



DebugMode 1.0
Wink
User Guide

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DebugMode

Wink™ 1.0 UserGuide

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1 INTRODUCTION

1.1 About Wink™

Wink is a software tool to make presentations and tutorials about using software programs. A Wink presentation will resemble a live walkthrough about how to use the software. Also the author of the presentation can add comments and explanations to parts of the presentation to better explain the concepts and usage to the end user.

There are many purposes for these kinds of presentations:

- Advertising of software.
- Tutorials of software for classes.
- Documentation of software to supplement written documentation.
- Answer questions about the use of programs visually.

The basic output format of Wink is Flash . Flash is viewed in a web browser using the free Macromedia Flash Player which is already installed on most computers with the browser or can easily be installed the first the time the end user tries to watch a flash file.

Wink is actively in development and constantly improving. If you have a comment or suggestion to make or an idea to improve, please make it public by posting in the UserForums at ["http://www.debugmode.com/forums/"](http://www.debugmode.com/forums/).

1.2 Requirements

When working inside Wink the minimum screen resolution to be used should be 800*600 to be able to see the entire simple properties bar.

It is recommended though to use a screen resolution of 1024*768 or better to be able to see the entire advanced properties bar. It is also easier to edit a presentation in a larger screen resolution because you will be able to see full or at least a larger part of the current frame.

The minimum and recommended screen resolution doesn't apply when you are capturing screenshots for the Wink presentation. These could very well be captured with a screen resolution of 640*480 depending on the needs.

1.3 Installation

The installation package comes as a zip file with the install files. Unzip this file into

any temporary folder and run "setup.exe" to start the installation.

1.4 Using this guide

This user guide is distributed as a PDF document so that it can be printed as a manual if necessary. It is recommended that you read this document completely before starting to use Wink so that you can work with ease. Also a printout of the shortcut keys will be helpful.

Two tutorial projects are present in this distribution. Once installed, run Wink and choose menu "Help > View tutorial 1". This will ask if you want to render now, choose yes. You will be shown the tutorial soon after the rendering is done.

The sample projects are named "tutorial.wnk" and "sample.wnk". These files are present in the Wink\Samples folder. There is also a step-by-step tutorial later in this document.

2 BASICS

2.1 How to use Wink

To create a new presentation in Wink you run your target software and take screenshots of each action done in that software. These screenshots will afterwards be put together by Wink into a continuous movie in which each screenshot represents a frame. Frames can be moved, deleted and copied inside the project and between projects.

The mouse cursor's position is saved separately for each frame. This way Wink will take care of making the cursor move smoothly between frames. You can also change the position of the mouse cursor in any frame.

There are several advantages to record presentations using screenshots and not recording the entire presentation as a single movie:

- It is easier to capture screenshots because if you make mistakes (open the wrong file, do the wrong action, forget what to do and thereby making a long pause etc.) in the recording progress you just don't take screenshots of these errors. If you were recording a continuous file you would have to be very prepared in advance to avoid these kinds of recording mistakes.
- When editing the file afterwards there are fewer frames to work with and most frames are important - that is to say that there are only few or none intermediate frames that for instance just show the mouse cursor moving from one place to another.
- The resulting flash file will also be smaller because there are fewer frames in the presentation.

But in some cases it can be useful to just record everything that happens e.g. when drawing or typing text in a program. In this case Wink can be set to continuously take screenshots with a certain frame rate.

After the recording is done you can edit the sequence of frames and add comments/explanations to each frame as necessary. You can add **Previous** and **Next** buttons to pause the presentation and the user can then go back and forward in the presentation by clicking these buttons. You can also add two **Goto** buttons that jumps to other sections in the presentation. These help to create more advanced presentations with different flows through the content instead of just going from start to finish.

You can customize/personalize the presentation by choosing a static background image for the entire presentation. This can contain the name, logo, copyright messages etc. of the author and/or company.

In order to make consistent presentations you can create templates based on one presentation and then apply this template to all other presentations. This way it is easy to get the same look across presentations and you don't have to do the same customizations each time.

Once you have finished creating and editing a presentation, it must be rendered to a flash file that for instance can be placed on a website or distributed for the end users/customers to see. The quality and size of the presentation can be adjusted through the number of colors used and the chosen frame rate of the flash file.

The presentation can also be exported to a html or pdf file. These exported files can be placed together with the rendered flash file on a website and the end user will then have the option to print the presentation. Each frame in the presentation will become a single image with the comments/explanations and buttons that have been added in Wink. All buttons will still work in the exported files and will jump to the corresponding place (html) or page (pdf) in the file when clicked.

2.2 Your first Wink project step-by-step

This section will guide you through the process of making your first Wink project. We will make a short presentation that shows how to change the view in Windows Explorer from the icons to details. You can also find a Wink project for this tutorial named "tutorial.wnk" in the folder "Wink\Samples".

1. First open Windows Explorer because this is the program we want to show in the presentation. Now start Wink and create a new project using menu File→New. This brings up a wizard that by default sets Wink to capture screenshots of the entire screen. One of the options in this step is to change the capture region to a specific window or part of the screen (rectangle). For this project we will capture the region of the Explorer window so choose the window option. Click the "Hide Wink Window" checkbox to make the Explorer window visible. Afterwards click the Choose button, move the mouse to the title bar of Windows Explorer and left click to select this window. Press OK to continue to step 2.
2. Minimize Wink to the sysem tray (to the right hand corner of screen) by pressing the minimize button in the "New Project Wizard" window and we can now take screenshots by pressing the "Pause" key. Each time you take a screenshot the Wink icon in the system tray will blink.
3. Take screenshots after each of the following actions in Windows Explorer:
 - 3.1 Minimize all windows except Windows Explorer. Place the mouse cursor somewhere in Windows Explorer. Take a screenshot.
 - 3.2 Move the mouse cursor to the "View" menu in Explorer. Take a screenshot.
 - 3.3 Open the menu by left clicking. Take a screenshot.
 - 3.4 Move the mouse cursor to the "Details" menu option. Take a screenshot.
 - 3.5 Click the mouse to select the Details option. This changes the view to details view. Take a screenshot.

