Oddcast Vhost Studio Tutorial

Version 2.0

Table Of Contents

Introduction

The tutorial lessons cover everything you need to learn in order to build rich interactive shows. Each lesson walks you through the process of creating a VHost show.

SUPPORT MATERIAL

With each lesson, the following support material is typically available online for review and download:

- **Preview of the Completed Lesson** - a completed example of the show.

- **Tutorial Editing Environment** - The actual tutorial account within the VHost Studio where your tutorial lessons have been created. Reviewing the tutorial account provides an overview of the shows, their component scenes and details within each individual scene. Use these shows as examples for future creation and management of your own shows.

- **Source Code** - The source code (Flash files/HTML and JavaScript pages) for all the tutorial shows. Use the show's source code as an example of how to embed and control your shows within web pages.

- **Building Blocks** - The assets which comprise a show and it's component scenes.

> **NOTE**: Support material is available at
> http://vhost.oddcast.com/support/examples/studio_tutorial
> When downloading source code or building blocks you will receive a zip file that contains the requested files. "Zip" files need to be opened or "extracted" before you can use them. Zip software is available to download at: http://www.winzip.com

CONVENTIONS USED

Through out the tutorial lessons you will find various conventions denoting a particular locations and calls to action as follows.

- The lessons include numbered lists that will take you step by step through the process of creating shows accompanied with images illustrating relevant VHost Studio screens.

- In every lesson you will find Notes and Tips pointing out additional information.

- References to VHost Studio call to action elements (buttons, text fields, pull down menus etc.) will be marked in bold lowercase quotes. For example: click the, **"Add New Scene"** button.

- References to files (file names) used and selected while building shows with in the VHost Studio will be marked in single quotation marks. For example: 'ski_background.swf'

- Code (embed tags, JavaScript etc.) is displayed in `code font`. For example: "…copy and paste `javascript:function();` into the text field…."

TERMINOLOGY

The tutorial lessons use terminology specific to the VHost Studio. Below is a list of frequently used terms and their definitions:

- **Model** – A set of blank 'head and shoulders' templates ready to be customized and saved as a character. Your account includes a set of Models.

- **Characters** – A customized and saved Model. Characters are selected to appear in Scenes.

- **Scene** –VHost Scenes are the parts used to build a VHost show. Each Scene is comprised of one VHost™ character, one background file, an audio file and various display attributes that control the manner in which the scene is played.

- **Show** – Shows are comprised of one or more Scenes.

- **Embed** – To insert a Show or Scene's `<object>` and `<embed>` tags into a web page.

- **Export** – To download a directory with the files of a Show or Scene. Exported shows or scenes can be viewed on machines offline, saved to a portable media or placed on a server and then viewed online or a local network.

- **Link** – The option to link from the scene to any web-page or call a JavaScript function. The admin may set different triggers to activate the link.

- **Player** - An optional visual frame with playback control panel that appears around your Scene.

- **Loading Animation** – An optional loading status animation that precedes a Show or Scene while loading.

Lesson 1: Creating a Basic Scene

In this lesson you will create a new VHost™ character to serve as a virtual instructor. You will assign basic attributes to your new character and preview the end result.

Topics covered in lesson:

- Main navigation
- What is a Sene?
- Adding a Scene
- What is a model?
- Creating a character
- Selecting a background
- Selecting an audio
- Previewing the scene

BEFORE YOU BEGIN

Before you begin, go to the tutorial examples page at http://vhost.oddcast.com/support/examples/studio_tutorial and on click on **"Preview Example"** under 'Lesson 1' to view the end product you will create during this lesson.
As you follow the steps of this lesson you are encouraged to examine the "Tutorial Editing Environment" if any of the steps are unclear. There you can examine a completed version of the scene you are building in this lesson.

NOTE: The Tutorial Editing Environment is the actual administration environment used to create the end product covered in the tutorial.

FIRST STEPS

1. Open the VHost Studio site at http://vhost.oddcast.com/admin

2. Login using your user name and password.

Figure 1.1

> **NOTES:** If the environment remains inactive for several minutes you may be asked to login again. This is done for your protection. If you forgot your password click on the link in the login page and follow the instructions.

3. The VHost Studio site will open. The **Homepage** is the first page you see. In this page you can find usable news and info about your account and links to main areas: the VHost store, your account reports, your account info and a link to the support area.

4. Select the account from the pull-down and click "**Enter**" to begin working. The **Shows** page will open.

5. The navigation bar at the top of the screen will always display. It provides the following options: (Figure 1.2)
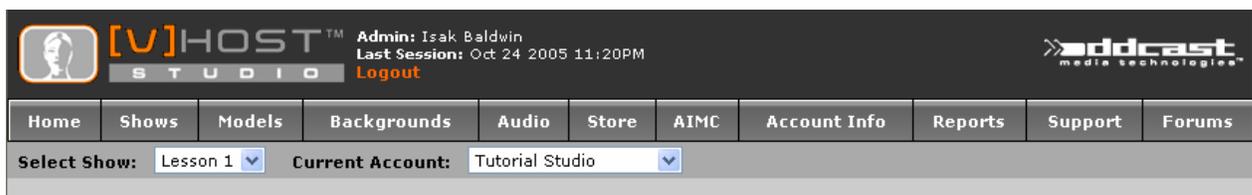
Figure 1.2

- Use the **"Current Account"** pull-down menu to select different accounts if you have more than one.

- The **"Select Show"** pull-down menu is a shortcut to all shows.

- The **"Shows"** button will switch back to the **Shows** page.

- The account info area, background, audio and models management areas are covered in the VHOST Studio Reference Manual.

The **Shows Page** lists the shows created in the account. Your account is still empty.

1. Create a new show by clicking the **"Add New Show"** button; the **Add New Show** page is displayed (Figure 1.3).

2. Name your new show 'Lesson 1' and click **"Submit"**.

Figure 1.3

3. After creating the new show the **Show Editor page** appears (Figure 1.4).
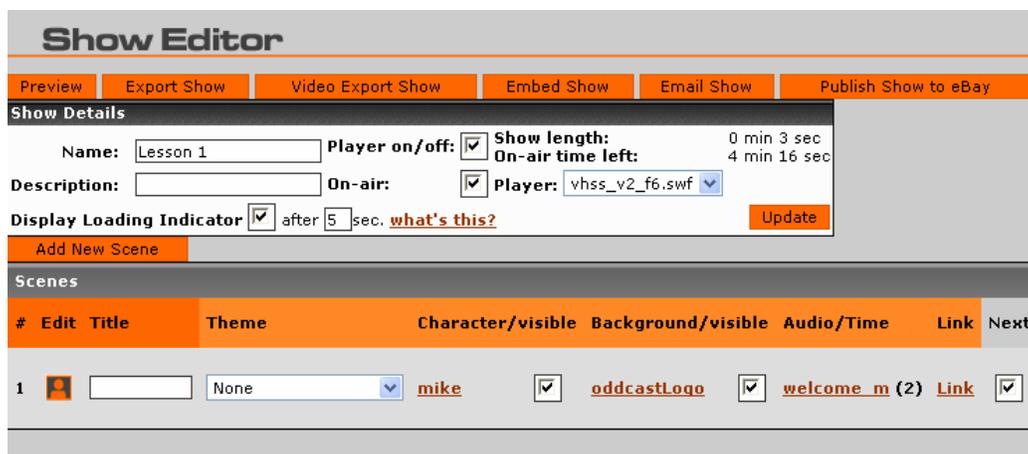
Figure 1.4

WHAT IS A SCENE?

A Scene is the element used to build a VHost Show. Each Scene is comprised of one Vhost character, one background image, an audio track and various display attributes that control the manner in which the Scene is played back.

> **NOTE:** As the Show is new, it only contains one Scene.

> **NOTE:** You will learn more about Show creation in Lesson 4.

CREATING A SCENE

The following will describe the process of how to create a Scene:

1. Check off the "Player on/off" box. You will learn more about the player in Lesson 4.

2. Click on **"Add New Scene."**

3. A new row is added showing the Scene's components (Figure 1.5). Now there are two Scenes listed. At this point the Scene's components are not set - the character, background or audio have not been selected, thus a 'none' indicator appears in each component's settings.

Figure 1.5

Now that a new Scene has been created, you can continue to edit the Scene's components.

