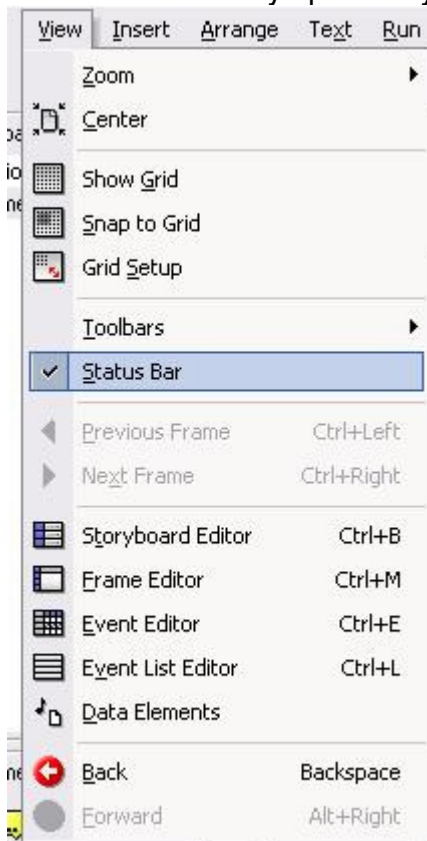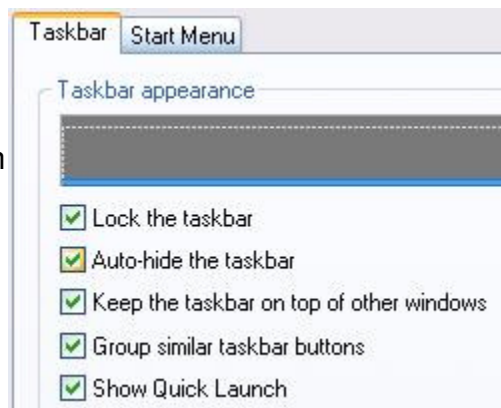# GETTING The most OF...

MMF2 on a 800x600 display

Multimedia Fusion 2 was designed for a professional use, with a 1024x768 display in mind. While there is an upward trend to higher resolutions there are still a large number of people who use 800x600 resolution. This article presents some tricks you can use to use Fusion comfortably in such a resolution.

☑ Free some space in the display.

The first thing to do, is to free some space for us to work..

First of all, make sure that your Windows XP task bar is hidden : right click onthe Start Button and select **Properties**, change to the toolbar tab check **Always on top** and **Auto hide**.

Click on OK : the toolbar should vanish and reappear automatically when your drag your mouse pointer over it : it is still very handy to use but does not use any space in your display.

Taskbar | Start Menu

Taskbar appearance

☑ Lock the taskbar
☑ Auto-hide the taskbar
☑ Keep the taskbar on top of other windows
☑ Group similar taskbar buttons
☑ Show Quick Launch

View   Insert   Arrange   Text   Run

Zoom ▶
🔲 Center

▦ Show Grid
▦ Snap to Grid
🔳 Grid Setup

Toolbars ▶
✓ Status Bar

◀ Previous Frame   Ctrl+Left
▶ Next Frame   Ctrl+Right

▦ Storyboard Editor   Ctrl+B
▯ Frame Editor   Ctrl+M
▦ Event Editor   Ctrl+E
▤ Event List Editor   Ctrl+L
♪ Data Elements

◉ Back   Backspace
◉ Forward   Alt+Right

We can also hide MMF status bar : while useful it is not required.

Open the **View** menu, and uncheck the **Status Bar** option.

If you want, you can also free a lot of space on the display by reducing the size of the window title bar and reducing the size of the font used to display the menus.

