



## 3-Day DemoShield Training Course AVTutorials Consulting Custom Training Services

### Day 1

1. Goal review for training
2. Introduction to the DemoShield interface
  - a. Windows
  - b. Demo properties
  - c. Scene properties
  - d. Object properties
3. Building a basic prototype
  - a. The Resource Manager
  - b. Setting up a main menu
    - i. Adding graphics, text, and buttons
  - c. Setting up sub-scenes
    - i. Setting up a contact scene – Quicklink Objects
4. Adding content
  - a. Looking at tutorial samples
  - b. Video capture simulations
    - i. Camtasia settings
    - ii. Codecs
    - iii. Quick Video objects
  - c. Interactive simulations
    - i. Using SnagIt for screen captures
    - ii. Hide and show methods
    - iii. Edit fields, radio buttons, checkboxes
    - iv. Trigger event actions
    - v. Drop down lists, list boxes

### Day 2

1. Auto-timed simulations
  - a. Object life properties
  - b. Setting up an introductory animation
  - c. Move cursor actions
  - d. Stacking a sequence of objects and actions in time
2. Adding sound
  - a. Quick Sound objects
  - b. Layering narration and background music
3. Distribution methods
  - a. Simple
  - b. Single exe
  - c. CD Browser
4. Launching applications from a CD browser distribution
  - a. Launch demo
  - b. Launch application
  - c. Launch associated application



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5. Using Streaming Media
  - a. Introduction to Streaming Media formats
  - b. Conversion of Camtasia AVI files to streaming media
  - c. Launching from a web server
  - d. Launching from a CD
  - e. Setting Streaming Media States
  - f. MP3 and streaming sound formats
6. Internet Distribution Methods
  - a. DemoX
  - b. DemoNow
  - c. Internet Limitations

**Day 3:**

1. Using a system variable to check for Acrobat Reader
  - a. Event object conditions
  - b. Using a QuickReport object
2. Review of other system/global variables
3. Using a custom variable to check for TSCC codec and launch silent install
4. Using local variables
5. Performing a system check for internet connectivity
6. DemoShield Gallery
  - a. General use
  - b. Quiz objects
  - c. Setting up a quiz
  - d. Tracking quiz answers
  - e. Email options for reporting quiz answers
7. Import Demo feature
8. Setting up a Logon Scene/Capturing User Information (optional)
  - a. Looking at Database connectivity using the Database object
  - b. Using the Execute SQL Query object
9. Project Planning
  - a. General planning methodologies
  - b. Storyboarding samples
  - c. Identifying needs and resources
10. Specific Customer Project Goals
11. Q&A



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