

# FotoMagico Mac

6 — Last update: 7 July 2021

Boinx Software International GmbH

# Table of Contents

<b>1. INTRODUCTION .....</b>	<b>2</b>
1.1. Welcome to FotoMagico.....	3
1.2. Getting Started.....	4
1.3. Components of a Slideshow .....	5
1.4. The User Interface .....	6
<b>2. GUIDES .....</b>	<b>8</b>
2.1. Creating New Slideshows.....	9
2.2. Accessing Media Libraries.....	10
2.3. Working in the Storyboard.....	11
2.4. Working in the Stage .....	13
2.5. Layer Animation .....	15
2.6. Finetuning Timing.....	17
2.7. Using Audio.....	19
2.8. Adding Text.....	22
2.9. Maps & Travel Routes .....	25
2.10. Using Snippets .....	27
2.11. Using Effects.....	30
2.12. Using Masks .....	32
2.13. Using Chapters .....	34
2.14. Playing Slideshows .....	36
2.15. Sharing Slideshows.....	38
2.16. Transferring Slideshows.....	40
2.17. Downloading Content .....	41
<b>3. REFERENCE .....</b>	<b>42</b>
3.1. Preferences.....	43
3.2. Settings.....	45
3.3. Storyboard & Timeline.....	47
3.4. Stage .....	50
3.5. Media Browsers .....	52
3.6. Slide Options.....	54
3.7. Transition Options .....	56
3.8. Image Options.....	60
3.9. Video Options .....	62
3.10. Map Options.....	65
3.11. Text Options.....	68
3.12. Audio Options .....	71
3.13. Effects.....	74
3.14. Animation Assistant.....	77
3.15. Audio Marker Assistant .....	79
3.16. Narration Assistant.....	81
3.17. Map Assistant .....	82
3.18. Missing Files Assistant.....	84

<b>4. SUPPORT</b> .....	<b>85</b>
4.1. Boinx Connect.....	86
4.2. Subscription .....	87
<b>5. ABOUT</b> .....	<b>88</b>
5.1. Copyrights.....	89

# 1. INTRODUCTION

---

The following section contains an introduction to FotoMagico for Mac.

# 1.1. Welcome to FotoMagico

---

FotoMagico is an app to create, play, and share live multimedia slideshows. FotoMagico is a storytelling tool for everyone. You can use images, videos, maps, text, audio, and pre-defined components called “snippets” to quickly create your story.

Presenting your slideshow live in front of an audience is one important way to present your slideshow. Slideshows can be presented directly on this computer, or on an external screen or projector that is connected to your computer via cable or AirPlay. Check out [Playing Slideshows](#) for more details.

To reach an even wider audience, you can share your slideshows in various formats that are suitable for uploading to the internet (e.g. YouTube). Please refer to [Sharing Slideshows](#) for more information.

Transferring slideshows files between an iPad and a Mac is also supported. A slideshow that was created on one platform, can be transferred to the other platform, and can be edited and played there. Find more info in [Transferring Slideshows](#).

## 1.2. Getting Started

---

## 1.3. Components of a Slideshow

---

A slideshow is composed of the following components: **Slides**, **Layers**, **Transitions**, and **Audio Tracks**.

### Slides

A slideshow is basically a sequence of slides that tells your story. Each slide is one “screenful” of visual content. A slide may contain multiple layers, but in most cases it just contains a single image layer. The sequence of slides is arranged in the [Storyboard](#).

### Layers

A visual layer can contain one of various media types: **images**, **videos**, **maps**, or **text**. Layers can be freely positioned, zoomed, and rotated. Layers can be positioned next to each other, or on top of each other. A layer can also be animated over the duration of a slide’s lifetime. This animation can be used to achieve special effects or direct the attention of the audience to specific parts of an image. Layers are positioned on the [Stage](#).

### Effects

Applying one or more effects to a layer to modifies its appearance. Effects range from often needed things like color correction and borders to less often used special effects like film grain or comic book style. The list of available effects varies depending on layer type. Refer to [Using Effects](#) for more details.

### Transitions

Transitions are the visual effects between two consecutive slides. FotoMagico provides a lot of different transition effects, but most of the time you will use the basic ones like **Fade** or **Dissolve**. Choosing an appropriate transition can be used to indicate change in place or passage of time.

### Audio Tracks

Adding audio to your slideshow can set the mood for the slideshow. FotoMagico supports up to three audio tracks: **Music**, **Effects** (e.g. wind or rain), and **Narration**. Slide transitions can be synchronised to the beat of music with the help of **Audio Markers**. Find out more in [Using Audio](#).

### Snippets

To create professional slideshows more quickly, FotoMagico offers pre-built reusable building blocks called **Snippets**. Snippets can be as simple as a single layer, a few slides, or a whole story line. To use a snippet you simply drag it from the snippet browser into your slideshow, and then customise it with your own content if necessary. Check out [Using Snippets](#) for more info.

## 1.4. The User Interface

---

The FotoMagico user interface consists of the document window and a few other windows you may access occasionally. You will spend most of your time in the document window, which is divided into four main areas:

### 1. Storyboard & Timeline

Arrange slides in this area to tell your story. Add slides and audio by dragging images, movies, audio, or snippet files from the media browsers in the Sidebar or any Finder folder to the [Storyboard](#). Drag and drop slides to re-arrange the sequence. Switch to the Timeline view to fine-tune the timing by adjusting the duration of slides or transitions. Use the audio waveform or audio markers in the Timeline view to precisely synchronize the slides to the music.

### 2. Stage

When a single slide is selected in the Storyboard or Timeline, the [Stage](#) displays the layers of the selected slide. Here the layers can be positioned, zoomed, and rotated. If animation is enabled for this slide, the layers are displayed twice: the start of the animation is displayed on the left side, and the finish of the animation is displayed on the right side of the Stage.

### 3. Sidebar

The Sidebar holds the snippet and media browsers, as well as the Options inspector.

- The [Snippets Browser](#) contains pre-built components that can be dragged in to the Storyboard to build a slideshow quickly.
- The [Image Browser](#) provides convenient access to your Photos and Lightroom libraries as well as folders containing image files.
- The [Video Browser](#) provides access to movies and video clips from various sources on your computer.
- The [Audio Browser](#) provides access to the songs in your Music Library and various sound effects.
- The [Options Inspector](#) contains the options that allow you to control various aspects of the slides, layers, or audio tracks that are selected in the Storyboard/Timeline.

### 4. Toolbar

The toolbar contains buttons for commonly used features. On the left side are the *Storyboard*, *Timeline*, *Blank Slide*, and *Add Text* buttons. In the middle are the *Playback* controls. On the right side are the buttons to show or hide the Snippets, Images, Videos, Audio browsers, and the [Options Inspector](#).

## Slideshow Settings

The [Slideshow Settings](#) contain parameters that apply to a single slideshow, i.e. stage size, background color, a foreground (watermark) image, and more. The Settings also contain metadata information about the slideshow and its author. Open the sheet by selecting  from the \_\_\_\_\_ menu.

## Authoring Assistants

The authoring assistants help with a variety of jobs during the creation of a slideshow.

- The [Animation Assistant](#) applies default animation to layers.
- The [Audiomarker Assistant](#) lets you create markers for synchronising slides and music.
- The [Narration Assistant](#) lets you record narration tracks.
- The [Map Assistant](#) lets create and edit maps and travel routes.
- The [Missing Files Assistant](#) helps you to find and repair any missing media files.

## Sharing Assistant

The various [Sharing Assistants](#) help you share your finished slideshow with others in a variety of formats. Select an option from the \_\_\_\_\_ menu to display the assistant.

## Preferences

The [Preferences](#) window contains parameters that apply to FotoMagico as a whole. Open the window by selecting  from the \_\_\_\_\_ .

## 2. GUIDES

---

The following section contains various guides for using FotoMagico for Mac.

## 2.1. Creating New Slideshows

---

To create a new slideshow select **New** from the **File** menu to open the document chooser. In this window you can:

- Create new slideshows
- Open existing slideshows
- Download demo slideshows
- Download tutorials

### Creating a New Slideshow

Select New at the top of the chooser. Enter a name for the new slideshow, and if not already filled in, also enter your name in the “Author” field. This information is used by various snippets to automatically display the slideshow title and your name in opening and closing credits. Please note that you can always edit this info later by going to the slideshow [Settings](#).

Next, choose the desired slideshow format. In most cases the default format 4K will be appropriate, but if you need something else, then make this choice now. You can change the format later in the slideshow [Settings](#), but doing so might require some adjustments to existing layer and animations, so it's a good idea to decide on the format up front.

Then click on **New** to create the new slideshow.

### Opening Existing Slideshows

Select Open Recent at the top of the chooser to display the list of recently used slideshow documents. Double-click on the desired slideshow to open it. If the slideshow you are looking for is not in the list, then click on **Open Other Slideshow...** to choose any slideshow document on your computer.

### Downloading Demos & Tutorials

Select Demos or Tutorials to display the available demos and tutorials. Before opening a demo or tutorial, it needs to be downloaded from the Boinx server first. Depending on the file size and the speed of your internet connection, this may take a while. Files that have been downloaded before, can be immediately opened.

## 2.2. Accessing Media Libraries

---

In FotoMagico you generally have multiple ways to access your images, videos, and audio files.

- Drag them from the media browsers in the Sidebar to the Storyboard
- Drag them from a Finder folder to the Storyboard
- Insert content by selecting **Insert** from the   menu

The most common method to access your media files are the media browser in the Sidebar. If the desired media browser (e.g. Images) is not currently visible, then click on the corresponding button below the Sidebar to switch to this media browser.

The top of the media browser lists various containers (e.g. albums, collections, playlists, folders) from different media libraries, like Apple Photos, Adobe Lightroom, Apple Music, Finder, etc... Below the list of media containers, you can see the media files of the currently selected container.

Drag a media file from the browser to the Storyboard to insert it into your slideshow. A green icon will appear on the thumbnail in the media browser to indicate that this media file is now being used in your slideshow.

✿ You can add additional Finder folders by dragging them to the container list.

✿ The thumbnail size can be changed with the scale slider.

✿ To see more thumbnails at once, simply make the Sidebar wider by dragging its left edge. This is also useful in the Audio browser to make the song, artist, and album columns wider.

✿ In the Audio browser using the search field is the quickest way to find a particular song.

More information is available in [Media Browsers](#).

## 2.3. Working in the Storyboard

---

At the bottom of a FotoMagico document window you can see the Storyboard or Timeline. The Storyboard/Timeline area displays your slideshow content. Here you to create and edit your slideshow. You can use both views to perform most of the same editing tasks, however, some jobs are easier to achieve in one view rather than the other. You can only display one view at a time. Use the Storyboard button or the Timeline button to toggle between the two views. You can also toggle between the two views by choosing the appropriate menu commands from the Window menu.

As the Storyboard view provides better overview, it is better suited for arranging slides. The Timeline on the other hand is more information-dense and is thus more useful for fine-tuning slideshow timing by visually adjusting slide and transition durations, or editing editing audio fades, volume envelopes, or audio markers.

Items in the Storyboard can be manipulated directly. If you want to modify multiple objects at once, then select all of them and make the modifications in the Options Sidebar.

### When to Use Storyboard View

Storyboard view is very useful to help start your slideshow by dragging items from the media browser in the Sidebar to the Storyboard, and for rearranging slides by dragging them within the Storyboard.

Slides are displayed as the same size square frames (which always takes up the same amount of space, regardless of the duration). You can see a larger number of slides at the same time, so you get a better overview. This is useful when adding new slides or rearranging slides via drag & drop.

Thumbnails of images, video, maps, or text are usually large enough, so that you can recognise everything. If you need to see even more content at once, then reduce the thumbnails scale with the slider at the bottom left.

### When to Use Timeline View

Timeline view allows you to be more precise and is best for fine-tuning slideshow timing by visually adjusting slide and transition durations. You can see fewer slides at once, but you can see more information for each item in the Timeline.

The Timeline view depicts slide layers as rectangular bars with the width being proportional to the duration. The transition interval, where both the incoming and outgoing slides overlap, is drawn as a “stairstep” shape. Dragging the lower left edge of this interval allows you to change the slide duration, while dragging the upper right edge allows you to change the transition duration.

The Timeline view also provides an audio waveform display which allows you to locate an exact position in a song.

Audio markers are used to synchronize slide transitions with the beat of the music by placing a marker at

an exact location in the audio. Using audio markers along with the audio waveform helps to visually place the marker on the beat of the music. Audio markers are displayed as a vertical red lines on top of the waveform. For more information, see [Adjusting Timing in the Timeline](#) and [Audiomarker Assistant](#).

When an audio track is selected, it displays the volume envelope and fades as a yellow line. You can:

- Drag the left edge of an audio track to change its fade-in offset.
- Drag the little square dots on the yellow line to change the fade-in or fade-out durations.
- Drag the right edge to change the fade-out offset.
- Dragging the line itself changes the volume, while Cmd-clicking on the line adds or removes a volume envelope points.

For more information, see [Using Audio](#).

