

# 2create

Written by Max Wainewright © thinkICT Ltd 2004

## User Guide



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**Whilst this manual provides help in using 2create, we recommend you also watch the videos provided on the CD!**

# Introduction

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“Creating a multimedia project can be one of the most powerful ways of engaging children in learning. It can also be extremely complex to teach! A lot of information needs to be organised, and some quite ‘virtual’ concepts need to be explained to pupils.

Teachers have always known the power of pictures and diagrams when it comes to explaining ideas to learners. 2create has therefore been designed to ensure learners can actually *see* and *understand* the key concepts, structures and processes involved. Rather than wondering what a hyperlink is and what it does, children can actually see one!

Saving their work in the standard Macromedia® Flash™ multimedia format (SWF) means they can share their files with friends, family... the whole world!



We hope that 2create enables your pupils to fully understand multimedia, and that it makes their learning more meaningful, effective and enjoyable!”

*Max Wainewright, Designer & Developer of 2create*

# Network Installation & technical information

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## Installing 2create

2create is designed to work on ALL networks. You can find clear installation instructions on the CD and we provide full support on our website: [www.2simple.com/support](http://www.2simple.com/support)

If you need help with a specific installation, please do not hesitate to contact us via our website or email us at [support@2simple.com](mailto:support@2simple.com)

2Simple will provide MSI installations free of charge.

As networks differ from one another, we can and will help you when needed. If any of our instructions do not work, please do contact us as we want to provide accurate information and we rely on your feedback to help us get it right.

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# Installation for stand-alone machines

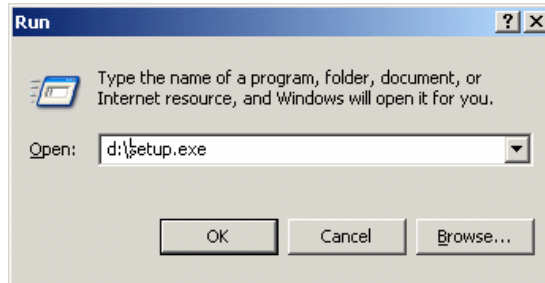
4

1. Put the CD in the drive
2. If nothing happens click **'Start—Run'**



3. Type **D:\setup.exe**  
(If your CD drive is drive E  
Type e:\setup.exe etc)

4. Click OK.

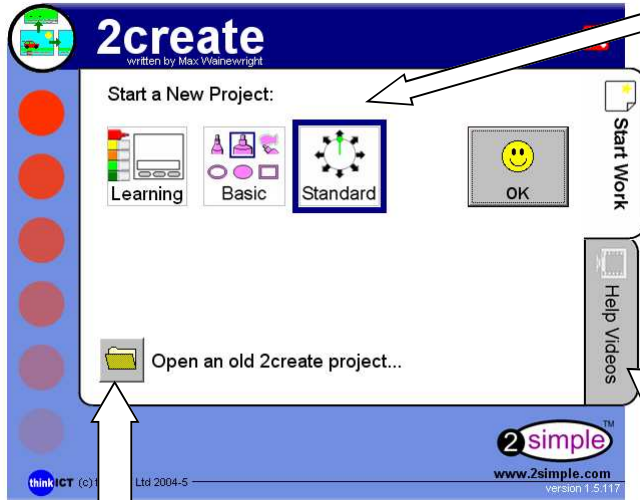


5. Follow the instructions on screen to complete the installation.  
*This will install your software & add a link from the 'start menu' to 2create*

# Getting started

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## 1. Click **Start—Programs—2simple Software—2create**



These three levels allow you to quickly set the features you need.

**Learning** level is ideal for KS1 children or beginners. It uses templates (similar to 2publish) to layout text, pictures & buttons. **Basic** level allows pupils to position their own text, pictures, clipart and buttons. These can be animated. **Standard** level offers many more options and choices.

The **Help Videos** are an ideal way to learn the software, see page 16.

