Katabounga

User Guide

version 2.08

www.abvent.com

A B V E N T

• **ABVENT International Headquarters**	tel : (33) (0)1 53 01 05 09 e-mail : sales@abvent.fr	• Paris
• **ABVENT USA**	tel : (415) 431 3412 e-mail : USA_sales@abvent.com	• San Francisco
• **ABVENT France**	tel : (33) (0)1 53 01 05 05 e-mail : commercial@abvent.fr	• Paris
• **ABVENT Abacus Italy**	tel : (39) 523 59 11 00 e-mail : info@abacus.it	• Piacenza
• **ABVENT Switzerland**	tel : (41) 26 663 93 50 tel : (41) 01 880 21 81 e-mail : abvent@urbanet.ch	• Estavayer Le Lac • Zurich

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Guarantee Limitations and Responsibilities

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Welcome to Katabounga

Interactive multimedia authoring is now available to everyone with Katabounga®. This is the tool for graphic artists, multimedia professionals, interactive game and instructional material editors, architects, designers, and anyone wishing to master the totality of their projects from the basic conception through the actual authoring and creation of an interactive multimedia presentation.

Media galore
Images, sounds, movies, QuickTime VR, texts, … Katabounga manages all media compatible with QuickTime as well as internal formats such as sprites (animated sequences based on a series of images), buttons and hypertext links.

Key user advantage…
Katabounga has a communication system of messages which determines the events and interactivity of the presentation. These messages, which synchronize events and prompt actions, can be defined by the user or generated directly by Katabounga.

The heart of it all
The scenario is the heart of the project. The various screens and sequences of the presentation are created here. The organization follows a hierarchical structure and projects can be visualized at a glance in the scenario palette.

Control panel
The true nervous system of your Katabounga® project is centered in the commands palette. The commands here give life to the media by determining their behavior. The interactivity, as well as the spatial and temporal animation of the multimedia presentation, is decided via these commands which are simply positioned by dragging & dropping the command icons onto the media objects.
Scripting is smoothly integrated into Katabounga®, providing a powerful shorthand of object commands as well as very sophisticated but easily-accomplished programming. The powerful assistant features free you from repetitive tasks, by offering pre-programmed functions such as the automatic preparation of a slide show.
Katabounga compiles royalty-free Mac and PC Runtime applications.

Installing Katabounga

Before starting any Katabounga installation, make sure that the totality of the configuration corresponds to the minimum requirements.

Hardware requirements :
CPU :

- Power Macintosh computers
- RAM Memory : 64 Mb

System Requirements :

- Mac OS 7.6 or later
- QuickTime 3.0 or later installed

It's recommended to use Katabounga with Mac OS version 8.xx, QuickTime version 3.xx, with a minimum of 16 Mb allocated to the application.

Installing Katabounga on your hard drive

Drop the Katabounga folder onto your hard drive. This folder contains the application, the necessary modules for Mac and PC (Win95 & Win98) Runtimes.

General Information

Katabounga allows you to define a scenario structure within a multimedia presentation.
A scenario is composed of screens which can be gathered in sequences.
A screen, in turn, may contain one or several objects. You can then include media into your objects, and you can then control these media through the provided commands.
As an analogy of these ideas, think of a scenario as a book.Think of the sequences as the book's chapters, and think of the screens as the pages in each chapter.

Running for the first time

When you run Katabounga for the first time, you must identify yourself with your name (or your company name) as well as your personalized serial number that has been delivered with the software.

Note : This access code is found on the guarantee card that is part of the Katabounga package. Don't forget to fill it and to send it back to ABVENT.

So that identification can be completed correctly, you need to insert the original Katabounga CD-Rom into your CD-Rom drive.
If you do not do so at this time, Katabounga will ask you to do it at a later time (note: at this point you are in demo mode; see below).
This dialog will not appear again during this first execution of Katabounga. Please keep the Katabounga serial number, as it will be asked again if you ever need to reinstall or if your system is modified.

Note : If you lose your serial number, contact your retailer.

When in demo mode...

If you do not provide the serial number when asked, Katabounga can still be used. All of the functions of the software are available. The only limitations are the scenario size, which cannot exceed 400/300 pixels and the fact that you can't save when in demo mode. You can open larger scenarios, but you cannot save them. Anyway, you can compile both 400/300 pixels run-times.

Opening a scenario

When you open a scenario, Katabounga will verify and control the integrity of the scenario.
These verifications and controls can be avoided. To expedite the opening of a scenario, hold down the Option key as soon as the scenario begins to open.

Media verification

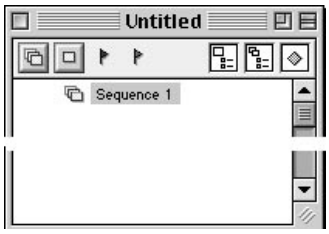
For a previously-created presentation, at the opening of a scenario, Katabounga verifies the integrity of the media and checks that each media file used in the scenario is indeed present.
Your media files may contain media which were modified after the saving of the scenario. Katabounga only checks that your files have the same names and address paths as those that you used while creating the scenario. To open the internal references of a media containing modified contents see the chapter on "The Media Palette".

The work environment

When a scenario is opened, Katabounga displays a certain number of windows that make up the work environment.
Some windows are always open ; others can be opened or closed depending on your

needs. Other windows may be displayed or hidden by Katabounga depending on the operational context...

The Scenario Window



The Scenario window is constantly open. Closing it would mean that the creation of the scenario would end. Having the name “untitled” when first opened, the scenario acquires the name that you give to it during the first save operation.

When the Scenario window is in a back plan (when other windows are active in front), it is possible to move to the front by clicking on the surface or by using the menu’s Scenario window.

The Scenario window displays the whole of the scenario’s structure : the sequences, the screens and the commands. It allows you to create new sequences and new screens. It lets you attribute commands to sequences, screens and objects. Additionally, it allows you to modify the names of most elements in the structure. As well, it allows you to modify your scenario organization by displacing sequences, screens, objects and commands ; and it gives you access to screens, objects and command parameters.

The Scenario window also allows you to set the start screen and one or several stop screens. The start screen starts the screen sequence while the stop screen stops the scenario from running. Start and stop screens are useful during the construction and testing of your scenarios.

For additional information on the scenario, refer to the chapter titled "The Scenario".

The icons and/or the sequence names, the screens, the objects or the commands can, depending on the context and the use of the drag and drop mode, automatically generate new commands or affect existing command parameters.

The Screen window

The Screen window may be opened or closed depending on your preferences. A double-click on a Screen icon (or on an Object icon belonging to this Screen) in the Scenario window opens the Screen window if it is closed, or moves it to the first plan if it's already open. In the Scenario window, where all your Screens are listed, you may assign a different name to each Screen. Consequently, your Screens will be named "Screen-", followed by your assigned names.

When the Screen window is in the back plan, it is possible to move it to the first plan by clicking on its surface or by calling it from the Screen window menu command.

The Screen window displays a screen and its media objects if such objects are displayable. In a Screen window, you may create new objects, position them, modify them and assign commands to them. Thus, you have complete control over the contents and layout of your Screens.

For more information about Screens, see chapter "The screens".

The Palettes

The palettes, once opened, are particular in the sense that they stay in the first plan with respect to the other windows.

The Tools Palette

The tools palette is related to and operates on the Screen window. It opens or closes automatically when the Screen window opens or closes.

It displays four different tools depending on the context. In the “edit screen” context, the Tools palette takes the form of left palette above. In the “edit object frame” context, the Tools palette takes the form of the right palette above.
The tools from this palette allow you to manipulate objects on the Screen window.

For more information about tools, see chapter "The objects".

The Media Palette

The Media palette may be opened or closed depending on your preferences. Clickable from the Window menu, this palette closes or opens depending on its previous state.

The Media palette displays, in its lower part, the list of the image media, texts, sounds, QuickTime VRs, sprites, buttons, etc..., present in the scenario. In its upper part, the palette displays several clickable icons which allow you to filter media of a specific type to be listed in the lower part of the palette.

The Media palette allows the addition, deletion, and manipulation of media. It displays information concerning the media, and allows the creation and edition of buttons and sprites. As well, it automatically generates objects on a screen when you drag a media item from the Media palette and drop in on the screen.

For more information, see chapter "The objects".

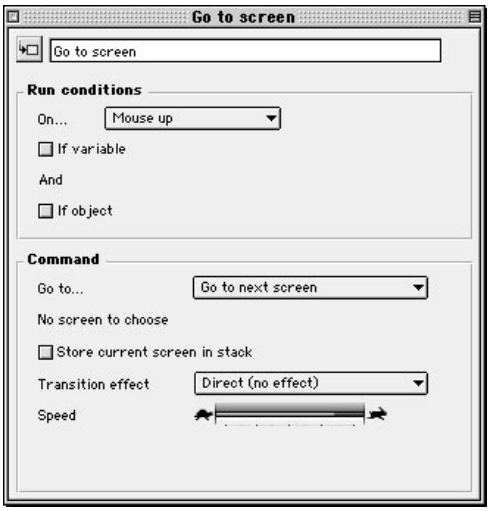
The Commands Palette

The Commands palette may be opened or closed depending on your preferences. Clickable from the Command menu, this palette closes or opens depending on its previous state.

The Commands palette displays, in an iconized manner, all commands available within Katabounga. By dragging and dropping these icons into your media objects, screens and sequences, you give certain behaviors to the elements of your presentation(s).

For more information, see chapter "The commands".

The Command Edit Palette



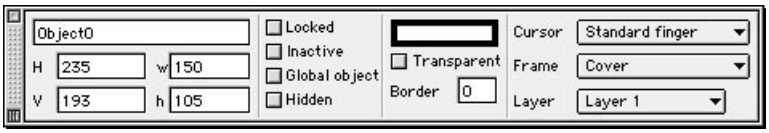
The Command edit palette may be opened or closed depending on your preferences. Once you have dragged and placed a command icon in an object or in the Scenario window, you may double-click on it to open its corresponding Command edit palette.

The Command edit palette displays all the editable features of the commands. Thus,

the contents of this palette vary depending on the command being edited. In essence, the Command edit palette allows you to set the execution conditions of a command and how it should be executed.

For more information, see chapter "The commands".

The Object Palette

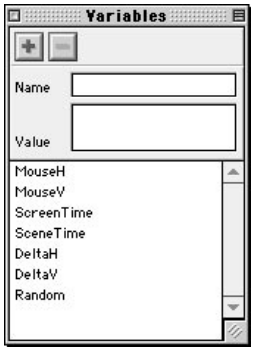


The Object palette may be opened or closed depending on your preferences. Clickable from the Window menu, this palette closes or opens depending on its previous state.

The Object palette displays the essential characteristics of an object.
The Object palette allows you to rename objects; to define its screen coordinates, attributes and aspects ; to attribute a particular cursor ; and to assign a layer to an object. Clicking on any object on your screen will immediately reflect the object's attributes and information on the Object palette.

For more information about the Object palette, see chapter "The objects".

The Variables Palette

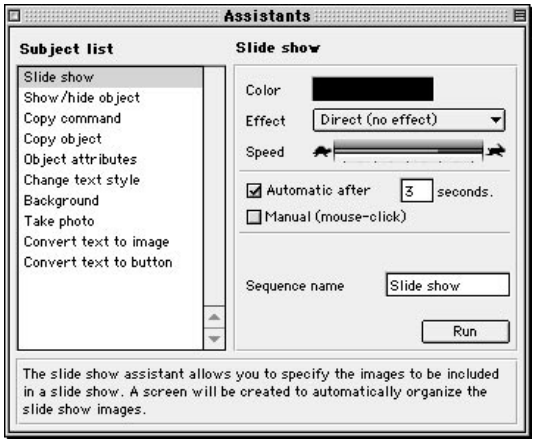


The Variables palette opens or closes depending on your preferences. Clickable from the Window menu, this palette closes or opens depending on its previous state.

In its lower part, the Variables palette displays the list of variables used in the scenario. In the upper part, it displays the name and the contents of the selected variable in the list.
The Variables palette allows you to create and delete variables, to rename them, and to modify them with different alphanumeric or numeric values.

For more information about the variables, see chapter "The variables".

The Assistants Palette



The Assistants palette may be opened or closed depending on your preferences. Clickable from the Window menu, this palette closes or opens depending on its previous state.

In the left part, the Assistants palette displays the list of available Katabounga assistants and in the right part, you'll find the different parameters of the selected assistant.
The assistants allow to automate certain operations and to simplify the construction of certain scenarios.

For more information about the assistants, see chapter "The assistants".

The Errors and Messages Palette

The Errors and Messages palette may be opened or closed depending on your preferences. Clickable from the Window menu, this palette closes or opens depending on its previous state.

The Errors and Messages palette reports the results of your scenario's execution.
The Errors and Messages palette allows you to study the sequence of events as you re-execute your scenarios in order to fine-tune them.

For more information about the Errors and messages palette, see chapter "Special tools".

The K Palette

The K palette is always open and displays the Katabounga icon. The K palette allows you to delete sequences, screens, objects and commands when the Finder's trash is not available.

THE SCENARIO

A scenario is a multimedia presentation in development. It incorporates images, texts, sounds, films, etc..., and assembles them on the screen while defining their individual behavior and their interaction among themselves.
The Scenario window displays the totality of the scenario's structure : the sequences, the screens and the commands. It allows you to :
• create new sequences and new screens
• attribute commands to sequences, screens and objects
• modify names of sequences, screens, objects and commands
• modify the organization of the scenario by displacing sequences, screens, objects and commands
• access screens, objects and command parameters.

The Scenario window also allows you to set the start screen and one or several stop screens. The start screen marks the starting point for the execution of your scenario. The stop screens are mostly useful when you're constructing your scenario, as they allow you to set stopping points when you call them at specific spots in the scenario.

Tools for the Scenario window

The Scenario window consists of a title bar and a series of four icons to the left and three icons to the right which represent specific tools for the construction and the display of the structure. The corresponding names for these icons are : create sequences, create screens, designate stop screens, designate start screen, display/hide commands related to a sequence, and display/hide global objects. The icons are displayed below :

 *Tool icon for creating sequences*

 *Tool icon for creating screens*

 *Tool icon for designating stop screens (red flag)*

 *Tool icon for designating start screen (green flag)*

 *Tool icon for displaying/hiding commands related to a screen*

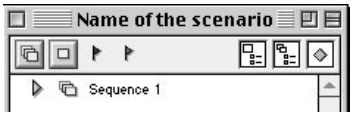
 *Tool icon for displaying/hiding commands related to a sequence*

 *Tool icon for displaying/hiding global objects*

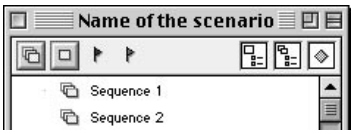
The Sequences

A sequence allows one or more screens to be gathered logically, and it helps to organize and structure the scenario. You can have global objects within a sequence. The behaviors of these objects will remain the same on all screens which compose the sequence.

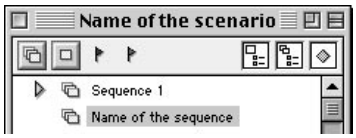
For more information about global objects, see paragraph "The Global Objects".



There is a minimum of one sequence per scenario. It is automatically generated at the creation of a new scenario and named “Sequence1” by default.

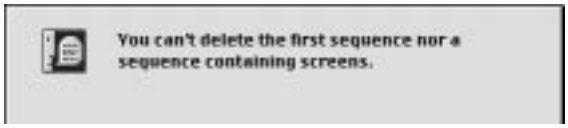


A click on the Create Sequence button (the first to the left of the title bar) generates a new sequence named SequenceN, where N is the ordinal number of the sequence. The number of sequences is unlimited.



A double-click on the sequence name transforms the line into an edit zone and allows you to modify its wording. The maximum length allowed for a sequence name is 40 characters.

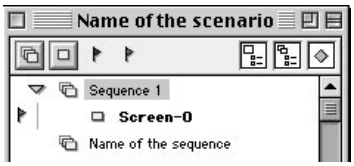
A drag and drop from a sequence line into the Finder's trash or on the K palette allows you to delete a sequence, after the following dialog confirmation.



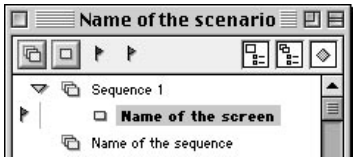
It is not possible to delete the first sequence.
It is not possible to delete a sequence which contains at least one screen. The message above conveys this idea.

The Screens

A screen is a scenario's basic element. It's the screen and its contents which are viewed when the presentation is executed. A screen contains objects which in turn may contain different types of media. Commands may be attributed to a screen as well.



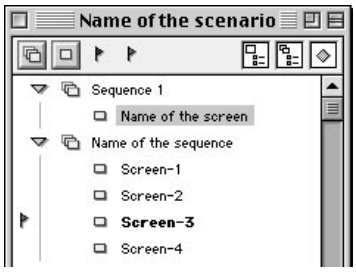
A click on the Create Screen button (the second button to the right of the title bar), generates a new screen named Screen-N, where N is the screen's ordinal number. The number of screens is unlimited.
The first screen created is defined as the start screen : its name appears in bold and a small green flag will appear on the left.
If no sequence is selected, the screens are automatically created in the first sequence. To create a screen within a particular sequence, you must first select the sequence from the Scenario window by single-clicking on its icon or its name.



A double-click on the screen name transforms the line into an edit zone and allows wording modification. The maximum length authorized for a screen name is 20 characters.
A double-click on the screen icon opens the Screen window (if it was previously closed), or brings it to the first plan if it was previously open.
A drag and drop from the screen line into the Finder's trash or in the K palette allows the screen to be deleted, after a dialog confirmation.
Deleting a screen means that all objects and commands that are found within it are deleted as well.

Start screen

The start screen will begin the execution of the scenario. By default, the first screen created in the scenario becomes the start screen. It is impossible to define more than one start screen in the same scenario.

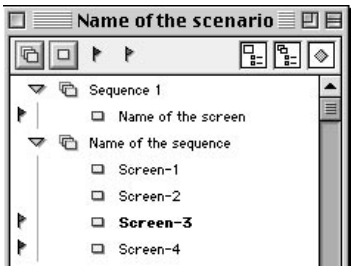


In the Scenario window, you may designate a Start Screen by dropping into it the Start Screen icon (the small green flag). You may drag the green flag icon from its location under the Scenario's title bar, or you may drag it from the current Start Screen in the Scenario window. In the second case, you would, in fact, re-define the Start Screen. A Start Screen cannot be a Stop Screen at the same time, and vice-versa.

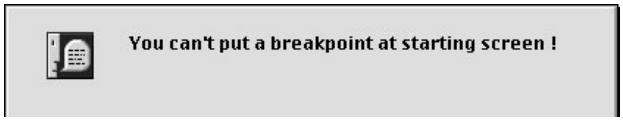
Deleting the start screen is impossible. If you wish to delete the screen currently possessing the Start Screen icon, you must first re-assign the green flag icon to another screen as described above.

Stop screen

A stop screen is one which, when called, stops the execution of a scenario. You may define more than one stop screens. Multiple stop screens may be useful for testing different parts of your scenario.



In the Scenario window, you may designate a Stop Screen by dropping into it the Stop Screen icon (the small red flag). You may drag the red flag icon from its location under the Scenario's title bar, or you may drag it from the current Stop Screen in the Scenario window. In the first case, you would define a new Stop Screen. In the second case, you would, in fact, re-define a Stop Screen.
You may designate as many Stop Screens as you want.

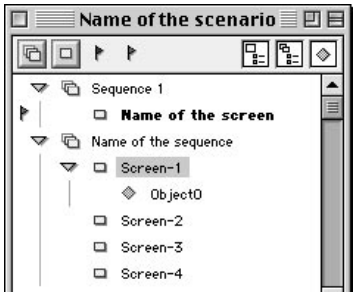


A Stop Screen cannot be a Start Screen at the same time, and vice-versa. An attempt to do so will yield the above message.

Dragging and dropping the Stop Screen icon (the small red flag) adjacent to any Stop Screen into the Finder's trash or into the K palette deletes the Stop attribute from a screen.

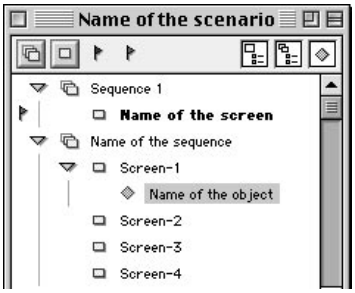
The objects

An object is the screen's elementary entity manipulated by Katabounga. It may contain a type of media, and you may attribute commands to it in order to "give life" to your media.



An object cannot be created in the scenario window. An object, even a global one, can only be created in the screen window.
Once it is created in a screen, the object appears nested in the scenario window, just under the screen in which it was created. This structure is shown above.

For more information about the creation of objects, see chapter "The objects".

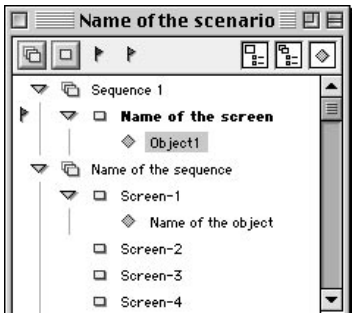


A double-click on the object name transforms the line into an edit zone and allows wording modification. The maximum length authorized for an object name is 30 characters.

In your Scenario window, clicking on an object icon opens the screen which contains it, thus allowing you to edit or modify the object.
Dragging and dropping the object's name into the Finder's trash or in the K palette allows, after a dialog confirmation, to delete the object from the containing screen. All commands and attributes associated with the object are also deleted.

Global objects

A global object is an object which is operational throughout a sequence. That is, it appears on all screens contained in the sequence.
Global objects allow the realization of a common model in a series of screens. For example, in the case of a series of photos appearing with the same framing, the framing can be defined a single time as a global object linked to the sequence, and the photos, of course, may vary in each of the screens in the sequence.

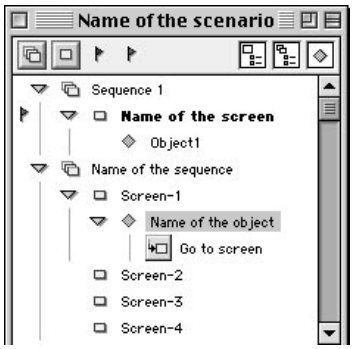


In your Scenario window, dragging and dropping an object into a Sequence icon allows you to define this object as an object global to the selected sequence. The global object appears nested within the selected sequence as shown above.
An object can also be defined as a global object by checking the global object box in the Object palette. A double-click on the icon of a global object does nothing because the global object is not attached to a single screen.

For more information about global object creation, see chapter "The objects".

The commands

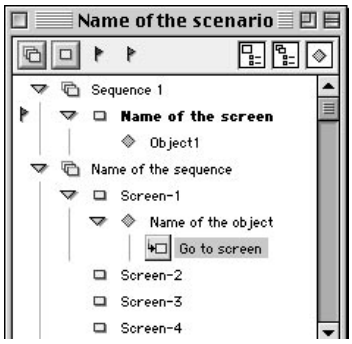
A command is the element which allows a scenario action to be defined. This action could be to access a screen, display an object, play a sound, etc... A command is always associated with a sequence, a screen, or an object.

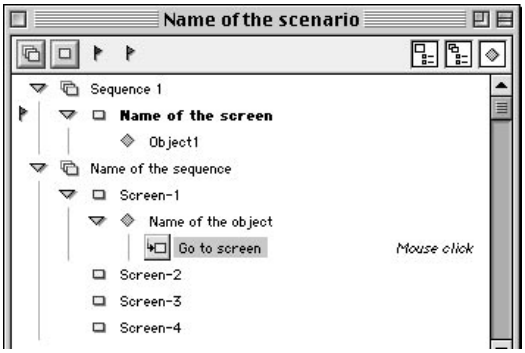


You give commands to an object, a screen or a sequence in the scenario by dragging and dropping the command icon into any of these entities. The command's icon appears nested right under the entity into which it was placed, as shown above.

A command associated with an object can also be created by dragging and dropping an icon from the Command palette into an object in the Screen window.

It is impossible to create a command if the Command palette is not displayed.





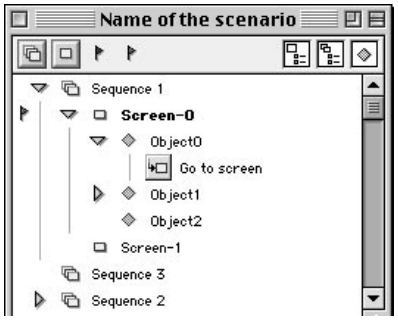
Once enlarged, the Scenario window displays in italics, to the right of the commands, the event which initiates the command (In the example above, the programmed event is Go to screen).
A double-click on the command name transforms the line into an edit zone and allows you to modify the wording. The maximum length allowed for a command name is 30 characters. A double-click on the object icon opens a Command edit window which allows you to define the command's running conditions and any parameters applicable to the command.

Dragging and dropping the command icon into the Finder's trash or in the K palette deletes the command, after the dialog confirmation below.

The Scenario structure

Sequences, screens, objects and commands, all make up the nested structure of your scenario. Each of these elements can be manipulated in the Scenario window in order to edit, move, hide, or give different characteristics to its contents.

Display/hide the contents of an element



An empty sequence has no icons to the left of its name.
If a sequence contains at least one screen, the small icon of a triangle pointing downward appears to the left of the sequence name, and the name(s) of the member screen(s) appear(s) nested under the sequence.
A click on the triangular icon hides the screen list related to this sequence, and the triangle then points to the right.

Similarly, if a screen has no objects, no icon appears to the left of the screen name. When a screen contains at least an object, it displays a small triangle pointing downward. This small triangle icon, when clicked-on repeatedly, behaves similarly to the one described above for sequences. Namely, it rolls in and out the list of objects included in a screen.

Display/hide commands attributed to a screen

 *Tool icon to display/hide the commands linked to a screen.*

A click on the display/hide command screen button, located under the title bar, hides or displays, in the scenario window, all command icons attributed to a particular screen. You need to first select the screen, however, by single-clicking on its icon in the Scenario window.

This tool has no other functions other than improving the perception and readability of the screens in your scenario structure.

Display/Hide commands attributed to a sequence

 *Display/Hide command tool icon linked to a sequence.*

A click on the display/hide sequence commands button, located under the title bar, hides or displays, in the scenario window, all command icons attributed to a particular sequence You need to first select the sequence, however, by single-clicking on its icon in the Scenario window.

This tool has no other functions other than improving the perception and readability of the scenario structure.

Display/hide global objects

 *Display/Hide global objects tool icon*

A click on the display/hide global objects button, located under the title bar, hides or displays, in the scenario window, all the global object icons attributed to a particular sequence. You need to first select the sequence, however, by single-clicking on its icon in the Scenario window.

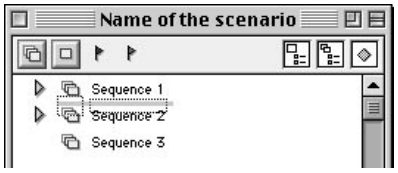
This tool has no other functions other than improving the perception and readability of the scenario structure.

Moving an entity

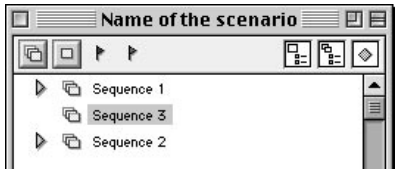
Scenario entities can be moved...
• inside the containing entity : inside a scenario sequence, inside a screen within a sequence, inside screen objects, or inside commands within an object.
• outside the entity : to a screen outside the original sequence, to objects outside the original screen, to commands outside the original object.

In any one of these cases, moving an entity causes the simultaneous displacement of all the entities that are contained within the moved entity. For instance, a sequence moves with all of its screens, a screen with all of its objects, and an object with all of its commands.

Moving Inside the containing entity



In your Scenario window, as you move around a sequence icon with the help of your mouse, you'll notice a dotted line at each spot where the insertion of a sequence is possible.



