

A graphic consisting of three concentric, curved orange lines, resembling a stylized signal or broadcast icon, positioned above the word "Cast" in the title.

WidgetCast

The Live Flash Media Builder

Online Help (Standard)

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Update Widgets in WidgetCast v2.5

Even if you have widget saved in previous versions you can follow the steps below to update your widgets.

1. Open previously saved custom widget projects in **WidgetCast v2.5**.
2. Check your project to see if it contains any components listed as below:
 - o If your project includes "RSS Component", "Twitter Component", "Video Channel", or "Photo Viewer", you need to re-select the style in the component property panel to update it.
 - o If your project includes "Feedback Form" or "Map", you need to delete the original component, and add a new one to edit all content inside.
3. When you have confirmed that #2 is finished, you can save the project to replace the older version.
4. For exporting as Reallusion-hosting widgets, you should select the original published widget in the "**Manage**" panel, and press "replace". Then, select the updated project to replace the older version.
5. For exporting as Self-Hosting widgets, you should re-deploy the associated files to replace the older version.

Note:

- o Please update your flash player to the latest version to make sure all functions work normally.
- o Please make sure that the widgets exported from the new version (v2.5) are not shown on the same page as an older version (before v2.5), otherwise, the new widgets may not work properly.

System Requirements

The minimum system requirements for **WidgetCast** are:

Hardware	Pentium III 800 MHz (Pentium IV or higher recommended)
	256 MB RAM (512 MB or higher recommended)
	512 MB disk space (1GB or higher recommended)
	Duplex Sound Card/VGA Card/Keyboard/Mouse/Microphone/Speaker
Software	Windows XP-SP2/Vista (Audio recorder supports Windows XP only)
	Browsers: Microsoft Internet Explorer (x86) 7.0 or later
	Adobe Flash Player (for Internet Explorer) 10 or later
	Microsoft Office is required for importing PowerPoint document

Project Interface

Project Interface allows you to view the available **Templates** and the **Custom Templates** in your Template panel. When you have selected any of the Templates you can then preview the widget and see the information about the widget in the selection.



1. Template	Reallusion made widgets. They are available for you to modify.
2. Custom Template	The saved templates from previous sessions are accessible here.
3. New	Create a brand new project for widget creation.
4. Open	Open Templates , Custom Templates or WidgetCast Projects from your computer.
5. Save	Save the modified widget project to the custom template or anywhere you prefer.

6. Preview Window	The viewport shows the widget you have selected.
7. Description	The information about the widget in selection.
8. Export	Access to the Export window.
9. Edit	Go to the Edit Window where you can modify the existing widget.
10. Preview	Preview the widget in selection.

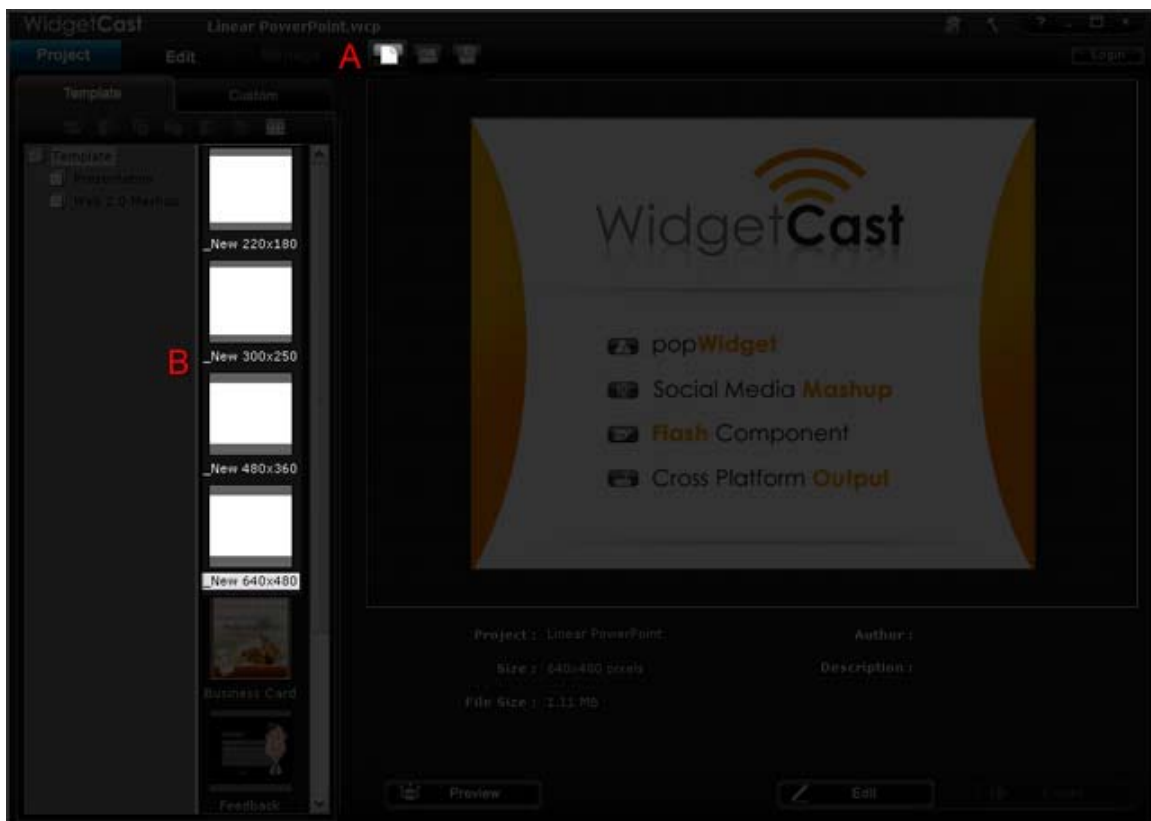
Creating a New Project

To create a **New Project** in **WidgetCast**, you may either click the **New** button or select one of the empty Templates.

Creating a New Project

WidgetCast offers you two ways to create a new **WidgetCast** project.

- A. Click the **New** button to create new project.
- B. Select one of the default size templates to create a new project.



Note:

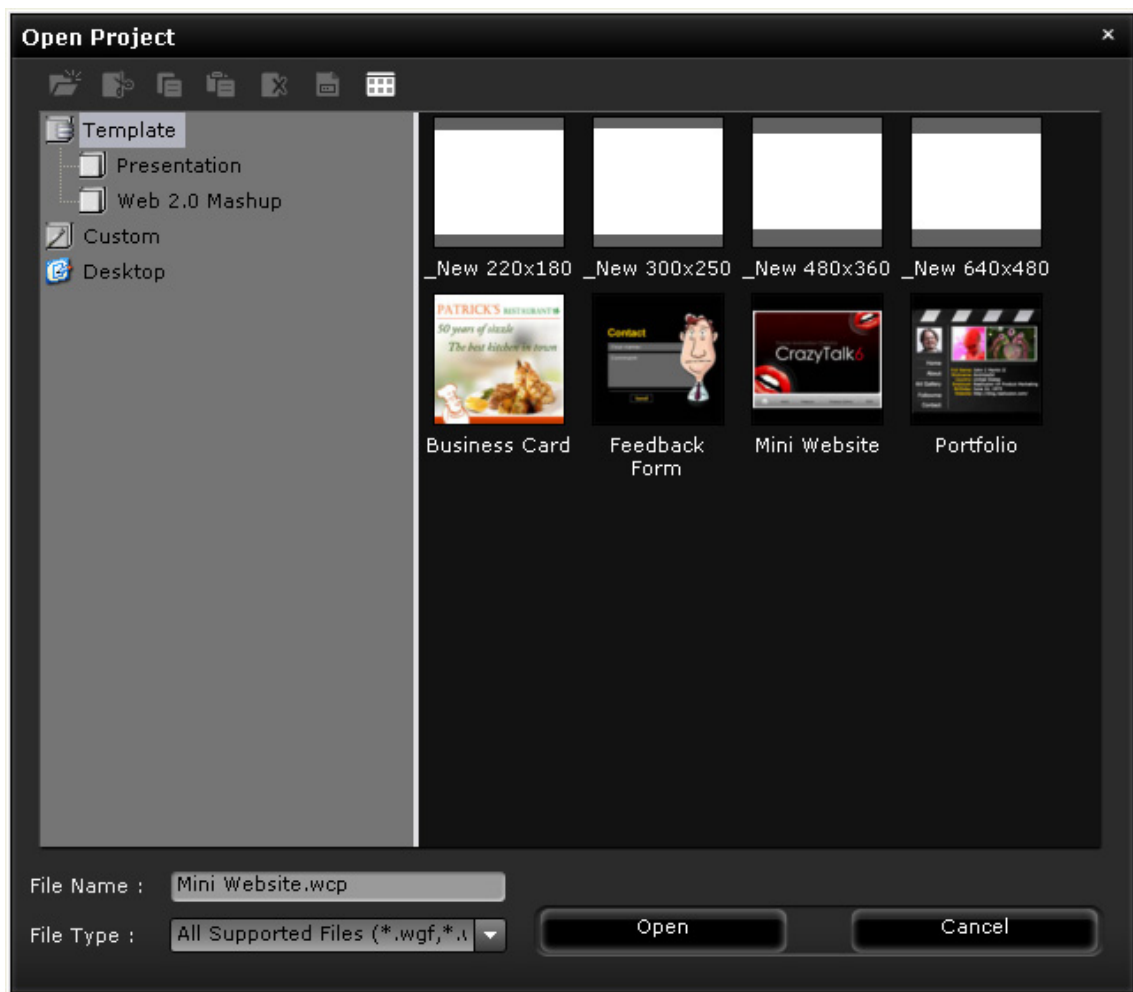
- o The default project size is 640*480 when you click the **New Project** button.
- o The maximum size of the project would be 1920*1080.

Opening a Project

In **WidgetCast** you can open project from **Template** or load **WidgetCast** project from custom template.

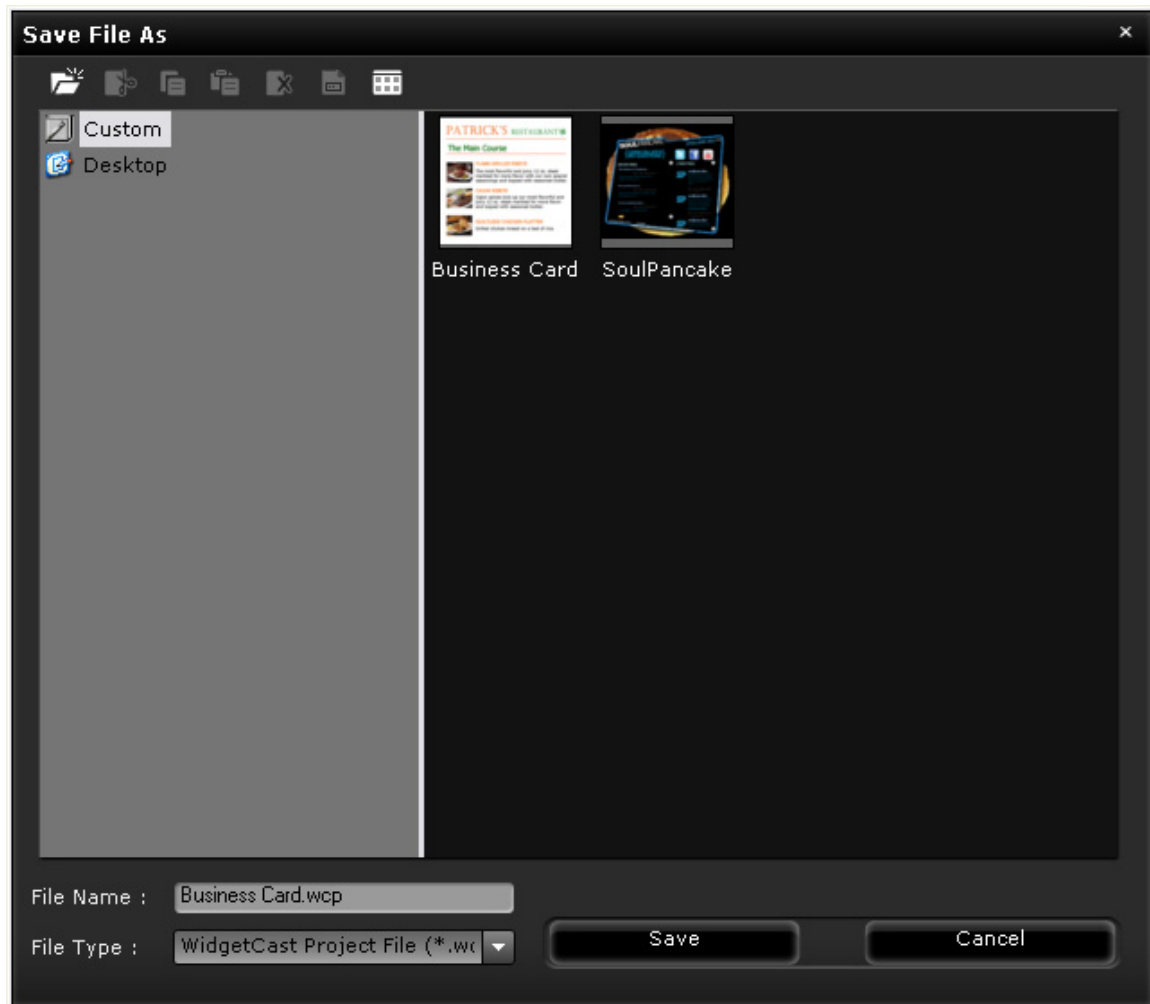
Opening a Project

- A. Select a project from **Template** or **Custom Template** to open an existing project.
- B. You may also click the **Open** button  to open projects from your computer.
 - i. Click the **Open** button.
 - ii. The **Open Project** window appears.
 - iii. Choose from one of the locations **Template**, **Custom Template** or **Desktop** to open your project.



Saving a Project

Save your **WidgetCast** project after modifying it in the **Edit** window.



Save File As Window

- : **Create** a New folder.
- : **Cut** the project or the folder in selection.
- : **Copy** the project or the folder in selection.
- : **Paste** the project or the folder in selection.
- : **Delete** the project or the folder in selection.

- : **Rename** the project or the folder in selection.
- : The **View** button organizes the viewing options of the thumbnail.

Saving a Project

Direct yourself to the steps below to save the project.

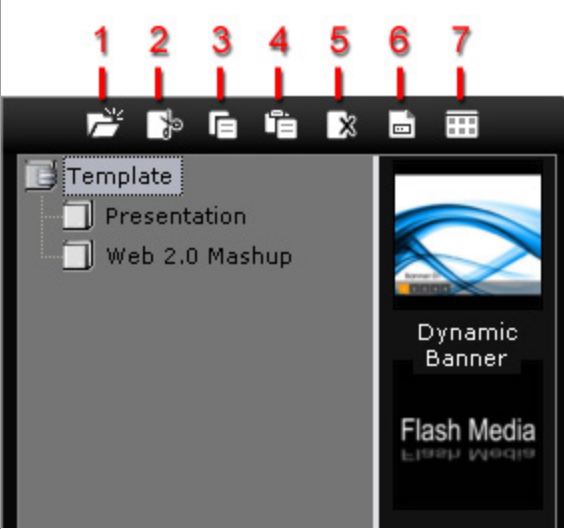
1. Click the **Save** button  to save the project.
2. Type a name for your project.
3. Specify a location to place the project.
 - **Custom:** save the project in the **WidgetCast** [Custom Template](#) folder.
 - **Desktop:** save your **WidgetCast Project** to any location in your computer.
4. Click the **Save** button.

Template

In the **Project** window, the Template panel contains widgets that have been released with **WidgetCast**. These widgets are not meant to be renamed or deleted. If you want to modify the predefined Template, please select one of the Templates and click the **Edit** button to modify the existing Template and save it as customized Template.

Templates

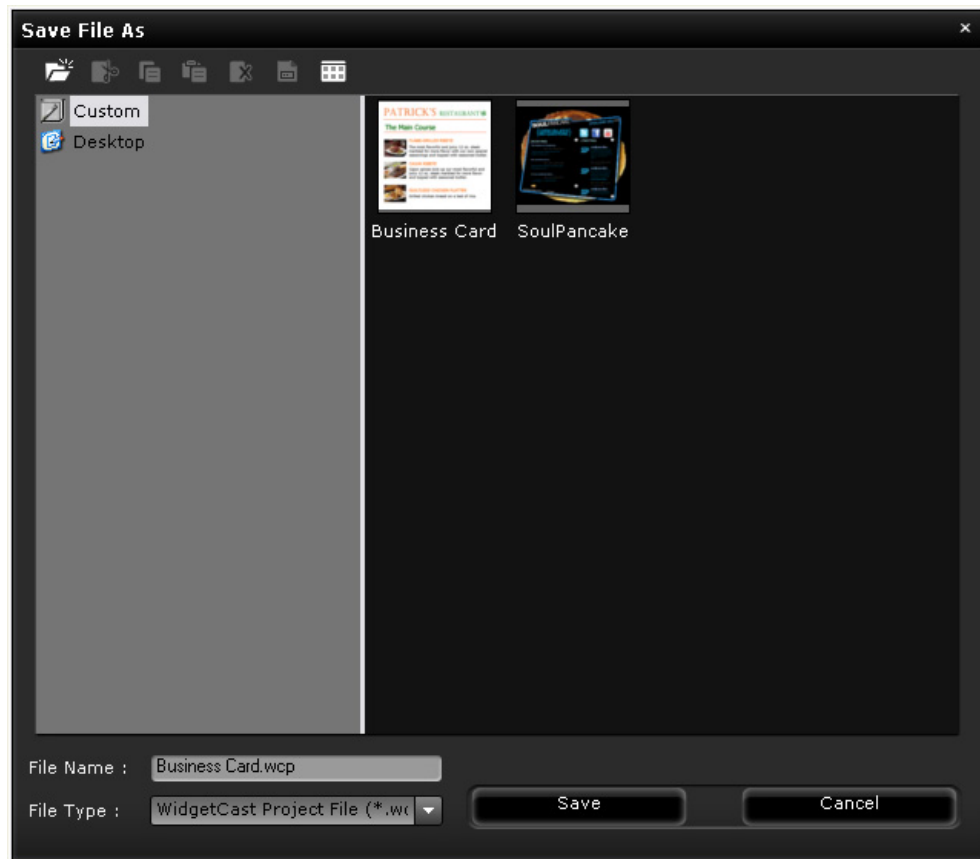
In the **Project** window, the **Template** tab organizes the **WidgetCast Templates** from Reallusion. Compare to the **Custom** tab, it helps you organize all the **WidgetCast Custom Templates**.

	1	New Folder
	2	Cut
	3	Copy
	4	Paste
	5	Delete
	6	Rename
	7	View Options

Custom Templates

Custom Templates are the saved templates from previous sessions:

- Templates in **Custom Template Folder** are recognized as **WidgetCast Project Files**.
- After you finish editing your widget click the [Export](#) button at the bottom right corner to export your widget.



1. Choose **Custom** to store your project in **Custom Template**.
2. Name your project in the **File Name** field.
3. Click the **Save** button.

Note:

Depending on your operating system you can find the **WidgetCast Project Files** under the following locations.

- o For XP, C:\Documents and Settings\All Users\Documents\Reallusion\Custom\WidgetCast Custom.
- o For Vista, C:\Users\Public\Documents\Reallusion\custom\Widget Custom.

Editing Widgets

Edit Window is the main work space that you will be performing all the tasks for designing your widget. From the description below you will have a general idea about the elements of each editing panel and tools.



1. Page Panel	Add, delete or arrange the available pages.
2. Tools	The editing tools for you to use when designing a widget.
3. Align Panel	Set the position of the content object placement.
4. Link Panel	Add a link to the content in selection.
5. Stage	Stage is the space that allows you to edit and design your widget.
6. Layer Panel	Layers of the content objects where you can choose which layer to modify; or which layer appears before or after another.

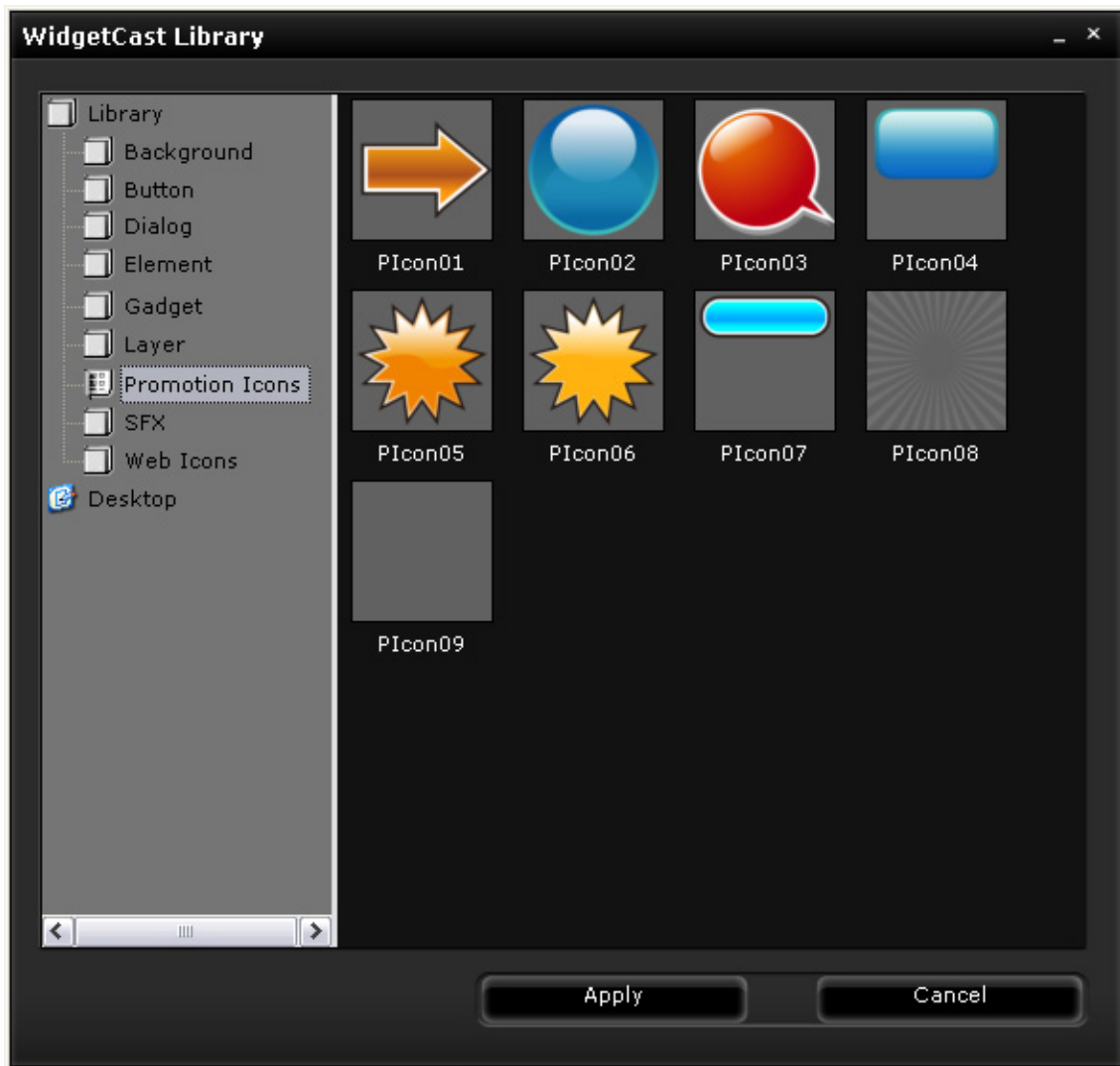
7. Property Panel	Set various settings for the media in selection.
8. Export	Export the customized widgets to publish.
9. Preview	Preview the widget to see the effects or animation.
10. Library	Library consists of various forms of media that you may add to enhance your WidgetCast Projects.

Note:

- o To collapse/expand panels, click the double left , right , down arrow  buttons located at the side of each panel. You can collapse or expand the Page, Property, Align, Link and Layer panels.
- o After completing a widget project, we highly recommend you to preview your widget. If you see any part of the images have been cut-off, please remember to adjust both the width and height of the canvas size for the whole project.

WidgetCast Library

WidgetCast has managed and organized all the pre-packed or custom widget contents/flash components in the **WidgetCast Library**.



Directory in XP: C:\Program Files\Reallusion\WidgetCast\Template\Gallery

Directory in Vista: C:\Program Files\Reallusion\WidgetCast\Template\Gallery

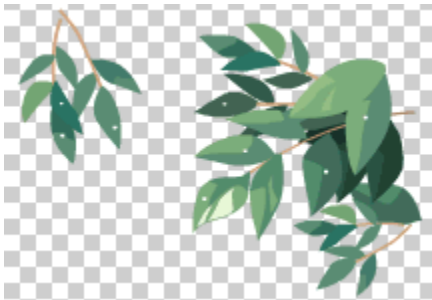
Main Categories

There are two main categories in the **WidgetCast Library**. Each category contains a list of tools and elements with a wide range of usages.

1. **Promotion Icon** contains sequences of pre-made images in Adobe Flash (.swf) format. These clip arts may be used for decorative purposes.



2. **SFX** are the animated swf files.

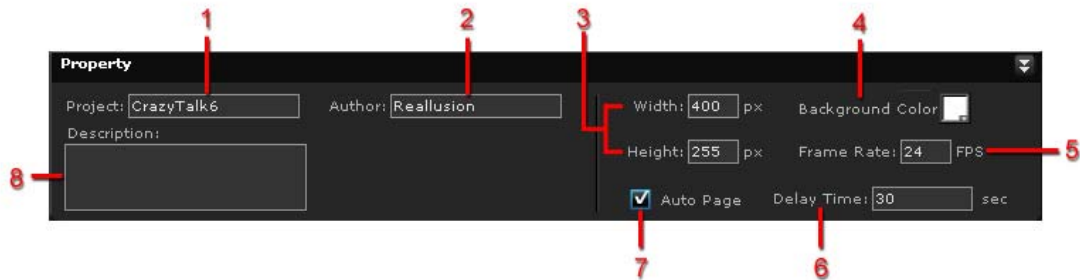


Note:

- o You may double-click to insert a component or you may also simply drag it onto the stage.
- o The controls in the Control Object folder are assigned to control the settings of the whole widget, not to an individual page.

Project Property Panel

Project property panel allows you to assign the settings for the current **WidgetCast** project.



1. Project	Assign a name for the project.
2. Author	The author of this project.
3. Width / Height	Adjusts the width and the height of the canvas.
4. Background Color	Change the color of the canvas. You may click the Custom Color  to select a color of your own.
5. Frame Rate	Frames per Second when flip to the next page. The smaller the value, the shorter the showing.
6. Delay Time	This setting sets the global delay time for all the pages. If 0 is set in this field, the page will not turn. You can then create a linked component to go to a target page.
7. Auto Page	When this feature is activated, the pages turn automatically after the time is set in the Delay Time .
8. Description	Describe your project for other users to know what your project is about.

Utilizing Project Property

When you are under a different tools property panel, you can access the project property panel by clicking on the black area of the canvas.



Or you may simply click the [Foreground](#) or [Background](#) page layers to access to Project property.

Note:

- o If you see any part of the image has been cut-off, please remember to adjust both the width and height to a larger size to see all the contents.
- o You can simply measure the size of the contents in the selected page layer and adjust the project size.
- o Click the **Drag** button to enable floating feature. But, if your browser does not support **JavaScript** when you view the **popWidget**, the browser may not support this function.
- o When you have multiple page layers and you didn't set any **Auto Page/Delay Time** for the project. Then when you preview with **Play Bar** enabled, the play/pause button may not work because the play/pause button is only available for delay time control.
- o When you insert **Control Objects** from [WidgetCast Library](#), you can then **Close, Mute, First/Last Page, Previous/Next Page, Full Screen** and add volume control bar.

Page Panel

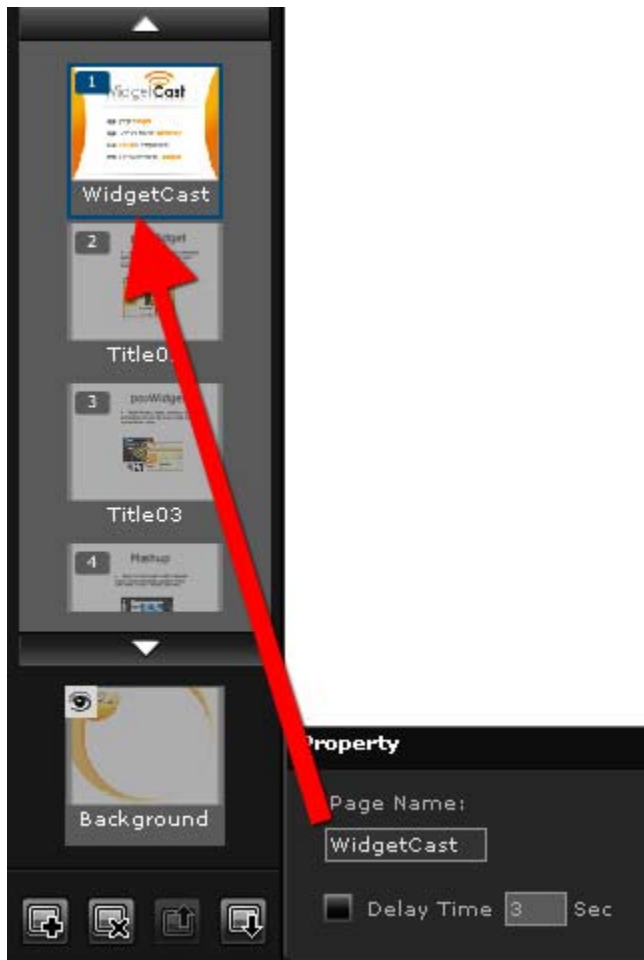
The Page Panel has given you the ability to add and modify the selected pages, one by one. This way you can easily edit each page with ease.