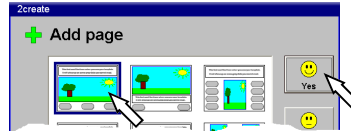
Open a file you started earlier

**Hang on! What is a multimedia project?** Some work on a computer which mixes together 2 or 3 types of information—text & graphics, maybe sound & even video. It might be a story where each page has pictures and sound effects, or a series of pages about a history or science topic. Pages are usually linked together with buttons or 'hyperlinks' - like a web page.

# Learning Level—Making a basic story

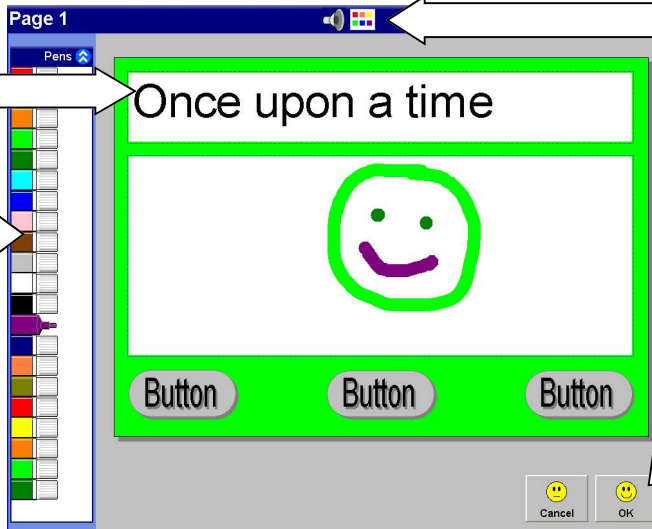
6

1. Choose learning



2. Select a page layout and then click **Yes**.

3. Click in the *abc* box to start typing...



4. Use the felt tips to draw a picture in the big box. Use the white felt tip if you make a mistake.

5. Click this button if you want to change the page colour.

6. Click **OK** when your page is finished...

# Adding and linking pages

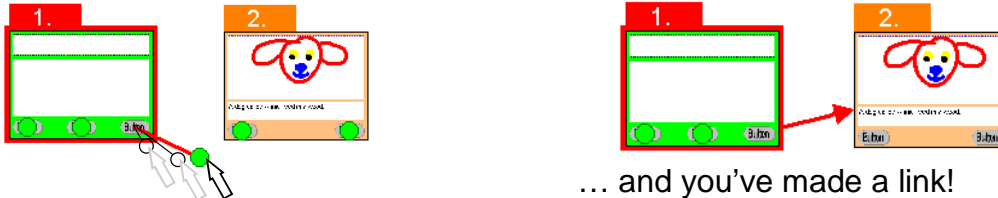


Use the + button at the top of the page to add more pages.

After you have made a few pages you can start joining them together:



To link a button from page one to page two just drag the green circle...



... and you've made a link!

- If you need to change the link to a different page just drag the arrow head!
- If you want to completely delete a link, just drag it to the bin in the corner...





# Playing your story

8



Click the play button in the middle of the toolbar to see how your story will look. (some people call this 'running' or 'testing' the project).



Click the stop button to come back to editing your story.

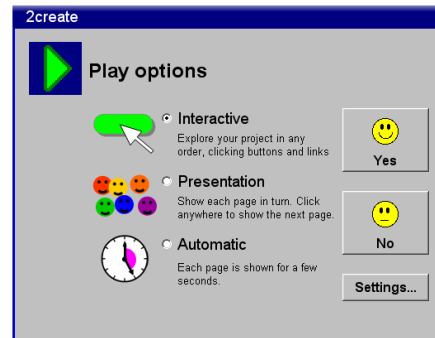
## Interactive projects or presentations?

There are different ways of running a multimedia project - 2create allows you to choose from 3 methods by clicking your *right* mouse button on the play button.

**Interactive**—This lets someone else explore your project. They can click buttons and links to change pages, choosing what to look at.

**Presentation**— You show each page in turn to a large audience. Each object appears as you click. Ideal for accompanying a talk.

