

Tutorial for  
Microsoft® Windows®

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Tutorial written by Larry Mann, with contributions by Stephen Greenfield.

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### **Patent Pending**

Certain user interface elements, including timeline-based display of text, patent-pending.

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# Introduction

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## Overview

As discussed in the *StoryView Users Manual*, StoryView is a remarkable new visual outliner for writers that lets you brainstorm, create, structure, and organize your ideas. This program uses a timeline format that is superior to index cards, post-it notes and traditional outlining systems.

To help you get up and running, this document includes three tutorials designed to help you become more comfortable using StoryView to develop an idea for a story. The first tutorial (*Pulp Fiction*) uses an example file to teach you how to move around in and display different parts of a timeline. At this point, the second tutorial (*Screenplay*) takes over to show you how to build your own timeline from an existing template. And finally, the third tutorial (*Timeline Settings*) explains how to adjust some of the advanced, behind the scene, features of a timeline.

By the time you finish going through these tutorials, you will begin to see the advantages of developing complex stories and tracking throughlines in a timeline format. Before you know it, StoryView will become an invaluable tool for helping you to outline your work, be it a screenplay, commercial, novel, presentation, business plan, or another writing format.

<b>TIP</b>	Click F1 to access the <b>StoryView Online Help</b> if you get stuck at any point in a tutorial. The online help contains more detailed information about StoryView windows and dialogs. Another useful resource is the <b>StoryView Users Manual</b> , which describes the features in the tutorials in greater detail.
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## Users Manual Conventions

The following formatting conventions are used in this manual:

- **Titles** - Window, dialog, menu, and toolbar titles display in ***bold italics***. For example: “This section describes how to use the ***Options*** dialog to customize a timeline.”
- **Areas** - The components of a window appear in *italics*. For example: “Click the button again to hide the *Track* area.”
- **File Names** - All references to StoryView files and files for other applications also appear in *italics*. For example: “Select the *Pulp Fiction.syv* example file.”
- **Keyboard Entries** - Text entered in a field appears in a **bold Courier font**. For example: “Enter **MyNovel.syv** in the **File Name** field.”
- **Field Names** - Check box, drop-down list, field, icon, and radio button names display in **bold**. For example: “Select an event type from the **Name** drop-down list.”
- **Menu Commands** - Menu commands appear in **bold** with each command divided by a right bracket (>) with the shortcut letter underlined. For example: “Select **View > Add Horizontal **S**plit** to divide the timeline horizontally.”
- **Buttons and Panels** - Command buttons and panels on a dialog in a **bold, sans serif font**. For example: “Click the **OK** button to save your changes.”
- **Keyboard Commands** - Keyboard commands appear in a sans serif font. For example: “Press Ctrl+7 to display the connection lines.”

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# Pulp Fiction Tutorial

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## Overview


This tutorial shows you how use StoryView tools to move around in a timeline. You will use the *Pulp Fiction.syv* example file for all the tasks described in this section. After completing this tutorial, you will know how to:

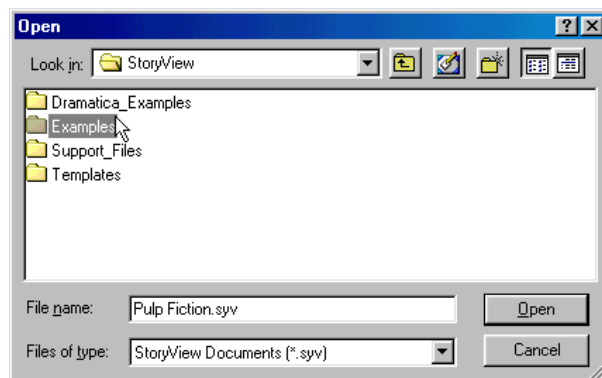
- Select and open a StoryView example file.
- Display a panorama of a timeline on-screen.
- Change the horizontal and vertical display of a timeline.
- Zoom in on a selected area of the timeline.
- Scroll through a timeline to display different areas on-screen.
- Select an event and place it in edit mode.
- Select a parent event and all its connected child events.
- Adjust the display height of an event level.
- Hide and display the content area of events on a selected event level.
- Display the *Track* area of a timeline.
- Display and hide connection lines and connection labels for tracks.
- Print a timeline in the timeline and outline report formats.

<b>NOTE</b>	There is no “correct” way to build a timeline. The Pulp Fiction example file demonstrates just one of many possible approaches to building a timeline.
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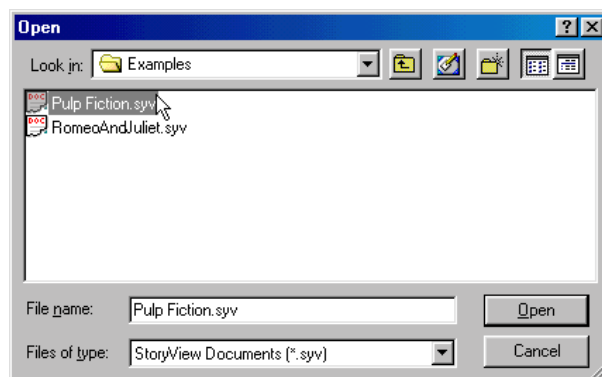
## Opening the Pulp Fiction Example File

StoryView includes several example timelines that show you how a completed timeline should look. By exploring an example timeline, you can get a better idea how the pieces of a timeline fit together. Each example timeline includes a complete set of events and tracks, along with customized document and program settings.

1. Click the **Open**  toolbar button to display the *Open* dialog.
2. Double-click on the **Examples** folder to view the contents of this folder.



3. Click on the **Pulp Fiction.syv** example file.



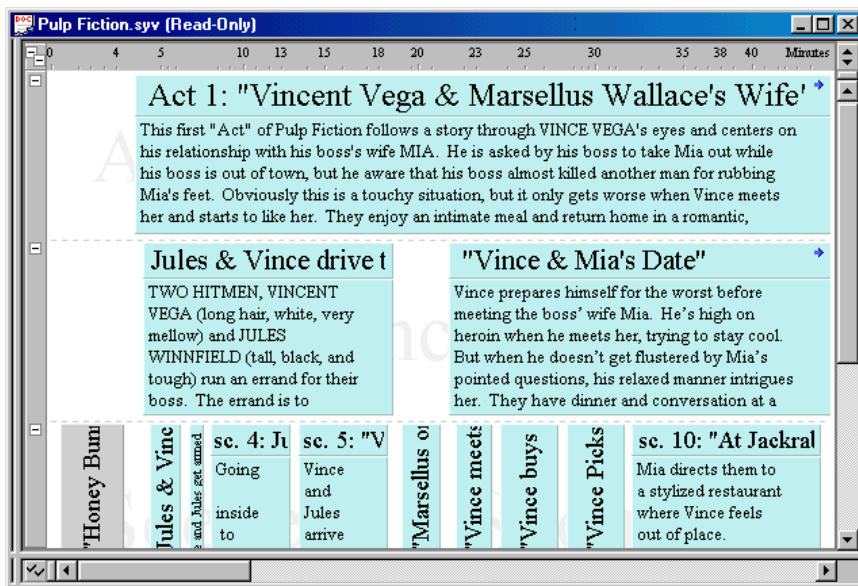
4. Click the **Open** button to display the *Pulp Fiction.syv* example file.



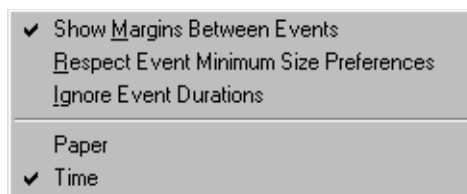
## Viewing a Panorama of the Timeline

The *Pulp Fiction* timeline includes three acts and has a total length, or duration, of 150 minutes. However, you will not be able to see all three acts when you first open this timeline, since the timeline is focused on *Act 1*. This section teaches you how to use the **Panoramic** command to display the entire timeline on-screen at the same time.


1. Make sure that the *Pulp Fiction.syv* example timeline file is open (as described in the previous section).

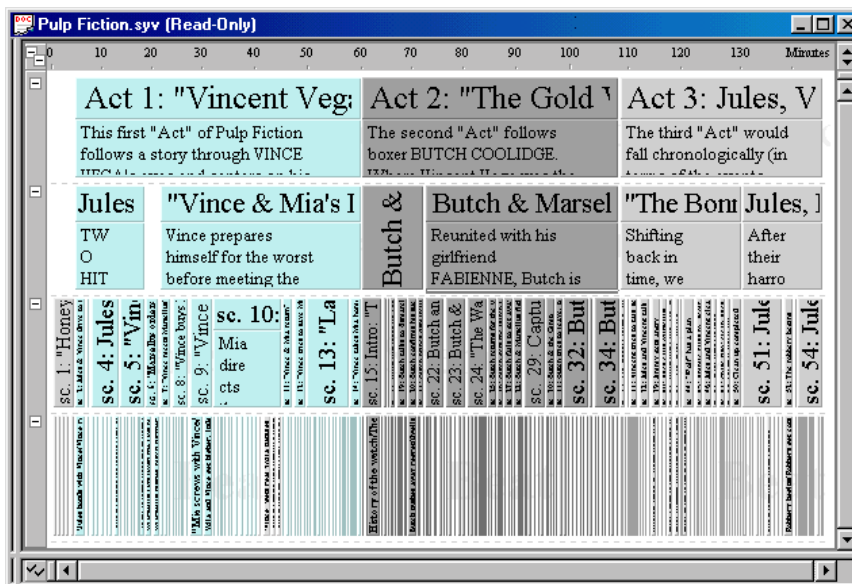



2. Click the **Set Ruler Type** button (located in the upper-right corner of the *Timeline* window) to display the **Ruler** context menu.

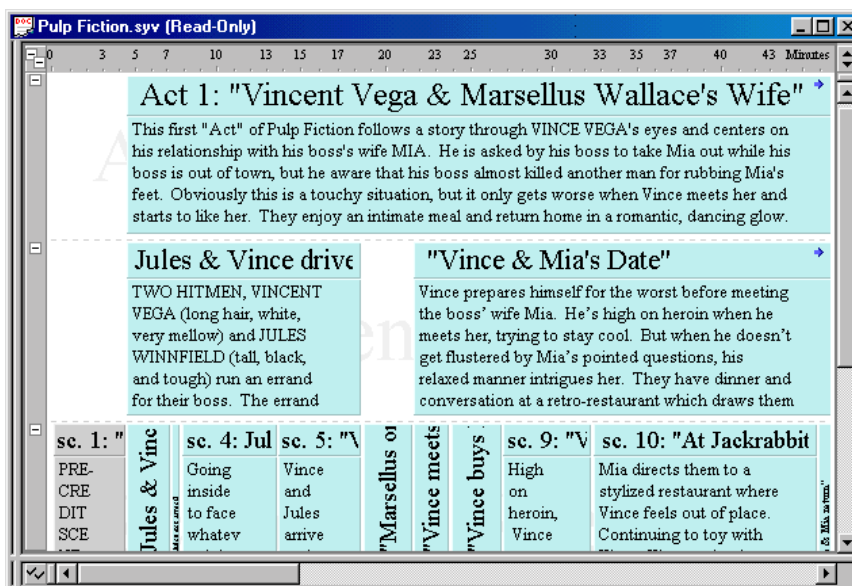


3. Click on **Show Margins Between Events** to deactivate this option and display a thin line between events (instead of gaps). A little more of the *Pulp Fiction* timeline displays on-screen with this option turned off.

- Click the **Panoramic**  toolbar button to display the entire *Pulp Fiction* timeline on-screen.



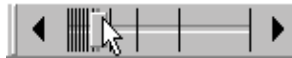
- Click the **Panoramic**  toolbar button a second time to return to the original zoom level.



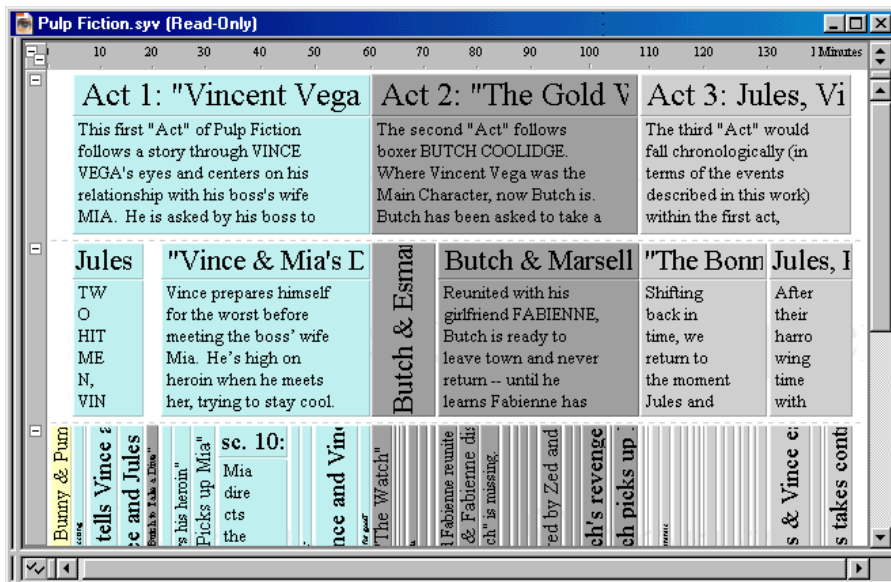
## Adjusting the Horizontal Scale

The *Set Horizontal Scale* toolbar provides you with another way to control how a timeline displays on-screen. This tool can quickly adjust the amount of horizontal real estate that displays on-screen without changing the vertical scale.

1. Locate the **Set Horizontal Scale** toolbar and drag the **Scale Bar** to the left, or click on the left end of the scale, to reduce the width of the *Pulp Fiction* timeline.



Notice that the horizontal scale of the timeline decreased without any change to the vertical scale shown in the screen shot at the end of the last section.



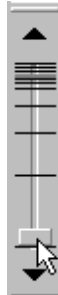
### NOTE

You can also click the **Left** or **Right Arrow** to shrink or expand the horizontal scale by one "click."

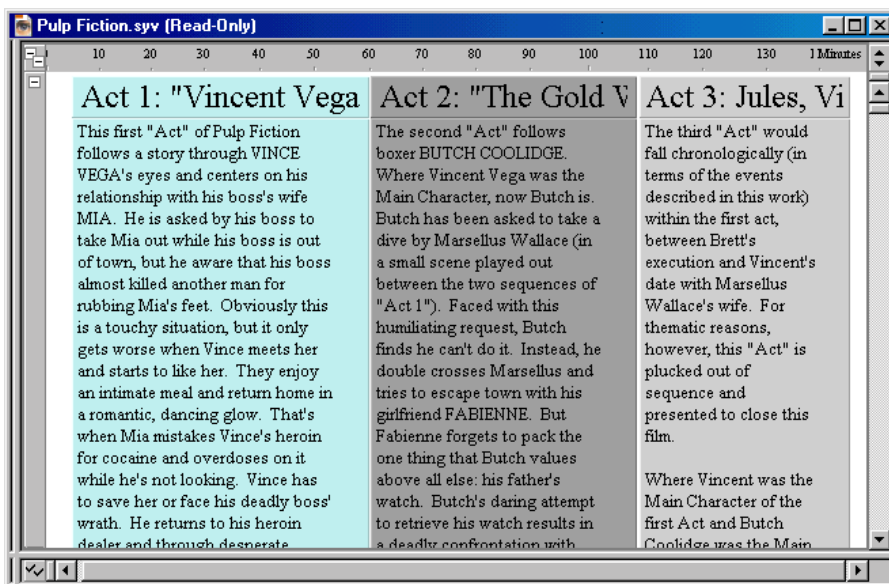
## Adjusting the Vertical Scale

The *Set Vertical Scale* toolbar works the same way as the *Set Horizontal Scale* toolbar. The only difference is that it adjusts the *vertical scale* of a timeline without changing the horizontal scale.

1. Locate the **Set Vertical Scale** toolbar and drag the **Scale Bar** all the way down, or click on the bottom of the scale, to increase the height of the *Pulp Fiction* timeline.