	1. Foreground	Overlay effect for all the Pages. All the content objects in this page will show at the very front of every page.
	2. Scroll Forward	Click to see previous pages.
	3. View Port of Pages	Allows you to view all the available pages in this project.
	4. Scroll Backward	Click to see the next pages.
	5. Background	Background for all the Internal Pages.
	6. Add	Add a new page layer.
	7. Delete	Delete an existing page layer.
	8. Move Up	Move an existing page up.
	9. Move Down	Select a page layer and move the page down.

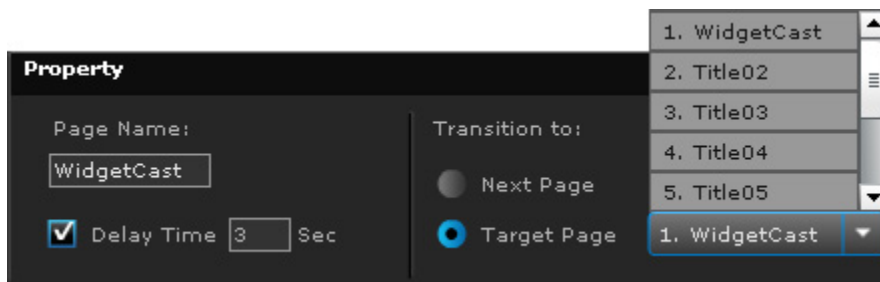
Utilizing Page Panel

In this section you will learn how to add/delete or view pages in **WidgetCast**.

1. From an existing project, click the **Add**  button to add a new page.
2. Enter the name of the page in the **Page Name** field. You will notice that the individual page name changes instantly.



3. You may enable the **Delay Time** of individual page.
4. After you have enabled delay time, you may set the transition preference between the target page and the next page.



5. Choose one of the options from the **Fade In** drop down box for the speed of transition.
6. To delete an existing page, you may click the **Delete**  button to delete the page in selection.
7. Even if you change the name of the pages, the **Numbering** of the page remains the same. This helps you to know which page is linked.

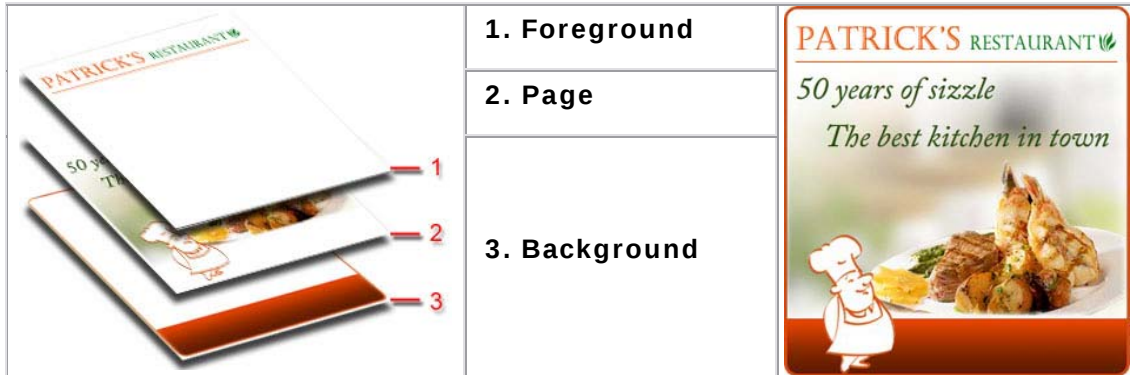


Using Hotkeys to Flip Pages

You may use the hotkeys **Page Up / Page Down / Home / End** in the **Preview Window** to Preview your widget. This also applies when you have exported your widget online.

Foreground/Background

Foreground and **Background** allow you to apply any design that affects all the **Pages**.



Foreground allows you to overlay contents to all the **Pages**. When you click individual **Page** and click **Preview**, the foreground will always be seen.

1. Select **Foreground** from [Page Panel](#).
2. Click the **Insert Button** icon  and [type in](#) the text **WidgetCast**.
3. Click the **Preview** button .
4. Now all the pages have the **WidgetCast** button showing on top.



Background allows all the pages to have the same background content. All the contents on Foreground and Pages will be displayed on top of **Background**.

1. Select **Background** from [Page Panel](#).
2. Click the **Insert Image**  tool.
3. Select an image (*.gif, *.jpg, *.jpeg, *.png, *.bmp) to import.



4. Make sure you have at least two pages.
5. Now, insert a component by clicking the [Library](#) button.
6. Go to the [Link Panel](#) and **Select Page** to be linked.
7. From the drop-down list select Page 2.
8. Press the **Preview** button to view the first page.



9. Click the arrow to switch to page 2.

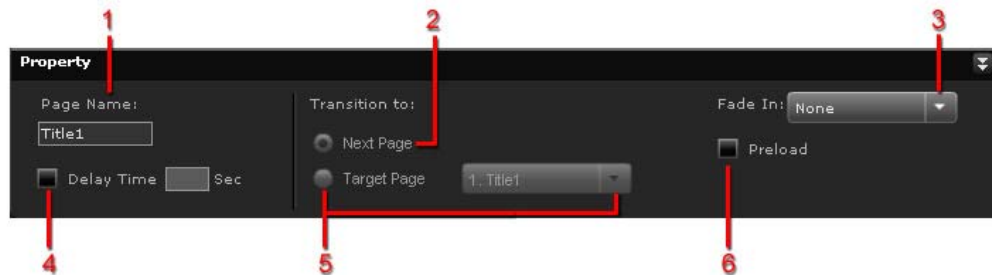


Note:

- o If any of the page component's overall size is larger than background, the background will not be seen. E.g. when you place an image exactly the same size of the project size.
- o When importing PowerPoint to **Foreground** or **Background**, you may only import **Single Page**.
- o Switch the visibility buttons  /  of the **Foreground** or **Background** pages to hide/unhide the content of the pages while editing.
- o Please note when you have the Foreground or the Background page selected, you cannot enable or disable the visibility of the content on the Foreground and Background pages.

Page Panel Property

The page panel property window allows you to name each of the pages, set the speed of the transitions and set the delay time between pages.



1. Page Name	Name each page layer.
2. Next Page	Turns to the next available page organized in page layer.
3. Fade In	Sets the transition speed between pages. You may choose between: Fast , Slow , Normal or None .
4. Delay Time	Enable this button to set the delay time to the next page.
5. Target Page	Turns to a designated page from the drop down list when the delay time is set.
6. Preload	Page preload allows media content other than video channels and photo sliders to load first without the need to wait for users to click on them.

Note:

- o If the page delay time is not set, the selected pages will follow the project's global delay time set in the project property window.

Preload

Preload technique is used for loading media contents in a widget prior to user interaction. When the preload option is selected, the widget will begin to load other pages within the widget regardless of whether the user has selected them.

Preload: Off

If preload is disabled, it may take additional time to load an individual page once it is selected.



Preload: On

When you enable the preload function for a page, the page will load regardless of user input for a faster transition.

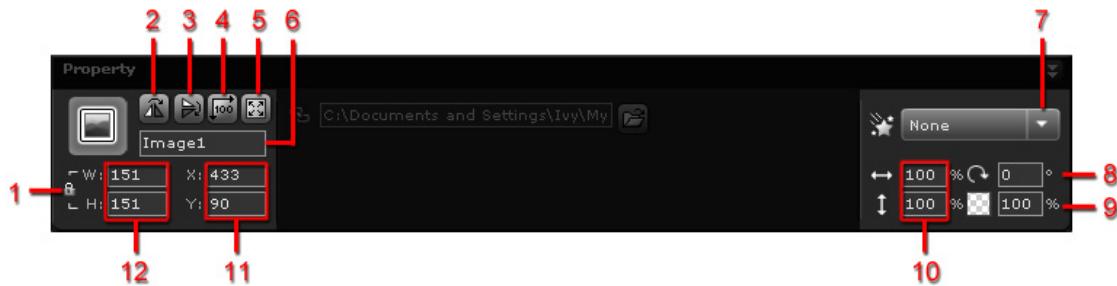


Note:

- o When you enable preload option on a page, it preloads image, video, swf, flv and audio while viewing on the webpage.

General Commands in Property Panel

General commands in the property panel are the most widely used editing tools in Widgetcast.



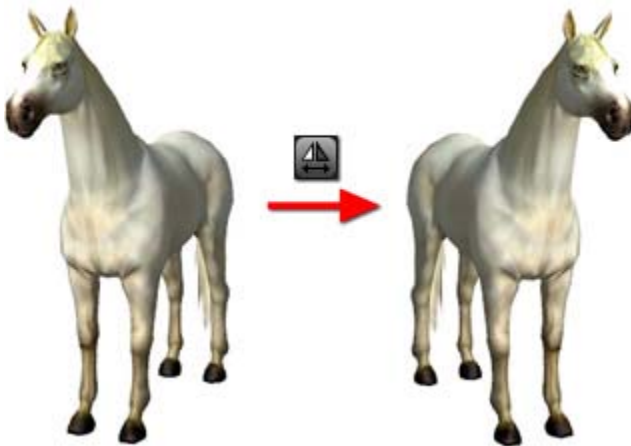
1. Lock	Constrain proportions when scaling.
2. Horizontal Flip	Flip the shapes and images horizontally.
3. Vertical Flip	Flip the shapes and images vertically.
4. Reset Size to Original	Reset the size to original.
5. Width / Height Fit to Stage	Resize the component to fit to the width/height of the stage.
6. Name	Select a name for your element.
7. Effect	Select a visual effect to attach to your element.
8. Rotation	Sets the rotation degree of the content object.
9. Component Opacity	Sets the component opacity, this includes the fill object and the opacity of the border.
10. Component Resize	Input the percentage for the image to resize.

11. Position	Adjust the position that your element appears on the stage.
12. Resize the Component	Adjust the size of the image.

Horizontal/Vertical Flip

When you enable horizontal/vertical flip, you can make an image or shape flip either direction.

With horizontal flip, you can simply flip the right side to the left side or the other way around.



With vertical flip, you can simply flip the top side to the bottom side or the other way around.



Perspective Tools

The following navigation and zoom in/out tools give you the option to easily navigate in **WidgetCast**.

Picking and Moving Tools

- A. Activate the **Selection** button  to select between content objects.
- B. Enable the **Move** tool  to move around the canvas after you zoom in.

Note:

- o Hold down the **Ctrl** key to selection multiple content objects with the **Selection** tool.
- o When you move the canvas that is not out of bound, it will then constrain back to the center of the workspace. But, if the canvas has exceeded the workspace size, it allows you to move around with the **Move** tool in the workspace area.

Zoom in/out Tools

- Click the **Zoom In** button  to dive into the workspace.
- Click the **Zoom Out** button  to move out to a distance.
- Click the **Reset to Original Size** button  to reset the size to original.
- Click the **Fit to Stage** button  to maximize the size of the page to fit stage.

Layout Tools

Selecting Components

There are two ways to select multiple components in **WidgetCast**. You may either use **Ctrl** key to increase your selection group or box select.

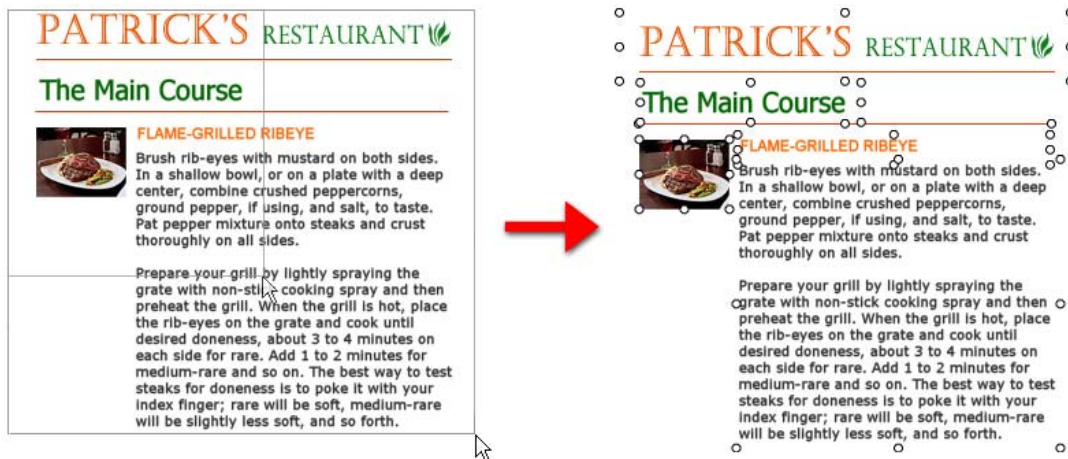
Add to Selection Group

To add a component to an existing selection group, you can press the **Ctrl** key to add one more component to your selection group.

 PATRICK'S RESTAURANT The Main Course FLAME-GRILLED RIBEYE Brush rib-eyes with mustard on both sides. In a shallow bowl, or on a plate with a deep center, combine crushed peppercorns, ground pepper, if using, and salt, to taste. Pat pepper mixture onto steaks and crust thoroughly on all sides. Prepare your grill by lightly spraying the grate with non-stick cooking spray and then preheat the grill. When the grill is hot, place the rib-eyes on the grate and cook until desired doneness, about 3 to 4 minutes on each side for rare. Add 1 to 2 minutes for medium-rare and so on. The best way to test steaks for doneness is to poke it with your index finger; rare will be soft, medium-rare will be slightly less soft, and so forth.	 PATRICK'S RESTAURANT The Main Course FLAME-GRILLED RIBEYE Brush rib-eyes with mustard on both sides. In a shallow bowl, or on a plate with a deep center, combine crushed peppercorns, ground pepper, if using, and salt, to taste. Pat pepper mixture onto steaks and crust thoroughly on all sides. Prepare your grill by lightly spraying the grate with non-stick cooking spray and then preheat the grill. When the grill is hot, place the rib-eyes on the grate and cook until desired doneness, about 3 to 4 minutes on each side for rare. Add 1 to 2 minutes for medium-rare and so on. The best way to test steaks for doneness is to poke it with your index finger; rare will be soft, medium-rare will be slightly less soft, and so forth.
Ctrl to Add	Ctrl to Deselect

Area Selection Tool

You may click and drag over a specific area to select all of the elements that are present in your selection area.



If you want to select all you can just press `Ctrl+A`.

Copy and Paste All Components

To copy all the existing contents onto a new page, simply select and copy (*Ctrl+C*) all the contents on the existing page, and then press *Ctrl+V* to paste all the contents to a new page.

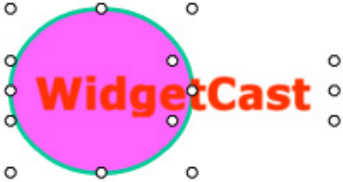
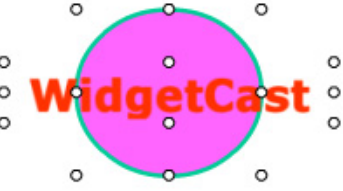
Aligning Components

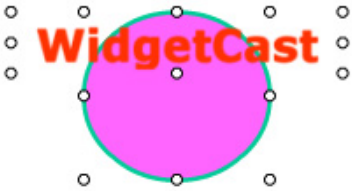
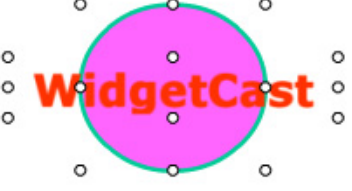
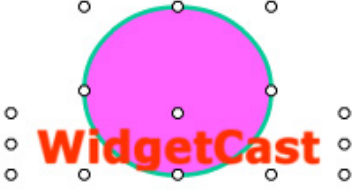
You can align the contents of the selected layer by:

1. Clicking on one of the content items in the selected page by using the **Selection Tool** .
2. To align components you may choose either **Align to Stage** or **Align to Group**. **Align to Stage** allows all the selected contents within the stage to align to the edge of the stage, whereas **Align to Group** aligns all the selected contents according to the group position.



3. Choose one of the align options from the **Alignment Panel**.

Align Options	Content Alignment	Align to Stage	Align to Group
	Left Align		
	Center Align (Horizontal)		

	Right Align		
	Top Align		
	Center Align (Vertical)		
	Bottom Align		

Adding Links to Components

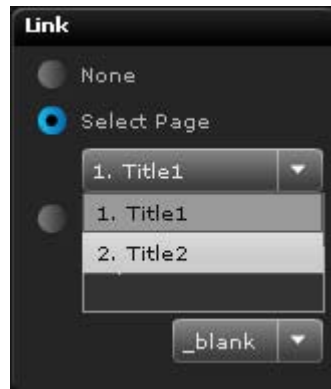
Link Panel contains the option of assigning pages to link to other pages, or assigning components to link to an URL. In **WidgetCast**, everything can be a link.

Please refer to the individual description to create link for components and link to URL.

1. **None:** set contents without links.
2. **Select Page:** When you have more than one page in the page panel you can link between pages.
 - i. Select **Title1**.
 - ii. Click the [Library](#) button and insert a component to place a link. E.g. the envelope from the gallery.



- iii. Select the envelope and go to the link panel. Click **Select Page** and choose **Title2** from the drop-down list.

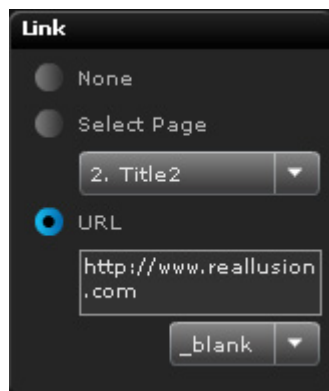


The screenshot shows a 'Link' configuration panel. At the top, there are two radio buttons: 'None' and 'Select Page'. The 'Select Page' radio button is selected. Below it, a dropdown menu is open, displaying a list of pages: '1. Title1' and '2. Title2'. The '2. Title2' option is highlighted. At the bottom of the panel, there is a target dropdown menu showing '_blank'.

- iv. After you have the page linked, preview the widget. When **envelope** is been clicked, you will be linked to Page 2.



3. **URL**: Enter the website address for the content to link when clicked.



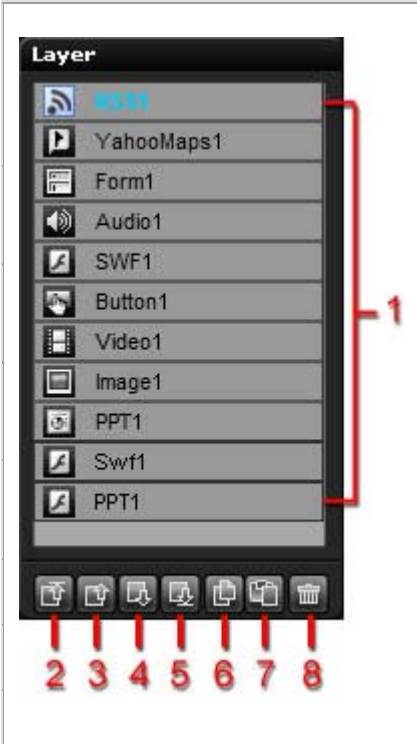
The screenshot shows the 'Link' configuration panel. The 'URL' radio button is selected. Below it, a text input field contains the URL 'http://www.reallusion.com'. At the bottom, the target dropdown menu shows '_blank'.

Choose one of the target frame types from the drop-down List.

_blank	Displays the linked file in a new browser, and leave the original browser open.
_self	Displays the linked file in the same browser.
_parent	Displays the linked file in its own original parent frameset. The linked file appears in the current parent frame.
_top	Replaces the entire browser with the linked file, removing all current browsers. When a user clicks the link, the specified file appears in a new browser.

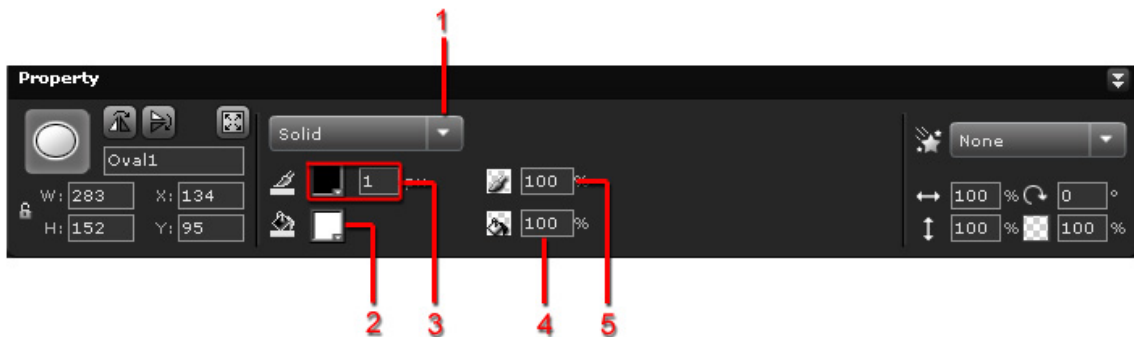
Layers

In **WidgetCast**, there are different types of **Component Layers**. Each of the tools in **WidgetCast** is recognized as a component layer in **WidgetCast**.

	<table><tr><td>1. Component Layers</td></tr><tr><td>2. Move to Top</td></tr><tr><td>3. Move Up</td></tr><tr><td>4. Move Down</td></tr><tr><td>5. Move to Bottom</td></tr><tr><td>6. Copy</td></tr><tr><td>7. Paste</td></tr><tr><td>8. Delete</td></tr></table>	1. Component Layers	2. Move to Top	3. Move Up	4. Move Down	5. Move to Bottom	6. Copy	7. Paste	8. Delete	<table><tr><td>All the components that are used in this page will be shown in this layer panel.</td></tr><tr><td>Move layer to the very top of all other layers.</td></tr><tr><td>Move the selected layer up one level.</td></tr><tr><td>Move the selected layer down one level.</td></tr><tr><td>Move layer to very bottom of all the other layers.</td></tr><tr><td>Copy the selected layer.</td></tr><tr><td>Paste the selected layer.</td></tr><tr><td>Delete the selected layer.</td></tr></table>	All the components that are used in this page will be shown in this layer panel.	Move layer to the very top of all other layers.	Move the selected layer up one level.	Move the selected layer down one level.	Move layer to very bottom of all the other layers.	Copy the selected layer.	Paste the selected layer.	Delete the selected layer.
1. Component Layers																		
2. Move to Top																		
3. Move Up																		
4. Move Down																		
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Move the selected layer down one level.																		
Move layer to very bottom of all the other layers.																		
Copy the selected layer.																		
Paste the selected layer.																		
Delete the selected layer.																		

Rectangle, Oval and Line Tools

You can use all three tools, Rectangle, Oval and Line tools to create various shapes.

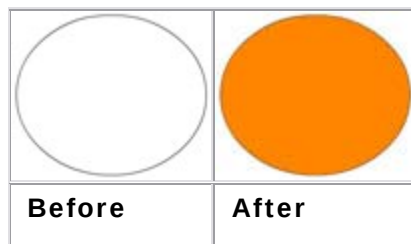


1.	Gradient Options	Sets a gradual blend between two colors. You may choose from Solid , Linear and Radial .
2.	Fill Color	Changes the fill color of the oval.
3.	Line Color & Line Thickness	Sets the color of the border line and the thickness of the border.
4.	Background Opacity	Changes the background opacity.
5.	Border Opacity	Sets the opacity level of component border.

Simple Tool and Simple Creation

With these three simple tools, (Rectangle, Oval and Line), you can create any 2D designs to fit your needs.

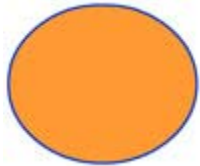
1. Click the **Oval**  tool.
2. Draw the size of the oval on the [Stage](#).
3. Click the **Fill Color** to change the color within the border.



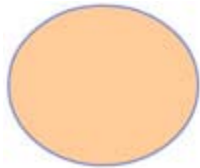
- Click the **Line Color** to change the color of the border.



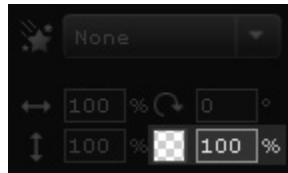
- Change the **Line Thickness** by defining a value in the field.



- Type in the values in these fields, **Border** and **Background Opacity**, to define the opacity level of this component.

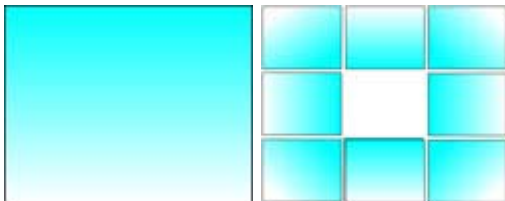


- You may also go to the right-side section of the property panel to set the opacity for both of the fill and line all at once.

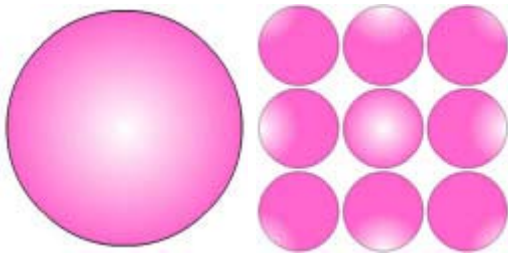


Linear and Radial Gradient

A linear gradient gradually blends two different colors together in a linear pattern. You can define the angle of the gradient by setting the angle of the line.



A radial gradient is similar to a linear gradient but the blending pattern is circular as opposed to linear. So, when you define the center of the gradient, the focus moves to the specified alignment.

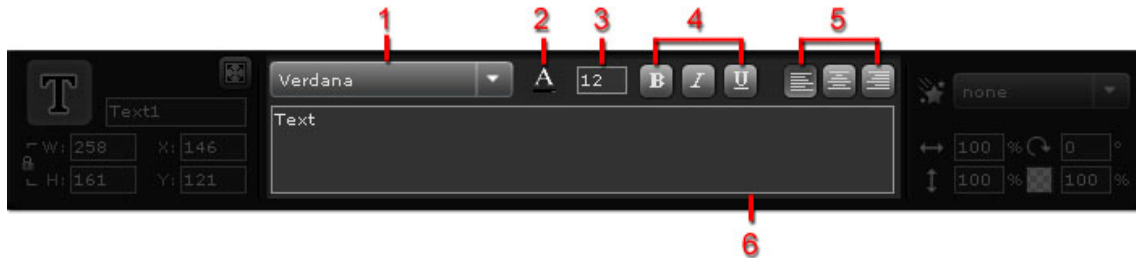


Note:

- o These steps also apply to both the rectangle  and the line  tools.
- o You may hold **Shift** to constrain a rectangle to a square, to constrain an oval to a circle, or to constrain the line horizontally or vertically.

Adding Text to Layers

The text tool in **WidgetCast** can be created as a layer to overlay on any components, or as an independent component.

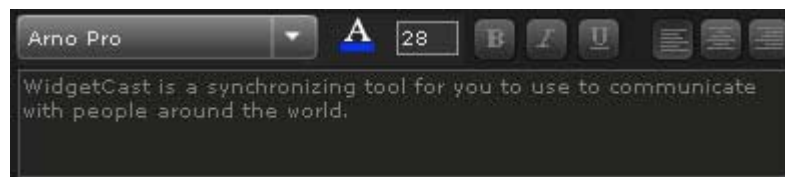


1. Font Style	Choose one of the font styles from the expansion list.
2. Font Color	Select a color for your text.
3. Text Size	Set the size of the text.
4. Bold, Italic, Underline	Enable or disable bold, italic and underline.
5. Alignment	Align the text to left, center or right.
6. Text Area	Type in the message you want to place in this component.

Adding Text to the Page

You may use the Insert Text tool to create an attractive heading or give a message to your viewers.

1. Click the **Insert Text**  tool.
2. Press and drag to define the area of the text in the [Stage](#).
3. Type in the text in the field, let's type in ***WidgetCast is a synchronizing tool for you to use to communicate with people around the world.***
4. Select **Arno Pro** as the font style.
5. Choose a font **color** and **size**.



6. Align the text to the center of the text area.

WidgetCast is a
synchronizing tool for
you to use to
communicate with
people around the
world.

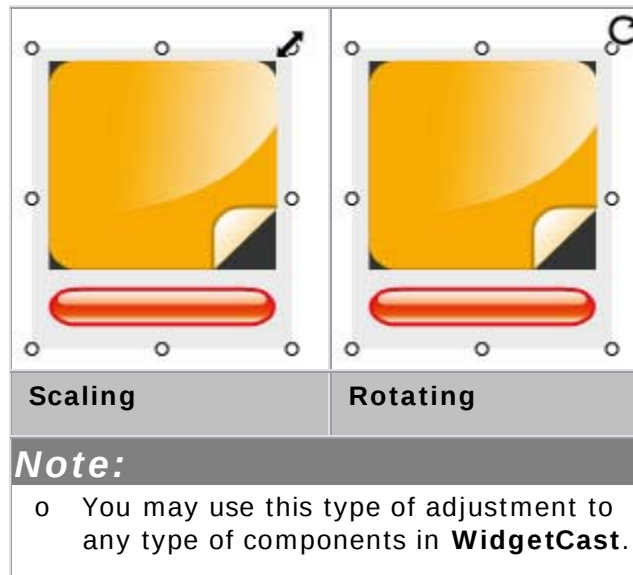
Inserting Media Tools

Inserting Image and Image Properties

The **Insert Image** icon imports *.jpg, *.gif, *.jpeg, *.png and *.bmp files into **WidgetCast** project.

