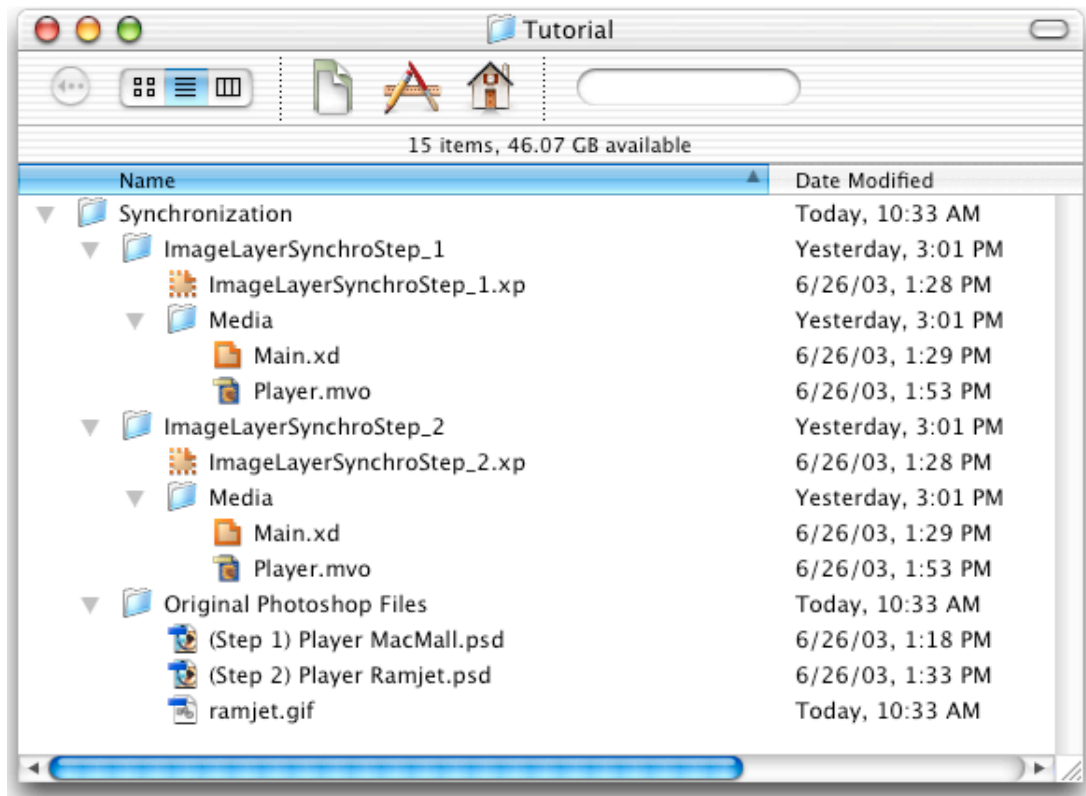


ImageLayer

Tutorial 2: Synchronization

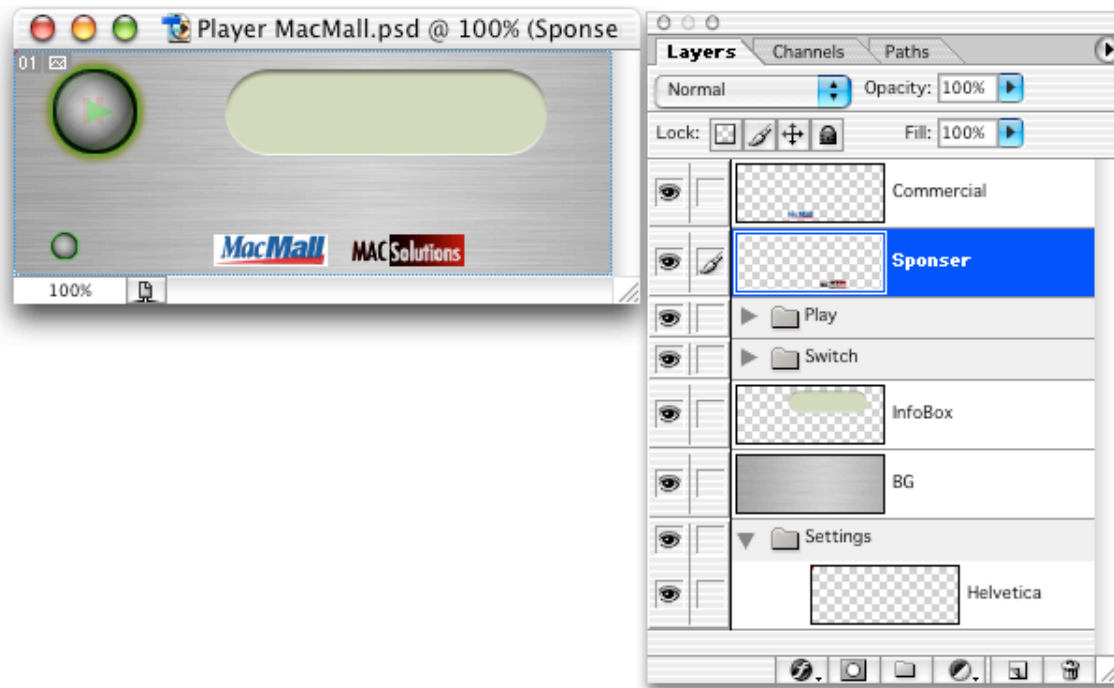
Doc version 1.0

Description:



Step 1: After downloading from our website the Tutorial you will get this folder on MacOSX.