CREATING AND SELECTING A NEW CHARACTER

This section describes how to create and select a character for use in your Scene:

1. In the 1st scene's **Character** column, click on the text link labled **"None."** The **Character Selection** window will then open (Figure 1.6):
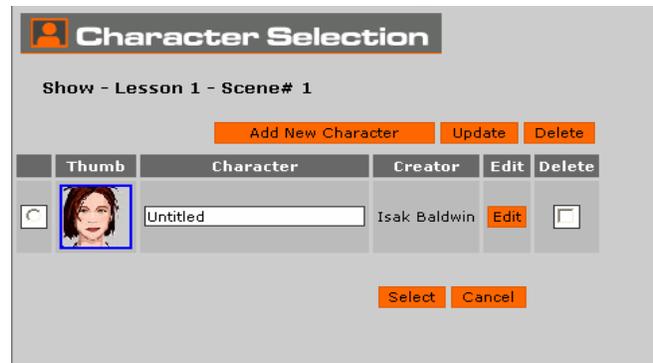
Figure 1.6

2. Click on the default character's thumbnail or the 'Edit' button for the default Character and the **Character Editor** window will open (Figure 1.7):

Figure 1.7

EDITING A CHARACTER
You can customize the character's appearance by following these steps:

1. Select a model by clicking the left and right 'Model Selection' arrows in the top right corner of the **Edit Character** area..

Figure 1.8

NOTE: A model is a generic set of 'head and shoulders' templates ready to be customized and saved as a character. Your account includes a number of pre-defined models.

2. You can customize your model's appearance by using the following settings found in the **Edit Character** area.

NOTE: Options vary for each model and some may not be available.

MODEL CUSTOMIZATION OPTIONS

The Character Editor supports a number of different options that allow you to customize your models to create an almost infinite number of character variations. For example, you can adjust the coloring, accessories and even the physical attributes of your characters.

Coloring

This option allows you to adjust the color of specific character features such as eyes, hair, mouth/lips, skin and even make-up. Simply click on one of the five coloring cateogories to select the physical attribute you wish to color.

Figure 1.9

1. To select a color, click or dragging your mouse over the vertical **color slider** (Figure 1.9 and circled in red).

2. You may also adjust the shade or tint (light or dark values) of a given color by clicking or dragging your mouse over the square to the left of the slider (circled in green) until you achieve the desired combination.

3. As you adjust the color, it will appear in the small color square to the left of the **color slider**.

4. Repeat the steps above for any of the categories mentioned above.
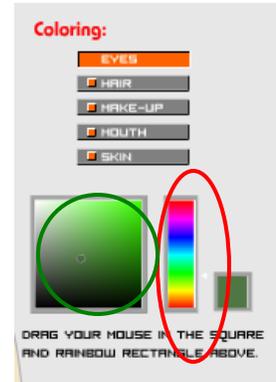
Accessories

This option allows you to adjust both physical (hair, mouth/lips, facial hair) and clothing (shirts, glasses, hats and necklaces) styles for your character.

You can select a particular accessory by clicking on the appropriate icon (Figure 1.10) and clock on the "left" and "right arrow" buttons until you find the style you want.
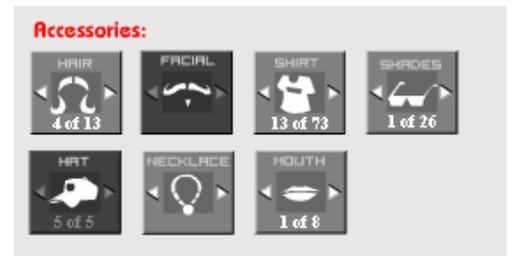
Figure 1.10

NOTE: As you make different accessory selections, they will automatically be applied to your character.

NOTE: The numbers below the arrows denotes the selected accessory and number available. For example: '4/13' means the fourth accessory out of a total of 13.

NOTE: Different models support different types of accessories. Unsupported accessories will not be selectable and their icons will appear in dark gray while supported accessories will have icons that appear in light gray.

Adjustments

This option allows you to make adjustments to the physical attributes of your character. These attributes can include age, mouth/lip shape, nose shape, shoulder width, head height and width, and eye make-up.

Each attribute is selected and adjusted by dragging one of the orange sliders and moving them left or right (Figure 1.11). Moving the slider right increases a particular setting while moving the left, decreases a setting.
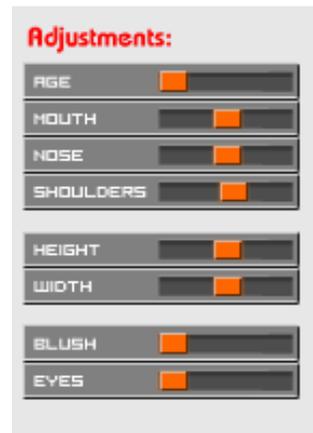
Figure 1.11

Model Customization Action Buttons

At the bottom of the Character Editor are three buttons lablel 'Reset', 'Save' and 'Cancel', respectively (Figure 1.12).

The **Reset** button allows you to clear all of your changes and returns the model to its original appearance.

Figure 1.12

NOTE: You can't undo the Reset action. Any changes that were made to your character and not saved will be lost.

The **Cancel** button allows you to exit out of the Character Editor area without saving any changes.

The **Save** button allows you to save your character alterations. Once clicked, you will return to the Character Selection dialogue where you can name your newly created/customized character.

To name a character, simply enter a name into the 'Character' textbox and click on the **Update** button circled in red (Figure 1.13) to accept it.

Next, click the radio button to the left of the character's thumbnail and click on the '**Select'** button (circled in green). The Character Selection window will close and the name 'mike' will now appear in the **Character** column.

1. The character 'mike' is added to the list of characters available for this show:
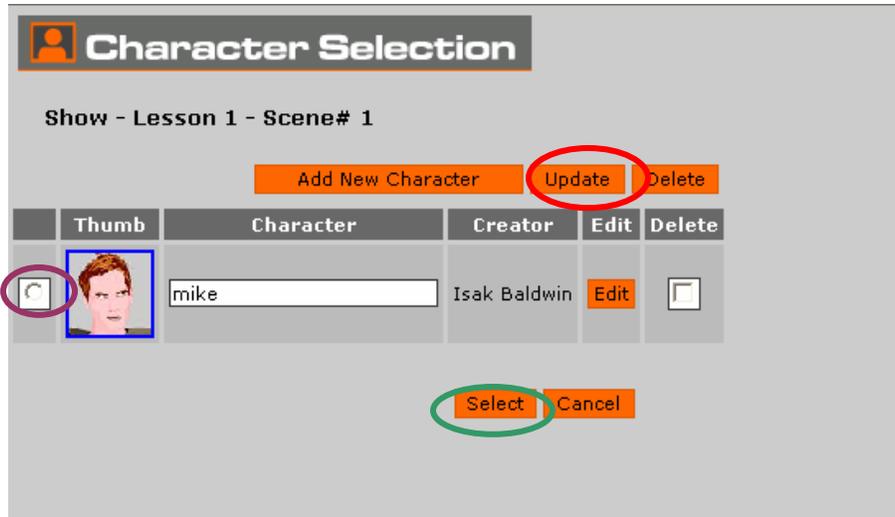
Figure 1.13

2. The **"radio button"** (circled in purple) next to the character's name (in this example, 'mike') is selected indicating that this character has been chosen. Click the **"Select"** button to assign this character to the scene. You will now be able to assign the character to any scene in this show.

BACKGROUND IMAGES

Backgrounds are one of the main design components of a Sene and can be used for a variety of purposes, includng branding or to embelish the appearance of the Scene. Backgrounds can be an image (.jpg), Flash movie (.swf) or simply an area filled in with a particular color.

To select a Background, do the following:

1. In the **Show Editor** page, under the scene's **Background** column, click on the text link **"none."** The **Background Selection** window will then open (Figure 1.14).

Figure 1.13

A list of all the background images available for this account will appear as a list on the left side of the window (Figure 1.13).

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2. Click the Select Box next to the **Add New Background** button and choose the 'Abstract' category. The default background images included with your account are organized into several different categories that span a variety of different themes and subjects.

NOTE: Any background images that you upload will be included in the 'Private' category.

3. Select the background image 'Blue Halo' by clicking the radio button to the left. A preview is displayed on the right side whenever a selection has been made.

4. Finally, click on the Select button to accept the chosen background and complete the selection process.

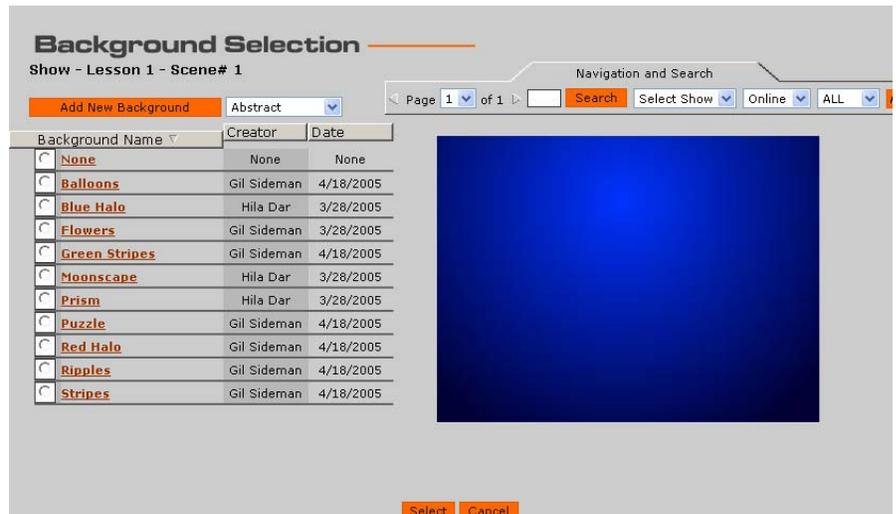## Finding a Background Image

When an account has a large numer of background images in it, you can use on of several methods to find the one you are looking for:

1. Click on the column headers to sort the list by background name, creator name or creation date.

2. Enter any part of the description in the search box and click **"Search."**

3. Filter the background images by their Show name by selecting the Show name from the pull-down menu. This will display only background images that are in use within the selected Show.

