



IDE Overview

The Mugeda Team

www.mugeda.com

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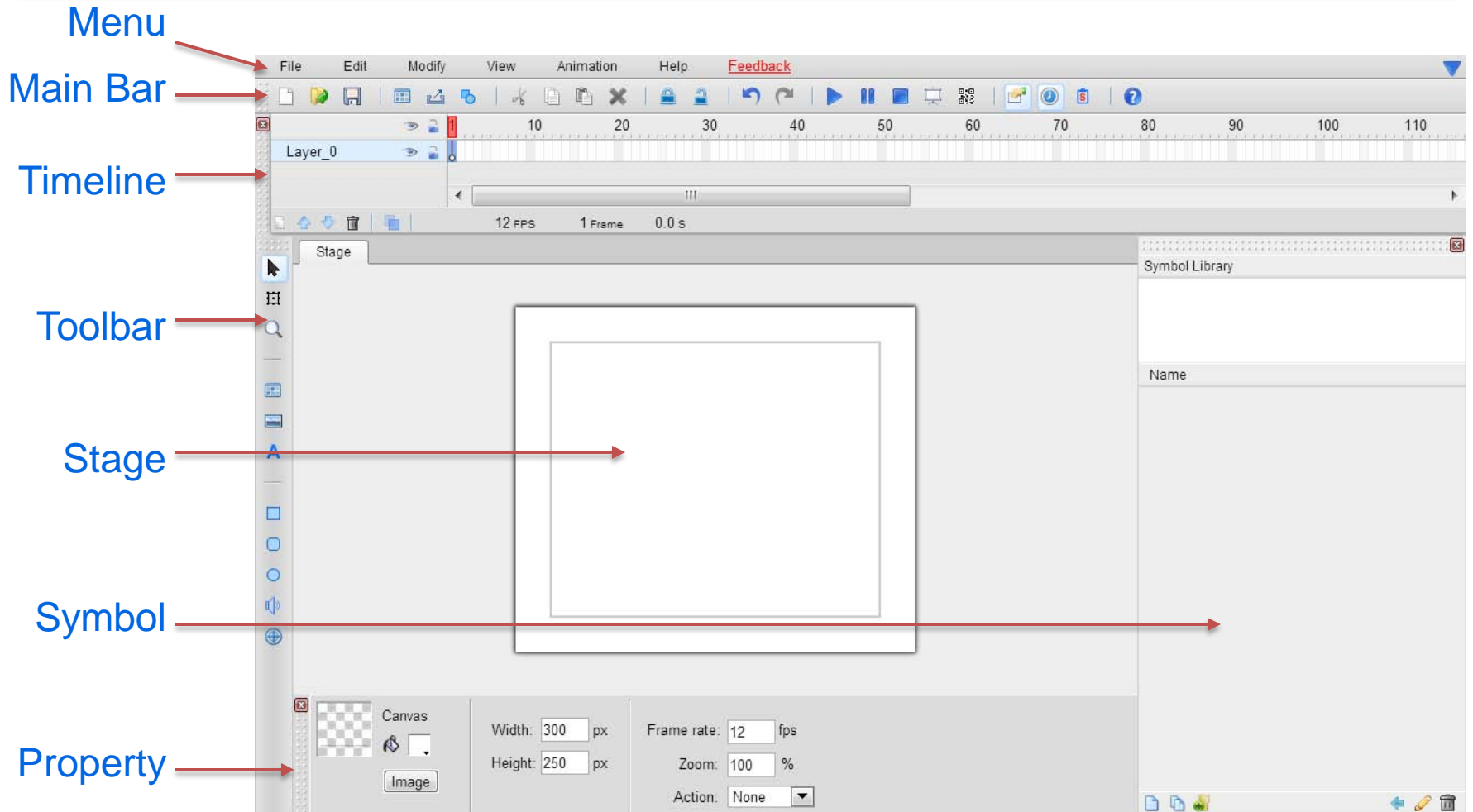
Professional IDE