Right click somewhere on your desktop, and choose the **Properties** option. Click on the appearance tab and choose **Advanced**.
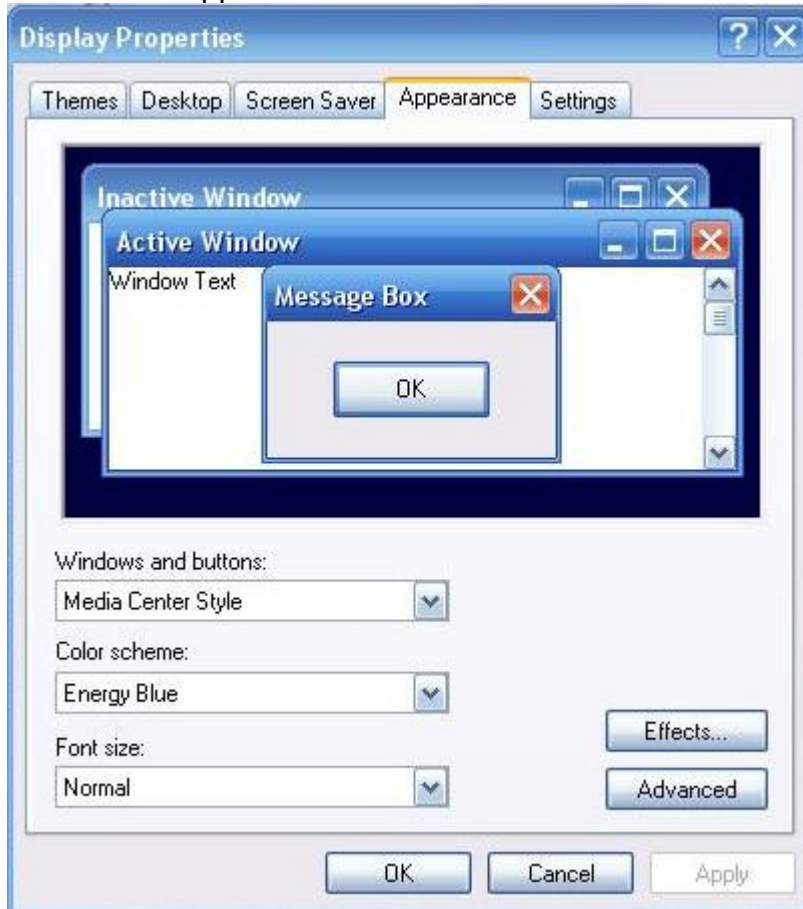
Select **Caption button** in the **Item** combo box, and change the size of the icons to 10. Choose **Active title bar** and select the **Small font** font, untick the **Bold** icon, choose a size of 6 (or seven if it is too small for you). Now you can resize the bar by entering a height of 14. Now choose **Menus** in the combo box, select the small font, and a size of 6. Reduce the height of the menu bar.
Click on OK to validate your changes.

These 3 simple manipulation made at least 64 pixels of free space for you to work!
Now lets's see how we can customize MMF2 itself.

## ☑ Free some space in Fusion interface.

> One of the most difficult challenge for us when we were creating MMF2
> was the number of different editors and how we had to deal with the
> toolbars. MMF2 is a product that contains many different embeded
> editors : storyboard, frame, event, event-list, animation, picture,
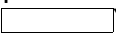> expression editor, as well as multiple toolbars.

☑ More about Toolbars.

