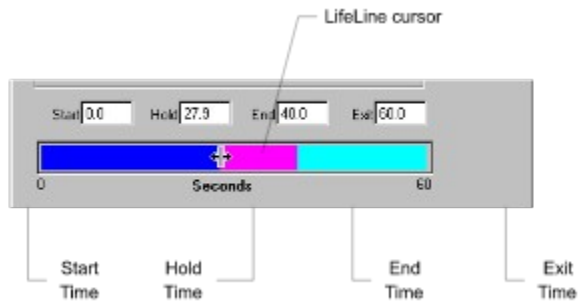
Life

The period of time an object is onscreen. The life of an object starts when the object begins to appear and ends when the object has completely disappeared from the scene.

LifeLine

The LifeLine is a three-color horizontal bar that graphically displays an object's Start, Hold, End, and Exit Times. It appears in both the Life properties dialog box and the Timeline Editor. Drag on the edge of any color bar to select the time you want to change. Your cursor turns into the LifeLine cursor shown below. Drag the cursor left to decrease the time; right to increase it. The new time will appear simultaneously in the matching edit field.

In the Timeline Editor, you can also click and drag on the middle of any color bar on the LifeLine to move the object entirely in time. The time settings for the object will retain their relative positions.



Line and Poly-Line



Objects

Choose Line or Poly-Line from the New Object menu or the Object Palette to create a Line Object or Poly-Line Object.

A Line is an object consisting of a single, straight line segment. A Poly-Line is an object consisting of several line segments joined at vertices.

Steps



To create a line



To create a poly-line

Linear

Anything you read from beginning to end, whether in print or onscreen, is linear. When you read a book, you start at the first page, continue in ascending numeric sequence, and end at the last page.

See also [hypertext](#).

Link

When you create a button or some other interactive object for your demo, you need to build one or more actions you want your demo to perform when a viewer clicks the button. The click is an event. What your demo does when it gets the event is an action. The link is the connection you make between an event and the action(s) that happen following the event.

Listbox or



Creates a Listbox Object which can contain up to 40 entries.

Steps



To create a Listbox Object

Live Application Demo

A live application demo is a demo which launches another application that runs along with the demo. Often, an Application Object is used to launch and control the application being demonstrated. A Launch Application action may also be used to launch another application.

Macros may be used to demonstrate particular features to your viewer.

Lotus ScreenCam

Lotus ScreenCam is an application (bundled free with DemoShield) that records both sound and screen activity on your PC as screen movies. These movies can also be described as video screen captures of your running application. The files you create are saved in Lotus Corporation's Screen Cam Movie (SCM) file format. You can play any SCM file in DemoShield using the Play Video action.

MIDI

A sound file format (MID and RMI) you may import into DemoShield. MIDI stands for Musical Instrument Digital Interface. Unlike WAV files, which are digital recordings of actual sound (voice or music), MIDI files simply define the instruments and notes that are to be played, and how they should be played. A synthesizer (generally part of a MIDI-capable sound board) on the end-user's system "reads" the MIDI instructions and plays the music. Since MIDI files contain only instructions and not the actual music, they are many times smaller than digital audio files of the same duration. MIDI files also use less processor power to play. To listen to your demo's MIDI files, your viewer must have a sound board with MIDI support installed.

Macro Start/Stop Recording Key

Select a function key (F2 - F12) to serve as your macro Start/Stop Recording key. You make this selection in the Enable tab of the (File) Preferences dialog box.

Macro

Just as you can record your voice on, and play back, a tape cassette, you can record and play back your mouse moves and keystrokes with a macro. To use your macro in a demo, you must launch the application you used to record the macro. Then you would use a Play Macro action to play the macro.

About Macros

A macro records and plays back your mouse moves and keystrokes. Although you will probably use macros to build demos that teach or advertise other software applications, you could use a macro to record anything you do while you are using your PC.

When you demo an application using a macro, you save the macro in a separate macro file. Then you insert a separate Play Macro action in your demo to play the macro file.

When you run your demo, the macro plays back and your viewer sees onscreen all the clicks, keystrokes, and whatever other functions you performed while you were recording. You may want to record several macros to use in one demo, depending on the type of demo it is and what you need to show your viewer.

If you create your macros using mouse moves instead of keystrokes, you will need to create every macro in each of the main screen resolutions. A macro recorded using only keystrokes will play correctly on any screen, regardless of the resolution the viewer is running, or whether the display uses Small Fonts or Large Fonts.

Note You cannot play Windows 3.1 macros in a Windows 95 demo. You need to create macros in the same operating system they will be played under.

Mail

Use this address to send us disks or other information by mail or overnight express:

DemoShield Technical Support
DemoShield Corporation
900 Woodfield Drive Suite 125
Schaumburg, IL 60173
USA

Managing Resources

Overview

What are resources?

How...

- ▶ [To view information about your demo resources](#)
- ▶ [To preview a resource](#)
- ▶ [To import any resource](#)
- ▶ [To import a resource by reference](#)
- ▶ [To import resources and/or scenes from a different demo](#)
- ▶ [To remove a resource](#)
- ▶ [To rename a resource](#)
- ▶ [To export a resource](#)
- ▶ [To check for unused resources in your demo](#)
- ▶ [To display an image in a Graphic Object, Bitmap Button or Scene](#)

Frequently Asked Questions

Maximize Application

You may choose to force the application to run maximized by selecting the Maximize Application check box. However, DemoShield does not require you to run your applications maximized.

If you do not choose Maximize Application, you may select the position of the application window that will play on your viewer's screen.

Menu Properties, General

You can enter a title that will appear at the top of the PopUp Menu, and, if you want one, a caption that will go at the bottom.

The General Properties tab is the first tab to appear when you open a Menu Object's Properties dialog box for the first time. Use the General Properties tab to enter or change the object's name. Every object in a scene must have a unique name. (Two different objects can have the same name if they are in different scenes.) Names are not case-sensitive: for example, you cannot name two different objects Menu 1 and menu 1. An object can have a name up to 32 characters long. Type any characters you want--letters, numbers, or other characters.

To create a menu caption

1. Click on the Captions tab.

The Captions dialog box appears.

2. In the edit field next to Upper Title, type a title.
3. In the edit field next to Lower Title, type a caption, if you want one, for the bottom of the menu.

Control Menu

Use the Control menu commands to test run your demo in the Designer. You can also use the [Demo Controller](#) to test run your demo in the Designer. Click a command to learn more:

- ▶ [Restart](#)
- ▶ [Play Scene](#)
- ▶ [Full Screen Play](#)
- ▶ [Play](#)
- ▶ [Jump Forward](#)
- ▶ [Jump Back](#)
- ▶ [Step Forward](#)
- ▶ [Step Back](#)
- ▶ [Stop](#)
- ▶ [Next Scene](#)
- ▶ [Previous Scene](#)
- ▶ [Go to Scene](#)

Demo Menu

Use the Demo Menu to perform a variety of functions that affect your demo as a whole.

For example, you can choose Resource Manager to open the dialog box you will use to import and manage resources to your demo.

You can also use the Demo Menu to capture screen images, and to record macros.

- ▶ Resource Manager
- ▶ Capture Images
- ▶ Automation
- ▶ Record Macro
- ▶ Save Macro
- ▶ Play Macro
- ▶ Properties

Edit Menu

Use the Edit Menu to locate commands for copying, deleting, selecting, and modifying objects.

Click a command to learn more:

- ▶ Undo
- ▶ Redo
- ▶ Cut
- ▶ Copy
- ▶ Paste
- ▶ Paste Special
- ▶ Delete
- ▶ Select All
- ▶ Clear Selection
- ▶ Duplicate
- ▶ Pick Up Styles
- ▶ Apply Styles

File Menu

Use the File Menu to create, open, save, and exit demo (*.DBD) files. You can also use the New command to create new template (*.TPL) files, and the Open command to edit existing template files. Use the Attach Template command to attach an existing template to your demo. You may also test run demos using the Player through the Play Demos submenu.

Click a command to learn more:

- ▶ New
- ▶ Open
- ▶ Close
- ▶ Save
- ▶ Save As
- ▶ Internet Save
- ▶ Attach Template
- ▶ Print Scene
- ▶ Import Demo
- ▶ Preferences
- ▶ Play Demos
- ▶ Exit

Help menu

Use the Help menu to open the Help contents, to search for a Help topic, and to read information about DemoShield.

Click a command to learn more:

- ▶ [Contents](#)
- ▶ [Search for Help on](#)
- ▶ [Technical Support](#)
- ▶ [View DemoShield Web Site](#)
- ▶ [Knowledge Base](#)
- ▶ [About](#)

Object Menu

Use the Object Menu to create a new object, delete or change the stack order of a selected object, or align selected objects.

Click a command to learn more.

- ▶ [New Object](#)
- ▶ [Delete](#)
- ▶ [Edit Properties](#)
- ▶ [Move Object to Front](#)
- ▶ [Move Object to Back](#)
- ▶ [Move Object Up](#)
- ▶ [Move Object Down](#)
- ▶ [Aligning commands](#)

Scene Menu

Use the Scene Menu to create, delete, sort, and manage the scenes in your demo. [Click a command to learn more.](#)

- ▶ New Scene
- ▶ Delete Scene
- ▶ Duplicate Scene
- ▶ Scene Sorter
- ▶ Move Scene Up
- ▶ Move Scene Down
- ▶ Check Spelling
- ▶ Properties

View Menu

Use the View Menu to display, hide, and/or arrange the position of tools, palettes, invisible objects, and the Toolbar and Status Bar in the Designer Window. Click a command to learn more:

- ▶ [Arrange Tools](#)
- ▶ [Timeline Editor](#)
- ▶ [Demo Controller](#)
- ▶ [Scene Editor](#)
- ▶ [Object Palette](#)
- ▶ [Aligning Tools](#)
- ▶ [Auto Shapes Palette](#)
- ▶ [Toolbar](#)
- ▶ [Status Bar](#)
- ▶ [Grid](#)
- ▶ [Invisible Objects](#)

Window Menu

Use the Window menu to clear the Designer Window of stray color pixels from previous operations, or to bring the Timeline Editor back into view when it is hidden by other windows.

Click a command to learn more:

- ▶ [Cascade](#)
- ▶ [Tile](#)
- ▶ [Repaint Scene](#)
- ▶ [Re-Index Scene Colors](#)

Metafile

An image saved using the standard Windows metafile format. A metafile is a set of drawing instructions. Windows metafiles have the extension .WMF. You can display images in your demos either in metafile or bitmap format. Metafiles scale in better proportions than bitmaps.

Note DemoShield does not read palette information from metafiles. If you are importing a metafile and it appears in your demo with unexpected colors, you will need to save this image with a standard (non-optimized) palette, or convert the image to a bitmap. Then re-import the image into DemoShield.

Modifying Objects

Overview

What do I need to know about DemoShield's objects in order to modify them?

Refer to the [Object Dictionary](#) for help in editing the properties of each DemoShield object.

How...

Selecting and Resizing

- ▶ [To select an object](#)
- ▶ [To deselect an object](#)
- ▶ [To select two or more objects](#)
- ▶ [To resize an object using the mouse](#)
- ▶ [To resize an object outside its life](#)
- ▶ [To resize an object precisely](#)
- ▶ [To view invisible objects in the Designer Window](#)

Moving and Aligning

- ▶ [To position or reposition an object](#)
- ▶ [To move an object to the front or the back of the stack](#)
- ▶ [To move an object up or down in the stack](#)
- ▶ [To align two or more objects](#)

Copying, Pasting, and Deleting

- ▶ [To copy objects in DemoShield](#)
- ▶ [To paste objects in DemoShield](#)
- ▶ [To copy and paste objects from the clipboard](#)
- ▶ [To pick up \(copy\) styles from an object](#)
- ▶ [To apply \(paste\) styles to an object](#)
- ▶ [To delete an object](#)

Editing an Object's Properties

- ▶ [To edit an object's properties \(how it looks, what it does, etc.\)](#)
- ▶ [To edit an object's properties outside its time period](#)

Frequently Asked Questions

More about global variables

DemoShield's global variables are variables you set that can be used in any scene. You can set three Number Variables and three String (alphanumeric) Variables.

You can increment (increase by one) or decrement (decrease by one) number variables through a [Set Variable Action](#). You can also use a Set Variable Action to assign a new value to any variable.

Then, you can use an [Event Object](#) to compare the contents of a Global Variable against a constant or an object property. Finally, you can create actions to occur if the comparison is true, and actions to occur if the comparison is false.

Motion

A motion, in DemoShield, is the movement of an object on the screen. For example, you can make an object enter the scene from the left edge of the screen, and move right until it reaches a spot near the center of the screen. When you have no further use for the object, you may want it to move to another position until it finally disappears. When an object enters or exits a scene this way, we call it a motion. You may also create point-to-point motion by "capturing" a screen position where the object will begin appearing, and another position where the object will finally disappear.

Motions are different from actions. An action affects how something in the demo works. Changing from one scene to another, or stopping the demo, are examples of actions.

To set motions for an object, use the Life Properties dialog box.

Creating Motion

If an object moves into view from right to left or from top to bottom, for example, that's a motion. If the object starts out invisible and slowly fades in until it is fully visible, or disappears the same way, that's an effect. If an object fades in slowly while it moves across the screen, that's a motion combined with an effect.

The words motion and action seem similar, but they have two entirely different meanings in DemoShield. The motion we are talking about here occurs when an object moves in or out of a scene--and at no other time. You cannot select a motion for an object's Hold period--although you may choose an effect.

Mouse Events

The following table shows a few examples of actions you could create for mouse (click) events.

Event	What Could Happen (Action)
Left Mouse Click	Headline pops on for three seconds, then disappears. Scene pauses for a second, then continues. New headline pops on. Demo switches to the next scene. Bitmap image fades in slowly, then fades out. Graphic objects sail across the screen and out of view.
Right Mouse Click	A graphic object drops down from out of nowhere, then disappears. A second graphic object appears. It's identical to the first object except for a different color, making it look as if the first object has changed color.

Move Cursor action

The Move Cursor action moves the viewer's cursor from its current position on the screen to a position you specify. You also select the time that it takes to complete its movement from a combo box listing several different times. By timing each new move cursor action with the display of a new screen capture image, you can simulate the effect of a running application. See [To choose Move Cursor](#) for details.

Move Object Down

Moves the selected object one layer down in the stack, i.e. one step closer to the back (bottom) of the stack.

Steps

▶ To move an object up or down in the stack

Move Object Up

Moves the selected object one layer up in the stack, i.e., one step closer to the front (top) of the stack.

Steps



To move an object up or down in the stack

Move Object to Back

Moves the selected object to the back (bottom) of the stack.

Steps



To move an object to the front or back of the stack

Move Object to Front

Brings the selected object to the front of the stack.

Steps



To move an object to the front or back of the stack

Move Scene Down

Changes the position of the current scene so that, when the demo plays, the current scene appears later in the sequence of scenes.

Move Scene Up

Changes the position of the current scene so that, when the demo plays, the current scene appears earlier in the sequence of scenes.

Multimedia

Computer hardware and software that combine different media, which can include text, graphics, animation, sound, and video.

Naming a Scene

DemoShield automatically gives each scene you create a default name which appears in the Scene Name edit field. You can change a scene's name at any time by typing the new name in the General tab of the Scene Properties dialog box. DemoShield will automatically update any actions or scene transitions that reference the scene name.

Native Resolution

Your demo's base resolution. Think of it as the base coordinate system for the placement of objects on your screen. You may select one of the five standard screen resolutions (640x480, 800x600, 1024x768, 1152x864, or 1280x1024) for your native resolution. Do not choose a native resolution higher than 640x480 unless you are certain that your end-users will not run your demo under 640x480 screen resolution.

- ▶ [scaling](#)
- ▶ [screen resolution](#)
- ▶ [Which Resolution Should I Choose?](#)
- ▶ [To check your native demo resolution](#)
- ▶ [To change the default new demo resolution](#)

New Demo Wizard

The New Demo Wizard launches when you select Create New Demo from the Welcome dialog, or choose New from the File menu. The New Demo Wizard assists you in creating a new demo by asking a few questions about the type of demo you are creating and how you want your demo to look.

Based on your responses, the Wizard then creates a new demo file based on one of our professionally-designed demo templates. This new demo will contain fully configured scenes, each with several objects you can edit as you wish.

Steps



[To create a new demo](#)

New Dictionary

You can specify the attributes of a new user dictionary in the New Dictionary dialog.

Browse button: Displays a dialog which shows the names of other user dictionary files. You can use the dialog to view the names of existing dictionary files, and to enter the name of the new dictionary file.

Cancel button: Closes the New Dictionary dialog without creating a new dictionary file.

File Name box: Contains the name of the disk file used to hold the new dictionary's contents. You can enter a name here or use the Browse button to display a dialog showing the names of other dictionary files.

Language list: Specifies the language (e.g., French, American English, etc.) of the words the new user dictionary will contain. [**Note:** There may be languages listed that are not available. Choose File|Preferences|Spell to see the language options.]

OK button: Creates a new dictionary and closes the New Dictionary dialog.

Type list: Specifies the type or purpose of the new dictionary. The type defines what happens when a word is located in the dictionary during a check spelling operation.

New Features in DemoShield5.1

Internet Support (Windows 95/NT version only)

▶ Internet Save Wizard

This Wizard walks you through the steps of saving your demo so users can play it live from the Internet.

▶ **Allow URLs to be Associated with a Resource**

The Resource Manager dialog allows URLs to be associated with each demo resource, except macros and resources imported by reference. This feature will operate transparently in the 32 bit Player only.

New Wizards

▶ Internet Save Wizard

This Wizard walks you through the steps of saving your demo so users can play it live from the Internet.

▶ Setup Wizard

Enhanced Setup Wizard customizes your installation options with new and improved features:

- n New CD uncompressed option; Choosing this option will direct the Setup Wizard to build a distribution that is referenced and run from a CD ROM (nothing is installed on the viewer's system).
- n Ability to add text, help, and other associated files to your demo distribution.

Advances in Demonstrating Software Applications

▶ **New Global Variable**

We have added the variable SystemDate to the Global Variables List.

▶ **Enhanced Native Resolution Capability**

Two new major resolutions have been added (1152x864 and 1280x1024). DemoShield5.1 supports demos with a native resolution up to 1280x1024 in both windowed and non-windowed modes.

Audio & Visual Display Enhancements

▶ **Enhanced 'Play Sound' Action**

When using the Play Sound action, the Build Action Wizard allows you to choose from three new sound playback options:

- n Play Sound and Return (asynchronous playback)
- n Wait for Sound to Play (synchronous playback)
- n Repeat Sound Playback (available for WAV files only)

▶ **Stop Sound At Scene Transitions**

As a new sound feature, DemoShield offers the option to stop sound playback at scene transitions, or to play sound continuously. In the Options tab of the Demo Properties dialog, you can stop sound playback at scene transitions by selecting the check box. If you wish to use sound in your demo that serves as background music, leave this box deselected, and sound will play continuously through scene transitions.

▶ **Image tile option for tiling bitmaps**

An addition to the Image Options group, select Tile Image and the image resource replicates and displays in a tile format (i.e., the image size remains the same, but will replicate to fill the frame). [see Image Options group]

Color Handling

▶ Enable Full Palette Display (256-color systems)

DemoShield5.1 now handles color in a completely new way. The two critical areas of difference are as follows:

- n The Scene background now gets top priority when allocating palette entries.

Earlier versions of DemoShield gave the scene background lowest priority when allocating palette entries. If there were not enough palette

entries for the scene background to realize all its colors, the scene background would receive none of its entries. Instead, it would map to a 16 color Windows palette.

n Palette entries are now shared between scenes by default.

Earlier versions of DemoShield realized a color palette on a scene by scene basis. This would cause a flash to appear as the old palette used by one scene was discarded and replaced by the new palette to be used in the next scene. By default, DemoShield will now "merge" color palettes between consecutive scenes to eliminate any flashing that occurred due to the palette resetting between scenes. You may still designate a new palette for a scene, allowing for 236 unique colors (if you are incorporating graphically rich images, for example, that require unique color palettes).

For an extensive discussion, see Enable Full Palette Display.



Re-Index Scene Colors

A new option in the Window menu, allows for advanced handling of colors within a scene.

New Development Tools



Spell Checker

DemoShield now provides full spell checking support for text objects, button objects, and SoftPhrase resources in your demo. You may designate any of nine languages and may customize the spell checking options that best suit your needs.



New Action

Use the Set Property action to set one of the properties of any object in your demo to any value you want.



Play Current Demo

Offers the option of test running the current demo in the Player in the File|Play Demos submenu.



Check Resources

A 'Check Resources' button has been added to the Resource Manager dialog which allows you to see which resources from the list have been used.

New Object

Choose New Object to create and place a new object in the current demo scene. Alternately, you may create objects by clicking buttons on the [Object Palette](#) or [Auto Shapes Palette](#).

Note There are additional auto shapes available on the palette that are not available through the Graphic Object submenu.

Objects

- ▶ [Application](#)
- ▶ [AVI](#)
- ▶ [Bitmap Button](#)
- ▶ [Button](#)
- ▶ [Edit Field](#)
- ▶ [Event](#)
- ▶ [Group](#)
- ▶ [Hot Spot](#)
- ▶ [Menu](#)
- ▶ [Text](#)
- ▶ [Variable](#)
- ▶ [VCR](#)
- ▶ [Listbox](#)
- ▶ [Automation](#)
- ▶ [Graphic](#)
- ▶ [Line](#)

New Scene or

When you choose New Scene from the Scene menu (or click the Toolbar button shown above), the New Scene dialog box launches. Use this dialog to select a scene from your current template to add to your demo.

If you prefer to begin with a blank scene, click New Scene on the [Scene Sorter](#), to add an empty scene to the end of your demo.

Steps



To choose a new scene

Next Scene

Choose Next Scene from the Control menu to go to the next scene. You may also use the Next Scene button on the Demo Controller.

Next and Previous Scene Buttons

Use these two green buttons on the Demo Controller to jump from the current scene in the Designer Window to the next scene or previous scene. When you click, the current scene changes and the clock resets to 00:00.

No Scale

Disables the object's scaling when the demo is played under a different screen resolution than the resolution that was used to create the demo. Use this check box in the General Properties tab to ensure that the size and position of an object remain the same under any screen resolution.

- Check the No Scale check box to turn scaling off.
- Clear the No Scale box to allow the object to scale.

If you leave the default scaling on, all or part of an object will grow larger or smaller to scale to the resolution of the screen on which the demo is played. In general, you will find that allowing objects to scale will produce the best visual results. However, if you are layering objects (such as placing an arrow over a bitmap) you will need to select the No Scale option for both objects. This will ensure that their relative positions will not change when the demo is played on a monitor running under a different display resolution.

Note If you are creating a **fixed size** Windowed demo, you do not need to enable the No Scale property for your layered objects. **No** objects will scale in a fixed size demo.

Null Color Preferences

The null color is the color that DemoShield will use to fill any unused area on the screen when you test run your demo in Full Screen Mode in the Designer Window. It has no effect on how your end-user will view your demo.

Steps



[To set the Null Scene Color](#)

Object

Anything you can place, select, move, or resize in the Designer Window. Objects include graphic shapes such as rectangles and lines, interactive objects such as VCR Buttons and Bitmap Buttons, invisible objects such as AVI and Variable objects, and text. You may create up to 256 objects in any one scene.

Object Layout Settings

DemoShield allows you to position objects on the screen more precisely by "nudging" them. To nudge object(s), select the object(s) and use the arrow keys on your keyboard to move the object(s) a short distance either horizontally or vertically. We'll call this distance one "layout unit." By default, the layout unit for both horizontal and vertical movement is equal to one pixel.

To change the "layout unit" settings, choose Preferences from the File menu. Click Options to access the Object Layout Settings. In the Width edit field, type in the number of pixels that you want the selected object to move when you press the left or right arrow keys. In the Height edit field, type in the number of pixels that you want the selected object to move when you press the up or down arrow keys. The numbers you select become the horizontal and vertical "layout units" for your demo.

Then click the check box marked Snap to Layout Coordinates. This tells DemoShield to accept the Width and Height settings you just entered.

Note When Snap to Layout Coordinates is deselected, the selected object always moves one (1) pixel in any direction when you press an arrow key.

Object Name

In the General tab of an object's Properties dialog box, type a name for the object. Every object in a scene must have a unique name. (Two different objects can have the same name if they are in different scenes.) Names are not case-sensitive: for example, you cannot name two different objects Graphic 1 and graphic 1. An object can have a name up to 32 characters long. Type anything you want--letters, numbers, or other characters.

Object Ordering Actions

These are actions that affect the stack (or Z) order of the objects within a particular scene. If three objects were placed on top of one another, for example, you could select one of the objects and choose the menu command Bring to Front. That would put the object on top of the others, so you could easily see it, select it, and edit it. You may choose from the following Object Ordering Actions: Bring to Front, Send to Back, Bring One Layer Closer, and Send One Layer Back.

Note The stack (or Z) order of interactive objects will also affect how DemoShield processes events from your viewer. For example, you might place a hot spot on top of a bitmap button and have actions set for each object which are triggered when your viewer clicks the object. However, only the topmost object will receive the event and only the actions linked to that event will be performed.

Object Palette

A panel with buttons that you use to create objects. The Object Palette appears by default at the right side of your DemoShield screen, but you can drag it elsewhere. To create an object, click the button for the object you want, then click in the Designer Window.

You can use the Object Palette to create all DemoShield objects except for closed Graphic Objects. Use the Auto Shapes palette to create rectangles, circles and other auto shapes.

Object Properties You Can Compare

The following is a list of the Object Properties you can compare using an Event Object's Comparison dialog box. Not all of an object's properties can be compared meaningfully. For example, an Edit Field Object is the only object whose General Data Property can be evaluated in DemoShield.

Group

Visible

Enabled

Position

Dimension

Start-Time

Hold-Time

End-Time

End-Period-Length Time

General Data

Pressed

Object Properties, General

The General Properties tab is the first tab to appear when you open an object's Properties dialog box for the first time. Use the General Properties tab to enter or change the object's name and other important settings listed below.

▶ Object Name

▶ Group Name

Options

▶ Visible Property

▶ Enable Property

▶ No Scale

▶ Jump Mark

AVI Object

Create an AVI Object to play any an AVI file in your demo automatically, independently of your viewer.
When you use an AVI Object to play your AVI file, the last frame remains onscreen for as long as you want.

Tabs

- ▶ General Properties tab
- ▶ Object Styles Properties tab

How

- ▶ To create an AVI object
- ▶ To import a video file
- ▶ To choose an AVI resource

Application Object

Create an Application Object when you want to launch and control some other application at the same time you run your demo.

In a full-screen demo, you must make the current scene an Application Scene before you can create an Application Object.

Tabs

- ▶ General Properties
- ▶ Object Data Properties
- ▶ Options Properties

How

- ▶ To create an application scene
- ▶ To create an Application Object
- ▶ To enter your application files into an Application Object

Automation Object

Create an Automation Object when you want to create or play an [automation resource](#) in your demo.

As soon as you create an Automation Object, the Automation Wizard launches to help you create a new automation resource, or to edit an existing one. For help in creating or editing an automation resource, see [Creating Automation Resources](#). After you save an automation resource and click Done, the Automation Wizard closes, and you return to the Designer screen. A new Automation Object will be created in your demo which will start playing your automation resource at the start time specified in its Object Styles tab.

Tabs

- ▶ [General Properties tab](#)
- ▶ [Object Styles Properties tab](#)

How

- ▶ [To create an Automation Object in the Designer Window](#)
- ▶ [To play an AppCam resource in your demo](#)
- ▶ [To play a SoftPhrase resource in your demo](#)

Bitmap Button Object ▶

Create a bitmap button when you want a button that can display a bitmap or metafile image--with or without a text caption.

Tabs

- ▶ Object Styles Properties tab
- ▶ General Properties tab
- ▶ Fill Styles Properties tab
- ▶ Font Properties tab
- ▶ Font Color Properties tab
- ▶ Disabled Color Properties tab
- ▶ Bkgnd Color Properties tab
- ▶ Fill Color Properties tab
- ▶ Actions Properties tab
- ▶ Life Properties tab

How

- ▶ To create a Bitmap Button Object
- ▶ To display an image in a Graphic Object, Bitmap Button, or Scene,

Edit Field Object ▶

Creates a standard Windows edit field, in which your viewer can type characters. To create actions that happen when certain characters are typed into an edit field, you must use an Event Object to evaluate the contents of the edit field. If you wish, you may also choose to send the characters typed in by your viewer to an application you have launched via the Launch Application/Demo action.

Tabs

- ▶ General Properties
- ▶ Object Styles Properties
- ▶ Fill Styles Properties
- ▶ Font Properties
- ▶ Font Color Properties
- ▶ Bkgnd Color Properties
- ▶ Border Color Properties
- ▶ Life Properties

How

- ▶ To create an Edit Field Object
- ▶ To permanently save data
- ▶ To use an Edit Field Token in an Application Command Line

Event Object ▶

Use an Event Object to make actions happen in your demo without any viewer interaction. You can create actions that happen at a certain time, every time your viewer visits a scene. Or, you can create actions that happen only under certain conditions.

Tabs

- ▶ General Properties
- ▶ Time Properties
- ▶ Comparison Properties
- ▶ True Actions Properties
- ▶ False Actions Properties

How

- ▶ To create an Event Object
- ▶ To build an action that happens automatically
- ▶ To build an action that happens under certain conditions
- ▶ To edit an action you have already set
- ▶ To remove an action
- ▶ To create an action for a group

Graphic Objects (Auto Shapes ► and Polygons



Create an Auto Shape when you need a rectangle, ellipse (circle), octagon, arrow, triangle, trapezoid, parallelogram, diamond, hexagon, square bullet point, star, or cross graphic. Use the [Auto Shapes Palette](#) to create these pre-drawn shapes. You can resize them to any size you like.

Create a Polygon Object when you need an irregular closed shape, such as a lightning bolt with six sides. Click the Polygon Object button on the Object Palette to create a polygon. Although the process for creating a polygon is a little different, both polygons and Auto Shapes are Graphic Objects, with very similar properties.

Tabs

- [General Properties tab](#)
- [Fill Styles Properties tab](#)
- [Bkgnd Color Properties tab](#)
- [Fill Color Properties tab](#)
- [Border Styles Properties tab](#)
- [Border Color Properties tab](#)
- [Life Properties tab](#)

How

- [To create a Polygon](#)
- [To create an Auto Shape \(graphic object\)](#)

Group Object ▶

Create a Group Object when you want to group together objects so that you can perform actions on them as a unit. When you create actions for a Group Object, all of the objects in the group perform the same actions at the same time. To group objects, give each object the same Group Name. This name should be identical to the Group Name given to the Group Object.

Tabs

▶ General Properties tab

How

▶ To create a Group Object

▶ To create objects that you want to place in a group

Hot Spot Object

Create a Hot Spot Object to put an invisible area on the screen that is sensitive to your viewer's mouse movements, clicks, and keystrokes. For example, you can place a hot spot on top of a graphic object so your viewer can click to initiate some action, such as playing sound or going to a new scene. You can also create actions that will occur when your viewer moves the mouse over a hot spot, such as a toggle action to highlight and then de-highlight the Hot Spot Object.

Tabs

- ▶ General Properties
- ▶ Object Styles Properties
- ▶ Actions Properties
- ▶ Life Properties

How

- ▶ To create a Hot Spot Object
- ▶ To change the viewer's cursor when the mouse moves on a hot spot

Object Properties: Line and Poly-Line Objects



Create a Line or a Poly-Line Object when you need lines or arrows.

A Line Object creates straight individual lines. A Poly-Line Object creates open-ended objects containing two or more joined lines.

Tabs

- ▶ General Properties tab
- ▶ Line Styles Properties tab
- ▶ Arrow Styles Properties tab
- ▶ Fill Color Properties tab
- ▶ Line Color Properties tab
- ▶ Life Properties tab

How

- ▶ To create a Line Object
- ▶ To create a Poly-Line Object

Listbox Object

Creates an interactive object which duplicates the appearance and functionality of a standard Windows listbox. Your Listbox Object can contain up to 40 listbox entries. When your viewer clicks on any listbox entry, the item is highlighted, and the action linked to that entry is performed. You can link any DemoShield action to a listbox entry.

Tabs

- ▶ General Properties tab
- ▶ Object Styles Properties tab
- ▶ Font tab
- ▶ Font Color tab
- ▶ Disabled Color tab
- ▶ Life tab

How

- ▶ To create a Listbox Object
- ▶ To add or remove a listbox entry
- ▶ To build (or edit) an action for a listbox entry
- ▶ To remove an action linked to a visible listbox entry

(PopUp) Menu Object

Creates a menu that pops up anywhere in your demo when the viewer clicks a button or presses a shortcut key.

The menu itself contains up to 5 buttons which your viewer can click on to cause something to happen in the demo. As soon as your viewer clicks on a menu button, the menu disappears.

Tabs

- ▶ General Properties
- ▶ Object Styles Properties
- ▶ Captions tab

How

- ▶ To create a PopUp Menu
- ▶ To create or change a caption on a menu button
- ▶ To build the action for a menu button
- ▶ To enable or disable a menu button

Object Properties: Options

- ▶ [Application Object](#)
- ▶ [Automation Object](#)
- ▶ [AVI Object](#)
- ▶ [Bitmap Button Object](#)
- ▶ [Edit Field Object](#)
- ▶ [Event Object](#)
- ▶ [Graphic Object](#)
- ▶ [Group Object](#)
- ▶ [Hot Spot Object](#)
- ▶ [Line and Poly-Line Objects](#)
- ▶ [Listbox Object](#)
- ▶ [Menu Object](#)
- ▶ [Push Button, Radio Button, and Check Box Objects](#)
- ▶ [Text Object](#)
- ▶ [Variable Object](#)
- ▶ [VCR Buttons](#)

Push Button, Radio Button, and Check Box Object

By clicking this button you can create three types of standard Windows interface buttons: a push button, a radio button, or a check box. When your demo is running, your viewer can click the button to select a menu choice, change scenes, reveal an answer, display text, or initiate any other DemoShield action. When your viewer presses a radio button or check box, the Button Object changes its appearance to appear "filled" or "checked" providing visual feedback.

Tabs

- ▶ General Properties tab
- ▶ Font Properties tab
- ▶ Font Color Properties tab
- ▶ Disabled Color Properties tab
- ▶ Life Properties tab
- ▶ Object Styles Properties tab
- ▶ Bkgnd Color Properties tab
- ▶ Actions Properties tab

How

- ▶ To create a Push Button, Radio Button, or Check Box Object
- ▶ To set styles for a Radio Button, Check Box, or Push Button
- ▶ To permanently save the state of a button

Text Object

Create a Text Object to display text in your demo. You may type the text in yourself, paste text from the clipboard directly into the Designer, or import text saved as an RTF file.

Tabs

- ▶ General Properties
- ▶ Object Styles Properties
- ▶ Fill Styles Properties
- ▶ Font Properties
- ▶ Borders
- ▶ Font Color Properties
- ▶ Bkgnd Color Properties
- ▶ Life Properties

How

- ▶ To create a Text Object
- ▶ To type the text for a Text Object
- ▶ To resize a Text Object
- ▶ To align text
- ▶ To create a margin
- ▶ To add a scrollbar
- ▶ To choose the fill style
- ▶ To choose a font
- ▶ To choose border styles
- ▶ To choose a background color, font color, or border color
- ▶ To display an RTF file in your demo
- ▶ To see and manage RTF resources
- ▶ To import an RTF file

VCR Button Object

Creates a set of VCR buttons the viewer uses to control the demo.

VCR buttons have preset actions you can use immediately, or edit to serve your needs.

Tabs

- ▶ General Properties tab
- ▶ Object Styles Properties tab
- ▶ Font Properties tab
- ▶ Font Color Properties tab
- ▶ Disabled Color Properties tab
- ▶ Background Color Properties tab
- ▶ Life Properties tab

How

- ▶ To create VCR Buttons
- ▶ To enable or disable a particular VCR Button
- ▶ To change a VCR button caption
- ▶ To change the action for a VCR Button
- ▶ To display symbols instead of words on VCR Buttons
- ▶ To change the Pause and Continue captions

Variable Object

Create a Variable Object to store a numeric or string value. A Variable Object can only be used in the where it was created. A Global Variable may be used anywhere in the demo.

Tabs

- ▶ General Properties tab
- ▶ Variable Data Properties tab

How

- ▶ To create a Variable Object
- ▶ To set the Properties of a Variable Object
- ▶ To permanently save value

Object State Actions

These are actions that affect the current state of a particular object in your demo. You may Hide, Show, Enable, Disable, or Highlight/De-Highlight an object.

Object Styles

Many of the objects you can create in DemoShield share properties in common, and yet each is different. All objects, for example, have a General Properties tab where you can edit the object's name. Each object also contains an Object Styles tab that contains the properties that are unique to that object. For example, the Object Styles tab for a Text Object includes a large edit field you can use to type in the text you want your viewer to see. The Object Styles tab for a Button Object allows you to select the style of button you wish to display: radio button, check box, or push button.

Object Styles

Many of the objects you can create in DemoShield share properties in common with other types of objects. To illustrate, we will compare a VCR Button Object with a Text Object. They both contain text. That is, the caption on a VCR Button is text, and a Text Object is text. They also have other properties in common. For example, you can choose a font color for the text in both a VCR Button Object and a Text Object, and you use the same Font Color dialog box to choose the font color for both.

At the same time, however, each type of DemoShield object has its own unique properties that make it different from every other type of object. A push button object is different in some ways than a graphic object. A Text Object is different in some ways than a VCR Button Object, and so on. Object Styles are those characteristics of an object that make it different from other types of objects.

For example, a Text Object is not interactive but VCR Buttons are interactive. You can set actions for an interactive object, but not for a Text or Graphic Object.

Use the Properties dialog box, Object Styles tab to choose or set the properties that are unique to each object. All Font Color, Background Color, and Fill Color dialog boxes are the same. But the Properties dialog box, Object Styles tab is different for each type of object.

Objects List

The list box in the Scene Editor that displays the name of every object that you have placed in the Designer Window for the current scene. To select an object, click its name on the Objects List. To open an object's Properties dialog box, double-click its name in the Objects List.

Operator

A word or symbol that tells DemoShield how you want to compare objects, variables, and/or constants. If you want to see if the objects are identical, for example, use the equal (=) sign.

These are the operators:

- Less Than (<)
- Greater Than (>)
- Less Than or Equal (<=)
- Greater Than or Equal (>=)
- Equal (=)
- Not Equal (!=)

Options Preferences

Use this tab to set the Step and Jump buttons on the Demo Controller; and to set the number of pixels an object will move when you use the arrow keys to "nudge" it.

Options

▶ Time Increments for Steps and Jumps

▶ Object Layout Settings

Steps

▶ To set the Step and Jump buttons on the Controller

▶ To set the distance an object will move when you press an arrow key

Options, Demo Properties

Click on Options in the Demo Properties dialog box to make a number of optional selections relating to the demo as a whole. Most of these options involve how the demo will appear or behave when the demo is run using the DemoShield Player.

Options

- ▶ Initial Scene
- ▶ Ending Message
- ▶ Demo Password
- ▶ Allow Palettized Colors
- ▶ Keep Demo Always on Top
- ▶ Stop Sound at Scene Transitions

Overview: Action

What is action?

An action is anything you make your demo do: either (a) automatically on its own, or (b) when your viewer presses a key or clicks the mouse.

For example, you can make your demo play a sound file 10 seconds into the scene, or when your viewer clicks a button that says "Listen "

Actions that happen when your viewer presses a key or clicks the mouse are created through the use of [interactive objects](#). These objects include buttons, hot spots, and VCR Buttons. This type of action is called interaction.

Interaction: Actions vs. Events

When your viewer clicks a button on your demo screen, or presses a key to interact with your demo, it is an [event](#). When your demo does something in response to that event, it is an [action](#). When the demo switches to another scene, for example, that is an action.

Suppose, for example, you want to give your viewer an Exit button. When the viewer clicks the Exit button, you want the demo to stop.

Let's examine this as simply as possible. We're looking at two things:

- Your viewer's mouse clicks on the button. (The event)
- The demo stops. (The action)

Part of the process of building your demo is to create links just like this between an event and its action, or actions. In fact, you can make any number of actions follow just one event. You can also set different events to trigger the same action.

Independent Action: Event Objects Provide the Trigger

Actions that happen automatically--without viewer interaction--are created through the use of an [Event Object](#). With independent actions, the Event Object serves as the event, instead of a viewer's clicks or keystrokes. An Event Object can trigger actions that happen each time your viewer plays the scene, or actions that happen only when a certain condition is met.

Build Action Wizard

DemoShield provides more than 30 actions you can choose from to make things happen in your demo.

Whether you are creating interaction or independent action, the [Build Action Wizard](#) will assist you in making the selections necessary for each action to be performed exactly as you intended.

Actions Dictionary

For details on setting each of the DemoShield actions, see the [Actions Dictionary](#).

Overview: AutoSync

The AutoSync Wizard helps you to synchronize the appearance of AppCam and SoftPhrase resources in a scene.

The AutoSync Wizard displays a special Automation Viewer dialog where you can view and edit both types of automation resources.

You simply double-click on an AppCam sequence, and then double-click on its "matching" SoftPhrase sequence to change the lifespan of the AppCam sequence to match the lifespan of the SoftPhrase sequence.

Note Any automation resource greater than 2 MB must be imported by reference. Automation resources may not be greater than 6 MB.

Overview: Customizing DemoShield

There are several ways in which you can customize DemoShield to better suit the way you like to work. Most of these settings can be made in the Preferences dialog box. To open this dialog box, choose Preferences from the File menu.

The Preferences that you can set range from visual features you can turn on or off, such as Tooltips and Shortcut Menus, to optional features that can help you work more effectively, like Check Resources, which prompts you each time you save your demo to purge unused resources.

In addition to setting Preferences, you may find you wish to edit the template DemoShield uses to determine the default settings for each new object and scene created in your demo. Please refer to [Using Templates](#) for information on changing these default (template) settings.

Overview: Distribution via Disk or CD

DemoShield provides the Setup Wizard to help you create your distribution media (disks or CDs). The installation built with the Setup Wizard creates a program group (or folder) on your viewer's desktop with an icon your viewer can double-click to run your demo.

The installation created by the Setup Wizard is based on InstallShield installation technology.

The Setup Wizard walks you through the steps to create a professional installation for your demo. The Wizard will ask you for the demo file you are distributing, and for any support files your viewer will need to run your demo. It will provide all the necessary run-time files automatically. The Wizard also provides you with several options for customizing your installation. For example, you can include an uninstaller, display a splash screen, or choose to have your demo launch automatically after installation.

Before You Distribute Your Demo

Before you launch the Setup Wizard to create your installation file, you should take the following steps to reduce your demo file size.

1. Enable Check Resources on Save in the Preferences dialog box or press Check in each tab of the Resource Manager dialog to identify unused resources in your demo.
2. Choose Resource Manager from the Demo menu, and click on each tab to make sure that each of your resources are saved in compressed mode within the demo file. See To View Information About Your Demo Resources for details on compressing resources.
3. (Optional) Reduce the bit depth of 256-color and true-color images to 16 colors. Programs such as Hijack Pro and Paint Shop Pro can be used to take a 256-color (or greater) image and reduce it to 16 colors with a minimal loss of quality. This step will both reduce your file size and eliminate potential color palette problems discussed in detail in Will my colors look OK on all systems? This option is especially useful when you are displaying screen shots of applications, which typically use only 16 colors. Use the Resource Manager dialog box to export your resources for editing.

In addition to minimizing your file size, you should test run your demo using the DemoShield Player to watch it the same way your end-users will. See To test run a demo in the Player for the steps. If you are using 256-color images in your demo, make sure to test your demo on a system running in 256-color mode.

Running the Setup Wizard

Double-click the Setup Wizard icon in your DemoShield program directory (or folder) to launch the Setup Wizard. It will walk you through the steps to distribute your demo.

File Sizes

The following table displays the size of required files created using the Setup Wizard. Includes SETUP.EXE, SETUP support files, and DemoShield Player(s). When determining how much disk space is left for your *.DBD file, keep in mind that the Setup Wizard will compress your *.DBD by the same amount as typical compression software such as PKZIP.

Description	Size
16-bit Automatic Installation	525 KB
32-bit Automatic Installation	532 KB
Automation Installation for 16- and 32-bit (Determines end-user's current Windows version and installs correct Player)	638 KB
Add when installing ScreenCam Player	+239 KB
Add when installing unInstallShield	+110 KB

When installing AVI support files, you will need to distribute a separate floppy to install Video for Windows (VfW).

See the DemoShield Knowledge Base for additional information.

Distributing Your Demo Without the Setup Wizard

We recommend that you use the Setup Wizard to produce a professional-looking, reliable, and easy installation for your end-users. However, as a last resort, you can save 315 to 327 KB of disk space by building your distribution media without the setup program. See To build your distribution without the Setup Wizard for the steps.

Overview: Life

What is Life?

Every object has a lifespan within the scene. For example, an object's lifespan could be from 5 seconds into the scene until 12 seconds into the scene. If the scene time is either before or after that 7-second time period, you will not see the object on the screen. It "exists" only in its lifespan.

An object does much more than simply appear and disappear. For each object you create, you'll need to determine:

- When and where the object first starts to appear
- How the object makes its entrance
- How long the object takes to enter
- How long the object stays on the screen
- What the object will do while you can see it on the screen
- When the object begins making its exit
- How long the object takes to exit
- How the object makes its exit
- When and where the object finally disappears

These settings determine an object's life, the total time an object exists, from its entrance to its exit. Every object that you place onscreen has a life of its own. The object's life begins when it appears onscreen. You decide when, where, and for how long it stays there. Then the object disappears. To put it another way: the object enters, it holds, it exits. When you first create an object, its default Start Time equals zero seconds, and its default End Time equals the scene length. You may change an object's Life Properties at any time.

Start, Hold, End, and Exit Times

There are four points in time in an object's life:

Time	What Happens
Start	When the object first starts to appear
Hold	When the object reaches the position where you created it
End	When the object begins making its exit
Exit	The time when the object finally disappears from view

Using these points in time, we say the object's life has three periods:

- Start to Hold: **the Start Period**
- Hold to End: **the Hold Period**
- End to Exit: **the End Period**

After you set the Start, Hold, End, and Exit times for your object, you can set motions and/or effects for the object's Start and End Periods. You may also select an effect, but not a motion, for the object's Hold Period.

Use the Life Properties tab to set the life properties for your object.

Overview: Live Application Demos

Create a [live application demo](#) when you want to allow your user to interact with your running application.

For example, you could create a training demo that launches your application, and then plays a [macro](#) which demonstrates the application's newest feature. Then, you could display text asking your viewer to try the feature. While your viewer interacts with your real application, text could appear on one side of the screen listing the steps to be performed. When your viewer completes the task, he or she can click a button to continue.

Before you create a live application demo, you need to consider how you will be distributing your demo. In order for a live application demo to work, you must provide the executable file that DemoShield will use to launch your application.

If you are creating a presales live application demo, we recommend that you:

- (a) save the executable as part of the .dbd file, or
- (b) create a special evaluation version of your software that is limited in some way.

By saving the executable as an internal demo resource, you will make it difficult (although not impossible) for your viewers to access your application when they are not running your demo. Creating a limited, smaller version of your executable makes it easier to distribute your demo via disk or the Internet and will fully protect against unwanted access to your full executable.

How do I launch my application?

There are two ways DemoShield can launch your application:

- 1. Through an Application Object.** Create an Application Object to launch and close your application. The application will launch automatically when the scene begins. Using this method gives you more control over the application. For example, you can decide where to place your application on the screen, and use the Send Keys and Send Message actions. You can also choose when the application will close. In a full screen demo, you must create an Application Scene in order to use an Application Object. This is a special type of scene that displays with a transparent background, allowing you to place demo objects that will appear to "float" over your running application. This can be especially useful in tutorials.
- 2. Through the Launch Application action.** Create an Event Object or an interactive object, and choose the Launch Application action. This action will launch your application. Your application will remain open until your viewer closes it. The Launch Application action is the best choice when you want your viewer to interact fully with your application until the viewer chooses to close it and return to the demo.

When DemoShield launches an application, you have to consider how the application and the demo will co-exist on your viewer's screen. The decisions you make will depend on whether you are using an Application Object or a Launch Application action, and on whether your demo will be played back full screen or in a window on your viewer's system.

Using an Application Object

When you are creating a full screen demo, you must first create an Application Scene in order to be able to create an Application Object. An Application Scene appears with a transparent background. This allows you to set DemoShield as a topmost window. (We recommend that you set the "Keep Demo Always on Top" option when using an Application Object to launch your executable.) You can create explanatory text, or other DemoShield objects that will float on top of your application, although you will need to position these items so that they do not interfere with your application, particularly if macros are being played.

Windowed mode demos do not support Application Scenes. You can run an application in a windowed mode demo, but the scene background will not be transparent. This means either (a) your topmost demo must be small enough to appear alongside the application, or (b) you must disable "Keep Demo Always on Top" so the application appears on top of your demo.

Using the Launch Application Action

You may use the Launch Application action in either an Application Scene or a non-Application Scene. Most of the time, you will want to disable the "Keep Demo Always on Top" option in the Demo Properties dialog box when using this action. Otherwise, your application may "disappear": behind your topmost demo window. You may run macros and use Send Keys actions when launching your application via the Launch Application action; however, you cannot use Send Message actions.

The Launch Application action allows you to provide a "CD-ROM graphical front-end" through a demo. We call this a [CD Browser](#) demo. For example, a software publisher may wish to distribute a CD containing evaluation-only versions of several new software applications. Rather than have the users just open each application, the publisher could create a DemoShield demo that would allow the user to select a general topic, go to a scene or scenes describing the available applications, and press a button when they are ready to launch an application. When the viewer closes the application, they would return to the demo's menu scene and could select another topic to explore.

Basic Steps

The following steps provide you with an overview of the process of creating a live application demo. Not all of these steps may be required for the demo you are creating.

1. Decide how you will launch the application.

If you wish to use Send Keys or Send Message actions, or wish to disable user interaction with the application, you will want to launch your application via an [Application Object](#). An Application Object can only be created in an Application Scene in a full-screen demo.

If you wish to launch the application when a viewer clicks a button or presses shortcut keys, you will want to use the Launch Application action. First, you would create an interactive object, or an Event Object. Then you would click on the Build Action button in the Actions, True Actions, or False Actions tab to launch the Build Action Wizard. From the list of actions that appears, you would select Launch

Application. See [To launch an application via the Launch Application action](#) for the remaining steps to build this action.

2. After you have set up the steps for launching your executable, you need to decide if you wish to use macros to demonstrate specific functions or procedures. Refer to [About Macros](#) for more information.

If you do not wish to use macros, continue to Step #7.

3. Next, record your macros. Refer to [To record a macro](#) for the steps.
4. Create, play back, and test all your macros. See [Steps for Macros](#) for details.
5. Go to the scene in which your application will be launched.
6. Decide how you want the macro(s) to be launched. Do you want the macro to launch automatically, or only when a viewer clicks a button, or provides some other event?

See [To play a macro in your demo without viewer interaction](#) for the steps to play your macro automatically.

See [To create a button that will play a macro in your demo](#) for the steps to play your macro when a viewer clicks a button or presses hot keys.

7. Create the graphics, text, and other objects you want your viewer to see in the scene which will launch your application. If this is an "Application Scene," keep in mind that the scene background will appear transparent, and so the objects in your scene will appear to float on top of your running application.

If using the Launch Application action, you may wish to display text at the beginning of the scene telling your viewers to try out your application for themselves, and close the application when they are finished. (When using the Launch Application action, the application will remain open until your viewer closes it.)

8. Test run and edit the demo. You will need [to test run the demo in the Player](#) to see it exactly as your viewers will see it.

Overview: Modifying Objects

Nearly every time you create an object, you will want to modify it until it looks and acts just the way you want it to.

You could modify an object by resizing it. Or, you might change a few of the object's properties, such as its background color or its timing within the scene. To edit an object's properties, you must first open its Properties dialog box.

For the purposes of modifying objects, it is useful to note the information given below about the broad categories of objects you can create in DemoShield. The objects grouped together below have many characteristics in common. For example, the process of resizing a Graphic Object is the same for all graphic objects, ranging from lines and circles to Auto-Shapes. Likewise, none of the Invisible Objects can (or need to) be resized. You use the Object Palette to create all DemoShield objects except for the Auto-Shapes, which have their own palette.

