



# Key Features Guide

**Version 6.0**



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online Help on your mobile device.*

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## Key Features

Mimic offers dozens of features to assist you in producing movies. Following are some of the key features. See the online Help for more information about each feature.

### General

Following are some general key features in Mimic.

- **Integration with Flare** Mimic is a great tool for many kinds of users (e.g., technical support, sales, marketing), but it is especially perfect for Help authors and was designed with those individuals in mind. Therefore, Mimic is tightly integrated with MadCap Flare. This means that it is very easy to start the movie-making process from Flare and to quickly incorporate the finished movie into your output.
- **Integration with Lingo** One of the easiest ways to translate a Mimic collection or movie is for a translator to open that collection or movie within MadCap Lingo, which is tightly integrated with Mimic. Because of this integration, there is no need to transfer localized files outside of the actual collection or movie, which helps prevent content and formatting corruption. In addition, translators can leverage all previous translations created in other tools by importing Translation Memory eXchange (TMX) files. For more information, please refer to the documentation provided with MadCap Lingo.
- **Integration with MadCap MovieSync** Mimic is also integrated with MadCap MovieSync—a unique application used for quickly transferring movie and frame properties from one Mimic movie to another. These properties can include objects (e.g., shapes, cursors, typing boxes), timing, sizes, and more. MovieSync is especially useful when you are recording a new version of a movie where most of the frames are the same as those in the older version of the movie. It is designed to replace the manual work involved in copying or re-creating all of the various properties in each frame so that the new movie looks and behaves the same way as the older movie. For more information, please refer to the documentation provided with MadCap MovieSync.
- **XML File Format** Mimic movie files are XML-based. This means that they can be opened and modified with third-party XML tools.
- **Unicode Support for All Left-Right Languages** Mimic is fully Unicode capable, making it possible to handle the entire world's Unicode language characters. Mimic not only supports Western European languages, but also double-byte Asian languages, Eastern European languages, and more.

## Interface

Following are some key features of the Mimic user interface.

- **Multiple documents open simultaneously** Mimic is unique in that you can have multiple documents open in the interface simultaneously.

### EXAMPLE

If you want to work on three movies all at the same time, you do not have to close one document before working on another. You can have all three documents open at the same time. You can even "float" and move them so that they are placed side-by-side. If you have access to dual monitors, you can have one document displayed on one monitor and another document displayed on the second monitor.

- **Floating and dockable window panes** You can "float" window panes and editors, which lets you then click and drag them wherever you want in the interface. A window pane can be attached (or "docked") to the sides, top, or bottom of the program interface.
- **Resizable dialogs and drop-down menus** All dialogs and even drop-down menus can be resized by clicking and dragging their edges.
- **Window layouts** You can save a custom configuration (layout) of your workspace.
- **Enhanced undo and redo** Mimic's undo and redo functions are enhanced as follows.
  - **Unlimited** You can undo or redo an unlimited number of times, back to the last time you opened the document, even after you have saved it.
  - **Multiple buffers** Each document in the Mimic interface has its own Undo/Redo buffer. This means that you can undo actions in one document and then switch to another document and undo actions specific to that file.
  - **User-friendly interface** The name of the action is displayed on the Undo or Redo button. In addition, you can use the drop-down arrow next to the button to select multiple steps to undo or redo at once, resizing the drop-down box as necessary.

## Creation

Following are some of the unique movie creation features available in Mimic.

- **Immediate Preview** With some movie-making software, you must wait for the application to process your movie when you want to preview it (or part of it). In Mimic, the preview is immediate, whether you are previewing 1 frame, 10 frames, or 100 frames.
- **PowerPoint Import** In addition to creating a movie by recording your actions, you can also create a movie by importing a Microsoft PowerPoint presentation.
- **Collection-oriented Workflow** In addition to creating standalone movies, Mimic works with the concept of collections. Each collection can contain several individual movies. This allows you to easily and quickly link smaller movies together to form larger ones.
- **Recording Modes** When you record a movie, you can select whether to capture images automatically, manually, or with full-motion video (FMV).
- **Snap to It** Forget about having to manually resize your recording window or the application so that they are identical. In Mimic, you can automatically "snap" the recording window to an active application's size, or you can move an active application within the recording window.

### Enhancement

Following are some of the unique movie enhancement features available in Mimic.

