



User Guide

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1. Main Screen

From the 'Main Screen' of ComicLab the user can choose between two basic concepts: (a) create a new comic and (b) open and edit an existing comic, or exit the application (Figure 1).

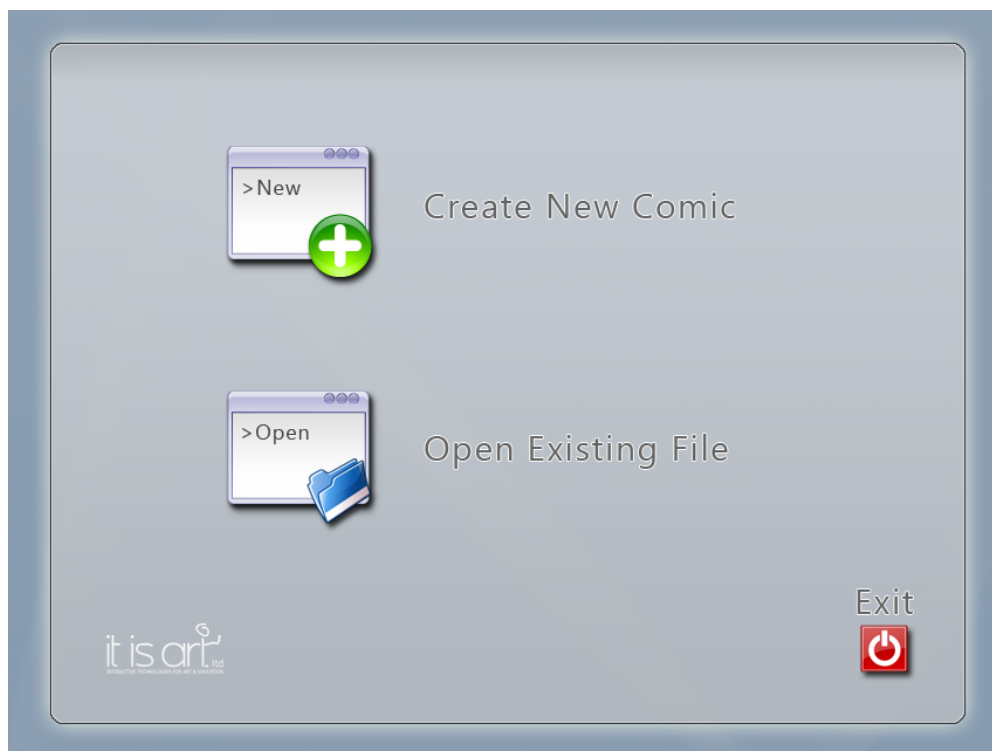


Figure 1: The ComicLab 'Main Screen'

1.1. Create new comic

The **Create New Comic** button creates and opens a new blank Web Comic Book (WCB) document.

Before ComicLab create the blank WCB it is required to fill in (a) a **Title** for the comic book and (b) the name of the comic book **Author** (Figure 2). Both Title and Author fields are mandatory.

Title
Enter the Title of your New Comic

Author
Enter the name of the Author

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Figure 2: Fill in Title and Author fields

After filling both fields you can proceed by hitting the **Create** button . The 'Edit Screen' shows up and you are ready to start adding content to your new comic book (Figure 3).

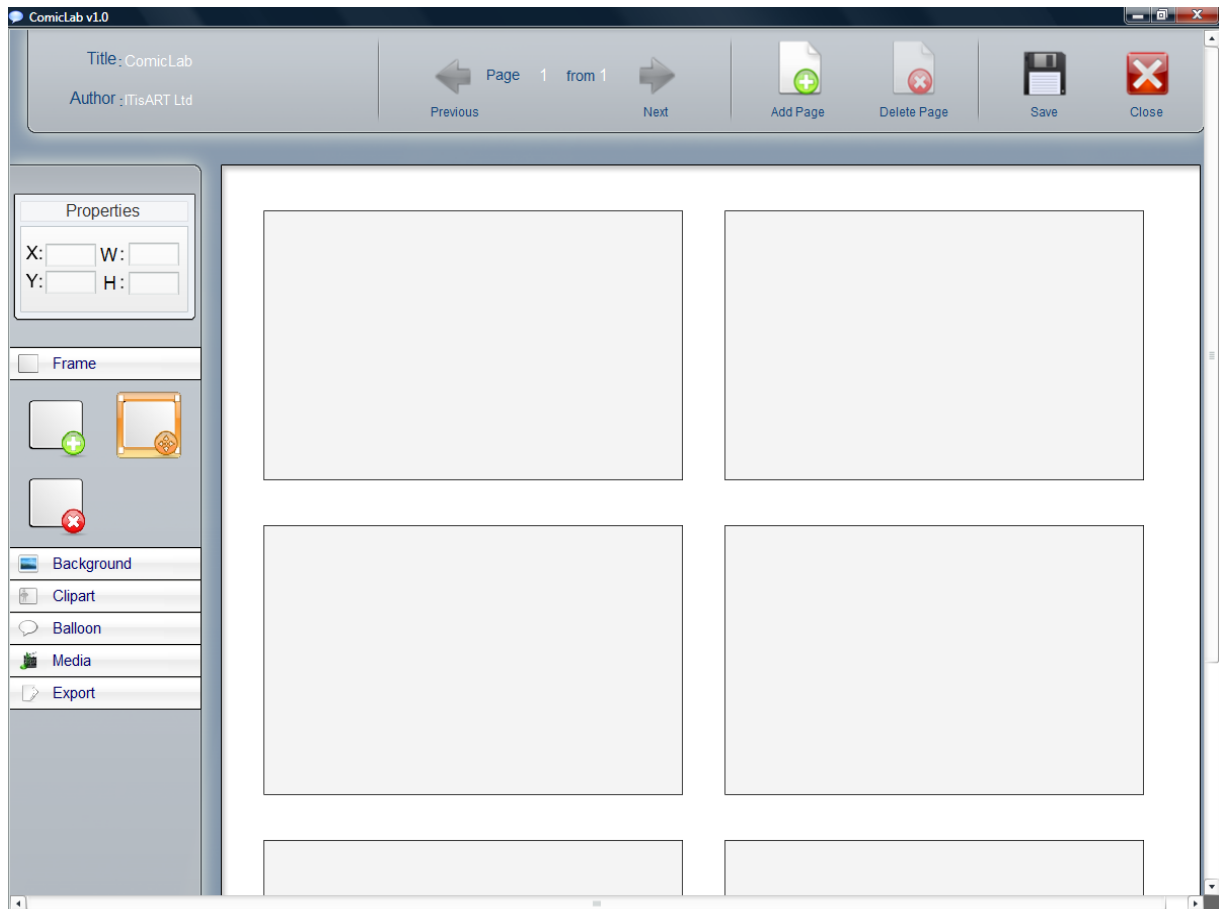


Figure 3: The ComicLab 'Edit Screen'

1.2. Open existing file

The **Open Existing File** button brings up the Browse for file dialog box which shows only the files that ComicLab can open (Figure 4).

