MadCap Software

What's New Guide

Mimic 8

THIS GUIDE WAS CREATED USING MADCAP FLARE.

CONTENTS

Introduction

This version of Mimic contains several new features and enhancements.

For more information about each feature discussed in this manual, open the online Help and refer to the "What's New in this Version" topic. Links are provided in each new feature description, taking you to topics that contain additional information and steps.

This chapter discusses the following:

Summary of Major New Features

Following are the *major* new features introduced in this version of Mimic.

MAJOR NEW FEATURES		
Feature	**What's New?**	**For More Information**
Frame Editor Enhance-ments	» Integrated live preview with synchronized audio » Centered frames » Reorganized toolbar options	See "Frame Editor Enhancements" on page 11.
Keyframes	» Trajectories and existing animation features converted to keyframes » New animation features available through keyframes	See "Keyframes" on page 17.
Linking to External Palettes	» Share palettes with other team members	See "Linking to External Palettes" on page 49.
Properties Window Pane	» A single window pane to control properties for objects » Replaces object property dialogs	See "Properties Window Pane" on page 51.
Timeline Enhance-ments	» Control keyframes in timeline » View for single frame or entire movie » Scrubber synchronized with live preview playback; lets you move to specific time in frame or movie	See "Timeline Enhancements" on page 57.
Video Insertion	» Ability to insert WMV or MP4 videos as new frames in a movie	See "Video Insertion" on page 67.

MAJOR NEW FEATURES		
Feature	**What's New?**	**For More Information**
Video Services (YouTube and Vimeo Upload)	» Video Services window pane » Upload non-interactive HTML5 outputs to YouTube or Vimeo	See "Video Services" on page 69.
Visual States	» Visual States window pane » Create multiple states for an object's appearance » Assign a state using the object's action properties	See "Visual States" on page 77.

Summary of Additional New Features

Following are several *additional* new features and enhancements introduced this version of Mimic.

ADDITIONAL NEW FEATURES		
Feature	**What's New?**	**For More Information**
Auto-Size Objects to Fit Text	» Automatically adjust the width and height of an object to fit any text inside	See "Auto-Size Objects to Fit Text" on page 90.
Clipping	» Hide part of an object or an entire frame	See "Clipping" on page 92.
Cursor Tra-jectories	» Position keyframes to change a cursor's location and timing	See "Cursor Tra-jectories" on page 96.
Dictionaries—Importing	» Use the Options dialog to import dictionaries downloaded from OpenOffice.org. » View all installed dictionaries on the Spelling tab	See "Dictionaries—Importing" on page 100.
FIPS Compliance	» Mimic uses cryptographic modules that are com-pliant with the Federal Information Processing Standard (FIPS)	See "FIPS Compliance" on page 102.
Font Enhance-ments	» Pinning fonts » Font groups	See "Font Enhance-ments" on page 103.
Object Prop-erties—Apply to All	» Apply properties to all of the objects in the work-space at once	See "Object Prop-erties—Apply to All" on page 107.
Object Rotation	» Click and drag to rotate » Control object's rotation without having to use predetermined settings	See "Object Rotation" on page 109.

ADDITIONAL NEW FEATURES		
Feature	**What's New?**	**For More Information**
Preview Mode	» Use Frame Editor to view an action set on an object » Preview frames without building movie output	See "Preview Mode" on page 110.
Ribbons Redesigned	» Object and Edit ribbons combined to create Home ribbon » Objects and effects grouped together in a more intuitive way	See "Ribbons Redesigned" on page 111.
Start Page Redesigned	» Major redesign » Pin recent files	See "Start Page Redesigned" on page 112.

CHAPTER 2

Frame Editor Enhancements

There have been major changes to the Frame Editor in Mimic. These include integrated live preview, centered frames, and a reorganized toolbar.

This chapter discusses the following:

Integrated Live Preview with Synchronized Audio

In previous versions, a separate window opened when you previewed a movie or part of it. This has been replaced by an integrated play bar and buttons that allow you to review any part of a frame or movie, viewing it directly in the Frame Editor.

You can click the play button to play back the frame or movie from the selected spot. You can also click and drag the playhead, which moves through the video (also called "scrubbing").
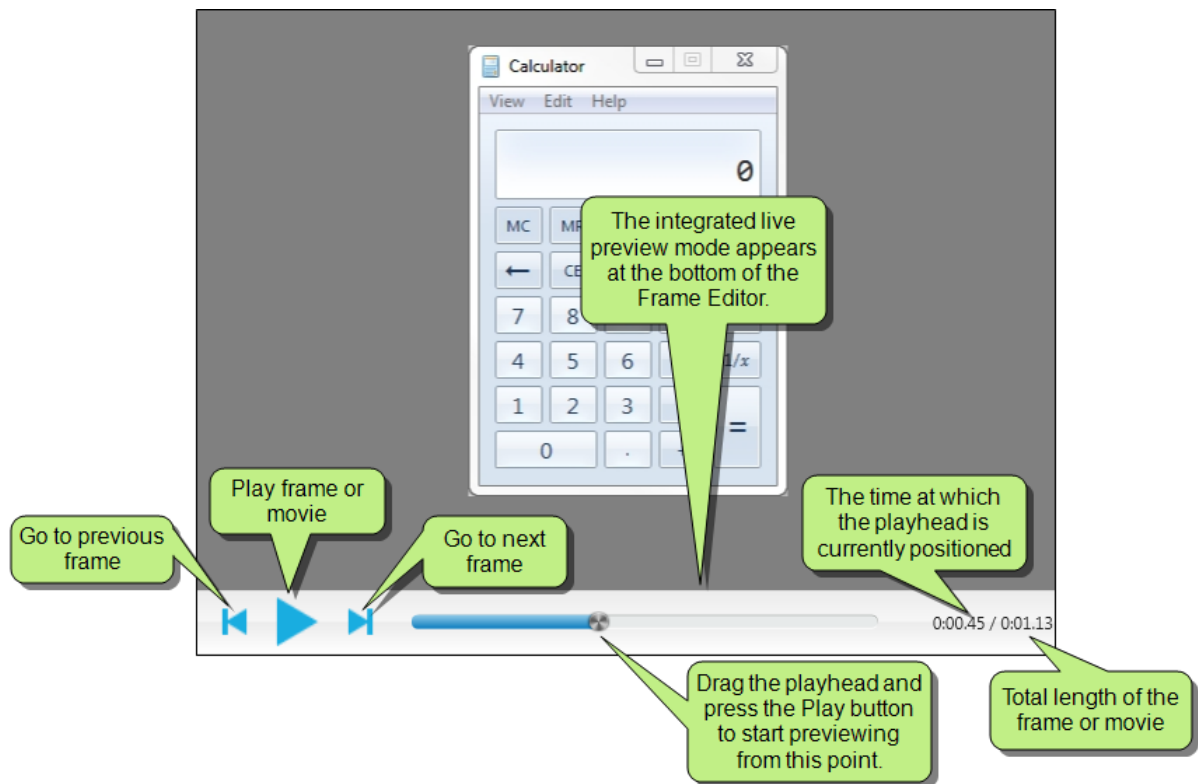
There are some new elements in the revamped Timeline window pane that work in conjunction with the integrated live preview. When you press the play button while using the Timeline's Frame View option, only the frame that is currently open in the Frame Editor will be played. Switching to the Timeline's Movie View option lets you preview the entire movie.

Finally, you will notice that the audio associated with the movie or frame is now synchronized with the preview.

E X A M P L E

Let's say you have an MP4 associated with the entire movie. In previous versions, if you began pre-viewing at frame 25, the audio would begin playing from the beginning of the audio, which was meant for frame 1. Starting with this version, if you begin previewing at frame 25, the audio con-nected to that part of the movie is what plays in the preview playback.

Centered Frames

The Frame Editor has been updated so that the frames you are editing are centered within it. Previously, they were aligned to the top-left of the editor.

Mimic 7
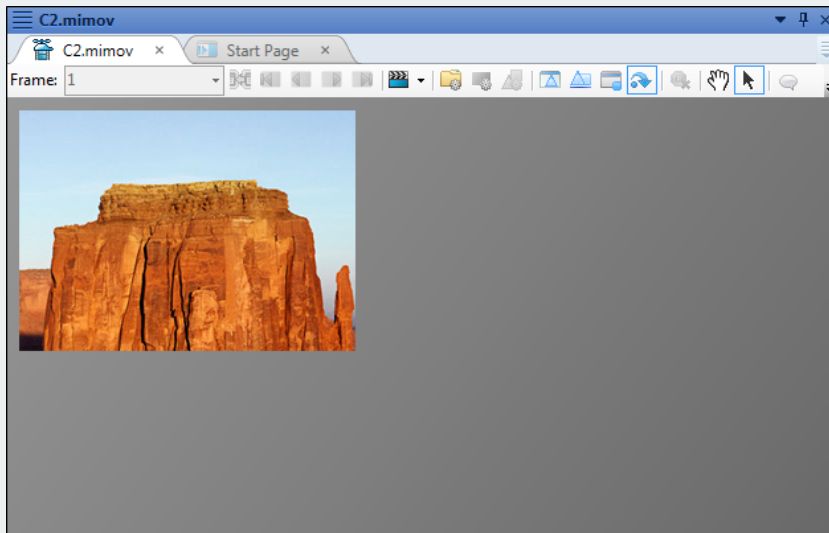
Mimic 8
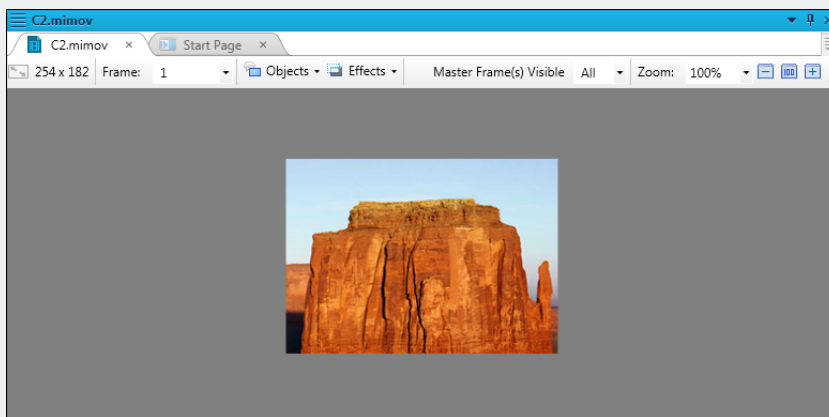
Reorganized Toolbar Options

The options seen in the top or bottom local toolbar of the Frame Editor have changed.

The preview controls are located at the bottom of the editor in the form of a playhead. In addition to the play button, there are back and forward buttons that let you skip to the previous or next frame of the movie, respectively. These replace the navigation buttons that previously were found in the top toolbar.

Object and object appearance shortcuts have been moved under the Objects and Effects drop-downs, and the options previously found in the bottom toolbar have been moved to the top toolbar.

CHAPTER 3

Keyframes

Keyframes indicate points within a frame where an object or clip effect will transition from its current state to a new state. In other words, whenever a keyframe transition happens, the object or clip effect properties change. Because of this, you can create simple animations, such as a "bouncing" oval.

This chapter discusses the following:

You can tell that an object or clip effect contains keyframes by looking in the Frame View and Action View options in the Timeline window pane. If a keyframe type bar containing one or more diamonds is nested below an object or a clip effect, it contains keyframes. See "Keyframes" on the previous page.

Additionally, when you add an object that contains keyframes to a palette, it retains the keyframes. If that object has a clip effect applied to it and that clip effect contains keyframes, they will also carry over to the palette.

Depending on the object you have selected, keyframes allow many transitions, including:

» **Background** The object's background color changes.

» **Opacity** The object's transparency changes.

» **Position** The object or effect area moves directionally on the frame.

» **Size** The object or effect area can become larger or smaller.

» **Rotation** The object rotates, in any direction, on the frame.

» **Text** Text on the object changes, including what is actually typed, font type, font formatting, and the position of the text on the object.

> **Note:** You can add size and position keyframes to clip effects. Clip is the only effect that supports keyframes. Note that the opacity *keyframe* (which can be applied to any object) is not the same as an opacity *effect* (which can only be applied to image objects).

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EXAMPLE

This frame contains a black rectangle object. Right now, the object is opaque. However, we want it to change between black and white during the course of the frame. To do this, we will add a series of background keyframes by using the Keyframe button ◆ in the Object Properties window pane.
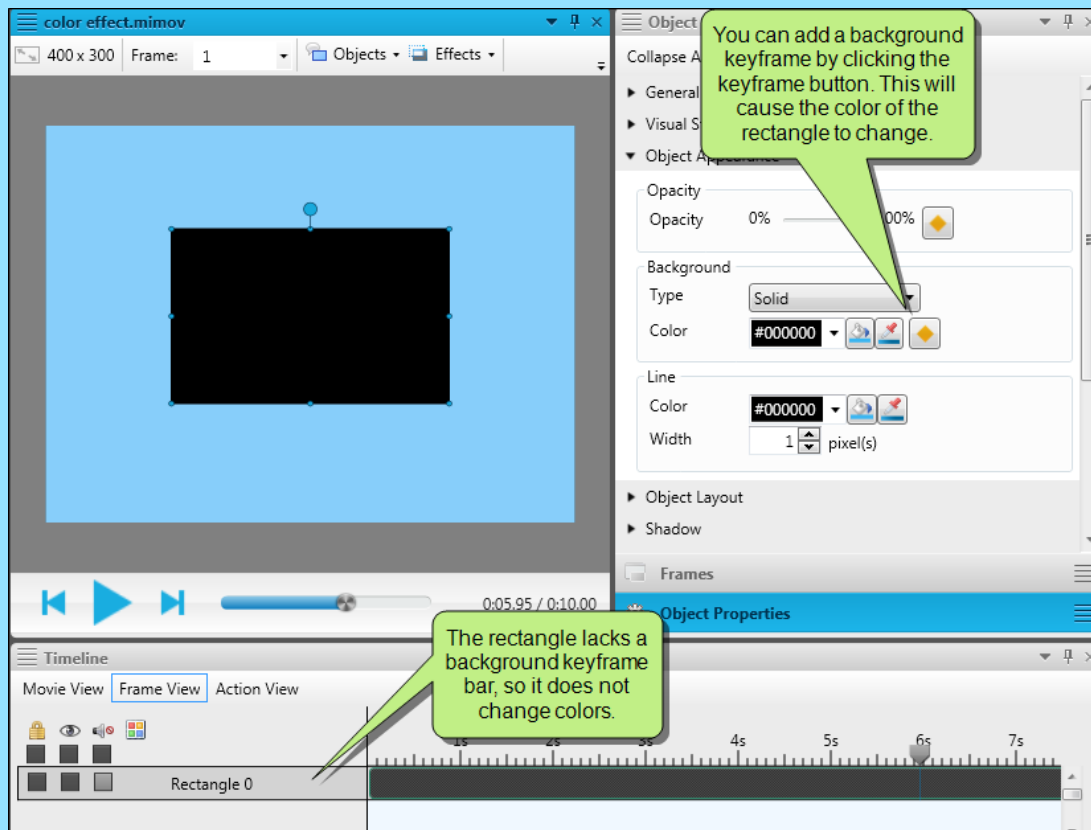
When the object is at the starting point of the transition—in other words, when we first want the object to change color—click the keyframe button next to the Color property in the Object Properties window pane. Once the first keyframe has been added, the background keyframe type bar is added to the object. Each keyframe is indicated by diamond on the keyframe type bar.

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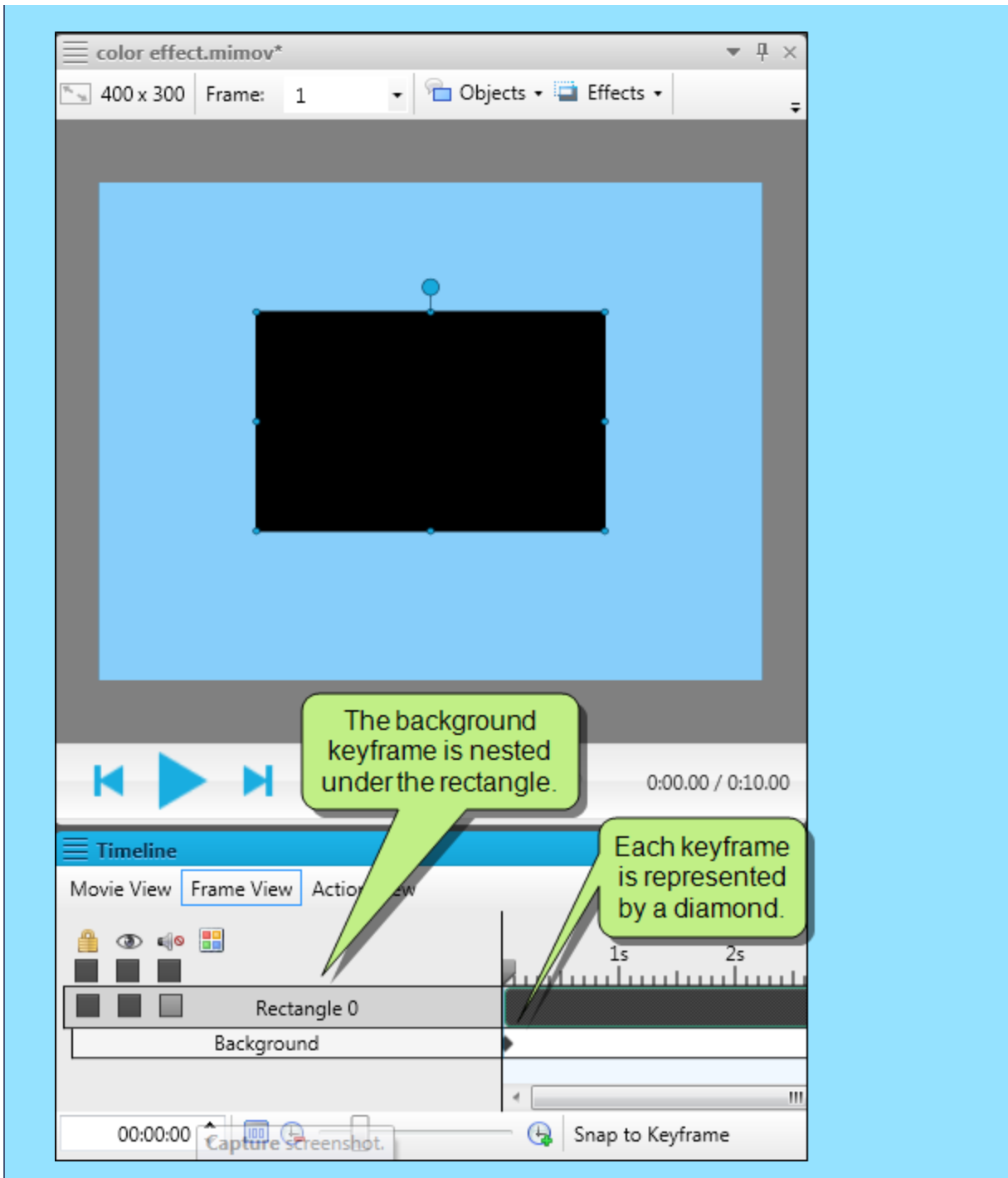
For each new color setting, drag the playhead to the time at which the object should change color, then select a new color from the Object Appearance section in the Object Properties window pane. A new keyframe diamond is automatically added to the Timeline.
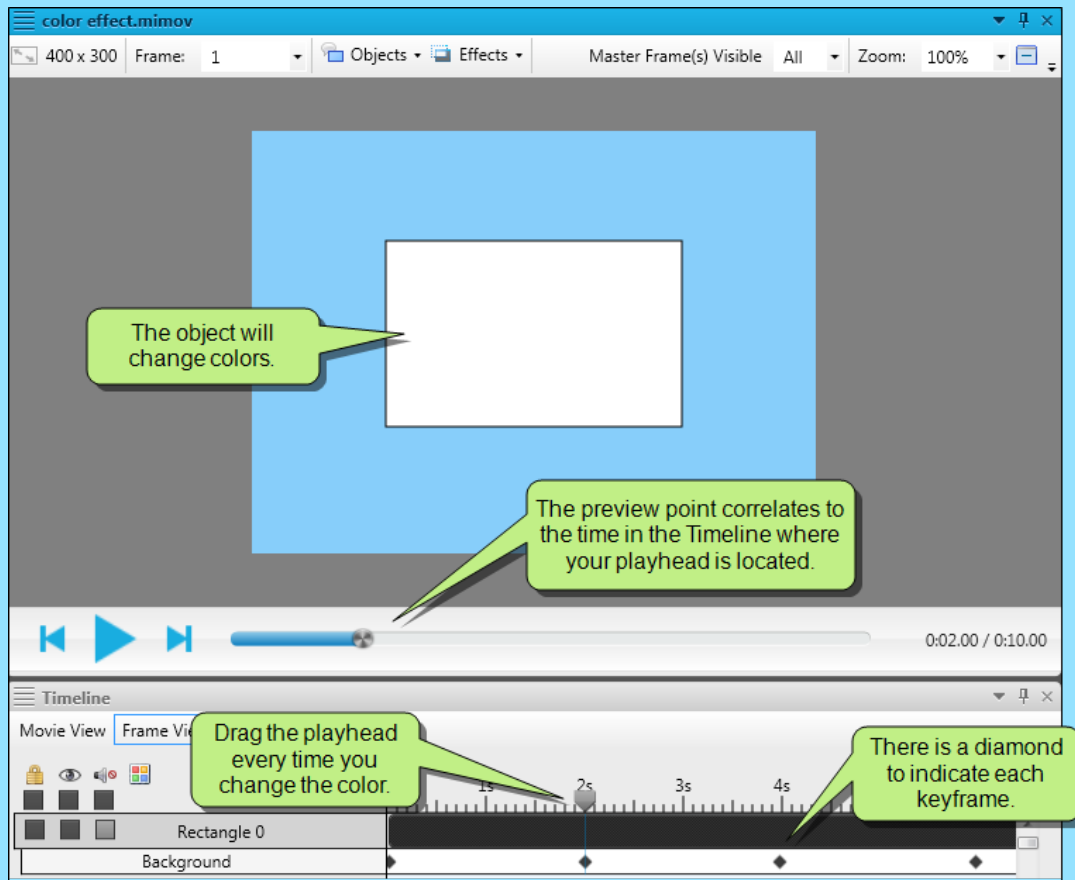
Additionally, you can set an interpolation option when creating keyframes. This changes the type of transition between each keyframe. To do this, click the keyframe diamond, then select an option from the Interpolation drop-down in the Keyframe Properties window pane. In this case, you can pick linear or discrete interpolation. A *linear* interpolation causes a gradual fade between each color, while a *discrete* interpolation causes a distinct change between the colors precisely when the keyframe is reached.
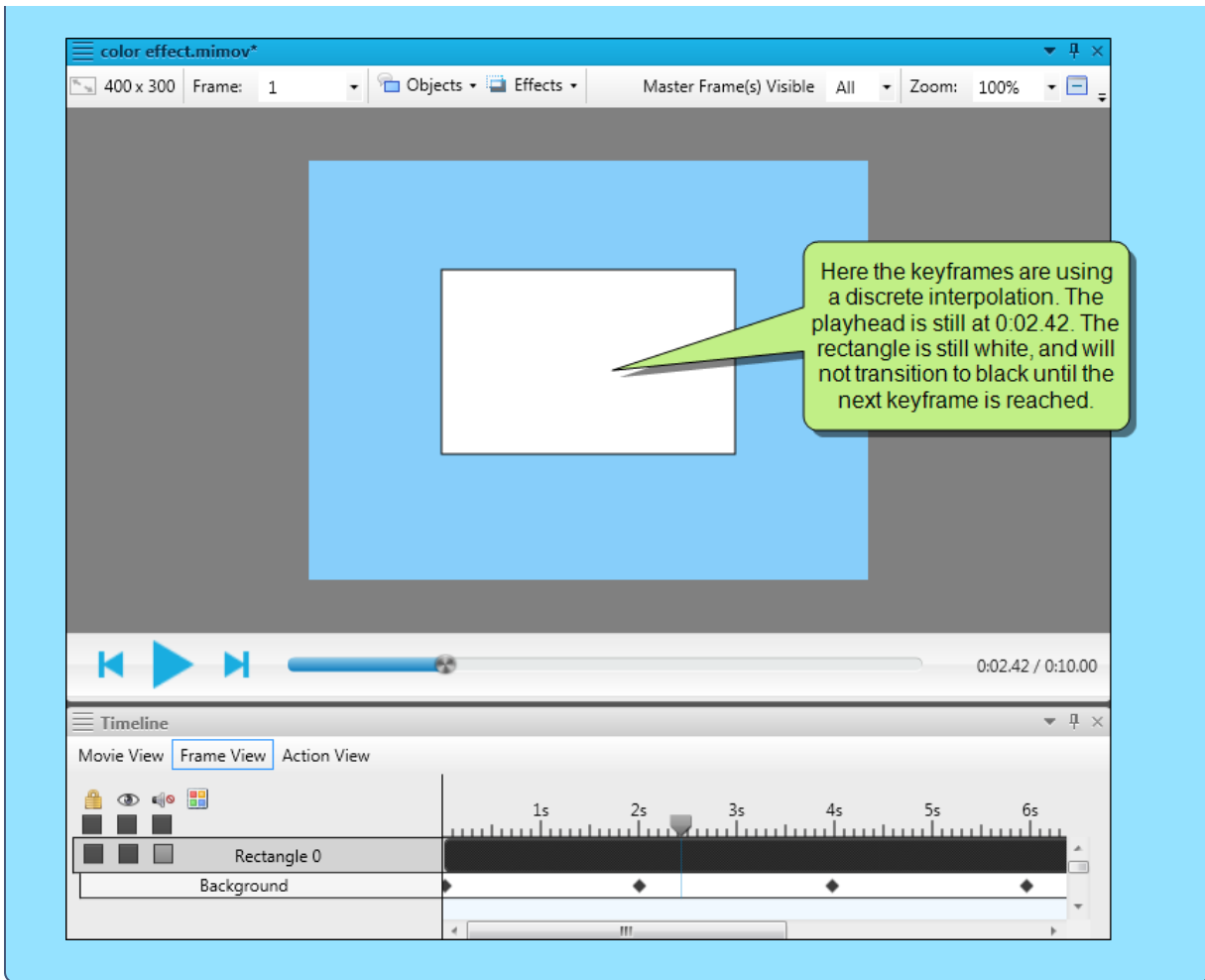
E X A M P L E

