Hollywood Designer 6.0

Unleash your creativity

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1 General

1.1 Introduction

Hollywood Designer is the high-end WYSIWYG (what you see is what you get) multimedia authoring system for AmigaOS and compatible operating systems. You can create amazing projects with just a few clicks, ranging from a simple presentation with slides to interactive applications, kiosk systems and games. You can also save your projects as stand-alone executables for AmigaOS 3, WarpOS, MorphOS, AmigaOS 4, AROS, Windows, macOS (Intel as well as PowerPC) and Linux (PowerPC, Intel, ARM). All data files and all fonts that your project uses can be automatically linked into this executable so that your whole project is stored in just a single program file which you can then distribute via the Internet or on a USB flash drive, for instance. Alternatively, projects can also be saved as AVI videos.

Hollywood Designer has everything you would expect from a modern multimedia authoring system: 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 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 autoforms. 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, centered or justified). 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 projects. 24-bit transparency is supported for both types. You can also scale brushes to your desired size and you can rotate them. In addition you can use brushes that have an alpha channel. Hollywood Designer can insert many graphics forms into your projects like rectangles, ellipses, arcs, 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 project. 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 Hollywood plugins as well. This makes it possible to use many new image, video and audio formats with Hollywood Designer or create real vector graphics 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 often 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 projects. 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 project 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 project to music, for example.

Hollywood Designer can play sound samples, streams, Protracker modules, and all other formats supported by Hollywood. 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 projects, e.g. you can add menus to your project 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. You can connect all kinds of actions to events, e.g. show/hide other objects, play sounds, start programs, switch page, quit project, open URL and more. Over 50 different action events are supported!

Advanced users who are familiar with the Hollywood script language can also embed their own Hollywood code in the project. Every object and every page has the option to execute custom Hollywood code to make the project even more unique. Hollywood code can be easily edited within Hollywood Designer and there are many 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 project 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 project to any resolution you want. So even if you designed your project in 800x600 resolution, Hollywood Designer can still display it in e.g. 1920x1080 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 multimedia needs on your Amiga or Pegasos.

General:

- State-of-the-art GUI allows you to design your projects
- 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 projects as AmigaOS 3, AmigaOS 4, WarpOS, MorphOS, AROS, Windows, macOS, or Linux native executables!
- All data files and fonts can be linked automatically into the executable
- Every project can also be saved as a Hollywood script
- Projects can be saved as AVI videos
- Fully keyboard controllable
- Projects 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 project to any screen mode

Slides & Objects:

- Add rectangles, ellipses, arcs 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 projects
- 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 projects:

- Every object can act as a button so you can create interactive projects
- 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 project, 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 projects 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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Hollywood Designer uses the NList custom classes by the NList Open Source Team. See Section A.6 [LGPL license], page 131, 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 131, for details.

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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 9.1 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 4.0 or better
- TextEditor.mcc MUI class
- 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 project is running?

A: Simply press the AMIGA+RETURN hotkey.

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

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

Q: How do I pause a running project?

A: Press the "P" key.

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

A: Use the left and right cursor keys.

Q: How can I quit a project?

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. If you're low on memory it is also a good idea to always keep the thumbnail dialog closed because that will consume quite some 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, send an e-mail to andreas@airsoftsoftwair.de or use the contact form at http://www.hollywood-mal.com.

2 Publishing your projects

2.1 Important information

If you want to publish your project, 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 project 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 project, you have to make sure that you either compiled it to an executable or you are only distributing the sourcecode of your project (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 project uses sound, the users will need AHI installed.

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

Make sure that you compile your project for the right platform! If you compile your project only for WarpOS, it will not run on MorphOS or Amiga emulations like Amithlon or WinUAE! The best idea is to compile your project 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 project's directory and adapt the tooltypes and your users can control your compiled project 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 project done with Hollywood Designer: You can play sounds through objects, you can execute custom code through objects and they are also used to monitor events.

Every object has its own layer and therefore it must have a visual representation. 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 a visual representation. 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.

When Designer shows a page, it will display its objects in the order they appear in the "script" listview in the object manager. Thus, objects that are at the top of that list will appear first and objects at the bottom of the list will appear last. Background objects are an exception; they will be drawn with the page because they are part of the page background so their position in the "script" listview actually doesn't matter at all. Note that the order of objects in the "script" listview doesn't reflect the objects' z-order. This can be controlled in the "layers" listview in the object manager. The "layers" listview reflects the z-order of a page's objects: Objects at the top of the listview appear behind objects at the bottom of the listview.

The pages of your project are shown in the page manager. You can view a page by selecting its item in the listview and you can also change the positions of the pages.

Hollywood Designer was conceptualized in a way that it needs to have all external data files in your project's drawer. This decision was taken because it is much easier for you now to move your object from one place to another if all data files are always together in the same place with the 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!

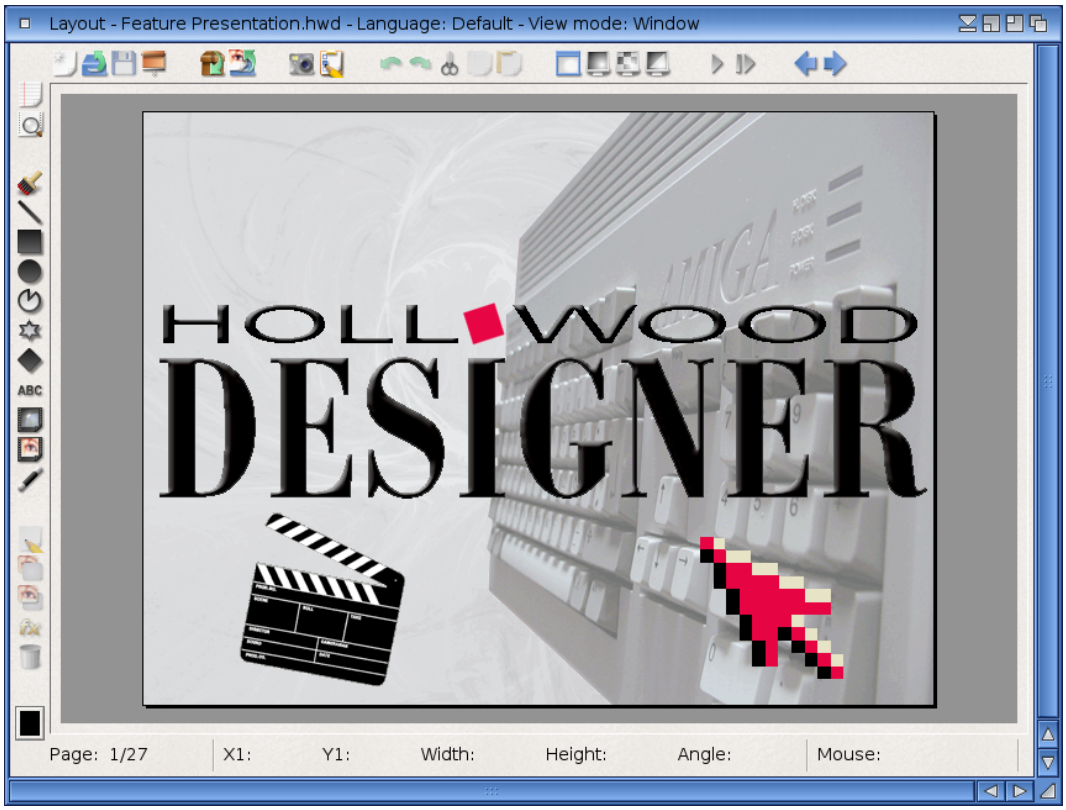
The other display modes are "simple" and "effect": These objects will be shown when they it is their turn. When Hollywood prepares a page created in Designer, it iterates through all objects in the page and shows them one after another. Objects with the display mode "simple" will be displayed normally 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 widget 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.

`Windowed mode`
: Clicking this button will change the project's display mode to windowed mode.

`Full screen mode (physical resolution change)`
: Clicking this button will change the project's display mode to full screen mode through changing the monitor's resolution.

`Full screen mode (layer scaling)`
: Clicking this button will change the project's display mode to full screen mode through layer scaling your project. Layer scaling will lead to a better quality when using vector graphics like TrueType text but it is slower than auto scaling (see below).

`Full screen mode (auto scaling)`
: Clicking this button will change the project's display mode to full screen mode through auto scaling your project. Auto scaling is faster than layer scaling but the quality of vector graphics won't be as good as with layer scaling (see above).

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

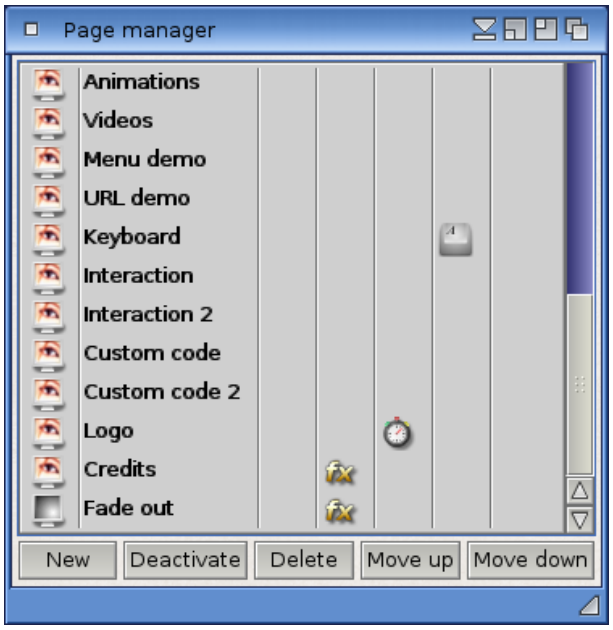
`Show active page`
: Click this button, to start the project at the active page. This is useful if you just want to do a quick check, if your page looks like you want it and you do not want to view the whole other pages first.

`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 project. 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 project. They will be simply skipped in the final projects. Activated page are always printed bold, deactivated pages are printed in normal letters.

`Delete` Delete the current page with all its objects.

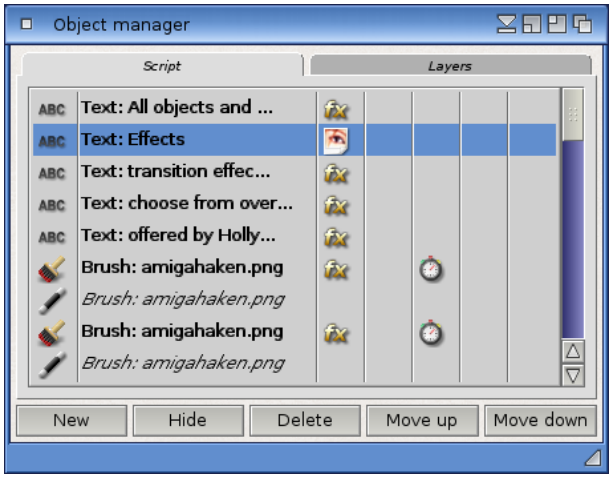
`Move up` Moves the active page one up in the page manager.

`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 over"). 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.

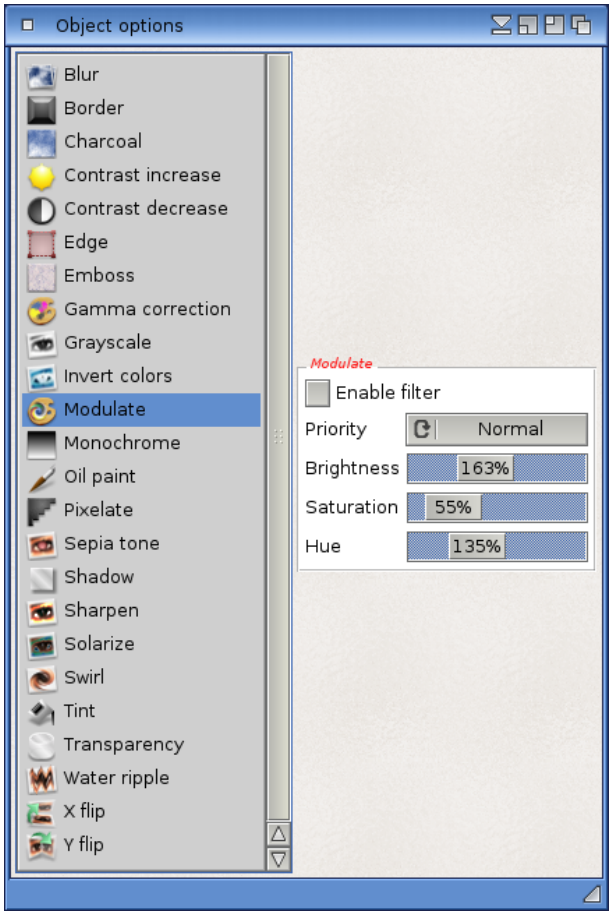
`Delete` Deletes the active object and all its references on its page. References could be inside an action object as well as inside button event lists.

`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 filters dialog

This dialog can be used to apply filter effects like transparency, tinting, shadow, or border to layers. The object filters 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.

`Quantize` This filter will reduce the number of colors in the layer and apply optional dithering. The following parameters are supported:

`Number of colors:`
Specifies the desired number of colors for the layer.

`Dither:` Specifies whether or not dithering should be used.

`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.

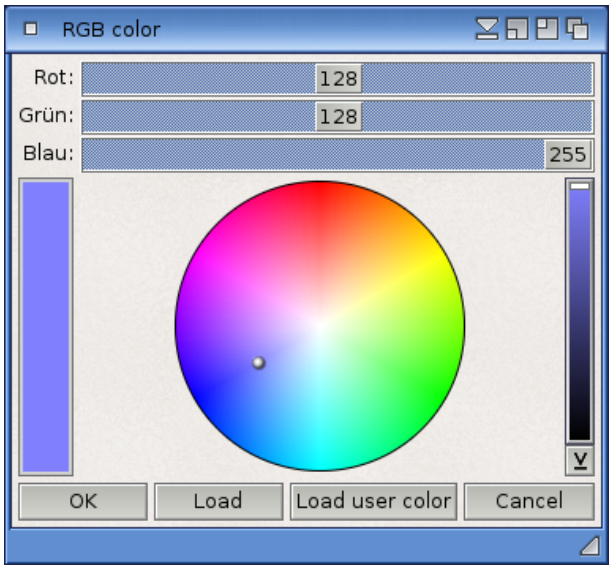
`Center Y:` Y center point of water ripple.

`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.

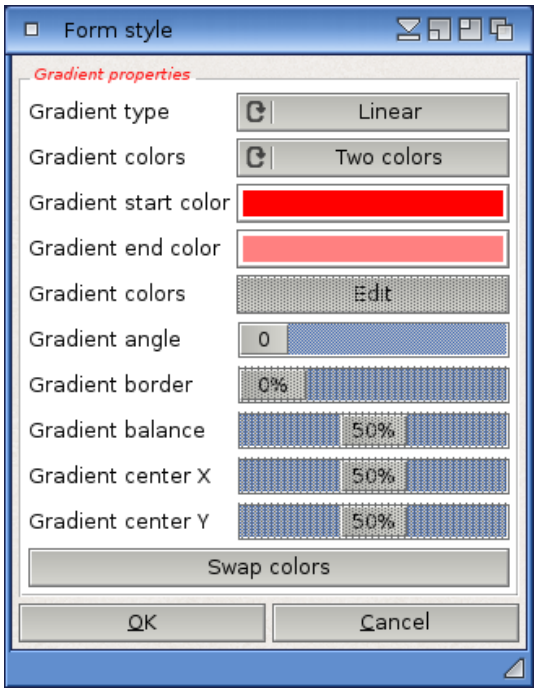
Additionally there is another button in the color manager: If you click on "Load", you can choose a color from a pre-defined palette. This palette covers many of the popular colors.

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.

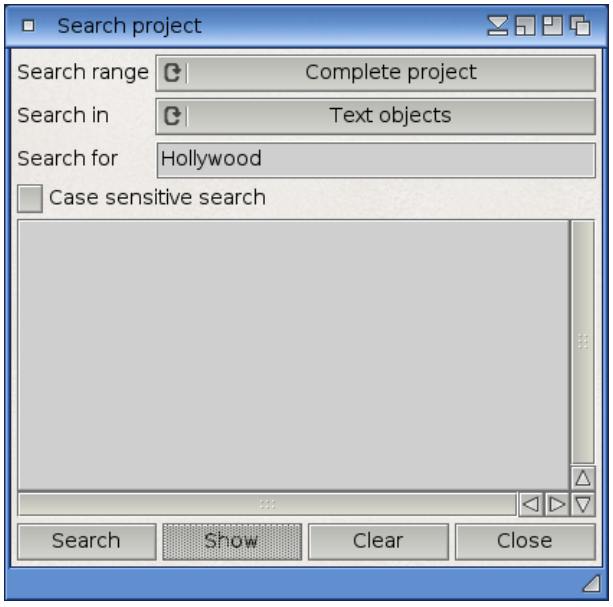
`Border` Specifies the gradient border in percent. This is only supported for radial gradients.

`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 Search dialog

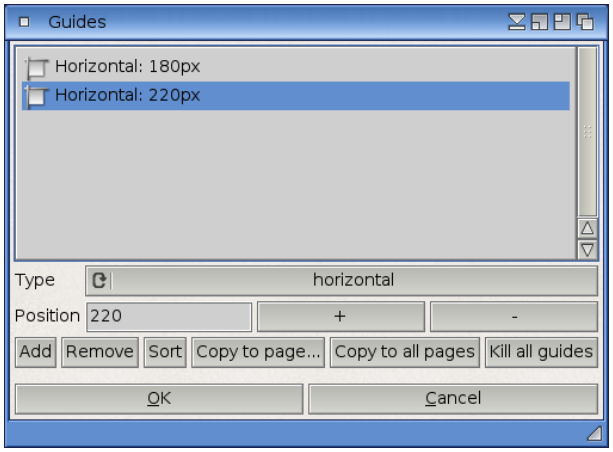
You can use this dialog to search for the occurrence of a text string within your project. The dialog looks like this:



You can choose to search the whole project or just the current page. The "Search range" widget allows you to specify where to search for the string. You can search in page names, page UIDs, object names, object UIDs, text objects, filenames, and in user code. Additionally, you can specify whether or not the search should be performed in a case-sensitive manner.

4.8 Edit guides dialog

You can use this dialog to add or remove guides. These can be used to conveniently align objects and create consistent layouts. The dialog looks like this:

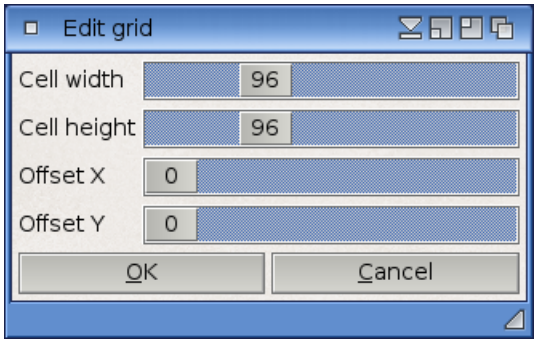


You can have an arbitrary number of vertical and horizontal guides. Note that guides are defined on a per-page basis, i.e. you can have different guides on different pages. If you want to have the same guides on all pages, you can use the button "Copy to all pages" to copy the current guides to all pages.

Guide colors can be configured in the preferences dialog. See Section 4.11 [Preferences dialog], page 35, for details.

4.9 Edit grid dialog

You can use this dialog to configure the grid cell dimensions as well the starting offsets. The dialog looks like this:



Grid colors can be configured in the preferences dialog. See Section 4.11 [Preferences dialog], page 35, for details.

4.10 Menu functions

Hollywood Designer's menu 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 all the menu entries in 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 opened up. See Section 6.1 [New project dialog], page 47, for details.

`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. See Section 6.2 [Import capabilities], page 47, for details.

`Import images`
Can be used to import all images from a directory into Hollywood Designer. This will open the Import images dialog. See Section 10.7 [Import images dialog], page 83, for details.

`Save` Saves the opened project.

`Save As` Saves the opened project to a different location. This will open the Save as dialog. See Section 6.4 [Save as dialog], page 67, for details.

`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 organize all external data of your project. See Section 6.5 [Data manager], page 67, for details.

`UID manager`
Opens the UID manager which will give you an overview over all the identifiers used in your project. See Section 6.6 [UID manager], page 68, for details.

`Timeline` Shows the timestamps of all pages in your project (if it uses a timeline). See Section 6.7 [Timeline dialog], page 69, for details.

`Permissions`
This menu item will open the dialog allowing you to manage all users of your project and their permissions. See Section 9.1 [Users dialog], page 77, for details.

`Search` Opens a dialog that allows you to search in the current project. See Section 4.7 [Search dialog], page 27, for details.

`Save executable`
Saves the project as a stand-alone executable. When you select this item, the Save executable dialog will be opened. See Section 7.1 [Save executable dialog], page 71, for details.

`Save video`
Saves the project as an AVI video file. When you select this item, the Save video dialog will be opened. See Section 7.3 [Save video dialog], page 73, for details.

`Save script`
Saves the project as a Hollywood script. The script will be put to to your project drawer. This will also generate two files named "Linkfiles.txt" and "Linkfonts.txt" which will contain the files and fonts to be linked into the executable. This is useful if you would like to compile your script in a custom way.

`Save image`
Saves one or more pages or the selected object as an image file. You can use this function to export your project as single slides to upload them on the internet or use them on other platforms, for example. When you select this item, the Save image dialog will be opened. See Section 7.2 [Save image dialog], page 72, for details.

`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.

`Show guides`
Select this item to show the guides.

`Snap to guides`
If this item is selected, Hollywood Designer will enable snapping to guides, which means that objects will automatically snap to the guides whenever they are within the snapping distance that can be configured in the preferences.

