About RiadaCartel

With RiadaCartel, you can insert moving LED signs into your Web pages to provide advertising, information, instructions or even user interaction.   All this is supplied with eye catching and attention grabbing effects such as scrolls, swipes, blinking, rainbow effects, colors, etc.

Produce imaginative signs with complex messages displayed on your Web page in only minutes, using RiadaCartel's easy to use Wizard, which does all the hard work for you.

Even more complex projects can be created by using RiadaCartel's flowcharting features.   With these features, you can simply drag and drop actions onto events to greatly extend the capabilities of your project.

As well as providing a great looking sign, RiadaCartel uses Rio, which means that you can incorporate <u>audio</u>, <u>timers</u>, user interaction, etc. into your RiadaCartel projects.   You can also perform complex tasks such as <u>reading dynamic data</u> from your server and displaying it as messages.

As you can have more than one RiadaCartel project appear on your Web page, you may wish to have them <u>communicate</u> or appear as one entity, which provides a high level of symbiosis. For example, using these features you could have a group of projects on your Web page provide a wall of stock market prices.   And because RiadaCartel uses Rio, you can have your RiadaCartel project control other products using Rio on the same Web page, or vice versa.

What Is Rio?

Rio is a fantastic new Java based technology developed by Riada which gives extended flexibility and power to your Web pages, that until now, has not been available to Web designers without learning to program using complicated Java code.   Rio stands for Riada Internet Objects, and that is exactly what products including Rio are: self contained objects operating across the Internet on your Web page, making Web pages spring to life!

Rio has been designed so that products incorporating Rio technology contain a common set of features and capabilities, such as the ability to dynamically control audio, output, timers, expressions, reading files, jumping to Web pages, etc.   All these abilities can be initiated by user interaction or system events such as mouse events, timer events, etc.

In addition, these products exhibit specialized capabilities, yet still incorporate the basic Rio functionality, providing objects that are powerful and display behavior that is unique to each product.

One of the great advantages of products that use Rio, is their ability to communicate and control multiple Rio objects on the one Web page.   For example, when the user clicks on an object on your Web page, it can instruct another object to initiate a sequence of actions.

But Rio technology goes further than this.   Products using Rio are complete applications, providing an environment which greatly simplifies the creation of objects that enhance and enliven your Web page.   The design environment for each product that uses Rio technology is almost identical from product to product, allowing users easy migration to each.

All products using Rio provide a Wizard, which can generate a project within minutes, containing all the essential ingredients while generating the HTML code for you.

But the real power of Rio appears when you start visually programming.   By dragging actions and attaching them to events, you can create a flowchart which describes a sequence of actions that your project will follow when a given event occurs.

Registering RiadaCartel

RiadaCartel costs $37 Australian Dollars (approximately $30 U.S. Dollars), but if you take advantage of our promotional price reduction, you pay only **$23** Australian Dollars (approximately **$18** U.S. Dollars)!   To take advantage of this offer, all you have to do is include the RiadaCartel <u>Promotional Button</u> on any Web pages that include a RiadaCartel project, which by default RiadaCartel will do for you.

When you have registered this product, Riada will send you a Registration Code, which will register the software for your use, and you will be entitled to <u>support</u>.

For the latest information on registering, please see the Riada Web page at `www.riada.com.au`.

To register this product you should copy the <u>Order Form</u> to the clipboard then paste to an editor or email client, or print it out.

Copying the Order Form to the Clipboard

To copy the <u>Order Form</u> to the clipboard, highlight the entire form with the mouse, and then press **CTRL-C**.

Printing the Order Form

To print the <u>Order Form</u>, click the right mouse button and select the '***Print Topic...***' command.

Credit Card Payment

Fill in as much detail in the <u>Order Form</u> as possible, and make sure that you complete the ***Credit Card*** section.   You may send the <u>Order Form</u> to Riada via email, or fax.

Ordering Via Email

Copy the details in the <u>Order Form</u>, and paste into your email client software, then complete as much detail in the <u>Order Form</u> as possible.   Make sure you complete the ***Price*** section and the ***Credit Card*** section, then email to:

sales@riada.com.au

If you feel uncomfortable about emailing your credit card number, you may use PGP encryption to ensure that your email message is not intercepted.   Our PGP public key block is:

```
-----BEGIN PGP PUBLIC KEY BLOCK-----
Version: 2.6.3i

mQCNAzJheH4AAAEEANqu1YfnLVAeEktGyGsrMPLJmojNFZkkwzh8SvoD+TOvQpwL
q62UaJZ7m7iefZbXUSeQYfkp1l+vFwFY/ltYa90Amy44FUvMVoAxGj5BnhwiKL9z
CkWXkOoK81VLccLOeGBZNhgc5q91qwXtNVJz0N1LaQlWBb0ZSjep+1yv0JStAAUT
tBtSaWFkYTxzdXBwb3J0QHJpYWRhLmNvbS5hdT6JAJUDBRAyYXh/N6n7XK/QlK0B
AZrMA/9LXmdg1t8K56D+ung+/karB/lugiuxSp17kfaID+aJybjZQqqKywBkL/pN
+jxxuca9H1oGHewkbl7fuP+fJtsr8aUci27PGBW9x05ueQmkMzc0RFPtthfOYCzS
Uymnr4v5kBwv85JKbJXn5rWUA0lOFVVSR2R327BHTt8woB7tlw==
=5UnF
-----END PGP PUBLIC KEY BLOCK-----
```

Ordering Via Fax

Print the <u>Order Form</u> then fill it out and sign the form. Remember to complete the ***Price*** section and to fill in the ***Fax*** field of the <u>Order Form</u>, so that Riada can fax your Registration Code to you.   Fax the <u>Order Form</u> to Riada, at:

+61 3 9510 9586

Riada will return a Registration Code via fax, which you may use to register RiadaCartel.

International Money Order Payment

Please note, that due to postal services beyond the control of Riada, this method of ordering may take a long time. Remember to complete the **Price** section and the **Delivery Instructions** section (unless you have specified an email address or fax number), before printing.   Remember to sign the form, then draw an international money order in Australian dollars, payable to Riada.   Send this money order, along with a printout of the Order Form to:

```
         Riada
      PO Box 1141
   WINDSOR   VIC   3181
        Australia
```

If you have specified an email address or a fax number, Riada will return a Registration Code using this method, otherwise, Riada will return a Registration Code via postal mail.

