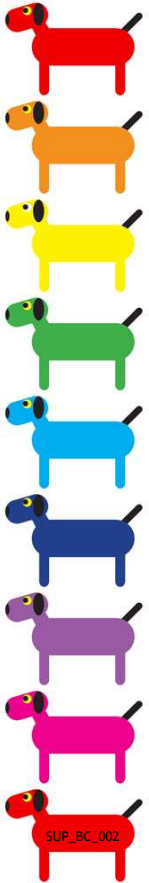




2Create a Superstory

User Guide



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An excellent way to get started with this program is to view the help videos. These are accessible from the main screen when you start the program.

Contacting 2Simple

General Enquiries

Web: www.2simple.com

Email: info@2simple.com

Tel: (+44) (0)20 8203 1781

Fax: (+44) (0)20 8202 6370

Post: 2Simple Software, Enterprise House, 2 The Crest, Hendon, London, NW4 2HN

Useful Links

2CASS Home page www.2simple.com/super

AR viewer www.2simple.com/ar

2Simple Blog www.2simple.com > 2Simple Blog

External Sites

2CASS archive www.2cassarchive.co.uk

(2Simple does not maintain this website and is not responsible for its content)

Tech Support contact details

Phone: (+44) (0)20 8203 1781

Email: support@2simple.com

Web: www.2simple.com > support

www.2simple.com > support > Networks

www.2simple.com > support > technical questions > 2Create a Superstory

Faulty Media - should the CD-ROM develop a fault we will replace it free of charge.

System Requirements

Operating System: **Windows XP / Vista / Win7**
Screen resolution: **1024 x 600 or above**

CD-ROM Drive: Required for Installation

Printer: Required for AR screen

Soundcard & speakers: Required to view videos and sound elements within the program

Microphone: For recording voice-overs and lip-syncing.

Mouse, Keyboard: Required

Adobe Flash Player required

Adobe Reader required to view the user guide

Both of the above are available on CD-ROM but we recommend downloading and installing these from www.adobe.com as this will ensure you get the latest version.

Adobe Flash Player is not included within the main MSI installation—it is included as a separate install on the CD.

Note: This program was tested briefly on Windows 2000 and no issues were found. However, since we did not conduct extensive testing on this OS, it is not listed as supported.

Installation - Stand-alone machines

1. Put the CD in the drive.
2. The install menu should appear on your screen automatically. (On Vista / Win 7, before you get the install menu you will first get a screen asking you to confirm if you want to run Autorun.exe. Click this option.)
3. If the install menu does not automatically appear:
 - Double-click 'My Computer' on your desktop. (On Vista / Win 7, click the Windows icon on the bottom left of your screen and then click 'Computer'.)
 - Double-click the CD drive and then double-click the "Autorun" file.
4. Follow the instructions on screen to complete the installation (On Vista / Win 7, the User Account Control will ask if you want to run setup.exe. Click "Allow".)

This will install your software & add a shortcut from the 'start menu' and desktop.

Installation - Networks

2Create a Superstory is designed to work on all networks. See www.2simple.com > [support](#) > [networks](#) for more details. There are 3 ways to install this program on a network (see below). Whichever method you choose, Adobe Flash player needs to be installed on each local machine (available on the cd or from www.adobe.com). For information on specific network types, such as CC3, CC4, Ranger, thin client etc, please refer to our support site. 2Simple offers a free remote login service to help you install your software - we have experience with many different school setups.

Methods to install on a network:

1) Deploy to each local machine using the MSI included on the cd, via GPO

This is our recommended method for most 2Simple programs, however some technical knowledge of GPO and Active Directory is required. See our support site for detailed instructions.

2) Install on server only

This method works, but note that besides installing to the server **you still need to run a small local install on each machine**. This small local install is a “DLL installer” (it can also be deployed using GPO if required.) The server-only network install method works with most but **NOT** all of our programs, and there are often extra steps involved - see our support site for detailed instructions.

3) Install on each local machine

This method can still be used if necessary.

Getting started

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The screenshot shows the '2Simple' software interface with a dark blue header containing the text '2Create a Superstory' and a red 'X' icon. Below the header is a grid of 15 activity icons, each with a label underneath. The 'Simple' icon is highlighted with a blue border. To the right of the grid are three vertical buttons: 'OK' (smiley face), 'Cancel' (frowny face), and 'Help Videos' (computer monitor icon). At the bottom right of the interface, the version number '1.1.104' and the '2simple' logo are visible. At the bottom left, there is a small line of text: 'Written by Max Wainwright QA and additional concepts Daniel Ziskind - (C) 2Simple Software 2010'. At the bottom right, the website 'www.2simple.com' is listed.

