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# Welcome to eBeam Presenter

**eBeam Presenter** from Electronics For Imaging is a software plug-in for the eBeam whiteboard appliance. eBeam Presenter captures meeting notes and diagrams as you create them on a whiteboard, then broadcasts them over the Internet or corporate intranet in real time. The eBeam Presenter plug-in for eBeam Moderator software gives you greater flexibility in sharing and annotating documents and whiteboard notes.

The eBeam Presenter plug-in allows the eBeam whiteboard appliance to synchronize users' marker strokes on a board with sound while recording a meeting.

eBeam Presenter records whiteboard drawings and audio simultaneously. The two data streams are merged for playback via RealNetworks' RealPlayer so that whiteboard images and recorded voices are in sync when the presentation is reviewed later.

Students who miss a class or coworkers who miss a meeting can hear a presentation and the related discussion, as well as see the notes and drawings, exactly as they appeared during the actual session.

In addition to creating a recorded presentation, you can broadcast the presentation live to an audience over the Internet. You can also publish your presentation on RealServer or a web server for on-demand viewing.

## **See also:**

[Features in this version](#)

[Installing eBeam Presenter](#)

[Using eBeam Presenter](#)

[Presentation pointers](#)

## Features in this version

This version of eBeam Presenter allows you to do the following:

- Record whiteboard strokes, annotations, and audio.
- Play back a recorded presentation in RealNetworks' RealPlayer 8 or later.
- Play back a recorded presentation using RealNetworks' RealServer or a web server for on-demand viewing.
- Broadcast a live presentation via RealPlayer.

### **See also:**

[Installing eBeam Presenter](#)

[Using eBeam Presenter](#)

[Presentation pointers](#)

# Installing eBeam Presenter

Installing eBeam Presenter is quick and easy. You can download eBeam Presenter from the web or install it from a CD-ROM.

[System requirements](#)

[Installation procedures](#)

[Installing the eBeam Presenter file format plug-in for RealServer](#)

**See also:**

[Using eBeam Presenter](#)

## System requirements

The minimum system requirements for creating and viewing a presentation are as follows:

### Creating a presentation

To create a presentation, you need the following:

- The eBeam system
- eBeam Moderator 2.0 or later software and the eBeam Presenter plug-in
- Windows-compatible PC with Pentium 200 MHz or faster processor
- Windows 95/98/NT/2000 or ME
- 32MB available RAM
- 6MB available hard disk drive space
- SoundBlaster compatible sound card and a microphone (if your presentation includes audio)
- RealPlayer 8 or later, for previewing a presentation

### Viewing a presentation

To view a presentation, your audience will need the following:

- A web browser with an Internet connection of 28.8 Kbps or faster (or a Local Area Network connection)
- Windows-compatible PC with Pentium 200 MHz or faster processor
- Windows 95/98/NT/2000 or ME
- Minimum 16MB available RAM
- SoundBlaster compatible sound card and speakers (if your presentation includes audio)

## **Publishing a presentation**

To publish a live or on-demand presentation on a RealServer, you need the following:

- Access to a RealServer. Visit the RealNetworks' website ([www.realnetworks.com](http://www.realnetworks.com)) for more information.
- RealServer information, such as the name or IP address of the server, the name of the directory on the server where your presentation is to be stored, etc. Obtain this information from your system administrator or Internet Service Provider.
- The eBeam Presenter file format plug-in installed on a RealServer for streaming your on-demand presentation (not required for a live presentation). This file format plug-in is included in the eBeam Presenter installation and is also downloadable from the eBeam website ([www.e-beam.com](http://www.e-beam.com)).

To publish your presentation on an HTTP web server, you need:

- Access to an HTTP web server where you can host your web page. If you are publishing a link to your presentation, the web server must have .SMI files registered as MIME type in order to properly launch RealPlayer.
- Web server information, such as the directory on the server where you want your presentation stored. Obtain this information from your system administrator or webmaster.

## Installation procedures

Before you install the eBeam Presenter plug-in, make sure you have installed the eBeam Moderator software (available from [www.e-beam.com](http://www.e-beam.com)). You need to install the plug-in in the same location in which you install the eBeam Moderator software, so make a note of the directory in which you install eBeam Moderator.

If you installed eBeam Moderator using the default location in the installation program, install the eBeam Presenter plug-in in the same folder.

To install the eBeam Presenter plug-in:

1. Download the installation program, or insert the CD-ROM into your drive.
2. Close any other applications that may be open.
3. Double-click the installation program icon. If you are using a CD, the installation program launches when you insert the CD into the drive. If it does not, browse to your CD-ROM drive and double-click the Setup.exe file.
4. Follow the instructions of the Setup Wizard to complete the installation.
5. At the end of the installation, view the Readme.txt file for the latest information about this version of the eBeam Presenter.