4. Now we have finished capturing frames so right click on the Wink icon in the system tray and choose "Finish Capture".
5. Wink will now be displaying the current project. The larger top part of the window shows the last frame in the sequence. In the bottom you can see all frames in the sequence/presentation. The captured mouse cursor is visible with a box around it to easily identify it from the real cursor. In the other frames you will be able to see the progress of the presentation and the movement of the cursor.
6. First we will add a textbox to the first frame explaining what this presentation shows. For each frame the text is displayed in a popup balloon-like window called the **Callout**. A Callout is a group of shapes created using the in-built Callout Editor tool. Wink comes with many pre-defined Callouts for you to use for displaying text balloons in frames, and you can create your own Callouts using the Callout Editor.
7. Select the first frame in the thumbnail list shown at the bottom of the window. Now go to the **Properties** bar (the bar on the right of the Wink window) and enable the checkbox named *Textbox*. The textbox will be displayed with a default Callout in the frame. You can now type the text (something like "How to change view in Windows Explorer") and the text will simultaneously be displayed in the frame's Callout. You can resize the callout in the frame, move it to another position, choose another Callout by clicking the button to the right of the current Callout and edit the font by clicking the button to the right of the current font.
8. Now we will add a Next button that the end user can use to navigate the presentation and a Goto button to return to the start from the last frame (in this simple presentation a back button would also return to the first frame). Select the first frame in the sequence and click the checkbox for the Next Button in the properties bar. The button is by default placed in the bottom right corner but it can be moved to any place you desire.
9. Select the last frame and click the checkbox for "Goto Button 1". Then click the choose button next to the checkbox to select the frame it should go to. In this case it should be frame 1. Goto buttons are by default placed in the top left corner but can also be moved anywhere in the frame. You can move this Goto button to the center of the frame area.
10. To tell the end user what this Goto button does, we will add a text box to this frame with the text "Replay presentation". The text box and the Goto button should be placed so that the button is inside the text box area either to the right of or below the actual text.
11. Choose menu "Project→Settings". Type the name for the output flash file (for instance "Explorer_views"). If you just specify a filename, the output flash file will be saved in the directory where the project is saved. Press OK when you have typed a name.
12. Before rendering the presentation we will save the project using the menu "File→Save". You should save your project often when editing the project.
13. Choose menu "Project→Render" to create the presentation as a Flash file.
14. **Congratulations** - you have made your first Wink presentation.

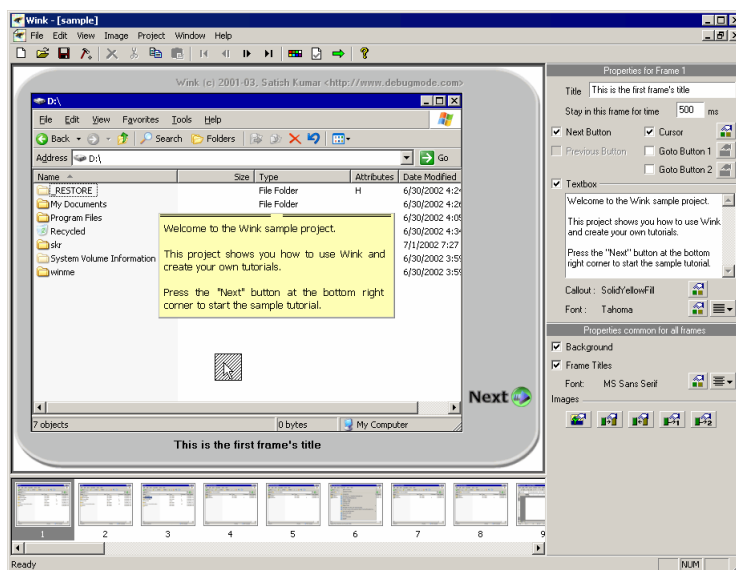
15. Go to Windows Explorer and view the directory where the flash file was saved. Besides the actual flash file Wink also generates a HTML file with the same name to open the flash file in the correct size. Open the html file in your browser and you should see the presentation being displayed or if you have not installed Macromedia Flash Player you should be transferred to a site where this player can be installed. Your new presentation will automatically play through all the frames.

You have now seen and tried some of the options in Wink. Continue reading the next chapter to get more information about the user interface and options in Wink to improve your skills in making great Wink presentations.

3 USER INTERFACE

3.1 Basic UI

When you first start Wink you will see a menu and a toolbar at the top of the window. To the right is the **Properties bar** where individual and common properties for all frames are accessible. The properties bar can be changed between a simple (default) and an advanced view through the menu "View→Properties Bar". The difference between simple and advanced view is that in advanced view it is possible to see and edit the exact position of all elements added to a frame.



The project window is divided into two parts:

- In the work area at the top you see the currently chosen frame in normal size and the elements that are added to the frame can be moved and resized with the mouse.
- The thumbnail list at the bottom shows thumbnails of all the frames in the current project. You can drag-and-drop frames within this list or between projects and select which frame you want to edit in the work area.

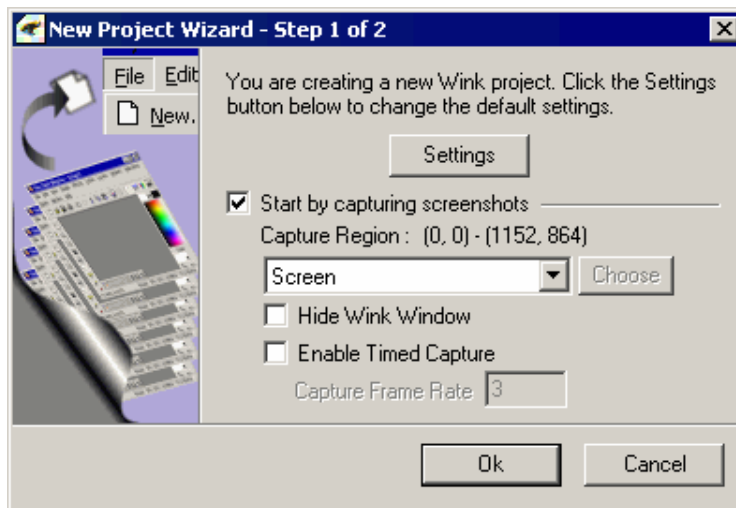
More than one project can be open simultaneously in Wink, which makes it possible to copy frames between projects.

3.2 New Project Wizard and capturing screenshots

3.2.1 Step 1 - Setting up the project

When creating a new project you will see the "New Project Wizard" with options to start capturing screenshots or just create an empty project. You can use the settings button to initialize the new project.

Normally you would want to capture screenshots for the new project through Wink. If you just want an empty project you must disable the checkbox for "Start by capturing Screenshots". An empty project is useful if you want to copy frames from other existing projects or if you already have captured screenshots as single images with another program and now want to use them as the basis for the Wink project.



When capturing screenshots with Wink there are 3 options for the area that should be captured in each screenshot:

- Screen: The entire area of the current screen.
- Rectangle: Use the Choose button you draw a rectangle around the area that must be captured.
- Window: Use the Choose button and a rectangle will show the area of the window/program being captured. If you want to capture an entire window you should move the mouse cursor to the window's title line.

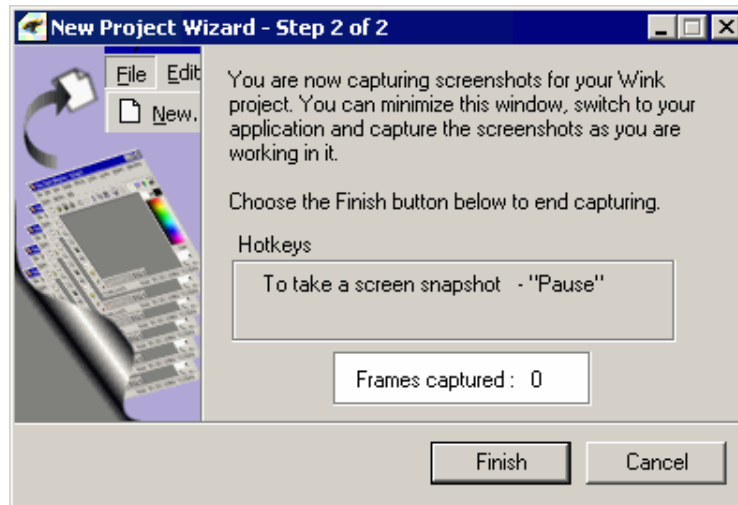
To easily identify the area that should be captured for the project you can click the "Hide Wink Window" checkbox. This will not hide the New Project Wizard dialog. It is also possible to enable Timed Capture. This will capture continuous screenshots with a certain number of screenshots per second as specified in the Capture Frame Rate field.

