{ewl STIRINFC, STIRINFC, tree.lst /FArial /S14 /W5000 /H5000}

{ewl STIRINFC, STIRINFC, buttonbar /FArial /S14 /W10000 /H5000}

Welcome to **Demo**Shield®
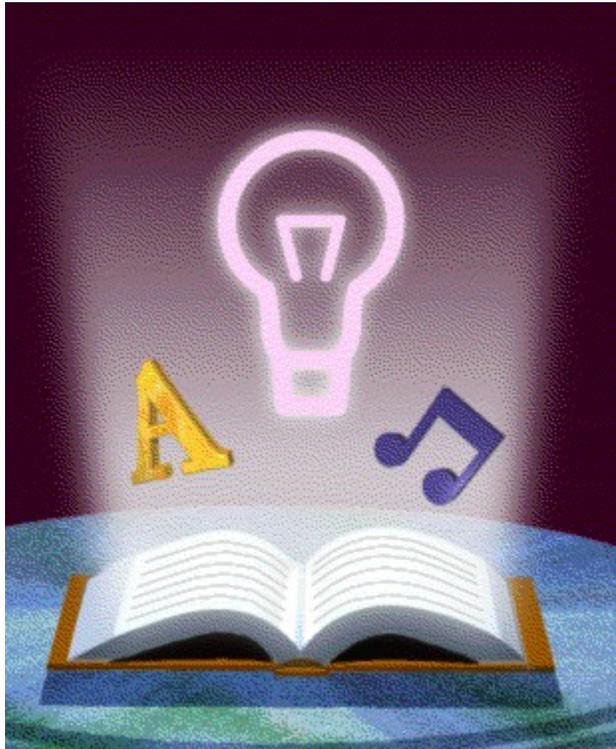
Frequently Asked Questions

This section is intended to provide users of DemoShield with answers to the questions most frequently asked.

AppCam FAQ

Common Questions

DemoNow Instructions

URL Resource Instructions

Windows 95/NT 4 Questions

Live Application Demos

Graphics

How...

Video

Sample Demos

This section discusses the techniques used to construct the Sample Demos included with DemoShield. Choose a topic from the list below.

CBT Demo

CD Browser Demo

CD Browser Template

Live Application Demo

Presales Demo

Product Demo

Quick Tour Demo

Helper Applications Used for Demos

Technical Notes

This section provides detailed technical information about DemoShield. Choose a topic from the list below.

How DemoShield Controls Applications

Send Message Action

Tips, Tricks, and Techniques

This section consists of Tips, Tricks, and Techniques that can be used to enhance your demos. Choose a topic from the list below.

AppCam Tips & Tricks

Capturing Images

Creating a Good Demo

Image Capture Tips

Improving the Performance of Your Demo

Launch Application Action

Making Your Demo Easy to Use

Previewing a Demo

Reducing the Size of Your Demo

ScreenCam Tips

Steps in Creating a Demo

Windowed Mode Demos

Read Me

This section contains the latest updates and information available just prior to the release of this software.

File Information

Getting Started

Known Problems

Recent Changes

Getting Started

DemoShield Tour

To learn the concepts involved in demo design and using DemoShield, it is highly recommended that new users view the DemoShield Tour.   This is a demo included with DemoShield that can be launched from the Welcome screen.   Simply click the **Quick Tour** button.
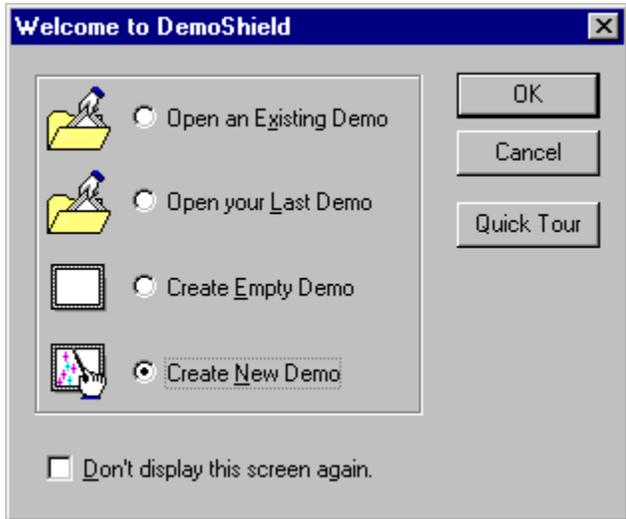
Tutorial

The Getting Started Guide explains how to use much of the main functionality of DemoShield.   Once you have completed the tutorial, you will know the basic steps for creating a demo.

Demo Wizard

DemoShield's all new Demo Wizard makes it easy to create top-notch demos and tutorials of your application. The Demo Wizard offers six different template demos to get you going: presales demo, quick tour demo, cue card tutorial, tutorial, CD browser, and press demo.   Just choose the type of demo youd like to create.

Sample Demos

Sample demos have been provided to give you examples of how to construct professional looking demos.   Simply click on the Program Item in the DemoShield group to launch one of these demos. Check out the Sample Demos section of the DemoShield Knowledge Base if you want to learn more about a particular demo.

Known Problems

1. ScreenCam Movie does not play:

Assuming that you have followed the steps covered in "ScreenCam Instructions" and your ScreenCam Movie (SCM) doesn't play, it may be possible that you have used an older version of the ScreenCam Player (SCPLAYER.EXE) on your system. You must use version 2.1 of SCPLAYER.EXE with DemoShield. Failure to do so will result in your SCM files not playing. To determine what version of ScreenCam you are using, launch SCPLAYER.EXE. If the splash screen displays a ScreenCam 96 logo, you are using the correct version. Otherwise, you must install ScreenCam from the DemoShield CD and locate the correct SCPLAYER.EXE.

2. Designer will not save under Windows 95:

If you are using the Windows 3.1 version of DemoShield under Windows 95 and you have Norton Navigator for Windows 95 installed, you may be unable to save a demo. This is caused by a feature in Norton Navigator referred to as **Long Filename Enabler**. This feature attempts to provide legacy applications (i.e., Windows 3.1 applications) the ability to recognize and utilize long filenames (i.e., a filename that exceeds the DOS 8 character limit). However, it is incompatible with DemoShield. To save the demo, disable **Long Filename Enabler** via the Norton Navigator Control Center.

3. Designer unable to capture images:

You may be unable to use the Designer to perform screen captures if you are using the video drivers included with the ATI Mach 32 or Mach 64 video board. If you are using an ATI video board, you will need to change the display driver you are using to VGA. Consult the Windows documentation for information on configuring your computer.

4. AppCam does not support 256 colors:

When creating an AppCam sequence, DemoShield will not realize a color palette. If your application uses nonstandard colors, it will not appear correctly. To avoid this problem, capture sequences at 16 colors when possible.

5. Open, Save, and Save as dialogs take a long time to display:

DemoShield stores the last five directories that have been accessed. When displaying an Open, Save, or Save as dialog, DemoShield attempts to query the drives that were last accessed. If a path points to a drive that is currently invalid, the dialog will take significantly longer to display than it would otherwise. For example, a demo located on a machine accessed via a network is opened. Later, that machine is turned off (making the path to it no longer valid). Any activity in the Designer that causes a Open, Save, or Save as dialog to be displayed would be met with a significant delay. Opening five demos that are located in valid drives will resolve this problem, as all stored paths would then be valid.

6. When playing a demo with Go To Sub-Scene and Return From Scene actions in the Designer, DemoShield will not reset the Automation object's properties:

If an Automation object is used along with the Go to Sub-Scene action and the Return from Scene actions, the Automation object will only correctly refer to the Automation Resource on the initial playback. Once the Return from Scene action is triggered, the Automation Object will not be reset and the Automation Resource will not be played. To reset the Automation object manually, open and close the properties of the Automation object.

7.   **Unable to create Listbox Object or Automation Object**

When creating an object in DemoShield, the object's default values are derived from the current template attached.   Older templates used with earlier versions of DemoShield may not contain any settings for the Listbox Object or the Automation Object.   To correct this problem, attach a newer template.   Do the following:

1. Select **Attach Template** from the **File** menu

2. Locate the TEMPLATES directory (the default location is "C:\IShield\DShield\TEMPLATE" under Windows 3.1 and "C:\Program Files\InstallShield\DemoShield\Template" under Windows 95/NT.

3. Attach any template included with your latest DemoShield installation

8.   **Unable to create Empty Scene**

When creating a new Scene in DemoShield, the New Scene dialog derives the scene layouts from the   current Template attached.   Older templates provided with early versions of DemoShield did not include an empty scene.   It is suggested that you attach a newer template using the above steps.   Otherwise you may do the following:

1. Select **Scene Sorter** from the **Scene** menu

2. Click the **New Scene** button

9.   **VCR Object does not have Pause/Continue Button Caption**

When creating an object in DemoShield, the object's default values are derived from the current template attached.   Older templates may not contain any caption for the Pause/Continue button. It is suggested that you attach a newer template using the above steps.   Otherwise you may do the following to add a caption:

1. Open the properties of a VCR Object

2. Select the **Object Styles** tab

3. Verify that there is a check next to Pause/Continue in the **VCR Buttons** listbox

4. Select **Pause/Continue** from the **VCR Buttons** listbox

5. Enter the desired caption in the **Button Caption** edit field (e.g., Pause/Continue)

10. **Specified cursor fails to display when mouse is moved over a Hot Spot.**

Display of a cursor using the Hot Spot object in a scene that is accessed via the **Return from Scene** action will display using the standard pointer instead of a custom cursor (i.e., Light Bulb, Question, Hand, Video, Sound, and Money) if you are using DemoShield version 5.00.005 or greater.   Earlier versions will generate a GPF in the DemoShield Player or Designer.

11. **When attempting to install ScreenCam the following error is displayed:**

Error Initializing the Copylist: 1

Developers: you need to have licenser section with CAMTOP in INI file

This error is caused by an incompatibility with devices running in DOS Compatibility Mode under Windows 95.   To install ScreenCam 96, copy INSTALL.EXE and its support files (DS32\SCM96*.*) onto a device not using DOS Compatibility Mode.   To determine which devices are using DOS Compatibility Mode do the following:

1.   Select **Control Panel** from the **Start** button on the Taskbar

2.   Open the System Control Panel

3.   Choose the **Performance** tab

4.   Devices using DOS Compatibility Mode will be displayed here

12. When attempting to play ScreenCam Movie the following error is displayed:

Can't run 16-bit Windows program

Cannot find file DEMODIRNAME SCMDIRNAME (or one of its components). Check to ensure the path and filename are correct and that all required libraries are available.

This error occurs under Windows NT if you attempt to install a demo into a directory using a long path name and your ScreenCam Movies have been Imported by Reference.   To resolve this problem, install into a short path name directory or convert the long path name into a short path name (e.g., "Program Files\Demo" -> "Progra~1\Demo").

13. AppCam display flashes as it is being played back.

When playing an AppCam using the **Test Play** feature in the **Automation Viewer,** the images are displayed in rough draft quality.   When the AppCam is previewed in the Design Window from within the Designer, it will appear as it would when the demo is played using the DemoShield Player.

14. Hide/Show and Enable/Disable actions set for a specific duration fail to perform properly.

The Hide/Show and Enable/Disable actions require that Time Events be sent to objects when a specific duration for the action is designated.   When the **Pause on Scene** transition is utilized, Time Events are no longer distributed to objects in the scene when the scene duration has be equaled.   To avoid this problem, increase the duration of the scene or do not use the Pause on Scene transition.

15. Move Object actions do not effect event distribution.

Move Object actions such as Move Object to Front, Move Object Back, etc., do not effect the distribution of events to the objects.   Therefore, an object moved behind another object will still receive an event (such as a mouse click) before the object it is in front of.

Recent Changes

This section will contain information about changes as they are implemented.

How DemoShield Controls Applications

Summary

DemoShield has the concept of an Application Object which provides a mechanism for launching and controlling other applications. The size and position of the application are set immediately, from values defined in the Application Object properties, after the application launches. User interaction with the running application is controlled through hook functions which can discard messages not produced by DemoShield. The application is terminated by simulating the process that occurs when the user selects close from the system menu.

Additional Information

The DemoShield Application Object launches an application through the following process:

1. The Application Object uses the "WinExec API" under Windows 3.1 or the "CreateProcess" API under Windows 95/NT to launch the application.

2. The Application Object waits for the application to boot up.

3. If a Windows caption and/or Windows class name is defined under the Options tab of the Application Object properties, then the "FindWindow" API is used to locate the main window of the application.   Otherwise the "EnumWindows" API is used to enumerate all top level windows until a window is found associated with the executable of the application.

4. The Application Object then positions and sizes the main window of the application as specified in the Application Object properties dialog box.

5. If the Application Object disables user interaction with the application, then the Application Object installs a mouse and keyboard hook function to filter out messages intended for the application from the mouse or keyboard.

When DemoShield needs to terminate the application, the main application window controlled by the Application Object is sent a system command message, SC_CLOSE, to simulate the user selecting close from the system menu of the application.

Metafile (WMF) Fails to Display Properly

What does DemoShield Expect?

DemoShield relies upon data contained within an Aldus placeable header to determine how best to best display a metafile.   Consult the user's guide of the graphics software you are using for information on how to save graphics files as a Windows metafile with a placeable header.

Potential Problem

n   Metafile is displayed but does not scale.

n   Metafile fails to display.

Solution

n   Use a clip art library containing placeable metafiles.

n   Use a graphics application that supports placeable headers to create and/or convert your metafiles.

Overview

For information on using the DemoShield Knowledge Base, choose a topic from the list below.

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Frequently Asked Questions

Sample Demos

Technical Notes

Tips, Tricks, and Techniques

Technical Support

MastHead

DemoShield Knowledge Base

Build Date   February 7, 1997

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Disclaimer

Note from the Editor

February 7, 1997

Dear DemoShield User:

The purpose of the DemoShield Knowledge Base is convey up to date, accurate information about the current version of DemoShield and to facilitate the development of demos by our users.   When in doubt of how to proceed consider the Knowledge Base your first option.

Many of the articles were created as a result of my own experiences with DemoShield.   I hoped that by writing what I have learned, I could help all levels of users get the most out of DemoShield.   I welcome your questions and feedback on the Knowledge Base, DemoShield, product documentation, the technical support services we provide, or any related topic.   If you need more information on any topic in this document, would like to see other topics included, or would like to submit an article for consideration in the Knowledge Base please contact me at cuauhtemoc@demoshield.com or FAX (847) 240-9138.

Thank you for using DemoShield and the Knowledge Base.

Sincerely,

Cuauhtemoc B. Chamorro
Knowledge Base Editor

Menu

The Menu offers the following items:

File menu item allows you to open another help file, print any topic, or to setup the printer.

Edit menu item provides you with an option to Copy or Annotate.

View menu item provides you with an option to view Contents Only, Contents and Topic, Topic Only, History or Switch Panes (between contents and topic).

Bookmark menu item lets you define a bookmark for a particular topic.

Help menu has information about the viewer.

Button Bar

The button bar makes navigating through information a breeze.   It provides shortcuts for finding, marking, copying, and printing topics and subtopics.   Following is a description of the button functions. Shortcut keystrokes appear when the cursor covers a button.   They are also listed below.

{ewl MVBMP2, ViewerBmp2, bmps.bmp}

View Contents Only   Select this option, if you only want to view the Contents or tree list.   By doing so, you will only have the contents window in view.   Detailed topic information will not be available. *Shortcut Keys*: **Ctrl+Shift+C**

View Topic and Contents   This will display both the content window   and the topic window.   This is the default setup.   *Shortcut Keys*: **Ctrl+Shift+S**

View Topic Only   This displays only the topic window; the content window is not visible.   The Search Combo Box, however, can be used to find a particular topic.   *Shortcut Keys*: **Ctrl+Shift+T**

Full Text Search   Use this to perform a full text search in the help file.   The search is not restricted to the key words or function names.   Any text or combination of text can be searched (more than one word). All the topics containing the search word(s) are displayed in a dialog box.   Any of those topics can be displayed by highlighting it and then double clicking it or using **Go To** button.   *Shortcut Keys*: **Ctrl+F**

Go to the Previous Content   This will take you to the previous content in the tree list.   *Shortcut Keys*: **Ctrl+<**
Note   *This takes you back to the previous CONTENT, not the previous screen.   To go to a topic viewed previously, use* ![button] *button to bring up history list and select the desired topic.*

Go to Next in Content   This takes you to the next content in the tree list.   *Shortcut Keys*: **Ctrl+>**

Copy from the current topic   This opens up a dialog box, where you can select the part of the current topic you want to copy.   Highlighting the part and selecting **Copy** button will copy the contents to the clipboard.   *Shortcut Keys*: **Ctrl+C**

Print the Current Contents   This prints current topic to the default printer.   *Shortcut Keys*: **Ctrl+P**

Synchronize the Current Content with the Topic This will synchronize the current topic with the content

in the tree list.   By selecting this button, the content corresponds to the topic highlighted in the tree list.
Shortcut Keys: **Ctrl +Y**

Bring Up the History List   Use this list to jump to any previously viewed topics.   *Shortcut Keys*:
Ctrl+Shift+H

Bring Up the Bookmark List   Any bookmark set previously using the Bookmark menu appears here.
Shortcut Keys: **Ctrl+ Shift+B**

Display the Viewer Related Help This opens another viewer window and displays more information
about the viewer.   *Shortcut Key*: **F1**

Search any Topic Search for any topic by typing the first few letters of the topic name.

Technical Support

DemoShield Corporation welcomes your technical support questions and comments.   Please follow the procedures outlined in this topic carefully to ensure the most efficient technical support response.

Introduction

DemoShield Support Programs

Lotus Technical Support

Resources

Procedures

Before You Call...

Requesting Help

CompuServe

Calling For Support

Addresses and Phone Numbers

Domestic and International Sales

Addresses and Phone Numbers

Sales and Marketing

Internet:	info@demoshield.com	
Fax:	Corporate Office	(847) 240-9120
Phone:	Corporate Office	(847) 240-9111
	Sales	(800) 250-2191
Mail:	DemoShield Corporation	
	900 National Parkway Suite 125	
	Schaumburg, IL 60173-5108	
	USA	
World Wide Web:	http://www.demoshield.com	

Technical Support

Internet:	support@demoshield.com	
ftp:	ftp.demoshield.com	1) log in as "anonymous"
		2) enter your e-mail address as the password,
		3) read "readme.txt" if you are a first time user
Fax:	(847) 619-8507	
Phone:	(847) 240-9135	
CompuServe:	DemoShield Forum:	GO WINAPC
	CIS ID:	74774,552
World Wide Web:	http://www.demoshield.com	

Procedures

DemoShield Corporation offers several methods of obtaining technical support.   Certain methods are preferred over others because they are more efficient.   Follow the technical support procedures to ensure that you receive the best technical support.

Benefits of Following Technical Support Procedures

Following the proper technical support procedures rewards you with several benefits:

- You get the fastest service
- You get the most complete response
- You get the most accurate response
- You get the correct response the first time
- You get improved service in the future

Not following technical support procedures hampers the process of gathering and processing information.   The result is that problems, questions, and requests cannot be addressed efficiently.

Technical Support Procedures Illustration

The following illustration shows the correct procedures to follow for technical support.   Following the procedures will save you time and effort by directing you to the best sources of information in the most effective order.

```
        ╭─────────────╮
        │  You Have a  │
        │ Problem or Question │
        ╰─────────────╯
                │
                ▼
        ┌─────────────┐
        │ Consult your │
        │  DemoShield  │
        │ documentation for │
        │ information on your │
        │ problem or question. │
        └─────────────┘
                │
                ▼
        ┌─────────────┐
        │ Examine the sample │
        │ demos provided with │
        │  DemoShield   for │
        │ examples, tips, and │
        │  techniques. │
        └─────────────┘
                │
                ▼
        ┌─────────────┐
        │ Read the Release Notes │
        │  provided with │
        │  DemoShield    for │
        │ information not included │
        │ in the documentation. │
        └─────────────┘
                │
                ▼
        ┌─────────────┐
        │ Get the latest │
        │  DemoShield  │
        │ Maintenance Release │
        │ from DemoShield's │
        │ CompuServe forum or │
        │ the DemoShield BBS. │
        └─────────────┘
                │
                ▼
               ( A )
```

Technical Support Procedures Illustration.

Resources

There are many technical support resources available to registered users:

n	Your DemoShield Documentation

n	Sample Demos

n	DemoShield Knowledge Base

n	Maintenance Releases

n	DemoShield Home Page (www.demoshield.com) and CompuServe

DemoShield Documentation

The DemoShield Knowledge Base and User's Guide have grown out of years of experience with thousands of customers.   DemoShield Corporation tries to provide the information and answers you need to get the most out of DemoShield.   Your DemoShield documentation is the first place to look for answers.

Sample Demos

Several sample demos are installed on your hard disk along with DemoShield.   The sample demos are a great source of techniques and tips for making successful demos.   If you have a question or problem, there is a good chance you will find useful information in one of the sample demos.   Several of the sample demos have an accompanying article written as part of the DemoShield Knowledge Base discussing the techniques used I their creation.   See the Sample Demos book.

DemoShield Knowledge Base

You are currently viewing the DemoShield Knowledge Base.   Since it is primarily a direct result of questions posed by users, the Knowledge Base will likely contain the answers you need to get your demo working now.   Updates to the DemoShield Knowledge Base are posted on CompuServe and the DemoShield Home Page regularly.

Maintenance Releases

DemoShield Corporation is committed to providing the best solutions possible for our customers, so we make maintenance releases of DemoShield available regularly.   Maintenance releases make minor changes and improvements to the product and include documentation describing those changes and improvements. DemoShield Corporation recommends that you periodically download the maintenance releases to see what has changed and improved.   Maintenance releases are posted on the DemoShield Home Pageand CompuServe about every two months or as required.

Receiving Maintenance Releases

DemoShield Corporation regularly makes maintenance releases available on the Internet andCompuServe for registered users.   Maintenance release files are password protected.   You can request the password by sending a message to the DemoShield Technical Support department on the Internet, CompuServe, or FAX.

Note   When requesting a maintenance release password, include your full **registered** name, address, phone and FAX numbers, the serial number of your copy of DemoShield, and the version numbers of all of its components. DemoShield Corporation cannot issue the password without this information. Refer to the Know Your Version Numbers section in Before You Call...

Only the affected components are upgraded in a maintenance release.   You can replace existing components with maintenance release upgrades.

For example, if you have DESIGNER.EXE version 5.00.000 and you wish to upgrade to version

5.01.005 would replace DESIGNER.EXE, DEMO.EXE, and DS.DLL to assure consistency between the Designer and the Player.   Refer to the Know Your Version Numbers section in <u>Before You Call...</u> for information on version numbers.

It is your responsibility to replace outdated components with maintenance releases.   Most maintenance releases contain a README file with valuable information to help you upgrade successfully.

DemoShield Home Page and CompuServe

Hint   The best way to send a request for technical support to DemoShield Corporation is through CompuServe or the Internet.   Refer to the <u>CompuServe</u> section for information on accessing the DemoShield Forum.   Internet information can be found in <u>Addresses and Phone Numbers</u>.

A good place to look for information related to your problem or question is on-line--on CompuServe or the DemoShield Home Page.   Each year thousands of users exchange information through the DemoShield forum and DemoShield Home Page.   DemoShield Corporation strongly recommends that you visit the forums and explore the questions and dialogs between customers and DemoShield Technical Support representatives.   You will find answers, suggestions, tips, and techniques that will save you time and effort.

