# Hollywood Designer 4.0

Unleash your creativity

**Andreas Falkenhahn**

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# 1  General

## 1.1  Introduction

Hollywood Designer is the high-end WYSIWYG (what you see is what you get) presentation editing software for AmigaOS and compatible operating systems. You can create amazing presentations with just a few clicks and they will be shown with Hollywood then. You can also save your presentations as stand- alone executables for AmigaOS3, WarpOS, MorphOS, AmigaOS4, AROS, Windows, Mac OS X (Intel as well as PowerPC, requires at least Mac OS X 10.4) and Linux (PowerPC & Intel). All data files and all fonts that your presentation uses can be automatically linked into this executable so that you have your whole project in just a single program file which you can then distribute via the Internet or on a USB flash drive, for instance. Alternatively, presentations can also be saved as AVI videos. It just doesn't get easier!

Hollywood Designer has everything you would expect from a modern multimedia application: Many colorful icons, images and toolbars, extensive online help system, thumbnail view, undo/redo, context menus, recent menu, clipboard usage, keyboard control and a completely localized interface. It uses a slide-pased presentation concept, which means that your project consists of as many slides as you want and each slide consists of as many objects as you want. Objects are for example texts, animations, brushes and graphics forms. It has a powerful layout window where you can easily drag, scale and rotate all objects using the mouse. Everything is implemented in a WYSIWYG way.

The program supports bitmap, color, Intelli and TrueType fonts for your texts. You can edit your text objects by using the powerful integrated text editor or you can import texts from external files into Hollywood Designer. Clipboard text import and export is also supported of course. There are many text formatting possibilities like bold, italic, underlined, shadow and outline text which can be used. Of course the shadow and outline style can be configured to fit your needs. You can also specify the text alignment (left, right or centered). Automatic wordwrapping is supported by Hollywood Designer as well as the possibility to use anti-aliased text objects. You can also use the platform independent font engine which ensures that TrueType fonts look exactly the same on every system.

You can use brushes and animations to create absolutely unique presentations. 24-bit transparency is supported for both types. You can also scale brushes to your desired size and you can rotate them. You can also work with brushes that have an alpha channel. Hollywood Designer can insert many graphics forms into your presentations like rectangles, ellipses, pie slices, lines, polygons or one of the many pre-defined auto forms (arrows, bubbles, stars, explosions and many more!). Of course all objects can be freely scaled and rotated. You can configure the shadow and border settings, transparency, tint color, and the fill style for these objects as well as some other attributes like round edges for rectangles and line thickness. Anti-aliased drawing is fully supported on all systems. You can choose colors from a pre-defined palette of popular colors or you can mix your own colors in the powerful color manager. Hollywood Designer is a complete 24-bit application that can display every single color of the 16.7 million possible colors.

It is also possible to embed video clips in your presentation. These video clips can then be controlled using action events. For example, it is possible to start, stop, pause, resume, and seek video objects from action events.

Hollywood Designer supports all plugins that are recognized by Hollywood itself. That way it is possible to load SVG images into Designer as well and it is possible to use real vectorgraphics if you have the appropriate Hollywood plugin installed.

Every object and every slide can be displayed with a transition effect. You can choose from a massive palette of over 150 different transition effects which are partly very impressive. You can use cool fly-on effects for your objects like sine wave fly-on, curved fly-on or bounce fly-on. You can also remove your objects from the display with transition effects! An unlimited number of transition effects can run at the same time which can be used to create stunning presentations. Furthermore, you can apply over 20 filter effects like blur, sharpen, grayscale, invert, solarize, and much more to all of your objects on the fly.

Hollywood Designer supports a global timeline which can be used to schedule the presentation of the single pages in every project. You can assign a timestamp in milliseconds to every page and Hollywood Designer will display it when exactly this time position has been reached. This is perfect for synchronizing a presentation to music, for example.

Hollywood Designer can play sound samples, streams, and Protracker modules when a page or an object is displayed. You can modify the pitch value, volume, panning and loop settings of sound samples. Samples are loaded through datatypes so that you can use almost every format you want, 8 or 16-bit, mono or stereo. Hollywood Designer supports them all. MP3s are supported too, of course. Additionally full channel mixing is supported which means that you can play as many sounds as you want at the same time. And also Protracker modules can be played at the same time as sound samples. Audio support is implemented fully retargetable through AHI.

You can also use the program to create interactive presentations, e.g. you can add menus to your presentation that query user input and react on it. This allows you to create complete multimedia applications like front-ends or disk magazines. Every object can be used as a button that monitors several events like mouse over, left mouse or right mouse click. If an event occurs, you can define many actions to take, e.g. show/hide other objects, play sounds, start programs, switch page, quit presentation, open URL and more. Over 40 different action events are supported!

Advanced users who are familiar with the Hollywood script language can also embed their own Hollywood code in the presentation. Every object and every page has the option to execute custom Hollywood code to make the presentation even more unique. Hollywood code can be easily edited within Hollywood Designer and there are such helpful tools like syntax checking, online reference and import/export of code.

With Hollywood Designer it is also extremely easy to create multilingual projects because all objects in a Hollywood Designer project can have multiple states depending on which language is currently active. This makes it very easy to maintain multiple languages in just a single project. It just doesn't get any easier!

Your presentation can be displayed in a window or on a full screen for a very refined look of your work! Hollywood Designer comes with an automatic scaling engine that can promote your presentation to any resolution you want. So even if you designed your presentation in 800x600 resolution, Hollywood Designer can still display it in e.g. 1600x1200 by automatically adapting all objects to this new resolution. All vector based objects like texts and forms will look perfectly crisp in the new resolution because they can be scaled without any

quality loss! Hollywood Designer is just the ideal tool for all your presentation needs on your Amiga or Pegasos.

## General:

- State-of-the-art GUI allows you to design your presentations
- Uses the popular slide-based presentation concept
- Create presentations with a few clicks
- Thumbnail view of all slides
- Easy to use layout part which allows you to drag, scale and rotate objects
- Modern interface design with many colorful icons, toolbars and big images
- Fully WYSIWYG compliant
- Global timeline for perfect presentation timing
- Support for Undo/redo and clipboard usage
- Extensive online help interface for all dialogs
- Hollywood Designer is completely localized
- Many context menus for easy access to all popular functions
- Modern project managament with a data manager to organize your project files
- Save your presentations as AmigaOS 3, AmigaOS 4, WarpOS, MorphOS, AROS, Windows, Mac OS X, or Linux native executables!
- All data files and fonts can be linked automatically into the executable
- Every presentation can also be saved as a Hollywood script
- Presentations can be saved as AVI videos
- Fully keyboard controllable
- Presentations can be shown in window and full screen mode
- Multiple languages can be maintained in just a single project
- Inbuilt scaling engine allows promotion of presentation to any screen mode

## Slides & Objects:

- Add rectangles, ellipses, pie slices and polygons to your slides
- Support for lots of auto forms (arrows, bubbles, stars, explosions etc.)
- Customize your auto forms through draggable hot spots
- Choose from many different object fill styles
- Each object can have its own style setting (transparency, tint, shadow, border)
- Objects can be displayed and removed with a transition effect
- Every object has its own layer and can appear behind other objects
- Objects can also execute your own custom Hollywood code (for advanced users)
- Objects can also be hidden and grouped with the page background
- Full 24-bit transparency support for brushes and animations
- IFF anim and GIF anim are supported
- Support for brushes and animations with alpha channel

- Videos can be embedded into your presentations
- Unlimited number of anims can run at the same time
- You can use color, bitmap, intelli and truetype fonts
- Create formatted text with border and shadow
- Different text styles are supported for every font type
- Over 150 transition effects can be used for all objects and pages
- Multiple transition effects can run at the same time
- Objects can be scaled to any size and freely rotated
- Slides can have a gradient, image, color or texture background
- Slides can be exported as single pictures too
- Rectangles with round edges and thick lines can be used
- Cool fly-on effects with sine wave, curves, bounces, etc.
- Anti-aliasing support for all object types
- Over 20 filters for all objects (blur, sharpen, sepia-tone, gamma correction...)

### Sound:

- Play sound samples, sound streams and Protracker modules
- MP3 playback fully supported
- Adjust the pitch, volume, panning and looping of samples
- Audio playback fully retargetable through AHI
- Sound samples are loaded through datatypes
- Support for 8 and 16-bit samples
- Play virtually any number of samples at the same time
- Sample size is not limited

### Interactive presentations:

- Every object can act as a button so you can create interactive presentations
- Objects can catch mouse over, left mouse and right mouse click events
- Over 50 action events (e.g. show or hide other objects, play sounds, start programs, quit presentation, skip page...)
- Custom reactions for events are also possible with Hollywood code (for advanced users)
- Pixel-exact collision detection possible
- Custom mouse pointers can be used
- Designer presentations can listen to keyboard events and react accordingly
- Use Hollywood Designer to create your diskmags, front-ends or games!

## 1.2 Terms and conditions

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This software uses the pixman library. See Section A.5 [Pixman license], page 96, for details.

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Hollywood Designer uses TextEditor.mcc custom class by the TextEditor.mcc Open Source Team. See Section A.6 [LGPL license], page 97, for details.

Hollywood Designer uses the NList custom classes by the NList Open Source Team. See Section A.6 [LGPL license], page 97, for details.

The Amiga versions of Hollywood Designer use codesets.library by the codesets.library Open Source Team. See Section A.6 [LGPL license], page 97, for details.

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THE POSSIBILITY OF SUCH DAMAGES.

## 1.3  Requirements

## Minimum requirements:

- Kickstart 3.0 (V39)
- AmigaOS(tm) 3.0
- 68020 CPU
- Screen mode of 640x480
- a graphics board with CyberGraphX or Picasso96
- 16 megabyte RAM
- Hollywood 5.0 or better

## Recommended system:

- Kickstart 3.1 (V40)
- AmigaOS(tm) 3.9
- 68040 CPU
- 32 megabyte or more Fast RAM (the more the merrier)
- Screen mode of 800x600 or better

## Software requirements:

- MUI 3.8 by Stefan Stuntz
- TextEditor.mcc MUI class by Allan Odgaard
- NList.mcc MUI class by Gilles Masson (not on MorphOS)
- PNG and JPEG datatypes
- codesets.library

## 1.4  History

Please see the file 'history.txt' for a complete change log of Hollywood Designer.

## 1.5  Future

- inbuilt picture processor
- more format styles
- import of Scala scripts
- grouping of objects
- support for TABs

If you have nice idea, what shall be implemented, feel free to drop me a mail.

## 1.6 Frequently asked questions

This chapters answers some frequently asked questions. Please read it before submitting bug reports, because your problem might be covered here already.

**Q: How can I switch between windowed and full screen mode while the presentation is running?**

A: Simply press the AMIGA+RETURN hotkey.

**Q: How do I hide the presentation while it is running?**

A: Click on the appropriate button in the window's title bar, or if the presentation is running full screen, you can also press the AMIGA+h hotkey.

**Q: How do I pause a running presentation?**

A: Use the SPACE key.

**Q: How do I skip between pages in a running presentation?**

A: Use the left and right cursor keys.

**Q: How can I quit a presentation?**

A: Use Escape or CTRL-C.

**Q: How can I exchange the icons that Hollywood Designer creates for every new project?**

A: You can change these default icons by editing the configuration file "Icons.ini" which is inside the directory where Designer was installed.

**Q: The sound Hollywood outputs is distorted. What is wrong there?**

A: Check your AHI settings. You will have to set the master volume in your AHI advanced settings to "With Clipping". If this does not help, try to reduce the master volume in the project properties. You should also turn off the echo and surround modes if there are any sound problems. Also make sure that you have set the frequency for your sound driver correctly. It should be at least 22050 Hz.

**Q: What can I do if Hollywood Designer says "Out of memory" ?**

A: Get more fast memory.

**Q: I have found a bug.**

A: Please contact me.

## 1.7  Credits

The Hollywood Designer was written by Andreas Falkenhahn. The project was started on 12th of July 2003. Development was done using SAS/C 6.58 for the 68k and GCC 4.4.4 for the MorphOS version. Additionally the following tools were used for development: Cubic IDE, Directory Opus 4, PPaint 7, MuForce, CyberGraphX 4, MUI. Main development was done on an A1200 with a Phase5 Blizzard PPC 603 200Mhz with 68040 CPU as well as a Phase5 Bvision PPC graphics board and 82 megabytes of RAM.

Starting with Hollywood Designer 2.0, development is completely done on MorphOS on a Pegasos 2 with 1Ghz G4 CPU now.

Hollywood Designer has been extensively tested under CyberGraphX 3 and 4, Picasso96, AmigaOS4, MorphOS, DraCo, Amithlon and of course under WinUAE. The program will in no way access the hardware directly. It was programmed to respect the system guide lines and it only uses system-friendly functions.

I have to thank the following persons: Torgeir Vee, Grzegorz Kraszweski, Martin Blom, Tomasz Wiszkowski, Kimmo Pekkola, Olaf Barthel, Thomas Richter, Christoph Gutjahr, Jean-Yves Auger, Ralph Schmidt, Detlev Würkner, Stephan Rupprecht, Frank Mariak, Steffen Häuser, Jacek Piczczek, Jens Langner, Thore Böckelmann, Christoph Poelzl, and Timm S. Müller.

Beta tests were done by Torgeir Vee, Christoph Poelzl, Christoph Gutjahr and Telemar Rosenberger.

If you want to contact me, here is my address:

Andreas Falkenhahn
An der Trift 2
36132 Eiterfeld-Arzell
Germany

Email: andreas@airsoftsoftwair.de
WWW: http://www.hollywood-mal.com

# 2 Publishing your projects

## 2.1 Important information

If you want to publish your presentation, make sure that you compile it first!

**You are absolutely not allowed to include the Hollywood interpreter in your package!**

You may only distribute your presentation in one of the following formats:

- as an executable compiled with the Hollywood compiler
- as sourcecode but without including the Hollywood interpreter

**The Hollywood interpreter is a commercial program which must not be distributed in any form. Please remember that.**

If you want to publish your presentation, you have to make sure that you either compiled it to an executable or you are only distributing the sourcecode of your presentation (this will require the user to own the Hollywood interpreter then!)

Please also remember to inform your users what the requirements of your compiled script are. Have a look at the requirements chapter of your Hollywood documentation to find out what Hollywood needs. The user will need all libraries that Hollywood needs. If you use JPG, GIF or some other format in your script, the users will need the appropriate datatypes for instance. If your presentation uses sound, the users will need AHI installed.

Also, do not forget to include all the data that your presentation loads. This includes all fonts that your presentation uses.

Make sure that you compile your presentation for the right platform! If you compile your presentation only for WarpOS, it will not run on MorphOS or Amiga emulations like Amithlon or WinUAE! The best idea is to compile your presentation always for AmigaOS Classic (68k). Then it will run on every Amiga with Kickstart 3.0, on MorphOS and also on Amiga emulations.

You should also include the Settings tool which comes with your Hollywood distribution. It is located in the tools drawer in your Hollywood installation. Just copy the tool to your compiled presentation's directory and adapt the tooltypes and your users can control your compiled presentation very easily through a MUI GUI.

# 3 Conceptual overview

## 3.1 Pages and objects

Hollywood Designer uses a model which consists of pages with objects. Your project consists of an unlimited number of pages, that consist of an unlimited number of objects. An object can be, for example, a text, a circle or an animation. Objects are the elementary parts of every presentation done with Hollywood Designer: You can play sounds through objects, you can execute custom code through objects and they are also used to supervise all events.

Every object has its own layer and therefore it must be graphically displayable. That is why there are no sound objects or code objects but only graphics objects with sound and/or graphics objects with code. If you just want to play a sound, you will have to do this through an object which has to be displayable. An exception is the action object. This is a special object which is not a real layer object but just an object that contains a number of action events which it executes.

All objects of a page are displayed in the object manager. The object manager provides you always with a complete overview of your currenz page. Additionally it shows the layer positions of all objects: The top most object is the lowest layer, because it will be shown first, and the bottom most object is the highest layer, because it will be shown last. If Hollywood displays a new page, it will show each object one after another (background objects are an exception; they are already there right from the beginning) from the top to the bottom. Therefore the objects which are at the bottom of the object manager are the front most layers.

The pages of your project are displayed in the page manager. You can view all pages by selecting their entry and you can also make any changes and change the positions of the pages.

Hollywood Designer was concepted in a way that it needs to have all external data files in your project's drawer. This was made because it is much easier for you now to move your object from one place to another. You always have all data files together with your project.

## 3.2 Page types

There are four different types of pages:

1. Picture: The page background is a picture, which will be loaded from your harddisk.
2. Blank: The page background is empty and will be filled with a color (e.g. black).
3. Pattern: A texture will be used to fill out the whole background.
4. Gradient: The page background contains a color gradient.

## 3.3 Object types

There are ten real and one fake object type. The ten real types are animation, video, ellipse, line, arc, auto form, polygon, brush, text and rectangle. The fake object type is the action object. In contrast to the real object types, the action object is just a collection of action events and has no visual representation. You can use the action object to show and hide other objects, open URLs, change the mouse pointer, and much more.

## 3.4 Object display modes

The way how objects are displayed depends on which display mode they have. Hollywood Designer offers three different display modes: Background, Simple and Effect. The mode "background" is an exception because objects that use this mode will be showed together with the page regardless on which position they are in the object manager. All backgrounds objects are visible as soon as their page is visible. But they still keep their layer positions. An object of the type "background" can be in front of an other object, if that other object is above the background object in the object manager. The display mode name "background" just stands for the fact that the object will be displayed together with the page and forms the page background. But it does not necessarily have to be behind the other objects!

The other display modes are "simple" and "effect": These objects will be shown when they it is their turn. When Hollywood prepares a page created in Designer, it iterates through all objects in the page and shows them one after another. Objects with the display mode "simple" will be displayed normally and objects with the display mode "effect" will be shown with a transition effect. Objects of the display mode "background" are already there at this point, because they were displayed with the page already!

There are some restrictions for objects that use the display mode "background": Because they are already there at the beginning, they cannot play any sound and they cannot have a delay option. Also it is not possible to create code with background objects.

# 4 GUI elements

## 4.1 Layout dialog

The layout dialog window is the heart of Hollywood Designer. This is where you will create each single page. The layout dialog consists of a big designer part, two toolbars and a status line display at the bottom of the window.



Using the designer part is really easy: Select an object by clicking onto it. Now the object will be highlighted and it will also be shown in the object manager as the active object.

You can then use the little boxes around the object to change the size of the object. Just click them and then drag them to the desired size. If you click on a selected object, the boxes around the object will change to little circles. By dragging the object along these little circles you can rotate the object. After you have rotated the object, click on it again and you are back in scaling mode with boxes at the object's corners.

Text objects can currently not be rotated but you can set the wordwrapping width of the text object by dragging it to the desired size. Hollywood Designer is in word-wrapping mode when the small boxes at the corners of the object are connected with lines.