Letting go of the mouse button above one of these dotted lines moves the selected sequence to the insertion point, modifying the scenario's order. The new sequence order in the Scenario window will affect how the scenario functions. Particularly, moving a sequence affects the functioning of the **Go to next sequence** or **Go to previous sequence** commands**.**

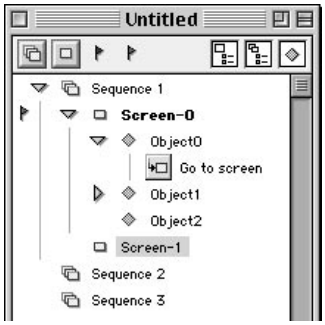
Screens can be moved within a sequence by using an identical technique as that described in the previous paragraph. The new screen order within the same sequence will affect how the scenario runs ; particularly, it will affect the functioning of the **Go to next screen** or **Go to previous screen** commands**.**

Similarly, Objects can be moved just as you move sequences. The new object order within the same screen will affect how the scenario runs ; particularly, it will affect the displaying of objects in screen.

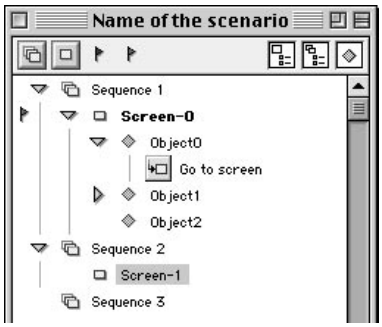
In addition, commands can be moved as described above. The command order within the same object affects the way the scenario runs. Re-arranging commands within an object affects their order of execution, which may trigger different events in the scenario.

Moving Outside the entity

You may move an entity (a screen, for instance) from its containing entity (a sequence) to another entity in the Scenario structure (to another sequence, for example).



In the capture above notice how Screen 1 is highlighted as it is selected with the mouse.



Releasing the mouse on the Sequence 2 icon moves Screen 1 and its original contents to the selected sequence.

Objects can be moved in an identical way outside their containing entity (screen or sequence). Releasing the mouse on a different screen icon moves the object and its original contents to the selected screen. Releasing the mouse on a different sequence icon moves the object and its original contents to the selected sequence, thus defining it as an object global to the new sequence.

If a global object is "demoted" by moving it from the Sequence level to the Screen level, it automatically loses its global object attribute.

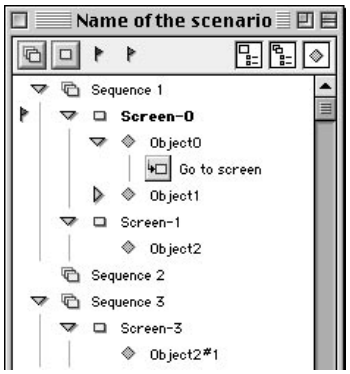
Similarly, a command can be moved outside its containing entity (an object, a screen or sequence) to another object, another screen or another sequence. Since objects interact among themselves through inter-related events, moving an object command to a different screen or a different sequence modifies the event list that it can detect.

Moving a screen, moving an object, and moving a command will certainly affect the running of the scenario.

Copying an entity

Sequences and screens cannot be copied.
Moving an object or a command while holding down the Option key creates a copy of

the object or the command.
An object is duplicated with all of the entities that it contains.



When copying an object, the new object name is created from the object's original name with an added suffix #N, where N is the ordinal number of the copy.

When copying a command, the new command name is identical to that of the original command.

Printing the scenario

Calling the Print command from the File menu allows you to print the scenario's structure ; that is to say, the contents of the Scenario window. The scenario window is printed exactly as it appears on screen, so that the displayed entities are printed and the hidden entities are not printed. If you want to print absolutely all entities in the structure, you must "roll out" all entity lists shown in the Scenario structure by clicking on the triangular icons which point to the right and which are adjacent to some of the entities in the Scenario structure. You'll notice that as you do this, all entities are listed and the triangular icons will then be pointing down.

The Sequences

A sequence allows you to group one or several screens and organize and structure the scenario. You can designate global objects by placing them at the sequence level.

All operations concerning sequences (creating, deleting, moving, attributing screens, objects or commands) will occur in the Scenario window.
The sequences are not editable and cannot be manipulated elsewhere other than in the scenario window.

For more information about the manipulation of sequences, see chapter "The scenario".

Commands pertaining to sequences

One command allows you to directly manipulate sequences :

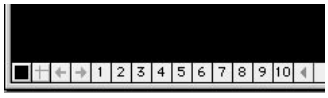
- **Go to sequence** allows you to go to the first screen of the designated sequence.

Note : The options "Go to next screen" and "Go to previous screen" in the Go to screen command allow you to navigate forwards and backwards in a sequence.

The Screens

The screens are the basic elements in a scenario. A set of screen may be contained by a Sequence. Previously, we made an analogy relating a book chapter to a sequence, and a page to a screen. The Screen window allows you to edit any given screen.

Katabounga allows you to integrate media (images, texts, sounds, QuickTime, sprites, buttons into a screen) into your objects. As well, Katabounga provides certain tools such as layers, marks, and a magnetic grid to facilitate the manipulation of objects on the screen.
A screen can have a background color attributed to it, a display effect, and a certain number of specific commands.



A series of icons in the lower left corner of the window helps you to manipulate layers, background color and marks. Using these icons you can also go to the previous or the next screen. These icons are displayed in the picture above.

The Tools palette

Opening or closing the Screen window automatically opens or closes the Tools palette.

The Tools palette in the edit screen context.

In the edit screen context, the Tools palette takes the form of the image immediately above. It contains the tools needed to manipulate objects, create objects, create text objects and link objects.

Standard tool icon for manipulating objects.

The above icon represents the standard object manipulation tool. This tool is selected by default. It allows you to select an object on the screen by clicking on it, and you can deform it by pulling it by its corners or its sides, or by moving it by a point on its surface.

Create object tool icon.

The above icon represents the create object tool.
You create an object by clicking on this button, and then by creating a rectangle on the screen with the help of your mouse.

Create and edit text object tool icon.

The above icon represents the create text object tool. You create a text object by clicking on this button, and then by creating a rectangle on the screen with the help of your mouse.

Link object tool icon.

The above icon represents the link object tool. Clicking first on this icon allows you to link two objects through inheritance by subsequently clicking on a first object and then letting go of your mouse on a second object.

The Tools palette in the edit object frame context.

In the edit object frame context, the Tools palette takes the form of the image immediately above. You go into edit object frame mode by selecting the option of the same name in the Object menu of Katabounga.
The tools palette contains the tools for moving handles, adding handles, deleting handles and restoring the original object frame. Creating and modifying handles, in effect, modifies the shape of an object frame.

Move object frame handles tool icon.

The above icon represents the Move object frame handles tool icon. This tool is selected by default in the edit object frame context. It allows the object frame to be deformed by pulling on its handles.

Add handles to object frame tool icon.

The above icon allows you to create a new handle by clicking on the perimeter of the object frame.

Delete object frame handles tool icon.

The above icon allows you to delete a handle by clicking on the icon and then clicking on the handle itself.

Replace object frame to original state tool icon.

The above icon allows you to undo the edition of object frame and restore the original, rectangular shape of the object.

For more information about the different tools, see chapter "The objects".

Layers

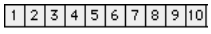
A screen has 10 layers, each of which can contain an undetermined number of objects. When a layer is selected, all of the objects that are contained within it are displayed.

Layers allow different objects to be grouped and to be simultaneously displayed or hidden and, mostly in the case of super-imposed objects, facilitates the position of objects in a screen. These layers are only useful when building a screen, as no commands can be applied to them.

It's important to recognize the difference between a *layer* and a *plan*. A layer allows you to group objects in order to keep a neater screen during screen construction. Think of plans as "layers" within a layer. Thus, your objects may change plans (go higher or lower in the plan structure), but they always remain in their layer.

Read the "Plans" section in the Objects chapter for additional confusion.
Read the "Layer" description in the "Object parameters and attributes" section of the Objects chapter to know more about onions.

By default, screen objects belong to Layer 1.



Layer access icon.

Layer manipulation happens via the numbers on the bottom of the screen window. By default, all of the layers are active, and thus all of the objects of all the layers are visible.
To show/hide a layer, all you need to do is click on the layer's number at the bottom of the screen.
You can show a single layer by clicking on a layer number while pressing down the Option key. When you do this, all the other layers are hidden.

Screen background color

The Screen background color makes all of the objects it contains easier to see and can help with their manipulation during the construction of the scenario.
The background color is attributed to a screen and belongs to that screen and only that screen.


Screen color access icon.

The background color can be modified by using the color palette. The button on the screen's lower, left corner resembles the button shown here. Holding your mouse button while you point on this button displays a color palette. You can then select the color of your choice.
The screen background color is by default black, so all the created screens will be initially black. It is possible to change this color option globally in the Preferences-> Screen option of Katabounga's Edit menu.

To change the background color by default, see "Screen preferences".

Markers

Markers simplify the positioning and or alignment of objects on the screen. Markers can be placed anywhere inside the Screen window, and their color can be modified. While building the scenario, the markers can also be adapted to meet your needs and to blend properly with the screen colors.
When another screen is displayed in the Screen window, the marker position of the previous screen is not modified.
By default, markers are missing from a newly-created Screen window, so you must set as the need arises.

 *Markers access icon.*

A drag and drop on the second icon in the lower left Screen corner allows you to put a marker inside the Screen window. Once a marker is already inside the screen, you can modify its position by dragging and dropping it to its new location on the screen : As you pass your mouse over the intersection of the marker lines, your ability to move the marker is confirmed by the appearance of two small arrows at a right angle over such intersection.
Moving a marker with your mouse to the exterior of the Screen window deletes it from the screen.
The marker color is identical to the magnetic grid color.

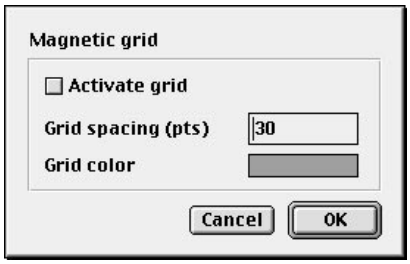
To modify the marker color, see "The magnetic grid".

The magnetic grid

The magnetic grid makes the positioning of the screen objects easier. You can easily activate or deactivate the magnetic grid by going to the Preferences->Magnetic grid option of the Edit menu. You'll notice that this option also allows you to modify the grid's color and its spacing as follows.

When activate, the grid appears on your selected screen as a series of equidistant dots

which attract the upper left corner of any object created in their close vicinity.



The Activate grid check-box allows you to activate or deactivate the magnetic grid.
The Grid spacing (pts) input field allows to define the magnetic grid spacing in pixels.
The Color display zone allows you to choose the magnetic grid color via an intermediary palette. The magnetic grid display color modification also affects the markers color.
By default, the magnetic grid is inactive, its spacing is 30 pixels and its display color is green.

Commands pertaining to screens

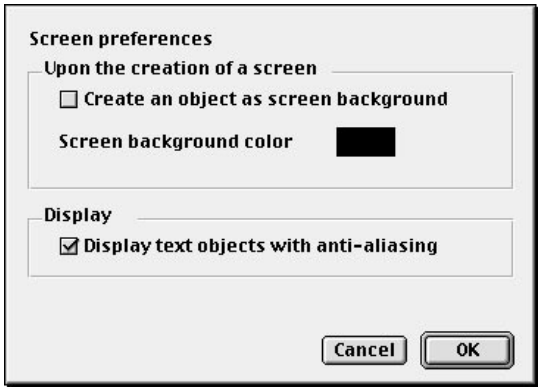
Several commands allow you to directly manipulate screens :
- **Go to screen** allows you to go to the designated screen.
- **Go to sequence** allows you to go to the first screen in the designated sequence.
- **Return to stack** allows you to return to the previously displayed screen.
- **Go to screen time** allows you to evolve the screen timing

An event linked to a screen can launch other commands. For instance,
- **Screen time…** tests the number of ticks (one tick equals 1/60th of second) that occurred from the moment the screen was initially displayed.

For a detailed description about commands, see chapter "The Commands".

Screen preferences

Selecting the Preferences->Screen option of the Edit menu displays the dialog below, which allows you to specify the default values and modes for all the screens subsequently created in your scenario.



Create an object as screen background

The Create an object as screen background check-box allows you to automatically include in each created screen a locked object, sized and colored identically as the screen and named "Screen background". By default, the box is not checked.

Although it is possible to directly attribute commands to screens, they cannot be set up to run as soon as they receive a specific message. In order to make them behave as objects, it is necessary to create an object as screen background. The object itself can be transparent. The advantage of this scheme is that you can then program other objects to transmit messages that can be received by the screen (rather, by the object in the screen).

The Color zone in the screen background allows you to change the color of the screen background by using a palette. By default, the color is black.

Displaying

The Display text objects with anti-aliasing check-box allows you to automatically activate or deactivate text anti-aliasing. By default, anti-aliasing is active.
Text anti-aliasing means that Katabounga will smooth out the jagged edges of all the text used by text objects in your screens. Since anti-aliasing takes processing time, deactivating this option will speed up the display of your text which is recommended at least during the testing phase of your scenario.

The objects

An object is the basic screen element. It may contain media, and you may give commands to it in order to manipulate the media.
You may perform several operations on objects right from your scenario window (you may change their sequence in a screen, move them from one screen to another, or copy attributes and commands from one object to another).

For more information about object manipulation in the Scenario window, see chapter "The Scenario".

You may define and place objects in the Screen window. In a screen, with the help of the Tools palette, you may edit the shape of the frames which will contain your objects, and you may define the type of media contained in each object. As well, you can assign certain behaviors to your objects by means of commands dragged from the Commands palette. Similarly, with the assistance of the Object palette, you may set certain attributes for each of your objects.

Operations applicable to objects

Creation

You can only create objects on screens. The following tools help you to do so.

Object creation tool icon.
The above icon represents the object creation tool. It allows you to create an object by first clicking on the icon and then creating a rectangle on your screen with the help of your mouse. The new object has the size of the created rectangle and is empty of all media ; it has no attributes nor commands, and it is named Object N, where N is the object ordinal number.

Selecting the Preferences->Objects option in the Katabounga Edit menu allows you to modify certain things about your objects, such as displaying their name and their frame outline.

 *Cursor icon*

This icon appears temporarily while dragging and dropping a media item from the media palette.
An object is automatically created by dragging and dropping a media item from the Media palette into the screen surface. The object, therefore, contains the media item, and its size is thus that of the media item. It has no attributes or commands, and takes the name of the placed media item.
Some of the Katabounga assistants can also automatically create objects.

To create a text object, see paragraph "The text objects".

Selection

 *Standard object manipulation tool icon.*

Clickable from the Tools palette, the icon displayed above allows you select one or more items from a screen. Once selected, these objects can be manipulated together (deleted, modified, etc...). If you single-click on this icon, there are different ways to subsequently select objects :
1) Clicking on a single object allows you to manipulate only such object,
2) Rubber-banding with your mouse several objects selects all the objects touched by the rectangular rubber-banding,
3) Rubber banding with your mouse several objects while pressing the Option key selects only those objects totally included in your rectangular rubber-band,
4) Selecting objects by any of the above methods, and then pressing the Shift key while single-clicking on additional objects allows you to incrementally select more objects.
On the other hand, to deselect objects, it suffices to single-click on your screen, where no objects are present.
If an object cannot be selected by single-clicking on its surface, there is a strong chance that a transparent object is placed before it.

Motion

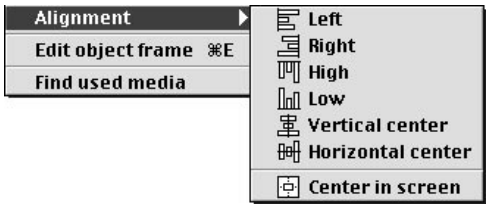
By seizing any point on its surface, an object can be moved via the mouse and released anywhere on the screen.

Holding down the Command key allows you to manipulate one or several objects already selected even if they are hidden by other objects situated in the first plan.

Katabounga offers you several solutions to facilitate object positioning on the screen or with respect to other objects: the markers, the magnetic grid, the Align Object command menu, the object's coordinates in the Object palette, and the holding down of the Command key which allows you to detect by overview the alignments on other objects.

For more information about the markers and the magnetic grid, see chapter "The screens".

Alignment



The Alignment option of the Objects menu displays the above menu. After having selected a set of objects (as described in the Selection section of this chapter), the result of choosing each of the alignment options is as follows :

• Left : the left edges of all objects in the selected set will be aligned with respect to the left-most object in the set
• Right : the right edges all objects in the selected set will be aligned with respect to the rightmost object in the set
• High : the top edges all objects in the selected set will be aligned with respect to the highest object in the set.
• Low : the bottom edges all objects in the selected set will be aligned with respect to the lowest object in the set.

• Vertical center : the vertical center of all objects in the selected set will be aligned with respect to the centric object in the set.
• Horizontal center : the horizontal center of all objects in the selected set will be aligned with respect to the centric object in the set.
• Center in screen : all objects in the set will be centered in the middle of the screen.

Centering an object manually (without employing any of the above menu options) with respect to another object can be done as follows :

• Press down your mouse button on the object you want to move.
• While still pressing down on your mouse, press down the Command key as you move the object with the mouse.
• You'll notice that as you move the selected object in the vicinity. of other objects, a blinking line will appear each time that your selected object is centered (left, right, low, etc) with respect to the object(s) closest to your selected object.
• Releasing the mouse button while the blinking line is present will in effect leave the object in a centered location.

Size modification

 *Lateral or angled object icons.*
As you glide your mouse over the edges or corners of any of the object frames in a screen, you will see one of the above icons appear. When it appears, if you press on your mouse button while you move your mouse, you will be able to alter the size of the object frame. The directions of the doubly-headed arrow in each icon indicate the possibilities for modification.

Katabounga also allows you to modify the size of the object by its coordinates in the Object palette.

Size Adjustments

The Adjust size option in the Objects menu displays a sub-menu whose options allow you to augment or reduce the size of a graphical media item contained within an object. The modification takes place relative to the original size of the media item, and the object frame is modified in order to exactly contain the modified media item.
By the way, the augmentation or reduction takes place using the upper-left corner of the object as the origin point for the operation.

Attempting to modify the size of an empty object (one that contains no media) in this manner will not produce the desired result because this option operates on graphical media and not on empty objects. See the previous option description.

Duplication

The Duplicate option from the Objects menu allows you to duplicate one or more objects. The duplicate(s) contain(s) all attributes, media contents, and commands as the original object. They are named Name_of_original_object#N, where N is the ordinal number of the copy.

You may copy several objects simultaneously by first selecting the object set as indicated in the Selection subject of this section.

For more information about object manipulation in the Scenario window, see chapter "The Scenario".

Deletion

Katabounga allows you to delete one or several objects via the Backspace key or via the Finder's trash or the K palette. Naturally, when an object is deleted, all things contained within it (commands, media items, etc) are also deleted.
The Backspace key deletes the selected object(s) without a confirmation message.
A drag and drop from the selected object(s) onto the Finder's trash or on the K palette displays a confirmation dialog before deleting.

Although the Finder's trash and the K palette have exactly the same function, the latter can be more accessible when there are many windows active on your computer's screen.

Replacing media

Replacing an object's media icon

You may change the media contents of an existing object by dragging and dropping a new media item from the Media palette into the object. You do it as follows :

- You need to first select the object by single-clicking on it.
- While pressing down the Command key, drag and drop the new media item from the Media palette.
- Notice that only the media is replaced in the object and that the object's commands remain exactly the same.

Caution : If the new media item type is different from the old media item type, some of the object commands may become useless. For instance, if you are replacing a VR film with a JPEG image map, any command icons inside the object which pertains to VR manipulations will be rendered obsolete. The inverse replacement would require extra assignment of command icons to manipulate the new VR film in the object.

By default, replacing media items of different sizes automatically resizes the object frame to the size of the new media item. If you would like to change this default so that your object's size remains the same regardless of its media replacements, you may do so by clicking on the Adjust to Media check-box found in the Preferences Objects option of the Edit menu.

Note : If while replacing media you neglect to hold down the Command key as described previously, a completely new object will be created, and its frame size will be that of the media item selected.

Plans

All objects in a screen reside in different, layered plans. Their sequence of creation determines their plan of residence. That is, the last object created resides in the highest (front) plan, while the object created first resides in the lowest (furthest in back) plan. You may change an object's plan. In the case of superimposed objects, for instance, sometimes it's useful to bring an object to the front plan in order to make it appear in its entirety (not partially or completely covered by the other objects) in your presentation.

Changing the plan

Katabounga's Objects menu gives you four options to alter objects' plans :

- **Bring to front** option : Brings the selected object to the highest (front) plan.
- **Send to back** option : Sends the selected object to the lowest (furthest in the back) plan.
- Bring forward option : Moves the selected object one plan up to the front.
- Send backward option : Moves the selected object one plan backwards.

In addition to the previous options, the Scenario palette also allows you to alter your objects' plans. In your Scenario palette, when you drag around objects and change their order inside a screen, you also alter the objects' plans. In your scenario structure, notice that the last object in your object list is actually in the highest (front) plan.

For more information about object manipulation in the scenario window, see chapter "The Scenario".

Links

 *The link object tool icon.*

The above icon in the Tools palette allows you to link two objects. You always link a new object to an existing object. This allows your new object to inherit all attributes and commands from the existing object. In this manner, you reuse all the work invested in the creation of the original object.

This is how you link two objects :

• Click on the icon shown above.
• While pressing down your mouse button on the new object, glide your mouse and release the button on the object from which your wish to inherit.

You may have multiple objects inheriting from the same source object.
An object may not inherit from another object which is already inheriting.
Naturally, to delete a link you actually have either to take the link tool and drag a link from the object to the “k” palette or to delete the new object.

By default, once you make a link, you will see a line connecting the two objects. The arrow in this line indicates the direction of the inheritance. If you’d rather not see the connecting line, clicking off the check-box **Show links** in the dialog given by the Edit->Objects option will turn off this feature.

Note : All of commands set off by a ScreenTime event are not included in the inherited items.

For more information about affecting commands to objects, see chapter "The commands".

Object Frame

Every object has a frame. The frame is the perimeter within which a media item is contained. By default, the frame is the rectangular perimeter of the object. This frame can be edited to any shape, but its size is always equal to or smaller than the rectangular shape of the object. Selecting the Edit object frame option from the Objects menu allows you to edit the frame on an object previously selected by a mouse click.

The key shortcut Command-E allows you to enter and exit the Edit object frame mode.

The Tools palette in edit object frame mode icon.

As soon as you are in the edit object frame mode, the Tools palette takes the above form. Also, when in this mode, the perimeter of the selected object begins to flash. Initially, you will also see four handles (meaning four black dots), one at each corner of the object's rectangular perimeter. Pulling on these handles with your mouse alters the shape of the original rectangle.

Edit object frame tools

Move object frame handles tool icon.

This is the first icon in the Tools palette when you are in "Edit object frame" mode. Clicking on an object, and then clicking on this icon allows you to pull on any of the existing handles of an object.

Add handles to a shaded object tool icon.

This is the second icon in the Tools palette when you are in "Edit object frame" mode. Clicking on an object, and then clicking on this icon allows you to add handles on the frame of an object. Each new handle gives you the ability to create a new angle in the

frame of your selected object.

Delete object frame handles tool icon.
This is the third icon in the Tools palette when you are in "Edit object frame" mode. Clicking on an object, and then clicking on this icon allows you to delete any handles in your object's frame.

Return to original object frame tool icon.
This is the last icon in the Tools palette when you are in "Edit object frame" mode. Clicking on an object, and then clicking on this icon allows you to restore the four original handles of your object's frame (one handle at each corner of the rectangular shape of the original frame).

Modifying the commands' sequence of execution

Katabounga allows you to assign commands to your objects by dragging and dropping the command icons from the Command palette into your objects. Their order of execution is the order in which you drag and drop them into the object (this order is reflected in the way they are lined up inside the object). The left-most command is executed first, followed by the one to the right, etc... This order can be altered, of course.

Holding down the Control key while clicking on the command icon attributed to an object displays the contextual menu above.

- Put before others : this option allows you to execute a command before all others.
- Put after others : this option allows you to execute a command after all others.

In addition, you may alter the order of your commands in the Scenario window.
For more information about object manipulation in the Scenario window, see chapter "The Scenario".

By default, all command icons appear inside objects. To hide the command icons, click

off the **Show commands** check-box in the dialog given by the Preferences->Objects option of the Edit menu.

Note : If an object frame is too small to contain one or more command icons, the icons will not show. You may need to enlarge the object frame temporarily so that you can see the command icons in order to parametrize them.

Text objects

A text object is a special object because it only contains editable text and it is not able to have a media attributed to it.

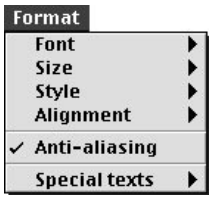
Do not confuse a text object with a standard object whose media incorporates text. For instance, a PICT image which has some text in it and which is incorporated into an object does not constitute a text object.

Create and edit text object tool icon.

This is the icon in the lowest part of the Tools palette.
Clicking on the icon activates the function. You then need to rubber-band a rectangle on the screen's surface with your mouse. As soon as the mouse button is released, the insert point in the upper left corner of the designed rectangle flashes and you can input the desired characters.

By default, the display font is Geneva, size 18.

The above icon is also the edit text object tool icon. Once you click on the icon, you may click on a text object. This will allow you to edit the object. As soon as a text object is selected, the Format menu shown below is activated. The different Format menu items allow you to format and set your text as follows :



Text layout

Font

The Font Format menu option allows you to choose from the list of possible system character fonts the one that you wish to attribute to your text object.

Size

The Size Format menu option allows you to choose from the list of possible size fonts the character size that you wish to attribute to your text object.

Style

The Style Format menu option allows you to choose from the list of possible system styles the character style you wish to attribute to your text object.

Alignment

The Alignment Format menu option allows you to choose between the list of three possible system alignments (left, center, right) that you wish to attribute to your text object.

Anti-aliasing

The Anti-aliasing Format menu option allows you to smooth or "unsmooth" the text

display of the selected object. By default, anti-aliasing is active.

The «Display text objects with anti-aliasing» check-box in the dialog given by the Preferences-> Screen option of the Edit menu allows you to alter this feature.

Special texts

The **Special texts** option in the Format menu allows you to apply the special text proposed by the resulting sub-menu. These special texts are generated by Katabounga and simplify the assignment of standard information (the screen name, the hour, the date, etc.) on your text objects. Think of these special texts as "variable" texts. For instance, a special text of type "Long date" will change when your computer's date changes, and so the date on your text object will always be the same as your computer's date.
A special text's size and font can be modified like any text. However, you may not insert a special text in between normal text.

Current screen name

The **Current screen name** variable prompts the display of the screen name inside the text object which contains this variable. If the text object is moved or copied into another screen, it will display the name of the screen into which it was moved or copied.

Recall that a global object is defined once (at the Scenario's sequence level rather than at the lower, screen level), but it is present in each of the screens contained by the sequence. This is also true for text objects. Thus, a global text object containing the "Current screen name" variable will assume a different name when it appears in each of the screens. This is a good way to save some work if you decide to name all your screens using this Special text variable.

Note : Editing this special text (by first clicking on the "A" button of the tool palette) will reveal a variable name of "#ScreenName". In a text object, you may just type this variable name and it will have the same effect as the automatic insertion of the special text. Note that the pound sign (#) is an important part of the variable name.

For more information about object manipulation in the Scenario window, see chapter "The Scenario".

Current sequence name

The **Current sequence name** variable prompts the display of the sequence name inside the text object which contains this variable.
If the text object is moved or copied into another sequence, it will display the name of the sequence into which it was moved or copied.

Note : Editing this special text (by first clicking on the "A" button of the tool palette) will reveal a variable name of "#SequenceName". In a text object, you may just type this variable name and it will have the same effect as the automatic insertion of the special text. Note that the pound sign (#) is an important part of the variable name.

Time

The Short and Long time (no see !) option allows the text object to display the time in the following formats :

- Short time - HH:MM
- Long time - HH:MM:SS (Hour, Minute, Second)

When you execute your presentation, this time variable will correspond to the time at which your text object appears. Since this, in fact, is your system's time, we hope that you have a good time ; enjoy !

Note: Editing this special text (by first clicking on the "A" button of the tool palette) will reveal the variable names "#ShortTime" and "#LongTime", respectively. In a text object, you may just type these variable names and they will have the same effect as the automatic insertion of the special texts. Note that the pound sign (#) is an important part of the variable names.