Before You Call...

Are You a Registered User?

You must be a registered user to receive technical support.

To register, fill out and send in the software registration card that is included with your copy of DemoShield.   Include your name, address, company name, phone and FAX numbers, and any electronic mail or BBS numbers.   The registered user must be the person using the software and calling for technical support not the software librarian of the company.

If you have not registered and need technical support, fill out and FAX your registration card to the DemoShield Technical Support department at the number listed in the <u>Addresses and Phone Numbers</u> table.   Since all technical support requests are tracked by registered user name, you **must** be a registered user in order to get technical support.

Have You Enrolled In a Support Program?

DemoShield offers a support plan to meet your needs, whether you are an individual developer or a company. DemoShield has made 60 days of free technical support available to the customer with the purchase or upgrade of existing DemoShield products. The 60-day period begins on the first day of contact with DemoShield Technical Support. After the 60-day offer expires, you may choose between the Standard or Priority Programs to best suit you support needs in the future.   For additional information on Support Programs see the <u>DemoShield Support Programs</u> topic.

Know Your Version Numbers

DemoShield version numbers are critical information that the Technical Support department needs to answer questions and correct problems related to an installation.   Version numbers tell exactly which versions of the DemoShield components you have.   When requesting technical support, always be prepared to give the complete version numbers of DemoShield and its components.

DemoShield product version numbers have the following format:
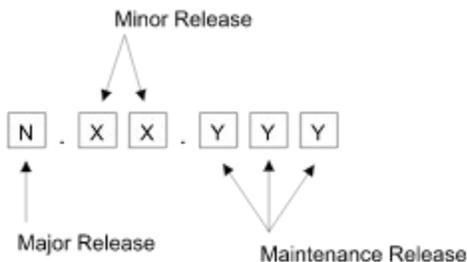
DemoShield Version Number Breakdown.

For example, 5.01.001 is major release version 5, minor release version 01, and maintenance release version 001.

Major Release

A major release represents the most significant update of DemoShield--a new generation of the product.   Major releases are generally made available on a 12- to 16-month cycle.   All registered users are notified of major releases.   Major releases are on a per fee basis.

Minor Release

A minor release signifies major enhancements to an existing major release. Minor releases are

generally made available on a 4 month cycle.   All registered users are notified of minor releases. Minor releases are on a per fee basis.

Maintenance Release

A maintenance release solves minor problems--usually small changes to the product that generally do not affect overall functionality or usage, but correct incompatibilities with various environments or deal with obscure bugs.

Maintenance releases are generated on an as-needed basis or approximately every other month. They are made available on the Internet and   CompuServe as compressed files free of charge to all registered users.   Maintenance releases are not announced.

DemoShield Subscription Service Plan

In order to meet your upgrade needs, DemoShield offers a service that guarantees access to the latest releases of DemoShield products. Rather than ordering separately, this option provides that upgrades will automatically be sent which ensures that you always have the latest demo creation technology working for you.

As of February 1, 1997, all registered users of DemoShield will be given the option to purchase an annual subscription service plan, which includes the following:

n   Annual subscription cost is $175 per year.

n   All upgrades to incremental and major product releases for one full year.

n   A minimum of two incremental releases guaranteed annually.

n   Addenda to documentation provided electronically.

n   Subscription Service Plan available for domestic customers only.

n   Printed documentation for major releases available at an additional charge.

Finding Your Version Numbers

Run the Designer.   Select **About** under the **Help** menu.

Use the Resources On Hand

As shown in the Procedures section, the first few steps in answering a question or solving a problem require information gathering.   The resources, described in detail in the Resources section, are listed again below:

n   Your DemoShield documentation

n   Sample demos included with DemoShield

n   DemoShield Knowledge Base

n   Maintenance Releases

n   DemoShield Home Page and CompuServe forums

Requesting Help

When you are unable to resolve a problem on your own using the various resources on hand (see the Use the Resources On Hand section), it is time to request technical support.   For information about Support Programs see the DemoShield Support Programs topic.

Hint   The best way to request technical support is to provide detailed information about the problem you are experiencing and, if applicable, a sample demo to DemoShield Corporation via the Internet or CompuServe.   Picking up the phone and calling the Technical Support department or faxing requests that do not contain all of the required information are the least recommended methods of requesting technical support.

Before You Create a Request for Technical Support

Before you create a request for technical support, be prepared to give a variety of detailed information. Use the following lists to prepare the information.   It will save you time and effort.   Be prepared to provide:

System Information

n   The make and model of your machine and video driver.

n   Operating system you are using.

n   The amount of memory and available system resources on your machine.

n   Any other devices and peripherals in your system, if appropriate.

User and Version Information

n   Your DemoShield serial number.

n   Your full name and the name of the registered user, if different.

n   Your address, including city, state/province, zip/postal code, and country (if outside the United States).

n   Your company name.

n   Your phone and FAX number.

n   Your DemoShield version numbers (refer to the Know Your Version Numbers section in Before You Call....

n   Your operating system and version numbers (MS-DOS and Windows, Windows NT, etc.).

Information About the Problem

It is critically important for DemoShield Technical Support representatives to know exactly what you do when errors occur.   Most problems are resolved immediately once DemoShield Technical Support representatives get this sort of detailed information from you.

When describing the problem in a request for technical support, please use the following guidelines to make a thoroughly detailed description:

n   As precisely as you can, give the exact details about the problem(s) or error(s) you are experiencing.

n   List any error messages exactly as they appear on your screen.

n   Provide a detailed list of the steps and conditions that DemoShield Technical Support representatives must follow to recreate the problem.

n   If a problem is intermittent, please describe the machine and conditions existing just before it

occurred.

Attachments

Attachment files may accompany a request for technical support.   Be prepared to include the following attachments:

A sample demo (Please ensure that the sample demo contains resources that causes the problem. Run the sample demo on different machines, note the results, and include information about the machines it is run on, such as Operating System, CPU type, RAM, etc.).

n   Copies of your CONFIG.SYS and AUTOEXEC.BAT files, if appropriate.

n   An MSD report (see the "Using Microsoft's MSD.EXE" section in this section).

Using Microsoft's MSD.EXE

Microsoft includes a program called Microsoft Diagnostics (MSD.EXE) as part of the *Windows* 3.x package.   MSD.EXE captures detailed information on your system and outputs the information to a file.   You can then upload the resulting .MSD file to the Technical Support department.

Note   Under Windows NT, the Microsoft Diagnostics program is named WINMSD.EXE.

Note   If your problem includes specific hardware-related issues, the technical support department **must** have the MSD report to help you.

To run MSD.EXE from File Manager or Program Manager:

1.   Go to the system prompt

2.   Type **MSD**

To run MSD.EXE under Windows 95:

1.   Select **Run** from the **Start** menu

2.   Type **MSD**

You can also run MSD.EXE at the C> prompt in DOS.

First you see the following screen:

{ewc MVBMP2, ViewerBmp2, [caption=";bMicrosoft Diagnostics Opening Screen"]bmps.bmp}

Choose **Print Report** from the **File** menu.   You will then see the following screen:

{ewc MVBMP2, ViewerBmp2, [caption=";bMicrosoft Diagnostics Print Report Screen"]bmps.bmp}

Use the tab key on the above screen to choose the information you want.   To OK the screen when you are done, press **Enter**.   You will see the *Customer Information* form.

Enter all the requested information into the *Customer Information* form, shown below:

{ewc MVBMP2, ViewerBmp2, [caption=";bMicrosoft Diagnostics Customer Information Screen "]bmps.bmp}

Running MSD.EXE and including the file in your request for technical support will help ensure that you get a fast response to your request for technical support.

CompuServe

CompuServe is one of the best methods of exchanging information with other DemoShield users and of sending your request for technical support to DemoShield Corporation. It is available to you 24 hours a day, seven days a week. The **DemoShield** Forum is updated twice a day, five days a week.

There are three ways to reach **DemoShield Corporation** on the **DemoShield** Forum:

1. **DemoShield** message section.
2. **DemoShield** e-mail (upload files only).
3. **DemoShield** file library (download files only).

The figure below shows the various parts of the **DemoShield** Forum.
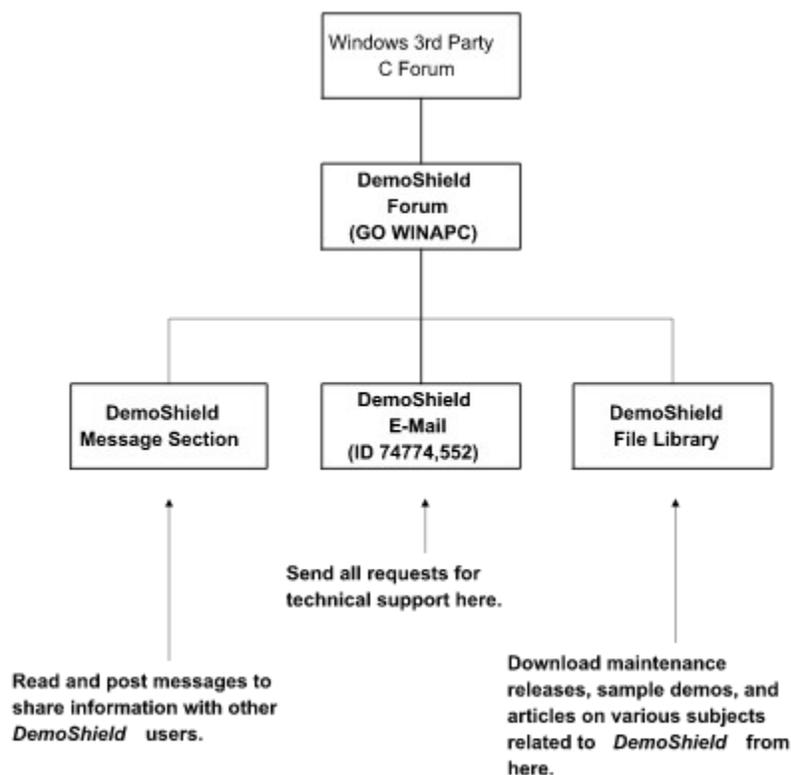
Breakdown of the DemoShield CompuServe Forum.

Hint Contact CompuServe for specific information on how to accomplish the various tasks in the CompuServe environment. Look at the Addresses and Phone Numbers table for important telephone numbers and electronic address information.

DemoShield Forum

The **DemoShield** Forum, located in the CompuServe Windows 3rd Party C forum, contains the

DemoShield message section, **DemoShield** e-mail, and the **DemoShield** file library.

You can visit the **DemoShield** Forum by typing or executing **GO WINAPC**.   Once you are connected with the **DemoShield** Forum, you can:

n   Read and post messages in the **DemoShield** message section.

n   Upload files to and request technical support by **DemoShield**'s e-mail address.

n   Download files from the **DemoShield** file library.

Reading and Posting Messages in the DemoShield Message Section

The **DemoShield** message section gives you access to valuable information in the form of messages posted by other **DemoShield** users and the replies to those messages by other users and DemoShield's Technical Support department.   Feel free to post your own messages and reply to others.

Note   When posting a message in the **DemoShield** message section, always include DemoShield's CompuServe ID in the **To:** field, even if you post the message to **ALL** to ensure that DemoShield Technical Support is notified of your message immediately.   If you do not include the ID, notification may be delayed.   The DemoShield CompuServe ID is listed in the Addresses and Phone Numbers table.

When posting a message, please include your full name, company name and CompuServe ID in the body of the message so that DemoShield Technical Support can respond to the message quickly and efficiently.

Uploading Files to DemoShield's E-Mail Address

Uploading files is done as part of a request for technical support.   Refer to the Requesting Help section for information on how to prepare a request for technical support.   Use **DemoShield's** e-mail address, (listed in the Addresses and Phone Numbers table, to upload all requests for technical support and any accompanying files.

Please use PKZIP to compress files prior to uploading.

With all e-mail messages, please include your full name, company name and CompuServe ID in the body of the message so that DemoShield Technical Support representatives can respond to the message quickly and efficiently.

Downloading Files from the DemoShield File Library

You can download maintenance releases, sample demos, articles on topics related to DemoShield, and other useful information from the DemoShield file library.

How you download a file depends on the software you are using as an interface to CompuServe.   For the specific steps to follow to access the DemoShield file library and download or upload files, consult your software documentation or contact CompuServe.

Maintenance release files are password protected.   You can request the password by sending a message to the DemoShield Technical Support department on the Internet CompuServe, or FAX.

Note   When requesting a maintenance release password, include your full **registered** name, address, phone and FAX numbers, the serial number of your copy of DemoShield, and the version number of the Designer.   DemoShield Technical Support cannot issue the password without this information.

Be prepared to decompress downloaded files using PKZIP.

Faxing Information

If you cannot use the Internet orCompuServe to send your request for technical support, you can fax it to us.   Please read the <u>Requesting Help</u> section before faxing us your request for technical support.   The information in that section will help you get the best response possible.   When you fax, please include your name, address, phone number, and FAX number.   The information must match the information on your registration card.   Incorrect and incomplete information will slow the process of providing you with technical support.

Mailing Information

If you cannot use the Internet, CompuServe, or FAX to send your request for technical support, you can mail it to us.   Please read the <u>Requesting Help</u> section before mailing us your request for technical support.   The information in that section will help you get the best response possible.

Use the address listed in the Addresses and Phone Numbers Addresses and Phone Numbers table to send disks or other information by mail or overnight express.   **If you want your materials returned to you, please include a postage-paid mailer or FedEx air bill.**

Calling the Technical Support Department

The Technical Support department likes to provide detailed and accurate answers to all your questions about DemoShield demos. **Please provide detailed information about the problem you are experiencing, and send your support request by the Internet, CompuServe, FAX--instead of calling the Technical Support department.** Using the Internet orCompuServe will allow the Technical Support representatives to investigate your questions in detail and have them answered by experts.

Note   Except in rare emergencies, picking up the phone and calling the Technical Support department is the least effective method of getting technical support.

Here are some of the reasons why calling the Technical Support department is the least effective method of getting technical support:

n   Required information must be gathered during the phone call.

n   Required information must be communicated verbally.

n   Problem descriptions usually have not been adequately prepared.

n   Technical Support Representatives do not have the chance to analyze what is often a complex set of interdependencies.

n   A sample demo exhibiting the undesired behavior is not available for DemoShield Technical Support to evaluate.

Hint   Picking up the phone and calling the Technical Support department or faxing requests that lack all of the required information are the least recommended methods of requesting technical support.

If you must call, please have the following information ready before you call:

n   DemoShield serial number.

n   DemoShield version number (Refer to the Knowing Your Version Numbers section in Before You Call....

n   Your name and registered user's name (if different), and company name.

n   Have the DemoShield documentation nearby.

n   Ensure that the DemoShield program group is visible and that you are located at your computer.

You can contact the Technical Support department by calling the number listed in the Addresses and Phone Numbers table.   DemoShield Technical Support representatives will do their best to help you when you call.   Be aware, however, that many problems are difficult to resolve completely over the phone, and gathering the required information is often slow and difficult. .   For information about Support Programs see the DemoShield Support Programs topic.

Introduction

DemoShield Corporation is committed to providing you with the finest technical support available. **Please read this document carefully; it includes important procedures and information to ensure the best possible technical support.**

The Technical Support Department maintains an extensive database of registered users.   Each time you contact the Technical Support Department, your problem is entered into a database that **DemoShield Corporation** uses to document problems and solutions.   **Technical support is available only to registered users**. .   For information about Support Programs see the DemoShield Support Programs topic.

International Support

DemoShield Corporation provides technical support to registered users worldwide.   If you live outside the United States and need technical support, please contact the nearest distributor from the International Sales and Support list.   You can also contact the DemoShield Technical Support Department.

The Internet and CompuServe are the best way to contact technical support internationally.   If you do not have a CompuServe account or an Internet service provider, it is highly recommended that you get one.   You can access current information and files as well as receive the latest maintenance releases through CompuServe or the Internet.

When you request technical support, please include: your complete name and address, with city, state/province, and country (if outside the United States).   Also include your phone and FAX numbers, and dialing information from the United States.

Sales and Support

Domestic and International Sales

DemoShield is available worldwide through the network of authorized DemoShield Distributors listed below.   Contact the nearest distributor for both DemoShield sales and technical support.   You may also contact **DemoShield Corporation** for DemoShield support worldwide.

NORTH AMERICA

United States

DemoShield Corporation
900 National Parkway, Suite 108
Schaumburg, IL 60173-5108
Tel. :   Sales and Marketing   (800) 250-2191
                 Technical Support   (847) 240-9135
Fax   (847) 240-9138
E-mail: Sales and Marketing   info@demoshield.com
                 Technical Support   support@demoshield.com

Argentina

SOTEICA S.R.L.

Av. Alvarez Thomas 796,3 C

(1427) Buenos Aires

Tel 54 (1)551-4981

Fax 54 (1)551-0751

E-Mail guido@soteica.com.ar

Australia

Microway Pty Ltd

Unit 1/16 Tarnard Drive

Braeside, Victoria

Australia 3195

Tel 61-3-9580-1333

Fax 61-3-9580-8995

Fastfax 61-3-9580-4991

E-Mail 100231.1433@compuserve.com

Austria

Milestone Software Austria

Kremsweg 12

A-4531 Kematen/Krems

Austria

Tel [43](0)7228-6000

Fax [43](0)7228-6100

E-Mail 100231.1433@compuserve.com

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Multidoc Informatica e Documentacao

Rua Sacramento 126 -conj. 121

3010-911 Campinas SP

Brazil

Tel 55-192-33-6123

Fax 55-192-55-8057

Email multidoc@aleph.com.br

Canada

Developer's Workshop

95 Trinity Street, Suite 201

Toronto, Ontario

M5A 3C7

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Tel (416)363-8995

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Unicorn Group SPOL S.R.O.

Domazlicka 13

Praha 3, 130 89

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Tel. 42 (2) 61 64 25

Fax 42(2)61 21 64 25

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DK-2730 Herlev
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Kutomotie 9 C
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Piispanportti 5, 02240 ESPOO
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OSER/SOS DEVELOPPEURS
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Email 72662.211@compuserve.com

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Tel 49-731-60784
Fax 49-731-61508
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Kessler Software
Schlesierring #2
Goettingen 37085
Germany
Tel 49-551-507620
Fax 49-551-5076222
Email 100337.36@compuserve.com

MicroBasic GmbH
Am Sommerfeld 11
D-85622 WeiBenfeld
Germany
Tel 49-89-90499049

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Email 102404.3646@compuserve.com

WWW http://www.microbasic.com/to49386.htm

Precision Software GmbH

Robert-Bosch Str. 5

#C 63303 Dreieich

Tel 49(6103)59340

Fax 49(6103)36955

Email chris@precision.de

WWW http://www.precision.de/installshield_co/installshield/is_deu.htm

SOS Software Service GmbH

Alter Postweg 101

8900 Augsburg Germany

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Mobile 49-1-61-1832523

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Tel 31(0)30-2613559
Fax 31(0)30-2614820
Email ton@regioweb.nl
WWW http://www.regioweb.nl/bedrijf/installshield/index.htm

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Milford Software Limited

PO Box 31087

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Polysoft

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Ravenholm Computing

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N-0132 Oslo

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Fax 44-1364-654-200

Email maildesk@greymatter.co.uk

Highlander Software

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Fax 44(181)316-6001

Email sales@highlander.co.uk

Professional Software Limited

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Email info@profsw.com

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QBS Software

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Tel 44-181-994-4842

Fax 44-181-994-3441

Email info@qbss.co.uk

WWW http://www.qbss.com

System Science

1-6 Bradley's Close

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London N1-9PN

Tel 44(171)833-1022

Fax 44(171)837-6411

Email sales@syssci.co.uk

Systemstar Limited

4A Brocket Road

Welwyn Garden City

Hertfordshire AL87TY UK

Tel 44-1707-278-300

Fax 44-1707-268-471

Email 100637.3301@compuserve.com

Send Message Action

Summary

The "Send Message"   action is used to send any Windows or user defined message to either the application objects main window or to the window with the current focus. The window receiving the message can then choose how to process the message.

The "Send Message" action provides a specific immediate mechanism to control an application window. To use the "Send Message" action, you will need to have programming knowledge as to what messages your application processes.

Additional Information

The "Send Message" action uses the Windows "SendMessage" API to perform its function. If the "Send Message" action references an application object, then the message is sent directly to the window controlled by the application object. Otherwise, the message is sent to the current focus window as determined by the Windows "GetFocus" API.

Live Application Demos

[Application Fails to Launch](#)

[Creating Cross Platform Live Application Demos](#)

Application Fails to Launch

What does DemoShield Expect?

In order for DemoShield to launch an application, it is necessary that the executable and all support files be present.   When properly configured, the application should launch at the beginning of a scene containing an Application Object.   Prior to launching the application, DemoShield checks to see if an instance of the application already exists.

Note   If you are using the Launch Application action, see the <u>Launch Application Action</u> tips article.

Potential Problem

n   Application fails to launch.

n   An error message is displayed when the application scene begins.

Solution

The steps required to resolve your problem depend upon whether the application has been imported into the DBD file or imported by reference.   To determine which method you have used, open the properties dialog box for the Application Object.   Select the **Object Data** tab.   If **Import Application File** is checked, the application has been imported into the DBD file.   Otherwise, it has been imported by reference.

Imported Applications

n   Determine all of the files necessary to launch your application.

n   Select **Resource Manager** under the **Demo** menu.

n   Select the **Files** tab.

n   Verify that all of the files needed by your application are listed in the **Files** list box.   If any of the files use the same name, it will be necessary to use the **Imported by Reference** method described below.

n   Save the Demo.

n   Delete any .EXE and support files that may have been written to your TEMP directory.

n   Attempt to launch the demo through the Player.

Imported by Reference

n   Place the executable and all support files in the same directory, if possible.   Support files can also exist in these directories: C:\TEMP, C:\WINDOWS, C:\WINDOWS\SYSTEM,   Current Working directory, and directories specified in the PATH statement from AUTOEXEC.BAT.

n   Place DEMO32.EXE and DS32.DLL in the same directory as your executable-provided you accepted the defaults when installing DemoShield, these files should be located in C:\Program Files\InstallShield\DemoShield\Program

n   Delete any .EXE and support files that may have been written to your TEMP directory.

n   Open your demo in the **Designer**.

n   Select **Resource Manager** under the **Demo** menu.

n   Select the **Files** tab-use the **Delete** button to remove all Application resources.

n   Open the Application Properties dialog.

n   Select the **Object Data** tab-disable **Import Application File** if it is enabled

- n   Select the **Browse** button and select the executable that was moved above.
- n   Save the demo using a new name.
- n   Restart Windows.
- n   Launch your demo using the Player. The Player must be located in the same directory as the executable.

Graphics

Live Application Demo

Purpose of Demo

The Live Application Demo (LIVEAP31.DBD and LIVEAP95.DBD) demonstrates a software application in real-time.   A Live Application Demo consists of a .DBD file that launches a separate .EXE file (i.e., the application you wish to demonstrate) simultaneously.   The demo shows interactive capabilities in both the demo and the application.

Techniques

Under Windows 3.1, LIVEAP31.DBD launches Paintbrush, an application that comes with Windows. We chose Paintbrush since it resides on most every Windows system (it is installed by default with Windows).

Under Windows 95, LIVEAP95.DBD launches Explorer, an application that comes with Windows 95. We chose Explorer since it resides on most every Windows system (it is installed by default with Windows).

