

D202: Multimedia: Addition and Subtraction with Mediator 8 Pro

Using OpenMind & Mediator

Flash Introduction

A Visual Tour

An Interactive Quiz

Addition and Subtraction with Mediator

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Section 1: Using OpenMind

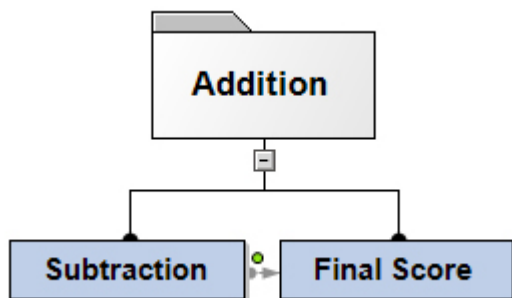
Step 1: Project Planning

Start by referring to the tutorial titled **Planning your projects in OpenMind** and follow the steps of using OpenMind to plan and **organise** your project.

For this project you are going to create a three page Flash® website. You are going to have an Addition page where you will be able to enter a number into an Input field and press an Add button to add that number to the page score. The Subtraction page will allow you to subtract a number from the page score. The Final page will display the overall score.

Each of your branches should have a banner design and Buttons / Links to all three pages.

If you use the **Top Down** layout in OpenMind, your website structure should look like this:



Export your OpenMind project as a Mediator file.

Section 2: Using Mediator

Mediator is a page orientated authoring tool. It allows you to work on one page at a time, create interactivity on each individual page and then create links between the various pages of your project. You can export your projects as Flash websites or CD ROM's, HTML, or Mediator CD ROM's.

Step 1: Organising your Mediator project

Once OpenMind has completed **exporting** your project, the program asks you if you would like to open **the Mediator project**. Select **Yes**, OpenMind will launch Mediator and open your project.

OpenMind has no idea how you would like your pages designed, you will notice that it has put all the objects (text, pictures, sounds) in the top left hand corner. The first task you have is to arrange your page:

To **move** an object around the page:

- **Left-click** near the **centre** of an object and hold down the left mouse button to **drag** objects around the page

To **scale** images:

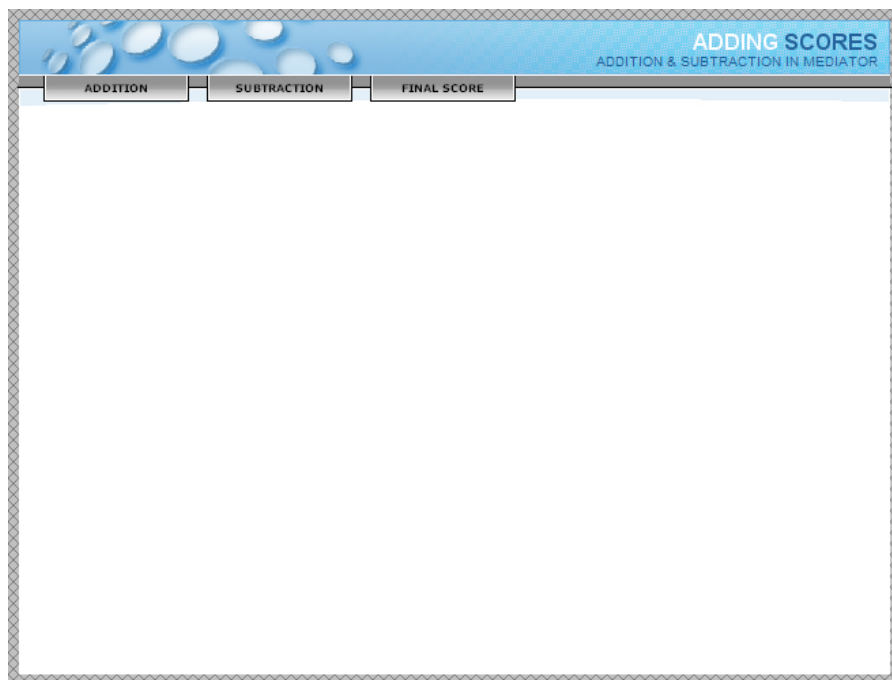
- **Left-click** and **drag** one of the corners to adjust the image to the desired size

To **edit** text:

- **Double-click** the text itself to open the **Text Editing** toolbox
- Select the text and then make changes in the toolbox

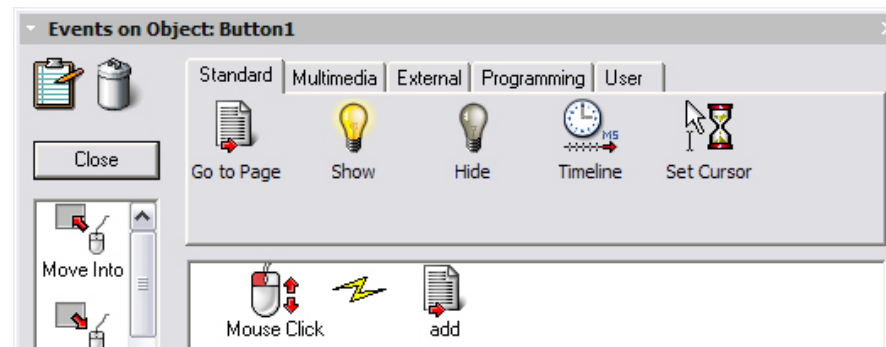
Step 2: Linking the pages

I have used one of the Mediator templates from the Multimedia Catalog for the design of my pages. You are of course free to use your own graphics.



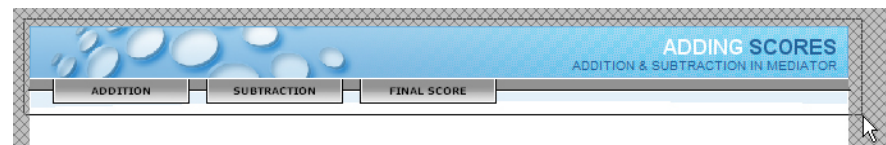
We need to link up all the pages in the Navigation bar so that we can **navigate** the website. Select the **Addition page** in the **Page List**.

- **Right-click** the Addition button on the page and select **Events**
- Drag the event **Mouse Click** into the centre window
- Drag the action **Go to Page** into the centre window to the right of the **Mouse Click** event
- Select **Addition** and click **OK**
- Click **OK** to close the **Go to Page** dialog



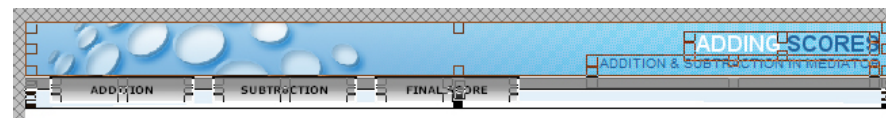
Repeat the steps to link the **Subtraction** button to the page **Subtraction** and the **Final Score** button to the **Final Score** page.

Now we need to apply this design to the **Subtraction** and **Final Score** pages. Use your mouse to **click** and **drag** a selection over the **objects** on the page.



To **Copy** and **Paste** the objects:

- Hold **Ctrl** and press **C** on your keyboard to **copy**
- Select the **Subtraction** page in the **Page List**
- Hold **Ctrl** and press **V** on your keyboard to **paste**

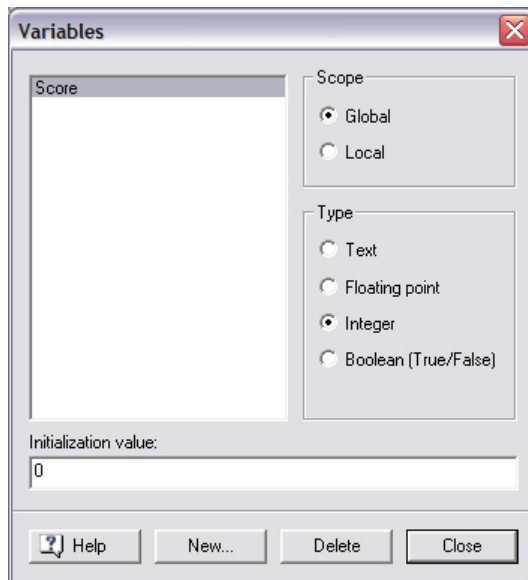


Repeat for the **Final Score** page.


Step 3: Building your Addition page

Next you need to create a variable called **Score** to keep track of the total score as we add and subtract values on our pages.