Multimedia Fusion 2 uses several several
toolbars that have various functions. Two of
these are more universal, these being the
Workspace (which shows the different
application frames) and the Properties where
we will be making changes to almost
anything added to the application or the
application itself. Uncheck all others and
open them as needed.
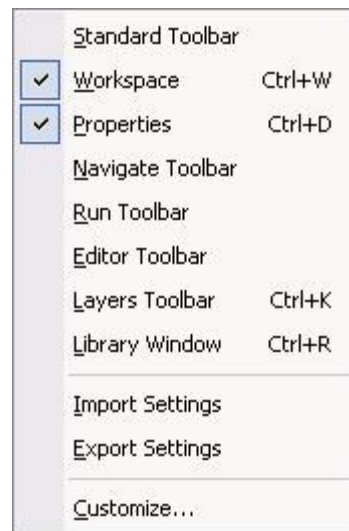
Now we can work will dock the open Toolbars on the right side of the screen by simply dragging the Toolbar to the right where is will automatically change shape. Then let go of the Toolbar and it will snap into place. Once both are positioned they will appear to be stacked. Your screen will look something like this:
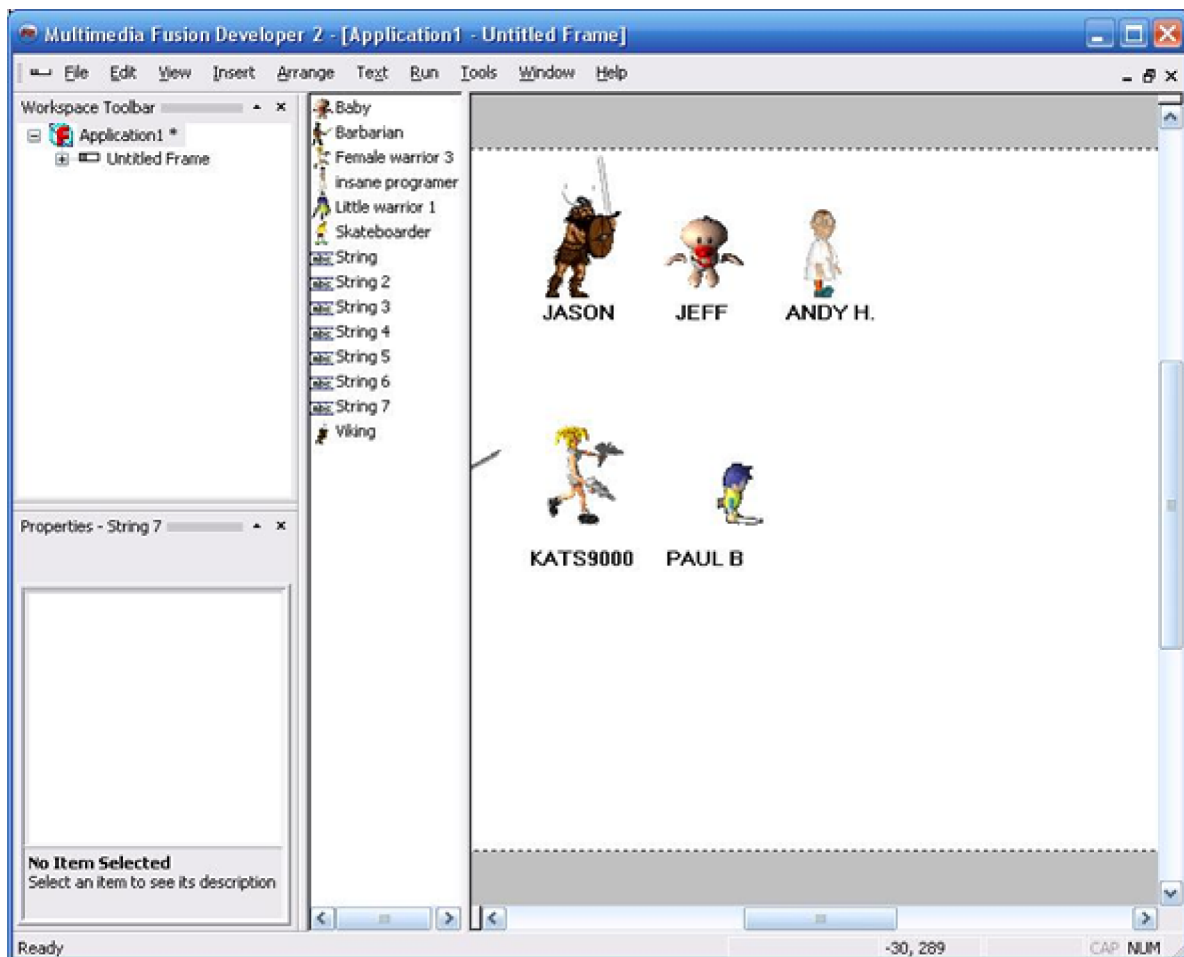
The Toolbars are not only moveable and dockable, as we have just seen, but there are also scaleable. By moving the mouse over the right edge of one of these tool bars you will see the mouse pointer change to the horizontal pointer and will look something like this:_____You can now click and drag the size of the docked Toolbars to open up more room on the right side of the screen. (the Frame area). You can also resize the area in the middle of the screen that displays the object that have been added. this can be reduced to zero width by dragging the right edge all the way to the left. Don't worry, this can be reset very easily.