The screenshot displays the MUGEDA Professional IDE interface. At the top, a browser window shows the URL <https://www.mugeda.com/animation/edit/50c0e4714dcb684d1b0000b9>. The main interface includes a menu bar (File, Edit, Modify, View, Animation, Help, Feedback), a toolbar, and a timeline with a playhead at frame 86. The stage area shows a car animation with a text overlay: "Seven tickets Among Audi models the Q7 stands alone in sharing the luxury, opulence". The code editor displays the following JavaScript code:

```
1 var i = 0;
2 var mode = 0;
3 var prevMode = 0;
4 var width = 200;
5 var height = 50;
6 var steps = 29;
7 var threshold =19;
8 var step = -1;
9 var offset = 20;
10 var lastStart = 80;
11
12 var mouseX = 0;
13 var mouseY = 0;
14
15 var prevPos = {};
16
17 mugedaInputEvent = function(mode, event, pos
18 {
19     mouseX = position.x;
20     mouseY = position.y;
21 };
22
23 function startMove(event){
24     if(mode == 2)
25     {
```

The Symbol Library on the right lists various symbols, including "car" which is currently selected. The Instance panel at the bottom left shows the car's dimensions (W: 35.0, H: 35.0) and position (X: 238.0, Y: 259.0).

IDE Components



Menu

Menu bar contains the comprehensive set of commands

- Undo
- Redo

- Cut
- Copy
- Paste

- Delete

- ✓ Mainbar
- ✓ Toolbar
- ✓ Symbols
- ✓ Properties
- Script
- ✓ Timeline

- Cheat Sheet

- Video Tutorials ▶

- About

File Edit Modify View Animation Help [Feedback](#)

- New
- Open...
- Save
- Save As...
- Revisions ▶

- Import ▶
- Export ▶

- Manage Resources

- Exit

- Node ▶

- Arrange ▶
- Align ▶
- Transform ▶
- Group ▶
- Combine ▶
- Audio ▶

- Insert Tween Animation
- Delete Tween Animation

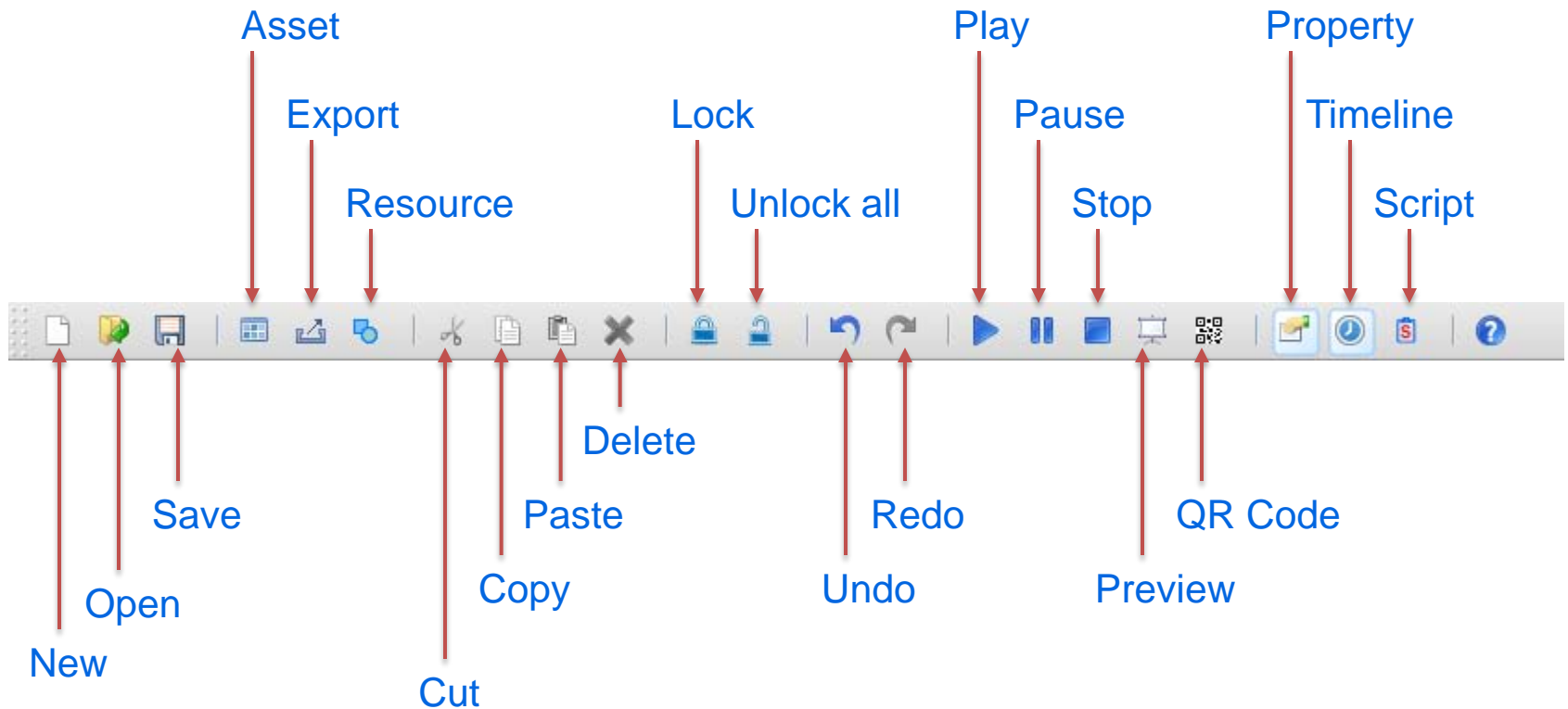
- Insert Frame F5
- Delete Frame(s) Ctrl + F5