**Automatic**—Each object is shown for a short time, before the next one appears automatically.

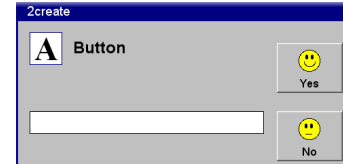
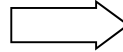


# Buttons & sounds

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Click on a button to change it... Type the text you want and click OK.



In the **learning** mode you can click the sound button to add a 'background sound' that will play as the page starts.

Choose a sound by clicking on it or click the microphone to record a sound:



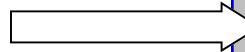
record



stop



play



In **basic** or **standard** mode, right click on a page in the planning view to set the background sound.



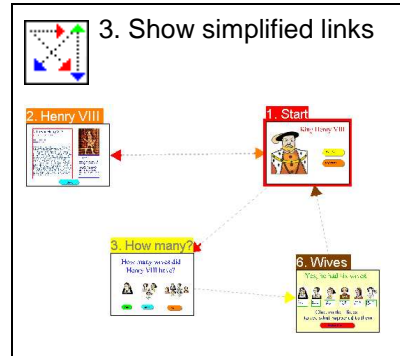
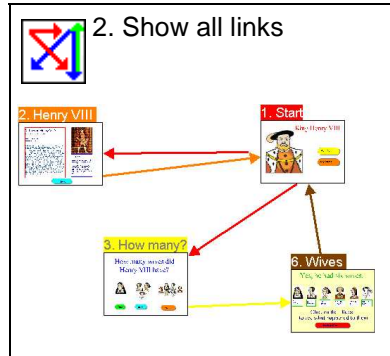
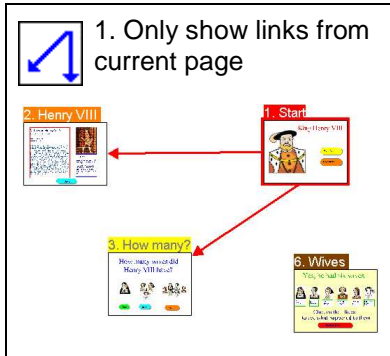
*To record your own sounds you need to make sure your microphone is plugged in and check that the computer is setup to record from it.*

# Planning a larger project



When planning a larger project it is a good idea to rough out what will go on each page first. The planning view allows you to do this. You can click on a page and type in a title for it. Drag the pages around so that the start page is in the middle. Move other pages around so that you group similar ideas together.

You can view the links in your project in different ways by clicking on the toolbar:



- Duplicate page
- 1 Set as start page
- Play this page
- Background sound
- Loop page

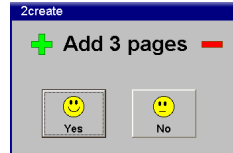
Right clicking on a page in this planning view will allow you to: Duplicate the page, set the page as the start page, play the page, add a background sound to the page (see page 9) or set the page to loop.

# Basic level—adding objects to the page

1 1

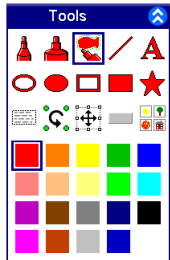
The basic and standard levels of 2create allow you to choose what the objects on your pages are, where they are, how big they are—and what they do!

Start a new project, choose 'basic' and add a page.



*The + and—buttons let you choose how many pages to add at once.*

Double click on one of the small pages to open the 'editing page'. It will show these tools:



Draw thin lines



Draw thick lines



Draw straight lines



Draw ellipses & rectangles



Add buttons



Draw other shapes (these will be filled in automatically)



Draw stars—double click to change to other shapes....



Add a line of text. This is good for titles. The text can be stretched and rotated, or given actions. Double click to edit or change font.



Add a text box. Use this where you need a whole paragraph of text, and make more changes.

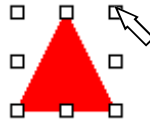
# Positioning things on the page

1 2

Simple graphics programs like *2paint* just store images as a grid of dots. You can rub out parts of a picture or paint over them with another colour. The learning level of 2create works in this way. The basic and standard level use a different way of working, where every **object** you put on the page is stored separately.



You can use this **select** tool to move these objects around or resize them.