## Drag & Drop

Dragging slides into the Storyboard behaves differently, depending on whether you drag a single item or drag multiple items. A yellow highlight indicates where the dragged items will end up when being dropped. Depending on which and how many items you drag to the Storyboard, you may have the following options:

- You can insert the dragged items between existing slides
- You can add a new layer to an existing slide
- You can replace the media file of an existing layer or audio track
- When dragging onto snippets with placeholders, replacing is the most common case

## Inline Authoring Alerts

Virtually all icons that appear on various items in the Storyboard/Timeline can be clicked to reveal a popover that communicates a notice or some kind of issue. The popover explains the situation and suggests potential solutions. Yellow warning icons usually communicate a serious issue, that should be fixed, while the white note icon simply communicates a situation that you may want to act on, but you do not have to.

 The example above states that the image file is larger than necessary for a Full HD slideshow. You can scale down the image file by clicking on the button. However, you may want to change this slideshow to 4K or an even higher resolution in the future. In this case it would not a good idea to permanently scale down your images files now.

## 2.4. Working in the Stage

---

The **Stage** takes up the largest part of the document window. It displays the layers of the slide that is currently selected in the Storyboard. A layer may contain an image, a video, a map, or text. These layers can be freely positioned, zoomed and rotated on the Stage. If only a single layer is selected, then this layer will have a white selection frame in the Stage.

If Animation is turned in for this slide, then the Stage displays two parts. The left side displays the start of an animation and the right side displays the end or finish of the animation. Using different positions and zoom values on the left and right sides defines the animation for a layer. For more detailed information, refer to [Stage](#) and [Layer Animation](#).

### Positioning a Layer

There are several options to position a layer:

- Drag the selected layer to move it to the desired position.
- Press the  and arrow keys to move the selected layer pixel by pixel.
- Right-click on a layer and select [Edit Geometry...](#) from the context menu, to enter the position values numerically.

### Zooming a Layer

There are several options for zooming a layer:

- Drag the Zoom jogwheel left or right to zoom the selected layer.
- Use a two-finger pinch gesture on the trackpad to zoom the selected layer.
- Hold the  key and click a layer and drag up or down to zoom it.
- Press the   or   keys zoom up or down in small increments.
- Right-click on a layer and select [Edit Geometry...](#) from the context menu, to enter the zoom value numerically.
- Clicking and dragging one of the corner points of a selected layer both zooms and re-positions it.

### Rotating a Layer

There are several options for rotating a layer:

- Drag the Rotation jogwheel left or right to rotate the selected layer.
- Use a two-finger rotate gesture on the trackpad to rotate the selected layer.
- Hold the  key and click a layer and drag around its center to rotate the layer.
- Right-click on the layer and select [Edit Geometry...](#) from the context menu, to enter the rotation value numerically.

## Snapping to Grid & Guidelines

While positioning, zooming, and rotating layers, sometimes green or yellow or grey guidelines show up and the layer snaps to these guidelines. Green guidelines are for Stage edges or center, while yellow guidelines indicate layer edges or center. With the help of these guidelines it is easy to quickly align layers on the Stage:

- Using the green guidelines you can align a layer with the Stage boundaries
- Using the yellow guidelines, you can align one layer with another layer
- Using the yellow guidelines, you can align a layer on the Start and Finish sides of the Stage

\* If you want to temporarily disable automatic snapping to these guidelines, then press the Ctrl key while moving, zooming, or rotating the layer.

\* You can configure the snapping behaviour in the [Authoring Preferences](#).

## Copy & Paste Geometry

Sometimes you want to apply the position, zoom and rotation values of one layer to another layer. In this situation, right-click on the layer, and select **Copy Geometry** from the context menu. Then right-click another layer, and select **Paste Geometry** from the context menu. Both layers now have the same position, zoom, and rotation values. Use this technique to:

- Apply the same geometry to a layer on the left and right side of the Stage. This effectively disables animation for a single layer.
- Apply the same geometry to a layer of the following slide. This is useful to achieve some special effects. You will know when you need it.

## 2.5. Layer Animation

---

Animation can be used to focus the attention of the audience on particular parts of an image. While animation can add a lot of polish to your slideshow – a word of caution – don't over-do it. Too many (and too fast) animations can quickly become annoying!

### Automatic Animations

Animations can be edited manually, but to create a great slideshow more quickly, you can also rely on automatic animations created by the [Animation Assistant](#). This assistant can be used to apply automatic animations (based on a few rules) to the selected layers in the Storyboard.

\* The rules in this assistant are also used to apply automatic animations to any new content that is inserted into the slideshow. Open the [Animation Assistant](#) to review the current rules, and customise them to your liking before starting work on a new slideshow.

### Manual Animations

Animations can also be edited manually. To animate a layer, animation must be enabled for a slide. Check the **Animation** checkbox in the [Slide Options](#) if it wasn't enabled yet. Animation can also be enabled via menu command in the [Slide](#) menu or a context menu.

The Stage will now display the same slide twice: on the left side for the start of the animation, and to the right for the finish of the animation.

Position, zoom, and rotate all layers on the left side for the start of the animation. Then repeat the same process on the right side for the finish of the animation. The slide duration (which can be set in the #ref-slide-options) determines the animation speed. Click on the Play button in the toolbar (or press the spacebar key) to preview the animation.

### Focus of Attention

Using a pan & zoom animation on an image layer can help to focus the attention of the audience on a particular part of an image, e.g. the face of one person in a larger group. Documentary film maker Ken Burns pioneered this effect, which is why it was named after him.

To help you with zooming to the exact location you want, FotoMagico displays a small white circle (the pan & zoom fix point indicator) for the selected layer. This indicator shows the spot of the layer that never moves during the animation, and thus becomes the focus of attention.

As you drag or zoom a layer, the location of this indicator is automatically updated.



You can also drag this indicator onto the part of an image layer that you want to be the focus of attention.

If you don't see the indicator circle this can have several reasons:

- The layer doesn't use any zooming
- The pan & zoom fix point indicator was disabled in the [Preferences](#)
- The indicator lies outside the currently visible region

## Animation Timing

The Animation Speed curve in the [Image Options](#) lets you fine tune for animation timing. Drag the points on the curve to set an initial delay, ease in, ease out, and final delay for the animation. The action popup to the right provides a few presets to get you started:

- Linear
- Ease In
- Ease Out
- Ease In/Out

By default the image is animated at constant speed:

The bar represents the total time for which a layer is visible. The shaded yellow area on the left represents the incoming transition, i.e. the length of time for which the transition from the previous slide is still happening. The shaded yellow area on the right represents the outgoing transition or time the transition to the next slide is going on. It is important to keep in mind that while a transition is in progress, a layer may only be partially visible. For this reason you may want to restrict your animation to the section between transitions. Let's look at an example to make this concept more obvious:

The screenshot above shows a scenario where animation starts right after the incoming transition has ended. It then eases in, i.e. gradually picks up speed and proceeds at constant speed. After a while, it eases out again and finishes right before the outgoing transition starts.

To control the exact timing of the animation, simply drag the curve points to the desired location. They automatically snap to transition boundaries. Press the control key to temporarily disable snapping.

### More Examples

**Example 1:** The slide will pause briefly at the start position before a slowly easing in the animation. Animation will continue at constant speed until the end of the slide duration.

**Example 2:** The animation will start immediately. The motion will ease out towards the finish position and briefly pause before advancing to the next slide.

**Example 3:** The animation will pause for a while in the middle before continuing to the finish.

## 2.6. Finetuning Timing

---

This section describes how to adjust slide durations, audio fade-ins/fade-outs, audio volume and sync images to audio. First switch to Timeline view by clicking on the Timeline button.

Then select an appropriate timescale by using the slider at the bottom left of the window. By dragging the slider to the right, you zoom in horizontally, and any adjustments you make to the timing will be more precise.

### Adjusting Duration Manually

The Timeline view displays slides as a rectangular bar with the width being proportional to the slide duration. The longer the duration, the wider the rectangular bar. Where a slide overlaps with the next slide, a “stair step” shape is displayed. This stair step is called a **transition interval**. The middle of the transition interval displays as an icon that indicates the type of transition. When you drag the lower half of the vertical edge (A), you adjust the slide duration. When you drag the upper half of the vertical edge (B), you adjust the transition duration.

- To adjust the duration of the slide, click the lower half edge (A), and drag to the left or right. The cursor changes to a directional arrow as you drag and the width of the slide changes.
- To adjust the duration of the transition, click the upper half edge (B) and drag to the left or right. The cursor changes to a directional arrow as you drag, and the width of the transition interval changes.

Any changes you make by dragging in the Timeline view are also displayed in the [Slide Options](#) in the sidebar.

### Syncing to Audio Manually

Timeline view displays the waveform for each audio item. This visual representation of the audio waveform allows you to locate certain points of a song (or effect or narration) by identifying high amplitudes (louder sound) or low amplitudes (quiet sound). You can then adjust slide durations so that transitions occur at the appropriate time. For example, you might want to start a slide at a certain point when the audio increases in volume. The waveform helps you to visually pinpoint the exact location.

**!** Synchronizing your slides with audio in this manual way has a big drawback: If you change any slides before the current location, everything might shift horizontally and synchronization would almost certainly be lost. For this reason FotoMagico also offers audio markers as a better, more robust mechanism for synchronizing slides to audio.

### Syncing With Audio Markers

Audio markers are indicators for important times in an audio track. In a song audio markers would be

placed the beat of the music. Markers are displayed as thin red lines on top of the audio waveform. Markers can be active (opaque red line) or inactive (transparent red line). Only active markers are used for synchronisation.

When audio has markers and the slides above the audio track are set to continue “At Audio Marker”, then the transition to the next slide always happens when the currently playing audio passes an active marker. This helps to stay in sync, even if something preceding the current slide was changed.

There are several different ways to add markers to synchronize your slides with audio:

- Drag in a music snippet from the Snippets browser. These audio track already come with audio markers.
- Add audio markers to an existing audio track with the [Audio Marker Assistant](#)
- Right-click on an audio track in Timeline view and select **Add** from the **Audio Marker** submenu of the context menu.

To delete audio markers you can:

- Use the [Audio Marker Assistant](#)
- Right-click on an audio track in Timeline view and select **Delete** from the **Audio Marker** submenu of the context menu.

## Editing Video by Cutting Slides

While scrubbing in Timeline view, you can cut the slide that is currently visible in the Stage into two separate slides by pressing the **C** key. The slide will be cut into two separate slides at the current playhead position.

This is especially useful for editing long video sequences. Place a long video clip into the timeline. Then click on the playhead and start dragging it to scrub through the video. The Stage will display the video at the current playhead time. Whenever you wish to cut the video, press the **C** key. You can do this multiple times. When you are done, release the mouse button. You now have multiple slides instead of the initial single slide. You can now select and delete those slides whose video segments you do not want.



This technique is not restricted to slides with video. You can also cut slides that contain images or titles.

## 2.7. Using Audio

---

FotoMagico offers up to 3 tracks for audio content. The three dedicated tracks are actually just a recommendation. If you want you may put any audio content in any track.

- **1** The **Music** track contains songs that set the mood.
- **2** The **Ambience** track contains sound effects, e.g. wind or rain.
- **3** The **Narration** track contains voiceovers.

### Adding Audio

To add audio to your slideshow, drag an audio file to the Storyboard. A yellow highlight will indicate where the audio will be placed once dropped. You can drag audio files from:

- [Audio Browser](#) in the Sidebar
- The music section of the [Snippet Browser](#) in the Sidebar
- A Finder folder

To move an audio track, simply drag it to a new location in the Storyboard.

### Adjusting Audio Track Lifetime

If you want to change the lifetime of an audio track (i.e. the number of slides it is spanning), then simply click and drag its left or right edges to adjust the audio track lifetime.

### Audio Options

The simplest method to control volume for a single audio track is to select it in the Storyboard or Timeline, and then use the volume slider in the [Audio Options](#) in the Sidebar. Note that double clicking the audio track automatically switches the Sidebar to the Options.

In Timeline view a select audio track displays the volume as a yellow volume envelope curve. As you adjust the volume slider, this yellow line moves up or down. You can also click directly on this yellow line and drag it up or down to adjust the volume.

### Ducking

Ducking is a technique that is used to temporarily lower the volume of other audio tracks by a specified amount. This is useful in situations like:

- When a video with recorded audio is playing
- When recorded narration is playing
- When a sound effect is playing

In each of the mentioned cases, music volume is temporarily lowered so that voices, dialog, or other sound is not drowned out by the music. To use ducking, select an audio item that you want to be clearly audible, then enable ducking by clicking on the checkbox and specify the percentage by which all other audio tracks should be lowered. If you enter 40%, other tracks will play at 60% of their original volume.

## Fadein & Fadeout

Audio fades occur at the start and at the end of an audio track. By default the fadein duration and fadeout duration are automatic and are the same as the durations of the visual transitions directly above them. In most cases this is appropriate. In some situations you may want to customise these audio fades.

You can modify the audio fades in the [Audio Options](#). In Timeline view you can also modify the audio fades directly. The fadein and fadeout are visualized as a shaded yellow triangles on the audio track.

- Drag the left edge of an audio track to modify the fadein offset.
- Drag the yellow square dot on the left end to adjust the fadein duration.
- Drag the yellow square dot on the right end to adjust the fadeout duration.
- Drag the right edge of an audio track to modify its fadeout offset.

As you make changes, the sliders in the Audio Options update live to reflect the current values. You can also use these sliders or the text fields to their right to enter specific duration values.

