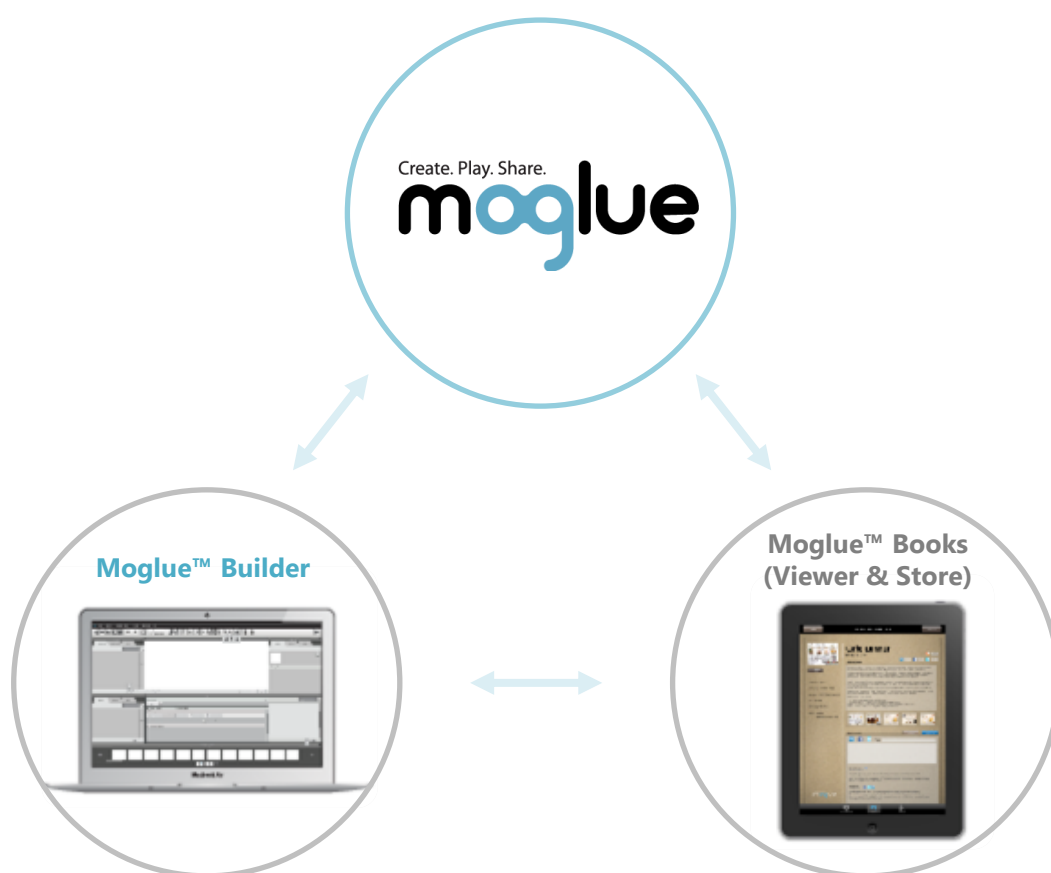


# Moglue™ Builder User Manual



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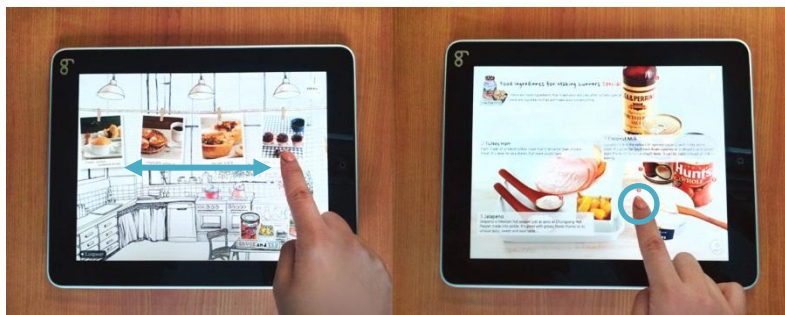
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## 1-1) About Moglue's Builder

Moglue's desktop builder allows publishers, amateur authors and artists a way to quickly and easily create interactive ebooks and release them as apps. No programming required.

Moglue's application is the first of its kind, utilizing a non-technical, friendly user-interface. It will be fully supported across Mac (10.6 or later) and Windows (XP or later), with plans for Linux support as well. The content is made once, and can be published to both Android and iOS devices.

### What is an interactive ebook?



'Café Lunner' Copyright © 2011 Moglue

Telling stories is both universal and eternal; the only change has been the way in which they are told. Books have traditionally told stories through text and pictures, and until recently these communications have been mostly one-way. Smart touchscreen devices are changing this: stories are things we can touch, tilt, listen to and tweet. We intend to build an open community where any creative, imaginative person will be able to use our platform to create and share deep, interactive stories.

## 1-2) Downloading & Running the Builder

### Downloading

To create interactive e-books, you will need to download the Moglue builder desktop application. Go to [www.moglue.com/platform](http://www.moglue.com/platform), and select the appropriate version for your operating system.



You can also do a live preview of your interactive ebook on any iOS or Android device. Download our "Moglue Books" app, which includes a viewer component that allows you to preview your books. Go to [www.moglue.com/storeapps/](http://www.moglue.com/storeapps/) and select the appropriate app for your mobile device.



- Apple App Store: <http://itunes.apple.com/hk/app/mogluebooks/id443199934?mt=8/>
- Android Market: (coming soon)

## Running the Builder

Click the Moglue icon to run the builder; Follow the steps to install the Moglue builder.



Large size Icon



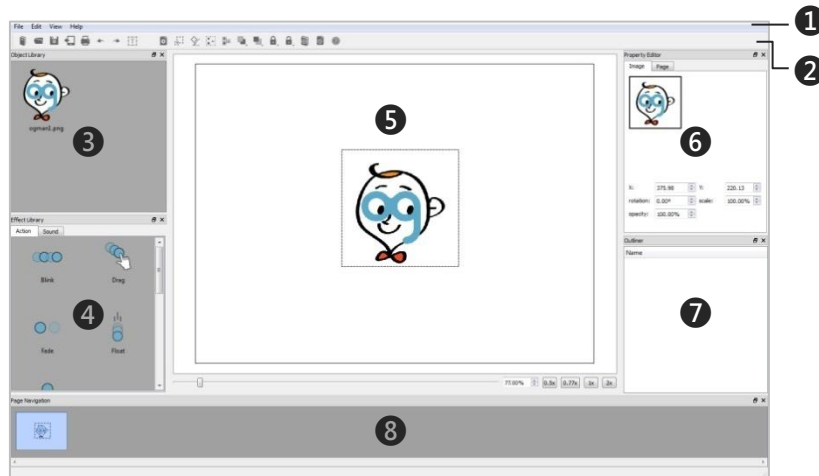
Medium, Small size Icon

After installation, run the builder. You will see a brief splash screen, after which the workspace should appear. You are now ready to make your own interactive ebook!



Splash Screen

## 2-1) Panels



Builder Workspace

### 1 Top Menu

Save, load, preview, show/hide panels; standard fare.

### 2 Toolbar

Shortcuts for main builder functions.

### 3 Image Library

Imported images and artwork appear here. We support JPEG, GIF, TIF and PNG files.