Macros (within the demo) control the application in real-time.   Event objects play these macros at specific times.   We recorded the macros in three resolutions (640x480, 600x800, and 1024x768) to work on any system.

Advantages

n   Live Application Demos allow demonstration of your application in real-time... not through simulation

n   DemoShield provides an option to enable or disable user interaction with the application

n   Live Application Demos work ideally for training

Disadvantages

n   When demonstrating an application, end users need the application on their system (you must provide it either externally or   by importing it in the demo)

n   If your end users operate various Windows resolutions (640x480, 600x800, 1024x768),   you must record the macros in all three resolutions

n   Test running of your demo requires the creation of a Program Item outside of DemoShield

Steps

Use the following steps to prepare a scene for an application:

1.   Launch the Designer

2.   Create a blank, new screen by choosing **New Scene** from the **Scene** menu

3.   Right-click in the scene to edit the **Scene Properties**

4.   Under the **General** tab, select **Application Scene**

5.   Choose **OK**

6.   Select the **Application Object** in the Object Palette

7.   Left-click in the Designer window (the screen becomes cross-hatched)

8.   Right-click in the cross-hatched area (the **Application Object**)

9.   Under the **General** tab, provide a name for the **Application Object** (use a name that describes the application, such as "Paintbrush Application")

10.   Under the **Object Data** tab, click the **Browse** button to select the application to be demonstrated

11. Choose the directory and .EXE file to demonstrate

12. Choose the **OK** button (the application file name is then placed in the **Executable File** field of the Application Object Properties box)

13. Deselect the **Import Application File** option, if you don't want to import your application

14. Under the **Options** tab, ensure that **Maximize Application** is selected

15. Under the **Options** tab, choose whether or not to **Allow User Interaction**

16. Under the **Options** tab, set the **Application Termination** field as desired

17. Under the **Options** tab, enter **pbParent** as the Class Name

Note The Class Name is used to identify an application. Failure to provide the Class Name and/or Caption can cause DemoShield to be unable to locate your application. The 32-bit version of DemoShield requires that a Class Name and/or Caption be provided. To determine the Class Name, you will require a developers utility such as Microsofts Spy or Borlands WinSight. A Caption is the text displayed on the title bar of the applications main window (e.g., when launched, Paint Brush displays Paintbrush - (Untitled) as its caption.

18. Click the **OK** button

Use the following steps to record your macro:

1. Choose **Record Macro** from the **Demo** menu

Note The default macro recording key is F2. It may be changed by going to File | Preferences, Configure tab, and the Macro Start/Stop Recording Key option. The macro recording key must not conflict with the application where you record your macro. In other words, don't use a key for macro start/stop recording if that key is already used by the application.

2. Read and make sure you understand the instructions on the **Macro Record** dialog box

3. When finished, hit **OK**

4. From the **Program Manager**, launch the application of your choice

5. Maximize your application

6. When ready to start recording your macro, hit F2 (or whatever you set as the **Macro Start/Stop Recording Key**)

7. Conduct your keystrokes and mouse movements as necessary

Note Use caution if your macro will access any buttons, pull-down menus, or other objects that tend to differ in size from 1) one resolution to another, or 2) large fonts vs. small fonts. If your macro will access these objects, your best bet is to create keystroke-only macros. This will ensure that your macro plays, regardless of resolution or system font size. In this case, you MUST first begin recording your macro, then click the mouse in the window (to set window focus), and finally begin your keystrokes.

8. When finished recording your macro, hit F2 (or whatever you set as the **Macro Start/Stop Recording Key**)

9. When asked if you want to "Play or Save the Macro You Just Recorded?" choose **Save**

10. In the **Macro Name** field, type **Macro 1** (or macro name of your choice)

11. Hit the **OK** button

Use the following steps to create user controls that will play the macro:

1. Click the **Button Object** on the Objects Palette

2. Place the Button Object somewhere in the Designer window by left-clicking

3. Right-click on the button you just made to edit its properties

4. Under the **Object Styles** tab, choose **Push Button**.

5. Under the **Object Styles** tab, Button Caption field, type "**See Macro 1**."

6. Under the **Actions** tab, choose the **New Action Button**

7. When the Build Action box appears, choose **Play, Macro, Macro 1**

8. Hit the **OK** button

9. Save your demo

Follow these steps to test your demo in the Player:

1. Choose **Current Demo** from the **File** menu

Hint   Current Demo will appear disabled if the demo has not yet been saved.

CBT Demo

Purpose of Demo

A CBT (Computer-Based Trainer) trains someone on a very specific topic.   CBTs use graphics, sound, animation, and interaction to get the point across.   The CBT Demo provides an example of a typical Computer-Based Trainer.   This demo describes the basic workings of a jet engine.   It provides some basic theory initially, and then delves into more detail.   Finally, tests keep the user involved.

Techniques

Computer training on a subject requires effective use of graphics, animation (where necessary), and interaction.   When creating your CBT, knowledge of various graphics and animation packages will aid in the process.   We used CorelDraw! and CorelMove to create the pictures of balloons, jet engines, and jet engine animations.   These images were custom-made (hence, experience in the graphics packages helps), however most graphics packages provide clip art and animation libraries.   Feel free to use these resources when making your CBT.

Your visual layout makes the difference between effective and non-effective communication.   Notice how all text in the jet engine CBT lies in a blue area to the left.   Also, all images appear (with exception of the Welcome scene) in the gray area to the right.   Thus, consistency is key.   Your user will maintain interest and concentrate on the topic.

Several special techniques and effects exist in this CBT:

MENU SCENE: First, the flow chart in the menu scene updates its appearance, depending on where the user has been.   Global variables and event objects activate this effect.   Second, hot spots lie over the flow chart, so that the user can go to each lesson by clicking on the lesson name.

BASIC PRINCIPALS SCENE: First, animation of the balloon creates an interesting, yet efficient special effect.   Because .AVI files can be quite large, we avoided using one here.   Instead, we duplicated the original balloon (in diminishing sizes) and placed them in a straight line.   Each object appears on-screen, in sequence, through proper timing.   This disk-space-saving method of animation presents an alternative to .AVI files.   Second, since other interactive objects exist in the scene, we used the Pause/Continue action to make the animation work at the appropriate   time.

BASIC PRINCIPALS TEST SCENE: Our multiple-choice quiz creates the perfect interaction opportunity.   Radio buttons provide possible answers, however a group object becomes necessary in this case.   Each radio button is included in the group.   Also, each radio button is programmed to 1) display the appropriate "correct" or "wrong" text when clicked, depending on the answer, and 2) disable the group object when clicked.   This prevents the user from "cheating" by clicking buttons until the correct answer is found.

PARTS SCENE: The gray graphics area displays the engine and its respective parts buttons.   Each button displays 1) an arrow that points to an engine part, 2) appropriate text, and 3) a separate button that plays an .AVI file.   Again, the group object groups all arrows.   When the user clicks an engine part button, an action hides the group object.   With the group object hidden, all arrows disappear.   However, each button also shows only the arrows that correspond to the part.   Thus, when using a group object, all objects included in the group are affected by actions performed on the group.   You may still show, disable, etc., any individual objects in the group without affecting the remaining objects.

PARTS TEST SCENE: To test the user, edit fields break up the monotony of multiple-choice questions.   The user clicks in the edit field and types the answer.   An event object compares each edit field against a constant string.   If the comparison matches (i.e., the comparison is true), a "correct answer" message   is displayed.   If the comparison does not match, (i.e., the comparison is false), a "wrong answer" message   is displayed.   The demo pauses at 0 seconds (through a separate event object) before making this comparison.   Thus, the scene follows this sequence:

1.   edit fields appear

2.   the demo is immediately paused (at 0 seconds)

3.   the user types in   their answer (by pausing the demo at 0 seconds, the user has an infinite amount of time to provide   the answer)

4.   the user clicks the "All Done" button, which continues the demo

5.   Event objects, placed at second 1, compare the contents of their respective edit fields with the correct answer (or string)

6.   depending on the results (true or false), the appropriate "correct answer" or "wrong answer" message   appears

Advantages

n   CBT education is more exciting than other educational media through the effective use of graphics, sound, animation, and interaction

Disadvantages

n   Creation of a CBT sometimes requires experience with separate graphics, animation, and sound packages

Steps

Use the following steps to create a menu flow chart item that changes appearance, depending on where the user has been:

1.   Create a new scene with a name of Menu Scene

2.   Create a text object with a solid gray background and a name of SubjectNotDoneText

3.   With SubjectNotDoneText selected, choose Copy, then Paste from the Edit menu

4.   In the Scene Editor, double-left-click on the newly pasted text object (should be Text 1, by default) to edit its properties

5.   Change the background color to red, provide a name of SubjectDoneText, and make the object invisible

6.   Create a new scene with a name of Subject Scene

7.   Return back to the Menu Scene

8.   Create a hot spot over the text objects, with the action:

   Perform the action...Go To Scene

   Scene...Subject Scene

9.   Switch to the Subject Scene

10. Create a button anywhere in the scene with these two actions:

   Perform the action...Set Variable

   For Variable...Variable1(Global)

   In Scene...Subject Scene

   Operator...Assign Value

   To this value...1

   Perform the action...Go To Scene

   Scene...Menu Scene

11. Switch back to the Menu Scene

12. Create an event object, set at time 0

13. Under the event object's Comparison tab, create the comparison :

        If this object/variable...(Global Variable)

        (Global Variable)...Number1(Global)

        is...Equal (=)

        this object/variable...(Constant)

        Numeric Constant...1

14. Under the event object's True Actions tab, create the actions:

        Perform the action...Hide

        object...SubjectNotDoneText

        in scene...Menu Scene

        Perform the action...Show

        object...SubjectDoneText

        in scene...Menu Scene

Use the following steps to create a simple animation effect:

1. Create a graphic object containing an image, with a Start time of 0, Hold time of 1, End time of 1, and Exit time of 2.   Create a Start Effect of Random Pattern Appearing, and an End Effect of Random Pattern Disappearing

2. Duplicate the object and place the new object where you wish.   Set the Start time to 1, Hold time to 2, End time to 2, and Exit time to 3.

3. Repeat step 2 as many times as necessary to create the animation effect.   To make the object appear to move away, resize each copy to be smaller than the previous one.

Use the following steps to make a multiple-choice question that uses a group object:

1. Create a text object that asks a question.

2. Create a text object with a name of CorrectText.   Provide text under the Object Styles tab that reads, "Your answer is correct."   Make the object invisible.

3. Create a text object with a name of WrongText.   Provide text under the Object Styles tab that reads, "Your answer is incorrect."   Make the object invisible.

4. Place a group object in the Designer window.   Under the General tab, provide a Name of Group 1 and a Group Name of Answer Group

5. Create a radio button.   Under the Object Styles tab, provide a caption that represents an incorrect answer.   Under the General tab, provide type Answer Group in the Group Name field. Create the following actions:

Perform the action...Disable

Object...Group 1

in scene...<whatever the current scene happens to be>

Perform the action...Show

Object...WrongText

in scene...<whatever the current scene happens to be>

6. Duplicate your "incorrect answer" radio button (step 5) two or three times.   Provide a caption for each button that represents an incorrect answer.

7. Duplicate your "incorrect answer" radio button (step 5) once.   Provide a caption that represents a correct answer.   Create the following actions:

Perform the action...Disable

Object...Group 1

in scene...<whatever the current scene happens to be>

Perform the action...Show

Object...CorrectText

in scene...<whatever the current scene happens to be>

Use the following steps to check what your user types in an edit field:

1. Start with a blank scene.

2. Place an edit field in the Designer window.   Provide a name of EditField, and set your desired options under the Object Styles tab.

3. Create an event object that occurs at time 0 seconds, with this selection under the Comparison tab:

With this object/variable...(always)

and this action under the True Actions tab:

Perform the action...Pause/Continue Demo

4. Provide a button with a caption of "Click when finished typing," and this action:

Perform the action...Pause/Continue Demo

5. Create a text object with a name of CorrectText.   Provide text under the Object Styles tab that reads, "Your answer is correct."   Make the object invisible.

6. Create a text object with a name of WrongText.   Provide text under the Object Styles tab that reads, "Your answer is incorrect."   Make the object invisible.

7. Create a second event object that occurs at time 1 second, with this selection under the Comparison tab:

If this object/variable...EditField

with this property/value...General Data Property

is...Equal (=)

this object/variable...(Constant)

String Constant...<whatever the edit field should read in order to be correct, in the exact order and fashion>

Then, under the True Actions tab for this event object, create this action:

If the comparison is true, perform the action...Show

object...CorrectText

in scene...<whatever happens to be the current scene>

Then, under the False Actions tab for this event object, create this action:

If the comparison is false, perform the action...Show

object...WrongText

in scene... <whatever happens to be the current scene>

Follow these steps to test run your demo in the Player:

1.   Choose **Current Demo** from the **File** menu

Hint   Current Demo will appear disabled if the demo has not yet been saved.

Making Your Demo Easy to Use

n If your demo contains several topics and/or subjects, use menus to provide navigation control. For instance, use the Menu object, or place several buttons in a row to provide the necessary options.

n If your demo contains a menu, indicate what areas your user has reviewed.   For instance, build your demo to automatically place a checkmark or other object next to each menu item after completion.

n If your menu items require some description during the menu scene, provide text or sound that describes them.   For instance, build an action for each menu button that shows a short, descriptive text object when the cursor is moved over the button. Program the button to go to the topic when clicked.

n If your demo lists several features of your product or service, provide text or sound that describes them in greater detail.   For instance, place a hot spot over each feature that shows a short, descriptive text object when the cursor is moved over the feature.

n If there's a chance that your demo will have multiple versions (i.e., languages, more current releases, etc.), provide an "about" box or scene.   About boxes are useful for management purposes and they add to your professional image.

n If your user might be unfamiliar with computers or any aspect of your demo, provide a help feature.   For instance, place a button on every scene that goes to a help scene.

n If your demo uses technical terms or vocabulary that is new to your user, provide a glossary of terms.   For instance, create a menu option that allows the user to go directly to the glossary. Also, allow your user to access any part of your glossary from any part of the demo.

n If your demo contains no interactive branching (i.e., the user must consistently click the Next button to move ahead), tell the user at the start that they must click the Next button throughout the demo.   For instance, on the first scene, provide an arrow or outline of the Next button with clear, bright instructions stating, "Click the Next button to start!"

n If your demo is designed so that nothing happens after your user has read a block of text, provide them with instructions on what to do next.   For instance, if a user is to view several bullet points in a scene, provide text at the bottom that reads, "Please click the Next button when finished."

n When describing a feature, always inform your user what will happen, or why it will happen. Then, show the actual feature by giving a simple example.   Finally, re-inform the user what happened or why it happened.   This ensures that the feature will be understood.   Remember these steps: 1) tell them what they'll see, 2) show them, 3) tell them what they saw.

n If your demo contains items that are related in some way, link them in a visual manner.   For instance, create your glossary with its own independent color scheme.   Then, provide a Go To Glossary button elsewhere in the demo that uses the same color scheme used by the Glossary.

n If your demo uses text to describe a point, use illustrations wherever possible to make the same point.   For instance, besides describing how air molecules enter an engine intake, show an illustration or animation of molecules flowing into the engine.

n If your demo uses a certain button consistently (i.e., Next or Back), make the button *look* disabled when it cannot be used (another method is to not display the button when it is not used, however this gives the appearance that it was mistakenly omitted.   This is not recommended).   For instance, suppose your button is normally gray with black text.   When it is not to be used, make it *look* disabled by showing an identical button with white text (make sure to disable it also).

n Do not start text explanations by naming a feature and telling what the feature does.   Instead, explain when your customer would want to use a feature, then name the feature you offer, and how it works.   For instance,   "If you want to calculate the balance, just click on Calculate, and

our spreadsheet calculates the complete balance, including shipping costs."

Creating a Good Demo

Placement of Objects

n   Keep objects aligned in a scene... link the objects in a visual manner.

THIS

NOT THIS
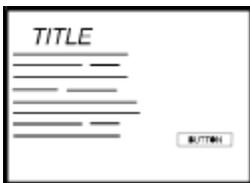
n   Keep a common color scheme or background for the same topic.   Switch background colors only when the user is digging into a topic.   For example, use a blue wash background for scenes that deal with your main topic.   Use a purple wash background for any type of subscene. Remember, when in doubt, keep the colors simple.   We at DemoShield Corporation usually use no more than 3 different scene backgrounds.   We keep the colors simple.

n   When showing a screen that has a number of topics/buttons from which the user can choose, don't use a different color for each button or screen unless you have a really good reason. Everything doesn't have to be in a different color to communicate effectively.

n   Establish styles (color, size, placement, etc.) for scene-common objects.   With titles, for instance, 1) keep them in the same position from scene to scene, 2) use the same font, size, and color, and 3) display them consistently (always shown, etc.).

n   Establish locations for certain object types and be consistent.   As an example, 1) place titles in the upper-left corner, 2) keep text in an area to the left, 3) place images in an area to the right, 4) put all buttons near the bottom, etc.

n   Regarding buttons, use small (8-, 10-, or 12-point) text and keep the height relatively small.   This adds a sophisticated look.

n   Make your exit button look different from navigational or menu buttons.   Also, use a subdued color and a small size for your exit button - don't encourage your user to quit your demo.

n   For your background, choose complementary colors (e.g., rose, pink, and purple).   For text, use contrasting colors (e.g., yellow   against blue, or light gray against dark green).   Never use dark text against a dark background, or light text against a light background.   When choosing colors, remember - the higher the RGB   value, the lighter the color.

n   Regarding motion and special effects, pick and use only one or two styles and stick to them. The use of too many types of motion and special effects distracts the user from the information in your demo.

n   When using an arrow to highlight an object on the screen, keep the stem short and thick.   If you are labeling something in your demo using both text and arrows, use thin, long arrows to point from the text to the graphic.

n   Keep arrowheads the same color as the stem.   Make arrows noticeable either through bright

colors, or contrasting colors.

n　When you want to think of pleasant contrasting colors, think of sports team uniforms.　Many have classic contrasting color schemes.

n　When you want to think of colors that match nicely, think of cars and their interiors.　Blue and light blue, deep green and tan,　red and gray, gold and tan,　yellow and black,　white and navy, black and silver, etc.

n　Always use some black and some white in your color scheme.　This will give your demo a professional look.

n　For creating captions for screen captures or live application scenes, use text with a solid, colorful background, and text that contrasts with the background, like black/white, yellow, blue.　Think of this look as the "caption" style.

n　Maintain a reasonable margin (e.g., 1 inch) from all edges of a scene.　In other words, keep your objects away from the edges.　This will give your demos a sophisticated look.

n　Don't put objects near the edges unless you want to create visual interest which will cause the user to draw their eyes to the object.

n　When creating a group of interactive buttons for a list of topics, etc.,　create the button with the longest text first, then copy this button to create the other buttons.　Then simply change the button text for each button.

Text

n　When using a solid fill style on a text object, use a margin of a few pixels between the text and the box that it fits in.

n　Don't use fonts other than Times New Roman or Arial.　Nearly every Windows system contains these fonts.　If you use a font that resides on your system, but not your users systems, they may not be able to read any of your text.

n　If you absolutely must use a specialty font that your users won't likely have on their systems, create the text in a graphics program (e.g., CorelDraw!).　Save the text as a Bitmap (.BMP), and import the text into the demo as a graphic object.

n　Times New Roman is generally more attractive than Arial.　Use Times New Roman whenever possible, as it lends a certain degree of sophistication to the demo.　Times New Roman is also a serif font, and thus easier to read in small point sizes.

n　Avoid using bold text, and keep your use of italics consistent.　Bold is fine for headlines but it is hard to read on body copy.　Create body copy in normal or italic style.

n　Remember that even plain typefaces like Arial and Times New Roman can be very attractive if you use a point size that is not too large.　Smaller, non-bold type can be fairly elegant.

n　For added type appeal, try "letterspacing" headlines by typing a character and inserting a space or two, then another character, and so on. Remember, this is not effective for body copy, only headlines/titles.　It looks like this... **W　I　N　D　O　W　S**.

n　Use lines of text that are only 5 to 6 words long.　Users will not read a text block of 10-point text that stretches from side to side.　In fact, by adopting a newspaper column-style look (short lines), readability will increase.

n　Avoid using effects on text that reveal from bottom to top, or right to left.　Since we read left to right and top to bottom, use these effects instead.

n　Heavy lines and borders near text or on a box surrounding text can detract from the readability of the text.

Demo Technique

n   When making a timed demo (i.e., the demo proceeds at its own pre-set pace), ensure that your text stays on-screen long enough to be read.   A good way to test this is by timing the demo while someone who is completely unfamiliar with the subject reads the text.

n   When making interactive demos, use the Pause On Scene transition (found in the scene properties box).   This enables a scene to stay on-screen for an infinite period.   Then, program an event object or button to go to another scene as necessary.

n   When using captures or any type of bitmap where you need it to display 1:1 (i.e., not scaled), select the Resize Frame option when editing the object's properties.

n   Make all effects and motions relatively fast.   Users become tired when waiting for effects or motions to finish.

n   Use 16-color bitmaps wherever possible, especially with backgrounds.   Some image editing applications are better than others for converting true-color and 256-color images to 16-colors. Youll need to experiment.

n   Provide some method for your viewer to move from one part of the demo to the other.   Nothing is more boring than sitting through a 15-30 minute 'slide show' to get to the end of the demo.

n   Provide a thank you screen when your viewer chooses to exit your demo.   It is polite, and gives you an opportunity to show them the contact information again.

n   Long demos can get boring or tiring.   Notice that we have split demos into different topics, so each is easy to view in one sitting.

Helper Applications Used for Demos

CBT.DBD

The F-16 jet fighter image on the Welcome scene was generated with Corel PhotoPaint 5. The image was taken from the Corel Sampler CD, and was resampled to 20%. Then, it was converted to 16-color.

CorelDraw! 5.0 was used to generate the images of the balloon and jet engine, which were exported as .WMF files.

The .AVI files were made with CorelMove 5. For those familiar with CorelMove, a single actor was created from CorelDraw! 5 that included the image of the jet engine and the air molecules flowing through it. To generate each frame of the .AVI file, the air molecules were moved forward, frame-by-frame.

CUECARD.DBD

On the opening scene, the small image of the mouse was created with several applications. The mouse was obtained from the PhotoFinish 3.0 PhotoLibrary CD. Corel PhotoPaint 5 was used to crop the image, and several bitmaps of DemoShield buttons were merged into the image, with some opacity. The image was converted to 16-color using U-Lead ImagePals Image Editor.

Also, the beveled appearance was created using a .WMF. CorelDraw! 5 was used to generate a transparent box, with two sides white and two sides dark gray. The box was exported as a .WMF. In the demo, the box was placed over text objects and was scaled vertically to fit certain lines of text.

MULTI.DBD

In the attention-getting scene, a newspaper page image was made in CorelDraw! 5. This image was printed on a laser printer, and the paper output was folded and crinkled. Then, in Corel PhotoPaint 5 using an HP ScanJet IIc, we scanned the paper output of the newspaper page as a "color photo," thus giving the scanned image a slightly gray/yellow newspaper look. We used a mask to cut-out the image, copied it to the clipboard, and then pasted it into a city street image that was obtained from the U-Leads photo CD. We now had the newspaper superimposed over the city street. Finally, the Lighten/Darken tool in Corel PhotoPaint 5 was used to hand-touch a shadow near the edges of the newspaper.