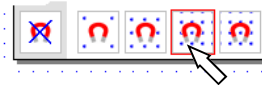
*These small squares show which object is selected. They also act as 'handles' allowing you to stretch it*



This tool allows you to rotate most objects. Four green circles appear around an object to indicate it has been selected. Drag one of the circles to rotate the object.

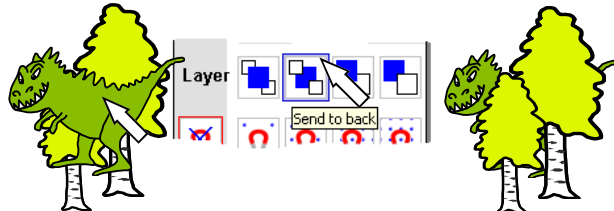


Drag an object to the bin to delete it! (or press **Delete** on the keyboard)



Use the magnet to line objects up to a grid.

**Layers.** You can create lots of exciting effects by overlapping objects. For example you can position a monster **behind** a tree. Draw a few objects, then Right click one of them and experiment with the blue square buttons on the menu...

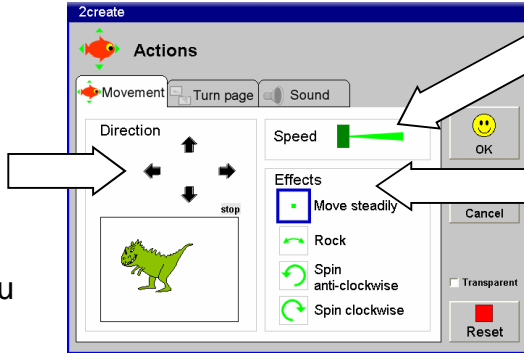


# Actions & animations



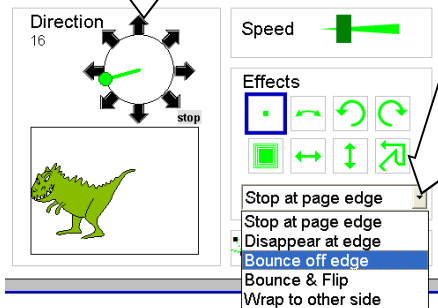
To make an object move, select it by clicking it, then click the action button.

In the basic level, just choose a direction...



Choose the speed you want it to move then click **OK!**

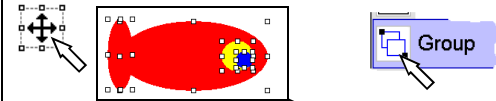
...standard level lets you choose the angle...



Choose what happens at the edge of the page.

Experiment with the **effects** to make objects rock or spin whilst they move.


**Grouping objects** If you want to animate your own pictures you will join together the shapes you used first.

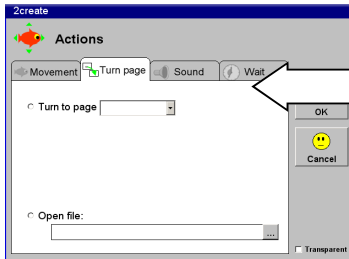


Use the select tool to draw round all the objects or press shift while you click them. Right click and choose **Group**

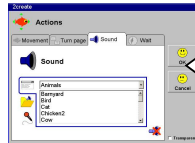
# Other actions

1 4

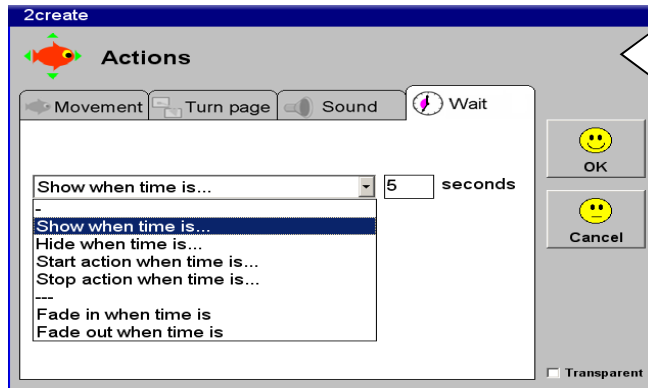
 **Actions...** There are many other actions you can give to objects. Bring up the **actions** dialogue box by clicking the actions button (or right-clicking an object & choosing 'actions')



Choose a page to turn to within the project, a web page to link to or a file to open.







