

# J-Perk Help File Contents



Formerly known as Java Perk

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## **What Is J-Perk?**

J-Perk is used to create animations and other special effects for Web pages using Java applets. The applets are pre-made for your use, and J-Perk makes it simple to insert them into your Web pages.

J-Perk allows you to input parameters and properties for the different applets and then creates the HTML code with a click of a button! The HTML code is then inserted into your HTML document, and the document and applets can be uploaded to a Web site for instant use. It's that simple!

Special thanks to Eric Harshbarger and the Catalyst New Media Marketing lab, Fabio Ciucci and David Griffiths for letting McWeb Software include their Java applets in J-Perk!!!!

# What's New in J-Perk

## J-PERK 4.2

### Bug Fixes:

- none

### Additions:

- The Ripple applet now allows you to use JPG images as well as GIFs.
- New animation class files have replaced the old version. Animate1.class and CoolTool3.class replace AnimatePLUS28.class.
- J-Perk automatically inserts image widths and heights into the required input boxes so you don't have to use an extra graphics program to determine the image width and height.
- New [Preview Wizard](#) for previewing your applet and copying the required HTML code and class files.
- The ability to [edit existing applets](#) that you have created. Simply insert the HTML code into the Edit window and the appropriate wizard will allow you to edit the applet.
- New drag and drop capability was added to the Animation wizard and Banner/Billboard wizard so you can drag an image from the file list to the Animation image list to insert it.
- The Dynamic Button wizard is now a step-by-step process (wizard) and includes a preview of the image you choose.
- When Autocopying the required files to a particular folder on your hard drive, you can now create a folder without leaving J-Perk.
- The Preview wizard includes [support for Microsoft FrontPage](#) and has detailed instructions about how to insert your J-Perk applets into your FrontPage Web pages.
- You can now check if you have the current version of J-Perk by viewing the 'About' dialog box (select the Help | About menu item) and log onto the Internet. The date and version number of the latest version will be displayed as well as a paragraph about what's new!

## J-PERK 4.0

### Bug Fixes:

- The Save Animation feature in the Animation applet is now working properly.
- A bug in the Password applet which failed to write the correct HTML code has been fixed.
- The timezone property in the Clock applet has been fixed.

### Additions:

- Five new applets were added to J-Perk including: Smoth Scrolling Text, Navigator Ticker, Fading Text Message, Pulldown Menu, and Sound Effects.
- The ability to add carriage returns in the Typewriter applet has been added.

## J-PERK 3.1

- The Typewriter applet now supports bold, italic, and two new font styles.
- A Preview function is now built in so you don't have to insert the applet code into your HTML document to test it. Test it right in J-Perk!.
- You can now go back and edit your applet if you don't like the way it looks (Don't have to start all over again).

## J-PERK 3.0

- The Animation Wizard which makes it easy and fast to create animations.
- The Billboard Wizard which makes it easy to make scrolling billboard animations for advertising, etc.

- The Image Fade applet which fades in and out between two specified images. It fades from one image to another, then repeats itself.
- The Image Cube applet puts a 256x256 pixel image on each face of a cube and rotates it.
- The Image Ripple applet animates an image so that it appears to have ripples/waves on it(like in water).
- The Lake Reflection applet animates and reflects your image so that it appears to be reflecting off of water.

#### **J-PERK 2.1**

- A clock applet which allows you to display the current date and time on your Web pages.
- A password protection applet which allows you allow only selected users to be able to access a Web page. These users need a specific password to view the page.

The background image parameter was fixed in the Typewriter applet. You can now specify a background image for this applet.

The x and y location s of the swirly text can now be specified so the user has better control of where the text will be located.

#### **J-PERK 2.0**

- A button applet which allows you to specify an image to use as a button on your Web page, a second image to replace the first when the user moves the mouse over it, and a third image to be shown when the user clicks on the button.
- A Swirly Text applet to create text which continuously changes colors.

A Screen Color Fade-in/Fade-out applet which creates a fading effect on your Web page when you load or exit the Web page in your browser.

A scrolling text marquee which is displayed in the status bar of the browser.

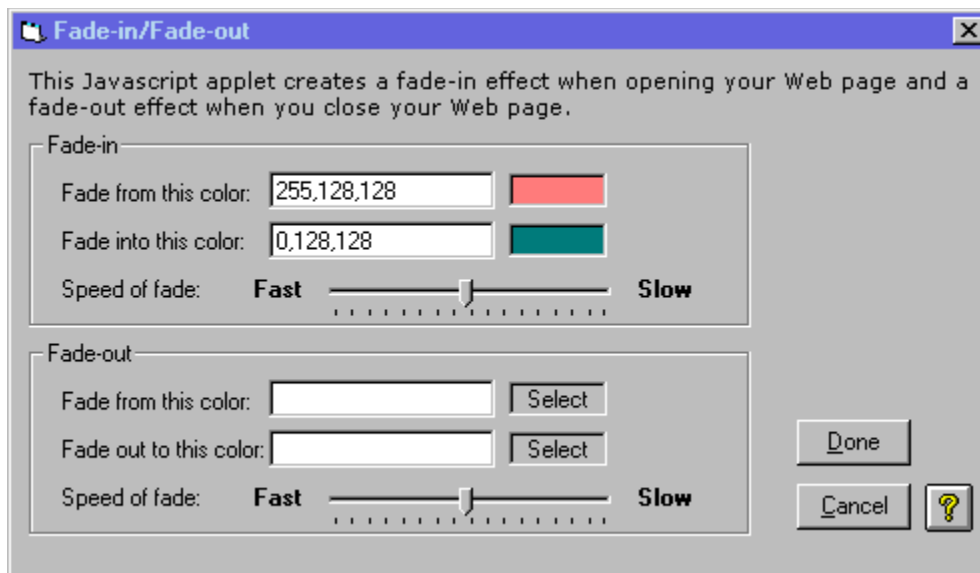
# Screen Color Fade-in/Fade-out effect

This Javascript creates a screen color fade-in and fade-out effect for your Web page. You can choose the starting screen color and the color to fade into.

Fade-in: When your Web page is loaded into the browser the screen will fade from one color to a second color and then display the contents of your Web page.

Fade-out: When exiting your Web page to view another Web page the screen will fade from one color to a second color and then display the next Web page.

Below is the dialog box for setting Fade-in/Fade-out parameters:



You can select the color to fade from, the color to fade into and the fading speed. To select the colors, click on the boxes marked select and the color selection box will appear, allowing you to select a color.

You can have your page only fade-in, only fade-out, or have both effects on your Web page.

## Example:

Suppose you wish to have your Web page fade-in from red to blue when someone loads it in their browser.

- First, open the Fade-in/fade-out applet dialog box.
- In the section marked Fade-in, click on the box marked 'Select' next to the text box labeled 'Fade from this color'. This will display the color selection box.
- Choose the color red and click OK. The RGB color code will display in the text box and the color red will be displayed in the box.
- Then click on the box marked 'Select' next to the text box labeled 'Fade into this color'. This will display the color selection box.
- Choose the color blue and click OK. The RGB color code will display in the text box and the color blue will be displayed in the box.
- Set the speed of the fade. Set it on a slow setting so you can actually see the fade. If you set it too fast you may not see it.

- When you are done click the OK button on the Fade-in/Fade-out dialog box and the HTML code for this Javascript applet will be displayed in the code preview box for cutting and pasting into an HTML editor. The code generated by this particular applet is a full HTML document, so you should paste it into a blank document and insert your other Web page contents between the <BODY></BODY> tags of the text.

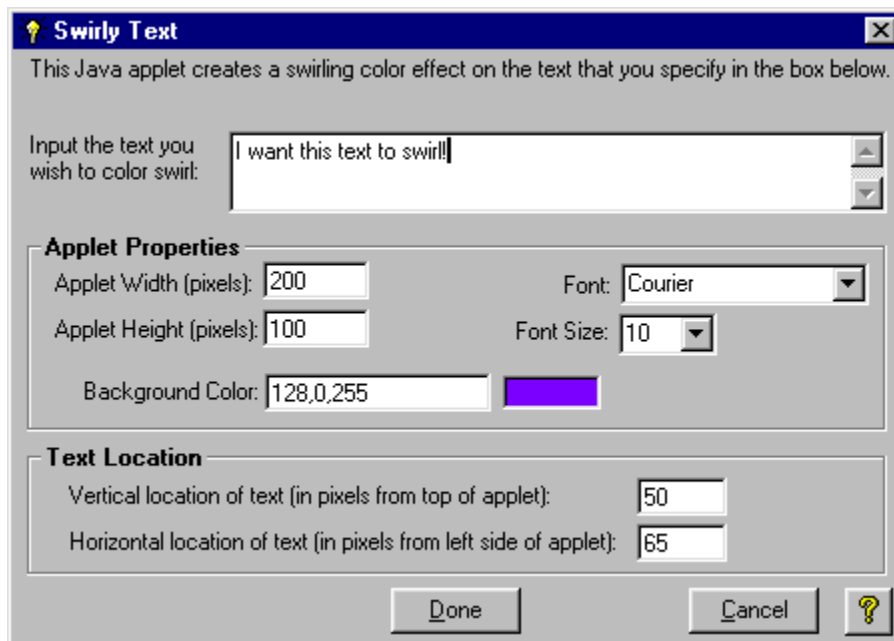
# Swirly text

This Java applet causes the specified text to change through a range of colors simulating a swirling color effect.

It requires the following class files to function properly:

**ColorSwirl.class**

Below is the dialog box for setting Swirly text parameters:



The following are the settings for the Swirly text applet:

**Text you wish to color swirl:** In the text box enter the text you wish to display as swirly text in your Web page. This is a required setting.

**Applet Width(pixels):** This is the width of the applet (specified in pixels). The width should be large enough to show the swirly text. This is a required setting.

**Applet Height(pixels):** This is the height of the applet (specified in pixels). The height should be large enough to show the swirly text. This is a required setting.

**Font Name:** This is the name of the font you wish the swirly text to be displayed in. There are a limited number of fonts which you can use.

**Font Size:** This is the size of the font you wish the swirly text to be displayed in (specified in point size e.g., for 14 pt text type 14 into the input box).

**Background Color:** This is the background color of the applet. The specified width and height of the applet will be filled with this color on the Web browser's screen (specified in RGB values).

**X loc:** This is the x-location of the text on the horizontal axis. You can specify (in pixels) where you wish the text to start (measured from the left side of the applet).

**Y loc:** This is the y-location of the text on the vertical axis. You can specify (in pixels) where you wish the text to be located (measured from the top of the applet). For example, if you put Y-loc to be 25 pixels, then the bottom of the

text would be located 25 pixels from the top of the applet.

- When you are done click the OK button on the Swirly text dialog box and the HTML code for this Java applet will be displayed in the code preview box for cutting and pasting into an existing HTML document.



# Sound Effect

This Java applet plays a sound file when the Web page is loaded and plays another sound file when the user exits the Web page.

It requires the following class files to function properly:  
**SimpleSound1.class**

Below is the dialog box for setting Sound Effects parameters:



The following are the settings for the Sound Effects applet:

**Play this sound when Web page loads:** Enter the filename of the sound file you want to play when the user loads your Web page. It must be in the AU format with the .au extension (for example, beep.au).

**Loop the sound:** This is the x-location of the text on the horizontal axis. You can specify (in pixels) where you wish the text to start (measured from the left side of the applet).

**Play this sound when user leaves Web page:** Enter the filename of the sound file you want to play when the user exits your Web page. It must be in the AU format with the .au extension (for example, beep.au).

Special thanks to Eric Harshbarger and the Catalyst New Media Marketing lab for letting McWeb Software include their Java applets in J-Perk!

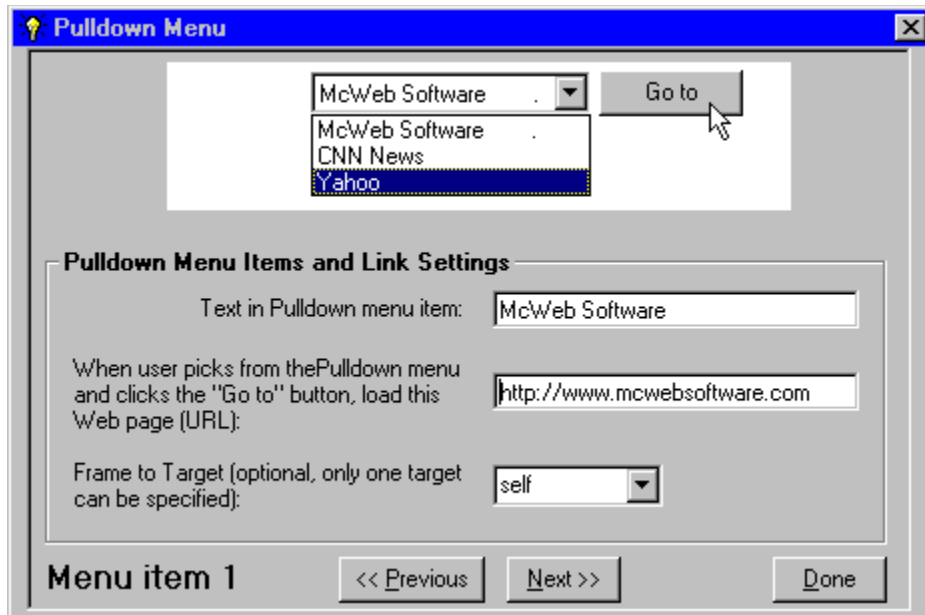
# Pulldown Menu

This JavaScript creates a pulldown menu which links to different Web pages when the user selects a menu item and clicks on the button.

It requires the following class files to function properly:

**None**

Below is the dialog box for setting the Pulldown Menu parameters:



The following are the settings for the Pulldown menu applet:

**Text in Pulldown Menu item:** In this text box enter the text you wish to display for each Pulldown menu item. Enter one item at a time and push the 'Next>>' button to move on to the next menu item.

**When user picks from the Pulldown menu and clicks the 'Go to' button, load this Web page (URL) :** This is the URL of the Web page that you want to load when the user selects the corresponding menu item and then clicks on the 'Go to' button found on the Web page.

**Frame to target (Optional, only one frame can be specified):** If you want the Web page specified in the Pulldown menu to open in a specific frame, then you can specify the name of the frame here. You cannot specify a different frame name for different menu items. Only one frame name can be specified for all menu items.

Fill out each of these settings for each Pulldown Menu item that you want to create. When you are finished with a Pulldown Menu item, press the 'Next>>' button to move on to specify the settings for the next Pulldown Menu item. You can also press the '<<Previous' button to go back and change existing Pulldown Menu item settings.

When you have finished with all settings for all Pulldown Menu items, click the 'Done' button and J-Perk will create the HTML code for the Pulldown Menu applet. This particular applet does not require any extra files, and the HTML code that J-Perk creates is a complete HTML document. You can cut and paste it into an HTML editor and add to it to create your Web page.

# Smooth Scrolling Text applet

This Java applet creates a scrolling text ticker that scrolls smoothly across the screen.

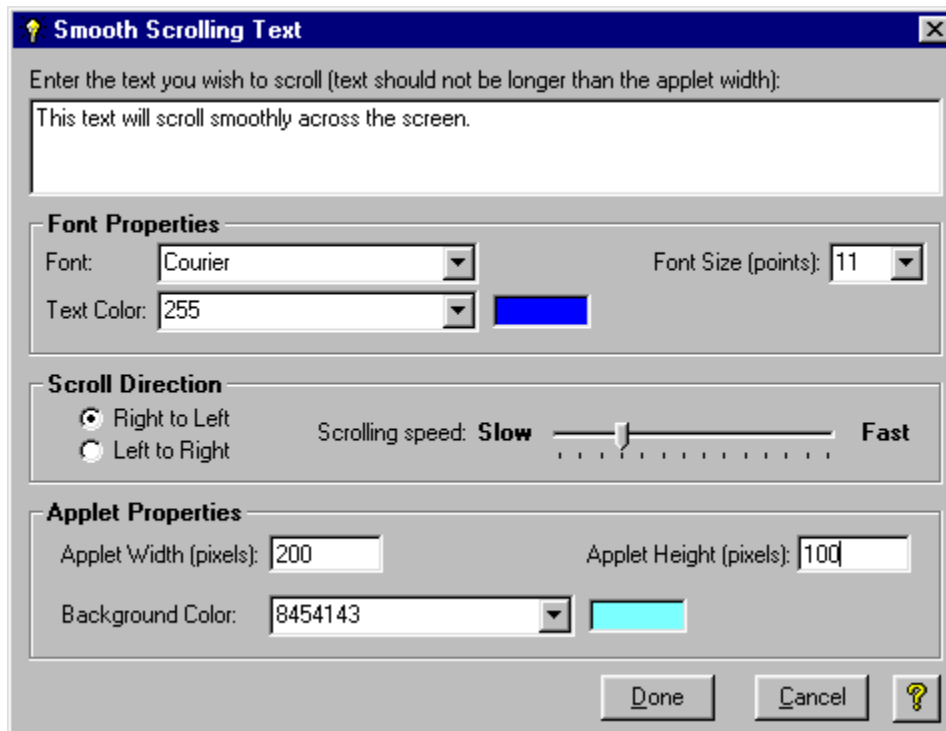
It requires the following class files to function properly:

**RTLScroller.class**

or

**LTRScroller.class**

Below is the dialog box for setting Smooth Scrolling Text parameters:



The following are the settings for the Smooth Scrolling Text applet:

**Enter the text you wish to scroll:** In the text box enter the text you wish to display as swirly text in your Web page. This is a required setting.

**Font:** This is the name of the font you wish the Smooth Scrolling text to be displayed in. There are a limited number of fonts which you can use.

**Font Size:** This is the size of the font you wish the Smooth Scrolling text to be displayed in (specified in point size e.g., for 14 pt text type 14 into the input box).

**Text Color:** This is the color of the Smooth Scrolling text. It is specified using the decimal value of the color (not the RGB value). Click on the box marked 'select' to pick a color from the Windows color palette.

**Scroll Direction:** This is the direction that the text will scroll. You can choose to have the text scroll from the left side of the screen to the right or from the right to the left.

**Scroll Speed:** This is the speed that the text will scroll. Values for scrolling speed range from 0 to 20.

**Applet Width(pixels):** This is the width of the applet (specified in pixels). The width should be larger than the

width of the text, otherwise the applet won't work correctly. This is a required setting.

**Applet Height(pixels):** This is the height of the applet (specified in pixels). This is a required setting.

**Background Color:** This is the background color of the applet. The specified width and height of the applet will be filled with this color on the Web browser's screen specified in decimal values(not specified in RGB values). Click on the box marked 'select' to pick a color from the Windows color palette.

The Smooth Scroll Horizontal Marquee applets are freeware provided by OpenCube Technologies, copyright (c) 1997.