The WAV file played in the attention-getting scene was found on a collection distributed by ARIS Entertainment. It was resampled to 11 KHz using WAV for Windows by Turtle Beach.

The background of the remaining scenes was created in Corel PhotoPaint 5 as a fractal-fill 640x480 bitmap. The beveled-box appearance was created with the Lighten/Darken tool. The image was converted from 256-color to 16-color using HiJaak PRO. We found that HiJaak PRO did an exceptional job of converting a complex image to 16-color.

The slideshow images in the menu scene and additional bitmap images in other scenes were obtained from various photo CD's. Corel PhotoPaint 5 was used to resample (reduce) them, and text was added there as well. They were saved as 256-color bitmaps.

During the pricing/availability scene, logos were made using CorelDraw! 5, and they were exported as .WMF's.

Finally, the animation file during the technical specifications scene was obtained from the Corel 5 clipart CD. This animation, originally in FLI format, was converted to the AVI format using Microsoft's VidEdit utility. The compression scheme used was: 8 bit Microsoft Video 1, 14 frames per second (fps), with a data rate of 300 K/second. The palette was optimized to 234 colors to improve the display of the AVI under 256 color systems.

PRESALE.DBD

Screen Captures were performed using Paint Shop Pro version 3.0 by JASC, Inc. Some images were

resized using Smooth Scaling by WexTech Systems, Inc.

Graphics were created using Micrografx Picture Publisher and exported as BMPs.

TOUR.DBD

Screen Captures were performed using Paint Shop Pro version 3.0 by JASC, Inc.

In addition to screen captures, images were used to explain certain concepts.   These images were drawn in CorelDraw! 5, and they were exported as .WMF files.

The title bars were created by scanning a sheet of aluminum foil and resampling (resizing) it to 1024x768 size.   It was then cropped to the desired size.   HiJaak PRO was used to convert the image to 16-color

Quick Tour Demo

Purpose of Demo

The Quick Tour demo provides new users with an overview of the interface and capabilities of DemoShield.   The viewer navigates via hot spots placed on top of graphics.   When the viewer sees information within either the Tools or Wizards topic, he may click on **See It!** to see a demonstration of the feature being used.

Techniques

Several different techniques are used in this demo.   First, we carefully planned the content and organization of the demo.   Then we created an interface that could relate a good deal of information in a manner which maintains the viewer's interest.   We decided that the theme for the demo would be a vacation (i.e. Quick Tour) and the text descriptions (except for   those used in the See It! button within the demo) would be written along these lines.

We created the graphics in CorelDRAW and generated AppCam files using DemoShield's built-in image sequencing functionality.

Hot Spot Objects were used to provide navigation.   Event Object's were used to allow us to jump forward or backward in time within a single scene.   This allowed us to create a fade in fade out effect when moving the mouse over a Hot Spot.

The following techniques were used in the various scenes:

MAIN MENU

We created several bitmap images which are displayed or hidden when the user moves the mouse over a hot spot.

TECHNICAL SUPPORT/CONTACT INFO

A Text Object is used to display information about contacting DemoShield technical support and sales.

M-[ALL], T [ALL], and W [ALL]

A single Text Object with scroll bars is used to display information about each menu item one by one. See It! is unavailable for all Menu topic items.   In the other topics (Tools and Wizards), clicking on See It! will send the viewer to a separate scene playing an AppCam.   Each scene has a unique image which ties in with the text description.

... SEE IT [ALL]

AppCam recordings were created of each feature being used.   The size and placement of the AppCam Objects are consistent in all scenes displaying them.   A Text Object is used to explain what the viewer is seeing in the AppCam Object, and Event Objects trigger Delay Demo actions to hold the text on the screen for the desired number of seconds.

Advantages

n   A quick overview of DemoShield is provided in a manner that retains viewer interest

n   Many of the graphics used are visually appealing

n   The interface is easy to use

Disadvantages

n   Creating custom images requires familiarity with graphics programs and graphic design skills

n   The fade in/fade out effect used on buttons is a somewhat complex implementation

n   Playback of the demo on 16 color systems will not display images correctly as all bitmaps are 256 color

Steps

To display a bitmap do the following:

1. Create a Rectangle Object from the Auto Shapes palette.

2. Open the Rectangle Object properties dialog by double clicking on the object.

3. Select the **Fill Styles** tab.

4. Choose the desired image from the Images listbox.   If the image you wish to use is not listed you may import it by clicking the **Import Image...** button.

5. Choose **Resize Frame** as the **Image Option.**

To display an image when the mouse moves on top of a Hot Spot Object and hide an image when the mouse moves off of the Hot Spot Object, do the following:

1. Create a Rectangle Object using the steps above (e.g. Menu Top in the Main Menu scene).

2. Disable the **Visible Property** in the Rectangle Object's Properties | **General** tab | **Initial State.**

3. Create a Hot Spot Object (e.g. HS Menu Top in the Main Menu Scene).

4. Open the Hot Spot Object's properties.

5. Choose the **Actions** tab.

6. Click the **New Action** button.

7. When **Mouse Moves On Object,** perform the **Show** action upon the desired object (e.g. G Menu Top) for **Scene Duration.**

8. When **Mouse Moves Off Object,** perform the **Hide** action upon the desired object (e.g. G Menu Top) for **Scene Duration.**

To create a Text Object with scroll bars, do the following:

1. Create a Text Object (e.g. T Cue1 in the Technical Support scene).

2. Choose the **Object Styles** tab and enter the desired text.

3. Choose the **Borders** tab.

4. Enable **Add Scrollbar.**

To create buttons that fade in when the user moves the mouse on top of them and fade out when the user moves the mouse off of them, do the following:

1. Create two bitmaps in a graphics program.   One bitmap represents the button when it is not glowing and the other is for when the button is glowing.

2. Create Rectangle Objects to display the bitmaps using the steps above.   Place one directly on top of the other and disable the **Visible** property on the object that displays the glowing bitmap (e.g. G Main Menu Glow in the Technical Support scene).

3. Create an Event Object that causes the scene to replay if the user has not moved the mouse on top of the button (e.g. E 89.0 Replay Scene in the Technical Support scene triggers a Go to Scene action sending the user back to 0.0 seconds in the Technical Support scene).

4. Set the **Start** time of the Rectangle Object displaying the glowing bitmap to greater than the trigger time of the Event Object created in step three above (e.g. G Main Menu Glow in the Technical Support scene has a start time of 90.0 seconds).

5. Configure the remaining life periods as follows:

   Hold = Start Time + .01 second (e.g. 90.1)

   End = Start Time + 20.1 seconds (e.g. 110.2)

Exit = Start Time + 20.2 seconds (e.g. 110.3)

6. Choose **Random Bits Appearing** as the **Start** Period Effect and **Random Bits Disappearing** as the **End** Period Effect.

7. Create an Event Object whose trigger time is greater than the **Hold** time on the Rectangle Object created in step four (e.g. E 92.0 Jump Main Start in the Technical Support Scene). This object will not perform any actions.   Instead it will be used to create a loop - trapping scene time in the Rectangle Objects object's **Hold** Period until the user moves the mouse off of the Hot Spot.

8. Create an Event Object whose trigger time is less than the End time of the Rectangle Object displaying the glowing bitmap (e.g. E 110.0 Jump Main End in the Technical Support scene has a trigger time .02 seconds less then the End time of G Main Menu Glow). This object will not perform any actions.   Instead it will be used to jump to when the user mouse the mouse off of the Hot Spot.

9. Create a Hot Spot Object on top of the image of the button (e.g. HS Main Menu in the Technical Support scene).

10. Open the properties of the Hot Spot Object and choose the **Actions** tab.   Configure the Hot Spot as follows:

When the viewer does this	Perform These Actions
Left Clicks Mouse	Trigger the desired action (e.g. Go to Scene)
Moves Mouse On Object	Go to Object in Scene (e.g. G Main Menu Glow)
Moves Mouse Off Object	Go to Object in Scene (e.g. E 110.0 Jump Main End)

Tip   To see this technique in action, view the Quick Tour demo through the Designer and pay particular attention to the Demo Controller.   You will see the changes in Scene Time when moving the mouse on top of the Hot Spot.   Also, related objects (e.g. from the Technical Support scene: HS Main Menu Glow, G Main Menu Glow, E 92.0 Jump Main Start, E Go to 92.0 Jump Main Loop, and E 110.0 Jump Main End) have been layered in such a way that they will be located next to one another in the Time Line Editor.

Hint   Come up with a naming scheme that can be used consistently in more then one scene.   This way you can create a scene to be used as a template for future scenes.   Also, if you need to alter the demo at some future time, you will be able to easily familiarize yourself with how the demo is organized.

See Also

AppCam FAQ

AppCam Tips

Capturing Images

DemoShield has a built-in screen capturing tool.   This allows you to capture your application screen images in bitmap format.   You can then use the bitmaps within your demo. Captured images become internal resources of the current demo.

Follow these steps to create screen captures:

1.   Select **Capture Images** from the **Demo** menu. The Designer will become minimized and the DemoShield Capture dialog will be displayed.

2.   Open the application you wish to capture and prepare the screen the way you want it to look.

Note   Be sure that the application is small enough to fit within the dimensions of your Demo playback window.

3.   Choose the type of capture you would like to perform by pressing the **Shift** key to toggle through the options.

4.   Press **Control** to perform the capture

5.   Press **Done** when you have finished capturing images

See Also

Image Capture Tips

Common Questions

Why does my xxxxxxx Object drift from its original position?

This problem is related to the resolution that you are running Windows under.   If you are running in VGA resolution (i.e., 640 x 480), then the Design window will be a scaled representation of the actual demo.   Therefore objects placed within the Design Window attempt to approximate their true coordinates.   This can result in objects shifting or drifting a couple of pixels.   In order to eliminate this, you need to enable the **Scrollable Design Window** view.   To do this, do the following:

1. Select **Preferences** from the **File** menu

2. Select the **Enable** tab

3. Enable **Scrollable Design Window**

Why does my Bitmap look distorted?

Bitmaps can become quite distorted when resized.   The greater the amount of size change, the more distorted the image will be.   To avoid distortion, you will need to disable scaling or use a third party scaling program (e.g., Smooth Scaling) to resize the image.   To disable scaling, do the following:

1. Open the Graphic Objects properties dialog

2. Select the **Fill Styles** tab

3. Use **Resize Frame** as the **Image Option**

The **Resize Frame** image option will resize the object so that its new dimensions match the dimensions of the bitmap.

Why does my Bitmap appear in the upper left hand corner?

Objects appear in the upper left hand corner if   they are not scaling.   Scaling is the resizing and repositioning of objects in response to   the resolution Windows is running under.

Scaling may or may not be desirable.   Here are some Pros and Cons:

Pro

n   A full screen image under 640x480 will always fill the entire screen under any resolution.

n   There will not be any empty region on the right and bottom portions of the screen.

Con

n   It is not possible to get exact placement of objects, as objects will scale their position according to the X, Y coordinate of the screen's upper left hand corner.   This is a problem when you are layering objects.

n   BMPs and WMFs tend to become distorted.   The greater the scaling, the greater the distortion.

You might consider creating a fixed size Windowed Mode demo to avoid having to deal with scaling. This simply means that your demo will run in a window.   See the Windowed Mode Demo tip.

Why is the size of my xxxxxxx Resource zero bytes?

When the size of a resource as listed in the **Resource Manager** is zero bytes, it indicates that the resource has been imported by reference.   When you import a resource by reference, a zero byte pointer to an external resource is imported in place of the actual file.   In order for Import by Reference to operate properly, the resource that has been referenced must be in the current working directory.   The current working directory is the directory from which the Designer or Player is being launched.

What graphics formats are supported?

DemoShield supports the following graphics formats:

BMP-Windows Bitmap

WMF-Windows Metafile

There are some restrictions with these two formats.   See below.

1.   WMF images should not use an optimized palette.   Instead, use the Windows palette. DemoShield will realize a palette for BMPs and DemoShield generated objects, however, WMF will use the current palette.

2.   WMF should use Aldus placeable headers if you wish to be able to resize the image.

3.   RLE encoded BMPs are not supported.   Use Windows RGB Encoded BMPs instead.

Note   Some applications use RLE encoding to compress bitmaps.   To avoid this, save bitmaps as uncompressed.   DemoShield will compress the bitmap once it is imported.

Why does my macro only playback mouse movements?

If an application does not have focus, then events such as mouse clicks will not be sent to the application.   To make certain that your application has focus, simply make the first event a left-click on your application *after* you have begun recording the macro.

Note   To preview your demo as your viewer would see it, you must use the Player.   See Previewing a Demo.

Why doesn't the mouse move the way I recorded it in my macro?

Proper macro playback is dependent upon the screen resolution.   If a macro is recorded under VGA resolution (640X480) and then played back under SVGA resolution (800x600),   the mouse movements will be off.   It is necessary to record a macro at each resolution when mouse movement is to be a part of the macro playback . DemoShield will automatically play back the   macro under   the appropriateresolution.   Because of this, it may be desirable to use keyboard commands instead of mouse movements.   A macro using only keystrokes can be recorded and played back under any resolution.

Note   When recording macros under different resolutions, use the same name for all of the macros. DemoShield will automatically append the resolution in brackets after the macro name.

Why doesn't my ScreenCam Movie (SCM) play?

In order to play back an SCM, it is necessary that the ScreenCam Player (SCPLAYER.EXE) be in the same directory as the DemoShield Player (DEMO.EXE).   Check the following:

1.   Locate the directory containing the DemoShield executables

2.   Verify that SCPLAYER.EXE is in the same directory as DEMO.EXE

It is necessary to preview your demo using the Player in order to see the SCM play.   See Previewing a Demo.

Windowed Mode Demos

If you have created a demo and found that objects appear in the wrong places when the demo is played full screen, then you might consider trying a Windowed Mode demo.   A Windowed Mode demo is simply a demo that plays in a window.   This window can be of a fixed size or it can scale just as a standard full screen demo would.   Creating a fixed size window has the advantage of appearing in a consistent manner under all display resolutions.

You could also allow your demo window to scale.   Your windowed demo will scale from a presumed base resolution of 640 x 480.   We recommend trying both formats to see which works better for you.

To create a fixed size window do the following:

1.   Select **Properties** under the **Demo** menu

2.   Select the **Styles** tab

3.   Enable the **Windowed Playback Style** property

4.   Enter the desired caption in the **Caption** edit field (a caption is the text that appears at the top of a window)

Tip   It is recommended that you enable **Eliminate Caption** if the demo will be run on systems with a display setting equal to the size of the demo (e.g., a 640x480 window playing back on a system running Windows at 640x480).   Since a caption takes up the top 20 pixels of the window, the contents of the window are scaled slightly and this can cause objects to   line up improperly or line breaks to occur in your text in undesired locations.

5.   Select the **Size** tab

6.   Enter 640 in the **Width** edit field and 480 in the **Height** edit field

Tip   Only use a size greater than 640x480 if you are sure that the user will be running Windows at a resolution equal to or greater than the size you have specified.   Otherwise objects will scale significantly and images may appear distorted.

7.   Enable the **Fixed Size** property

8.   Enable the **Centered** property if you wish to center the demo on the screen

To create a scaling window do the following:

1.   Select **Properties** under the **Demo** menu

2.   Select the **Styles** tab

3.   Enable the **Windowed Playback Style** property

4.   Enter the desired caption in the **Caption** edit field (a caption is the text that appears at the top of a window)

How...

[How Can I Convert Slides From PowerPoint?](#)

[How Can I Create a Template?](#)

Previewing a Demo

Some things cannot be previewed in the Designer (e.g., an Application Scene, ScreenCam playback, etc.).   Therefore, you will need to test run your demo using the Player.

Follow these steps to test your demo in the Player:

1.   Choose **Current Demo** from the **File** menu

Hint   Play Current Demo will appear disabled if the demo has not yet been saved.

File Information

Directory Structure

When you install DemoShield, SETUP.EXE creates the following directory structure underneath the specified installation directory:

\PROGRAM   Contains DemoShield Program Files

\PROGRAM\LEX   Contains support files for the spell check functionality

\PROGRAM\DEMOTEMP   Contains resources used by the **New Demo** Wizard

\PROGRAM\SERVER*   Contains resources used by the DemoShield Server

\PROGRAM\INTERNET*   Contains installations for DemoShield DemoNow.

\SAMPLES   Contains sample DemoShield demos

\TEMPLATE   Contains demo Templates used during demo construction

\TOOLS   Contains DemoShield Knowledge Base files

\WIZARDS   Contains DemoShield Setup Wizard

* 32 bit only

DemoShield Files and File Extensions

DESIGNER.EXE

Demo developer's version of DemoShield. This is the file you use to create and edit demos.   In the user's guide, we call this file the Designer.   Do not distribute DESIGNER.EXE to your viewers (people who will run and watch your demo).

DEMO32.EXE

32 bit run-time version of DemoShield. This is the file your viewers use to run your demo.   In the user's guide, we call this file the Player.   Copy this file with your demo file to the disk you distribute to your viewer.

DEMO.EXE

16 bit run-time version of DemoShield. This is the file your viewers use to run your demo.   In the user's guide, we call this file the Player.   Copy this file with your demo file to the disk you distribute to your viewer.

NPDSINST.EXE

Netscape Plug-in installation for DemoShield DemoNow.

WEBDEMO.CAB

Internet Explorer ActiveX control used by DemoShield DemoNow.

DS32.DLL

32 bit DemoShield event generator. DEMO32.EXE and DESIGNER.EXE both need this file to run. Copy DS32.DLL to any disk you distribute to a viewer (along with your demo file and DEMO32.EXE).

DS.DLL

16 bit DemoShield event generator. DEMO.EXE needs this file to run.   Copy DS.DLL to any disk you distribute to a viewer (along with your demo file and DEMO.EXE).

SSCE4232.DLL (32 bit DemoShield only)

Support file used by the spell check functionality in the 32 bit version of DemoShield

SSCE4216.DLL (16 bit DemoShield only)

Support file used by the spell check functionality in 16 bit version of DemoShield

DEFAULT.TPL

A default template file that loads automatically if the previously loaded template is unavailable.

*.DBD

When you create a demo and save it, the extension of the file you save is DBD.   The *.DBD file contains all the information the Player (DEMO32.EXE) needs to run your demo.

*.TPL

A file containing object, scene, and demo template information.

*.ISU

Log file created by unInstallShield.   The information contained in this file will be used when removing a program from your system.

*.AAA

When you create an Automation Resource it will receive this extension.

*.WID file

MIME type created when an Internet Save is performed within the Designer.

*.SCE

Each scene will receive an .SCE extension when an Internet Save is performed within the Designer.

*.RES

Each resource in a demo will receive a .RES extension when an Internet Save is performed within the Designer.

*.TLX

Dictionaries used by the spell checking functionality

*.CLX

Compressed dictionaries used by the spell checking functionality

Reducing the Size of Your Demo

Use the following guidelines when constructing your demo to keep the file size as small as possible.

n   If capturing AVI files, only capture the part of the screen that changes.   The Screen Capture program distributed by Microsoft allows you to select a portion of the screen to capture.   There is no need to record the entire screen if there activity in only a small portion of it.

n   When capturing bitmaps, only capture that part of the screen that has changed.   For example, if you are displaying an image of your application and then show the mouse move to select the **File** menu, capture only the **File** menu being pulled down and display this image on top of the full screen image.

n   Set your screen resolution to 640x480 and your system colors to 16 when performing screen captures of an application.   Most applications are developed using only the standard 16-color palette.   Use this to your advantage.   Change the display driver Windows is using (consult your video hardware documentation).   A 16-color bitmap will be smaller in size and will load faster.

n   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.

n   Purge unused resources from the *.DBD file.

> Do the following in the Designer:

1.   Open your Demo in the Designer

2.   Select **Resource Manager** from the **Demo** menu

3.   Choose the **Images** tab

4.   Press the **Check** button. Resources   in use will appear with a check mark next to it.

5.   Select any unused images from the listbox and delete them using the **Remove** button

6.   Repeat steps 4and 5 for each type of resource contained within the demo accept Macros and Files (i.e., Text, Video, Sound, Auto)

n   Verify that all resources are compressed.

Do the following in the Designer:

1.   Open your Demo in the Designer

2.   Select **Resource Manager** under the **Demo** menu

3.   Select the **Images** tab

4.   Select each resource name from the listbox

5.   Verify that the **Compressed** option is enabled for each resource

6.   Repeat steps 2 through 4 for each type of resource contained within the demo

n   Build Distribution disks without using the Setup Wizard.   As a last resort you can save about 240K of space on your distribution disks by not using the Setup Wizard.   The disadvantages are:

No Program Group will be created. You will need to include directions on how to launch the demo.

No unInstallShield support.   unInstallShield allows installed files to be removed.   Since the files are copied manually or run from a floppy unInstallShield will not be available.

The files needed on your distribution disk are:

```
DEMO.EXE
DS.DLL
[FILENAME.DBD]
```

AVI and SCM files (if **Import Video Files By Reference** is enabled in the **Resource Manager**)

EXE and support files (if using an Application Object and **Import Application File** has been enabled)

All of these files should be copied into the same directory.

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.

How Can I Convert Slides From PowerPoint?

This article gives specific instructions for converting PowerPoint slides to graphics that you can present in DemoShield.   Note that the same general steps can be followed to convert slides from Freelance or other presentation programs.

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.   Enable the **'Embed True Type Fonts'** in the **Save As** dialog.   This will cause the WMF to contain a pointer to the original font so that when the WMF is resized, the text will retain its clarity.   Once each frame has been exported, it is recommended that you convert the WMF to BMP using a graphics program such as Paint Shop Pro from JASC, Inc..   This is due to the fact that DemoShield does not use the palette information contained in a WMF.   Thus, colors may appear incorrectly when WMF images are used.

Note   The current bit depth will be used to determine the bit depth of the WMF.   For example, if you are running Windows at 256 colors, the WMF will be 256 colors.

When opening the image in a graphics program, you may be prompted for the dimensions of the image.   Enter the dimensions   that you wish the image to have   in your demo.   You may also want to reduce the number of colors used   by your image.   This is especially true for users running Windows at True Color since any system running Windows at less than true color will display the images poorly.

Tip   If the WMF was created when running Windows in True Color mode and then later opened up in a graphics program when Windows is running in less than True Color, it may be interpreted as a 16 -color image.   Thus, it is important to perform operations on the image in the same bit depth that was used when the WMF files were first generated

The are two ways to create the demo.   (1) You can display each slide in a new scene.   (2) You can display each slide in a separate Graphic Object and use effects to transition from one slide to the next within the same scene.

The first way is faster and easier to implement; the second way allows you to use effects such as fade-outs.   I will outline both methods briefly here.