4. Select a letter from the **"All"** pull-down menu, to see a partial list of background images whose description begins with that letter.

5. Click **"Show All"** to show the entire list of background images.

SELECT AN AUDIO TRACK

The VHost's ability to speak is at the heart of the technology. Audio tracks enable VHosts to speak. This section will briefly describe the process of how to select an audio track for use with your Scene:

1. In the **Show Editor** page, under the scene's **Audio** column, click on the text link **"none."** The **Audio Selection** window will open (Figure 1.14).
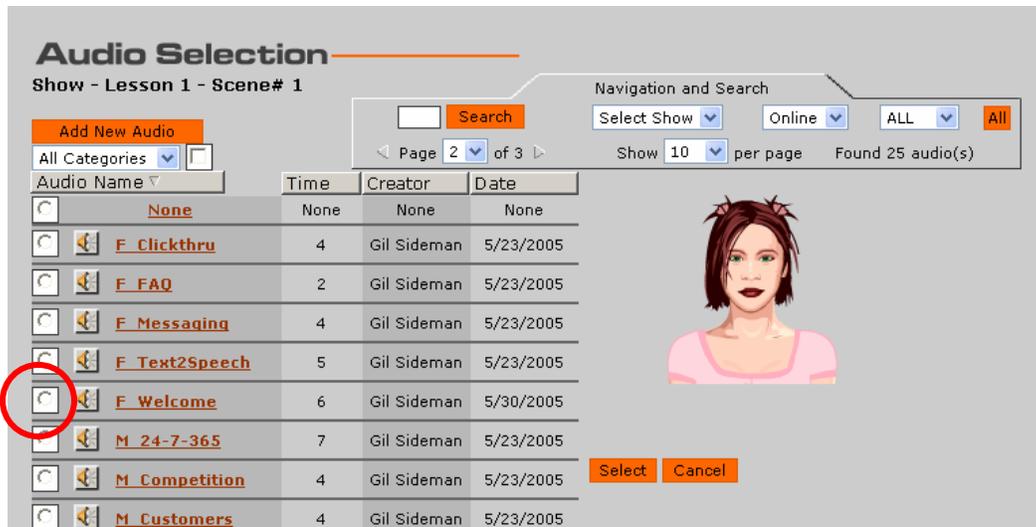
Figure 1.14

2. On the left side of the window, a list of all audio tracks available for an account are displayed.

3. Select an Audio track by clicking the radio button to the left of its name (circled in red). An audible preview of the character lip-syncing the selected audio track will be displayed on the right side of the screen.

Finding an audio track

When an account has a large numer of audio tracks in it, you can use on of several methods to find the one you are looking for:

1. Click on the column headers to sort the list by audio track name, creator name or creation date.

2. Enter any part of the audio track name in the search box and click **"Search."**

3. Filter audio tracks by their Show name by selecting the Show name from the "**Select Show**" pull-down menu. This will display only audio files that are in use within the selected show.

4. Select a letter from the "**All"** pull-down menu, to see a partial list of audio tracks whose name begins with that letter.

5. Click **"All"** to show the entire list of audio tracks.

You have now completed the selection of character, background image and audio track for your scene. You can see the names of the components you selected displayed in the scene's row (Figure 1.15).

Figure 1.15

PREVIEWING YOUR SCENE

To preview your Scene, click on the **"Preview"** button (circled in red) on the **Show Editor** page.

The **Preview** window will then open and play the Scene you have created. Click **"Close"** to close the **"Preview"** window when you are finished.

In the next lesson you will learn how to upload your own media to customize the scene.

Lesson 2: Customize Your Scene by Uploading Media

In this lesson you will create a new scene using your own background and audio track.

Topics covered in lesson:

- Adding your own audio track
- Adding your own background image
- Adding a recorded audio
- Adding an audio track using Text to Speech

Login to the VHost Studio by repeating the steps discussed in Lesson 1. The **Shows** page will open. The existing Show you created in Lesson 1 will be displayed as part of a list (Figure 2.1).

Next to the Show name, you can see when it was created and the last date when it was modified. You can also choose to preview it or delete it.

Figure 2.1

1. In the **Shows** page, create a new show by clicking **"Add New Show"** and name it `'Lesson 2.'` The **Show Editor** page will now appear.

2. Click **"Add New Scene"** to create a new Scene.

3. Repeating the steps you learned in Lesson 1, create a new character, save it as `'mike'` and click **"Select"** to add it to Scene 1.

ADDING A CUSTOM BACKGROUND IMAGE

In Lesson 1 you learned how to select a background image for your Scene. Now you will learn how to upload your own background image and use it in your Scene.

> **NOTE:** Make sure you have an image file with the proper format and dimensions on your hard drive.

> **NOTE:** Background images can be in JPEG or SWF format and have dimensions of 300x225.

There are several options for uploading JPEG image files and you can:

- Upload an image file that is exactly 300x225.
- Upload an image with other dimensions. If the image is smaller than the background area, empty area will be left around the image.
- Upload an image with other dimensions and check the "Resize" box – the image will be resized to fit the background area. However, be aware that the image may be distorted while resized.

TIP: Using a SWF (Flash movie) can create interesting effects but may reduce the playback quality. To learn how to optimize a swf background file, read the "Guidelines for creating dynamic swf background file" technical note.

NOTE: It is highly recommended to use an image editing application (such as Adobe PhotoShop) to resize the JPEG image to the required dimensions and save it optimized for the web. This will prevent possible image quality loss and ensure an optimal file size.

NOTE: You may also use the image file 'ski_background.swf' from the downloadable building blocks.

To upload your own background image, please do the following:

1. In the **Show Editor** page, under the scene column **Background**, click on **'None'**. The **Background Selection** window will now open.

2. Click on **"Add new background"** button. The **Background Upload** window will open (Figure 2.2).

Figure 2.2

3. Enter the background name in the **"Name"** text field.

TIP: It is recommended to use a descriptive name; this will be helpful later when the account background list grows.

> **NOTE:** Enter a unique name that wasn't used for any other background image in the account. Be sure your background files are named properly with all spaces represented by underscores and proper extensions. For example: `'purple_backround.jpeg'` or `'pink_animation.swf'`

4. Click **"Browse"**; navigate to the image file on your hard drive and click **"Open."**

5. If necessary check the **"Resize"** box (if you are using one of the building block's images there is no need to check it).

6. Click **"Upload."** Wait for the new file to be uploaded. The window will close when the upload is completed.

7. Back in the **Background Selection** window, the new background image is displayed in the list. It is now available to be added to any scene in the account.

8. Click **"Select"** to assign this background to the Scene.

> **NOTE:** You can set a Scene to have no background at all. This can be done in one of the following ways: In the **Show Editor**, un-check the "Background Visible" checkbox, or in the **Background Selection** window, set the background image to "None'". In both cases, no background will be shown.
>
> You may also select a solid color to use as a background for a Scene by selecting not to display a background and selecting same the color as the Scene's loading animation (learn more about loading color in [lesson 3](#)).

ADDING A NEW AUDIO TRACK

In Lesson 1 you learned how audio tracks were selected from a list of audio tracks that were previously uploaded to the account. In this lesson you will learn how to add your own audio track.

There are three methods you may use to create and add an audio:

1. Uploading a pre-recorded WAV, WMA or MP3 file – useful if you have an existing file you would like to use.

2. Recording an audio track using a browser-based recording interface – use this option if you would like to use a specific voice but don't have any recording facilities. If you have a microphone, this is probably the easiest way to add your voice to a Scene.

3. Using Text to Speech by typing in text – use this option if you have no microphone, or, if you are interested in using a synthetic voice. This is also the fastest method to add audio to your Scene.

NOTE: Make sure you have an audio file with the proper format and properties on your hard drive. The upload function supports WAV (mono or stereo, 22.50KHz or 44.1Khz), MP3 (mono, stereo – 16-64kbps), and WMA (mono, stereo, 22.50Khz or 44.1Khz) audio formats.

TIP: If your existing audio file does not conform to these requirements, use an audio editing program like Audacity (audacity.sourceforege.net) to convert it. For further information regarding the production of audio recordings suitable for the VHost see the "Guidelines for recording high quality, low bandwidth audio technical note.