### 4 Action Library

There are two types of effects: actions and sounds. Actions from our pre-made Action Library can be assigned to images, and multiple actions can be assigned to a single image. Sounds are also assignable to images. You can import your own sounds using either the Top Menu or the 'Import' icon located in the Toolbar. We support MP3, M4A, MP4 and WAV audio formats.

### 5 Canvas

Add and arrange images and actions on the currently selected page.

### 6 Property Editor

Edit values for images (positioning, rotation, scale and opacity) and actions.

### 7 Outliner

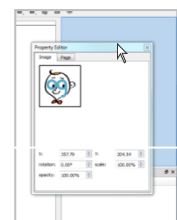
Images on your currently selected page.

### 8 Page Navigation

Add, remove and rearrange pages.

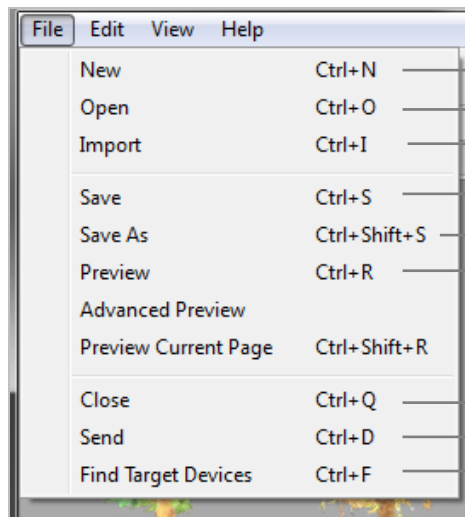
\* Unlock, rearrange and resize panels

by clicking and dragging different points on a panel's edge. You can also show/hide panels from the Top Menu under 'View.'



## 2-2) Top Menu

Below are several key functions of the Top Menu, many of which can be performed with keyboard shortcuts.



● Create a new book

● Open a previously saved book

● Save your book

● Save your book with a different

● Preview your book on the iOS/Android viewer

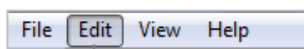
● Close the builder

● Publish your interactive ebook to Moglue's store

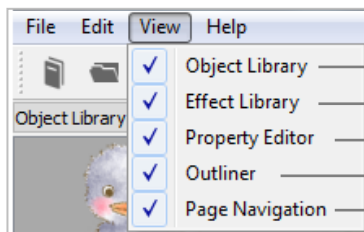
● Find device to preview

Import images and sounds. Images will automatically appear in your Image and Sound Libraries.

\*supported formats: JPEG, GIF, TIF, PNG / MP3, M4A, WAV



Coming soon



● Show/Hide image Library panel

● Show/Hide action Library panel

● Show/Hide Property Editor panel

● Show/Hide Outliner panel

● Show/Hide Page Navigation panel



● Open Moglue's instructional manual

## 2-3) Toolbar

Our Toolbar includes the following 17 icons:



**New**  
Create a new book



**Open**  
Open a previously saved book



**Save**  
Save book as an mgl file



**Preview Book**  
Preview book  
on iOS/Android device

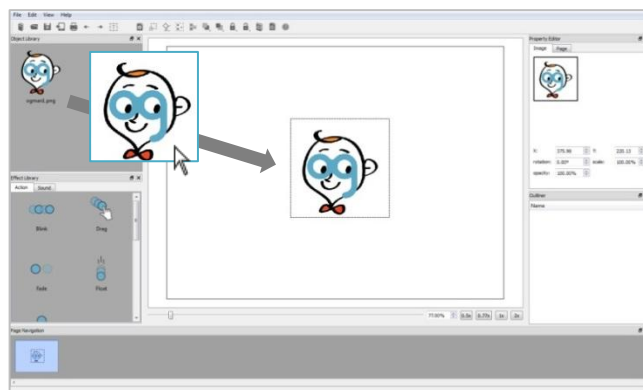


**Preview Current Page**  
Preview current page  
on iOS/Android device

## 2-4) Image & Action Libraries

### Image Library

The Image Library is where you'll access images you've imported into the builder. Our platform supports JPEG, GIF, TIF and PNG image files.

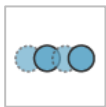








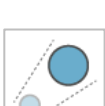





Simply drag & drop images onto the Canvas from the Image Library to begin building your book. Import images by going to File > Import. Imported files will automatically be saved to the Moglue 'images' folder.

['Image & Action Library' Next Page ►](#)

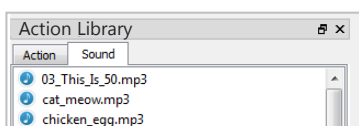
## Action Library

There are two tabs in the Action Library: Action and Sound. You can assign actions and sounds to images on the canvas via drag & drop. There are eleven actions, with more on the way. Some actions have unique parameters that can be adjusted in the Properties panel:

	<p><b>Blink</b> Image will blink Parameters: Count / Duration</p>		<p><b>Prev Page</b> Transfer page to previous page after touching the image.</p>
	<p><b>Drag</b> Image can be dragged and moved</p>		<p><b>Next Page</b> Transfer page to next page after touching the image.</p>
	<p><b>Fade</b> Change image's opacity Parameters: Opacity / Duration</p>		<p><b>Page To</b> Transfer page to where you want</p>
	<p><b>Float</b> Image will have physics and float on the canvas; utilizes accelerometer</p>		<p><b>Rotate</b> Make image rotate. Parameters: Angle / Duration</p>
	<p><b>Jump</b> Image will jump Parameter: Count / Height / Duration</p>		<p><b>Scale</b> Make change image's scale. Parameter: Ratio / Duration</p>
	<p><b>Move</b> Will move in a straight line Parameters: X/Y destination coordinates</p>		<p><b>Waddle</b> Make image waddle. Parameter: Count / Angle / Duration Anchor Point XY (Left/Top point is X:0/Y:0)</p>
	<p><b>Wait</b> Creates a pause between actions Parameter: Delay time</p>		

Multiple actions can be assigned to a single image (an exception is Rotate and Waddle, which cannot be applied simultaneously). Go to 'Tips and Tricks' for advice on mixing actions.

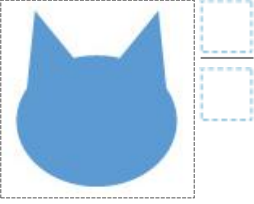
The Sound tab is where you will find audio assets that you've imported into the builder. Sound files can be imported by going to File > Import or by clicking the Toolbar's 'Import' icon. Imported sound files will automatically be saved in the Moglue 'Sounds' folder. Our platform supports MP3, M4A, MP4 and WAV audio formats. Only one sound may be applied to each image.



## 2-5) States & Triggers

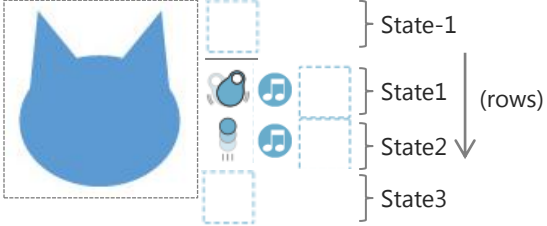
### 1 All images have numbered *states*

Default



\* All images have empty state boxes

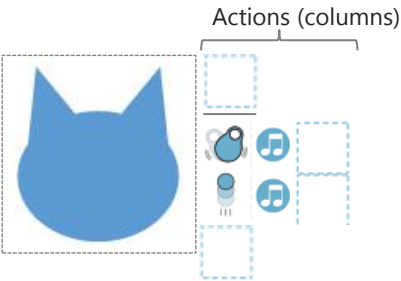
After adding some actions



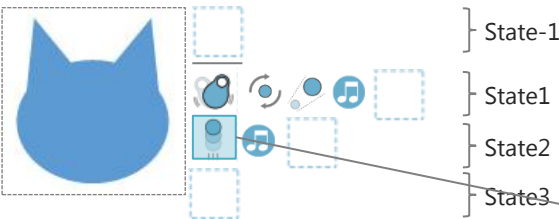
\* *State-1* is a global state. Actions here don't care what state you're in, they just wait for triggers. Learn more about states and triggers page 12.

