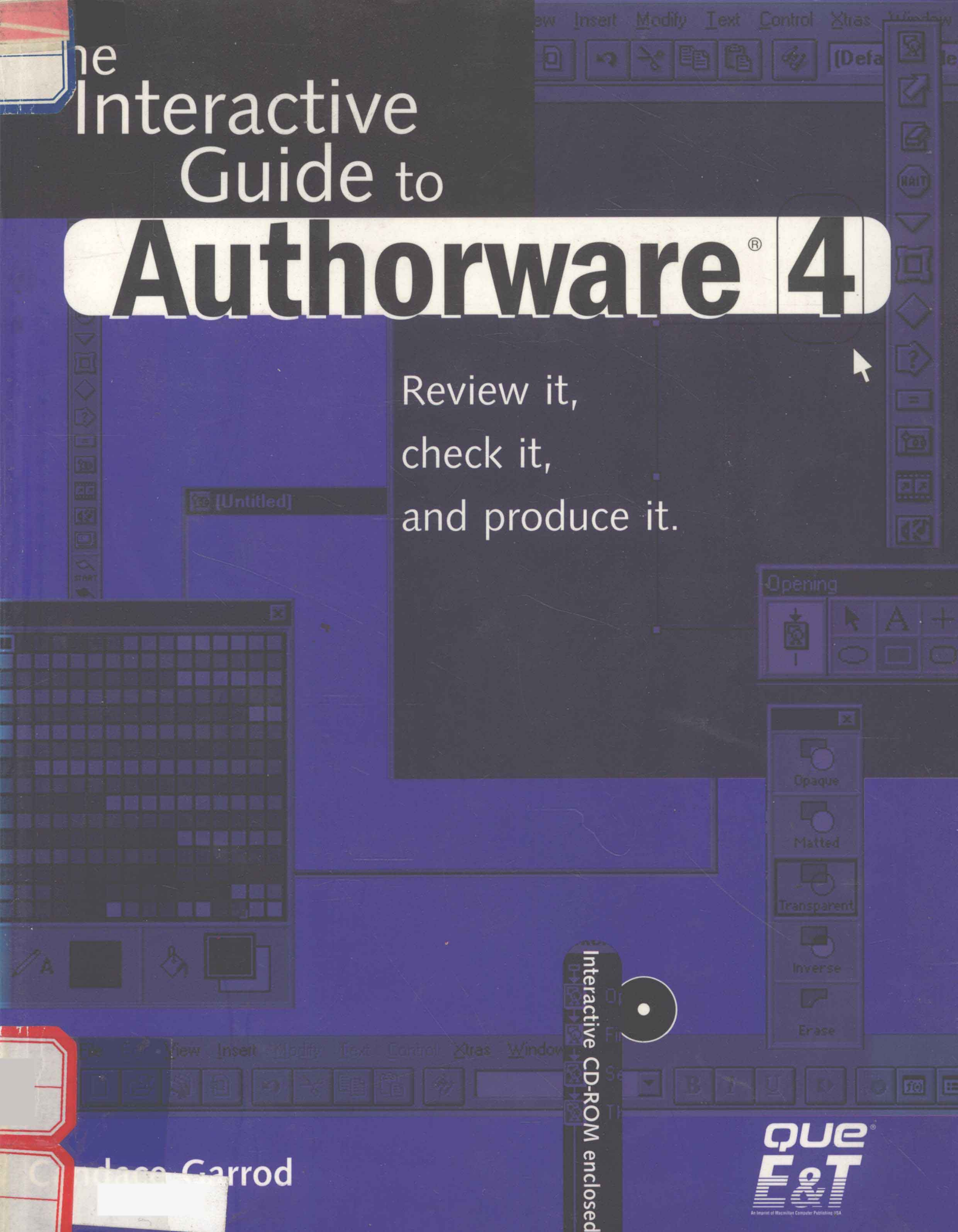
# The Interactive Guide to Authorware® 4

Review it,
check it,
and produce it.