This frame contains an oval object to which a clip effect has been applied. Right now, the effect covers the entire object, so you can see the entire oval. However, we want the effect to gradually move off the oval, so the oval disappears from the frame. To do this, we can add a series of position keyframes by using the Keyframe button in the Effect Properties window pane.

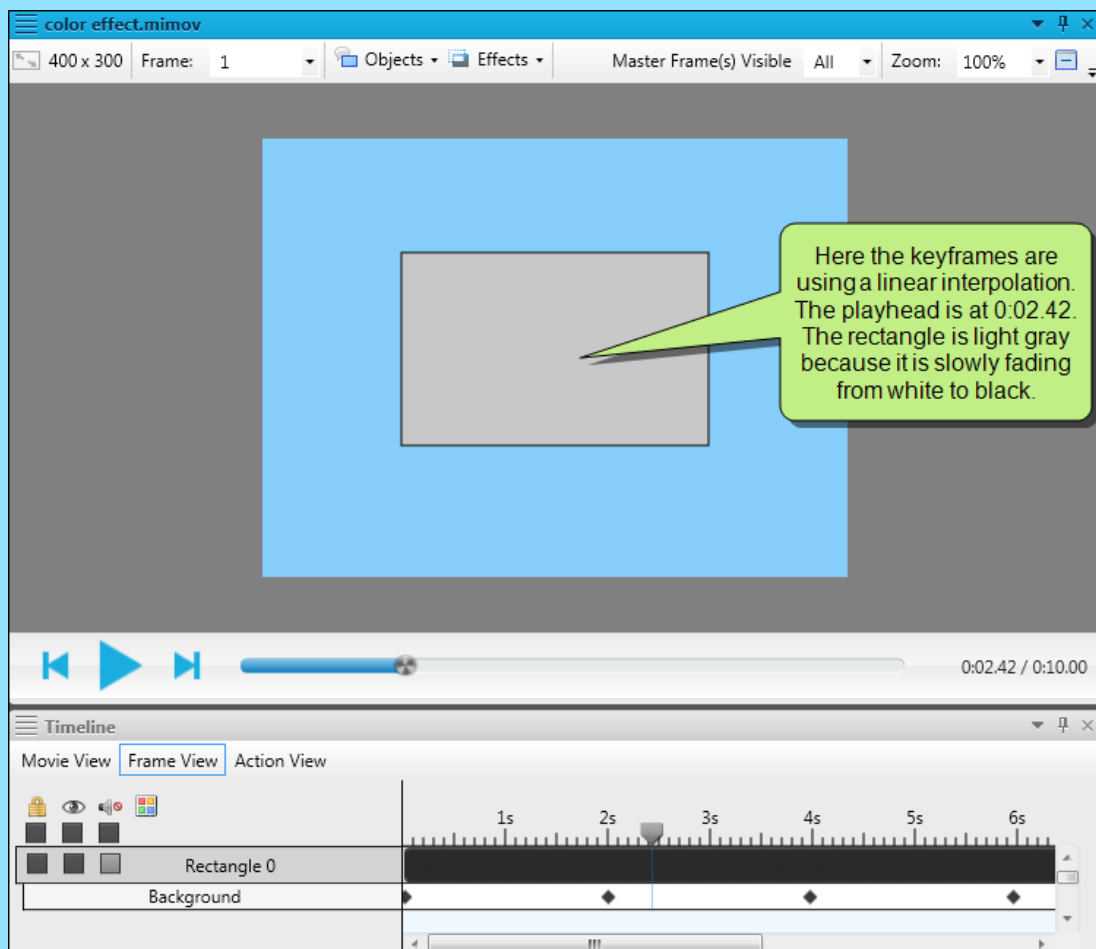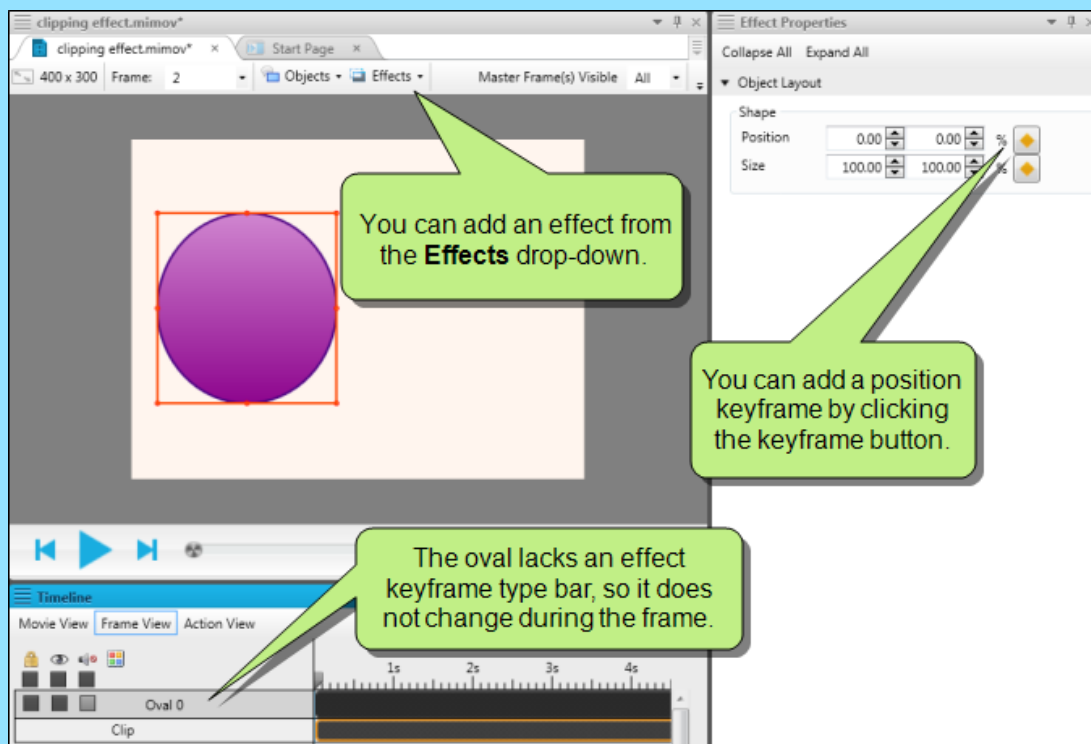When the object is at the starting point of the effect, in other words, when the entire oval is contained in the clip effect area rectangle, click the position keyframe button. Once the first keyframe has been added, the position keyframe type bar is added to the clip effect bar, and each keyframe is indicated by diamond on the keyframe type bar. Additionally, a blue trajectory dot is added to the frame to indicate the current location of the effect.
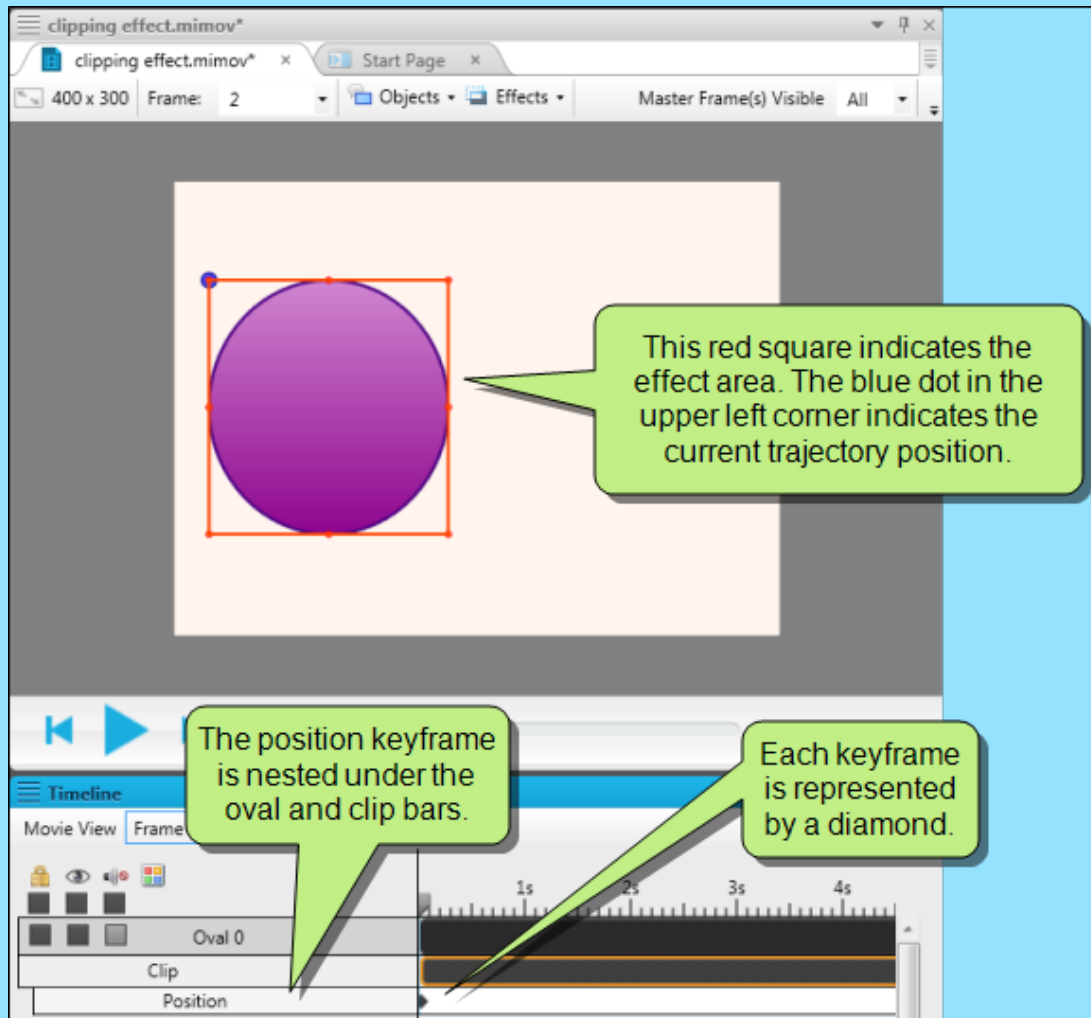
For each position, drag the playhead to the time at which the effect should move, then drag the effect rectangle to the right of the oval. A new keyframe diamond is automatically added to the Timeline, and the trajectory updates.

As the movie plays, the clipping mask will gradually cover the oval.

The preview point correlates to the time in the Timeline where your playhead is located.

Drag the playhead after you move the object into its next position.

A diamond indicates each keyframe.
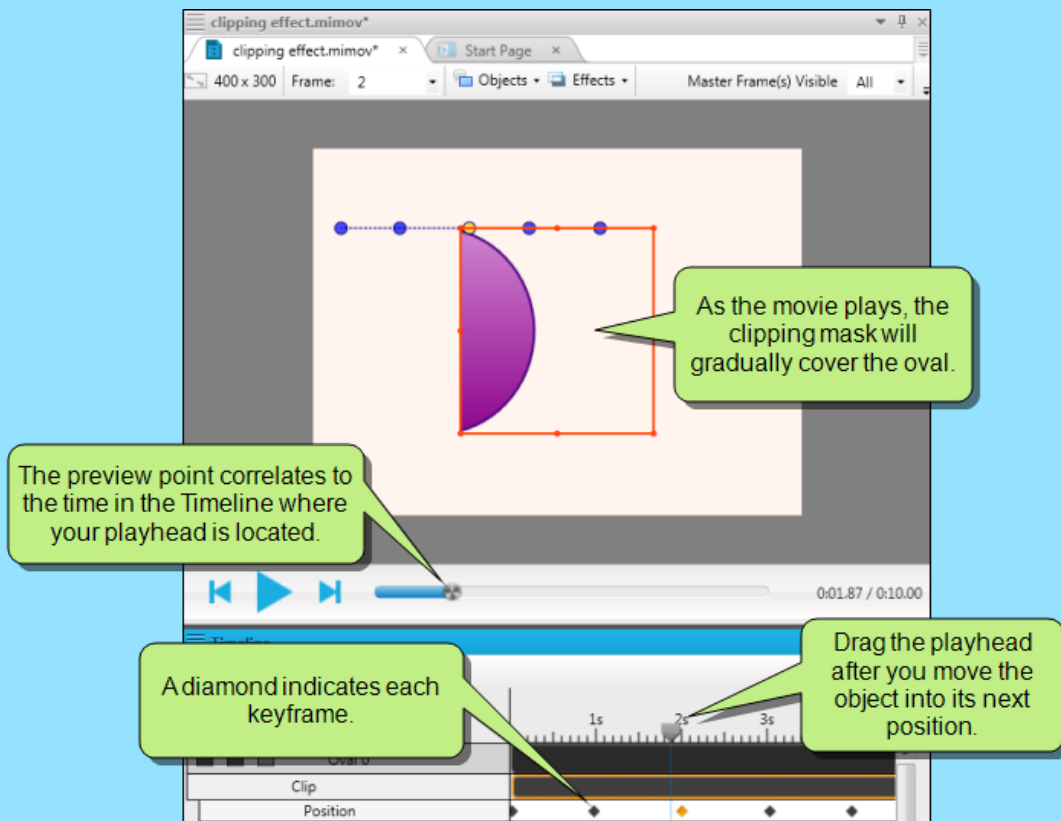
Continue to add position keyframes until the entire oval has disappeared.
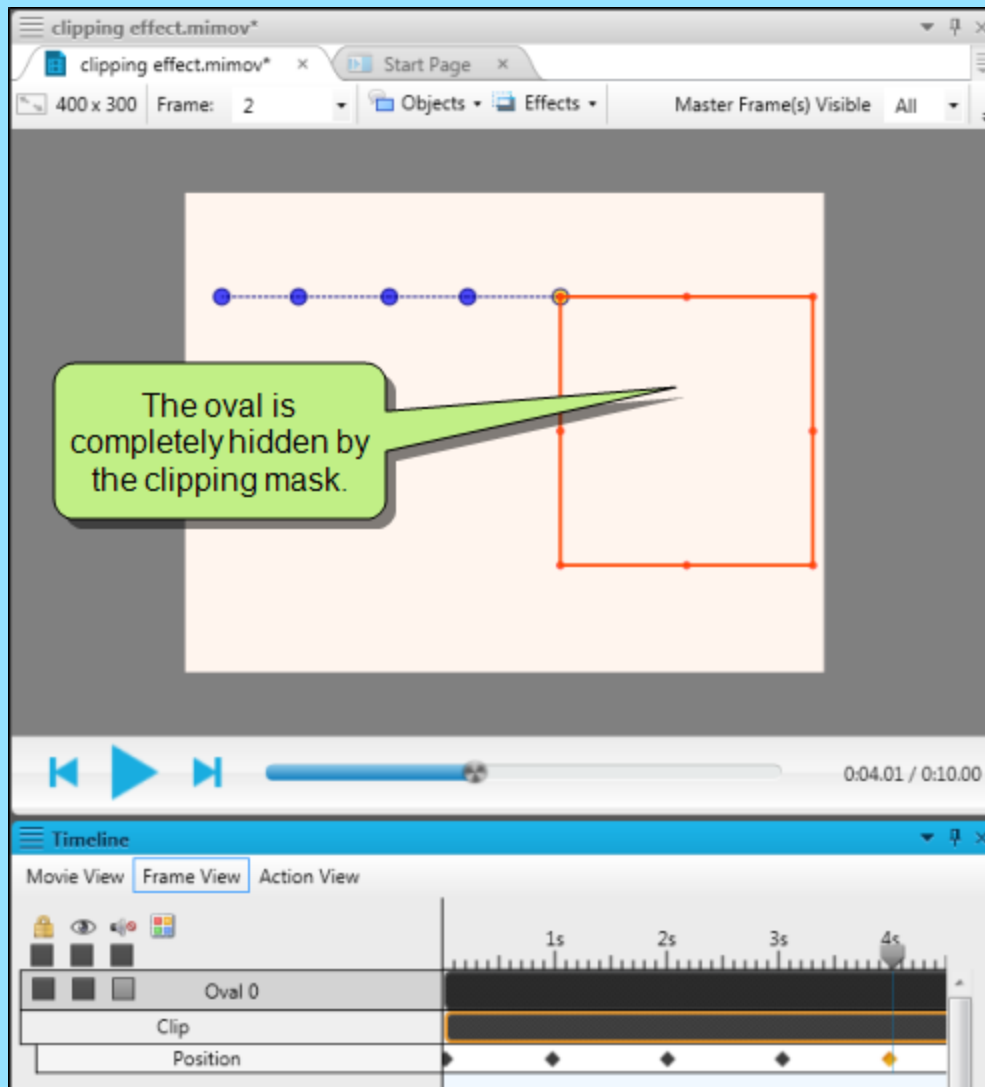
How to Create Object Keyframes

Whenever you add an object to a frame, you have the option to set up keyframes. Additionally, you can set some types of keyframes on clip effects that have been applied to objects. When viewing the Object or Effect Properties window pane, object and clip effect attributes (e.g., size, position) that can include key-frames are indicated by a yellow diamond button ◆. Objects and clip effects can include more than one keyframe type.

1. Open a movie that contains objects, or add an object to a frame.

2. Click the object.

3. Select the **Object** ribbon. From the **Advanced** section, select **Properties**.

   The Object Properties window pane opens.

4. In the Timeline window pane (**View>Timeline**), do one of the following:

   » For all standard object types, click **Frame View**. Any action objects converted to objects will also be in this view.

   » For action object types, click **Action View**. Any objects converted to action objects will also be in this view.

5. Add one of the following keyframe types:

   OBJECT OPACITY

   Altering the object opacity within keyframes can make an object appear to fade in or out of a frame.

   a. In the Object Properties window pane, expand the **Object Appearance** section.

   b. Drag the **Opacity** slider to the level of transparency that you want the object to start at. For example, if you pick 100%, the object will start out with a completely opaque look.

   c. From beside the **Opacity** slider, click ◆.

      In the Timeline, an opacity keyframe bar will nest under the object.

   d. In the Timeline, drag the playhead to the point of time when the first opacity transition should begin.

e. Drag the **Opacity** slider to the desired percentage.

Once you select the desired opacity, a new keyframe will automatically appear in the opacity keyframe bar. You do not need to click 🔸 again.

f. (Optional) Repeat steps d and e as needed.

> 💡 **Tip:** If you want to make an object gradually go from 0-100% opacity (or the other way around), you really only have to set two keyframes. Set the first one at the beginning of the object, then set the final state at the very end of the object. The object is automatically set to have a linear interpolation, so the transition will happen gradually over the duration of the object's time span.

OBJECT COLOR

A timed, subtle change to an object's color can redirect attention to that object when the transition begins.

a. In the Object Properties window pane, expand the **Object Appearance** section.

b. In the **Background** section, set the starting color (solid will have one color field, gradient will have two) for the object. To see advanced color options, select 🖼️. You can also click 🖌️ to pick a color from your screen.

c. From beside the color field (first color field if you are using a gradient), click 🔸.

In the Timeline, a background keyframe bar will nest under the object.

d. In the Timeline, drag the playhead to the point of time when the first color transition should begin.

e. In the **Background** section, set the next color (solid will have one color field, gradient will have two) for the object.

Once you select the desired color, a new keyframe will automatically appear in the background keyframe bar. You do not need to click 🔸 again.

f. (Optional) Repeat steps d and e to add more background color keyframes.

OBJECT POSITION

Trajectories created by using position keyframes to change an object's position have replaced the way Mimic 7 handled trajectories. When you create keyframes in order to move the position of an object, a trajectory is automatically shown in the Frame Editor. Each movement point is indicated by a blue circle on the trajectory's dotted line.

a. In the Object Properties window pane, expand the **Object Layout** section.

b. Manually set the starting position of the object by dragging it to the desired location in the Frame Editor, or set it using the Position fields in the Object Properties window pane:

    i. In the first **Position** field, select the starting horizontal position for the object. Increase the number to move the object to the right, or decrease the number to move the object to the left.

    ii. In the second **Position** field, select the starting vertical position for the object. increase the number to move the object down, or decrease the number to move the object up.

c. From beside the **Position** fields, click ▪.

