Quick Start Guide



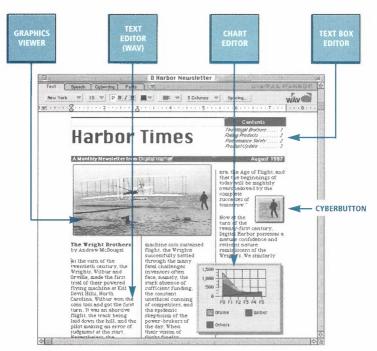
Welcome to WAV™, the world's first word processor designed for OpenDoc™ technology. Besides powerful text editing capabilities, WAV includes built-in Internet tools for access, navigation, E-mail, viewing and direct retrieval from the World Wide Web. You also have the ability to "speak" your document—have it read to you aloud by any voice you select—and take advantage of an assortment of task-specific parts to help you get your work done.

What is OpenDoc?

OpenDoc is a revolutionary technology that brings a new class of applications and documents to the Macintosh. Because developers adhere to the same standards, OpenDoc components work together, as if they were all one application. All you need to do is pick which components you need to get your work done. OpenDoc components are called *Live Objects*. That's because OpenDoc documents can contain many *objects*, each created by a different editor, but seamlessly integrated into one document. Live Objects can be placed within any OpenDoc document while retaining an association with their editors and all their original attributes.

What is WAV?

WAV is a Live Object component that helps you write and format text in a document. You can use other Live Objects to insert or edit tables, graphics and movie clips in your document, to edit bitmaps, or to create your own Web pages.



This document includes text, a graphic, a chart, and a cyberbutton, which you can click to jump to the Internet.

Installing and Setting Up WAV

When you install WAV, you can select either the Easy Install or the Custom Install. If you want to select which OpenDoc components to install, use the Custom Install.

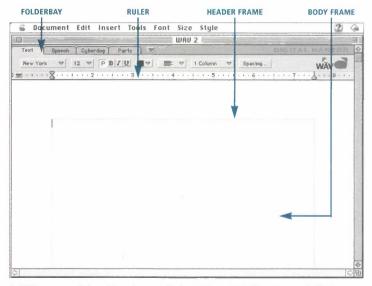
- 1. If you're installing from a CD, insert the WAV CD into the CD-ROM drive.
- 2. Double-click the WAV CD icon, then double-click the WAV Installer icon.
- 3. Select either Easy Install or Custom Install from the pop-up menu.
- Click Install to install WAV and several other OpenDoc components.
 Continue to follow the prompts. You may be asked to restart your computer.

Getting to Know WAV

- Use WAV Guides. These Apple Guides describe WAV's features, explain terms, and even walk you through tasks step by step. To use Guides, choose WAV Guides from the Help menu (the Help menu is the question mark on the right side of the menu bar).
- Get fee-based technical support by calling toll-free: 1-888-SUPPORT (1-888-787-7678).
- Visit Digital Harbor's home page: http://www.dharbor.com
- Read Getting Started with WAV, a 60-page online manual in Adobe Acrobat format. Insert your WAV CD into the CD-ROM drive, double-click the WAV CD icon, then double-click the "Getting Started Guide" icon.

Starting WAV

To start WAV, double-click the WAV icon in the WAV folder or in the Stationery folder.



In WAV, you can click and type in areas that contain no text. The *precursor* indicates where the insertion point will appear when you click.

Quick Start

This Quick Start shows you some of WAV's power and flexibility. Follow these steps to see a few of WAV's features.

- 1 Open WAV.
- Click in the middle of the screen, then type "Welcome To The Harbor." Select the text, change it to 24 pt and then drag it to the second line of the page.
- 3 Click on the left side of the blank line below the title. Choose Line from the Insert menu, then select a line to insert.
- Drag the Newsletter folder (located inside the WAV folder) from the desktop into FolderBay. This folder contains *objects* (text, graphics, sound clips, etc.) that you can drag into yourdocument.
- 5 Drag the "Body Text" icon from FolderBay into the document below the title.
- 6 Drag the "firstfly" icon from FolderBay into the document.
- 7 Drag the firstfly graphic to move it. Notice that the text reformats while you move the graphic. Press Delete to delete the selected object.



