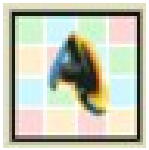
Wink

creating software demos



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Contents

Getting started with Wink.....4

About Wink.....4

Download Wink.....4

Your first Wink project.....5

Preparing for capturing.....5

Taking screenshots.....6

Adding text and navigation buttons.....7

Rendering and viewing a project.....13

Viewing project information.....14

Preloader.....14

Control bar 15

Change the size of a project.....16

Capturing with Wink.....16

Getting started with Wink

About Wink

Wink is a free, easy-to-use tutorial and presentation creation software for Windows and various Linux versions.
You can use Wink to:

- Create tutorials or demonstrations of software;
- Create presentations using screenshots;
- Add comments or explanations in text-boxes;
- Provide navigational buttons (next/previous);
- Render your presentations to Flash files which can be viewed in a web browser.

Download Wink

To start using Wink you will need to download and install it first.
Go to the following web address:
http://www.debugmode.com/wink/download.php
From this page you can download Wink for your operating system (Windows or Linux).
Follow the on-screen instructions. All downloads are FREE!
This workbook is based on Wink 2.

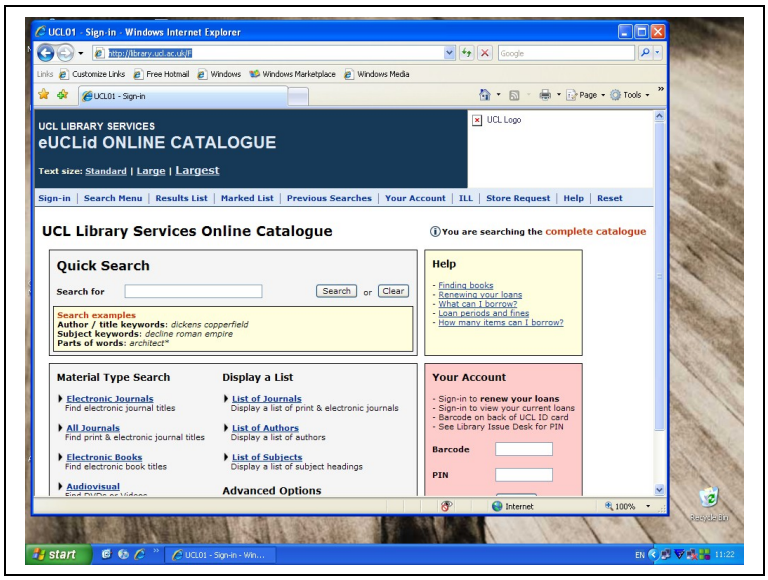
Note:
The output format of Wink is Flash (.swf). To view Flash content you need to have the Adobe Flash Player installed on your computer. You can download the Adobe Flash Player for FREE from Adobe's Download page at:
http://www.adobe.com/downloads/

Your first Wink project

The following exercise will guide you through the process of making a short presentation that shows how to use eUCLid**'s** Quick Search.

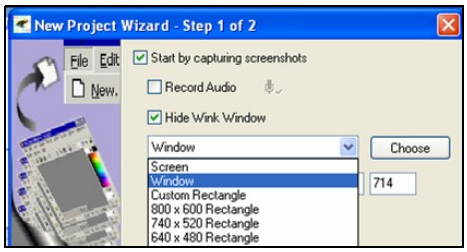
Preparing for capturing

1. Open Internet Explorer and go to: **http://library.ucl.ac.uk/F** as this is the page we will capture. Minimise this window on the desktop as shown below:



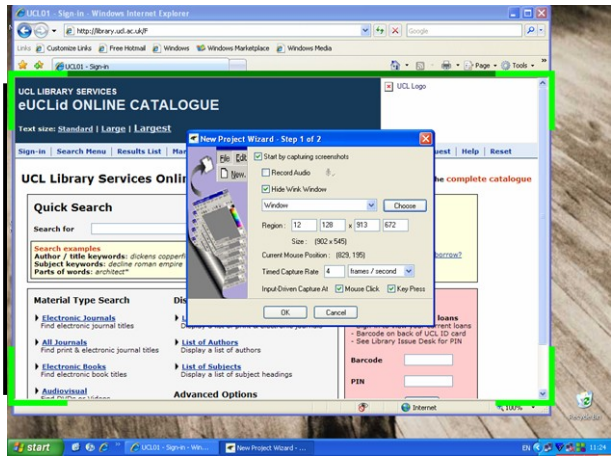
2. Start Wink. Select **File >New** to create a new project.
   By default Wink is set to capture screenshots of the entire screen. However, you have the option to change the capture region to a specific window or part of the screen (rectangle). For this exercise we will capture the lower region of Internet Explorer's window.

3. On the wizard that appears select **Window** from the drop-down menu (right).



4. Click on the **Hide Wink Window** checkbox. This will hide Wink and will make the browser window visible.

5. Click on the **Choose** button. Move the mouse around the screen. It creates a thick green border around the window the mouse is on. Move the mouse on the main content of the browser window (this is the area under the browser's toolbars) and click on it to select it. A green border appears around the selected window as shown to the right.