2Create a Superstory

Auto Simple Square book Journey Flip match

Portrait Landscape Textured Scroll Reference

2 x 2 Full screen Screen Banner Activity Magic AR paper

OK

Cancel

Help Videos

1.1.104

2simple

www.2simple.com

Written by Max Wainwright QA and additional concepts Daniel Ziskind - (C) 2Simple Software 2010

Click on an Activity, then click “OK”.

Click the **Help videos** for an easy, step-by-step guide of how to use the program.

Story Types



Auto: This screen offers a simplified interface. It has a limited number of objects to choose from (only 7) as opposed to the other screens which have over 35 objects, grouped in different categories. Additionally, some objects will have animations added to them automatically when you drag them onto the picture area in this screen. For example, the dog will automatically move its legs and move to the left (if you flip the dog so it points in the opposite direction, it will automatically move to the right.)



Simple: This story type has a similar layout to “2Create A Story”.



Square Book, Portrait, Landscape: These story types have different layout formats. When viewed in play mode, you get a page turn animation when you click to go to the next or previous page.



Journey: This story type is quite different from the others. The object that you add to the first page will stay with you throughout the story; in play mode, when you click on the next page button, the screen will scroll to the next page but the object will stay on screen, “moving” to the next page. The animation you choose for the object only takes effect when you click on the next or previous page arrow.

There are a number of restrictions with this screen:

- You can only add a single object to your story, and you have to add it to page 1.
- The object can only be placed in the centre of the picture area (you can move it up and down.)
- The object animations available are limited. You can only choose 1 animation for the object, and it gets copied automatically to all frames in the object timeline. Click events are disabled.

Story Types



Flip match: Each page is divided into 3 horizontal strips on which you can paint, import a picture, or add an image from your webcam. In play mode, you can click with the mouse to flip back and forth on any of these strips. You cannot add objects on this screen, and there is no picture timeline.



Textured: This has a number of different textured backgrounds which you can use with your story. To change backgrounds, right-click on the story border.



Scroll: In play mode this displays as a scroll. Click the left or right rolled-up edges of the scroll to turn to the next or previous page.



Reference: Each page that is added here can be quickly accessed in play mode by clicking on the relevant tab on the right hand side.



2x2: The 2nd and subsequent pages provide multiple picture and text boxes to work with. Each picture area has its own animation timeline and can contain its own objects.



Full screen: This contains one big picture area which takes up the whole screen. You can still add text to your story by dragging a text object to the picture area or by using the text tool which is part of the advanced drawing tools.

Story Types

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Screen Banner: This screen provides a range of page sizes to choose from, allowing you to create vertical and horizontal flash banners.



Activity: This story type provides extra objects to choose from in the “activity” object category which is represented by a red dice. Details of how to use these extra objects can be found later in this guide.



Magic AR Paper: “AR” stands for “Augmented Reality”. Details of how this screen works can be found later in this guide, but to give you a brief idea:

- add a picture to this screen and give it an animation. Print the page out.
- make sure your webcam is plugged in to your computer
- open your web browser and go to www.2simple.com/ar
- hold the printed paper in front of the webcam.
- *the object on the paper will appear to move!*

Common Features

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Each screen of the program features a toolbar with the icons below: (not all will appear at once)



New: Takes you to the main front screen.

Print: Prints the story. The selected printer shows up in grey but if you click it, will change to a dropdown and allow you to change the printer.

Open: Open a saved 2Create a Superstory (2c2) file.

Save: Save your work as a .2c2 file, a .2c2 and .swf (Flash) file or a .2c2 file, .swf file and HTML.

Undo, Redo: These are only applicable to the painting parts of the program (ie painting the background area and the objects) - not to actions on the timeline or copying and pasting objects, for example.

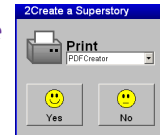
Change font: Change font to any installed on your computer.

Font size: Make the font on screen bigger or smaller.

Webcam: Import an image from a webcam (if you have one on your computer).

Play: Play your activity. When you play the exported swf file in your web browser, it will look the same as this. There is usually a delay of a few seconds when you press play, while the activity is being compiled.

Timeline: Access the picture timeline, with actions and sounds.



Common Features - Drawing Tools

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As well as the familiar 2Simple felt tips, 2CASS also has more advanced drawing tools which are accessed by clicking on the button at the bottom of the felt-tips :

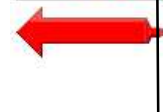


Felt tip			Pencil
Filled square			Outline square
Filled circle			Outline circle
Line tool			Fill tool
Path follow			Select Background
Text tool			Eraser

Colour chooser
(Double-click on a colour to bring up a complete colour palette)

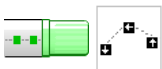


Felt tip thickness



Swap between basic felts and advanced drawing tools.

