



Introduction

What is Artbeats WebTools?

This product is a professional multimedia production tool and reference library with over 3000 buttons, sounds, seamless tile patterns and icons. Any of these design elements can be selected and installed automatically onto your hard drive from the main control panel. The files are offered in 7 selectable formats for use in any application.

Stat™media and Artbeats™ have combined resources to produce this product. Stat provided the interface, sounds, icons, and most of the buttons. Artbeats provided the bars, seamless tile patterns, and many buttons as well.

Do I have to learn any new software or procedures?

No. You don't even have to read this manual. All functions are accomplished from a single control panel we call "TurboSearch™". It uses the same type of controls commonly found in most programs. To make it even easier, the control panel has a built-in help display window that explains each feature and guides you through the program.

The Quick Reference Guide on the inside cover of the jewel case provides an easy reference for TurboSearch.

Registration

Don't forget to register! This will enable us to provide updated product information and allow you to receive discounts on future volumes. Registration has been provided online for your convenience: it can be found directly on the CD-ROM.

Requirements

Hardware

Hardware requirements include a Macintosh™ 68040 processor with System 7.1 or higher, a double-speed CD-ROM drive, a 13" or larger monitor with 8-bit color, and a minimum of 4MB RAM. As with many applications, TurboSearch performs better with more RAM (9MB or more) as some functions, such as the Preview Window, are disabled. For best results, 16MB enables TurboSearch to work at peak capacity.

Software

We have provided two required software items: QuickTime™ 2.1 and Sound Manager™ 3.1 in the Extras folder located on the CD-ROM. Software tools for Web authoring run the gamut from basic word processors to HTML (HyperText Markup Language) editors, to custom filters and converter programs. Therefore, specific applications are not noted here.

Fire it Up

The following steps guide you through installation and will help you get started using WebTools:

1. Insert the CD-ROM disc into your CD-ROM player.
The WebTools CD-ROM icon will appear on your desktop.
2. Double-click on the WebTools icon to open the disc.
A window containing the WebTools program files will open.
3. Double-click on the Start! icon to launch the program.
After a brief introduction, the main menu will open (click the mouse or press any key to skip it).
4. Select a category: Bars, Icons, Sounds, Buttons or Patterns.
The Index (or Thumbnail) Window will be displayed and you are ready to go.

Please note that although the images shown in the Index, Preview, and File Display Windows use 8-bit, system-palette colors; the actual files are provided in

24-bit and custom-palette color modes. To view these windows in 24-bit color, set your monitor to 24-bit, then hold down the Option key while launching WebTools. This preserves your monitor setting.

Take it for a Spin

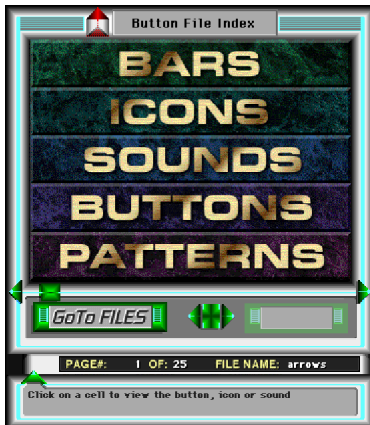
Click around the TurboSearch control panel. Play with the sliders and push the buttons. You will quickly see how the program works.

The fast, simple control panel was designed with the creative professional facing short deadlines in mind. It will let you view, compare and install a large number of items very quickly.

Viewing and Selecting the Design Elements

On start-up, the Main View Window will automatically display five horizontal buttons which represent the five libraries available:

1. Click on one of the five buttons to select a category.



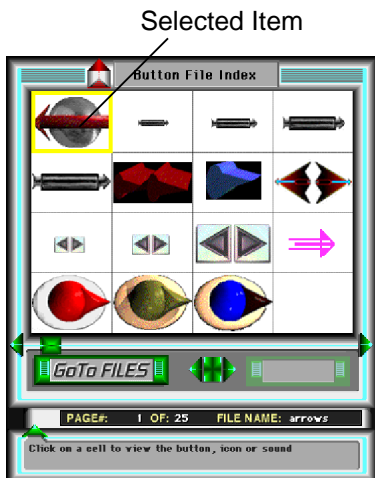
Main View Window

The title bar will display the name of the selected library. The Index (or Thumbnail) Window will display the first index of the selected library as shown.



