

2015



StormCloud User Guide

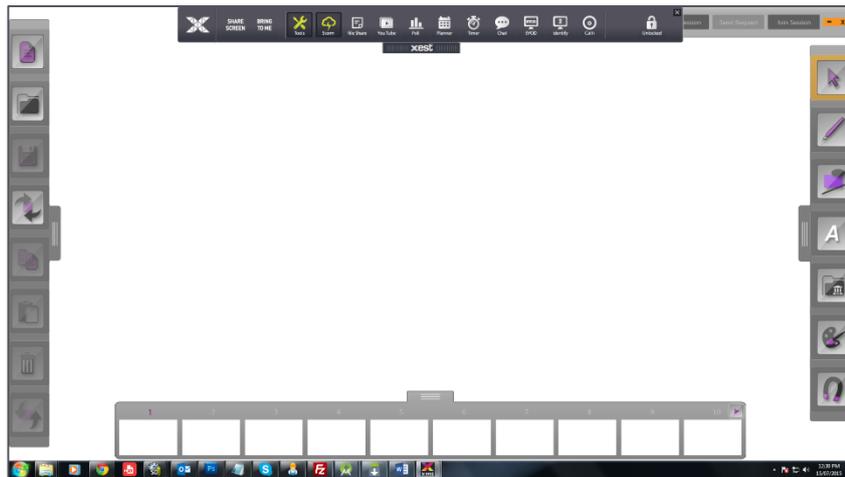
USER GUIDE FOR BOTH TEACHERS AND STUDENTS
XEST PTY LTD

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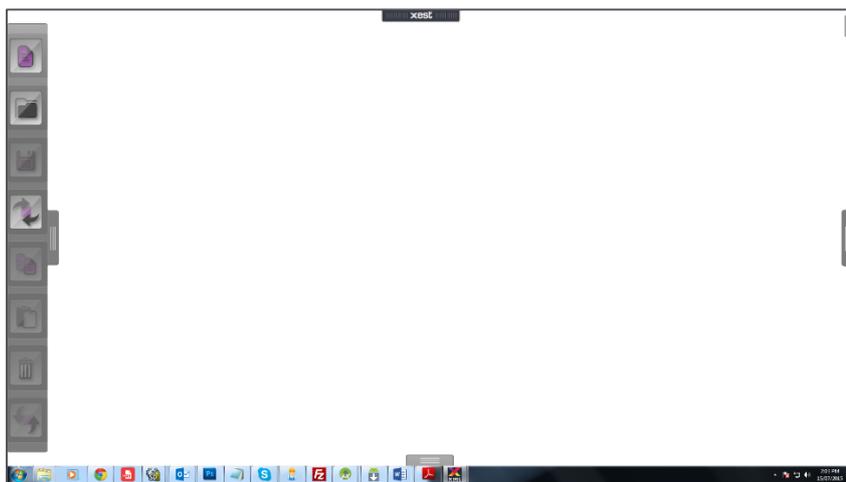
Overall View

After clicking the Storm icon from the main menu, you are presented with the StormCloud user controls. All menus are animated to slide in and out as required. Simply move your mouse over of tap on a tab to reveal that menu.



File Menu

To access the “File Menu” simply move the mouse over the tab to the left of the screen. The menu will slide out. Move the mouse off the menu for it to slide back in.



New / Open / Save:

The “New” button will clear and reset all of the frames. The participant will be asked to save if any changes have been made.

The “Open” button allows a participant to open any saved StormCloud project files.

The “Save” button allows a participant to save a current StormCloud session in multiple formats.

*Note – Empty frames are omitted.

“PowerPoint Presentation” each frame will be saved as a slide within the PowerPoint file.