 If you want to go back to the default values, simply click the Automatic checkboxes for fadein or fadeout in the [Audio Options](#).

## In & Out Point

In some cases you may want to trim the audio, e.g. to cut away an unwanted intro or end of a song. In this case modify the in and or out points by dragging in the circles. You can fine-tune the in and out points by using the jogwheels below the slider. Entering a timecode in the textfields is also possible.

## Volume Envelopes

Volume envelopes are an advanced feature in FotoMagico to change the volume of audio over time. This is an alternative to ducking, which was described above. Ducking is easy to use, but in some cases not flexible enough. Volume envelopes allow more precise manual control, but they do not offer the “automatic” lowering that ducking does. Each technique has its advantages and disadvantages, so you need to decide which technique is more appropriate in each separate case.

Volume envelopes are created by adding new points to the yellow line and changing it from a straight line to a curve. Add points by holding the  key and click on the yellow line. To delete a point again hold the  key and click on an envelope point.

To move points simply click and drag them around. Dragging up increases the volume, dragging down decreases the volume. Use multiple points to create a smooth curve.

\* Volume envelopes are always relative to the audio time. If you change the audio in point, you will see that the volume envelope moves together with the audio waveform. This makes this technique very useful to increase or decrease the volume of certain sections of a song or recorded narration.

! However volume envelopes do not offer the automatic timing of ducking. With ducking you can move around slides and audio track and it almost always still does “the right thing”. Volume envelopes are more manual and may have to be adjusted if you decide to change the order of the slides or their timing.

## Syncing Slides to Audio

Slides can be synced to audio with the help of **Audiomarkers**. Markers are displayed in the Timeline as vertical red lines. Note how the red lines align with the transitions. This requires two steps:

- Use the [Audiomarker Assistant](#) to add markers to an audio track.
- The slides above the audio track need to be switched to continue **At Audio Marker** in the [Slide Options](#).

Right-click the audio track and select **Audio Marker Assistant...** from the context menu. This assistant offers two different method to create audiomarkers:

- Manual: Tap the **M** key with the beat of the music while a song is playing.
- Automatic: Enter the BPM value (beats per minute), the meter, and how often you want an active marker to auto-generate the markers

To move an individual marker, simply drag it horizontally. To move all markers at once hold the **⌘** key and drag a marker. Play the song multiple times until you are satisfied with the results, then click on **Apply**. The slides above the audio track will automatically be switched to **Continue at Audiomarker**.

To find out more about creating audiomarkers, refer to [Audiomarker Assistant](#).

\* Music snippets that ship with FotoMagico (available as additional downloads) already contain audiomarkers, so you do not to spend the time creating markers. Simply drag a music snippet to the Storyboard and the slides are automatically synchronised to the beat of the music.

## 2.8. Adding Text

---

You can add a text layer in two different ways:

- Select a slide, then click on **Add Text** in the toolbar.
- Drag a text snippet from the **Snippets** browser to the Storyboard. Refer to [Using Snippets](#) for more info.

Double click the text layer to start editing the text. While editing a text layer, there are only two control points on the selection frame, one on the left and one on the right. Drag any of these two control points to change the width of the text layer. This affects line wrapping for multi-line text.

To end editing a text layer, simply click outside the layer or press the  key on an extended keyboard.

### Text Formatting

Text can be formatted with various commands in the  menu and the OS X Font panel. However, it is much more convenient to use the formatting controls in the [Text Options](#).

Use the Font, Style, Size, and Color controls to quickly change the style of the text.

Use the Alignment buttons to choose left, right, center, or block alignment. Please note that for alignment to be really useful, you often have to make sure, that you text layer has the proper width. To change the width of a text layer, drag one of the two control points on the selection frame and drag it left or right, until you reach the desired width.

If you use the formatting controls while a text layer is in editing mode, then the controls apply to the currently selected text. That way you can use multi-styled text. If you are not in editing mode, then any formatting changes always apply to the whole text of a layer.

Use the **Kerning** and **Leading** jogwheels in the Spacing section to adjust character and line spacing.

### Text Placeholders

Text placeholders are tokens that can be inserted into a text layer. They will be replaced with the actual values when the text layer is rendered on screen. An example is <AUTHOR>, which will be replaced with your name.

To insert a placeholder, select an item from the  submenu of the  menu. You can also type the placeholder directly, but in this case you need to make sure that you type the placeholder exactly as described in this manual. Any text formatting that you apply to the placeholder remains intact when the placeholder is replaced with the real information.

The following placeholders can be entered in the **Slideshow Info** section in the [Settings](#):

<SLIDESHOW-TITLE>	Inserts the title of the slideshow
<SLIDESHOW-SUBTITLE>	Inserts the subtitle of the slideshow
<SLIDESHOW-DESCRIPTION>	Inserts the description of the slideshow
<AUTHOR>	Inserts the name of the author
<ORGANIZATION>	Inserts the name of your organization
<COPYRIGHT>	Inserts the copyright info
<EMAIL>	Inserts your email address
<URL>	Inserts your web page URL

The following placeholders depend on the contents of the slideshow:

<SLIDE-COUNT>	The total number of slides in this slideshow
<SLIDE-NUMBER>	The number of the current slide
<SLIDE-NOTES>	The slide notes (for the teleprompter) of the current slide
<CHAPTER>	The current chapter name
<TODAY>	Today's date
<SLIDESHOW-CREATION-DATE>	The date this slideshow was created
<SLIDESHOW-CREATION-YEAR>	The year this slideshow was created

The following placeholders always depend on the image layer **directly below** the text layer containing the placeholder:

<IMAGE-FILENAME>	The filename of the image file
<IMAGE-TITLE>	The EXIF or IPTC image title (if available) of the image file
<IMAGE-CAPTION>	The EXIF or IPTC image title (if available) of the image file
<CAPTURE-DATE>	The capture date of the image
<CAPTURE-TIME>	The capture time of the image
<EXPOSURE-TIME>	The exposure time of the photo
<APERTURE>	The aperture of the photo
<FOCAL-LENGTH>	The focal length of the photo
<ISO-SPEED>	The ISO speed of the photo

The following placeholders depend on the all audio tracks contained in this slideshow:

<AUDIO-SONGS>	The name of all songs used in this slideshow
<AUDIO-ALBUMS>	The name of all albums used in this slideshow

<AUDIO-ARTISTS>	The name of all audio artists used in this slideshow
<AUDIO-URLS>	The URLs (if available) of all songs used in this slideshow
<AUDIO-CREDITS>	The complete audio credits for this slideshow

**Note:** The <AUDIO-CREDITS> placeholder is the basis for the music credits slide, that is required when using any of the royalty free Creative Commons licensed music. Always make sure that you do include a slide with music credits at the end of the slideshow!

## Text Effects

Text layer effects like Mask, Background, Border, Shadow, and Blur can be used to achieve various interesting things:

### Text Shadow

When placing a text layer on top of an image, video, or map, the text can sometimes be hard to read if it has a similar color as the background. In this case applying a shadow can help to better separate the text from the background.

### Lower Thirds

The fastest way to create a lower third is to drag a pre-built lower third text snippet from the [Snippets browser](#). However you can also create lower thirds manually:

- Enable the Background effect on a text layer
- Choose **Box** shape
- Adjust the **Padding H** and **Padding V** values to get the desired text inset from the box edges
- Choose a background color and reduce the opacity
- Enter text editing mode and adjust the text layer width to match the width of the Stage

### Speech Bubbles

To create speech, thought or action bubbles, you can once again use the pre-built snippets from the [Snippets browser](#). To Create speech bubbles manually follow these steps:

- Enable the Background effect on a text layer
- Choose **Speech bubble** shape
- Adjust the **Padding H** and **Padding V** values to get the desired text inset from the box edges
- Choose a white background color and black text color
- Enable the Border effect with black color
- Drag the speech bubble tail to an appropriate location, e.g. near the head of a person

## 2.9. Maps & Travel Routes

---

To add a map layer for the current slide select **Map Assistant...** from the   menu. To Edit an existing map layer, select it and open the Map Assistant again. You also can open this assistant via the layer context menu or the **Edit Map & Route...** button in the [Map Options](#).

### Map Region

The blue frame in the map view indicates which map region will be rendered. you can move this blue frame by dragging it. Drag the corner points or edges of the blue frame to resize it. A label will always display the map dimensions in pixels.

If you scroll or zoom the map view, the blue frame may move outside the visible area. Click on **Reset to Visible** to move the blue frame to the currently visible region.

If you want to add a zoom effect to your map, it should be a little bigger than the Stage size of your slideshow, or pixels will get blurry when zooming in. An example: for a 4k slideshow (3840 × 2160) and a 10% zoom range the map should be at least 4224 × 2376 pixels in size. Simply setting the **Zoom Range** slider to 10% automatically takes care of that.

### Map Style

You can choose from a few different map styles. The visual appearance of the rendered map can later be customised by applying layer effects. The various combinations of map style and layer effects takes a bit of experimentation to find the exact right match.

### Locations

Locations mark cities or places that you visited. They are displayed as circular dots and are always visible on the rendered map. If you want a text label for a location you currently have to add a separate text layer above the map layer and position it next to the location dot.

To add locations first switch to the **Locations** tab in the assistant. You can add locations in several ways:

- Click anywhere on the map to add a location
- Right click on the map and select **Add Location** from the context menu
- Click on **Load GPX...** to load the waypoints from a GPX file. Any tracks in this file will be ignored.

To delete a location again, right click on the dot and select **Delete Location** from the context menu.

# Travel Routes

A travel route is displayed as an animated line on top of the map. To add a travel route switch to the **Route** tab. You have two options to create a travel route:

- Import a GPX file that was recorded by a GPS device or fitness watch, or downloaded from the internet
- Create the route manually by clicking on the map

Importing an existing GPX file is by far the simplest method to create a travel route. There are various websites that let you create travel routes and download them as GPX files. To create a travel route manually in the Map Assistant you can:

- Click on the map to append a new point to the route
- Drag an existing point to move it to a new location
- Hold down the  key and click on an existing point to delete it
- Hold down the  key and drag a line segment to bend it into a curve
- Right click on a point to show a context menu with various options

## Map Options

### Route Segment

Here you can define which part of the route gets displayed. Usually you want to display the whole route (0%- 100%), but for multi-day routes, you may want to animate just part of the route. In this case change the **Start** and **End** values until you see the correct segment in the Stage.

If you chose to display a segment for the second or third part of a route, you can optionally display the previous segments of the route with reduced opacity. This helps to see current segment in the context of the overall route.

The **Animation Speed** curve define when and how fast the travel route is animated. If for example you want the map to be visible for a while before that animation starts, and the map to be visible after the route animation ends, then choose a speed curve something like this:

### Route Style

Here you can select the color, line style and width of the travel route line. The size of route waypoints and locations should be larger than the line width to clearly stand out.

### Effects

Color Correction, Black & White, Sepia, and Watercolor can be used to modify the visual appearance of a map layer. This requires some degree of experimentation to achieve the desired look. Here are a couple of examples.

## 2.10. Using Snippets

---

**Snippets** provide a whole new way to create complex slideshows with pre-built reusable components. Using these components saves a lot of time over manually composing the same slideshow. Snippets come in a variety of categories:

- Intros
- Titles
- Splitscreens
- Stories
- Music
- Credits

Snippets are displayed in the [Snippets Browser](#) in the Sidebar. Click on the Snippets icon in the toolbar to reveal the browser if it is not currently visible.

A snippet may consist of just a single slide, or it may be a whole slideshow, or anything in between. To use a snippet, simply drag it from the browser to the Storyboard. Some snippets contain gray placeholder images with a dashed outline. Drag your own images or videos onto these placeholders.

### Intros & Titles

The snippets in the **Intros** and **Titles** categories are mostly used at the beginning of a slideshow or at the start of a new chapter. Some title snippets need to be customized after being dragged to the Storyboard. In this case, simply double click the text layer in the Stage to edit its text.

### Splitscreens

Splitscreen snippets come in a variety of flavors and let you display more than one image or video per slide. This is especially useful when working with portrait orientation images, which are traditionally not a good fit for (horizontal) slideshows.

Drag a splitscreen snippet to the Storyboard or the Stage, then switch to the Images Browser, and drag your own images to the Stage to replace the placeholders.

Splitscreen snippets come with a default animation. If you don't want any animation, simply turn off animation for the whole slide in the [Slide Options](#) or by pressing  . If you want to disable animation for just a single layer, then use  and  to make sure that pan and zoom values are the same for the start and finish for this particular layer.

### Stories

Story snippets are short slideshows about a particular activity, e.g. a sightseeing day, a day at the beach, or a day at the museum. Using these story snippets, you can quickly create a rough draft for your

slideshow, which can then be customized. Imagine you want to create a slideshow about a recent vacation:

- Start by dragging Intro snippets of your choice to the Storyboard.
- Then drag in the “Exposition”, “Sightseeing”, “Museum”, and “Beach” snippets.
- Finally add the “Rolling Credits” from the Credits snippets.

You now have a rough structure for your slideshow. Play the slideshow and take a look at the placeholder images and the story they tell. If you find that parts of this story are not appropriate for your own vacation, then delete those slides.

Now switch to the Images Browser and start dragging your own images onto the placeholders to replace them. If the pre-built story is missing something essential for your own vacation memories, then just insert your own images at the appropriate location.