`Edit guides`
This will open the dialog that allows you to add and remove guides. See Section 4.8 [Edit guides dialog], page 27, for details.

`Show grid` Select this item to show the grid.

`Snap to grid`
If this item is selected, Hollywood Designer will enable snapping to grid, which means that objects will automatically snap to the grid whenever they are within the snapping distance that can be configured in the preferences.

`Edit grid` This will open the dialog that allows you to configure the grid's cell size and offsets. See Section 4.9 [Edit grid dialog], page 28, for details.

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.

`Import` Imports a page from a different project into the current one. See Section 6.2 [Import capabilities], page 47, for details.

`Name` Opens the page name dialog which you can use to set the name and identifier of your page. See Section 10.2 [Page name dialog], page 80, for details.

`Properties`
Opens the page properties dialog which allows you to configure the page's type attributes. See Section 10.1 [Page properties dialog], page 79, for details.

`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. See Section 11.3 [Transition effect dialog], page 86, for details.

`Dimensions`
: Opens the page dimensions dialog which you can use to set the dimensions of your page. See Section 10.5 [Page dimensions dialog], page 82, for details.

`Sound`
: Opens the sound options dialog which you can use to configure the sound options of your page. See Section 10.4 [Page sound dialog], page 82, for details.

`Delay`
: Opens the delay options dialog which allows the configuration of the page's delay options. See Section 10.3 [Page delay dialog], page 80, for details.

`Code`
: Opens the code dialog which can be used to embed custom Hollywood code in your projects that will be executed before the page is shown. See Section 12.1 [Code dialog], page 105, for details.

`Keyboard`
: This menu item can be used to define keyboard events for this page. The keyboard edit dialog will be opened. See Section 5.4 [Keyboard edit dialog], page 43, for details.

`Change page type`
: Opens the change page type dialog where you can modify the type of your page. See Section 10.6 [Change page type dialog], page 83, for details.

`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 opened which allows you to select an effect. See Section 11.3 [Transition effect dialog], page 86, for details.

`Automatically skip to next page`
: If this is activated, Designer will automatically skip to the next page once it reaches a page's end. Note that this is only available if the presentation mode has been set to "Wait for presenter at page end" in the project properties dialog.

`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 project. Of course, you can always activate the page again.

d) Object menu:

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

`Import` Imports an object from a different project into the current one. See Section 6.2 [Import capabilities], page 47, for details.

`Name` Opens the object name dialog which you can use to set the name and identifier of your object. See Section 11.2 [Object name dialog], page 85, for details.

`Properties`
Opens the object properties dialog which allows you to configure the object's type attributes. See Section 11.1 [Object properties dialog], page 85, for details.

`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. See Section 11.3 [Transition effect dialog], page 86, for details.

`Dimensions`
Opens the object dimensions dialog which you can use to set the dimensions of your object. See Section 11.7 [Object dimensions dialog], page 90, for details.

`Rotation angle`
Opens the object rotation dialog which you can use to set the rotation of your object. See Section 11.8 [Object rotation dialog], page 90, for details.

`Position` Opens the object position dialog which allows you to position your object exactly. See Section 11.9 [Object position dialog], page 90, for details.

`Anchor point`
Opens the object anchor point dialog which allows you to set the object's anchor point. See Section 11.6 [Object anchor point dialog], page 89, for details.

`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. See Section 11.5 [Object sound dialog], page 88, for details.

`Display mode`
Here you can set the display mode of the object. See Section 3.4 [Object display modes], page 12, for details.

`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. See Section 11.4 [Object delay dialog], page 87, for details.

`Code` Opens the code dialog which can be used to embed custom Hollywood code in your projects that will be executed before the object is shown. See Section 12.1 [Code dialog], page 105, for details.

`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 frontmost object. See Section 4.3 [Object manager], page 18, for details.

`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.

`Reset transformation`
: Resets all transformations (scaling and rotation) that have been applied to the object.

`Reset text layout`
: Resets any custom layout applied to a text object (e.g. changing the word-wrapping boundary by extending or shrinking a text object's wordwrapping bounding box).

`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.

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. See Section 6.3 [Project properties dialog], page 49, for details.

`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 Section 8.1 [Localizing your project], page 75, for details.

f) Run menu:

`Run`
: Displays the project with Hollywood. The project will be started at the first page.

`Run current page`
: Starts the project at the page that is currently active in the layout dialog.

g) View menu:

`Thumbnail view`
: Opens or closes the thumbnail view of all pages in the project. You can click on a thumbnail to jump to the respective page.

`Page manager`
: This menu item opens or closes the page manager. See Section 4.2 [Page manager], page 17, for details.

`Object manager`
: Opens or closes the object manager. See Section 4.3 [Object manager], page 18, for details.

`Object filters`
: Opens or closes the object filters dialog. The object filters dialog allows you to control the transparency and tint settings of your objects and apply several other effects. See Section 4.4 [Object filters dialog], page 21, for details.

`Arrange windows`
: This menu item will restore all Designer windows to their default positions.

h) Settings menu:

`Designer`
: Opens Designer's preferences dialog. See Section 4.11 [Preferences], page 35, for details.

`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.

i) Info menu:

`Help`
: Opens this document.

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

`Hollywood portal`
: Opens the Hollywood portal in a browser.

`Hollywood forums`
: Opens the Hollywood forums in a browser.

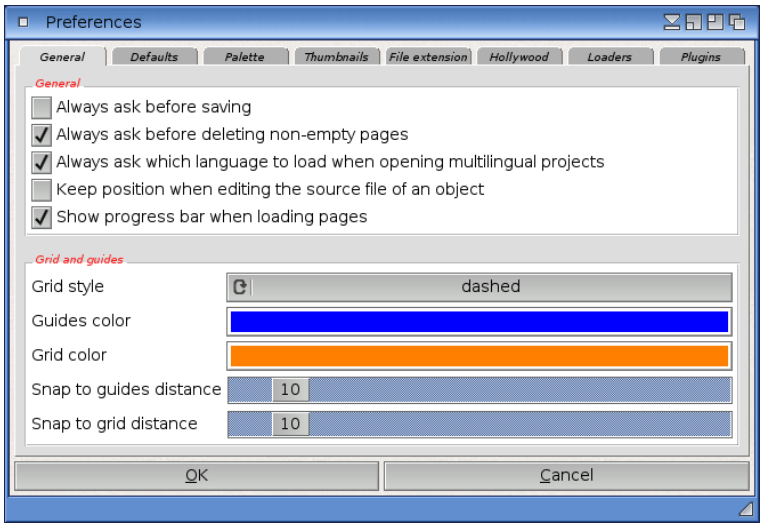
`About` Shows the Hollywood Designer credits.

`Version` Shows some version information.

`About MUI` Shows some MUI information.

4.11 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 divided into the following pages: General, Palette, Thumbnails, File extensions, Hollywood, and Plugins.



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.

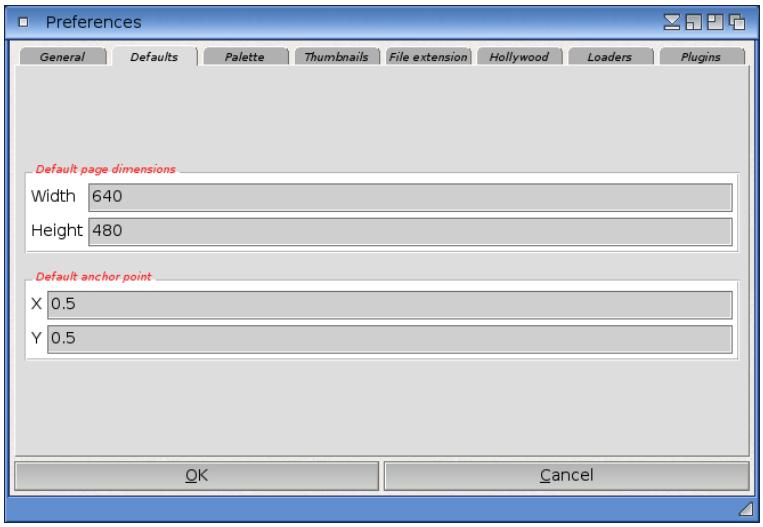
`Always ask which language to load when opening multilingual projects`
: If you check this option, Hollywood Designer will always ask you to choose the language that you want to use when opening project that has more than one language set.

`Keep position when editing the source file of an object`
: When this is set and you change the source file of a brush, anim, or video object, Hollywood Designer won't reset its position to the top-left corner any more.

`Show progress bar when loading pages`
: By default Designer will show a progress bar when loading pages. On very fast computers it might not make sense to show a progress bar when Designer loads a project page because it will take only a fraction of a second. In that case, you might want to turn this option off.

`Grid and guides`
: Here you can configure the color and style of grids and guides that can be shown by selecting the corresponding menu item in the "Edit" menu. You can also set the snap distance that should be used when "Snap to grid" and/or "Snap to guides" is active.

b) Defaults

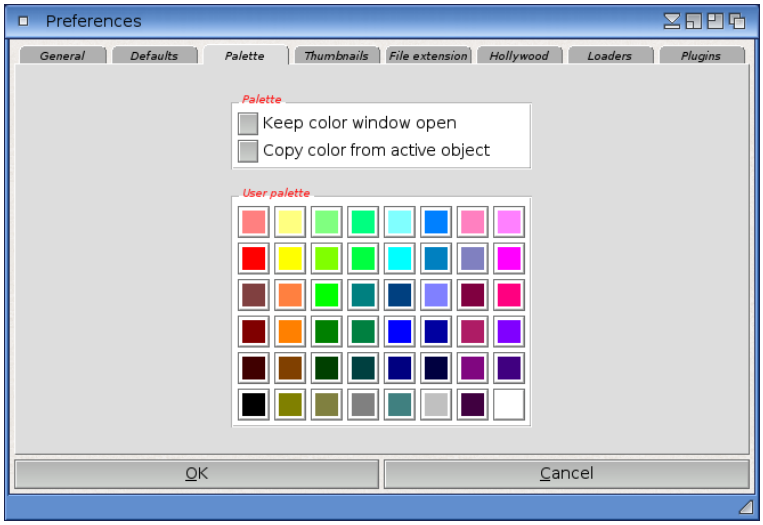


This page allows you to configure the following options:

`Default page dimensions`
: Here you can enter a default size for new blank, pattern, and gradient pages. Whenever you create such a page, Designer will use the dimensions specified here as the default ones.

`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.

c) Palette



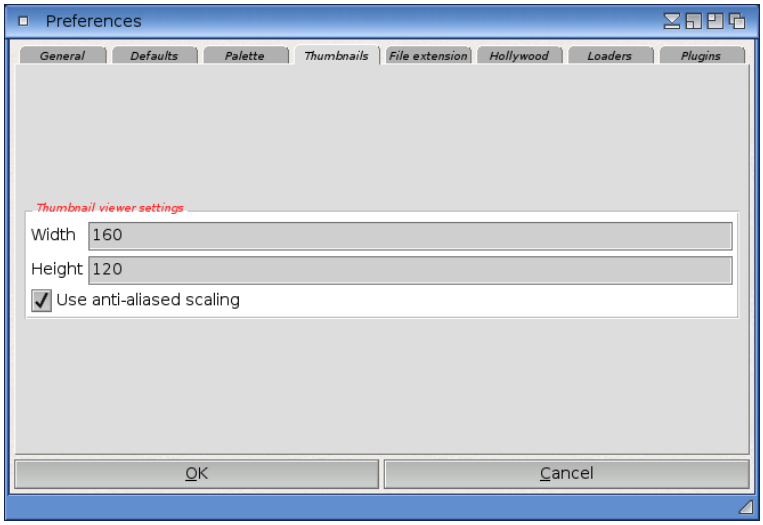
This page allows you to configure the following options:

`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.

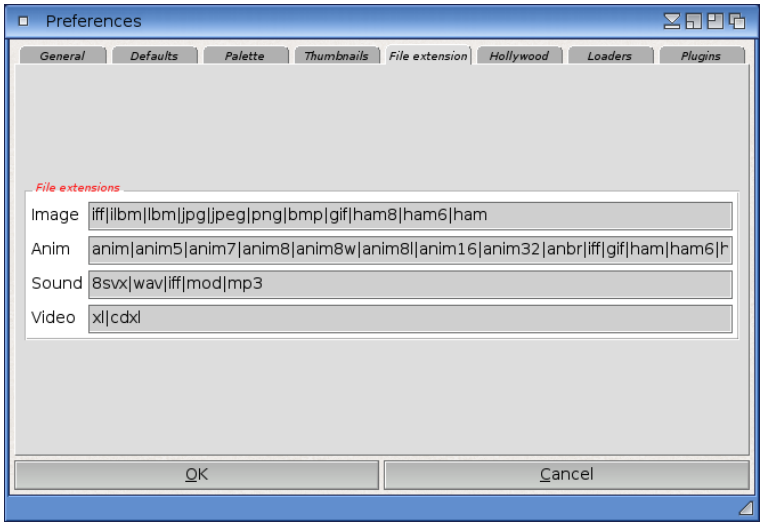
`User palette`
: Here you can define 48 personal colors that you use regularly. You can then access these colors very easily by clicking the "Load user color" button in the color chooser.

d) Thumbnails



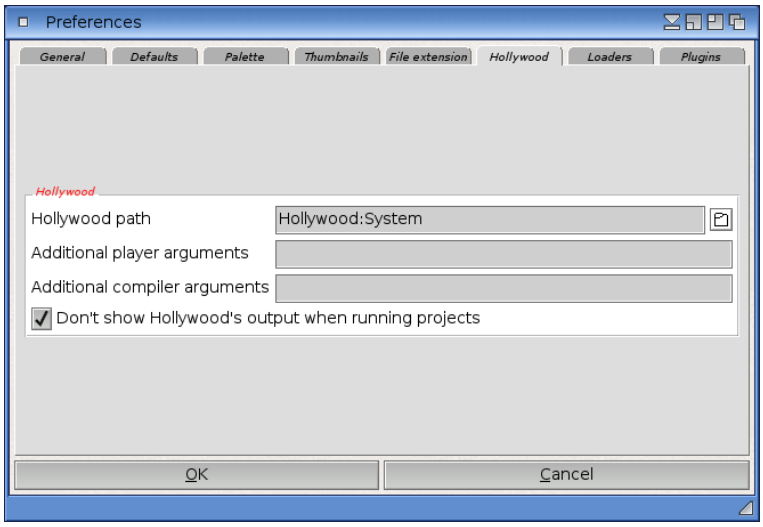
This tab allows you to configure the settings of Hollywood Designer's thumbnail viewer. You can specify the thumbnail size in pixels, as well as whether or not anti-aliased scaling should be used.

e) File extensions



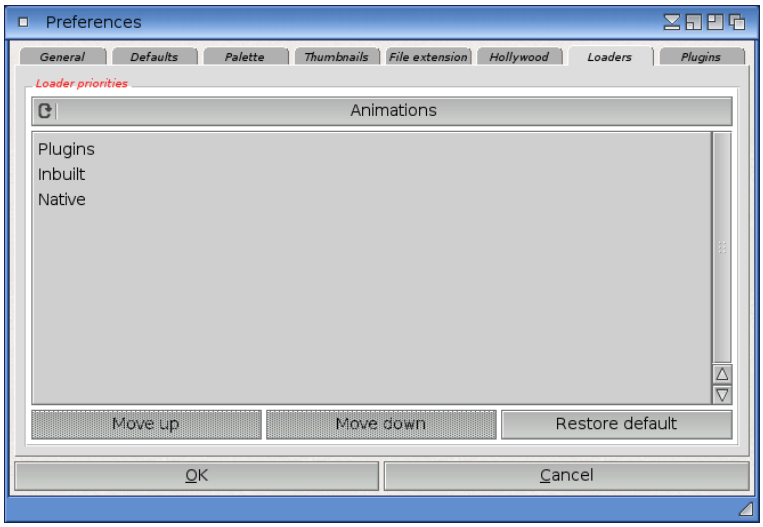
This tab allows you to set the file extensions Hollywood Designer should use for the filter masks in its file requesters. There are four different groups here: Image, Anim, Sound, and Video. The individual extensions must be separated by vertical bar characters.

f) Hollywood



This page 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 and you can choose whether or not Hollywood should show its startup screen when running your project.

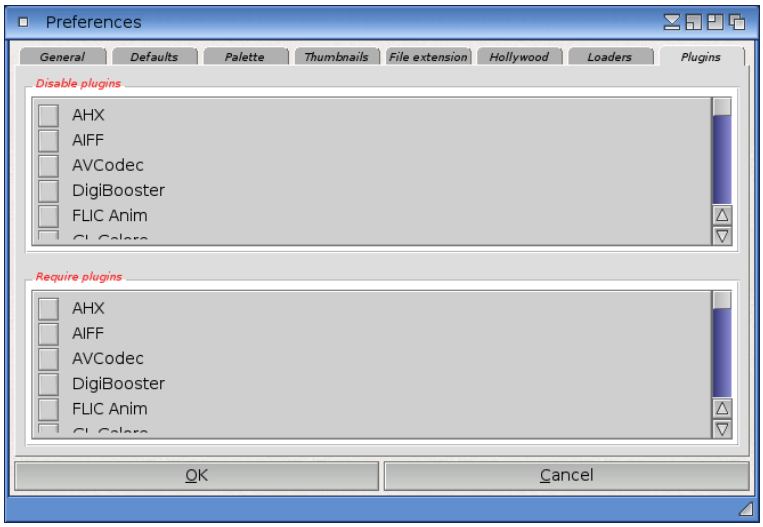
g) Loaders



This page allows you to configure the loader priorities for animations, images, sounds and videos. You can specify the order in which animation, image, sound, and video loaders are queried to open the corresponding data files. Designer supports the loader types "Inbuilt" (loaders provided by Designer itself), "Native" (loaders provided by the host OS, e.g. datatypes on Amiga compatibles) and "Plugins" (loaders provided by plugins). By default,

plugins are asked first, then inbuilt loaders, then native ones but this order can be freely changed in this tab by moving the individual loader types up or down.

h) Plugins



This tab allows you to choose plugins that should be disabled or that should be required at start. Note that it is normally not necessary to manually require plugins because plugins are automatically activated. However, there are some exceptions: For example, the Polybios plugin is not automatically activated because it needs lots of resources. Thus, if you want to use Polybios, you need to explicitly select it here in the "Require plugins" list to tell Hollywood Designer to load it at start. Note that changes here will not take effect before you restart Hollywood Designer.

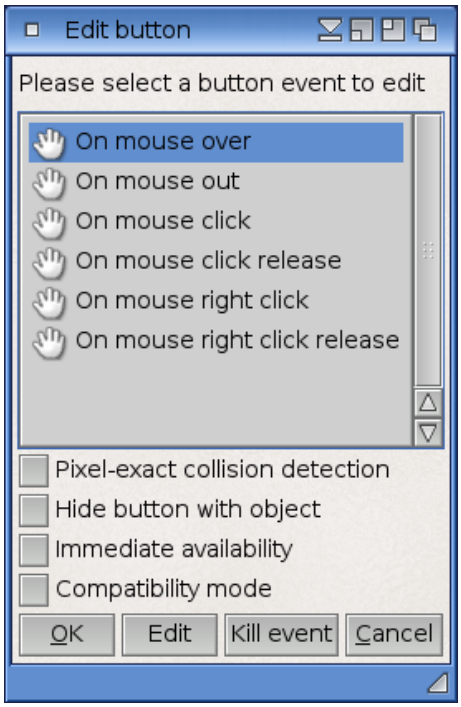
5 Interactive projects

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.

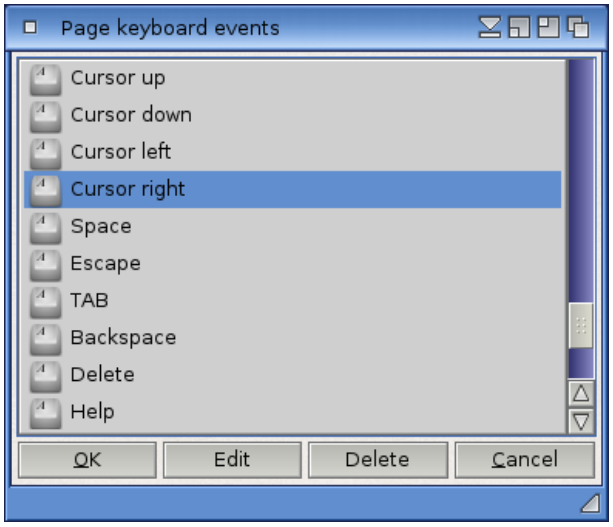
`Compatibility mode`
: Before Hollywood Designer 6.0, the layer z-order of overlapping buttons was not respected. Starting with version 6.0 Hollywood Designer respects the layer z-order so that you can also have overlapping buttons and the events will be handled with respect to the current layer z-order. To maintain compatibility with old Designer projects, however, there is a compatibility mode which will be activated if you tick this option. It allows you to enforce the old behaviour. This option will be automatically activated for Designer projects saved by version 5.0 and earlier.