Date

The Short and Long date option allows the text object to display the date in the following formats :

- Short date - MM/DD/YY. (Month, Day, Year)
- Long date - Name_of_the_day, Name_of_ the_ month DD, YYYY.

Note : Editing this special text (by first clicking on the "A" button of the tool palette) will reveal the variable names "#ShortDate" and "#LongDate", respectively. In a text object, you may just type these variable names and they will have the same effect as the automatic insertion of the special texts. Note that the pound sign (#) is an important part of the variable names.

Displaying variable values in text objects

As you have seen in the discussion of Special Texts above, you can use variables inside a text object in order to display dynamic information about your presentation. You may view a list of pre-defined Katabounga variables if you select Variables option from the Window menu in Katabounga.

The syntax for displaying a variable in a text object is : #Name_of_the_variable (Example : #MouseH).

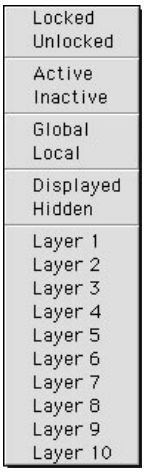
Katabounga allows variables to be inserted into text objects.
The syntax for inserting a variable into a text object is :
@"My _chain"++Name_of_the_variable++"Next".
Example : @"The mouse position is "++MouseH++", "++MouseV++"."

Object parameters and attributes

An object, standard or text, can have a certain number of attributes that determine the way in which it reacts to events, its field of activity, and/or its appearance. All of these

attributes can be defined via the Object palette.
For more information about the Object palette, see the section called "The Object palette".

A click on an object while holding down the Control key displays the context menu below which allows you to define most of the attributes of the chosen object. If several of the objects are selected, this contextual menu allows you to apply these attributes to several objects simultaneously. Depending on the defined preferences, the parameters and attributes of the object may or may not appear in the object.



Name

An object is always named when it is created. If it is created through the Tools palette, it is named by default ObjectN, where N is the ordinal number of the object. If it is created through a drag and drop from the Media palette, its name is the name of the dropped media by default.

This name can be modified by the user in the Object palette. It must be unique in the scenario.
The object name can also be modified in the Scenario window.

Coordinates

The object coordinates are those of the object's rectangle and not those of its frame or the media contained within it. The object's coordinates are the orthogonal coordinates from its origin point (upper left angle) relative to the screen window origin (upper left corner), and its length and height. These coordinates are expressed in pixels.

Locked

 *The locked object icon.*

When an object is locked, it becomes impossible to move it or modify its size with the mouse. The only way to modify its coordinates, its size and other attributes is through the Object palette.

Inactive

 *The inactive object icon.*

When an object is inactive, it does not react to any mouse behavior (single or double-clicking, passing the cursor over the object, etc...).The "inactivity" refers only to mouse behavior ; inactive objects can still react to other events happening in your presentation. When an object is inactive, the above icon appears in the object's lower right corner.

Global object

 *The global object icon.*

A global object is present at the Sequence level in a Scenario. The Object palette allows you to define an object as global. You can also "promote" an object from the screen level to the sequence level by dragging and dropping the object's icon in the

Scenario window correspondingly.
Global objects give you the advantage of defining an object only once while being able to use it in all the Sequence's screens. For example, in the case of a series of photos all appearing within the same framing, the frame can be defined once as a global object in a sequence, and each photo within the frame can be changed in each of the screens of the sequence.
Once an object is global, the above icon appears in the lower right corner.

An object can also be defined as a global object by dragging and dropping it on a sequence in the scenario window.

Hidden

 *Hidden object icon.*
When an object is hidden, it does not appear in the screen when the scenario is executed. You may hide an object on purpose, and make it appear through a command or in response to an event happening during your scenario's execution. When an object is hidden, the above icon appears in its lower right corner.

Color

An object has defined colors for its surface and its border.
By default, the surface color is white and the border is black.
These colors can be modified by the user in the Object palette.

Transparent

This attribute refers to the transparency of the color of the object, not to the object itself. In other words, a completely transparent object stills exists in your scenario, but you just cannot see it.
Selecting a color from the color palette in the Object palette allows you to the specify the color which is to be transparent. By default, this color is white.
If it contains no media, an object can be entirely transparent and therefore invisible during the running of the scenario. If it contains a media item, only the parts of the

media that corresponds to the transparent color are invisible during the running of the scenario.

A totally invisible object can be useful to place commands or superimpose another object in order to define sensitive zones.

Border

An object can have a border. By default, the thickness is zero and its color is black. A displayed object has a border from the moment the thickness is not zero. The thickness and color can be defined by the user in the Object palette. The border of an object can't be applied to the rectangle of the object but to the perimeter of its frame.
Read the **Object frame** section of the manual to better understand the previous sentence.

Cursor

Cursor icons attributed to objects.

During the execution of your scenario, passing your mouse over an active object modifies the cursor's shape. By default, the cursor is the standard finger. You may replace this default with any of the cursors shown above.
The option named "No cursor" allows you to use an empty cursor. When the mouse passes over an object with this option, the cursor hides in shame.

Frame

Clicking on this option in the Object palette gives you a sub-menu with the four options below. These options control how a graphical media item is displayed inside an object's frame. See the manual section titled **Object frame** in order to learn how you can alter an object's frame.

Cover

When this frame mode is selected, an image adapts to the object's frame and covers the totality of the object's surface. The image may be deformed if the shape of the frame does not correspond to the shape of the image.

Center

When this frame mode is selected, the image, in its original size, is centered in the object's frame. If the image cannot be contained completely by the frame, you will only see the center of the image filling up the whole frame. In the inverse case, the entire image is centered in the frame with margins around it.

Adjust

When this frame mode is chosen, the image keeps its proportions and is displayed in totality in all of the cases.

If the image height is greater than the object height, Katabounga gives the image the height of the object, adapts the width of the image to the object proportionately, and leaves a margin on the left and right of the image.

If the image width is greater than the object width, Katabounga gives the image the width of the object, adapts the height of the image to the object proportionately, and leaves a margin on the top and bottom of the image.

If the image is smaller than the object, Katabounga displays the image at the center of the object and gives the image a proportionate margin all around.

Repeat pattern

When this frame mode is selected, the image, in its original size, is wedged in the upper left-hand corner of the object and is replicated as many times as necessary to cover the object's surface. If the image size is greater than that of the object, only the upper left-hand part of the image is displayed in the object.
The matrix below shows the authorized alignment for each of the possible media types :

Authorized frames in media function

Media	Cover	Center	Adjust	Repeat pattern
Image	•	•	•	•
Film	•	o	o	o
Text	o	o	o	o
Button	o	o	o	1 time in the upper left
Sprite	•	•	•	o

Layer

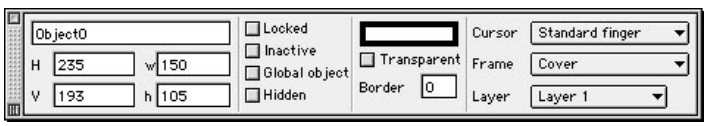
An object is always associated with a layer. By default, an object is associated with layer n°1. You can associate any object to any of the 10 existing layers via the Object palette. The layer to which the object is associated is the number between parentheses following the object name : Name_of_object (N).

Object association with different layers allows the regrouping of different objects in order to display or hide them simultaneously during the screen construction. In the case of superposition of objects, layers facilitate the placement of the objects on the screen.

To manipulate the layers, see the"Layers" section in"The screens" chapter.

The Object palette

You can display or hide the Object palette by selecting the Objects item from the Window menu. The Object palette allows you assign certain attributes to an object.
If no object is selected, the Object palette displays empty input fields and black check-boxes. If an object is selected, the Object palette displays its parameters and attributes. Any modification in the Object palette will instantaneously affect the displayed object in the Screen window. The Object palette is shown below.



Object name field
The input field at the upper-left corner of the Object palette displays the object's name and allows you to modify it.

The Horizontal (H) and Vertical (V) coordinate input fields
The **H** input field displays, in pixels, the horizontal coordinate of the object's point of origin (upper left angle). You can modify this value ; your object will be moved correspondingly on the screen.

The **V** input field displays, in pixels, the vertical coordinate of the object's point of origin (upper left angle). You can modify this value; your object will be moved correspondingly on the screen.

Note : The H and V coordinate values are relative to Screen's point of origin, located at the top-left corner of the Screen.

The width (w) and length (l) input fields
The **w** input field displays, in pixels, the width of the object and allows you to modify the value. You can modify this value ; your object will be modified correspondingly on the screen.

The **l** input field displays, in pixels, the length of the object and allows you to modify the value. You can modify this value ; your object will be modified correspondingly on the screen.

The Locked check-box
The Locked check-box allows the locking or unlocking of an object. A locked object cannot be moved with the mouse.

The Inactive check-box
The **Inactive** check-box allows an object to be defined as active or inactive. An inactive object is one that does not respond to mouse stimuli.
By default, the box is not checked and the object is active.

The Global Object check-box
The **Global Object** check-box allows you to define an object as global. By default,this box is not checked and the object is not global.

The Hidden check-box
The **Hidden** check-box defines an object as hidden or displayed. If an object is marked as hidden, you will not see it on your screen when the presentation is executed.
By default, the box is not checked and the object is displayed.

See "Object parameters and attributes" in the Objects chapter for a description of the attributes described above.

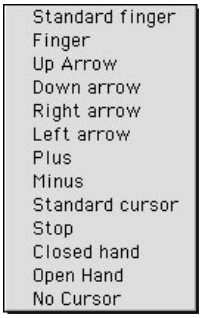
A rectangle like the one shown above is displayed in the middle of the Object palette. It allows you to define the border color and the background object color. A click on the border or in the center of the rectangle displays a color palette which allows you to change the object's border and background color. If you drag the mouse over the palette, the cursor becomes a small dropper which allows you to transfer a color from the palette to the object's frame or background (depending on what you clicked in the rectangle).

By default, the border is black and the background is white.

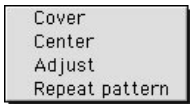
The Transparent check-box
The **Transparent** check-box allows you to define the object's background color as transparent. By default, the box is not checked and the object is not transparent.

See "Object parameters and attributes" in the Objects chapter for a description of the Transparent attribute.

The **Border** input field displays the border thickness expressed in pixels. You may modify this value and immediately see the change in your object. By default, the border thickness is 0, that is to say that there is no border.

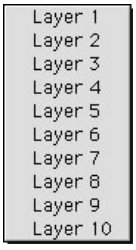


The **Cursor** local menu displays the list of cursors available for objects and allows you to select one. By default, the cursor is the Standard Finger.



The local Frame menu displays the frame option list available for objects and allows you to select one. By default, the frame option is Cover.

See "Object parameters and attributes - Frame" in the Objects chapter for a description of the Frame options shown above.



The Layer local menu displays the list of 10 layers that can be associated with an object and allows you to select one. By default, the layer associated with the objects is Layer 1. **To place an object in a layer, you can also drag and drop it from the screen window onto the layer icon in the lower part of the screen window.**

Commands pertaining to objects

Several commands allow you to directly manipulate objects. Leaving your mouse cursor on each of the icons in the Commands palette will display the command names.
They are listed below, with a very brief description which is expanded in the chapter titled The Commands.

• **Display/Set object -** allows you to display or hide an object. It also defines an object as active or inactive, etc...

• **Set object** - allows you to manage an animated object (QuickTime movie or sprite), define its start and end frame, set an active segment, etc...

• **Start object -** allows you to start or stop the execution of an animated object (a QuickTime or a Sprite).

• **Set object volume** - allows you to set, increase or decrease the volume of a QuickTime object.

• **Change object plan -** allows you to move an object from the lowest to the highest plan (and vice-versa), as well as move it backward or forward incrementally.

• **Linear motion** - allows you to move an object on a linear trajectory.

• **Slide in/out screen -** allows you to move an object in or out of the screen.

• **Drag motion** - allows you to manually move an object on the screen.

• **ZOOM motion** - allows you to simulate a zoom effect for an object on the screen.

• **Path motion** - allows you to edit a trajectory and to cause the motion of an object along this trajectory.

• **Impulse motion -** allows you to simulate an effect on an object as if it had been pushed on the screen.

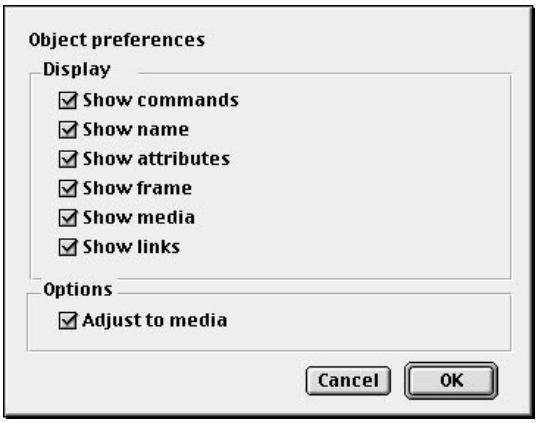
• **Stop motion** allows you to stop the motion on one or all objects.

For a detailed description about these commands, see chapter "The Commands".

Object preferences

The object preferences dialog can be activated by the Objects Preferences option of Katabounga's Edit menu. It allows you to customize the information shown on the objects you use to create your presentation. This way, you see only the information which is relevant to you as the author of the presentation.

By default, all of the preferences options are checked in the dialog as follows :



The **Show commands** option hides/displays the command icons in the upper left corner of the object rectangle.
The **Show name** option hides/displays the object's name and layer number associated with the object. This information is displayed in the lower left corner of the object rectangle.

The **Show attributes** option hides/displays the attribute icons in the lower right corner of the object rectangle.
The **Show frame** option hides/displays the frame of the object.
The **Show media** option hides/displays the media assigned to the object.
The **Show links** option hides/displays the links between objects.
The **Adjust to media** option tells Katabounga to automatically adjust the size of an object to the size of the media copied into the object.

The Media

The Katabounga media include images, texts, sounds, QuickTime sequences and QuickTime VR, sprites and buttons. Katabounga allows you to integrate these media into objects in a scenario and lets you assign behaviors to your media objects.
The media are managed via the Media palette which keeps track of your media catalogue, the addition and subtraction of media from your presentation, the creation of some media (buttons, sprites), and other functions.

The media palette

The Media palette allows you to add or delete media. It displays a list of available media and a preview of the selected media. A locally contextual menu on the palette allows you to access certain information about the media. It also allows to change specific media parameters, as well as the creation of new buttons or sprites. Using this palette you can clean up a scenario by deleting unused media. You can also regroup your media in a special media folder, or open the media items using the original application which created them.

Adding media

 *Add new media button icon.*
In the Media palette, an icon just like the one above allows you to add new media.
A click on the "+" button displays the standard document opening dialog box which allows you to select the media and to integrate them in the scenario or in a folder containing media. In the opening dialog, a click on the "**Add all displayed files"** button integrates at once all the media contained in the selected media folder.

As soon as they're integrated into the scenario, the media appear in the list under the palette, classified in alphabetical order.

Note : A drag and drop of a folder containing media, from the Finder to the media palette, integrates into the scenario via one single operation, the totality of the corresponding media in the registered document.

Deleting media

 *Delete media button icon.*
In the Media palette, an icon just like the one above allows you to delete media.
A click on the "-" button deletes the selected media from the list without any confirmation message. The original media file is not deleted from your computer ; it is just excluded from Katabounga's catalogue of usable media.
A media item can be deleted even if it is used in an object. In this case, after deleting the item, the object which contained it becomes empty, but keeps the parameters, attributes and commands. Once deleted from the scenario, the media disappear from the media list in the Media palette.

The media list

In the Media palette, each of the buttons shown above allows you to display or hide the corresponding media in the lower part of the palette. Clicking on these buttons (which from left to right represent images, texts, sounds, QuickTime sequences and QuickTime VR, sprites and buttons) allows you to list only the media of the selected type.

In a complex scenario with lots of media, these buttons allow you to only display the media of a certain type in the list. This ability facilitates the search for a particular media item.

Searching for media : Since all the media names are listed in alphabetical order, typing a letter on your keyboard will position your selection cursor at the first name beginning with the letter you typed.

Previewing media : In the media list, a click on an item's name selects the item and previews it in the preview zone. This is how they are previewed :

- For an image, a proportional reduction of the image is shown.
- For text, the first lines of text appear.
- For a sound, an icon representing a speaker appears.
- For QuickTime sequences, QuickTime VR and sprites, the first image of the sequence or sprite appears.
- For buttons, an image of the button is shown.

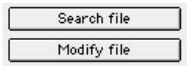
Editing Media : A double-click on the name of an image, text, sound, QuickTime or QuickTime VR opens the original file with the application used to create it (provided that the application exists in your computer and is not pirated).
A double-click on the name of a sprite item displays the sprite edit palette containing the list of images which make up the sprite.
For more information about editing sprites, see paragraph "the sprites".
A double-click on the name of a button media item displays the button edit palette containing the images corresponding to the different states of the button.

For more information about editing a button, see paragraph "the buttons".

Dragging media from the Palette : A drag and drop of a media name towards the Screen window generates on the screen an object perfectly fitted to the medium.
A drag and drop of a sound media item towards a Screen window does nothing.

The preview zone

The preview zone displays the selected media, as we mentioned before, if and only if Katabounga finds the file corresponding to the media; that is to say, if Katabounga's catalogued information has not been modified from the last save (changing a media file name or moving its location in the Finder will cause a path mismatch and so Katabounga won't find the file).



If Katabounga cannot find a media file, the preview zone would display the two buttons shown above. Clicking on Search file or Modify file displays the standard open document dialog which allows you to search for the original file, or re-establish the file path.

A double-click on the preview zone has no effect on image media, texts, or buttons.
A double-click on the preview zone of a sound, QuickTime movie, or sprite media, makes the item run. A click interrupts the running of the sound, the sequence or the sprite.

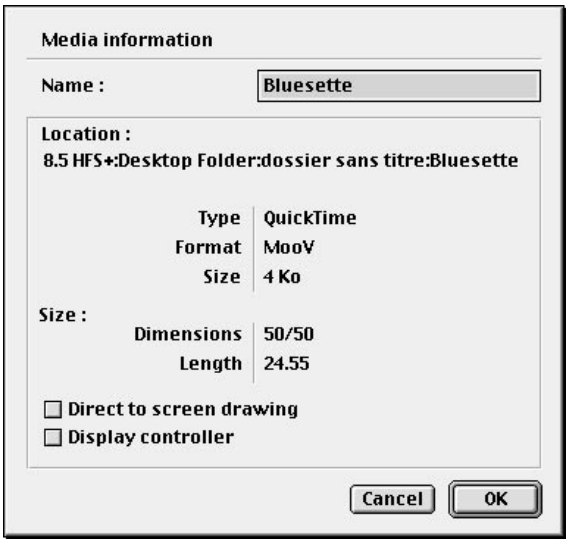
A drag and drop of a graphical media item from the preview zone towards the Screen window generates an object of the size of the graphical image. A drag and drop of a sound media from the preview zone towards the Screen window does nothing.

The Local Menu

The local media menu is accessible by clicking on the right arrow at the top, right-hand corner of the Media palette. The menu is shown here :

Information

The Information option displays a dialog giving some information about the selected media.



The scene name input field displays the media name in the scenario and allows you to modify it. By default, the media item name is the name of the file which contains it.
The lower zone displays information concerning the file and the media item : the

access path of the file, the type of media, the document format and its size, as well as the dimensions of the media and/or the duration, if pertinent.

The lower zone of this dialog also contains parameters/attributes that are relevant to the media selected. These descriptive elements are explored in more detail in the sections corresponding to each media type.

New button

Surprisingly, the new button option allows you to create a new button ! When you select this option, the standard document creation dialog appears, which allows you to name your new button. Once you type a name (or leave it as "untitled button"), you are taken to the button editor, which allows you to select different images for each state of your button (i.e., when pressed show this image ; when released show that image ; etc...)

For more information about button editing, see paragraph "the buttons".

New sprite

When you select this option, the standard document creation dialog appears, which allows you to name your new sprite. Once you type a name (or leave it as "untitled sprite"), you are taken to the sprite editor. The editor allows you to select the collection of images which will make up your sprite. A regular sprite is one with many images ; a diet sprite has fewer and it's sweeter...

For more information about edit sprite, see paragraph "the sprites".

Media used in…

This option displays the list of screens in which the selected media appears. If the selected media is a sound, the sub-menu displays nothing. The selection of a name of one of the screens in the sub-menu displays the selected screen in the Screen window.

Purge unused media

This option automatically deletes all the media that had been read by Katabounga but which were never used in the construction of the scenario. The purge operation takes place automagically, without asking for user confirmation. This option is useful at the end of a scenario's construction to eliminate any superfluous elements.

Relax ! This operation **does not** purge the media files from your system. It simply purges them from Katabounga's catalogue of usable media.for a specific scenario. Of course, you can always add the media back as described in the **Adding Media** section.

Gather media

The gather media option allows you, after a dialog confirmation, to gather all the media read in by Katabounga (all media listed in the Media palette). These media are saved into a single folder named Media. In reality, Katabounga makes one copy of each media item. This function is useful to consolidate your media into a single location.
Hint : Purging media first allows you to gather only the media actually used in your scenario.
Another hint : Once you gather media, rename the Media folder to a name of your choosing. This will allow Katabounga to create a new Media folder for the next Gather media command.

This operation cannot be canceled.

Note : Deleting a file in the Media folder or in the Media palette does not delete the original media file in your system.

Update media

This function causes an audit of the media in your scenario. It checks that the names or the paths of the media items have not changed since you included them in Katabounga's media catalogue. If a media item's path or name has changed, it will automatically be highlighted in your Media palette, and you'll be able to modify its name or path through the respective dialogues.

The audit is only concerned with the correct name and path of a media file, not with its contents. Thus, replacing an image in a file (but not the file's name or path) is fine as far as Katabounga is concerned.

Find media...
This allows you to search a media file through the standard open document dialog. This function is useful to re-locate a file if its name or path was changed during the creation of your scenario.

Images

PICT (bitmap and/or vectorial)

This is the standard Macintosh format. Katabounga handles this format optimally even in the Windows' "Player" version of Katabounga. We recommend this format for images with large color zones.

As a general rule, all images should be imported into Katabounga in this format. An image in PICT format can be composed of bitmap zones and vectorial objects.
A PICT image can also be made up of vectorial objects only.
The advantages of the vectorial format are :
Weak size in bytes and Resolution independence.

Photoshop (PSD)

Images in Photoshop format can be directly imported into Katabounga. The different layers of the file are imported without necessarily flattening the image. The alpha channel, even when imported and considered, cannot generate transparency in this version of Katabounga.

JPEG

This is the format that has become standard for photographed images.
This format allows you to compress large files. The only drawback is the time needed to decompress the heavily compressed files.

GIF

This is becoming the standard image on the Internet. Katabounga knows how to import this type of image. The limit is 265 colors.

Conversion tools

Several image format conversion tools are available. Most of the "touch-up" software can save as formats accepted by Katabounga. Professional tools like DeBabelizer® are used to convert images. GraphicConverter®, a shareware, also allows numerous format conversions.

Helpful hints

• Don't use images whose sizes you'll reduce in Katabounga anyway ! If you want a flower photo in a 300 by 500 pixels object, don't use a 2000 by 2000 pixels image media which you'll then reduce to fit in the object. This is a waste because the memory needed is defined by the real size of the media, and not by the size displayed on screen !
• Only use images with screen resolution 72 dpi. A high resolution (300 dpi for example) will take up 16 times the amount of memory without displaying a better quality or more information !

• If you are looking for display quickness, don't compress images too much. If, on the other hand, you are looking to reduce the place the media take up on disc, compress !...Compressed files take a longer time to display.
• Eat your veggies without pouting ; otherwise the Katabounga elf will eat your presentation.

Texts

Katabounga limits text importation to the SimpleText format, generated by the standard tool on any Macintosh. This format allows you to generate multi-style texts in a simple and fast way.
The Information option of the Media local menu provides standard info about all the media. Included in this info is the Display controller/elevator check-box. If the box is checked, the text appears on screen with a scroll which allows the user to move around in the text.
All words underlined and boldfaced inside the text generate a sort of hypertext links. A click on the word emits a message to the text object itself, which can be intercepted to run a command. The wording of the message is the clicked word.

Texts in the Windows operating system

For the Windows player, the texts must be furnished in RTF (Rich Text Format) format which is the multi-style standard of Microsoft. These texts must be created in the Windows format so that they display well once the presentation is executed on the Windows platform.

See "Multi-plate-form compilation" to learn more.

Sounds

Dragging a sound file from the Media palette and dropping it on a screen does not generate an object, and thus you cannot play a sound in this fashion. Rather, you need to drag the sound command from the Command palette into an existing object on a screen. Double clicking on the dragged command opens the Command Edit palette which then allows you to select the sound file and set the volume and running conditions for the sound.

AIFF Katabounga chooses to limit itself to the AIFF format because it is the standard multimedia sound format. This format allows all of the audio resolutions to be managed.

Conversion tools

Lots of creation and manipulation tools for audio sequences are available. They are able to export AIFF format (or AIFC which is the AIFF format with an algorithmic compression). The QuickTimePro MoviePlayer tool is provided with each Macintosh allowing you to convert audio sequences with great flexibility.

QuickTime

MooV

This is the standard QuickTime format.
Katabounga is optimized to generate this movie format.

MooV (QTVR)

This is the QuickTime VR format of QuickTime.
Katabounga is optimized to manage this panoramic or object format.
The Information option of the Media palette local menu provides info about all of the standard media, which includes the Direct to screen drawing and Display controller check boxes. If the boxes are checked, the QuickTime media appears on screen with a controller which allows the user to control its scrolling.

Conversion tools

There are creation and manipulation tools for QuickTime professional quality films. These tools are able to save the films in Katabounga's accepted formats. The QuickTimePro MoviePlayer tool is a standard tool on each Macintosh, allowing you to convert movies with great flexibility. Art*lantis, a rendering tool by ABVENT, creates breath-taking QuickTime VRs.

Sprites

A sprite is a series of images displayed one after another at a defined speed to give you a sense of motion. If your images are slight variations of the same thing (a cartoon character, for instance), a sprite can give you a sense of animation when you play it. The sprite media format is internal to Katabounga. The program provides a Sprite editor to help you create sprites and modify them.

PICS

The sprite images can be imported in standard PICS format. A few precautions should be taken with this format.
The PICS format is composed of a series of stocked images in the Resources part of the PICS file. These images can have variable sizes.
When the PICS file is imported, Katabounga treats it as an internal Sprite ("QSPR"). The Sprite format considers all images the same size. The PICS images of variable size are badly interpreted. In order for Katabounga to create a sprite properly, you must

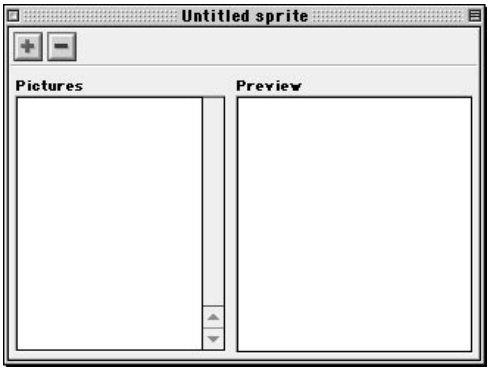
make all images the same size.

Hints

Only use identically-sized images to create sprites.

Sprite editor

Katabounga has a sprite editor that can only be accessed by the New sprite option of the Media palette local menu, or by a double-click on the sprite's name in the Media palette. Its appearance is as follows.



The sprite editor has two buttons, "+ "and "-" and two display zones (named Pictures and Preview). Any included picture can be previewed on the right zone if you first single-click the item in the left zone.

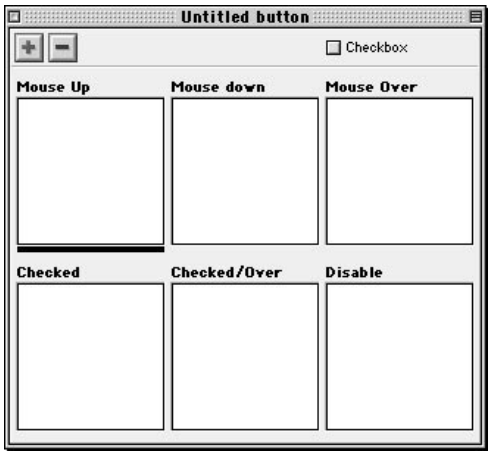
 *Add pictures button icon.*
The above icon allows you to add pictures to your sprite sequence.
A click on the '+' button displays the standard open document dialog, which in turn allows you to select your sprite pictures. The dialog permits the addition of individual pictures or a whole folder of pictures. In any case, the pictures become part of the sprite and they become listed in the Pictures display zone.