Scene Technique

1.   Launch DemoShield
2.   Create a new One Scene demo or open an existing one
3.   Choose **Properties** from the **Scene** menu
4.   Click the **Fill Styles** tab-select the **Image** radio button
5.   Click the **Import** button-browse for the first slide of your demo
6.   Click **OK**
7.   Select **New Scene** from the **Scene** menu
8.   Choose the **Blank Scene** style
9.   Select **Next Scene** under the **Control** menu
10.   Repeat steps 9 through 13 for all slides
11.   Provide a means of navigation through the scenes (e.g., a VCR Object)

Graphic Object Technique

1.   Launch DemoShield
2.   Create a new demo- or open an existing one
3.   Create a Graphic Object from the Auto Shapes palette and size it as necessary

4. Open the **Properties** dialog box for the Graphic Object

5. Select the **Fill Styles** tab- choose the **Image** radio button

6. Click the **Import** button-browse for the first slide of your demo

7. Select the **Life** tab

8. Enter the time you would like the slide to disappear in the **Exit** edit field

9. Enter the time you would like a fade to appear in the **End** edit field (recommended 2 seconds before the Exit time)

10. Select the **End** radio button

11. Choose **Random Bits Disappearing** in the **Effect** combo box

12. Repeat steps 3 through 11.   However, add additional seconds to the Exit and End times of each successive object (e.g., Object 1: End time 3, Exit time 5.   Object 2: End time 8, Exit time 10. Object 4: End time 13, Exit time 15, etc.)

13. Re-order the layering of the Graphic Objects as necessary

Tip   The Scene Editor can be used to quickly modify the layering of objects.   Click the "View by Layer' button on the Scene Editor and use the Up and Down arrows to re-order the layering.   The last object listed will be the object on 'top' and the first object listed in the one furthest back.

See Also

Capturing Images

ScreenCam Tips

n   Create your ScreenCam (.SCM) movies under 640x480 resolution.   This ensures that theyll play correctly under all resolutions.

n   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 the screen resolution.

n   When creating your Play Video action, enter placement coordinates of 0,0.   Your .SCM will appear be fully visible regardless of the screen resolution your viewer is running (provided you recorded the .SCM at 640x480).   If your demo is full screen the .SCM will play in the upper left corner of the screen.   If the demo is a centered window the .SCM will play directly on top of the demo window.

n   Remove the **Keep Demo Always on Top** option in the Demo Properties.   Failing to do so can result in your demo window appearing on top of the SCM during playback.

n   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.

n   When previewing a demo containing a ScreenCam movie verify that the ScreenCam Player (SCPLAYER.EXE) is in the same directory as the DemoShield Player (DEMO.EXE).   Otherwise, the .SCM will not play.

n   When building your distribution disks using the Setup Wizard verify that the **Lotus ScreenCam Player** checkbox is enabled in Step 1.   Without the ScreenCam player the .SCM files will not play.

ScreenCam Instructions

ScreenCam is a program made by Lotus that allows you to create full screen recordings of your running applications.   ScreenCam recordings can be saved as either stand alone EXEs or as .SCM (ScreenCam Movie) files.   DemoShield allows for integrated .SCM playback.

Note   There are separate versions of ScreenCam for Windows 95 and Windows 3.1.   You must use the appropriate version to create a ScreenCam recording.

ScreenCam offers on-line help which describes the use of the product.   By following their directions, you may create video files which include captions and other effects.

Advantages

n   Lotus ScreenCam generates video files that offer 1) relatively small file size, 2) smooth animation of cursors and other moving objects, and 3) visual playback of drag-and-drop characteristics within an application

n   A single demo disk can hold the DemoShield run-time engine, setup utility, ScreenCam Player, and a demo containing many ScreenCam files

n   Recording of video files is relatively simple and brief

Disadvantages

n   While a ScreenCam video is playing, user interaction within the Demo is temporarily suspended

n   ScreenCam lacks any editing capabilities

Steps

1.   Create a ScreenCam recording.   Consult the ScreenCam on-line help for information on using ScreenCam

2.   Launch DemoShield

3.   Open an existing demo or create a new one, as desired

4.   Select **Resource Manager** under the **Demo** menu

5.   Select the **Video** tab

6.   Click on the **Import** button

7.   Click the **List Files of Type** combo box to the **ScreenCam Movie** option

8.   Browse for the .SCM file created in Step 1 above

Note   If **Import By Reference** is enabled, you will need to copy the .SCM file into the same directory as the DemoShield Player.   Also, you will need to include the .SCM file with your demo when using the Setup Wizard.

9.   Click the **Close** button

Tip   It is strongly recommended that you remove the **Keep Demo Always on Top** option on the Demo Properties.   Failing to do so can result in your demo window appearing on top of the SCM during playback.

10.   Create an Event Object

11.   Open the Event Object properties dialog box by double clicking on the **Event Object**

12.   Select the **Time** tab-enter the time that you wish the ScreenCam movie to play

13.   Select the **True Actions** tab

14.   Click the **New Action** button

15. Select **Play Video** as the action to perform

16. Select the .SCM file imported in Step 8 above as the **Video to Play**

17. Enter the x, y coordinates for the desired position of the movie   playback

Note   ScreenCam movies are full screen recordings.   If you want your demo to be viewable on 640x480 displays,   you will need to enter 0, 0 as the x, y coordinates.   Otherwise, part of the .SCM will not be visible.

18. Click **OK**

19. Select **Save** from the **File** menu

20. Preview the demo using the DemoShield Player (see below)

Note   The ScreenCam Player (SCPLAYER.EXE) needs to be in the same directory as the DemoShield Player (DEMO.EXE or DEMO32.EXE) in order to preview the demo.

See Also

Windows 95/NT 4 Questions

Is there a Windows 95/NT4 version of DemoShield?

Yes.   There are two versions of DemoShield: a Windows Windows for Workgroups (WfW) 3.1x version (16 bit) and a combined Windows/WfW 3.1x and Windows 95/Windows NT (16/32 bit) version.   Both versions are designed to use the exact same interface and provide the same functionality.   However, the 32 bit version is designed to take advantage of the new capabilities available under 32 bit operating systems.   These include an additional action (**View Internet URL**) and **Internet Save** support.

Does DemoShield run under Windows 95/NT4?

Yes.   The demo files (DBD) produced by a 16 bit version of DemoShield will operate normally under a 32 bit operating system.   Functionality specific to the 32 bit version (e.g., **View Internet URL**) will be ignored by the 16 bit version.   However, there are two restrictions between demos created under 16 bit or 32 bit operating systems.   The restrictions involve live application demos (a demo that launches and controls another executable) and macros (a recording of mouse moves and key presses).   Due to the difference in the way that applications are handled under 32 bit operating systems, it is not possible to guarantee the reliability of a 16 bit live application demo under a 32 bit operating system.   The same restriction holds true for macros.   The data structure used by 32 bit macros is different than that used by 16 bit ones.   Thus, macros may not play back correctly. Taking these two limitations into consideration can help you produce a demo that will be playable under both 32 bit and 16 bit operating systems.   See <u>Creating Cross Platform Live Application Demos</u> for additional information.

Which version of DemoShield should I use?

If you will be developing demos that are to be distributed exclusively under 32 bit operating systems, then you should use the 32 bit version of DemoShield.   When developing demos to distribute to users of either 16 bit or 32 bit operating systems you may use either version of DemoShield to create your demo.   The 32 bit version of DemoShield includes a cross platform Setup Wizard.   This special version of the Setup Wizard can be used to create distribution disks that auto-detect the operating system and install the needed version of the DemoShield Player.

Can I use a demo that I created under the 16 bit version of DemoShield with the 32 bit version of DemoShield?

Yes.   DemoShield creates a DBD file that may be used by either the 16 bit or 32 bit version.   Thus both versions of DemoShield can read and write to the same DBD file.   If you began working under one version of DemoShield and realize that you really should be using another, there is no cause for concern.   Contact your DemoShield sales representative within 60 days of purchase to obtain the correct version of DemoShield.   Once you have the desired version, open your DBD in the Designer and perform a save.   This will update the DBD to the latest format, if necessary.

Improving the Performance of Your Demo

n   Image resources take up memory.   It is advisable that you use the tips found in the <u>Reducing the Size of Your Demo</u> article.

n   Purge any unused resources.   Do the following:

Do the following in the Designer:

1. Open your Demo in the Designer

2. Select **Resource Manager** from the **Demo** menu

3. Choose the **Images** tab

4. Press the **Check** button. Resources will in use will appear with a check mark next to it.

5. Select an unused images from the listbox and delete them using the **Remove** button

6. Repeat steps 4and 5 for each type of resource contained within the demo (i.e. Text, Macros, Files, Video, Sound, Auto)

n   Set the Demo Properties so that the demo runs in a fixed size window.   See <u>Windowed Mode Demos</u> for additional information.

n   When using Graphic Objects to display Image resources remove any border style that may have been applied.   It takes longer to draw an image with a border than it does to draw an image with our a border.

n   Hide Objects that do not need to be visible.

n   Set the Exit time of object's so that they do not exist beyond their actual usage.

Creating Cross Platform Live Application Demos

A cross platform live application demo is a demo that launches and controls an external Windows 3.1 (16 bit) application running under Window 3.1 or Windows 95/NT (32 bit).

By following the suggestions in this article, you will be able to evaluate the feasibility of creating a cross platform live application demo with your Windows 3.1 executable.

Critical Information

When setting the properties for your application object, it is necessary that you provide the **Windows Class Name** and/or **Windows Caption** in the **Options** tab to ensure that DemoShield can locate your running executable.   This information can be determined via programmer's utilities such as Microsoft's Spy or Borland's Winsight.   It is crucial that you enter the information exactly as it is indicated by the utility.

Record Macros under Windows 3.1

The data structure of macros is different between 16 bit and 32 bit operating systems.   Thus, if you intend to use macros in a cross platform demo, it is necessary that you record the macros under Windows 3.1.

Use the Windows 3.1 Version of DemoShield

The Windows 3.1 version of DemoShield should be used along with the 16 bit version of your application.   Using the 32 bit version of DemoShield will produce unreliable results with a 16 bit executable and will create macros that are unusable under a 16 bit operating system.

Testing

Produce a test demo before committing to the development of a cross platform live application demo. You may encounter difficulties that you have not addressed if you create a live application demo assuming that it will run under both 16 bit and 32 bit operating systems.   Cross platform live application demos must be handled on a case by case basis.   One application may work without problems, whereas another will simply not operate as desired.   Testing will make you aware of any potential problems.

Product Demo

Purpose of Demo

This Product Demo serves as a mock sales demo for a fictional color laser printer: the X-15.   It is the type of demo that would be distributed to potential purchasers of this printer, outlining features and benefits of its use.

Techniques

The product demo begins with an attention-getting scene.   This includes a custom-made graphic image of a street and newspaper.   A brief, exciting musical piece is played simultaneously.

In the Menu scene, a small slide show loops continuously.   Here, five different images advertise features of the fictional X-15 printer.   As each image fades away, the next one fades in.

In the technical specs scene, an .AVI file is played to demonstrate animation capability.   For additional information regarding this file, refer to the Helper Applications Used for Demos article.

Advantages

n   Usage of multimedia in a demo increases the end user's interest

n   Usage of multimedia increases the user-friendly aspect of computer software

Disadvantages

n   Sound (.WAV) and animation/video (.AVI) files require massive amounts of disk storage space. This requires most large-scale multimedia products (i.e., multimedia encyclopedias) to be distributed on CD-ROM

Steps

Use the following steps to create a fading slide show effect, assuming five (5) different images:

1.   Import all five bitmaps or metafile images

2.   Place them so that they physically overlap

3.   Name each file in sequence of play, such as G 01 Billboard, G 02 Billboard, G 03 Billboard, etc..

4.   Edit the properties of the first image.   Under the **Life** tab, set **Start=0.0**,   **Hold=0.0**, **End=4.0**, **Exit=6.0**.   In the **Life Periods** area, choose **End** and select **Random Pattern Disappearing**. Hit **OK**

5.   Edit the properties of the second image.   Under the **Life** tab, set **Start=4.0**,   **Hold=6.0**, **End=10.0**, **Exit=12.0**.   In the **Life Periods** area, choose **End** and select **Random Pattern Disappearing**.   Hit **OK**

6.   Edit the properties of the third image.   Under the **Life** tab, set **Start=10.0**,   **Hold=12.0**, **End=16.0**, **Exit=18.0**.   In the **Life Periods** area, choose **End** and select **Random Pattern Disappearing**. Hit **OK**

7.   Edit the properties of the fourth image.   Under the **Life** tab, set **Start=16.0**,   **Hold=18.0**, **End=22.0**, **Exit=24.0**.   In the **Life Periods** area, choose **End** and select **Random Pattern Disappearing**.   Hit **OK**

8.   Edit the properties of the fifth image.   Under the **Life** tab, set **Start=22.0**,   **Hold=24.0**, **End=28.0**, **Exit=30.0**.   In the **Life Periods** area, choose **End** and select **Random Pattern Disappearing**. Hit **OK**

9.   Copy the first object and paste it into the scene to create a sixth image

10.   Edit the properties of the sixth image.   Under the **Life** tab, set **Start=28.0**,   **Hold=30.0**, **End=30.0**, **Exit=30.0**.   In the **Life** Periods area, choose **End** and select **Show**.   Hit **OK**

11. Edit the scene properties and make the scene length 30 seconds.   Choose a scene transition of **Replay Current Scene** and hit **OK**

Use the following steps to import .AVI and .WAV files in your demo:

1. Choose **Resource Manager** from the **Demo** menu

2. Under the **Video** tab, click **Import**.   Select your video files and click **OK**

3. Under the **Sound** tab, click **Import**.   Select your sound files and click **OK**

4. Click **Close**

Use the following steps to use .AVI and .WAV files interactively in your demo:

1. Create a Button Object or Hot Spot Object.

2. Edit the button or hot spots properties.   Under the **Actions** tab, program an action that will Play <sound file> or will Play <video file>

Use the following steps to use .AVI and .WAV files automatically in your demo:

1. Create an Event Object

2. Under the **Time** tab, set the time that you wish your sound or video to play automatically

3. Under the **Comparison** tab, verify that the screen reads If this object/variable... ALWAYS

4. Under the **True Actions** tab, program an action that will Play <sound file> or will Play <video file>

Converting 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 program is designed to be used on a computer running the Mac OS.   Do the following:

1.   Establish an FTP connection to ftp.microsoft.com

2.   Change directories to /developr/drg/Multimedia/Jumpstart/VfW11-Mac

3.   Download vfw11.sit

Launch Application Action

Description

The Launch Application action allows you to launch a program or open another demo.

Steps

To configure the Launch Application action do the following:

1.   Create an object capable of triggering Actions (e.g., Button object)

2.   Open the properties dialog of the object

3.   Choose the tab that contains the actions to be triggered (e.g., Actions).

4.   Click the **New Actions** button

5.   Choose the **Launch Application** action

6.   Enter the name of the desired application.   Click **Next**

Note   You can use a relative path if you wish.   This means that the executable can be located in a directory other than the one containing the Player.   To use relative paths, add the path token '<path>' before and after the name of the executable.   Also include the directory where the executable is located.   For example, if you wanted to launch MYAPP.EXE located in PROGRAM\COMPANY\PRODUCT\PROGRAM and the demo was in PROGRAM\COMPANY\PRODUCT\SAMPLE you would enter '<path>..\PROGRAM\MYAPP.EXE'<path>

7.   Enter any desired command line parameters.   Click **Next**

Hint   A command line parameter is an option used when launching an application.   For example, the Notepad accessory (NOTEPAD.EXE) included with Windows can open a text file when a filename is used as the command line parameter.

8.   Choose **Wait for Application Termination** if you want   the scene time to stop while the application is running.   Click **Finished**

Hint   You may wish to create a separate object to trigger a Pause/Continue demo action prior to the triggering of the Launch Application action.   This is because some applications will not run well if the DemoShield Player is running while scene time is advancing.   When scene time is advancing the DemoShield Player, will take clock cycles away from your application.

Advanced Tips

You can configure the Launch Application action to use data entered in an Edit Field object in place of an application name or command line parameter.   This may be useful if you wish the user to enter the name of a file to open along with the application.   Or perhaps you want the user to type in the location of a program to launch.   To do so you will need to create an Edit Field object to accept the data and, when creating the Launch Application action, you will need to use the Edit Field token <[NAME OF EDIT FIELD OBJECT]>.

Steps

We will create a sample scene that takes data entered in an Edit Field object and uses it to determine what TXT file to open.

1.   Create an Event object (e.g., Event 1)

2.   Open the Event object properties dialog

3.   Choose the **True Actions** tab

4.   Click the **New Actions** button

5.	Choose the **Pause/Continue Demo** action. Click **Finish**. Click **OK**

6.	Create an Edit Field object (e.g., Edit Field 1)

7.	Create an a Button object (e.g., Button 1)

8.	Open the Button object's properties dialog

9.	Choose the **Object Styles** tab

10.	Verify that the **Style** selected is **Push Button**

11.	Enter the desired caption for the button in the **Button Caption** edit field

12.	Choose the **Actions** tab

13.	Click the **New Actions** button

14.	Choose the **Pause/Continue Demo** action. Click **Finish**. Click **OK**

15.	Create an Event object

16.	Open the Event object properties dialog

17.	Choose the **Time** tab. Enter 0.1 seconds in the start time edit field

18.	Choose the **True Actions** tab

19.	Click the **New Actions** button

20.	Choose the **Launch Application** action

21.	Enter NOTEPAD.EXE as the name of the application. Click **Next**

22.	Enter the name of the Edit Field object as the command line parameter (e.g., <Edit Field 1>).
	Click **Next**

23.	Choose **Wait for Application Termination** if you want the scene time to stop while the
	application is running. Click **Finished**

Note	The value entered in the Edit Field must be a valid text file in order for Notepad to open it.

24.	Preview the demo through the DemoShield Player

See Also

Previewing a Demo

How DemoShield Handles Colors

This article is intended to give you a basic understanding of how DemoShield handles color when using Bitmap (BMP) or Windows Metafile (WMF) images. Any image used in DemoShield in BMP or WMF format can be classified as either a 16-color image, a 256-color image, or a high-color or true-color image. These classifications are described below:

n   16-Color - Images that contain 16 colors use one of two color palettes: a Windows palette or an Optimized palette.   An image using the Windows palette will use the 16 standard colors that are used by the Windows environment to display the image.   An image using an Optimized palette, on the other hand, will contain the best 16 colors for displaying the image.

n   256-Color - Images that contain 256 colors are utilized in DemoShield with a 256 standard color palette.   This means that DemoShield will generate a color palette with up to 236 entries for an image.   The remaining 20 entries are reserved for system colors (16 Windows standard colors + 4 Windows defined colors).

n   High-Color or True-Color - Images that are High-Color or True-Color have excellent image quality and may contain over 65,000 colors to display the image.

When including images in your demo, it is important to remember that the more colors an image contains, the larger the image size will be.   This may affect the performance and size of your demo, especially for floppy disk or internet distribution.

DemoShield can generate a color palette with up to 236 entries when Windows is running under a 256-color setting.   In order for DemoShield to use this standard 256-color palette, you need to enable Allow Palettized Colors under Demo|Properties|Options tab.   This color palette is generated using the colors from the scene background and all objects in the scene currently being displayed.   The palette entries generated for one scene will be carried over into the next scene by default unless you select Enable Full Palette Display in the Scene|Properties|General tab.   Therefore, 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 youve assigned.   If this limit is exceeded, however, the colors will map to the closest available color in the currently realized palette.

Hint   You can check the number of colors used in a scene by displaying the **General** tab of the **Scene Properties** dialog.

What has changed?

Earlier versions of DemoShield differ from DemoShield5.1 in two critical ways:

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 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.

Note   You may still force DemoShield to realize a color palette for a particular scene by selecting **Enable Full Palette Display** in the **Scene|Properties|General tab**.   This would be desirable only when a scene *needs* palette entries that are unique from the previous scene's palette, and there is aninsufficient number of entries available.

Whats has not changed?

The following restrictions on palette allocation still exist in DemoShield5.1:

n   AppCam resources do not receive palette entries.

AppCam resources are displayed using a standard Windows palette.   Therefore, it is recommended   that you run Windows in 16-color mode when creating an AppCam resource.

n   Windows metafiles (WMF) containing a palette do not receive palette entries.

Some programs create WMF images with color palette information.   DemoShield will not use this palette when displaying the WMF. If palette entries are needed, it is suggested that you convert WMF files to BMP format before   using them   in your demo.   A graphics program will be needed to perform the conversion.

Tips

For the most part, the default sharing of palette entries between scenes should work quite well. However, you may want to keep the following things in mind when creating your images:

n   Try to keep the number of colors used in each scene to less than 118.

If the number of palette entries used in any scene in your demo never exceeds 118, you can be sure that the number of palette entries between scenes will not exceed 236.   This ensures the best possible display of images.   Graphics programs such as Paint Shop Pro from JASC, Inc., can be used to dither images to a specific number of colors.   You may wish to dither all images in a scene to a color palette (.PAL) that best represents all the images used in the scene.

n   Test run the demo on a 256-color system.

Test the demo on a 256-color system before   distributing it .   This will help you detect any potential color problems   before it is too late to correct them.

n   Create a 236-color palette (.PAL) and dither images to it.

Power users may wish to create a 236-color palette that best represents the images used in the entire demo, and dither images to it. Since all images use the same palette, this ensures that your bitmaps will not   exceed 236 colors.

Note   Your text objects, graphic objects, button objects, etc., will need to use colors from the customized palette or from the standard Windows palette.   Otherwise you will exceed 236 colors.

n   Select **Enable Full Palette Display** only when absolutely necessary.

When the images used in your demo require   a 236-color palette that is unique between scenes, you should select **Enable Full Palette Display**.   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.

AppCam FAQ

Q: Do I need to position my application exactly within the dimensions of the sizing guide?

A: No.   The sizing guide is merely a reference point to help you capture a base window that fits within the dimensions of your demo.

Q: Why does my AppCam look too small?

A: An AppCam is composed of a series of images displayed upon a base image.   If your AppCam appears to be too small, you captured the wrong window as the base window.   When capturing the base window, be sure to click on the Title bar of your application.

Q: When I preview my AppCam, it looks jumpy.   Will it play like that from my demo?

A: No.   The preview dialog is merely a rough draft of the AppCam.   During   demo playback, the images will be cached for optimal display.

Q: During certain parts of my AppCam playback, part of the image disappears and only the button/menu I captured is shown.   Can I fix this?

A: Yes.   Image elements are displayed on top of the first element in a sequence.   Merge two sequences to use an earlier sequences image element as the base window.

Q: The colors don't look right in my AppCam.   Why?

A: DemoShield does not realize a color palette for an AppCam.   For the best results, run Windows in 16 color mode.

Q: Will an AppCam I have created under one version of Microsoft Windows play under another?

A: Yes.   An AppCam can be played back under any version of Microsoft Windows.

Q: Can other objects be placed on top of an Automation Object?

A: Yes.   The Automation Object displays according to its layer.   To move an Automation Object forward or backward, select the object and choose the desired option from the Object menu.

Q: Can a WAV file be played during an AppCam?

A: Yes.   You are free to use the Play Sound action, or any other action during AppCam playback.

See Also

AppCam Tips & Tricks

AppCam Tips & Tricks

n   Record an AppCam Sequence when running Windows in VGA (640x480 16 color) mode.   This will keep this size of the file small and help ensure that users of any system can view the AppCam.

n   To lengthen the duration of a Cursor Move, drag the element over to the left.   The duration of a Cursor Move is determined by the distance from the Cursor element and the next element in the sequence.

n   To extend the duration of an AppCam, drag the end of the last sequence to the right to the desired duration.

n   Always keep the size of your base window consistent between separate recording sessions of an AppCam.   This will give your demo a consistent look and feel.

n   Use the Size option under the System menu to assist in sizing your application window.   The System menu is the menu that is displayed when you click on the upper right corner of a window. Under Windows 95 this can be particularly useful, as the Task Bar can be resized and repositioned along with the Size option to get a consistent size.   To use the Size option along with the Task Bar, do the following:

1. Change to the desired resolution.

2. Reposition the Task Bar by clicking on it and dragging it to the top or bottom of the screen.

3. Resize the Task Bar in the same way you would resize a Window.   Note how the Task Bar will only increase in steps.

4. Launch your application.

5. Click in the upper left corner to display the System menu.

6. Choose **Size** from the **System** menu.

7. Press the down arrow key on your keyboard.   The cursor will change to the NS Pointer.

8. Drag the cursor down on the screen using the mouse.   The Window will not extend beyond the Task Bar.

9. Drag the Task Bar to the right or left side of the screen.

10. Repeat steps 6 through 8 to change the width of the window.

Note   All   AppCams created for the Quick Tour demo use this technique.