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 43, 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

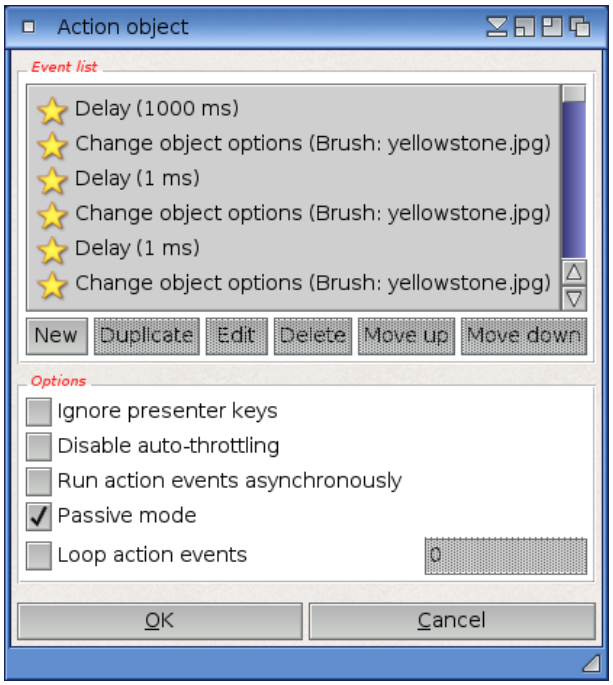
Action events can be used to program the behaviour of your project after a certain event has occurred. For example, you can use action events to define how your project should react once a certain button or key has been pressed. Hollywood Designer supports a large number of inbuilt action events.

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 project.

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:

`Ignore presenter keys`
: If this is activated, it won't be possible to cycle through the individual action events by using the forward/backward presenter keys defined in the project properties dialog. This can be useful when using action objects that run asynchronously in the background so it would be weird if they responded to forward/backward keys.

`Disable auto-throttling`
: If this option is activated, Designer won't throttle the execution of action events to prevent CPU hogging. This will execute the action events as fast as the CPU allows but only use this if you know what you're doing because it can easily lead to 100% CPU usage. If you use this option, you might also want to use the Wait vertical refresh action event in that case so that the CPU usage doesn't go to 100% in case your action object loops its events. If the "Disable auto-throttling" option isn't activated, Designer will wait for the vertical refresh after each single event in the action object which makes execution slower but normally you won't notice this because action events don't contain any major amount of instructions.

`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.

5.7 User settings

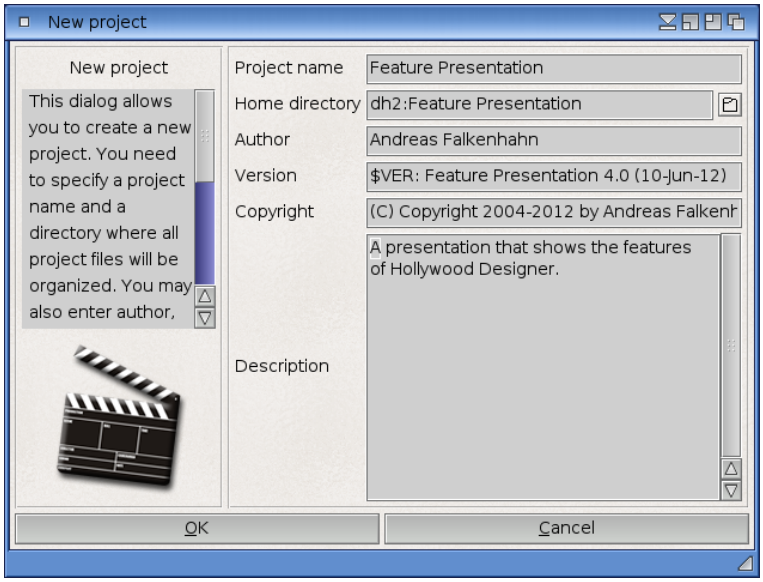
Hollywood Designer projects can remember certain user preferences when they are closed and restarted again. For example, it is possible to remember the user's language, the window's position and size, the contents of editable text objects and more.

Obviously, in order to remember these settings, Hollywood Designer needs to store them somewhere in files on the user's system. You can specify those files in the project properties dialog. Normally, however, you should not manually specify certain files to save those settings in here, but you should select "Use preferences" instead. In that case, Hollywood Designer will conveniently store all user settings using Hollywood's preferences management and you do not have to care about anything. All that you have to do is assign a unique project identifier to your project in the project properties dialog. This must be unique for each Hollywood Designer project and it must a string in reverse DNS notation, e.g. "com.airsoftsoftwair.test".

To clear all user-specific settings from the current system, you have to press the "Delete project user data" button on the "General" page of the project properties dialog. See Section 6.3 [Project properties dialog], page 49, for details.

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 will be stored inside its own drawer. Hollywood Designer will organize all your files in the project's drawer. This guarantees that 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.

When you have provided all the necessary information, please click "OK" and Hollywood Designer will create the new project for you. Hollywood Designer will create a complete project environment with icons so that you can easily access your project files.

6.2 Import capabilities

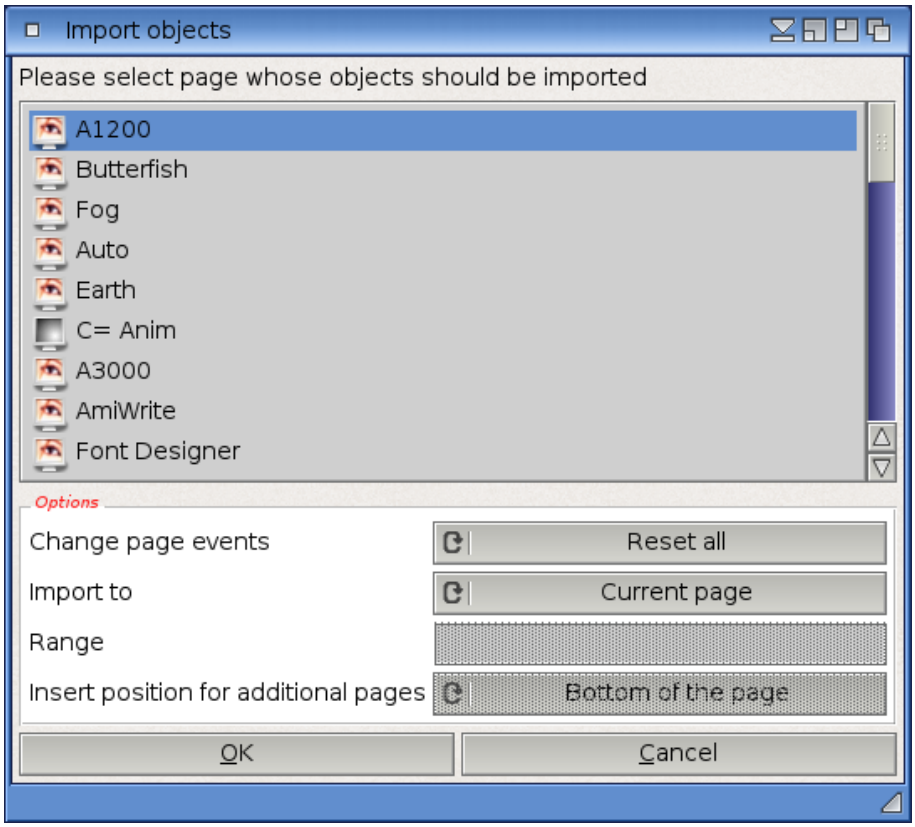
Hollywood Designer has several import facilities. You can either import complete projects into the current one or you can import single pages or objects from pages of another project into the current project.

To import a whole project into the current one, select the "Import" menu item from the "Project" menu. 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.

To import a single page from another project into the current one, select the "Import" menu item from the "Page" menu.

To import all objects from a page in another project, select the "Import" menu item from the "Object" menu. In that case, the following dialog will be shown:



This dialog allows you to configure the following import options:

`Change page events`
: This widget allows you to configure how Change page action events should be imported into the current project. You may choose between the following options here:

  `Reset all` All Change page action events will be redirected to the first page in the current project.

  `Resolve by page UID`
  : Change page action events will be redirected to the page that has the same UID as the page referenced in the original project.

  `Resolve by page name`
  : Change page action events will be redirected to the page that has the same name as the page referenced in the original project.

`Resolve by page number`
: Change page action events will be redirected to the page that has the same number as the page referenced in the original project.

`Import to`
: This widget allows you to configure whether objects should be imported into the current page only or into additional pages that you can specify by using the "Range" widget below.

`Range`
: This is only used if "Import to" has been set to "Current page and additional pages". In that case, you can enter a range of pages here that should receive the imported objects, e.g. the string "1,3-5,11" specifies pages 1, 3, 4, 5, and page 11.

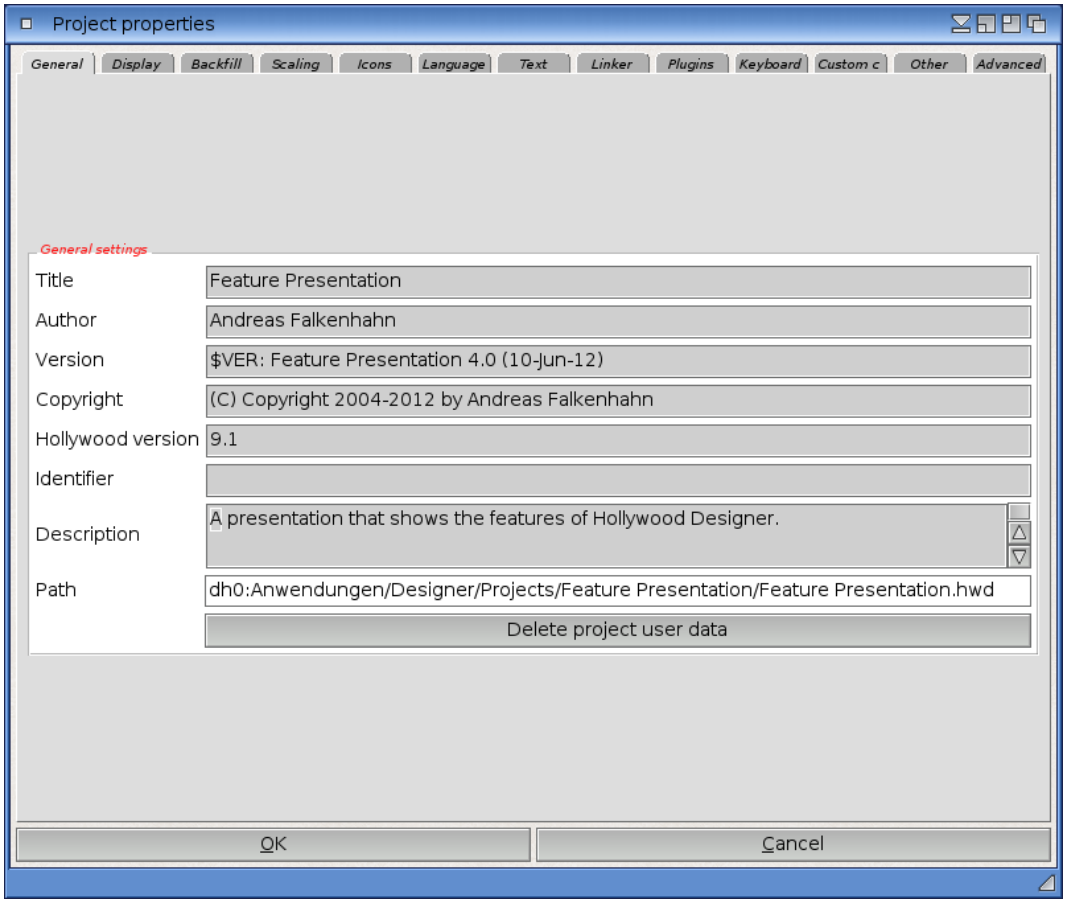
`Insert position for additional pages`
: When importing objects to additional pages, you can use this widget to specify where the objects should be inserted.

When importing objects and the languages of both projects are exactly the same, you can choose to import all languages as well, otherwise just a single language is imported and is copied to all the languages in the current project.

6.3 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 project. The dialog consists of the following pages:

General, Display, Backfill, Scaling, Icons, Languages, Text, Linker, Plugins, Keyboard, Custom code, Other, and Advanced.



a) General

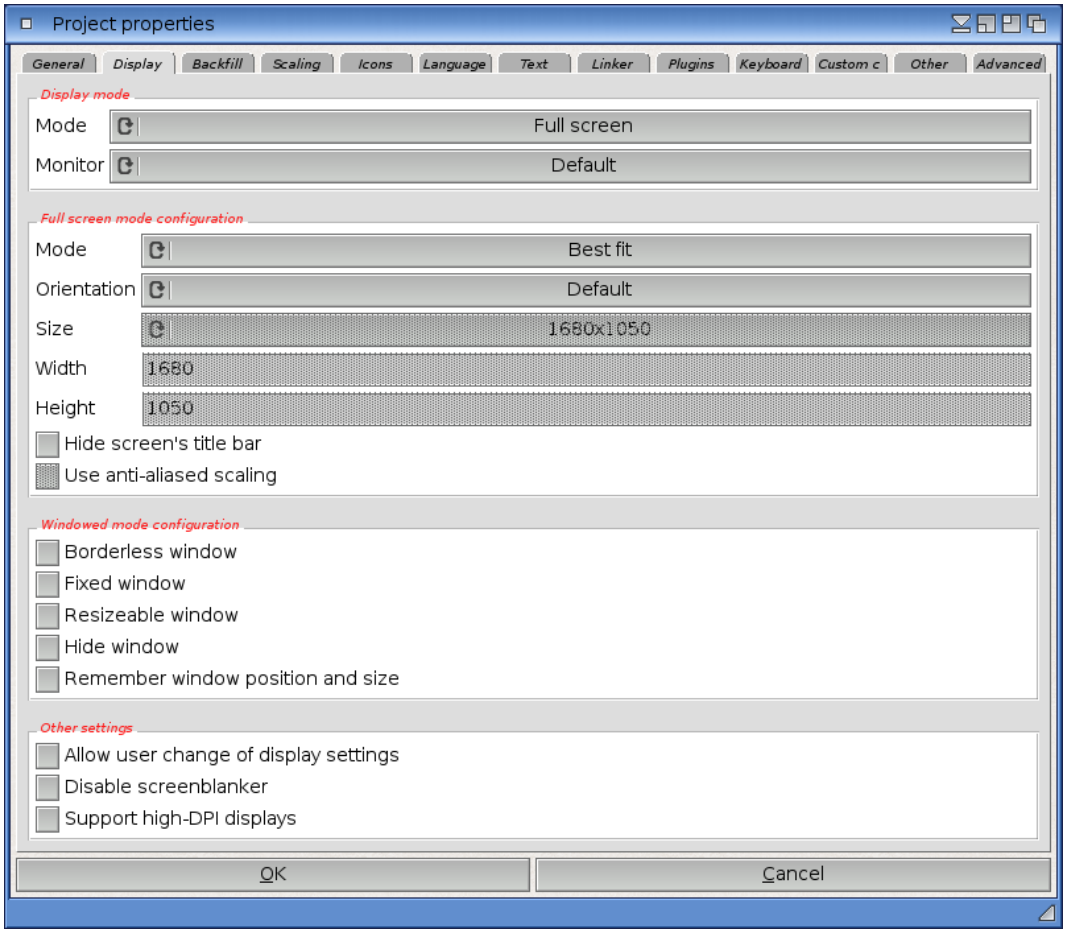
The first page can be used to define some general properties, i.e. you can set the author of the project, copyright, version string and a description of your project. You should also enter the Hollywood version that your project requires. The contents of the text field "Title" will be shown in the title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

A unique project identifier must be set in case you want your project to be able to remember certain user selections and inputs when it is closed and restarted again. For example, Hollywood Designer projects can remember their window position and size if the "Remember position and size" option is set on the "Display" page of the project properties dialog. Also, Hollywood Designer supports editable text objects. The user can change the contents of those text objects by clicking on them. All those features that save individual user settings require a unique project identifier. This identifier must be specified in reverse DNS notation, e.g. "com.airsoftsoftwair.test", and no Hollywood Designer projects must use the same identifier. See Section 5.7 [User settings], page 45, for details.

The "Delete project user data" button can be used to delete all user selections that your project has remembered, e.g. the last language used if the "Remember this language change

on next start" option was selected in the Change language action event, the window's position and size, selections that were made using the Choose file to open action event and so on. See Section 5.7 [User settings], page 45, for details.

b) Display



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

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

`Full screen`
The project will be shown in full screen mode. You can configure the desired full screen mode using the widgets below.

You can also configure the monitor your project should be opened on.

If the display mode has been set to "Full screen", you can set the exact full screen configuration using the widgets below. The following options are available for full screen configuration:

`Mode` This can be used to set the desired full screen mode. This can be one of the following modes:

`Best fit` This will let Designer decide what full screen mode is the best for the platform your project is running on. On systems that support GPU-accelerated scaling like Windows or macOS this usually means that Designer won't switch the monitor's resolution but simply scale your project to fit the current monitor's resolution. On slower systems like AmigaOS it usually means that Designer will switch the monitor's resolution to fit to the project's one so that scaling isn't necessary.

`Best fit (force resolution change)`
If you use this option, Designer will always adapt the monitor's resolution to that of your project. Note that this isn't recommended on mobile devices like Android or iOS because mobile device displays can't change their resolution like desktop monitors can.

`Best fit (force no resolution change)`
If you use this option, Designer will always scale the project to fit the monitor's resolution. Note that this can be very slow on systems lacking CPU power like AmigaOS.

`Use screen mode requester`
If you use this option, Designer will show a screen mode requester asking the user to select a screen mode for your project.

`Use fixed screen mode`
If you select this mode, you will have to select a fixed screen mode to use from the resolutions listed in the "Size" widget below. Keep in mind that hard-coding a certain screen mode can lead to problems when running your projects on other systems that don't have the requested screen mode.

`Use fixed screen mode (custom)`
If you select this mode, you will have to enter the desired screen mode for your project in the "Width" and "Height" fields below.

`Orientation`
Here you can set the desired orientation for your project. This is only used when running your project on mobile devices like Android or iOS. It allows you to hard-code a display orientation that your project should use, e.g. landscape or portrait mode. If you do this, your project will never auto-rotate when the user rotates the device. If you'd like your project to auto-rotate, simply set the orientation to "Default".

`Hide screen's title bar`
If you tick this checkbox, the title bar of the screen your project is running on 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.

`Use anti-aliased scaling`
: This is only available if you choose "Best fit (force no resolution change)". In that case, you can set here whether or not anti-aliased scaling should be used.

Furthermore, you can also configure the window style to use when your project is run in windowed mode:

`Borderless window`
: Tick this checkbox to make your project's window borderless.

`Fixed window`
: If you tick this checkbox, your project's 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.

`Resizeable window`
: Tick this checkbox to make your project's window resizeable.

`Hide window`
: If you activate this option, Hollywood Designer will always start your project with its display hidden. This can be useful if you would first like to run some custom code and then manually show your display.

`Remember window position and size`
: If you set this option, your project will remember the position and size of its window. Obviously, this makes only sense when using windowed mode. Note that if you select this option, you also need to assign a unique identifier to your project on the "General" page. See Section 5.7 [User settings], page 45, for details.

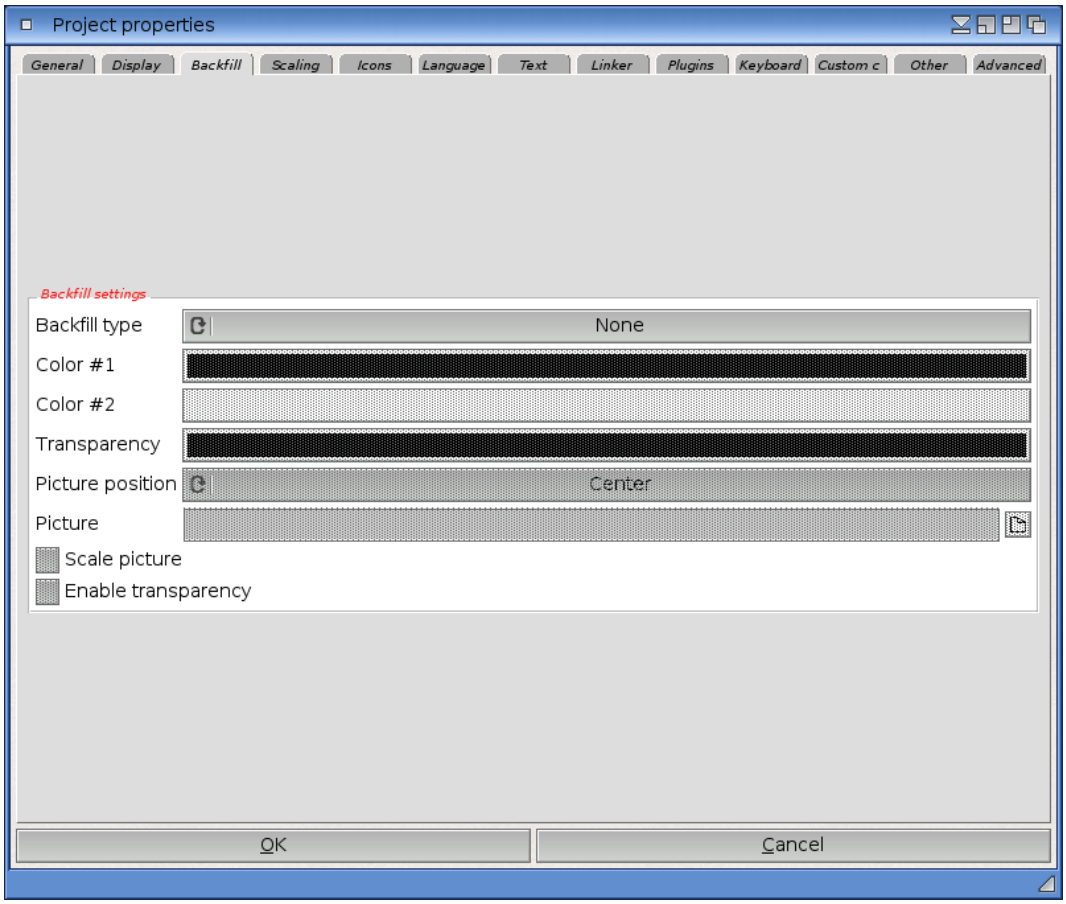
Finally, there are some other display settings that can be configured on this page:

`Allow user change of display settings`
: This option is only effective when you save your project 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 project 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 checkbox unticked.