6. Click **OK**.

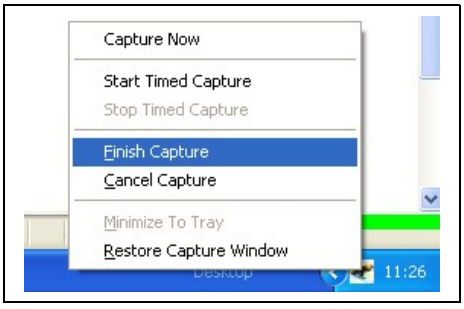
7. Click on the **Minimize to Tray** button. Wink is minimised to the bottom right corner of the screen and you are ready to start taking screenshots.

Taking screenshots

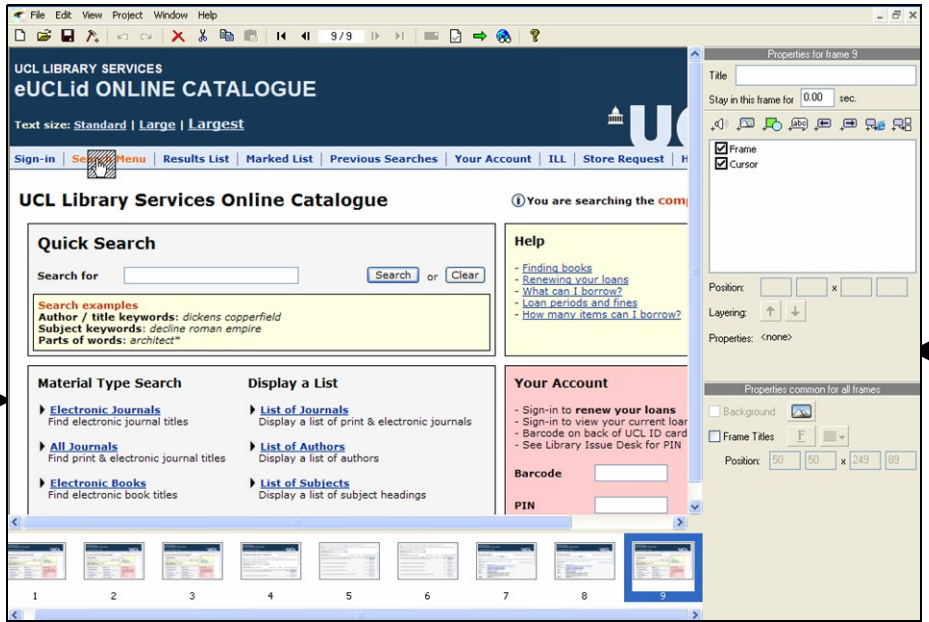
You take screenshots every time you press the **Pause** key on the keyboard. Every time you take a screenshot Wink's icon on the bottom right corner of the screen will blink.
Take the following screenshots:

1. Place the mouse cursor anywhere on the screen and take the first screenshot.
2. On the *'Search for'* field type the word 'dreamweaver' and take the second screenshot.
3. Move the mouse cursor over the 'Search' button. Take another screenshot.
4. Click on the 'Search' button to visit the next page. Take a screenshot.
5. Scroll down the page to be able to view all of the records. Take a screenshot.
6. Move the mouse cursor over number **'3'** link in front of the title *'Dreamweaver 3 for Windows and Macintosh …'* and take the next screenshot.
7. Click on number '3' link to visit the page and take another screenshot.
8. Move the mouse cursor over the link 'Search Menu' and take a screenshot.
9. Click on the link 'Search Menu' and take the last screenshot.

Now that you have taken all of the screenshots required right click on the minimised Wink icon to the bottom right corner of the screen and choose **Finish Capture** from the pop-up menu as shown below:



Wink opens displaying current as shown



the project below:

Selected frame

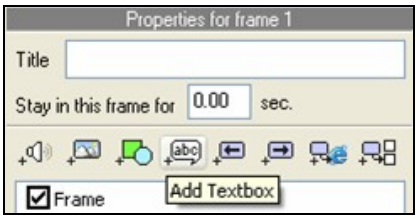
Properties

Project's frames

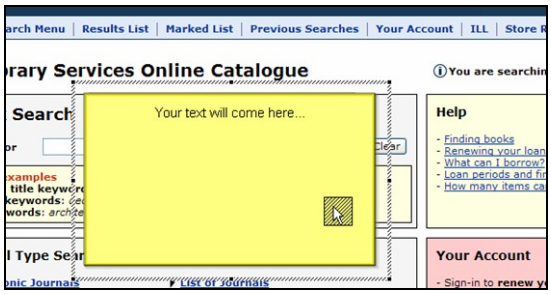
The left-top part of the window displays the selected frame of the sequence you have captured. The left-bottom part displays the projects' frames (thumbnails list) while the right part of the screen displays the properties window (see previous page).
Note: The captured mouse cursor is visible with a box around it to easily identify it from the real one.

Adding text and navigation buttons

1. Select the first frame of the sequence you have captured (this is the first thumbnail on the thumbnails list). Click on the **Add Textbox** button on the 'Properties for frame 1' window (right).



A pop-up balloon-like element called ***Callout*** appears (right). Click on this callout and type:

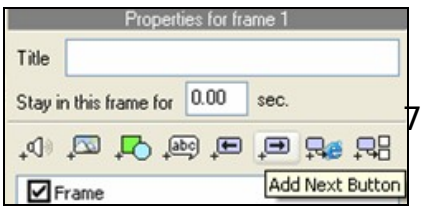


This presentation demonstrates how to perform a 'Quick Search'.
You will need to type a significant word (or words) from the title you want to search on the 'Search for' field.
For example I will type the word 'dreamweaver'.
Click on the next button to continue.