Interactive CD-ROM enclosed

Candace Garrod

que E&T
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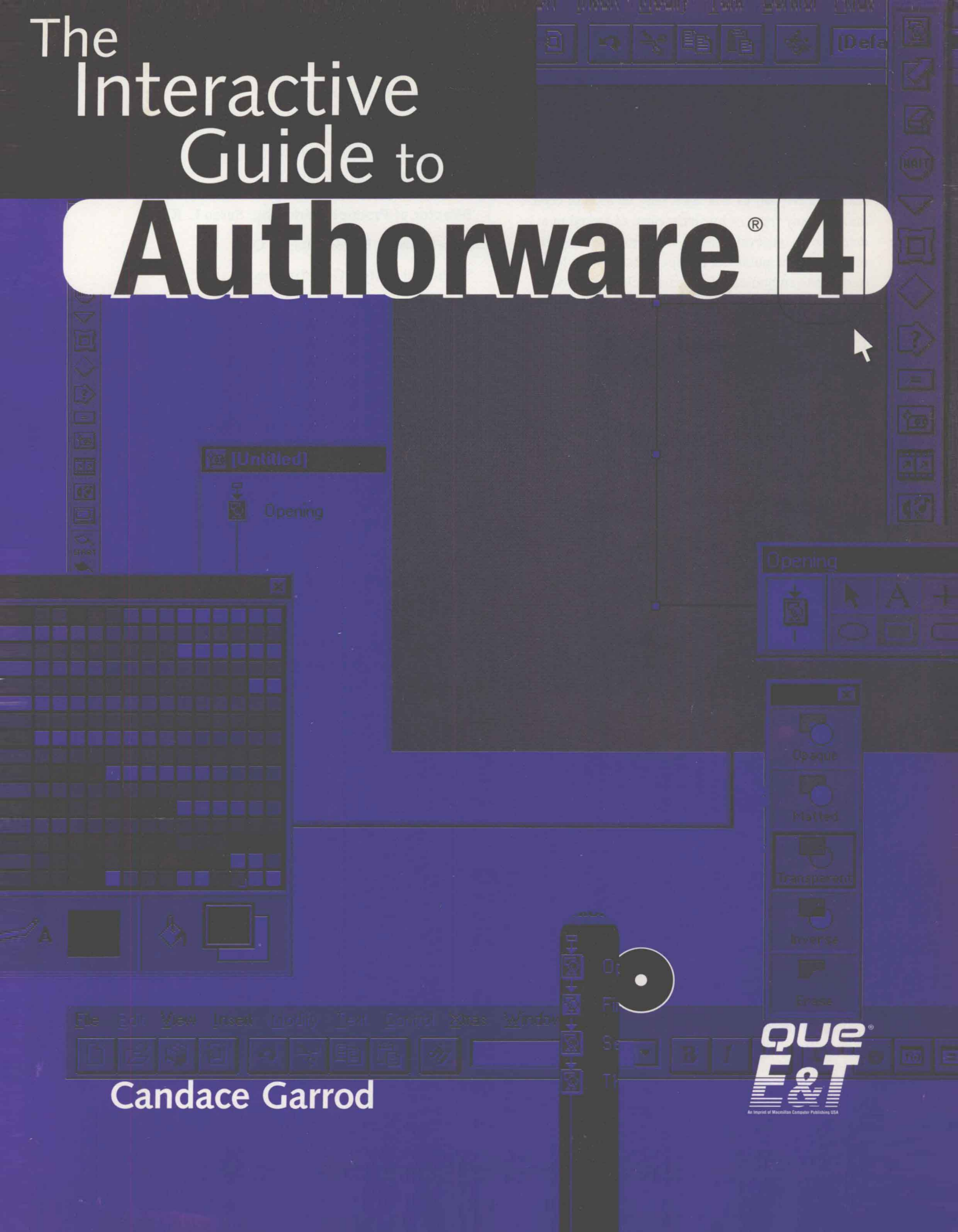


Candace Garrod

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## Dedication

To my husband John who gave up his vacations, weekends, and evenings to read and re-read the manuscript. Thank you to my children, Shelley and Zachary for your patience and understanding.