When doing the actual capturing the **Pause** key will take a single screenshot and **Shift + Pause** will start/stop capturing continuous screenshots (Timed Capture).

Press OK to go to Step 2 of the New Project Wizard (if you have chosen to capture screenshots). If you deselected the checkbox for "Start by capturing Screenshots" you will be brought back to Wink and see an empty project.

3.2.2 Step 2 - Capturing screenshots

Wink is now in capture mode. You can see the hotkeys available to take screenshots and if checked earlier Timed Captures. In the bottom of the dialog you can see how many frames have been captured until now.



In most cases you would now want to minimize Wink to the system tray so that Wink itself isn't visible in the screenshots.

When minimized Wink capture is shown as an icon in the system tray. You can right click this icon to capture a screenshot, finish the capture session, cancel the capture session or restore the capture window (to see how many frames have been captured).

When taking a screenshot by pressing the hotkey or through the right click menu mentioned above the Wink icon will blink momentarily. If you have enabled Timed Capture and press the hotkey to start this feature the Wink icon will be replaced by an animation that runs as fast as the number of frames per second specified in the "Capture Frame Rate" field earlier.

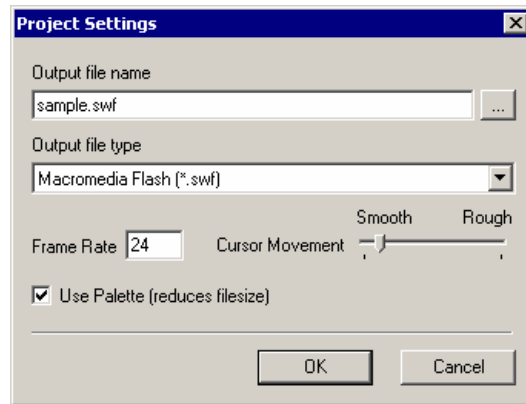
When you are finished with capturing screenshots you must right click the Wink icon in the system tray and choose Finish (or Restore Capture Window and press the Finish button here). This will end the capture session and you will see the project window. It might take a little while to generate all the thumbnails depending on the number of frames and the speed of your computer.

If you choose to cancel the capture session no new project is created.

3.3 Project Settings

Project Settings can be opened through the menu "Project→Settings".

In the first field you must specify the name of the output flash file to create when you render the project. If only a file name is specified the file will be created in the directory of the project file.



Output file type can be Macromedia Flash (.SWF) to present in web pages, or a self playing Flash executable (.EXE) which you can view directly in any PC.

Frame Rate determines the speed of the presentation in frames per second. This setting is highly related with the Cursor Movement setting. So if you want smoother cursor movement and move the slider to the left you will also have to increase the frame rate to make the mouse cursor have the same speed in the final presentation as the original setting. For a more thorough explanation see the gray box below about the connection between Frame rate and Mouse Cursor Movement.

The last option specifies if the project should use a Palette when generating the flash file. Without using a palette the presentation will use all the colors seen in the individual frames. By adding a palette Wink reduces the total number of colors used throughout the presentation to a maximum of 256 colors. (You can define the number of colors in a palette to be between 1 and 256 colors.)

The purpose of reducing the number of colors is to reduce the file size of the rendered flash file. Dependent on the number of colors in the frames you might not be able to see any difference in the rendered presentation than if not using a palette. If there are photos or gradients between colors in any frames the effect of using a palette will be more visible in the presentation. The creation of the actual palette is shown in the next section.

The connection between Frame rate and Mouse Cursor Movement

If the mouse cursor moves from one position to another between two frames, Wink will generate intermediate frames while rendering to show the cursor movement. A Cursor Movement is setting of (smooth) will generate more intermediate frames. But if we add more intermediate frames (by setting the Cursor Movement to be smooth) and don't increase the frame rate correspondingly the movement of the cursor in the flash file will also be slower.

For instance if Wink normally generates 16 intermediate frames between 2 frames in the project and we use the default frame rate of 8 frames per second it will take 2 seconds for the cursor to move from the start position to the end position. If we now change the Cursor Movement to be smoother Wink may now generate 32 intermediate frames between the 2 original frames. With the default frame rate of 8 frames per second it will now take 4 seconds for the cursor to move from the start position to the end position. If we want the final presentation to keep the same speed as with the original smoothness setting we will have to change the frame rate to be 16 frames per second instead.

This connection is described in this simple formula:

Frame rate / Smoothness of cursor movement = Speed of mouse cursor in presentation

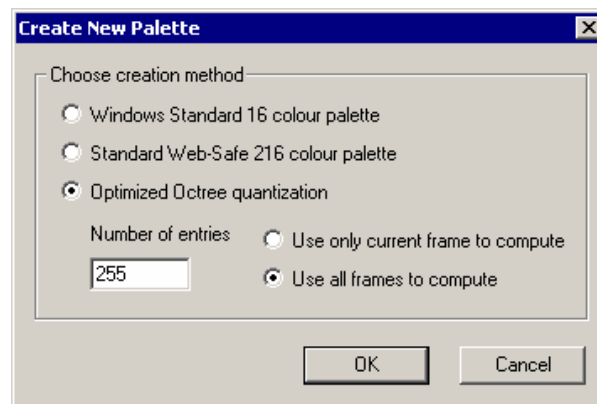
Higher frame rate → Faster mouse cursor

More smooth cursor movement → Slower mouse cursor

3.4 Palette

If you have chosen to use a palette in the Project Settings you can create or edit a current palette by choosing menu "Project → Edit Palette". Also if you have chosen to use a palette but have not created one before trying to render a flash file you will be shown this dialog. For best results postpone the palette creation until all editing in the project is done.

The first time you will see an empty palette. You change the number of entries and choose each color manually but that is not recommended. Click the "Create New" button and let Wink create the palette from one of the 3 methods.



- Windows Standard 16 color palette: If you want to support old systems that can only show 16 colors.
- Standard Web-Safe 216 color palette: If you want to support users with systems that only show 256 colors concurrent on the screen. Actually if end users have their system set to 16 bit colors you can be 100% sure that they will see the same colors in the presentation you see when this setting is used.
- Optimized Octree quantization: This is the recommended setting to use as this will be based on the actual colors in the current frame(s) and most end users will be able to see the presentation correct. You can choose how many color entries should be in the palette and if you want it to be based on all frames in the project or only the current frame. The default setting of 256 entries and the option to base the palette on all frames should be the best setting in almost any case. It might take a little while to generate the entries with these settings.

When the palette is created you can edit the individual colors by double clicking them. This can in some cases be necessary if one or a few colors in the generated presentation looks wrong.