NOTE: Your audio track may not be longer than 90 seconds, however it is suggested that single audio tracks do not exceed 60 seconds for Shows created for viewing online. Audio tracks longer than 90 seconds will not be uploaded. Use audio editing software to crop the file to the proper length before attempting to upload.

NOTE: You may also use the audio file 'audio1.wav' from the downloadable building blocks available for this lesson.

To upload a pre-existing audio file, do the following:

1. In the **Show Editor** page, in the scene column **Audio**, click on **"None"**. The **Audio Selection** window will open.

2. Click on the **"Add New Audio"** button. The **Audio Upload** window will then appear (Figure 2.3).

Figure 2.3

3. Enter a name for the audio track.

TIP: It is recommended to use a descriptive name; this will be helpful later as your account's audio list grows.

NOTE: Enter a unique name that isn't used for any other audio track in the account.

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4. Click **"Browse"**, navigate to the WAV or MP3 file on your hard disk and click **"Open"**.

5. Click **"Upload."** Please wait for the audio to upload. When the upload is finished, the window will close.

6. The new track will now appear in the audio list in the **Audio Selection** window. It is now available to be added to any Scene in the account.

7. Click **"Select"** to assign this audio track to the Scene.

8. Select 32 kbps for **Playback Bit Rate** as this is recommended for Internet use.

The Scene is now ready and uses your original audio track and background image. Preview the Scene to proceed to the next lesson and learn how to edit your Scene's advanced features.

RECORDING AN AUDIO TRACK

You may add a new audio track to a Scene by recording it using a browser-based recording tool by following these steps:

> **NOTE:** To record you need a microphone hooked up to your computer.

1. In the **Show Editor** page, in the scene column **Audio**, click on **"None"**. The **Audio Selection** window will open.

2. Click on the **"Add New Audio"** button. The **Audio Upload** window will appear (Figure 2.4).

3. Select the "**Record Audio**" tab.

4. Click on the '**Record**' button. If this is your first time attempting to make a recording, you will be asked to install the Oddcast Vhost plug-in. When prompted, click 'Yes', and the Recorder plug-in (about 60K) will be installed. This is a one-time installation.

Figure 2.4

5. Once recording starts, you will see a status indicator that shows the progress of the operation. Click '**Stop**' to stop recording and click '**Play**' to hear what you have recorded.

6. If you like what you hear, enter the audio track name and click '**Save.**' Your new recording is now saved and is added to your audio library.

> **NOTE:** Audio recording does not work on Apple computers. Macintosh users should add audio by uploading an existing audio file, as specified at the beginning of this lesson.

ADDING AN AUDIO TRACK USING TEXT TO SPEECH

You can add a Text to Speech audio track to a Scene by following these steps:

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1. In the **Show Editor** page, in the scene column **Audio**, click on **"None."** The **Audio Selection** window will open.

2. Click on the **"Add New Audio"** button. The **Audio Upload** window will appear (Figure 2.5).

3. Select the "**TTS Audio**" tab.

4. Select the language and a voice you would like to use.

5. Enter the name for the audio track.

Figure 2.5

6. Enter the text you would like the character to say using Text to Speech. You may enter SSML tags in this text; see the Supported TTS Options for more info.

NOTE: The text should not include more than 600 characters.

Lesson 3: Scene Editor – Advanced Features

In this lesson you will learn how to use advanced Scene features and how to embed the Scene in an HTML page.

Topics covered in lesson:

- Editing character scale and position
- Advanced Scene settings
- Setting the Playback limit
- Setting show status to on-air
- Embedding a Scene in an HTML page

ADVANCED SCENE SETTINGS PAGE
Create a new show and name it 'Lesson 3'.
Once in the **Show Editor** click on the character name. Create a new character and name it 'mike'. Select or upload the audio file 'audio1.wav' and the background image `ski_background.swf`' (both available in the downloadable building blocks available for this lesson.

You may change the scene's properties in the **Scene Editor** window.

In the **Show Editor** click on the **"Scene Editor"** icon.

Figure 3.1

The **Scene Editor** window will open (Figure 3.1).

Edit character scale & position
You may change the scene composition using the character's position and scale tools (Figure 3.2).

Figure 3.2

Scaling the character

There are two methods to modify the scale of a character:

1. Click on the **"Magnifier Tool"** to scale the character; each click enlarges or reduces the character size by 10%.

2. In the **"Scale field"**, enter the percentage and click the **"Enter"** keyboard button (100% is the default size).

Positioning the character

There are two methods to modify the position of a character:

1. Select the **"Hand"** symbol. A border is displayed around the character. Move it around to set the position.

2. In the **"X Pos"** and **"Y Pos"** position fields, enter coordinate value and press the **"Enter"** key. The coordinate (0,0) is the character default location at the scene's center.

SCENE'S ADVANCED SETTINGS

The **Scene Editor** page contains a **Scene Settings** area (Figure 3.3) that allows you to edit the Scene's attributes, which affect its composition and interactivity.

The following describes the different settings:

Follow Cursor:
The model's eyes can follow the user's mouse movement. This will add life to the character. Because this feature may fit some Scene themes andnot others, you can set it individually per Scene. For this lesson, check off the **Follow Cursor** box.

Figure 3.3

NOTE: The movement stops whenever the character talks. Also, when the Show is embedded in an HTML page or a Flash movie, the character's eyes do not follow the mouse cursor when the cursor is outside of the Scene area.

Character and Background Visibility:
You can set the "Visibility" of the scene's character and background image by checking the corresponding checkboxes.

TIP: You may decide to uncheck the visibility of the Scene's attributes for two reasons:
An editorial reason, for example: a silent or speaking Scene with no character.
An invisible background, for example: when embedding a Show in another Flash movie, you may prefer to use the other Flash movie's art as the background.

Click **"Close"** to close the **Scene Editor** and get back to the **Show Editor** page.

Setting the Playback limit
The playback limit is a cap on the number of times the audio for a particular Scene is played back to the same user. This allows you to avoid too much repetition (which can be annoying). By setting a playback limit you are also able to economize your use of streams.

Playback limit is implemented either for each Scene independently, or for the Show as a whole. If you are Embedding the Playback limit for a Show, the Playback Limit configuration for the first Scene in the Show determines the Playback Limit for the entire Show. If you Embed an individual Scene on your site, the Playback Limit setting for the Scene which you are embedding applies.
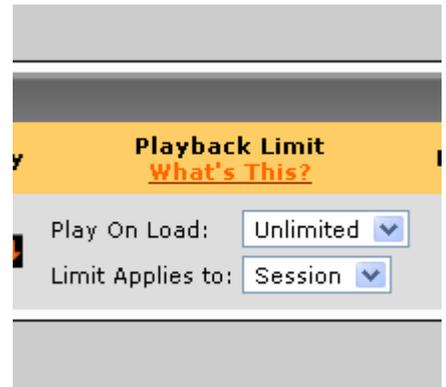
Figure 3.4

NOTE: Playback limit does not affect optimized Scenes.

To configure the playback limit for a scene, in the **Show Editor** window, next to the scene, select the 'Play on Load' setting and the 'Limit Applies to' setting (Figure 3.4). The 'Play on Load' setting determines the how many times the Scene or Show will automatically play. The 'Limit Applies' to setting determines the length of time that the Playback Limit applies before it resets.

Embed in HTML
A scene can be embedded (included) in a web page. The page can be in any format that can embed Flash movies (HTML, ASP, PHP, Perl, etc).

NOTE: Verify that the Scene's Show status is set to on-air before embedding it.

