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# DemoShield5

## Getting Started Guide

*Available For*

*Microsoft Windows 3.1*

*Microsoft Windows for Workgroups*

*Microsoft Windows 95*

*Microsoft Windows NT*



DemoShield®

Version 5.1

Getting Started Guide

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# Chapter 1

## Installation

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## System Requirements

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### Your Requirements for Creating Demos

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Windows 3.1 or higher  
486 CPU, 33 MHz  
8 MB of RAM  
8 MB of hard disk space  
VGA monitor, 256 colors  
recommended  
A mouse or other pointing device  
AVI drivers required if playing AVI  
files in your demos  
SB compatible sound card  
recommended

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### Viewer Requirements for Playing Demos

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Windows 3.1 or higher  
486 CPU, 33 MHz  
4 MB of RAM  
VGA monitor  
A mouse or other pointing device  
Sound card (if demo contains sound)

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# Installing DemoShield

## Installing from Diskette

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### Windows 3.x, Windows NT 3.x

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1. Insert the Program 1 Disk in a diskette drive.
2. Open **Program Manager**.
3. Select **Run** from the File menu, and type **a: setup** on the command line. (Type a different letter instead of **a** if you are using a different drive, such as **b**.)

Alternately, you could use File Manager to view the files on the diskette, and double-click **SETUP.EXE**.

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### Windows 95, Windows NT 4.x

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1. Insert the Program 1 Disk in a diskette drive.
2. From the Start menu, choose **Settings: Control Panel**.
3. Double-click the **Add/Remove Programs** icon.
4. Click the **Install/UnInstall** tab.
5. Click the **Install** button. Windows should automatically locate the installation program, **SETUP.EXE**.

## Installing from CD

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### Windows 3.x, Windows NT 3.x

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1. Insert the CD into your CD-ROM drive.
2. Open **Program Manager**.
3. Select **Run** from the File menu, and type **d: install** on the command line. (Use a different letter instead of **d** if you are using a different drive, such as **e**)

Alternately, you could use File Manager to view the files on the CD, and double-click **INSTALL.EXE**.

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### Windows 95, Windows NT 4.x

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1. Insert the CD into your CD-ROM drive.
2. From the Start menu, choose **Settings: Control Panel**.
3. Double-click the **Add/Remove Programs** icon.
4. Click the **Install/UnInstall** tab.
5. Click the **Install** button. Windows should automatically locate the installation program, **INSTALL.EXE**.

# The DemoShield Program Files

DemoShield is actually two main programs: the Designer (full program) and the Player (run-time version).

## The Designer

The Designer is the application you will use to create, edit, and test run your demos. The Designer file is DESIGNER.EXE (Windows 3.x) or DESIGNER32.EXE (Windows 95/NT). If you are installing and using DemoShield on a network system, make sure you have write privileges to the subdirectory where the Designer is located if you wish to use Auto Save.

## The Player

The Player is a smaller, executable program file that you must include with your demo on your distribution media. The Player can run a demo but cannot be used to create a demo. The Player file is DEMO.EXE (Windows 3.x) or DEMO32.EXE (Windows 95/NT). The Player executable has a required library file, DS.DLL (Windows 3.x) or DS32.DLL (Windows 95/NT).

## The Setup Wizard

The Setup Wizard (SETUP.EXE in the Wizard subdirectory) is the program you use when you are ready to distribute your demo on disk or CD. This wizard is a subset of InstallShield, the leading application for installing Windows applications. In a few simple steps, the Wizard walks you through the process of creating the compressed installation file(s) that you will distribute to your viewers via disk, CD-ROM, or other means. When your demo is installed, your end-user simply double-clicks an icon in your new program group (or folder) to launch the demo.

## The Knowledge Base

The Knowledge Base is an online reference tool created and maintained by our Technical Support staff. The Knowledge Base provides up-to-date information about the most current version of DemoShield, including Frequently Asked Questions, and articles on designing demos using particular techniques. Periodic updates to this file will be provided for online access via the WWW and CompuServe.

## Sample Demos

These demos are examples of how you can use DemoShield5 to create all types of outstanding demonstrations. Simply double-click on a demo icon to view the demo. To study and/or modify a demo, open the demo file using the DemoShield Designer. Refer to the Knowledge Base for articles on how each demo was constructed.

## CD Extras

These applications were shipped as “CD extras” with your copy of DemoShield5 at the time of the program’s initial release. Each of these programs is a tool that can help you create professional-looking demos. These programs are located on the CD only. They are *not* available on disk.

### Lotus ScreenCam

Lotus ScreenCam is a tool that records both sound and screen activity on your PC as screen movies. These movies are recorded and play back full screen. You may play these movies (SCM files) in your demo through the Play Video action, which can be triggered when your viewer clicks a button, or at a particular time in the scene. ScreenCam has a required run-time file called SCPLAYER.EXE that you must include when distributing demos that play SCM files.

ScreenCam is installed on your system as part of the standard installation. If you did not install it, simply run the DemoShield installation again and select only the ScreenCam components to install. For more information on ScreenCam, see the Knowledge Base.

### Cambium Sound Choice Lite

This is a superior collection of royalty-free music clips produced for professional multimedia applications. Since the sounds are in WAV format, your end-user will not need any special files to hear the music—just a standard sound card and speakers. To import these files into your demo, choose Manage Demo Resources from the Demo menu, click on the Sound tab, click the Import button, and browse to locate the WAV file you wish to use.

### Media Commander Express

Media Commander Express is a tool you can use while creating your demos—or anytime you wish—to visually manage all of your video, sound, text, and image files. Media Commander Express can be installed from the MEDIAEX subdirectory on the DemoShield CD.



# What Can You Do With DemoShield?

Use DemoShield to create an interactive, multimedia demonstration to show or sell any product, service, or idea. Create presales demos, software Quick Tours, product tutorials, and other applications to demonstrate your product or service with maximum impact.

You will also find there are a number of creative applications that you can design with DemoShield. You can create an electronic résumé, a storyboard for a video production, a multimedia family album—the possibilities are endless.

## *A Special Focus on the Needs of Software Developers*

In order to meet the special needs of software developers, DemoShield includes a number of features and tools which make it the ideal choice for demonstrating software applications. These features include the new AppCam Wizard, which helps you capture a sequence of screen images and cursor movements to simulate your application in action. You may also play video recordings of your running application saved as ScreenCam Movie (SCM) or Audio-Video Interleaved (AVI) files. In addition, DemoShield offers you the ability to launch live applications (including installation programs) from a demo file. Demos created on Windows 95/NT systems can be distributed via the Internet so your viewers can play them directly from your web site.

To help you get started, we have provided “template demos” for several of the most common demo types, which are described below. When you create a new demo with our New Demo Wizard, you will be asked to choose one of these demo types. When the new demo opens, you may view and edit it to meet your needs.

## Presales Demo

A persuasive demonstration that describes and/or advertises a product or service to potential customers. Presales demos typically introduce the new product, promote features and describe benefits, and provide sales contact information. You may also provide a Price List for your viewers to print out. Presales software demos typically include a simulation of the application being described.

## Quick Tour

A Quick Tour demo introduces new users to your software application. Typically, users are given the opportunity to launch a Quick Tour from the product’s Welcome or Startup dialog box, as well as through the Help menu. The overall goal of a Quick Tour is to make your new users feel comfortable and satisfied with your product. One of the best ways to do this is to create an interactive Quick Tour that allows your viewers to explore only the aspects of your application that most interest them.

## Cue Card

An online information system that provides step-by-step instructions for performing specific tasks. A Cue Card is usually displayed in a very narrow window so that it can run alongside an open application.

## Tutorial

A computer-based tutorial (CBT) is a file, or set of related files, whose purpose is to teach, guide, or instruct a user. Tutorials are usually one-to-one, or intended for viewing in small workshop/seminar groups. DemoShield allows software developers to create a *live application demo*. This is a demo where your end-user can interact with your application in real time. For example, your demo could launch the application, and then play a macro demonstrating a particular task. Then your viewer would be given the opportunity to try it. An effective computer-based training (CBT) tutorial should include as much user interaction as possible. Tests may also be used, both at the beginning of the tutorial, to direct the experienced user to more advanced modules, as well as at the end of the tutorial, to reinforce material already presented.

## CD Browser

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

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

## Press Demo

A Press Demo can be thought of as a “multimedia press release,” which lets you easily communicate the look, feel, and concepts behind your new product or service to members of the media. Impress editors with detailed product information coupled with top-notch graphics and sound. Demonstrate a key feature; then let your potential reviewers “try it for themselves” in an environment where you can provide the guidance to ensure a successful experience with your new product.

# Chapter 2

## Basic Tutorial

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# Creating a New Demo File

The purpose of this Basic Tutorial is to teach new DemoShield users the concepts and skills needed to create any type of demo. If you are already familiar with DemoShield, you may wish to skip ahead to Chapter 3, the *New Features Tutorial*.

## Document Conventions

**Click** = Click left mouse button.

**Choose** = Select from a menu or combo box. Submenus are indicated in the following way: File|Play Demos|Configure Demos.

**Check** = Click to select a check box item or a radio button.

**Clear** = Click to deselect a selected check box item.

**Dialog Box** = A window that appears in order to exchange information with the user.

**Bold** (in steps) = We will use bold in steps to indicate characters you must type in exactly, or items to choose from a menu, list, or dialog box.

Example: 1. Type **40** in the **Exit** time field.

**Italics** = We will use italics to indicate key terms.

**CAPS** = Filenames and pathnames will be capitalized.

## Take the Tour!



Click the Quick Tour button on the Welcome dialog box to view a demo that visually teaches you the key terms and concepts used in DemoShield. When the demo ends, you will return to the Welcome dialog box to begin creating your new demo.

## Launching DemoShield

- To launch the Designer on a Windows 3.1 or Windows NT system:

Double-click on the **DemoShield Designer icon** in the DemoShield5 Program group in Program Manager, or double-click on **DESIGNER.EXE** in File Manager.

- To launch the Designer on a Windows 95 system:

Choose **Start | Programs | DemoShield5 | DemoShield Designer**. The Designer launches and you see the Welcome dialog box shown in Figure 2-1.

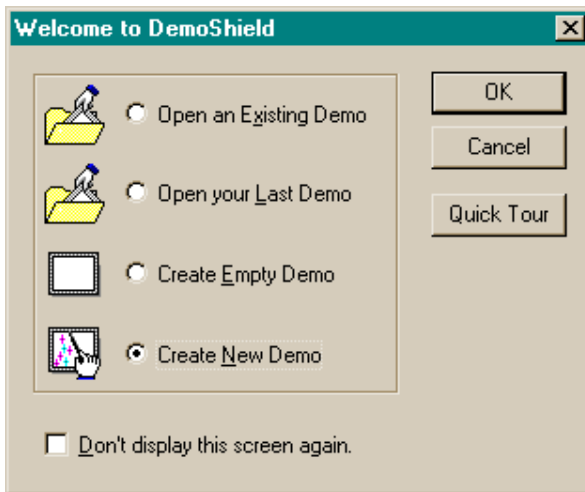


Figure 2-1. The DemoShield Welcome dialog box.

- To start creating your demo.
  1. Click on **Create New Demo**.
  2. Click **OK**.  
The New Demo Wizard launches to assist you.

## The New Demo Wizard

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

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

- To use the New Demo Wizard:

Make the selections as shown in Figures 2-2 through 2-7.

After each selection, click **Next** to proceed to the next Wizard dialog box.

## Make the selections as shown in Figures 2-2 through 2-7



Figure 2-2. Select the **Presales Demo** type.



Figure 2-3. Select **Asymmetric** for Demo layout and **Demo Region Size** for Application layout.

### Template Demos

DemoShield5 comes with several “template demos” that you can modify. These are fully configured demos, each designed to meet a specific need.

For example, the Presales Demo type you are selecting for this tutorial is a template demo which contains a number of scenes which help you describe and sell your software application to prospective customers.



Figure 2-4. Check **Windowed** for the demo style. Accept the default size of 640 x 480 pixels. Check **Centered** and **Fixed Size Demo**. These selections will create a demo that will play in a VGA resolution-size window on any viewer's screen.

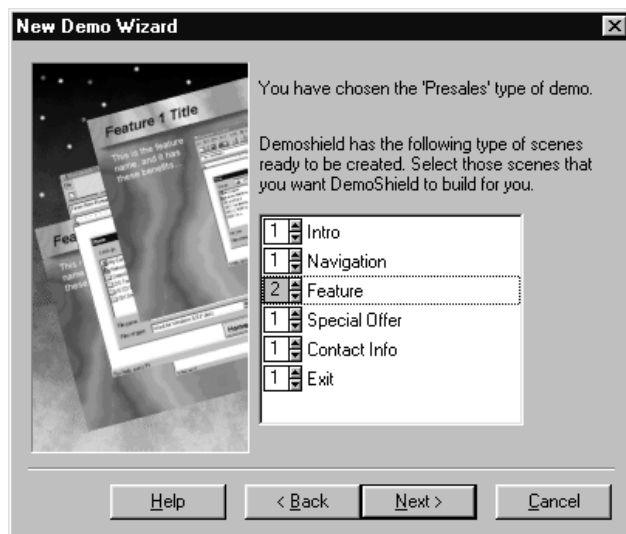


Figure 2-5. Click the small “up arrow” or “spin” button to the left of “Feature” to create **2 Feature Scenes**.

## What is a windowed demo?

A *windowed demo* is a demo that plays in a window on your viewer's screen. You can specify the size and location of the demo window. When you create a *fixed size windowed demo*, you disable *scaling* for all objects in your demo. This means all your text, graphics, etc., will retain their original size and position on the screen. This type of demo is easier to design than a full screen demo.

## What is a full screen demo?

In a *full screen demo*, objects will scale (i.e., grow larger or smaller) so that the demo fills the viewer's screen, regardless of the resolution. Sometimes you will need to disable the scaling of individual objects to retain their relative positions. For example, a hot spot may need to appear directly over another object.

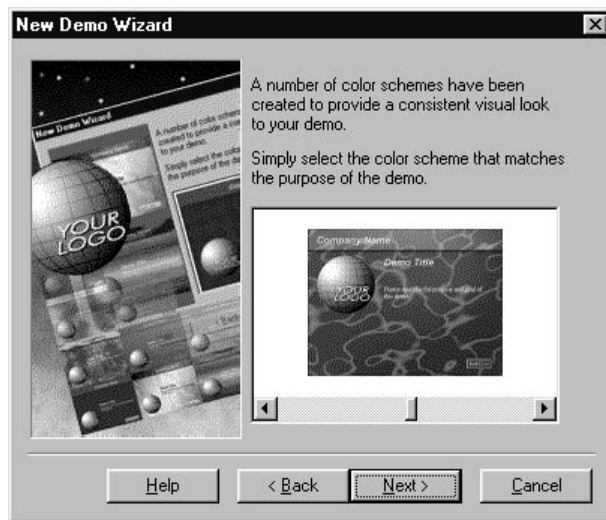


Figure 2-6. Use the slider bar or the left and right buttons under the preview window to view the available color scheme choices. Click **Next** when you have selected one.