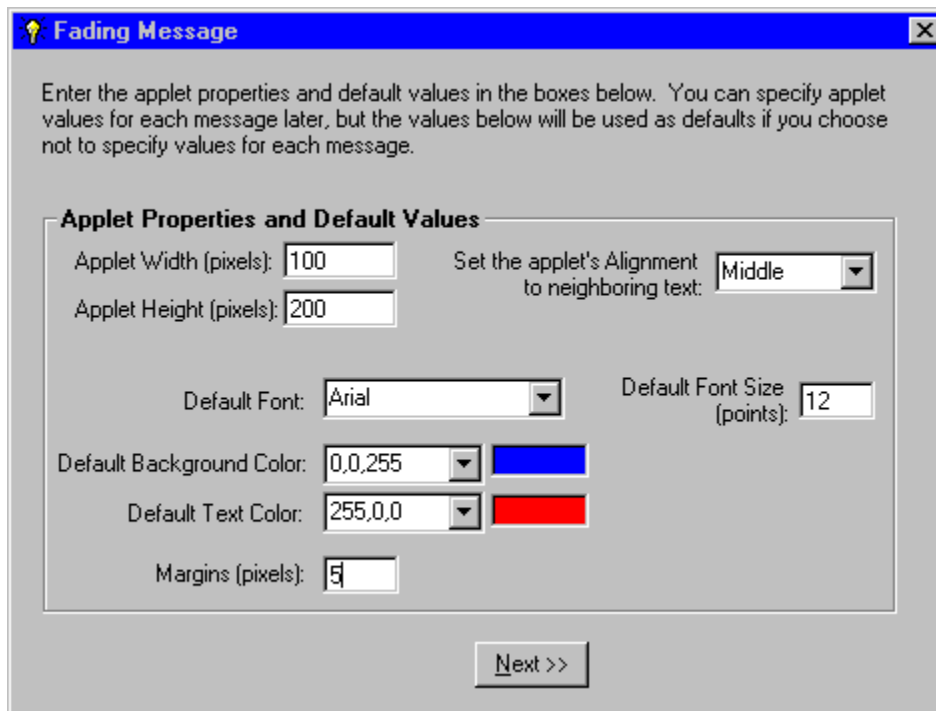
# Fading Text Messages

This Java applet creates text messages that fade in and out. A maximum of 10 text messages is available.

It requires the following class files to function properly:

**FadeText.class**

Below is the dialog box for setting Fading Text Messages default parameters:



The following are the settings for the Fading Text Messages applet:

**Applet Width(pixels):** This is the width of the applet (specified in pixels). The width should be large enough to show the text of the messages. If the width of the applet is not large enough to accommodate the text, then an error will occur. Either resize the font or resize the applet dimensions. This is a required setting.

**Applet Height(pixels):** This is the height of the applet (specified in pixels). The height should be large enough to show the text of the messages. If the height of the applet is not large enough to accommodate the text, then an error will occur. Either resize the font or resize the applet dimensions. This is a required setting.

**Alignment:** The alignment to neighboring text is similar to the alignment used by Web images in Web pages. The same options apply to applets: top, bottom, middle, baseline, texttop, absbottom, left and right.

**Default Font:** This is the name of the default font you wish the text to be displayed in. There are a limited number of fonts which you can use.

**Default Font Size:** This is the default size of the font you wish the text to be displayed in (specified in point size e.g., for 14 pt text type 14 into the input box). You can later specify different font sizes for each text message when you are inputting the settings for each text message. If the font size is not specified for individual messages, then the default font size will be used.

**Default Background Color:** This is the default background color of the applet. The specified width and height of

the applet will be filled with this color on the Web browser's screen (specified in RGB values). Click on the box marked 'select' to pick a color from the Windows color palette. You can later specify different background colors for each text message when you are inputting the settings for each text message. If the background color is not specified for individual messages, then the default background color will be used. Best results occur when the same background color is used for all messages.

**Default Text Color:** This is the default color of the text (specified in RGB values). Click on the box marked 'select' to pick a color from the Windows color palette. You can later specify different text colors for each text message when you are inputting the settings for each text message. If the text color is not specified for individual messages, then the default text color will be used. Best results occur when the different text colors are used on a white background.

**Margins:** This is the distance between the edge of the applet borders and the text (specified in pixels).

Below is the dialog box for setting the individual properties of each text message.

Type the text for this message into the box below:

Announcing the latest version of Java Perk!! Here it is, folks!

**Fading Message Properties**

Set these properties for each message that you create. If you leave the input boxes blank then the default values will be used.

Background Color: 0,0,255  Font Size (points): 14

Text Color: 255,0,0

Pause (milliseconds): 4000 Default is 2000 (2 seconds)

URL to link to: <http://www.mcwebsoftware.com>

Message 1    << Previous    Next >>    Done

**Background Color:** This is the background color for a specific message (specified in RGB values). Each message can have a different background color by setting this property (otherwise the default background color will be used). Click on the box marked 'select' to pick a color from the Windows color palette. Best results occur when the same background color is used for all messages.

**Text Color:** This is the color of the text in each individual text message (specified in RGB values). Click on the box marked 'select' to pick a color from the Windows color palette. Each message can have a different text color by setting this property (otherwise the default text color will be used). Best results occur when the different text colors are used on a white background.

**Font Size:** This is the size of the font you wish the text to be displayed in (specified in point size e.g., for 14 pt text type 14 into the input box). Each message can have a different font size by setting this property (otherwise the default font size will be used).

**Pause:** This is the amount of time between the display of each message (specified in milliseconds). The default

value is 2000 milliseconds (2 seconds).

**URL to link to:** You can specify a URL for each individual text message so that users can click on a particular text message and the URL will load in the browser. The default value is NULL, meaning no URL is assigned to any text message (clicking on a text message will result in nothing happening).

Fill out each of these settings for each text message that you want to create. When you are finished with a text message, press the 'Next>>' button to move on to specify the settings for the next text message. You can also press the '<<Previous' button to go back and change existing text message settings.

When you have finished with all settings for all text messages, click the 'Done' button and J-Perk will create the HTML code for the Fading text message applet.

The Fading Messages applet is freeware provided by OpenCube Technologies, copyright (c) 1997.

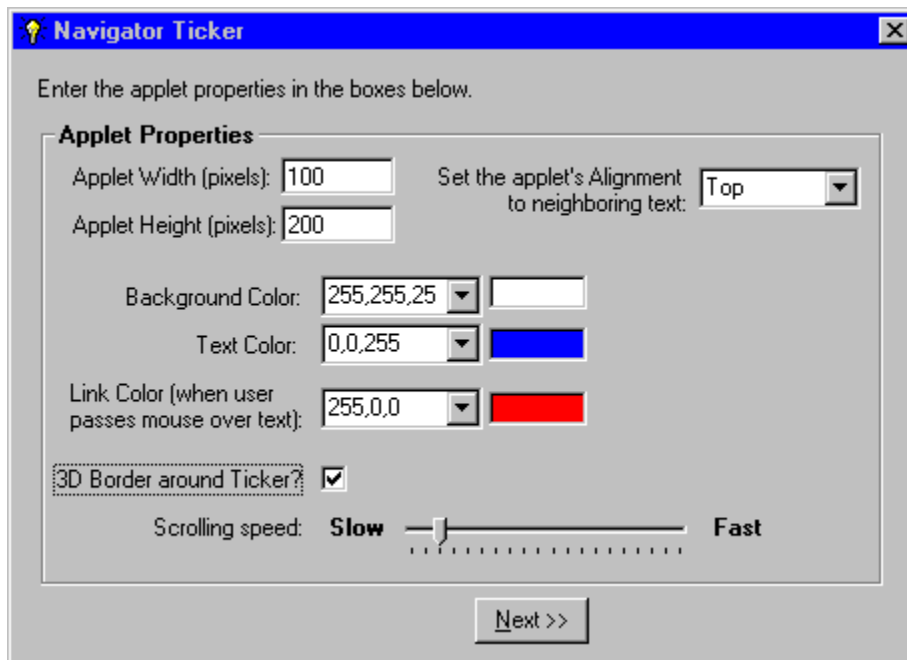
# Navigator Text Ticker

This Java applet creates a scrolling ticker tape with clickable text that links to specified Web pages (URLs).

It requires the following class files to function properly:

**NavigatorTicker20.class**

Below is the dialog box for setting Navigator Ticker parameters:



The following are the settings for the Navigator Ticker applet:

**Applet Width(pixels):** This is the width of the applet (specified in pixels). The width should be large enough to show the text of the messages. This is a required setting.

**Applet Height(pixels):** This is the height of the applet (specified in pixels). The height should be large enough to show the text of the messages. This is a required setting.

**Alignment:** The alignment to neighboring text is similar to the alignment used by Web images in Web pages. The same options apply to applets: top, bottom, middle, baseline, texttop, absbottom, left and right.

**Background Color:** This is the default background color of the applet. The specified width and height of the applet will be filled with this color on the Web browser's screen (specified in RGB values). Click on the box marked 'select' to pick a color from the Windows color palette. Default is white.

**Text Color:** This is the default color of the text (specified in RGB values). Click on the box marked 'select' to pick a color from the Windows color palette. Default is black.

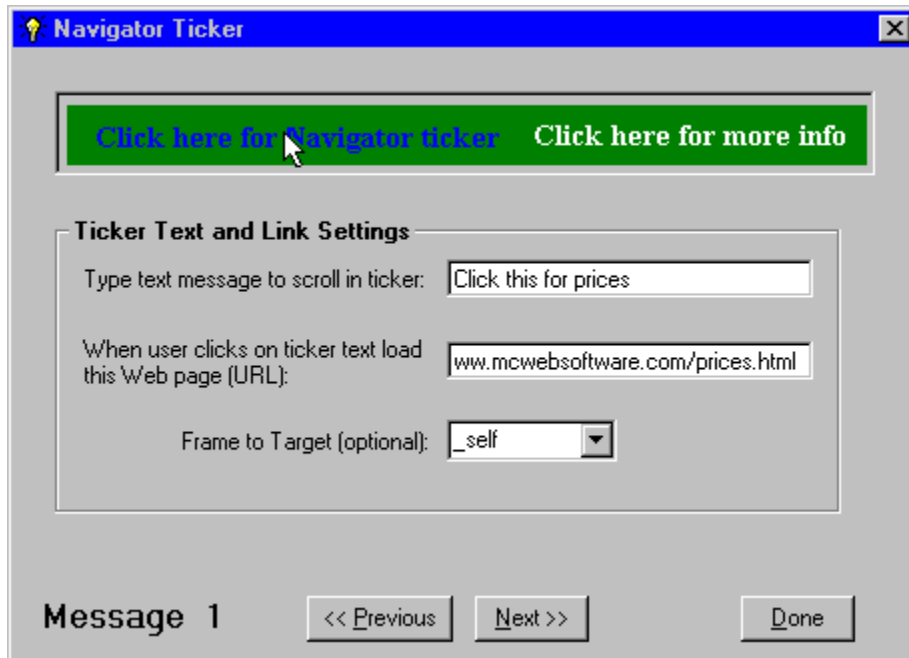
**Link color:** This is the color of the text when the user moves the mouse cursor over it (specified in RGB values). Click on the box marked 'select' to pick a color from the Windows color palette. Default is Blue.

**3D border around ticker:** You can specify a 3D border outlining the applet or you can choose to have no border. Default is 'No border'.



**Scrolling Speed:** This is the speed at which the text scrolls across the screen. valid values range from 1 to 20. Default is 3.

Below is the dialog box for setting the individual properties of each text message in the Navigator Ticker.



**Text message to scroll in Navigator Ticker:** You can specify each text message that you want to scroll across the Navigator Ticker. Each message can then be assigned a URL to link to.

**URL to link to:** You can specify a URL for each individual text message so that users can click on a particular text message and the URL will load in the browser.

**Frame to Target:** You can specify a frame window to target when the user clicks on the Navigator Ticker to open a URL. This will result in the specified Web page opening in the target frame window.

Fill out each of these settings for each text message that you want to create in the Navigator Ticker. When you are finished with a text message, press the 'Next>>' button to move on to specify the settings for the next text message. You can also press the '<<Previous' button to go back and change existing text message settings.

When you have finished with all settings for all text messages, click the 'Done' button and J-Perk will create the HTML code for the Navigator Ticker applet.

The Navigator Ticker applet is used courtesy of ITS of Egypt <http://its.egnet.net>.  
Navigator Ticker Web page- <http://its.egnet.net/Java/applets/navtickr>  
Contact Person: Ahmed Abdelhady [ahady@its.egnet.net](mailto:ahady@its.egnet.net)

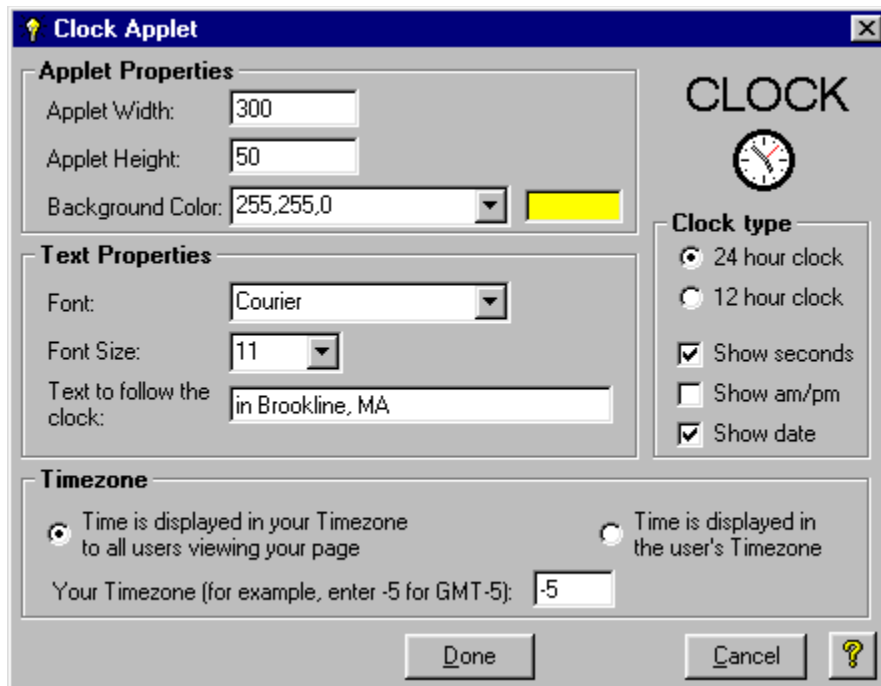
# Digital Clock

This Java applet displays a working clock (in numeric format) on your Web page. It also has the capability to display the date.

It requires the following class files to function properly:

**Clock1.class**  
**AppletSettings.class**  
**DetachFrame.class**

Below is the dialog box for setting Clock parameters:



The following are the settings for the Swirly text applet:

**Applet Width(pixels):** This is the width of the applet (specified in pixels). The width should be large enough to show the clock's text. This is a required setting.

**Applet Height(pixels):** This is the height of the applet (specified in pixels). The height should be large enough to show the clock's text. This is a required setting.

**Background Color:** This is the background color of the applet. The specified width and height of the applet will be filled with this color on the Web browser's screen (specified in RGB values).

**Font:** This is the name of the font you wish the clock text to be displayed in. There are a limited number of fonts which you can use.

**Font Size:** This is the size of the font you wish the clock text to be displayed in (specified in point size e.g., for 14 pt text type 14 into the input box).

**Text to follow the clock:** This is the text that you wish to accompany the clock. Usually the text has to do with the your location. For example, I want my clock to be displayed in US Eastern Standard Time (GMT-5) for everyone to

see. So someone in Australia viewing my page will see the time in Boston, Massachusetts time, not Australia time. I need to type some text like "in Boston Massachusetts" to accompany the clock so that people will know what this particular time signifies. As an example, the text you would type is "in Boston, Massachusetts" or "EST" or "GMT-5".

**Timezone:** This is the timezone you wish to set the clock at. If you wish to have the clock display the time in the user's time zone, then click on the "Time is displayed in the user's timezone" button. If you wish all users to see the time in your time zone, then click on the "Time is displayed in your timezone to all users viewing your page" button and enter your GMT timezone setting in the provided input box. Enter -5 for GMT-5 (Eastern Standard time), -8 for GMT-8 (Pacific Standard Time), etc.

**24 hour/ 12 hour clock:** This allows you to set the clock to display in either 12 hour or 24 hour display.

**Show seconds:** This setting determines whether seconds are shown on the clock.

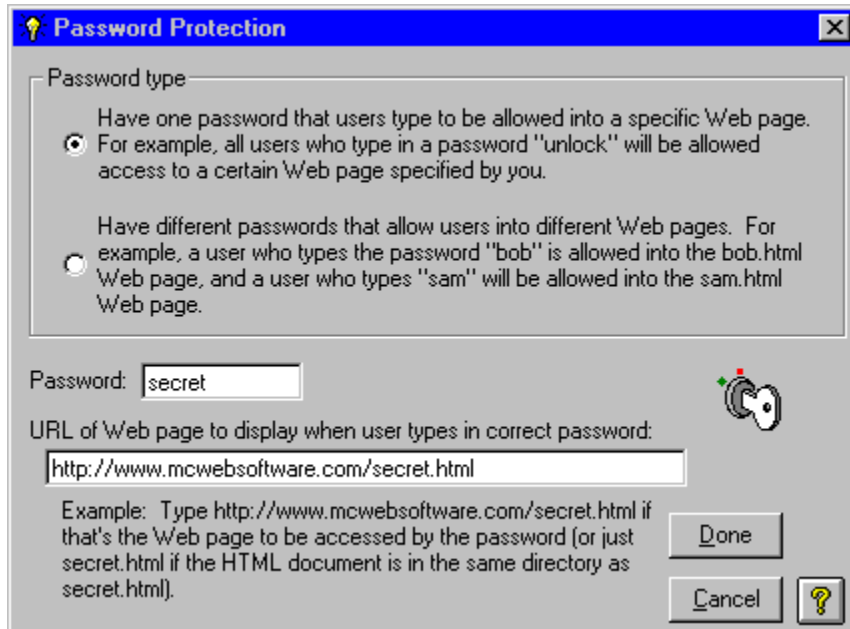
**Show am/pm:** This setting determines whether the words am or pm are shown on the clock.

**Show date:** This setting determines whether the date is shown on the clock.

# Password Protection

This Java applet allows the user to use password.protection for their Web pages.

Below is the dialog box for setting Password Protection parameters:



The following are the settings for the Password protection applet:

There are two types of password protected Web pages that you can create.

- 1) You want one password to protect your Web page so that a user must know that password to access the page.
- 2) You want to set up several pages, each with their own passwords. The name of the page must be the same as the entered password. For example, if a user types in "bob" as the password, then the bob.html page is opened. If a user types "tim" as the password, then the tim.html page is opened. This is good for having many user-specific pages that you only want your users to know about.

**IMPORTANT!** The amount of security of this password protection Javascript is not high. It's enough so the average Web user wouldn't be able to figure out how to get past the password.

## If you choose type 1:

You must fill in the following parameters:

**Password:** This is the single password that all users will be using to access the specified Web page.

**URL of Web page to display when correct password is given:** This is the Web page that is password protected. It will be displayed when any user correctly types the password in the input box when viewing your Web page.

## If you choose type 2:

You must fill in the following parameters:

**URL of Web page to display when user types in password:** This is the Web page URL that is password protected. The user-specified Web page will be displayed when any user types the user-specific password in the input box when viewing your Web page. Enter only the URL and folder (directory) name into this text box. Do not enter the Web page name.

For example, you have two friends, Bob and Tim. You have two Web pages (one for each of them) called bob.html and tim.html.