`Disable screenblanker`
: Select this option if Hollywood Designer should disable the screenblanker while your project is running.

`Support high-DPI displays`
: Tick this checkbox if your project should be sensitive to high-DPI displays. By default, your project will automatically be upscaled on high-DPI monitors like Apple Retina displays. This can lead to a blurry appearance, though. If you want your project to natively support high-DPI displays, tick this checkbox. Note that in this case you should also make sure that you use one of the layer scaling modes so that vector graphics will be scaled without any quality losses, giving you a perfectly crisp appearance.

c) Backfill



The third page allows you to configure the backfill of your project. 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 project 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

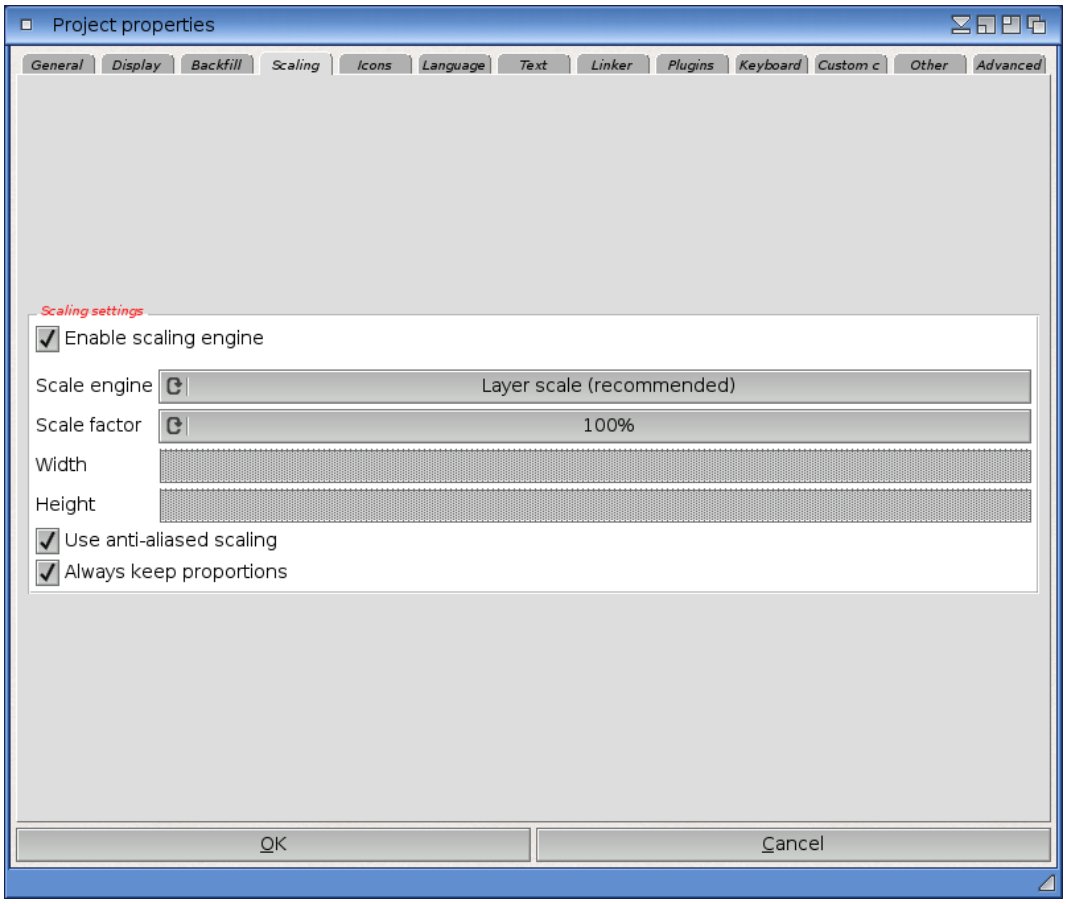
backfill area. Finally you can specify the position where your picture shall be displayed, e.g. top left or center. The position setting of course makes only sense if you do not have the "Scale picture" option activated.

`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

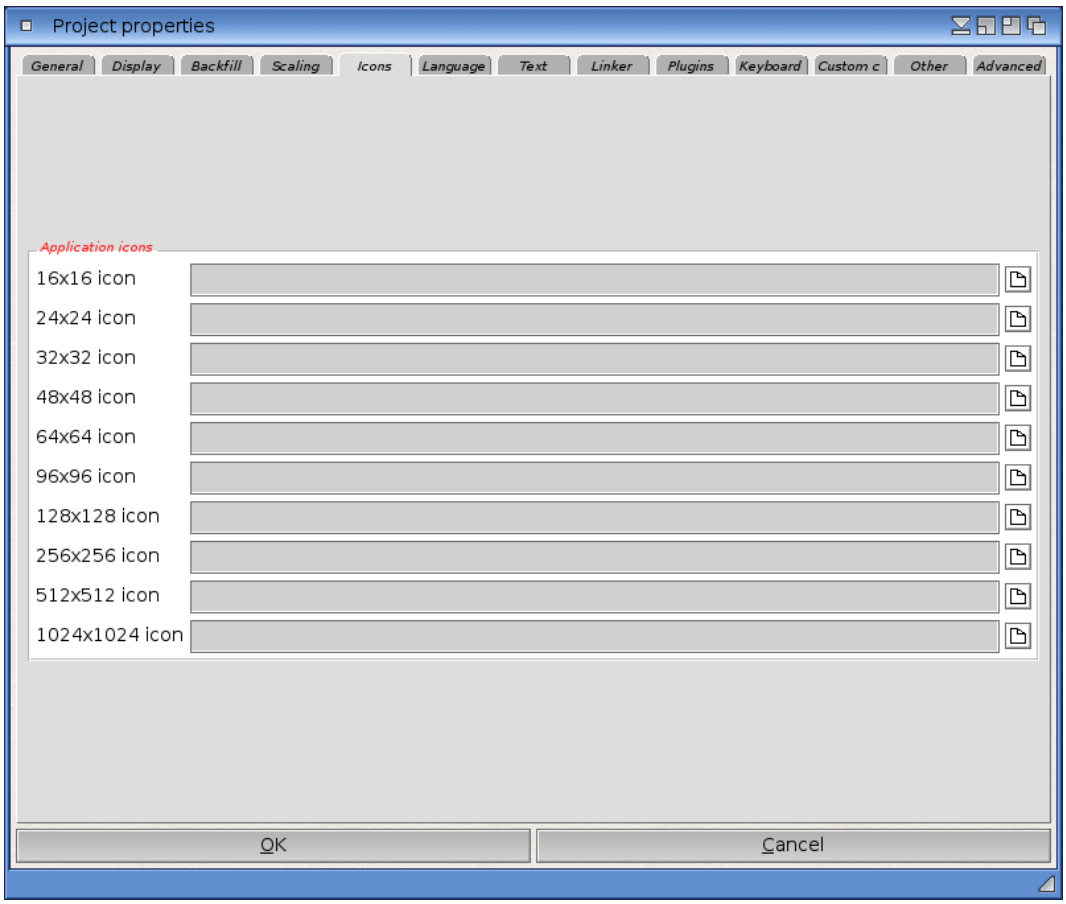


This dialog page allows you to promote your project to a different resolution. This is very useful if you need your project in a larger (or smaller) resolution but of course you do not want to adapt the layout of all your pages manually. On this page, you have to choose the desired scaling engine (layer 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 project only when running it. The resolution of the pages in your project will be left untouched.

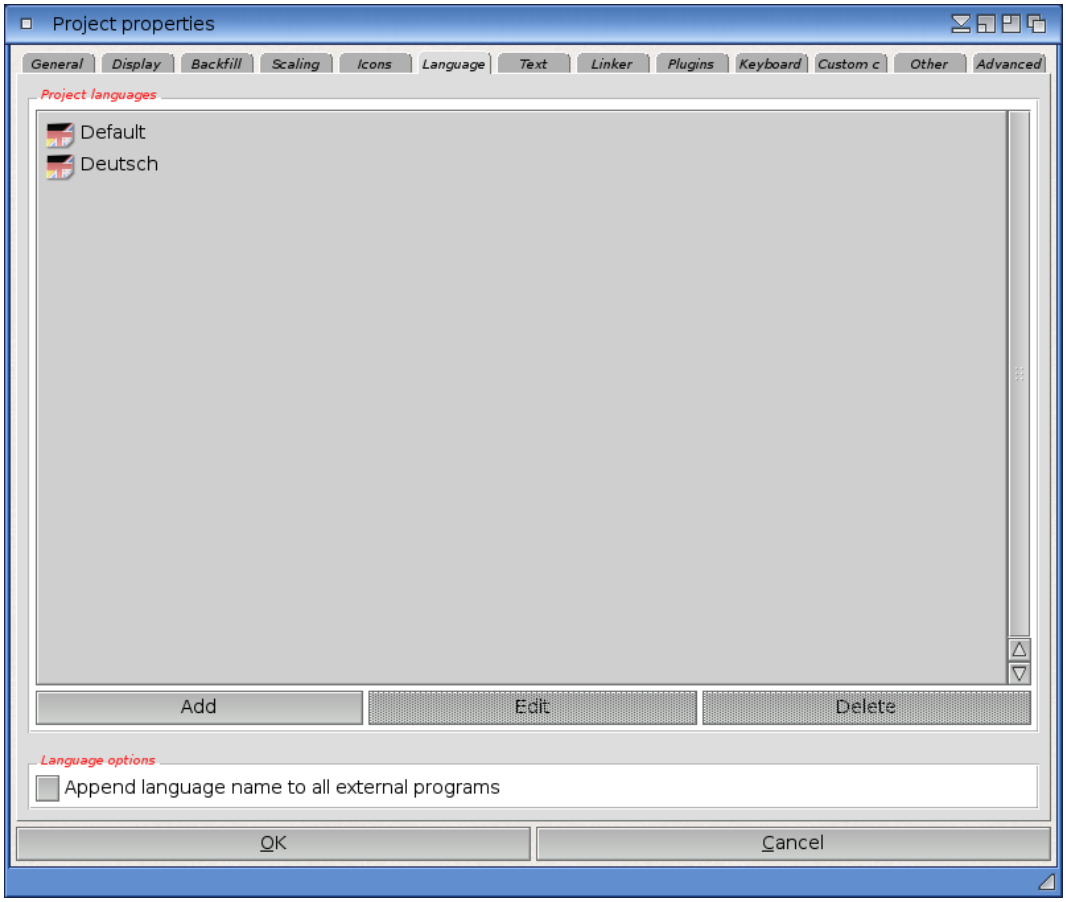
If you select "Always keep proportions", Hollywood Designer will take care that the aspect-ratio of your pages will never be changed. Thus, pages will never appear distorted if you select this option.

e) Icons



This dialog page allows you to choose a set of icons for your project. The icons you configure here will be linked into your project 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, macOS, and Linux at the moment.

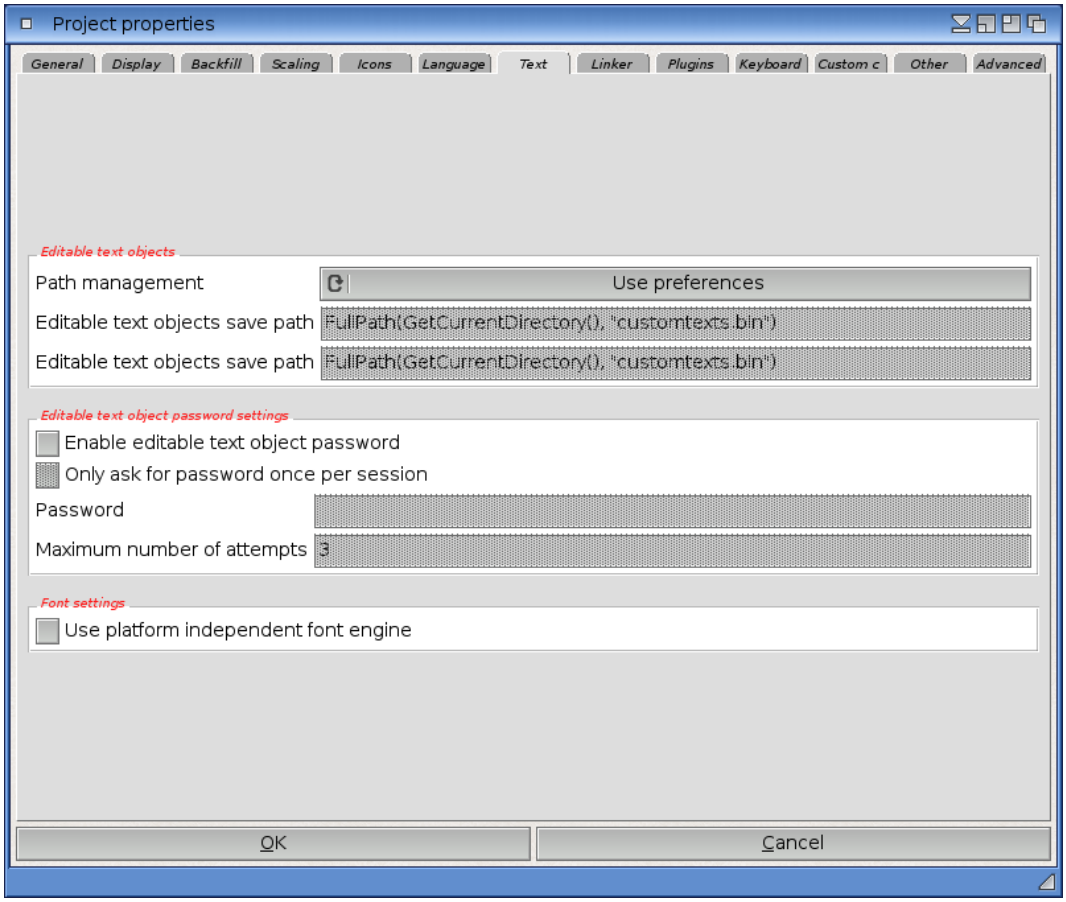
f) Languages



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.

If you select the "Append language name to all external programs" option, Hollywood Designer will append the name of the current language to all external programs started by the "Run program" action event. This is useful in case you want to launch different programs depending on the currently active language. Note that if the current language is "Default", nothing will be appended.

g) Text



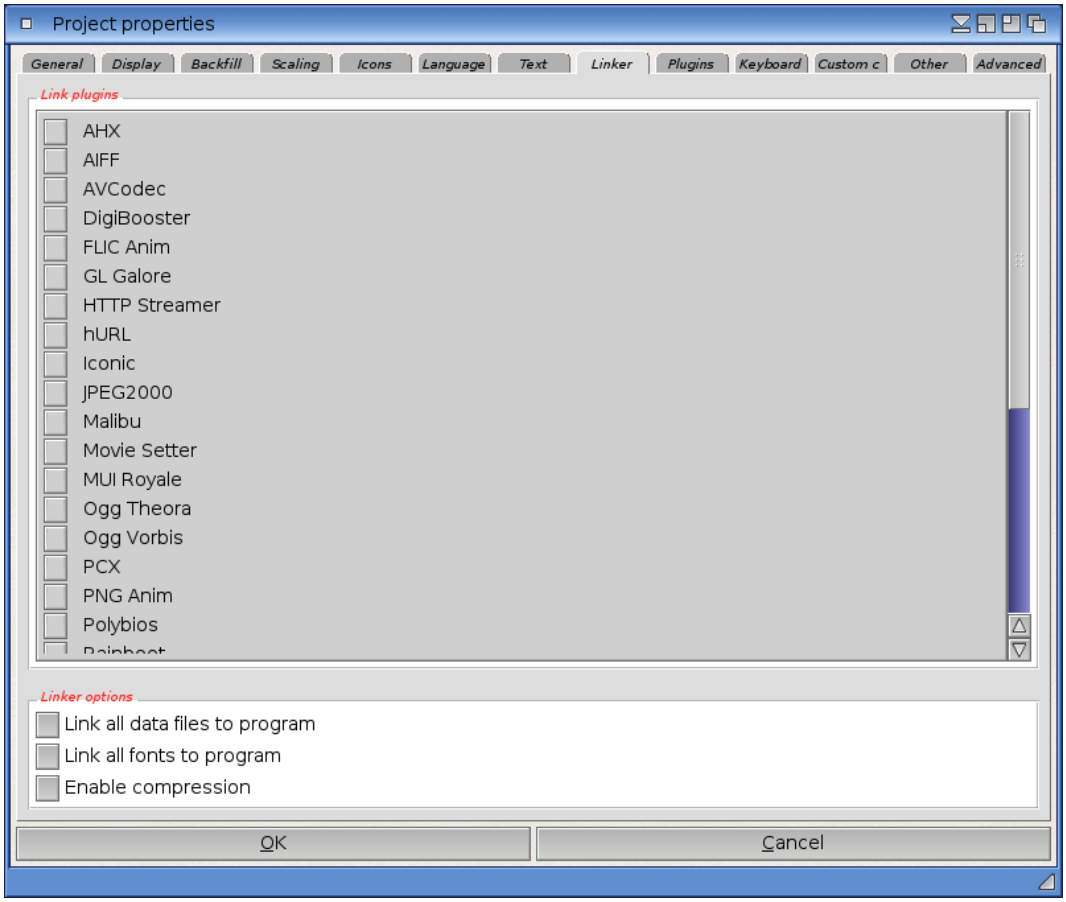
This page allows you to configure where Hollywood Designer should store the contents of editable text objects. Normally, this should be set to "Use preferences", which means that the contents of editable text objects are stored using Hollywood's preferences manager. Note that you need to assign a unique identifier to your project in the "General" tab if you choose "Use preferences". Alternatively, you can also specify two custom paths to use for saving the contents of editable text objects.

Additionally, you can specify whether or not a password needs to be entered before the user will be able to edit text objects. If you activate the "Only ask for password once per session" option, the user will not be asked for the password any more as soon as he has successfully entered it once.

The "Use platform independent font engine" enables the platform independent font engine. This is generally recommended 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 "foofont" into the system. Then "foofont" can be opened

by Hollywood 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!

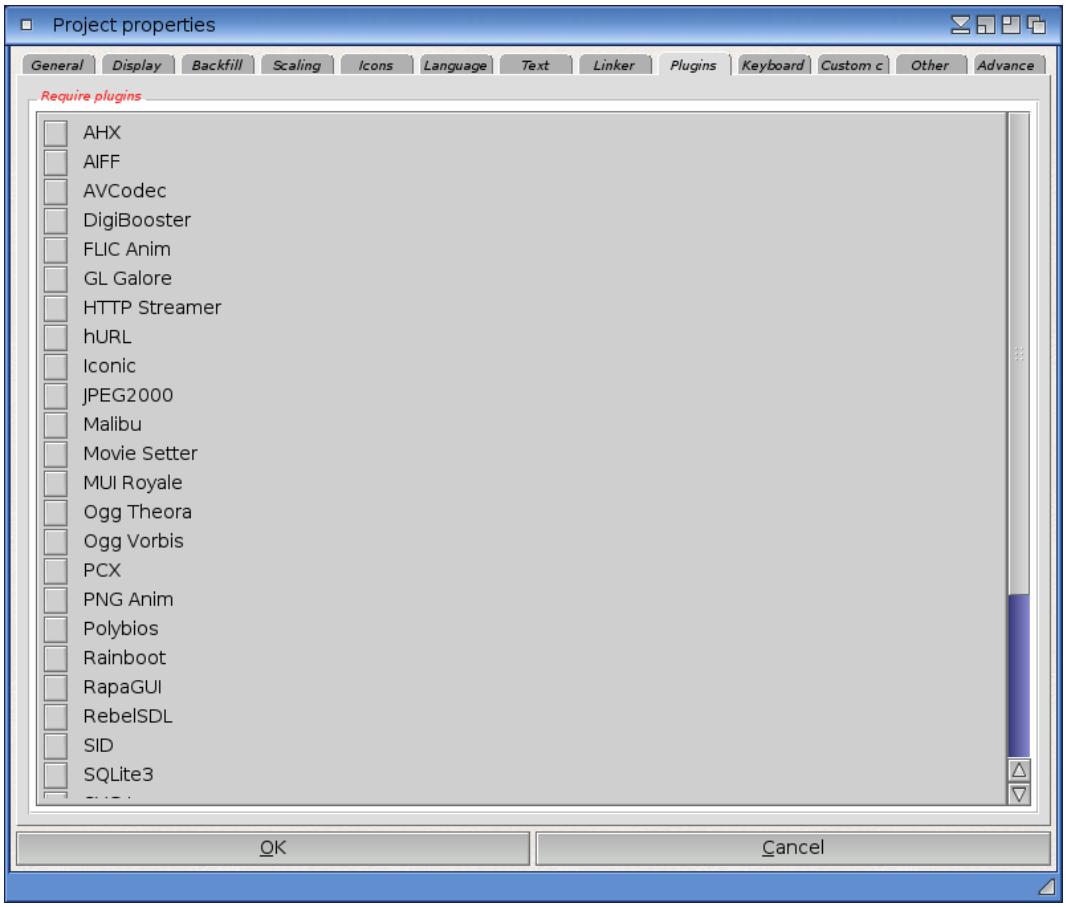
h) Linker



This page allows you to configure options that will be passed to the linker when you compile your project as an executable. You can choose which plugins should be linked to your project when you compile it as an executable and you can also configure whether data files and fonts should be linked to your executable. Finally, you can enable or disable compression here.

Choosing to link all external files into your output executable 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. However, make sure to check the licenses of all files, fonts, and plugins you want to link to your program. Lots of 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 Section 11.10 [Text dialog], page 91, for details.