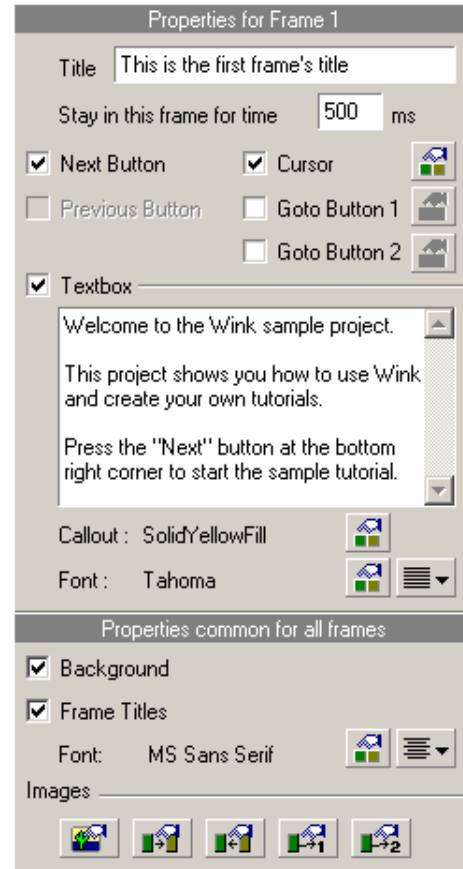
You can also save and load palettes. This can be useful if you are trying to see the effect of different palettes in the rendered presentation.

3.5 Editing frames in a project

Most of the time spend in Wink will be used to edit frames in the project i.e. adding/removing elements to the frames.

Almost all options regarding this are available in the properties bar (Some are also available in the menus and a few are only available through the menus). The properties bar can be displayed in a simple or advanced mode through the menu "View→Properties Bar". In advanced view it is possible to see and edit the exact position of all elements added to a frame. Advanced view also enables you to edit/align the position of elements across multiple frames at once. See the Tips and Tweaks chapter on how to achieve this.

To be able to see the entire properties bar in advanced view you have to use a screen resolution of 1024*768 or better. You only need a screen resolution of 800*600 to see the entire simple properties bar.



3.5.1 Frame Titles

Frame titles are used to display a title/headline for individual frames. They can be enabled / disabled for all frames using the checkbox in the common properties section of the properties bar. You can change the font used for titles using the choose button (next to the font name) and alignment of the titles using the alignment button (next to the choose button).

The actual title for the current frame is typed in the **Title** field of the properties bar. By default the field for the frame title field is placed in the top left area of the frame (50 pixels to the right and 50 pixels down from the top left corner) and you can move and resize it as you need. Titles appear in the same position in all frames.

If you haven't typed a title for the current frame you will see the text -"The frame's title will come here...". This default text will not be displayed in the rendered flash file.

3.5.2 Stay in this frame for time

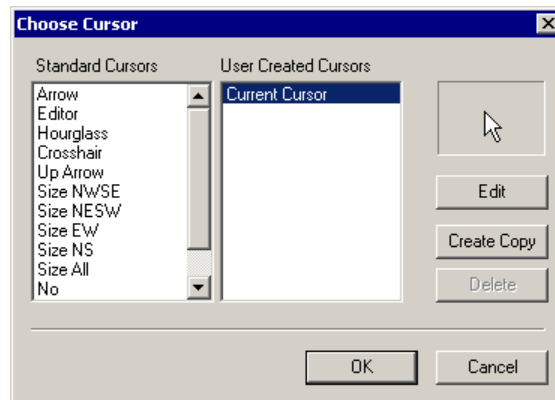
This field is used to add a pause before switching from the current frame to the next in the sequence. When adding small pauses between frames it gives the end user a little more time to comprehend what is being shown in a presentation and it can also be necessary to make the presentation look more real.

The pause is specified in milliseconds so a value of 1500 means 1.5 seconds.

3.5.3 Cursor

When capturing screenshots using Wink the mouse cursor is displayed in the correct position for the individual frames. To make it easy to separate the actual mouse cursor from the cursor in the frame the latter is surrounded by a little box. You can move the cursor anywhere and enable / disable it as you need .

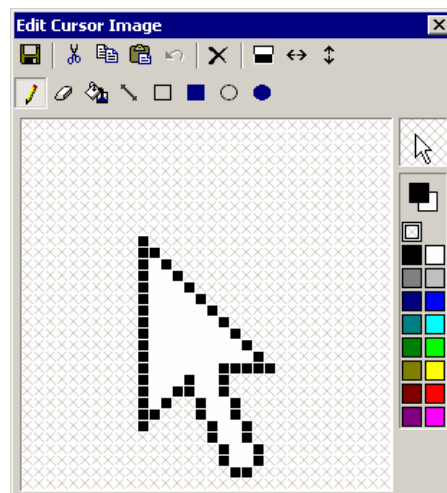
You can change the cursor image in a frame using the choose button to the right of the cursor option in the properties bar. Here you will be able to choose from all the pointers in the currently used pointer scheme (This can be changed in Windows Control Panel) and user defined pointers.




















You can create new cursor images by selecting an existing cursor and clicking the Create Copy button. Afterwards you can edit the new cursor by clicking the Edit button that will lead you to a small but full featured Cursor Editor.

3.5.4 Cursor Editor

When opening the Cursor Editor you will see the current cursor image. The most prominent part of this window is the work area that shows a zoomed view of the current pointer. At the top of the window are the tools you work with and on the right side you see on top a normally sized view of the current pointer and below the currently chosen and all available colors.



When drawing there is a color attached to each of the left and right mouse button, so you can choose and draw with different colors for each of the two buttons. The white box with a small cross represents “transparent” color.

General tools			Drawing tools		
	Save the current cursor	Enter		Freehand drawing	P
	Cut the entire cursor	Ctrl + X		Erase, replace background	Ctrl + E
	Copy the entire cursor	Ctrl + C		color with foreground color	
	Paste the entire cursor	Ctrl + V		Fill the area	F
	Undo last action	Ctrl + Z		Draw lines	L
	Delete entire cursor	Delete		Rectangle	R
	Inverse all colors	I		Filled rectangle	Shift + R
	Mirror the cursor	Ctrl + F		Ellipse	E
	Flip the cursor	Ctrl + M		Filled Ellipse	Shift + E

3.5.5 Next/Previous Buttons

When a Next and/or Previous button is displayed in a frame the presentation will pause and the user has to click one of the buttons to continue. This gives control to the users and enables them to go through a presentation at their own pace.

A Next button will continue directly to the next frame in the sequence while a Back button will go back to the last frame with any type of button.

Like the other elements in a frame you can enable/disable each type of button by clicking their checkboxes in the properties bar and by default they are placed in the bottom right corner of the frame. They can be moved by dragging them around in the frame or by editing their position values in the advanced properties bar. Furthermore the buttons can be placed in different positions on each frame.

You can use your own images for the buttons by clicking the second (Next) and third (Previous) button at the bottom of the properties bar (or through the Project menu) to change the images. A lot of formats are supported for the buttons including PNG - images and icons where you can have transparent areas with full alpha channel to enable the use of cool looking buttons.

Each button can only have one image that is common for all frames.

3.5.6 Goto Button 1 and 2

The two Goto Buttons can be seen as general-purpose versions of the Next/Previous Buttons and you decide which frame the Goto Buttons should jump to. This enables the creation of more complex flows through a presentation than just a linear flow from start to finish.

