

WireFusion

Quick Tutorial for WF-Zoom

Note: In order to use WF-Zoom you need an installed version of WireFusion 4.0 (or later) on your computer.

1 Install WF-SlideShow

1. Start 'WireFusion'
2. Choose *File > Install Add-on...*
3. Browse for the plug-in file '*wf-zoom_v11.wpl*'
4. When the add-on splash window appears, click either *Tryout Mode* or *Register*
5. Restart *WireFusion*

After installation you will find the Zoom object under the *Multimedia* folder in the Library (Figure 1).

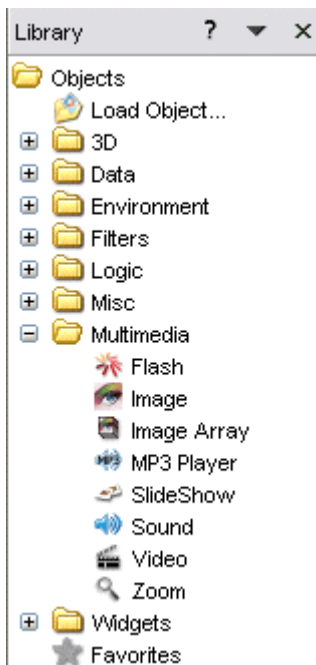


Figure 1. The Zoom object in the Multimedia folder

2 Create a simple zoom presentation

The Zoom object is used to create high quality zoom areas from a high-resolution image. The zoom presentation, which will be displayed in the Zoom object's *Target Area*, consists of several well-optimized images, one for each zoom area. This tutorial will help you get started with the Zoom object.

To make a zoom presentation, drag a Zoom object into the *Script Area* (Figure 2).

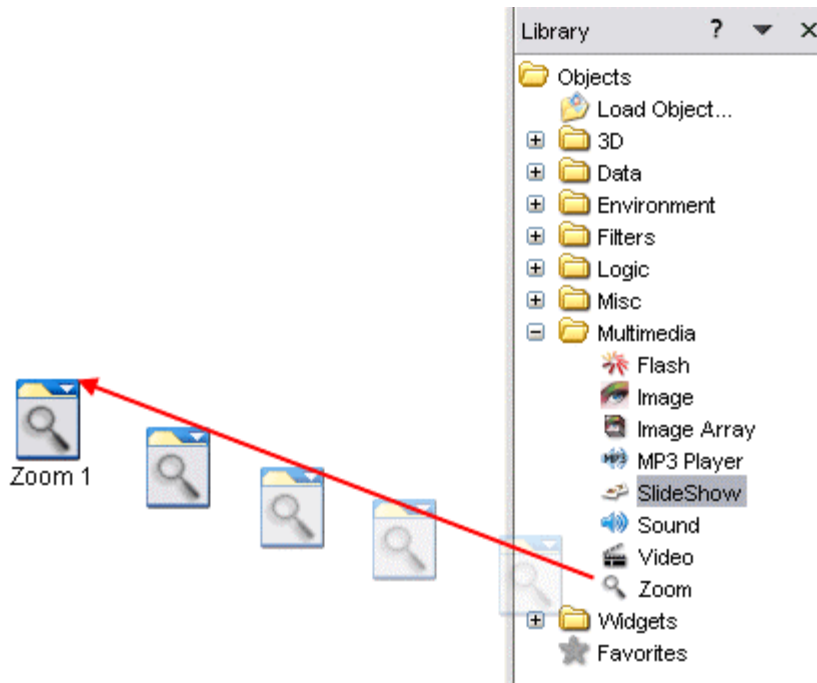


Figure 2. Drag-and-drop of the Zoom object into the Script Area

The Zoom dialog window will open (Figure 3) when you drop the object in the Script Area.