You can change the size of the textbox by clicking and dragging the controls that appear on the corners. To change the font, font-size etc. of the text use the options on the toolbar that appears on top of the textbox.

You can also use the options available on the 'Properties for frame window (right) to choose a different callout, align the text etc.

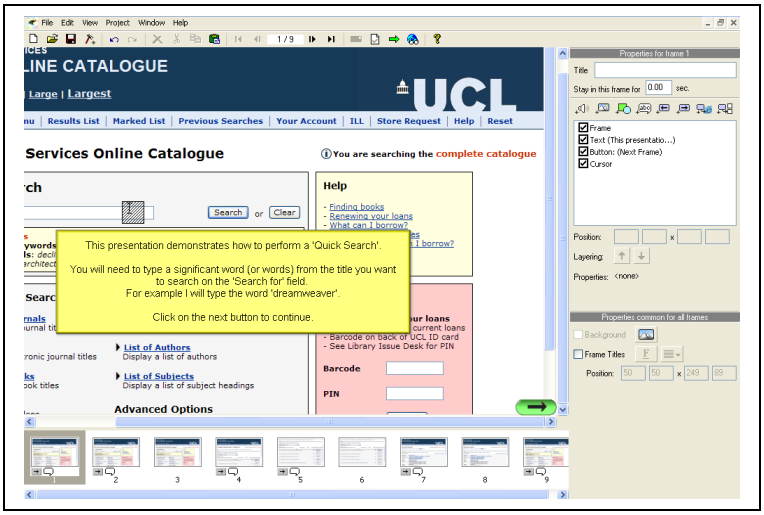
1'



Move the textbox on the top of the screen and add a Next Button by clicking on the **Add Next Button** on the 'Properties for frame 1' window. A right arrow icon will be placed onto the centre of the screen. Move this button and place it on the right-bottom corner.

Make sure the mouse cursor is a 'Text Select' icon. If not, double-click on it. The 'Choose Cursor' window appears. Chose 'Text Select' on this window. Move and place the mouse cursor over the field 'Search for'.

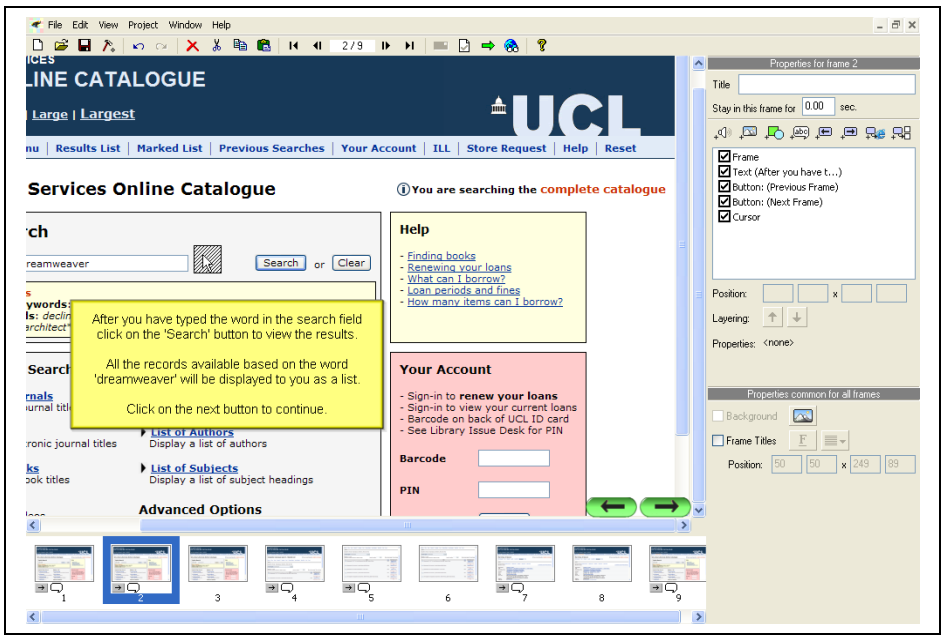
The frame should now look like the one shown below:



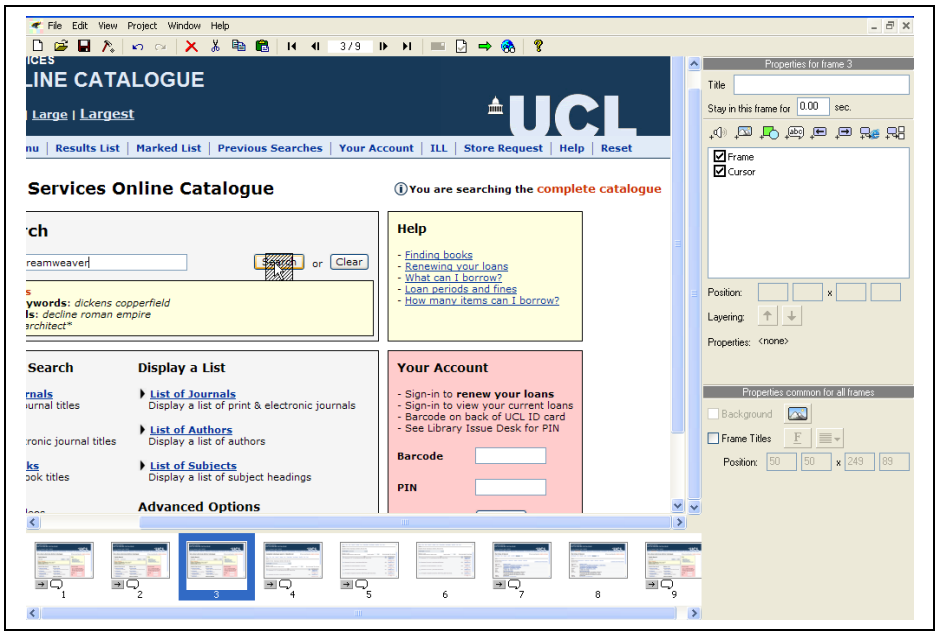
2. Select the next frame of the sequence (frame 2). Follow the steps described on step 1 to add a textbox with the following text: ***After you have typed the word in the search field click on the 'Search' button to view the results. All the records available based on the word 'dreamweaver' will be displayed to you as a list. Click on the next button to continue.***