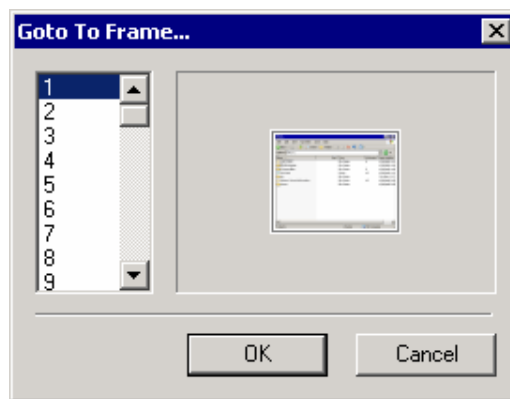
If in your presentation you are showing two ways to do a particular action, you can take screenshots of both ways and give the end user the option to choose which way he/she wants to see.

Another use would be if there is both some basic knowledge and more advanced knowledge in a presentation. Here it would be possible to make the option to jump directly to the advanced knowledge if the user already knows the basic stuff.

Finally when reaching the end of a presentation it would be obvious to create a Goto button that goes back to the first frame and in this way becomes a restart button.

Each time you use a Goto button it is recommended that you refer to it from a textbox to tell the end user what it does. See examples of this in the included tutorial and the sample file.

When adding a Goto button by clicking the relevant checkbox it will by default be placed at the top left corner where you can move it to the correct place. You tell it what frame to go to by clicking the choose button next to the chosen Goto Button (or through the Image menu) and select the correct frame.



Like with the above mentioned Next/Previous Buttons you can also change the (common across all frames) image used by each Goto button. Here you do this by clicking the fourth (Goto 1) and fifth (Goto 2) button at the bottom of the properties bar or through the Project menu.

3.5.7 Textbox

Textboxes are often the most important element in a presentation because it is through these you increase its value by adding comments and explanations to the content in the individual frames.

A textbox consists of a Callout and the actual text. The Callout is the graphical element the text is placed inside and it can be anything from a plain rectangle to fancy speech bubbles. A few standard Callouts are supplied with Wink but otherwise it is possible to design your own callouts with the Callout Editor.

You can add/remove a textbox in a frame by clicking the checkbox in the Properties Bar. A new textbox uses a default Callout (the first one in the Callout Editor's list). You can type in the textbox field in the properties bar and it will immediately be shown in the actual frame's textbox.

The textbox can be moved / resized using the mouse or by editing the position values in the advanced properties bar. You can change the Callout using the choose button to the right of the current Callout in the properties bar (or Choose Callout in the Image menu). This opens the Callout Editor where you can choose between the

Callouts in the left side and click Select to use the chosen Callout.

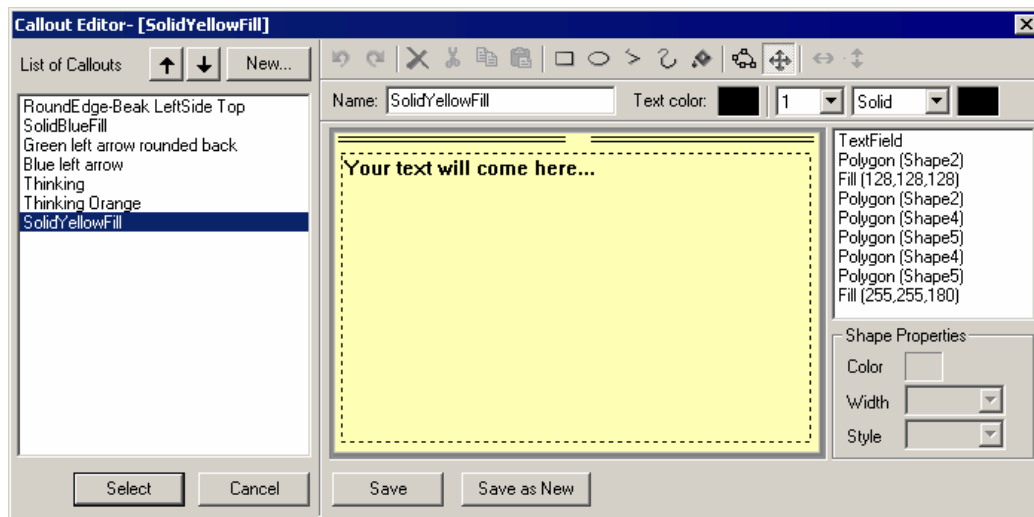
The font used in the textbox can be changed using the choose button to the right of the current font in the properties bar (or Choose Font in the Image menu). Finally the alignment of the text in the textbox can be altered through the text align button in the properties bar.

Textboxes can be copied between frames but if you paste in a frame which already has a textbox, the existing one will be replaced with the new properties.

Frames with textboxes should be accompanied by Next/Previous (and/or Goto) buttons so that the presentation will pause at this frame and the user can decide when to continue. You can also specify a value in the "Stay in this frame for time" field instead of using any buttons but this is not recommended as it not very flexible for the end user.

3.5.8 Callout Editor

The Callout Editor is accessible from the properties bar or menu "Image → Choose Callout". This is a pretty advanced tool to choose Callouts for your textboxes and to design your own Callouts. It might take a little while to grasp the Callout Editor but when you have learned how to use it you can make all kinds of fancy looking Callouts.



At the left side is a list of all the available Callouts. The first one is the default Callout used when you add a new textbox to a frame. You can change the default Callout by moving them up and down with the arrow buttons above the list.

To create your own Callouts you can start with a new blank Callout by pressing the "New..." button or you can choose an existing Callout and click the "Save as New" button. Callout names must be unique so you must change the name before using the "Save as New" button.

When you select a Callout you can view it in the work area and a list of all the elements in the Callout at the right side. If you select an element in this list it will also be selected in the work area and you can see the element properties below the list and modify them. Elements can also be selected directly in the work area.

To draw new Callouts Wink provides 5 different tools.



Rectangle - To create a rectangle shape click on a place in the work area, drag the mouse and release the mouse button in the second position.



Ellipse - Drawing an ellipse is similar to drawing a rectangle.



Polyline - Using this tool you can create a shape by drawing a set of connected lines. To start drawing click a place in the work area and the first line starts. Move the mouse to the second position and click, this will end the first line and start the second line from this position. Do this repeatedly until you have created the entire shape. To finish drawing the shape, click the right mouse button.



Freehand - This is the most useful tool for drawing a shape. This tool allows drawing any kind of shape and creating the shape as a curve. You can modify this curve later as you want. To draw a freehand shape click on a place in the work area and draw the full Shape while keeping the mouse button pressed, and release the button after you have finished drawing.



Fill - The fill tool is used to fill the entire Callout or an area enclosed by the shapes that can be drawn with the other tools.

Each shape has 3 properties: **color**, **width** and **style** (solid, dashed or dotted) of the line. Style only applies when the width is set to 1 – otherwise it can only be solid. These properties are set for new shapes through the last three options on the second toolbar. The properties of current shapes are changed by selecting a shape and editing the shape properties in the bottom right corner. For fill elements only the color property applies.

The elements will be added to the list in the order as they are added to the Callout. This order is important to get the correct effects. Latter elements in the list are drawn on top of earlier elements in the work area which will be pretty obvious with the shape elements but it also applies to fill elements. A fill element is only limited by shape elements created before it (otherwise it would fill the entire work area).