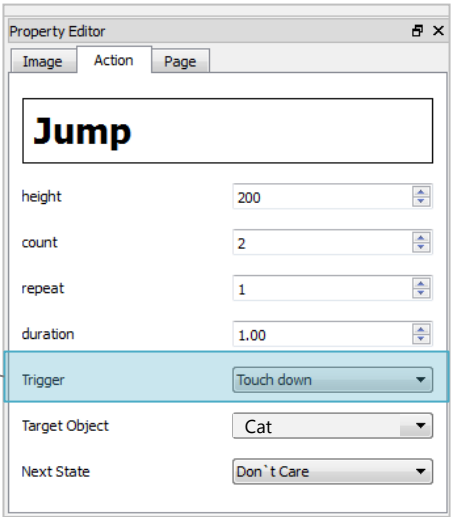
### 2 States contain *actions*

After adding some actions



### 3 Actions have *triggers*





'States & Triggers' Next Page ►

2. Work Space / 2-5) States & Triggers

4 Images live in states, waiting for triggers to tell them to perform an action

The diagram illustrates a blue cat image in a state. To its right, a vertical list of triggers is shown: State-1, State1, State2, and State3. Below this list, a dropdown menu lists various trigger options: Touch down, Touch up, Drag/Move, Status Changed, When Loading, Swipe Every Direction, Swipe left, Swipe right, Swipe up, Swipe down, and Position Trigger. To the right of the triggers, a Property Editor window is open, showing the configuration for the 'Jump' action. The configuration includes: height (200), count (2), repeat (1), duration (1.00), Trigger (Touch down), Target Object (Cat), and Next State (Don't Care).

\*There are various options for triggers:

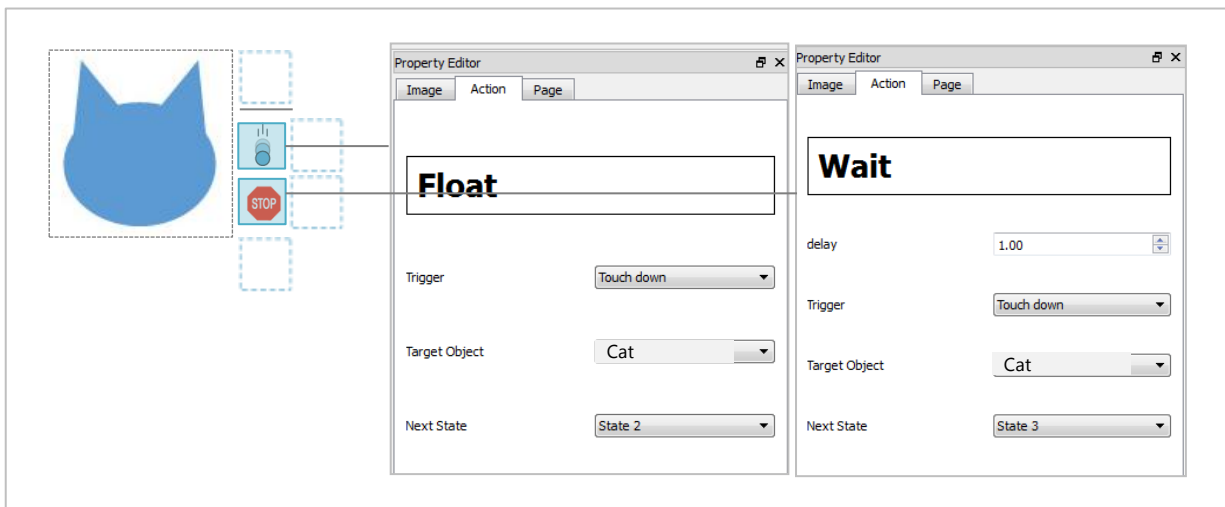
5 Actions can be active things, like jumping and rotating

The diagram shows the Action Library with various actions like Blink, Float, Jump, Rotate, and Scale. A diagram illustrates the process of dragging and dropping actions onto a cat image. Two Property Editor windows are shown, one for the 'Jump' action and one for the 'Rotate' action. The 'Jump' action configuration includes: height (200), count (2), repeat (1), duration (1.00), Trigger (Touch down), Target Object (Cat), and Next State (Don't Care). The 'Rotate' action configuration includes: by (360.00), Anchor x (0.50), Anchor y (0.50), repeat (1), duration (1.00), Trigger (Touch down), Target Object (Cat), and Next State (Don't Care).