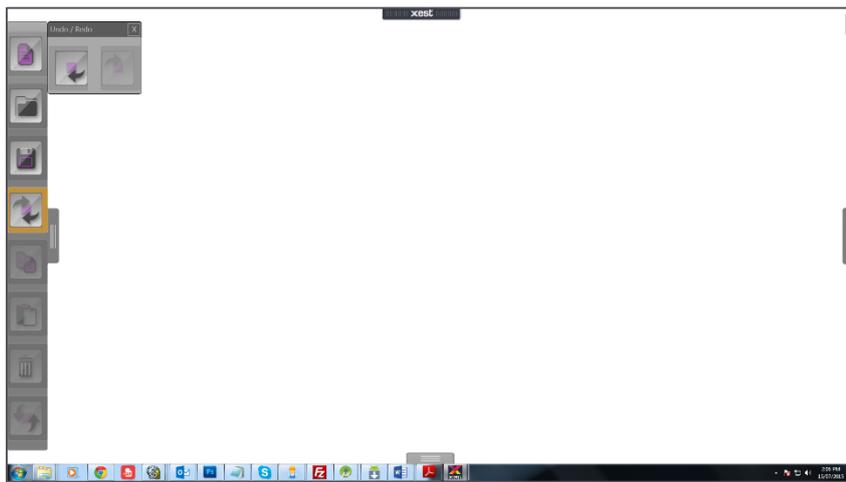
“PDF Document” each frame is saved as a separate page.

“Image” each frame is saved as a PNG image file.

“Project” the whole workspace including all frames are saved as a project file that can be re-opened to continue working in a session.

Undo Redo:

Both Undo and Redo are provided for on each of the 20 Frames. Performing an Undo or a Redo action on Frame 5 will not affect any actions on other Frames.



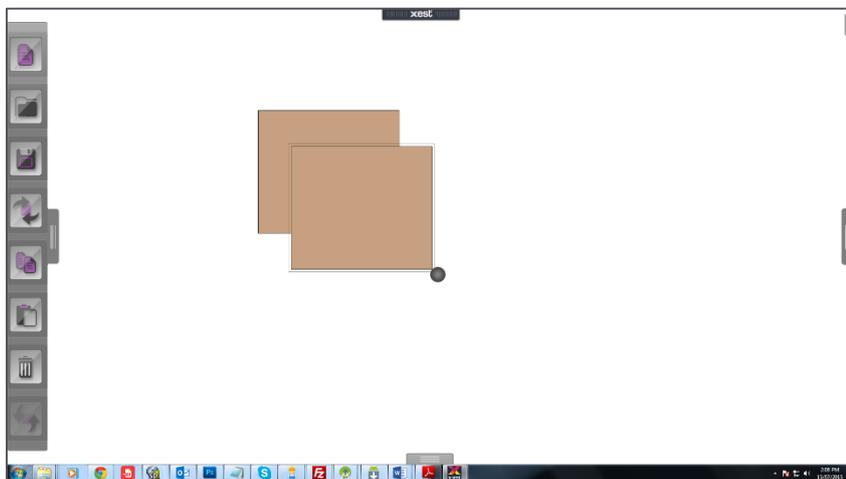
Copy Paste Delete:

To copy an object use the selection cursor from the Drawing Menu on the right. Select the object or objects and select the "Copy" button. Keyboard "Ctrl C" will also copy the object/s.

To paste the current copy object/s select the "Paste" button or Keyboard "Ctrl V" will also paste the copy.

To delete an object or objects use the selection cursor from the Drawing Menu on the right to select an object or objects and select the "Delete" button. Keyboard "Del" will also delete the selection.

Objects can be copied and pasted onto other frames.



Refresh Connected Pages:

When a new participant has joined the session simply select Refresh Objects to update your frames with all of the objects that have been added by the other participants.

Refresh Background will import any background images currently in the session. Some images can be large so this button will disable for a few seconds to stop multiple pushes that can flood the network.



Drawing Menu

To access the “Drawing Menu” simply move the mouse over the tab to the right of the screen. The menu will slide out. Move the mouse off the menu for it to slide back in.



Select Cursor:

Use the “Select Cursor” to select objects. Click and drag a selection box to select multiple objects.

When an object is selected there is a resize handle to the bottom right of the object. This allows for resizing an object. Multiple selected objects cannot be resized at the same time. By holding down the keyboard “Shift” key, an object can be easily resized in one direction (width or height).

Moving the mouse over an object or selection of objects, the mouse will show a move cursor to allow the participant to move the object/s around the screen.