See Also

AppCam FAQ

Lotus Technical Support

For support on products bundled with DemoShield, such as ScreenCam, you will need to contact the software vendor directly.   As a service to users of DemoShield, a description of Lotus Corporate Desktop Support Services is included here.

Lotus Corporate Desktop Support Services

Lotus Development Corporation provides software products and support services that meet the evolving technology and business application requirements for individuals, work groups, and entire organizations.   The Lotus support offerings range from complimentary automated support services to premium telephone support offerings for corporations with many choices in between.

Individual Support Membership

An Individual Support Membership is designed specifically for individuals or companies with one to five users of our products.   An Individual Membership must be purchased for each user of the service. The annual fee is your only cost.   Once you join, youll be given a special toll-free number which gives you priority access to our specialists.

5x12 Business Hour Service

Priced at $179 annually per user, membership provides you with priority support for all desktop products between the hours of 8:00 a.m. - 8:00 p.m. (Eastern) Monday - Friday

Corporate End-User Telephone Support for Desktop Products

The Corporate End-User contracts provides access to Lotus Technical Support Specialists for end users of desktop products, at a discount based on a sliding scale dependent on the number of users to be using this service.   Lotus Desktop products include 1-2-3, Ami Pro, Approach, Freelance Graphics, Organizer (PIM), SmartPics, ScreenCam, and SmarText.   Support is available 24 hours a day, 7 days a week for 1-2-3, Ami Pro, Approach, Freelance Graphics, and Organizer (PIM).   All corporate support offerings are annual contracts with 60-day money back guarantees.

Additionally all corporate programs include toll-free access to the award winning automated services which include Lotus Fax, Bulletin Board and CompuServe services.   These services provide direct access to thousands of documents on Lotus products 24 hours a day, 7 days a week.

Suggested Retail Price for this program is a sliding scale based on the number of users using this service during the contract period:

6----24 users	$ 995
25---99 users	$ 2,995
100---499 users	$ 7,495
500---999 users	$12,495
1000 plus users	$12.50 per user

900# Telephone Support (U.S. Only)

For those customers who prefer to pay-as-you-go for support, this option utilizes the 900-555 exchange designated only for business-to-business use.   When you call, you will speak to a professional Lotus Technical Support Specialist who is trained to work with you to solve your questions as they arise.

The cost is $2.95 per minute, and there is a $50 cap per call.   Billing starts when you are connected to a technical support specialist.   This charge will appear on your monthly telephone bill.   Hours are 8:00 a.m. - 8:00 p.m. (Eastern), Monday-Friday.

To access this service, call (900) 55-LOTUS {(900) 555-6887}.

Pay-per-Incident Support

This service allow customers to pay-as-you-go for support services.   For a flat fee of $35, you will be connected with a highly trained Lotus technical support specialist who will work with you on your question.   Please note that an incident is one or more calls needed to solve <u>one</u> problem.

In the U.S., call (800) 553-4270 from 8:00 a.m. - 8:00 p.m. (Eastern), Monday-Friday.

In Canada, call (416) 364-5667 from 8:30 a.m. - 8:00 p.m. (Eastern), Monday-Friday.

Automated Support Services for Desktop Products

Lotus provides complimentary assistance for anyone with a touch tone phone, 24 hours a day, seven days a week through the Lotus Automated Support Center.   Information is available through Lotus Fax and the Lotus Bulletin Board with additional services available through CompuServe.

Lotus FAX

Through the Lotus Fax service customers have access to thousands of documents on Lotus products.   It is the same information Lotus Customer Support Specialists use and it enables the user to access technical documents and troubleshoot potential problems.   Customers can choose to have documents faxed to them or request a catalog of available documents.   Each catalog contains document titles, brief abstracts, and document order numbers for a reference library of customer support notes, application tips, and performance enhancement techniques. You may order documents by the appropriate number from any touch-tone telephone and have them delivered to any fax machine world-wide.

Bulletin Board Services (Modem Access)

Lotus offers a modem-based option to our automated services that provides dial-in access to Lotus CD/PROMPT, a CD-ROM based library of over 30,000 Lotus product technical notes, documentation, and publications.   This service enables customers to perform on-line searches for productivity techniques, sample applications, and troubleshooting tips.   Callers may access CD/PROMPT from their desktop through any VT-100 compatible terminal emulation program or by downloading Novells OnLan remote dial-in utility.

CompuServe

The Lotus Forums on CompuServe provide answers to technical questions, allow the exchange of ideas with thousands of other users, or post the latest product information and updates.   Users can communicate on-line with Lotus Technical Support and other users on the forums electronic message board.   Users can browse the product libraries or download the latest product information, technical bulletins, product updates, demonstration programs, and application templates.

All our support services are designed to ensure that we fulfill the mission stated in our service and support strategy, to view our relationships as partnerships dedicated to helping our partners discover and achieve maximum value from our products and services.   Please call (800) 553-4270 for further information.   Prices and terms of support services are subject to change.

Presales Demo

The purpose of the Presales demo is to demonstrate DemoShield's functionality and interest potential users into purchasing DemoShield.   Navigation is handled via Hot Spots and buttons.   The topics covered include the Design Environment and Wizards sections.   Also included is the Contact Information and Special Offer sections (discusses products bundled with DemoShield).

Techniques

The content for this demo is based upon the DemoShield5 brochure.   The topics and copy (i.e. text describing different features) was derived from the brochure as well.   After planning the content, a team met and planned the interface.   We produced a story board to help us develop the needed graphics and integrate all the content with DemoShield.

We created graphics using: Picture Publisher, PhotoShop, Raydream Designer, and Macromedia Freehand. The number of colors used by the bitmaps was reduced using JASC, Inc.'s Paint Shop Pro.   Images were resized with WexTech Systems, Inc. Smooth Scaling.

Sound effects were found on digital clip libraries distributed by CASCAM International, Inc. and Wayzata Technology.   Audio editing was done with Creative Studio's WAV Studio.

The following techniques were used in the various scenes:

ATTENTION GRABBER

A WAV file is played at zero seconds using an Event Object triggering a Play Sound action.   Three Rectangle Objects are used to provide an animation effect.   Their background is transparent and point to point motion is used to move the objects to the desired location on screen.   A 640x480 bitmap is used as the background.

WELCOME

A glow effect is generated when the viewer moves the mouse on top of a button.   This is done by performing a Show action on a Rectangle Object that displays the bitmap.   When the mouse is moved off of the button, the Rectangle Object is hidden.

MAIN MENU

Two Hot Spots are used to provide access to the demo main topics: Design Environment and Wizards. Supplementary information is accessed via Bitmap Buttons.   When the viewer moves the mouse on a Hot Spot, he is sent to a separate scene in which a series of images is displayed producing an animation effect.

MENU DE ANIM

10 Rectangle Objects display several images for various lengths.   After 5.6 seconds, the scene loops. The duration that the images are visible is controlled via the Life Span.   By making the Life Span slightly different for the images, the scene can be looped without seeming repetitive.

MENU WIZARDS ANIM

6 Rectangle Objects are used to view several different images which fade out via the Random Pattern Disappearing Effect.   After 5.0 seconds, the scene loops.   This creates the effect of continual fading images until the viewer click one of the Hot Spots or Bitmap Buttons or the viewer moves the mouse over the Design Environment Hot Spot.

DESIGN ENVIRONMENT

Event Objects are used to trigger Move Cursor actions combined with Show actions demonstrating how to navigate the different topics in this scene.   Each topic has a Hot Spot on top of it.   When the Mouse is moved on the Hot Spot, an image is displayed showing the topic glowing.   A Text Object displaying the topic name is displayed as well.   When a Hot Spot is clicked, a Play Sound action is triggered, the demo is delayed until the sound is done playing, and the viewer is sent to a separate scene.

DE-[ALL]

A Rectangle Object is used to display the topic's graphic.   DemoShield Text Objects are used to explain the feature.   When clicking on the Back button, a WAV file is played.   This file is the same as the one played in the DESIGN ENVIRONMENT except that it has been reversed.

WIZARDS

An Event Object triggered at 0.1 second plays Pachelbel's Kanon in D.   Bitmap Buttons are used to provide access to the three sub topics.   When the mouse is moved on top of a button, the text changes color and when clicked upon, the viewer is sent to another scene.

WIZARDS - [ALL]

All related graphics, text, and buttons are organized into Group Objects.   This was done so that any changes to what the viewer sees can be performed with a minimal number of actions.   Group Objects allow Hide/Show and Enable/Disable actions to be performed upon all members of the group.   Also, it is easier to make changes to the demo later on when objects are organized in a group rather than by life span.

CONTACT INFO & SPECIAL OFFER

The Text Object displayed on top of the graphic has a shadow effect.   This has been done by duplicating the text, shifting it over one pixel on each axis, and changing the color.

EXIT

The animation effect used here is the same one used on the ATTENTION GRABBER scene.   However, only one Rectangle Object is moved and a different WAV file is played.

Advantages

n   A quick overview of DemoShield is provided in a manner that retains viewer interest

n   Many of the graphics used are visually appealing

n   The interface is easy to use

Disadvantages

n   Creating custom images requires familiarity with graphics programs and graphic design skills

n   The interface used in the Design Environment is somewhat difficult to implement

n   Playback of the demo on 16 color systems will not display images correctly as all bitmaps are 256 color

Steps

To display a bitmap do the following:

1.   Create a Rectangle Object from the Auto Shapes palette.

2.   Open the Rectangle Object properties dialog by double clicking on the object.

3.   Select the **Fill Styles** tab.

4.   Choose the desired image from the Images listbox.   If the image you wish to use is not listed, you may import it by clicking the **Import Image...** button.

5.   Choose **Resize Frame** as the **Image Option.**

To play a WAV file do the following:

1.   Select **Resource Manager** from the **Demo** menu.

2.   Choose the **Sound** tab.

3.   Enable **Import by Reference** if desired.

Note When a resource is imported by reference, a zero byte pointer to an external resource is imported in place of the actual file. In order for **Import by Reference** to operate properly, the resource that has been referenced must be in the current working directory. The current working directory is the directory from which the Designer or Player is being launched from.

4. Click the **Import** button.

5. Locate the desired WAV file and press **Import.**

6. Create an Event Object.

Hint Any object capable of triggering actions can be used to perform a **Play Sound** action.

7. Select the **Time** tab and enter the desired time you wish the WAV file to play.

8. Choose the **True Actions** tab.

9. Click the **New Action** button.

10. Choose **Play Sound** as the action to perform.

11. Select the desired sound to play.

To create an animation effect using one or more bitmaps do the following:

1. Select **Resource Manager** from the Demo menu.

2. Choose the **Image** tab.

3. Click the **Import** button.

4. Locate the desired BMP file and press **Import.**

5. Create a Rectangle Object from the Auto Shapes palette.

6. Open the properties of the Rectangle Object.

7. Choose the **Fill Styles** tab.

8. Choose **Image** as the **Fill Style**. Select the desired image to display.

9. Choose **Resize Frame** as the **Image Option.**

10. Enable **Transparent.**

Note The **Transparent** option is only available for 16 color BMPs. If you are using a 256 color or greater BMP. you will need to dither it to 16 colors first.

11. Choose the **Border Styles** tab. Select the desired border. If none is desired click the box in the upper left hand corner.

12. Choose the **Background Color** tab.

13. Select the color in the bitmap you wish to have as transparent.

14. Choose the **Life** tab.

15. Select the **Start** Life Period.

16. Select the desired **Motion** or click the **Capture** button to set the location where the Rectangle Object will begin moving from.

To display an image of a button glowing when the mouse moves on top of it and hide the image when the mouse moves off of it, do the following:

1. Create a Rectangle Object using the steps above (e.g. G Glow in the Welcome scene).

2. Disable the **Visible Property** in the Rectangle Object's Properties | **General** tab | **Initial State.**

3. Create a Bitmap Button Object (e.g. B Next in the Welcome scene).

4. Open the Bitmap Button's properties.

5. Choose the **Fill Styles** tab.

6. Select **Image** as the **Fill Style** and choose the desired image.

7. Choose the **Actions** tab.

6. Click the **New Action** button.

7. When **Mouse Moves On Object** perform the **Show** action upon the desired object (e.g. G Glow) for **Scene Duration.**

8. When **Mouse Moves Off Object** perform the **Hide** action upon the desired object (e.g. G Glow) for **Scene Duration.**

9. When **Left Clicks Mouse** perform the desired action (e.g. Go to Scene).

10. Select the Rectangle Object and move it to the front by selecting **Move Object to Front** from the **Object** menu.

To create an animation effect where several images are displayed for various lengths (e.g. Menu DE Anim scene), do the following:

1. Import the desired images via the **Resource Manager.**

2. Create twice as many Rectangle Objects as there are images you wish to display.

3. Use the steps above to display the images via the Rectangle Objects.

4. Open the properties of first Rectangle Object (e.g. G DE-1 in the Menu DE Anim scene).

5. Choose the **Life** tab.

6. Enter the desired **Life** properties for **Start**, **Hold**, **End**, and **Exit** (e.g. G DE-1 uses 0.0, 0.2, 0.5, 0.6).

7. Repeat steps four through six for all Rectangle Objects, however increase the time used for the life periods by 0.5 through 1.0 second (e.g. G DE-2 through D DE-10 in the Menu DE Anim scene).

8. Create an Event Object.

9. Open the properties of the Event Object.

10. Choose the **Time** tab.

11. Enter the time you wish the scene to loop.

12. Choose the **True Actions** tab.

13. Press the **New Action** button.

14. Choose **Go to Scene** as the action to perform and specify the current scene being viewed (e.g. E 5.0 Replay scene triggers a Go to Scene DE   Anim action at 5.0 seconds).

To create an animation effect where one image fades into the next one (e.g. Menu Wizards Anim scene) do the following:

1. Import the desired images via the **Resource Manager.**

2. Create twice as many Rectangle Objects as there are images you wish to display.

3. Use the steps above to display the images via the Rectangle Objects.

4. Open the properties of first Rectangle Object (e.g. G Wand1 in the Menu Wizards Anim scene).

5. Choose the **Life** tab.

6. Enter the desired **Life** properties for **Start**, **Hold**, **End**, and **Exit** (e.g. G Wand1 uses 0.0, 0.5, 0.6, 1.0).

7. Choose the **End** Life Period and choose **Random Pattern Disappearing** as the **Effect.**

8. Repeat steps four through six for all Rectangle Objects, however increase the time used for the end and exit periods by 1.0 second (e.g. G Wand1a uses 0.0, 1.5, 1.6, 2.0, G Wand2 uses 0.0, 2.5, 2.6, 3.0, etc).

9. Create an Event Object.

10. Open the properties of the Event Object.

11. Choose the **Time** tab.

12. Enter the time you wish the scene to loop.

13. Choose the **True Actions** tab.

14. Press the **New Action** button.

15. Choose Go to Scene as the action to perform and specify the current scene being viewed (e.g. E 5.0 Replay scene triggers a Go to Scene Wizards Anim action at 5.0 seconds).

16. Re-order the layering of the Rectangle Objects as necessary.

Tip   The **Scene Editor** can be used to quickly modify the layering of objects.   Click the **View by Layer** button on the **Scene Editor** and use the Up and Down arrows to re-order the layering.   The last object listed will be the object on 'top' and the first object listed in the one furthest back.

To create an image map that displays a bitmap of a glowing image for different topics (e.g. Design Environment scene) do the following:

1. Create bitmaps in a graphics program representing the topic when it is selected (e.g. in the Presales demo we show an image glowing) and when it is not selected.

Tip   Each topic which can be selected will require its own bitmap.   This is because the Hot Spot Object will be used to display the "selection".

2. Import the bitmaps via the **Resource Manager.**

3. Create one Rectangle Object for each image that has been created for the image map using the steps above (e.g. G Background, G Topic1 through G Topic5 in the Design Environment scene).

4. Disable the **Visible Property** for all Rectangle Object's except the background (properties | **General** tab | **Initial State |** de-select **Visible**).

5. Create one Hot Spot Object for every topic (e.g. HS Topic1 through HS Topic5 in the Design Environment Scene).

6. Open the Hot Spot Object's properties.

7. Choose the **Actions** tab.

8. Click the **New Action** button.

9. When **Mouse Moves On Object**, perform the **Show** action upon the desired object (e.g. G Topic1) for **Scene Duration.**

10. When **Mouse Moves Off Object**, perform the **Hide** action upon the desired object (e.g. G Menu Top) for **Scene Duration.**

11. Repeat steps five through eight for all Hot Spot objects created.

Hint   If desired, you may also create a Text Object to display a label representing the name of the topic when the viewer moves the mouse on top of the Hot Spot (e.g. T Label1 in Design Environment). You will need to add an additional Show/Hide action to the Hot Spot objects to display/hide the Text Object.

To change the color of the text on a button when the viewer moves the mouse on top of it (e.g. the Wizards scene) do the following:

1. Create a Bitmap Button object.

2. Open the Bitmap Button object's properties.

3. Choose the **Object Styles** tab.

4. Enter the desired caption for the button in the **Button Caption** editfield.

5. Choose the desired position for the caption from the **Caption Position** groupbox.

6. Choose the **Actions** tab.

7. When **Mouse Moves On Object** perform the **Enable** action upon the Bitmap Button object (e.g. B Topic1) for **Scene Duration.**

8. When **Mouse Moves Off Object** perform the **Disable** action upon the desired object (e.g. B Topic1) for **Scene Duration.**

9. When **Left Clicks Mouse** perform the desired action (e.g. Go to Scene).

To display a round image while cropping off the background (e.g. G Button1 in the Wizards scene) do the following:

1. Create a bitmap in a graphics program.

2. Import the bitmap using the **Resource Manager.**

3. Create a Circle Object from the Auto Shapes palette.

4. Open the Circle Object's properties.

5. Choose the **Fill Styles** tab.

6. Select **Image** as the fill style and choose the desired image from the **Images** listbox.

7. Select **Crop Image** as the **Image Option.**

8. Choose the **Border Styles** tab.

9. Select the box in the upper left hand corner to remove the border from the Circle Object.

10. Click **OK.**

11. Resize the Circle Object in the Design Window.

Hint   To decrease the dimensions of the Circle Object one pixel at a time use Shift+CURSOR KEYS.   To increase the dimensions of the Circle Object one pixel at a time use Ctrl+CURSOR KEYS.

CD Browser Demo

Purpose of Demo

A CD Broswer demo provides a visual front end to a CD ROM.   The CD Browser included as a sample demo is the same one used on the DemoShield5 CD.   Users are given the choice of installing DemoShield, learning about other products made by DemoShield Corporation, and obtaining contact information for Sales and Technical Support.

Techniques

The first step to planning this demo involved determining the content.   Once aware of the content we determined the structure.   We decided that allowing the viewer to view any topic from any other topic was desirable.   Thus, there is no 'Menu' scene. Instead buttons along the side of the scene are used to provide navigation throughout the demo.

The interface design was planned in a team consisting of a graphics artist and DemoShield developer. After agreeing on design, the graphic artist created the images (bitmaps) needed and the DemoShield developer created a prototype of the demo.   In a prototype of a demo "place holders" are used for resources that are not yet completed.   A place holder is sample text, graphics, or any other resource that is used to represent what and where the completed resource will be.   When the resources are finalized the place holder is replaced with the actual resource.   This allows for the demo and the graphics to be developed concurrently.

The following techniques were used in the various scenes:

WELCOME

The scene background uses an Image Fill Style to display the bitmap.   The areas of the bitmap that will be "hot" (i.e. interactive) are a part of the background.   To create the "glow" effect a separate image was created showing the image as it would appear when glowing.   When the mouse is moved on top of these areas a Hot Spot Object shows the "glowing" bitmap.   The glow is used to reflect that the area of the image is hot.

INSTALL

The ticket bitmaps are used to represent a button that can be clicked to install DemoShield.   To represent that the ticket is hot a Hot Spot Object is used reveal an image underneath of the ticket without a shadow.   This creates a 'pushed' effect.   To launch the installation the Hot Spot triggers a Launch Application/Demo action when clicked.

PRODUCT INFO

Next and back buttons are used to navigate information about the different products.   The product name, product description, navigation controls, and counter (e.g. '-1/3-') are grouped using the Group Object.   The Group Object allows Hide/Show and Enable/Disable actions to be performed upon all members of the group at one time.

Advantages

n   A visual front end to CD is more "user-friendly" than launching an installation directly

n   Allows for customers of one product to become familiar with other products in a companies line up

Disadvantages

n   Creation of custom graphics, such as those used in the CD Browser, requires familiarity with graphics packages and graphic design ability

Steps

To display an image glowing when the mouse moves on a hot region of the scene do the following:

1. Create a Rectangle Object (e.g. G Install Glow in the Welcome scene).

2. Open the Rectangle Object properties dialog by double clicking on the object.

3. Select the **Fill Styles** tab.

4. Choose **Image** as the Fill Style

5. Choose the desired image from the Images listbox.   If the image you wish to use is not listed, you may import it by clicking the **Import Image...** button.

6. Choose **Resize Frame** as the **Image Option.**

7. Disable the **Visible Property** in the Rectangle Object's Properties | **General** tab | **Initial State.**

8. Create a Hot Spot Object (e.g. HS Topic1 in the Welcome scene).

9. Open the Hot Spot's properties.

10. Choose the **Actions** tab.

11. Click the **New Action** button.

12. When **Mouse Moves On Object** perform the **Show** action upon the desired object (e.g. G Install Glow) for **Scene Duration.**

13. When **Mouse Moves Off Object** perform the **Hide** action upon the desired object (e.g. G Install Glow) for **Scene Duration.**

14. When **Left Clicks Mouse** perform the desired action (e.g. Go to Scene Install).

15. Select the Rectangle Object and move it to the front by selecting **Move Object to Front** from the **Object** menu.

To create a 'pushed' effect using a bitmap that has a shadow on it (e.g. Install scene) do the following:

1. Create a Graphic Object to display the entire bitmap image using steps 1 through 4 above (e.g. G 16 bit in the Install scene).

Hint   You may wish to use **Crop Image** as the **Image Option** to tweak the exact dimensions of the Graphic Object.   In the CD Browser demo we used **Crop Image** to crop part of the background out of the bitmap to get the image to look better when placed on top of the background.   **Crop Image** will center the bitmap within the Graphic Object and crop out the edges.   The cursor keys can be used along with the Shift or Control key to change the dimensions of the object along each axis pixel by pixel.

2. Create a Graphic Object to display the same bitmap as in step 1.   This time however, we are going to crop out the shadow on the image (e.g. G 16 bit pressed in the Install Scene).

3. Choose **Standard** as the **Image Option**.

Note   The **Standard Image Option** will place the image in the upper right hand corner of the Graphic Object.   If the size of the Graphic Object is reduced the image will be cropped.

