

EMBLAZE

.HOT SPOTS

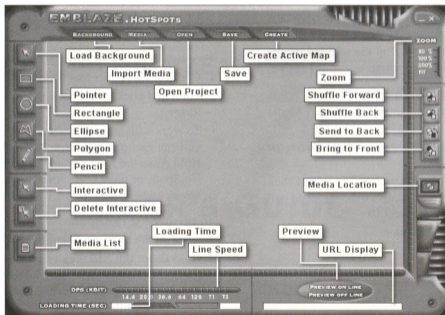
USER'S  
GUIDE

GE



# QUICK REFERENCE

The Emblaze HotSpots interface gives you easy access to all commands and features:



**To load a background image:**

1. Click the Background button. The Load Background dialog box displays.
2. Browse the Load Background directory to locate the background image file.
  - To see the size of the selected file, select the Data Amount for Chosen Item box.
  - To view a thumbnail of the selected image, click the Preview button.

**To import media (bitmaps):**

1. Click the Media button. The Import Media dialog box displays.
2. Browse the Import Media dialog to locate the bitmap file(s).
3. Select the item you want to import and click the Add button. The item to be imported will display in the Import List.
4. Click the Insert button.

**To use a selection tool (i.e., define a HotSpot):**

1. Click on the selection tool button.
2. Place the pointer on one of the corners of the area to be defined as HotSpot.
3. Drag the cursor diagonally over the area you want to define.

**To work with a HotSpot:**

1. Click on the Pointer tool button.
2. Point and click on the selected area of the image.
  - To work with more than one area at a time, you can group one or more selected areas. Hold down the Shift key and click on other HotSpots, or point to a corner and drag the mouse across the areas you want to select.

**To re-shape a HotSpot:**

1. Click on the Pointer tool button.
2. Hold down the ALT key and click on the previously created HotSpot. The points that define the HotSpot will be highlighted.
3. Drag the highlighted points to change the shape of the HotSpot.

**EMBLAZE.HotSpots™**

**USER'S GUIDE**



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Emblaze HotSpots User's Guide for use with Microsoft Windows and Apple Macintosh Operating System.

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# INTRODUCTION

## **What is Emblaze HotSpots?**

Emblaze HotSpots allows you to add interactive roll-overs filled with sounds, images and links in just minutes to your Web site. Each area can be easily assigned to one or many events of your choice such as a specific URL link, audio affect, roll-ins, roll-outs, and mouse-click events. Use the selection tools to select up to 50 areas within the graphic where you want interactivity to take place. You can select rectangular, circular and even irregular “freehand” shapes. In addition, the Time Monitor will allow you to adjust loading times for the different modem speeds your viewing audience may have. Use the built-in simulator to experience your creation from 14.4bps to ISDN speeds.

An Emblaze HotSpot is broken down into two specific areas:

1. The Hot Spot project file. This file contains all of the active areas of the Web page and can be edited or changed at any time. Think of the project file as that you would a document before you publish it on your Web site. You write the document in a word processor and then convert it into the proper format for the Internet.
2. HotSpots creates (with every project file) a group of files that are used for viewing on the Internet. These files become your active map that makeup your roll-over areas that the Web Audience interacts with.

Emblaze HotSpots will produce a folder containing the following files:

- EHS: A compiled Emblaze Active Map Internet optimized file.
- HTML: Text file of an HTML page. It contains a call for the EHS file created.
- GIF: The GIF files used to create the Active Map.
- JPEG: The JPEG files used to create the Active Map.
- CLASS & CAB: The Emblaze HotSpots Player files.
- AU: The sound effects used in the Active Map.

