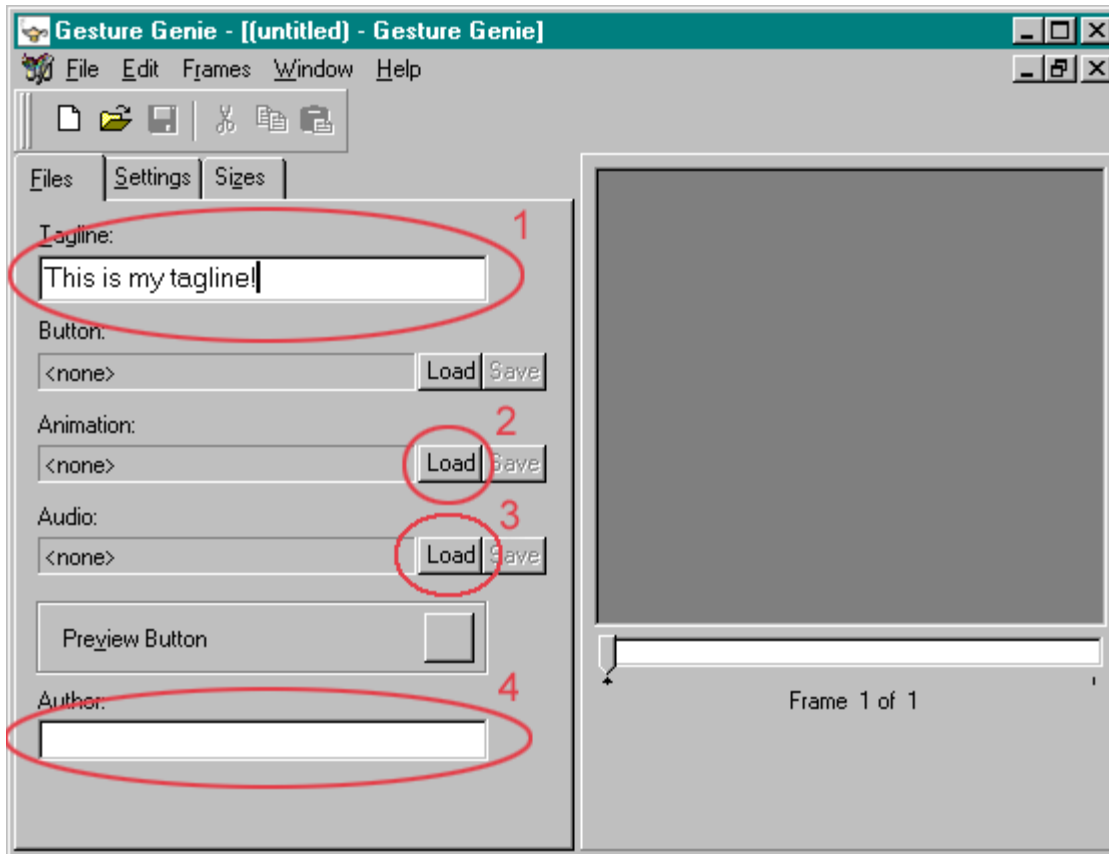


Tutorial - Creating a New Gesture - Step 2

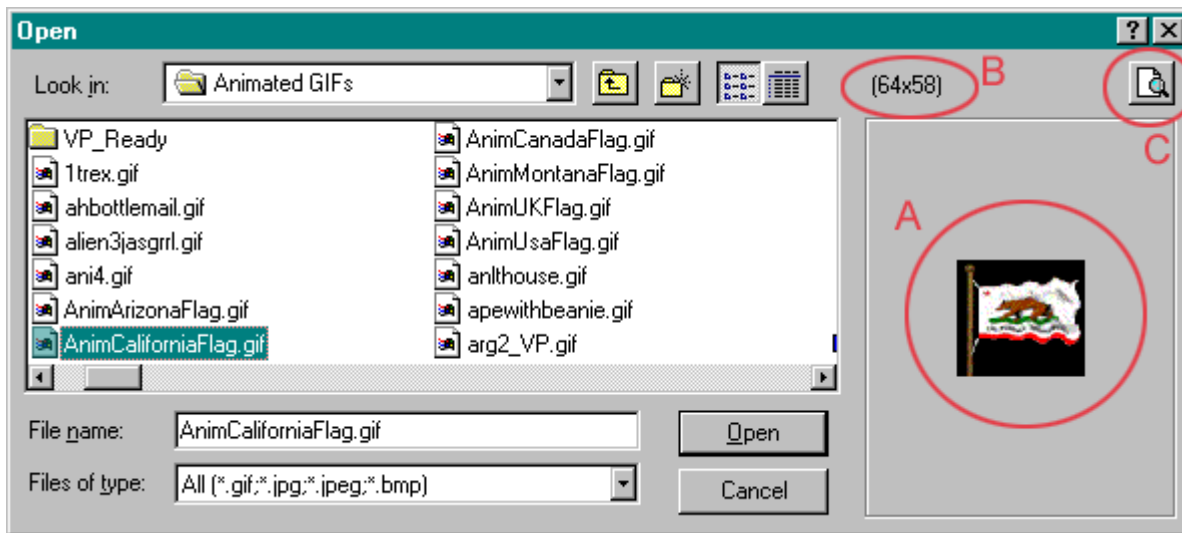
I have circled in red the areas you need to fill out (the number next to the circled area represents roughly the order in which they should be filled out) . The bare minimum Virtual Places requires you to enter are a tagline and an animation (however, you can save a gesture with nothing more than an animation entered). See below for details on what goes into each area.



