

MadCap MovieSync

Getting Started Guide

Version 5



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CHAPTER 1 Introduction

Welcome to MadCap MovieSync—a unique application used for quickly transferring movie and frame properties from one MadCap Mimic movie to another. These properties can include objects (e.g., shapes, cursors, typing boxes), timing, sizes, and more.

MovieSync is especially useful when you are recording a new version of a movie where most of the frames are the same as those in the older version of the movie. It is designed to replace the manual work involved in copying or re-creating all of the various properties in each frame so that the new movie looks and behaves the same way as the older movie.

This chapter discusses the following.

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Basic Steps

Following are the basic steps for using MovieSync.

1. **Open old and new movies** In order to transfer properties from one movie to another, you first need to open both movies in MovieSync. The frames for each movie are shown side-by-side in the Frames window pane. The frames for the old movie are displayed on the left, and the frames for the new movie are shown on the right. See "Opening Mimic Movies" on page 11.
2. **Align frames** After your old and new movies are loaded, you can make sure that the frames for each are aligned properly. When you perform the transfer, the properties and objects from the frame on the left (old movie) will be copied to whatever frame is immediately to its right (new movie). See "Aligning Frames" on page 15.
3. **(Optional) View and select properties** After aligning frames, you can immediately transfer the properties. However, before you do that, you might want to examine all of the properties that MovieSync has identified, just in case there are some that you do not want to transfer. As you select each aligned frame, the Properties window pane lists all of the properties for each movie. It also displays any differences between the old and new movies by showing those properties in red. You can select or deselect any properties to be copied. See "Viewing and Selecting Properties" on page 17.
4. **Transfer properties** Once you are satisfied that the old and new movies are aligned properly and all of the correct properties for each frame are selected, you can transfer (copy) properties and objects from the old movie to the new movie. You can do this one frame at a time, or you can click a button to transfer properties and objects for all frames at the same time. See "Transferring Properties" on page 19.
5. **Save movie** After transferring properties successfully from the old movie to the new movie, you can save your changes. Then you can open the new movie in Mimic to make further edits to the movie and generate output for it. See "Saving Movies" on page 21.

E X A M P L E

Let's say you have created a 75-frame movie that shows end users how to use your company's software application. In all of those frames you have spent hours adding objects such as callouts and buttons, placing actions on those objects, specifying precise timing for your cursor movements, and more.

Later, your company releases a new version of that software, and you must update your movie accordingly. Because the user interface of the software application has changed and there are a few new features that need to be included, you will need to completely re-record the movie. Suppose that when you are finished, the new movie is 96 frames long, and 71 of those frames are virtually the same as those in the old movie.

Now that you are finished with the recording task, you must make sure all of your objects, actions, timing, and other settings are in place. You could spend hours manually re-creating all of those properties, but instead you use MovieSync to do this automatically.

Therefore you open both the old and new movies in MovieSync. You align the frames so that they are partnered with their correct counterparts, and you use the Properties window pane to take a look at the exact properties that will be transferred. Because there are more frames in the new movie, there will be some frames that do not have matching frames. These are marked as "new frames."

Once the frames are aligned and you are satisfied with all of the properties listed in the Properties window pane, you click a button and copy all of the properties from the old movie to the new movie. Finally, you save the new movie so that you can open it in Mimic and continue work on it and generate output. Although there are some frames in the new movie for which you will need to provide properties, there are 71 frames that are already finished and only require testing.

Getting Additional Help

You can use any of the following resources for additional help not provided in this manual.

Knowledge Base

You can browse the online Knowledge Base for articles covering common support issues.

<http://kb.madcapsoftware.com/>

Peer-to-Peer Online Forums

You can visit the online forums to learn from other users or share your own expertise.

<http://forums.madcapsoftware.com/>

Contact MovieSync Support

You can contact the MovieSync support team and get answers to your specific support issues.