Notice that the vertical scale of the timeline increased without any change to the horizontal scale shown in the screen shot at the end of the previous section.




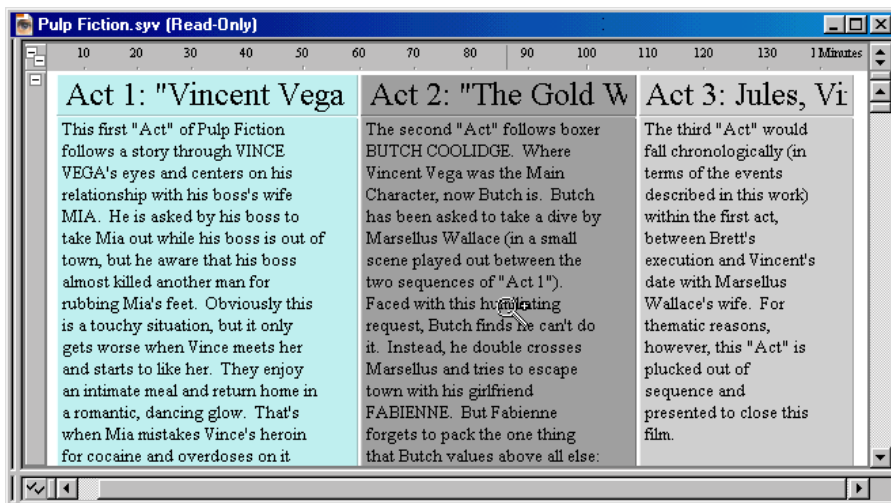
### NOTE

You can also click the **Up** or **Down Arrow** to shrink or expand the vertical scale by one “click.”

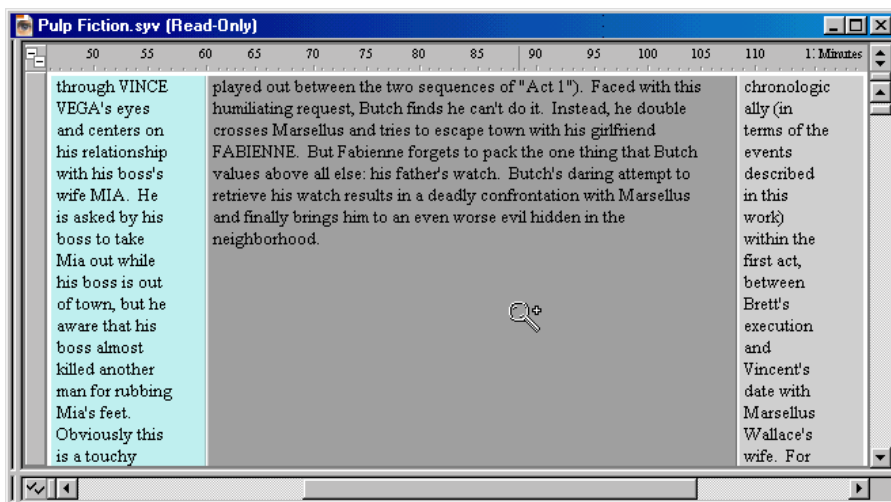
## Zooming in on an Event

The *Zoom Tool* toolbar button lets you click and drag over any part of a timeline to focus on that part of the timeline.

1. Click the **Zoom Tool**  toolbar button to activate the zoom tool.
2. Move this tool over the *Act 2: The Gold Watch* event.




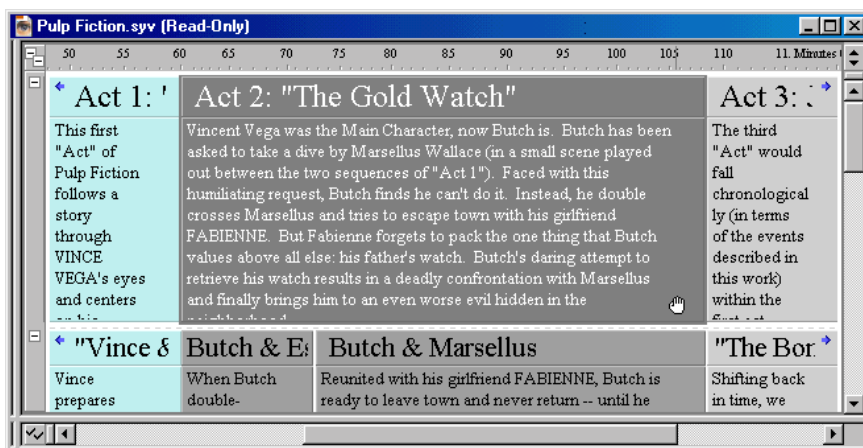
3. Click twice to increase the screen magnification and focus on *Act 2: The Gold Watch*.



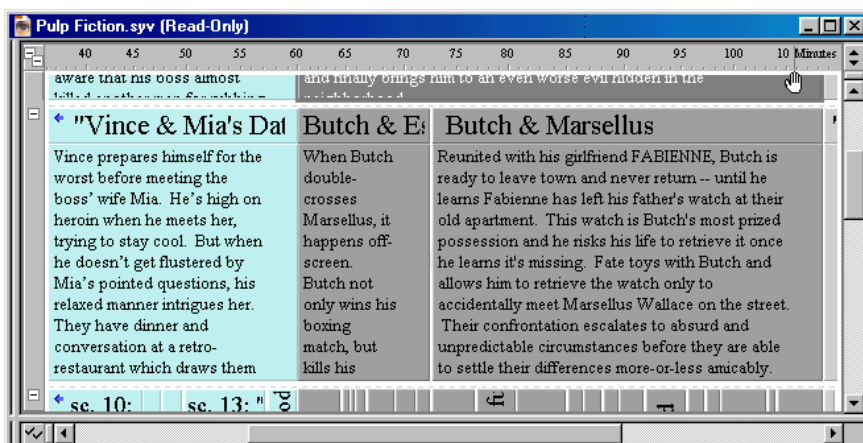
## Using the Scroll Tool

The *Scroll Tool* toolbar button allows you to click anywhere in the timeline and drag it to scroll the timeline in that direction.

1. Click on **Act 2: The Gold Watch** to select this event.
2. Press 5 on the numerical keypad (with the Num Lock button in the locked position) to focus two-thirds of the screen on the event.
3. Click the **Scroll Tool**  toolbar button to activate the scroll tool.
4. Click the lower-right corner of Act 2 to “grab” it with the hand icon.




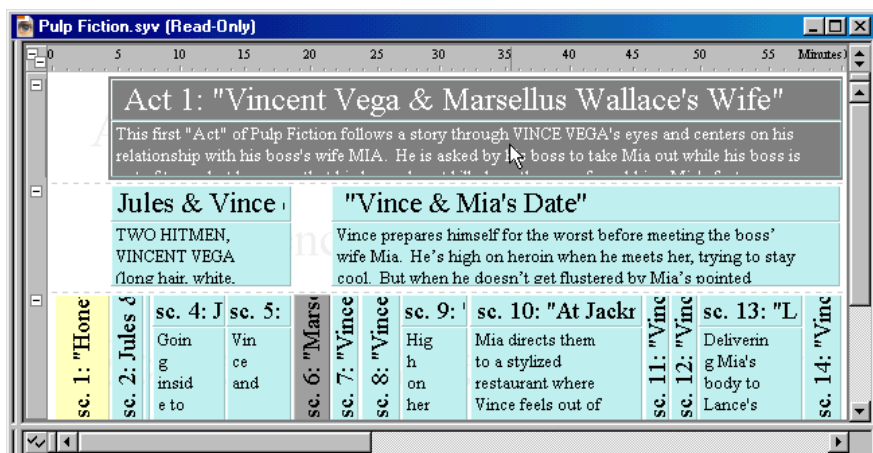
5. Move the cursor up to display the *Sequences* underneath Act 2 on-screen.



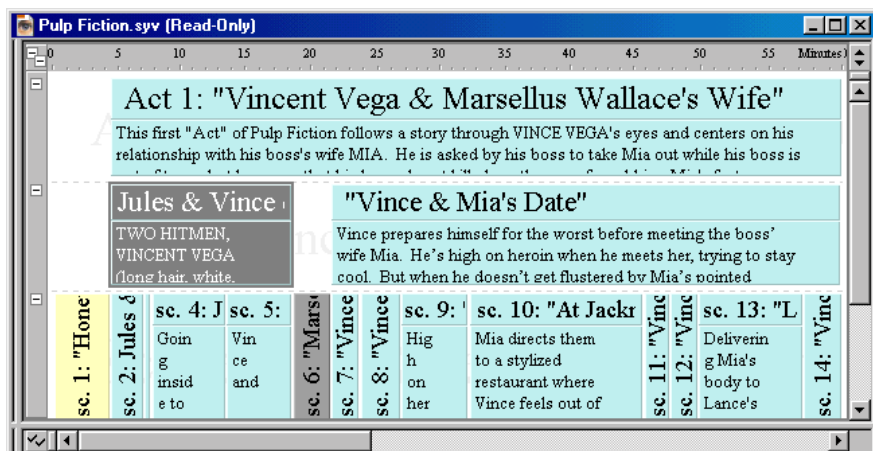
## Selecting and Editing an Event

The Up, Down, Left, and Right Arrow keys on your keyboard let you quickly move between neighboring events. Once you have selected the event you want to edit, you can use the **Center and Edit** command to center the event on-screen and put it in edit mode. These commands combine to make selecting and editing events in different parts of a timeline an easy task.

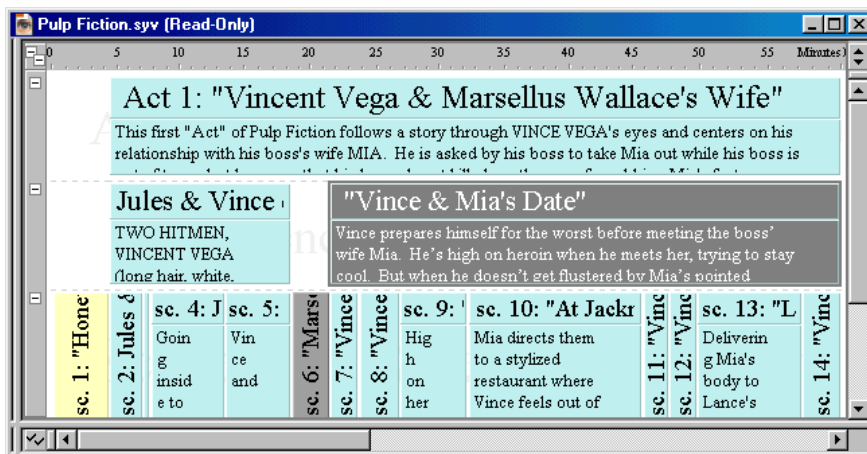
1. Click the **Selection Tool**  toolbar button to turn the cursor back into the default cursor icon.
2. Click on **Vincent Vega and Marsellus Wallace's Wife** to select this event.



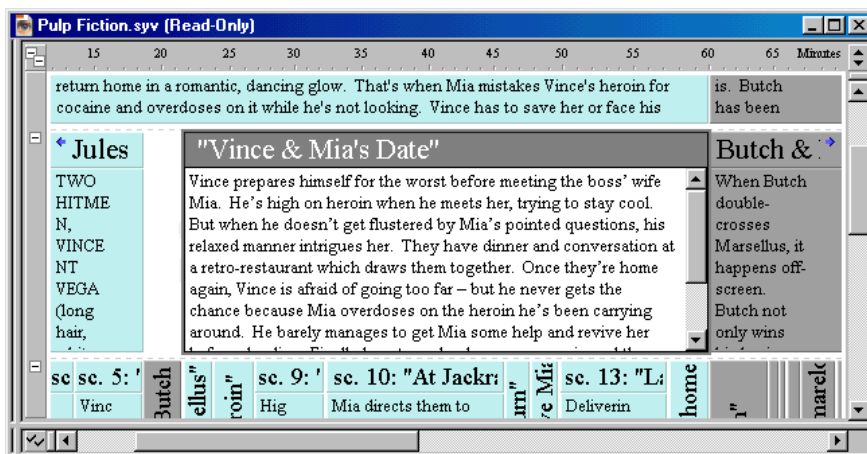
3. Press the Down Arrow key to select the **Jules & Vince Drive to Meeting** event.



- Press the Right Arrow key to select the **Vince & Mia's Date** sequence.



- Press Ctrl+M to center this event on-screen and put it into edit mode.




- At this point you could add more information about this event, modify existing text, or delete text.

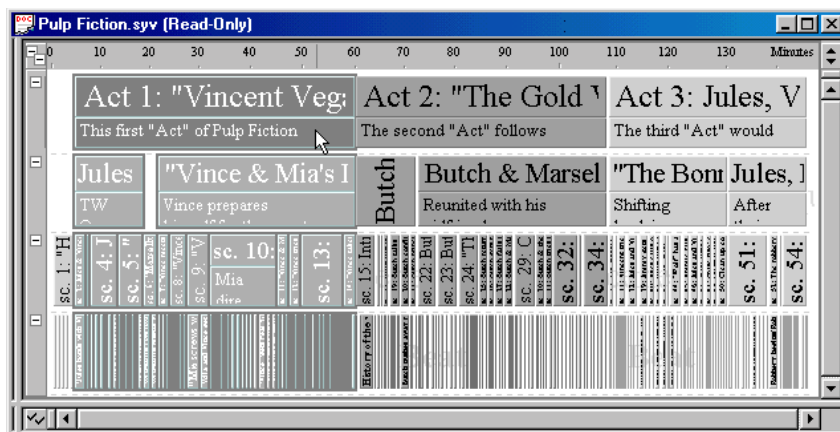


## Selecting a Parent and All Child Events

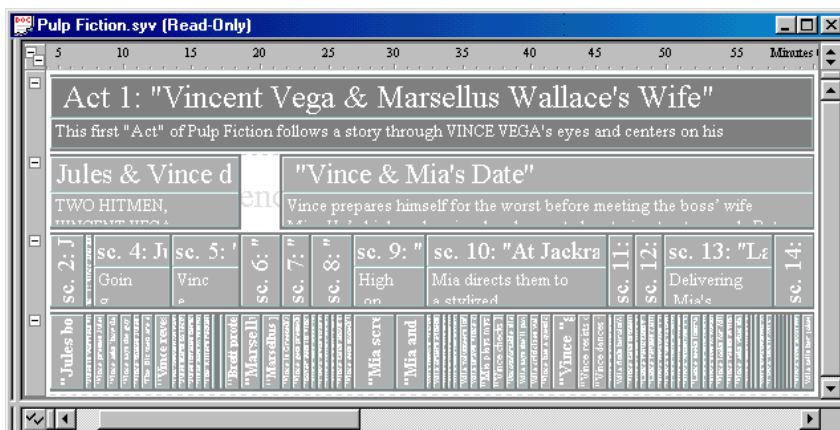
You can hold down the Shift key and click on an event to select that event and all the events below it. Selecting events with the Shift key is useful when you want to work with a specific group of events.

In StoryView, an event is the “parent” of all the events directly beneath it. Likewise, the events directly below another event are the “children” of that event.

1. Click the **Panoramic**  toolbar button to return to a panoramic view of the *Pulp Fiction* timeline.
2. Hold down the Shift key and click on the **Vincent Vega and Marsellus Wallace's Wife** event to select all the children of this event.