Graphic Objects

from Object Palette: Polygon; also the Line Objects (Line and Poly-Line)

from Auto Shapes Palette: Rectangle, Rounded Rectangle, Ellipse, Right Arrow, Left Arrow, Up Arrow, Down Arrow, Triangle, Parallelogram, Trapezoid, Diamond, Hexagon, Square Point, Star, Cross

Graphic objects are visual shapes you can use to design your demo. All the nonlinear graphic objects can be filled with a color, pattern, wash, or image. All these objects have Life property settings: that is, they can be set to move on and off the scene at particular times. Graphic objects can also be layered on top of other objects (including other graphic objects) to achieve more sophisticated designs.

Text Object

A Text Object is a unique object that allows you to display text you've (a) entered into the object's edit field by typing or pasting from the clipboard, or (b) imported as an RTF file from a word processor. A Text Object also has Life properties and may be resized and repositioned just like a Graphic Object.

Interactive Objects

Button, Bitmap Button, Hot Spot, PopUp Menu, Edit Field, VCR Buttons, Listbox Object

Interactive objects are those objects that are sensitive to your viewer's clicks and keystrokes. You can use these objects to build actions that occur when your viewer interacts with the demo. For example, you could create a button that triggers a Go to Next Scene action when your viewer clicks it. You could also create an Edit Field Object to store a value typed in by your viewer. Then you could use an Event Object to evaluate the contents of the edit field at a particular time and perform actions based on that evaluation.

Specialized (Invisible) Objects

Event Object, Application Object, Variable Object, Group Object, AVI Object, Automation Object

Specialized Objects are those objects that are invisible to the end-user of your demo. While working on the demo, however, you can choose Invisible Objects from the View menu to "see" these objects in the Designer Window. Since these objects are never seen by your viewers, they have no life properties and they cannot be resized. Each of these objects exists to perform a specialized function in your demo. An Application Object, for example, exists to launch and control a live application. Therefore its properties are limited only to those characteristics that determine how it will control an application.

Overview: Object

An object is anything you can place on your demo screen. A word on the screen in big bold letters is an object. A picture is an object. A button your viewer can click to control how your demo runs is an object. You can also place other objects on your demo screen that do all sorts of interesting things. For example, you can create an object to play a video sequence, or display a PopUp Menu.

In DemoShield, an object performs the same role as that of an actor in a movie. It appears on the scene, performs some function, and finally exits the scene.

A single scene can contain up to 256 objects. You use the Object Palette to create most DemoShield objects. To create graphic objects (other than lines or polygons), you use the Auto Shapes Palette.

How an object looks and acts reflect an object's properties, which you set using the Properties dialog box. Each object has its own Properties dialog box. Most of the steps for setting an object's properties are identical no matter what the object is. For example, you choose the Background Color for a Bitmap Button exactly the same way you choose the Background Color for a rectangle, or the Fill Color for a font. However, each object has an Object Styles tab that contains the properties unique to that object.

For the steps to edit the properties of an object after you have created it, see the Object Dictionary.

Overview: Properties

What are properties?

Every object you place on the screen has what we call properties. You can think of properties as adjectives that describe the object: a red circle, a gray background, a three-dimensional push button, a 24-point bold Arial font, the value of a variable.

Each of these attributes is a property. The object's life, in fact, and the events associated with its life, are also properties. The time when an object first appears onscreen is one of its properties. How it enters the scene is a property. For example, does it pop up out of nowhere, or fade in?

Every time you paste an object in a scene you need to set its properties. You make these settings using the object's Properties dialog box. Within the dialog box are tabs which group together the types of properties you can set for that object.

Many of the objects you can create share properties in common with other types of objects. For example, you can choose a font color for the text in both a VCR Button Object and a Text Object. The steps you use to choose a font color are the same. Likewise, the steps for changing an object's name in the General Properties dialog box are the same for all objects. At the same time, however, the Object Styles Properties tab--present in most objects--contains properties unique to that object.

The easiest way to open an object's Properties dialog box is to double-click on the object. See [To open an object's Properties dialog Box](#) for all the ways you can access an object's Properties dialog box.

Can only objects have properties?

No! Properties are attributes or qualities that characterize an object, a scene, or the demo itself.

Scene properties include the scene length, scene transition, and scene background. To open the [Scene Properties](#) dialog box, choose Properties from the Scene menu, or double-click on any empty area on the scene background.

Demo properties are varied settings that apply to the demo as a whole. Examples of demo properties include global variables, the demo password, and the demo style--whether the demo plays full screen, or in a window. To open the [Demo Properties](#) dialog box, choose Properties from the Demo menu.

What are template properties?

A template is a file that contains information about the initial (default) settings for each new object, scene, and demo you create. Template information tells DemoShield, for example, how a button should look when you first place it in the Designer Window: its size, color, and caption. It also tells DemoShield what the default background color is for your new scenes, and what the default Escape key is for your new demo. Template files have a TPL extension. You can create as many template files as you wish.

Once you create objects, scenes, and demos, you can change their initial properties using the appropriate Properties dialog boxes. Changes made to the template will not affect existing objects, scenes and demos: only those that are created after you load the template.

For more information, see [Overview: Templates](#).

Overview: Resources

In addition to the text, graphic, and interactive objects you can create quickly and easily within DemoShield, you can make your demos stand out with the creative use of resources developed externally.

Resources include but are not limited to:

- Metafile (.WMF) images you can display in Graphic Objects or scenes
- Screen capture and other bitmap (.BMP) images you can display in Bitmap Buttons, Graphic Objects, or scenes
- Rich Text Format (.RTF) files you can display in a text object
- Macros and application (EXE) files that you run with your demos
- Sound (WAV or MIDI) files you can play in your demos
- Audio Video Interleaved (AVI) and Lotus ScreenCam Movie (SCM) files you use to play a video sequence in your demo

Use the Resource Manager dialog box to preview, import, export, remove, and compress your demo resources.

In fact, you can even import whole scenes or resources from other demos. This feature is important because it allows several people to work simultaneously on different parts of the same demo. It also allows you to recycle all or part of your existing demos for use in new demos. See To import resources or scenes from a different demo for the steps.

In addition, there is a special type of resource that is not developed externally, but created within DemoShield. A resource of this type, such as an AppCam Resource or a SoftPhrase Resource, is called an automation resource. You can create an automation resource by choosing Automation from the Demo menu.

Overview: Scene

The process of creating a demo is very similar to producing a play or movie. Every play and movie is made up of several scenes. Every actor in a scene knows precisely when and how to enter the scene, what to say and/or do, how long to stay onstage or in front of the camera. The director plans each scene in order to communicate a particular message or convey a mood that adds to the overall resolution of the plot.

Just like a movie, each DemoShield demo is made up of one or more scenes. Each scene contains objects which you can think of as the "actors" in your demo--appearing and disappearing as necessary to fulfill their roles within the scene. One object, for example, might be a Text Object which displays a headline at the beginning of the scene, and disappears after several seconds to make room for a full-screen graphic.

Before a movie director begins filming, the director is handed a screenplay from which to work. Similarly, before you begin creating your demo, you will probably want to plan out what you intend to communicate in each scene. That will help you decide how long to make each scene, and what objects you will need to include.

Creating New Scenes

To create a new scene, simply choose New Scene from the Scene Menu. The New Scene dialog box will appear to assist you in choosing from several pre-configured scenes designed for the type of demo you are creating. After you have made your selections, those scenes will be added to your demo. Each of your new scenes will contain several objects. You may delete any objects that you don't need, or you may prefer to modify or edit these objects to serve your own purposes.

For each new scene, you must determine the how many seconds the scene will last (scene length) and what will happen when the scene ends (scene transition). Scene length and scene transition are just two of the properties you can set for each scene. Just like an object, a scene has properties which characterize it. Other scene properties include Fill Style and Background Color.

Since you can have hundreds of objects in any one scene, you will find the Scene Editor to be a helpful organizing tool. At any time, you can view a list of all the objects in a scene alphabetically, by object type, or by start time. When you are nearly done with your demo, you can use the Scene Sorter to rearrange your scenes in the best possible sequence. You will probably test run a typical scene many times in order to get the timing of each object just right. To play your current scene, choose Play Scene from the Control menu. To play your demo with the Player, choose File|Play Demos|Play Current Demo.

Scene Stats

Note You may have up to 512 scenes in one demo. Each scene may contain up to 256 objects, and may run from one second to 27.775 hours.

Overview: Simulating Viewer Interaction

Most of the time, you will want to use [AppCam](#) to simulate your software. AppCam automates the process of capturing screen images and cursor points.

However, sometimes you may need to simulate [viewer interaction](#) with your application. In other words, you don't want your viewer to simply sit back and watch a sequence of screen images and cursor points. You want the viewer to [interact](#) with your simulation.

For example, you might begin by showing a rectangle containing the image of a dialog box. You could place a [hot spot](#) over part or all of the dialog box image. When your viewer clicks on the hot spot, a series of actions are triggered. (e.g., set an action to set the contents of the rectangle to show the next screen image and an action to trigger the next cursor movement.)

Basic Steps

1. Use the [Capture Images command](#) from the Demo menu to capture images of your application screens. The images will be automatically saved as demo resources with the filename Image x, with x being the number of images you have captured. (Image numbering begins with "01".) To view information about your new images, choose [Resource Manager](#) from the Demo menu and click on the Images tab.

Note Before you capture your images, you may wish to switch your screen resolution to VGA and your system colors to 16 to produce the smallest possible image files. Or, you could use another screen capture program, making sure to save your files as bitmaps, and import the files using the [Resource Manager](#) dialog box.

2. Launch DemoShield and create your demo as usual.
3. Use your new screen capture images as [fills](#) for Graphic Objects, Bitmap Buttons, and/or scenes. For details, see [To display an image in a Graphic Object, Bitmap, Button, or Scene](#).
4. Create Text Objects to explain items shown on the bitmaps.
5. Create Graphic Objects or Auto Shapes such as arrows to point out key functions and to add movement and color to your demo.
If you are creating a full screen demo, make sure the [No Scale](#) property is selected in the General Properties dialog box for all graphic and text objects that will be layered on top of one another.
6. Use the [Move Cursor action](#), timed with the appearance of new screen captures, to make it appear as though a macro or video capture file were playing. Create an [Event Object](#) or an [interactive object](#) to trigger the Move Cursor action. See [To choose Move Cursor](#) for details on the Move Cursor action.
If you are not yet experienced in building actions, see [To make an action happen automatically](#) (for Event Object actions) or [To build an action triggered by your viewer](#) (for events triggered by a viewer's clicks or keystrokes).
7. [Test run the demo using the Player](#) to check for potential scaling or color palette problems.

Example of Simulating Viewer Interaction

Here is an example of how you might simulate viewer interaction in your demo using hot spots placed on top of a Graphic Object.

This example assumes you have already captured the screen images you will use. (See [Capture Images](#) for details on using DemoShield's own capture tool.)

1. Create a rectangle (Graphic 1) and fill it with your first screen image. For details, see [To display an image in a Graphic Object, Bitmap, Button, or Scene](#).
2. Create a [hot spot](#) and place it over the part of the image you want the viewer to click. Resize the hot spot as necessary.
For example, it might be the area showing the Save As command on the File menu.
3. Double-click on the hot spot, and click on the Object Styles tab.
Choose any cursor other than None.
4. Click the Actions tab. (See [To build an action triggered by your viewer](#) for the steps to build interaction.)
5. Under the words "When the viewer does this," choose the event Moves Mouse On Object.
6. Click the New Action button.
The [Build Action Wizard](#) launches.
7. Use the Wizard to build the action [Highlight/Dehighlight](#) for that very same hot spot object.
(This provides visual feedback to the viewer that he or she is to click the highlighted area.)
8. Then, repeat steps 5, 6 and 7 to build a matching Highlight/Dehighlight action for the Moves Mouse [Off Object](#) event.
9. Now, choose the event Left-Clicks Mouse.
10. Build a [Set Contents action](#) for Hot Spot 1:
The object is Graphic 1 in the same scene.

Set the contents to the second image (type the filename of your second image, without the .BMP).

In this example, the second image would be the Save As dialog box.

11. Build a Move Cursor action that moves the cursor to the next position.

In this example, the cursor position would be the location of the Save button within the Save As dialog box image.

12. Build a Show action to display a Text Object which describes what the viewer should do next.
13. Create a second hot spot object over the location of the Save button in the Save As dialog box image.
14. Follow the steps 4-12 above to create the actions you want to trigger when the viewer clicks on the second hot spot object.

Note Any automation resource greater than 2 MB must be imported by reference. Automation resources may not be greater than 6 MB.

Overview: Simulation Using AppCam

An AppCam resource is a type of [automation resource](#) you can use in your demo. It contains one or more sequences of screen capture images and cursor point captures. A cursor point capture is a recorded (relative) screen position. The position recorded is the X,Y coordinate relative to the base image captured. The base image is the first window captured with the Automation Wizard; usually the main window of the application you are demonstrating. To play an AppCam resource in your demo, simply create an Automation Object, select the AppCam resource you want to play, and set the time when you want it to begin playing.

AppCam lets you capture a series of screen images and cursor points, saved together as individual sequences. In the editor, you can replace individual image and cursor points within a sequence, and then reorder sequences within an AppCam resource. When you play an AppCam resource in your demo, the viewer's mouse cursor will be taken from its original position and moved to the cursor point you captured, providing a realistic simulation of your running application. Scroll text, play sound, or provide interactive buttons as your AppCam shows off your application.

Using AppCam to demonstrate your application offers many benefits. The main advantage of this technique is its ability to produce small demo files. If you are capturing under 640x480 resolution, it is definitely possible to create a demo using as many as 70 images that will fit on one distribution disk. Also, since this technique uses real-time cursor movement, it offers a more realistic simulation than simple video playback.

Another important benefit is that you can utilize other DemoShield features while the AppCam is running. When your AppCam resource plays, DemoShield time continues as usual. You can scroll text, play sound, even provide an interactive button for your viewer to change scenes. By contrast, when you play a video file in your demo, DemoShield time stops and no other motions or actions will be performed until the video ends.

Note Any automation resource greater than 2 MB must be imported by reference. Automation resources may not be greater than 6 MB.

Basic Steps



1. Create an Automation Object. A large black square or rectangle appears. You may think of this object as a frame for your simulation. Resize this object to match the size and shape of the frame that you want your simulation to appear in.
2. Right-click on the object; left-click on Edit Automation. The Automation Wizard launches.
3. The Automation Wizard helps you to capture your main background window and your first AppCam sequence of images and cursor points.
4. Use the Automation Viewer dialog in the AppCam Wizard to test-play and edit your AppCam resource. You may add or delete sequences within an individual AppCam resource. You may even remove or replace individual image and cursor point elements within a sequence. When your AppCam resource looks the way you wish, save it. You will return to the Designer Window screen.
3. The Automation Object that you created is automatically set up to play your new AppCam resource at the beginning of the scene. Simply reposition the object where you want the AppCam resource to play in your demo. If you wish to change the time at which the resource will begin playing, open the object's Properties dialog box to the Object Styles tab and change the Start Time.

See Also

[Simulating Viewer Interaction](#) for details on a related technique.

Overview: Simulation Using Video Captures

Simulating your software via ScreenCam Movies or AVI recordings of your running application may be the easiest way to demonstrate your software application. In just a few hours you can record several short videos which show off your application's features. With Lotus ScreenCam you can include captions describing the video you are recording. After you import your video files into DemoShield, you can simply create a Menu Scene where you place buttons for your viewer to click to watch the video of their choice. Then add your introductory and closing scenes, and you're finished designing your demo.

Basic Steps

1. Record your video files using either [Lotus ScreenCam](#) or the Screen Capture program in [Video for Windows](#).

Lotus ScreenCam, which comes bundled with DemoShield, is recommended because your video will play back full-screen (at the screen resolution it was recorded under). AVI files play back in a much smaller window. Video for Windows, however, includes an editing application. ScreenCam does not come with any editing tools. For this reason, when you are recording your application with Lotus ScreenCam, you should record several smaller files instead of one long file.

See [To record video](#) for the steps to capture your video sequence.

2. Launch the DemoShield Designer.
3. Create the demo as usual.
4. Choose [Resource Manager](#) from the Demo menu, and click on the Video tab.
5. [Import the video file\(s\)](#) you want to play, and close the Resource Manager dialog box.
6. Create the scene(s) where you want to run video files.
7. Go to the first scene where you want to run a video file.
8. Decide how you want to trigger the video playback.

For example, you might provide your viewer with a series of Bitmap Buttons, each of which plays a video when the viewer presses it. Or, you may want to play your video at a particular time in the scene, without requiring any viewer interaction.

Click on one of the topics below for detailed steps.

▶ [To play a video \(AVI or SCM\) when the viewer clicks a button or presses keys](#)

▶ [To play an AVI file without viewer interaction](#)

▶ [To play an SCM file without viewer interaction](#)

9. Repeat the steps given above as necessary to play all the videos you wish to show your viewer. Keep in mind that viewer interaction is key to maintaining interest in your demo. Instead of creating one or two long video sequences, we recommend that you record several smaller videos, and use [interactive objects](#), such as buttons, to give your viewers control over which videos they see.
10. Preview your demo using the [Player](#).

See [To test run your demo using the DemoShield Player](#) for the steps.

Note To test run your ScreenCam demo, you must make sure the ScreenCam Player (SCPLAYER.EXE) is located in the same directory as your DemoShield Player file (DEMO.EXE or DEMO32.EXE). If your ScreenCam Movies (SCM files) were "imported by reference" (that is, not stored within the demo file), these files should also be co-located with DEMO.EXE. To check if a particular SCM was imported "by reference," open the Resource Manager dialog box to the Video tab. If the SCM file is 0 bytes, it was imported by reference.

Overview: SoftPhrase

A SoftPhrase resource is a type of [automation resource](#) you create within DemoShield. It serves to automate the process of creating, formatting, and setting the timing for blocks of descriptive text that appear in a scene.

First, you select how long the text will remain onscreen (choose a slow, medium or fast display). Next, you create your first text block. You may type the text in directly, paste it from the clipboard, or import a text (*.TXT) file from any application. Choose the font, font color, and background color options for each text block. A series of text blocks are saved together as a SoftPhrase resource. You may even play a SoftPhrase resource in your demo on one side of the screen while an [AppCam resource](#) plays on the other.

This feature will especially benefit new DemoShield users who are unaccustomed to setting an object's Life Properties: the properties that determine when and how an object enters, holds on, and finally exits the scene.

The Automation (SoftPhrase) Wizard assists you in taking a text (*.TXT) file you've created in a word processing application and breaking it into text phrases to display in your demo just long enough for your viewer to read it. The Wizard handles the timing for each text phrase automatically; you simply choose the reading speed (slow, medium, or fast). You may select from several formatting options for each individual text phrase in your SoftPhrase resource. For example, you could display the first text phrase with a transparent background, and the next with a solid background and an application window border style.

Note Any automation resource greater than 2 MB must be imported by reference. Automation resources may not be greater than 6 MB.

Overview: Templates

What is a template?

A template is a special type of demo file that contains information about the initial settings for each object, scene, and demo you create. Templates have a TPL filename extension, and are stored in the Templates directory or folder within your DemoShield program group (or folder).

Template information tells DemoShield, for example, how each new button should look when you first place it in the Designer Window: its size, color, and caption. The name of your current template appears (if space permits) at the bottom of the Object Palette. You may also check your current template by choosing About from the Help menu, and clicking on the Demo Info button.

For scenes, the template concept is even broader. In addition to storing General Scene Properties such as default scene length and scene transition, DemoShield's new templates also store fully configured scenes. Each scene in your template file can be thought of as an individual scene template containing not only that scene's General properties, but all the objects contained in that scene. You may even choose to "link" particular resources to a scene.

Each time you choose New Scene from the Scene menu, you will open the New Scene dialog box. There you will view graphical representations of all of the scenes available in the template you are currently using. When you select a particular scene layout, you are actually importing that scene into your demo, with all of its objects, scene properties, and referenced resources. (To create a "blank" scene, use the [Scene Sorter](#))

Why would you want to edit a template?

Just a few examples:

- You want every new Text Object to appear in your demo with a 12 pt. Arial font and a transparent background.
- You like the basic look of the template for a particular scene--named Menu Scene. You wish to use that as the basis for several scenes in your demo. But you wish to delete several objects--once, not three or four times.

To edit your existing template, you would open the appropriate TPL file, make your changes, and save the template in your template directory (or folder).

Note Information in a template affects only those objects, scenes, and demos you create after you attach the template, not before.

Can I create my own template?

Yes. The best way to create a new template is to start with an existing demo (*.DBD) file--preferably one which resembles the template you wish to create. Before you start to work, save this demo as a template (*.TPL) file. Then edit the template properties for each object and scene.

Keep in mind that each scene is really a full template for a new scene. Every single object in the scene will be part of the template for that scene, so you may wish to limit the number of objects in your scenes. If you wish to load a certain resource into a demo when loading a particular scene, you will need to "link" that resource to that scene.

When you are finished editing your new template file, save it (as a *.TPL file) in the Template directory (or folder) on your system.

Are the DemoShield4 templates supported?

DemoShield5 continues to support the template (*.TPL) files created under DemoShield4. Simply choose Attach Template from the Help menu to load your previous template. Since the older templates did not use the new Scene Template concept, when you choose New Scene, a blank scene will appear.

Overview: Testing a Demo

You will probably test run a typical demo many times before you decide it's finished.

There are two ways to test run your demo.

You can test run:

- in the DemoShield Designer
- in the DemoShield Player

For the most part, you will test run your demo in the Designer. This allows you to immediately see changes you have made. For example, you will always want to test the timing of various motions and effects to ensure they are the proper length.

Note What you see in the Designer Window is a snapshot of the scene at a given point in time. Only those objects that exist at that time (for example, 4 seconds into the scene) will be shown. To edit an object outside of its lifespan, double-click on the object's name in the Objects List of the Scene Editor.

From time to time, you will also want to test run your demo in the Player. The Player is the run-time version of DemoShield your viewers will use to play your final demo. Running your demo in the Player allows you to view videos and macros, which you cannot view in the Designer. It is the only way to watch your demo exactly as your viewers will see it.

Test Running in the Designer

There are three ways to test run your demo in the Designer. You can use:

- the Demo Controller
- the Toolbar
- the Menu Bar

You will probably find the Controller to be the most convenient tool for test running your demos. Choose Demo Controller from the View menu to open the Controller. To learn about using the Controller, see Basics: Demo Controller.

You can also use the three buttons that appear at the right end of the Toolbar to test run your demo in the Designer. Choose Toolbar from the View menu to open the toolbar. See Basics: The Toolbar for more information.

If you prefer to use menu commands, you can use the Control menu to select the full range of commands you can use to test run the demo in the Designer environment.

Test Running in the Player

There are some restrictions on test running a demo in the Designer, even in full screen mode. For example, you cannot play a video or a macro, see a Stop Demo action, or launch an executable. It is highly recommended that you test run your demo using the Player at least once before you use the Setup Wizard to build your distribution media.

There are two main options for running the player:

- (1) **You can quickly launch the Player from the File menu, without leaving the Designer.** You may choose File|Play Demos|Play Current Demo, which launches the demo that you are currently working on in the Designer. To launch any other demos, you must first, choose File|Play Demos|Configure Demos to preselect up to 10 demos. Then, you can launch the demo you want to play by choosing File|Play Demos|Play *.DBD.
- (2) **You can exit the Designer and run the Player from Program Manager or File Manager (Windows 3.1 and NT) or their equivalents in Windows 95 (the Start Menu, My Computer, or the Explorer).** The Player will launch and prompt you for the location of the demo file you wish to play.

Note We strongly recommend that you test run your demo in the Player before you create your distribution media. This will allow you test all demo functions, and otherwise see the demo as your end-users will. If you are using 256-color bitmaps in your demo, you should also test your demo on a system running in 256-color mode to check for any color palette conflicts.

Overview: Video and Sound

► [Related steps](#)

Multimedia is the surest way to give your demos impact. Play music at the beginning of your demo to grab your viewer's attention and set the mood. Or play narration to reinforce the message of your more complicated scenes. Video--with or without sound--can be used to quickly demonstrate how your application looks and performs. Of course, both video and sound files are large in size, so you will need to carefully limit their use if you are distributing your demo on disk.

Video

DemoShield can play a video saved in [AVI](#) or [SCM](#) file formats. Both formats may contain sound as well as video data. ScreenCam files are generally smaller in size than AVIs.

There are two basic types of video you can play in DemoShield:

(1) AVI files that have been converted from videotape format. You can use a video capture board to convert a tape to AVI format, or you can obtain prerecorded AVI files.

(2) AVI or SCM files that are video recordings of your live applications, also called "video screen captures." To record SCM files, use Lotus Corporation's ScreenCam program, bundled free with DemoShield5. To record AVI files, you need to obtain Microsoft's Video for Windows. (Refer to the [Knowledge Base](#) for the latest information.)

After you record and import your video files, you can use DemoShield's Play Video action to play your video in your demo. If you are playing an AVI file, you could opt instead to use an AVI Object to play your video.

When you distribute your demos, DemoShield's Setup Wizard will prompt you for the SCM [run-time](#) files your viewer will need to play the videos. The ScreenCam run-time executable, SCPLAYER.EXE, takes up 283 KB compressed. See the [Knowledge Base](#) article entitled [How Can I Create an AVI recording?](#), for details on using AVI files in your demo.

Sound

DemoShield can play a sound file saved WAVE ([WAV](#)) or [MIDI](#) file format. Simply import the sound file you want to play, and use the Play Sound action to play the file.

A WAV file is a waveform digital recording. Your end-users will not need any special files to hear it. Anyone with a sound card on their Windows system can play a WAV file.

To record your voice in WAV file format, you can use Sound Recorder, an accessory that comes with both Windows 3.1 and Windows 95, or any other recording software that allows you to save in WAV format.

A MIDI (Musical Instrument Digital Interface) file is not actual sound, but rather a set of instructions that tells the synthesizer on your end-user's sound board what notes to play with what instruments, and how to play them. Since MIDI files contain only instructions, they are much smaller than WAV files of the same duration. However, your end-user must have a MIDI-capable sound board to hear your MIDI music. (See also [About Playing Sound](#), and [Options tab, Demo Properties](#).)

Palette

A panel of buttons you can display on the DemoShield screen. Each button on the palette is a different tool you can use, or object you can create, in building your demo.

Pause on Scene Transition

During this kind of pause, the clock does not stop. It keeps going, but the demo does not switch to another scene or start playing again from the beginning. The scene simply stops at the end and waits for viewer input--a mouse click or key press--that starts a new action or switches to a different scene.

Pause/Continue Button

Clicking the Pause/Continue button on a VCR Object while a demo is running pauses the demo. Clicking the same button again restarts the demo. You can make any button a Pause/Continue button by choosing the action Pause/Continue in the Build Action Wizard. But if you click a VCR Pause/Continue button, not only does the action stop or restart, but the caption on the button changes to Continue or Pause, as appropriate.

Pause/Continue Demo

Use the Pause/Continue demo action to pause the demo until your viewer provides the event to make the demo continue. You may build a Pause/Continue action for either an Event Object or an interactive object (such as a button).

Typically, you would use an Event Object to pause a demo at a particular scene time. Then you would create a button your user can press to trigger the Continue action. (You could instead use the same button to pause and continue the demo.)

Pause/Continue is a toggling action. When you click a Pause/Continue button while the demo is running, the clock stops but the demo continues playing. Your demo can still process actions (such as [Show and Hide](#) objects) that do not depend on scene time for their performance. When you click a Pause/Continue button when the demo is pausing, the clock restarts and the demo continues as usual.

About the VCR Pause/Continue button

When you use a Button Object or Bitmap Button to build a Pause/Continue action, you can only set one caption for the button. The VCR Pause/Continue button is an exception. Its default caption is Pause/Continue and the caption changes with the demo. When the demo pauses, the caption changes to Continue. When the demo plays, the caption changes to Pause.

Note The Pause Demo action works only when you are using the [Player](#) to test run your demo. If you click a Pause/Continue button when you are running your demo in the Designer Window, the demo does not pause. Instead, DemoShield returns you to edit mode.

Phone

The DemoShield main phone number is **847-619-1550** or toll free **1-800-250-2191**

The DemoShield technical support hotline is: **847-240-9135**

The DemoShield technical support fax number is: **847-619-8507**

DemoShield technical support hours are Monday through Friday, 9:30 AM to 4:30 PM Central Time.

Before You Call

Open the Knowledge Base and check the Frequently Asked Questions folder for your question. The Knowledge Base is updated frequently. You may download the latest version of the Knowledge Base via our CompuServe Forum or the [World Wide Web](http://www.demoshield.com) (<http://www.demoshield.com>).

Click here to read about



[User Information We Will Need](#)



[Technical Information We Will Need](#)

Picking Up/Applying Styles

Use Picking Up Styles when you want to make an existing object take on all of the properties of another object of the same basic type.

Pick Up and Apply Styles is a one-to-one procedure. That is, you cannot select and then pick up styles from more than one object, or apply styles to more than one object, in the same operation. Both the source and destination objects must exist before you start the procedure, and they must both be the same type of object. That is, you cannot pick up styles from a graphic object and apply them to a hot spot or button object.

When you complete a Pickup-Apply Styles procedure, both objects will have identical styles. For example, if you pick up styles from a red circle and apply them to a blue rectangle, the rectangle will change to a red circle.

Pixel

The smallest unit of graphical information on a screen monitor. The term pixel is a combination of the two words "picture" and "element."

Play Demos submenu

Choose Play Demos from the Help menu to:

- Play Current Demo
- Configure the demos you can launch in the Player
- Test run these demos using the DemoShield Player (without leaving the Designer)

Steps



To launch the Player from the File Menu, Play Demos submenu,

Play Sound and Return

This option in the Build Action Wizard will play the sound file once (asynchronous playback). As it does this, DemoShield time continues to run.

Play Video Action

Use the Play Video action to play a video sequence that you've saved as an [AVI](#) or an [SCM](#) file. When you link the Play Video action to an event and your viewer performs the event, the video file plays. While a video is playing, no other DemoShield events will take place, including object motions and effects. DemoShield time essentially stops until the video ends.

Test Running a Demo with Video

AVI and SCM files will not play while you are test running the demo in the Designer Window. When it's time for the video to play, you'll see the message "A Play Video action occurred."

To see how the AVI or SCM will look to your viewer, run the demo using the [DemoShield Player](#).

Note DemoShield cannot process the color palette from an AVI file. Therefore, you may realize color palette problems in your scenes when playing an AVI with a palette that differs substantially from the one used by your scene. See [Why do the colors in my scene look different when I play an AVI file?](#) for more information.

Player

The DemoShield Player (DEMO.EXE or DEMO32.EXE) is the run-time-only version of the DemoShield Designer (DESIGNER.EXE). The Player is a separate, smaller executable program file that you copy to your distribution media along with your DBD file. It has a required library file, DS.DLL (or DS32.DLL). The Player can run a demo, but you cannot use it to create a demo.

To test run your demos using the player, choose Help|Play Demos|Configure Demos and pre-select up to 10 demos. Then choose Play Demos|Play *.DBD to launch your demo in the Player. You can also choose the Play Current Demo option to test run the demo you are currently editing in the Designer.

Playing Sound

[Related steps](#)

You can play in your demo any sound you have saved using Microsoft's standard WAVE (*.WAV) file format for storing waveform audio data, or any MIDI (Musical Instrument Digital Interface) file. To play sound, use the Play Sound action. When you link the Play Sound action to an event and your viewer clicks the button, or other interactive object, the sound plays. You could also use an Event Object to play a sound without viewer interaction.

As long as the resource is saved within the demo file (not imported by reference), you can play and listen to a sound file when you test run your demo in the Designer, and you can also preview the sound in the Resource Manager dialog box.

Note In the Options tab of the Demo Properties dialog, you can stop sound playback at scene transitions by selecting the check box. You may also choose from three Sound Playback Options in the Build Action Wizard (see Actions dictionary, Play Sound).

Playing Video

The video you play in your demo has been saved in, or converted to, a computer file format that is compatible with DemoShield.

DemoShield can play a video saved in these file formats:

- Microsoft's Audio Video Interleaved (AVI) file format.
AVI files have the filename extension AVI. You can play any AVI file in DemoShield.

Note For your viewers to play AVI files, they must have the appropriate AVI drivers loaded on their Windows system. AVI drivers are installed by default on Windows 95 systems.

- Lotus Corporation's Screen Cam Movie (SCM) file format.
You can play any SCM file in DemoShield.

We call demos that utilize video and/or sound multimedia demos.

Pointer

A mouse cursor in the shape of an arrow. When you perform certain procedures in DemoShield, the pointer changes to a cursor of a different, more useful shape. For example, a special cursor appears when you drag the LifeLine to change the Start, Hold, End, and/or Exit Time for an object.

Creating a PopUp Menu

Adding a PopUp Menu to your demo can change it in one quick step from a simple slide show to a custom software presentation. We call the Menu a PopUp for obvious reasons. It stays onscreen for as long as the viewer needs it--then it's gone.

Unlike other interactive objects, the Menu Object is not visible on the screen as soon as you create it. You need to use another interactive object or an Event Object to trigger its appearance. For example, you could create a set of VCR Buttons, and build a Play Menu action for one of the buttons to display the PopUp Menu when your viewer clicks on it. If you want the menu to come up automatically, use an Event Object to trigger the Play Menu action. Since the PopUp's display is controlled by another object, there are no Life settings to enter.

PopUp Menu or



Creates a PopUp menu object. This is a menu containing up to five buttons. For each button, you can assign an action, such as Go to #4 Scene or Exit Demo. Typically, a menu object serves as a way to allow users to navigate to different sections of the demo. You could set an action for each menu button to go to a main scene in the demo. The menu is called a "Popup Menu" because it stays onscreen for as long as the viewer needs it--then it's gone. [You may also create a PopUp menu by selecting Object|New Object|Menu.]

Steps



To create a PopUp Menu

Position Application

If you do not choose Maximize Application, you may select the position of the application window that will play on your viewer's screen.

To leave the application in its current position, check the Don't Move Application check box.

To position the window, clear the box marked Don't Move Application. Type in your selected X and Y screen coordinates in the edit fields provided.

Presales Demo

A demo designed to sell a product, service, or idea. If the product is software, generally the demo will include at least some scenes where the application is simulated, either via bitmap screen captures combined with cursor movement, or through video screen captures recorded as AVI or ScreenCam Movie (SCM) files.

Among the key considerations in creating a presales demo are (a) grabbing and keeping your viewer's attention and (b) getting your sales message across clearly.

Press Demo

A Press Demo can be thought of as a "multimedia press release" which lets you easily communicate the look, feel, and concepts behind your new product or service to members of the media.

Program Item and Icon

The DemoShield Setup Wizard will create a separate Program Item (Windows 3.1) or Shortcut (Windows 95) for each demo file you include on your distribution disk(s). In this step, you choose an icon and enter a name for each Program Item or Shortcut.

When you have typed a description and selected an icon for the current demo file, click the Next File button to repeat this procedure for every demo file you are distributing.

The filename of the current demo appears underneath the words Program Item Name (or Shortcut). The message File 1 of 3 further identifies the file, if you are including more than one demo on your distribution disk(s).

Properties

The attributes or qualities that characterize an object, a scene, or the demo itself.

For example, an object's color, its font style and size, and the settings that determine its life are all properties.

A scene's length and a demo's window size are also properties.

Use the object's Properties dialog Box to set the properties for an object you've placed on the screen. To open the Properties dialog Box for any object, point to the object and double-click on it.

To open the Scene Properties dialog Box, choose Properties from the Scene menu or double-click on any empty area in the Designer Window.

To open the Demo Properties dialog Box, choose Properties from the Demo menu.

See [Overview: Properties](#) for details.

Prototype

A prototype is a software model that looks and works onscreen like a real program. Prototypes give developers the opportunity to design an application and see their ideas onscreen before committing time and expense to actually write the code.

Quick Tour

A Quick Tour provides new users with an overview of a software product. For example, the DemoShield Tour explains concepts and terms used in DemoShield, and includes several scenes which illustrate program features. Many developers provide an option to launch their product Quick Tour from the application's opening dialog box.

RGB

The abbreviation RGB stands for the three primary additive colors--red, green, and blue. By combining different values of these three colors, it is possible to create any other color. Using DemoShield's color selection dialog boxes, you can quickly choose from 16 preset colors, or create any other color.

RTF

Rich Text Format. You may import an RTF file when you want to display text in DemoShield that you created previously using a word processor. To display an RTF file, create a Text Object and open its Properties dialog box to the Object Styles tab. Click on the Text Options button to bring up a dialog you can use to import the RTF file.

Displaying a Rich Text Format File

DemoShield can display text that you have created on a word processor and saved in Rich Text Format (*.RTF). Most word processors can save a document in RTF format. The major benefit of using an RTF file to display text is that you can mix and match font styles and colors within the same Text Object.

You cannot reformat RTF once it is imported into DemoShield. For this reason, you should be sure to choose the font, font size, and font color on the word processor. If you want a border around the text, you must create that in your word processor.

Whenever possible, use TrueType fonts, so DemoShield can scale your text when your demo plays on larger or smaller screens. Keep in mind that your end-users must have the fonts you are using on their systems in order to view them. DemoShield will substitute Arial for any font not found.

You cannot import a single RTF file larger than 10 KB (10,240 bytes). You are free, however, to import and use in your demo as many RTF files as you want. As your demo plays, you can use the Set Contents action to reset the contents of a Text Object containing an RTF file to another RTF file.

Managing RTF Resources

RTF files that you import with the [Resource Manager](#) are not yet part of any Text Object. But if you plan to display an RTF file in a Text Object while your demo is running--whether interactively when the viewer clicks a button, or automatically, independently of the viewer--you must first make the file a resource in your demo. You do this by importing the file using the Resource Manager dialog box.

You cannot create borders, border colors, or fill colors for an RTF file the way you can for other Text Objects. You must completely format an RTF file on your word processor before you import it to DemoShield. You cannot add any properties to an RTF file once you bring it into DemoShield.

Note You cannot import a single RTF file larger than 10 KB.

Re-Index Scene Colors

While in the Designer, Re-Index Scene Colors under the Window Menu lets you "reset" the color palette for the scene, removing any unused colors from the palette. (This opens available places for new colors.) This is useful if you have added and deleted graphics that used a lot of unique colors and wish to reset the palette to reflect only the colors used.

Note This only applies to 256 color systems.

Registering

Full technical support is available to all registered users, worldwide, for a period of 60 days, beginning with your first technical support request. After your 60-day free technical support period expires, you may purchase a technical support plan.

Because we require that our users be registered to receive technical support, we have made it highly convenient to register.

You can:

- Double-click on the Register Now icon in your DemoShield5 program group (or folder) to register via modem.
- Fill out the Registration Form in the Technical Support area on our web site (<http://www.demoshield.com>).
- Fill out and fax us the registration card included with your software
- Mail us the registration card included with your software
- Email the information requested on the registration card to **support@demoshield.com**.

The registered user should be the person using the software and calling for technical support.

Repaint Scene

Lets you redraw the Designer Window when areas of color remain onscreen from previous procedures.

Repeat Sound Playback

This option in the Build Action Wizard will trigger your WAV sounds to be "looped" (i.e., the sound will repeat for the duration of the scene).

Note This option is not available for MIDI files. If you import a MIDI file, this option will appear disabled.

Replay Current Scene Transition

The clock returns to zero and the current scene plays over again from the beginning. These actions will repeat in an endless loop until your viewer clicks a button or presses a key that starts a new action or switches to a different scene.

Requesting Support

Full technical support is available to all registered users, worldwide, for a period of 60 days, beginning with your first technical support request. After your 60-day free technical support period expires, you may purchase a technical support plan.

Whenever possible, please send us your questions by CompuServe, the Internet, or fax. It's the best way to ensure that they will reach the appropriate DemoShield staff person and you will get the detailed, accurate answers you need.

If your question or problem is very detailed, we may ask that you send us your demo via CompuServe or the Internet (FTP).

Before You Call

Open the Knowledge Base and check the Frequently Asked Questions folder for your question. The Knowledge Base is updated frequently. You may download the latest version of the Knowledge Base via our CompuServe Forum or the World Wide Web (<http://www.demoshield.com>).

The following topics describe the information you should include when you request technical support.



[User Information We Will Need](#)



[Technical Information We Will Need](#)

Resize

To resize an object means to change its shape by making it bigger, smaller, wider, and/or narrower. You change the size of an object in DemoShield in much the same way you resize a window in Microsoft Windows. For details, see [To resize an object using the mouse](#). To resize an object more precisely, refer to [To resize an object more precisely \(using keys\)](#).

Resource

A separate and unique group of data, often created externally, that you can use within your demo.

Resources include but are not limited to

- ▶ Metafile (.WMF) and bitmap (.BMP) images you can display in Graphic Objects, Bitmap Buttons, or scenes
- ▶ Screen capture images you create using DemoShield and display in Bitmap Buttons, Graphic Objects, or scenes
- ▶ Rich Text Format (RTF) files you can display in a text object
- ▶ WAVE (WAV) or MIDI sound files you play in your demos
- ▶ Macros and application (EXE) files that you run with your demos, and
- ▶ Audio Video Interleaved (AVI) and Lotus ScreenCam (SCM) files you use to play a video sequence in your demo.
- ▶ Automation resources, such as AppCam resources, which contain sequences of screen captures and cursor movements.

To import and keep track of the resources in your demo, use the Resource Manager dialog box.

Resource Manager

Choose Resource Manager from the Demo menu to view information about, preview, import, or otherwise manage the resources used in your demo.

Resources include:

- ▶ Images in bitmap and metafile formats (including screen captures)
- ▶ Text in Rich Text Format (.RTF)
- ▶ Macros you have created for the current demo
- ▶ Application files (and their support files) you may launch from your demo
- ▶ Video files in AVI or SCM format
- ▶ Sound files in WAV or MIDI format
- ▶ Automation resources

DemoShield allows you to check which resources have been used in your demo. Click Check in the Resource Manager dialog and DemoShield will indicate those resources that have been used (✓), and those which have not been used (✗).

Those resources for which DemoShield cannot determine the status, will be indicated with a ?.



Steps

- ▶ To view information about your demo resources
- ▶ To preview a resource
- ▶ To import a resource
- ▶ To import a resource by reference
- ▶ To export a resource
- ▶ To rename a resource
- ▶ To remove a resource
- ▶ To display an image in a Graphic Object, Bitmap Button, or Scene
- ▶ To check for unused resources in your demo

Return from Scene Transition

The demo returns to the last sub-scene.

Usually you'll want the scenes in your demo to play one after another in simple ascending numeric order from beginning to end. But actually you can play the scenes of a demo in any sequence.

For example, you may want a demo to break away from its numeric sequence, switch to play a special sequence of scenes, and then return, picking up where it left off, to continue the numeric sequence.

To switch to one of these special sequences, use the action called Go to Sub-Scene. To return from a special sequence, you can use either the Return From Scene action or the Return From Scene Transition.

Run-Time File

A run-time file is a special version of a complete application program file designed to have limited capabilities. Often, it is a freely distributable file that permits users to play back, but not create or edit, files that were developed with the complete application. For example, both DemoShield and Lotus ScreenCam have run-time versions of their programs which are Player files.

DemoShield's run-time file is DEMO.EXE on the 16-bit (Windows 3.x) platform, and DEMO32.EXE on the 32-bit (Windows 95/NT) platform. It has a required library file, DS.DLL (or DS32.DLL).

You can use the DemoShield Player to run a demo, but you cannot use it to create a demo. The Player files are the files that are distributed with your *.DBD file to allow your viewers to watch your demo.

SCM

A Lotus ScreenCam Movie file. Lotus ScreenCam is an application you can use to record video screen captures of other software applications. These ScreenCam Movies can contain sound and captions. For your viewers to play .SCM files in your demo, you must include the SCPLAYER.EXE file on your distribution disks. That is the ScreenCam Player (run-time) file.

Saving a Demo

Press Ctrl+S or choose Save from the File menu to save your current demo. Choose Save As to save your demo with a new name. You do not have to make changes to your demo to perform a save.

Every time you save, DemoShield creates a backup .BAK demo file containing your previous version.

In addition, you may set Auto Save to back up your demo at specific intervals. These files are saved as auto-save (AUT files).

Each new BAK or Auto Save file that is created overwrites the previous one. Therefore, you should consider storing additional backup copies of your demos at critical intervals.

How...



To save a demo



To turn Demo Auto Save on or off



To find and use my auto save and regular backup files

Scaling

When a viewer plays your full-screen demo on a screen with a resolution different from the native resolution you used to create the demo, DemoShield adjusts the size and position of the objects in your scenes proportionally to fit the viewer's screen resolution. This process is called scaling.

It's important to plan and design your demos with scaling in mind. We recommend that you create your demo using VGA (640x480) resolution. When a demo scales, and objects change their size and position to fit a new resolution, images can appear distorted. Demos rescale from lower to higher resolutions more reliably than the converse.

To control scaling in your demo, you have two options: you can disable the scaling of individual objects, or you can disable scaling entirely by having your demo play on your viewer's screen in a fixed size window.

Scaling Macros

The size and location of the objects on your demo screen can change when a viewer runs your macro in a resolution different from the resolution you used to create the macro. To make sure your macro scales proportionally on your viewer's screen, you have two choices: (1) Record each macro five times, once for each resolution, or (2) Record your macro using only keystrokes, and no mouse movements. A keystroke-only macro will play back correctly on any monitor, regardless of the display settings used, or whether the viewer is using Large Fonts or Small Fonts.

Note Macros created using Windows 3.1 will not play back reliably on Windows 95 systems (and vice versa). Even if you are creating keystroke-only macros, you need to record separate macros for each operating system.

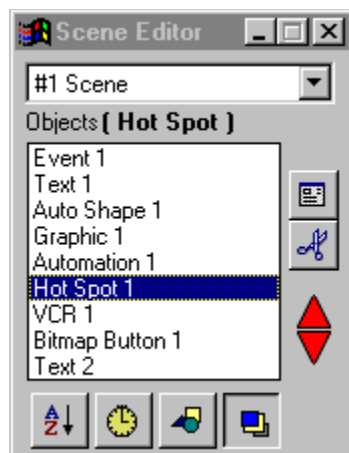
Scene

A scene is an organizational concept in DemoShield. You might think of it like a scene in a movie. Each scene contains objects that perform a particular function in your demo. For example, in one scene you might have three objects which display text, two objects which display images, an object which plays a sound file, and an object that allows your viewer to navigate between scenes. You decide how many seconds the scene will last (Scene Length), and what will happen when the scene ends (Scene Transition). For example, when the scene finishes playing, the demo can switch to a different scene or pause, waiting for your viewer to initiate some action.

A demo must contain at least one scene and may contain up to 512 scenes. The shortest a scene can last is one second. The longest you can make a scene is 99,999 seconds, or 27.775 hours. While you could create a rather large demo with only one long scene and several hundred objects, you will probably find it is much easier to keep organized by grouping your objects into logical scenes.

Scene Editor

Use the Scene Editor to manage the scenes in your demo and the objects in your scenes. The Scene Editor is a panel with buttons that appears by default at the top right of your DemoShield screen, but you can drag it elsewhere. If you do not see this tool, choose Scene Editor from the View menu.



Objects List in the Scene Editor

The Objects List of the Scene Editor shows you every object in the current scene. A row of four buttons appears at the bottom of the Scene Editor. With these buttons, you can sort and display the objects in the Objects List four different ways. These are the sorting buttons, from left to right:

Sort Orders

- ▶ Alphabetically
- ▶ By Start Time
- ▶ By Object Type
- ▶ Stack by Layer

Scene Length

As you develop your demo, you will need to decide roughly how long it will take to accomplish what you want in each scene. The longest you can make a scene is 99,999 seconds, or 27.775 hours, although it's doubtful you will ever need a scene that long. More likely, you will start with the default Scene Length and work from there, changing it as often as you want, until you decide it's precisely right. You can specify scene time in tenths of a second intervals (for example, 10.4 seconds).

You might decide ahead of time that a particular scene will last about two minutes (2:00). But when you're test running the demo, to see how it will look to your viewer, you might realize you need more time, and change the 2:00 to 2:30. Other times, you will find you've accomplished what you needed to in half the time and cut the Scene Length.

Use the General tab of the Scene Properties dialog box. to change scene length.

Scene Length

Use the Scene Length field in the General tab of the Scene Properties dialog box to enter the number of seconds you want the scene to play. The default scene length is determined by the current template. You can edit the scene length at any time. Scene length can be set in tenth of a second intervals (i.e., 19.6 seconds).

Scene Properties

Choose Properties from the Scene menu to open the Scene Properties dialog box.

Use this dialog to select the characteristics of each scene, such as its length and background.

Properties Tabs

- ▶ General
- ▶ Fill Styles
- ▶ Background Color
- ▶ Fill Color

Steps

- ▶ To set the properties for a scene
- ▶ To change a scene's default name
- ▶ To change the length of the scene
- ▶ To choose a scene transition
- ▶ To choose a fill style
- ▶ To choose a background or fill color

Scene Sorter

Open the [Scene Sorter](#) from the Scene menu..

See [Basics: Scene Sorter](#) for details.

Use the Scene Sorter to:

- ▶ Change the sequence in which scenes appear in your demo
- ▶ Create a new, empty scene
- ▶ Duplicate the current scene
- ▶ Delete a scene

Scene Transition Effect

A scene transition effect is a visual effect you may select for the transition period where one scene ends and the next begins. For example, you may choose the transition effect From the Left, which causes the current scene to "roll" away from the screen from left to right, being replaced by the scene selected to appear next. DemoShield performs all transition effects in a fixed length of time: approximately 0.5 seconds on all but very slow systems. You choose both scene transitions and transition effects in the [General tab of the Scene Properties dialog box](#). For a description of each transition effect, see [About Scene Transition Effects](#).

Scene Transition Effects

In addition to choosing the scene transition for each of your scenes, you have the option of selecting a scene transition effect. This is a visual effect that will display during the transition period from one scene to the next.

Transition Effect	What Happens
None	The current scene is immediately replaced with the new scene.
From the Left	The current scene rolls away from view from left to right, being replaced as it rolls with the new scene.
From the Right	The current scene rolls away from view from right to left, being replaced as it rolls with the new scene.
From the Bottom	The current scene rolls up from view from the bottom, being replaced as it rolls with the new scene.
From the Top	The current scene rolls down from view from the top, being replaced as it rolls with the new scene.
Vertical Blinds	Simultaneously, vertical strips of both the current and new scenes appear on the screen in a manner that simulates the opening or closing of vertical window blinds. After approximately 0.5 seconds, the new scene fills the screen.
Horizontal Blinds	Simultaneously, horizontal strips of both the current and new scenes appear on the screen in a manner that simulates the opening or closing of horizontal window blinds. After approximately 0.5 seconds, the new scene fills the screen.
Box Out	The new scene begins to appear in the center of the current scene, expanding outward until it fills the screen.

Scene Transition

A scene transition is what the demo does when the scene ends. Does the demo go to the next scene, replay the same scene, or skip to a series of sub-scenes? Does the demo pause, waiting for the viewer to press a button? You choose a scene transition in the General tab of the Scene Properties dialog box.

Scene Transitions

Usually you'll want the scenes in your demo to play one after another in ascending numeric order from beginning to end. That is why Go to Next Scene is the default Scene Transition.

But you can play the scenes of a demo in any sequence. At some point, for example, you may want a demo to break away from its numeric sequence, switch to play a special sequence of scenes, and then return, picking up where it left off, to continue the numeric sequence as before.

To switch to one of these special sequences, use the action called Go to Sub-Scene. To return from a special sequence, use the action Return From Scene or the Return From Scene Transition.

Perhaps you want to pause the demo at the end of a scene, waiting for input from your viewer before continuing to the next scene. In this scenario, you would choose the Pause on Scene transition, and then create a button or other interactive object which would trigger a Go to Next Scene action.

The following are the scene transitions you can choose from. You may also choose a scene transition effect, to provide a more interesting visual display for the transition period when one scene ends and another begins.

Scene Transition	What Happens When the Scene Ends
Go to Next Scene	The next scene starts.
Go to Previous Scene	The previous scene starts.
Go to Scene	The demo switches to whatever scene you choose. When you choose this action, you will be prompted to select which scene to go to.
Replay Current Scene	The clock returns to zero and the current scene plays over again from the beginning. These actions will repeat in an endless loop, until your viewer clicks a button or presses a keys that starts a new action or switches to a different scene.
Pause on Scene	The clock does not stop. It keeps going, but the demo does not switch to another scene or start playing again from the beginning. The scene simply stops at the end and waits for viewer input--a mouse click or key press--that starts a new action or switches to a different scene.
Return from Scene	The demo returns to the last Sub-Scene. This is an advanced Scene Transition you need not concern yourself with until you are thoroughly familiar with DemoShield.
Exit Demo	The demo closes.
Restart Demo	The demo restarts at the beginning of the first scene.