## Music

FotoMagico ships snippets with royalty free music, which is licensed under the Creative Commons Attribution License. You do not have to pay anything to use this music, but you must credit the musicians, by adding the “Rolling Credits” or “Music by” snippet to the beginning or end of your slideshow.

Music snippets can be used in two different ways. Either first drag a music snippet to the Storyboard, and then drag images into the Storyboard above the music – or first drag your images into the Storyboard (and arrange them in the correct order, and then drag a music snippet below your images. Both ways of working are equally supported.

Music snippets are grouped into categories by mood: “Cheerful”, “Melancholic”, “Relaxing”, “Dramatic”, “Mysterious”, etc. Some songs may appear in multiple categories. Imagine you want to create a slideshow about a kids birthday party. In this case you probably pick music from the “Cheerful” category, while “Melancholic” is more appropriate for a tribute slideshow about a departed relative.

If you already have slides with a music track, you can experiment with different moods, by dragging a music snippet directly onto an existing audio track in the Storyboard. Songs of different moods can vary dramatically in tempo, but since music snippets come with audio markers, the slides will always stay perfectly synchronised with the music, and animation speeds will be adjusted automatically so that the overall visual appearance remains intact.

## Credits

Credits snippets are mostly text based. Some snippets are ready for use, while others may require that you double-click the text layer and edit its text. Some snippets (e.g. “Sponsors”) also contain image placeholders. You are supposed to drag the logos of your sponsors on top of these placeholders.

Make sure that you always add the “Rolling Credits” or “Music by” snippet, so that the artists that

supplied the royalty free music are properly mentioned.

## Downloading More Snippets

Snippets are made available as download packs. When you launch the application, FotoMagico will notify you if new downloads are available.

If you chose not to download a snippet pack at that time, you can open the Downloads Assistant at a later time by selecting **Check for Downloads...** command from the **Downloads Assistant** menu. Check **Show All Downloads** to list all available download packages. Then click on **Download** for any snippets packs that you are still missing.

Refer to [Downloading Content](#) for more info.

## Creating Your Own Snippets

Professional photographers (e.g. wedding photographers) might find themselves in the situation where they have to create very similar slideshows over and over again, often in a very short amount of time. In this situation it may be helpful to create you own snippets.

Create a typical slideshow with images, titles, and music. Make sure that this slideshow is generic enough to be highly reusable. Then right-click each image and select **Is Placeholder** from the **File** submenu of the layer context menu.

Before saving the snippet, hold the **⌘** key and select **Settings...** command from the **Settings** menu. Fill out the info in the **Snippet** settings. Give your snippet a unique identifier, e.g. by following the reverse-domain strategy. Check the “Universal” checkbox, if this snippet is appropriate for slideshows of all aspect ratios. If the snippet is inserted into a slideshow of a different aspect ratio, the resize behavior determines how the visual content of the snippet is adjusted to match the aspect ratio of the slideshow.

Finally select the **Save Snippet...** command from the **File** menu and chose an appropriate name for your snippet. The new snippet will appear under “My Snippets” in the browser.

 Designing snippets is an advanced topic with many pitfalls. It takes some experience to create snippets that are reusable for many different situations. Don't despair if your first attempts do not always lead to perfect results.

## 2.11. Using Effects

Various visual effects can be applied to layers. Select a layer to apply an effect in the [Image Options](#), [Video Options](#), [Map Options](#), or [Text Options](#). Expand the **Effects** section to reveal the list of available effects. The full list of effects is described in [Effects](#).

When enabling an effect in [Slide Options](#), the effect will be applied to all layers of the slide. The following effects are currently available on the slide level:

\* Please note that different layer types offer a different set of effects. E.g. the **Background** effect is only available for text layers, while **Color Correction** is available for image, video, and map layers. Film and Video effects are only available for the whole slide.

Click on the disclosure triangle next to an effect name to reveal its parameters. Check the checkbox next to the effect name to apply that effect to a layer. Customise the effect itself by using effect parameters sliders or entering numeric values in the text fields.

\* You can apply multiple effects to a layer by checking more than one checkbox. Note however, that the Blur, Comic, Watercolor, Etching, and Woodcut effects are mutually exclusive. Only one of those can be enabled at a time..

### Effect Strength

Some effects have an animatable Strength parameter, i.e. its intensity can be varied over time. If you apply a Black & White effect and start with 100% strength, end with 0% strength, you basically go from a grayscale to a color image.

### Examples

The most commonly used effect is **Color Correction**. You can remove slight color cast in your photos without having to edit those photos in Photoshop, Lightroom or any other photo editing application first. With Color Correction, you can also make sure that several consecutive photos match in color.

Another often used effect is Mask. Find out more in [Using Masks](#)

Effects can also be combined in various interesting, but less often needed ways. Here are two examples:

On an image layer, boost the saturation of an image with the **Color Correction** effect, and apply the **Comic** effect. Add a text layer above the image layer and apply the **Background** effect with a speech bubble shape.

Another cool example combines multiple effects on a slide with a video layer: **Sepia**, **Vignette**, and **Film**.

The strength of all three effects are faded out over time, so that we end up with a slow transition from a grainy old black & white film to a modern full color film. Going from the “past” to the “present”.

## 2.12. Using Masks

---

With a mask you can hide part of a layer. There are two types of masks: rectangular and oval. In addition a mask can have a soft edge to achieve certain special effects.

### Adding a Mask

There are several ways to add a mask to a layer. First select the layer.

- Select a shortcut from the **Mask** submenu of the **Layer** menu.
- Right-click the layer in the Stage or Storyboard and select a shortcut from the **Mask** submenu of the context menu.
- Go to the [Image Options](#), expand the Effects list and Mask, then click on a mask shortcut button

### Adjusting Mask Parameters

All of the shortcuts create commonly needed masks, like left or right half of the Stage. In some cases you may need a mask of different dimensions. In this case simply drag the **Width** and **Height** sliders or enter the pixel size numerically. You can also adjust the softness of the mask edge by changing the Feather parameter. Reducing the **Opacity** makes the mask partially transparent.

If you want a round mask, change the type from **Rectangle** to **Oval**. Oval masks are particularly useful with soft edges to create a vignette effect.

### Adjusting the Mask in the Stage

The mask can be positioned, size and rotated in the Stage. To do this change the switch above the Zoom and Rotation jogwheels from Layer to Mask. The layer selection frame turns from white to blue, indicating that you are now in mask editing mode.

You can now click and drag inside the blue frame to position the mask. Click on the control points to resize the mask. Use the jogwheels to zoom or rotate the mask.

\* Double click a layer on the Stage to quickly switch between layer and mask editing mode.

\* While you are positioning or resizing a mask, its opacity will be temporarily reduced, so you can see the layer content, which helps in correctly positioning the mask.

### Animating Masks

Masks can be animated independently of the layer content. You can have

- Animated layer content with a static mask
- A static layer with an animated mask
- An animated layer and an animated mask

To animate a mask, simply position, zoom, and rotate it differently for the start and finish of the animation.



Please note that the size of the mask will be constant for the whole animation. Only position, zoom, and rotation can be animated.

## 2.13. Using Chapters

---

If your slideshow is very long, chapters can help to structure your slideshow into logical parts. Chapters offer several benefits during authoring and playback, they include:

- Chapters can be collapsed or expanded in the Storyboard. Collapsing chapters that you are not currently working on saves a lot of horizontal space and thus less horizontal scrolling is required.
- Chapters can have custom background colors. Color coding your chapters help with quick navigation as you are working on large projects. Instead of looking for particular thumbnails as you are scrolling through your Storyboard, simply look for the correct chapter background color. You can assign colors based on the status of the chapters: Red for “needs work”, yellow for “minor tweaks”, and green for “done”.
- During playback you can jump to the start of the previous or next chapter.

### Adding a Chapter

- Move the Playhead in the Storyboard or Timeline to the first slide of the intended new chapter.
- Select **Add...** from the **Chapter** submenu of the **Slideshow** menu.
- Optionally you can also right click on the Storyboard background to and select the same menu command from the context menu.
- In the popover that appears, enter the chapter name and then press the **↵** key

### Deleting a Chapter

- Move the Playhead in the Storyboard or Timeline to the first slide of the chapter.
- Select **Remove** from the **Chapter** submenu of the **Slideshow** menu.
- Optionally you can also right click on the Storyboard background to and select the same menu command from the context menu.

### Chapter Color

- Move the Playhead in the Storyboard or Timeline to the first slide of the chapter.
- Select **Options...** from the **Chapter** submenu of the **Slideshow** menu.
- Select the desired chapter color

Select Chapter > Options... from the Slideshow menu or Control+click from the context menu. A popover opens that lets you edit additional chapter parameters.

Click a color to assign to the chapter. The color is displayed in the slide background.

### Collapsing & Expanding Chapters

You can collapse a chapter, to take up less horizontal space, so that less scrolling is required to move around in your slideshow. You can also expand a chapter that you are currently working on, to easily focus on a specific chapter.

To collapse a chapter, click on the disclosure triangle next to the chapter name. If you press the  $\lrcorner$  key and click on the disclosure triangle all chapters will collapse at once.

To expand the chapter, click on the disclosure triangle again.

To collapse a chapter, click on the disclosure triangle next to the chapter name.

 If you press the  $\lrcorner$  key while clicking on the disclosure triangle all chapters will collapse or expand at once.

## Chapter Navigation

To quickly navigate between chapters you can:

- Select a chapter name from the  submenu of the  menu.
- Press  $\lrcorner\rightarrow$  to move to the start of the next chapter
- Press  $\lrcorner\leftarrow$  to move to the start of the previous chapter

 This quick navigation also works during playback. If you notify to you are running out of time, you could skip parts of the slideshow by quickly jumping to the start of another chapter without the audience noticing anything.

## 2.14. Playing Slideshows

---

There are two ways to play a slideshow:

- Previewing in the document window
- Fullscreen playback in front of your audience

\* If you have multiple displays connected to your computer, or if you have a projector connected to your Mac, you can choose any display or the projector for fullscreen playback.

### Preview Playback

While you are authoring your slideshow, you will regularly want to preview a section of your slideshow to judge your editing choices. T

- Move the playhead to this desired slide.
- Click on the ► button in the bottom toolbar, to start preview playback.
- Click on the ■ button in the bottom toolbar, to stop preview playback.

\* You can also press the `space` key to quickly start and stop preview playback.

### Fullscreen Playback

Once your slideshow is finished you will want to show it to your audience. You have several options.

- If your audience includes just two or three people, you may want to just huddle around you Mac and play the slideshow directly on the internal screen.
- For a larger group of people it is more convenient to connect the Mac to a large screen TV via an adapter and HDMI cable
- For even larger audiences, a television will not suffice – you will need a digital projector, a screen, and a dark room. In this case connect your Mac to the projector with an HDMI cable.

Before starting playback click the ◀◀ button in the toolbar to move to the start of the slideshow. Then select `Play Fullscreen...` from the `File` menu.

If you have multiple displays or a projector connected to you Mac, you will be asked to select a playback screen before starting playback.

### Interactive Control

Your slideshow follows the timing that you decided upon during authoring. However you may want to

deviate from this timing when presenting a slideshow in front of a live audience. Here are some options for interactive control:

- Click the  button to temporarily pause playback, e.g. if you need more time to explain something about a particular slide
- Click the  button to resume playback
- Press the  key to jump to the next slide
- Press the   keys to jump to the next chapter
- Select a chapter name from the  submenu of the  menu to jump to the start of that chapter
- Press the  or   keys to stop playback

## Teleprompter

The teleprompter helps you with live narration of your slideshow while presenting it in front of an audience. It displays the slide notes in the document window on the internal screen while playing the slideshow on another screen or projector.

The left column shows a preview of the current slide and a progress bar that indicated how much time is remaining for this slide. If your slideshow has any chapters, the chapter names will be listed below the preview. Click on a chapter name to quickly jump to the start of that chapter.

The right column displays the notes for the current and upcoming slides.

- ✿ It usually makes more sense to use concise reminders or keyword, instead of fully formulated sentences, as these are much quicker to read while you are presenting in front of an audience.  
p(banner tip). You will only be able to use the teleprompter, if you entered slide notes.  
p(banner important). You will not be able to see the teleprompter if you do not have a second screen or projector connected to your Mac.

## 2.15. Sharing Slideshows

---

Once you have authored your slideshow and showed it to a local audience, you may want to share it with even more people. Rendering the slideshow to a video file and uploading it to the internet, e.g. to your YouTube channel is a perfect way to reach a worldwide audience. Select one of the options from the menu depending on your needs:

- If you want to upload your slideshow to the internet, select **YouTube**.
- If you want to play the rendered video file on a **TV**, **iPad**, or **iPhone**, select the intended device. These options automatically preselect appropriate compression options for each device.
- If you want to continue your authoring process in a professional video editing application like Final Cut, Adobe Premiere, or Adobe After Effects select **ProRes**. This produces very high quality video files, but they are very large and require a lot of disk space.
- If you want complete control over every possible rendering and compression parameter, select **Custom**. This is for advanced users only, as a lot of knowledge about rendering and video compression technology is required to make the right choices. Explaining every option and its effects is beyond the scope of this documentation.