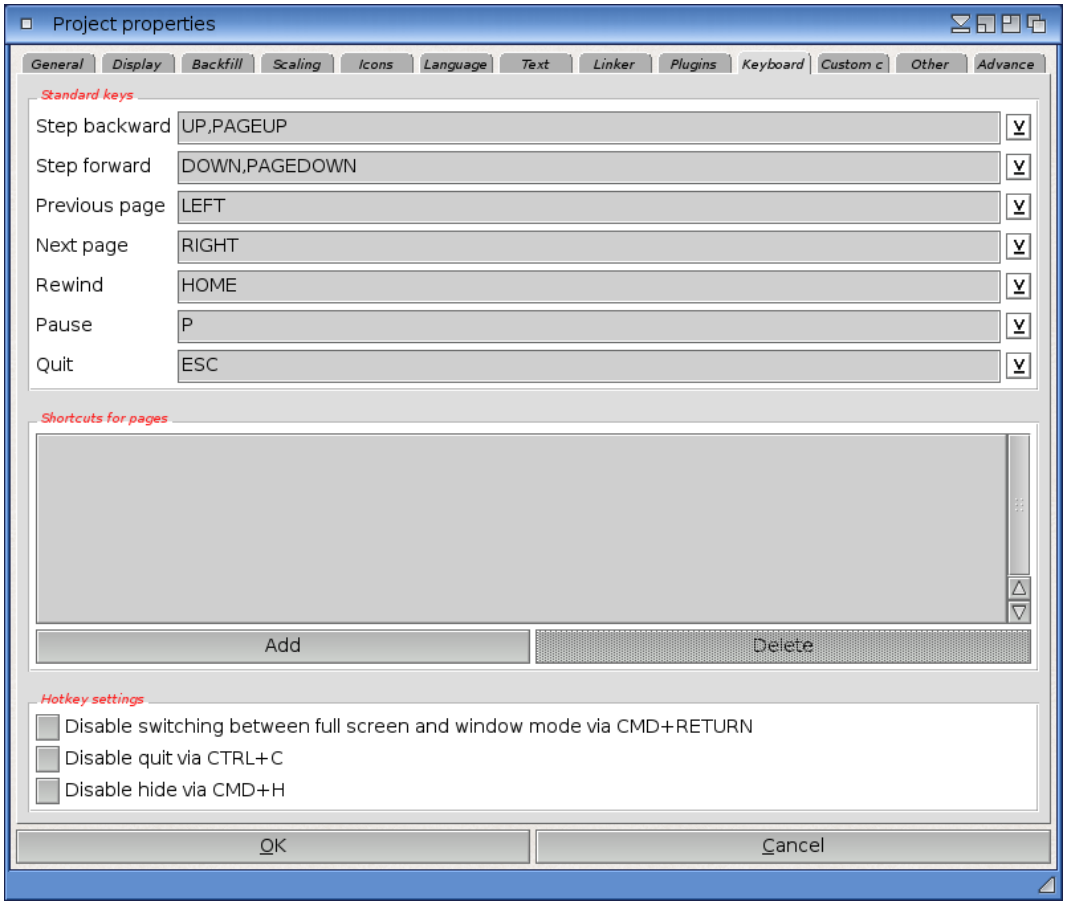
i) Plugins



Here you can select the plugins which are required by your project. Designer will make sure then that those plugins are available when starting your project.

Note that the plugins you select here won't be automatically loaded by Designer at startup but only by Hollywood when it runs your project. If you want Designer to load the plugins as well, you need to select them in the preferences. See Section 4.11 [Preferences], page 35, for details.

j) Keyboard



This page allows you to define one or more keyboard shortcuts that shall be active while your project is running. If you want to use multiple shortcuts, simply separate them using commas. If you don't want to have any shortcut for a certain operation, just leave the corresponding text entry widget empty.

Note that even though this section is called "Keyboard", you can actually also use the mouse buttons as shortcuts using the special codes LMB for the left mouse button, RMB for the right mouse button and MMB for the middle mouse button.

You can also define shortcuts for pages in your project. If you do so, Designer will automatically jump to the corresponding page whenever the shortcut is pressed.

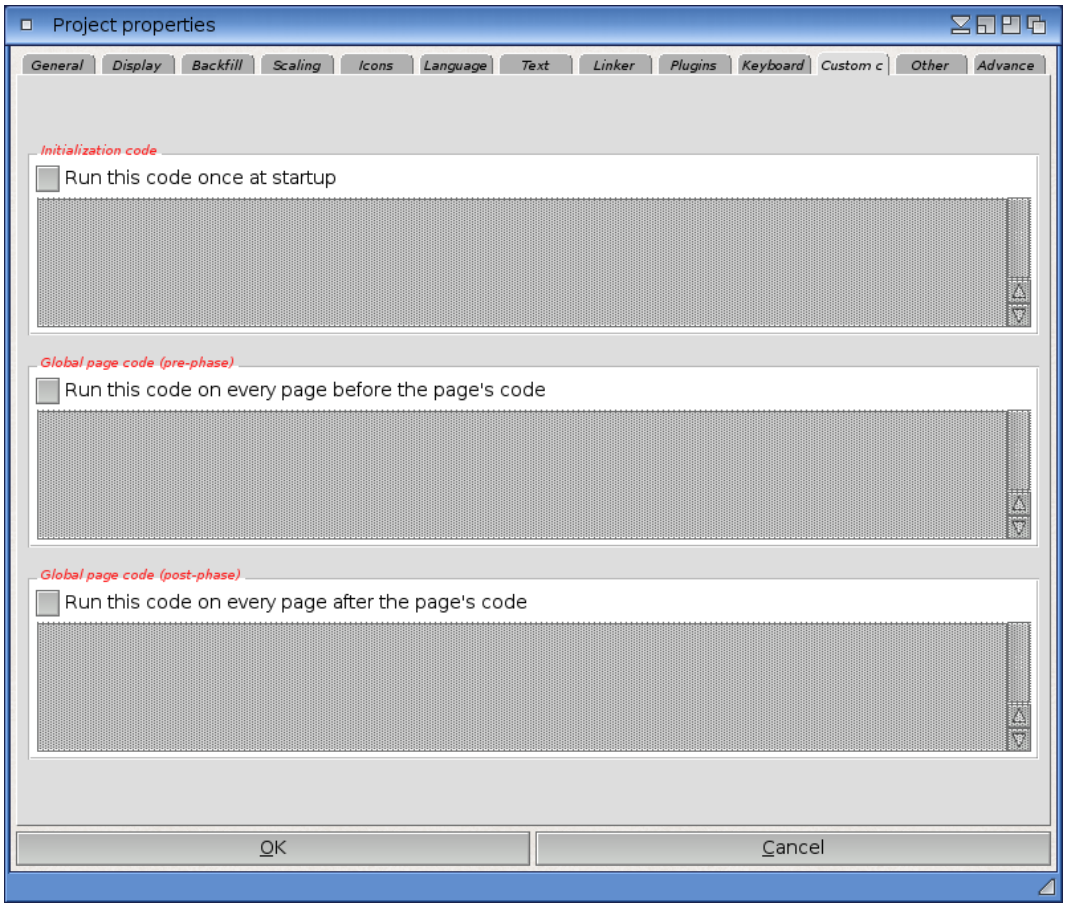
Furthermore, there are some options containing Hollywood shortcuts on this page:

`Disable switching between full screen and window mode via CMD+RETURN`
: Tick this checkbox if you don't want to be able to switch between windowed and full screen mode using CMD+RETURN.

`Disable quit via CTRL+C`
: By default, Designer projects will quit when pressing CTRL-C. Tick this checkbox if you don't want this.

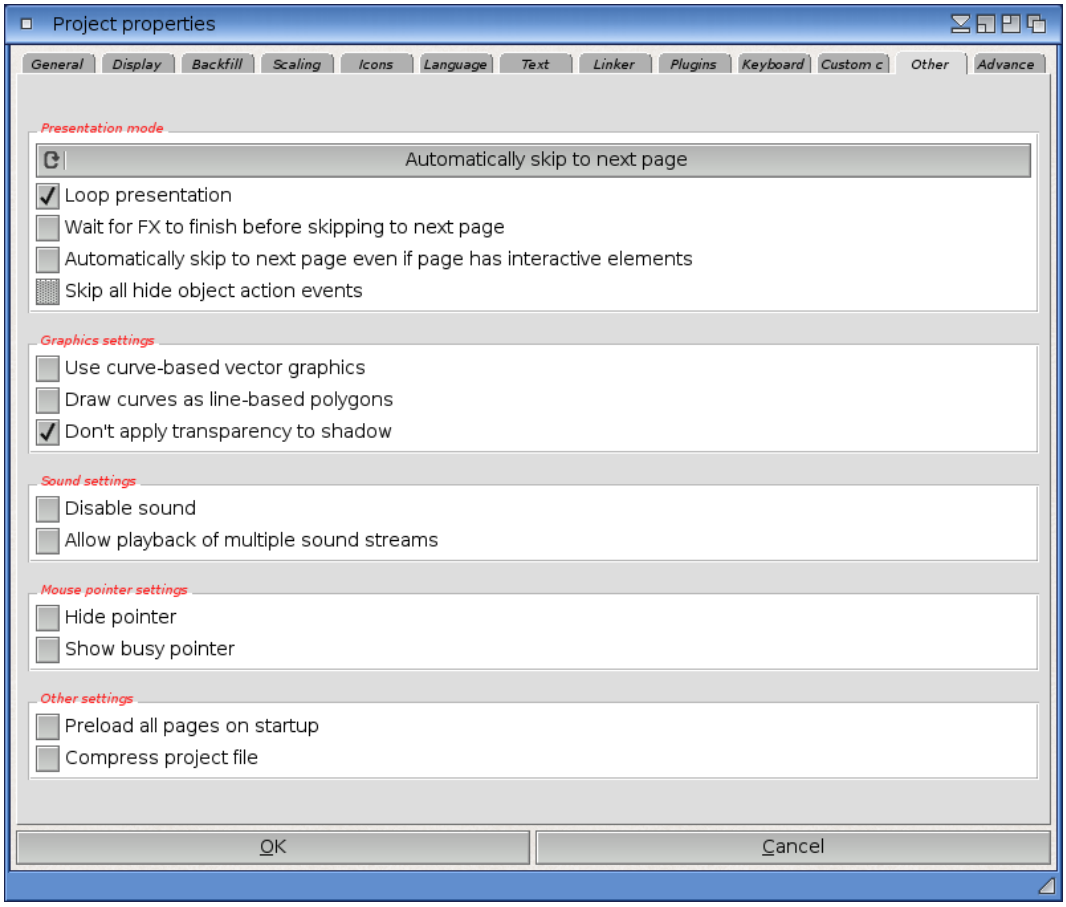
`Disable hide via CMD+H`
: By default, Designer projects will hide when pressing CMD-H. Tick this checkbox if you don't want this.

k) Custom code



This dialog can be used to enhance your project with custom code. You can provide custom code for three different contexts: Code that is executed once at startup, code that is executed before each page and code that is executed after each page. This can be useful for fine-tuning your project with custom code.

l) Other



This page can be used to specify some other properties. First and foremost you can configure the presentation mode here. The following options are available:

`Presentation mode`
: This can be used to set how Designer should run your project. This can be one of the following options:

  `Wait for presenter at page end`
  : If you choose this mode, Designer won't automatically skip to the next page but will wait until the user presses one of the forward keys defined in the "Keyboard" section of the project properties dialog every time it reaches the end of a page.

  `Automatically skip to next page`
  : If you choose this mode, Designer will automatically skip to the next page once it reaches the end of a page except when the page uses interactive elements such as buttons. In that case, Designer won't skip to the next page automatically (but you can override this behaviour by ticking the "Automatically skip to next page even if page has interactive elements" checkbox, see below).

`Run in browse mode`
: If this is selected, Hollywood Designer will skip all transition effects, delays, and wait action objects. This allows you to quickly browse through the pages of a project using the page forward and backward shortcuts.

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

`Wait for FX to finish before skipping to next page`
: If you select this option, 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. This is only available if the presentation mode is "Automatically skip to next page".

`Automatically skip to next page even if page has interactive elements`
: If a page contains buttons or keyboard events and the presentation mode is "Automatically skip to next page" (see above), Hollywood Designer will still halt 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.

`Skip all hide object action events`
: If this is selected, Hollywood Designer will skip all hide object action events when in browse mode.

Furthermore, the following graphics settings can be configured on this page:

`Use curve-based vector graphics`
: If you enable this option, all vector shapes will be drawn as real vector graphics. This makes round shapes like circles and ellipses look much better because they will now be drawn using Bézier curves.

`Draw curves as line-based polygons`
: Prior to Hollywood Designer 5.0 curved shapes with antialias were drawn as line-based polygons. For aesthetic reasons, this was changed in Hollywood Designer 5.0 to use real vectorgraphics instead. If you want to have the old look, activate this option and Hollywood Designer will draw them as it did before 5.0.

`Don't apply transparency to shadow`
: Before Hollywood Designer 6.0, shadows didn't automatically inherit the transparency setting of their parent. This has been changed for Hollywood Designer 6.0 so that the object transparency is always applied to shadows as well now. For compatibility reasons, however, there is this option which enforces the old

behaviour and is automatically activated for projects saved by older Designer versions.

Furthermore, the following sound settings can be configured on this page:

`Disable sound`
: Globally disable sound output (mute mode).

`Allow playback of multiple sound streams`
: When starting a new sound stream, Hollywood Designer will automatically stop playback of existing sound streams. If you do not want that, activate this option.

Furthermore, the following mouse pointer settings can be configured on this page:

`Hide pointer`
: Tick this checkbox and the mouse pointer will be hidden while your project is running. You should only use this if Hollywood runs in full screen mode, because it could confuse the user otherwise.

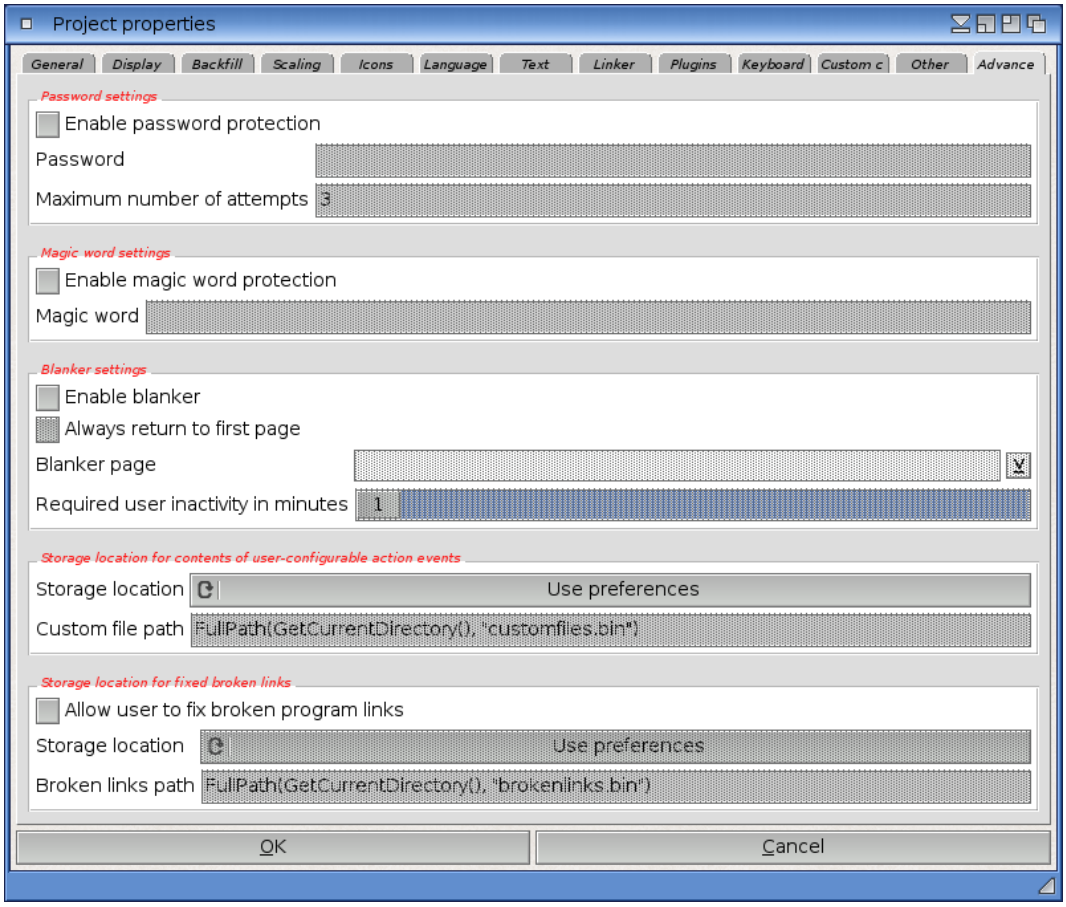
`Show busy pointer`
: Tick this checkbox and Hollywood will show the busy pointer if it is currently busy loading data from disk. This is useful if you want to see when the program is really busy and when it is only waiting.

Finally, the following settings can be configured on this page:

`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.

`Compress project file`
: Select this option if your Hollywood Designer project file (.hwd) should be compressed whenever you save your project. By default, Hollywood Designer project files are uncompressed.

m) Advanced



This page allows you to configure some advanced settings for your project.

To enable password protection of your project, 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.

You can also activate magic word protection. In that case, your project will only start if it is passed the magic word via a console argument. For example, if you specify "secret" as a magic word, then your project, when compiled as an executable, will only start if it is passed the console argument "-secret".

You can also declare a page in your project as a screenblanker page. 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 active last before the blanker skipped in.

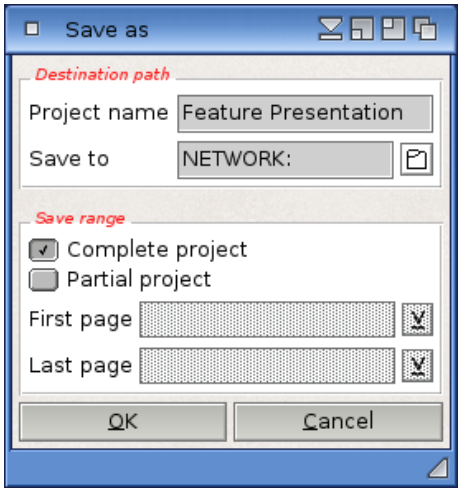
Finally, you can specify the storage locations for contents of user-configurable action events as well as for broken links. Normally, this should be set to "Use preferences", which means that the data is stored using Hollywood's preferences manager. Note that you need to assign

a unique identifier to your project in the "General" tab if you choose "Use preferences". Alternatively, you can also specify custom paths to use here. User-configurable action events are action events that can remember user actions, e.g. the Choose file to open action event can remember the file the user selected in a file requester. See Section 5.7 [User settings], page 45, for details.

If you activate the "Allow user to fix broken program links" option, the user will be prompted to select an alternative program to run in case a Run program action event fails because the specified file does not exist. In that case, the user's selection will also be permanently saved in the path you specify below. This should normally be set to "Use preferences", which means that the data is stored using Hollywood's preferences manager. Note that you need to assign a unique identifier to your project in the "General" tab if you choose "Use preferences". Alternatively, you can also specify a custom path to use here. See Section 5.7 [User settings], page 45, for details.

6.4 Save as dialog

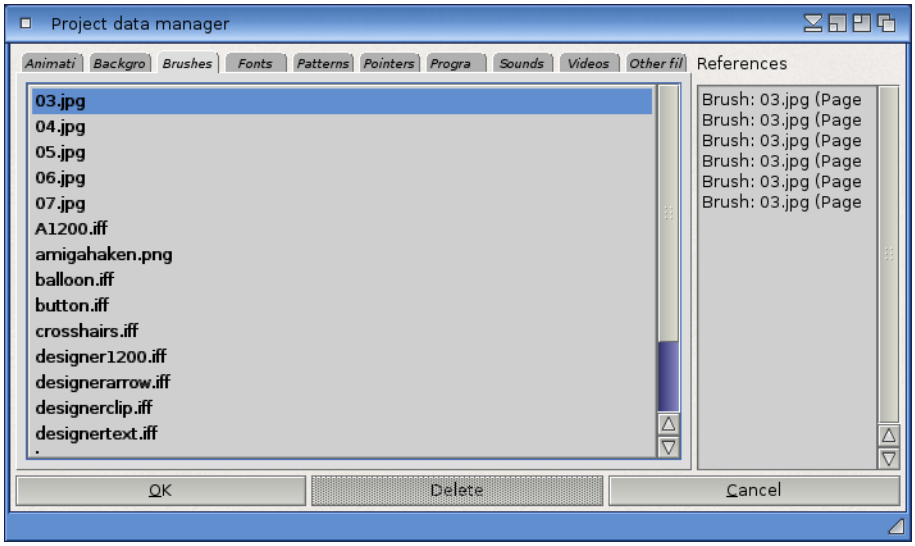
This dialog allows you to save your project to a new location. This means that the project and all of its data files will be saved to this new location. So for larger projects this can take quite some time. Additionally, it is possible to save only a certain page range to a new location, and you can also rename the project when saving it to a new location.



6.5 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.