In the Timeline, a position keyframe bar will nest under the object. Additionally, a small blue circle will appear beside the object in the Frame Editor. As you add position keyframes, these circles will represent each new position, and a dotted path will form between them, showing you the object motion.

d. In the Timeline, drag the playhead to the point of time when the first position transition should begin.

e. Manually set the starting position of the object by dragging it to the desired location in the Frame Editor, or set it using the Position fields in the Object Properties window pane:

    i. In the first **Position** field, select the next horizontal position for the object. Increase the number to move the object to the right, or decrease the number to move the object to the left.

    ii. In the second **Position** field, select the next vertical position for the object. increase the number to move the object down, or decrease the number to move the object up.

    Once you set one of the positions, a new keyframe will automatically appear in the position keyframe bar. You do not need to click 🔶 again.

f. (Optional) Repeat step d and e to continue adding position keyframes.

OBJECT SIZE

You might want to show an object becoming smaller to accommodate other objects taking over the focal point of the frame.

a. In the Object Properties window pane, expand the **Object Layout** section.

b. Manually set the starting size of the object by clicking and dragging the small blue handles on the object, or set it using the Size fields in the Object Layout section:

    i. In the first **Size** field, increase the number to add width, or decrease the number to shrink the width to set the starting size of object.

    ii. In the second **Size** field, increase the number to add length, or decrease the number to shorten the object to set the starting size of object.

c. From beside the **Size** fields, click 🔶.

    In the Timeline, a size keyframe bar will nest under the object.

d. In the Timeline, drag the playhead to the point of time when the first size transition should begin.

e. Manually set the next size of the object by clicking and dragging the small blue handles around the object, or set it using the Size fields in the Object Layout section:

    i. In the first **Size** field, select the next width for the object.

    ii. In the second **Size** field, select the next height for the object.

    Once you resize the object, a new keyframe will automatically appear in the size keyframe bar. You do not need to click ◆ again.

f. (Optional) Repeat steps e-g to continue adding size keyframes.

> 📄 **Note:** Size keyframes are not available for arrows, bubbles, polygons, and polylines.

OBJECT ROTATION

Rotating an object on the frame will create a spinning effect.

a. In the Object Properties window pane, expand the **Object Layout** section.

b. Rotate the object by clicking and dragging the large blue handle on the object, or by changing the number in the **Rotation** field to set the starting look for the object.

c. From beside the **Rotation** field, click ◆.

    In the Timeline, the Rotation keyframe bar will nest under the object.

d. In the Timeline, drag the playhead to the point of time when the first rotation transition should begin.

e. Rotate the object by clicking and dragging the large blue handle on the object, or by changing the number in the **Rotation** field.

    Once you change the rotation, a new keyframe will automatically appear in the Rotation keyframe bar. You do not need to click ◆ again.

f. (Optional) Repeat steps d and e to create adding rotation keyframes.

OBJECT TEXT

Changing the text on an object allows you to reuse that object.

    a. In the Object Properties window pane, expand the **Text** section.

    b. Click on the object and start typing, or in the **Text** field, enter the starting text for the object.

    c. From beside the **Text** field, click .

        In the Timeline, the Text keyframe bar will nest under the object.

    d. In the Timeline, drag the playhead to the point of time when the first text transition should begin.

    e. Click on the object and start typing, or in the **Text** field, enter the next text you want the object to show.

        Once you change the contents of the Text field, a new keyframe will automatically appear in the Text keyframe bar. You do not need to click again.

    f. (Optional) Repeat steps d and e to continue adding text keyframes.

Tip: When applying position keyframes to an object or effect, the position keyframe location is placed at the upper left corner of the object. Depending on the type of path you are drawing, you may want to slightly adjust the object's trajectory to account for the space between the upper left corner of the object and the middle of the object.

For example, if you have a cursor object and you need it to "click" a button, you may want to position the trajectory slightly above and to the left of the button, so it appears that the cursor is in the middle of the button.
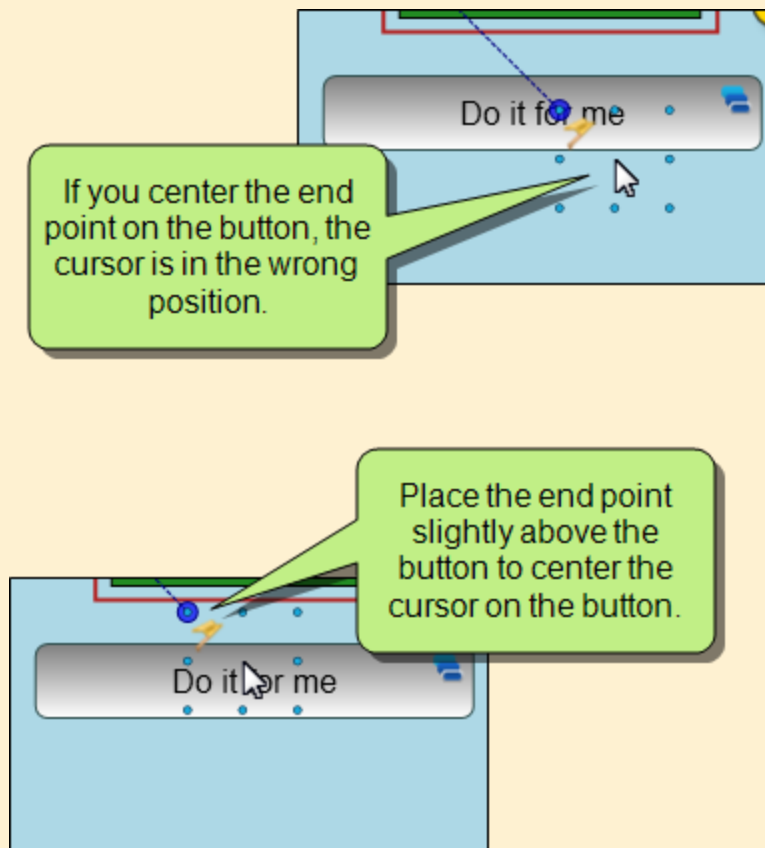
Tip: If you resize an object bar, the keyframes associated with that object do not automatically adjust to reflect the object bar's new size. As a result, some keyframes may play before or after the object's start or end time, and will not appear in the output. Remember to check your keyframes when adjusting your object timing.

Note: When you are creating another keyframe within the same object and keyframe type, you do not need to click the keyframe button again. Any keyframes added after the first are automatically created when the property is changed.

Note: All objects do not have the same keyframe options. For example, cursor objects do not have a rotation property.

Note: You can copy an object that contains keyframes to a different frame, and the keyframes will be retained. However, if the new frame is shorter than the original frame, some keyframes may not be played (because they occur after the frame has ended). If you want all of the keyframes to play, you may need to move them to fit within the duration of the new frame.

Note: If you want to change the way the object transitions from one state to the next, you will need to edit each keyframe.

6. Continue adding keyframes as needed.
7. Click ⊞ to save your work.

How to Edit Object Keyframes

Once you have set a keyframe, you can easily edit it. This is particularly useful when you only want to make minor adjustments to your existing keyframe.

E X A M P L E

Let's say you have an oval that goes from red to blue to yellow. You want to change the red state to a light blue.
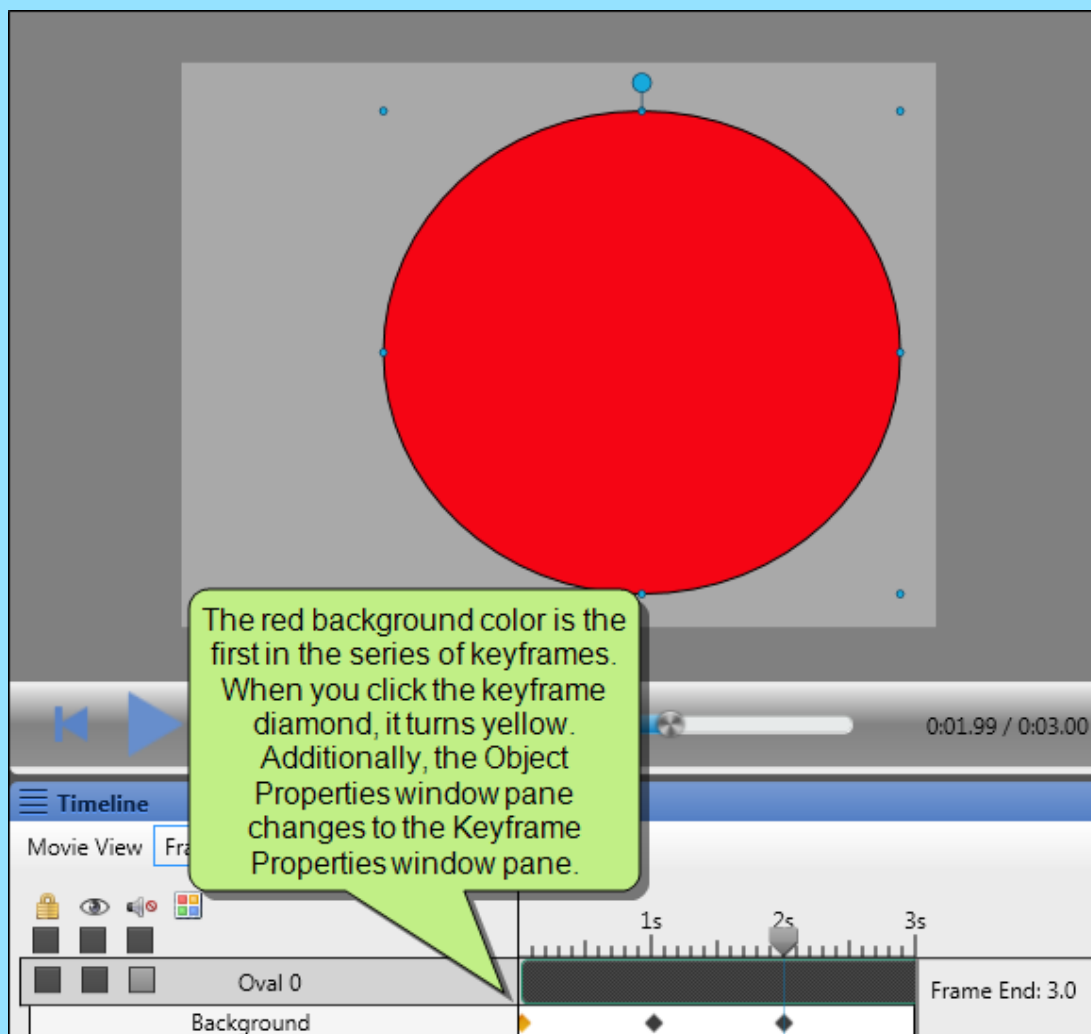
When you click on the first diamond that represents the red state, the Keyframe Properties window pane opens, showing only the Gradient Keyframe properties.

The Keyframe Properties window pane represents only the keyframe that has been clicked in the Timeline's Frame or Action View. Each keyframe is edited individually.

The keyframe we are currently editing is the background keyframe for the oval's red state.
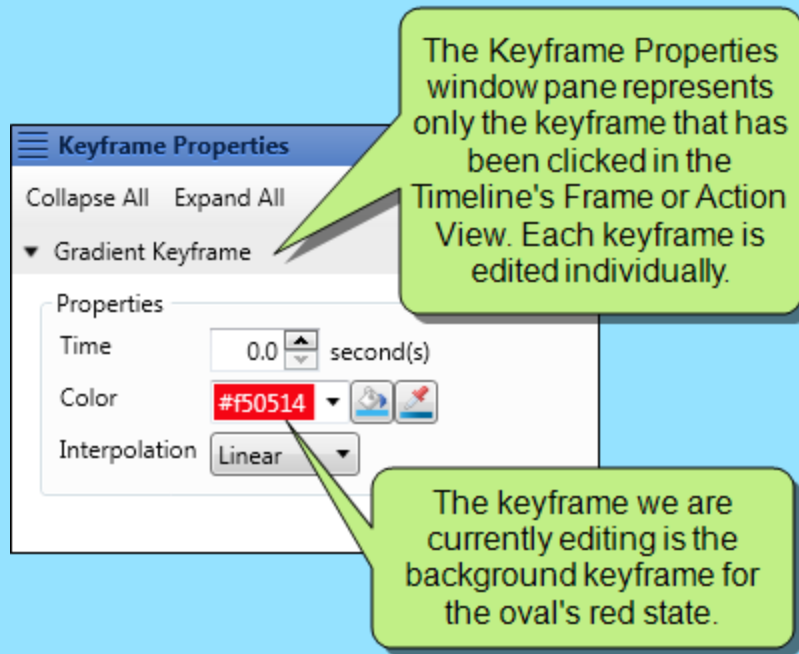
Once you set the value field to a light blue color, you can preview your movie or save your work.

1. Open a movie that contains one or more objects that have had keyframes applied.

2. In the Timeline window pane (**View>Timeline**), do one of the following:

   » For all standard object types, click **Frame View**. Any action objects converted to objects will also be in this view.

   » For action object types, click **Action View**. Any objects converted to action objects will also be in this view.

3. Scroll down to the object's desired keyframe bar (e.g., opacity, text).

4. Click on the keyframe (diamond) within the keyframe bar that corresponds to the transition that you want to edit. The Keyframe Properties window pane opens.

5. Do one of the following, depending on the type of keyframe:

CHANGE THE OPACITY

a. In the Keyframe Properties window pane, expand the **Opacity Keyframe** section.

b. In the **Properties** section, do one of the following:

» **Time** Select a different time at which the keyframe will begin.

» **Value** Select a different percentage for the amount of opacity for this particular keyframe.

» **Interpolation** Select one of the following:

» **Linear** Set a gradual change in opacity from this keyframe to the next.

» **Discrete** Set an instant change in opacity from this keyframe to the next.

CHANGE THE COLOR

a. In the Keyframe Properties window pane, expand the **Gradient Keyframe** section.

b. In the **Properties** section, do one of the following:

» **Time** Select a different time at which the keyframe will begin.

» **Gradient** Select a different color for the object for this particular keyframe. Click the down arrow in the first field to select a color for the start of the gradient, or the second field to select a color for the end of the gradient. If you want a solid color, set both fields to the same color. To see advanced color options, select ![icon]. You can also click ![icon] to pick a color from your screen.

» **Interpolation** Select one of the following:

» **Linear** Set a gradual change in color from this keyframe to the next.

» **Discrete** Set an instant change in color from this keyframe to the next.

CHANGE THE POSITION AND TRAJECTORY

You have more options for the trajectory when editing a position keyframe. Edit a position keyframe to change the way the trajectory moves from one keyframe to the next (e.g., curved path, straight path, no path).

a. In the Keyframe Properties window pane, expand the **Position Keyframe** section.

b. In the **Properties** section, do one of the following:

» **Time** Select a different time for the keyframe to begin.

» **Position** Select a different position on the frame for the object for this keyframe. The first field sets the horizontal position, and the second sets the vertical position. You can also drag a position keyframe's corresponding trajectory point in the Frame Editor to move it the object to a new position. This changes the position numbers automatically.

» **Interpolation** Select one of the following:

» **Linear** Set a straight path from this keyframe to the next.

» **Discrete** Set an instant jump from this keyframe to the next. In other words, the object will not move along a path; it will appear in one position, and then the next.

» **Bezier** Set a curved path from this keyframe to the next. This opens two sets of Control Point fields. The first control point set is for the length of the control; the second field is for the position. This allows you to customize the depth of the trajectory's arc (first field) and the position of the trajectory's wave (second field). As an alternative to using the Control Point fields, you can manually click and drag the white control point handles in the Frame Editor to change the path's arc and wave.

» **Control Point 1** Controls the trajectory from this keyframe to the previous keyframe. This control will not work on the first position keyframe as this keyframe is the starting point.

» **Control Point 2** Controls the trajectory between each keyframe.

E X A M P L E

This rectangle has a linear trajectory. It will move smoothly along the straight trajectory line.
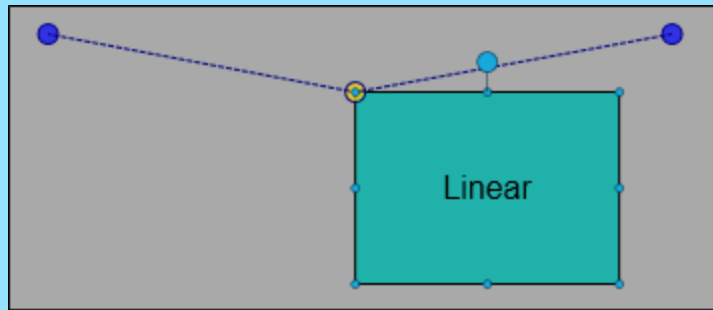
This rectangle has a discrete trajectory. It will jump from one trajectory point to the next.

This rectangle has a bezier trajectory. It will move smoothly along a curved line. You can adjust the control points (the white dots) to change the shape of the curve between each keyframe.

Bezier
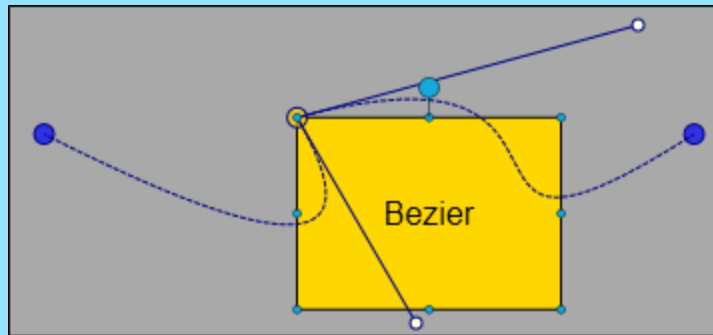
CHANGE THE SIZE

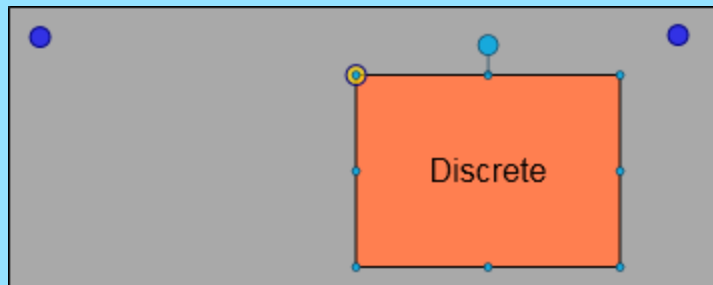You might want to show an object become smaller to accommodate other objects taking over the focal point of the frame.

a. In the Keyframe Properties window pane, expand the **Size Keyframe** section.

b. In the **Properties** section, do one of the following:

» **Time** Select a different time at which the keyframe will begin.

» **Size** Select a different size for the object for this particular keyframe. The first field sets the width, and the second field sets the height. Manually set the size of the object for each keyframe by clicking and dragging the small blue handles on the object.

» **Interpolation** Select one of the following:

» **Linear** Set a gradual change in size from this keyframe to the next.

» **Discrete** Set an instant change in size from this keyframe to the next.

CHANGE THE ROTATION

Rotating an object on the frame will create a spinning effect.

    a. In the Keyframe Properties window pane, expand the **Rotation Keyframe** section.

    b. In the **Properties** section, do one of the following:

        » **Time** Select a time at which the keyframe will begin.

        » **Value** Select or enter a number for the amount of rotation. A negative number turns the object counter-clockwise, while a positive number turns it clockwise. Manually rotate the object by clicking and dragging the large blue handle on the object.

        » **Interpolation** Select one of the following:

            » **Linear** Set a gradual change in rotation from this keyframe and the next.

            » **Discrete** Set an instant change in rotation from this keyframe to the next.

CHANGE THE TEXT

Changing the text on an object allows you to reuse that object.

    a. In the Keyframe Properties window pane, expand the **Text Keyframe** section.

    b. In the **Properties** section, do one of the following:

        » **Time** Select a different time at which the keyframe will begin.

        » **Text** In the text box, enter the text that will appear during the keyframe.

        » **Interpolation** The interpolation between text keyframes is always discrete. One keyframe's text is completely removed before the next keyframe's text appears on the object. This prevents an overlapping of text between keyframes.

> **Note:** Each diamond within an object's keyframe type bar (e.g., the Opacity bar) is treated separately. In other words, if an Opacity bar shows five diamonds, each of those diamonds represents an individual keyframe. Editing one of those diamonds affects only that particular keyframe's state. If you are trying to achieve a gradual fade in the opacity of your object, you will want to adjust the other diamonds that follow the one you change.

6. Click ⊞ to save your work.

How to Move Keyframes

For all object keyframe types, you can move individual keyframes to new locations in the timeline by using the Object Properties window pane or the Timeline window pane. You also have the option to move position keyframes manually in the Frame Editor.

1. Open the movie.

2. Do one of the following:

   MOVE INDIVIDUAL KEYFRAMES IN THE KEYFRAME PROPERTIES WINDOW PANE

   a. In the Frame Editor, click an object that contains one or more keyframes.

   b. In the Timeline window pane (**View>Timeline**), do one of the following:

      » For all standard object types, click **Frame View**. Any action objects converted to objects will also be in this view.

      » For action object types, click **Action View**. Any objects converted to action objects will also be in this view.

   c. Scroll down to the object's keyframe bar (e.g., opacity, text).

   d. Click on a keyframe (diamond) within the keyframe bar.

      The Keyframe Properties window pane opens.

   e. In the Keyframe Properties window pane, set the **Time** field to a new point in time at which the object will change to this state.

MOVE INDIVIDUAL KEYFRAMES IN THE TIMELINE WINDOW PANE

a. In the Frame Editor, click on an object that contains one or more keyframes.

b. In the Timeline window pane (**View>Timeline**), do one of the following:

>   » For all standard object types, click **Frame View**. Any action objects converted to objects will also be in this view.

>   » For action object types, click **Action View**. Any objects converted to action objects will also be in this view.

c. Scroll down to the object's keyframe bar (e.g., opacity, text).

d. Click on a keyframe (diamond) within the keyframe bar.

e. Drag the keyframe to a new location in the keyframe bar.

MOVE POSITION KEYFRAMES IN THE FRAME EDITOR

a. Click on an object that contains one or more position keyframes.

   A trajectory (blue dotted path) appears near the object.

b. Click on a point (larger blue circle) within the trajectory.

c. Drag the point to a new place in the Frame Editor.

3. Click ⊞ to save your work.

How to Remove Keyframes

You can remove a single keyframe manually in the Timeline window pane. Single position keyframe trajectory points can also be removed in the Frame Editor. Additionally, you remove entire keyframe type bars.

HOW TO REMOVE INDIVIDUAL KEYFRAMES IN THE TIMELINE

1. Open the movie.

2. In the Timeline window pane (**View>Timeline**), do one of the following:

    » For all standard object types, click **Frame View**. Any action objects converted to objects will also be in this view.

    » For action object types, click **Action View**. Any objects converted to action objects will also be in this view.

3. Scroll down to the object or effect's keyframe bar (e.g., size, position).

4. Click on a keyframe (diamond) within the keyframe bar.

5. Do one of the following:

    » Press the **DELETE** key.

    » Right-click on the diamond and select **Delete**.