### **See also:**

[System requirements](#)

[Using eBeam Presenter](#)

[Installing the eBeam Presenter file format plug-in for RealServer](#)

## **Installing the eBeam Presenter file format plug-in for RealServer**

To make your presentations available from RealServer for on-demand viewing, you must install the eBeam Presenter file format plug-in on the RealServer that will host your presentation. You must put the plug-in in the RealServer plug-ins directory.

The RealServer plug-in is downloadable from [www.e-beam.com](http://www.e-beam.com) and is also loaded on your PC when you install eBeam Presenter. The plug-in is in the **eBeam Presenter\RealServer** Plug-in folder. The **eBeam Presenter** folder is located in the **Electronics For Imaging\eBeam 2.0\Plugins** folder. If you selected the default location in the installation program, these folders will be in the **Program Files** folder.

Copy the RealServer plug-in to the RealServer plug-ins directory. The RealServer plug-ins directory is generally configured as:

### **Program Files/Real/Realserver/Plugins**

Contact your system administrator or RealServer administrator if you cannot locate the RealServer plug-in.

#### **See also:**

[System requirements](#)

[Using eBeam Presenter](#)

[Installation procedures](#)

## Using eBeam Presenter

The sections below describe how to use eBeam Presenter to create and view presentations.

[eBeam Presenter toolbar](#)

[Configuring eBeam Presenter](#)

[Starting a live presentation](#)

[Starting a recorded presentation](#)

[Publishing a presentation](#)

### **See also:**

[Installing eBeam Presenter](#)

[Presentation pointers](#)

## eBeam Presenter toolbar

You can access all eBeam Presenter's functionality from the eBeam Presenter toolbar.



Launch eBeam Moderator. The eBeam Presenter toolbar appears at the bottom of the eBeam Moderator main window. If the toolbar is not visible, select eBeam Presenter from the View>Toolbar menu.



**Logo** - click to open the About eBeam Presenter window, which displays the version number



**Configuration** - opens the eBeam Presenter Configuration window, where you can select the type of presentation you want to create, whether you want to include audio, edit clip information, etc.



**Record** - start recording the presentation or start broadcasting a live presentation



**Pause** - pauses the recording presentation (not available for a live presentation)



**Stop** - stops the recording or live presentation



**Play** - play a previously/last recorded presentation in RealPlayer (not available while recording)



**Recording** - displays recording status information, such as elapsed time, available disk space, and audio level (if your presentation includes audio)

### See also:

[Configuring eBeam Presenter](#)

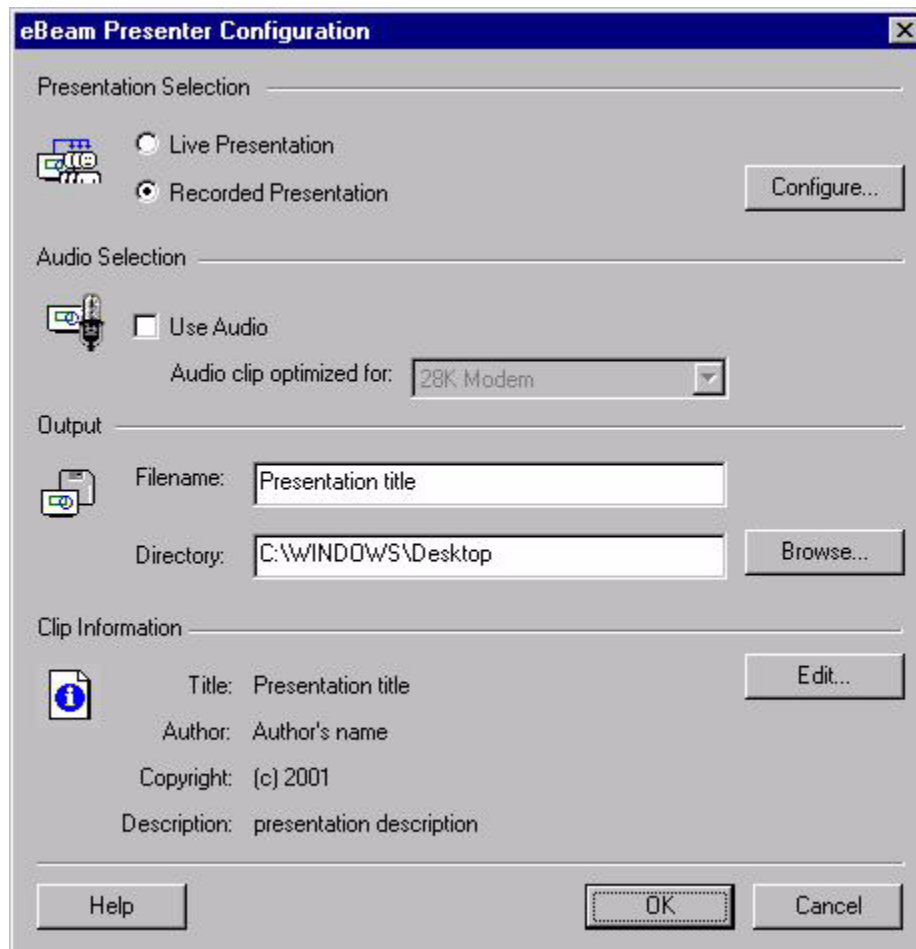
[Starting a live presentation](#)

[Starting a recorded presentation](#)

[Publishing a presentation](#)

## Configuring eBeam Presenter

Click the Configuration button on the eBeam Presenter toolbar. The window below appears.



