

Users Manual for Microsoft® Windows®

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Manual 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.

Introduction

You May Be Wondering...

What is StoryView?

StoryView is a remarkable new visual outliner for writers that lets you brainstorm, create, structure, and organize your ideas. StoryView uses a timeline format that is superior to index cards, post-it notes, and traditional outlining systems.

Who needs StoryView?

StoryView is for all writers who want to plot or chart their story in a visual manner, and want to create printouts that help them present their story to others. StoryView is especially useful for outlining and developing complex stories and tracking throughlines. Also, writers who work with stories that have specific time limits (i.e., commercials, television, live events) can use StoryView to lay out the pieces of their work and see how much time has been used.

What kinds of stories can I write with StoryView?

You can write screenplays, episodic television, sitcoms, mini-series, commercials, stage plays, novels, novellas, short stories, live events, presentations, business plans, historical timelines, and a lot of other stuff we've yet to discover.

What's a timeline format?

StoryView is the first writing tool that lets you create the pieces of your story on a timeline (patent pending). For example, you might be writing a two-hour movie and have an idea for the ending or for a scene in the middle of your story. StoryView lets you position those ideas visually along the timeline. Story structuring and development is greatly enhanced by allowing you to zoom back and see how all the pieces of your story fit together.

The program uses the generic term "events" to describe the different types of story pieces. When you write, you'll put your text into events of different types. For example, a screenwriter might write in act events, sequence events, and scene events. This is similar to the different levels of indentation found in an outline.

What is the Outline Window?

StoryView Version 2.0 introduces an entirely new way to compose and view your story: The Outline window. The Outline window provides a familiar word processor interface which lets you work with text in a familiar vertical (top-to-bottom) manner, similar to other outliners.

Outline Window vs. Timeline Window

The Outline window offers features and options that are different than the Timeline window. You may find it easier to work in one window over the other, or to view and work with specific hierarchies in one type of window. Here's some basics to help you decide which to use:

- Events you create in the Outline window appear in the Timeline window, and vice-versa. Same with deleting events and making edits: changes appear in both windows.
- In both the Timeline and Outline windows, the pieces of your story are broken up into story “events”. Each event has an optional title area and a content area.
- In the Timeline window, the amount of text that is visible depends on the scale you are viewing the Timeline. This means that you may or may not see all of the text in an event. In the Outline window, you can easily see the entire text.
- You can optionally select unique combinations of events and hierarchies to be visible on a per-Outline or per-Timeline window basis. Why would you want them to be different? For example, you might want to display an outline with notes, and a timeline with the actual body of your work.
- You can switch back and forth between the Timeline and Outline windows by pressing F9. The window you switch to will try to select the same events you were working on when you pressed F9.
- In the Timeline window is a ruler, and the width of the events are proportional to the number of pages or minutes (duration) of those events. In the Outline window, there is no ruler, and the event durations are not visible on-screen (although there is an option to display those durations in titles, using the <duration> autotext).
- Because of its unique layout, the Timeline window has many features that let you make and view connections to tracks. The Outline window doesn't have any track-related features.
- The Timeline window lets you hide the content of an entire level of events, but not for individual events. The Outline window permits you to turn on and off the title or content for specific events of your choosing.
- In the Timeline window, event titles are limited by either the width or height of the event. In the Outline window, event titles are wrapped so you can see their entire text (unless the event is collapsed or the title is summarized).
- In the Timeline window, when you edit an event's title area, the automatic text (numbering, for example) disappears, leaving only the actual title text. In the Outline window, automatic text remains while you edit titles, though it will optionally dim so you can tell that it's not editable.
- There are subtle differences in the way events are created and positioned in the Outline window: all newly created events are assumed to be

positioned as left as possible, when viewed in the Timeline. This helps eliminate undesired gaps. To introduce gaps between events, use the Timeline window to move events.

- In the Timeline window, you can collapse or hide entire levels or entire event types. In the Outline window, you can selectively collapse or expand parts of an event's hierarchy. This allows you to work selectively on only those areas of the outline that interest you, with less extraneous clutter.
- In the Timeline window you can select events that are not adjacent to each other by holding down the Control key, and perform formatting operations (for example, select several events at different areas of the timeline and set their color). In the Outline window, you can only select events and text that is adjacent, as you would in a normal word processor. Use the Shift key to extend selection in the Outline window. NOTE: the use of these two different modifier keys for selection is consistent with accepted Microsoft standards for object and text selection.
- The Timeline window lets you set constraints (see below) on the positions of events, the Outline window does not.
- The Timeline window lets you dim events by type or by connections, the Outline window does not.
- You can have multiple windows open on-screen that display the same hierarchies and events. This can be helpful so you can utilize the best of both views. It helps to have a large monitor or have your display set to higher resolutions if you're going to have multiple windows open.

Why did you pick the term “event?”

We picked that name because there isn't any word that is used to describe the variety of story pieces found in different forms of writing. For example, the term “scene” may be appropriate for screenplays and stage plays, but not for novels. A chapter makes sense for a book, but not a television commercial. “Event” is a generic term that fits a timeline well, because an event starts at a specific point in the timeline and has a *duration*.

Why do story events have a “duration?”

One of the many useful features of StoryView is that you can see how much time or how many pages are taken up by specific areas of your story. This can help give you a general sense of the flow of the story, as well as spot pacing problems. The concept of laying a story across a timeline wouldn't really work well if you couldn't tell how much time (or space) the parts of your story used.

How do the pieces of my story look with different durations?

Think of each story event as an index card that has a width proportional to the time or pages it occupies in your story. That means that a four-minute scene is four times wider than a one-minute scene. A chapter that is 20 pages long is twice as long as a ten-page chapter.

What if I don't care about the length of the pieces of my story?

That's OK -- you can use StoryView without entering durations. In that case, each piece will be the same size. Used in this manner, StoryView acts like an advanced index card system. You can also enter the durations when you are finished writing. If you don't want to see durations, you can choose preferences that temporarily turn off the display of the durations.

I see you use the terms "levels" and "hierarchies." What are those?

Levels are the areas where the events are placed in the timeline. You probably will have different levels for different story concepts. For example, a screenwriter might have an act level, a sequence level, and a scene level. A novelists might have a chapter level and a section level. A commercial writer might have an audio level and a video level.

Hierarchies are just groups of these levels. So a screenplay might be made up of acts, sequences, and scenes. Acts are composed of sequences, which are in turn made up of scenes.

That's not how I write. Can I use my own structuring methodology?

Yes! You can either work from our pre-designed templates, or you can make your own hierarchy of levels and create your own event types to put in them. You can visualize structure using almost any writing system developed. Take the steps or methods of your favorite writing instructor or mentor and create empty story events in your timeline, then fill them out with your own story.

How hard is it to create my own hierarchies?

Not difficult, but it requires experience with many of the program's features. Before attempting to design your own story hierarchies, you should 1) work through the tutorials, 2) play with the example stories and templates, and 3) read the section of this manual that explains how to build a hierarchy.

Once I've created a story hierarchy I like, can I reuse it as a template?

Yes. A StoryView template is just a StoryView document. If you develop a custom set of hierarchies, event types, options, levels and tracks, you can just save that document and stick it into a folder called "templates." Then every time you create a new document, you will be asked if you want to work from any of the available templates. If you choose a template, your new document starts out as an exact copy of the template you selected.

I noticed you mentioned the word "tracks." What are tracks?

Tracks are another powerful feature of StoryView. Displayed below the timeline, they allow you to "track" any character, concept, throughline - virtually anything - and show all the events where that element is used in your story. For example, you may wish to track the growing relationship between two characters. Or you may want to track the development of a theme, such as "man vs. society." You

might want to track all the scenes that are told in flashback. Or locations. Or specific props or special effects.

How do I use the track feature?

First, you create a track and give it a name. Once you have a track, you can make a “connection” to the track in a number of ways: you can click on one of your events and drag it to the track, or vice-versa: click on a track and drag it to an event. A “connection line” will appear between the track and the event. The track will also contain a dot which signifies the actual connection.

Can the program make connections automatically?

Yes! Each track can be set to look for specific words in your text. If you type those words, then a connection will be made automatically. If you delete those words, then the connection is removed automatically.

So now that I have these tracks and connections, what can I do with them?

Click on the button to the left of each track to display only those events that are connected to the track. You can even disable event hiding so that other events don’t disappear - they become “dim” instead. This allows you to see where the connected events are in relationship to the rest of the timeline.

The manual occasionally refers to “parent,” “child,” and “sibling” events. How do these terms relate to my story?

These terms, which are used only in the documentation and not in the program, describe the relationship of one event to another. Unlike a traditional outlining system, StoryView allows you to position events in relation to each other. We want to make sure you know which events we’re talking about when we describe certain specialized operations.

A parent event is an event that is above another event (one level up). A child event is an event that is below an event (one level down). A sibling is an event that is on the same level.

Some of the events look tiny on-screen. How do I work in them?

Your monitor has only so much screen space. When you zoom back to see all the pieces of your story (a panorama), the events may be too small to work in. Have no fear -- StoryView provides many tools for quickly changing scale so you can work comfortably. Some common scale tools are:

Scale Tool	Function
Fit to View	Control 2
Fit to 2/3rds View	Numpad 5

Scale Tool	Function
Zoom Tool	Press and hold the "Z" key when not in edit mode. Left click = zoom in; Right click = zoom out.
Panorama	Control-1, Control+NumPad 5, or click on toolbar icon.
Set Horizontal Scale	Slider on top toolbar or Control Numpad 4/Control Numpad 6.
Set Vertical Scale	Slider on side toolbar or Control-Numpad 8/Control Numpad 2.
Resize Level	Click on line between levels and drag.

What type of output do I get from StoryView?

StoryView has two major types of printed reports: the timeline report and the outline report.

The *Timeline* report looks just like the timeline. It shows events similar to the way they look on-screen. You can select how many pieces of paper your timeline is printed on. Typically, a large story needs to be printed across several pieces of paper. Multi-page printouts can have crop marks and edge lines that will help you tape the pages together to make a single multi-page timeline.

You can also print the timeline at any copy center that supports large format printout. This allows you to print a timeline on a single sheet of virtually any length.

The *Outline* report looks like a standard outline. It prints the full text of everything you've written, with different levels printed at different levels of indentation.

Can I write in StoryView, then transfer to another program?

Yes. There are three ways to get your written work out of StoryView and into another program: the first is to copy events and paste them into another program (i.e., Microsoft Word) that supports rich text format (RTF). You can even select all the events, copy them, and paste the entire work.

The second method is using StoryView's **Export** command to create an RTF file that can be opened by Microsoft Word and many other programs that support RTE.

The third method is of particular interest to screenwriters, TV writers and playwrights that own Movie Magic Screenwriter 2000. You can write your script in StoryView using paragraph styles, then press a single button to launch Movie Magic Screenwriter. Instantly, your story will be exported from StoryView to Screenwriter 2000, and presented to you in perfect screenplay, teleplay or stage play format. All special screenplay formatting (page breaks, dialog breaks,

continueds, scene numbering) will be done for you automatically - all you need to do is print the script!

How does Dramatica connect to StoryView?

StoryView can import Dramatica story files. Events are automatically created for scenes you've entered. Tracks are created for characters you've created, and connections created for story points you've attached to scenes. Note that no events will be created if you haven't detailed scenes inside your Dramatica story. In that case, you'll import only the characters and story points, which is still an excellent starting point for writing from Dramatica.

What's the best way to get to know the program?

The fact that you've read this far indicates that you're curious about learning more. The next step is to work through the tutorials. They will walk you through the basic operation of the program. Browse the reference manual to find out more detailed information about StoryView and the features it has to offer.

Related Documents

Refer to the following resources for more information about StoryView:

- **User's Manual (version 2.0 addendum)** - This contains information on all the changes from version 1.0 to 2.0. Where there are discrepancies between the two User's Manuals (this one and the Addendum), the Addendum should be considered the most up-to-date accurate version.
- **Installation & Release Notes** - See this document for instructions on installing the program.
- **Tutorial** - Refer to this document for a series of training exercises that walk you through different types of tasks in Screenwriter.
- **Quick Reference Card** - Use this document to view lists common keyboard commands and identifies the function of speedbar buttons.
- **Online Help** - Select Help > Help Topics from any program window to view more detailed information about the components of a window or dialogs.

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."

- **Cross-References** - All references to other sections of this manual also appear in *italics*. For example: “See *Keyboard Shortcuts on page 138* for a complete list of keyboard shortcuts.”
- **File Names** - All references to StoryView files and files for other applications also appear in *italics*. For example: “Select the *Screenplay.syv* template file.”
- **Keyboard Entries** - Text entered in a field appears in a **bold Courier font**. For example: “Enter **Family.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 **File > Save** to save your timeline changes.”
- **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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Getting Started

Overview of Working with StoryView

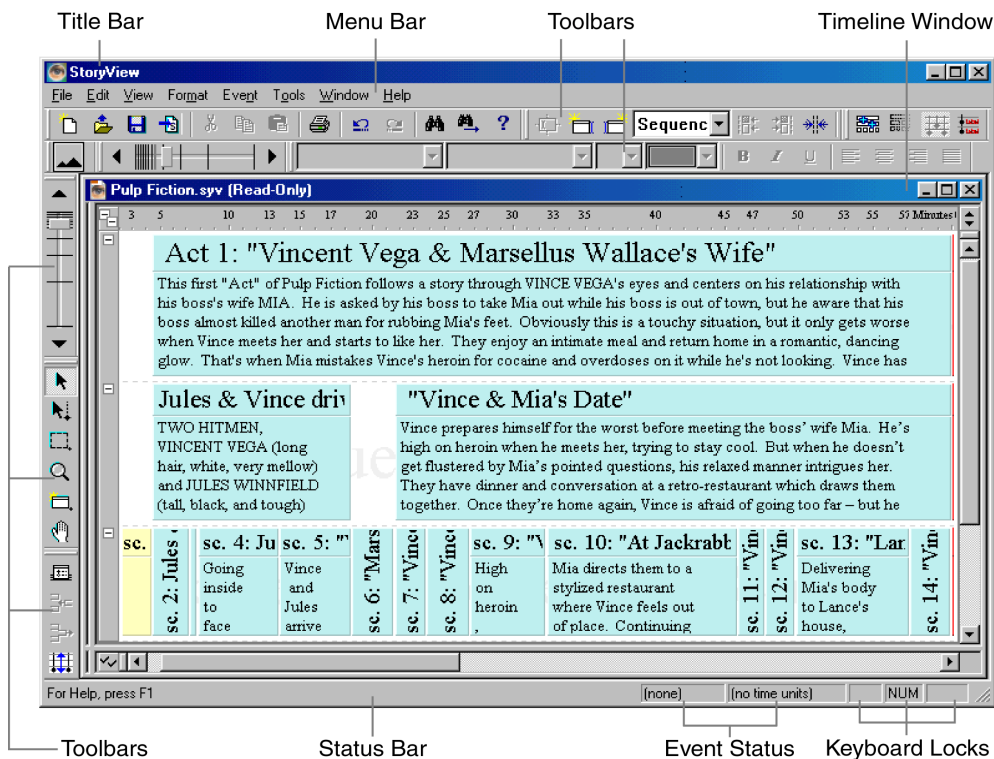
The first step in developing an idea in StoryView is to select a timeline template to work with. A template is a StoryView document that has predefined event types. Some templates also include individual events, tracks, paragraph styles, and customized timeline and program settings. StoryView includes templates for most forms of writing, including commercials, novels, and screenplays. See *Template Files on page 4* for information on creating and modifying StoryView templates.

StoryView also includes a set of example files. Example files include complete sets of events and tracks that demonstrate how to structure a timeline. StoryView includes example files for a variety of writing forms, including screenplays and stage plays. Refer to *Example Files on page 8* for instructions on selecting a StoryView example file.

NOTE	If you are not going to make any changes to a template, you can skip ahead to <i>Chapter 2 - Building a Timeline</i> .
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Features of the Main Window

The *Main* window appears after you launch the program and open a timeline (such as the *Pulp Fiction* example timeline shown below).

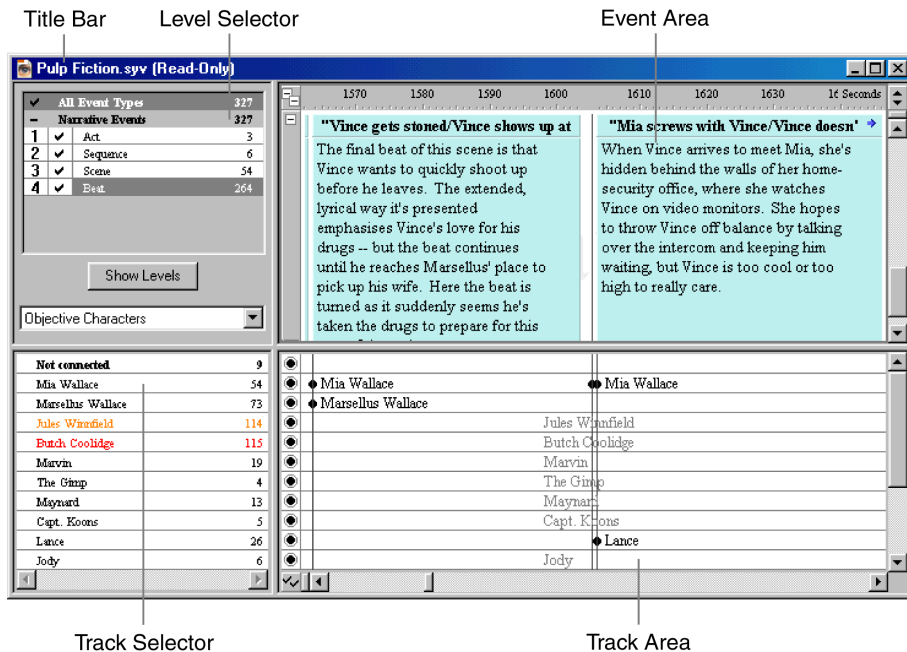


This window includes the following components:

1. **Title Bar** - Lists the title of the program and the file name of the active, or selected, *Timeline* window.
2. **Menu Bar** - Includes a series of menus used to open windows and execute program commands. Refer to *Menu Bar Options* on page 116 for more information.
3. **Toolbars** - Includes a series of buttons and tools used to execute program commands. See *Toolbars* on page 126 for more details.
4. **Timeline Window** - All open timelines appear in this area. Refer to *Features of the Timeline Window* on page 3 for more information.
5. **Status Bar** - Indicates what command can be executed from the current mouse location. The status bar also includes the following items:
 - *Event Status* - Displays the name and duration of the selected event.
 - *Keyboard Locks* - Indicates if the Caps Lock, Num Lock, and/or Scroll Lock keys on your keyboard are in the lock position.

Features of the Timeline Window

The *Timeline* window appears as shown below after you open a timeline (such as the *Pulp Fiction* example timeline) and press Ctrl+5 to display the *Control* and *Track* areas.



This window includes the following components:

1. **Title Bar** - Lists the StoryView file name of the *Timeline* window.
2. **Level Selector** - Indicates what event types appear in the *Event* area. Refer to *Level Selector* on page 19 for more information.
3. **Event Area** - Contains all of the events included in the timeline and measures the duration of each event. This area also includes a ruler that measures the position and duration of each event. See *Timeline Features* on page 10 for more information about the *Event* area.
4. **Track Selector** - Lists existing tracks and the number of connections to each track. See *Track Selector* on page 49 for more information.
5. **Track Area** - Indicates which tracks are connected to specific events in the timeline. Refer to *Track Features* on page 48 for more detailed information about the *Track* area.

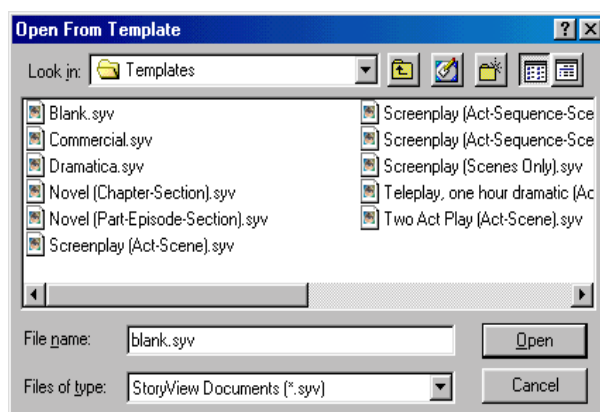
Template Files

Use a StoryView template files as a starting point in building your own timeline. Customize the template to suit the needs of your writing project and save it with a unique file name to save your custom formats. See *Template Files* on page 162 for a complete list of template files included with StoryView.

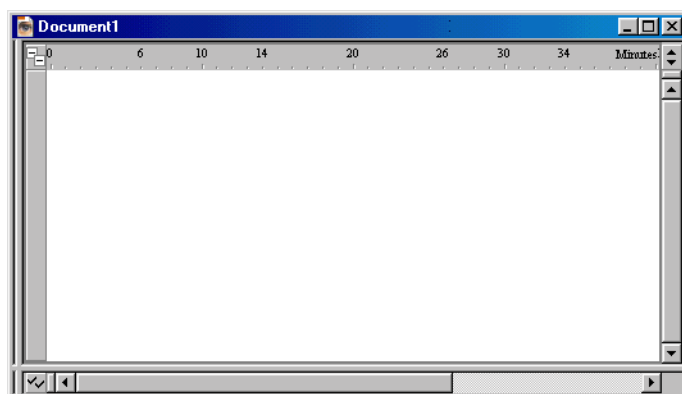
Creating a New Template

This section describes how to use the *Blank.syv* template to build your own template from scratch. To create a template, you need to set the length of your timeline, create an event hierarchy, select fonts to use with different event types, and define tracks. If there already is a template for your type of writing, it is much easier (and quicker) to modify that template to suit your needs. See *Customizing an Existing Template* on page 6 for more details.

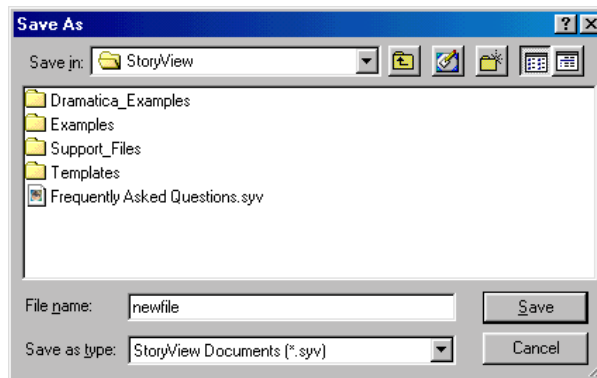
1. Select **File > New**, or click the **New**  toolbar button, to display the *Open From Template* dialog.



2. Select the **Blank.syv** template file.
3. Click the **Open** button to display this file.



4. Add the following information to your new template:
 - **Duration** - Enter the minimum and maximum duration for your timeline. See *Adjusting General Settings on page 60* for more details.
 - **Hierarchy** - Create a hierarchy of event types. See *Creating a New Event Hierarchy on page 62* for more information.
 - **Events** - Edit the default font, font size, font color, and duration of event types. Refer to *Event Types on page 66* for more information.
 - **Tracks** - Define a set of tracks. Refer to *Adding a Track on page 50* for more details.
5. Select **File > Save As** to display the *Save As* dialog.
6. Enter a unique name for your new file. For example, enter **newfile**.



7. Click the **Save** button to save your changes to the duration, hierarchy, event, and track settings.

TIP

Click the **Create New Folder**  button if you want to add a new folder to save your custom templates in.

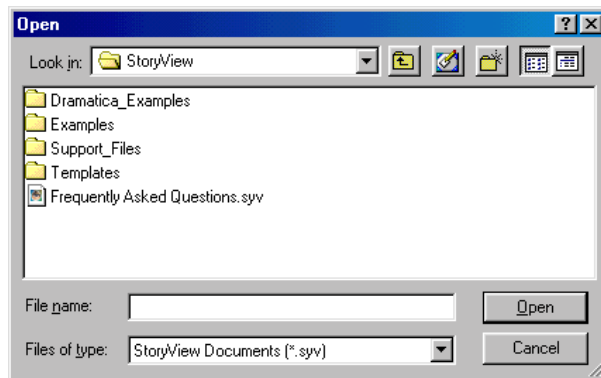
Customizing an Existing Template

This section describes how to modify the *Screenplay.syv* template to meet format and layout requirements of your own screenplay. Select a template, customize it, and save it with a unique file name to create your own custom formatted template.

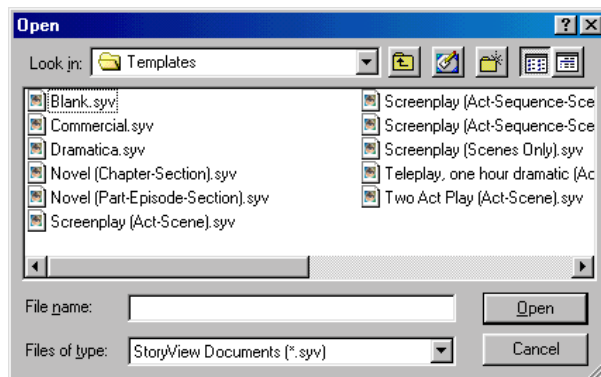
NOTE

These instructions also apply to any other StoryView template listed in *Template Files on page 162*.

1. Select **File > Open**, or click the **Open**  toolbar button, to display the *Open* dialog.



2. Double-click on the **Templates** folder to view the contents of this folder.

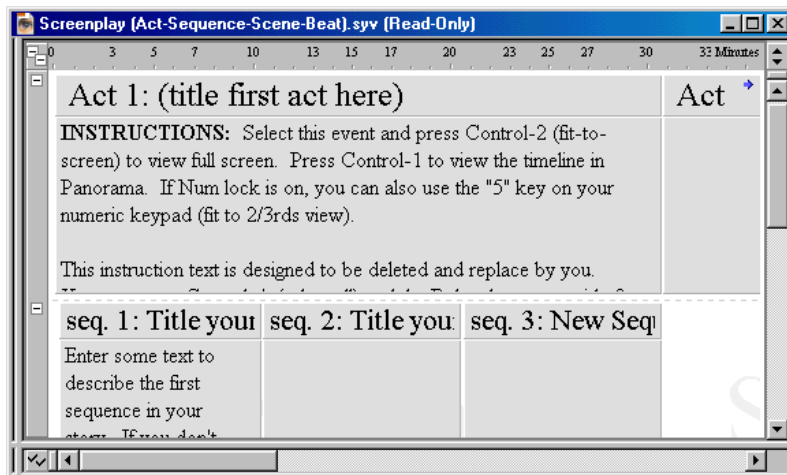


3. Select the template file you want to modify. For example, select the **Screenplay (Act-Scene) .syv** file.

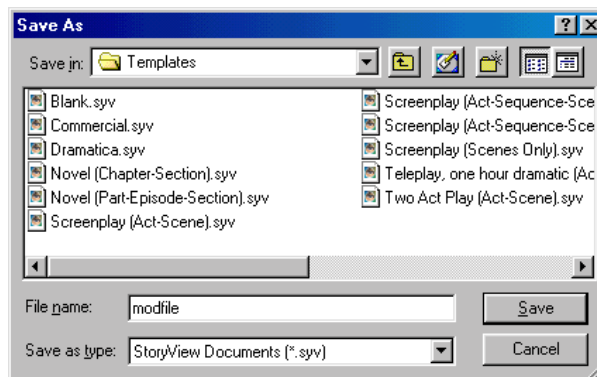
TIP

You can also open a template by dragging the file icon from Windows Explorer (or your Windows desktop) and dropping it on the StoryView main window.

4. Click the **Open** button to display the selected template file.



5. Modify the following information in the template:
 - **Duration** - Adjust the default duration of your timeline. See *Adjusting General Settings* on page 60 for more details.
 - **Hierarchy** - Modify the existing event type hierarchy. See *Modifying an Event Hierarchy* on page 61 for more information.
 - **Events** - Edit the default font, font size, font color, and duration of event types. Refer to *Event Types* on page 66 for more information.
 - **Tracks** - Define your own set of tracks or modify existing tracks. Refer to *Adding a Track* on page 50 for more information.
6. Select **File > Save As** to display the *Save As* dialog.
7. Enter a unique name for the new file. For example, enter **modfile**.



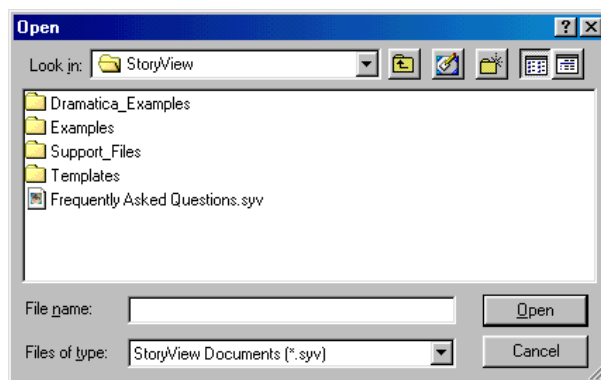
8. Click the **Save** button to save your changes to the duration, hierarchy, event, and track settings.

Example Files

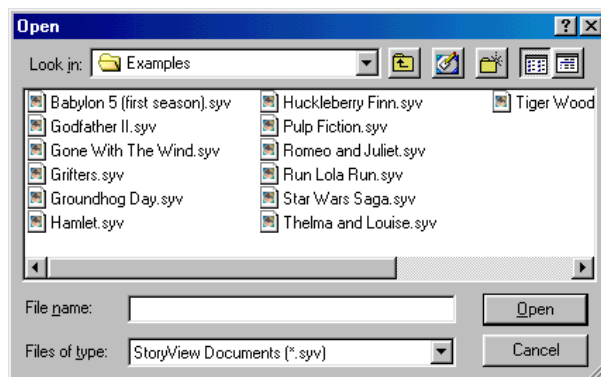
StoryView includes a number of example timelines to help you visualize how a completed timeline should look. Each example file includes a finished timeline, complete with predefined events, tracks, and paragraph styles. Refer to *Example Files on page 161* for a complete list of example files included with StoryView.

Opening an Example File

1. Select **F**ile > **O**pen, or 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. Select the example file you want to open.
4. Click the **Open** button to open the selected file.

Building a Timeline

Overview

Once you have selected and, if necessary, modified a template file, you are ready to begin building a timeline. The timeline is the place where you develop your thoughts and organize them into a cohesive document. Refer to *Timeline Features on page 10* for a description of the components of a timeline.

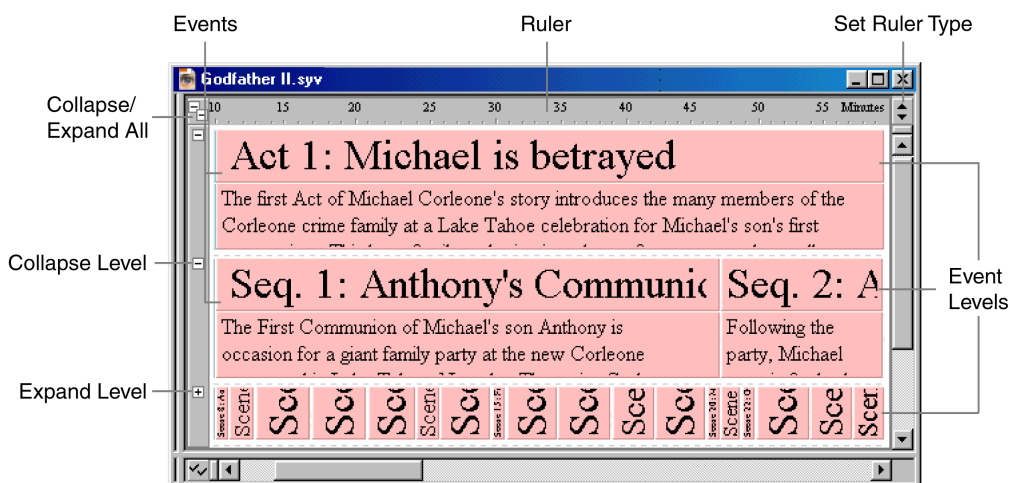
Each idea you have for your story is represented as an event on the timeline. Think of events as the building blocks for your timeline. You place events at the point in the timeline where you think they should occur. This point represents the position, based on the selected unit of measurement, where the event belongs in the story.

The insertion point of an event also represents a level in the story. In StoryView, events are inserted at different levels in a hierarchical structure similar to an outline. In a screenplay, for example, an *Act* event contains several *Sequence* events, each *Sequence* event contains a number of *Scene* events, and so on. See *Events on page 11* for more information.

NOTE	See <i>Event Types on page 66</i> for instructions on using the Document Settings dialog to modify the display of your timeline.
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Timeline Features

A timeline is a container for all of the events in a story. A typical timeline has hundreds of events, with each event containing text for a specific part of the story. This approach, which is similar to an outline, allows you to create a story in a non-linear manner. The *Event* area of the *Godfather II* example timeline is shown below:



The *Event* area includes the following components:

1. **Ruler** - Uses the designated unit of measurement (time or pages) to indicate the duration of events and the entire story. The duration of events is not affected by changes to the width, or horizontal scale, of the timeline. Refer to *Using the Horizontal Scale Tool on page 35* for more information.
2. **Set Ruler Type** - Click this button to display the **Ruler** context menu. See *Set Ruler Options on page 42* for more details.
3. **Event Levels** - Identifies with a watermark each level in the event hierarchy of the document. Watermarks can be turned off in the **Options** dialog. Refer to *Setting General Options on page 88* for more information.
4. **Event** - Signifies one dramatic unit. Each event starts at a designated point in the timeline and has a specific duration. They contain title and content sections, although some only display the content sections.
5. **Collapse Level** - Hides the content area of all the events on a level. This function conserves vertical display space on screen.
6. **Expand Level** - Displays both the title and content areas of all the events on a level.


Events

As you develop the content of your document, you will need to adjust, modify, and reorganize events. This section describes how to open, modify, and move events, change the color of event boxes, and delete events. Refer to *Template Files on page 4* for information on selecting a timeline template.

NOTE

See *Event Hierarchies on page 61* for instructions on adding a new event type (level) to the hierarchy tree for your timeline.

Creating a New Event

1. Open a timeline. For example, open the *Godfather II* example timeline.
2. Click the **Creation Tool**  toolbar button, or press the C key, to turn the cursor into an event creation icon.

NOTE

If the cursor is to the right of the box, the new event will be inserted to the right of the nearest event. If the cursor is to the left of the box, the new event will be inserted to the left of the nearest event.

3. Click on a level and ruler position in the timeline to insert a new event, and drag it to the right to set the duration. For example, click on the *Scene* level at the 61:04 minute mark on the ruler and drag it to the 62:18 minute mark. Then release the mouse button to create the new event with a duration of 1:14 minutes.



NOTE

The box that appears below and to the right of the cursor is called a flyover. It lists the duration and position of the selected event on the ruler. See *General Options on page 88* for more information.

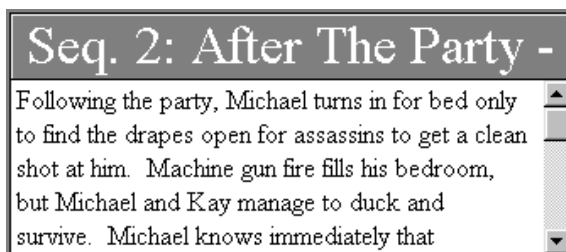
4. Enter a title for the new event in the *Event Title* area, then press Enter to move to the *Event Content* area.

5. Enter text for the new event in the *Event Content* area.
6. Press the Escape key to deselect the event and exit edit mode.
7. Repeat this process for each event you want to add to the timeline.

Editing an Event

You can modify the title and content areas of an event at any time, add special text formats, and apply paragraph styles to selected text.

1. Click on an event to select it. For example, click on **Sequence 2**.
2. Click on either the *Event Title* or *Event Content* area to put the event in edit mode.