6. Click to save your work.

HOW TO REMOVE INDIVIDUAL POSITION KEYFRAMES IN THE FRAME EDITOR

1. Open the movie.

2. Click the object (in the Frame Editor or the Timeline) or clip effect (in the Timeline) that contains position keyframes.

   A blue trajectory appears in the Frame Editor.

3. Click on a circular blue point within the trajectory.

   The selected point will change to yellow.

4. Do one of the following:

   » Press the **DELETE** key.

   » Right-click on the point and select **Delete**.

5. Click ⊟ to save your work.

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HOW TO REMOVE ALL OBJECT KEYFRAMES AT ONCE

1. Open the movie.

2. In the Timeline window pane (**View>Timeline**), do one of the following:

   » For all standard object types, click **Frame View**. Any action objects converted to objects will also be in this view.

   » For action object types, click **Action View**. Any objects converted to action objects will also be in this view.

3. Scroll down to the object or clip effect's keyframe bar (e.g., opacity, text).

4. Click and drag your mouse over all of the keyframes in the bar.

   Each keyframe diamond changes to yellow.

5. Press the **DELETE** key.

6. Click to save your work.

Linking to External Palettes

You can link to external palettes. You might want to do this if you are working with a team and need to share palettes with other team members. You might also do this if you are working on a project and have a palette that is saved to an external location that is specific to that project.

To link to an external palette, click in the local toolbar of the Palettes window pane. In the Open dialog, select the palette you want to import, then click **Open**. The imported palette opens in the Palettes window pane.

> **Note:** If a palette is saved to a common location, such as a network drive, any user who links to the file can make changes to it. When other users save their changes, you will see the changes in your copy of Mimic. Linking to external palettes is a good way to be sure that other members of your team always have the most current version of the file.
>
> However, because any user can make changes, it is possible to easily overwrite a file with undesired edits. You may want to designate one team member to manage all edits to palettes to prevent unwanted changes.

CHAPTER 5

Properties Window Pane

A new window pane has been added to let you control properties for frames, objects, sounds added to objects or frames, keyframes added to objects and clip effects, and effects added to objects. After it is first opened, the window pane automatically switches between five different property types, depending on what you are clicking on in the Frame Editor or in the Timeline.

When you double-click a frame, the relevant properties are shown in the Frame Properties window pane. The properties are organized into multiple, collapsible sections.
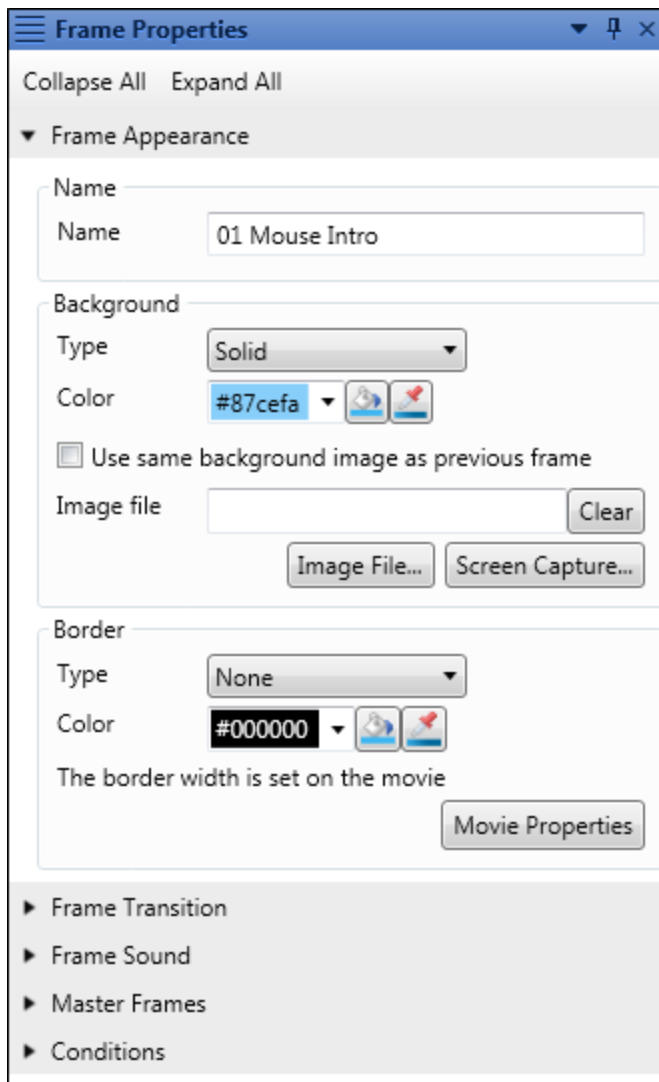
When you select an object in a frame or in the Timeline window pane, the relevant properties are shown in the Object Properties window pane. The properties are organized into multiple, collapsible sections.
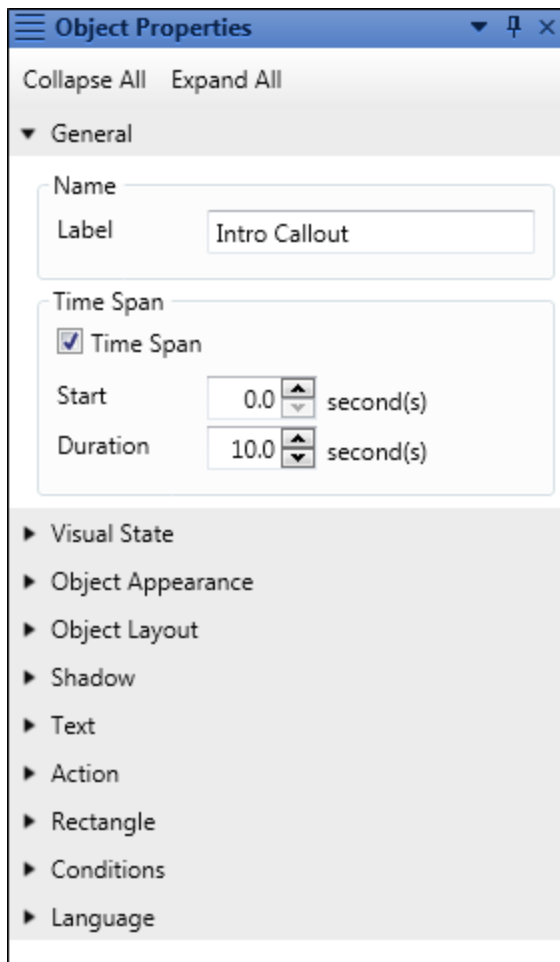
When you select an audio object in the Timeline, properties specific to the audio file are shown in the Sound Properties window pane.
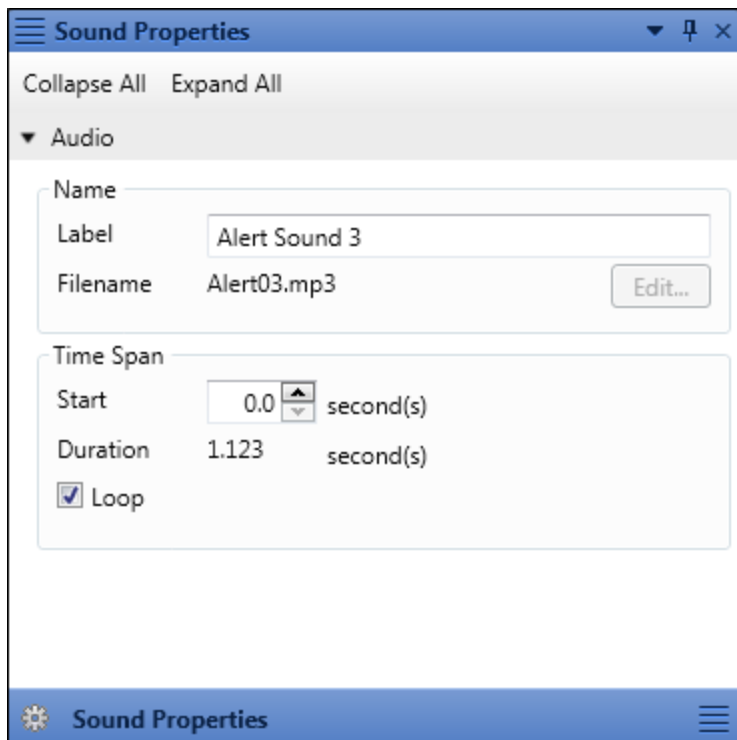
When you select a keyframe in the Timeline, properties specific to the type of keyframe are shown in the Keyframe Properties window pane.
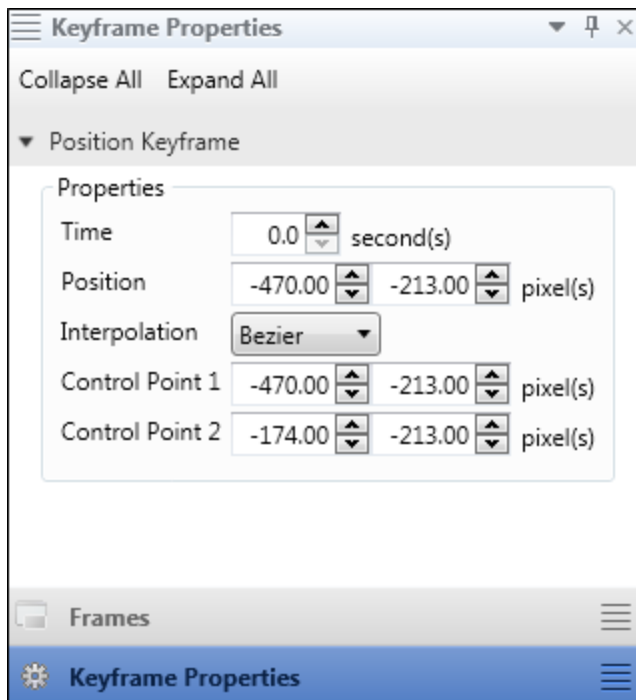
When you select an effect bar in the Timeline, properties specific to the type of effect are shown in the Effect Properties window pane.
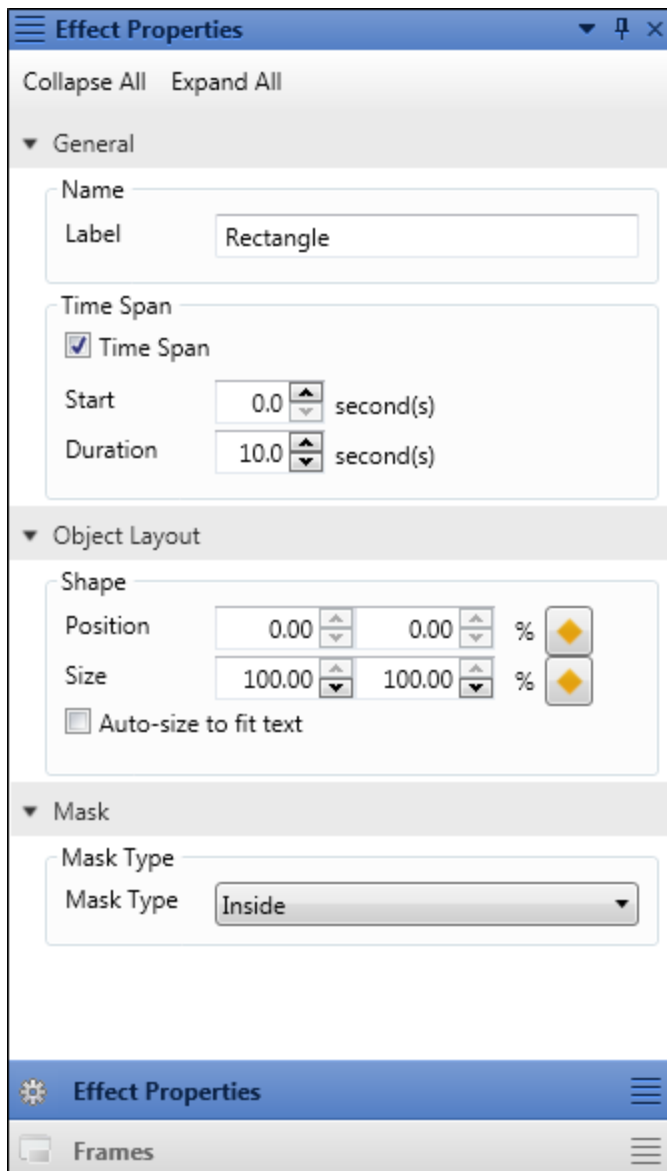
Timeline Enhancements

Mimic's timeline has been significantly enhanced to incorporate many new features. These include an entirely new look, a redesigned playhead, the incorporation of keyframes, and different timeline views.

This chapter discusses the following:

Different Look

The most obvious change to the Timeline window pane is that it just looks different than it did in previous versions. This includes a different presentation for the lock and hide options, as well as object names instead of object icons on the left side. There is also a playhead time indicator that shows you the current position of the playhead. You can use this field to quickly jump to any point in the movie or frame.
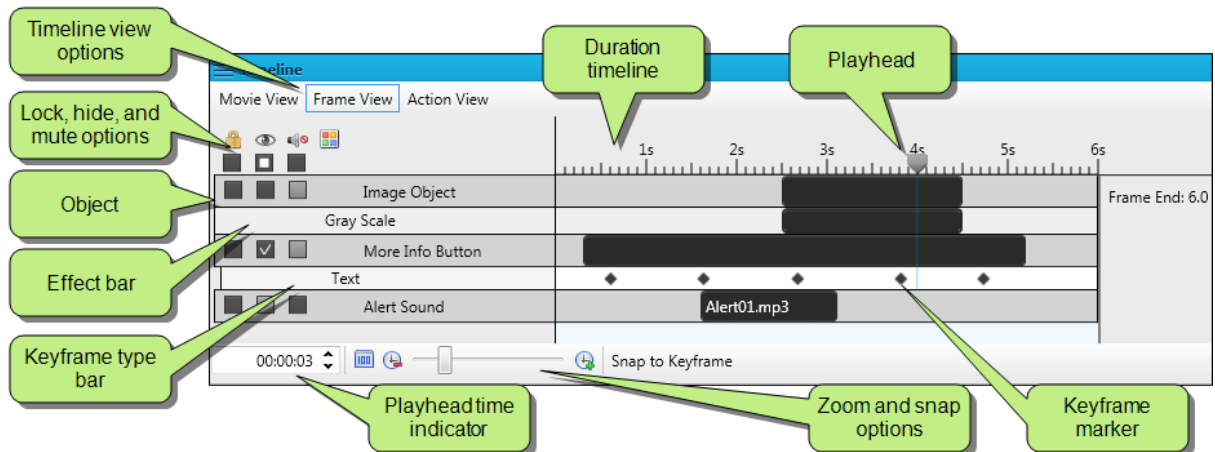
Playhead

There is a playhead at the top of the Timeline that you can drag to move to a particular point in time of the frame (or movie). As you drag this playhead, notice that the integrated preview play bar also moves accordingly.

Also, moving the playhead to a specific place in the Timeline lets you add a keyframe at that point.

The preview playhead is at four seconds, reflecting the Timeline playhead's position.

The Timeline playhead has been moved to four seconds into the frame.
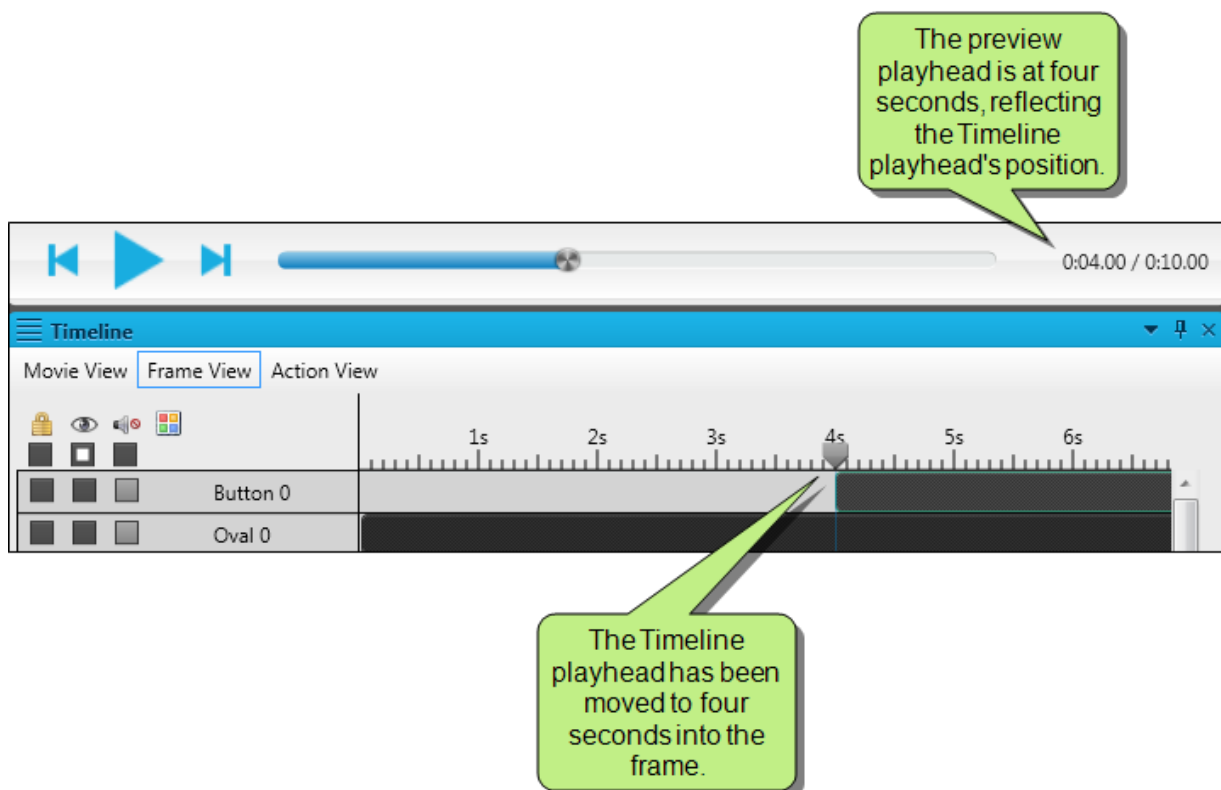
Keyframes in the Timeline Window Pane

The introduction of keyframes affects the Timeline window pane. When a keyframe is added to an object or clip effect, it is indicated below its respective object or effect as a keyframe type bar. Objects and clip effects can contain multiple keyframes of different types (e.g., position, size), each of which displays on its own bar beneath the object or effect. Each type might have multiple keyframes within it, indicated by diamond shapes within the keyframe bar.

The Timeline's Frame View includes all regular objects and their associated keyframes. Action objects and their associated keyframes are included in the Timeline's Action View.

EXAMPLE

The oval represented in the image below contains several keyframe types. You can view this object's keyframe type bars in the Frame View.

The oval object contains three keyframe types.

Because the object is not an action object, it (and any related keyframe bars) appear in the Timeline's Frame View.

All keyframes related to the object nest beneath it as bars named for each keyframe type.

Each diamond represents a new keyframe, or change in the object's state.
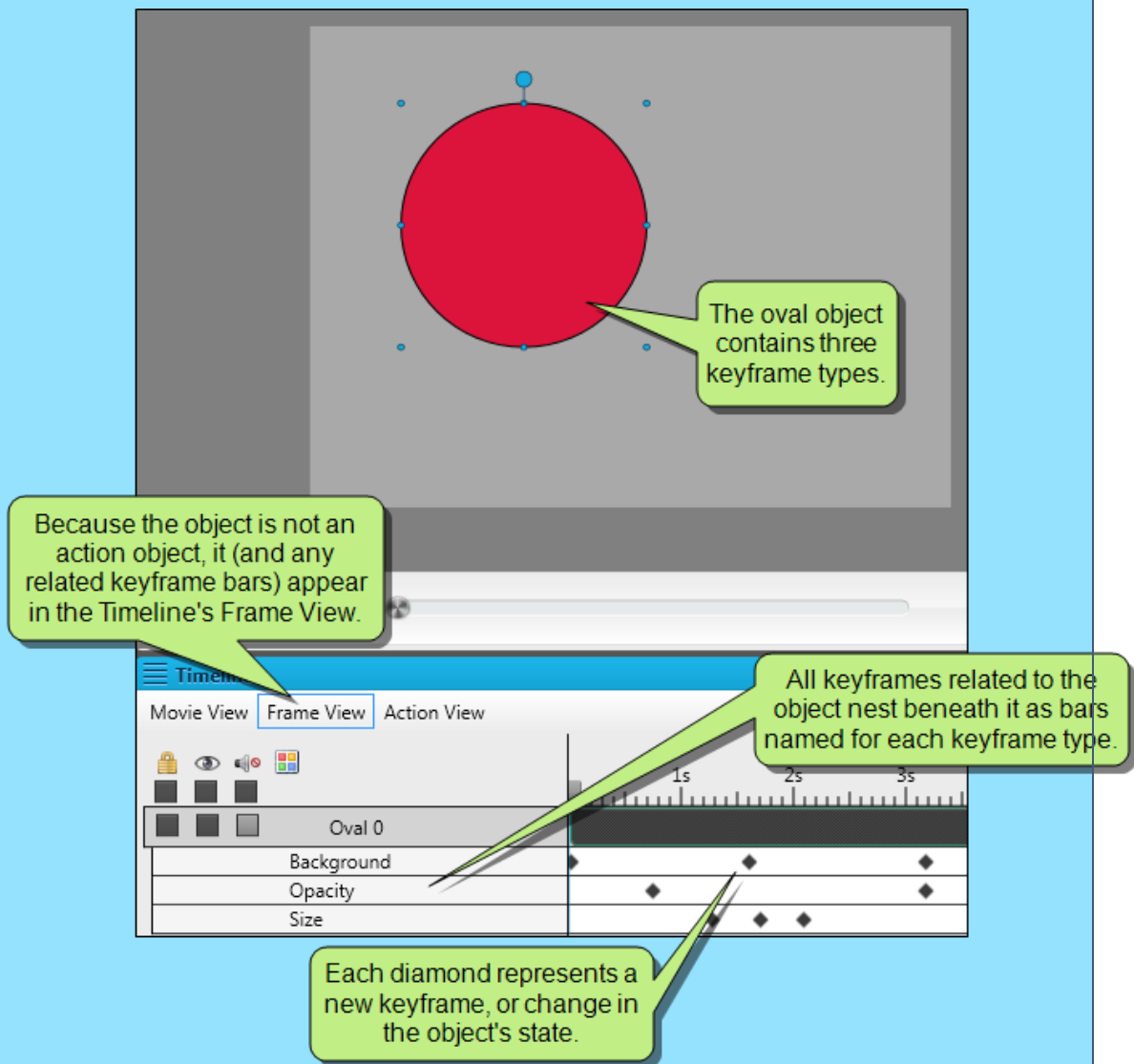
The bubble in the image below is an action object. It contains an opacity keyframe type with four states. You can view this object's keyframe type bars in the Action View.

This bubble is an action object.

The bubble object contains opacity keyframes.

Click me

The opacity keyframe bar nests beneath the object in the Timeline's Action View.