1. The tagline text is the text that gets display along with the gesture image (for those users who are using the Java chat client, the tagline is the ONLY part of the gesture that they will see. This is the text that appears in parenthesis after your name when you use the gesture. For example, if you were to type in "Hello world!" and also selected to use this gesture while chatting in Virtual Places, something like the following would display in the chat text window:

MyNick: Hello world! (This is my tagline!)

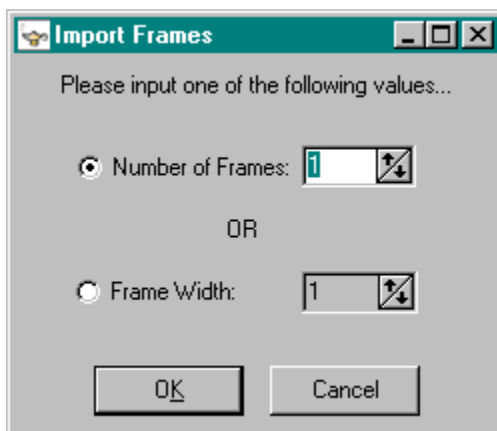
2. By pressing the "Load" button next to the "Animation" box, you can select what graphic will show when you use your gesture. Pressing the "Load" button will bring up a file selection dialog box:



This selection dialog will let you browse through your graphic files and select an appropriate graphic. (A) is the graphic preview area which will show you a small preview of the graphic file currently selected. (B) shows the width and height of the graphic file being previewed (graphics wider than 255 pixels will automatically be scaled down to fit the required gesture dimensions). (C) is a full-size preview button which allows you to view the selected graphic at its normal full-size.

Your selected graphic file should be roughly under 32 kBytes in size. Remember that a BMP or JPG will compress to different sizes from the original when imported and converted to GIF format. Also graphics that are larger than 255 pixels wide or high will also be shrunk down to fit, so this will also affect the final size. (We will discuss how to check the current size of your selected graphic in [step #4](#)).

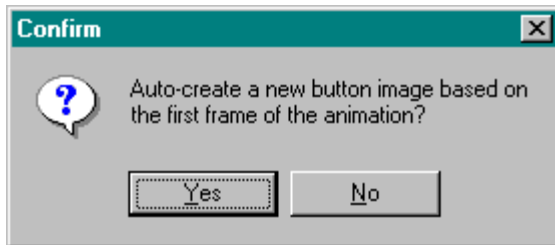
If you select an animated GIF file, the file selection dialog will close and the animated GIF will be imported. However, if you select a non-animated GIF or a BMP or JPG graphic file, you will see the following dialog box appear:



If the image you wanted to import is a series of images side-by-side (like a filmstrip) that you wanted to make into an animation (like the kind of graphic exported from VPABuild or other

gesture editor), this is where you tell Gesture Genie either (a) how many individual images the graphic should be broken into (how many frames) or (b) what the width of a single image frame is. If the image you are importing is not a "filmstrip" but is just a single image, leave the Number of Frames as "1" and click OK.

At this point you will then see the following dialog:



If you answer "Yes", Gesture Genie will automatically create a button image from the first frame of the imported graphic. You can always create your own button graphic and use it instead (by selecting the "Load" button next to the Button box).

3. By pressing the "Load" button next to the Audio box, a file selection dialog will appear allowing you to select a sound file (WAV format) to use with your gesture.

I recommend that the WAV file you select be under 32 kBytes in size. You can load a larger sized file, but there is no guarantee that it will work in Virtual Places.

4. Gesture Genie allows you to add a simple "digital signature" to your gesture. This is to identify the author of the gesture to the world and to help prevent someone else from taking credit for the gestures that you made. This signature can be up to 255 characters long but you can view only the first 36 characters of it. Once you enter a signature and save your gesture, that signature will be permanent on that gesture and no one will be able to change it (including you!). The next time you load that gesture, you can read the signature but not edit it. Some ideas for signatures include: your name, e-mail address, or maybe your web site address.

Note: I do not guarantee that someone can't remove that signature from the gesture. However, most typical users would have a difficult time removing it. It would be more work removing it than it would be to create their own gesture from scratch, so I think it should certainly deter most would-be gesture hijackers.

Note: You can save the gesture at this point and it will work in Virtual Places.

To test the gesture, click on the button to the right of the text "Preview Button" and it will

display in the preview window on the right (above where it says "Frame 1 of 1").

[Click here to go to Step 3](#)