The sound tab lets you play a sound when any particular object is clicked. (see page 9)

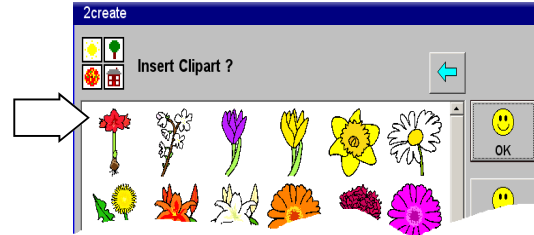



In the **standard** level the **wait** tab lets you decide when objects appear or disappear.

# Clipart & Importing files

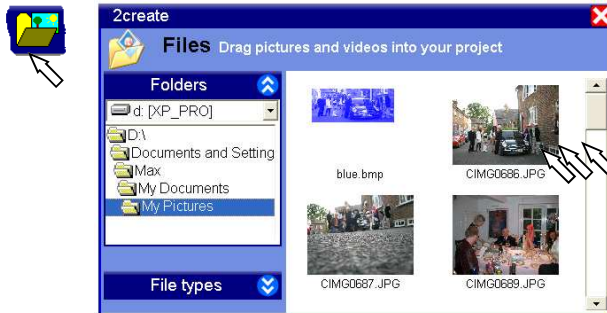
1 5

  The clipart button lets you choose from a range of images.  
  range of images.



 Import... An import option is available from the right click menu. This allows you to import a range of images.

If you right click a shape you can choose to import a picture **into** the shape:



If you need to import several files then click this button to bring up a file browser. Files can then be *dragged* into your page.

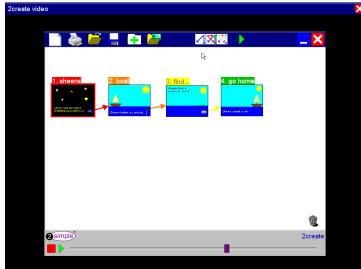


# Using the training videos

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The CD supplied contains over 50 tutorial videos. If these have been installed then they will be available by clicking the **New** button, then clicking the **videos** tab. You can then choose a video & click **OK** to play it.

In addition to showing you how to use the software, the videos are also designed to give you ideas on how to teach particular concepts and skills.



Once the videos have started playing you will see the program being used. To pause or rewind the video use the buttons at the bottom of the screen:

Stop / Pause

Current Location



Play



Click the red exit button to return to 2create.

## Why not use the videos:

*To introduce the start of an activity in the ICT suite? As part of an INSET session?*

*As a way to remind individual pupils how to do an activity?*

*To learn more!*

# Exporting the project as a SWF Flash file

1 7

Your pupils will probably want to share their files with other people. You may even want to publish their work on the school website. To do this you need to save (or *export*) a copy of their work in a format that can be read by other computers.

2create allows you to export files as SWF (or Flash) files—this is a standard way to save multimedia and should mean files can be shared very easily!

To export as SWF click SAVE



and then just tick here..... or here... when you save a file.



This SWF file can be emailed to a friend, added to a website, or put in a shared folder.

# Playing SWF Files

1 8



You can open a 2create file that you have saved by double clicking a 2cr file. This will open it in 2create.

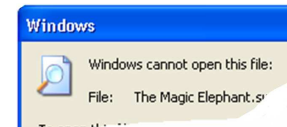


If you have finished a file and saved it as a SWF file (see previous page) then it will open in a different program which will allow other people to enjoy viewing the file—*but not change it!*

## Help! I can't open the SWF file!

If nothing happens when you double click the SWF file or you get a message like one of these then either:

- **Open the SWF File using the 2Simple SWF Player which is installed with 2create**
- or*
- **Read the appendix on page 19 which will tell you how to play SWF files in Internet Explorer**