Sharing usually requires the following steps:

### Choose Options

First you need to choose the rendering options. In advanced cases (like custom sharing) you can also choose the video and audio compression settings.

\* When sharing your slideshow for YouTube, you need to login to your YouTube account. You will be temporarily routed to a web page to grant FotoMagico access to your YouTube account. Once you are logged in, control will automatically return to FotoMagico.

\* After logging in to your YouTube account, you need to provide information about the video – including title, description, category, and privacy status. Remember to include the music credits, or your video might be blocked in some countries.

### Select a Destination

Then you need to select a filename and destination folder for the rendered video file.

! Make sure to select a folder on a disk that has enough free space available.

## Rendering

Rendering the video file usually takes a while.

- \* The duration depends on the size of your slideshow, and the rendering and video compression options that were chosen before.

## Distribution

This step is only performed in some cases, e.g. when uploading the rendered video file to YouTube.

- \* The upload duration obviously depends on the speed of your internet connection.

## Finishing

In this final step the successful results or any error that might have occurred are reviewed.

## 2.16. Transferring Slideshows

---

FotoMagico slideshow documents are compatible across platforms. This means that you can transfer a slideshow that was created and authored on a Mac to an iPad and continue to edit and play it there. You can also start a slideshow on the iPad, transfer the file to a Mac, and continue to edit and play it there.

 Use your iCloud Drive to transfer the slideshow files between your iPad and your Mac.

## 2.17. Downloading Content

---

This is where you apply settings that affect the application's behavior globally. To open the preferences pane, select Preferences... from the FotoMagico menu or press ⌘,. Preferences are grouped into five different areas, each of which is represented by a tab in the preferences window:

# 3. REFERENCE

---

The following section contains reference documentation for FotoMagico for Mac.

## 3.1. Preferences

---

In the Preferences you find settings that affect the application's behavior globally. To open the Preferences window, select **Preferences...** from the **Boinx Software** menu. Preferences are grouped into different categories:

### General

#### User Interface Theme

Switches between the dark and light user interface.

#### Number of Undo Steps

Determines how many changes can be undone while editing your slideshow. A higher number requires a bit more memory.

#### Auto Saving

If enabled, changes to slideshow documents are saved automatically at regular intervals. If disabled you have to remember to save manually from time to time.

#### Crashes & Diagnostics

When checked you allow FotoMagico to send crashlogs and anonymous diagnostic data to Boinx Software, so that the quality of the software can be improved.

## Authoring

#### Stage

Select various grid options like whether to always show the grid, or just while dragging layers. You can also enter the grid spacing and whether layers should snap to the grid.

#### Show Pan & Zoom Fix Point

When enabled a small white circle is displayed on top of the currently selected layer – if that layer uses a zoom animation. This circle indicates the fix point of the animation, which tends to be the focus of attention.

#### When Adding Audio

This settings determines whether newly added audio tracks should be linked to their slides or not. Linked audio tracks automatically adjust their position when slides are inserted or deleted, so that they always stay below their slides.

#### Alerts

Enable these checkboxes to ignore various authoring alerts in the Storyboard that are of minor importance and can thus be safely hidden from view.

# Playback

## Space Key

This setting determines the behaviour of the space key during preview playback. You can switch between:

- Space key start/stops preview playback
- Space key starts/pauses/resumes preview playback

# Software Update

## Check for Updates

Controls the interval how often FotoMagico check if there is a newer version of the application available for download.

## Options

When “Include Beta Versions” is checked, then experimental beta versions of FotoMagico are also considered when looking for new versions.

## 3.2. Settings

---

This is where you find settings that are specific to a single slideshow. To open the Settings sheet, select **Settings...** from the **Settings** menu. Settings are grouped into different categories:

### Settings

#### Stage Format

This selects the stage aspect ratio. You can choose from several commonly used formats: **16:9**, **3:2**, **4:3**, and **1:1**. If you need a different format, then select **Custom** and enter the pixel dimensions for your slideshow.

#### Background Color

Select the background color that will be displayed below all slide layers. This color will also be visible during some transitions, e.g. Fade, Flip, Cube, etc.

 This color is constant for the duration of the slideshow. If you need a different background color for a few slides, then prepare a PNG image file containing that color and use that as the bottom-most layer.

### Info

Info contains metadata information about your slideshow. This information is used in a variety of ways.

- [Text placeholders](#) need this information to display the correct text
- When uploading a rendered video to YouTube some of the required metadata is pre-filled with info entered here

#### Title

The main title of your slideshow. Used by the text placeholder and YouTube sharing.

#### Subtitle

An optional subtitle of your slideshow. Used by the text placeholder.

#### Description

An optional description for your slideshow. Used by the text placeholder and YouTube sharing.

#### Author

The name of the slideshow author. Used by the text placeholder and YouTube sharing.

#### Organization

The name of your organisation or company. Used by the text placeholder.

#### Copyright

A copyright notice. Used by the text placeholder and YouTube sharing.

### Email

The author's email address. Used by the text placeholder.

### Webpage

The URL of the author's web page. Used by the text placeholder.

## Advanced

### Resize Behavior

This setting determines how layer are resized when the aspect ratio of the stage format changes. There are several options:

- **None:** Layers are not resized at all
- **Crop:** Layers will be resize to completely fill the new stage format, making sure that stage background is not visible. That means that parts of layer content might be cropped at the Stage edges.
- **Letterbox:** If necessary layers are scaled down so that all layer content is visible. That might lead to bars of the stage background color being visible at the top & bottom or left & right edges of the Stage.

### Playback

By checking "Endless Loop" the slideshow will play in an endless loop until manually stopped by clicking the stop button in the toolbar, by pressing the `ESC` key, or the selecting `Stop` from the `Slide` menu.

 Endlessly looping slideshows are useful in unattended kiosk installations.

### Background Image

The optional background image will be shown **below** all slide layers. It remains the same for the duration of the slideshow and cannot be animated.

### Watermark Image

The optional watermark image will be shown **above** all slide layers. It remains the same for the duration of the slideshow and cannot be animated. You can choose to make the watermark transparent by reducing the opacity.

 You can use the watermark image to apply display a branding logo or copyright notice on top of your slideshow content.

## 3.3. Storyboard & Timeline

---

### Storyboard vs Timeline View

The Storyboard and Timeline view at the bottom of the document window is the main area for authoring your slideshow. They contain one or more visual tracks, and up to 3 audio tracks. They both allow you to create and edit your slideshow. You can use both views to perform most of the same functions, however, some tasks are easier to achieve in one view than the other. You can only display one view at a time. Use the Storyboard and Timeline buttons to toggle between the two views.

\* The Storyboard view is generally used for adding and rearranging slides. The Timeline view is useful for fine-tuning the duration of slides and transitions, and editing audio. For information on the differences between the Storyboard and Timeline, see [Working in the Storyboard](#).

\* The 3 audio tracks and the visual layers require quite a bit of vertical screen real estate. If you want to reduce the vertical space that is required, e.g. to have more space available for the [Stage](#), you can use the collapse/expand tracks button at the bottom left of the Storyboard.

### Adding Content

There are several options to add new content to your slideshow:

- Drag & drop media files from the [media browsers](#) in the Sidebar
- Drag & drop media files from the Finder
- Drag & drop snippets from the Snippets browser in the Sidebar. More info in [Using Snippets](#)
- Select a command from the **Insert** submenu in the   menu

### Arranging Content

Telling a great story is all about arranging good images in an appropriate sequence. To rearrange the content you can:

- Select layers or audio tracks by clicking on them. When selected, they are highlighted in blue.
- Make a multiple selection by clicking on the background and drag a rectangle across multiple items.
- Make a multiple selection by clicking on the first item, then press the ↑ key and click on the last item.
- Extend the selection by pressing the ⌘ key and clicking on another item.
- Drag selected items to a new location.
- Change the lifetime of an audio track by dragging its left or right edge.

- Delete selected items by pressing the  key or by choosing **Delete** from the   menu.

Double-clicking an item reveals the Options Sidebar so you can edit parameters for the selected items.

\* It is possible to make non-consecutive selections by pressing the  key. This helps with rearranging your content, as well as with editing options of multiple items at once.

\* The dragged items will be inserted in a consecutive fashion when dragging a non-consecutive selection to a new location in the Storyboard.

## Audio Tracks

FotoMagico has three dedicated audio tracks:

- Music
- Ambience Effects
- Narration

Each track can be muted by selecting a command from the **Audio** submenu in the   menu. That way you can create a slideshow with recorded narration, that can be muted when you want to do live narration instead.

To record narration, select **Record Narration Assistant...** from the   menu. For more info refer to [Narration Assistant](#).

\* Even though the three audio tracks are supposed to be used for music, ambience effects and narration, there is nothing preventing you from putting music content in any of the three audio tracks.

## Timing Info

### The Playhead

The playhead indicates playback will start once you press the ► button:

- Move the playhead by clicking on any slide in the Storyboard.
- Move the playhead by clicking on the blue triangle and dragging it to a new position.
- Move the playhead by one slide by pressing the  or  keys.
- Move the playhead to the beginning of the previous or next chapter by pressing the   key or   keys.

✿ Press the spacebar key to preview the slideshow starting at the current playhead position.

✿ Click on the blue triangle of the playhead and start dragging to scrub through the slideshow. That way you can preview animations and transition in slow motion to evaluate whether everything is exactly right.

## 3.4. Stage

---

The Stage displays the layers of the currently selected slide. The layers can be freely zoomed, positioned, and rotated on the Stage. In addition to the slide layers, there may also be an optional background layer and an optional foreground layer (watermark). Both can be set by selecting the **Settings...** from the **Layer** menu.

If animation is enabled for a slide, the stage is displayed twice. The start of the animation is displayed on the left side, and the finish of the animation is displayed on the right side. That way you can quickly drag around the layers to create the desired animation effect.

### Dragging to the Stage

Drag media files from the Finder or a media browser in the Sidebar to the Stage to add a new layer.

If you want to replace the media files of an existing layer, press the **⌘** key while dragging a media file over the layer. The layer will highlight in yellow to indicate that its media files will be replaced once you drop the new file.

### Positioning Layers

You can position, zoom, and rotate layers on the Stage in several different ways:

- Click on a layer to select it. The layer displays a thin white outline and resizing control points at the corners to indicate that it is selected. This layer will also be selected in the Storyboard or Timeline.
- Drag the layer around on the Stage to reposition it.
- Click on one of the control points at the corners and drag to resize the layer. Note that this modifies both the position and zoom values.
- Use the jog wheels at the bottom of the Stage to change the zoom or rotation values of the selected layer.
- Optionally, you can also enter the zoom and rotation value numerically in the text fields above the jog wheels.
- Press the **⌘** key and click on a layer and drag up/down to change the zoom value.
- Press the **⌘** key and click on a layer and drag around its center to rotate it.

### Guidelines & Grid

As layers are positioned, zoomed, or rotated on the Stage, various guidelines will appear to help you align them. By default layer snap to these guidelines:

- Green guidelines help to snap to the center or the edges of the Stage.
- Yellow guidelines help to align a layer with its position on the opposite side of the Stage. This is helpful when creating certain animation effects, e.g. a completely horizontal pan across an image, without any vertical motion and no zooming effect.

- Gray gridlines help to align the layer with the grid that was defined in [Preferences](#).

 Use the yellow guidelines to create perfectly horizontal or vertical panning animations.

 Press the ctrl key to suppress automatic snapping to the guidelines.

## Editing Masks

When a selected layer has a mask, a switch will be displayed next to the zoom and rotation jog wheels. With this switch you can select whether the jog wheels affect the layer geometry, or the mask geometry. Switching from “Layer” to “Mask” turns the white selection frame to a blue selection frame – indicating we are now in mask editing mode. Using the jog wheels, or any dragging with the mouse now affects the mask, instead of the layer.

 Double-clicking a layer with a mask selects it and directly enters mask editing mode.

## 3.5. Media Browsers

---

Click on one of the buttons in the toolbar to reveal the corresponding media browser in the Sidebar.

### Media Sources & Containers

At the top of the media browser you will see various media sources, like Apple Photos, Adobe Lightroom, Apple Music, Pictures folder, Music Folder, Movies Folder).

- Click on the disclosure triangle next to a media source to expand it and list its subcontainers (albums, collections, subfolders).
- If a container has subcontainers you can drip down by expanding subcontainers.
- You can add additional folders by dragging them in from the Finder.
- Remove an added folder by right-clicking it and selecting **Remove** from the context menu.

### Media Files

The lower part of a media browser lists the media files, either as thumbnails (for images and videos) or a list (for audio).

- Select one or more media files and drag them to the Storyboard or Stage to add them to your slideshow.
- Once a media files is used in your slideshow, a green icon will appear on the thumbnail

 To maximise the amount of space available for the media files, drag up the divider line between the media files and the media sources. You can also make the sidebar wider to display more media files at once.

 Albums in Photos or collections Adobe Lightroom are a great way to organize images you might want to use for a slideshow. Choose the album from the list at the top, then select all images in the browser and drag them to the Storyboard.

 Reduce the size of the thumbnails with the scale slider to either display more thumbnails at once, or enlarge the thumbnails to reveal more detail in the thumbnails.

### Searching

If you want to search for specific images or songs, type a word into the search field below the Image or Audio browser.