Figure 2-7. Click **Finish**. Your new demo is built!



# The DemoShield Screen

Figure 2-8 shows the DemoShield Designer screen, open to your new demo.

The Designer Window (in the middle) is the screen your viewer will eventually see. To design your demo, you will place *objects* on the screen that serve various functions.

To the right of the Designer Window are four floating panels with tools and controls useful in developing your demo. All new demos have the default name of DEMO.DBD. The Status Bar at the bottom of the screen reports your cursor location and several important details about the object currently selected.

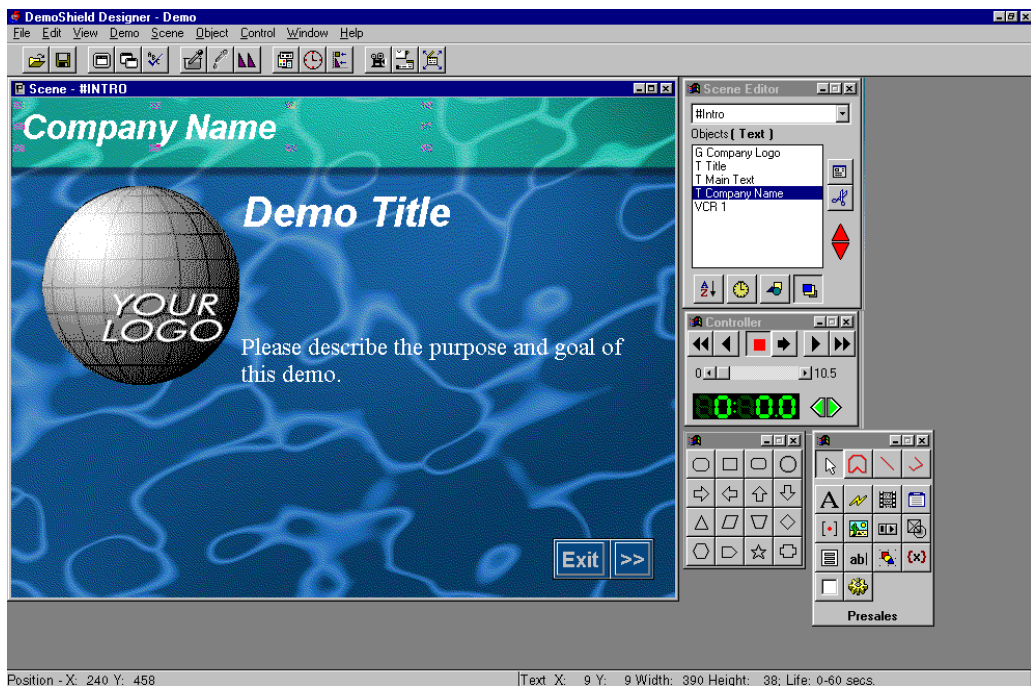


Figure 2-8. This is the DemoShield Designer screen. If any of the tools shown here are missing, choose their names from the View menu. The tools below the Controller are the Auto Shapes Palette (left) and the Object Palette (right). To create an object, click a button on one of these palettes and click in the Designer Window. Click the Play button on the Controller to “test run” a scene in the Designer Window. The names of all objects in the scene (whether visible at the current scene time or not) are listed in the Scene Editor.

## Get *Help* understanding the DemoShield interface

At first, the number of tools, palettes, and windows used in the Designer can be overwhelming. But Help is available.

1. Choose **Contents** from the Help menu.
2. Click on **Introduction to DemoShield**.
3. Click on **DemoShield: A Visual Tour**.
4. Click on **Designer Tools and Palettes**.

For details on how to use each tool or palette, click on the *More About* hypertext links. You will view an illustration of the tool or palette. Click on any area of the illustration to see details on using that part of the tool or palette.

## Setting Preferences

Before we begin, we need to ensure that certain user preferences (customizable options) are enabled.

■ To set preferences:

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

The Preferences dialog box opens to the Enable tab.

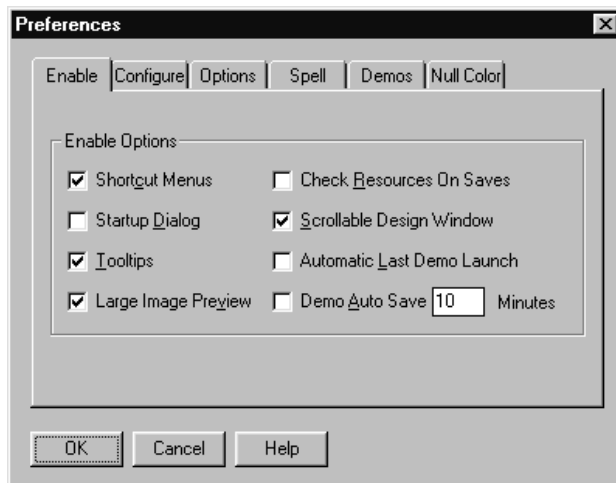


Figure 2-9. Your Enable tab should match this one.

2. Check or clear the options to match the dialog box shown in Figure 2-9.
3. Click **OK**.

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# LESSON 1: Editing Text Objects

Now that the New Demo Wizard has built your initial demo file, you are ready to start personalizing the presales template to meet your needs. Let's begin by changing the properties of a few Text Objects in the first scene.

## What is an object?

An *object* is anything you can put on the Designer Window screen. It can be visible to your viewer, such as a Text Object. Or it might be invisible, such as an AVI Object, serving only to perform a special function, perhaps playing a video. In DemoShield, an object performs the same role as that of an actor in a movie. It appears on the scene, performs some function, and finally exits the scene. A single scene may contain up to 256 objects. You use the *Object Palette* (shown in Figure 2-8) to create most DemoShield objects.

## Displaying Title Text

In our first scene, there are two Text Objects that display titles. One object displays the company's name; the other displays the title of the demo itself. The steps to edit these objects are provided on the next few pages.

### Entering the Text Shown (Object Styles)

1. Click on the words "**Company Name**" in the scene entitled #Intro. This is a Text Object which you can use to display text you type in yourself, paste from the clipboard, or import from a Rich Text Format (\*.RTF) file. "Handles" appear around the object **T Company Name** to indicate that it is selected.
2. Now double-click on the same object. The Text Properties dialog box opens to the General tab (Figure 2-10).

## What are properties?

Every object you place on the screen has what we call *properties*. You can think of properties as adjectives that describe the object: a *red* circle, a *gray* background, a *three-dimensional* push button, a *24-point bold Arial* font, the *value* of a variable. Each of these attributes is a property you can edit.

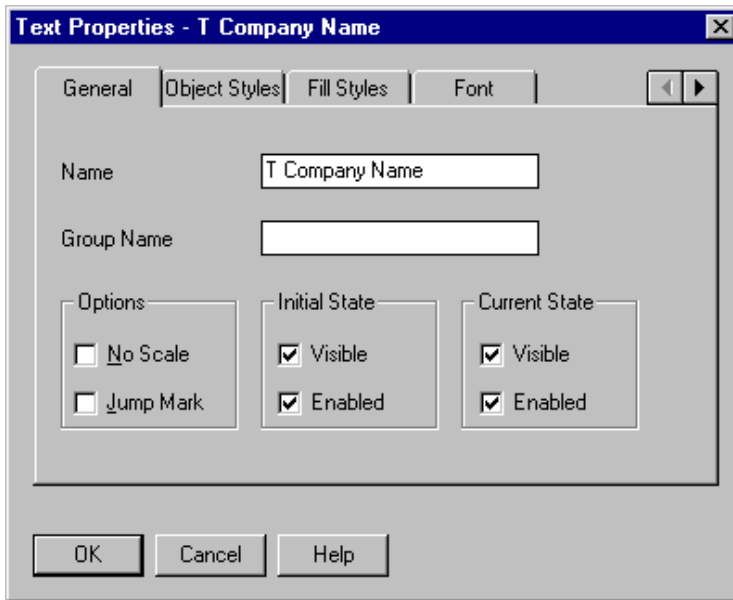


Figure 2-10. When you open an object's properties dialog box for the first time, the General tab appears on top.

3. Click on the **Object Styles** tab (Figure 2-11) to edit the text shown.
4. Click in the large edit field with the words "Company Name."
5. Delete the text shown, and type in your own Company Name. Type any characters you want. You can force a line break by pressing Enter.

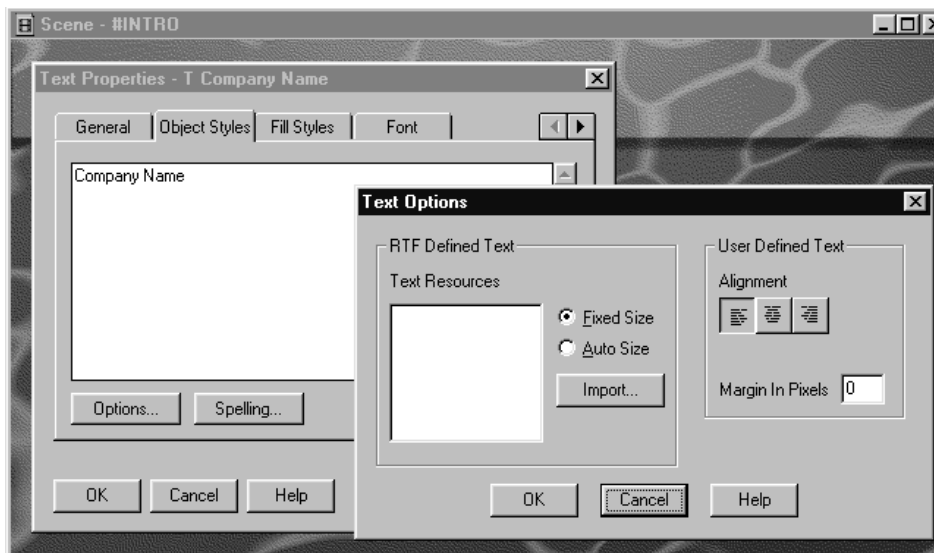


Figure 2-11. Type the text you want to display in the large edit field provided in the Object Styles tab (left). To set margins, select alignment, and import \*.RTF files, click the **Options** button.

## Choosing Fonts

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

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

1. Click the **Font** tab (Figure 2-12).
2. Change the font type and/or style as you like.
3. Select a new point size, if you wish. If the point size that you want to use is not listed, you may type in your own selection in the Point Size field.

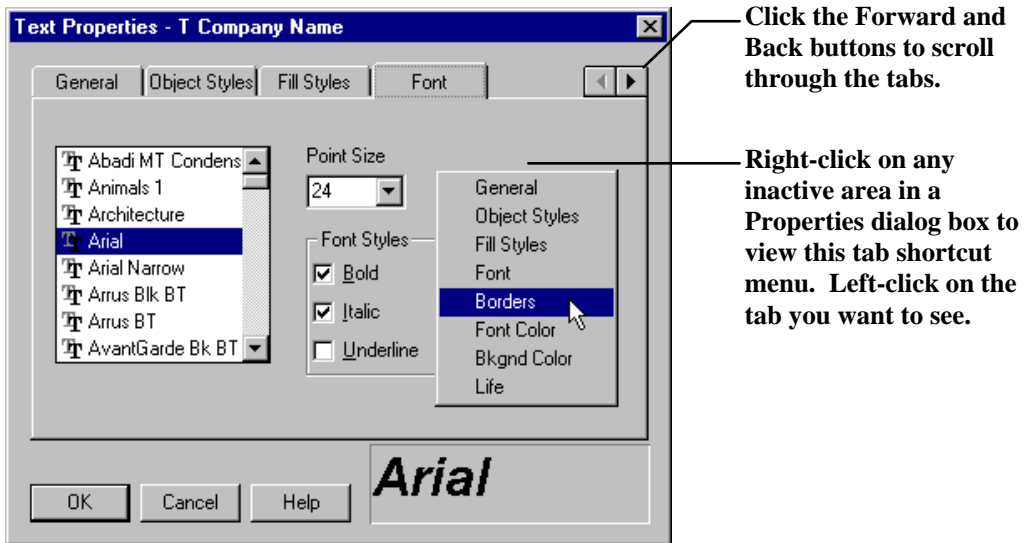


Figure 2-12. Choose from the list of fonts and specify the point size and font style. A preview of the chosen font is shown in the lower right corner.

## On Your Own

Use the steps explained previously to edit the Demo Title object (**T Title**) to display the title of your new demo.

## Displaying Body Text

Now we will edit the **T Main Text** object, which contains the body text for this scene. Unlike title text, body text should be set in a serif font for greater readability.

[**TIP:** Try to display the text in a narrow window of no more than 6 words per line.]

1. Open the **Properties** dialog box to the **Object Styles** tab.
2. Replace the default text with new text that describes the purpose and goal of your demo. You may:
  - type it directly in the edit field, or
  - use **CTRL+C** to copy text from another file and **CTRL+V** to paste it into the edit field

If you wish to force a line break, press **Enter** for each return required. For example, we typed:

**Welcome!**

**Click >> to see how easy it is to create interactive, presales demonstrations just like this one!**

3. Click the **Font** tab to select a serif font (such as Times New Roman).
4. Click **OK** to close the dialog box, and view your changes.



Your pointer will change to a sizing cursor when you move it over a handle.

Figure 2-13. To make an object smaller or larger, click and drag on a handle.

## Resizing Objects

Most likely, the new text you entered will require you to resize and/or reposition the object on the demo screen. To resize an object:

1. Click to select it. Handles will appear around the object.
2. Click on any handle. Your pointer changes to the sizing cursor, shown in Figure 2-13.
3. Drag in to make the object smaller; drag out to make the object larger. DemoShield will wrap the text to fit the new object size.

## Positioning Objects

To move an object on the screen, you can:

- Click in the middle of the object, and drag it to its new location, or
- Click to select the object, and press the **arrow keys** on the keyboard to “nudge” the object one unit at a time (one pixel by default) .

To display a visible grid that may help you position objects, choose **Grid** from the View menu. If you wish to see the object’s exact size and location, select it, and view the right side of the Status Bar at the bottom of your screen. The X and Y coordinates refer to the object’s location on the screen relative to the upper left corner. The Height and Width numbers refer to the object’s size in pixels. The Life number refers to the object’s *life* in seconds (*see Lesson 5 for a discussion on an object’s Life Properties*).

## Borders

If you prefer, you may create a border around your body text that gives the object the same appearance as that of an application window. You may select a caption as well as a Close button that will hide the text object when the viewer presses it.

To modify the type of border around your text, click the **Borders** tab (Figure 2-14) and make your selections.