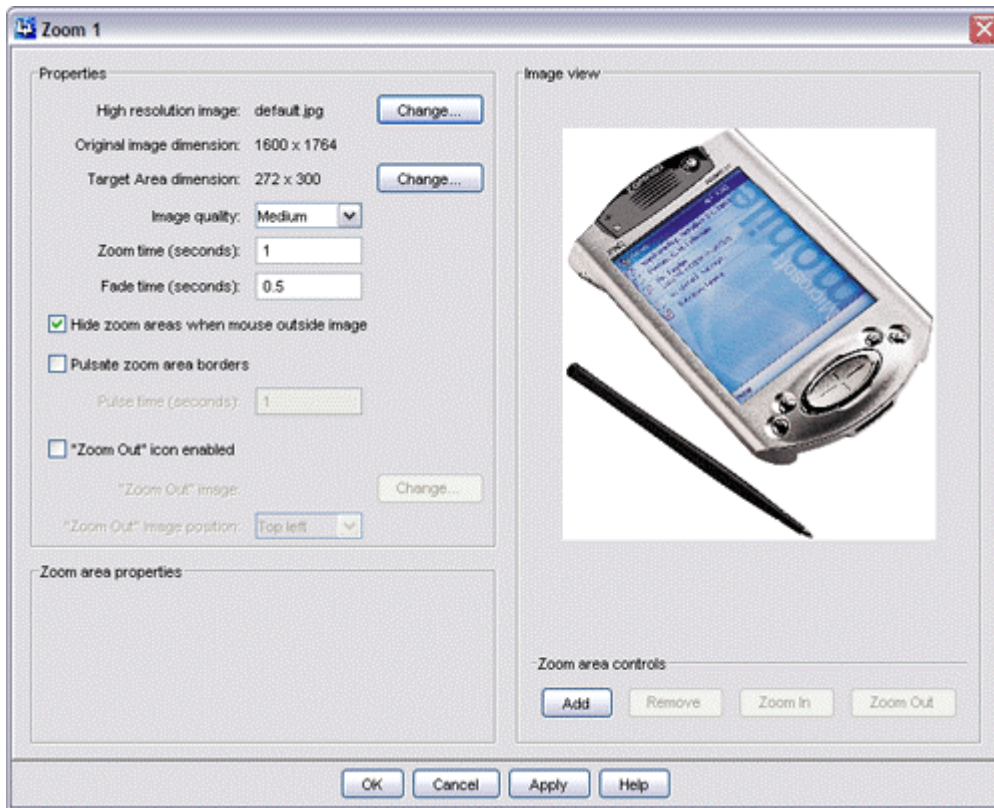


Figure 3. The Zoom dialog

NOTE: For reference help, click the *Help* button.

The Zoom dialog, which opens when you drop the object, has a *Properties* section where you set some settings that will apply for the whole zoom presentation. A high-resolution image is loaded automatically, which we will use for this tutorial.

To add a zoom area, click the *Add* button, found in the *Zoom area controls* section (Figure 4).

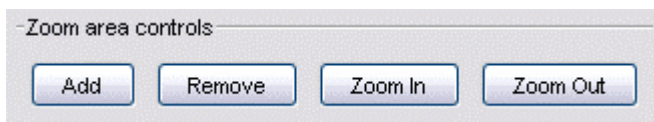


Figure 4. Zoom area controls

An adjustable zoom area rectangle is shown in the *Image view*. Use the green dot, in the lower left corner, to scale the rectangle. Scale and position it like seen in Figure 5.



Figure 5. A zoom area

There is a *Zoom area properties* section where you can assign a name and border colors for each selected zoom area. Name the selected zoom area to 'Bottom' (Figure 6).

Figure 6. Zoom area properties

To go down one zoom level, i.e. to enter the 'Bottom' zoom area, select the 'Bottom' rectangle and then click the *Zoom In* button (Figure 7).

Figure 7. Zoom In button

When you have zoomed in to the 'Bottom' zoom area, add two more zoom areas using the *Add* button (as above). To scale and rotate a zoom area, use the red dot in the lower right corner. Scale, rotate and place the two new zoom areas as seen in Figure 8. Name the left zoom area rectangle to 'Bottom left' and the right rectangle to 'Bottom right'.



Figure 8. Two more zoom areas added

When you are ready with your zoom settings, click the OK button to close the dialog. Images for each zoom area will now be created, using the image quality chosen from the *Image quality* drop down menu. A rendering window is shown during this process (Figure 9).