To embed into a web page, do the following:

1. In the **Show Editor**, next to the scene click on the individual scene **"embed icon"**
    The **Embed Scene** window will open (Figure 3.5).
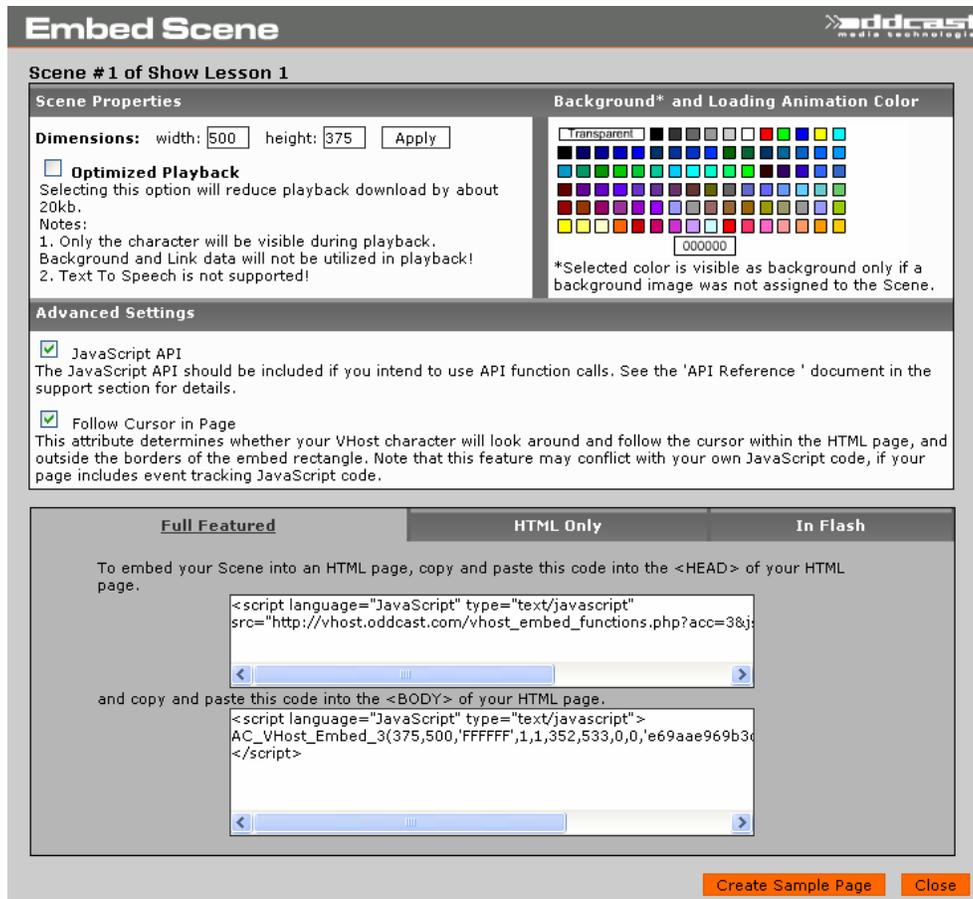
Figure 3.5

Embed Options:
There are several options available when embedding your Scene into a web page:

> **Optimized Playback:**
> Use this option for a lighter scene, enabling faster loading time (it will reduce playback download by about 20KB) but with the following limitations:
>
> - Only the character will be visible during playback. Background images and Link information will not be included in the Scene when played back.
>
> - Several API functions (including 'sayText') are not supported. For details please see the API Reference in the Support section.
>
> **Dimensions:**
> You can set the dimensions of a Scene to your specifications by modifying the width and height properties in the Show's embed tag. The default size is displayed in the **Dimensions** area. To modify the default, enter a width (in pixels) and click **"Set."**

NOTE: The height changes proportionally to the specified width.

Background and Loading Animation color:
A loading animation precedes a Scene as it loads. You may further integrate a Scene with the page it is placed into by selecting the color of the Loading Animation.

In the Background and Loading Animation Color area, select one of the palette colors or enter the RGB value (Hexadecimal) in the text field and click **"Apply."**

2. The embed code is ready to be added to your web page. Notice that there are two types of embed code to choose from:

- **Full-Featured Embed Code:** This code consists of two pieces. The top piece must be pasted between the <HEAD> and </HEAD> tags of the web page you're embedding the VHost into. This piece provides the ability to use our JavaScript API. The bottom piece of code is the VHost itself and must be pasted anywhere after the <BODY> tag on the web page you're embedding the VHost into.

- **HTML-Only Embed Code:** This code consists of a single block of code that should be pasted anywhere after the <BODY> tag in the web page you're embedding the VHost into. Note that this version of the VHost provides no support for the JavaScript API and is designed primarily for sites that do not allow JavaScript.

3. Copy the embed code from the **Embed into HTML Page** text area using your computer's standard copy/paste commands – e.g. Ctrl+C and Ctrl+V (or Command+C and Command+V on a Mac).

4. Find the HTML page 'oddboard_lesson3.html' in the downloaded Lesson 3 building blocks. Open this html page with a text editor (such as MS Notepad) or an HTML editor.

5. Paste the HTML code into the 'oddboard_lesson3.html' page. (Note the comments in the HTML page will direct you where to paste the code). The HTML page is now ready. Save it on your desktop as 'index.html' and preview it.

> **NOTES:** The embed code includes a link to the Show that is hosted on the Oddcast servers. When you edit the Show with the VHost Studio any change is instantly reflected in your page, and does not require a new embed process.
>
> To edit any of the Embed settings (loading screen, screen color or dimensions) you may generate the embed code again by repeating the above steps or modify the pasted HTML code. To learn how to edit the embed HTML code see Appendix A.
>
> The "Embed" option can be used for both individual Scenes as well as entire Shows. In this lesson we are embedding a single Scene rather than the entire show. See Lesson 4 to learn how to embed a Show.

Proceed to the next lesson to learn how to add more scenes to the Show.

Lesson 4: How to Create a Multiple-Scene Show

In this lesson you will learn how to create a show, set the navigation logic and embed the show in an HTML page.

Topics covered in lesson:

- What is a show?
- Adding a title
- Setting navigation logic
- What is a player?
- Setting navigation buttons

In this lesson you will learn how to create a Show with multiple scenes. A Show is a group of Scenes arranged in a specific playback order.

CREATING A SHOW WITH MORE THAN ONE SCENE

In this show you will create a scene like the one in Lesson 2 and add two additional Scenes. It is recommended to download the Lesson 4 building blocks for this lesson and use the files when following the next steps:

1. Create a new show and name it 'Lesson 4'. The **Show Editor** page will open.

2. Add a new scene. Name it 'scene 1'.

3. Follow the steps in Lesson 2: create a character, name it 'mike' and assign it to the scene, select the audio track 'audio1.wav' and the background image 'ski_background.swf'.

4. Enter a title 'oddboard' in the scene's **"Title"** text field. See how to set the title's visibility on the VHost Player at 'Editing player Components per scene' later in this lesson. Click the '**Update**' button in '**Show Details**' to apply the new title.

5. Add a new scene – name it 'scene 2.' Notice that the new scene is a duplicate of 'scene 1'.

> **NOTE:** When creating a new Scene in a show that already contains Scenes, the new Scene is a copy of the previous one. Relying on this can save time when you are interested in maintaining continuity between your Scenes. In this way, you can, for example, keep the same background and character but modify the audio.

6. Modify the background image and audio track of scene 2 by clicking on their names. Using the Lesson 4 building blocks, upload audio file 'audio2.wav' and image file 'snow-shop1.jpg'. Do not modify the character to maintain continuity.

7. Add the 3rd scene and name it, 'scene 3'. 'Scene 3' is a copy of 'scene 2'. In this case we would like to modify the components to create an interesting show with a

different character. Create and assign a new character, 'character 2' and upload new audio 'audio3.wav' and an image file 'snow-shop2.jpg'.

NAVIGATION LOGIC

After adding Scenes to your Show it is time to consider playback navigation. By default, Scenes are played back in the order they were created. You can also set the time length between when one Scene ends and another begins by using the **'Next Scene'** and the **'Auto-Advance'** features.

Figure 4.1

Setting the Scene order:

In the NEXT SCENE column, use the "Next Scene" pull-down menu to set the scene that will follow. You can set the next slide to be:

- In order – Default option. The next scene will be the next scene in creation order
- Last – the last scene in the show
- First – the first scene in the show
- Specify – enter the number of a specific scene

Edit the **"Auto Advance"** settings:

You may turn on **Auto-Advance** to specify that the transition to the next Scene should occur automatically. If you turn **Auto Advance** on, you may specify a delay, in seconds. The delay specifies the number of seconds after the character stops talking for the transition to the take place. Uncheck the **"Auto Advance"** box and your Scenes will not advance.

> **NOTE:** It is important to distinguish between Scene creation order and playback order. The Show is a list of slides. If no changes are made, one Scene will follow the other according to the order in which they were created.

> **NOTE:** Each Scene has a number assigned to it. Each Scene's number is found in the '#' column. The Show playback will always start in scene 1 unless a different Scene number was set when embedding a Scene or exporting it. See Lesson 4 and Lesson 7.

> **TIP:** See the API reference documentation to learn more about less conventional scene ordering.

When the playback order of your show is ready, it should look like this: (Figure 4.2)

Figure 4.2

Setting player visibility
The "player" is a visual shell that supports Show playback by providing a visual frame of reference and playback controls such as play, pause, next and previous.

The player includes the following components (Figure 4.3):

- Frame
- Title - displayed only if the frame is visible
- Navigation buttons - control the show's progress
- Volume slider

Figure 4.3

The Show is displayed within the confines of the VHost player. As such, you have the option to display your Show with or without a visible player.

> **NOTE:** The Show's functionality is not dependent on the player but this option is provided for aesthetic and user interface considerations.

Because the presence of the player affects the dimensions of the Show, and because these dimensions must be the same for all Scenes, the player visibility applies to the entire Show. In the **Show Editor**, you can turn on the show's player visibility by checking the **"Player on/off"** box and clicking **"Update"** (Figure 4.4)

Figure 4.4

Editing player Components per Scene
You may edit the player settings for `scene 1`. These changes will affect the player in this scene only, not in any other scene in the show.