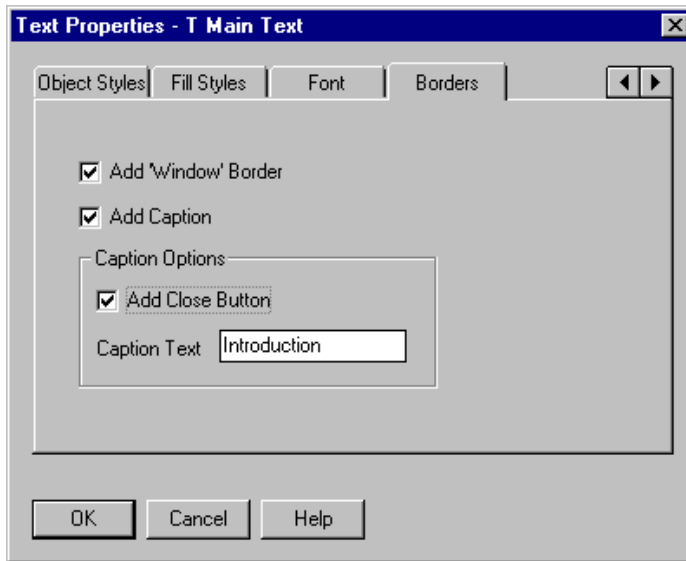


Figure 2-14. Text border options.

The “Welcome” body text shown in Figure 2-15 is an example of the window border style.

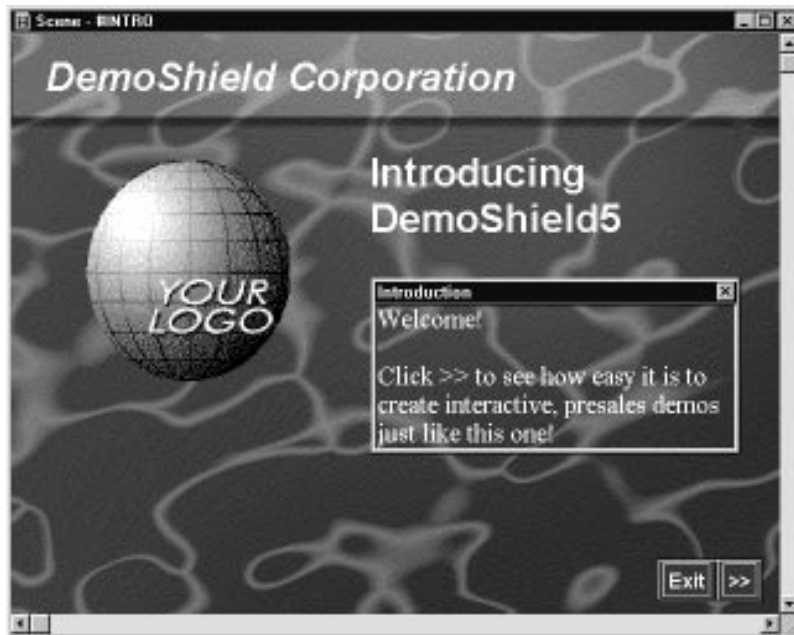


Figure 2-15. The body text in the middle of the screen appears with an application border window. When your viewer runs the demo, he or she can “close” the window—that is, hide the object—by clicking the **Close** button.



## LESSON 2: Displaying Images

1. Double-click on the “**Your Logo**” graphic (Figure 2-15) to open its Properties dialog box.
2. Click on the **Fill Styles** tab (Figure 2-16). Experiment with the various fill styles available to see how they change the appearance of the rectangle as shown in the preview window. End by re-selecting the **Image** fill style.
3. To display a graphic that is not currently a resource to your demo, click the **Import Image** button. Use the browse box to replace the default graphic with your own bitmap or metafile image, and click **OK**.
4. If the graphic you are using is a bitmap (\*.BMP), you will need to select an **Image Option**. Choose from the following:
  - Standard: The image is cropped from the upper right corner to fit the size of the object.
  - Crop Image: The image is cropped from the center to fit the size of the object.
  - Resize Image: The image will stretch or shrink as necessary to fit the object's size. (Usually distorting the bitmap.)
  - Tile Image: The image is replicated to fill the size of the object. (Image size remains the same.)
  - Resize Frame: The object is resized to fit the size of the bitmap image.
5. Click **OK** to close the dialog box.

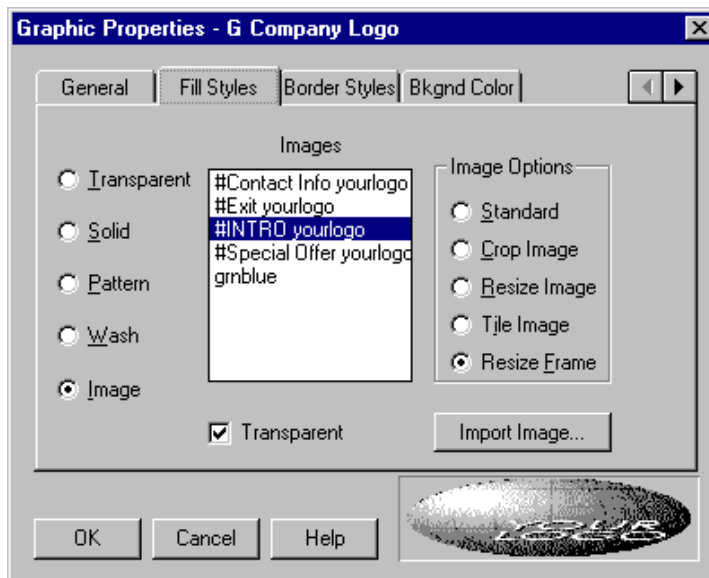


Figure 2-16. Click on the name of the image you wish to display, or click **Import Image** to browse for a new image.

---

# LESSON 3: Modifying Scene Properties

Now that we have edited the text and graphics in our first scene, let's make some minor changes to the properties of the first scene.

## What is a scene?

A *scene* is an organizing principle in DemoShield. Every demo contains one or more scenes. Just like in a play or movie, a scene in DemoShield lasts a certain amount of time, and provides some information or sets the mood for scenes to follow. Unlike a play or movie, however, your scenes in DemoShield do not have to simply play from first to last. With DemoShield, you can create an *interactive demo*—a demo where your viewers' clicks and keystrokes affect what they see and hear in the demo. You may have up to 512 scenes in one demo. Each scene may contain up to 256 objects and may run from one second to 27.775 hours.

## Editing Scene Length and Transition

Just like objects, scenes have properties you can modify.

1. Double-click on any blank area within the scene.

The Scene Properties dialog box opens to the General tab (Figure 2-17).

2. Change the Scene Length to **10.5** seconds.

---

**Note:** You can enter scene length in tenth of a second intervals (example: 10.3).

---

3. Select the transition effect called **Vertical Blinds**.

This means that a special effect will be performed during the transition period when this scene ends and the next scene begins -- it will look like vertical blinds opening and closing.

In this example, our *scene transition* is Go to Next Scene. However, we don't have to go to the next scene. We could choose to go to another scene, or select a Pause on Scene transition where the demo would pause until the viewer provided some action to continue the demo -- such as clicking a button.

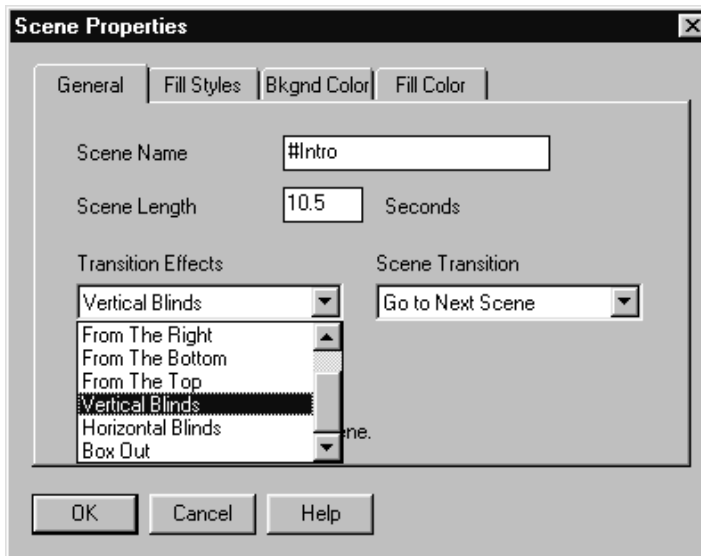


Figure 2-17. Edit the scene properties as shown.

## Test Running the Scene in the Designer

Let's try out that new scene transition.

Click the **Play** button on the Demo Controller (Figure 2-18).

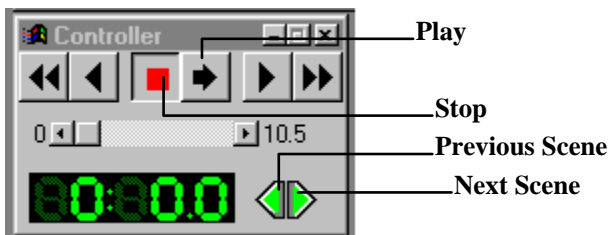


Figure 2-18. The Demo Controller.

When the clock reaches 10.5 seconds, the scene transition begins, and after approximately one-half second, the next scene appears in the Designer Window.

Click the **Stop** button on the Controller to stop the demo playback.

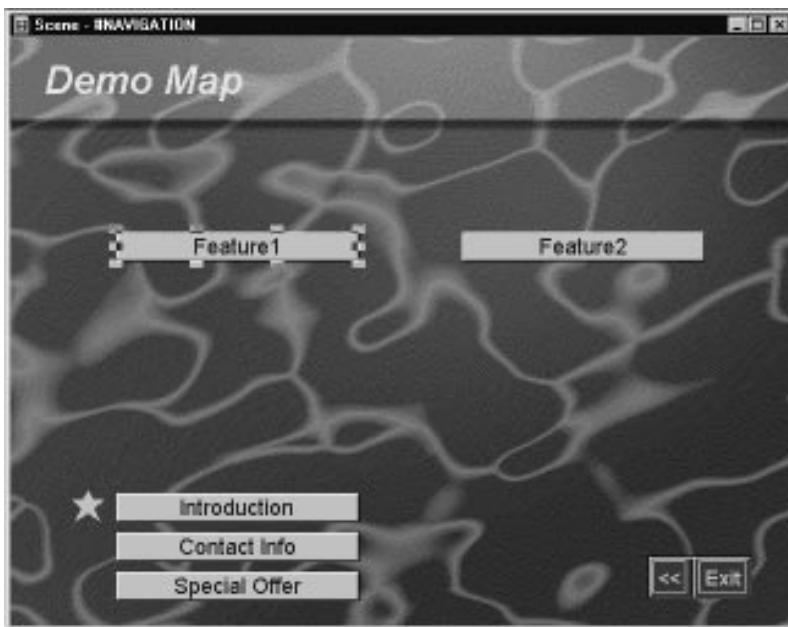
This second scene is named #Navigation. It contains several wide buttons that your end-user can click to navigate to other scenes in the demo. Clicking on any **Home** button in the demo will bring you to this scene.

## LESSON 4: Editing Interactive Buttons

### What is an interactive object?

These are objects your viewer can interact with while the demo is running. Your viewer provides an “event”— a mouse click, a key press, typing characters, even just placing the mouse on an interactive object—which triggers an “action” that you have built for that interactive object. These objects include buttons, bitmap buttons, hot spots, popup menus, listboxes, and navigational VCR Buttons like those that appear at the bottom of each scene.

When the viewer presses the Feature1 button shown in Figure 2-19, the demo goes to a scene named Feature 1a. Likewise, pressing the Feature2 button will switch the demo to the Feature 2a scene.



*Figure 2-19. Clicking on the bitmap button selected above triggers an action to go to a scene describing the product's first key feature.*

A *bitmap button* is a push button that can display an image along with, or in place of, a caption. DemoShield also has a Button Object that does not display images, but can appear as a radio button, check box, or push button.

## Changing a Button's Appearance

1. Open **B Feature 1** to the Object Styles tab (Figure 2-20).
2. Change the Button Caption to the name of a feature you wish to describe in your demo.

If you need to resize the button, you can type in new Width and Height values.

---

**Note:** You *cannot* resize a bitmap button by clicking and dragging its handles. Keep in mind that to keep a consistent button appearance, you would have to edit the size of all buttons used in the demo.

---

1. Choose the **Inside** caption position.
2. Click the **Fill Styles** tab and choose the **Transparent** fill style.
3. Right-click to access the *shortcut menu*; left-click on **Font Color**.

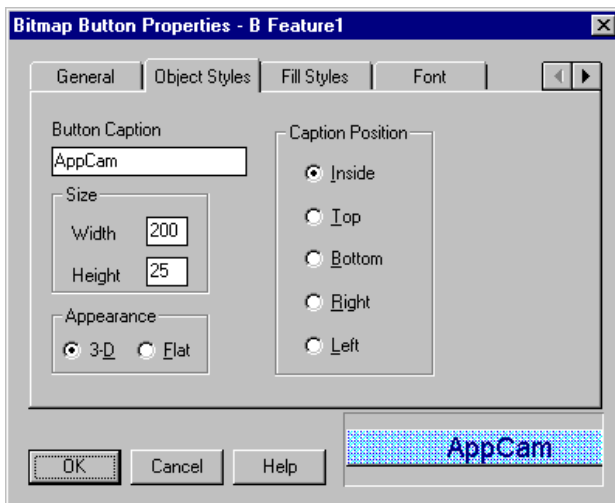


Figure 2-20. Bitmap Button Object Styles.

7. Click on one of the 16 standard colors shown in Figure 2-21 or type in specific Red, Green, and Blue values to create a customized color. You may also use the color slider bars or buttons to adjust the R, G, B values. In this particular scene, a white or other light-colored font will provide the best contrast.

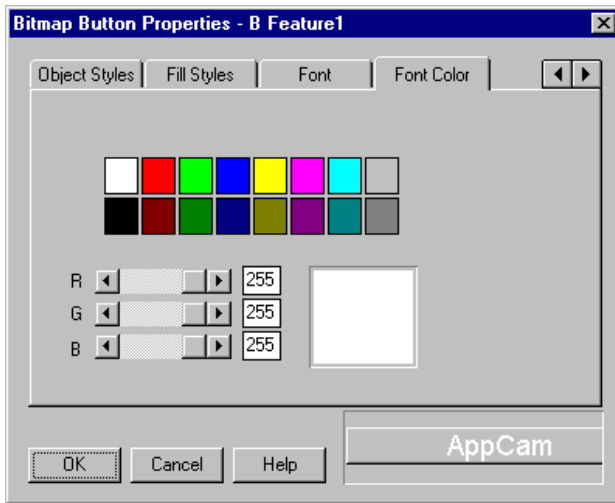


Figure 2-21. Click a color, or type RGB values.

## Changing a Button's Action

### What are events and actions?

When your viewer clicks a button on your demo screen, or moves the mouse on an object, it is an *event*. When your demo does something in response to that event, it is an *action*. When the demo switches to another scene, for example, that is an action.

In this section, we will explain how to create the actions that have been built for the Feature 1a button in #Navigation scene.