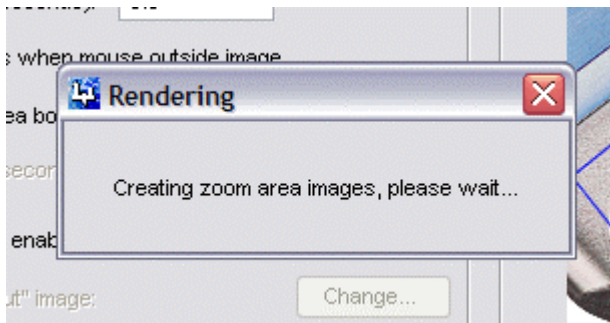


Figure 9. Creating zoom area images

Position the *Zoom Target Area* to a desirable position in your *Stage* (Figure 10), and then press F9 to preview your zoom presentation (or Ctrl-F9 to preview it in the default browser).



Figure 10. The Zoom Target Area position in the center

To publish your zoom presentation to an HTML file, choose *File > Publish...* (Figure 11).

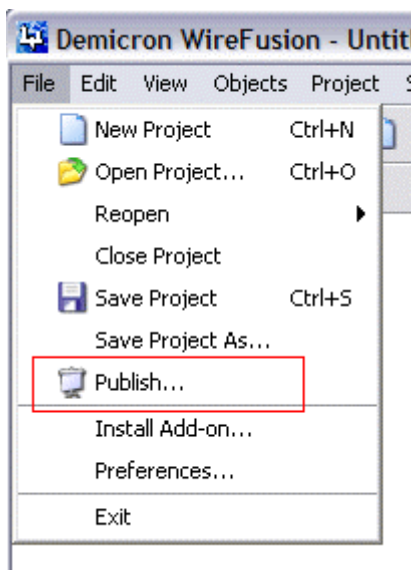


Figure 11. Publish

When the *Publish* dialog appears, choose a name for your presentation and a location to publish it to (Figure 12).

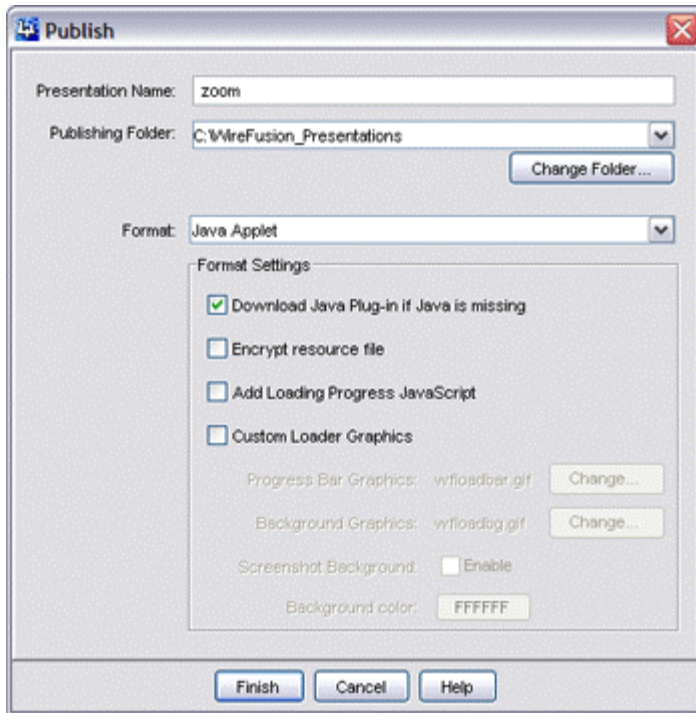


Figure 12. Publish dialog

Browse your hard disk for the published zoom presentation. To run it on the web, upload the HTML file, its resource directory 'zoom' and the 'wf-player' directory (Figure 13), with all its contents, to your web server. Done!

Name	Size	Type	Modified
wf-player		File Folder	2003-02-
zoom		File Folder	2003-02-
zoom.html	2 KB	HTML Document	2003-02-

w its description.