Pen / Eraser:

The “Pen” allows participants to sketch on the frame. A pen stroke will only appear to others on the mouse up event (completion of a stroke).

The “Eraser” will erase parts of a stroke with every mouse move over the stroke.



Draw Shapes:

A variety of shapes have been provided for. Rectangle, Ellipse, Line and Polyline. Select the “Draw Shapes” icon to show the draw shapes menu.

To add a shape to the frame first select the shape to draw then left click on the frame and drag the mouse out and down to the bottom right. Holding down the keyboard “Shift” key while dragging will constrain both width and height of the shape.

(This applies to Rectangle and Ellipse only)

To draw a “Line” left click on the frame and draw the line out in any direction. Holding down the keyboard “Shift” key will constrain the line vertically, horizontally or diagonally.

To draw a “Polyline” start a polyline shape by one click on the frame. Moving the mouse will show a temporary joining line. Click the mouse again to draw that line. Continue this to create the required shape. Complete the shape by clicking on the first starting point and closing it. A circle will appear to reflect the starting point. Holding down the keyboard “Shift” key will constrain the line vertically, horizontally or diagonally.



Draw Text:

Add text to a frame by selecting “Text” from the text menu and clicking on the frame. A default text box is added to the frame. Double click the box to add/edit the text.

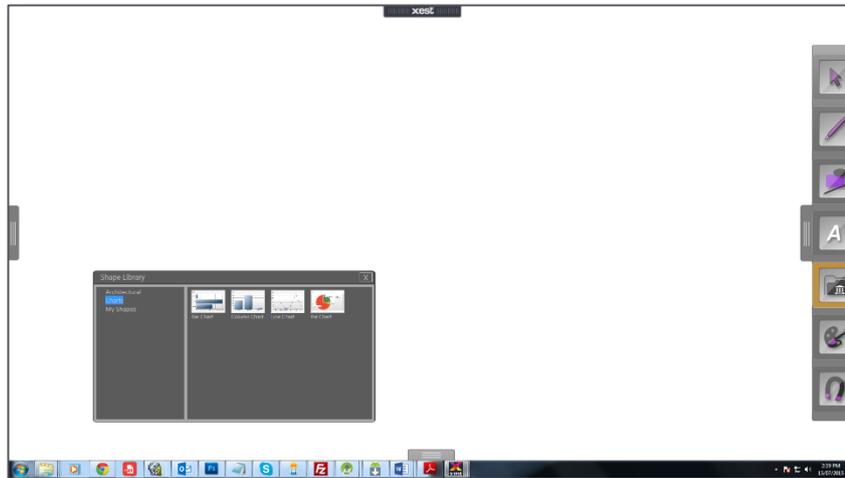
A single click will select the text box. While the text box is select the font size can be changed by selecting either the up or down arrows, select “Bold” or “Italic”.



Shape Library:

The Shape Library allows for pre made shapes and designs to be dragged onto the frame. To create shapes for library please refer “Group/Ungroup” and “Save as Custom Shape”.

A variety of interactive graph charts are available in the “Charts” folder. To make changes to a chart select the menu button in the top left of the chart. This will expand the edit controls. Entries can be added or removed. To edit an entry simply select it in the chart and change the values in the text fields. All charts can be resized by the resize handle to the lower right of the selected chart.