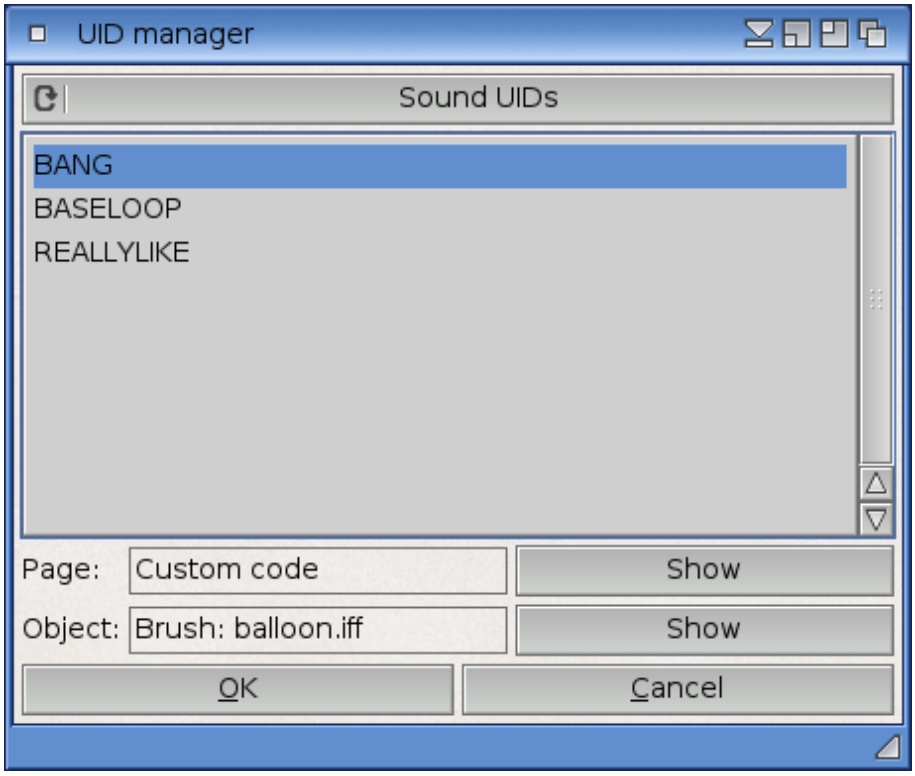
If you select a highlighted file now, Hollywood Designer will list all references of this file in your project. So you can easily see which objects/pages use this file. If you select a file that is not highlighted, Hollywood Designer will offer you the possibility to delete this file now because it is 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.

6.6 UID manager

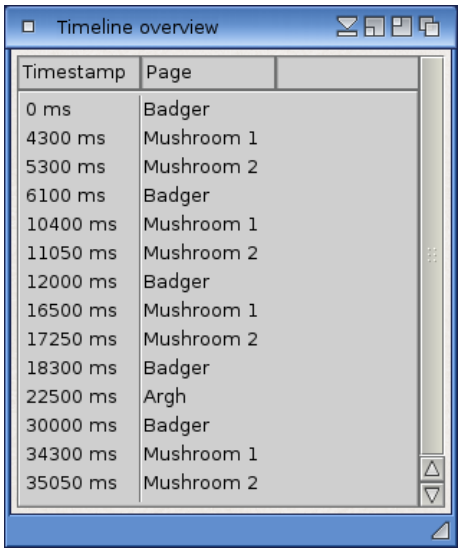
The UID manager is a useful tool to get a comprehensive overview of all the unique identifiers (UIDs) used by your project. It will list all page, object and sound UIDs as well as UIDs used by the Animate object and Choose file to open action events. Furthermore, it will also

list all variables used by the Set variable and Get attribute action events. This should make it much easier for you to make sure you don't use the same variable or UID name twice.



6.7 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.



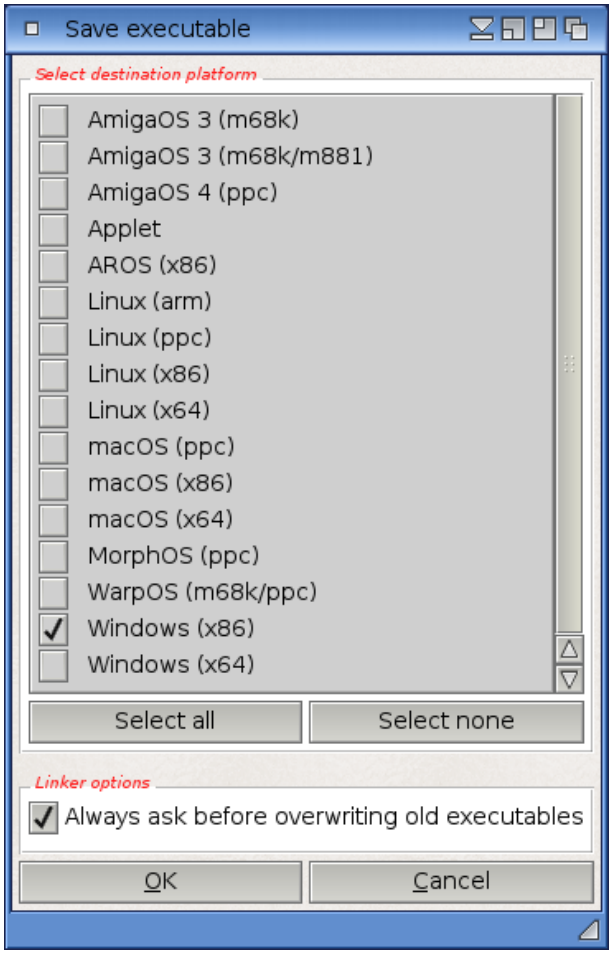
To set up a timeline, you need to take these steps:

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. All pages that are part of the timeline need to execute the Wait event action event at the end of the page. Otherwise Designer will immediately skip to the next page. So make sure that you add a Wait event action event whenever you want your project to wait for the next timeline position to trigger.
4. 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 lots of different platforms.

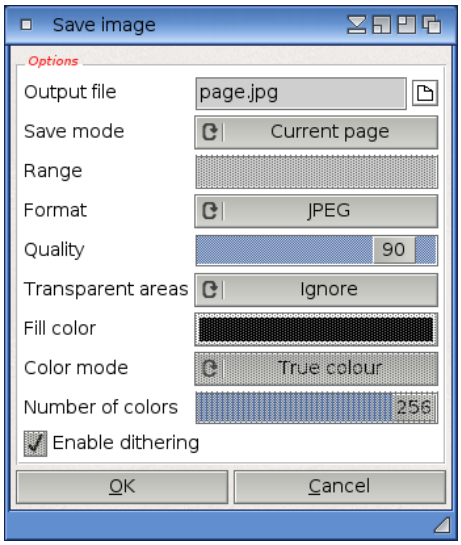


You can select one or more platforms by ticking the corresponding checkmarks. All executables compiled by Hollywood Designer will be stored in the root directory of your project.

Note that after compilation your executable will still require all data files, fonts, and plugins used by your project. If you plan to distribute your project as a single executables that contains everything needed by it, you need to tell Hollywood's linker to link all external files, fonts, and plugins into it. This can be configured on the "Linker" page in the project properties dialog. See Section 6.3 [Project properties dialog], page 49, for details.

7.2 Save image dialog

This dialog allows you to save pages and objects from your project as image files.



The following options are available:

`Output file`
: Specifies the output file.

`Save mode`
: This can be used to specify whether just the current or multiple pages should be saved. If you select "Multiple pages" here, you need to enter a page range in the widget below.

`Range`
: This is only used if "Save mode" has been set to "Multiple pages". In that case, you can enter a range of pages here, e.g. "1,3-5,11" to save pages 1, 3, 4, 5, and page 11.

`Format`
: Use this widget to set the output image format. Hollywood Designer supports IFF ILBM, PNG, JPEG, BMP, and GIF by default. On top of that, all image formats that you have Hollywood plugins for are supported here.

`Quality`
: In case the format you have selected above uses lossy compression, you can use this slider to set the compression level.

`Transparent areas`
: This is only supported when saving objects as images. It allows you to choose whether the transparent areas of the object should be ignored, whether they should be filled with a static color, or whether they should be saved as an alpha channel. Note that if you choose to save transparent areas as an alpha channel, the output format must support alpha channels (e.g. PNG).

`Fill color`
: If the "Transparent areas" widget has been set to "Fill with RGB color", you can choose the desired fill color here.

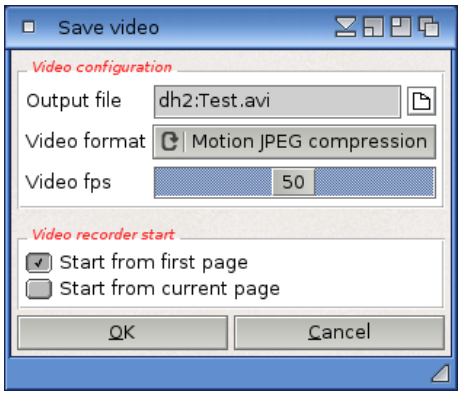
`Color mode`
: This widget can be used to specify whether the image should be saved as a palette or a true colour image. Note that some formats like GIF only support palette-based images.

`Number of colors`
: If the output format is a palette-based one, you can set the number of colors here.

`Enable dithering`
: If the output format is a palette-based one, you can choose whether dithering should be enabled here.

7.3 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.

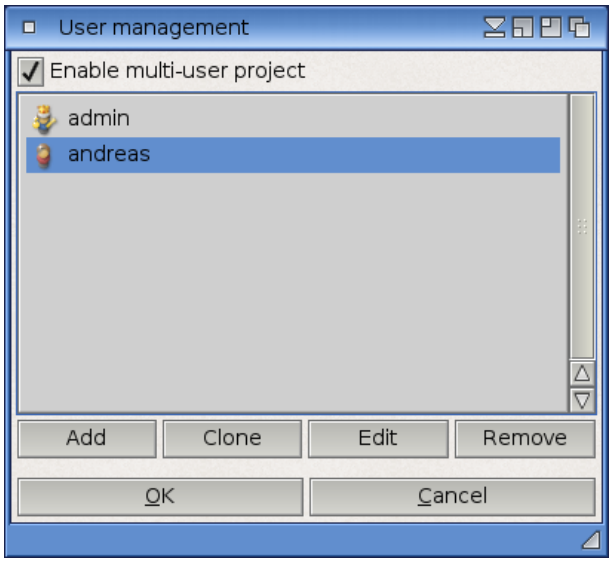
After you have added a new language, you can switch to it by selecting the "Switch language" entry from the menu bar. After you have switched to the new language, you can then translate all of its text objects into the new language.

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 User management

9.1 Users dialog

Hollywood Designer has extensive multi-user capabilities. For every project, you can add an unlimited number of users with individual permission settings. By default, Hollywood Designer projects have just one user named "admin". This is the super user that has all permissions without any restrictions. If you want to add users with restricted access, check the "Enable multi-user project" box, and then use the "Add" button:

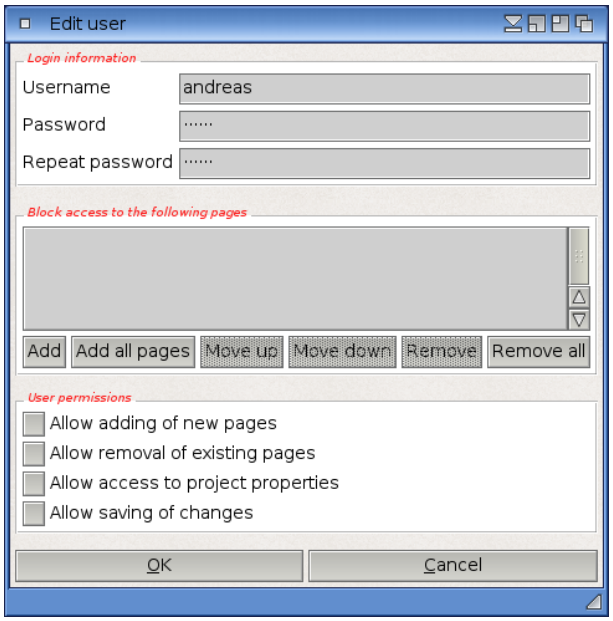


Once you have added a new user, you can edit his permissions using the "Edit" button which will open the Edit user dialog. See Section 9.2 [Edit user dialog], page 78, for details.

Whenever you open a project that has multiple users assigned to it, Hollywood Designer will show a dialog asking the user to log in.

9.2 Edit user dialog

This dialog can be used to change a user's name, password and his permissions. The dialog looks like this:



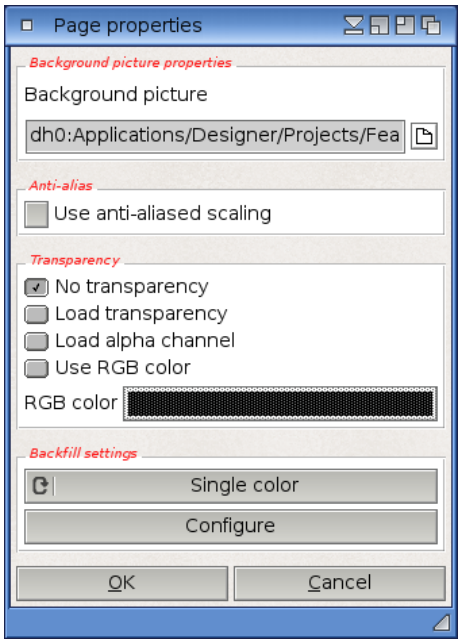
You can add pages that the user shall not be allowed to access in the "Block access to the following pages" listview. Additionally, you can fine-tune the user's permissions using the checkboxes below the listview.

Note that you cannot change any permissions for the admin user. The admin user is a privileged user that cannot be given any restrictions.

10 Pages

10.1 Page properties dialog

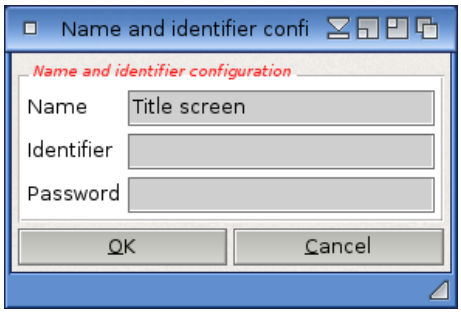
If you open the properties of a page, the configuration dialog of the page type will be shown. If the page type is "Picture" then you can choose a new picture for your page in the properties dialog and you can specify whether or not anti-aliasing shall be used when scaling the picture. If the page type 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, pen-based transparency in case the picture uses a palette, 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.

10.2 Page name dialog

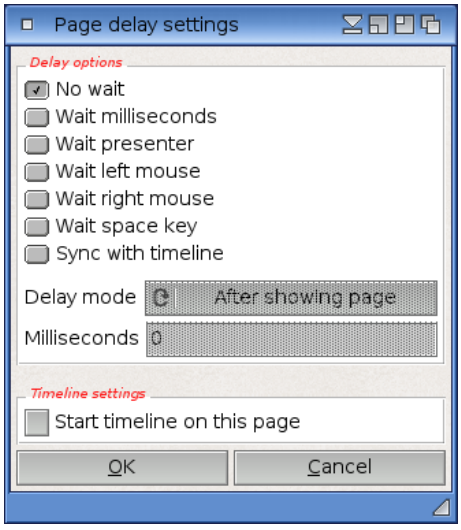
Use this dialog to give your page a name. Simply enter the desired name and acknowledge by pressing "OK". The name of the page does not have to be unique. There may be pages with the same names in your project.



The identifierwidget 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.

Additionally, you can also protect pages using a password. If you specify a password here, the page will only be shown if this password is entered correctly by the user.

10.3 Delay options for pages



Every page can have a delay option. If a page has a delay option set, a timer icon will appear next to it in the page manager dialog. You can choose between the following delay options:

`No wait` Page doesn't have any delay option.

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

`Wait presenter`
: Wait until the user presses the forward key defined in the project properties. By default, the down cursor and page down keys are used as forward keys. See Section 6.3 [Project properties dialog], page 49, for details.

`Wait left mouse`
: Wait for left mouse button

`Wait right mouse`
: Wait for right mouse button

`Wait space key`
: Wait for space key

`Sync with timeline`
: If you choose this option, the page will be shown once the time in milliseconds that you enter in the widget below has elapsed on the global timeline. See the chapter on Creating a timeline for more information.

You can also configure when the delay should be executed. The following modes are available here:

`Before showing page`
: The delay will be executed before showing the page.

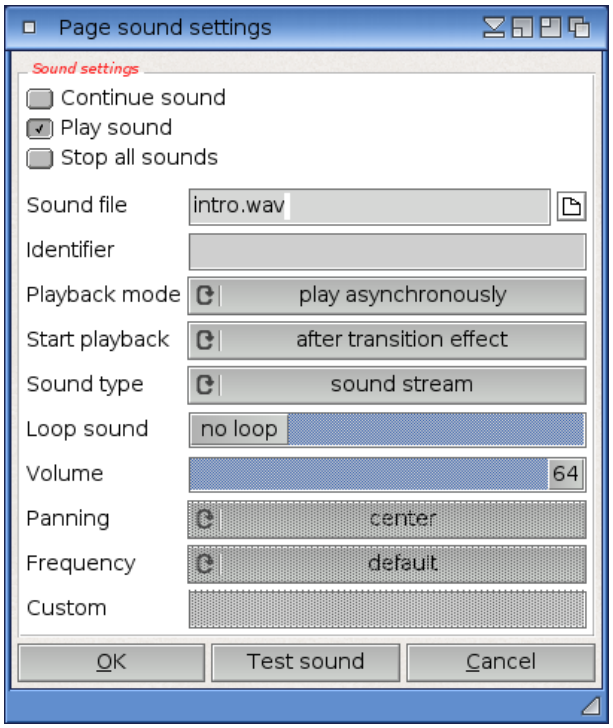
`After showing page`
: The delay will be executed after showing the page.

`Before showing next page`
: The delay will be executed before showing the next page.

If you tick the "Start timeline on this page" checkbox, the global timeline will be reset to 0 whenever Designer reaches this page. See Section 6.7 [Timelines], page 69, for details.

10.4 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



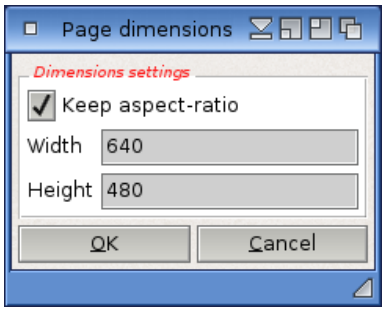
If you choose the option "Stop all sounds" then all sounds will be stopped as soon as the page is displayed. All sounds and musics will also be removed from memory. If you choose the option "Continue sound", no action will take place and if you choose "Play sound", Hollywood Designer will start playing 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 11.5 [Object sound dialog], page 88, for details.

10.5 Page dimensions dialog

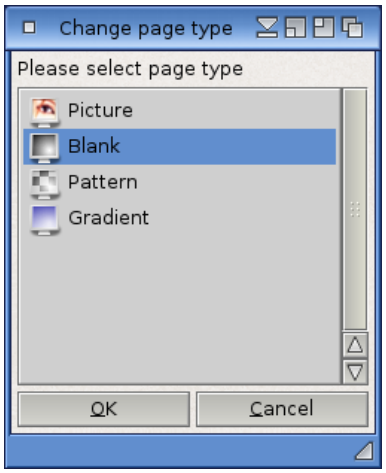
In this dialog you can modify the dimensions of a page. To modify the size of a page, you need to enter a new width and height and press "OK". If you have checked the widget

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



10.6 Change page type

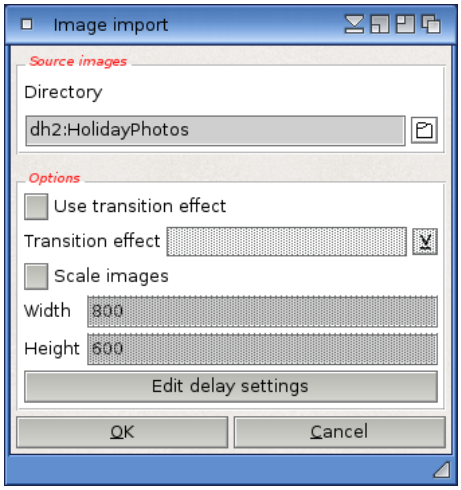
You can use this dialog to change the type of your page on the fly, e.g. you can replace your background picture by a nice pattern or a static color fill. Please note that changing the page type can also change the dimensions of your page. For example, if you select a new picture here, your page size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



10.7 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.



11 Objects

11.1 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 load the transparency information from the image file (for palette-based images), or 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 11.10 [Text dialog], page 91, for details.

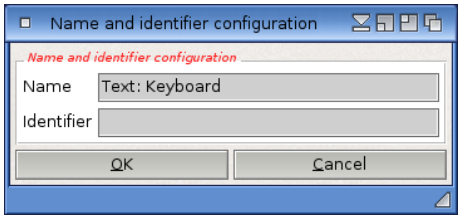
If your object is an animation, the anim dialog will be opened. See Section 11.11 [Anim dialog], page 98, for details.

If your object is a video, the video dialog will be opened. See Section 11.12 [Video dialog], page 101, for details.

If your object is an action object, the action object dialog will be opened. See Section 5.6 [Action object dialog], page 44, for details.