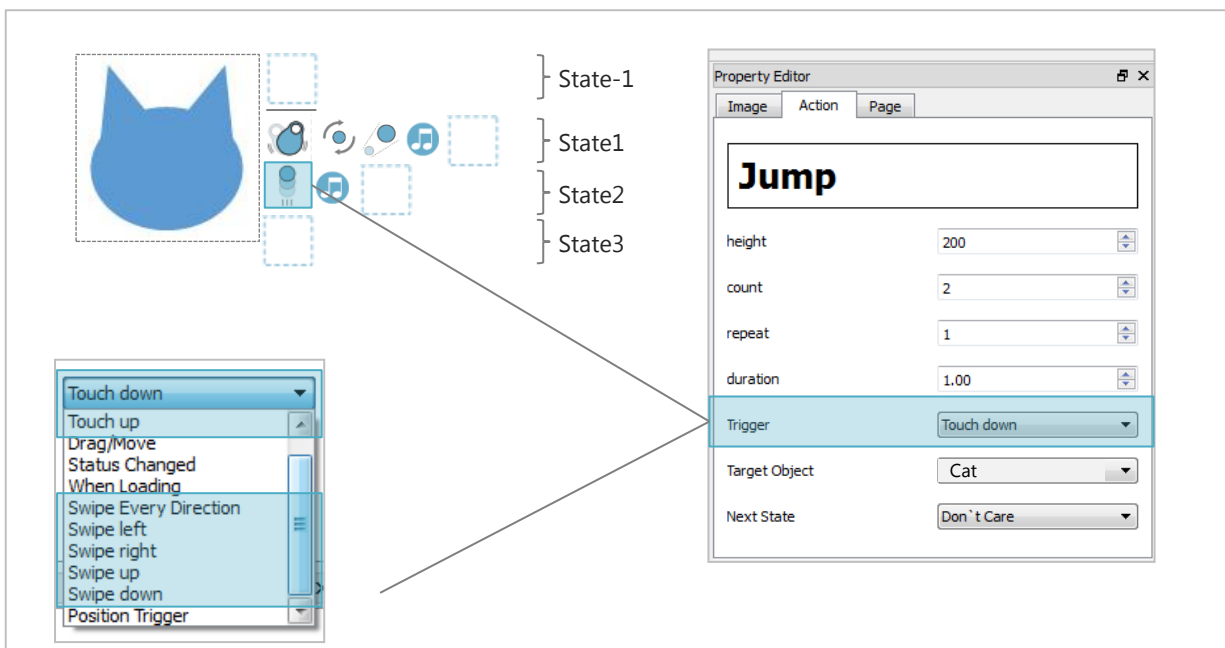
\*drag & drop actions

## 2. Work Space / 2-5) States &amp; Triggers

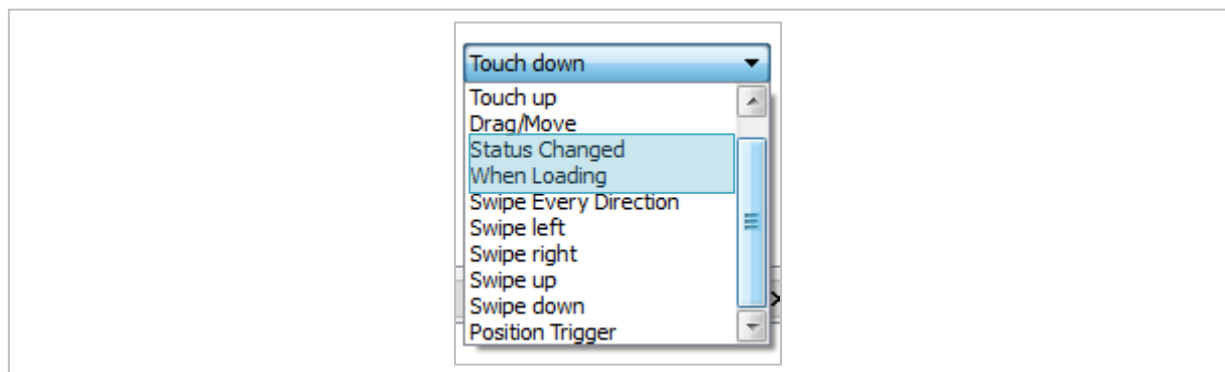
## 6 Or passive, like float and wait



## 7 Triggers can be physical things, like touches and swipes



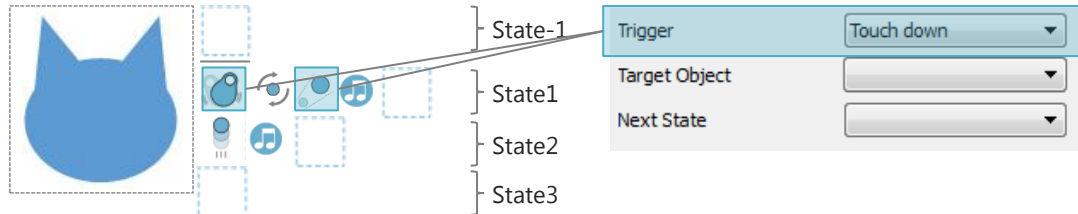
## 8 Or passive, like waiting for a previous action to finish or a page to load



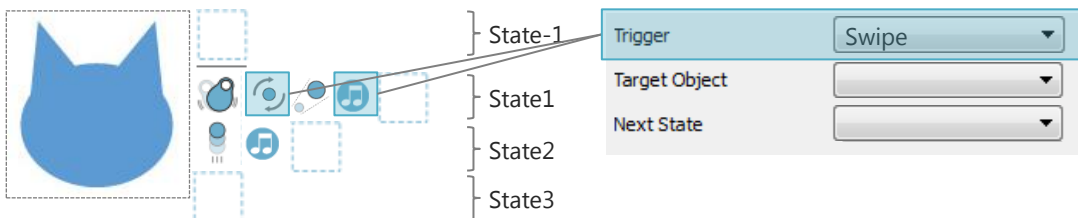
## 2. Work Space / 2-5) States &amp; Triggers

Actions can be in the same numbered state, but will only act together if they have the same trigger.

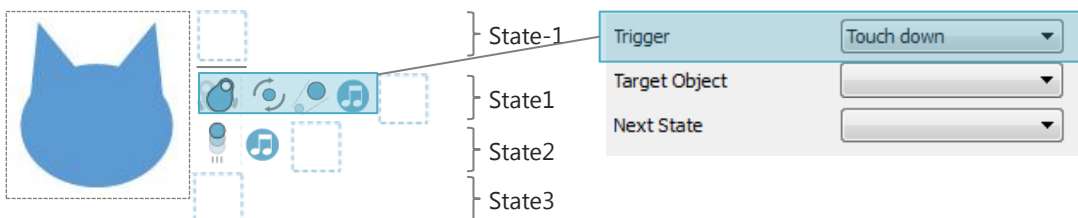
A. Waddle and Scale are in the same state, waiting for the 'Touch down' trigger. If the cat is in state one, and a finger is placed down on the cat, they will occur simultaneously.



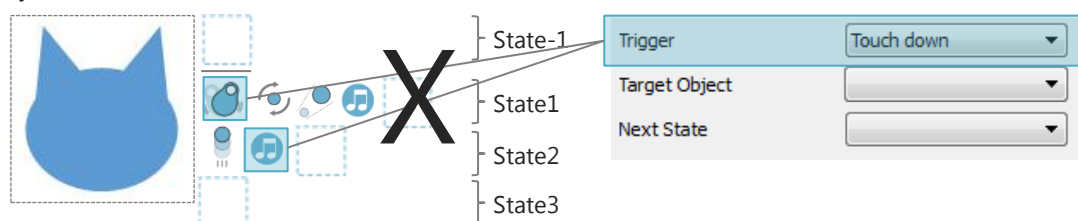
B. Assuming the cat is in State1, it will simultaneously Rotate and play a sound if Swiped.



C. If the cat is in State1, all four actions will happen at the same time when a finger is placed down on the cat image.



D. These two actions will not occur at the same time, even though they have the same trigger, as they live in different states.



### 9 Triggers can also target indirect objects

Press and hold Ctrl, drag & drop an action to another object's state box.

State-1  
State1  
State2  
State3

State-1  
State1  
State2

'T' icon and arrow appears

If the cat is in State2, and the mouse is in State1, pressing a finger down on the cat will cause the mouse to move.