\* Searching works best if your image files have been given a caption keywords in Photos or Lightroom. Captions are more descriptive than the filenames assigned by your digital camera.

\* For audio files you can search for song title, artist or album name.

## Info & Quick Look

- To view more information about a media file, right-click it in the browser and select **Get Info** from the context menu or press  .
- To view an image or video file in full size, right-click it in the browser and select **Quick Look** from the context menu or press  .

## 3.6. Slide Options

---

The Slide Options inspector lets you change settings of selected slides. You can make changes to multiple slides at once by selecting several slides in the Storyboard/Timeline before adjusting settings in the Slide Options inspector.

✿ The Slide Options inspector opens automatically when you double-click a slide in the Storyboard/Timeline.

### Animation

Enabling animation will apply a Pan & Zoom effect (also known as Ken Burns effect) to all layers of a slide. Animation can be turned on with the **Enabled** checkbox in, or menu commands available in the **Animation** submenu in the **Slide** and various context menus. When enabled the Stage will display the selected slide twice: the start of the animation on the left side, and the finish of the animation on the right side. FotoMagico will the layers between those two positions in real-time.

### Duration

The duration determines the speed of the animation. A long duration leads to slow animations, a short duration to very fast animations. If the Continue type is set to “After Duration”, then it also determines how long the slide is shown before the slideshow advances to the next slide.

✿ The duration slider lets you go up to 60s. If you need longer durations, then enter it numerically in the text field.

✿ The slide duration cannot be shorter than the transition duration of the preceding slide. If you need a shorter duration for a given slide, you need to decrease the amount of time for the transition of the preceding slide.

### Continue

The Continue type determines how and when the slideshow advances to the next slide. There are several options:

- **After Duration** – The slide will be shown for the specified duration before advancing to the next slide. Set the slide duration with the Duration slider or by entering numeric values in the text field.
- **Interactive** – The slideshow will pause at the end of this slide until you press the  key or mouse button to continue. Even though the slideshow is paused while waiting for the mouse click, audio continues to play in the background. In this case you may want the audio loop endlessly.
- **At Audio Marker** – The slideshow advances to the next slide as soon as an active audio marker in

the currently playing audio track is passed.

✿ The continue type is also displayed in the Storyboard/Timeline below each slide as the duration time, “→” or “🎵”.

! If you choose continue “At Audio Marker”, make sure the audio track contains enough audio markers, or your slideshow might get stuck. Read more about audio markers in [Finetuning Timing](#) and [Using Audio](#).

## Effects

Slide effects are applied to **all layers** of a slide. Find out more about available effects in [Using Effects](#) and [Effects](#)

- Click on the disclosure triangle to expand the effects list.
- Click the checkbox next to an effect name to enable that effect for the selected slides.
- Click on the disclosure triangle next to particular effect name to reveal its parameters. Here you can customise the effect.

## Info

- **Name** – If you give a slide a name, it will be displayed in the Storyboard/Timeline above the slide, instead of the slides index number. The name does not have any effect for playback. It is simply an authoring tool you use to structure your slideshow, akin to chapters, but at a more fine grained level.

✿ Use chapters to structure your slideshow into macroscopic blocks. Then use slide names to structure each chapter into smaller sub-sections.

- **Notes** – Use the text field to enter teleprompter notes for the selected slide. Using teleprompter notes helps you to remember your live narration during the slideshow. These notes will be displayed in the teleprompter during a live presentation. For more information, see [Playing Slideshows](#) guide-playback}.

✿ You can also use the notes field to enter notes or text to yourself about the slides during authoring. For example, “Replace this image with an updated photo.”

## 3.7. Transition Options

---

The Transition Options inspector lets you select type, duration, and other parameters for the transitions between slides. To change the transition for multiple slides at once, select the slides in the Storyboard/Timeline and choose the desired transition type in the inspector. Depending on the chosen type, additional parameters are shown as appropriate.

\* The Transition Options inspector opens automatically when you double-click a transition in the Storyboard/Timeline.

### Type

Choose from a list of several transition categories. Many transitions can be customized with additional parameters.

\* You can also change the transition type by right clicking on a transition icon directly in the Storyboard/Timeline.

\* The transition type affects both image and audio. For example, if you use a dissolve transition, and below that transition are two consecutive audio items in the Storyboard/Timeline, those audio items will be crossfaded. The table below lists each transition type and how it affects image and audio.

#### Cut

Simply cuts from the outgoing slide to the incoming one.

Audio: Cut

#### Fade

Fades out the outgoing slide and fades in the incoming slide.

Audio: Audio behavior: Fade out/in

#### Dissolve

Cross dissolves from the outgoing slide to the incoming slide.

Audio: Crossfade

#### Linear Wipe

Creates a wipe effect between the outgoing and incoming slide. Parameters are softness (0%-100%) and angle (0°-360°). Softness 0% creates hard edges, while 100% produces a soft edged effect that almost looks like a dissolve.

Audio: Crossfade

#### Circular Wipe

Creates a round wipe effect between the outgoing and incoming slide. Parameters are softness (0%-100%) and direction, which can be inward or outward.

Audio: Crossfade

### **Angular Wipe**

Creates a 'clock-like' wipe effect between the outgoing and incoming slide. There is one additional parameter: direction, which can be left (counterclockwise) or right (clockwise).

Audio: Crossfade

### **Slide**

Slides the incoming slide over the outgoing one. You can choose the direction of the slide effect in 90° increments (up, down, right, left).

Audio: Crossfade

### **Push**

The incoming slide pushes the outgoing slide out of sight. You can choose the direction of the slide effect in 90° increments (up, down, right, left). The 3D option first pushes the image away before moving it over.

Audio: Crossfade

### **Twirl**

Creates an effect similar to flushing the outgoing slide down the toilet. There is one additional parameter: direction, which can be left (counterclockwise) or right (clockwise).

Audio: Fade out/in

### **Flip**

3D effect that flips over the outgoing slide to reveal the incoming slide on the backside.

Audio: Fade out/in

### **Blinds**

Transitions from the outgoing to the incoming slides with a venetian blinds effect. You can choose the direction in 90° increments (up, down, right, left).

Audio: Crossfade

### **Cube**

The images of the outgoing and incoming slides are displayed on the faces of a cube. The transition rotates the cube, so that the current slide is moved out of sight, while the next slide is moved into sight. You can choose the direction of the slide effect in 90° increments (up, down, right, left).

Audio: Crossfade

### **Shuffle**

Moves the incoming slide from the back to the front, thus covering the outgoing slide.

Audio: Crossfade

### **Thumb Through**

Moves the incoming slide from the back to the front, thus covering the outgoing slide. Similar to

thumbing through a stack of photos.

Audio: Crossfade

### Zoom

Zooms from the current slide to the next slide. Parameters are zoom factor (2x-1000x) and zoom direction, which can be in or out.

Audio: Crossfade

### Aperture

Simulates a camera lens aperture (iris) effect. A short duration of 0.5 to 1s work well for this transition.

Audio: Fade out/in

### Flash

Simulates a camera flash effect by overexposing images. A short duration of 0.5s works best for this transition.

Audio: Fade out/in

### Pixelate

Makes the outgoing slide more pixelated while making the incoming slide less pixelated. | Crossfade | | Broken TV | Simulates the effect of a collapsing picture of a broken old television. Works best with a duration of 3s and a blank slide afterwards.

Audio: Crossfade

\* Broken TV\*

Simulates the effect of a collapsing picture of a broken old television. Works best with a duration of 3s and a blank slide afterwards.

Audio: Fade out/in

## Duration

Drag the Duration slider to set the time that the transition will take to complete. Changing the transition duration does not change the total duration of the slideshow. In Timeline view, you can see the width of the transition interval updating in real-time.



The transition duration cannot be longer than the slide duration. If you want a longer transition duration, you also need to increase the slide duration. Please pay attention to yellow warning triangles in the Storyboard/Timeline and click on them to read the explanation why some duration combinations are problematic.

## Other Options

Depending on the type of transition, you may get more options. Use these parameters to further customize your transition.

- Angle

- Direction
- Softness
- Amount
- 3D
- Shadow

## 3.8. Image Options

---

The Image Options inspector lets you change settings of selected image layers. You can make changes to multiple layers at once by selecting several layers in the Storyboard/Timeline before adjusting settings in the Image Options inspector.

- ✿ The Image Options inspector opens automatically when you double-click an image layer in the Storyboard/Timeline.

### File

When a single image is selected, the filename of the image file will be displayed here.

- Click on the disclosure triangle next to the filename to reveal an image thumbnail.
- Select **Get Info** from the action popup menu to show info about the image file.
- Select **Reveal in Finder** from the action popup menu to reveal the image file in a Finder window.
- Select **Replace Media File...** from the action popup menu to replace the image, while keeping all other parameters of the layer intact.

- ✿ When you replace the file of an image layer, you may have to adjust the position and zoom factors for the new image.

### Opacity

Click on the disclosure triangle to reveal the opacity curve. Adjust the opacity curve if you don't want a layer to be visible during the whole duration of a slide.

The yellow sections of the bar represent the transition intervals. Add curve points and move them as appropriate to create the desired opacity curve.

- Hold the  key and click on the curve to add a new point
- Hold the  key and click on an existing point to delete it
- Click and drag an existing point to move it

The action popup contains several preset for commonly needed opacity curves:

- Constant
- Fade in
- Fade out
- Fade in/out

## Animation Speed

Click on the disclosure triangle to reveal the animation speed curve. When animation is enabled in the [Slide Options](#), you can use the animation speed curve to fine tune animation timing.

The bar represents the total time a layer is visible. The yellow sections of the bar represent the transition intervals. Add curve points and move them as appropriate to create the desired animation speed curve.

- Hold the  key and click on the curve to add a new point
- Hold the  key and click on an existing point to delete it
- Click and drag an existing point to move it

The following curve uses constant 100% speed throughout the layer's lifetime:

If you want to wait for while before starting the animation and then slowly ease-in before reaching full animation speed, use a curve like this:

If you want to animate at full speed, then slow down and show the final position for a while before transitioning to the next slide, use a curve like this:

You can also do more complex animations like a pause in the middle by creating the following speed curve:

 Grab the blue playhead triangle in the Storyboard/Timeline and drag it horizontally to scrub through the slideshow. That way you can evaluate the animation with high precision.

## Effects

You can apply on or more effects to an image layer.

- Click on the disclosure triangle to expand the effects list.
- Click the checkbox next to an effect name to enable that effect for the selected layers.
- Click on the disclosure triangle next to particular effect name to reveal its parameters. Here you can customise the effect.

Find out more about available effects in [Using Effects](#) and [Effects](#)

## 3.9. Video Options

---

The Video Options inspector lets you change settings of selected video layers. You can make changes to multiple layers at once by selecting several layers in the Storyboard/Timeline before adjusting settings in the Video Options inspector.

- \* The Video Options inspector opens automatically when you double-click a video layer in the Storyboard/Timeline.

### File

When a single video layer is selected, the filename of the video file will be displayed here.

- Click on the disclosure triangle next to the filename to reveal the video thumbnail.
- Select **Get Info** from the action popup menu to show info about the video file.
- Select **Reveal in Finder** from the action popup menu to reveal the video file in a Finder window.
- Select **Replace Media File...** from the action popup menu to replace the video, while keeping all other parameters of the layer intact.

- \* When you replace the file of a video layer, you may have to adjust the position and zoom if the video has a different size.

### Volume

Controls how loud the video is playing. Drag the volume slider or enter a numerical value in the text field next to the slider.

### Ducking

When Ducking is enabled, then the volume of other audio tracks is lowered by the specified percentage while the video is playing.

- \* This is useful to lower the volume of a song in the music track, so that live sound of the video can be heard more clearly.

- \* Specifying a ducking factor of 100% means that other audio tracks are completely muted while the movie is playing.

## In & Out Points

Set in and out points to restrict the portion of the video to be played. This is done by dragging the circles inward or by entering timecode in the text fields. The video file itself will not be modified, so all changes can be undone at any time. The layers in the Stage adjust automatically as you make changes, displaying the in point on the left side and the out point on the right side.

 Use the jog-wheels to fine-tune the in or out point with more precision.

## Opacity

Click on the disclosure triangle to reveal the opacity curve. Adjust the opacity curve if you don't want a layer to be visible during the whole duration of a slide.

The yellow sections of the bar represent the transition intervals. Add curve points and move them as appropriate to create the desired opacity curve.

- Hold the  key and click on the curve to add a new point
- Hold the  key and click on an existing point to delete it
- Click and drag an existing point to move it

The action popup contains several preset for commonly needed opacity curves:

- Constant
- Fade in
- Fade out
- Fade in/out

## Animation Speed

Click on the disclosure triangle to reveal the animation speed curve. When animation is enabled in the [Slide Options](#), you can use the animation speed curve to fine tune animation timing.

The bar represents the total time a layer is visible. The yellow sections of the bar represent the transition intervals. Add curve points and move them as appropriate to create the desired animation speed curve.

- Hold the  key and click on the curve to add a new point
- Hold the  key and click on an existing point to delete it
- Click and drag an existing point to move it

The following curve uses constant 100% speed throughout the layer's lifetime:

If you want to wait for while before starting the animation and then slowly ease-in before reaching full

animation speed, use a curve like this:

If you want to animate at full speed, then slow down and show the final position for a while before transitioning to the next slide, use a curve like this:

You can also do more complex animations like a pause in the middle by creating the following speed curve:

 Grab the blue playhead triangle in the Storyboard/Timeline and drag it horizontally to scrub through the slideshow. That way you can evaluate the animation with high precision.