If you double click an object, the properties of it will be popped up. If an object is selected, you can grab it with the mouse and move it to a new position. You can also move the

object using the cursor keys. This allows you to position the object very exactly. If you hold down the shift key while pressing a cursor key, the object will be moved faster.

If you click the right mouse button on an object in the layout dialog, a context menu will appear which allows easy access to all object configuration functions. The same applies to right clicks onto the page: This will pop up a context menu with quick access to all page functions.

The status line displays the following information (from left to right):

'Page <current page>/<total pages>'

        This text shows the number of the active page as well as the total number of pages in your project. If you opened page 5 and your project has 10 pages for example, this status text will be set to "Page 5/10".

'X/Y'        These fields show the position of the currently selected object. If you have not selected an object, nothing will be shown here.

'Width/Height'

        These fields show the dimensions of the currently selected object. If there is no active object, nothing will be shown.

'Angle'        This field shows the rotation angle of the currently selected object.

'Mouse'        This field shows the position of the mouse points. The x-coordinate is shown first, followed by the y-coordinate.

'Object name'

        If the mouse pointer is over an object, its name will be shown here. Additionally you can move the mouse pointer over the icons in the toolbar and their functions will also be displayed here.

The left side toolbar offers the following functions (from top to bottom):

'New page'  Click on this tool, to add a new page to your project.

'Page properties'

        Click here, to pop up the properties of the current page.

'New brush'

        This tool adds a new brush to your page. You will be prompted to select a graphics file.

'Line tool'

        You can use this tool to create a new line object on your page. Use the crosshairs to set the start vertex of your line. Now hold down the left mouse button and release it over the vertex that shall be the end of your line.

'Rectangle tool'

        You can use this tool to create a new rectangle object on your page. Use the crosshairs to define a start point and then hold down the left mouse button and release it when the rectangles fits your desired dimensions.

'Ellipse tool'

        You can use this tool to create a new ellipse object on your page. Use the crosshairs to define the center point of the ellipse and then hold down the left mouse button and release it when the ellipse fits your desired dimensions.

‘Arc tool’   You can use this tool to create a new elliptic arc object on your page. Use
             the crosshairs to define the center point of the arc and then hold down the left
             mouse button and release it when the ellipse fits your desired dimensions.

‘Autoform tool’
             You can use this tool to create a new autoform object on your page. Use the
             crosshairs to define the start point of the form and then hold down the left
             mouse button and release it when the ellipse fits your desired dimensions.

‘Polygon tool’
             You can use this tool to create a new polygon object on your page. Add as
             many points as you wish to your polygon and then click on the start point to
             close it.

‘New text’   Use this button to add a new text object to your page. If you click here, a
             new dialog will be opened that allows you to enter text and configure the font
             settings.

‘New animation’
             This tool adds a new animation to your page. You will be prompted to select
             an animation file.

‘New video’
             This tool adds a new video to your page. You will be prompted to select a
             video file.

‘New action’
             This button adds a new action object to your page. The action object will be
             empty and you can add action events to it.

‘Object properties’
             Click here, to pop up the properties of the active object. This button is only
             enabled, if an object is active.

‘Object to front’
             This button moves the object one to the front, this means that it will be moved
             one step down in the object manager. This button can only be used if an object
             is selected and if this object is not the front most object.

‘Object to back’
             This button moves the object one to the back, this means that it will be moved
             one step up in the object manager. This button can only be used if an object
             is selected and if this object is not the top most object in the object manager.

‘Edit transition FX’
             If the display mode of the active object is effect mode, then you can click on
             this tool and it will open the transition FX dialog, which you can use to choose
             an effect for the object.

‘Delete’     If you click this tool, the active object will be deleted.

‘Color’      This gadget displays the currently selected color. All objects which you add
             to your page will be of this color. If you change this color and an object is
             selected, the color of the object will be changed, too.

The upper toolbar offers the following functions (from left to right):

'`New project`'
>    Click here to create a new project. If there is already a project opened, it must
>    be closed first. This button will open the New project dialog window.

'`Open project`'
>    This button opens a file requester that allows you to load a new project from
>    disk.

'`Save project`'
>    Saves the current project.

'`Close project`'
>    Closes the current project.

'`Undo`'      Undoes the last operation.

'`Redo`'      Redoes the last undone operation.

'`Cut`'       Cuts the active object and puts it in the clipboard.

'`Copy`'      Copies the active object and puts it in the clipboard.

'`Paste`'     If there is an object in the clipboard, you can insert it into your page by clicking
>    this button.

'`Show presentation`'
>    Click this button to make Hollywood show your project. It will be shown from
>    the first page on.

'`Show active page`'
>    Click this button, to start the presentation at the active page. This is useful if
>    you just want to do a quick check, if your page looks like you want it and you
>    do not want to view the whole other pages first.

'`Previous page`'
>    Click this button and Hollywood Designer will skip to the previous page. If
>    there is no previous page, it will skip to the last page in your project.

'`Next page`'
>    Click this button and Hollywood Designer will skip to the next page. If there
>    is no next page, it will skip to the first page in your project.

## 4.2  Page manager

The page manager lists all pages, that are in your project. The pages are sorted ascendingly:
The first page is on the top of the list and the last page is on the bottom of the list. If you
select a page by clicking on its entry, the page will be loaded into the layout dialog where

you can modify it. If you create a new page, it will always be inserted after the currently active page.



The page manager is split in six columns: In the first column is an icon which symbolizes the page type. An eye on a monitor means that the page type is "Picture", a monitor icon with multiple colors means page type "Gradient", a monitor icon with blue blank background stands for page type "Blank" and a monitor icon with a chess board texture stands for page type "Pattern". If you double-click on the first column, the page properties will be opened.

The second column displays the name of the page. If the name is printed in bold, it means that this page is activated. If the name is not in bold, then the page is deactivated and will not be displayed if you run your presentation. A double-click on the second column will open the page name dialog, which allows you to modify the page's name and identifier.

The third column shows the sound options of the page. If you see a cancelled speaker here, it means that all sounds and musics will be stopped as soon as this page gets visible. If you see a normal speaker here, it means that a new sound or music will be played when this page gets visible. If there is no icon here at all, then this page does not have any sound options which means that it does neither stop nor play any sounds. A double-click on this column opens the sound options dialog, which allows you to change the sound settings of this page.

The fourth column shows, if this page uses a transition effect or not. If you see an "FX" icon here, then this page will be displayed with a transition effect. If there is no icon, this page will be showed normally. Double-click on this column to open the Transition FX dialog.

The fifth column allows you to configure the delay option of a page. The delay option can either be a specific time delay, a wait for a mouse click or a wait for the space key. If there is a clock icon visible in this column, it means that this page has an active delay option. If you double-click this column, the delay options dialog will be opened, where you can modify those settings.

The sixth column shows if the page executes code or not. If you see a binary code icon here, it means that this page will execute custom Hollywood code. Double-click on this column to open the code dialog.

Every column also has a context menu, which you can pop up by clicking on the column with the right mouse button. The row must be activated before you can call the context menu, because it is only possible for the active entry.

Additionally, there are the following buttons in the page manager:

‘New’         Adds a new page to your project. The page will always be inserted behind the active page.

‘Deactivate/activate’
              If your page is activated, you can deactivate it by clicking this button. If your page is deactivated, you can activate it again by clicking this button. Deactivated pages can be edited like activated pages but they will not be displayed if you run the presentation. They will be simply skipped in the final presentations. Activated page are always printed bold, deactivated pages are printed in normal letters.

‘Delete’     Delete the current page with all its objects.

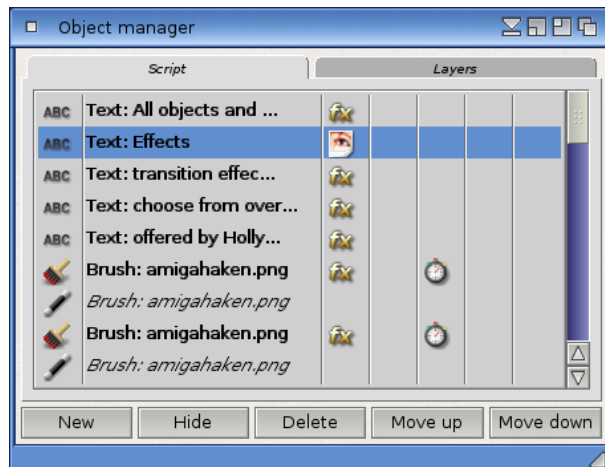‘Move up’    Moves the active page one up in the page manager.

‘Move down’
              Moves the active page one down in the page manager.

## 4.3 Object manager

The object manager lists all objects that the active page has. There are two different lists: "Script" and "Layers". All objects except action objects are present in both the "Script" and the "Layers" list. The difference between the "Script" and the "Layers" list is the following:

  – The "Script" list indicates **when** the object should be shown.
  – The "Layers" list indicates **where** the object should be shown (meaning its z-position in the layer stack).

When displaying a new page, Hollywood Designer iterates through all objects in the "Script" list, in top-down direction, i.e. the first object in the "Script" list will be shown first. When showing an object, Hollywood Designer will take the object's z-position into account, as defined in the "Layers" list. The object order in the "Layers" list is back to front, i.e. the first entry in the "Layers" list is the backmost layer, while the last entry marks the frontmost layer.

How the objects are finally displayed depends on another setting: Their display modes. Please read the chapter object display modes for more information on this topic.

If you select an object by activating its entry in the object manager listview, then it will also be highlighted as the active object in the layout dialog so that you can edit it there also.

The object manager consists of seven columns: The first column contains an icon that symbolizes the type of the object. If you double-click this icon, the object properties dialog will be popped up. Please read also the chapter object types to learn more about the different object types.

The second column displays the name of the object. The format of this name gives additional information about the object: If the name is printed in bold letters, the object is visible. If the name is printed in italics, then the object is a special action object. And if the name is printed in normal letters, then the object is hidden. If you double-click this column, the object name dialog will be shown, which allows you to change name and identifier of the object.

The third column shows the display mode of the object and can also be changed there. A sheet behind a textured sheet symbolizes the display mode "Background". A blank sheet means that the display mode is "Simple" and the letters "FX" symbolize the display mode "Effect". A double-click on this column changes the display mode of the object.

The fourth column can be used to edit the sound options of the object. If you see a speaker here, then a sound will be played as soon as the object is visible. If there is no icon in this column, then no sound was defined for this object. You can double-click this column to pop up the dialog sound options for objects.

The fifth column can be used to edit the delay options of the object. The delay option can be a specific time delay, a wait for a mouse button press or a wait for the space key. If you see a clock in the fifth column, it means that this object has an active delay option. If you double-click this column, the object delay dialog will be opened, where you can configure all those options.

If there is a mouse icon in the sixth column, then this object is a button. This means that the object is monitoring one or more events (for example "On mouse click" or "On mouse hover"). If you double-click this column, a list will be shown which shows all available events. Events which are printed in bold in this list are defined in the object, which means that there are actions that shall be executed when the event is triggered. Please read the chapter about buttons to learn more.

The seventh column shows if the object executes code or not. If you see a binary code icon here, it means that this object will execute custom Hollywood code. Double-click on this column to open the code dialog.

Every column additionally offers a context menu, which you can access by clicking with right mouse button in the column. You need to activate the row first because context menus are only available for the active entry in the object manager.

Finally there are some buttons in the object manager which you can use:

'New'          Inserts a new object. The new object will be inserted behind the active object in the manager. If there is no active object, it will be inserted as the last object.

'Show/Hide'
               You can show and hide objects using this button. If the object is currently visible, you can hide it and if it is hidden, you can make it visible again. Visible objects are always displayed in bold letters in the object manager. If an object is invisible, you cannot alter all its attributes, e.g. you cannot change the dimensions of invisible objects.
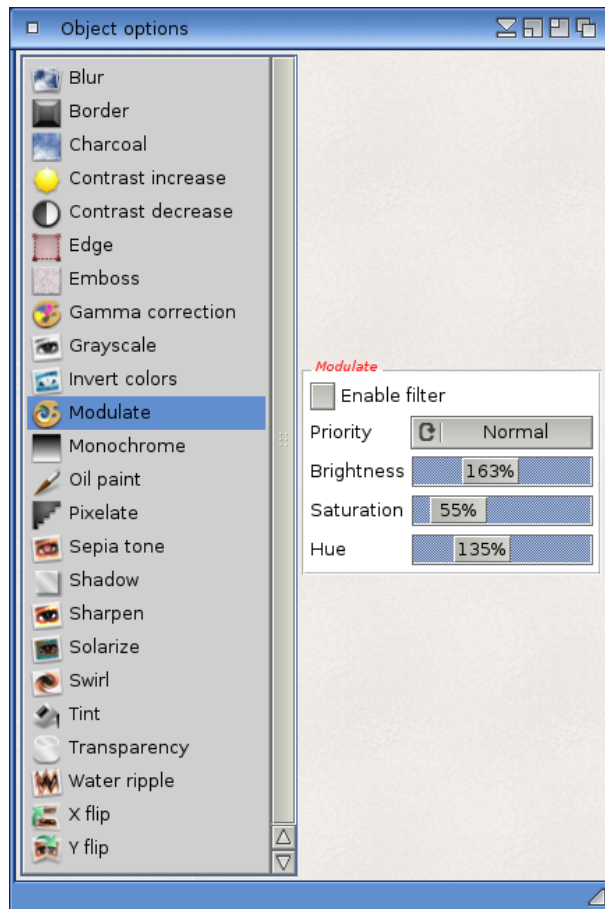
'Delete'       Deletes the active object and all its references on its page. References could be inside an action object as well as inside button event lists.

'Move up'      Moves the active object one position up which means that it is moved one layer to the back because the top most entry is the back most layer. This button cannot always be selected: You cannot move remove objects above their source objects for example.

'Move down'
               Moves the active object one position down which means that it is moved one layer to the front because the bottom most entry is the front most layer.

## 4.4 Object options dialog

This dialog can be used to apply filter effects like transparency, tinting, shadow, or border to layers. The object options dialog is a modeless dialog and can thus be kept always open, just like the object manager, page manager, and layout dialogs.



For each filter you can specify a priority setting. This setting is only used in case multiple filters are active for the current object. In that case, the priority setting specifies the order in which Hollywood Designer applies the filters to the layer. For example, if you assign priority "+1" to the 'Invert' filter, and priority "Normal" to the 'Solarize' filter then Hollywood Designer will first invert the layer, and then apply the solarization effect.

The following filters are currently supported:

'Blur'      This filter will apply a Gaussian blur to the layer. The following parameters are supported:

        Radius:     Specifies the blur radius. The greater the value you specify here, the longer the blurring will take.

'Border'    This filter will apply a border to the layer. The following parameters are supported:

        Color:      Desired border color.

Size:        Desired border size.

`Charcoal`

This filter will apply a charcoal filter to the layer. The following parameters are supported:

Radius:      Specifies the effect radius. The greater the value you specify here, the longer the calculation will take.

`Contrast decrease`
`Contrast increase`

This filter will enhance/reduce the color contrast in the layer. The following parameters are supported:

Level:       Specifies how many times the effect should be repeated. This is useful for a more pronounced effect. By default this is set to 1 which means that the effect is only applied once. If you would like to have two passes, specify 2 here, etc. Remember that the greater the number you specify here is, the longer the computation of the result will take.

`Edge`        This filter will apply an edge detection filter to the layer. The following parameters are supported:

Radius:      Specifies the effect radius. The greater the value you specify here, the longer the calculation will take.

`Emboss`      This filter will apply an emboss filter to the layer. The following parameters are supported:

Radius:      Specifies the effect radius. The greater the value you specify here, the longer the calculation will take.

`Gamma`       This filter can be used to apply gamma correction to the layer. The following parameters are supported:

Red:         Gamma correction for red color channel.

Green:       Gamma correction for green color channel.

Blue:        Gamma correction for blue color channel.

Each value must be percentage. A value of 100% means no change, a value smaller than 100% darkens the channel, a value greater than 100% lightens it.

`Grayscale`

This filter will map the layer to gray. There are no parameters for this filter.

`Invert`      This filter will invert the colors of the layer. There are no parameters for this filter.

`Modulate`

This filter can be used to modulate brightness, saturation, and hue values of a layer. The following parameters are supported:

Brightness:
             Desired brightness modulation.

Saturation:
>      Desired saturation modulation.

Hue:          Desired hue modulation.

Each value must be percentage specification. A value of 100% means no change, a value smaller than 100% reduces the brightness/ saturation/hue, while a value greater than 100% enhances it.

'Monochrome'
>      This filter will apply a black and white filter to this layer. The following parameters are supported:

Dither:       Specifies whether or not dithering should be used.

'OilPaint'
>      This filter will apply an oil paint filter to the layer. The following parameters are supported:

Radius:       Specifies the effect radius. The greater the value you specify here, the longer the calculation will take.

'Pixelate'
>      This filter will zoom the pixel cells of the layer to the specified size. The following parameters are supported:

CellSize:
>      Specifies the desired zoom size. Every pixel of the layer will be zoomed to this size, starting from the top-left corner of the layer.

'SepiaTone'
>      Applies a sepia-tone filter to the layer. The following parameters are supported:

Level:        Desired sepia-toning level. The usual setting is "80%".

'Shadow'      Applies a drop shadow to the layer. The following parameters are supported:

Color:        Desired color for the shadow.

Direction:
>      Desired direction for the shadow.

Position:
>      Shadow offset from the main layer.

Smooth radius:
>      Smoothing level for shadow.

Transparency:
>      Transparency level of shadow.

'Sharpen'     Applies a sharpening filter to the layer. The following parameters are supported:

Radius:       Specifies the sharpen radius. The greater the value you specify here, the longer the calculation will take.

'Solarize'
>      Applies a solarization effect to the layer. The following parameters are supported:

`Level:`      Desired solarization level in percent.

‘`Swirl`’     Swirls the layer by the specified number of degrees. The following parameters are supported:

`Degrees:`    Specifies the desired swirling amount. This can be between 0 (no swirling) and 360 (full swirl).

‘`Tint`’      This filter will tint the layer with the specified color at the specified ratio. The following parameters are supported:

`Color:`      Specifies the tinting color.

`Level:`      Specifies the tinting ratio. This can be a value between 0% (= no tinting) and 100% (= full tinting).

‘`Transparency`’
              This filter allows you to specify a transparency level for this layer. The following parameters are supported:

`Level:`      Transparency level of this layer. 0% means no transparency, 100% means full transparency.

‘`Water ripple`’
              This filter will apply water ripples to the layer. The following parameters are supported:

`Length:`     Desired wavelength for the effect.

`Amplitude:`
              Desired ripple amplitude.

`Phase:`      Desired ripple phase.

`Center X:`   X center point of water ripple.