Transparent (as is the white felttip)



The Path follow tools only work if you have an object selected.

Common Features - Writing Tools

There are 3 different ways to add text to your story.



1. Main text area - Most story types have an area on the main part of the screen specifically set aside for writing - sometimes there is more than one area per page. The location of these areas varies per story type - for example in Simple, it is at the bottom, whereas Square Book has 2 text boxes on pg 1 and on subsequent pages the left side of each page is a text box. The text areas are indicated with an “abc” in them, which disappears when you start typing in them.



2. Static text - You can add static text to the painting areas using the “A” tool which appears with the other advanced tools in the left side of your screen. Static means you cannot apply animation to the text (in contrast to the 3rd method—see below). Click the “A” button, then click on any part of the painting area and type. Press enter or click elsewhere on the painting area to finalise the text—but beware that once you have done this, the text *can no longer be changed* - it becomes part of the “background”.



3. Text objects - You can add text objects to your story and assign animations to them in the same way you would for any other object you add to the story (see later for more info on adding objects). To add a text object, click the “special” object category (which has a star symbol) and then drag the “A” to a paintable area on the main part of the screen. You can only add single lines of text using static text and text objects.

Common Features - Writing Tools

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Font

Use the “A” button at the top of the screen to change the font for any of the 3 text types.

Size

Use the up and down arrows next to the “A” button to change the text size.

Colour

Change the colour of static text and text objects (but not the main text area) by clicking on a colour on the left side of the screen.

Moving

Use the mouse to drag static text or text objects to different locations on screen.

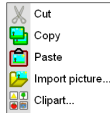
Static text: Remember that once you have finished editing static text, you can no longer edit it, nor change any of its properties as above.

Text objects : You can also edit the font and colour of text objects within the object editor window (right-click the text object and choose Edit). You can also resize a text object by clicking on it once and dragging the green circle up or down. Text objects can be rotated by moving the green circle left or right.

Main text area: Text in the main text area will automatically resize to be smaller if you fill up the text area and continue typing. Note that if you add a number of “enter” characters this will “fill up” the text area and cause the text to get smaller. In this case the UP arrow to make text larger will not work until these enter characters have been removed.

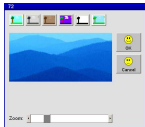
Adding background and objects images

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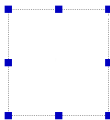


Right-click menu : right-click on a paintable area (including when editing an object itself) to get the *Cut-Copy-Paste-Import-Clipart* menu.

- **Importing:** supported formats : bmp, jpg, png, wmf, emf, gif (not animated gif)
- **Clipart:** Click a category, select a clipart image, click ok (over 1200 clipart images available)



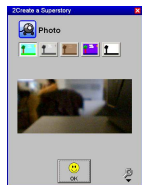
- Once you have selected an import or clipart image, a further screen allows you to
1. **choose an effect** to apply (normal, black and white, sepia, pure monochrome and coloured)
 2. **zoom in or out**
 3. **pan** to a different part of the picture by clicking and dragging on the picture area.
- Click ok when done.



If you have **felt-tips** selected, your image will automatically get pasted into the whole picture area. If you have **advanced tools** selected, the same thing will happen except you will also get displayed 8 blue squares around the edges of the picture. Drag these squares to resize the image, move the image to a different position by clicking and dragging the interior. Click outside the image or press enter or escape to finalise.



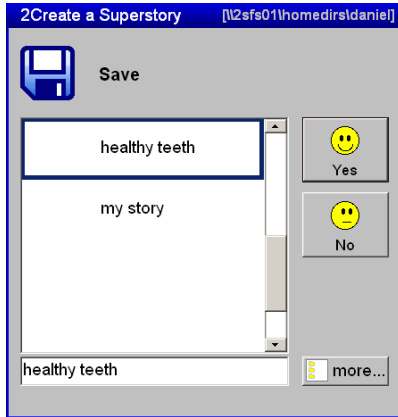
The 8 blue squares are also used if you click the “select background” tool (part of the advanced painting tools). You can right-click inside the blue squares to copy what you have selected. Note that the “select background” tool is NOT used for selecting objects - just the background.



Web Cam: Click on the webcam icon to import an image from your webcam. You can choose to apply an effects to it (same as above). Click the spanner on the bottom right to choose a different webcam, if you have multiple webcams connected. The webcam can be used in any location where you can use the painting tools.