 *Delete picture button icon.*
In the Sprite editor, if you click on a picture and then click on the “minus” sign, you will delete the picture from the sprite list. No confirmation is asked.
By the way, the deleted pictures are only deleted from the Sprite editor, not from your system.

Buttons

You may have great buttons on your shirt and pants, but a Katabounga button is rather special : it may have up to six states (mouse up, mouse down, mouse over, checked, checked over, disable). You may have a different image associated with each state so that the button gives you a sense of activity (green when pressed, red when released, etc...).
Because Katabounga actually creates these buttons, it only accepts them in its own internal format. To create them, Katabounga has a special button editor. You can access it by clicking on the right arrow at the top-right corner of the Media palette ; selecting the **New button** option of the resulting menu will allow you to assign a name to your button. Once you assign a name, you will see the dialog box below, and you will also see the name of your button in the media list of the Media palette.

Button editor



The button editor has two buttons ("+ "and "-") a check-box named **Checkbox** and six display zones : Mouse Up, Mouse Down, Mouse Over, Checked, Checked/Over, Disable. Each of the six display zones represents a different state of the button, and you may add a picture to each of the zones. The states are defined as follows :

• Mouse Up state - No events concerns the button.
• Mouse Down state - The mouse button is held down while on the button picture.
• Mouse Over state - The mouse passes over the button picture. In an interactive presentation, this behavior lets the "audience" know that the button is clickable.
• Checked state - If the "Checkbox" checkbox in the Button editor is selected, then this state represents the button when somebody selects the button with a click of the mouse. This, in effect, turns the button into a checkbox button.
• Checked/Above - If the "Checkbox" checkbox in the Button editor is selected, this state is similar to the Checked state, but the button can also have a rollover state by passing the mouse above it.
• Disable state - The button is disable and you want it to convey this idea by its appearance in this state.

Each of the six display zones can be selected by clicking on the corresponding surface. A black bar will appear below the display zone once you select it. You can then

include the picture you desire in the selected zone.

A button must have a minimum of one state (Mouse up), with its corresponding picture. All "picture-less" states will assume the Mouse up picture, if this assumption is pertinent.

 *Add button pictures icon.*

The above icon allows you to add pictures representing your button states.
A click on the “+” button displays the standard open document dialog, which in turn allows you to select your button pictures. The dialog permits the addition of individual pictures or a whole folder of pictures.
When you add a whole folder of pictures, if the folder contains six pictures, they will each be associated to one of the six button states ; if the folder contains less than six pictures, they will be associated to the first button states ; if the folder contains more than six pictures, Katabounga will only consider the first six.

A drag and drop of a set of picture files from the Finder to the Edit button palette associates, in one gesture, the totality of pictures to the different button states.

 *Delete button pictures icon.*

The above icon allows you to delete images associated to the different button states.
A click on the "-" button deletes the picture associated to the selected button state without asking for confirmation. The original image file is not deleted.

A picture associated to one of the button states can be dragged and dropped towards the other button state display zones. In this case, the picture is moved from the first to the second state. If the Option key is held down during this operation, the picture stays in the first state and is copied in the second one.

Commands pertaining to media

Certain commands allow you to directly manipulate the media :

• **Run audio sequence** allows you to start the running of an audio sequence as a finite or looping sequence.
• **Set audio sequence volume** allows you to adjust the volume and the balance of an

audio sequence in absolute or relative mode.
• **Stop audio sequence** allows you to stop one or all of the running audio sequences.
• **QuickTime VR control** allows you to automatically manipulate a QuickTime VR sequence.

For a detailed description of the commands, see chapter "The Commands".

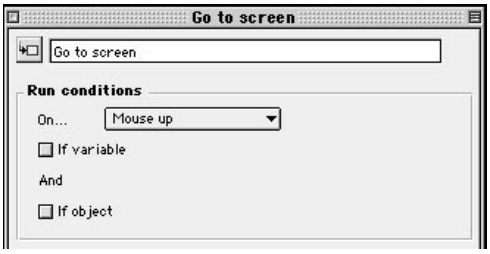
The commands

The commands are the Katabounga elements that, once attributed to objects, screens or sequences, allow you to determine the scenario's functioning. Commands are readily available from the Command palette, and dragging and dropping the command icons from the palette into your objects suffices to assign commands. Of course, you then have to edit each command to set its running conditions and parameters.

The command icons are arranged in clusters in the Command palette, each cluster having a general function (navigation, object control, etc...). Leaving your mouse cursor on each icon for a few seconds reveals the name of each command. These are the names that we use in our subsequent discussion of each command.

This chapter begins with a general description of command parametrization, followed by a discussion of the commands in each cluster of the Command palette.

The command edit palette



The command edit palette can be accessed by a double click on the icon of the command associated to an object, a screen or a sequence in the Screen window or the Scenario window.
The command edit palette is composed of three parts : the command name input field, the running condition definition zone, and the command definition zone.
The command name input field and the running condition definition zone are identical for all commands. The command definition zone is different for each

command.

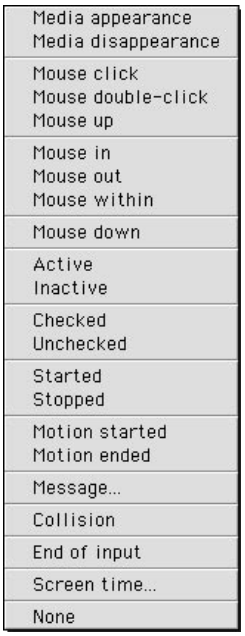
Command name

When creating a command, its default name is the generic command name. You may rename the command to something more meaningful and pertinent in your scenario The maximum number of authorized characters for the command name is 30 characters. Several commands can have the same name.

Running conditions

You have three kinds of running conditions for a command : the automatic or programmed manifestation of an event, the state of a selected variable, or the state of of a selected object. These three conditional types can be combined to define more complex, multiple-state conditions implied by an “and” or/and “or” logical connector.

About events



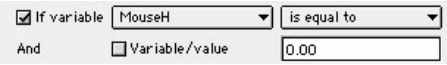
The roll-down menu in the “Run condition” section of the command edit palette displays the possible events shown above.

For more information about the events, see the paragraph "the events".

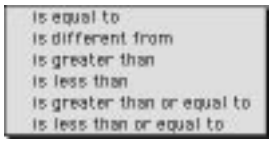
When the command is applied to a screen or a sequence, it cannot perceive events linked to the mouse or events linked to an object. The events which are perceivable are the reception of a message and either a screen display delay or a sequence screen display delay. When the command is applied to an object, all of the events are perceived by it.

Some events like Message and Screen time need a complementary argument. When one of these events is selected, an input field appears next to it and allows to seize the argument.

If variable



The If variable checkbox, when checked, makes two local items appear, a checkbox and an input zone.
The first local item displays the defined variables list of the scenario (e.g., MouseH, meaning the horizontal coordinates of the mouse in the Screen).

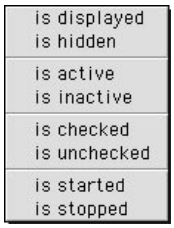


An **If** comparison roll-down menu displays the comparison operator list : is equal to, is different from, is greater than, is less than, is greater than or equal to, is less than or equal to ; and allows you to choose which one you want to use.
The **Variable/value** checkbox allows you to determine if the chosen variable should be compared with an absolute value or another variable. By default, it is not checked and the variable should be compared to an absolute value.
If the Variable/value checkbox is not checked, the input field allows you to save the absolute value to which the chosen variable should be compared.
If the Variable/value checkbox is checked, the local menu which is displayed allows you to choose the comparison variable.

For more information about the variables, see Chapter "the variables".

If the object

If the **If object** checkbox is checked, two local menus will be displayed. The first displays the list of objects contained in the screens of the sequence and allows you to choose the object that should be tested. This list of objects proposes the Myself object (referring to the object which possesses the command being edited). The Myself object is the default object.
A command referring to the Myself object can be duplicated on several objects and be applied to the object to which it is affected without needing to reset the parameters.



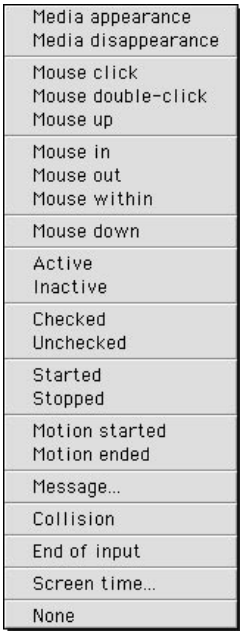
The second local menu displays the list of possible object states : display, hidden, active, inactive, checked, unchecked, started, stopped ; and allows you to choose which one must be tested.

The command

The definition of the command is different for each one of the Katabounga commands and is described individually later.

The events

An event is a signal transmitted by Katabounga, and it allows you to evolve the scenario in one manner or another. Events can come from the scenario and its progress, or they can be caused by user intervention.



Media appearance

The Media appearance event is emitted when an object is displayed on the screen.
If the object is displayed when the containing screen is accessed (which is the default state), the Media appearance event is emitted while accessing the screen.
If the object is hidden, the Media appearance event is emitted as soon as the object display is provoked.
If the object is intermittently displayed and hidden via commands, the Media

appearance event is emitted each time the object is displayed.
If the object is global, the Media appearance event is emitted when the display of the object occurs in each of the sequence's screens.

For more information about a global object, see paragraph "the parameters and object attributes".

The fact that the object is transparent changes nothing in the Media appearance event emission.

Media disappearance

The Media disappearance event is emitted when the object disappears from the screen.
If the object has the hidden attribute, and its screen is accessed, the Media disappearance event is not emitted.
The Media disappearance event is not emitted when going to another screen.
The fact that an object is transparent changes nothing in the Media disappearance event emission.

Mouse click

The Mouse click event is emitted each time the user single-clicks on the object.
It is necessary that the object be displayed and active for the Mouse click event to be emitted.
The fact that the object is transparent changes nothing in the Mouse click event emission.

Mouse double-click

The Mouse double-click event is emitted each time that the user double-clicks (during a very short interval) on the object.
The object must be displayed and active for the Mouse double-click event to be emitted. The fact that the object is transparent changes nothing in the Mouse double-click event emission.

Mouse up

The Mouse up event is emitted each time the user releases the mouse button above the object. The mouse click may occur inside or outside the object perimeter.
The object must be displayed and active for the Mouse up event to be emitted.
The fact that the object is transparent changes nothing in the Mouse up event emission.

Mouse in

The Mouse in event is emitted each time the user glides the cursor over the object's perimeter (by gliding the mouse over the object).
The object must be displayed and active for the Mouse in event to be emitted.
The fact that the object is transparent changes nothing in the Mouse in event emission.

Mouse out

The Mouse out event is emitted each time the user glides the cursor out of the object's perimeter (by gliding the mouse over and out of the object's surface).
The object must be displayed and active for the Mouse out event to be emitted.
The fact that the object is transparent changes nothing in the Mouse out event emission.

Mouse within

The Mouse within event is emitted each time the user glides the cursor inside the object's perimeter (by gliding the mouse inside the object's surface).
Different from the Mouse in and Mouse out events, the Mouse within event is emitted as long as the cursor stays on the object's surface.
The object must be displayed and active for the Mouse within event to be emitted.
The fact that the object is transparent changes nothing in the Mouse out event emission.

Mouse down

The Mouse down event is emitted when the user holds down the mouse button above the object's surface.
Different from the Mouse click or Mouse dbl-click events, the Mouse down event is emitted even if the mouse button is released outside the object's surface.
The object must be displayed and active for the Mouse down event to be emitted.
The fact that the object is transparent changes nothing in the Mouse out event emission.

Active

The Active event is emitted when the object goes from the inactive state to the active state. This change of state can only be provoked by a command.

Inactive

The Inactive event is emitted when an object goes from the active state to the inactive state. This change of state can only be provoked by a command.

Checked

The Checked event is emitted when an object goes from the unchecked state to the checked state. This event pertains to objects representing buttons which can be checked or unchecked.
This state change can only be provoked by a command or by checking (clicking) on a checkable button.

See the Buttons sections in the Media chapter for a description of checkable buttons.

Unchecked

The Unchecked event is emitted when an object goes from the checked state to the unchecked state.
This event pertains to objects representing buttons which can be checked or unchecked.

This state change can only be provoked by a command or by checking (clicking) on a checkable button.

See the Buttons sections in the Media chapter for a description of checkable buttons.

Started

The started event is emitted when the object is started.
All of the objects can be started or stopped, but this state modification only changes the appearance of sprites, QuickTime or QuickTime VR objects.
This state change can only be provoked by a command.

Stopped

The Stopped event is emitted when the object is stopped.
All of the objects can be started or stopped, but this state modification can only alter the appearance of sprites, QuickTime or QuickTime VR objects.
This state change can only be provoked by a command.

Motion started

The Motion started event is emitted when an object begins to move, regardless of its path or direction of movement.
Dragging an object does not constitute a programmed motion, and thus it does not provoke the emission of the Motion started event.

Motion ended

The Motion ended event is emitted when an object ends it motion along a path defined by a command.
Dragging an object does not constitute a programmed motion, and thus it does not provoke the emission of the Motion ended event.

Message…

The Message… event needs a supplementary argument which is the message's wording.
You can define wording and the emission of the messages. Katabounga also emits specific messages.

Partial messages

Katabounga allows your objects to send and intercept partial messages. Recall that you can program any object to issue/receive messages whose wording you can also define (e.g., "show pic3 ").
You may program an object to intercept a partial message followed by a question mark. For instance, the message to be intercepted can be "show?". In this case, the message event will be activated at the reception of all messages beginning with "show" ("show pic3 ", "show pic2 ", "show logo1", etc...).

For more information about the messages, see chapter "The messages".

Collision

The Collision event is emitted when an object moving along a path encounters another object; that is, when two objects' surfaces intersect each other.
The Collision event is not perceived by the object which is moving ; it is perceived by the object located on the moving object's path.
Dragging an object does not constitute a programmed motion, and thus it does not provoke the emission of the Collision event.

Note : By default, a moving object doesn't emit collision information. It is necessary to check the collision messages check box inside the motion command.

End of input

The End of input event is emitted when the user clicks outside an object or clicks on a validating key after having input a value into an object asking for such value.
The End of input event is perceived by the object requiring the input.

Screen time…

The Screen time...event needs an additional argument which is the delay between the screen appearance and the emission of the event. This delay is expressed in ticks (one tick equals 1/60th of a second). For instance, if the user inputs 300 for the argument, the Screen time...event is emitted 5 seconds after the screen appears.

None

None is not an event.
A command defined to run on a None event can only be executed via a specific call of this command inside a script. When a command is activated by a script, None allows the user to be certain that it can't be accidentally triggered in any other way.

For more information about scripts, see paragraph "the define a script command".

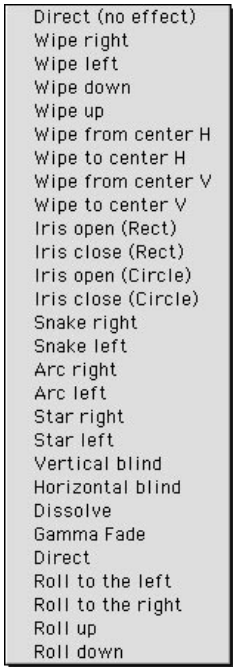
During the construction of a scenario, the pseudo None event allows to have commands there while being sure that they will not be executed.

The display transition effects

Several commands have a display effect option among their arguments. This display effect is applied to a screen or an object, depending on the command.

The following commands cause a display effect on the screens : Go to screen, Go to sequence and Return to stack. The Display/Set object command applies the display effect to objects.

The Transition effects local menu



As you click on the Transition Effects button of some commands (the display command, for instance), the resulting menu allows you to choose the manner in which the object should display. This effect is used when displaying or withdrawing an object from the screen; when going from one screen to another ; or when going from one sequence to another during the execution of your scenario.
The running speed of a display effect can be defined by the Speed lever. The possible effects are listed in the capture above.

The Gamma Fade and Dissolve effects are not implemented for the Windows operating system.

The Speed Lever

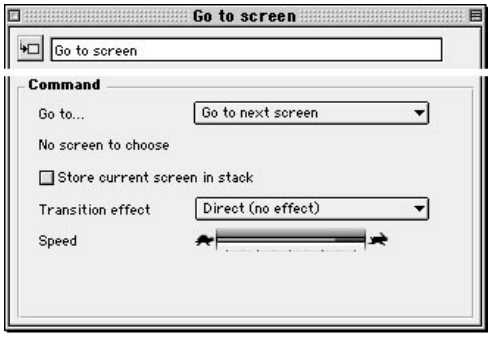
The Speed Lever allows you to set the speed of the display effect. This is the speed used when transitioning from one screen to another.
Pressing your mouse button on the lever while moving your mouse to the left or the right allows you to set the speed.

Note : Setting the speed lever at the same level for the different effects used in your presentation does not mean that they will all have the same speed. This is due to the fact that some effects are a bit more complicated than others. So, if you really want the same speed for all effects, you need to play with the speed lever of each effect and then test by running the scenario.

The navigation commands

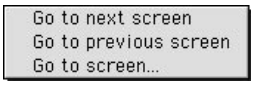
The four navigation commands (Go to screen, Go to sequence, Return to stack, Stop running) allow you to navigate in a scenario. These commands are clustered in the two far-left columns of the Command palette.

Go to screen



The Go to screen command palette has the appearance shown above. Each of its items is described here.

Go to local menu



Clicking on the **Go to...** button of the **Go to screen** dialog box gives you the three options displayed above. When selecting one of these options, it is helpful to look at your Scenario structure (in the Scenario window) to facilitate the order of navigation.

• **Go to next screen** ends the execution (display) of the current screen and transfers control to the next screen in the same sequence. If there are no next screens in the same sequence, Go to next screen does nothing.

• **Go to previous screen** ends the execution (display) of the current screen and transfers control to the previous screen in the same sequence. If there are no previous screens in the same sequence, Go to previous screen does nothing.

• **Go to screen** ends the execution (display) of the current screen and transfers control to the screen defined in the Screen Name input field. The destination screen can belong to any sequence in the scenario. If the specified screen does not exist (mistyped name ?), nothing happens in your presentation, but control is passed to your television screen, channel 3 (your TV must be on, however).

Screen Name input field

As mentioned in the previous paragraph, the Screen Name input field only appears when the Go to Screen...option is chosen from the Go to dialog box. It allows you to type the destination screen name. An alternative to typing a screen name is dragging the name from the Scenario window and dropping it into this Screen Name input field.

Store current screen in stack check box

The Store current screen in stack check box allows, if checked, to memorize the user's path via this screen so that you can redo the same path in the opposite direction via the Return to stack command.
The Return to stack command, when assigned to an object, sends you backwards one screen in the screens stack.

Transition Effect local menu

The Transition Effect local menu allows to choose a transition effect to apply during screen transitions (going from one screen to another).

For more information about display effects, see paragraph "Display effects".

The Speed lever

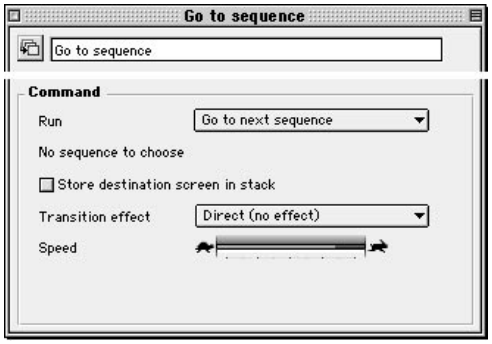
The Speed Lever allows you to set the speed of the display effect. This is the speed used when transitioning from one screen to another using the selected effect.
Pressing your mouse button on the lever while moving your mouse to the left or the right allows you to set the speed.

Setting the speed lever at the same level for the different effects used in your presentation screens does not mean that they will all have the same speed. This is due to the fact that some effects are a bit more complicated than others. So, if you really want the same speed for all effects on your screens, you need to play with each display effect speed lever, do the rain dance, and then test your effects by running the scenario.

For more information about display effects, see paragraph "display effects".

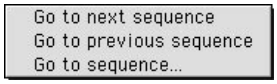
Hint : Dragging a screen icon from your Scenario window into an object automatically generates in this object a Go to screen command, having the dragged screen as the destination screen.

Go to sequence



The Go to Sequence command palette has the appearance shown above. Each of its items is described as follows.

Go To local menu



Clicking on the **Go to...** button of the **Go to sequence** dialog box gives you the three options displayed above. When selecting one of these options, it is helpful to look at your Scenario structure (in the Scenario window) to facilitate the order of navigation.

• **Go to next sequence** ends the execution (display) of the current screen and transfers control to the first screen of the next sequence. If there are no next sequences in the scenario, Go to next sequence does nothing.

• **Go to previous sequence** ends the execution (display) of the current screen and transfers control to the first screen in the preceding sequence in the scenario. If there are no preceding sequences in the scenario, Go to previous sequence does nothing.

• **Go to sequence** ends the execution (display) of the current screen and transfers control to the first screen in the defined Sequence Name input field. The destination sequence can be any sequence in the scenario. If the specified sequence does not exist (mistyped name?), nothing happens in your presentation, but control is passed to your dog. If you don't have a dog, it will be passed to your cat.

Sequence Name input field

As mentioned in the previous paragraph, the Screen Name input field only appears when the Go to Sequence...option is chosen from the Go to dialog box. It allows you to type the destination sequence name. An alternative to typing a sequence name is dragging the name from the Scenario window and dropping it into this Sequence Name input field.

Store destination screen in stack check box

The Store destination screen in stack check box allows, if checked, to memorize the path of the user via this screen, in order to force the path to be re-traced in the other direction via the Return to stack command.

Transition effect local menu

The Transition Effect local menu allows to choose a transition effect to apply during the screen transition.

For more information about display effects, see paragraph "Display effects".

The Speed lever

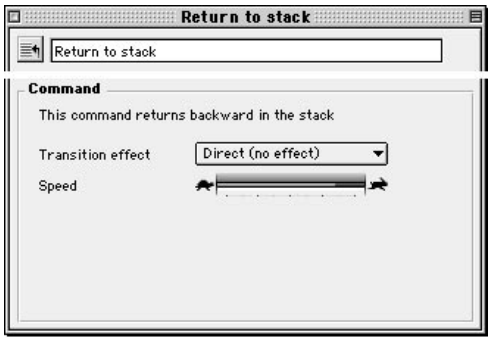
The Speed Lever allows you to set the speed of the selected transition effect. This is the speed used when changing screens with a selected effect. Pressing your mouse button on the lever while moving your mouse to the left or the right allows you to set the speed.

Setting the speed lever at the same level for the different effects used in your presentation screens does not mean that they will all have the same speed. This is due to the fact that some effects are a bit more complicated than others. So, if you really want the same speed for all effects on your screens, you need to play with each display effect speed lever, and then run your scenario to test the effects' durations.

For more information about display effects, see paragraph "display effects".

Hint : Dragging a sequence icon from your Scenario window into an object automatically generates in this object a Go to sequence command, having the first screen in the dragged Sequence as the destination screen.

Return to stack



In a presentation, your screens follow a certain logical sequence. Katabounga allows your screens to optionally leave their "footprints" so that your presentation viewers can go re-trace the presentation's sequence in the reverse order. Katabounga does this internally through the use of a screen stack. Each Go to screen and Go to sequence command may leave this footprint if you check the Store current screen in stack checkbox in the respective edit command palette.
The Return to stack command palette has the appearance shown above. Its parameters are described as follows :

• **Return to stack** quits the current screen and displays the last screen memorized in the screen stack. If there are no screens on the stack, Return to stack does nothing.

Transition effect local menu

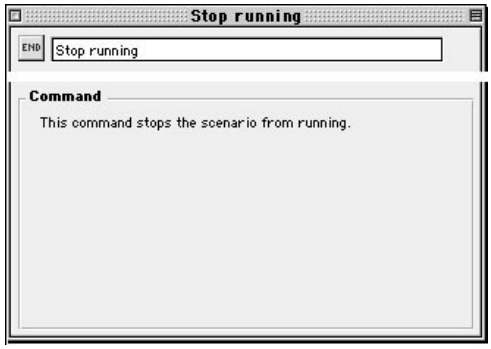
The Transition effect local menu allows you to choose an effect to be used during the transition of one screen to another.

The Speed lever

The Speed Lever allows you to set the speed for displaying a screen with the selected effect. Pressing your mouse button on the lever while moving your mouse to the left or the right allows you to set the speed.

For more information about the display effects, see paragraph "display effects".

Stop running



The Stop running command accepts no arguments (it's a very tough command!).

• **Stop running** stops execution of a scenario.
When you are constructing your scenario, executing this command brings you back to the scenario's construction. When you're executing the runtime (compiled) version of your scenario, executing this command brings you back to the desktop of your computer.

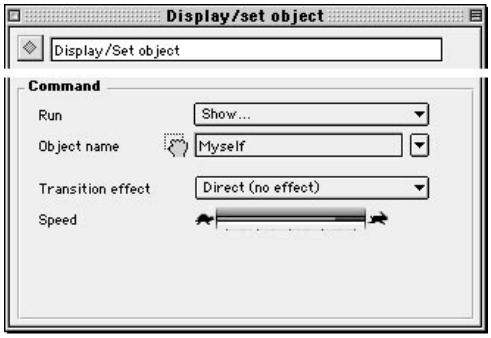
Note: In runtime mode, the combination of Command-Q keys exits the running of the scenario. In edit mode, the Esc key does the same operation.

Object control commands

The object control commands allow you to modify certain object attributes and the plans on which they are situated. These commands are clustered in the second and third column of the Command palette.

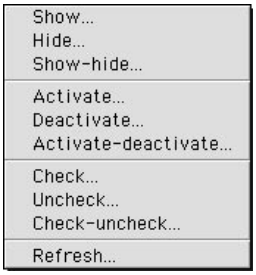
These controls also allow you to run and parametrize sprites or QuickTime sequences. These commands are five : Display/Set object, Set object, Start object, Set object volume and Change object plan. Each is described as follows :

Display / Set object



The Display/Set object commands have several arguments which could be defined by : the local Run menu, the Object Name input field, the Transition effect local menu and the Speed lever.

The Run local menu



The Run local menu allows you to choose one of 10 methods to modify the state of an object : Show..., Hide..., Show-Hide..., Activate..., Deactivate..., Activate-Deactivate..., Check..., Uncheck..., Check-Uncheck..., and Refresh object. Their individual descriptions follow :

• **Show...**displays the object whose name is defined in the Object name input field. A display effect can be optionally selected through the Transition effect local menu.
If the designated object is already displayed, Show object..does nothing.
If the designated object doesn't exist, Show object...does nothing.

• **Hide...** hides the object whose name is defined in the Object name input field. A disappearance effect can be optionally selected through the Transition effect local menu.
If the designated object is already hidden, Hide object...does nothing.
If the designated object doesn't exist, Hide object...does nothing.

• **Show-hide...** displays or hides the object whose name is defined in the Object name input field, depending on whether it was previously hidden or displayed. An appearance/disappearance effect can be optionally selected through the Transition effect local menu.
If the designated object doesn't exist, Show-hide object...does nothing.

• **Activate...**activates the object whose name is defined in the Object name input field.
If the designated object is already active, Activate object does nothing.
If the designated object doesn't exist, nothing happens.

• **Deactivate…** renders inactive the object whose name is defined in the Object name input field.
If the designated object is already inactive, Deactivate object does nothing.
If the designated object doesn't exist, Deactivate object does nothing.

• **Activate-Deactivate…** renders active or inactive the object whose name is defined in the Object name input field depending on the preceding state of the object.
If the designated object doesn't exist, nothing happens.

• **Check…** checks the object whose name is defined in the Object name input field.
If the designated object is already checked, Check object does nothing.
If the designated object doesn't exist, nothing happens.
All objects can be checked, but only a checkable button suffers a change in appearance.