You can record a presentation or broadcast a presentation live over the Internet or a corporate LAN. You and the members of your audience must have access to RealServer in order to use the live presentation feature. To configure your presentation, see the following:

[Configuring a live presentation](#)

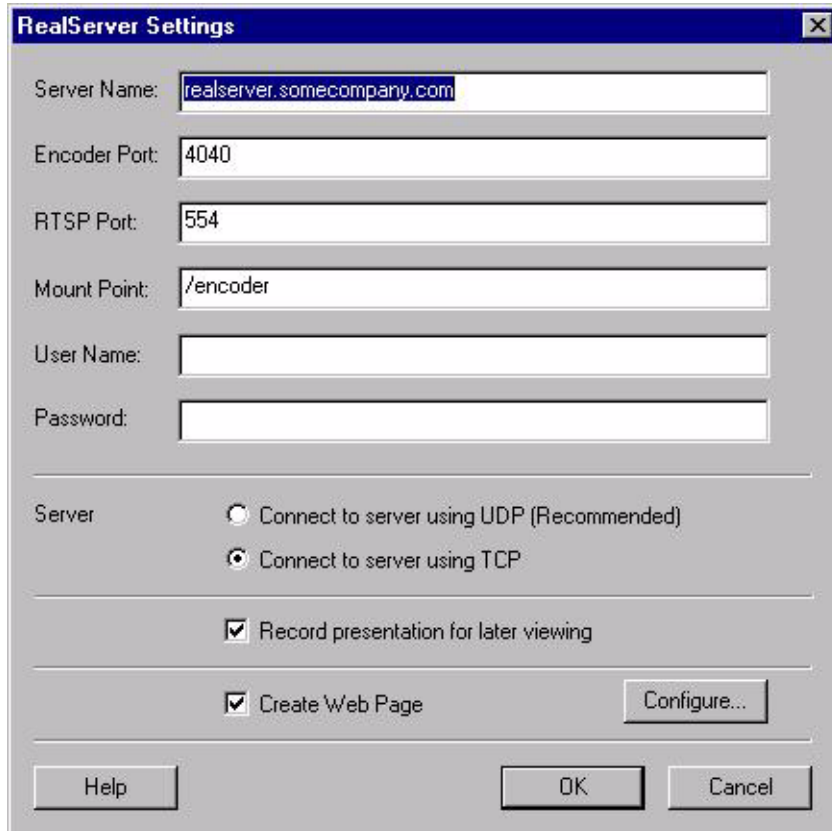
[Configuring a recorded presentation](#)

[Creating a web page](#)

## Configuring a live presentation

1. Click the Configuration button on the **eBeam Presenter toolbar**.
2. Select **Live Presentation**.
3. Click **Configure**.

The RealServer settings window appears.



The image shows a dialog box titled "RealServer Settings" with a close button (X) in the top right corner. The dialog contains several input fields and checkboxes. The "Server Name" field is pre-filled with "realserver.somecompany.com". The "Encoder Port" field is pre-filled with "4040". The "RTSP Port" field is pre-filled with "554". The "Mount Point" field is pre-filled with "/encoder". The "User Name" and "Password" fields are empty. Below the input fields, there are two radio buttons under the "Server" label: "Connect to server using UDP (Recommended)" and "Connect to server using TCP". The "Connect to server using TCP" option is selected. Below the radio buttons, there are two checkboxes: "Record presentation for later viewing" and "Create Web Page", both of which are checked. To the right of the "Create Web Page" checkbox is a "Configure..." button. At the bottom of the dialog, there are three buttons: "Help", "OK", and "Cancel".

