

Revision 1.2



Users Manual for XO Editor & XO ButtonEd



Welcome to XO

The playback engine **XO Stage** and its companion editing tool **XO Editor** make the creation and viewing of presentations a breeze. Using a combination of Apple QuickTime and Macromedia Flash, the **XO** suite provides an easy way to create professional presentations. The included application **XO ButtonEd** even makes creating the final web content easy.

What is XO?

By linking a series of Macromedia Flash, jpg or gif image slides or even another movie to the timeline of a 'master' QuickTime movie, and automatically incorporating a set of navigation controls, the **XO** software suite brings the creation of powerful and compelling visual media within your grasp.

System/Software Requirements:

Apple Macintosh PPC

QuickTime 5 or better installed

Also recommended:

Video Processing Software (*e.g. QuickTime Pro, Media Cleaner Pro*)

Graphics Creation/Processing Software (*e.g. Flash, Photoshop, PowerPoint*)

Web Creation Software (*e.g. Dreamweaver, Go-Live*)

A serial number is required to run **XO Editor**, it must be entered the first time the program is used.

Contents

Tips for XO Editor Content Creation	2
XO Editor	4
XO ButtonEd	8



Centre for New Media, The Knowledge Media Institute,
The Open University, Walton Hall, Milton Keynes. MK7 6AA.
<http://cnm.kmi.open.ac.uk/projects/xo>

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Tips for XO Editor Content Creation

If you are creating the content that will be used in an **XO** presentation here are some useful guidelines to help you.

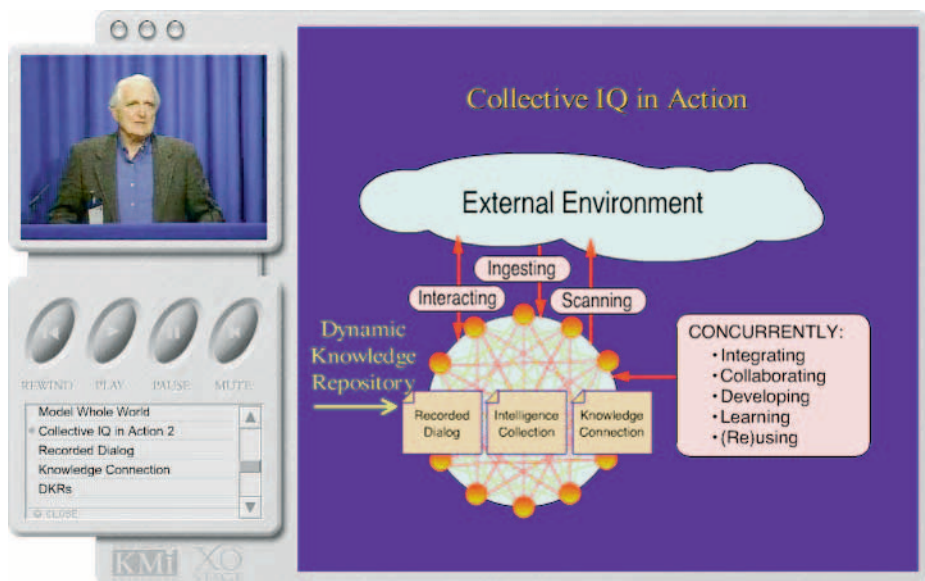
QuickTime Movies

The movies used in **XO** must be in QuickTime format. They can be either streaming or non streaming. They will be displayed at 192 x 144 size in the default **XO Stage** skin, so creating a movie any larger is not recommended. Movies of a different size however will automatically fill the 'movie' area, maintaining the aspect ratio, as they are scaled.

A typical example may use three movies created for different connection speeds when viewing over the web. For example a low data rate version encoded at 33k, possibly sound only with a still frame. A medium data rate version encoded at 56k for the majority of modem users and a high data rate movie for LAN or similar users.

Very high quality movies can also be used for playback from Hard disk, CD or other such storage.

This XO Stage example shows a streaming movie in the top left position, with a Flash 'slide' filling the entire area to the right.



Flash 'Slides'

Macromedia Flash is ideal for creating slides for use in **XO**. Each slide image can be created individually as a separate file, or as a single Flash file containing all the slides required. The single file approach is recommended for web work as all the data is downloaded at the start in the single file, allowing the streaming QuickTime movie to have uninterrupted bandwidth as the presentation plays.

Saving the Flash file

The final file *must* be saved using the 'Export Movie...' option within Flash and then choosing 'QuickTime' as the format. (Note: do not choose 'QuickTime Video', as this 'renders' the Flash's vector graphics creating a large bitmap movie).