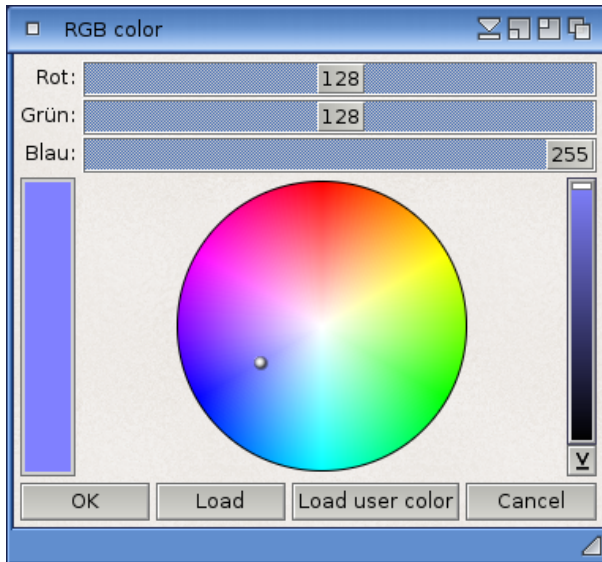`Center Y:`   Y center point of water ripple.

‘`X Flip`’    This will mirror the layer on the x-axis. There are no parameters for this filter.

‘`Y Flip`’    This will mirror the layer on the y-axis. There are no parameters for this filter.

## 4.5  Color selector

The color selector will be popped up by Hollywood Designer everytime you need to choose
a color.



The dialog allows you to mix your own colors from the three basic colors red, green and
blue. The color manager has a color wheel, which shows all available colors with 100%
brightness. Next to the color wheel there is a slider which you can use to configure the
brightness. In the lower half of the manager you will find three color sliders, which you can
use to set the red, green and blue parts of the color.

Some colors are not available in the color wheel. You need to create this colors by using
the brightness slider. For example, if you want to have the color black, you need to move
the brightness slider all the way to the bottom because black is just any color with no
brightness. If you want a gray color, move the color wheel knob to the center of the wheel
(white) and use the brightness slider to create your desired gray color.

If you want to change the color of an object, select the object in the layout dialog or in
the object manager. Now you have to click on the color field in the bottom-left area of the
layout dialog. Hollywood Designer will then pop up the color selector. Here you can select
the new color and apply it to the object. Of course, this does not work for brushes, videos
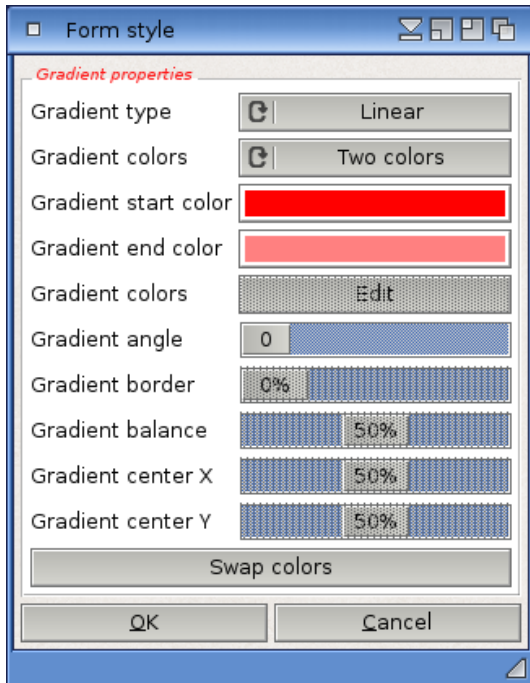or animations because they use their own colors.

Additionally there is another button in the color manager: If you click on "Load", you can
choose a color from a pre-defined palette. This palette covers many of the popular colors.

Finally, you can configure several user colors in the preferences. These user colors can then
be easily accessed from the color selector.

In the preferences you can choose whether or not the color selector dialog should remain
always open.

## 4.6  Gradient dialog

This dialog can be used to configure the parameters for color gradients that can be used as page and object backfills.



The following options are currently supported here:

'Type'      Specifies the type for the gradient. Currently supported are linear, radial, and conical gradients.

'Colors'    Specifies whether the gradient should run between two colors or if it should have multiple colors. If it should have multiple colors, you have to click the "Edit" button below which will open a window with a listview that allows you to add as many colors to the gradient as you wish.

'Angle'     Specifies the rotation angle for this gradient in degrees. This is only supported for linear and conical gradients.

'Border'    Specifies the gradient border in percent. This is only supported for radial gradients.

'Balance'   Specifies the gradient balance in percent. This is only supported for conical gradients.

'Center X, Y'
            Specifies the center point for the gradient in percent. 50% means center, 0% equals to left/top, and 100% to right/bottom. This is only supported for radial and conical gradients.

## 4.7 Menu functions

Hollywood Designer's menu strip is an elementary part of the program. Nearly all functions of the program can be controlled using the menu. Some functions are even only controllable with the menu. This chapter explains every menu entry of the program.

### a) Project menu:

'New'       Creates a new project. If there is already an open project, it has to be closed first. The new project dialog will be popped up.

'Open'      Loads a Hollywood Designer project from disk. Please note that the project must be in Hollywood Designer format. You can not load Hollywood scripts.

'Import'    This menu item allows you to import all pages from another Hollywood Designer project into the currently opened project. The pages will be inserted after the currently active page. All data files of the project that is getting imported will also be copied to your current project's data folders. So you should make sure that there are no filename conflicts, i.e. make sure that the project that is to be imported does not use the same filenames than the current project. Also make sure that the project to be imported does not use any UIDs that are already in use in the current project. Otherwise, Hollywood Designer will abort the import operation.

'Import images'
            Can be used to import all images from a directory into Hollywood Designer. This will open the Import images dialog.

'Save'      Saves the opened project.

'Save As'   Saves the opened project to a different location. This will open the Save as dialog.

'Close'     Closes the opened project.

'Properties'
            Opens the project properties dialog, which allows the configuration of your project.

'Data manager'
            Opens the data manager which you can use to organsize all external data of your project.

'Thumbnail view'
            Opens a dialog that shows thumbnails of all pages in the project. You can click on a thumbnail to jump to the respective page.

'Timeline'
            Shows the timestamps of all pages in your project (if it uses a timeline). See the documentation on timeline creation for more information.

'Run'       Displays the project with Hollywood. The presentation will be started at the first page.

'`Run current page`'
> Starts the presentation at the page that is currently active in the layout dialog.

'`Save executable`'
> Saves the presentation as a stand-alone executable. When you select this item, the Save executable dialog will be opened.

'`Save video`'
> Saves the presentation as an AVI video file. When you select this item, the Save video dialog will be opened.

'`Save script`'
> Saves the presentation as a Hollywood script. The script will be put to to your project drawer.

'`Save snapshot`'
> Saves a snapshot of the active page as a 24-bit bitmap file (BMP). You can use this function to convert your presentation to single frames and put them in the Internet or use them on other platforms for example.

'`Exit`'       Quits Hollywood Designer and frees all resources.

## b) Edit menu:

'`Undo`'       Undoes the last operation.

'`Redo`'       Redoes the last undone operation.

'`Cut`'        Cuts the active object and puts it in the clipboard.

'`Copy`'       Copies the active object and puts it in the clipboard.

'`Paste`'      If there is an object in the clipboard, you can insert it into your page by clicking this button.

## c) Page menu:

'`New`'        Adds a new page to your project. You have to choose a page type and you have to configure the properties for the new page.

'`Name`'       Opens the page name dialog which you can use to set the name and identifier of your page.

'`Properties`'
> Opens the page properties dialog which allows you to configure the page's type attributes.

'`Transition FX`'
> This menu item can only be selected, if you have checked the "Use transition effect" item. If this is the case, Hollywood Designer will open the transition effect dialog which allows you to set the desired effect.

'`Dimensions`'
> Opens the page dimensions dialog which you can use to set the dimensions of your page.

'Sound'       Opens the sound options dialog which you can use to configure the sound options of your page.

'Delay'       Opens the delay options dialog which allows the configuration of the page's delay options.

'Code'        Opens the code dialog which can be used to embed custom Hollywood code in your presentations that will be executed before the page is shown.

'Keyboard'
              This menu item can be used to define keyboard events for this page. The keyboard edit dialog will be opened.

'Change page type'
              Opens the change page type dialog where you can modify the type of your page.

'Duplicate page'
              Duplicates the current page. Everything except the page UID and sound UIDs is cloned.

'Move page'
              Moves the current page to a new position. If you select this menu item, a dialog will be opened that prompts you to enter the new position for the current page. This can be a number between 1 (first page) and the number of pages in the project.

'Previous page'
              Select this item and Hollywood Designer will skip to the previous page. If there is no previous page, it will skip to the last page in your project.

'Next page'
              Select this item and Hollywood Designer will skip to the next page. If there is no next page, it will skip to the first page in your project.

'Goto page'
              Jumps to a page in the project.

'Delete'      Deletes the page with all its objects.

'Use transition effect'
              Check this item if your page shall be displayed with a transition effect. The transition effect dialog will be shown which allows you to select an effect.

'Deactivate page'
              Check this item if you want to deactivate this page. If your page is deactivated, you can still edit it normally. It will just not be shown if you run your presentation. Of course, you can always activate the page again.

'Page manager'
              This menu item opens the page manager again if you have closed it before.

## d) Object menu:

'New'         Creates a new object. You will be prompted to specify the object type and its attributes.

'`Name`'        Opens the object name dialog which you can use to set the name and identifier of your object.

'`Properties`'
                Opens the object properties dialog which allows you to configure the object's type attributes.

'`Transition FX`'
                This menu item can only be selected, if the display mode of your object is "Effect".If this is the case, Hollywood Designer will open the transition effect dialog which allows you to set the desired effect.

'`Dimensions`'
                Opens the object dimensions dialog which you can use to set the dimensions of your object.

'`Rotation angle`'
                Opens the object rotation dialog which you can use to set the rotation of your object.

'`Position`'
                Opens the object position dialog which allows you to position your object exactly.

'`Anchor point`'
                Opens the object anchor point dialog which allows you to set the object's anchor point.

'`Sound`'       Opens the sound options dialog which you can use to configure the sound options of your object. This is not possible for background objects because they are always visible and there is no clear point when the sound should be played.

'`Display mode`'
                Here you can set the display mode of the object. Please read the chapter object display modes for more information.

'`Events`'      You can use this menu to turn an object into an interactive button by defining actions for the different events.

'`Delay`'       Opens the delay options dialog which allows the configuration of the object's delay options. This is not possible for background objects because they are always visible and there is no clear point when the delay should be executed.

'`Code`'        Opens the code dialog which can be used to embed custom Hollywood code in your presentations that will be executed before the object is shown.

'`Move to front`'
                This item moves the object one to the front, this means that it will be moved one step down in the object manager. This item can only be used if an object is selected and if this object is not the front most object.

'`Move to back`'
                This item moves the object one to the back, this means that it will be moved one step up in the object manager. This item can only be used if an object is selected and if this object is not the top most object in the object manager.

'`Center horizontally`'
> Use this menu item to center your object horizontally on the page.

'`Center vertically`'
> Use this menu item to center your object vertically on the page.

'`Delete`'       Kills the active object and all its references (for example, in action events).

'`Visible`'      You can use this checkmark to set if your object shall be visible or not. Hidden objects can not be edited in the same way as visible objects can be. You cannot change all attributes of hidden objects, e.g. it is not possible to resize a hidden object.

'`Object options`'
> Opens the object options dialog again if you have closed it before. The object options dialog allows you to control the transparency and tint settings of your objects.

'`Object manager`'
> Opens the object manager again if you have closed it before.

## e) Language menu:

'`Switch language`'
> Use this menu item to switch to a new language. You can add/remove languages in the project properties dialog.

'`Synchronize object position`'
> Synchronize the position of the current object with the position of this object in all other languages. After you have selected this menu item, the object will use the same position in every language.

'`Synchronize all attributes`'
> Synchronize all attributes of the current object with all languages. This means that this object will be exactly the same in every language.

'`Import language`'
> Import a text file created by "Export language" back into Designer. See below for more information.

'`Export language`'
> Export the texts of all text objects in the current project to a text file which you can then translate in your favorite editor and import it back into Designer. This is useful for translating large projects with hundreds of text objects. See localizing for more information.

## f) Settings menu:

'`Designer`'
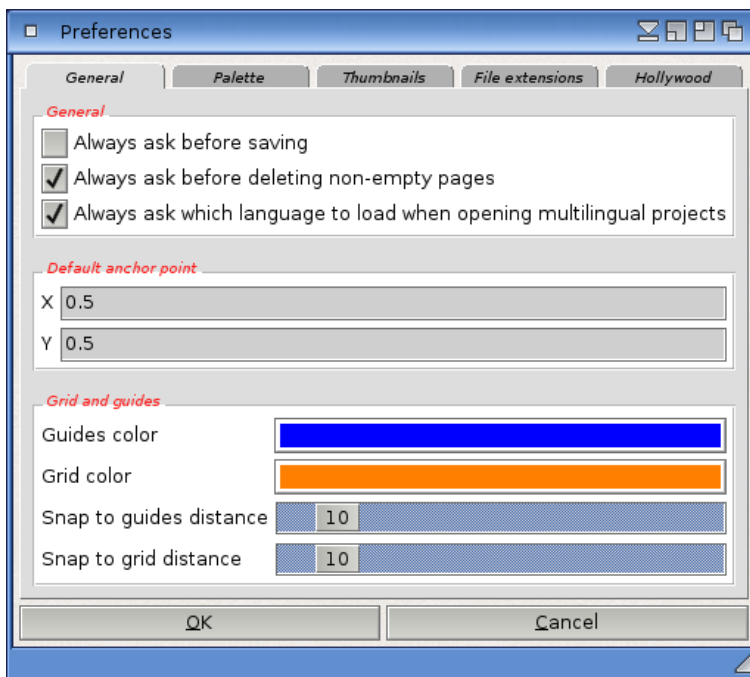> Opens Designer's preferences dialog.

'`MUI`'          This menu pops up the MUI preferences for Hollywood Designer. Here you can configure the look of the GUI and you can also set it to open on its own screen.

## g) Info menu:

'`Help`'          Opens this document.

'`Plugins`'       Opens a dialog that shows all Hollywood plugins that Designer has loaded successfully.

'`Version`'       Shows some version information.

'`Credits`'       Shows the Hollywood Designer credits.

'`About MUI`'
                 Shows some MUI information.

## 4.8  Preferences

In this dialog you can configure some general settings of Hollywood Designer that are used for all projects that you open with Designer. The dialog is split into the following pages: General, Palette, Thumbnails, and Hollywood.



## a) General

This page allows you to configure the following options:

'`Always ask before saving`'
                 If you check this option, Designer will always ask you to confirm that you really want to save the project. This is useful if you often hit the "Save" button accidentally.

'`Always ask before deleting non-empty pages`'
                 If you check this option, Designer will always ask you to confirm the deletion of non-empty pages.
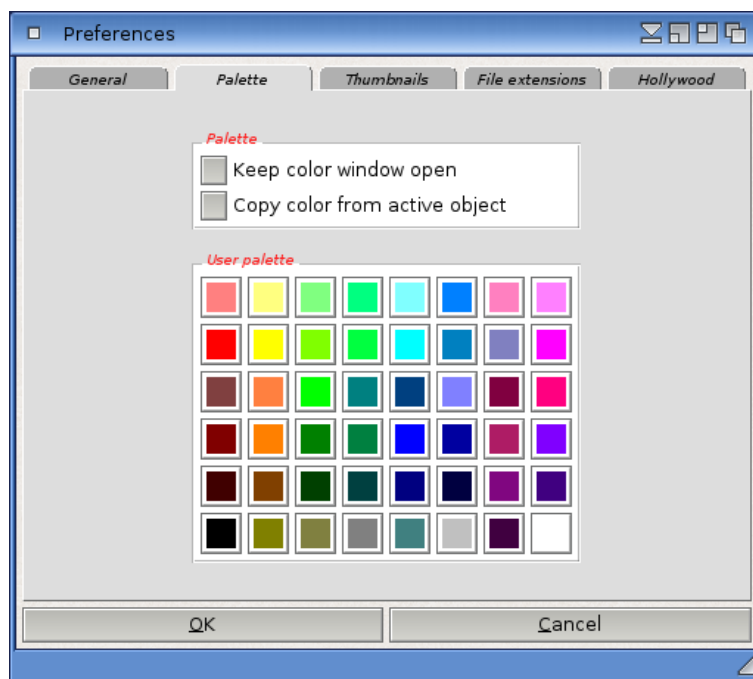
'Always ask which language to load when opening multilingual projects'

> If you check this option, Hollywood Designer will always ask you to choose the language that you want to use when opening project that has more than one language set.

'Default anchor point'

> The anchor point setting that you specify here will be inherited by all new objects that you create. By default, this is set to 0.5/0.5 which means that the anchor point will be in the center of every new object.

## b) Palette



This page allows you to configure the following options:

'Keep color window open'

> If you check this option, Designer will not close the color chooser window when you hit the "OK" button. This is useful if you need to change the color of many different objects or if you have a very large screen that has room for the color chooser window as well.

'Copy color from active object'

> If you check this option, the color chooser will always automatically receive the foreground color of the currently active object.

'User palette'

> Here you can define 48 personal colors that you use regularly. You can then access these colors very easily by clicking the "Load user color" button in the color chooser.
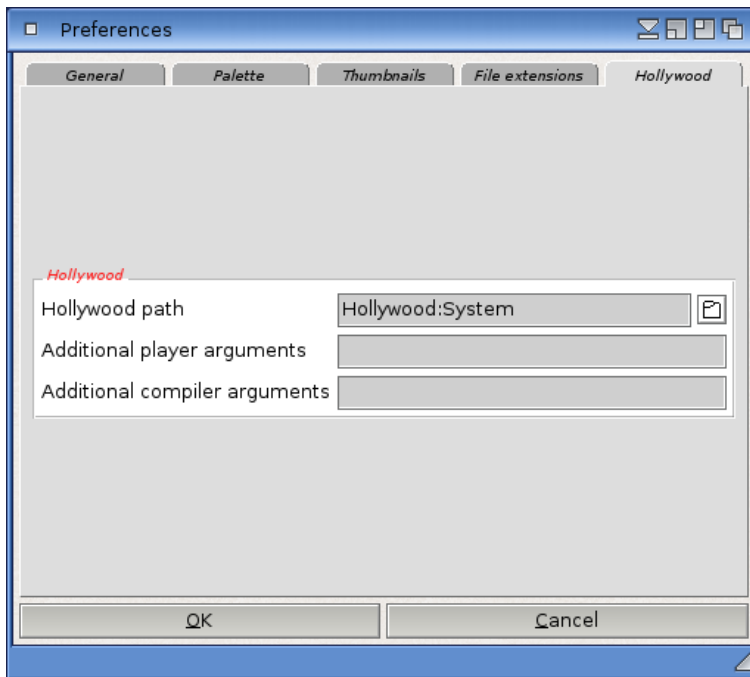
## c) Thumbnails



This dialog allows you to configure the settings of Hollywood Designer's thumbnail viewer. You can specify the thumbnail size in pixels, as well as whether or not anti-aliased scaling should be used. Finally, you can clear the thumbnail cache (which is useful if you are short on memory).