Timeline

Movie View Frame View Action View

1s   2s   3s   4s

Feedback Bubble

Opacity

Each diamond represents a new keyframe, or change in the object's state. In this example, the opacity is changing.
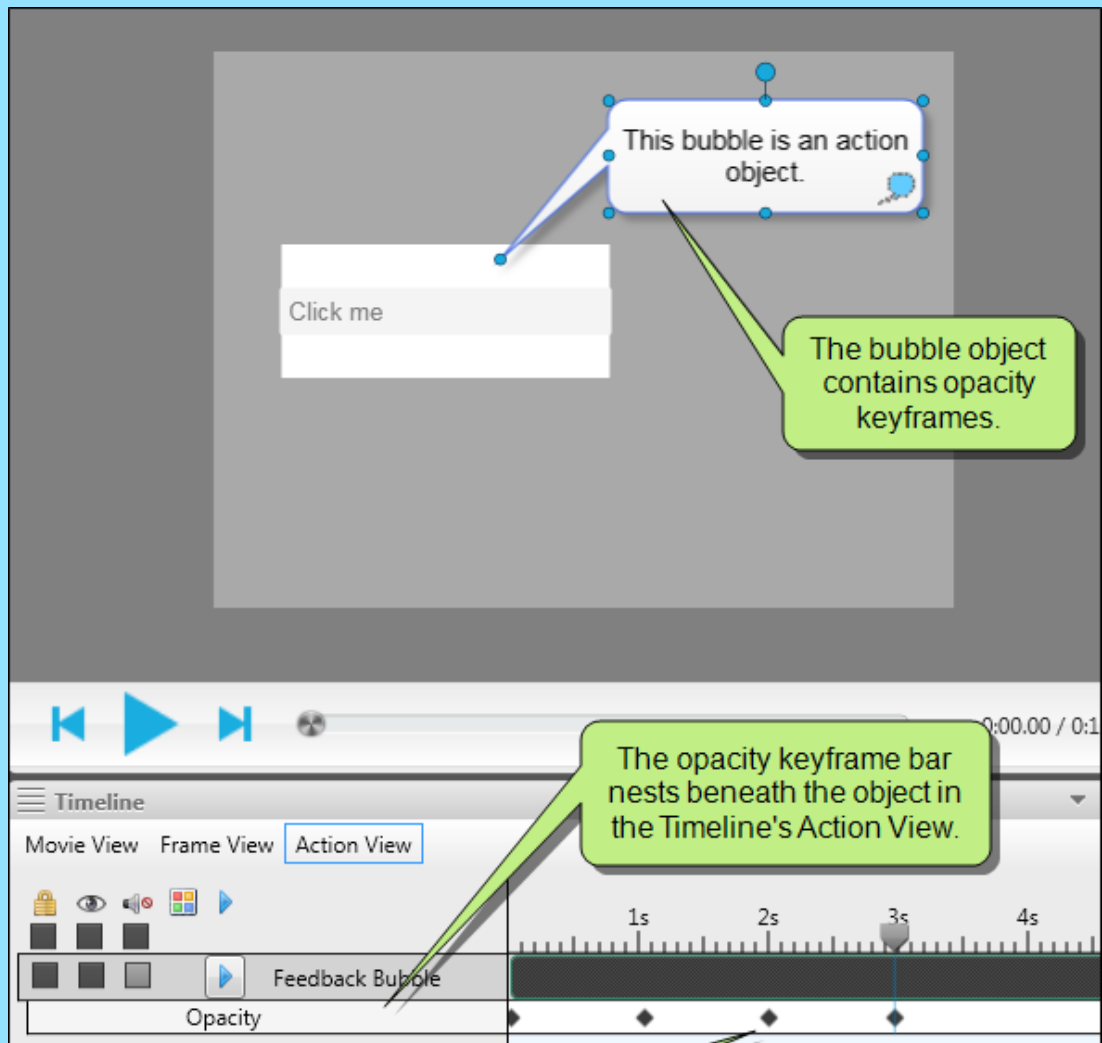
Note: The "Snap to Keyframe" option below the Timeline window pane allows you to precisely move the playhead to a keyframe for an object. When this option is enabled and you drag the playhead, it "snaps" like a magnet to the nearest keyframe. If you attempt to align the playhead on a keyframe without this option, you might find that you are slightly off target.

Timeline Views

The Timeline window pane has been updated. In addition to the existing view, now called the Frame View, there are two new views in the Timeline window pane: Movie View and Action View.

MOVIE VIEW

When you click Movie View, three bars appear in the Timeline:

» **Top Master Frame** The top master frame(s) applied at either the movie or frame level, if applicable.

» **Frames** All of the frames in the movie.

» **Bottom Master Frame** The bottom master frame(s) applied at either the movie or frame level, if applicable.

Movie View works in conjunction with the live preview controls in the Frame Editor window pane. You can move the Timeline playhead or the preview playhead to the point where you want the preview to begin playing, and then press the **Play** button.
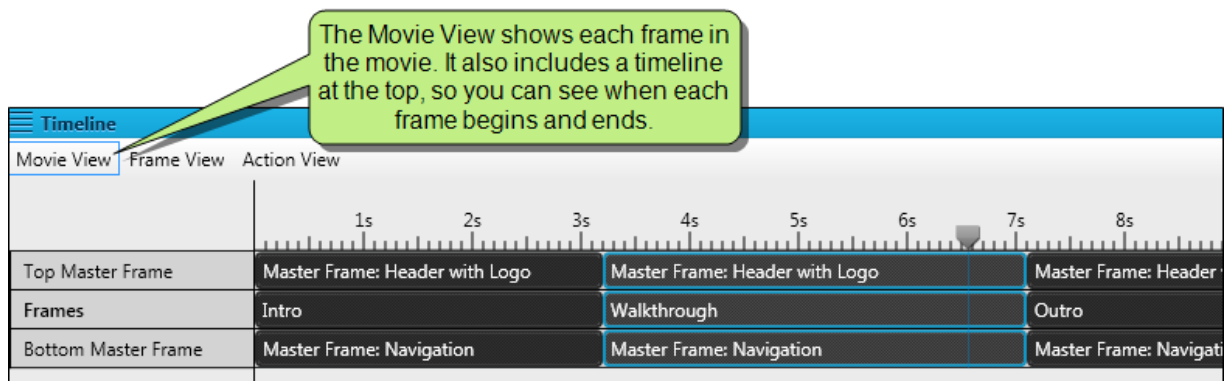
FRAME VIEW

The Frame View contains all of the objects (including image objects and audio objects), keyframe types, and object effects currently contained on a frame. This frame shows both regular objects and any action objects that were converted to timeline objects.

The Frame View shows each object in the frame, as well as any keyframe types or effects associated with each object. It also includes a timeline at the top, so you can see when each object begins and ends. The Timeline also shows the duration of this frame.
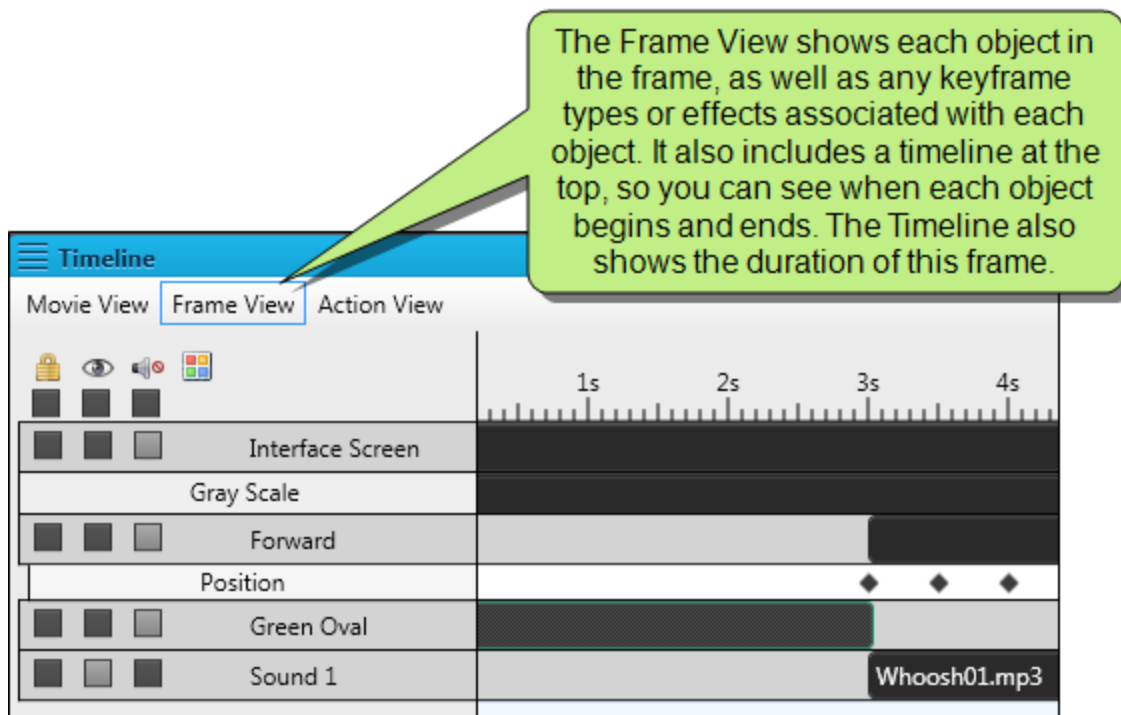
ACTION VIEW

The Action View contains all of the objects, keyframe types, and effects currently contained on a frame for any regular objects that were converted to action objects (e.g., a bubble being used to deliver success or failure feedback).

The Action View shows any action objects in the frame, as well as any keyframe types or effects associated with each object. It also includes a timeline at the top, so you can see when each action object begins and ends. The Timeline also shows the duration of the frame.

The Play button allows you to see how each action object appears individually, including showing any changes caused by keyframes.

Video Insertion

In previous versions of Mimic, if you wanted to add an external full-motion video to an existing movie, you had to play that video separately while recording it in Mimic in "video" mode. Starting with this version, you can simply insert videos with a WMV or MP4 file format into a Mimic movie. The video is added as a new frame. A film strip image on the frame indicates that it is a video.

This chapter discusses the following:

How to Insert a Video into a Mimic Movie

1. Open a movie.

2. Click on a frame. The inserted video will come after the frame you select.

3. Select the **Frame** ribbon. In the **Insert** section, select **Insert Video Frame**.

4. In the Open dialog, locate and double-click the video (WMV or MP4) that you want to insert.

   The new frame appears after the frame you selected. The film strip image on the frame indicates that it is a video.
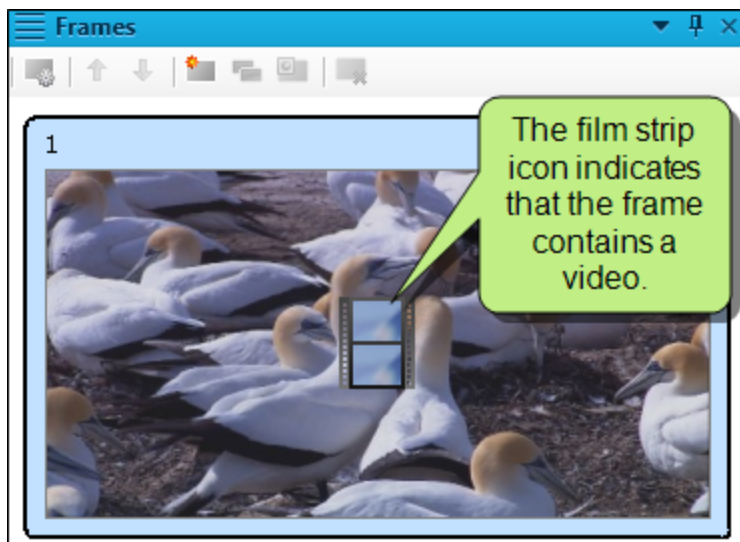
You can also create a new movie from a video by selecting **File>New**, then selecting **Movie from Media File**. Previously, you could use a similar option to create movies from an image file. The "Movie from Media File" option now allows you to create movies from both images and videos.

Video Services

You can now access and upload videos to your YouTube or Vimeo account via the Video Services pane in Mimic. This service is supported only for non-interactive HTML5 outputs from Mimic (e.g., movies that do not contain buttons or input typing boxes designed to make users take action).

This Video Services window pane can be opened by selecting the **View** ribbon. In the **Services** section, select **Video Services**.

This chapter discusses the following:

How to Log In to YouTube

Logging in to YouTube via Mimic requires a valid Google account.

1. Select the **View** ribbon. In the **Services** section, click **Video Services**.

   The Video Services window pane opens.

2. In the **Service** field, select **YouTube**.

3. Click **Login**. The YouTube Login dialog opens.

4. Click **Generate new URL**. The generated URL will display in the second field.

5. Click **Open in Browser**. Your default browser will open with one of the following options:

   » If you are not signed in to a Google account, you will be prompted to sign in.

   » If you are signed into one or more Google accounts, you will prompted to choose an account.

6. Once you sign in or choose an account, a message appears, requesting permission for MadCap Mimic to manage your YouTube account.

7. Click **Allow**. A success code will display.

8. Click on the code and copy it.

9. Close the browser and return to the Mimic YouTube Login dialog.

10. Click in the third field and paste the code.

11. Click **OK**.

   The Video Services window pane shows that you are now logged in. The Videos section shows any videos you previously uploaded to YouTube.

How to Log in to Vimeo

1. Select the **View** ribbon. In the **Services** section, click **Video Services**.

   The Video Services window pane opens.

2. In the **Service** field, select **Vimeo**.

3. Click **Login**. The Vimeo Login dialog opens.

4. Click **Generate new URL**. The generated URL will display in the second field.

5. Click **Open in Browser**. Your default browser will open, showing a message. This message requests permission for MadCap Mimic to access Vimeo.

   > **Note:** If you are not already logged in to Vimeo, the Vimeo log in page will appear instead of the message page. Log on to Vimeo, then repeat step 6 to proceed to the next step.

6. On the Vimeo message page, click **Allow**. A success code will display.

7. Click on the code and copy it.

8. Close the browser and return to the Mimic Vimeo Login dialog.

9. Click in the third field and paste the code.

10. Click **OK**.

    The Video Services window pane shows that you are now logged in. The Videos section shows any videos you previously uploaded to Vimeo.

How to Upload Videos

Uploading HTML5 output can be done in one of three ways:

» **Upload button** At the bottom of the Video Services window pane, click **Upload**. The Add a Video to Upload Queue dialog opens, allowing you to select the video to upload as well as add video metadata, such as a title and category. Complete the fields and click **Add**.

» **Drag-and-drop** Drag and drop the video directly onto the Video Services pane (in the **Videos** section). The Add a Video to Upload Queue dialog opens with the Video field populated with your video file name. Complete the fields and click **Add**.

» **Publishing** Users may choose to upload to a Video Service when publishing. YouTube and Vimeo have been added to the Publishing dialog for HTML5 output.
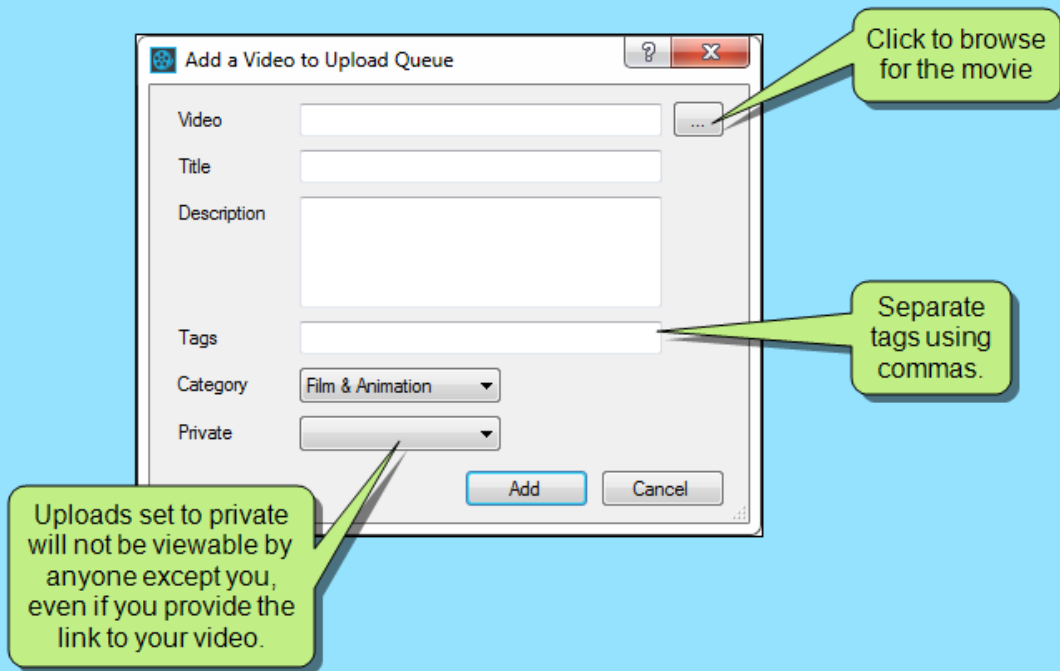
For more information, see the online Help.
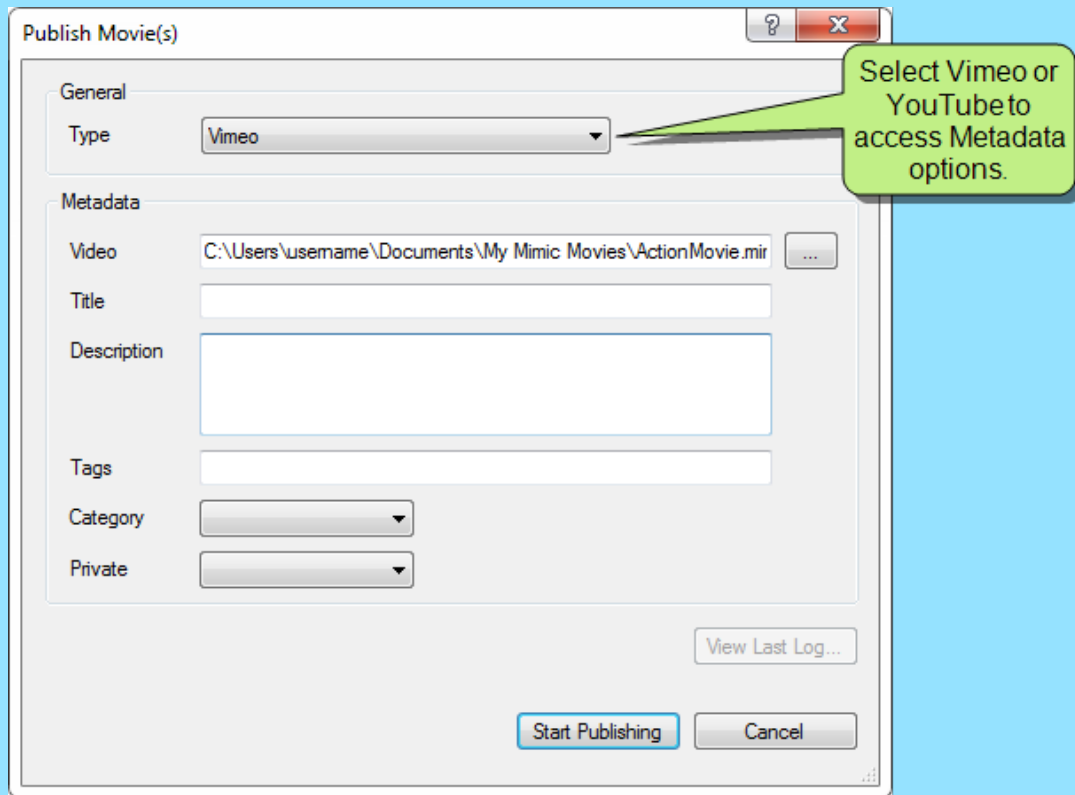

E X A M P L E S

Clicking the **Upload** button at the bottom of the Video Services window pane opens the Add a Video to Upload Queue dialog.
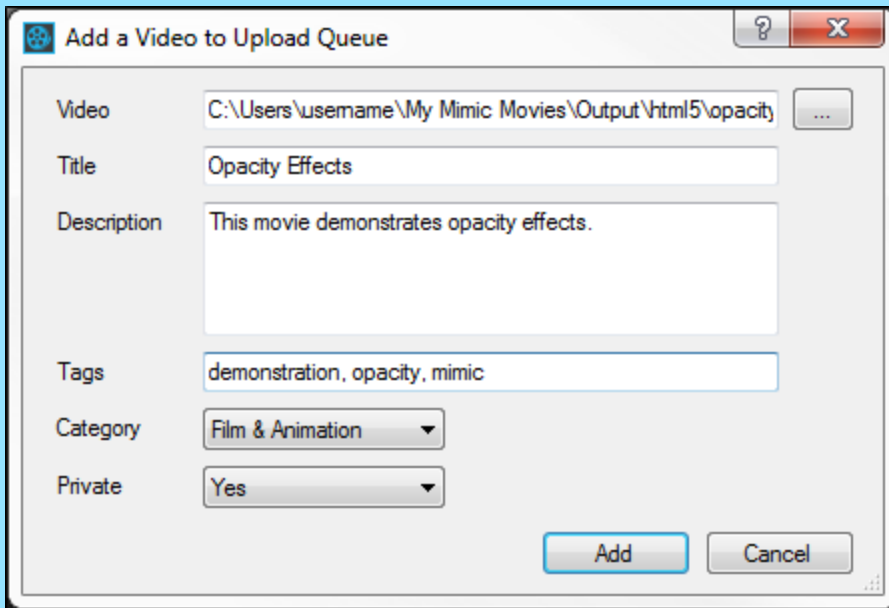
If you use the drag and drop method to upload a video, the same dialog opens with the Video field already populated with the file you dragged in.

Click to browse for the movie

Separate tags using commas.

Uploads set to private will not be viewable by anyone except you, even if you provide the link to your video.

The publishing method allows you to input the same information as the Add a Video to Upload Queue dialog, but it is done at the time that you publish the movie.

Publish Movie(s)

General

Type   Vimeo

Select Vimeo or YouTube to access Metadata options.

Metadata

Video   C:\Users\username\Documents\My Mimic Movies\ActionMovie.mir   ...

Title

Description

Tags

Category

Private

View Last Log...

Start Publishing   Cancel

How to Resume Video Uploads

In the event of a network interruption, uploads will stop. "FAILED" will display beneath the video. The upload may be resumed once the network is operational again by right-clicking on the failed upload and selecting **Retry/Resume Upload**.

How to View Uploaded Videos

Right-clicking on a completed upload and selecting **View in Browser** will redirect you to the appropriate YouTube/Vimeo page hosting the selected video.

Visual States

Visual states can now be assigned to object actions. You can add one or more visual states to an object. These states give objects the ability to display a different appearance when the user performs an action, such as clicking on the object (e.g., when you click a button, it turns blue).

You can create multiple visual states for an object's appearance using the Visual States section in the Object Properties window pane. You can then assign that visual state using the object's action properties.

This chapter discusses the following:

E X A M P L E

Let's say you have a rectangle that is red no matter what the user does to the object while viewing the movie. You would like it to change to green when the user clicks the object.