Inserting Image to Project

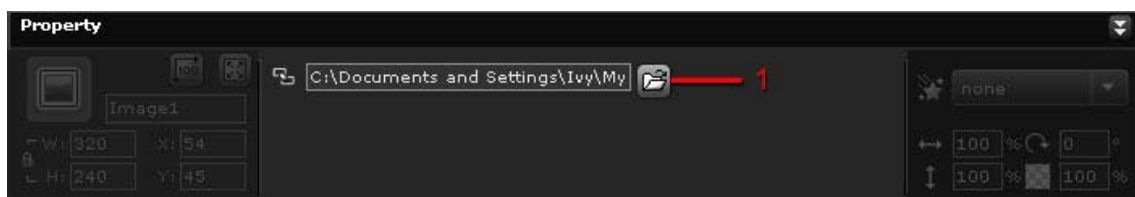
1. Click the **Insert Image**  tool.
2. Adjust both the size and rotation by dragging the edge of the image.



3. Click the **Import File**  button to replace another image.

Image Property Panel

The **Inserting Image** property allows you to add an image layer to your project.



- | | | |
|----|--------------------|---|
| 1. | Import File | Import another image file to replace the current one. |
|----|--------------------|---|

Inserting Video and Video Properties

The **Insert Video** tool only imports *.flv files into **WidgetCast** project.

Video Property Panel

The **Insert Video**  tool in **WidgetCast** allows you to add a flash video layer to your project.

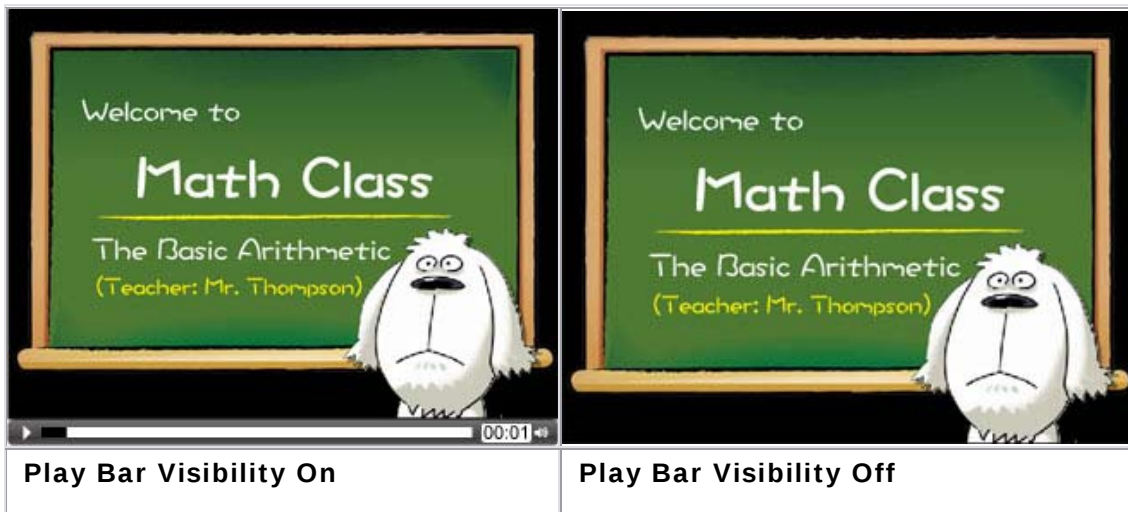


1. Import File	Import another flash video to replace the current one.
2. Loop Times	Set number of loop times or set 0 to play infinite times.
3. Play Bar	When the visibility is set in this property panel, it includes a play bar for the video.
4. Auto Play	The video starts to play when it starts to show the widget.

Inserting Video to Project

1. Click the **Insert Video**  tool.
2. Select any flash video (*.flv) to open.
3. Click the **Import File**  button to replace with another flash video.
4. You may set the number of times to play the video or input 0 to set infinite times.
5. Enable **Auto Play** to play the video instantly once it appears to the audience.

6. Set the visibility of the **Play Bar**.



Generating Custom iWidget Files

Creating iWidget Files From iClone

For iClone3.1 or later, we provide you the option of exporting iWidget files.

After you are done with the video for **WidgetCast** in iClone, follow the steps to **Export iWidget** file from **iClone**.

Clear Background

1. Toggle to the **Stage**  tab.
2. Click **2D Background** .
3. **Check OFF** active  to disable the default background.
4. Choose the appropriate color for the Background and select the best mask out result.

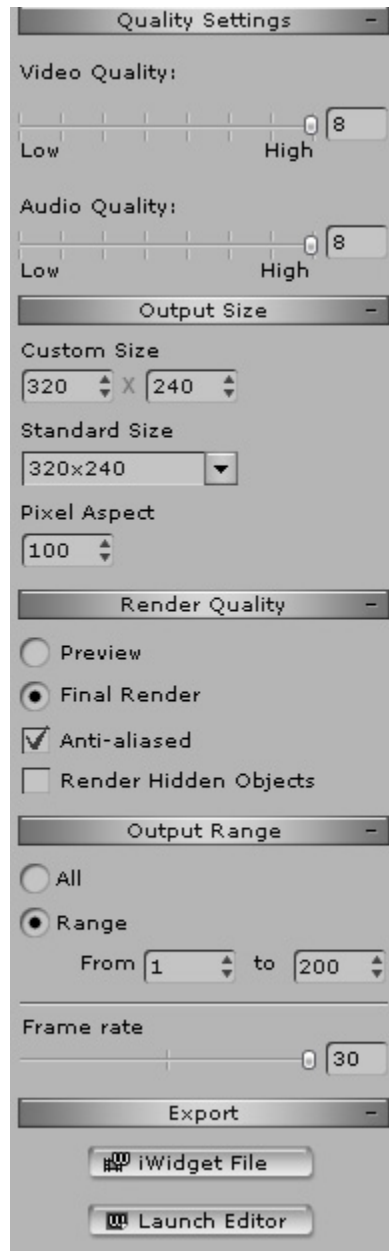
Let us compare the two images below. Please look closely at the edge of the Character.

	
Color Applied:  The brighter the color, the harder the application can mask out the edge of the Character.	Color Applied:  The darker the color, the easier the application can mask out the edge of the Character.

Since iClone can mask out anything in the background after you export as an iWidget file. With this mask out function you can easily stack any content on top of each other in **WidgetCast**.

Export iWidget

1. Toggle to the **Export** tab and then click **Widget Output**.
2. The modify panel has broken down into Five Sections: Quality Setting, Output Size, Render Quality, Output Range and Export.



Quality Setting

Quality Setting section provides you with the function to control the quality of your Video and Audio.

Output Size

Select a Standard Size or Customize the size of your video.

Render Quality

Render Quality gives you the option to **Preview** or to **Final Render**. When **Anti-aliased** is checked, this prevents the image from having jagged edges. After Anti-aliased is applied the edges will appear softer and more realistic.

Output Range

You can either export the entire video or you can set **Range of Frame** to export.

Export

- **iWidget File** button, allows you to save the video as iWidget file.
- **Launch Editor** button allows you to launch **WidgetCast** application right after you are done with rendering the video.

Creating iWidget Files From CrazyTalk

CrazyTalk 6 or later also has the chance to create a customized iWidget file.

After you are done with the video for **WidgetCast** in **CrazyTalk**, follow the steps to **Export iWidget** file from **CrazyTalk**. When exporting iWidget files it's really important that you make sure the background is solid to create a masking effect.

Creating a Mask Background in CrazyTalk

1. Open up a **CrazyTalk** project you wish to modify.
2. Toggle to the **Model**  page.
3. Click the **Background Mask Editing** button .
4. Define the mask region in the editor.



Export iWidget in CrazyTalk

Please refer to [General Output Settings](#) for more information about each output parameters.

1. In **CrazyTalk**, toggle to the **Output** page.
2. Select the **Widget** tab to adjust the output settings for your widget.
3. Click one of the exporting buttons to export your widgets.



- o : After clicking this button you can import the widget file to **WidgetCast** application directly.



- o : This button allows you to save the project as an **iWidget** file and import it in **WidgetCast**.



- o : Allows you to export [Web Avatar](#) that have an instant interaction with your audience.

Note:

- o If you have produced an interactive web avatar from **CrazyTalk**, you need to use the [Insert Flash](#) method to import the **.SWF** file.
- o Please link yourself to [CrazyTalk Online Help](#) for more information on **Web Avatar**.

Inserting popVideo and popVideo Properties

In this lesson we will explain how to import iWidget Files into your **WidgetCast** project.

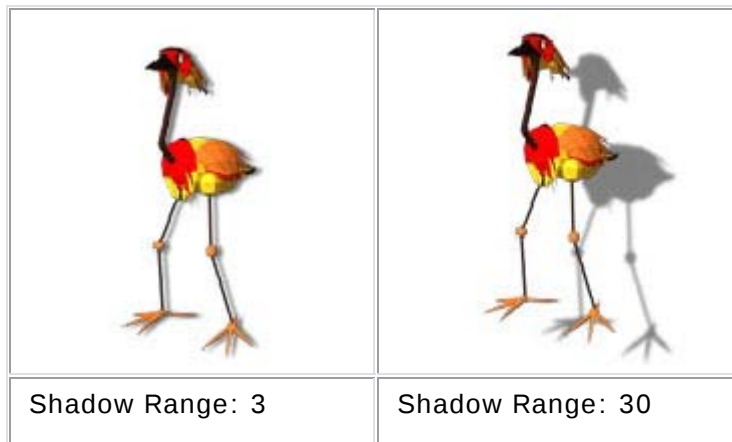
Adding popVideo to your Project

1. Click the **Insert popVideo (iWidget)**  tool.
2. Select an *.iwidget file to import.
3. Click the **Import File**  button to import another iwidget file.
4. Please refer to [Inserting Video](#) page to set **Loop Times**, **Auto Play** and **Play Bar**.
5. The following section leads you to how to adjust **Shadow Range**, **Shadow Angle** and **Shadow Color**.

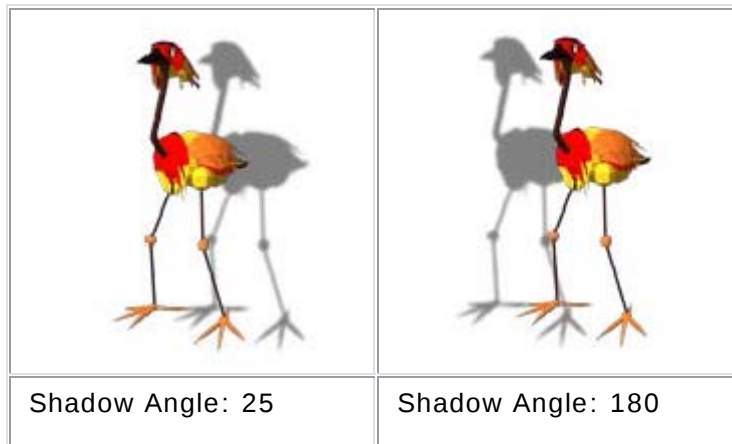
popVideo Property Panel

In the **popVideo (iWidget)** Property Panel you can see three settings: **Shadow Range**, **Shadow Angle** and **Shadow Color**.

- **Shadow Range:** allows you to adjust the area where you want the shadow to appear. (0~99)

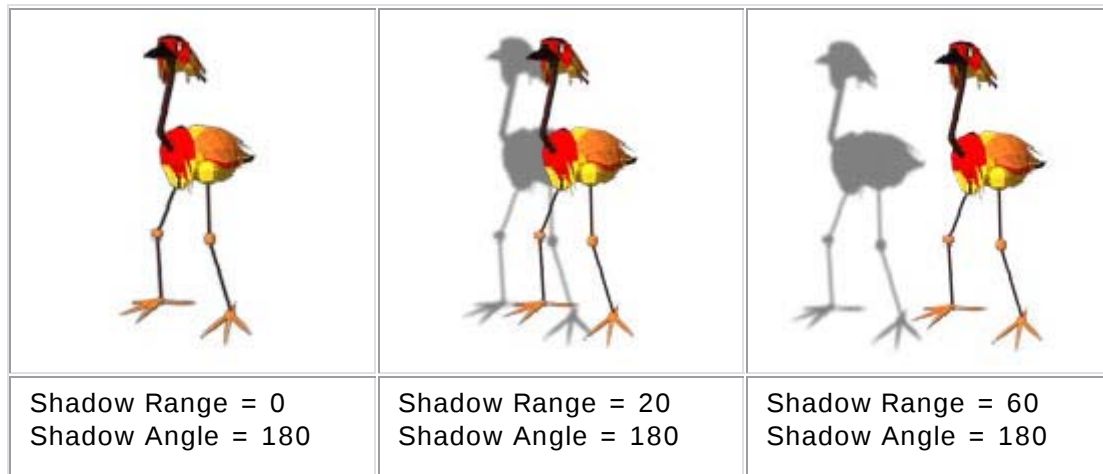


- **Shadow Angle:** allows you to adjust the angle of the shadow. (0~360)

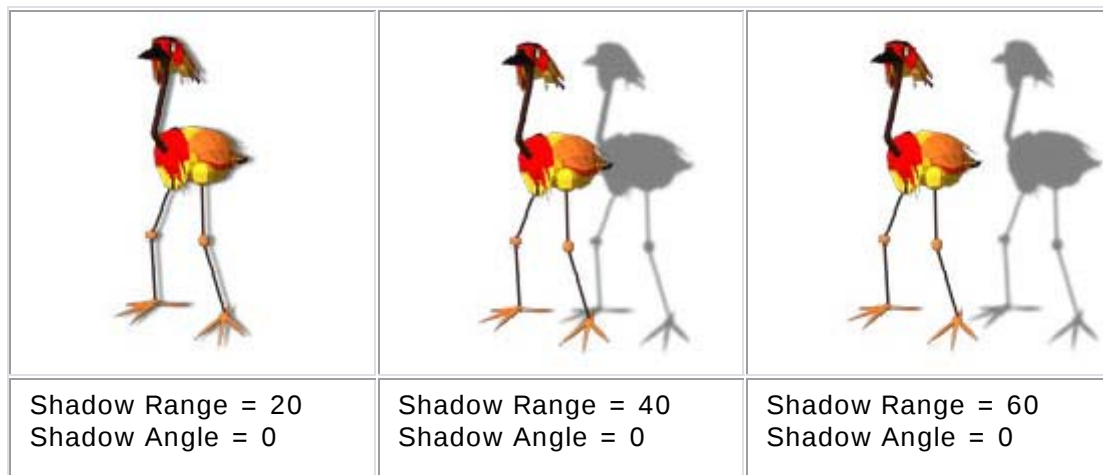


- **Shadow Angle and Shadow Range**

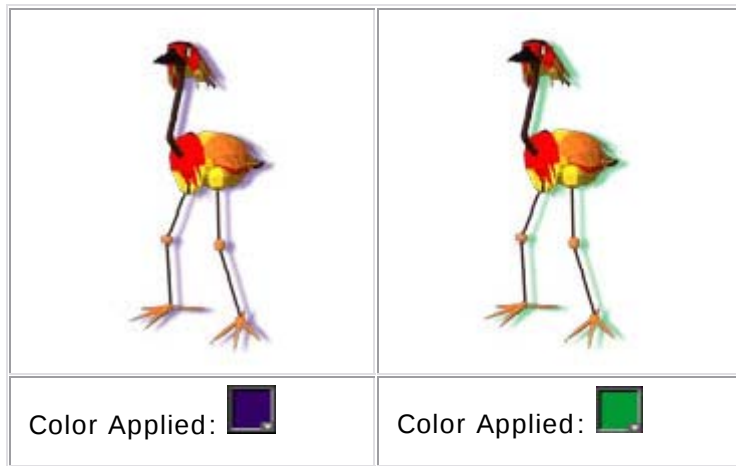
Shadow moves to the Left:



Shadow moves to the Right:

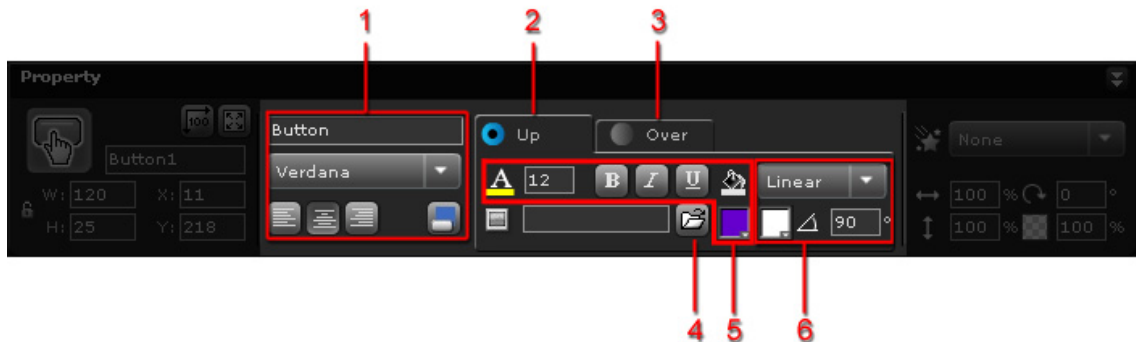


- **Shadow Color** can also be adjusted.



Inserting Buttons and Button Properties

Buttons in **WidgetCast** provide you a wide range of usage. You may use the button to create links and even create fascinating icons for your pages.



1.	Font Style	- Type in the desired text to display as the button. - Choose a font style for the text. - Select one of the alignment options: left, center or right. : Enable/Disable the transparency settings of the button background.
2.	Up	When Up tab is toggled, you can set effects and modify design when mouse is not over the button.
3.	Over	When Over tab is toggled, you can set effects and modify design when mouse is hovering over the button.
4.	Import File	Import a background image for the button to appear.
5.	Text Style	You may set the font color, font size, boldness , <i>italic style</i> , <u>apply underline</u> and background solid color . Background solid color is only useful when background image is not applied.

6.	Gradient	Sets a gradual blend between multicolor fill. You may choose from Solid , Linear and Radial . For more information, please refer to Linear and Radial Gradient .
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Adding Button to your Page

1. Click the **Insert Button**  tool.
2. Type in the text for the button.



3. Choose a font style to apply.



4. Drag and position the text within the area of the [Stage](#).
5. Click the **Transparent Background** button  to set the transparency of the button background.



Please link yourself to [Creating Mouse over Effect](#) for more information about using mouse **Up/Over**.

Creating Mouse Over Effect

With the button tool in **WidgetCast**, you may create a button when it is not active and when it is active.

Button: Up

Set button when it is not active.

1. Click the **Insert Button**  tool.
2. Since we are modifying the button when it is not active. Please make sure that the **Up** tab is in selection in the property panel.



3. Modify the **Text Style** for the button.



4. Now my button looks like this when it is not active.

WIDGETCAST

Button: Over

Please follow the steps below to create a **Mouse Over Button Effect**.

1. Have the **Button** selected.
2. Click the **Over** tab to set the designs of the button when the cursor moves over on top.
3. Set the font size to **24** with boldness.



4. Click **Preview**.

5. Move your mouse over on top of the button. The button becomes as follow:

WIDGETCAST

Note:

- o If you apply images to both **Up** and **Over** button, the image may become distorted if they are not the same size.
- o Please remember the effect will only show in the **Preview** window.

Inserting Audio and Audio Properties

You can add background music to your whole project or to the selected page layer.

1. Select a target page layer to apply your music.
2. Click the **Insert Audio**  tool.
3. Select a *.mp3 file to apply the music.



4. Set the settings in the audio property.



- Click the **Import File**  button to select an audio file.
- Click the **Record**  button to record voice in *.mp3 or *.wav format.
- In the **Loop** field , set the number of times to play or set 0 to loop.
- Enable **Auto Play On/Off**  to automatically play the video when viewing.
- Enable **Play Bar On/Off**  to set the visibility of the play bar.

Note:

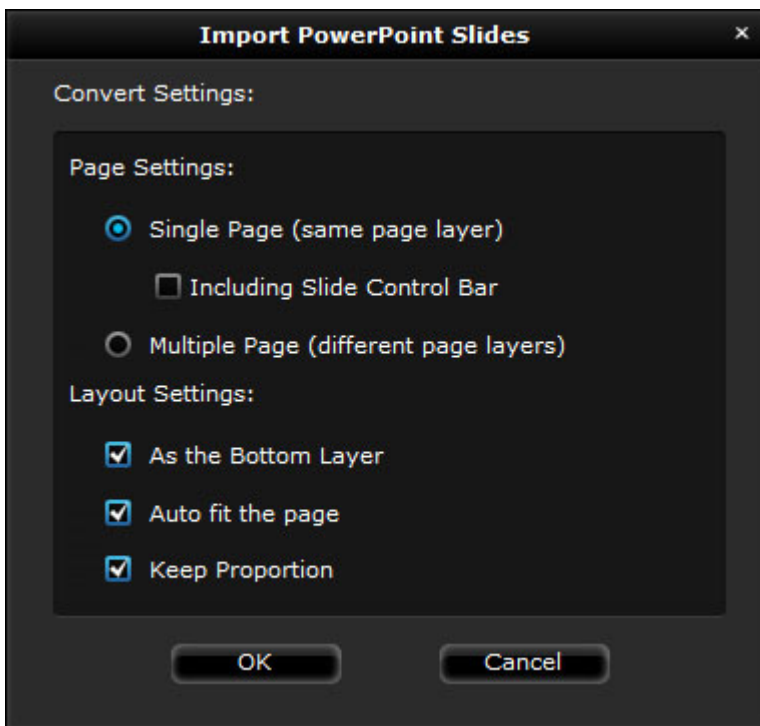
- o **Audio Recording** is only available in **Windows XP** operating systems.
- o If you insert an audio tool in the [Foreground](#) or the [Background](#) and set **Loop** for number of times to play. Then when you play the video, the project will have background music when viewing the project for every page.

Inserting PowerPoint

The **PowerPoint** feature in **WidgetCast** is something that shouldn't be missed. With this tool you can create amazing presentations that simulate giving a lesson or presenting yourself to your clients or students.

Import PowerPoint Document Window

Once you click the **Insert PowerPoint (PPT)** tool, the **Import PowerPoint Slides** window appears for you to select different options for importing the slides.



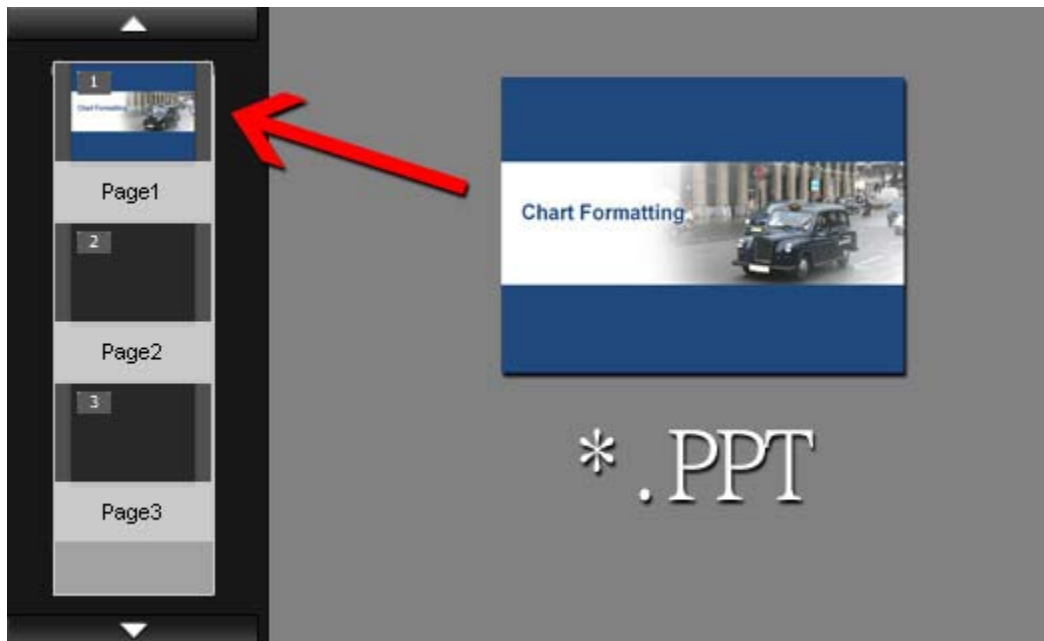
- **Page Settings** allows you to choose between **Single Page** and **Multiple Pages**.
 - o [Single Page](#): imports the PowerPoint into a Single page layer.
 - o [Multiple Pages](#): import the PowerPoint into Multiple page layers.
- **Layout Settings**: allows you to manage the document layout once it is imported into **WidgetCast**.
 - o When **As the Bottom Layer** is enabled, the imported PowerPoint file will be at the bottom-most layer in the selected **Page Layer**.
 - o **Auto fit the page**: Once the PowerPoint is imported into **WidgetCast** the slides stretch its size to fit the project default size.
 - o **Keep Proportion**: The slides keep its proportion when resizing.

Note:

- o Once the PowerPoint is imported into **WidgetCast**, the file is recognized as *.swf* file. When you want to import new or change the existing PPT, you must click the **Insert PowerPoint** tool again.

Converting PPT Slides into a Single Page

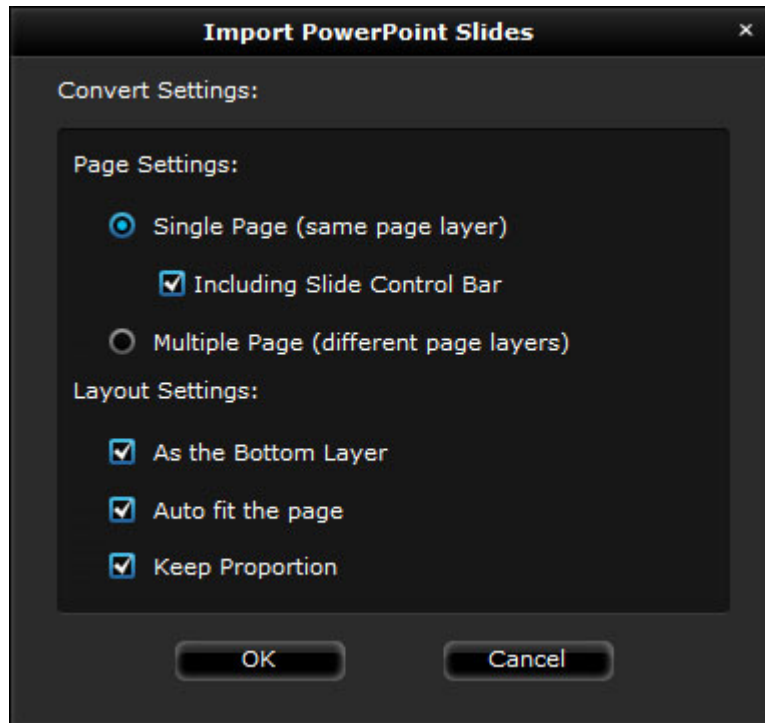
PowerPoint feature in **WidgetCast** is something you cannot miss. With this tool you can create amazing presentation as if you are giving a lesson or simulate presenting yourself to your client or your student.



Import PowerPoint into a Single Page

1. Click the **Insert PowerPoint**  tool.
2. Open the PowerPoint you want to import.

3. Choose **Single Page** to convert all the PowerPoint Slides into a single page layer in **WidgetCast**.



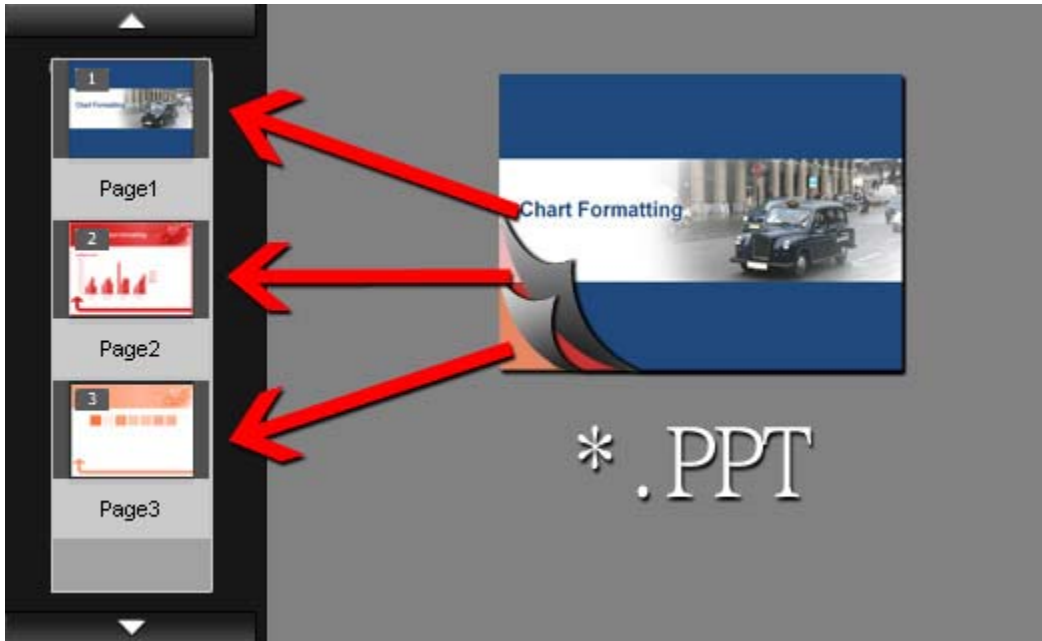
- i. Enable **Including Slide Control Bar** if you prefer to control the **PowerPoint** during the showing.
 - ii. Check **As the Bottom Layer** for the PowerPoint to import as the bottom-most layer in the selected page layer.
 - iii. Check **Auto fit the page** to make sure the importing PowerPoint will fit with the **Default Project** size.
 - iv. Check **Keep Proportion** to constrain the size to the original image when scale.
4. Click **OK**.