## d) Hollywood



This page is for advanced users only. It allows you to specify additional arguments that should be passed to Hollywood when running or compiling a project. For example, if you want to use the inbuilt resource monitor when running a script, you could add the option "-resourcemonitor" here. It also allows you to change the path where Designer should look for Hollywood. Normally, it is not necessary to change anything here.
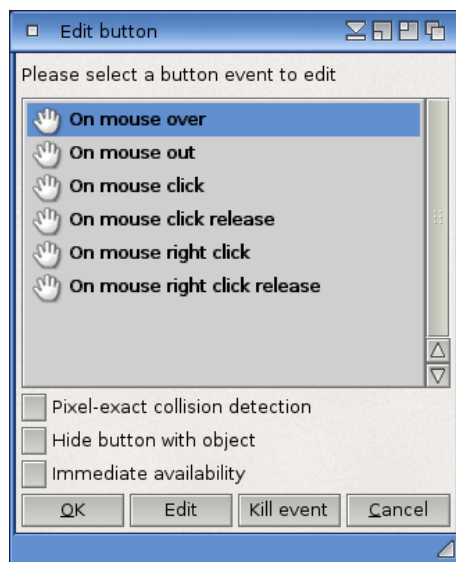
# 5  Interactive presentations

## 5.1  Buttons

You can easily turn one of your objects into a button by adding one or more action events to one of the object's standard events which can be selected either in the "Objects/Events..." menu or in the sixth column of the object manager (simply double-click on the sixth tab to open an event selector). The button edit dialog will be opened then.

## 5.2  Button edit dialog

This dialog allows you to turn an object into a button that reacts on user input.



Every button can listen to six different standard events. The following standard events are available to every object:

'On mouse over'
:   This event is triggered, if the user moves the mouse pointer over the object.

'On mouse out'
:   This event is triggered, if the user moves the mouse pointer out of the object's area.

'On mouse click'
:   This event is triggered if the user clicks on the object with the left mouse button.

'On mouse click release'
:   This event is triggered if the user releases the left mouse button again after he pressed it. You can use this event for example to highlight a button as long as the left mouse button is down over it.

'On mouse right click'
:   This event is triggered if the user clicks on the object with the right mouse button.

'`On mouse right click release`'
>               This event is triggered if the user releases the right mouse button again after
>               he pressed it. You can use this event for example to highlight a button as long
>               as the right mouse button is down over it.

After you have selected one of the standard events, a new dialog will be opened. This dialog
allows you to add one or more action events to your object. These action events will then be
executed every time the respective standard action gets triggered. For example, you could
define an action event that changes the object's color to red when the mouse is over it, and
to blue when the mouse leaves it.

Furthermore, the following options are available for every button:

'`Pixel-exact collision detection`'
>               If you enable this option, the button will use pixel-exact collision detection. By
>               default, Hollywood Designer regards every button as a simple rectangular area.
>               If this is not precise enough for your purposes, enable this option and button
>               events will only be triggered when the mouse pointer is really over a visible pixel
>               of the object. Enabling pixel-exact collision detection is not recommended for
>               text objects though, because these have many empty areas and it can confuse
>               the user if these empty areas do not trigger the button.

'`Hide button with object`'
>               If you enable this option, the button will be automatically hidden when the
>               object is hidden.

'`Immediate availability`'
>               If you select this option, the button will be available as soon as its object
>               becomes visible. If you do not select this option, the button will not be usable
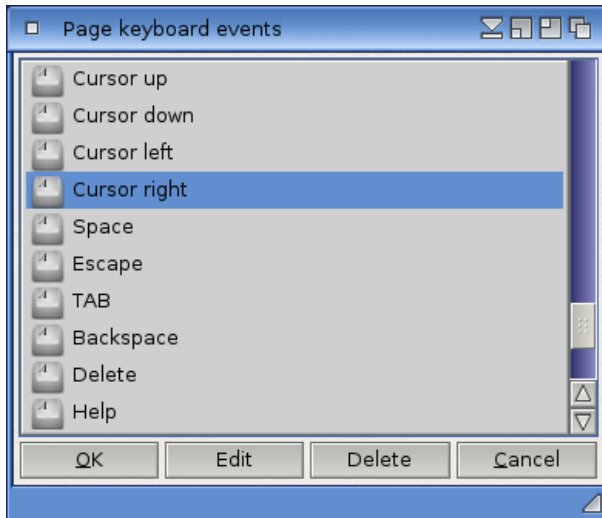>               until Hollywood Designer has handled all objects of the current page.

## 5.3  Keyboard events

You can listen and react to keyboard events on a per-page pasis. See Section 5.4 [Keyboard
edit dialog], page 38, for details.

## 5.4  Keyboard edit dialog

This dialog can be used to define keyboard events for the current page. Whenever the user
presses the specified key, the action events associated with that key will be executed by
Hollywood Designer. Two kinds of keyboard events can be defined: 'On key down' and 'On
key up'. Action events defined in the 'On key down' menu will be executed when the user

presses a key and events defined in the 'On key up' menu will be executed when the user releases a key.



Additionally, the following options can be configured:

'`Immediate availability`'

If you select this option, Designer will handle the keyboard event as soon as the page becomes visible. If you do not select this option, the keyboard event will not be usable until Hollywood Designer has handled all objects of the current page.

'`Enable auto repeat`'

If you select this option, the specified action events will be executed multiple times in case the key is held down for a longer time. Enabling this option obviously only makes sense for 'On key down' events.

## 5.5 Action events

Action events can be used to program the behaviour of your presentation after a certain event has occurred. For example, you can use action events to define how your presentation should react once a certain button or key has been pressed. Hollywood Designer supports a large number of inbuilt action events.

If there is no action event that does what you need, you can use the the Run code action event to call into Hollywood directly and access the complete Hollywood command set from your Designer presentation.

You can also run action events outside of any event handler's scope by using the action object which is a special object that has no visual representation but just contains a list of action events to run whenever the script flow reaches its position.

## 5.6  Action object dialog

This dialog allows you to configure action objects. You can add one or more of the inbuilt action events to your action object. Hollywood Designer will run the individual action events in the order that you define in this dialog (starting from the top).



Additionally, the following options are available in this dialog:

'`Run action events asynchronously`'

> If you select this option, all action events will be ran asynchronously. This means that Hollywood Designer will immediately proceed to the next object in the object manager while the action events of the current action object are executed in the background.

'`Passive mode`'

> If you select this option, Hollywood Designer will not run this action object automatically. Instead, you have to start it manually using the Start action event.

'`Loop action events`'

> You can use this option to make your action events loop the specified number of times. The special value "0" will loop the action events infinitely.

# 6 Project management

## 6.1 New project



Use this dialog window to create a new project. You need to create a project before you can add pages and objects. Every project needs to have its own drawer. It is not allowed to place multiple projects in the same drawer! Hollywood Designer will organize all your files in the drawer of your project. Therefore you always have your files together in the same drawer on your harddisk and you can easily backup it or move it to another place.
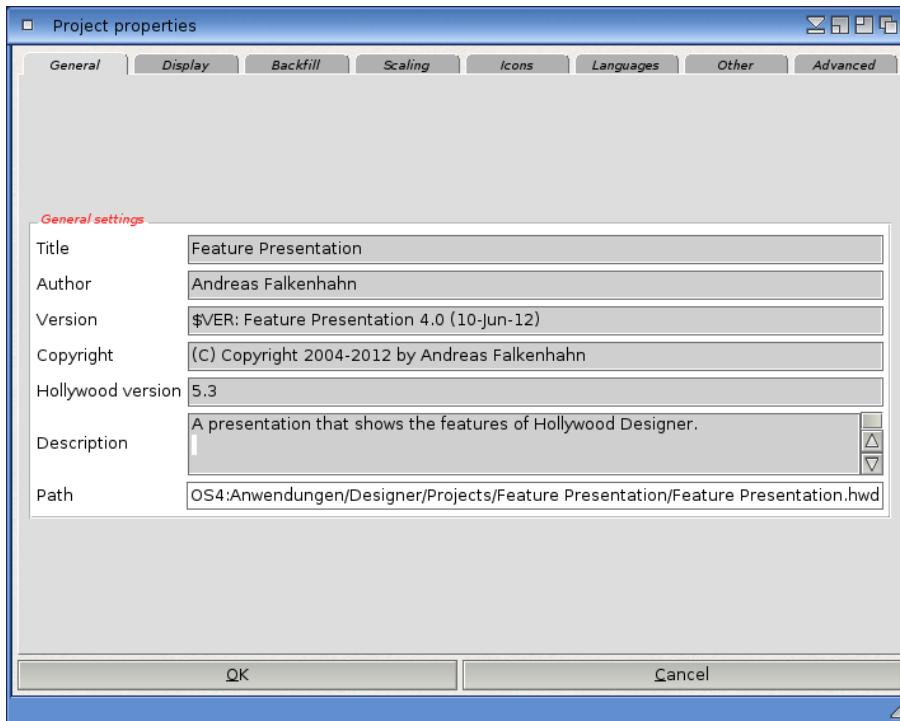
You can enter some information about your project in this dialog. Name, drawer, author, version, copyright and description can be entered. All entries are optional except name and drawer. These entries must be made. If the specified drawer does not exist, Hollywood Designer will create it automatically for you.

Additionally, you can specify if your presentation shall be displayed in a window on Workbench or if Hollywood shall open an own screen. Of course these settings can be changed later at any time in the project properties dialog.

If you have made your entries, please click "OK" and Hollywood Designer will create the new project for you. Hollywood Designer will create a complete project enviroment with icons, so that you can easily access your project files.

## 6.2 Project properties dialog

This dialog can be used to configure the global project settings. It is mainly used to tell Hollywood how it shall display your presentation. The dialog is split into the following pages: General, Display, Backfill, Scaling, Icons, Languages, Other, and Advanced.
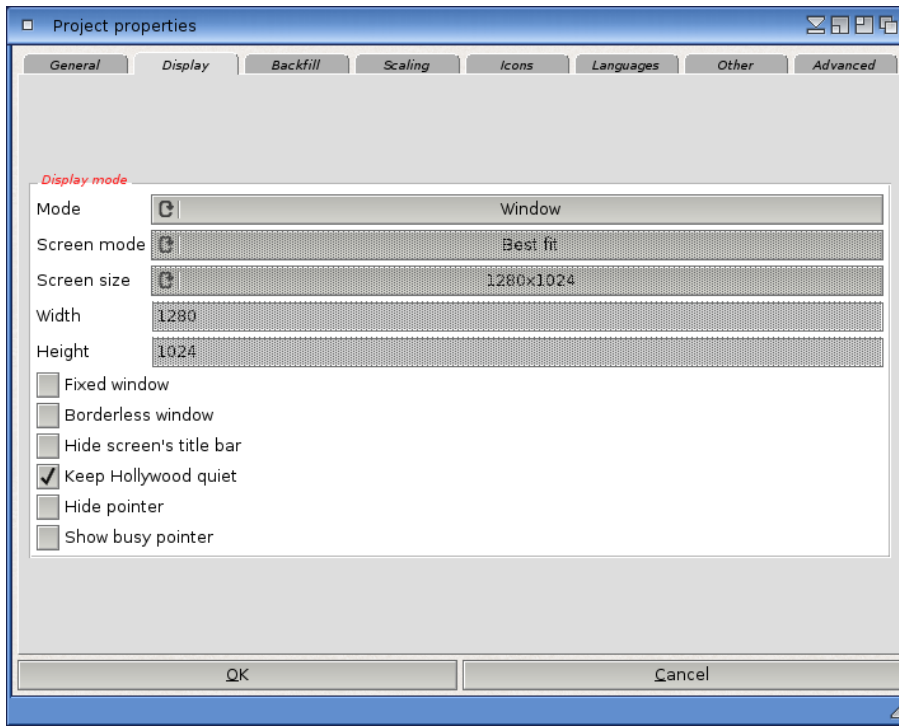


### a) General

The first page can be used to define some general properties, i.e. you can set the author of the presentation, copyright, version string and a description of your project. You should also enter the Hollywood version that your project requires. The contents of the text field "Title" will be shown in the title bar of your presentation window (if the window has a border). All other settings are only for information purposes.

## b) Display



The display page is used to define how your presentation shall be shown. Mode can be one of the following settings:

'`Window`'       The presentation will be shown in a Workbench window. You can configure the window style by using the options available below.

'`Full screen (auto)`'

The presentation will be shown in full screen mode. Hollywood Designer will automatically choose an appropriate screen and backfilling mode. This is the best option for most cases. If you just need to run your presentation in full screen mode, simply use this option.

'`Full screen (fake)`'

The presentation will be shown in faked full screen mode. "Faked full screen" means that Hollywood Designer will not actually switch the screen mode but use the current screen mode and shield everything else on the current screen so that it looks as if the presentation is running in full screen mode.

'`Full screen (custom)`'

The presentation will be shown in full screen mode and you can configure the exact parameters for the screen mode. You need to specify whether Hollywood shall always ask for a screenmode using a screenmode requester or if Hollywood shall choose a screenmode automatically or if you always want to use a fixed screenmode which you have to specify then too.

Additionally, you can configure some more options on this page:

'Fixed window'
> If you activate this checkmark, the Hollywood window will be fixed and cannot be moved. You should only use this if your window is borderless because you might confuse the user otherwise.

'Borderless window'
> Activate this checkmark to make the Hollywood window borderless.

'Hide screen's title bar'
> If you activate this checkmark, the title bar of the Hollywood screen will be hidden. If Hollywood opens a window on Workbench, this attribute has only effect if you specified a backfill in the third page. This backfill will be installed then in a way that it hides the title bar of the Workbench screen.

'Keep Hollywood quiet'
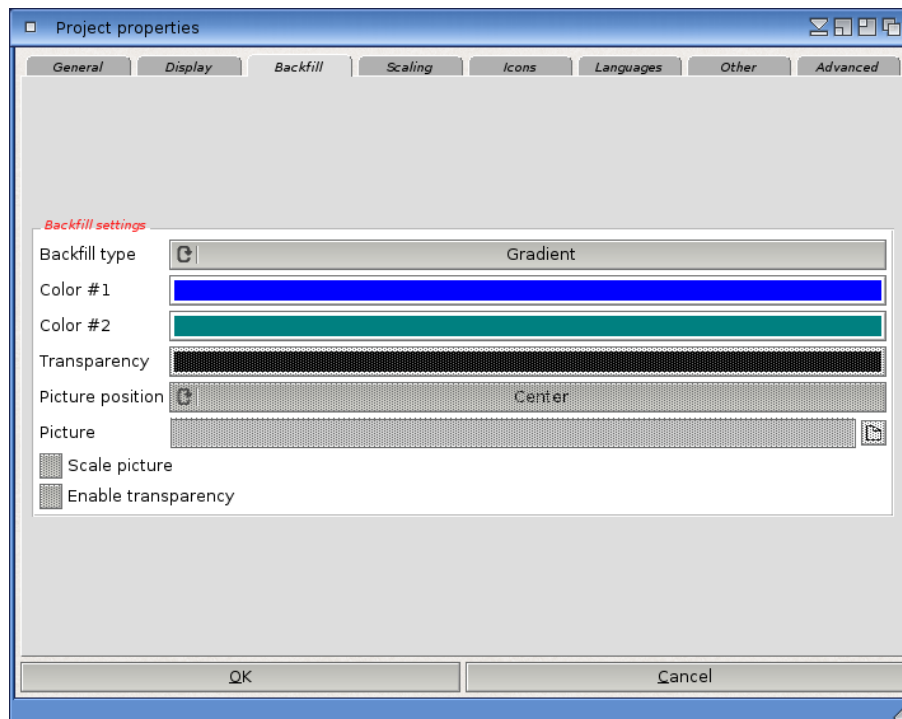> Set this checkmark and Hollywood will be quiet when starting your presentation.

'Hide pointer'
> Set this checkmark and the mouse pointer will be hidden during your presentation runs. You should only use this if Hollywood runs in full screen mode, because it could confuse the user otherwise.

'Show busy pointer'
> Set this checkmark and Hollywood will show the busy pointer if it is currently busy loading data from disk. This is useful if you want to see when the program is really busy and when it is only waiting.

## c) Backfill

The third page allows you to configure the backfill of your presentation. A backfill could for example be just a black shielding window, or a picture, a pattern or a gradient. If you define a backfill, it will fill the whole background area of your screen that is not used by Hollywood. If you set the checkmark "Hide screen's title bar", the backfill will also be displayed over the title bar of your screen. The following backfill types are possible:

'None'     Your presentation will not get a backfill. It will be opened as a simple window on Workbench or your own screen.

'Single color'
           The background will be filled with color you specify in the color field "Color 1".

'Gradient'
           A color fade will be calculated between the two colors in the color fields and it will be displayed as the backfill. The color fade begins with "Color 1" and ends with "Color 2".
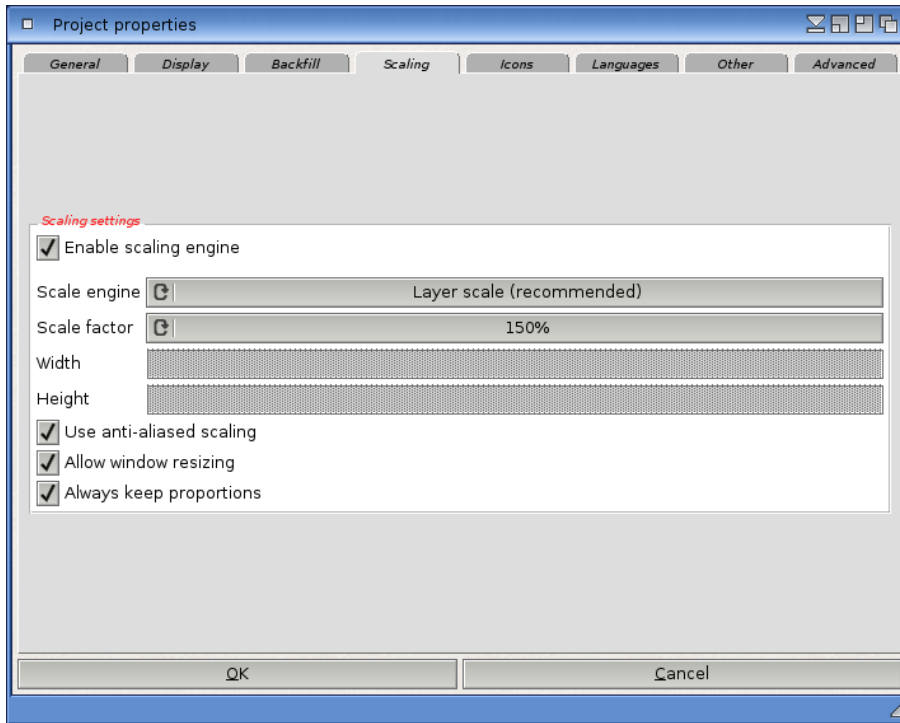
'Picture'  An image file will be displayed as the background. You can select it by using the file requester on this page. You can also select a color that shall be displayed transparently if you activate the checkmark "Enable transparency". Additionally you can specify that the picture shall be scaled to fit the whole backfill area. Finally you can specify the position where your picture shall be displayed, e.g. top left or center. The position setting of course makes only sense if you do not have the "Scale picture" option activated.