- Insert Keyframe F6
- Clear Keyframe
- Delete Keyframe(s) Ctrl + F6

- Copy Keyframe
- Paste Keyframe

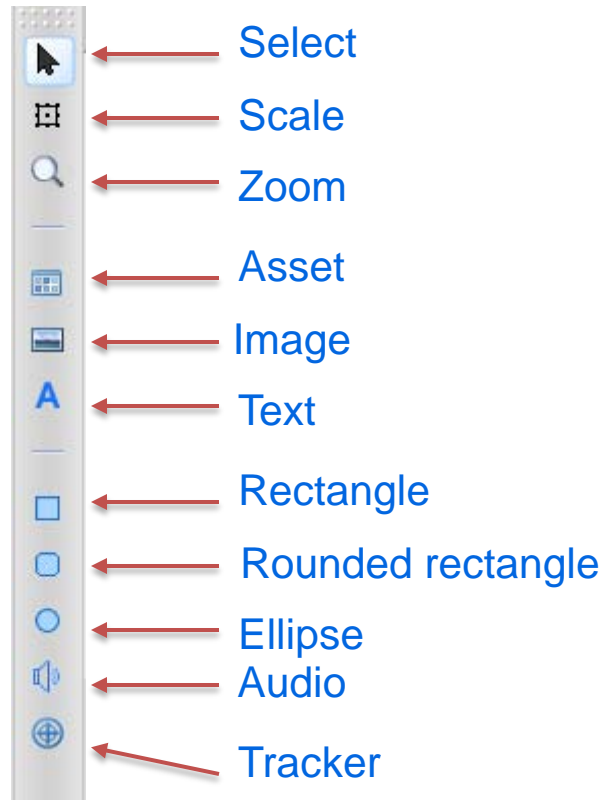
Main Bar

Main bar contains the most frequently used operations



Toolbar

Toolbar contains elements that can be added to the stage and tools to manage the elements on the stage.