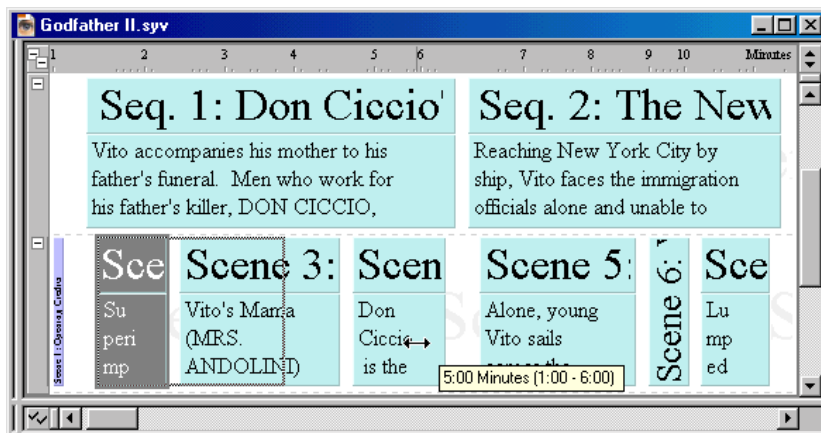
TIP	You can also put an event in edit mode by pressing the Enter key or selecting Event > Edit Selection .
------------	---

3. Modify the existing text and add new text as needed.
4. Add the following types of formatting as needed by selecting **Format** >:
 - **Character** - Displays the *Font* dialog. Use this dialog to change the font type, style, and size for selected text.
 - **Paragraph** - Select a paragraph style for selected text from the sub-menu. See *Styles on page 79* for more information.
 - **Color** - Displays the *Color* dialog. Use this dialog to add a new color to selected text.
 - **Bold** - Select to apply **bold** formatting to selected text.
 - **Italic** - Select to add *italic* formatting to selected text.
 - **Underline** - Select to underline selected text.
5. Press the Escape key to exit from edit mode or press Alt+(Up, Down, Left, or Right) Arrow to move to a neighboring event.

Changing the Duration of an Event

The duration of any event can be modified to reflect a change to the contents of that event. The duration of an event's parent will also increase, if necessary, so that it continues to extend over the child event.

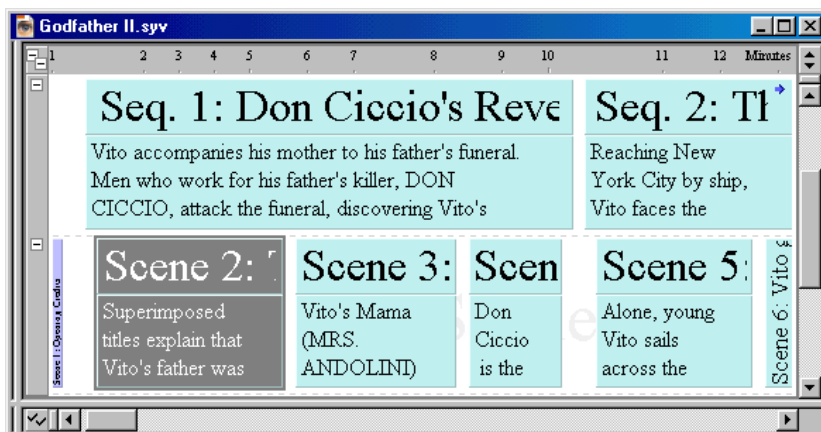
1. Click on the event you want to resize. For example, click on **Scene 2**.
2. Place the cursor over the right edge of the selected event to turn it into a double-headed arrow.
3. Drag the right edge of the event to the right to increase the duration or to the left to decrease the duration. For example, drag *Scene 2* to the right until duration increases to five minutes.



TIP

You can also use the **Select Properties** toolbar to change the position and duration of an event. Refer to *Selection Properties Toolbar* on page 133 for more information.

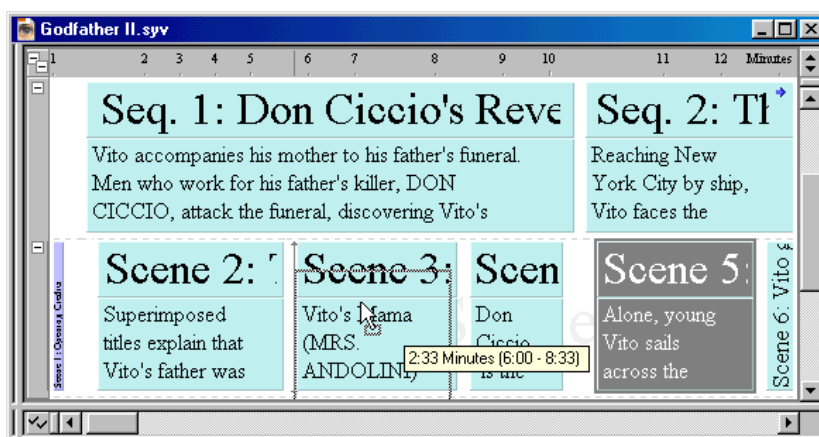
4. Release the mouse button to reset the duration of the event at five minutes.



Moving an Event to a New Position

You can move an event to any position on the timeline. This section describes how to move an event to a new position on the *same* event level.

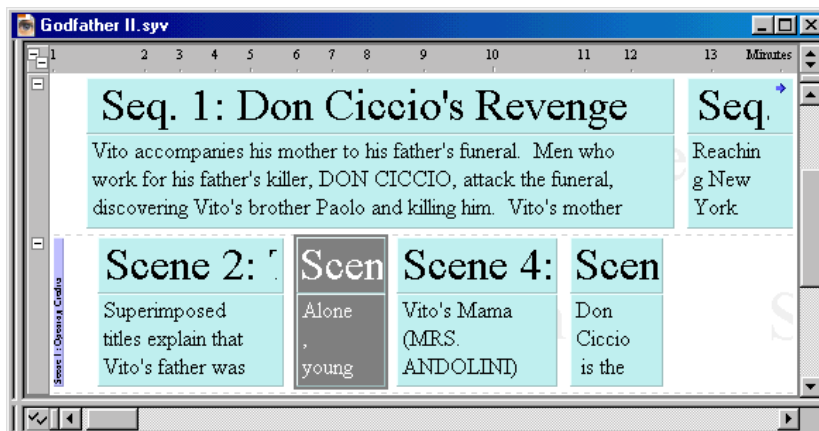
1. Click on the event you want to move to a new position on the timeline. For example, click on **Scene 5**.
2. Drag it to the new position. The insertion point indicates where the event will be placed and the flyover indicates the current position of the cursor on the timeline. For example, drag *Scene 5* to the left until the cursor rests between *Scene 2* and *Scene 3*.



NOTE

The up arrow in the above screen shot indicates that the event will become a child of that parent event (Sequence 1).

3. Release the mouse button to place the event in the new position.



Moving an Event to a New Level

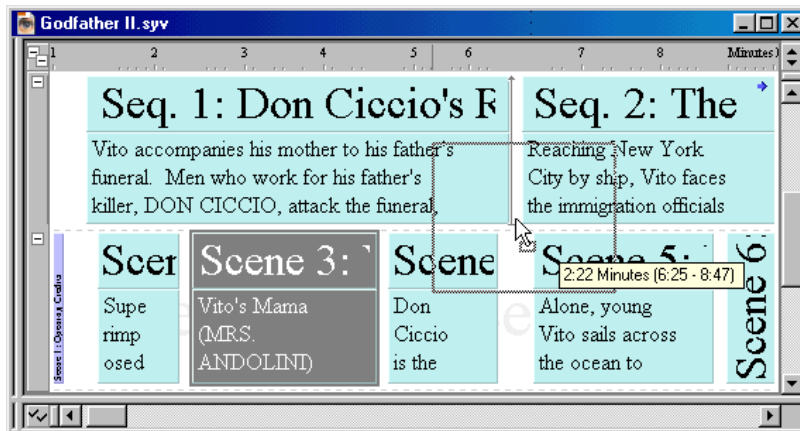
This section explains how to move an event to a new level in your hierarchy. Keep in mind that when you move an event to a new level, you change its relationship with any parent and/or child events it is connected to. This can affect relationships throughout your timeline and also change the total duration of the timeline.

1. Click on the event you want to move to a new level on the timeline. For example, click on **Scene 3**.

TIP

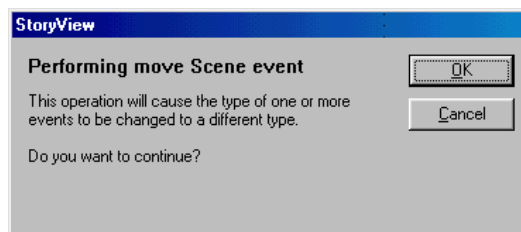
Press the Ctrl key and click on the event again to deselect it if you decide that you don't want to move a selected event.

2. Drag *Scene 3* up between *Sequence 1* and 2. The insertion point indicates where the event will be placed and the flyover indicates the current position of the cursor on the ruler.

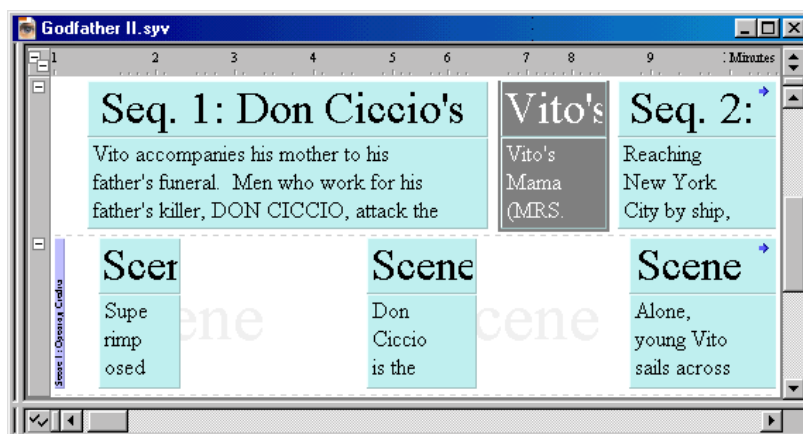

NOTE

The cursor in the above screen shot indicates that the event will be inserted between Sequence 1 and 2.

3. Release the mouse button to place the event on the new level and a *StoryView* warning dialog displays.




- Click the **OK** button to place the event on the new level.



- Press the **END** key to scroll to the end of the timeline. The duration of your timeline has increased by 2:22 minutes. This increase reflects the addition of a new sequence with a duration of 2:22 minutes.

Removing an Event from the Timeline


- Click on the event you want to remove from the timeline.
- Click the **Cut**  toolbar button, or press the **Delete** key, to move the event to the clipboard.

TIP

You can select **Edit > Clear** to delete the event without moving it to the clipboard.


Selecting and Moving a Group of Events

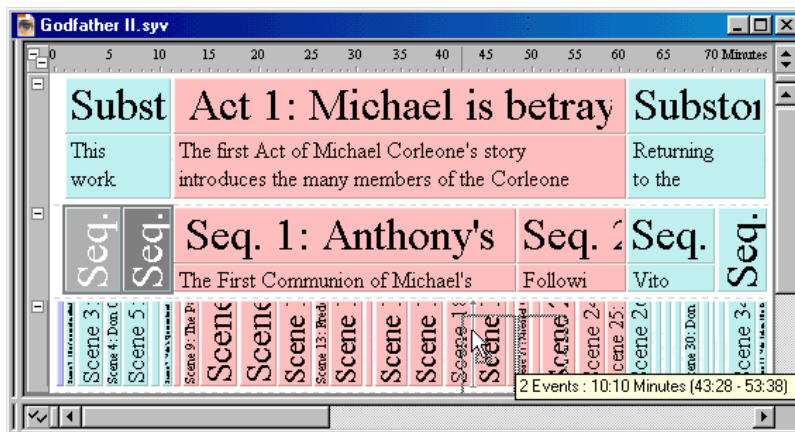
Moving events one at a time can be time consuming. To make this process easier, StoryView includes a tool that allows you to select a group of events and move them together to a new point on the timeline.

1. Click the **Group Selection Tool**  toolbar button, or press the S key, to activate the group selection tool.
2. Select all the events you want to include in the group.

TIP

Press the **Shift** key and click on a parent event to select the parent *and* all its descendants (child events). Press the **Ctrl** and **Shift** keys, then click on the parent to deselect the parent event and its children.


3. Release the cursor when all of the desired events are selected.
4. Click the **Selection Tool**  toolbar button to turn the cursor back into the default cursor icon.
5. Move the group of events selected in Step 2 to a new position or level.



6. Release the cursor when the group of events is correctly repositioned.

Using the Select Objects Dialog

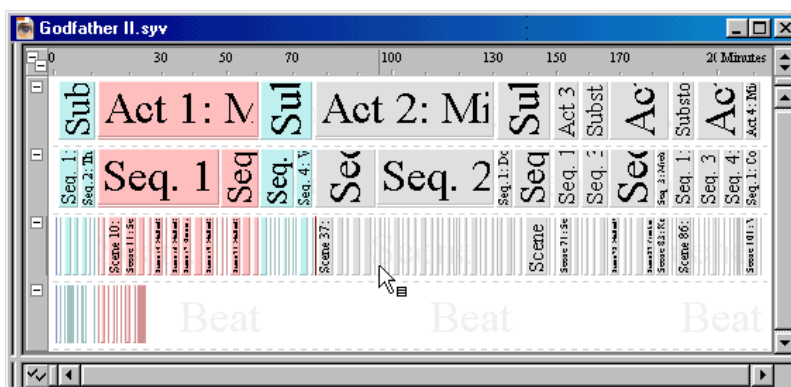
If your timeline is scaled all the way out, you may not be able to select individual events. When this happens, StoryView displays a *Select Objects* dialog that you can use to select events to edit and move.


1. Click the **Panoramic**  toolbar button to display the entire *Godfather II* timeline on-screen.

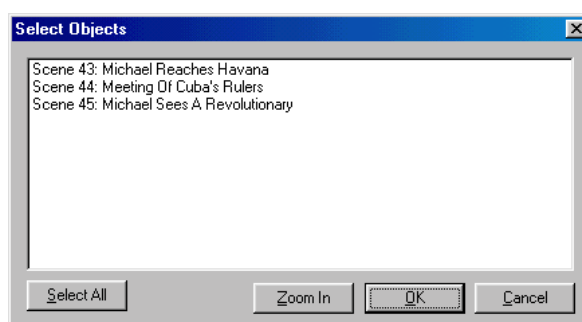
NOTE

Refer to *Displaying a Panorama of the Timeline on page 28* for more information about this toolbar button.

2. Place the cursor over the *Scene* event level.



3. Make sure that your cursor turned into the **Select Objects Tool** , then click to display the *Select Objects* dialog.



4. Select an event from the displayed list, or click the **Select All** button to select every event on this list.
5. Click the **OK** button to return to your timeline.

TIP

Click the **Zoom In** button to fit the selected event(s) to your screen.

Level Selector

If you are working with a large number of event levels in your timeline, it can become difficult to differentiate between different event types. To avoid this problem, you can click the check marks on the *Level Selector* to dim and hide specific event types. These check marks can be in any of the following states:

- ☒ **Display Event Level** - Displays the level normally. This is the default display option for all event levels.
- ☐ **Dim Event Level** - Dims all events on the level but leaves the level displayed in the timeline. This option is useful if you want to move event levels that you're not working with into the background.
- ☐ **Hide Event Level** - Hides the event level so that it does not display in the timeline. This option is useful if you are working with a lot of event levels and want to save display space. Hidden event levels *are not* deleted from the timeline.

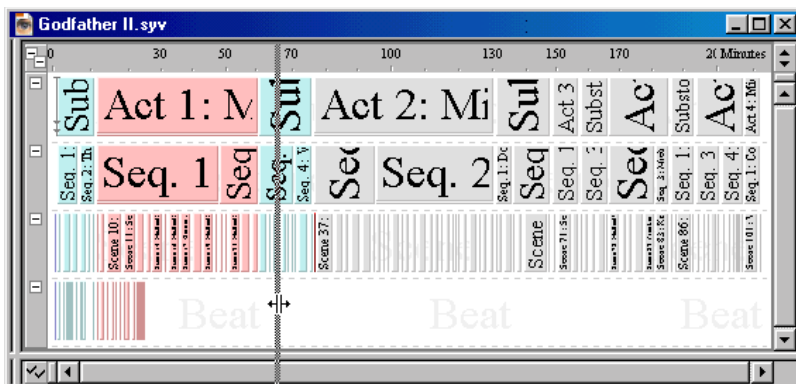
NOTE See *Event Hierarchies* on page 61 for details on creating event types.

Dimming an Event Type

1. Place the cursor over the lower-left corner of the window.



2. Drag the cursor to the right.

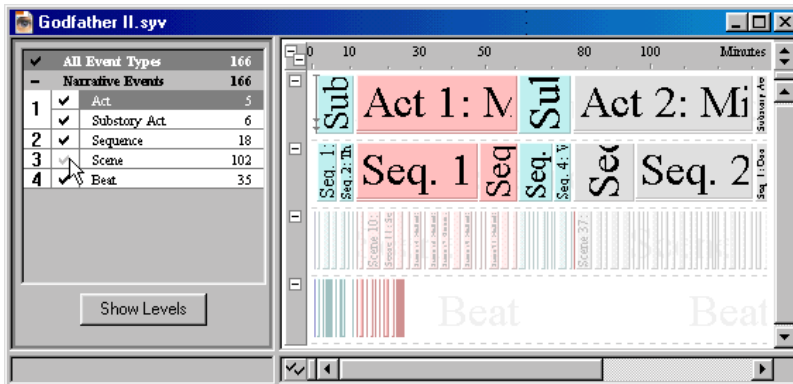


- Release the mouse to display the *Level Selector* area.

TIP

You can also select **View > Visibility > Show Control Area** or press **Ctrl+R** to display the *Level Selector*.

- Click on the check mark next to the event type you want to dim. For example, click on the **Scene** check mark.

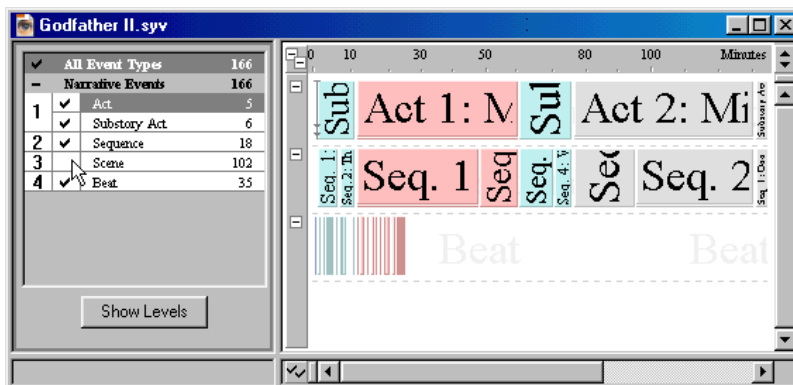


NOTE

Refer to *Event Hierarchies* on page 61 for information on adding and removing event types from the **Timeline** window.

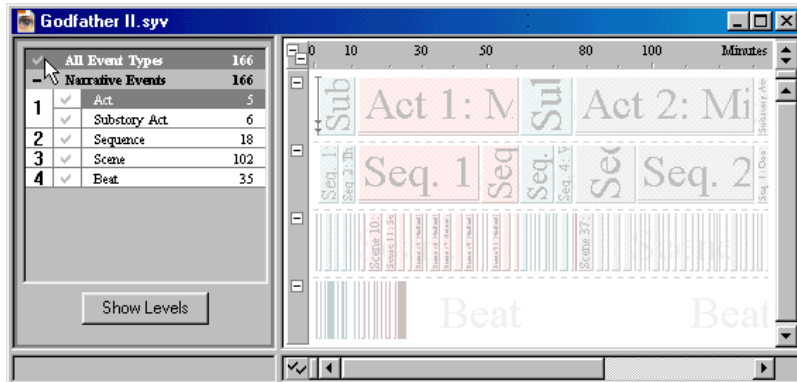
Hiding an Event Type

- Follow Steps 1 through 3 for *Dimming an Event Type* on page 19 to display the *Level Selector*.
- Click twice on the check mark next to the event type you want to hide. For example, click twice on the **Scene** check mark.



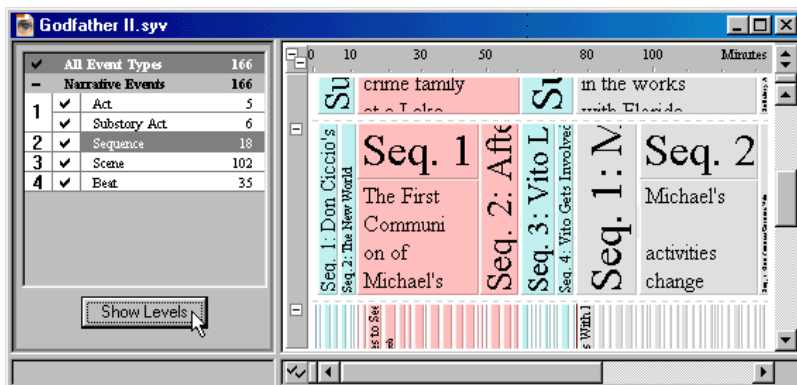
Setting All Event Types to the Same Display State

1. Click on the **All Event Types** check mark to switch every event type to the same display state.



Using the Show Levels Button


1. Click on the event level you want to display in the *Event* area. For example, select the **Sequence** level.
2. Click the **Show Levels** button to display the focus the *Sequence* event level on-screen.

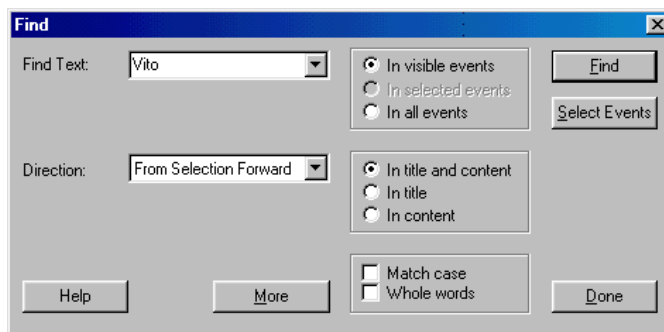


Find and Replace

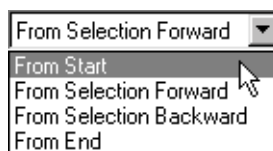
Use the find and replace functions to quickly locate or replace a specified search string in an event, group of events, or entire timeline. These features are useful for identifying and updating tracks and connecting events to tracks.

Finding Text

1. Select an event or group of events to search in. Skip this step if you want to search in *all* events.
2. Select **E**dit > **F**ind, or click the **Find**  toolbar button, to display the *Find* dialog.
3. Enter a search string in the **Find Text** drop-down list. For example, enter **Vito**.



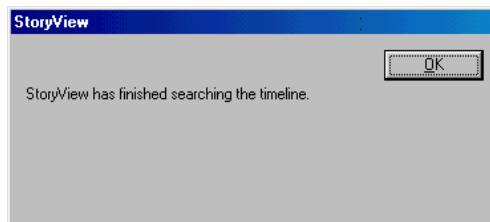
4. Click on the **Direction** drop-down list and make a selection to indicate the way to look for occurrences of the *Vito* search string.



5. Click on one of the following radio buttons in the *Events* area *if* you want to specify which events to search in for the *Vito* string:
 - **In Visible Events** - Looks for the string in visible events only.
 - **In Selected Events** - Looks for the string in selected events only. If no events were selected in Step 1, this radio button is dimmed.

Activate this radio button by clicking the **Select Events** button. This action causes StoryView to select all the events that contain the search string. For example, this is useful if you want to identify and assign a special color to all the events with *Vito* in them.

- **In All Events** - Looks for the string in all events.
6. Click on one of the following radio buttons in the *Title/Content* area if you want to specify which parts of an event to search in for the *Vito* string:
 - **In Title and Content** - Looks for the string in both event titles and event contents.
 - **In Title** - Looks for the string in event titles only.
 - **In Content** - Looks for the string in event contents only.
 7. Mark either/both/neither of the following check boxes:
 - **Match Case** - Looks only for exact matches to the case (upper and lower) used for the search string.
 - **Whole Words** - Looks only for exact word matches to the search string.
 8. Click the **Find** button to begin the search.
 9. Click the **Find** button again to locate the next match for the *Vito* search string. A *StoryView* confirmation dialog displays when you reach the last occurrence of the search string in the timeline.



10. Click the **Yes** button to continue the search at the beginning of the timeline, or the **No** button to return to the *Find* dialog.
11. Click the **Done** button when you are finished with your search.

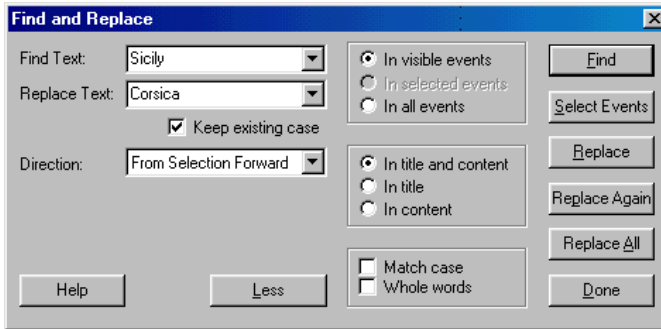
TIP

Click the **More** button to transform the *Find* dialog into the *Find and Replace* dialog.

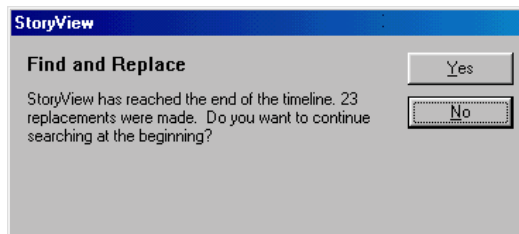
Replacing Text

1. Select an event or group of events to search in. Skip this step if you want to search in *all* events.
2. Select **Edit > Replace** to display the *Find and Replace* dialog.
3. Enter a search string in the **Find Text** drop-down list. For example, enter **Sicily**.

4. Enter a replacement string in the **Replace Text** drop-down list. For example, enter **Corsica**.



5. Mark the **Keep Existing Case** check box to use the same case for replaced text, regardless of what case you enter in the **Replace Text** field.
6. Click on the **Direction** drop-down list and make a selection to indicate the way to look for occurrences of the *Sicily* search string to replace.
7. Click a radio button in the **Events** and **Title/Content** areas as described in *Finding Text on page 22*.
8. Mark the **Match Case** and **Whole Words** check boxes as described in *Finding Text on page 22*.
9. Click the **Replace All** button to change *Sicily* to *Corsica* throughout the selected portion of your timeline. A *StoryView* warning dialog displays when you reach the last occurrence of the replace string in the timeline.



10. Click the **Yes** button to continue the search at the beginning of the timeline, or the **No** button to return to the *Find and Replace* dialog.
11. Click the **Done** button when you are finished replacing text.

TIP	Click the Less button to transform the Find and Replace dialog into the Find dialog.
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Working In Outline Mode

Outline Mode

Documentation for the Outline window is located in the Version 2.0 Addendum Manual (New Feature.pdf).

Adjusting Timeline Display

Overview

A key benefit of using StoryView is that it helps you to clearly visualize the flow of your story. However, as you add events to your timeline, it soon becomes impossible to display the entire timeline on-screen in normal view. As a result, it is important that you be able to control how your timeline displays on-screen. StoryView includes a number of methods on the **View** menu for adjusting the display of your timeline.

There are several general commands available that let you quickly adjust the timeline display. These commands are **Panorama**, **Fit to View**, **Fit to 2/3rds View**, and **Center**. Refer to *Timeline Display on page 28* for information about each of these commands.

You will do a lot of scrolling and scaling as you work in a timeline. To make these repetitive tasks as easy as possible, StoryView includes several methods for scrolling and scaling in your timeline. Refer to *Scrolling on page 32* and *Scaling on page 34* for more information about each scrolling and scaling method.

If you want to work in two different parts of your timeline at the same time, you will find it useful to split the timeline horizontally, vertically, or even both. See *Splits on page 38* for more information.

The **View** menu also includes three sub-menus that let you control what displays in the **Timeline** and **Main** windows. See *Set Ruler Options on page 42* for information on adjusting how events appear on the timeline in relation to the ruler. In addition, refer to *Visibility on page 44* for instructions on controlling what timeline elements, such as events and connection lines, display on-screen. And finally, see *Toolbars on page 45* to determine which toolbars to display on the **Main** window.

NOTE	There are shortcut keys next to many of the options on the View menu. Feel free to use these shortcut keys instead of the View menu commands. See <i>Keyboard Shortcuts on page 138</i> for a complete list of shortcut keys.
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Timeline Display

The *View* menu includes several commands that let you quickly adjust the magnification of a timeline. These commands allow you to zoom in on a selected event, range of events, or display all events on-screen.

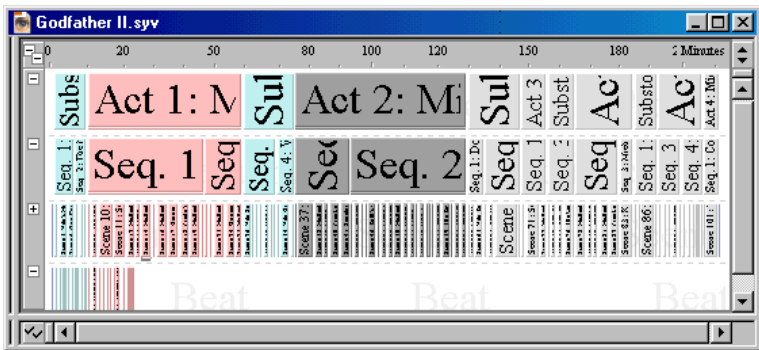
Displaying a Panorama of the Timeline


The **Panoramic** command lets you display an entire timeline, up to the preferred panoramic duration set in the *Document Settings* dialog, on-screen with one click of the mouse.

1. Open a timeline. For example, open the *Godfather II* example timeline.



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



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

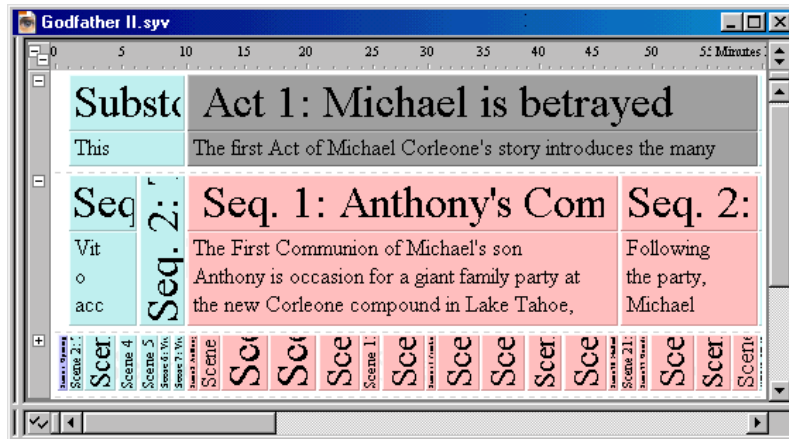
NOTE

The ability of this command to display all events on-screen may be limited based on the options selected on the **Ruler** sub-menu. See *Set Ruler Options* on page 42 for more information.

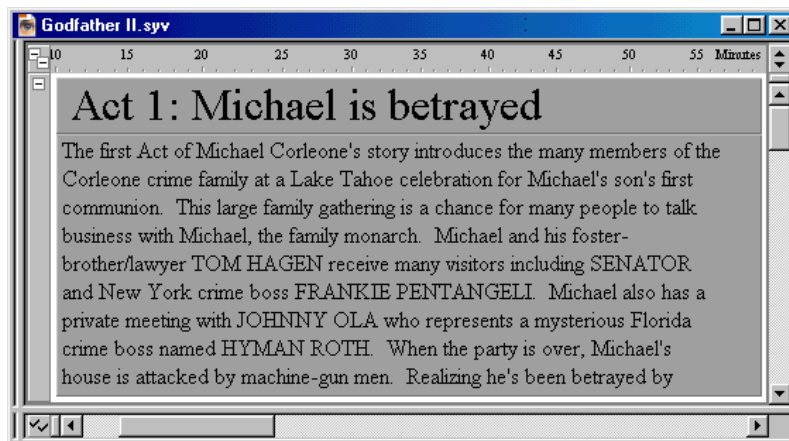
Fitting an Event to View

The **Fit to View** command is useful when you want to zoom in on one or more events. It allows you to display just those events on-screen, making it easier to edit the title and contents.

1. Click on an event to select it. For example, click on **Act 1: Michael is betrayed**.



2. Select **View > Fit to View**, or press Ctrl+2, to fit the selected event to view on-screen.

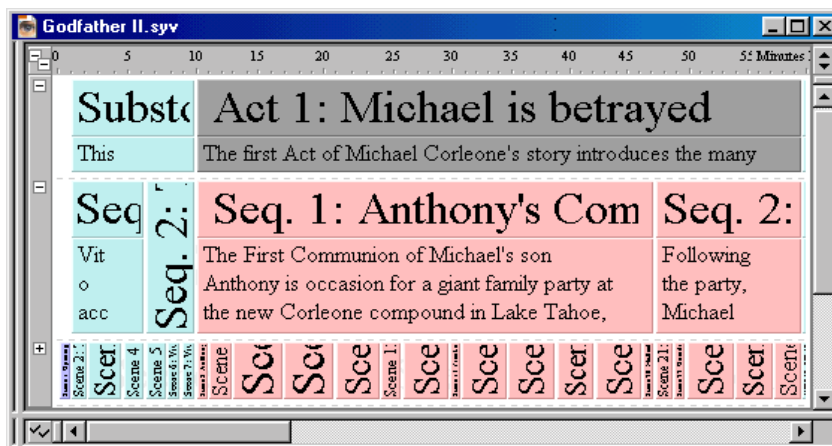


3. Select the **Fit to View** command again to return to the original zoom level.

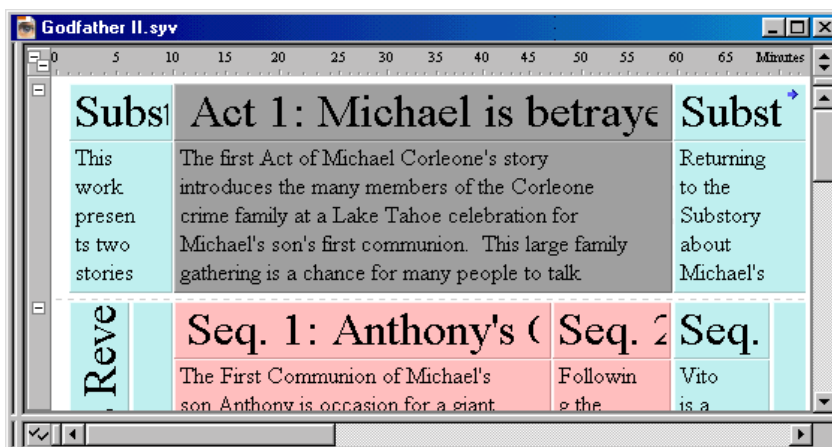
Fitting an Event to Two-Thirds View

The **Fit to 2/3rds View** command is useful when you want to zoom in on one or more events, but still want to be able to see the surrounding events.

1. Click on an event to select it. For example, click on **Act 1: Michael is betrayed**.



2. Select **View > Fit to 2/3rds View** to focus two-thirds of the screen on the event.

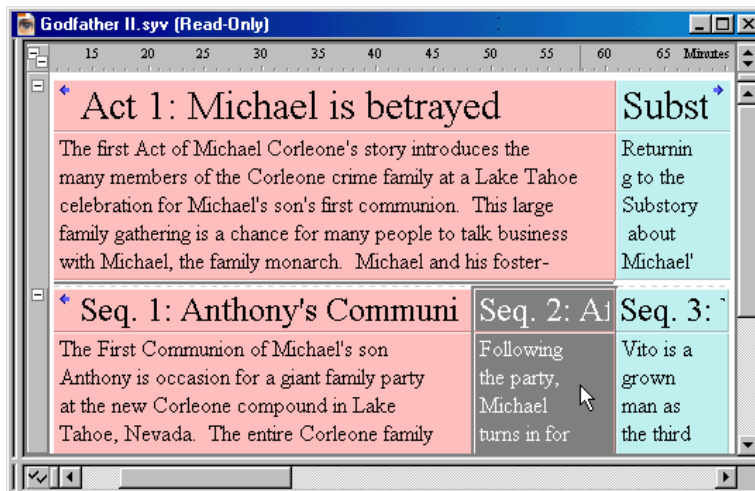


3. Select the **Fit to 2/3rds View** command again to return to the original zoom level.

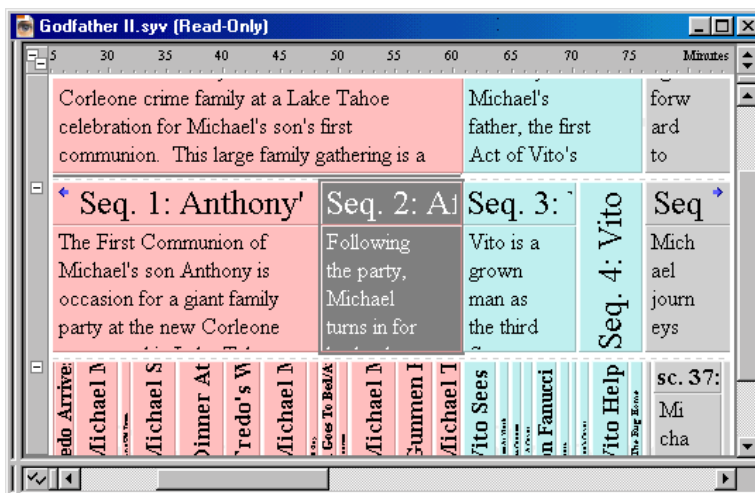
Centering Events

The **Center** command is useful when you want to display a group of events at the center of the screen without changing the magnification.