## Effects

You can apply on or more effects to a video layer.

- Click on the disclosure triangle to expand the effects list.
- Click the checkbox next to an effect name to enable that effect for the selected layers.
- Click on the disclosure triangle next to particular effect name to reveal its parameters. Here you can customise the effect.

Find out more about available effects in [Using Effects](#) and [Effects](#)

## 3.10. Map Options

---

The Map Options inspector lets you change settings of selected map layers. You can make changes to multiple layers at once by selecting several layers in the Storyboard/Timeline before adjusting settings in the Map Options inspector.

 The Map Options inspector opens automatically when you double-click a map layer in the Storyboard/Timeline.

### Route Segment

#### Start & End

If you defined a travel route for the selected map, then you can choose to restrict the animation to a segment of the whole route. Use the slider or numerical entry in the text fields to determine the start and end of the displayed segment. You can use the jogwheels to fine-tune the start and end points.

#### Animation Speed

If you do not want the route animation to start immediately when the map becomes visible, then adjust the animation speed curve to your liking. If necessary add additional points on the curve to achieve the desired effect.

- Hold the  key and click on the curve to add a new point
- Hold the  key and click on an existing point to delete it
- Click and drag an existing point to move it

### Route Style

#### Color

Determines the color of the travel route line.

#### Line Style

Choose from several different line styles: solid, dotted, or dashed.

#### Line Width

Determines the width of the travel route line

#### Waypoint Size

If the travel route contains waypoints, or if standalone locations where defined in the [Map Assistant](#) then this determines the diameter of the waypoint dots.

## Opacity

Click on the disclosure triangle to reveal the opacity curve. Adjust the opacity curve if you don't want a layer to be visible during the whole duration of a slide.

The yellow sections of the bar represent the transition intervals. Add curve points and move them as appropriate to create the desired opacity curve.

- Hold the  key and click on the curve to add a new point
- Hold the  key and click on an existing point to delete it
- Click and drag an existing point to move it

The action popup contains several preset for commonly needed opacity curves:

- Constant
- Fade in
- Fade out
- Fade in/out

## Animation Speed

Click on the disclosure triangle to reveal the animation speed curve. When animation is enabled in the [Slide Options](#), you can use the animation speed curve to fine tune animation timing.

The bar represents the total time a layer is visible. The yellow sections of the bar represent the transition intervals. Add curve points and move them as appropriate to create the desired animation speed curve.

- Hold the  key and click on the curve to add a new point
- Hold the  key and click on an existing point to delete it
- Click and drag an existing point to move it

The following curve uses constant 100% speed throughout the layer's lifetime:

If you want to wait for while before starting the animation and then slowly ease-in before reaching full animation speed, use a curve like this:

If you want to animate at full speed, then slow down and show the final position for a while before transitioning to the next slide, use a curve like this:

You can also do more complex animations like a pause in the middle by creating the following speed curve:

 Grab the blue playhead triangle in the Storyboard/Timeline and drag it horizontally to scrub through the slideshow. That way you can evaluate the animation with high

precision.

## Effects

You can apply on or more effects to a map layer. This changes the visual appearance of the map, but the appearance of the animated travel route is not affected.

- Click on the disclosure triangle to expand the effects list.
- Click the checkbox next to an effect name to enable that effect for the selected layers.
- Click on the disclosure triangle next to particular effect name to reveal its parameters. Here you can customise the effect.

Find out more about available effects in [Using Effects](#) and [Effects](#)

## 3.11. Text Options

---

The Text Options inspector lets you change settings of selected text layers. You can make changes to multiple layers at once by selecting several layers in the Storyboard/Timeline before adjusting settings in the Text Options inspector.

 The Text Options inspector opens automatically when you double-click a text layer in the Storyboard/Timeline.

### Formatting

When multiple text layers are selected any formatting changes made in this inspector apply to the whole text of the selected layers. If you are currently editing the text of a single layer, then any changes made in this inspector are only applied to the selected text range. That way to can use multi-styled text.

Choose the desired **Font** and **Style**. The Font popup lists all fonts that are installed on your system. The available styles depend on the chosen font.

**Alignment** is applied on a paragraph basis. you can left-align, center-align, right-align, or justify a paragraph.

The **Size** is relative to the Stage size and the zoom value of the text layer.

### Color

Choose the desired text color. If a text layer is placed above an image layer and text is difficult to read against the background, you may want to add a shadow effect.

### Spacing

Adjust kerning (horizontal character spacing) or leading (vertical line spacing). if you are currently editing the text of a layer, then the spacing is only applied the the selected range of characters. When not in editing mode, then the spacing is applied to the whole text of the selected layers.

### Opacity

Adjust the opacity curve if you don't want a layer to be visible during the whole duration of a slide. Click on the disclosure triangle to reveal the opacity curve.

The yellow sections of the bar represent the transition intervals. Add curve points and move them as appropriate to create the desired opacity curve.

- Hold the  key and click on the curve to add a new point

- Hold the  key and click on an existing point to delete it
- Click and drag an existing point to move it

The action popup contains several preset for commonly needed opacity curves:

- Constant
- Fade in
- Fade out
- Fade in/out

## Animation Speed

When animation is enabled in the [Slide Options](#), you can use the animation speed curve to fine tune animation timing. Click on the disclosure triangle to reveal the animation speed curve.

The bar represents the total time a layer is visible. The yellow sections of the bar represent the transition intervals. Add curve points and move them as appropriate to create the desired animation speed curve.

- Hold the  key and click on the curve to add a new point
- Hold the  key and click on an existing point to delete it
- Click and drag an existing point to move it

The following curve uses constant 100% speed throughout the layer's lifetime:

If you want to wait for while before starting the animation and then slowly ease-in before reaching full animation speed, use a curve like this:

If you want to animate at full speed, then slow down and show the final position for a while before transitioning to the next slide, use a curve like this:

You can also do more complex animations like a pause in the middle by creating the following speed curve:

 Grab the blue playhead triangle in the Storyboard/Timeline and drag it horizontally to scrub through the slideshow. That way you can evaluate the animation with high precision.

## Effects

You can apply on or more effects to a text layer.

- Click on the disclosure triangle to expand the effects list.
- Click the checkbox next to an effect name to enable that effect for the selected layers.
- Click on the disclosure triangle next to particular effect name to reveal its parameters. Here you

can customise the effect.

Find out more about available effects in [Using Effects](#) and [Effects](#)

## 3.12. Audio Options

---

The Audio Options inspector lets you change settings of selected audio tracks. You can make changes to multiple tracks at once by selecting several tracks in the Storyboard/Timeline before adjusting settings in the Audio Options inspector.

- \* The Audio Options inspector opens automatically when you double-click an audio track in the Storyboard/Timeline.

### File

When a single audio track is selected, the filename of the audio file will be displayed here.

- Click on the disclosure triangle next to the filename to reveal audio playback controls for previewing.
- Select **Get Info** from the action popup menu to show info about the audio file.
- Select **Reveal in Finder** from the action popup menu to reveal the audio file in a Finder window.
- Select **Replace Media File...** from the action popup menu to replace the audio file, while keeping all other parameters of the track intact.

- \* When you replace the file of an audio track that has audio markers, you will have to edit the audio markers again.

### Volume

Controls how loud the video is playing. Drag the volume slider or enter a numerical value in the text field next to the slider.

### Ducking

When Ducking is enabled, then the volume of other audio tracks is lowered by the specified percentage while the video is playing.

- \* This is useful to lower the volume of a song in the music track, so that live sound of the video can be heard more clearly.

- \* Specifying a ducking factor of 100% means that other audio tracks are completely muted while the movie is playing.

## In & Out Points

Set in and out points define the portion of the audio that should be played. This is done by dragging the circles inward or by entering timecode in the text fields. The audio file itself will not be modified, so all changes can be undone at any time.

✿ Use the jog-wheels to fine-tune the in or out point with more precision.

## Fadein & Fadeout

Normally audio is automatically faded in at the beginning and faded out at the end of an audio track. The duration of these automatic fades depends on the visual transition between adjacent slides. Please refer to the list in the [Transition Options](#) section to find out how the choice of transitions affect the automatic audio fades.

Audio fades can also be customized, if you turn off the Automatic checkbox. In this case the offset and duration sliders will be enabled. **Offset** determines the start of a fade-in or fade-out (from the beginning of a slide), while **Duration** determines the length of the fade itself.

You can also set custom fade-ins or fade-outs by clicking and dragging in the Timeline.

- Drag the left edge of an audio item to adjust the fade-in offset.
- Drag the small square yellow dot at the end of the fade-in triangle to adjust the fade-in duration.
- Drag the small square yellow dot at the end of the fade-out triangle to adjust the fade-out duration.
- Drag the right edge of an audio item to adjust the fade-out offset.

✿ Note that an audio item must be selected, or the yellow volume envelope, the fade-in and fade-out triangles will not be visible.

✿ Some combinations of slide duration, fade offset, and fade duration are not possible. As you drag offset or duration, the other value may be adjusted automatically to make sure that only valid combinations are used.

## Options

Turn on **Audio Loops** if you need to repeat audio (once or more often) in case an audio file is shorter than the sequence of slides this track is spanning.

If **Linked to Slides** is turned on, then this audio track always tries to stay below the same slides, even if slides are inserted or removed before or in the range of the audio track. If this option is turned off, then an audio track stays where it is when slides are being modified.

When **Locked Timing** is enabled, then jumping to a different slide during playback also jumps the audio. This is important for music that is synced to slides, or for recorded narration, but less so for ambience effects like wind or rain sounds. For this reason you can turn off this option for ambience effects.

## 3.13. Effects

---

Various visual effects can be applied to layers. Select a layer in the Stage or Storyboard, then go to the Options in the sidebar and expand the **Effects** list by clicking on the disclosure triangle next to Effects.

- Click on a checkbox next to each effect name to enable or disable that effect for the selected layers.
- You can apply multiple effects to a layer.
- Click on the disclosure triangle next to an effect name to reveal its parameters. Here you can customize the visual appearance of an effect.
- Use the **Copy** and **Paste** commands from the action popup next to each effect name to copy an effect from one layer to another.
- Use the **Reset** commands from the action popup next to remove an effect again.

\* Effects are non-destructive, i.e. they only influence the appearance of the layer in the slideshow, but the image or video files are not modified.

\* Some effects are exclusive, i.e. enabling one effect turns off another competing effect. **Blur**, **Comic**, **Watercolor**, **Etching**, and **Woodcut** are exclusive to each other. **Film** and **Video** are also exclusive to each other.

\* Some effects are only available for certain layer types, e.g. the background effect is only available for text layers, because it doesn't make sense for image or video layers.

\* Slide effects apply to all layers of a slide.

## Mask

Apply a mask to an image, video, or text layer to crop away a parts of the layer. The mask can be static or animated, and it can be animated independently of the layer itself. Read more about creating and editing layer mask in [Using Masks](#).

## Border

Applies a border of specified width and color to a layer. You can choose whether the border is placed inside, centered, or outside the layer edges. If the layer has a mask, then the border is applied to the mask.

## Shadow

Applies a shadow of chosen color, offset, angle, and blur to a layer. Please note that the angle of the shadow is always relative to the Stage, and thus independent of the rotation of a layer. If the layer has a mask, then the shadow is applied to the mask.

## Color Correction

Color correction can be used to fix unwanted tints of an image, e.g. a bluish tint in a photo taken early in the morning. Drag the indicator in the color wheel in the desired direction to modify the tint of the image. Use the Saturation, Contrast, and Gamma sliders to further modify the appearance of the image.

## Black & White

Turns a color image or video into black and white. Use the sliders to influence the black & white transformation. The exact settings of these sliders highly depend on the image content. Experiment with the red, green, and blue sliders to achieve the desired black & white effect. This is especially useful for landscape photographs where the brightness of sky and foliage can be controlled with the three sliders.

## Sepia

Creates a sepia image with warm or cool tint. Warm tinted sepia images can be used to create a nostalgic effect, especially when combined with the vignette effect.

## Vignette

Use this effect to darken (or lighten) the corners of all layers of a slide. This can be used to either achieve a vintage look, or to compensate lens vignetting in old images.

## Lens Distortion

Use this effect to compensate distortion in images or videos taken with wide angle lenses. An obvious example are videos taken with action cams (e.g. a GoPro).

## Film

Applies a Super-8 like film effect. This includes **Grain**, **Scratches**, **Blotches**, **Jittering** and **Flickering**. This effect is animated over time. In combination with the **Black & White** or **Sepia** and **Vignette** effects a very nostalgic look can be achieved.

## Video

Applies an interlaced video effect to all layers of a slide. The line width depends on the Stage size of

your slideshow. You may want to also add a **Vignette** effect to achieve an old-style video look.

## Blur

This effect lets you blur an image or video. This is especially helpful if you place a text layer on top of the blurred layer, to make the text more readable.