• **Uncheck…** unchecks the object whose name is defined in the Object name input field.
If the designated object is already unchecked, Uncheck object does nothing.
If the designated object doesn't exist, nothing happens.
All objects can be checked, but only a checkable button suffers a change in appearance.

• **Check-uncheck…** checks or unchecks the object whose name is defined in the Object name input field, depending on the object's preceding state.
If the designated object doesn't exist, nothing happens.
All objects can be checked, but only a checkable button suffers a change in appearance.

• **Refresh…**refreshes the object whose name is defined in the Object name input field.
If after several manipulations the object is not correctly displayed, Refresh object displays the objects in its latest state.
If the designated object doesn't exist, Refresh object does nothing.

Object name input field

The Object name input field allows you to define the object to which the command should be applied, via the adjacent local menu or by dragging and dropping the object

name from the Scenario window into the drop zone.

The adjacent local menu proposes the Myself object as the first target of the command. The Myself object is the object into which this command icon was dropped.

A command referring to the Myself object can be copied onto several objects without needing to reset its parameters.

Transition effect local menu

The Transition effect local menu only appears when Show..., Hide..., or Show-Hide...is chosen from the local Run menu. The Transition effect local menu allows you to choose the effect which will be used as the object appears or disappears from the screen.

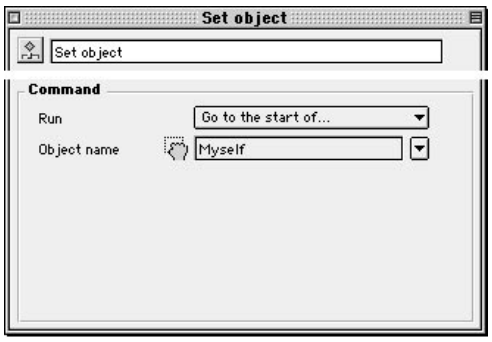
For more information about display effects, see paragraph "display effects".

Speed lever

The Speed lever only appears when Show..., Hide... or Show-Hide... is chosen from the local Run menu. The Speed lever allows you to graphically set with your mouse the speed of the Transition effect as objects appear or disappear from the screen.

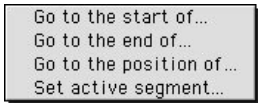
For more information about display effects, see paragraph "the display effects".

Set object



The Set object command is applied to objects containing animated media (QuickTime sequences or sprites). After dropping the Set object command on an object, double-clicking on the dropped command icon opens up the palette above. Each of the palette items is described as follows :

The Run local menu



The Run local menu allows you to set up an object in four different ways :

• **Go to the start of...** sets the QuickTime VR or sprite media item (whose name is defined in the object name input field) on its first image and displays it.
If the QuickTimeVR media or sprite contained in the object is already on its first image, Go to the start of... does nothing.
If the designated object does not exist, nothing happens.

• **Go to the end of …** sets the QuickTime or sprite media item (whose name is defined in the object name input field) on its last image and displays it.
If the QuickTime or sprite media is already on its last image, Go to the end of...does nothing.

If the designated object does not exist, nothing happens.

• **Go to the position of…**sets the QuickTime or sprite media item (whose name is defined in the object name input field) on the image defined in the start frame input field and displays it.
If the defined index is out of the limits of the defined media, nothing happens.
If the designated object doesn't exit, nothing happens.
If the media is already at the indicated index, nothing happens.
If nothing happens, nothing happens.

• **Set active segment…**establishes for the QuickTime or sprite media item (whose name is defined in the object name input field) the frame interval which should be played.
If at least one of the defined indexes (start frame or end frame) is out of the limits of the media definition, **Set active segment**.... does nothing.
If the designated object doesn't exist, **Set active segment**...does nothing.
If your Katabounga copy is pirated, Set active segment makes your machine explode.

The object name input field

The object name input field allows you to define the object to which the command should be applied. You may do so via the adjacent local menu or by a drag and drop of the object name from the Scenario window towards the object name input field.

The adjacent local menu proposes the Myself object as the first target of the command. The Myself object is the object into which this command icon was dropped.

A command referring to the Myself object can be copied onto several objects without needing to reset its parameters.

The Start frame input field

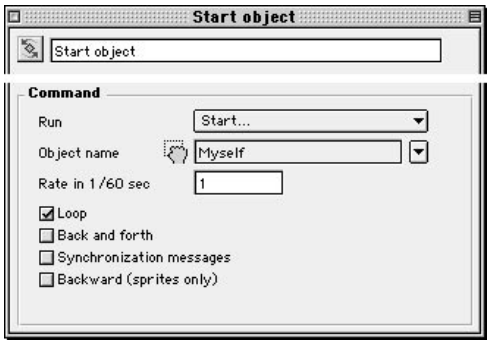
The start frame input field only appears when the Go to the position of... or Set active segment... options are chosen from the Run local menu. It allows you to define the image media that should be displayed or the image index from which the running of the media should begin. This index can be typed or selected from the offered menu.

When the Go to the start of...or Go to the end of...options are chosen from the Run local menu, the input field doesn't appear.

End frame input field

The end frame input field only appears when the Go to the position of...or Set active segment... options are chosen from the local Run menu. It allows you to define the image media that should be displayed or the image index corresponding to the end of a media item sequence. This index can be defined by typed or selected from the offered menu. When the Go to the start of.... Go to the end of...or Go to the position of... options are chosen in the Run local menu, the input field does not appear.

Start object



The Start object command is particularly used to start objects containing animated media like QuickTime sequences or sprites. Double-clicking on the Start object icon (after you've dropped it on an object) will show you the palette above. Each of its items is described as follows :

The Run local menu

The Run local menu allows you to choose the following three options.

• **Start object…** starts the running of the media object indicated in the object name input field, at the rate indicated in the rate input field, and from the image upon which it is positioned at the moment of the command's execution.

If the media contained in the designated object is in its final position, Start object...does nothing.
If the designated object doesn't exist, Start object does nothing.

• **Stop object…** stops the media contained in the object whose name is defined in the object name input field.
If the designated object doesn't exist, nothing happens.

• **Start-stop object…** starts or stops the media contained in the object whose name is defined in the object name input field, depending on whether the media is stopped or running at the time the command is executed.
The media item is played at the defined rate, starting at the image/frame upon which it is positioned at the moment the command is executed.
If the media contained in the designated object is at the final position, Start-stop object...does nothing.
If the designated object doesn't exist, nothing happens.

The object name input field

The object name input field allows to define the object to which the command should be applied via the adjacent local menu. You can also drag and drop the object name from the Scenario window into the object name input field.

The adjacent local menu proposes the Myself object as the first target of the command.

The Myself object is the object into which this command icon was dropped.

A command referring to the Myself object can be copied onto several objects without needing to reset its parameters.

The Rate input field in 1/60th sec

The Rate input field, expressed in ticks (one tick equals 1/60 th of a second), allows you to define the playing rate of the media contained in the designated object.

The Loop check box

The Loop checkbox allows, when checked, to run the media in a loop (re-starting at the end). The media play continues until a Stop command is issued.

Back and Forth check box

The Back and Forth checkbox allows, when checked, the running of the media contained in the designated object to restart in the inverse direction as soon as it ends. The media play occurs once in one direction and once in the inverse direction.
This option is only available for sprites media !

Synchronization messages check box

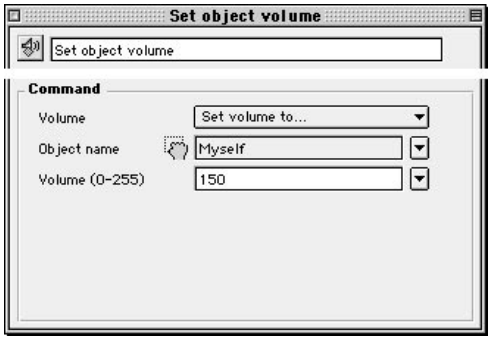
If checked, the synchronization messages checkbox tells Katabounga to emit synchronization messages during the playing of the media contained in the designated object. The emitted messages have the wording : Name_of_media Number_of_image_or_frame (example : MyFilm18, MySprite4).

These messages can be intercepted by other objects so that they in turn can execute other commands.

Backward check box

The Backward checkbox allows, when checked, the running of the media contained in the designated object to restart in the inverse direction.
This option is only available for sprites media !

Set object volume



The Set object volume command is specifically applied to objects containing QuickTime media. Double-clicking on the Set object volume icon (after it has been dragged into an object) displays the above palette. Each of the options is described as follows :

The Run local menu

The Run local menu allows you to choose three different options, each of which is described below.

• **Set Volume to…** allows you to define the volume level of the object whose name is defined in the object name input field. The absolute value of the volume is defined in the Value (0-255) input field.
If the object doesn't exist, nothing happens.

• **Raise Volume by…** allows you to increase the volume level of the object whose name is defined in the object name input field. The relative increase value is defined in the Value (0-255) input field.
If the designated object doesn't exist, nothing will occur.

• **Reduce Volume by...**allows you to lower the volume level of the object whose name is defined in the object name input field. The relative decrease value is defined in the Value (0-255) input field.
If the designated object doesn't exist, nothing will occur, but the volume in your

walkman will be increased.

Object name input field

The object name input field allows to define the object to which the command should be applied. You may do so via the adjacent local menu ; or you may drag and drop the object name from the Scenario window into this input field.

The adjacent local menu proposes the Myself object as the first target of the command. The Myself object is the object into which this command icon was dropped.

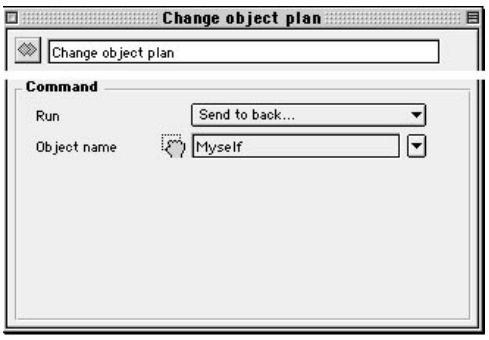
A command referring to the Myself object can be copied into several objects without needing to reset its parameters.

Value input zone (0-255)

When the **Set Volume to...** option is chosen from the Run local menu, the Value input field allows you to define the absolute value to which the sound of the object (whose name is indicated in the object name input field) will be played. This value must fall between 1 - 255, where 0 is the lowest level and 255 is the highest level.

When one of the options **Raise volume by...** or **Reduce volume by...** is chosen from the Run local menu, the Value input field allows you to define the relative value for raising or lowering the volume which should be emitted by the object indicated in the object name input field. This value will change the previous volume value. This value is added or subtracted to the preceding value of the volume.
For the volume diminution, the total value can't be less than 0.
This value can be defined either by typing it or by selecting one of the offered variables.

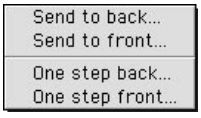
Change object plan



The Change object plan command allows you to change an object's plan. For a description of this function, please refer to the section named "Plans" in the "Objects" chapter.

Double-clicking on the Change object plan icon (after it has been dropped into an object) displays the palette shown above. Each of the palette items is described below.

The Run local menu



The Run local menu allows you to choose one of four options. They are described as follows :

• **Send to back…**allows you to send to the lowest plan (behind all other objects on your screen) the object whose name is defined in the object name input field.
If the designated object is already in that plan, nothing will occur.
If the designated object doesn't exist, nothing will happen.

• **Send to front…** allows you to send to the front plan (in front of all other objects), the object whose name is defined in the object name input field.

If the designated object is already in the front plan, nothing will occur.
If the designated object doesn't exist, nothing will happen.

• **One step back…** allows you to place the object whose name is defined in the object name input field one plan back from its original plan level.
If the designated object is already at the lowest level (furthest back), nothing will occur.
If the designated object doesn't exist, nothing will happen.
If the designated object is lazy, nothing will happen.

• **One step front…** allows you to advance (one plan up) the object whose name is defined in the object name input field.
If the designated object is already at the highest level, nothing will occur.
If the designated object doesn't exist, nothing will happen.

Object name input field

The object name input field allows to define the object to which the command should be applied. You can select an object name via the adjacent local menu ; or you can drag and drop the object name from the Scenario window into the object name input field.

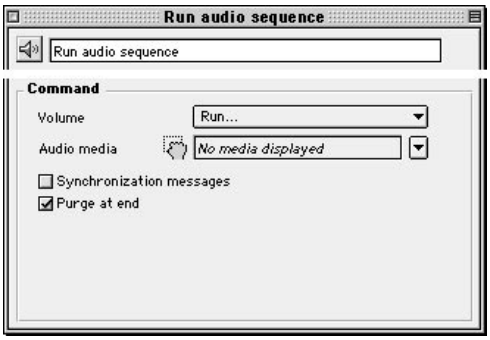
The adjacent local menu proposes the Myself object as the first target of the command. The Myself object is the object into which this command icon was dropped.

A command referring to the Myself object can be copied onto several objects without needing to reset its parameters.

The audio commands

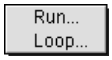
The audio commands are the three commands clustered in the fourth column of the Command palette. Leaving your mouse cursor for a couple of seconds on each icon will reveal their names (Run audio sequence, Set Audio sequence volume, and Stop audio sequence). Each of the commands is described below :

Run audio sequence



Double-clicking on the Run audio sequence icon (after it has been dropped into an object), will display the above dialog box. Each of the items is described below :

The Run local menu



The Run local menu provides the following two options :

• **Run...** runs the audio media whose name is defined in the audio media name input field.
If the designated audio media item doesn't exist, nothing will happen, but you may hear a little voice inside your head.

• **Loop…** loops the audio media item whose name is defined in the audio media input field. Looping will continue until it is specifically stopped.

The audio media input field

The audio media input field allows you to define the audio media to which the command should be applied. You may specify an audio media via the adjacent local menu ; or you may drag and drop the audio media from the Media palette into this input field.

The adjacent local menu proposes the Myself object as the first target of the command. The Myself object is the object into which this command icon was dropped.

A command referring to the Myself object can be copied onto several objects without needing to reset its parameters.

Synchronization messages check box

If you check this box, the sound object associated to this command will issue synchronization messages while it is being played. Your object will issue one message per second, which allows you to synchronize other events in your presentation. For instance, you may cause an image to appear in your presentation when the 30th second of your sound file takes place.

The emitted messages have the wording :
Name_of_media Time_in_seconds (example : MyMusic2518).
The Start message has the wording : Start_Name_of_media (ex : Start_MyMusic)
The Stop message has the wording : Stop_Name_of_media (ex : Stop_MyMusic)

These messages can be intercepted by other objects so that they in turn can execute other commands.

This box should be checked only if you're sure that you'll be taking advantage of the synchronization messages. Otherwise, you should not check it, because it does demand extra processing by Katabounga's.

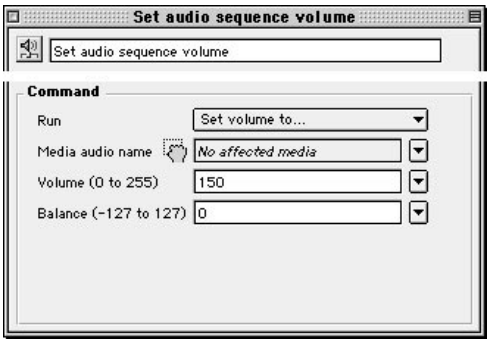
Purge at end check box

The purge at end check box allows you to purge from memory the audio sequence as soon as the sequence has finished playing. If you run a sound file in your presentation only once, it is better to purge it once it has been played. Otherwise, it's best to leave it in memory to avoid the load time for subsequent runs of the same file.

By default this option is checked, and so your sound file will be purged.

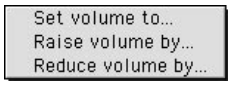
Warning : Do not to saturate memory by keeping too many sequences in memory. This option is useless for loop mode played sequences.

Set Audio sequence volume



Double-clicking on the Set Audio sequence volume command icon (after it has been dropped into an object) displays the palette shown above. The palette's items are described as follows :

The Run local menu



The Run local menu allows you to choose one of three options :

• **Set volume to…** allows you to define the volume and balance of the audio sequence whose name is defined in the audio media input field.
The absolute value for the volume is defined into the **Volume (0 to 255)** input field.
The absolute value for the balance is defined in the **Balance (-127 to +127)**input zone.

If the designated audio media doesn't exist, nothing occurs.

• **Raise volume by…** allows you to increase the volume and the balance of the audio sequence whose name is defined in the audio media input field.
The relative value for the volume is defined into the **Volume (0 to 255)** input field.
The absolute value for the balance is defined in the **Balance (-127 to +127)** input zone.
If the designated audio media doesn't exist, nothing occurs.

If the designated audio media doesn't exist, its volume will not be raised.

• **Reduce volume by…** allows you to lower the volume and balance of the audio sequence whose name is defined in the audio media input field.
The relative value for the volume is defined into the **Volume (0 to 255)** input field.
The absolute value for the balance is defined in the **Balance (-127 to +127)** input zone.
If the designated audio media doesn't exist, nothing will happen.

Audio media input field

The audio media input field allows you to type the audio sequence to which the command should be applied. You can select the object via the adjacent local menu. You can also drag and drop the sequence name from the Media palette into this input field.

Volume input zone (0 to 255)

When the **Set volume to...**.option is selected from the Run local menu, this input field allows you to define the absolute value of the volume at which the sequence (whose name is defined in the audio media input field) should be run.

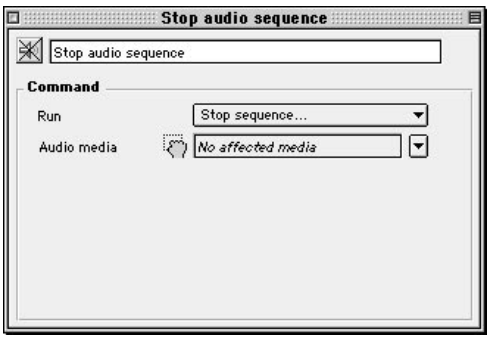
This value should be between 0 and 255, where 0 is silence, and 255 is the highest volume.

When one of the **Raise volume by...** and **Reduce Volume by...**option is chosen from the Run local menu, the **Volume (0-255)** input zone allows you to define the relative volume for raising or lowering the volume for the desired audio media sequence. This value is added to or subtracted from the preceding volume value. To raise the volume, the total value cannot be greater than 255. For lowering the volume, the lowest value is 0.

Balance input zone (-127 to +127)

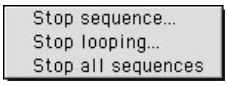
When any of the volume-adjusting options is chosen from the Run local menu, the **Balance (-127 to +127)** input zone allows to define the balance between the left and the right sound channels. If you have a system which is able to reproduce stereo sound, a value of -127 emits sound on the left channel only ; a value of +127 emits sound on the right channel only; a value of 0 emits sound on both sides, perfectly balanced.
The balance cannot be adjusted in a relative manner.

Stop audio sequence



Double-clicking on the Stop audio sequence icon (after it has been dropped into an object) produces the above command edit palette. Each of its options is described as follows :

The Run local menu



The Run local menu displays and allows you to chose between three methods to stop an audio sequence : Stop sequence..., Stop looping..., Stop all sequences....

Note : Stop sequence and Stop all sequences automatically purge the running audio sequences even if the Purge to end option is not checked in the command which ran the corresponding sequence.

• **Stop the sequence...** stops the running of the audio sequence whose name is defined in the audio media input field.
If the designated audio media doesn't exist, nothing will happen.

• **Stop looping...** deletes the loop attribute of the audio sequence whose name is defined in the audio media input field. The audio sequence is not stopped abruptly ; rather, it is stopped at the end of the sequence and no longer loops.
If the designated media audio doesn't exist, nothing will occur.

• **Stop all sequences...** this option will stop the execution of all audio sequences running at the time this command is issued.
If no sound sequences are running at the issuance of this command, nothing will happen.

The audio media input field

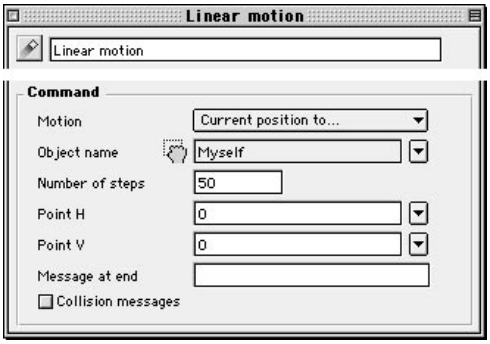
The audio media input field only appears when Stop sequence...or Stop loop is chosen from the Run local menu. It allows you to define the audio sequence to which the command should be applied. You can specify the name via the adjacent local menu or by dragging and dropping the sequence name from the Media palette into the drop zone.

When the Stop all sequences option is chosen from the Run local menu, the drop zone doesn't appear.

The object motion commands

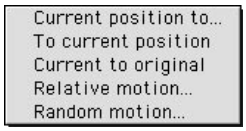
The object motion commands are clustered around the middle of your Command palette, starting on the fifth column. These commands allow you to control the motion of your objects on the screen. Leaving your mouse cursor on each icon for a couple of seconds will reveal their names : Linear motion, Slide in/out screen, Drag motion, ZOOM motion, Path motion, Impulse motion, Stop motion. Each of these commands is described below :

Linear motion



Double-clicking on the Linear motion icon (after it has been dropped into an object) will reveal the command edit palette shown above. The options are described as follows :

Local Motion menu



The local Motion menu allows you to choose among six different types of linear motion, as shown above. Each type is described below.

Note that these facts apply to all types of motion :

The Point H (Horizontal) and Point V (Vertical) coordinates are relative to the origin of the screen, located on its top-left corner.

The Number of steps affects the speed of the motion : the greater the Number of steps, the slower the movement of your object when the command is executed.

• **Current position to…** causes the linear motion of the object whose name is defined in the object name input field, from the position it holds at the moment the command is issued, to the spot defined by the Point H and Point V coordinates, and with the number of steps as defined in the Number of steps input field.

If the designated object doesn't exist, nothing happens.
Please read the statements which begin the discussion of the local Motion menu.

• **To current position**... causes the linear motion of the object whose name is defined in the object name input field, from the position defined in the Point H and Point V input field to the position it holds at the moment the command is issued, and with the number of steps as defined in the Number of steps input field.

If the designated object doesn't exist, nothing happens.
Please read the statements which begin the discussion of the local Motion menu.

• **Current to original...** causes the linear motion of the object whose name is defined in the object name input field, from the position it holds at the moment the command starts running, to the original position defined during screen construction, and with a number of steps as defined in the Number of steps input field.

If the designated object doesn't exist, nothing occurs.
Please read the statements which begin the discussion of the local Motion menu.

• **Relative motion…** causes the linear motion of the object whose name is defined in the object name input field, from the position it holds at the moment command starts running, to the position whose coordinates are defined by addition of the start coordinates with Point H and Point V coordinates defined in its input fields ; and with a number of steps as defined in the Number of steps input field.

For example, if X1 and Y1 are the start coordinates of the object, the end point coordinates are X2=X1+PointH and Y2=Y1+PointV.

If the designated object doesn't exist, nothing happens.
Please read the statements which begin the discussion of the local Motion menu.

• **Random motion…** causes the random linear motion of the object whose name is defined in the object name input field. This motion is from the object's original position towards a random location whose maximum coordinates are defined by the variable values in the Point H and Point V input fields ; and with a number of steps as defined in the Number of steps input field.

If the designated object doesn't exist, nothing happens.

Object name input field

The object name input field allows to define the object to which the command should be applied. You may select the object via the adjacent local menu, or you may drag and drop the object name from the Scenario window into this input field.

The adjacent local menu proposes the Myself object as the first target of the command. The Myself object is the object into which this command icon was dropped.

A command referring to the Myself object can be copied onto several objects without needing to reset its parameters.

Number of steps input zone

This field allows you to define the number of steps that the object has to make to reach its destination. This value should fall between 0 and 500.

The greater this number, the slower your object will move.

Point H input zone

This field allows you to define the horizontal coordinates of the start or the arrival point, depending on the selected motion option.

When a relative motion option is chosen from the local Motion menu, **Point H** allows you to define the relative increase value of the current horizontal coordinate of the designated object.

When the random motion option is chosen from the local Motion menu, **Point H** allows you to define the maximum increase value of the current horizontal coordinate of the designated object. This value should be between -1200 and +1200.

This value can be defined by typing it or by applying a variable via the adjacent local menu.

Point V input zone

This field allows you to define the vertical coordinates of the start or the arrival point, depending on the selected motion option.

When a relative motion option is chosen from the local Motion menu, **Point V** allows you to define the relative increase value of the current vertical coordinate of the designated object.

When the random motion option is chosen from the local Motion menu, **Point V** allows you to define the maximum increase value of the current vertical coordinate of the designated object. This value should be between -1200 and +1200.

This value can be defined by typing it or by applying a variable via the adjacent local menu.

Message at end input zone

This input field allows you to define the text of the message which is emitted at the end of the path.
Emitting a message at the end of the object's motion allows you to synchronize other events in your presentation.

Collision messages checkbox

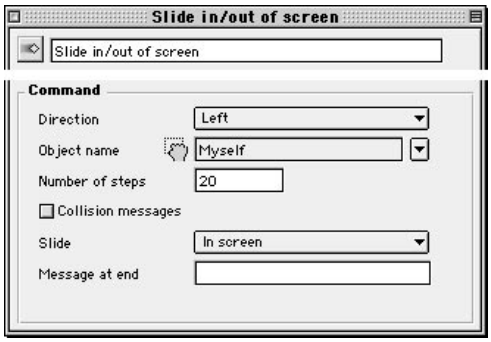
When checked, this checkbox tells Katabounga to emit collision messages. The collision messages are emitted when an object moving along a path encounters another object ; that is, when two objects' surfaces intersect each other.

The collision message is not perceived by the object which is moving ; it is perceived by the object located on the moving object's path. Thus, expecting this message and taking advantage of it allows you to synchronize other events in your Katabounga presentation.

Dragging an object does not constitute a programmed motion, and thus it does not provoke the emission of the Collision event.

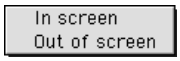
Note : By default, a moving object doesn't emit collision information. It is necessary to check the collision messages check box inside the motion command.

Slide in/out of screen



Double-clicking on the Slide in/out of screen command icon (after it has been dropped inside of an object) displays the dialog box shown above. Each of the options is described as follows :

The Slide local menu



The slide local menu displays and allows you to choose between two types of object motion : In screen, Out of screen. They are described below :

• **In screen -** This option prompts a linear motion of the object whose name is defined in the Object name input field. The motion is from the offscreen side defined by the **Direction** option, to the location held by the object when the screen was constructed. You may also define the number of steps in the proper field.

If the designated object doesn't exist, nothing will happen.

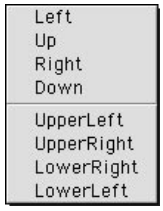
The Number of steps affects the speed of the motion : the greater the Number of steps, the slower the movement of your object when the command is executed.

• **Slide out of screen** - prompts a linear motion of the object whose name is defined in the Object name input field. The motion is from the position of the object when the screen was constructed, to the off-screen side defined by the **Direction** option. You may also define the number of steps in the proper field.

If the designated object doesn't exist, nothing will happen.

The Number of steps affects the speed of the motion : the greater the Number of steps, the slower the movement of your object when the command is executed.

The Direction local menu



The Direction local menu allows you to choose among eight directions for the object motion : Left, Up, Right, Down, UpperLeft, UpperRight, LowerRight, LowerLeft.

• **Left** defines a motion to or from the exterior, left zone of the screen. This motion is in a zero-angle path along the axis of the horizontal coordinate of the object.

•**Up** defines a motion to or from the exterior zone of the screen, upwards on a zero-angle path, along the axis of the vertical coordinate of the object.

•**Right** defines a motion to or from the exterior right zone of the screen. This motion is in a zero-angle path along the axis of the horizontal coordinate of the object.

•**Down** defines a motion to or from the exterior zone of the screen, downward on a zero-angle path, along the axis of the vertical coordinate of the object.

• **UpperLeft** defines a motion to or from the upper-left, exterior corner of the screen. The motion is along a path whose angle depends on the initial/final screen location of the object.

• **UpperRight** defines a motion to or from the upper-right, exterior corner of the screen. The motion is along a path whose angle depends on the initial/final screen location of the object.