Opening and Saving

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Note: The “more” button does not appear on some of our other programs. For information on how to save to different folders for other 2Simple programs, see our support site.

To save your file, click the blue save icon, type the file name at the bottom and Click YES. Or click “more...” to choose a different folder to save in.

If you click “more” you will also get a choice of what file types to save as: 2C2 files + SWF Files / 2C2 files only / 2C2, SWF & html file (if you don’t click more, it will by default save both a 2C2 and a SWF file).

2C2 files (files with extension .2c2) are the files you’ll need if you want to save your work and be able to open the file again from within the program. The program can only open 2c2 files, not swf or html files.

SWF files can be opened and played from any web browser (see following page for more info).

HTML files - The HTML file that the program creates will link automatically to your swf file, so you should be able to simply double-click the saved HTML file and this should load up and run both the HTML and SWF file in your web browser.

To open a file, click the yellow open icon, browse to and select the saved 2c2 file, and click Yes.

Playing swf files

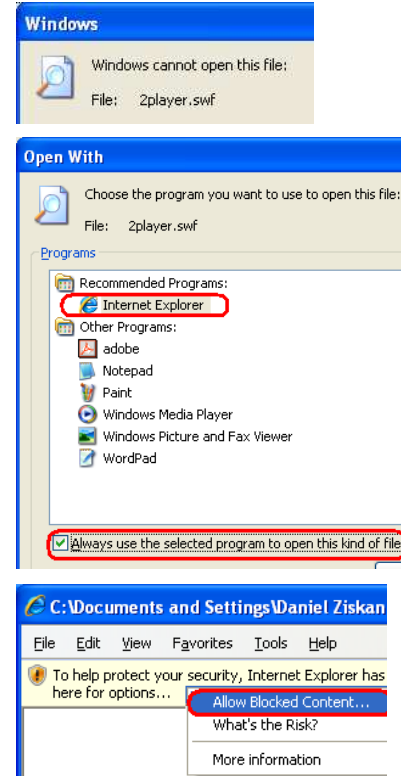
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A number of 2Simple programs can create SWF files - 2Create, 2Create A Story, 2Do It Yourself - and now **2Create a Superstory**.

SWF files (“flash files”) are a standard file format which can be opened and played from any web browser. You need to have **Adobe Flash Player** installed (www.adobe.com > [Get ADOBE Flash Player](#).) SWF files can run on Windows, Mac and Linux - even some PDAs and other portable devices. SWF files you have created can be sent to people who do not have 2Simple software installed and they will still be able to open them. SWF files can be placed on web pages and VLE’s. For advice on how to upload your SWF file to a blog or VLE, visit www.2simple.com/support .

If you double-click on a SWF file on your computer and you get a message that Windows cannot open the file because it doesn’t know which program to use, choose “select a program from a list” and then select your web browser and tick “always use the selected program to open this kind of file”. Click OK (The screenshot uses Internet Explorer as an example - it works for any other web browser as well.)

You may encounter a “blocked content” message when trying to play back a Flash file in Internet Explorer. Click the yellow bar and then click “Allow Blocked Content” and Yes to confirm. To avoid this message continually appearing, open Internet Explorer and choose Tools > Internet Options > Advanced. In the Security section, tick “allow active content to run in files from my computer”. Please consult your Technician before doing this.



Objects

Objects are a central feature of 2Create a Superstory. You can add multiple objects to each page in most story types, and each object can have its own set of animations and sounds.

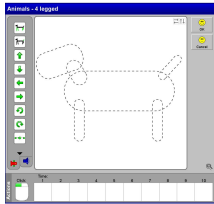
Adding Objects

Click on a category on the right side of the screen to view all objects within that category.

Hover the mouse over a category or object to view its name as a tooltip.

Drag an object to the main area on the screen to add it to your story.

Once you have dragged the object to the painting area, the Edit Object window will appear.



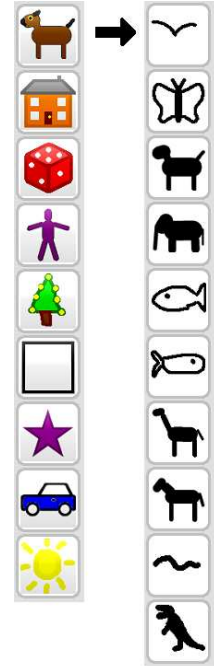
Edit Object Window

Use the painting tools on the left (outside the Edit Object window) to paint your object (except for line follow and select background). You can also import images or clipart by right-clicking, and use a webcam. Most objects will display a set of dotted lines to guide you when painting. Any painting you do outside the dotted lines automatically gets erased. The dotted lines are intentionally non-prescriptive to encourage creativity and so as to provide a wide range of possibilities (eg. see the fish object).