1. Select an events.



2. Select **View > Center** to center the event on-screen.




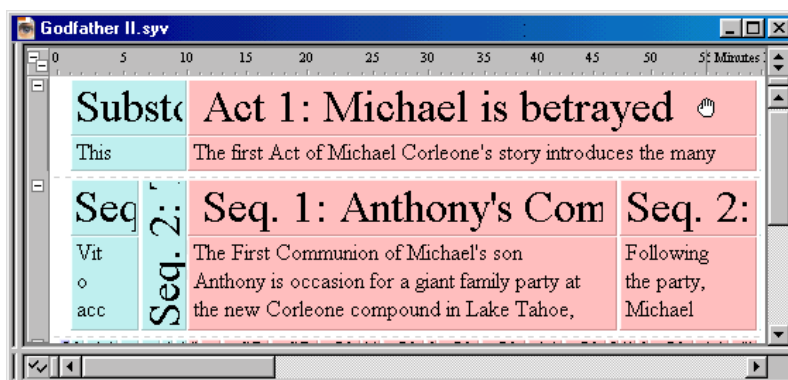
Scrolling

There are several methods for scrolling through a timeline. You can use the **Scroll Tool** toolbar button, the numerical keypad (NumPad) on your keyboard, or the commands on the *Scroll* sub-menu.

Using the Scroll Tool

This tool lets you click on the timeline and move it in any direction.

1. Click the **Scroll Tool**  toolbar button, or press the SPACE bar, to activate the scroll tool.
2. Click anywhere on the timeline to “grab” it with the hand icon.



NOTE

The fingers and thumb on the hand icon move in towards the palm to indicate that it has “grabbed” the timeline.

3. Move the cursor in any direction to scroll the display area of the timeline in that direction.

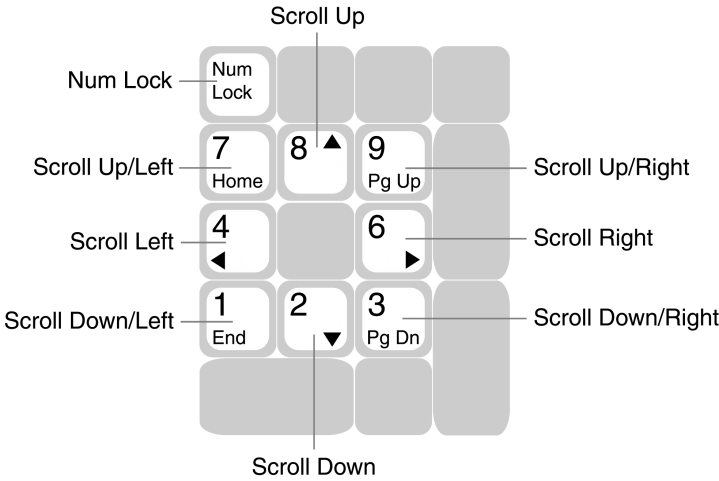


4. Release the cursor when the timeline is correctly repositioned.

Scrolling with the NumPad

This method allows you to use the NumPad on your keyboard to scroll through the timeline.

1. Make sure that the Num Lock key is in the locked position.
2. Press the applicable key to move the window display area one “click” in that direction.



Scrolling with Menu Commands

This method lets you use the *Scroll* sub-menu to scroll through the timeline.

1. Select **View > Scroll View** to display the *Scroll* sub-menu.

Scroll Left	NumPad-4
Scroll Right	NumPad-6
Scroll Up	NumPad-8
Scroll Down	NumPad-2

2. Select any of the following options:
 - **Scroll Left** - Moves the window display area one “click” to the left.
 - **Scroll Right** - Moves the window display area one “click” to the right.
 - **Scroll Up** - Moves the window display area one “click” up.
 - **Scroll Down** - Moves the window display area one “click” down.


NOTE	You can also use scroll bars on the right and bottom of the window to adjust the display area.
-------------	--

Scaling

There are several methods for adjusting the magnification of a timeline. You can use the **Zoom Tool** toolbar button, the **Set Horizontal Scale** and **Set Vertical Scale** toolbar buttons, the NumPad on your keyboard, and the commands on the *Scale* sub-menu.

Using the Zoom Tool

Use this tool to draw a box on part of a timeline and fit that area on-screen.

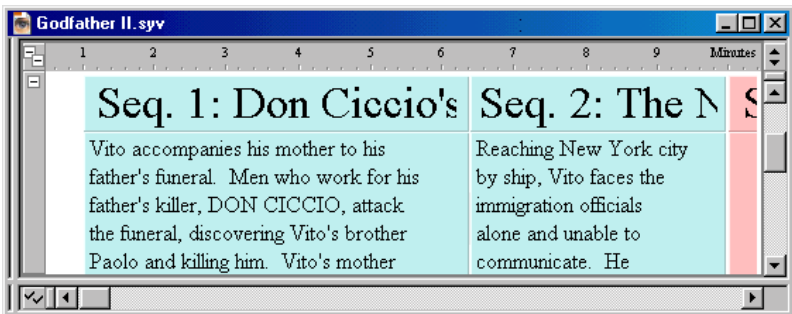
1. Click the **Zoom Tool**  toolbar button, or press the Z key, to activate the zoom tool.
2. Click and drag to draw a box around the events you want to zoom in on.



TIP

Press the **Shift** key while clicking and dragging if you want to limit changes to the size of the box to the horizontal or vertical axis.

3. Release the mouse button to zoom in on the boxed area.



TIP

Right-click to zoom out by just one "click" or left-click to zoom in by just one "click."

Using the Horizontal Scale Tool

The *Set Horizontal Scale* toolbar allows you to adjust the display width of a timeline *without* affecting the height, or vertical scale. Changing the width of the timeline to display more or less of it on-screen does not alter the duration of events or the total duration of the timeline.

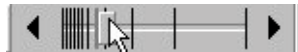
1. Select **View > Toolbars > Horizontal Scale** to display the **Set Horizontal Scale** toolbar (if not already displayed).
2. Use any of the following methods to adjust the horizontal scale of your timeline:
 - Click on the **Left Arrow** to shrink the horizontal scale. This increases the horizontal percentage of the timeline that displays on-screen.



- Click on the **Right Arrow** to expand the horizontal scale. This decreases the horizontal percentage of the timeline that displays on-screen.



- Click on the **Scale Bar** and drag it to any position on the toolbar to adjust the timeline to that horizontal scale.



- Click on *any* point in the toolbar to adjust the timeline to that horizontal scale.



3. Repeat Step 2 until your timeline displays at the desired horizontal scale.

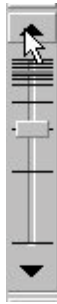
TIP

If you don't want to use the **Set Horizontal Scale** toolbar, select **View > Toolbars > Horizontal Scale** to hide it.

Using the Vertical Scale Tool

The *Set Vertical Scale* toolbar allows you to adjust the display height of a timeline *without* affecting the width, or horizontal scale.

1. Select **View > Toolbars > Vertical Scale** to display the **Set Vertical Scale** toolbar (if not already displayed).
2. Use any of the following methods to adjust the vertical scale of your timeline *without* affecting the horizontal scale:
 - Click on the **Up Arrow** to shrink the vertical scale. This increases the vertical percentage of the timeline that displays on-screen.



- Click on the **Down Arrow** to expand the vertical scale. This decreases the vertical percentage of the timeline that displays on-screen.



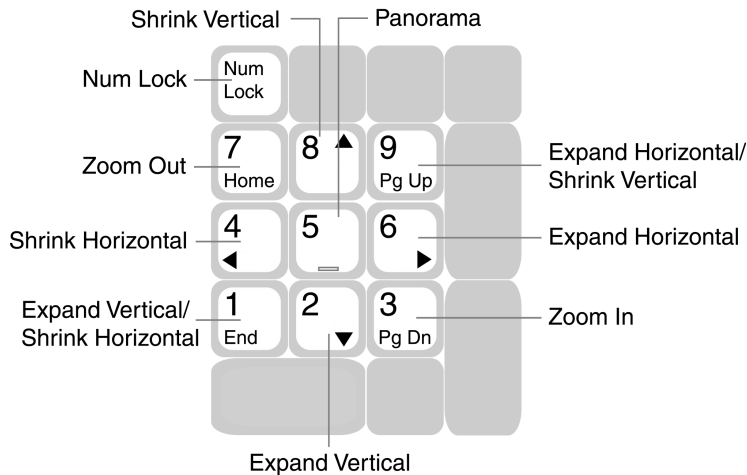
- Click on the **Scale Bar** and drag it to any position on the toolbar to adjust the timeline to that vertical scale.
 - Click on *any* point in the toolbar to adjust the timeline to that vertical scale.
3. Repeat Step 2 until your timeline displays at the desired vertical scale.

TIP	If you don't want to use the Set Vertical Scale toolbar, select View > Toolbars > Vertical Scale to hide it.
------------	--

Scaling with the NumPad

This method allows you use the NumPad to adjust the scale of your timeline.

1. Make sure that the Num Lock key is in the locked position.
2. Hold down the Ctrl key *and* press the applicable key to move the window display area one “click” in that direction.



Scaling with Menu Commands

This method lets you use the *Scale* sub-menu to scroll through the timeline.

1. Select **View > Scale View** to display the *Scale* sub-menu.

Zoom <u>I</u> n	Ctrl+NumPad-3
Zoom <u>O</u> t	Ctrl+NumPad-7
Ex <u>p</u> and Horizontal	Ctrl+NumPad-6
Shr <u>i</u> nk Horizontal	Ctrl+NumPad-4
Ex <u>p</u> and Vert <u>i</u> cal	Ctrl+NumPad-2
Shr <u>i</u> nk Vert <u>i</u> cal	Ctrl+NumPad-8

2. Select any of the following options:
 - **Zoom In** - Increases the magnification of the window by one “click.”
 - **Zoom Ot** - Decreases the magnification of the window by one “click.”
 - **Expand Horizontal** - Increases window width by one “click.”
 - **Shrink Horizontal** - Decreases window width by one “click.”
 - **Expand Vertical** - Increases window height by one “click.”
 - **Shrink Vertical** - Decreases window height by one “click.”

Splits

StoryView includes options for dividing a timeline horizontally and/or vertically into two (or four) parts. This feature is helpful when you want to work in different parts of the timeline but still need to keep both parts displayed on-screen.

NOTE

Since the divided portions of the timeline are still part of the same document, changes made in one portion are automatically made in the other portion(s).

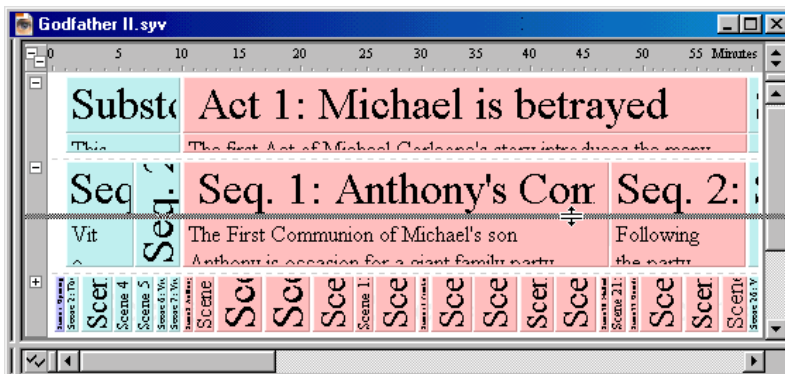
Adding a Horizontal Split

A horizontal split allows you to work on two different levels in a timeline at the same time. This allows you to avoid scrolling up and down while entering text in different parts of the timeline. You can also use the split feature to compare information entered in different parts of a timeline.

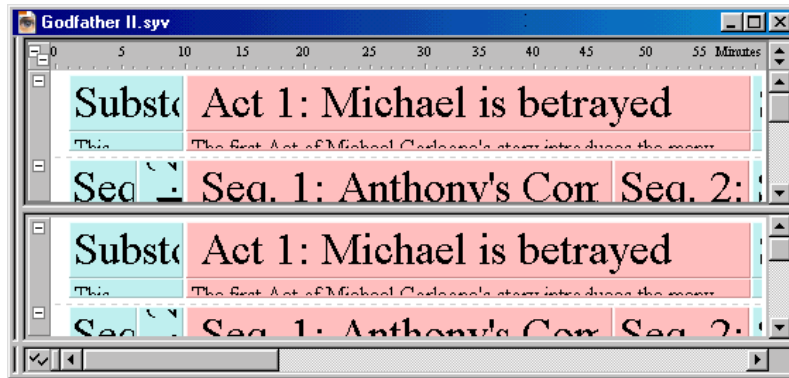
1. Open the timeline you want to split.
2. Place the cursor over the horizontal splitter (located in the upper-right corner of the *Timeline* window).



3. Drag the splitter into the timeline.



4. Release the mouse button to split the timeline horizontally.



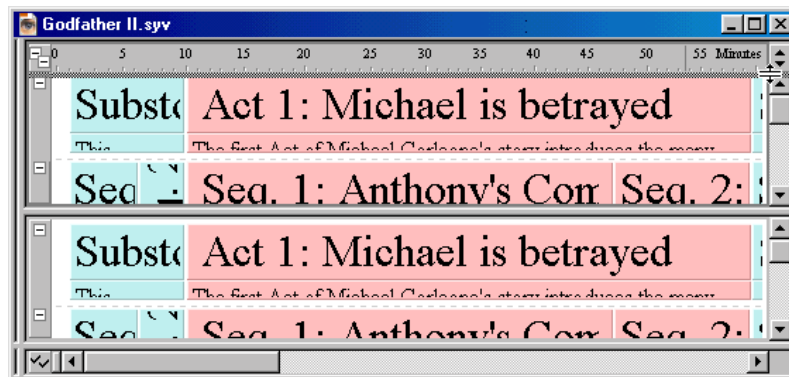
5. Use the vertical scroll bars to display different levels in each part of the timeline. (The horizontal scroll bar moves both parts of the timeline at the same time.)

NOTE

You can also select **View > Add Horizontal Split** or press the **F3** key to split your timeline horizontally.

Removing a Horizontal Split

1. Place the cursor over the horizontal splitter.
2. Drag the splitter back to its original position above the scroll bar in the upper-right corner of the *Timeline* window.



3. Release the mouse button to remove the horizontal split from the timeline.

NOTE

You can also select **View > Remove Horizontal Split** or press the **F3** key to remove a horizontal split.

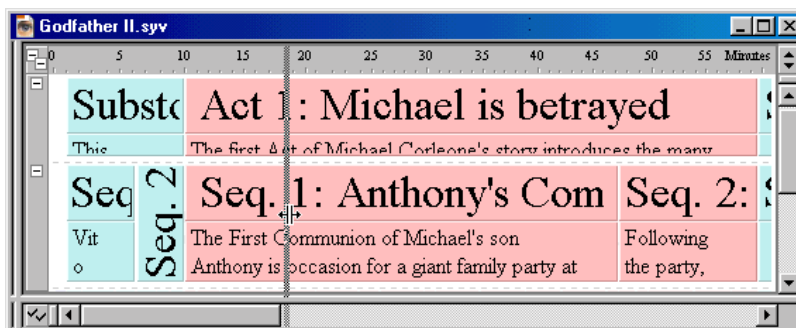
Adding a Vertical Split

A vertical split allows you to work on two points on the ruler at the same time. This saves you time by eliminating the need to scroll back and forth while entering text in different parts of the timeline.

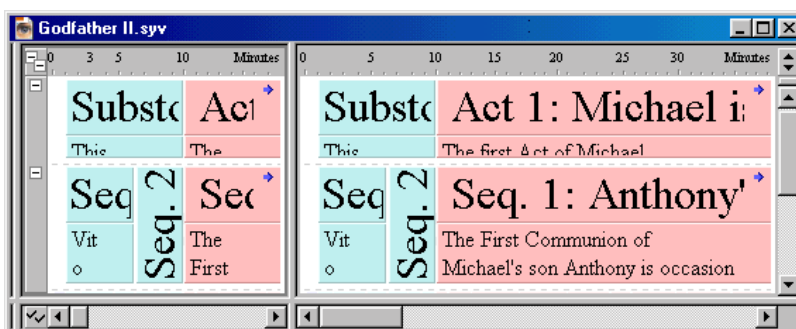
1. Open the timeline you want to split.
2. Place the cursor over the vertical splitter (located in the lower-left corner of the *Timeline* window).



3. Drag the splitter into the timeline.



4. Release the mouse button to split the timeline vertically.



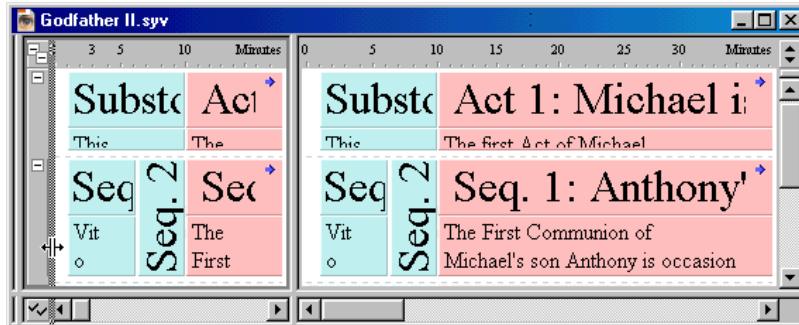
5. Use the horizontal scroll bars to display different points in the timeline. (The vertical scroll bar moves both parts of the timeline at the same time.)

NOTE

You can also select **View > Add Vertical Split** or press the **F4** key to split your timeline vertically.

Removing a Vertical Split

1. Place the cursor over the vertical splitter.
2. Drag the splitter back to its original position to the left of the bottom scroll bar.



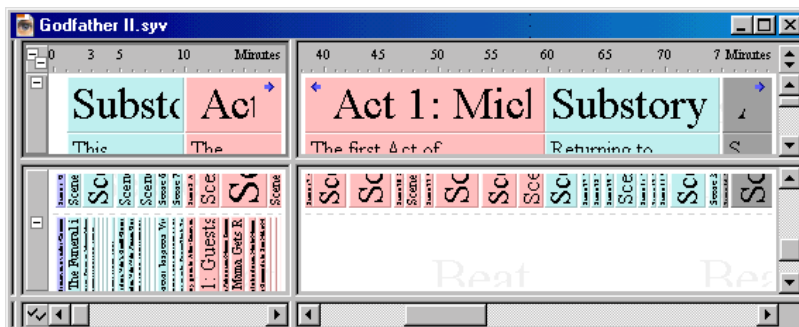
3. Release the mouse button to remove the vertical split from the timeline.

NOTE

You can also select **View > Remove Vertical Split** or press the **F4** key to remove a vertical split.

Adding Both a Horizontal and Vertical Split

1. Open the timeline you want to split.
2. Follow the instructions for *Adding a Horizontal Split on page 38* or select **View > Add Horizontal Split** to divide the timeline horizontally.
3. Follow the instructions for *Adding a Vertical Split on page 40* or select **View > Add Vertical Split** to divide the timeline vertically.

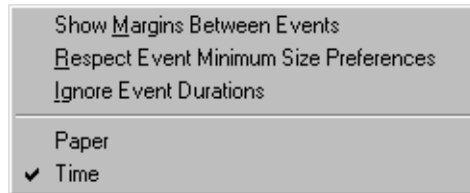


4. Use the split view to compare data in separate parts of the timeline.

Set Ruler Options

Use the **Ruler** sub-menu to change the display settings for the timeline.

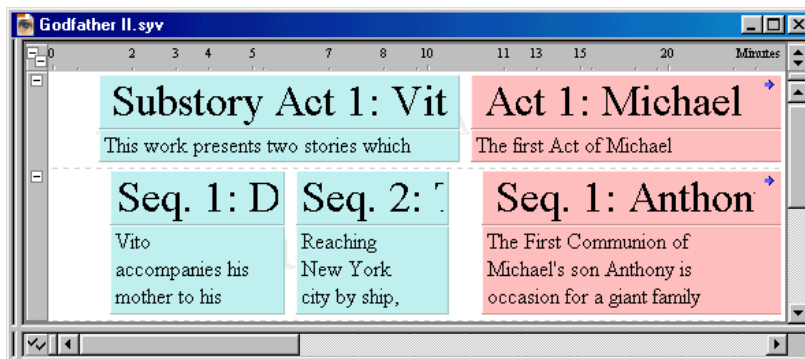
1. Select **View > Set Ruler Options** to display the **Ruler** sub-menu.



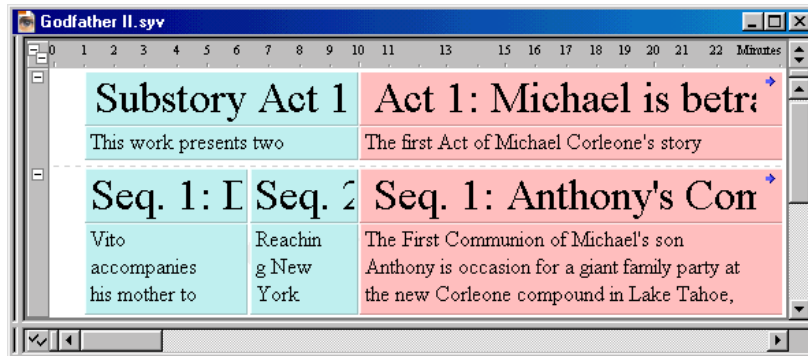
TIP

You can also click on the ruler or the **Set Ruler Type**  button to display the **Ruler** sub-menu.

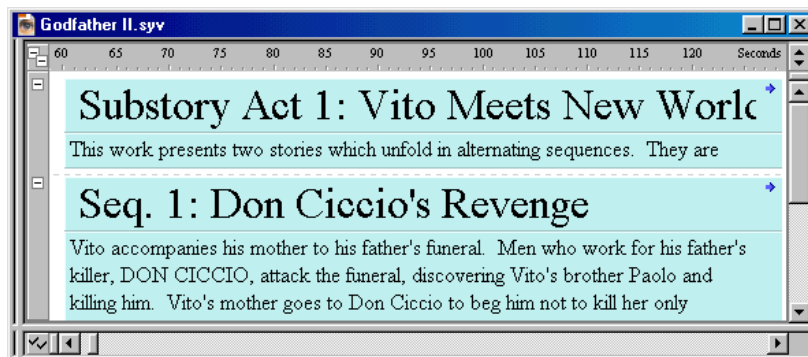
2. Select any combination of the following options:
 - **Show Margins Between Events** - Displays the timeline with small gaps between events instead of just a thin line. This option, unlike the other two, is selected by default, so you have go into the **Ruler** sub-menu to turn it off.



- **Respect Event Minimum Size Preferences** - Keeps the duration of event types from being reduced past the minimum size set in the *Document Settings* dialog. Refer to *Setting the Duration of an Event Type* on page 69 for more details.



- **Ignore Event Durations** - Displays all events with the minimum sizes designated in the *Document Settings* dialog, regardless of the actual duration of each event. When this option is selected, you cannot adjust the horizontal scale of your timeline.

**NOTE**

Selecting any of these options (especially **Ignore Event Durations**) may limit the ability of the **Panorama** command to display the entire timeline on-screen. Refer to *Displaying a Panorama of the Timeline* on page 28 for more information.

- Select **Paper** or **Time** as the unit of measurement category to use for the ruler. Refer to *Setting the Duration of an Event Type* on page 69 for information about specifying the unit of measurement (hours, minutes, paper, etc.).

Visibility

Use the *Visibility* sub-menu to determine whether various parts of the *Timeline* window are displayed or hidden.

1. Select **View > Visibility** to display the *Visibility* sub-menu.

Show <u>T</u> rack Area	Ctrl+T
Show <u>C</u> ontrol Area	Ctrl+R
Show Tracks <u>a</u> nd Controls	Ctrl+5
Show All <u>E</u> vents	
<u>S</u> how Events Hidden by Type	
<u>S</u> how Events Hidden by Track	
<u>E</u> nable Event Hiding	Ctrl+6
Show Connection <u>L</u> ines	Ctrl+7
Show Connection <u>L</u> abels	Ctrl+8

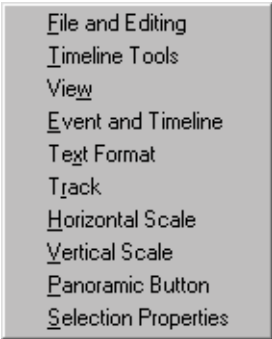
2. Select any of the following options:
 - **Show Track Area** - Displays the *Track* area of the window.
 - **Show Control Area** - Activates controls for the *Event* area and, if active, the *Track* area.
 - **Show Tracks and Controls** - Displays the *Track* area and activates controls for the *Timeline* and *Track* areas.
 - **Show All Events** - Displays any hidden event levels and expands any collapsed event levels.
 - **Show Events Hidden by Type** - Displays any hidden event types and, if all event types on a level are hidden, displays the hidden event level.
 - **Show Events Hidden by Track** - Displays any events hidden based on their track status.
 - **Enable Event Hiding** - Activates the hide function. This function allows you to use the *Control* area to hide event levels. This command also allows the **Track Status** buttons to hide events based on their connection to tracks.
 - **Show Connection Lines** - Displays connecting lines between events and tracks.
 - **Show Connection Labels** - Displays identification labels for tracks.

NOTE	See <i>Chapter 5 - Setting Up Tracks</i> for more information about tracks.
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Toolbars

Use the *Toolbars* sub-menu to select toolbars to include on the *Main* window.

1. Select **View > Toolbars** to display the *Toolbars* sub-menu.



2. Select any of the following toolbars to display (or hide):
- **File and Editing** - Includes buttons for opening, editing, saving, and printing documents.
 - **Timeline Tools** - Contains buttons for selecting events, connecting events to tracks, and adjusting the display of your timeline.
 - **View** - Includes buttons for adjusting the display of events and tracking lines.
 - **Event and Timeline** - Contains buttons (and one drop-down list) for adjusting the view and placement of events on the timeline.
 - **Text Format** - Includes buttons and drop-down lists for customizing the appearance and alignment of text.
 - **Track** - Contains buttons for viewing and organizing the *Track* area.
 - **Horizontal Scale** - Includes an icon for adjusting the horizontal display of the timeline.
 - **Vertical Scale** - Includes an icon for adjusting the vertical display of the timeline.
 - **Panoramic Button** - Activates a button that displays the entire timeline on-screen.
 - **Selection Properties** - Contains fields and a drop-down list for viewing and adjusting the duration of an event.

NOTE	All the toolbars, except View and Selection Properties , default to display when you first install the program. Refer to <i>Toolbars</i> on page 126 for more information about each toolbar.
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Setting Up Tracks

Overview

One of the most useful features of StoryView is the ability it gives you to create tracks for specific characters, actions, and story points. Tracks are items of information that are connected to all the events they appear in. They help you visualize where different types of information appear in the timeline. See *Track Features on page 48* for a description of the components of the *Track* area of a *Timeline* window.

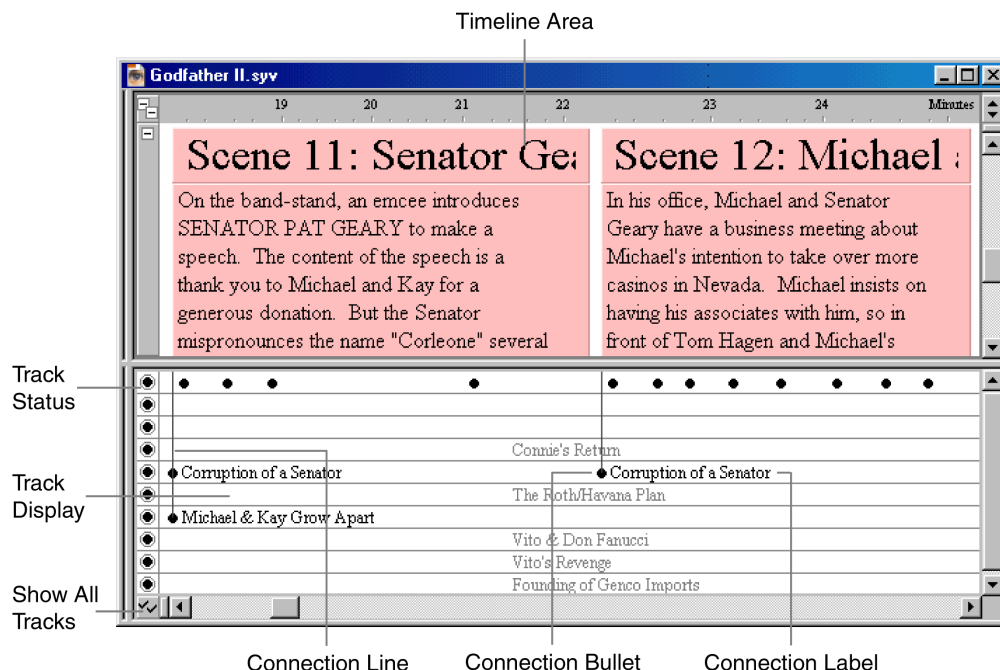
Once you're familiar with the different parts of the *Track* area, you can create your own tracks and connect the tracks to events they appear in. The approach taken to building tracks is entirely up to you. You can create them sporadically, at regular intervals, or all at once when the timeline is complete. There is no "correct" way to build a set of tracks. Refer to *Track Selector on page 49* for more information about the *Track* area.

After creating a set of tracks and linking them to events, you can change the status of tracks. This function helps you to organize a timeline by allowing you to dim and hide events you're not currently working with based on their track connections. Refer to *Track Status on page 53* for more information about organizing tracks.

NOTE	Refer to <i>Track Sets on page 73</i> and <i>Track Properties on page 76</i> for information on using these panels of the Document Settings dialog to create track sets, add custom colors to tracks, and automate the <i>Track - Event</i> connection process.
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Track Features

Use StoryView's tracking feature to identify story elements that you want to track. The *Track* area of the *Timeline* window is shown below:



The *Track* area includes the following components:

1. **Track Status** - Indicates what tracks are currently displayed. Use this area to display and hide specific tracks.
2. **Track Display** - Includes the following components:
 - *Connection Line* - Displays a vertical line that connects an event with all the tracks that occur in that event.
 - *Connection Bullet* - Displays as one of the following buttons:
 - ◀ - Indicates the first event where the track appears.
 - ▶ - Indicates the last event where the track appears.
 - - Indicates that the track only appears in one event.
 - - Indicates all other events where the track appears.
 - *Connection Label* - Displays the name of the track.
3. **Show All Tracks** - Click this button to reset all the buttons in the *Track Status* area to the "visible" state. This makes any events hidden based on their connections reappear in the *Track Display* area.

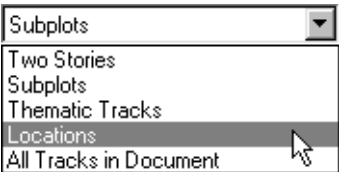
Track Selector

The *Track Selector* area lists all the tracks in the selected track set and indicates how many events are connected to each track. Use this area to add new tracks, delete tracks, and view different track sets.

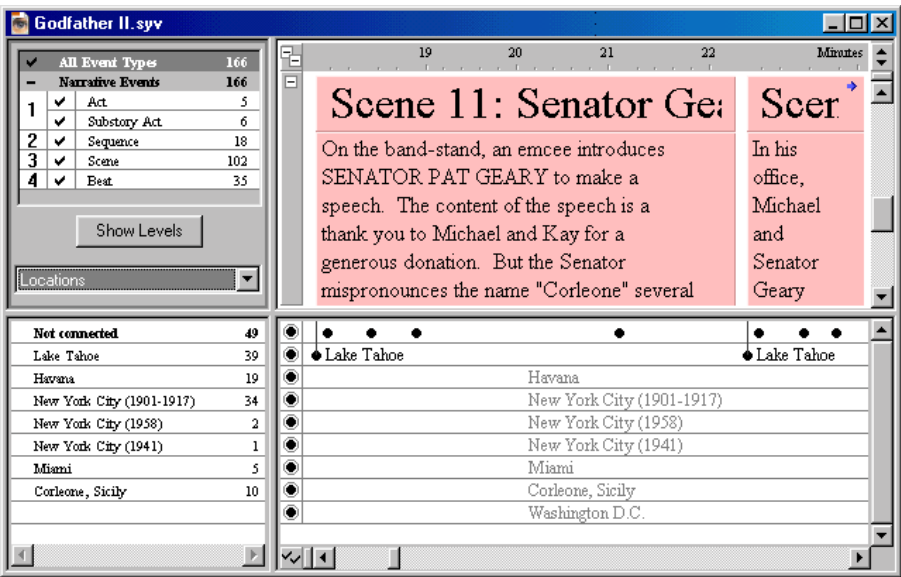
Displaying a Track Set

The *Track Selector* portion of the *Track* area lists all of the currently defined tracks and track sets in your timeline.

1. Open a timeline. For example, open the **Godfather II.syv** example file.
2. Select **View > Visibility > Show Tracks and Controls**, or press Ctrl+5, to display all portions of the *Track* area, including the *Track Selector*.
3. Select a track set from the **Track Set** drop-down list to display it on-screen. For example, select the **Locations** track set.




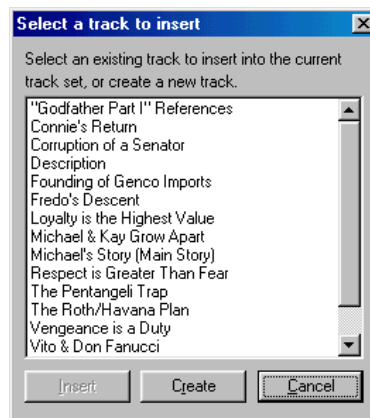
NOTE	The default selection is All Tracks in Document . The other options on this list are custom track sets. Refer to <i>Creating a Track Set</i> on page 73 for instructions on setting up a custom track set.
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Adding a Track

You can add to the tracks listed in the *Track Selector* area any time you want. The following instructions explain how to add a new track to the *Locations* track set.

1. Click on the *Track Selector* area.
2. Select **Tools > Tracks > Insert Track**, or click the **Insert Track**  toolbar button, to add a new track to the *Track Selector* area. The *Select a Track to Insert* dialog displays.

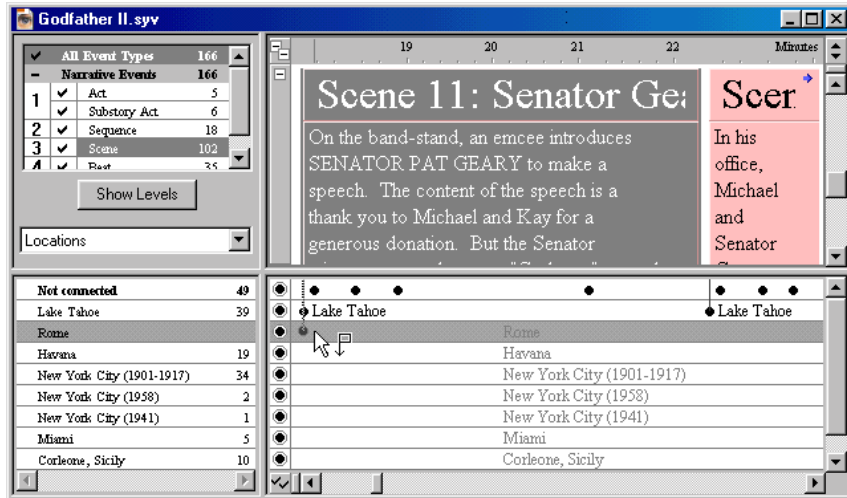


3. Click the **Create** button.
4. Enter a name for the new track. For example, type **Rome**.
5. Press the Enter key to add the new track to the list in alphabetical order.