Save the file with the option for a 'Standard' controller enabled, as this will be useful when using the **XO Editor**. It will not appear in the final **XO Stage**.

When you come to import a Flash slide movie into **XO Editor**, you will be asked to provide it's frame rate, make a note of it or commit it to memory!

Flash movie size

The ideal Flash movie size is 484 x 424 pixels. Any other size is scaled to this size, maintaining the aspect ratio.

As an example if the original movie is 550 x 400, the width would be reduced to 484, forcing the height to 352. As slides are positioned from the top left in **XO**, a gap would be left between the bottom of the slide and the base of **XO**.

Flash content

One of the great things about Flash is the use of animations, interactivity and variables. These can all be used to good effect within your **XO** slide show. However, as it will ultimately be played back within a QuickTime environment, overly complex Flash with 'sub-movies', loops, complex scripts etc. are probably best avoided. You must at least follow the well publicised guidelines concerning Flash played within QuickTime.

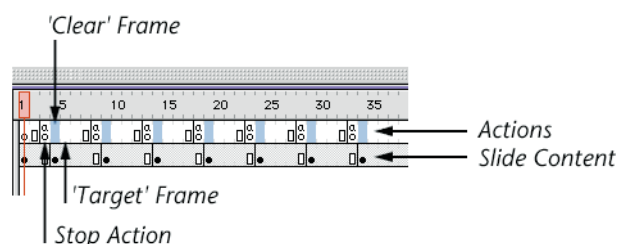
This need not 'cramp' your creativity! Much can be achieved using just the main timeline, also remember the user's processor has to process both the QuickTime movie and **XO** environment as well as any spectacular Flash animations you may come up with!

The Flash timeline

XO monitors the time of the QuickTime movie and when it reaches a pre-programmed point tells the Flash 'slide' movie to 'jump' to the first frame of the next slide. Note: it must 'jump' to a frame number not a label and the slides may be in any order along the Flash movie's timeline.

An example of a Flash file containing multiple slides is shown below. It has a series of static slides regularly laid out along the main timeline. Each ends with a simple stop action, and has a duration allowing each to start on an easily memorable frame number. This just makes the file easier to use later when working in **XO Editor** (5, 10, 15 etc.). Each 'target' frame has a 'clear' frame (clear of action scripts, not graphic content) before it (indicated in blue on the diagram), this is important for better **XO Stage** performance. Note that the 'clear' frame of each new slide, has the new slide's graphics visible on the stage, not the end of the previous slide. For more complex slides, tweened frames and actions etc. should come on or after the 'target' frame.

Simple Flash timeline showing stop actions at the end of each slide. Each new slide begins with a 'clear' frame (i.e. it contains no actions), followed by the target frame.

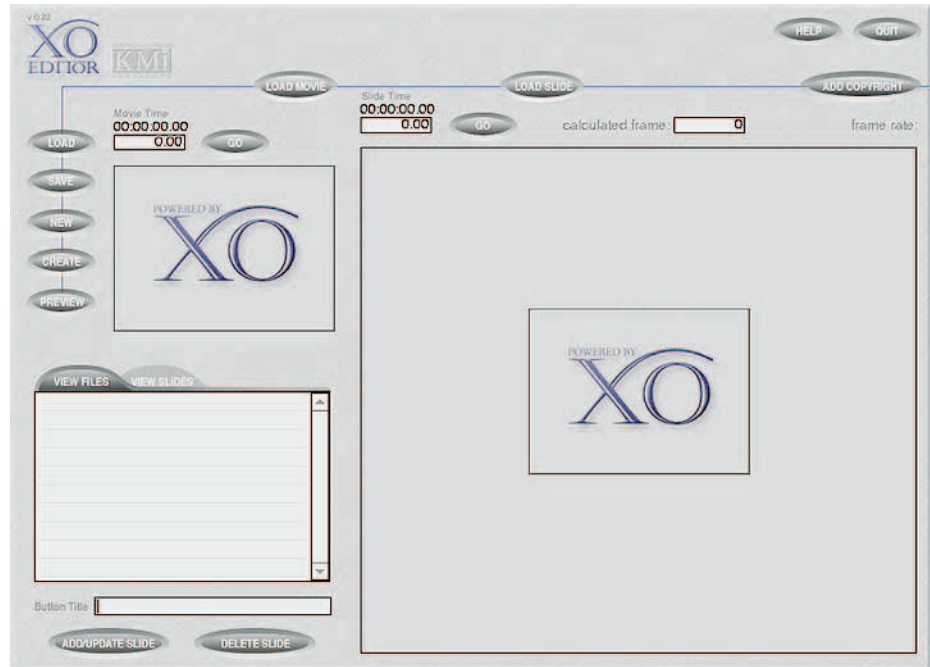




XO EDITOR

Interface Description

The XO Editor as it appears when you first open it.