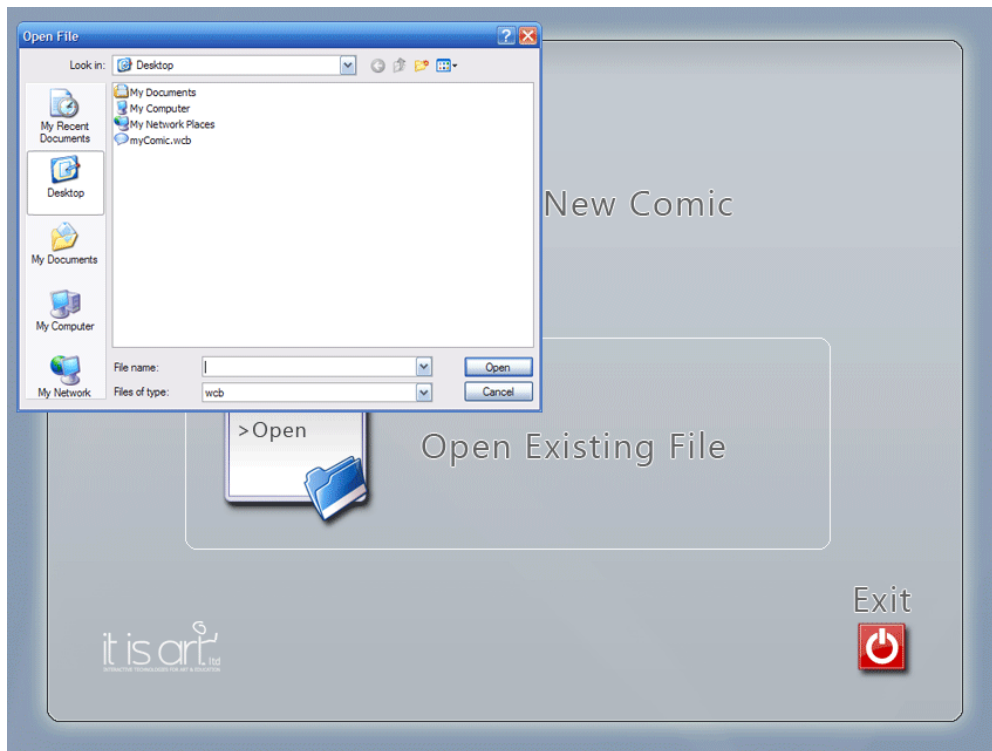


Figure 4: ComicLab Browse for file dialog box

After choosing a wcb file, hit the **Open** button and ComicLab shows the comic book in the 'Edit Screen' and you are ready to edit it (Figure 5).

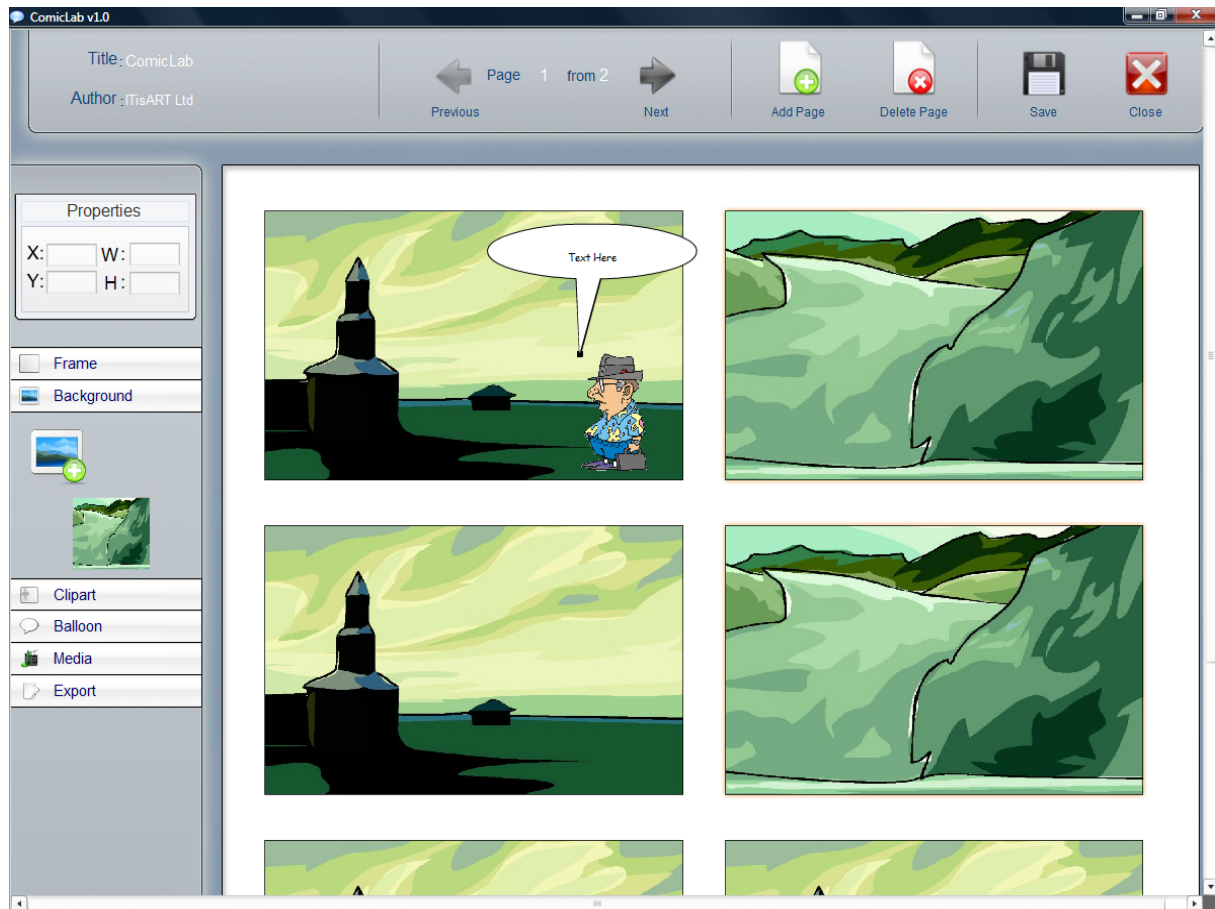


Figure 5: Open existing WCB file in 'Edit Screen'

1.3. Exit

Exit



From the 'Main Screen' click the **Exit** button to terminate the ComicLab application.

2. Edit Screen

ComicLab offers all the essential tools to create rich and interactive web comics. These tools are:

- Add Frame
- Modify Frame
- Delete Frame
- Add Background
- Add Clipart
- Modify Clipart
- Delete Clipart
- Add Balloon
- Modify Balloon
- Delete Balloon
- Add Media
- Delete Media
- Add Page
- Delete Page
- Navigation through Pages
- Detailed information about position and size of objects

2.1. Frames

The options that are available under the tab of **Frames** are the '**Add Frame**', the '**Modify Frame**' and the '**Delete Frame**'.

2.1.1. Add Frame

When you click the **Add Frame** button



a new blank frame is added in the comic and set to the modify state (Figure 6).