1. Click the **Play** button on the Controller (Figure 2-18) to test run this scene.
2. Place your mouse on top of the **Feature1** button.  
You will notice that a block of text appears.
3. Click the **Feature1** button. The Feature 1a scene appears.
4. Go back to #Navigation scene by selecting its name from the **Scene Editor**.
5. Open the Properties dialog box for the Feature1 button (**B Feature 1**) to the Actions tab. (Remember to right-click on any inactive area to view a shortcut menu of all tabs.)

6. In the combo box under the words “When the viewer does this,” scroll up to the top to select **Summary of All Events** as shown in Figure 2-22. A list of all the actions linked to this button is shown.

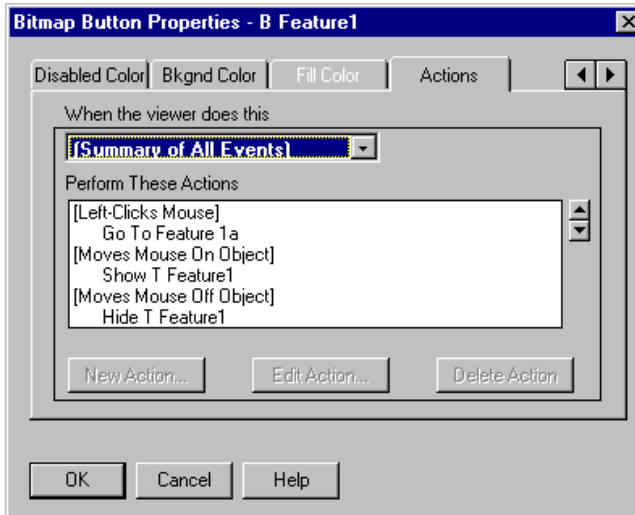


Figure 2-22. Choose *Summary of All Events* to see all the actions triggered by an interactive object.

7. Choose the **Left-Clicks Mouse event** from the top combo box. Now only the actions triggered when the viewer left-clicks the mouse are listed.
8. Click the **Delete Action** button. The action selected is removed from the list. Now we will rebuild this action for the left-clicks mouse event.
9. Click the **New Action** button. The Build Action Wizard launches (Figure 2-23) to help you select an action for the demo to perform.

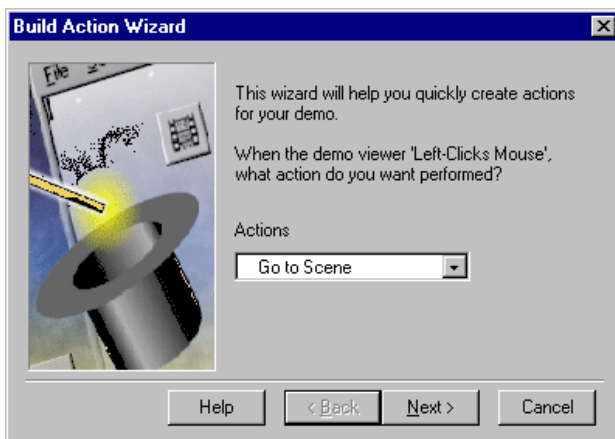


Figure 2-23. Use this dialog to choose from more than 30 DemoShield actions.

10. Choose the action **Go to Scene**, and click **Next**. The dialog shown in Figure 2-24 appears.



Figure 2-24. Since the Go to Scene Action was already selected, this screen appears to allow you to select the scene the demo will show.

11. Choose the scene named **Feature 1a**, and click **Finish**.

12. Click **OK** to close the object's properties dialog box.

Now we will go through the steps to build a Moves Mouse On Object action to show the Text Object T Feature1 when the viewer places the mouse on the Feature1 button.

1. Double-click on the name **T Feature1** in the Scene Editor (Figure 2-25) to open the object's properties dialog box.

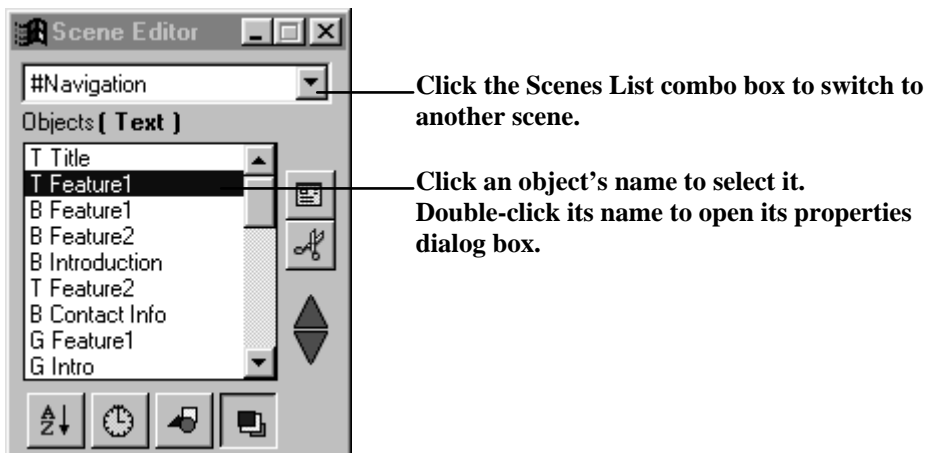


Figure 2-25. You may use Scene Editor to access both objects and scenes.



2. In the General tab, you will notice that the box marked **Visible** is cleared for the object's Initial State. That means this object will be invisible until it is linked to a Show action which makes the object visible.
3. Click on the **Object Styles** tab, and replace the default text with the text you wish to display.
4. Click **OK** to close the properties dialog box for T Feature1.
5. Double-click on **B Feature1** to open its properties dialog box, and go to the **Actions** tab.
6. Use the combo box under the words "When the viewer does this," to scroll to and click on the **Moves Mouse On Object** event.
7. Click **Delete Action**.
8. Click **New Action**.
9. Choose the action **Show**, and click **Next**.  
A new dialog appears, asking which object you wish to show.
10. Select the object **T Feature1**, and click **Next**.  
A new dialog appears, asking for the duration of the Show action.
11. Select **Scene Duration**, and click **Finish**.  
The Build Action Wizard closes.
12. Click **OK** to close the object's properties dialog box.

---

# LESSON 5: Object Timing, Motions & Effects

In this lesson, you will learn how to set the timing for both the entrance and exit of objects within a scene. You will also learn how to select motions and/or special effects that may be performed at various times during an object's lifespan.

## What is life?

Each object that your viewer will see onscreen has what we call *Life Properties*. These are settings that determine when and how an object appears onscreen, holds onscreen, and then disappears from the screen. An object's life within a scene is the total time it exists onscreen.

## Setting Start, Hold, End, and Exit Times

1. Choose the menu command **Control | Go to Scene | #Special Offer**.
2. Double-click in an empty spot on the scene background to open the Scene Properties dialog box.
3. Change the Scene Length to **10** seconds, and close the Scene Properties dialog.
4. Double-click on **T Title** (the text object that reads "Special Offer Title").
5. Right-click anywhere in the dialog to bring up the tab shortcut menu, and left-click on **Life**. This opens the Life Properties dialog box (Figure 2-26).
6. Click to insert your cursor in the **Hold** edit field. The object's Hold time is the scene time when the object reaches its Hold position (the X and Y coordinates where you created it) onscreen. Type in **1.5** as the **Hold** time. Since the object's Start Time is 0.0 seconds, we are giving this object 1.5 seconds to move into the scene.
7. Press **Tab** to advance to the **End** edit field. The object's End time is the scene time when the object begins to exit the scene. Type in **8.5** as the **End** time.
8. Press **Tab** to advance to the **Exit** field. Type **10.0** as the **Exit** time. Since the object begins exiting when the scene time reaches 8.5 seconds, it will take 1.5 seconds for the object to finish exiting the scene.

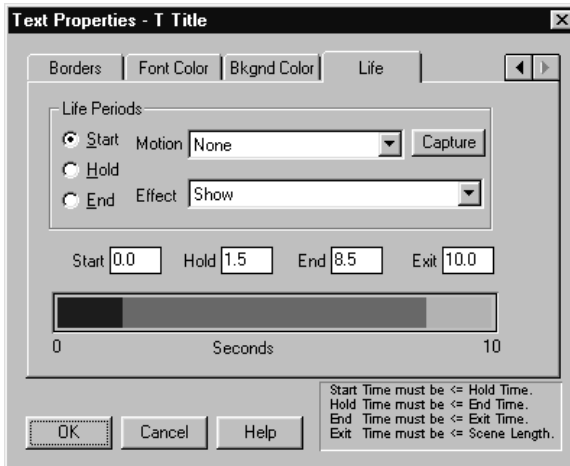


Figure 2-26. Use the Life tab to set an object's timing, and to select motions and/or effects to be performed during various periods in the object's life.

## Point-to-Point Motion

Instead of choosing a preset Motion to move an object into or out of the scene from the edge of the screen, you can create point - to - point motion.

For example, to choose the location where an object will begin appearing, click the Start button, and click Capture. Click on the screen location of your choice.

## Choosing Motions

You will notice that there are three radio buttons under the words “Life Periods.” These are the three Life Periods:

- **Start Period:** The period of time when the object makes its entrance onto the scene (Hold Time minus Start Time).
- **Hold Period:** The period of time when the object appears where you created it onscreen (End Time minus Hold Time).
- **End Period:** The period of time when the object makes its exit from the scene (Exit Time minus End Time).

For each of these three time periods, you can select an *effect*. For the Start and End Periods, you can also select a *motion*. Rather than explain what motions and effects are, let's just show you!

1. Click the **Start** radio button under Life Periods.
2. In the combo box that appears next to the word “Motion,” scroll to and click on **Appear from Right to Left**.
3. Click the **End** radio button under Life Periods.
4. Choose the motion **Disappear from Left to Right**.
5. Click **OK** to close the object's properties dialog box.

6. Choose **Control | Play Scene**.

The **T Title** object moves into the scene from the right edge of the screen. When the scene time reaches 1.5 seconds, the object holds where you created it onscreen until the scene time reads 8.5 seconds. Then the object begins to move to the right until it disappears at the right edge of the scene at 10 seconds.

7. Click the **Stop** button on the Controller to stop test running the scene.

## Choosing Effects

Now we will edit the text inside the **T Main Text** object and create a special effect for this object's Start Period.

1. Double-click on the object **T Main Text** to open its properties dialog box.
2. Click on the **Object Styles** tab and change the text inside to read:  
**Purchase our software within the next 30 days to receive:**
3. Right-click on an inactive area of the dialog, and left-click on **Life**.
4. Click on the **Start** radio button under Life Periods.
5. Use the lower combo box next to the word "Effect" (Figure 2-27) to choose **Random Bits Appearing**.
6. Change the object's **Start** time to **1.5** and **Hold** time to **3.0**.
7. Click **OK** to close the object's properties dialog box.
8. Resize the object as necessary.
9. Test run the scene using the Controller. You will notice that this time, the object does not move on the screen, but instead slowly fades into view.

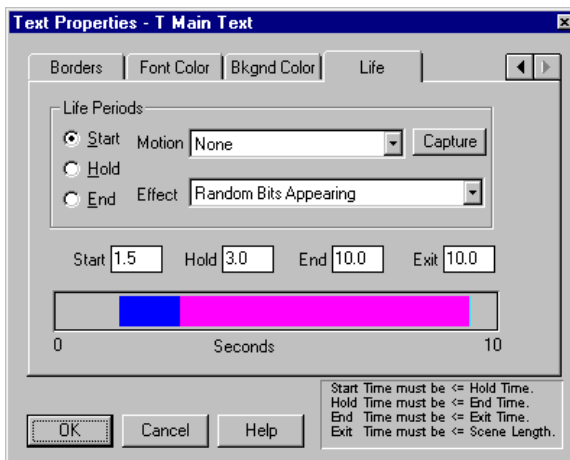


Figure 2-27. Choosing a special effect for an object's entrance.

# LESSON 6: Creating Objects

Each new object that you add to your scene contains initial properties which you can edit to meet your needs. These are default properties and are derived from a DemoShield template (\*.TPL) file. The name of your current template file is shown at the bottom of the Object Palette.

## Creating Auto Shapes

Now we will create a few new objects in the scene named #Special Offer. We will begin by adding three new Auto Shapes.

1. If you do not see the Auto Shapes Palette onscreen (Figure 2-28), choose **View | Auto Shapes Palette**. (It may be underneath the Object Palette.)

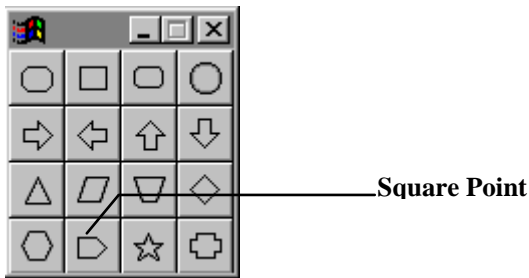


Figure 2-28. Auto Shapes Palette.

2. Click the **Square Point** button shown in Figure 2-28.
3. Click in the Designer Window. Your pointer changes to a cross-hair cursor.
4. Drag in any direction. The object grows larger or smaller as you drag.
5. When the object is similar in size and shape to the bullets shown in Figure 2-29, click again. The object is closed.
6. Open the object's properties dialog box to the Background Color tab and choose an appropriate background color.

## Duplicating and Aligning Objects


1. Click to select the new object.
2. Click the **Duplicate Object** button  on the Toolbar at the top of your screen. A copy of your first square point shape appears to the right of the original.
3. Click and drag this copy below the original graphic.
4. Repeat the previous steps to create a third “bullet” point graphic.
5. Now, hold down the **Shift** key while you click to select all three of the bullets. A “lasso” appears around the objects to indicate that they are selected (Figure 2-29).



Figure 2-29. Hold down the **Shift** key as you click to select multiple objects.

6. If the Aligning Tools do not already appear onscreen (Figure 2-30), choose **View | Aligning Tools**.
7. Click the button on the far left. Your objects are now left-aligned.
8. Click the button second from the right. Your objects are now evenly spaced vertically.



Figure 2-30. Use this tool to align selected objects.

# Creating Objects with the Object Palette

Now, we will create three new text objects to serve as “bullet point items” for our #Special Offer Scene.

1. Click the **Text Object** button on the Object Palette (Figure 2-31). (If you do not see this tool on your screen, choose its name from the View menu.)

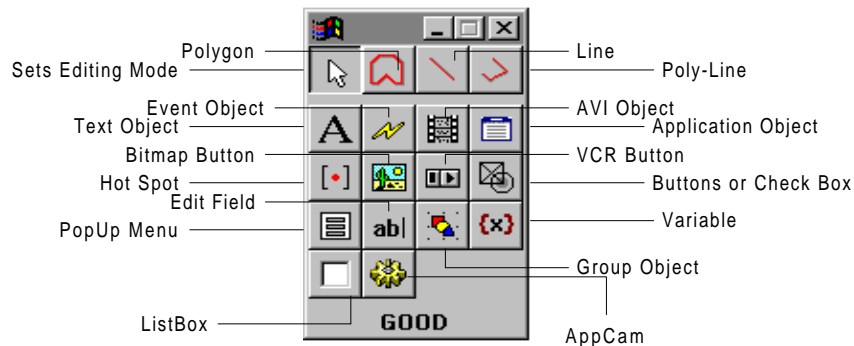


Figure 2-31. Use the Object Palette to create all DemoShield objects except for Auto Shapes.