- Load** This button brings up the load dialogue to load any previously saved **XO** jobs. Navigate until you find the file you want to load. There are two types of file you can load.
1. A file ending in `.xof` which contains the 'working' file data and paths to files you imported. Open this to continue working on an uncompleted project.
 2. A file called `text.txt` that is included when you create a project folder containing the final **XO** Replay. You should only 'tweak' the timing data when using this file, as it contains fixed paths to the 'content' files that have been copied to the **XO** replay folder.
- Save** This button brings up the save dialogue to save the **XO** job you've been working on. Name the file and end it with the extension `.xof` to complete the name. This file contains the slide timing data and paths to any files you have imported.
- New** Start a completely new project.
- Create** If you are creating a new **XO** replay, you will be prompted to select or create and name a new folder in which to assemble all the parts that produce the final **XO** replay. Any movies used will be copied to this folder along with any files required by **XO**. If you are updating a previously 'created' job this just saves over the existing `text.txt` file and leaves the other 'content' files in the **XO** replay folder untouched.
- Preview** Toggle on and off to simulate playback by making the slides change along with the QuickTime movie.



Add/
Update
Slide

Clicking this creates a new entry in the slide list, finally seen as a button 'listing' in the **XO Stage** replay. If a movie time does not already have a listing then a new one will be created, otherwise the existing button data will just be updated.
Enter the caption you wish to appear in the final button list in **XO Stage**, into the *Button Title* input box just above this button. If you leave this box blank the button will not appear in XO Stage but the programming will still take effect. This allows you to have 'hidden' slide changes.

Delete
Slide

Delete an entry in the slide button listing.

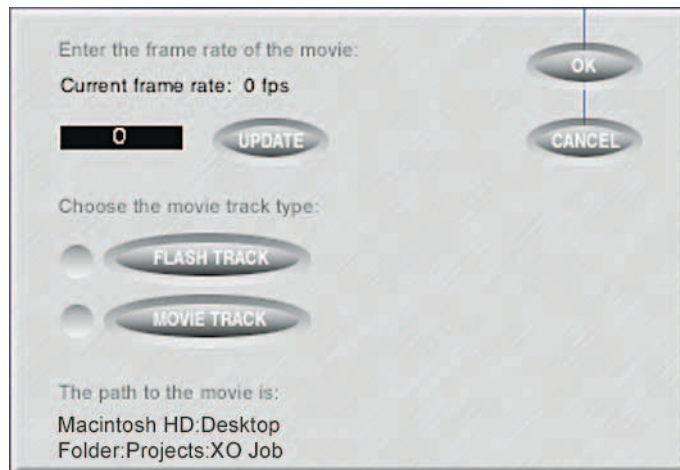
Load
Movie

This will allow you to navigate to the QuickTime movie you wish to use and load it into the **XO Editor**. It is recommended that you only use movies stored on your hard disk for better performance when assembling an **XO** replay. The length of this movie must not be altered once you start, as the correct timing of the slides will be compromised.

Load
Slide

This will allow you to navigate to the QuickTime movie containing a single Flash image, multiple Flash images, a QuickTime movie, or a jpg or gif you wish to use as a 'slide' and load it into the **XO Editor**.

If you try to load a QuickTime movie or a movie containing a Flash track this dialogue box will appear.



If the movie contains a Flash track you must enter the *correct* frame rate in the box and click update. The frame rate for a standard movie is less critical but a value must also be entered (preferably the correct one!). Click either the Flash Track or Movie Track button depending on the type of movie.

If your 'Slide' is a jpg or gif file, the box above will not appear, just navigate to the file and select it. These files must have the appropriate file extension for **XO Editor** to see them.

Add Copyright This opens a screen that enables you to add up to four lines of text that you can use to create an embedded copyright message to the final **XO** replay. It will appear in the final version as it is shown on this screen.



Help You can view a simple help screen within **XO Editor**.

Quit If you've finished with **XO Editor** click this button.

Movie Time Display

This displays the current QuickTime movie time in hours, minutes and seconds. Below this display is an input box where you can type a time in seconds that you wish the QuickTime movie to jump to. Hit the GO button next to it to enter the time.

Slide Time Display

This displays the current slide movie time in hours, minutes and seconds. Below this display is an input box where you can type a time in seconds that you wish the slide movie to jump to. Hit the GO button next to it to enter the time.

Calculated Frame

You can enter the frame you wish a 'Flash' movie to jump to into this input box. Click the GO button next to the Slide Time Display to enter the number.