## Comic

Applies a comic-book like effect to a regular photo or video. Less **Detail** means flatter areas. **Ink Stroke** controls the width of the black lines. **Color** determines how much color gets applied to the drawing, and **Ink Fill** determines which percentage of the layer that gets filled with completely black ink. This can be used to achieve a low-key effect. The exact settings for the **Detail**, **Ink Stroke**, **Ink Fill**, and **Color** sliders highly depend on the image contents – so experiment to achieve the desired effect.

## Watercolor

Applies a painted watercolor effect to an image or video. Reduce the **Detail** to make the image flatter. Using a lower **Color** coverage usually looks better for this effect.

## Etching

Applies a printed etching effect to an image or video. This is a purely black & white effect that works well with very detailed images. The exact settings of **Graininess** and **Darkness** depend on the image contents, so experiment to achieve the desired effect.

## Woodcut

The black & white woodcut effect works better with less detailed images. The exact settings of **Detail** and **Darkness** depend on the image contents, so experiment to achieve the desired effect.

## Background

This effect is only available for **text** layers. It lets you place boxes, speech bubbles, or thought bubbles behind text layers. There are numerous buttons and sliders to control the appearance of these bubbles, so experiment to achieve the desired effect.



Speech and thought bubbles are especially useful in combination with the comic effect. Simple box shaped backgrounds can also be used for a lower-third effect.

## 3.14. Animation Assistant

---

Select one or more layers in the Storyboard or Timeline. Then choose **Animation Assistant...** from the menu to open the assistant.

The assistant lets you apply animations to the selected layers by choosing from several options. You can choose animation options for different types of images, video, and text layers separately, because for each type slightly different settings are most useful. Usually you choose your settings in this assistant once (according to your personal likes), and then you leave those settings untouched.

\* The same animations settings are also applied, whenever new images, videos or text are inserted in your slideshow.

### Animation Speed

First you need to choose the animation speed with this slider.

\* Please note that a fairly slow animation speed almost always looks more professional, than a fast one. Pan & zoom animations are supposed to aid your story telling, by guiding the attention of the audience to the important aspects of an image. Animation should never be used as a flashy gimmick for its own sake.

### Horizontal Images

For regular images zooming (in, out, alternating) makes most sense.

### Panorama Images

Widescreen panorama images are best panned (left or right).

Check **Fit to Stage** if you want to show the whole panorama at once – panning animation is not available in this case and the image will be shown letterboxed on the Stage.

### Square Images

Square images can be zoomed (in, out, alternating). Since the image composition in square images is usually important, it make sense to check “Fit to Stage” to show the whole image.

### Vertical Images

For vertical images you have several options. They can be zoomed (in, out, alternating) or panned (up or down), but not both at the same time. Uncheck “Fit to Stage” if you want to avoid the pillar-boxing effect

(i.e. showing background color to left and right of the image).

## Video Layers

Video layers can be zoomed (in, out, or alternating), but since they already contain motion, this is not needed in most cases. If the aspect ratio of the movie does not match the aspect ratio of the Stage, you may want to check “Fit to Stage”.

## Text Layers

Text layers can be zoomed (in, out, or alternating). Long texts can also be scrolled. If the text is higher than the Stage then it will scroll up, like the traditional scrolling credits animation. If the text is a single line and is wider than the Stage, then it will be scrolled from right to left, creating a “stock ticker” effect.

## 3.15. Audio Marker Assistant

---

Select an audio track in the Storyboard or Timeline, then choose **Audio Marker Assistant...** from the menu or the context menu in the Storyboard to open the assistant.

At the top you will see the audio waveform and playback buttons. You can scroll around the waveform. Use the scale slider or a two-finger pinch gesture on the trackpad to zoom into the waveform to reveal more detail.

The assistant has two different workflows: **Automatic** and **Manual**. Which one is more appropriate depends on the kind of music you are using:

- Pop, rock, or dance music with a regular beat is suitable for automatic marker creation.
- Classical music or soundtracks that often changes tempo may be more suitable for manual marker creation.

Once you click on **OK**, the slides above the audio item are automatically set to continue “At Audio Marker” and their durations are adjusted, so that animation speeds will stay the same.

### Manual Markers

In manual mode you basically just play the audio and press the **M** key or the big button in the middle with the beat of the music to add new markers. Play the audio again from the start to review the accuracy of the markers.

If a marker is slightly off, then simply drag it to the correct location. Click on **⊗** at the top of a marker to delete the marker. Markers are only used during playback if they are **active**. Click on the bottom circle of a marker to toggle its active state.

### Automatic Marker Creation

Switch to **Automatic** if you know that a song has a steady beat (which is often the case for pop or rock music). Enter the **BPM** (beats per minute) value in the text field if you already know the tempo. The **Offset** value determines how far the first marker is positioned.

### Moving Markers

If one or more markers are slightly off, you can reposition them in various ways:

- Drag a marker line to move just this single marker
- Press the **⌘** key and drag a marker to move all markers at once. This is the same as adjusting the Offset value.
- Click on the diamond shape of a marker to make this marker the “anchor” for the following step.
- Press the **⌘** key and drag any other marker but the anchor to spread markers in an equidistant

fashion. This is the same as adjusting the BPM value.

✿ Please bear in mind that this will be more accurate, if the anchor and the dragged marker are far apart. This way you can quickly get pretty accurate markers for a steady music beat – this works well for pop and rock music, less so for classical music.

## Activating Markers

If you have a marker for every beat in a song that is obviously way too fast for switching slides. For this reason you should only activate a marker every once in a while. You get the most pleasing effect, if you know the **meter** of the song (e.g. 4/4 or 3/4) and then select if you want an active marker at **every bar**, every **2 bars**, or every **4 bars**.

You can also manually activate or deactivate markers by clicking on the bottom circle of a marker. An active marker will have a checkmark and is displayed in opaque red, while an inactive marker is transparent.

✿ For a song with 4/4 meter and activating at every second bar, this would be every 8th marker.

## Syncing Slides

Adding markers to an audio track is the first step syncing slides with audio. The second step is performed automatically when you click on the  button: All slides above the audio track are switched to continue “At Audio Marker” and their durations are automatically adjusted so that animation speeds are still correct.

✿ If for any reason slides are later switched to a different continue type, then synchronisation might be lost. In this case simply switch back to continue “At Audio Marker”.

Once you have added audio markers to your audio track, all you have to do is select all slides above the audio track, open the the **Options Popup**, and select **Continue at Audio Marker**. The slide transitions are now perfectly synced to the music!

## 3.16. Narration Assistant

---

In FotoMagico you can record audio directly to the **Narration** track. Select **Record Narration Assistant...** from the **Record** menu to reveal the Record Narration panel. First select the desired workflow and input source (microphone). You may also want to adjust the input level of the selected microphone.

### Workflow

**Keep existing timing** – Does not modify the existing timing while you are recording your narration. This is useful for slideshows that have already been carefully timed to music. Please note that you may have to adapt the length of your narration to the existing slide durations to make it fit. The **Continue to Next Slide** button will be disabled in this workflow.

**Define new timing** – Adjusts the duration of each slide as you speak. Whenever you click on **Continue to Next Slide**, a new audio marker is added to the recorded audio, the slide's continue type is changed to marker, and the slideshow advances to the next slide.

### Source & Input Level

Select the desired audio input source (microphone) from all available devices. Adjust the input level to get a satisfactory recording.

### Playback

Mute other audio sources to avoid feedback during recording, unless you are using headphones for your audio output.

### Start/Stop Recording

Click on **Start Recording** to start playback of the slideshow at the current playhead position and record your narration. A new audio track will automatically appear in the Narration track. Click on **Continue to Next Slide** when you are done narrating the current slide and want to advance to the next slide. This button is only available for workflow **Define new timing**. Click on **Stop Recording** to stop playback once you are done with your narration.

## 3.17. Map Assistant

---

Select **Map Assistant...** from the **Map** menu to create a new map layer or edit an existing one.

The assistant displays a large map view and three editing areas in the sidebar on the right side: **Map**, **Locations**, and **Route**.

### Map

The blue frame defines that map region to be rendered:

- Move the blue frame by clicking inside and dragging it
- Resize the blue frame by dragging an edge or corner control point

Type into the Search field to look for various place around the world.

If you have scrolled the map so that the blue frame is no longer visible, you can click on **Reset to Visible** to move the blue frame to the current visible region.

If you have resized the blue frame so that it no longer matches the aspect ration of the Stage, you can click on **Reset to Stage** to resize the blue frame.

If you have defines a travel route, you can click on **Resize for Route** so that the blue frame has the optimum size for the travel route.

If you intend to use a zoom animation for the map layer, then the map layer should be slightly larger than the Stage to avoid blurry pixels. Selecting the **Zoom Range** to automatically enlarge the rendered map as needed.

The **Map Type** determines the content and visual appearance of the map. Please note that you can further cutomize the appearance by apply one of more [Effects](#) to the map layer.

### Locations

Locations are displayed as round dots on the map. These dots will be visible as long as the map layer is visible. There are several ways to add locations:

- Click on **Load GPX...** to load waypoints from a GPX file.
- Click anywhere on the map to add a new location.
- Click on an existing location to move it.
- Right-click on an existing location to delete it again.

### Route

Define an animated travel route in this section. There are several ways to create a travel route:

- Click on **Load GPX...** to load a track from a GPX file.
- Create a travel route manually by clicking on the map several times. Each click adds a new point to the route.
- Click on an existing route point to move it.
- Right-click on an existing route point to delete it again.
- Right-click on an existing route point to mark it as a **Waypoint**. Wapypoints are larger and can be used to mark important places that you have visited, e.g. cities during your trip, or campsites.
- Hold the  key and drag a line segment to create a curved segment.
- Click on **Delete Route** to remove the entire travel route.

## 3.18. Missing Files Assistant

---

Select **Missing Files Assistant...** from the  menu if your slide is missing any media files. This assistant will help you to locate the missing files and repair the damage, provided that the original files are still available on your computer.

The assistant list all files that were discovered to be missing, showing a thumbnail, the original file path and the slide number where the files was used. Click on **Locate** to find and select the correct file and repair the damage. Click on **OK** once you are done.

## 4. SUPPORT

---

The following section contains various links to Boinx Connect.

## 4.1. Boinx Connect

---

Find answers to frequently asked questions:

[FAQ](#)

Connect with other FotoMagico users to find solutions to your problems:

[Forums](#)

Get in touch with tech support to solve your problems or send us general feedback:

[Tech Support](#)

Call for tech support in English:

[Phone Support](#)

See what changed from version to version:

[Release Notes](#)

Get the latest information delivered to your mailbox:

[Newsletter](#)

## 4.2. Subscription

---

Select **Subscription...** from the  menu to display the Subscription assistant.

If you do not have a subscription license yet, then this assistant guides you through the process of purchasing a subscription. This process differs depending on whether you downloaded FotoMagico from the App Store or directly from the Boinx web site.

Once you have purchased a subscription, you can use this subscription on all your Macs and iPads. Simply login with the same Boinx Connect account on all devices to access your subscription license.

Once you have purchased a subscription, the assistant will list the current status:

# 5. ABOUT

---

The following section contains credits and copyrights.

# 5.1. Copyrights

---

## FotoMagico

Created by Peter Baumgartner

Copyright ©2017-2019 IMAGINE GbR. All rights reserved.

## PromiseKit

Copyright ©2016-2019, Max Howell

Permission is hereby granted, free of charge, to any person obtaining a copy of this software and associated documentation files (the “Software”), to deal in the Software without restriction, including without limitation the rights to use, copy, modify, merge, publish, distribute, sublicense, and/or sell copies of the Software, and to permit persons to whom the Software is furnished to do so, subject to the following conditions:

The above copyright notice and this permission notice shall be included in all copies or substantial portions of the Software.

THE SOFTWARE IS PROVIDED “AS IS”, WITHOUT WARRANTY OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. IN NO EVENT SHALL THE AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN THE SOFTWARE.

## SwiftyStoreKit

Copyright @2015-2016 Andrea Bizzotto

Permission is hereby granted, free of charge, to any person obtaining a copy of this software and associated documentation files (the “Software”), to deal in the Software without restriction, including without limitation the rights to use, copy, modify, merge, publish, distribute, sublicense, and/or sell copies of the Software, and to permit persons to whom the Software is furnished to do so, subject to the following conditions:

The above copyright notice and this permission notice shall be included in all copies or substantial portions of the Software.

THE SOFTWARE IS PROVIDED “AS IS”, WITHOUT WARRANTY OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. IN NO EVENT SHALL THE AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER LIABILITY,

WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN THE SOFTWARE.

## **ZIPFoundation**

## **SwiftyMarkdown**

Created by Simon Fairbairn on 05/03/2016.

Copyright ©2016 Voyage Travel Apps. All rights reserved.

## **UICollectionViewControllerLeftAlignedLayout**

Copyright ©2014 Giovanni Lodi

Permission is hereby granted, free of charge, to any person obtaining a copy of this software and associated documentation files (the "Software"), to deal in the Software without restriction, including without limitation the rights to use, copy, modify, merge, publish, distribute, sublicense, and/or sell copies of the Software, and to permit persons to whom the Software is furnished to do so, subject to the following conditions:

The above copyright notice and this permission notice shall be included in all copies or substantial portions of the Software.

THE SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. IN NO EVENT SHALL THE AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN THE SOFTWARE.

## **DLRadioButton**

## **BEMCheckBox**

## **SSFadingScrollView**