4. Use Shift along with the cursor keys to crop out the shadow on the bitmap.

5. Create a Hot Spot Object to Hide the image with the shadow when the mouse moves on it (e.g. HS 16 bit)

6. Open the properties of the Hot Spot Object by double clicking on the object in the Design Window.

7. Choose the **Actions** tab.

8. Click the **New Action** button.

9. When **Mouse Moves On Object** perform the **Hide** action upon the desired object (e.g. G 16 bit) for **Scene Duration.**

10. When **Mouse Moves Off Object** perform the **Show** action upon the desired object (e.g. G 16 bit) for **Scene Duration.**

11. When **Left Clicks Mouse** perform the desired action (e.g. <u>Launch Application/Demo</u>).

To use the Group Object to all Hide/Show and Enable/Disable actions to be performed upon multiple objects (e.g. Product Info scene).

1. Create a Group Object (e.g. Gr Prod1 in the Product Info scene)

2. Open the Group Object properties by double clicking on the object

3. Enter the **Name** (e.g. Gr Prod1) and **Group Name** (e.g. 1) to be used.   The **Group Name** will be used for all other objects that are members of the group.

Hint   Come up with a naming scheme that can be used consistently in more then one scene.   This way you can create a scene to be used as a template for future scenes.   Also, if you need to alter the demo at some future time you will be able to easily familiarize yourself with how the demo was organized.

4. Create a Text Object - this object will be used to describe the product

5. Open the Text Object properties by double clicking on the object

6. Select the **General** tab

7. Enter the **Name** (e.g. T Desc1) and **Group Name** (e.g. 1) to be used.   Note, the **Group Name** needs to match the Group Name given to the **Group Object**

8. Verify that the **Visible** property is enabled.   Note, the visible property should only be enabled for objects you wish to have visible at the beginning of the scene.   Other objects will be made visible only when the user has clicked on the Next or Back button.

9. Select the **Object Styles** tab-enter the desired text

10. Create a Text Object-this object will be used for the product name

11. Open the Text Object properties by double clicking on the object

12. Select the **General** tab

13. Enter the **Name** (e.g. T Product1) and **Group Name** (e.g. 1) to be used.   Note, the **Group Name** needs to match the **Group Name** specified in the **Group Object**

14. Select the **Object Styles** tab-enter the desired text

15. Create a Text Object-this object will be used as a counter to indicate which product out of the total number of products described is currently being viewed

16. Open the Text Object properties by double clicking on the object

17. Select the **General** tab

18. Enter the **Name** (e.g. T 1 of 3) and **Group Name** (e.g. 1) to be used.   Note, the **Group Name** needs to match the **Group Name** specified in the **Group Object**

19. Select the **Object Styles** tab-enter the desired text

20. Create additional Text and Group objects for any additional desired groups (e.g. in the Browser demo there are three groups to describe the three products).

21. Create a Bitmap Button Object

22. Open the Bitmap Button properties dialog box

23. Select the **General** tab

24. Enter the **Name** (B Next1) and **Group Name** (e.g. 1) to be used.

25. Select the **Fill Styles** tab

26. Choose **Image** as the Fill Style

27. Choose the desired image from the Images listbox (e.g. 'next'). If the image you wish to use is not listed, you may import it by clicking the **Import Image...** button.

28. Choose **Resize Frame** as the **Image Option**

29. Select the **Object Styles** tab

30. Eliminate the caption in the **Button Caption** edit field

31. Choose **Flat** as the **Appearance** option

32. Select the **Actions** tab-Enter the desired actions. (e.g. see dialog below)
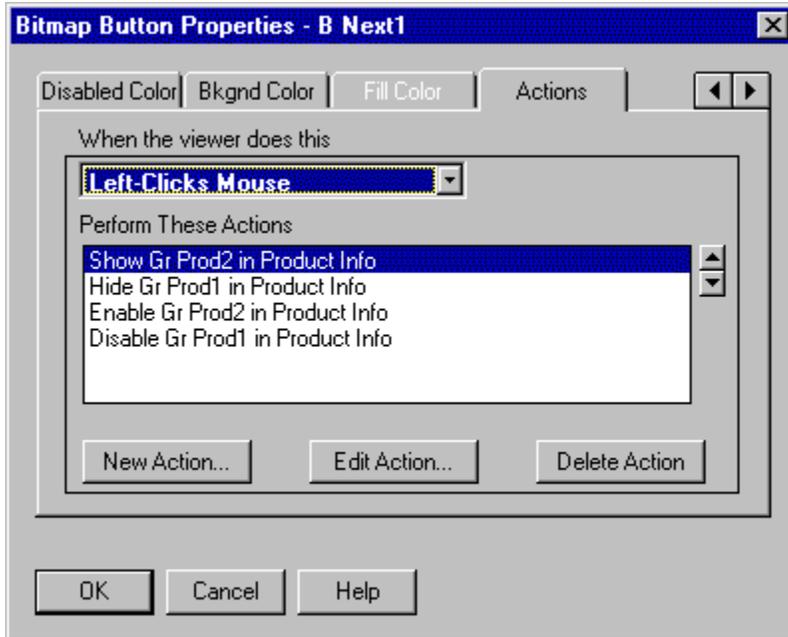
Hint   The buttons used in the CD Browser demo typically perform similar actions.   Using a consistent naming scheme allows you to easily create a button that can be duplicated and modified as necessary.

33. Create a Bitmap Button Object.

34. Open the Bitmap Button properties dialog box

35. Select the **General** tab

36. Enter the **Name** (B   Back1) and **Group Name** (e.g. 1) to be used. Disable the **Enabled** property in the **Initial State** groupbox.

37. Select the **Fill Styles** tab

38. Choose **Image** as the Fill Style

39. Choose the desired image from the Images listbox (e.g. 'prev_g'). If the image you wish to use is not listed, you may import it by clicking the **Import Image...** button.

40. Choose **Resize Frame** as the **Image Option**

41. Select the **Object Styles** tab

42. Eliminate the caption in the **Button Caption** edit field

43. Choose **Flat** as the **Appearance** option

Note   This button has been created to provide a consistent 'look'.   It does not trigger any actions.

44.   Create additional Next buttons.   You will need one button for each group object.

Note   The last Next button 'B Next3' was been created to provide a consistent 'look'.   It does not trigger any actions.

45.   Create additional Back buttons.   The Back buttons will perform actions similar to the following:

```
Bitmap Button Properties - B Back2                          ☒

 Disabled Color  Bkgnd Color    Fill Color      Actions         ◄ ►

  When the viewer does this
 ┌──────────────────────────────────────┐
 │ Left-Clicks Mouse                    ▼ │
 └──────────────────────────────────────┘
  Perform These Actions
 ┌────────────────────────────────────────┐ ┌─┐
 │ Hide Gr Prod2 in Product Info           │ │▲│
 │ Disable Gr Prod2 in Product Info        │ └─┘
 │ Enable Gr Prod1 in Product Info         │ ┌─┐
 │ Show Gr Prod1 in Product Info           │ │▼│
 │ Disable B Back1 in Product Info         │ └─┘
 └────────────────────────────────────────┘

   ┌──────────────┐  ┌──────────────┐  ┌──────────────┐
   │ New Action... │  │ Edit Action... │  │ Delete Action │
   └──────────────┘  └──────────────┘  └──────────────┘


   ┌────────┐  ┌──────────┐  ┌────────┐
   │  OK    │  │  Cancel  │  │  Help  │
   └────────┘  └──────────┘  └────────┘
```
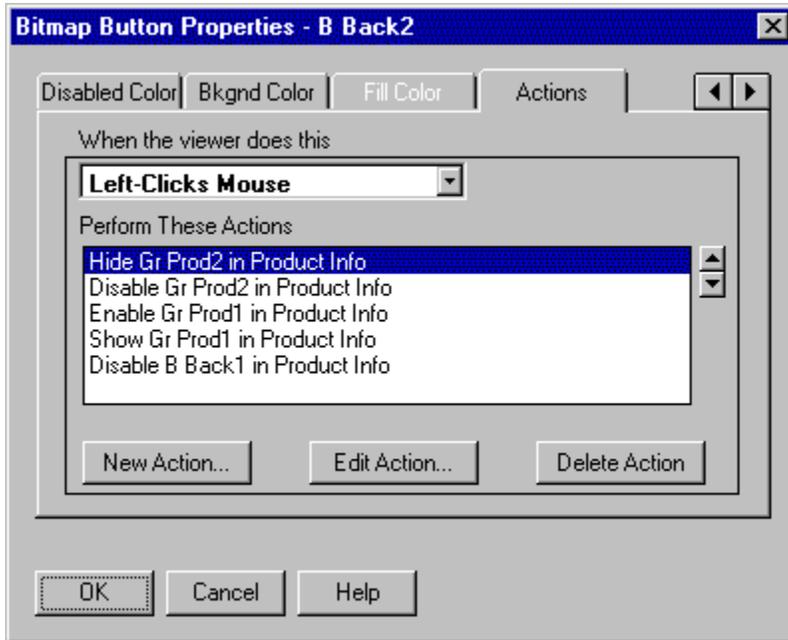
See Also

Launch Application/Demo Action

DemoNow Instructions

Live Web Demos

You may use the Windows 95/NT version of DemoShield to create an Internet-enabled demo. Visitors to your web site will be able to view your demo live, right from their web browsers. Instead of downloading first, and then installing your demo, your web visitors will be able to watch your demo live, as each new scene is streamed to their computers. Since any transmission delays are limited to the scene transition period, your web demo always looks smooth.

User Requirements

Your web visitors must be running Windows 95 or NT software. They must be using a web browser that supports Plug-Ins or ActiveX controls.   As of this writing, such browsers include Netscape Navigator 2.0 and later (Plug-Ins only) and Internet Explorer 3.0 and later (both Plug-Ins and ActiveX).

Netscape Navigator users will first download and install DemoNow, the DemoShield Plug-In. When users restart the browser, they will be ready to view any DemoShield web demo.

If you are using the ActiveX control to play your web demo, Internet Explorer 3.0 users will be able to view your web demo immediately, as soon as the page loads.

You may wish to create two separate web (HTML) pages to allow your web site visitors to choose between the ActiveX or Plug-In version.

Step 1:   Prepare Your Demo for the Web

Note   The DemoNow Plug-In and ActiveX Control are subject to updating. Updates to these files may require you to update your copy of DemoShield to the latest version.   To be sure of compatibility, please download the latest update to DemoShield before creating your Internet demo file. All maintenance release updates can be located in the Downloads area on our web site.

Update DemoShield

1.   Go to the DemoShield web site (http://www.demoshield.com) and download the latest maintenance release for DemoShield (patch file) from our Technical Support area.

2.   Use PKUNZIP to decompress the files.

3.   Copy the files to your DemoShield Program folder.

4.   Open your demo as usual in the updated Designer.

Optimize Your Demo for the Web

In order to support users with slower Internet connections (for example, 14.4 modems), you may wish to reduce the size of your demo before putting it on the Web. You will realize the most benefits by reducing the size of your graphics files, perhaps by dithering any 256-color images to 16-colors or eliminating some graphics in scenes that contain a large number of images.

Tip   DemoShield supports 16 color palettized bitmaps.   Dithering a 256-color bitmap to 16-color palettized bitmap helps to reduce image size while retaining as much of the original quality of the image as possible.

We also recommend that you reduce or eliminate any large sound files. You may wish, for example, to reduce any WAV files to 11 khz, 8-bit mono or use MIDI files instead.

Keep in mind that DemoShield downloads resources on a scene-by-scene basis.   If you have only a few scenes with a great many resources, your web demo viewer will have to wait for each scene to load.

Import Necessary Support Files As Demo Resources

We also recommend that you re-import any resources "imported by reference," so they are saved within the demo file.

Saving these resources within the demo allows DemoShield to compress these files.

Import ScreenCam Player and ScreenCam Movies

If you are using Lotus ScreenCam Movies (SCM files) in your demo, you will need to   import the ScreenCam Player file, SCPLAYER.EXE, as a File Resource in your demo. You should also import any SCM files as video resources within your demo.

Step 2:   Internet Save 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. We recommend that you create a new folder and save your Internet demo in that folder.

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.

These files are:

¶   A *.DBD file

¶   A *.WID file

¶   *.SCE files for each scene in your demo

¶   *.RES files for each resource in your demo

1.   Choose **Internet Save** from the **File** menu. The **Internet Save Wizard** dialog box appears.

2.   Enable **Produce initial HTML page** if you wish DemoShield to generate a basic HTML page for you

3.   Browse to choose the desired location to save the files

4.   If you have chosen **Produce initial HTML page,** enter the requested information (i.e., Company Name, Product Name, E-mail Address)

5.   Click **Next**

6.   If you have chosen **Produce initial HTML page,** enter the additional requested information (i.e., Corporation URL Address, Copyright notice, Product Description, HTML Page Sub-Title)

7.   Click **Next**

8.   Click **Save**

9.   Click **Next**

10.   Click **Finish**

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

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

Step 3:   Create HTML Page(s)

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** in the Internet Save Wizard, you already have a starting point.   You need only customize this page to match the look and feel of you web site.

Creating Your Own Page

If you wish to create your own page or to 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 a graphic. Your user will click the graphic 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**.

Technical Notes on the Plug-In

The *.WID file is a specific MIME type that Netscape Navigator or Internet Explorer will recognize as belonging to the DemoShield Plug-In.   Note in Step 4 that you will need to configure your web server software to recognize the WID MIME type.

The *.WID file will be referenced by the Plug-In to locate the DemoShield Player file and all other files necessary to play your demo.

When the DemoShield Plug-In is properly installed, the following will be located in the NETSCAPE\PROGRAM\PLUGINS folder:

¶ NPDSHD32.DLL

¶ A folder named DPDSHD32, containing this file: WEBDEMO.EXE

The file WEBDEMO.EXE is an OLE application that handles communication between Netscape and DemoShield.

When Using the ActiveX Control

ActiveX controls, formerly known as OLE controls or OCX controls, are components (or objects) you can insert into a web page, or other application, to reuse packaged functionality that someone else programmed. You can add ActiveX controls to your web pages by using the standard HTML <OBJECT> tag. The object tag includes a set of parameters that you use to specify which data the control should use and to control the appearance and behavior of the control.

The <OBJECT> tag required to call the DemoShield ActiveX Control is provided below.

```
<OBJECT CLASSID="clsid:170334c3-f11f-11cf-a857-0000c0d3ac0b" HEIGHT=40
WIDTH=80 CODEBASE="webdemo.cab#Version=x,x,x,x (where x= the version
number)">
<PARAM NAME="WID" VALUE="http://www.mycompany.com/demo/mydemo.wid">
</OBJECT>
```

In the <PARAM NAME> tag, the VALUE is the path where the *.WID file is located on your server. The *.WID file is a file that will be produced by the Internet Save process. It will have the same name as your web demo.

Note   To view your web demo using ActiveX, your web site visitor must be running Internet Explorer 3.0 or later.

Step 4:   Place the appropriate files on your web server

Place the following files in the same program folder on your web server:

n   Your HTML file(s)

n   Your *.WID file, *.DBD, *.SCE and *.RES files

n   The DemoShield Plug-In files and/or ActiveX Control files

n   Any additional required files, including resources imported by reference and support files.

Note   The DemoNow ActiveX and Plug-In files are available from DemoShield Corporation's FTP server at the following address: <ftp://ftp.demoshield.com/DemoShield/PlugIn>

Plug-Ins Only: Configuring Your Server Software to Recognize the WID MIME Type

You or your ISP will need to make a simple configuration to your server software to recognize the

DemoShield Plug-In, that is, the WID MIME type. Netscape Plug-Ins require the HTTP server hosting the plug-in application to be configured to recognize the Plug-In MIME type.

Each server software should have a property tab for configuring MIME Types. Use this tab to enter the MIME Type "WID" and associate it with the following application: "application/x-DemoShield".   If you are unsure how to configure your server consult your systems administrator or ISP.

Alternately, you could place all of the web demo files on an FTP server. With an FTP server, no configuration is necessary to recognize the MIME type. This step is not necessary when using only the ActiveX Control to play your web demo.

Which version of ScreenCam should I use with my demo?

To determine which version of ScreenCam to use when recording a ScreenCam Movie (.SCM), you must know the operating system you will use to create the movie.   Different operating systems require the usage of different versions of ScreenCam while recording. Playback of ScreenCam Movies is performed utilizing the same ScreenCam Player, regardless of the platform used.

Note   DemoShield does not support ScreenCam 97.   This is because ScreenCam 97 will only run under 32 bit environments.   ScreenCam 96 runs on both 16 bit and 32 bit environments.

Windows 3.1

When attempting to record under Windows 3.1, ScreenCam version 2.0 is required.   ScreenCam 2.0 is installed by default by the Standard 16 bit DemoShield installation. To install ScreenCam manually, launch DS16\SCRNCAM\INSTALL.EXE from the DemoShield CD-ROM.

Windows 95

When attempting to record under Windows 95, ScreenCam version 2.1 (ScreenCam 96) is required. ScreenCam 2.1 is installed by default by the Standard 32 bit DemoShield installation. To install ScreenCam manually, launch DS32\SCM96\INSTALL.EXE from the DemoShield CD-ROM.

Windows NT

Lotus ScreenCam does not support recording under Windows NT.

Tip   To check which version of ScreenCam recorder you are using, launch SCRNCAM.EXE and note the splash screen.

Playing a ScreenCam Movie

Version 2.1 of the ScreenCam Player is used to playback ScreenCam Movies generated under all operating systems.   This version of the ScreenCam Player is installed as a standard part of the ScreenCam 2.0 and ScreenCam 2.1 installation.

Tip   To check which version of ScreenCam player you are playing, launch SCPLAYER.EXE and note the splash screen.   If the splash screen does not display ScreenCam 96, than you are using the wrong ScreenCam player.

See Also

ScreenCam Instructions

ScreenCam Tips

Creating AVI Recordings

Image Capture Tips

n   When capturing images, run Windows in 16-Color mode if possible.   This will keep the file size of the image small, as well as ensure that it displays properly on all configurations that will play your demo.

n   Run Windows at the lowest resolution possible to fit your application (e.g., 640x480).   This is especially important for fixed size windowed demos set to 640x480.   Using a small window will ensure that the image will fit within the boundaries of the demo playback window as well as the viewers screen.

n   Plan what you want to capture before you capture it.   This will help you avoid creating several captures that are unusable.

n   Keep the size of your application constant for all captures.   This will help you avoid problems with the image appearing to jump around on the screen as the size of the images changes.

n   Capture images at the size you want them to be in the demo.   Resizing images can cause significant distortion in a screen capture.   If you must resize the image, use a graphics program designed to scale images smoothly such as Paint Shop Pro 4.0 by JASC or Smooth Scaling by WexTech.

URL Resource Instructions

URL Resources

DemoShield allows resources to be referenced in a specified URL (e.g., ftp://ftp.demoshield.com/DemoShield/).   Essentially, DemoShield will attempt to locate a requested resource at the designated URL.   If DemoShield can find the resource, it will be downloaded and used. If DemoShield can not find it, the resource embedded in the demo will be used instead.   Possible uses for this feature include:

n   storing a price list subject to change

n   storing contact information

Steps

To specify an Internet URL for a resource you will need to do the following:

1.   Open a demo in the Designer

2.   Select **Resource Manager** from the **Demo** menu

3.   Choose the desired resource type

4.   Select the resource you wish to provide a URL to

5.   Enter the desired URL in the Internet URL edit field

Note   The Internet URL edit field will be grayed out until a resource has been selected from the listbox.

6.   Click **OK**

7.   Place the URL referenced resource on the specified URL

8.   Save the demo and test it through the DemoShield Player

URL Resource Tips

Below are some tips to bear in mind when attempting to utilize this functionality:

n   WININET.DLL is required to provide the download.

WININET.DLL is a Microsoft library that provides Internet functionality to Windows programs.   It is installed by numerous Internet oriented applications, such as Internet Explorer 3.0.   If WININET.DLL is not present, the resource will not be downloaded.   Instead, the one included with your demo will be used.

n   The DemoShield Player may take longer to launch.

Due to the fact that WININET.DLL, when present, must be initialized prior to its being able to be used, the time it takes to launch the Player may be increased.

Resources will be downloaded into the users TEMP directory and removed when the demo is terminated.

n   A valid URL must be provided in order for DemoShield to obtain the resource.

When a URL is provided in the Resource Manager for a given resource, it must be valid. Examples of valid URLs are:

```
http://www.demoshield.com
ftp://ftp.demoshield.com
```
Examples of invalid URLs are:

```
c:/Program Files/Demo
\\FILESERVER\DIR
```

```
ftp.demoshield.com
www.demoshield.com
```

n   A resource is downloaded based upon its type.

1. File, Video, and .MID/.RMI Sound resources will be downloaded upon the initialization of the DemoShield Player

2. Image and Text resources will be downloaded upon a scene transition.

3. .WAV Sound resources will be downloaded upon demand (i.e., when a Play Sound action calls for the requested Sound resource)

n   The original filename for the resource will be used to determine if the resource is available on the designated URL.

When attempting to determine if a resource is available at the designated URL, DemoShield will use the filename of the resource.

Note   This may be different from the name listed in the Resource Manager if the resource was renamed after being imported.

n   Resources stored on the URL will not be compressed.

Since the resources stored at a URL are not compressed, it is important to keep the size of the files small.   Users with slow Internet connections (e.g., 28.8K modem) may experience significant delays waiting for resources to download.

n   When removing a URL reference, the URL must be removed completely.

If you have added a URL to a resource in the Resource Manager, but change your mind and no longer desire to reference the URL, you will need to completely remove the URL provided. Otherwise, DemoShield will attempt to locate the resource and there may be a delay in the playback of your demo.

n   A URL located on a secure server or a proxy server will not work.

DemoShield does not support URLs that reference a proxy server or a secure server.   This feature will be added in a future version.

n   To access a URL referenced resource, the demo must be previewed through the Player, *not* the Designer.

When test playing your demo, run it through the DemoShield Player to utilize the URL reference. When playing the demo through the Designer, the URL will not be utilized.

n   A connection to the Internet must be established to download the URL referenced resource.

When the DemoShield Player is initializing, a connection to the Internet will need to be established if it does not already exist.   Users using modems to connect to the Internet will be presented with a connect dialog prior to the beginning of the demo.   If the user cancels the connect, the resources contained in the demo will be used instead of the URL references.

n   Set a target platform and test performance.

To ensure that you are satisfied with the performance of a URL referenced resource, I suggest that you specify a target platform and test the demo on that platform.   A target platform is a machine that you expect the majority of your user base will be using.   For example, if your users typically use 28.8K modems, your test machine should use a 28.8K modem to connect to the Internet.   Testing performance on a machine that far outpaces your target audience provides inaccurate results.

CD Browser Template

Summary

DemoShield includes a template with several predesigned themes for CD Browser demos.   The CD Browser Template is designed to allow users of DemoShield to create a professional quality CD Browser demo with little effort.   You need only attach the CD Browser template(BROWSER.TPL) and enter your information to customize it.   In all, seven different themes are provided.   This document will guide you through the steps in using   the Template to create your own CD Browser.

Advantages

n   CD Browser demos provide an easy to use front end for users receiving software.

n   CD Browser demos allow for cross-marketing opportunity as each demo include a section for information about other products in your companies software lineup.

n   Contact information for your company is readily available.