Note:

- o After the PowerPoint has been converted; the slides are reformatted into **.swf** files.
- o Thus, if you want to import another or change your PowerPoint slide from the existing one, you have to import a brand new PowerPoint.

Spreading into Multiple Pages

Converting PowerPoint slides into separate pages, then you can add various media to enhance each page layer. For each slide you may add different layers, such as video, buttons, syncing online data tools and many, many more.

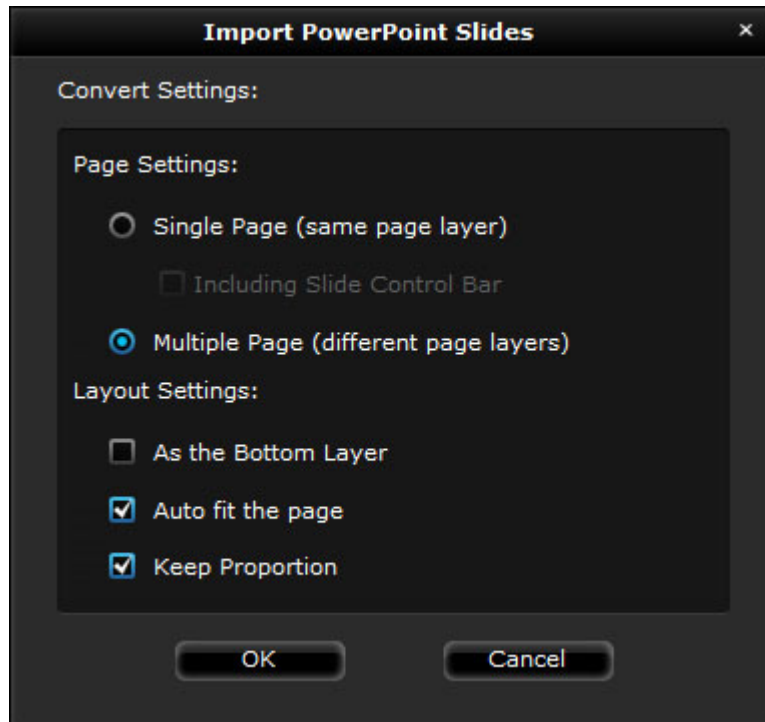


Import PowerPoint into Multiple Pages

1. Click the **Insert PowerPoint**  tool.
2. Designate the PowerPoint you wish to use.
3. Click **Open**.

Import PowerPoint Document Window

1. Select **Multiple Pages** to convert the PowerPoint Slides into separate pages in **WidgetCast**.

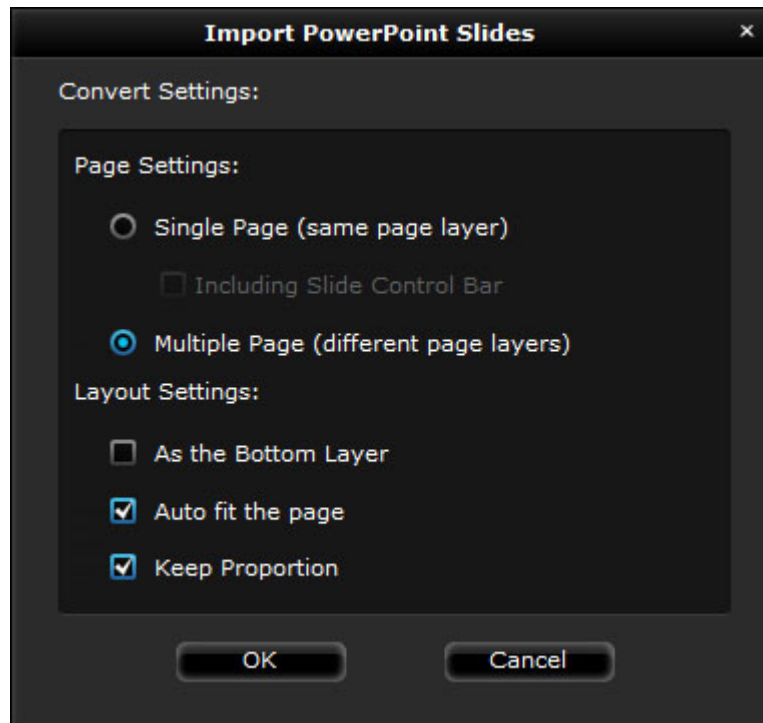


2. Check **Auto fit the page** to make sure the importing PowerPoint will fit to the Project size settings.
3. Check **Keep Proportion** to constrain the size to the original image when sizing the component.

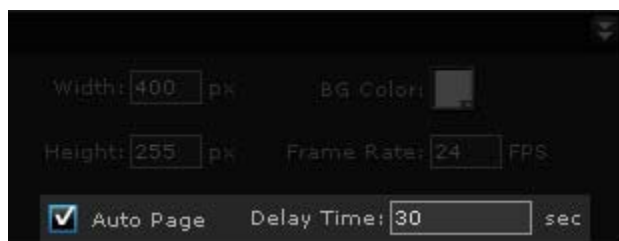
Auto Slide Show

There are several ways for you to control **Multiple Page PPT** in **WidgetCast**. **Setting Delay Time** is one of the options for the **PowerPoint** to change slides automatically. Once you have set the delay time, the pages play according to the delay time you set.

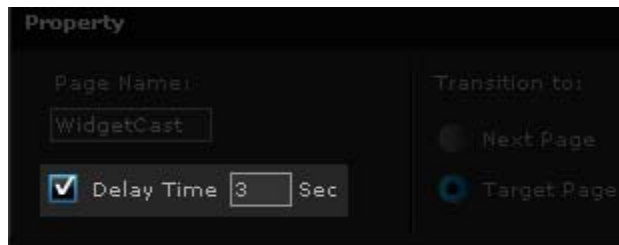
1. Import the PowerPoint by using the **Multiple Page** option.



2. To create an auto slide show you need to set the delay time first. There are two ways to set **Delay Time** to pages:
 - **Global Setting:** Click **Stage** to enter into the project property. Enable the **Auto Page** button to set the **Delay Time**. Then all the pages will turn every 30 seconds.



- **Individual Page:** You may also set the **Delay Time** for the individual page in the **Page Property**. This gives you the benefit of varying the timing for individual pages.



The image shows a 'Property' dialog box with the following fields and options:

- Page Name:** A text field containing 'WidgetCast'.
- Delay Time:** A checkbox that is checked, followed by a text field containing '3' and the unit 'Sec'.
- Transition to:** Two radio buttons: 'Next Page' (unselected) and 'Target Page' (selected).

When using page delay time, you need to set each page's delay time one by one to vary the timing.

Note:

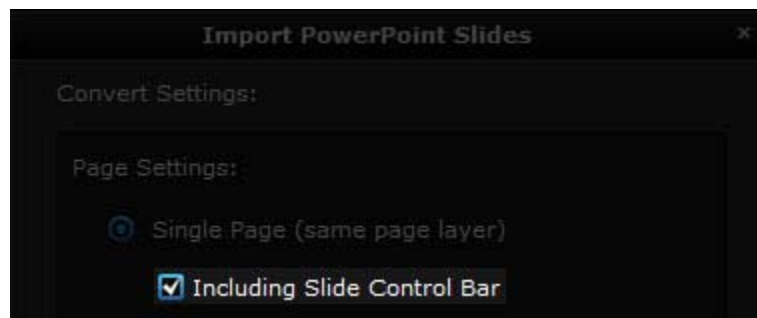
- o You may use the up and down arrows and home/end to switch page during the **WidgetCast** playback.
- o If the hotkeys are not working during the playback, please check the program focus.

Controlling PPT in WidgetCast Player

Controlling PPT in **WidgetCast** enhances the capability of controlling the PowerPoint slides in various ways, such as Volume control, Full Screen and Next/Previous page.

Adding the Control Bar to Single Page

1. Import your PowerPoint file.
2. Select the **Single Page** radio button.
3. Enable/Disable **Including Slide Control Bar**.



4. Click the **Preview** button.



How to Control PPT - Single Page

Single Page (No Control Bar): You may control the Single Page with no control bar by setting the global paging time or click the PowerPoint to turn the pages.

Single Page (Control Bar): You may use the controls to manage PPT.



A	Play button.
B	Previous Page.
C	Next Page.
D	Use the slider beam to search where you want to view. •The first section (1 of 4) shows you the total number of pages in this PPT. •Waiting/playing defines the status of the PPT. •The time shows you the duration of the PPT.
E	You may either mute or change the volume of the PPT.
F	Full Screen.

How to Control PPT - Multiple Page

When you import PPT as [multiple pages](#), you may go to the **Project Property** to enable the [play bar](#) option. So you may control the pages any ways you prefer.



A	First Page.
B	Previous Page.
C	Play. You may only use this button when you have the Delay Time set.
D	Next Page
E	Last Page.
F	The page you are currently previewing.
G	Volume Control.
H	Full Screen.

Note:

- o The **Slide Control Bar** is only available for the **Single Page** option.

Controlling Multiple Pages

There are several ways for you to control pages in **WidgetCast**.

- [Adding Links to Components](#) allows you to set link to components.
- Or you can set [Global Delay Time](#) or [Page Delay time](#) to turn between pages.

Creating Talking Slide

PowerPoint feature in **WidgetCast** is something you cannot miss, with this tool you can create amazing widget as if you are giving a lesson or presenting yourself to your client or your audience.

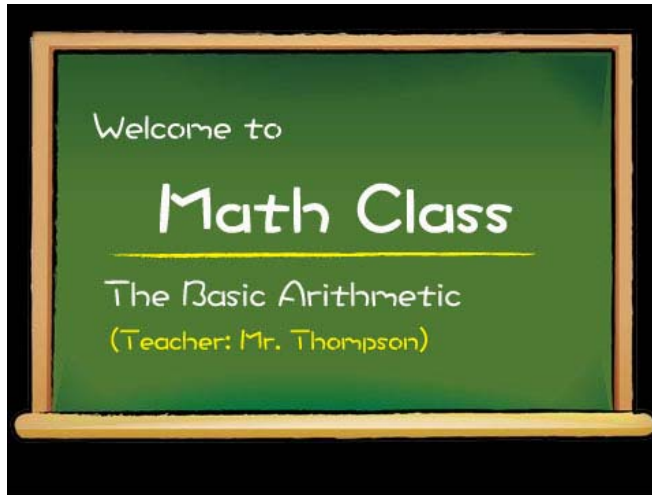
Creating an iWidget Talking Character

1. You may create a talking character either from **iClone4** or **CrazyTalk6**, and export it as an iWidget file.
2. In **WidgetCast**, click the add page button in the [page panel](#).
3. Click the **Insert popVideo**  tool.
4. Select the iWidget file and click the **Open** button.
5. Enable **Auto Play** in the [popVideo property panel](#).

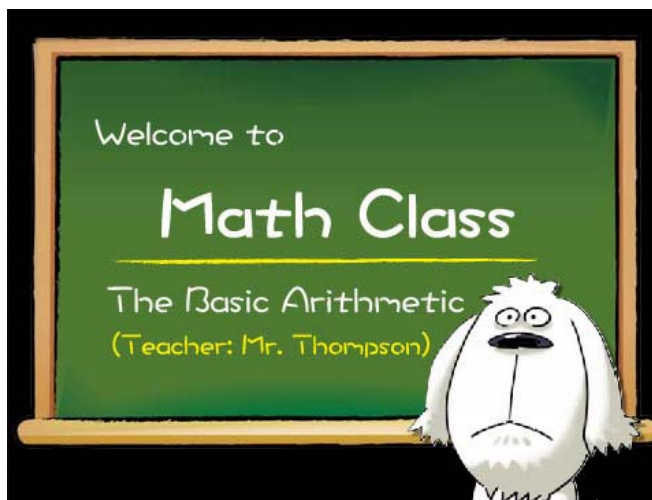


Import PowerPoint to a New Page

1. Add another page to place the PowerPoint.
2. Click the **Insert PowerPoint**  tool.
3. Specify the PowerPoint to import.
4. In the **Import PowerPoint Slides** window, choose import [Single Page](#).



5. Have this PowerPoint slide in selection and select the **Talking Character** layer.
6. Now, position the **Talking Character iWidget** Video to overlay on top of the PowerPoint slides.



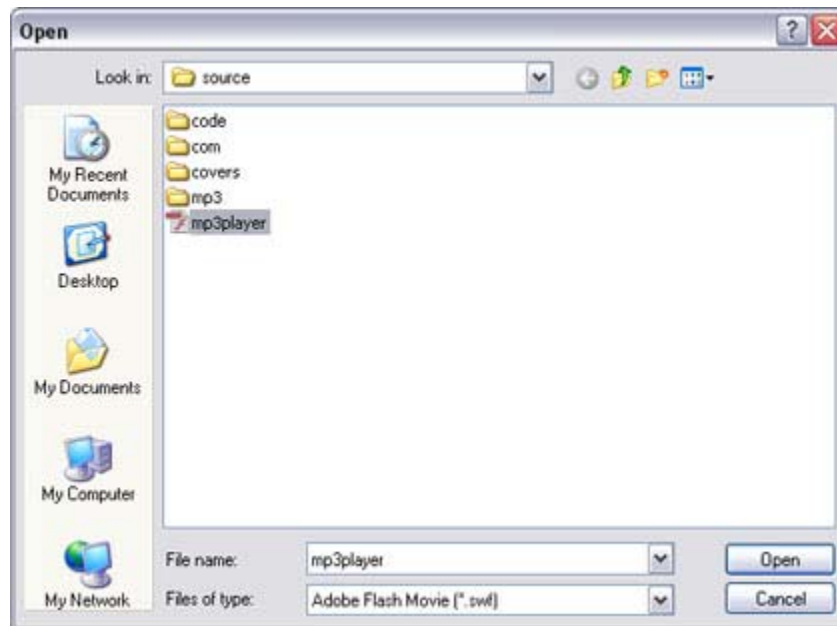
Note:

- o When you have one or more components with **Auto Play** enabled, both components will play at the same time. Thus, you don't need to worry about the timing to match up both components.

Flash Component

The **Flash Component** feature in **WidgetCast** allows you to import many type of flash components such as flash menus, photo galleries, templates, dropdown menus, text, image banners, scrolling banners, motion effects, icons, etc.

1. Click the **Insert Flash (SWF)**  tool.
2. Select and open a Flash Movie (*.swf) file type.



Dynamic Web 2.0 Mashup

Inserting Map

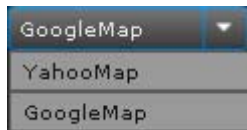
Place a **Yahoo/Google Map** right into your widget. Give your viewers more information on where you are located or any location in the world. This feature is really convenient when you are planning a party and you are spreading invitation to your visitors.

Setup the location of your map

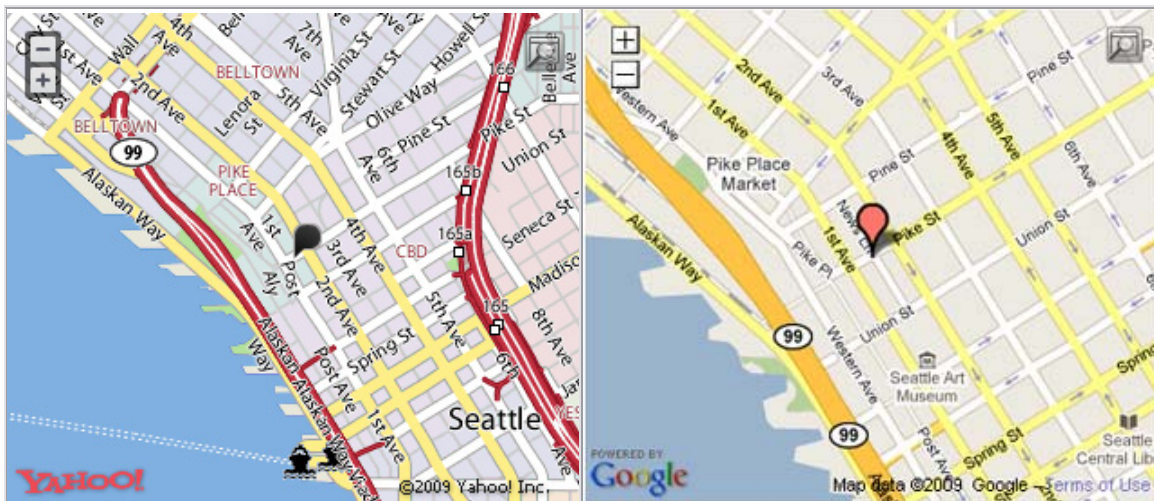
1. Click the **Insert Map** tool from the toolbox.
2. Click and draw the size of the map within the stage.
3. Type in the address to define the location.



4. Choose whether you want to use **Google** or **Yahoo Map** from the drop-down list.



5. Press enter to refresh the map information.



Yahoo Map

Google Map

Note:

- o If you have selected the **Google Map** service provider, you must have a **Google Map API Key** to export your widget.
- o In a **WidgetCast** project you can only insert **Yahoo/Google Map** once.
- o Only Google needs to insert the **Google Map API key**, **Yahoo Map** does not require any of the API keys to export.

- o Only the following browsers support Google Maps' showing: **Microsoft Internet Explorer 6.0+**, **Mozilla FireFox 3.1+** and **Google Chrome**.
- o Please link to exporting with [Google API key](#) for more information.

Inserting RSS Component - RSS

RSS allows you to frequently update the information that are interesting to you. There is a wide range of selections like news headlines, blogs, images and videos for you to choose from. These feeds create benefits for the publishers by letting them syndicate information automatically and instantly. You may choose **RSS** to display both images or text or choose [Podcast](#) to display only the audio (MP3).

Select Style

1. Click the **Insert RSS Component**  tool.
2. Choose a category, Podcast or RSS, and choose a style.



3. If you want to choose another style, click the **Select Style**  button.

Browse RSS Links

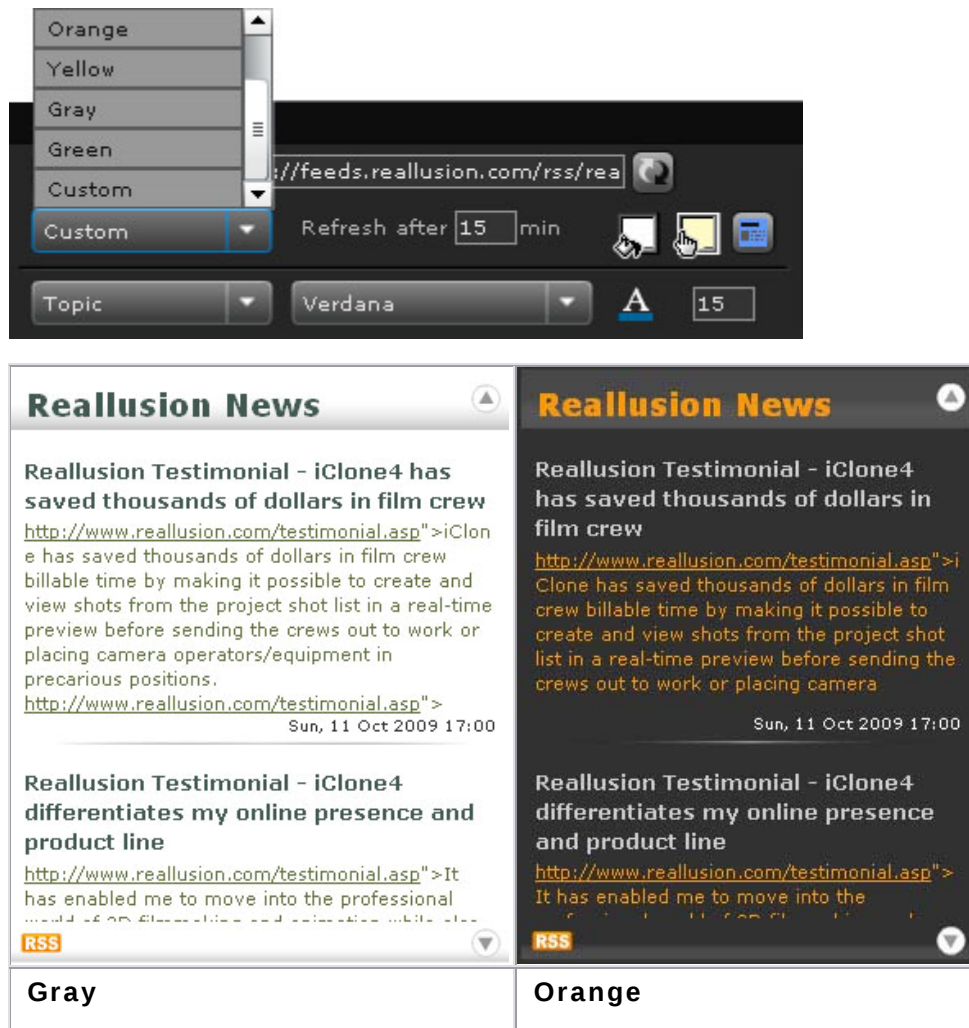
1. Browse to any websites and click  [RSS](#).
2. Copy a RSS web address *http://feeds.reallusion.com/rss/reallusionnews* and paste it to the **RSS Path** field in the RSS tool's property.



3. Click the **Refresh** button .

Modify RSS Template

1. Select a **RSS Template** theme from the expansion list.



The screenshot displays the RSS Template configuration interface. At the top, a dropdown menu is open, showing color options: Orange, Yellow, Gray, Green, and Custom. The 'Custom' option is selected. Below the dropdown, the 'Refresh after' field is set to 15 minutes. The 'Topic' dropdown is set to 'Verdana'. The font size is set to 15. The preview area shows two versions of the 'Reallusion News' template: one with a gray background and one with an orange background. The gray version is selected, and the orange version is shown as an alternative.

Reallusion News

Reallusion Testimonial - iClone4 has saved thousands of dollars in film crew billable time by making it possible to create and view shots from the project shot list in a real-time preview before sending the crews out to work or placing camera operators/equipment in precarious positions.

<http://www.reallusion.com/testimonial.asp> > It has enabled me to move into the professional world of 3D Animation and animation while also

Sun, 11 Oct 2009 17:00

RSS

Gray

Reallusion News

Reallusion Testimonial - iClone4 has saved thousands of dollars in film crew billable time by making it possible to create and view shots from the project shot list in a real-time preview before sending the crews out to work or placing camera

<http://www.reallusion.com/testimonial.asp> > It has enabled me to move into the professional world of 3D Animation and animation while also

Sun, 11 Oct 2009 17:00

RSS

Orange

2. Set the number of minutes after which to update online RSS information.



The screenshot displays the RSS Path configuration interface. The 'RSS Path' field is set to <http://feeds.reallusion.com/rss/rea>. The 'Refresh after' field is set to 15 minutes. The 'Topic' dropdown is set to 'Verdana'. The font size is set to 15.

RSS Path: <http://feeds.reallusion.com/rss/rea>

Custom Refresh after 15 min

Topic Verdana 15

3. Choose one of the contents from the **Topic** list to modify the properties of the target content.



4. Click the **Background Color** button  to change the background color of the RSS template.



5. Change the highlight color  for the section that is in target.



6. You may even set the RSS background to transparency  to match your own background design.



Inserting RSS Component - Podcast

Podcast is another option you can use when inserting RSS Components in **WidgetCast**. It allows you to host your own Podcast audio channel, with the program list view, control panel and content display.

Select Style

1. Click the **Insert RSS Component**  tool.
2. Choose **Podcast** and select a layout you wish to use from the **Select Style** window to open.



3. If you want to choose another **Podcast** style, click the **Select Style**  button.



- Click in the program list to choose one of the target feeds to view.
- Hover your mouse over the subject and the subject automatically slides to show you the full name.
- Click on the description  icon to see the details of the selected feed.
- The **RSS**  button leads you back to the home of the podcast source.

Browse Podcast RSS Links

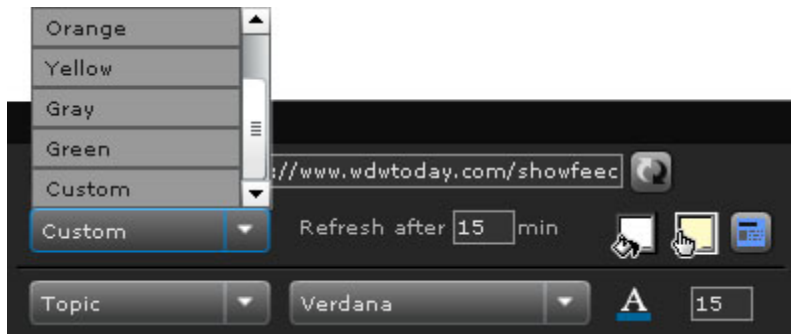
1. Browse to any Podcast websites and click the subscribe button to get the RSS address.
2. Copy the Podcast RSS address *http://www.wdwtoday.com/showfeed.xml* and paste it to the **RSS Path** field in the RSS tool's property.



3. Click the **Refresh** button .

Modify RSS Template

1. Select a **RSS Template** theme from the expansion list.



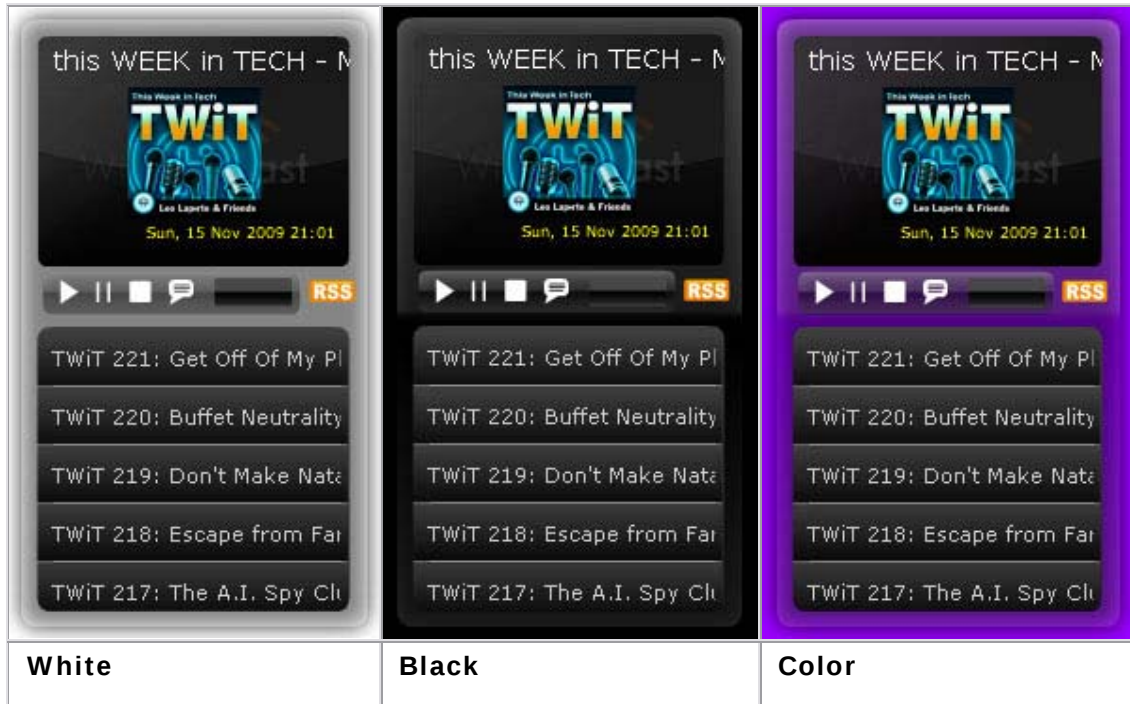
2. Set the number of minutes to update online RSS information.



3. Choose one of the content options from the **Topic** list to modify the properties of the target content.



4. You may set podcast to semi-transparency  in order to match the design of your background.



5. Once you have set the settings of all the contents you may simply preview by clicking the preview button.

Note:

- o Podcast only accepts MP3 format audio.

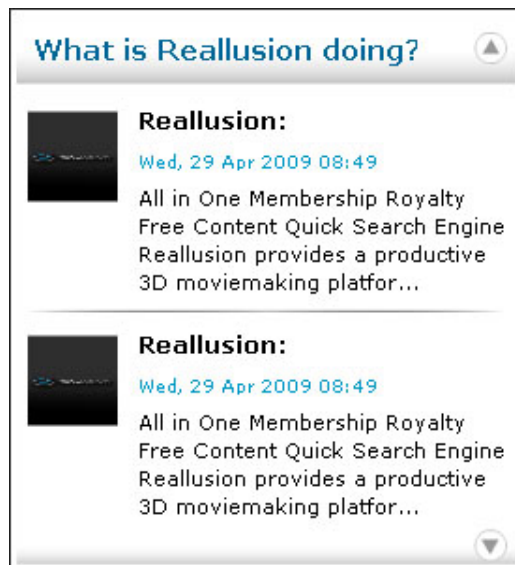
Inserting Twitter Component

Twitter enables users to keep updated on the activities of other users by following their account updates, otherwise known as tweets. **WidgetCast** allows you to import twitter feeds and incorporate them in your widgets to keep constantly updated with the information you desire.