Property Editor

Image Action Page

**Move**

x 611

y 383

duration 1.00

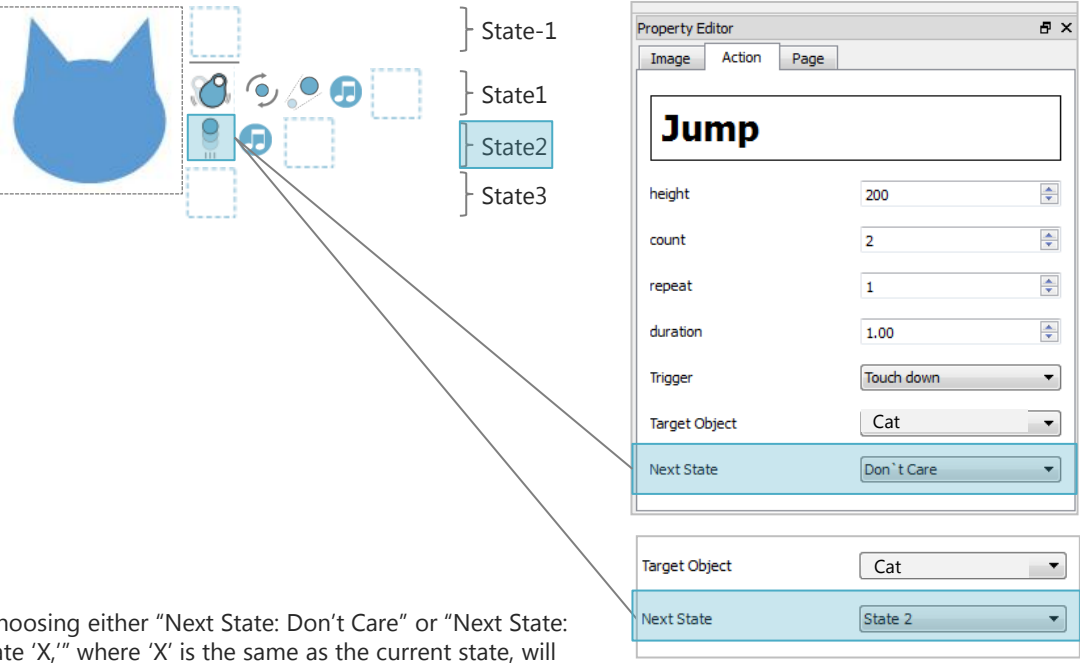
Trigger Touch down

Target Object Mouse

Next State State 2

## 2. Work Space / 2-5) States &amp; Triggers


1 0 After an image completes an action, it can remain in that state



The screenshot shows a workspace with a blue cat image and several state icons (State-1, State1, State2, State3). A 'Property Editor' window is open, showing the 'Jump' action configuration. The 'Next State' dropdown is set to 'Don't Care'. Below the main editor, another 'Next State' dropdown is set to 'State 2'.

\*Choosing either "Next State: Don't Care" or "Next State: State 'X,'" where 'X' is the same as the current state, will keep the image in the same state after the action has completed.

1 1 Or move to a new state

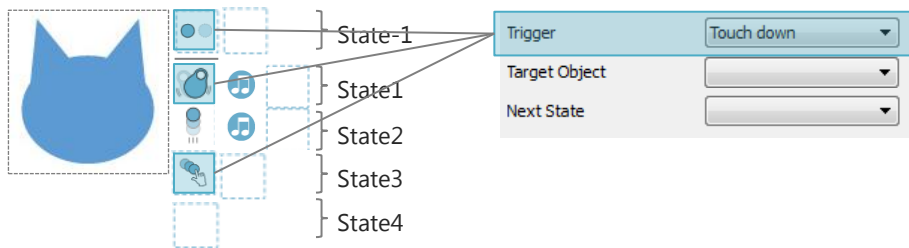


The screenshot shows the same workspace as above. The 'Next State' dropdown menu is open, showing options: 'Don't Care', 'Don't Care', 'State 1', 'State 2', and 'State 3'. 'State 1' is selected.

### What is 'State-1'?

State-1 is a global state. Actions located here respond to triggers regardless of the image's current state.

Assuming the cat is in State1, pressing down on the cat image will cause the cat to waddle and fade simultaneously. The cat can be dragged and will fade if it is in State3.

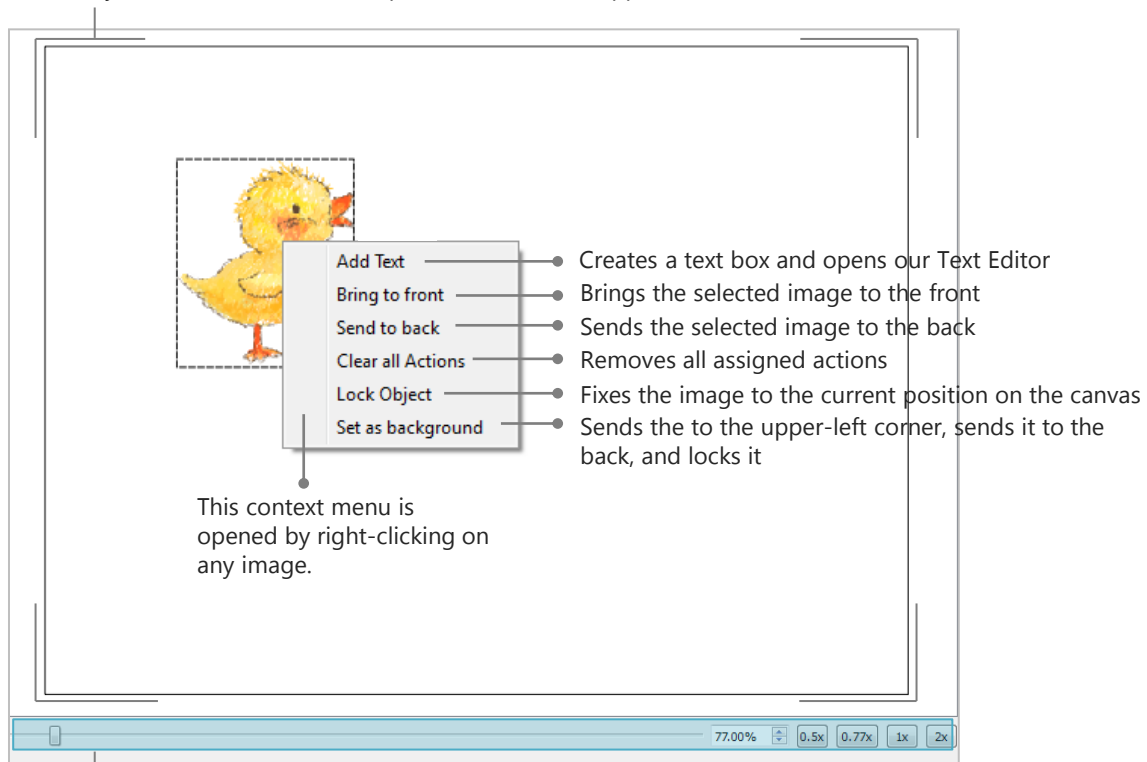


You do not have to use State-1.

## 2-6) Canvas

The Canvas is where you will drag & drop imported images from the image Library, assign actions and sounds from the action Library, and add text.

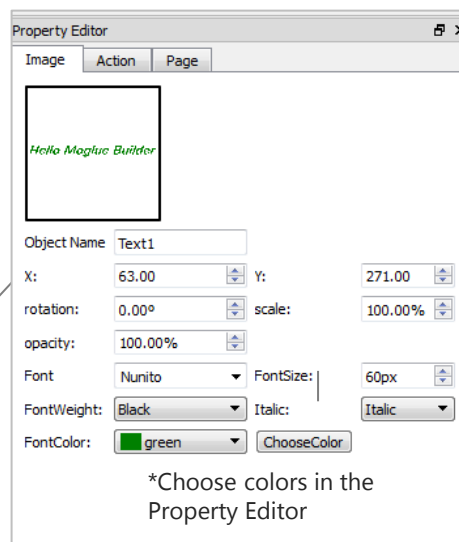
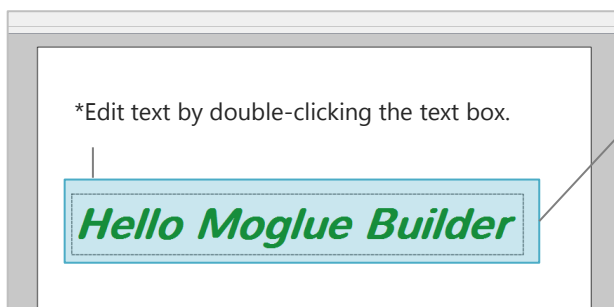
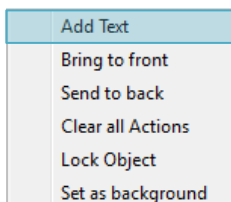
Currently, canvas dimension correspond with those of Apple's iOS devices.