11.2 Object name dialog

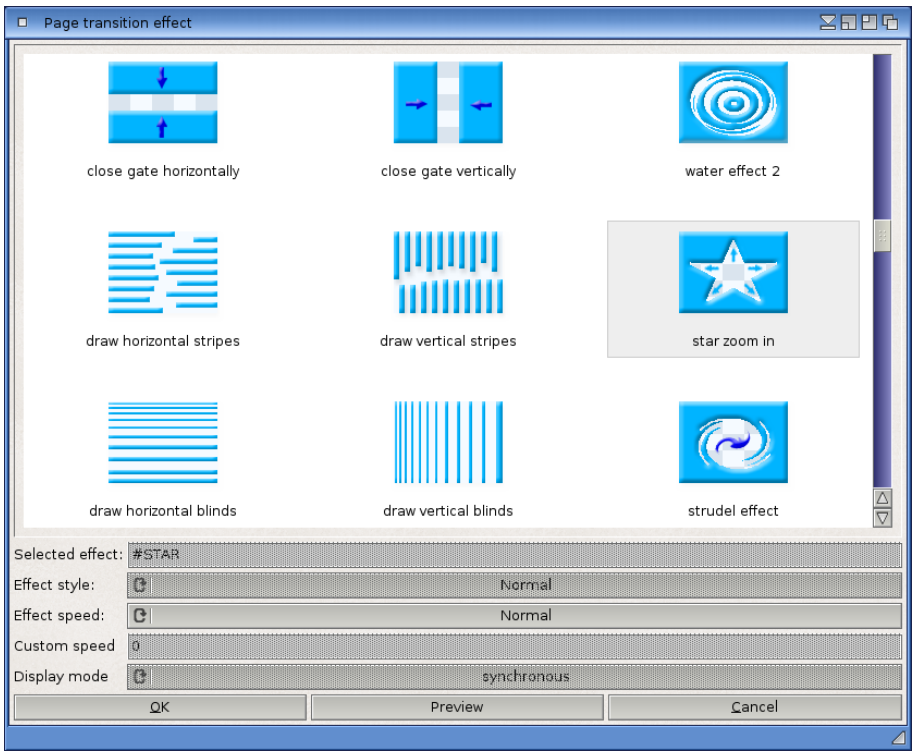
Use this dialog to give your object a name. Simply enter the desired name and acknowledge by pressing "OK". The name of the object does not have to be unique. There may be objects with the same names in your pages.



The widget "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 12.1 [Code dialog], page 105, for details.

11.3 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 widget below the "Speed" cycle widget. 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 widget. 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.

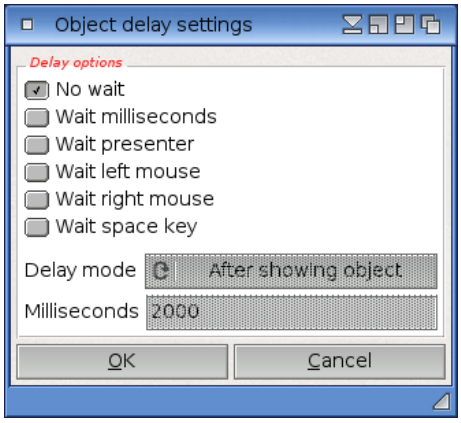
`Lower curve`
Object will be moved on a lower curve.

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 text widget. 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 project. If you choose "asynchronous" display mode, Hollywood Designer will start the effect and immediately continue the project. Asynchronous mode should be used if you want to display multiple objects with transition effects at the same time.

11.4 Object delay dialog



Every object can have a delay option. If an object has a delay option set, a timer icon will appear next to it in the object manager dialog. You can choose between the following delay options:

`No wait` Object doesn't have any delay option.

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

`Wait presenter`
Wait until the user presses the forward key defined in the project properties. By default, the down cursor and page down keys are used as forward keys. See Section 6.3 [Project properties dialog], page 49, for details.

`Wait left mouse`
Wait for left mouse button

`Wait right mouse`
Wait for right mouse button

`Wait space key`
: Wait for space key

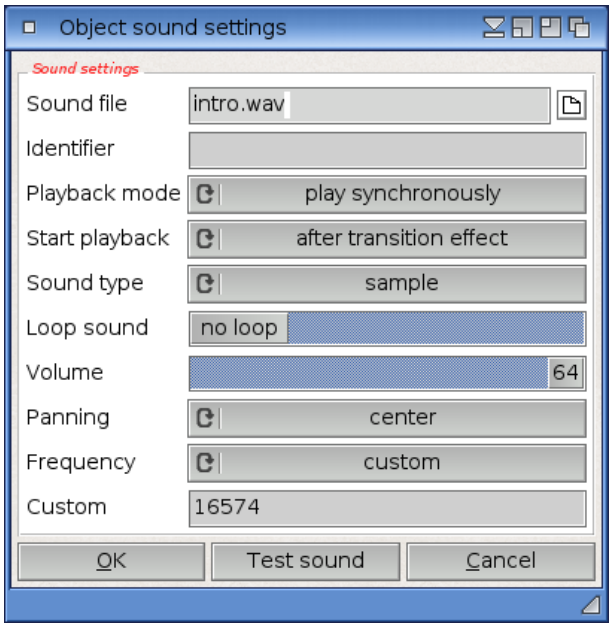
You can also configure when the delay should be executed. The following modes are available here:

`Before showing object`
: The delay will be executed before showing the object.

`After showing object`
: The delay will be executed after showing the object.

11.5 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 widget. 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. You can also configure whether the playback should start with the transition effect or after it. Of course, this is only effective in case there is a transition effect.

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 speakers. You can also modify the pitch value of the sound (frequency in

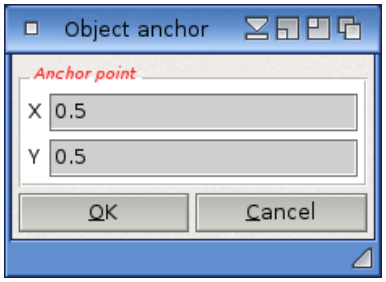
hertz) and you can specify if the sound shall be played synchronously or asynchronously. If you choose synchronous playback, Hollywood will wait until the sound has finished playing and continue with the project then. If you choose asynchronous playback, Hollywood will continue with the project right after starting the sound. Of course it does not make sense to play an unlimited looping sound synchronously because this would block your project forever. You can enter your own desired pitch value or choose one of the predefined pitches from the cycle widget. When you first load the sound, Hollywood Designer will set the "Pitch" widget to the recommended playback frequency.

You can click on "Test sound" to check 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 "Identifier" widget 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.

11.6 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.

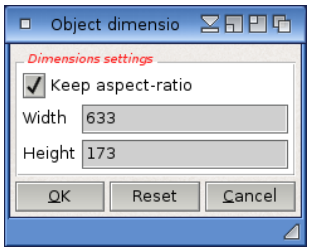
For example, if you want to have an object that shall be rotated around its center point, then you need to set this object's anchor point to 0.5/ 0.5. If it shall be rotated around its top left corner, you have to use 0.0/0.0 as the anchor point. To rotate around the object's bottom right corner, use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

11.7 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.



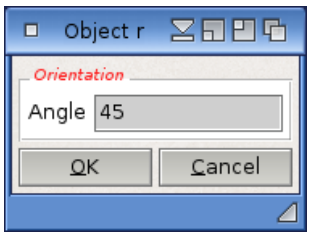
To modify the size of an object, you need to enter a new width and height and press "OK". If you have ticked the checkbox "Keep aspect-ratio", Hollywood Designer will automatically calculate the correct second size so that the object will not be stretched.

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.

11.8 Object rotation dialog

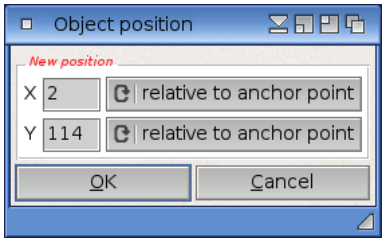
In this dialog you can set the rotation angle for your object. This angle is specified in degrees and can be between 0 and 359. 0 means no rotation.



11.9 Object position dialog

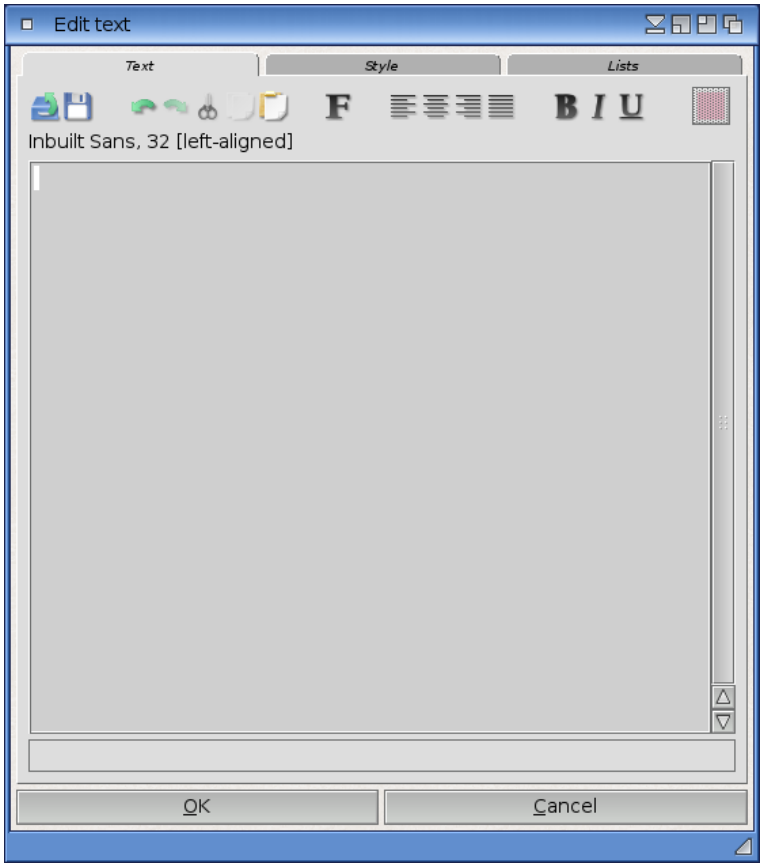
This dialog allows you to set the exact pixel position where your object shall be displayed. Simply enter the new coordinates for your object and press "OK". You can also enter negative coordinates, which moves your object out of the page. Finally, you can also specify

whether the position you entered should be interpreted as relative to the object's anchor point or to the top/left edge of the object.



11.10 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, center, and justified.

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. The text to be imported must be in UTF-8 format.

`Save text`
: Saves the contents of the text editor to a file in UTF-8 encoding.

`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.

`Justified align`
: Click this button, to make the text justified aligned. This has only an effect, if your text has more than one line.

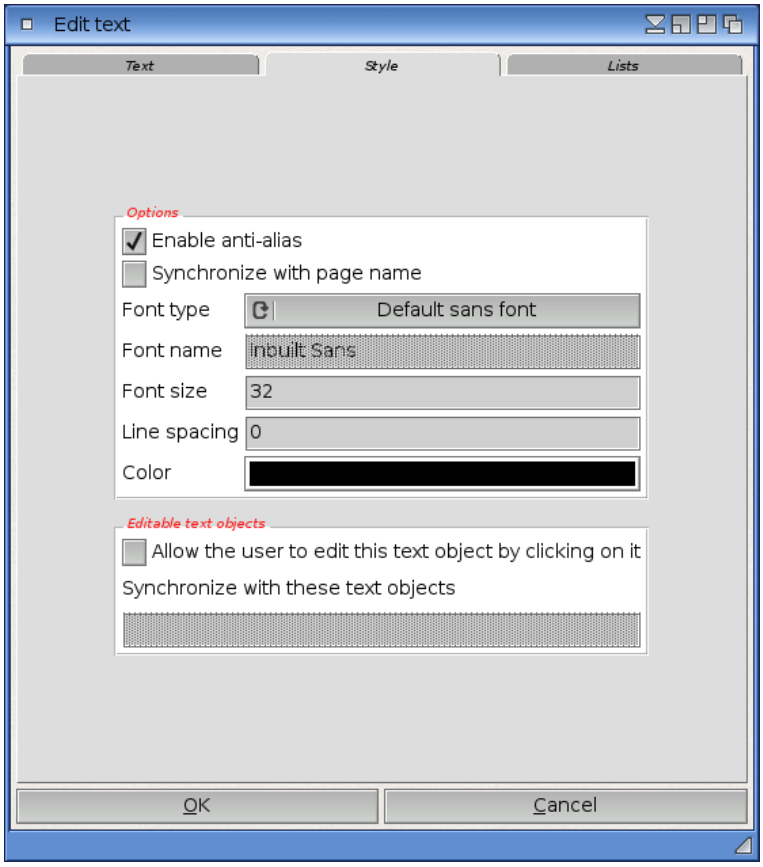
`Bold text`
: Change the text style to bold. You can also mark some text and change only the marked text to bold.

`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 widget will be enabled only when you have marked some text. In that case, you can use this widget to change the color of the marked text.

b) Style



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, Inbuilt Monospace, Inbuilt DejaVu Sans, Inbuilt DejaVu Serif, and Inbuilt DejaVu 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 and they will look the same on all platforms. Note that the DejaVu fonts aren't inbuilt in Hollywood so you need to enable the "Link all fonts to program" option if you plan to distribute your project with the fonts included. The DejaVu fonts differ from the standard fonts in the way that they have some more characters, especially non-ISO-8859-1 ones so they can be useful when it comes to Eastern European characters and so on.

You can also set the text color and the line spacing on this page. The line spacing value is the number of additional pixels to add when vertically aligning lines. It can also be negative in which case lines are moved closer to each other by the specified number of pixels.

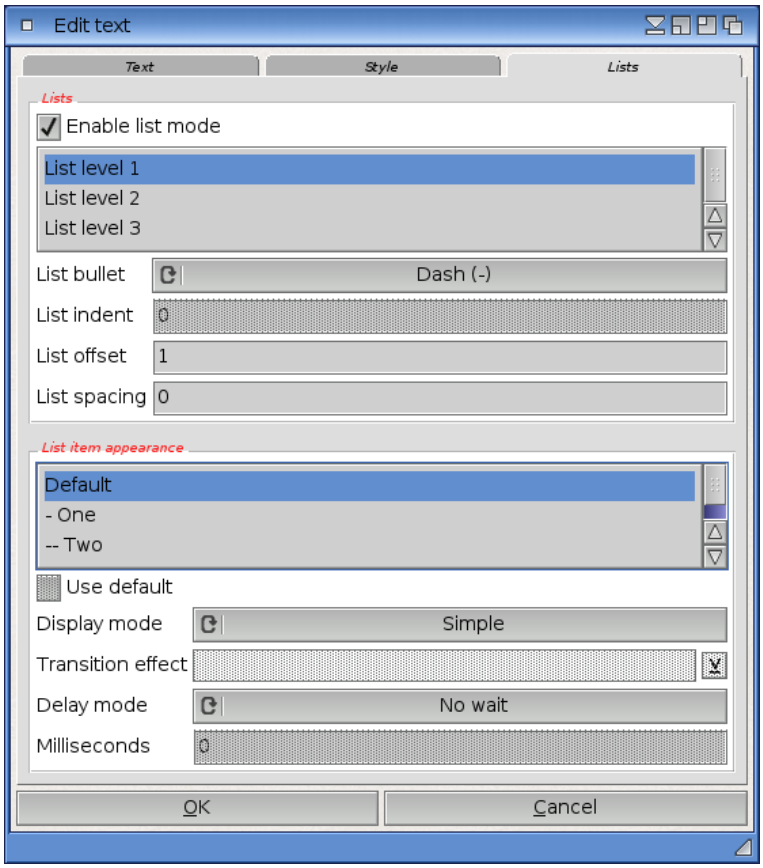
If you select the "Allow the user to edit this text object manually by clicking on it" option, users will be able to permanently change the contents of the text object by clicking on it. The contents of the edited text objects are stored in the location specified in the Project properties dialog. Note that editable text objects need to have a UID and the page they are on also needs to have a UID. Otherwise editable text objects will not work. See Section 5.7 [User settings], page 45, for details.

If you activate the "Synchronize with page name" option, the text object's contents will automatically be set as the name of the page it is on. This is useful if you have a text object on your page that acts as some kind of page title or heading and you'd always like to have the contents of this header text object as the page name as well. Just tick this box and Designer will automatically set the page name to the text object's contents.

It is also possible to have Hollywood Designer synchronize the text object's contents with other text objects. If you want that, enter their identifiers together with the identifiers of the pages they are on in the text entry widget below. The page's UID must come first, followed by a colon, followed by the text object's UID. If you want to specify multiple text objects, use a comma as a separator and then repeat the specification, e.g. "PAGE1:OBJ1,PAGE2:OBJ2,PAGE3:OBJ3".

When the text dialog is opened because you have chosen the Change object style action event, you will see some additional options. If you select the "Ignore anchor point" option, the object will keep its exact position when the text is changed. Furthermore, you can set a new wordwrapping boundary when the text dialog in that case.

c) Lists



This page allows you to create unordered and ordered lists with Hollywood Designer. If you want to do that, you first have to tick the checkbox named "Enable list mode". Then you have to enter the individual items of the list on the first page of the dialog, one list item per line. Each list item must be started with a dash character. You can start sublists by prefixing list items using multiple dashes. The number of dashes indicate the indentation level, i.e. a single dash indicates the root list level, two dashes indicate the first indentation level, three dashes the second indentation level and so on. For example, this is what a list could look like:

```
- First item
- Second item
-- First sub item
-- Second sub item
--- First sub sub item
--- Second sub sub item
-- Third sub item
-- Fourth sub item
- Third item
```

The actual look of the list can be configured by the widgets on the dialog page.

`List bullet:`
: Here you can set the list bullet that should be used. You can choose a different bullet for each indentation level. Note that when using advanced bullets like checkmark symbols etc. you need to make sure that the font you have configured for the text object actually has those characters.

`List indent:`
: Here you can set the desired indentation for the selected list level. The level is specified as a number of spaces, i.e. a value of 4 here means indent the list items by four spaces.

`List offset:`
: If you have chosen an ordered list bullet type like 1, 2, 3 etc. you can set the starting offset for the list here. If this is set to 1, the list will start at 1 (or at "a" or "i" depending on the ordered bullet type selected). In case you want a different starting offset, enter it here.

`List spacing:`
: Here you can set the desired line spacing for the selected list level. Note that there is also a global line spacing option on the first page but this isn't as flexible as the list level-based line spacing on the third page which allows you to set individual line spacings for the individual list levels.

The second listview widget on this page allows you to configure how the individual list items should be shown. You can define a default show mode and individual show modes for the individual items in your list.

To set the default show mode for list items which don't have an individual mode set, select the "Default" entry and then configure the desired show mode using the widgets below. To set an individual show mode for a list entry, select it from the list, untick the "Use default" checkbox and then configure the show mode as you like.

The following options are available here:

`Display mode:`
: This can be used to specify how the list item should be shown. It can be either "Simple" or "Transition effect".

`Transition effect:`
: Here you can set the desired transition effect and speed in case you have set the list item's display mode to "Transition effect".

`Delay mode:`
: Here you can set whether there should be a delay after showing the list item and what kind of delay you'd like to have (wait a certain amount of milliseconds, wait for presenter etc.)

`Milliseconds:`
: If the delay mode has been set to waiting a number of milliseconds, you must enter this number of milliseconds here.

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.

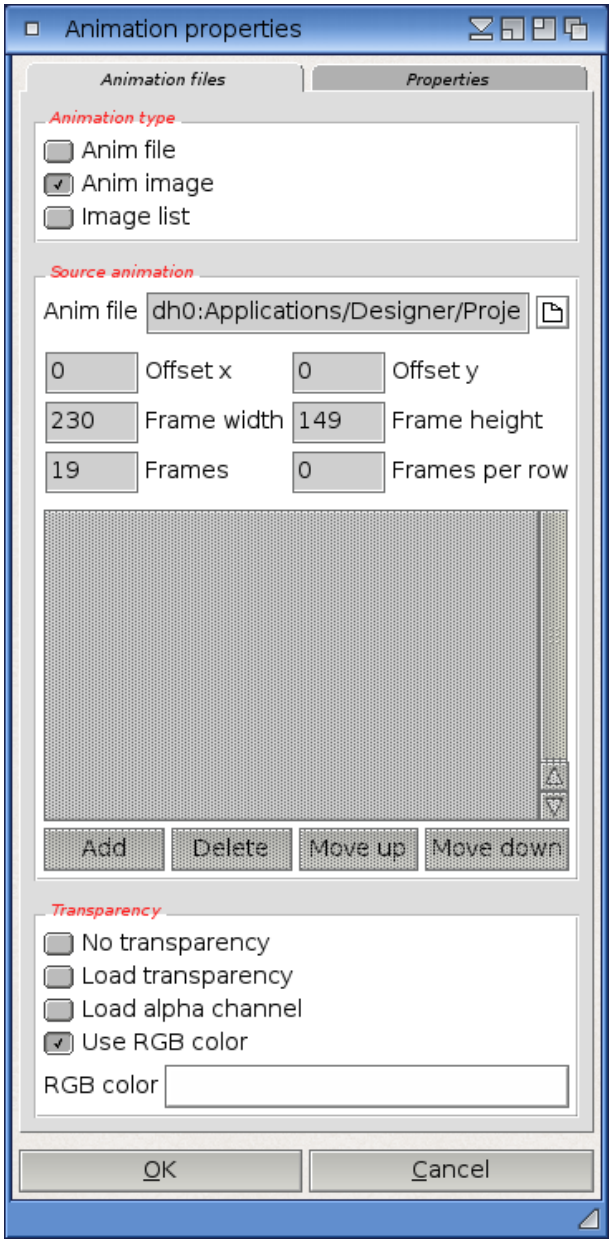
`%$(var$)` This sequence embeds the contents of the variable "var$" in the text object. "var$" must be a string variable.

`%N` This sequence embeds a Unicode character in the text. Simply add the codepoint of the Unicode character you want to have after a percent sign (in decimal notation) and it will be inserted into the text. This is useful if you need characters not available in the system's default charset or if you need to embed special characters like zero-width spaces or soft hyphens in the text. For example, you could just write %173 to insert a soft hyphen and %8203 to insert a zero-width space character.

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.