- Select **Document** from the top menu, then **Variables**
- Select **New**
- Name the variable **Score**
- Make sure you select **Integer**, so Mediator knows it's a number
- Select **Global**, so it applies to the whole project
- Select **Close**



To place your **Add** button on the page:

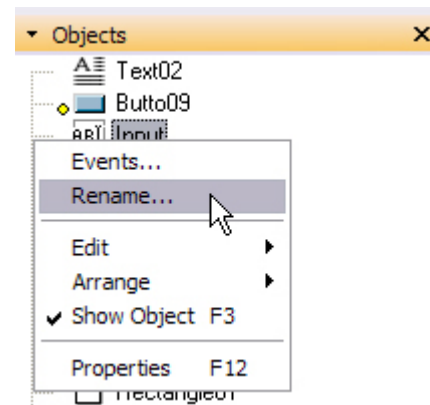
- Open your **Multimedia Catalog**  and choose a button
- **Left-click** and **drag** it onto the screen

Next, you need an **Input Object**  named Amount:

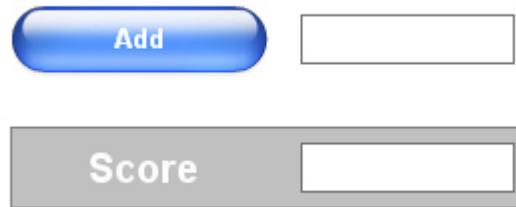
- Create an **Input Object** on the page by selecting it from the toolbar
- **Left-click** and drag a frame onto the page

Now add a second **Input Object**, this one will have a different name though.

- Create an **Input Object** on the page by selecting it from the toolbar
- **Left-click** and drag a frame onto the page
- **Right-click** the **Input Object** in the **Object List** and select **Rename**
- Name the Object **Amount**



This is the layout I have used for the **Add** button and the two input objects **Input** and **Amount** on the page:



Step 4: Adding interactivity

The next step in Mediator is to add a Set Property action to the **Add** button so that when the user presses the button, Mediator adds the value of Input field to the overall score and displays the result in Amount.

- **Right-click** the **Add** button and select **Events** from the drop down list

This is the **Events Dialog** box. Combining **Events** and **Actions** in the centre window of the **Events Dialog** box allows you to program Mediator to perform tasks.

- **Left-click** and drag the event **Mouse Down** into the centre window of the Dialog box

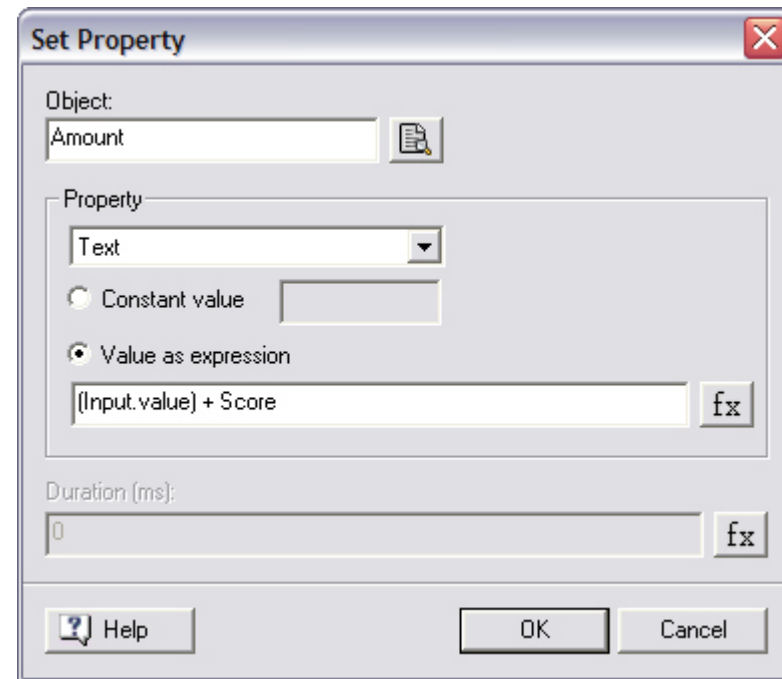
You can use any one or combination of the Actions available across the top of the Dialog box in conjunction with the event you selected to use. For this exercise you are going to use the **Set Property** action. This is used to change a particular property of an object on the page.