   Make sure the mouse cursor is a 'Normal Select' icon. If not, double-click on it. The 'Choose Cursor' window appears. Chose 'Normal Select' on this window. Move and place the mouse cursor outside the field 'Search for'.

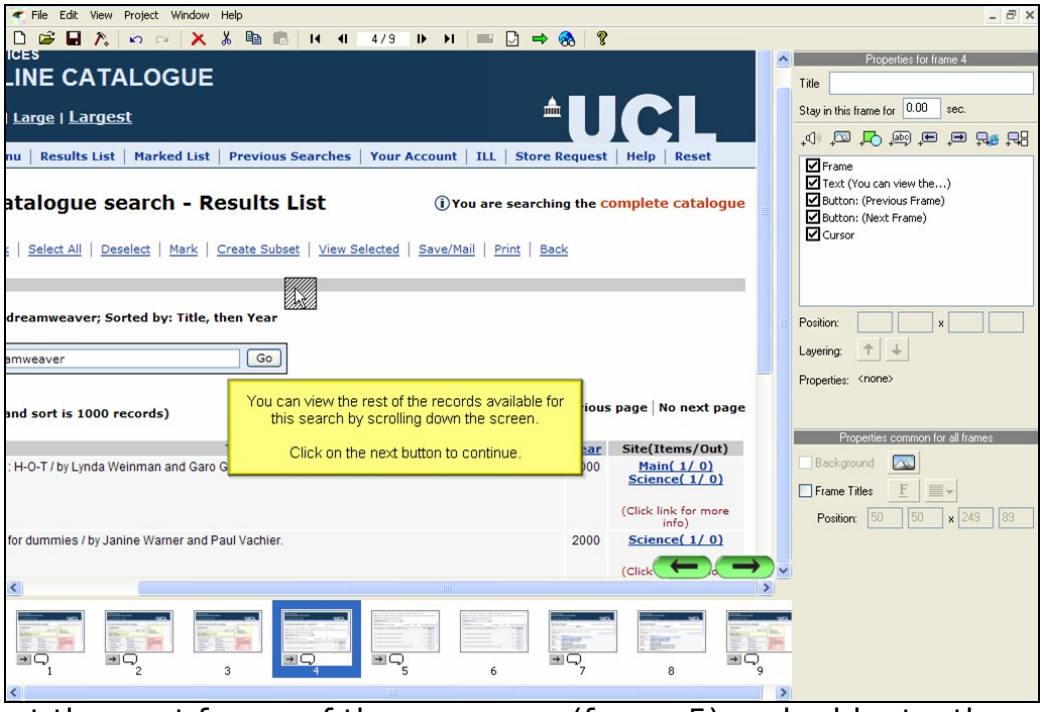
   Add a Next and a Previous button and place them on the right-bottom corner. The screen should look like the one shown below:



3. Select the next frame of the sequence (frame 3). Move the mouse cursor over the ‘Search’ button. DO NOT add a Next or a Previous button. The screen should be similar to the one below:

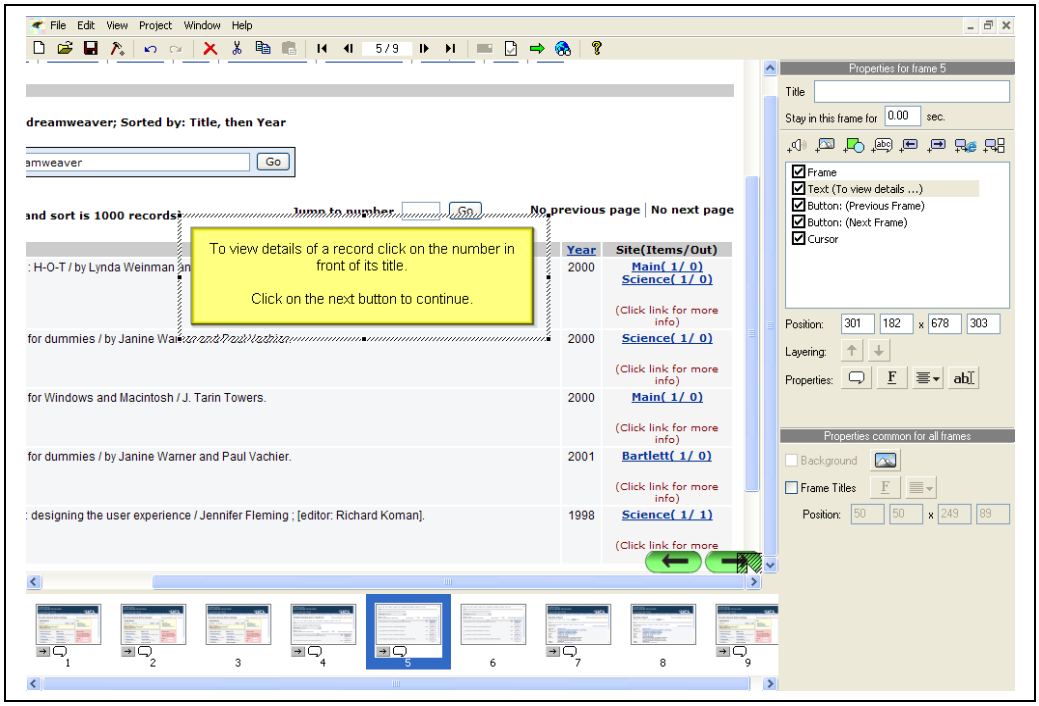


4. Select the next frame of the sequence (frame 4) and add a textbox with the following text: ***You can view the rest of the records available for this search by scrolling down the screen. Click on the next button to continue.***
   Add a Next and Previous button and place them on the right-bottom corner. The screen should look similar to the one shown below:

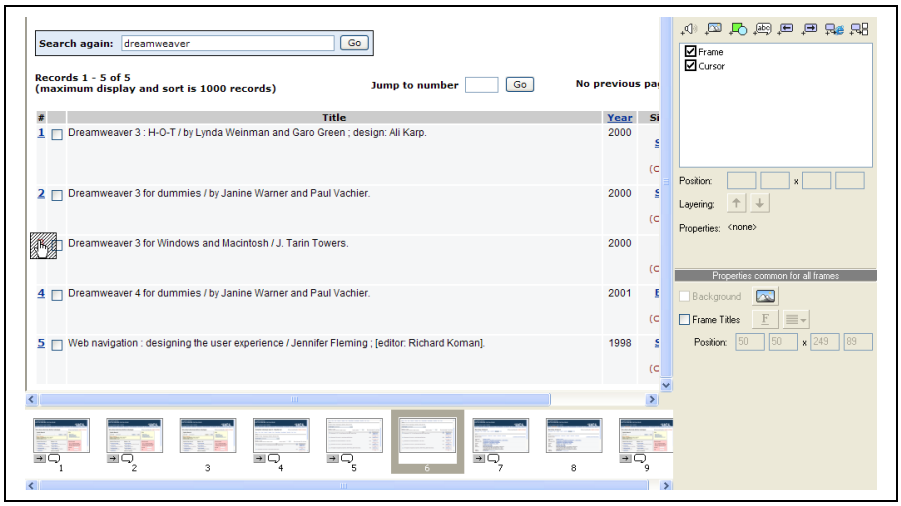


5.5. Select the next frame of the sequence (frame 5) and add a textbox with the following text: ***To view details of a record click on the number in front of its title. Click on the next button to continue.***

   Add a Next and a Previous button and place them on the right-bottom corner. The screen should look similar to the one shown below:

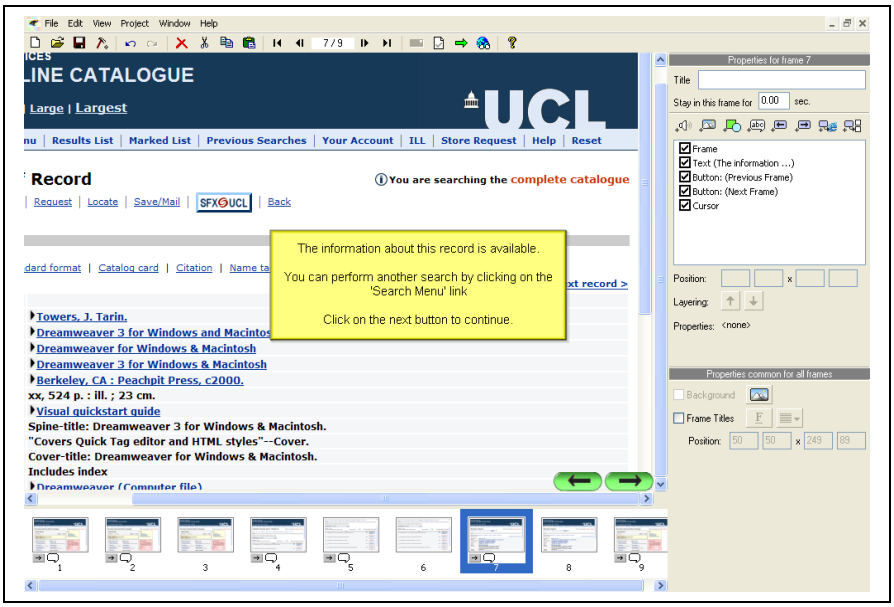


6. Select the next frame of the sequence (frame 6). Make sure the mouse cursor is a ‘hand icon’ over number ‘3’ as shown below:

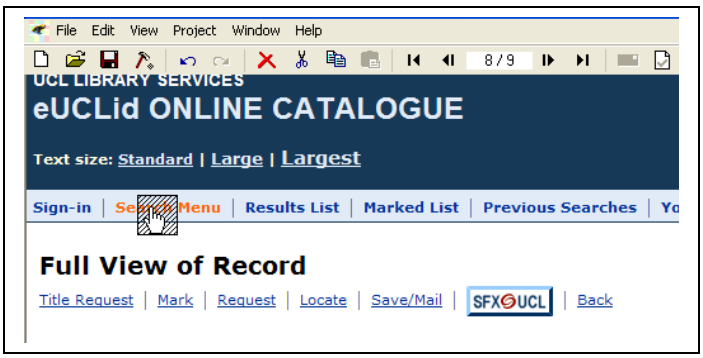


7. Select the next frame of the sequence (frame 7). Add a textbox with the following message: ***The information about this record is available. You can perform another search by clicking on the 'Search Menu' link. Click on the next button to continue.***

   Add a Next and a Previous button. The screen should look similar to the one shown below:

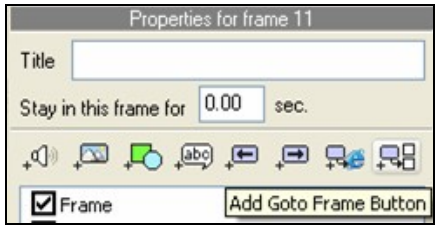


8. Select the next frame of the sequence (frame 8). Make sure the mouse cursor is a ‘hand icon’ over the ‘Search Menu’ link as shown below:

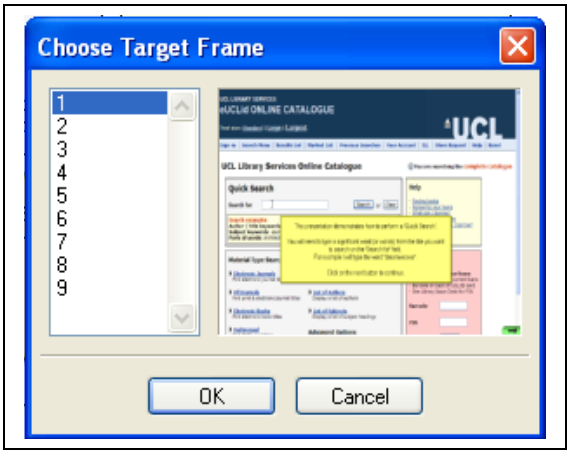


9. Select the last frame of the sequence (frame 9). Add a textbox with the following text: ***If you wish to view the demonstrations again click on the button bellow.***

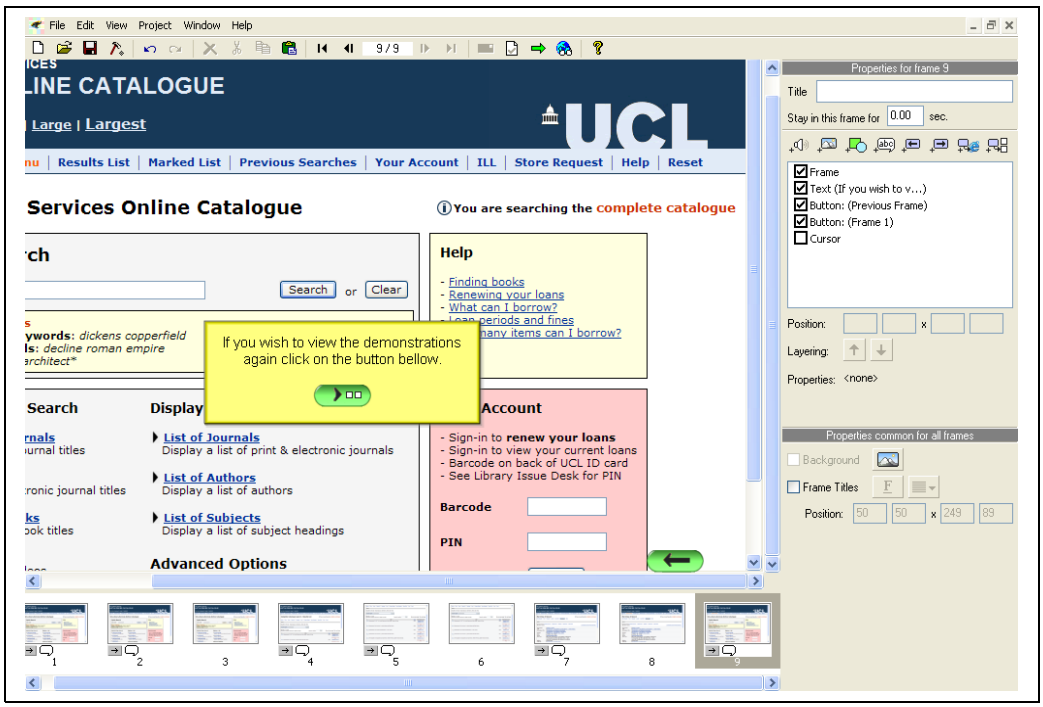
   From the 'Properties for frame 9' window click on the **Add Goto Frame Button**. ('Goto' navigation buttons are used to direct users to a particular frame other than the previous/next frame.)



   The 'Choose Target Frame' window (shown below) appears. Choose frame 1 for target frame and click OK.