<http://madcapsoftware.com/support/>

CHAPTER 2 Touring the Workspace

MovieSync's workspace is flexible, uses a modern Multiple Document Interface (MDI), and gives you several options to work the way that you want.

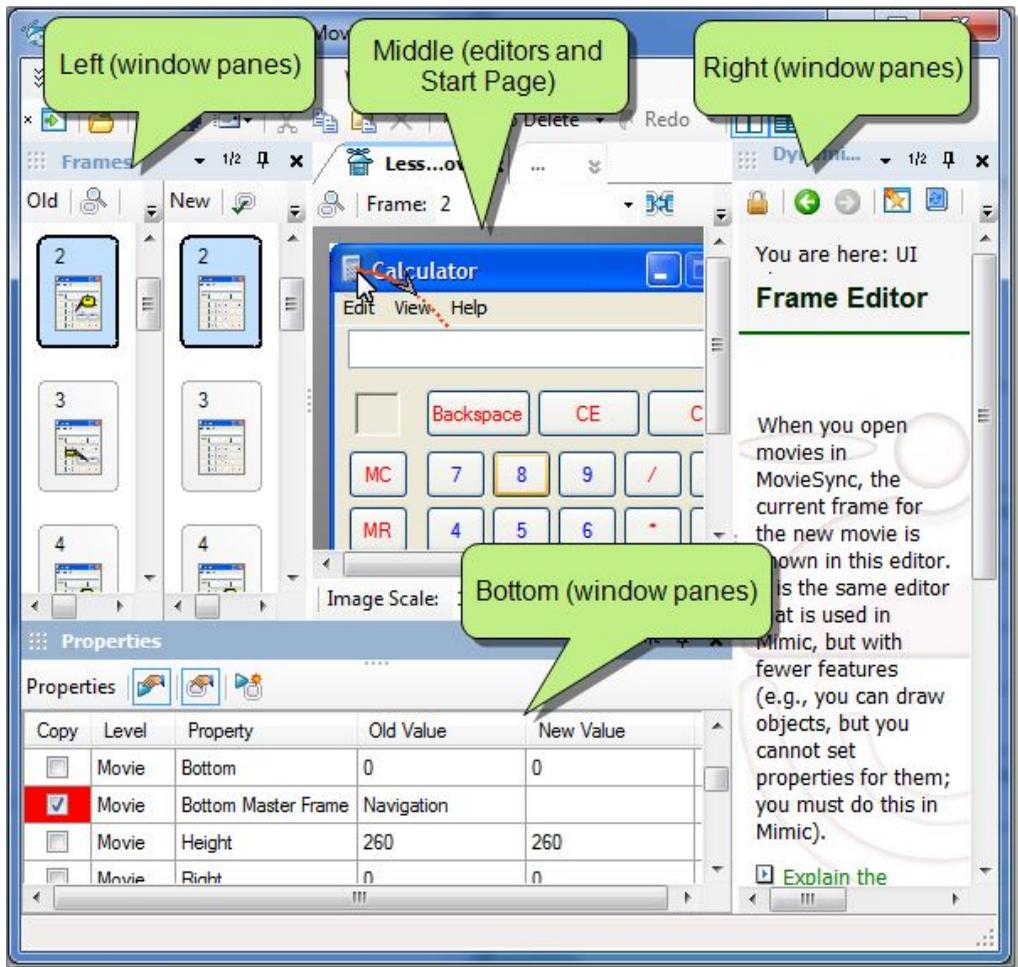
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Main Sections Of The Interface

MovieSync's user interface consists of the following major sections.

- **Top** The top portion of the MovieSync interface displays either a ribbon view, or a menu/toolbar view, which are used to access features.
- **Left** The left side of the MovieSync interface is the default location for some window panes when you open them. This includes the Frames window pane, which is probably the most important window pane in MovieSync.
- **Middle** The large middle section of the MovieSync interface is the default location for editors such as the Frame Editor, which is where you can edit the currently selected frame for the new movie. It also displays the Start Page, which is used for quickly performing high-level tasks and accessing information.
- **Right** The right side of the MovieSync interface (like the left side) is the default location for various window panes (e.g., Dynamic Help window pane) when you open them.
- **Bottom** The bottom area of the MovieSync interface is the default location for yet more window panes (e.g., Properties window pane).