You can zoom in/out on the canvas using the slider or pre-set buttons

### Text Box

Add text by right clicking and selecting 'Add Text.'

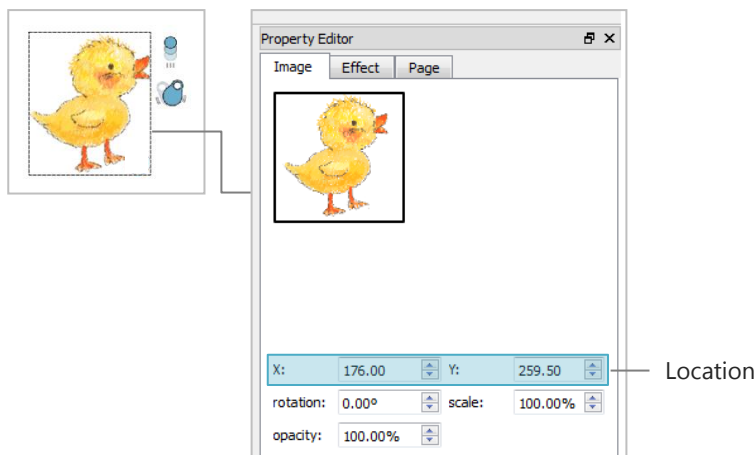


## 2-7) Property Editor

The Property Editor allows you to edit a selected image's position (example below), rotation, size and transparency. You will soon also be able to edit page settings.

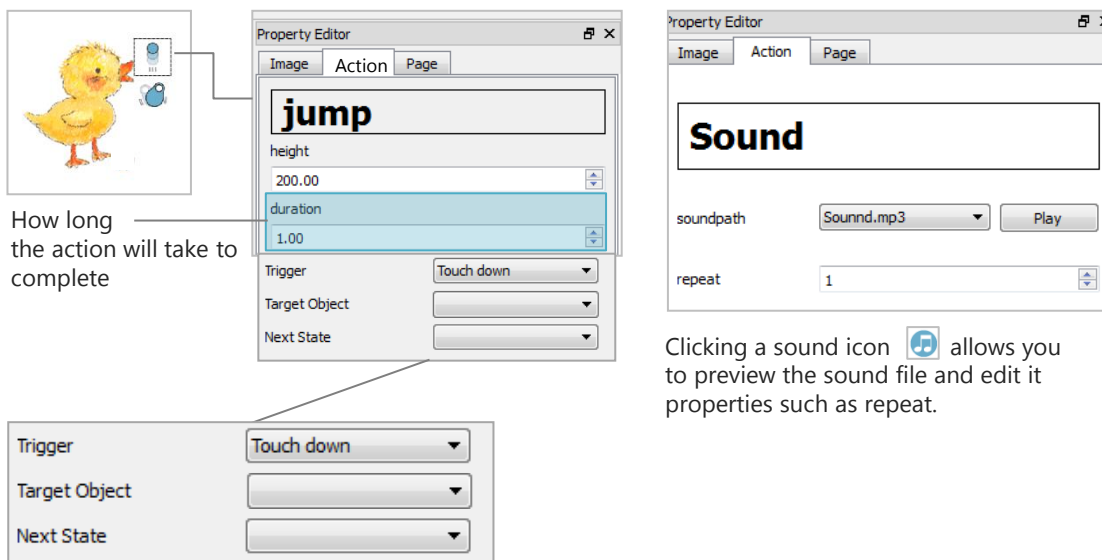
### Image Tab

Clicking an image allows you to edit its properties in the Image tab of the Property Editor.



### Action Tab

Selecting an image or one of its assigned actions and then choosing the Action tab will let you tweak and adjust preset values for the actions you've assigned to that image.



Every action has options for its trigger (what it's waiting for), target object (which object it will affect), and next state (whether it will remain in the current state or move to a new state).

\*Learn more about 'States & Triggers' on pages 9-14

## 2-8) Outliner & Page Navigation

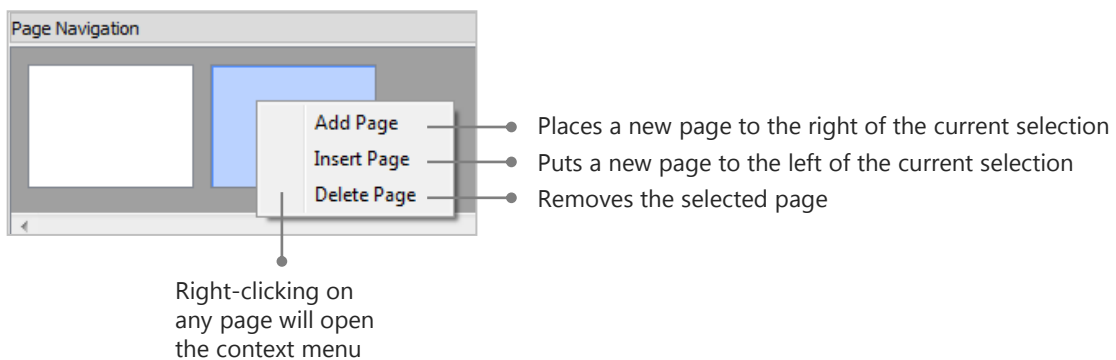
### Outliner

The outliner shows all of the images on the currently selected page.



### Page Navigation

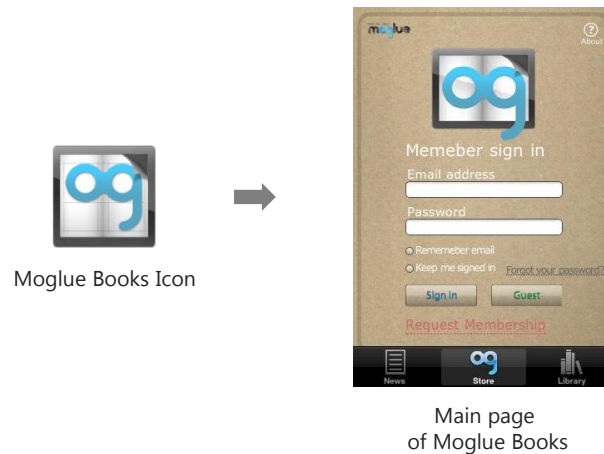
Page Navigation gives you a thumbnail view of every page in your book. You will primarily be adding, deleting and rearranging pages in this section.