The entire URL of these Web pages is  
<http://www.mcwebsoftware.com/friends/bob.html>  
<http://www.mcwebsoftware.com/friends/tim.html>

In this J-Perk input box you should enter the following:

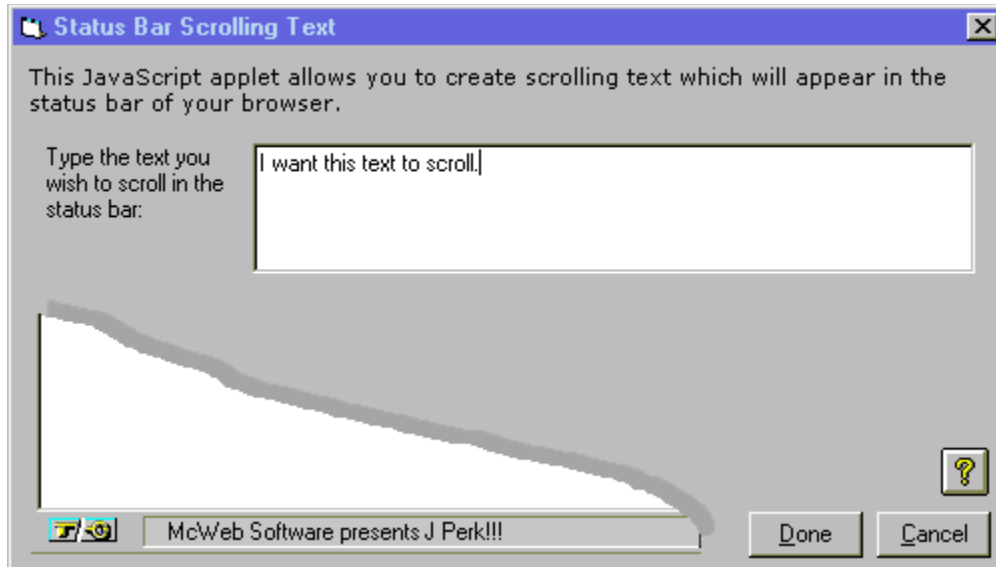
<http://www.mcwebsoftware.com/friends>

Your password entry Web page is the page that you create with J-Perk. When either friend accesses this page, they will be presented with a pop-up box that asks them for the password. When Bob types the password "bob", the bob.html page will be displayed to him. Likewise for Tim.

# Status Bar Text Ticker

This Java applet causes the specified text scroll across the bottom status bar of a Web browser.

Below is the dialog box for setting Status Bar Text Ticker parameters:



The following are the settings for the Status Bar Text Ticker:

**Text you wish to scroll:** Enter the text you wish to scroll across the bottom status bar of the browser's screen.

- When you are done click the OK button on the Status Bar Text Ticker dialog box and the HTML code for this Javascript applet will be displayed in the code preview box for cutting and pasting into an HTML editor. The code generated by this particular applet is a full HTML document, so you should paste it into a blank document and insert your other Web page contents between the <BODY></BODY> tags of the text.

# Dynamic Buttons

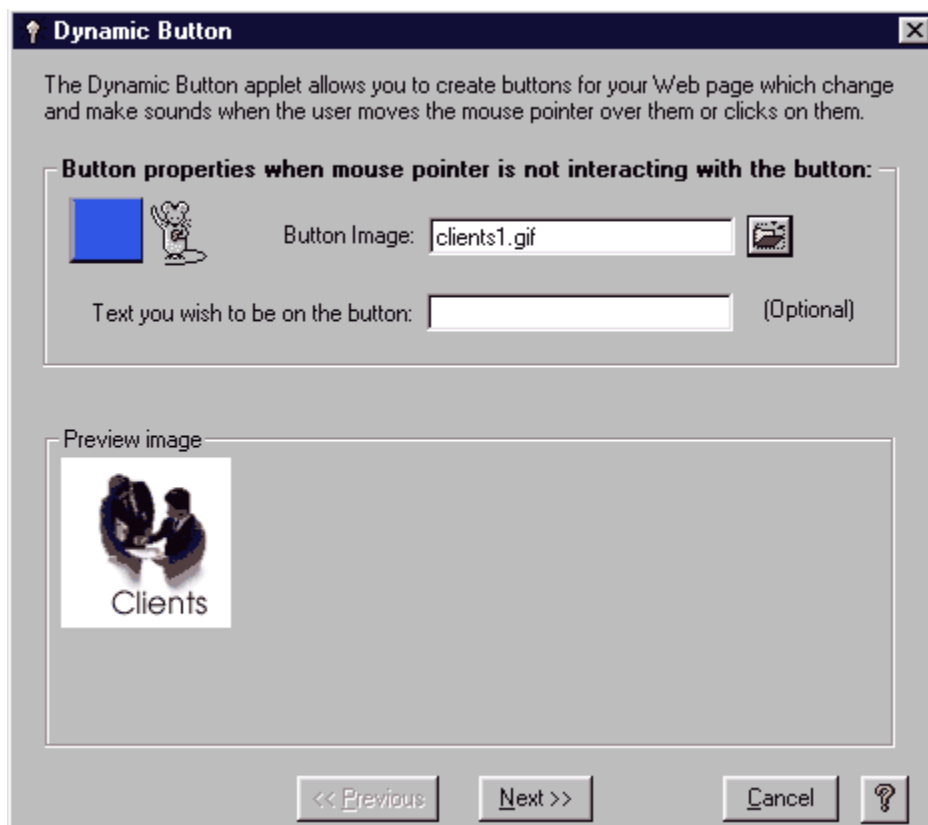
The Dynamic Button applet creates buttons which change when the user moves the mouse pointer over the button and when the user clicks on the button. Sounds can also be assigned to the mouseover and mouseclick events. You can use graphic images for the buttons or create plain buttons with text.

It requires the following class files to function properly:  
**ButtonPLUS3.class**

Making animated dynamic buttons is easy with J-Perk. The process consists of 3 main steps:

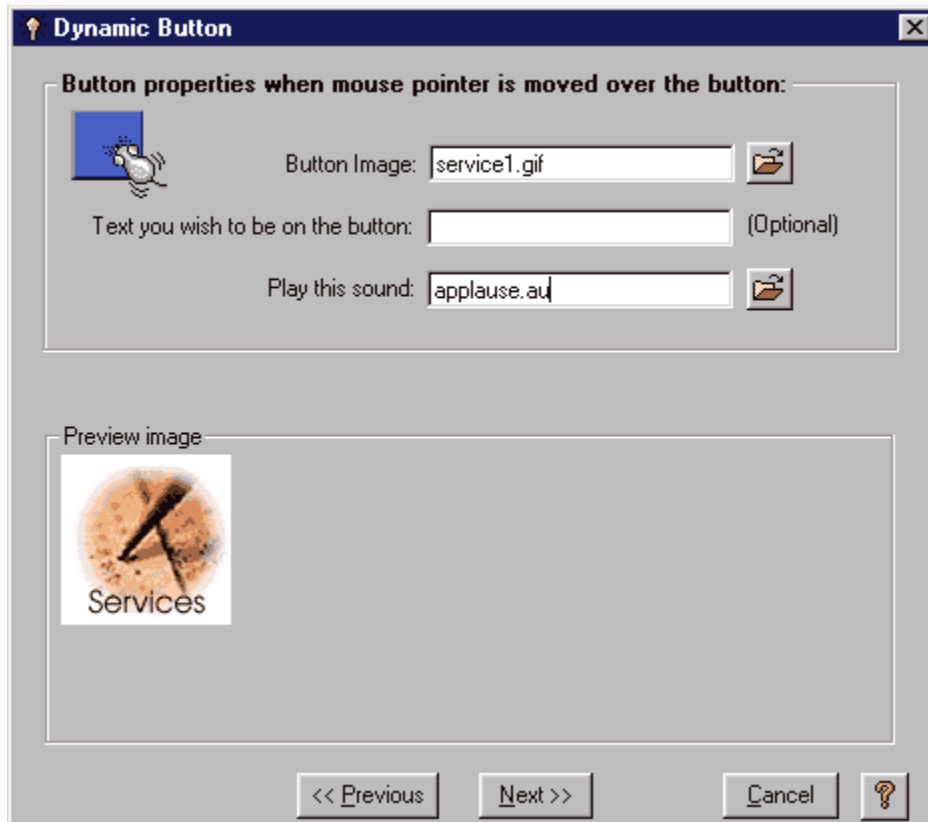
Below is the dialog box for the Dynamic Button wizard:

## STEP 1



1. Set the **Button properties when mouse pointer is not interacting with button** settings. If you wish to use an image as your button, then input the filename of the image in the input box. You can also add text to the button by typing it in the 'text you wish to be on the button' input box. If you use the 'Browse' button to select your image, the image will be displayed in the preview window at the bottom of the wizard screen. If you wish to create a plain button (no image) with text you can simply type it in the 'text you wish to be on the button' input box.

## STEP 2



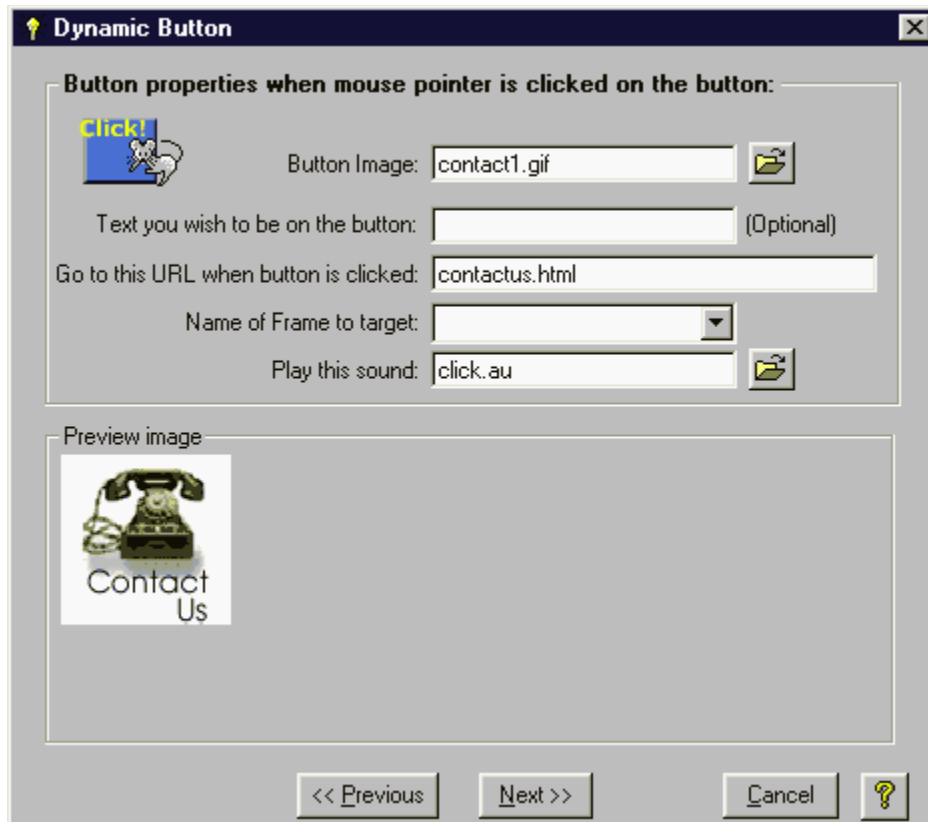
2. Set the **Button properties when mouse pointer is moved over the button** settings. If you are using an image as your button, then input the filename of the image in the input box that you wish to replace the original image when the mouse is moved over the button. If you use the 'Browse' button to select your image, the image will be displayed in the preview window at the bottom of the wizard screen.

You can also add text to the button by typing it in the 'text you wish to be on the button' input box. You can also add a sound file to play when the mouse moves over the button. Enter the sound filename in the 'Play this sound' input box.

If you are creating a plain button with text, enter the text (in the input box marked 'Text you wish to be on the button') you wish to appear when the mouse moves over the button. If you wish to play a sound when the mouse moves over the button, then enter the sound filename in the 'Play this sound' input box.

### STEP 3





3. Set the **Button properties when mouse pointer is clicked on the button** settings. If you are using an image as your button, then input the filename of the image in the input box that you wish to replace the original image when the mouse is clicked on the button. If you use the 'Browse' button to select your image, the image will be displayed in the preview window at the bottom of the wizard screen.

You can also add text to the button by typing it in the 'text you wish to be on the button' input box. You can also add a sound file to play when the mouse clicks on the button. Enter the sound filename in the 'Play this sound' input box.

If you are creating a plain button with text, enter the text (in the input box marked 'Text you wish to be on the button') you wish to appear when the mouse clicks on the button. If you wish to play a sound when the mouse clicks on the button, then enter the sound filename in the 'Play this sound' input box.

In the 'Go to this URL when button is clicked' input box, enter the URL (Web address) you want the user to go to when he/she clicks on the button. The URL must have the 'http://' prefix or the link will not work. For example, typing [www.yahoo.com](http://www.yahoo.com) will not work, but <http://www.yahoo.com> will work.

## STEP 4

This screen allows you to enter settings for the Dynamic Button applet:

The following are the available settings:

**Applet Width(pixels):** This is the width of the applet (specified in pixels). The width should be large enough to show the button image. This is a required setting. It will automatically be inserted by J-Perk if you select your images using the 'Browse' button on Steps 1 through 3 in this wizard.

**Applet Height(pixels):** This is the height of the applet (specified in pixels). The height should be large enough to show the button image. This is a required setting. It will automatically be inserted by J-Perk if you select your images using the 'Browse' button on Steps 1 through 3 in this wizard.

**Font:** This is the font that the button text will be displayed in.

**FontSize:** This is the size (in points) of the button text.

**Text color:** This is the color of the button text specified in RGB values.

**Horizontal Alignment:** This dictates how the button text will be aligned horizontally on the button. The different settings are LEFT, CENTER, RIGHT.

**Vertical Alignment:** This dictates how the button text will be aligned vertically on the button. The different settings are TOP, CENTER, BOTTOM.

**Background Color:** This sets the background color of the button. Settings are specified in RGB values.

**3D Highlight:** This controls the 3D 'look' of the button. A higher number will result in a more protruding button (a raised button).

Special thanks to Eric Harshbarger and the Catalyst New Media Marketing lab for letting McWeb Software include their Java applets in J-Perk!!!!

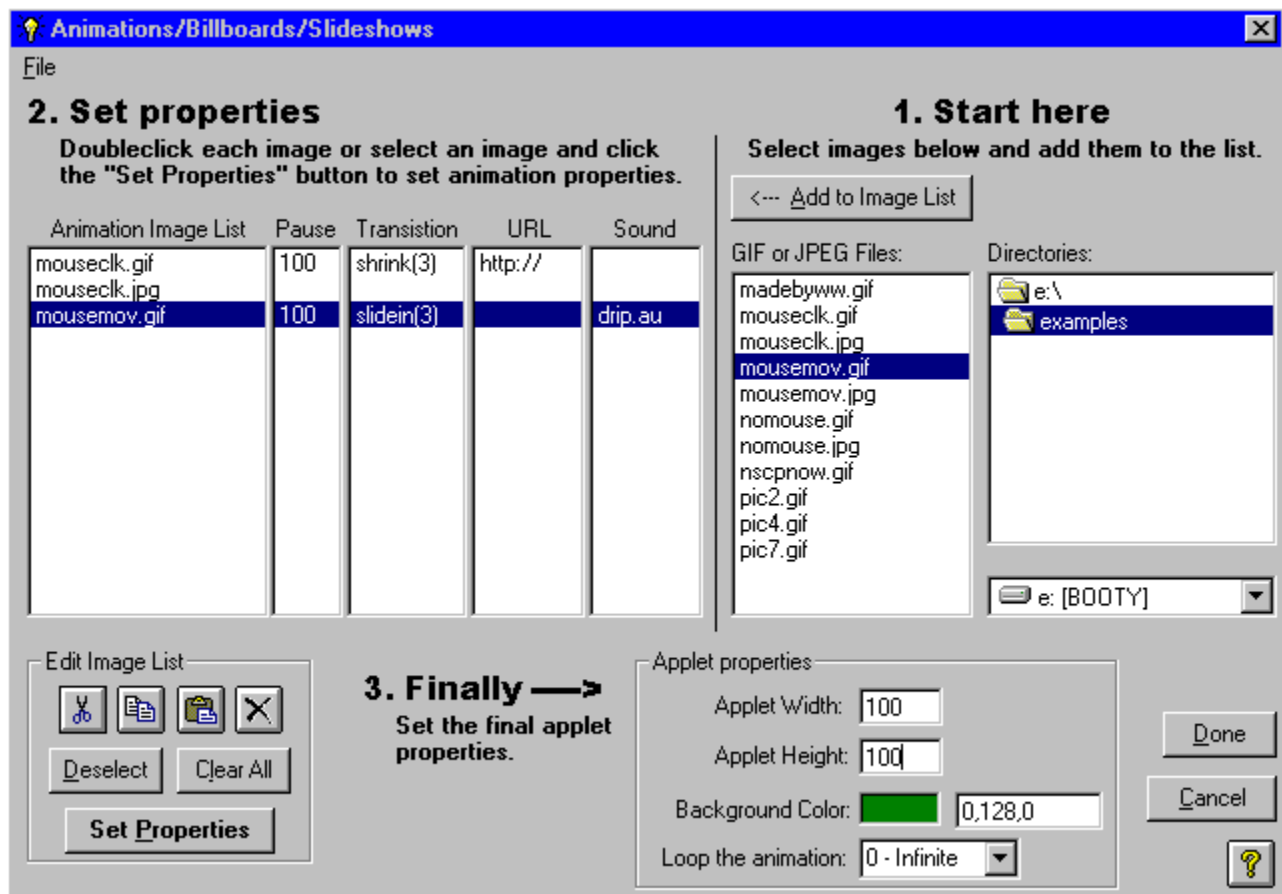
# Animator Applet

It requires the following class files to function properly:

**Animate1.class**  
**CoolTool3.class**

Making animations is easy with J-Perk. The process consists of 3 main steps:

1. Using the drive/folder/file list boxes on the right side of the screen, add image files to the Animation image list(left side of screen).
2. Set properties for each image such as pauses, sounds, transitions, URLs to link to, how many times to loop the animation, and applet size
3. Save the animation and view it in your favorite browser (See [troubleshooting](#) if your animation isn't working correctly)!



## Step 1:

Using the drive, folder and file lists on the right side of the screen, find the folder where your image files reside. Once the image files are displayed in the file list, you can insert them into the Animation Image list on the left side of the screen. You can do this by double-clicking on each image file or by selecting/highlighting an image file and clicking on the 'Add to Image List' button, or by dragging and dropping the image filenames from the file list to the Animation Image list

Insert the images in the order in which you want them to display in your animation. If you forget to add an image in your Animation image list, then you can select the position where you want to insert the image, select the desired image from the file list and double-click it, click the 'Add to Image List' button or drag and drop it to insert it into this selected location. You can also use the Copy, Cut, Paste, Delete, Deselect, and Clear All buttons to edit your Animation Image list.