2. Click in the Designer Window.  
A new text block appears displaying the words “Right-Click Here.” Its default name is **Text 1**.
3. Position the object on the scene just to the right of the top bullet graphic.
4. Change the text inside to display one bullet point item.  
For example: **Free Priority Technical Support**
5. Using the steps explained earlier, change the **Font** to **Times Roman 12 pt. bold** and the **Font Color** to an appropriate color.
6. Duplicate this object twice.
7. Place one of the new Text Objects next to the middle bullet graphic, and the other next to the bottom bullet graphic, as shown in Figure 2-32.
8. Edit the text inside **Text 2** and **Text 3** to display your own text.



Figure 2-32. This is the Special Offer Scene with our new objects.

## On Your Own

If you wish to experiment with the various motions and effects available for objects, you might edit the Life Properties of the six objects we just created.

For example, one nice visual effect would be to have the bullets move into the scene with an **Appear From Top** motion, while the text objects might merely pop onto the scene (the Show effect with no motion effect) just as the bullets reach their hold positions.



# LESSON 7: Using Resources

DemoShield allows you to easily incorporate images, text, sound, video, and other resources created with outside software applications into your demo. The first step in using these resources is to import them into your demo file. Some resources, such as images, can be imported directly from the object that will display them. However, other resources must be imported first via the Resource Manager dialog box. These resources include file, sound, and video resources.

## Resource Manager

1. Choose **Demo | Resource Manager**.
2. Click **Files**. The dialog in Figure 2-33 appears. You should see two files listed: #Contact Info Order and #Special Offer Order. They are both actually the same file, ORDER.WRI. This is a generic order form that we have created for your use.

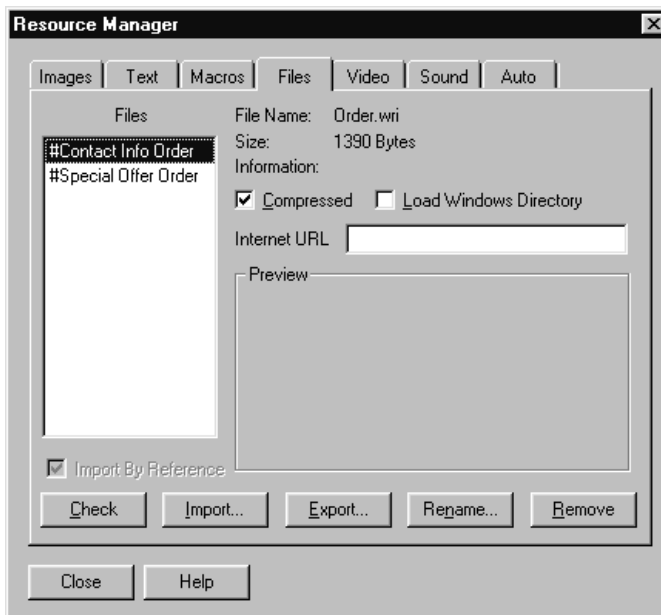


Figure 2-33. Use this dialog box to import, export, remove, rename, and view information about the current resources in your demo.

3. If you already have an appropriate order form, save it in \*.WRI or \*.TXT format, and use the **Import** button in this tab to import the resource.

4. If you want to edit the order form we have provided, click to select either of the resources and click the **Export** button. Use a word processor such as Windows WordPad to edit the file, save it, and return to this tab to reimport the resource.
5. When you have the resource ready, click **OK** to close the Resource Manager.

## Building or Editing a Print File Action

Now that we have imported a printable file resource, we can edit the Print File action to allow a viewer to print the new order file from the running demo.

1. Go to the #Special Offer scene.
2. Click the button named **B Print Order Form**.
3. Open its properties dialog box to the Actions tab.
4. Click **Edit Action**. The dialog shown in Figure 2-34 appears.



Figure 2-34. Choose the Print File action.

5. Use the File Resources combo box to select the resource you wish to print.
6. Click **Finish**.
7. Click **OK** to close the properties dialog box.

---

**Note:** There is also a Print Order Form button in #Contact Info scene that you may wish to modify in the same manner, if you have replaced the generic order form resource.

---

**Congratulations! You have completed the Basic Tutorial.** Continue to the next chapter to learn how to use some of the New Features in DemoShield5.1.

# Chapter 3

## New Features Tutorial

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### Before You Begin

If you completed the Basic Tutorial in the previous chapter, you have already created the demo that you will need to use in the tutorial in this chapter.

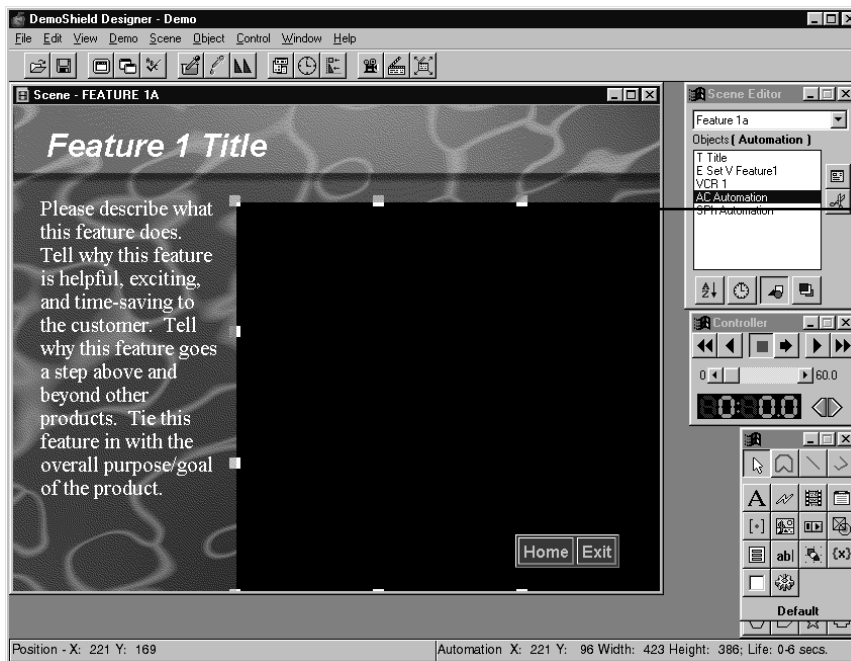
**If you did not complete the Basic Tutorial**, please turn to pages 2-3 and follow the instructions for launching the New Demo Wizard. Select the options shown in Figures 2-2 through 2-7.

# LESSON 1: Creating an AppCam Resource

In this lesson, we will create an *AppCam resource* to demonstrate a software application. For this example, we will demonstrate the Windows accessory Notepad.

## What is an AppCam resource?

An AppCam resource is a type of automation resource that you can use in your demo to simulate a running application. An AppCam resource contains one or more sequences of screen image and cursor point captures. When your AppCam resource plays in your demo, the viewer's cursor will be moved in real time to the cursor points that you captured.



AC  
Automation

Figure 3-1. Selected is the Automation Object that will play your AppCam resource. If you want your simulation to take up a larger or smaller portion of the demo screen, click and drag on the object's handles to resize it.

# Launching the Automation Wizard

1. Go to **Feature 1A** scene.  
You will find a black rectangular object called **AC Automation** (shown in Figure 3-1). This object represents the “frame” in which your AppCam resource will play.  
You may resize this object if you wish.
2. Right-click on the object.  
A popup menu appears.
3. Left-click on **Edit Automation**.  
The Automation Wizard dialog box appears (Figure 3-2).

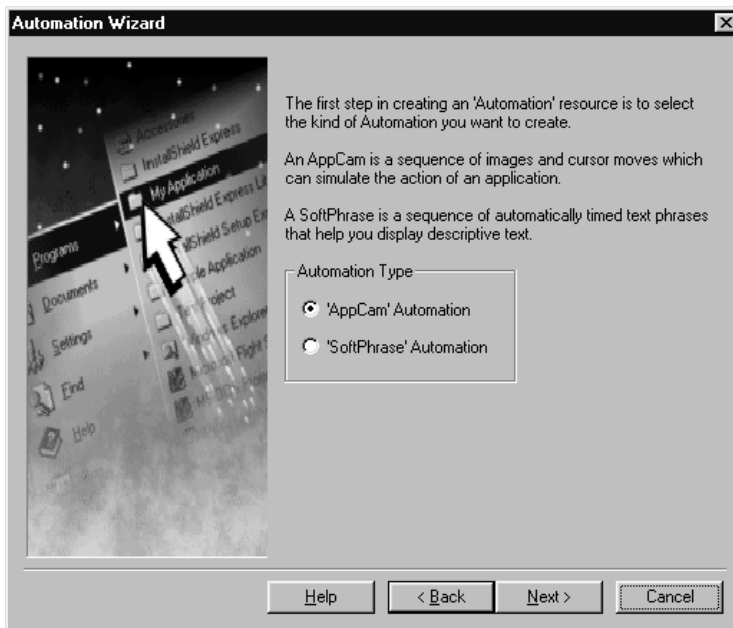


Figure 3-2. The AppCam automation type is already selected.

3. Click **Next**.  
The dialog in Figure 3-3 appears.

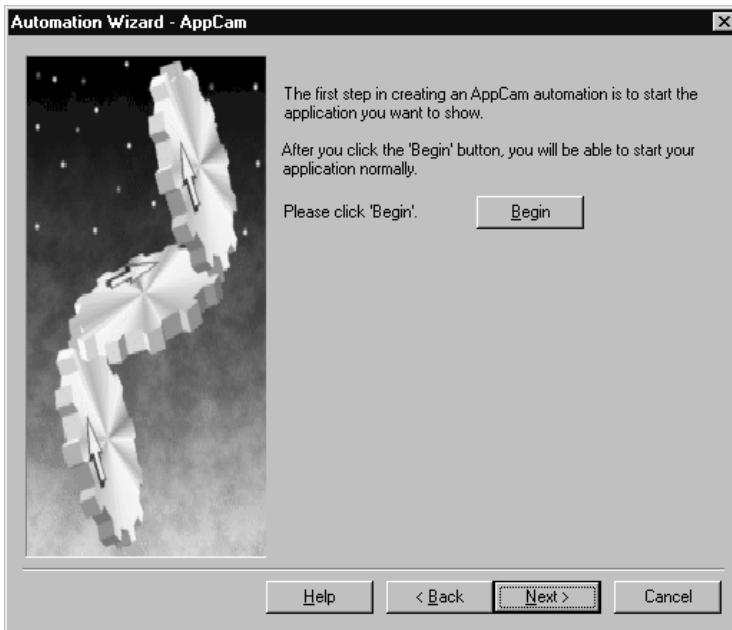


Figure 3-3. After you click **Begin**, you can launch your application.

4. Click **Begin**.

The Automation Wizard minimizes, and a small Automation Capture dialog box appears (Figure 3-4).

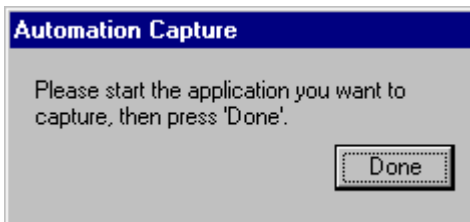


Figure 3-4. This dialog simply reminds you to open your application.

5. Start the Windows accessory Notepad.

From Windows 95: Choose **Start | Programs | Accessories | Notepad**.

From Windows 3.1: Double-click on **Notepad** in the Accessories program group.

6. After Notepad opens, click the **Done** button on the Automation Capture dialog. The Wizard dialog shown in Figure 3-5 appears.

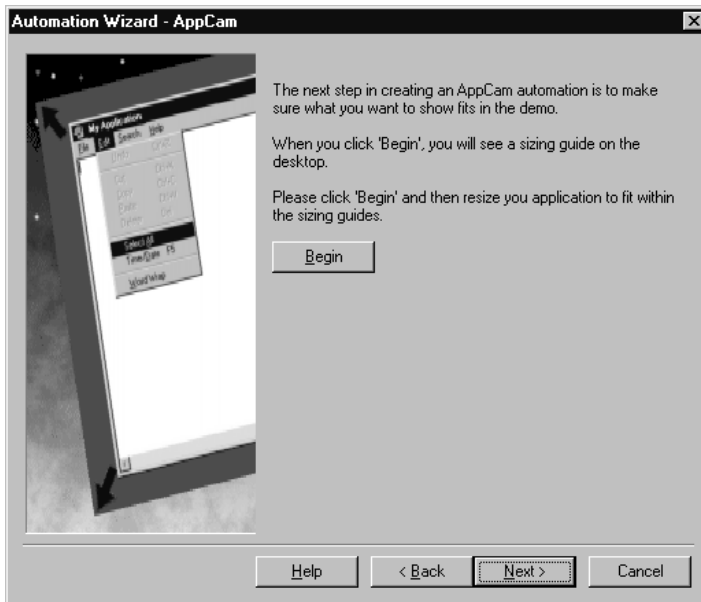


Figure 3-5. This dialog will launch the AppCam Automation Sizing Window.

6. Click **Begin**.
7. Click on Notepad, and resize the window to fit inside the transparent area of the AppCam Automation Sizing Window, as shown in Figure 3-6.

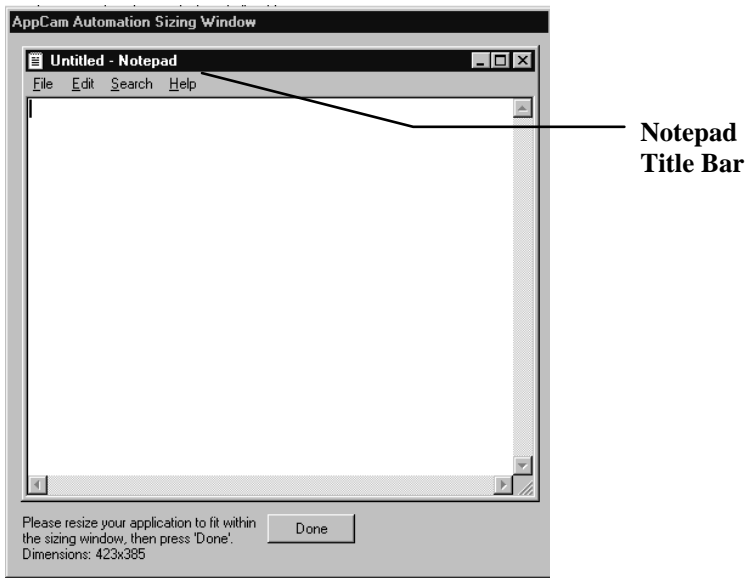


Figure 3-6. The AppCam Automation Sizing Window.