RealServer Settings

Server Name:

Encoder Port:

RTSP Port:

Mount Point:

User Name:

Password:

Server

Connect to server using UDP (Recommended)

Connect to server using TCP

Record presentation for later viewing

Create Web Page

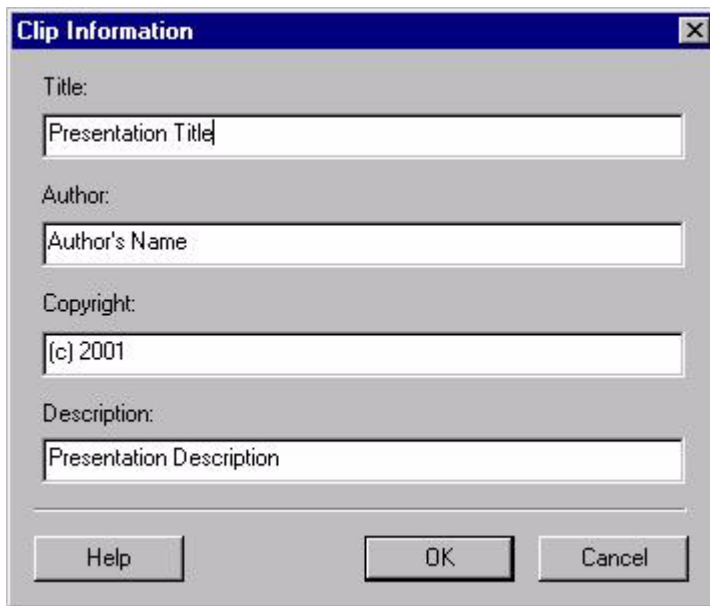
4. Enter the following information (check with your system administrator or RealServer administrator if you are not sure what values to use):
  - RealServer name or IP address to be used for your broadcast
  - Encoder port to connect to (4040 is the default)
  - Real Transport Streaming Protocol (RTSP) port (554 is the default)
  - Mount point (/encoder is the default)
  - User name and password for the server, if required
  - It is recommended you use a UDP (User Datagram Protocol) connection method if you are not behind a firewall. Otherwise, connect via TCP/IP
  - Select the **Record presentation for later viewing** check box to record a presentation on your computer for later viewing (note that the presentation is stored locally on your computer, not on RealServer)
  - Select **Create Web Page** to create a web page that you or your audience can use to connect to the live presentation. (For more information, see [Creating a web page](#)). Click Configure to set up the layout of the web page.
5. Click OK to return to the main Configuration window.
6. To include audio in your presentation, select the **Use Audio** check box and indicate a connection speed at which to optimize the audio portion of the presentation for your audience.

Consider the connection speed of your audience. Keep in mind they may be using a lower-speed modem than you, or may be connected over a high-speed network. If you are recording a live presentation, the greater the bandwidth you choose, the larger the presentation file.

7. Enter a filename and directory path for your presentation file in the Output section of the Configuration window.

Several files will be created to assist you and your audience in joining the live presentation. (For more information, see [Publishing a live presentation](#)). The filename you enter is used as a base filename for all your presentation files, and as the stream name on RealServer.

8. Click Edit and enter the following information about your presentation in the Clip Information configuration window.
  - Title: title of the clip
  - Author: name of the clip's creator
  - Copyright: year and owner of the clip's copyright
  - Description: a brief summary of the clip's content



The image shows a 'Clip Information' dialog box with the following fields and values:

- Title: Presentation Title
- Author: Author's Name
- Copyright: (c) 2001
- Description: Presentation Description

Buttons: Help, OK, Cancel

9. Click OK.

The information you entered is displayed in the Clip Information section of the Configuration window. To edit this information, click Edit, re-enter the information, and click OK.

10. Click OK to return to the eBeam Presenter toolbar.

The **About this Presentation** dialog box in RealPlayer displays clip information to your audience when they view a presentation. To access this information, choose Help>About this Presentation.

**See also:**

[Publishing a live presentation](#)

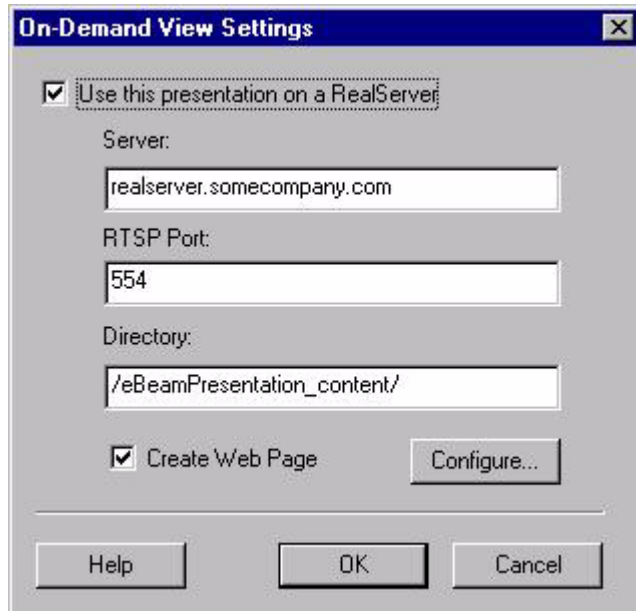
[Configuring a recorded presentation](#)

[Creating a web page](#)

[Starting a live presentation](#)

## Configuring a recorded presentation

1. Click the Configuration button on the **eBeam Presenter toolbar**.
2. Select **Recorded Presentation**.
3. Click the **Configure** button.