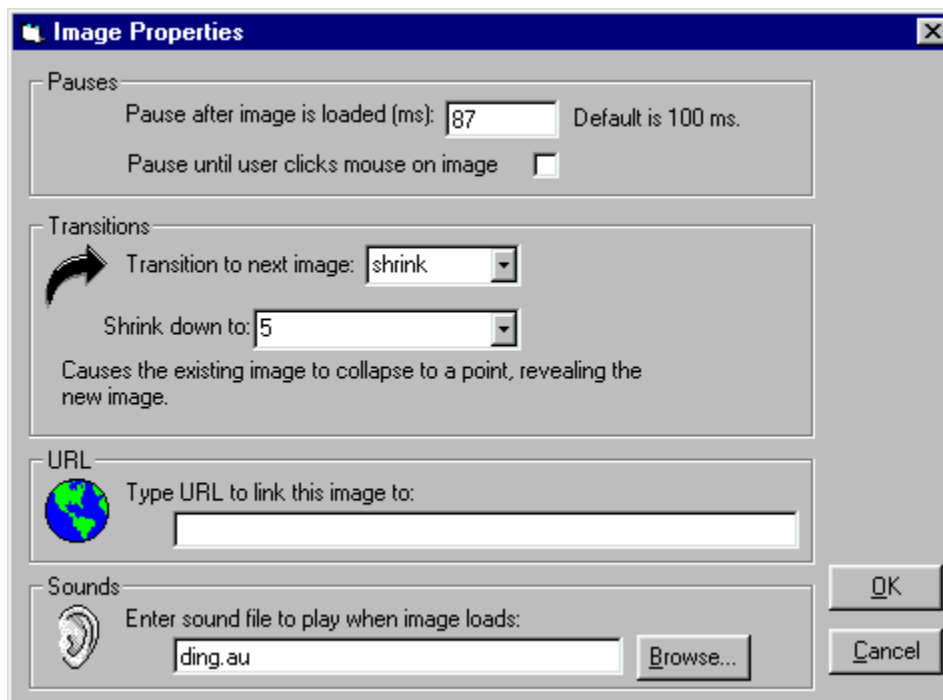
A maximum of 30 images may be used per animation.

## Step 2:

When you have completed inserting the images into the Animation Image list, you can set properties for each image. Set properties by selecting an image in the Animation image list and click on the 'Set Properties' button or right-click and select 'Set Properties', or doubleclick on the image in the Animation image list.

These are the available properties that can be set for each image:

- **Pauses** - controls how long to wait (in milliseconds) after the image loads before loading the next image in the sequence (a value of -1 causes the current frame to remain visible until the user clicks on it and a value of -2 causes the current frame to remain visible until the user moves his/her mouse over it. The default pause is 100 milliseconds,
- **Sounds** - controls what sound files are associated with each frame of the animation. The sound files must be AU files (not WAV files) with the (.au) extension. The associated sounds play as an image loads,
- **Transitions** - controls how the images are loaded into the animation and how they change from one to the next (e.g., an image may slide in from the left, fade away, or scroll down to uncover the next image). The default is for an image to directly overwrite the previous image,



### Descriptions of Transitions

**overwrite**

This is the default transition which simply writes the new image right overtop the old file; no apparent 'transition' really.

**slidein(#)**

slidein(#) causes the new frame to enter in slowly from a particular direction and cover up the previous image. The direction of entry is determined by the number in parentheses where '1' is the northwest corner, '2' is the northern edge corner, and progressing clockwise until '8' refers to the western edge. Instead of 1-8, an 'r' may be entered... the applet will then randomly choose a direction each time.

**slideout(#)**

Similar to slidein(#), slideout(#) causes the old frame to exit the display... uncovering the new image below. The direction of exit is determined by the number in parentheses (numbers correspond to the directions given in slidein(#)). Again, and 'r' may be used in place of a numeric value.

**scroll(#)**

scroll(#) is similar to slidein(#) except that the new frame appears to 'push' the old frame out instead of overlapping it. Note that only directions 2, 4, 6, and 8 are valid for this transition (corresponding to north, east, south, and west respectively).

**expand(#)**

expand(#) causes the new frame to start at a point and slowly 'grow' so that it covers the old frame. The point of origin for the expanding frame is determined by the number in parentheses ('1' is the northwest corner, '2' is the center of the northern edge, and progressing clockwise until '8' refers to the western edge). expand(9) puts the point of origin in the center of the display; expand(r) may be used to let the applet pick a point of origin randomly.

**shrink(#)**

Similar to expand(#) except that the old image collapses to a point, revealing the new image.

**squish(#)**

The new image 'squishes' out the old frame. Number values may only be '2' (north) or '6' (south). East and West squishes do not currently work right because of some image rendering loopiness in Java.

**shutter**

This causes the border of the frame to close over the old image completely then open up, revealing the next frame. The shutter will be the same color as the BORDERCOLORS value for the frame.

**random**

This causes the applet to randomly pick a transition

- **URLs to link to** - this controls which images are associated with Web URLs (addresses) so that the user can click on the image and will be linked to the associated Web page URL,
- **Cycles** - this controls how many times to loop the animation (0 is used to loop the animation indefinitely),
- **Applet Width and Height** - this sets the width and height of the applet in pixels. In general, the size of the applet will be the size of the images contained within the animation, These values are *required*. These values will be automatically inserted and are equal to the largest dimensions of the largest image in your animation. You can type in your own values if you wish the size of the animation to be larger.
- **Background Color** - Click on the 'select' button to select a background color from the palette. The color is specified as the RGB values in this form R,G,B where each color is represented by a number ranging from 0 to 255. or example, gray would be represented by 192,192,192.

### Step 3:

When you have completed inserting all images and setting their properties, you are ready to save your animation and test it!! Click the 'Done' button and a message box will pop up asking if you wish to save your animation.

If you click YES a dialog box will pop up asking you for a filename to save your animation as. It's convenient to be

able to save your animation because you may want to edit it later on. Type in a filename with the J-Perk Animation extension (\*.jpa) and click OK. The animation you just created will be saved to your hard drive for safe keeping.

If you select NO to saving the animation then the animation will not be saved to your hard drive, but the HTML animation applet code is still available for you to use.

The HTML applet code Previewer will then appear containing the HTML code necessary for your animation. Select all the code in the Previewer text box copy it to the Windows' clipboard by pressing the copy button. You can then go into your HTML editor and paste the applet code in an appropriate place in an existing HTML document.

Note that the HTML code for the applet which was copied to the Windows' clipboard and the saved animation file are **not the same thing**. The animation file contains all the information that you entered into J-Perk regarding your animation so that you can later reload it for editing or to reproduce the applet HTML code from it. To reproduce the HTML code, just open an animation that you have built and press the 'Save Animation' button again. This will place another copy of the applet HTML code on the Windows' clipboard and then prompt you to save the animation file. You can skip saving the animation file (by pressing 'Cancel' button) if you haven't made any changes to it.

If you want to start a new animation select the 'New' pull-down menu item.

- After you save the animation, open an HTML document in your HTML editor and PASTE the J-Perk Animation HTML code into the document.
- Save the HTML document.
- Copy the Animate1.class and CoolTool3.class files into the same folder as the HTML document you just saved.
- Open the HTML document in your favorite browser and watch the animation go!!!

Check [Troubleshooting](#) if your animation doesn't work.

Special thanks to Eric Harshbarger and the Catalyst New Media Marketing lab for letting McWeb Software include their Java applets in J-Perk!!!!

# Animation Wizard

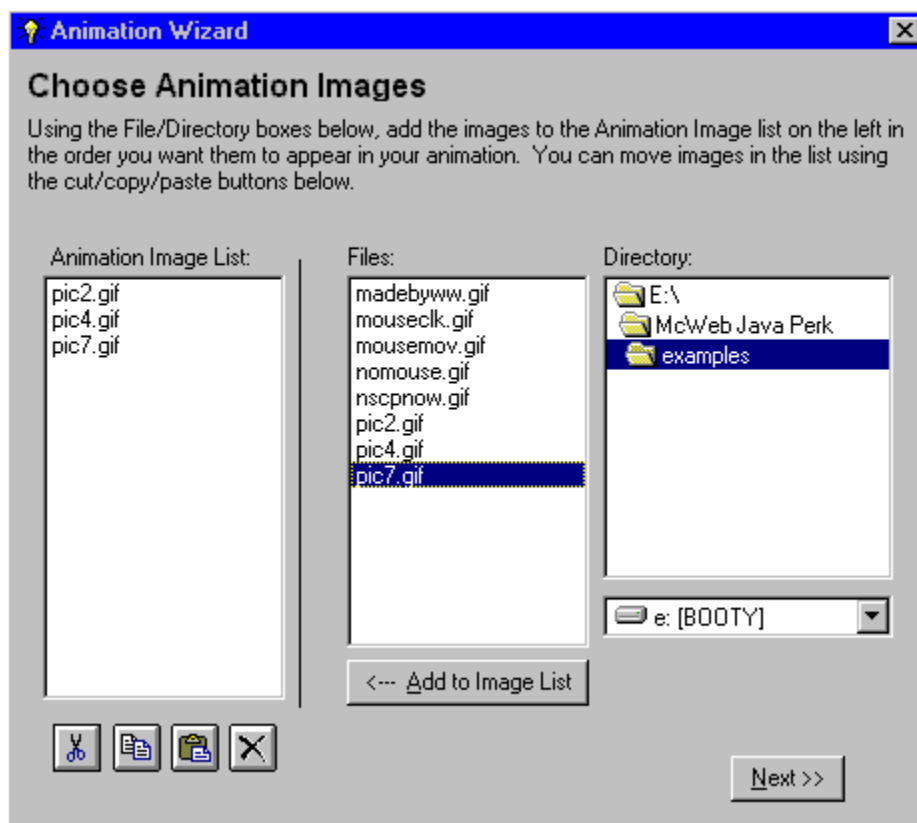
It requires the following class files to function properly:

**Animate1.class**  
**CoolTool3.class**

Making animations is easy with the Animation wizard.

## Step 1: Choosing the Animation Images

Using the file and folder lists on the right side of the screen, select the images (one at a time) for your animation and click on the 'Add to Image List' button (or doubleclick the file) to add it to the Animation image list. It's easiest to insert the images in the order you wish them to be animated in, but you can change the image order by using the cut/copy/paste buttons below the animation image list.



After inserting all the images, move on to the next step.

## Step 2: Setting Animation Properties

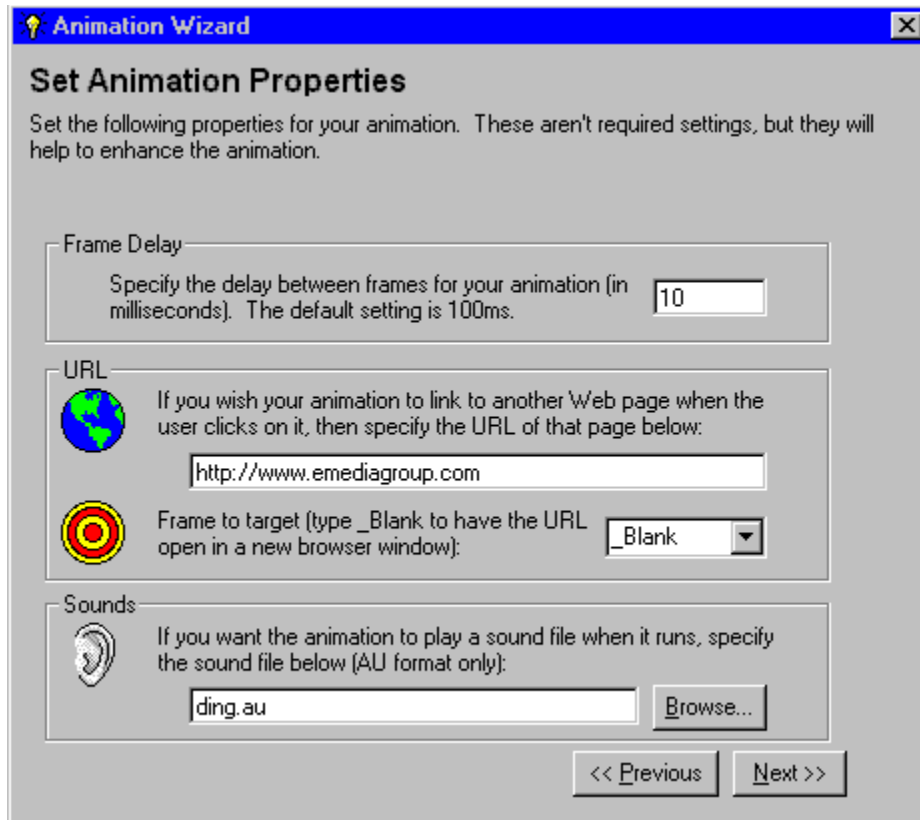
The following properties can be set for your animation:

**Frame delay:** - the amount of time between frames specified in milliseconds

**URL:** You can specify the URL to associate with your animation. When a user clicks on your animation the specified URL will load. The Target frame for the URL is also specified here.

**Sounds:** Specify a sound to play when your animation begins. If your animation loops several times, then it will play at the beginning of each loop. Only .au format is supported. Use an audio editor such as CoolEdit to convert your WAV files to AU files.





After setting these properties, move on to the next step.

### Step 3: Setting Applet Properties

The following properties are set using this step:

**Applet height and width** specified in pixels. Usually the applet height and width are the same size as the height and width of the animation images. These values will be automatically inserted and are equal to the largest dimensions of the largest image in your animation. You can type in your own values if you wish the size of the animation to be larger.

**Background color:** Click on the 'select' button to select a background color from the palette. The color is specified as the RGB values in this form R,G,B where each color is represented by a number ranging from 0 to 255. or example, gray would be represented by 192,192,192.

**Alignment:** The alignment to neighboring text is similar to the alignment used by Web images in Web pages. The same options apply to applets: top, bottom, middle, baseline, texttop, absbottom, left and right.

**Loops:** Set the number of times you want your animation to loop (iterate). Setting this value to 0 will keep the animation running forever.

The screenshot shows a dialog box titled "Animation Wizard" with a close button (X) in the top right corner. The main heading is "Set Applet Properties". Below the heading is a paragraph: "Set these applet settings for your animation. The applet width and height properties are required in order for your animation to display correctly." There are five input fields: 1. "Enter the Applet Width in pixels (this is usually the width of the images in your animation):" with a text box containing "100" and "pixels" to its right. 2. "Enter the Applet Height in pixels (this is usually the height of the images in your animation):" with a text box containing "150" and "pixels" to its right. 3. "Background Color:" with a red color swatch and a text box containing "255,0,0" and a dropdown arrow. 4. "Set the applet's Alignment to neighboring text:" with a text box containing "Left" and a dropdown arrow. 5. "Enter the number of times you want the animation to loop. You can specify 'Infinite' to make your animation keep running." with a text box containing "0 - Infinite" and a dropdown arrow. At the bottom are two buttons: "<< Previous" and "Done".

After setting these properties, you can click the 'Done' button and you will be presented with the HTML code that controls the applet. Copy and paste this code into an HTML document that you are creating with your HTML editor.

Put this HTML document, the Animate1.class file, the CoolTool3.class file, all the images and sounds into the same folder and test it with your favorite browser.

Check [Troubleshooting](#) if your animation doesn't work. If you are using Internet Explorer 3.02 or above and your animation won't work, please read the troubleshooting section for a solution to this problem.

# Rotating Banner/Billboard Wizard

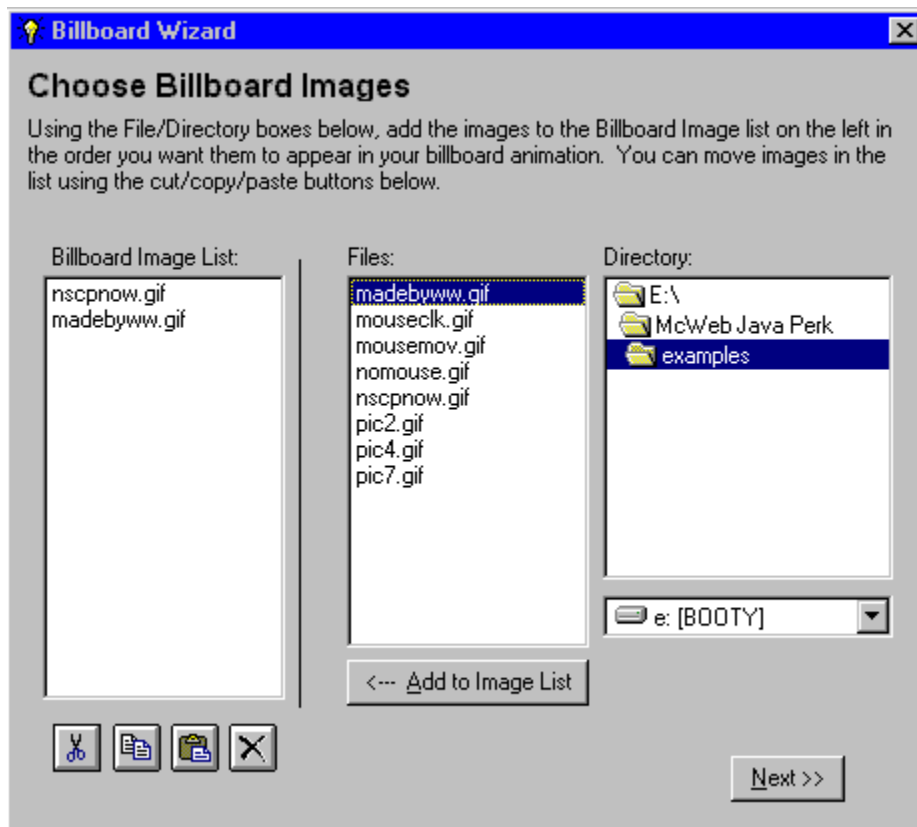
It requires the following class files to function properly:

**Animate1.class**  
**CoolTool3.class**

Making rotating Banners and Billboards is easy with the Banner/Billboard wizard.

## Step 1: Choosing the Banner/Billboard Images

Using the file and folder lists on the right side of the screen, select the images (one at a time) for your banner/billboard and click on the 'Add to Image List' button, doubleclick the file, or drag and drop to add it to the Banner image list. It's easiest to insert the images in the order you wish them to be animated in, but you can change the image order by using the cut/copy/paste buttons below the Banner image list.



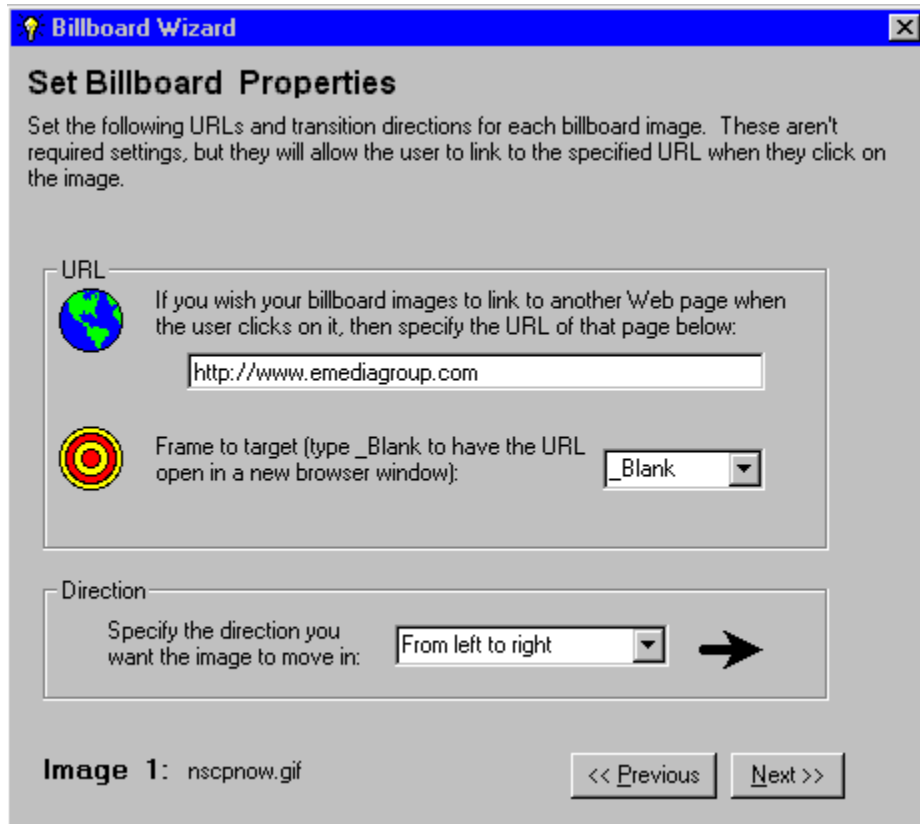
After inserting all the images, move on to the next step.