8. Click the **Done** button in the Sizing Window.

The Wizard dialog shown in Figure 3-7 appears. You are now asked to capture your background window. This is usually your main application window. However, it could be a dialog box or anything else you wish to use as the base image for your AppCam resource.

The image you are about to capture will serve as the backdrop for your AppCam resource playback. Your subsequent image and cursor point captures will be displayed on top of this image. For this reason, your background window should be larger than any other window you plan to capture.

---

**Note:** The sizing window is merely a guide to help you size your application window to fit in your demo. In the next step, you will capture your main application window. *This is the key step.* The image that you capture will serve as the “base” image for all image and cursor point captures to follow.

---

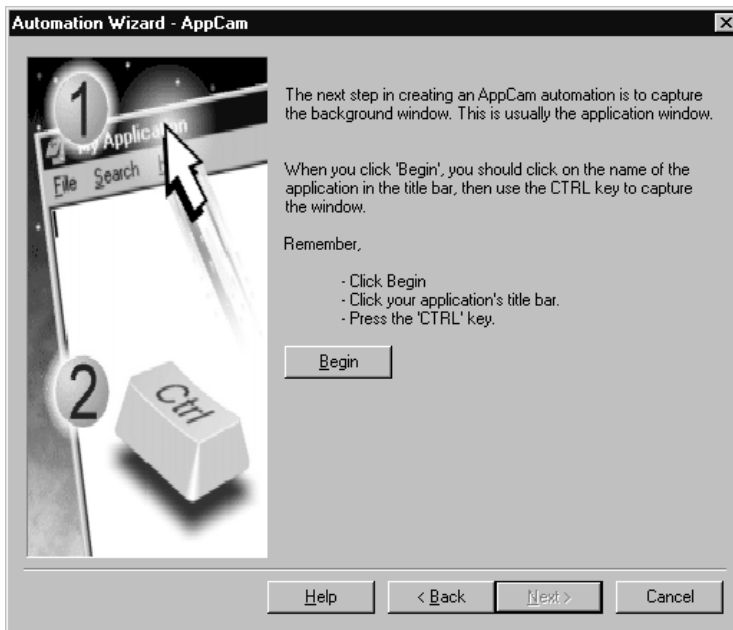


Figure 3-7. This dialog prompts you to capture your background window.

9. Click **Begin**. The Designer minimizes, and the Capture dialog appears set to the Window Under Pointer capture type (Figure 3-8).

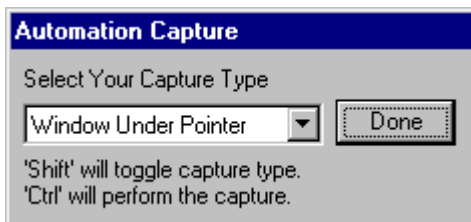


Figure 3-8. Use this dialog to toggle between image and cursor point captures.



10. Click on the Notepad title bar (indicated in Figure 3-6), and press the **Ctrl** key. The Wizard dialog shown in Figure 3-9 appears. Now you will begin capturing your new image and cursor point captures. As we noted earlier, these images are all relative to the background window you captured first.

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**Note:** Do not move or resize your background window until you have finished capturing all the sequences in your AppCam resource.

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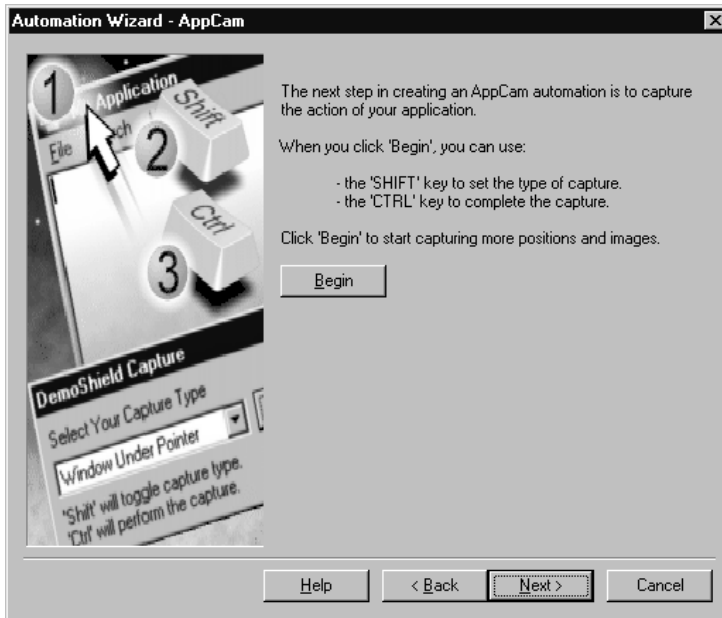


Figure 3-9. This dialog explains how to capture images and cursor points.

## Capturing Your First Sequence

1. Click **Begin** (Figure 3-9).
2. Click on the Notepad title bar and press **Ctrl** to gain focus.
3. Place your cursor over the **Edit** menu to highlight it, but don't click on it yet.
4. Press **Shift+Ctrl** to capture the cursor position.
5. Click on the **Edit** menu to display it.
6. Press **Shift+Ctrl** to capture the window image.
7. Place your cursor over the **Time/Date** command to highlight it, and press **Shift+Ctrl** to capture the cursor point.
8. Press **Shift+Ctrl** again in the same spot to capture the window image.

9. Click on **Time/Date**.  
The current time and date are added to the document.
10. Click on the Notepad title bar, and press **Ctrl** to capture the window image.
11. Click the **Done** button on the Capture dialog.  
The Automation Viewer Wizard dialog appears (Figure 3-10).

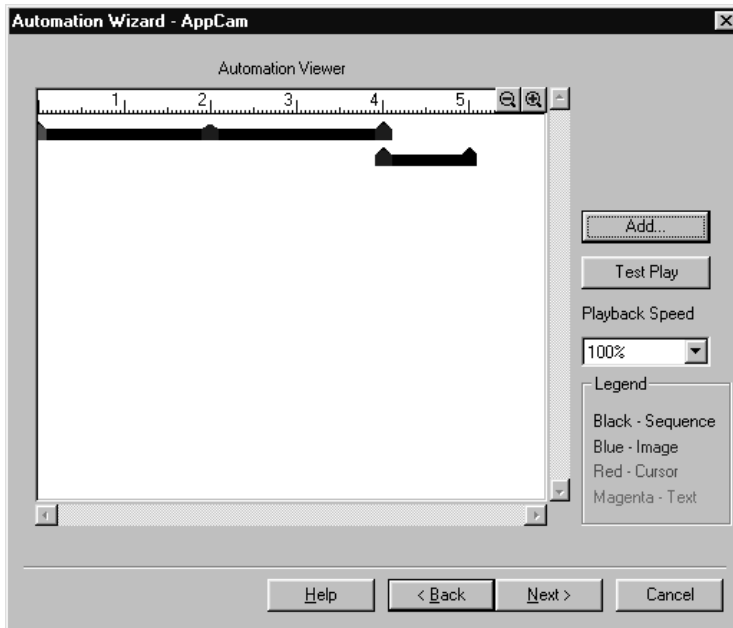


Figure 3-10. Use this dialog to test your AppCam resource.

If more than one sequence appears, you should merge the sequences. As you can see in Figure 3-10, a sequence is shown with a black bar.

12. To merge sequences, right-click on the earlier of the two sequences—that is, the black bar that is further to the left. A popup menu appears. Left-click on **Merge Sequences**.
13. Click **Test Play** to see the AppCam you have captured. When the AppCam has finished test playing, you will return to the dialog shown in Figure 3-10. (Do not close this dialog.)

## Capturing Your Second Sequence

1. Click **Add**.  
The Automation Capture dialog box reappears.
2. Press the **Caps Lock** key, and click in the Notepad window after the date.

3. Hit the **Enter** (return) key twice, and type **TYPE MESSAGE HERE.**
4. Press **Ctrl** to capture the window image.
5. Place your cursor over the **File** menu to highlight it, but don't click on it yet.
6. Press **Shift+Ctrl** to capture the cursor point.
7. Click to display the **File** menu.
8. Press **Ctrl** to capture the cursor point.
9. Press **Shift+Ctrl** to capture the window image.
10. Move your cursor over the **Save** menu item to highlight it, but don't click on it yet.
11. Press **Shift+Ctrl** to capture the cursor point.
12. Press **Shift+Ctrl** to capture the window image.
13. Click **Save**.  
The Save As dialog appears.
14. Click on the dialog's title bar to gain focus, and press **Ctrl** to capture the window image.
15. Type a name for the file.
16. Click again on the title bar, and press **Ctrl** to capture the window image.
17. Move your cursor over the **Save** button (but don't click on it) and press **Shift+Ctrl** to capture the cursor point.
18. Click the **Save** button.
19. Click on the Notepad title bar and press **Shift+Ctrl** to capture the window image.
20. Press the **Done** button on the Automation Capture dialog box.  
The Automation Viewer dialog box appears again. Now you will see additional sequence(s).
21. If necessary, merge the new sequences so that you have only two sequences: the first sequence, which showed the Time/Date feature, and the second sequence, which showed how to type text and save the file.  
To merge a sequence, right-click on the earlier sequence—the one to the left—and left-click on **Merge Sequences**.
22. Click **Test Play** to test your AppCam resource.
23. Click **Next** to bring up the AppCam Save dialog (Figure 3-11).

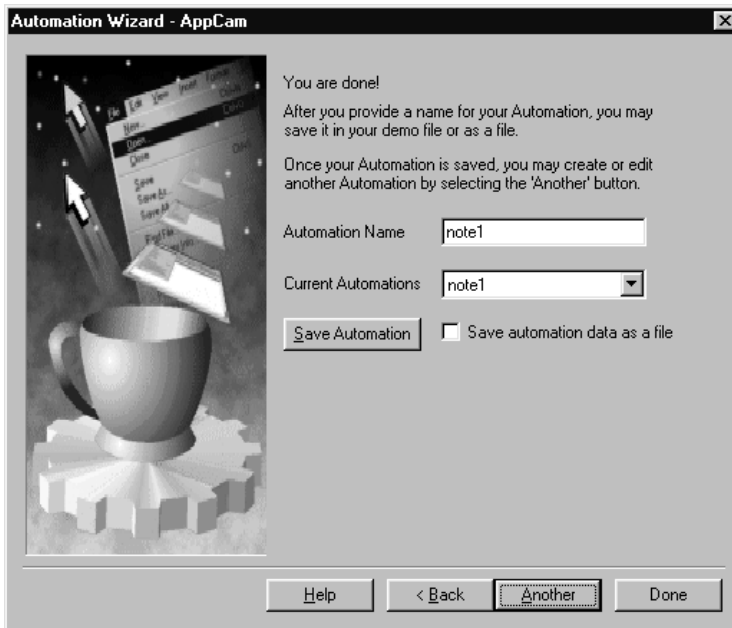


Figure 3-11. Use this dialog to save your resource.

24. Type a unique name for your AppCam resource, and click **Save Automation**.
25. Click **Done** to close the Wizard and return to the Designer.

Your new AppCam resource appears in the demo (Figure 3-12).

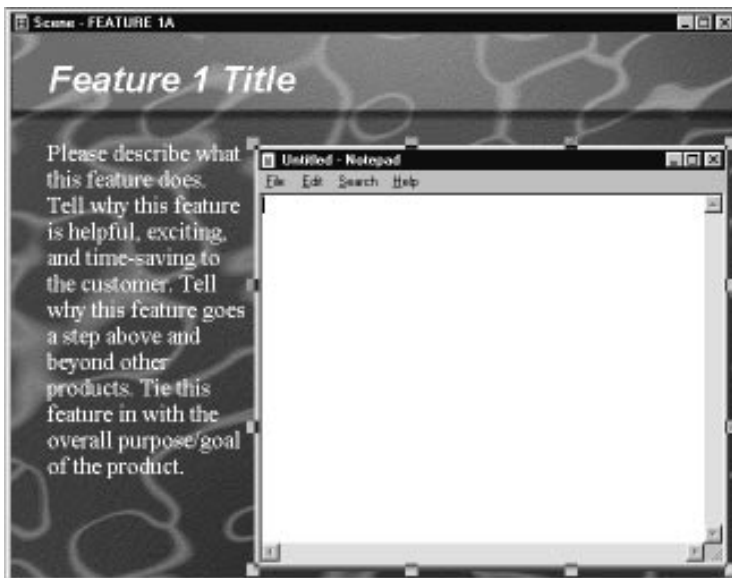


Figure 3-12. The beginning of your **Feature 1a** scene.

## LESSON 2: Creating a SoftPhrase Resource

Now we will create a SoftPhrase resource to provide text that will accompany the AppCam playback. We will begin by editing the existing SoftPhrase resource in the Feature 1a scene.

### What is a SoftPhrase resource?

A SoftPhrase resource is a sequence of automatically timed text phrases that play in your demo as a unit.

## Editing The Existing SoftPhrase Resource

1. Right-click on the large block of body text that appears to the left of your AppCam resource. This object is named **SPh Automation**.
2. Left-click on **Edit Automation**. The dialog shown in Figure 3-13 appears.

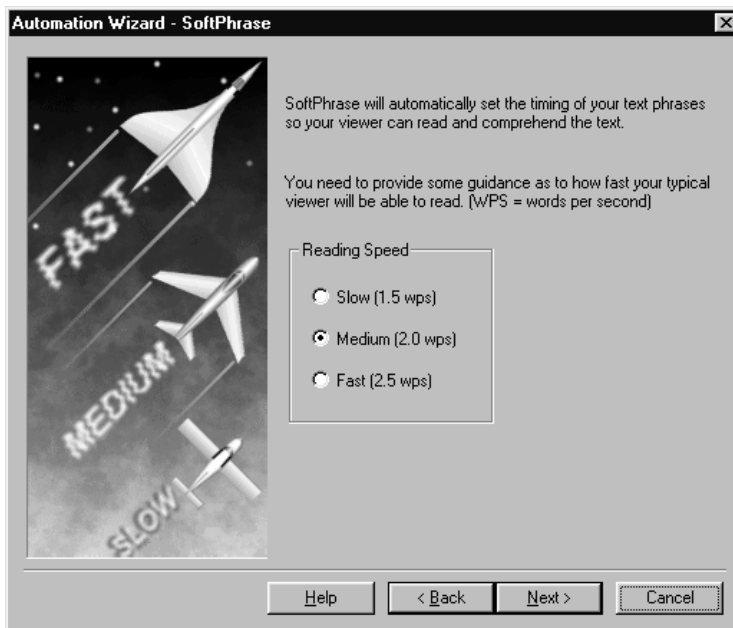


Figure 3-13. This dialog appears when you click **Edit Automation**.