Scenes List

The Scenes List of the Scene Editor contains the names of every scene in the demo. The Scenes List is the top combo box within the Scene Editor. The name of the current scene is shown. Click the down arrow next to the current scene name to view all scenes. Scroll to and click on the name of the scene you want to switch to. The scene will appear in the Designer Window, and the scene name will now appear at the top of the Scenes List.

Screen Capture

Use DemoShield's screen capture function to capture images of your application screens. These images will be immediately available in your Resource Manager dialog box. The first capture you make will be named "Image 01." The second will be named "Image 02" and so on. These captures are bitmaps. You can display them the same way you would any bitmap: as an image fill for a closed graphic object, a Bitmap Button, or a scene background.

Screen Resolution

The number of pixels, or dots, on the screen. The five major resolutions are VGA (640 x 480), SVGA (800 x 600), XVGA (1024 x 768), XGA (1152 x 864), and UXGA (1600 x 1200). These numbers are the screen's dimensions in pixels. A VGA monitor, for example, has 307,200 pixels. Images generally appear more clearly defined on a screen with more pixels. A VGA monitor would be a lower resolution monitor than an XGA monitor.

See also [pixel](#) and [scaling](#).

Scrollable Design Window

To ensure that you are viewing and editing your demo objects in a What You See Is What You Get (WYSIWYG) mode, we recommend that you enable DemoShield's Scrollable Design Window view. This is an option available in the Preferences dialog box, Enable tab. To open the Preferences dialog, choose Preferences from the File menu. Check the box marked Scrollable Design Window if it has not already been selected.

When Scrollable Design Window view is not enabled, what you see in the Designer Window could be a scaled representation of the demo that your viewers will actually see. This is because the size of the Designer Window may be either larger or smaller than the size of your final demo. This can be the case even if you are running DemoShield with your monitor set to the same resolution as your demo's native resolution.

Say you are creating a demo to be seen at VGA resolution, and you are also running DemoShield at VGA resolution. The Designer Window (since it does not take up the whole screen) is therefore smaller than your final demo window will be. The Designer scales the demo to fit in the window. Therefore, the objects that you see in the Designer Window are a scaled representation of how they will actually appear in your demo.

When you enable Scrollable Design Window view, the Designer Window changes to a 1:1 representation of your final demo. Now you can view and edit your objects in a WYSIWYG mode. If the Designer Window is smaller than your demo window, scroll bars will appear on the Designer Window to allow you to view and edit the objects that no longer appear.

Hint Missing Objects. Sometimes an object may become positioned outside the boundaries of the Designer Window, even beyond the reach of the scroll bars. However, there is a way to move it back. Click on the object's name in the Scene Editor. Select Move Object to Front from the Object Menu. Now, hold down the appropriate arrow key(s) on your keyboard to move the object into position.

Steps

▶ To enable or disable Scrollable Design Window

Select

You select an object in the Designer Window by clicking on the object. When an object is selected, eight small squares called handles surround it. You can de-select an object by selecting another object, or by clicking in an empty area of the Designer Window.

Before you can perform an operation on an object, such as resizing or moving, you must select the object.

Self-running

A self-running demo is designed to run automatically. Once it starts, the viewer does not need to do anything but sit back and watch. Since the demo will continue from one scene to the next on its own, no navigational controls are necessary. However, some self-running demos include Pause and Exit buttons. This type of demo is ideal for a trade show or kiosk.

See also [interactive demo](#).

Set Property

Use the Set Property action to set one of these properties for an object:

Property	Use this action to	What to Enter
Group	Change the group affiliation of an object.	New Group Name (alphanumeric characters)
Visible	Show a hidden object.	1 for visible; 0 for invisible
Pressed	Make a button, hot spot, or other interactive object behave as if the user has left-clicked on the object. A radio button or check box that has been pressed appears filled or checked.	1 for pressed; 0 for unpressed
Enabled	Enable an object that is currently disabled.	1 for enabled; 0 for disabled
Start Time	Make the Start Time of one object the same as a property of a second object.	A number in milliseconds (1,000 milliseconds = 1 second)
Hold Time	Make the Hold Time of one object the same as a property of a second object.	A number in milliseconds
End Time	Make the End Time of one object the same as a property of a second object.	A number in milliseconds
End Period Length	Make the length of the End Period of one object the same as the length of the End Period of a second object.	A number in milliseconds

Setup Wizard

[Related steps](#)

The Setup Wizard walks you through the steps for creating a professional installation for your demo that you can distribute to your end-users via disks or CDs..

The Setup Wizard is a subset of InstallShield Corporation's popular InstallShield installation software. The installation you build with the Setup Wizard creates a new program group (or folder) on your viewer's desktop, with an icon your viewer can double-click to run your demo.

You have several options when building your installation. For example, you can display a [splash screen](#), include an uninstaller, or choose to have your demo launch automatically following installation.

Setup Wizard: Step 1, Setup Type

Related steps

1. Select the operating system(s) you want to support.
2. Click the check box next to Lotus ScreenCam Player if you are playing an SCM file in your demo.

To launch your demo automatically after installation

1. Click the check box next to Automatic Demo Launch.

When your viewer finishes the installation, your demo will launch automatically.

To add a splash screen prior to installation

1. Browse to locate the Splash Screen bitmap to be displayed briefly before the installation starts.
2. Click Next.

If you have chosen to include Lotus ScreenCam Player, the Setup Wizard will prompt you to locate it. Once you have done this, click Next to move on to Setup Wizard: Step 2, Select Titles.

Setup Wizard: Step 2, Select Titles

 [Related steps](#)

To create an installation title

1. Type the title for your installation.

This title will appear at the top of your installation screen.

2. Press Tab. The text cursor moves to the Default Directory field.

To create the default install directory

1. Type the subdirectory where you want to install your demo on your viewer's hard drive.

Note The viewer can change this directory during installation. Nevertheless, you should make sure to give the subdirectory a unique name that is unlikely to be the same name as a file or folder the viewer may already have on their system.

2. Press Tab. The text cursor moves to the Default Program Group Name edit field.

To name your demo program group

The setup you produce with DemoShield's Setup Wizard will create a Program Group (Windows 3.1 and Windows NT) or Program Folder (Windows 95) on your viewer's machine.

1. Type a name for the Program Group (or Folder) that your setup will create.

This name will appear on the title bar of the Program Group (or Folder) window.

To add an uninstaller

1. Click the box next to Select to create an Uninstall Program Item to add a special version of InstallShield Corporation's unInstallShield™ product to your viewer's demo program group (or folder).

After viewing your demo(s), your viewers can click on the Uninstall icon to quickly and easily remove all demo files from their systems.

2. Click Next.

See [Setup Wizard: Step 3, Choose File\(s\) to Distribute](#)

Setup Wizard: Step 3, Choose Files to Distribute

Related steps

When this dialog box appears, you will find these two files in the list of files to distribute

- DEMO.EXE (or DEMO32.EXE for the 32-bit Player)
- DS.DLL (or DS32.DLL for the 32-bit Player)

These are the DemoShield files you need to play any demo.

If you included SCM files, you will also see this file:

- SCPLAYER.EXE

If you are including AVI files in your demo(s), you must be sure your end users will have AVI support.

The Setup Wizard will not continue until you select a .DBD file.

To choose demo file(s) to distribute

1. Click the Add button.

The Select Distribution Files dialog box appears.

Use this dialog box to select the DBD file(s) you want to distribute to your viewers.

2. Click on the name of the first demo file. To select more than one file, press the Ctrl key while you click a second filename.
3. Click OK.

You return to the Choose Files to Distribute dialog box.

The file(s) you selected appear in the list.

To choose other files to distribute

1. Click the Add button again to select any other files you want to include on your distribution disk(s).

For example, help files, or if you are playing Screen Cam Movies in your demo, and you have not imported them into your DBD file (i.e., they are "imported by reference"), you should add these files now.

2. Click Next when you are done choosing files.

Note You may also use this dialog to remove any files you have decided not to include with your installation.

See [Setup Wizard: Step 4, Program Items to be created.](#)

Setup Wizard: Step 4, Program Items to be created

 [Related steps](#)

To choose the Program Item(s)

1. Select all demo (DBD), text, and help files that you wish to include in the edit field under "Program Items to be created".

Note There is no need to hold down the Shift key while selecting more than one file name from the list.

2. Click Next.

See [Setup Wizard: Step 5, Program Item and Icon](#)

Setup Wizard: Step 5, Program Item and Icon

▶ [Related steps](#)

▶ [More about](#)

In this step, type a Program Item name for each demo (.DBD), text, and help file selected in the previous dialog.

To choose Program Icon file names

1. Click to display the list under File Name.
2. Select a file.
3. Type in the Program Item Name you wish to assign to the selected file.
4. Browse to select the Program Icon file name that you wish to assign to the selected file.

Repeat these steps for each demo (.DBD), text, and help file.

5. Click Next to continue.

See [Setup Wizard: Step 6, Build Disk Location](#)

Setup Wizard: Step 6, Build Disk Location

▶ [Related steps](#)

▶ [More about](#)

1. Click to open the list under Target Diskette(s) to choose the distribution media for your installation.
2. Choose the size of the disk(s) you will distribute, or choose CD-ROM compressed or uncompressed.

If you are distributing your demo on disks, the Setup Wizard calculates the size of your files and determines how many disks you will need. The default size for distribution disks is 1.44 megabytes.

If you are distributing your demo on a compressed CD, the Setup Wizard will create one large file to be placed on your CD that your viewer will use to install your demo files on their system.

If you select the CD uncompressed option, your viewers will be able to play your demo(s) without installing them on their systems. They will just run the demo(s) from their CD ROM drives. All support files will be referenced directly from the CD.

To choose the directory where you will build your distribution files

1. Click Choose Directory to browse for the directory (or folder) in which you want the Setup Wizard to place your distribution files, and click OK. Or, if you prefer, you may type the path and name of a directory (or folder) in the edit field that appears below the Choose Directory button.

It's from this directory that you will copy the setup files for your demo to your disks or CD.

If several disks are required for your demo, DemoShield will create subdirectories for each disk. Example DISK 1, DISK 2, DISK 3, etc..

2. Click Next to continue.

See [Setup Wizard: Step 7, Build Distribution Disk\(s\)](#)

Setup Wizard: Step 7, Build Distribution Disk(s)

▶ [Related steps](#)

To see a file summary before you build your disks

1. Click the Setup Review button on the Build Distribution Disk(s) dialog box.

The File Summary dialog box opens.

Use this dialog to review:

- ▶ The number of files you will distribute
- ▶ The total expanded (not compressed) size of all files
- ▶ The diskette type you entered earlier.

2. Click OK to return to the Build Distribution Disk(s) dialog box.

To build your distribution media

Click the Build button when you are ready to build your distribution disk(s).

The DemoShield Setup Wizard compresses your files and creates the image for each distribution disk or CD. This may take several minutes, depending on the size of your files.

See [Setup Wizard: Step 8a, Copy Now or Copy Later](#)

Setup Wizard: Step 8a, Copy Now or Later

 [Related steps](#)

DISTRIBUTION ON CD

1. Click the Finished button.
The Setup Wizard closes.
2. You will find your installation file (one large, compressed file) in the directory or folder you chose for Build Location in Step 6.
The default build directory is:
C:\PROGRAM FILES\INSTALLSHIELD\DSHIELD\WIZARD (Long filenames)
or C:\PROGRA~1\INSTAL~1\DSHIELD\WIZARD (Windows 3.x filenames)
3. Burn your one-up CD using this installation file.

If you are distributing your demo(s) via floppy disk, and wish to copy to disk now, click Next to go to Step 8b. To copy to disk later, click Finished.

Setup Wizard: Step 8b, Copy Now or Later

▶ [Related steps](#)

DISTRIBUTION ON DISKS

To copy your disks now

1. Choose the drive you will copy to. The default is A:.
2. Click to open the combo box for Floppy Drive and choose a different drive if you need to.
3. Insert the first distribution disk.
4. Click the Copy Now button.

The Wizard copies the appropriate files to the first disk.

If additional disks are required, a prompt appears telling you when to insert the next disk.

5. When you finish copying this first set of distribution disks, you can copy as many additional sets as you need without exiting the Wizard.
6. To repeat this process, click the Copy Now button.
7. Click the Finished button when you are finished.

The Setup Wizard closes.

To copy your disks later

1. Click the Finished button.

The Setup Wizard closes.

2. When you are ready to copy your disks, find the directory you chose earlier for Build Location (Step 6).

The default build directory is:

C:\PROGRAM FILES\INSTALLSHIELD\DSHIELD\WIZARD (Long filenames)

or C:\PROGRA~1\INSTAL~1\DSHIELD\WIZARD (Windows 3.x filenames)

Shortcut Keys

Use this tab in the Demo Properties dialog box to set shortcut keys for your demo. These are keys both you and your viewer can use to navigate through the demo. For example, the Stop Demo key is the Escape key by default. You may use it to halt your demo in the Player.

Action	Description
Pause/Continue	Pause the demo while it is running Continue playing a demo you have paused.
Stop	Stop playing the demo.
Next Scene	Switch to the next scene.
Previous Scene	Switch to the previous scene.
Next Jump Mark	Jump to the next Jump Marked object in the scene and reset the scene clock to the object's Start Time.
Previous Jump Mark	Jump to the previous Jump Marked object in the scene and reset the scene clock to the object's Start Time.

Steps



[To set demo shortcut keys](#)

Shortcut Menus

Clear this box in the Enable tab of the File Preferences dialog to disable the shortcut menus that pop up when you right-click on an object (or an empty spot in a scene). When you click on an object or scene when Shortcut Menus are deselected, the (object or scene) Properties dialog box opens.

When Shortcut Menus are disabled, you will also turn off the menu of tab selections that pops up when you right-click within a Properties dialog box.

Simulating Viewer Interaction

Overview

How do I simulate viewer interaction?

How...

- ▶ [To capture your application screens](#)
- ▶ [To preview screen capture images](#)
- ▶ [To use screen captures in your demo](#)
- ▶ [To choose the Move Cursor action](#)

Frequently Asked Questions

Simulation Using Video Screen Captures

Overview

How do I simulate my software using video (AVI or SCM) recordings of my application?

How...

- ▶ [To record video](#)
- ▶ [To import a video file](#)
- ▶ [To play a video \(AVI or SCM\) when the viewer clicks a button or presses keys](#)
- ▶ [To play an AVI file without viewer interaction](#)
- ▶ [To play an SCM file without viewer interaction](#)

Frequently Asked Questions

Slide Show

The simplest kind of demo. A slide show can contain any number of scenes intended for linear viewing in numeric order from first to last. A typical interactive slide show has a VCR panel with three buttons: Continue, Previous, and Exit.

Note You can convert your existing slide show presentations (from PowerPoint, Freelance, etc.) for use in DemoShield by saving each slide as a separate .WMF file, and importing each WMF into DemoShield. Refer to the Knowledge Base for the required steps.

Slider Bar

Located on the [Demo Controller](#). In addition to the Step buttons, you can also use the slider bar to reset the current time of the scene. With the slider bar you're not limited to increasing or decreasing the clock time in big or small steps. You can quickly set the clock anywhere in a scene.

SoftPhrase resource

A SoftPhrase resource is a type of automation resource you create within DemoShield. It serves to automate the process of creating, formatting, and setting the timing for text blocks that appear in a scene. To create or edit a SoftPhrase resource, choose Automation from the Demo menu.

To play a SoftPhrase resource in your demo, simply create an Automation Object and set the time when you want the SoftPhrase resource to play.

Software Demo

A demo that teaches or advertises a software application. Software demos fall into two main types: live application demos and software simulation demos.

Software Simulation Demos

A software simulation demo could contain bitmap (static) screen captures, video screen captures saved in AVI or SCM format, or both. A simulation gives the appearance of the actual running application without requiring the EXE files necessary in a live application demo. By using the Move Cursor action, you can effectively simulate the cursor movement your viewer would see in a running application. However, the viewer can only interact with the real application in a live application demo.

Special Characters table

These are special characters to enter for the Send Keys action.

Use the code to the right of the key you want to send.

Key	Code	Key	Code	Key	Code
Backspace	{backspace} or {bs} or {bksp}	Insert	{insert}	F4	{f4}
Break	{break}	←	{left}	F5	{f5}
Caps Lock	{capslock}	Num Lock	{numlock}	F6	{f6}
Clear	{clear}	Page Down	{pgdn}	F7	{f7}
Del	{delete} or {del}	Page Up	{pgup}	F8	{f8}
↓	{down}	Print Screen	{prtsc}	F9	{f9}
End	{end}	→	{right}	F10	{f10}
Enter	{enter} or~	Scroll Lock	{scrollock}	F11	{f11}
Esc	{escape} or {esc}	Tab	{tab}	F12	{12}
Help	{help}	↑	{up}	F13	{f13}
Home	{home}	F1	{f1}	F14	{f14}
		F2	{f2}	F15	{f15}
		F3	{f3}	F16	{f16}

To enter a key combination that includes Shift, Ctrl, or Alt, precede the regular key code with one or more of these codes:

Key	Code
Shift	+
Ctrl	^
Alt	%

Spell Checker

This feature allows you to check for spelling mistakes in text objects and button objects (not bitmap button objects).

When you activate the Spell Checker, the following dialogs are available:

- ▶ Check Spelling dialog
- ▶ Options dialog
- ▶ Dictionaries dialog
- ▶ New Dictionary dialog

You may customize your spell checking options in the Spell tab in **File|Preferences**.

Spell Preferences

You can use the Spell tab in File Preferences to specify various check spelling options. These options affect the way the spell checker operates.

Ignore Capitalized Words: When selected, any words beginning with a capital letter are ignored (i.e., skipped without being checked). You might enable this option if the text being checked contains many proper nouns.

Ignore All-Caps Words: When selected, any words containing all capital letters are ignored (i.e., skipped without being checked). You might enable this option if the text being checked contains many acronyms.

Ignore Words with Numbers: When selected, any words containing embedded digits are ignored (i.e., skipped without being checked). Examples of such words include "Win95" and "Q4." You might enable this option if the text being checked contains many code words or other symbols containing digits.

Ignore Words with Mixed Case: When selected, any words containing an unusual mixture of upper- and lower-case letters are ignored (i.e., skipped without being checked). You might enable this option if the text being checked contains many acronyms. Examples of such words include "DemoShield" and "CapsLock." You might enable this option if the text being checked contains many variable names or other symbols that use case changes to distinguish words.

Report Doubled Words: When selected, any word appearing twice consecutively is reported via the Check Spelling dialog.

Case Sensitive: When selected, a distinction is made between capitalized and non-capitalized words. For example, "canada" is considered different than "Canada," so "canada" would be reported as a misspelling. When this option is not selected, "canada" and "Canada" are considered identical.

Always Suggest: When selected, a list of suggested replacements is automatically displayed when a word is reported. If this option is not selected, a list of suggestions can be obtained by pressing the Suggest button in the Check Spelling dialog.

Phonetic Suggestions: When selected, suggestions are made on the basis of phonetic similarity as well as typographical similarity. This option tends to improve suggestions for grossly misspelled words.

Note Selecting this option will increase the time required to locate suggestions.

Suggest Split Words: When selected, two separate words will be suggested as a replacement for a misspelling containing two joined words. For example, "is the" would be suggested as a replacement for "isthe."

Match Case in Replacements: When selected, automatic and suggested replacement words will preserve the case of the reported word (i.e., if the reported word is capitalized, the automatic or suggested replacement word will also be capitalized). When not selected, the automatic or suggested replacement word will use the case it is assigned in the dictionary.

Note If this option is deselected, you can use an [auto-change dictionary](#) to expand acronyms and abbreviations.

OK button: Closes the Options dialog and saves any changes made to the Options settings.

Cancel button: Closes the Options dialog and discards any changes made to the Options settings.

Spelling Options

You can use the Options dialog to specify various check spelling options. These options affect the way the spell checker operates.

Ignore Capitalized Words: When selected, any words beginning with a capital letter are ignored (i.e., skipped without being checked). You might enable this option if the text being checked contains many proper nouns.

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Note If this option is deselected, you can use an [auto-change dictionary](#) to expand acronyms and abbreviations.

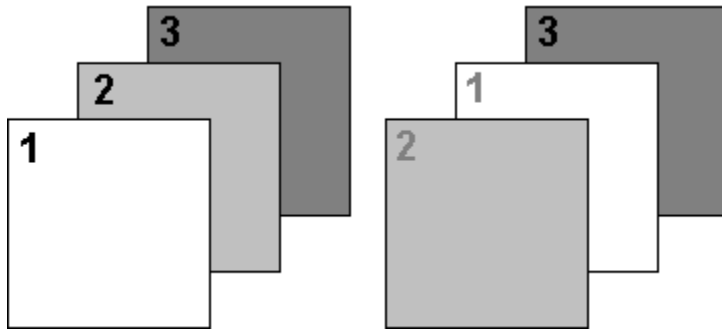
OK button: Closes the Options dialog and saves any changes made to the Options settings.

Cancel button: Closes the Options dialog and discards any changes made to the Options settings.

Splash Screen

An image that appears onscreen for a few seconds while an application is loading, and then disappears before the application launches. A typical splash screen may contain a company logo, and such boilerplate information as copyright, trademark, license and/or the user's serial number. You can display a splash screen in the setup program you create to install your demo on your viewer's computer.

Stack Order



When you place one object on top of another object in the Designer Window, the first object looks like it's in back and the second object looks like it's in front. We call this a stack. Each object is one layer in the stack.

Using the Scene Editor, you can sort and change the stack order of the objects in the current scene. You can move an object to the front of the stack, or move it to the back of the stack. You can also move an object up or down in the stack.

Changing the stack order of the objects in a scene makes it easier to design the layout of your demo screen, and to move, resize, and edit each individual object.

Sort Stack by Layer

Objects appear in the list in their stack order. The object at the top of the Objects List appears onscreen farthest away from the viewer. The object at the bottom of the Objects List appears closest to the viewer. DemoShield places objects in the stack order in the sequence you create them. As you design the layout of your demo screen, however, you may need to change the stack order to move, resize, and/or edit objects in the Designer Window.

Stacking Go To Sub-Scene Actions

After a set of sub-scenes, you can again choose the action Go To Sub-Scene and start a second set of sub-scenes. In fact, you can stack as many Go To Sub-Scenes as you want without ever using a Return From Scene action.

You can return from a sub-scene sequence by using a Return From Scene scene transition, or a Return From Scene action.

If you do want to return from a sequence of sub-scenes by using a Return From Scene action, then you must use a Return From Scene action to match each Go To Sub-Scene action.

If you have used two Go To Sub-Scene sequences, for example, one right after the other, and you want to end by using a Return From Scene action, you must create two Return From Scene actions.

Start Period

The period from the moment the object starts moving into the scene until the moment it stops.

This is equal to the object's Hold Time minus its Start Time. Displays in blue (cyan) on the Timeline Editor.

Start Time

The clock reading when the object begins making its appearance. Start Time lasts from when the object first appears until it reaches its final position on the screen (Hold Time).

Start, Hold, and Exit Times

The settings you make in these fields tell DemoShield when the motions and/or effects you've chosen will happen and how much time each will take.

You may set these times in tenth of a second intervals (e.g., 10.2 seconds, 17.9 seconds).

- **Start Time:** when the object first appears
- **Hold Time:** when the object reaches the position on the screen that you designated
- **End Time:** when the object first begins to leave the scene
- **Exit Time:** when the object finally disappears. If you type "End" as the Exit Time, the object will exit when the scene ends, even if the scene length is changed.

Period	What happens and When
Start Period	The period beginning when the object starts moving into the scene and ending when it reaches the position on the screen where you placed it.
Hold Period	The period during which the object stays where you placed it when you created it.
End Period	The period beginning when the object starts moving out of the scene and ending when it disappears. If you type "End" as the Exit Time, the object will exit when the scene ends, even if the scene length is changed.

Starting a CompuServe Account

You can use the following information to start a CompuServe account. You will need a modem to access CompuServe. For additional information about CompuServe, write to this address:

CompuServe Inc.
P.O. Box 20212
Columbus, OH 43220

When you are connected to CompuServe, prompts will ask you for information needed to start an account. Once you have an active account, you can access the [DemoShield Forum](#) and send [email](#) to our technical support staff.

You can also start an account by calling CompuServe Customer Service (from within the United States) at:

1-800-848-8199

International:

Country/Region	Phone Number
United States	1-800-848-8199
United Kingdom	0800-289-378
Germany	0130-37-32
The rest of Europe	44-272-255-111
Ask for Representative 183.	

To set the Step and Jump buttons on the Controller

▶ [Related steps](#)

▶ [Basics: Demo Controller](#)

Use these buttons to reset the Controller clock forward or back by either a small or large amount of time. When you change the time by a small amount, we call it a step. When you change the time by a large amount, we call it a jump. To change the default times for steps and jumps, choose Preferences from the File menu, and open the Options tab.

1. Right-click on any Step or Jump button on the [Controller](#).

The Preferences dialog box appears.

2. Click the Options tab.

3. Click to insert the text cursor in the Step edit field.

4. Type the number of seconds you want the clock to change when you click a Step button.

The new number you type overwrites the previous number. To erase anything you type in these fields, use the Delete or Backspace keys.

5. Press the tab key to change the Jump time.

The highlight moves to the Jump field.

6. Type the number of seconds you want the clock to move when you click the Jump button.

7. To move back to the Step Time field, press Shift+Tab.

8. When you are finished, click OK to close the Preferences dialog box.

Setting Automatic Preferences

Preferences are settings you make to customize DemoShield to suit the way you work.

▶ To enable or disable Automatic Last Demo Launch

▶ To turn Demo Auto Save on or off

▶ To turn Check Resources on or off

Copying, Pasting, and Deleting Objects

- ▶ To copy one or more objects within DemoShield
- ▶ To paste objects within DemoShield
- ▶ To copy and paste items from the clipboard
- ▶ To pick up (copy) styles from an object
- ▶ To apply (paste) styles to an object
- ▶ To delete an object

Creating and Opening Demos

A demo is any kind of interactive (or self-running) presentation you can create with DemoShield.

- ▶ To create a new demo
- ▶ To open an existing demo file
- ▶ To check your native demo resolution
- ▶ To change the default new demo resolution
- ▶ To create a windowed demo
- ▶ To set shortcut keys for a demo
- ▶ To edit a template
- ▶ To save a demo
- ▶ To end a DemoShield session

Creating, Sorting, and Switching Scenes

- ▶ To choose a new scene
- ▶ To create an empty scene
- ▶ To delete a scene
- ▶ To duplicate a scene
- ▶ To move a scene up or down in the demo
- ▶ To switch from the current scene to a different scene

Setting Display Preferences

Preferences are settings you make to customize DemoShield to suit the way you work.

- ▶ _____ To turn Tooltips on or off
- ▶ _____ To turn shortcut menus on or off
- ▶ _____ To enable or disable the startup dialog
- ▶ _____ To turn Large Image Preview on or off
- ▶ _____ To enable or disable Scrollable Design Window

Distributing a Demo via Disk or CD

Use DemoShield's Setup Wizard program to create a professional installation for your demo that you may distribute to your end-users via disk or CD.

- ▶ [To check for unused resources in your demo](#)
- ▶ [To distribute your demo \(launch the Setup Wizard\)](#)
- ▶ [Setup Wizard: Step 1, Setup Type](#)
- ▶ [Setup Wizard: Step 2, Select Titles](#)
- ▶ [Setup Wizard: Step 3, Choose Files to Distribute](#)
- ▶ [Setup Wizard: Step 4, Program Items to be Created](#)
- ▶ [Setup Wizard: Step 5, Program Item and Icon](#)
- ▶ [Setup Wizard: Step 6, Build Disk Location](#)
- ▶ [Setup Wizard: Step 7, Build Distribution Disk\(s\)](#)
- ▶ [Setup Wizard: Step 8a, Copy Now or Later](#)
- ▶ [Setup Wizard Step 8b, Copy Now or Later](#)
- ▶ [To install a demo](#)
- ▶ [To play a demo you have installed](#)

Steps for Building Independent Action (Event Objects)

Independent action is when something happens without viewer interaction. An Event Object provides the event that triggers the action. You set the time in the scene when the Event Object "triggers" the event. The event can happen always, or only when certain conditions are met.

- ▶ To make an action happen automatically
- ▶ To build an action that happens under certain conditions
- ▶ To edit an action you have already set
- ▶ To delete (remove) an action
- ▶ To build an action for a group
- ▶ To disable "timeless" event object operation

Steps for Building Interaction (Interactive Objects)

"Interaction" is when a DemoShield action is performed in response to an event provided by your viewer. For example, the viewer clicks a button or other interactive object (event) and the demo changes to the next scene (action).

- ▶ To build an action triggered by your viewer
- ▶ To choose a mouse event
- ▶ To choose a shortcut key event
- ▶ To see all the events and actions you've built
- ▶ To set more than one action for the same event
- ▶ To edit an action you have already set
- ▶ To delete (remove) an action
- ▶ To build an action for a group
- ▶ To reorder actions linked to one event
- ▶ To see all the events and actions you've built

Giving Life to Objects

- ▶ To set an object's Start, Hold, End and Exit times
- ▶ To move an object entirely in time
- ▶ To move an object into a scene
- ▶ To move an object out of a scene
- ▶ To create an effect for an object'
- ▶ To edit an object's properties outside its lifespan
- ▶ To resize an object outside its lifespan

Live Application Demos

- ▶ To create an application scene
- ▶ To create an Application Object
- ▶ To enter your application files in an Application Object
- ▶ To choose the Launch Application action

Creating and Playing Macros

Just as you can record your voice on, and play back, a tape cassette, you can record and play back your mouse moves and keystrokes with a macro.

- ▶ [To record a macro](#)
- ▶ [To test run a macro you've recorded](#)
- ▶ [To save a macro](#)
- ▶ [To record a macro in all resolutions](#)
- ▶ [To view your macro resources](#)
- ▶ [To create a button that will play a macro](#)
- ▶ [To play a macro with no viewer input](#)

Managing Resources

- ▶ To view information about your demo resources
- ▶ To preview a resource
- ▶ To import any resource
- ▶ To import a resource by reference
- ▶ To remove a resource
- ▶ [To rename a resource](#)
- ▶ To export a resource
- ▶ To import resources and/or scenes from a different demo
- ▶ To check for unused resources in your demo

Moving and Aligning Objects

- ▶ _____ To position or reposition an object
- ▶ _____ To move an object to the front or back of the stack
- ▶ _____ To move an object up or down in the stack
- ▶ _____ To align two or more objects

Setting Other Preferences

Preferences are settings you make to customize DemoShield to suit the way you work.

- ▶ _____ To choose the Start/Stop Recording Macro Key
- ▶ _____ To set the Step and Jump buttons on the Controller
- ▶ _____ To set the distance an object will move when you press an arrow key
- ▶ _____ To launch demos in the Player from the Help Menu
- ▶ _____ To set the Null Scene Color

Creating Popup Menus

- ▶ To create a button your viewer can click to display a menu
- ▶ To create a PopUp Menu
- ▶ To create or change a caption on a Menu Button
- ▶ To build the action for a Menu Button

Steps for Scene Properties

- ▶ _____ To open the Scene Properties dialog box
- ▶ _____ To change a scene's default name
- ▶ _____ To change the length of the scene
- ▶ _____ To choose a scene transition
- ▶ _____ To choose a scene transition effect
- ▶ _____ To choose a fill style
- ▶ _____ To choose a background color
- ▶ _____ To choose a fill color

Selecting and Resizing Objects

- ▶ To select an object
- ▶ To deselect an object
- ▶ To select two or more objects
- ▶ To resize an object using the mouse
- ▶ To resize an object outside its life
- ▶ To resize an object precisely
- ▶ To view invisible objects in the Designer Window

Steps for Setting Demo Properties

- ▶ To set demo control shortcut keys
- ▶ To set DemoShield's global variables
- ▶ To create a windowed demo
- ▶ To set the size and location of your demo window
- ▶ Setting Options

Setting Object Properties

- ▶ _____ To open the Properties dialog box
- ▶ _____ To edit an object's properties
- ▶ _____ To edit an object's properties outside its lifespan
- ▶ _____ To change the name or group name of an object
- ▶ _____ To set initial states
- ▶ _____ To edit a template

Steps for Simulations Using Bitmaps

- ▶ [To capture your application screens](#)
- ▶ [To preview screen capture images](#)
- ▶ [To use screen captures in your demo](#)
- ▶ [To choose the Move Cursor action](#)

Steps for Simulations Using Video

- ▶ [To record video](#)
- ▶ [To import a video file](#)
- ▶ [To play a video \(AVI or SCM\) when the viewer clicks a button or presses keys](#)
- ▶ [To play an AVI file without viewer interaction](#)
- ▶ [To play an SCM file without viewer interaction](#)

Test Running a Demo

You can test run a demo in the Designer Window by using the Controller, the Toolbar, or the Control menu. However, there are certain restrictions when you test run a demo in the Designer. From time to time, you will need to test run your demo with the DemoShield Player to see it exactly the way your viewers will.

▶ To test run a demo in the Designer

▶ To test run a demo in the Player

Creating Text Objects

- ▶ [To type the text for a Text Object](#)
- ▶ [To resize a Text Object](#)
- ▶ [To align text](#)
- ▶ [To create a margin](#)
- ▶ [To add scroll bars](#)
- ▶ [To choose the fill style](#)
- ▶ [To choose a font](#)
- ▶ [To choose text borders](#)
- ▶ [To choose a background color, font color, or border color](#)
- ▶ [To display an RTF file in your demo](#)
- ▶ [To see and manage RTF resources](#)
- ▶ [To import an RTF file](#)

Using Tools and Palettes

- ▶ To bring a tool or palette onscreen
- ▶ To arrange tools and palettes
- ▶ To remove a tool or palette from the screen
- ▶ To move an open or minimized tool or palette

Using the Timeline Editor

- ▶ To set Start, Hold, End, and Exit Times
- ▶ To move an object entirely in time by dragging it
- ▶ To increase or decrease the time scale
- ▶ To open an object's Properties dialog box

Creating VCR Buttons

- ▶ To create VCR Buttons
- ▶ To change the action for a VCR Button
- ▶ To enable or disable a VCR Button
- ▶ To change a button caption
- ▶ To change the Pause and Continue captions
- ▶ To display symbols instead of words on VCR Buttons

Stop Sound at Scene Transitions

In the Options tab of the Demo Properties dialog, you can stop sound playback at scene transitions by selecting the check box. If you wish to use sound in your demo that serves as background music, leave this box deselected, and sound will play continuously through scene transitions.

Styles

Click on Demo Styles in the Demo Properties dialog box to choose a Windowed Playback Style for your demo.

By default, DemoShield plays your demo full screen. That means DemoShield will scale your demo to fit the resolution of the viewer's monitor. When you select a windowed playback style, your demo appears in a window. In the Styles tab, you may choose to select a caption for the window title bar and select the full screen background color.

Steps

- ▶ To create a windowed demo (choose windowed playback style)

Go to Sub-Scene and Return From Scene

Use Go to Sub-Scene and Return From Scene to:

- Stop in the middle of your demo
- Switch to a sub-sequence of scenes that you have created
- Play the sequence of sub-scenes
- Return to where you started in your demo
- Pick up where you left off, and play the rest of your demo

Example

Example: Using Sub-Scenes

Picture this: You are building a demo with 10 main scenes. You want them to play in ascending numeric order from Scene 1 to Scene 10. You want every viewer to see these 10 scenes. But you have also created a special sub-sequence of five scenes--Scenes 11 to 15. Not everyone will see the sub-scenes. You want the sub-scenes to play only for viewers who click some button in Scene 5. If a viewer clicks that button, you want the demo to switch immediately from Scene 5 to Scene 11. Then it will play Scenes 11 to 15, and switch back to Scene 5, and play the rest of the demo as usual, for the remainder of Scenes 5 through 10.

In Scene 5, build a Go to Sub-Scene action for the button that your viewer will click to view the sub-scenes. You will be prompted for the name of the first sub-scene. Create your scene transitions as usual for Scenes 11-14.

In Scene 15, you have two choices for returning your viewers back to where they left off in Scene 5.

You may either:

- Build a Return From Scene action for an Event object or button, or
- Choose the Return from Scene. scene transition in the General tab of the Scene Properties dialog box.

Either way, your viewers will return to the point in time where they left off in Scene 5.

System Requirements for Your Viewer

The viewer's system must have enough power and available memory to launch and run your demo, and an application if necessary. A typical 486 with 8 megabytes of RAM can easily handle any demo.

To view your Windows 95 demo, your viewer's computer must also run Windows 95 or NT (to be capable of running a 32-bit application). To view your Windows 3.1 application, your viewer's computer must run Windows 3.1 or higher. Your viewer's computer must have enough memory--RAM and hard disk space. How much memory is enough? That depends on the size of your demo. If you run an application in your demo, the application may have its own memory requirements.

To watch your demo, the viewer should have:

- Windows 3.1 or better
- an Intel 486 equivalent, or better
- 33 MHz clock speed or higher
- 4 MB of RAM
- a VGA or better display
- a video card, if you are playing a video file in your demo
- the appropriate sound card, if you are playing a sound file in your demo
- a mouse, or other pointing device recognized by the Windows mouse driver

TPL

The filename extension of a template file that tells DemoShield how every object and scene should look when you first create it.

Tabs in dialog boxes

The Properties dialog boxes in DemoShield contain tabs, much like file folder tabs, at the top of the dialog. Related properties are grouped by tab. For example, font size and style are grouped in the Font tab. Click on the tab that corresponds to the type of properties you wish to edit.

Left (<) and right (>) buttons will appear in the upper right corner of the dialog box when there are more tabs to choose from.

- Click the < and > buttons to scroll through the tabs, or
- Right-click in any "inactive" area of the dialog to bring up a shortcut menu of all the tabs in the dialog. Then left-click on the tab you want to see.

Technical Information We Will Need

If we cannot duplicate a problem, we cannot fix it. As precisely as you can, give us the exact details about the problem or error you are experiencing. Specifically, we may ask you to tell us:

- Any error messages that appear in connection with the problem.
- What your CONFIG and AUTOEXEC files contain.
- What versions of DOS and Windows are you running.
- The make and model of your machine and video driver.
- The amount of memory you have.
- Any other devices and peripherals connected to your system.
- The steps and conditions we will need to recreate the problem.

To get answers to the questions listed above, you may run Microsoft Diagnostics (MSD.EXE), a program which comes with Windows. MSD.EXE is usually located in your DOS directory. MSD.EXE captures detailed information on your system and outputs the information to a file which you can print out or send to us.

If a problem is intermittent, please describe as well as you can your machine and the conditions that existed just before it occurred. We may ask you to send us your program and demo file(s).

Click to read about:



[User Information We Will Need](#)



[Contacting Us](#)

Technical Support

Choose this item from the Help menu for information on obtaining technical support.

Contents of DemoShield5 Help

- ▶ [What's New in DemoShield5](#)
- ▶ [Introduction to DemoShield5](#)
- ▶ [Using DemoShield5](#)
- ▶ [Commands](#)
- ▶ [Reference](#)
- ▶ [Technical Support](#)
 - ▶ [Registering](#)
 - ▶ [Requesting Support](#)
 - ▶ [Contacting Us](#)

Visit our web site to request technical support, and to view and download the most recent tech support information, including minor and maintenance releases and updates to the Knowledge Base.

URL: <<http://www.demoshield.com>>

Template

A special type of demo file that contains information about the initial settings for each object, scene, and demo you create. Template information tells DemoShield, for example, how a button should look when you first place it in the Designer Window: its size, color, and caption. For scenes, the template holds not only general scene properties such as scene length and transition, but can also store all the objects and resources within the scene. When you open the New Scene dialog box, you will view all the pre-configured scenes in your attached template. Then you can choose which of the scenes you wish to add to your demo.

Template files have the filename extension .TPL. The name of your current template appears (if space permits) at the bottom of the Object Palette. To edit your existing template, you would open the TPL file, make your changes, and save the template in your Template directory (or folder). Information in a template affects only those objects, scenes, and demos you create after you attach the template, not before.

Object Template Properties, Size tab

1. Click on the Size tab to set the object's default size.
2. In the Width field, type in the object's new width (in pixels).
3. In the Height field, type in the object's new height (in pixels).
4. Click OK to close the dialog box, or click on another tab to change other object template properties.

Templates

A template is a special type of demo file that stores the initial (default) properties for your new objects, scenes, and demos. It has a TPL file extension, and is stored in the TEMPLATES subdirectory (or folder). For example, each time you create a new Text Object, it will start out with the same default settings for font, font size, font color, etc.. Those default properties are stored in the TPL file currently attached to your demo. The name of this file appears at the bottom of the Object Palette.

Separate from these TPL files are the regular (*.DBD) files that the New Demo Wizard uses as the basis for each new demo. These are regular demo files stored in the DEMOTEMP subdirectory (or folder). Once the New Demo Wizard closes, DemoShield no longer accesses these DBD files.

To change template properties, you need to open the template (*.TPL) file you wish to edit and save the file. To begin using the new template, choose Attach Template from the File menu and attach the edited template. Now, each new object and scene you create will derive its initial properties from the latest version of this template file.

Test Mode

You will often want to test your demo as you create it, to see how it looks when it's playing. When you test run your demo, DemoShield goes into Test Mode. You can test run a demo in the Designer Window or full screen. In Test Mode, the editing and drawing controls are not active. When you stop test running, you return to Edit Mode and you can use any of the Designer's other controls.

Testing a Demo

Overview

How can I test run my demo as I develop it? What is the difference between test running in the Designer, and in the Player?

How...

You can test run a demo in either the Designer or the Player. Most of the time, you will quickly test your demo in the Designer. You can use the [Demo Controller](#) to play just a few seconds of your current scene and then stop. From time to time, you will want to launch the DemoShield Player to view your demos the same way your end-users will see them.

Test Running in the Designer



[To test run a demo in the Designer](#)



[To set the step and jump buttons on the Controller](#)

Test Running in the Player



[To test run a demo in the Player](#)

Frequently Asked Questions

Text Object Styles

Once you have opened the Properties dialog box, Object Styles tab for a Text Object, there are three ways you can display text.

You can:

- Type the text directly in the text edit field. The text edit field is the empty white rectangle with the words "Right-Click Here." DemoShield will wrap the text to fit the size of the text object. Press Enter to force a line break.
- Display text from a file you've already created on a word processor and saved in Rich Text Format. Documents saved in Rich Text Format have the extension .RTF.
- Copy text from a file to the clipboard and paste directly into the Designer. DemoShield will automatically create a text object with the pasted text displayed.

Close the Properties dialog box, Object Styles tab to see your text in the Designer Window.

If you typed your text in the edit field, and it doesn't look the way you want it to, you'll need to resize the Text Object.

Text Options

▶ [more about](#)

Use the Text Options dialog box (1) to align and create margins for user-defined text and (2) to import and display word-processed text you have saved in an RTF file.

Steps

▶ [To align text](#)

▶ [To create a margin](#)

▶ [To import an RTF file](#)

Time Increments for Steps and Jumps

Use the Options tab of the Preferences dialog box to enter the increments for the step and jump times in the [Demo Controller](#). See [To set the Step and Jump Buttons](#) for information on how to change the default step and jump times.

Timeline Editor

Use the Timeline Editor to quickly change the life times of several objects in a scene. You can (a) click and drag an object entirely in time, or (b) change an object's start, hold, end, and exit times by clicking and dragging on the edges of the color bar on the object's LifeLine. To edit other object properties, double-click on the object's name or anywhere on its LifeLine to open its Properties dialog box. To open the Timeline Editor, choose its name from the View Menu, or click its button on the Toolbar.

To build a conditional action

▶ [Related steps](#)

▶ [More about](#)

▶ [Actions Dictionary](#)

Follow the steps below to build an action that happens only under certain conditions.

1. Double-click on the Event Object to open its Properties dialog box.

You can also double-click the name of the Event Object in the Objects List of the Scene Editor to open its Properties dialog box.

2. Click on the Time tab, and type in the number of seconds after the scene starts that you want the actions to occur.
3. Click the Comparison tab.

The Comparison dialog box appears.

4. To make a comparison, you need to choose five items of data. Suppose you have two Graphic Objects in a scene and you want to compare one of their properties.

This is the data you would enter in the five fields of the Comparison dialog box:

Object		Property
	=	
Object		Property

To say how you want to compare the objects, you open a combo box and choose an operator. The operator we are using here is the equal sign. The equals sign tells the Comparison dialog box to see whether the objects are identical. You could just as easily ask whether the objects are not equal, greater or lesser than, and so on for all the standard operators

See What Can You Compare? for examples of other comparisons you can make.

DemoShield will make the comparison at the time indicated in the Time tab (for example, at the start of the scene if 0 seconds is selected.)

After creating a comparison, you will need to tell DemoShield what action(s) you want the demo to perform when the comparison is true and when it is false.

To build actions that will happen if a comparison is false

1. Click the False Actions tab in the object's Properties dialog box.
2. Click the New Action button.

The Build Action Wizard launches.

3. Use the Wizard to build the action(s) you want to happen if the comparison is false.

To build actions that will happen if a comparison is true

1. Click the True Actions tab in the object's Properties dialog box.
2. Click the New Action button.

The Build Action Wizard launches.

3. Use the Wizard to build the action(s) you want to happen if the comparison is false.

To add a new sequence to your AppCam resource

Note All captures and cursor points in a particular AppCam resource are captured relative to your base (main application window) capture. Therefore, you will realize best results by capturing all the sequences to be included in a single AppCam resource during the same session. Do not move or resize the main application window while capturing sequences for the same AppCam resource.

1. In the Automation Viewer dialog (editor), click the Add button.

The Wizard dialog is hidden, and the DemoShield Capture dialog box appears.

You can now use this dialog to make the following types of captures:

- [Window Under Pointer](#)
- [Cursor Point](#)

2. Press Alt+Tab or click on the Capture dialog to place focus on it.

3. Press the Shift key to toggle between the capture types to select one.

4. If capturing a cursor point, move your cursor to the point on the screen that you wish to capture, and press Ctrl.

If capturing a window, open and arrange the window (or dialog box) as you would like it to appear. You may wish to click on the title bar to gain focus of the entire window. Press Ctrl.

5. Repeat Steps 2-4 as often as necessary to capture a short sequence of images and cursor movements.

6. When you have finished capturing your sequence, press the Done button in the DemoShield Capture dialog.

You return to the Automation Viewer (editor) dialog.

As you can see in the Legend, each black vertical bar represents a separate sequence. You will see at least one, and perhaps several sequences in the display window.

7. Click the Add button again to capture additional sequences.

Refer to [To edit an AppCam resource](#) for details on using the Automation Viewer screen to edit sequences, and to reorder sequences within an AppCam resource.

To add a new sequence to your SoftPhrase resource

▶ Automation command

At any time, you may add a new text sequence (block of text) to an existing SoftPhrase resource. It is not necessary to create all the sequences in the same session.

1. Right-click on the Automation Object which plays your SoftPhrase resource.
2. Left-click on Edit Automation. The Automation Wizard opens to the dialog box which determines the Reading Speed for your SoftPhrase resource.
3. Change the Reading Speed if desired, and click Next.
4. To import the new text from a different text file, click the Browse box to import a *.TXT file. Otherwise, click Next.

The number of sequences currently included in your SoftPhrase resource is shown at the bottom of the Text Data dialog box.

5. To add a new sequence (text block), select the text that you wish to add from the Text Data window. If you are typing the new text yourself, enter the text in the Text Data window, and select it. (You may also choose to paste text from another application using the Ctrl+C and Ctrl+V keys.)
6. Click Add. Your new SoftPhrase sequence is added to your current resource.
7. To edit the formatting (font color, etc.) for your new SoftPhrase sequence, right-click in the preview window. The SoftPhrase Text Element Properties dialog appears.
8. Use this dialog box to edit the available properties. Click OK to close the dialog.
9. Repeat steps 5-8 to add additional SoftPhrase sequences. When you are finished, click Next.

The Automation Viewer dialog box appears. You may also use this dialog box to add a new SoftPhrase sequence. When you click the Add button, the SoftPhrase Text Editor dialog box appears. Type in the text you wish to add; select it; and click Add Phrase. You may add several SoftPhrase sequences through this dialog box. When you are finished adding sequences, click Done.

You may also use the Automation Viewer dialog box for SoftPhrase to edit individual resources, or to rearrange the time order of sequences in your SoftPhrase resource.

See [To edit a SoftPhrase resource](#) for the steps.

To save your newly edited SoftPhrase resource, click Next to proceed to the Save Automation dialog box, and click Save Automation.

To add a scrollbar to a Text Object

[Related steps](#)

1. Double-click on the Text Object to open its Properties dialog box.
2. Click on the Borders tab.
3. Check the box marked Enable Scrollbar to add a scrollbar to your Text Object.

This option allows you to create a Text Object that is smaller than otherwise necessary to show all the text you need to display.

When the demo plays, your viewer can scroll up or down to view all the available text.

To add or remove a listbox entry

[Related steps](#)

1. Open the object's Properties dialog box to the Object Styles tab.
2. Click on one of the Listbox Entries.
3. To add a listbox entry, type a caption for the entry in the edit field under the words "Entry Text." You may create up to 40 entries in a Listbox Object.

That will make the entry visible in your Listbox Object. You will still need to build an action that corresponds to your viewer clicking on the entry. See [To link an action to a listbox entry](#) for the steps.

4. To remove an entry, click in the edit field under the words "Entry Text" and delete all characters. Click OK.
The listbox entry is no longer visible inside the Listbox Object. The next entry with a text caption is shown in its place.

To align text

[Related steps](#)

1. Click on the Object Styles tab within the Text Object's Properties dialog box.
2. Click on the Options button.
3. The Text Options dialog box opens.

In the group marked User-Defined text, you will see three alignment buttons.

- Click on the button on the left to left align your text.
 - Click on the middle button to center align your text.
 - Click on the button on the right to right align your text.
4. Click OK to close the Text Options dialog box.

To align two or more objects

▶ [Related steps](#)

1. Point somewhere near, but outside, the objects you want to align.
2. Click and hold down the left mouse button.
3. Drag away from the point where you clicked.
A dotted rectangle appears. As you drag, the dotted rectangle enlarges like a rubber band.
Drag to "lasso" all the objects you want to align.
4. Release the left mouse button when the dotted rectangle is large enough to contain all the objects.
Square braces appear around the objects you're aligning.
5. Select [Aligning Tools](#) from the View menu.
The Aligning Tools appear on the screen.
6. Click one of the Aligning Tools buttons.
See [Basics: Aligning Tools](#) for a description of each button.
The objects align automatically.

Steps for Missing Objects

- ▶ To find object(s) that disappear when you align

To apply styles to an object

▶ [Related Steps](#)

▶ [More about](#)

1. Click to select the object you are applying styles to.

Handles surround the object. The Apply Styles toolbar button appears enabled.

2. Choose Apply Styles from the Edit Menu.

The styles of the source and destination objects are now identical and so is their appearance in the Designer Window.

To attach a template

[Related steps](#)

1. Choose Attach Template from the File menu.
The Attach Template dialog box appears.
2. Browse for, or type the filename of, the template you want to load. This file must have a TPL extension.
3. Click OK.

The file you selected is your current template.

All new objects, scenes, and demos you create will derive their default properties from this template.

To bookmark a viewer's place in the demo

▶ Bookmarking

The following steps describe a technique you can use to allow your viewer to close a demo, and reopen it to the last scene visited. This example is based on a three-scene demo, with each scene containing a VCR object with Previous Scene, Next Scene, and Exit buttons. To ensure that this technique is working properly, you must test your demo using the Player.

1. Choose Demo Properties from the Demo menu.
2. Click on the Globals tab.
3. Set the value of Global Variable Number 1 to 0.
4. Check the box marked Permanently Save Variables, and click OK to close the dialog.
5. In the second scene, create an Event Object with a time of 0 seconds.
6. In the True Actions tab, build a Set Variable action that assigns the value of Global Variable Number 1 to 200.
7. Copy the Event Object to the third scene.
8. Edit the True Action so that the value is assigned to 300.
9. In the first scene, create an Event Object with a time of 0 seconds.
10. Build the following Comparison.
Global Variable Number1
=
Constant 200
11. Then create a True action to Go to Scene 2.
12. Copy this Event Object, and edit the Comparison so that the constant used is 300.
13. Edit the True Action so that the action is Go to Scene 3.
14. Save the demo.
15. Test run the demo using the DemoShield Player. Go to the second scene and exit the demo.
16. Test run the demo again.
You should be immediately sent to the second scene, where you left off.

To bring a palette onscreen

Related steps

1. Choose View from the menu bar.
The View Menu appears listing DemoShield's tools and palettes.
2. Choose the name of the palette you want to display.
When a palette is open, a small check mark appears next to its name on the View Menu.