   Add a Previous button. You only need a Previous button as this is the last frame of your sequence. Move and place the textbox, the Goto Frame button and the Previous button as shown below:

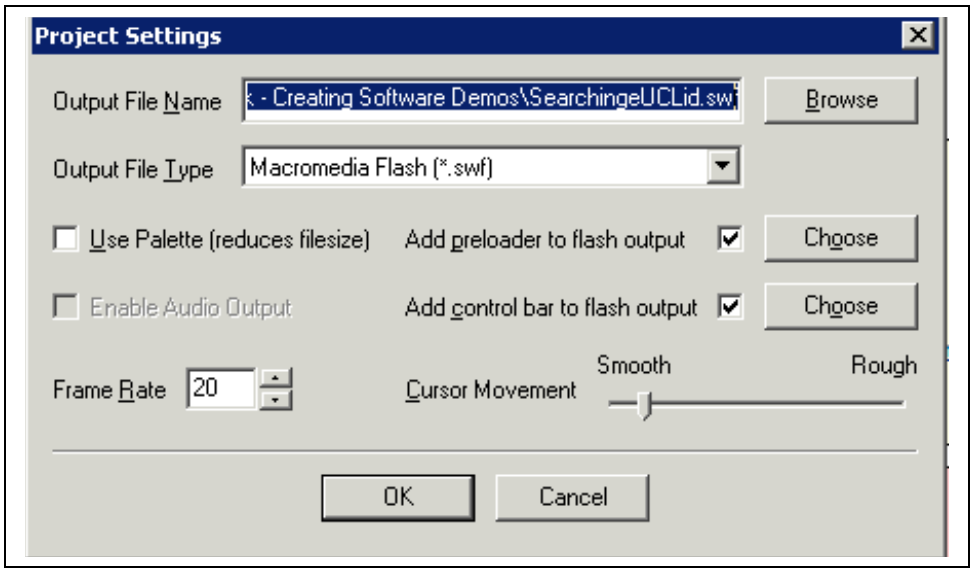


Make sure you save the project before moving onto the next step for rendering and viewing it.

Rendering and viewing a project

To view your Wink project after you have saved it do the following:

1. Choose **Project>Render** or press the green arrow in the toolbar to create the presentation as a Flash file. The first time you try to render the 'Project Settings' window opens (shown below). Click OK to keep the default settings. You can always go back and change them by selecting **Project>Settings**.



When you render a Wink project, in the folder where the Wink (.wnk) file was saved you will see that a flash (.swf) and an HTML file (.htm) were generated.

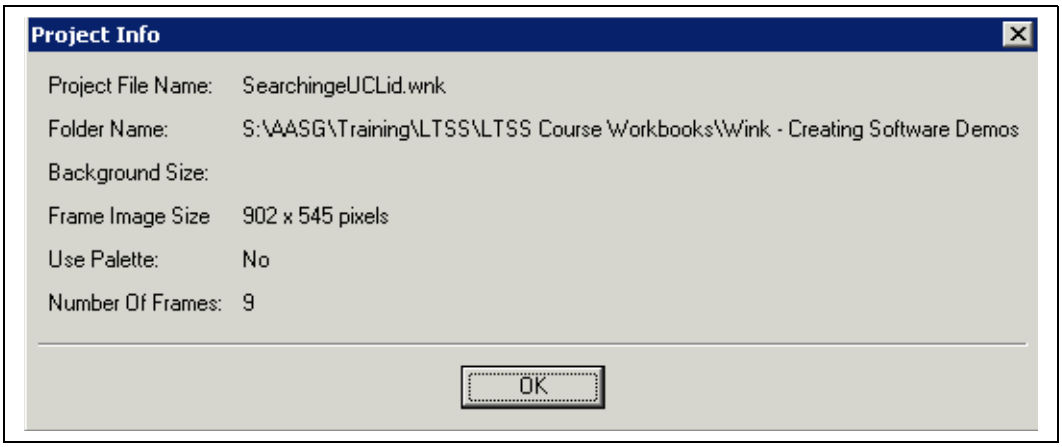
Note:

When putting a presentation on a webpage (or uploading onto WebCT) you should link to the HTML file (.htm) and not directly to the flash (.swf) file.

2. Choose **Project>View Rendered Output** to view the presentation. This will open a browser window and you should be able to see your presentation.

Viewing project information

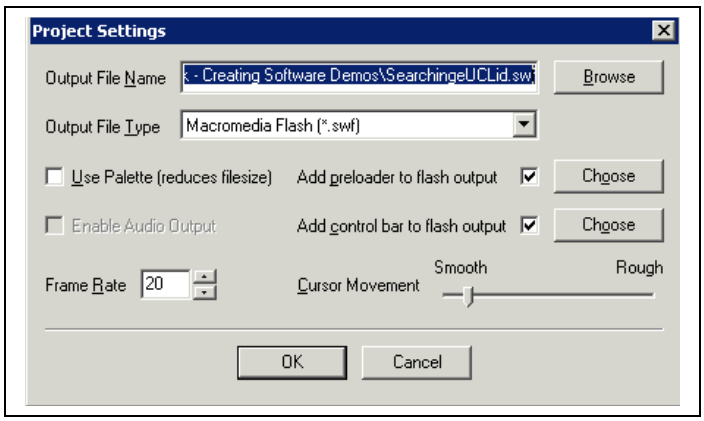
If you want to view the project's details select **Project>Information**. A window similar to the one below with information about the project appears.