3. If you wish to change the reading speed of the SoftPhrase, you may do so now.

4. Press the **Next** button three (3) times, until you reach the Automation Viewer dialog (Figure 3-14).

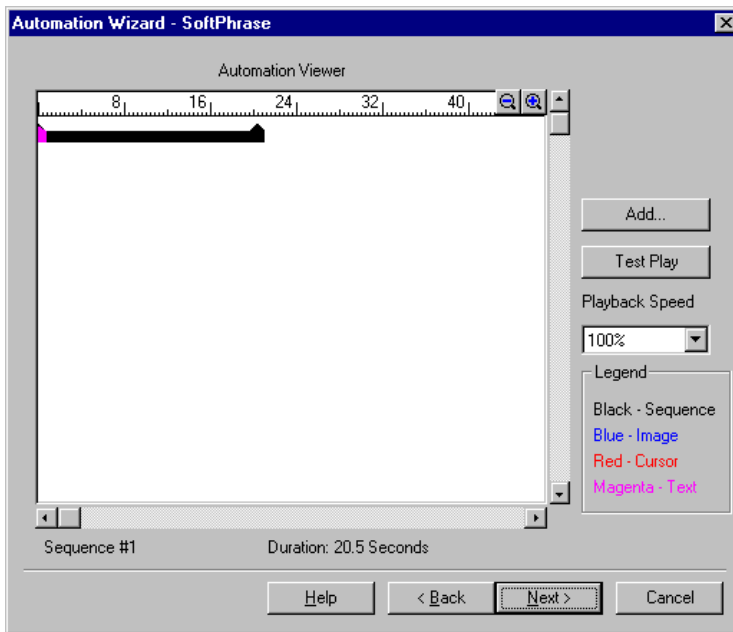


Figure 3-14. In this dialog, you can edit the text itself and change formatting properties.

5. Right-click on the small magenta graphic at the far left of the sequence bar.
6. Left-click on **Edit Text**.  
The Text Editor dialog box shown in Figure 3-15 appears.
7. Delete the text shown, and enter the following:

**Notepad's Time/Date command allows you to display the current time and date in your documents.**

8. Click **OK** to close the Text Editor dialog and return to the Automation Viewer.

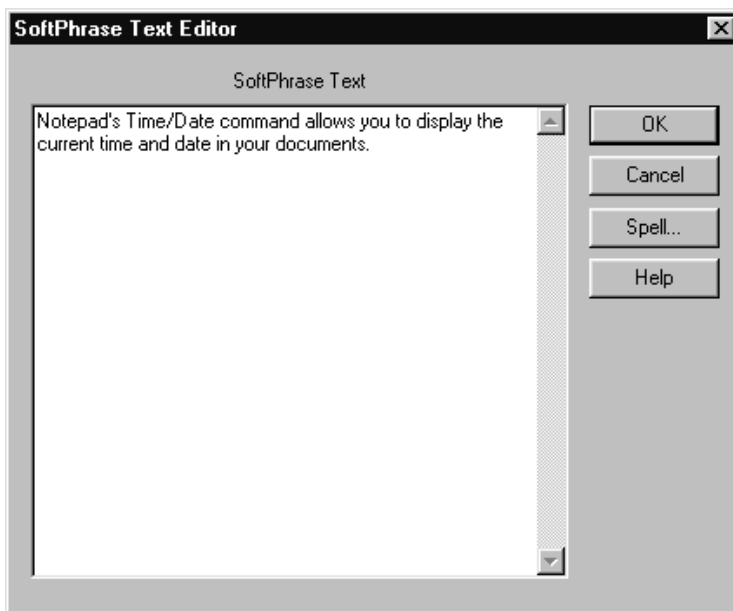


Figure 3-15. Use this dialog to edit the text displayed.

9. Right-click on the magenta graphic (text element) again, and left-click on **Properties**. The Text Element Properties dialog (Figure 3-16) appears.

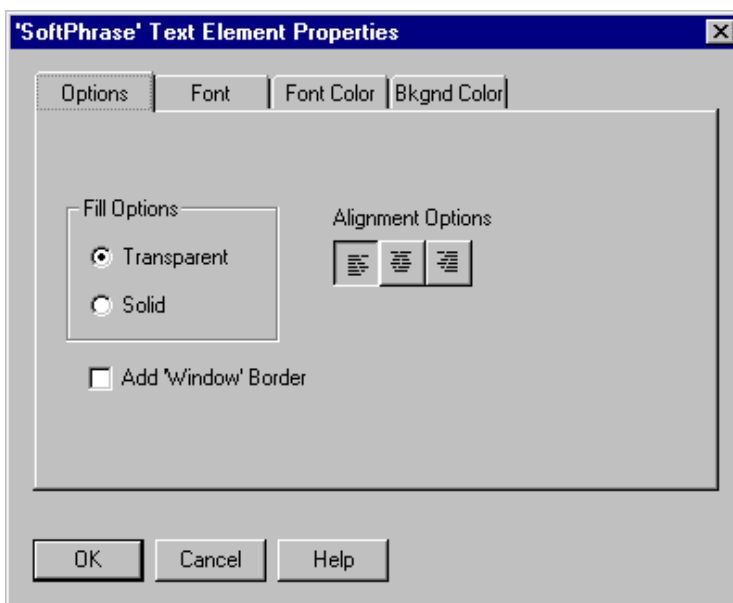


Figure 3-16. Use this dialog to change the formatting of the text for each individual SoftPhrase sequence (text block).

10. Make any changes you wish to make to the Text Properties, and click **OK**.  
For example, you may wish to check Add Window Border in the Options tab to choose an application window-style border for your text phrase.

## Adding a SoftPhrase Sequence

1. Click the **Add** button (Figure 3-14).  
The SoftPhrase Text Editor (Figure 3-17) opens.
2. Type in the following:  
  
**Use Notepad to type messages, letters, anything you wish.  
By default, Notepad saves your file in \*.TXT format.**
3. Select the text you just entered, and click the **Add Phrase** button.
4. Click **Done** to return to the Automation Viewer dialog.

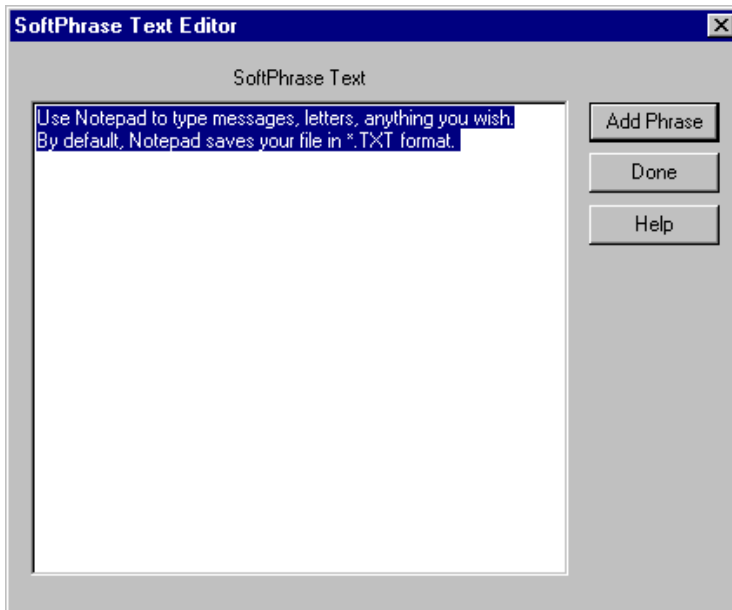


Figure 3-17. You must select the text you wish to add.

5. Click **Next** to advance to the Save dialog.
6. Click **Save Automation**.
7. Click **Done**.  
The Designer reappears. Your scene should look something like Figure 3-18.



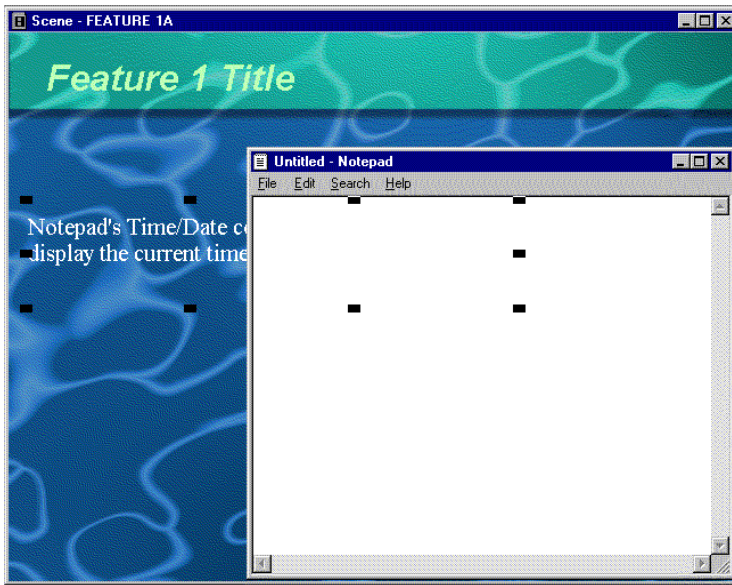


Figure 3-18. Decrease the width of **SPh Automation** so that the text fits within the available space.

15. Click on the SoftPhrase object (**SPh Automation**) and resize the text block so that it fits on the screen.
16. Use the Controller to test play your scene.

It's likely that your SoftPhrase sequences do not match up exactly with the AppCam sequences they are describing.  
In the next lesson, we will synchronize the timing of these sequences, and provide a short pause between the playback of these two sequences.

# LESSON 3: AutoSync

In this lesson, we will synchronize the timing of each AppCam sequence with the appropriate SoftPhrase sequence. When we have completed this task, we will save our work, and both resources will be edited simultaneously.

1. Choose **Automation** from the Demo menu.  
The Automation Wizard initial dialog (Figure 3-19) appears.

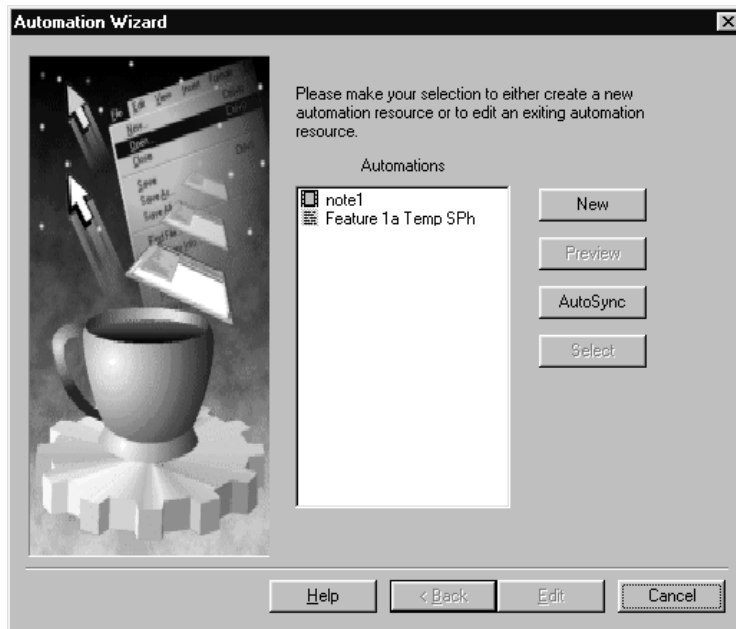


Figure 3-19. Click AutoSync to launch the Automation Wizard - AutoSync.

2. Click **AutoSync** to launch the Automation Wizard - AutoSync (Figure 3-20).

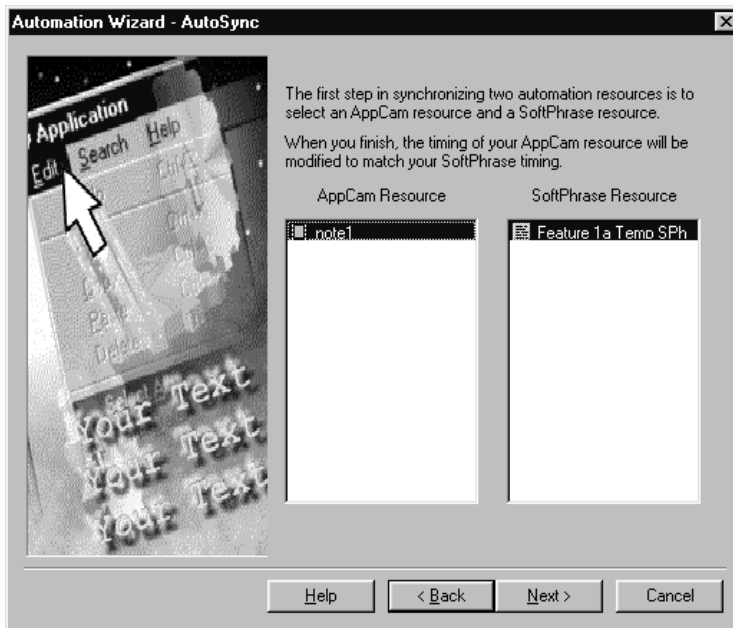


Figure 3-20. Select the resources you wish to synchronize.

3. Click to select the AppCam and SoftPhrase resources shown above.
4. Click **Next**.  
The AutoSync Automation Viewer dialog (Figure 3-21) appears.
5. Click the **Zoom In** or **Zoom Out** buttons in the upper right corner of the preview window to adjust the view as necessary to see the entire length of the first AppCam and SoftPhrase sequences.

As you can see in Figure 3-21, a thin gray line in the middle of the preview window separates the AppCam sequences (top) from the SoftPhrase sequences (bottom).

6. Double-click on the first AppCam sequence. Figure 3-22 (left) shows how the black sequence indicator bar turns a gray color to indicate that it has been selected.
7. Double-click on the first SoftPhrase sequence. DemoShield immediately changes the life period of the AppCam sequence to match the SoftPhrase sequence, as shown in Figure 3-22 (right).

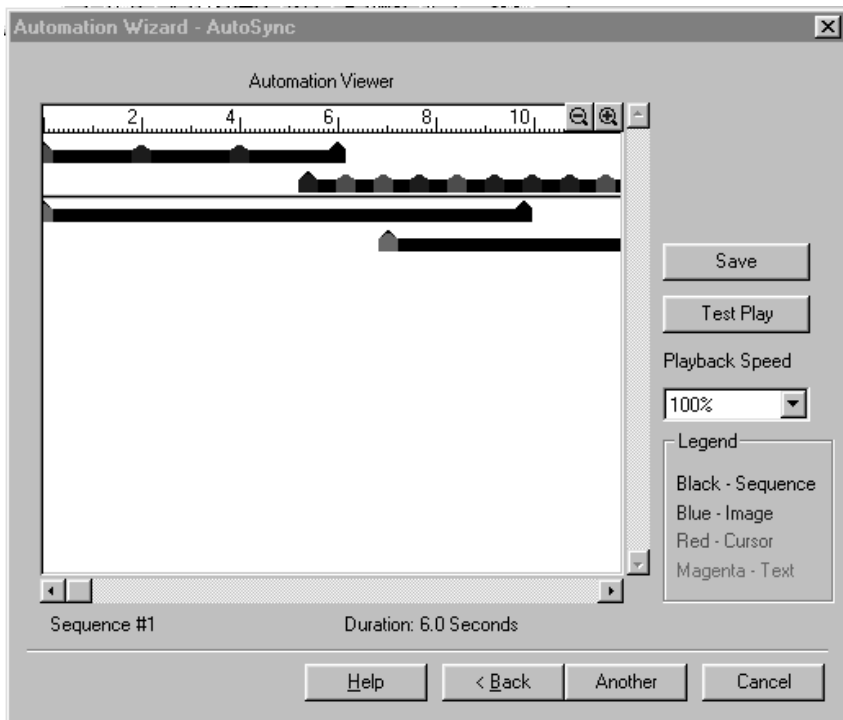


Figure 3-21. This special Automation Viewer dialog allows you to synchronize the lifetime of AppCam sequences with SoftPhrase sequences.