Index (or Thumbnail) Window

2. Click once on any item in an index to select it.



A yellow frame will appear around the item you select. Once you select an item, you can install it onto your hard drive by clicking the INSTALL button located in the lower right-hand corner of the control panel.

Note: In the sound library, clicking once on a sound will play it.

3. Double-click on any item in an index of interest.



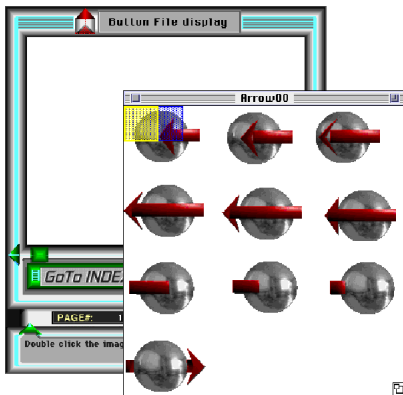
Preview Window

The Index Window will change to the Preview Window and show a “quick view” of the selected item at its proper size without taking time to load the image from the disc.

When viewing the buttons in this window, you will see only the “up state” at actual size. To view all the states at actual size, proceed to step 4.

Tip: Hold down the Shift key and double-click a selection in the Index Window to bypass the Preview Window and show the image directly in the File Display Window.

- Click twice on any item in the Preview Window to open the File Display Window.

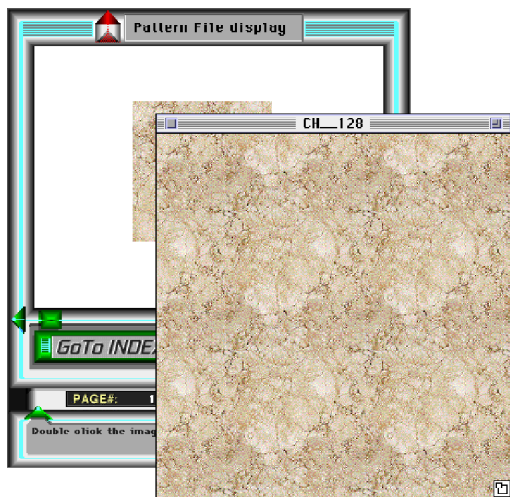


File Display Window

When Viewing Buttons and Icons

The File Display Window will show all states of a button or icon. In other words, if a button can be animated, the File Display Window shows you the button in each stage of its animation sequence. Icons are displayed in only raised and lowered states. If the file display image is larger than 640x480 pixels, a blue scroll area with a yellow button will appear in the upper left corner of the File Display Window. Click and drag the yellow button to scroll through the contents of the window.

Tip: You may also click directly on the image and drag it within the window.



Chardeneaux tiled pattern
(CH__128.GIF)

When Viewing Patterns

The File Display Window displays the pattern tiled repeatedly to fill the window. This will help determine if the tile will produce the desired result on the finished piece.

***IMPORTANT:** As mentioned previously, the Index, Preview, and File Display Windows show each image in 8-bit, system-palette color mode. In nearly all cases, the installed graphic will look much better than when pre-viewed.*

Installing a File

In addition to speeding up the selection process, the control panel allows you to install the design elements directly onto your hard drive.

Once an item is selected, the INSTALL button appears and the selected item can be installed onto your hard drive.

Click once on the INSTALL button located in the lower right area of the control panel.



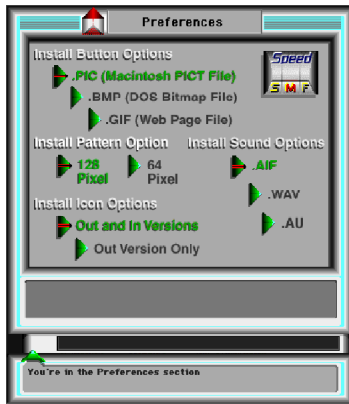
INSTALL Button

*The Save dialogue box will appear.
Save the file as you normally would in
your operating environment.*

Setting Preferences

The file format that will work best for your project depends upon the type of equipment you are using and the specific application that you are building your project in. For this reason, Artbeats WebTools provides a choice of file formats and options.