Bank Check/Cheque Payment

Please note, that due to postal services beyond the control of Riada, this method of ordering may take a long time. Remember to complete the **Price** section and the **Delivery Instructions** section (unless you have specified an email address or fax number), before printing the Order Form.   Remember to sign the form, then draw a **bank** check/cheque in Australian dollars, payable to Riada.   Send this check/cheque, along with a printout of the Order Form to:

```
         Riada
      PO Box 1141
   WINDSOR   VIC   3181
        Australia
```

If you have specified an email address or a fax number, Riada will return a Registration Code using this method, otherwise, Riada will return a Registration Code via postal mail.

Support

When you have registered this product, you're not alone any more!   You will be entitled to support for one year from the date of purchase.

You are also entitled to any minor upgrades that we may release, free of charge.   So if you download a newer minor version, your registration will work with that version!

After registering, any registration reminder messages will be removed, and all functionality will be enabled, and you will be running a legal copy!

You can get support by
    Web page: **`www.riada.com.au`**
    emailing: **`support@riada.com.au`**
    faxing: **`+61 3 9510 9586`**

Please provide as much detail as possible when requesting support, including the type of computer and operating system.

If you are having problems installing a product, or you believe you have discovered bug, please feel free to contact our support area, even if you have not registered the product. We are also open to suggestions (constructive or otherwise).

RiadaCartel Order Form

RiadaCartel - RDS002 Version 1.0

Contact Details

Name:

Organization:

Country:

Position Title:

Industry:

Telephone:

Fax:

Email:

Credit Card Details

Please note, if you email or fax this form, you MUST completely fill out this section.

Please debit my (tick only one):
[   ]   BankCard
[   ]   Visa
[   ]   MasterCard

Card Number:

Card Expiry Date:

Name (as it appears on card):

Address (not post office box):

Telephone:

Price *(please complete)*

Tick only one:
[   ]   Standard Price - $37 Australian Dollars
[   ]   Promotional Price Reduction (please see details) - $23 Australian Dollars

Delivery Instructions

Fill this section out only if you have not specified an email address or fax number, so that Riada can post your registration number to you:

Delivery Address:

Comments

If you have any comments you would like to make about any aspect regarding Riada or its products, please feel free to make a comment.

Abuse and/or Praise:

Signature:

Required if sending via postal mail or fax.

Sign: _____

User Levels

To help make usage easier, this product has two user levels: Beginner and Expert.   When the product is used for the first time, it will start in Beginner mode, allowing you to perform the basic operations of the product.

To change modes either use the ***Expert*** button on the top tool bar, or use the ***Tools|Options...*** command and select the ***User Level*** properties page.

Beginner Mode

In Beginner mode, you must use the Wizard to perform operations.   You do not have access to the <u>Design View</u>, and therefore you cannot directly manipulate <u>actions</u> or <u>events</u>.   You may start a project in this level and later change the level to Expert mode to add additional actions.

Expert Mode

Once in Expert mode, you have access to actions and events, which are all contained in the Design View.

You may build on a project that has been started with the Wizard, and add additional functionality by dragging Actions from the Action Pane to the Design Pane.   Select the events that you wish these actions to be included against, by clicking on the list of events in the Event Pane.

Using Design View

Using the Design View allows you to extend the product's functionality beyond the features available in the Wizard. In the Design View you are able to visually create projects by dragging <u>actions</u> on to <u>events</u> and making connections between those actions.

The Design View is composed of three panes: the <u>Event Pane</u>, the <u>Action Pane</u> and the <u>Design Pane</u>.

Event Pane

The Event Pane contains events that you may attach actions to.   The events are selected by clicking the mouse on the desired event.   This will have the effect of changing the event displayed in the Design Pane. A representation of a lightning bolt beside an event in the Event Pane indicates that actions are attached to this event.

Action Pane

Actions that may be applied to events are contained in the Action Pane.   Actions are attached to events by dragging an action from the Action Pane on to the Design Pane.   Most actions will then display their property box to allow you to modify their properties, as required.

You can subsequently modify an action's properties, by double clicking on the action in the Design Pane, or by selecting the action and using the **Edit|Action Properties...** command.

All actions must branch from (directly or indirectly) the start action for them to execute when the project is run.

Multiple Rios

If multiple Rios are referenced in the project, then a separate list of actions for each Rio will be available in the Action Pane.   Dragging an action from an inserted Rio, on to the Design Pane, will execute the action on that Rio.

Design Pane

The Design Pane provides a visual representation of actions that are attached to an event (emanating from the start action), in flowchart form.   The start action is always present in every event, and cannot be deleted.   The start action is the first action that is executed on each event, but is purely a place holder only.

Selection Of Actions

Actions are selected by clicking on them with the mouse.   You may select multiple actions to apply commands to, by pressing the `Ctrl` key to extend the selection, or by dragging a selection box around multiple actions.   The order in which you select multiple actions effects the order in which connections are made.

Connections

Connections between new actions and the last selected action (without a connection), will be made automatically. Connections can be made manually by clicking the **Connect** button on the lower tool bar, or executing the ***Edit| Connect*** command, when two or more actions have been selected.   Connections are made in the order that the selection of actions are made.

Conditional Connection

When using the Condition Action, you may make a conditional connection (when the condition evaluates to true) to another action by clicking on the Condition button on the lower tool bar, or by using the ***Edit|Condition*** command.

Breaking Connections

To break connections between actions, select the actions in the order of the connection, and click on the Break button on the lower tool bar, or use the ***Edit|Break*** command.

Events

An event is a cue that indicates that something has occurred and is used to execute a series of attached <u>actions</u>. For example, when the user presses the mouse button inside your project on your Web page, this will initiate the MouseDown Event.   You may attach actions to this event, such as the <u>Audio Action</u>, which will be played whenever the user presses the mouse button.

Events can be generated by a number of circumstances, some by the computer (e.g. <u>Timer Event</u>), some by the user (e.g. MouseUp Event), and some by actions you have executed (e.g. <u>UserEvent Event</u>).

Event Sequence

When the user enters your Web page which contains your project, the PageEnter Event is executed.   This is the very first event that is executed on each project.   Once any resources that the project may need have completed loading (such as audio files), the PageLoaded Event will be called.   Once this event has been called, you can safely use any resources.   The PageExit Event is called when the user moves to another Web page.

Actions

An action is a unit that performs an operation when an <u>event</u> has occurred.   Actions are attached to events and are connected to each other in a sequence.   Execution starts with the start action when an event occurs, and executes each action in turn, following the series of connections.   Branches may be made with the Condition Action, which changes the order of execution.

Actions typically have a number of properties, which may be changed through the action's properties box.   For example, when using the <u>Audio Action</u>, you may play a file by specifying the *File* field in the properties of that action.