## Step 2: Setting Banner/Billboard Properties

The following properties can be set for each image in your banner/billboard:

**URL:** You can specify the URL to associate with each image of your banner/billboard. When a user clicks on a particular image in your banner/billboard the URL associated with that image will load. The Target frame for the URL is also specified here.

**Direction:** This controls the direction of motion of each image in your banner/billboard. There are 4 different settings. An image can scroll in from the top of the applet to the bottom of the applet, from the bottom to the top, from the left side to the right side, and from the right side to the left side. The default is scrolling from the top to the bottom.



After setting these properties for each image, move on to the next step.

### Step 3: Setting Applet Properties

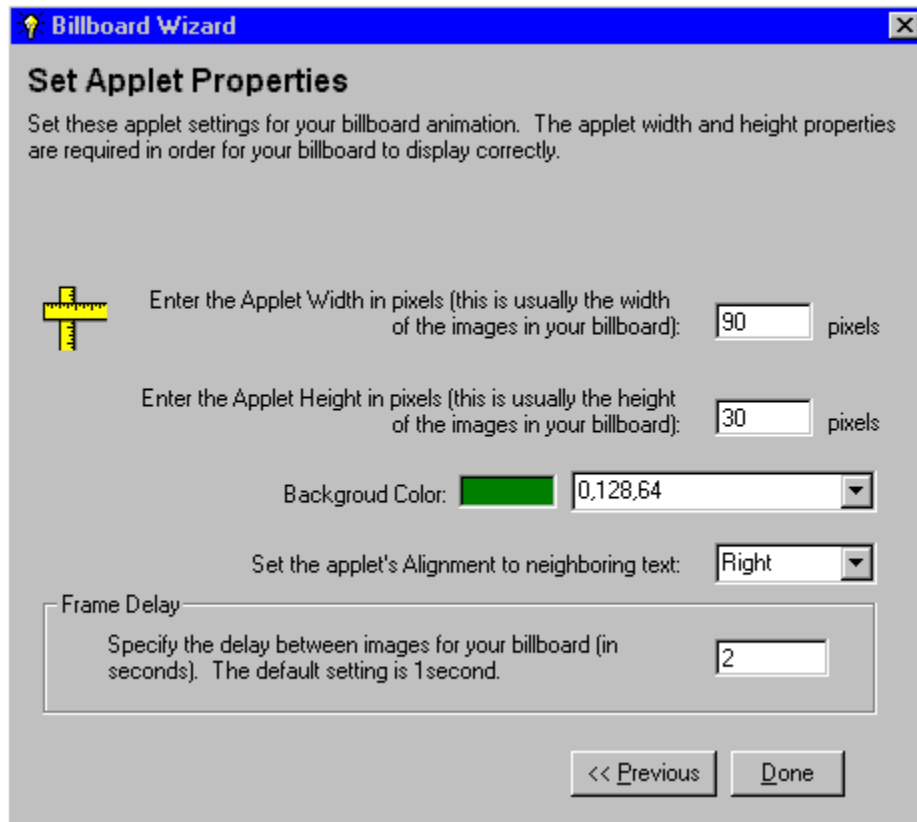
The following properties are set using this step:

**Applet height and width** (specified in pixels). Usually the applet height and width are the same size as the height and width of the images in your banner/billboard. These values will be automatically inserted and are equal to the largest dimensions of the largest image in your animation. You can type in your own values if you wish the size of the animation to be larger.

**Background color:** Click on the 'select' button to select a background color from the palette. The color is specified as the RGB values in this form R,G,B where each color is represented by a number ranging from 0 to 255. or example, gray would be represented by 192,192,192.

**Alignment:** The alignment to neighboring text is similar to the alignment used by Web images in Web pages. The same options apply to applets: top, bottom, middle, baseline, texttop, absbottom, left and right.

**Frame delay** (specified in seconds): This sets the delay between each image frame in your billboard. Setting the delay to be 1 second in length will result in each image being displayed for 1 second until the next image scrolls in.



After setting these properties, you can click the 'Done' button and you will be presented with the HTML code that controls the applet. Copy and paste this code into an HTML document that you are creating with your HTML editor.

Put this HTML document, the Animate1.class and CoolTool3.class files, all the images into the same folder and test it with your favorite browser.

Check [Troubleshooting](#) if your animation doesn't work. If you are using Internet Explorer 3.02 or above and your animation won't work, please read the troubleshooting section for a solution to this problem.

# Image Fade effect

It requires the following class files to function properly:

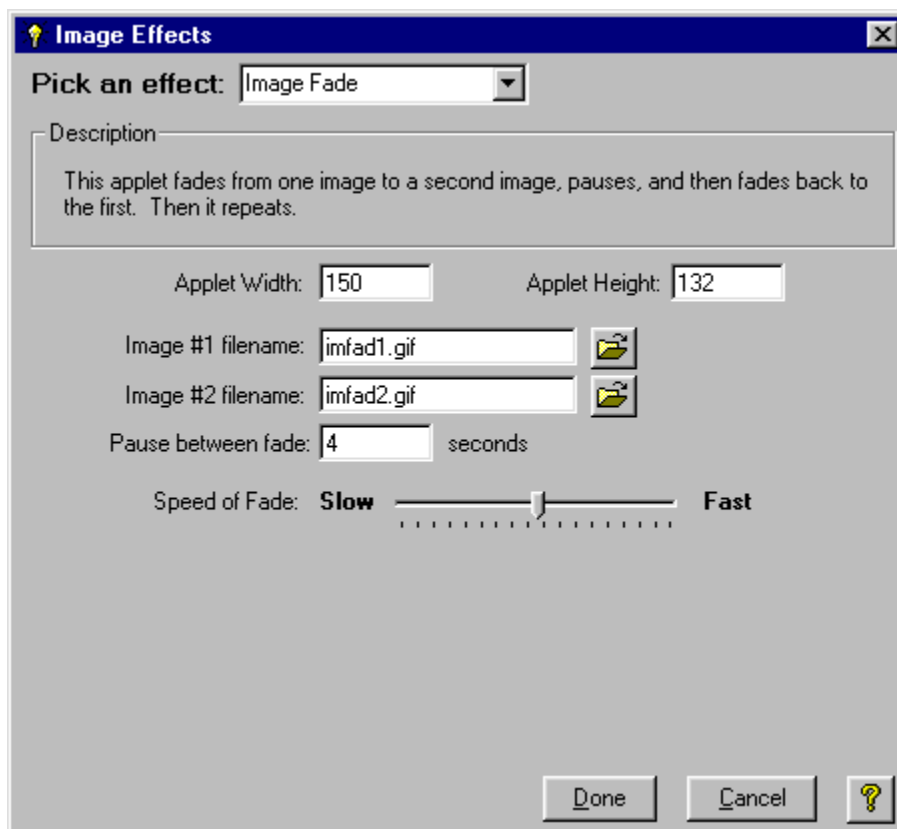
**AnFade.class**

**AnFadeb.class**

This applet fades from one image into another and then fades back to the original image. Then it repeats.



This is the dialog box that controls your input.



Simply enter the following properties for the applet:

**Applet height and width:** These are the measurements of the height and width of the applet in pixels. It should be the same as the height and width of the images. The images must be the same size. These properties will automatically be inserted by J-Perk if you selected your images using the 'Browse' button.

**Image #1 filename:** This is the filename of the first image to fade from.  
**Image #2 filename:** This is the filename of the second image to fade to.

**Pause:** This is the amount of time (in seconds) to wait after each image has faded to the other image. Inputting a 2 second pause would result in the first image fading into the second image, wait 2 seconds, then fade back to the first image, wait 2 seconds, and so on.

**Speed of fade:** This sets how fast the images fade.

After setting these properties, you can click the 'Done' button and you will be presented with the HTML code that controls the applet. Copy and paste this code into an HTML document that you are creating with your HTML editor.

Put this HTML document, the AnFade.class applet, and the two images into the same folder and test it with your favorite browser.

Check [Troubleshooting](#) if your animation doesn't work. If you are using Internet Explorer 3.02 or above and your animation won't work, please read the troubleshooting section for a solution to this problem.

Applet programmer: Fabio Ciucci

# Image Cube effect

It requires the following class files to function properly:

**TmapCube.class**  
**TmapCubeb.class**

This applet applies an image to each face of a cube and then rotates it. **The image must be 256 x 256 pixels in size.**

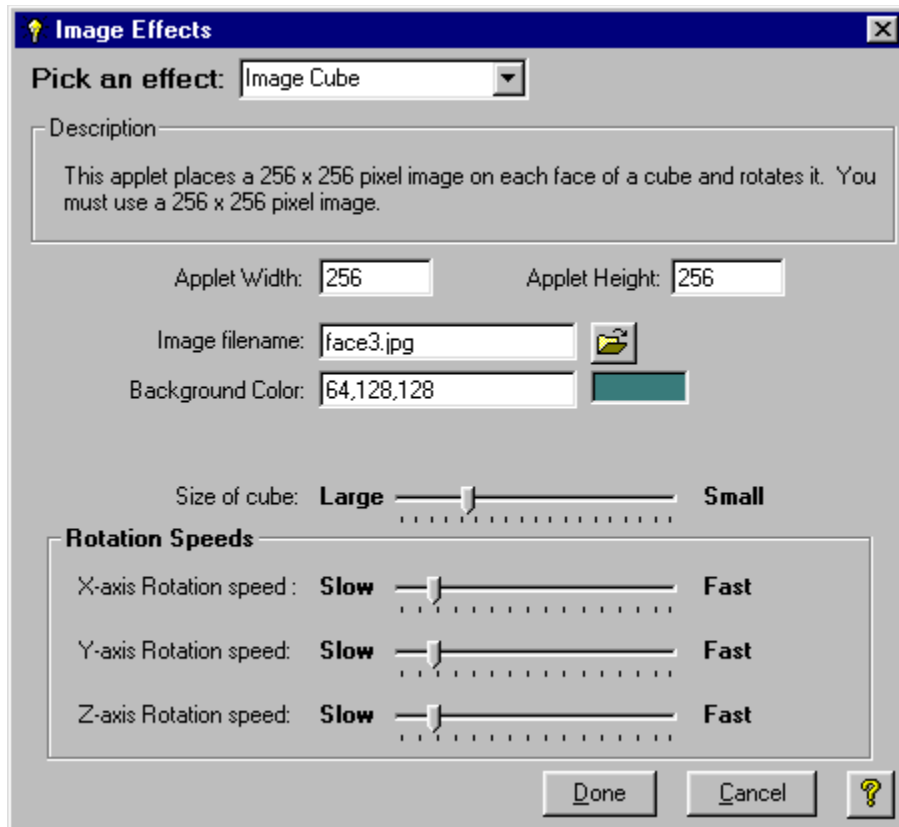


**Original image**



This is the dialog box that controls your input.





Simply enter the following properties for the applet:

**Applet height and width:** These are the measurements of the height and width of the applet in pixels. These properties will automatically be inserted by J-Perk if you selected your images using the 'Browse' button

**Image filename:** This is the filename of the image that is applied to each face of the cube. **The image must be 256 x 256 pixels in size.**

**Background Color:** Click on the 'select' button to select a background color from the palette. The color is specified as the RGB values in this form R,G,B where each color is represented by a number ranging from 0 to 255. or example, gray would be represented by 192,192,192.

**Distance of cube:** This sets the distance of the cube. 'Near' causes the cube to appear large as if it were close to the screen. 'Far' causes the cube to appear smaller as if it were far away from the screen.

**X-axis Rotation speed:** This sets the cube's speed of rotation about it's X-axis.

**Y-axis Rotation speed:** This sets the cube's speed of rotation about it's Y-axis.

**Z-axis Rotation speed:** This sets the cube's speed of rotation about it's Z-axis.

After setting these properties, you can click the 'Done' button and you will be presented with the HTML code that controls the applet. Copy and paste this code into an HTML document that you are creating with your HTML editor.

Put this HTML document, the TmapCube.class and TmapCubeb.class applets, and the image into the same folder and test it with your favorite browser.

Check [Troubleshooting](#) if your animation doesn't work. If you are using Internet Explorer 3.02 or above and your animation won't work, please read the troubleshooting section for a solution to this problem.

Applet programmer: Fabio Ciucci

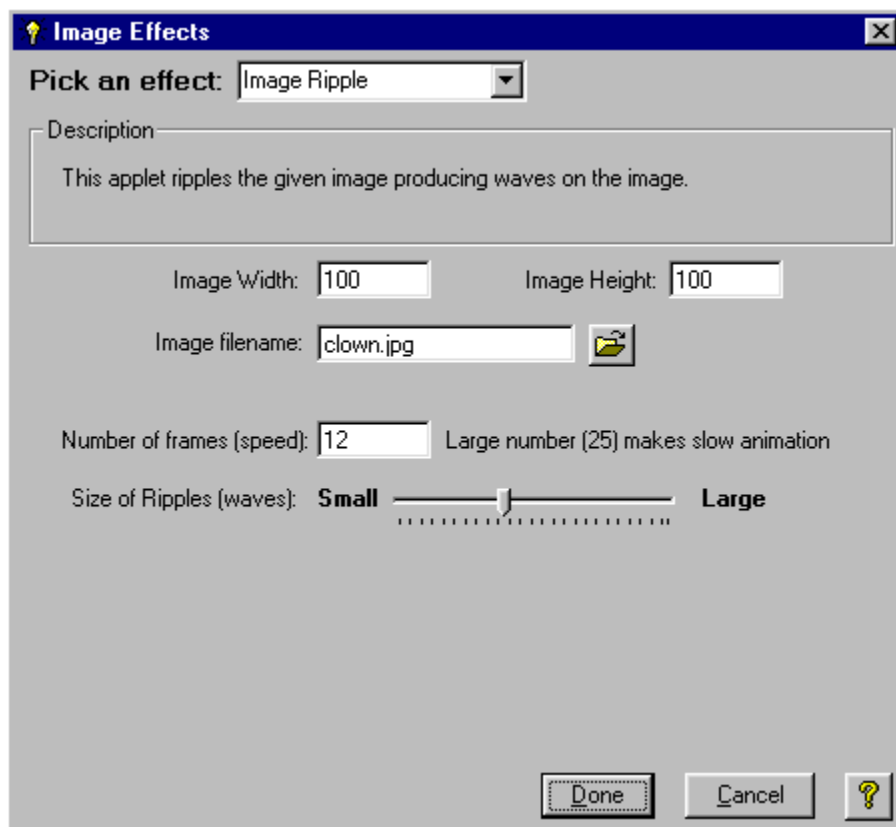
# Image Ripple effect

It requires the following class files to function properly:  
**ripple.class**

This applet produces a ripple effect on an image to make it look like it's made of water.



This is the dialog box that controls your input.



Simply enter the following properties for the applet:

**Applet height and width:** These are the measurements of the height and width of the applet in pixels. It should be the same as the height and width of the image. These properties will automatically be inserted by J-Perk if you selected your image using the 'Browse' button.

**Image filename:** This is the filename of the image you want to ripple.

**Number of frames (speed):** This is the number of frames used to animate the ripple effect. A low number of frames will result in a fast, choppy animation. A higher number of frames will result in a smoother and slower animation. A frame number that is too high may result in a crash or you may have to wait a long time for the applet

to calculate.

**Size of ripples:** This sets how large the ripples(waves) on the image are made.

After setting these properties, you can click the 'Done' button and you will be presented with the HTML code that controls the applet. Copy and paste this code into an HTML document that you are creating with your HTML editor.

Put this HTML document, the ripple.class applet, and the two images into the same folder and test it with your favorite browser.

Check [Troubleshooting](#) if your animation doesn't work. If you are using Internet Explorer 3.02 or above and your animation won't work, please read the troubleshooting section for a solution to this problem.

Applet programmer: David Griffiths

# Lake Reflection effect

It requires the following class files to function properly:

**Lake.class**

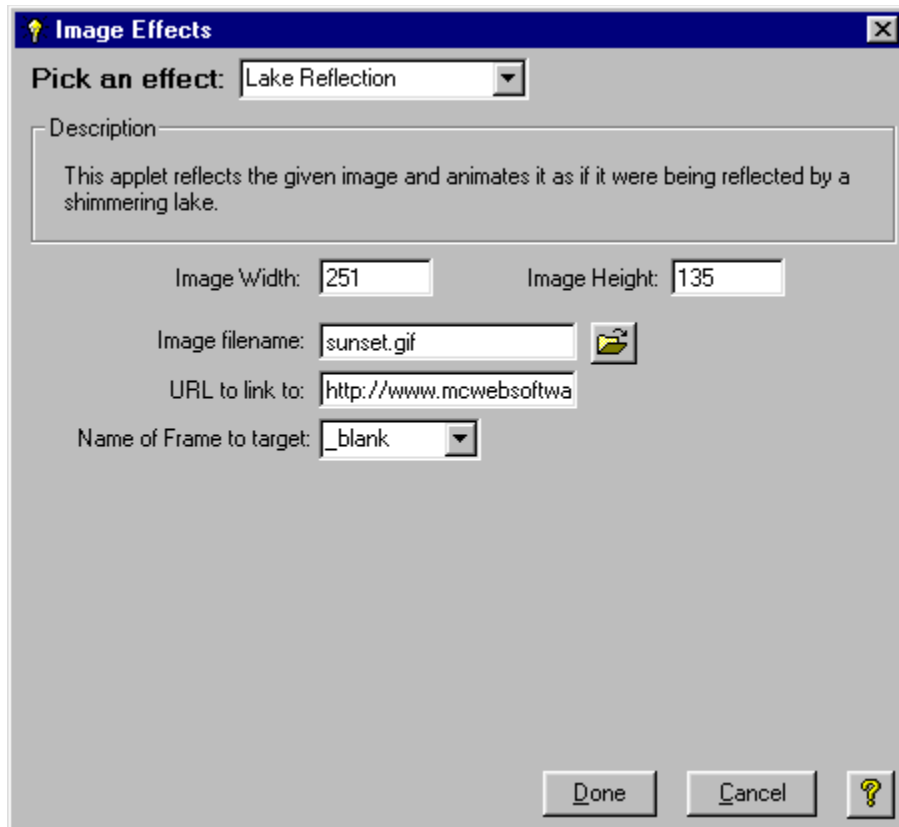
This applet makes your image appear to be reflecting on a pool of water.



**Original image**



This is the dialog box that controls your input.



Simply enter the following properties for the applet:

**Applet height and width:** These are the measurements of the height and width of the applet in pixels. It should be the same as the height and width of the image. These properties will automatically be inserted by J-Perk if you selected your image using the 'Browse' button.