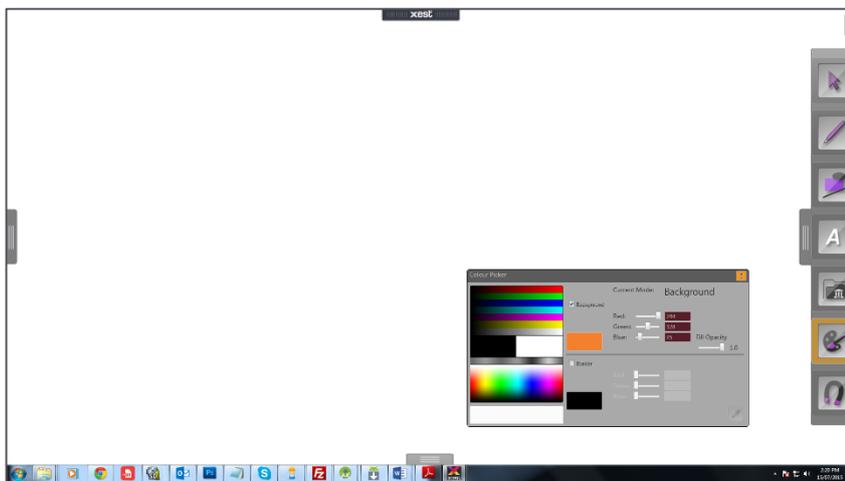


Colour Pallet:

The colour pallet allows for an objects background and border colour to be changed. To edit the colour of an object first select the object using the select cursor. Click the “Background” check box or the “Border” check box to access the respective mode. Colours can be changed by clicking on the pallet or by changing the RGB colours via the slider controls.

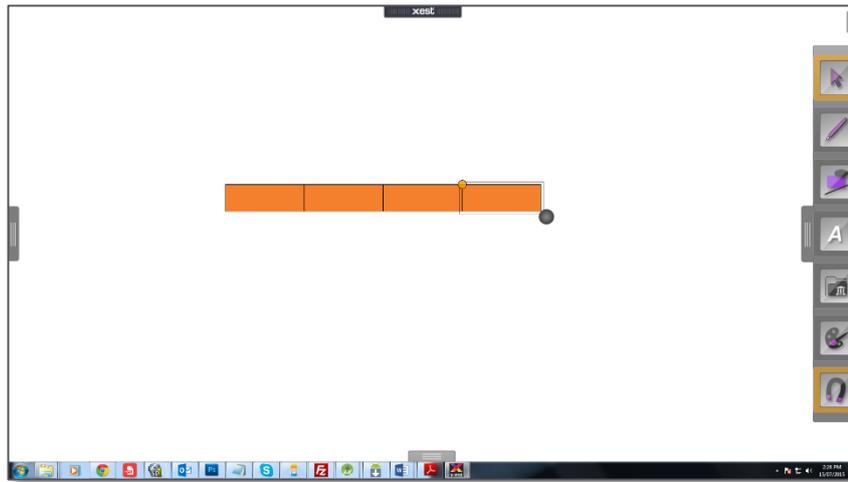
The background fill opacity can be changed to introduce a transparency to the colour. 0 is transparent and 1 is full opacity. There are 9 values of semi transparency in between.

To select a colour from another object on the frame simply select the dropper to the bottom right of the colour panel. Clicking on any object will now set the selected object to that colour. Select the dropper again to deactivate.



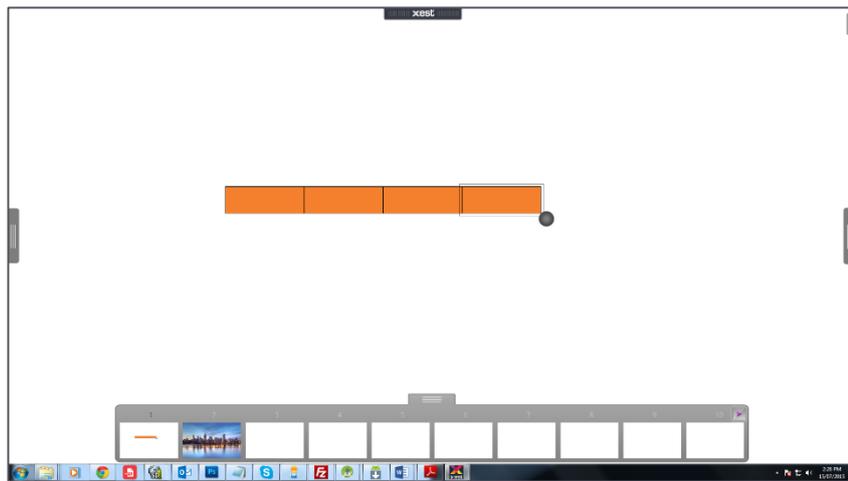
Magnet:

Select Magnet to activate the auto locking feature. When shapes are moved on the frame they will auto lock to the shape next to it. The locking points are top-left, top-right, bottom-left and bottom-right. Select Magnet again to deactivate auto locking.