Communication Between Multiple Rios

One of the great advantages of products that use Rio, is their ability to communicate and control multiple Rio projects on the one Web page.   For example, when the user clicks on a project on your Web page, it can instruct another project to initiate a sequence of actions.   This gives great flexibility and power to your Web pages, that until now, has not been available to Web designers.

To allow two or more projects to communicate with each other, you need to insert a reference to the other Rios that you intend to control.   This is achieved by using the *Edit|Insert Rio...* command, which is only available in Expert mode.

When using multiple Rios, it is important that you ensure that the names used to identify the Rios are consistent across your projects, otherwise the Rio system will not be able to recognize other Rios on your Web page.   The names of Rios are set by using the *Edit|Rio Properties...* command, and selecting the *General* property page. Therefore, if you have two projects that communicate with each other, the reference from the first Rio to the second Rio must be the same as the name of the second Rio.

Publishing With Multiple Rios

When publishing projects that make reference to other Rios, you should ensure that both projects are published, and that all resources used by each Rio are also published, otherwise your Web page may not work as expected.

Using Audio

By using audio, you can make your Web page come alive!   Music and sound effects can be added to any <u>event</u>, or can be used as background audio for the project.   Multiple audio effects can occur at the same time, allowing background and foreground audio.

Setting Up Audio

To use audio, drag an Audio Action onto an event on the <u>Design Pane</u>.   Specify the audio file, and whether to start and repeat or stop it.

Background Audio

To have audio play as a background sound track, you should add an Audio Action to your PageEnter Event, and specify that the audio should repeat.   This will continually play the audio, as well as allowing additional audio to be played against other events.

Audio Format

To use audio, it must be in a format that can be played by a Java enabled Web browser.   Specifically, this format is: Sun µ-law, 8 bit, mono, sampled at 8000 Hz.   These internet audio files have an extension of '.au'.

To convert '.wav' files, and other audio formats to this format, there are several good products available on the Internet such as GoldWave.

URLs

A number of areas of this product use what is referred to as a URL.   This stands for Uniform Resource Locator (sometimes called a Unique Record Locator).   URLs are addresses, which primarily allow Web browsers to identify and load resources on the Internet, such as Web pages.

The format of URLs changes depending on the required resource (protocol).   When using URLs in this product, you can generally use any of the standard protocols that your Web browser allows.   For example, you may use the Internet Action to jump to Riada's Web page by specifying the URL: `http://www.riada.com.au/`
Alternatively, you could pop up the user's mail client, and insert the address for Riada support by specifying the URL: `mailto://support@riada.com.au`

You can use URL effects in the Wizard or Effect Action to allow jumps when certain messages are displayed.

Protocols

The protocol (or tool) refers to the beginning of the address.   Some common protocols that you can use are:

http:	HyperText Transport Protocol - a HTML document
mailto:	Mail client
ftp:	File Transfer Protocol - for copying files
news:	Usenet newsgroups
gopher:	Gopher client
telnet:	Telnet client

For more information on specifying URLs, see the help in your Web browser, or one of the many books on the Internet.

URL Effects

You can use the URL Effect in the Wizard or the Effect Action to enable the user to click on a message, which executes a URL you have specified in the URL Effect.

To ensure that the URL link is effective for the duration of your message, it should be specified as the first effect applied to a message.   You may use other effects after the URL effect (such as ScrollLeft) to apply normal display effects by ensuring that there is no message against subsequent effects.

Timers

Timers allow you to perform actions at specific time intervals.   For example, you could play an <u>audio file</u> at 20 second intervals, by using timers.   You may use up to 10 timers at once, with each timer identified by a timer ID which may be between 0 and 93.   If you set up a timer with an ID that is identical to the ID of a timer that is yet to elapse, the new timer will cancel the other timer.

Setting Up A Timer

To use timers, you need to drag a Timer Action onto an event on the <u>Design Pane</u>, and specify the timer ID and duration of the timer, in the Timer Action properties.

When the Timer Action executes, it will set up a timer for the duration that you have specified.   Once the timer elapses, the Timer Event will be called, allowing actions to be executed.

Repeating Timers

To set up a timer that continually elapses, add a Timer Action to the end of your Timer Event.   This will have the effect of continually starting a timer.

Using Multiple Timers

To use multiple timers, you will need to make use of the timer ids and the timer variable.   When you start a timer with the Timer Action, specify a unique timer ID in the properties.   When the Timer Event is called, perform actions based on the value of the timer variable (e.g. the Condition Action), which will contain the ID of the elapsed timer.

Expressions

A number of areas in this product allow expressions to be used.   Using expressions allows you to perform simple or complex operations when the user runs your project from within your Web page.   For example, you can perform mathematical calculations, extract information from the contents of a file, or display the current time.

Expressions may be used in the Assign Action, Condition Action and in output actions.

Operators

The following operators may be used in expressions:

```
&& || <= >= != = + - * / % ^ ( )
```

Types

All types are stored as strings, and automatically converted to numerical and boolean values as necessary.   For example, the expression '`2 + 2`', will return '`4`', while '`Hello + 4`' will return '`Hello4`'.

Expression Embedding

You may wish your projects to include features such as the time, date or other expressions.   Actions that provide output to the user, such as the Output Action, may include embedded expressions allowing greater flexibility in the formatting of output.

For example, if you desired to include the date in the Output Action, you could specify the output as: '`Today's date is {Date()}`'.

When the Output Action is executed on your Web page, the user will see a message that evaluates to something similar to: '`Today's date is Monday, January 1, 1999`'.

To embed expressions into your output, you should insert the expression between {} braces.   The expression will be evaluated and substituted into the output when the action is executed.   You may use <u>functions, variables</u> and <u>operators</u> in your expressions, to format the output displayed.

If you need to actually display a brace in your messages, then you should prefix the brace with a \.   For example: '`Here is a \{`', will display '`Here is a {`'.

Functions & Variables

To find which functions and variables are available for use in expressions, use the ***Edit\Functions...*** and the ***Edit\Variables...*** commands, which provide information on their usage.

Internet Action

Using the Internet Action, you can control which pages (or other resources) are displayed in the Web browser.   For example, you could attach the Internet Action to the MouseUp Event, which would have the effect of jumping to another Web page when the user clicked on the project.

The location of resources is specified by a URL in the Internet Action properties.

Embedded Effects & Formatting

Using RiadaCartel, you can dynamically provide <u>effects</u> and <u>formatting</u>, by embedding commands into <u>variables</u>, which you include as <u>expressions</u> in the Wizard or Effect Action.   For example, you could have a separate program on your server, which provides a file of <u>weather details</u>, including effect and formatting commands.   This file could be read into a variable, and <u>embedded</u> as an expression through the Wizard or Effect Action. The case of commands is not significant.