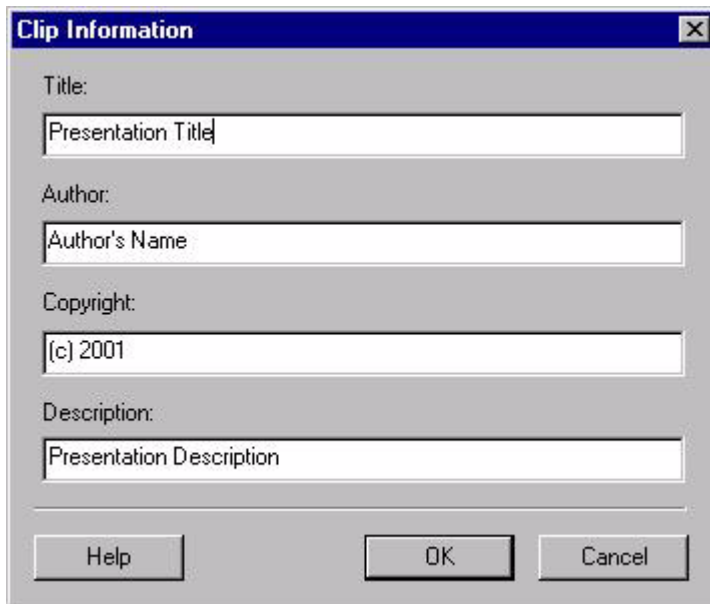
4. To publish your presentation on RealServer for on-demand viewing, select the **Use this presentation on a RealServer** check box.
5. Enter the following information (check with your system administrator or RealServer administrator if you are not sure what values to use).
  - RealServer name or IP address that will host your presentation files
  - Real Transport Streaming Protocol (RTSP) port (554 is the default)
  - Directory on RealServer in which to store your presentation files. Your system administrator or RealServer administrator may have assigned you a specific subfolder on the RealServer for your organization.
6. Select **Create Web Page** to create a web page that you or your audience can use to play back the recorded presentation. Click Configure to set up the layout of the web page. (For more information, see [Creating a web page](#)).
7. Click OK to return to the main Configuration window.
8. To include audio in your presentation, select the **Use Audio** check box and a connection speed at which to optimize the audio portion of the presentation for your audience.

Consider the connection speed of your audience. Keep in mind they may be using a lower-speed modem than you, or may be connected over a high-speed network. The greater the bandwidth, the larger the presentation file.
9. Enter a filename and directory path for your presentation files in the Output section of the Configuration window.

Several files will be created to assist you and your audience in the playback of a recorded presentation. (For more information, see [Publishing a presentation](#)).

10. Click Edit, and enter the following information about your presentation in the Clip Information configuration window.

- Title: title of the clip
- Author: name of the clip's creator
- Copyright: year and owner of the clip's copyright
- Description: a brief summary of the clip's content



The image shows a dialog box titled "Clip Information" with a close button (X) in the top right corner. The dialog contains four text input fields, each with a label above it: "Title:" with the text "Presentation Title", "Author:" with "Author's Name", "Copyright:" with "(c) 2001", and "Description:" with "Presentation Description". At the bottom of the dialog are three buttons: "Help", "OK", and "Cancel".

11. Click OK.

The information you entered appears in the Clip Information section of the Configuration window. To edit this information, click Edit, re-enter the information, and click OK.

12. Click OK to return to the eBeam Presenter toolbar.

The **About this Presentation** dialog box in RealPlayer displays clip information to your audience when they view a presentation. To access this information, choose Help>About this Presentation.

**See also:**

[Publishing a recorded presentation](#)

[Starting a recorded presentation](#)

[Publishing a presentation for on-demand viewing](#)