'Picture + backfill color'
           This mode is a combination of the modes "Picture" and "Simple color". It shows the picture and fills the background with the specified color.

'Picture + backfill gradient'
           This mode is a combination of the modes "Picture" and "Gradient". It shows the picture and fills the background with the specified gradient.

'Pattern'  The background will be filled with the image file you specify. The file will be drawn in a way to fill out the complete background area.
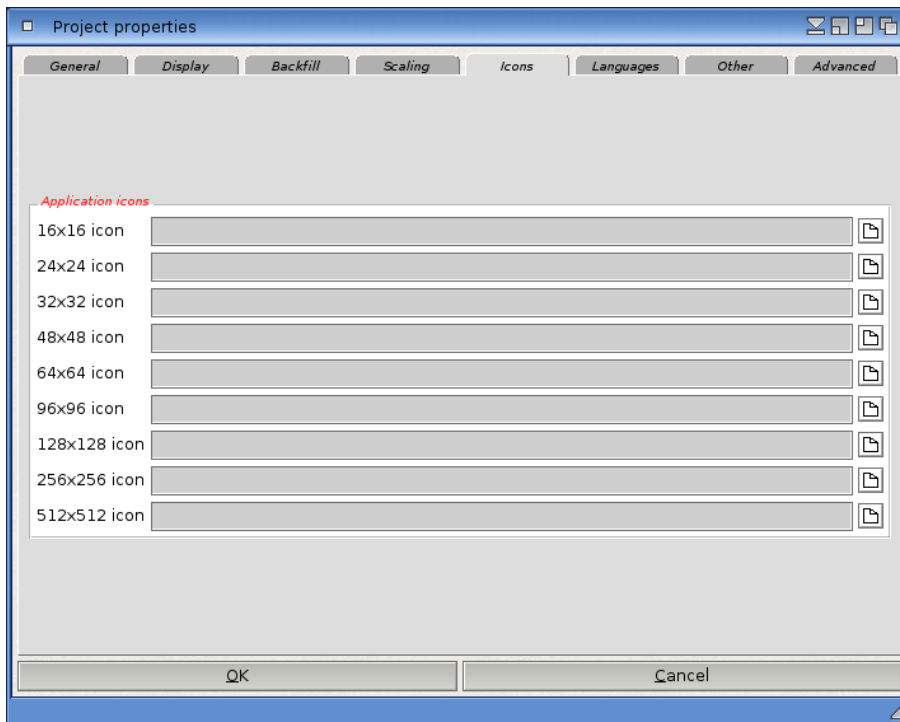
## d) Scaling



This dialog page allows you to promote your presentation to a different resolution. This is very useful if you need your presentation in a larger (or smaller) resolution but of course you do not want to adapt the layout of all your pages manually. On this page, you have to choose the desired scaling engine (layer scaling is highly recommended here for best results and speed), as well as the desired output resolution. Furthermore, you can configure whether or not interpolated scaling should be used. Note that the settings here affect your presentation only when running it. The resolution of the pages in your project will be left untouched.

If you activate the checkbox labeled "Allow window resizing", your presentation will appear in a sizeable window which the user can adapt to his needs.
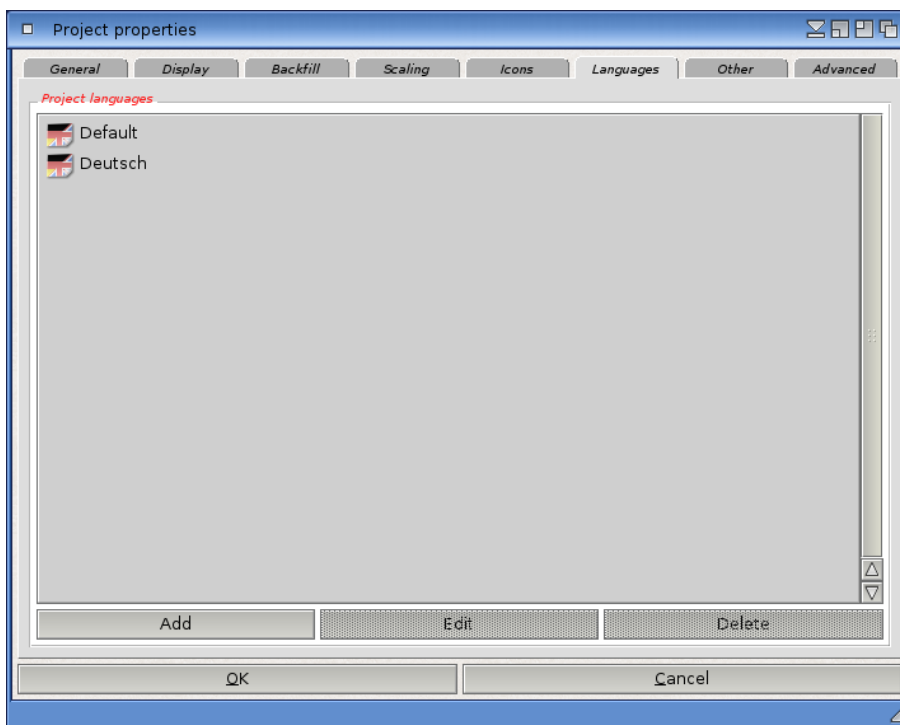
If you select "Always keep proportions", Hollywood Designer will take care that the aspect-ratio of your pages is always kept intact. Thus, pages will never appear distorted if you select this option.
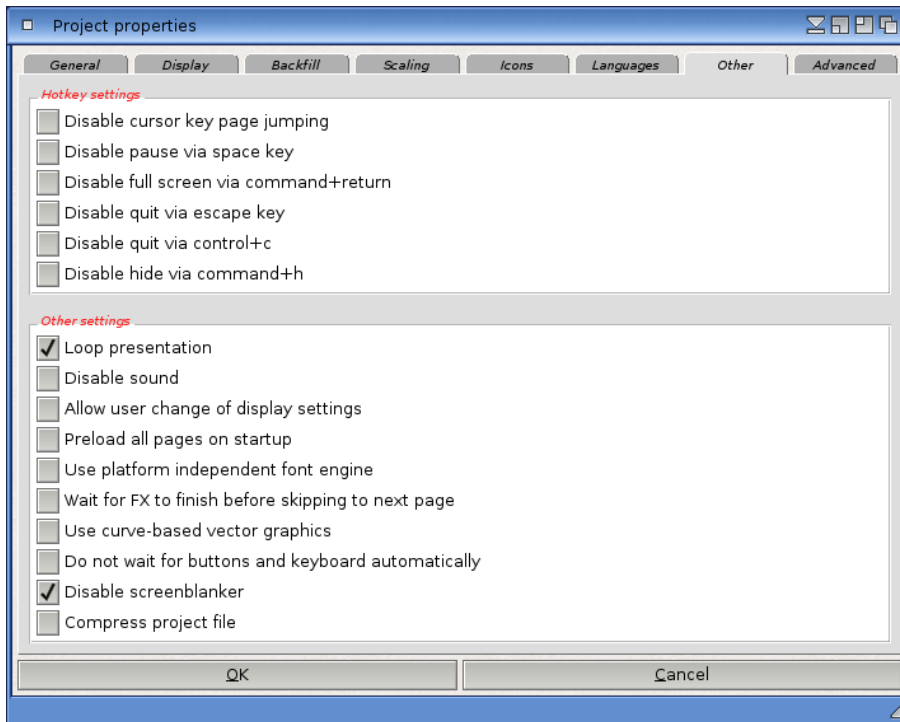
## e) Icons



This dialog page allows you to choose a set of icons for your presentation. The icons you configure here will be linked into your presentation when you save it as an executable. Icons should be provided in PNG format with alpha channel transparency for the best look. Also, icons must be exactly of the specified size. Note that embedded icons in executables are only supported by Microsoft Windows, Mac OS X, and Linux at the moment.

## f) Languages



This dialog page allows you to manage all languages supported by your project. You can add, remove, and rename languages on this page. Please see the chapter Localizing your projects for more information.

## g) Other



This page can be used to specify some other properties. You can enable/ disable several of Hollywood Designer's hotkeys and you can configure the settings of the following options:

'`Loop presentation`'
> Select this option if you want the presentation to jump back to the first page when it reaches the end of the presentation.

'`Disable sound`'
> Turn off sound output (mute mode).

'`Allow user change of display settings`'
> This option is only effective when you save your presentation as an executable or a Hollywood applet. If you select this option, the user will be able to modify the display settings you configured in this dialog. For example, if you choose your presentation to run in full screen mode, the user would be able to change this back to window mode by passing a command line argument or using a Hollywood configuration file. If you do not want that, leave this box unchecked.

'`Preload all pages on startup`'
> If you select this option, Hollywood Designer will preload all pages on startup. This will require lots of memory and projects will take longer to start. Thus, it is only recommended for projects that use a global timeline and need to jump between pages very quickly and efficiently. In that case, it is recommended to have to whole project preloaded because otherwise it could take too long and there would be a risk of getting out of sync with the timeline.

‘Use platform independent font engine’
>          This option enables the platform independent font engine. This is generally rec-
>          ommended if you plan on using your project on different platforms. If you do
>          not use the platform independent font engine, TrueType text will look (slightly)
>          different on each platform. If you don’t want that, make sure to enable this
>          option. IMPORTANT NOTE: The platform independent font engine will only
>          work when you use the font names as they appear in the *.TTF TrueType file.
>          Normally this is the case. However, some font managers allow you to reassign
>          new names to TTF fonts when you install them. For example, you could install
>          Arial.ttf as "blafont" into the system. Then "blafont" can be opened by Holly-
>          wood Designer’s normal font engine but *not* by the platform independent font
>          engine because the platform independent font engine does not care for system
>          specific font names. It searches inside the font files directly. Thus, you must
>          pass a correct font name. Some font managers also remove spaces from the font
>          names which leads to contractions like "Dejavusanscondensedbold". This will
>          also not work with the platform independent font engine! It has to be "DejaVu
>          Sans Condensed Bold" in order to work!

‘Wait for FX to finish before skipping to next page’
>          If you select this option, Hollywood Designer will wait for all asynchronous
>          transition effects that are currently being displayed to finish before skipping to
>          the next page. You could achieve the same results by adding an action object
>          containing the Wait all FX action event to the end of all your pages, but using
>          this global option is of course much more convenient.

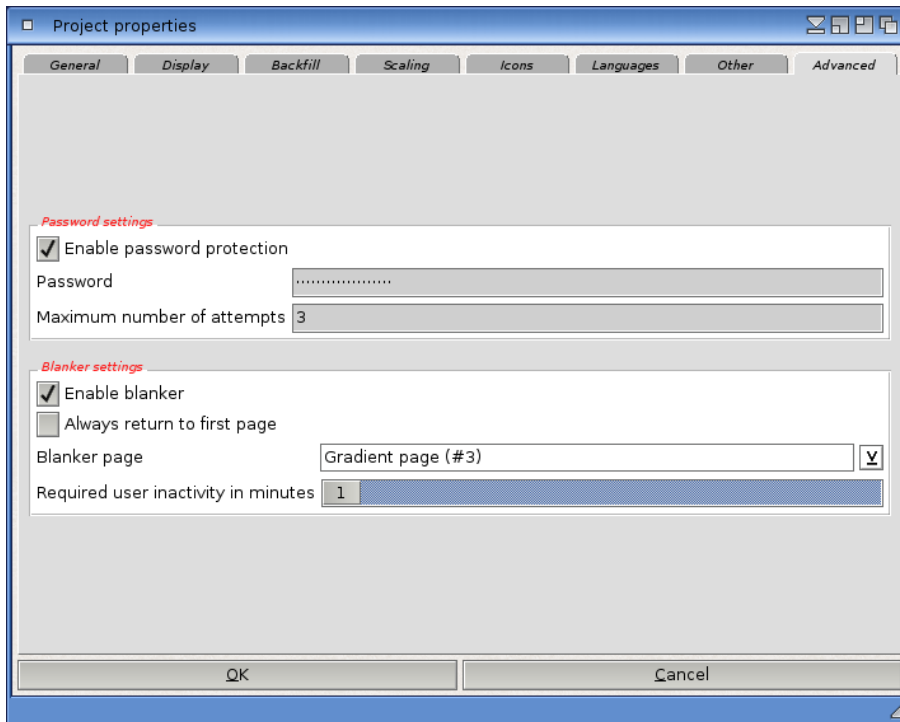‘Use curve-based vector graphics’
>          If you enable this option, all vector shapes will be drawn using real vector
>          graphics. This makes round shapes like circles and ellipses look much better
>          because they will now be drawn using Bzier curves. The disadvantage of this
>          option is that it requires a vectorgraphics plugin to be present.

‘Do not wait for buttons and keyboard automatically’
>          If a page contains buttons or keyboard events, Hollywood Designer will au-
>          tomatically halt the presentation of the project when it reaches the end of a
>          page to wait for user input. If you do not want this behaviour, activate this
>          option. In that case, Hollywood Designer will jump to the next page as soon as
>          it reaches the end of the current page - even if the current page defines button
>          and keyboard events. This is useful if the events on the current page have the
>          ’Immediate availability’ flag set or if you manually call the Wait event action
>          event somewhere in your page.

## h) Advanced



This page allows you to protect your presentation by a password and you can specify a blanker page that should be shown after a certain time of user inactivity.
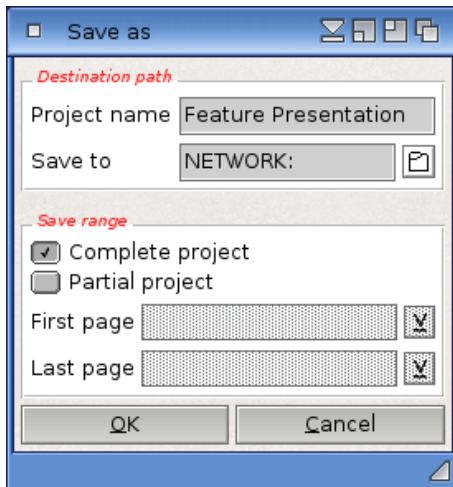
To enable password protection of your presentation, simply activate the corresponding checkbox and enter a password. You can also specify a numeric value that specifies the number of attempts the user should have for entering the password. Enter 0 for unlimited attempts.

To create a blanker page for your project, activate the corresponding checkbox and select a page from your project that should be shown after the user has been inactive for the specified time. If you select the option "Always return to first page", Designer will always jump to the very first page of your project after the blanker has exited. Otherwise, it will return to the page that had been last active before the blanker skipped in.
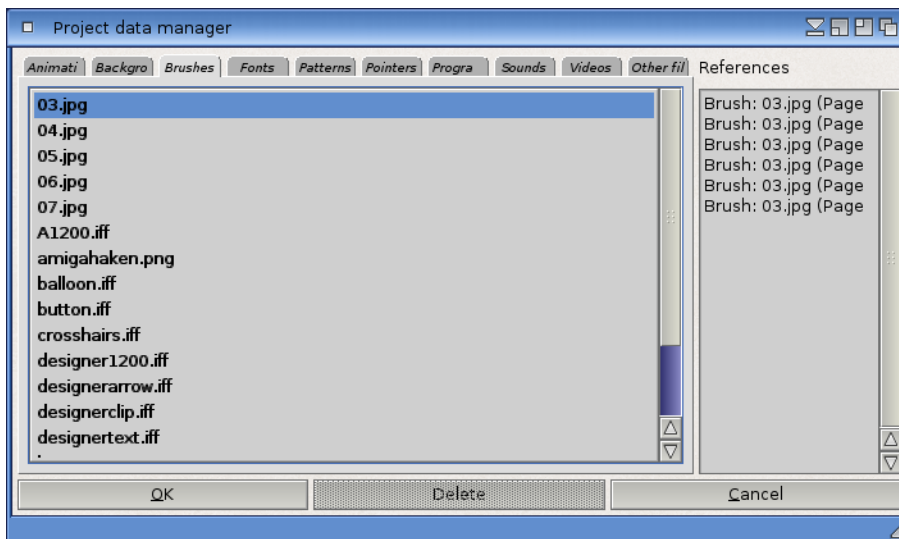
## 6.3 Save as dialog

This dialog allows you to save your project to a new location. This means that the project and all of its data files will be saved to this new location. So for larger projects this can

take quite some time. Additionally, it is possible to save only a certain page range to a new location, and you can also rename the project when saving it to a new location.



## 6.4 Data manager

You can use the data manager to organize all external data files of your project. The data manager consists of ten pages: Animations, Backgrounds, Brushes, Fonts, Patterns, Pointers, Programs, Sounds, Videos, and other files. Each page has a list with all files that are in the corresponding sub-drawers in your project drawer. The "Other files" page is an exception: Here all files that are in non-standard sub-directories will be listed. All files that are actually used in your project will be highlighted in the lists.
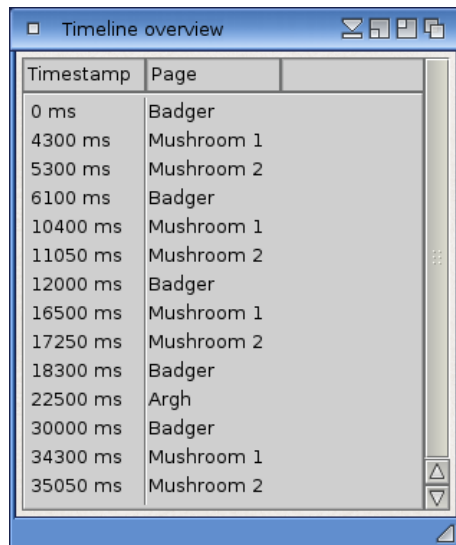


If you select a highlighted file now, Hollywood Designer will list all references of this file in your project. So you can easily see which objects/pages use this file. If you select a file that is not highlighted, Hollywood Designer will offer you the possibility to delete this file now because it is not used in your project any more. If you double-click on an entry, MultiView will be called to view the file (if you have a datatype for it!).

The data manager is very useful for maintaining your project and for quickly removing obsolete files. You should save your project before opening the data manager so that it is always up to date.