Effects

Each effect command is inserted into normal text between '[   ]' characters, and effects normally occur at the end of a message.   For example, you could specify two messages as '**Hello   [ScrollLeft]World[Rainbow]**', which would specify '**Hello**   ' with the Scroll Left effect, and then '**World**' using the Rainbow effect.

Some effects can also take additional parameters (e.g. Blink Effect).   The form of effect commands is '**[effect:*param1:...*]**'.   All effects have default values for their parameters, so specifying parameters is unnecessary, unless you wish to change the default behavior.

The following effects are available and have the same functionality as the effects through the Wizard or Effect Action:
[Show] [Clear] [Pause:duration] [ScrollLeft:duration] [ScrollRight:duration]
[ScrollUp:duration] [ScrollDown:duration] [ScrollCenter:duration]
[SwipeLeft:duration] [SwipeRight:duration] [SwipeUp:duration]
[SwipeDown:duration] [SwipeCenter:duration] [RevealLeft:duration]
[RevealRight:duration] [RevealUp:duration] [RevealDown:duration]
[RevealCenterOut:duration] [RevealCenterIn:duration] [RevealBoxIn:duration]
[RevealBoxOut:duration] [Blink:duration:iterations]
[Invert:duration:iterations] [Rainbow:duration:iterations]
[Dissolve:duration:iterations] [URL:url]

Formatting

Formatting commands are included between '**[   ]**' characters.

Colors

Colors can be embedded anywhere in the text, by using the color commands.   The available color commands are:
[Red] [Green] [Blue] [Yellow] [Orange] [Magenta] [Cyan] [White] [Black]

Wide

Characters can be made wide by surrounding the desired text with the **[Wide]** command.

Alignment

The alignment of the message may be changed by inserting an alignment command before the message.   Alignment commands remain in effect until the end of the effect sequence, or until another alignment command is executed.
The available alignment commands are:
[Left] [Center] [Right]

User Defined Events

You can extend the normal <u>event</u> behavior, by defining your own event procedure, and attaching <u>action</u> sequences to this event.   These events can be used for any purpose that you wish.

To execute a user defined event, use the Event Action, and in the properties for this action, select the **User Defined** field.   Give each unique event an **Event ID**.   When this action executes, it will generate a UserEvent Event.   You should use the value of the **event** <u>variable</u> to determine which of your user events have been called, and perform actions based on the value of this variable which contains the Event ID.   You would normally use the Condition Action to perform this task.

Using Common Borders

As you can have more than one RiadaCartel project appear on your Web page, you may wish to display them as one entity.   You can do this by making sure that the projects are touching each other on your Web page, and giving them a common border.

For example, if you had two projects, one directly on top of another, then by using the Border Action on each project, you could specify that the first project has a border on the left, top and right, while the second project has a border on the left, bottom and right.   Therefore the borders that would normally appear in the middle, will be missing giving the appearance of a common border around both projects.

As an extension to this behavior, you could make the projects communicate, providing even greater symbiosis.   For example, using these features you could have a group of projects on your Web page provide a wall of stock market prices.

Previewing

To see how you project will look when it runs on your Web page, you should preview your project. To preview, click on the **Preview** button on the tool bar, or use the **Generate|Browser Preview** command.

If you have not specifically set a browser, then the default browser that you normally connect to the Internet with will be used to preview the project.

Setting A Browser

If you wish to view your project in a browser other than the one you normally use on the Internet, then you should use the **Tools|Options...** command, and select the **Browser** property page.

Publishing

When you are ready to use the project on your Web page, you will need to prepare and copy it to your Web page. This process is known as publishing.

For your project to work correctly within your Web page, all resources that the project uses (such as audio files), must be copied to the server, and the necessary HTML code segment must be inserted into your Web page, and copied to the server.   This product can help you in a number of ways to achieve the required steps.

There are a number of ways of publishing your project, depending on how you currently produce your Web page, or how you intend to do so.

Creating A HTML File

By using the *Generate|Create HTML File...*, you can create a HTML file that contains the necessary HTML code segment, that will correctly display your project.

Normally, after creating the HTML file, you would use a HTML editor (or standard text editor) to add additional features to your Web page, being careful not to modify any of the HTML code generated for you by the project.

Once you have a completed HTML file, you will need to copy the file, and all the resources that the project uses to your server.   You will normally need FTP access to allow you to copy files onto your server.   If you are unsure about this process, please talk to your service provider.

When you are ready to copy the project to your server, you will need to ensure that all resources that the project uses are copied.   To do this, you may use the *Generate|Publish...* command to either list the resources needed to be copied, or use this command to copy all the required resources into a separate directory and then copy all files in the directory to the server.

Pasting To A HTML Editor

If you normally use a HTML editor (or text editor) to produce your Web pages, or you already have a Web page that you wish to add the project to, then you may prefer to paste the HTML segment directly into your HTML editor.

Prepare the HTML by using the **Generate|Copy HTML Code To Clipboard** command. You may now paste this code into your HTML editor. For details on this, please see the documentation supplied with your HTML editor.

As with the other publishing options, you will need to copy any resources that the project uses along with the Web page, onto your server. Use the **Generate|Publish...** command to help you identify the required resources.

Publishing Locally & Uploading

By using the **Generate|Publish...** command, you can identify any required resources that your project uses.   This command can generate a HTML file for your, and copy all resources to a local directory.

Once all the resources are in a local directory, you can use FTP client software to copy (upload) the entire contents of the directory to your server.

If you already have a HTML file prepared, you can indicate this to the Publish command, and it will copy it for you, along with the other resources.

Promotional Button

If you have purchased this product with a promotional price reduction, then you should make sure that the promotional button is included on any pages that your projects are included on.   If you fail to do this you may be in breach of your license agreement.

To ensure that this button is included in generated HTML code, use the **Tools|Options...** command, and select the **Promotional Button** property page.   Once selected, the promotional button will be included in your generated HTML code.

The button is embedded among project code, so you may change the location of the button on your page, by using your HTML editor.

Reading Data From URLs (Server Files)

Using this product, you may read information from a file stored on the server where your Web page is located.   For example this could enable you to display dynamic information, such as stock market prices or weather reports, in your project.