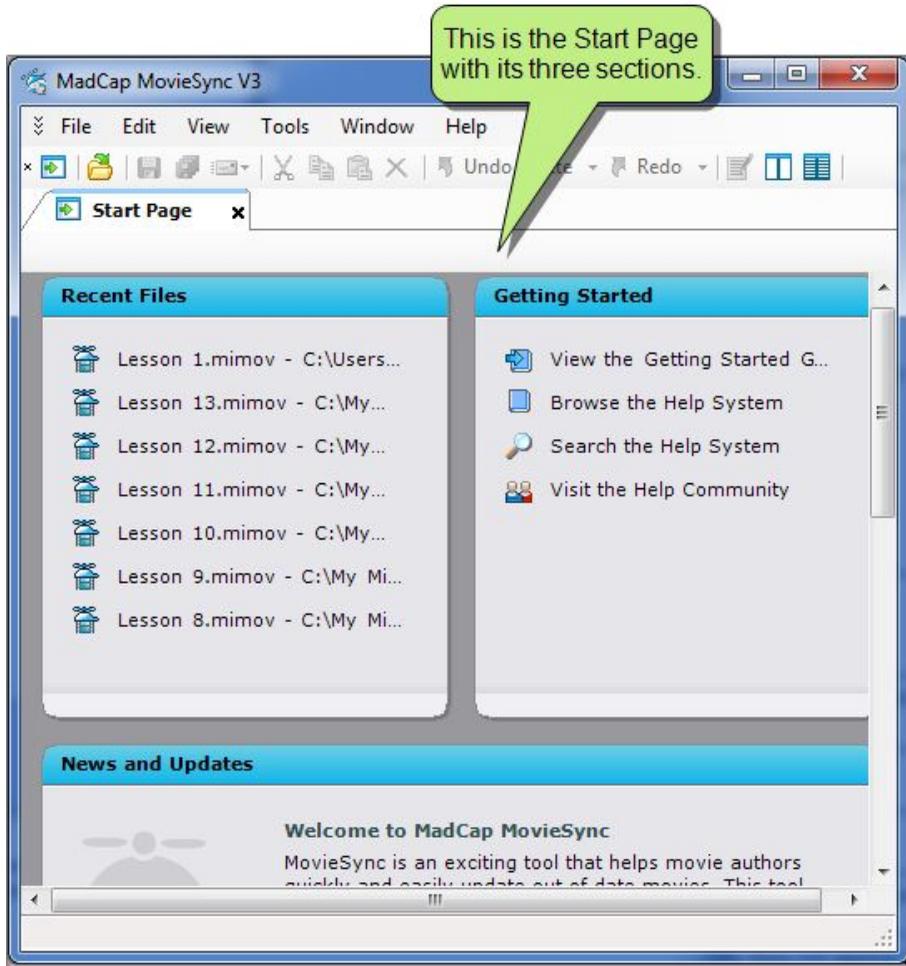


The elements in this example are somewhat "scrunched together" and therefore difficult to see. However, you have the flexibility to close or move elements around as you like, so it is not mandatory that every window pane remain permanently in its default location or at its current size.

In addition to the main areas, the interface also consists of menus, global toolbars, and local toolbars.