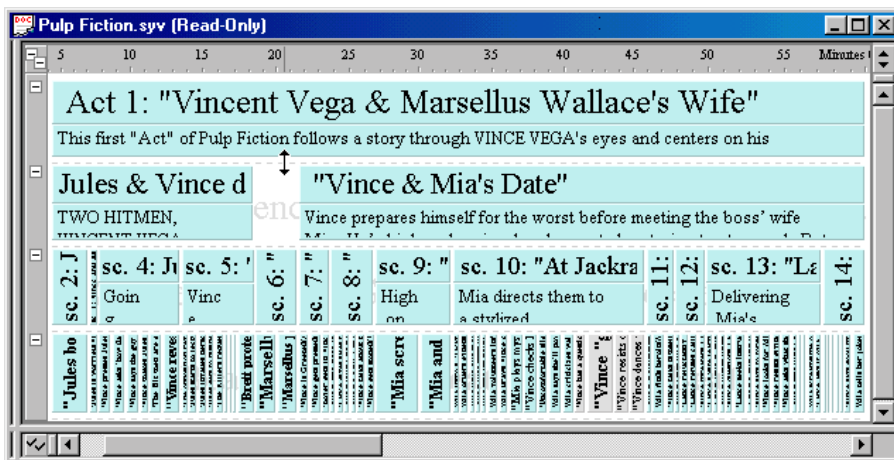
3. Press Ctrl+2 to fit the selected events to view on-screen.



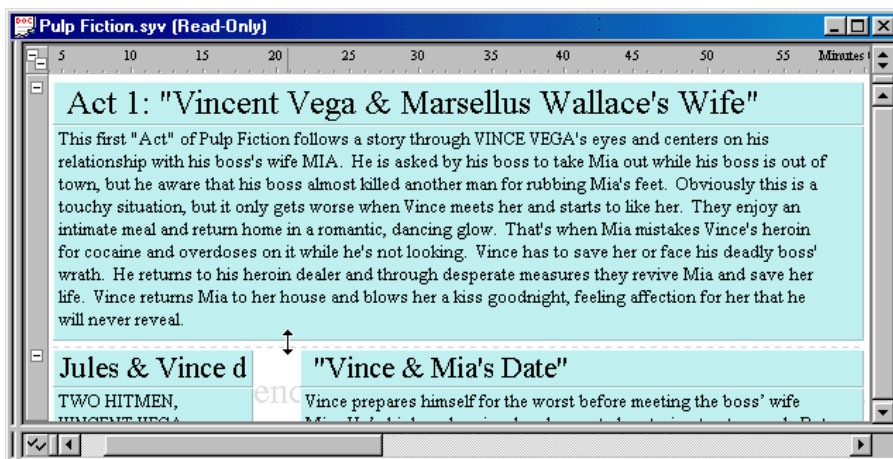
## Resizing an Event Level

With a large timeline like *Pulp Fiction*, on-screen display space is a valuable commodity. To help you save display room, StoryView includes the option to adjust the height of event levels. This function changes the ratio of one level to another, independent of the overall scale of the timeline. Resizing an event level has no effect on the duration of the timeline.

1. Place the cursor over the dashed line that divides the *Act* and *Sequence* event levels. The cursor turns into a double-ended arrow.

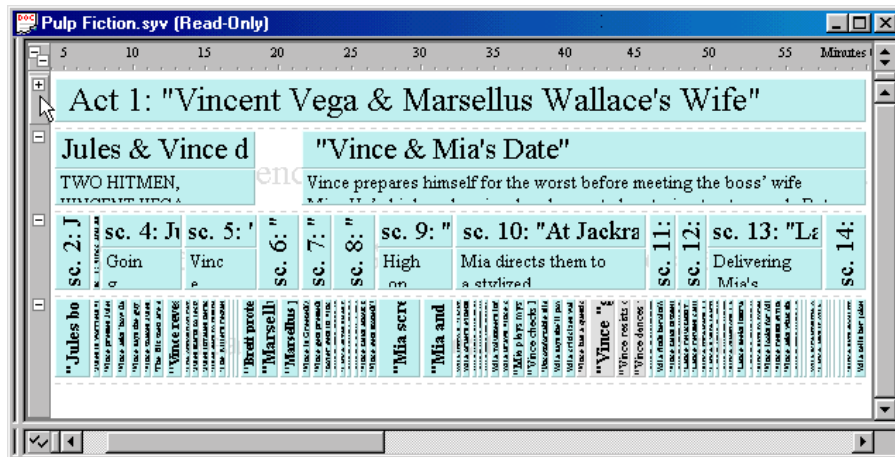


2. Click and drag the mouse down to increase the display height of the *Act* level.



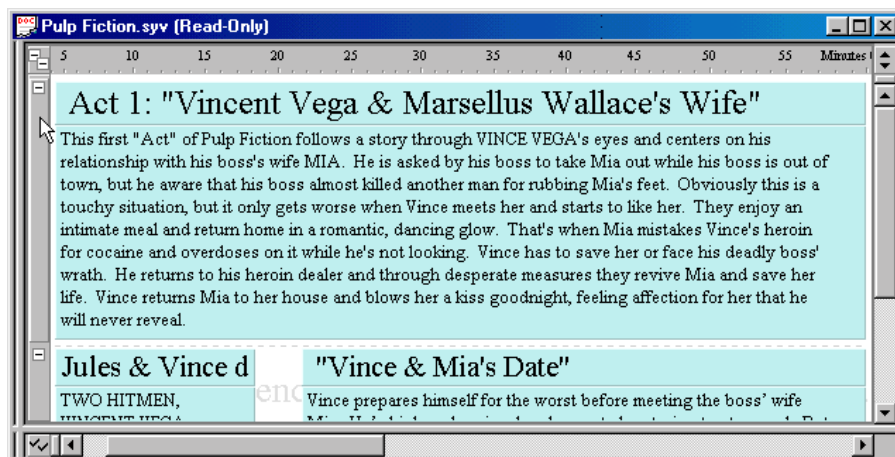
## Collapsing an Event Level

1. Click the **Collapse Level (-)** button to hide the content area of the *Act* event level. Only the title area remains visible.




## Expanding an Event Level

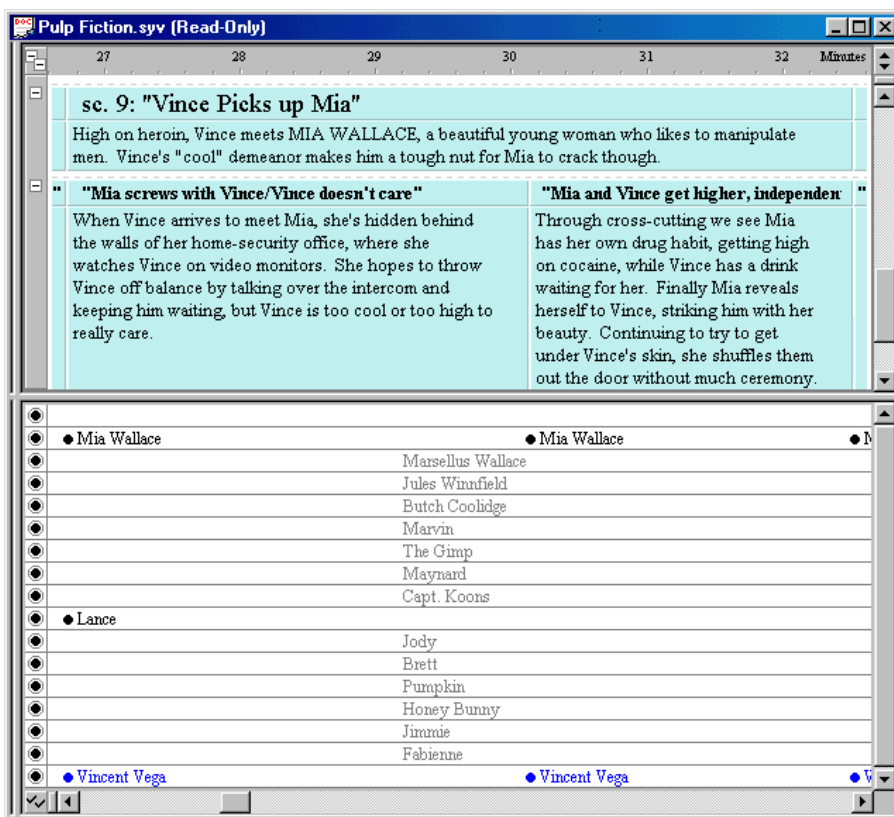
1. Click the **Expand Level (+)** button to display the content area for each event on an event level.



## Viewing the Track Area

The *Track* area shows all the existing tracks in a timeline. This feature is very useful for identifying where a story element, such as a character or location, occurs in a timeline. This section describes how to display the *Track* area.

1. Hold down the Shift key and click on *Scene 9* in the *Pulp Fiction* timeline to select this event and all its child events.
2. Press Ctrl+2 to fit these events to view on-screen.
3. Click the **Toggle Track Area**  toolbar button to display the *Track Status* and *Track Display* portions of the *Track* area.




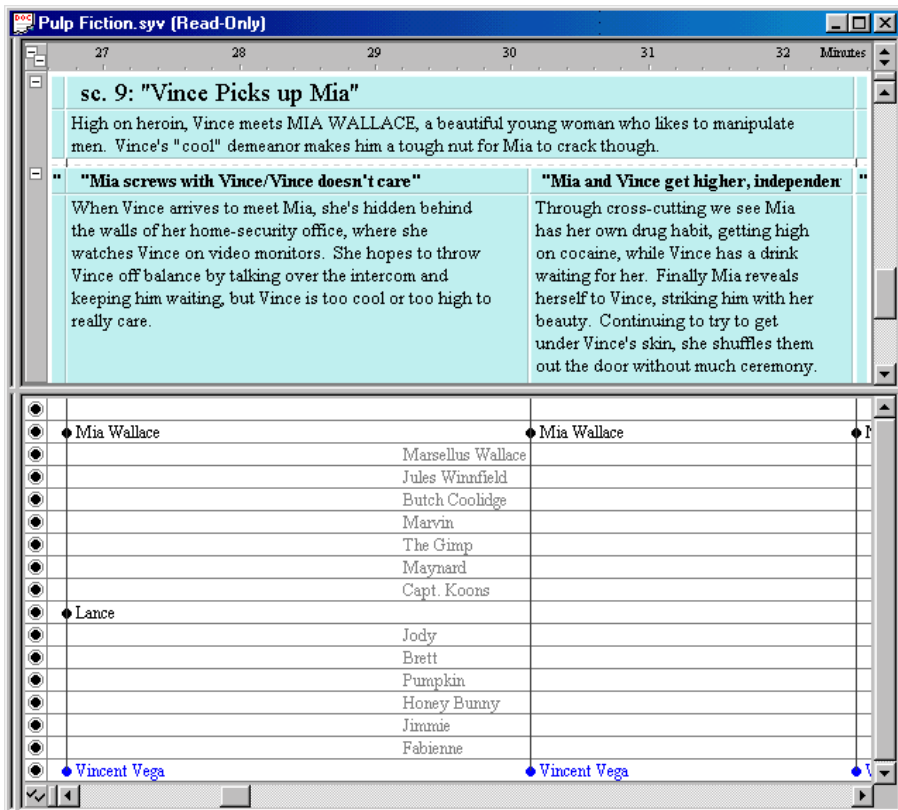
### NOTE

The dimmed list of track names that runs down the center of the *Track* area lists all the tracks that are available but not connected to any of the displayed events. This list helps you see the name of an otherwise empty track.

## Displaying Connection Lines

A connection line is a vertical line that connects events to tracks. If you see a connection line, it means that the event is connected to one or more tracks. This section describes how to display connection lines.

1. Select **View > Toolbars > View** to display the *View* toolbar.
2. Click the **Toggle Connection Lines**  toolbar button to display connection lines between events and track in the *Pulp Fiction* timeline.



3. Click the **Toggle Connection Lines**  toolbar button a second time to hide the connection lines.

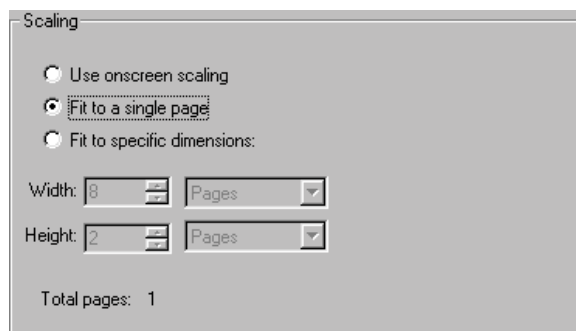
### NOTE

Click the **Toggle Connection Labels**  toolbar button to hide connection labels (which are displayed by default).

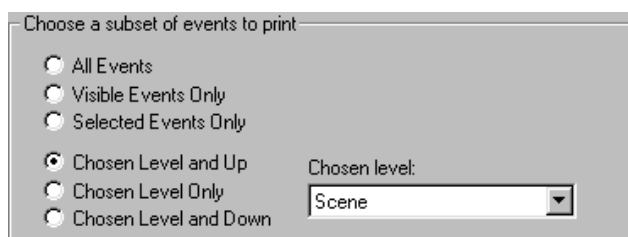
## Printing a Timeline Report

The timeline report format prints the timeline in a format similar to what you see displayed on-screen. This format is good to use when you want to create a single or multi-page printout to help you visualize the flow of a story. This section explains how to print the *Pulp Fiction* timeline in the timeline format.

1. Select **File > Report Options** to display the *Report Options* dialog.
2. Select **Timeline** from the **Current Report** drop-down list to view this panel of the *Options* dialog.
3. Click on the **Fit to a Single Page** radio button in the *Scaling* area so that the entire *Pulp Fiction* timeline will fit onto one page.



4. Click on **Events Range** in the *Panel Selector* area to display this panel of the *Options* dialog.
5. Click on the **Chosen Level and Up** radio button and select **Scene** from the **Chosen Level** drop-down list in the *Choose a Subset of Events to Print* area. This will keep the *Beat* level from printing.



6. Click the **OK** button to save your changes and close this dialog.



7. Select **File > Print Preview** to display the *Print Preview* window and see how the timeline report format would look if printed.



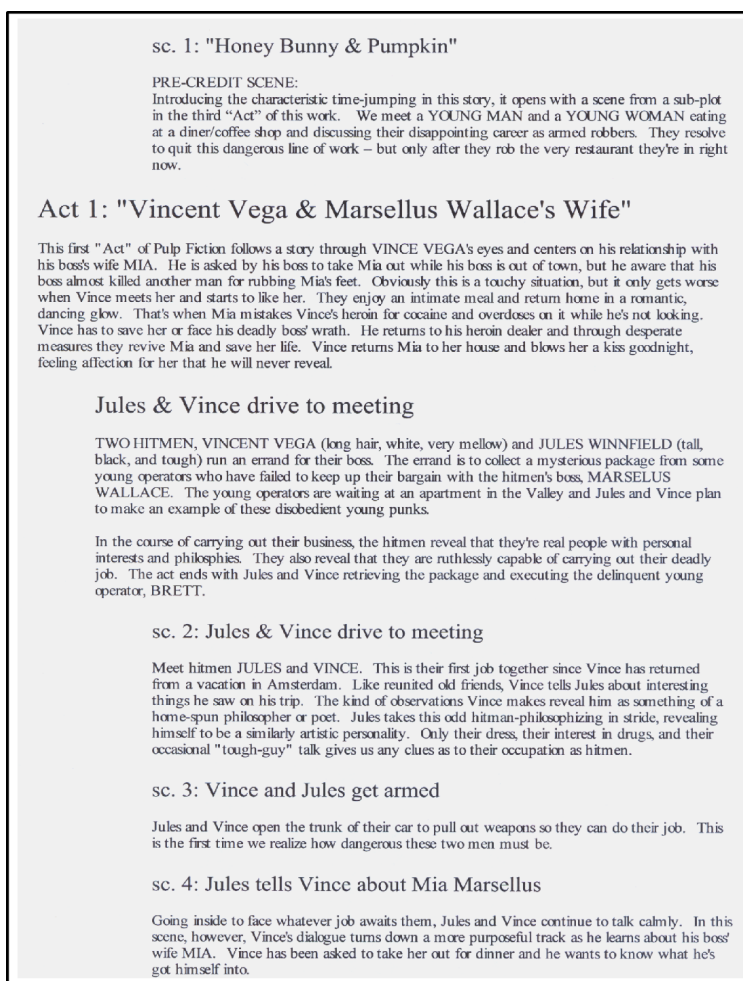
8. Press the **Close** button to exit from the *Print Preview* window.