Not connected	49
Lake Tahoe	39
Rome	
Havana	19
New York City (1901-1917)	34
New York City (1938)	2
New York City (1941)	1
Miami	5
Corleone, Sicily	10

Connecting an Event to a Track

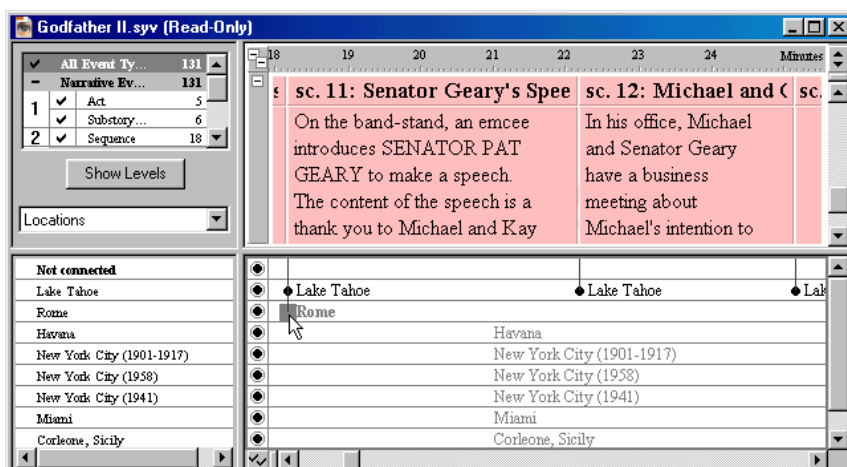
1. Click on the event you want to connect to the *Rome* track.
2. Drag the event down to the *Rome* track.



3. Release the mouse button to manually link the event with the *Rome* track. See *Automating Track Connections* on page 77 for detailed information on automating the track connection process.

Removing a Track Connection

1. Click on the track connection you want to delete. For example, click on the **Rome** track connection you made in the previous section.




2. Press Delete to remove this track connection from the timeline. (The *Rome* track is not deleted, only the specified track connection.)

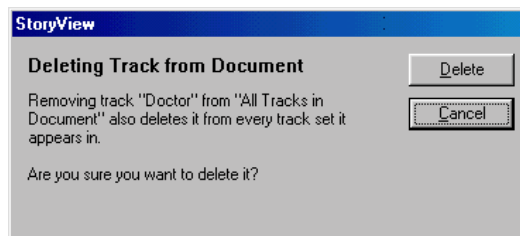
Deleting a Track

You can also remove a track from the timeline anytime you want. The instructions below explain how to remove the *Rome* track that you created in the last section.

1. Click on the track you want to delete. For example, assume that you change your mind about adding the *Doctor* character to the play.

Not connected	49
Lake Tahoe	39
Rome	
Havana	19
New York City (1901-1917)	34
New York City (1958)	2
New York City (1941)	1
Miami	5
Corleone, Sicily	10

2. Select **Tools > Tracks > Remove Track(s)**, or click the **Remove Track**  toolbar button, and a *StoryView* confirmation dialog displays.



TIP	You can also press the Delete key to display this dialog.
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3. Click the **OK** button to proceed with the deletion, or click the **Cancel** button to return to the *Timeline* window *without* deleting the track.

Track Status


The *Track Status* area is used to customize which tracks are visible in the *Track Display* area. This is useful for focusing your attention on certain tracks by dimming or hiding tracks you're not working with at the present time. The possible display states of individual tracks in the *Track Status* area are as follows:

-  **Show Connected Events** - Displays events that are connected to at least one track of this type. This is the default display state for all tracks.

TIP	Click the Show All Tracks  button to restore all tracks to the Show Connected Events  display state.
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-  **Don't Affect Visibility** - Hides events that are only connected to this type of track.
-  **Hide Connected Events** - Hides all events connected to the track.
-  **Dim Connected Events** - Dims all events connected to the track.

NOTE	If an event is connected to more than one track, Hide Connected Events overrides Show Connected Events . Likewise, Show Connected Events takes precedence over Dim Connected Events .
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-  **Show Events Connected to All "+" Tracks** - Displays the events that are connected to all of the "+" marked tracks. This option is useful if you want to see which events two or more tracks appear in together.

TIP	Hold down the Ctrl key and click on a <i>Track Status</i> button to cycle forward through the five visibility states or hold down the Shift key to cycle backwards through the five visibility states.
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Displaying Events Connected to One Track

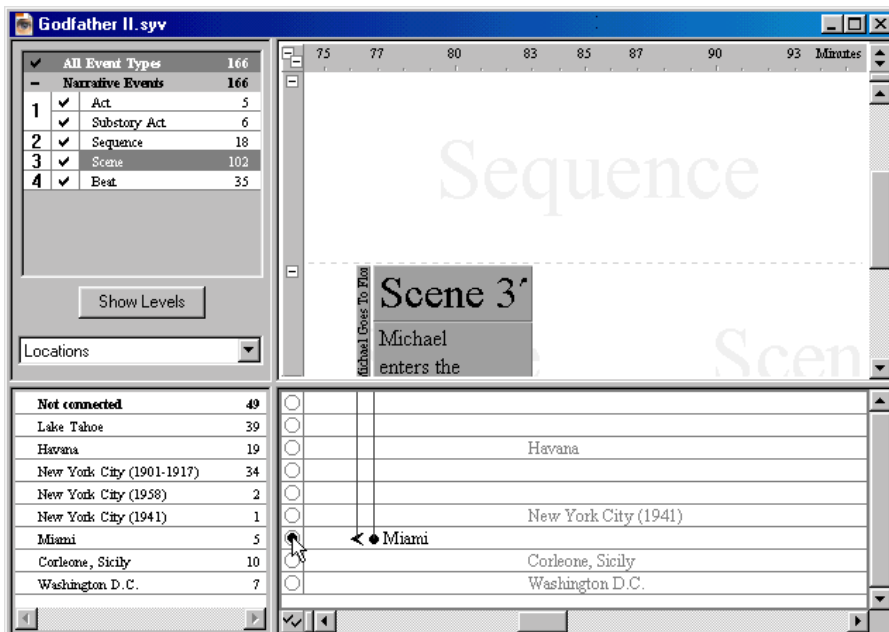
When you are working with a large number of tracks, it is difficult to see what events are connected to a particular track. The following instructions explain how to display the events connected to a single track.

1. Open a timeline. For example, open the **Godfather II.syv** example file.
2. Select a track set from the **Track Set** drop-down list to display it on-screen. For example, select the **Locations** track set.
3. Select **View > Visibility > Enable Event Hiding** to activate the event hiding feature (if not already selected).

TIP

Do not activate the **Enable Event Hiding** feature if you want events to be dimmed instead of hidden.

4. Click the **Show Connected Events**  button for the row in the *Track Status* area with the connection bullet you want to select. For example, click this button for the *Corleone, Sicily* track.



5. Events that include the *Corleone, Sicily* track remain active, while all other events and tracks are hidden.



Displaying Events Connected to Multiple Tracks

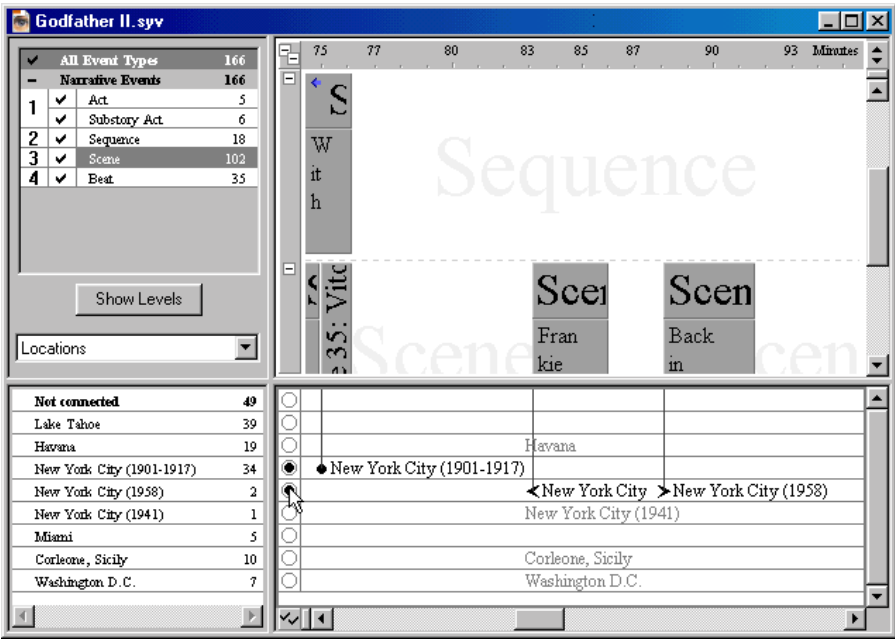
You can also use the *Track Status* area to select to display events connected to at least one track in a group of tracks.

1. Select **View > Visibility > Enable Event Hiding** to activate the event hiding feature (if not already selected).



TIP

Do not activate the **Enable Event Hiding** feature if you want events to be dimmed instead of hidden.

2. Click the **Show Connected Events**  button for the row in the *Track Status* area with the first connection bullet you want to select. For example, click this button for the *New York City (1901-1917)* track.
3. Hold down the Shift key and click the **Show Connected Events**  button for the each additional connection bullet you want to select. For example, click this button for the *New York City (1958)* track.





NOTE

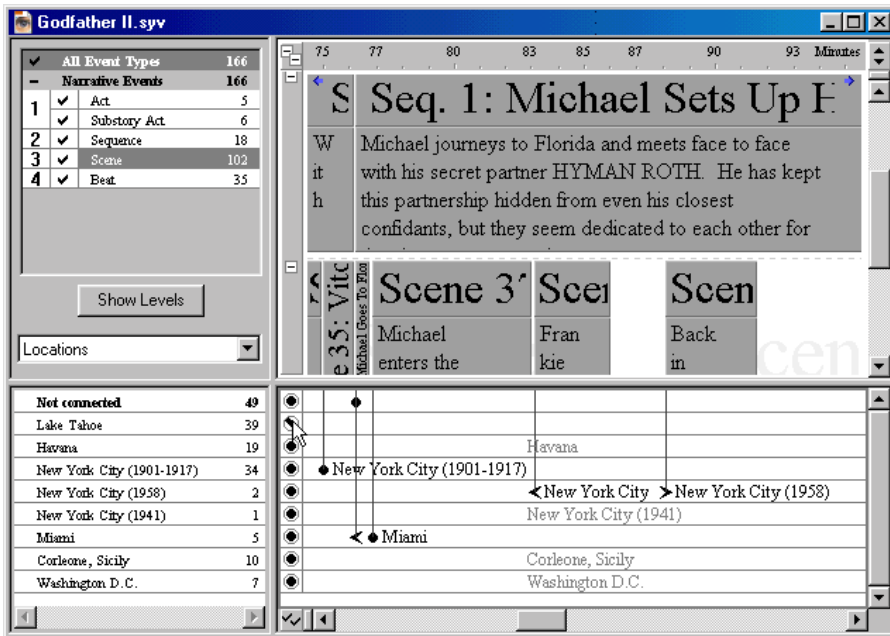
The **Show Connected Events**  button turns into a **Check Mark**  button if you move the cursor over it while pressing the **Shift** key.

4. Events that include either the *New York City (1901-1917)* or *New York City (1958)* tracks remain active, while all other events and tracks are hidden.

Hiding Events Connected to a Track

You may also find it helpful to hide events that are connected to tracks you're not currently working with. The following instructions explain how to hide events connected to a track.

1. Select **View > Visibility > Enable Event Hiding** to activate the event hiding feature (if not already selected).
2. Hold down the Ctrl key and click twice on a track to turn the **Show Connected Events**  button into the **Hide Connected Events**  button. For example, click on the *Lake Tahoe* track.



3. Events that include the *Lake Tahoe* track are hidden, while all other events and tracks remain visible.

NOTE

There is no limit on the number of tracks that can be hidden at the same time.

Customizing a Timeline

Overview

StoryView includes a series of settings that you can use to customize hierarchy trees, events, tracks, paragraph styles, and units of measurement for a timeline. You enter this information in the *Document Settings* dialog.

The *General Settings* panel sets the duration of a timeline. See *General Settings on page 60* for more information.

The *Event Hierarchies* panel establishes the organization and structure of a hierarchy tree. See *Event Hierarchies on page 61* for more information.

The *Event Title*, *Event Content*, *Event Duration*, and *Event Layout* panels set the format of the title and content portions of event types, as well as the duration of different event types. Refer to *Event Types on page 66* for more details.

The *Track Sets* panel determines the content of each custom track set. See *Track Sets on page 73* for more information. In addition, the *Track Properties* panel sets the color, connection and export settings for individual tracks. Refer to *Track Properties on page 76* for more details in this panel.

The *Paragraph Styles* and *Style Options* panels set what paragraph styles are available and which styles are assigned to an event type. Refer to *Styles on page 79* for more details.

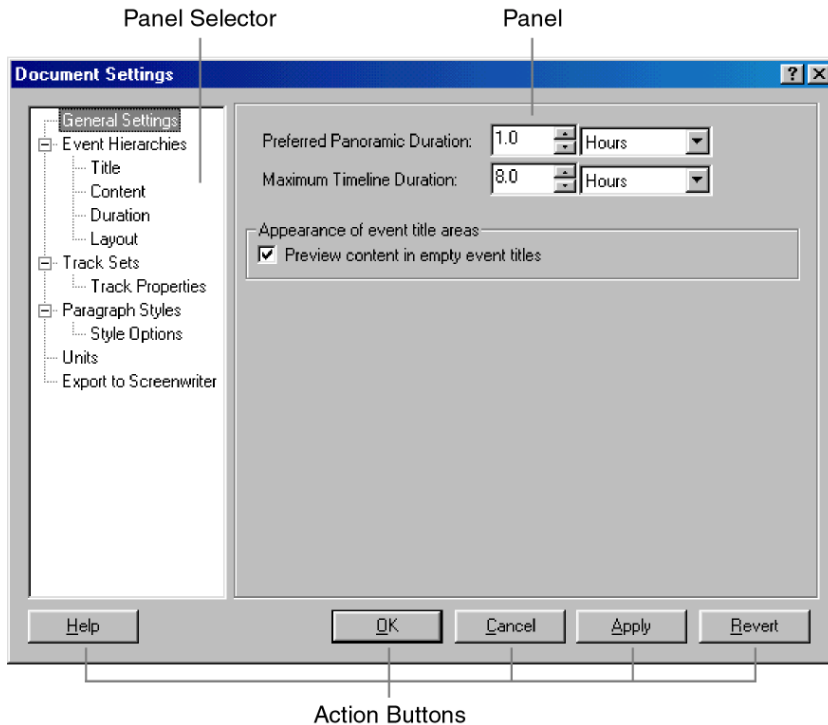
The *Units* panel determines what units of measurement are available in StoryView. See *Units of Measurement on page 81* for more information.

The *Export to Screenwriter* panel sets the conventions to use for exporting the paragraph styles and event types in a timeline to Screenwriter. Refer to *Export to Screenwriter on page 84* for more details.

Features of the Document Settings Dialog

The *Document Settings* dialog shown below appears after you open a timeline and press F2 or select **Tools > Settings for <Filename>**. Use this dialog to modify the hierarchy, event, track, paragraph style, unit of measurement, and export settings for the active timeline. You must have a timeline open to access this dialog.

NOTE: Several panels have changed in version 2.0. Please consult the Version 2.0 Addendum Manul (or New Features.pdf) for up-to-date details.



This dialog includes the following areas:

1. **Panel Selector** - Lists all of the panels included in the *Document Settings* dialog. Click on a panel on this list to display it in the *Panel* area.
2. **Panel** - Displays the panel currently selected in the *Panel Selector* area. Defaults to the panel selected the last time the *Document Settings* dialog was closed.
3. **Action Buttons** - This area includes the following five buttons:
 - *Help* - Displays the StoryView online help.
 - *OK* - Saves all changes and closes the *Document Settings* dialog.
 - *Cancel* - Closes the *Document Settings* dialog without saving changes.

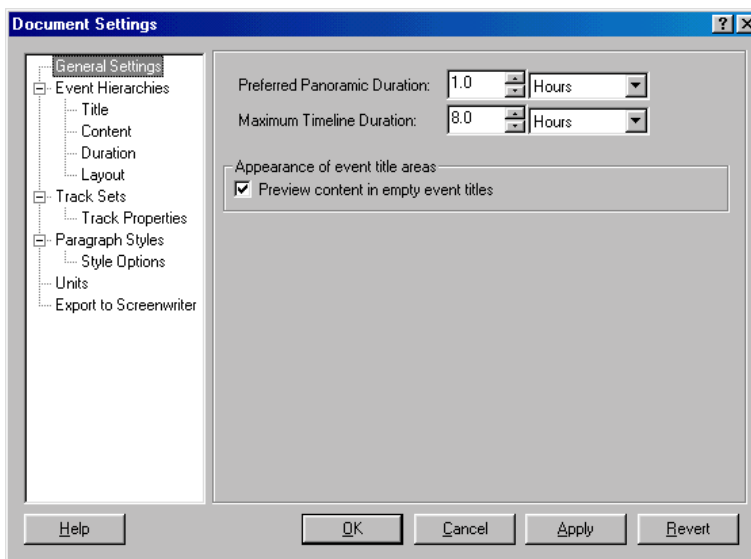
- *Apply* - Saves changes *without* closing the ***Document Settings*** dialog.
- *Revert* - Cancels all changes made in the ***Document Settings*** dialog.

General Settings

Setting the duration of a timeline helps you to visualize the scope of your story. Use the *General Settings* panel to set the duration of the timeline and select the unit (days, hours, pages, etc.) to use to measure the duration. For example, if you are writing a screenplay, you might set the maximum duration to 120 minutes. A *StoryView* warning dialog displays if you try to insert an event on the timeline past the maximum duration.

Adjusting General Settings

1. Select **Tools > Settings for...** to display the *Document Settings* dialog.
2. Click on **General Settings** to view this panel of the dialog.



3. Enter a number in the **Preferred Panoramic Duration** field and select a unit of measurement from the drop-down list. The default is **1 Hour**.
4. Enter a number in the **Maximum Timeline Duration** field and select a unit of measurement from the drop-down list. The unit of measurement must be the same as the one selected in Step 3. The default is **8 Hours**.
5. Mark the **Preview Content in Empty Event Titles** check box if you want the first line of event content text to display when no event title has been entered. This check box is marked by default.
6. Click the **OK** button to save your changes and close this dialog.

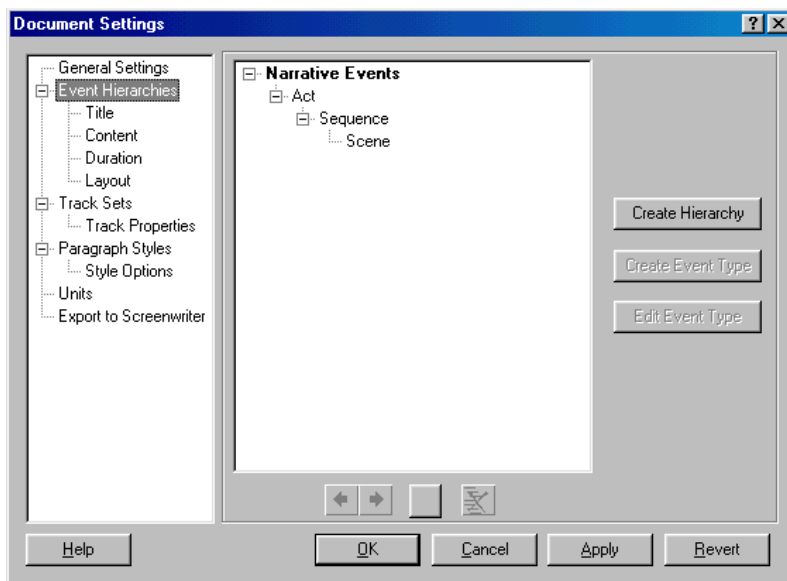
Event Hierarchies

Most StoryView templates include a default event hierarchy tree. Use the *Event Hierarchies* panel to add event types to the default tree, create a new tree, and remove event types from an existing tree. The structure you set in this panel defines the relationships between parent and child event types.

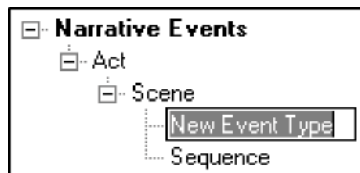
Modifying an Event Hierarchy

Follow these instructions to add a new event type to an existing event hierarchy tree.

1. Select **Tools > Settings for...** to display the *Document Settings* dialog.
2. Click on **Event Hierarchies** to view this panel of the dialog.



3. Click on the level in the hierarchy where you want to add the new event type. For example, click on the *Scene* level.
4. Click the **Create Event Type** button to insert a **New Event Type** box.

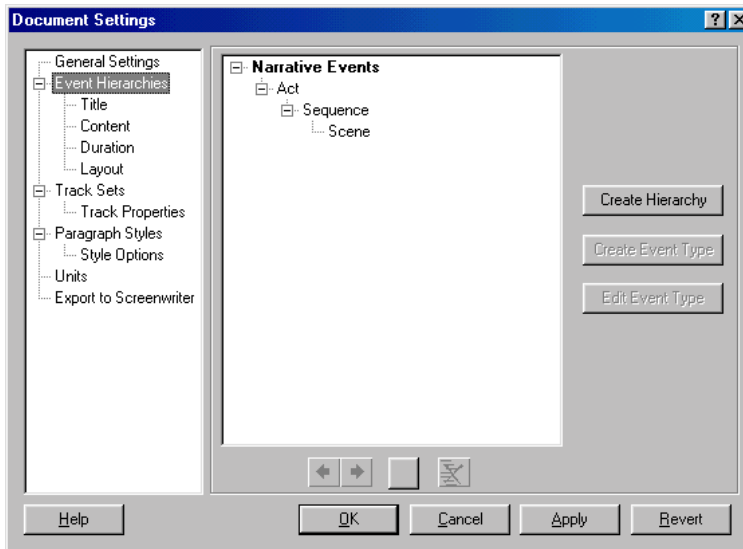


5. Enter a name for the new event type. For example, enter **Beat**.
6. Click the **OK** button to save your changes and close this dialog.

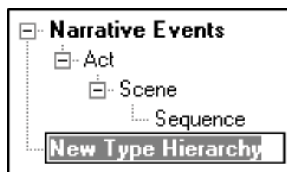
Creating a New Event Hierarchy

Follow these instructions to create a new event hierarchy tree instead of modifying the existing tree.


1. Select **Tools > Settings for...** to display the *Document Settings* dialog.
2. Click on **Event Hierarchies** to view this panel of the dialog.



3. Click the **Create Hierarchy** button to insert a **New Type Hierarchy** box.



4. Enter a name for the new event hierarchy. For example, enter **Music Events**.

TIP	Click the Color  button if you want to change the background color for this hierarchy tree from the default white. This color displays in the background (behind events) in the <i>Timeline</i> window.
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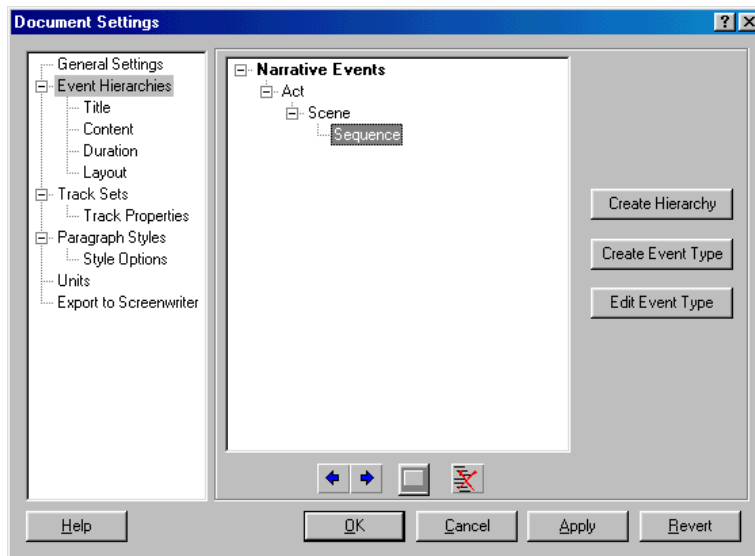
5. Click the **Create Event Type** button to insert a **New Event Type** box into the hierarchy.
6. Enter a name for the new event type. For example, enter **Background Music**.


7. Repeat Steps 5 and 6 for each event type you want to add to the hierarchy tree.
8. Click the **OK** button to save your changes and close this dialog.

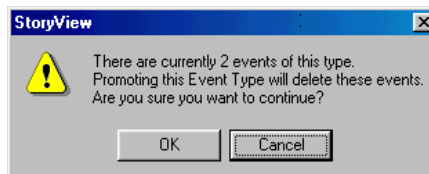
Promoting an Event Type

Event types are not locked into their original position in a hierarchy tree. The instructions on this page explain how to promote an event type.

1. Select **Tools > Settings for...** to display the *Document Settings* dialog.
2. Click on **Event Hierarchies** to view this panel of the dialog.
3. Select the event type that you want to promote. For example, select the **Sequence** event type.



4. Click the **Promote**  button to move *Sequence* up one level. A warning dialog displays if the promotion will cause any events to be deleted.

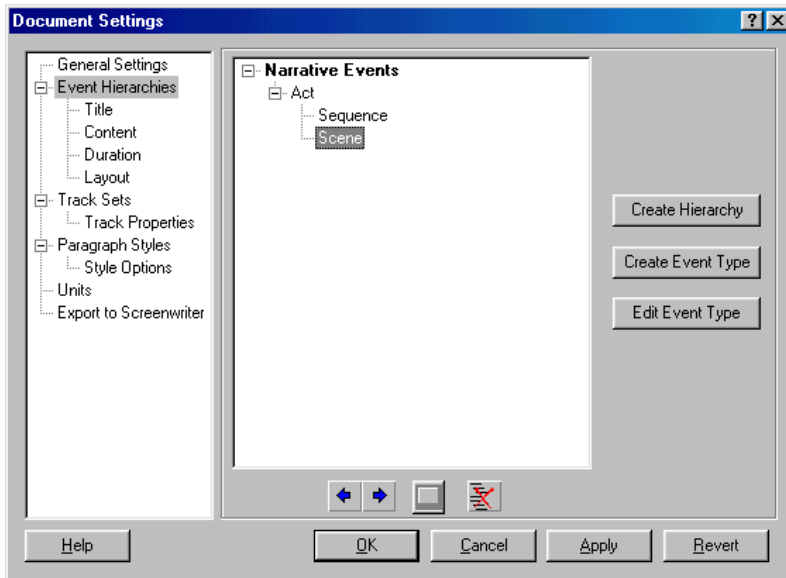



5. Click the **OK** button to promote the event type or the **Cancel** button to leave the event type in its current level on the hierarchy tree.
6. Click the **OK** button to save your changes and close this dialog.

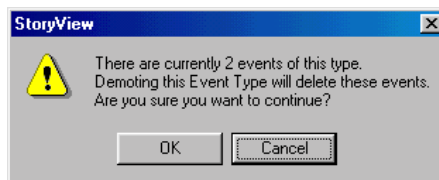
Demoting an Event Type

The instructions on this page describe how to demote an event type.

1. Select **Tools > Settings for...** to display the *Document Settings* dialog.
2. Click on **Event Hierarchies** to view this panel of the dialog.
3. Select the event type that you want to demote. For example, select the **Scene** event type.



4. Click the **Demote**  button to move *Scene* down one level. A warning dialog displays if the demotion will cause any events to be deleted.

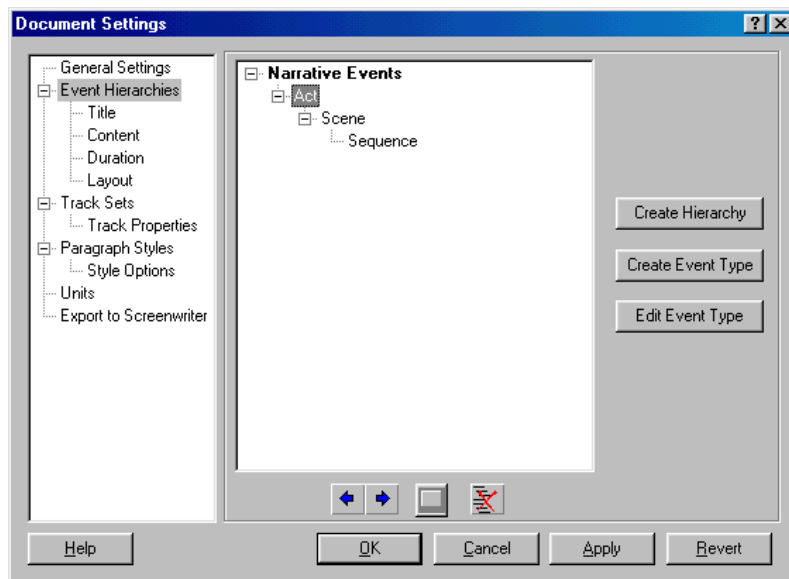



5. Click the **OK** button to demote the event type or the **Cancel** button to leave the event type in its current level on the hierarchy tree.
6. Click the **OK** button to save your changes and close this dialog.

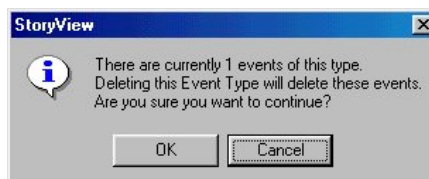
Deleting an Event Type

If you decide to delete an event type, any events of this type are also deleted. As a result, you should make sure that the event type *does not* contain any events you want to keep before deleting it. If you delete the last (or only) event type on a level, that level is deleted along with the event type.

1. Select **Tools > Settings for...** to display the *Document Settings* dialog.
2. Click on **Event Hierarchies** to view this panel of the dialog.
3. Select the event type that you want to delete. For example, select the *Act* event type.



4. Click the **Remove**  button to delete the *Act* event type. A *StoryView* warning dialog displays if any events will be deleted along with the event type.



5. Click the **OK** button to delete the event type or the **Cancel** button to leave the event type on the hierarchy tree.
6. Click the **OK** button to save your changes and close this dialog.

Event Types

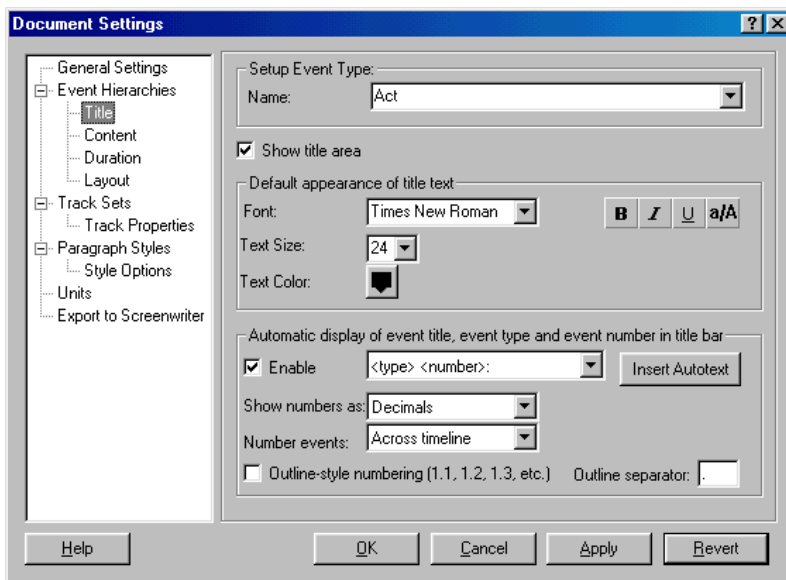
You modify the format of event types in the following panels:

- **Title** - Sets the font type, size, color, and display settings for the event title.
- **Content** - Sets the appearance of event content.
- **Duration** - Establishes the minimum and maximum duration of an event type.
- **Layout** - Sets margin and sizing settings for an event type.

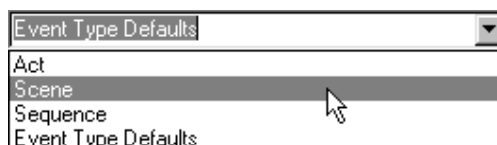
Formatting the Title of an Event Type

Use this panel to customize the default font settings for the title area of an event type or for all event types.

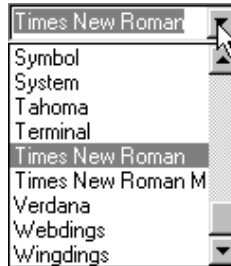
1. Select **Tools > Settings for...** to display the *Document Settings* dialog.
2. Click on **Title** to view this panel of the dialog.



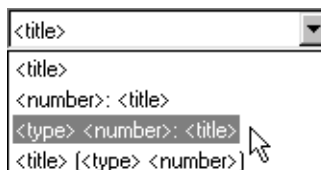
3. Select an event type from the **Name** drop-down list or select **Event Type Defaults** to set a format for all *new* event types. For example, select **Scene** to edit the settings for the *Event Title* area of the *Scene* event type.



4. Mark the **Show Title Area** check box if you want the *Event Title* area of the event type selected in Step 3 to display. This check box is marked by default. If you unmark this check box, the *Event Title* area for this event type will not display in the timeline and the rest of this panel is disabled.
5. The options in the *Default Appearance of Title Text* are as follows:
 - **Font** - Select a new font for the event title from the drop-down list.



- **Text Size** - Select a new font size for the event title from the drop-down list.
 - **Text Color** - Click the **Text Color** button to display the *Color* dialog. Click on a color to use for the event title text, then click the **OK** button to return to the *Document Settings* dialog.
 - **Bold** - Click the **B** button to add/remove **bold** formatting from the event title.
 - **Italics** - Click the **I** button to add/remove *italics* from the event title.
 - **Underline** - Click the **U** button to add/remove underlining from the event title.
 - **All Caps** - Click the **a/A** button to add/remove CAPITAL LETTERS from the event title.
6. The options in the *Automatic Display...* area are as follows:
 - **Enable** - Mark this check box to activate the *Automatic Display...* area. This check box is marked by default.
 - **Insert Autotext (Drop-down List)** - Select a format from this drop-down list to use for all event titles.



The following table shows how each autotext format would affect the display of the title of Act 2 of the *Pulp Fiction* timeline.

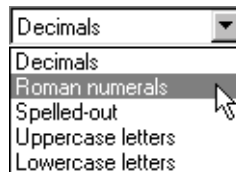
Autotext Format	Example
<title>	The Gold Watch
<number>: <title>	2: The Gold Watch
<type> <number>: <title>	Act 2: The Gold Watch
<title> (<type> <number>)	The Gold Watch (Act 2)

- **Insert Autotext** - Click this button to display a list of autotext strings.



Select the **<type>**, **<title>**, or **<number>** string to add it to an existing autotext format. Use these strings (or your own text) to customize one of the default autotext formats.

- **Show Numbers As** - Select a numeric format to use with event titles from the drop-down list. For example, select **Roman Numerals** if you want to use Roman numerals for numbering event titles.