## **Features**

### ***Creative tools for the developer***

- Easily create dynamic, fully interactive navigational image maps filled with sounds, images and links.
- Define up to 50 interactive image maps.
- Create roll-overs, capture mouse actions, add mouse effects and link specific URLs.
- Easily import popular Internet image formats like JPEG and GIF.
- The Time Monitor gives complete and accurate optimization of bandwidth conditions for smoother playback performance.
- Compatible with all HTML publishing programs-including Adobe' PageMill' and Microsoft' FrontPage and others.
- Adding interactivity to your Web site is now easier than ever with no programming or HTML knowledge needed.

### ***Interactive Experiences for the Web Audience***

- State of the art intuitive CD-ROM-like multimedia interaction and graphics.
- View anywhere: Web page visuals can be viewed in all of today's popular, Java-enabled browsers on Windows, Macintosh, and OS/2.

## About This Guide

Before you begin using Emblaze HotSpots, be sure to read this guide for installation instructions, an overview of the features of the product, and other important details. This guide contains the following information:

- Instructions for installing the Emblaze HotSpots software on your computer.
- A summary of the features in Emblaze HotSpots.
- Instructions for optimizing your Web pages with Emblaze HotSpots.
- Tips on improving performance and working more efficiently with Emblaze HotSpots.

## Minimum System Requirements

To use Emblaze HotSpots, your system must meet the following minimum system requirements:



### **Windows Version**

- 486DX/100MHz or greater.
- Microsoft® Windows® 95.
- 16MB RAM.
- 10MB hard disk space.
- 2X CD-ROM drive or greater (software supplied on CD-ROM).



### **Macintosh Version**

- 80-MHz PowerPC 601 processor or greater.
- System 7.5 or greater.
- 16MB RAM.
- 10MB hard disk space.
- 2X CD-ROM drive or greater. (software supplied on CD-ROM).

# 1 INSTALLATION

This section describes how to install Emblaze HotSpots in your computer. Please read the following important information before you begin installation:

- During installation, make sure you read all the information on the screen.
- After installation is complete, read the README.TXT file for important updates to your software that may not be covered in this document.

## **Windows Version**

1. Insert the Emblaze HotSpots CD in your CD-ROM drive.
2. Select Run from the Start menu, type `d:\setup` and then press Enter (where `d:` is the drive letter for your CD-ROM drive). The InstallShield Wizard displays to guide you through the rest of the installation process. Follow the instructions on the screen.
3. When the installation process is complete, reboot your computer.

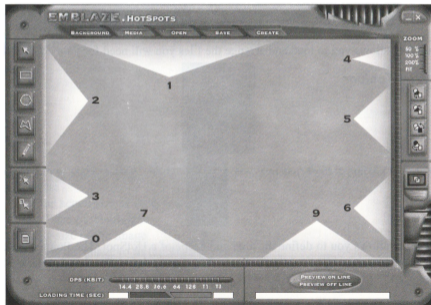


### **Macintosh Version**

1. Insert the Emblaze HotSpots CD in your CD-ROM drive. A window with the contents of the CD displays.
2. Double-click on the Emblaze HotSpots Installer icon.
3. When the Installer program displays, select a folder to install Emblaze HotSpots, and then click on the Install button.
4. When prompted, click on Continue to quit all other running applications and start the installation process.
5. When the installation is complete, click on the Restart button to restart your computer.

# 2 THE HOTSPOTS INTERFACE

This section describes the HotSpots interface and its toolbars.



## The HotSpots Interface (Screen)

The HotSpots user interface consists of the active window with toolbars and control panels located around the screen's border. This section describes the different toolbars.

### **File Operations Toolbar**



This toolbar allows you to load and arrange the files you will need for your Active Map.

### **Selection Toolbar**



This toolbar allows you to define the area and shape of a HotSpot. The Pointer button allows you to select an area while the other buttons allow you to define the shape of the HotSpot area (Active Map).