## Printing an Outline Report

The outline report format is more useful than the timeline format when you need to print all the text in each event (usually for editing). This section explains how to print the *Pulp Fiction* timeline in an outline format.

1. Select **File > Report Options** to display the *Report Options* dialog.
2. Select **Outline** from the **Current Report** drop-down list.
3. Click the **OK** button to save your changes and close this dialog.

4. Select **File > Print Preview** to display the *Print Preview* window and see how the outline report format would look if printed.



5. Press the **Close** button to exit from the *Print Preview* window.
6. Press Ctrl+W to close the *Pulp Fiction* example file.

**Congratulations!** You have successfully completed the *Pulp Fiction* tutorial. By now you should feel more comfortable moving around in StoryView. See the *Screenplay Tutorial on the next page* to learn how to create your own timeline.



# Screenplay Tutorial

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## Overview

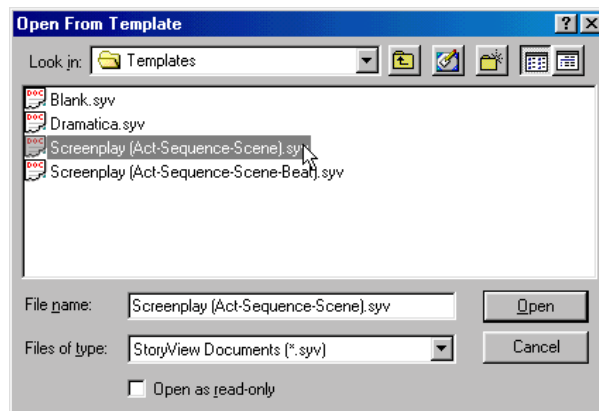
This tutorial will help you to create your own timeline. You will use the *Screenplay (Act-Sequence-Scene).syv* example file for all the tasks described in this section. By the time you finish this tutorial, you will understand how to:

- Select, open, and make a copy of a StoryView template file.
- Add events to a timeline.
- Remove an event from a timeline and get rid of any gap created by deleting the event.
- Apply a new color to selected events.
- Move an event to a new location in a timeline.
- Create a track and connect it to an event.
- Use the *Track Properties* panel of the **Document Settings** dialog to automate the track connection process.
- Remove a track connection from an event.
- Use the **Print** dialogs to print a timeline.

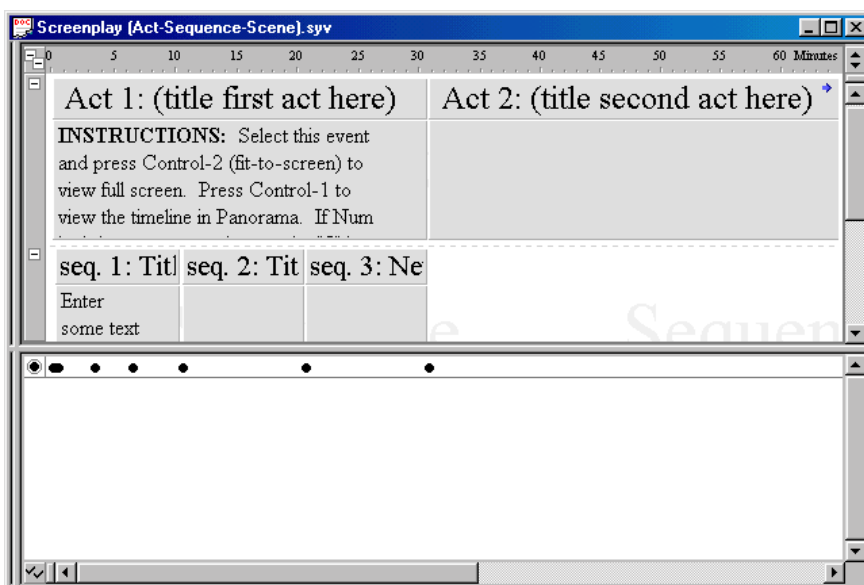
## Working with the Screenplay Template File

A template is a file with predefined structure for writing. A typical template includes predefined event types, tracks, paragraph styles, and document settings.

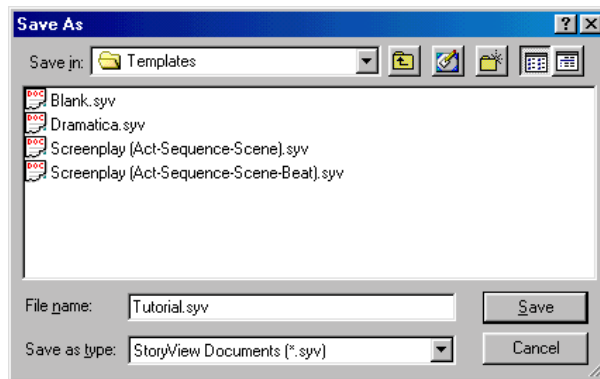
1. Click the **New**  toolbar button to display the *Open From Template* dialog.
2. Select the **Screenplay (Act-Sequence-Scene) .syv** template file.



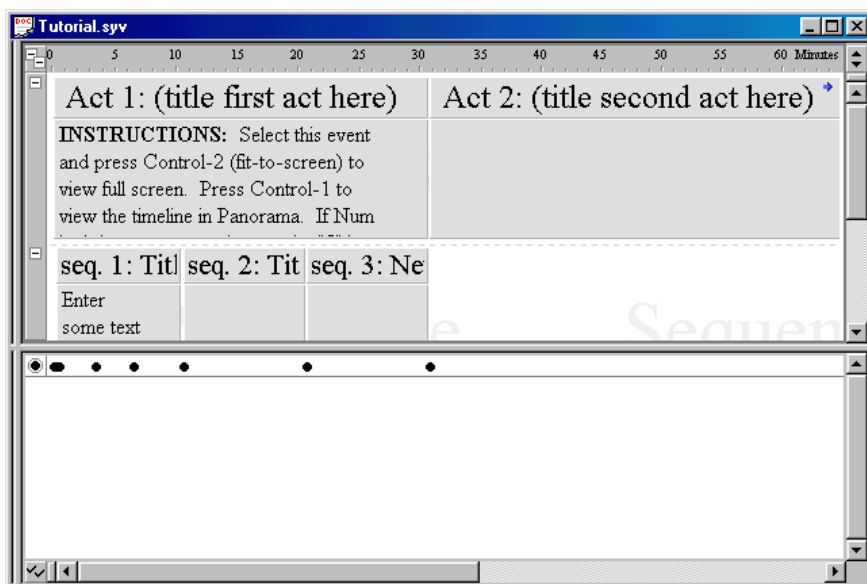
3. Click the **Open** button to display this template.



4. Select **File > Save As** to display the *Save As* dialog.
5. Enter **Tutorial1.syv** in the **File Name** field as the name of the new file.





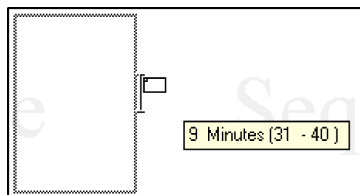
6. Click the **Save** button to save the template file with the new *Tutorial.syv* file name.



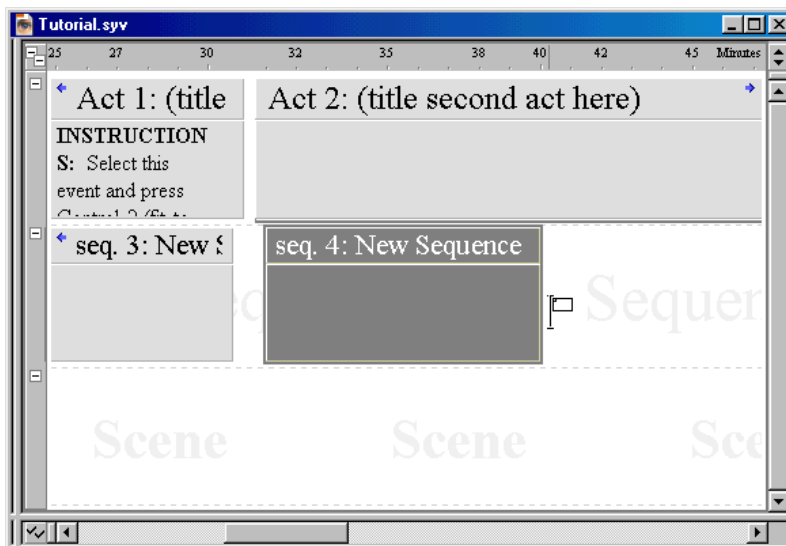
## Developing Timeline Content

In StoryView, the content of a story is placed into events, with each event containing your ideas for a unique part (act, sequence, scene, etc.) of the story. The ruler that runs across the top of the timeline measures the duration of individual events as well as the entire story. Use this ruler as a guide for adding events to the timeline. This section describes how to add several new events to the *Tutorial* timeline.

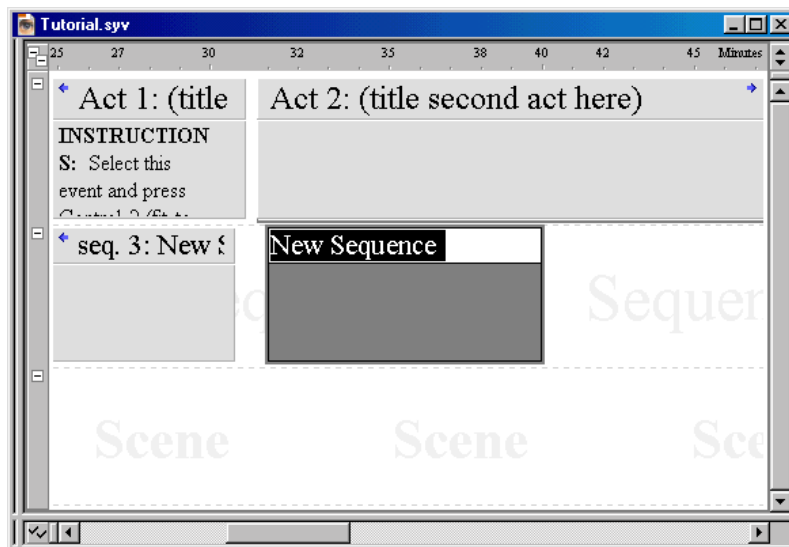
1. Click the **Toggle Track Area**  toolbar button to hide the *Track* area.
2. Click the **Creation Tool**  toolbar button to turn the cursor into an event creation tool.
3. Click on a level and horizontal position in the timeline to insert the first event. For example, click on the *Sequence* level at the 31 minute mark on the ruler and drag the box to the 40 minute mark.



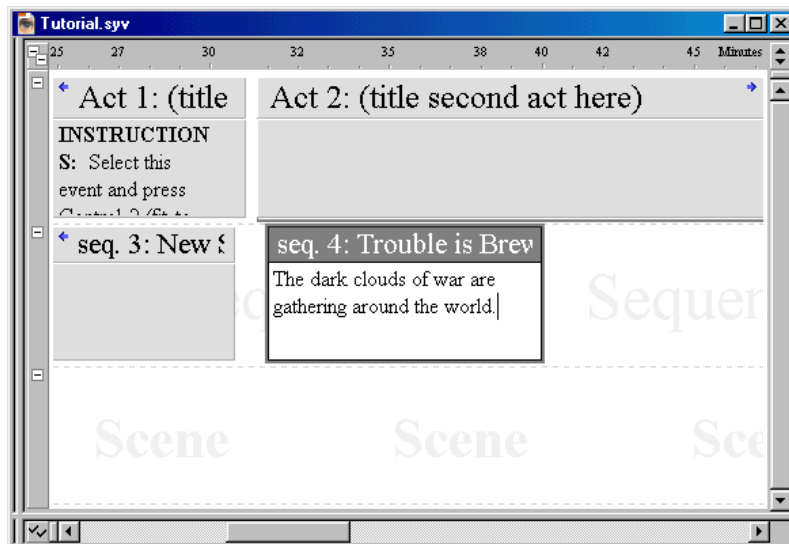
4. Release the mouse button to add the new event to the timeline.



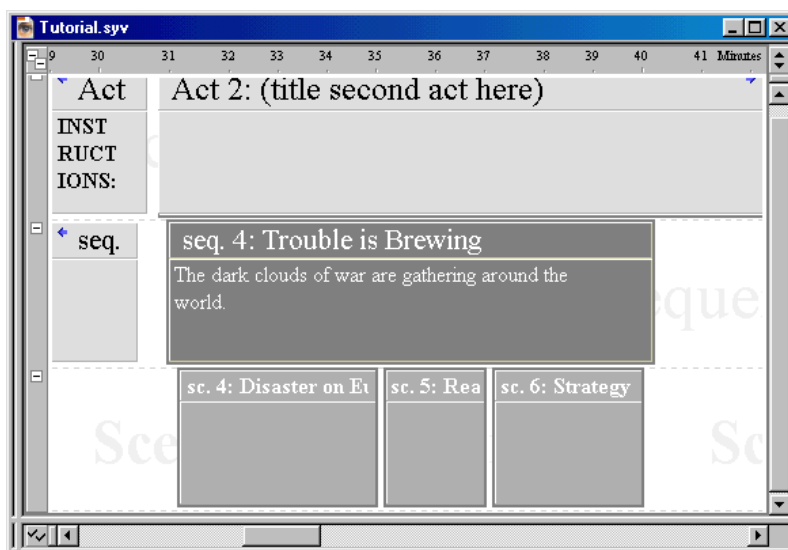
- Click on the event and press the Enter key to put the event in edit mode.



- Enter **Trouble is Brewing** as the title for the new event, then press the Enter key to move back to the *Event Content* area.
- Enter **The dark clouds of war are gathering around the world.** as the body text for this event.



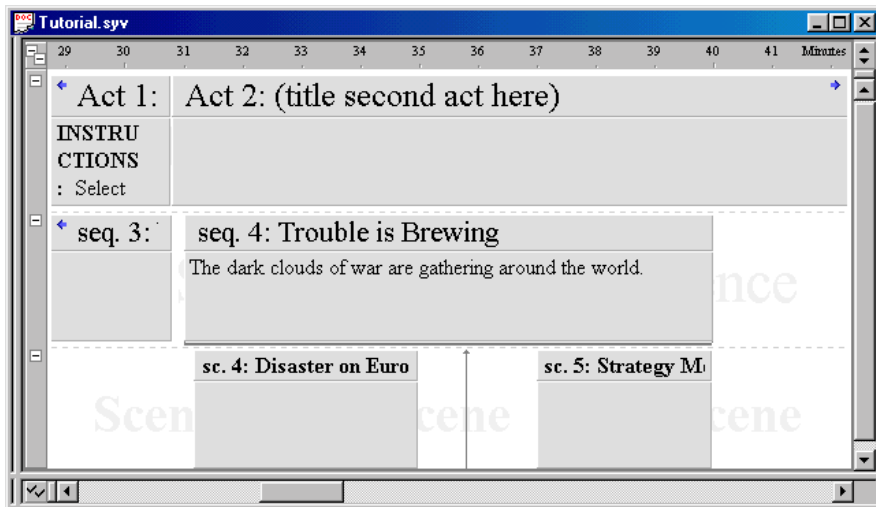
8. Repeat the preceding steps to add the following events. Use the text in bold as the event titles and *leave the content area blank*.
  - **Disaster on Europa** - Click on the *Scene* level at the 31 minute mark on the ruler and drag the box to the 35 minute mark to create a four minute *Scene* event.
  - **Reaction on Earth** - Click on the *Scene* level at the 35 minute mark on the ruler and drag the box to the 37 minute mark to create a two minute *Scene* event.
  - **Strategy Meeting** - Click on the *Scene* level at the 37 minute mark on the ruler and drag the box to the 40 minute mark to create a three minute *Scene* event.
9. Hold down the Shift key and click on the *Trouble is Brewing* sequence to select this event and the three scenes directly beneath the event.
10. Press the 5 key on the numerical keypad (with the Num Lock key in the locked position) to fit these events on-screen in two-thirds view.