To do this, use the Assign Action, which will read the contents of the URL into a variable.   You should create a user variable, by using the variable selection button in the Assign Action property box, or the *Edit|Variables...* command. Specify this variable in the *Variable* field of the Assign Action property box, and make sure that the *Assign From URL (Internet)* radio button is selected.   Next, specify the URL you wish to read from in the *URL* field.   By doing this, the contents of the URL will be assigned to the variable that you have specified.

Once the contents of the URL have been read into a variable, you may use the data in expressions.   For example, you can display this information by embedding the variable (expression), into an action such as the Output Action.

You may also extract parts of the data by using functions such as Left, Right, Mid and Token in your embedded expressions.   For example, if the file from the server was read into a variable called '*stockprices*' and contained the information in a format like, '*stockprice1|stockprice2|stockprice3|...*', then you could display the second stock price in a message in the Output Action by specifying the text of the Output Action as '**The second stock price is {Token(stockprices, "|", 1)}**'.

Tutorials

The following tutorials illustrate features available for you to use in RiadaCartel.   Each of the three tutorials generally progresses from basic to more complex operations.   You can also see examples of features in the samples.

Burger

This tutorial introduces the basic concepts of RiadaCartel.   It shows how to create a new project using the Wizard, and how to add simple messages and effects.   It progresses to adding multiple effects and changing the look of your project.

Wallace

With this tutorial, you will learn how to embed expressions, and also how to add functionality to your projects by going beyond the Wizard and using the Design View.   You will learn more complex operations such as timers and audio.

Homer

With the Homer tutorial, you will learn how to have multiple projects interact with each other on the one Web page, and how to have multiple projects look like they are one object.

Tutorial 1 - Burger

The following tutorial can be completed without the use of <u>Expert</u> mode, and all steps can be completed by using the Wizard only.

McDougal's Burger Kingdom (also known as MBK), serves succulent burgers in its family restaurant chain.   They have decided that an Internet presence is important for their company, and wish to use RiadaCartel to help them embark on this task.

This tutorial consists of the following steps:
- <u>Step 1</u> details how to create a new project using the Wizard, and how to add simple messages and effects.   This step also shows you how to save, play and preview your new project.
- <u>Step 2</u> shows how to change the properties of effects, and how to <u>publish</u> your project.
- <u>Step 3</u> will instruct you as to how to insert messages and change the border and LED styles of your project.   This step also shows you how to have multiple effects applied to the one message.

Files Used

If you have installed the tutorials, you can view the completed tutorials.   The steps for this tutorial are located under the RiadaCartel installation directory in **Tutorials\Burger\step*n***, where **step*n*** is the step number in the tutorial.

Following Step By Step

If you wish to perform the steps yourself, you should create a new project with the Wizard, and save it as **Burger.car**.

Step 1

This step will show you how to create a basic RiadaCartel project using the Wizard, and add simple messages with effects.   The following messages will be added to a new project:

Message 1: "McDougal's burgers are tasty burgers!   "
Message 2: "You'll **luv** our pickles!   "

Create A New Project

The following steps will show you how to create a project:

1. Create a new project by using the *File|New* command.
2. If the *New* dialog box is displayed, choose *Create With Wizard* radio button, which will instruct RiadaCartel to create the project using the Wizard.   This step is only necessary if RiadaCartel is in Expert mode.

Using The Wizard

Make sure the Wizard is displayed.   If it is not, use the *Edit|Wizard...* command.   The following steps will create the above messages:

1. Click on the *Next* button in the Wizard to accept the defaults, until the *RiadaCartel Effects* page is displayed.
2. Replace the default text '**Text to display**' in the text box with '**McDougal's burgers are tasty burgers!   **'.
3. Highlight the first reference to '**burgers**' with the mouse, and click the **>** button (attributes), then use the *Color| Green* item to change the color of the word to green.   Repeat this process on the second reference to '**burgers**'.
4. Click on the *Add* button, to add a new message.
5. Replace the newly added text '**New text**' in the text box with '**You'll luv our pickles!**'.
6. Highlight the word '**luv**', and make it blue and wide by clicking the **>** button and using the *Color|Blue* item, then clicking the **>** button and using the *Wide* item.
7. Select the *SwipeLeft* effect in the effect list, to change the effect for this message.
8. Click on the *Finish* button to finalize your messages.

Saving, Playing & Previewing The Project

Now that you have created the project and added the messages to it, it's a good idea to save your work.   Once the project is saved, you will probably want to see the project running.   The following steps show you how to achieve this:

1. Save the project, by using the *File|Save* command.   It is recommended that you save your work in a separate directory (to ensure you do not override the existing tutorial), and use the name '**burgers.car**'.
2. Play the project in the RiadaCartel environment by clicking on the *Play* button on the tool bar, or by using the *Generate|Play* command.   To stop playing the project, click the *Stop* button of the tool bar, or use the *Generate| Stop* command.
3. To preview the project in your Web browser, click on the *Preview* button on the tool bar, or use the *Generate| Browser Preview* command.   Exit your browser as you normally would, to stop previewing.

Changing The Project Size

To change the size of the project, as it will appear in your Web page, use the following steps:

1. Double click the mouse in the Presentation View, to display the properties for the project, or use the *Edit|Rio Properties...* command.
2. In the *Size* page of the properties, enter **700** into the *Width* field, and **70** in the *Height* field.
3. Click the *OK* button to change the size of the project.

Step 2

This step builds on Step 1.   The RiadaCartel project on their Web page generated so much interest for McDougal's Burger Kingdom that they have decided to expand the messages.

The following messages will be added to the project, after the existing messages:

Message 3:   "We serve breakfast anytime"
Message 4:   "We only use McYeast buns"
Message 5:   "Don't **clown** around, eat MBK!"

Adding The Messages

The following steps will show you how to add the above messages, using the Wizard.   When adding the messages, use the same colors as used above:

1. Click on the *Add* button, and replace the default text in the text box with, '`We serve breakfast anytime`', then change the color of '`anytime`' to magenta, and apply the *Blink* effect to this message.
2. Using the *Add* button, add another message which says '`We only use McYeast buns`', and apply the *Rainbow* effect.
3. Add the message '`Don't clown around, eat MBK!`', make the text blue, except for the word '`clown`' which should be red, and wide.   Click on the **>** button and choose the *Alignment|Center* item, to make this message centered.
4. Apply the *Dissolve* effect to the message added in Step 3.   Click the *...* button (effect properties), and choose a delay of approximately 40 milliseconds, and click the *OK* button to apply to this effect.
5. Change the size of the project to 800 x 45.