Open the **Scene Editor** window for 'scene 1' by clicking on the **"edit icon"**.

Figure 4.5

The player settings will appear in the **Scene Editor** window (Figure 4.5)

> **NOTE:** If you cannot see the player settings the player is likely turned off. Close that window, check the **"Player on/off"** box in the **SHOW EDITOR** window, click **"Update"** and open the **Scene Editor** again.

> **NOTE:** If you edit the player's settings for a Scene, and then create a new Scene, the chosen player settings are carried over to the new Scene.

1. In an earlier step you added the title 'oddboard' to each Scene. The title is displayed as part of the player if the **"Title Visibility"** box is checked. Check the **"Title Visibility"** box.

2. Check the **"Volume Control"** box. This will add a volume control slider to the player and enables the user to adjust the volume while the audio track plays.

3. The player contains navigation buttons, which follow the playback order that is set for the Show. Their visibility is set for each Scene separately to let the user control the flow of playback.

4. Check the **"Pause button"**, **"Previous button"** and the "**Next Button**" button boxes (the "**Next"** button is checked on default).

5. Set the player color. You may match the background image and the color of the web page in which the show will be embedded. You can set the color in one of two ways:

   - Pick a color from the palette

   - Enter an RGB value (in Hexadecimal) into the **"Hex"** text field and click **"Apply"** then click **"Update"**.

> **TIP:** You can also use the API commands to control scene order as an alternative to player controls (see <u>VHOST API Reference</u>).

DISPLAY SCENE LOAD SHOW INDICATOR

During playback, loading the next Scene may take anywhere from a fraction of a second, to several seconds or more, depending on the network connection.

You may choose to display a 'load indicator' animation between Scenes. If the load indicator is shown, you may also select the number of seconds of loading before indicator is displayed. This will help ensure that the load indicator will not be seen when viewed over a fast connection.

To turn the 'load indicator' on, in the Show Editor window check the "Display scene load indicator" box' and set the number of seconds that should pass before the indicator is displayed in the box labels as "after X sec" next to it.

EMBEDDING A SHOW

Now that the Show is ready, it is time to embed it in a web page. Embedding a Show is similar to embedding a Scene (see Lesson 3).

1. Click on the **"Embed Show"** button in the **SHOW EDITOR** page (Figure 4.6).
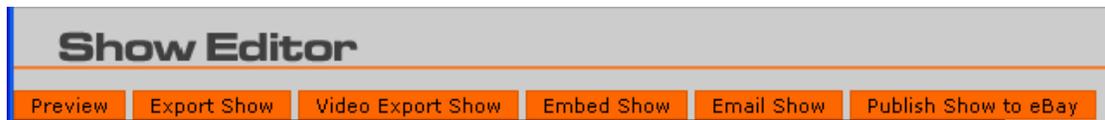
Figure 4.6

The **Embed Show** window will open (Figure 4.7).

1. **Set the starting scene:** In the **Show Properties** area, Set the first sSene to play on launch by selecting "1" from the **"Starting Scene #"** pull-down menu.

   You may further integrate a show with the page it is placed in by selecting the color of the Loading Animation and Background color (if no background scene is used). In the Background and Loading Animation Color window, select one of the palette colors or enter the RB value (hexadecimal) in the text field and click "**Apply"**.

Figure 4.7

> **TIP:** Changing the default starting Scene number can be very useful when using the same Show in different areas in your website or for loading a different Scene depending on a criteria. See [Lesson 5](#) for an example.

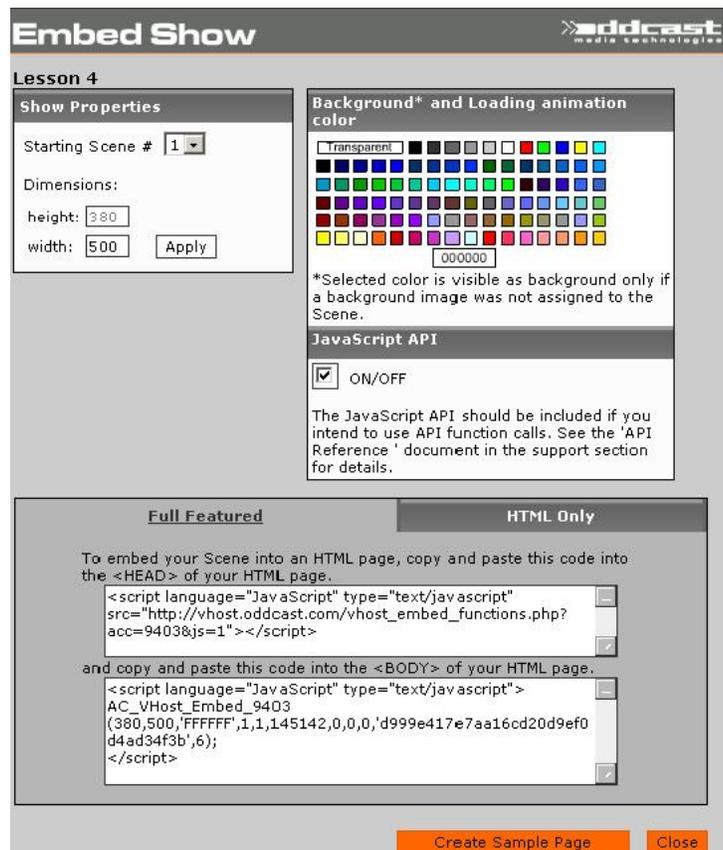> **TIP:** Set the loading color to be the same as the color of the web page in which your Show is embedded.

> **TIP:** In case any of Scene backgrounds are selected as 'none' or the background visibility is turned off, the color used for the loading animation will color the background area.

2. **Set embedding dimensions:** You can set the size of your Show by changing the embedded area's dimensions. In the **Show Properties** area you will find the dimensions height and width. Width is set to a default value of 500 pixels. You can change the width by entering a new value in the **"width"** text field and clicking **"Set"**. The height is constrained to a set proportion ratio and will adjust accordingly to the width entered once **"Set"** is clicked.

   The embed code is ready to be added to your web page. Notice that there are two types of embed code to choose from:

   - **Full-Featured Embed Code:** This code consists of two pieces. The top piece must be pasted between the <HEAD> and </HEAD> tags of the web page you're embedding the VHost into. This piece provides the ability to use our JavaScript API. The bottom piece of code is the VHost itself and must be pasted anywhere after the <BODY> tag on the web page you're embedding the VHost into.

   - **HTML-Only Embed Code:** This code consists of a single block of code that should be pasted anywhere after the <BODY> tag in the web page you're embedding the VHost into. Note that this version of the Vhost provides no support for the JavaScript API and is designed primarily for sites that do not allow JavaScript. Copy the HTML code.

3. Find the HTML page `oddboard_lesson4.html` from the [Lesson 4 building blocks](#) . Open this page with a text editor (such as MS notepad) Find the comments `<!-- embed slideshow embed code here -->`.

4. Paste the HTML code into the appropriate sections of the page as detailed in the embed dialog box.

> **NOTE:** The HTML code includes a link to the show that is hosted on the Oddcast servers. When you edit the show with the VHost Studio any change is instantly reflected in your page, and does not require a new embed process.

> **NOTE:** To edit any of the Embed settings (loading screen, screen color or dimensions) you may generate the HTML code again by repeating the above steps or modify the pasted HTML code. To learn how to edit the HTML code, see Appendix A.

The HTML page is ready. Save it and preview it.

EMAIL A SCENE OR A SHOW

You may use this feature as an easy way to email a Show or a scene. The email will contain a link to a web page with the embedded Show or Scene.

In the **Show Editor** page click on the "**Email Show**" button. The **Email Show** window will open (Figure 4.8). You may customize the web page by entering a page title, setting the page color, the dimensions of the scene and the loading animation color.

Enter the recipient/s email/s and the message that will be added to the email and click "Send".

Figure 4.8

Proceed to the next lesson to learn how to add interactivity to the Show.

Lesson 5: Adding Interactivity to your Show

In this lesson you will learn how to add interactivity to the show by adding buttons and links.

Topics covered in lesson:

- Creating a Show from a copy of another Show
- Adding a button
- Adding links
- Refreshing a frame
- Calling a JavaScript function
- Changing the starting Scene

The VHost Link feature enable interaction with web pages in the site where the Scene or Show are embedded. The trigger to the interaction with the web page may be one of three:

- Automatically timed
- User clicking on a button
- User clicking on the Vhost

The action may be opening a URL in a frame or web page or calling a JavaScript function.

ADDING A LINK
In the first Scene you will add a link, which will automatically trigger an action without user interactivity using the Auto Link event trigger. The Auto Link triggers a call to a link based on the status of the audio playback. The link can be triggered at the start or the end of the audio playback.