1. Click the **Insert Twitter Component** icon  from the [tools section](#).
2. Select a style layout to display the Twitter feed.

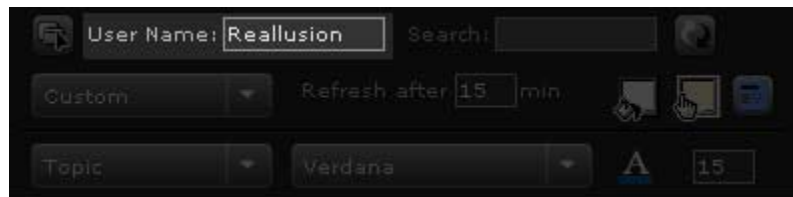


3. Double-click a preferred style or click **OPEN** to apply.

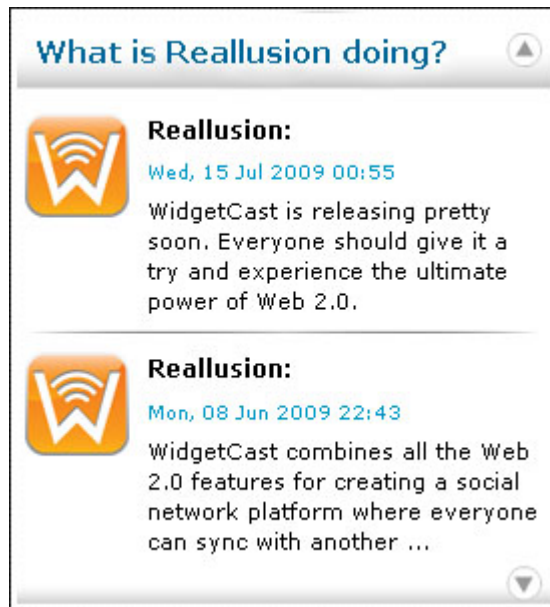


Search by Username

1. Type in a **User Name** to define the twitter user you want to search.

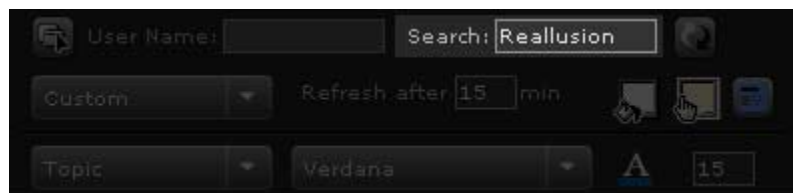


2. Click the **Refresh** button  to update.



Search by Category

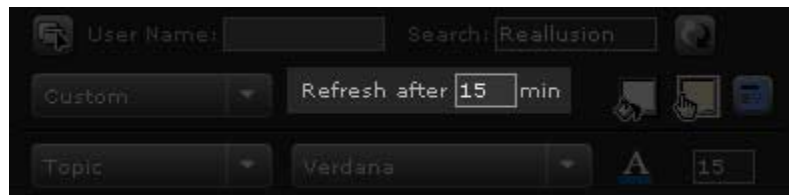
1. Type in the keyword you want to search in the field.



2. Click the **Refresh** button to update.



3. Set the frequency with which you want the component to search for new updates.



Note:

- o When you insert Twitter component, flash can only show thumbnails in jpg or png formats. Other formats such as bmp may not be shown in flash.

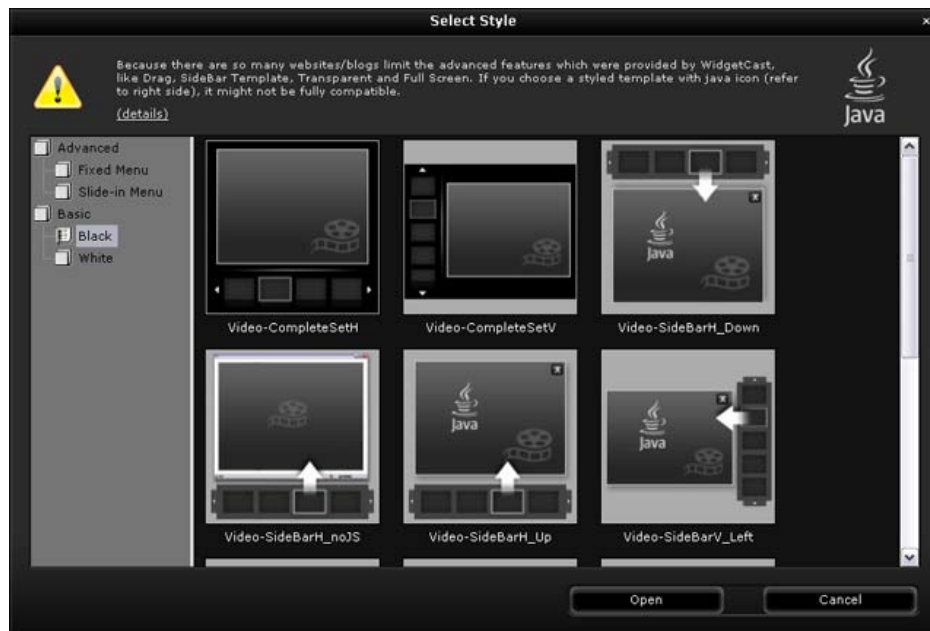
Inserting Video Channel

Basic Video Channel

Basic Video Channel allows you to add different types of video players to showcase your custom videos.

Select a Style

1. Browse through the **YouTube** website and see which videos you want to display in the Basic Video Channel.
2. Click the **Insert Video Channel**  tool and **Select a Style** to apply.



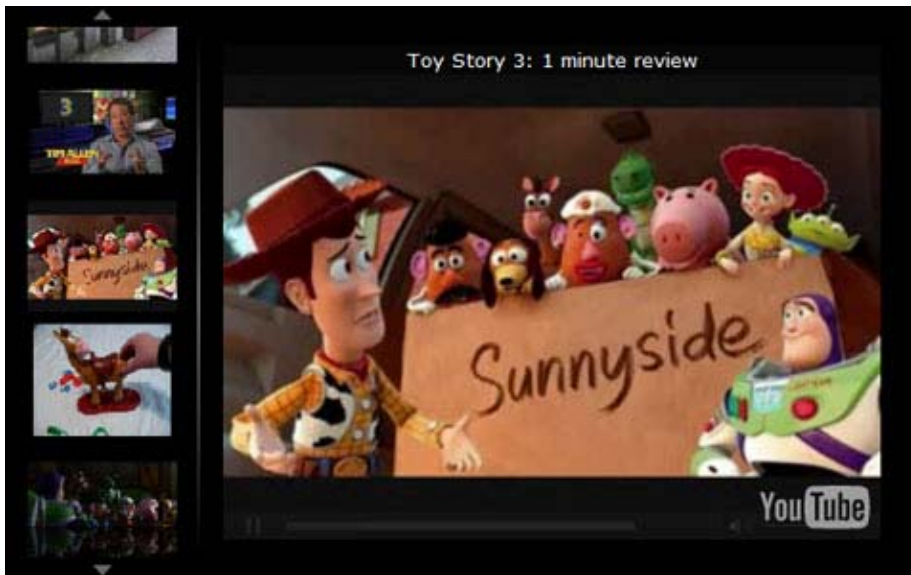
You may also click the **Select Style** button  to apply another style.

Style - Complete Set

The complete sets contain thumbnails for selected videos which can be arranged both horizontally and vertically.



The image below illustrates the searched videos on the left side panel and the video player on the right.

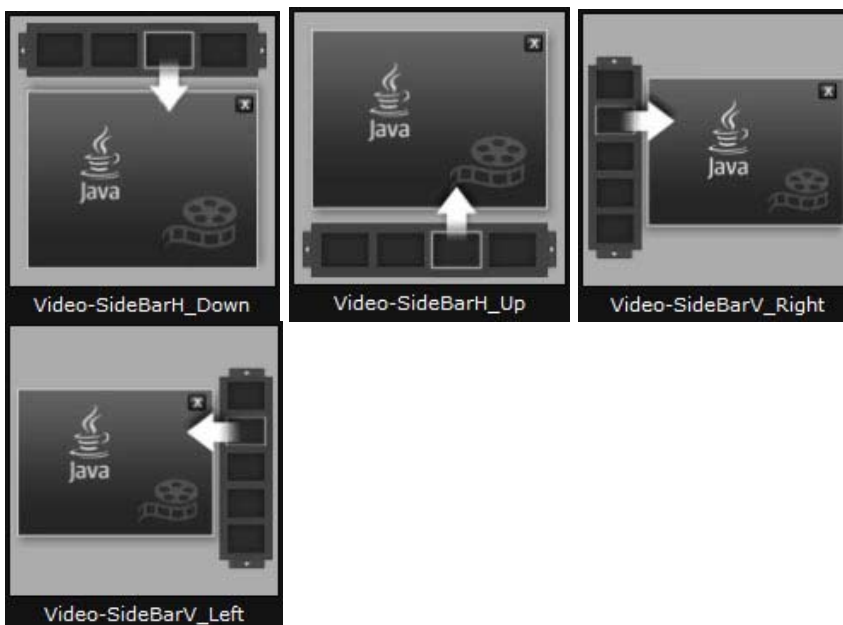


Style - Side Bar

Side Bar typed video players are usually used for web page with limited space such as side bar or banner area.

There are two types of side bar styles, one with JavaScript which allows the video to slide out when one of the videos is clicked. The other one is styles without JavaScript which opens a new browser when a video is clicked.

Styles with JavaScript



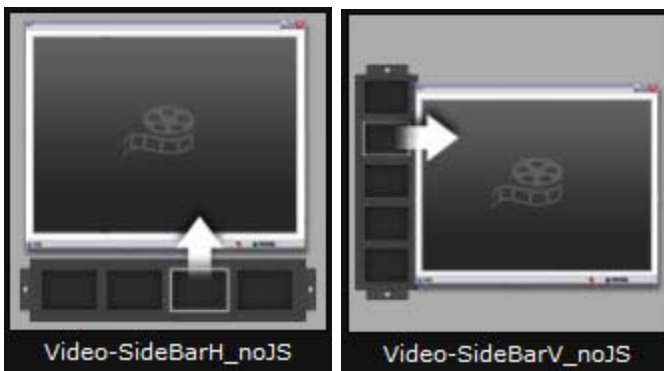
The image illustrates a left side bar, when one of the videos is clicked, it pops up for you to view.



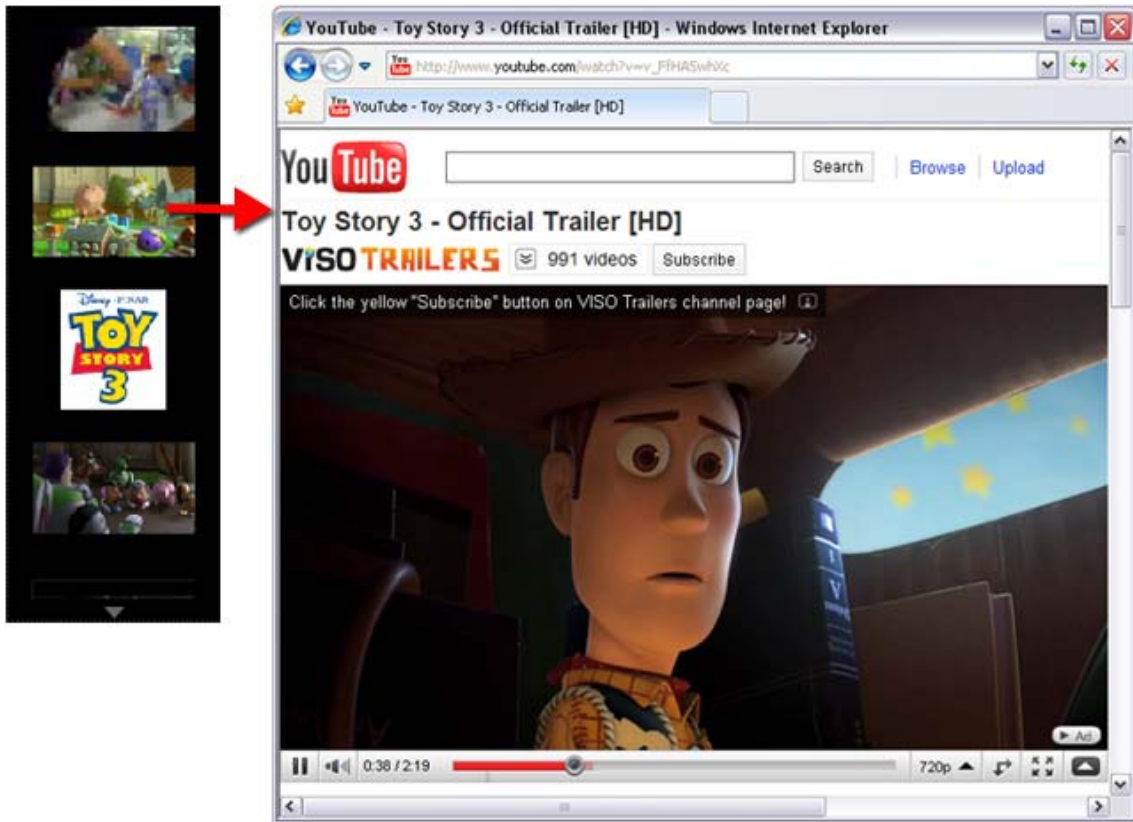
Note:

- o Depending on where you place the Side-Bar (slide out) style video channel on your webpage, there might be a chance you cannot see your searched videos if you don't have the drag option selected. For example, you have a side-bar opens to the left and you place it to the very left side of the webpage. When you don't have the drag on, you cannot move the side bar to the right to view the pop out video.

Styles with no JavaScript



For certain web sites, especially blogs or social sites which do not support JavaScript, you may use Styles with no JavaScript (_noJS). Instead of sliding out the video player, it will open a new page to display the selected video.



Note:

- o You may only use either **YouTube** or **Custom Videos** as two different slides. You cannot combine both as one slide.
- o For Custom Videos, the directory must end with .flv.
- o Since the video is draggable in preview mode, to reduce the interference between the functions please hold the CTRL key to adjust the video volume slider.
- o If you use a Side-Bar (slide out) style video channel, please enable drag in the project property panel.

Search and Custom Media List

There are several ways to fill up the media list in a Basic Video Channel. One way is to use YouTube to search by tag or username. The other way is to custom fill in the media list either by URL address or flv files.

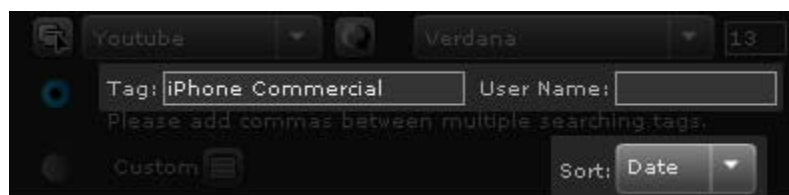
YouTube

You may use this feature to insert any **YouTube** videos.

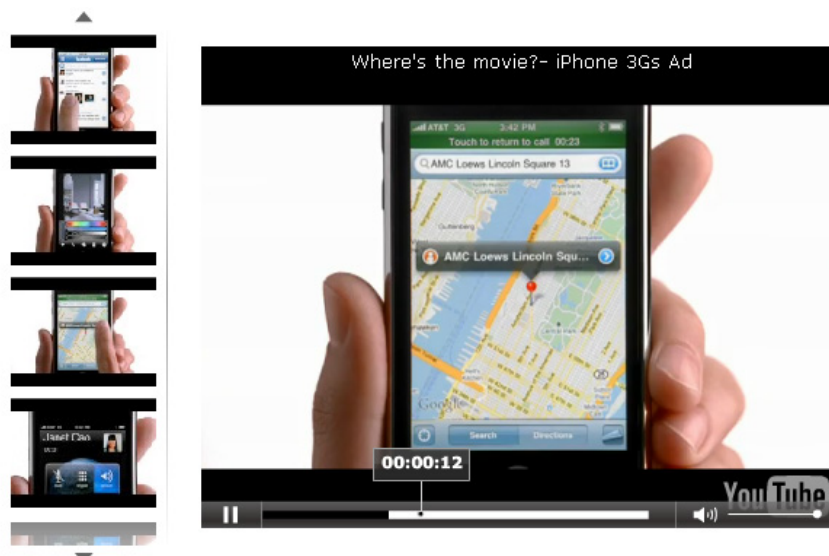
1. Select **YouTube** from the drop-down list.



2. To start, you may select one of these two options, **Tags** or **Username** from the **YouTube** property panel.



- **Tag:** Input a tag name you wish to search for.
- **User Name:** Specify the name of the user whose videos you want to show in **Video Channel**.
- **Sort:** You may sort the videos by **Date**, **Popular** and **Relevance**.

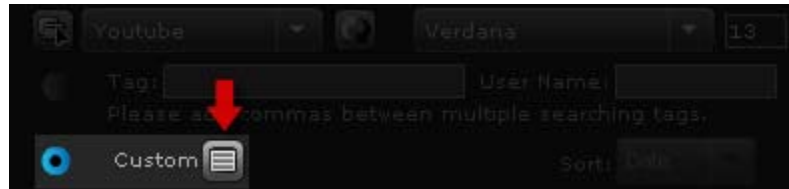


- Click the pause button to give the video some time to buffer.
- If you hover your mouse over the top of the play bar the playing time will appear and will allow you to select the desired position.

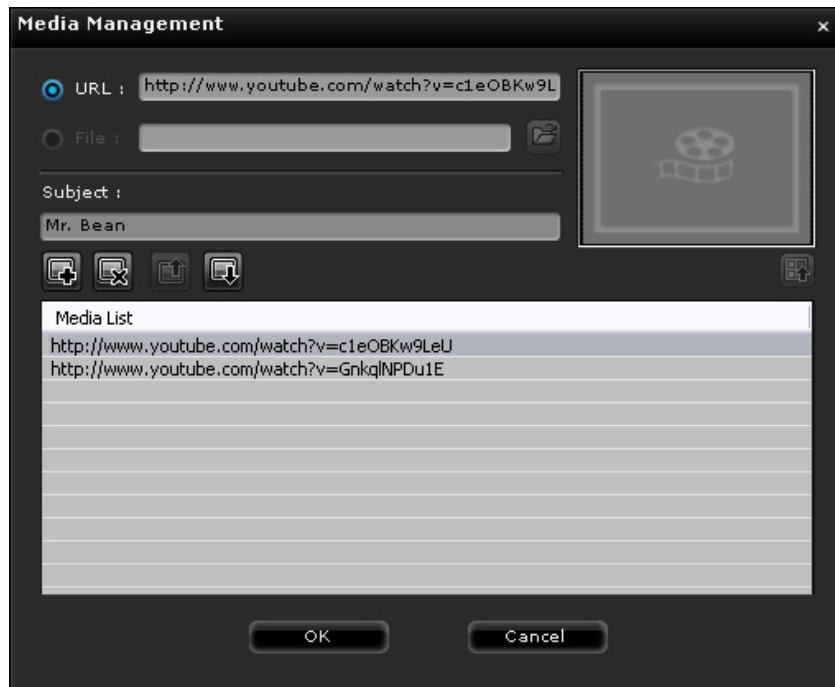
Custom YouTube Video Playlist

You may also define a list of the YouTube videos and arrange them in any orders you prefer.

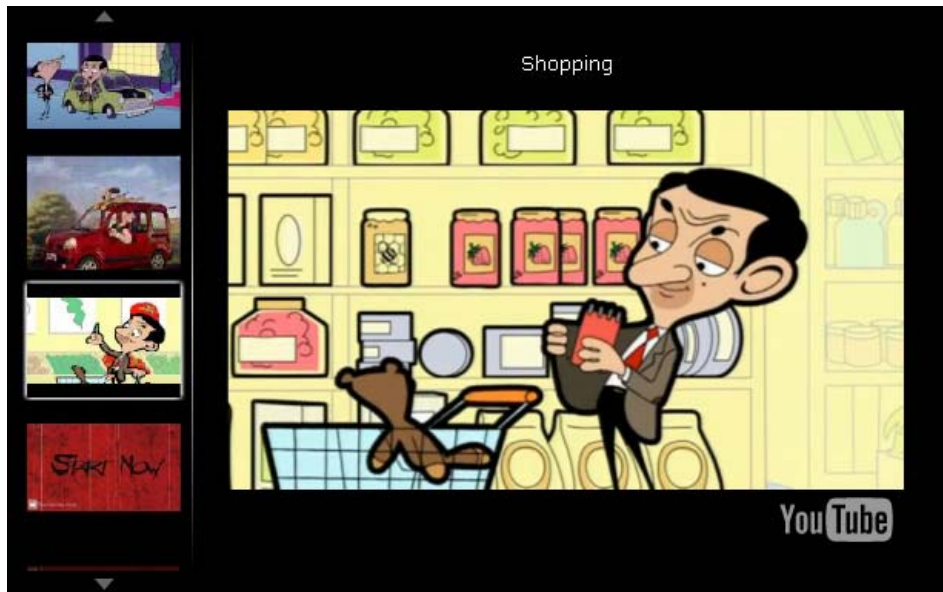
1. Choose **Custom** and click the **Creating URL List** button.



2. The **Media Management** window appears. Type in the desire **YouTube video URL address** in the field.
3. Input the name of the video in the **Subject** field.
4. Press the **Add** button to add the address to the **Media List**.



The result appears as follow.



Custom Videos

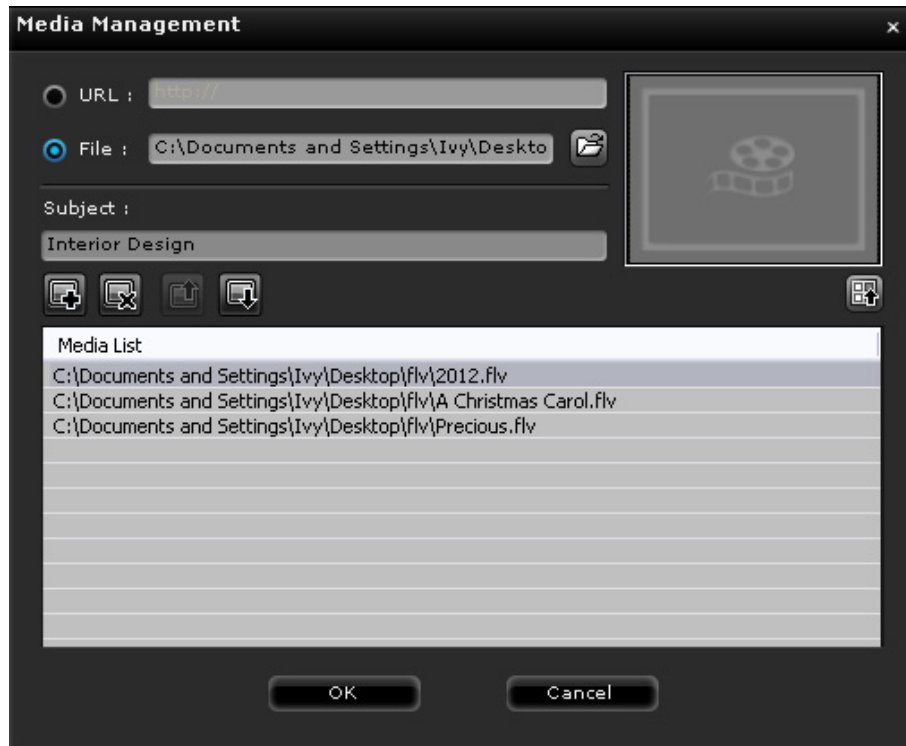
When using **Custom Videos**, you can only add video files with the `.flv` extension from either a website address or your local system directory.

- <http://reallusion.com/Widget.flv>
- `C:\Documents and Settings\User\My Documents\My Videos\Booth.flv`

1. Select **Custom Videos** from the drop-down list.

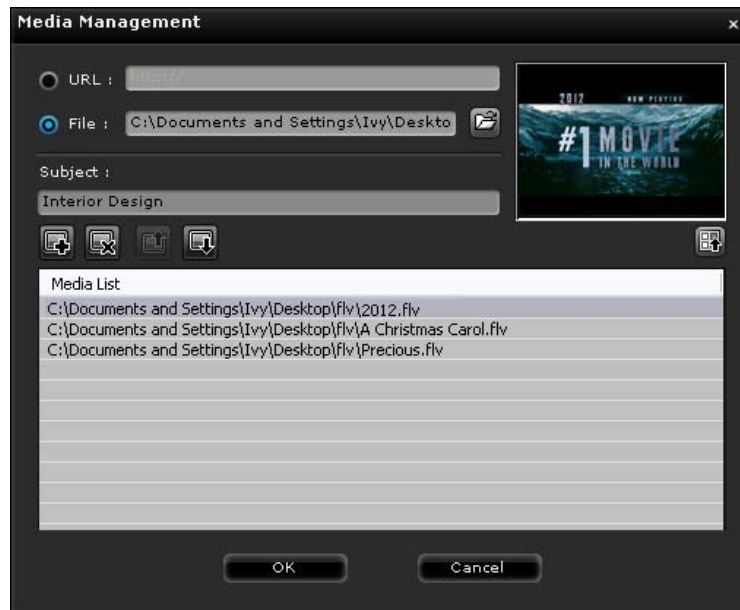


2. Click the **Creating URL List** button  to launch **Media Management**.



- i. With the **File** option selected, click the **Open** button  to select a flash video.
- ii. In the **Subject** field give it a name to display.
 - o Click the **Add** button  to add *FLV* videos under the **Media List**.
 - o Click the **Delete**  button to delete any selected video.
 - o Use the **Up**  and **Down**  buttons to arrange the order of the videos in the list.
- iii. Select the video from the **Media List** you have just added.

- iv. Click **Load Thumbnail**  to import an image as the thumbnail image for the video.



3. The final result will display like this:



Note:

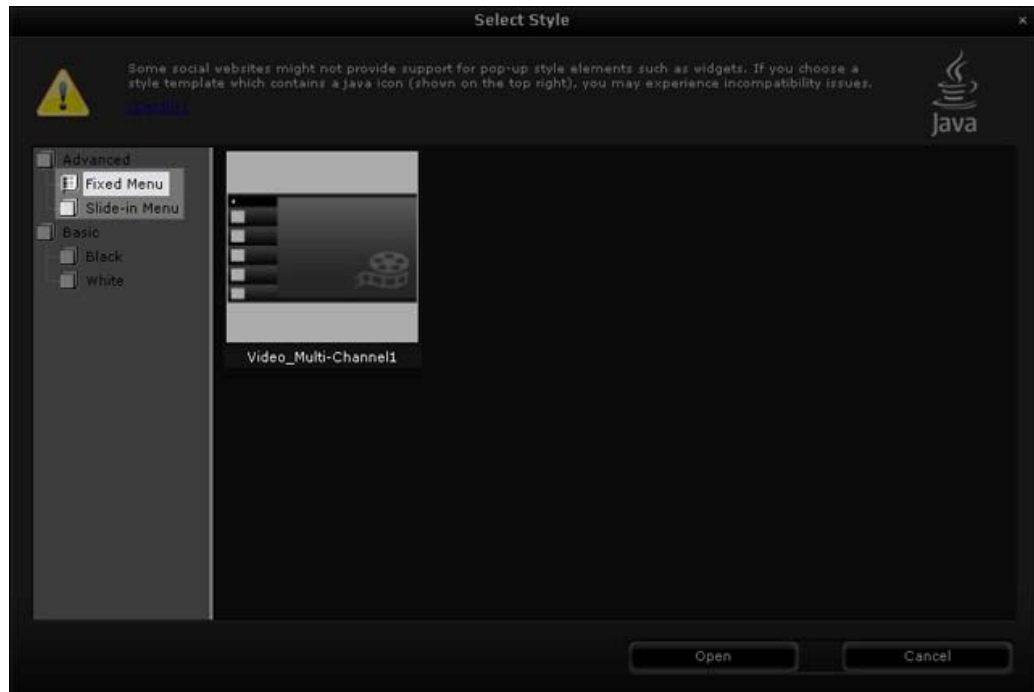
- o You may only use **YouTube** and **Custom Videos** as two different slides. You cannot combine both as one slide.
- o For Custom Videos, the file address must end with .flv.
- o Since the video is draggable while you preview it, to reduce the interference between the functions please hold the CTRL key to adjust the video volume slider.

Advanced Video Channel

Advanced video channel contains two stylish ways for you to organize your videos.

Fixed or Slide-in Menu

1. Click the **Video Channel**  icon.
2. Choose one of the styles, either **Fixed Menu** or **Slide-in Menu**.



Fixed Menu

The **Fixed Menu** is positioned on the left side of the widget all the time. First select one of the categories to view, choose a channel then select a video to play.



You may even use the left and right arrows at the header to switch back and forth.

Slide-in Menu

With the Slide-in Menu style, the menu is embedded on the left side of the application when it's not touched. When you move your cursor to the left of the widget, the video channel will pop up and expand.