• **LowerRight** defines a motion to or from the lower-right, exterior corner of the screen. The motion is along a path whose angle depends on the initial/final screen location of the object.

• **LowerLeft** defines a motion to or from the lower-left, exterior corner of the screen. The motion is along a path whose angle depends on the initial/final screen location of the object.

Object name input field

The object name input field allows to define the object to which the command should be applied. You may specify an object via the adjacent local menu, or you may drag and drop the object name from the Scenario window into this input field.

The adjacent local menu proposes the Myself object as the first target of the command. The Myself object is the object into which this command icon was dropped.

A command referring to the Myself object can be copied onto several objects without needing to reset its parameters.

Number of steps input field

The number of steps input field allows you to define the number of steps that the object has to make to reach its destination. This value should fall between 0 and 500.
The number of steps determines the speed of object motion on its path.

The greater the number, the slower the motion.

Collision messages checkbox

When checked, this option tells Katabounga to emit collision messages. The collision messages are emitted when an object moving along a path encounters another object ; that is, when two objects' surfaces intersect each other.

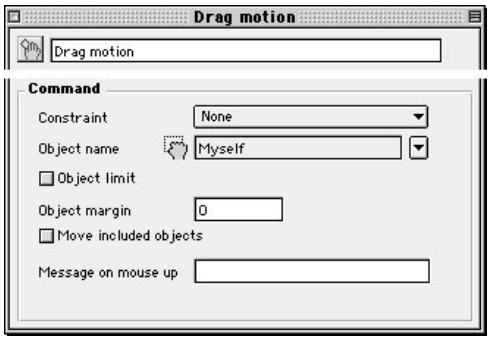
The collision messages are not perceived by the object which is moving ; they are perceived by the object located on the moving object's path. Thus, expecting this message and taking advantage of it allows you to synchronize other events in your Katabounga presentation.

Note: By default, a moving object doesn't emit collision information. It is necessary to check the collision messages check box inside the motion command.

Message at end input field

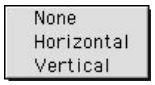
The Message at end input field allows you to define the text of the message which is emitted at the end of the path.
Emitting a message at the end of the object's motion allows you to synchronize other events in your presentation.

Drag motion



The **Drag motion command** allows your "audience" to interactively move the object whose name is defined in the object name input field. As the presentation's creator, you may constrain this movement to fit the needs of the presentation.
Double-clicking on the Drag motion command icon (after it has been dropped into an object) displays the above palette. Each of the palette's items is described as follows :

The Constraint local menu



The Constraint local menu allows you to assign a constraint to the interactive movement of an object. You may, of course, choose to leave this movement unconstrained. Your options are as follows :

• **None** - allows the user to move an object in all directions.

• **Horizontal -** allows the viewer of your presentation to move objects only along a horizontal axis.

• **Vertical** - allows the viewer of your presentation to move objects only along a vertical axis.

The object name input field

The object name input field allows to define the object to which the command should be applied. You may specify an object via the adjacent local menu, or you may drag and drop the object name from the Scenario window into this input field.

The adjacent local menu proposes the Myself object as the first target of the command. The Myself object is the object into which this command icon was dropped.

A command referring to the Myself object can be copied onto several objects without needing to reset its parameters.

Object limit check box

Checking this box displays a list of the active objects on your screen. These objects are candidates which can act as delimiters for the movement of the object identified by the Object name input field. In other words, the viewer of your presentation will be able to interactively move the object, but such movement will be limited to the area of the second object that you (the presentation creator) choose after clicking on this box. You may use this feature, for instance, to create an interactive object to act as a volume lever whose movement is restricted to a min-max panel object.

Object margin input zone

See the previous description (Object limit checkbox) ; the object margin works in the context of the Object limit.
The Object margin input zone allows you to define, in pixels, a margin to further limit or enlarge the surface on which an interactive object can be moved by the viewer of your presentation. A positive value gives you a margin inside of the movement-delimiting object ; a negative value gives you a margin outside of the movement-delimiting object.
When the object limit check box is unchecked, the defined value in the object margin input field has no effect.

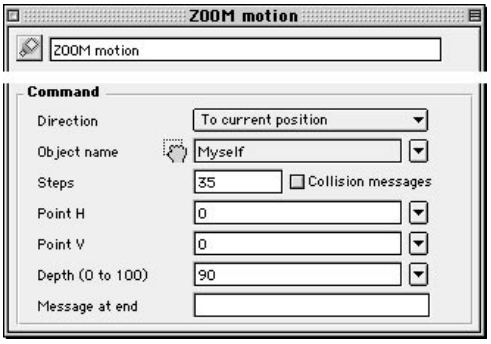
Move included objects check box

When checked, this option allows to simultaneously move the object whose name is defined in the object name input field with all of the objects considered within its surface.
The objects considered are those whose surfaces fit completely inside the designated object's surface and which are found in the front plan with respect to the designated object.

Message on mouse up input field

The Message on mouse up input field allows you to define the text of the message which is emitted when the user releases the mouse button, meaning that the object's motion is over.
The message emitted at the end of the motion can be intercepted to prompt the execution of other commands.

ZOOM motion



The **ZOOM motion** command moves the object (whose name is defined in the object name input field) with a customized zooming effect, at a speed defined in the steps input field.
Double-clicking on the command icon (after it has been dropped into an object) displays the palette shown above. Each of its options and parameters is described as follows :

The Direction local menu

The Direction local menu allows you to choose one object motion direction : To current position.

• **To current position** - defines the direction towards which the zooming effect will be performed. In fact, the current position (the screen position where you've placed your object) will be the location where the zooming effect will conclude. The effect will start at the location indicated by the Point H and Point V coordinates, defined by the proper fields in the commands palette.

The object name input field

The object name input field allows to define the object to which the command should be applied. You may specify the name via the adjacent local menu, or you may drag and drop the object name from the Scenario window into this input field.

The adjacent local menu proposes the Myself object as the first target of the command. The Myself object is the object into which this command icon was dropped.

A command referring to the Myself object can be copied onto several objects without needing to reset its parameters.

Steps input zone

The Steps input zone allows you to define the number of steps performed to zoom from the starting point to the end point of the zoom effect. This value should fall between 0 and 60.
The greater the number of steps, the slower the zooming motion.

Collision messages check box

When checked, the collision messages checkbox allows Katabounga to emit collision messages. The collision messages are emitted when an object moving along a path encounters another object ; that is, when two objects' surfaces intersect each other.

The collision message is not perceived by the object which is moving ; it is perceived by the object located on the moving object's path. Thus, expecting this message and taking advantage of it allows you to synchronize other events in your Katabounga presentation.

Note : By default, a moving object doesn't emit collision information. It is necessary to check the collision messages check box inside the motion command.

Point H input field

The **Point H** input field defines a horizontal coordinate with respect to the screen origin (the origin is defined by the upper-left corner of the screen). Along with the **Point V** coordinate, this variable defines the point on the screen where the zoom effect is to begin.
This value should fall between -1200 and +1200. This value can be typed in or defined by a variable chosen via the adjacent local menu.

Point V input field

The **Point V** input field defines a vertical coordinate with respect to the screen origin (the origin is defined by the upper-left corner of the screen). Along with the **Point H** coordinate, this variable defines the point on the screen where the zoom effect is to begin.
This value should fall between -1200 and +1200. This value can be typed in or defined by a variable chosen via the adjacent local menu.

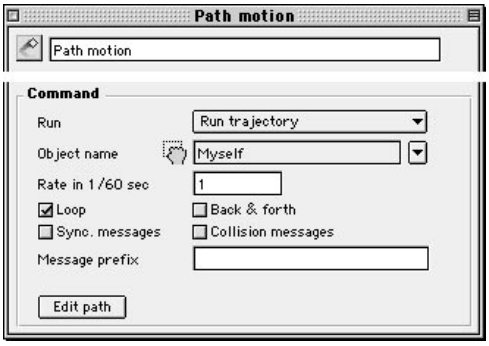
Depth input field

This input field allows you to define the initial "depth" of the object being "zoomed". In other words, it defines the reduction percentage of the image at the time the zoom effect starts. A value of 90, for instance, would reduce the object's original size by 90%, and the effect would slowly enlarge it until the object reaches its normal size.
This value should fall between 0 and 100. It can be typed in, or it can be defined through a variable selected via the adjacent local menu.

Message at end input field

The message at end input field allows to define the text of the message which is emitted at the end of the zoom effect. The emitted message can be intercepted by other objects so that they in turn can execute other commands.

Path motion



The Path motion command allows you to define a path along which your object will move and at the speed that you select.
Double-clicking on the command icon (after you've dropped it into an object) displays the palette shown above. Each of the parameters and options is described as follows :

The Run local menu

The Run local menu allows you to choose only one option : Run trajectory.

• **Run trajectory** tells the object whose name is defined in the object name input field to move along the path defined via the Edit path button, at a rate defined in the rate input field.

The object name input field

This input field allows to define the object to which the command should be applied. You may specify an object via the adjacent local menu, or you may drag and drop the object name from the Scenario window into this input field.

The adjacent local menu proposes the Myself object as the first target of the command. The Myself object is the object into which this command icon was dropped.

A command referring to the Myself object can be copied onto several objects without needing to reset its parameters.

The Rate in 1/60 sec input field

The Rate input zone allows you to define the rate of movement along the defined path. The higher the number, the slower the motion. A value of 20, for instance, will represent a sequence of steps whose individual duration is 1/3 of a second (20/60 seconds). A value of 1 will cause steps whose individual duration is 1/60th of a second ; faster than the first example, of course.

Loop check box

Checking this box causes the motion to loop along the defined path.
The looping motion will stop until a stop command is issued.

Back and Forth checkbox

If this option is checked, the designated object moves along the defined path, and then retraces the path in the opposite direction.
The traces the path once in one direction and once in the opposite direction.

Synchronization Messages check box

When checked, this checkbox allows the emission of synchronization messages during the motion of the object whose name is defined in the object name input field.
The synchronization messages are emitted during the whole object motion. The emitted messages have a wording formed by the prefix defined in the Message prefix input field, followed by a reference point along the path (example : MyPrefix57).

These messages can be intercepted by other objects so that they in turn can execute other commands.

Collision messages check box

When checked, the collision messages check box allows Katabounga to emit collision messages. The collision messages are emitted when an object moving along a path encounters another object ; that is, when two objects' surfaces intersect each other.

The collision message is not perceived by the object which is moving ; it is perceived by the object located on the moving object's path. Thus, expecting this message and taking advantage of it allows you to synchronize other events in your Katabounga presentation.

Note : By default, a moving object doesn't emit collision information. It is necessary to check the collision messages check box inside the motion command.

Message prefix input field

The message prefix input field allows you to define the synchronization messages prefix.

The Edit Path button

Clicking on the Edit path button displays the Tools palette (shown below). Using the tool palette, you can edit the path which the object should follow when the command is executed.
Notice that as as soon as you click on the Edit path button, the button's name changes to Close path and a local pop-up menu appears next to it. After tracing a path with the Tools palette, clicking on the Close path button allows you end and save your edited path. The following paragraphs describe how you can edit a path :

The Tools palette in the edit path mode.

Once you are in edit path mode, the Tools palette takes the above form.
Also, a round spot appears in the upper-left corner of the selected object. This spot is the starting point for drawing the path. If you use the "pencil" tool, your path, once drawn, will be initially composed of a series of equidistant squares linked by dotted, flashing lines. In fact, each of the linked squares is a "step" in the path. You may subsequently "stretch" any of the squares with your mouse. Since the distance between the stretched square and the adjacent squares will be greater, the speed on your object along this modified segment of your path will be faster. You may also delete/add steps in order to modify your path.

Edit path tools

Displace path point tool icon.
When you click on this icon, Katabounga gives you the ability to stretch the location of the selected square along the path. You do so by pressing down on your mouse button while dragging the selected square to a new location on your screen.

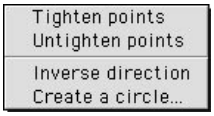
Hint : Holding down the mouse button on a square path displays the number of the step with respect to the step sequence of the path.

The add points to path tool icon.
When you select this icon, Katabounga allows you to add steps (squares) to the path. Clicking anywhere on your screen will generate a new step connecting the end of the path to the new step.

The delete points of path tool icon.
When you select this icon, Katabounga allows you to delete steps (squares) from the path. Clicking on the square you wish to delete will, in effect, connect the two points which are adjacent to the square being deleted.

Path drawing tool icon.
When you select this icon, Katabounga allows you to draw a path on your screen.
If you're drawing a new path, start drawing at the round, flashing icon at the upper-left corner of your object.
If you're modifying an existing path, you may start drawing at any square, but make sure that the resulting path is what you want.

Edith Path local menu



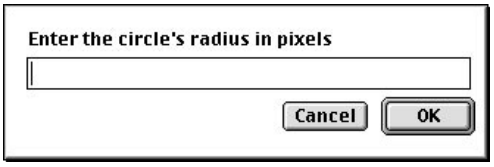
The edit path local menu assists you to modify and create a path as follows :

• **Tighten points** inserts one step (square) between each pair of steps along the path. In effect, this slows down the motion of the object along the path because the object has to take more steps as it moves.

• **Untighten points** does the opposite of the previous option. In other words, it deletes steps alternately and connects the two point adjacent to each deleted step. This, in effect, speeds up the motion of the object along the path because it has to take less steps as it moves.

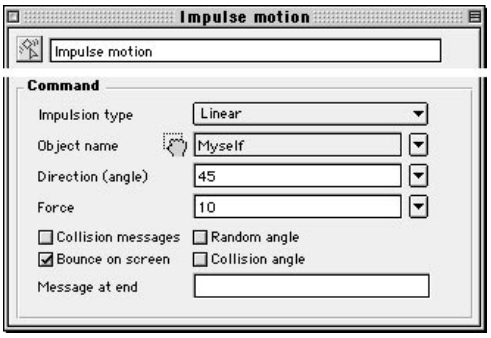
• **Inverse direction** allows you to inverse the direction of a path. The last defined point of the path becomes the start point.

• **Create a circle…** displays a dialog which asks to define in pixels the radius of the desired circle.



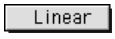
When confirmed, Katabounga designs a circular path of the desired radius.

Impulse motion



Impulse motion causes the motion of the object (whose name is defined in the object name input field) in the direction defined by the Direction (angle) input field, with a force defined in the Force input field. This motion emulates an ejection of the object with a certain force, an effect which becomes more realistic as the object slowly comes to rest, having exhausted its momentum.
Double-clicking on the icon (after it has been dropped into an object) displays the palette shown above. Each of the parameters and options is described below :

Impulsion type local menu



OK...a menu with only one option is not a very interesting menu ; is it ? Nevertheless, that's what you get : only one option. You can only have a linear impulse motion.

Note : Who knows; in the future we may for instance have a samba impulse, neatly selectable from our crowded Impulse type local menu.

The object name input field

The object name input field allows to define the object to which the command should be applied. You can define the object via the adjacent local menu, or you can drag and drop the object name from the Scenario window into this input field.

The adjacent local menu proposes the Myself object as the first target of the command. The Myself object is the object into which this command icon was dropped.

A command referring to the Myself object can be copied onto several objects without needing to reset its parameters.

Direction (angle) input field

The Direction (angle) input field defines the direction of the motion in terms of an angle.
This value is from -179 to +180.

Force input field

The Force input field defines the force to which the object is ejected. This value falls between 0 and 1000.

Collision messages checkbox

When checked, this option tells Katabounga to emit collision messages. The collision messages are emitted when an object moving along a path encounters another object ; that is, when two objects' surfaces intersect each other.

The collision message IS NOT perceived by the object which is moving; it is perceived by the object located on the moving object's path. Thus, expecting this message and taking advantage of it allows you to synchronize other events in your Katabounga presentation.

Note : By default, a moving object doesn't emit collision information. It is necessary to check the collision messages check box inside the motion command.

Random angle check box

If checked, this option forces Katabounga to ignore the input **Direction** value and to attribute a random value to the angle of direction.

Bounce on screen checkbox

If checked, this option allows objects to rebound on the screen borders until the object's momentum is lost.

Collision angle checkbox

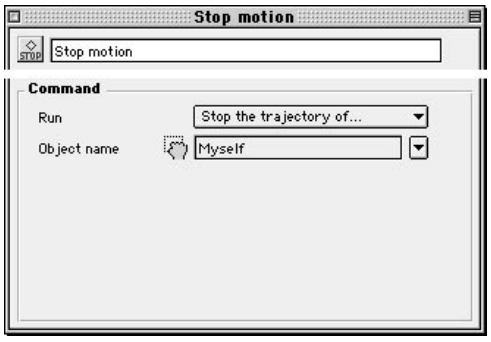
If checked, this option allows, when the impulse motion command is launched on a collision event, to define the motion angle in relation to the impact angle.

Message at end input field

This field allows you to define the text of the message which is to be emitted at the time that the object loses its momentum completely.

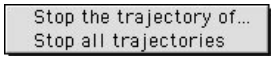
The emitted message may be intercepted by other objects who in turn may execute other commands.

Stop motion



The Stop motion command is used to stop the movement of an object.
After you give it the target's name, it uses the secret Katabounga mega-x-ray gun to zap an object and stop it dead on its tracks.

The Run local menu



The Run local menu allows you to choose between two options :

• **Stop the trajectory of…** stops the motion of the specified object.
If the designated object is not moving, nothing will happen.
If the designated object doesn't exist, nothing will happen.

• **Stop all trajectories** stops the motion of all objects in motion.
If no object is moving, nothing will occur.

The object name input field

The object name input field allows to define the object to which the command should be applied. You may specify the object name via the adjacent local menu, or you may drag and drop the object name from the Scenario window into this input field.

The adjacent local menu proposes the Myself object as the first target of the command. The Myself object is the object into which this command icon was dropped.

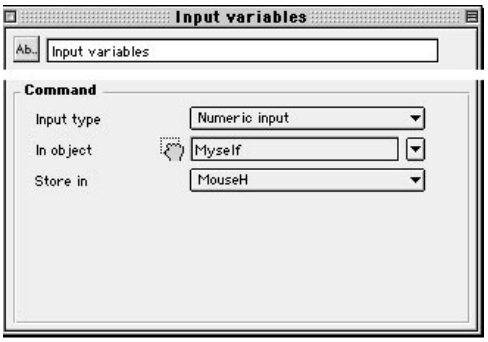
A command referring to the Myself object can be copied onto several objects without needing to reset its parameters.

The variable manipulation commands

These two commands are clustered in the seventh column of your Command palette. Leaving your mouse cursor on these two icons for a couple of seconds will reveal their names : Input variables and Modify Numeric Variables.

Sometimes it is useful to alter the course of your presentation or the behavior of certain objects through user participation or through an algorithm which involves one or more variables in your presentation. These two commands allow you to have this kind of control over your presentation.

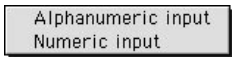
Input variables command



The **Input variables** command interrupts the normal course of your presentation in order to receive some input from the viewer of your presentation. The input values may be alphanumeric or numeric, and after the user confirms them with the enter key, Katabounga stores them in the selected presentation variables.

Double-clicking on the Input variables icon (after it has been dropped into a text object) displays the above command palette. Each of the parameters and options is described as follows :

The input type local menu



The input type local menu allows to choose between two input variable options : Alphanumeric input, Numeric input.

• **Alphanumeric input -** transforms the user's input text into an alphanumeric value. The value is stored in the variable chosen from the local **Store in** menu if such variable accepts an alphanumeric value.

• **Numeric input** - transforms the user's input text into a numeric value. The input value is stored in the variable chosen from the local **Store in** menu if such variable accepts a numeric value.

The object name input field

The object name input field allows to define the object to which the command should be applied. You may specify the object name via the adjacent local menu, or you may drag and drop the object name from the Scenario window into this input field.

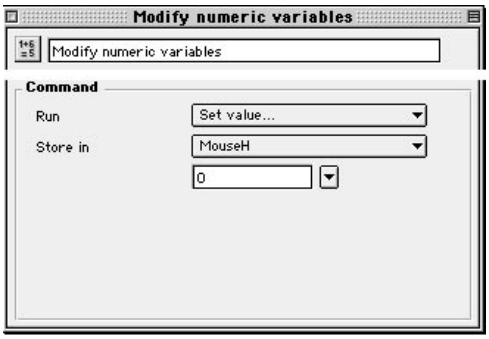
The adjacent local menu proposes the Myself object as the first target of the command. The Myself object is the object into which this command icon was dropped.

A command referring to the Myself object can be copied onto several objects without needing to reset its parameters.

The Store in local menu

The **Store in** local menu displays and allows you to choose, among the defined scenario variables, the variable to which the alphanumeric or numeric input value is to be assigned.

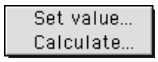
Modify numeric variables



The **Modify numeric variables** command allows you to change at any time the value of various variables in your presentation (the location of the mouse cursor, for instance). You may assign a new value to the variable explicitly (by typing the value in), or as a function of other variables. Choosing the method for modifying your variables depends on the needs of the presentation.

Double-clicking on the **Modify numeric variables** icon (after it has been dropped into an object) displays the command palette shown above. Each of the parameters and options is described as follows.

The Run local menu



The Run local menu allows you to choose between two methods for modifying a numeric variable : Set value...and Calculate...

• **Set value... -** takes your explicit value from the palette's input field and stores it into the variable selected through **Store in** local menu of variables.

• **Calculate…-** allows you to calculate a value which is to be stored into the variable selected through the **Store in** local menu. When you select this method, an additional input field and an operator menu will appear in the command palette. Thus, your

calculation can be based on two values that you explicitly define; and it can also be based on the values of the two variables that you define through the proper menus in the command palette.

The Store in local menu

The Store in local menu displays and allows you to choose the variable, among the list of the scenario variables, into which the alphanumeric or numeric value should be stored.

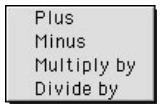
The first input zone

When you choose the **Set value...** option, the first input zone takes in your input either as a value that you type in, or as a variable which you select from the offered menu.

When you choose the **Calculate...option**, this input zone becomes the first of two arguments for the chosen operation. It takes in your input either as a value that you type in, or as a variable which you select from the offered menu.

The local Operator menu

As soon as you select the Calculate... option, an operator button appears in the commands palette. Clicking on it displays a menu with the following operators :



- **Plus** - adds the values defined by Value A and Value B.
- **Minus -** subtracts Value B from Value A (A-B).
- Guess what **Multiply by** does. Yes! It multiplies Value A by Value B.
- **Divide by** - divides Value A into Value B (A/B).

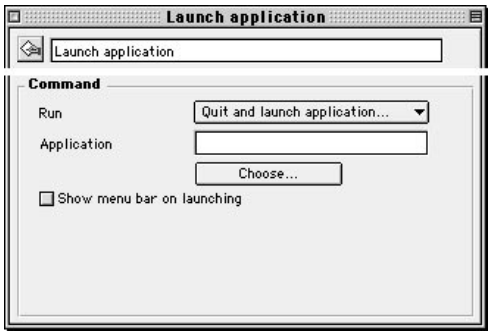
The second input zone

When you chose the **Calculate...**option, this second input zone appears and becomes the second of two arguments for the chosen operation. It takes in your input either as a value that you type in, or as a variable which you select from the offered menu.

The General Commands

These commands are clustered in the two right-most columns of the Column palette. Leaving your mouse cursor on each of the icons reveals their names : Launch application, Cursor Management, Go to screen time and Send message.
Each of these commands is described below.

Launch application



When properly used, this command allows you to launch an application while your presentation's runtime is being executed (by the way, a runtime is the compiled, executable version of your presentation). You may quit your runtime completely to pass control to the launched application, or you may launch the application and eventually return to your presentation's runtime.

Double-clicking on the command's icon (after the icon has been dropped into an object) will display the above command palette. Each of the parameters is described as follows :

The Run local menu

The Run local menu allows you choose between two methods for launching an application from your presentation's runtime :

• **Quit and launch application...** - ends the execution of your presentation's runtime and launches the application you that you indicate.
If the application does not exist, your runtime will continue to run normally but your cat won't.

• **Launch application...** - launches the indicated application while keeping your presentation runtime active so that it can eventually regain control.
If the designated application doesn't exist, your runtime will continue to run normally.

Note : This command cannot be tested while you're constructing your presentation. You must generate the runtime and then run it to make sure that your presentation works the way you intended it to work.
You create a runtime by selecting the Create a Runtime option from the Scenario menu.

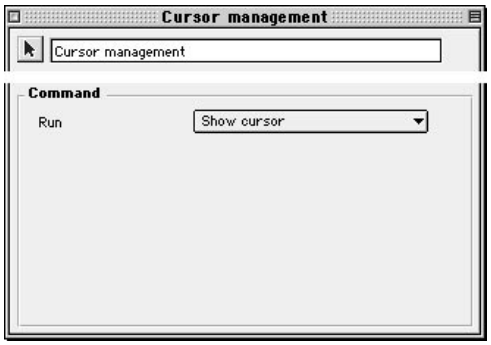
The Application input field

The Application input field allows you to input the name of the application that you want to launch.

The choose button

This button opens the standard document open dialog which allows you to search and select the application that must be launched. When confirmed, the selected application name appears in the Application name input field.

Cursor Management

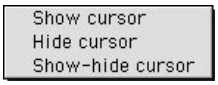


The Cursor Management command lets you display or hide the mouse cursor. If you choose to display it, it is displayed throughout the screen surface. Similarly, if you choose to hide the cursor, it will be hidden throughout the screen surface.

Note : If you want to limit the appearance/disappearance of the mouse cursor to the perimeter of a specific object, click on the object once, and then go to the Object palette. On the Object palette, click on the Cursor button (far right) ; select the "No cursor" option from the Cursor menu.

Double-clicking on the command icon (after it has been dropped into an object) displays the dialog box shown above. The dialog option is described as follows :

The Run local menu



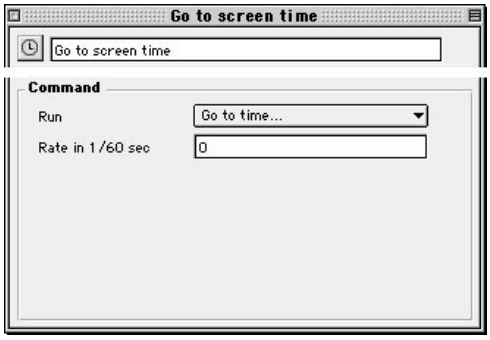
Pressing down your mouse button on the Run local menu displays three options :

• **Show pointer** - allows you to make the pointer appear on screen.
If the pointer is already displayed, this will do nothing.

• **Hide pointer** - allows you to make the pointer disappear from screen.
If the pointer is already hidden, this will do nothing, but a rabbit will disappear somewhere in the world.

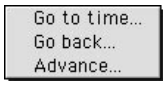
• **Show/Hide pointer -** makes the pointer appear or disappear from screen depending on whether the pointer was previously hidden or displayed.

Go to screen time



Double-clicking on the command icon (after it has been dropped into an object) displays the command palette shown above. Its options and parameters are described as follows.

The Run local menu



The Run local menu gives you three options :

• **Go to time…** - allows you to modify the value which expresses the time passed since the screen appeared. This time is expressed in ticks (one tick equals 1/60th of a second).

• **Go back…** - allows you to modify the value which expresses the time passed since the screen appeared. This time is expressed in ticks (one tick equals 1/60th of a second). You may decrease this time by the value specified in this input field.

• **Advance… -** allows you to modify the value which expresses the time passed since the screen appeared. This time is expressed in ticks (one tick equals 1/60th of a second). You may increase this time by the value specified in this input field.

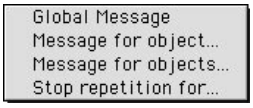
Rate in 1/60th sec local menu

When the Go to time... option is chosen from the Run local menu, the Rate in 1/60th sec input field allows to define the absolute Screen time value. When the Go Back...or Advance...options are chosen from the Run local menu, the Rate in 1/60th sec input field allows to define the relative decrease or increase Screen time value. This delay is expressed in ticks (one tick is the same as 1/60th of a second, as well as a very small insect akin to a flea).