To build (or edit) an action for a listbox entry

[Related steps](#)

1. Open the object's Properties dialog box to the Object Styles tab.
2. Click on one of the listbox entries.
3. If there is no text in the edit field under "Entry Text," use that field to enter a caption for the listbox entry. If there is no caption, the entry will not be seen.
4. Click the Edit Action button.
The Build Action Wizard launches. You are asked "What action do you want performed?"
5. Click on the combo box under Actions to choose the action that will occur when your viewer clicks this listbox entry.
6. Click Next.
7. The Wizard may ask additional questions to finish building your action. When you have answered all the questions, click Finish to close the Wizard and return to the Object Styles tab.
At any time, you may select an entry and click Edit Action to change the action linked to the entry. Click Next or Back as necessary to move through the Build Action Wizard screens.

To make action(s) happen automatically

▶ [Related steps](#)

▶ [More about](#)

1. Click the [Event Object](#) button on the [Object Palette](#).

2. Click in the [Designer Window](#).

An Event Object appears, surrounded by [handles](#). The [object's default](#) name appears on the Objects list of the [Scene Editor](#).

3. Press Enter.

The Event Properties dialog box opens to the General tab.

4. Click on the Time tab. Set the time when you want the action(s) to occur.

For example, type **3** if you want the actions to occur 3 seconds into the scene.

5. Click on the Comparison tab.

If you want the action to happen every time your viewer visits this scene, leave the comparison set to the default, Always.

If you want to make the action happen only when certain conditions are met, you may build a comparison (see [To Build a Conditional Action](#)).

6. Click on the True Actions tab if you want the action to happen when the comparison is true. (For example, if you chose Always.)

Click on the False Actions tab if you want the action to happen when the comparison is false.

7. Click on the New Action button in either Actions tab. The [Build Action Wizard](#) appears.

8. Use the combo box under the word Actions to scroll to and click on an action.

You may choose from:

- [Transition Actions](#)
- [Demo State Actions](#)
- [Object State Actions](#)
- [Display Actions](#)
- [Object Ordering Actions](#)
- [Advanced Actions](#)

9. If additional information is needed to build this action, a Next button will appear. Press Next to continue.

10. When you've answered the last question, press the Finish button.

The Build Action Wizard closes, returning you to the True or False Actions tab, where you can see your new action listed.

For help in choosing an action, see the [Action Dictionary](#).

To build an action for a group

▶ [Steps for Independent Action](#)

▶ [Steps for Interaction](#)

▶ [More about](#)

1. First create a Group Object.
2. Open the Group Object's Properties dialog box.
3. In the General tab, type in a unique Group Name.
4. For each object you wish to add to the group, open the General Properties dialog box for the object and type the same Group Name you used for the Group Object in the edit field under Group Name.

All objects with the same Group Name are in the same group.
5. Create the [button](#) or other interactive object you want the [viewer](#) to click; or create an [Event Object](#). to trigger the action for the group.
6. Double-click the object's name in the Objects List of the Scene Editor.

The object's Properties dialog box appears.
7. If the object is a button or other interactive object, click the Actions tab.

If the object is an Event Object, click the [Time tab](#) to set the time you want the group action to occur, then click on the True Actions tab
8. Click the New Action button.

The Build Action Wizard appears.
9. Choose an action from the combo box that appears under the word Actions.

For information on how to build every action, see the [Actions Directory](#).
10. Follow the instructions given by the Build Action Wizard. When you are asked to select the object upon which the action will be performed, choose the Group Object you created in Step 1. Click Next if more steps are needed.
11. When you have finished answering the necessary questions, click Finish to close the Build Action Wizard.

Now, when the action is triggered, it will be performed upon every object in the group.

Repeat Step 4 to add additional objects to your group.

To delete an object from the group, change or delete the object's Group Name.

To build an action triggered by your viewer

▶ [Related steps](#)

▶ [More about](#)

▶ [Action Dictionary](#)

1. Create a button or other [interactive object](#).
2. Double-click on the object to open its Properties dialog box.
3. Click on the Actions tab.
4. Choose an [event](#) that will trigger the action(s) from the combo box under "When the viewer does this."

The default event is "Left-clicks mouse."

(See [To set a mouse event](#) or [To choose a shortcut key event](#) for details).

5. Click the New Action button.
The [Build Action Wizard](#) launches.
6. Scroll to and click on an action from the combo box provided.

You may choose from:

- [Transition Actions](#)
- [Demo State Actions](#)
- [Object State Actions](#)
- [Display Actions](#)
- [Object Ordering Actions](#)
- [Advanced Actions](#)

Use the [Actions Dictionary](#) to read a description of each action.

If additional information is needed, a Next button will appear.

7. Click Next to continue.
8. When you have answered all the questions, click Finish to close the Build Action Wizard.

To build the action for a menu button

[Related steps](#)

1. Go to the Object Styles tab in the Menu Properties dialog box.
2. Click to select a button on the Menu Buttons list.
3. Click the Edit Action button.

The Build Action Wizard opens.

4. Click Back to get to the Wizard's first screen, where you select the action you want the button to trigger.
5. Choose the action you want. Refer to the [Action Dictionary](#) for detailed information on any of the actions shown.
6. Click Next to go to the Wizard's next screen.
7. Answer all the Wizard's questions. Click Finish when you are done.

You return to the Object Styles Properties dialog box.

8. With the button still selected, use the edit field marked "Menu Button Text" to change the caption that will appear on that button.
9. Repeat these steps to build an action for each button on the menu.

Note You can create a Display Menu action for a button on your menu to allow your Menu Object to display other popup menus without limit.

To build your distribution without the Setup Wizard

As a last resort, to save about 325 KB of space, you can create your distribution media without the [Setup Wizard](#).

The disadvantages are:

- No Program Group (Folder) will be created. You will need to include directions on how to launch the demo.
 - No automatic Uninstall option will be included.
 - No compressed distribution using InstallShield installation technology will be available.
1. Copy the following files to the same directory on each distribution disk (or CD):
DEMO.EXE (or DEMO32.EXE for the 32-bit [run-time](#) or Player files)
DS.DLL (or DS32.DLL for the 32-bit run-time or Player files)
[FILENAME.DBD]
[AVI support files](#) or SCPLAYER.EXE (if running AVI or SCM files)
AVI and SCM video files located outside the demo file (imported "by reference")
EXE and support files (if using the Application Object and the Import Application property has been disabled)
 2. To simplify the launch of your demo, you could name the DBD file DEMO.DBD.
The DemoShield Player (DEMO.EXE) searches for DEMO.DBD by default when it is executed.

File Sizes

The following file sizes are for distributions created without the Setup Wizard.

Description	Size
16-bit Automatic Installation	525 KB
32-bit Automatic Installation	532 KB
Automatic Installation for 16- and 32-bit (Determines end-user's current Windows version and installs correct Player)	638 KB
Add when installing ScreenCam Player	+239 KB
Add when installing unInstallShield	+110 KB

When installing AVI support files, you will need to distribute a separate floppy to install Video for Windows (VfW).

See the DemoShield Knowledge Base for additional information.

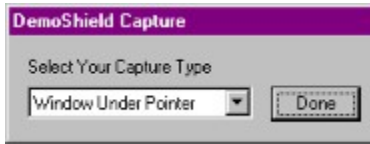
To capture your application screens as images

▶ [Related steps](#)

▶ [About Capturing](#)

1. Choose Capture Images from the Demo Menu.

The Designer minimizes, and the small, movable dialog box shown below appears.



2. Launch your application, and prepare your screen for your first capture.
To switch between applications, press Alt+Tab.
3. To see all the types of captures you can make, press the Shift key or click the arrow under Select Your Capture Type.
When you press Shift, the dialog cycles through all the capture types available.

If you wish to capture the cursor as part of the image, press F12. This key toggles the cursor option on and off.

4. Press the Ctrl key to capture the image. You will hear a beep.
You may then make another capture, of the same or different type.
5. When you are finished capturing, press Done to return to the Designer.
6. To view your new image resources, choose Resource Manager from the Demo menu.
7. Click on the Image tab.

The first capture you've made for the demo will have the filename Image01. The second will be Image02 and so on.


Note You may also rename your images in the Resource Manager dialog. This is recommended if you are capturing a large number of similar-looking images.

8. Use screen captures in your demo the same way you would any [bitmap](#) image.
See [To use screen captures](#) for the steps.

To capture your initial screen and first AppCam sequence

AppCam is a DemoShield feature that allows you to capture sequences of bitmap screen images and cursor points as individual AppCam resources. When your AppCam resource plays in your demo, the viewer's mouse cursor will be taken from its original position and moved to the "cursor point" you captured. Therefore, you should capture a "cursor point" following each window (image) capture, and perhaps more often, to most effectively simulate your application in action.

Note AppCam does not support 256-color playback. If you are running in 256-color mode, DemoShield will capture the images using the standard 16-color palette.

1. Click this button  on the Object Palette to create an Automation Object. A rectangular black object appears.
2. Resize the object to make it the size and shape of the "frame" in which your AppCam simulation will play. DemoShield uses the dimensions of this object to provide a Sizing window that will help you size your application so that your screen captures fit inside this frame.
3. Right-click on the object; left-click on Edit Automation. The Automation Wizard launches.
4. Click New.
5. Choose AppCam Automation type.
6. Click Next.

You are asked to start the application you wish to show.
7. Click Begin.

The Designer minimizes, and the DemoShield Capture dialog appears.
8. Start the application you want to capture, and click the Done button on the Capture dialog.

The AppCam Wizard reappears. The next step is to make sure your AppCam captures will fit in your demo.
9. Click the Begin button to launch the Sizing window. As we noted earlier, the Sizing Window has the dimensions of the Automation Object you created in Step #1.
10. Click on your application window and move it to fit over the AppCam Automation Sizing window.
11. Resize your application window as necessary to fit inside the sizing guide window, and click Done.

The Wizard returns. You are now asked to capture your main application screen. All future captures and cursor points will be displayed on top of the captured image of this main window.
12. Click Begin. The Designer minimizes, and the Capture dialog returns.
13. Click on your application's title bar (window caption), and press the Ctrl key.

A new Wizard dialog appears. Now you will begin capturing your cursor points and new screen capture images.
14. Click Begin.
15. Choose the type of capture you wish to make (Window Under Pointer, or Cursor Point). Use the Capture window scroll bar or the Shift key to toggle the capture type.
16. If capturing a cursor point, move your cursor to the point on the screen that you wish to capture, and press Ctrl.

If capturing a window, open and arrange the window (or dialog box) as you would like it to appear, click on the title bar to gain focus, and press Ctrl.
17. Repeat steps 15 and 16 as often as necessary to capture a short sequence of images and cursor moves. Later you will be able to add sequences, as well as to edit individual elements within a sequence. You will also be able to delete and rearrange sequences.
18. When you have finished capturing your first sequence, click Done.

The Automation Viewer dialog appears. This is where you will edit your AppCam resource and individual sequences within a resource.

As you can see in the Legend, each black vertical bar represents a separate sequence. You will see at least one, and perhaps, several sequences in the display window.

Refer to [To add a new sequence to your AppCam resource](#) for the steps to add additional sequences.

Refer to [To edit an AppCam resource](#) for the steps to edit each sequence, and to arrange sequences within an AppCam resource.

To save your AppCam resource, click Next.

Type a name for your AppCam resource, and click Save Automation.

You may now create a new AppCam resource, or click Done to return to the Designer screen.

To change a VCR button caption

Related steps

1. Click on the Object Styles tab.
2. Scroll to and click on the button whose caption you wish to change.
3. Delete the current caption, and type a new one.
4. If you also wish to change the action that happens when a user clicks this button, click the Edit Action button.
The Build Action Wizard will open to assist you in changing the action.
5. If you want all the VCR captions to display as symbols rather than text, click the radio button marked Symbols under Button Style.

Note User-defined buttons will display as text only.

See Also

 To change the Pause and Continue captions

To change a scene's default name

▶ [Related steps](#)

▶ [More about](#)

1. Choose Properties from the Scene menu. (Or, double-click on an empty spot in the scene.)
The Scene Properties dialog box opens.
2. Click on the General tab.
3. Click in the edit field next to Scene Name.
The text cursor appears.
4. Delete the current name, and type a unique name for the scene.
You may use up to 24 characters.
Names are not case-sensitive: i.e. you cannot name two scenes Intro and intro.
You also can't use a name ending in a numeral: e.g., Scene 1 or Part 4.
5. Click OK to close the Scene Properties dialog box.
DemoShield will automatically update any actions or scene transitions that reference the scene name.

To change the Pause and Continue captions

Related steps

1. Click the Object Styles tab in the VCR Button Properties dialog box.
2. Scroll to and click on the Pause/Continue button in the list of VCR Buttons.
3. Click to insert the text cursor in the Button Caption field.
4. Delete the current caption (Pause/Continue).
5. Type in two words for the new caption, separating them with a slash.

For example, if you decide to make the captions Stop and Go, type **Stop/Go**

Your new captions will change back and forth as the demo switches, just as they would if the captions were Pause and Continue.

To change the action for a VCR Button

Related steps

1. Click on the Object Styles tab in the VCR Button Properties dialog box.
2. Scroll to and click on the button which triggers the action you wish to change.
The button's name appears highlighted.
3. Click the Edit Action button.
The Build Action Wizard appears.
4. Choose a new action for the selected VCR Button.
The Wizard will walk you through the necessary steps.

To change the default (template) properties for objects

▶ [Related Steps](#)

▶ [More about](#)

After you open the [template](#) (TPL) file you wish to edit,, you will need to open the Template Properties dialog box for each object whose properties you wish to save in the template.

Note All Graphic Objects--Auto Shapes and polygons--have the same Template Properties.

1. To open an object's Template Properties dialog box, right-click on the button you use to create the object on the [Object Palette](#) or [Auto Shapes Palette](#).

For example, to set the Text Template properties, right-click on the Text Object Button on the Object Template.

The object's [Template Properties dialog](#) appears. Notice there are no settings for Actions or Life.

2. Set the template properties the same way you would set regular object properties, with the exception of object size. Use the Size tab in the object's Template Properties dialog box to set the default size of the object (in pixels).
3. Click OK to save your selections.
4. Repeat the above steps for each object whose default settings you wish to edit.

The new settings will not become immediately active in the template file itself; you will only see them go into effect after you have opened a regular demo with the template attached.

5. Choose Save from the File menu to save the changes to your current template file.

Choose Save As from the File menu to save the changes in a new template file. In the combo box marked Type of Files, make sure to select Template (*.TPL) Files. Save your template with a unique name in the Template directory (or folder).

To change the default (template) properties for scenes

► [Related steps](#)

► [More about](#)

After you open the [template](#) (TPL) file you wish to edit, you can open the properties you wish to change, such as Scene Properties.

For scenes, the template concept is broader than it is for demos or objects.

Each scene in your template file can be thought of as an individual scene template containing the scene's properties, and all the objects in the scene. You may even choose to "link" particular resources to a scene--whether or not the resources are actually used in the scene. Each time you choose New Scene from the Scene menu, you will open the New Scene dialog box. There you will view graphical representations of all the scenes that are in the template you are currently using. When you select a particular scene, you are importing that scene into your demo, with all of its objects, scene properties, and referenced resources.

To edit the properties and contents of template scenes

In your template file, each scene will serve as an individual scene template that will appear as a choice in the New Scene dialog box. This is the dialog box that appears when you choose New Scene from the Scene menu or click the New Scene button on the Toolbar.

1. In your template (*.TPL) file, go to the scene you wish to edit.
2. Choose Properties from the Scene menu.
The Scene Properties dialog box opens to the General tab.
3. Edit the General Scene properties as you wish. Click on another tab when you are finished to edit any other scene properties. Refer to [Scene Properties](#) for help in setting these properties.
4. Take a good look at all the objects in the scene. The [Scene Editor](#) will show you all the objects in the scene, regardless of their lifespan within the scene, or whether the objects are invisible.
5. Delete any objects that you do not want included as part of the individual scene template.
6. Edit any remaining objects as you wish. You may resize or reposition them, or change their properties.

If you want particular demo resources to load into the demo when you choose this scene template, you will need to rename those resources to "link" them to the scene. **If you do not want resources included, skip to Step #12.**

Note If you use an object filled with a resource in a template scene, but do not link the resource to that scene, the object will appear in your demo with a solid color fill.

7. Choose Resource Manager from the Demo menu to open the Resource Manager dialog box. Click on the tab for the resource you wish to "link" to a particular scene.
8. Click to select the resource you wish to link. Click the Rename button.
9. Give the resource a new name that begins with the name of the scene. Place a space between the scene name and the object's name. For example, the name **welcome graphic1** would link the image named **graphic1** to the scene named **welcome**. Click OK to close the Resource Manager dialog box.

Note A resource that is "linked" to a particular scene in the template does not have to be used within that scene. When you choose that scene layout from the New Demo Wizard, the "linked" resource is added to the new demo for use in any scene.

10. You will notice that when you choose a template scene from the New Scene dialog box, a graphical representation of the scene--really a sketch or diagram of major scene components--appears for at least some of the available scenes. To create this type of sketch, use any graphics program, including Paintbrush or Paint, and save your image as a bitmap (*.bmp) or metafile (*.WMF) with the same name as the scene name (for example, **welcome**).
11. In DemoShield, choose Resource Manager from the Demo menu to open the Resource Manager dialog box. Click on the Images tab, and click the Import button to import the resource.
12. Choose Save from the File menu to save your changes to the template.
14. Reopen your demo file. Choose Attach from the File menu and attach the template. This updates the demo link to the new template.
The next time you choose this scene layout again in the New Scene dialog box, the edited scene will appear.

To change the default new demo resolution

Related steps

1. Choose Preferences from the File menu. The Preferences dialog box opens.
2. Click the Configure tab.
3. Click the down arrow in the combo box next to "Choose a resolution."
4. Click to choose the new demo resolution. You will choose from the standard screen resolution settings.

For details, see [Which Resolution Should I Choose?](#)

This will be the native resolution for each new demo file you create (until you change the setting).

If you choose to create a windowed demo, the size of the window you create becomes the new demo resolution, overriding the Default New Demo Resolution setting.

To change the default (template) demo properties

▶ [Related steps](#)

▶ [More about](#)

Most of the time, you will use the New Demo Wizard to create a new demo file.

When you select a new demo type, such as Presales or Cue Card, the new demo that is built will derive its initial Demo Properties from the regular demo (*.DBD) file that the Wizard modifies to create your new demo.

However, when you choose to create a "One Scene Empty" demo, its initial Demo Properties will come from the last template (*.TPL) file you created. To edit these properties, open the template (TPL) file you wish to use.

1. Choose Properties from the Demo menu.

The Demo Properties dialog box opens.

2. Set new demo properties for the template file, the same way you would for any demo.

See [Demo Properties](#) for details.

3. To save your changes to the current template, choose Save from the File menu.

To save your changes as a new template file, choose Save As from the File menu. In the combo box marked Type of Files, make sure to select Template (*.TPL) Files. Save your template with a unique name in the Template directory (or folder).

4. In your next demo file, choose Attach from the File menu to attach the template you finished editing.

The next time you create a new One Scene Empty demo, its default Demo Properties will derive from your template file.

To change the length of the scene

▶ [Related steps](#)

▶ [More about](#)

1. Choose Properties from the Scene Menu, or double-click on any empty spot in the scene.

The Scene Properties dialog box opens.

2. Click on the General tab.
3. Click to insert the text cursor in the edit field next to Scene Length.
4. Type the number of seconds you want the scene to last.

You may enter scene length in tenth of a second intervals (e.g., 12.2, 29.9 seconds).

The longest you can make the Scene Length is 99,999 seconds.

To change the name or group name of an object

[Related steps](#)

1. Double-click the object's name in the Objects List of the Scene Editor.
The Properties dialog box opens.
2. If a dialog box other than General Properties opens, click the General tab.
3. Click to insert the text cursor in the field next to Name.
4. Type a name.
To create or change an object's Group Name, use the same steps to type a new name in the Group Name field.

To check for unused resources in your demo

▶ [Steps for Preferences](#)

▶ [Steps for Distribution](#)

1. Choose Preferences from the File menu to open the Preferences dialog box.
2. Click the Enable tab.
3. Select the check box marked "Check Resources."

The next time you save the demo, DemoShield will notify you if there are any unused resources in your demo.

Click OK to continue checking for unused resources, or click Cancel to cancel the checking process and complete the save.

After the save is completed, you may open the Resource Manager dialog box to delete any resources you no longer need.

See [To remove a resource](#) for the steps.

Note: DemoShield cannot determine if your macro or file (EXE, TXT, etc.) resources are being used in the demo. Check for those resources manually.

You may also check for unused resources directly from the Resource Manager dialog.

Click Check in the Resource Manager dialog and DemoShield will indicate those resources that have been used (✓), and those which have not been used (✗).



). Those resources for which DemoShield cannot determine the status, will be indicated with a



To check your native demo resolution

Related steps

1. Choose About from the Help Menu.

The About DemoShield dialog box opens.

2. Click on the Demo Info button.

The Demo Information dialog box opens.

Here you can view the full path name for your demo; the demo template you are using; the version of DemoShield you are running; and your demo's current resolution (in pixels).

When your demo plays on a screen with a resolution different from the native resolution you used to create the demo, DemoShield scales your demo so the graphic and text objects display proportionally on your viewer's screen. In some cases, you may not want your objects to scale. For example, you may be layering text and arrows on top of graphic objects. See [Why did my objects move out of alignment?](#)

To set the default (native) resolution for your new demos, see [To change the default new demo resolution.](#)

To choose Bring One Layer Closer

▶ [Related steps](#)

▶ [More about](#)

Choose the action Bring One Layer Closer to move an object from its current position in the stack one layer closer to the front of the stack. When you choose this action, the Next button in the [Build Action Wizard](#) appears enabled.

1. Click Next.
A second dialog box appears.
2. Click to open the combo box under Object Name.
3. Scroll to and click on the object you want to bring one layer closer to the front of the stack.
4. Click Finish to close the Build Action Wizard.

To choose **Bring to Front**

▶ [Related steps](#)

▶ [More about](#)

Choose Bring to Front to move an object from its current position to the front of the stack.

When you choose Move to Front, the Next button in the [Build Action Wizard](#) appears enabled.

1. Click Next.
A second dialog box appears.
2. Click to open the combo box under Object Name.
3. Scroll to and click on the object you want to move to the front of the stack.
4. Click Finish to close the Build Action Wizard.

To choose Delay Demo

▶ [Related steps](#)

▶ [More about](#)

Choose Delay Demo to enter the number of seconds you want the demo to delay before continuing. While the demo is in delay mode, no actions can be processed, and DemoShield time will not pass. If you wish to pause the demo until the viewer provides an event to continue it, use the [Pause/Continue action](#) instead.

When you choose the Delay Demo action, the Next button appears enabled.

1. Click Next to continue.

A dialog box appears with an edit Field below the words "Delay Time in Seconds."

2. Click in the Edit field, and enter the number of seconds (whole numbers only) you want the demo to delay before continuing.

The Finish button appears enabled.

3. Click Finish to close the Build Action Wizard.

To choose Disable

▶ [Related steps](#)

▶ [More about](#)

Choose Disable to make an enabled object inactive. When you disable an object you break the link between the object's events and the action(s) you have linked to those events. A disabled button may look like a button onscreen, for example, but it is useless. The Enable action is the opposite of the Disable action.

When you choose Disable, the Next button in the [Build Action Wizard](#) appears enabled.

1. Click Next.

A second dialog appears.

2. Click to open the combo box under Object Name.
3. Scroll to and click on the object you want to disable.
4. Click Next.

A new dialog box appears..

5. Click to open the combo box under Action Duration.
6. Scroll to and click on your choice for how long the object should be disabled.
You may choose to disable the object for the duration of the scene, or for from 1 to 8 seconds.

After that duration, the object will return to its enabled state.

7. Click Finish to close the Build Action Wizard.

To choose Display Menu

Related steps

Choose Display Menu to make a PopUp Menu appear.

When you choose Display Menu, the Next button in the Build Action Wizard appears enabled.

1. Click Next.
A second dialog box appears.
2. Click to open the combo box under Menu Objects..
3. Scroll to and click on the Menu Object you want to display.
4. Click Finish to close the Build Action Wizard.

To choose Enable

▶ [Related steps](#)

▶ [More about](#)

Choose Enable to make a disabled button active (the opposite of disable). Unless an interactive object is enabled, nothing will happen when the viewer clicks the object or presses a key. The Enable action is the opposite of the Disable action.

When you choose Enable, the Next button in the [Build Action Wizard](#) appears enabled.

1. Click Next.

A second dialog appears.

2. Click to open the combo box under Object Name.
3. Scroll to and click on the object you want to enable.
4. Click Next.

A new dialog box appears..

5. Click to open the combo box under Action Duration.
6. Scroll to and click on your choice for how long the object should be enabled.

You may choose to keep the object enabled for the duration of the scene, or for from 1 to 8 seconds.

After that duration, the object will return to its disabled state.

7. Click Finish to close the Build Action Wizard.

To choose View Internet URL

Related steps

Choose View Internet URL to launch your viewer's browser to a particular World Wide Web or FTP site.

Note This feature is available only in the Windows 95/NT version of DemoShield.

When you choose View Internet URL, the Next button in the Build Action Wizard appears enabled.

1. Click Next.

A second dialog box appears

2. In the edit field under URL, delete the sample URL for the DemoShield web site and enter the URL for the Internet site you wish to show.

Example: ftp://ftp.demoshield.com

3. Click Finish to close the Build Action Wizard.

To choose Go to Next Jump Mark

▶ [Related steps](#)

▶ [More about](#)

Choose Go to Next Jump Mark to change the current scene time to the Start Time of the next "jump marked" object. (A "jump marked" object is one whose Jump Mark property has been enabled in the General tab of the Properties dialog box.)

When you choose this action, the Finish button in the [Build Action Wizard](#) appears enabled.

Click Finish to close the Build Action Wizard.

To choose Go to Next Scene

Related steps

Choose Go to Next Scene to switch the demo to the next scene.

When you choose this action, the Finish button in the Build Action Wizard appears enabled.

Click Finish to close the Build Action Wizard.

To choose Go to Object in Scene

Related steps

Choose Go to Object in Scene to switch to another scene and set the demo clock to the Start Time of a particular object in that scene. When the demo performs this action it starts playing the new scene not at the beginning, but from the Start Time of the object you selected.

When you choose this action, the Next button in the Build Action Wizard appears enabled.

1. Click Next.
A second dialog box appears showing a combo box with a list of all the scenes in your demo.
2. Click to open the combo box under Scene Name.
3. Scroll to and click on the scene that contains the object you want to go to.
4. Click Next.
A third dialog box appears, showing every object in that scene.
5. Scroll to and click on the object whose Start Time you want to go to.
6. Click Finish to close the Build Action Wizard.

To choose Go to Previous Jump Mark

▶ [Related steps](#)

▶ [More about](#)

Choose Go to Previous Jump Mark to change the current scene time to the Start Time of the previous "jump marked" object. (A "jump marked" object is one whose Jump Mark property has been enabled in the General tab of the Properties dialog box.)

When you choose this action, the Finish button in the [Build Action Wizard](#) appears enabled.

Click Finish to close the Build Action Wizard.

To choose Go to Previous Scene

Related steps

Use Go to Previous Scene to switch to the previous scene.

When you choose this action, the Finish button in the Build Action Wizard appears enabled.

Click Finish to close the Build Action Wizard.

To choose Go to Scene

Related steps

Use Go to Scene to switch the demo to another scene.

When you choose this action, the Next button in the Build Action Wizard appears enabled.

1. Click Next.
A second dialog appears showing a combo box with a list of all the scenes in your demo.
2. Click to open the combo box under Scene Name.
3. Scroll to and click on the scene you want the demo to switch to.
4. Click Finish to close the Build Action Wizard.

To choose Go to Sub-Scene

▶ [Related steps](#)

▶ [More about](#)

Use Go to Sub-Scene to stop in the middle of the scene that is playing and go to a special sub-scene (or scenes) you have created. This action is essentially the same as the Go to Scene action. The difference is that after using Go To Sub-Scene, you can use Return From Scene to resume your demo at the scene of the Go to Sub-Scene action. Programmers will recognize this as equivalent to Call/Return.

You may also choose to build additional sequences of sub-scenes. Click [About Stacking Go to Sub-Scene Actions](#) for more information.

When you choose Go to Sub-Scene, the Next button in the [Build Action Wizard](#) appears enabled.

1. Click Next.

A second dialog appears showing a combo box with a list of all the scenes in your demo.

2. Click to open the combo box under Scene Name.
3. Scroll to and click on the scene you want the demo to switch to (the first scene in your series of sub-scenes).
4. Click Finish to close the Build Action Wizard.

To choose Hide

▶ [Related steps](#)

▶ [About](#)

Use Hide to make a visible object invisible. When you hide an object, the viewer cannot see it. The Hide action is the opposite of the Show action.

When you choose this action, the Next button in the [Build Action Wizard](#) appears enabled.

1. Click Next.
A second dialog appears showing a combo box with a list of all the objects in your scene.
2. Click to open the combo box under Object Name.
3. Scroll to and click on the object you want to hide.
4. Click Next.
A third dialog box appears to allow you to select how long you want the object to be hidden.
5. Click to open the combo box under Action Duration.
6. Scroll to and click on your choice for how long the object should be hidden.
You may choose for it to be hidden for the duration of the scene, or for from 1 to 8 seconds.
7. Click Finish to close the Build Action Wizard.

To choose Highlight/De-Highlight

Related steps

Use Highlight/De-Highlight to create a toggle that alternately adds a highlight to, and removes a highlight from, an object. You can only use the Highlight and De-Highlight actions with a Hot Spot or Bitmap Button.

When you choose this action, the Next button on the Build Action Wizard dialog appears enabled.

1. Click Next to continue.
A new dialog box appears.
2. Click to open the combo box under Object Name.
A list appears showing every object in the scene.
3. Scroll to and click on the object you want to highlight and/or dehighlight.
4. Click Finish to close the Build Action Wizard.

To choose Move Cursor

▶ [Related steps](#)

▶ [Steps for Simulations Using Bitmaps](#)

The [Move Cursor action](#) moves the viewer's cursor from its current position on the screen to a position you specify. You also select the time that it takes to complete its movement.

When you choose Move Cursor, the Next button in the [Build Action Wizard](#) appears enabled.

1. Click Next.

A second dialog box appears.

2. Click to open the combo box under Cursor Movement Duration.

A list appears of various times, from 0.25 seconds to 2.00 seconds.

3. Scroll to and click on the time that you want the cursor to take to complete its movement.

4. Click Next.

A third dialog box appears for you to select the screen location where you want the viewer's cursor to move. There are two ways to enter this value: by typing in the exact X,Y coordinates, or by clicking your cursor on the location itself.

5. To type the coordinates, use the edit fields next to X and Y to enter the X and Y coordinates (in pixels) for the desired location of the cursor. Continue to Step 8.

6. To click on the location, click the Capture button.

7. Move your cursor to the screen location where you want the cursor to move, and click.

8. Click Finish to close the Build Action Wizard.

Note You may test this action in the Designer Window. However, if your cursor is moving to a screen coordinate outside of the visible Designer Window, you will be unable to preview the action. Instead, you will see the following message: "A Move Cursor action occurred outside of the visible Designer Window." To view this action, play the demo full screen or run the demo using the [Player](#)."

To choose Pause/Continue Demo

▶ [Related steps](#)

▶ [More about](#)

Choose Pause/Continue Demo to pause the demo until your viewer provides the event to make the demo continue. You may build a Pause/Continue action for either an Event Object or an interactive object (such as a button). Typically, you would use an Event Object to pause a demo at a particular scene time. Then you would create a button your user can press to trigger the Continue action. (You could instead use the same button to pause and continue the demo.)

When you choose the Pause/Continue Demo action, the Finish button appears enabled.

Click Finish to close the Build Action Wizard.

To choose Play Macro

▶ [Related steps](#)

▶ [More about](#)

Use Play Macro to play a macro that you have recorded and saved. The interactive or Event object that triggers the Play Macro action must be in the scene where the application is launched.

When you choose Play Macro, the Next button in the [Build Action Wizard](#) appears enabled.

1. Click Next.

A second dialog box appears.

2. Click to open the combo box under Macro Resources.

A list appears of all the macro files you have recorded. Before you can play a macro in your demo, you must first record it using the Record Macro command under the Demo menu .

3. Scroll to and click on the macro you want to play.

4. Click Finish to close the Build Action Wizard.

Play Macro will not work when you use the Controller to test run a demo in the Designer Window. Instead, a message will tell you when it's time for a macro to play, and tell you the name of the macro. To see how a macro will look to your viewer, run the demo using the [Player](#).

To choose Play Sound

▶ [Related steps](#)

▶ [More about](#)

Use Play Sound to play a WAV or MIDI sound file in your demo. When you choose Play Sound, the Next button in the [Build Action Wizard](#) appears enabled.

1. Click Next.

A second dialog box appears.

2. Click to open the combo box under Sound Resources.

A list appears of all the sound files you have imported. Before you can play a sound file in your demo, you must first import the file using [Resource Manager](#).

3. Scroll to and click on the sound resource you want to play.

The Sound Playback Options appear enabled.

4. Choose from the sound playback options:

[Play Sound And Return](#)

[Wait For Sound To Play](#)

[Repeat Sound Playback](#)

5. Click Finish to close the Build Action Wizard.

To choose Play Video

▶ [Related steps](#)

▶ [More about](#)

Choose Play Video to play a video sequence in your demo that you have saved as an [AVI](#) or [SCM](#) file.

When you choose Play Video, the Next button in the [Build Action Wizard](#) appears enabled.

1. After you choose Play Video, click Next.

A second dialog box appears.

2. Click to open the combo box under Video Resources.

A list appears of all the video files you have imported. Before you can play a video file in your demo, you must first import the file using the [Resource Manager](#) dialog box.

3. Scroll to and click on the video resource you want to play.

4. Click Next.

A third dialog box appears for you to select the screen location where you want the viewer's cursor to move. There are two ways to enter this value: by typing in the exact X,Y coordinates, or by clicking your cursor on the location itself.

5. To type the coordinates, use the edit fields next to X and Y to enter the X and Y coordinates (in pixels) for the location where you want the cursor to go. Continue to Step 8.

6. To click on the location, click the Capture button.

7. Move your cursor to the screen location where you want the viewer's cursor to move, and click.

8. Click Finish to close the Build Action Wizard.

Note Play Video will not work when you use the Controller to test run a demo in the Designer Window. Instead, a message will tell you when it's time for the video file to play. To see how the video will look to your viewer, run the demo using the [Player](#).

To choose Print File

Related steps

The Print File action allows you to choose a file resource to print out on your viewer's printer. This action works by launching either Write (on Windows 3.x or NT systems) or WordPad (Windows 95 systems). Before you can choose this action, you must import a printable resource (such as a *.WRI or *.TXT file) through the File tab of the [Resource Manager](#) dialog box.

When you choose Print File, the Next button in the [Build Action Wizard](#) appears enabled.

1. Click Next.

A second dialog box appears. This dialog asks for the file resource you wish to print.

2. A combo box appears listing all the File resources in your demo.
3. Scroll to and click on the resource you want to print.

Note The resource must be in a format that can be recognized by Write (for users with Windows 3.x or Windows NT) or WordPad (for Windows 95 users). Save your document as a Write (*.WRI) or Text-Only (*.TXT) document to ensure that it can be printed on any Windows system.

4. Click Finish to close the Build Action Wizard.

To choose Return from Scene

▶ [Related steps](#)

▶ [More about](#)

Choose Return to Scene to:

- Return to where you started in your regular demo before branching off to one or more sub-scenes, and
- Pick up where you left off, and play the rest of your demo.

You can choose Return from Scene either from the list of actions in the Build Action Wizard, or the list of Scene Transitions in the [General Scene Properties dialog box](#).

If you have used two Go to Sub-Scene actions in sequence, and you want the demo to return to the scene of the initial Go to Sub-Scene action, you must use two Return from Scene actions.

The steps below explain how to set these actions.

To return from scene after two Go To Sub-Scene actions

1. Create an Event object in the scene you want to return from.
2. Double-click on the name of the Event Object in the Objects List of the Scene Editor.

The Event Properties dialog box opens.

3. Click the Time tab.
4. Enter a time just prior to the end of the scene.
5. Click the True Actions tab.
6. Click the New Action button.

The Build Action Wizard appears.

7. Choose the action Return From Scene.
8. Click Finish.

The Build Action Wizard closes and you return to the True Actions dialog box. Return From Scene appears in the list of actions.

9. Click the New Action button in the True Actions dialog box a second time and again choose Return From Scene.
10. Click Finish to close the Build Action Wizard.

When the True Actions dialog box again appears, you will see two Return From Scene actions in the list of actions.

When you start a sequence of sub-scenes with Go to Sub-Scene, it makes no difference how you end the sequence. You are not required to close every Go to Sub-Scene with Return from Scene. If you want, you can choose Go to Scene, or Go to Next Scene, for example, or any other [scene transition](#).

To choose Send Keys

Related steps

Choose Send Keys to simulate user keystrokes sent to the application you are currently running in a Live Application Demo. When you choose Send Keys, the Next button in the Build Action Wizard appears enabled.

1. Click Next.
A second dialog box appears.
2. Click to open the combo box under Application Objects.
3. Scroll to and click on the Application Object in the current scene.
4. Click Next.
A new dialog box appears.
5. Click in the edit field under the words Keys to Send.
6. Type the keys you want to send.

Note Use the Special Characters table to see what to enter for shortcut keys, and keys that do not appear onscreen. For example, if you wanted to send the Break key, you would type **{break}**.

7. Click Finish to close the Build Action Wizard.

Send Keys will not work when you use the Controller to test run a demo in the Designer Window. Instead of sending keys, you get a message telling you that a Send Keys action occurred. If this action occurs when the Player is running your demo, it will send keys to the application you specified.

Note When playing combinations of Play Macro and Send Keys actions, you will need to ensure that some events and actions occur between the Play Macro and the Send Keys actions to maintain DemoShield's event processing.

To choose Send One Layer Back

▶ [Related steps](#)

▶ [More about](#)

Choose Send One Layer Back to move an object from its current position in the stack one layer farther back in the stack.

When you choose Send One Layer Back, the Next button in the [Build Action Wizard](#) appears enabled.

1. Click Next.
A second dialog box appears.
2. Click to open the combo box under Object Name.
3. Scroll to and click on the object you want to send one layer farther back in the stack.
4. Click Finish to close the Build Action Wizard.

To choose Send Windows Message

Related steps

Use Send Windows Message to send a Windows message to a running application that you are using in a Live Application Demo. This is the only reason to use the Send Message action. Unless you are an advanced Windows programmer, you do not even have to know this exists.

Note You cannot use the Send Message action when you launch an application via the Launch Application or Launch Demo actions.

The Send Message action is the Windows API call:

```
SendMessage (hWnd, wParam, lParam);
```

When you choose the Send Windows Message action, the Next button appears enabled in the Build Action Wizard.

1. Click Next.
A new dialog box appears.
2. Click in the edit field under the words Scene Name.
3. Scroll to and click on the name of the Scene which contains the application with which you want to communicate.
4. Click Next.
A new dialog box appears.
5. Click in the edit field under the words Application Objects.
6. Scroll to and click on the name of the Application Object which launches this application.
7. Click Next.
A new dialog box appears to allow you to set the parameters for the SendMessage call.
8. Click to insert the cursor in the edit field for Message ID.
To find the Message ID, see the Windows Software Development Kit, Windows header file. The header file identifies each message type with its ID Value.
9. Type the Message ID.
10. Click to insert the cursor in the edit field next to the words wParam.
For the wParam and lParam Values you need to enter next, see the Microsoft Windows Software Development Kit Programmer's Reference.
11. Type the wParam value.
12. Click to insert the cursor in the edit field next to the words lParam.
13. Type the lParam value.
14. Click OK to close the Build Action Wizard.

Note Send Message will not work when you use the Controller to test run a demo in the Designer Window. If converting a Windows 3.1 demo into a Windows 95/NT demo, make sure you rebuild your Send Message actions for the new operating system.

To choose Send to Back

▶ [Related steps](#)

▶ [More about](#)

Choose Send to Back to move an object in the stack from its current position to the back.

When you choose Send to Back, the Next button in the [Build Action Wizard](#) appears enabled.

1. Click Next.
A second dialog box appears.
2. Click to open the combo box under Object Name.
3. Scroll to and click on the object you want to send to the back of the stack.
4. Click Finish to close the Build Action Wizard.

To choose Set Contents

Related steps

Choose Set Contents to change the resource you are currently displaying in a Graphic Object, a Bitmap Button Object, or a Text Object to another resource of the same type. Before you create the action, you must import all resources that will be used via the [Resource Manager dialog box](#).

Note You cannot use Set Contents to change the appearance of an object using a non-resource fill (such as a color, or keyed in text). The Set Contents action will only replace one resource with another resource of the same type.

When you choose Set Contents, the Next button in the [Build Action Wizard](#) appears enabled.

1. Click Next.
A second dialog box appears.
2. Click to open the combo box under Scene Name.
3. Scroll to and click on the name of the scene containing the object you wish to affect.
4. Click Next.
A new dialog box appears.
5. Click to open the combo box under Object Name.
6. Scroll to and click on the name of the object upon which you will perform the Set Contents action.
7. Click Next.
A new dialog box appears.
8. Click to open the combo box under Image Resources (or Text Resources).
9. Scroll to and click on the name of the resource you want to see.
10. Click Finish to close the Build Action Wizard.

To choose Set Property

▶ [Related steps](#)

▶ [More about](#)

Use Set Property to set one of the properties of any object in your demo to any value you want.

When you choose Set Property, the Next button in the [Build Action Wizard](#) appears enabled.

1. Click Next.
A second dialog box appears.
2. Click to open the combo box under Scene Name.
3. Scroll to and click on the name of the scene that contains the object you want to reset the property for.
4. Click Next.
A new dialog box appears.
5. Click to open the combo box under Object Name.
6. Scroll to and click on the name of the object you want to reset the property for.
7. Click Next.
A new dialog box appears.
8. Click to open the combo box under Property Name.
A list appears of all the object properties you can set. Refer to [Set Property](#) for an explanation of each property.
9. Scroll to and click on the property you wish to set.
10. Click Next.
A new dialog box appears.
11. Click to enter the cursor in the edit field under Property Value.
Refer to the table in [Set Property](#) for a list of the values you can set the property to.
For example, the Pressed Property can have a value of 0 for unpressed or 1 for pressed.
12. Type the new value of the property you have selected.
13. Click Finish to close the Build Action Wizard.

To choose Set Variable

Related steps

Choose Set Variable to set a new value for a variable that you have created. You can increment or decrement the current value, or assign a new value. You can perform the Set Variable action on both scene-specific Variable Objects and on demo-wide Global Variables.

When you choose Set Variable, the Next button in the Build Action Wizard appears enabled.

1. Click Next.
A second dialog box appears.
2. Click to open the combo box under Scene Name.
A list appears of all the scenes in your demo.
3. Scroll to and click on the scene that contains the variable you wish to reset.
A new dialog box appears.

Note If you are resetting a global variable, select any scene.

4. Click to open the combo box under Variables.
5. Scroll to and click on the name of the variable you wish to reset.
6. Click Next.
A new dialog box appears.
7. Click to open the combo box under Operator.
8. Scroll to and click on the operator that corresponds to the type of Set Variable action you wish to create.
If you choose Increment, the variable will increase by one each time the event is performed.
Decrement means the variable will decrease by one. If you chose either of these operators, continue to Step 12.
9. If you chose the Assign Value operator, click Next.
A new dialog box appears.
10. Click to insert the text cursor in the edit field under Variable Value.
11. Type the value you want to set. A numeric value must be from 0 to 999999.
12. Click Finish to close the Build Action Wizard.

To choose Show

▶ [Related steps](#)

▶ [About](#)

Choose Show to make an (invisible) object visible. When you show an object, it appears onscreen. The Show action is the opposite of the Hide action.

When you choose Show, the Next button in the [Build Action Wizard](#) appears enabled.

1. Click Next.
A second dialog appears showing a combo box with a list of all the objects in your scene.
2. Click to open the combo box under Object Name.
3. Scroll to and click on the object you want to show.
4. Click Next.
A third dialog box appears to allow you to select how long you want the object to be shown.
5. Click to open the combo box under Action Duration.
6. Scroll to and click on your choice for how long the object should be shown.
You may choose to show the object for the duration of the scene, or for from 1 to 8 seconds.
7. Click Finish to close the Build Action Wizard.

To choose Stop Demo

Related steps

Use Stop Demo to quit the demo. For example, if you choose the Stop Demo action for a button, when your viewer clicks the button the demo will stop.

When you choose the Stop Demo action in the Build Action Wizard, the Finish button appears enabled.

Click Finish to close the Build Action Wizard.

Note When you are test running the demo in the Designer, a message will appear indicating that a Stop Demo action has occurred. Click OK to return to Edit Mode.

To choose Text Object borders

[Related steps](#)

1. Click the Borders tab in the Text Object Properties dialog box.
2. To add a beveled, application window style border, check the box marked Add 'Window' Border.

If you do not wish to have a 'Window' border for your text object, leave all the selections blank in the Borders tab. Your text will appear without a border; however, you may still select either a solid or transparent background in the Fill tab.
3. To add a title bar to the top of your 'Window' border, check the Add Caption box. (Enter the text for the caption in the edit field at the bottom of the dialog box, or leave it blank). The color of the title bar will be the color chosen by your user in the Windows Control Panel for the Active Title Bar.
4. Once you've added a caption, you can choose to add a Close button that your viewers can click on to close (i.e. hide) the Text Object for the remainder of the scene. As soon as the scene is refreshed (by switching scenes or restarting the demo), the Text Object will be reset to its original, visible state.

Note You can use a [Show action](#) to make a Text Object that has been "closed" by the viewer visible again later in the scene. When the scene is reset, all Text Objects that have been "closed" by a viewer will be automatically reset to their visible states.

5. If you want a caption to appear in the Windows title bar, use the Caption Text edit field to type in any combination of letters, numbers and spaces containing up to 32 characters.

To choose Trigger Event

▶ More about

Choose Trigger Event to send an event to a button or other interactive object.

When you choose Trigger Event, the Next button in the Build Action Wizard appears enabled.

1. Click Next.
A second dialog box appears.
2. Click to open the combo box under Scene Name.
3. Scroll to and click on the name of the scene that contains the object you want to send an event to..
4. Click Next.
A new dialog box appears.
5. Click to open the combo box under Object Name.
6. Scroll to and click on the name of the object you want to send an event to.
7. Click Next.
A new dialog box appears.
8. Click to open the combo box under Event Name.
A list of the events you can trigger appears.
Click on one of the topics below for the remaining steps.

▶ Trigger Event: Time

▶ Trigger Event: Moves Mouse On Object

▶ Trigger Event: Clicks Mouse

To choose View Internet URL

Related steps

This action launches your viewer's latest web browser to the URL you specify. This could be a World Wide Web (HTTP protocol) or FTP site (FTP protocol).

Example: **http://www.demoshield.com**

Note: View Internet URL will not work on a Windows 3.x (16-bit) system. Your viewer must be running Windows 95 or NT for this action to succeed.

To choose a border style

[Related steps](#)

1. Click the Border Styles tab.

The Border Styles dialog box appears.

2. Click the top left button for no border.

Click a different button for a visible border.

You may choose from broken or unbroken lines, and a variety of line weights.

To choose a color

▶ [Related steps](#)

The steps for choosing any type of color--background color, font color, line color, [fill color](#), [disabled color](#), etc.--are the same.

1. Click the appropriate Color tab in the object or scene Properties dialog box.
2. Click one of the color squares.

A black border surrounds the square. The new color appears in the preview window, bottom right.

To choose a custom color using a slider

Click a slider and drag left or right. You can also move the slider by clicking the left or right arrow buttons on the slider bar.

The color you select appears in the preview window.

To type a color value

1. Click to insert the text cursor in one of the [RGB](#) edit fields.
2. Type a number from 0-255. The higher the number, the lighter the color.

The color you select appears in the preview window.

See Also

▶ [Will my colors look OK on all systems?](#)

To choose a fill style

▶ [Related steps: objects](#)

▶ [Related steps: scenes](#)

▶ [More about](#)

1. Click the Fill Styles tab.

The Fill Styles dialog box appears.

2. Choose the [fill style](#) you want.

See [To display an Image](#) for the steps to choose an image fill for a Graphic Object, Bitmap Button, or scene.

To choose a font

▶ [Related steps](#)

▶ [More about](#)

1. Click the Font tab.

The Font dialog box appears.

2. Click a font name.

The font name appears highlighted.

Note Whenever possible, choose a font you know your viewer will have on his or her system. If the font you selected is not present, DemoShield tries to create a TrueType Arial font. If the viewer does not have TrueType Arial, or any TrueType font, DemoShield uses the Windows system font.

3. Click to open the combo box next to the Point Size.

A list appears showing every point size from which you can choose.

4. Click a point size from the drop-down list.

You can also click to insert the text cursor in the edit box and type a point size for the font.

5. Click Bold, Italic, and/or Underline, as appropriate.

An image of the font appears.

6. When you finish setting one type of property for an object, you can:

▶ Click another tab to set a different type of property for the same object

▶ Click OK to close the Properties dialog box

To choose a line style

[Related steps](#)

1. Click the Line Styles tab.
The Line Styles Properties dialog box opens.
2. Click on the line you want to see.
You may choose an invisible line (top left), double line, or several varieties of thin and thick, broken and unbroken lines.
3. When you finish setting one type of property for an object, you can:
 - Click another tab to set a different type of property for the same object.
 - Click OK to close the Properties dialog box.

To choose a mouse event

▶ [Related steps](#)

▶ [More about](#)

1. Open the Actions dialog box.
2. Click to open the combo box under the message When the viewer does this.
A window opens listing all the events you can choose.
3. Click an event involving the mouse, such as Left-Clicks Mouse or Double-Right-Clicks mouse.
Now you can click the New Action button to create an action that will happen when the viewer clicks the mouse.

To choose a new scene

Related steps

1. Choose New Scene from the Scene Menu, or click this button  on the Toolbar.

The New Scene dialog box opens. Graphical representations of each scene in your current template appear in the white area in the center of the dialog. (If no graphic was created to represent a scene, you will see only the scene name.)

You are asked to choose a new scene layout.

2. Click on the scene that you wish to add to your demo. (You are essentially copying a scene from the current template to your demo, with all of its objects and scene properties.)

When you select a scene, its name appears in a gray box on the right side of the dialog.

3. Click OK.

The new scene appears in the Designer Window. It will follow the scene that was previously the current scene. Its default name is **#x Scene**, with x being the number of scenes using the default name. For example, the scene may be called **#1 Scene**.

Most likely, the new scene will contain several objects. You can modify or delete these objects as you wish.

Refer to [Modifying Objects](#) for more information.

Refer to [Scene Properties](#) for details on editing important scene properties such as scene name, length, transition, and fill style.

To choose a scene transition

▶ [Related steps](#)

▶ [More about](#)

1. Choose Properties from the Scene menu, or double-click anywhere in the Designer Window where there is no object.

The Scene Properties dialog box opens.

2. Click on the General tab.
3. Click to open the [combo box](#) for Scene Transition.

A list appears showing all the Scene Transitions you can choose.

4. Click to select one of the Scene Transitions.

See [To choose a scene transition effect](#) for details on the types of visual effects you can choose for the transition period when one scene ends and another begins.

To choose a scene transition effect

▶ [Related steps](#)

▶ [More about](#)

1. Choose Properties from the Scene menu, or double-click anywhere in the Designer Window where there is no object.
The Scene Properties dialog box opens.
2. Click on the General tab.
3. Click to open the combo box for Transition Effects.
A list appears showing all the effects you can choose for the transition period where one scene ends and another begins.
4. Click to select one of the Transition Effects.

To choose a shortcut key event

[Related steps](#)

1. Open the Actions dialog box.
2. Click to open the combo box under the message When the viewer does this.
A window opens listing all the events you can choose.
3. Click the event Key (Choose)
The Choose A Shortcut Key dialog box appears, asking you to press a key or a combination of keys.
4. Press whatever key, or key combination you want your viewer to press to trigger the action.
The shortcut key(s) chosen appear in the dialog box.
5. Click OK.
DemoShield adds the shortcut keys you create to the list of events.
Now you can click the New Action button to create an action that will happen when your viewer presses these keys.

To choose an AVI resource (in an AVI Object)

▶ [Related steps](#)

▶ [More about](#)

1. Click the Object Styles tab in the AVI Object Properties dialog box.
2. Click to open the combo box next to AVI Resource.

A list appears showing all the AVI files you have imported using the Resource Manager.