From the pull-down menu bar at the top of the screen, choose Edit, and drag down to Preferences.



The Preferences Window will appear in the control panel. Click on the buttons to select the file format that is compatible with your project application. To return to the Main View Window, click on the red arrow at the top of the control panel.

Preferences Window

Preference selections include:

- **.GIF (8-bit Web Page GIFF File).** This graphic format is compatible with all Web browsers and HTML applications.
- **.PIC (24-bit Macintosh PICT File).** This graphic format is compatible with all Macintosh applications and most Windows applications.
- **.JPG (24-bit JPEG File).** This graphic format uses compression to keep the file size smaller and allows for quick rendering. Compatible with nearly all Web browsers and HTML applications.
- **.BMP (24-bit DOS Bitmap File).** This graphic format is compatible with all Windows applications.
- **.AIF (AIFF File).** This sound format is compatible with all Mac and some Windows applications.
- **.WAV (WAVE File).** This sound format is compatible with all Windows applications.
- **.AU (Sun Audio™ File).** This sound format is commonly used on the Web.
- **128/64 Pixels.** These are size choices for the vertical dimensions of the patterns.
- **Out and In Versions.** Choose this version if you are going to use the icon as an interactive button.
- **Speed.** Determines auto-scan viewing rate: Slow, Medium and Fast. The default setting is Medium.

Working With the Patterns

The patterns are low-resolution, seamless images from five different Artbeats products: *Backgrounds for Multimedia Bundle*, *Marble & Granite 1*, *Marble & Granite 2*, *Wood & Paper*, and *Leather & Fabric*. In addition, we have created 79 new “wallpaper” design patterns plus low-contrast, pastel versions of most of the images (they are designated with a “PS” in the name, dark versions are designated with “DS”).

These images have been optimized to display quickly in the World-Wide Web environment. You will find two sizes of each image: 64x64 pixels and 128x128 pixels. The smaller “64” size will display faster, but often the detail is too small to be appreciated. Also, several of the fabric and paper images have moire problems at that size (you will be able to tell when you preview them).

One of the features of HTML is the BACKGROUND attribute. This allows you to take a small picture, pattern, or color, and use it as a texture for the entire Web page’s background. This way, your Web page can appear to be printed on marble, parchment or leather, for example. At this time, Netscape Network Navigator™ is the only browser that supports the BACKGROUND attribute, although it is within the current HTML3 specification.



Chardeneaux tile

Chardeneaux
tiled pattern



The attribute itself is very simple. Just specify the GIF image file for your background in your Web page's <BODY> element: <BODY BACKGROUND="pattern.gif">.

Some "Web" utilities allow you to import graphics with conventional import commands without typing directly in HTML.

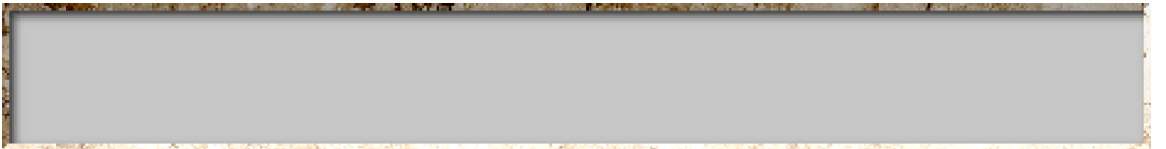
Tip: Unless you're creating a specific look or design, you may not wish to mix transparent images and background patterns, since your custom background will not show through the transparent images as these images "knock out" the background image. In other words, they sit on top of the backgrounds, like a silhouette.

Working With the Bars

There are two kinds of bars provided, a solid version with a beveled edge and a “window” version with a reverse bevel (designated with a “W” in the 6th position in the name). They are both shown below.



Solid pattern with a beveled edge.



The “window” version.

The “window” bar works best when placed on top of the corresponding seamless tile pattern. You do this by matching the first two letters of the file name. For the example, below, the bar “CH468W60” was placed on top of the pattern “CH__128”.