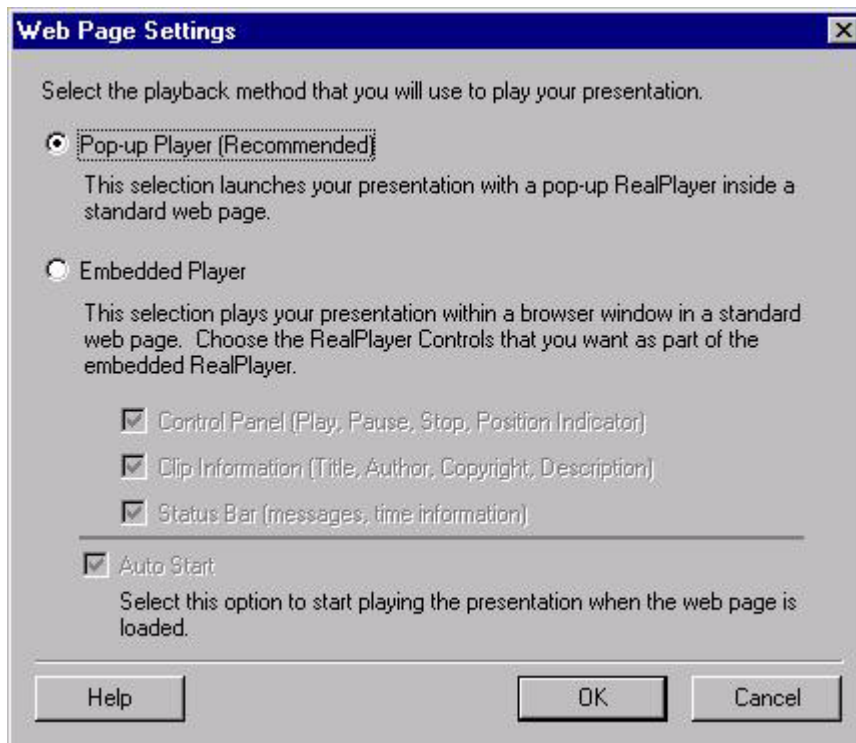
[Configuring a live presentation](#)

[Creating a web page](#)

## Creating a web page

One way your audience can view a presentation is through a web page; the other way is for you to send the presentation .SMI file as an e-mail attachment. For more information, see [Publishing a presentation](#).

To create a web page, click the **Configure** button in either the **RealServer Settings** window or the **On-Demand View Settings** window.



Decide on a playback method for your presentation. Do you want the RealPlayer to pop-up as a separate window, or do you want an embedded RealPlayer as part of the web page?

If you choose to include an embedded RealPlayer, select the controls you want included as part of the RealPlayer. If you select the **Auto Start** check box, the presentation plays as soon as the web page loads.

### See also:

[Configuring eBeam Presenter](#)

[Starting a live presentation](#)

[Starting a recorded presentation](#)

[Publishing a presentation](#)

## Starting a live presentation

Once you have configured your live presentation, you are ready to start recording. Click the Record button on the toolbar.

You will be prompted to start recording a particular Moderator meeting. You may have more than one Moderator meeting window open, but you can broadcast information in only one Moderator meeting window. Select the meeting window you want to use before you start to record. All previously generated information in the meeting window is ignored. Only the information added after you start a broadcast is included.

eBeam Presenter will try to connect to the RealServer. If it successfully connects, you see **Live** in the status window, and the audio meter responds to your voice (if you have selected to include audio as part of your presentation). The timer in the status window starts, indicating how long your presentation has been broadcasting live.

When you are finished, click **Stop**. The Pause button is disabled during the live broadcast.

See [Presentation pointers](#) for more information on configuring your presentation and for pointers on what you can and cannot do during the presentation.

Start your live presentation approximately 10 minutes earlier than your intended start time. This gives you plenty of time to prepare for the presentation, and ensures that your audience will be able to connect to the presentation.

The presentation files that assist your audience in joining the presentation are created *after* you start recording. To use these files in advance of the scheduled presentation time, you can start a presentation at any time and stop after a few seconds. See [Publishing a presentation](#) for more information on using the various files that are created for your presentation.

### **See also:**

[Publishing a presentation](#)

[Presentation pointers](#)

[Starting a recorded presentation](#)

## Starting a recorded presentation

Once you have configured your recorded presentation, you are ready to start. Click the **Record** button on the toolbar.

You will be prompted to start recording a particular Moderator meeting. You may have more than one Moderator meeting window open, but you can record information in only one Moderator meeting window. Select the meeting window you want to use before you start to record. All previously generated information in the meeting window is ignored. Only the information added after you start recording is included.

If a previously recorded presentation exists in the same location as specified in your configuration, you will be asked to replace that presentation. If you choose to replace the presentation, it will be removed. You will not be able to recover it. You are given the option to change your configuration settings before you start recording.

After a few seconds, you see **Recording** in the status window and the audio meter responds to your voice (if you have selected to include audio as part of your presentation). The timer in the status window starts, indicating how long you have been recording.

Keep an eye on the available disk space, which is displayed on the toolbar. Recording audio uses much more disk space than recording whiteboard information.

You can use the **Pause** button to pause your presentation. The status window displays a blinking **Paused** message. Note that no audio or whiteboard information is recorded during a pause. To resume recording, click **Record**.

When you are finished, click **Stop**. A window appears displaying information about your presentation (start/end time, duration, output location, etc.). You are given the option to play back the recorded presentation. If you choose to play your presentation, RealPlayer starts.

Several files are created to assist you in playing back a recorded presentation and publishing your presentation for on-demand viewing. See [Publishing a presentation](#) for more information on using the various files that are created for you.

To play a previously recorded presentation, click the **Play** button on the toolbar. Note that this only plays the last recorded presentation. To play an earlier presentation, open its .SMI file from within RealPlayer, or double-click the .SMI file from Windows Explorer.