Figure 13. The published zoom presentation

If you want to make more advanced zoom presentations, then you can use the in-ports (Figure 14) and out-ports (Figure 15), found for each added zoom area.

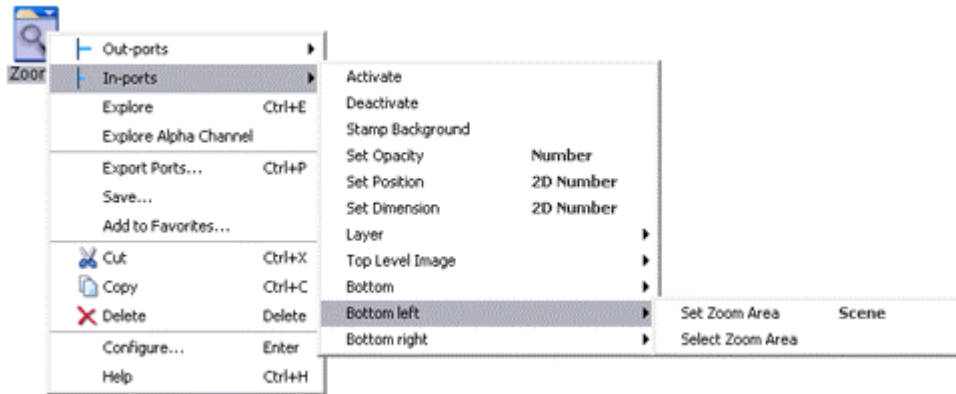


Figure 14. In-ports

Set Zoom Area

The *Set Zoom Area* in-port is used to replace a static zoom area image with an interactive and/or animated Scene object.

Select Zoom Area

The *Select Zoom Area* in-port, simply selects (displays) the chosen zoom area when triggered.

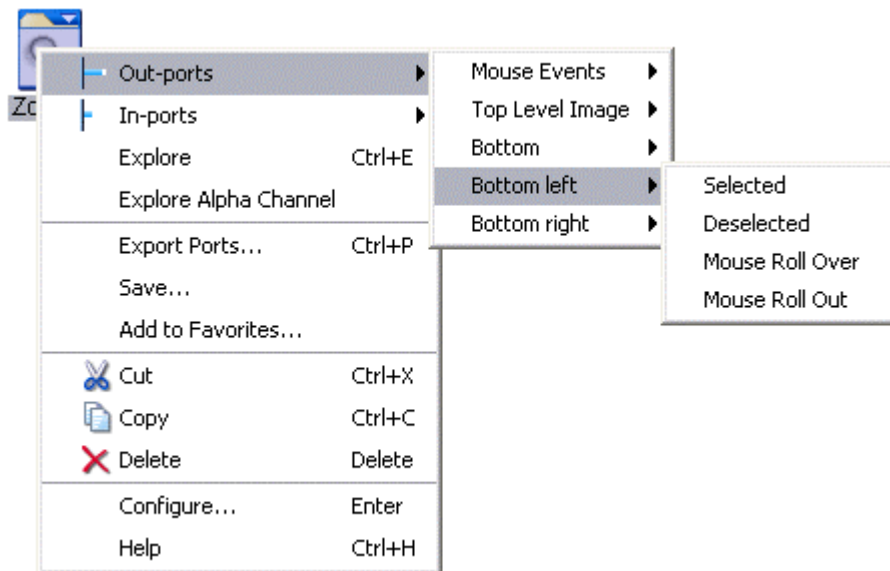


Figure 15. Out-ports

Selected

The *Selected* out-port is triggered for a zoom area when it has been selected, i.e. zoomed in or zoomed out to.

Deselected

The *Deselected* out-port is triggered for a zoom area when leaving it, i.e. when zooming in (or out) to another zoom area.

Mouse Roll Over

Triggers when the mouse cursor enters the *Zoom Target*.

Mouse Roll Out

Triggers when the mouse cursor exits the *Zoom Target Area*.

For more advanced WireFusion programming, please read the WireFusion manual and/or the different tutorials found at: <http://www.demicron.com/support/learning>