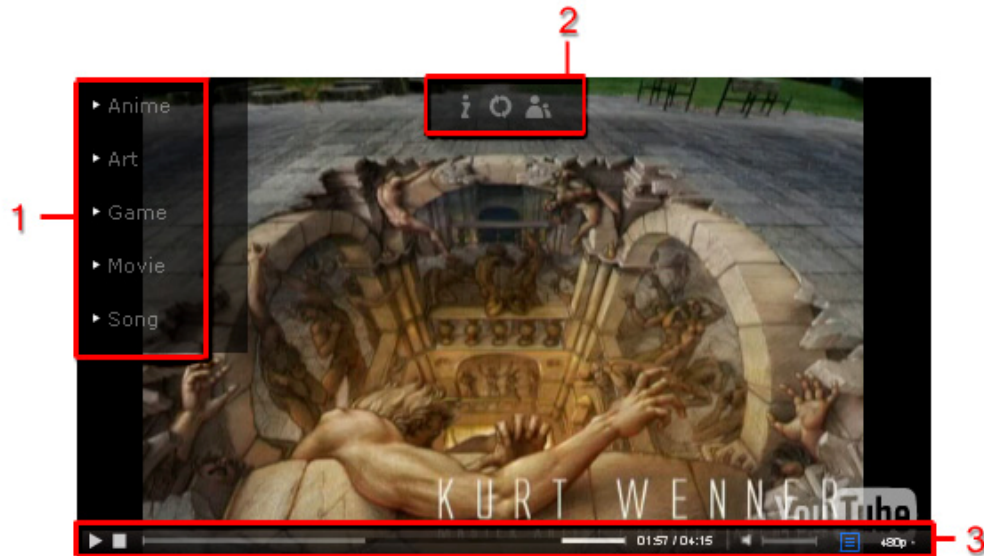


Note:

- o Each project may contain only one advanced video player.

Advanced Video Channel Interface

Advanced video channel gives you the ability to share all your favorite programs with your friends and others.



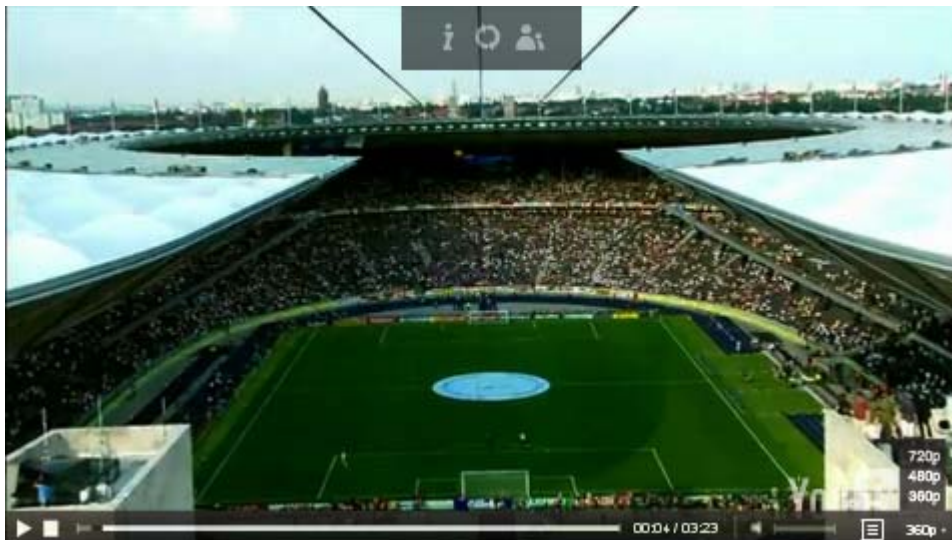
1	Channel List	This section shows all the available channels.																
2	Player Controls	The buttons in this area determine settings for video info, sync channels and share widget.  <table><tr><td>a.</td><td>Video Info</td><td>Toggle video title and information on and off.</td></tr><tr><td>b.</td><td>Sync Channels</td><td>Refresh your program list after you have edited it. You may sync multiple computers at the same time after you have edited in one computer.</td></tr><tr><td>c.</td><td>Share It</td><td>Share your air widget with your friends.</td></tr></table>		a.	Video Info	Toggle video title and information on and off.	b.	Sync Channels	Refresh your program list after you have edited it. You may sync multiple computers at the same time after you have edited in one computer.	c.	Share It	Share your air widget with your friends.						
a.	Video Info	Toggle video title and information on and off.																
b.	Sync Channels	Refresh your program list after you have edited it. You may sync multiple computers at the same time after you have edited in one computer.																
c.	Share It	Share your air widget with your friends.																
3	Video Play Bar	 <table><tr><td>a.</td><td>Play/Pause</td><td>Play and pause videos.</td></tr><tr><td>b.</td><td>Stop</td><td>Stop video playback.</td></tr><tr><td>c.</td><td>Volume/Mute</td><td>Adjust volume or mute with speaker icon.</td></tr><tr><td>d.</td><td>Channel List</td><td>Enable the channel pop up and choose videos.</td></tr><tr><td>e.</td><td>Video Resolution</td><td>For higher video quality you may select between 360p, 480p and 720p if available.</td></tr></table>		a.	Play/Pause	Play and pause videos.	b.	Stop	Stop video playback.	c.	Volume/Mute	Adjust volume or mute with speaker icon.	d.	Channel List	Enable the channel pop up and choose videos.	e.	Video Resolution	For higher video quality you may select between 360p, 480p and 720p if available.
a.	Play/Pause	Play and pause videos.																
b.	Stop	Stop video playback.																
c.	Volume/Mute	Adjust volume or mute with speaker icon.																
d.	Channel List	Enable the channel pop up and choose videos.																
e.	Video Resolution	For higher video quality you may select between 360p, 480p and 720p if available.																

Note:

- o When viewing videos, you may press pause to allow video loading. Once loading is finished, you may resume video playback without interruption.

View Videos

Some videos support higher video resolution. You may choose from a number of resolutions when they are available.



Show Title and Description

Simply press **Video Info** to toggle video information on and off to get more information about the video.



Collect More Videos

View the existing video, and click the **YouTube** logo at the bottom right to link back to find more related videos on **YouTube**.



Volume Control

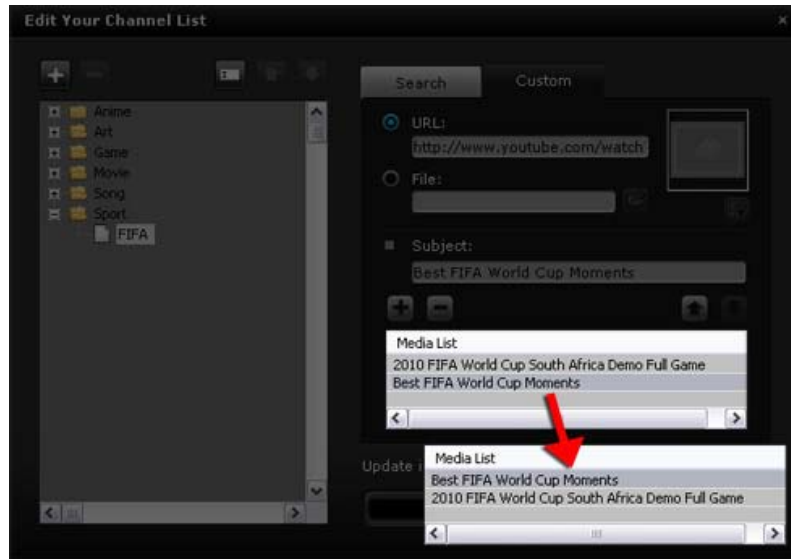
Control the volume in your own hands, and with only one mouse click you can mute the sound of your video.



Arrange Video Playback Order

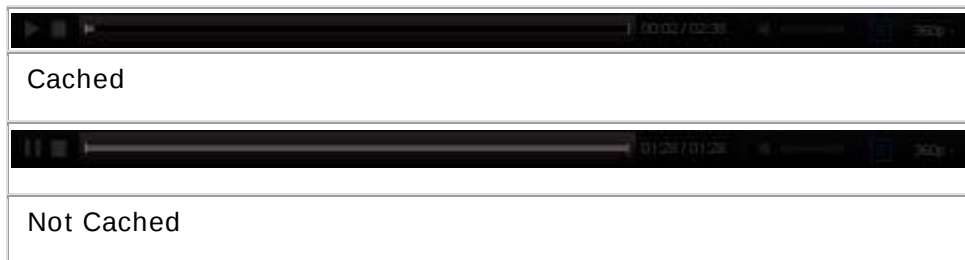
To arrange the order of the videos in the play list editor is fairly easy. Simply select the video you want to move up, then press the up arrow to move the video up and vice versa.

1. Enter the video channel **Editor**.
2. Choose a media item from **Media List** to move up.
3. Click **Move Up** .



Smooth Playback

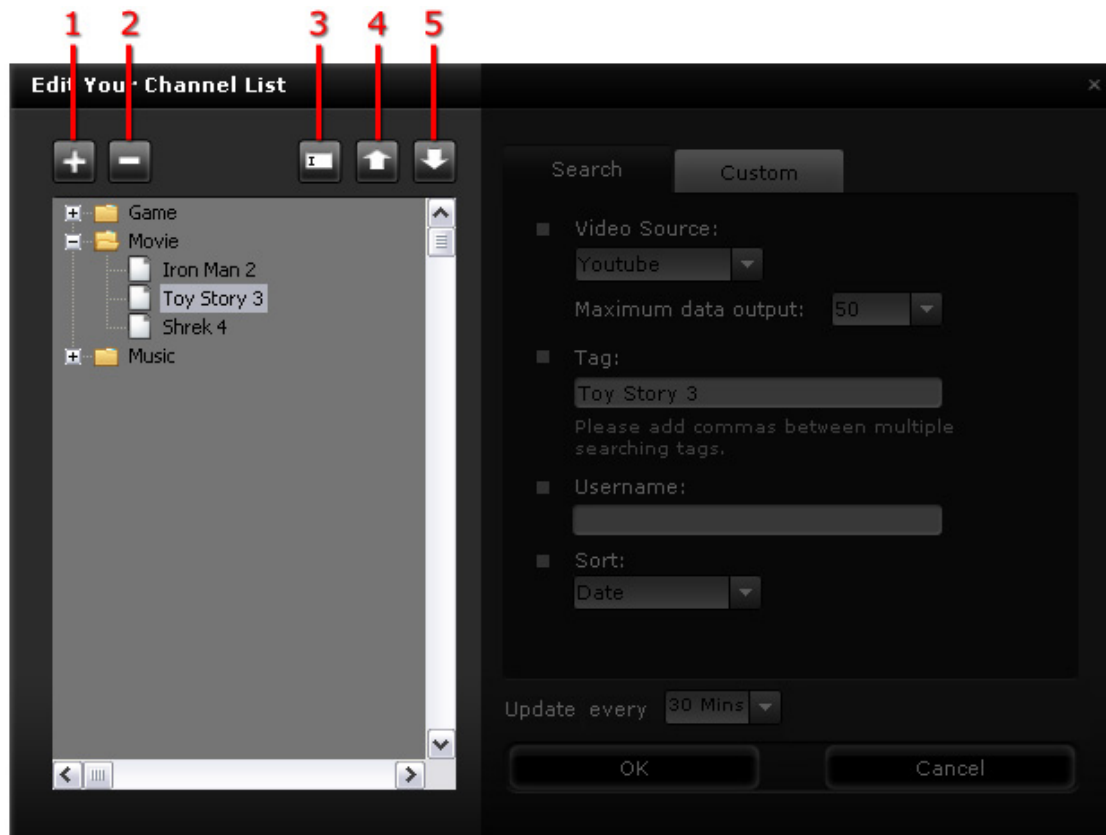
When viewing videos, you may press pause to allow video loading. Once loading is finished, you may resume video playback without interruption.



Edit Program List Interface

The **Edit List** window helps you organize all the videos in the order you want. You may search video sources either by using username with tag or by username search. With the managing system in **video channel editor**, you do not have to worry about messy video displays as your presentation will always be simple and straight forward to view.

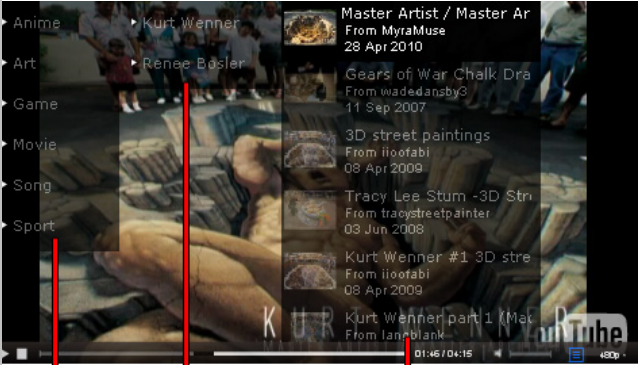
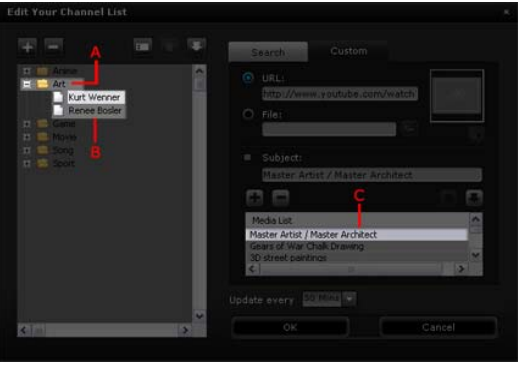
Manage Channels and Categories



1.	Add	Add a new channel or a new category to the edit list.
2.	Delete	Delete an existing channel or category in the edit list.
3.	Rename	Rename the folder or file name of any existing channel or category.
4.	Move Up	Arrange the displaying order by moving up the selected folder or file.
5.	Move Down	Arrange the displaying order by moving down the selected folder or file.

Edit TV Channels

You can organize your entire library of favorite **YouTube** videos by categorizing them however you please.

Video Channel		Channel Editor
		
A	Category	The first level of the video menu, is where you can classify type or genre of video.
B	Channel	The sub menu of the category for more descriptive categorization.
C	Videos	Displays all the videos in the current channel folder.
Note: The viewer will automatically sync whenever you edit category, channel or media list in the editor.		

Add New Category/Channel

Advanced video channel is constructed with all the folders and files in two levels, one is category and the other is channel.

Adding a Category Folder

1. Click on **Edit Program List**.
2. Select one of the **Category** folders to create a new one.
3. Click the **Add Category** button.
4. Confirm that a new channel has been added to the list.

Adding a Channel File

1. Click on **Edit Program List**.
2. Select one of the **Channel** folders to create a new one.
3. Click the **Add Channel** button.
4. A new channel will be added to the list.

Note:

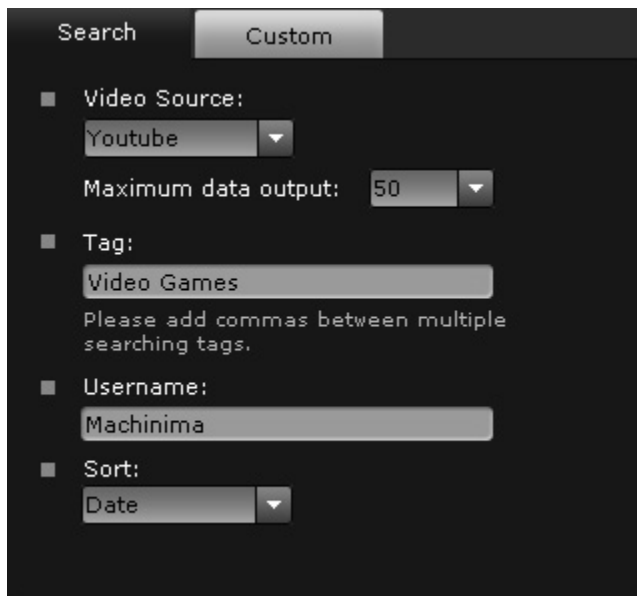
- o Rename (F2) the folder or file by selecting any of the existing channels or categories.

Three Types of Channel Video

You may either choose **Search** or **Custom** to fill the new videos.

A. Search by Tag or Username

Using the **Search** function, you may easily define the videos you want by using the same **Tags** or **Username** in **YouTube**.



The screenshot shows a dark-themed interface with two tabs: 'Search' and 'Custom'. The 'Search' tab is selected. Below the tabs, there are several settings:

- Video Source:** A dropdown menu showing 'Youtube'.
- Maximum data output:** A numeric input field showing '50'.
- Tag:** A text input field containing 'Video Games'. Below it, a note says 'Please add commas between multiple searching tags.'
- Username:** A text input field containing 'Machinima'.
- Sort:** A dropdown menu showing 'Date'.

Video Source: Defines where the video source comes from.

Maximum Data Output: This defines how many videos you want to show in the search list.

Tag: Search the videos by **Tag** in **YouTube**.

Username: Search the videos by **Username** in **YouTube**.

Sort: Sort and arrange the videos by **Date**, **Popular**, **Relevance**, or **Alphabet**.

B. Custom URL Links

The screenshot shows a software window with two tabs: 'Search' and 'Custom'. The 'Custom' tab is active. It contains a radio button labeled 'URL:' which is selected, with a text field below it containing the URL 'http://www.youtube.com/watch'. There is also a radio button labeled 'File:' with an empty text field and a folder icon. Below these is a 'Subject:' label and a text field containing '3D street paintings'. To the right of the 'Subject' field is a 'Media List' box. Above the list are four buttons: a plus sign (+), a minus sign (-), an up arrow (↑), and a down arrow (↓). The 'Media List' contains three entries: 'Gears of War Chalk Drawing', '3D street paintings' (which is highlighted with a blue selection bar), and 'Kurt Wenner #1 3D street paintings'. The list has scroll bars on the right and bottom.

URL: Copy and paste the video links in the URL field.

File: Add a *.flv file to the media list.

Subject: Type in the video name.



: Add the video information to the **Media List**.



: Delete the selected video.



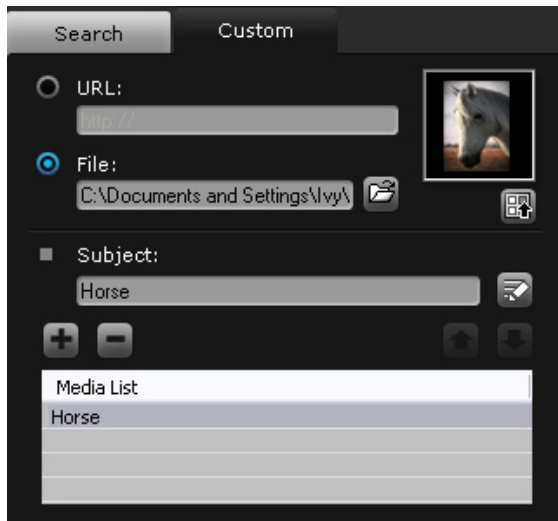
: Move the selected video up.



: Move the selected video down.

C. Insert FLV Files

Customizes your own flv files and allows you to modify the author and description of the video.



File: Toggle to this option to select a flv file from your computer.

Subject: Type in the video name.



: Click to edit author name and description of the video.



: Click to change the *jpg* thumbnail.

Note:

- o When you highlight one of the videos you may modify the existing information and change its order.
- o Only web addresses that contain "**watch?v=**" are valid for **Advanced Video Channel** to play.  <http://www.youtube.com/watch?v=23bAGGfe4wQ>

Refresh Time

In order to refresh the search results, you may choose between different timings by selecting them in the drop-down box.

Note:

- o If you press **Enter** after typing in the **URL** and **Subject** information fields, then the selected **Media List** item will be overwritten. So if you want to add a new item instead of overwriting it, then just press  button to add.
- o Switching from the Search tab to the Custom tab or vice versa will cause all the information from the previous selection to be erased.

Inserting Photo Viewer

With Photo Viewer you can create dynamic image slides with image source from either Picasa or Flickr, or photo slide with your own photos.

There are several benefits of using Flickr/Picasa as the image source:

- No additional hosting cost.
- Change the content simply via defining tags in Flickr/Picasa. Makes it easy to host event with your uploaded images.
- Search photo via public tags or photo with specific tags under your account.

Flickr/Picasa

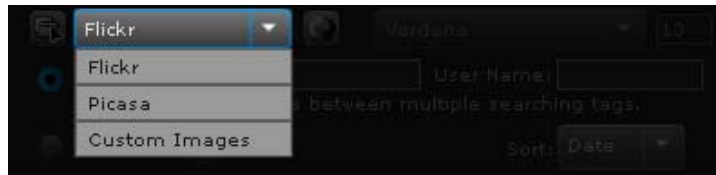
1. Click the **Insert Photo Viewer** button  and choose a layout.



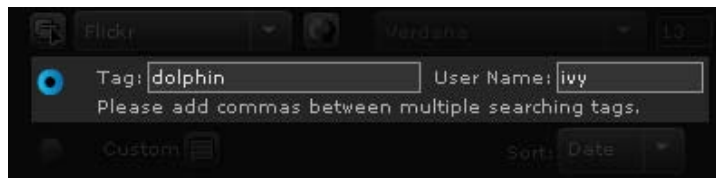
2. Click the **Open** button to apply.
3. Click the **Select Style** button  in the property panel to apply another style.

4. Choose from one of the two options from the drop-down list to apply.

- o **Flickr or Picasa:** Both of these sites are image hosting sites that you can share your images with anyone.



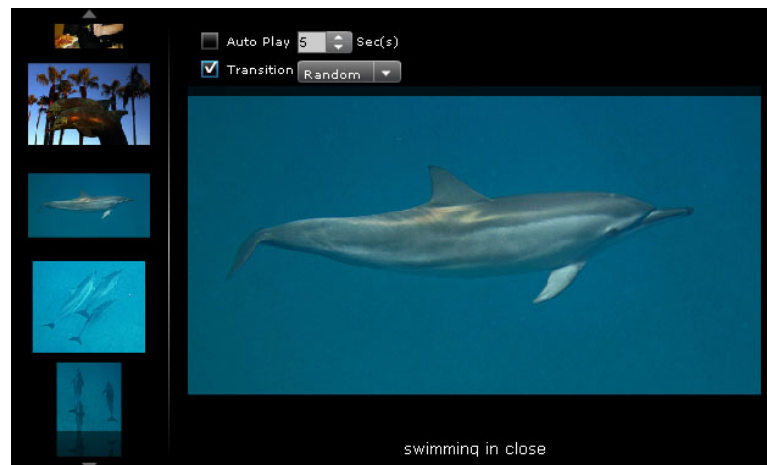
- o Specify a category in the **Tag** field or you may even search by indicating the **Username**.



- **User name:** search the photos in your account.
- **Tag:** you may define a tag to search your result. Thus, you may also search multiple tags by adding commas in-between tags.
- **User name and Tag:** If you have **Ivy** entered as the **User Name** and **dolphin** entered as the **Tag**, then Photo Viewer will search for photo with dolphin in Ivy's user account.

5. Press the **Preview** button to view the result. Move your cursor to the top of the main window, you may noticed that there is a pop up bar appearing.

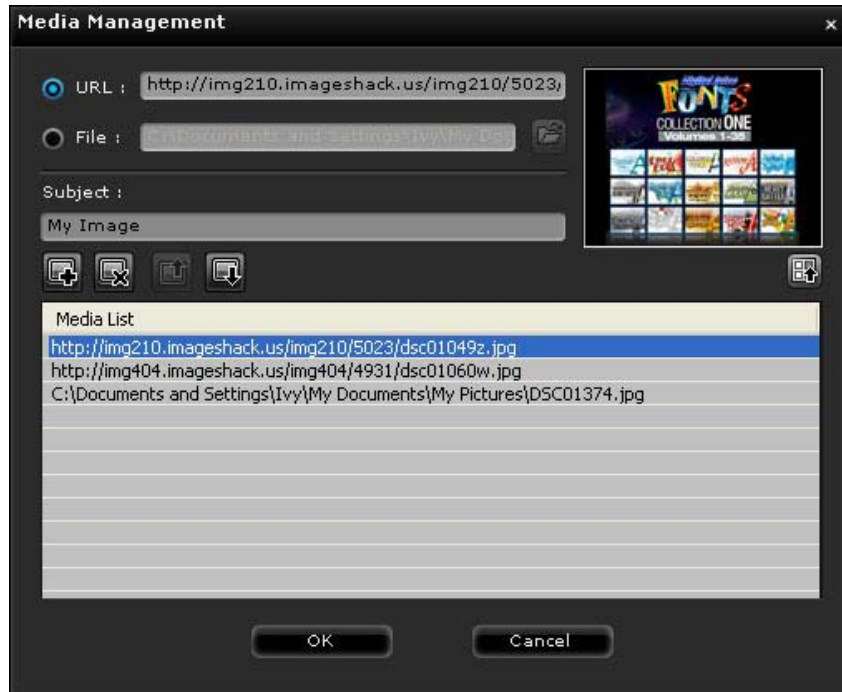
- **Auto Play:** You may have photo to auto play on it's own timing or you may deactivate the timing so you can select each photo from the left panel.
- **Transition:** When you use define the type of Transition from the drop-down list, you can create the blending between images. You may select from any of the options: **Random**, **Fade In**, **Slide** or **Mask**.



Custom Image

In **WidgetCast**, you may also create an image list either from online hosting services or from your local computer.

1. Click the **Input Image URL** button to launch **Media Management** window.
You can sync any live images from any jpg links or you may select a jpg from your computer.
2. Choose from one of the options: **URL** or **File**.



- o **URL:** This field is specifically designed for the use of the hosting images from websites. E.g.
<http://developer.reallusion.com/whitepaper/HDRI/Source/Pics/index.jpg>.
The website link must direct you right to the online *jpg* image.

Depending on the limitation of the photo hosting website, they may block the photo from showing on other websites.
- o Please refer to [Loading Thumbnail](#) for more information about using **Media Management**.

3. Final Result.



Note:

- o If you remove the files from online or from your computer, the widget loses link with the images set originally.
- o If you use Side-Bar (slide out) style video channel, please enable drag in the project property.
- o Some of the image hosting website may block the photo from appearing in the website.

Inserting Feedback Form

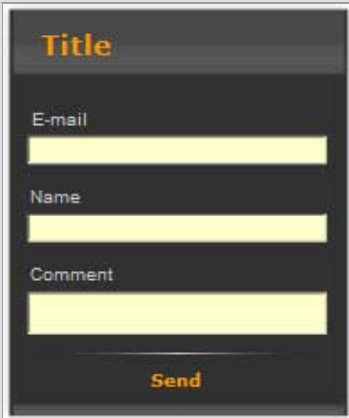
Inserting Feedback Form is a feature your guest can use to leave a message/feedback and send to your e-mail like a guestbook.

1. Click the **Inserting Feedback Form**  tool.
2. Type in the **Receiver's E-mail**. This e-mail receives all the feedback that has been sent from all the users.
3. Choose a **Color Scheme** from the expansion list.
 - If you have chosen **Custom** as your **Color Scheme**, then you can customize the color of the message box by choosing a **Background Color** .
 - Or you may click the  button to customize the color of the Input Fields.



A feedback form with a dark grey background. It has a title field at the top, followed by three input fields labeled 'E-mail', 'Name', and 'Comment'. All input fields are highlighted in yellow. A 'Send' button is at the bottom.

4. Click  to **Change Feedback Form Layout**.

 Layout 01	 Layout 02
--	---

Two feedback form layouts are shown side-by-side. Both have a dark grey background and yellow input fields. Layout 01 has three input fields labeled 'E-mail', 'Name', and 'Comment'. Layout 02 has three input fields labeled 'E-mail', 'Name', and 'Comment', but the 'Comment' field is a larger text area. Both have a 'Send' button at the bottom.

5. Choose one of the contents to modify its appearance on the message box.

Title
E-mail
Name
Comment
Send
Title ▼

- Choose **Title**.
- Click the **Font Color**  icon to change its text color.
- Type in the text, **Reallusion Product**, to replace the word **Title**.
- Enable/Disable the **Show** box to set the visibility of the field, **Reallusion Product**.

Title ▼		Reallusion Product	☒ Show
---------	---	--------------------	--

Reallusion Product E-mail Name Comment Send	E-mail Name Comment Send
---	--

Enable **Show**

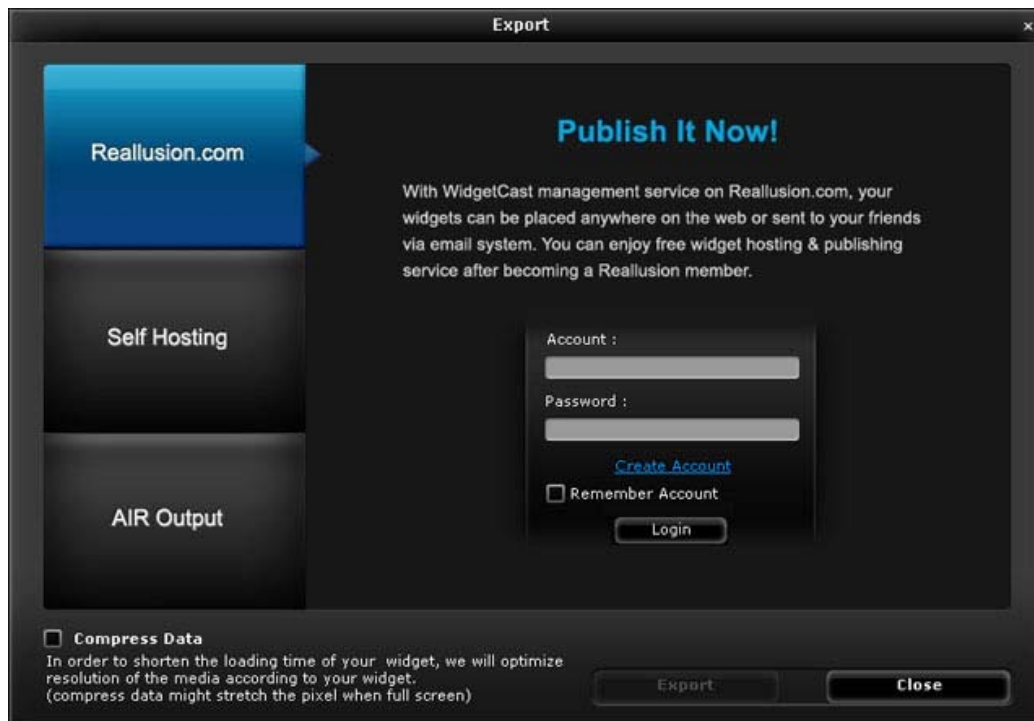
Disable **Show**

Note:

- o If the text appears out of range in the message box, you may simply widen the message box by dragging the edge of the box.