### **Interactives Toolbar**



This toolbar allows you to Insert, Edit and Delete Interactive areas. See *Making HotSpots Interactive* later in this document for more details

### **Zoom Toolbar**



This toolbar allows you to change the Active Map view. You can zoom in and out to the following predefined sizes:

- 50%    half the actual size of the image
- 100%    actual size of the image
- 200%    double size of the image
- FIT    displays the image to fit the display size

### **Arranging Toolbar**



Shuffle forward

Shuffle backward

Send to Back

Bring to Front

This toolbar allows you to arrange two HotSpots that overlap each other on the screen, set the preference of the HotSpots, reshuffle them, send one to the back, or bring one to the front.

### **Locating Toolbar**



This toolbar allows you to set a more precise location, size, and fine tune all the roll-over and clickable media in your Active Map.

### **Loading Time Monitor**



This control panel contains two time fields and a slider. The slider allows you to select the specified modem speed. The time field displays the number of seconds that it will take to load your images. When you define an interactive HotSpot, the time monitor divides it into two parts: the blue side displays the time required to load the background, while the yellow side displays the loading time of the individual media item.

### **Media List Button**



This button allows you to list all the pieces that are part of the Active Map (i.e., HTML files, background images, GIF files, etc.).

### **Preview Button**

The Preview button allows you to preview or “test” your work. This button contains two areas: Preview On-Line, and Preview Off-Line



#### **Preview On-Line**

Plays your Active Map when you are connected to the Internet. If you are not connected when you click on this button, it will try to connect you using your browser settings. This will preview any action (i.e., roll-overs or clicks) within the HotSpots window, and will open any specified URL within your default browser.

#### **Preview Off-Line**

Same as the Preview On-Line, but does not check for a connection, and does not open any specified URL address.

When previewing a file, if you roll-over a HotSpot that has a URL link, the specified address displays in the field below the Preview button.

#### **To stop the preview**

- Click the Stop Preview button. (The Preview button turns into the Stop button while in preview mode.)

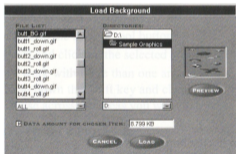
*Tip:* If you click on the Preview button while in a zoom mode other than 100%, Emblaze HotSpots automatically changes the zoom mode to 100%.

# 3 CREATING A HOTSPOTS PROJECT FILE

## Loading a Background

To load a background image:

1. Click the Background button. The Load Background dialog box displays.



2. Browse the Load Background dialog box to locate the background image file and then click Load.
  - To see the size of the selected file, select the Data Amount for Chosen Item box.
  - To view a thumbnail of the selected image, click the Preview button.

*Note:* You cannot start a HotSpot until you first load a background image.



*Note:* If you load a background image while the zoom mode is at a setting other than 100%, the image file is automatically loaded at 100%.

## Importing Media

### To import media (bitmaps):

1. Click the Media button. The Import Media dialog box displays.



2. Browse the Import Media dialog to list the bitmap file(s).
3. Select the item you want to import and click the Add button. The item to be imported will display in the Import List.

*Tip:* To select more than one file at a time, hold down the Shift key and click on the files you want to import.

4. Click the Insert button.

*Tip:* To display the list of imported media, click the Media List button.

## **Defining the HotSpots Area(s)**

You can define a “HotSpot” by selecting an area of the background using the Selection Toolbar. Emblaze HotSpots provides you with a variety of tools to do this.

### **To deselect:**

- Click anywhere in the image outside the selected area using any selection tool.

### **Pointer Tool**

Use the Pointer tool to move, copy, resize, or re-shape your HotSpots.

#### **To work with a HotSpot:**

1. Click on the Pointer tool button.
  2. Point and click on the selected area of the image.
- To work with more than one area at a time, you can group one or more selected areas. Hold down the Shift key and click on other HotSpots, or point to a corner and drag the mouse across the areas you want to select.

#### **To re-shape a HotSpot:**

1. Click on the Pointer tool button.
2. Hold down the ALT key and click on the previously created HotSpot. The points that define the HotSpot will be highlighted.
3. Drag the highlighted points to change the shape of the HotSpot.