**Image filename:** This is the filename of the image to be reflected on the pool of water.

**URL:** This is URL of the Web page that the applet will link to. When the user clicks on the applet, the specified URL will load.

**Target frame:** This specifies the target frame in which the URL will be opened..

After setting these properties, you can click the 'Done' button and you will be presented with the HTML code that controls the applet. Copy and paste this code into an HTML document that you are creating with your HTML editor.

Put this HTML document, the Lake.class applet, and your image into the same folder and test it with your favorite browser.

Check [Troubleshooting](#) if your animation doesn't work. If you are using Internet Explorer 3.02 or above and your animation won't work, please read the troubleshooting section for a solution to this problem.

Applet programmer: David Griffiths

# J-Perk Order Form

If ordering with Credit Card, please use the online order form at:

<http://www.mcwebsoftware.com/order.html>

Call in your order at (617) 437-9393

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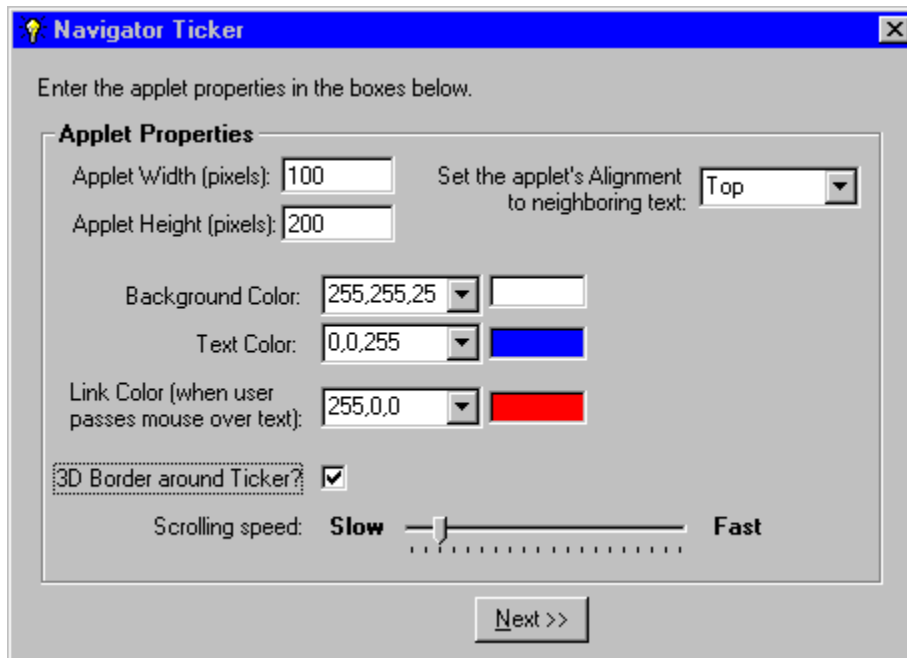


# Typewriter Text

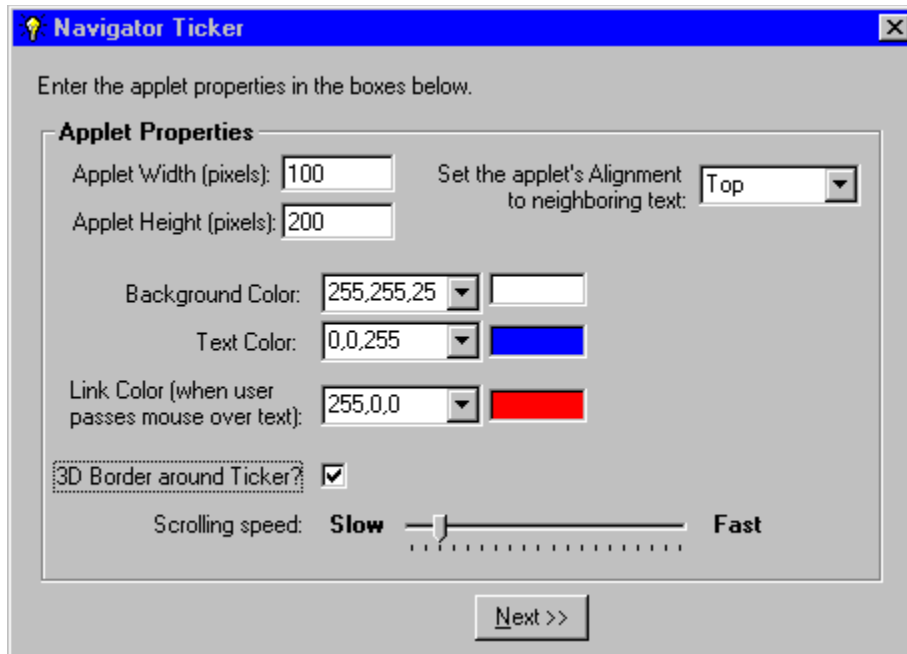
It requires the following class files to function properly:

**Typewriter4.class**

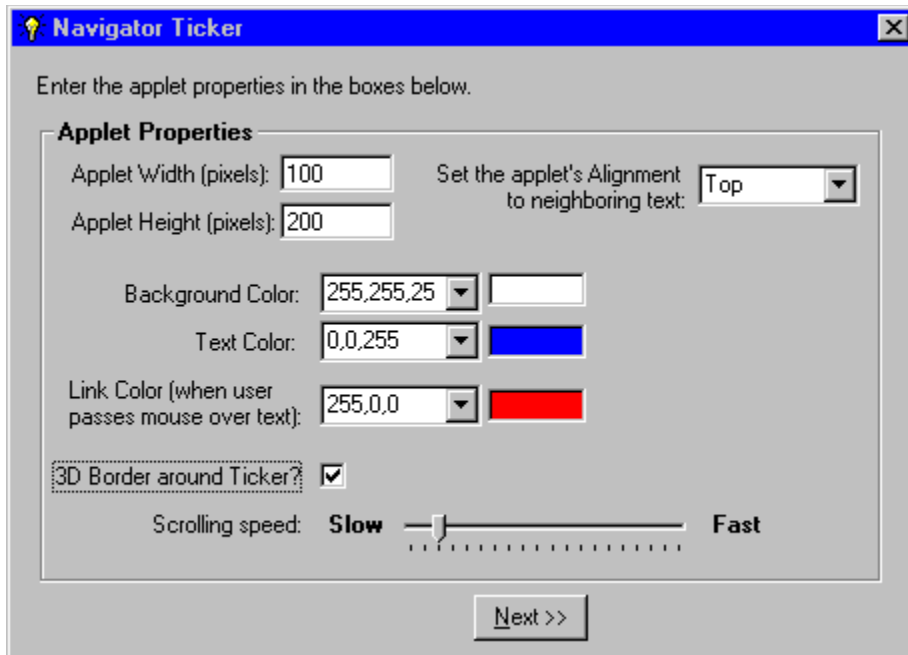
The Typewriter applet allows you to display text on a Web page and animate it as if it were being typed on a typewriter. Many properties can be set to control how the text behaves, like:



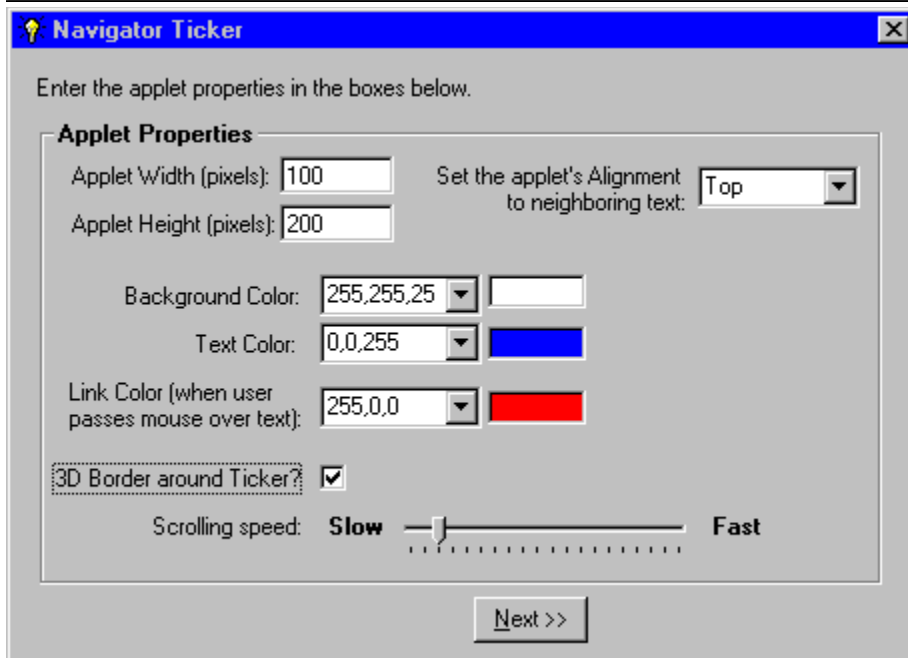
Typing speed,



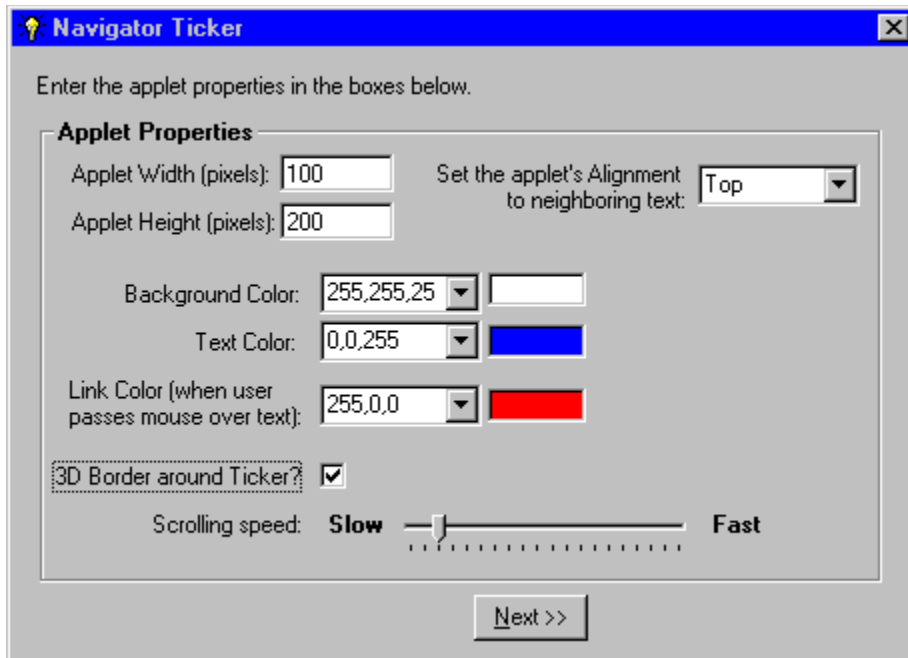
Text color,



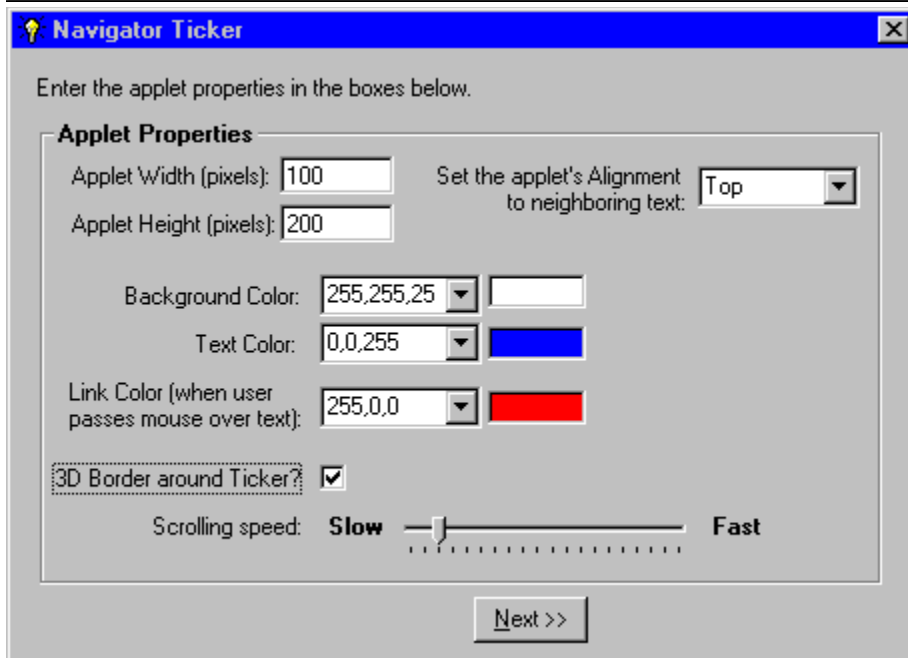
Background color,



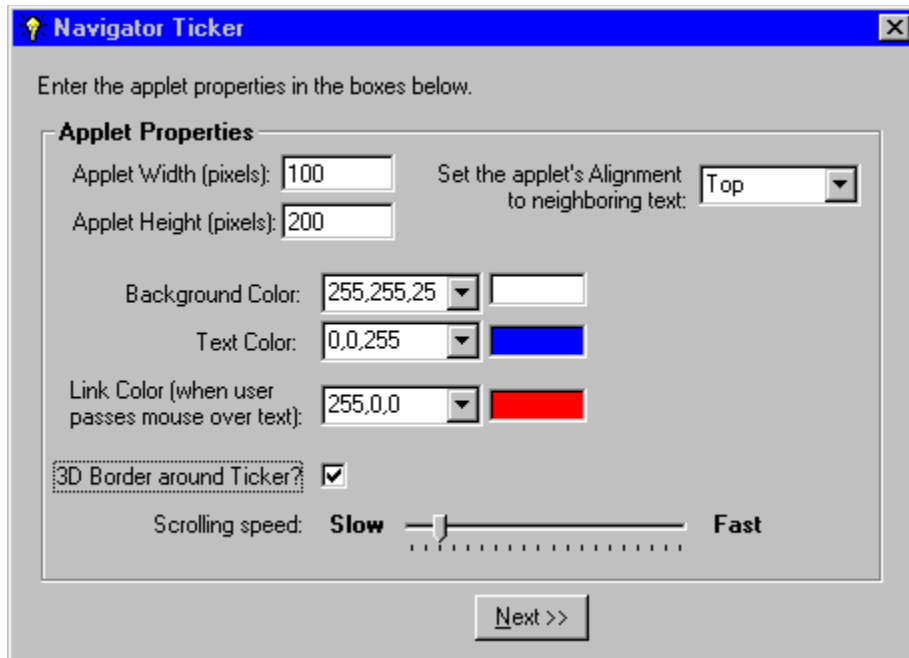
Background Image



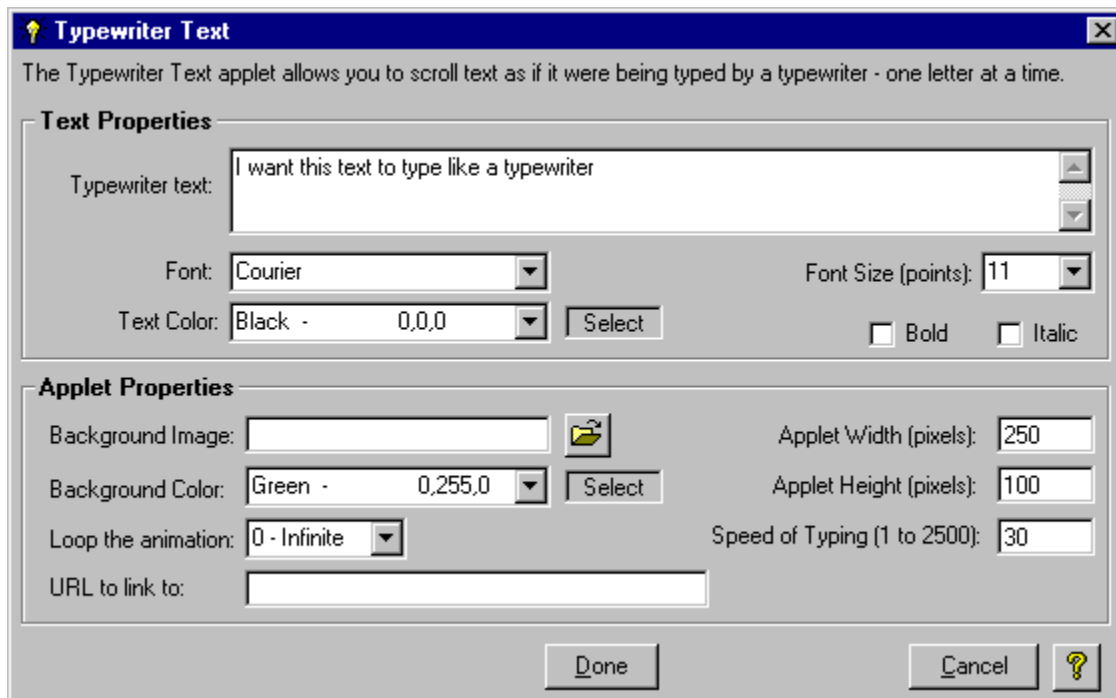
Font style and size,



Cycles, and



Applet dimensions.



It's a very simple applet to create! Simply type in the text you wish to be typewritten (animated) on your Web page in the large text input box.

Then enter in all the other properties mentioned above. Remember that the number of cycles are the number of times the typewriter animation will loop (a value of zero will equal an infinite loop).

The typing speed defaults to a value of 100. The lower the number, the faster the typing. So, a value of 25 would result in fast typing while a value of 2000 would result in a very slow typing speed.

Be sure to include an appropriate applet width and height which will adequately display the animation. These values should be entered in pixels.

Once you've input all the properties (some are optional) you can save the typewriter applet HTML code by clicking on the 'Done' button. The HTML applet code Previewer will then appear containing the HTML code necessary for your typewriter applet. Select all the code in the Previewer text box copy it to the Windows' clipboard by pressing the copy button. You can then go into your HTML editor and paste the applet code in an appropriate place in an existing HTML document. .

Special thanks to Eric Harshbarger and the Catalyst New Media Marketing lab for letting McWeb Software include their Java applets in J-Perk!!!!

# Troubleshooting

Frequently asked questions can also be found at: <http://www.mcwebsoftware.com/javaperk/jpfaq.html>

## How do I use FrontPage with J-Perk?

### **Why doesn't the applet seem to be working?**

1. First, be sure that the applets are named correctly in the J-Perk folder. You **MUST** use a 32-bit version of WinZip to unzip the zip file containing the applets. *If you use a 16-bit version or the DOS version of PKUNZIP to unzip the applet zip file, then the **APPLETS WILL NOT WORK**.*

Also, the Java class files must be spelled exactly as they are shown below (make sure they are spelled exactly as they are shown here. Case-sensitivity is important.)

AnFade.class  
AnFadeb.class  
AnimatePLUS25.class  
AppletSettings.class  
ButtonPLUS3.class  
Clock1.class  
ColorSwirl.class  
DetachFrame.class  
Lake.class  
ripple.class  
TmapCube.class  
TmapCubeb.class  
Typewriter4.class

2. It is imperative that you put:

- all the images,
- the required Java class file(s) and
- the HTML document containing the applet HTML code

in the same folder in order for your applets to work correctly.