When you open the Object Properties window pane, you have the option to create a visual state for the rectangle. The visual state you create is applicable only to the red rectangle.
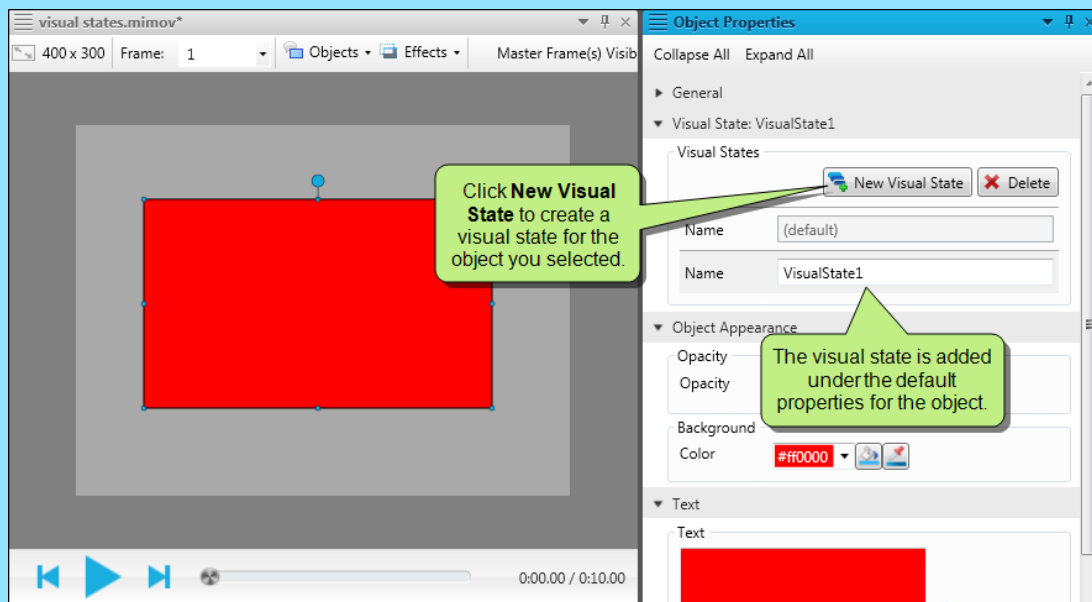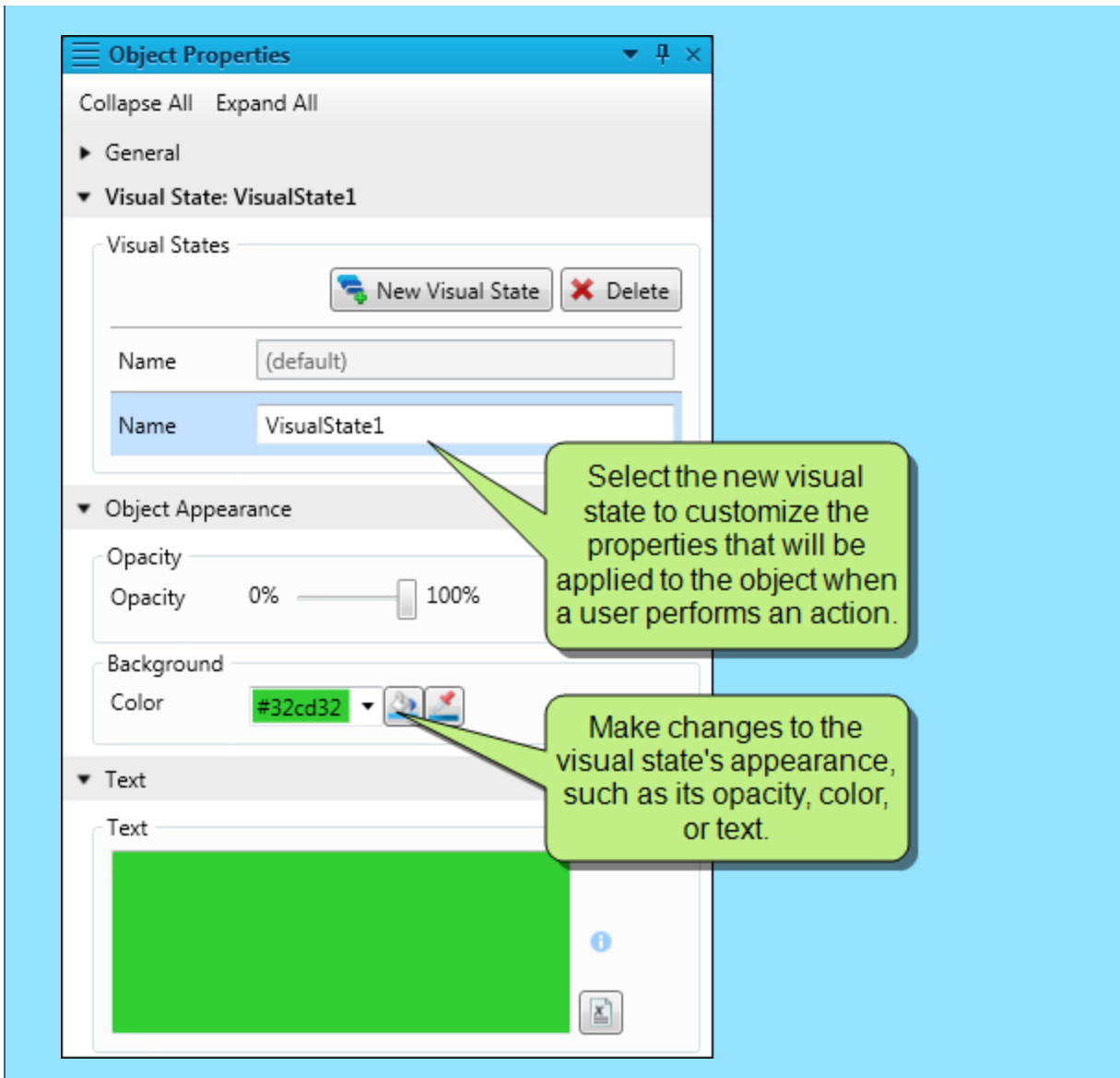
Once the visual state is created, select the default visual state (this is because the action will affect the default state, not the visual state). Then expand the **Action** section in the object's properties, and select the action you want to trigger the visual state.
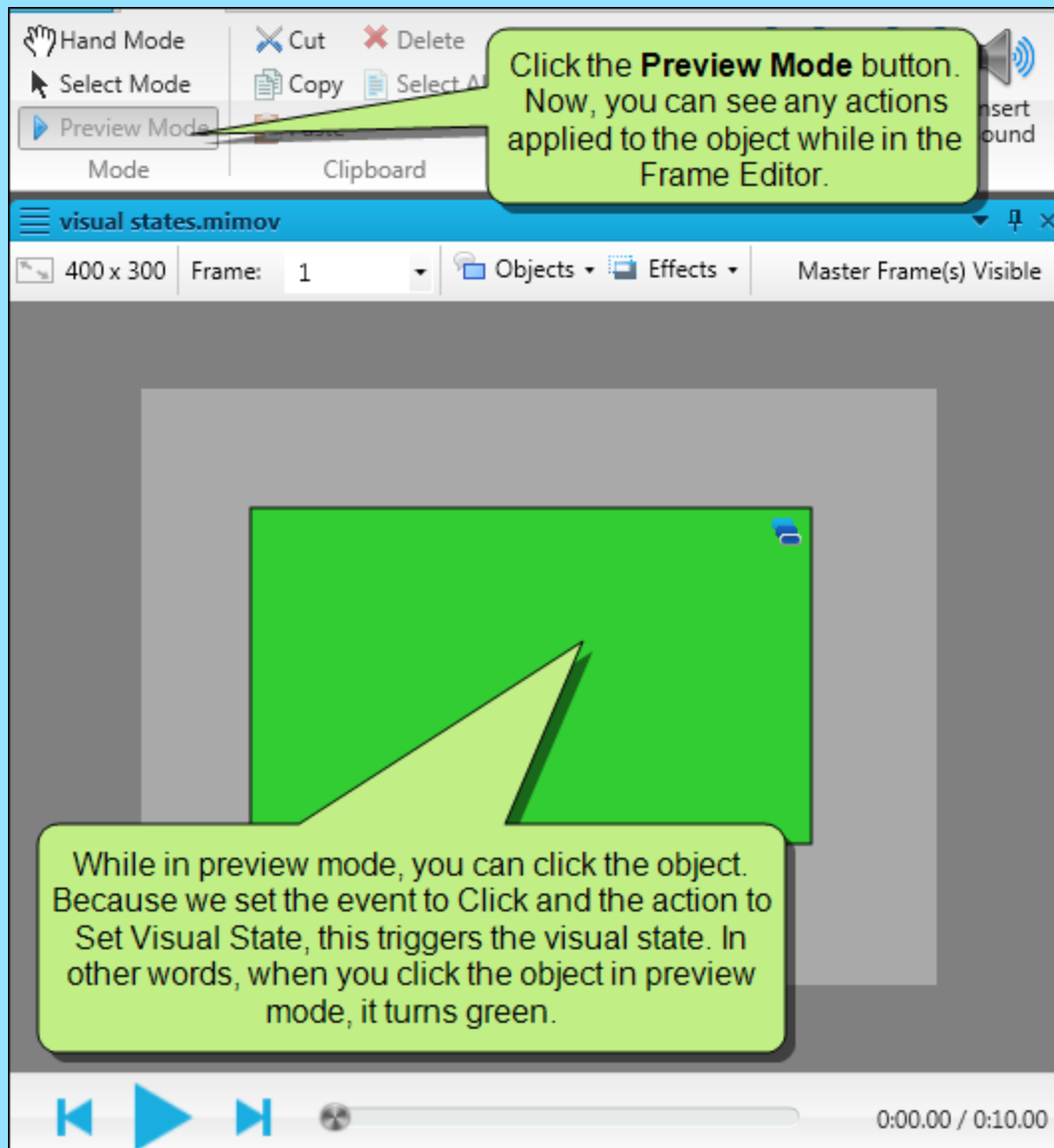

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You can preview the visual state and action by using Preview Mode. Select the **Home** ribbon. In the **Mode** section, click ▶ Preview Mode . Now, performing the action on the object (e.g., clicking, double-clicking) in the Frame Editor will let you see how the visual state looks.

How to Create a Visual State

Adding a visual state to an object is actually two sets of steps. First, you create the visual state. Then, you apply the state to the object. In order to create a visual state, you must get your object ready first. Once you create the visual state, it can be applied to that object. Visual states created for one object cannot be used on other objects.

HOW TO CREATE A VISUAL STATE

1. Open a frame that contains one or more objects.

2. Double-click an object. The Object Properties window pane opens.

3. Expand the **Visual State** section.

4. Click **New Visual State**.

   A new visual state is added to the window pane.

5. In the **Visual States** section, select the new visual state. This will allow you to edit its properties.

   > **Note:** If you do not select the new visual state, you will change the default properties for the object. The selected visual state is highlighted in gray.

6. (Optional) In the **Name** field, give the visual state a name (e.g., "red to green on click"). This will help you identify the visual state.

7. Expand the **Object Appearance** section. Change the opacity and background as needed.

   > **Note:** You can add opacity states to all objects, and background color states to all objects except polylines and image objects.

8. Expand the **Text** section. Change the text as needed.

9. (Optional) If you are adding a visual state to a cursor, you can add audio to the visual state. Expand the **Audio** section and make changes to the audio settings as needed. For more information, see the online Help.

HOW TO APPLY A VISUAL STATE TO AN OBJECT

1. In the Visual States section, select the **(default)** visual state.

2. Expand the **Action** section.

3. Click **Add Action**.

4. Click the **Event** drop-down and select one of the following:

   » **Click** The object changes when the user clicks the object.

   » **DoubleClick** The object changes when the user double-clicks the object.

   » **MouseEnter** The object changes when the user moves the mouse over the object.

   » **MouseLeave** The object changes when the user moves the mouse off of the object.

   » **MouseUp** The object changes when the user clicks, and then releases, the mouse button. This allows you to create a "pressed" effect that changes back to the default settings when the mouse button is released.

   » **Success** The object changes when an input box has been answered correctly.

   » **Failed Attempt** The object changes when an input box has been answered incorrectly but the user is still within the allowed number of failed attempts.

   » **Failure** The object changes when an input box has been answered incorrectly the max number of times allowed.

   » **End** The object changes when the frame ends. To use an end event, you must have an action object in your frame. You can convert an object to an action object by right-clicking it, then selecting **Advanced>Convert to Action Object**.

5. In the **Action** field, select **Set Visual State**.

6. In the **Shape** field, select the object to which you want to apply the visual state.

   » **(this object)** When an action triggers the visual state, it affects the selected object (e.g., the current object will change color when clicked).

   » **[another object]** When an action triggers the visual state, it affects a different object (e.g., when the user clicks the current object, a different object on the frame will change color). Objects you select here must have one or more visual states available.

EXAMPLE

Let's say you have two rectangles: a red one and a blue one. The red rectangle has a red to green visual state assigned to it.

You want the red rectangle's visual state to activate when you click the blue rectangle. To do this, you would create a "Set Visual State" action in the blue rectangle's properties. Then you can set the shape to "Red Rectangle," and then select the "red to green" visual state, which is associated with the red rectangle.

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When you click the blue rectangle, the red rectangle will turn green.
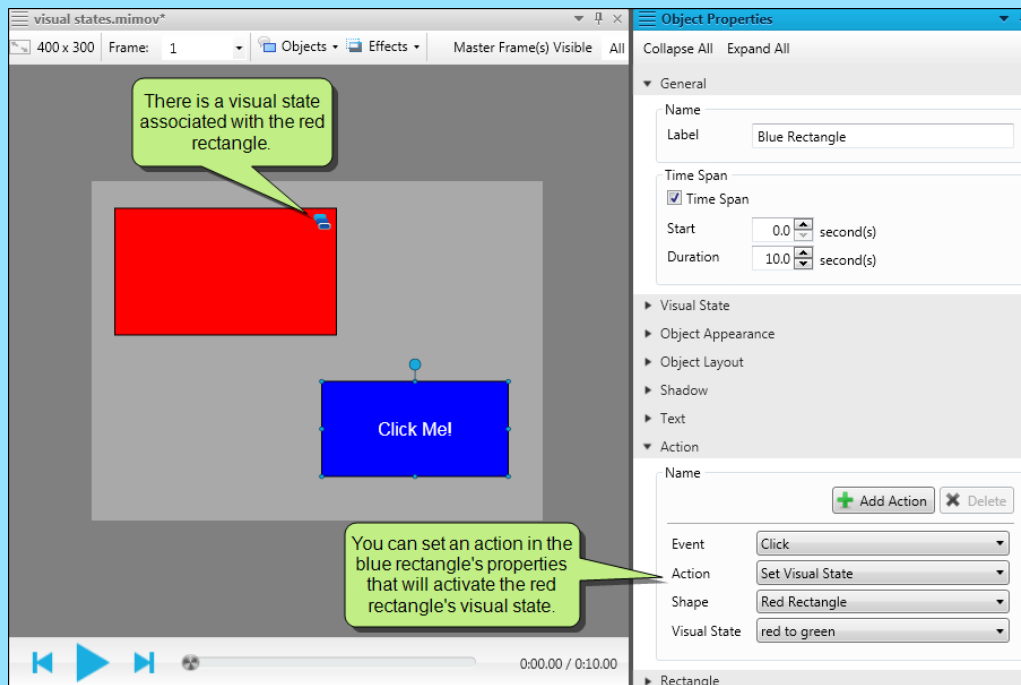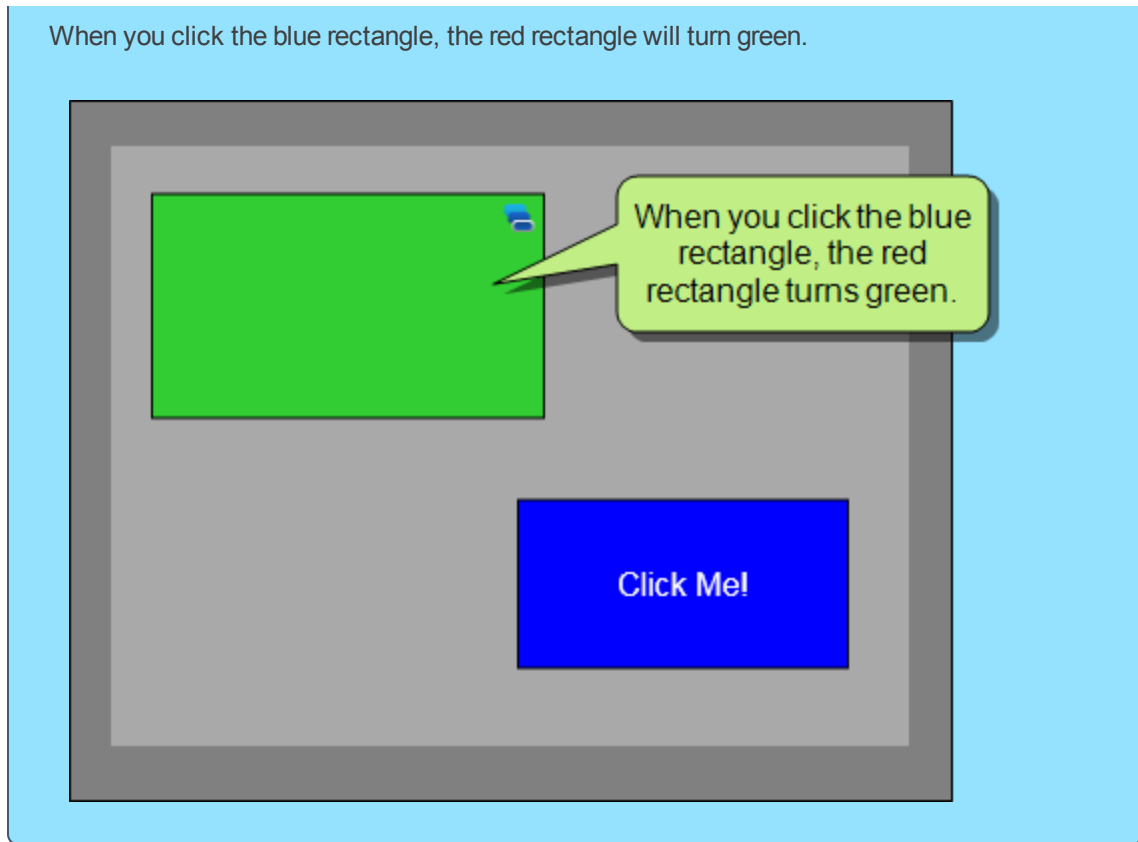
7. In the **Visual State** field, select the visual state you want to apply (e.g., when the cursor moves over an object, it will use "Visual State 1.").

8. Click 💾 to save your work.

> **Note:** After you create and apply a visual state, you can preview how it will look without building the movie.

How to Edit a Visual State

Once you have added a visual state to an object, you can edit the visual state instead of removing it and creating a new state from scratch.

1. Open a movie that contains one or more objects.

2. Double-click an object that has a visual state applied to it. Objects with visual states applied to them have a visual states icon in the upper right corner.

   The Object Properties window pane opens.

3. Expand the **Visual State** section.

4. In the **Visual States** section, select the visual state you want to edit. This will allow you to edit its properties.

   > **Note:** If you do not select the visual state, you will change the default properties for the object. The selected visual state is highlighted in gray.

5. Expand the **Object Appearance** section. Change the opacity and background as needed.

   > **Note:** You can add opacity states to all objects, and background color states to all objects except polylines and image objects.

6. Expand the **Text** section. Change the text as needed.

7. (Optional) If you are adding a visual state to a cursor, you can add audio to the visual state. Expand the **Audio** section and make changes to the audio settings as needed.

8. If necessary, make changes to the action that triggers the visual state.

9. Click to save your work.

How to Remove a Visual State

If a visual state is no longer needed, you can remove it from an object.

1. Open a movie that contains one or more objects.

2. Double-click an object that has a visual state applied to it. Objects with visual states applied to them have a visual states icon in the upper right corner.

   The Object Properties window pane opens.

3. Expand the **Visual State** section.

4. Select the visual state you want to remove, then click .

5. Click to save your work.

CHAPTER 10

Additional New Features

In addition to the major features already discussed, some additional new features are being introduced in this version.

This chapter discusses the following:

Auto-Size Objects to Fit Text

You will now be able to set objects to auto-size to fit text. If you set it at the movie level, all objects will resize automatically to fit text. If you set it at an object's level, only that particular object will resize as you edit the text within it.

E X A M P L E

Let's say you add text to a rectangle shape. However, the rectangle you drew is much too small for the text you added.
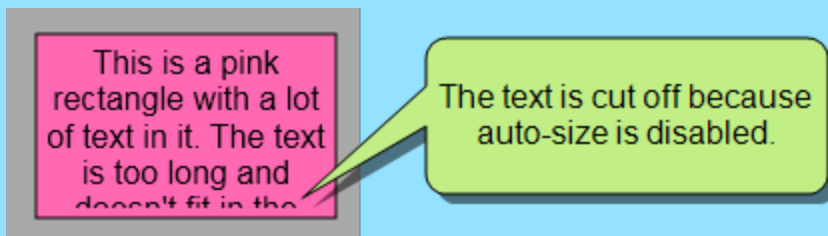
To fix this, you enable **Auto-size to fit text**. The rectangle automatically resizes to fit the caption. If you make more changes to the text later, the rectangle will resize again to accommodate the changes.
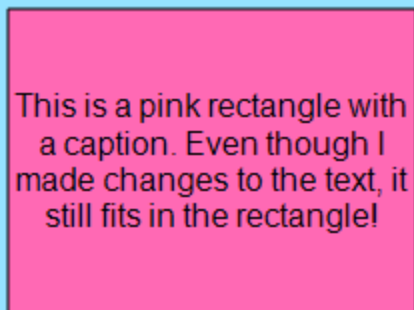
HOW TO SET MOVIES TO AUTOMATICALLY RESIZE OBJECTS TO FIT TEXT

Within a movie's properties you can set all objects to auto-size to fit text. This option is perfect when you have an existing movie that has several objects in it, or if you have just created a new movie that will contain one or more objects.

To enable this setting, open or create a movie, then select **Movie>Properties**. In the Movie Properties dialog, select the **Appearance** tab, then select **Auto-size All Objects to Fit Text**.

HOW TO SET INDIVIDUAL OBJECTS TO AUTOMATICALLY RESIZE TO FIT TEXT

You can set each object to auto-size to fit text. To enable this setting, add an object to the frame. In the Object Properties window pane, expand the **Object Layout** section and select **Auto-size to fit text**. This setting will only be applied to the selected object.

> **Note:** If Auto-size All Objects to Fit Text is set at the movie level, you will not have the option to set auto-size at the object level.

> **Note:** The auto-resize to fit text options do not apply to polylines, polygons, arrows, cursors, image objects, and input boxes.

Clipping

Applying a clipping mask to an object will allow you to hide parts of an object. You must have an object in order to use clip, but you don't have to center the clip on the object. You might use a clipping mask if you have an image object that you want to slowly reveal to your users.

E X A M P L E

You can associate a clip effect with any kind of object.

Let's say you want to show part of an object, then slowly widen that area to show more of the object until the entire object is shown. In other words, you want to do a big reveal. To do this, you would use a clip effect.

First, add an object to the frame.

This is the object before the clipping mask is applied.