—Candace Garrod

## About the Author

**Candace Garrod** holds both bachelor's and master's degrees in Technical Education (Computer Science/Computer Programming) and is working on her Ph.D. She is currently a full-time faculty member with Red Rocks Community College in the Computer Science/Information Systems department.

Candace has taken the position of technical training manager, for Computer Training Solutions *2000* during the 1997–1998 school year. This assignment was at the request of Dr. Dorothy Horrell, president of Red Rocks Community College. Computer Training Solutions *2000* is a new branch of the college that addresses the needs of business and industry.

She is also president/general partner of Kaleidoscope Computing. Candace is a Certified Trainer for Macromedia and Allen Communications, in Authorware, Director, Quest, and Designer's Edge.

Candace worked for United Airlines for 17 years as a programmer analyst and computer-based training coordinator. She has extensive background in training/development, multimedia software development, Internet/Web development programming, and systems.


## Acknowledgments

Writing a book has not been a solitary effort. There are a multitude of individuals who played a vital role in the development and production of this book. A special thank you to Jon Phillips, **acquisitions editor**, for his patience, encouragement, and understanding; to Songlin Qiu, **development editor** for her ideas and expertise, and all the other individuals at Que E&T who were instrumental in the production of this book.

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Finally, a special thank you to my family and friends for their understanding when I was unable to share weekends and special events with them. A special thanks to Mom, Bob, and Cheryl for listening to me through the tears and frustrations.




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# Introduction

Easy to learn! There is no need to make the development of multimedia projects complicated. You will soon discover how to develop Authorware projects simply and effectively.

Authorware 4 is a powerful, icon-based development tool. It allows trainers, instructors, students, programmers, artists, and consultants to develop sophisticated multimedia projects.

Authorware 4 is a cross-platform tool that allows you to develop on the Macintosh and Windows platforms. Most exciting, however, is the integration of ActiveX controls and the ability to place and view developed Authorware projects on the Internet and intranet.

*The Interactive Guide to Authorware 4* is designed with step-by-step exercises that guide you through the creation of a variety of Authorware projects.

## From the Author

After 17 years with United Airlines, I was able to pursue my dream, teaching and curriculum development. I truly enjoy the classroom and working with students. While developing countless courses, I sometimes found it difficult to find the right text book. I found myself rearranging chapters and supplementing the material.

In writing this book I have tried to include the methods I have found successful in my classroom. I have also tried to address the concerns and needs expressed by a wide variety of individuals and students from business and industry, in multimedia, and vocational areas.

## What Makes This Book Different

This book provides the user with a detailed discussion on each topic relating back to the chapter objectives and provides a multitude of hands-on exercises throughout every chapter. This book is different in many ways:

- You learn Authorware 4 not only by using the Professional/Educational versions of Authorware, but also by using the Authorware 4 Working Model, which is available on the companion CD-ROM
- A basic step-by-step approach that leads students/readers to the development skills that are advanced enough to be used in the real-world workplace
- Carefully designed tutorials that help you learn Authorware
- Additional software includes Designer's Edge, Flash, and QuickTime

## Key Features of the Book

The fact that you learn by doing is the most important feature of this book. All of the chapters contain essentially the same elements, which are designed to explain the concepts involved in developing Authorware projects and guide students/readers through putting these concepts into practice. The chapter elements are as follows:

- Each chapter begins with a list of objectives. When the student has completed reading the chapter and working through the exercises, the student should have a complete understanding of the chapter materials.
- Each chapter is organized around the chapter objectives with step-by-step exercises. Instructional material is first provided for the student to read; then hands-on exercises reinforce the chapter material.
- Each chapter includes a Chapter Summary. It provides a recap of the information and exercises, which have been covered in the chapter.
- Each chapter includes Review It questions. These questions further reinforce the information and exercises.
- Every chapter includes Multiple Choice and True/False questions. This provides students with the opportunity to test their knowledge and research any problem areas in the chapter.
- Every chapter includes a Short Project and a Continuing Project. The Short Projects provide the student with the opportunity to work through a project related to the material covered in the chapter. The Continuing Project builds on a project, beginning in Chapter 3 and ending in Chapter 12.