The first element (TextField) in the list is special since it is only used to specify where text can be written inside the Callout. The only thing you do to this element is to change its position and size in the Callout. It cannot be deleted.

There are two types of shapes: shapes created with lines and shapes created with curves. Polyline and rectangle are shapes created with lines while ellipse and freehand shapes are curves. A line-based shape has end-points, whereas a curve shape has control-points.

Wink provides four tools to modify the shapes.



Edit - This tool allows editing a shape at the basic level, by modifying the points of the shape. If the shape is a line shape (i.e. a polyline or a rectangle), you can edit the end-points of each line. If the shape is a curve (ellipse and freehand), you can edit the control points of the curve.

You can add new points to existing shapes simply by double clicking the line or curve where the new points should be added. Existing points are deleted by selecting a point on the line/curve and then pressing the delete key or icon.



Transform - This tool can move/resize/rotate one or many shapes. Just select all the shapes you want to edit, and use the controlling frame around the shape to move/resize the shapes. The following modifier keys can be used while dragging with the mouse:
Shift key: resizes the shapes equally in horizontal and vertical directions.
Ctrl key: creates a copy of all selected shapes.
Alt key: each shape is resized with respect to its own center. If Alt key is not pressed and multiple shapes are selected, all shapes are resized with respect to their common center point.

You can rotate the selected shapes by clicking on the **(o)** icon shown for each shape. This icon is present at the end of a line called the *rotate handle*. You click on the rotate handle and move the mouse to rotate the shapes. Pressing the Shift key while rotating will cause the shapes to be rotated around their own centers instead of the common pivot point.



Mirror - This tool mirrors the selected elements. When no modifier key is used the selected elements are mirrored with respect to the work area's center.
Ctrl key: when multiple elements are selected, each element is mirrored with respect to its own center.
Alt key: when multiple elements are selected, they are mirrored with respect to their common center.



Flip - This tool flips the selected elements. When no modifier key is used the selected elements are flipped with respect to the work area's center.
Ctrl key: when multiple elements are selected, each element is flipped with respect to its own center.
Alt key: when multiple elements are selected, they are flipped with respect to their common center.

The default color of the text in a Callout is set using the color button in the middle of the second toolbar. This color is overridden if you choose another color in the font dialog for the individual textboxes.

You can also copy elements between Callouts if you want to reuse existing shapes.

3.5.9 Background Image/Color

The purpose of adding a background image or background color is to further customize the presentation to your needs. You can have a logo, name or copyright notice showing all through the presentation or add a background that looks like a TV set and use Next/Previous buttons as the TV's controls while showing the actual presentation on the screen.

A background image or color is added to the presentation using the menu "Project→Choose Background Image". You can choose between a simple solid background color or load an image file created in another program.

When using a simple color background you must specify how large the background area must be and the fill color. The size of the background area must be at least the size of the frame images in the project. Information about the size of the frame images can be found through the menu "Project→Information".

After having added a background image/color you will notice that the frame images in the project will by default be placed at the top left corner of the background image/color. To change this position you can drag the frame image by its borders or edit the Frame Position values in the advanced properties bar.

If you want to remove a background image/color from a project you just have to uncheck the checkbox for this option in the properties bar. Be aware that this removes the background from the project and does not just disable it. If you want the background back at a later time you have to choose the color or load the original image again in the Choose Background Image dialog.

3.5.10 Shift All Elements

If all elements in a number of (or all) frames have to be moved to another position use the “Image→Shift All Elements” dialog. You specify by how many pixels all elements (including the frame image/screenshot) have to be moved. This option is only available when a background image/color is used in the project.

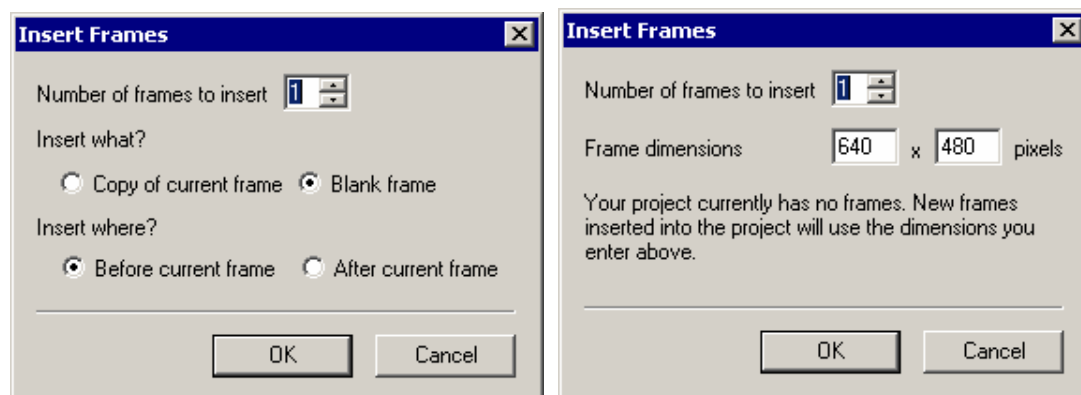
3.5.11 Crop frames

Crop means you remove part of all frames in the current project e.g. if you have created a project based on screenshots of the entire screen, you might want to remove the bottom part showing the taskbar. Use the “Image→Crop Frames” dialog for this purpose .

The dialog displays the current size of frames in the project. You specify the area to which you want to crop the frames. If you use a background image/color in the project Crop Frames won't affect the background but only the frame images/screenshots.

3.5.12 Insert and delete frames

New frames can be inserted in a project by menu “Image→Insert Frames”. You can insert frames before or after the currently selected frame and they can either be a copy of the current frame or blank frame s (used to paste images/screenshots created by other programs). When inserting blank frames into an empty project you will be asked for the size of the frames to insert.



You can delete selected frames using the delete key/icon or going through the menu “Edit→Delete”.

3.5.13 Editing the sequence of frames

You can use standard drag-and-drop, cut, copy and paste tools to work with the frames in the thumbnail view of the project.

When you copy a frame in the thumbnail view, all the elements (frame, buttons, textbox, title etc.) are copied and when pasted it will create a new frame.

There is another option called Copy Merged in the Edit menu. This will merge the frame and all elements into a single image. If you paste an image that has been created by the Copy Merge option this image will *not* create a new frame but the image will be inserted into the current frame and the elements will not be editable any more as they are a part of the image. The purpose of Copy Merge is to copy an entire frame with added elements to other programs like an image editor or word processor.

3.5.14 Thumbnails Only View

When there are many frames in a project it can be useful to switch to the **Thumbnails -Only** view through the menu "View→Thumbnails Only" (or by double clicking one of the thumbnails in the sequence). Here you get an overview of the entire project and it is easier to edit the sequence of frames. It is also an easy way to find a specific frame you want to edit. You return to the normal project view through the same menu option or double clicking a thumbnail.

3.6 Rendering the flash presentation

To create a flash presentation use menu "Project→Render". If you haven't named the output file yet in the Project Settings the dialog will popup first for you to give the name. Also if you have chosen to use a palette but haven't created one yet, the palette dialog will be shown for you to do this before starting to render.

Rendering creates a flash .swf file and a corresponding HTML file (in the same folder). To view the presentation open the HTML file in your browser and it will play the flash in correct resolution.