You can use the transparent colour to good effect here, but note that an object cannot be completely transparent - if you click OK to finish editing an object, without having added any paint colour or images, it will not get added to your story.



Some objects provide a horizontal / vertical flip option, on the top right. Some objects only provide one flip option, and some do not offer any.



Editing Objects

Click OK to exit the Edit Object window. You can make further changes to the object as follows:

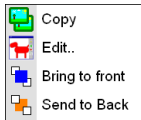


Click a non-transparent part of the object and it becomes selected with a dotted green square.

Move: click a non-transparent part of the object within the square and drag to a new location.

Resize: drag the green circle up or down (or press the up or down arrow keys).

Rotate: drag the green circle left or right (or press the left or right arrow keys).



Right-click the object to get further options:

Copy: Allows you to make a copy of the object (or ctrl-c). After copying, you can right click elsewhere on the main painting area and click Paste (or ctrl-v). You can also paste a copy of an object to a different page of your story.

Edit: This brings up the Edit Object window again. You can also do this by clicking on any non-transparent area within the green square once the object is already selected.

Bring to front / Send to back: moves the object in front of / behind all other objects in the page. Selecting and editing an object in “design” mode will bring it to the front again, but this will not affect the object order in play mode.

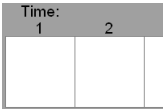
Deleting objects - once an object is selected with the dotted green square, if you press the delete key this will delete the object. You cannot drag objects to the bin to delete them.

Objects and timelines

Adding Animations

Within the Edit Object window, click an action to get a preview of it (some actions do not have previews. Also, the preview will not display if the object is completely transparent).

▼ Click the down arrow to view more available actions



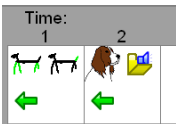
Drag any action from the left into any of the timeline frames at the bottom. **The timeline represents the sequence of actions and sounds the object will perform when you view your story in play mode.** Each object has its own timeline. Objects are contained within picture areas, which themselves also each have a timeline (more on picture timelines later.) Timelines contain 10 frames, with each frame lasting 1 second.



Click: You can also drag actions or sounds inside the mouse icon to the left of the timeline. This represents actions and sounds that the object will perform when you **click** on it in play mode (we sometimes call this a “click event”). Whenever we refer to dragging actions to the *timeline* in this guide, we also mean that you can potentially drag it here as well.

Drag an action from the timeline to the bin to remove it.

Most objects have a set of actions that are common to all of them, such as movement. Some objects have special actions that apply only to them, such as the dog wagging its tail. The special actions are listed at the top.



Note that each frame can have multiple actions and sounds. If you have many actions in a frame, all of them will run together in play mode, with a cumulative effect. For example, adding a LEFT and DOWN action to the same frame will cause the object or picture to move diagonally left and down. Similarly, adding 2 LEFT actions to the same frame will cause the object or picture to move left at twice the speed.



Sounds: Click the sound tab at the bottom of the actions column to view sounds that you can add to the timeline. Click a sound to hear its preview. Drag a sound to the timeline in the same way you would drag an action. The sounds in yellow boxes are category folders containing many different sounds - over 150.



Drag the Import sound icon to the timeline and you will get a choice to browse and import your own mp3 or wav file. Drag the Record sound icon to the timeline and you will get a sound recording window.

Picture Timelines

As mentioned previously, there are multiple times per story. Each object has its own timeline, as does each picture area. Most templates have only 1 picture per page, but some have more, such as the 2x2 template which has 4 per page, from the 2nd page onwards.



You can access a picture timeline by clicking on the clock button on the title bar. For templates with multiple pictures per pages (such as 2x2), first click inside the relevant picture before clicking the clock button (to avoid modifying the picture when doing so, use the dotted rectangle “select background” tool).

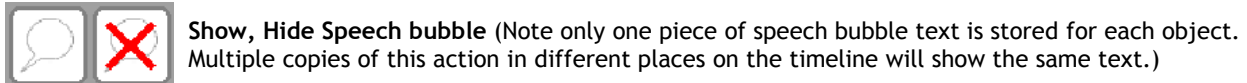
You can add actions and sounds to the picture timeline in the same way that you would for an object timeline. Actions that you add to a picture will have an effect on **all the objects** that the picture contains. For example, if you assign a MOVE LEFT action to a picture then in play mode that picture and all the objects it contains will move left.

