



MADCAP MIMIC 8

What's New

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MadCap Software
7777 Fay Avenue
La Jolla, California 92037
858-320-0387
www.madcapsoftware.com

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What's New?

Following are new features included in this version of Mimic.

For more information about each feature listed below, see the online Help .

TABLE SUMMARY OF NEW FEATURES

Feature	What's New?
Frame Editor Enhancements	<p>There have been major changes to the Frame Editor in Mimic.</p> <ul style="list-style-type: none">■ Integrated Live Preview In previous versions, a separate window opened when you previewed a movie or part of it. This has been replaced by an integrated play bar and buttons that allow you to review any part of a frame or movie, viewing it directly in the Frame Editor.■ Centered Frames The Frame Editor has been updated so that the frames you are editing are centered within it. Previously, they were aligned to the top-left of the editor.■ Reorganized Toolbar Options The options seen in the top or bottom local toolbar of the Frame Editor have changed.
Keyframes	<p>Keyframes indicate points within a frame where an object or clip effect will transition from its current state to a new state. In other words, whenever a keyframe transition happens, the object or clip effect properties change. Because of this, you can create simple animations, such as a "bouncing" oval.</p>
Linking to External Palettes	<p>You can link to external palettes. You might want to do this if you are working with a team and need to share palettes with other team members. You might also do this if you are working on a project and have a palette that is saved to an external location that is specific to that project.</p>

Feature	What's New?
Properties Window Pane	A new window pane has been added to let you control properties for frames, objects, sounds added to objects or frames, keyframes added to objects and clip effects, and effects added to objects. After it is first opened, the window pane automatically switches between five different property types, depending on what you are clicking on in the Frame Editor or in the Timeline.
Timeline Window Pane Enhancements	Mimic's timeline has been significantly enhanced to incorporate many new features. These include an entirely new look, a redesigned playhead, the incorporation of keyframes, and different timeline views.
Video Insertion	In previous versions of Mimic, if you wanted to add an external full-motion video to an existing movie, you had to play that video separately while recording it in Mimic in "video" mode. Starting with this version, you can simply insert videos with a WMV, WebM, or MP4 file format into a Mimic movie. The video is added as a new frame. A film strip image on the frame indicates that it is a video.
Video Services	You can now access and upload videos to your YouTube or Vimeo account via the Video Services pane in Mimic. This service is supported only for non-interactive HTML5 outputs from Mimic (e.g., movies that do not contain buttons or input typing boxes designed to make users take action).
Video States	Visual states can now be assigned to object actions. You can add one or more visual states to an object. These states give objects the ability to display a different appearance when the user performs an action, such as clicking on the object (e.g., when you click a button, it turns blue).

APPENDIX

PDFs

The following PDFs are available for download from the online Help.

Getting Started Guide

Key Features Guide

Movie Creation Guide

Movie Editing Guide

Movie Generation Guide

Shortcuts Guide

Touring the Workspace Guide

What's New Guide