Export

In the **Export Interface** window you may notice that there are three options for you to choose. Each of the option has its own benefits. Please refer to the description below.



1. Reallusion.com	When you export your widgets to Reallusion.com , you can store your widgets on the Reallusion server without the need to arrange a space to store your widgets.
2. Self Hosting	With the Self Hosting option you may host your widgets on your own online space.
3. AIR Output (Pro Only)	AIR Output exports individual executable files that do not require a browser to view. You can simply install the air widget and it will float over your desktop

Note:

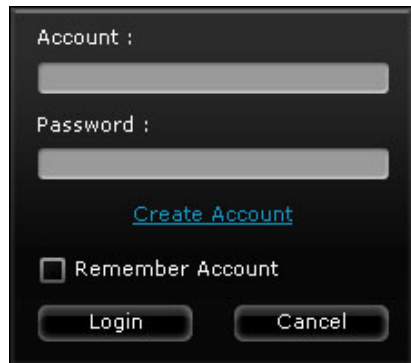
- o The Compress Data function allows the program to resize the source image and video files in order to best adapt to the widget project size. When compressing data it compresses the size of flv, image and iWidget files.

Reallusion Member Login

There are two ways to log into **Reallusion** member account: the **Login** button or the **Export** button.

Login Button

1. Click the **Login** button  located at the top right of the program window.

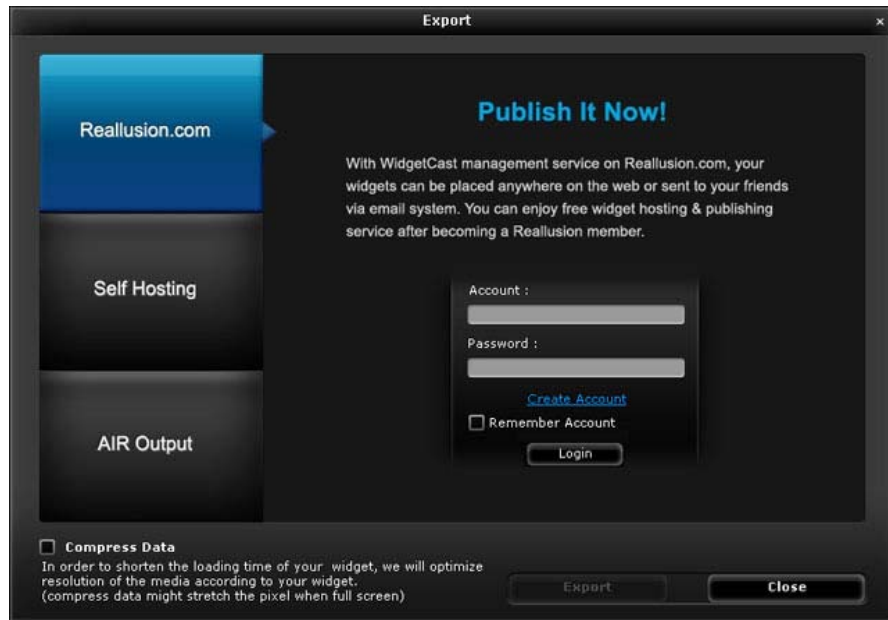


A screenshot of the Reallusion Member Login dialog box. It has a dark background with white text. At the top, it says 'Account :'. Below this is a text input field. Underneath is 'Password :', followed by another text input field. Below the password field is a blue, underlined link that says 'Create Account'. Below the link is a checkbox with the text 'Remember Account' next to it. At the bottom, there are two buttons: 'Login' on the left and 'Cancel' on the right.

2. Enter your **Account** and **Password** to verify your information.
 - o Click on the [Create Account](#) link if you do not have a **Reallusion Account** yet.
3. Check **Remember Account** if you want your computer to remember your account information.

Export Button

1. Click the **Export** button located at the bottom-right of the [Edit](#) window.
2. Choose **Reallusion.com** and log onto your **Reallusion Account**.



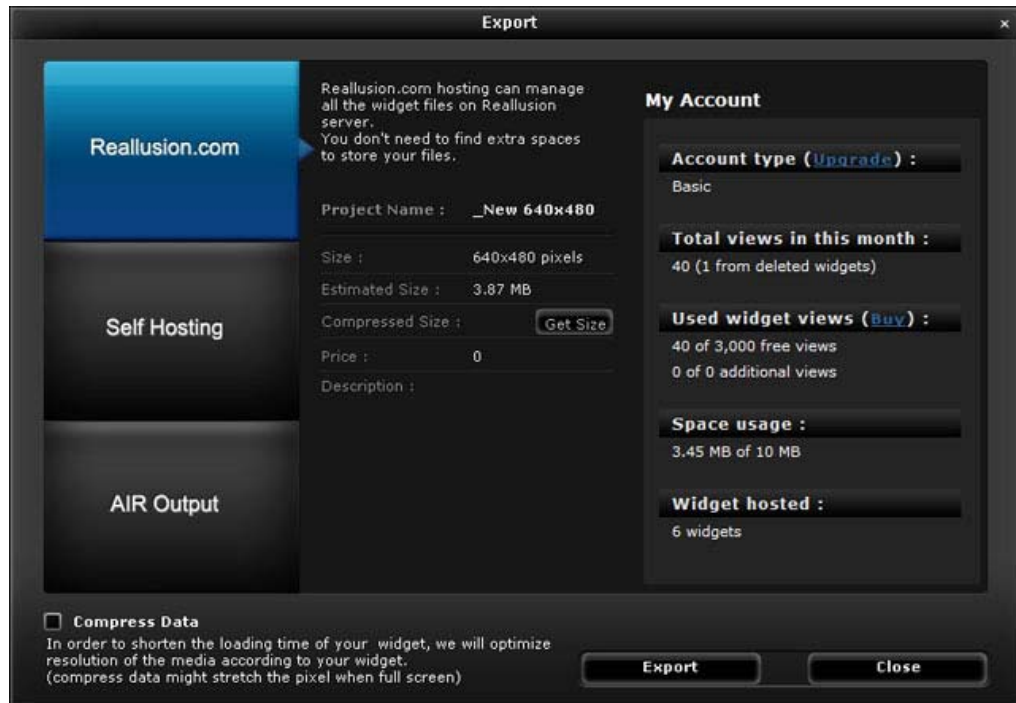
3. After you have successfully logged into your member account, you can click the [Manage](#) tab to organize your widgets.

Reallusion Widget Hosting

Reallusion Widget Hosting is based on the server provided by **Reallusion**. **Reallusion** now offers you the space to manage and store your widget online directly.

Once you are done editing your widget you can export your widget directly to the **Reallusion** server.

1. Choose **Reallusion.com** in the **Export** window.



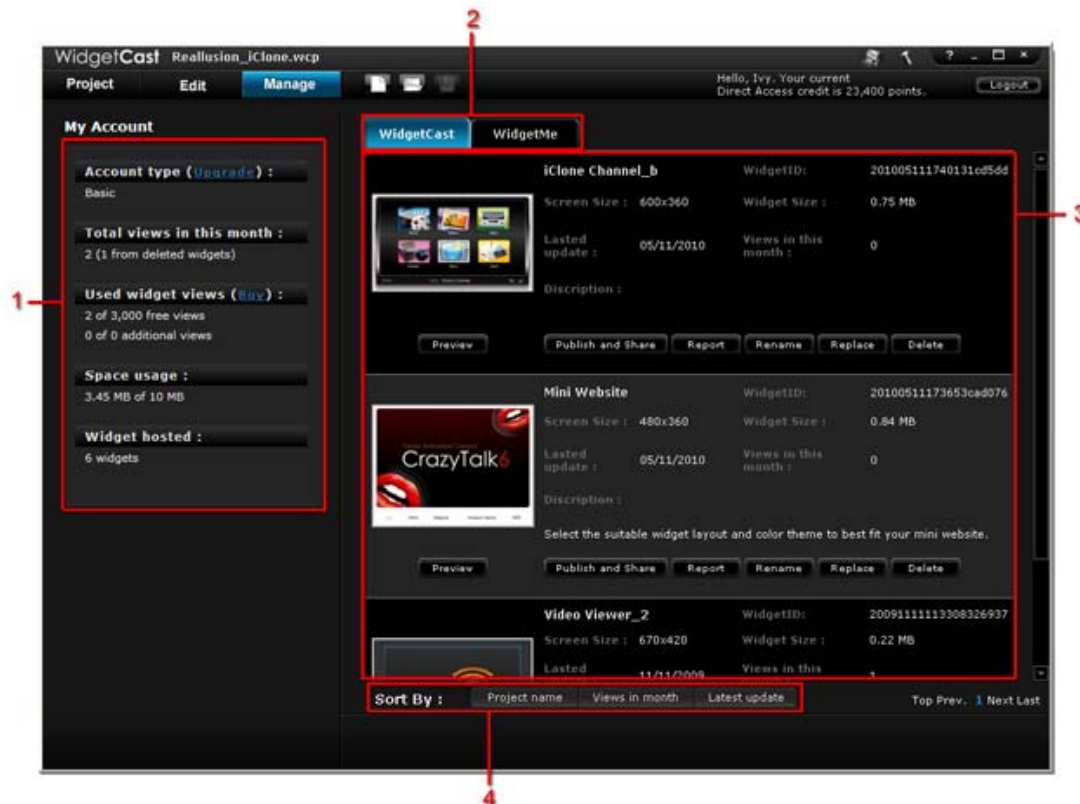
2. You will now see all the information about your Reallusion Member Account.
3. Click on **Get Size** to see the approximate size after compression.
4. Click the **Export** button to upload your widget to **Reallusion** server.
5. Press the **Yes** button to organize or [publish](#) your widgets in the [Manage](#) window.

Note:

- o Please direct yourself to Reallusion.com for more information about becoming a Reallusion member.
- o Please visit [WidgetCast Membership & Service Fees](#) for more information about membership upgrades and service fees.

Manage

WidgetCast has a section for managing your widgets. In this location you can easily organize all your widgets. You can even see the status of the member account and how many widgets are currently in your account. You may also sort various widgets by order, to enable a faster search of the target widget you wish to view.



1. My Account	Gives you the information that is related to your account.
2. WidgetCast and WidgetMe Tabs	The program automatically helps you sort the project by WidgetCast and WidgetMe . Thus, when you switch between the two, you may see the project you made in WidgetCast or WidgetMe .
3. Widget Information	Gives you all the information about that particular widget.
4. Sort by	You may sort your widgets by three methods: "Project Name", "Views per Month" and "Latest Update".

My Account

- **Account Type:** The type of account you have with Reallusion Inc.
- **Total views in this month:** Number of views in the current month.
- **Used widget views:** The number of times others have viewed your widget.
- **Space Usage:** Allocated space & current used space.
- **Widget hosted:** Current hosted widgets.

Sorting

Sort the Widgets by the order of **Project name**, **Views in this Month** and **Latest Update**.

- **Project Name:** Sort by A-Z.
- **Views in this Month:** Sort by the number of view counts.
- **Latest Update:** Sort by date.

Project Differentiation

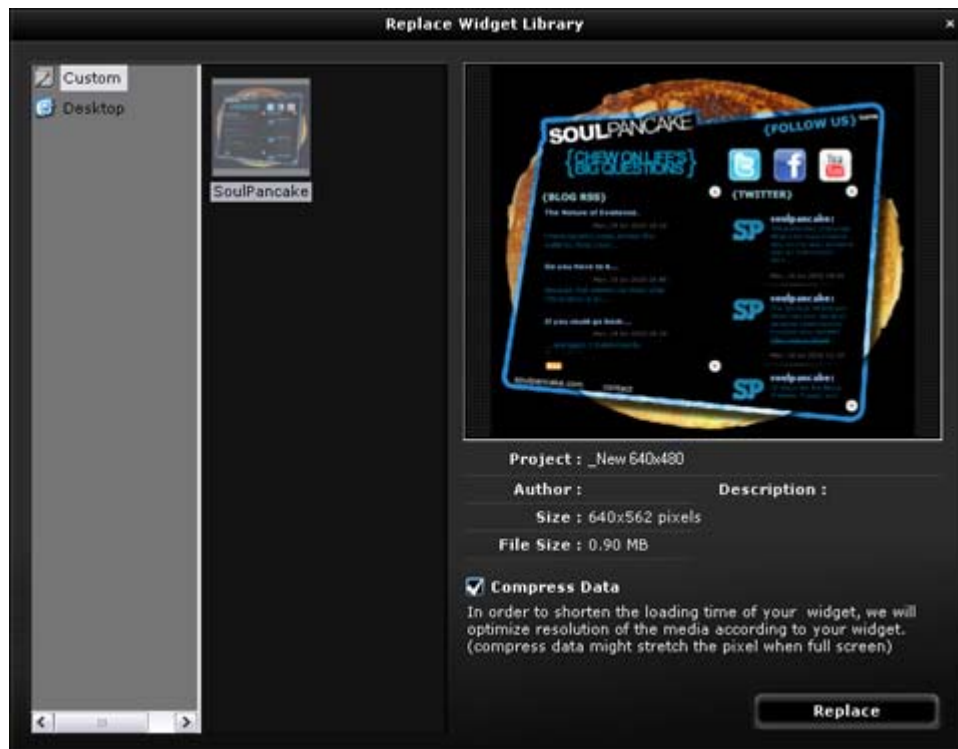
- Switch the **WidgetCast** and **WidgetMe** tabs to filter the projects.

Manage Widgets

- **Preview:** View in Preview Window.
- **Publish and Share:** Publish to social networks, self hosting sites or email.
- **Report:** Get a report for the number of views.
- **Rename:** Rename the selected Widget.
- **Replace:** Replace Widget with another Widget from your [Custom Template Folder](#).
- **Delete:** Delete the selected Widget.

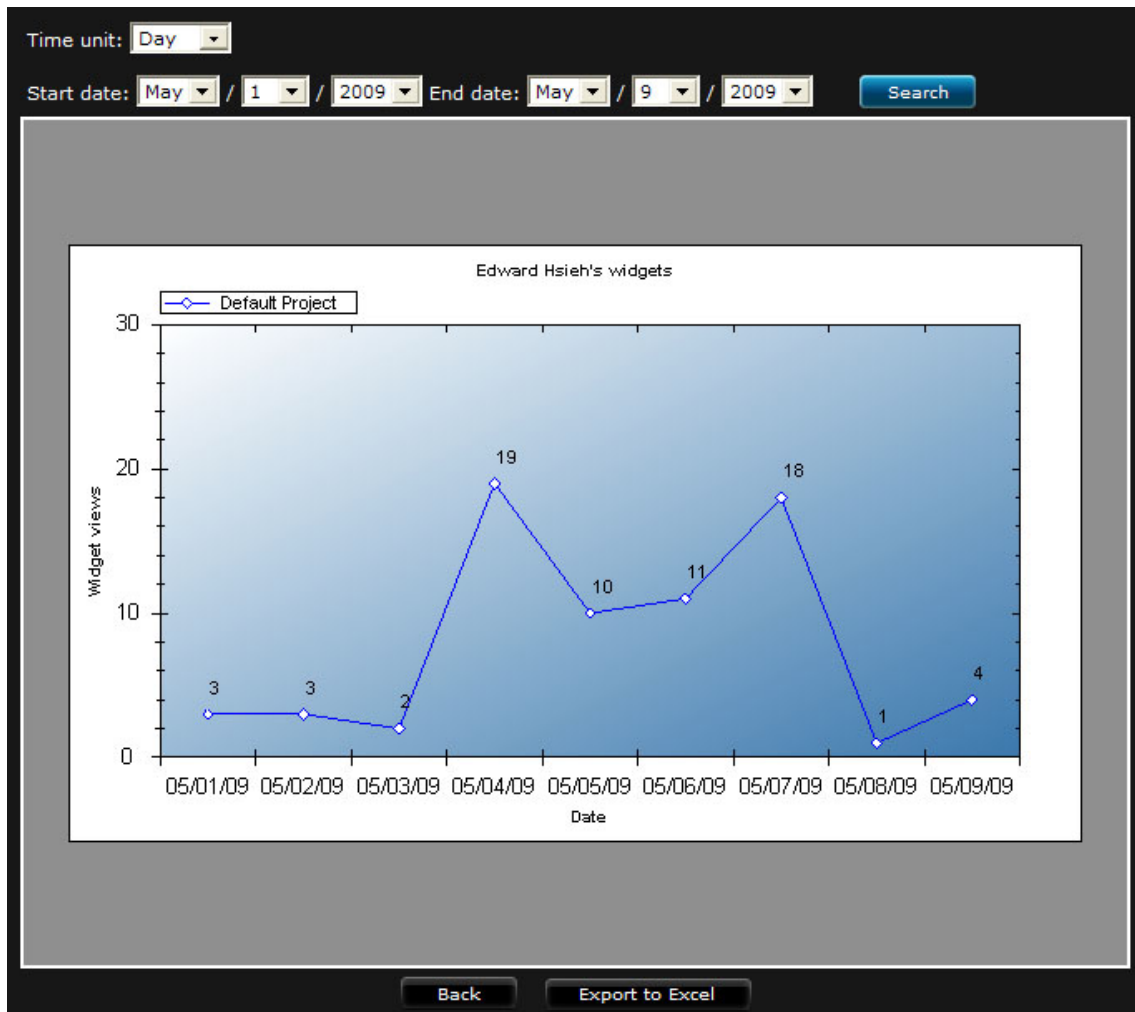
Note:

- o Widgets in the manage section are the published widgets hosted by **Reallusion**. Thus, you don't need to upload the widget to **Reallusion** again, you only need to replace the existing widget from the custom project folder.
- o If you are replacing a widget with an existing one, click the **Replace** button then choose a widget from the **Replace Widget Library**.



Report

The **Report** button generates a report for the viewing times of the target widget.



- i. **Time Unit:** Choose between Month, Week or Day
- ii. **Start/End Date:** Choose the time frame of the performance period you wish to view.
- iii. **Back:** Back to the [Manage Widgets](#) window.
- iv. **Export to Excel:** Show the result in Excel format.

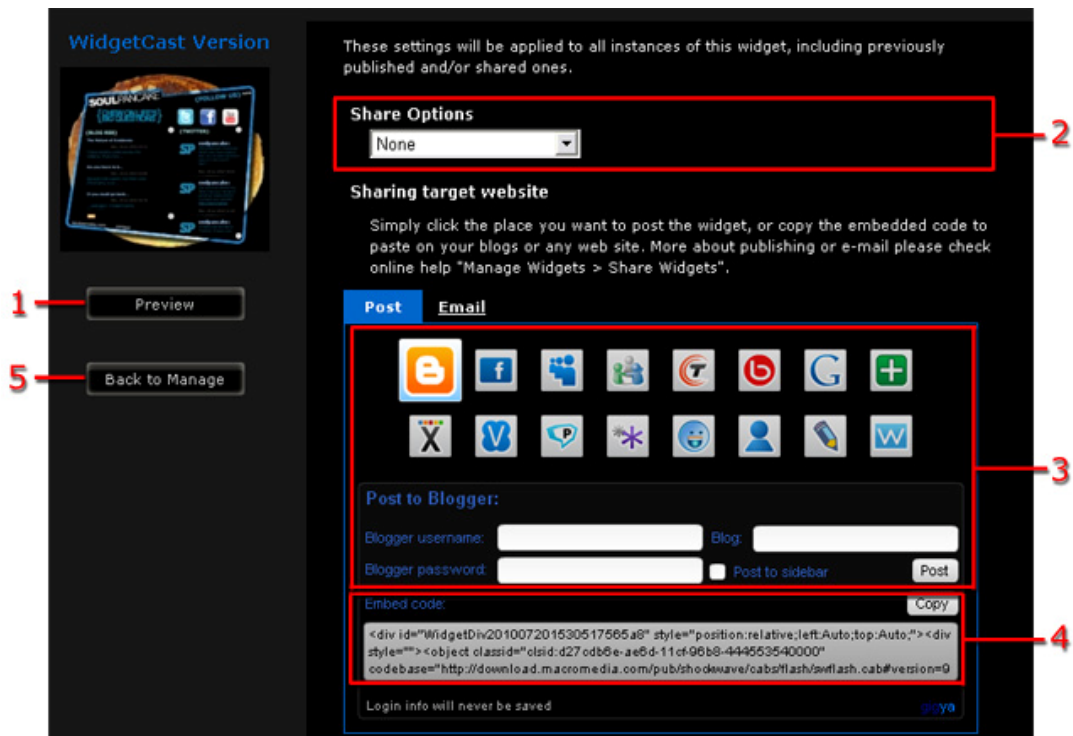
Share Widgets

WidgetCast allows you to create widgets to post on any website, publish to social media and email to your friends.

Publish and Share

You can share your widgets by following the steps below.

1. Go to the **Manage** window and click the **Publish and Share** button in the [Widget Information](#) section.
2. Preview your widget and set the available settings.



1. Preview Widget	Click Preview to preview your widget.
2. Share Options	WidgetCast Share Options allow you to choose whether you want to enable or disable the banner visibility. When you mouse over on the banner, you can also use this option to custom your own logo, background color of the banner.

There are two major types of sharing options in **WidgetCast**.

A. Widget Made by Advanced Video Channel:

- **Share without Banner:** Share without banner only displays the share button on both the advanced video channel and popVideo composer.



- **Share with Banner:** This is similar to Share without Banner, only this adds a banner at the top when you mouse over. You may also choose a banner background color.



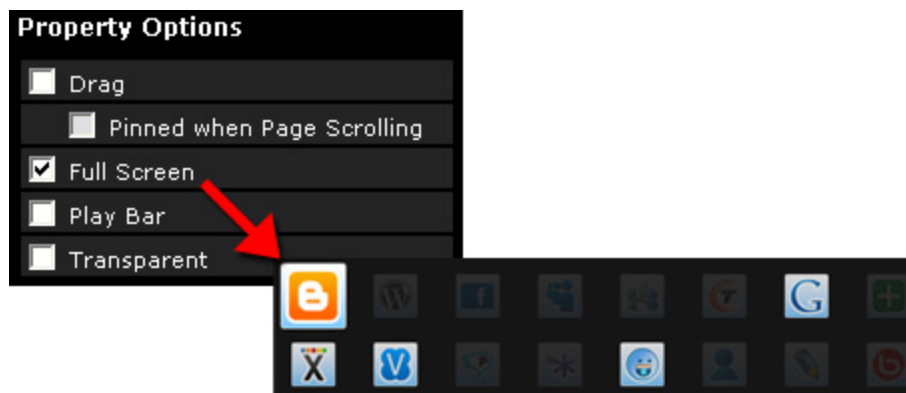
B. Widget Made with neither popVideo Composer nor Advanced Video Channel:

- **Banner:** You may either enable or disable the banner from the drop-down list. Once you have enabled the banner option, you may choose to select a banner background color.

	
3. Social Networks	Choose any of the social networks to post your widgets.
4. Embed Code	Copy the embedded code to place the widget onto your website. Open up the preferred html file and place the code in between the section.
5. Back to Manage	Go back to the Manage Widgets window.

Note:

- o If you do not have the **Enable Share** button activated, you will not be able to share the widget with anyone else.
- o If you upload two widgets with the same contents, the widgets you uploaded on the webpage may have an error (eg. cannot drag).
- o If your popVideo Composer is from a previous version of WidgetCast 2.5, the program automatically updates the popvideo Composer up to WidgetCast 2.5 standards. You may either save or export the widget to keep the settings of the new updates.
- o If you have enabled any of the shared options that certain social media do not support (such as javascript), the target social media icon will be disabled.



Email

Send widgets to your friends, family or clients by e-mail.

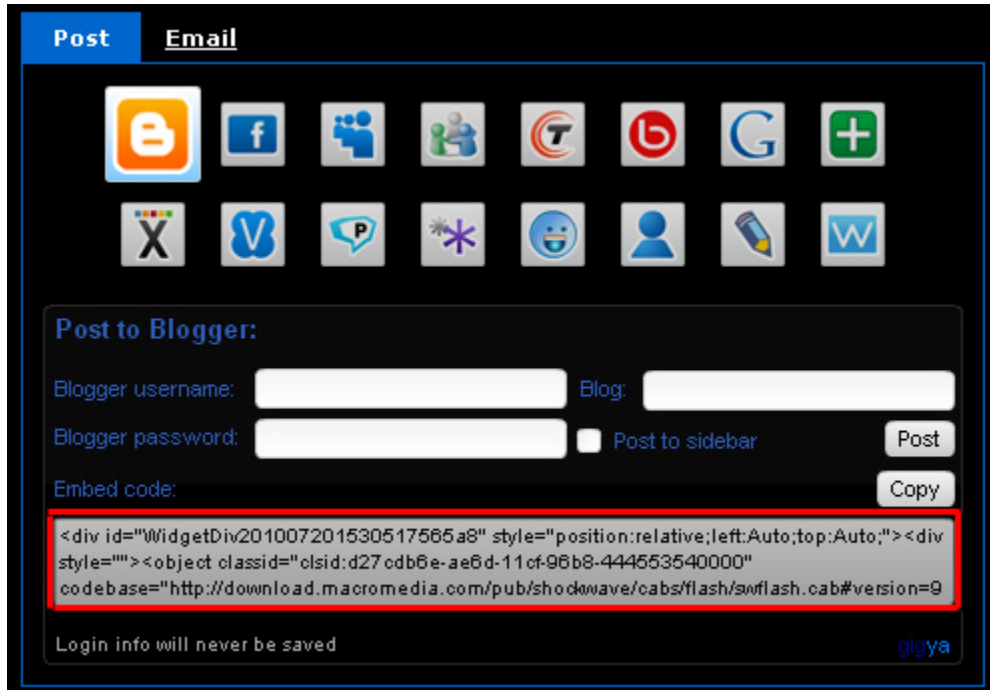
1. Click the **Email** link on top to bring you to the Email window.

- Enter your name, e-mail and your recipient's email.
- Check **C.C. me** field when you want to send a copy to yourself.
- Type in the message to your recipient.

2. Click the **Send** button. You will receive a notification that your email has been sent.
3. After sending the message, your recipient will receive via a link to view the widget via flash video.

Copy/Paste Embed Code

WidgetCast also allows you to paste the codes directly to your HTML webpage and show it online.



The screenshot shows the WidgetCast interface with two tabs: "Post" and "Email". Below the tabs is a grid of social media icons including Blogger, Facebook, MySpace, LinkedIn, Twitter, YouTube, Google+, X, VoIP, P, a star icon, a smiley face, a person icon, a pencil icon, and a W icon. Below the icons is a section titled "Post to Blogger:" with input fields for "Blogger username:", "Blogger password:", and "Blog:". There is a checkbox for "Post to sidebar" and a "Post" button. Below this is an "Embed code:" section with a "Copy" button. The embed code is displayed in a red-bordered box:

```
<div id="WidgetDiv201007201530517565a8" style="position:relative;left:Auto;top:Auto;"><div style=""><object classid="clsid:d27 cdb6e-ae6 d-11 cf-96 b8-444553540000" codebase="http://download.macromedia.com/pub/shockwave/cabs/flash/swflash.cab#version=9
```

At the bottom, it says "Login info will never be saved" and has a "glogya" logo.

Copy/Paste Code

1. Click the **Copy** button or click on the area of the code to copy.
2. Open the HTML file in any editor.
3. Paste the code and position it between the body of the page.

```
<html>

<head>
<meta http-equiv="Content-Type" content="text/html; charset=windows-1252">
<title>WidgetCast</title>
</head>

<body>

    Paste the Embed Code Here

</body>

</html>
```

4. Save the file and open the HTML file to see the result.

Note:

- o If you remove the widget from the [Manage](#) page, the widget will not show on your online webpage.
- o You may position the widget at any place in the HTML file as long as you place the code between the bodies.
- o If your social networks support HTML posting, you may just paste the codes and publish.

Publish to Social Networks

When clicking on one of the **Social Network** button, one of the options below will guide you through to the publishing result.



New Browser Login

1. Select **Bebo** to publish.
2. Click **Post** to link to the new browser.
3. Type in your Bebo member account information in the required field.
4. Click the **Log In** button.
5. The widget now appears right on my blog.