Note that the Edit Picture Timeline window only displays the picture background and not any objects you have added. Note also that Pictures do not have “click events”.

You can have a maximum of 41 actions in any timeline, 9 actions in each frame, and 6 actions in the click event.

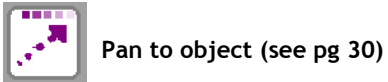
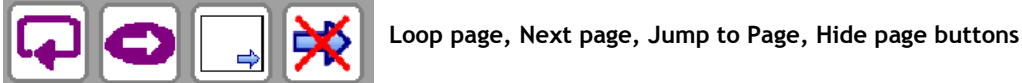
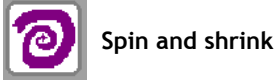
Objects - common animations

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Picture Animations

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Drag an action on top of the object itself to add the action to all 10 frames at once (excluding some specific actions for which this is not appropriate—such as Show and Hide Speech Bubble, Jump to page, Next page, Adv, Sounds).

Double-click the bin to clear all actions in the timeline and click event, as well as all line follow points.

Double-click an action to add it automatically to the next free space in the timeline.

Shift+click an action in the timeline to have it copied to all subsequent frames.

Ctrl+drag an action in the timeline to copy it to any frame (including the same frame).

Shift+drag to bin will delete all subsequent actions of the same type in the timeline (or select the action by starting to drag it and then press shift + delete).

Ctrl+drag to bin will delete all actions in the target frame (or select the action by starting to drag it and then press ctrl + delete).

Editing existing actions

Some animations require input from you when you add them to the timeline - such as Speech Bubble, Jump to page, Pan, Adv (Actionscript). Once you have added your input and clicked OK, you can come back later and re-edit your choices by **double-clicking** the animation on the timeline.

The exceptions to this are Import sound and Record sound. Once you have chosen a sound file to import or recorded a sound and clicked ok, this cannot be re-edited again at a later stage; double-clicking plays a preview of the sound. To change to a different sound / record a new sound, delete the action and add a new one instead.

Path follow

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One of the actions that you can assign to an object is path follow. Click an object to select it, then click the path follow felt-tip or the path follow tool from advanced tools. (If you do not have any objects selected then you will not be able to select this tool).

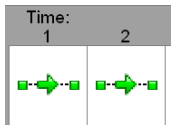


Now click anywhere on the picture to add a path follow point, and then click again to add another one. Alternatively, just hold the mouse down as if you are painting with a felt tip, and drag the mouse across the picture - points will be added at intervals, depending on how fast you move the mouse.

In play mode, the object will move from one point to the next, taking 1 second between each point. A longer distance between points therefore means the object will move faster between these points.

You can move any existing points by dragging them with your mouse. If you move the object itself, the points will move correspondingly - this could be used to make an object move off-screen in play mode.

You can delete any points by holding down **SHIFT** and clicking on a point. Double-clicking the bin when you are editing the object's timeline will delete all timeline actions for an object, as well as all path follow points for the object.

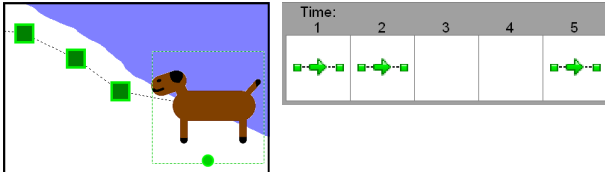


By default, the object will only follow the **first 10 points** that you add for it. If you add more points, you can get them to be followed by editing the object's timeline. When you view the timeline you will see that each frame already has 1 "path follow action" in it. You can drag additional path follow actions into the frames; you can have more than 1 per frame - this will have a cumulative effect and cause the object to move faster on that frame.

Path follow (continued)

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You can also remove path follow actions from a timeline frame, within the Edit Object window - this will result in the object not moving for that frame, which can be very useful for story-telling purposes. See picture for an example; the dog will follow the path for 2 seconds, then wait for 2 seconds before continuing.



If you add path follow actions to an object's timeline without adding the actual path follow points to the picture, the object will not move.

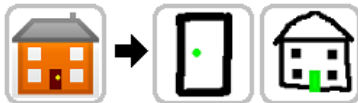
Switching around path follow actions in the timeline does not switch around the path follow points on the picture - each use of that action in the timeline indicates to the object that it should move to the next point in the series.

The object will rotate in the direction of the next path follow point in play mode. It is possible to disable this rotation using actionscript coding - see page 35.