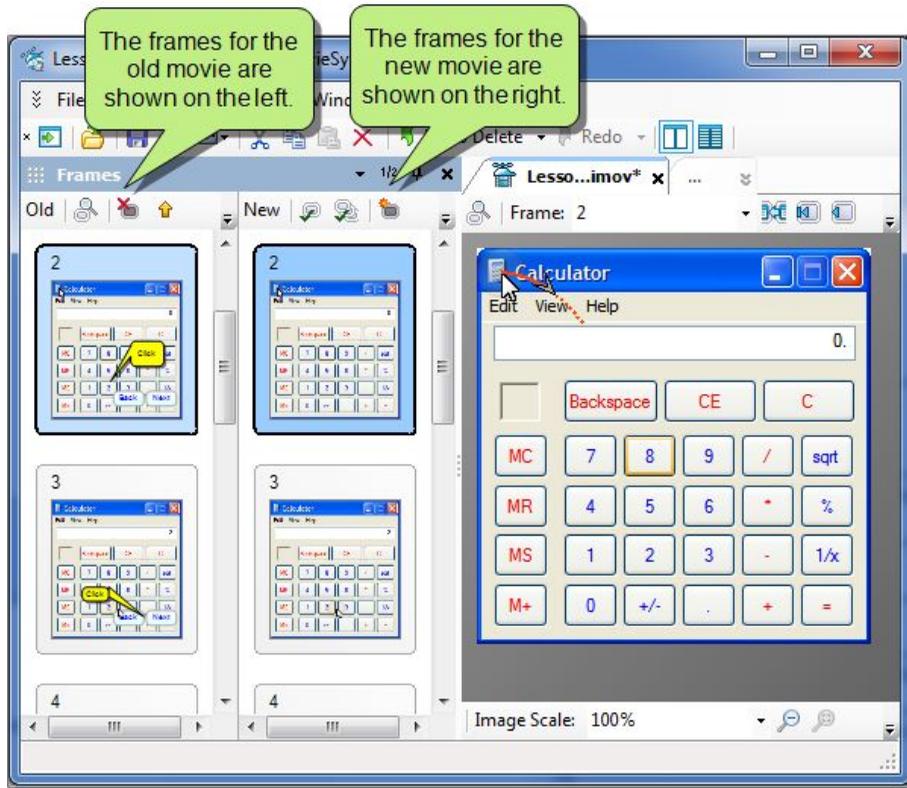
Start Page

The Start Page is a handy window pane that displays when you first launch MovieSync and remains open unless you close it. This window pane consists of three sections (Recent Files, Getting Started, and News and Updates), which contain links to high-level tasks and information.



Frames Window Pane

The Frames window pane is probably the most important element in the interface. It is split into two halves, showing the frames from both your old and new movie. With this window pane you can align frames for your movies. You can then transfer the properties and objects from your old movie to the new movie. In addition, you can use this window pane to view the old movie version or switch to a different old movie version.