## 6.5  Using a timeline

Hollywood Designer allows the creation of projects that use a global timeline. This feature is useful if you want to synchronize your project and music, for example.

| Timestamp | Page |  |
|-----------|------|--|
| 0 ms | Badger | |
| 4300 ms | Mushroom 1 | |
| 5300 ms | Mushroom 2 | |
| 6100 ms | Badger | |
| 10400 ms | Mushroom 1 | |
| 11050 ms | Mushroom 2 | |
| 12000 ms | Badger | |
| 16500 ms | Mushroom 1 | |
| 17250 ms | Mushroom 2 | |
| 18300 ms | Badger | |
| 22500 ms | Argh | |
| 30000 ms | Badger | |
| 34300 ms | Mushroom 1 | |
| 35050 ms | Mushroom 2 | |

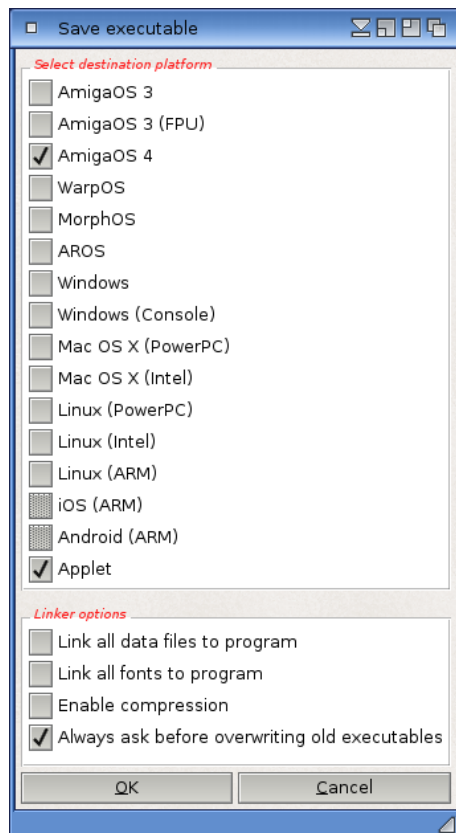To set up a timeline, you need to take these steps:

1. Choose a page that should act as the starting point of your timeline. This is usually the page that starts playing the music, etc. After you have chosen the starting page for the timeline, open the Page delay dialog and select the checkbox "Start timeline on this page", and click "OK". Now you have set a starting page for the timeline. This means that when this page is shown, the timeline position will be reset to 0.

2. Now you need to add multiple pages to your timeline. Simply create your desired number of pages, open the Page delay dialog again, and enter the appropriate timestamp in milliseconds for every new page.

3. Basically, this is already everything that needs to be done. However, you might want to open the Project properties dialog and enable the option called "Preload all pages on startup", because, when using a timeline, it is of critical importance that all pages appear at exactly the right time. However, if your pages use lots of external files like brushes, anims, etc., it could happen that Hollywood Designer is not able to show the pages at the right time because it is still busy loading the data from disk. If you select the "Preload all pages on startup" option, however, all data is loaded before the project is started, so that it is available immediately and no synchronization problems should occur. The disadvantage of the preload feature is that it consumes more memory and takes longer to load. If you can't use the preload option because your project is too large, you could set the page timestamps a bit earlier than necessary and use the Wait timeline action event then.

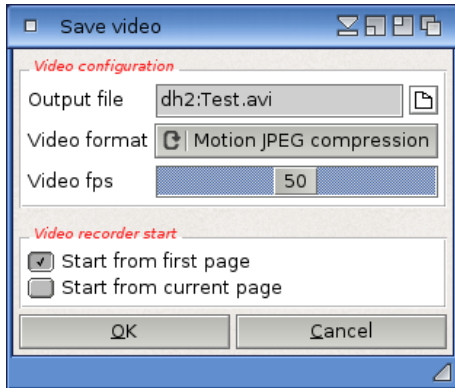# 7  Export options

## 7.1  Save executable dialog

This dialog allows you to save your project as a stand-alone executable for a number of platforms.



You can select one or more platforms by ticking the respective checkmarks. Additionally, you can also select whether or not you want to have all data files linked to your executable by ticking the checkbox below the list of platforms. If you tick the checkbox all data files will be linked to your executable. This is quite convenient if you want to have everything in one file, e.g. for taking the executable with you on a USB stick, etc. The compiled presentation will be put to your project drawer where you can access it. Finally, you can also choose to have all fonts linked into your executable. Before you check this box, make sure that you are not using any copyrighted fonts! Most fonts are copyrighted and require a permission for embedding them into documents. You can circumvent this problem by using the fonts that are inbuilt in Hollywood Designer. See the documentation of the text dialog for more information.

## 7.2 Save video dialog

This dialog allows you to export your project as an AVI video file.



You can choose the desired compression technique as well as the number of frames that shall be saved per second. You can also choose whether or not you want the video recorder start recording from the first page or from the currently active project page.

# 8  Internationalization

## 8.1  Localizing

Hollywood Designer projects can easily be translated into new languages. This is possible because many Designer objects can have different states depending on which language is currently active. For example, text objects can use a different text for each language in the project.

To create a new language set, open the project properties dialog, switch to the language tab and click on "Add". You can add as many languages as you like. The newly added language will inherit all its attributes from the currently active language, e.g. text objects of the newly added language will use the text of the currently active language.

The following object types support different language states:

'`Text`'       Position, size, and text can be different for each language.

'`Brush, anim, video`'
               Position, size, and file can be different for each language.

The reason why the position and size attributes are private to each language is that new languages often require slight changes in the layout because some languages have longer words/syntactical structures than other languages. English, for instance, is a pretty concise language, whereas German usually needs more space to express the same meaning. That is why object position and size can be modified individually for each language.

After you have added a new language, you can switch to it by selecting the "Switch language" entry from the menu bar. After you have switched to the new language, you can then translate all of its text objects into the new language.

If you have a very large project with hundreds of text objects, it might be faster to use the "Export language" menu to export all text objects into an external text file which you can then edit using your favorite text editor. After you have translated all texts, you can import them back into Designer using the "Import language" menu. WARNING: You must not change anything in your project if you take this route! When you use "Import language" your Designer project must be in exactly the same state as when it was when you used "Export language". Otherwise text objects might end up in the wrong place! Be very careful with this feature and always make backups of your projects before saving anything after such a huge transformation!
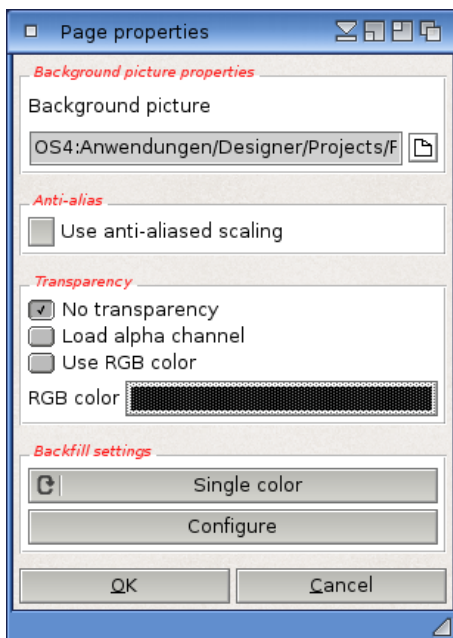
# 9 Pages
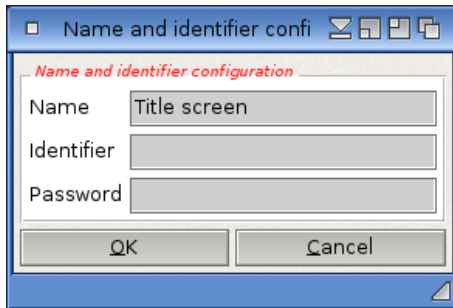
## 9.1 Page properties dialog

If you open the properties of a page, the configuration dialog of the page type will be shown. If the page type is "Picture" then you can choose a new picture for your page in the properties dialog and you can specify whether or not anti-aliasing shall be used when scaling the picture. If the page type is "Blank", then you can change the color of your page. If the page type is "Gradient", then you can configure the gradient parameters here. And if the page type is "Pattern", you can choose an other image file to use as the pattern.

If the page type is "Picture", you will also be able to choose a transparency setting for the image. This can either be an RGB color or alpha channel transparency for image formats that support alpha channels like PNG. If you specify a transparency option, you will also have to configure a backfill setting for this picture. The transparent image will then be composited onto the specified backfill setting. See the documentation of the project properties dialog for more information on backfill settings.
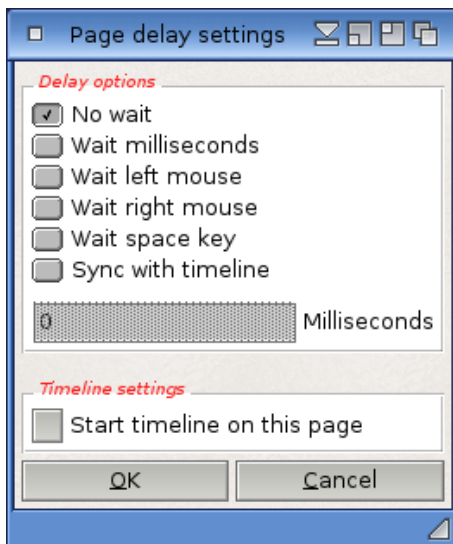
## 9.2  Page name dialog

Use this dialog to give your page a name. Simply enter the desired name and acknowledge by pressing "OK". The name of the page does not have to be unique. There may be pages with the same names in your project.



The gadget identifier is only interesting for advanced users. You can give your page a unique identifier here, which no other page in your project may have. Using this identifier you can write code which makes Hollywood to jump to this page. Please read the chapter code dialog for more information.

## 9.3  Delay options for pages

Every page can have a delay option. You can choose between four different delay options: Hollywood Designer can wait a specific time, it can wait for a left click, right click or a press of the space key. The delay option will be executed after Hollywood displayed your page but before the objects are displayed. If you have for example defined "Wait left mouse" as the delay option, Hollywood will display your page and wait until the user presses the left mouse.
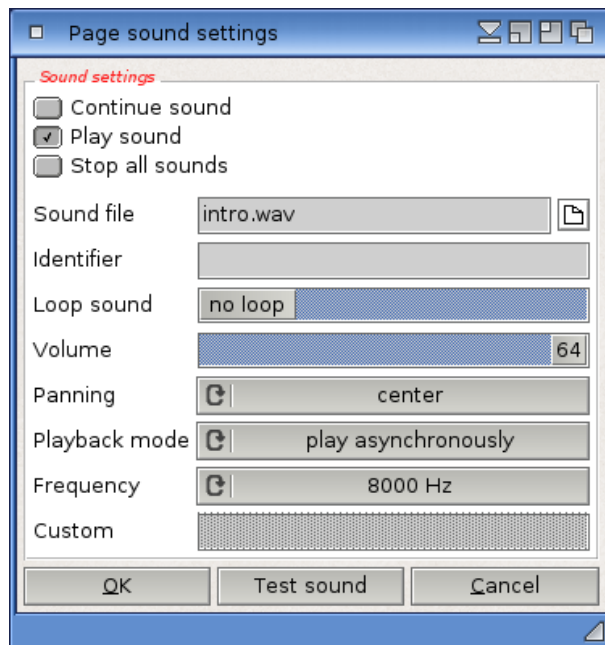


If you choose the delay option "Wait milliseconds", you will have to enter the time to wait in der numeric gadget below. The time must be entered in milliseconds. 1000 milliseconds are equal to one second.

If a page has a delay option, it will get a little clock icon in the page manager.

You can also add this page to a global timeline. In that case, you have to enter a timestamp in milliseconds that specifies when this page should be displayed. See the chapter on Creating a timeline for more information.

## 9.4 Sound options dialog for pages

This dialog is almost the same as the sound options dialog for objects. There is only one option which is not available in the object sound dialog: You can decide to stop all playing sounds and musics when the page is displayed or you can have them continue playing
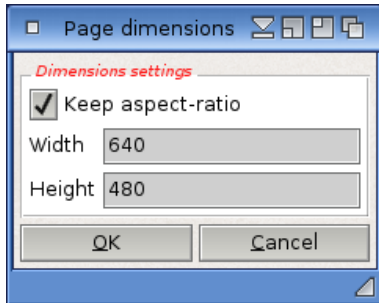


If you choose the option "Stop all sounds" then all sounds will be stopped as soon as the page is displayed. All sounds and musics will also be removed from memory. If you choose the option "Continue sound", no action will take place and if you choose "Play sound", Hollywood Designer will start playing the new specified sound. It will not stop any sounds that are already playing.

The sound file part of this dialog is the same as in the sound options dialog for objects. See Section 10.5 [Object sound dialog], page 67, for details.
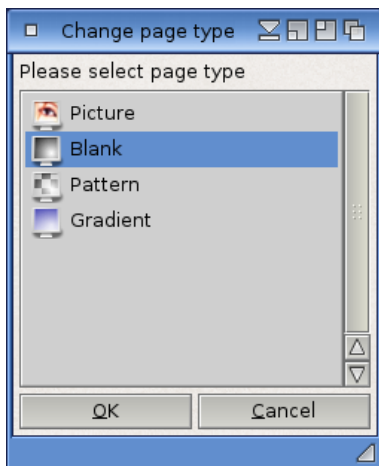
## 9.5 Page dimensions dialog

In this dialog you can modify the dimensions of a page. To modify the size of a page, you need to enter a new width and height and press "OK". If you have checked the gadget

"Keep aspect-ratio", Hollywood Designer will automatically calculate the correct second size so that the page will not be stretched.
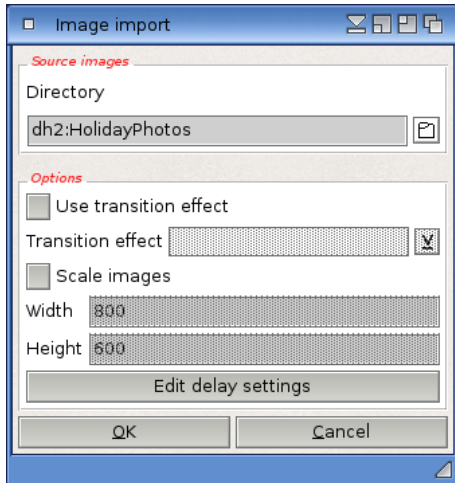
## 9.6  Change page type

You can use this dialog to change the type of your page on the fly, e.g. you can replace your background picture by a nice pattern or a static color fill. Please note that changing the page type can also change the dimensions of your page. For example, if you select a new picture here, your page size will be adapted to the picture's size.

## 9.7  Import images

This dialog allows you to import all images from a directory into the current Hollywood Designer project. Each image in the directory will be added as a new page into the current project. You can also have the images scaled to the desired dimensions by activating the scaling option. Furthermore, it is possible to specify a transition effect that should be used

for each page. Finally, you can configure the delay options for each page. If you click on the "Edit delay options" button, a separate delay dialog will be opened.

# 10 Objects

## 10.1 Object properties dialog

The properties dialog for objects is different for each object type. If the object is a brush, you can choose a color that shall be displayed transparently, or you can choose to use the alpha channel of the brush as the transparent area. Furthermore, you can set whether or not this brush shall be scaled and rotated with enabled anti-aliasing.

If the object is a rectangle, ellipse, elliptic arc, auto form or polygon, you can configure the fill style for the object. Possible fill styles are: Single color, Outline, Gradient, and Pattern. If the fill style is set to "Pattern", you can also specify the starting offset for the texture. Additionally, you can choose to have the object drawn with anti-aliasing.

If the object is an rectangle, you can configure the rounding level for its corners.

If the object is an elliptic arc, you can configure the start and end angles for the arc, as well as whether or not the angles should be in clockwise direction.

If the object is a line, you can configure the line's thickness and whether or not it shall be drawn with anti-aliasing. Additionally, you can add a single or a double arrowhead to the line. This is very useful for creating diagrams.

If your object is a text object, the text dialog will be opened. See Section 10.10 [Text dialog], page 70, for details.
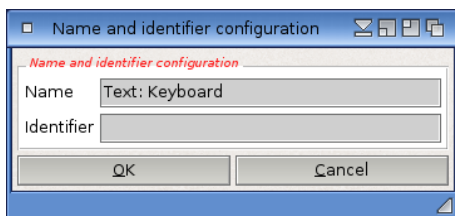
If your object is an animation, the anim dialog will be opened. See Section 10.11 [Anim dialog], page 74, for details.

If your object is a video, the video dialog will be opened. See Section 10.12 [Video dialog], page 77, for details.

If your object is an action object, the action object dialog will be opened. See Section 5.6 [Action object dialog], page 40, for details.
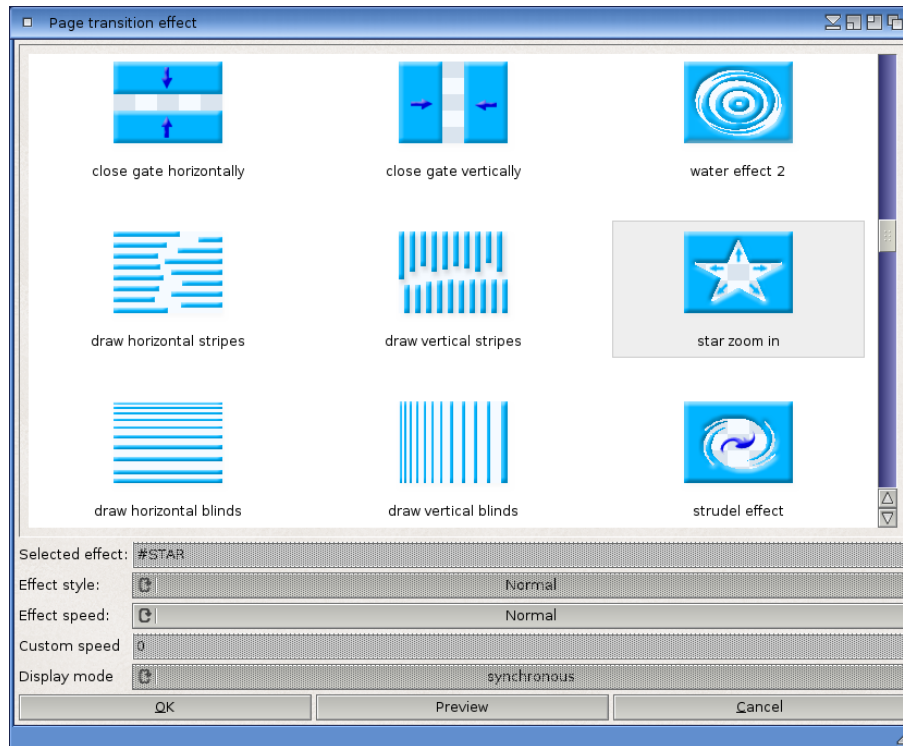
## 10.2 Object name dialog

Use this dialog to give your object a name. Simply enter the desired name and acknowledge by pressing "OK". The name of the object does not have to be unique. There may be objects with the same names in your pages.



The gadget identifier is only interesting for advanced users. You can give your object a unique identifier (UID) here, which no other object in this page may have. This unique identifier can be used to access the layer of this object directly from custom code. The identifier you specify here will be assigned to the layer of the object in the Hollywood script. See Section 11.1 [Code dialog], page 79, for details.

## 10.3  Transition FX dialog

You can use the transition FX dialog to select an effect for your object or your page. You can also set the speed of the transition and some optional parameters. To select an effect, please click with left mouse on its icon.