Publishing The Project

The following steps will show you how to publish your project, so that all the required resources are grouped together, ready for uploading to a server.   For these steps, you should create a directory called 'c:\burger' (or anything else you wish to call it), with your operating system, so that RiadaCartel can publish the files there:

1. Click on the *Publish* button on the tool bar, or use the *Generate|Publish...* command.
2. Generate a new HTML page, by clicking the *Generate Page...* button.   Select the '`c:\burger`' directory, then type the name '`burger`' into the *File name* field.   Click the *OK* button.   This will generate a HTML page in the '`c:\burger`' directory.
3. Click the *Copy Locally...* button.   Browse to the '`c:\burger`' directory, and click the *OK* button.
4. Click the *Done* button to complete the publishing operation.

Step 3

This step builds on Step 2. McDougal's Burger Kingdom wishes to change the look of the project on their Web page, and also add an additional message with multiple effects.

The following message will be inserted between the **first** and **second** existing messages:

Message: 'McDougal's kingdom of burgers'

This message will initially be shown with the ScrollLeft effect, followed by, a ScrollUp, ScrollDown, Invert and Pause (for approximately 2000 ms).   The style of the LEDs used will be *LED* and the border style will be *Down*.   The color of the border should be blue.

Styles

The following procedure uses the Wizard to change the style of the LEDs and border:

1. Using the Wizard, click on the *Next* button until the *RiadaCartel Led Styles* page is displayed.   Select the *LED (Light Emitting Diode)* radio button, to change the style to LED.
2. Click the *Next* button to display the *RiadaCartel Border Styles* page.   Select the *Down* radio button, to change the border style to down.
3. Click the bottom color selection area, to display the color selection dialog box.   Choose a blue color, and click the *OK* button.

Effects

To apply multiple effects for the one message, the text for the message should only be specified once.   All subsequent effects for the message should not have any text defined.   These steps show how to insert the additional message, with multiple effects for the same message:

1. Click the *Next* button to display the *RiadaCartel Effects* page.   Select the existing message '**McDougal's burgers are tasty burgers!**' in the list of existing messages.   Click on the *Add* button, to insert a new message between the existing messages.
2. Replace the default text in the text box with '**McDougal's kingdom of burgers**'.
3. Click on the *Add* button, then delete the default text in the text box, to apply an effect to the previous message. Select the *ScrollUp* effect in the effect list.
4. Click the *Add* button, and delete the default text in the text box.   Select the *ScrollDown* effect.
5. Click the *Add* button, and delete the default text in the text box, then select the *Invert* effect.
6. Click the *Add* button, and delete the default text in the text box, and select the *Pause* effect.   Click the *...* button (effect properties) to display the *Delay* dialog box.   Change the delay to approximately 2000 ms, and click the *OK* button.
7. Click the *Finish* button to complete the editing of effects.

Tutorial 2 - Wallace

To complete the following steps, you will need to work in <u>Expert</u> mode, as some steps require operations not available in the Wizard.   To change into Expert mode, click on the *Expert* button on the top tool bar, or use the *Tools| Options...* command, and select the *User Levels* property page.

Wallace's Grommets has decided to take the plunge and setup a Web page.   Initially, Wallace has decided to just test the waters, so he wants to have a welcoming message using RiadaCartel.

This tutorial consists of the following steps:
- <u>Step 1</u> adds the first messages, and details the use of <u>expression embedding</u> within the text.
- <u>Step 2</u> adds <u>audio</u> to the project, and shows how it can be played in response to user interaction.
- <u>Step 3</u> shows how to use <u>timers</u>, and introduces the concept of multiple message sequences, which are executed in response to a timer elapsing.   This step also shows how to include <u>jumps</u> to Web pages in your messages.
- <u>Step 4</u> shows how to use multiple fonts in your projects.

Files Used

If you have installed the tutorials, you can view the completed tutorials.   The steps for this tutorial are located under the RiadaCartel installation directory in **Tutorials\Wallace\step***n*, where **step***n* is the step number in the tutorial.

Following Step By Step

If you wish to perform the steps yourself, you should create a new project with the Wizard, and save it as **Wallace.car**.

Step 1

This step will display the following message using <u>expression embedding</u>, such that *TIME* is substituted with the current time, and *DAY* is substituted with the name of the day.   Each message will use the **Reveal Up** effect, and will be **Center** aligned.

Message 1: "Welcome to Wallace's Grommets"
Message 2: "The time is *TIME*"
Message 3: "Have a nice *DAY*"

Expression Embedding

This step introduces the concept of expression embedding, which allows you to dynamically format the contents of your messages.   Expression embedding is accomplished by using {} braces and inserting expressions (functions) between them.   When the action that contains the message is executed, the <u>expression</u> between the {}'s is evaluated, and the text enclosed is substituted with the result of the expression evaluation.

Required Functions

The following <u>functions</u> are necessary to complete this step:

Time(1)   *Displays the time in 12 hour format*
Day()   *Displays the name of the day*

For more information on functions, you can view the functions available, in the **Edit|Functions...** dialog box.

Adding The Messages

The following steps are performed by using the **RiadaCartel Effects** page of the Wizard, and will add the above messages to your project.

1. Replace the default text in the text box, with '**Welcome to Wallace's Grommets**'.
2. Click on the **Add** button, and replace the default text in the text box with '**The time is {Time(1)}** '.
3. Highlight the text between, and including the {}, then click on the **>** button (attributes), and select the **Color|Green** item, to make the selected text green.
4. Click on the **Add** button, and replace the default text in the text box with '**Have a nice {Day()}**'.
5. Highlight the text between, and including the {}, then click on the **>** button, and select the **Color|Yellow** item, to make the selected text yellow.
6. Click on the **Finish** button to complete the steps.
7. Change the size of the project to 700 x 45, by using the **Edit|Rio Properties...** command.

When you have completed these steps, save the project as **Wallace.car**, and then play the project.   You could also try <u>previewing</u> it with your browser.

Step 2

This step builds on Step 1.   Wallace decides that he wishes to have some <u>audio</u> played when his customers click on the RiadaCartel project.

To add audio for this step, you will need to attach an *Audio Action* to the *MouseUp Event* which will play audio whenever a user clicks on the project.   The audio used for this step is the file **bark.au**, which can be found either in the **Audio** (if you have installed sample audio) directory located under your RiadaCartel installation directory.