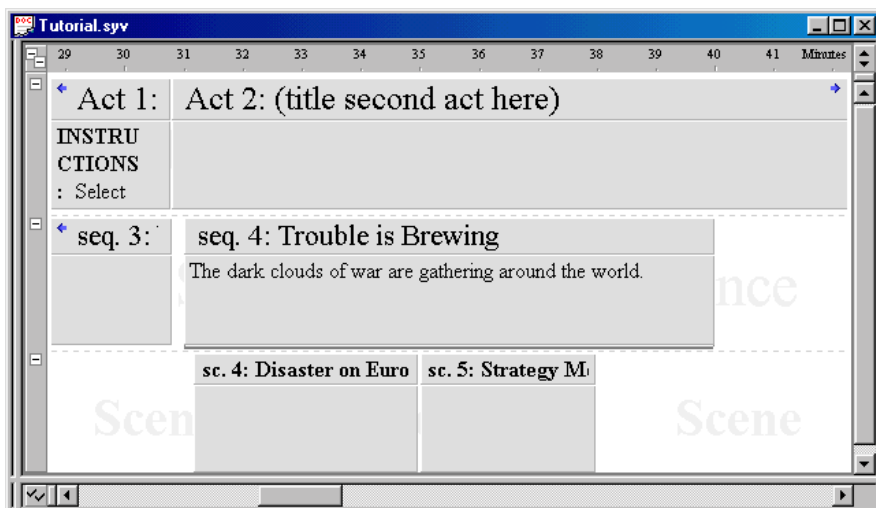
## Deleting an Event

As you build a timeline, you will sometimes need to delete an event. This section explains how to remove the *Reaction on Earth* event from your timeline.

1. Click on the *Reaction on Earth* event to select it.
2. Press the Delete key to remove this event from the timeline.



3. Click the **Close Gaps**  toolbar button (with the cursor still placed between the *Disaster on Europa* and *Strategy Meeting* events) to eliminate the gap created when you deleted the *Reaction on Earth* event.



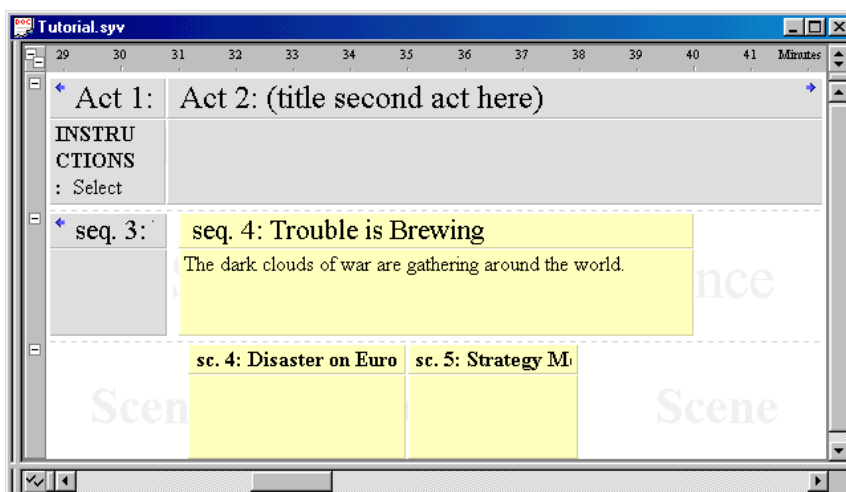
## Changing the Color of an Event

Use the **Color** drop-down list to change the background color of any event. This feature allows you to create your own color code system for a timeline and, if you have access to a color printer, print the timeline in color.

1. Hold down the Shift key and click on the *Trouble is Brewing* event to select this sequence and the two scenes directly beneath the event.
2. Click on the **Color** drop-down list (on the *Text Format* toolbar) to display a list of available colors.



3. Click on the **Light Yellow** color on this list to apply it to the selected event.

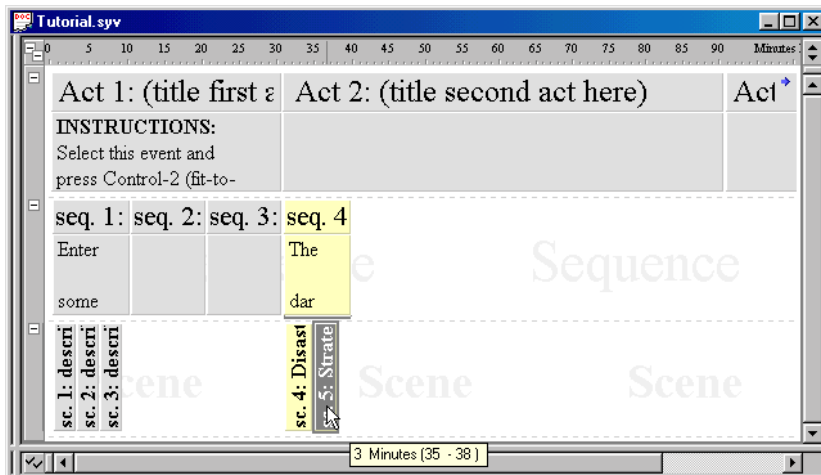




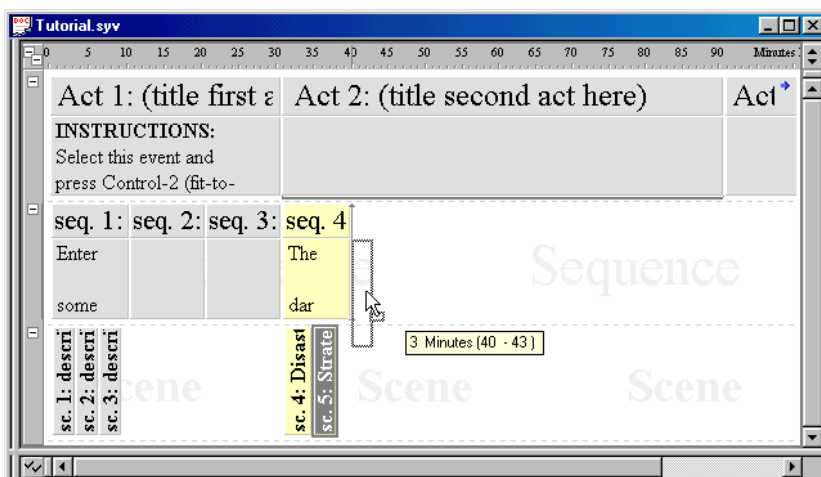
## Organizing a Timeline

StoryView allows you to move events around as much (or little) as necessary. When you move an event, you change its relationship with surrounding events. For example, an *Act* event is the parent of all the *Sequence* events located directly beneath it. If you move one of these *Sequence* event to another level, you change its event type.

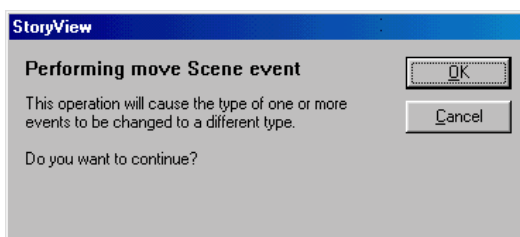
1. Click on the **Strategy Meeting** event.



2. Drag *Strategy Meeting* to the 40 minute mark on the ruler, placing it directly beneath *Act 2* on the *Sequence* level. This changes the event from a scene to a sequence.



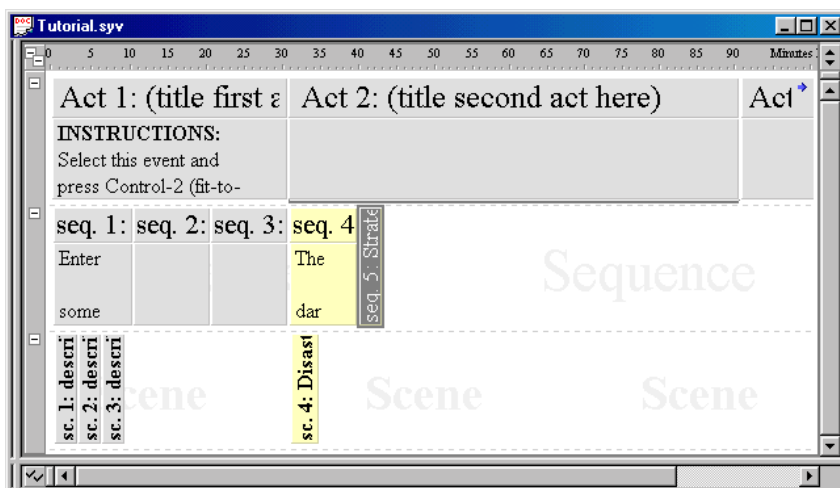
- Release the mouse button and a *StoryView* warning dialog displays.



**NOTE**

This dialog does not display when you move an event to a different location on the same level.

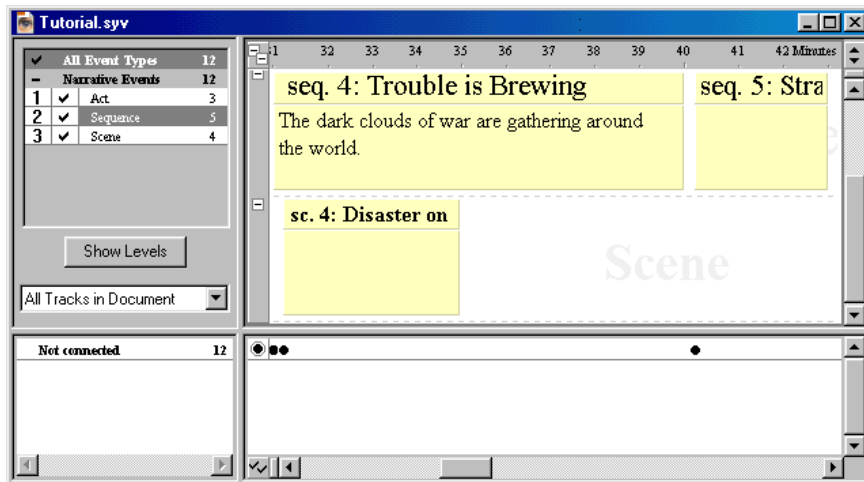
- Click the **OK** button to confirm that you want to move the *Strategy Meeting* event from the *Scene* level to the *Sequence* level.




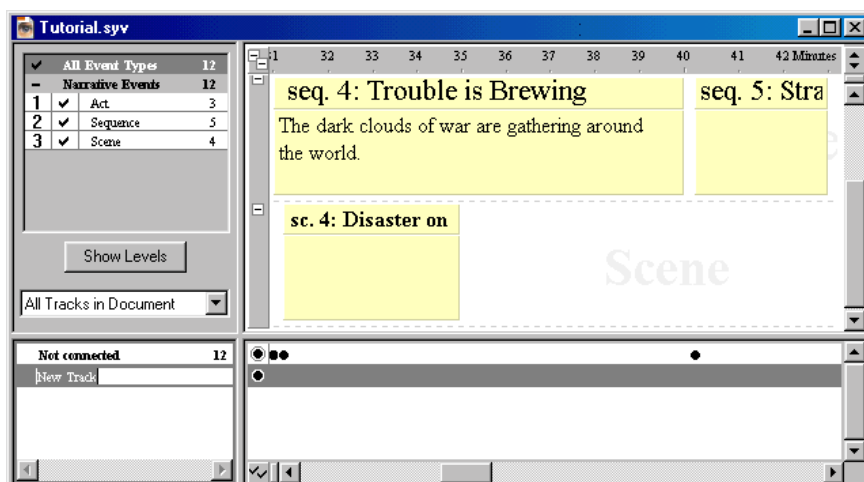
## Tracking Timeline Content

StoryView gives you the ability to track any type of information (characters, locations, concepts) included in a timeline. Tracks help you to spot, and correct, problems with the flow of your story. You create tracks in the *Track* area of the timeline and link them to all the events they appear in. It takes a little time to build a group of tracks, but the effort is well worth it.

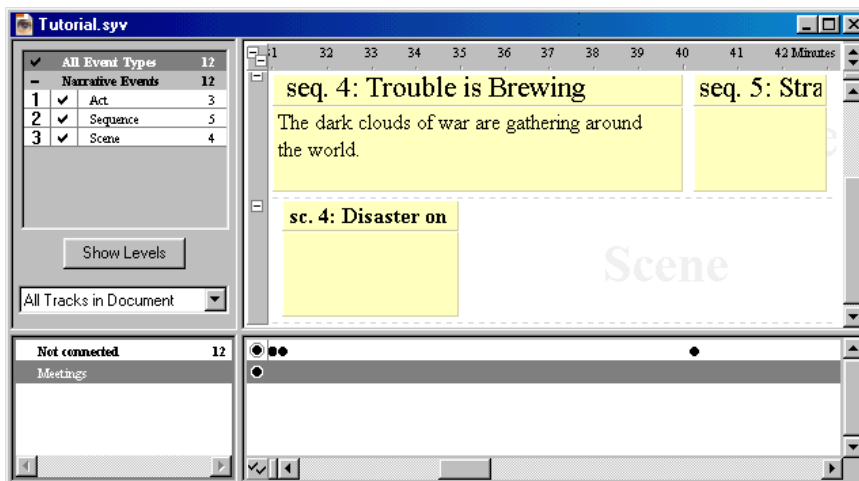
1. Press Ctrl+5 to display the *Track* and *Control* areas.



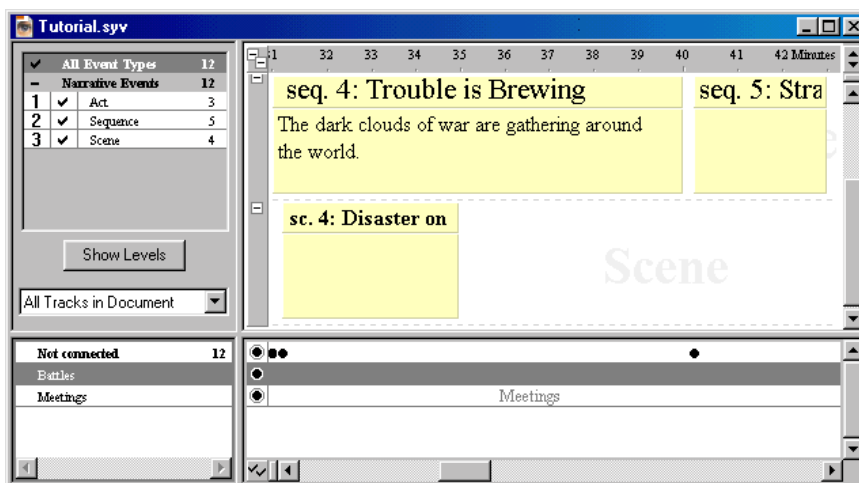
2. Click on the *Not Connected* row to select it.
3. Click the **Insert Track**  toolbar button, or right-click and select **Insert Track** from the displayed context menu, to create a new track.



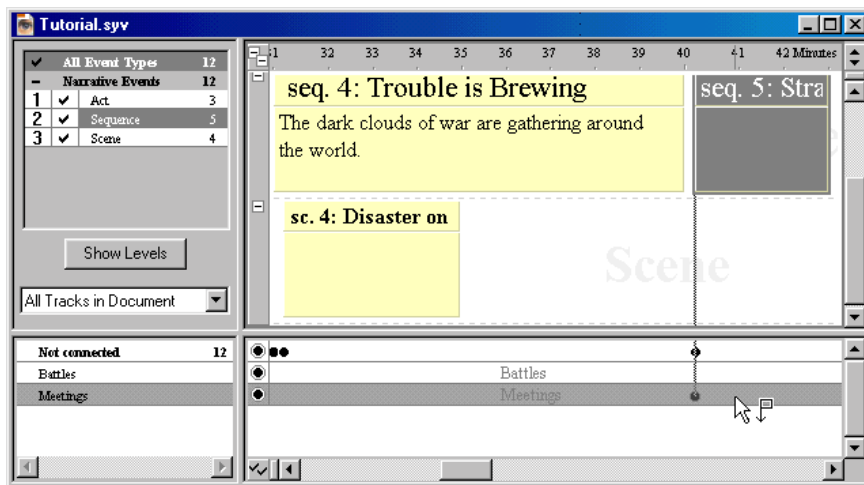
4. Enter **Meetings** as the name of the new track and press the Enter key to add this track to the list in the *Track Selector* area.