- **Animated Typing Boxes** Not only can you add boxes for users to type input during a movie, but you can also add animated typing boxes automatically or manually to movie frames. Animated typing boxes allow users to watch the typing occur before their eyes.
- **Individual Frame Images** Each background frame image in a Mimic movie is stored as an individual image file. This means that you can easily edit a particular background image with any image editor.
- **Input Typing Boxes** If you want users to enter input into a particular movie frame, you can add an input typing box. You can also provide success and failure actions, as well as success, failure, and hint captions for the input box.
- **Integrated Audio** Mimic lets you easily incorporate background sound or record narration for your movie.
- **Special Effects** You can quickly apply several different kinds of special effects to frames and objects in your movies. These include effects that let you highlight an area by applying shading, blur, or gray scale to everything around it. Another feature lets you create a 3D effect that zooms in and emphasizes a specific area in an image.
- **Trajectories** A trajectory is the path of movement of an object (usually a cursor) on a movie frame. With Mimic, trajectories can be added automatically when you record movies, but you can also add them manually when you later edit the movie.
- **Visual Timeline** Use Mimic's visual timeline to synchronize objects in a movie frame. You can specify how long each object should be displayed in a frame, including the specific moment when it should be shown.

## Single-Sourcing

Mimic has numerous single-sourcing features that save you time and effort by letting you create content once and reuse it in multiple places. This includes the following features.

- **Condition Tags and Targets** Condition tags are a way to mark movies, frames, or objects that you want to include in some outputs, but exclude from other outputs. They work in conjunction with targets, which are simply separate instances of an output type.
- **Frame Libraries** A frame library lets you store often-used frames so that you can quickly insert them into movies later.
- **Master Frames** Master frames let you easily and quickly apply certain elements (e.g., buttons, image objects) to many frames at once. In addition, if you need to make a change to any of those elements, you only need to do so in the master frame; as a result, all frames using that master frame will automatically display the changes.
- **Palettes** After you create a movie, you can add various types of objects (such as shapes, lines, and cursors) to the individual frames. A palette is an element that lets you store objects for later use.
- **Variables** In addition to adding regular text to frame objects, you can also insert variables (re-usable text). Not only can you create variables in Mimic, but you can also link to variables that already exist in a MadCap Flare project.

## Output

Mimic lets you generate movies in a variety of formats, including desktop-based, Web-based, and print-based outputs. Following are the output options available in Mimic.

### Desktop Only Output Options

You can create movie output designed to be accessed from a desktop with MadCap's proprietary Mimic Movie Format (MMF) or with the Adobe AIR format. For the best quality and file size results, MMF is recommended.

- **Mimic Movie Format** The Mimic Movie Format (MMF) is designed to be opened by users from their desktop, rather than being accessed from a server. If you need to integrate your movies into a software application, MMF is a good solution.
- **Adobe AIR** The Adobe AIR format is browser-based, but it is designed to bring Web-related content to a desktop environment. It does this by taking Flash files and incorporating them into a single executable file.

### Web Or Desktop Output Options

You can create movie output that can be accessed from a Web server or locally on a desktop with the Microsoft Silverlight or Adobe Flash format. If you want users to access movies from a server (e.g., from a website), you need to use one of these output formats.

- **Microsoft Silverlight** The Silverlight format is designed by Microsoft. According to Microsoft, "Silverlight is a cross-browser, cross-platform, and cross-device plug-in for delivering the next generation of .NET based media experiences and rich interactive applications for the Web."
- **Adobe Flash** The Adobe Flash format is a common method for adding animation and interactivity to Web pages. If you also use MadCap Flare V7 (and higher) and insert Mimic movies into your content, you can embed movies that are generating Adobe Flash output.

### Print-based Output Options

You can create print-based movie output with the Microsoft XPS or Adobe PDF format. These output formats are ideal for distributing print versions of your movies. You can also use them to plan future movies or review existing ones.

- **Microsoft XPS** Microsoft's XML Paper Specification (XPS) is a document format with a markup language that is a subset of XAML for Windows Presentation Foundation. XPS is an alternative to Adobe's Portable Document Format (PDF).
- **Adobe PDF** Short for "Portable Document Format," PDF is an open file format created by Adobe. PDF files represent two-dimensional documents in a device-independent and resolution-independent fixed-layout document format.