Adding The Audio

1. Make sure that RiadaCartel is in Expert mode and that the <u>Design View</u> is the active view by using the *View| Design* command.
2. Make the *MouseUp Event* active, by clicking this <u>event</u> in the Event Pane.
3. Expand the available actions against the first 'Cartel Rio' entry, by clicking the mouse on the '+' symbol.
4. Drag the *Audio Action* onto the Design Pane, and drop it below the initial *MouseUp* start action.
5. In the Audio properties box, use the browse button to locate the file **bark.au**, and click on the *OK* button.
6. If an automatic connection has not been made between the *MouseUp* start action, and *Audio Action* in the Design Pane, then with the mouse, highlight the *MouseUp* start action by clicking on it and extend the selection by clicking on the *Audio Action* while pressing the **Ctrl** key.   Click on the *Connect* button on the bottom tool bar, or use the *Edit|Connect* command, to make the connection.

Step 3

This step builds on Step 2.   Wallace is feeling adventurous!   He decides to add some flare to his RiadaCartel project.

This step will set up a <u>timer</u> that is started when the page is entered, for a duration of 10 seconds.   When the timer has elapsed, the following messages will be displayed:

Message 1: "Click here for the Grommets page"
Message 2: "Click here for the Cheese page"

Both messages will be displayed using the Blink effect.   When message 1 is displayed and the user clicks on the RiadaCartel project, the Web page will <u>jump</u> to the imaginary location "http://www.wallace.com/grommets/", and when message 2 is displayed and the user clicks the project, a jump will be made to "http://www.wallace.com/cheese/".

To set up the timer, you need to use the Timer Action, in conjunction with the Timer Event.   You also need to use the <u>URL effect</u>.   To enable the jump to be active for the duration of the message, this effect should occur before the Blink effect.

Adding The Required Actions

1. Make sure the ***PageEntry Event*** is displayed in the <u>Design Pane</u>, and drag the ***Timer Action*** onto it.
2. In the Timer property box, set the ***Duration*** of the timer to be 10 seconds (i.e. `00:10:0`), and click on the ***OK*** button.
3. If an automatic connection has not been made, make one from the ***PageEntry*** start action to the ***Timer Action***.
4. Select the ***Timer Event*** in the Event Pane.
5. Drag the ***Effect Action*** onto the Design Pane (this action's properties are operated in a similar manner to the ***RiadaCartel Effects*** page in the Wizard).
6. Replace the default text in the text box with '`Click here for the Grommets page`', and make the text green.
7. Select the ***URL Effect*** for this text in the ***Effect*** list, and click on the effect properties button (***...***).   Type in the URL `http://www.wallace.com/grommets/` into the ***URL*** field, and click on the ***OK*** button.
8. Add a message, but remove all text from the text box.   Select the ***Blink Effect*** for this blank message.   Having no text applies a new effect to the previous text.
9. Add another message, and replace the default text in the text box with '`Click here for the Cheese page`', and make the text yellow.
10. Select the ***URL Effect*** for this text, and click on the effect properties button (***...***).   Type in the URL `http://www.wallace.com/cheese/` into the ***URL*** field, and click on the ***OK*** button.
11. Add another message, and remove the text from the text box.   Select the ***Blink Effect*** for the blank message.

Step 4

This step builds on Step 3.   Wallace likes what he sees, but thinks a different font for the second message sequence would be nice.

To change the font which is displayed, a **Font Action** must occur before the message sequence is displayed.   This step changes the font displayed in the second message sequence of Step 3, to the font '`font2.rcf`'.   Fonts can be found in the directory '`Fonts`' located under your RiadaCartel installation directory.

1. Make sure the **MouseUp Event** is displayed in the Design Pane, and drag a **Font Action** to it.
2. Ensure that no actions are selected, by clicking the mouse on the background of the Design Pane.   If you do not do this step, an automatic connection may be made to the **Font Action**.
3. Select the `font2.rcf` font in the **Font Action** properties box, by using the browse button.
4. To insert the **Font Action** before the **Effect Action**, break the connection between the **MouseUp** start action and the existing **Effect Action**, by using the **Break** button on the bottom tool bar, or by using the **Edit|Break** command.
5. Reconnect the actions, by highlighting the **MouseUp** start action, the **Font Action** and the **Effect Action** in that order.   Click on the **Connect** button on the bottom tool bar, or use the **Edit|Connect** command.
6. Align the actions under each other by dragging them, if you wish to keep your flowchart neat and easy to follow.

Tutorial 3 - Homer

This tutorial describes how to have two projects on the one page <u>interact</u>, and use <u>common borders</u> around multiple projects.

Homer's Donuts wishes to promote its range of donuts on the Internet.   To do this, Homer (being suave and sophisticated), decides to use *TWO* RiadaCartel projects on the one page, that interact.

This tutorial consists of the following steps:
- <u>Step 1</u> creates two projects, and shows how to have the projects interact with each other.
- <u>Step 2</u> modifies both projects so that they are displayed on your Web page with common borders.

Files Used

If you have installed the tutorials, you can view the completed tutorials.   The steps for this tutorial are located under the RiadaCartel installation directory in **Tutorials\Homer\step*n***, where **step*n*** is the step number in the tutorial.

Following Step By Step

If you wish to perform the steps yourself, you should create two new projects with the Wizard, and save them as **Homer1.car** and **Homer2.car**.

Step 1

To complete this step, you will need to create two projects, which you can do initially by using the Wizard.   Because you will be modifying both, you may find it convenient to have both projects open at the same time.

All the messages in both projects use the Scroll Left effect.   The first project will display the following message:

Message: "Yum, Yum, Yum, click here   "

The second project will display the message:

Message: "Pink donuts are healthy!   "

When the first project is clicked by the user, it will tell the second project to change its message to:

Message: "Doh, Homer's Donuts   "

Steps For The First Project

1. Using the Wizard, create a message which says 'Yum, Yum, Yum, click here   ', and make this message green.
2. Choose the *Edit|Rio Properties...* command, and select the *General* property page.   Replace the name with Homer1.   This name will be used to reference this project from within the second project.
3. Using the *Edit|Insert Rio...*   command, insert a reference to another RiadaCartel Rio, by using the browse button, and inserting the file Cartel.rio which is found in the RiadaCartel installation directory.
4. In the *Name* dialog box, replace the name with Homer2.   This is the name we will use to reference the second project.   Select the *OK* button.   A new reference will be added called *Homer2 - Cartel Rio* in the Action Pane, which includes the available actions in the referenced project.
5. Make sure the *MouseUp Event* is displayed in the Design Pane, and from the Action Pane under *Homer2 - Cartel Rio*, drag the *Effect Action* onto the Design Pane.
6. Add the message 'Doh, Homer's Donuts   ' and make it green, using the *Effect Action* property box.   Because this action has been dragged from *Homer2 - Cartel Rio*, the action will be executed on the reference Rio.