See [Presentation pointers](#) for more information on setting up your presentation and pointers on what you can and cannot do during the presentation.

### **See also:**

[Publishing a presentation](#)

[Presentation pointers](#)

[Starting a live presentation](#)

## Publishing a presentation

Several files are created to allow your audience to view your presentation. You can publish these files to your RealServer or to a web server.

### See:

[Publishing a recorded presentation](#)

[Publishing a presentation for on-demand viewing](#)

[Publishing a presentation on a web server](#)

[Publishing a live presentation](#)

### See also:

[Configuring eBeam Presenter](#)

## Publishing a recorded presentation

After you record a presentation, a folder with the **Filename** you specified in the **Output** section of the Configuration window is created. The default location in the configuration is **C:\eBeamPresentation**, which is used in the following examples.

The files are stored in the following directory structure:

Folder/File	Comments
c:\eBeamPresentation	Main presentation folder
\Content	Subfolder containing recorded presentation files
\Content\eBeamPresentation.rm	Recorded audio
\Content\eBeamPresentation.wbs	Recorded whiteboard information
\Content\eBeamPresentation_Test.smi	.SMI file for local play back with RealPlayer.
\OnDemand	Subfolder containing files for publishing on-demand presentations on a RealServer or a web server. This folder is created only if you selected the Use this presentation on a RealServer check box in the <b>On-Demand View Settings</b> configuration window.
\OnDemand\eBeamPresentation.smi	SMIL file for playing back the presentation from the RealServer or a web server.
\OnDemand\eBeamPresentation.html	HTML page that plays back a presentation published on a RealServer. This file is only created if you selected the <b>Create Web Page</b> check box in the On-Demand View Settings window during configuration (see <a href="#">Creating a web page</a> ).

### See also:

[Publishing a presentation for on-demand viewing](#)

[Publishing a presentation on a web server](#)

[Publishing a live presentation](#)

## Previewing a local presentation

After you record a presentation, you can play it by double-clicking the \_Test.SMI file or by selecting the filename in the RealPlayer File>Open File menu. Note that all the presentation files (.RM, .WBS, and .SMI) must be stored in the same folder.

### See also:

[Publishing a recorded presentation](#)

[Publishing a presentation for on-demand viewing](#)

[Publishing a presentation on a web server](#)

[Publishing a live presentation](#)

## Publishing a presentation for on-demand viewing

To publish a presentation for on-demand viewing, you (or your system administrator) must copy the .RM and .WBS files from the Content folder to the RealServer. Note that all these files must be located in the same directory on the RealServer, and that the directory on the RealServer should be the same directory you entered in the **On-Demand View Settings** configuration window during configuration.

You can make your presentation available to your audience from a web page, or by e-mailing the .SMI file located in the **OnDemand** folder. Users can double-click the file or open it from RealPlayer.

To create a web page, you must copy the HTML file and the .SMI file located in the **OnDemand** folder to your web server. Your audience can then view your on-demand presentation with a URL similar to the following (replace with appropriate server and directory names):

<http://www.myserver.com/mydir/eBeamPresentation.html>

You can also use this link, or integrate the HTML source, in other web pages.

### See also:

[Publishing a recorded presentation](#)

[Publishing a presentation on a web server](#)

[Publishing a live presentation](#)

## Publishing a presentation on a web server

Alternatively, you can publish your presentation on a web server instead of a RealServer, but keep in mind that a web server is not as robust and does not perform all of the features of a RealServer.

To publish your presentation on a web server, you need the following information from your system administrator or web master:

- Web server name or IP address to be used to host your presentation
- Directory on the web server where you want your presentation files filed
- URL of the web page

You need to copy the .RM, .WBS, and .SMI files to the web server. You will also need to edit the .SMI file (use any text editor) to point to the presentation files located on your web server. For example, change

```
audio src = "rtsp://realserver:554/eBeamPresentation_content/eBeamPresentation.rm"
```

```
ref src = "rtsp://realserver:554/eBeamPresentation_content/eBeamPresentation.wbs"
```

to

```
audio src = "http://webserver/directory/eBeamPresentation.rm"
```

```
ref src = "http://webserver/directory/eBeamPresentation.wbs"
```

You can then create a link in your web page pointing to the .SMI file.

### **See also:**

[Publishing a recorded presentation](#)

[Publishing a presentation for on-demand viewing](#)

[Publishing a live presentation](#)

## Publishing a live presentation

When you start a live broadcast, a folder with the **filename** you specified in the **Output** section of the configuration window is created in the directory. The default location in the configuration is **C:\eBeamPresentation**, which is used in the following examples.