### **Rectangle Selection Tool**

Use the Rectangle selection tool to define a rectangular area as a HotSpot.

#### **To use the Rectangle selection tool:**

1. Click on the Rectangle selection tool button.
2. Place the pointer on one of the corners of the area to be defined as a HotSpot.
3. Drag the cursor diagonally over the area you want to define.

*Note:* Holding down the Shift key while dragging the cursor will constrain the selection to a square.

### **Ellipse Selection Tool**

Use the Ellipse selection tool to define an elliptical HotSpot.

#### **To use the Ellipse selection tool:**

1. Click on the Ellipse selection tool button.
2. Place the pointer on one of the corners of the area to be defined as HotSpot.
3. Drag the pointer diagonally over the area you want to define.

*Note:* Holding down the Shift key while dragging the cursor will constrain the selection to a circle.

### ***Polygon Selection Tool***

Use the Polygon selection tool to define a polygon as a HotSpot.

#### **To use the Polygon selection tool:**

1. Click on the Polygon selection tool button.
2. Place the pointer on any point along the outline of the image to be defined as a HotSpot.
3. Drag the pointer diagonally over the area you want to define, clicking at each corner.
4. When you are finished defining an area, double-click the mouse button.

### ***Pencil Selection Tool***

Use the Pencil selection tool to define a freehand outline of the image as a HotSpot.

#### **To use the Pencil selection tool:**

1. Click on the Pencil selection tool button.
2. Place the pointer at one of the corners of the area to be defined as HotSpot.
3. Drag the pointer diagonally over the area you want to define, clicking at each corner.
4. When you are finished defining an area, double-click the mouse button.

## Opening/Saving your Work



### **To open an existing work in progress (AMP file):**

- Click the Open button in the File Operations Toolbar. The Open File dialog box displays allowing you to select the file to open.

### **To save your work in progress (save an AMP file):**

- Click the Save button in the File Operations Toolbar. The Save As dialog bog displays allowing you to save your current work.

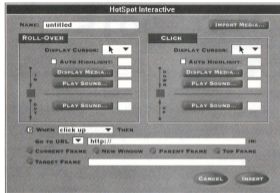
# 4 MAKING HOTSPOTS INTERACTIVE

## **Creating an Interactive HotSpot**

This feature allows you to create interactivity between selected HotSpots and mouse movements.

### **To create an Interactive HotSpot:**

1. Select the Pointer tool (see Selection Toolbar earlier in this document).
2. Select a HotSpot (see Pointer Tool earlier in this document)
3. Click the Interactive button or double-click on the HotSpot. The HotSpot Interactive dialog box displays.



4. Click the Insert button.

### **Name**

Enter the name for the interactive HotSpot you are creating.

### **Import Media**

Click on this button to bring up the Import Media dialog box and select a bitmap to which you are establishing a link from the HotSpot.

## Roll-over



### In

The cursor enters the HotSpot area (MouseEnter).

By setting the available actions for a roll-over, you can specify to change the shape of the cursor, change the displayed media, highlight the HotSpot, play a sound, or any combination of these four options to occur when the cursor enters the HotSpot area.

### Out

The cursor leaves or exists the HotSpot area (MouseLeave).

A roll-over out action resets the HotSpot to its original shape, displays the original media, and the highlight disappears. In addition, you may specify to play a sound.



### Display Cursor

Allows you to define the shape of the cursor.

#### To select a cursor:

1. Click the Display Cursor field. A drop down menu displays.



2. Select a cursor from the menu. The selected cursor displays in the Display Cursor field.

### Auto Highlight

This function allows you to highlight the HotSpot when you roll-over it. The highlight is a 2-pixel wide colored line displayed in the shape of the HotSpot.

#### To select the highlighted color:

1. Select the Auto Highlight box.
2. Click on the field to the right of the box. A color palette displays.



3. Select the highlight color from the palette. The selected color displays on the Auto Highlight field.

### Display Media

Allows you to define the image file to display when you roll-over the HotSpot.