Send message

The Send message command sends a message whose wording you can type in the provided input zone. Sending messages is one way to introduce interactivity among your objects. While some objects send messages, others receive them; and the message receptions may prompt other events in your presentation.
Double-clicking on the **Send message** command icon (after it has been dropped into an object) displays the command palette shown above. Each of the parameters and options is described as follows :

The Run local menu



The Run local menu displays and allows you to choose among four methods for sending messages : Global message..., Message for object..., Message for objects..., Stop repetition for...

• **Global message** - This option allows your object to emit a message which are "heard" throughout your whole scenario.
You define the wording of the message in the provided input zone.
If you select the Repeat message option, the message is repeated with the frequency that you specify.

Note : Only the active elements of your presentation can receive global messages.

• **Message for object…** This option allows your object to emit a message which is only "heard" by the object that you specify.
You define the wording of the message in the provided input zone.
If you select the Repeat message option, the message is repeated with the frequency that you specify.

• **Message for objects…** This option allows your object to emit a message which is only "heard" by the objects whose names start with the prefix that you specify.

You define the wording of the message in the provided input zone.
If you select the Repeat message option, the message is repeated with the frequency that you specify.

• **Stop repetition for…** This option stops the repetition of the message issued by another object. Once a message has achieved its purpose (to prompt another object(s) to do something), it is no longer necessary to "hear" it. Thus, it is better to stop it in order to relieve Katabounga from the coordination processing.

The object name input field

When you select the Message for object option, the object name input field allows to define the name of the object for whom the message is meant. You may type in the name, or drag the name from the Scenario window into this input field.

When the Global message, Message for objects...or Stop repetition for... options are chosen in the Run local menu, the object name input field doesn't appear.

The adjacent local menu proposes the Myself object as the first target of the command. The Myself object is the object into which this command icon was dropped.

A command referring to the Myself object can be copied onto several object without needing to reset its parameters.

Object name Prefix input field

When the Message for objects option is chosen from the Run local menu, the object name prefix input field defines the prefix by which the names of the objects to which the command is applied should begin.

The prefix should not contain more than 4 letters.

Note : Since the prefix is limited to four characters, it would be useful to establish a naming convention which allows for clear distinctions among sets of objects; this way all the messages are sent and received by the proper objects so that misunderstandings, gossiping and eventual fights among objects can be avoided.

The Message input field

The Message input field allows to define the wording of the Message that will be emitted.

Rate in 1/60th sec input field

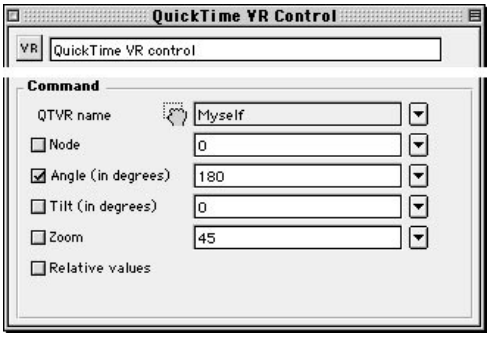
The Rate in 1/60 sec input field allows you to define the delay in between repeated emissions of the same message. This, in fact, is a rate of emission.
The rate is in terms of ticks (one tick equals 1/60th of a second). A value of 30 represents 30/60 = 1/2 seconds; so, the message will be emitted each 1/2 second until it is stopped.

Repeat message check box

When checked, this checkbox tells Katabounga to repeat the emission of the message at the defined rate.

The QuickTime VR control command

QuickTime VR control



The QuickTime VR control command allows to reproduce and control the navigation operations authorized during the direct manipulation of a QuickTime VR sequence.

Double-clicking on the command icon (after it has been dropped into an object) displays the palette shown above.

The QTVR name input field

The QTVR name input field allows to define the object to which the command will be applied. You may select the name from the adjacent menu or you may drag it from the Scenario window into this input field.

The adjacent local menu proposes the Myself object which defines the object to which the command is applied.
A command referring to the Myself object can be copied on several objects and applied to these objects without needing to reset the parameters.

Node input field and check box

QuickTime Virtual Reality (VR) panoramas may have different hot spots or "nodes". A node is an entry into a different part of your virtual reality panorama. For instance, in a house-interior panorama, you may have a node which allows you to navigate from the living room to the kitchen. You create these nodes when you create a QuickTime VR, and you assign a number to each node.

If you check the Node checkbox, Katabounga will expect a value in the adjacent input field. The value is, in effect, a node number. Thus, executing the command will navigate the viewing of your QuickTime VR through the defined node.

If you didn't create the QuickTime VR and thus ignore the ordinal sequence of its nodes, then you'll have to experiment with this QuickTime VR command to see where a node number takes you in the panorama.

For more information about Nodes, see the QuickTime VR documentation.

Angle (in degrees) checkbox and input field

If you check the **Angle (in degrees)** checkbox, Katabounga will expect a value in the adjacent input field. The Angle input field allows to define the horizontal angle of vision. This value should fall between 0 and 360 (the 0 value being the horizontal angle of standard vision).
You can enter this value or define it through a variable via the adjacent local menu. When the **Relative values** checkbox is checked, a negative angle value allows to turn to the right and a positive value to the left.

Tilt (in degrees) checkbox and input field

If you check this checkbox, Katabounga will expect a value in the adjacent input field. The **Tilt (in degrees)** input zone allows to define the vertical angle of vision. This value should fall between -90 and 90 (0 being the vertical angle of standard vision.).

You can enter this value or define it through a variable via the adjacent local menu. When the **Relative values** check box is checked, the negative tilt allows you to turn downward and the positive to turn upwards.

Zoom checkbox and input field

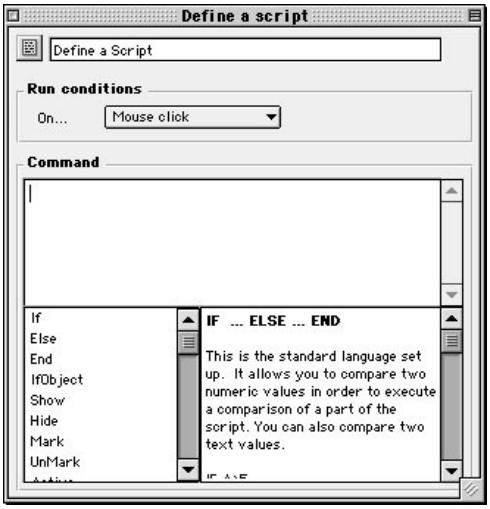
If you check this checkbox, Katabounga will expect a value in the adjacent input field. The **Zoom** input field allows you to define the range of vision. This value should fall between -90 and 90 (0 being the standard range of vision).

You can enter this value or define it through a variable via the adjacent local menu. When the Relative values check box is checked, a negative zoom value allows you to come closer and a positive zoom value to go away.

The Relative value checkbox

Checking this box means that the values in the input fields Angle, Tilt and Zoom, are considered as relative values. That is, the viewing effect takes place relative to the view of the QuickTime VR panorama at the time the command is executed.

The Define a script command



A script is a small program that you compose using Katabounga's internal language. It allows you to execute lots of operations included in the commands and others that do not come from a standard command.
The Define a script command has three zones : the text script input field, the key words zone and the on-line help display zone.
The Define a script command window, shown above, has in its lower right corner a sizing handle which allows to adjust the window's dimensions to fit your needs.

Script text input field

The upper input zone allows you to input the script text following the syntax and semantic rules of Katabounga. The input of key words and commands are instantaneously interpreted and they appear in bold style.

The key words zone

The lower left zone displays and allows to select key words from the list of commands

belonging to Katabounga.

On-line help display zone

The display zone in the lower right corner displays the on-line help texts which relate to the keywords or selected commands in the left zone.
This is a list of available key words :

If … Else … End
IF Comparison
    Instructions
ELSE
    Instructions
END
This is the standard IF-THEN-ELSE instruction. It allows to compare two numeric values and execute one of two logic paths depending on the result of the comparison.

Example :
IF A>5
    Run if true
    …
ELSE
    Run if false
    …
END
The comparison operators are :
< less than
> greater than
<> different from
= equal to
<= less than or equal
>= greater than or equal

Example :
IF MouseH>Object.Right
    MoveObject MySelf,MouseH,Object.Top
ELSE
    MoveObject MySelf,Object.Right,Object.Top
END

This test can also occur with predefined booleans :
IF Macintosh
    Message GoMac
ELSE
    Message GoIBM
END
See : "Predefined variables"

IfObject … Else … End
IfObject Object,State
This instruction works like the **If** instruction. It is used in the same way. It allows you to test an object's state. It needs two parameters : object reference and the state that you want to test.

IfObject MySelf,shown
    …
Else
    …
End

Examples :
IfObject MySelf,shown
IfObject Image,hidden
IfObject Toto,marked
IfObject Object0,unmarked
IfObject MySelf,active
IfObject MySelf,inactive

The instructions

Show
Show Object
This instruction tells the object to display itself.
Examples :
Show ObjectImage
Show MySelf

Hide
Hide Object
This instruction tells the object to hide itself.
Examples :
Hide ObjectImage
Hide MySelf

Mark
Mark Object
This instruction checks an object. This instruction pertains to a Button created with Katabounga. If the Button contains a "checked" state, this instruction will set the button to such state. After this instruction, the Button will appear as checked.
Examples :
Mark ObjectImage
Mark MySelf

UnMark
Unmark Object
This instruction unchecks an object. This instruction pertains to a Button created with Katabounga. This instruction will reset the button to the normal state. After this instruction, the Button will appear as unchecked.
Examples :
UnMark Object
Unmark ObjectImage
Unmark MySelf

Active
Active Object
This instruction activates an object. Recall that an active object is one that can respond to mouse actions (double-clicking on the object to make it move, for instance). If the object is inactive (you may set the "inactive" attribute from the object palette), this command will set the object to its "active" state.
Examples :
Active ObjectImage
Active MySelf

Inactive
Inactive Object
This instruction deactivates an object. Recall that an inactive object is one that cannot respond to mouse actions.
Examples :
Inactive ObjectImage
Inactive MySelf

BringToFront
BringToFront Object
This instruction pertains to the plans of the objects. Please read the section in the **Objects** chapter which contains information about **Plans.**
This instruction brings an object to the front plan.
Examples :
BringToFront MySelf
BringToFront Image

SendBehind
SendBehind Object
This instruction pertains to the plans of the objects. Please read the section in the **Objects** chapter which contains information about **Plans.**
This instruction sends an object to the back plan.
Examples :
SendBehind MySelf
SendBehind Image

MoveObject
MoveObject Object,H_Pixels,V_Pixels
Allows you to put the object on a specific H and V coordinate. The coordinates start in the upper left corner of the scenario window.
Examples :
MoveObject MySelf,10,10
MoveObject Object_Film,MySelf.Right+5,MySelf.Top

SizeObject
SizeObject Object,H_Pixels,V_Pixels
Allows you to change the size of an object. Size is expressed in pixels.
Examples :
SizeObject MySelf, (MySelf.Right - MySelf.Left) / 2,100
SizeObject Object_Film,100,100

SlideObject
SlideObject Object,H_Pixels,V_Pixels,Number_of_Steps
This instruction allows you to set an object in motion.
You need to specify the object, the H destination in pixels and the V destination in pixels.
Number_of_Steps indicates the number of intermediary positions the object must take before reaching its destination. The greater the number of steps, the slower the motion.
Examples :
SlideObject MySelf,100*(Toto/10),100,10
SlideObject MySelf,MouseH,MouseV,5
SlideObject Object,Object.Right,Object.Top,10

Refresh
Refresh Object
Allows you to re-draw the specified object.
This operation is only necessary on Text objects containing variables to display.
This instruction is similar to its icon equivalent.
Examples :
Refresh MySelf
Refresh Image

SoundVolume
SoundVolume Audio_Media, Volume, Balance
Defines the volume for the audio media as well as the balance settings between the left and right channels.
The Volume can go from 0 (silence) to 255 (maximum) for standard adjustments. It is possible to boost the volume by inputting a value higher than 255. In this case, the sound can become saturated.
The Balance can go from -127 to 127.
Negative values increase the left channel, and positive values increase the right channel. The 0 value (default value) keeps the balance in equilibrium between left and right channel.
Examples :
SoundVolume Sound,150,0
SoundVolume MyMusic,200,-50

SoundStart
SoundStart Audio_Media[,Loop]
Allows you to run an audio sequence.
If you include the Loop option, the sound will loop forever until you issue a message to stop the sound.
Examples :
SoundStart Music,Loop
SoundStart Beep

SoundStop
SoundStop Sound_Media
Stops audio media.
An audio sequence stops at the end if no loop is requested. If a sequence is looped, this instruction can stop it.
Example :
SoundStop Music

Num2String
Num2String Variable,Expression_Num
This instruction saves into the text Variable the result of converting the Expression_Num into a character string.

Examples :
Num2String Text,Object.left
Num2String A,12*(Toto/3)

String2Num
String2Num Variable, String_Expression
This instruction saves into the numeric Variable the result of interpreting the String_Expression in order to obtain a numeric value.
Examples :
Num2String A,MyInput
Num2String A,"100"++VarText

MakeString
MakeString Variable,String_Expression
Allows to save a String_Expression into a character string variable.
If a variable is part of the string construction, the variable should be predefined in the variable palette, selectable from Katabounga's Window menu.
Examples :
MakeString Toto,"Hello"++InputName++" how are you ?"
In this example, Toto and InputName are variables that you may have defined in Katabounga. The ++ signs allow you to connect a character string (contained in quotes) to the contents of a text variable. This is an operation which can only be done in a text object. Please refer to "Text objects" in the "Objects" chapter.

Debug
Debug String_Expression
This instruction allows to send the text into the " Errors & Messages " window which can be displayed via the Windows menu. It is used when you want to verify the scenario's functioning.
Examples :
Debug ScreenName
Debug MyName++" was clicked"++_13++"It is not good…"

Semantics

Predefined variables

Booleans

Macintosh
Windows
WWW
Allows you to determine upon which platform the scenario will run.

```
IF Macintosh
        SoundStart Hello_world
ELSE
        SoundStart Mistake
END
```

Button
Allows you to know if the mouse button is up or down.

```
IF Button
        The button is down
ELSE
        The button is up
END
```

The numerics

Length and height of scenario :
SceneWidth
SceneHeight

Current mouse coordinates in the scenario window :
MouseH
MouseV
Example :

```
MoveObject MySelf,MouseH-20,MouseV-20
```

Relative movement of mouse coordinates :
DeltaH
DeltaV
These two coordinates (in pixels) are variables that can be read after an object has been moved with the mouse. They are automatically updated by Katabounga if an object is moved with a limitation object. If no limitation object is defined, these values are undefined (invalid).

Generating a random value :
Random
This predefined variable contains a random value between 0 and 255.

Duration times :
ScreenTime
SceneTime
Express the time (in seconds) that has transpired since the appearance of a screen or the start of the scenario.

The texts

Variables used for identification purposes :
ScreenName
Current screen name.
FolderName

Name of the Sequence :
Sequence where the script is located (even if the script is an object found in a screen within a sequence).

MyName :
Object name in which the script is found. Undefined if the script is elsewhere except in an object.

The objects

MySelf
Defines objects upon which the script is found. It's the MySelf object.
We can use this expression each time we're dealing with a specific object that contains the script command.
SizeObject MySelf,100,100

.left
.top
.right
.bottom
These suffixes define the object coordinates.
Example :
MoveObject Image,Image.left+10,Image.Top+20

The numerics

Dynamic creation of variables
The variables are defined in the variable palettes. In addition to these variables defined by the user, we can create and manage temporary variables in a script.
To create a variable, we use the following syntax :
A:=0
B:=45*MouseH
Toto:=ObjectImage.Left/2
Value:=Value+1

Numeric expressions
Each time that a script language instruction uses a numeric expression, it can be :
A simple numeric value
1
-43
123,90
A variable name
Toto

A
Value
A predefined value
MouseH
MouseV
… (see "Predefined variables")
A combo of all of that…
Toto+((4*A)/Object.Left)
SceneWidth-43
…

String Expressions (or Character Strings)

In the discussion of Script instructions in this chapter, some instructions require a "String_Expression". This section describes how you can create a String_Expression and how you can use it in string constructs.

The Window menu of Katabounga has an option called "Variables". Selecting this option will display the Variables palette, which lists the pre-defined Katabounga variables. This palette also allows you to define new variables, including text string variables.

In the Variables palette, you can define a new variable by typing a name in the "Name" input field. The "Value" input field allows you to immediately assign a value to the variable.

For instance, you may name your variable as **FoodType** and assign it a value of **" Soup "** (without the quotes but with a preceding blank).
Then, in a Text object, an expression such as :

@"Eat "++FoodType++" ; it's good"

... will yield the string construct :

"Eat soup ; it's good"

An alphanumeric variable is returned in such a way that if a desired variable is numeric, its value is converted into text.

We can also use the predefined text string variables :
MyName
ScreenName
FolderName

(see "predefined variables")

We can also place special characters by giving their ASCII code.
_13
_32

Example :
Message "Click on"++MyName
Debug "Screen is "++ScreenName++_13++"Object is "++MyName

The commands

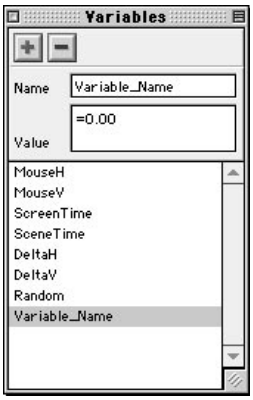
We can directly call a command by its name. The command name corresponds to its title. It cannot be a key word already reserved for the script language. The command will only be executed at the end of the script being executed.

The variables

The variables are numeric or alphanumeric values defined by their name. Katabounga has predefined variables, but it also allows you to define your own variables. Defining and using variables is useful when you wish to incorporate a degree of logical sophistication into your presentation.

The variables are managed via the Variables palette.

The Variables palette



You may access the Variables palette by selecting the Variables option in the Window menu of Katabounga.
The Variables palette allows to add or delete variables. It also displays the list of variables available for your scenario. Selecting a variable from the list displays its value on the corresponding field.

Adding variables

 *Add new variables button icon.*
The above icon allows you to add new variables.
A click on the plus button creates a new untitled variable. You may then type the name for your variable.

Deleting variables

 *Delete variables button icon.*
The above icon allows you to delete variables. A click on the minus button deletes the selected variable from the list. A predefined variable can't be deleted.

The variables list

A click on the selected variable name displays its value in the "Value" field of the palette.

The name input field

The Name input field displays and allows to modify the name of the selected variable in the list. The maximum authorized number of characters is 40. The predefined variable names cannot be modified. The Value input field displays and allows to modify the selected variable value.
A numeric value must be preceded by the equal sign. All values not preceded by this sign are considered as alphanumeric. The maximum number of characters for an alphanumeric value is 100.
The value of a predefined variable cannot be modified.

The predefined variables

The predefined variables are the variables managed by Katabounga. They can be used in the setting of commands.

For a greater use of the predefined variables, see chapter "The scripts".

MouseH

The MouseH variable permanently contains the horizontal coordinates of the mouse in the Screen window. The 0 coordinate corresponds to the left of the screen.
This value is expressed in pixels.

MouseV

The MouseV variable permanently contains the vertical coordinate of the mouse in the Screen window. The 0 coordinate corresponds to the upper part of the screen.
This value is expressed in pixels.

ScreenTime

The ScreenTime variable permanently contains the number of seconds passed since a screen appeared.

SceneTime

The SceneTime variable permanently contains the number of seconds passed since the scenario started.

DeltaH

When an object contains the Drag motion command with the object limit option activated, the DeltaH variable contains the horizontal space between the moving object and the object which limits its motion. This value is expressed in pixels.

DeltaV

When an object contains the Drag motion command with the object limit option activated, the DeltaV variable contains the vertical space between the moving object

and the object which limits its motion. This value is expressed in pixels.

Random

The Random variable contains a random numeric value between 0 and 255.

The messages

Messages are character strings emitted during the running of the scenario. They can be intercepted by "receptive" objects to prompt the execution of other commands. The maximum number of characters for a message string is 20.

The synchronization messages

Messages related to audio sequences

Start Name_of_the_Audio_sequence is emitted at the start of the audio sequence. This message is systematically emitted.
Stop Name_of _the_Audio_sequence is emitted when the audio sequence stops. This message is systematically emitted.
Name_of _the_Audio_sequence Time_in_seconds is emitted each second during the running of the audio sequence. This message is emitted if the synchronization messages option is checked.

Messages related to QuickTime sequences

Name_of _the_QuickTime_sequence_Number_of_image is emitted each time an image is emitted during the QuickTime sequence. This message is emitted if the synchronization messages option is checked.

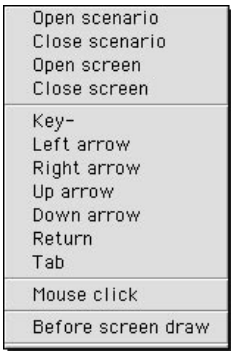
Messages related to sprites

Name_of_Sprite_Number_of_image is emitted each time an image is emitted during the running of the sprite. This message is emitted if the synchronization messages option is checked.

Messages related to the path motion command

Prefix_of_message_Number_of_point is emitted at each point along the path motion of the object defined by the user. This message is emitted if the synchronization messages option is checked.

The predefined messages



Open scenario is emitted by Katabounga a single time at the start of the scenario.
Close scenario is emitted by Katabounga a single time at the end of the scenario.
Open screen is emitted by Katabounga a single time when the screen opens.
Close screen is emitted by Katabounga a single time when the screen closes.
Key- is emitted by Katabounga each time that the keyboard is hit by the user. "Key-" must be followed by the hit key (Key-A, Key-B, …, Key-Z, …).
Left arrow is emitted by Katabounga each time that the left arrow key is hit by the user.
Right arrow is emitted by Katabounga each time that the right arrow key is hit by the user.
Up arrow is emitted by Katabounga each time that the up arrow key is hit by the user.
Down arrow is emitted by Katabounga each time that the down arrow key is hit by the user.
Return is emitted by Katabounga each time that the Return key is hit by the user.
Tab is emitted by Katabounga each time that the Tab key is hit by the user.
MouseClick is emitted by Katabounga at each mouse click regardless of the mouse cursor's location.
Before screen draw is emitted by Katabounga before a screen displays.

The QuickTime VR messages

IName_of_VR@Number_of _node@Number_of_hot-spots
(example : IMyFilm@231@67) is emitted by Katabounga when the mouse enters a hot-spot of a QuickTime VR sequence.
OName_of_VR@Number_of _node@Number_of_hot-spots
(example : OMyFilm@231@67) is emitted by Katabounga when the mouse gets out from a hot-spot of a QuickTime VR sequence.
BName_of_VR@Number_of _node@Number_of_hot-spots
(example : BMyFilm@231@67) is emitted by Katabounga when the mouse enters a hot-spot of a QuickTime VR sequence.

The number of node and number of hot-spot can only be known by the creator of the QuickTime VR, Katabounga is not able to recognize or catch them, so you need to know them if you want to use them !!

Users messages

You may also define messages. You may define the wording and when you want to send them. The commands which allow the user's messages to be emitted are : Send message, Linear motion, Slide in/out screen, Drag Motion, Zoom motion, Impulse motion and Define a script.

For more information on the commands, see chapter "The commands".

In an object containing a text media, a mouse click on a hypertext link (bold and underline word) emits a message whose wording is the clicked word. This message is only emitted for the object containing the text media.

The assistants

The Katabounga assistants automate certain tasks in order to facilitate the creation of your presentation.
You can access the assistants by selecting the "Assistants" option from Katabounga's Window menu. Once in the assistants window, you may single-click on any assistant to find out how to use it and what it does.

Note : Most assistants require that you drag and drop objects from your screen into designated input fields in the assistants' palette. Make sure that the object(s) you attempt to drag are not locked, otherwise you won't be able to drag them. Recall that single clicking on the concerned object displays its attributes in the Object palette. To unlock an object, uncheck the "Locked" attribute check-box in the Object palette.

The assistants are listed and described below :

Slide show

This assistant allows to create a series of screens from an image media folder.

Background

Allows to choose the screen background color of a sequence.

Effect/Speed

Allows you to choose the transition effect and the speed applied once an automatic or manual screen transition occurs.

Automatic

Allows to input a value (in seconds) to create an automatic screen transition.

Manual

Creates an object on each screen (transparent at the bottom of the screen) containing a go to next screen command on a mouse click condition.

Sequence name

Input field to define the name you want to give to the sequence containing the slide show.

Run

Clicking on the Run button runs the assistant.

Katabounga asks you via a dialog box to choose one or several image media.
“Add all folder” is recommended, if not, you’ll create a slide show with a single image media.
Results of the assistant :
The assistant creates as many screens as you have chosen image media items. Each image is each placed in an object centered on each screen. The screens all have the same chosen background color. If the Automatic option is checked, the assistant puts a global command in the sequence allowing to effectuate an automatic linking at a rate (in seconds) defined in the rate input field. The Manual option creates a Global object with the same kind of command but reacting to a mouse click event.

Show/hide object

In a presentation, it is often useful to show/hide one object in the screen as soon as the mouse cursor passes over the surface of a second (“sensitive”) object. This assistant makes this task automatic.
This is what you do :
Drop the sensitive object in the “ sensitive object” input field.
Drop the object to show/hide in the “object to show-hide” input field.
Choose an effect and speed (caution : if you select an effect other than direct, the time

reaction will be slower).
Click on run.
Results of the assistant :
Katabounga will perform the following settings : the object to show/hide is Hidden by default. Two commands are attributed to the sensitive object :
The first command is a **mouse in** event to display the object to show/hide.
The second command is a **mouse out** event to hide the object to show/hide.

Copy command

This assistant allows to copy a command on selected elements in the scenario's structure window.
You can copy commands on objects, screens and sequences.
This is what you do :
Slide a command to duplicate in the Slide command to copy input field.
In the scenario window, select the elements upon which you desire to copy this command.
Click on Run.

Copy object

This assistant allows you to copy (or replicate) an object on a screen.
This is what you do :
Drag and drop an object from the screen window into the Copy object input field.
Enter a direction in which the replications should be layered.
Enter the number of times you wish to replicate the object.
Click on Run.

Object attributes

This assistant allows to copy the attributes of a model object into other objects.
This is what you do :
Drag and drop the model object into the designated field.
Select in the Scenario structure window the objects into which you'd like to copy the model object's attributes.

Click on Run.

Here are the attributes which can be copied for all kind of objects :

Global/Local
Border thickness
Color
Transparency
Cursor
Active/Inactive

If the object is a text object, the following attributes will be copied as well :

Character font
Character size
Style
Anti-aliasing

Change text style…

This assistant allows you to make a style replacement on a text object using a model text object. If your scenario contains text objects on several screens that you wish to modify, this assistant will simplify your task.
This is what you do :
Drop the text object to modify into the “Target text object” input field
Drop the model text object into the “Source text object” input field.
Select the text attributes which should be copied.
Click on Run.

Screen background

Each screen has its own background color.
This assistant allows to modify the background color of all screens in a sequence.
This is what you do :
Choose a color for the background.
Drop a sequence from the scenario window to the Apply to sequence’s screens input field.
Click on Run.

Take photo

This assistant allows you to copy all or part of a Katabounga screen to create an image media item.
This is what you do :
If you click on the Entire screen option the entire screen surface is copied.
If this option is unchecked, after you click on Run, you can select with your mouse the section of the screen you wish to copy.

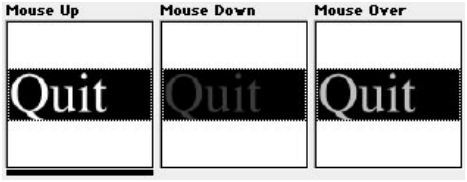
Convert text to image

This assistant allows you to convert a text object into an image object.
This is what you do :
Drop a text object into the "Text object to convert" input field.
The Copy background option indicates to Katabounga to copy into the image the background of the object.
If the background is not transparent, Katabounga copies the background color.
If the background is transparent, Katabounga copies everything we see by transparency.
Click on Run. Katabounga will ask you to type in a name for the new image.

Results of the assistant : The new image will be created and saved in the location you chose. The image is simply an image, so it will not have any text attributes nor can the text be changed.

Convert text to button

This assistant allows you to create a button media image from a text object.
This assistant will create a button media and automatically put three images in this media : an image for the Mouse up state, an image for the Mouse down state which is displayed when the mouse button is clicked, an image for the Mouse over state which is displayed when the mouse enters the button zone. You can define a text color (and border, if the border is not 0) and a background color for each state.