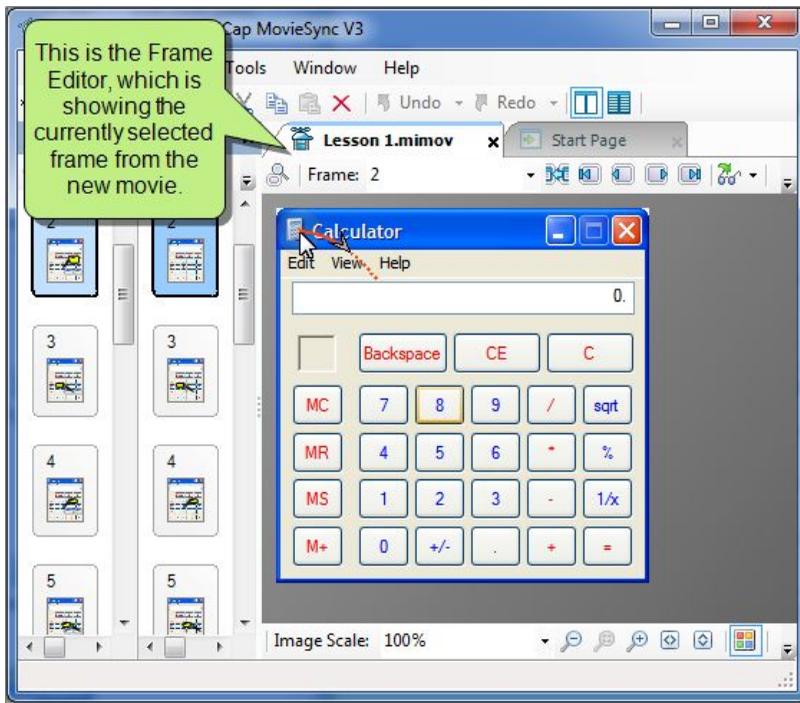


Properties Window Pane

After aligning frames, you can immediately transfer the properties. However, before you do that, you might want to examine all of the properties that MovieSync has identified, just in case there are some that you do not want to transfer. As you select each aligned frame, the Properties window pane lists all of the properties for each movie. It also displays any differences between the old and new movies by showing those properties in red. You can select or deselect any properties to be copied.

Frame Editor

When you open movies in MovieSync, the current frame for the new movie is shown in this editor. It is the same editor that is used in Mimic, but with fewer features (e.g., you can draw objects, but you cannot set properties for them; you must do this in Mimic).



CHAPTER 3 Opening Mimic Movies

In order to transfer properties from one movie to another, you first need to open both movies in MovieSync. The frames for each movie are shown side-by-side in the Frames window pane. The frames for the old movie are displayed on the left, and the frames for the new movie are shown on the right.

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Methods For Opening Movies

There are multiple ways to open movies.

HOW TO OPEN MOVIES USING THE OPEN DIALOG

1. Do one of the following, depending on the part of the user interface you are using.

- **Ribbon** Select **File>Open**.

You can use the Options dialog to switch between ribbons and the classic menu/toolbar layout. For more information see the online Help.

Keep in mind that the smaller the application window becomes, the more the options in a ribbon shrink. Therefore, you might only see a small icon instead of text, or you might see only a section name displayed with a down arrow to access the options in it. You can hover over small icons to see tooltips that describe them. You can also enlarge the application window or click one of the section drop-downs in the ribbon to locate a hidden feature.

- **Menu** Select **File>Open**.

- **Standard toolbar** Click .

- **Keyboard shortcut** Press **CTRL+O** on the keyboard.

- **Getting Started Wizard** Select **Open**.

2. In the Open dialog, click the **Browse** button in each of the fields to find and select your old movie and new movie (MIMOV files).
3. Click **OK**. The movies are loaded. The frames for each movie are shown in the Frames window pane. The "new movie" frame that is selected is also shown in the Frame Editor to the right.

HOW TO OPEN A RECENT MOVIE USING THE FILE MENU

- Select **File>Recent Files>[Name of MIMOV file]**. If you use this option to select a movie, the other movie that was previously opened with it is also loaded into the interface.

HOW TO OPEN A RECENT MOVIE USING THE START PAGE

- On the Start Page, the area labeled **Recent Files** lists the most recently opened movies.

To open the start page, do one of the depending on the part of the user interface you are using.

- **Ribbon** Select the **Home** ribbon. In the **View** section, select **Start Page**.
- **Menu** Select **View>Start Page**.
- **Standard toolbar** Click .

Click the file you want to open. The movie is loaded into the interface. If you use this option to select a movie, the other movie that was previously opened with it is also loaded into the interface.

HOW TO OPEN MOVIES BY DRAGGING FILES FROM WINDOWS

1. Open Windows and navigate to a folder containing a Mimic movie file.
2. Launch MovieSync.
3. Drag the movie file from Windows to the application window and drop it on the title bar in MovieSync.

Changing The Old Movie Version

After opening movie files, you can select a different "old" movie to replace the one currently loaded.

HOW TO CHANGE THE OLD MOVIE VERSION

1. Select **File>Change Old Version**.
2. In the Open dialog, click the **Browse** button, then find and double-click another movie (MIMOV file).
3. Click **OK**. The movie on the left side of the Frames window pane is replaced with the movie you selected.