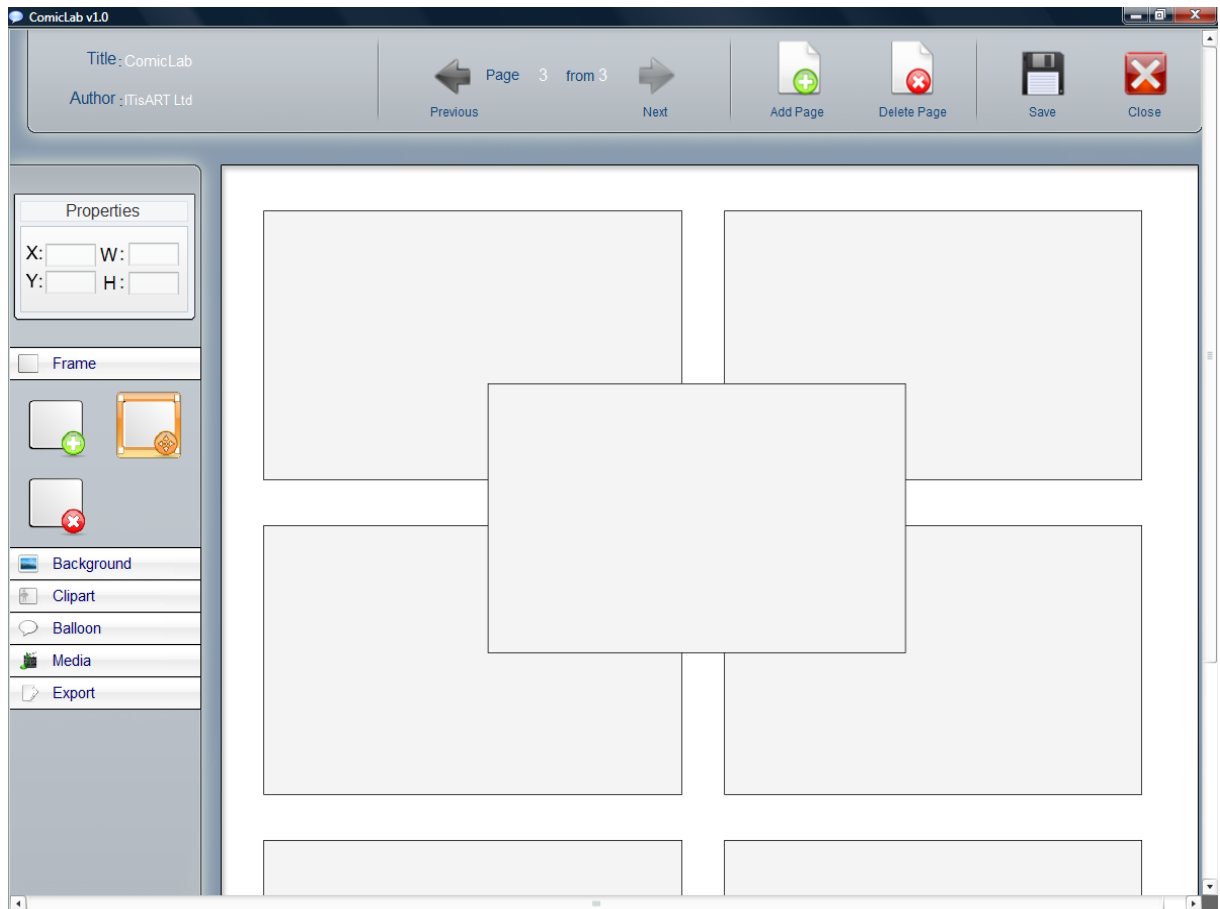
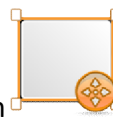


Figure 6: A new frame just added

2.1.2. Modify Frame



You can modify any frame with the **Modify Frame** button . The actions you can do to a frame that is set to be modified are:

- resize
- horizontal flip
- vertical flip
- rotation
- move

Resize Frame

The resize option allows you to change the width and height of the frame just by holding down and dragging the hotspots on the corners of the frame (Figure 7). By holding down the Shift key and dragging the hotspots then the proportions of the frame are constrained and is scaled. Figure 8 shows a resized frame.

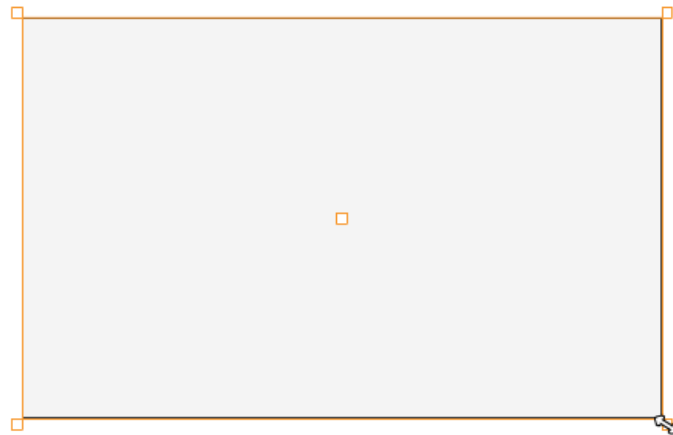


Figure 7: Resize frame hotspots

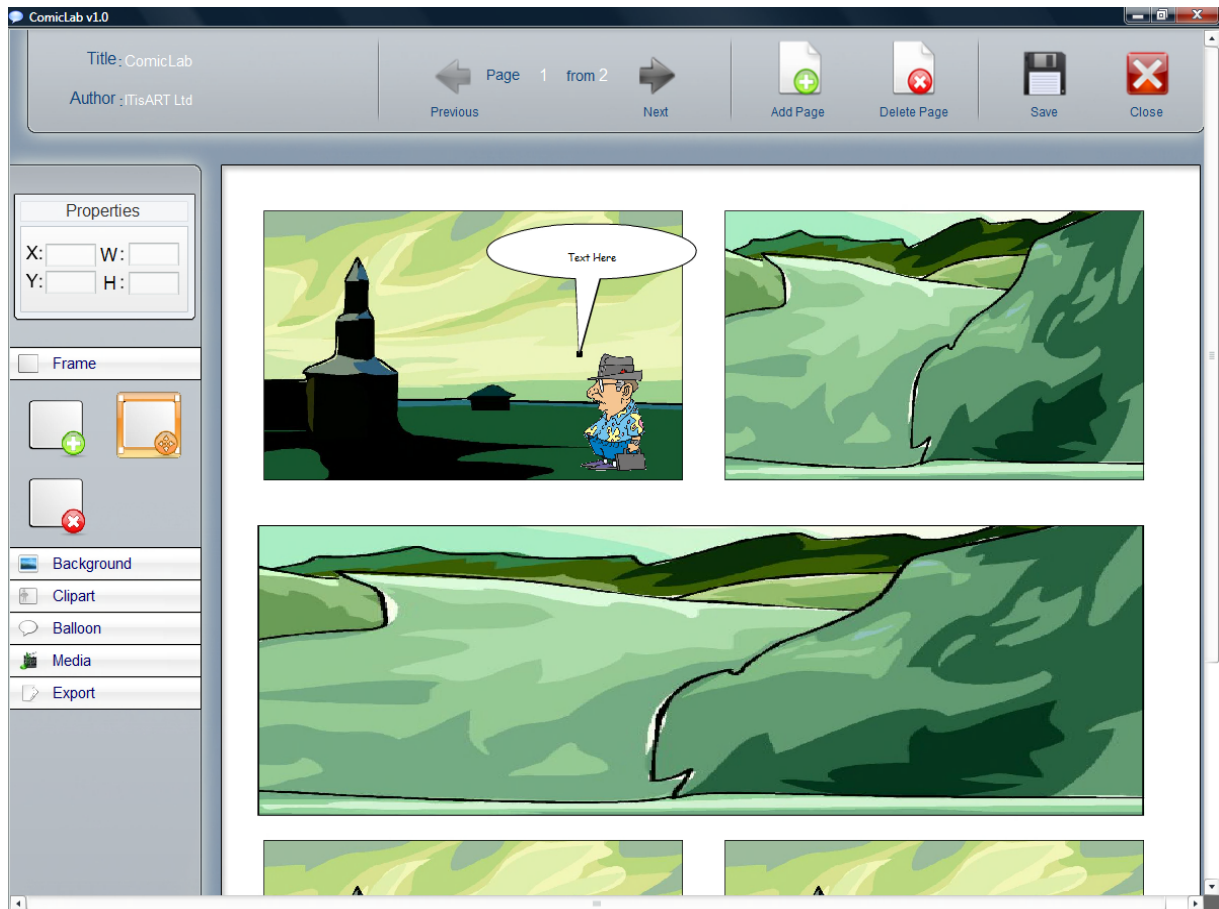


Figure 8: A resized frame

Frame horizontal flip

Holding down a hotspot and dragging the frame horizontally the frame will be flipped horizontally (Figure 9).