## Previewing

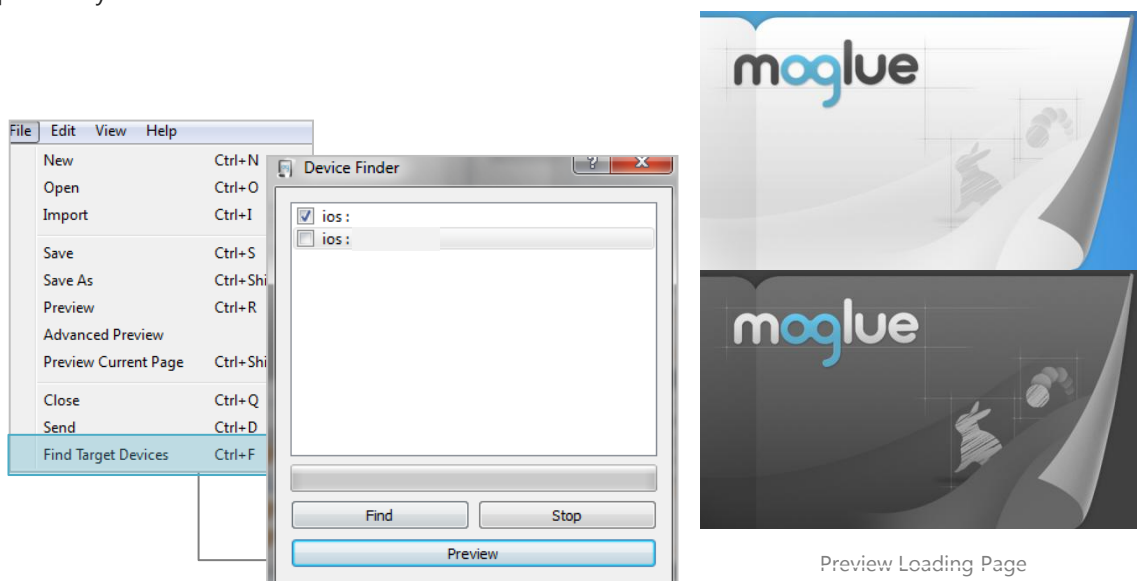
'Moglu Books' contains a store where you can purchase books. It also has a discrete viewer, which allows you to preview books on which you are working.

Search the Apple App store for 'Moglu Books' and install it on your iOS device (coming soon to Android). Connect your mobile touch device and computer to the same network. After installation, run the app.



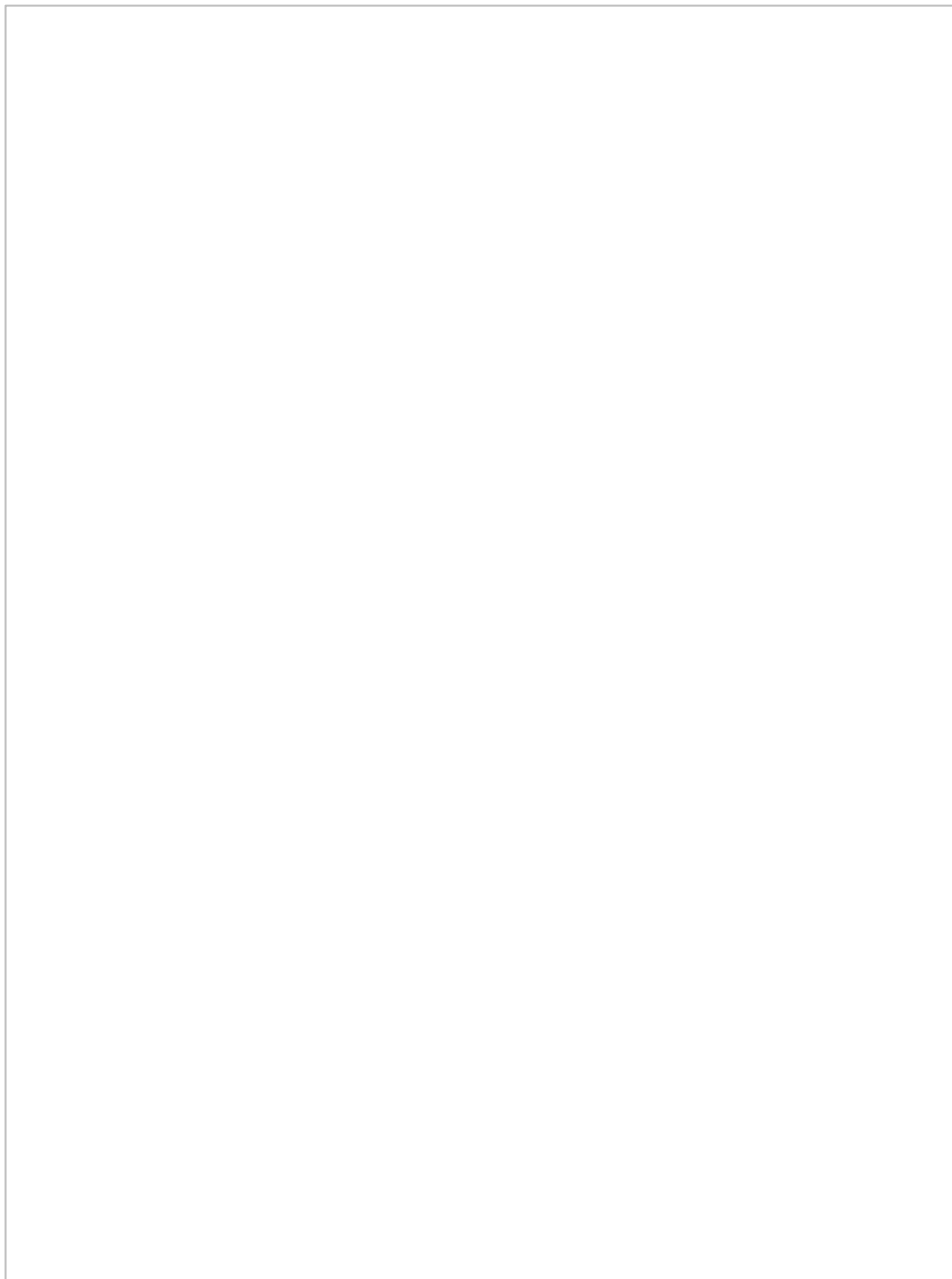
From the builder there are multiple ways to preview your book:

- 1 File > Preview
- 2 Clicking the preview icon  in the toolbar
- 3 Ctrl + R
- 4 Ctrl + Shift + R (previews only the currently selected page)
- 5 If more than one device is connected to your network and running 'Moglu Books,' going to File > Preview or pressing Ctrl + F allows you to choose the device on which you would like to preview your book.



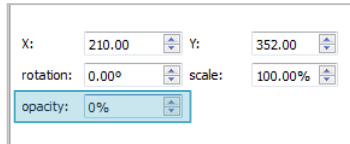
## Publishing

Coming soon.



## 5-1) Hidden Images (Easter Eggs!)

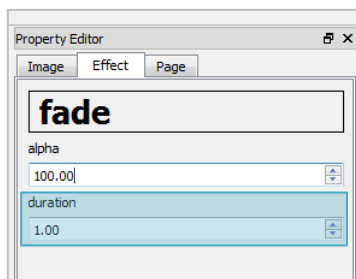
- 1 Change an image's opacity from 100% to 0% in Property Editor's 'Image' tab (this will be the starting alpha).



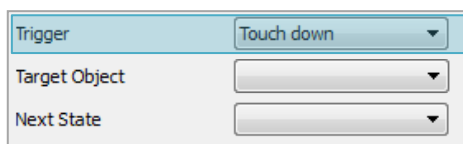
- 2 Assign the 'Fade' action to the image. Fade can make a visible image fade out, or an invisible image fade in.



- 3 Make sure the image or it's 'Fade' action have been selected. In the Property Editor's 'Action' tab, change the alpha (opacity) value to 100.00 (this will be the ending alpha).



- 4 Select a trigger from the drop-down menu.