We have to work on the other toolbars but we can also customize them as well. To remove an icon, press ALT, click on the icon and drag it anywhere on the display (in the middle of the frame for example). To add an icon to a toolbar, just drag it from another toolbar inside of the destination toolbar with the ALT key down.

Of course, if you feel that you need more or less icons, just drag & drop the ones you want : the key is to have the best options in the smallest toolbar. Personnally, I left the most, if not all, of the Toolbars the way they are and simply open and close them as needed. Once you know the corrisponding shortcut keys to the individual functions you will open them less ofton and your work will flow more efficiently.

☑ The storyboard Window.
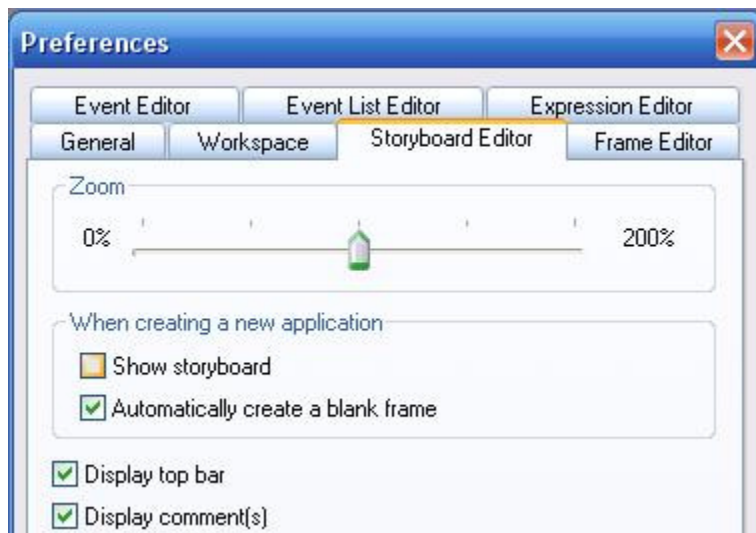
Well, we do not need it : the Workspace window displays all the necessary information for us to browse through the application.

To get rid of it for good, open the Tools menu, Preference box , click on the **Storyboard** tab, and untick the option **Show storyboard**. You can always open this from the View menu if needed.

☑ The frame editor

♠ The display is crammed by the portion of the window that display the icons of the objects used in the frame. This portion of the window can be resized and centered, just to show the usefull information.