CHAPTER 4

Aligning Frames

After your old and new movies are loaded, you can make sure that the frames for each are aligned properly. When you perform the transfer, the properties and objects from the frame on the left (old movie) will be copied to whatever frame is immediately to its right (new movie).

HOW TO ALIGN FRAMES

1. Make sure the split Frames window pane is open.
2. (Optional) If the frames on one side are larger or smaller than the frames on the other side, you can drag the divider bar to the left or right until the frames are roughly the same size. This helps to see which frames are aligned with which.
3. You can use any of the following in the local toolbar to make sure that the frames are aligned the way that you want.

Drag and Drop	You can drag any frame up or down and drop it where you want.
	Click this button if you want to mark a frame on the left (old movie) side as removed. That is, the frame was relevant in the old movie, but not in the new movie. When you click this button, the frames on the right will be shifted downward so that no corresponding frame is next to it.
	Click this button to move the selected frame up.
	Click this button to move the selected frame down.
	Click this button to insert the selected frame into the new movie, thus shifting the other frames in the new movie downward as the new frame is added.

	<p>Click this button if you want to mark a frame on the right (new movie) side as new. That is, the frame does not appear in the old movie, but was added when you recorded the new movie. When you click this button, the frames on the left will be shifted downward so that no corresponding frame is next to it.</p>
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CHAPTER 5

Viewing and Selecting Properties

After aligning frames, you can immediately transfer the properties. However, before you do that, you might want to examine all of the properties that MovieSync has identified, just in case there are some that you do not want to transfer. As you select each aligned frame, the Properties window pane lists all of the properties for each movie. It also displays any differences between the old and new movies by showing those properties in red. You can select or deselect any properties to be copied.

HOW TO VIEW AND SELECT PROPERTIES FOR TRANSFER

1. If the Properties window pane is not already displayed, open it by doing one of the following.
 - Select **Home>Properties Window** (if using ribbon view) or **View>Properties Window** (if using tool strip view).
 - OR
 - In the Standard toolbar, click .
2. If the split Frames window pane is not already displayed, open it by doing one of the following.
 - Select **Home>Frames Window** (if using ribbon view) or **View>Frames Window** (if using tool strip view).
 - OR
 - In the Standard toolbar, click .
3. In the Frames window pane, select a frame.

The properties are shown in the Properties window pane (the "Level" column indicates whether a particular property is set at the frame or movie level). MovieSync highlights in red any properties that are different in the old and new movies, and the check box is automatically selected, which means that those properties will be transferred.

4. If you want to select or deselect any properties, click in the appropriate check box. If the property is the same in the old and new movies, there is no need to select the check box next to it.

Note: Any objects (e.g., shapes, cursor trajectories) from the old movie are automatically transferred, even though they are not shown in the Properties window pane. In addition, any objects that might have been in the new movie are automatically removed from those frames.

CHAPTER 6 Transferring Properties

Once you are satisfied that the old and new movies are aligned properly and all of the correct properties for each frame are selected, you can transfer (copy) properties and objects from the old movie to the new movie. You can do this one frame at a time, or you can click a button to transfer properties and objects for all frames at the same time.

HOW TO TRANSFER PROPERTIES

1. In the Frames window pane, do one of the following.
 - If you want to transfer the properties for all frames, click  in the local toolbar.
 - OR
 - If you want to transfer the properties for only the frame that is currently selected, click  in the local toolbar.
2. In the confirmation dialog that opens, click **OK**.

The properties (at least those selected in the Properties window pane) are transferred from the old movie to the new movie.

Note: Any objects (e.g., shapes, cursor trajectories) from the old movie are automatically transferred, even though they are not shown in the Properties window pane. In addition, any objects that might have been in the new movie are automatically removed from those frames.