#### To select media to display:

1. Click the Display Media button. The Media List dialog box displays listing all the media items you imported.



2. Select the media to be displayed.

*Note:* You can preview any media item by clicking on its name.

3. Click the Insert button. The number of media items selected displays in the Display Media field.

**To cancel displaying of media:**

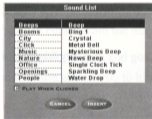
- Select the number displaying on the Display Media field and delete it.

**Play Sound**

This function allows you to play a sound when you roll-over, or leave the HotSpot.

**To select a sound to play:**

1. Click the Play Sound button. The Sound List dialog box displays listing the sound effects available.



*Tip:* You can select sounds for the HotSpots from different lists. When selecting sounds, select the subject from the list on the left, and then the sound from the list on the right.

2. Click on the sound file you want to select for playing. To pre-sample the sound, select the Play When Clicked box.
3. Click the Insert button. The Sound List dialog box closes and the number of selected sound files displays on the Play Sound field.

*Tip:* You can use the sound effects supplied with Emblaze HotSpots, or replace them with any sound in the .AU format. To do so, replace the .AU files in the folder selected when you click the Create Active Map button with an \*.AU file of your choice. Make sure the name of the files you are replacing have the same names as the ones imported with the Play Sound feature as explained above.

**To deselect sounds:**

- Select the number displaying on the Play Sound field and delete it.

**Click**



The clicks of the users can be registered in two ways:

**Down (mouseDown)**

The Active Map reacts when the user clicks the mouse button. For example, the Active Map plays a “click” sound and the button displays as “pressed.”

### Up (mouseUp)

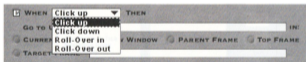
The Active Map reacts when the user releases the mouse button. For example, the Active Map plays an “applause” sound and the button changes to its original display state.

### When..., Then Go to URL

This function allows you to jump to a pre-determined Internet address after an anticipated interaction from the user or viewer.

#### To create a jump to a URL:

1. Click the When checkbox to activate this option.
2. From the drop down menu to the left, select the viewer interaction that will cause to jump to the pre-determined Web page. Available options are Click Down, Click Up, Roll-over In, Roll-over Out.



3. In the Go To URL field type in the Web address you are creating the jump to, or select it from the drop down menu.
4. Select the HTML frame you want the entered Web address to open up in.

*Tip:* If your Web site uses frames, you can pre-determine the frameset you want the pre-selected URL to be displayed in. Available choices are: Current Frame, New Window, Parent Frame, and Top Frame. This results in a complete change of frameset layout.

*Tip:* To display the pre-selected URL in a specific Target Frame while keeping your frameset layout, select the Target Frame radio button and type its name in the Target Frame field.

*Tip:* The URL you specify in the Go To URL field can be the full address of a Web page, a relative link (i.e., a \*.html file name), an E-Mail address (it will open the browser's dialog box to allow the user to send an e-mail), an FTP address (it will allow the user to download a file once it clicks on it), or a Gopher address (it will take the user to a Gopher page).



# 5 CREATING AN ACTIVE MAP FILE

In order to publish your work in the Internet, you must generate an Internet acceptable file format. Complete this process when you are finished with your HotSpots project.

**To create an Active Map:**

1. Click the Create button in the File Operations Toolbar. The Create Active Map dialog box displays.





2. Define the attributes for the Active Map, such as the page title, and the title's style, color, and alignment. You may also select the background color for the HTML page, and decide the Active Map's alignment in reference to the page.
3. Click the Create button. The Select Directory dialog box displays allowing you to select the folder where you want to place all the components of the Active Map: HTML file, EHS file, JPEG and GIF files, AU files, and the Applet Player.
4. You are ready to post your files on your Web site.

*Note:* Your file will overwrite the existing file with the same name.

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**NOTES**

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