3. Choose the AVI file you want to play.
4. Click to insert the text cursor in the edit field for Start Time, and type a number.

This number tells DemoShield how many seconds after the scene starts you want the AVI file to start playing.

5. Click to insert the text cursor in the edit field for Exit Time, and type a number.

This number tells DemoShield the number of seconds you want DemoShield to keep the last AVI frame onscreen after the AVI file stops playing. The number that appears in the statement "Maximum Allowed Time of __ Seconds" is the scene length. (Naturally, you couldn't have the frame remain for 31 seconds after the AVI ends if the scene is only 30 seconds long.)

Note For your viewers to play AVI files, they must have the appropriate AVI drivers on their system. AVI drivers are installed by default on Windows 95 systems.

To choose the Start/Stop Recording Macro key

Related steps

1. Choose Preferences from the File menu.
The Demo Preferences dialog box appears.
2. Click on the Configure tab.
3. Click to open the combo box next to Start/Stop Recording Macro Key.
A list appears showing the function keys from F2 to F12.
4. Scroll to and click on the key that you wish to press to stop or start recording macros.
5. Click OK to close the dialog box.

To choose windowed playback style for your demo

▶ [Related Steps](#)

▶ [More about](#)

1. Choose Properties from the Demo menu.
The Demo Properties dialog box opens.
2. Click on the Styles tab.
3. Check the Windowed playback style box. (If you chose Windowed style when creating your new demo, this option will already be selected.)

An edit field and two check boxes appear below.

4. Select a [caption](#) option. You can:

(a) Enter a caption in the edit field provided, (b) check Use Scene Name for Caption, (c) check Eliminate Caption, or (d) leave the field blank, thereby selecting the default caption.

Adding a caption will take up the top 20 pixels on your demo screen. You may wish to make your demo window smaller to accommodate the caption, or eliminate the caption to ensure that [scaling](#) will not be performed when your demo is played under 640x480 resolution. To determine if the scaling will affect your demo's appearance, change your display resolution to 640x480 and [test run your demo using the Player](#).

Note If you select Eliminate Caption, your viewers will not be able to move the demo window around on their screens. The demo window will remain fixed in the X, Y position you specify in the Size tab of the Demo Properties dialog box.

5. Check the [Full Screen Background](#) box if you wish to select the color of the background that will fill the viewer's screen behind the demo window. If this box is de-selected, the demo will simply appear on top of whatever the viewer had on his or her screen prior to launching the demo. (If you did [not](#) check Full Screen Background, go to Step 8.)
6. After you select Full Screen Background, click on the Background Color tab.
7. Choose the color you want your viewers to see on their screen behind the demo window. See [To choose a color](#) for the steps.
8. Click on the Size tab. In this tab, you can modify the size and location of your demo window.

You can also choose to make your demo window a [fixed size](#) window.

See [To set the size and location of your demo window](#) for the steps.

To copy and paste items from the clipboard

[Related steps](#)

DemoShield includes clipboard support for the CF_DIB bitmap and CF_TEXT styles of resource.

If the application you wish to copy from uses either of these styles of resource, you can paste it into DemoShield directly from the clipboard.

To paste text into DemoShield

1. Right click and choose **copy** or use the **CTRL+C** keys to copy the text from its original location to the Windows clipboard.
2. Choose **paste** from the Edit menu or use the **CTRL+V** keys to paste the new text into the Designer.

DemoShield will create a new text object with the pasted text already in the Object Styles edit field.

To paste images into DemoShield

1. Use the **CTRL+C** keys to copy the image from its original location to the Windows clipboard.
2. Use the **CTRL+V** keys to copy the image into the demo.

DemoShield will create a new rectangle filled with the image.


Note If you prefer, you can use the Paste Special command from the Edit menu to add the image as a resource to the demo without creating an object containing the new image. Use the Resource Manager dialog box to preview your new resource.

To copy one or more objects within DemoShield

[Related steps](#)

To copy objects within the same scene, you can use the Duplicate command or the Copy command. To copy objects between scenes, use the Copy command or the keyboard (Ctrl + C).

Using the Duplicate command (same scene only)

1. Click the object(s) to be selected.
See [To select two or more objects](#) for details on selecting multiple objects.
2. Press CTRL+D, choose Duplicate from the Edit menu, or click the Duplicate button  on the Toolbar.
The new object appears to the right of the original object.

Using the Copy command or the Keyboard

- 1.. Click the object to select it.
Handles appear around the object, and the object's name is highlighted in the Scene Editor.
2. Choose Copy from the Edit menu, or press CTRL+C.
3. Choose Paste from the Edit menu, or press CTRL+V.

To create a VCR button object

▶ [Related steps](#)

▶ [Creating Objects](#)

1. Click the VCR button on the Object Palette.
2. Click in the [Designer Window](#).

A panel of [VCR buttons](#) appears.

Note Unlike other buttons you can create, VCR buttons come with preset actions. You can use a set of VCR buttons right away. Click on Related Steps above to learn how to change the properties of VCR buttons.

3. Double-click on the object to open its Properties dialog box.
See [VCR Button Object](#) for details.

To create a Bitmap Button Object

▶ [Related steps](#)

▶ [Creating Objects](#)



1. Click the Bitmap Button Object on the [Object Palette](#).
Your pointer changes to the Place Here cursor.
2. Click in the [Designer Window](#).
A Bitmap Button appears, surrounded by [handles](#).
3. Press Enter, or double-click on the Bitmap Button.
The Bitmap Button Properties dialog box appears.
Now you can edit its properties. See [Bitmap Button Object](#) for details.

Note You cannot change the size of a Bitmap Button by dragging the handles. To resize a Bitmap Button, use the Object Data tab in the button's Properties dialog box.


To create a Group Object

▶ [Related steps](#)

▶ [More about](#)

▶ [Creating Objects](#)



1. Click the Group Object button  on the Object Palette.
2. Click in the Designer Window.
If you have made invisible objects visible, the Group Object appears. Otherwise, only handles appear.
3. Double-click on the object or on its name in the Objects List of the Scene Editor.
The Group Properties dialog box opens to the General tab.
4. Type in a name for the object, and a Group Name for the object. (Remember the Group name, you will need it later.)
5. Click OK to close the Group Object's Properties dialog box.
6. For each object that will belong to the group, open that object's Properties dialog box to the General tab and type in the same Group Name you entered for the Event Object. See To create objects that you want to place in a group for the steps.


The same Group Name must be entered for each object that belongs to the group. The Group Name tells DemoShield that an object belongs to a specific group. Whenever an action is performed upon the Group Object, it is performed upon each object in the group.
7. To create action(s) for the group, create an interactive object or Event Object, and build action(s) to be performed upon the Group Object. Refer to Creating Action for details.

To create a Hot Spot Object

▶ [Related steps](#)

▶ [Creating Objects](#)



1. Click the hot spot button  on the [Object Palette](#).
2. Click in the [Designer Window](#).
The new [object](#) appears selected and surrounded by [handles](#).
If you don't see it, choose Invisible Objects from the View menu.
3. Double-click on the object, or on its name in the Scene Editor.
The Hot Spot Properties dialog box appears.
Now you can edit the hot spot's properties. See [Hot Spot Object](#) for details.

To create a Listbox Object

▶ [Related steps](#)

▶ [Creating Objects](#)

1. Click the Listbox Object button on the [Object Palette](#).
2. Click in the [Designer Window](#).

The Listbox Object appears.

3. Double-click on the object.

The object's Properties dialog box opens.

See [Listbox Object](#) for details on editing the object.

To create a Poly-Line Object

▶ [Related steps](#)

▶ [Creating Objects](#)



1. Click the Poly-Line Object Button on the [Object Palette](#).
2. Click in the [Designer Window](#).
A cursor with cross-hairs appears.
3. Move the mouse to create the first line of the poly-line.
Simply move the mouse--you don't need to [drag](#).
A line appears. The farther you move from where you first clicked, the longer the line grows.
4. Click when the line is as long as you want.
5. Move the mouse to create the poly-line's second line.
6. Click when the line is as long as you want.
7. Move the mouse to create the poly-line's third line.
You can repeat this procedure to create additional lines.
8. Double-click when the [object](#) is the shape you want.
The completed Poly-Line Object appears, surrounded by [handles](#).
9. To edit the [properties](#) of your new Poly-Line Object, double-click the object to open its Properties dialog box.
See [Line and Poly-Line Properties](#) for details on editing a Poly-Line Object. A Poly-Line is just one of the many [graphic objects](#) you create with DemoShield.

Hint To draw perfectly straight horizontal or vertical lines: Hold down the Shift key while you drag your mouse horizontally or vertically.
Poly-Lines cannot be resized.

To create a Polygon

▶ [Related steps](#)

▶ [Creating Objects](#)



1. Click the Polygon Object Button on the [Object Palette](#)
2. Click in the [Designer Window](#).
A cross-hair cursor appears.
3. Move the mouse to create the polygon's first side.
Simply move the mouse--you don't need to [drag](#). A line appears. The farther you move from where you first clicked, the longer the line grows.
4. Click when the line is as long as you want.
5. Move the mouse to create the polygon's second side.
6. Click when the line is as long as you want.
A dotted line appears joining where you just clicked with the point where you first clicked.
7. Move the mouse to create the polygon's third side.
8. Continue moving the mouse and clicking to add additional sides. When you are finished, double-click to close the polygon.
The completed polygon appears, surrounded by [handles](#).
9. To edit the [properties](#) of your new polygon, double-click the object to open its Properties dialog box.
See [Graphic Object Properties](#) for details on editing a polygon. A polygon is just one of the many [graphic objects](#) you create with DemoShield.

Note Polygons cannot be resized.


To create a PopUp Menu

▶ [Related steps](#)

▶ [More about](#)

▶ [Creating Objects](#)



1. Click the Menu Button  on the [Object Palette](#).

2. Click in the [Designer Window](#).

The PopUp Menu Object appears. It's an invisible object, so you may not see it onscreen. Choose View Invisible Objects from the View menu to see the object.

3. Double-click on the object, or on its name in the Objects List of the Scene Editor.

The object's Properties dialog box opens.

See [PopUp Menu Object](#) for details on editing the object.

To create a Radio Button, Check Box, or Push Button Object

▶ [Related steps](#)

▶ [Creating Objects](#)



1. Click the button marked Button or Check Box on the [Object Palette](#)
2. Click in the [Designer Window](#).
A radio button (or possibly a [check box](#) or push button) appears, surrounded by [handles](#).
3. Press Enter, or double-click on the object.
The Button Properties dialog box opens.
Now you can edit the button's properties. See [Button Object](#) for details.


To create a Text Object

▶ [Related steps](#)

▶ [More about](#)

▶ [Creating Objects](#)



1. Click the Text Object button  on the [Object Palette](#).
The [pointer](#) changes to the Place Here cursor.
2. Move the cursor to the [Designer Window](#).
3. Click where you want the Text Object to appear on your demo screen.
The Text Object appears selected and surrounded by [handles](#). The words **Right-Click Here** appear in every Text Object when you first create it.
4. Double-click on the object to open its Properties dialog box.
See [Text Properties](#) for details on editing a Text Object. You can type text in the edit field provided in the Object Styles tab of the Text Properties dialog, or import text from an [RTF](#) file into DemoShield.

Note You may also use the [clipboard](#) to bring text into your demo.

To create a VCR button your viewer can click to display a menu

▶ [Related steps](#)

▶ [More about](#)

1. Create VCR buttons. See [VCR Buttons](#).
2. Double click on the VCR Button Object to open its Properties dialog box.
3. Click to select the button your viewer will click to make the menu appear.
4. Click to insert the text cursor in the Button Caption field.
5. Edit the caption to indicate Menu.
6. Click the Edit Action button.
The [Build Action Wizard](#) appears.
7. In the Wizard's first dialog box, choose the action Display Menu.
8. Click Next.
9. Answer any additional questions prompted by the Wizard. Click Finish when you are done.
You return to the Object Styles Properties dialog box.
10. Click OK to close the Object Styles Properties dialog box.

Note Instead of using VCR buttons to display your popup menu, you could create a Button or Bitmap Button and build the Display Menu action through the Actions tab. To display a popup menu automatically, use an Event Object to build the Display Menu action.

To create a Variable Object

▶ [Related steps](#)

▶ [More about](#)

▶ [Creating Objects](#)



1. Click the Variable Object button on the [Object Palette](#).
2. Click in the Designer Window.
If you have chosen View Invisible Objects from the View menu the Variable Object appears. Otherwise, only [handles](#) appear.
3. Double-click on the object, or on its name in the Scene Editor, to open its Properties dialog box.
Now you can edit its properties. See [Variable Object Properties](#) for details.

To create a button that will play a macro

[Related steps](#)

1. Record and save each macro you want to play using the steps explained in [To record a macro](#).
2. Go to the scene where you launch the application.

Note If you are using an Application Object to launch your executable in an Application Scene, you should make sure Keep Demo Always on Top is enabled. This ensures that your executable will not launch only to cover up your demo and make it impossible to click the button that plays your macro.

3. Create a button.

The type of button you create makes no difference at all. The steps are practically the same whether it's a Push Button, Bitmap Button, or [Hot Spot](#). You could just as easily use a VCR Button or one of the buttons on a PopUp Menu.

If using the Launch/Application action to launch your executable, you should make sure the button does not appear on the scene until your application has been launched.

4. Open the object's Properties dialog box to the Object Styles tab.
5. Give the button an appropriate caption, such as Play Macro or Show Me!
6. Open the Actions tab.
7. Click the New Action button.

The [Build Action Wizard](#) appears.

8. Choose the action Play Macro. (See [To choose Play Macro](#) for detailed steps to build the action.)

To create a demo (using the New Demo Wizard)

▶ [Related steps](#)

▶ [Creating A New Demo](#)

1. Choose New from the File menu, or choose Create New Demo from the "Welcome to DemoShield" dialog box.

The [New Demo Wizard](#) launches.

You are asked, "**What type of demo do you want to create?**"

2. Choose one of the following:

- [Presales Demo](#)
- [Quick Tour](#)
- [Cue Card](#)
- [Tutorial](#)
- [CD Browser](#)
- [Press Demo](#)
- One Scene Empty Demo

If you choose One Scene Empty demo, you get just that. Simply click Finish to begin working on your new demo. If you have never created a demo before, we recommend that you make another selection.

When you choose any of the other demo types, the New Demo Wizard will prompt you to make additional selections from DemoShield's prebuilt templates. The result will be a partially completed demo better tailored to your needs.

Note Don't worry too much about the selections you make with the New Demo Wizard. They are just initial settings and you can always change them later. In fact, you may realize the best results by simply clicking Next to accept the default settings.

3. Click Next to proceed.

The Wizard states, "**You have several configuration options for the initial look of your demo. Please make your selection.**"

4. Select one of the Demo Layout options. Choose Centered to create a demo with the majority of objects (text, graphics, etc.) centered on the screen. Choose Asymmetric to create a demo with objects aligned to the left and/or right of the screen.

5. Select one of the [AppCam](#) Layout options.

Choose Full Demo Size if you want your AppCam resources to play full screen in your demo. Choose Demo Region Size if you want your AppCam resources to play within a window.

6. Click Next.

You are asked, "**How do you want your demo to appear on the viewer's screen?**"

7. Choose Full Screen if you want the demo to scale to fill the viewer's screen. Choose Windowed if you want the demo to play in a window on the viewer's screen. We call this type of demo a [windowed demo](#).

8. If you chose Full Screen, click Next.

If you chose Windowed, you may wish to type in the width and height (in pixels) of the window that the demo will play in, or choose whether the demo window will be centered on the screen. If you want the demo window to be a [fixed size](#) window, check the Fixed Size box.

9. Click Next.

You are asked to select from a number of scene types designed for the type of demo you are creating.

10. Click on a type of scene you would like to add to your demo.

For example, there may be a scene layout called Introduction.

11. Click on the small up and down buttons to the left of the scene name (called "spin buttons") to choose the number of scenes you wish to add to your demo with that scene layout.

For most scene layouts, you can only choose 0 or 1. However, for any scene layouts that appear with a gray background behind the numbers, you may select from 0 to 9 scenes.

12. Repeat steps 10 and 11 to select additional scenes to add to your demo.

13. When you have selected all your scenes, click Next.

You are asked to select the color scheme that matches the purpose of the demo.

14. Use the forward and back buttons that appear below the bitmap to scroll through all the scene background images available. Each image is tied to a matching color scheme. When you see one you like, click Next.

15. You are now finished. If you wish to change any of your selections, click Back to return to the appropriate screen. Otherwise, click Finish.

DemoShield will now create a new demo, **DEMO.DBD**, based on your selections.


The DemoShield Designer will open to the first scene of your new demo.

To create a Line Object

▶ [Related steps](#)

▶ [Creating Objects](#)



1. Click the Line Object button  on the [Object Palette](#).
2. Click in the [Designer Window](#).
The [pointer](#) changes to a cross-hair cursor.
3. Move the mouse.
You do not need to [drag](#). As you move away from where you clicked, the line grows.
4. Click again when the line is as long as you want.
A line appears, surrounded by [handles](#).
5. To edit the [properties](#) of your new polygon, double-click the object to open its Properties dialog box.
See [Line and Poly-Line Properties](#) for details on editing a Line Object. A line is just one of the many [graphic objects](#) you create with DemoShield.

Hint To draw perfectly straight horizontal or vertical lines: Hold down the Shift key while you drag your mouse horizontally or vertically. Lines cannot be resized.

To create a text margin

[Related steps](#)

1. Click the Object Styles tab.
2. Click the Options button.
2. Click to insert the text cursor in the Margin in Pixels field.
2. Type a number to create a margin of blank space around each edge of your text. The number you type represents pixels. Type 10, for example, to create a margin of 10 pixels on all sides of the object--top, bottom, left and right.

To create a menu caption

1. Click on the Captions tab.

The Captions dialog box appears.

2. In the edit field next to Upper Title, type a title.
3. In the edit field next to Lower Title, type a caption, if you want one, for the bottom of the menu.

To create a template file

▶ [Related steps](#)

▶ [More about](#)

The best way to create a template is to open an existing demo (*.dbd) file that contains several elements you wish to include in your template, or by using the New Demo Wizard to create a demo which loads with a specific template.

Simply creating an empty demo--with no template loaded--and saving it as a .TPL file will usually result in more work because of the need to "initialize" template properties for all object types.

1. Choose Open from the File menu to open an existing demo (*.dbd) file.
2. Choose Save As from the File menu to save the changes in a new template file. In the combo box marked Type of Files, make sure to select Template (*.TPL) Files. Save your template with a unique name in the Template directory (or folder).
3. When the demo opens, delete any scenes, or any objects within scenes, that you do not wish to make part of your scene templates.
4. Next, edit the properties you wish to change. You can edit properties for objects, scenes, and demos.

See the following for the remaining steps.

▶ [To change the default \(template\) properties for objects](#)

▶ [To change the default \(template\) demo properties](#)

▶ [To change the default \(template\) scene properties](#)


To create an AVI Object

▶ [Related steps](#)

▶ [More about](#)

▶ [Creating Objects](#)



1. Click the AVI Object Button  on the [Object Palette](#).
2. Click in the Designer Window.
If you have chosen View Invisible Objects from the View menu, the AVI Object appears. Otherwise, only [handles](#) appear.
3. Double-click on the object, or on its name in the Scene Editor, to open its Properties dialog box.
See [AVI Object Properties](#) for details on editing the AVI Object.

Note For your viewers to play AVI files, they must have the appropriate AVI drivers on their system. AVI drivers are installed by default on Windows 95 systems.

See the DemoShield [Knowledge Base](#) articles on AVI topics for more information.

To create an Application Object

▶ [Related steps](#)

▶ [More about](#)

▶ [Creating Objects](#)

1. In a full screen demo, make the current scene an application scene. (This is not required for windowed demos.)

2. Click the Application Object  button on the [Object Palette](#).

3. Click in the Designer Window.

If you have chosen Invisible Objects from the View menu, the Application Object appears. Otherwise, only [handles](#) appear.

4. Double-click on the object or on its name in the Scene Editor to open its Properties dialog box.
Now you can edit its properties. See [Application Object Properties](#) for details.

To create an application scene

▶ [Related steps](#)

▶ [More about](#)

1. Point to any empty area in the Designer Window and double-click.

The Scene Properties dialog box opens to the General tab.

2. Click the Application Scene check box in the General tab.
3. Click OK to close the dialog box.

The scene background changes to gray, telling you this is a transparent scene.

4. Click the Application Object Button on the Object Palette.
5. Click in the Designer Window.

A cross-hatching pattern fills the Designer Window to serve as a reminder that an application will be launched in this scene, and will appear beneath any objects placed on the screen.

Note Windowed mode demos do not support Application Scenes. You can run an application in a windowed mode demo, but the scene background will not be transparent. This means either (a) your topmost demo must be small enough to appear alongside the application, or (b) you must disable "Keep Demo Always on Top" so the application appears on top of your demo.

To create an Auto Shape

▶ [Related steps](#)

▶ [Creating Objects](#)

1. Click any of the buttons on the [Auto Shapes Palette](#).
2. Click in the [Designer Window](#) where you want to paste the shape.
3. Simply move the mouse--you don't need to drag. The shape begins to appear. As you move away from your starting point, the shape grows larger, stretching like a rubber band.
4. Click again when the outline of your shape is the size you want.
The new [object](#) appears selected and surrounded by [handles](#).
5. To resize the object, click on one of the handles and move your mouse.
6. To edit the [properties](#) of your new graphic object, double-click on the object to open its Properties dialog box.

To create an Automation Object

▶ Creating Objects

1. Click the Automation Object Button ▶ on the Object Palette.
2. Click in the Designer Window.
The Automation Wizard launches. You are asked if you wish to create a new resource, or to edit an existing resource.
3. To create a new SoftPhrase or AppCam resource, click the New button.
To edit an automation resource, click to select its name and press the Edit button.
Refer to Creating Automation Resources for details on creating and editing AppCam and SoftPhrase resources.
4. To play an automation resource in your demo, see Automation Properties, Object Styles.


To create an Edit Field Object

▶ [Related steps](#)

▶ [More about](#)

▶ [Creating Objects](#)



1. Click on the Edit Field Object Button  on the Object Palette.
2. Click in the Designer Window.
The Edit Field Object appears, selected and surrounded by handles.
3. [Resize](#) the object as necessary.
4. Double-click on the Edit Field Object to open its Properties dialog box.
See [Edit Field Properties](#) for details on editing the object.

To create an Event Object

▶ [Related steps](#)

▶ [More about](#)



1. Click the Event Object button on the [Object Palette](#), then click in the Designer Window.

An Event Object appears.

If you do not see the object in Designer Window (and you want to), choose Invisible Objects from the View menu. The Event Object will always remain invisible to your viewers.

2. Double-click on the Event Object (or on the object's name in the Scene Editor) to open its Properties dialog box.

Note Make sure the Enabled property in the General tab is selected. If an Event Object is disabled, it will not trigger the actions associated with it.

See [Event Object Properties](#) for details on editing an Event Object.

To create an effect for an object

▶ [Related steps](#)

▶ [More about](#)

1. Double-click on the object to open its Properties dialog box.
2. Click on the Life tab.
3. Click a radio button (Start, Hold, or End) for the Life Period in which you want the effect to happen.
4. Click to open the combo box next to the word Effect.
A list appears showing all the effects you can choose.
5. Click to choose the effect you want.

For example, if you have chosen the Start period and want the object to appear suddenly out of nowhere, choose the Show effect. Show makes the object pop up completely visible. If you wanted the object to fade in slowly, use the Random Bits Appearing effect. Experiment with the effects available to find the one that works best for the look you are trying to achieve.

The default effect for each period is Show.

If you do not want an effect to be displayed, choose None.

To create an empty scene

Related steps

1. Choose Scene Sorter from the Scene menu.
2. Click the New Scene button on the Scene Sorter.

The new, blank scene appears in the Designer Window. It will follow the scene that was previously the current scene. Its default name is **#x Scene**, with x being the number of scenes using the default name. For example, the first scene created is **#1 Scene**. If you named the next scene **Menu Scene**, the third scene created would have a default name of **#2 Scene**.

Refer to Scene Properties for details on changing scene properties such as scene name, length, transition, and fill style.

To create an object

▶ [Related steps](#)

▶ [Objects Dictionary](#)

1. Click the appropriate button on the [Object Palette](#). or the [Auto Shapes Palette](#).
2. Click in the [Designer Window](#).
The object appears. Its name appears in the Objects List of the [Scene Editor](#).
3. [Resize](#) the object as you see fit.
4. To edit the object, double-click on it to open its [Properties](#) dialog box.

To create menu titles

You can enter a title that will appear at the top of the PopUp Menu, and, if you want one, a caption that will go at the bottom.

To create objects that you want to place in a group

▶ [Related steps](#)

▶ [More about](#)

▶ [Objects Dictionary](#)

1. Create the first of the objects you want to place in a group using the steps for creating any object.
2. Double-click on the object.
The Properties dialog box appears.
3. Click to insert the text cursor in the edit field next to Name.
4. Type a name for the object.
5. To create a group, click in the edit field next to Group Name.
6. Type a name for the group.
7. Click OK.
8. Create any other objects you want to place in the [Group Object](#).
9. Give each object that you want to include in the group exactly the same Group Name.

To create or change a caption on a menu button

▶ [Related steps](#)

▶ [More about](#)

1. Click the name of the button in the list under Menu Buttons in the Object Styles tab of the Menu Properties dialog.
The button appears highlighted.
2. In the edit field underneath Menu Button Text, delete the current caption.
3. Type the caption you want.

To create web (HTML) pages

▶ [related steps](#)

When Using the Plug-In you will need to provide an HTML page that will embed the *.WID file. If you chose **Produce initial HTML page** option in the Internet Save Wizard, you already have a sample HTML page to start with. You need only customize this page to match the look and feel of your web site.

Creating Your Own Page

If you wish to create your own page or modify an existing one, use the following tag to embed the *.WID file in the HTML document that will play the demo.

```
<EMBED SRC="DEMONAME.WID" WIDTH=80 HEIGHT=40>
```

This will display the DemoNow button graphic. Your user will click the button to play the demo. If the user is running Netscape Navigator or Internet Explorer, and does not have the Plug-In installed, he or she will be prompted to begin the download process. After the user downloads and installs the Plug-In, the user must restart the browser before viewing the demo. (You may also wish to add some text to your HTML page that asks the user to click the button to view the demo.)

For an example of an HTML page containing this <EMBED> tag, enable **Produce initial HTML page** in the first step of the **Internet Save Wizard**.

See the DemoShield Knowledge Base article entitled [DemoNow Instructions](#) for a more extensive discussion.

To delete a scene

Related steps

Using Menu Commands

1. Switch to the scene you want to delete.
2. Choose Delete Scene from the Scene menu.
The scene is removed.

Using the Scene Sorter

1. Choose Scene Sorter from the View Menu.
2. Click to select the scene you want to delete.
3. Click the Delete Scene button.
4. Click OK to close the Scene Sorter.
The scene is removed.

To delete an action

▶ [Steps for Independent Action](#)

▶ [Steps for Interaction](#)

1. Open the Properties dialog box for the object you are editing.
2. Click the tab that contains the action you want to delete (Actions, True Actions, or False Actions).
3. Click to select the action you want to remove.
4. Click the Delete Action button.
The action is deleted.
5. Click OK to close the dialog box.

To delete an object

[Related steps](#)

1. Click the object's name in the Objects List of the Scene Editor.

You can also click the object in the Designer Window.

The object's name appears highlighted in the Objects List of the Scene Editor. Handles appear around the object in the Designer Window.

2. Press the Delete key.

You can also click the Delete button.

The object disappears.

To deselect an object

Related steps

In the Designer Window

1. Point elsewhere in the Designer Window.

You can point to a different object, or to a blank area in the Designer Window.

2. Click.

The handles around the object disappear in the Designer Window. The highlight on the object name disappears in the Scene Editor. If you clicked on a different object, the object you clicked now appears highlighted.

Using the Scene Editor

Click the name of the selected object inside the Objects List.

The highlight on the object name disappears in the Scene Editor. The handles around the object disappear in the Designer Window.

Do not simply click the name of another object, or you will select both objects.

To disable timeless event object operation

[Related steps](#)

1. Open the Event Object's Properties dialog box to the Time tab.
2. Clear the check box marked Timeless Event Object Operation.

This causes DemoShield to perform the actions you have set for the Event Object while the scene time clock is running.

This means you will have to consider how long it might take your viewer's system to perform the action you have set.

Note In previous versions of DemoShield, Event Objects performed their actions with the time clock running. Therefore, you may wish to disable Timeless Event Object Operation in demos created with older versions of DemoShield in order to maintain your demo's sequence of events.

To disable demo scaling

◆ Why did my objects move?

There is only one way to ensure that the objects in your demo will always retain their relative size and position. Create a fixed size windowed demo. This means your demo will play in a window on your viewer's screen, instead of growing larger or smaller to fill the viewer's screen. Since the window is fixed size, it will remain the same size, regardless of the screen resolution your viewer is running. No objects in the demo will scale. They will always remain the same size, in the same position.

1. Choose Demo Properties from the Demo menu.
2. Click on the Styles tab.
3. Check the box marked Windowed Playback Style.

See To choose Windowed Playback Style. for details on selecting options for captions and screen background colors.

4. Click the Size tab.
5. Check the box marked Fixed Size.

See To set the size and location of your demo window for details on making the other selections available in this tab.

To disable object scaling

► Why did my objects move?

Often, you will want to create a demo where most of your objects will scale. However, you may wish to set the relative size and position of some objects. For example, you may have a hot spot that needs to fit exactly over a graphic object. To ensure that certain objects retain their relative positions, you must disable scaling for these objects.

The No Scale Option

If you are layering objects in a demo (such as placing a hot spot over a graphic) you will need to select the No Scale option for both the hot spot and the graphic. This will ensure that their relative positions will not change. Allowing both objects to scale will not produce the same result.

To disable the scaling of specific objects:

1. Open the Properties dialog box for the object you want to stop from scaling.
2. In the General Properties tab, select the check box marked No Scale.

This will disable scaling for the selected object.

To display an RTF file in your demo

▶ [Related steps](#)

▶ [More about](#)

1. Click the Text Object button on the Object Palette.
2. Click in the Designer Window.
The Text Object appears.
3. Press Enter.
The Text Properties dialog box appears.
4. Click the Object Styles tab.
The Properties dialog box, Object Styles tab appears.
5. Click the Options button.
The Text Options dialog box appears.
6. Click the Import button.
The Rich Text Format File Browse dialog box appears.
7. Choose a word-processed file saved in Rich Text Format (with an RTF extension).
8. Click Open.
The RTF File Browse dialog box closes and you return to the Text Options dialog box.
9. Click a radio button in the RTF Files group to choose either Fixed Size or Auto Size.
10. Click OK.
The Text Options dialog box closes.
11. Click OK.
The Properties dialog box closes and the text in the RTF file appears onscreen inside the Text Object.

To display an image in a Graphic Object, Bitmap Button, or Scene

► [Related steps \(scenes\)](#)

► [Fill Styles](#)

► [More about](#)

1. After opening the object or scene Properties dialog box, click the Fill Styles tab.
2. Click the Image radio button.
You will see a list of all the image resources in your demo, including any captured images.
If the image you wish to display is listed, skip to Step #5.
3. Click the Import Image button.
The Image Browse box appears.
You can choose either a bitmap file or a Windows metafile. By default, the dialog box lists bitmap files. To display metafiles, open the List Files of Type combo box and choose Windows Metafiles or All Files.
4. Select an image and click OK.
The filename you selected appears in the list box and the image appears in the preview window.
5. Click to select the image you wish to display.
6. If the image is a bitmap, click a radio button in the [Image Options group](#). If possible, choose Resize Frame to allow the object to be resized to fit the image. (Image options are irrelevant for Windows metafiles.)
7. Click OK to close the Fill Styles dialog box.
When the Fill Styles dialog box closes, the image you chose appears on the Bitmap Button, Graphic Object, or Scene.

Note A 256-color bitmap will display with much better results in a [Graphic Object](#) or [Bitmap Button](#) than as a scene background.

Tip To speed up the display of images in Graphic Objects, choose an invisible border for the object.

Transparent Backgrounds for Images Displayed in Objects

If the image displayed is a bitmap (not a metafile), you can choose to make part of that image transparent. You can make any one color used in the image appear "transparent," that is, the scene background will show through it.

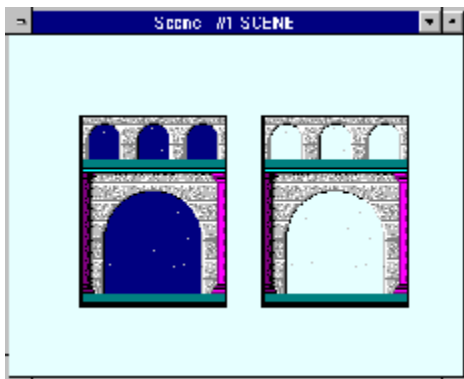
1. Open the object's Properties dialog box.
2. Click the Background Color tab.
3. Choose the background color that corresponds to the color in the image that you wish to make transparent.

Note The exact color must be chosen. You may need to open the image in a drawing application to determine its exact RGB values.

4. Click the Fill Styles tab.
5. Select the image you are changing.
6. Check the box marked Transparent.
7. Click OK to close the dialog box.

The image appears on the screen. The color you selected appears to be transparent, that is, the scene background shows through it.

The figure below shows a non-transparent image at left. The same image with the blue areas made transparent is shown at right.



To display symbol fonts

[Related steps](#)

You can display symbol fonts (bullets, trademark symbols, etc.) in DemoShield by entering the key combos listed in the Character Map accessory in Windows.

To display symbol fonts:

1. Windows 3.1/NT users: Click on the Accessories icon in Program Manager to access Character Map.

Windows 95 users: Choose Character Map from the Programs| Accessories menu.

Note Character Map is not installed by default in Windows 95, so you may have to install it.

2. Double-click on Character Map to open its dialog box.
3. Click on the symbol you wish to display. Make sure you select from a font likely to be on your viewer's system.

The key combo you need to enter appears in the status bar on the bottom right.

4. Create a Text Object and open its Object Styles dialog box. Enter your text as usual. Where you would like the symbol to appear, type the appropriate key combo. If the combo is Alt+ (a number), you need to hold the Alt key down while typing in the number using the numeric keypad.
5. When you finish entering your text, click OK to close the Properties dialog box.
The symbol appears where you placed it in the text.

To display symbols instead of words on VCR Buttons

Related steps

1. Click the Object Styles tab in the VCR Button Properties dialog box.
2. Click the Symbols radio button under Button Styles.

For each of the preset buttons, symbols will display instead of text. User-defined buttons will only display text captions.

To display the Scene Editor

Related steps

Choose Scene Editor from the View menu.

See Basics: the Scene Editor , for details on using the Scene Editor.

To display the Scene Sorter

Related steps

Choose Scene Sorter from the Scene menu.

For details, see [Basics: the Scene Sorter](#).

To distribute your demo

▶ [Related steps](#)

▶ [More about](#)

Note Before you run the Setup Wizard, you should have DemoShield [check for unused resources](#) in your demo. This will help you create the smallest possible demo file.

Windows 3.x/Windows NT users

Double-click the [Setup Wizard](#) icon in the DemoShield group in Program Manager.

Windows 95 users

1. Choose the DemoShield Program Folder from your Start Programs menu.
2. Double-click on the Setup Wizard icon.

The Setup Wizard walks you through the steps for creating a customized, professional installation of your demo that you can distribute via diskettes or CDs..

See [Setup Wizard: Step 1](#)

To duplicate a scene

▶ Related steps

To duplicate (copy) a scene, perform any of these three steps:

- Choose Duplicate Scene from the Scene menu,
- Click the Duplicate Scene button on the Scene Sorter, or
- Click the button shown below on the Toolbar



To edit a SoftPhrase resource

1. Choose Automation from the Demo menu.
2. Click on the name of the SoftPhrase resource you wish to edit.
3. Click the Edit button at the bottom of the dialog box.

The Automation "SoftPhrase" Wizard opens.

4. Click Next.
5. Click Next.
6. Click Next.

The Automation Viewer (editor) dialog box appears, showing your SoftPhrase sequences in the Viewer window.

Before you begin editing, you may wish to test-play the resource. See [To test-play an automation resource](#) for the steps.

Note There is no Undo key in the Automation Viewer. If you accidentally delete an element or sequence, press the Cancel key at the bottom of the Viewer dialog to cancel all your edits

To preview a Text Element

1. Right-click on a Text Element (magenta graphic).
The Status Bar indicates that you have selected a Text Element.
A popup menu appears.
2. Left-click on Preview.
A preview window appears.
3. Use the scroll bars to view any part of the text that is not shown.
4. Click OK to close the preview window.

To edit or replace the text shown

1. Right-click on the Text Element (magenta graphic).
2. Left-click on Edit Text.
The SoftPhrase Text Editor opens.
3. Edit the text as you wish. You may add, delete, or paste text from another application.
4. Click OK.
You return to the Automation Viewer dialog.

To select the font, font color, background color, and other formatting options

1. Right-click on the Text Element (magenta graphic).
2. Left-click on Properties.
The SoftPhrase Text Element Properties dialog box opens.
3. Click on the [Options](#), [Font](#), [Font Color](#), or [Background Color](#) tab.
4. Make your property selections as you would for a regular Text Object. For details, see [Text Object Properties](#).
5. When you are finished, click OK to close the Properties dialog box.

To move a text sequence entirely in time

1. Click in the black region of the sequence.
A status bar located below the Viewer window indicates the sequence name and sequence length.
2. Drag left to move the sequence back in time.
Drag right to move the sequence ahead in time.
3. If necessary, move other sequences forward or back in time to avoid undesirable overlap.
You may need to use the scroll bars provided for the Automation Viewer to move the sequence far ahead (or back) in time.

To shorten or extend the duration of a sequence

1. Click on the End Point of the sequence you wish to edit.
The End Point is indicated with a small, black graphic.
The status bar below the Viewer window indicates when you have selected the End Point.

2. Drag left to shorten the duration of the sequence.
Drag right to extend the duration of the sequence.

To delete a text sequence

1. Right-click on the black part of a Text sequence (not on the magenta element itself)
A popup menu appears.
2. Left-click on Delete Element.
The element is deleted.

To move a text sequence up or down in the stack order

1. Right-click on the black part of a Text sequence (not on the magenta Text Element).
A popup menu appears.
2. To move a sequence closer to the top of the stack order, left-click on Move Sequence Down.
To move a sequence closer to the bottom of the stack order, left-click on Move Sequence Up.
When text sequences overlap in time, the sequence that is on top of the stack order (i.e. closest to the bottom of the Automation Viewer window) will be on top. It may partially or completely block from view any other text objects.

When you have finished editing your SoftPhrase resource, click Next to advance to the Save Automation dialog box.

Type a name for your new resource, and click the Save Automation button. You may now click Another to create a new automation resource, or click Done to return to edit mode in the Designer.

See Also

[To save an automation resource](#)

To edit a template

▶ [Related steps](#)

▶ [More about](#)

1. Choose Open from the File menu to open an existing template file.
2. When the Open dialog appears, choose Template Files (*.TPL) from the combo box marked Files of Type, and browse for the template file you wish to open.

You will notice that the template file looks exactly like a regular demo (*.DBD) file.

3. Next, you will edit the properties you wish to change. You can edit properties for objects, scenes, and demos.

See the following for the remaining steps.

▶ [To change the default \(template\) properties for objects](#)

▶ [To change the default \(template\) demo properties](#)

▶ [To change the default \(template\) scene properties](#)

To edit an action you have already set

▶ [Steps for Independent Action](#)

▶ [Steps for Interaction](#)

▶ [More about](#)

1. Click on the tab that contains the action you want to edit (Actions, True Actions, or False Actions).
2. Select the action you want to edit.
3. Click the Edit Action button or double click on the name of the action.

The Build Action Wizard appears. The current action is selected.

4. Modify the existing action as desired, or choose a new action.

For information on each action, see the Action Dictionary.

You may need to hit the Back or Next buttons.

5. When you have modified the action, click Next until you are in the last dialog box.
6. Click Finish to close the Build Action Wizard and return to the Actions, True Actions, or False Actions dialog box.

The edited action will now appear in the list of actions for the selected event.

To edit an object's properties

[Related steps](#)

1. Double-click the object in the Designer Window.

If you do not see the object on the screen, read [To edit an object's properties outside its life](#).

The object's Properties dialog box opens. (Actually, there are many ways to open an object's Properties dialog box. See [To open an object's Properties dialog box](#) for the full list.)

- 2.. Click the tab that corresponds to the property you want to change.

Note You can right-click anywhere in the dialog box to bring up a shortcut menu of all [tabs](#) for that object. Left-click on the name of the tab you want to see.

See the [Object Dictionary](#) for details on editing the properties of specific objects.

3. Make edits as needed, then:
 - Click another tab to set a different type of property for the same object, or
 - Click OK to close the Properties dialog box

To edit an object's properties outside its lifespan

[Related steps](#)

1. Double-click the name of the object in the Objects List of the Scene Editor. Or, you could double-click on the object's LifeLine in the Timeline Editor.

The object's Properties dialog box opens.

2. Click on the tab that corresponds to the property you wish to change. (To view a shortcut menu of all the tabs, right-click anywhere in the dialog box.) Then left-click on the name of the tab you want to see.
3. See the Object Dictionary for details on editing the properties of specific objects.
4. When you have finished editing one property, click another tab or click OK to close the Properties dialog box.

To edit elements in an AppCam sequence

Editing an Automation Resource

1. Choose Automation from the Demo menu.
2. Click on the name of the AppCam resource you wish to edit.
3. Click Edit.

The Automation Wizard opens to the Automation Viewer (editor) screen.

Before you begin editing, you may wish to test-play the resource. Refer to [To test play an AppCam resource](#) for the steps.

Note There is no Undo key in the Automation Viewer. If you accidentally delete an element or sequence, press the Cancel key at the bottom of the Viewer dialog to cancel all your edits

To adjust the timing of elements within a sequence

1. Click on an Image Element (blue graphic) or Cursor Element (red graphic) within a sequence.
Your cursor changes its appearance to indicate you have selected an element.
2. Drag left to move the timing of the element ahead in the sequence.
Drag right to move the timing of the element later in the sequence.

To break a sequence

1. Right-click on an Image Element (blue graphic) or Cursor Element (red graphic) within a sequence.
A popup menu appears.
2. Left-click on Break Sequence.
The existing sequence breaks into two sequences. The element you selected appears at the beginning of the new sequence.

To preview an Image Element

1. Right-click on an Image Element (red graphic). (You know you have selected the element when the cursor changes appearance.)
A popup menu appears.
2. Left-click on Preview.
An Image Preview dialog box appears.
3. Use the scroll bars to view any part of the image that does not fit in the preview window.
4. Click OK to close the Image Preview dialog box.

To delete an element

1. Right-click on an Image Element (blue graphic) or Cursor Element (red graphic) within a sequence.
A popup menu appears.
2. Left-click on Delete Element.
The element is deleted.

To replace an element within a sequence

These steps describe the method to replace an existing Image Element or Cursor Element.

1. Click Add to initiate the capture.
 2. Capture the new Cursor Point or Window Under Pointer element. Remember to place the focus on the title bar if you wish to capture the entire window.
 3. Click Done to return to the Automation Viewer.
 4. Click Test Play and note the approximate time when the element you wish to replace appears.
 5. Use the timeline above the Viewer preview window to help identify the element you wish to replace.
 6. Select the element.
Your cursor changes appearance.
 7. Right-click on the element; left-click on Delete Element.
The element is deleted.
 8. The new element will be the only element in your final sequence.
 9. Click on the black region of the sequence and drag to move this sequence to the time previously occupied by the element you deleted.
- When you have finished editing your AppCam resource, click Next.

See Also

- ▶ [To edit sequences in an AppCam resource](#)
- ▶ [To save an AppCam resource](#)

To edit sequences in an AppCam resource

▶ Editing an Automation Resource

1. Choose Automation from the Demo menu.
2. Click on the name of the AppCam resource you wish to edit.
3. Click Edit.

The Automation Wizard opens to the Automation Viewer (editor) screen.

Before you begin editing, you may wish to test-play the resource. Refer to [To test-play an AppCam resource](#) for the steps.

Note There is no Undo key in the Automation Viewer. If you accidentally delete an element or sequence, press the Cancel key at the bottom of the Viewer dialog to cancel all your edits

To move a sequence entirely in time

1. Click in the black region of any sequence (black bar).
A status bar located below the Viewer window indicates the sequence name and sequence length.
2. Drag left to move the sequence back in time.
Drag right to move the sequence ahead in time.
3. If necessary, move other sequences forward or back in time to avoid undesirable overlap.
You may need to use the scroll bars provided for the Automation Viewer to move the sequence far ahead in time.

To shorten or extend the duration of a sequence

1. Click on the End Point of the sequence you wish to edit.
The End Point is indicated with a small, black graphic.
The status bar below the Viewer window indicates when you have selected the End Point.
2. Drag left to shorten the duration of the sequence.
Drag right to extend the duration of the sequence.

To delete a sequence

1. Right-click anywhere in the black region of the sequence you wish to remove.
A popup menu appears.
2. Left-click on Delete Sequence.
The sequence disappears.

To move a sequence up or down in the Viewer window

1. Right-click anywhere in the black region of the sequence you wish to move up or down.
2. Left-click on Move Sequence Up to move the sequence up visually in the Viewer. This will move the object down in the stack order.
Left-click on Move Sequence Down to move the sequence down visually in the Viewer. This will move the object up in the stack order.

Note Neither of these commands moves the sequence in time. They simply allow you to arrange your sequences in the order you wish for editing purposes.

To merge sequences

1. Right-click anywhere in the black region of the sequence that appears first visually within the Automation Viewer (the upper sequence.)
(This does not have to be the sequence that appears earlier in time.)
2. Left-click on Merge Sequences.
The lower sequence is attached to the end of the upper sequence.
The upper sequence--whether or not it was originally the earlier sequence--is now the earlier part of the new, merged sequence.

When you have finished editing your AppCam resource, click Next.

See Also

- ▶ [To edit elements in an AppCam sequence](#)
- ▶ [To save an AppCam resource](#)

To enable or disable Automatic Last Demo Launch

Related steps

1. Choose Preferences from the File menu.
2. Click on the Enable tab.
3. Check the box marked Automatic Last Demo Launch if you want your last demo to open automatically when you launch DemoShield.
4. Clear the box marked Automatic Last Demo Launch if you wish to be prompted for the demo to open.

To enable or disable Scrollable Design Window

Related steps

1. Choose Preferences from the File menu.
2. Click on the Enable tab.
3. To be able to view and edit your demo objects in What You See Is What You Get (WYSIWYG) mode, check the box marked Scrollable Design Window.
4. Click on the left, right, up and down scroll bars that appear on the Designer Window to view and edit the objects in your scene that no longer appear in the window.
5. To disable Scrollable Design Window view, clear the box marked Scrollable Design Window.

To enable or disable a VCR Button

Related steps

1. Click the Object Styles tab in the VCR Button Properties dialog box.
2. Scroll to and click on the button you want to enable or disable on the list of VCR Buttons.
The name of the button appears highlighted.
3. Double-click to disable a button on this list.
4. The check mark disappears and the button no longer appears on the VCR panel.
5. Double-click a disabled button to enable it again.
The check mark reappears on the list and the button reappears on the VCR panel.

To enable or disable a menu button

Related steps

1. Click the Object Styles tab in the Menu Object Properties dialog box.
2. Scroll to and click on the button you want to enable or disable on the list of menu buttons..
The name of the button appears highlighted.
3. Double-click to disable a button on this list.
4. The check mark disappears and the button no longer appears on the popup menu.
5. Double-click a disabled button to enable it again.
The check mark reappears on the list and the button reappears on the VCR panel.

To enable or disable the startup dialog

Related steps

1. Choose Preferences from the File menu.
2. Click on the Enable tab.

The Startup dialog box is the "Welcome to DemoShield" box that appears when you launch the DemoShield Designer.

3. To disable the Startup dialog, clear the check box.

Instead of the New Demo Wizard, you will see the DemoShield Designer screen. Choose New or Open from the File menu to begin work on your demo.

4. To enable the Startup dialog, check the Startup dialog box.

To end a DemoShield session

Related steps

1. Choose Exit from the File menu.
A message may appear asking if you want to save changes to the current demo.
2. Choose Yes to save the file.
Choose No to exit immediately.
Choose cancel to return to the Designer Window.
If you choose Yes, the Save As dialog box appears.
3. Choose or type a path/filename.
4. Click OK.
The dialog box closes and your session ends.

Note If DemoShield freezes, or terminates in any other way, before you choose Exit from the File Menu, we recommend that you restart Windows before you reopen DemoShield.

To enter your application files into an Application Object

► [Related steps](#)

► [More about](#)

1. Click the [Object Data](#) tab in the Application Object's Properties dialog box.
2. Click to insert the text cursor in the Executable field.
3. Type the path/filename of the application's executable file, or click the Browse box to browse for the *.EXE file.
4. Click to insert the text cursor in the Command Line Parameters field.
5. Type the path/filename(s) of any other file(s) you will need to add to the command line.
6. Add to the Command Line Parameters field any switches or options that you need to type on the command line.
7. Click to insert the text cursor in the Additional Required Files edit field, and type any other files you will run with the application in this macro.

Note We suggest that you enter in the Additional Required Files edit field not just the names of additional files you plan to run with the application in this macro, but every file you intend to use in the macro, including any files you typed in the Command Line Parameters field. DemoShield will make any files you enter here part of the *.DBD file when it saves the demo. This saves you the trouble of copying these files separately to your distribution disks.

8. Clear the Import Application Files box if you want to import your application and support files by reference. Check the box if you want those files to be saved as part of your demo (*.DBD) file. If your executable is larger than 2 MB, you will have to import it by reference.

Note Import Application File will import the specified executable into the demo itself. Upon launching the demo, the executable will be extracted and copied into the TEMP directory. Please consult the licensing agreement of the executable you intend to "import" to verify that you have the right to distribute it.

9. Check the Store Full Path box if you know that your viewers will be able to find your executable in a specific path. Do not provide a stored path if you are not certain of the location of the executable on your viewer's system. If you do not check Store Full Path, the demo will search for the *.EXE file to launch first in your viewer's TEMP directory, then in the [current working directory](#), Windows directory, and finally, the Windows System directory.

Providing a full path is the only way to launch executables that will not be stored in TEMP, the current working directory or Windows directories.

10. Click the [Options tab](#).

The Options dialog box opens.

11. If you are running a Windows 95 or Windows NT application, you must enter your [Windows Class Name](#) and [Windows Caption](#) in the fields provided under the heading Identify Application. DemoShield requires this information to identify a 32-bit application. If you are running a Windows 3.1 application, we recommend that you enter the Windows Class Name and Windows Caption to assist DemoShield (if necessary) in identifying your application.
12. Make any other selections you wish to make in the Options dialog box. For example, you may want to change the setting for Application Termination (when the application will close).
13. When you are finished selecting your options for application control, click OK to close the Properties dialog box.

[Test run your demo with the Player](#). When the Application Object launches your application, that application window will be brought to the top.

To export a resource

Related steps

1. Click on the tab containing the resource you want to export to another application.
2. Click on the resource to select it.
3. Click the Export button
A browse dialog box appears.
4. The name that the resource file had when it was imported into the demo file will appear as the default. Change the filename and/or location if you wish.
5. Click Export.

The resource will appear as a separate file in the location you specified.

The resource will also remain part of the demo file.

To find and use backup files

When you save changes to an existing demo (*.DBD) file, DemoShield automatically backs up the previous version of the DBD file. In Windows 3.1, these backups are saved with a BAK extension. In Windows 95/NT, backup files are given the name "Backup of *.DBD". If a backup copy exists, the current backup overwrites and replaces the previous backup file.

When you select Demo Auto Save, your files will be saved at the interval you selected in the Preferences dialog box (from 1 to 100 minutes). Each auto save file overwrites the previous one. In Windows 3.1, auto save files have an AUT extension. In Windows 95/NT, these files will be saved with the name "AutoSave of *.DBD".

To use a Regular Backup File

1. To find your backup file, open the directory or folder containing your original .DBD file.

The file will have a .BAK extension in Windows 3.1, or be called "Backup of *.DBD" in Windows 95/NT.

2. Use DemoShield to open the backup file.

You may now work on and save the demo as usual. You may wish to rename it with a regular demo (*.DBD) name to avoid confusing or long names for its own backup files.

To use an Auto Save File

1. To find your AutoSave file, open the directory or folder containing your DESIGNER.EXE file.

The file will have a .AUT extension in Windows 3.1, or be called "AutoSave of *.DBD" in Windows 95/NT.