# Appendix—Playing SWF files in Internet Explorer

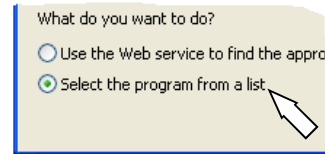
1 9

*You can play files that have been saved as SWF files by opening them with the 2Simple SWF Player which is installed with 2create. If you prefer to use Internet Explorer, do the following:*

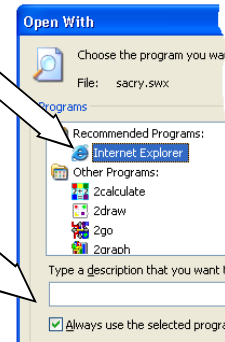
1. Double click an SWF file.



2. Choose 'Select Program from a list' then click 'OK'



3. Choose 'Internet Explorer' from the top of the list



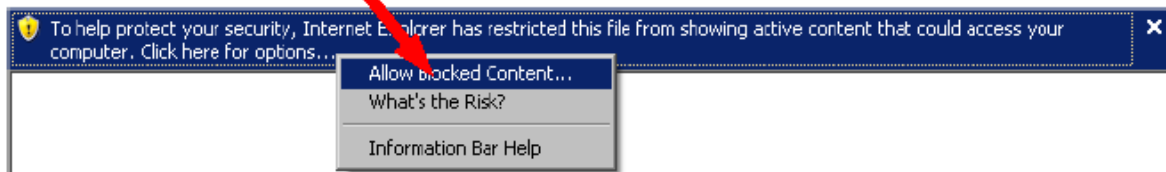
4. Click the tick 'Always use the selected program'

5. Click 'OK'

## Appendix - Avoiding a 'Blocked Content' message!

20

You may encounter a "blocked content" message when trying to play back a Flash file in Internet Explorer. Don't panic! To play, click here to allow blocked content (click Yes to confirm).



### ***2Simple Tip:***

To avoid this message continually appearing, open Internet Explorer and choose Tools and then Internet Options. Click the Advanced tab. Tick the box that says "Allow active content to run in files from my computer". (This will be under 'Security' in the list).

# System Requirements

2 1

Operating System: Windows 2000 / XP

Processor: Recommended Pentium II, 500MHz \*

Memory: Recommended 64MB RAM \*

Hard Drive: 150 MB

Display: Minimum 800x600, 16 bit High Colour. (Recommended 1024 x 768)

CD-ROM Drive Required for Installation

Standard Mouse , Keyboard, Soundcard & speakers

Printer

An internet connection is also desirable for web publishing. Adobe Reader required to view the user guide (Available on CD-ROM)

\* We always put a lot of effort into getting our software to work on all possible operating systems and even on computers over 10 years old, as we realize that schools often have old computers. However, 2create is a heavily multimedia program and its requirements unfortunately cannot be satisfied by older computers. We are therefore only supporting Windows 2000 and XP for 2create (however almost all our other programs work from Win95 and up).

If you require further help, please do not hesitate to contact our technical support on (+44) 020 8203 1781 or [www.2Simple.com/support](http://www.2Simple.com/support).



# Copyright Information

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# Contacting 2Simple

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You can contact us:

For general information: [info@2simple.com](mailto:info@2simple.com)

For support issues: [www.2simple.com/support](http://www.2simple.com/support) or email us at [support@2simple.com](mailto:support@2simple.com)

Tel: (+44) 020 8203 1781

Fax: (+44) 020 8202 6370

You can write to us at:

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Faulty Media

Should the CD-ROM develop a fault we will replace it free of charge.



# 2create

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Thanks to everyone who helped make this product: Abbie, Ali, Andre, Andy, Ashley, Beatrix, Bogi, Caroline, Daniel, David, Dawn, Doyin, Edina, Elliot, Emma, Erika, Fiona, Julie, Katalin, Katie, Kriszta, Lee, Lumi, Martin, Mary, Melissa, Mikee, Nigel, Nina, Petra, Rachel, Rebecca, Sam, Sarah, Sean, Sennay, Sharon, Suzy, Sylvie, Tony & Yasi.

*Max Wainewright, 2005*



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