You can drag objects (graphics, movies, text, etc.) into your document from FolderBay, from the desktop, from Web pages, or from other applications that support drag and drop.

- Click just in front of the body text ("At the turn..."), then choose New Section from the Insert menu. Columns affect the entire section in which the insertion point is placed.
- 9 Click the Text tab in FolderBay to display the formatting options, then choose 2 Columns from the Columns pop-up menu.
- 10 Click the Newsletter project folder in FolderBay, then drag the Text Box object into the document.
- Drag the text box to the second column. While you move the text box, notice that the text is reformatted immediately.
- Click inside the text box to make it active. When an object is active, you can make editing changes. If you want to move, size, or delete the object, click its border to select it.



When you click an embedded object, different menus and formatting options appear that help you edit that object. You can click an object's border to select it.

- Select the Parts folder, then drag the Cyberbutton icon from FolderBay into your document.
- Click the Cyberbutton to edit it. Choose Link to Item from the Cyberbutton menu.
- In the Enter Item dialog box, click URL in the Service panel, then type http://www.dharbor.com in the Connect to URL text box and choose OK.
- Now click the button to jump to the Internet (this works only if you have Internet access).
- Drag items from the Digital Harbor Web page into your document.

 Notice how easy it is to grab images from anywhere and place them in your documents.
- Continue to experiment with WAV. For example, you can drag other items from the Newsletter project folder into your document and experiment with formatting options in the Text folder.

Frequently Asked Questions

Why can't I see the WAV formatting options in FolderBay anymore?

You selected a folder other than the Text folder. Click the Text folder to see the WAV formatting options again.

Why don't other OpenDoc components show up in FolderBay?

If you have installed an editor but its icon does not show up in FolderBay, make sure the Stationery folder resides at the root of the hard drive. If you have installed your OpenDoc component, but it no longer appears in the Stationery folder, you need to drag the editor onto the OpenDoc icon located in the WAV folder. If you can't drag the editor onto this alias, you'll have to drag it onto the OpenDoc icon located in the OpenDoc Libraries folder, which is in the Extensions folder in the System folder.

WAV cannot read my GIF file.

When copying objects into OpenDoc applications, your system needs to know which editor you want to use to edit that object. Unless you assign editors to different types of data, WAV may not recognize a graphic or an object copied into a document. Here's how to choose the appropriate editors or viewers for the different OpenDoc objects.

- 1. Choose Control Panels from the Apple menu, then choose Editor Setup.
- 2. Click Show All.
- 3. Highlight the kind of data you want to assign an editor to, then choose Choose Editor.
- 4. Select the default editor and choose OK.

Here are some recommendations:

- Choose WAV for Text data, text/plain, and other text types.
- Choose the Cyberdog Picture Viewer for GIF, JPEG and other graphic file types.

I keep running out of memory.

When you run an OpenDoc Live Object such as WAV, you may be prompted that you have low memory conditions. If you do not allocate enough memory to WAV and other Live Objects, you can run out of memory, even if your system has plenty of available memory. Follow these steps to change WAV's Memory Requirements.

- 1. Start WAV (double-click the WAV icon in the WAV folder or in the Stationery folder).
- If WAV is the Live Object you are using, choose Document Info from the Document menu.
- 3. Click the Size button at the bottom of the Document Info dialog box.
- 4. Select Use OpenDoc Default Size.
- Click the up arrow to increase the amount of memory used.
 We recommend approximately 2000-3000K for using WAV. If you don't want to use Cyberdog to link to the Internet, you may want to allocate less memory (between 512-1000K).
- Close the WAV document and any other Live Objects that are running, then restart the WAV document.

I can't delete the graphic.

Remember, clicking a graphic makes it active so that you can edit it. Command-clicking a graphic or clicking the frame of a graphic displays sizing handles so that you can size it, move it or delete it. To delete a graphic, click the frame of the graphic to select it, then press Delete.



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