Step 2: Now go to the folder Original Photoshop Files and open the (Step 1) Player MacMall.psd in Photoshop. And analyze the document. You will notice that there are 3 layer sets created and it contains 4 regular layers.



So just take your time and analyze the different layers. After that you can close the Photoshop document and with the **ImageLayer Tool** convert it to an .mvo file.

Step 3: Now in the Finder rename the .mvo document to `Player.mvo`

Step 4: Open up iShell Editor 3.0 (or later) and create a new project.

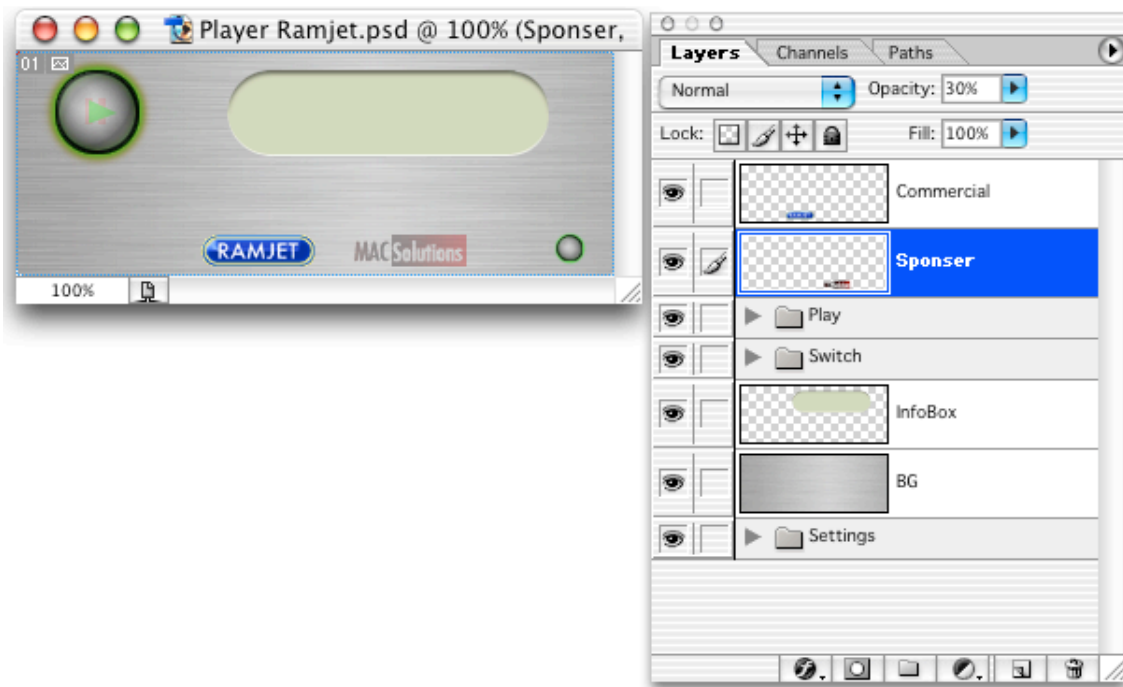
Step 5: Move the `Player.mvo` document to the Media folder of your new iShell Project.

Step 6: Go to iShell and open the `main.xd` file and drop the `Player.mvo` from the **Media Palette** in the `main.xd` file. Now you can analyze what the ImageLayer element has created. You can even test the buttons right away by going into the iShell Editor Test mode. Now make sure that you save the `main.xd` file. Now open up iShell Runtime and also test the just created project.



Step 7: Now we are going back to Photoshop and gonna make some modifications to the original Photoshop file.

Step 8: First select the Sponser Layer and change the opacity to 30% in the Layers Palette. (see picture below). Then Select the Switch layer set, select the 'Move Tool' in the Tool Palette and move all the layers of Switch to right side of the window.