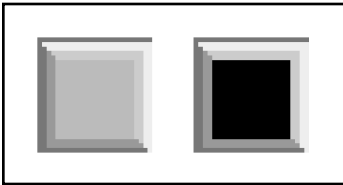


The “window” version placed on top of the pattern.

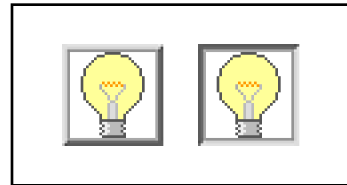
Working With the Buttons & Icons

There are many kinds of buttons provided, including dials, toggles, controls, sliders and more. Each button contains at least two states, the minimum being “up” and “depressed,” the most being over one hundred “morphed” states. Each state is present in a graphic file. There is no animation scripting provided since there is not yet a standard on the Web, however, sample button animations can be found in Extras, IBC2DEMO.

Buttons with rounded or diagonal edges will usually include a message. This message will explain how the image is anti-aliased, and recommend a background color to be used.

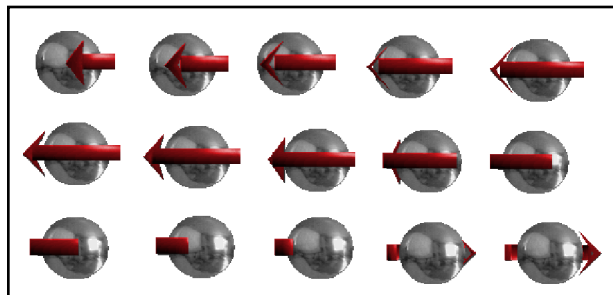


A standard button with two states



An icon showing both states

WebTools has anticipated the dynamic environment for Web pages of the future and has provided buttons with up to 108 states. Currently, these cannot be used in most Web authoring tools. Tools are evolving rapidly and dynamic elements (buttons within multiple states) will soon be standard on the Web. If your authoring tool does not allow multiple states, open the file in your favorite image-editing program, such as Adobe Photoshop™, select one image and save to the desired format.



A morphing button with many states

In a dynamic authoring tool (i.e., ShockWave™ and Director™), every state or every other state can be used as you choose, thus providing a rich interactive multimedia experience for your Web page user.

Working With the Sounds

A large number of sounds have been provided in three different formats: AIF, WAV and AU. They have been included in the anticipation that soon, Web audio authoring utilities will be available. At the time of this release, very few applications import sounds.

Below is a brief description of each format:

- **.AIF (AIFF File)**. This sound format is compatible with all Mac and some Windows applications.
- **.WAV (WAVE File)**. This sound format is compatible with all Windows applications.
- **.AU (Sun Audio™ File)**. This sound format is commonly used on the Web.

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2. The design elements may not be part of, or incorporated into, products intended for resale.
3. The elements may be used without limit for Web page design; however, they may not be distributed on the Web, nor offered as downloadable files.

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Technical Support

Should you require technical support, please see the technical support section of our Website (artbeatswebtools.com). You can also contact stat™media at (714) 280-0038, by fax at (714) 748-0178, or on the Internet at statmedia@eworld.com.

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Stat™media (stat) was founded in 1984 by Gary Birch, who had the vision to see an interactive world on the horizon and dedicated the company to birthing a new industry. By 1987, stat was developing multimedia full time for clients like Motorola, NASA, Rockwell, Seiko, and Apple Computer. With a talented staff and many years experience, stat turned to developing tools for this new industry. *Instant Buttons & Controls™* was the first third-party utility for speeding and easing the development of interactive multimedia. Version 2.0 is a current industry standard.

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Artbeats was founded in 1989 by Phil Bates with the expressed purpose of developing background textures for the desktop publishing and multimedia industries. Products include the *Full Page Images Library*, *Backgrounds for Multimedia Bundle*, *Marble & Granite 1*, *Marble & Granite 2*, *Wood & Paper*, *Leather & Fabric*, *Marbled Paper Textures*, *Prelude*, and *Seamless Textures Collection 1*.

Acknowledgments

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