Frame Rate

This displays the frame rate as entered when the Slide movie was first loaded in to **XO Editor**.

File Listing/Slide Listing

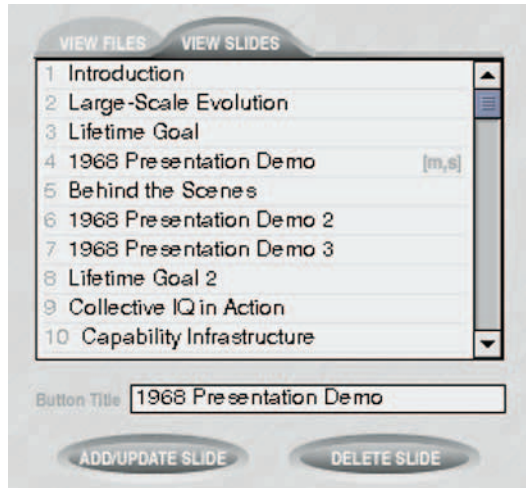
Depending on which tab you clicked on last this area displays either the paths to the 'Slide movies' you have loaded for use with your current project or, the sequence of the programmed slide changes.

If you click on an entry within the 'File Listing', it will be shown in the 'slide' area. Any unused files will not be listed if the **XO** file is loaded at a later date.



The 'Slide Listing' is automatically sorted in time order altering movie time on a button will cause it's position in the list to change. Clicking on a line in the listing will make the movie and slide jump to the programmed time positions as it will do in the final **XO Stage** presentation.

Two indicators [m] and [s] appear to the right of the button caption if the movie and slide respectively, are at the exact time programmed into the button. Use this to check that what you see are the actual times that the button is programmed for.



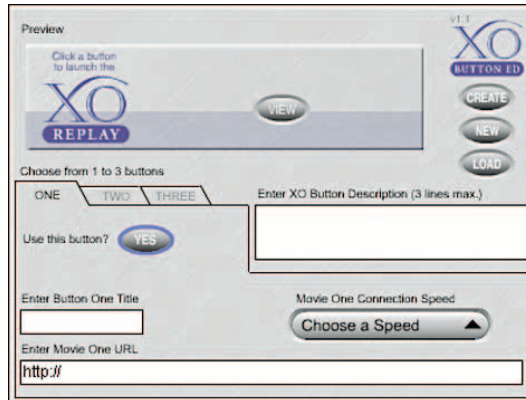
Using XO Editor

1. Load the 'master' movie first as its movie times control the whole replay. If you subsequently change the length of this movie the **XO** replay will not work correctly.
2. Load the movies you need to create the 'slide' content.
3. Position the master movie at the required time to change the slide, using either the slider or time input box.
4. Choose and position the 'slide' movie at the time required using its slider, its time input box, or the frame number input box. An alternative for a multiple slide Flash movie, is to 'play' the movie until it reaches the next stop action and click the 'next frame' arrow twice on the slider bar (once for the 'clear' frame and once for the 'target' frame), this should bring the Flash movie to the correct start frame to the next slide.
5. Enter the caption for the button in the Button Title input box.
6. Click the Add/Update Slide button.
7. Continue by changing the movie time and selecting the appropriate slide to accompany it. If you make a mistake, simply delete the button entry for the slide appearing at that time by selecting it from the list and clicking the Delete Slide button. Alternatively choose from the list of slide buttons and edit the timing, or choose a new slide and click the Add/Update Button.



XO BUTTON EDITOR

If you are going to use your XO presentation on the internet, you can use this application to create a QuickTime button you can include on your web page to launch your **XO** presentation. A sample piece of html code for the button is included in the resources folder of **XO ButtonEd** if required.



Preview This area provides a preview of how the actual button will look on a web page.

Tabs Clicking on a tab allows you to edit the details of the 1, 2 or 3 buttons that you can have on your **XO ButtonEd** button movie.

Use this button? Click Yes or No to use the button.

Enter Title Enter a short caption to appear under this button (for example 33k or 56k etc) about 12 characters max. will fit.

Enter URL Enter the URL to the **XO Stage** version you want this button to launch.

Choose a Speed Choose from a list of standard QuickTime connection speeds for the **XO Stage** version this button will launch (this is the 'master' QuickTime movie's streaming speed in the presentation).

Button Description Up to three lines of text may be typed here as a caption to the button movie.

Create Click to create the final button. Either select or create a new folder, into which the button's QuickTime movie file and a data file called *button.txt* will be saved. These two files must remain together for the button to function properly.

New Start a completely new button movie.

Load Navigate to a previously saved *button.txt* file and reload it for editing.