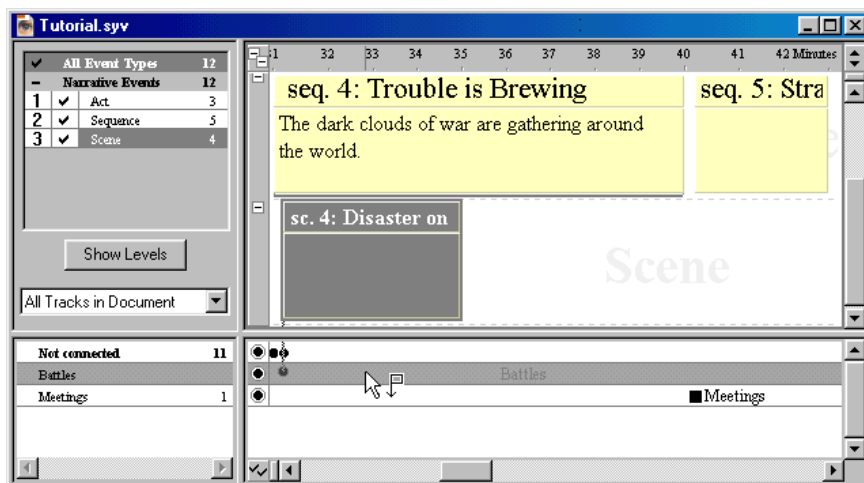
5. Repeat Steps 2 through 4 to create a **Battles** track. StoryView automatically places new tracks in alphabetical order in the *Track Selector* area.



6. Click on the *Strategy Meeting* event and drag it down to the *Meetings* track.



7. Release the mouse button to connect the event with the track.
8. Repeat Steps 7 and 8 to connect the *Disaster on Europa* event with the *Battles* track.

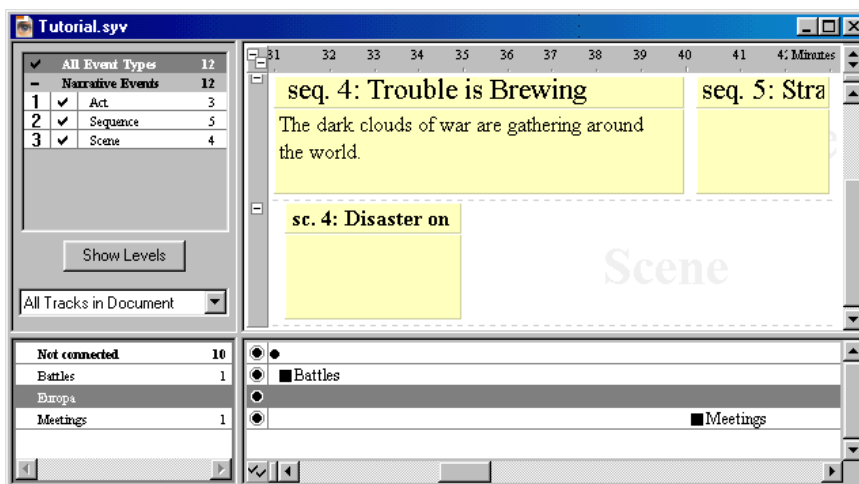


**TIP** Press **Ctrl+7** to display connection lines between events and tracks.

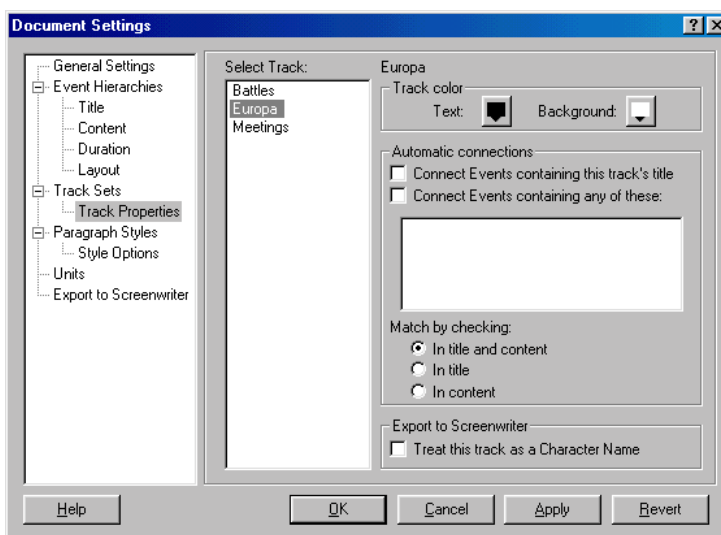
## Automating Track Connections

Use the *Track Properties* panel of the *Document Settings* dialog to instruct StoryView to automatically make connections for a track.

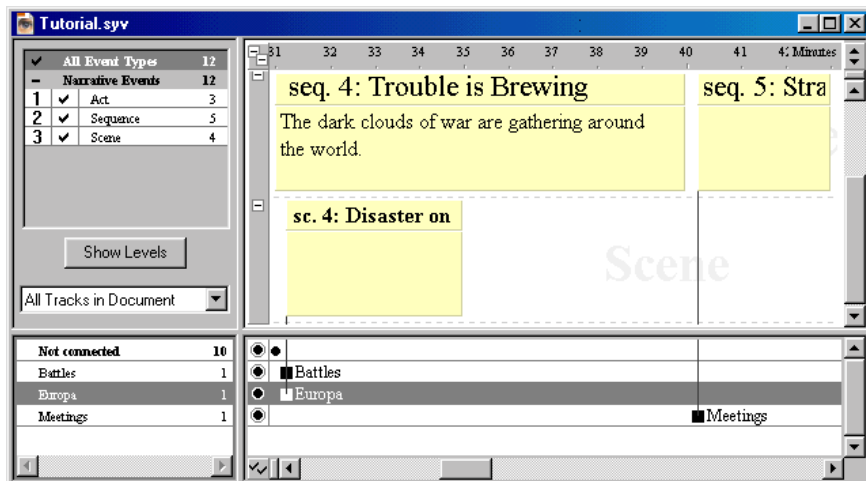
1. Use the procedure in the last section to create an *Europa* track.



2. Press the F2 key to display the *Document Settings* dialog.
3. Click on **Track Properties** to view this panel of the dialog.
4. Click on the **Europa** track in the *Select Track* area.




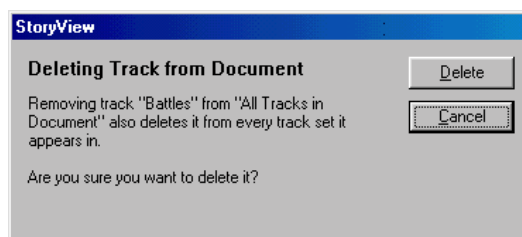
5. Mark the **Connect Events Containing this Track's Title** check box.
6. Click the **OK** button to save your changes and close this dialog. StoryView will automatically connect all events that contain the word *Europa* to this track.



## Deleting a Track

StoryView allows you to delete tracks that you are not using or no longer need in your timeline.


1. Select the **Battles** track.
2. Click the **Remove Track**  toolbar button, or right-click and select **Remove Track** from the displayed context menu to delete this track. A *StoryView* warning dialog displays.

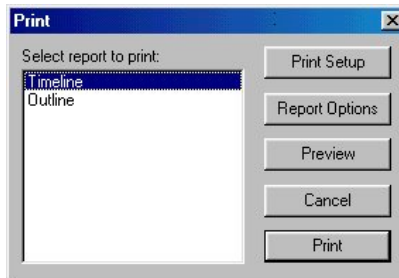


3. Click the **Delete** button to remove this track from the timeline.

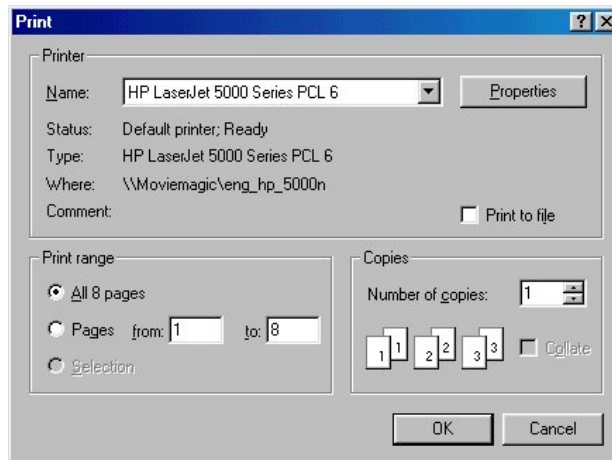
## Printing the Timeline

You can print a copy of your timeline at any point in the development process. If you have access to a large format printer, you can also print your timeline on a large, continuous sheet of paper.

1. Click the **Print**  toolbar button to display the *Print* dialog.



2. Select a report format in the *Select Report to Print* area.
3. Click the **Print** button to open a second *Print* dialog.



4. Adjust the settings in this dialog as needed.

**Congratulations!** You have successfully completed the *Screenplay* tutorial. By now you should have a better idea of how to create your own timeline from scratch. See the *Timeline Settings Tutorial on the next page* to learn how to customize the duration, structure, and appearance of your *Tutorial* timeline.



# Timeline Settings Tutorial

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## Overview

This tutorial shows you how use the *Document Settings* dialog to customize the appearance of a timeline for a novel. StoryView ships with a template for writing a novel. However, for the purposes of this tutorial, pretend that the *Novel.syv* template doesn't exist. You will use the *Blank.syv* file for all the tasks described in this section. After completing this tutorial, you will be able to:

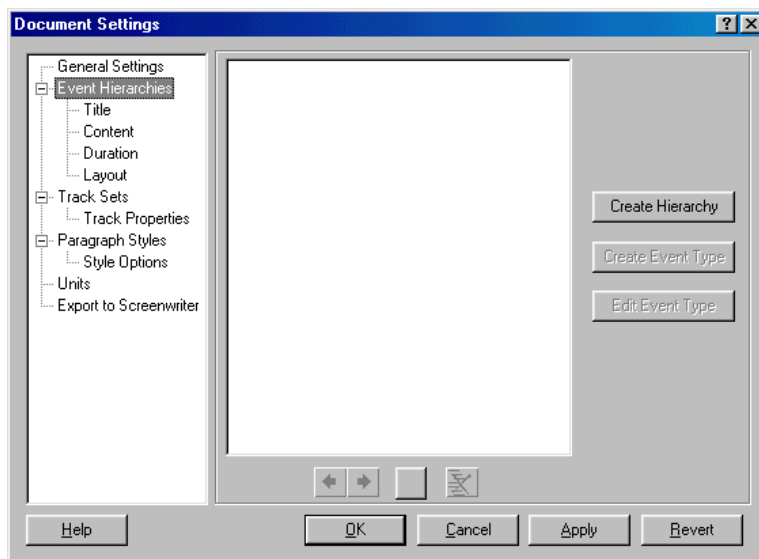
- Add a new hierarchy and event type to a timeline.
- Change the default formatting for event title text.
- Design a paragraph style.
- Assign a paragraph style to event content text.
- Change the measurement type from time to pages.
- Set the default duration of an event type.

<b>NOTE</b>	If there is an existing StoryView template for your type of writing, it is easier to modify that template to suit your needs. The only time you would want to create a new template as described in this tutorial is if there is not a template available for your type of writing.
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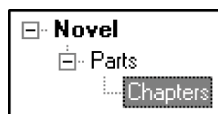
## Viewing the Timeline Hierarchy

The *Event Hierarchies* panel defines what event types are included in a timeline and where each event type is placed on a timeline. This section describes how to use this panel to add a hierarchy to a new timeline.

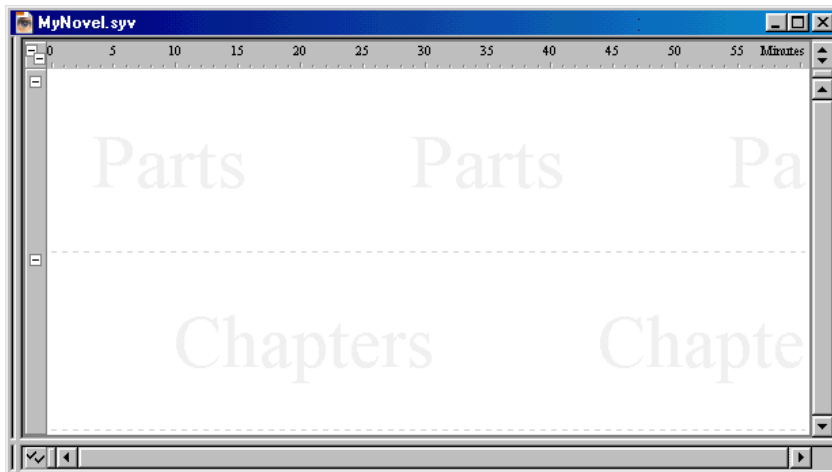
1. Open the *Blank.syv* timeline template and save it as *MyNovel.syv*.
2. Press the F2 key to display the *Document Settings* dialog.
3. Click on **Event Hierarchies** to view this panel of the dialog.



4. Click the **Create Hierarchy** button to insert a **New Type Hierarchy** box.
5. Enter a name for the new event hierarchy. For example, enter **Novel1**.
6. Click the **Create Event Type** button to insert a **New Event Type** box into the hierarchy.
7. Enter a name for the new event type. For example, enter **Parts**.
8. Repeat steps 6 and 7 to create a **Chapters** event type.



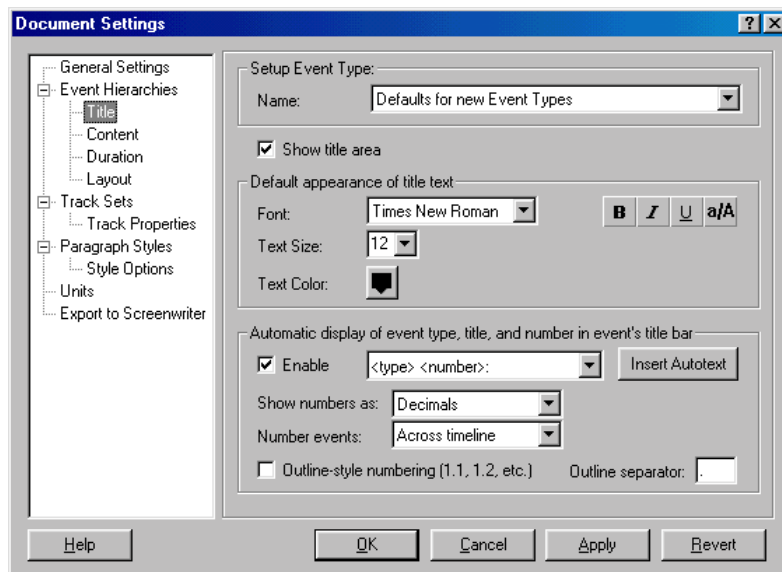
- Click the **Apply** button to save your changes to the hierarchy. The title of each level of the new hierarchy automatically displays in the background of the timeline:



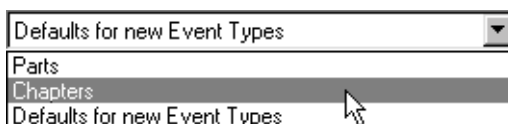
## Reformatting an Event Type Title

The *Title* panel sets the appearance of text for the titles of event types.

- Click on **Title** to view this panel of the *Document Settings* dialog.