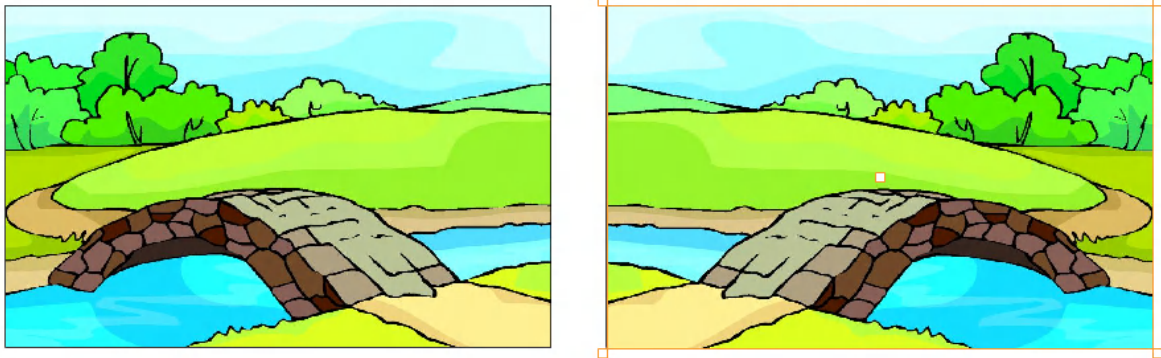


Figure 9: Horizontally flipped frame

Frame vertical flip

Holding down a hotspot and dragging the frame vertically the frame will be flipped vertically (Figure 10).

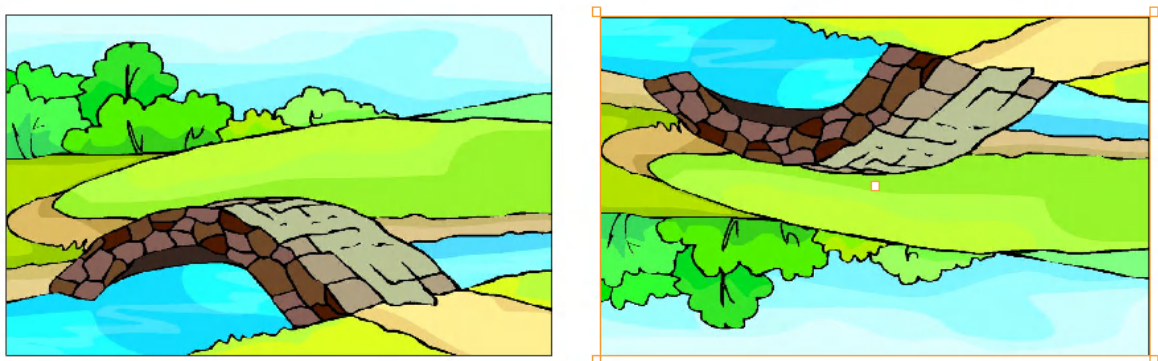



Figure 10: Vertically flipped frame

Rotate Frame

To rotate a frame move the mouse cursor a few points away from a hotspot until the rotation cursor appear . Then hold down the left mouse key and start rotating the frame by moving the mouse around (Figure 11). Holding at same time the Shift key will cause a rotation of 45 degrees.

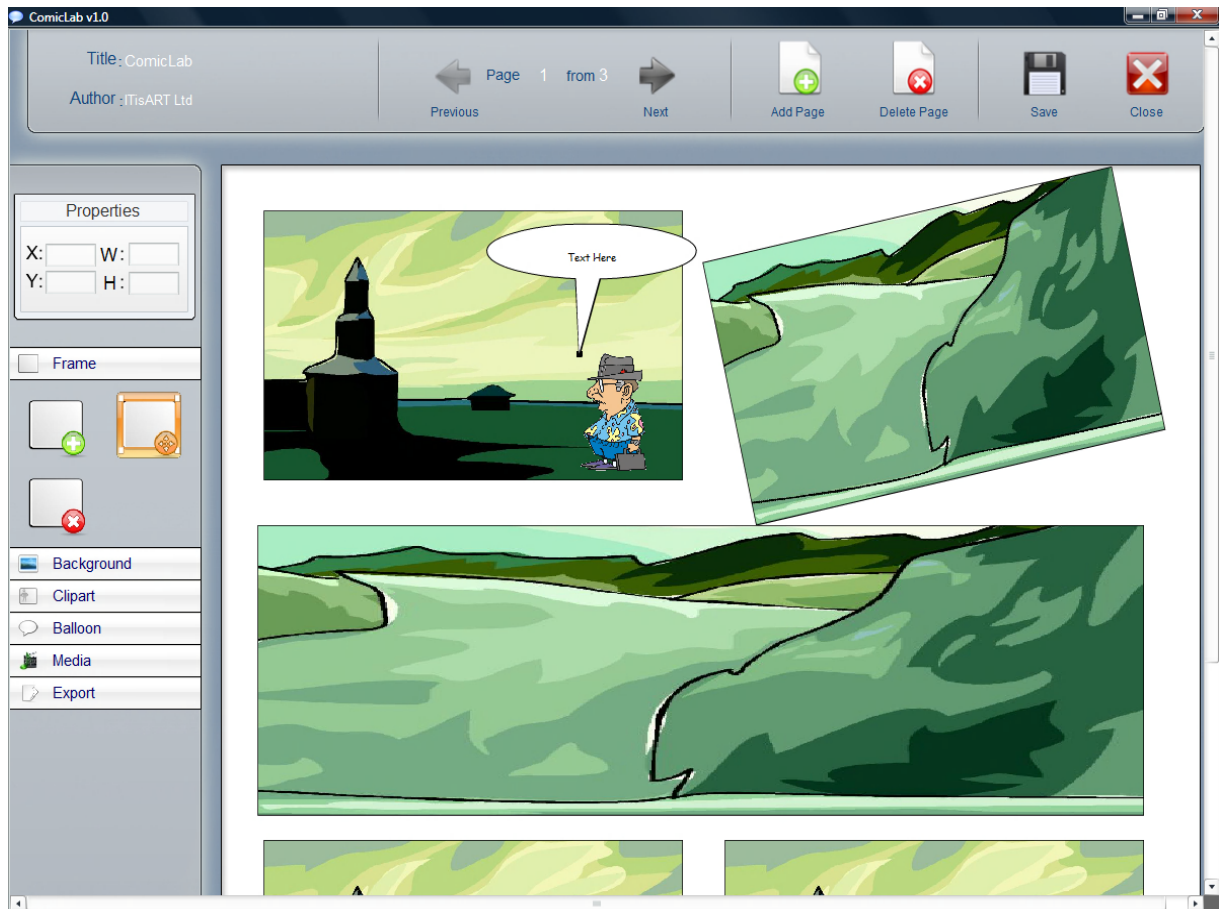


Figure 11: A rotated frame

Move Frame

You can move a frame to change its position simply by dragging it.