♠ Even with that done, we do not see the whole frame area, which

makes development very problematic. The solution is to use the zoom option found in the View menu / Zoom, and set the display by 50% : you will see the whole frame and its border very easily on the display. We now find ourselves with a displays that shows all the necessary informations and we can work a lot better. It looks something like this :
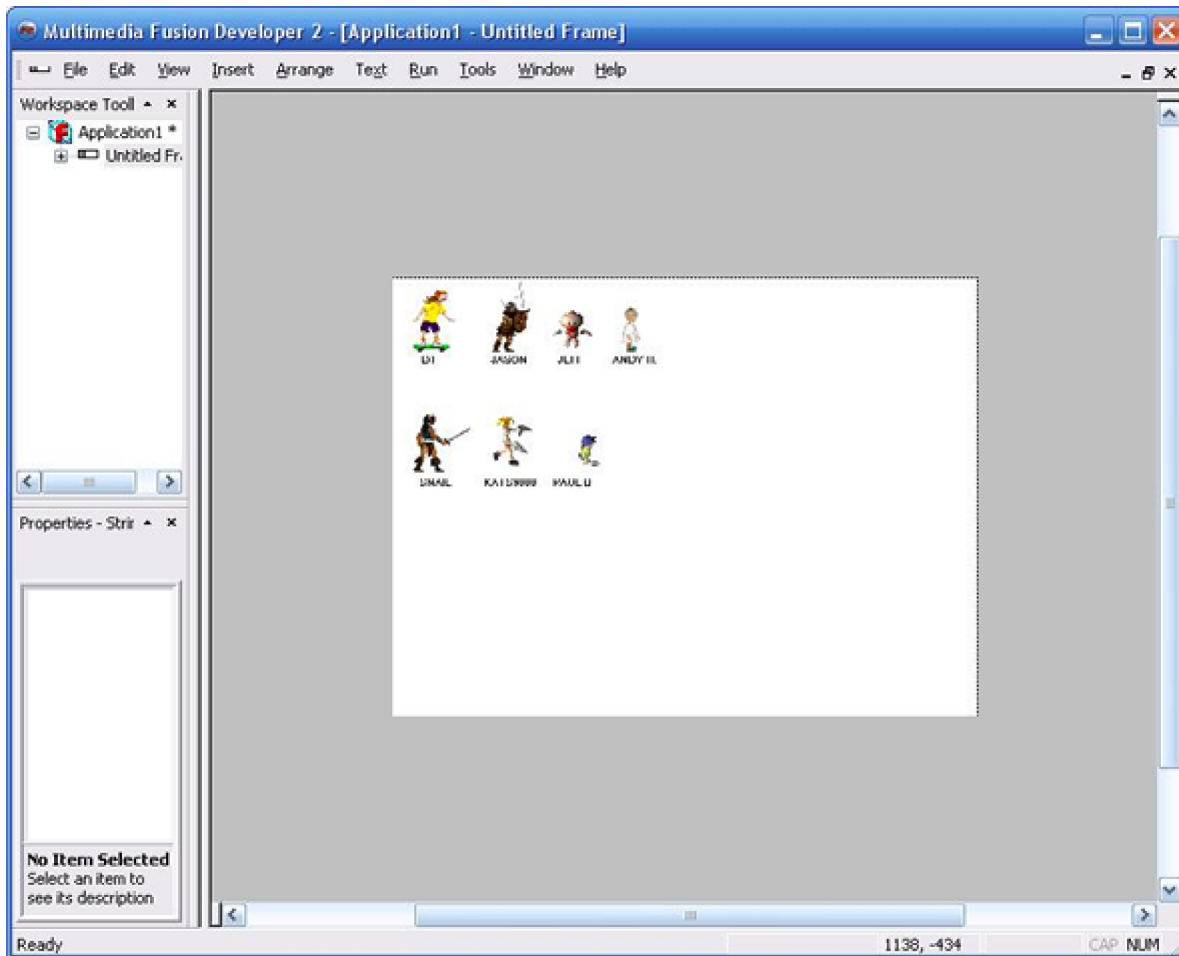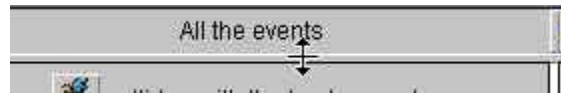

Note: the frame editor zoom settings are not saved when quitting MMF.

☑ The event editor.

Easy! Use the zoom tool to increase the number of events displayed at the same time. The zoom settings you set this way will be lost next time you boot MMF. To get the same percentage of zoom each time you use MMF, open the preference dialog, click on the **Event Editor** tab and drag the zoom slider to the desired value.
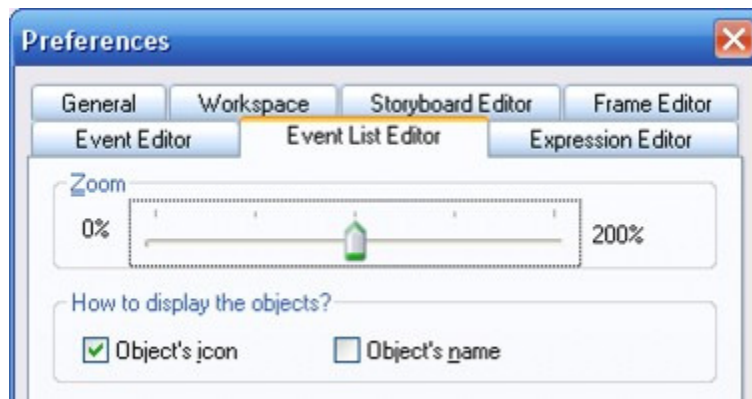
You can also reduce further the size of the icons and get more icons displayed with the same amount of events (usually, the event editor gets frustrating to use with too many objects) by dragging the horizontal separation under the objects a bit up.