Button or Oval?
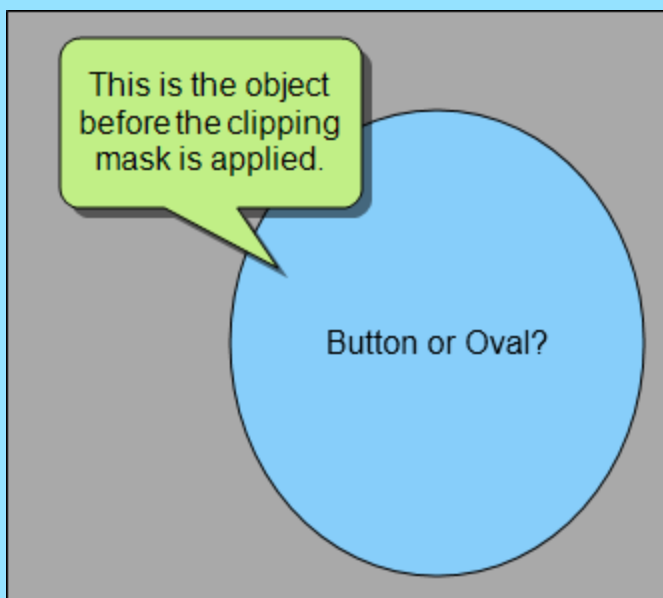
Now select **Home>Effects>Clip**. In this example, everything except the part of the object covered by the mask, or the red rectangle, will be "clipped" out of the frame.
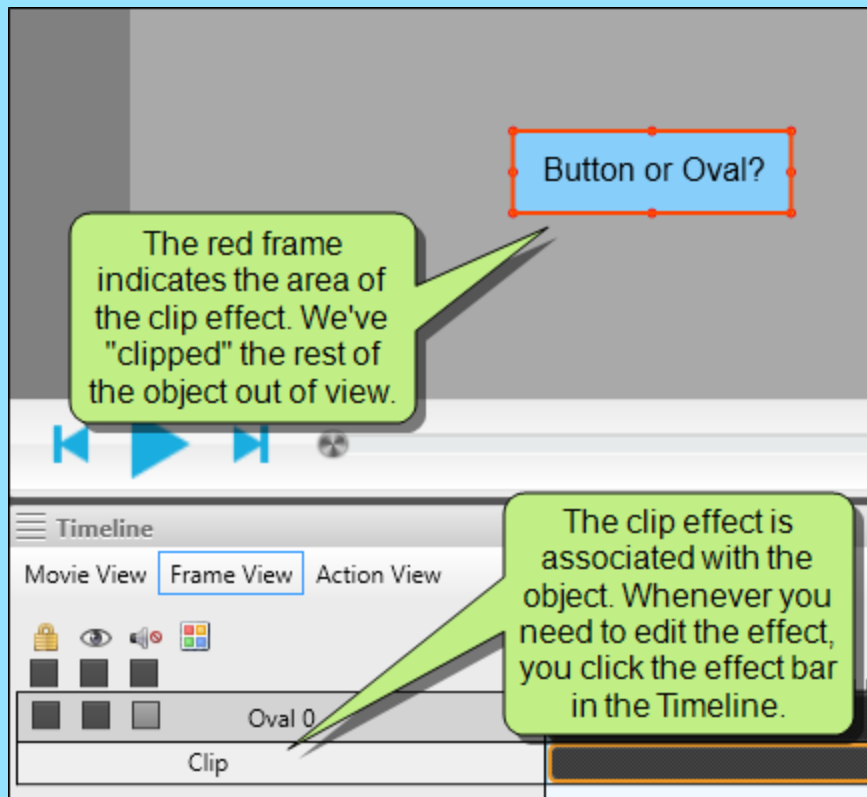
You can now add size and position keyframes to the clip effect in order to slowly widen the mask area and reveal more of the frame.

Each keyframe in the size and position bar expand the clip effect to reveal more of the object.

Button or Oval?

The playhead is set to 3 seconds, so the Frame Editor shows what the object looks like at that specific time.

Timeline

Movie View | Frame View | Action View

| | 1s | 2s | 3s | 4s | 5s | 6s |

Oval 0

Clip

Size

Position

The size and position keyframe bars have keyframes for each transition, until the final keyframe finishes the lengthening of the clipping effect to show the entire object.

You can preview your progress as you work by pressing the **Play** button in the preview bar, or by dragging the playhead to the specific keyframe you want to check.

In the Timeline's Frame View and Action View, the clip effect bar displays in a row directly beneath the object it is applied to. Any keyframes applied to the clip effect are displayed in rows beneath the clip effect bar.

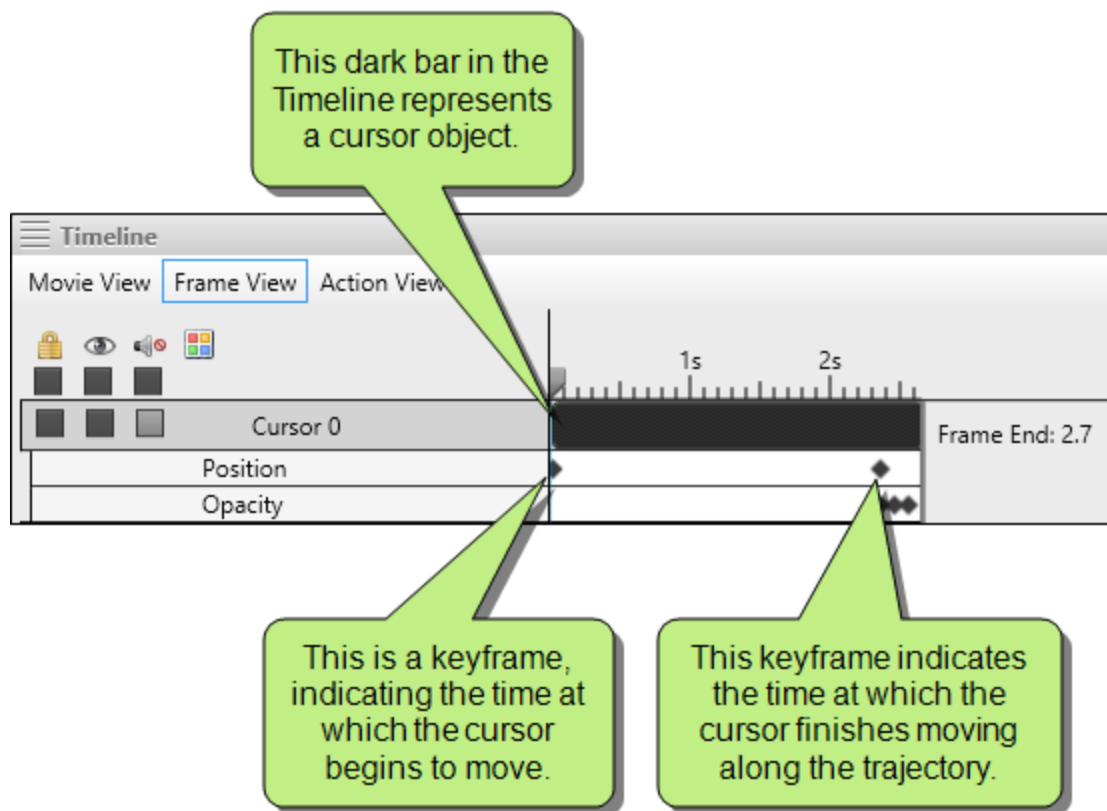> **Note:** You can only apply one clipping effect per object.

Cursor Trajectories

If you automatically add cursors to your recorded movies, you may want to edit their paths, or trajectories, before you publish your finished movie. You might want to do this to simplify the cursor motion or to add a motion that you did not capture in the original recording. Likewise, if you did not automatically add cursors to your recording, you can add a cursor to your movie and create a new trajectory from scratch.

In Mimic 7, you could edit trajectories for an object (such as a cursor) by hovering over an icon next to the cursor, then clicking and dragging the trajectory to its intended end point.

Editing the trajectory for a cursor (or another object) works differently in Mimic 8. It is accomplished by using keyframes. The keyframes are created automatically for cursors when you record a new movie, but you can add more keyframes manually, just as you can for any other object.

See "Keyframes" on page 17.

This dark bar in the Timeline represents a cursor object.

This is a keyframe, indicating the time at which the cursor begins to move.

This keyframe indicates the time at which the cursor finishes moving along the trajectory.

Tip: When you click on a cursor in a frame, you will see a blue line with circles representing the beginning and end point of the trajectory. However, this trajectory is based on the upper-left corner of the object, rather than the center of the object.

The default look for a cursor is a translucent circle with an arrow cursor in it. So if you click and drag the blue circle representing the end of the trajectory, keep in mind that where you drop the circle is actually the upper-left of the object when it finishes.

For example, the following cursor was created automatically after a movie was recorded. The cursor moves so that the arrow finishes on the button that has the A and red bar under it.
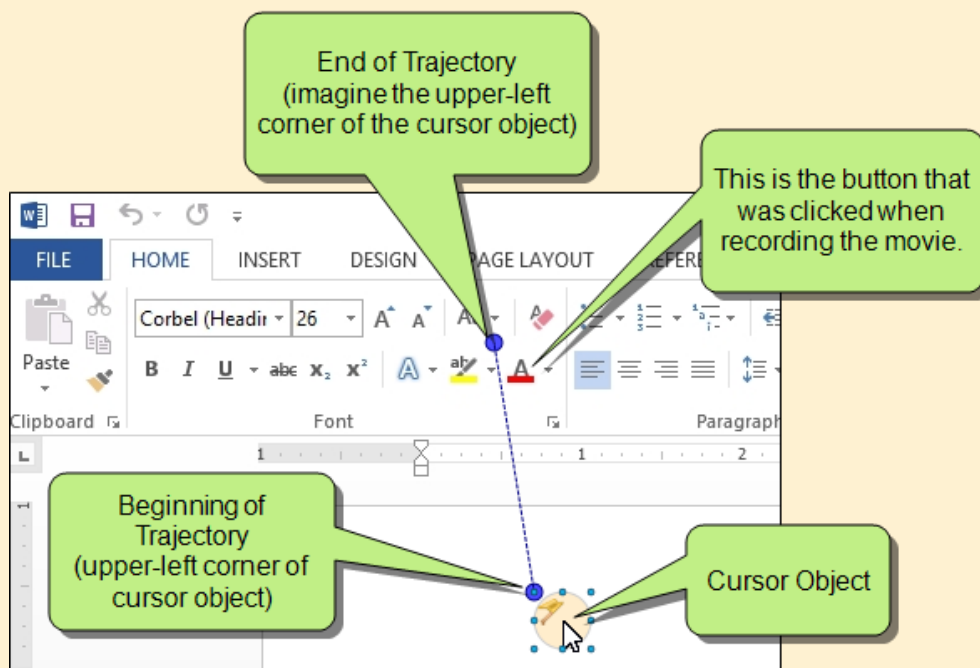
If you click the Play button at the bottom of the frame (or if you click and drag the scrubber), you can see the actual path of the trajectory.

As you can see, the arrow cursor ends on the button that was clicked, rather than at the point where the blue circle is located.

Click the Play button.

You can also click and drag the scrubber to the end of the frame.

0:02.60 / 0:02.65
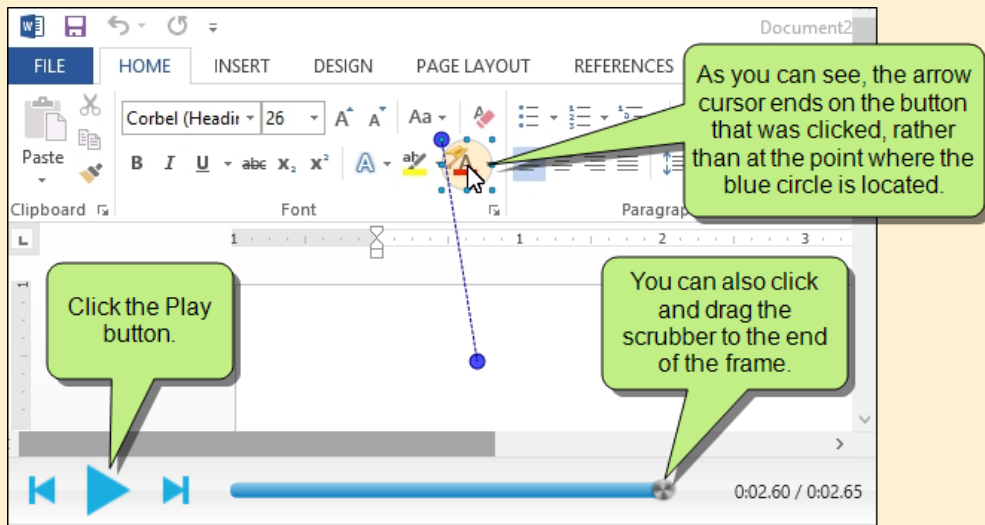
Let's say you decide to adjust the trajectory so that it ends on the paint bucket button. When dragging the blue circle representing the end point, make sure you drop it to the upper-left of the paint bucket button, rather than on the button itself. Then test the results with the Play button or scrubber.

We dragged the blue circle here.

The cursor arrow actually ends up pointing here, on the paint bucket button.
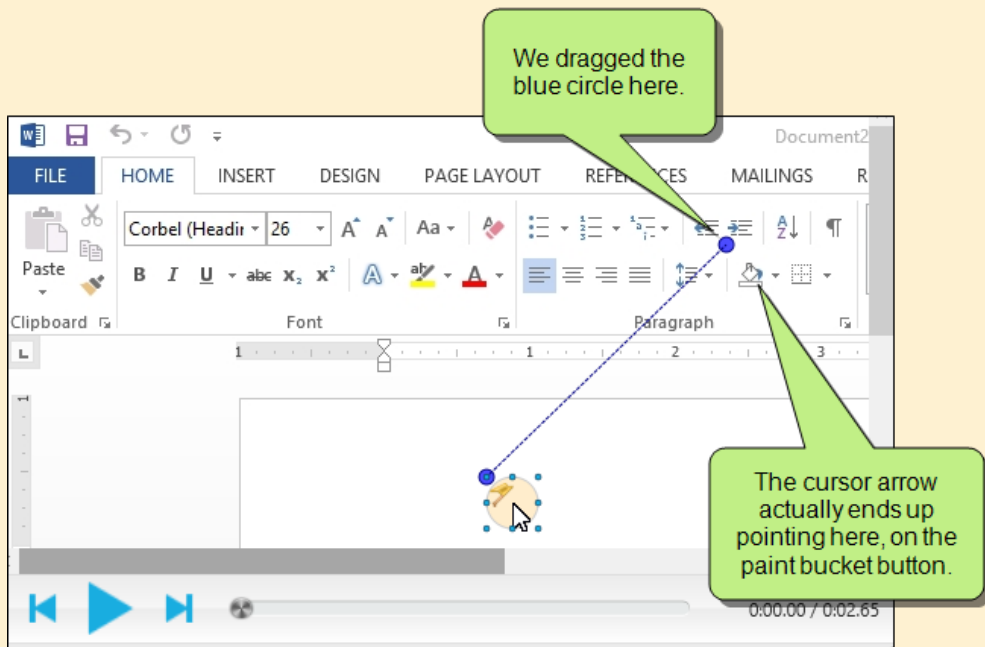
Dictionaries—Importing

You can see which dictionaries are installed on your computer by opening the Options dialog (**File>Options**) and selecting the **Spelling** tab. You can also use the Options dialog to import more dictionaries that you have downloaded. You can download additional dictionaries from OpenOffice.org.
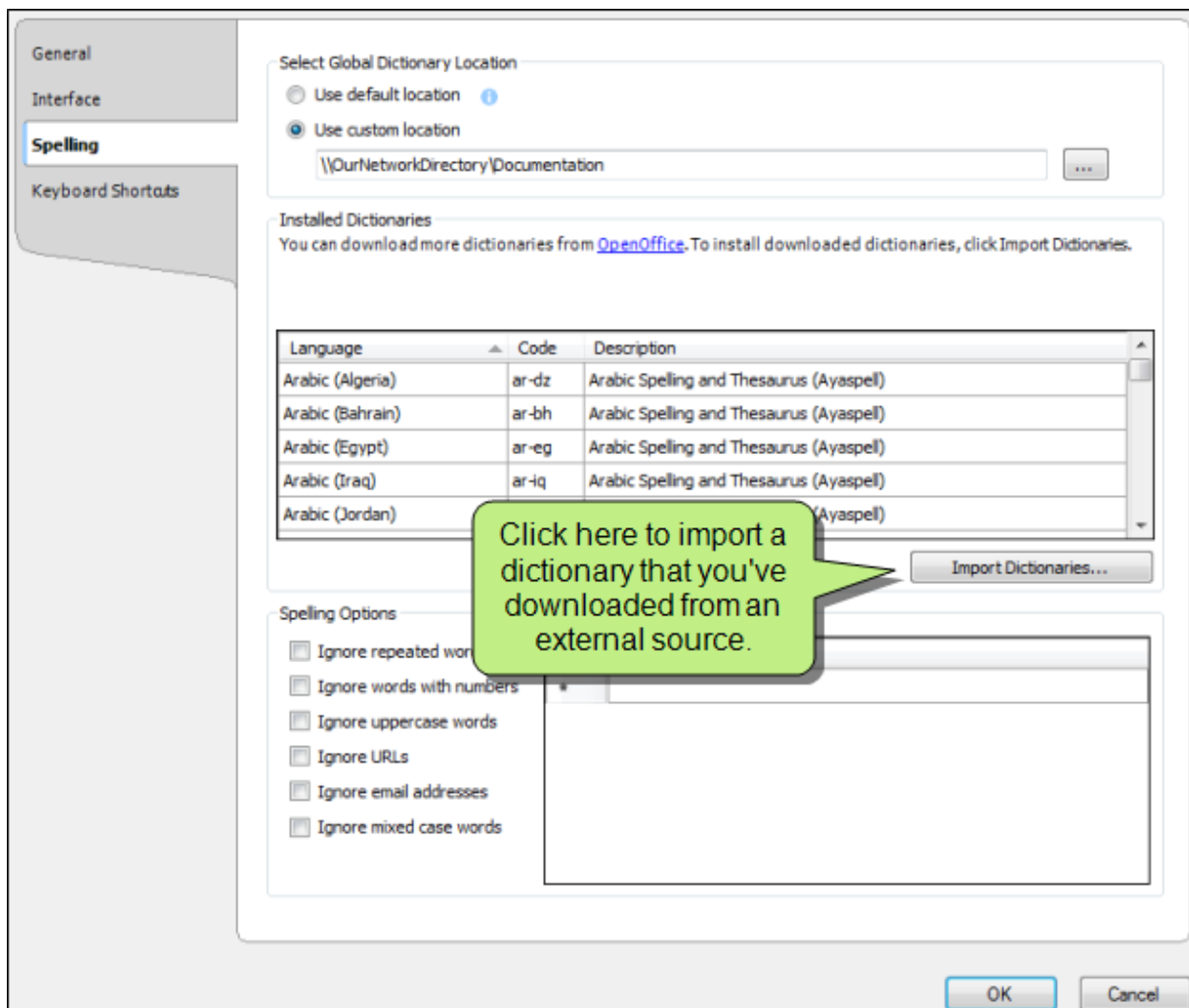
In the Options dialog, you can view various information about each dictionary, including the languages available, the code for each language (e.g., *ar-kw* for the Arabic (Kuwait) dictionary), and a description.

> **Note:** Dictionaries are stored in your AppData Windows folder.

FIPS Compliance

The Federal Information Processing Standard (FIPS) 140 is a security implementation designed for certifying cryptographic software. FIPS 140 validated software is required by the U.S. Government and requested by other prominent institutions.

Mimic uses the following cryptographic modules, which are all compliant with FIPS:

» DSACryptoServiceProvider

» RSACryptoServiceProvider

» SHA1CryptoServiceProvider

» TripleDESCryptoServiceProvider

Mimic will work if FIPS Mode is enabled in Windows.

For more information about FIPS, refer to the National Institute of Standards and Technology (NIST) FIPS General Information site (http://www.nist.gov/itl/fipsinfo.cfm).

Font Enhancements

Font groups and pinning have been added to Mimic to enhance the way you work with fonts.

PINNING FONTS

You can pin your favorite fonts so they will appear at the top of Mimic's font lists. This makes them easier to find later. Pinned fonts appear in a group that you can expand or collapse. This is a way to limit the list of fonts to those that you use the most and hide from view those that you do not use.

To pin a font, expand the **Font Family** field in the **Object** ribbon. Hover over the font you want to pin and click the little pin. It will then be moved to the Pinned Fonts group at the top of the list.
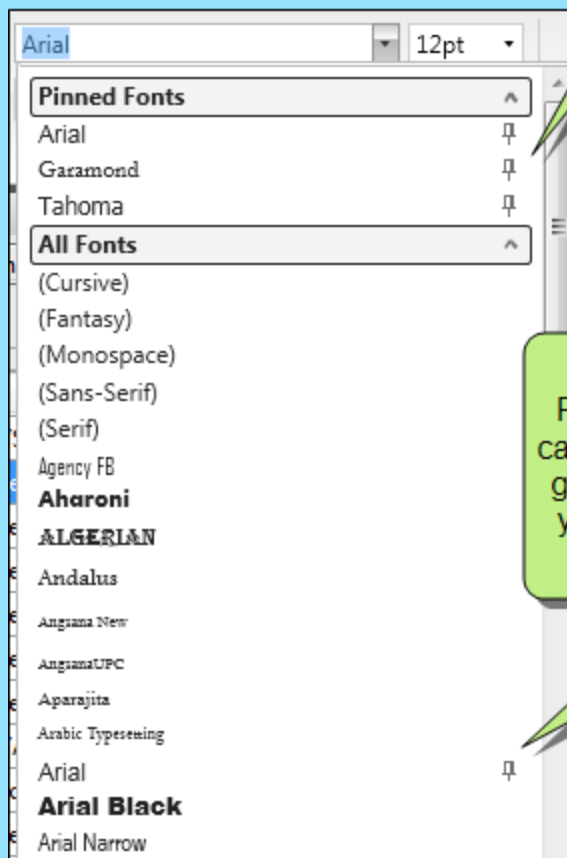
To unpin a font, just click the pin again and it will be moved back to the All Fonts group at the bottom of the list.
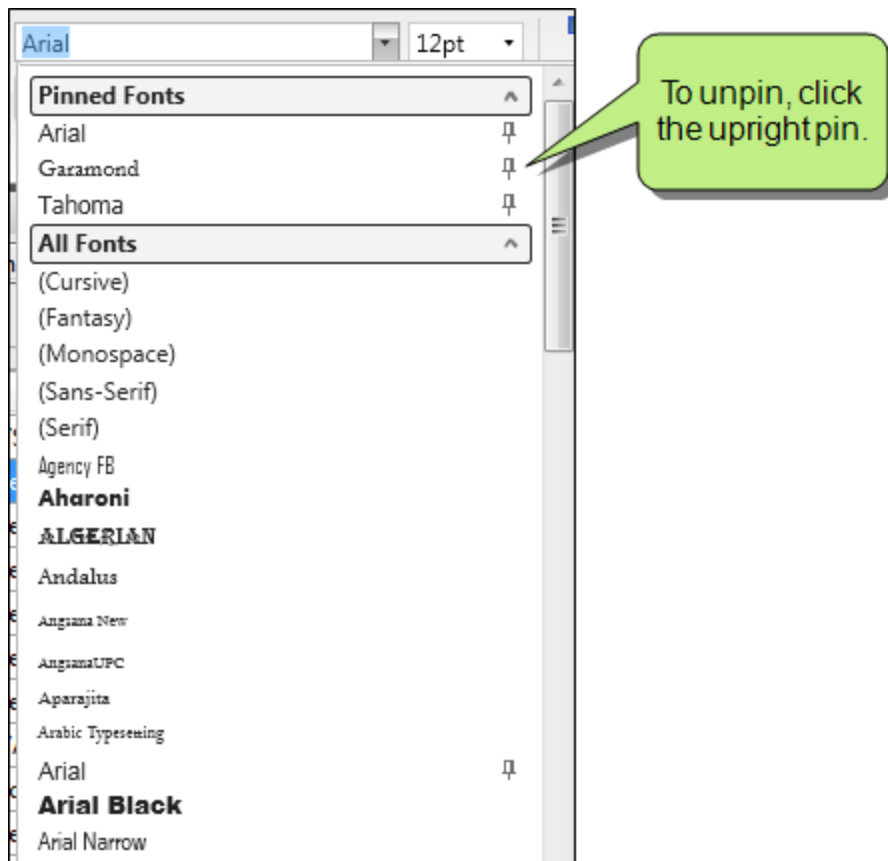
The most recently pinned font is added to the bottom of the Pinned Fonts group.