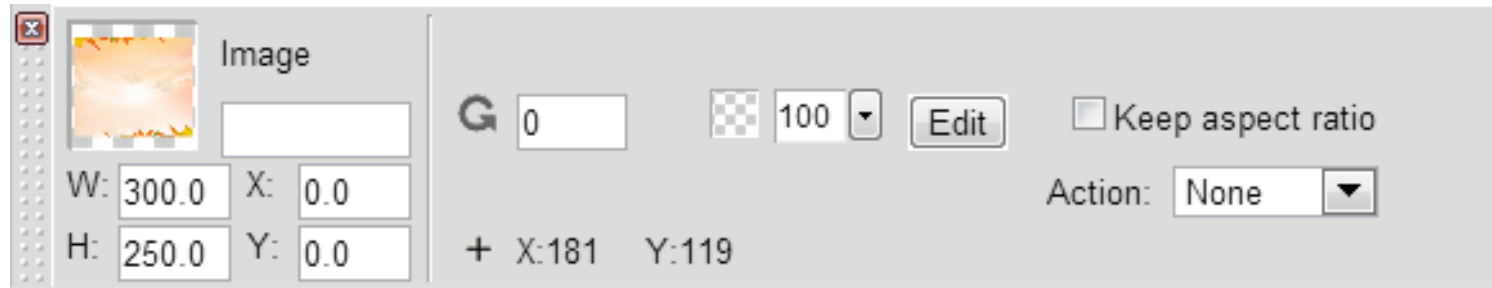
Stage

Stage contains a white canvas to edit the content



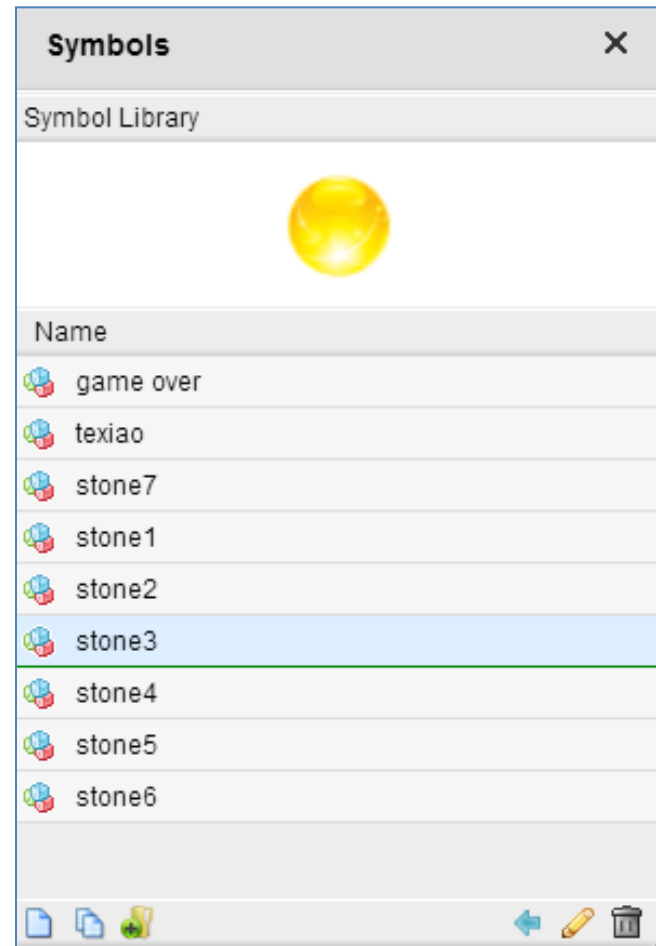
Property

Property dialog shows the parameters to control the appearance and behaviors of selected element(s).



Symbol Library

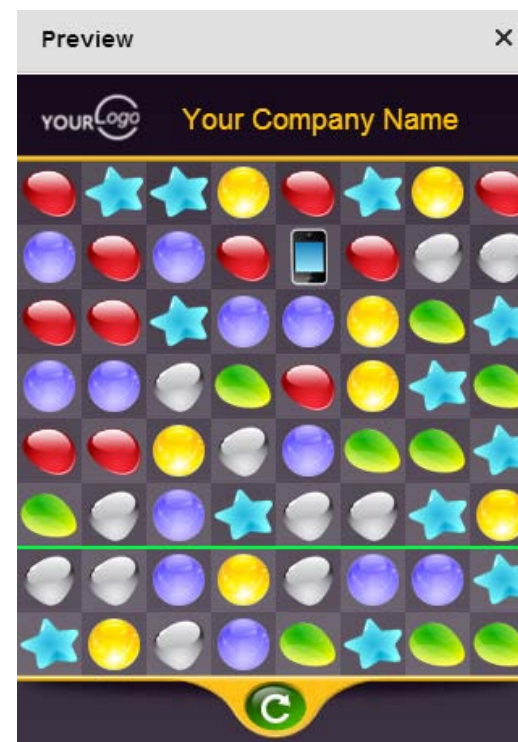
Symbol library contains reusable components that can be instantiated and inserted into the stage to create advanced animation and interaction contents.



Script Window

Script window allows developers to manipulate elements on the stage in finer granularity via Mageda API. Scripting is very useful to create advanced contents like games.

```
Script
37 isjing = false;
38 stoneArray = [];
39 var h = 2 + Math.floor(Math.random() * 4);
40 for(j = 0; j < hang; j++)
41 {
42     for(i = 0; i < hang; i++)
43     {
44         var wei = 0 - 60 * (hang - j);
45         var ff = Math.floor(Math.random() * 1
46         if(ff == 0)
47             ff = 6;
48         if(j == 0 && i == h)
49             {
50                 ff = 7;
51             }
52         var instance = Game.createStone(ff, (j
53         stoneArray.push({obj:instance, type:f
54     }
55 }
56 }
57 for(i = 0; i < preArray.length; i++)
58 {
59     preArray[i] = 0;
60 }
61 }
62 }
```



What's next

Creating New Content

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