The automatically timed event trigger may be useful in the case of designing a flow between the Scene and the web page where it is embedded. For example: the host is presenting a subject, and 2 seconds after the audio begun playing a new frame opens with more info.

Figure 5.1

1. Create a new show. Name it 'Lesson 5'.

2. Instead of creating an empty show and repeating the steps of creating characters and selecting audio tracks and background images you have the option to create a show as a copy of another show from your account. In the **"Add New Show"** page under the **"Create As"** pull-down select the Show "Lesson 3" and click "**Update**". The Show 'Lesson 5' will be created as a copy of the Show 'Lesson 3'.

---

3. In order to access the capabilities of the link feature disable the player by unchecking off the "Player on/off" box and click "**Update**" in he **Show Editor** page.

4. Next to Scene 1, click on **"Link"** (Figure 5.1). The **Link Setting** window will open (Figure 5.2)

Figure 5.2

5. In the **Link Settings** area enter the URL`ttp://vhost.oddcast.com/support/examples/studio_tutorial/nav.html`' in the **"URL"** text field.

6. In the **"Target"** pull-down menu, choose **"Framename"** and in the **"Frame Name"** text field enter the name 'nav'. The URL entered in step 4 will open in the frame named 'nav'.

   The URL can be displayed in different browser windows or frames, depending on the **"target"** you select:

   - **_self** – Replaces the web-page in which the Show is embedded.
   - **_blank** – Places the URL in a new window that appears in front of the current browser window.
   - **_parent –** Targets the frameset in which the current web-page resides.
   - **_top –** Replaces the entire contents of the current window, including all framesets.
   - **_framename –** Replaces a frame. Specify the frame's name in the **"Framename"** text field.

7. In the **Event Trigger** area check the **"Auto-Link"** box.

8. We would like the URL to open in the frame 'nav' 5 seconds after the audio track begins playing. In the **"When:"** pull-down menu, select **"Audio starts'"** and enter '5' seconds in the **"Delay:"** field. The event trigger will open the URL in the frame named 'nav' 5 seconds after the audio track begins.

You can set the Auto-Link timer by changing the selection in the **"When:"** pull-down menu:

- **Audio starts** - the URL loads while character is speaking. When choosing this option you can set the number of seconds of delay from the time the audio begins playing or leave empty in order to set the auto-link trigger at the same time as when the audio begins playing.

- **Audio ends** – the URL loads after the audio track playback is done.

TIP: In order to insure approximate timing while using the **"Auto-Link"** event trigger, it is important to make sure that the audio track has been trimmed properly. A properly trimmed audio track does not contain more than and preferably less than a second of silence before and after the speech in the track.

9. Make sure the **"Display Button"** box is not checked.

10. Click **"Update."** The **Link Setting** window will close.

ADDING A BUTTON
In the second Scene you will add a button as the trigger as follows:

1. Open the **LINK SETTING** window for scene 2.

2. In the **"Url"** text field, enter the URL of the web page you would like to link to: 'http://vhost.oddcast.com/support/examples/studio_tutorial/sale.html'

3. Select **"Framename"** from the **"Target"** pull-down menu and in the **"Frame Name"** field, enter 'info'.

4. Check the **"Show Button"** box.

5. Enter 'on Sale!' in the **"Title"** text field. 'on Sale!' will appear on the button as it's title.

6. Make sure the **"Auto-Link"** checkbox is not checked. We are interested in letting the user direct the show by using the button.

7. Click **"Update"** to close the **Link Setting** window.

CALL A JAVASCRIPT FUNCTION
In the third Scene you will call a JavaScript function instead of calling a web page with a URL. The JavaScript function in this example replaces an image on the page.

In this case you will use both the **"Display Button"** and **"Auto-Link"** event triggers. The event will be triggered either by the user's action – clicking on the button, or, in case the user is passive, the event will be triggered automatically when the audio track ends.

1. Open the **"Link"** window for 'scene 3'.
2. In the **"URL"** text field enter the call for a JavaScript function: 'javascript:callFlipBoard();'.

> **NOTES:** The event trigger can only refer to JavaScript functions present in the web page in which the show is embedded (you can bypass this limitation by adding a call from the function in the page where the show is embedded to a function in another page).

> **NOTES:** The call to the JavaScript function works only when the page is called from an http connection, it will not work when viewing the page locally.

3. Set the **"Target"** pull down menu as **'_Self'**.

4. Check the **"Auto-Link"** box.

5. Set the **"When"** pull-down menu to **"Audio Ends"**, this will trigger the link after the audio track ends.

6. Check the **"Display Button"** box.

7. Enter 'more boards' in the button **"Title"** text field.

8. Click **"Update"** to close the **LINK SETTING** window.

9. In the **SHOW EDITOR** page, uncheck the **"Auto Advanced"** box in 'scene 2' and click "**Update**". As a result, the playback will stop after 'scene 2'.

10. You will not be able to preview the JavaScript event trigger call until the Show is embedded in a web page that includes the JavaScript function.

EMBED IN A HTML PAGE
In this lesson embed the show twice, each time with a different starting Scene number to enable a specific interaction between the show and the web page.

Open the html pages enclosed in the [lesson 5 building blocks](#).

Embed the show with 'scene 1' as the starting Scene in the page 'host.html', and embed the show with 'scene 3' as the starting Scene in the page 'host2.html'. (See 'Embed a Show' in [Lesson 4](#) for reference on embedding a Show).

Save the pages and preview 'oddboard_lesson5.html' in a browser to see the result.

In the [next lesson](#) you will learn how to use the API functions to add interactivity between the web page and a Show.

Lesson 6: Loading a Show into a Flash Movie

In the previous lessons you have learned how to embed a Scene and a Show into a web page. In this lesson you will learn how to load a Show into a Macromedia Flash movie.

Topics covered in lesson:

- Load an Embedded Show or Scene into a Flash movie

EMBEDDING A SHOW/SCENE INTO A FLASH MOVIE

> **WARNING:** This section assumes that you are familiar with using Flash and its scripting language, ActionScript.

To add a Scene to a Flash movie, click the **Publish to Flash** button for a Scene on the **Scene Editor** area and do the following:

- Use the **Scene Properties** panel to choose whether or not to use the **Optimized Playback** option. Optimized Playback reduces playback download by about 20 KB, which makes your Scene load/start faster but displays only the character. Your chosen background image and link settings are not used.

> **NOTE:** Optimized Playback does not support Text-to-Speech or most of the available VHost API functions and events so only use this option if page-loading time is your most important concern.

- Use the **Background and Loading Animation** panel to select a color for the status bar that appears when your Scene is loading in Flash movie. Select a color from the palette by clicking on a color box or on Transparent. Alternatively, you may enter a color's RGB value in the box centered below the palette.

- Insert the following code in the first frame of the root level of your Flash movie. This is required to enable VHost player root-level callbacks, which are used for authentication and to communicate with the Oddcast servers that host your Scenes:

```
System.security.allowDomain("vhost.oddcast.com", "vhss-
a.oddcast.com", "vhss-c.oddcast.com");
```

- In your Flash movie clip, paste the URL in the **In Flash** tab of the Embed scene dialogue in the first parameter of the `loadMovie` method.

> **TIP:** The `loadMovie` method is used to load another movie from a URL into a Flash movie clip.

- After you paste in the URL, the ActionScript code should look like the one shown below but be placed on one line. For example, if your Flash movie clip is named 'vhost', you can load the Scene as follows:

```
vhost.loadMovie("http://vhost.oddcast.com/vhsssecure.php?doc=http%3A
%2F%2Fvhost.oddcast.com%2Fgetshow.php%3Facc%3D13751%26ss%3D202307%26
sl%3D0%26embedid%3D694e9837b77a169a138d840ffcb04751&edit=0&acc=xxxxx
&firstslide=1&loading=1&bgcolor=0xFFFFFF&fv=6");
```

- The second parameter of the `loadMovie` method – which is set to `this` in the code above – *represents the Flash object into which the Scene specified by the URL will be loaded*, and you may modify it as needed.

> **TIP:** Scenes can be scaled with the `._xscale` and `._yscale` methods. `vhost._xscale = _scale;` and `vhost._yscale = _scale;` where scale is a percentage

- When you combine the code from steps 3 and 4, you will see something like the following:

```
System.security.allowDomain("vhost.oddcast.com", "vhss-
c.oddcast.com", "vhss-a.oddcast.com");

loadMovie("http://vhost.oddcast.com/vhsssecure.php?doc=http%3A%2F%2F
vhost.oddcast.com%2Fgetshow.php%3Facc%3D11176%26ss%3D163900%26sl%3D0
```

```
%26embedid%3D720156259c878cbd282c1c1dab1b28eb&edit=0&acc=11176&first
slide=1&loading=1&bgcolor=0xFFFFFF", "[the name of the Flash object
you want to embed your SitePal Scene into]");
```

- You are now ready to preview and publish your Flash movie with the embedded SitePal Scene.