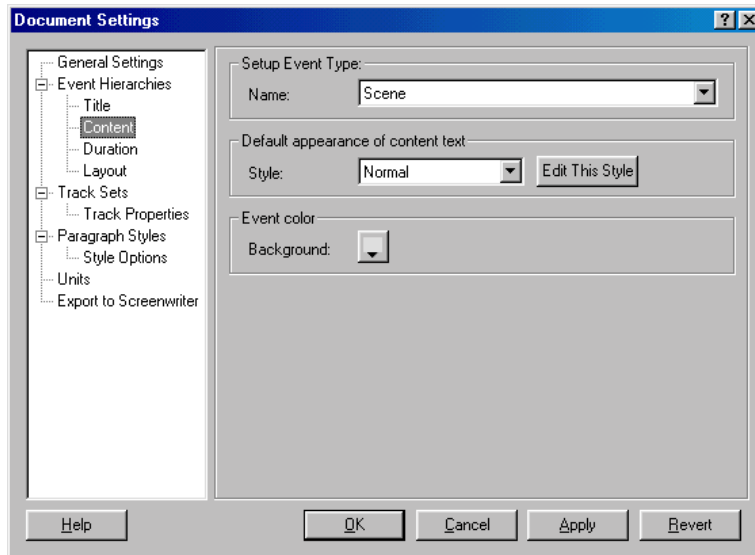
- **Number Events** - Select a numbering system from the drop-down list to use for all event titles. Select **Within Parents** if you want numbering to restart for each group of events. Select **Across Timeline** if you want events to number continuously on each level.
- **Outline-Style Numbering** - Mark this check box to use an outline format for event numbering. This check box is unmarked by default.
- **Outline Separator** - If you marked the **Outline-Style Numbering** check box, enter the type of number separator to use. The default separator is a (.) period.

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

Formatting the Content of an Event Type

Use this panel to assign a paragraph style and/or change the background color of an event type or all event types.

1. Select **Tools > Settings for...** to display the *Document Settings* dialog.
2. Click on **Content** to view this panel of the dialog.



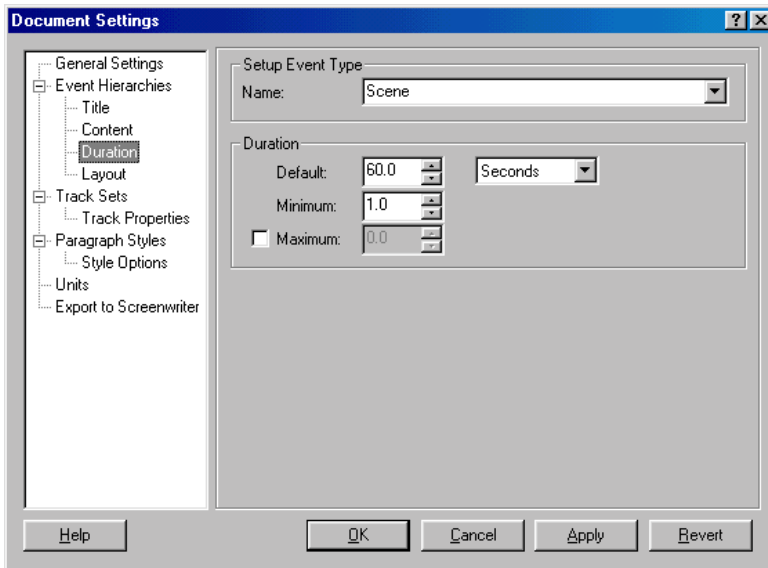
3. Select an event type from the **Name** drop-down list.
4. Select a text style to apply to the event from the **Style** drop-down list. (Click the **Edit This Style** button if you want to modify the selected text style in the *Paragraph Styles* panel.) See *Assigning Paragraph Styles to an Event Type* on page 79 for details on creating a paragraph style and assigning it to an event type.
5. Click the **Background** button to display the *Color* dialog. Click on the color to display in the background for this event type, then click the **OK** button to return to the *Document Settings* dialog.
6. Click the **OK** button to save your changes and close this dialog.

Setting the Duration of an Event Type

Use this panel to set the default minimum and maximum duration of an event type. The duration entered in this panel determines how much space events of this type initially occupy on the ruler. See *Set Ruler Options* on page 42 for more details.

1. Select **Tools > Settings for...** to display the *Document Settings* dialog.

2. Click on **Duration** to view this panel of the dialog.



3. Select an event type from the **Name** drop-down list.
4. The options in the *Duration* area are as follows:
 - **Default** - Enter the standard duration to use for the event type and select a unit of measurement from the drop-down list. For example, enter **2** and select **Minutes** from the drop-down list to designate a standard timeline duration of two minutes.

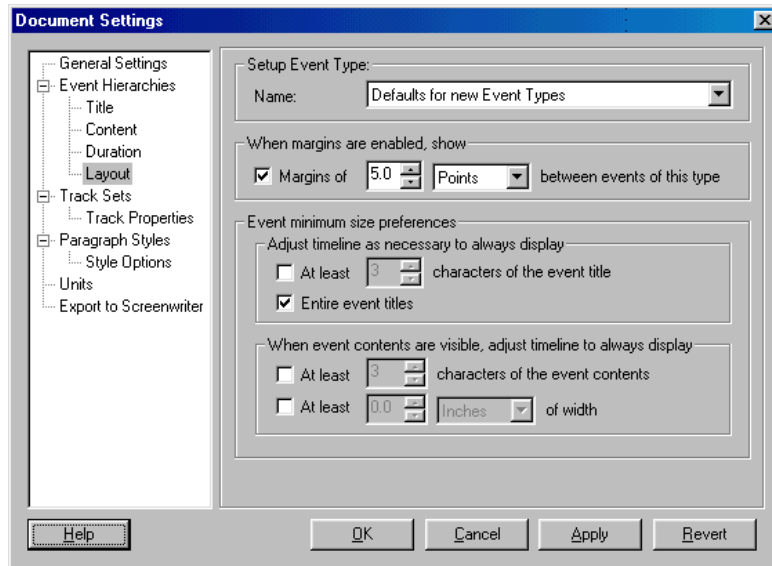


- **Minimum** - Enter the minimum allowable duration for this event type. You cannot resize events of this type below the duration entered in this field.
 - **Maximum** - Mark the check box to activate this field, then enter the maximum allowable duration for this event type. You cannot resize events of this type beyond the duration entered in this field, *unless* it contains child events that cause it to exceed the maximum duration.
5. Click the **OK** button to save your changes and close this dialog.

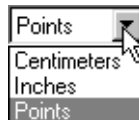
Setting the Layout of an Event Type

Use this panel to modify the default display settings for an event type. These settings determine how much space is required between events on an event level, as well as how much of the title and content portions of different types of events display in a timeline.

1. Select **Tools > Settings for...** to display the *Document Settings* dialog.
2. Click on **Layout** to view this panel of the dialog.



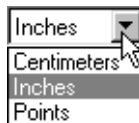
3. Select an event type from the **Name** drop-down list.
4. Mark the check box to activate the *When Margins are Enabled, Show* area. This check box is marked by default. Then enter a number to designate the amount of space required between events. Finally, select a unit of measurement from the drop-down list. The default unit of measurement is **Points**.



NOTE

If you change the unit of measurement, StoryView automatically converts the displayed number to reflect the new unit of measurement. For example, **6** would be automatically converted to **0.08** if you change the unit of measurement from points to inches.

5. The options in the *Adjust Timeline as Necessary to Always Display* area are as follows:
 - **At Least... Characters of the Event Title** - Mark the check box to activate this field. Then enter a number to designate the minimum number of alpha-numeric characters to display in the title for events in your timeline. This check box is unmarked by default and the default number of alpha-numeric characters is **3**.
 - **Entire Event Titles** - Mark the check box if you want to display the entire title of each event. This check box is unmarked by default. If you mark this check box, you do not need to mark the **At Least... Characters of the Event Title** check box described in the next step.
6. The options in the *When Event Contents Are Visible, Adjust Timeline to Always Display* area are as follows:
 - **At Least... Characters of the Event Contents** - Mark the check box to activate this field. Then enter a number to designate the minimum number of alpha-numeric characters to display in the contents for each event. This is useful for verifying that text has been entered in the *Contents* area events. This check box is unmarked by default and the default number of alpha-numeric characters is **3**.
 - **At Least... of Width** - Mark the check box to activate this field. Then select a unit of measurement from the drop-down list. Finally, enter a number to designate the minimum width for events. This check box is unmarked by default, the default unit of measurement is **Inches**, and the default width is **0 . 0**.



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

Track Sets

A track set is useful for grouping subsets of tracks in a timeline. For example, you might create a track set in the *Pulp Fiction* timeline that contains the *Jules Winnfield* and *Vincent Vega* tracks so that you can see which events include at least one of these characters.

Creating a Track Set

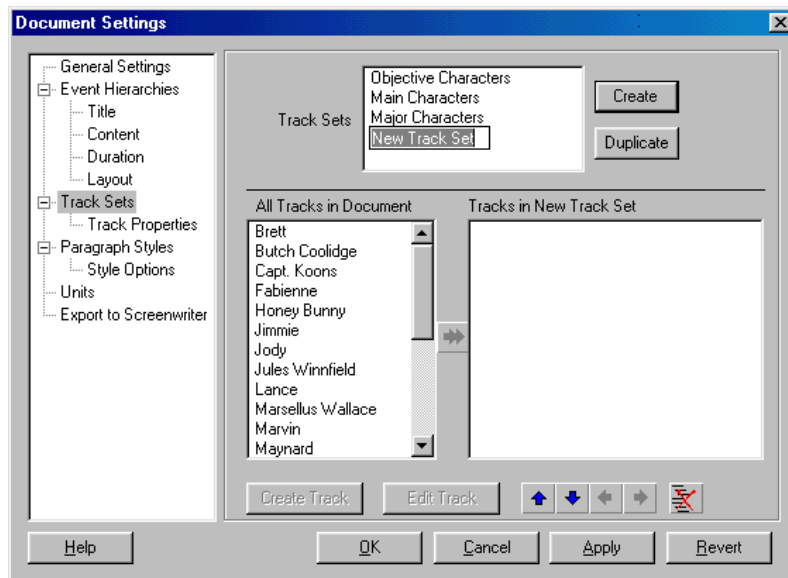
Follow these instructions to create a new track set.

1. Select **Tools > Settings for...** to display the *Document Settings* dialog.
2. Click on **Track Sets** to view this panel of the dialog.


TIP

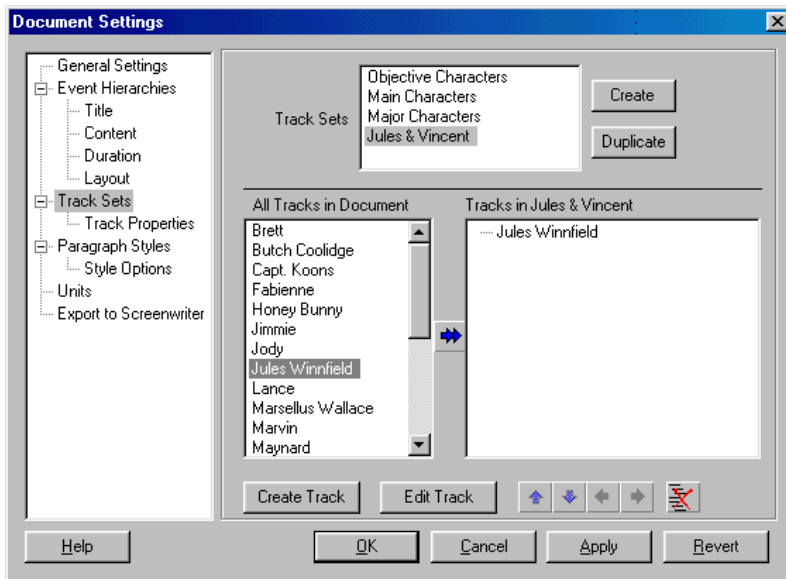
You can also click the **Track Sets**  toolbar button to display this panel of the *Document Settings* dialog.





3. Click the **Create** button to add a **New Track Set** box to the *Track Sets* area.



4. Enter a name for the track set. For example, type **Jules & Vincent** and press the Enter key.
5. Select the new **Jules & Vincent** track set in the *Track Sets* area.
6. Select **Jules Winnfield** in the *All Tracks in Document* area. This area includes all the tracks currently defined in a timeline and updates automatically whenever you add or remove a track.

7. Click the **Add to Track Set**  button to add this track to the *Jules & Vincent* track set.



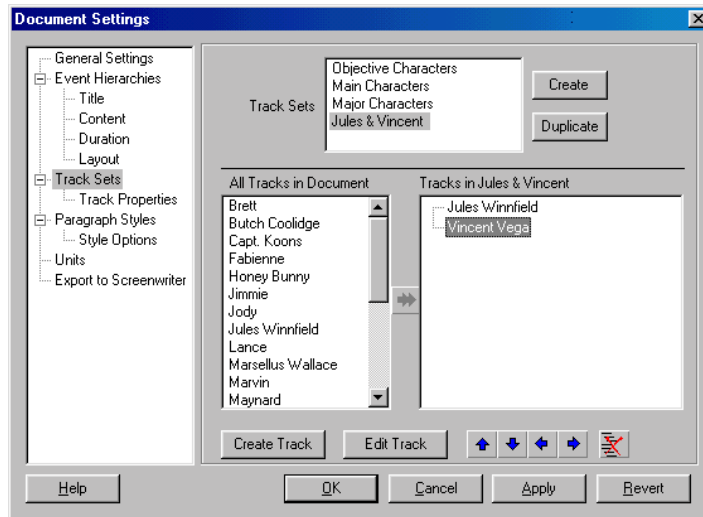
8. Repeat Steps 6 and 7 to select and add the **Vincent Vega** track to the *Jules & Vincent* track set.
9. Use the following buttons to organize the tracks in your track set:
 - **Up** - Click the  button to move a track up one space.
 - **Down** - Click the  button to move a track down one space.
 - **Promote** - Click the  button to move a track up one level.
 - **Demote** - Click the  button to move a track down one level.
10. Click the **OK** button to save your changes and close this dialog. The new *Jules & Vincent* track set will appear on the **Track Set** drop-down list in the *Timeline* window.


NOTE

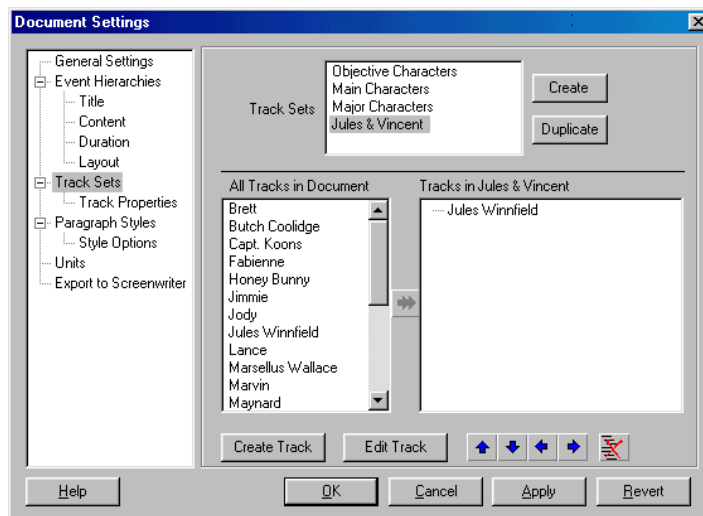
The tracks in your track set will display in the *Track Selector* area exactly as set in this section of the **Document Settings** dialog. You can return to this dialog at any time to reorganize your track set.

Removing Tracks from a Track Set

1. Select **Tools > Settings for...** to display the *Document Settings* dialog.
2. Click on **Track Sets** to view this panel of the dialog.
3. Select a track set in the *Track Sets* area. For example, select the **Jules & Vincent** track set.
4. Select a track to delete. For example, select the **Vincent Vega** track.



5. Click the **Remove**  button to delete the **Vincent Vega** track from the *Jules & Vincent* track set.



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

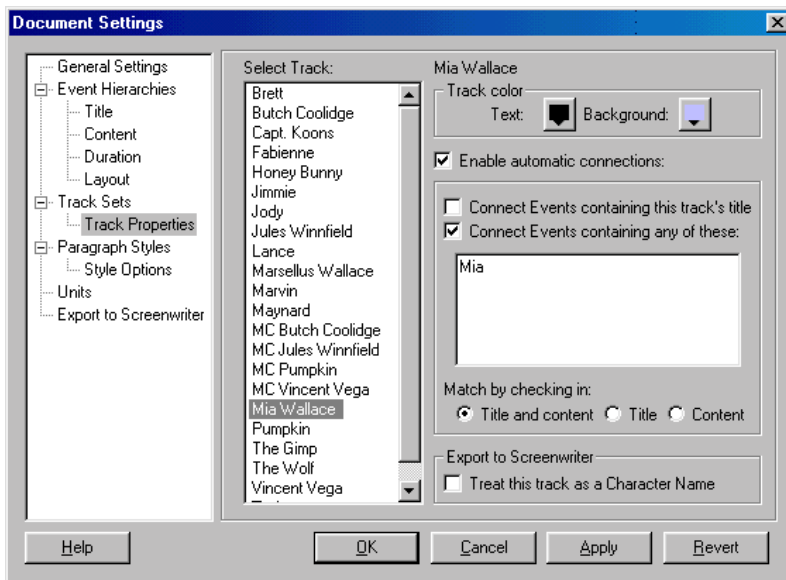
Track Properties



This panel determines the color, connection, and export settings for a track or group of tracks.

Changing Track Colors

Follow these instructions to change text and/or background color of a track.

1. Select **Tools > Settings for...** to display the *Document Settings* dialog.
2. Click on **Track Properties** to view this panel of the dialog.

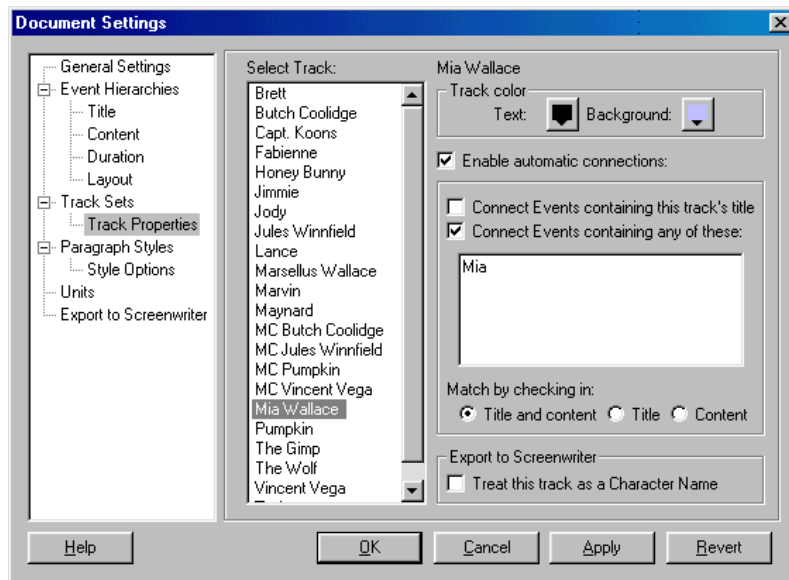


3. Click on a track on the **Select Track** list to select it. For example, select the **Mia Wallace** track.
4. The options in the *Track Color* area are as follows:
 - **Text** - Click the **Text Color**  button to select a new text color from the *Color* dialog. For example, select the color blue if you want text in the *Mia Wallace* track to appear on-screen in blue. The default text color is black.
 - **Background** - Click the **Background Color**  button to select a new background color from the *Color* dialog. For example, select the color red if you want the *Mia Wallace* track to appear on-screen with a red background. The default background color is white.
5. Click the **OK** button to save your changes and close this dialog.

Automating Track Connections

You can save yourself valuable time by using the automatic connections feature. This feature simplifies the track connection process by automatically searching for, and connecting to, the events that contain the track title and/or keywords.

1. Select **Tools > Settings for...** to display the *Document Settings* dialog.
2. Click on **Track Properties** to view this panel of the dialog.

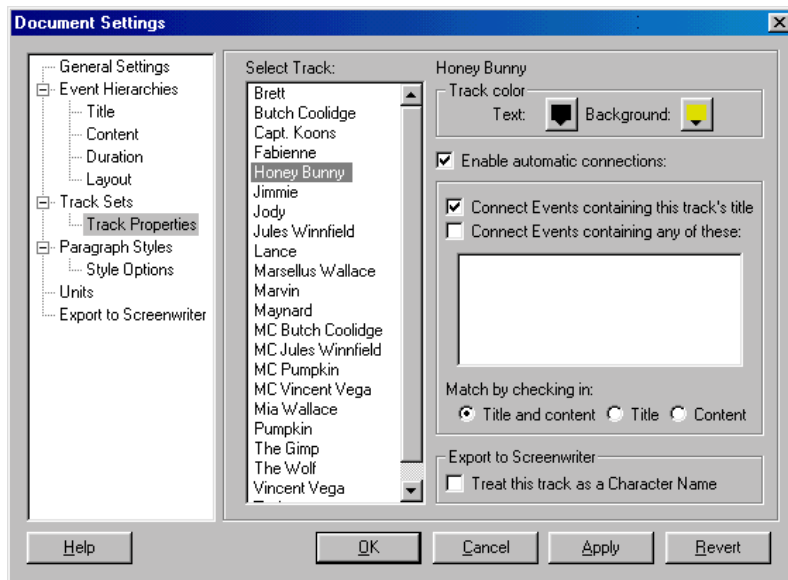


3. Click on a track on the **Select Track** list to select it. For example, select the **Mia Wallace** track.
4. Mark the **Enable Automatic Connections** check box. This check box is marked by default.
5. The options in the *Automatic Connections* area are as follows:
 - **Connect to Events Containing this Track's Title** - Mark this check box to have StoryView connect this track to all events that contain the title of this track (*Mia Wallace*). This check box is unmarked by default.
 - **Connect to Events Containing Any of These** - Mark this check box and enter keywords to use for connecting the track to events. This check box is unmarked by default.
 - **Match by Checking** - Mark a radio button to indicate what parts of events to search in for the track title and/or keywords. The **In Title and Content** radio button is marked by default.
6. Click the **OK** button to save your changes and close this dialog.

Setting Treatment of Tracks for Export to Screenwriter

If you plan to export your timeline to Movie Magic Screenwriter, you should indicate which tracks you want Screenwriter to treat as character names. This makes it easier for Screenwriter to accurately convert your StoryView file.

1. Select **Tools > Settings for...** to display the *Document Settings* dialog.
2. Click on **Track Properties** to view this panel of the dialog.



3. Click on a track on the **Select Track** list to select it. For example, select the **Honey Bunny** track.
4. Mark the **Treat this Track as a Character Name** check box if you want the *Honey Bunny* track to be converted to a character name if you export the timeline to Screenwriter. This check box is unmarked by default.
5. Click the **OK** button to save your changes and close this dialog.

NOTE

Refer to *Export Formats* on page 111 for more information about the export process.

Styles

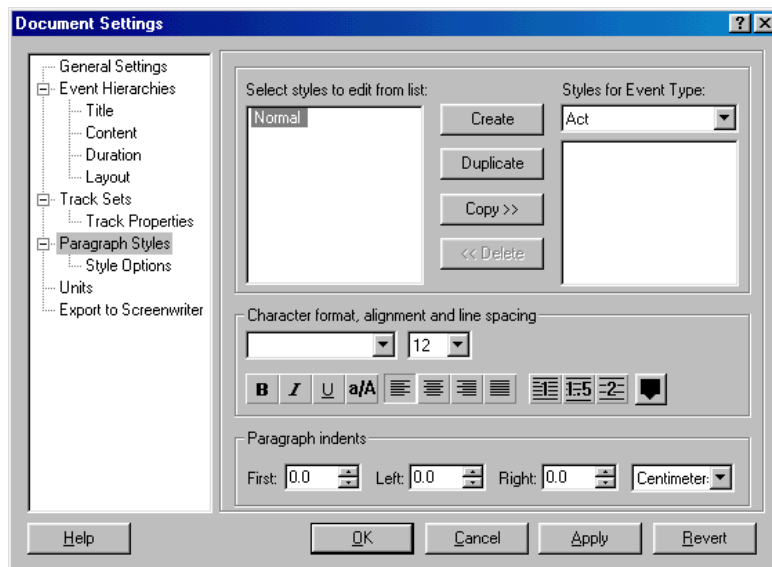
You modify style settings for event types in the following two panels of the *Document Settings* dialog:

- **Paragraph Styles** - Determines what paragraph styles are available and which styles are assigned to each event type.
- **Style Options** - Sets the minimum indentations for a timeline.

Assigning Paragraph Styles to an Event Type

Use this panel to create and format paragraph styles and assign them to event types. If you assign more than one paragraph style to an event type, you can use the **Paragraph Style** drop-down list to select a style to apply to selected text in an event.

1. Select **Tools > Settings for...** to display the *Document Settings* dialog.
2. Click on **Paragraph Styles** to view this panel of the dialog.
3. Select a style from the *Select Styles to Edit from List* area or click the **Create** button to insert a new paragraph style.



4. Modify the font settings in the *Character Format, Alignment, and Line Spacing* area as necessary.
5. Adjust the indentation settings in the *Paragraph Indents* area as necessary.
6. Select an event type from the **Styles for Event Type** drop-down list.
7. Click the **Copy** button to assign the selected style to the event type.

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

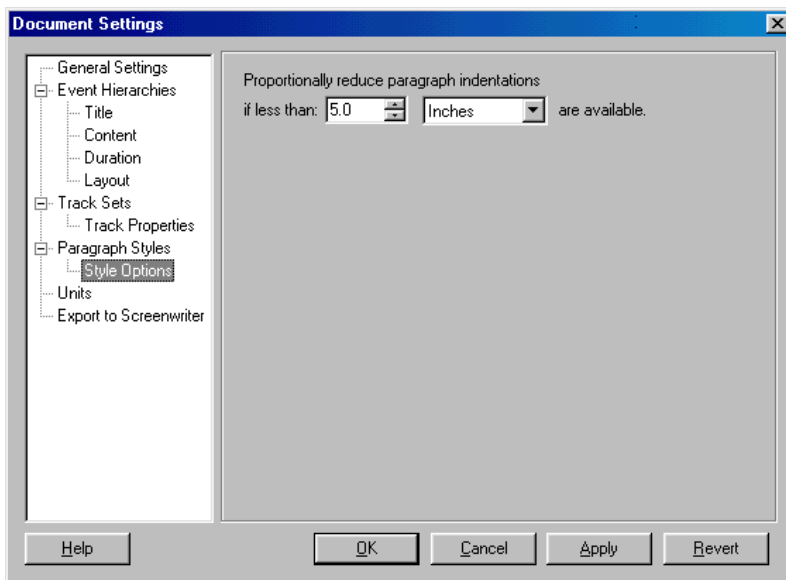
TIP

You can create a new style by selecting an existing style from the *Select Styles to Edit From List* area and clicking the **Duplicate** button.

Setting Timeline Indentations

Use this panel to tell StoryView how much to reduce indentations in events when there is not enough room in events to display body text. This function displays more text and less margin space in events.

- Select **Tools > Settings for...** to display the *Document Settings* dialog.
- Click on **Style Options** to view this panel of the dialog.



- The options in the *Proportionally Reduce Paragraph...* area are as follows:
 - If Less Than...** - Enter a number to use for proportionately reducing indentations for events. The default is **5.0**.
 - Are Available** - Enter the measurement unit to use when reducing indentations. The default unit of measurement is **Inches**.
- Click the **OK** button to save your changes and close this dialog.

Units of Measurement

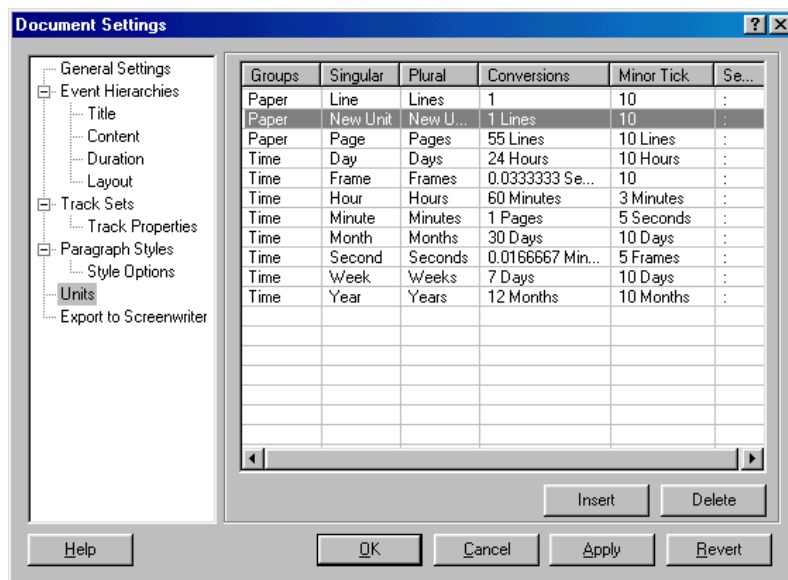
This panel contains the formulas used by StoryView to calculate the duration of a timeline. The timeline measurement formulas are grouped as follows:

- **Paper** - These units (*Lines* and *Pages*) use paper to measure the duration of a timeline.
- **Time** - These units (*Days*, *Frames*, *Hours*, *Minutes*, *Months*, *Seconds*, *Weeks*, and *Years*) use time to measure the duration of a timeline.

Adding a New Unit of Measurement

You do not have to use one of the default units of measurement. This section describes how to create your own unit of measurement.

1. Select **Tools > Settings for...** to display the *Document Settings* dialog.
2. Click on **Units** to view this panel of the dialog.
3. Click the **Insert** button to add a new row.



4. Complete the following columns for the new unit of measurement.

- **Groups** - Enter the group the new unit belongs to. For example, enter **Time**. The row is automatically moved to the correct alphabetical position in the *Time* group.

NOTE

You can create your own measurement groupings if you don't want to use the default **Paper** or **Time** groups.

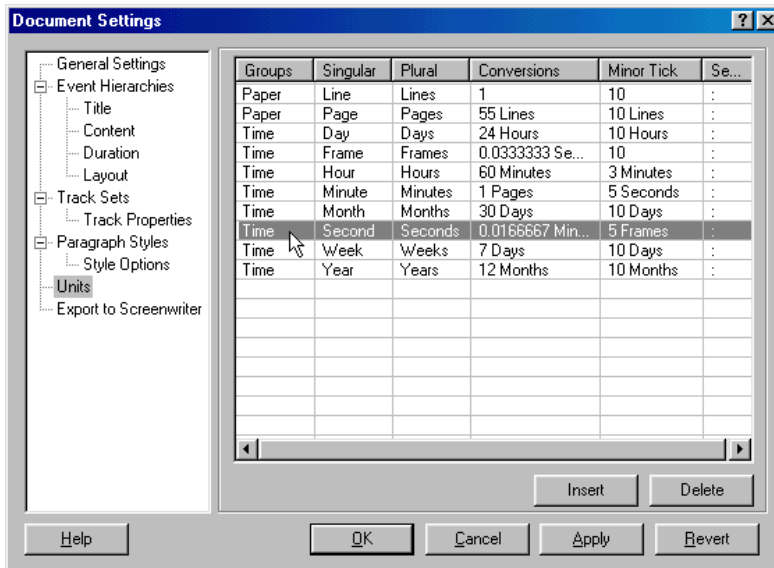
- **Singular** - Enter a name for the new unit of measurement. For example, enter **Decade**.
- **Plural** - Enter the plural version of the name of the new unit of measurement. For example, enter **Decades**.
- **Conversions** - Enter the multiple of the most closely related unit of measurement required to equal the new unit of measurement. For example, enter **10 Years**.
- **Minor Tick** - Indicate how frequently you want lines to appear on the ruler between measurement marks. For example, enter **2 Years**. See *Set Ruler Options on page 42* for more information about the ruler.
- **Separator** - Enter the character to use to as a separator in the unit of measurement. The default is a colon (:).

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

Deleting a Unit of Measurement

This section describes how to delete a unit of measurement.

1. Select **Tools > Settings for...** to display the *Document Settings* dialog.
2. Click on **Units** to view this panel of the dialog.
3. Select the unit of measurement that you want to delete. For example, select **Seconds** in the *Time* group.

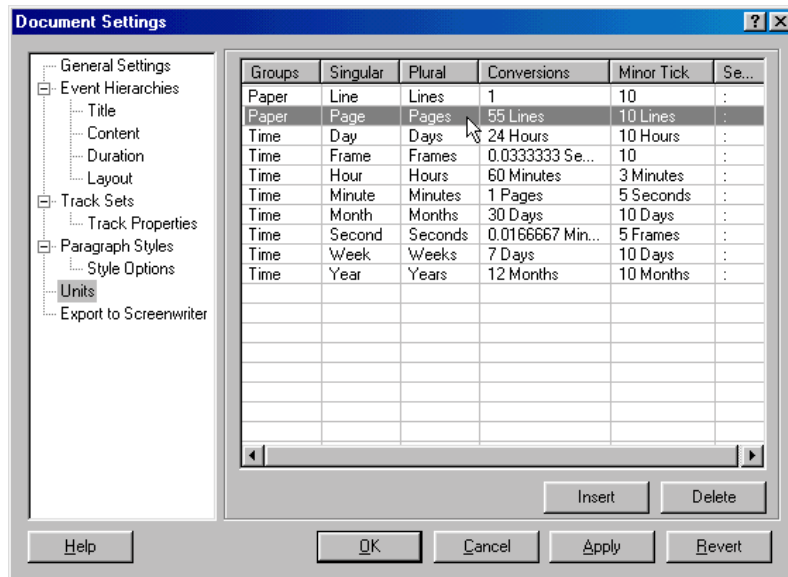


4. Click the **Delete** button to remove the *Seconds* unit from this panel.
5. Click the **OK** button to save your changes and close this dialog.

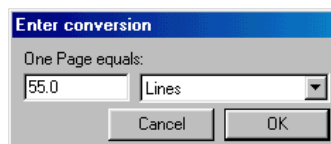
Modifying a Conversion Formula

This section explains how to change the conversion formula for an existing unit of measurement.

1. Select **Tools > Settings for...** to display the *Document Settings* dialog.
2. Click on **Units** to view this panel of the dialog.
3. Select the row containing the unit of measurement you want to modify.
For example, select **Page** in the *Paper* group.



4. Double-click on the *Conversions* column to display the *Enter Conversion* dialog.



5. Modify the number and/or unit. For example, enter **40.0** and leave the unit as **Lines**.
6. Click the **OK** button.
7. Repeat Steps 4 through 6 for the *Minor Tick* column.
8. Click the **OK** button to save your changes and close this dialog.

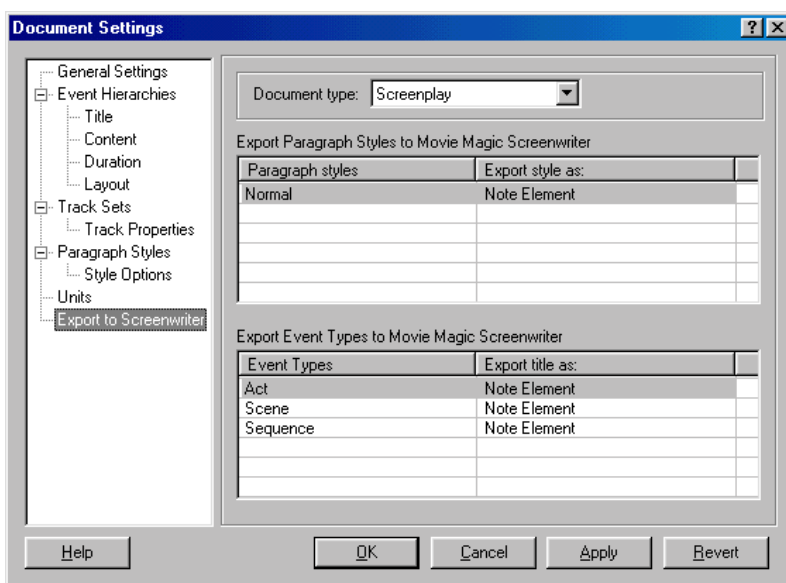
Export to Screenwriter

This panel lists the paragraph styles and event types that are available for export to Movie Magic Screenwriter. StoryView automatically adds new paragraph styles and event types to this panel.

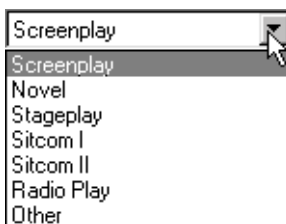
Modifying Export Settings

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

1. Select **Tools > Settings for...** to display the *Document Settings* dialog.
2. Click on **Export to Screenwriter** to view this panel of the dialog.



3. Select a format from the **Document Type** drop-down list.



4. Select an export format for each paragraph style on the **Export Paragraph Styles** list.
5. Select an export format for each event type on the **Export Event Types** list.
6. Click the **OK** button to save your changes and close this dialog.

Setting Program Options

Overview

StoryView includes program options that let you define how to save files, display items in the *Main* window, and edit timelines. These items can be modified in the **Options** dialog, which contains sections, or panels, for *File*, *General*, and *Editing* default settings. Any change made in this dialog affects all StoryView timelines.