2. Use DemoShield to open the Auto Save file.

You may now work on and save the demo as usual. You may wish to rename it with a regular demo (*.DBD) name to avoid confusing or long names for its own backup files.

To find object(s) that disappear when you align

[Related steps](#)

There's some trial and error involved in learning how to align. If you inadvertently click the wrong aligning button, it may look like your objects have disappeared. They haven't: they're just on top of one another. Select an object and drag it away to reveal the missing object(s).

1. Click outside the braces or press Esc.
The braces disappear.
2. Click the object you see and drag it away.
You will see the other object(s) underneath.

To import any resource

Related steps

1. Choose Resource Manager from the Demo menu.

The Resource Manager dialog box opens.

2. Click the tab for the type of resource you want to import.

See [To import an RTF file](#) for details on importing formatted text.

3. Click the Import button.

A browse dialog box appears.

4. Browse to find the resource file you want to import.

5. Click Import.

You return to the Resource Manager dialog box. The name of the resource you imported appears on the list of resources.

To import a resource by reference

▶ [Related steps](#)

▶ [More about](#)

You may import video, sound, application and automation resources by reference.

To import a video, sound, or automation resource by reference:

1. Choose Resource Manager from the Demo menu.
2. Click on the Video tab (for [AVI](#) or [SCM](#) files), the Sound tab (for [WAV](#) or [MIDI](#) files), or the Auto tab (for [automation resources](#)).
3. Check the box marked Import by Reference.

Note Any automation resource greater than 2 MB must be imported by reference. Automation resources may not be greater than 6 MB.

All files imported after this box is selected will be saved outside the demo file. You may clear the check box at any time to save new resources as part of the demo file. You cannot preview resources imported by reference in the Resource Manager dialog box.

Note We recommend that you place all referenced resources in the same directory (or folder) as your DemoShield executables. That way, when it is time to distribute your demo file, all the files you need to include will be in one place.

To import application (*.EXE) files by reference:

1. Open the Scene Properties dialog box to the General tab and click the box marked Application Scene.
2. Create an Application Object and open its Properties dialog box.
3. Click on the Object Data tab.
4. Clear (deselect) the box marked Import Application File if you want to import your *.EXE file by reference.
5. Check the Store Full Path box if you know that your viewers will be able to find your executable in a specific path. This is the only way to launch executables that will not be stored in TEMP, the [current working directory](#), the Windows directory, or Windows System directory. If you do not check Store Full Path, the demo will search for your *.EXE in the previously named directories, in the order listed. DemoShield will also search the Sound, Video, Auto, and File directories underneath the current directory for resources imported by reference.

To import a sound file

1. Choose Resource Manager from the Demo menu.
The Resource Manager dialog appears.
2. Click the Sound tab.
The Demo Resources dialog box for sound files appears.
3. Decide whether you want the sound file to be stored within your demo (.DBD) file, or to be imported by reference. To reference your sound files, check the Import by Reference box before you import the files.
4. Browse to choose a MIDI or WAV file to import. Click Open to import the file.
5. When you are finished importing files, click Close to close the Resource Manager dialog box.

To import a video file

▶ [Steps for Video and Sound](#)

▶ [Steps for Simulations Using Video](#)

1. Choose Resource Manager from the Demo menu.
The Resource Manager dialog appears.
2. Click the Video tab.
The Demo Resources dialog box for video files appears.
3. Decide whether you want the video file to be stored within your demo (*.DBD) file, or to be imported by reference.
To have DemoShield reference your video file, check the Import by Reference box at the bottom of the dialog box.
4. Click the Import button.
The File Browse dialog box appears.
5. Browse to choose an AVI or SCM file to import. Click Open to import the file.
6. When you are finished importing files, click Close to close the Resource Manager dialog box.

To import an RTF file

▶ [Related steps](#)

▶ [More about](#)

1. Choose Resource Manager from the Demo menu.
2. The Resource Manager dialog box appears.
3. Click the Text tab.
4. The dialog box for text resources appears.
5. Click the Import button.

The Rich Text Format File Browse dialog box appears.

6. Choose a document you created using a word processor and saved in Rich Text Format (with an .RTF extension).

Note You cannot import an RTF file larger than 10 KB.

7. Click OK.

The RTF File Browse dialog box closes and you return to the Resource Manager dialog box for text resources.

8. Click Done to close the Resource Manager dialog box.

To import resources and/or scenes from a different demo

Related steps

1. Choose Import Demo from the File menu.
The Import Demo dialog box appears.
2. Click the Options button.
The Import Demo Options Wizard appears.
In the first Wizard dialog, you select what you want to import from another demo. You may import scenes, resources, or both.
3. Check the appropriate boxes for the types of resources you wish to import.
You may import scenes, images, macros, application files, video, sound, and/or automation resources. You cannot import a specific file, only all the files of that type. You may import more than one type of resource. For example, you could choose to import all video and automation resource files.
4. Click OK.
5. In the second Wizard dialog box, you select how you wish to handle duplicate resource names.
If you choose Prompt User to Rename Resource, DemoShield will provide a Rename Resource dialog for you to choose another name for your incoming resource.
6. Click Finish to close the Wizard.
7. Now, browse for the name of the demo file you want to import from, and click Import.
The Import Demo dialog box closes and you return to the Designer Window..
If you've imported scenes, DemoShield will add the new scenes after the current scene.
Choose Resource Manager from the Demo menu to view your new resources.

To increase or decrease the time scale in the Timeline Editor

Related Steps

1. Choose Timeline Editor from the View menu.
2. Click once on either the Decrease Time Scale button or the Increase Time Scale button.
The time scale will decrease or increase by one setting.
3. Click again on the same button to move to the next setting.
There are six time scale settings. You will move through each one sequentially.
If you chose the Decrease Time Scale setting, you will move down through the six settings.
If you chose the Increase Time Scale setting, you will move up through the six settings.
4. Continue clicking on the same button until the time scale setting produces the view you want.

To install a demo

▶ [Related steps](#)

▶ [More about](#)

Windows 3.1/NT users

1. Open Program Manager.
2. Insert the first distribution disk into the floppy drive.
3. Choose Run from the File menu.
4. Type:

a:setup

If you inserted the disk in a different drive, substitute the letter of that drive, for example:

b:setup

5. Click OK.

Windows 95 users

1. Insert the first demo disk in a diskette drive.
2. From the Start menu, choose Settings: Control Panel.
The Add/Remove Program dialog box opens.
3. Click the Install/Uninstall tab.
4. Click the Install button.
5. DemoShield's installation program will search for the appropriate files on your disk drives and launch the installation. The file you are searching for is called SETUP.EXE.

Messages appear during the installation prompting you to provide information and to insert disks, if necessary.

Type the requested information and click the Continue button where appropriate.

To launch DemoShield from other applications

▶ Related steps

Use the DemoShield Server to control the DemoShield Player from other applications.

Note Unless you are a programmer, you don't need to know how to use the Server. You only need to know that a programmer can use it to control the DemoShield Player from another application.

The Server is an alternate mode of operation for the DemoShield Player. A programmer can use the Server to control DemoShield from another application. In its normal mode of operation, the demo viewer launches the Player. In Server mode, the viewer does not control the player. The Server does--in a sense. Actually, the Server is a passive program. The programmer launches the Server from another application. The server runs invisibly in the background, waiting for your application to tell it what to do.

The Server creates a window that will respond to specific Windows messages. The Server will run indefinitely, unless you use the Windows Task List to end the task, or send a message to the Server to destroy itself.

Steps

- ▶ How to Call the 16-Bit Server
- ▶ How to Call the 32-Bit Server
- ▶ How to add Command Line Parameters to DEMO.EXE

To launch a demo via the Launch Demo action

▶ [Actions Dictionary](#)

▶ [Creating Live Application Demos](#)

When you choose Launch Demo in the [Build Action Wizard](#), the Next button appears enabled.

1. Click Next.

A second dialog box appears.

2. In the edit field under DemoShield Demo, type the name of the demo you wish to launch.

3. Click Next.

A new dialog appears.

4. Specify whether or not you want to allow the user to return from the demo you launched.

5. Click Finish to close the Build Action Wizard.

Note In general, you should disable Keep Demo Always on Top (Demo Properties dialog, Enable tab) when choosing the Launch Demo action. This ensures that the demo window will not cover up your launched demo window.

To launch an application via the Launch Application action

► [Actions Dictionary](#)

► [Creating Live Application Demos](#)

When you choose Launch Application in the [Build Action Wizard](#), the Next button appears enabled.

1. Click Next.

A second dialog box appears.

2. In the edit field under Application, type the name of the executable you wish to launch, including a path if necessary.

You have 3 choices in providing a path to an executable.

(1) Provide no path (example: **notepad.exe**). DemoShield will search for the *.EXE first in your viewer's TEMP directory, then in the current working directory, Windows directory, and finally, the Windows System directory.

Note If you stored your executable as part of the demo file, it will be unloaded to the TEMP directory when the demo launches. Therefore, you do not need to provide a path.

(2) Provide a fixed path to the executable (example: **c:\win95\notepad.exe**).

(3) Provide a relative path to the executable. The path you provide is relative to the location of DEMO.EXE (or DEMO32.EXE) on your viewer's system.

For example: **<path>win95\notepad.exe<path>**

This tells DemoShield to launch the file NOTEPAD.EXE which is located within the Win95 directory that is co-located with DEMO.EXE.

Use two dots (..) to indicate to DemoShield to look one step up in the directory tree; use the backslash (\) to tell DemoShield to go down in the directory tree.

For example: **<path>..\win95\notepad.exe<path>**

3. After you have typed in the Application path and name, Click Next.

A new dialog appears.

4. If you have an Application Command Line you wish to pass to the application when it is launched, enter that here.

An Application Command Line is a string of data you can send to your application that the application knows how to interpret. For example, you can use a text file as an Application Command Line for NOTEPAD.EXE and the application will open the text file (example: **order.txt**).

If you choose, you may enter a fixed or relative path. If the Application Command Line a file resource or co-located with the DemoShield Player, you do not need to enter a path.

You may also use an Edit Field token within the Application Command Line. This allows your viewer to enter alphanumeric characters into an Edit Field that becomes part of the Application Command Line passed on to your application. In this case, your application needs to be written in such a way that it can interpret the text your end-user will type into the Edit Field. For example, you can allow your viewer to enter a CD key to install a product. See [To use an Edit Field Token in a command line](#) for details.

5. Click Next to display the next dialog.

6. Check the box marked Wait for Application Termination if you want scene time to stop until the user closes the application. (Your viewer will still be able to use any buttons provided by you to switch scenes or exit the demo.)

7. Click Finish to close the Build Action Wizard.

Note In general, you should disable Keep Demo Always on Top (Demo Properties dialog, Enable tab) when choosing the Launch Application action. This ensures that the demo window will not cover up your application window. If the application you are launching is aggressive in taking up CPU resources, you may wish to use a Pause/Continue demo action to stop DemoShield time. This will prevent DemoShield from competing with your application for CPU time.

To launch another demo

▶ [Actions Dictionary](#)

▶ [Related Steps](#)

When you choose Launch Demo, the Next button in the [Build Action Wizard](#) appears enabled.

1. Click Next.

A second dialog box appears.

2. In the edit field under Application, type **DEMO.EXE** or **DEMO32.EXE** (it doesn't matter which).
3. Click Next.

A third dialog box appears.

4. In the edit field under Application Command Line, type the name of the demo you wish to launch. This command is not case-sensitive.

For example: **mydemo.dbd**

Note You cannot provide a relative path to the location of the demo, so you will need to ensure that the demo is co-located with DEMO.EXE or DEMO32.EXE when you build your demo installation.

5. Click Next to display the next dialog.

6. Check the box marked Wait for Application Termination if you want scene time to stop until the user closes the application. (Your viewer will still be able to use any buttons provided by you to switch scenes or exit the demo, since actions are performed without advancing scene time.)

Clear the box to have scene time continue while the application is open.

7. Click Finish to close the Build Action Wizard.

Note In general, you should disable Keep Demo Always on Top (Demo Properties dialog, Enable tab) when choosing the Launch Application or Launch Demo actions. This ensures that the main demo window will not cover up your launched application (or secondary demo).

To launch the Player from the Play Demos submenu

► [Steps for Preferences](#)

► [Steps for Test Runs](#)

To play the demo you are currently working on in the Designer, select File|Play Demos|Play Current Demo.

Unless you are choosing the Play Current Demo option from the File|PlayDemos submenu, you must specify the files that will be available to play before you can launch the Player from the File menu in the Designer.

To select the demos to play from the Play Demos submenu of the File menu:

1. Choose File|Play Demos|Configure Demos. (Alternately, select Preferences from the File menu and click on the Demos tab.)
You will see edit fields named First Demo, Second Demo, Third Demo, and Fourth Demo.
2. Click the down arrow key at the right of the Demos dialog box to view the edit fields for up to 10 demos.
3. Enter the full path name for the demos you wish to play, or click on the Browse button to browse for the files.
4. Click OK when you have made all your selections.

The file selections you made in the Preferences dialog will be saved when you save your current working demo. You may, of course, choose to remove or replace any of these selections at any time.

To play a preset demo from the File menu:

Select Play FILENAME.DBD from the File menu, Play Demos submenu. (Example: choose File|PlayDemos|Play TOUR.DBD).

The demo you selected will launch. When you the demo ends, you will return to edit mode in the Designer Window.

Note At any time, you can exit the demo by pressing the demo's Stop shortcut key. By default, this is the Escape key. Use the Demo Properties dialog box to set shortcut keys for your demo.

To launch the Player in Windows 3.x or Windows NT

Related steps

From Program Manager

1. Double-click the Player icon.
DEMO.EXE launches.
The DemoShield Player dialog box appears.
2. Browse to select the demo you want to play.

From File Manager by Double-Clicking

1. Double-click the filename DEMO.EXE.
The DemoShield Player dialog box opens.
2. Browse to select the demo you want to play.

Using the Run Command

1. Choose Run from the File Menu in File Manager.
The Run Command dialog box appears.
2. Type the path and filename of the DemoShield Player. For example:
\\WINAPPS\\DEMO\\DEMO.EXE
3. Click OK.

The Player will launch and by default prompt you to browse for a demo to play.

If you prefer, you can add the name of the demo file you want to play to the command line, separated from DEMO.EXE by a blank space.

For example, to run a demo file named MYDEMO.DBD, type this command

\\PATH\\DEMO.EXE MYDEMO.DBD

Note At any time, you can exit the demo by pressing the demo's Stop shortcut key. By default, this is the Escape key. Use the Demo Properties dialog box to set shortcut keys for your demo.

To launch the Player in Windows 95

Related steps

From the Start menu

1. Choose Start|Programs, and point to the folder containing the DEMO32.EXE file.
2. Click on DEMO32.EXE
The DemoShield Player dialog box opens.
3. Browse to select the demo you want to play.

From the Explorer

1. Choose Start|Programs|Windows Explorer to open the Explorer folder.
2. Click on the folder containing DEMO32.EXE and DS32.DLL.
3. Click on DEMO32.EXE.
The DemoShield Player dialog box opens.
4. Browse to select the demo you want to play.

From My Computer

1. Double-click on My Computer to open the folder.
2. Click on the drive containing your DemoShield program files.
3. Double-click on the folders on that drive as necessary to locate DEMO32.EXE, which is one of your DemoShield program files.
4. Double-click on DEMO32.EXE
The DemoShield Player dialog box opens.
5. Browse to select the demo you want to play.

Note At any time, you can exit the demo by pressing the demo's Stop shortcut key. By default, this is the Escape key. Use the Demo Properties dialog box to set shortcut keys for your demo.

To link an action to a listbox entry

[Related steps](#)

1. Open the object's Properties dialog box to the Object Styles tab.
2. Click on one of the listbox entries.
3. If there is no text in the edit field under "Entry Text," use that field to enter a caption for the listbox entry. If there is no caption, the entry will not be seen.
4. Click the Edit Action button.
The Build Action Wizard launches. You are asked "What action do you want performed?"
5. Click on the combo box under Actions to choose the action that will occur when your viewer clicks this listbox entry.
6. Click Next.
7. The Wizard may ask additional questions to finish building your action. When you have answered all the questions, click Finish to close the Wizard and return to the Object Styles tab.

At any time, you may select an entry and click Edit Action to change the action linked to the entry. Click Next or Back as necessary to move through the Build Action Wizard screens.

To view invisible objects in the Designer Window

Related steps

Some objects, such as Hot Spots and Event Objects, are "invisible objects." They were designed to be invisible to your viewers in your final demo. However, when you are working on your demo, you may wish to see them on the screen for editing purposes.

1. Choose Invisible Objects from the View Menu.
2. A check appears next to the Invisible Objects menu choice, and any invisible objects you have placed in the Designer Window appear.

To move a scene up or down

Related steps

To move a scene up in the sequence

Choose Move Scene Up from the Scene menu, or click the Move Scene Up button on the [Scene Sorter](#).

To move a scene down in the sequence

Choose Move Scene Down from the Scene menu, or click the Move Scene Down button on the Scene Sorter.

To move an object entirely in time by dragging it in the Timeline Editor

Related Steps

1. Choose Timeline Editor from the View menu. The Timeline Editor window appears.
2. Click in the middle of any color bar on the LifeLine of the object that you want to move. (Do not click on a line separating one color from the next.) Your cursor will retain its original appearance.
3. Drag left to move the entire object back in time; drag right to move the object ahead in the timeline. Let go when the object is where you want it.

As soon as you let go, the object's timing has been changed. The Start, Hold, End, and Exit times will retain their relative positions, i.e., if the Hold Time was 4 seconds after the Start Time, it will still be 4 seconds after the Start Time. To view the exact times, double-click on the object's LifeLine and click on the Life tab.

To move an object into a scene

▶ [Related steps](#)

▶ [More about](#)

1. Make the object the desired shape and size (see [To resize an object](#)).
2. Drag or nudge the object until you've placed it where you want it to stop once it finishes moving onto the scene (during its Hold Period).
3. Double-click on the object to open its Properties dialog box.
4. Right-click on any inactive area in the dialog box; left-click on Life.
The Life Properties dialog box appears.
5. Set the object's Start Time--when it first begins to appear--and Hold Time. See [To set an object's Start, Hold, End and Exit times](#) for the steps.
An object enters a scene during its Start Period.
6. Click the Start radio button underneath the heading Life Periods, if it is not already selected.
7. Click to open the combo box next to the word Motion.
A list appears showing all the motions from which you can choose. If you do not want the object to visibly move into the scene, select None.
- 8., If you want the object to move into the scene from the edge of the screen, click to choose the motion you want (e.g., Appear from Upper Right.)
For example, if you choose Appear from Left to Right, the object will begin appearing at the left edge of the screen and move inward to the location where you placed the object (its Hold Position). Likewise, if you chose the motion Appear from Lower Right, the object would appear from the lower right hand corner of the screen, and move inward to its Hold position.
- 9 If you want the object to begin appearing at a spot other than the edge of the screen, click the Capture button that appears next to the combo box.
Your cursor changes to a cross-hair cursor.
10. Move the cursor to the position on the screen where you want the object to first begin appearing, and click.
The combo box next to the word Motion will now read "Appear From Point: X,Y" where X and Y are the screen coordinates (in pixels) for the start position you selected.
11. To change this start position, click the Capture button again and click in the new position.
The object will now begin appearing at the stated X, Y coordinate and move in a direct line to the location where you placed it on the screen (its Hold position).
You may also select an effect to be performed during the object's Start Period. See [To create an effect for an object](#) for the steps.

[Frequently Asked Questions](#)

To move an object out of a scene

▶ [Related steps](#)

▶ [More about](#)

1. Double-click on the object to open its Properties dialog box.
2. Right-click on any inactive area in the dialog box; left-click on Life.
The Life Properties dialog box appears.
3. Set the object's End Time--when it first begins to leave or disappear from the scene--and Exit Time (when it disappears from the scene). See [To set an object's Start, Hold, End and Exit times](#) for the steps.
An object exits a scene during its [End Period](#).
4. Click the End radio button underneath the heading Life Periods, if it is not already selected.
5. Click to open the [combo box](#) next to the word [Motion](#).
A list appears showing all the motions you can choose. If you do not want the object to visibly move out of the scene, select None. You may still select an effect for the End Period.
- 6., If you want the object to disappear from the scene when it reaches an edge of the demo screen, click to choose the motion you want (for example, Disappear to Upper Right).
For example, if you choose Disappear to Upper Right, the object will begin moving off the screen at its hold position (where you originally placed it on the screen) and then move in a direct line to the upper right hand corner of the screen, where it will disappear.
7. If you want the object to disappear at a spot [other than](#) one of the edges of the screen, click the Capture button that appears next to the Motion combo box.
Your cursor changes to a cross-hair cursor.
8. Move the cursor to the position on the screen where you want the object to disappear, and click.
The Motion combo box will now read "Appear To Point: X,Y" where X and Y are the screen coordinates (in pixels) for the exit position you selected.
9. To change this exit position, click the Capture button again and click in a new position.
The object will now begin to move off the screen at its Hold position, and disappear at the stated X, Y coordinate.
You may also select an [effect](#) to be performed during the object's End Period. See [To create an effect for an object](#) for the steps.

To move an object to the front or back of the stack

▶ [Related steps](#)

▶ [More about](#)

To move an object to the front

1. Right-click on the object to bring up the shortcut menu.
2. Left-click on Move to Front.

The object is now at the top of the stack order.

Note You could also select the object and choose Move to Front from the Object menu.

To move an object to the back

1. Right-click on the object to bring up the shortcut menu.
2. Left-click on Move to Back.

The object is now at the bottom of the stack order.

Note You could also select the object and choose Move to Back from the Object menu.

To move an object up or down in the stack

▶ [Related steps](#)

▶ [More about](#)

Using the Menu

1. Select the object.
2. Choose Move Object Up or Move Object Down from the Object menu.

Using the Scene Editor

1. Select the object.
The object name appears highlighted in the Objects List of the [Scene Editor](#).
2. To move the object up, click the red button pointing down.
To move the object back, click the red button pointing up.

[Example](#)

To move an open or minimized tool or palette

Related steps

1. Point anywhere on the title bar.
2. Click and hold down the mouse button.
3. Drag the pointer to where you want to place the palette.
4. Release the mouse button.

The palette appears in its new position.

To open an existing demo file

Related steps

To open one of your last 5 demos:

Choose the demo you wish to open from the list that appears at the bottom of the File Menu.

For example: 1 C:\DEMOSHIELD\PROGRAM\MYDEMO.DBD

The first scene of the demo appears in the Designer Window

To open any demo file

1. Choose Open from the File Menu.
The Open Demo dialog box appears.
2. Type a filename, or browse for the demo you wish to open.
3. Click Open.

The first scene of the demo appears in the Designer Window.

Note If the Open File dialog takes an extremely long time to display, please check to make sure you are not trying to access network drives that are not currently available.

To open an object's Properties dialog box

▶ [Related steps](#)

Double-click on object

Double-click on the object in the Designer Window.

Left-click on object

1. Left-click on the object in the Designer Window to select it.
2. Press Enter.

Right-click on object

1. Right-click on the object in the Designer Window to open the object shortcut menu.
2. Left-click on Object Properties.

Using the Scene Editor

(A) Double-click the object's name in the Objects List, of the Scene Editor,
or (B) click on the object's name and press Enter,
or (C) click on the object's name and press the Edit Properties button.

Using the Object Menu

1. Click to select the object in the Designer Window.
Handles appear around the object.
2. Choose Edit Properties from the Object Menu.

Using the Timeline Editor

1. Choose Timeline Editor from the View menu or the Toolbar to open the Timeline Editor window.
2. Double-click on the name of any object shown, or anywhere on its LifeLine.
The object's Properties dialog box opens.

Each Properties dialog box contains one or more tabs which are used to group related properties.

Once you have opened a Properties dialog box, click on any tab to bring it to the front. To see a list of all available tabs, right-click on any inactive area in the dialog box. A popup menu will appear displaying all the tabs in the dialog box. Left-click on any tab to access it.

To open an object's Properties dialog box from the Timeline Editor

Related Steps

1. Double-click on the name of any object shown in the Timeline Editor, or anywhere on its LifeLine, to open its Properties dialog box.
2. Edit any properties you wish to change.
3. Click OK when you are done.

To open the Preferences dialog box

▶ Related steps

Choose Preferences from the File menu. (Alternately, right-click on the Step or Jump buttons on the Demo Controller.)

The Preferences dialog box appears.

Tabs

- ▶ Enable
- ▶ Configure
- ▶ Options
- ▶ Spell
- ▶ Demos
- ▶ Null Color

To open the Scene Properties dialog box

[Related steps](#)

1. Double-click on any empty area in the Designer Window.
Or, choose Properties from the Scene Menu.
The Scene Properties dialog box opens.
2. Click on the tab for the property you want to set.
See [Properties, Scene Menu](#) for details on editing scene properties.

To arrange tools and palettes

Related steps

1. Choose View from the menu bar.

The View menu appears.

2. Choose Arrange Tools.

DemoShield automatically moves to the right side of your screen whatever tools you have open and optimizes their arrangement. If your DemoShield window is large enough, the tools and palettes appear in this order, starting at the top.

- Scene Editor
- Demo Controller
- Aligning Tools
- Object Palette

3. If there is not enough room on your screen to display every tool or palette you have open, they will appear on top of one another.

To paste objects you have copied

[Related Steps](#)

To paste objects you have copied to the same scene

1. Copy the objects.
2. Press CTRL+V or choose Paste from the Edit Menu. The objects you paste appear in exactly the same spot as the original objects, so you cannot see them. They will still have handles or braces.
3. Click inside the handles and drag the objects to their new position.

To paste objects you have copied from one scene to a different scene

1. Copy the objects.
2. In the Scene Editor, click the button next to the name of the current scene. The combo box opens listing every scene in the demo.
3. Click the name of the scene you want to make the current scene. The scene whose name you clicked appears in the Designer Window.
4. Press CTRL+V or choose Paste from the Edit Menu. The objects you paste appear in exactly the same spot in the new scene as the objects you copied in the original scene. They still have handles around them.

To permanently save (global) variables

[Related steps](#)

1. Open the Demo Properties dialog box to the Globals tab.
2. Check the box marked Permanently Save Variables.

This box tells DemoShield to save the value of the demo's Global Variables when the demo is run using the Player. Even after your viewer closes the demo, the last value stored by DemoShield's global variables will be retained when the viewer reopens the demo.

When this check box is cleared, the contents of global variables are cleared when the demo closes.

Note The values of "permanently saved" global variables are written out to a *.INI file located with the associated *.DBD file as your viewer runs the demo. If your viewer does not have write access to the directory (or folder) containing the *.DBD file, the *.INI file cannot be created and the values will not be saved.

To permanently save a value stored in a Variable Object

▶ [Related steps](#)

▶ [More about](#)

1. Open the Variable Properties dialog box to the Variable Object tab.
2. Check the box marked Permanently Save Value.

This box tells DemoShield to save the value stored by the Variable Object when your viewer is running a demo using the Player. You cannot preview this feature when test running in the Designer.

When this check box is cleared, the contents of the Variable Object are cleared at the end of the scene.

Note The value of a "permanently saved" Variable Object is written out to a *.INI file located with the associated *.DBD file as your viewer runs the demo. If your viewer does not have write access to the directory (or folder) containing the *.DBD file, the *.INI file cannot be created and the value will not be saved.

To permanently save data in an Edit Field

▶ [Related steps](#)

▶ [More about](#)

1. Open the Edit Field Properties dialog box to the Object Styles tab.
2. Check the box marked Permanently Save Data.

This box tells DemoShield to save the data entered by your viewer when the demo is run using the [Player](#).

For example, you could run the demo in the Player, enter the word "dog" in the edit field, and close the demo.

When you played the demo again, the word "dog" would still be in the edit field.

Note Data from an Edit Field Object is written out to an *.INI file located with the associated *.DBD file as your viewer runs the demo. If your viewer does not have write access to the directory (or folder) containing the *.DBD file, the *.INI file cannot be created and the data will not be saved.

To permanently save the state of a button

[Related steps](#)

1. Open the Button Properties dialog box to the Object Styles tab.
2. Check the box marked Permanently Save State.

This box tells DemoShield to save the "pressed" state of the object if your viewer presses the object when running the demo [using the Player](#).

When a Radio Button is pressed, the circle is filled. When a Check Box is pressed, it box is filled with an "X".

There is no visual feedback when the Push, OK, or Cancel Button style is used.

When Permanently Save State is deselected, the pressed or unpressed property of the button returns to its original state when the scene ends.

Note The object state data from a Button Object is written out to a *.INI file located with the associated *.DBD file as your viewer runs the demo. If your viewer does not have write access to the directory (or folder) containing the *.DBD file, the *.INI file cannot be created and the object state information will not be saved.

To pick up (copy) styles from an object


▶ [Related Steps](#)

▶ [More About](#)

Use Pick Up (Copy) Styles when you want to make an existing object take on all the properties of another object. Only the object's original name will remain.

1. Click to select the object you are picking up (copying) styles from.

Handles surround the object. The Pick Up and Apply Styles toolbar buttons appear enabled.

2. Choose Pick Up Styles from the Edit Menu, or click the Copy Properties toolbar button 

To place the appropriate files on your web server

▶ [related steps](#)

Place the following files in the same program folder on your web server:

- Your HTML file(s)
- Your *.WIS file, *.DBD, *.SCE and *.RES files
- The DemoShield Plug-In files
- Any additional required files, including resources imported by reference and support files.

See the DemoShield Knowledge Base article entitled [DemoNow Instructions](#) for a more extensive discussion.

To play a SoftPhrase resource in your demo

Creating Automation Resources

When you create an Automation Object, the Automation Wizard launches to help you create or edit an automation resource. After you save the automation resource, the Wizard automatically links your new resource to the Automation Object you created.

Is there an Automation Object in your scene? If not, use the Object Palette to add an Automation Object to your scene. The Wizard launches. Click to select the automation you wish to play, and click the Select button at the right. Then click the Done button at the bottom of the dialog box to close the Wizard. Follow the instructions given below.

1. Position the Automation Object where you would like the SoftPhrase resource to appear on your demo screen.
2. If you wish to resize the SoftPhrase, you may click and drag on the object's sizing handles to resize the SoftPhrase just like you would a regular Text Object. The text inside wraps to fit the new object width.
3. To change the time that the SoftPhrase resource plays in your scene, open the object's Properties dialog box to the Object Styles tab. Use the Start Time edit field to enter the number of seconds into the scene that you want the SoftPhrase resource to begin playing. You may enter this number in intervals of one tenth of a second (0.1 seconds).
4. Test run your scene to view your SoftPhrase resource.

When you play a SoftPhrase resource in your demo, DemoShield time continues.

This means that while your SoftPhrase plays, you may also build other DemoShield actions that will be performed simultaneously. For example, you can play a sound file, play an AppCam resource, and display interactive buttons. DemoShield will process all events (clicks and keystrokes) from your viewer, and the actions associated with them (such as scene changes) will take precedence over the SoftPhrase playback.

Your SoftPhrase resource may overlap with other objects in your scene. The stack order for the scene will control how objects are hidden or shown. See [To move an object up or down in the stack](#) for the steps to change an object's place in the stack order.

If you are creating a full-screen demo (not a windowed mode demo), you may wish to disable the scaling of particular objects so that your automation resource is not covered up by other objects. See [To disable object scaling](#) for the steps.

To play a demo you have installed

▶ [Related steps](#)

▶ [More about](#)

Windows 3.1 or Windows NT

1. Open Program Manager.
2. Open the program group containing your demo icon(s).
3. Double-click on the demo icon.

Windows 95

1. Click the Start button.
2. Point to Programs.
3. Point to the folder containing the Player icon for the installed demo.
4. Double-click on the demo icon.

To play a macro with no viewer input

▶ [Related steps](#)

1. Create an [Event Object](#) using the steps explained in [To create an event object](#).
The Event Object appears in the Designer Window, and a default name for the object appears in the [Scene Editor](#).
2. Double-click the Event Object's name in the Objects list of the Scene Editor.
The Properties dialog box appears for the Event Object.
3. There are several ways you can make a macro play using an Event Object:
 - ▶ Always, at the beginning of the scene
 - ▶ At a specific time during the scene
 - ▶ When a condition that you've set is true
 - ▶ When the condition that you've set is false
4. See [To make actions happen automatically](#) for the steps to build an action. The action you will select is the Play Macro action. For details on building this action, see [To choose Play Macro](#).

To test run (play) a macro you've recorded

[Related steps](#)

To use a macro in your demo, you need to save it and give it a name. Before you set actions to play macros in your demo, you should use the Play Macro command to test your macros.

1. Choose Play Macro from the Demo Menu.
The Play Macro dialog box appears.
2. Click to select the name of the macro to play.
3. Click the Play button.

To play a sound file in your demo

▶ [Related steps](#)

▶ [More about](#)

1. Import the [WAV](#) or [MIDI](#) file using the [Resource Manager](#).

2. Create the object that will trigger a Play Sound action.

To play sound in your demo without viewer interaction, create an Event Object. See [To create an Event Object](#) for the steps.

To play sound in your demo when a viewer clicks the mouse or presses keys, create an [interactive object](#).

3. Double-click on the object to open its Properties dialog box.

4. If the object is an Event Object, click the Time tab to set the time when you want the sound to play, then click the True Actions tab.

If the object is an interactive object, click the Actions tab.

5. Click New Action.

The [Build Action Wizard](#) appears.

6. Click to open the combo box under Actions.

A list appears showing every action you can choose.

7. Choose the Play Sound action.

A second dialog box appears.

8. Click to open the combo box under Sound Resources.

A list appears showing the sound files you have imported.

9. Scroll to and click on a sound file.

10. The Sound Playback Options appear enabled.

11. Choose from the sound playback options:

[Play Sound And Return](#)

[Wait For Sound To Play](#)

[Repeat Sound Playback](#)

12. Click Finish to close the Build Action Wizard.

To play a video when a viewer clicks a button or presses keys

▶ [Steps for Video and Sound](#)

▶ [Steps for Simulations Using Video](#)

▶ [More about](#)

1. Import the [AVI](#) or [SCM](#) file using the Resource Manager dialog box.

See [To import a video file](#) for the steps.

2. Create the button or other [interactive object](#) that you want your viewer to click to start the video.
3. Double-click on the object to open its Properties dialog box.
4. Click the Actions tab.
5. Click the New Action button.

The [Build Action Wizard](#) opens.

6. Choose Play Video from the list of actions that appears.
7. Click Next.

A new dialog box appears.

8. Click to open the combo box under Video Resources.

A list appears of all the video files you have imported.

9. Scroll to and click on the video resource you want to play.
10. Click Next.

A new dialog box appears.

11. Click the Capture button to move the mouse to the X, Y coordinate where the video file will play on your viewer's screen. If you are playing an SCM file, we recommend that you choose 0,0 as the X, Y coordinate. Since SCM files play full screen, this will ensure that the video does not get clipped when played on a VGA resolution monitor. AVI files will play in a much smaller area of the screen (a few inches square), giving you a much broader choice of X,Y coordinates.
12. Click Finish to close the Build Action Wizard.
14. Test run your demo using the [Player](#).

Note If using ScreenCam Movies, Choose Demo Properties from the Demo menu to open the Demo Properties dialog box. Clear the check box marked Keep Demo Always on Top. This ensures that your demo window does not appear on top of the SCM during playback.

To play an AVI file without viewer interaction

► [Steps for Video and Sound](#)

► [Steps for Simulations Using Video](#)

► [More about](#)

There are two ways you can play an AVI file in your demo without viewer interaction. You can (a) use an AVI Object or (b) use the Play Video action.

The difference between the two methods is what happens when the AVI file finishes playing. When you use the Play Video action, the video disappears when it finishes playing. When you use an AVI Object, and the AVI finishes playing, the last frame of the video appears on the screen for a length of time you specify. As soon as this static frame appears, DemoShield time begins again. This allows you to place text and/or graphics around the AVI frame to point out features of the screen shot. The AVI frame will remain on top of other DemoShield objects, however, so you cannot place objects directly on top of the AVI image.

Note For your viewers to play AVI files, they must have the appropriate AVI drivers on their system. AVI drivers are installed by default on Windows 95 systems.

To use an AVI Object

1. Click the AVI Object button on the Object Palette and click in the spot where you want the AVI file to play in the Designer Window.
The AVI Object appears, selected and surrounded by handles. A default name for the object appears in the Objects list of the Scene Editor.
2. Double-click on the AVI Object to open its Properties dialog box to the General tab.
3. Type a name for the AVI Object.
4. Click the Object Styles tab.
The Object Styles Properties dialog box for AVI Objects appears.
5. Click to open the combo box next to AVI Resource.
A list appears showing all the AVI files you have imported using the Resource Manager. .
6. Choose the AVI file you want to play.
7. Click to insert the text cursor in the edit field for Start Time.
The number you enter here tells DemoShield how many seconds after the scene starts you want the AVI file to start playing.
8. Type a Start Time number.
9. Click to insert the text cursor in the edit field for Exit Time.
The Exit Time number that you enter here tells DemoShield how long to keep the last AVI frame onscreen after the AVI file stops playing.
10. Type an Exit Time number.
11. Click OK.

To use the Play Video Action

1. Create an Event Object.
2. Double-click on the Event Object to open its Properties dialog box.
3. Click on the Time tab.
4. Type a number for when you want the video to start playing (i.e. 5 seconds into the scene).
5. Click the True Actions tab.
6. Click the New Action button.
The Build Action Wizard launches.
7. Click in the combo box beneath the word Actions.
8. Scroll to and click on Play Video in the Display Actions group.

9. Click the Next button.
10. Answer all additional questions asked by the Wizard. When you have answered all the questions, click Finish. See [To choose Play Video](#) for details.

Note DemoShield cannot process color palette information from AVI files. This may cause palette problems when you are playing 256-color AVI files, and similar colors are not used in the rest of your scene. Please see [Why do the colors in my scene look different when I play an AVI file?](#) for more information.

To play an AppCam resource in your demo

If you launched the Automation Wizard through an Automation Object, when you save the automation resource, the Wizard automatically links your new automation resource to the object. Your AppCam resource will play automatically in your demo.

However, you may have launched the Automation Wizard from the Demo menu. In this case, you need to use the Object Palette to add an



Automation Object to your scene. Right-click on the object, and left-click on Edit Automation to launch the Automation Wizard. Click on the AppCam resource you wish to play, and click the Select button on the right side of the Wizard dialog. Then click the Done button at the bottom of the dialog box to close the Wizard. Follow the instructions given below.

1. If your AppCam resource plays full screen, place the Automation Object at the X,Y screen coordinate of 0,0.
If your AppCam resource plays in a demo region, place the Automation Object where you would like it to appear onscreen.
2. Double-click on the Automation Object.
The object's Properties dialog box opens to the General tab.
3. If you are creating a full-screen demo, check the box marked No Scale.
This will disable the scaling of the position of your AppCam resource. (The dimensions of your AppCam resource will not scale.)
4. Click the Object Styles tab.
5. Click in the combo box next to Automation Resources, and scroll to select the AppCam resource you wish to play.
6. Use the Start Time edit field to enter the number of seconds into the scene that you want the AppCam resource to begin playing.
You may enter this number in tenth of a second (0.1 second) intervals.

Note Do not enter any settings for Exit Time.

7. Click OK to close the Automation Properties dialog box.
8. Click the Full Screen Play button on the Toolbar to test run your scene.

When you play an AppCam resource in your demo, DemoShield time continues.

This means that while the AppCam plays, you can continue to scroll text, play a sound file, display a functional VCR controller, etc.. DemoShield will process all events from your viewer, and the actions associated with them (such as Go to Next Scene) will take precedence over the AppCam playback.

Your AppCam resource may overlap with other objects in your scene. The stack (or Z) order determines which objects are hidden when objects overlap. See [To move an object up or down in the stack](#). for the steps to move an object up or down in the stack order.

To ensure that your objects do not overlap with your AppCam resource, you may prefer to disable the scaling of particular objects. See [To disable object scaling](#). for the steps.

Note Any automation resource greater than 2 MB must be imported by reference. Automation resources may not be greater than 6 MB.

To play an SCM file without viewer interaction

▶ [Related steps](#)

▶ [Steps for Simulations Using Video](#)

▶ [More about](#)

To play an SCM file without viewer interaction, create an Event Object to trigger the Play Video action. Before you can play a video resource, you must import it using the [Resource Manager](#) dialog box.

1. Create an Event Object.
2. Double-click on the Event Object to open its Properties dialog box.
3. Click on the Time tab.
4. Type a number for when you want the video to start playing (i.e., 5 seconds into the scene).
5. Click the True Actions tab.
6. Click the New Action button.

The [Build Action Wizard](#) launches.

7. Click in the combo box beneath the word Actions.
8. Scroll to and click on Play Video in the Display Actions group.
9. Click the Next button.
10. Click to open the combo box under Video Resources.

A list appears of all the video files you have imported. Before you can play a video file in your demo, you must first import the file using

11. Scroll to and click on the SCM resource you want to play.
12. Click Next.

A new dialog box appears.

13. Type in (or click Capture to move the mouse to) the X, Y coordinate where the video file will play on your viewer's screen. Since you are playing an SCM file, we recommend that you choose 0,0 as the X, Y coordinate to ensure that the ScreenCam video will not be clipped when played on a VGA resolution monitor.
14. Click Finish to close the Build Action Wizard.
15. Choose Demo Properties from the Demo menu to open the Demo Properties dialog box. Clear the check box marked Keep Demo Always on Top to make sure that your demo window does not appear on top of the SCM during playback.
16. Before you test run your demo, verify that the ScreenCam Player (SCPLAYER.EXE) is in the same directory as the DemoShield Player (DEMO.EXE on Windows 3.x systems; DEMO32.EXE on Windows 95 or NT systems). Otherwise, the SCM will not play.
17. Preview your demo using the Player. See [To test run a demo using the Player.](#)

To position objects onscreen

▶ [Related steps](#)

To move an object by dragging

1. Click to select the object.
Handles appear.
2. Point anywhere inside, but not on, the handles.
3. Click and drag the object to its new location.
4. Release the mouse button.

Note The Status Bar at the bottom of your screen will give you the X,Y coordinates for the currently selected object, or for your cursor if no object is selected. This can help you in positioning your objects more precisely. There is also a visible grid that can help you align objects more precisely. Both the Status Bar and the Grid are items you can toggle on and off from the View menu.

To move an object precisely

1. Click to select the object.

Handles appear.

3. Press an arrow key.

The object moves in the direction of the arrow.

By default, the object moves one pixel at a time.

View the Status Bar at the bottom of your screen to see its new X, Y coordinate.

To "nudge" objects by a greater amount, see To set the distance an object will move when you press an arrow key

Note You may move more than one object at a time. Simply hold down the Shift key while you select all the objects you wish to move.

To preview a resource

Related steps

To preview a demo resource you have imported into your demo, choose Resource Manager from the Demo menu.

Note You can view information about--but not actually preview--RTF, macro, and file resources.

To preview an image resource

1. Click the Images tab in the Resource Manager dialog box.
2. Click the resource name. Screen capture images will be named "Image01", "Image02", etc.

A small image of the resource appears in the preview window.

To preview a sound resource

1. Click the Sound tab in the Resource Manager dialog box.
2. Click to select the name of the WAV or MIDI resource you wish to hear.
3. Click the Preview Sound button.

The WAVE or MIDI file plays (if you have the appropriate sound card installed, and the sound file is saved within the demo file).


To preview a video resource

1. Click the Video tab in the Resource Manager dialog box.
2. Click to select the name of the AVI or SCM file you want to preview.
3. Click the Preview Video button.

A small sample of the video clip plays in the preview window, if the video file is saved within the demo.

Note If a sound or video resource was imported "by reference," it will have a file size of 0 bytes. Since the resource is located outside the demo file, you will not be able to preview it.

See Also

 [To view information about demo resources](#)

To print the current scene

1. Choose Print Scene from the File menu.
DemoShield will open the Windows print dialog.
2. Select the printer and the number of copies you wish to print.
3. Click OK.
DemoShield will print the current scene.

To record a macro

▶ [Related steps](#)

▶ [More about](#)

1. From the Demo Menu choose Record Macro.
A popup menu appears, reminding you of the Stop/Start Recording Macro key.
DemoShield disappears and you're in Program Manager (Windows 3.1 or NT) or your desktop (Windows 95).
2. Start the application you want to demonstrate.
3. Configure the application window to look the way you want it to look. For example, you may wish to maximize the application.
4. Set up the application so that you see onscreen exactly what you want your viewer to see just before you begin demonstrating what you want to explain.
5. Choose Record Macro from the Demo menu.
6. Press the Start/Stop Recording Macro Key.
You will hear a message beep.
7. Click in your application's main window to make sure it has the focus.
8. Perform the mouse moves, keystrokes, and other functions you want your viewer to see as you explain the application in your demo. **If possible, you should record your macros with keystrokes only.** This will enable your macro to play back correctly regardless of the screen resolution your viewer is running, and whether or not they are using Small Fonts or Large Fonts.
9. When you are done, click the Start/Stop Recording Macro Key to stop recording the macro.
A beep sounds again. The application disappears and you return to the DemoShield Designer Window.

Note If you use mouse movements to record your macro, you will have to record the macro five times, once in each major screen resolution. This will ensure that the macro will playback correctly on every viewer's system. Also, remember that macros recorded in Windows 3.1 will not work on Windows 95/NT systems and vice versa. If you use only keystrokes to record your macro, you only have to record your macros once (for each Windows operating system).

To record a macro in all resolutions

▶ [Related steps](#)

▶ [More about](#)

If you are using macros in your demo that record mouse movement, you will need to record each macro five times, one for each major screen resolution.

1. Record the macro using your current [screen resolution](#).
2. Exit DemoShield.

Your video card may have its own software for changing your screen resolution. Refer to the instructions that came with your video card, or follow the steps given below.

Changing Your Resolution in Windows 3.1 or Windows NT

1. Double-click the Windows Setup program in Program Manager.
Setup opens.
2. Click Options on the menu bar.
3. Click Change System Settings.
4. Click to open the combo box next to Display.
5. Choose a screen resolution.

Make sure it's one your monitor and video card support. You must also have a copy of the video driver for that resolution in your \WINDOWS\SYSTEM subdirectory.

Changing Your Resolution in Windows 95

1. Right-click on an empty area on your desktop.
2. Left-click on Properties.
The Display Properties dialog box opens.
3. Click the Settings tab.
4. Find the slider under the words Desktop area. Drag the slider to change the screen resolution up or down through the five settings.

After You Change Your Resolution

1. Restart Windows.
2. Reopen DemoShield.
3. Record the macro again. Save it with the same name you gave the first macro.
DemoShield displays in brackets next to each macro the screen resolution that you used to record it.
4. Repeat these steps to record the macro three more times (once in each resolution).

When you save your demo at the end of the session, all five versions of the macro become part of your current demo file. When your viewer plays your demo, DemoShield detects your viewer's current screen resolution and plays the appropriate macro.

To record sound

▶ [Related steps](#)

You can record your voice as a WAV file using Sound Recorder, an accessory that comes with Windows 3.1 and Windows 95/NT, or any recording software, such as that usually provided with your sound card.

Sound Recorder can play, record, and edit WAV files.

To record your voice, you will need the following:

- A microphone (see your hardware documentation for configuration)
- A sound card
- Sound driver(s)

Save each recording as a WAV file. Then use the Resource Manager dialog box to import the WAV files into your demo.

To play the WAV files, use the Play Sound action.

To record video

► [Steps for Video and Sound](#)

► [Steps for Simulations Using Video](#)

Which video capture tool should I choose?

You can record video of your applications in action using either the Screen Capture program in Microsoft's [Video for Windows](#) suite or [Lotus Screen Cam](#).

Video for Windows' Screen Capture program creates [AVI](#) files; ScreenCam creates [SCM](#) files.

One key factor to consider when choosing between the two video capture tools is that ScreenCam will play your video back full screen (at the screen resolution it was recorded under), while AVI files play back in a much smaller window. ScreenCam will also allow you to create captions that will be saved as part of the digital movie.

One big plus for Video for Windows is that it includes an editing application. ScreenCam does not come with any editing tools. For this reason, when you are recording your application with Lotus ScreenCam, you should record several smaller files instead of one long file.

To record an SCM file

1. Before you record your SCM files, change your screen resolution to 640 x 480 pixels (or the lowest resolution your users are likely to have) and run Windows using a 16-color driver (e.g., VGA). The resulting SCM file will be smaller and will display properly regardless of the number of colors that your viewer is using. Consult your Windows documentation for information on changing display settings.
2. Launch the application you want to demonstrate, and set it up exactly as you want it to look.
3. Launch Lotus ScreenCam.

Refer to the ScreenCam Help file for instructions on capturing. You may also wish to read the "Screen Cam Tips" article in the DemoShield [Knowledge Base](#).

4. Perform the capture and save your SCM file.

Tip When recording a ScreenCam video with captions, drag your captions into their desired positions when creating them. When you save the caption file, the caption positions will be saved. Then, at video recording time, your captions will appear in those respective positions, providing the look you need. Hide the Stop Record button when you are recording. You may specify a hot key to stop recording.

After you finish recording, use the [Resource Manager dialog box](#) to import your SCM into DemoShield, and use the [Play Video action](#) to play each SCM file.

To record an AVI file

1. Launch the application you want to demonstrate, and set it up exactly as you want it to look. Maximize the screen if you will run it maximized in your demo.
2. Launch the Screen Capture application that comes with [Video for Windows](#).
3. Choose Set Capture File from the Screen Capture menu, and enter the filename and location of the AVI file.
4. Choose Preferences from the Screen Capture menu.
5. Set the frame rate for the AVI file.
6. Set the audio capture rate for the AVI file.
7. Choose Capture from the Screen Capture menu.
8. Perform any actions you want to demonstrate using the application.
9. Press the Escape key to stop capturing.
10. Use the VidEdit application in Video for Windows to play back and edit the captured sequence.

After you finish recording, use the Resource Manager dialog box to import your AVI files into DemoShield, and then use either an AVI Object or the Play Video action to play each AVI file.

Note For your viewers to play AVI files, they must have the appropriate AVI drivers on their Windows system. AVI Drivers are installed by default on Windows 95 systems. See the Knowledge Base article entitled [How can I create an AVI recording?](#) for details on using AVI files in your demo.

To remove a palette from the screen

▶ [Related steps](#)

Using the palette's control bar

Click the Close button on the palette's control bar.

Using a menu command

1. Choose View from the menu bar.

The View menu appears listing DemoShield's tools and palettes. A check mark appears next to any palette that you have open.

2. Click the palette you want to close.

The palette disappears from the Designer screen, and so does the check mark next to the palette's name on the View Menu.

To remove a resource

Related steps

1. Choose Resource Manager from the File menu to open the Resource Manager dialog box.
2. Click on the tab containing the resource you want to delete.
3. Click the resource you want to delete
The resource appears highlighted.
4. Click the Remove button.
A dialog box will appear asking "Do you want to delete this resource?"
5. Click Yes.

The resource name disappears from the list.

To remove an action linked to a visible listbox entry

[Related steps](#)

Occasionally, you may wish to have a visible listbox entry that performs no action when your viewer clicks on it. These are steps to remove an action that has been built for an entry. (To remove the entry from view in the Listbox Object, delete its entry text.)

1. Open the object's Properties dialog box to the Object Styles tab.
2. Click on the listbox entry for which you wish to remove the action.

Note that the action you have built is listed below the words "When the viewer clicks the selected button."

3. Hold down the delete key.
4. Click on the words that describe the action (under the words "When the viewer clicks the selected button").

The action changes to "None."

Now, when your viewer clicks on the listbox entry, nothing will happen.

- . If you wish, you may choose another action by selecting the entry and clicking the Edit Action button.

To remove the entry from view in the Listbox Object, simply delete its entry text (caption).

To rename a resource

Related steps

1. Choose Resource Manager from the File menu to open the Resource Manager dialog box.
2. Click on the tab for the type of resource you want to rename.
3. Click to select the resource you want to rename.
4. Click the Rename button.
5. Use the Resource Name field to type in the new resource name. Do not use a file extension. You may not overwrite an existing resource.
6. Click OK.

The new resource name appears.

DemoShield will automatically update all references to the resource with the new name.

To reorder actions linked to one event

[Related steps](#)

1. Open the Actions tab.
Do not change the event.
2. Select the action you want to move.
3. Press one of the arrow keys that appear to the upper right of the list of actions.
Pressing the "up" arrow button will move the action up on the list.
Pressing the "down" arrow button will move the action down on the list of actions.
4. Press the keys again to move the action further up or down in the order in which they will be performed.
5. Repeat steps 2-4 until the actions are in the proper order.
6. Click OK to close the Properties dialog box.