The files are stored in the following directory structure:

Folder/File	Comments
c:\eBeamPresentation	Main presentation folder
\Content	Subfolder containing recorded presentation files. This folder is empty unless you have chosen to record the live broadcast, in which case the contents are the same as when recording a presentation.
\Live	Subfolder containing the files that allow your audience to join the live presentation.
\Live\eBeamPresentation.smi	.SMI file for joining a live presentation
\Live\eBeamPresentation.html	HTML page for a web server to join a live presentation. This file is only created if you select the Create a Web Page check box in the RealServer Settings window during configuration. See <a href="#">Creating a web page</a> .

You can make your live presentation available to members of your audience from a web page, or by e-mailing the .SMI file located in the **Live** folder. A user can either double-click the file or open it from RealPlayer.

If you opted to create a web page, you need to copy the HTML file and .SMI file located in the **Live** folder to your web server. Your audience can then view the live presentation using a URL similar to the following (replace with appropriate server and directory names):

<http://www.myserver.com/mydir/eBeamPresentation.html>

You can also use this link, or integrate the HTML source, in other web pages.

If you opted to record the live presentation, see [Publishing a recorded presentation](#).

Make sure you start your presentation 10-15 minutes before the actual start time, so you can update your web server or send the .SMI file to your audience. If you need the .SMI and HTML well in advance of your live broadcast, start a “temporary” broadcast and use those files. (If you do this, make sure you use the same configuration information you will use for the actual live broadcast).

### See also:

[Publishing a recorded presentation](#)

[Publishing a presentation for on-demand viewing](#)

[Publishing a presentation on a web server](#)

## Presentation pointers

- **Plan ahead**

Plan your network and server needs well in advance, so that when you are ready to broadcast your presentation, you have everything configured properly. Consult your system administrator or RealServer administrator and gather all necessary information.

- **Remember your audience**

Because your audience is remote, be extra careful when writing on the whiteboard, so that the information you record is clear. Press firmly on the whiteboard with the eBeam marker.

If you are use a microphone, speak clearly and concisely, so that your message is understood. Do a test recording to adjust the microphone volume according to the distance the microphone is from your mouth. You can adjust the microphone and speaker levels from your Windows volume control interface.

Let your audience know when the meeting will begin; let them know well in advance.

### **A few more things to keep in mind...**

- The Pause button is disabled when you are broadcasting a live presentation.
- Only new marker and annotation strokes are recorded; any writing or drawing that was on the whiteboard before you started recording is not included in the presentation.
- Only the annotations created on the last page of Moderator are recorded.
- The annotation Undo and Redo functionality in Moderator has no effect on the recorded strokes.
- In a shared meeting in Moderator, only your whiteboard and annotation strokes are recorded.
- When you record a presentation, you will not get a warning of low or insufficient disk space. If you are recording audio, remember that the amount of disk space used is much greater than the space used to record whiteboard information.
- You can only record information in one Moderator meeting window. Select the meeting window you want to use before you start to record. You cannot change this during the recording.
- If you are broadcasting a live presentation, there is a few seconds delay between your broadcast and what is happening in real time.
- During a live presentation, your audience will not be able to view or hear any part of the presentation that took place prior to them joining the presentation. You can record the live presentation and make it available later for on-demand viewing.
- In order to view a presentation, you must first install the eBeam Presenter RealPlayer plug-in in RealPlayer. The first time you play an eBeam presentation file or join a live presentation, RealPlayer automatically installs the plug-in from the RealNetworks server, or asks you to follow installation instructions. Once the plug-in is installed, RealPlayer will not prompt you to do this again unless a newer version is released.

## Glossary

LAN (Local Area Network)	A group of computers and other devices dispersed over a relatively limited area and connected by a communications link that enables any device to interact with any other device on the network. LANs commonly include microcomputers and shared resources, such as laser printers and large hard disk drives.
RealNetworks	A company that creates hosting solutions for the delivery of streaming presentations to an online audience.
RealServer	A software product created by RealNetworks that allows you to stream live or recorded RealAudio and RealVideo files to anyone using RealPlayer. The server can work with web servers to stream media over the Internet or to users on a corporate intranet.
RealPlayer	Allows your audience to view your recorded and live presentations. RealPlayer is available from RealNetworks.
SMIL (Synchronized Multimedia Integration Language)	Files that organize the way RealPlayer plays back your presentation files.
UDP (User Datagram Protocol)	A connectionless network protocol. It is used for broadcasting messages over a network. If you are not behind a firewall, you should use the UDP connection.
TCP/IP (Transmission Control Protocol and Internet Protocol)	Transport and address networks protocols. TCP is used to establish a connection for data transmission. IP defines the method for sending the data in packets.
Server	An application that responds to requests from another application or task
RTSP (Real-Time Streaming Protocol)	An application-level protocol for controlling the delivery of data with real-time properties. RTSP provides an extensible framework to enable controlled, on-demand delivery of real-time data, such as audio and video, using the Transmission Control Protocol (TCP) or the User Data Protocol (UDP).

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