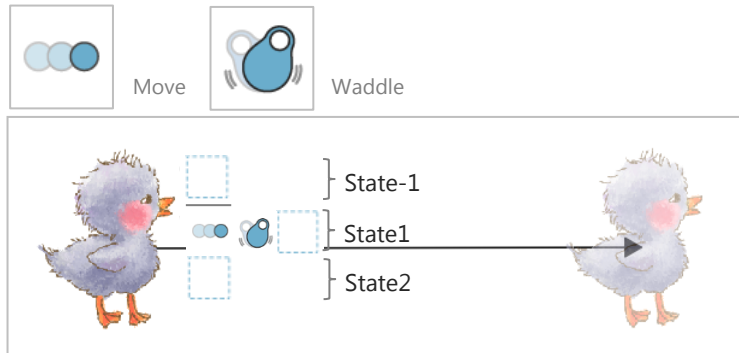
To test your scene, press 'Ctrl + R,' or select 'File' and one of the preview options. If 'Touch down' is set as the trigger, pressing down on the device area where the hidden image is located should make it appear.

As a trick, set an object's transparency to 0% and place it on top of another image. This protect the bottom, non-transparent layer from physical triggers like touching/tapping/swiping.

\*Learn more about 'States & Triggers' on pages 9-14

## 5-2) Walking Duck

- 1 Assign the 'Move' action to an image and set the direction and distance in which you want it to move.
- 2 Assign the 'Waddle' action to the same image.



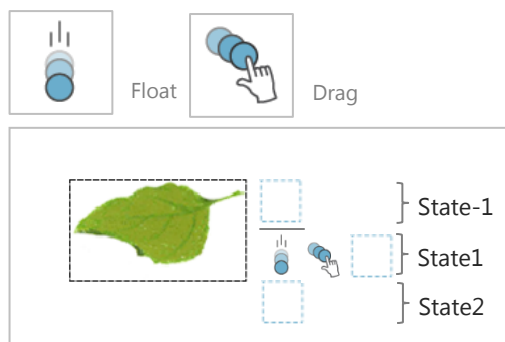
- 3 To activate the 'Move' and 'Waddle' actions simultaneously, place them in the same state and give them the same trigger.

Trigger	Touch down
Target Object	
Next State	

Press 'Ctrl + R' or click 'File' and one of your preview options to view the scene. Touching the image on your device will make it appear to walk across the screen.

## 5-3) Falling Leaves

- 1 Assign the 'Float' action to leaves to some leaves.
- 2 Assign the 'Drag' action to the same image to make it draggable.

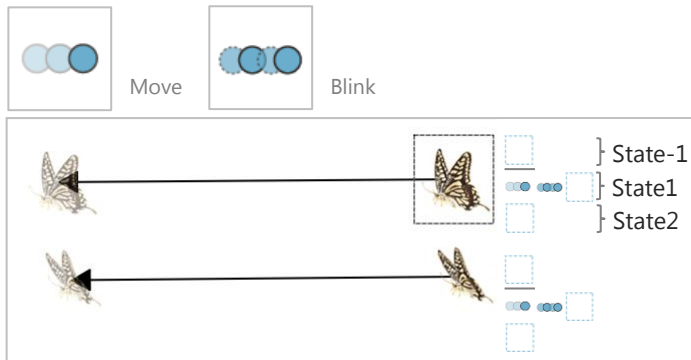


- 3 To activate 'Float' and 'Drag' simultaneously, place them in the same state and give them the same trigger.

\*Learn more about 'States & Triggers' on pages 9-14

## 5-4) Flapping Butterfly Wings

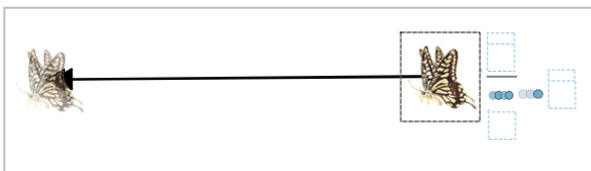
- 1 Prepare two images of a butterfly: one with open wings, and one with closed wings.
- 2 Assign the 'Move' action to both images and set them to travel the same distance.
- 3 Assign the 'Blink' action to the butterfly with open wings.



- 4 To activate 'Move' and 'Blink' actions simultaneously, place them in the same state and give them the same trigger.

Trigger	Touch down
Target Object	
Next State	

- 5 Bring the butterfly with open wings to the front and overlap the images.

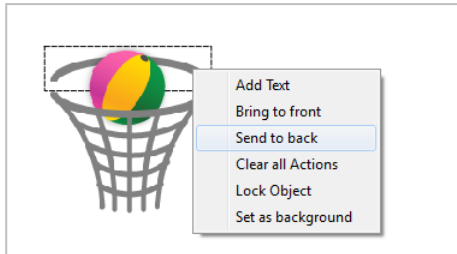


Touching the butterflies will cause them to move in unison; the blinking butterfly will make them appear as a single butterfly that's flapping its wings.

\*Learn more about 'States & Triggers' on pages 9-14

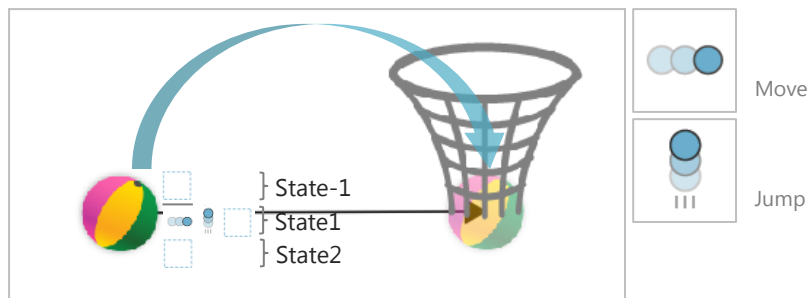
## 5-5) Goal!

- 1 Prepare three images: a ball, a front rim and net, and a back rim.
- 2 Arrange the images in the following order:

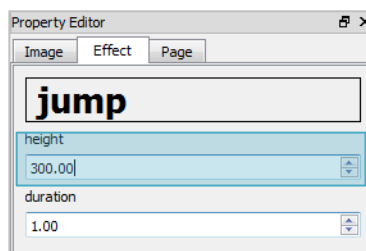


Front rim and net (Bring to front) → ball → back rim (send to back)

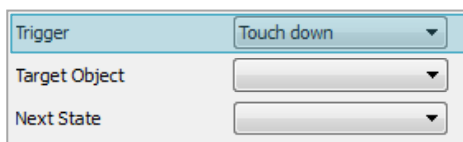
- 3 Assign the 'Move' and 'Jump' actions to the ball.



- 4 Set a height parameter high enough to make the ball to appear to go through the hoop



- 5 To activate 'Jump' and 'Move' simultaneously, place them in the same state and give them the same trigger



Touching the ball will make it appear to go in the hoop- score!

\*Learn more about 'States & Triggers' on pages 9-14

## Shortcuts

- ① **Ctrl + N** : Create a new book
- ② **Ctrl + O** : Open a previously saved book
- ③ **Ctrl + I** : Import images/sounds
- ④ **Ctrl + Shift + S** : Save as
- ⑤ **Ctrl + R** : If the 'Moglue Books' app is open, and your device is connected to the same network as your computer, this will preview your book
- ⑥ **Ctrl + Q** : Close the builder

### ▼ Canvas

- ① ① **Select an image + Delete** : Remove an image and all it's assigned actions
- ① ① **Ctrl + 'Drag' or 'Click' images** : Select multiple images
- ① ② **Ctrl + 'Drag' action from one object's state to another object's state** : Interacting with one image will trigger an action in the other image

Create. Play. Share.  
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