2. Select the **Chapters** event type from the **Name** drop-down list.



3. Select **Arial** as a new font for the event title from the **Font** drop-down list.



4. Select **18** as a new font size for the event title from the **Text Size** drop-down list.



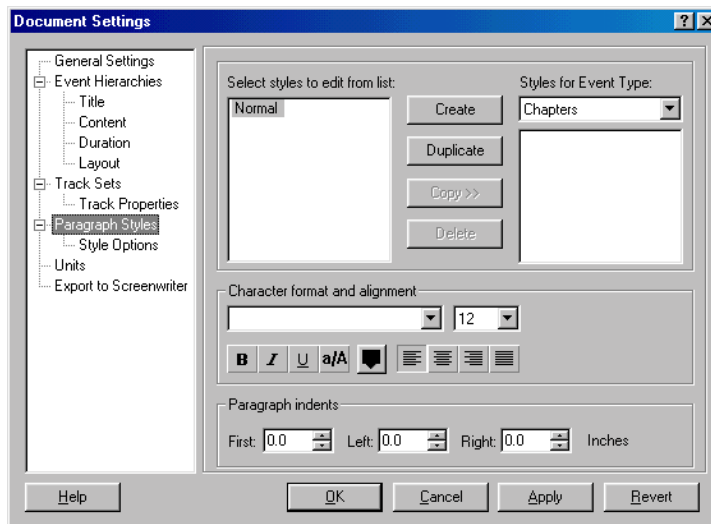
5. Click the **B** button to add **bold** formatting to the event title.
6. Click the **Apply** button to save your changes to the event type. All titles for the *Chapter* event type will now display in Arial, 18 point, bold text:



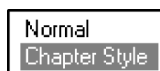
## Creating a Paragraph Style

The *Paragraph Styles* panel is where you create custom text styles to apply to the content portion of event types.

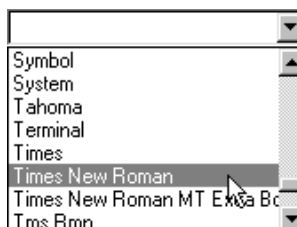
1. Click on **Paragraph Styles** to view this panel of the *Document Settings* dialog.
2. Click on the **Normal** paragraph style to select it.



3. Click the **Duplicate** button to make a copy of the default *Normal* paragraph style.
4. Enter **Chapter Style** as the name for this paragraph style.




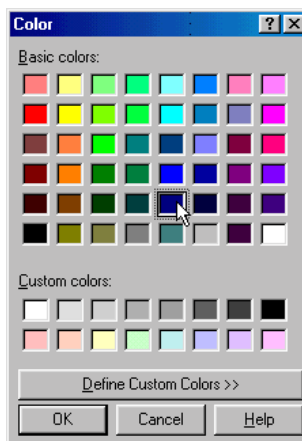
5. Select **Times New Roman** as the font for the new paragraph style from the **Font** drop-down list.



6. Select **11** as the font size for new paragraph style from the **Text Size** drop-down list.



7. Click the **Color**  button to display the *Color* dialog.
8. Select **Navy Blue** from the *Basic Colors* area.

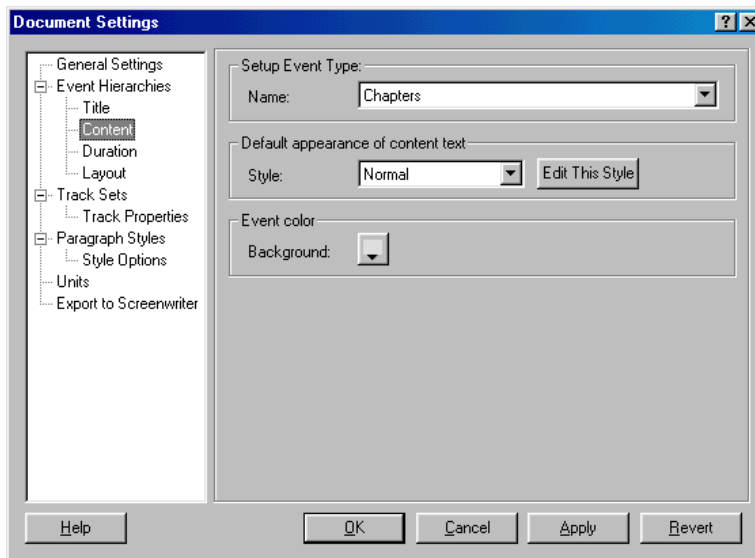


9. Click the **OK** button to return to the *Paragraph Styles* panel.
10. Click the **Copy** button to make this paragraph style available to the *Chapter* event type.
11. Click the **Apply** button to save your new paragraph style.

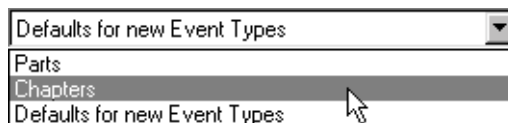
## Reformatting Event Type Content

The *Content* panel assigns a default paragraph style to an event type. Each new event of that type subsequently defaults to the assigned paragraph style.

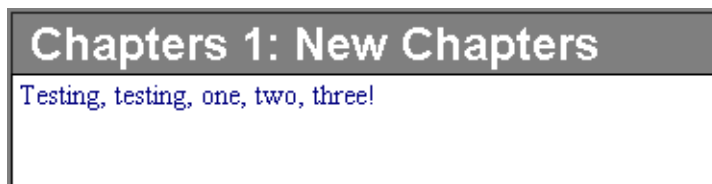
1. Click on **Content** to view this panel of the *Document Settings* dialog.



2. Select the **Chapters** event type from the **Name** drop-down list (if not already selected).



3. Select **Chapter Style** from the **Styles** drop-down list. All content for the *Chapter* event type will now display in Times New Roman, 11 point, navy blue text:

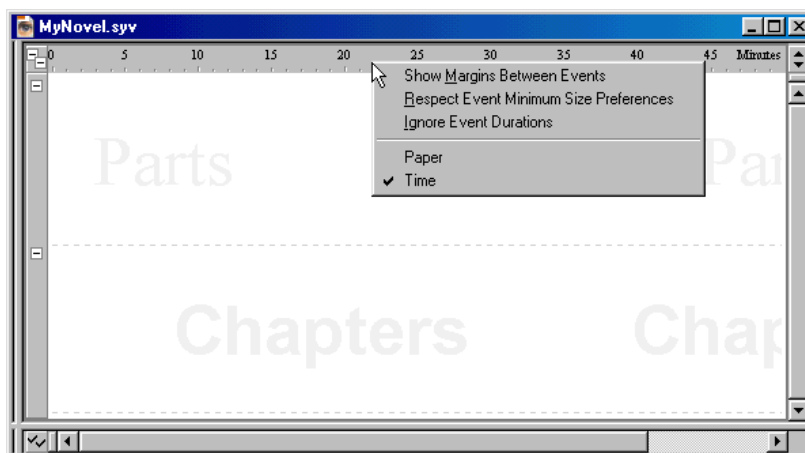


4. Click the **OK** button to save your changes and close this dialog.

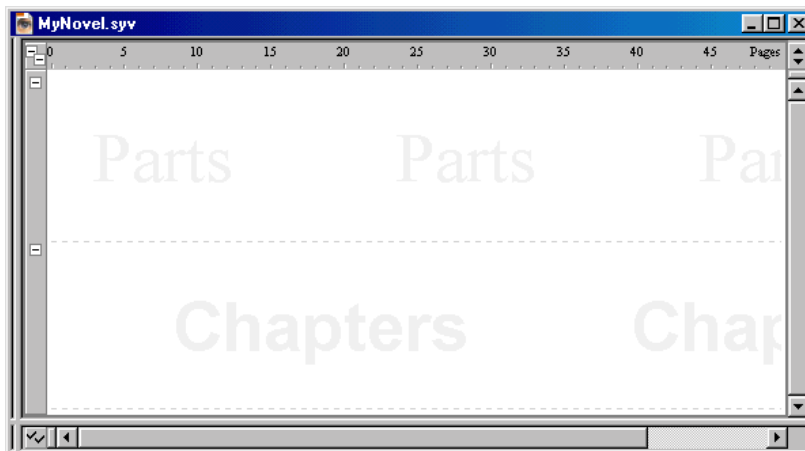
## Changing the Measurement Type

The correct type of measurement for a novel is paper. Since the default measurement type is time, you will need to change it to paper.

1. Right-click on the ruler to display the *Ruler* context menu.



2. Select **Paper** to change the measurement type from *Time* to *Pages*. Notice that the measurement type displayed in the upper-right corner of the *Timeline* window changed from *Time* to *Pages*.

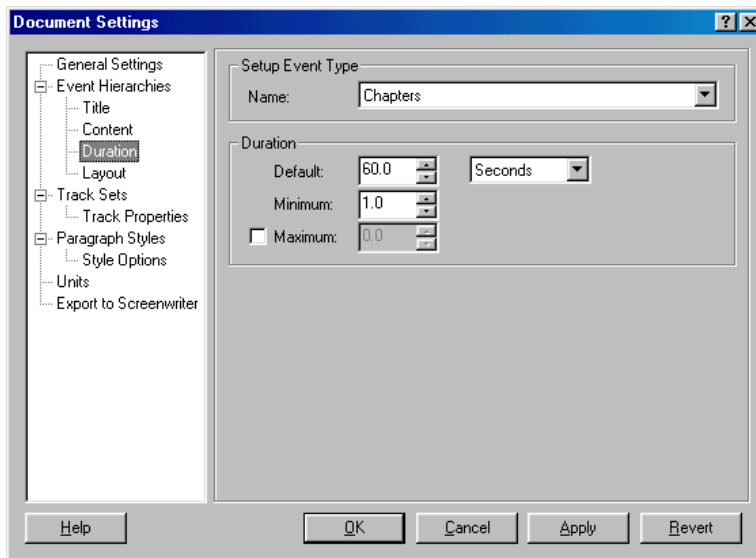




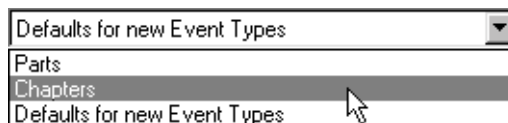
## Setting the Default Durations for an Event Type

The *Duration* panel sets the default size for an event type. This section describes how to use this panel to change the default duration of the *Chapters* event type.

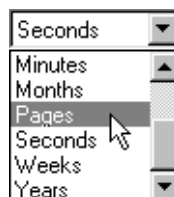
1. Press F2 to display the *Document Settings* dialog.
2. Click on **Duration** to view this panel of the the *Document Settings* dialog.



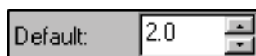
3. Select the **Chapters** event type from the **Name** drop-down list (if not already selected).



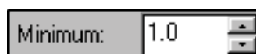
4. Select **Pages** as the unit of measurement from the drop-down list.



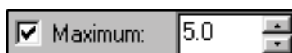
5. Enter **2** as the standard duration in the **Default** field. All new *Chapters* events will start out with a duration of two pages on your timeline.

A screenshot of a software dialog box. It features a label 'Default:' followed by a text input field containing the number '2.0'. To the right of the input field are two small, vertically stacked arrow buttons for incrementing and decrementing the value.

6. Enter **1** as the minimum duration in the **Minimum** field. This is the minimum number of pages a *Chapters* event can occupy on your timeline.

A screenshot of a software dialog box. It features a label 'Minimum:' followed by a text input field containing the number '1.0'. To the right of the input field are two small, vertically stacked arrow buttons for incrementing and decrementing the value.

7. Mark the check box and enter **5** as the maximum duration in the **Maximum** field. This is the maximum number of pages a *Chapters* event can occupy on your timeline.

A screenshot of a software dialog box. It features a checked checkbox followed by the label 'Maximum:', then a text input field containing the number '5.0'. To the right of the input field are two small, vertically stacked arrow buttons for incrementing and decrementing the value.

8. Click the **OK** button to save your changes and close this dialog.

**Congratulations!** You have successfully completed the *Adjusting Timeline Settings* tutorial. At this point you should be able to create your own hierarchy and change the default text formats for events. See the *Dramatica Import Tutorial on the next page* to learn how to import a Dramatica file to StoryView.

# Dramatica Import Tutorial

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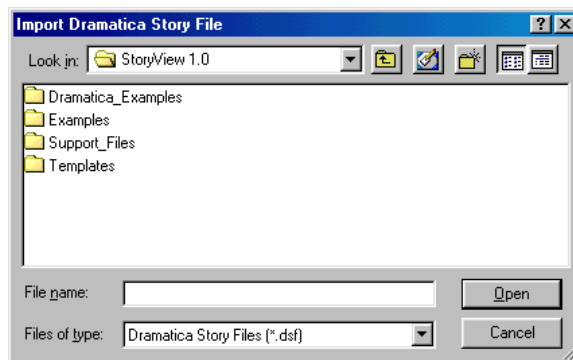
## Overview

This tutorial explains how to import a Dramatica file into StoryView. You will use the *I Love Lucy.dsf* (Dramatica) example file for all of the tasks described in this section. After completing this tutorial, you will know how to:

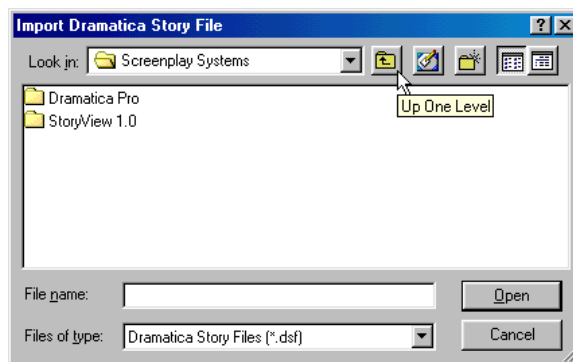
- Import a Dramatica file into StoryView.
- Save the Dramatica file in a StoryView format.
- Look through the file to see exactly how the imported data is formatted in StoryView.

## Importing a Dramatica File to StoryView

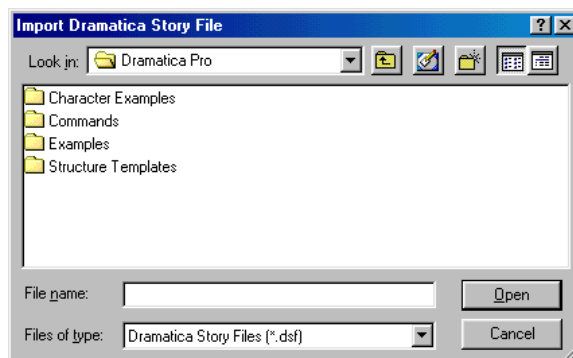
1. Select **File > Import > Dramatica Story File** to display the *Import Dramatica Story File* dialog.



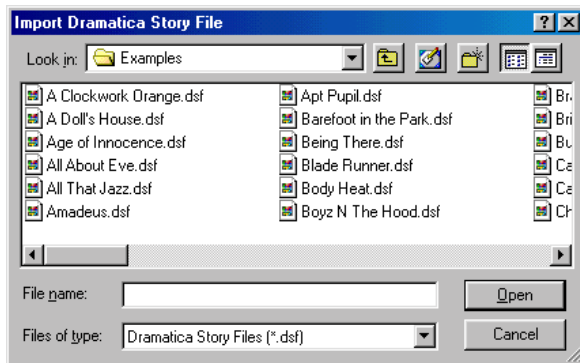
2. Click the **Up One Level** button to display the *Dramatica Pro* program folder.



3. Double-click on the **Dramatica Pro** program folder.



- Double-click on the **Examples** folder.



- Select the **I Love Lucy .dsf** file.



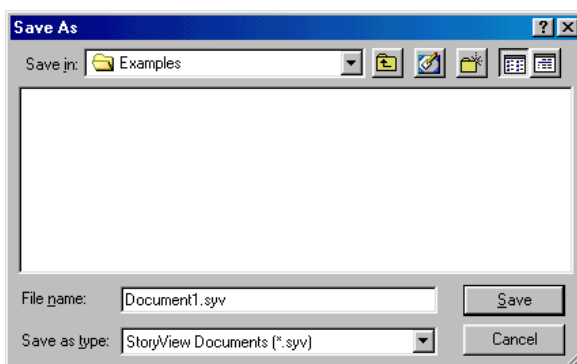
- Click the **Open** button to display *I Love Lucy.dsf* in StoryView.