The *File* panel indicates if backup files should be automatically generated when you save changes to a timeline and whether file save reminders should display periodically. See *File Options on page 87* for more information.

The *General* panel determines program display settings and designates the preferred unit of measurement for timelines. Refer to *General Options on page 88* for more information.

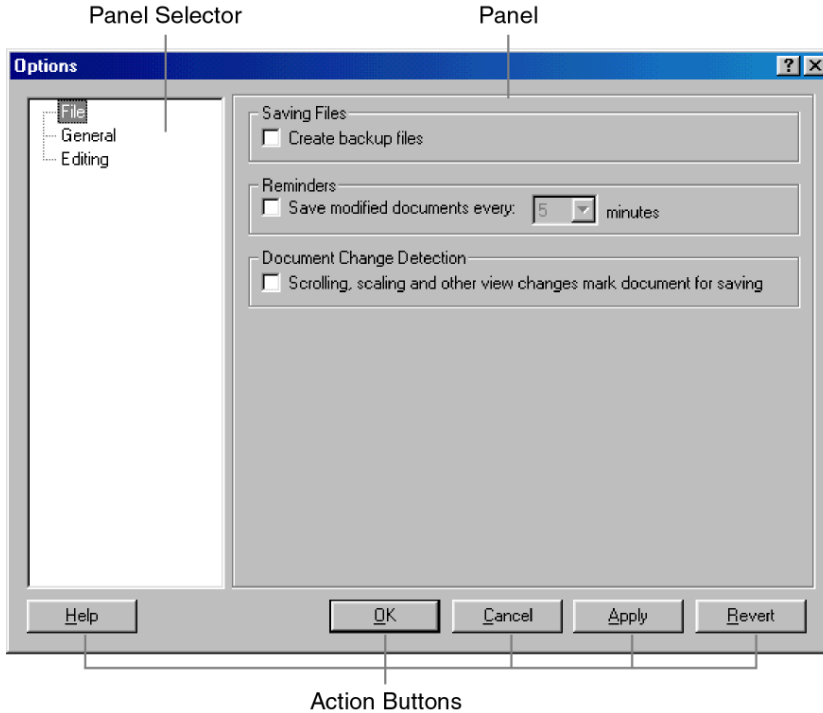
The *Editing* panel sets the behavior of StoryView while you are editing events in a timeline and using the numerical keypad. See *Editing Options on page 90* for more information.

TIP	When you change settings in the Options dialog, StoryView generates/updates a <i>StoryView Preferences</i> file. This file contains all the changes you make to the default settings in this dialog. Delete this file from your program folder to restore the default program (and timeline) settings.
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NOTE: Several Options panels have changed in version 2.0. Please consult the Version 2.0 Addendum Manul (or New Features.pdf) for up-to-date details. For example, all documentation for Outlining options are located either in the Addendum or in on-line help.

Features of the Options Dialog

The *Options* dialog shown below appears after you press F8 or select **Tools > Options**. Use this dialog to modify the default file, display, and edit program settings for all StoryView timelines.



This dialog includes the following areas:

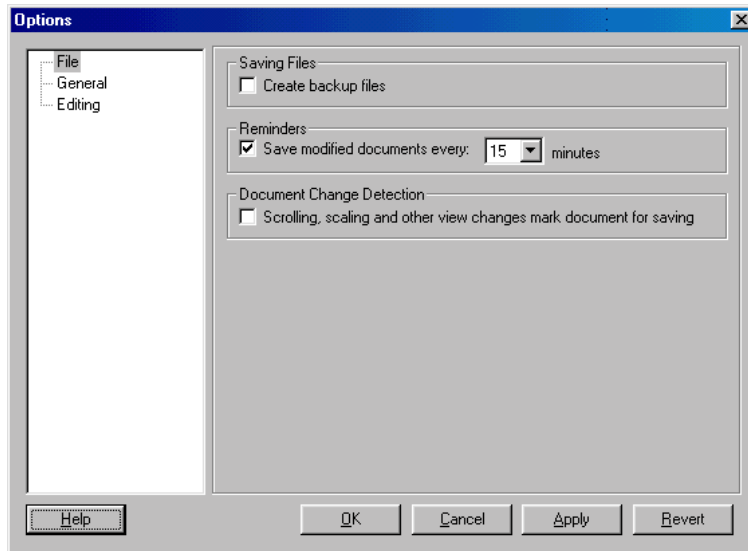
1. **Panel Selector** - Lists all of the panels included in the *Options* dialog. Click on a panel on this list to display it in the *Panel* area.
2. **Panel** - Displays the panel currently selected in the *Panel Selector* area. Defaults to the panel selected the last time the *Options* dialog was open.
3. **Action Buttons** - This area includes the following five buttons:
 - *Help* - Displays the StoryView online help.
 - *OK* - Saves all changes and closes the *Options* dialog.
 - *Cancel* - Closes the *Options* dialog without saving changes.
 - *Apply* - Saves changes *without* closing the *Options* dialog.
 - *Revert* - Cancels all changes made to the *Options* dialog.

File Options

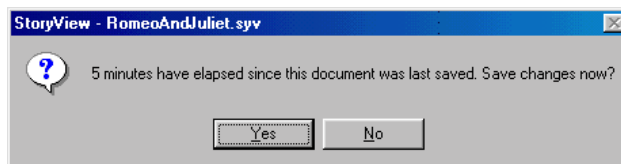
This panel sets the program defaults for saving timelines.

Setting File Options

1. Select **Tools > Options** to display the *Options* dialog.
2. Click on **File** to view this panel of the dialog.



3. Mark the **Create Backup Files** check box if you want to generate a backup file whenever you save a timeline. This check box is unmarked by default.
4. Mark the **Save Modified Document Every** check box if you want StoryView to remind you at regular intervals to save your timeline. This check box is marked by default and set to an interval of **15** minutes. If you mark this check box, specify the “regular interval” by selecting the number of minutes from the **Minutes** drop-down list.



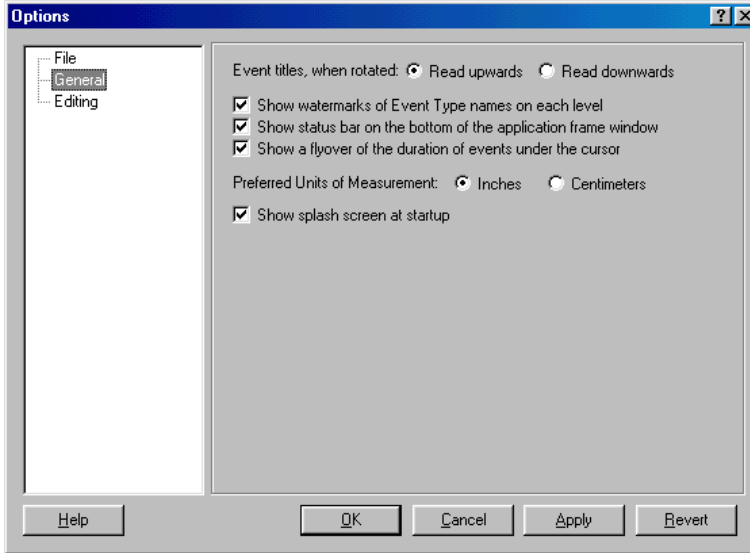
5. Mark the **Scrolling, Scaling, and Other View Changes...** check box if you want StoryView to save any changes you make to the display of a timeline using the scroll, scale, panoramic, and other view commands. This check box is unmarked by default.
6. Click the **OK** button to save your changes and close this dialog.

General Options

This panel how events display, and if watermarks, flyovers, and the status bar are displayed or hidden.

Setting General Options

1. Select **T**ools > **O**ptions to display the *Options* dialog.
2. Click on **General** to view this panel of the dialog.



3. The options in the *Event Titles, When Rotated* area are as follows:
 - **Read Upwards** - Displays text from the bottom to the top of the event. This is the default selection.



- **Read Downwards** - Displays text from the top to the bottom of the event.



4. Mark the **Show Watermarks of Event Type Names on Each Level** check box if you want the name of event types to display in the background of the applicable level in the *Event* area. This check box is marked by default.



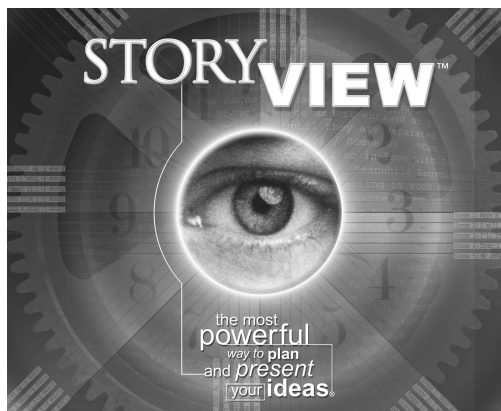
5. Mark the **Show Status Bar on the Bottom of the Application Frame Window** check box if you want to display the Status Bar on the bottom of the *Main* window. This check box is marked by default.

For Help, press F1

6. Mark the **Show a Flyover of the Duration of Events...** check box if you want to display a box that lists the duration and position of events as the cursor moves over them. This check box is marked by default.

5 Minutes (20 - 25)

7. The options in the *Preferred Units of Measurement* area are as follows:
- **Inches** - Measurements are displayed in inches. This is the default selection.
 - **Centimeters** - Measurements are displayed in centimeters.
8. Mark the **Show Splash Screen at Startup** check box if you want the StoryView splash screen to display when you launch the program. This check box is marked by default.



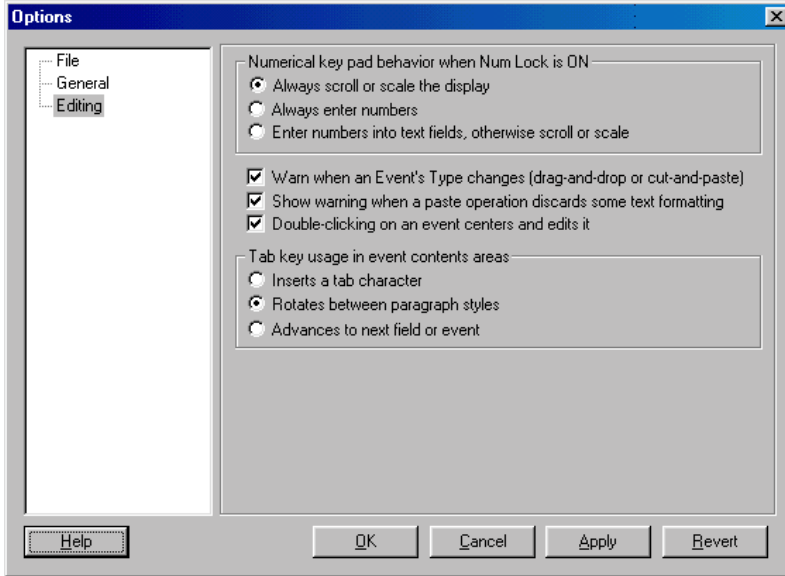
9. Click the **OK** button to save your changes and close this dialog.

Editing Options

This panel designates the program defaults for using the numerical keypad (NumPad), editing events, and using the Tab key.

Setting Editing Options

1. Select **Tools > Options** to display the *Options* dialog.
2. Click on **Editing** to view this panel of the dialog.

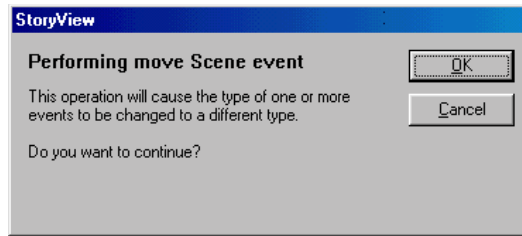


3. The options in the *Numerical Key...* area are as follows:
 - **Always Scroll or Scale the Display** - Causes the *Timeline* window to scroll whenever you enter numbers using the NumPad. This is the default selection.
 - **Always Enter Numbers** - Adds numbers entered with the NumPad to events when you are in edit mode. If an event is not selected and in edit mode, nothing happens.
 - **Enter Numbers into Text Fields, Otherwise Scroll or Scale** - Adds numbers entered with the NumPad to events when you are in edit mode. If an event is not selected and in edit mode, causes the *Timeline* window to scroll.

NOTE

The **Num Lock** key must be in the locked position for these three options to work.

4. Mark the **Warn When an Event's Type Changes** check box if you want to have a *StoryView* confirmation dialog open whenever you try to move an event to a new level. This check box is marked by default.



5. Mark the **Show Warning When a Paste Operation Discards Some Text Formatting** check box if you want to have a *StoryView* confirmation dialog open whenever executing the paste command will result in the loss of some type of text format. This check box is marked by default.
6. Mark the **Double-Clicking on an Event Centers and Edits it** check box if you want to be able to place an event in edit mode by double-clicking on it. This check box is marked by default.
7. The options in the *Tab Key Usage in Event Content* area are as follows:
 - **Inserts a Tab Character** - Places a tab character into text when you press the Tab key. This is the default selection.
 - **Rotates Between Paragraph Styles** - Switches to another paragraph style when you press the Tab key.
 - **Advances to Next Field or Event** - Moves to the next event/text field when you press the Tab key.
8. Click the **OK** button to save your changes and close this dialog.

Printing a Timeline

Overview

In StoryView, printing a timeline is a four step process. You begin by using the **Report Options** dialog to select a format (outline or timeline) to use for printing the timeline. You also select events to include in the print job, set print margins, and enter a header and/or footer in this dialog. See *Features of the Report Options Dialog* on page 94 for more details.

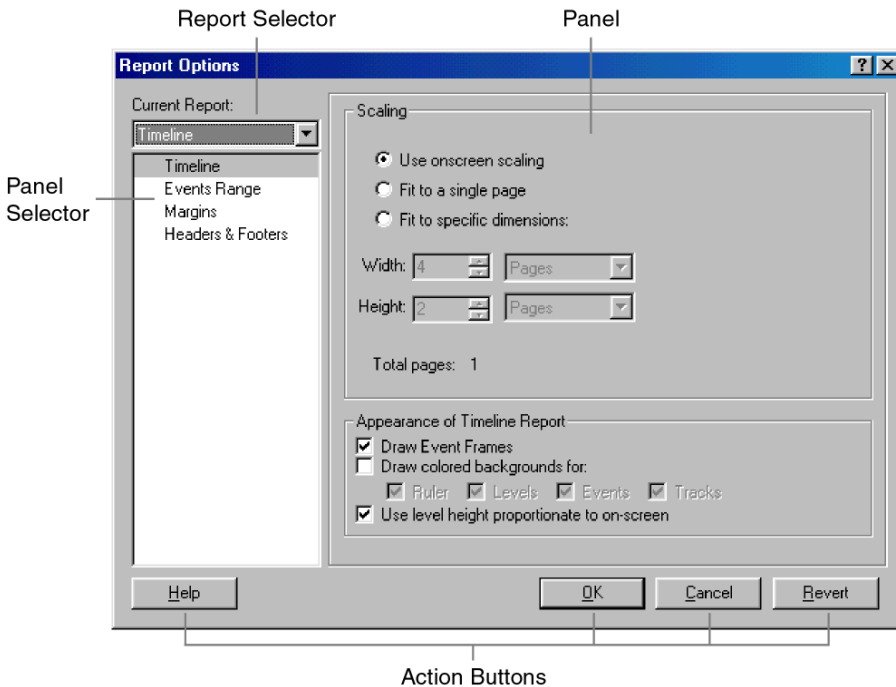
Next you open the **Print Setup** dialog and select the destination printer, paper size, and print orientation to use for your timeline. Refer to *Print Setup* on page 104 for more information.

Then you can use the **Print Preview** window to see how your printed timeline would look without actually printing it. Using this window helps you to identify settings that need to be changed in the **Report Options** and **Print Setup** dialogs. See *Print Preview* on page 105 for more information.

Finally, you go to the **Print** dialog when you are ready to print the timeline. You can also access the **Report Options** dialog, **Print Setup** dialog, and **Print Preview** window from this dialog. Refer to *Print* on page 106 for more details.

Features of the Report Options Dialog

The **Report Options** dialog shown below appears after you open a new or existing timeline and select **File > Report Options**. Use this dialog to select a report format, pick events to print, select print margins, and add a header and/or footer to your report. You must have a timeline open to access this dialog.



This dialog includes the following areas:

1. **Report Selector** - Lists the two available report formats (outline and timeline).
2. **Panel Selector** - Lists all of the panels included in the **Report Options** dialog.
3. **Panel** - Displays the panel currently selected in the **Panel Selector** area. Defaults to the panel selected the last time the **Report Options** dialog was open.
4. **Action Buttons** - This area includes the following four buttons:
 - *Help* - Displays the StoryView online help.
 - *OK* - Saves all changes and closes the **Report Options** dialog.
 - *Cancel* - Closes the **Report Options** dialog without saving changes.
 - *Revert* - Cancels all changes made to the **Report Options** dialog.

Timeline Report Format

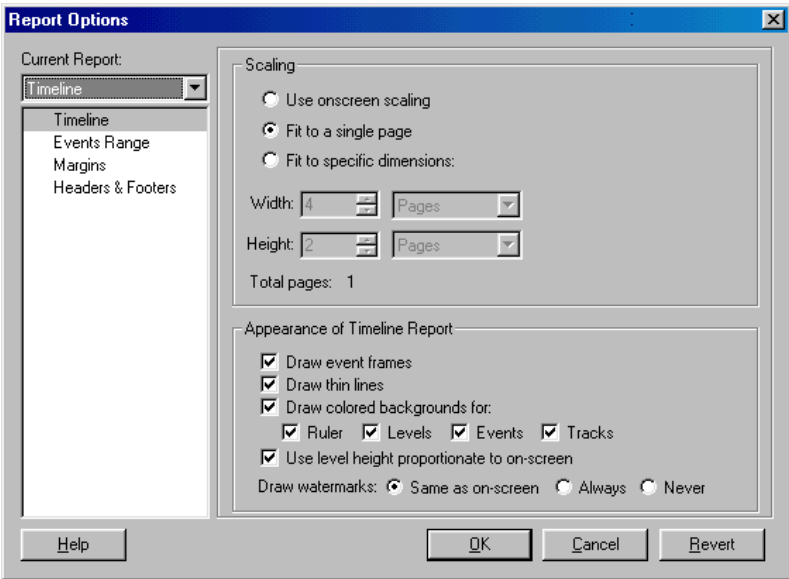
This panel prints a timeline in a format similar to what displays in the *Timeline* window. It includes options for setting the scale and appearance of a timeline.

NOTE	Based on the scaling used with a <i>Timeline</i> report, you may not be able to see the text in events. Use the <i>Outline</i> report format if you need a report that clearly prints all the text in events. Refer to <i>Outline Report Format on page 98</i> for more information.
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Selecting the Timeline Format

1. Open the timeline you want to print. For example, open the **Godfather II.syv** example timeline.
2. Select **File > Report Options** to display the *Report Options* dialog.
3. Select **Timeline** from the **Current Report** drop-down list to view this panel of the dialog.

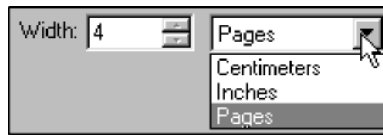
NOTE	If you select the <i>Timeline</i> report format, skip <i>Selecting the Outline Format on page 98</i> .
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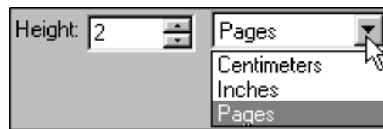
4. The options in the *Scaling* area are as follows:

- **Use Onscreen Scaling** - Uses StoryView's automatic scaling. This option maintains the vertical and horizontal scale so that the printed report looks similar to the on-screen display.
- **Fit to a Single Page** - Fits the entire timeline onto one page. This is the default setting.
- **Fit to Specific Dimensions** - Activates a series of drop-down lists and fields that allow you to designate the total number of pages to print.

The first part of this area sets the *width* of your timeline. Enter a number in the **Width** field and select a unit of measurement from the drop-down list.

A screenshot of a software interface showing a 'Width' field with the value '4' and a unit selection dropdown menu. The dropdown menu is open, showing three options: 'Pages', 'Centimeters', and 'Inches'. A mouse cursor is pointing at the 'Pages' option.

The second part of this area sets the *height* of your timeline. Enter a number in the **Height** field and select a unit of measurement from the drop-down list.

A screenshot of a software interface showing a 'Height' field with the value '2' and a unit selection dropdown menu. The dropdown menu is open, showing three options: 'Pages', 'Centimeters', and 'Inches'. A mouse cursor is pointing at the 'Pages' option.

NOTE	If you select Pages as the unit of measurement, the number of <i>width</i> pages multiplied by the number of <i>height</i> pages will equal the total number of pages ($W \times H = \text{Page Total}$).
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5. The options in the *Appearance of Timeline Report* area are as follows:

- **Draw Event Frames** - Draws a box around each event. This check box is marked by default.
- **Draw Colored Backgrounds For** - Adds a background color to the items you check. The options are *Ruler*, *Levels*, *Events*, and *Tracks*. This check box is marked by default.
- **Use Level Height Proportionate to On-screen** - Makes the height of each level on the printed report equivalent to its on-screen height. For example, if one level equals 25% of the total height of the timeline on-screen, the level will also occupy 25% of the total height of the printed timeline. This check box is marked by default.

- **Draw Thin Lines** - Adds narrow boxes around events. This check box is marked by default.
 - **Draw Watermarks** - Click a radio button to determine if and how watermarks appear on the printed timeline.
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 looks (with the **Fit to a Single Page** radio button selected).

0305070100130150170190Minutes									
Substory Act 1: Vito Michael Corleone									
The first Act of Michael Corleone's story introduces the many members of the Corleone crime family at a Lake Tahoe celebration for Michael's son's first communion. This large family gathering is a chance for many people to talk business with									
Substory Act 1 (Continued)									
Act 2: Michael Corleone									
Slipping forward to 1958, we find Michael deeply immersed in his plans. He has a potentially landmark deal in the works with Florida Crime Boss HYMAN ROTH. This aging contemporary of Michael's father has arranged with Michael and the leaders of pre-communist Cuba to									
Substory Act 2: Vito Michael Corleone									
Act 3: Michael Eliminates His Enemies									
Substory Act 2 (Continued): Vito Michael Corleone									
Act 3 (Continued): Michael Corleone									
Substory Act 3: Vito's Revenge on Don Corleone									
Act 3 (Continued): Michael Corleone									
Act 4: Michael Reminisces									
Seq. 1: Don Corleone's Revenge									
Seq. 2: The New World									
Seq. 1: The First Communion of Michael's son Anthony is occasion for a giant family party at the new Corleone compound in Lake Tahoe, Nevada. The entire Corleone family									
Seq. 2: After The Party									
Seq. 3: Vito Learns How									
Seq. 4: Vito Gets Involved									
Seq. 1: Michael Sets									
Seq. 2: Michael's activities change when he hears the home-stretch in completing his big deal with Hyman Roth. He travels to Cuba to meet with all the parties involved in this									
Seq. 1: Don Fanucci Corners Vito									
Seq. 2: Vito Kills Don Fanucci									
Seq. 1: Michael Comes Home									
Seq. 3: Vito Influences The Legislature									
Seq. 2: Michael Bea									
Seq. 3: Michael's Personal Consequences									
Seq. 1: Vito Returns To Corleone									
Seq. 3 (Continued): Michael's Personal Consequences									
Seq. 4: The Bloodbath									
Seq. 1: Compare/Contrast									
Scene 37: Michael Meets With Hyman Roth									
Scene 68: Vito Stalks & Kills Fanucci									
Scene 71: Senate Committee Interview With Corleone									
Scene 78: Michael Learns To Senate Committee									
Scene 81: Michael's Life Under the Gun									
Scene 82: Frankie Lee Tr Senate Committee									
Scene 83: Kay Comes Clean To Michael									
Scene 85: Vito & Don Corleone Meet Again									
Scene 87: Michael's Personal Consequences									
Scene 101: Vito's Birthday Dec. 7, 1941									

NOTE	Refer to <i>Print Preview on page 105</i> for more information about this function.
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Outline Report Format

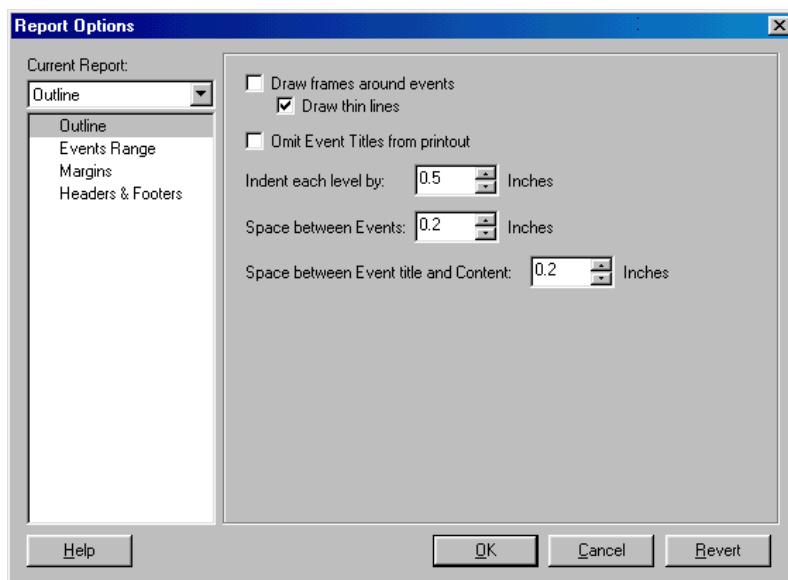
This panel prints the timeline in a format that lets you see all the text in events. It includes options for setting the spacing used for and between each event.

Selecting the Outline Format

1. Open the timeline you want to print (if not already open).
2. Select **File > Report Options** to display the *Report Options* dialog.
3. Select **Outline** from the **Current Report** drop-down list to view this panel of the dialog.

NOTE

If you select the *Outline* format, you do not need to read *Selecting the Timeline Format on page 95*.



4. Mark the **Draw Frames Around Events** check box if you want boxes displayed around each event. This check box is unmarked by default.
5. **Draw Thin Lines** - Adds narrow boxes around each event. This check box is marked by default.
6. Mark the **Omit Event Titles from Printout** check box if you do not want event titles to print on the report. This check box is unmarked by default.
7. Enter the number of inches to indent each level in the event hierarchy in the **Indent Each Level By** field. Each successive level will be indented by this amount on the report. The default entry is **0 . 5**.
8. Enter the number of inches of space to insert between events in the **Space Between Events** field. The default entry is **0 . 2**.

9. Enter the number of inches of space to insert between an event title and event content in the **Space Between Event Title and Content** field. The default entry is **0.2**.

TIP	You can change the unit of measurement to centimeters on the Options dialog. See <i>General Options</i> on page 88 for more information.
------------	---

10. Click the **OK** button to save your changes and close this dialog.
11. Select **File > Print Preview** to display the *Print Preview* window and see how the outline report format looks.

Act 3: Michael Eliminates His Enemies

The third act of Michael's story deals with all the loose ends left by Michael's scattered enemies. Hyman Roth has not only escaped Michael's grasp, but he has arranged for Frankie Pentangeli to become a Federal witness in Senate Committee Hearings on organized crime. This means Michael Corleone is in danger of being tried and convicted as a Mafia kingpin.

Feeling desperate over his failed family relations, especially Fredo's betrayal, Michael turns to his mother for advice. He realizes that he faces new times and new troubles that weren't an issue in his mother's day.

Seq. 1: Michael Comes Home

After all his dealings in Florida and Havana, Michael finally returns to his Lake Tahoe home. It has been a long time. As his potential business deal in Havana have disappears, Michael faces unexpected troubles in the States. Frankie Pentangeli's "buttonman" WILLIE CICCİ testifies to a Senate Sub-committee that Michael Corleone is the Godfather of organized crime in America.

Faced with betrayal at every turn, Michael wonders how his father dealt with such problems. He asks his mother what she thinks and she doesn't even understand what he's asking. The troubles Michael faces (particularly regarding Fredo) are so modern that they seem impossible to her old-fashioned sensibilities.

Scene 70: Michael Arrives in Tahoe

After all his business in Cuba and Miami, Michael begins the third Act of his story by returning to his home in Lake Tahoe where his wife and children await him. The weather has changed and there's now snow on the ground. No one is outside playing and Michael slips inside to his wife's sewing room to find her sewing without her even noticing he's there. His emotions are, as ever, guarded and torn between dealing with his wife and dealing with the family business.

Scene 71: Senate Committee Interview W

Inside a Senate Subcommittee hearing room, a committee of Senators examine a witness in their investigation of organized crime. The witness is Frankie Pentangeli's "buttonman," Willie Cicci. Willie was apparently arrested after his run-in with the Rosato brothers, and believing himself set-up and betrayed by Michael Corleone – he's decided to testify against the family. He answers questions openly, admitting that he is a hired killer for the Corleone family and that his boss is Michael Corleone.

Scene 72: Michael Talks With Mama

Back in Tahoe, Michael seeks advice and consolation from his mother. He finds her relaxing in her home and asks her to tell him what his father used to believe in his heart – when so many things are conflicting and he had to be strong to protect the family, did he ever fear he may lose

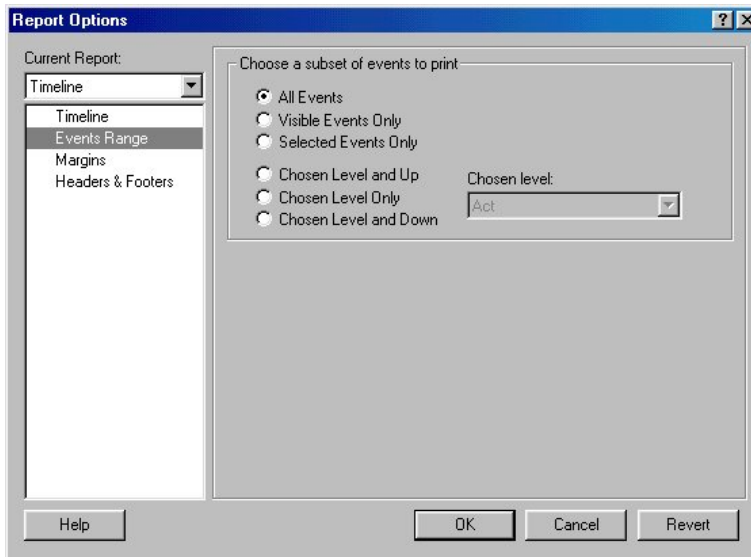
NOTE	Refer to <i>Print Preview</i> on page 105 for more information about this function.
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Events Range

This panel determines which event types are included in a report. You must enter these settings separately for the *Timeline* and *Outline* report formats.

Selecting a Range of Events to Print

1. Open the timeline you want to print (if not already open).
2. Select **File > Report Options** to display the *Report Options* dialog.
3. Select **Outline** or **Timeline** from the **Current Report** drop-down list.
4. Click on **Events Range** to view this panel of the dialog.



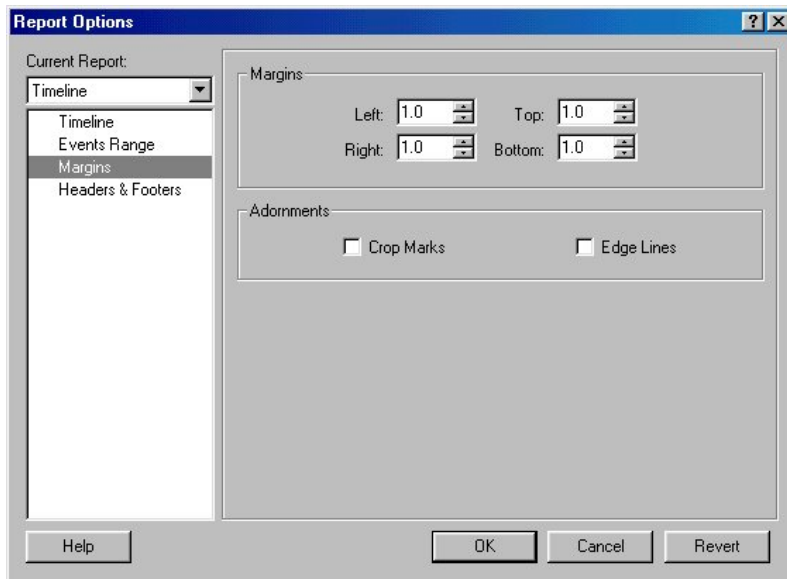
5. The options in the *Choose a Subset of Events to Print* area are as follows:
 - **All Events** - Prints all events in a timeline. This is the default selection.
 - **Visible Events Only** - Prints only events that are displayed in your timeline. This is the only option that dims events in a printed report.
 - **Selected Events Only** - Prints only events that have been selected in the timeline.
 - **Chosen Level and Up** - Prints from the top of the timeline to the level specified in the **Chosen Level** drop-down list.
 - **Chosen Level Only** - Prints only the level specified in the **Chosen Level** drop-down list.
 - **Chosen Level and Down** - Prints from the bottom of the timeline to the level specified in the **Chosen Level** drop-down list.
6. Click the **OK** button to save your changes and close this dialog.

Report Margins

This panel sets page margins and determines if crop marks or edge lines print with the report. You must enter these settings separately for the *Timeline* and *Outline* report formats.

Setting Print Margins

1. Open the timeline you want to print (if not already open).
2. Select **File > Report Options** to display the *Report Options* dialog.
3. Select **Outline** or **Timeline** from the **Current Report** drop-down list.
4. Click on **Margins** to view this panel of the dialog.



5. Enter a new amount in the **Left**, **Right**, **Top**, and **Bottom** fields in the *Margins* area as necessary. The default is **1.0** for all four margins.
6. The options in the *Adornments* area are as follows:
 - **Crop Marks** - Includes crop marks on the printed timeline. This check box is unmarked by default.
 - **Edge Lines** - Includes edge lines on the printed timeline. This check box is unmarked by default.

NOTE	Adornments are only available with the <i>Timeline</i> report format.
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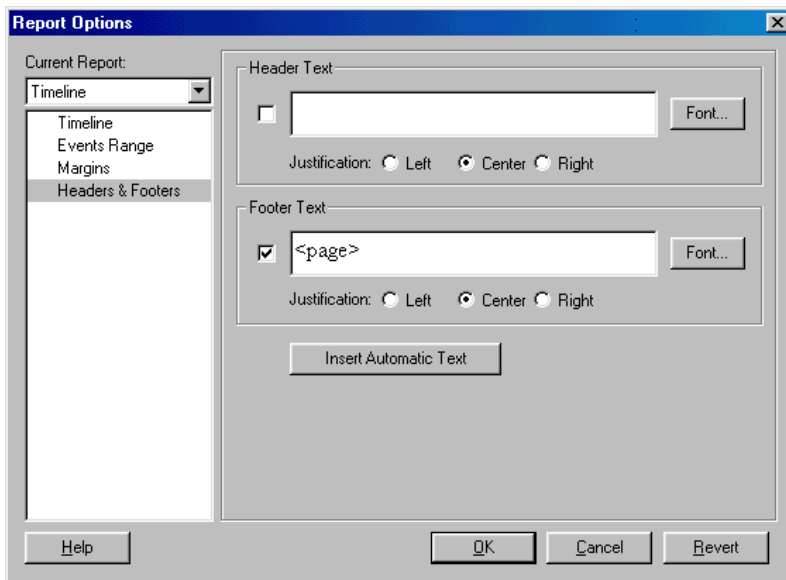
7. Click the **OK** button to save your changes and close this dialog.

Report Headers and Footers

This panel defines the use and placement of headers and footers in a report. You must enter these settings separately for the *Timeline* and *Outline* report formats.

Creating Headers and Footers

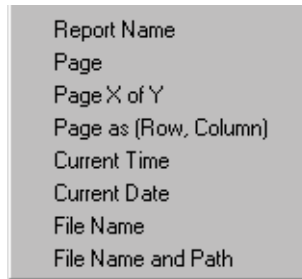
1. Open the timeline you want to print (if not already open).
2. Select **File > Report Options** to display the *Report Options* dialog.
3. Select **Outline** or **Timeline** from the **Current Report** drop-down list.
4. Click on **Headers & Footers** to view this panel of the dialog.