- Select the **Multimedia tab** on the actions panel
- Left-click and drag the **Set Property** action into the central window
- Select **Amount** as the Object
- Select **Text** for the Property
- Make sure you select **Value as expression**
- Type: (Input.Value) + Score

- Click **OK**

To quickly explain the code you typed in:

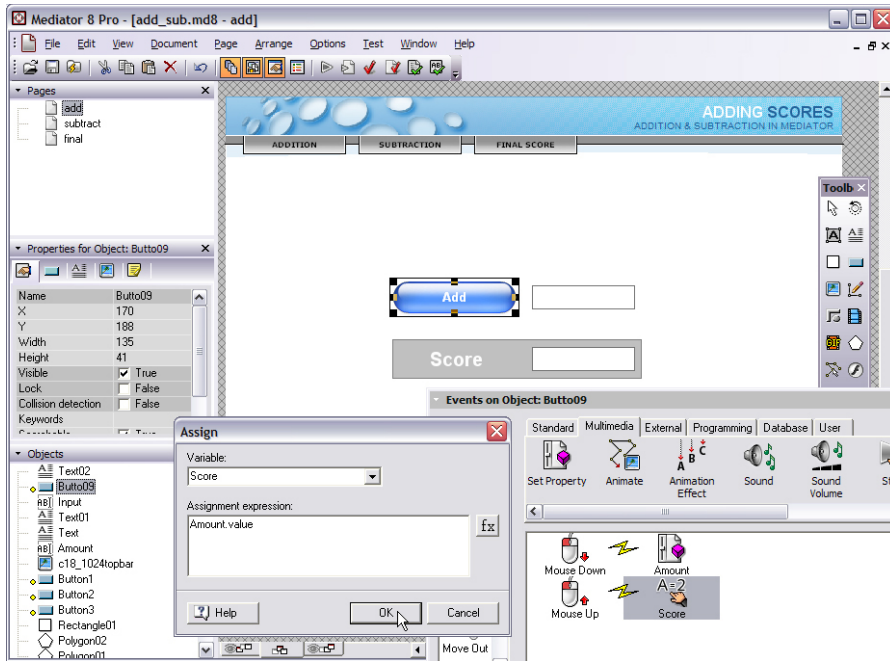
Between the brackets you wrote what you are reading, i.e. the value of the Input field. You added the contents of the Input field to the variable Score and displayed the result in the input object named Amount.



Now you need to make sure that the overall score is updated with the new Amount.

- **Left-click** and drag the event **Mouse Up** into the centre window of the Dialog box
- Select the **Programming** tab on the actions panel
- Left-click and drag the **Assign** action into the central window

- Select **Score** as the Variable
- For the **Assignment expression** type: Amount.Value
- Click **OK**
- **Close** the Events Dialog Box



The last thing you need to do on this page is to program the page to load the current Score into the Amount input object.

- **Right-click** the page
- Select **Events**
- **Left-click** and drag the event **On Page Ready** into the centre
- Select the **Programming tab** on your actions panel
- **Left-click** and drag the action **Assign** into the centre window to the right of the **On Page Ready** event
- For the **Variable**, type: Amount.Value

- For the **Assignment expression** type: Score
- Click **OK** on the Assign window
- Close the **Events** dialog box

This ensures that whenever the Addition page is displayed, Mediator will show the most recent score obtained when leaving the previous page.

Step 5: Building your Subtraction page

Instead of repeating the entire process to create this page, you can just select the button, events, graphics and the two input objects from the Addition page, and copy and paste everything on the Subtraction page.

Be sure to change the programming on the **Set Property** to:

- Score - Input.Value

Step 6: Building your Final page

Select the Amount input object and graphics you have used, and copy and paste them onto the Final page. Copy and Paste the Page events onto the Final page so when it loads it shows the Score in the Amount input field.

Section 3: Exporting your work

Step 1: Creating distribution files

Once you have saved your work:

- Select the **File** menu
- Click **Create Distribution Files**
- Select **Quick**

From the **Quick Distribution** dialog box:

- Select **Flash (web site)**
- Click **OK**
- Select **No** when you are asked whether to optimise your pictures
- Select **Preview** to view your project in a browser