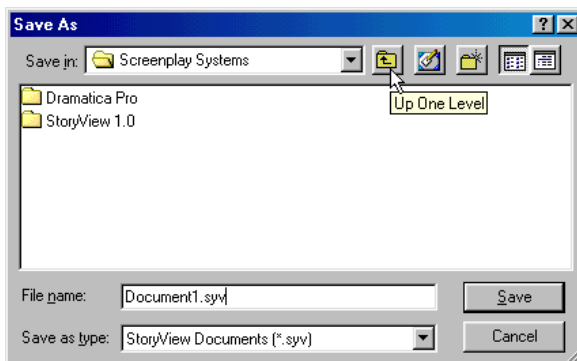
## Saving the Dramatica File in StoryView

The file name changes from *I Love Lucy* to *Document1* when you import it from Dramatica. You must save the file as *I Love Lucy.syv* in StoryView to use this file name.

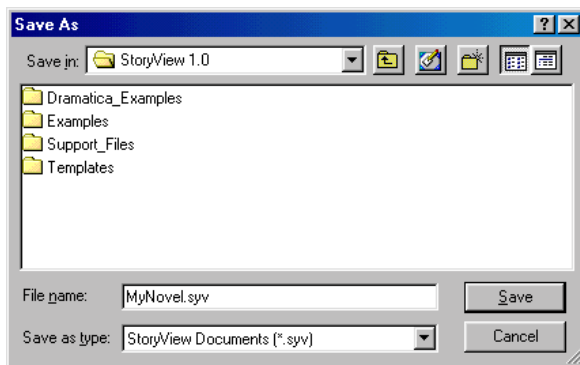
1. Select Ctrl+Shift+S to display the **Save As** dialog.



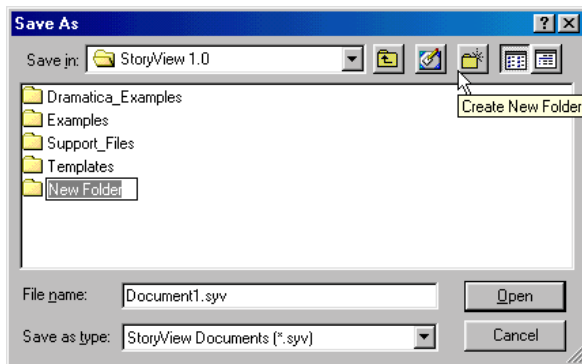
2. Click the **Up One Level** button *twice* to display the *StoryView 1.0* program folder.



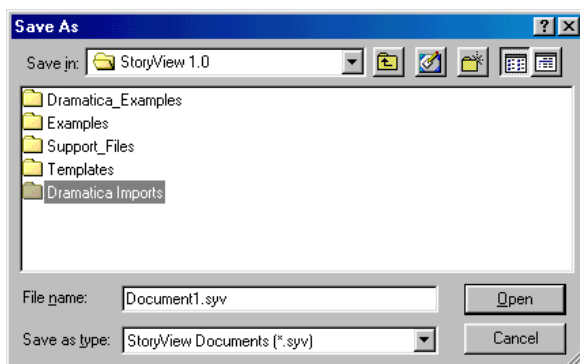
3. Double-click on the **StoryView 1.0** folder to display its contents.



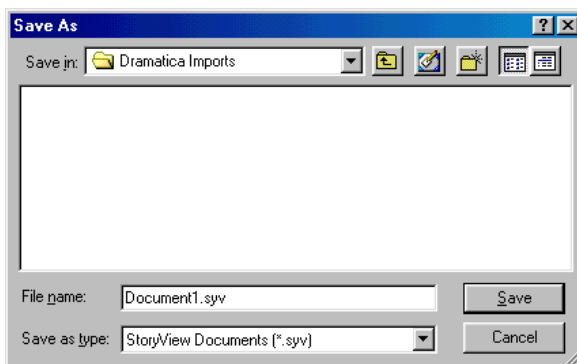
4. Click on the **Create New Folder** button.



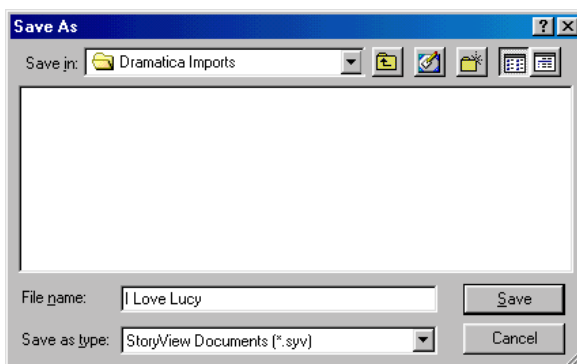
5. Enter **Dramatica Imports** as the name of the new folder and press Enter.



- Press Enter again to open the *Dramatica Imports* folder.



- Enter **I Love Lucy** as the name of the StoryView file.
- Select the **StoryView Documents (\*.syv)** file format.



- Click the **Save** button to save the file with the new file name.

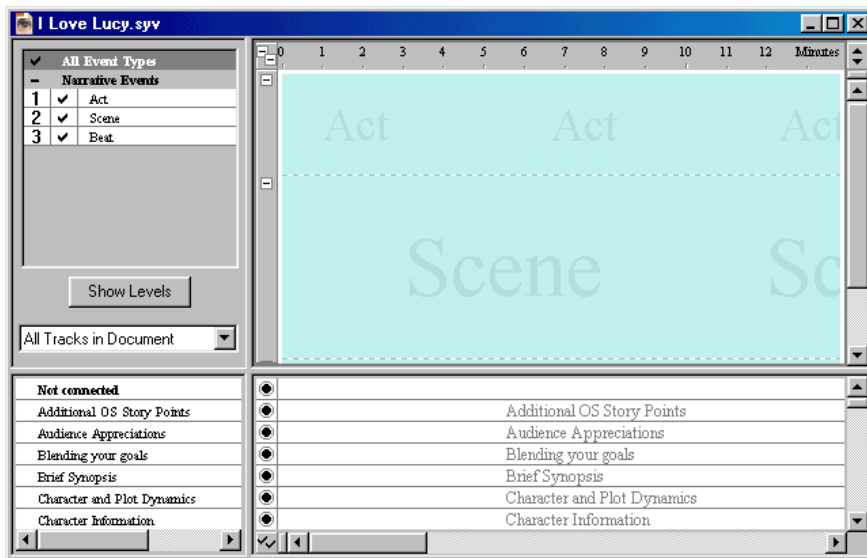




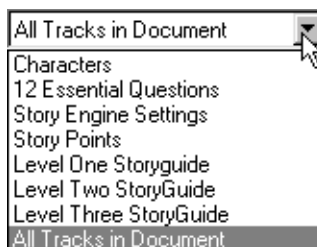
## Exploring the Dramatica File

Now that you have the Dramatica file imported and saved in a StoryView format, let's take a look at it to see what you have imported.

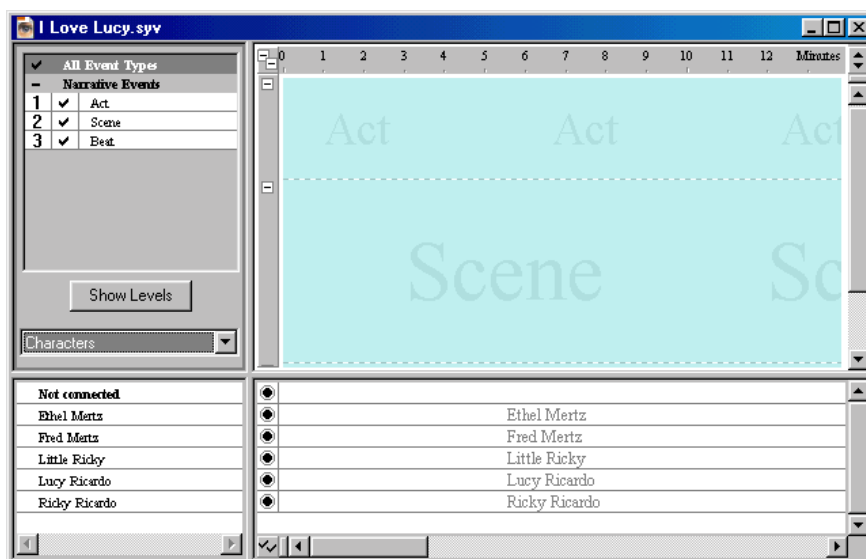
1. Press Ctrl+5 to display all areas of the *I Love Lucy* timeline.



2. Look at the *Level Selector* area (in the upper-left portion of the window). Three event levels (Act, Scene, and Beat) were created by StoryView when you imported this file from Dramatica. However, no events were created. You must add individual events yourself.
3. Click on the **Track Set** drop-down list to see what track sets were created during the import process. As you can see, StoryView creates detailed sets of tracks using data from the Dramatica file.



4. Select the **Characters** track set.



5. Look at the *Track* area (in the lower portion of the window). Two character tracks (Ethel Mertz, Fred Mertz, Little Ricky, Lucy Ricardo, and Ricky Ricardo) were created during the import process.

**Congratulations!** You have successfully completed the *Screenwriter Export* tutorial. By now you should be able to import a Dramatica file to StoryView. See the *Screenwriter Export Tutorial on the next page* to learn how to export a timeline to Movie Magic Screenwriter.

# Screenwriter Export Tutorial

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## Overview

This tutorial explains how to export a timeline to Movie Magic Screenwriter. You will use the *I Love Lucy.syv* example file for all of the tasks described in this section. (This is the same file that you imported from Dramatica in the previous tutorial.) After completing this tutorial, you will be able to:

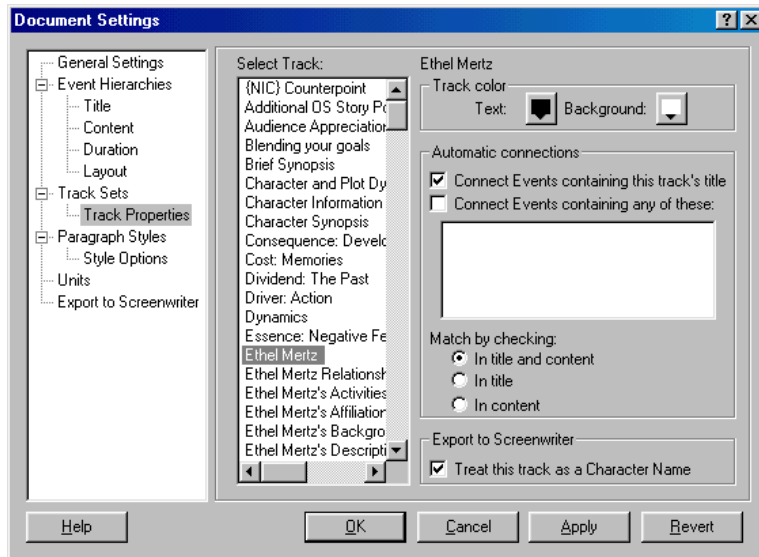
- Indicate which tracks, if any, should be treated as character names by Screenwriter.
- Determine how paragraph styles and event types are formatted in Screenwriter.
- Export a timeline from StoryView to Screenwriter.

<b>NOTE</b>	You must have Movie Magic Screenwriter installed on your computer to export a StoryView file to Screenwriter.
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## Setting Treatment of Tracks for Export to Screenwriter

Before exporting the *I Love Lucy.syv* file to Movie Magic Screenwriter, you need to tell StoryView which tracks Screenwriter should treat as character names. This should be automatically set up during the import from Dramatica process, but you still need to check it before exporting to Screenwriter.

1. Press F2 to display the *Document Settings* dialog.
2. Click on **Track Properties** to view this panel of the dialog.

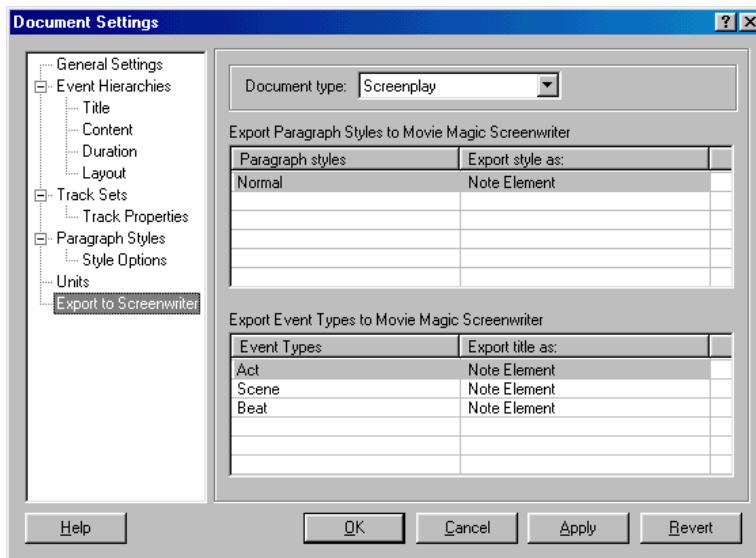


3. Select the **Ethel Mertz** track from the **Select Track** list.
4. Mark the **Treat this Track as a Character Name** check box (if not already selected).
5. Repeat steps 3 and 4 for the Fred Mertz, Little Ricky, Lucy Ricardo, and Ricky Ricardo tracks.
6. Click the **Apply** button to save your changes.

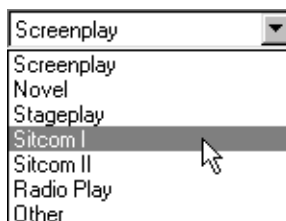
## Modifying Export Settings

This section describes how to enter conversion data for paragraph styles and event types you want to export to Screenwriter.

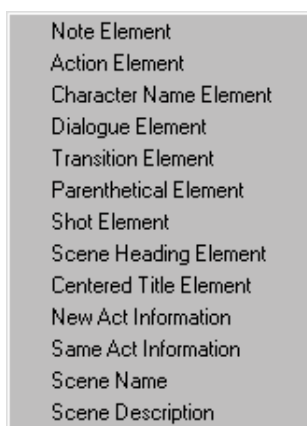
1. Click on **Export to Screenwriter** to view this panel of the dialog.



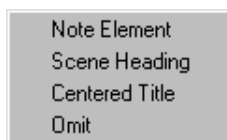
2. Select **Sitcom I** from the **Document Type** drop-down list.



3. Select an export format for the *Normal* paragraph style on the **Export Paragraph Styles** list.



4. Select an export format for the *Act*, *Scene*, and *Beat* event types on the **Export Event Types** list.

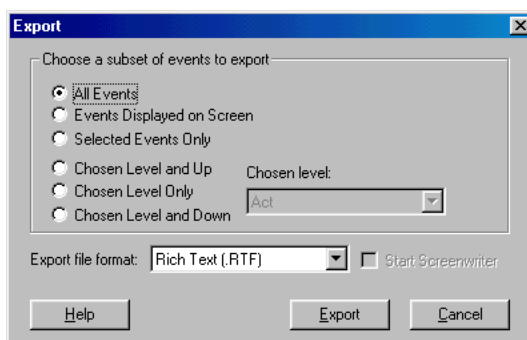


5. Click the **OK** button to save your changes and close this dialog.

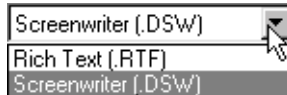
## Exporting a Timeline to Screenwriter

This section describes how to export a StoryView file to Movie Magic Screenwriter.

1. Select **File > Export** to display the *Export* dialog.



2. Click on the **All Events** radio buttons in the *Choose a Subset of Events to Export* area:
3. Click on the **Export File Format** drop-down list and select the **Screenwriter (.DSW)** format.



4. Mark the **Start Screenwriter** check box if you want Movie Magic Screenwriter to start automatically when you click the **Export** button in the next step. You must select the **Screenwriter (.DSW)** format from the **Export File Format** drop-down list to activate this check box.
5. Click the **Export** button to export the *I Love Lucy* timeline to Movie Magic Screenwriter.

**Congratulations!** You have successfully completed the *Screenwriter Export* tutorial. At this point you should know how to export a StoryView file to Movie Magic Screenwriter. Don't forget that you can refer to the *StoryView Users Manual* or the *Online Help* for more information about the features discussed in this document.