The speed of the effect can be normal, fast or slow. Choose the one that fits your needs. If you choose "Customized", you need to enter a numeric custom speed value in the gadget below the speed cycle gadget. The bigger the number you enter here, the faster the effect will run (enter 0 for fastest possible speed).

Some effects support additional parameters, which you can select in the style cycle gadget. The following styles are possible with some effects:

‘Normal’     Default setting. No specific style.

‘Ease out’  The effect speed will slow down noticeably before coming to an end.

‘Damped’     The effect will be damped at the end.

‘Sine’        Object will be moved on a sine wave.

‘Big sine’  Object will be moved on a big sine wave.

‘Upper curve’
            Object will be moved on an upper curve.

‘Lower curve’
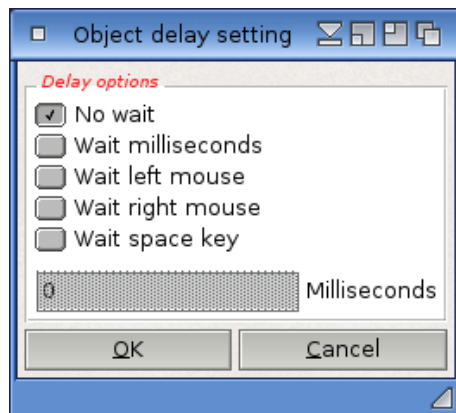            Object will be moved on a lower curve.

If you want to see how your effect will look, you can click on the "Preview" button. Hollywood will be popped up then and your effect will be displayed.

Hollywood offers far more effects than you see in this dialog. If your favorite effect is not listed in this dialog, you have to click on the "custom effect" icon and then you can enter the identifier of your desired effect in the string gadget. Do not forget the #-prefix. Have a look at the Hollywood documentation for an overview of all effects.

For object effects, you can also choose if the effect should be displayed synchronously or asynchronously. If you choose "synchronous" display mode, Hollywood Designer will wait for the effect to finish before continuing the presentation. If you choose "asynchronous" display mode, Hollywood Designer will start the effect and immediately continue the presentation. Asynchronous mode should be used if you want to display multiple objects with transition effects at the same time.

## 10.4  Object delay dialog

Every object can have a delay option. You can choose between four different delay options: Hollywood Designer can wait a specific time, it can wait for a left click, right click or a press of the space key. The delay option will be executed after Hollywood displayed your object. If you have for example defined "Wait left mouse" as the delay option, Hollywood will display your object and wait until the user presses the left mouse.
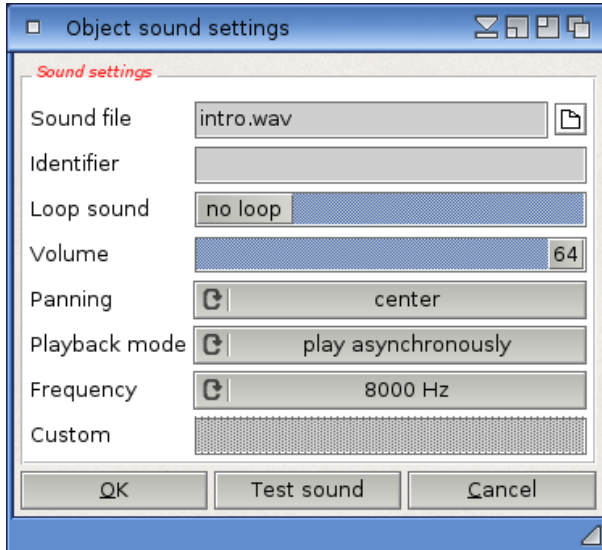


If you choose the delay option "Wait milliseconds", you will have to enter the time to wait in der numeric gadget below. The time must be entered in milliseconds. 1000 milliseconds are equal to one second.

If an object has a delay option, it will get a little clock icon in the object manager.

## 10.5  Sound options dialog

Using this dialog you can add sound or music to your object. Simply select a sound file by clicking on the pop up button next to the string gadget. The audio file must be in a format that is supported by Hollywood. There are three different sound types: Sound samples, Sound streams and Protracker modules. Sound samples are normal sounds which will be loaded completely into memory by Hollywood. Stream sounds will be streamed from disk by Hollywood (for example MP3s). After you have selected an audio file, Hollywood

Designer will immediately check if the format can be loaded with Hollywood. If it cannot be loaded, an error message will be displayed.



For all sound types you can configure how many times the sound shall be played and you can set the playback volume.

If you select a sound sample, you can configure additional parameters in this dialog. You can configure whether the sound shall be played through the left or right speaker only or through both speaks. You can also modify the pitch value of the sound (frequency in hertz) and you can specify if the sound shall be played synchronously or asynchronously. If you choose synchronous playback, Hollywood will wait until the sound has finished playback and continue with the presentation then. If you choose asynchronous playback, Hollywood will continue with the presentation right after starting the sound. Of course it does not make sense to play an unlimited looping sound synchronously because this would block your presentation. You can enter your own desired pitch value or choose one of the predefined pitches from the cycle gadget. When you first load the sound, Hollywood Designer will set the pitch gadget to the recommended playback frequency.
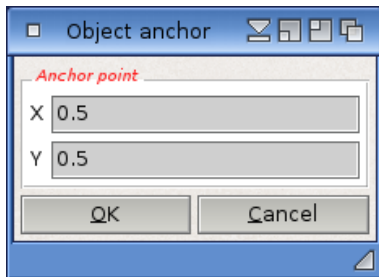
You can click on "Test sound" to hear how the audio will sound with the current parameters. The sound playback is fully done through AHI. Protracker modules are also played through AHI.

The string gadget "Identifier" is only for advanced users. You can use it to give your sound a unique identifier. Using this identifier, you can easily access this sound from custom code, that you have embedded in your project. Please read the chapter Code dialog for more information.

## 10.6  Object anchor point dialog

This dialog can be used to change the anchor point of an object. The anchor point is a point inside the object that is used as the origin for all object transformations (scale, rotate) and

also the position of an object is always relative to the anchor point. Sometimes the anchor point is also referred to as the 'hot spot' of an object.
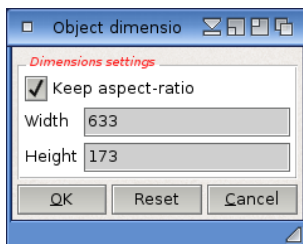
The anchor point can be any point inside the object ranging from 0.0/0.0 (top left corner of the object) to 1.0/1.0 (bottom right corner of the object). The center of the object would be defined by an anchor point of 0.5/0.5 which is also the default.

For example, if you want to have an object that shall be rotated around its center point, then you need to set this object's anchor point to 0.5/ 0.5. If it shall be rotated around its top left corner, you have to use 0.0/0.0 as the anchor point. To rotate around the object's bottom right corner, use 1.0/1.0 as the anchor point. The usual setting is to rotate around the center, so you should normally set the anchor point to 0.5/0.5.

When using an anchor point different than 0.0/0.0, keep in mind that all position specifications will be relative to the anchor point now. This means that a position of 0:0 does not necessarily mean that the object will appear at the top-left display corner. For example, if you have an object with an anchor point of 1.0/1.0, moving this object to position 0:0 (top left corner of display) would make the object pretty much invisible because its anchor point is set to the bottom-right corner of the object. Thus, if you move an object with a bottom-right anchor point to position 0:0, it means that the bottom-right corner of the object will actually appear at 0:0. This obviously means that only a single pixel of the object will be visible. The rest will be off-screen.

## 10.7  Object dimensions dialog

In this dialog you can modify the dimensions of an object. This is currently not possible for text objects. If you want to resize text objects, drag them to the desired size.

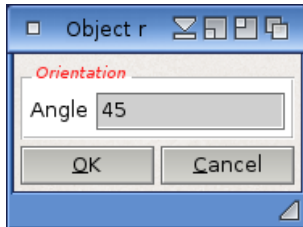To modify the size of an object, you need to enter a new width and height and press "OK". If you have checked the gadget "Keep aspect-ratio", Hollywood Designer will automatically calculate the correct second size so that the object will not be stretched.

If you want to change the dimensions of a line, you need to enter new coordinates for the line in this dialog. A line is always defined by its start and end point.

If the object is a brush, animation, or video there will be a "Reset" button which you can use to reset the dimensions to the original size of the object.

## 10.8  Object rotation dialog

In this dialog you can set the rotation angle for your object. This angle is specified in degrees and can be between 0 and 359. 0 means no rotation.

## 10.9  Object position dialog

This dialog allows you to set the exact pixel position where your object shall be displayed. Simply enter the new coordinates for your object and press "OK". You can also enter negative coordinates, which moves your object out of the display.

## 10.10  Text dialog

Use this dialog to create your text objects. The dialog consists of three pages.

## a) Text

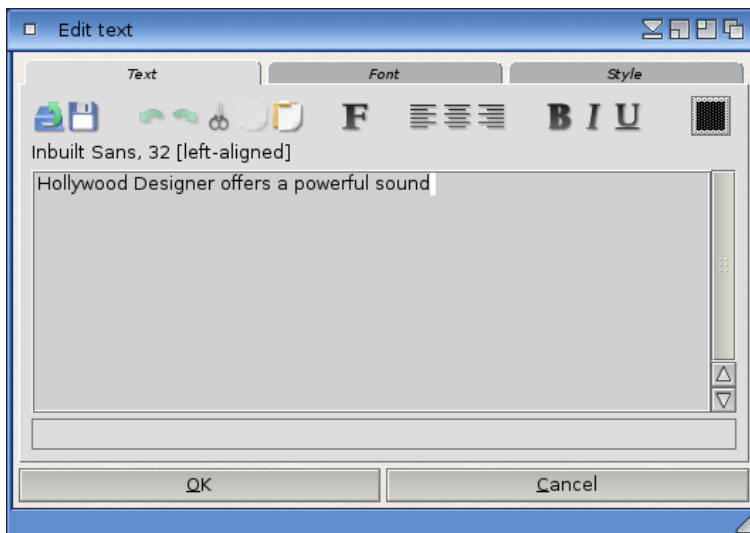The first page contains the text editor, a toolbar and a status line which explains the toolbar functions if the mouse is over a toolbar icon. Additionally, there is an info bar which shows the currently selected font face as well as the font size and the alignment. Possible alignments are: left, right and center.

In the text editor you can enter the text of your object. You can also import this text from an external file by clicking on the folder icon in the toolbar. Additionally, you can save the contents of the text editor if you click on the disk icon.

The toolbar offers the following functions (from left to right):

'`Insert file`'
> Inserts a file in the editor. If you prefer to use your favorite text editor for writing your text, you can import it easily using this button.

'`Save text`'
> Saves the contents of the text editor to a file.

'`Undo`'       Undoes the last entry.

'`Redo`'       Redoes the last undone operation.

'`Cut`'        If you marked some text, you can use this button to cut it and place it in the clipboard from where you can import it for example in your favorite text editor.

'`Copy`'       Copies the marked text to the clipboard.

'`Paste`'      Inserts the text from the clipboard into the text editor.

'`Change font`'
> Click this button to pop up a font requester which you can use to select a new font face.

'`Left align`'
> Click this button, to make the text left aligned. This has only an effect, if your text has more than one line.

'`Center align`'
> Click this button, to make the text center aligned. This has only an effect, if your text has more than one line.

'`Right align`'
> Click this button, to make the text right aligned. This has only an effect, if your text has more than one line.

'`Bold text`'
> Change the text style to bold. You can also mark some text and change only the marked text to bold.
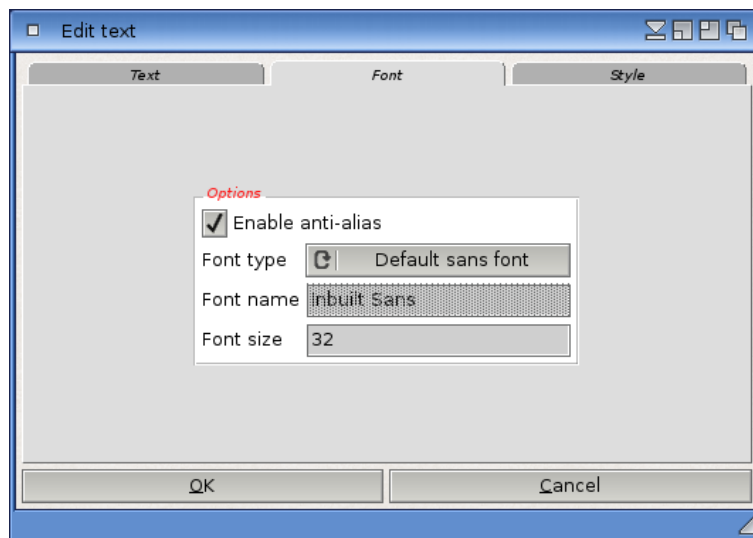
'`Italic text`'
> Change the text style to italic. You can also mark some text and change only the marked text to italic.

'`Underlined text`'
> Change the text style to underlined. You can also mark some text and change only the marked text to underlined.

'`Color`'      This gadget will be enabled only when you have marked some text. In that
               case, you can use this gadget to change the color of the marked text.
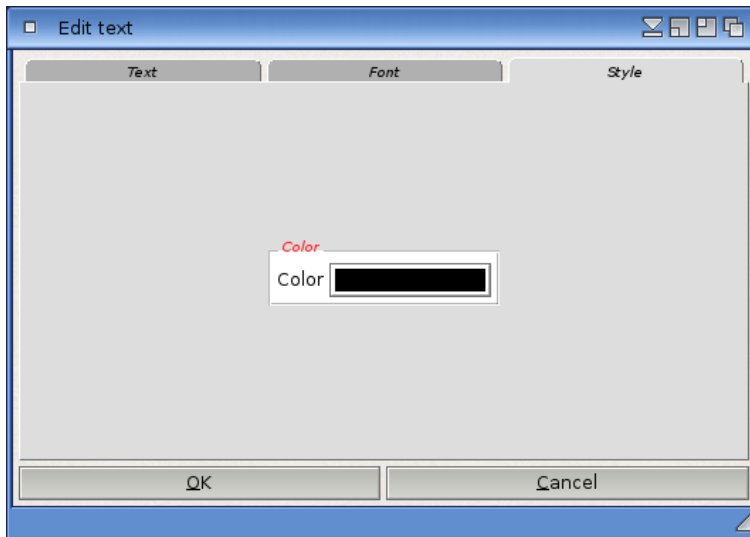
## b) Font



On this page you can choose a font for this text object. You will normally do this using
the font requester button in the toolbar on the first page, but if you want to use one of
Hollywood Designer's inbuilt fonts, you have to configure this font here because it does not
appear in the font requester. You can also manually enter font name and font size on this
page. This is useful if you are using the platform independent font renderer which allows
you to use fonts that are not actually installed in the operating system. Thus, they will
not show up in the font requester. So if you want to use these fonts through the platform
independent font renderer, you have to manually enter the font name and font size here,
and of course you must activate platform independent text in the Project properties dialog.

The default fonts of Hollywood Designer are Inbuilt Sans, Inbuilt Serif, and Inbuilt
Monospace. The advantage of these fonts is that they are inbuilt into Hollywood Designer
and thus they are available on every system. By using these fonts you also do not have to
worry about any licensing fee issues because these fonts can be used without any royalty
obligations.

## c) Style



The third page allows you to configure some further styles which are global for this text object. You can choose the text color here. If you want to add a shadow or border to the text object, please use the object options dialog.

## Special codes

You can also embed Hollywood variables in your text object. You need to use some special sequences then which are explained here:

%#(var)      This sequence embeds the value of the variable "var" in the text object. "var" needs to be an integer or float variable.

%$(var$)     This sequence embeds the contents of the variable "var$" in the text object. "var$" must be a string variable.

Please note, that Hollywood Designer creates all text objects before displaying the page they are on. This means, that the values of the variables must be set before Hollywood Designer starts to create your page. For example: If you want to use a variable in a text object on page 2, you already need to set the variable in page 1.

## 10.11  Anim dialog

Use this dialog to configure your anim objects. The dialog consists of two pages:

### a) Animation files (first page)

The first page allows you to specify the source file(s) for the animation object. This must be one of the following options:

‘Anim file’
> Use an animation file in the IFF ANIM/GIF ANIM/AVI MJPEG format (or any format that you have a plugin for) as the anim source.

‘Anim image’
> Use a single image that contains multiple frames as the source animation. If you choose this option, you need to enter the total number of frames in the image, the dimensions of a single frame, the number of frames per row in the image, and a starting x/y offset. The "Anim image" type is useful if you need an anim object that uses true colour or alpha transparency because both of these are not supported by the IFF ANIM, GIF ANIM, and AVI MJPEG formats.

'`Image list`'
> Combine a sequence of image files into an anim object. If you choose this type, you need to add multiple image files to the list gadget in the anim dialog. All the images added to the list gadget will then combined into an animation (in the order they appear in the list gadget). The "Image list" type is useful if you need an anim object that uses true colour or alpha transparency because both of these are not supported by the IFF ANIM, GIF ANIM, and AVI MJPEG formats.

Additionally, you can select a transparency option for the anim object. This can be either a color that shall be made transparent, or you can choose to use the alpha channel of the anim as the transparency key.

## b) Properties (second page)



The second page allows you to configure several playback related options. You can configure the playback speed and whether or not the animation should be played directly from disk. Small animations should always be loaded into memory first. You can also specify the frame number at which playback should start. Normally, this should be set to 1 (i.e. first frame).

Additionally, you can specify how many times the animation shall be played and whether it should be looped forever. You can also define whether or not antialiased interpolation should be used when scaling or rotating this anim object.

If you select the "Use default playback speed" option, Hollywood Designer will play the animation at the playback rate defined in the selected animation file. Note that not all animation formats support such a default playback rate. For GIF ANIM and IFF ANIM it is generally supported though the default playback rate might also be set to an invalid value.

If you select the "Asynchronous playback" option, Hollywood Designer will not wait until the anim has finished playing before going on with the presentation. Checking this option is useful for playing multiple anims at the same time, or for having an anim playing in the background.

Check the "Enable realtime fx" box to enable real time transition effects for this anim object. Enabling realtime effects means that if you choose to show/hide an anim object using a transition effect, Hollywood Designer will keep playing the anim while showing the transition effect. If you do not check the "Enable realtime fx" box, Hollywood Designer will first show the transition effect, and then start playback of the anim (when the effect has finished).

Finally, you can choose a playback mode for this anim object. This is for advanced users, because it allows you to fine-tune the behaviour of the anim object. You can choose between the following playback modes:

‘`Individual playback`’
> This is the default mode and should be sufficient for most cases.