*Make sure the required Java class files are located in the same folder as the images and HTML document and make sure they are spelled correctly.*

When you create an applet with J-Perk it tells you which Java class files are required in order to make that particular applet work correctly. These Java class files are located in the J-Perk folder and have the file extension ".class". These files are also case-sensitive, so Java class filenames containing uppercase letters and lowercase letters should not be renamed. They must remain exactly as they are named. For example, the AnimatePLUS28.class file **MUST** appear exactly as it is shown. If it is renamed to animateplus28.class it **WILL NOT WORK**.

Also, some of the applets have required parameter lines in the applet HTML code that J-Perk creates. Do not delete these parameters because the applets will not work without them. For example, the animation applet has a parameter named COPYRIGHT (<PARAM NAME=COPYRIGHT VALUE=...>) which is required for the applet to work.

3. Other applets have certain requirements for them to work correctly.

- The Image Cube applet must use a 256x256 pixel image, otherwise it will not work.
- The images used in the Image Fade applet **MUST** be exactly the same pixel size. If one image is 100x100 pixels then the other must also be 100x100 pixels.

The best way to troubleshoot your applets is to preview the examples that come with J-Perk and see if they work with your browser. If they do, then compare the applet code with the code in the applet that you are creating.

When uploading the applets to the Web (to your Web space) upload the images and Java class files as BINARY format, and upload the HTML document as ASCII format. This is extremely important. If you upload the Java class files in ASCII format they WILL NOT WORK.

**Why doesn't the animation work? I don't see any pictures.**

1) You may be viewing the animation using Internet Explorer 3.02 or 4.0. Microsoft has prevented the loading of files/images from the local hard drive for security reasons. You can download the bug fix (updated Java virtual machine) from Microsoft's site to correct this problem. Go to <http://www.microsoft.com/java> and select the 'Java VM Update' hyperlink which will take you to the update download page. Download the appropriate Build of the Java VM (Build 1518 for Windows 95 as of 6/16/97). This will correct the problems.

Otherwise, if you wish to view the animation locally from your hard drive then you must use Netscape Navigator or another browser (IE prior to version 3.02). You can use Internet Explorer 3.02 if you upload the animation to a Web server and view it from the Web.

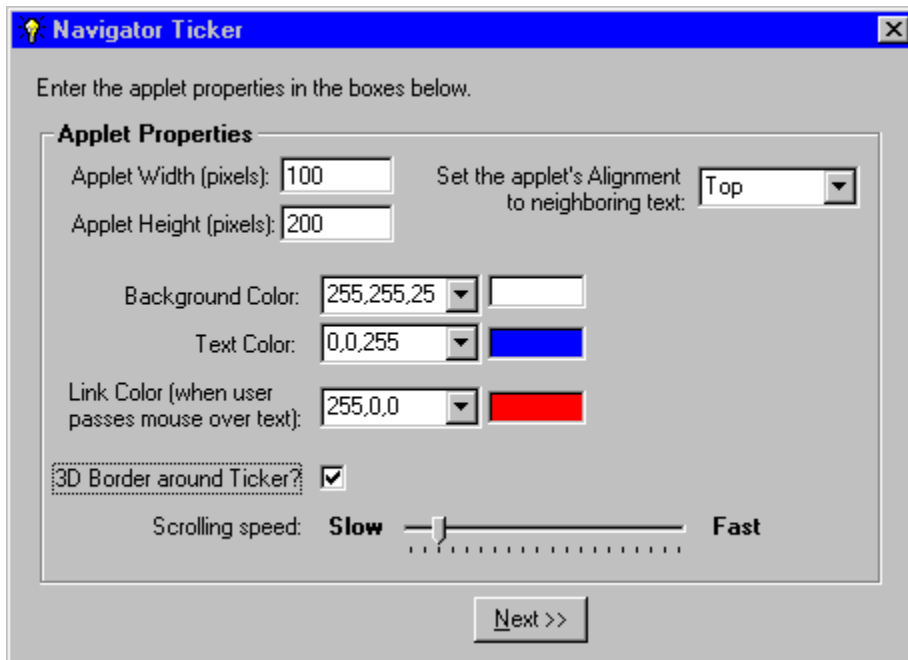
2) You may have put the files in a folder which has a long filename with spaces in it (like c:\J-Perk\files). The animator applet doesn't understand the space between the words 'Java' and 'Perk'.

**Solution:** Put your HTML, image and sound files in a folder which doesn't have any spaces in it's name (like c:\animations\files).

3) You may have put your HTML file with the applet code in one folder and your image files in a separate folder.

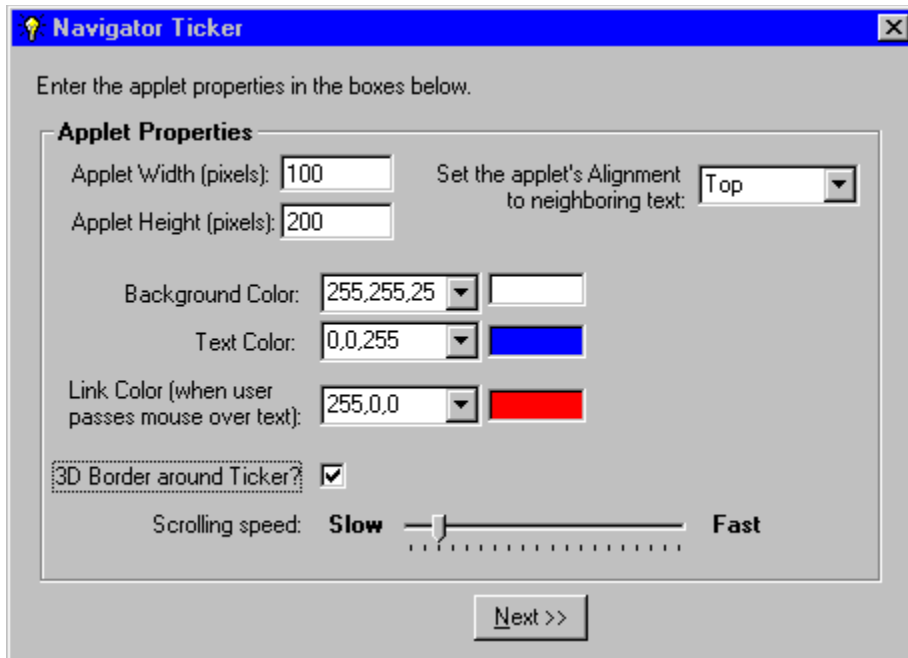
**Solution:** This is OK as long as you specify folder names while creating the applet code in J-Perk.

The easy way to make your animations work is: Be sure that you have the following things in the same folder:



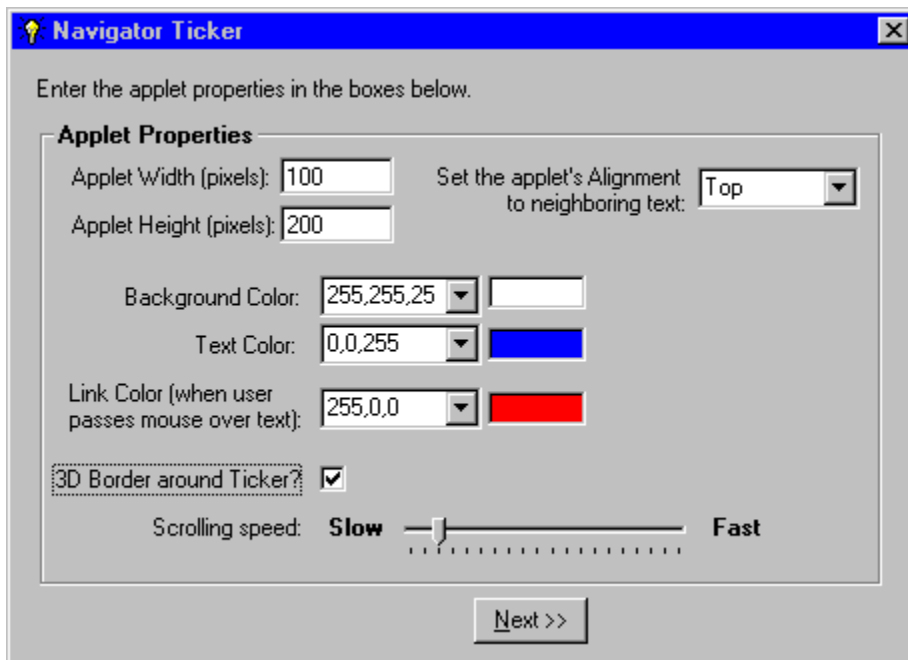
containing the animation applet code (which is created by J-Perk)

the HTML document



CoolTool3.class files

the Animate1.class and



files .

the images and sound

The default is for the HTML document (that has the applet code embedded in it) to be in the same folder as the images and sounds which are used by the animation (no image or sound folders need to be specified in this case). If these files are all in the same folder, then you **should not** specify any folder names during creation of the applet in J-Perk (specifying folder names in this case will result in errors).

4) Putting the images and sound files in different folders than the Animate1.class and CoolTool3.class files and the HTML file with the applet code can be done, but it involves specification of these folders. For example, if you have the HTML document in a folder such as C:\WEBPAGE, you have the images in a folder C:\WEBPAGE\IMAGES and



the sounds in the folder C:\WEBPAGE\SOUNDS, then you must specify these folders in J-Perk. The folders that you specify **should** be specified relative to the location of the HTML document containing the animation applet. You **can** specify the entire folders, but this may be inconvenient if you have to move your Web pages to another site or from your local hard disk to disk space on an Internet Service Provider's server.

As recommended, specify the folders relative to the folder which contains the Animate1.class, CoolTool3.class and HTML files. Continuing our example, specify the image folder to be IMAGES/ and the sound folder to be SOUNDS/.

### ***Why do my images not look clear in the animation? Why are they pixelated or have strange colors?***

The use of GIF images which have transparent background colors set will show the background colors of the HTML web page in which the applet is embedded. Also, Netscape seems to have trouble with GIF images in these animations. Sometimes they appear pixelated (not perfectly clear).

It is best to use JPEG images in your animations. They are usually smaller in file size and you won't have problems with transparency settings as you do with GIFs.

Also, older versions of Netscape Navigator seem to have a 256 color palette when they displays Java applets. This may dither or pixelate your images if they have more than 256 colors.

### ***Why doesn't the Screen Color Fade-in/Fade-out applet work?***

You may have specified a very fast speed. This will result in the fade occurring at a speed which is 'faster than the human eye'.

**Solution:** Slow it down.

If you set the different colors on a computer with a 24 bit (16.7 million) color setting and you view it on a computer which has 8 bit (256 color) setting then you may not see a fade because the two colors may have been too similar. On a 256 color machine these colors will be converted to the nearest color in the 256 color palette, and if these colors were similar then they may have been converted to the same color (resulting in no fading).

**Solution:** Choose colors from the 256 color palette.

### ***Why is J-Perk's Preview Wizard unable to copy the necessary files to my specified folder?***

If J-Perk has trouble finding the required files it will alert you and provide a 'Copy From' file list so that you can manually find the files on your hard drive and copy them to the specified folder. One reason why J-Perk might not be able to find the required files (such as an image) is that when originally creating your special effect applet you might have manually typed a filename into an input box instead of using a 'Browse' button to select the file. When you manually type the filename into an input box, J-Perk has no idea where to look for that file. But when you use the 'Browse' buttons to select the files (images, sounds) J-Perk remembers which folder you selected the files from and will use that information to correctly copy those files in STEP 3 of the Preview Wizard.

# FrontPage Support

## How do I use Microsoft FrontPage with J-Perk?

1. Create an applet with J-Perk.
2. When you've completed your applet J-Perk's Preview Wizard will appear and allow you to preview your applet in your Web browser (Step 1). Once the preview is to your liking, move on to Step 2 of the Preview wizard.

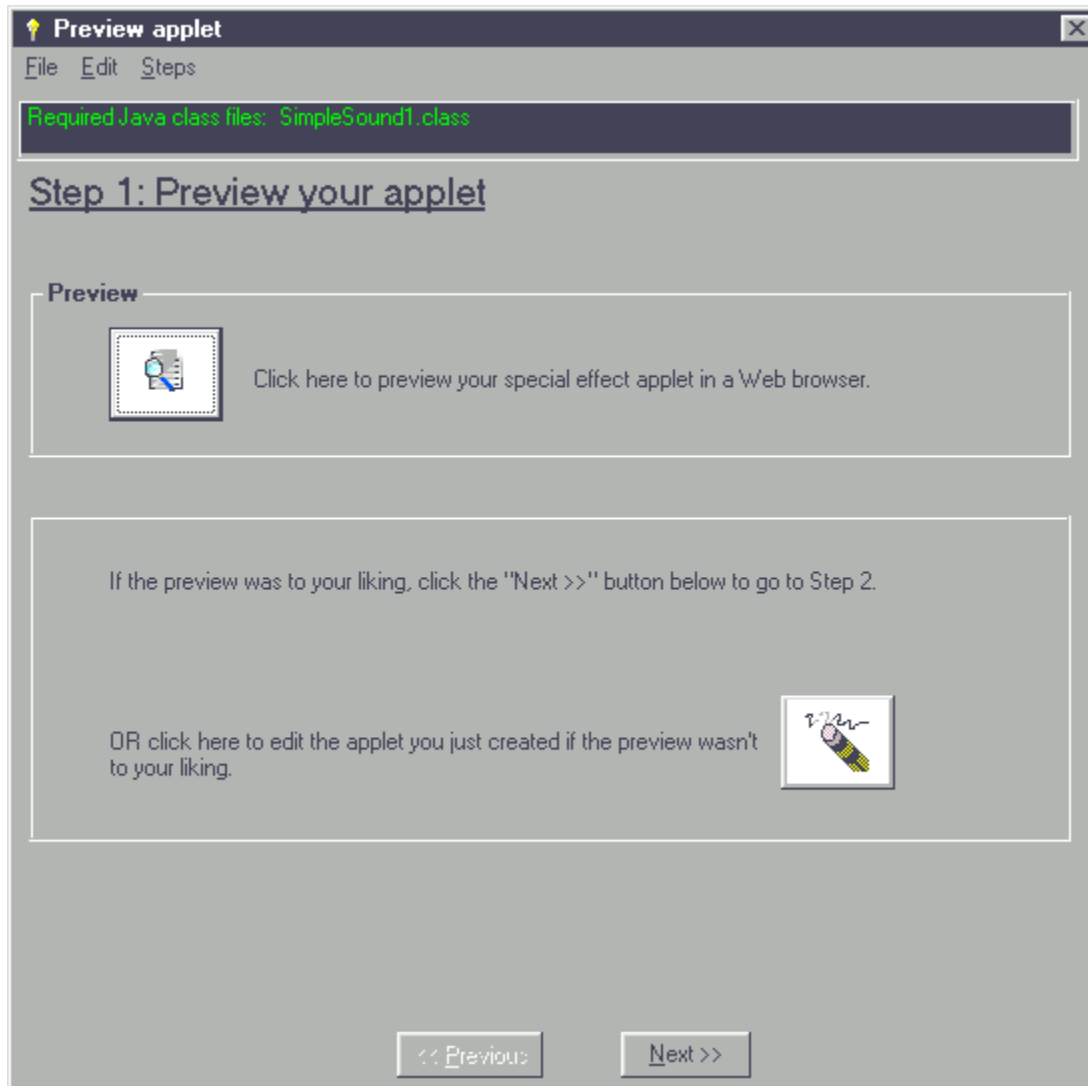
**If you clicked the FrontPage button in the Preview Wizard, then follow these instructions from this point on.**

3. Open FrontPage Explorer and select the web page where you want the applet to appear. Doubleclick your mouse to open the Web page. The FrontPage Editor will appear. Place the cursor where you want to insert the J-Perk applet in your Web page.
4. Click on the HTML tab at the bottom of the FrontPage Editor and the HTML code of your Web page will appear. Click the Paste button or select Edit / Paste from the pull-down menu in FrontPage Editor. The J-Perk applet code will then be inserted into your Web page.
5. Switch back to J-Perk and move on to Step 3 in the Preview Wizard. Using the folder list in Step 3 of the Wizard, copy the required applet files locally to a folder on your computer's hard drive.
6. Now switch back to FrontPage **Explorer**. In order to get J-Perk's required files into your FrontPage Web site, click on File | Import... and then select the Add File... button. FrontPage will display a dialog box which allows you to select files or folders. In this dialog box open the folder that contains the required applet files that you just copied in J-Perk (in item 5 of these instructions) and select the required applet files. Click OK. This will copy the entire J-Perk applet into the FrontPage Web site.
7. Finally save your Web page in FrontPage **Editor** and then click the Preview tab located along the bottom of the FrontPage Editor. After a few seconds the Java applet will be processed and will display correctly.

# Preview Wizard

Once you've finished setting all the properties of your special effect applet, you are ready to preview it and put it into your Web page. The Preview Wizard is the next step in this process. When you click the 'Done' button on the applet that you are creating, the Preview Wizard appears and this screen is displayed:

## STEP 1



There are a few things you should note about the Preview Wizard window. At the top of the window there is a black box with green text in it. This displays the names of the Java class files that are required to run the particular applet that you are working on. It is more of a reminder to you so that you won't forget to include these files along with your HTML file and any images or sound files that your special effect applet uses.

At the bottom of the Preview Wizard window are the navigational buttons, 'Previous' and 'Next'. Use these to move from step to step within the Preview Wizard.

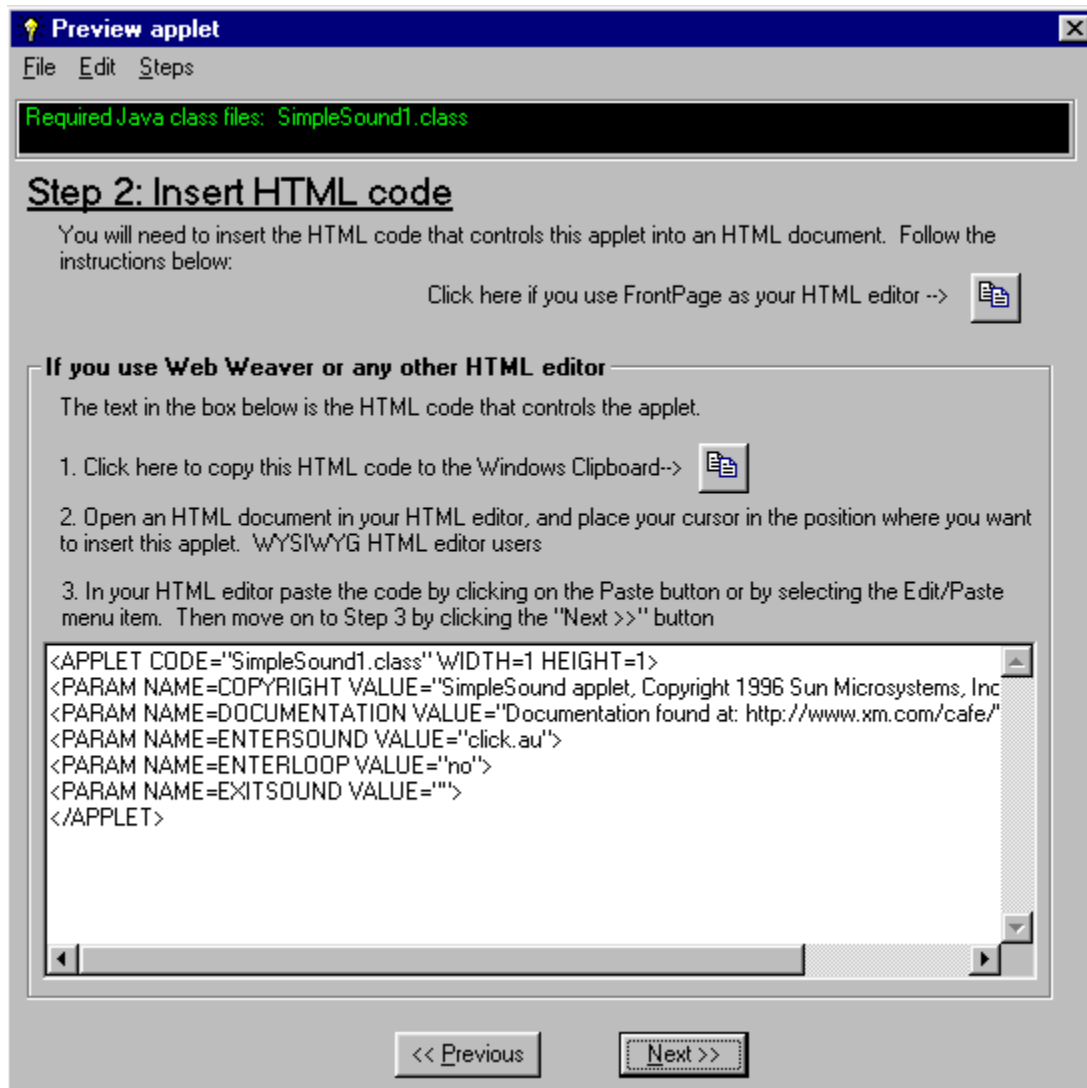
In STEP 1 of the Preview Wizard, you should click on the Preview button to preview your special effect applet in a

browser. The browser should automatically load and display your applet when you click this button.