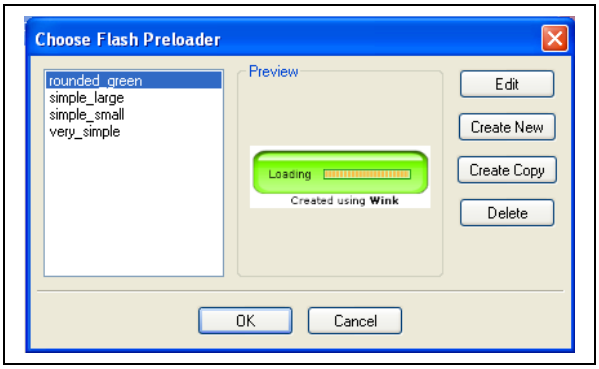
Preloader

By default Wink will use a preloader. This will be displayed when the tutorial presentation is loading on the user's browser window. This is quite useful to the users as it allows them to know that something is happening while they are loading a big presentation. You can choose whether you want to have a preloader or not. You can also choose the style (image) of it.

To change the preloader used select **Project > Settings**. The 'Project Setting' window shown below appears.

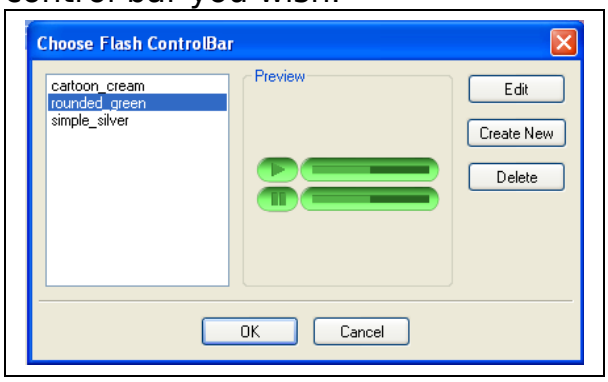


Click on the **Choose** button next to 'Add preloader to flash output'. The 'Choose Flash Preloader' pop-up window appears. From here you can choose a different preloader.



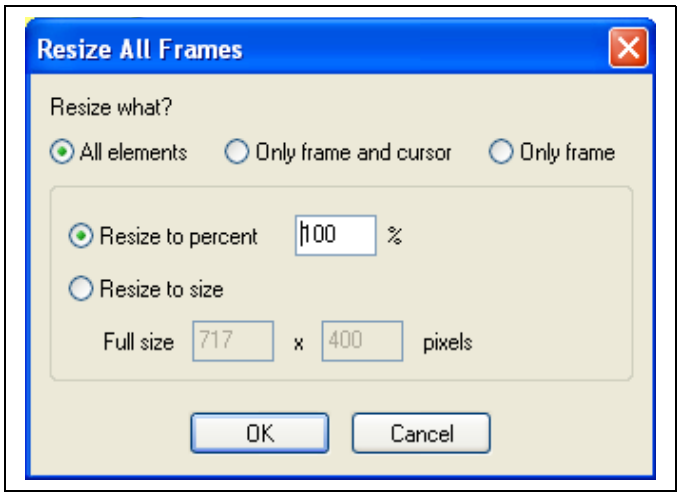
Control bar

The control bar is the progress bar displayed at the bottom of the presentation. It allows users to play and pause the presentation and/or jump to a different frame by clicking on the bar itself.
By default Wink uses a control bar. If you wish to change the image used select **Project > Settings** to open the 'Project Setting' window (shown above). Click on the **Choose** button next to 'Add control bar to flash output'. The 'Choose Flash ControlBar' pop-up window appears. From here you can choose the control bar you wish.



Change the size of a project

There may be a case where you wish to resize your project. Choose **Project>Resize All Frames.** The following window appears:



You have three options on what to resize:
1. All elements in the project (with the exception of textboxes)
2. Only frame and cursor
3. Only frame

You can enter either the percentage value or an exact pixel size for the new size. Be aware that this feature will give the presentation a **slight blurred look** because the sharpness of images will be lost when resized.

Capturing with Wink

There are 3 different ways to capture with Wink.

1. Manual screenshots
Activated by pressing the **Pause** key of the keyboard for every screenshot.
The Wink will flash every time a screenshot is taken.
This method was used for the exercise above.

2. Timed capture
Activated by pressing the **Shift + Pause** keys on the keyboard.
Wink will continuously capture screenshots with a certain capture rate specified on the project's setting (**Project>Settings**).
The Wink icon will be replaced by an animation that updates using the speed of the capture rate.

3. Input-driven capture
Activated by pressing the **Alt + Shift + Pause** keys on the keyboard.
Wink will automatically capture all the relevant frames while you perform the actions that should be recorded. It can record all mouse clicks and key presses based on the choice in the first step of the wizard.

Reinforce your Learning

Use this manual to help you perform the following tasks…

- Experiment with Wink’s work area
- Capture a presentation using screenshots
- Add textboxes in the project
- Add navigation buttons on a project
- Render the presentation

Learning Technologies Training Courses

You might also be interested in

Getting started with Flash
Find out about the benefits of using Flash for your WebCT course to enhance the student learning experience.

Audacity
Find out more about recording, editing and mixing audio for your WebCT course or website.

Getting Started with WebCT
Learn how to use the WebCT Virtual Learning Environment in your teaching.

WebCT:

- Getting Started with WebCT
- Getting More from WebCT
- Evaluate your course using WebCT Surveys
- Managing your WebCT Course
- Quiz Taster

Multimedia:

- Audacity Taster (audio-editing)
- Creating software demos with Wink
- Getting started with Flash
- Using Images

Creating content:

- Impatica for PowerPoint
- Scenario-based learning using PowerPoint
- Using Dreamweaver with WebCT
- Using Dreamweaver: Cascading Stylesheets and Templates

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