Login through WidgetCast

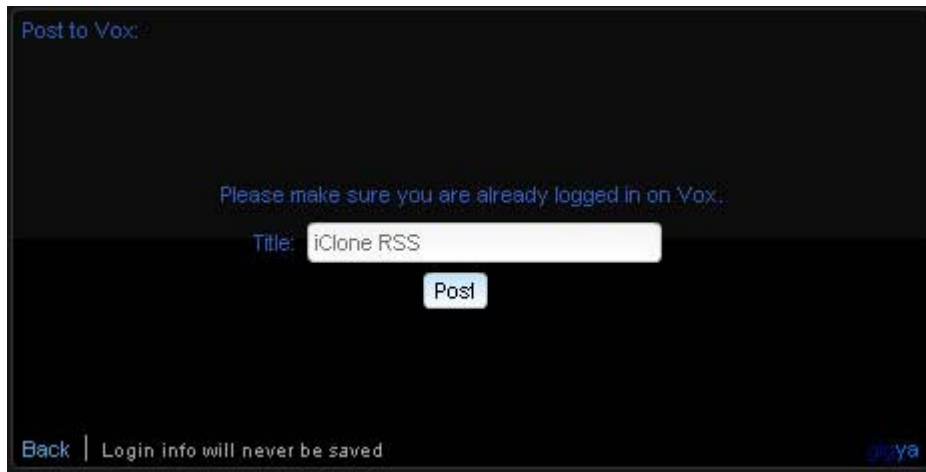
Post to Xanga:

Xanga username:	ivy@reallusion.com	Title:	vWidgetCast
Xanga password:	*****	Post	

1. Select **Xanga** to publish.
2. Enter your **Xanga** member account.
3. Type in the title of your widget.
4. Click the **Post** button to complete the procedure.

Logon in New Browser First

When you see the message below, please make sure you are logged in on designate blog before posting.

A screenshot of a web interface titled "Post to Vox:". The background is dark. In the center, there is a message in light blue text: "Please make sure you are already logged in on Vox." Below this message is a text input field with the label "Title:" and the text "iClone RSS" entered. To the right of the input field is a light blue button labeled "Post". At the bottom left, there is a link "Back" followed by a vertical bar and the text "Login info will never be saved". At the bottom right, there is a small logo that says "poya".

Post to Vox:

Please make sure you are already logged in on Vox.

Title: iClone RSS

Post

Back | Login info will never be saved

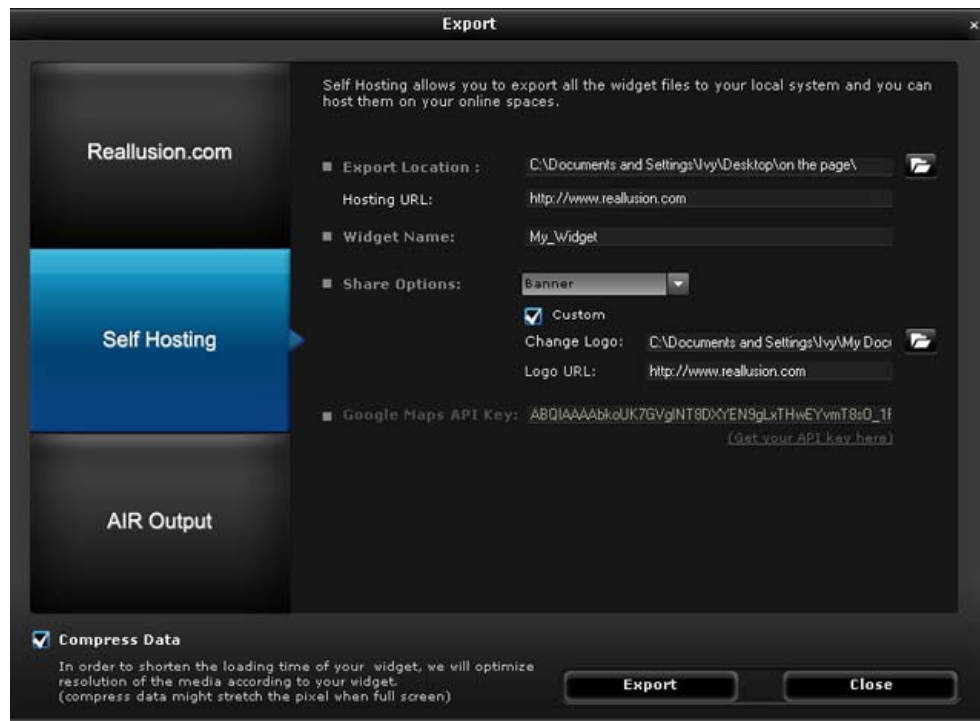
poya

- i. Type in the title of your widget.
- ii. Click the **Post** button.

Self Hosting

Self Hosting allows you to export widgets to your computer and then you can host them on your online space.

1. Click the **Export**  button from the bottom of the **Edit** window.
2. Toggle to the **Self Hosting** menu to export.



3. In the **Export Location** field, click the **Open** button to specify a location in which to store your files.
4. Type in the Hosting URL address where the widget will be appearing. E.g. www.reallusion.com/widget. The upload domain name and path must be consistent to the specified folder structure.
 - o Please note that **Hosting URL** is separated into two parts:
 - One is the domain name of the index/home page: www.reallusion.com.
 - Anything after www.reallusion.com is the folder structure to where you will be placing your widget. If you have placed your widget in the "**widget**" folder, you will then type in **www.reallusion.com/widget**.
 - o For more information please visit [Adding Widgets to Webpage \(Self-Hosting\)](#).

5. Give a **Widget Name** to differentiate between widgets for displaying on the same page.
6. For share options please refer to [Share Widgets](#) section.
 - Check **Custom** to change the logo and designate a logo URL.
 - To change the logo, click the **Open** button to import an *.png image file as your logo.
 - Fill in the **Logo URL** field to set a link on the logo.
 - If you have **Google Map** selected as the map service provider, you must enter the Google Maps API Key in the field to export. But before you export, please make sure that you have [registered a Google Maps API Key](#). Please note that Yahoo Maps does not need the API key for you to export the widget.
7. Click the **Export** button.

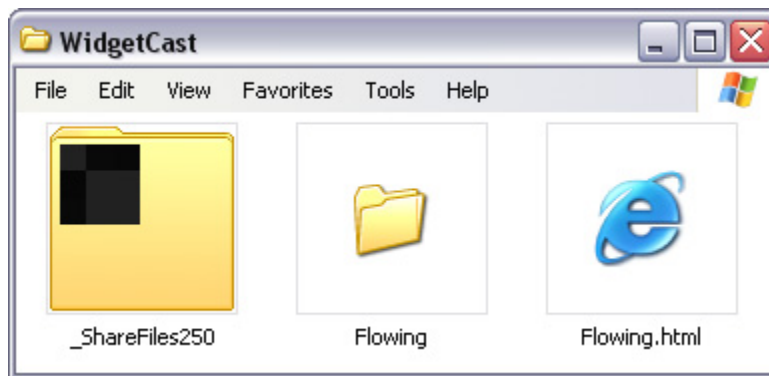
Note:

- o Please make sure that you type in the correct **Host URL** and **Logo Link**. This includes **http://** at the very beginning of the address.
- o The **Change Logo** field only accepts *.png image files.
- o You may only preview your exported widgets online.
- o If you are updating your widget, you do not need to upload *_ShareFiles250* (WidgetCast Player) again.
- o When you preview your widget, you may press **Ctrl+F5** to prevent it from being added to your cache folder.
- o **Widget Name** field cannot contain Unicode strings, spaces, or any of the following characters: %\"<>#{}|^~[]'.

Adding Widgets to Webpage (Self-Hosting)

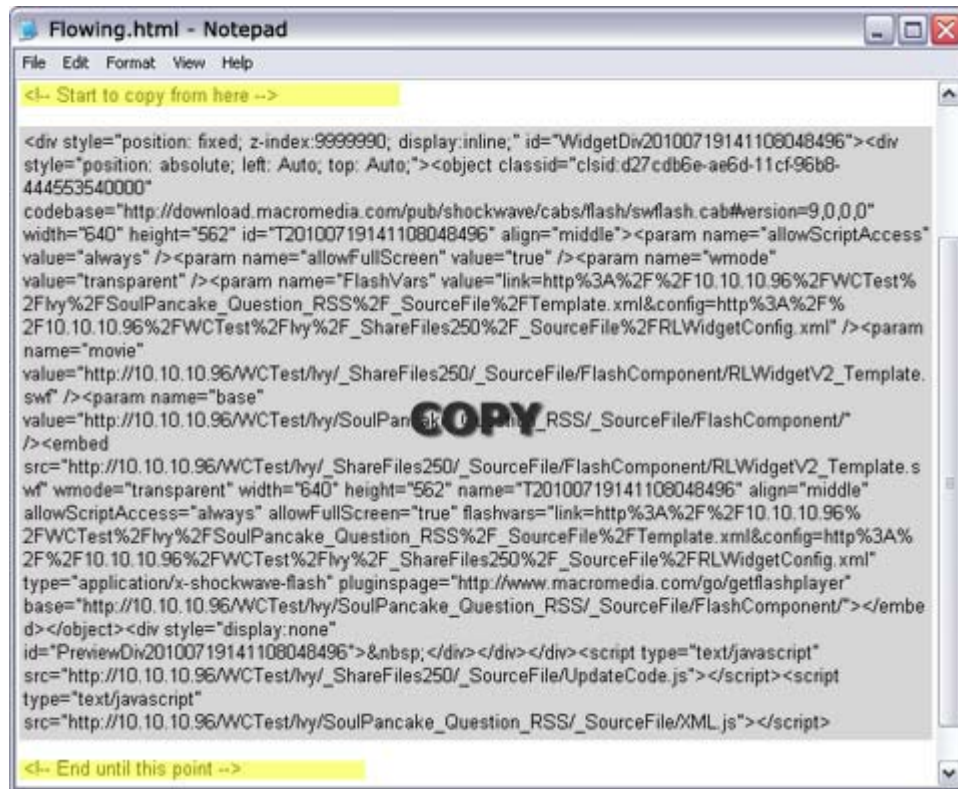
With the **Self-Hosting** feature you can post your widgets to any sites as you wish.

1. After you have done setting the options for exporting your widget, click **Export**.
2. You will find that two folders and one html file will be created when you use Self-Hosting option to export from WidgetCast.
 - The `_ShareFiles250` folder contains the required player materials to view a widget on a webpage.
 - The other folder that you assigned with the widget name is the folder that contains all the source files of your widget.
 - The html file contains the required embed code to display your widget correctly on the webpage.



The source file of the widget folder and html file have the same name when you export.

3. Open up the html file you assigned the widget name with, and copy the codes between "**Start to copy from here**" & "**End until this point**".



```
<!-- Start to copy from here -->

<div style="position: fixed; z-index:9999990; display:inline;" id="WidgetDiv20100719141108048496"><div
style="position: absolute; left: Auto; top: Auto;"><object classid="clsid:d27cde6e-ae6d-11cf-96b8-
444553540000"
codebase="http://download.macromedia.com/pub/shockwave/cabs/flash/swflash.cab#version=9,0,0,0"
width="640" height="562" id="T20100719141108048496" align="middle"><param name="allowScriptAccess"
value="always" /><param name="allowFullScreen" value="true" /><param name="wmode"
value="transparent" /><param name="FlashVars" value="link=http%3A%2F%2F10.10.10.96%2FWCTest%
2Fivy%2FSoulPancake_Question_RSS%2F_SourceFile%2FTemplate.xml&config=http%3A%2F%
2F10.10.10.96%2FWCTest%2Fivy%2F_ShareFiles250%2F_SourceFile%2FRLWidgetConfig.xml" /><param
name="movie"
value="http://10.10.10.96/WCTest/ivy/_ShareFiles250/_SourceFile/FlashComponent/RLWidgetV2_Template.
swf" /><param name="base"
value="http://10.10.10.96/WCTest/ivy/SoulPancake_Question_RSS/_SourceFile/FlashComponent/"
/><embed
src="http://10.10.10.96/WCTest/ivy/_ShareFiles250/_SourceFile/FlashComponent/RLWidgetV2_Template.s
wf" wmode="transparent" width="640" height="562" name="T20100719141108048496" align="middle"
allowScriptAccess="always" allowFullScreen="true" flashvars="link=http%3A%2F%2F10.10.10.96%
2FWCTest%2Fivy%2FSoulPancake_Question_RSS%2F_SourceFile%2FTemplate.xml&config=http%3A%
2F%2F10.10.10.96%2FWCTest%2Fivy%2F_ShareFiles250%2F_SourceFile%2FRLWidgetConfig.xml"
type="application/x-shockwave-flash" pluginspage="http://www.macromedia.com/go/getflashplayer"
base="http://10.10.10.96/WCTest/ivy/SoulPancake_Question_RSS/_SourceFile/FlashComponent/"></embe
d></object><div style="display:none"
id="PreviewDiv20100719141108048496">&nbsp;</div></div></div><script type="text/javascript"
src="http://10.10.10.96/WCTest/ivy/_ShareFiles250/_SourceFile/UpdateCode.js"></script><script
type="text/javascript"
src="http://10.10.10.96/WCTest/ivy/SoulPancake_Question_RSS/_SourceFile/XML.js"></script>

<!-- End until this point -->
```

4. Paste the code to the target HTML file where you want the widget to appear and position the codes between the bodies.



```
<html>

<head>
<meta http-equiv="Content-Type" content="text/html; charset=windows-1252">
<title>WidgetCast</title>
</head>

<body>

    Paste the Embed Code Here

</body>

</html>
```

5. Now you need to upload the folders and file, **_ShareFiles250**, the **folder you have all the source files** and the **html** file you have just edited, to the **Hosting URL** using **FTP**.

6. You must upload your **SourceFiles** and the folder you created for the source files to the domain name and path you have entered in the **Hosting URL**.
 - o For example: if you have typed in ***www.reallusion.com*** in the **Hosting URL**, you must upload **both folders** to root (same level as the index).
 - o If you have typed in ***www.reallusion.com /widget*** in the **Hosting URL**, you must upload **both folders** inside the ***widget*** folder.
 - o If you have typed in ***www.reallusion.com /widget /widgetcast*** you must upload **both folders** to the ***widgetcast*** folder which is under the ***widget*** folder.

	
www.reallusion.com/widget	www.reallusion.com/widget/widgetcast

Define Widget Position on the Webpage

After you copy and paste the codes from the html file you assigned the widget name with, you may notice that the widget then only appears at the upper left part of the page. You may follow the steps below to make the widgets appear in a fixed location.

1. After you have copied and pasted the codes to your html file, find the absolute; left: 0px; top: 0px values in the pasted codes.
2. Type in a value to replace the value 0, and it will appear in the position you entered in the absolute section.

Note:

- o Please make sure the structure of what you assigned in the Hosting URL field is the same as where you actually upload the files.
- o We highly suggest you do not use codes from Self-Hosting and paste it to social media. With the high security in social media, it may block the selected widget or it may display improperly.

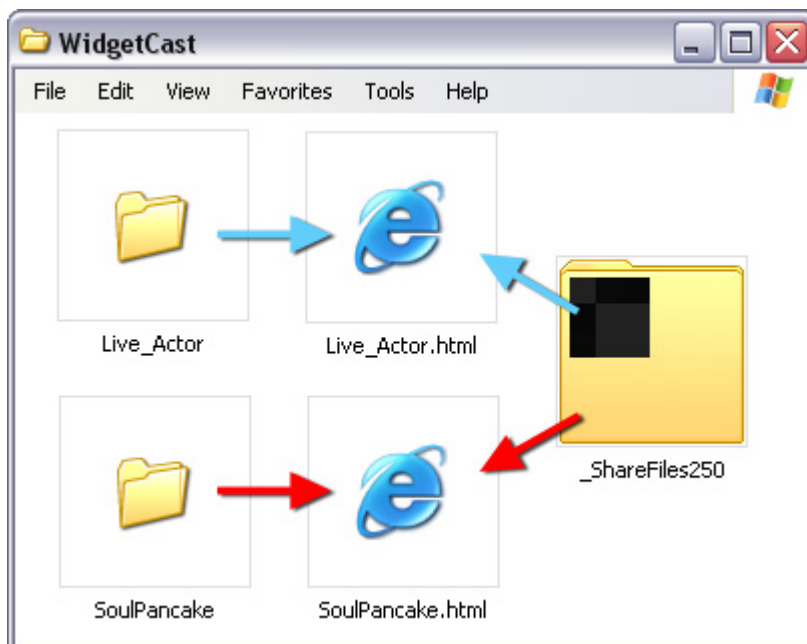
Share Player on the Same Page

WidgetCast 2.5 has enhanced the method of placing multiple widgets on the same web page.

How to use Share Player



In this case, I have two widgets in this folder, the first one is *Live_Actor*, and the other one is *SoulPancake*. They all share the same *_ShareFiles250* player folder. By sharing the same files in this folder, the widgets on the same page load faster. This prevents the widget from loading the same source files again and again.

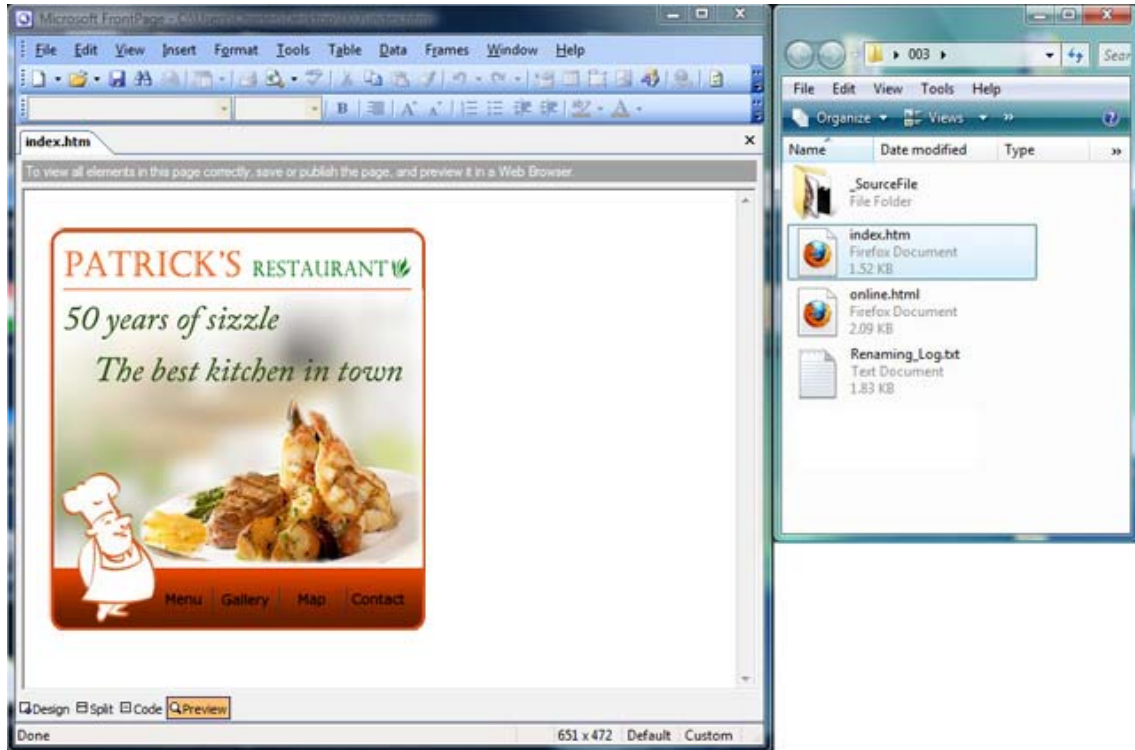


Follow the steps below to place two widgets on the same webpage.

1. Use notepad to open up the first widget, *Live_Actor.html*, codes.
2. Copy the codes between *Start to copy from here* and *End until this point*.
3. Paste the codes to the webpage that you are displaying the widgets.
4. Use notepad to open up the second widget, *SoulPancake.html*, codes.
5. Copy the codes between *Start to copy from here* and *End until this point*.
6. Paste the codes below the first widget's codes.
7. View the result of the pasted webpage.

Preview Widget Before Uploading

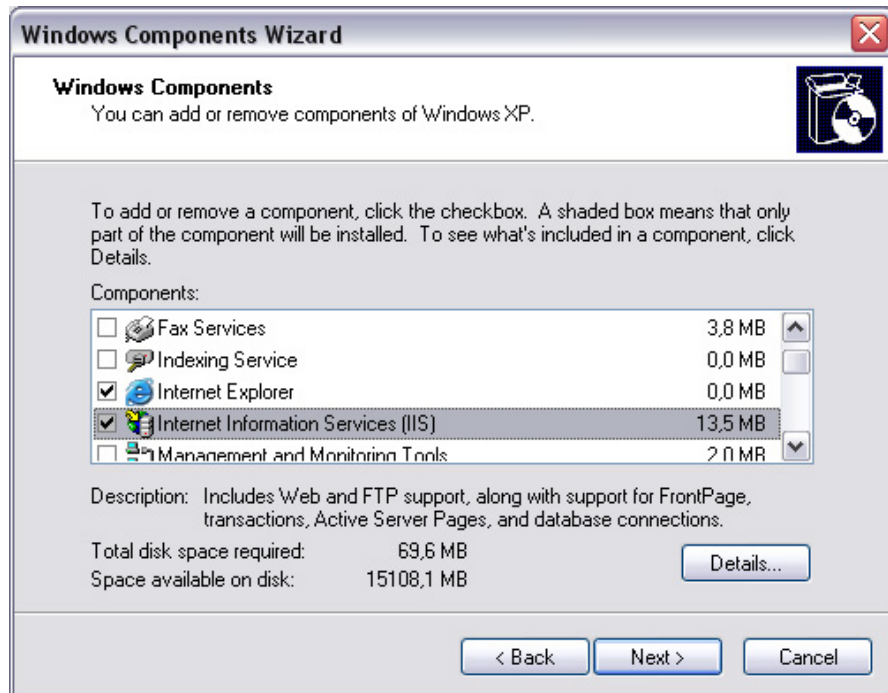
Since you may need to arrange the layout and widget on your webpage by using FrontPage, Dreamweaver or any other web editing tools, you can set up IIS (Internet Information Services) to preview your widget before you upload all the contents onto your webpage. By doing this you may ensure the layout of the webpage and widget is where you want.



Install IIS

IIS is a handy tool for you to easily publish information on the internet and let's you preview on your local drives before you publish onto a website. **IIS** includes various administrative features for you to manage your websites and your web server.

1. Go to the **Control Panel > Add or Remove Programs > Add/Remove Windows Components**.
2. Make sure that the **Internet Information Services (IIS)** is enabled in the components list.



3. Depending on your operating system, it will prompt for the operating system installation disk.
4. After you have successfully installed IIS, go to **Administrative Tools > Internet Information Services** in **Control Panel**.
5. Start **IIS**.
6. Test it by typing in <http://localhost>.
7. Please refer to this site for more information about [Starting IIS](#).
8. If you do not have experience with IIS, you may visit [IIS Tutorial](#) for more information.

Local Preview

Export your widget for the **FIRST** time for you to preview in the local drive.

1. After you have made your project and saved. You may export your widget through Self-Hosting and input the Hosting URL as **http://localhost/TARGET_FOLDER** for local preview.
2. In WidgetCast 2.5 you can copy the html file contains the required embed code to TARGET_FOLDER on local server root. If you still have WidgetCast 2.1 or earlier versions, you can copy **_ SourceFiles** to **TARGET_FOLDER** on local server root.
3. In WidgetCast 2.5 open the exported the html file and copy the embed code. In WidgetCast 2.1 or earlier versions, open the exported **"online.html"** file and copy the embed code.
4. Now, paste the copied code to the target html file.

5. You may preview it by typing in <http://localhost> in the browser.

Publish Web Pages and Widget to the web

Now you need to export your widget one more time and reassign the URL domain to the address you are hosting at. Once you have uploaded the files you may view your widget online.

Please refer to [Self Hosting](#) topic for more information.

Tracking with Google Analytics

Tracking your widget viewing times couldn't be easier. We have now merged **Google Analytics** with **WidgetCast** so you can know a specific widget's viewing time for **Self Hosting** widgets that are published on your **Self Hosting** sites.

Once you have identified all the necessary information from **Google Analytics** you can then get all the information about your widgets.

Note:

- o This function is only available for **Self Hosting** output. Other output methods may not apply to this criterion.

Google Analytics is a free service that allows you to view detailed information about the visitors of your website.

- You may know how users are getting to your page.
- View the country and city that the user is entering from.
- Browser capabilities and network properties.

Web Property ID

Once you have added a new profile in **Google Analytics**, Google should have automatically produced a **Web Property ID** to the specific profile. This **Web Property ID** is the information we need from **Google Analytics**.

Tracking Status Information	
Profile Name:	Player-selfhosting
Website URL:	http://widgetme.reallusion.com
Web Property ID ? :	UA-7053738-4
Tracking Status:	✓ Receiving Data

Replace the Default Web Property ID

We will now replace the default **Web Property ID** (UA-7053738-4).

1. Export Widgets via [Self Hosting](#) output.
2. **WidgetCast** has exported two folders (*_ShareFiles250*, a folder you designate the name in widget name). Please direct yourself to the folder you designate the name in Widget Name field > SourceFile > Template.xml and open the file in a XML editor or notepad.
3. In this file please find the text string **GoogleAnalyticsTrackerID** and replace its ID, UA-7053738-4 with the profile ID you have from **Google Analytics**, UA-9920917-2.

Name of Track Pageview

You may also give a name to a specific tracking item in the browser. Now, whenever someone clicks on the specific item, the page view count of the selected item increases by one.

1. Open the RLWidgetConfig.xml file in notepad. Please find the text string **NameofTrackPageview** in the document.
2. Replace the **/widgetdisplay** name with something you prefer, eg. **/widgetcast**.
3. In the future whenever anyone clicks on **widgetcast** widget, the page view count of **widgetcast** will increase by 1. When you login to **Google Analytics** you will see the **widgetcast** name appear in **Website Profiles**.

Preference Settings

Press the **Help** button to launch **Preference** window.



- **Temporary Folder:** Select the local drives from the drop-down list to designate where the temporary files can be stored in your system during normal operation.
- **XML Editor:** You may set the default XML Editor to open up the XML files.
- When the **Auto play video / audio while editing** button is checked, the media files in the project plays continuously when in **Edit** mode.
- Mute all the components' sound when you are editing the project.
- Enable/Disable **Show Getting Started when start-up**.



Note:

- o **Auto play video / audio while editing** only allows you to preview *.flv and *.iwidget. This does not include the animations from *.swf files.

WidgetCast Backstage

WidgetCast provides a backstage experience for you to interact with all the available flash contents before you purchase them.

1. Click the **Go To Backstage**  button.
2. Login to your **Reallusion Member Account**.
3. Select a category to view the available flash contents.
4. Click the **Add** button to add a selected item to your shopping cart.
5. Toggle to the **Shopping Cart** window to purchase the items.

Inventory

All the purchased items will be displayed in the **Inventory** window. You may click the download button again to download the purchased item.

Purchase History

In this window you may see all the **Orders Receipts** of items you have purchased using **Direct Access (DA) Points**.

After you have successfully purchased the flash contents, the content will be downloaded into the [WidgetCast Library](#).

Keyboard Shortcuts

This is a list of keyboard shortcuts for you to increase your efficiency when using **WidgetCast**.

General	
Commands	Shortcuts
Online Help	F1
Preview Window	F12
Preference	F10
Enable/Disable Preference's Media Auto Play	F9
Enable/Disable Preference's Mute	F8
Library	Ctrl+G
Open Project	Ctrl+O
Save Project	Ctrl+S
New Project	Ctrl+N

Editing Window	
Commands	Shortcuts
Reset to Original Size	Ctrl+ /
Fit to Stage	Ctrl+ *
Zoom In	Ctrl + = Ctrl + + (Include Number Key)
Zoom Out	Ctrl + - Ctrl + - (Number Key)

Object Controls	
Shift Objects Up	↑
Shift Objects Down	↓
Shift Objects Left	←
Shift Objects Right	→
<i>Shift + Arrows (Moves Faster)</i>	
Shift Objects Up	Shift + ↑
Shift Objects Down	Shift + ↓
Shift Objects Left	Shift + ←
Shift Objects Right	Shift + →
Delete an Object	Delete
Copy	Ctrl + C
Paste	Ctrl + V
Move object layer up	Ctrl + ↑
Move object layer to down	Ctrl + ↓
Left align an object	Shift + L
Center align an object (Horizontal)	Shift + H
Right align an object	Shift + R
Top align an object	Shift + T
Center align an object (Vertical)	Shift + V
Bottom align an object	Shift + B
Move Page Up	Ctrl + Page Up
Move Page Down	Ctrl + Page Down

Toolbox	
Commands	Shortcuts
Insert RSS Component	Ctrl + R
Insert Twitter Component	Ctrl + T
Insert Map	Ctrl + Y (This only enables Insert Map tool.)
Insert Video Channel	Ctrl + U
Insert Photo Viewer	Ctrl + P
Insert Feedback Form	Ctrl + M

Preview Window	
Previous Page	Page Up
Next Page	Page Down
First Page	Home (This hotkey can be used while in Preview/Publish window.)
Last Page	End (This hotkey can be used while in Preview/Publish window.)

View Widget	
Commands	Shortcuts
First Page	Home
Last Page	End
Previous Page	Page Up
Next Page	Page Down

Note:

- o If you use the [Move Page Up](#) / [Move Page Down](#) hotkeys, you must select one of the pages for the first time to activate the hotkeys.
- o If you use the [Previous Page](#)/[Next Page](#)/[First Page](#)/[Last Page](#) hotkeys in **Preview Window**, you must select the widget first to activate the hotkeys.