5. The options in the *Header Text* area are as follows:
 - **Check Box** - Mark if you want a header to print with your timeline. This check box is unmarked by default, which means that no header prints with your report.
 - **Text Field** - Enter the text for the header exactly as you want it to appear on the printed timeline and click on the applicable **Justification** radio button.
 - **Font Button** - Click this button to display the *Font* dialog. Use this dialog to select a font, font style, size, color, and script for the header. The default font is Times New Roman, Regular, 12 point.
6. Repeat Step 5 for the *Footer Text* area. This check box is marked by default, which means your report will print with the default "<page>" footer. This

footer prints the current page number at the bottom of each page of your report.

7. Click the **Insert Automatic Text** button to display the following list.



8. Select any of the items on this list to add to your header or footer:

- **Report Name** - Displays the name of the selected report format. For example, **Outline**.
- **Page** - Displays the number of each page of the report. For example, **1**.
- **Page X of Y** - Displays the number of each page of the report. For example, **Page 1 of 3**.
- **Page as (Row, Column)** - Displays the number of each page when the report is printed on multiple rows and/or columns. This format should only be used with timeline reports. For example, if a timeline is printed onto 2 by 2 pages, they would be numbered as **1, 1; 1, 2; 2, 1; and 2, 2**. Refer to *Selecting the Timeline Format on page 95* for more information about fitting a report to specific number of pages.
- **Current Time** - Displays the current time when the report prints. For example, **10 : 47**.
- **Current Date** - Displays the current date when the report prints. For example, **December 6, 2000**.
- **File Name** - Displays the complete file name of your timeline on the report. For example, **Godfather II .syv**.
- **File Name and Path** - Displays the complete file path and name of your timeline on the report. For example, **C : /StoryView/Examples/Godfather II .syv**.

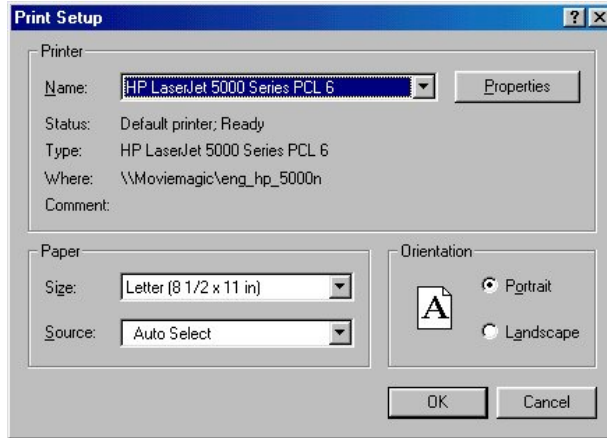
9. Click the **OK** button to save your changes and close this dialog.

Print Setup

This dialog sets the printer, paper size, and print orientation to use when you print a timeline.

Completing the Print Setup Dialog

1. Open the timeline you want to print (if not already open).
2. Select **File > Print Setup** to display the *Print Setup* dialog.



3. Select a destination printer for the timeline from the **Name** drop-down list.

TIP	Click the Properties button to display more detailed information about the printer selected in Step 3. For example, if you are using a post script printer, you can set the print scale to 30% through 50% to get a <i>Timeline</i> report to fit better on the printed page. Other types of printers may also support this scaling function.
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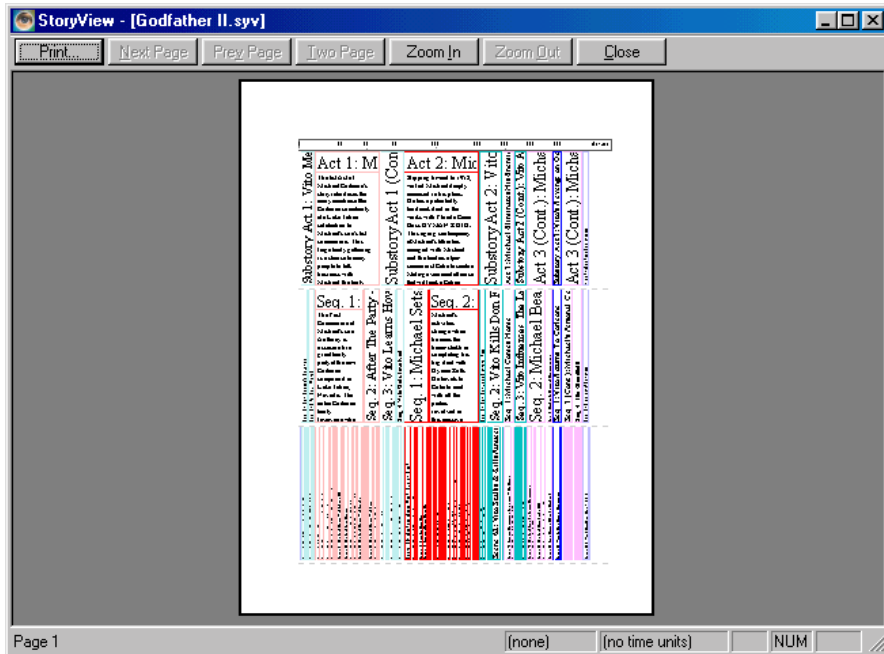
4. The options in the *Paper* area are as follows:
 - **Size** - Sets the size of paper to use for printing the timeline. Select legal size paper if you are printing a *Timeline* report and letter for an *Outline* report.
 - **Source** - Sets the type and location of paper to use for printing the timeline.
5. The options in the *Orientation* area are as follows:
 - **Portrait** - Prints the timeline narrow-end up. Use portrait orientation for an *Outline* report.
 - **Landscape** - Prints the timeline wide-end up. Use landscape orientation for a *Timeline* report.
6. Click the **OK** button to save your changes and close this dialog.

Print Preview

This window shows you how a timeline would look if you printed it. This is a good way to save paper by helping you to spot problems prior to printing.

Viewing a Timeline On-Screen

1. Open the timeline you want to print (if not already open).
2. Select **File > Print Preview** to display the *Print Preview* window.



3. Click on any of the following buttons:
 - **Print** - Displays the *Print* dialog. Refer to *Print on page 106* for more information on this dialog.
 - **Next Page** - Displays the next page in your timeline.
 - **Previous Page** - Displays the previous page in your timeline.
 - **Two Page** - Displays two pages of your timeline at one time.

NOTE

If your timeline is only one page long, the **Next Page**, **Previous Page**, and **Two Page** buttons will be disabled.

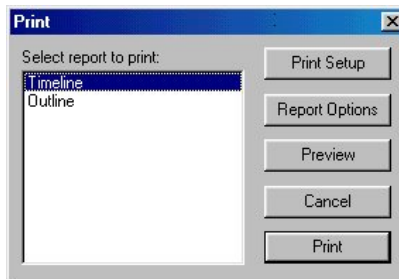
- **Zoom In** - Increases the magnification level of the timeline.
 - **Zoom Out** - Decreases the magnification level of the timeline.
4. Click the **Close** button to exit from the *Print Preview* window.

Print

The two **Print** dialogs take you through the steps necessary to print a timeline. Make sure you have entered the necessary information in the **Report Options** and **Print Setup** dialogs before printing your timeline. Otherwise, your timeline may not print in the desired format and paper size.

Printing a Timeline

1. Open the timeline you want to print (if not already open).
2. Select **File > Print** to display the **Print** dialog.

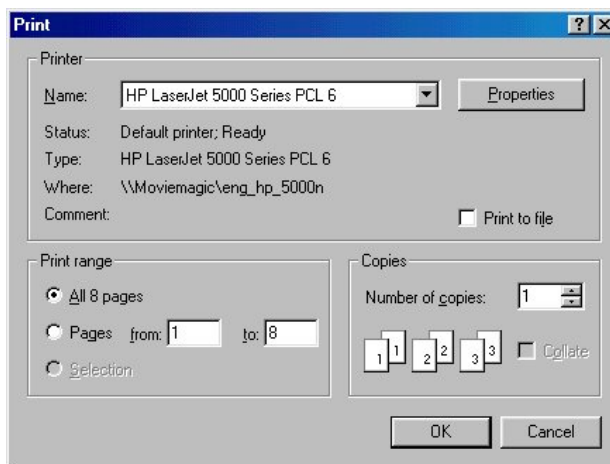


TIP You can also click the **Print**  toolbar button to open this dialog.

3. Select **Timeline** or **Outline** in the *Select Report to Print* area.

NOTE This dialog also gives you a last chance to access the other print-related dialogs. Click the **Print Setup**, **Report Options**, or **Preview** buttons to access these dialogs.

4. Click the **Print** button to open a second **Print** dialog.



5. The options in the *Printer* area are as follows:

- **Name** - Select a destination printer for the timeline. The destination printer can also be selected in the *Print Setup* dialog. See *Completing the Print Setup Dialog on page 104* for more information.
- **Print to File** - Mark this check box to create a print file instead of actually printing your timeline.

TIP	Click the Properties button to display more detailed information about the printer you selected in Step 3.
------------	---

6. The options in the *Print Range* area are as follows:

- **All Pages** - Prints the entire timeline.
- **Pages From & To** - Prints the specified pages in the timeline.

7. Enter the number of copies of the timeline to print in the *Copies* area.

8. Click the **OK** button to save your changes and print the timeline.

Importing and Exporting

Overview

Another useful feature of StoryView is its compatibility with both Dramatica and Movie Magic Screenwriter. You can import a Dramatica file into StoryView, create a timeline, and then export the StoryView file to Screenwriter. The first part of this chapter explains how to import a file from Dramatica. See *Importing a Dramatica File to StoryView on page 110*. Then the second part of this chapter describes how to export a timeline to Screenwriter. Refer to *Exporting a Timeline to Screenwriter on page 111*.

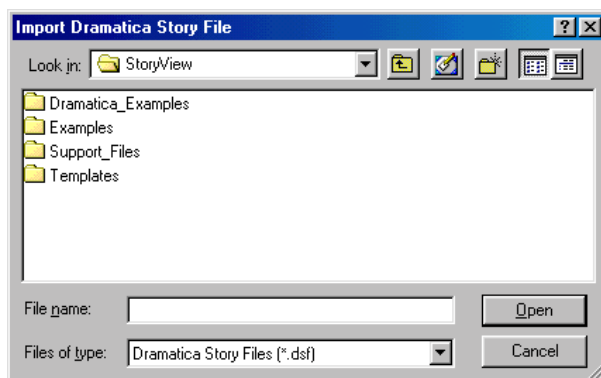
NOTE	You cannot import Screenwriter files into StoryView.
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Import from Dramatica

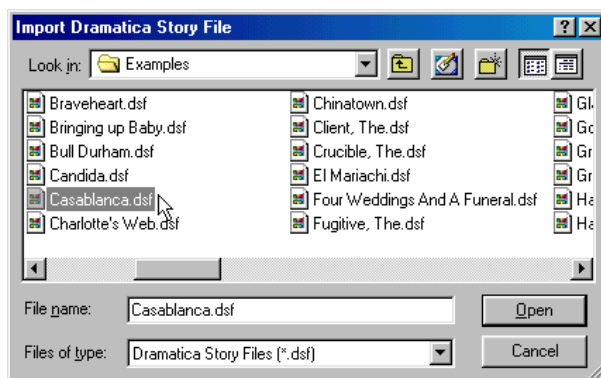
This section describes how to locate, select, and import a Dramatica file into StoryView.

Importing a Dramatica File to StoryView

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



2. Locate the Dramatica file that you want to import into StoryView. Dramatica files have *.dsf* file extensions. For example, locate and select the **Casablanca.dsf** file in your *Dramatica* program folder.



3. Click the **Open** button to display *Casablanca.dsf* in StoryView.

Export Formats

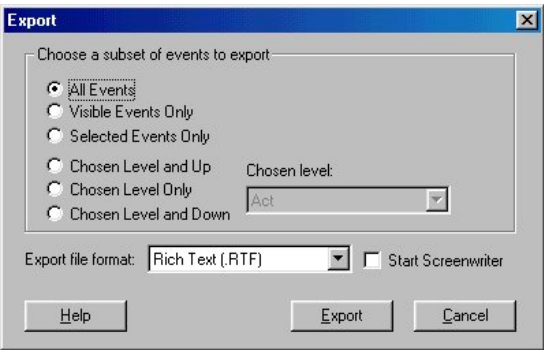
This section describes how to export a StoryView file in Screenwriter format (.dsw) and in a rich text format (.rtf).

NOTE	Refer to <i>Setting Treatment of Tracks for Export to Screenwriter</i> on page 78 for information on identifying tracks as characters for export to Screenwriter.
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Exporting a Timeline to Screenwriter

This section describes how to export a StoryView file to Movie Magic Screenwriter. You must have Movie Magic Screenwriter installed on your computer to complete this process.

1. Open the timeline you want to export to Movie Magic Screenwriter. For example, open the **Godfather II.syv** example file.
2. Select **File > Export** to display the *Export* dialog.



TIP	Click the Export to Screenwriter  toolbar button to automate this export process.
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3. Click on one of the following radio buttons in the *Choose a Subset of Events to Export* area:
 - **All Events** - Exports all events in your timeline. This is the default selection.
 - **Visible Events Only** - Exports only events that are displayed in your timeline. This option exports visible and dimmed events. This option does not export hidden events. See *Hiding an Event Type* on page 20 for more information.
 - **Selected Events Only** - Exports only events that have been selected in the timeline.

- **Chosen Level and Up** - Exports down to the level specified in the **Chosen Level** drop-down list. Any level(s) below the chosen level will not be exported.
 - **Chosen Level Only** - Exports only the level specified in the **Chosen Level** drop-down list.
 - **Chosen Level and Down** - Exports up to the level specified in the **Chosen Level** drop-down list. Any level(s) above the chosen level will not be exported.
4. Click on the **Export File Format** drop-down list and select the **Screenwriter (.DSW)** format.

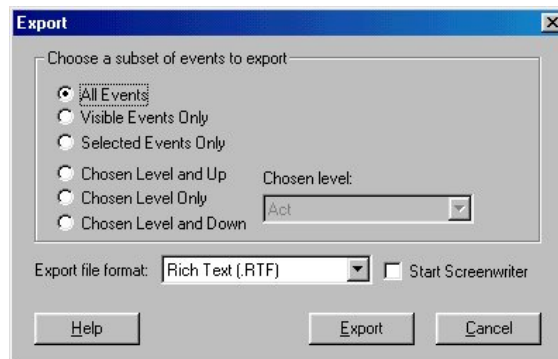


5. Mark the **Start Screenwriter** check box if you want Movie Magic Screenwriter to start automatically when you click the **Export** button in the next step. You must select the **Screenwriter (.DSW)** format from the **Export File Format** drop-down list to activate this check box.
6. Click the **Export**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

Exporting a Timeline as a RTF File

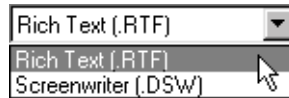
This section describes how to save a StoryView file in a Rich Text format (.rtf).

1. Open the timeline you want to export to Movie Magic Screenwriter. For example, open the **Godfather II.syv** example file.
2. Select **File > Export** to display the *Export* dialog.

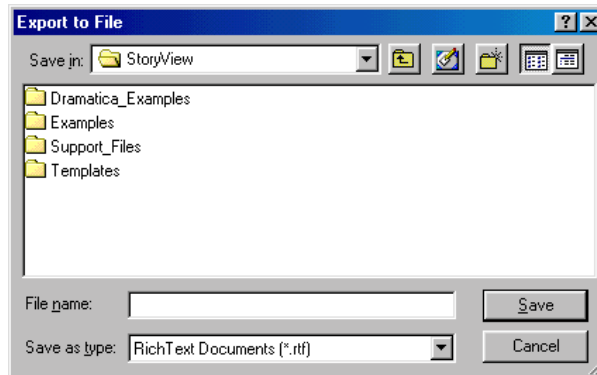


3. Click the applicable radio button in the *Choose a Subset of Events to Export* area as described in the previous sections.

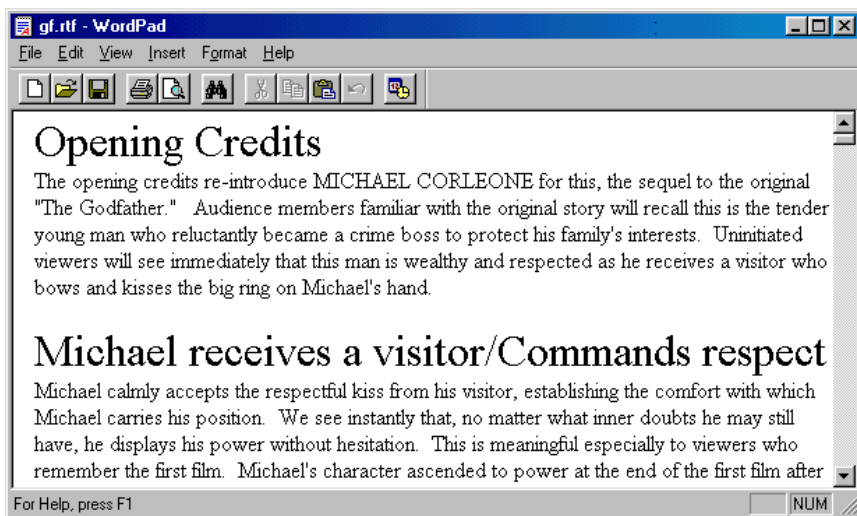
- Click on the **Export File Format** drop-down list and select the **Rich Text (.RTF)** format.



- Click the **Export** button to display the *Export to File* dialog.



- Select a destination folder for the *.rtf* file.
- Enter a name for the file in the **File Name** field. For example, enter **GF**.
- Click the **Save** button to save the **GF.rtf** file.
- Open the **GF.rtf** file in any word processing program that can read *.rtf* files. For example, open this file in WordPad.



- Edit and reformat the file as necessary.

Menu Commands

Overview

This appendix identifies the commands in the *File*, *Edit*, *View*, *Format*, *Event*, *Tools*, *Window*, and *Help* menus. See the other appendices for information on using toolbars, keyboard shortcuts, and context menus to execute program commands.

Menu Bar Options

Use the menu bar to execute the program commands described in this section. For example, you would select **File > Export** to display the *Export* dialog.

TIP

Underlined letters indicate that there is a keyboard shortcut available for the command. To use a shortcut, hold down the **Alt** key and press the underlined keys. In the example above, you would hold down the **Alt** key and press **F**, then **E** to display the *Export* dialog.

- **File** - Use these commands to open, close, save, export, and print a timeline, and also to exit the program.

<u>N</u> ew...	Ctrl+N
<u>O</u> pen...	Ctrl+O
<u>C</u> lose Window	Ctrl+W
<u>C</u> lose Document	Ctrl+Shift+W
<u>S</u> ave	Ctrl+S
Save <u>A</u> s...	Ctrl+Shift+S
Save a Copy...	
I <u>m</u> port	
<u>E</u> xport...	
R <u>e</u> port Options...	
P <u>r</u> int Setup...	
P <u>r</u> int P <u>r</u> ev <u>e</u> w...	
<u>P</u> rint...	Ctrl+P
<u>1</u> Screenplay.syv	
<u>E</u> xit	Ctrl+Q

- **Edit** - Use this menu to cut, copy, and paste text and events. You can also access the *Find* dialog from this menu.

<u>U</u> ndo	
<u>R</u> edo	
<u>C</u> ut	Ctrl+X
<u>C</u> opy	Ctrl+C
<u>P</u> aste	Ctrl+V
<u>C</u> lear	Delete
<u>S</u> elect All	Ctrl+A
Select Current <u>L</u> evel	Ctrl+Shift+A
<u>F</u> ind...	Ctrl+F
Find P <u>r</u> ev <u>i</u> ous	Ctrl+Shift+G
Find <u>N</u> ext	Ctrl+G
R <u>e</u> place...	Ctrl+H
Replace P <u>r</u> ev <u>i</u> ous	Ctrl+Shift+J
Replace <u>N</u> ext	Ctrl+J

- **View** - Use these commands to adjust how a timeline displays and to select which toolbars display on the *Main* window.

Panorama	Ctrl+1 or Ctrl+NumPad-5
Fit to View	Ctrl+2
Fit to 2/3rds View	NumPad-5
Center	Ctrl+3
Scroll View	▶
Scale View	▶
Set Ruler Options	▶
Visibility	▶
Add Horizontal Split	F3
Add Vertical Split	F4
Toolbars	▶

NOTE

See *Toolbars* on page 126 for detailed information on each type of toolbar.

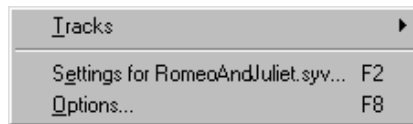
- **Format** - Use the options on this menu to customize the appearance of text in an event.

Character...	
Paragraph	▶
Next Paragraph Style	Ctrl+\
Color...	
Bold	Ctrl+B
Italic	Ctrl+I
Underline	Ctrl+U

- **Event** - Use these commands to insert new events, edit existing events, and adjust the placement of events.

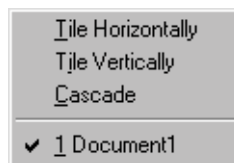
Set Event Duration	Ctrl+D
Edit Selection...	Ctrl+E
Center and Edit	Ctrl+M
Insert Act Before	Ctrl+Shift+Enter
Insert Act After	Ctrl+Enter
Shorten	NumPad -
Lengthen	NumPad +
Move Left	Ctrl+[
Move Right	Ctrl+]
Close Gaps	Ctrl+NumPad *

- **T**ools - Use this menu to insert, remove, and organize tracks, as well as to access the *Options* and *Document Settings* dialogs.

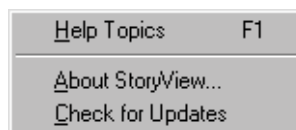


NOTE	Refer to <i>Chapter 6 - Customizing a Timeline</i> and <i>Chapter 7 - Setting Program Options</i> for descriptions of the Document Settings and Options dialogs.
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- **W**indow - Use these commands to organize multiple documents.



- **H**elp - Use this menu to access the online help and program release information.



File Menu








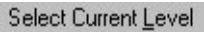

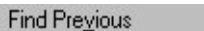


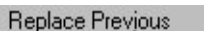
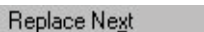
The following table describes the function of each *File* menu command:

Menu Option	Function
N <u>ew...</u>	Displays the Open From Template dialog. Use this dialog to create a new document from one of the listed templates. See <i>Creating a New Template on page 4</i> for more information.
O <u>pen...</u>	Displays the Open dialog. Use this dialog to open an existing document. Refer to <i>Customizing an Existing Template on page 6</i> for more information.
C <u>lose Window</u>	Closes the active window <i>after</i> asking if you want to save any changes to the timeline.

Menu Option	Function
C lose Document	Closes all windows associated with the active document <i>after</i> asking if you want to save any changes to the file.
S ave	Saves any changes made to the active document without closing it.
S ave A s...	Displays the Save As dialog. Use this dialog to create and display a copy of the active document and close the original document.
S ave a Copy...	Displays the Save A Copy dialog. Use this dialog to create a backup copy of the active document without closing the original document. The backup copy does not display.
I mport	Displays the Import Dramatica Story File dialog. Use this dialog to import a Dramatica file (.dsf). See <i>Import from Dramatica on page 110</i> for more details.
E xport...	Exports a document to Movie Magic Screenwriter in a Screenwriter (.dsw) or rich text format (.rtf). See <i>Exporting a Timeline to Screenwriter on page 111</i> for more details.
R eport O ptions...	Displays the Report Options dialog. Use this dialog to set print parameters for a timeline, including format, margins, headers, and footers. Refer to <i>Features of the Report Options Dialog on page 94</i> for more information.
P rint S etup...	Displays the Print Setup dialog. Use this dialog to select the destination printer, paper size, and print orientation. See <i>Print Setup on page 104</i> for more information.
P rint P review...	Displays an on-screen preview that shows how your timeline would look if you printed it. Refer to <i>Print Preview on page 105</i> for more details.
P rint...	Opens the Print dialog. Use this dialog to select the type of report (timeline or outline) to print. See <i>Print on page 106</i> for more information.
E xit	Asks if you want to save changes to any modified documents and closes the program.

Edit Menu

The following table describes the function of each ***Edit*** menu command:

Menu Option	Function
	Cancels the last change made in the active document.
	Restores the last action you canceled with the Undo command.
	Deletes the selected text or event and places it on the clipboard.
	Duplicates the selected text or event and places it on the clipboard.
	Moves the cut/copied text or event from the clipboard to the designated new location. This command replaces any selected text or event(s) in the designated new location.
	Deletes the selected text or event. If no text is selected, this command deletes the character immediately to the right of the cursor.
	Selects all the visible events in the timeline or all the text within an event. This command does not select hidden events.
	Selects the level in the timeline where the cursor is currently placed, where an event is selected, or on the last point of keyboard focus.
	Displays the Find dialog. Use this dialog to set search parameters and enter a search string. See <i>Finding Text on page 22</i> for more information.
	Locates the prior occurrence of the designated search string.
	Locates the next occurrence of the designated search string.
	Displays the Find and Replace dialog. Replaces a string of characters with a new string of characters. See <i>Replacing Text on page 23</i> for more information.
	Replaces the prior occurrence with the new string of characters.
	Replaces the next occurrence with the new string of characters.

View Menu

The following table describes the function of each **View** menu command:

Menu Option	Function
Panorama	Reduces the size of a timeline so that all events display on-screen. Selecting this command again returns the timeline to its original size. Refer to <i>Displaying a Panorama of the Timeline</i> on page 28 for more details.
Fit to View	Scales a selected event or group of events to fit on-screen. See <i>Fitting an Event to View</i> on page 29 for more details.
Fit to 2/3rds View	Scales a selected event or group of events to fit in two-thirds of the screen. See <i>Fitting an Event to Two-Thirds View</i> on page 30 for more information.
Center	Centers a selected event or group of events in the timeline. Refer to <i>Centering Events</i> on page 31 for more information.
Scroll View	Opens a sub-menu that allows you to scroll left, right, up, and down in the timeline. See <i>Scrolling</i> on page 32 for more information.
Scale View	Opens a sub-menu that allows you to adjust the horizontal/vertical scale and the zoom level in your timeline. See <i>Scaling</i> on page 34 for more information.
Set Ruler Options	Opens a sub-menu that allows you to adjust the appearance of your timeline in relation to the ruler. See <i>Set Ruler Options</i> on page 42 for more information.
Visibility	Opens a sub-menu that allows you to adjust tracking, control, and event display options. Refer to <i>Visibility</i> on page 44 for more information.
Add Horizontal Split Remove Horizontal Split	Divides your timeline horizontally into two separate views. This option allows you to view different portions of the same timeline. Select this command again to restore the timeline to one view. See <i>Adding a Horizontal Split</i> on page 38 for more information.
Add Vertical Split Remove Vertical Split	Divides your timeline vertically into two separate views. This option allows you to view different portions of the same timeline. Select this command again to restore the timeline to one view. See <i>Adding a Vertical Split</i> on page 40 for more information.
Toolbars	Opens a sub-menu that allows you to designate which toolbars appear in the Main window. See <i>Toolbars</i> on page 45 for more details.

Format Menu

The following table describes the function of each *Format* menu command:

Menu Option	Function
C haracter...	Displays the Font dialog. Use this dialog to select a font, font style, and font size for selected text.
P aragraph	Displays a sub-menu that allows you to assign a paragraph style to selected text.
N ext Paragraph Style	Moves to the next available style on the Paragraph Style drop-down list and changes the style of selected paragraphs.
C olor...	Displays the Color dialog. Use this dialog to select a color for selected text.
B old	Adds bold formatting to selected text.
I tallic	Adds <i>italic</i> formatting to selected text.
U nderline	Adds <u>underlining</u> to selected text.

Event Menu

The following table describes the function of each *Event* menu command:

Menu Option	Function
S et Event D uration	Displays the Selection Properties toolbar with the Duration field selected.
E dit Selection...	Puts the selected event into edit mode.
C enter and Edit	Puts the selected event into edit mode <i>and</i> fits the event on-screen in two-thirds view.
I nser <Event> Before	<p>Adds a new event to the <i>immediate left</i> of the selected event or insertion cursor. The Event menu always displays the name of the event type currently selected in the document. See <i>Creating a New Event</i> on page 11 for more information about events.</p> <p>If there is an insertion cursor in the timeline, the event type to be inserted is displayed in the Choose Event Type drop-down list. There must be more than one type available for you to choose an event type.</p>

Menu Option	Function
I nsert <Event> After	Adds a new event to the <i>immediate right</i> of the selected event or insertion cursor. The Event menu always displays the name of the event type currently selected in the document.
S horten	Reduces the duration of selected event(s).
L engthen	Increases the duration of selected event(s).
A lign Starts	Closes gaps to the left of the selected parent and child events.
C ompact L eft	Closes gaps to the left of the selected group of events.
M ove L eft	Closes gaps to the left of a selected event.
A lign Ends	Closes gaps to the right of the selected parent and child events.
C ompact R ight	Closes gaps to the right of the selected group of events.
M ove R ight	Closes gaps to the right of a selected event.
C lose G aps	Closes gaps between and around selected events.

Tools Menu

The following table describes the function of each **T**ools menu command:

Menu Option	Function
T racks	Opens a sub-menu that allows you to insert and delete tracks. Refer to <i>Chapter 5 - Setting Up Tracks</i> for more information.
S ettings for Document1...	Displays the Document Settings dialog. Use this dialog to adjust the timeline, event, tracking, style, and unit settings for the selected document. Refer to <i>Features of the Document Settings Dialog on page 58</i> for more information.
O ptions...	Displays the Options dialog. Use this dialog to adjust the default display, editing, and file settings that apply to all documents. See <i>Features of the Options Dialog on page 86</i> for more details.

Window Menu

The following table describes the function of each ***Window*** menu command:

Menu Option	Function
T ile Horizontally	Aligns all open windows so that they display on-screen from top to bottom.
T ile Vertically	Aligns all open windows so that they display on-screen from left to right.
C ascade	Arranges all open windows so that they overlap each other diagonally.

Help Menu

The following table describes the function of each ***Help*** menu command:

Menu Option	Function
H elp Topics	Displays online help for StoryView.
A bout StoryView...	Displays the About StoryView dialog.
C heck for Updates	Checks the StoryView web site to verify that the latest version of the program is currently installed on your computer.

Toolbar Commands

Overview

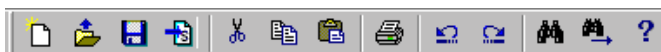
This appendix identifies the buttons and drop-down lists in the *File and Editing*, *Timeline Tools*, *View*, *Event and Timeline*, *Text Format*, *Track*, *Horizontal Scale*, *Vertical Scale*, *Panoramic*, *Selection Properties*, *Outline Appearance*, and *Outline Editing* toolbars. These toolbars provide another method for executing program commands.

NOTE	Refer to <i>Toolbars</i> on page 45 for information on displaying/hiding a toolbar.
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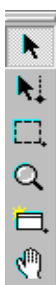
Toolbars

Use the toolbars described in this section to execute program commands at the touch of a button.

- **File and Editing** - Use this toolbar to create, modify, save, export, and print documents.



- **Timeline Tools** - Work with this toolbar to select events, connect events to track elements, and adjust how the timeline displays.



- **View** - Select icons on this toolbar to adjust the display of events and track lines.



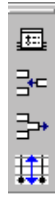
- **Event and Timeline** - Use this toolbar to adjust and organize events in the *Event* area.



- **Text Format** - Work with this toolbar to customize the appearance and alignment of text.



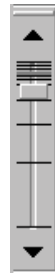
- **Track** - Select icons on this toolbar to view and organize element tracking.



- **Horizontal Scale** - Use this toolbar to adjust the width of a timeline.



- **Vertical Scale** - Use this toolbar to adjust the height of a timeline.



- **Panoramic Button** - Click this toolbar button to display the entire timeline on-screen.



- **Selection Properties** - Use this toolbar to adjust the duration of an event.



- **Outline Appearance** - Use this toolbar to adjust how a timeline displays in outline mode.
















- **Outline Editing** - Use this toolbar to modify a timeline in outline mode.



File and Editing Toolbar







The following table describes the function of each item on the *File and Editing* toolbar:

Icon	Name	Function
	New	Displays the Open From Template dialog. Use this dialog to create a new document from one of the listed templates. See <i>Creating a New Template on page 4</i> for more information.
	Open	Displays the Open dialog. Use this dialog to open an existing document. Refer to <i>Customizing an Existing Template on page 6</i> for more details.
	Save	Saves any changes made to the active document without closing it.
	Export to Screenwriter	<p>If you <i>have</i> Movie Magic Screenwriter installed on your computer, converts the active file into a Screenwriter format and opens it in Screenwriter.</p> <p>If you do not have Movie Magic Screenwriter installed on your computer, prompts for a file name and saves the active file in Screenwriter format.</p>
	Cut	Deletes selected text or event(s) and places the text on the clipboard.
	Copy	Duplicates selected text or event(s) and places the text on the clipboard.
	Paste	Moves cut/copied text or event(s) from the clipboard to the designated new location in the document. This command replaces any selected text or event(s) that already exist in the designated new location.
	Print	Opens the Print dialog. Use this dialog to select the type of report (timeline or outline) to print. See <i>Print on page 106</i> for more information.
	Undo	Cancels the last change made in the active document.
	Redo	Restores the last action canceled with the Undo command.

Icon	Name	Function
	Find	Displays the Find dialog. Use this dialog to set search parameters and enter a search string. See <i>Finding Text on page 22</i> for more information.
	Find Next	Locates the next occurrence of the designated search string.
	Help Topics	Displays online help for StoryView.





Timeline Tools Toolbar

The following table describes the function of each item on the *Timeline* toolbar:

Icon	Name	Function
	Selection Tool	Select events and text within events, move events, and select toolbar and menu items.
	Connection Tool	Connects events with categories in the <i>Track</i> area and turns connections on and off. See <i>Adding a Track on page 50</i> for more details.
	Group Selection Tool	Selects a group of events. This tool is used specifically for selecting event(s). You cannot move events or select toolbar or menu items with this tool. See <i>Selecting and Moving a Group of Events on page 17</i> for more information.
	Zoom Tool	Adjusts the magnification (scale) of your timeline. Click the left mouse button to zoom in, the right mouse button to zoom out, or click and drag to create a box zoom in on the selected area. See <i>Using the Zoom Tool on page 34</i> for more details.
	Creation Tool	Adds new events to your timeline. This tool allows you to quickly insert and create durations for new events. See <i>Creating a New Event on page 11</i> for more information.
	Scroll Tool	"Grabs" the timeline and scrolls in any direction. Refer to <i>Using the Scroll Tool on page 32</i> for more information.




View Toolbar

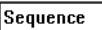



The following table describes the function of each item on the *View* toolbar:

Icon	Name	Function
	Show All Events	Expands any collapsed or hidden event levels in your timeline so that all levels display. This button also displays all the tracks so that any events dimmed or hidden due to their track connection become fully visible.
	Enable Event Hiding	Enables or disables event hiding. Allows you to use the Level Selector to hide event levels and the Track Status buttons to hide events. Refer to <i>Level Selector on page 19</i> and <i>Track Selector on page 49</i> for more information.
	Toggle Connection Lines	Displays connection lines between events and tracks in the <i>Track</i> area.
	Toggle Connection Labels	Displays connection labels for connection points in the <i>Track</i> area.

Event and Timeline Toolbar




The following table describes the function of each item on the *Event and Timeline* toolbar:









Icon	Name	Function
	Center and Edit	Puts the selected event into edit mode <i>and</i> fits the event on-screen in two-thirds view.
	Insert Before	Adds a new event to the <i>immediate left</i> of the selected event or insertion cursor. The Event menu always displays the name of the event type currently selected in the document. See <i>Creating a New Event on page 11</i> for more information about events.
	Insert After	Adds a new event to the <i>immediate right</i> of the selected event or insertion cursor. The Event menu always displays the name of the event type currently selected in the document.

Icon	Name	Function
	Choose Event Type	Displays the event type currently selected. If event(s) are selected on a level that allows multiple event types, choosing an event type changes all events on that level to the selected type. Use this drop-down list to see what kind of event will be inserted and to change an existing event. This drop-down list is disabled unless the event level supports more than one event type. Refer to <i>Modifying an Event Hierarchy on page 61</i> for more information.
	Align Starts	Closes gaps to the left of the selected parent and child events.
	Compact Left	Closes gaps to the left of the selected group of events.
	Move Left	Closes gaps to the left of a selected event.
	Align Ends	Closes gaps to the right of the selected parent and child events.
	Compact Right	Closes gaps to the right of the selected group of events.
	Move Right	Closes gaps to the right of a selected event.
	Close Gaps	Eliminates gaps between and around selected event(s).