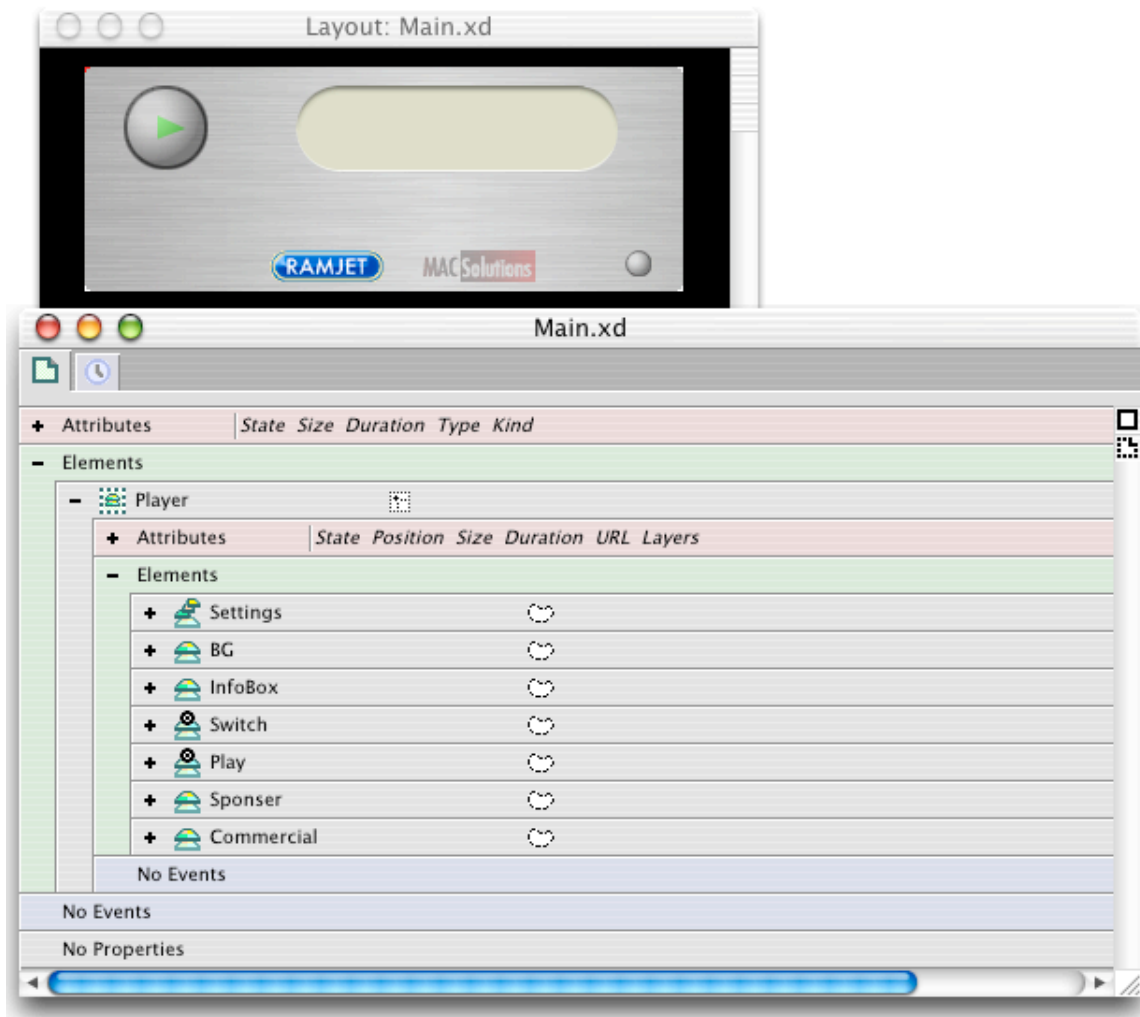
Step 9: Delete the Layer `Commercial` because we are going to replace it by another bitmap. Go the folder `Original Photoshop Files` and open the file `ramjet.gif` in Photoshop. Copy the bitmap and paste it in our Photoshop file we are working on. Position the layer right were you wanted with 'Move Tool' and Rename the layer "`Commercial`".

Important: if you want synchronization to work the name must be exactly the same. You have to know that it is case sensitive. So for example `commercial` is **not** the same as `Commercial`. But the good news is that any special `ImageLayer` instructions you want are ignored. So "`Commercial`" is being seen as the same layer in case you would change it to "`Commercial [JPG38]`". So if you keep the name the same then `Imagelayer` will synchronize automatically any modification you did when you open the document inside `iShell`. Synchronization will even work if you replace a Layer by Layer set with same name. This `iShell` element will become then of course an `ImageLayer` flipbook.

Step 10: To help you out with all the previous steps we created a Photoshop document that contains all the changes: (Step 2) `Player Ramjet.psd`.

Step 11: Convert this Photoshop document to an `.mvo` file and name this document `Player.mvo` in the Finder.

Step 12: Replace the `Player.mvo` in your media folder with the new `.mvo` file and open up the `iShell Runtime` again and run the project. You will see all changes take immediate effect. No changes were necessary in the `iShell Editor` first.



What have we learned in this tutorial:

- We can reposition Layers and positions are being synchronized
- We can even change the bitmap and the new bitmap is being used
- We change opacity and ImageLayer will use the new opacity value right away.
- Synchronization happens on the Layer name
- Any modification takes immediate effect no need to go back to the iShell Editor.