Frames Menu

To access the “Frames Menu” simply move the mouse over the tab to the bottom centre of the screen. The menu will slide out. Move the mouse off the menu for it to slide back in.



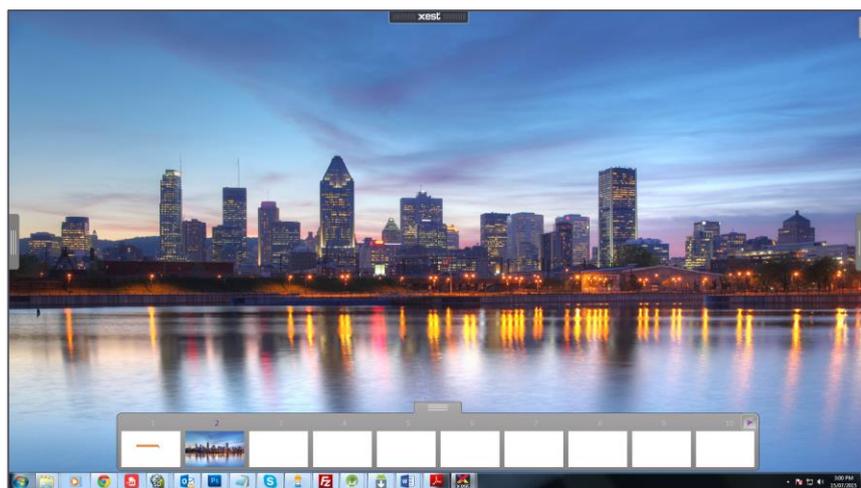
Navigation:

There are a total of 20 independent frames within a StormCloud session. The first 10 frames are shown in the Frames Menu to the bottom of the screen. To access the next 10 simply click and swipe to the left. To return simply click and swipe to the right. A button at the top of menu will also allow to click for the next or previous 10 frames.

All frame thumbnails shown are a real time representation of each frame and show any actions currently in progress on that frame in real time.

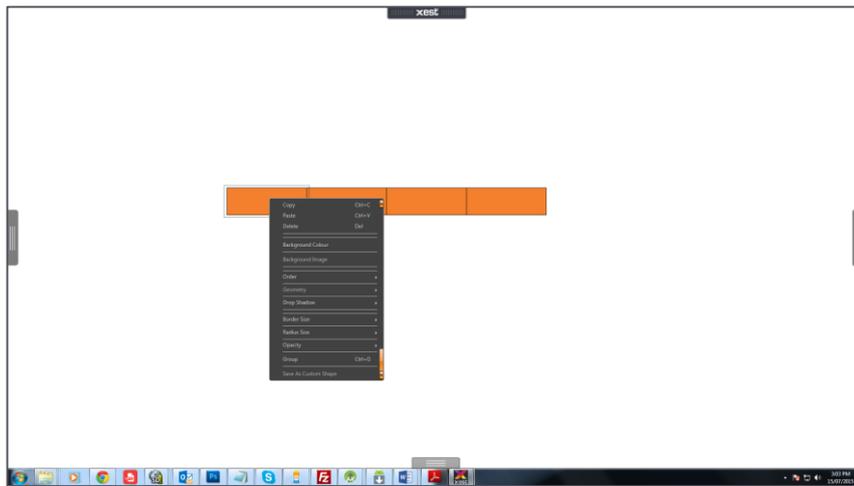
Frame Selection:

To select and show a frame simply double click that frame thumbnail to activate and give you a full screen view. All participants can select any frame at any time and continue working on that frame.



Right Click Menu

The “Right Click Menu” will appear by right clicking the mouse anywhere in a frame. Depending on which objects are selected will show available actions for that object. Copy, Paste and Delete are also available from here.



Background Colour:

Selecting “Background Colour” will display the colour pallet to change the background colour of the current frame. Close the colour pallet to return to normal editing mode.