‘`No playback`’
> Do not start playback of this anim object. The anim object will just be displayed without actually starting playback. You can start anim playback later using an action event.
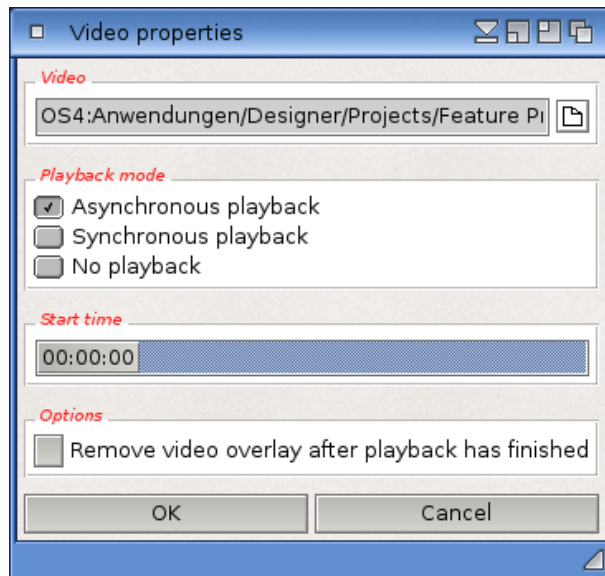
‘`Sync’ed playback (local)`’
> This allows you to synchronize this anim object to an other anim object on the current page. You have to enter the UID of the anim object to which you want to synchronize the current anim object. The two anim objects will be perfectly in synchronization then.

‘`Sync’ed playback (global)`’
> This allows you to synchronize this anim object to an anim object on a different page. This is useful if you want to have some corporate identity anim object on all of your pages, and it should be looping seamlessly. If you use this playback mode, the anim object will be sync’ed to all anim objects that share its UID. E.g. if you have an anim object using the UID "LOGOID" on page 1, and now you add an anim object to page 2 using the same UID and you select this playback mode, the anim object on page 2 will be sync’ed to the anim object on page 1 because they both share the same UID (but they are on different pages, of course; the UID is only unique within a single page, not throughout all pages).

## 10.12  Video dialog

This dialog can be used to configure options for the currently selected video object. Please note that video objects often use hardware accelerated playback which is why they are subject to some limitations: Video objects will always appear in front of all other objects because they are played using hardware overlay. Furthermore, it is not possible to apply layer effects like tint or transparency to video objects at the moment.



The following options can be configured in this dialog:

'File'        Here you can specify the video file that shall be used by this video object. The video must be in the CDXL format or in any format that you have a plugin for.

'Playback mode'

This radio widget allows you to set the playback mode for the currently active video object. "Asynchronous playback" means that the video will be started and then the presentation will continue immediately. "Synchronous playback" means that the presentation flow will be halted until the video object has finished playing. "No playback" means that the video will not be played at all. You can start playback later by using the corresponding action event.

'Start time'

This slider widget can be used to specify a timestamp into the video where playback should start. The time is given in hh:mm:ss format. By default, this will be 00:00:00 which means that playback starts at the very beginning of the video stream.

'Remove video overlay after playback has finished'

If you check this option, the video overlay will be removed immediately after the video has finished playing. This is very useful because videos always appear at the front of the display. They cannot appear behind other layers! They will always appear at the front. Thus, it is useful to remove them after they have

finished playing because then you can place other objects in their place. Tick this box to activate such a behaviour.

# 11  Custom code

## 11.1  Code dialog

Attention: The code dialog is only interesting for advanced users, because it offers the possibility to enhance your presentations by adding some Hollywood code.



Hollywood Designer only offers you a small part of the functions which Hollywood actually has. If you want to create a more complex presentation, you will most likely have to add a bit of Hollywood code. You can use this code dialog for that: The text editor in this dialog allows you to write Hollywood code which will be executed before the object (or the page) to which the code belongs will be displayed. If you have not programmed in Hollywood yet, it is recommended to read the chapter "Introduction to Hollywood programming" in the Hollywood documentation. This chapter explains to you on a few pages how you can use the Hollywood language.

The toolbar offers the following functions (from left to right):

'`Insert file`'
> Inserts a file in the editor. If you prefer to use your favorite text editor for programming, you can import your code easily using this button.

'`Save text`'
> Saves the contents of the text editor to a file.

'`Undo`'      Undoes the last entry.

'`Redo`'      Redoes the last undone operation.

'`Cut`'       If you marked some text, you can use this button to cut it and place it in the clipboard from where you can import it for example in your favorite text editor.

'`Copy`'      Copies the marked text to the clipboard.

'`Paste`'     Inserts the text from the clipboard into the text editor.

'Check code syntax'
>    Click on this button to check if your code syntax is correct and can be compiled. You should always use this button if you change your code because if the code is not correct, Hollywood cannot start your presentation. And if you have many objects that have code it is probably very hard to find the object that has the incorrect code attached.

'Hollywood reference'
>    This button starts the reference from the Hollywood guide. You can use this to quickly look up a function in the Hollywood documentation.

You can also use special sequences in your code, which are recognized and translated by Hollywood Designer. The following sequences are currently recognized:

%>PAGEID    This sequence tells Hollywood Designer to replace it with code, that jumps to the page that has the identifier PAGEID. You can give every page an identifier in the page name dialog. Page identifier must be unique in the whole project, which means that it is not allowed that two pages share the same identifier.

%!OBJECTID
>    This sequence tells Hollywood Designer to replace it with the layer number that the object with the identifier OBJECTID has occupied. So you can e.g. use Hollywood functions like MoveLayer() or HideLayer() to directly access your object. You can give your objects identifiers in the object name dialog. Identifiers for objects need to be unique in the page where the objects are. There must not be two objects with the same identifier in the same page. Note: Starting with Hollywood Designer 3.0, you do not have to use this sequence any longer because Hollywood Designer now automatically uses the identifier of an object (UID) for the layer name. Thus, you can simply pass the identifier of an object directly to the layer functions, for example

```
HideLayer("LOGOIMAGE", #RIGHT, #BOTTOM)
```

> This will hide the object on the current page that has the UID "LOGOIMAGE" assigned to it.

%@SOUNDID
>    This sequence tells Hollywood Designer to replace it with the number of the sound that has the identifier SOUNDID. So you can e.g. fade in a sound by calling SetVolume() multiple times. Identifiers for sounds can be set in the sound options dialogs for pages and objects. Sound identifiers must be unique in your whole project because sounds can be used everywhere (they are not limited to a single page).

# 12 Action events

## 12.1 Animate object

This action event allows you to dynamically animate an object. This is a very powerful action event which can be used for many different purposes. For example, you can scroll an object, rotate it, scale it, change its transparency and tint settings, or all of this together.

The basic idea behind this action event is that you specify how the object should be animated and how many frames the animation sequence should have. For example, if you want to create an animation sequence that moves an object 100 pixels to the left, and you define that the animation sequence should use 50 frames, then the result will be that Hollywood Designer moves your object two pixels to the left per frame.

The following options are currently supported:

'Move'      Here you can specify values for moving the object. You can specify separate values for the x and y axes. Please note that these values are delta values, i.e. they are relative to the current position of the object. If you enter "100" for x, the object will be moved 100 pixels to the right starting from the current position of the object. If you enter "-100" for x, the object will be moved 100 pixels to the left starting from the current position.

'Scale'     Here you can specify how the object should be scaled. If you don't want scaling, set both fields to 1 (= identity). If you want scaling, the new size must be expressed as floating point values relative to the current size of the object. A value smaller than 1.0 shrinks the object, a value greater than 1.0 enlarges the object, a value of 1.0 means no change. 0.0 and negative values are not allowed. You can specify separate scaling values for the x and y axes. An example: A value of 2.0 on the x axis, and a value of 0.5 on the y axis would mean the following: Enlarge the object by 200% on the x axis and shrink the object to 50% of its size on the y axis. This will of course generate a distorted image. Normally, you will want to use identical values for both axes.

'Texture scroll'
            These two fields can be used to scroll the texture on objects that use a texture filling.

'Rotate'    This field allows you to specify by how many degrees the object should be rotated. The value you enter here is relative to the current rotation angle of the object. A positive value rotates in anti-clockwise direction, a negative value rotates in clockwise direction. If you don't want any rotation, set this field to 0.

'Transparency level'
            Here you can set the desired transparency level for the object. This is useful for fade effects during the animation sequence.

'Tint level'
            Here you can set the desired tinting level for the object. This is useful for blending effects during the animation sequence.

'`Frames`'    Here you have to enter the number of frames for this animation sequence. The
             more frames you enter here, the longer your animation sequence will run.

'`Frame delay`'
             This field allows you to specify the number of milliseconds that Hollywood
             Designer should delay after each frame. Set this to 0 for no delay.

'`Passive`'   If you select this checkbox, the animation sequence won't run on its own. In-
             stead, it is automatically started when another, non-passive animation sequence
             gets started. When setting this checkbox, you will normally also want to set
             the animation sequence to asynchronous mode. Otherwise you are likely to end
             up in a deadlock.

'`Synchronization`'
             This cycle gadget allows you to specify if the animation sequence should be dis-
             played synchronously or asynchronously. Synchronous means that the project
             execution is halted until the animation sequence has finished playing while
             asynchronous mode continues immediately.

'`Identifier`'
             This string gadget allows you to assign a UID to this animation sequence. This
             UID must be unique inside the range of the current page. You only need a UID
             if you want to stop an animation sequence using the Stop animate object action
             event or if you want to wait for an animation sequence using the Wait animate
             object action event.

## 12.2  Change mouse pointer

This action event can be used to change the current mouse pointer. You can either change
the mouse pointer to a standard image (normal or busy pointer), or you can change the
mouse pointer to a custom image.

## 12.3  Change object color

You can use this action event to change the color of an object.

## 12.4  Change object hierarchy

This action event can be used to change the z-position of an object. The z-position is the
position where the object is inserted in the stack of objects. You need to select an object
and enter a delta value. The delta value is a numeric value that specifies how the z-position
of the object should be changed. The object is moved by 'delta' positions to the front or
back (negative values move the object to the back, positive values move it to the front).

## 12.5  Change object options

This action event can be used to change the filters effects of an object. Please see the
documentation of the object options dialog for more information on available filters and
their parameters.

## 12.6  Change object style

This action event can be used to change the style of an object. This is a powerful event that allows you to change nearly all attributes of an object. For example, you can change the text or font of text objects, the rounding level for rectangle objects, the angles of arc objects, the image of brush objects, and so on.

## 12.7  Change page

You can use this action event to jump to a different page in your project.

## 12.8  Check condition

This action event can be used to skip or repeat action events depending on the state of the specified condition. This action event is quite powerful as it allows you to realize loops as well as conditional executions of the action event lists.

To setup a condition check, you have to configure the following elements:

'Operator'
> Specifies the operator to use for the condition check.

'Type'        Specifies the type of the condition check. This can be either 'variable' or 'language'. If it is set to 'variable', you will have to enter the name of the variable and the value to check this variable against below. If it is set to 'language', you will have to choose a language to check against from the list view below. Note that you can only use the operators 'If equal to' and 'If not equal to' with type 'language'.

'Skip events'
> Here you have to enter how Designer should react if the specified condition is true. If you enter a positive value here, Designer will skip the specified number of action events. For example, if you enter 1 here and the condition is true, Designer will skip the next action event after the 'Check condition' event and jump directly to the event that comes after the next one. If you enter a negative value here, Designer will jump backwards. Specifying -1 here will repeat the 'Check condition' event, specifying -2 will jump to the event that is before the 'Check condition' event, -3 will jump back to two events before the 'Check condition' event and so on.

## 12.9  Delay

You can use this action event to wait a certain number of milliseconds. Project execution will be delayed until the specified time has elapsed.

## 12.10  Hide object

This action event can be used to hide an object. Optionally, a transition effect can be used. For example, an object could be hidden by scrolling it out of the visible area of the screen.

Hidden objects can be made visible again by using the Show object action event.

## 12.11  Move object

This action event can be used to move an object to a new position on the screen. You have to enter the new x and y coordinates for the object's position.

Please note that the coordinates you specify here are relative to the object's anchor point. The anchor point is normally set at 0.5/0.5. In that case, moving an object to position 0/0 will move the object's center point to the top-left corner of the screen.

## 12.12  Open URL

You can use this action event to open an URL in the user's default web browser. Simply enter the desired URL here and it will be opened when Hollywood Designer executes this action event.

## 12.13  Pause sound

This action event can be used to pause a sound that is currently playing. You need to enter the UID of the sound that you wish to address.

## 12.14  Pause video

This action event can be used to pause a video that is currently playing.

## 12.15  Play animation

This action event can be used to start playback of an animation object. You can specify some options like whether or not asynchronous playback should be used, the start frame, number of loops, and speed. If you select the option "Use default playback speed", Hollywood Designer will play the animation at the speed specified inside the animation file. This is often used for GIF anims but might not look correctly for every animation.

## 12.16  Play sound

This action event can be used to play a sound file. Please see the chapter on the object sound dialog for more information on the available options.

## 12.17  Play video

This action event can be used to start playback of a video object. You can specify some options like whether or not asynchronous playback should be used and if the video overlay should be removed automatically after playback has finished. See the video properties dialog for more information.

## 12.18  Quit presentation

This action event will quit the presentation. Useful as a reaction to a "Quit" button in your project or something similar.

## 12.19  Resume sound

This action event can be used to resume a sound that is currently in pause state. You need to enter the UID of the sound that you wish to address.

## 12.20  Resume video

This action event can be used to resume a video that is currently in pause state.

## 12.21  Rotate object

You can use this event to change the orientation of an object. The new rotation angle must be specified in degrees (0 to 360). The object will be rotated around its anchor point which is usually set at 0.5/0.5 which means rotation should be done around the object's center point.

## 12.22  Run code

This action event can be used to run custom Hollywood code. Please see the documentation of the code dialog for more information on how to use this event.

## 12.23  Run program

This action event can be used to start an external program. You can choose whether the program should be started synchronously or asynchronously, and you can also enter command line parameters that should be passed to the external program.

## 12.24  Scale object

You can use this event to change the size of an object. The new size must be expressed as floating point values relative to the current size of the object. A value smaller than 1.0 shrinks the object, a value greater than 1.0 enlarges the object, a value of 1.0 means no change. 0.0 and negative values are not allowed. You can specify separate scaling values for the x and y axes.

An example: A value of 2.0 on the x axis, and a value of 0.5 on the y axis would mean the following: Enlarge the object by 200% on the x axis and shrink the object to 50% of its size on the y axis. This will of course generate a distorted image. Normally, you will want to use identical values for both axes.

Also note that the object will be scaled relative to its anchor point which is usually set at 0.5/0.5 which means that scaling is done around the object's center point.

## 12.25  Seek video

This action event can be used to seek a video to a new time position. The video can be either stopped, paused, or playing. The time position is given in hh:mm:ss.

## 12.26  Set texture offset

This action event can be used to modify the start texturing offset for objects that use a texturing fill style. This can be useful to create a scrolling texture effect or something similar.

## 12.27  Set variable

This action event can be used to set the specified variable to the specified value. The variable name must follow the specification of Hollywood variable names, i.e. it must consist only of letters of the English alphabet (a-z, A-Z), numbers (0-9) and a few special characters ('$', '!' and '_'). Furthermore, variable names must not start with a number or with a '$' or '!'. Variable names in Hollywood are case insensitive, which means that "MYVAR" and "myvar" denote the same variable.

Value can be a numeric value, another variable, or a string value. If it is a string value, it must be delimited by quotes, e.g. "Hello World".

## 12.28  Show anim frame

You can use action event to jump to a specific frame of animation object.

## 12.29  Show object

This action event can be used to show a hidden object. Optionally, a transition effect can be used to show the object.

Objects can be hidden again by using the Hide object action event.

## 12.30  Start action

This action event can be used to run all events of another action object. For example, this is useful if you have created a passive action object that should only be ran under certain circumstances. To start this passive action object, you can use the "Start action" event.

## 12.31  Stop action

This action event can be used to stop an asynchronous action object that is currently being ran. Simply select which action object you want to stop and Hollywood Designer will immediately abort it.

## 12.32  Stop animate object

This action event can be used to stop an animation sequence created using the Animate object action event. You have to enter the UID of the animation sequence you want to stop (this UID is assigned in the Animate object dialog).

## 12.33  Stop animation

You can use this action event to stop playback of animation object. Simply select the desired anim object and Hollywood Designer will stop playback when it reaches this action event.

## 12.34  Stop sound

This action event can be used to stop a sound that is currently playing. You need to enter the UID of the sound that you wish to address.

## 12.35  Stop sounds

This action event will stop all sounds that are currently playing.

## 12.36  Stop video

This action event can be used to stop a video that is currently playing.

## 12.37  Wait all FX

This action event will wait until all transition effects that are currently playing have finished. This is only useful when working with asynchronous transition effects because synchronous transition effects will block the execution themselves.

To wait for just a single effect to finish, use the Wait FX action event.

## 12.38  Wait animate object

This action event can be used to wait for an animation sequence created using the Animate object action event to finish. You have to enter the UID of the animation sequence you want to wait for (this UID is assigned in the Animate object dialog).

## 12.39  Wait animation

This action event will wait until the selected animation object has finished playing. Be sure not to use this action event on infinitely looping animations or this action event will block forever.

## 12.40  Wait event

This action event can be used to block the project's execution until something happens. This action event is most useful when using projects with a global timeline. In that case, you must add an action object that contains this action event to the bottom of every page. Hollywood Designer will then wait for the next timeline position at the end of every page. If you don't add this action event, Hollywood Designer might jump to the next page too early.

## 12.41  Wait FX

This action event can be used to wait until a specific asynchronous object transition effect has finished playing. You have to select the object for this action event. Hollywood Designer will then block the execution of the project until all transition effects on this object have finished playing. Obviously, this action event only makes sense when using asynchronous transition effects because synchronous effects will block anyway.

To wait for all asynchronous effects on the current page to finish, use the Wait all FX action event instead.

## 12.42  Wait key

This action event will block the execution until the user has pressed the specified key. You have to enter the key that Hollywood Designer should wait for. This can be a character key like "a" or a special key. The following special keys are currently recognized:

'UP'          cursor up

'DOWN'        cursor down

'RIGHT'       cursor right

'LEFT'        cursor left

'HELP'        help key

'DEL'         delete key

'BACKSPACE'
              backspace key

'TAB'         tab key

'RETURN'      return key

'ENTER'       enter key

'ESC'         escape

'SPACE'       space key

'F1 – F16'    function keys

'INSERT'      insert key

'HOME'        home key

'END'         end key

'PAGEUP'      page up key

'PAGEDOWN'
              page down key

'PRINT'       print key

'PAUSE'       pause key

## 12.43  Wait left mouse

This action event will block the execution until the user has pressed the left mouse button.

## 12.44  Wait right mouse

This action event will block the execution until the user has pressed the right mouse button.

## 12.45  Wait sound

This action event can be used to wait until the specified sound has finished playing. You need to enter the UID of the sound that you wish to address.

## 12.46  Wait timeline

This action event can be used to wait for a certain timeline position. You have to specify the desired timeline position in milliseconds. Hollywood Designer will then block the project's execution until the specified time has been reached.

## 12.47  Wait video

This action event can be used to wait until the specified video has finished playing.

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