3.7 Templates

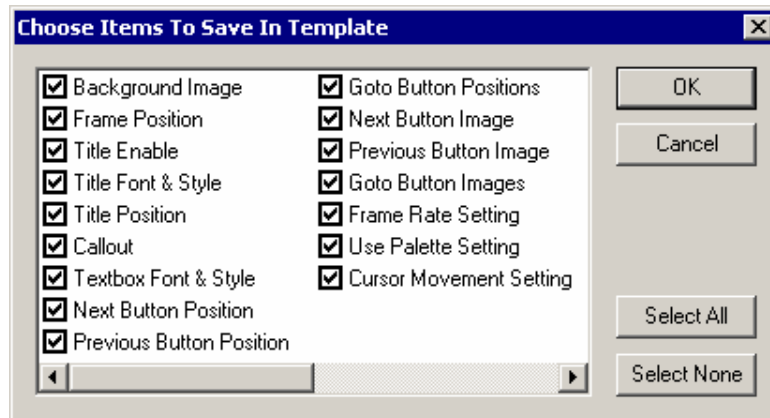
One of the advanced features of Wink is the option to create templates with many of the settings/properties that apply to a project. You can use templates to make consistent presentations with the same look without having to do the same customizations each time.

Not all settings/properties can be saved in a template because some settings will seldom or never apply to all frames in a project or to more than one project. In the schema below you can see which item can be saved and which that cannot be saved.

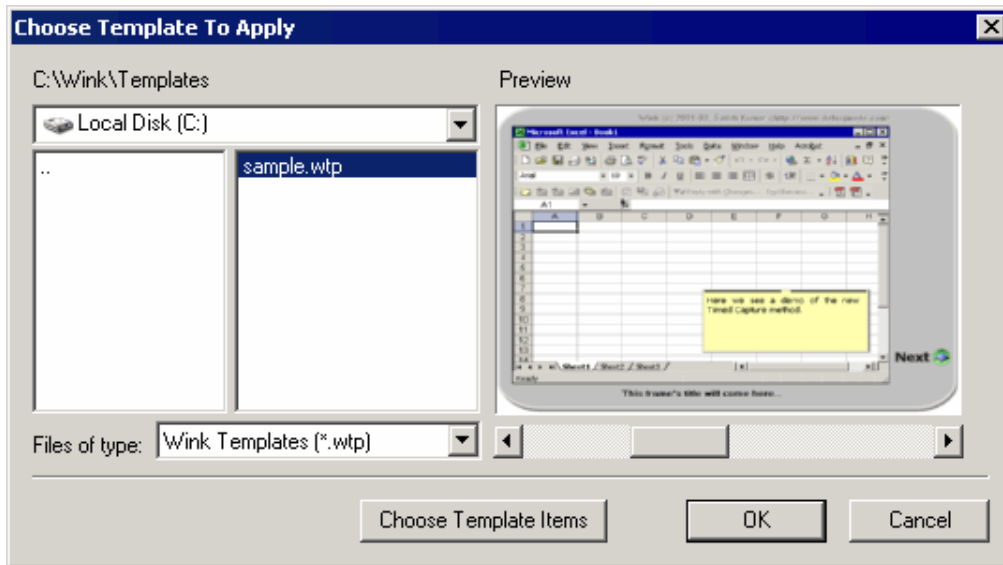
Items that can be saved	Items that cannot be saved
Background Image	Title Text
Frame Position	Stay in this frame for time

Title Enabled	Cursor Enabled
Title Font & Style	Cursor Pointer
Title Position	Cursor Position
Callout	Next Button Enabled
Textbox Font & Style	Previous Button Enabled
Next Button Position	Goto Button 1 Enabled
Previous Button Position	Goto Button 1 Target
Goto Button Positions	Goto Button 2 Enabled
Next Button Image	Goto Button 2 Target
Previous Button Image	Textbox Enabled
Goto Button Images	Textbox Text
Frame Rate Setting	Textbox Position
Use Palette Setting	Actual Palette
Cursor Movement Setting	Output file name

Templates are created based on the settings of a chosen frame in the project so when you want to create a template you first have to find (or create) a frame with all the correct settings. Then use menu "File→Save Project Template". This opens the choose dialog where you select what items to save in the template. By default all items are selected. Press OK and a Save dialog will appear to specify the template file name. Templates are by default saved in the "Templates" subfolder in the Wink installation folder.



Later when you want to apply a template to a project (to all the frames) use menu "Project→Apply Template". This will show the template choose dialog. Choose the template file to see a preview of the current project with the selected template. To select which template items to apply you can use the "Choose template items" button.

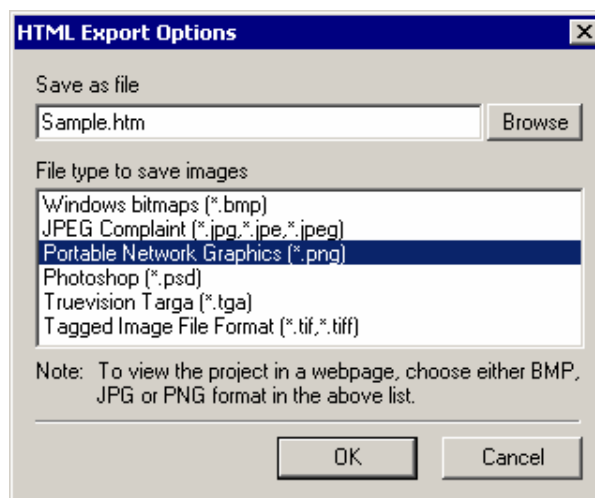


Be aware that all position items from a template are based on the size of the frame image in the original project from which the template was created. So applying a template to a project with different frame sizes may not produce neat results and some elements might even be placed outside the viewable area of the frame if the size of the current project is much smaller than the original project. Templates work best if they are applied to projects with frames of the same size as the project the template is created from.

3.8 Export to HTML, PDF and image files

Wink can export the project to a HTML or PDF file. This gives you an easy way to present the subject to your end users in a format other than the flash presentation. For instance some users may want to print the presentation, which isn't possible with a flash file. If a HTML or PDF file is placed next to the flash presentation on a website the users have more options.

The images in the exported HTML/PDF file will look exactly like the frames in the project and the buttons will still work in both the HTML and PDF format.



To export use menu “File→Export to HTML” or “File→Export to PDF” options and specify the path/filename. When exporting to a HTML file you also have to choose the format used for each image (the images are saved as separate files). *Be aware that you must only use BMP, JPG or PNG formats if you want to be able to see the images in the HTML file.* The other image format options are available for situations where you want to work with the images in other image editors.

The best image format for HTML files is usually Portable Network Graphics (PNG) regarding size and image quality when working with screenshots of programs. If some of the frames in the project contain photos then try JPEG Complaint instead.

If you want to use any of the frames of a project in other programs you can also use the Export as HTML option but just use the exported images in the chosen format and ignore/delete the corresponding HTML file.

3.9 Project Information
















You can get some information about the current project using menu “Project→Information”.

3.10 Preferences

Wink’s preferences can be found in the menu “File→Preferences” where you can specify some general settings for the program.

3.11 Toolbar

Here is a list of all the icons in Wink’s toolbar and what they do.