Text Format Toolbar





The following table describes the function of each item on the *Text Format* toolbar:

Icon	Name	Function
	Paragraph Style	Assigns a paragraph style to selected text. Refer to <i>Assigning Paragraph Styles to an Event Type on page 79</i> for more details.
	Font	Assigns a font to selected text.
	Font Size	Assigns a font size to selected text.

Icon	Name	Function
	Color	Assigns a color to selected text.
	Bold	Adds or removes bold formatting for selected text.
	Italic	Adds or removes <i>italic</i> formatting for selected text.
	Underline	Adds or removes <u>underlining</u> for selected text.
	Align Left	Formats selected text so that it is left justified.
	Center	Formats selected text so that it is centered.
	Align Right	Formats selected text so that it is right justified.
	Justify	Formats selected text so that it is fully justified.


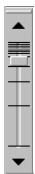

Track Toolbar

The following table describes the function of each item on the *Track* toolbar:

Icon	Name	Function
	Track Sets	Displays the <i>Track Sets</i> panel of the Document Settings dialog. Use this panel to create track groupings to use with your timeline. See <i>Creating a Track Set on page 73</i> for more information.
	Insert Track	Adds tracks to the list in the <i>Track Selector</i> area. See <i>Adding a Track on page 50</i> for more details.
	Remove Track	Removes the selected track from the <i>Track Selector</i> area. Refer to <i>Deleting a Track on page 52</i> for more information.
	Toggle Track Area	Displays/hides the <i>Track</i> area.


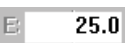
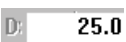

Scale Toolbars

The following table describes the function of the *Horizontal*, *Vertical*, and *Panoramic* toolbars:

Icon	Name	Function
	Set Horizontal Scale	Adjusts the horizontal display size of events in a timeline without changing the duration of the events. See <i>Using the Horizontal Scale Tool</i> on page 35 for more information.
	Set Vertical Scale	Adjusts the vertical display size of events in a timeline without changing the duration of the events. Refer to <i>Using the Vertical Scale Tool</i> on page 36 for more information.
	Panoramic Button	Adjusts the horizontal and vertical scale so that all events display on-screen. Clicking this button again returns the timeline the original scale. See <i>Displaying a Panorama of the Timeline</i> on page 28 for more details.













Selection Properties Toolbar

The following table describes the function of each item on the *Selection Properties* toolbar:

Icon	Name	Function
	Start Point	Lists the starting point on the timeline for the selected event. Enter a new number to change the starting point of the event.
	End Point	Lists the ending point on the timeline for the selected event. Enter a new number to change the ending point of the event.
	Duration	Lists the total duration on the timeline for the selected event. Enter a new number to change the duration of the event. Refer to <i>Changing the Duration of an Event</i> on page 13 for more details.
	Unit of Measurement	Lists the unit of measurement used to determine the duration of the selected event. You can select a new measurement unit from the drop-down list. See <i>Units of Measurement</i> on page 81 for more details.









Outline Appearance Toolbar

The following table describes the function of each item on the *Outline Appearance* toolbar:

Icon	Name	Function
	Switch to Outline View	Switches to an outline view of the active timeline.
	Switch to Print Layout View	Switches to a print layout view of the active timeline.
	Expand All	Displays all events.
	Collapse All	Hides all events, leaving only the top level displayed.
	Show Level Selector	Displays the Level Selector dialog. Use this dialog to control the hierarchy and event type visibility.
	Show Structure Column	Displays the structure column.
	Show Duration Column	Displays the duration column.
	Expand	Expands the selected event.
	Collapse	Collapses the selected event.
	Show Titles Only	Displays event titles. Event contents and events without titles are hidden.
	Show Contents Only	Displays event contents. Event titles are hidden.
	Show Titles and Contents	Displays event titles and contents.

Outline Editing Toolbar

The following table describes the function of each item on the *Outline Editing* toolbar:

Icon	Name	Function
	Promote	Moves the selected event up one level.
	Demote	Moves the selected event down one level.
	Move Up	Moves the selected event up one space on the same level.
	Move Down	Moves the selected event down one space on the same level.
	Adopt	
	Orphan	
	Split Event	
	Merge Events	

Keyboard Commands

Overview

This appendix lists the keyboard shortcuts available in StoryView. These shortcuts provide a third method for executing program commands.

Keyboard Shortcuts

Use your keyboard to execute the command shortcuts described in this section. Some of these shortcuts are also listed on the menu bar and the toolbar flyovers.

Edit Shortcuts

Command	Shortcut Key
Clear	Delete
Copy	Ctrl+C
Cut	Ctrl+X
Find	Ctrl+F
Find Next	Ctrl+G
Find Previous	Ctrl+Shift+G
Paste	Ctrl+V
Paste and Eliminate Gaps Between Events	Ctrl+Shift+V
Redo	Ctrl+Shift+Z
Replace	Ctrl+H
Replace Next	Ctrl+J
Replace Previous	Ctrl+Shift+J
Select All	Ctrl+A
Select Current Level	Ctrl+Shift+A
Undo	Ctrl+Z

Event Shortcuts

Command	Shortcut Key
Align Ends	Ctrl+]
Align Starts	Ctrl+[
Center and Edit	Ctrl+M
Close Gaps	Ctrl+NumPad*

Command	Shortcut Key
Edit Selection	Ctrl+E
Go to Beginning of Level	Home
Go to End of Level	End
Insert Event After	Ctrl+Enter
Insert Event Before	Ctrl+Shift+Enter
Lengthen	NumPad +
Move One Event Down	Down Arrow
Move One Event Down <i>and</i> Switch to Edit Mode	Alt+Down Arrow
Move One Event to the Left	Left Arrow
Move One Event to the Left <i>and</i> Switch to Edit Mode	Alt+Left Arrow
Move One Event to the Right	Right Arrow
Move One Event to the Right <i>and</i> Switch to Edit Mode	Alt+Right Arrow
Move One Event Up	Up Arrow
Move One Event up <i>and</i> Switch to Edit Mode	Alt+Up Arrow
Move One Screen to the Left	Page Up
Move One Screen to the Right	Page Down
Select Parent and All Child Events	Shift+Mouse Click
Set Event Duration	Ctrl+D
Shorten	NumPad -
Toggle Event Selection State	Ctrl+Mouse Click
Toggle Parent and Child Event Selection State	Ctrl+Shift+Mouse Click

File Shortcuts

Command	Shortcut Key
Close Document	Ctrl+Shift+W
Close Window	Ctrl+W
Document Settings Dialog	F2
Exit	Ctrl+Q
Help Topics	F1
New	Ctrl+N
Open	Ctrl+O
Print	Ctrl+P
Options	F8
Save	Ctrl+S
Save As	Ctrl+Shift+S

Format Shortcuts

Command	Shortcut Key
Bold	Ctrl+B
Italic	Ctrl+I
Next Paragraph Style	Ctrl+\
Underline	Ctrl+U

Text Shortcuts

Command	Shortcut Key
Beginning of Current Line	Home
Beginning of Current or Previous Line	Ctrl+Up Arrow
Beginning of File	Ctrl+Home
Beginning of Next Line	Ctrl+Down Arrow
Beginning of Next Word	Ctrl+Right Arrow

Command	Shortcut Key
Beginning of Previous Word	Ctrl+Left Arrow
Delete Next Character	Delete
Delete Next Word	Ctrl+Delete
Delete Previous Character	Backspace
Delete Previous Word	Ctrl+Backspace
End of Current Line	End
End of File	Ctrl+End
Exit Edit Mode	Escape
Insert Line	Enter
Insert Tab	Tab
Move One Character to the Left	Left Arrow
Move One Character to the Right	Right Arrow
Move Down One Line	Down Arrow
Move Down One Screen	Page Down
Move Up One Line	Up Arrow
Move Up One Screen	Page Up
Select All Text in File	Ctrl+A
Select to Beginning of Current Line	Shift+Home
Select to Beginning of File	Ctrl+Shift+Home
Select to Beginning of Next Word	Ctrl+Shift+Right Arrow
Select to Beginning of Previous Word	Ctrl+Shift+Left Arrow
Select to End of Current Line	Shift+End
Select to End of File	Ctrl+Shift+End

Timeline Tools Shortcuts

Command	Shortcut Key
Connection Tool	T
Creation Tool	C
Group Selection Tool	S
Scroll Tool	Space Bar
Selection Tool	A
Zoom Tool	Z

View Shortcuts

Command	Shortcut Key
Add Horizontal Split	F3
Add Vertical Split	F4
Center	Ctrl+3
Enable Event Hiding	Ctrl+6
Expand Horizontal	Ctrl+NumPad 6
Expand Vertical	Ctrl+NumPad 2
Fit to 2/3rds View	NumPad 5
Fit to View	Ctrl+2
Panorama	Ctrl+1 or Ctrl+NumPad 5
Rotate Window Focus Left to Right	F6 or Ctrl+Tab
Rotate Window Focus Right to Left	Shift+F6 or Ctrl+Shift+Tab
Scroll Down	NumPad 2
Scroll Left	NumPad 4
Scroll Right	NumPad 6
Scroll Up	NumPad 8
Show Connection Labels	Ctrl+8
Show Connection Lines	Ctrl+7

Command	Shortcut Key
Show Control Area	Ctrl+R
Show Margins Between Events	Ctrl+0
Show Track Area	Ctrl+T
Show Tracks and Controls	Ctrl+5
Shrink Horizontal	Ctrl+NumPad 4
Shrink Vertical	Ctrl+NumPad 8
Zoom In	Ctrl+NumPad 3
Zoom Out	Ctrl+NumPad 7

Context Menus

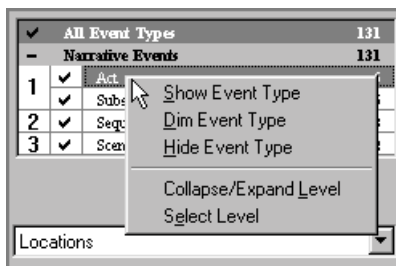
Overview

This appendix describes the types of context menus available in the *Timeline* window. These context menus provide a fourth method for executing program commands. For added convenience, some of these commands are included on more than one context menu.

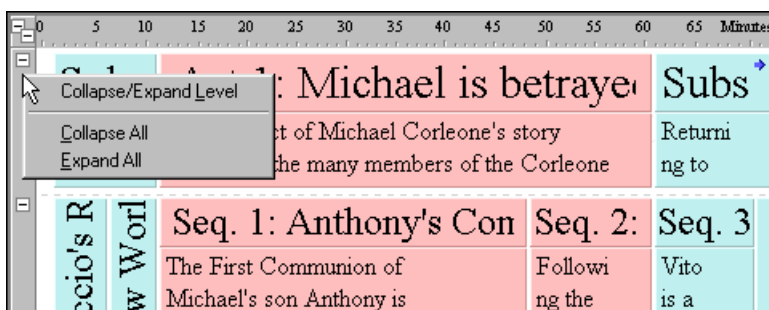
Context Menu Options

You must right-click on an area of the timeline to display a context menu. This section identifies where to click to display each context menu.

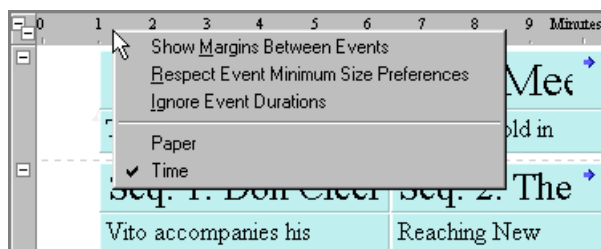
- **Level Selector** - Use these options to display, dim, hide, collapse, expand, and select event levels. The cursor must be on an event level in the *Level Selector* to display this context menu.



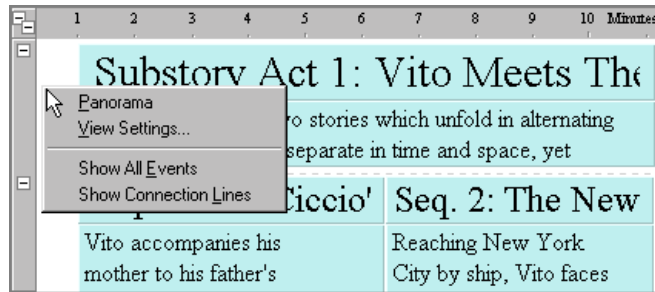
- **Level Display** - Use these commands to collapse and expand event levels. The cursor must be on the *Level Bar* to display this context menu.



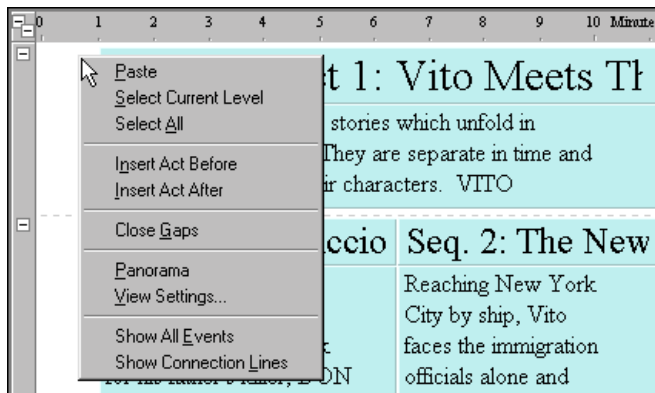
- **Ruler** - Use these commands to adjust the display settings for a timeline. The cursor must be on the *Ruler* (or **Set Ruler Type** button) to display this context menu.



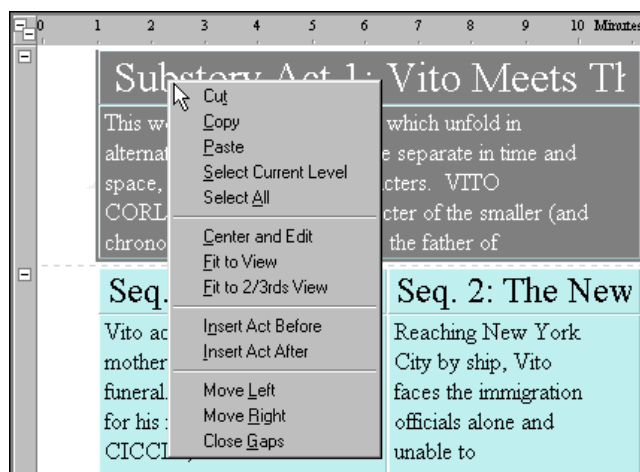
- **Timeline** - Use these options to modify display settings in the *Event* area. The cursor must be over a blank part of the *Event* area (i.e., not over an event or event type) to display this context menu.



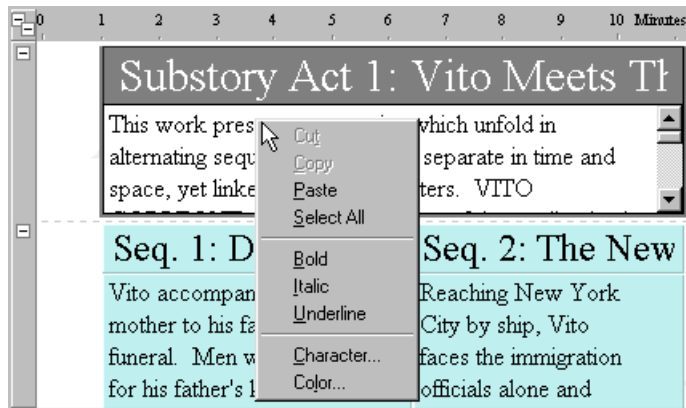
- **Event Level** - Use these options to adjust the layout of an event level. The cursor must be on an event type to display this context menu.



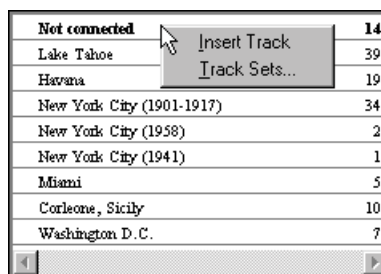
- **Event** - Use these commands to modify display settings for a selected event. An event must be selected to display this context menu.



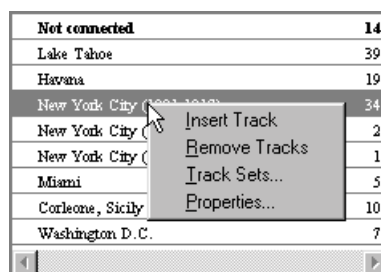
- **Text** - Use this menu to edit the text in an event. An event must be selected and in edit mode to display this context menu.



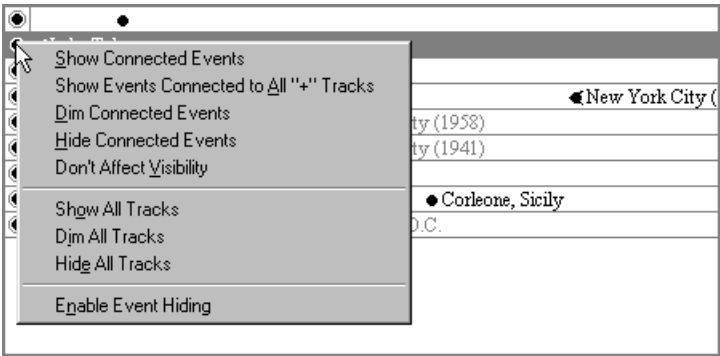
- **Not Connected** - Use these commands to add a new track and display the *Track Sets* panel of the *Document Settings* dialog. The cursor must be on the *Not Connected* row to display this context menu.



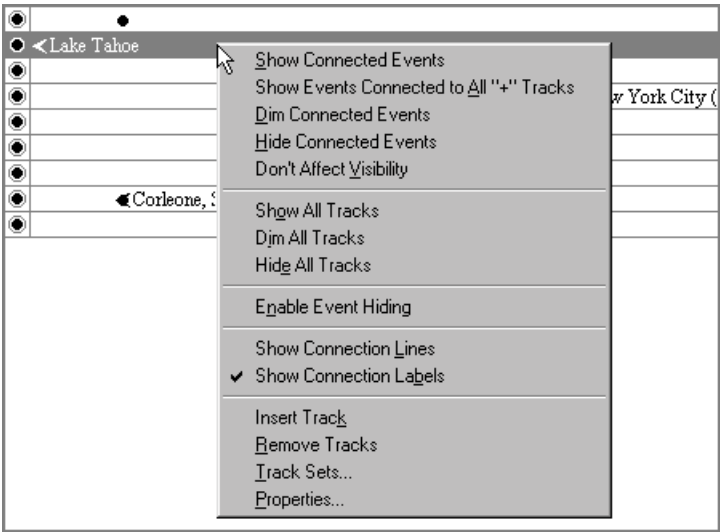
- **Track Selector** - Use this menu to insert and delete tracks and to display the *Track Sets* and *Track Properties* panels of the *Document Settings* dialog. A track must be selected in the *Track Selector* area to display this context menu.



- **Track Status** - Use these commands to adjust the display of tracks. A track must be selected in the *Track Status* area to display this context menu.



- **Track Display** - Use this menu to edit tracks and adjust the display of tracks. A track must be selected in the *Track Display* area to display this context menu.



Level Selector Context Menu

The following table describes the function of each *Level Selector* command:

Menu Option	Function
<u>S</u> how Event Type	Displays the selected event level (if it is currently dimmed or hidden).
<u>D</u> im Event Type	Dims the selected event level.
<u>H</u> ide Event Type	Hides the selected event level.
Collapse/Expand <u>L</u> evel	Hides or displays the event type level to the right of the cursor.
<u>S</u> elect Level	Selects the level in the timeline where the cursor is currently placed.

Level Display Context Menu

The following table describes the function of each *Level Display* command:

Menu Option	Function
Collapse/Expand <u>L</u> evel	Hides or displays the event type level to the right of the cursor.
<u>C</u> ollapse All	Hides the content area of events on all levels.
<u>E</u> xpand All	Displays the content area of events on all levels.

Ruler Context Menu

The following table describes the function of each *Ruler* command:

Menu Option	Function
Show <u>M</u> argins Between Events	Displays the timeline with small gaps between events instead of the (default) thin line.
<u>R</u> espect Event Minimum Size Preferences	Keeps the duration of event types from being reduced past the minimum size set in the Document Settings dialog. Refer to <i>Setting the Duration of an Event Type</i> on page 69 for more details.

Menu Option	Function
<u>I</u> gnore Event Durations	Displays all events with the minimum sizes designated in the Document Settings dialog, regardless of the actual duration of each event. When this option is selected, you cannot adjust the horizontal scale of your timeline.
Paper	Select to use <i>Paper</i> as the unit of measurement category for the ruler. See <i>Setting the Duration of an Event Type</i> on page 69 for information about specifying a unit of measurement.
T <u>i</u> me	Select to use <i>Time</i> as the unit of measurement category for the ruler.

Timeline Context Menu

The following table describes the function of each *Timeline* command:

Menu Option	Function
Panorama	Reduces the size of a timeline so that all events display on-screen. Selecting this command again returns the timeline to its original size. Refer to <i>Displaying a Panorama of the Timeline</i> on page 28 for more details.
<u>V</u> iew Settings...	Displays the <i>General</i> panel of the Options dialog. The items in this panel set the program defaults for displaying events, watermarks, the status bar, and flyovers. See <i>General Options</i> on page 88 for more information.
S <u>h</u> ow All <u>E</u> vents	Displays any events hidden due to their track status. See <i>Hiding Events Connected to a Track</i> on page 56 for more information.
S <u>h</u> ow Connection <u>L</u> ines	Displays connection lines between tracks and events. Selecting this command again hides connection lines. This option is only available when the <i>Track</i> area is displayed.

Event Level Context Menu

The following table describes the function of each *Event Level* command:

Menu Option	Function
Paste	Moves the cut/copied event from the clipboard to the designated new location.
Select Current Level	Selects the level in the timeline where the cursor is currently placed.
Select All	Selects <i>all</i> the visible events in the timeline. This command does not select hidden events.
Insert <Event> Before	Adds a new event to the <i>immediate left</i> of the insertion cursor. The Event Level context menu always displays the name of the event type currently selected in the document. See <i>Creating a New Event on page 11</i> for more information about events.
Insert <Event> After	Adds a new event to the <i>immediate right</i> of the insertion cursor. The Event Level context menu always displays the name of the event type currently selected in the document.
Close Gaps	Closes gaps between and around selected events.
Panorama	Reduces the size of a timeline so that all events display on-screen. Selecting this command again returns the timeline to its original size. Refer to <i>Displaying a Panorama of the Timeline on page 28</i> for more details.
View Settings...	Displays the <i>General</i> panel of the Options dialog. The items in this panel set the program defaults for displaying events, watermarks, the status bar, and flyovers. See <i>General Options on page 88</i> for more information.
Show All Events	Displays any events hidden due to their track status. See <i>Hiding Events Connected to a Track on page 56</i> for more information.
Show Connection Lines	Displays connection lines between tracks and events. Selecting this command again hides connection lines. This option is only available when the <i>Track</i> area is displayed.


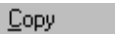





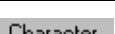
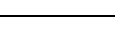
Event Context Menu

The following table describes the function of each *Event* command:

Menu Option	Function
Cut	Deletes the selected event and places it on the clipboard.
Copy	Duplicates the selected event and places it on the clipboard.
Paste	Moves the cut/copied event from the clipboard to the designated new location. This command replaces any selected events in the designated new location.
Select Current Level	Selects the level in the timeline where an event is selected.
Select All	Selects <i>all</i> the visible events in the timeline. This command does not select hidden events.
Center and Edit	Puts the selected event into edit mode <i>and</i> fits the event on-screen in two-thirds view.
Fit to View	Scales a selected event or group of events to fit on-screen. See <i>Fitting an Event to View</i> on page 29 for more details.
Fit to 2/3rds View	Scales a selected event or group of events to fit in two-thirds of the screen. See <i>Fitting an Event to Two-Thirds View</i> on page 30 for more information.
Insert <Event> Before	Adds a new event to the <i>immediate left</i> of the selected event. The Event context menu always displays the name of the event type currently selected in the document. See <i>Creating a New Event</i> on page 11 for more information about events.
Insert <Event> After	Adds a new event to the <i>immediate right</i> of the selected event. The Event context menu always displays the name of the event type currently selected in the document.
Move Left	Closes gaps to the left of a selected event.
Move Right	Closes gaps to the right of a selected event.
Close Gaps	Closes gaps between and around selected events.


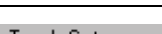
Text Context Menu

The following table describes the function of each *Text* command:

Menu Option	Function
	Deletes the selected text and places it on the clipboard.
	Duplicates the selected text and places it on the clipboard.
	Moves the cut/copied text from the clipboard to the designated new location. This command replaces any selected text in the designated new location.
	Selects <i>all</i> the text within an event.
	Adds bold formatting to selected text.
	Adds <i>italic</i> formatting to selected text.
	Adds <u>underlining</u> to selected text.
	Displays the Font dialog. Use this dialog to select a font, font style, and font size for selected text.
	Displays the Color dialog. Use this dialog to select a color for selected text.


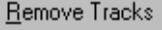
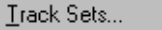


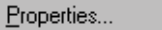
Not Connected Context Menu

The following table describes the function of each *Not Connected* command:

Menu Option	Function
	Adds a new track in the <i>Track</i> area. See <i>Adding a Track</i> on page 50 for more information.
	Displays the <i>Track Sets</i> panel of the Document Settings dialog. Use this panel to create, modify, and delete track sets. Refer to <i>Track Sets</i> on page 73 for more information.



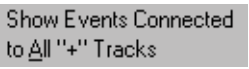

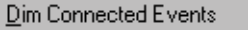



Track Selector Context Menu


The following table describes the function of each *Track Selector* command:

Menu Option	Function
	Adds a new track in the <i>Track</i> area.
	Removes the selected track from the <i>Track</i> area. See <i>Deleting a Track</i> on page 52 for more information.
	Displays the <i>Track Sets</i> panel of the Document Settings dialog. Use this panel to create and modify track sets.
	Activates StoryView's automated track connection feature.
	Automatically connects all events containing the title of track to that track.
	Displays the <i>Track Properties</i> panel of the Document Settings dialog. Use this panel to edit the color, connection, and export settings of a track. See <i>Track Properties</i> on page 76 for more details.

Track Status Context Menu



The following table describes the function of each *Track Status* command:

Menu Option	Function
	Displays all events connected to the track. This returns the Show Connected Events  button to the normal position.
	Displays all events that contain the tracks marked with the Show Events Connected to All "+" Tracks  button.
	Dims the track and all connected events. The Show Connected Events button turns into a Dim Connected Events  button.
	Hides the track and all connected events. The Show Connected Events button turns into a Hide Connected Events  button.

Menu Option	Function
Don't Affect <u>V</u> isibility	Keeps the track and all connected events visible. The Show Connected Events button turns into a Don't Affect Visibility  button.
Show All Tracks	Displays all tracks and connected events normally.
Dim All Tracks	Dims all tracks and connected events.
Hide All Tracks	Hides all tracks and connected events.
Enable Event Hiding	Activates the hide function. This option must be activated to use the Hide command.

Track Display Context Menu

The following table describes the function of each *Track Display* command:

Menu Option	Function
Show Connected Events	Displays all events connected to the track.
Show Events Connected to All "+" Tracks 	Displays events containing tracks marked with the Show Events Connected to All "+" Tracks  button.
Dim Connected Events	Dims the track and all connected events.
Hide Connected Events	Hides the track and all connected events.
Don't Affect <u>V</u> isibility	Keeps the track and all connected events visible.
Show All Tracks	Displays all tracks and connected events normally.
Dim All Tracks	Dims all tracks and connected events.
Hide All Tracks	Hides all tracks and connected events.
Enable Event Hiding	Activates the hide function. This option must be activated to use the Hide command.
Show Connection <u>L</u> ines	Displays connection lines between tracks and events.

Menu Option	Function
Show Connection Labels	Displays connection labels next to tracks.
Insert Track	Adds a new track in the <i>Track</i> area.
Remove Tracks	Removes the selected track from the <i>Track</i> area.
Track Sets...	Displays the <i>Track Sets</i> panel of the Document Settings dialog.
Enable Automatic Connections	Activates StoryView's automated track connection feature.
Autoconnect events containing title	Automatically connects all events containing the title of track to that track.
Properties...	Displays the <i>Track Properties</i> panel of the Document Settings dialog.

Program Files

Overview

This appendix includes complete lists of program, example, and template files included with StoryView.

StoryView Folders and Files

The following program files are located in the StoryView *Program* folder:

File	Description
Dramatica_Examples Folder	See <i>Dramatica Example Files</i> on page 161 for a description of the files included in this folder.
Examples Folder	See <i>Example Files</i> on page 161 for information about each of the files included in this folder.
Support_Files Folder	Refer to <i>Support Files</i> on page 161 for a description of the files included in this folder.
Templates Folder	See <i>Template Files</i> on page 162 for information about each of the files included in this folder.
Frequently Asked Questions.syv	A list of FAQ's in a StoryView timeline format.
Readme.doc	A document containing Screenplay Systems contact information and FAQ's in a Microsoft Word format.
Readme.txt	A document containing Screenplay Systems contact information and FAQ's in a standard text format.
Roboex32.dll	The online help dynamic linking file.
StoryView.cnt	The online help table of contents file.
StoryView.exe	The StoryView executable program file.
StoryView.gid	The online help topic linking file.
StoryView.hlp	The online help file.
StoryView.map	
StoryView.pdb	

Dramatica Example Files

The following Dramatica example files are located in the StoryView *Dramatica_Examples* folder:

File	Description
Hamlet.dsf	
Romeo and Juliet.dsf	
Sun Also Rises, The.dsf	

Example Files

The following example files are located in the StoryView *Examples* folder:

File	Description
Babylon 5 (first season).syv	Screenplay
Godfather II.syv	Screenplay
Gone With The Wind.syv	Novel
Grifters.syv	Novel
Groundhog Day.syv	Screenplay
Hamlet.syv	Stage Play
Huckleberry Finn.syv	Novel
Pulp Fiction.syv	Screenplay
Romeo and Juliet.syv	Screenplay
Run Lola Run.syv	Screenplay
Star Wars Saga.syv	Screenplay Trilogy
Thelma and Louise.syv	Screenplay
Tiger Woods Commercial.syv	Television Commercial

Support Files

The following support files are located in the StoryView *Support_Files* folder:

File	Description
DramFlt1.ssi	

File	Description
DramFlt2.ssi	
vssver.scc	

Template Files

The following template files are located in the StoryView *Templates* folder:

File	Description
Blank.syv	This template does not include any predefined event types. Use it if you want to create your own template file from scratch. You must create all of your own event types if you use this template.
Commercial.syv	This template is specially formatted for writing a television commercial.
Dramatica.syv	???
Novel (Chapter-Section).syv	This template is specially formatted for writing a book and includes two event types.
Novel (Part-Episode-Section).syv	This template is specially formatted for writing a book and includes three event types.
Screenplay (Act-Scene).syv	This template is specially formatted for writing a screenplay and includes two event types.
Screenplay (Act-Sequence-Scene).syv	This template is specially formatted for writing a screenplay and includes three event types.
Screenplay (Act-Sequence-Scene-Beat).syv	This template is specially formatted for writing a screenplay and includes four event types.
Screenplay (Scenes Only).syv	This template is specially formatted for writing a screenplay and includes one event type.
Teleplay, one hour dramatic (Act-Scene).syv	This template is specially formatted for writing a dramatic screenplay for television and includes two event types.
Two Act Play (Act-Scene).syv	This template is specially formatted for writing a stage play and includes two event types.

Glossary

Act -

Adopt -

Beat -

Child Event - The event directly below another event. In a screenplay, for example, a *Sequence* would be the child of an *Act* event, and a *Scene* the child of a *Sequence* event.

Collapse -

Connection Bullet - An icon that indicates an event is connected to a track.

Connection Label - A tag that identifies the name of a track.

Connection Line - A vertical line that connects an event with all the tracks that occur in that event.

Context Menu -

Control Area - A portion of the *Main* window that displays setup information for the *Timeline* and *Track* areas.

Demote -

Document Settings - A dialog where you modify the default settings for a *Timeline* window.

DSF - An acronym for Dramatica story file format.

DSW - An acronym for Movie Magic Screenwriter file format (for export from StoryView to Screenwriter).

Duration - The amount of time or number of pages an event takes up in the story. For example, one *Act* may have a duration of 30 minutes.

Element - An item of information, such as a character or location, that you want to track in a timeline.

Event - The basic building block for outlining a story. An event consists of two parts: the *Event Title* and *Event Content*.

Event Area - A portion of the *Timeline* window that contains all of the events included in the timeline and measures the time required for each event.

Event Bar - An area in the *Main* window that displays the type and duration of a selected event.

Event Content - The area under the *Event Title* that contains body text.

Event Title - A one-line heading area at the top of an event.

Event Type - A level in a timeline hierarchy that contains a specific event or events. For example, scenes are one level in a screenplay hierarchy.

Example File - A file with a complete set of events and tracks that demonstrates how a timeline should be structured. StoryView includes a number of example timelines (Gone With The Wind, Pulp Fiction, Thelma and Louise, etc.).

Expand -

Flyover - A box that appears near the cursor as it passes over an event. It lists the duration and timeline position of the event.

Hierarchy - A collection of event types arranged in a hierarchical manner. For example, an *Act* may contain *Sequences*, and *Sequences* contain *Scenes*. An event that is directly above another event in the timeline is called a parent event. Events that are below another event are called child events. Events on the same parent event are called sibling events.

Horizontal Scale - A tool used to adjust the width of a timeline.

Keyboard Locks - An area on the *Main* window that indicates if the Caps Lock, Num Lock, and/or Scroll Lock keys are in the lock position.

Keyboard Shortcut - A combination of keystrokes used to execute a command directly from the keyboard.

Level - A row in the timeline that contains events. For example, the *Scene* level would contain *Scene* events.

Level Selector - An area on the *Main* window that lists all event types and event hierarchies defined for a timeline.

Main Window - The primary program window in StoryView. This window contains all the menus, toolbars, and other components required to complete work in StoryView.

Menu Bar - An area of the *Main* window that includes menus that are used to open program windows and execute commands.

Merge Events -

NumPad - An abbreviation for numerical keypad (on the keyboard).

Options - A dialog where you modify the default program settings.

Orphan -

Panorama - A command that resizes a timeline so that every event included in the timeline fits into the display area of the *Timeline* window.

Parent Event - The event directly above another event (i.e., one level up). For example, an *Act* would be the parent of a *Sequence* event, and the *Sequence* the parent of a *Scene* event.

Promote -

Report Options - A dialog where you enter layout settings for your timeline, including headers, footers, and margins.

RTF - An acronym for rich text format.

Ruler - An area on the *Main* window that indicates how much time or space is being used by events and by the entire timeline.

Scale - The horizontal and/or vertical display size relative to the actual duration of a timeline.

Scene -

Selection Properties - A toolbar used to view and modify the position and duration of an event.

Sequence -

Sibling - Events that reside on the same level are called siblings. For example, one *Scene* would be the sibling of another *Scene*.

Split - A command that divides the active *Timeline* window into two separate views of the same timeline.

Split Event -

Status Bar - An area on the *Main* window that indicates which commands can be executed from the current mouse location.

Story - The timeline you're working on. While it is most likely a story (short story, novel, screenplay, stage play, television, commercial), it could also be a live event or presentation.

SYV - An acronym for StoryView file format.

Template File - A file with predefined event hierarchies, event types, tracks, paragraph styles, and document settings.

Timeline - The area where you create, place, and edit the components of a story.

Timeline Window - A window that contains the timeline, which includes the *Level Selector*, *Event*, *Track Selector*, and *Track* areas.

Title Bar - An area in the *Main* window that lists the title of the program and the file name of the active, or selected, *Timeline* window.

Toolbar - The portion of the *Main* window that includes buttons and tools used to perform commands.

Track - An area of the timeline that shows where a specific element in the story is connected to events containing that element.

Track Area - A portion of the *Timeline* window that lists all of the elements you are tracking in the timeline and indicates which element appears in which event.

Vertical Scale - A tool used to adjust the height of a timeline.

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