Step For The Second Project

1. Using the Wizard, create a message which says 'Pink donuts are healthy!   ', and make the message blue, except for the word 'Pink', which should be pink.
2. Choose the *Edit|Rio Properties...* command, and select the *General* property page.   Replace the name with Homer2.   This name will be used to reference this project from within the first project.

To see these projects fully interacting, you will need to view them through a browser.   To do this, you must publish both projects, and incorporate the generated HTML segments onto the one HTML page, and both project's resources should be available to the page.

Step 2

This step builds on Step 1.   Homer likes the way the projects interact on his Web page, but now he would like them to appear as the one object.

This step will modify the projects used in Step 1, so that they share a <u>common border</u> on the HTML page.

Steps For The First Project

1. Attach the ***Border Action*** onto the ***PageEnter Event***.
2. Make sure that in the ***Edge*** area on the ***Border Action*** properties, only the ***Left***, ***Top*** and ***Right*** edges are selected, and that the ***Bottom*** edge is NOT selected.
3. Select ***OK***.

Steps For The Second Project

1. Attach the ***Border Action*** onto the ***PageEnter Event***.
2. Make sure that in the ***Edge*** area on the ***Border Action*** properties, only the ***Left***, ***Bottom*** and ***Right*** edges are selected, and that the ***Top*** edge is NOT selected.
3. Select ***OK***.

Using your HTML editor or standard text editor, you should make sure that the first project is positioned directly above the second project on the Web page, for common borders to be effective.

Samples

The following will be available in the **Samples** directory under your RiadaCartel installation directory, if you have installed the samples.   Each sample illustrates features available in RiadaCartel.   You can also find step by step instructions for using features of RiadaCartel by seeing the <u>Tutorials</u> topic.

Audio.car
Shows how to have looping background audio, and how to attach audio to a mouse event.

Boom.car
Illustrates the basic use of timers, and how to change message sequences.   Audio is attached to the Timer Event.

Clock.car
Displays the current time by embedding the **Time()** function in an effect, and shows the use of the wide attribute.

Crash.car
Shows the use of multiple timers, constructed with the Condition Action.

Effects.car
Displays the range of effects that are available in RiadaCartel using the Wizard.

Event.car
This is an example which uses user defined events, and shows how to determine the position of the mouse.   When the user clicks or double clicks the mouse, or presses a key, audio is played.   When the mouse is moved, its position is displayed on the status line.   This functionality is achieved through a central point, the UserEvent Event.

Group.car
Shows how to execute actions at the end of an effect, a group of effects and after a sequence of effects.   Audio will be heard at the end of each.

Internet.car
This sample shows how to use the Internet Action to control the browser.   The jumps will only be made when executing within a browser.

Key.car
Shows how to determine which key was pressed on the keyboard.   When executing from within a browser, you will need to give the project the keyboard focus, by clicking on it.

LCD.car
This sample shows how to make RiadaCartel look like an LCD (Liquid Crystal Display) using the Wizard, as found in electronic equipment.

Mouse.car
Illustrates how to perform actions when the mouse is moved into and out of the project area.

Move.car
Shows how to display the current mouse coordinates in the status line.   This sample also shows how to change the appearance of the cursor.

Stocks.car
This sample shows how to read a file from your server where your Web page and RiadaCartel project are stored, and to display tokens within that file.   This method can be used to show dynamic data.   To have this sample work correctly in your browser, it must be run while you are connected to your server, and you must have already uploaded to the server the '**stocks.txt**' file, which can be found in the **Samples** directory.

Variable.car
Displays a counter using a variable. The variable is incremented when the user clicks the mouse button, and will be displayed in an effect, and also on the status line. Incrementing of the counter is achieved by using an expression with the Assign Action.

`Weather.car`

This sample illustrates how to read a file from the server, and have embedded effects within the file.   This can be used to show dynamic data, with dynamic effects.   To have this sample work correctly in your browser, it must be run while you are connected to your server, and you must have already uploaded to the server the '**`weather.txt`**' file, which can be found in the **`Samples`** directory.

`Welcome.car`

A general introduction to the capabilities of RiadaCartel, using the Wizard.

Welcome to RiadaCartel

To start making your own RiadaCartel projects, click on the ***Wizard*** button on the top tool bar, or use the ***Edit|Wizard...*** command on the menu.   You can also open the samples located in the '`Samples`' directory under your RiadaCartel installation directory.

To see how your project will look on your Web page, click on the **Play** button on the top tool bar or use the **Generate| Play** command.   Click the **Stop** button on the toolbar, or use the **Generate|Stop** command when you have finished playing your project.

You can also preview the project in your Internet browser by clicking on the **Preview** button on the tool bar, or by using the **Generate|Browser Preview** command.

To modify your project, run the Wizard again at any time.

If you want to change the size of your project, double click the mouse in the Presentation View, or use the **Edit|Rio Properties....** command and then select the **Size** tab.

When you are ready to progress further, you can change to Expert Mode by clicking on the **Expert** button on the top tool bar.   Once in Expert Mode, you can open the Design View by using the **View|Design** command.   This allows you the power of editing individual events and actions!

Sequences of actions can be attached to each event.   These actions are displayed as a flow chart in the Design Pane (right most pane).   To see the actions attached to an event, click on the event name, and the actions attached to that event will be displayed in the Design Pane.   A lightning bolt ⚡ is displayed against events that have actions attached to them.

The Action Pane contains a list of actions available to attach to an event.   To see the actions, expand the list by clicking the + symbol.   Add an action to the current event by dragging the action onto the Design Pane (the right most pane).

Drag actions from the Action Pane (bottom left pane) to this pane (Design Pane).   This pane shows the actions that are attached to the event selected in the Event Pane (top left pane).

Connect actions together by selecting multiple actions in the order that you want them connected.   To select multiple actions, click on them with the **CTRL** key held down.   Once you have selected the actions that you wish to connect, click on the ***Connect*** button on the bottom tool bar, or use the ***Edit|Connect*** command.

Edit action properties by double clicking the mouse on the action, or by selecting the action, then using the ***Edit|*** ***Action Properties...*** command.

You can break the connections between actions by selecting the actions, then clicking on the **Break** button on the bottom tool bar, or by using the **Edit|Break Connection** command.   The connections between the actions are broken in the order that you select them.

Connect an action to the Condition Action's conditional branch by selecting the Condition Action, and then the action you wish to connect to it's conditional branch.   Next, click on the **Condition** button on the bottom tool bar, or use the **Edit|Connect Condition** command.

The sides of the condition represent a true branch, while the bottom of the condition is the false branch.