To reset global variables

▶ [Related steps](#)

▶ [More about](#)

1. Click on the Reset Global Variables check box to set the current values of your global variables back to the initial states.
2. Click on another tab, or click OK to close the Demo Properties dialog box.

To resize a text object

▶ [Related steps](#)

▶ [More about](#)

1. Click the object to select it.
Handles appear around the object.
2. Point to a handle.
3. The mouse pointer changes to a sizing cursor--a pair of small arrowheads that point in the directions that you can move.
4. Click the handle and drag.
Drag away from the text to make the Text Object bigger and create more room so your words can spread out, or toward the text to make the object smaller, whichever is appropriate.
5. Release the button when the object is the size you want.
The words inside the object rearrange and wrap to fit the object's new size.

To resize an object outside its lifespan

▶ [Related steps](#)

You can temporarily reset scene time with the [Controller](#) clock to make an object appear so you can resize it.

1. Use the Demo Controller to move to a scene time within the object's lifespan, but not during the process of a motion or an effect.
2. Click on the object when you see it.
[Handles](#) appear around the object.
3. [Drag](#) on the handles to [resize](#) the object.

Note Do not resize or move an object while it is in the process of a motion or an effect. You will produce unwanted results.
A Bitmap Button is the only visible object that cannot be resized using the mouse or the keyboard. See [Bitmap Button, Object Properties](#) : for the required steps.

To resize an object precisely (using keys)

▶ [Related steps](#)

To stretch or shrink the object on all sides

1. Click the object.

The object appears selected and surrounded by [handles](#).

2. To increase all sides of the selected object by one layout unit, press the plus (+) key on your [numeric](#) keypad (not on your main keypad).

Note By default, one layout unit equals one pixel. See [Object Layout Settings](#) for the steps to change the layout unit.

3. To shrink all sides, press the minus (-) key on your [numeric](#) keypad.

View the [Status Bar](#) at the bottom of your screen to check the new width and height values (in pixels).

To stretch the object horizontally or vertically

1. Click the object.

The object appears selected and surrounded by [handles](#).

2. To stretch the object horizontally, hold down the Ctrl key while you press the left or right arrow key.

One horizontal side of the object remains stationary, and the other side moves to stretch the object in the desired direction.

3. To stretch the object vertically, hold down the Ctrl key while you press the up or down arrow key.

One vertical side of the object remains stationary, and the other side moves to stretch the object in the desired direction.

To shrink the object horizontally or vertically

1. Click the object.

The object appears selected and surrounded by [handles](#).

2. To shrink the object horizontally, hold down the Shift key while you press the left or right arrow key.

One horizontal side of the object remains stationary, and the other side moves to shrink the object.

3. To shrink the object vertically, hold down the Shift key while you press the up or down arrow key.

One vertical side of the object remains stationary, and the other side moves to shrink the object.

To resize an object using the mouse

[Related steps](#)

1. Click the object to select it.

If you don't see the object on the screen, see [To resize an object outside its life](#).

When the object is selected, small square handles appear at the corners and sides of the object, framing it and indicating its current size.

2. Place the mouse pointer on one of the handles at the side or corner whose shape you want to resize.

The mouse pointer changes to a resizing cursor--a pair of small arrowheads that point in the directions that you can move.

3. Click and drag--that is, click, hold down the mouse button, and move the mouse.

The handle moves as you drag, and the size of the object grows larger or smaller, the farther you drag from where you clicked.

To save a macro

[Related steps](#)

1. Choose Save Macro from the Demo Menu.

The Save Macro dialog box appears.

2. Type a name for the macro you're saving, or click to select and overwrite one of your current macros.

You may use any characters you want in a macro name, including spaces.

3. Click OK.

To save an automation resource

▶ [Editing an Automation Resource](#)

▶ [Creating Automation Resources](#)

1. When you finish editing an automation resource, click Next.

The final Automation Wizard dialog box appears.

2. To save your edits to the existing resource, click the Save Automation button.

To save your newly edited automation resource with a new name, type the new name in the Automation Name edit field.

To replace an existing resource with the current resource, use the combo box under Current Automations to select the name of the resource you wish to overwrite.

3. Click the box marked "Save automation data as a file" to save your resource by reference.

This means your automation resource will be saved outside your demo (*.DBD) file. This ensures that your demo file will remain small for faster editing, and will also speed up the appearance of the automation resource in your final demo. We recommend that you check this box if your automation resource is large (more than 1 MB). DemoShield will automatically save any automation resource larger than 2 MB as a file. Automation files are saved as *.AAA files.

4. Click Done.

The Automation Wizard closes, and the DemoShield Designer screen reappears.

You may now continue editing your demo file.


Refer to [To play an AppCam resource in your demo](#) for the steps to integrate an AppCam resource into a demo scene.

Note Any automation resource greater than 2 MB must be imported by reference. Automation resources may not be greater than 6 MB.

To save a demo

▶ [Related steps](#)

To save a new demo for the first time

1. Choose Save (CTRL+S) or Save As from the File Menu, or press this button  on the Toolbar.
The Save As dialog box appears.
2. Type a filename.
You do not need to type the extension. Every demo file has a DBD extension. A sample file might have the name MYDEMO.DBD.

Note [Windows 95 and NT users](#): DemoShield includes long filename support.

3. Click OK.

To save an existing demo

Choose Save from the File Menu, or click the Save button on the Toolbar.

DemoShield saves the file.

When the file you save overwrites an existing file, DemoShield automatically creates a backup file. If you are running Windows 3.1, DemoShield saves the file with a .BAK extension. If you are running Windows 95/NT, the file is saved under the name "Backup of *.dbd". However, keep in mind that DemoShield maintains only one automatic backup at a time by overwriting the previous backup file.

To save an existing demo and change its filename

1. Choose Save As from the File Menu.
You can also click the Save As button on the toolbar. The Save As dialog box appears.
2. Type a new filename. You do not need to type the DBD extension.
[Windows 95 and NT users](#): DemoShield includes long filename support.
3. Click OK.

To see all the events and actions you've built

[Related steps](#)

1. Open the combo box under the words "When the viewer does this," in the Actions tab.
A list appears showing all the events you can choose. In this list of events, you will also find (Summary of All Events).
2. Choose (Summary of all Events) from the Event list.

This list shows the actions you built for this interactive object, in the order they will be performed.

Note You cannot reorder actions in the Summary of All Events list; however you can reorder the actions linked to a particular event (see [To Reorder Actions](#)). Thus, if you build actions for the Left-Clicks-Mouse event first; those actions will always occur before actions linked to a different event (such as pressing the Escape key).

To see and manage RTF resources in your demo

▶ [Related steps](#)

▶ [More about](#)

1. Choose Resource Manager from the Demo menu.

The Resource Manager dialog box appears.

2. Click the Text tab.

The dialog box for Text resources appears.

Your RTF resources appear in the list box. You cannot preview an RTF file the way you can a bitmap or metafile.

3. To see information about a file in the list, click to select the file.

To select arrow styles

[Related steps](#)

1. Click the Arrow Styles tab in the Properties dialog box.
The Arrow Styles dialog box appears.
2. Click a radio button in the Arrow Head group to choose either a Triangular or a Pointed arrow head.
3. Click a check box to say whether you want the arrow head at the beginning of the line, the end, or at both ends.
Use the Display Options to choose either a normal arrow, or an indented arrow.
4. When you finish setting one type of property for an object, you can:
 - Click another tab to set a different type of property for the same object
 - Click OK to close the Properties dialog box

To select an object

 [Related steps](#)

In the Designer Window

Click the object.

Handles appear around the object in the Designer Window. The name of the object appears highlighted in the [Objects List](#) of the [Scene Editor](#).

Using the Scene Editor

Click the name of the object in the Object's List of the Scene Editor.

The name of the object appears highlighted in the Objects List of the Scene Editor. Handles appear around the object in the Designer Window.

To select two or more objects

Related steps

With the Mouse

1. Point in the Designer Window somewhere near, but outside, the objects you want to select.
2. Click.
A dotted rectangle appears.
3. Drag away from the point where you clicked.
As you drag, the dotted rectangle enlarges like a rubber band.
4. Release the button when the dotted rectangle is large enough to lasso all the objects you want to select.
The names of the objects will appear highlighted in the Objects List of the Scene Editor, and braces will surround the selected objects in the Designer Window.

Using the Scene Editor

1. Click each additional object you want to select.
The object's name appears selected on the Objects List of the Scene Editor.
2. Any objects you have already selected remain selected. Square braces appear around the selected objects in the Designer Window.
If you want to select only one object using the Scene Editor, you must first deselect any other objects you may have previously selected.

Using the Keyboard

1. Point to an object you want to select in the Designer Window.
2. Hold down the Shift key while you click.
3. Repeat these steps for each object you want to select.
The names of the selected objects appear highlighted in the Scene Editor list. Braces surround the selected objects in the Designer Window.

To set DemoShield's global variables

▶ [Related steps](#)

▶ [More about](#)

1. Choose Properties from the Demo menu.
2. Click on the Globals tab.
3. In the edit fields in the User-Defined Global Variables group, enter the initial values for up to six variables (three number and three string).
4. Click OK to close the dialog box.

To set Start, Hold, End, and Exit Times in the Timeline Editor

▶ [Steps for Life](#)

▶ [Steps for Timeline Editor](#)

▶ [More about](#)

The following steps explain how to edit an object's individual life times using the Timeline Editor. See [To move an object entirely in time](#) for the steps to move the object's entire time structure either forward or back in scene time.

1. Select [Timeline Editor](#) from the View Menu.

The three-colored bar that appears beneath each object name is used to control its Start, Hold, End, and Exit Times. This bar is called the [LifeLine](#).

Note If you click your cursor outside the Timeline Editor, or move your cursor over another object or palette, the Timeline Editor will lose focus and may seem to disappear. (It will actually just be covered up by the Designer Window, which is set to always be on top of other windows.) To bring it back, choose Timeline Editor from the Window menu.

2. Click on either the [Decrease Time Scale](#) or [Increase Time Scale](#) buttons until you can easily view and edit the lifespan of the objects you wish to change.

Each time you click on either button, you move up or down through six time scale settings.

You may also minimize and maximize the Timeline Editor window as desired by using your mouse to stretch or shrink the outside edge of the window, or by clicking on the minimize and maximize buttons in the upper right corner.

3. Move your mouse pointer to one of the edges of the LifeLine you want to change. Your cursor will change to the LifeLine cursor.
4. Click and drag the cursor left or right to change the Start, Hold, End, and/or Exit Time. Dragging to the left decreases the time; dragging to the right increases it. You can see the time that you are changing in the Status Bar at the bottom of the Designer Window.

Note As soon as you drag your cursor to change the LifeLine, you have altered your settings for that object. You do not have to close the Timeline Editor to save these changes.

5. Change the [Start](#), [Hold](#), [End](#), and/or [Exit Times](#) for as many objects as you would like.
6. When you are finished, close the Timeline Editor by double-clicking in the upper left corner of the window.
7. To edit other properties of an object from the Timeline Editor, right click on the name of the object or anywhere on its LifeLine to open the object's Properties dialog box.

To set an object's Start, Hold, End, and Exit times

▶ [Related steps](#)

▶ [More about](#)

You can set an object's Start, Hold, End, and Exit Times in three ways. In the Life tab, you may find using the mouse to be easiest, although setting times by typing is the most precise method. The Timeline Editor is the best tool for quickly setting life times for several objects, or moving an object entirely in time within a scene.

Steps

▶ To set times by typing

▶ To set times by using the mouse

▶ To set times by using the Timeline Editor

To set initial states for an object

[Related steps](#)

You use the General tab on the Properties dialog box to set initial states for an object.

Visible

Use this check box to make the selected object's initial setting either visible or invisible. In other words, when this object enters the scene, do you want the viewer to see it or not?

- Click Visible to make the object appear on the screen.
- Clear the check box to hide the object.

This is an initial setting only, and not permanent. You can create an action to show an invisible object or hide a visible object at any time during the object's life.

Enable

Use this check box to make a button, hot spot, or other interactive object either active or disabled.

- Click the Enable check box to make the object active.
- Clear the check box to disable the object.

You can create an action to enable a disabled object, or to disable an enabled object.

To set more than one action for the same event

▶ [Steps for Interaction](#)

▶ [Steps for Independent Action](#)

▶ [More about](#)

1. Do not change the event.
2. Click the New Action button.
The Build Action Wizard launches.
3. Scroll to and click on an action from the combo box provided.
See the [Action Dictionary](#) to read descriptions of each action.
If additional information is needed, a Next button will appear.
4. Click Next to continue.
5. When you have answered all the questions, click Finish to close the Build Action Wizard.
6. Repeat the steps given above to create as many actions as you want linked to the same event.

To set object styles for a Push Button, Radio Button, or Check Box

[Related steps](#)

1. Create the button.

The object appears in the Designer Window surrounded by handles.

2. Press Enter.

The Properties dialog box appears.

3. Click the Object Styles tab.

The Properties dialog box, Object Styles tab appears.

4. Click one of the Styles radio buttons to choose the type of button you want (radio, check box, push, OK or Cancel).

5. Click to insert the text cursor in the edit field underneath Button, and type a caption.

Note You can't change the caption for an OK or Cancel button. Use a Push Button instead.

To set demo shortcut keys

[Related steps](#)

1. Choose Properties from the Demo menu.

The Demo Properties dialog box appears.

2. Click the Shortcut Keys tab.

The Choose Shortcut Key dialog box pops up.

3. Press the key or combination of keys you want your viewer to press.

You can make the shortcut key just one key. The key can be a letter, a number, the Esc key, or any of the function keys (F1-F12). You can also make the shortcut key more than one key. For example, Alt+Shift+F10, Ctrl+Y.

The key or key combination you press appears in the dialog.

4. Repeat the above steps until you have finished setting the shortcut keys you want.

5. Click OK to return to the Demo Properties dialog box.

6. Click OK to close the Demo Properties dialog box.

Note When creating a windowed demo to be played on Windows 95 and NT systems, you should not rely on shortcut keys. If another application has the focus, DemoShield will not be able to recognize demo shortcut keys.

To set the Null Scene Color

Related steps

1. Choose Preferences from the File menu.

The Preferences dialog box appears.

2. Click the Null Color tab.

The Null Scene Color Preferences dialog box appears.

The null color is the color that DemoShield will use to fill any unused area on the screen when you test run your demo in Full Screen Mode in the Designer Window. It has no effect on how your end-user will view your demo.

3. Click and drag the red, green, and blue sliders to mix and adjust the color.

Alternately, click the slider arrow buttons.

A sample color appears in the Preview Window to the right.

4. Click OK to close the dialog box.

To set the Object Style properties for a Bitmap Button

[Related steps](#)

1. Create a Bitmap Button.
The object appears in the Designer Window surrounded by handles.
2. Press Enter.
The Properties dialog box appears.
3. Click the Object Styles tab.
The Properties dialog box, Object Styles tab for Bitmap Buttons appears.
4. Click to insert the text cursor in the edit field under Button Caption.
5. Delete the words inside and type the caption you want.
Now set the size of the button.
6. Click to insert the text cursor in the Width edit field.
7. Type a number (in pixels).
8. Click to insert the text cursor in the Height edit field.
9. Type a number to set the button's height (in pixels).
10. Click a radio button in the Caption Position group to choose the position of the caption.
11. Click a radio button in the Appearance group.
You can choose either a standard, 3-dimensional Windows button, or a flat button appearance.

To change the viewer's cursor when the mouse moves on a hot spot

[Related steps](#)

1. Click the Object Styles tab in the Hot Spot Properties dialog box.
2. Open the combo box underneath "...change cursor to:"

A list appears showing every cursor you can display when the viewer points to the hot spot.

3. Choose a cursor.

If you do not want the viewer's mouse pointer to change when the mouse moves on top of a hot spot, choose None.

To set the distance an object will move when you press an arrow key

Related steps

1. Choose Preferences from the File menu.
The Preferences dialog box appears.
2. Click the Options tab.
3. Click to insert the text cursor in the edit field next to Width (in the Object Layout Settings group).
4. Type the number of pixels you want the object to move when you press a horizontal arrow key.
For example, if you type **10**, each time you press an arrow key the selected object will move 10 pixels left or right.
5. Click in the Height edit field.
6. Type the number of pixels you want the object to move when you press a vertical arrow key.
7. Check the box marked Snap to Layout Coordinates to enable these settings.

Note If you do not check Snap to Layout Coordinates, the object will continue to move one pixel in any direction when you press an arrow key.

View the Status Bar at the bottom of your screen to determine the selected object's current X,Y coordinates.

To set the properties for an Application Object

[Related steps](#)

1. Double-click the name of the Application Object in the Objects list of the Scene Editor.
The Properties dialog box appears. Change the name of the Application Object in the General tab, if you want.
2. Click the Object Data tab.
The Object Data dialog box appears.
3. Click to insert the text cursor in the Executable field.
4. Type the path/filename of the application's executable file, or click the Browse box to browse for the *.EXE file.
5. Click to insert the text cursor in the Command Line Parameters field.
6. Type the path/filename(s) of any other file(s) you will need to add to the command line.
7. Add to the Command Line Parameters field any switches or options that you need to type on the command line.
8. Click to insert the text cursor in the Additional Required Files edit field, and type any other files you will run with the application.

Note We suggest that you enter in the Additional Required Files edit field not just the names of additional files you plan to run with the application in this macro, but every file you intend to use in the macro, including any files you typed in the Command Line Parameters field. DemoShield will make any files you enter here part of the DBD file when it saves the demo. This saves you the trouble of copying these files separately to your distribution disks.

9. Clear (deselect) the Import Application Files box if you want to import your application and support files by reference. Make sure the check box is selected if you want those files to be saved as part of your demo (*.DBD) file.
10. Click the Options tab to open the Options dialog box.
11. Make any selections to control how your application runs.

Note If you are running a Windows 95 or Windows NT application, you must set the Windows Caption and Windows Class Name fields under the heading Identify Application.

12. Click OK to close the dialog box.

To set the properties of a Variable Object

▶ [Related steps](#)

▶ [More about](#)

1. Double-click the object's name in the Scene Editor.
The Variable Properties dialog box appears.
2. Click the General tab. Click to insert the text cursor in the Name edit field if you need to change the variable's default name.
3. Click the Variable Data tab.
4. Click Text if the variable you are creating will contain letters, or a combination of letters and numbers, like Sally Fields or 1992 Earnings, for example.
5. Click Numeric if the value of the variable is a number.
6. Click under Initial Value to insert the text cursor in the edit field. Initial Value is the value you want this variable to start with.
You or the viewer can change this value at any time, according to how you build the demo.
7. Type a value for the variable.

For example, if you are creating a text variable and you want to give it a value of 1992 Earnings, type **1992 Earnings**. If you clicked Numeric and you want to enter a value of 241, you would type **241**.

To set the size and location of your demo window

▶ [Related Steps](#)

▶ [More about](#)

1. Choose windowed playback style for your demo, and make your selections regarding captions and full screen background color. (See [To create a windowed demo](#) for the steps.)
2. If the Demo Properties dialog box is not open, open it by choosing Properties from the Demo menu.
Click on the Size tab.
3. If you know the exact size and location you want for your demo window, skip to Step 4.
To draw a rough representation of the demo window your viewer will see, left-click in the "monitor screen" that appears on the right side of the dialog box. Drag to draw your new demo window. Click again when the window is roughly the size and/or location you desire.
To start over, simply left-click again in a new position on the "monitor screen" and redraw your window.
Now that you have an approximate size and location for your demo window, you can fine-tune your selections.
4. Use the X and Y edit fields to type in new selections (in pixels) for [Window Position](#). Or, check the Centered box to have the window appear centered on your viewer's screen. This will override any selections made for Window Position. (Note: Centered is the default selection.)
5. Use the Width and Height edit fields to type in new selections (in pixels) for [Window Size](#). The width of the window must be between 100-1280 pixels. The height of the window must be between 100-1024 pixels.

Note You may wish to display a caption on your demo window. A caption is the title bar and text that appears at the top of the demo window during playback. If the system the demo is being played on is running at the same screen resolution as the demo, the caption will take up the top 20 pixels on the screen, resulting in a slight amount of scaling. This scaling may cause objects to line up incorrectly. To avoid this problem, you will need to either make the width and height of your demo window 20 pixels smaller, or enable the Eliminate Caption option in the Demo Styles tab of the Demo Properties dialog box.

6. Select the [Fixed Size](#) check box if you want the size and location of your windowed demo to be absolute coordinates. That means the coordinates you selected for your demo's size will be the same on any resolution monitor. Your demo (and the objects in it) will not scale, regardless of the screen resolution used.
7. Click OK to close the dialog box.

To set times by typing

▶ [Related steps](#)

▶ [More about](#)

1. Double-click on the object to open its Properties dialog box.
2. Click on the Life tab. Toward the bottom of the dialog box, you will see four edit fields.
3. Click in the Start edit field, and type the Start Time (in tenth of a second intervals).
4. Tab to the Hold field, and type in the Hold Time.
5. Tab to the End field, and type in the End Time.
6. Tab to the Exit field, and type in the Exit Time.

If you want the object to stay onscreen until the scene ends, type **End** as the Exit Time. This will ensure that even if you change the scene length later, the object will remain onscreen until the end of the scene.

Note: Whenever you type a new value for any of the life times, DemoShield immediately validates the new value against the other time values already in place. If you type an invalid value, such as a Start Time that is greater than the present Hold Time, DemoShield removes the LifeLine from view to indicate an error. When you then close the dialog box, you will receive an error message, and DemoShield will place your cursor in the first edit field containing an invalid value. For this reason, you may find it easier to set "rough" life times with the mouse, and then type in more precise values.

To set times by using the mouse

▶ [Related steps](#)

▶ [More about](#)

1. Open the object's Properties dialog box to the Life tab.
2. Move the mouse pointer to one of the edges of the LifeLine.

When the pointer touches either the left or right edge of the LifeLine, or the border between one color and another color, it changes to the LifeLine cursor. You can drag this cursor left or right to change the Start, Hold, End, and/or Exit Time.

3. Click and drag the LifeLine cursor to set the time you want.

As you drag the LifeLine cursor, the color bar for that period of the object's life grows larger or smaller, depending on which way you drag. At the same time, the number in the matching edit field changes. Dragging to the left decreases the number of seconds. Dragging to the right increases the number of seconds.

To start a new SoftPhrase resource

▶ Automation command



1. Click this button on the Object Palette to create a new Automation Object
2. Right-click on the object; left-click on Edit Automation. The Automation Wizard launches.
3. Click New.
4. Choose SoftPhrase Automation, and click Next.
5. Choose a Reading Speed. This will determine how long each text block will remain onscreen for your viewer to read and comprehend.

WPS stands for Words Per Second. DemoShield counts each new space character as the beginning of a new word. After you choose a reading speed, click Next.

A new dialog box appears asking for the text file containing your source data.

6. Click the Browse button to locate the text (*.TXT) file you wish to import. Click Open to accept the file and close the browse box. Then click Next. A new dialog box appears, showing your text file in the Text Data window.

Note If you don't have a TXT file you wish to use, simply click Next to continue.

7. Use your mouse or keyboard to select (highlight) your first block of text (text phrase). You may also simply type the text you wish to use into the Text Data window, and select it.
8. Click Add. Your first SoftPhrase appears in the preview window.
9. To change the formatting of your new text phrase, right-click on the text in the preview window. (If you prefer, you may also edit the formatting later through the Automation Viewer dialog box.)
10. Use the SoftPhrase Text Element Properties dialog box to change the formatting for your text phrase. Click OK.

Repeat steps 7 and 8 to add additional text phrases.

11. When you are finished adding text phrases, click Next to advance to the Automation Viewer dialog box.

To test-play your SoftPhrase resource, choose a playback speed, and click Test Play.

To save your SoftPhrase resource, click Next to advance to the Save Automation dialog box. Type a name for your new SoftPhrase resource, and click the Save Automation button. You can then click Another to create a new automation resource, or click Done to return to the Designer window.

See [To edit a SoftPhrase resource](#) for the steps to change the content, timing, or appearance of your text phrases.

To switch from the current scene to a different scene

▶ [Related steps](#)

Using the Demo Controller

The quickest way to bring the next or previous scene onscreen for editing is by using the [buttons](#) on the [Demo Controller](#).

To go to the next scene, click the green button pointing right.

To go to the previous scene, click the green button pointing left.

Using the Menu

1. Choose Go to Scene from the Control menu.

A submenu appears listing every scene in the current demo.

2. Choose the name of the scene you want to go to.

Using the Scene Editor

Select the name of the scene you want to switch to from the [Scenes List](#) of the [Scene Editor](#).

To display the Scene Editor, choose Scene Editor from the View menu.

For details on using the Scene Editor, see [Basics: the Scene Editor](#)

To synchronize the timing of an AppCam sequence with a SoftPhrase sequence

Automation command

1. Choose Automation from the Demo menu to launch the Automation Wizard.
2. Click the AutoSync button. A new AutoSync Wizard dialog box appears.
3. Click to select an AppCam resource and a SoftPhrase resource.
4. Click Next. The Automation Viewer dialog for AutoSync appears.
A gray line in the middle of the Viewer window separates the AppCam sequences (top) from the SoftPhrase sequences (bottom).
5. Double-click on the first sequence that you wish to synchronize. It could be either an AppCam sequence or a SoftPhrase sequence. The black sequence indicator bar turns a gray color to indicate it has been selected.
6. Double-click on the opposite-type sequence that you wish to synchronize with your first selection. DemoShield immediately changes the lifespan of the AppCam sequence to match the lifespan of the SoftPhrase sequence.
7. When you finish synchronizing your AppCam and SoftPhrase sequences, click Save to save your edits to both resources.
8. Click Cancel to return to edit mode in the Designer, or click Another to choose to create or edit another automation resource.

To test run a demo in the Designer

▶ Related steps

Refer to [Basics: Demo Controller](#) for quick, visual guidance on using the [Controller](#) to test run your demo in the Designer

Note What you see in the Designer Window is a snapshot of the scene at a given point in time. Only those objects that exist at that time (for example, 4 seconds into the scene) will be shown. To edit an object outside of its lifespan, double-click on the object's name in the Objects List of the [Scene Editor](#), or use the Controller to move the scene time to a time within the object's lifespan.

To test run a demo from the beginning

Click the [Play Demo From the Beginning](#) toolbar button.

Or, choose Restart from the Control menu.

To test run a demo starting at the current time

Click the Play button on the Controller.

Or, choose Play from the Control menu.

To test run the current scene in the Designer Window

Click the [Play Scene From the Beginning](#) toolbar button.

Or, choose Play Scene from the Control menu.

To test run the current scene full screen

Click the [Play Scene in Full Screen Mode](#) toolbar button.

Or, choose Full Screen Play from the Control menu.

To stop a demo that you are test running

Click the Stop Playing button on the [Controller](#).

Or, choose Stop from the Control menu.

Or, if you are testing in Full Screen mode, Press Esc.

Or, if there is a [Pause/Continue](#) VCR or other button in your scene, you can press that button to stop the demo and return to edit mode in the Designer Window..

To test run a demo in the DemoShield Player

▶ [Related steps](#)

▶ [More about](#)

You have two main options for running the [Player](#)

- **You can launch the Player from the File menu, Play Demos submenu while in the Designer.**

You may select the Play Current Demo option. To do this you do not need to configure the demo you are currently working on. The Play Current Demo option will automatically play the demo which is open in the Designer.

You may also specify up to ten demos that can be launched when you choose Play Demos from the File menu. First, however, you must take a minute or two to specify the demos that the Player will be set up to play. After these are configured, you can launch the demo by selecting "Play *.DBD" from the submenu that appears when you choose Play Demos from the File menu.

- **You can exit the Designer and run the Player from Program Manager or File Manager (Windows 3.x and Windows NT) or the Explorer, My Computer or the Start menu (Windows 95).**

Click below for more information.

▶ [To launch the Player from the File menu, Play Demos submenu,](#)

▶ [To launch the Player from Program Manager or File Manager \(Windows 3.x/ NT\)](#)

▶ [To launch the Player from your Windows 95 desktop](#)

To test play an automation resource

▶ [Editing an Automation Resource](#)

▶ [Creating Automation Resources](#)

You may test run any [automation resource](#) in the Automation Viewer dialog box.

Click to select the resource you wish to test run, and click Edit.

You have may select from the following playback speeds.

- 100%
- 50%
- 33%
- User (user-controlled speed)

When you select User playback speed, the resource will play back in one-tenth of a second (0.1 seconds) intervals.

- To advance the time, right-click.
- To rewind the time, left-click.

Your new automation resource plays in the Automation Test Play Window.

To cancel the test-play, close this window.

Note If your SoftPhrase text font color is white, you will not see anything in the Test Play window. You will have to change the font color to view your text in the Test Play window.

See Also

▶ [To save an automation resource](#)

To turn Demo Auto Save on or off

Related steps

With Auto Save you can tell DemoShield to create a backup copy of your current demo automatically at regular intervals. Use the Demo Auto Save field in the File Preferences dialog box to set the number of minutes between automatic saves.

1. Choose Preferences from the File menu to open the Preferences dialog box.
2. Click on the Enable tab.
3. Check the box marked Demo Auto Save if you want your demo to be saved automatically.

Auto Save files are complete demo files. If for any reason you cannot use your original demo file, simply rename your Auto Save file with a DBD extension, and it will load just like any other demo file.

4. Type in the number of minutes you want between saves (1-100).

Windows 3.1 users: Your last auto save file will be saved as an .AUT file. It will be placed in the same directory as your DESIGNER.EXE file. The last regular save of your demo will be in the same directory as your .dbd file, with a .BAK extension.

Windows 95/NT users: Your last auto save file will be saved under the name "Auto Save of filename.dbd". The last regular save of your demo will be called "Backup of filename.dbd". Auto save files will be placed in the same folder as your DESIGNER.EXE file; backup files in the same folder as your .dbd file.

5. Clear the box marked Demo Auto Save if you do not want automatic saves.

Note You should disable Auto Save if you do not have write privileges to the directory (or folder) containing the DESIGNER.EXE file.

To turn Large Image Preview on or off

Related steps

1. Choose Preferences from the File menu.
2. Click on the Enable tab.
3. Check the box marked Large Image Preview to be able to view your large image resources in the Resource Manager dialog box.
4. Clear this box if you do not want to preview large image resources.

To turn Tooltips on or off

Related steps

1. Choose Preferences from the File menu.
2. Click on the Enable tab.
3. Check the box marked Tooltips to turn on the feature.
4. Clear the check box to disable Tooltips.

To turn shortcut menus on or off

Related steps

1. Choose Preferences from the File menu.
2. Click on the Enable tab.
3. Check the box marked Shortcut Menus to enable the menus that pop up when you right-click on an object, an empty spot in a scene, or within a Properties dialog box.

When you click on an object or scene when Shortcut Menus are deselected, the (object or scene) Properties dialog box opens.

4. Clear the Shortcut Menus box to disable these menus.

Note When Shortcut Menus are deselected, you will also turn off the menu of tab selections that pops up when you right-click within a Properties dialog box.

To type the text for a text object

▶ [Related steps](#)

▶ [More about](#)

1. Click anywhere in the text edit field in the Object Styles dialog box.

A text cursor appears.

2. Delete the words "Right Click Here" and type the characters you want.

DemoShield will wrap the text to fit the text object, but if you specifically want the text to break at any point and start a new line, press Enter.

3. Click OK when you finish typing the text you want.

The Object Styles Text dialog box closes.

Note You may add [symbol fonts](#) (trademark symbols, dashes, etc.) to your text by using the Character Map accessory in Windows.

To use an Edit Field Token in a command line

▶ To choose Launch Application

You can use an Edit Field Token within the Application Command Line field to allow your viewer to type characters that become part of the command line sent to your application when it is launched via the Launch Application action.

1. Create an Edit Field Object .
2. In the same scene, create the Event Object or interactive object that will trigger the Launch Application and Launch Demo actions.
3. Build the Launch Application. Refer to To launch an application via the Launch Application action for the steps.
4. Edit the Launch Application action. Press Next until you reach the Build Action Wizard screen which asks for the Application Command Line. An Application Command Line is a string of data you can send to your application that the application knows how to interpret. For example, you can use a text file as an Application Command Line for NOTEPAD.EXE and the application will open the text file (example: **order.txt**).
5. To have the viewer's text stand in for all or part of the Command Line, enter the name of the Edit Field separated by opening and closing brackets (< and >).

For example, you might have three text files your viewer can choose to open: **text1.txt**, **text2.txt**, and **text3.txt**, located in your **c:\myapps** directory or folder.

In the Application Command Line field, you would enter **c:\myapps\<Edit Field 1>** (assuming Edit Field 1 is the name of your Edit Field object).

For this example, you would want to provide the names of the available text files via a Text Object so your viewer knows the exact name to enter.

When your viewer runs the demo (using the Player), and enters either **text1**, **text2**, or **text3**, the NotePad application launches and opens the appropriate file.

To use screen captures

▶ [Related steps](#)

▶ [More about](#)

As soon as you capture a screen image using the DemoShield capture tool, your new bitmap resource is saved as part of your demo. Choose Resource Manager from the Demo menu, and click on the Images tab to preview a captured image.

You can display a bitmap capture as an image fill in either a Graphic Object (Auto Shape) or a Bitmap Button, or as an image fill for a scene background.

1. Decide whether you want the image to appear inside a Graphic Object such as a rectangle, inside an interactive Bitmap Button, or as the background for a scene.

Hint Since bitmaps do not scale well, you will usually realize better results by displaying your bitmap images inside a Graphic Object or a Bitmap Button rather than as a scene background.

2. To display your captured image inside an object, create the object.
Use the [Auto Shapes Palette](#) to create a rectangle or other Graphic Object.
Use the [Object Palette](#) to create a Bitmap Button or Polygon Object.
3. Next, double-click on the object you just created to open its Properties dialog box, or choose Scene Properties from the Scene menu to open the Scene Properties dialog box.
4. Click the Fill Styles tab. If you do not see this tab, right-click on an empty area in the dialog to bring up the tab shortcut menu, and left-click on Fill Styles.
5. Choose the Image radio button.
A list of the image resources in your demo, including screen capture images, appears in a window.
6. Click on the image you wish to display.
7. Under the [Image Options group](#), choose the Resize Frame radio button if you are using an object to display your image. If you are displaying the image as a scene background, choose Crop Image.

Note Do not choose Resize Image as the image option, since it will distort the image.

8. Click OK to close the Properties dialog box.

See Also

For a broader discussion of how to use bitmap screen captures in a software simulation demo, see

[Simulation Using Bitmaps and Cursor Movement](#).

To view information about demo resources

Related steps

1. Choose Resource Manager from the Demo Menu.
2. Click a tab for the type of resource you want to look at.


A dialog box appears. These dialog boxes all work the same way, no matter what type of resource you select. The tabs available are shown in the table below.

Images	Preview images of <u>bitmap</u> and/or Windows <u>metafile</u> resources, as well as <u>screen captures</u> you have made using DemoShield. If the image is a 256-color bitmap, the number of colors it uses will appear in brackets after the Information.
Text	A list of the Rich Text Format (<u>RTF</u>) resources you created using a word processor and imported into DemoShield. RTF text does not appear in the preview window.
Macros	Macros you have recorded to play back in a <u>live application demo</u> . The screen resolution you used to record the macro appears in brackets after the macro's name. You may also view the file size and approximate duration of each macro resource. You cannot preview macros through this dialog box. To preview a macro, choose Play Macro from the Demo menu.
Files	Application (<u>EXE</u>) or other files you have imported to run with the current demo. You cannot preview these.
Video	A list of the video clips in Audio Video Interleaved (<u>AVI</u>) or Lotus ScreenCam (<u>SCM</u>) format you have imported to run in your demo. You may choose to import video files by reference. You can preview video files only if they are saved within the demo file (i.e., not imported by reference).
Sound	A list of sound files you have saved in <u>WAV</u> or <u>MIDI</u> format and imported to run in your demo. You may choose to import sound files by reference. You can preview sound files only if they are saved within the demo file (i.e., not imported by reference).
Auto	A list of the <u>automation resources</u> you have created within DemoShield. You may view information about these resources, but you cannot preview them in this dialog. Choose Automation from the Demo menu to edit and preview your automation resources.

3. Click on the name of the file you wish to see information about.

File information (file size, compression, etc.) will appear on the right side of the dialog box.

4. To compress your resources, click Compressed.

5. Click Check in the Resource Manager dialog and DemoShield will indicate those resources that have been used () , and those which have not been used (



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To view information about your automation resource in the Resource Manager

Creating Automation Resources

1. Choose Resource Manager from the Demo menu.
2. Click on the Auto tab.

A list of the automation resources in your demo appears.

3. Click on the name of an automation resource to select it.

Information about the resource appears.

If the resource is saved within the demo, its file size appears.

If the resource is saved outside the demo, its file name appears.

To view initial and current states for global variables

▶ [Related steps](#)

▶ [More about](#)

1. Click on Current State in the Demo Properties dialog box, Globals tab to view the current settings for your demo's [global variables](#).
2. Click on Initial State to view the initial settings for your demo's global variables.
To reset the current settings back to the initial settings, check the Reset Global Variables box.
3. Click OK to close the Demo Properties dialog box, or click on another tab to view its properties.

Tooltips

The small yellow messages that appear about one second after you place your cursor over any function button in the Designer Window. To disable Tooltips, clear the Tooltips box in the Enable tab of the File Preferences dialog box.

Transition Actions

These are actions that determine what happens when the scene ends. Does the demo go to the next scene, or to some other scene? Does the demo advance to the start time of a particular object in the next scene?

You may choose from the following Transition Actions: Go to Scene, Go to Object in Scene, Go to Next Scene, Go to Previous Scene, Go to Next Jump Mark, Go to Previous Jump Mark, So to Sub-Scene, and Return from Scene.

Trigger Event

Use Trigger Event to attach an event to a button or other interactive object. These are the events you can trigger:

- Time
- Moves Mouse on Object
- Left-Clicks Mouse
- Left-Double-Clicks Mouse
- Right-Clicks Mouse
- Right-Double-Clicks Mouse

For example, you can send a left-click from one button to another button. So when a viewer clicks the first button, the demo responds as if the viewer clicked the second button.

Clicks Mouse Event

More about

Use the Trigger Event action to send a left-click, left-double-click, right-click, or right-double-click event to another button.

For example, you can send a left-click from Button A to Button B. So when a viewer clicks Button A, the demo responds as if the viewer clicked Button B.

You could also trigger a left-click event in an Edit Field Object. This simulates the viewer clicking in the edit field, prompting the viewer to start typing when the text cursor occurs.

You can also use this action as a quick way to create a shortcut key (or hot key) for a button with multiple actions. Say you had 20 actions linked to a left-click event. Rather than build those same 20 actions for a shortcut key event, you could use the Trigger Event action to trigger a left-click event when the shortcut key is pressed.

When you choose the action Trigger Event in the Build Action Wizard, first you will select the object you are triggering an event for and the scene that contains that object. Then you are given several options for the type of event that you want to trigger.

1. Choose the action Clicks Mouse from the combo box under the words Event Name.
2. Click Finish to close the Build Action Wizard.

Moves Mouse on Object Event

[More About](#)

You can use Trigger Moves Mouse to make an object think that the viewer's mouse has been placed on top of it. This will cause an action only if the Hot Spot or Bitmap Button has an action set for a Moves Mouse On Object event. You will not see the cursor move. For example, you can trigger an event that will make a Hot Spot believe that a Moves Mouse on Object event has occurred, triggering the action(s) associated with it.

When you choose the action Trigger Event in the Build Action Wizard, first you will select the object you are triggering an event for and the scene that contains that object. Then you are given several options for the type of event that you want to trigger.

1. Choose the action Moves Mouse from the combo box under the words Event Name.
2. Click Finish to close the [Build Action Wizard](#).

Trigger Event: Time

More About

You can use the Trigger Event action to make an object think it's earlier or later in the scene than it really is. Suppose you have scheduled some actions to happen 72 seconds into the scene. You can use Trigger Event to make the object behave as if the scene has been playing 72 seconds, even though it's only been playing 12 seconds.

When you choose the action Trigger Event in the Build Action Wizard, first you will select the object you are triggering an event for and the scene that contains that object. Then you are given several options for the type of event that you want to trigger.

1. Choose the action Trigger Event from the combo box under the words Event Name.
2. Click Next.

A new dialog box appears.

3. Click your cursor in the edit field under Event Trigger Time.
DemoShield resets the object's clock to the number you type here.
4. Type a number in (full) seconds.
5. Click Finish to close the Build Action Wizard.

Tutorial

A file or set of related files, either self-running or interactive, whose purpose is to teach, guide, or instruct a viewer. Tutorials are usually one-to-one or intended for viewing in small workshop/seminar groups. A software tutorial created with DemoShield might include scenes where DemoShield launches the application that is being taught. Macros could be used to perform a "Watch It Work" option, and then the viewer could be given the opportunity to try the task for themselves. An effective computer-based training (CBT) tutorial should include as much user interaction as possible. Tests may also be used, both to allow branching to different modules based on interest or previous knowledge, and at the end of a module to reinforce material already presented.

Automation and AVI Properties, Object Styles

Use the Object Styles tab to choose the resource you will play, and its Start time. For an AVI file, you may also choose an exit time.

Steps for Automation Objects

- ▶ [To play an AppCam resource in your demo](#)
- ▶ [To play a SoftPhrase resource in your demo](#)

Steps for AVI Objects

- ▶ [To choose an AVI resource](#)

Object Properties, Actions

Use the Actions tab to set up the action(s) you want to happen when your viewer interacts with the object. You also use this tab to choose the mouse or shortcut key event that the viewer will provide to trigger the action.

Steps

- ▶ To build an action triggered by your viewer
- ▶ To choose a mouse event
- ▶ To choose a shortcut key or combination of keys
- ▶ To see all the events and actions you've built
- ▶ To set more than one action for the same event
- ▶ To edit an action you have already set
- ▶ To remove an action
- ▶ To build an action for a group

Application Properties, Object Data

Use the Object Data tab in the Application Object's Properties dialog box to:

- Choose the executable application file you will run
- Type command line parameters
- Enter any additional files you need to run with the application
- Choose to import the application and support files into the demo file, or to import them by reference.
- Choose to store your path to your executable file

Steps



To choose application and support files to launch

Application Properties, Options

Use the Options tab in the Application Object's properties dialog box to set a number of options to control the use of applications in your demo. Most of these selections are optional. However, if you are demonstrating a Windows 95 or Windows NT application, you must set the Windows Class Name and Windows Caption fields, located under Identify Application. If you are demonstrating a Windows 3.1 application, we strongly recommend that you set these fields.

Options

- ▶ Identify Application
- ▶ Maximize Application
- ▶ Position Application
- ▶ Allow User Interaction
- ▶ Application Termination

Background Color

Use the Bkgnd Color tab to set the background color of an object or scene.

In the case of Demo Properties, the background color is the color that will fill your viewer's screen behind your demo window.

Steps



To choose a color

Bitmap Button Properties, Object Styles

Use the Object Styles tab to set or change these properties for a Bitmap Button:

- Create the caption text for the button
- Set the width and height for the button
- Give the button either the 3-dimensional look of a standard Windows button, or make it a plain rectangle
- Place the caption above, below, left, right, or inside the button

Steps



To set the Object Style properties for a Bitmap Button

Object Properties, Border Color

Use the Border Color tab to choose the color of a border.

If you are choosing a border color for an Edit Field, choosing pure black (RGB of 0,0,0) will produce a beveled, or cut-in border. All other colors produce a regular style border.

Steps



To choose a color

Text Properties, Borders

Use the Borders tab to add an "application window" style border to your text block, with or without a title bar and close button. You may also use this tab to add a scrollbar to your text block.

Steps

- ▶ _____ To choose Text Object borders
- ▶ _____ To add a scrollbar

Object Properties, Disabled Color

If the object is disabled, any text displayed by the object will be shown using the Disabled Color (rather than the Font Color). To disable an object, you would clear the check box marked Enable in the General tab of the object's Properties dialog box.

See [FAQ: How do I use enable/disable actions to highlight a button selection?](#) for a description of a technique that uses the Disabled Color property to indicate a button not currently selected by the viewer.

Steps

▶ _____ To choose a color

Edit Field Properties, Object Styles

Use the Object Styles tab for an edit field object to:

- Align the text left, right, or center
- Make the text the viewer types in appear in all uppercase or lowercase, or to preserve the case typed by the viewer
- Allow the viewer to scroll text that is too long to fit in the edit field window
- Choose Password Blanking (what the viewer types will not appear onscreen)
- Set a Maximum Length for the number of characters the viewer can type
- Choose Permanently Save Data (see Step below)

Steps



To permanently save data in an Edit Field



[To create an Edit Field Object](#)

Event Object Properties, Comparison

Use the Comparison tab in the Event Object's Properties dialog box to compare two items of data. Here, for example, are a few types of data you can compare:

- The property of one object with the property of another object
- The values of two variables
- The value of a variable with the value of a constant

After you have entered the data you want to compare, you can make actions happen in your demo depending on whether the comparison is true or false.

Use the True Actions dialog box to make actions happen in the scene if the comparison is true, and the False Actions dialog to make actions happen if the comparison is false.

Steps



[To create a comparison](#)

Event Properties, False Actions

Use the False Actions tab in the Event Object's Properties dialog box to build one or more actions your demo will perform if the comparison is false.

Steps



[To create a comparison](#)

Event Properties, Time

Use the Time tab in the Event Object's properties dialog box to set the time in the scene when you want the action(s) to happen. By default, timeless event object operation is enabled. This means that the actions will be processed without scene time advancing.

Steps

- ▶ [To build an action that will happen automatically](#)
- ▶ [To disable "timeless" event object operation](#)

Event Properties, True Actions

Use the True Actions tab in the Event Object's Properties dialog box to build one or more actions your demo will perform if the comparison is true.

Steps



[To create a comparison](#)

Fill Color

Use the Fill Color tab to select a fill color for an object or a scene. A fill color is the secondary color used in a pattern or wash fill. The background color is the primary color.

If you are not using a pattern or wash fill, you can ignore the Fill Color .

Steps



[To choose a color](#)

Fill Styles Properties

Use the Fill Styles tab to select a fill style for an object or a scene. You can select transparent, solid, pattern, wash, and image fills.

To display an image in your demo, choose an image fill style for an object or scene background.

Steps

- ▶ To choose a fill style
- ▶ To display an image in a Graphic Object, Bitmap Button, or Scene

Object Properties, Font

Use the Font tab to choose the font, font size, and font style for the text.

Steps



To choose a font

Object Properties, Font Color

Use the Font Color tab to choose the font color for the text.

Steps



To choose a color

Scene Properties, General

To open the Scene Properties dialog box, choose Properties from the Scene menu, or right-click on an empty area of the Design Window. Use the Scene tab to set or change these properties:

- Scene Name
- Scene Length--how many seconds the scene will play
- Scene Transition--what the demo does when the scene ends.
- Transition Effect--what visual effect, if any, displays during the transition period when one scene ends and the next begins.
- Application Scene--click this check box to make the scene transparent in your full-screen demo. You can use a transparent scene, for example, to run a different application in your demo or to create a tutorial or demo that teaches or advertises the application. To run an application in this transparent scene, create an Application Object.
- Enable Full Palette Display (256 color systems only) [The line underneath this checkbox displays the number of colors currently being used by the scene's color palette.]

Steps

- ▶ To change a scene's default name
- ▶ To change the length of the scene
- ▶ To choose a scene transition
- ▶ To choose a scene transition effect

Hot Spot Properties, Object Styles

Use the Object Styles tab to set or change the type of cursor that appears when the viewer points to the hot spot.

Steps



To change the viewer's cursor when the mouse moves on a hot spot

Object Properties, Life

Use the Life tab to set the following times:

- When the object will enter the scene (Start Time)
- When the object will reach its "hold" position on the screen (Hold Time)
- When the object will begin to exit the scene(End Time)
- When the object will finally disappear (Exit Time)

For more information, see [Giving Life to Objects](#)

You also use the Life tab to select settings for how the object will look when it moves into, holds on, and exits from the scene.

You do this by setting [motions](#) and [effects](#).

Steps

- ▶ [To set an object's Start, Hold, End and Exit times:](#)
- ▶ [To move an object into a scene](#)
- ▶ [To move an object out of a scene](#)
- ▶ [To create an effect for an object](#)

Line Styles & Border Styles

Use the Line Styles tab or Border Styles tab to choose the type of line or border line you want to appear.

The line displayed can be thick or thin, broken or solid. For border styles, you may choose to display no border.

Note Border Styles are enabled only for polygons, rectangles, and circles. You cannot choose a border for other Auto Shapes.

Steps



[To choose a line style](#)



[To choose a border style](#)

Line and Poly-Line Properties, Arrow Styles

Use the Arrow Styles tab to choose:

- Whether you want an arrow head at the end of your line
- The type or style of arrow head
- A narrow or an indented arrow head at the beginning and/or end of the line

Steps



[To select arrow styles](#)

Menu Properties, Captions

Use the Captions tab to:

- Set an upper title for your PopUp Menu.
- Set a lower title for your PopUp Menu.

Object Template Properties

Use the Template Properties dialog box to set an object's template properties. The Template Properties dialog box for an object has exactly the same tabs and settings as the object's regular Properties dialog box, with the exception of the Size tab.

Options

▶ Size tab

Steps

▶ To change the default (template) properties for objects

SoftPhrase Text Element Properties, Options

Use the Options tab in the SoftPhrase Text Element Properties dialog to:

- ▶ Choose a transparent or solid fill option.
A transparent fill style would place your text so that the scene background shows through.
A solid fill style would place your text on a background that you specify in the Background Color tab.
- ▶ Choose from Left, Center, and Right text alignment options
- ▶ Add a "Window" Border to the SoftPhrase text element.

Button Properties, Object Styles

Use the Object Styles tab to:

- Choose whether you want to make the button a push button, radio button, check box, OK button, or Cancel button.
- Type the caption for your button.
- Choose to permanently save the (pressed or unpressed) state of a radio button or check box.

Steps



To set styles for a Radio Button, Check Box, or Push Button



To permanently save the state of a button

Text Properties, Object Styles

Use the Object Styles tab to:

- Type the text you want to display
- Align the text
- Create a margin around the text
- Import and format a Rich Text Format (RTF) file

Click the Options button to open the [Text Options](#) dialog box.

Click the Spelling button to open the [Check Spelling](#) dialog box

Steps

- ▶ [To create a Text Object](#)
- ▶ [To type the text for a Text Object](#)
- ▶ [To align text](#)
- ▶ [To create a margin](#)
- ▶ [To import an RTF file](#)

Listbox, Menu & VCR Properties, Object Styles

Use the Object Styles tab to:

- Enable or disable individual VCR or PopUp Menu buttons or listbox entries
- Set the caption for each VCR or PopUp Menu button or listbox entry
- Create the action(s) you want to happen when the viewer clicks each VCR or PopUp menu button or listbox entry

Steps for Listbox Entries

- ▶ To create a Listbox Object
- ▶ To add or remove a listbox entry
- ▶ To build (or edit) an action for a listbox entry
- ▶ To remove an action linked to a visible listbox entry

Steps for PopUp Menus

- ▶ To create or change a caption on a menu button
- ▶ To build the action for a menu button
- ▶ To enable or disable a menu button

Steps for VCR Buttons

- ▶ To create VCR Buttons
- ▶ To enable or disable a VCR Button
- ▶ To change VCR button captions
- ▶ To change the action for a VCR Button
- ▶ To display symbols instead of words on VCR Buttons
- ▶ To change both Pause and Continue captions

Variable Properties, Variable Data

Use the Variable Data tab to make the variable either numeric or string, and to enter its value.

Steps

- ▶ To set the properties of a Variable Object
- ▶ To permanently save value

Line and Poly-Line Properties, Line Color

Use the Line Color tab to set the color for a line or poly-line.

Steps



To choose a color

User Information We Will Need

Please have this information ready when you call:

- The name of the registered DemoShield user. See [Registering](#) for the steps to register.
- Your name
- Your company name
- The version of DemoShield you are using (choose About from the Help menu)
- The version of Windows you are using
- The serial number of your DemoShield disks

When you call, be in front of your computer and ready to try any commands.

If you miss us or we are helping other customers when you call, please leave a message.

Here is a sample message:

"I need technical support on DemoShield version 4.0 for Microsoft Windows version ____

My name is _____.

My company name is _____.

The best time to reach me is _____.

My phone number is _____."

The DemoShield technical support hotline is:

1-847-240-9135

Note Please use this number only for urgent technical support. Do not call any InstallShield Corporation number for technical support.

Click to read about:



[Technical Information We Will Need](#)



[Contacting Us](#)

Using Templates

Overview

How are templates used in DemoShield? How can I change the default properties for new demos, scenes, and objects?