CHAPTER 7 Saving Movies

After transferring properties successfully from the old movie to the new movie, you can save your changes. Then you can open the new movie in Mimic to make further edits to the movie and generate output for it.

HOW TO SAVE A MOVIE

Use one of the following save options from the File drop-down, File menu, Standard toolbar, or keyboard shortcuts.

File>Save	Saves changes to the active file.
File>Save As	Opens the Save As dialog, which lets you save the active file under a different name and/or file type and to a particular location. The new file is then displayed in the editor.
File>Save To	Opens the Save As dialog, which lets you save the active file under a different name and/or file type and to a particular location. The new file is not automatically displayed in the editor.
File>Save All	Saves changes to all of the open files.
File>Send To	Opens a submenu, which lets you open the active file in another application, attach it to an email, or open the Windows folder where it is stored.
CTRL+S	Saves changes to the active file.
CTRL+SHIFT+S	Saves changes to all of the open files.

CHAPTER 8

Previewing Movies

Previewing a movie is an extremely important and useful part of creating a movie. This gives you a chance to see how a movie looks and works without having to build the movie or collection.

You can preview a movie in various "chunks," depending on how much you want to see—preview entire movie, current frame, starting at the current frame, next 5 frames, or next 10 frames.

There is no need to wait for the application to process your movie when you want to preview it (or part of it). In MovieSync, the preview is immediate, whether you are previewing 1 frame, 10 frames, or 100 frames.

HOW TO PREVIEW A MOVIE

1. Open the movie.
2. In the local toolbar of the Frame Editor, click the down arrow next to the **Quick Preview** button  and select one of the preview options.
 - **Movie** Previews the entire movie.
 - **This Frame** Previews the frame currently selected.
 - **Start at this Frame** Previews the movie starting with the current frame, until the end of the movie.
 - **Next 5 Frames** Previews the current frame and the next 4 frames.
 - **Next 10 Frames** Previews the current frame and the next 9 frames.

The MadCap Movie Viewer opens and plays the selected portions of the movie.

3. Close the viewer when you are finished.

Note: When you preview a movie, it always opens in the MadCap Movie Viewer (which is used for displaying output generated from the MadCap Mimic Movie Format). Even if you plan to create movie output using browser-based output (HTML5, Adobe AIR, Adobe Flash, Microsoft Silverlight), the MadCap Movie Viewer is used for the preview feature.

CHAPTER 9 Viewing the Old Movie Version

When you make a selection in the Frames window pane, the current frame for the new movie is shown to the right in the Frame Editor. If you want to see frames for the old movie, you can do so by clicking the appropriate button  in the local toolbar of the Frames window pane or the Frame Editor.

HOW TO VIEW THE OLD MOVIE VERSION

1. In the local toolbar of the Frames window pane or Frame Editor, click .

A window opens, showing the first frame of the old movie. This window is much like the Frame Editor, in that it lets you navigate through the frames and use the scale buttons at the bottom to increase or decrease the size of the frames. You can also use a drop-down field at the bottom to show or hide any master frames that might be part of a frame. Finally, you can select **View>Draw Trajectories** to hide or show any cursor trajectories on the frame.

Button	Description
OK	Closes the window.
	Opens the first frame in the movie.
	Opens the previous frame in the sequence of the movie.
	Opens the next frame in the movie.
	Opens the last frame in the movie.
Image Scale: 100% 	Lets you select a specific percentage to scale the frame.

Button	Description
	Reduces the scale of the frame by 100% each time you click the button.
	Resets the scale of the frame to 100%.
	Increases the scale of the frame by 100% each time you click the button.
	Scales the frame so that its width fits in the Frame Editor.
	Scales the frame so that its height fits in the Frame Editor.

- When you are finished, click **OK** to close the window.

APPENDIX PDF Guides

You can download any of the following PDF guides from the online Help. Just open the topic called "PDF Guides" and click any of the download links. You can also scan any of the following QR codes to open the PDF on your mobile device.



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