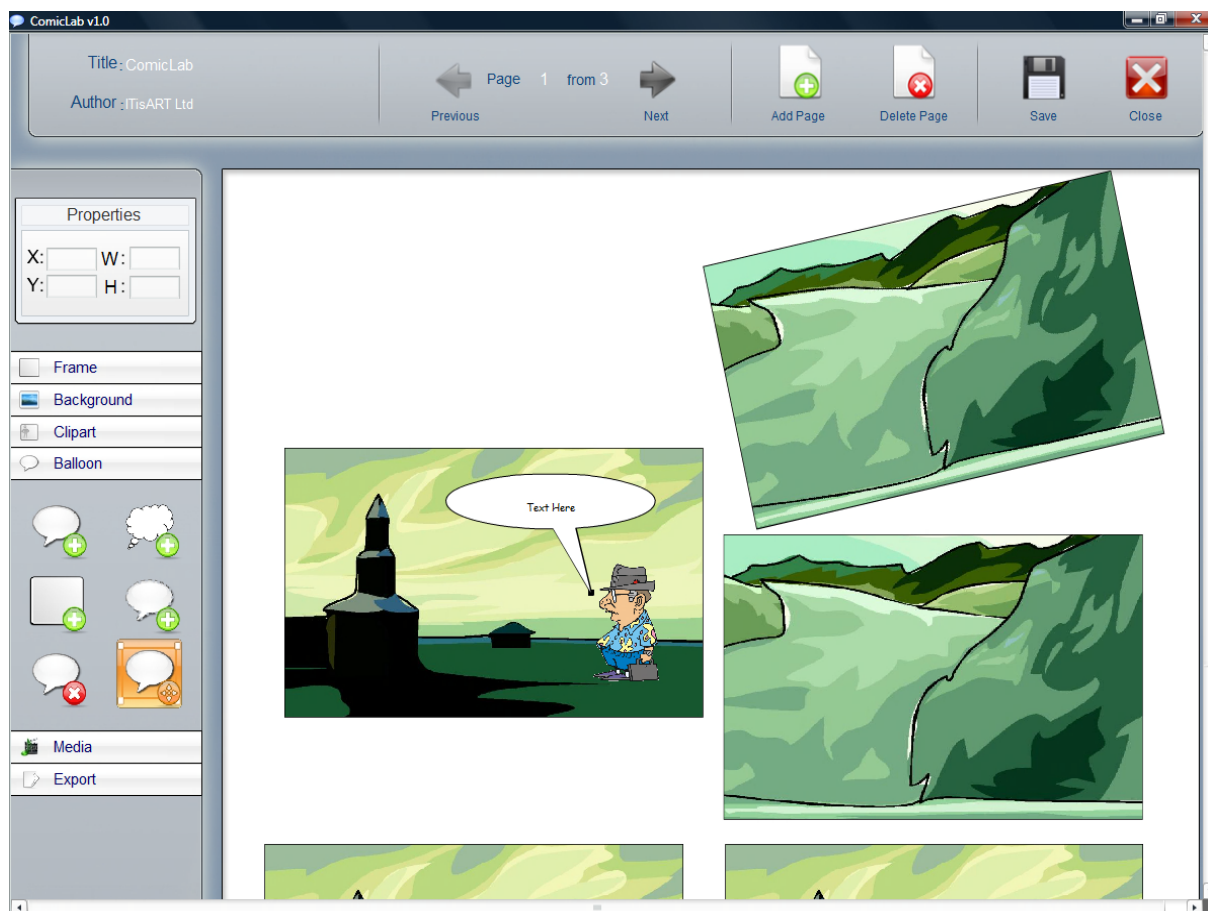


Figure 12: Moving a frame

Delete Frame

You can delete a frame with the Delete Frame button



2.2. Backgrounds

The option that is available under the tab of **Backgrounds** is the '**Add Background**'.

2.2.1. Add Background



When you click the **Add Background** button, ComicLab brings up the Open file dialog box. You can browse your files and import any image of the supported formats (JPG,

PNG, GIF). Once you select and open an image you can click the frame you want to attach it as a background (Figure 13).

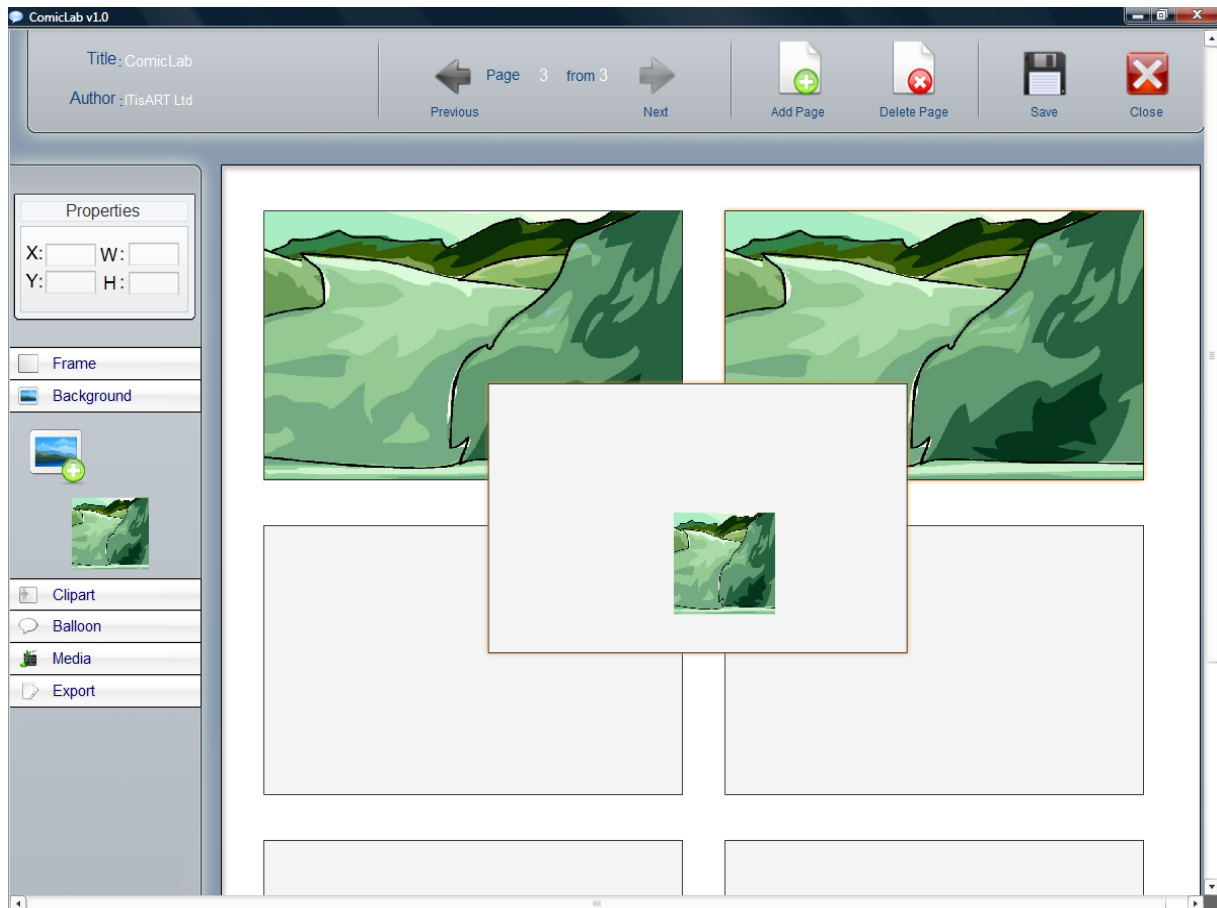


Figure 13: Adding a background to a frame

2.3. Cliparts

The options that are available under the tab of **Cliparts** are the '**Add Clipart**', the '**Modify Clipart**' and the '**Delete Clipart**'.