Background Image:

Selecting “Background Image” will open a dialog box to apply an image to the background. All images will be stretched to fit the frame. Best results are achieved when the image size and screen resolution of the pc are similar. Available image formats are BMP, JPEG and PNG.

Order:

The “Order” commands allow a selected object to be brought to the front, sent to the back, sent backwards and brought forwards. This affects the visual order of the objects being in front or behind other objects.

Geometry:

Use the Geometry actions to create more elaborate shapes. The geometry works with multiple shapes selected. Subtract will subtract the top most shape from the shape underneath. Add will add the top most shape from the shape underneath. Exclude will subtract the overlapping portion of the shapes.

Note: Geometry actions cannot be undone. Use the “Order” commands to select the front most object.

Drop Shadow:

Drop Shadow provides a drop shadow of the object. The “Position” slider will move the shadow in a bottom/right direction. The “Blur” slider will blur the edge of the shadow. The “Opacity” slider will change the opacity of the shadow.

Border Size:

The “Border Size” slider will change the thickness of the border around a shape. Changing the border size on a line will change the thickness on the line.

Radius Size:

This applies only to the rectangle shape. The “Radius Size” slider will round the corners of a rectangle.

Opacity:

The “Opacity” slider will change the overall opacity of the selected object from 0 (transparent) to 1 (full opacity)

Group/Ungroup:

First select the required objects to group with the selection cursor. If the objects do not belong to a group the command will read “Group”. If the selected shapes are already part a group the command will read “UnGroup”.

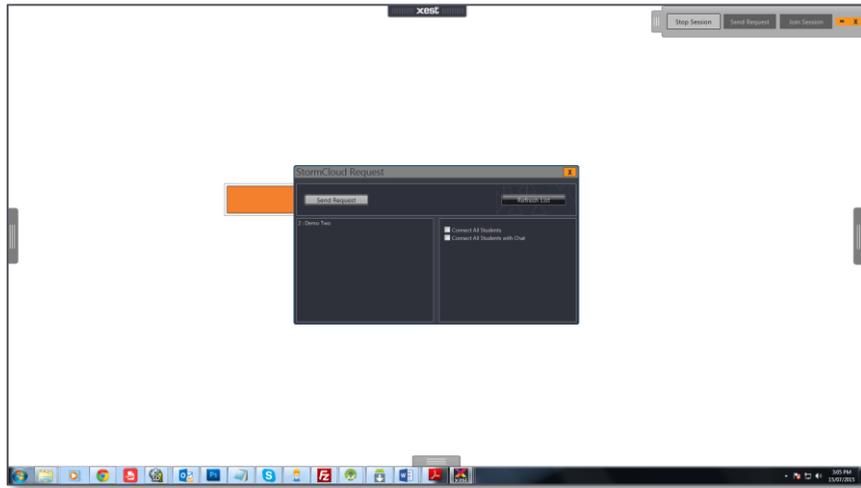
When resizing a group via the resize handle, all shapes within the group will be resized accordingly.

Save as Custom Shape:

Select “Save as Custom Shape” to save the selected object or objects to the Shape Library. A dialog box allows for Custom Shapes to be saved to a selected folder.

An image thumbnail of the new Custom Shape is also saved to show in the Shape Library.

To access the “Session Menu” simply move the mouse over the tab to the top right of the screen. The menu will slide out. Move the mouse off the menu for it to slide back in.



Start Session:

To begin a session select “Start Session”. This action establishes an independent session that other participants can join. This allows for multiple sessions in the one room.

Send Request:

To invite participants select “Send Request”. This will show a dialog box that lists all participants in the room. Select a participant from the list then select “Send Request”. That participant will now have a dialog box to either accept your request or ignore. This will also reflect the person who sent the request.

When a request to join has been accepted, a connection is made between those participants and all actions from all participants will be reflected on the frames in real time. The participants name will change to blue when accepted.

A “Refresh” button has been provided to refresh the participant list should some participants be missing from the list.

Join Session:

The “Join Session” button will show a dialog with all current StormCloud sessions in the room. From here the Teacher can double click any session to join. Simply use the “Refresh” button to be updated to that session. This is handy for supervising Students work.

Note: The Student StormCloud doesn not have this feature.