Drop a text object in the Text object to convert input field.
The colors and borders by default are updated with those of the text object.
Choose the colors and borders for the different states.
Click on Run.
The assistant will ask you to name the new created button media.
Then, it will calculate the different states.

Run and film…

Note : This command requires a powerful computer with a high capacity hard disk. It is important to have enough space available on your hard drive.

This command executes your scenario and films everything that happens during the execution. Katabounga creates a QuickTime movie which captures the execution of the scenario.

Note : Though you can film the entire scenario for specific purposes, this command may be more useful for capturing Katabounga animations which are not too complex in terms of interactivity. You may then use these films in your final presentation.

After indicating where to save the QuickTime movie, the following dialog is displayed :

Real screen capture

By default, this option is inactive. If active, it allows you to film the real screen progress including the mouse motion. When it is not active, Katabounga only saves the OffScreen scenario progress.

Shoot rate 1/60s

Allows to define the shooting rate. Time is expressed in ticks (one tick equals 1/60th of a second). Your input will be the number of ticks in between each shot of the scenario execution.

Generalities about QuickTime shots

Katabounga allows to make quick and fluid animations. So that the creation of a QuickTime movie reflects this fluidity, it must be as rapid as possible. For this reason, Katabounga doesn't compress the film images because compression slows considerably the scenario progression. Katabounga does not propose compression settings before creating the movie.
Beware that an uncompressed film takes up a lot of disk space.
The QuickTime Pro software, often supplied with each Macintosh, allows the QuickTime movies to be compressed in an effective manner.

Note : It is normal that the scenario's progress appears jerky during the QuickTime capture. The final film result will be fluid.

QuickTime shots' size

The size of movies (on disk) created via Katabounga will depend on their contents. It is difficult to judge in advance. It depends on the complexity of the images being filmed. If you were to film screens with simple graphic images, the size would be reduced. But if you create a film with complex photographic images, the size will be large. A one minute movie in 640/480 format including photos in motion on the screen will take up approximately 100 Mo. You can compress it by using a MPEG type algorithm or Sorenson® to reduce it by about 5 Mo !
A one minute movie in 320/240 format made of animated images (non photographic) will take about 1Mo. After compression, the size of the film could be decreased to 80 Ko !

The errors and messages palette

This palette can be displayed/hidden via the corresponding item in the Windows menu. It contains the errors found in the execution of a scripted command while the scenario is executed.
Displaying this palette after each execution of your scenario is helpful during the testing phase of your presentation. In addition to containing errors, this palette also contains the messages issued by the **Debug** script command. Placing the Debug command at certain points in your presentation allows you to pinpoint incorrect paths or deficiencies in your presentation. Please consult the chapter on Scripts in order to understand the **Debug** command.

Note : The palette is re-initialized (cleared) at the beginning of each scenario execution.

The analysis and test command

This command is selectable from Katabounga's Scenario menu. It generates a report of the scenario currently opened. The report is a text file which can be read by any text editing application. When this command is issued, Katabounga displays a dialog allowing you to choose the types of information to include in the report.

Each of the report options is described below.

Global information and settings

This options gives you global information like name of the scenario, size of screens, colors, etc...

Element count

This option writes in the report information about the number of elements in the scenario. These numbers include the number of sequences, screens, objects, etc...

Media control

This option generates a media list with their file name, size, etc...
This option is also useful to identify any unused media so that you can purge them from your scenario.

State of variables

This option includes in the report the list of variables in the scenario, as well as their initial value.

Memory report per screen

Selecting this option includes in the report information about the used memory for each screen of the scenario. You may use this information to minimize the amount of memory used by each of your screen (if memory is one of your concerns).

Debug mode

You may go into debug mode by pressing down your keyboard's Option key as you run your scenario (You run your scenario by choosing "Run" from Katabounga's Scenario menu. You may also "Run from Screen"). This mode is useful when you're testing the execution of your scenario.

Creating a Runtime

In the current version of Katabounga, you can run presentations on the Macintosh and the Windows 95/98 operating systems. However, for now, you can only create presentations on the Mac.
On the Mac, once you have finished creating your presentation, you compile it in order to automatically generate two runtime applications representing your presentation : one runtime can be executed on the Mac, and the other can be executed on Windows. The Scenario menu of Katabounga gives you the option to "Create a Runtime". Executing the created runtimes does not necessitate the Katabounga application on either platform. You only need Katabounga for authoring or editing the presentation.
When you create a runtime, all the media used in your scenario are copied into a single folder which must always accompany the runtime. The same media, if compatible on both platforms, is used independently by the Mac runtime and the Windows runtime. The original media, by the way, are not affected in any way by the compilation process and remain in their original location.
If after compilation you realize that you need to modify your presentation, you need to edit the presentation source on the Mac. Once you're happy with your changes, you need to re-compile ("Create a Runtime") in order to generate new runtimes which incorporate your changes.

Macintosh Runtime Configuration

PowerMacintosh.
System 7.6x minimum.
RAM depending upon scenario.
QuickTime 3.0 minimum or later.

ATTENTION :
As for all applications using QuickTime, this extension should be correctly installed. If you install an english version of QuickTime on a system already using a French version, installation will not be successful.

To correctly install QuickTime do the following :
• In the extension manager control panel of your Macintosh, deactivate all of the current QuickTime elements,
• Open the Inactive extensions folder of your System Folder and delete all QuickTime extensions,
• Launch new version installation.

Windows RunTime Configuration

Pentium Processor 200 MHz minimum recommended.

Windows 95/98 (Windows NT not available for the moment).
At least 16 Mb of memory.
QuickTime 3.0 installed on the machine.
No particular installation needed except QuickTime.

The option "Create a RunTime..." in the Scenario menu allows you to compile your presentation. A scenario should have at least one screen so that this option can be selected. A dialog allowing you to adjust the compilation settings is displayed. Here are the different options for the dialog and their importance.

Include used fonts

Macintosh option only.
If you check this option, the fonts used in text objects will be be kept in the runtime. This is how you can ensure that the audience of your presentation(s) will be seeing exactly the same fonts as you.
Be careful not to use too many different fonts ; the runtime could become very heavy, slow, and sleepy. Refer to the character fonts chapter to learn more about it.

RunTime name (Macintosh)

In this field, input the name of the final application you desire. By default it will be the runtime name of the saved application.

RunTime name (Windows)

In this field, input the name of the final application you desire. By default it will be the runtime name of the saved application.

Note : If you desire to write an ISO 9660 CD-Rom, the name you give to the Windows application should not exceed more than 8 characters.

Copy media

This option is checked by default.
It asks Katabounga to copy the scenario media into a folder named "Media."
It is probably a good idea to copy the media each time you re-compile your presentation. This way, you can ensure that the "Media" folder is up-to-date with your presentation and that media is not missing when the runtime is executed.
Copying the media does take time, however; especially for large presentations. So, you may skip this option if you're sure that your media remains constant in between compilations and that the "Media" folder has the right contents.

Rename the media for ISO 9660 writing

To make CD-ROMs in ISO 9660 format, the file names should not exceed more than 8 characters. By checking this option, Katabounga does the job for you. The media are renamed accordingly.
To manage text formats in an easier way, the .rft format exists. A text file is generated to take over the new attributes of the indexed names.

Saving data

After validating the compilation settings, Katabounga asks you to name the folder containing the elements to compile. Once you input a name and validate, Katabounga starts compiling. Compilation performs the following :

• creation of the Macintosh encapsulated application, which has a run code and a scenario structure,
• creation of the windows runtime,
• creation of the Media folder with the necessary structure files described later.

Note : This folder is created even if the Copy media option is deactivated. This allows Katabounga to create all of the same files at the right place.

• copy and conversion of the media if the option is asked.

Created elements

Katabounga creates the following elements on the chosen disc :
A global folder containing :
• the Macintosh runtime,
• the Windows runtime
• the "Media" folder

Note : These elements are created if the corresponding modules are found in the Katabounga module folder. This folder is located next to the Katabounga application If one of the elements is missing, the compilation won't be possible.

The "Media" folder contains the scenario media. It also has a few important structural files needed for the Windows runtime as well as some optional files.

The structural file names will depend on the names that you have previously given to the runtimes. This allows you to manage common Media folders for several scenarios. See annex to learn more.

NameWindows.kbs

This file has the scenario structure for the Windows runtime. Its presence is necessary

to work under Windows. Its name must be identical to that of the runtime (.exe).

NameMacintosh_ExtStr_

This file has all of the character chains used inside the text objects of the scenario.

NameWindows.pcs

This file has all of the character strings used inside the text objects of the scenario, not the objects containing external media text ! This file differs from the first case because the characters are converted to Windows format. These two files in text format are optional. They are created by default and can translate the scenario texts without modifying the original. Here are the formats of these files :
{Text A}
{Text a bit bigger and a bit longer.}
{etc}
Each character string is made up of two links. The string order follows the creation order in the scenario. All text not found in the linked block is considered as commentary.

ATTENTION :
A Windows text file should not be edited on Macintosh. A Mac text file shouldn't be edited on Windows. The two platforms do not work in the same way. The ASCII codes are different for the characters. So, be careful!

FONT_PC.ini

This optional file contains the equivalence tables for the Windows character fonts. It is difficult to find the same fonts. Some fonts are identical, but can vary in terms of size. The FONT_PC.ini file is here for that reason. It automatically copies and manages running in Windows.
See the section about Character fonts a bit later.

The media

If the Copy media option is checked (it is recommended), Katabounga duplicates the original media into the Media folder. All of the Media used in a scenario should be in

this folder.

Media format

When compiling, some copied media are converted into a special format. This format is the property of Katabounga and can't be used elsewhere.

Note : Never copy by yourself media into a Media folder for runtimes because some formats need to be converted.

The QuickTime movies are converted to the FLATTEN format.
The Katabounga buttons are in a special format.
The Katabounga sprites are in a special format.
The Text media :
This type of media allows you to display texts in objects.
On Macintosh, the format is SimpleText.
On Windows, the format should be RTF.
Katabounga doesn't automatically convert one format to another.
You should manually put the RTF equivalents of the Macintosh Text file into the Media folder.
For this, you must first convert it to RTF and then save it under the same name followed by ".rtf".

Creating a multi-platform CD-ROM

Creating a multi-platform CD-ROM is tricky, so you should be careful.
We think it's best to have a CD-ROM with two partitions :
• an HFS standard partition for Macintosh,
• an ISO 9660 format partition for Windows.
Most CD-duplication softwares allows to do such things. See their user's guide for making CDs.
The Mac part can be directly written by creating an HFS standard volume on the CD. It's recommended to defragment your hard disk and to check the optimize for speed option if possible before writing. The Windows partition should be in ISO 9660 format. File names should not exceed 8 characters+suffix.

The «Rename media for ISO 9660 writing» allows this to happen automatically. If this option is checked, all of the media will automatically be renamed with a sequential indexing.

Sharing a "Media" folder

You can share a Media folder for several compiled scenarios. In this case, the runtime can be found in the same folder and used on the same Media folder. Compile separately the different scenarios with the Copy media option, then drag and drop into Finder.

Note : be careful to compile different scenarios with different names above all for windows structure, if not you will have to rename them manually.

A shared Media folder is impossible if your scenarios are compiled with the Rename media for ISO 9660 writing option because the media are automatically named with an index. If you manually modify this index, the runtime won't find the media.

The character fonts

The character fonts used in a scenario should be installed in the system of the computer playing the runtime. If they aren't there, the quality will probably be bad.

Note : The character fonts, media and software, are protected by copyright laws. Verify that you are authorized to use and diffuse them.

Macintosh

When creating the Macintosh runtime, you can ask to copy the fonts. In this case, the used fonts will be saved and encapsulated in the runtime. They will be there on any system or computer.

Note: Encapsulating character fonts might considerably raise the runtime size.

Windows

The current version of Katabounga allows to create presentations only on the Macintosh. For this reason, the fonts that are available on the Mac may not exists on the Windows platform when the presentation runtime is executed there.
To be certain that the fonts are well installed in the system on which the scenario will be played, make sure the user has the necessary fonts correctly installed. You can supply the fonts and their installer, for example.
To simplify the transferability of Katabounga scenarios, there is a system with a special file named FONT_PC.ini. This text file is automatically put into the Media folder. It contains the necessary information about the fonts which helps you find the closet equivalent of a font on a different platform.
File format FONT_PC.ini.
Internally, the PC player tries to find a font as close to that of the Mac. You can also generate font equivalents by completing the file FONT_PC.INI.
This file has by default the reference for fonts giving the Mac/PC equivalent. Here is the used format :
[Arial] name of font for Mac
WINNAME=Arial name of font for Windows
HNORMAL=120 scale factor horizontal style normal
VNORMAL=100 scale factor vertical style normal
HBOLD=110 scale factor horizontal style bold
VBOLD= scale factor vertical style bold
HITALIC = 120
VITALIC = 100
HUNDERLINED=120
VUNDERLINED=100

Memory

If you want the runtime application to function correctly, it must have enough memory allocated. Katabounga performs an automatic calculation with the scenario taking these things into account :
• scenario size,
• color resolution,

• number of media used on the screen.

Parameters of certain media could lead to an erroneous calculation. QuickTime movies are a good example because their internal settings can always consume more memory than initially foreseen.

Anti-aliased text objects

The anti-aliased text objects need lots of memory to be correctly displayed. The greater the object's size, the more memory will be needed. A smooth text object needs 16 times more the memory than a non anti-aliased text object. Therefore, be judicious when using this feature on your text.

Control the memory

During the execution of a runtime, it is possible to control the memory state by activating the «Control progress» display. This control is activated/deactivated by hitting CTRL-C.
Control the memory during the running of all scenarios before diffusing them. If you see that the memory is low (less than 500 Ko), allocate more memory to the application. If you see there is a lot of free memory (more than 2 Mo) while all scenarios run, you can lower the allocated memory.

Functioning differences between Macintosh, Windows (95,98)

Some functions are different from one platform to another. Things sometimes don't work the same on Windows :
- The Fade and Dissolve effects are not implemented on Windows.
- Only the normal, bold, underline and italic character styles are transmitted.

Problems running on Macintosh

The displayed texts are not anti-aliased

Allocate more memory. A smooth text needs 16 times more memory than a non anti-aliased text or its image equivalent.

Consult Memory chapter for more information.

The menus

The Katabounga menus correspond to the standard MacOS interface.

File

New scenario

Select this option to create a new scenario. This option opens an Untitled scenario and displays the Scenario window.
Katabounga automatically creates in this new scenario a first sequence with one screen.

Open a scenario...

Displays the standard open document dialog box which allows you to select and open an existing scenario.

You cannot open a scenario in the editor if the support is locked !

Close

Close displays a dialog which allows you to confirm the saving of the scenario currently open. In case of validation, the scenario closes with the given name. Of course, you don't have to save before closing, but your scenario will be lost.

Save

This option saves the scenario under a name previously assigned. If there is no name, it will react as the Save as function.

Save as…

This option displays the standard document creation dialog box which allows you to name or rename the scenario and save it.

Page setup...

Clicking on this option displays the standard parameter dialog of page setup depending on what printer is selected in the Apple chooser.

Print...

The Print option displays the standard parameter dialog and prints the contents of the Scenario window on the printer selected with your Mac's Chooser

Quit

This option displays a dialog which allows you to quit Katabounga after confirmation.

Edit

Cancel

Cancels the last operation.

Cut

Saves the selection in the clipboard and deletes the selection.

Copy

Saves the selection in the clipboard.

Paste

Pastes the contents of the clipboard.

Delete

Deletes the selection.

Select all

Selects the totality of the objects contained in the screen.

Preferences

Displays a sub-menu with the following options :

Magnetic grid

Displays a dialog which allows you to determine your preferences for the magnetic grid.

Objects

Displays a dialog which allows you to determine the preferences for the objects.

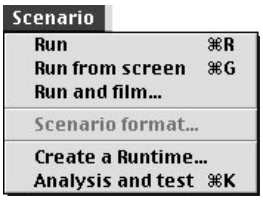
Screen

Displays a dialog which allows you to determine the preferences for the screen.

Colors

Displays a dialog which allows you to determine the preferences for the color palette.

Scenario



Run

Starts the execution of the scenario from the start screen.

Run from screen

Starts the execution of the scenario from the current screen.
While in edit mode (not compiled), the Esc key allows you to quit running and return to the start screen. The combination of Option-Esc also does the same thing, but opens the screen upon which the execution has been stopped.

Run and film…

Executes the scenario from the start screen and creates a QuickTime movie of the execution sequence.

Scenario Format…

Displays a dialog which allows you to define the color depth and size of the scenario screen.

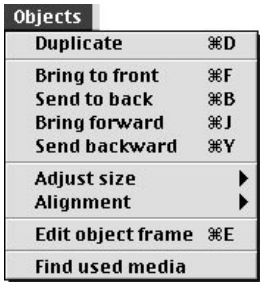
Create a Runtime…

Displays a dialog which allows you to define the compilation settings and transforms the scenario into MacOs and Windows32 bits run-time applications.
In run-Time mode, the Command-Q key combination allows you to quit the execution mode.

Analysis and test …

Displays a dialog which allows you to determine the preferences of the analysis report.

Objects



Duplicate

Duplicates the selected objects.

Bring to front

Places the selected object(s) in the front plan.

Send to back

Places the selected object(s) in the back plan.

Bring forward

Move the selected object(s) up one plan.

Send backward

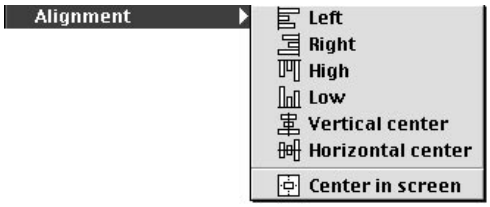
Moves the selected object(s) back a plan.

Adjust size

Displays a sub-menu which allows you to adjust the object size to the media size at a defined percentage.

Alignment

Displays a sub-menu with the following options :



Left

Align selected objects to their left.

Right

Align selected objects to their right.

High

Align selected objects to their top.

Low

Align selected objects to their bottom.

Vertical center

Align selected objects on a vertical axis passing by their center.

Horizontal center

Align selected objects on a horizontal axis passing by their center.

Center in screen

Align the selected object(s) to the center of the screen.

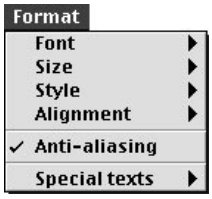
Edit object frame

Displays a new Tools palette and allows the frame of the selected object to be edited.

Find media

Starts a media search in your system. First, you must select from your Media palette the type of media you want to search for.

Format



The Format menu is not active unless an object containing a Text media is selected.

Font

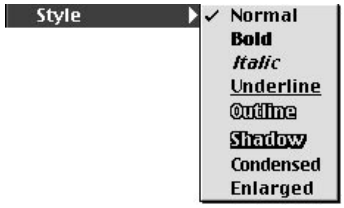
Displays a sub-menu with a list of character fonts available in the system and allows you to pick the font to use for the displayed text object.

Size

Displays a sub-menu for choosing the size for the text you have selected to alter.

Style

Displays the following sub-menu with the following choices :



Normal

Affects the selected object with a normal style.

Bold

Affects the selected object with a bold style.

Italic

Affects the selected object with an italic style.

Underline

Affects the selected object with an underlined style.

Outline

Affects the selected object with a outline style.

Shadow

Affects the selected object with a shadow style.

Condensed

Affects the selected object with a condensed style.

Enlarged

Affects the selected object with an enlarged style.

Alignment

Displays a sub-menu with the following options :

Left

Aligns the selected text object on the left.

Center

Aligns the selected text object on the center.

Right

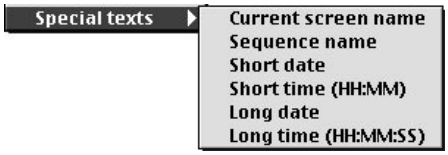
Aligns the selected text object on the right.

Anti-aliasing

Smooths out the edges of the text in the selected text object.

Special texts

Displays a sub-menu with the following options :



Current screen name

Inserts the name of the current screen in the selected text object.

Current sequence name

Inserts the name of the current sequence in the selected text object.

Short date

Inserts the current date, in a short format,in the selected text object.

Short time

Inserts the current time, in a short format, in the selected text object.

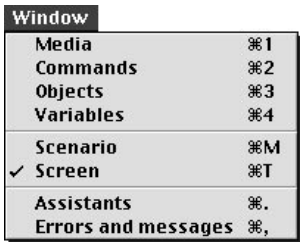
Long date

Inserts the current date, in a long format, in the selected text object.

Long time

Affects the current time, in a long format, in the selected text object.

Windows



Media

Displays or removes the Media palette which allows you to import, delete, manage and choose the different media used in your scenario.

Commands

Displays or removes the Command palette which contains the command icons. You can then drag the command icons from the palette into your objects.

Objects

Displays or removes the Object palette which allows you to parametrize your objects. Clicking once on an object on your screen immediately displays the object's attributes on the Object palette.

Variables

Displays or removes the Variable palette which allows you to manage the scenario variables.

Scenario

Displays the Scenario window in first plan.

Screen

Displays the Screen window in first plan.

Assistants

Displays or removes the Assistants palette which lists Katabounga's different assistants and allows their setup.

Errors and messages

Displays or removes the Errors and messages window which displays the results of the scenario's execution.

Incompatibilities

Cameraman 3.01 by MotionWorks.
If this extension is active, the buttons will not work correctly when running due to an extension conflict with system events.

Optimizing your scenario

Here are a few hints to help your scenarios run better.
By the way, If you create a scenario on the most recent generation of PowerMacintosh G3 and you run the scenario on a PowerMacintosh 6100 with 60 MHz , you might be disappointed at the result. It is normal because the speed differs between the two computers by a factor of 24.

Peripheral Performance

A CD-ROM has a data transfer rate which is slower than a hard drive's one.
Some other data peripherals might have a data transfer rate which may be sufficient for a presentation's speed. A Zip is a good example.

Memory

Generally, the more memory you make available for the execution of an application, the faster your application will run. This holds true for Katabounga. Katabounga generates an internal pre-loading function which is rather complicated. If insufficient memory is allocated to the execution of a presentation, the pre-loading function will not perform optimally and thus your presentation will not run as fast as you might expect.
In order to gauge your active memory needs, you may run the **Analysis and test** report from your Scenario menu (see the manual index). Reading the report allows you to find out the memory requirements for each screen in the presentation. This way, you may advise your presentation audience regarding the optimal memory settings.

Internal Katabounga functioning

Here's a glance at the internal Katabounga functioning for the Macintosh or Windows run-times.

A Katabounga scenario is made up of screens and objects.
One single screen is loaded.

All the objects, and media contained within them, are loaded during screen open. They are ready for RAM use. The load time for a screen depends on the number of objects and the time it takes for the media to set up and load in the objects.
The audio sequences are managed in a global manner in the scenario.
This allows them to be played on several tracks. An audio sequence is loaded when it is called.

Scenario

Think about the composition of your scenario's audience. Not everybody will be able to visualize a 1024/768 scenario. It will be impossible to see it on a 14 inch screen. Think about the colors of your scenario. If the final viewer of your presentation only owns a 256 colors screen, don't give him a scenario with thousands or millions colors They will be able to see the images, but the images will not have the best quality.

A solution to the above problem would be to produce various versions of the same scenario. A million colors scenario is not the right compromise if you want to widely distribute your presentations. A million colors scenario is a good solution if your presentations are meant to run only on powerful computers with high-resolution monitors computers.

Remember : A scenario with a certain depth of colors played on a screen with a different color resolution will appear different. An alert will let the user set his screen to the correct color depth.

Optimizing images

Images are probably the most widely used media in a presentation. Thus, perhaps it's worth dedicating a few words about their optimization.

Resolution

Given that a Katabounga scenario is not meant to be printed as the cover of a fashion magazine, it isn't necessary to have high definition images in the scenario. The display

quality will not be much better than a low definition image.
In theory, an image in 300 dpi contains 16 times more information than the same image in 72 dpi, and the loading time for the higher-resolution image will be 16 times longer ! What's the moral of the story ? Unless a presentation demands otherwise, use the lower-resolution picture in your presentation.

Color

If you want to diffuse a Katabounga scenario, be sure that everyone can see what you want them to see. Limit the colors and images to a thousand colors.

To give you an idea of the memory used in each color scheme, here are the memory requirements for an image of 600/400 pixels :

	256 Colors	**Thousands**	**Millions**
72 dpi	240 Ko	480 Ko	960 Ko
300 dpi	3 840 Ko	7 680 Ko	15 360 Ko

The load times are not the same, of course.

Compressions

An image can be compressed (JPEG for example) to take up less disc space. To display a compressed image, it must first be decompressed. Decompression can take time... So, to compress, or not to compress. That is the question. Well, if you wish to have more free space on your disk, go ahead and compress. If you're more interested in load and display speed, don't compress. In any case, perhaps you want to try the two methods and see what makes sense for you.

Optimizing QuickTime movies

A QuickTime movie is a data entity whose management becomes more and more complex as it is executed. In Katabounga, a film is loaded at the moment the screen on which it's placed opens.

Note : The function remains the same for movies with or without controller.

Starting in QuickTime 2.0, it is possible to attribute a pre-load option to a movie. This option remain encapsulated in the movie. Normally, newer releases of QuickTime incorporate the features used by an older version. Thus, QuickTime 3.0 (the version required by Katabounga) is able to set and read the pre-load function for a film.

If the Pre-load option is activated, the movie will be pre-loaded in memory when opened for the first time. This occurs when the screen is opened for the first time, depending on memory availability. Pre-load can be long when the screen opens, but the film will be fluid, even on slow machines.

Optimizing text objects

In Katabounga, you can have Text-type objects with or without anti-aliasing. (Note that a text object is completely different from an object which contains text as part of its media composition). You may recall that an anti-aliased text is one whose edges have been smoothed out.
Text objects without anti-aliasing have no problems with display time or extra memory use. Anti-aliased text, on the other hand, requires lots of memory to be displayed. The larger the text object, the greater the memory need. An anti-aliased text object needs 16 times more memory than a non anti-aliased one. It also takes longer to calculate. What should you do ?
For texts that need to remain dynamic (like those displayed through variables), texts to translate, etc..., the objects should stay as they are. For decorative text objects, replace the text by an image (a picture) of the text. You may use an application like PhotoShop® to "take the picture" or you can use Katabounga's Convert text to Image assistant for the same purpose.

Optimizing audio sequences

Katabounga uses sound files in AIFF format.
All of the audio resolutions are managed by Katabounga. What we mean by resolution is :
- the sample rate (11, 22, 44 KHz),
- the unit data size (8 or 16 Bits),
- the number of channels (mono or stereo).

Example for data volume of an audio sequence according to its resolution. The unit in the matrix is Kilobyte/Second.

	11 KHz	**22 KHz**	**44 KHz**
8 bits mono	1	2	4
8 bits stereo	2	4	8
16 bits mono	2	4	16
16 bits stereo	4	8	32

You need to find the right equilibrium between quality and running constraints of the audio sequence. When an audio sequence is running, Katabounga should be able to manage movies on the screen, object animations, display effects... Knowing that the fluid running of a background sound is important, the management of the other media will not take place optimally while this sound is happening. The greater the resolution of an audio sequence, the more Katabounga must read and interpret, which leaves less resources for the other presentation events. The table above gives you an idea of the amount of information that Katabounga must interpret per second of music in the indicated frequency and resolution.
Moral of the story : be judicious in the use of sound files in your presentation ; they may slow it down considerably.

Required memory

The amount of memory used by your presentation is not necessarily a direct function of the number of screens. What truly determines the necessary memory is the size (surface) of the scenario and the number of colors and the individual screen make up.

A single screen loads data instantaneously. The greater the number of objects on the screen, the greater the memory need. A screen is composed of objects, and objects may contain media. In Katabounga, the object's media is always loaded into memory when the screen opens. The larger the media, the more space needed in memory. The media is always loaded in memory to its optimal size. If you place a 1000/1000 pixels image media in an object whose size is reduced to 100/100 pixels, the media will still take up 1000/1000 pixels. If you place the same media several times on the same screen, this media will only take up memory once.