2.3.1. Add Clipart



When you click the **Add Clipart** button a new Clipart is added in the comic and set to the modify state (Figure 14).

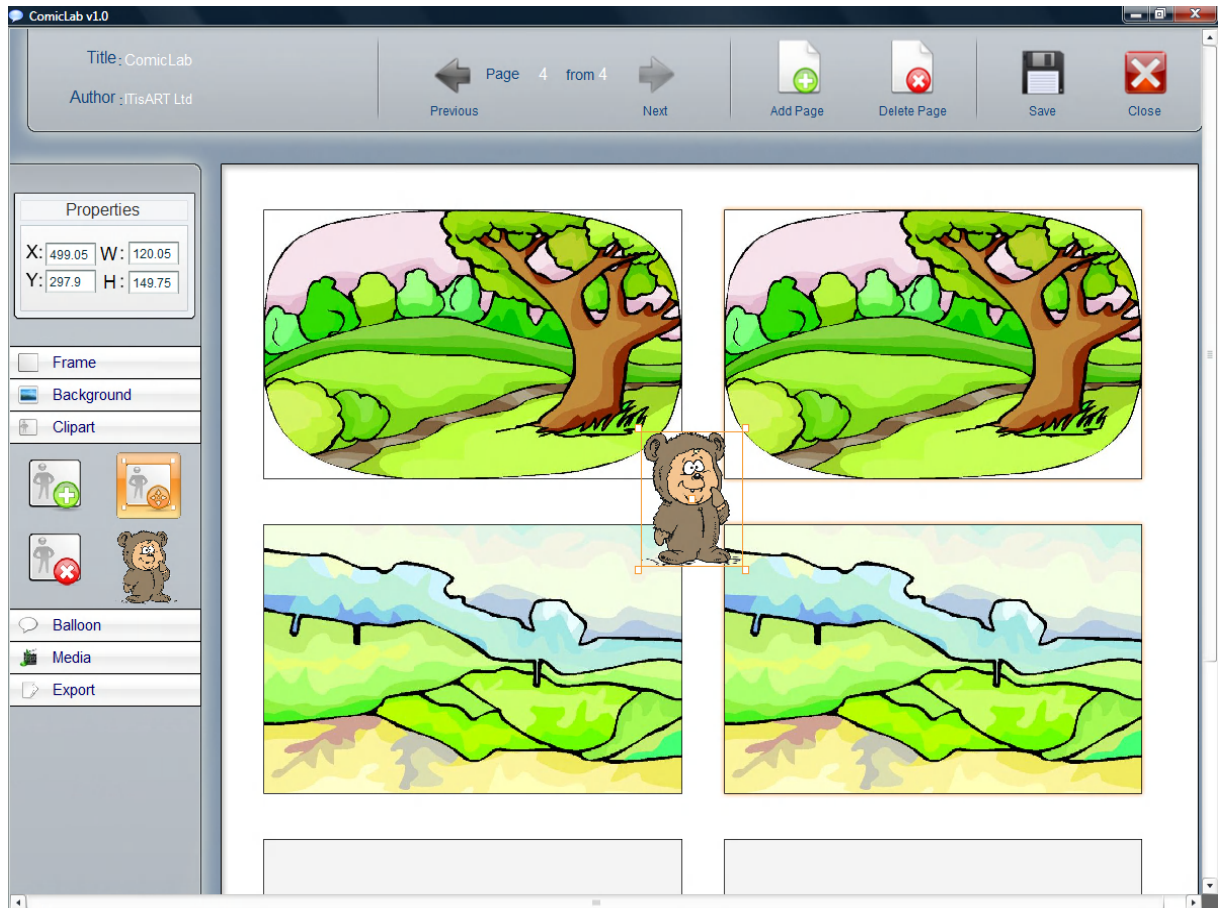


Figure 14: A new Clipart just added

2.3.2. Modify Clipart



You can modify any Clipart with the Modify Clipart button. The actions you can do to a Clipart that is set to be modified are:

- resize

- horizontal flip
- vertical flip
- rotation
- move

Resize Clipart

The resize option allows you to change the width and height of the Clipart just by holding down and dragging the hotspots on the corners of the Clipart (Figure 15). By holding down the Shift key and dragging the hotspots then the proportions of the Clipart are constrained and is scaled.



Figure 15: Resize Clipart hotspots

Clipart horizontal flip

Holding down a hotspot and dragging the Clipart horizontally the Clipart will be flipped horizontally (Figure 16).

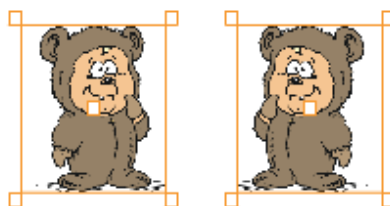


Figure 16: Horizontally flipped Clipart

Clipart vertical flip

Holding down a hotspot and dragging the Clipart vertically the Clipart will be flipped vertically (Figure 17).

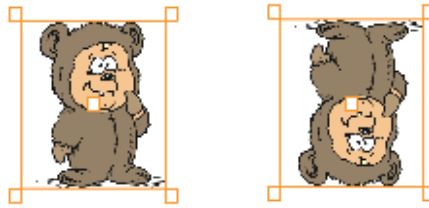



Figure 17: Vertically flipped Clipart

Rotate Clipart

To rotate a Clipart move the mouse cursor a few points away from a hotspot until the rotation cursor appear . Then hold down the left mouse key and start rotating the Clipart by moving the mouse around (Figure 18). Holding at same time the Shift key will cause a rotation of 45 degrees.