E X A M P L E

Three fonts have been added to the Pinned Fonts group. You can still see the fonts in the All Fonts group, as well.

These fonts are pinned to the font list. They appear in the Pinned Fonts group.

Arial is part of the Pinned Fonts group above, but you can also see it in the All Fonts group. Because it is pinned, you can see the pin next to the font name.

FONT GROUPS

Font groups organize fonts. These groups are available in the Font Family field on the Home ribbon. They show both pinned fonts and all system fonts. You can collapse or expand any font group. This is a way to limit the list of fonts to those that you use the most and hide from view those that you do not use.

E X A M P L E

Let's say that you have pinned Arial, Tahoma, and Garamond. In the Font Family field on the Home ribbon, you will see the Pinned Fonts and All Fonts groups.
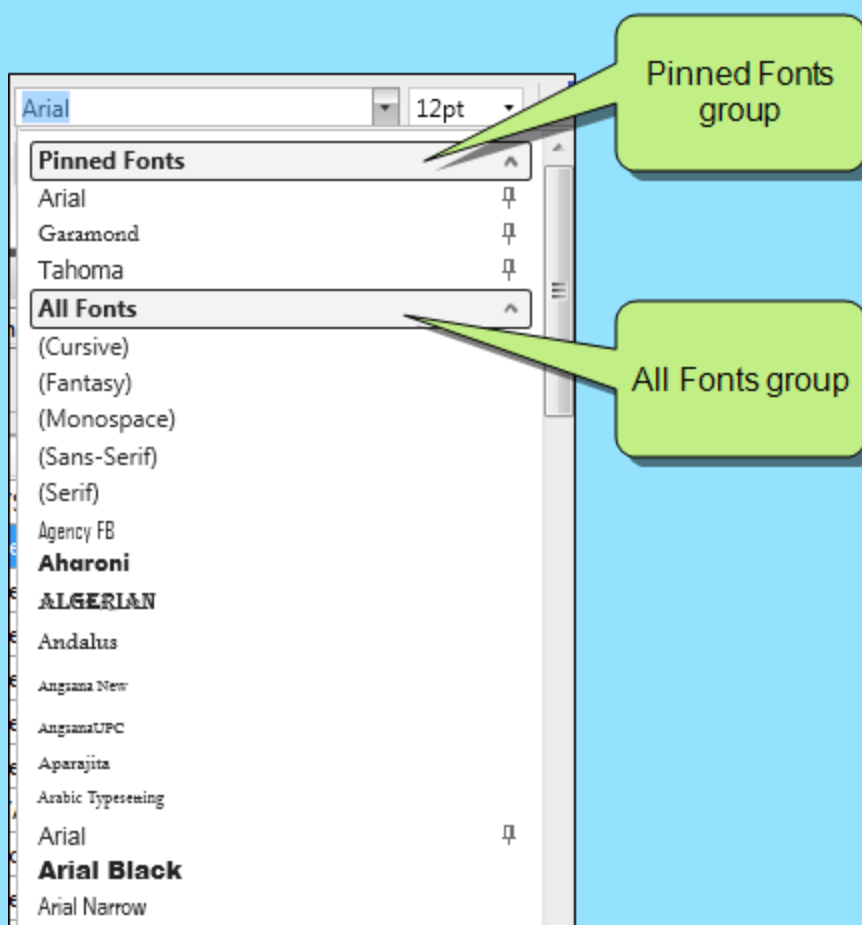
Object Properties—Apply to All

In previous versions of Mimic, you could quickly make several objects on an image look the same, taking on the formatting settings of whichever object that you select. You could apply object properties to similar objects (e.g., two rectangles, two ovals, two loops), but if you wanted to apply the same style to all of the objects in the workspace, you had to select each object type individually.

In Mimic 8, you now have the option to apply properties to all of the objects in the workspace at once. You also have the option to apply properties to similar objects (e.g., only loops, only rectangles).

> **Tip:** Applying a single style to all objects is useful for standardizing branding. If you use a consistent color palette or line style in all of your movies, you can use this feature to quickly apply a style to Mimic's standard loops, callouts, and arrows. Then you can use the Add to Palette feature to add these objects to a custom object palette.

EXAMPLE

In this image, there are various objects with different backgrounds, borders, and fonts. Every one of them should look like the white "Text" circle.
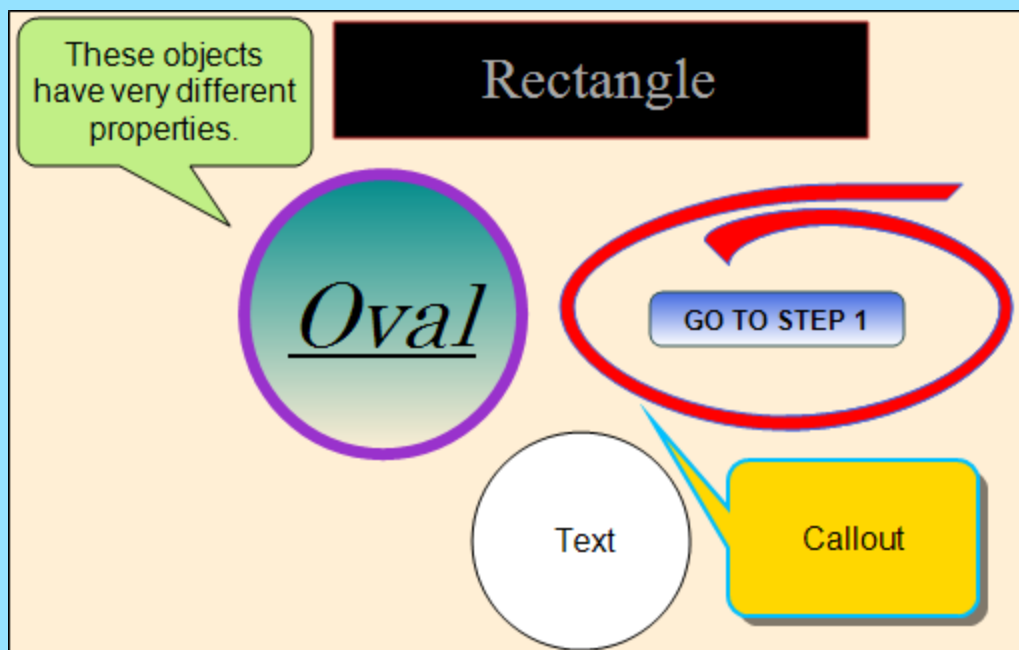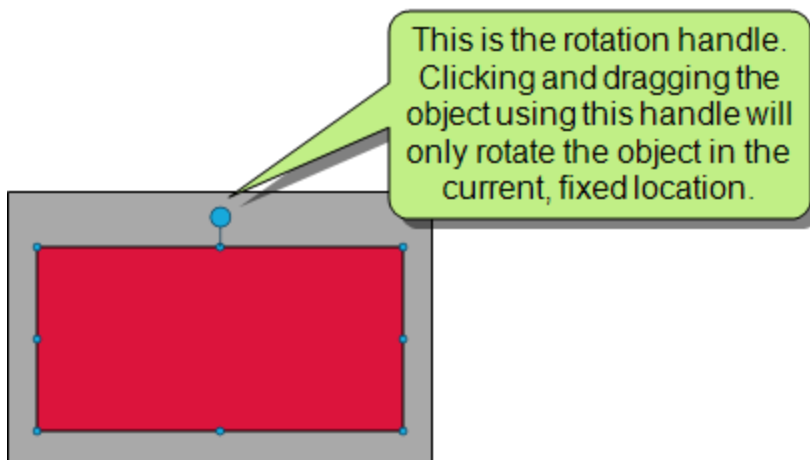
Right-click on the shape with the desired properties, then select **Advanced>Make all Objects the Same**. Now, all of the objects display the same style as the white "Text" circle.

Rectangle

Oval

GO TO STEP 1

Now, they all have the same style as the white "Text" circle.

Text

Callout
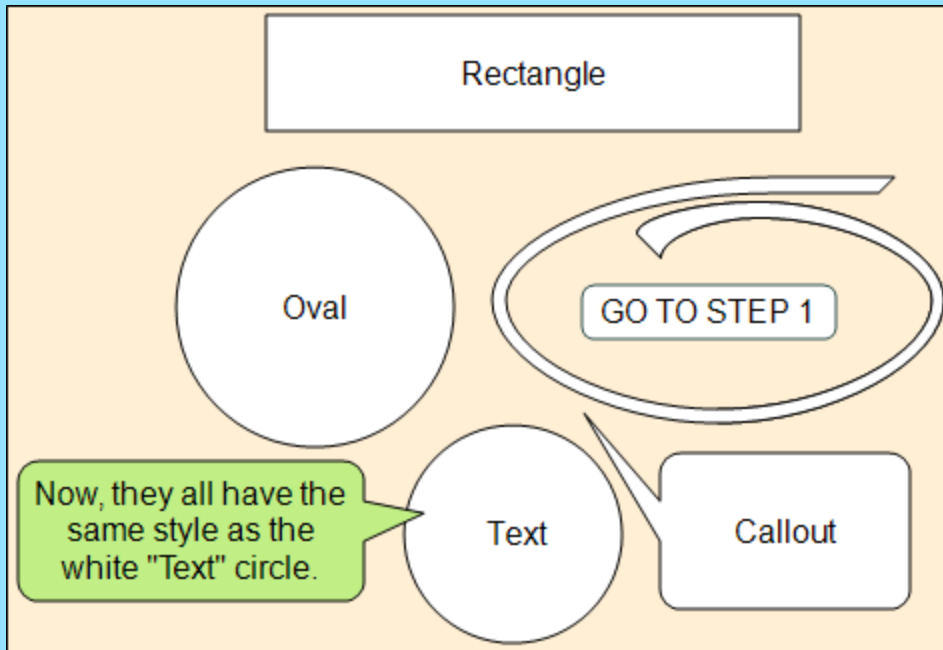
Object Rotation

You can rotate an object manually by dragging the rotation handle.

1. Open the movie.

2. Click an object.

3. Click the largest blue handle, then drag the object to the desired position.

This is the rotation handle. Clicking and dragging the object using this handle will only rotate the object in the current, fixed location.

Preview Mode

Preview mode allows you to use Frame Editor to view an action set on an object. This prevents you from having to build movie output just to see how an action looks when it is executed. In other words, if you set a shape to turn green when it is clicked, you can use the Preview mode to see that action as soon as you set it up, without ever leaving Frame Editor.

HOW TO USE THE PREVIEW MODE FEATURE

1. Open a movie that has an object to which an action has been applied.

2. Select the **Home** ribbon. In the **Mode** section, click **Preview Mode**.

3. In the Frame Editor, perform the event that causes the action to take place (e.g., click on the object, double-click the object, move the mouse over the object).

Ribbons Redesigned

The Object and Edit ribbons have been combined to create the Home ribbon. This ribbon has been organized so features are grouped together in a more intuitive way.

» Add objects and effects, including screenshots and images, from the **Insert** section.

» Click the **Object** drop-down to select an object, such as the rectangle or a button.

» Click the **Effects** drop-down to select an object effect, such as gray scale or blur.

> **Note:** Language options previously found on Mimic 7's Edit ribbon have been moved to Mimic 8's **Tools** ribbon. Properties can be accessed from the **View** ribbon.

Start Page Redesigned

The Start Page has undergone a major redesign. This includes the following:

» **Getting Started** This section now runs along the left edge of the Start page. Here, you can create a new movie, or open an existing file.

» **Recent Files** This section also runs along the left edge of the Start Page. This allows for more room to list the most recently opened files. Files are listed in order of how recently they were opened. Click on a file link to open that file. You can also pin files to the Recent Files list. This moves them to the top of the list.

» **Help Resources** This contains links to additional resources, such as the Help system, PDFs, videos, the online community, and the MadCap blog.

» **News and Updates** This section is at the bottom of the Start Page. It contains images and links to events, MadCap services, and other information.
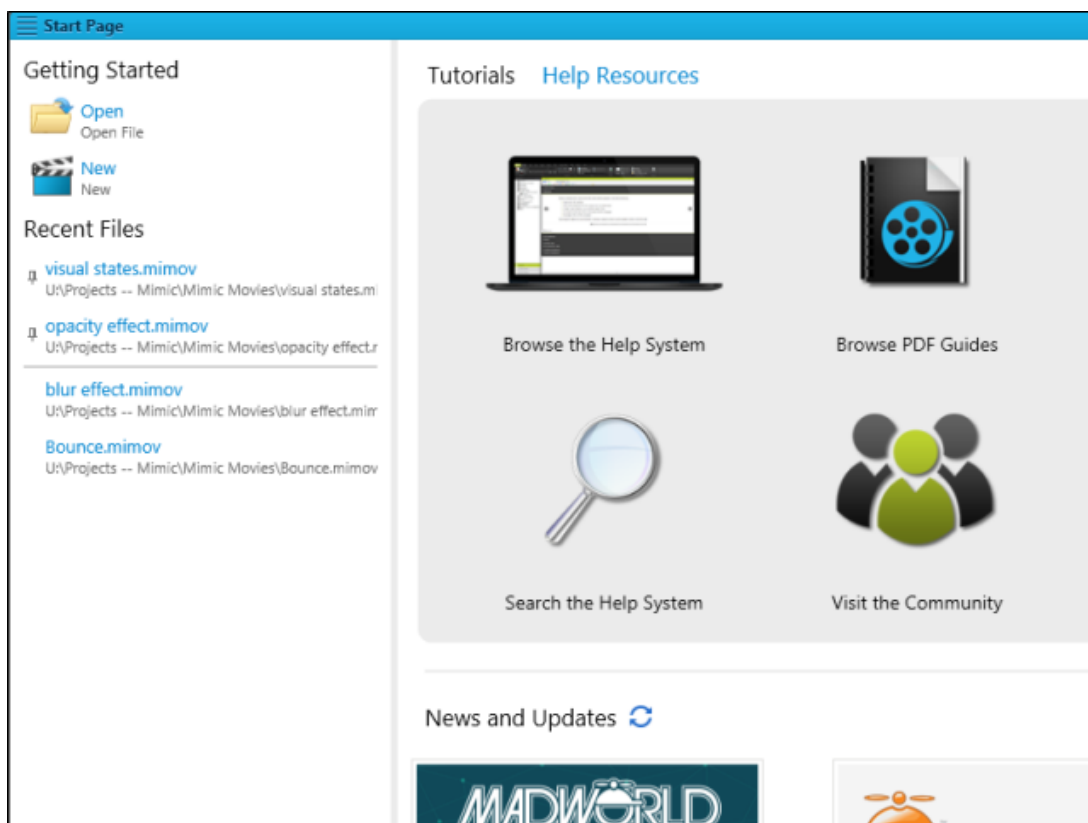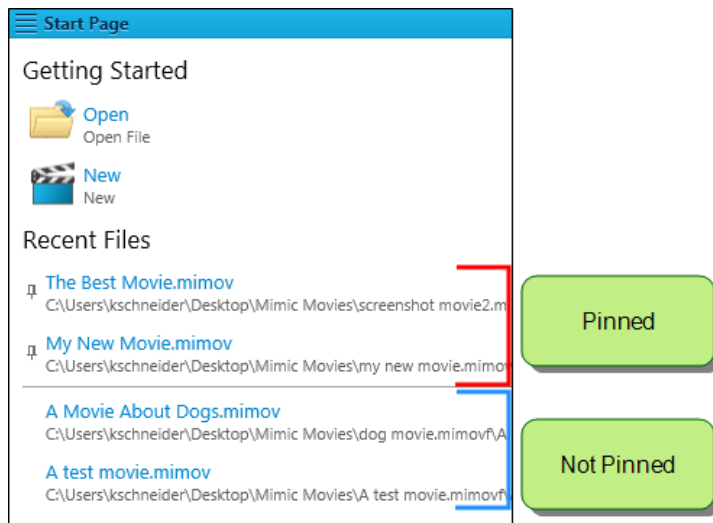
HOW TO OPEN THE START PAGE

The Start Page automatically opens when you first launch Mimic. If you close the Start Page, you can reopen it.
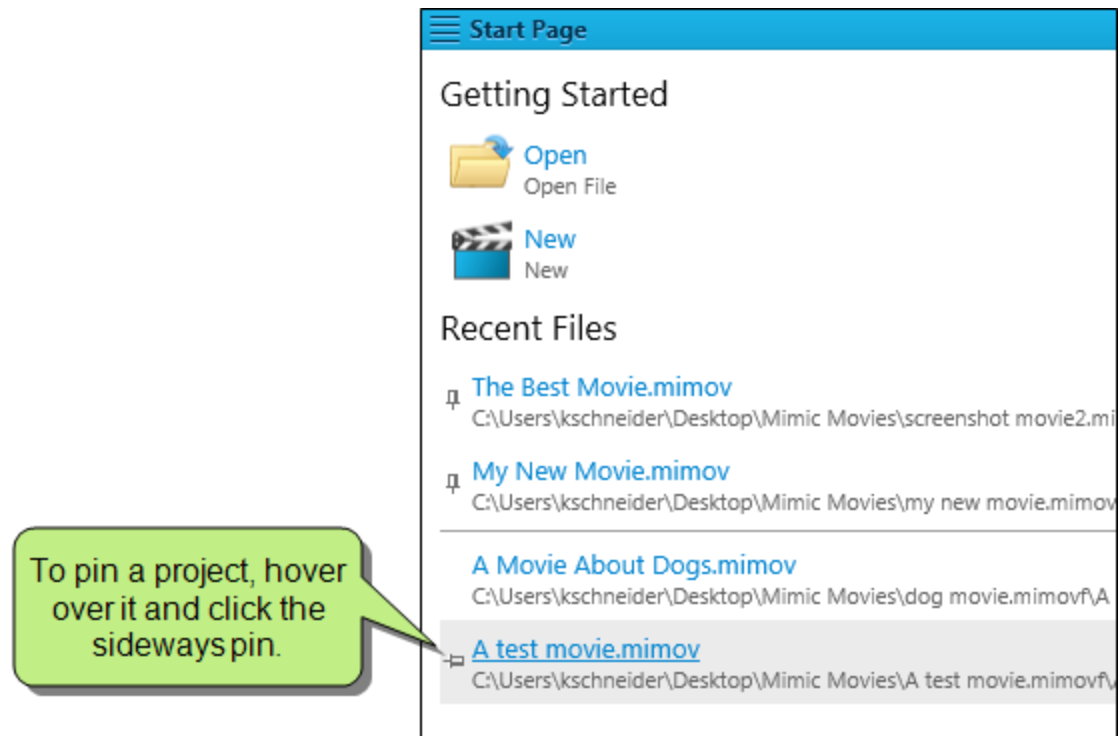
» Select the **View** ribbon. In the **Tools** section, select **Start Page**.
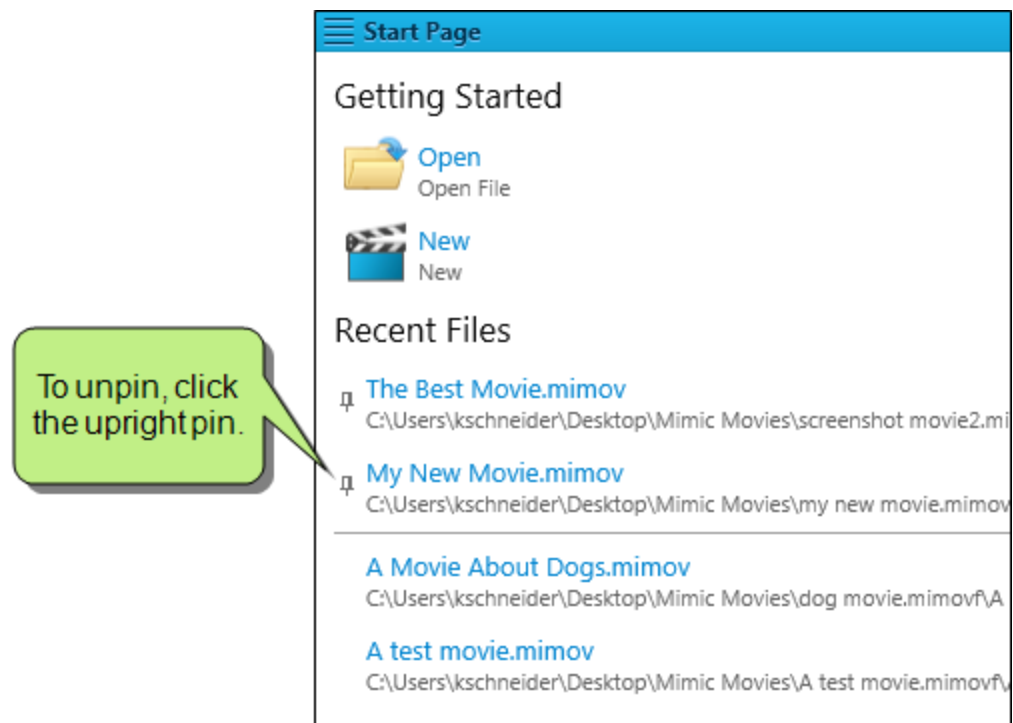
PINNING RECENT FILES

In the Start Page, you can pin your favorite files to keep them displayed at the top of the list.

To pin a file, hover over any recent file and click the little pin. It will then be moved to the top of the list.

To pin a project, hover over it and click the sideways pin.

To unpin a file, just click the pin again and it will be moved back to the bottom section of the list.

The pinned files are sorted in order, with the top being the most recently used.

If you manage your recent files, removing them from the Start Page, those that are pinned are not removed. If you want to remove a pinned file from the Start Page, you need to unpin it in order for it to be removed.

APPENDIX

PDF Guides

The following PDF guides are available for download from the online Help.

Getting Started Guide

Key Features Guide

Movie Creation Guide

Movie Editing Guide

Movie Generation Guide

Shortcuts Guide

Touring the Workspace Guide

What's New Guide