- Glossary. Each chapter has a glossary of terms. The terms and a short definition can be found on the CD-ROM.

**Tip**

**Each chapter has tips that provide information on troubleshooting issues as well as Authorware shortcuts.**

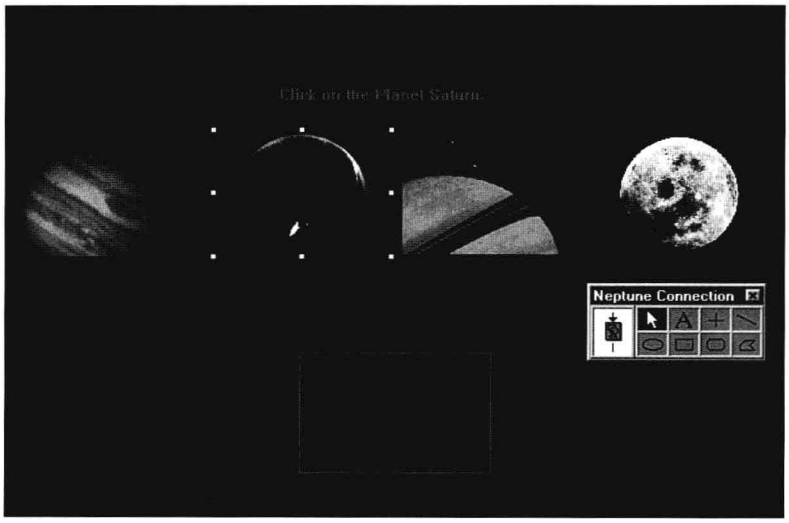
The CD-ROM icons indicate that the student should open the Authorware 4 application or indicate that the exercise is located in the chapter folder on the CD-ROM.

### *A Step-by-Step Exercise Head Looks Like This*

Within each step-by-step exercise head, students have the opportunities to learn to create a project. For example, Screen A shows a screen shot in which a student works with interactions, response symbols, and cursor options.

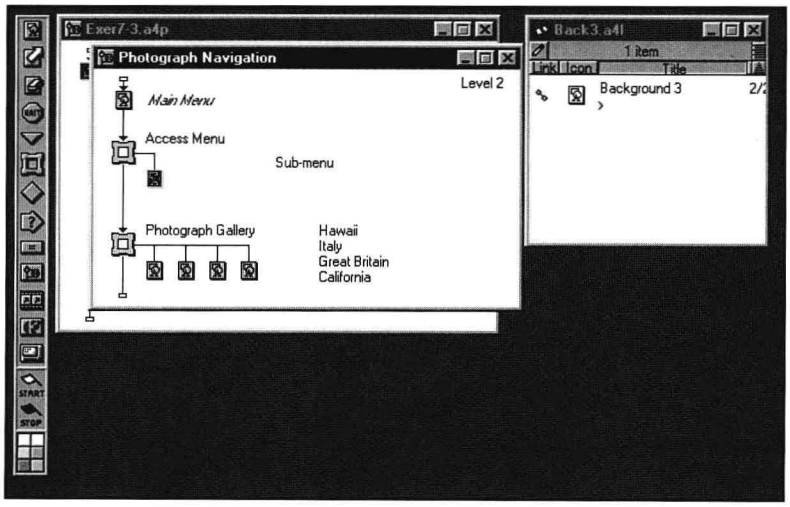
Screen B shows a flowline, which the user builds for a navigation exercise.

Screen C is an example of an ActiveX control exercise.