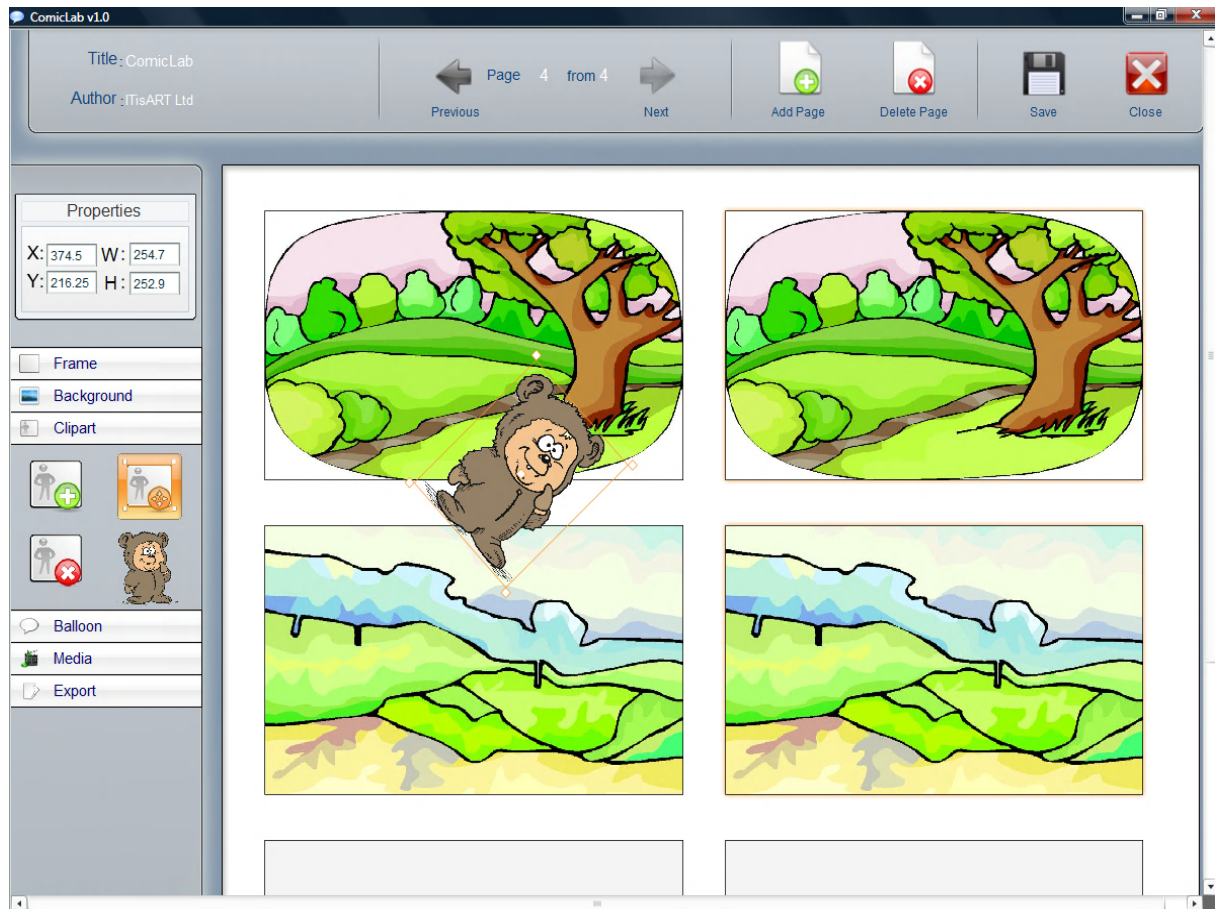


Figure 18: A rotated Clipart

Move Clipart

You can move a Clipart to change its position simply by dragging it.

2.3.3. Delete Clipart





You can delete a Clipart with the **Delete Clipart** button



2.4. Balloons

2.4.1. Add Balloon

There are 4 types of **Add Balloons** at the ComicLab:

- Speech **Add Balloon** 
- Thought **Add Balloon** 
- Whisper **Add Balloon** 
- Caption **Add Balloon** 

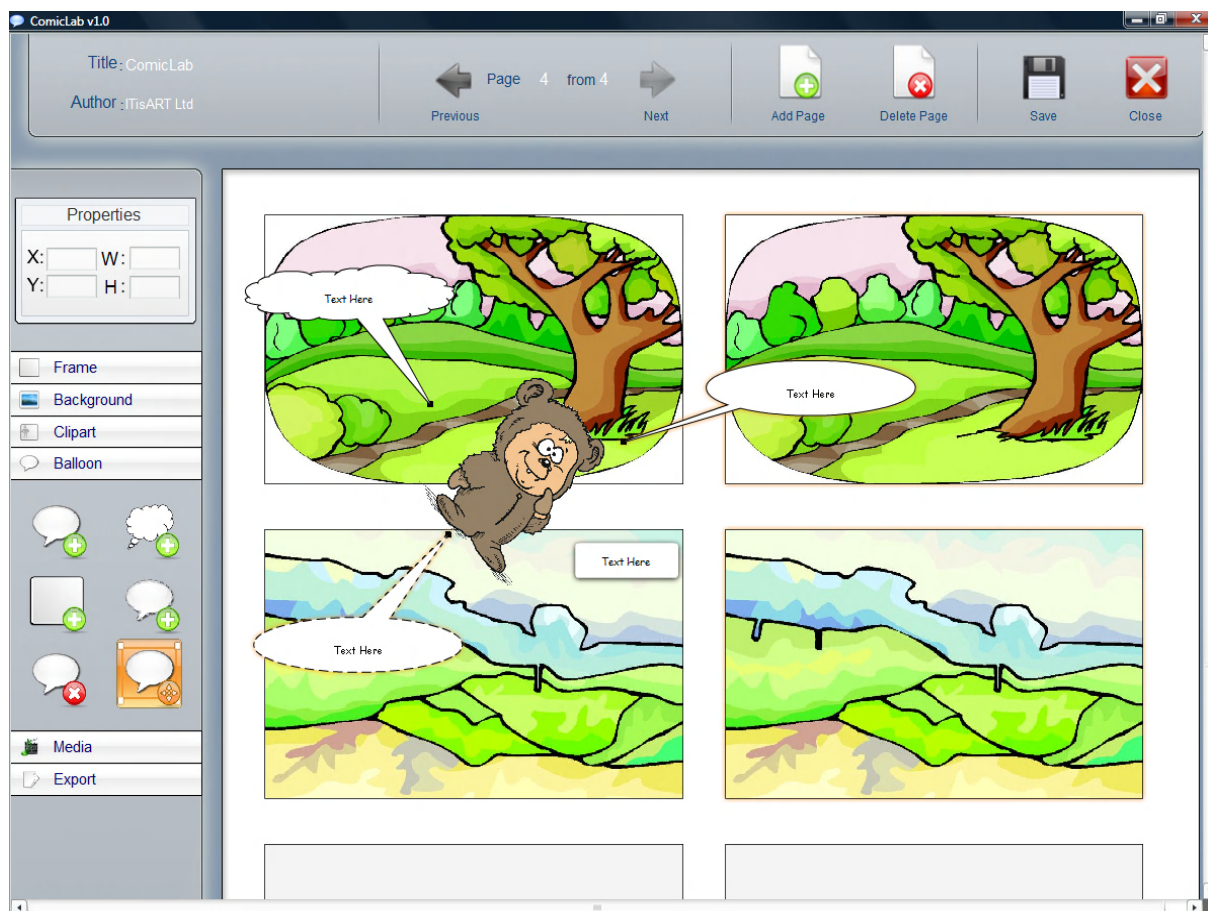


Figure 19: A new Speech Balloon just added

The other options that are available under the tab of **Balloons** are the '**Modify Balloon**' and '**Delete Balloon**'.

2.4.2. Modify Balloon

You can modify any Balloon with the **Modify Balloon** button . The actions you can do to a Balloon that is set to be modified are:

- resize
- Text toolbar
- move

Resize Balloon

The resize option allows you to change the width and height of the Balloon just by holding down and dragging the hotspots on the corners of the Balloon.

Text Toolbar

By clicking at the text inside the balloon, **Text Toolbar** appears.