If your applet did not preview properly or you encountered problems while previewing, refer to the [Troubleshooting guide](#).

Once you preview your applet you can choose to go back and edit the applet properties if you didn't like the way it looked, or you can move on to STEP 2. Click the 'Next' button to move to STEP 2 and the following screen will display:

## STEP 2



STEP 2 helps you to copy the J-Perk HTML code into your Web page. After you set all of your applet properties when you created your applet, J-Perk creates HTML code which is necessary for controlling how the applet behaves. You must insert this HTML code into your Web page.

If you use Microsoft's FrontPage as your HTML editor, you can click on the FrontPage button in STEP 2 of J-Perk's Preview Wizard to read step-by-step instructions about how to insert the applet code and files into a Web page.

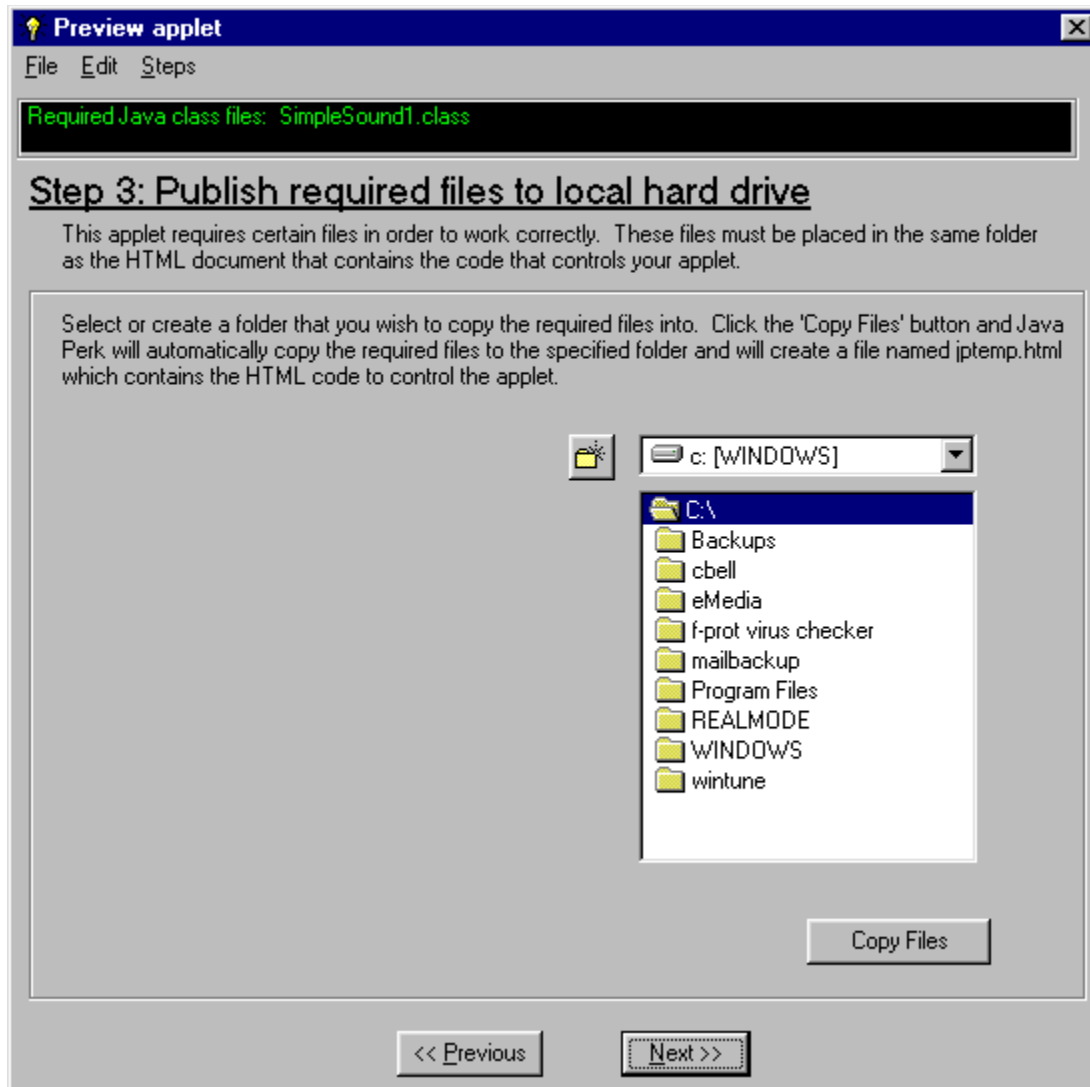
If you use any other HTML editor you can follow the instructions on the Preview Wizard's screen. Simply click the 'Copy' button and the required HTML code will be copied to the Windows Clipboard.

Then switch to your HTML editor and open the Web page that you want to insert the special effect applet into. In

your HTML editor, place your cursor in the location where you want the applet to appear. Then paste the HTML code by clicking the Paste button or by selecting Edit | Paste from your HTML editor's pull-down menu.

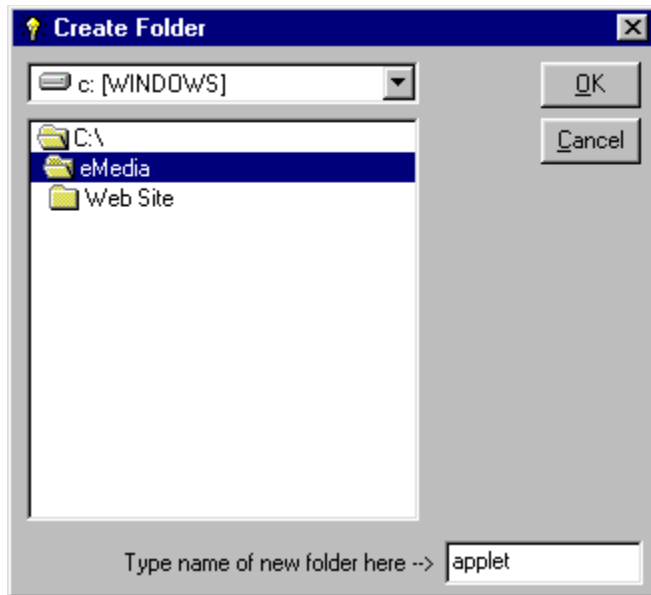
Now switch back to J-Perk and click the 'Next' button to move to STEP 3 in the Preview Wizard. The following screen will appear:

### STEP 3



STEP 3: This last step copies all the required files (including any images and sound files that your applet uses) to a specified folder on your hard drive. Copying all the required files to one folder makes it easier for you to upload these files to your Web server. The folder should be the same folder where your Web page resides because the applet HTML code in your Web page will be looking in the same folder for the required files. **THE REQUIRED FILES MUST RESIDE IN THE SAME FOLDER AS THE WEB PAGE THAT CONTAINS THE HTML CODE FOR CONTROLLING YOUR APPLET!**

Using the folder list on the Preview Wizard window, select a folder that you would like to copy the files to (you can click on the 'Create New Folder' button to create a new folder - see the image below to see the dialog box used to create new folders).

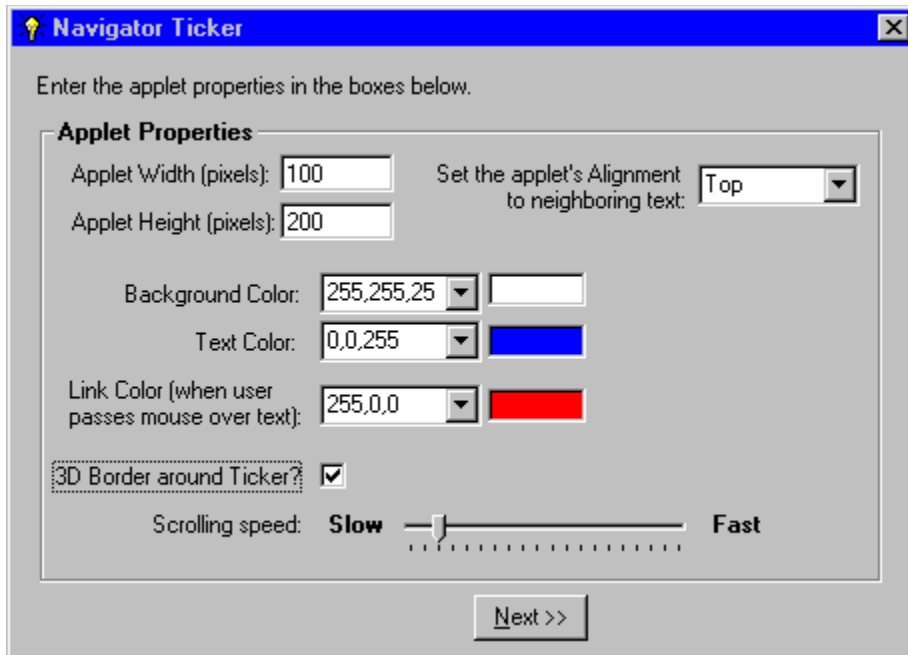


After you've selected or created a new folder, click the 'Copy Files' button and J-Perk will automatically copy the required files to the specified folder. J-Perk also creates a file named jptemp.html which contains the HTML code that controls the applet. This file is not necessary, but it is useful to have if you happen to misplace the applet HTML code.

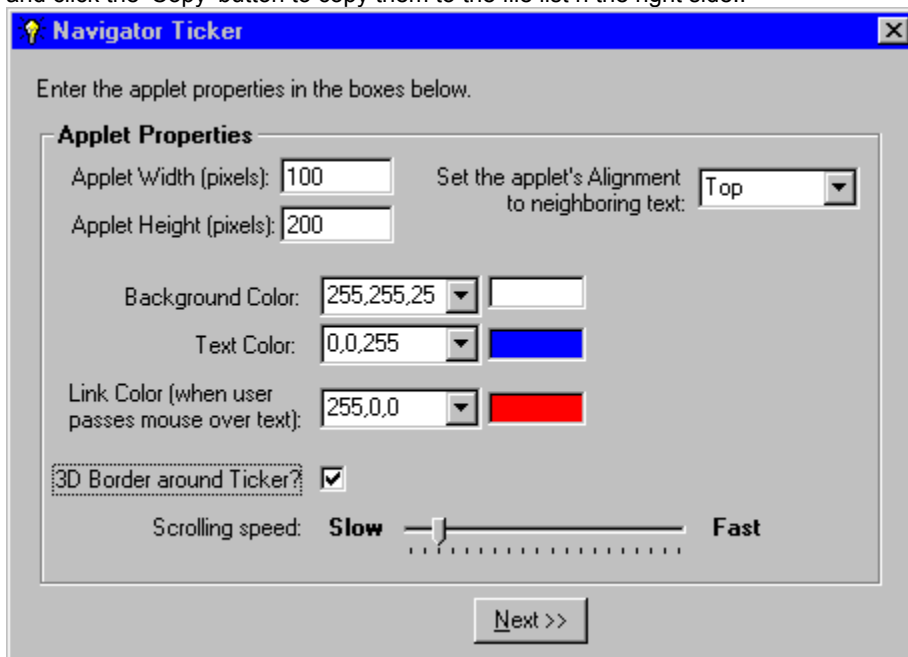
If J-Perk has trouble finding the required files it will alert you and provide a 'Copy From' file list (on the left side of the Preview Wizard window) so that you can manually find the files on your hard drive and copy them to the specified folder.

One reason why J-Perk might not be able to find the required files (such as an image) is that when originally creating your special effect applet you might have manually typed a filename into an input box instead of using the 'Browse' button to select the file. When you manually type the filename into an input box, J-Perk doesn't know which folder the file is located in, but when you use the 'Browse' buttons to select the files (images, sounds) J-Perk remembers which folder you selected the files from and will use that information to correctly copy those files in STEP 3 of the Preview Wizard.

If J-Perk can't find all the necessary files for your applet, you must look for them in the file list on the left side of the Preview Wizard window and copy them to the file list on the right side.



Search for the required image and sound files that your applet uses in the file list on the left side of the Preview Wizard window. Select them and click the 'Copy' button to copy them to the file list on the right side..



If J-Perk can't find the required Java class files required by the applet you must also search for them in the left-hand file list. These class files are located in the J-Perk folder (where you installed J-Perk).

Once all the required files have been copied to the folder of your choice you can click the 'Next' button at the bottom of the Preview Wizard window and move to the final step. This step tells you that you are finished with your applet.

You may now upload the required files to your Web server by using an FTP client to transfer the files from the folder which holds all of the required applet files for your applet.

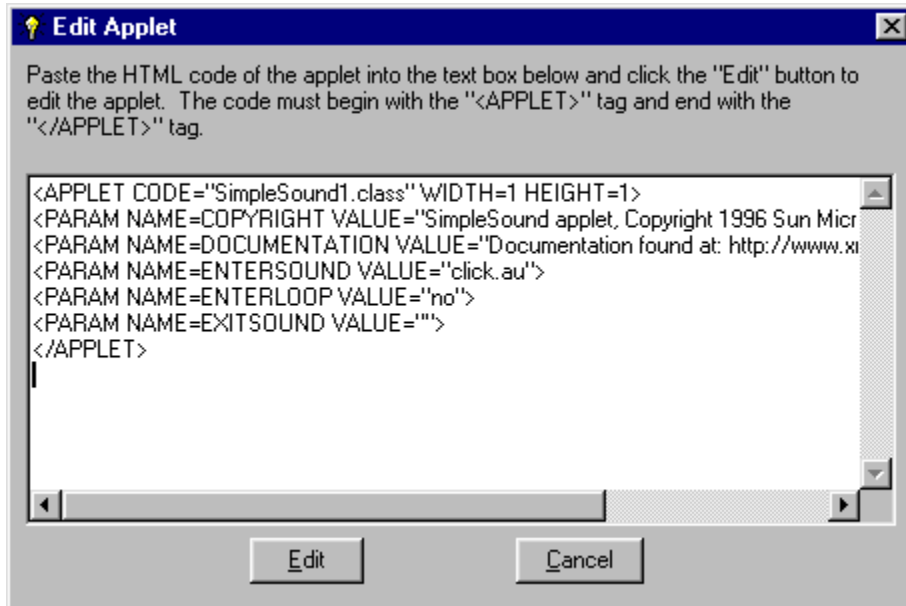
If you encountered problems with the Preview Wizard, refer to the [Troubleshooting guide](#).





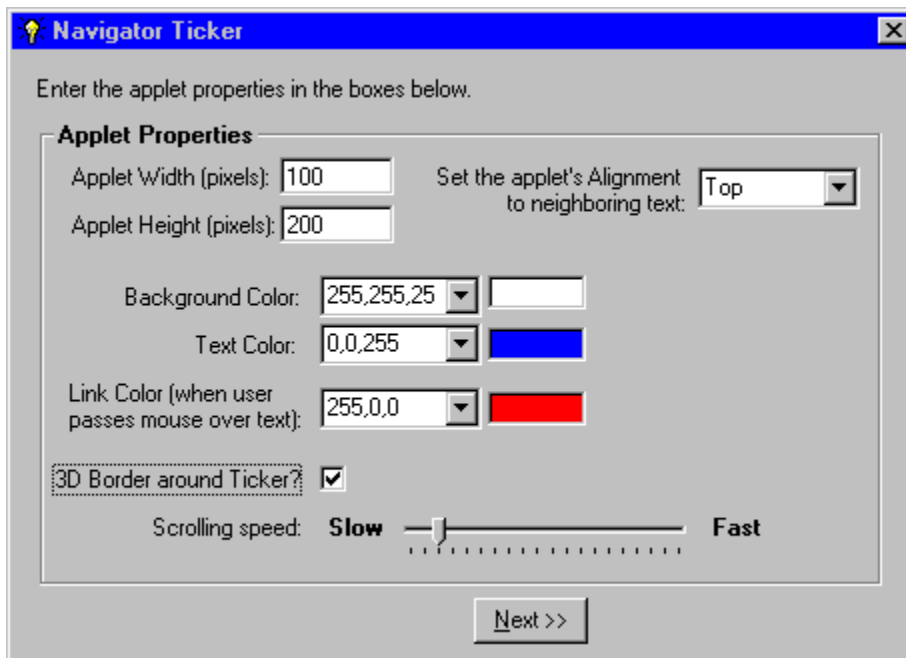
## Editing existing effects

If you wish to re-edit existing applets and special effects that you have created in the past, you can do so using the Edit Applet window. A screen shot of this window appears below:



You can access the Edit Applet window by selecting Edit | Edit Applet from J-Perk's Main screen pull-down menu.

To re-edit an applet, copy the applet HTML code from your Web page and insert it into the input text box on the Edit Applet window.



begin with the <code><APPLET></code> tag and end with the <code></APPLET></code> tag.

The HTML code must

After you have inserted the HTML code into the input box click the 'Edit' button to load the applet wizard which will allow you to re-edit your applet. If you are editing an animation, the Edit Applet screen will ask you which wizard you wish to use to edit the applet (Advanced Animation Wizard, Animation wizard or Banner/Billboard wizard).

After the values are loaded into the appropriate wizard, modify the applet to your liking and click the 'Done' button on the wizard to create the new HTML code.

## **Problems**

Not all applets are supported by this function. The Screen Color Fade applet and the Pull-down menu applet cannot be re-edited using this function. You must recreate these applets or edit them by hand.

If the applet height and width values are not being loaded into the wizard, it is because the values are not enclosed by quotes in the HTML code. If you want the applet height and width values to be loaded into the wizard, enclose them as shown below:

like this: `<APPLET CODE="..." WIDTH="434" HEIGHT="222">`

not like this: `<APPLET CODE="..." WIDTH=434 HEIGHT=222>`