	Create a new project
	Open an existing project
	Save the active project
	Wink preferences
	Delete the current selection
	Cut the current selection and put it on the Clipboard
	Copy the current selection and put it on the Clipboard
	Paste Clipboard contents
	Move to the first frame in the sequence
	Move to the previous frame in the sequence
	Move to the next frame in the sequence
	Move to the last frame in the sequence
	View/modify the palette for the current project
	View/modify settings for the current project
	Render the presentation from this project with the given options

3.12 Shortcut keys

F3	Project Settings
F4	Program preferences
Ctrl + F4	Close project

F3	Project Settings
F6 / Alt + F6	Switch between thumbnail and work-area panes
Ctrl + F6	Switch between open projects
F7	Render Project
Ctrl + A	Select all elements in a frame or select all frames
Ctrl + E	Edit Textbox
Ctrl + F	Choose Textbox Font
Ctrl + I	Edit Title
Ctrl + L	Choose Callout
Ctrl + N	New project
Ctrl + O	Open existing project
Ctrl + P	Edit Palette
Ctrl + R	Choose Cursor
Ctrl + S	Save project
Ctrl + T	Apply Template
Ctrl + Y	Redo
Ctrl + Z	Undo
Insert	Insert Frames
Delete	Delete
Ctrl + X / Shift + Del	Cut
Ctrl + C / Ctrl + Ins	Copy
Ctrl + Shift + C	Copy Merged
Ctrl + V / Shift + Ins	Paste
Alt + Ctrl + ←	First frame
Alt + ←	Previous frame
Alt + →	Next frame
Alt + Ctrl + →	Last frame

4 TIPS AND TWEAKS

4.1 Screen size of presentations

When creating presentations you should think about what screen resolution the end users are likely to use. If the user views the flash file inside the browser they won't be able to see the entire area if the flash file is the same size as the end users screen resolution. Also the taskbar takes up some screen space. Therefore you should always be sure to record the presentation in a smaller size than the screen resolution the targeted users are likely to use.

For instance if you make a presentation based on the entire screen size and you know that the end users are like to use a screen resolution of 1024*768, then set your screen resolution (temporarily) to 800*600 when doing the capture. Afterwards when editing inside Wink you can return to the normal (larger) resolution because then you will be able to see the entire (or at least most of the) area of each frame, which makes it easier to edit the project.

4.2 How often to capture screenshots

To make presentations look as natural as possible you should take a screenshot each time you have moved the mouse (this is often the hardest to remember), marked something with the mouse or keyboard, opened/closed something with the mouse or keyboard and typed something with the keyboard. In the end some editing of the presentation is necessary to make the flash file look correct.

When the mouse cursor changes to another pointer between the start and end position of a movement (for instance from the normal arrow to a text select pointer) you might also want to take an extra screenshot when the mouse cursor is at the exact position where it has changed to the new pointer.

4.3 Edit multiple frames

One of the cool features of Wink is that you can edit the properties of multiple frames simultaneously. If you select more than one frame/thumbnaill in the sequence the options changed in the properties bar apply to all frames. So you can change the textbox font used in all marked frames and even more interesting when using the advanced properties bar it is possible to align the position of, for instance, the Next button across all selected frames by editing the position values in the properties bar.

4.4 Insert image files into frames

You can insert normal image files into frames in Wink by opening the images in an image browser or paint program, copy the image to clipboard inside this program and then paste it into a frame in Wink. So if you have captured some screenshots in another program it will be possible to insert this into a Wink project and you can also use non-screenshot images like photos.

4.5 How to create more than one textbox in a frame

Normally a frame can have only one textbox but it is possible to achieve the effect of having two or more textboxes by using the Copy Merged option (even though only the 'real' textbox will be editable).

To do this you must select the frame that you would like to have two (or more) textboxes in, temporarily disable all elements except the textbox, choose menu "Edit → Copy Merged", paste the new image into the same frame and enable the previously disabled elements. Then move the textbox and you should now see a copy of it below the original. The copy cannot be changed because it is part of the image. But the original textbox can be edited as needed and you achieve the effect of having two textboxes. To get even more textboxes you will just have to repeat this procedure.

Be aware that if you are currently using a background image/color in the project you will have to remove the background image/color temporarily and add it again afterwards.

4.6 Copy frames between projects

You can open more than one project simultaneously in Wink and copy frames between projects. This way if you have created a project but you forgot to take some more screenshots you can create the remaining screenshots in a new project and copy these frames to the old project.

4.7 Optimize the size of presentations

To optimize the file size of presentations you should **clean** your desktop before capturing screenshots. This also has the advantage that the end users seeing the presentation won't be distracted by other things you might have installed on your computer. Some of the things to clean up are:

- Remove unnecessary icons from the desktop (copy them to a folder to easily get them back).
- Disable wallpaper and use a single color on the desktop.
- In Windows XP set the theme to "Windows Classic" instead of the default "Windows XP".
- Set the title bar of windows to a single color instead of the default gradient.
- Disable the Quick Launch toolbar.
- Close all non-relevant programs (also in the system tray).

If you won't be showing the desktop or taskbar in the presentation some of these suggestions obviously aren't necessary.

4.8 Maximize the space for showing presentations in a browser

To be sure that the end users can see the entire (or at least most of the) presentation area you can disable all the elements that usually show in the browser like the toolbar, address bar, status bar etc. using JavaScript to open the new browser window.

If you have a webpage from which the Wink-generated presentations are showed, add the following script code somewhere inside the <head></head> element of that webpage html source.

```
<script>
function WinkPresentation(file)
{
    window.open(file, 'Wink', 'resizable=1,scrollbars=1');
}
</script>
```

The actual link that will open the html file with the presentation must be added inside the <body></body> element of the html source. For example:

```
<a href="javascript:WinkPresentation('sample.htm');">
    Show sample presentation
</a>
```

In the example above “sample.htm” must be replaced with the name of the html file generated by Wink and “Show sample presentation” should be replaced with the text you want the user to see in the homepage describing the presentation:

4.9 Saving compressed projects

Wink projects can take a lot of space if they have a large number of frames, since all of them are image/video data. When you have finished a project or if you want to send a project to a friend, it is a good idea to save the project using “**File > Save compressed**” menu option. This will compress the project and save. Compressed projects typically occupy 4 times to 20 times lesser space than normal projects. You can compress them further using any zip utility.

Compressing projects and loading compressed projects take a significant time, so use this only when necessary. All samples distributed with Wink are compressed projects.

4.10 URLs of interest

DebugMode homepage – <http://www.debugmode.com/>

Wink homepage – <http://www.debugmode.com/wink/>
DebugMode User Forums – <http://www.debugmode.com/forums/>

5 KNOWN ISSUES

5.1 Buttons in PDF files exported from Wink

When using **Continuous view** in Adobe Acrobat Reader all buttons in a PDF file exported from Wink will go to the page/frame after the actual frame they should go to. The buttons work correct when Adobe Acrobat Reader is setup to the default Single Page view. This is an issue with Acrobat Reader and not Wink and hopefully will be corrected in future releases of Acrobat Reader.

5.2 Flash output sometimes looks garbled with palette

This is due to a bug with the Flash player. You can either render the flash output without a palette, or create another palette with different number of colors to work around this bug.