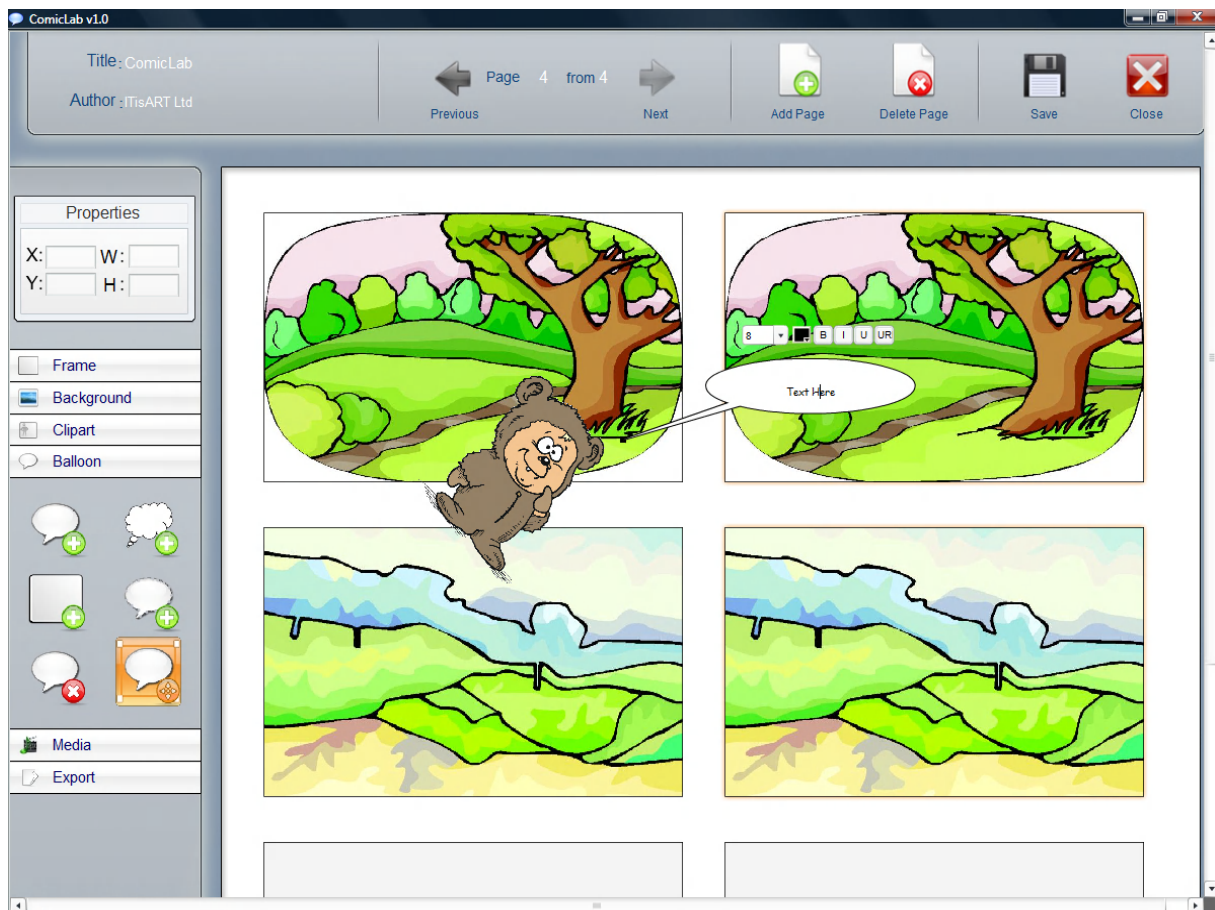
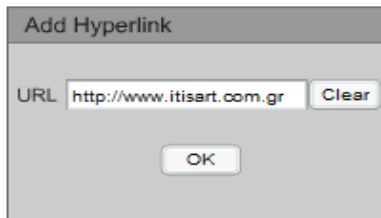


Figure 20: Text Toolbar Appeared



Using this toolbar , you can change the size(1), color(2) and format (bold(3), italic(4), underline(5)) of your text. You can also insert a url link (6) by clicking the **UR** button



and **OK**.

Move Balloon

You can move a Balloon to change its position simply by dragging it.

2.4.3. Delete Balloon



You can delete a Balloon with the Delete Balloon button .

2.5. Media

The options that are available under the tab of **Media** are the '**Add Media**' and the '**Delete Media**'.

2.5.1. Add Media




When you click the **Add Media** button a new browse file dialog appears.

The media files that ComicLab supports are:

- Audio
 - Mp3
 - Wav
 - Midi
- Video
 - Avi


- Mpg
- Mpeg
- Flv (Flash Video)
- Mov (QuickTime)
- Rv (Real media)
- Rm (Real media)

When you add an audio file the **Audio**  icon appears.

When you add a video file the **Video**  icon appears .

To preview a media file press shift button and click a media icon.

2.5.3. Delete Media

You can delete a Media with the Delete Media button  .

2.5.4. Preview Media

You can preview an inserted media file by pressing down shift key and click on it

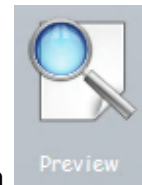
2.5.5. Move Media

You can move a Media to change its position simply by dragging it.

2.6. Export

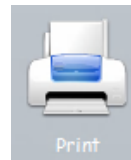
ComicLab, under the tab **Export** offers the options of '**Preview**', '**Print**', export to '**Image**' and export to '**Flipping Book**'.

2.6.1. Preview



You can preview the progress of your comic any time, by selecting the Preview button . The preview mode opens your comic in a Flipping Book format.

2.6.2. Print



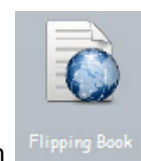
You can print your comic, by selecting the Print button . The native print dialog of your operating system opens and you can print your comic.

2.6.3. Image



You can export any page of your comic to image by selecting the Image button .

2.6.4. Flipping Book



You can export your comic into a Flipping Book, by selecting the Flipping Book button .

2.6.4. Moodle Resource



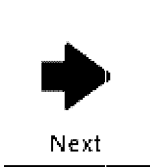


You can export your comic as a Moodle resource, by selecting the Moodle Resource button .

To use this feature first you have to install FlipatMoodle plug-in, please ask for more info at info@webcomicbookcreator.com

2.7. Page Management

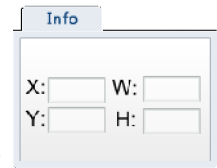
From the 'Edit Screen' click the **Add Page** button  to add one more page to your comic book story. Click the **Delete Page** button  to delete a page from your story.

2.8. Navigation through pages

If your story contains multiple pages, you can easily navigate from one page to other using the left and the right arrow from the 'Edit Screen', for **Next Page**  and **Previous Page**  . You can see the number of page you are modifying, between the two arrows **Page 1 of 5**.

2.9. Detailed information about position and size of objects

You can change Frame's, Clipart's and Balloon's dimensions either by resizing it as it

An 'Info' box with a tab labeled 'Info'. It contains four input fields: 'X:' and 'Y:' for coordinates, and 'W:' and 'H:' for width and height.

described before, or by setting up their width and height from the **Info** box

Using **Info box** you can also set up object's coordinators (**X** and **Y**).

2.10. Save Web Comic



Save

From the 'Edit Screen' click the **Save** button
your story often.

in order to save your story. Save

2.11. Close Web Comic



You can close the current web comic book story by selecting the **Close** button [Close](#), and return to the 'Main Screen' of the program.