

Jumbo Jets

After completing this chapter, you will be able to:

- Create a multimedia screen that introduces the age of passenger air travel via jumbo jet
 - Provide realism with the ambient sound of a jumbo jet in flight
 - Show a dramatic video of a Boeing 747 takeoff
 - Link the Jumbo Jet button on the History of Flight menu to the Jumbo Jet screen
 - Create the text and graphics on the Jumbo Jet screen without any hand-holding
- This chapter is the supreme test of your ability to create multimedia linkages, because it has no hand-holding! If you have trouble, refer to the previous chapters. The process is exactly the same; only the filenames and the historical information differ.

Creating the Jumbo Jet Screen

- ▶ Use PowerPoint to go to the Blue Angles movie screen of your *History of Flight* application.
- ▶ Choose the option to create a new screen, insert the picture called Jumbojet in the *Aircraft* folder on the *Multilit* CD, and make the picture fill the screen.

Titling the Jumbo Jet Screen

The title of the Jumbo Jet screen is “Jumbo Jets.” In the application’s outline, make the Jumbo Jet screen’s title: **Jumbo Jets**

Entering the Jumbo Jet Text

Put the following text objects onto the Jumbo Jet screen in the order listed here.

The Boeing 747 passenger jet pictured here is the largest aircraft in commercial service.

Nicknamed the jumbo jet, it was the first wide-body passenger jet. It started flying in 1970.

Click anywhere to continue.

Adjusting the Text

Arrange the text and make it look good on the screen. Use the Font tools to size, color, and shadow the text. Figure 30-1 shows one way of arranging the Jumbo Jet screen.



Figure 30-1 The completed Jumbo Jet screen.

Photo by David K. Brunn. Copyright © 1994 Aris Multimedia Entertainment, Inc.

Creating the Ambient Sound

There is a waveform audio file called *Jumbojet* in the *Ambient* folder of the *Multilit* CD. Use the Insert Sound from File tool to make *Jumbojet* the ambient sound for your Jumbo Jet screen.

Linking the Jumbo Jet Screen to the Jumbo Jet Button

Now that you have created the Jumbo Jet screen, you can link it to the Jumbo Jet button on the History of Flight home screen. Draw a rectangle over the Jumbo Jet button, turn the rectangle transparent, and then link the rectangle to the Jumbo Jet screen.

To trigger the link and find out if it works, pull down the Slide Show menu and choose View Show. Click the Jumbo Jet button, and your Jumbo Jet screen should appear. The ambient sound will make it sound like the jumbo jet is flying overhead.

Creating the Movie Screen

The *Multilit* CD contains a spectacular movie of the jumbo jet in flight. The video clip is called *Jumbojet*, and it resides in the *Aircraft* folder on the *Multilit* CD. After the Jumbo Jet screen you just created, insert another screen that displays the same picture of the jumbo jet, on top of which the movie plays. Make the title of the screen: **Jumbo Jets in Flight**

Rehearsing the Movie Screen

To rehearse the movie and make sure it plays well, click the Slide Show icon to get your application running. When the movie screen appears, the movie should start playing. If it does not autostart, click the movie to play it.

Creating a Home Button

Onto the Jumbo Jet movie screen, insert an Action button that the user can click to return to the History of Flight home screen.

Creating a Back Button

Onto the Jumbo Jet movie screen, insert an Action button that the user can click to go back to the previous slide, which tells the history of the jumbo jet.

Rehearsing the Action Buttons

To rehearse the application and make sure the action buttons work properly, pull down the Slide Show menu and choose View Show. When the History of Flight menu appears, click the Jumbo Jet button. When the Jumbo Jet screen appears, click through to the screen that plays the Jumbo Jet movie. Click the Home button, and the home screen should reappear.

Click the Jumbo Jet button again, and click through to the screen that plays the Jumbo Jet movie. Then click the Back button. This should take you back to the Jumbo Jet screen.

Self-Assessment

If you were able to complete this chapter successfully without looking at any of the instructions provided in previous chapters, you really should congratulate yourself. You are well on your way to developing the skills needed to create multimedia applications.