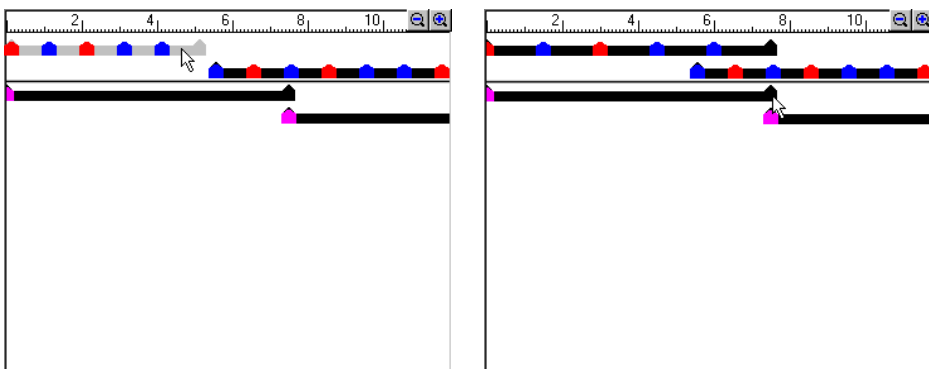
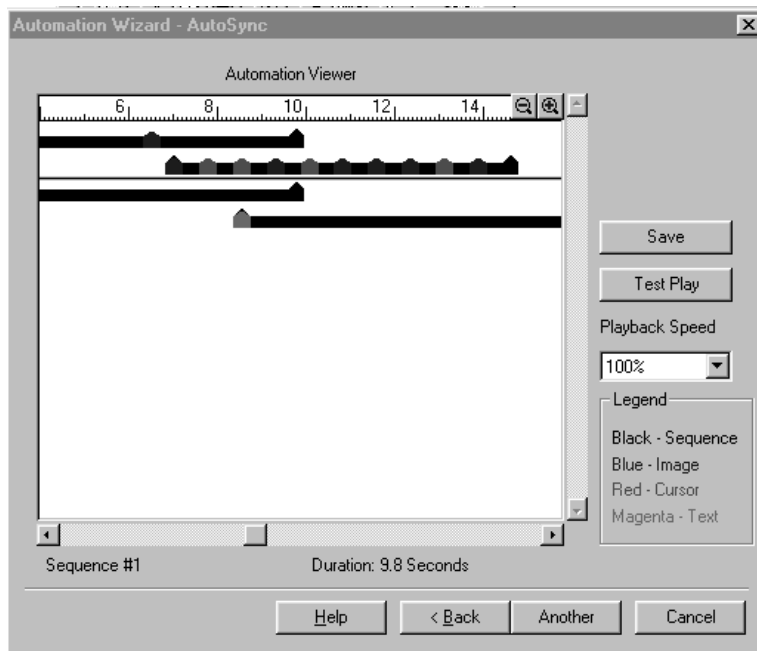


Figure 3-22. When you double-click on a resource, it turns gray to indicate it's selected (left). Double-click on the resource you wish to match it with. Both sequences now have the same life span as the SoftPhrase sequence.

Before we synchronize the second set of sequences, let's move the second SoftPhrase resource ahead in time by a second or two to provide a break in the playback of the two sequences.

8. Click on the black sequence bar for the second SoftPhrase resource, and drag it to the right to move it ahead in time by a second or so after the initial sequence ends, as shown in Figure 3-23.
9. Double-click on the same SoftPhrase resource. The sequence indicator bar turns gray.
10. Double-click on the second AppCam resource. The sequence length is changed to match the length of the SoftPhrase resource.



*Figure 3-23. You may wish to move the second SoftPhrase sequence ahead in time so that it does not overlap with the first sequence.*

11. Click **Save**.
12. Click **Cancel** to return to the Designer.
13. Test play the scene.  
Figure 3-24 shows the first SoftPhrase sequence, playing in conjunction with the first AppCam sequence. The second sequences of both AppCam and SoftPhrase resources are shown in Figure 3-25.

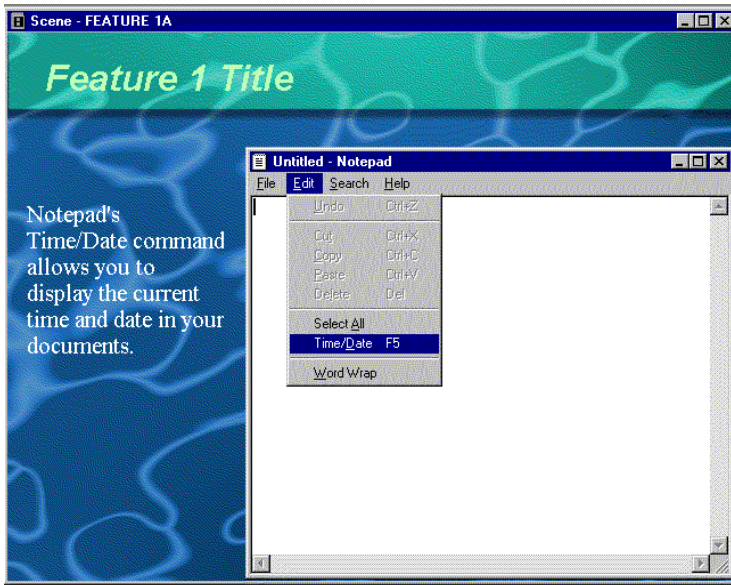


Figure 3-24. The first AppCam and SoftPhrase sequences.

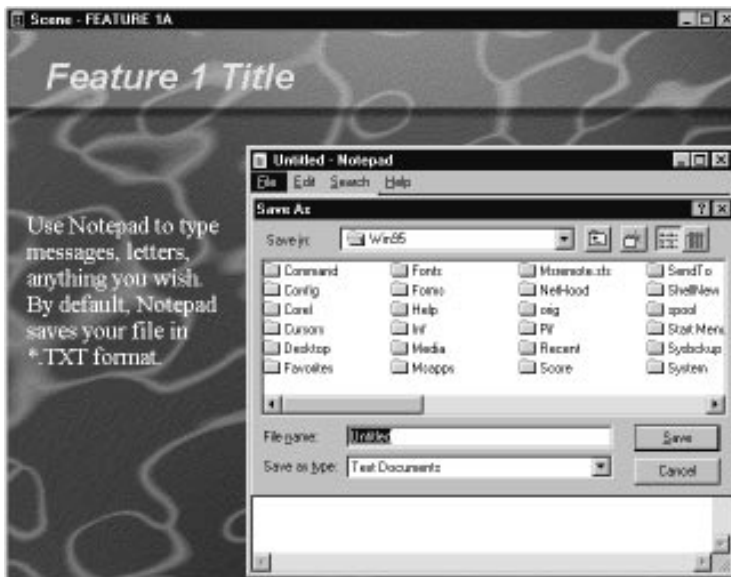


Figure 3-25. Later in the scene, the second SoftPhrase and AppCam sequences play together.

## LESSON 4: Editing Demo Properties

Several new features have been added to the Demo Properties dialog box to control how your demo appears when viewed through the DemoShield Player. The Player is the run-time version of DemoShield that your viewers will use to watch your demo.

1. Choose **Properties** from the Demo menu. The dialog box shown in Figure 3-26 appears.

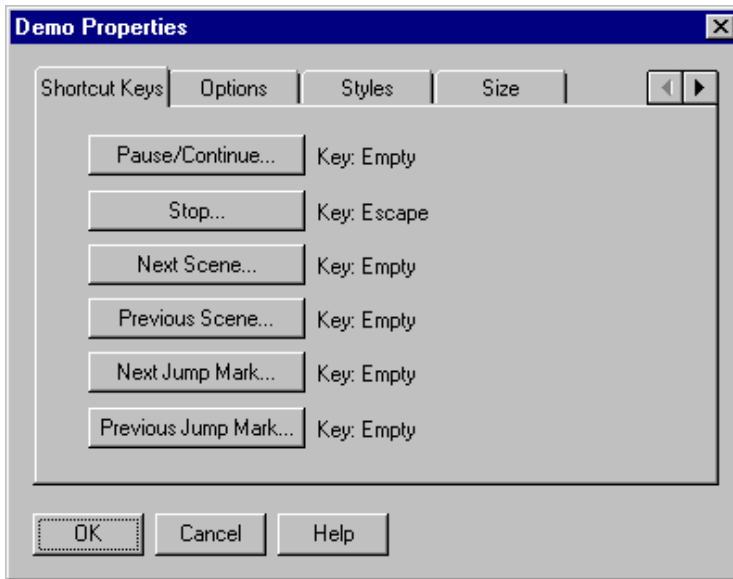


Figure 3-26. Click the Options tab.

2. Click the **Options** tab (Figure 3-27).

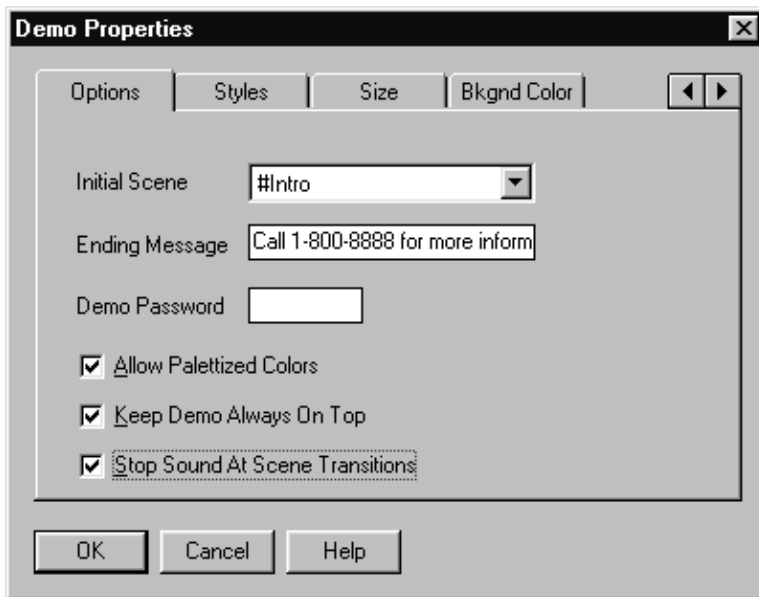


Figure 3-27. In this dialog, you may type in an ending message to pop up onscreen for a second or two after the demo closes in the Player.

3. If you wish to display an Ending Message for a few seconds after the viewer closes the demo, type in the characters you wish to display. Your message may contain up to 33 characters.
4. Click the **Styles** tab.  
As you can see in Figure 3-28, this is the dialog that controls the Windowed Playback Style options.
5. Since this is a windowed mode demo, you may make the following optional selections:
  - Full Screen Background. When this property is disabled, your demo window displays on your viewer's screen on top of any other open windows. If you would prefer to fill the viewer's screen behind the demo window with a background color, check this box.
  - Window Caption. You may edit the default caption as you wish. Or, you may click Eliminate Caption to display your demo window without a title bar. However, if you do not display a caption, your viewer will not be able to move the demo window around on the screen. Alternately, you could choose to display the current scene name as the caption.



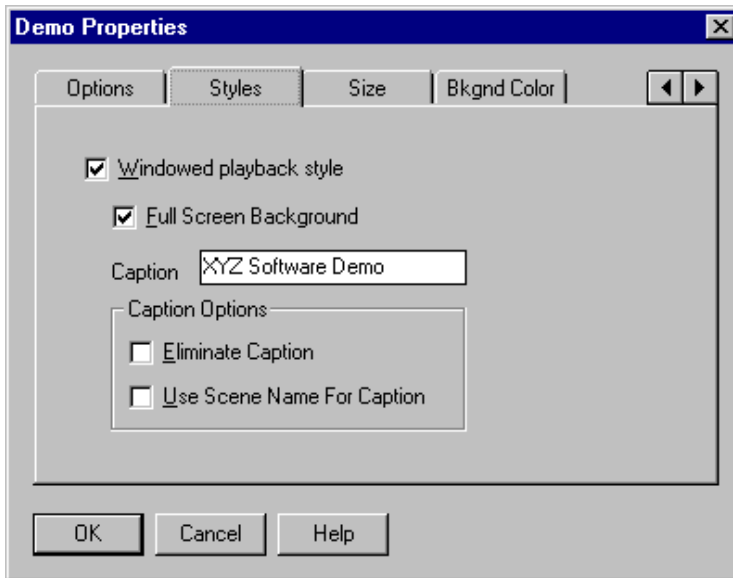


Figure 3-28. Use this dialog to choose a caption for your demo window, and to trigger the display of a background color to fill the viewer's screen behind your demo window.

5. If you chose Full Screen Background in the previous step, click the **Background Color** tab now. Choose the color that you would like to display behind your demo window.
6. Click **OK** to close the Demo Properties dialog box.

Now that you have decided how you want your final demo to look to your end-users, let's test it using the DemoShield Player.

### Keep up to date with the Knowledge Base

Refer to the DemoShield Knowledge Base for technical articles and tips and tricks on new DemoShield5 features.

Please take a minute to read the Recent Changes article within the ReadMe section. This article describes last-minute enhancements made to DemoShield5 following the release of the printed documentation. The DemoShield5 Help file is also an up-to-date source of information on performing specific tasks.

# LESSON 5: Test Running in the Player

Thus far in the tutorial, we have tested the demo exclusively in the Designer Window. While this provides a convenient way to test motions, effects, and many actions, we still don't have a true feel for how the completed demo will look on our viewer's system. The only way to view a demo exactly as your end-user will see it is to test run the demo through the DemoShield Player.

1. Save your demo (\*.DBD) file.

Choose **File | Play Demos | Play Current Demo**. Figure 3-29 shows an example of a demo with a window caption and full screen background color selected.



*Figure 3-29. An example of how a completed demo might appear on your viewer's system with "XYZ Software Demo" chosen as the window caption.*

To exit the demo, press **Escape**, or click an **Exit** button to reach the Exit Scene. You can wait 5 seconds for the scene to end, or click the **Exit** button to exit immediately.

**Congratulations! You have completed the New Features tutorial.**