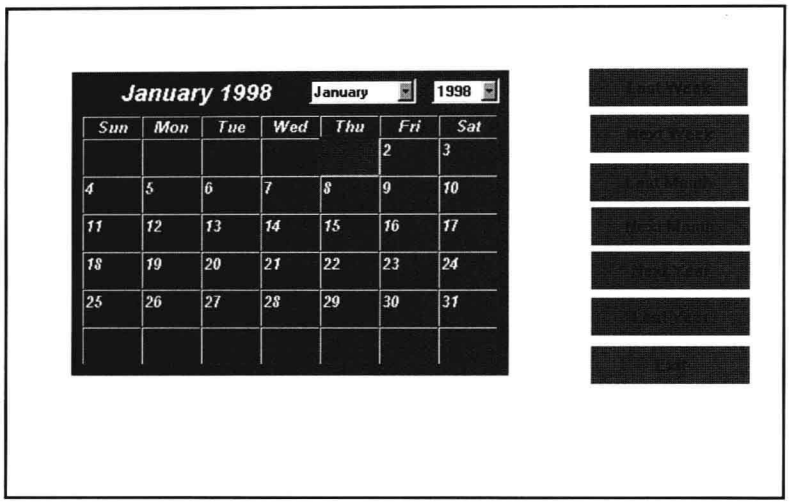

**Screen A**

*When the user double-clicks on the graphic, the toolbox appears and the graphic can be resized or text can be added.*




**Screen B**

*The user builds an access menu, which provides the vehicle to access the Photograph Gallery.*




**Screen C**

*The user accesses the Button Editor in order to import buttons for the ActiveX Calendar Control.*

## How This Book Is Organized

This book is arranged into four parts

- Part I: "Getting Started with Multimedia and Authorware"
- Part II: "Presentation, Interactions, and Navigations"
- Part III: "Advanced Authorware Concepts"
- Part IV: "Xtras, ActiveX, Shockwave, and Packaging"

There are also five appendixes that include Windows shortcut keys, Macintosh shortcut keys, troubleshooting and Authorware 4.02 updates, Authorware system functions, and Authorware system variables.

### Part I: Getting Started with Multimedia and Authorware

Part I focuses on an overview and discussion of multimedia. It also includes hardware and software requirements for Authorware 4, the Multimedia development cycle, new features of Authorware 4, installation instructions for the Authorware 4 Working Model, and a discussion on Authorware components.

### Part II: Presentation, Interactions, and Navigations

Part II walks you through the building blocks for an Authorware project, a detailed discussion of all the icons and flowline, an inclusive list and explanation of the interaction types with hands-on exercises throughout the chapters. Techniques are provided for building and integrating navigations into your project.

### Part III: Advanced Authorware Concepts

Part III builds on the knowledge you gained in Part II, with the integration of libraries and models for developing your projects more efficiently. Additionally, you work with system and custom functions, as well as variables, and work with tracking and performance concepts.

### Part IV: Xtras, ActiveX, Shockware, and Packaging

Part IV focuses on the final stages of working on an Authorware project. You work with Xtras and a new feature, in Authorware 4 ActiveX controls. Additionally, working with packaging and distribution of your project should not be left until the end. Steps for packaging, shocking, and downloading your project to the Internet are also included.

### Appendixes

There are five appendixes included with the book. Appendix A is a complete list of Windows shortcut keys; Appendix B, Macintosh shortcut keys; Appendix C includes troubleshooting and Authorware 4.02 updates; Appendix D includes a list of all Authorware system functions and a short description of each; and Appendix E covers all Authorware system variables with a short description of each.

## Supplements

Que E&T provides outstanding teaching and learning resources to instructors and students who are using *The Interactive Guide to Authorware 4*.

### CD-ROM

The accompanying CD-ROM provides the user with an Authorware 4 Working Model, QuickTime, Flash, Xtras, Shockwave with Afterburner, ShowMe, Designer's Edge, chapter folders, and glossary.

#### *Chapter-by-Chapter folder*

The CD-ROM also includes a chapter folder for each chapter. Included in the folder are all the completed exercises. In the Chap01 and Chap02 folders, there are completed student projects. The folder also contains all the graphics, sound, and buttons necessary for completing the chapter exercises.

#### *Glossary*

The glossary contains the terms and definitions for each of the terms found in the chapter.

### Instructor's Manual

If you have adopted this text for use in a college classroom or training facility, you will receive upon request, an Instructor's Manual on a CD-ROM at no additional charge. The Instructor's Manual includes solutions to the end-of-chapter exercises; chapter overview/outline; teaching tips; notes/worksheets for students; example syllabus; testbank, and individual/group assignments.

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