Objects - Further Info

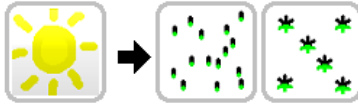
Automatic animations

Some objects already have an animation associated with them, as soon as you drag them to the main area on screen. These objects have part of their icons painted in green.



Door - automatically “opens” when you click on it

House - automatically “opens” only the door when you click on it (in this case the door is part of a house object; above the door is the entire object)



Rain, Snow - appears as one object when dragged onto the main area, but in play mode many copies of the object are made and they automatically move down the screen, continuously. (Note you cannot add any further animations to rain or snow).



Activity objects - explained on the following page.



Auto screen - Some objects on the Auto screen also automatically animate when you drag them to the main screen area - the dog, the car and the person.

Objects - Further Info

Activity Objects



Drag - Allows object to be dragged using the mouse in play mode.



Drag Target - If this is added to a picture, then in play mode when all draggable objects have been dragged *within* this drag target, the next page arrow will appear (if there is a next page to go to).



Pop-Up - If you click on the object in play mode it will pop up, revealing what is behind it.



Mover and Walker - Control these objects in play mode with the arrow keys. Additionally, when these objects overlap with another object, that object's click event is invoked. (Note these 2 objects cannot have their own click events.) See pg 20 for more info on "click events".



Place - Drag this object to an area on your picture. When you press play, it will automatically move away to a different random area. You are able to drag this object around in play mode, and when you drag it to its correct position it snaps to it. When you have dragged all the "place" objects to their correct positions, the next page arrow will appear (if there is a next page to go to).



Answer - Drag this object to the picture and type in the desired answer. In play mode, click on the text-box and type in the correct answer to get the next page arrow to appear (if there is a next page to go to). This is not case-sensitive.

Objects - Further Info

Face Objects



This object provides special boxes to paint the eyebrows, eyes, and lips. You can also draw the rest of the face outside these boxes of course, but if you add the above parts of the face in the boxes provided, this allows you to add custom face animations. It is best to keep these face parts *completely* within the boxes provided for best animation results.



Angrier and Calmer - these actions rotate the eyebrows clockwise or anti clockwise. Don't use the same animation repeatedly or it will cause the eyebrows to do a complete rotation!



Blink - this will happen at random intervals in play mode.



Lip sync - Drag a record sound action to the timeline for a face object, and record your voice. Now, when you press play, the face object should automatically synchronise its lip movements to the voice recording. Some animals (dog, elephant, giraffe, horse, trex) also automatically animate when you add a sound recording to their timelines.



Note - it is best to not leave the colour surrounding the lips (within the lip boxes) as transparent/white, since the program fills any white area with black when lip syncing. Fill them with any other colour, including off white.

Importing face images - you can use the face animations with an imported image or webcam shot but you will most likely need to move and resize the face part boxes to match the image. See the advanced options for more information on how to do this.

Objects - Further Info

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Pan

When you pan to an object, the program moves the screen so as to centre on the object you have chosen. There are many ways to use this for powerful effects.

How to use it:

Click on the clock at the top of the screen to open the picture timeline.

Drag the pan animation to a frame in the timeline. You will be asked which object you want to pan to (unless you only have 1 object in the picture, in which case that object will automatically be chosen).

Notes:

If you copy a pan action to multiple frames in a picture timeline, then in play mode the screen will stay centred on the panned object, even if that object is moving.

You can pan to 1 object and then in a different timeline frame choose to pan to a different object.

Consider using the picture zoom in animation in conjunction with panning.

You can make it appear as if you are panning to a point on the screen, rather than an object, if you make the panned object become hidden (give it a “hide” action).

NB: to use pan, make sure that all objects remain within the picture boundary.

Page options



Right-click anywhere on the boundary of a page (indicated in blue in the picture on the left) and you will get a menu displayed (on some templates, such as Full Screen and Screen Banner, you will need to right-click on the black shadow at the bottom or right edge of the page to get this menu).



Colour - choose a different colour for the page border. In the Textured template, you get a choice of different textures instead of colours at this point.

Duplicate - make a copy of the current page, including all objects.

Delete page - delete a page, including all objects. Alternatively, if you want to clear a page of all its contents but not delete the page itself, you can double-click the bin at the bottom left.

If you want to insert a blank page in the middle of a story, you could use the duplicate option and then double-click the bin to get a blank page.



“AR” stands for “Augmented Reality”. AR refers to technologies where a computer program analyses a video image and then adds something useful based on that image.