Disadvantage

n   Users may not wish to view the CD Browser in order to install the product.

Steps

Prior to customizing the Browser, you should have the following information available:

1.   Company name

2.   Contact information for your company

3.   Product Name

4.   Description of other products in your companys product lineup

5.   Directory structure of the CD ROM that will contain the Browser

6.   Name of the executable to launch to install your product

To attach a template do the following:

1.   Launch the Designer

2.   Select **New** from the **File** menu

3.   Choose **One Scene Empty Demo**

4.   Click **Finish**

5,   Select **Attach Template** from the **File** menu

6.   Browse for BROWSER.TPL

Note   The default location for Templates under Windows 95/NT is Program Files\InstallShield\DemoShield\TEMPLATE.   Under Windows 3.1 the default location is ISHIELD\DSHIELD\TEMPLATE

7.   Click the **Open** button

To create a Browser demo using the Template, do the following:

1.   Select **New Scene** from the **Scene** menu

2.   Choose the desired theme from the Scene Layout thumbnails

3.   Click **OK**

To customize the company name, contact information, product name, etc. do the following:

1. Open the properties dialog for the **T Company** object

2. Select the **Object Styles** tab

3. Enter your company name

Tip   You can copy and paste text from a text editing program directly into the Object Styles tab of a Text Object.

4. Open the properties dialog for the **T Contact Info** object

5. Select the **Object Styles** tab

6. Enter information on how to contact your company such as phone, e-mail address, etc.

7. Open the properties dialog for the **T Environment** object

8. Select the **Object Styles** tab

9. Enter information on environment for which the application is being deployed (e.g. Windows 95)

Hint   If desired you may create a Text Object to describe the environment if the theme does not already contain one.

10. Open the properties dialog for the **T Product Info** object

11. Select the **Object Styles** tab

12. Enter a description of other products in your companies product line up or a description of the product being installed, as desired

13. Open the properties dialog for the **T Product Name** object

14. Select the **Object Styles** tab

15. Enter the name of your product

To customize the descriptions that appear when the mouse is moved over a button do the following:

1. Open the properties dialog for the **T Desc1** object

2. Select the **Object Styles** tab

3. Enter the message you wish to appear when the user has moved the mouse over the **Install** button

4. Open the properties dialog for the **T Desc2** object

5. Select the **Object Styles** tab

6. Enter the message you wish to appear when the user has moved the mouse over the **Contact Info** button

7. Open the properties dialog for the **T Desc3** object

8. Select the **Object Styles** tab

9. Enter the message you wish to appear when the user has moved the mouse over the **Product Info** button

10. Open the properties dialog for the **T Desc4** object

11. Select the **Object Styles** tab

12. Enter the message you wish to appear when the user has moved the mouse over the **Exit** button

Hint   If you wish to change the label appearing under any of the buttons you may do so in the **B Option*x*** objects properties dialog under the **Object Styles** tab.

To configure the **Install** button to launch your installation do the following:

1. Open the properties dialog of the **B Option1** object

2. Select the **Actions** tab

3. Double-click the **Launch Application** action

4. Replace DIRNAME with the directory where you installation is located

5. Replace SETUP.EXE with the name of the executable that you wish to launch to install your product

Hint   Leave the path token in the Application editfield (i.e. **<path>**) as it is used to let DemoShield know that the directory you have provided is relative to the current working directory of the Browser.

Example:

If the structure of your CD ROM were:

```
<root>
\app1\setup.exe
```
You would enter the following in the **Launch Application** dialog:

```
<path>app1\setup.exe<path>
```
This would launch the application SETUP.EXE in the APP1 sub-directory when the **B Option1** button was clicked.

Tips

n   When setting up your CD ROM place the DemoShield Player (DEMO.EXE and DS.DLL for 16 bit DemoShield or DEMO32.EXE and DS32.DLL for 16 bit DemoShield) at the root level of the CD ROM

n   Rename the DemoShield Player to any name desired such as INSTALL.EXE or SETUP.EXE

Warning   The name used for the DemoShield Player and the installation to be launched must be unique.   Otherwise pressing the **Install** button will re-launch the demo instead of launching the installation.

n   Create an AUTORUN.INF file (see below) to launch the browser automatically when the user inserts the CD ROM under Windows 95 or Windows NT 4.0

n   Use the 16 bit DemoShield Player if you are unsure what environment the end-user will be using. Since Windows 95/NT supports 16 bit applications you can be sure that users of both 16 bit and 32 bit environments will be able to use the demo.

n   Rename your demo to DEMO.DBD as the DemoShield Player will open a file called DEMO.DBD by default when it is launched.

AUTORUN.INF

An AUTORUN.INF file will launch an application when the CD ROM containing it is inserted.   To create an AUTORUN.INF do the following

1. Launch a text editor such as Note Pad

2. Enter the following text:

```
[autorun]
open=name of executable to launch
icon=name of .ico file to use when displaying the CD ROM as a device in the Windows Explorer (optional)
```
Example:

```
{autorun}
open=install.exe
icon=install.ico
```
3. Save the text file using the name AUTORUN.INF

4. Place the file in the root level of your CD ROM

See Also

How Can I Create a Template?

How Can I Create a Template?

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 sub-directory (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.

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.   This file will have a basic layout for the demo, which can be used for all different kinds of demos and can be changed according to the purpose of the demo.   The basic layout may include all the objects which are always used.

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 just that scene's General properties, but all of 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 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.

Steps

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.

To change template properties, you need to open the template (*.TPL) file you wish to edit.   Then 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.

To create a new template, perform the following steps:

1.   Create a demo with empty scene(s).

2.   Save the demo as a Template file.   (e.g., test.tpl)

3.   Open up the .TPL file (the file which was just saved).

4.   Right click on any objects in the Object Palette and Autoshapes Palette (For example, Bitmap button, Text object, Rectangle, Ellipse)

Note   By right clicking on any object, the properties dialog box will be displayed.   Also, with the objects, notice the Size tab.   This tab will define the dimensions of how the object should appear.   In these properties, there will be no Actions tab or Life tab.

5. Select the **Object Styles** tab or the **Size** tab.

6. Make the desired changes.

7. Select the **Font** tab.

8. Choose the desired font.

9. Select the **Font Color** tab.

10. Choose the desired font color.

Continue making the desired changes, until all the objects have been changed.   Now lets start making changes to the scenes.   Each scene must have a unique name.

Start adding objects to the scene that you need.

Note   The changes to the objects that were just made will not take effect, until the whole template has been saved.

You can add as many objects that you wish.   To add an image to a scene, perform the following steps:

1. Select **Resource Manager** from the **Demo** menu.

2. Select the **Images** tab.

3. Press the **Import** button.

4. Browse and select the image to import.

5. Change name of the image so that it includes the scene name also.   For example: If the image name was stars and this image is being imported in Intro scene.   The name of the image will be "Intro Stars."

Note   The reason to have the scene name also included for the image is that   DemoShield will point to that image every time the scene is loaded.

6. Perform the steps' 2-5 until all the images are imported.

7. Click **OK**

8. To create a Graphic Object, select the AutoShapes palette from the View menu and you can select the desired object.

9. Select the properties of the object.

10. Select the **Fill Styles** Tab.

11. Choose the image option and select the appropriate image that you would like to import.

12. If there are no images listed, you will have to import an image.

DemoShield uses thumbnails to represent the scenes in the New Scene Dialog.   The dimensions of the thumbnails are 130 X 98.   To create the thumbnails for the template that was just created, perform the following steps:

Note   For screen captures, Paint Shop Pro version 3.0 by JASC, Inc., was used, and to scale the images, Smooth Scaling by WexTech Systems, Inc., was used.   DemoShield has no association with JASC, INC and WexTech Systems.   These are the programs that we used here to create thumbnails. The thumbnails should only be created after all of the objects in the scene have been included.   When trying to use the Template, these thumbnails will be a guide as to how the scene will look.

1. Open up Paint Shop Pro.

2. Select **Hot Key** from the **Capture** menu.

3. Select the desired capture keys.

4. Select **Object** from the **Capture** menu.

Note   As soon as the Object option has been selected in Paint Shop Pro, open up DemoShield Designer to the scene which will be captured.

5.   Press the Hot Key which was selected.

6.   If the mouse is moved around, notice the glow around the selection

7.   Select the design window and press the left mouse button.

8.   The image will be displayed in Paint Shop Pro.

9.   Select the **ToolBox** from the **View** menu, if   the ToolBox is not selected.

10.   Double left click on the **Rectangular Selection** button.   This button is the third button on the left.

Note   A dialog box will open up after double-clicking on the selection.   To enter the exact coordinates, refer to the left corner of Paint Shop Pro, which states the exact coordinates for the height and the width.   The coordinates are selected so that only the caption in the design window is not selected.

11.   Enter the amount of pixels which should be cut off.   We always use 2 pixels for left, 22 for top selections and for right and bottom.   This will depend on the size of the image that was captured.

12.   After the coordinates are entered, notice a border will highlight the image.   That is how the image will look.   If the image is not highlighted exactly right, then perform steps 10 and 11 again.

13.   After the image is highlighted, select **Copy** from the **Edit** menu and then select **Paste** from the **Edit** menu.   Paste the image as a new selection.

Note   The caption will not be part of the new image created.

14.   Copy the new image.

15.   Launch Smooth Scaling.

16.   Select **New** from the **File** menu.

17.   Select **Paste** from the **Edit** menu.

18.   Select **Resize** from the **Edit** menu.

19.   Select the percentage.   Divide by the width of the original image by 130 and round off the answer.

20.   After entering the number, notice image will scale down, but it will not be exact.

21.   Copy the reduced image and paste it into the Paint Shop Pro.

22.   Select **Resize** from the **Image** menu.

23.   Select **Custom Size** and enter the exact size.   In this case 130 X 100.

24.   Click **OK**.

Note   The image is exactly 130 X 100.

25.   Select **Save** from the **File** menu.

26.   Save the image.

Note   The image which was just created will have to be imported or copied directly into the DemoShield Designer.

27.   Launch the Designer.

28.   Open the TPL file.

29.   Copy the image from the Paint Shop Pro.

30.   Paste it in the DemoShield Designer.

31. Choose   **Resource Manager** from the **Demo** menu.

32. Select the **Images** tab.

33. Press the **Import** button.

34. Import the image which was just saved in Paint Shop Pro.

35. Press the **Rename** button.

36. Choose the same name for the image as the scene name which it represents..

Perform the above steps until all the scenes have thumbnails.   After the thumbnails have been created and all the properties of the objects has been modified to the desired settings, save this file as a .TPL file.

To use the template, perform the following steps:

1. Open the desired .DBD file.

2. Select **Attach Template** from the **File** menu.

3. Browse and select the template.

Note   The name of the template will be at bottom of the Object palette.

To view the thumbnails for this template, choose **New Scene** from the **Scene** menu.

Notice all the thumbnails for this template.   To create a scene based upon the new template, select one of the thumbnails and press **OK**.   DemoShield will import the selected scene.

See Also

CD Browser Template

Steps in Creating a Demo

This article is intended to provide you with an idea of the basic process of creating a demo. All of the demo projects worked on internally by DemoShield Corporation follow the steps outlined below. If your project is of a small scale, some of the steps may not be relevant.   For those of you who have not worked on many demo projects, consider these steps a good starting point.   In time you will devise your own process.   For those of you who are already experienced developers of demos, consider this article as useful in providing some tips that may enhance your process.

Steps

1.   Define the purpose of your demo

     In order to create a demo that delivers a powerful message, you must first know its purpose.   Is the demo going to explain something to the user?   Is it supposed to make them interested in buying your product?   The purpose of your demo will help determine the most appropriate content is.

2.   Determine who the audience for the demo will be.

     The audience for a demo effects how the information should be presented.   If the demo is for the banking industry, marble textures and subdued colors would be appropriate.   If the demo will be given to graphic artists, attention-grabbing multimedia elements and vibrant colors will help keep the viewer interested.

3.   Determine the content that will be included in your demo.

     The content for your demo will drive the interface appropriate for delivering it.   Content includes things such as: marketing copy, graphics, sounds, video, animation, etc..   The most important thing to consider at this point is: What   do I <u>require</u> to fulfill the purpose of the demo?   Bells and whistles, such as sound effects, can always be added later if you have extra time.

4.   Create an outline to determine what topics you wish to cover

     Once you know the purpose of your demo and who the audience will be, you should prepare an outline of what topics you wish to include in the demo.   You will find that an outline will help determine the appropriate interface for relaying the information you wish to convey.

5.   Design an interface that is appropriate for the content and topics.

     An interface should be suited to the content and topics that the demo will contain.   A simple CD Browser demo might have only one scene with a few buttons providing users with access to other features within the demo.   On the other hand, an elaborate presales demo covering product features, pricing and availability, contact information, and company information would require several scenes, including one or more menus to access all of the content.   Remember: the interface should fit the content - not the other way around.

6.   Create storyboards for your interface.

     A storyboard is a rough sketch of what the interface will look like.   Detail is not important.   Line drawings can be used to mark the place of   graphics and solid lines can be drawn to indicate sentences of text.   It doesn't take an artist to create a storyboard, so don't worry if you can't draw. The purpose of the storyboard is to help you communicate your ideas to others who are working on the project with you, as well as to guide you while you are working on the project.

7.   Create a flowchart of how one topic relates to another.

     A flowchart will serve as your map as you navigate through the course of creating your demo. By creating a flowchart, you will uncover some issues you may not have thought of when designing your interface, such as: how does the user return from a sub-topic?

8.   Create a prototype using placeholders for content that is not yet ready.

A prototype of a demo takes your ideas off of paper and onto the screen. A prototype will save you a lot of grief by giving others a chance to review your ideas before you go through the effort of creating the entire demo. At this point in the project, it is important that the interface and layout match the final version. You should have all topics included with stubs for the sub-topics. Any content not yet ready should be indicated with a placeholder. (A placeholder is a temporary filler for content that is not yet ready, e.g., using graphics from a clipart library or scanning in your storyboards and displaying the scanned images in place of the actual graphics and text.) .

9. Have the prototype reviewed by management.

When your prototype is complete, have it reviewed by management. It is much easier to make changes when you are beginning to work on your project than when you have already completed it. Although you could show your storyboards to management, a prototype is more effective because it can be interacted with. Someone reviewing your storyboards might make false assumptions regarding your interface or layout that would be cleared up by a prototype.

10. Create a written list of tasks to complete for the project.

A list of tasks serves two purposes: deadlines can be defined for those responsible and priorities can be set. Often, simply asking someone to work on something will prove ineffective. In writing them down, you can always review the tasks and see how they are progressing relative to the deadline. It is important to have a clear set of priorities as you may not be able to complete all tasks originally planned. You should be ready with a "minimal" implementation that meets your goals and achieves your purpose. As time permits, you can always add more features from the list.

11. Complete your tasks and follow up on others.

Follow-up is often a critical part of task completion. Others may not remember the tasks that they were assigned in your project as a result of other projects that they are working on. A quick follow-up call, visit, or e-mail can be the difference between a task being completed on time or a task being completely forgotten.

12. Put it all together.

Once all required tasks are complete you can put all the pieces together. Replace placeholders with actual content and finish the project.

13. Quality Assurance

In order to assure that the demo works as intended, it is important to perform quality assurance. This is just a fancy way of saying that you need to test the demo. As many people as possible should be asked to use your demo. It is important that those testing the demo try it on a variety of configurations and systems that match as closely as possible your audiences configuration. Have users document problems they encounter and specific steps needed to recreate those problems. Correct all problems possible before shipping your demo.

14. Ship it

Congratulations, you've done it! You have carefully planned, designed, and implemented your demo. By following the steps above, you are much more likely to have delivered a powerful coherent message than you would have if your were to have tried the "seat of the pants" approach, in which features and content are added haphazardly.

DemoShield Support Programs

DemoShield offers a support plan to meet your needs, whether you are an individual developer or a company. DemoShield has made 60 days of free technical support available to the customer with the purchase or upgrade of existing DemoShield products. The 60-day period begins on the first day of contact with DemoShield Technical Support. After the 60-day offer expires, you may choose between the Standard or Priority Technical Support Programs to best suit you support needs in the future.

DemoShield Standard Technical Support Program

All registered users of DemoShield products are entitled to these services on an annual basis.

n Annual subscription cost is $95 per user.

n Support provided by trained DemoShield Developer Support Engineers.

n Unlimited technical support by email and fax *only* for demo creation assistance and general usage questions.

DemoShield Priority Technical Support Program

All registered users of DemoShield products are entitled to these services on an annual basis.

n Annual subscription cost is $195 per user.

n Priority support is available Monday through Friday from 9:30 am to 4:30 pm CST.

n Support provided by trained DemoShield Developer Support Engineers.

n Unlimited technical support by phone, email, or fax for demo created assistance and general usage questions.

n All support requests acknowledged within 24 hours.

Video

Creating an AVI Recording

DemoShield does not have any built-in video screen capturing facilities.   However DemoShield does include ScreenCam for creating full screen recordings in the SCM format.   For additional information on using ScreenCam see the <u>ScreenCam Instructions</u> article.   If you wish to create screen recordings in the AVI format, several third party utilities are available.   This article will describe some of the utilities available for each operating system.

Windows 95/NT

Blue Sky software is currently developing a program called Software Video Camera.   At the time of this release Software Video Camera was still in beta testing.   For additional information regarding **Software Video Camera** view the following web page:

        http://www.blue-sky.com/products/

Hypercam is a program released by Hyperionics that can record AVIs under Windows 95/NT.   For additional information regarding Hypercam view the following web page:

        http://www.hyperionics.com/

Windows 95 only

Camcorder is a program released by Microsoft to create full screen AVI recordings.   These recordings may include sound in addition to video.   Camcorder may be downloaded from Microsoft.   For additional information regarding Camcorder view the following web page:

        http://www.microsoft.com/office/office97/camcorder/

Windows/Windows for Workgroups(WfW) 3.1x

ScreenCapture is a utility released by Microsoft for creating AVI recordings under Windows/WfW 3.1x.

To download Screen Capture from Microsoft do the following:

1.   Establish an FTP connection to ftp.microsoft.com

2.   Change directories to `developr/drg/Multimedia`

3.   Set type to binary if necessary

Note   If you are using a web browser to download the file, you most likely do not have to worry about setting the type to binary.

4.   Download SCRCAP.ZIP

5.   Unzip the archive

6.   View Screen Capture's on-line help for additional information

See Also

<u>AVI Support</u>

<u>Editing AVI Recordings</u>

<u>ScreenCam Instructions</u>

<u>ScreenCam Tips</u>

Editing   AVI Recordings

Many programs are available for editing AVI files.   The program you wish to acquire will depend on your needs.   This article will attempt to provide a brief description of several AVI editing utilities currently available.   These programs are: Adobe Premiere, Ulead Media Studio, FlickerFree Multimedia Products Personal AVI Editor, and Microsofts VidEdit .

Adobe Premiere

Adobe Premiere sets the standard for video editing programs.   Numerous filters and effects are included.   Premiere is typically used by multimedia professionals to create broadcast quality output. For the DemoShield user who is interested in creating simple AVIs of screen activity, Premiere probably offers more functionality than is necessary.   However, for power users who will be editing digitized video, Premiere is an excellent choice.   In addition to Premieres strong video editing capabilities, it is also powerful as an audio editing tool.   For information about Adobe Premiere, visit their web page at:

```
http://www.adobe.com
```
Ulead Media Studio

Ulead creates many midrange multimedia utilities.   While not as powerful as Premiere, Media Studio does provide all tools needed to edit AVIs of screen activity, digitized video, audio, and images.   Media Studio is a good starting point for DemoShield users who intend to create a significant amount of multimedia content.   For additional information about Media Studio, visit Uleads web page at:

```
http://www.ulead.com
```
FlickerFree Multimedia Products Personal AVI Editor

FlickerFree Multimedia Products Personal AVI Editor is distributed as shareware.   For users who will only be performing basic AVI editing of screen activity, Personal AVI Editor may have all that you need to get started.   For additional information about Personal AVI Editor, visit Flicker Frees web site at:

```
http://www.flickerfree.com
```
Microsofts VidEdit

Microsofts VidEdit is included as part of the Video for Windows Developers Kit (VfWDK).   The VfWDK includes utilities to capture and edit AVI files.   VidEdit is appropriate for DemoShield users who will be performing limited AVI editing.

To download the VfWDK from Microsoft do the following:

1.   Establish an FTP connection to ftp.microsoft.com

2.   Change directories to

```
developr/drg/Multimedia/Jumpstart/VfW11e/DK/WINVIDEO
```
3.   Download all of the files in the WINVIDEO directory

4.   Run SETUP.EXE to install the downloaded files

5.   Consult the on-line help for further information on using the VfWDK utilities

Please note that DemoShield Corporation is in no way affiliated with any of the companies mentioned above.   This information is provided to users of DemoShield as a service to our customers.

See Also

AVI Support

Creating AVI Recordings

ScreenCam Instructions

ScreenCam Tips

AVI Support

DemoShield supports playback of AVI files as Video resources.   For your demo viewers to see the AVI files, installing AVI support on their systems may be required.   Whether or not AVI support needs to be installed along with your demo depends upon the operating system that you are targeting for your demo.

n   Windows 95/NT

Under Windows 95/NT, AVI support files are a standard part of the operating system.   Therefore there is no need to include AVI support files along with your demo.

n   Windows 3.1x and Windows for Workgroups 3.1x

Under Windows 3.1x and Windows for Workgroups (WfW) 3.1x, AVI support files may not be present.   Many systems already have AVI support that has been installed with some application in the past.   However, you may wish to provide users of Windows/WfW with the means of installing AVI support.

Note   AVI files will not play if a user does not have AVI support.

Obtaining AVI Support Files Via CD ROM

The DemoShield CD ROM includes the Video for Windows run-time installation files.   This can be used to provide AVI support.   If your demo requires AVI support and will be distributed to users of Windows/WfW who may not have AVI support already, follow these steps:

1.   Insert the DemoShield CD ROM

2.   Change directories to **VfW** on the CD ROM

3.   Copy the contents of the **VfW** directory on to a floppy disk or your CD ROM

Obtaining AVI Support Files Via Internet FTP

If you do not have access to the DemoShield CD ROM, you may download the Video for Windows run-time installation files from the Microsoft ftp site.

To download VfW run time from Microsoft do the following:

1.   Establish an FTP connection to ftp.microsoft.com

2.   Change directories to `/softlib/mslfiles/`

3.   Change the type of download to binary if necessary

Note   If you are using a web browser to download the file, you most likely dont have to worry about setting the type to binary.

4.   Download `WV1160.EXE`

4.   Run WV1160.EXE to extract the files contained in the archive

5.   Copy the contents of the WV1160.EXE archive on to a separate floppy or your CD ROM for distribution

Note   Do not include the WV1160.EXE file on the floppy.   Only the extracted files should be included.

Installing VfW Run Time

You will need to instruct your users who do not have AVI support to install the VfW disk <u>before </u>installing your demo.   Failure to install the VfW files will result in AVI files not playing.   To install the VfW files, do the following:

1. Insert the VfW floppy

2. Launch **SETUP.EXE**

3. Follow the steps given by the installation to proceed

Note   The first time an AVI file plays on a system, the display will need to be profiled.   This is a process the Microsoft VfW uses to determine the optimum settings for AVI playback.   The profile cannot be skipped.

See Also

Creating AVI Recordings

Editing AVI Recordings

ScreenCam Instructions

ScreenCam Tips