How...

▶ [To edit a template](#)

▶ [To create a template file](#)

Frequently Asked Questions

Using Video and Sound

Overview

How can I use video and sound in my demos?

How...

- ▶ [To record video](#)
- ▶ [To record sound](#)
- ▶ [To import a video file](#)
- ▶ [To import a sound file](#)
- ▶ [To play a video \(AVI or SCM\) when the viewer clicks a button or presses keys](#)
- ▶ [To play an AVI file without viewer interaction](#)
- ▶ [To play an SCM file without viewer interaction](#)
- ▶ [To play a sound \(WAV or MIDI\) file](#)

Frequently Asked Questions

VCR Buttons or ▶

Creates a row of buttons on your demo screen that looks like the controls on a videocassette recorder. Your viewer can click the buttons to move ahead or back in your demo, to pause/continue the demo, to return to a menu, or to stop the demo. You can change what happens when the viewer clicks any of these buttons, and change the caption for any button.



Variable

A variable is a value stored in the computer. The value can be any printable characters, numeric or text. Unlike a constant, whose value never changes, a variable's value can be changed at any time. DemoShield contains two kinds of variables: local variables and global variables. Local variables, which you set by means of Variable Objects, can be used only in the scene in which they reside. Global variables, which you set in the Globals tab of the Demo Properties dialog box, can be used anywhere in the demo. Both kinds of variables can be changed when the demo is running by means of the Set Variable action.

Variable Object

Use a Variable Object to store either a numeric or alphanumeric value. A variable object is local to the scene in which it was created. To store alphanumeric or numeric variables that can be used in more than one scene, use a [global variable](#). See [To set DemoShield's global variables](#) for the steps.

To increase, decrease, or change the value of a variable while a demo is running, use the Set Variable action. Then you can use an [Event Object](#) to compare the value of a variable against a constant, and create actions for different outcomes.

To save the value stored in a Variable Object after the demo closes (in the Player only), check the box marked Permanently Save Value in the Variable Data tab. If this box is cleared, the contents of the Variable Object will be cleared at the end of the scene. Use this property to provide a bookmarking feature in your demo.

Variables: What Can You Compare?

Here is what you can compare with an Event Object.

- ▶ An object and one of its properties with a different object and one of its properties
- ▶ For a description of the object properties you can compare, click on [Object Properties List](#).
- ▶ An object and one of its properties with the value of a variable
- ▶ An object and one of its properties with the value of a constant
- ▶ The value of a variable with the value of a different variable
- ▶ The value of a variable with the value of a constant
- ▶ The value of a global variable with the value of an object and its property
- ▶ For a description of the global variables you can compare, click on [Global Variables List](#).
- ▶ The value of a global variable with the value of a constant

Compare This	With This
--------------	-----------

Always	This does not compare anything with anything else. Choose Always if you want the action to happen each time the demo plays. After you choose this, open the True Actions dialog box and build the actions you want.
Variable	Constant
Variable	Object/Property
Global Variable	Constant
Global Variable	Object/Property
Object/Property	Object/Property

Video Screen Captures

Video screen captures are video recordings of your application in action. You could, for example, capture a series of actions that would show how to set user preferences for working in your application. Use [Video for Windows](#) or [Lotus ScreenCam](#) to create video captures for use in DemoShield.

Adding Video and Sound

- ▶ To record video
- ▶ To record sound
- ▶ To import a video file
- ▶ To import a sound file
- ▶ To play a video (AVI or SCM) when the viewer clicks a button or presses keys
- ▶ To play an AVI file without viewer interaction
- ▶ To play an SCM file without viewer interaction
- ▶ To play a sound (WAV or MIDI) file

Video for Windows

Video for Windows is Microsoft's video screen capture and editing package. Use the Screen Capture application to create video captures of your running applications. These files are saved in the AVI format. Use the VidEdit application to edit your AVI files. Any AVI file can be played in DemoShield using either the Play Video action or via an AVI Object.

Refer to the DemoShield [Knowledge Base](#) for the latest information on obtaining Video for Windows.

Viewer

Anyone who will eventually watch your demo when it's complete: your audience.

Visible Property

Choose this check box to make the selected object's initial setting either Visible or Invisible. You can make an object visible or invisible in its initial state or its current state. The object's initial state is how it appears when it enters the scene at its start time. (All objects are invisible outside of their lifespan.)

- Check (select) Visible to make the object appear on the screen
- Clear Visible to hide the object

This is an initial setting only, and not permanent. You can create an action to show an invisible object or hide a visible object at any time during the object's lifespan.

Steps



To create a Show action for an invisible object



To create a Hide action for a visible object

WAV

Microsoft's standard file format for storing waveform audio data. These sound files can contain either voice or music. WAVE files have the filename extension .WAV. You can play any WAV file in your demos using the Play Sound [action](#).

WMF

A Windows metafile containing an image. You can display a metafile image in a closed Graphic Object or as the background of a scene. After the metafile is imported, you can resize it as you wish--as long as the .WMF is an Aldus placeable metafile. If the metafile does not have a placeable header, you can import it into DemoShield but you cannot resize it.

WWW site

Visit the DemoShield World Wide Web site at **<http://www.demoshield.com>**.

Our web site is updated continually to provide the latest information to both new and potential DemoShield users. Enter the Technical Support area to download the latest maintenance releases, builds of the Knowledge Base, and other important files. View our Links page to connect to other web sites of interest to demo developers.

In the Windows 95/NT version of DemoShield, you may access our web site without leaving the DemoShield Designer.

Simply choose View DemoShield web site from the Help menu to launch your browser directly to our site.

Wait for Sound to Play

This option in the Build Action Wizard will play the sound file once (synchronous playback). As it does this, DemoShield time stops and resumes after the sound playback has finished.

What is DemoShield?

Welcome to DemoShield--a visual tool for creating dazzling interactive demos and tutorials of your Windows applications.

DemoShield is for anyone who wants to create:

- Sales Demos
- Tutorials
- Computer-Based Training Programs
- Cue Cards or Help Wizards
- Quick Tours
- Prototypes
- Business Demonstrations

or any other type of interactive, multimedia application which shows, sells, or explains a product or idea.

How do you create demos?

DemoShield requires no scripting or programming. Anyone who is familiar with the Windows interface can learn DemoShield. We recommend that new users begin by completing the tutorial provided in the Getting Started Manual. This step-by-step tutorial walks you through all the tasks necessary to create a software simulation demo.

DemoShield's New Demo Wizard walks you through the process of creating your new demo file. When you finish selecting the basic characteristics of your new demo, the Designer launches.

The window in the middle of your screen--the Designer Window--contains your first scene. A "scene" in DemoShield can be thought of just like a scene in a play or movie. To make things happen in your demo, you point and click to place objects into each scene. Examples of DemoShield objects are Text Objects, Graphic Objects, AVI Objects, Button Objects, Event Objects, and AVI Objects. Each object has its own Properties dialog box which you open to edit the properties of the object. Properties range from the "look" of the object to the information on when and how the object appears and disappears from the scene.

With DemoShield, you will find it quite easy to create fully interactive demos that grab and keep your viewer's attention. You can place onscreen standard Windows push buttons, radio buttons, and check boxes your viewer can click to make the demo perform actions. You can also place onscreen a panel of VCR Buttons and/or a PopUp Menu to let your viewer navigate from one screen to another.

You can also create self-running demos the viewer simply starts, and then sits back to watch.

Use DemoShield's built-in design tools to create a customized look for your presentation. Or, you can bring in visuals you have created using other graphics programs. You can create text in DemoShield, or import text you have created using any word processor. With many applications, you can use the Windows clipboard to cut and paste text and graphics directly into DemoShield.

Your software applications can be demonstrated in several ways. Use DemoShield's own screen capture program to create colorful bitmaps of your application screens. Then use real-time cursor movements in conjunction with the display of new screens to simulate the look of your running application. Or, you can play a video (.AVI or .SCM) file showing your software in action, with or without sound. Finally, you can take advantage of DemoShield's live application control features to allow your users to interact directly with your application from within the demo. You can even create one demo that includes all these techniques.

At any time, you can test run your demo to preview your work. Testing is both fast and easy. To preview your demo in the Designer Window (the same environment you use to create your demo), you simply click buttons on the Demo Controller tool. Or, you may wish to view the demo the same way your end-users will--with the Player, the run-time version of DemoShield. You launch a demo through the Player by choosing the demo's name from the Play Demos submenu of the File menu. You never have to compile anything, or even leave the Designer environment.

How do you distribute demos?

When you are done creating your demo, launch the Setup Wizard, which will guide you through the steps to create your distribution media. Most users choose to create distribution disks which set up the demo to play on your end-user's system by simply double-clicking on an icon. Or, you may choose to distribute your demo via CD-ROM, and permit your user to play the demo right from the CD.

Anyone can watch your demo on any Windows PC. Your viewer does not need to buy DemoShield, or even know that DemoShield exists.

DemoShield is royalty-free. That means you pay no additional fees to distribute copies of your demo.

DemoShield is a multimedia tool. Play video; add music or narration. Entertain, educate, sell! The more you know about DemoShield, the more you'll find you can create with it. It's all here.

What's New in DemoShield5?

▶ [What's New in DemoShield5](#)

▶ [New Features](#)

▶ [Improved Features](#)

▶ [Introduction to DemoShield5](#)

▶ [Using DemoShield5](#)

▶ [Commands](#)

▶ [Reference](#)

▶ [Technical Support](#)

Do you have a suggestion for a new feature?

Send email to wish@demoshield.com.

All suggestions will be considered for future DemoShield releases.

Which Resolution Should I Choose?

Windowed vs. Full Screen Demos

If you are creating a [windowed demo](#), you do not need to be concerned with the Default New Demo Resolution setting. The size you select for your demo window will determine the screen resolution for your demo, overriding the Default New Demo Resolution setting.

Full Screen Demos

By default, DemoShield scales your demo either up or down to fill your viewer's screen. When your demo plays under a screen resolution different from the resolution you used to create the demo, you can expect the size and location of the objects on the screen to change. How they change depends on the objects. Fonts change in proportion to screen size, for example, but objects like VCR Buttons and the PopUp Menu remain the same size in any resolution. It is important to anticipate and prepare for these changes in creating your demos.

The general rule is this: Create your demo in the lowest resolution that your viewers may be running. This is because demos scale from lower to higher resolutions more reliably than they scale from higher to lower resolutions. If you create a demo on a small screen and play it on a large screen, your objects that scale are more likely to appear proportionally in the correct size and location than if you create large and play small.

Because of this "create small, play large" rule, the default new demo resolution is 640 x 480 (VGA). Choosing this resolution ensures that all viewers with VGA or better monitors can view your demo. You should choose another default resolution only if you are certain your viewers have monitors with the same or higher resolution.

To ensure that you are viewing and editing your objects in a What You See Is What You Get (WYSIWYG) mode, you should enable the [Scrollable Design Window view](#).

See Also

[Why Did My Objects Move Out of Alignment?](#)

Window Position

Window position is the location on your viewer's screen where your demo window first appears. If your demo window does not have a caption, the demo window will remain in this position.

To change the position of your demo window, choose Properties from the Demo menu and click on the Size tab. Use the X (horizontal) and Y (vertical) edit fields to enter the X and Y coordinates (in pixels) for the window position. The origin (0,0) of the axes is the upper left-hand corner of the screen. If you want your demo to be centered on your viewer's screen, check the Centered box at the bottom of the dialog box. This will override the settings for the X and Y coordinates.

Window Size

This is the size of the window that will play on your viewer's screen. To make this selection, click the Size tab in the [Demo Properties](#) dialog box. To modify the size of the window, type in new Width and Height values (in pixels). The width of the window must be between 100 and 1280 pixels. The height of the window must be between 100 and 1024 pixels. The window size you specify will override the native demo resolution.

Window Under Pointer

Captures the smallest active window, including transitory windows. Use this capture option if you need to capture menus, edit fields, or other transitory windows. To select this capture type, choose Capture Images from the Demo menu. The DemoShield Capture dialog box appears. Press Shift until Window Under Pointer appears. To capture the entire window with the open transitory window, click on the title bar to place focus on the entire window.

Windowed Demo

A demo with windowed playback style enabled. This type of demo does not fill the user's screen, but instead plays in a window. You select the size of the window. The window can be between 100 and 1280 pixels wide, and between 100 and 1024 pixels high. Use the Demo Properties dialog box, Demo Styles tab (or the New Demo Wizard) to create a windowed demo.

If you check Fixed Size in the Demo Properties dialog box, Size tab, your demo will always remain the same absolute size. This means no objects in your demo will scale. To ensure that your demo will play on any resolution screen, the window will default to 640 x 480, centered.

Windowed Playback Style

Select Windowed playback style from the Demo Properties dialog box, Demo Styles tab. Your demo will no longer play full screen on your viewer's monitor. Instead, it is now a windowed demo. You can select a caption for the window, and select the background color that will fill the screen behind your demo. If you choose the Fixed Size option for your demo window, your demo will not scale. It will appear in an absolute size window on all resolution screens.

Windows Caption

Your Windows Caption is simply the name of the main application window controlled by DemoShield. You may enter up to 50 characters for the Windows Caption name.

Windows Class Name

Windows Class Name refers to the Windows classification for the main window of your application. Ask your developer for the class name, or use a product such as Microsoft's Spy or Borland's WinSight to determine the Windows class name. You may enter up to 50 characters for the Windows Class Name.

Note When using MFC, Class Name is determined dynamically. Enter the Windows Caption only, and leave the Class Name field blank.

Wizard

An online information system that asks the user questions and displays specific information based on the answers. A wizard can execute and run independently. DemoShield's New Demo Wizard and Setup Wizard are two examples of typical wizard applications. **See Also** [help file](#)

X-axis or coordinate

An object's horizontal position on the screen in pixels, from a base coordinate of 0,0 at the upper left-hand corner of the screen.

Y-axis or coordinate

An object's vertical position on the screen in pixels, from a base coordinate of 0,0 at the upper left-hand corner of the screen.

Zoom In

Click this button to decrease the time scale displayed in the Timeline Editor. The scale will move down through each of six settings. The smallest time scale shows each vertical (white or gray) bar equal to 2 seconds.

Zoom Out

Click this button to increase the time scale displayed in the Timeline Editor. The scale will move up through each of six settings. The largest time scale shows each vertical (white or gray) bar equal to 60 seconds.

Object Palette

Choose this command from the View menu to open a panel with buttons that you can use to create most DemoShield objects. (There is another panel, the [Auto Shapes palette](#), that you will use to create closed graphic objects, such as rectangles, circles, and other auto shapes.) The Object Palette appears by default at the right side of your DemoShield screen, but you can drag it elsewhere. To create an object, click the button for the object you want, then click in the [Designer Window](#) and drag until the object is the size you want.

For detailed information, see [Creating Objects](#).

Steps



[To create an object](#)

A panel with buttons that you use to create objects. The [Object Palette](#) appears by default at the right side of your DemoShield screen, but you can drag it elsewhere. To create an object, click the button for the object you want, then click in the [Designer Window](#).

You can use the Object Palette to create all DemoShield objects except for closed Graphic Objects. Use the [Auto Shapes palette](#) to create rectangles, circles and other auto shapes.

Open or

Opens an existing demo or template file in the Designer Window for editing.

Steps

- ▶ To open an existing demo file
- ▶ To open and edit a template

Paste

Use Paste from the Edit menu to place in the Designer Window one or more objects that you previously copied to the clipboard. You may paste objects copied in one scene to another scene.

Note Instead of choosing Paste from the Edit menu, you can press Ctrl+V.

Steps

▶ To paste object(s) you have copied

Paste Special

Pasting DemoShield objects: The Paste Special command from the Edit menu pastes DemoShield objects you have copied, just like the Paste command, with this one difference: The Paste Special command preserves only those links you have created for an object's Start, Hold, and End periods using the Life Properties dialog box.

Pasting from the Clipboard: When you use Paste Special to paste images from the clipboard, the images are added to the Resource Manager dialog box, Image tab, but the image is not immediately pasted into your scene as a graphic object.

Steps

- ▶ To paste object(s) you have copied
- ▶ To copy and paste items from the clipboard

Pick Up Styles or



Use Pick Up Styles (or Copy Styles) when you copy all the properties from one object and apply them to a different object. Pick Up and Apply Styles always work together.

Steps



To pick up (copy) styles from an object

Play Demo or

Plays the current demo from the beginning. Clicking this [button](#) is the same as choosing Restart from the Control Menu.

Steps



To test run a demo

Play Macro

Choose Play Macro to test run a macro file you have recorded and saved in DemoShield.

Steps



To test run (play) a macro you've recorded.

Play Scene or

Choose Play Scene from the Control menu (or click the toolbar button shown) to play the current scene continuously, from the beginning in the Designer Window.

Steps



To test run a demo

Previous Scene

Choose this from the Control menu to go to the previous scene. You could also use the Previous Scene button on the Demo Controller.

Print Scene

Choose Print Scene from the File menu to print the current scene as shown in the Designer Window.

Steps

1. To print the current scene

Record Macro

Choose Record Macro from the Demo menu to record a macro to play while your application is running. You may only play macros in a live application demo.

If possible, you should record your macro using keystrokes only. If you use mouse movements when recording your macro, you will have to record each macro five times, once in each major screen resolution. This will ensure that the macro will playback correctly on every viewer's system. Also, remember that macros recorded in Windows 3.1 will not work reliably on Windows 95/NT systems and vice versa.

Steps



To record a macro



To record a macro in all resolutions

Redo

Reverses an operation you just undid using the Undo command. You can redo only the last Undo operation. Choose Redo and Undo from the Edit menu.

Restart or ▶

Plays the current demo in the Designer Window starting with the first scene. Choosing Restart from the Control menu is the same as clicking the Play Demo From the Beginning toolbar button.

Save or ▶

Choose Save from the File menu to save the current demo file with its current filename. Clicking the Save Demo toolbar button is the same as choosing Save from the File Menu.

Steps

▶ To save an existing demo

Save As

Use Save As from the File menu to save the current demo file with a different filename.

Save Macro

Choose Save Macro from the Demo menu to save a macro you have recorded.

You must save a macro to use it in your demo. If you record a macro and don't save it, DemoShield will hold it in memory only until you record a second macro. Then DemoShield erases the first macro. DemoShield will also delete an unsaved macro when you quit a session.

DemoShield displays in brackets next to each macro the screen resolution that you used to record it.

Steps



To save a macro

Scene Editor

Use the [Scene Editor](#) to manage the objects in your scenes, and to move from one scene to another. The Scene Editor is a window that appears by default at the top right of your DemoShield screen, but you can [drag](#) it elsewhere. If you do not see the Scene Editor, select its name from the View menu.

A combo box near the top of the Scene Editor displays the name of the current scene. You can use this combo box to move to any scene in the demo. A list of all the objects in the current scene appears on the left side of the Scene Editor. By clicking different buttons at the bottom of the Scene Editor, you can change the order in which objects appear in this list--sorting them, for example, alphabetically, or according to the time they first appear in the scene.

From the Scene Editor you can select an object to edit or delete it. When one object in the Designer Window overlaps another object in a stack, you can use the red triangular Scene Editor buttons to move an object up or down in the stack order. See [About the Objects List](#) for details on sorting with the Scene Editor.

Scene Properties

Choose Properties from the Scene menu to open the Scene Properties dialog box.

Use this dialog to select the characteristics of each scene, such as its length and background.

Properties Tabs

- ▶ General
- ▶ Fill Styles
- ▶ Background Color
- ▶ Fill Color

Steps

- ▶ To set the properties for a scene
- ▶ To change a scene's default name
- ▶ To change the length of the scene
- ▶ To choose a scene transition
- ▶ To choose a fill style
- ▶ To choose a background or fill color

Search for Help on

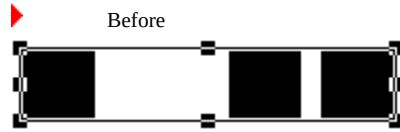
Allows you to enter a search term. A list of topics containing the keyword will appear. Select the topic you want to go to.

Select All

Selects every object in the current scene.

Space Horizontally

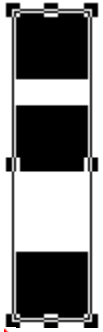
Aligns objects so that the horizontal space between them is equal. Does not affect vertical position.



Space Vertically

Aligns selected objects so that the vertical space between them is equal. Does not affect horizontal position.

▶ Before



▶ After



Status Bar

Choosing this command from the View menu displays the Status Bar at the bottom of the Designer Window. The Status Bar tells you, at a glance, important information about the task you are currently performing. The Status Bar is especially helpful for precise positioning and resizing of objects.

For example, when you select an object:

- Information on the task you are currently performing on the object appears on the left side of the Status Bar.
- The object's name, screen position, width and height, and lifespan will appear on the right side of the Status Bar.

When you point at an empty spot in the Designer Window:

- Your current cursor position (X,Y) appears on the left side of the Status Bar.

When you point to or select a button or a submenu:

- A description of what the selected item does appears on the left side of the Status Bar. This information is very similar to that displayed by the [Tooltips](#).

See [Basics: Status Bar](#), for an illustration.

Step Back

Moves the current time on the Controller clock back one step. To set the amount of time the clock moves forward or back per "step," choose Preferences from the File menu. Click on the Options tab. Type in the number of seconds that will equal one "step." For example, you may want each step to equal 2 seconds.

Step Forward

Moves the current time on the Controller clock one step ahead.

To set the amount of time the clock moves forward or back per "step," choose Preferences from the File menu. Click on the Options tab. Type in the number of seconds that will equal one "step." For example, you may want each step to equal 2 seconds.

Stop

Choose Stop from the Control menu to stop playing the demo you are test running.

Steps



[To test run a demo](#)

Text or

Creates a Text Object.

Steps

- ▶ To create a Text Object

Tile

Arranges your demo windows so each window occupies a smaller space onscreen but all are visible.

Note In this version of DemoShield it is possible to display only one demo at a time in the Designer Window, so this menu command is invalid.

Timeline Editor or



Choose Timeline Editor from the toolbar or the View menu to open this tool, which allows you to quickly view and edit the life times of all the objects in any one scene. You may choose to change only part of an object's life (for example, its Exit Time), or you may click and drag the object to move it entirely in time.

Steps

- ▶ To set Start, Hold, End, and Exit Times in the Timeline Editor
- ▶ To move an object entirely in time by dragging it
- ▶ To increase or decrease the time scale
- ▶ To open an object's Properties dialog box from the Timeline Editor

Toolbar

Choosing Toolbar from the View menu displays the DemoShield toolbar. The toolbar gives you one-click access to commands you will use often, such as Save or Open the Timeline Editor.

Undo

Use Undo from the Edit menu to reverse these operations:

- Creating a new scene
- Deleting a scene
- Creating a new object
- Deleting an object
- Moving an object

Undo keeps only one level of these operations in its memory.

When you select and perform one of the above operations on more than one object, Undo reverses the operation for the last object only, in the order you created the objects. When you cannot use Undo, it appears grayed out on the Edit Menu.

VCR or



Creates a VCR Button Object.

Steps



To create VCR Buttons

Variable or



Creates a Variable Object.

Steps



To create a variable object

View DemoShield Web Site

Choose this item from the Help menu to launch your web browser to the DemoShield web site (<http://www.demoshield.com>).

Our web site is updated continually to provide the latest information to both current and potential DemoShield users.

Enter the Technical Support area to submit technical support requests, read answers to Frequently Asked Questions, and to download the latest maintenance releases, builds of the Knowledge Base, and other important files. View our Links page to connect to other web sites of interest to demo developers. Email your suggestions for new and improved web features to webmaster@demoshield.com.

Note This feature is available only in the Windows 95/NT version of DemoShield.

Dictionary Types

There are several types of user dictionaries. Each type dictates what will happen when a word is found in the dictionary during a spelling check.

Auto Change: A word found in an Auto Change dictionary is automatically replaced with another word. Typically, Auto Change dictionaries contain frequently misspelled words and the correct replacements. For example, an Auto Change dictionary might contain the misspelled word "recieve" and its correct replacement "receive." The format for each entry in an Auto Change dictionary is the commonly misspelled word and the correct replacement, separated by a colon (e.g., "recieve:receive").

Conditional Change: Words found in a Conditional Change dictionary are presented to you as candidates for replacements, and are replaced with other words if you request. Typically, Conditional Change dictionaries contain potentially misspelled words and the usual replacements. The format for each entry in an Conditional Change dictionary is the potentially misspelled word and the usual replacement, separated by a colon (e.g., "recieve:receive").

Exclude: Words found in an Exclude dictionary are always considered misspelled, even if they are defined in other dictionaries. Typically, Exclude dictionaries contain words you may use but don't want to appear in your writing. You might also use an Exclude dictionary to contain words that you type accidentally -- for example, you might enter "newt" in an Exclude dictionary if you occasionally type "newt" when you intend to type "neat."

Ignore: Words found in an Ignore dictionary are considered to be spelled correctly. Typically, Ignore dictionaries contain words that you use but which don't appear in other dictionaries. For example, you may add your family name or street name to an Ignore dictionary.

Actions Dictionary

Click the action for its description and the procedures for applying it.
See [Creating Action](#) for the basic steps to build actions in your demo.

Transition Actions

- ▶ [Go to Scene](#)
- ▶ [Go to Object in Scene](#)
- ▶ [Go to Next Scene](#)
- ▶ [Go to Previous Scene](#)
- ▶ [Go to Next Jump Mark](#)
- ▶ [Go to Previous Jump Mark](#)
- ▶ [Go to Sub-Scene](#)
- ▶ [Return from Scene](#)

Demo State Actions

- ▶ [Pause/Continue Demo](#)
- ▶ [Delay Demo](#)
- ▶ [Stop Demo](#)

Object State Actions

- ▶ [Hide](#)
- ▶ [Show](#)
- ▶ [Enable](#)
- ▶ [Disable](#)
- ▶ [Highlight/De-Highlight](#)

Display Actions

- ▶ [Display Menu](#)
- ▶ [Play Sound](#)
- ▶ [Play Video](#)
- ▶ [Move Cursor](#)
- ▶ [Print File](#)

Object Ordering Actions

- ▶ [Bring to Front](#)
- ▶ [Send to Back](#)
- ▶ [Bring One Layer Closer](#)
- ▶ [Send One Layer Back](#)

Advanced Actions

- ▶ [Launch Application](#)
- ▶ [Launch Demo](#)
- ▶ [Play Macro](#)
- ▶ [Set Contents](#)
- ▶ [Set Variable](#)
- ▶ [Send Keys](#)
- ▶ [Send Windows Message](#)
- ▶ [View Internet URL](#)
- ▶ [Set Property](#)
- ▶ [Trigger Event](#)

Object Dictionary

Use this dictionary as a reference when editing the properties of any DemoShield object. For each object, we have provided links to the available Property tabs, and to common steps associated with the object.

- ▶ [Application Object](#)
- ▶ [Automation Object](#)
- ▶ [AVI Object](#)
- ▶ [Bitmap Button Object](#)
- ▶ [Edit Field Object](#)
- ▶ [Event Object](#)
- ▶ [Graphic Objects \(Auto Shapes & Polygons\)](#)
- ▶ [Group Object](#)
- ▶ [Hot Spot Object](#)
- ▶ [Line and Poly-Line Objects](#)
- ▶ [Listbox Object](#)
- ▶ [Menu Object \(PopUp Menu\)](#)
- ▶ [Push Button, Radio Button, and Check Box Object](#)
- ▶ [Text Object](#)
- ▶ [Variable Object](#)
- ▶ [VCR Button Object](#)

FAQ: When Do I Need to Create an Application Scene?

Create an Application Scene only when you wish to create an Application Object in a full-screen demo. At the beginning of your Application Scene, an Application Object launches the live application that will run along with the demo.

The Application Scene property can be enabled in the General tab of the Scene Properties dialog box.

An Application Scene has a transparent background which allows you to run another application behind your transparent demo.

You should design your Application Scene so that objects do not interfere with the running application.

To ensure that the application window does not cover up your demo window, you should enable the Keep Demo Always on Top property in the Demo Properties dialog box, Options tab.

Note When creating a [windowed mode demo](#), you do not need to check Application Scene in order to create an Application Object. DemoShield does not create transparent application scenes when playing in windowed mode. Therefore, you need to [disable](#) the Keep Demo Always on Top property in the Options tab of the Demo Properties dialog box to ensure that the application window is topmost.

Steps



[To create an application scene](#)

See Also

[Creating Live Application Demos](#)

FAQ: How Can I Resize or Move an Object Precisely?

You can use the arrow keys on your keyboard to position or resize an object more precisely than you can with a mouse.

Steps

▶ To resize an object precisely

▶ To position an object

FAQ: Why do the colors in my automation resources look different?

Why do my AppCam screen captures look different?

DemoShield does not support 256-color playback for AppCam resources.

If you are capturing 256-color images, DemoShield will display these images using the standard Windows 16-color palette.

Why can't I use non-standard font colors for my SoftPhrase resource?

DemoShield does not support 256-color playback for SoftPhrase resources.

If you choose a font color that is not in the standard 16-color palette, DemoShield will map your selected color to the nearest standard color.

***FAQ:* How Do I Resize a Bitmap Button?**

Bitmap Buttons are the only objects displayed on the screen that you cannot resize with the mouse or the arrow keys.

To change the size of a Bitmap Button, you must either:

- Click the Object Styles tab, and type in new values for Height and Width (in pixels), or
- Click the Fill Styles tab, choose Image Fill Style, and fill the object with a new image using the Resize Frame option.

FAQ: How can I create a CD Browser demo?

When you select CD Browser as your new demo type, the Demo Wizard creates the shell of a new demo designed to install a series of products. The key scene in this demo is called #Install. This scene includes a number of buttons you can use to launch the installation for a particular application.

1. First, copy your executable installation files to the directory or folder containing the DemoShield Player (DEMO.EXE or DEMO32.EXE).
2. Open the properties dialog box for one of the Install buttons to the Actions tab.
3. Choose the Launch Application action from the list of Advanced Actions.
4. Enter the name of the executable file (example: pc3b.exe)
5. You do not need to enter an application command line, so click Next.
6. Click Next and Finish to close the Actions Wizard.
7. Choose Demo Properties from the Demo menu.
8. Click the Options tab.
9. Clear the box marked Keep Demo Always on Top (if it is selected).
10. Save your demo.
11. Test run your demo using the Player.

If you want your viewer to type in a CD Key to install software, you may want to create an Edit Field to allow your viewer to type in characters that will be passed along to your installation file via the application command line. Your developer will have to modify your installation file to process this command.

See [To use an edit field token in an application command line](#) for the steps.

FAQ: Why do the colors in my scene look different when I play an AVI file?

DemoShield does not process the color palette from an AVI file. Therefore, you may observe changes in the appearance of your demo screen outside the AVI window while the AVI is playing. This is because the AVI window has the focus by default. If you click outside the AVI window, your demo scene will have the focus. The color palette for the AVI will appear changed, and your original scene palette will appear as you intended.

How can I stop or reduce these color palette changes?

Undesirable color palette changes can be reduced, even possibly eliminated, to the extent that you can make your DemoShield color palette for the scene match your AVI palette.

If your scene is using only a few basic colors, try the following technique to add the AVI palette colors to your scene color palette:

1. Capture a representative image of your AVI file. While playing the AVI file in your demo, click on the AVI image and press Alt+Print Screen to capture only the AVI image.
2. Press Ctrl+V to paste the image into the scene where you play the AVI. It will automatically become a Graphic Object filled with the image.
3. Double-click on the Graphic object to open its Properties dialog box to the General tab.
4. In the General tab, clear the check boxes marked Visible under both Initial and Current States.
This will make the object invisible. (You can choose to leave the object visible if you want.)
5. Press Ctrl+S to save your demo.
6. See [To test run a demo using the DemoShield Player](#) for the steps to test run this scene.

FAQ: Will my colors look OK on all systems?

▶ [Related steps](#)

For the purpose of creating demos, you need to concern yourself with only two categories of color systems: systems that use 256 colors, and all other systems.

Note If your demo contains 256-color images, you should test run your demo on a 256-color system.

16-Color Systems

DemoShield operates normally on a basic 16-color system, and there are no restrictions of any kind to keep in mind as you develop demo for 16-color systems or using only 16-color images. If you use an obscure color, DemoShield displays a dithered color instead.

True-Color Systems

Systems that display from 32,000 up to 16 million colors use true colors. Each color has its own RGB value. Your viewer will have no difficulty seeing these colors exactly as you created them.

256-Color Systems

Many of your viewers will watch your demo on a 256-color system. There are constraints and restrictions to keep in mind when you create a demo on and for a [256-color system](#).

Color in Application Scenes

When you create an Application Scene to run a software application in your full-screen demo, DemoShield makes the scene transparent so your viewer can see the application running underneath. In an Application Scene, the application you are running controls the color palette, not DemoShield. As a result, your objects appear in 16 standard and dithered colors.

FAQ: How can I convert Quick Time video into AVI?

Quick Time is the video standard created by Apple Computer, Inc.. Files in the Quick Time format must be converted into AVI format before they can be used with DemoShield. To convert the files you will need to download a utility from Microsoft's FTP site.

Note This conversion utility is designed to be used on a computer running the Mac OS.

To obtain the Quick Time conversion utility:

1. Establish an FTP connection to **ftp.microsoft.com**
2. Change directories to **/developr/drg/Multimedia/Jumpstart/VfW11-Mac**
3. Download **vfw11.sit**

FAQ: Can I change my demo playback style?

When you created your new demo file, the Demo Wizard prompted you to choose either Full Screen or Windowed Playback Style.

This options refers to the appearance of your final demo when it is run through the DemoShield Player on your viewer's screen.

When you choose Full Screen Playback Style, DemoShield scales your demo to fill the viewer's screen

When you choose Windowed Playback Style, your demo will play back in a window. You can choose the exact size and location of the window that will contain your demo. You may also choose a color to fill the screen background behind the demo window. You may also create a caption for the window. If you create a fixed size windowed demo, no objects in your demo will scale. They will retain their absolute sizes and relative positions no matter what screen resolution your end-user is running.

To change your current demo playback style:

1. Choose Demo Properties from the Demo menu.
2. Click the Styles tab.
3. To change from a Windowed Playback Style to a full screen playback style, clear the box marked Windowed Playback Style.
Your demo will now play full screen. Please refer to [Why Did My Objects Move Out of Alignment?](#) for a discussion of demo scaling issues.
4. To change from a full screen demo to a windowed demo, check the box marked Windowed Playback Style.
5. See [To choose windowed playback style](#) for help in selecting options for your demo window.

FAQ: How do I use the enabled/disabled actions to highlight a button selection?

The following steps describe a technique you can use that will:

- highlight the text on a button when the viewer moves the mouse on it
- display less visible text (the Disabled Color) when the viewer moves the mouse off it

This technique can be used for a Button Object or a Bitmap Button Object.

1. Select the Font Color for the button. This will be the color shown during its enabled state, i.e. its highlighted color. We recommend you select a brighter, more prominent color (for example, red).
2. Select the Disabled Color. We recommend you select a less prominent color (for example, gray).
3. Click the Object Styles tab. Type in the button's caption text.
4. Click the Actions tab. In the combo box under the words "When the viewer does this" scroll to select the event Moves Mouse On Object.
5. Click the New Action button.
6. Select the Enable action. Click Next.
7. Select the same object's name. Click Next.
8. Select the current scene's name. Click Finish.
9. In the combo box under the words "When the viewer does this" scroll to select the event Moves Mouse Off Object.
10. Repeat steps #5-8, selecting the Disable action in place of the Enable action.
11. In the combo box under the words "When the viewer does this" scroll to select the event Left-Clicks On.
12. Build the action you want to happen when the viewer clicks the button. A sample action might be "Go to #3 Scene."
13. Click OK to close the button's Properties dialog box.

Now, when you test run the scene, the font color will change as you move your mouse on and off the button.

This will reinforce to your user that they have selected the correct button before they actually press it.

***FAQ:* Where does the object "hold" during its Hold Period?**

The Hold period is when the object "holds" on the screen in the location where you placed it.

If you chose a motion for the object from the Motion combo box, the object will begin appearing from (or disappear at) the edge of the screen.

FAQ: How do I import a text file to print from my demo?

To allow your viewer to print a file from your demo, you could create a button or other interactive action which triggers a Print File action.

The Print File action works by launching either Write (on a Windows 3.x system) or WordPad (on a Windows 95 system).

Before you can build a Print File action, you need to create and import a file resource that can be recognized by these applications.

WordPad recognizes Word for Windows 6.0 (*.DOC), *.RTF, *.WRI, or *.TXT files.

Write recognizes *.WRI or *.TXT files only. Therefore, saving your text file as a Write (*.WRI) or Text-Only (*.TXT) document will ensure that it can be printed on any Windows system.

To import a printable text file:

1. Choose Resource Manager from the Demo menu.
2. Click the Files tab.
3. Click the Import button to browse for the file you wish to print.

FAQ: Why does DemoShield's Application Object open multiple versions of my application?

DemoShield may open multiple versions of your application if it fails to locate the window in which the first instance of the executable is running.

To assist DemoShield in locating the window, provide the Windows Class Name and/or Windows Caption in the Options tab of the Application Object's Properties dialog box. See [To enter your application files in an Application Object](#), for the steps.

The Class Name can be determined using programmer's utilities such as Microsoft's Spy or Borland's Winsight.

The Windows Caption is the text that appears on the title bar of the executable's main window.

Example: The class name of Microsoft Word is "OpusApp" and the Windows caption is "Microsoft Word - [FILENAME]".

FAQ: Why doesn't my ScreenCam Movie play?

In order to play an SCM, the ScreenCam Player (SCPLAYER.EXE) must be in the current working directory--that is, the same directory (or folder) as the DemoShield Player (DEMO.EXE or DEMO32.EXE). If your ScreenCam Movies (SCM files) were "imported by reference" (i.e. not stored within the demo file), you should also place those files in the same directory or folder as DEMO.EXE. To check if your SCM was imported "by reference," open the Resource Manager dialog box to the Video tab. If an SCM file is 0 bytes, it was imported by reference.

When you use the Setup Wizard to create your demo installation, SCPLAYER.EXE will be copied to the appropriate directory so that your end-user can play your ScreenCam movies. If you imported your SCM files by reference, you must remember to add these files during the process of creating your distribution.

To preview you ScreenCam Movie while you are working on the demo, you will need to copy SCPLAYER.EXE to the directory containing your DEMO.EXE or DEMO32.EXE file. Then test run your demo using the Player.

If you have more than one version of DEMO.EXE or DEMO32.EXE on your system, you may wish to launch the Player from File Manager (Windows 3.x users) or the Explorer (Windows 95/NT users) to ensure that you are launching the same Player that is co-located with SCPLAYER.EXE and the SCM files.

Note DemoShield has been optimized to play demos using the ScreenCam 2.1 version of the Player. This version will play SCM files recorded in either Win 3.x or Windows 95. If you have previous versions of ScreenCam on your system, you should make sure to distribute the 2.1 version of SCPLAYER.EXE when building your final demo files. This is the ScreenCam Player file that was distributed with DemoShield5.

FAQ: How do I get an object to begin appearing from (or disappear from) a specific point on the screen?

During an object's Start Period and Hold Period, you may choose a motion for how that object will move into or out of the scene.

Point-to-Point Motion

When you choose a motion from the combo box, DemoShield uses the edge of the screen as the location to begin and to end the motion.

However, you may prefer that the object begin appearing (or disappear from) a specific location on the screen.

Use the Capture button that appears next to the Motion combo box to click on the screen location you prefer.

For example, to have an object begin appearing from the center of the screen, click the Start button. Then click the Capture button.

Click on the screen where you want the object to appear.

See [To move an object into a scene](#) for detailed steps.

FAQ: Where did the objects in my new scene come from?

When you choose New Scene from the Scene menu, the New Scene dialog box opens and asks you to select a scene layout.

These scene layouts come from scenes contained in the [template](#) file currently attached to your demo. The name of the template will appear at the bottom of the Object Palette.

A template is a special type of demo file that stores information on the default properties for new objects, scenes, and demo files.

See [Overview: Templates](#) for details on creating and editing template files.

FAQ: How Do I Convert My Slide Show to a Demo?

The steps below describe how to convert slides that you have created in PowerPoint or other slide show presentation programs to graphics that you can use in your DemoShield demo.

To convert the presentation, you must first save each slide as an Aldus placeable Windows Metafile (WMF). In PowerPoint, select Save As under the File menu. Once each frame has been converted to a metafile, you will be ready to bring them into DemoShield.

The simplest way to convert your slide show to a demo is to display each slide in a new scene. You may use DemoShield's scene transition effects to create vertical blinds, box out, and other special effects you are familiar with using as one slide transitions to the next.

Of course, you may also choose to display your slide metafile images as an image fill for a Graphic Object or Bitmap Button.

To convert presentation slides to demo scenes:

1. Launch DemoShield.
2. Create a new, one-scene empty demo.
3. Double-click anywhere in the scene to open the Scene Properties dialog box.
4. In the General tab, make your selections for scene name, length, and scene transition effects.
5. For your scene transition, choose Go to Next Scene.
6. Click the Fill Styles tab.
7. Select the Image fill style.
8. Click the Import button to browse for the first slide you wish to display in your demo.
9. Click open to accept the image.
10. Click OK to close the Scene Properties dialog box.
View your new scene background to make sure it displays properly. (See the **Note** below.)
11. Choose Duplicate Scene from the Scene menu to create a new scene for each of your slides.
12. In each of the new scenes, open the Scene Properties dialog box to the Fill Styles tab. Replace the image currently displayed with each new slide image.
13. You now have a demo that works essentially the same way as your original slide show. Now you can add a means of navigation through your scenes, such as a set of VCR Buttons or other interactive objects such as buttons or hot spots. You may also choose to add text, sound, or other DemoShield features.

Note Under 256 colors, PowerPoint stores palette information in its metafile format. This information is used to indicate what colors are contained in the image. DemoShield cannot interpret the palette information stored in metafiles. If you find that you have followed the steps above and the image does not display properly, try disabling Allow Palettized Colors in the Demo Properties dialog box, Options tab. Another option is to use a graphics conversion program to convert your metafile images to bitmaps which can store palette information usable by DemoShield.

***FAQ:* Can I use DemoShield4 templates in DemoShield5?**

Yes, you can attach DemoShield4 templates to a DemoShield5 demo. (DemoShield3 templates will not work.)

Simply choose Attach Template from the File menu.

Please note, however, that DemoShield4 templates do not support the "fully configured scene" template concept used in DemoShield5.

Therefore, when you choose the New Scene command, the "scene layouts" you usually see will not be available. Instead, DemoShield will simply add a blank scene to your demo.

***FAQ:* What is "timeless" Event Object processing?**

In the current version of DemoShield, actions built for an Event Object are processed by DemoShield without advancing scene time.

This is what we call "timeless" Event Object processing.

In previous versions of DemoShield, Event Objects performed their actions with the time clock running. Therefore, you may wish to disable Timeless Event Object Operation in demos created with older versions of DemoShield in order to maintain your demo's sequence of events.

FAQ: Why did my objects move out of alignment?

When you use the Player to test run your demos, you may find that some objects seem to be out of place. They don't appear to be the same size, or in the same relative position, as they were in the Designer Window. What happened?

Unless you are creating a windowed demo, your demo will play full screen. DemoShield scales your demo to fit the resolution of the screen it is being played on.

For most users, the Designer Window is considerably smaller than their full screen view. Thus, objects that appear close together in the Designer Window will appear larger and more spread out when played full screen.

Most of the time, this scaling does not negatively impact the demo. However, if you are layering objects on top of one another, such as placing arrows on top of a Graphic Object, you will need to do disable scaling.

You have two choices to disable scaling:

- (1) You can disable the scaling of individual objects
- (2) You can disable scaling for all the objects in your demo.

If you have many objects that are layered on top of one another (i.e., their relative positions must not change), you will probably want to disable all scaling in your demo.

How:



To disable object scaling



To disable demo scaling

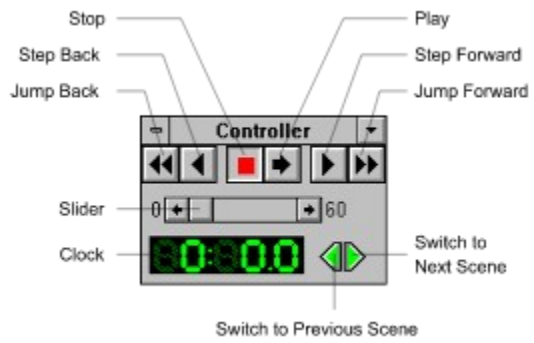
FAQ: How can I allow my viewer to bookmark a place in the demo?

The following steps describe a technique you can use to allow your viewer to close a demo, and reopen it to the last scene visited.

This example is based on a three-scene demo, with each scene containing a VCR object with Previous Scene, Next Scene, and Exit buttons.

To ensure that this technique is working properly, you must test run your demo using the Player.

1. Choose Demo Properties from the Demo menu.
2. Click on the Globals tab.
3. Set the value of Global Variable Number 1 to 0.
4. Check the box marked Permanently Save Variables, and click OK to close the dialog.
5. In the second scene, create an Event Object with a time of 0 seconds.
6. In the True Actions tab, build a Set Variable action that assigns the value of Global Variable Number 1 to 200.
7. Copy the Event Object to the third scene.
8. Edit the True Action so that the value is assigned to 300.
9. In the first scene, create an Event Object with a time of 0 seconds.
10. Build the following Comparison.
Global Variable Number1
=
Constant 200
11. Then create a True action to Go to Scene 2.
12. Copy this Event Object, and edit the Comparison so that the constant used is 300.
13. Edit the True Action so that the action is Go to Scene 3.
14. Save the demo.
15. Test run the demo using the DemoShield Player. Go to the second scene and exit the demo.
16. Test run the demo again.
You should be immediately sent to the second scene, where you left off.



—AVI Object

—Event Object

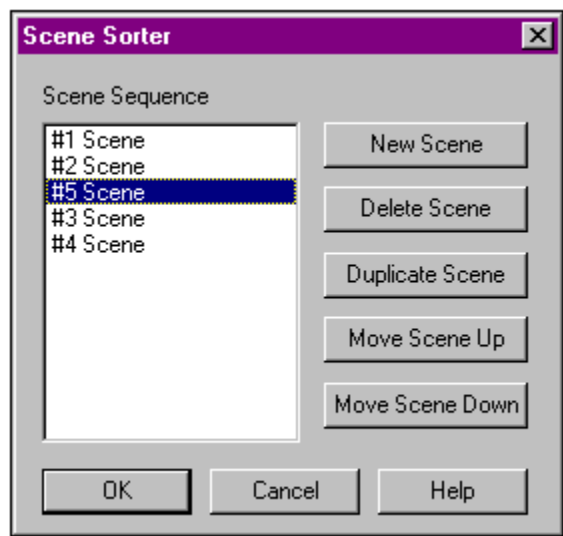
—Group Object

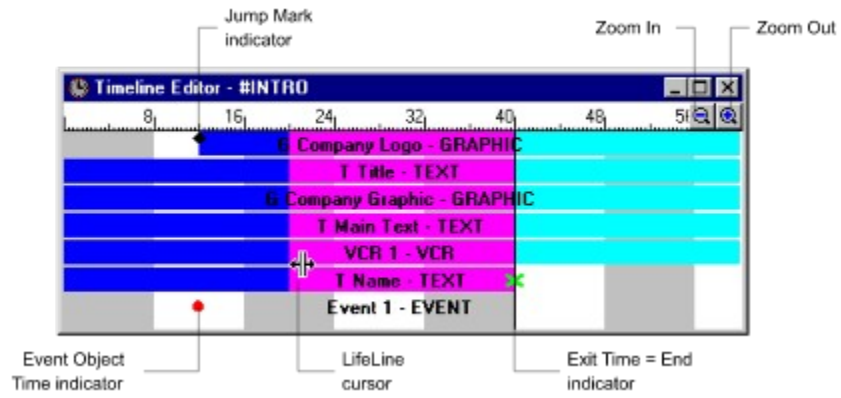
—Menu Object

—Variable Object

—Hot Spot







Dimension

The Dimension property refers to the object's height and width. This is a 32-bit value where the high word equals the object's height, and the low word equals the width (in pixels).

Enabled

The Enabled property is 1 if the object has its Enabled property checked in the General Properties dialog box. If Enabled is not checked, the value of the Enabled property is 0.

End-Period-Length Time

Equals the object's End Period (its Exit Time minus its End Time).

End-Time

Equals the object's End Time.

General Data

Use the General Data property to evaluate the contents of an Edit Field.

For example, you could compare the General Data Property of Edit Field 1 with the constant C, which represents the correct answer to a question. If the viewer types C in the edit field, the comparison is true. If the viewer types anything else, the comparison is false.

You could also compare the General Data Property of Edit Field 1 with the General Data Property of another Edit Field.

Group

The Group property is the object's Group Name. You could use this property in a comparison to see if two objects belonged to the same group.

Hold-Time

Equals the object's Hold Time.

Position

The Position property refers to an object's X and Y coordinates. This is a 32-bit value where the high word equals the X (horizontal) position and the low word equals the Y (vertical) position. The upper left corner of the screen is 0,0.

Pressed

Use the Pressed property to evaluate if a Button Object has been pressed or not.

If the object is pressed, its Pressed property is 1. If the object has not been pressed, its Pressed property is 0. For radio button and check box Button Objects, you can easily see if the button has been pressed because they change in appearance.

Start Time

Equals the object's Start Time.

Visible

The Visible property has the value 1 if the object's visible property has been enabled in the General tab of the object's Properties dialog box. If Visible is disabled (i.e., the object is hidden from view), the value of the visible property is 0.

Shortcut Key

A key or combination of keys you can press to perform an action.

There are two types of shortcut keys in DemoShield.

1. **Demo control shortcut keys.** DemoShield has built-in shortcut keys your viewer can use to control a demo while it is running. You can also use these keys to control a demo you are test running in the Player. These shortcut keys include Pause/Continue and Stop Demo. To change these defaults and create your own key combinations, choose Properties from the Demo Menu, and click on the [Shortcut Keys](#) tab.
2. **Trigger event shortcut keys.** You can also set shortcut keys as the event that will be provided by your viewer to trigger the action(s) you have built for an interactive object. Click on the Actions tab to choose an event. Instead of choosing "Left-mouse click," you could choose [Key].

The Choose a Shortcut Key dialog box appears. Use this dialog to choose the key or key combination that will serve as your viewer event.

Comparing All Demo Software Techniques

	LIVE APPLICATION	SIMULATION USING APPCAM RESOURCES	SIMULATION USING VIDEO SCREEN CAPTURES
Development Time	Long	Short	Short
Predictability	Can vary depending on user's system configuration and how you record your macros.	Very predictable	Very predictable
Demo File Size	Large if full-size executables are shipped with demo; however, macros are smaller than SCM or AVI files.	Very small if 16-color bitmaps used; small to medium with 256-color bitmaps.	Medium. SCM files are smaller than AVI files but require SCPLAYER.EXE (283 KB compressed) run-time file. AVI support files required for setup on Windows 3.1 systems (150 KB compressed).
Viewer Interaction With Your Actual Application	Full interaction or no interaction (your choice).	None	None
Real-Time Cursor Movement	Macros which demonstrate your features incorporate real-time cursor movement; a live application demo can also include full viewer interaction with your live application.	Yes. The viewer's cursor moves on the screen to the Cursor Points you captured as part of an AppCam sequence.	No. The cursor shown is simply an image captured as part of the video. The viewer's cursor will also appear on the screen.
Can Create One Demo to Play on Windows 3.1 and Windows 95/NT systems	No; must create separate 16-bit and 32-bit demos.	Yes	Yes
Size of Your Application on the Demo Screen	Up to full screen size	Up to full screen size	Full screen size only when using SC files; much smaller window (standard 320 x 240 pixels) for AVI files.
Ability to Display DemoShield Text and Graphics with Simulation	When you launch an application in an Application scene, you can place text and graphics anywhere onscreen, as long as they do not interfere with the mouse. The objects will appear to float over the application. DemoShield time stops during macro playback.	There are no limitations on the placement or movement of objects when playing an AppCam resource. DemoShield time continues as usual.	The video window will play on top of demo window. DemoShield time stops during video playback.
Scaling Issues	You must record separate macros for 16- and 32-bit systems; if recording mouse movements (and not just keystrokes) you also need to record separate macros for each of the main screen resolutions.	None in a windowed demo. In a full-screen demo, you simply disable scaling for the Automation Object.	None for AVI files. For SCM files, simply record using the lowest resolution monitor your end-users might have.

See Also

- ▶ [To Play an AppCam resource in your demo](#)
- ▶ [Simulation Using Video Screen Captures](#)
- ▶ [Live Application Demos](#)