11.11 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`

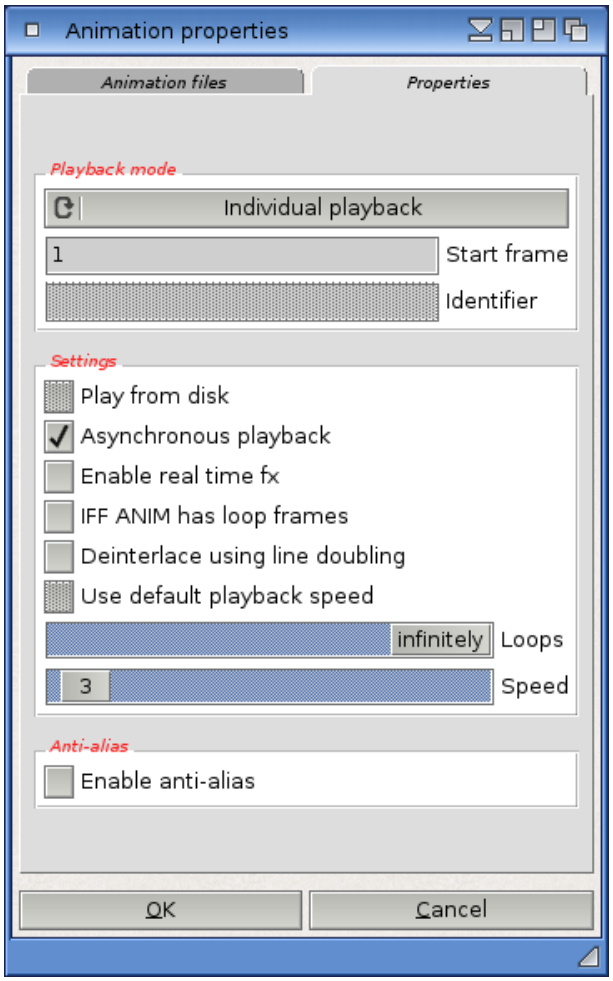
Use a single image that contains multiple frames as the source animation. If you choose this option, you need to enter the total number of frames in the image, the dimensions of a single frame, the number of frames per row in the image, and a starting x/y offset. The "Anim image" type is useful if you 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 listview in the anim dialog. All the images added to the listview will then combined into an animation (in the order they appear in the listview). 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 an RGB color that shall be made transparent, or you can choose to have Hollywood Designer load transparency information from the image file. Alternatively, you can also tell Hollywood Designer to load the animation's alpha channel for several levels of transparency.

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 project. Checking this option is useful for playing multiple anims at the same time, or for having an anim playing in the background.

If you select "Deinterlace using line doubling", Hollywood Designer will deinterlace interlace anims by doubling the lines of a half-frame instead of combining two half-frames into a full frame. This is only required for obscure interlaced formats like IFF ANIM16i and IFF ANIM32i.

If you select "IFF ANIM has loop frames", Hollywood Designer will assume that the IFF ANIM has loop frames and it will skip the last two frames. Hollywood Designer is not able to auto-detect whether an IFF ANIM has loop frames; that is why you have to manually enable this here.

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.

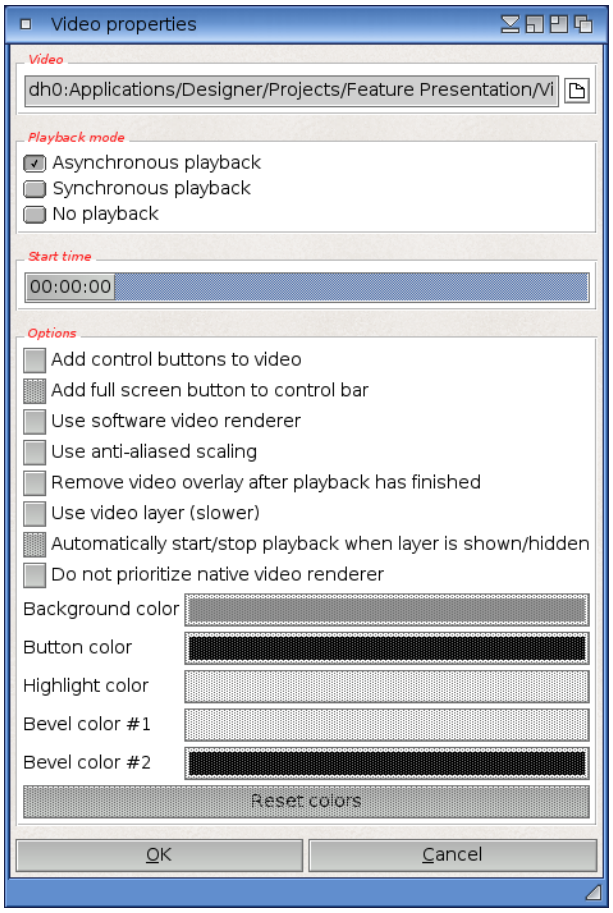
`Sync'ed playback (local)`
: This allows you to synchronize this anim object to an other anim object on the current page. You have to enter the UID of the anim object to which you want to synchronize the current anim object. The two anim objects will be perfectly in synchronization then.

`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).

11.12 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 project will continue immediately. "Synchronous playback" means that the project 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.

`Add control buttons to video`
: Check this option if you would like to have control buttons (Play, Pause, Stop, Seek) below the video object. If you check this option, you will also be able to set the colors for the control buttons using the widgets below. Note that only non-layered videos can have control buttons (see below).

`Add full screen button to control bar`
: If the control bar has been enabled, this option can be used to add an additional button to the control bar that will switch between windowed and full screen mode.

`Use software video renderer`
: Checking this button will disable hardware-accelerated video playback. This is slower but more compatible. However, it should not be necessary to use this option under normal conditions.

`Use anti-aliased scaling`
: Tick this button to enable anti-aliased scaling in case the video size is changed. This is slower than non-interpolated scaling. Note that this option is only supported when using the software video renderer.

`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.

`Use video layer (slower)`
: If you activate this option, the video will be put on its own layer. This has the advantage that all of Hollywood Designer's layer features can also be used with the video, e.g. transition effects, object filters, transformation, shadow and border effects, and so on. Note, however, that layered videos are slower than non-layered ones so you should only activate this option if you really need it. Also note that layered videos cannot have control buttons (see above).

`Automatically start/stop playback when layer is shown/hidden`
: Starting with Hollywood Designer 6.0, video playback is no longer started/stopped automatically when a layered video is shown or hidden. Earlier versions, however, did so which is why this option was introduced as a compatibility mode. If you activate this option, Hollywood Designer will behave like it did before version 6.0. This option is automatically activated when loading projects created using Hollywood Designer versions older than 6.0.

`Do not prioritize native video renderer`
: For performance reasons, Hollywood Designer will try to use the OS's native video renderer for playback by default. If you don't want that, you can activate this option. Note that the OS's native video renderer will only ever be used for non-layered videos. Videos that have the `"Use video layer"` option set (see

above), will always be played through Hollywood's inbuilt video renderer which is slower but offers more flexibility.

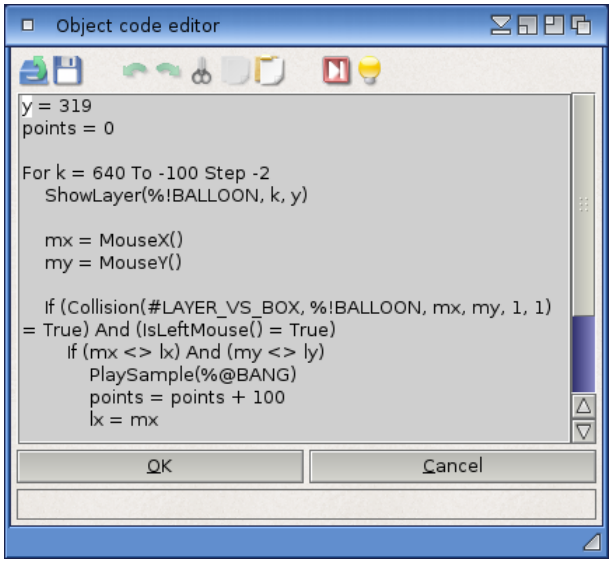
`Colors` These widgets allow you to configure the colors of the control bar buttons. They will only be enabled if "Add control buttons to video" is selected.

`Reset colors`
This button will reset the control bar button colors to default values.

12 Custom code

12.1 Code dialog

Attention: The code dialog is only interesting for advanced users, because it offers the possibility to enhance your projects 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 project, 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. The code to be imported must be in the UTF-8 format.

`Save text`
: Saves the contents of the text editor to a file in UTF-8 encoding.

`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 project. 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.

`%#PAGEID` This sequence will return the index of the page specified by `PAGEID` (starting from 1). 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 that contains them. 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")
```

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

`%(OBJECTID`
: This sequence can be used to start the action object that uses the identifier `OBJECTID`. You can give your objects identifiers in the object name dialog. Identifiers for objects need to be unique in the page that contains them.

`%)OBJECTID`
: This sequence can be used to stop the action object that uses the identifier `OBJECTID`. You can give your objects identifiers in the object name dialog. Identifiers for objects need to be unique in the page that contains them.

`%@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).

`%CURRENTPAGEINDEX`
: This sequence will be replaced by the current page number (starting at 1).

`%CURRENTPAGEUID`
: This sequence will be replaced by the current page's UID.

`%CURRENTPAGENAME`
: This sequence will be replaced by the current page's name.

13 Action events

13.1 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.

`Tint color`
: Here you can set the desired tinting color 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. Instead, 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 widget allows you to specify if the animation sequence should be displayed 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 widget 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.

For most fields it is also possible to enter variable names instead of numeric constants here. It is even possible to enter complete expressions like `"x+1"` or function calls for maximum flexibility.

13.2 Ask password

This action event can be used to prompt the user for a password. If the wrong password is entered, you can choose to either have the execution of the action object halted or you can specify a number of action events to skip. You can also configure the maximum number of attempts the user shall be given to enter the password.

13.3 Break

This action event will stop the execution of the current event list.

13.4 Change language

This action event can be used to change the display language. This will cause the current page to be reloaded in the new language.

If you do not want that, activate the checkbox "Do not automatically reload active page in new language". You should only use this option you want to manually change to a

different page after a language change. If this option isn't set, the "Change language" action event will always be the last action event that is executed from the list. If you active "Do not automatically reload active page in new language", the execution of action events will continue after the "Change language" action event but you should manually run "Change page" after the "Change language" action event to make the changes take effect.

Additionally, you can choose to have the language change saved in the project's preferences. Note that this is only supported if your project has a unique global identifier assigned to it. See Section 5.7 [User settings], page 45, for details.

If you activate the "Remember this language change on next start" option, Designer will automatically use the language set by this action event the next time it starts up. Note that this will only work if your app has a unique global identifier assigned to it. See Section 5.7 [User settings], page 45, for details.

13.5 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.

13.6 Change object color

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

13.7 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).

You can also use variable names instead of numeric constants with this action event. It is even possible to enter complete expressions like "x+1" or function calls for maximum flexibility here.

13.8 Change object filters

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

13.9 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.

13.10 Change page

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

13.11 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 set up 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 one of the following types:

- `Variable` Compare a variable against a value. In that case you will have to enter the name of the variable as well as the value to check this variable against below.
- `Language` Compare the current language against the one you have chosen in the listview below. Note that you can only use the operators "If equal to" and "If not equal to" with this type.
- `Object visibility` Check if the selected object is visible or invisible. Note that you can only use the operators "If equal to" (i.e. object is visible) and "If not equal to" (i.e. object is invisible) with this type.
- `Sound playing` Check if the sound that uses the specified identifier is currently playing. Note that you can only use the operators "If equal to" (i.e. sound is playing) and "If not equal to" (i.e. sound isn't playing) with this type.
- `Custom code` This is a special condition that will execute the custom code that you enter in the text entry widget below. Your custom code is expected to use Hollywood's Return() command to return a value. This value is then compared against the value you specify in the "Value" widget.

`Name` This is only used if "Type" has been set to "Variable" or "Sound playing". In case you want to check the value of a variable, you have to enter its name here. Note that this can also be an expression like "x+1" or a function call etc. In case you want to check if a sound is playing, enter the sound's unique identifier here.

`Value` This is only used if "Type" has been set to "Variable" or "Custom code". In that case you have to enter the value the variable or custom code result should be compared against here. Note that this can also be another variable, an expression like "x+1", a function call etc. If you want to compare the variable or custom code result against a string, you must enclose the value specified here in quotes.

`Then` Here you have to set what should happen if the specified condition is true. This can be one of the following options:

`Skip events`
: Select this mode to make Designer skip forward or backward in the current event list. 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.

`Goto label`
: If you select this mode, Designer will jump to the specified label if the condition is true. You have to enter the label's name in the "Value" widget below. Note that labels must be local to the current event list. It's not possible to jump into a different action object from here. Also, like variable names label names are case insensitive. Using "Goto label" is probably more convenient than using "Skip events" because it's not necessary to adapt the skip offset when adding or removing action events.

13.12 Choose file to open

This action event can be used to popup a file requester prompting the user to select a file which will then be opened in a manner similar to the Run program action event. Optionally, the user's selection can also be remembered so that the next time the action event is executed, the selected file will be opened automatically. See Section 5.7 [User settings], page 45, for details.

If you tick the "Make a local copy of the chosen file" checkbox, Hollywood Designer will make a copy of the file selected by the user inside the "UserFiles" directory in the project's directory.

Note that you need to assign a unique identifier to every "Choose file to open" action event. The location of the file where Hollywood Designer will store the user's selection can be changed in the project properties dialog. See Section 6.3 [Project properties dialog], page 49, for details.

To run a file previously selected by this action event, you can use the Run choose file to open action event. See Section 13.37 [Run choose file to open], page 117, for details.

To reset the user's selection, you can use the Reset choose file to open action event. See Section 13.32 [Reset choose file to open], page 116, for details.

13.13 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.

13.14 Delete project user data

This action event can be used to delete all user selections that your project has remembered, e.g. the last language used if the "Remember this language change on next start" option was selected in the Change language action event, the window's last position and size, selections that were made using the Choose file to open action event and so on. See Section 5.7 [User settings], page 45, for details.

13.15 Disable button

You can use this action event to disable all button events in the selected object.

13.16 Edit text object

This action event can be used to manually invoke the text edit dialog that is normally shown when the user clicks on an editable text object.

Note that this action event can only be used with editable text objects. You can make text objects editable in the Text dialog. See Section 11.10 [Text dialog], page 91, for details.

13.17 Enable button

You can use this action event to enable all button events in the selected object.

13.18 Get attribute

This action event can be used to get a certain attribute and store it in the specified variable. You have to enter the name of the target variable and you have to select the kind of attribute that should be queried. For object attributes you will also have to select the object to query from the listview.

For attributes that query the states of global objects (e.g. sounds) you will have to enter the identifier of the global object in the respective widget. Some attributes like mouse position etc. don't require you to provide any additional information at all.

To set attributes, use the Set attribute action event. The chapter on Set attribute also contains a list of all attributes together with some explanatory remarks. See Section 13.42 [Set attribute], page 118, for details.

13.19 Go back

This action event can be used to jump back to either the previous page or to the page that last executed a Set back marker action event.

13.20 Goto

This action event can be used to jump to the specified label. The label must have been declared using the `Label` action event first. Note that labels are local to the current event list so it's not possible to jump into different action objects using this action event. Also note that as with variables, labels are case insensitive.

13.21 Hide list items

This action event can be used to hide the list items of a text object. This is only possible for text objects that have list mode enabled. You can specify individual hide modes for the list items as well as a delay mode. See Section 11.10 [Text dialog], page 91, for details.

To show list items, use the Show list items action event.

13.22 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.

13.23 Label

This action event can be used to define a label marker. You can then use the `Goto` action event or the Check condition action event to jump to this label. Note that as with variables, labels are case insensitive.

13.24 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. It is also possible to leave one coordinate empty to just change the position on a single axis.

You can also use variable names instead of numeric constants with this action event. It is even possible to enter complete expressions like `"x+1"` or function calls for maximum flexibility here.

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.

13.25 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.

13.26 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.

13.27 Pause video

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

13.28 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.

13.29 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.

13.30 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.

13.31 Quit project

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

13.32 Reset choose file to open

This action event can be used to reset the user's selection for a certain Choose file to open action event. You have to specify the UID of the action event you want to have reset. See Section 13.12 [Choose file to open], page 113, for details.

13.33 Reset text object

This action event can be used to reset the contents of an editable text object to the default contents, i.e. any user changes will be discarded and the text object will be reset to its original contents (as defined in your project).

Note that this action event can only be used with editable text objects. You can make text objects editable in the Text dialog. See Section 11.10 [Text dialog], page 91, for details.

13.34 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.

13.35 Resume video

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

13.36 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.

You can also use variable names instead of numeric constants with this action event. It is even possible to enter complete expressions like "x+1" or function calls for maximum flexibility here.

13.37 Run choose file to open

This action event can be used to run the user's selection for a certain Choose file to open action event. You have to specify the UID of the action event you want to run. See Section 13.12 [Choose file to open], page 113, for details.

13.38 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.

13.39 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.

In case the program to start is an executable compiled by Hollywood Designer that supports multiple languages, you can tick the checkbox "Run program in current language" to make this program launch in the language that is currently active in the project that launches the external program. Note that languages in both Hollywood Designer projects, the launching one and the launched one, must be defined in the same order for this feature to work.

If the global option "Append language name to all external programs" has been enabled in the project properties dialog, you can choose to tick the "Do not append current language to program name" checkbox in order to forbid appending the current language name to the program to start. See Section 6.3 [Project properties dialog], page 49, for details.

If the global option "Allow user to fix broken program links" has been enabled in the project properties dialog, the user will be prompted to select an alternative program in case the one specified here in the action event does not exist any longer. See Section 6.3 [Project properties dialog], page 49, for details.

13.40 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.

It is also possible to only change the width or the height of an object. You can achieve that by simply leaving one of the text widgets empty.

You can also use variable names instead of numeric constants with this action event. It is even possible to enter complete expressions like `"x+1"` or function calls for maximum flexibility here.

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.

13.41 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.

13.42 Set attribute

This action event can be used to change all kinds of object attributes. You have to select the object and the attribute you want to change using the widgets in the dialog. You also have to provide the desired new value for the object attribute. This value can also be passed as a variable name instead of a numeric constant. It is even possible to enter complete expressions like `"x+1"` or function calls for maximum flexibility here.

Many of the attributes that this action event supports can already be set by other action events like Scale object or Rotate object but the advantage of the "Set attribute" action event is that the value can also be a variable or an expression which makes it more flexible because not all action events support this, e.g. Change object color doesn't support specifying the color from a variable source.

Note that to allow Designer to distinguish between variable and string sources, you need to enclose strings in quotes when using this action event, e.g. when setting the text of an object to a new value, you must enclose this value in quotes.

Here is an overview of the different attributes supported by this function and the acceptable ranges:

`Visibility`
: Either `True` (1) or `False` (0).

`X/Y position`
: The object position in pixels.

`Scale x/y`
: Scaling factor as a fractional value. A value of 1.0 means no scaling, a value bigger than 1.0 means upscaling, a value less than 1.0 means downscaling.

`Rotation angle`
: Rotation angle in degrees.

`Transparency level`
: Transparency level ranging from 0 (no transparency) to 100 (full transparency).

`Shadow` Either `True` (1) or `False` (0).

`Shadow direction`
One of Hollywood's `#SHDWXXX` constants. Consult your Hollywood manual.

`Shadow size`
Shadow size in pixels.

`Shadow radius`
Shadow radius in pixels.

`Shadow color`
Shadow color as an RGB color.

`Border` Either `True` (1) or `False` (0).

`Border size`
Border size in pixels

`Border color`
Border color as an RGB color.

`Tint level`
Tint level ranging from 0 (no tinting) to 100 (full tinting).

`Tint color`
Tint color as an RGB color.

`Color` Object color in RGB format.

`Text` The text to be shown text objects as a string.

`Font` Font to be used by text objects as a string.

`Font size` Font size to be used by text objects.

`Font engine`
Font engine to be used by text objects. This is one of Hollywood's `#FONTENGINE_XXX` constants. Consult your Hollywood manual.

`Frame` The frame to be shown by anim objects. Frames are counted from 1 for the first frame.

To get attributes, use the Get attribute action event.

13.43 Set back marker

This action event adds the current page to the history of pages. If a Go back action event is executed later, it will jump back to this page.

13.44 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. It's also possible to leave one of the text widgets empty in which case the offset is only modified in one direction.

You can also use variable names instead of numeric constants with this action event. It is even possible to enter complete expressions like `"x+1"` or function calls for maximum flexibility here.

13.45 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 enclosed by quotes, e.g. "Hello World". You can also pass an expression like "x+1" as the value or even a complete function call for maximum flexibility.

13.46 Show anim frame

You can use action event to jump to a specific frame of animation object. It is also possible to use a variable name instead of a numeric constant with this action event. It is even possible to enter complete expressions like "x+1" or function calls for maximum flexibility here.

13.47 Show list items

This action event can be used to show the list items of a text object. This is only possible for text objects that have list mode enabled. You can specify individual display modes for the list items as well as a delay mode. See Section 11.10 [Text dialog], page 91, for details.

To hide list items, use the Hide list items action event.

13.48 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.

13.49 Skip events

This action event will skip the specified number of events. Positive values skip forward, negative values skip backward, zero doesn't do anything.

13.50 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.

13.51 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.

13.52 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).

13.53 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.

13.54 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.

13.55 Stop sounds

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

13.56 Stop video

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

13.57 Wait action

This action event will wait until the selected action object has finished the execution of its events.

13.58 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.

13.59 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).

13.60 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.

13.61 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.

13.62 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.

13.63 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

13.64 Wait left mouse

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

13.65 Wait presenter

This action event will block the execution until the user has pressed the either one of the forward or backward keys defined in the project properties dialog.

13.66 Wait right mouse

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

13.67 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.

13.68 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.

13.69 Wait vertical refresh

This action event will wait for the vertical refresh. This can be useful for throttling the execution of action objects which have the "Disable auto-throttling" option enabled to prevent them from hogging the CPU. See Section 5.6 [Action object dialog], page 44, for details.

13.70 Wait video

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

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