USING ACTIONSCRIPT TO CONTROL YOU SCENES AND SHOWS

The VHost API provides a powerful array of ActionScript functions which you can use to control your Scenes from Flash. You can interactively test these functions by clicking on the **View Interactive Example** button, which will bring you the following screen:

From here, you can adjust the different parameters supported by each API call and preview their effect on a sample SitePal character by clicking on the **Call** button.

Clicking on the **Download FLA file button** located at the top right of this screen will generate the FLA file (Flash source code) for this example. It will be packaged in a `.zip` file and you will be prompted to download it as shown:

You have chosen to open

inFlash.zip

which is a: IZArc Archive
from: https://vhost.staging.oddcast.com

What should Firefox do with this file?

○ Open with   IZArc (default)   ▾

● Save to Disk

☐ Do this automatically for files like this from now on.

OK   Cancel
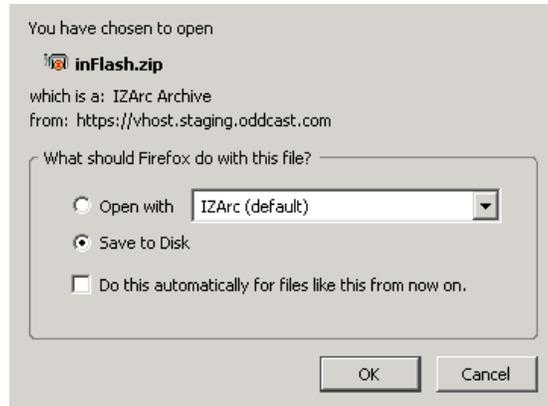
1. Save the `.zip` file to your computer and open it. The `.zip` file contains two files, which are named `inFlash.fla` and `inFlash.swf`, respectively.

2. Open the `inFlash.swf` by double-clicking on it or dragging it onto an empty browser window. You will then see an interactive example of how to interface your Scene with Flash. You can also open the `inFlash.fla` file inside Flash to view and modify it as you see fit.

NOTE: Clicking on the Download Sample FLA button from the Embed in Flash screen produces the same result as clicking on the Download FLA file button.

Lesson 7: Advanced Interactivity – Using the API

In this lesson you will learn how to use the VHost API functions to control an embedded show from the HTML page.

Topics covered in lesson:

- How to use the API commands
- Using the API commands to control the show navigation
- Using the API commands to add Text to Speech
- Using the API commands to call a specific audio track

NOTE: Basic knowledge of JavaScript is assumed.

One of the most powerful features of the VHost are the API functions that enable adding user interactivity while a Show or Scene is playing.

The VHost Player provides an API (Application Programming Interface) that allows a JavaScript or Flash programmer to affect different runtime attributes by making API calls from the hosting page or Flash movie. The API enables communication between the host environment and the embedded VHost character.

This lesson will cover a few of the API functions. For full API reference and examples please see the VHOST API Reference document.

The API Reference document will specify the different available commands. The implementation is of 2 types – functions and events (also known as callbacks).

USING THE API FUNCTIONS IN HTML PAGES USING JAVASCRIPT
The following steps explain how to use the API, see directions for specific API commands further ahead in this lesson.

NOTE: The use of events is done with a different method, which will be covered further ahead in this lesson.

1. Create a scene or a show or a scene and embed the Full-Featured HTML code into the appropriate locations in your web page.

2. Add calls from the HTML page to a specific API function using the HTML tag `<href>` around any image or text. The call to the API should be done in this format:

   ```
   <a href="javascript:gotoSlide(2)">Click here to go to scene
   2</a>
   ```

USING THE SHOW FLOW API FUNCTIONS
In this lesson you will learn how to create a children's educational game – 'My ABC's.' The game consists of a show and an interactive HTML page.

The Show includes an opening Scene, presenting the game and four Scenes for each letter (for demo purposes we include only the letters A to D), in which the character says the letter name and a name of an object that begins with that letter.

The Show is embedded in an HTML page. The HTML page includes images of the four letters. A JavaScript function changes the letter to a corresponding image when the mouse rollover the letter. You will learn how to add API functions to the images in order to control show navigation from the HTML page.

1. Create the Show.

2. Create a new Show.

3. In the first Scene, create a character and select the background `'alphabet_back01.swf'` and audio file 'alphabet_intro.wav' (both available with the 'My ABC's' building blocks).

4. In the second Scene, select the audio `'a_apple.wav'` presenting the letter A.
5. Repeat for Scenes 3-5 completing the letters B, C and D by adding the appropriate backgrounds and corresponding audio tracks from the downloaded building blocks materials.

6. Embed the show in the HTML page,

7. Open the `'index.html'` from the downloaded building blocks and review the code in the page. Notice that each button calls a JavaScript function that changes the letter image on rollover.
8. Embed the Show you created in step one into 'index.html', being sure to use the '**Full-Featured HTML Code**'. (See 'Embed a show' in Lesson 4 for reference on embedding a show).

9. The goal is to add interactivity between the web page and the Show: clicking the **"A-apple"** button will calls an API function to play 'scene 2', clicking the **"B-Boy"** button calls an API function to play 'scene 3' and so on through 'scene 5'. The API function `gotoSlide(slideNum)` will be used to play a specific Scene.

10. In the `index.html` page locate the image of the letter A – 'a_apple' and add the call to the function to the image href tag:
    ```
    <a href="javascript:gotoSlide(2)"
    onMouseOut="MM_swapImgRestore()"
    onMouseOver="MM_swapImage('a_apple','','images/abc_apple.
    jpg',1);gotoSlide(1)"><img name="a_apple" border="0"
    src="images/abc_a.jpg" width="194" height="45"></a>
    ```

> **NOTE:** In this example the button already has a call to a JavaScript function 'onMouseOver' that changes the image from a letter to an object on rollover. The call to the VHost API in this case is on mouse click.

11. Repeat step 2 for all buttons.

The web page is ready. Preview it and click on the buttons to see the interactivity with the Show.

ADDING FRAMES AND LINKS
After learning how to add interactivity between the web page and the Show by using API functions, review the 'E-learning' example to see how you can complicate the interaction by adding frames and adding links from the Show to the new frame.

USING CALLBACK EVENTS
The VHost API includes various callback events. By adding JavaScript code to the specific callback function you can add functionality when those triggers occur.

For example, you can call any action when the host is done talking (change a frame, image, etc). In this example we will open a new browser window when the host starts talking using the `talkSEnded()` event:

1. Embed a scene in an HTML page

2. Add a call to vh_talkEnded() top open a new browser page when the Vhost stops talking, as follows:

```
<SCRIPT LANGUAGE="JavaScript">
function vh_talkEnded(){
window.open('http://yoururl.com', 'myNewWindow',
'width=800,height=800');
}
</SCRIPT>
```

3. Save the HTML page and open it in a browser. When the host finishes talking the HTML page will open.

USING THE SAYTEXT() API FUNCTION
The `sayText()` API command enables you to cause a VHost to speak any text, in your preferred language and voice. The main advantage of using this command instead of using the Text to Speech option in the studio (see Lesson 2) is the ability to use dynamic data over static one. You may use info from your databases, info entered by the user, etc. – an option that enables the VHost to interact with the user in a very interesting and even practical ways.

In order to use the TTS option you will need to set the domains names in your **Account Info** page. The domain name is the address of the server where HTML page in which the Scene or show are embedded is hosted.

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1. Open the **Account Info** page. Click on "**Define Domain**" and enter the domain of the server. In case you are hosting the HTML page in which the scene or show are embedded in more than one server, make sure to enter all domain. Contact sales@oddcast.com if you need the option to define more domains.

2. The implementation of the `sayText()` command is similar to the way any of the other API functions are used: Create a Scene using the Full-Feature code and embed it in an HTML page.

3. Select the method in which you would like to determine the Text to Speech text – typing hard-coded text, using variables from a database or text entered by the user in a form. In this example hard coded text is sent to the function:

   ```
   javascript:sayText('hi and welcome to my site',2,1,1)
   ```

4. Save the HTML page and open it in a browser window.

Filename: vhost_Studio_Tutorial.doc
Directory: C:\Docs\latest_guide\061605\102605
Template: C:\Documents and Settings\arifeldman\Application
    Data\Microsoft\Templates\Normal.dot
Title: VHost Tutorial
Subject: 2.0
Author: Unknown - cleaned up by Ari Feldman
Keywords:
Comments:
Creation Date: 11/25/2005 10:22:00 AM
Change Number: 84
Last Saved On: 11/30/2005 2:46:00 PM
Last Saved By: arifeldman
Total Editing Time: 382 Minutes
Last Printed On: 11/30/2005 2:48:00 PM
As of Last Complete Printing
    Number of Pages: 48
    Number of Words: 12,035 (approx.)
    Number of Characters: 57,289 (approx.)