- Open the program, select the AR template (bottom right) and click OK.
- Paint a picture or right-click and import an image onto the square in the middle of the screen. Add your writing to the bottom area. (Note - you cannot add objects in this screen)
- Click on the clock at the top of the screen and drag one of the actions on the left down to the timeline at the bottom - the action you choose will automatically get copied across to all frames in the timeline. Click OK.
- Click the print button and print your work (if you need to change the printer, click on the printer name which appears in grey in the print dialog box). When you print, a coded grid will get added to the paper on the top left corner.
- Make sure you have your webcam plugged into your computer.
- Make sure you have the latest version of Adobe Flash Player installed from www.adobe.com
- Open your web browser and go to www.2simple.com/ar
- You will be asked to allow the program to access your webcam. Click “Allow”



You will now see a video image from your webcam. Hold up the printed paper so that it is visible on the video. The coded grid on the paper needs to be within the green square on the top left. Ideally the grid should occupy most, but not all, of the area within the green square. Try to keep the paper as steady as you can, and do not to include anything besides the grid within the green square, such as your fingers.

The program should start animating the picture as soon as it recognises the grid. Keep the grid within the green square while the animation continues. See www.2simple.com/ar for further info and up-to-date instructions.

- shift+click** - floodfill when you have felt tips selected
- alt+drag** - rotational symmetry
- ctrl+s** - save (will not bring up a save dialog if you have already saved previously)
- ctrl+enter** - play your story (or F5)
- shift + drag** - after importing an image or a piece of clipart, or after selecting a portion of the background using the select tool, hold down shift and drag to maintain proportions
- ctrl+click** - colour selector. Hold down control while you have felt tips selected, and the mouse icon will change to a pipette. Click anywhere on the painting area to select a colour which you can then use with other tools. (Note: there is no on-screen indication of the currently selected colour using this method. Also, after you import an image, the first time you use the pipette you need to hold down ctrl and click twice instead of once.)
- eraser + right click** - magic eraser. If you right-click and drag while using the eraser, instead of erasing everything, you will now only erase the colour that the mouse was over when you started to use the eraser. The longer you use it continuously, the less sensitive it becomes

Sometimes you want to use an imported (or webcam) image for an object, but the object parts do not align well with the imported image (for example a human face or body). The feature described here is very useful in addressing this.



In the Edit Object Window, at the bottom right, click the spanner button. A number of green circles and sometimes blue lines get displayed on the object. These “handles” allow you to change the object’s shape. Simply use your mouse to drag the handles to a different position and you will see the object’s outline change accordingly.



Rectangles and circle shapes have 2 green circle handles each, at the top left and bottom right. Rounded rectangles have 2 green circles and one blue line (for changing thickness).

While the handles are displayed, you are able to paint outside the dotted lines. However, when you click OK (or press the spanner again), any paint outside the dotted lines gets removed. Similarly, when you import an image into an object, the handles get displayed and the image gets imported into the entire window, irrespective of the dotted lines. When you click OK (or press the spanner), any part of the image outside the dotted lines gets removed.



Use the + and - on the bottom left to make all rounded rectangles thicker or thinner.

Note that some animations will not work as expected if you dramatically change the object structure.

For some objects (eg door, square, circle, fire etc) the spanner option is not available.

Like 2Simple's 2Do It Yourself, you can use Adobe ActionScript 2 to control many aspects of 2Create a Superstory.

With ActionScript you have very fine-grained control of what happens in your story. For example, you can amend or add your own animations for picture areas, objects, and even object parts. You can control object size, position, movement, rotation, visibility and transparency. You can add code which gets triggered by certain events, such as a key being pressed, or one object overlapping with another. 2Create a Superstory also allows you to amend or add your own objects using a simple xml file.

This facility allows 2Create a Superstory to be used from a simple to very advanced level, including use of trigonometric functions.

Detailed information of the above can be found in the Advanced User Guide.
See : www.2simple.com > support > technical questions > 2Create a Superstory.

Q: How do I change the printer?

A: When you click print, the current printer shows in grey on the print dialog box. If you click it, it becomes a dropdown box and you can change the printer. (Note that you cannot change the default printer as you could with some other 2Simple programs.)

Q: I am unable to access the teacher options using ctrl+shift+“o”

A: This program does not have teacher options.

Q: “runtime error 339...”

A: One cause of this error is installing the program on the server only and not installing the DLLs on each local machine. See the installation section of this guide for more details. This error has other possible causes, but these can most likely be addressed by running the 2Create A Superstory DLL installer on the machine which has the error message.

Q: How do I delete an object?

A: Select it with your mouse and press the delete button.

Q: How do I delete a line follow point?

A: Hold down the shift button and click the point

Using the help videos

From the front screen, you can access training videos and examples of what you could do with each screen.

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!*

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2Create a Superstory

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