

## Making Multiple Views and Walkarounds

To make a new slide/location, click on the LOCATIONS menu and choose “New Location”. On the following screen, enter the new location name and choose the Background picture.



In the bottom left you will see a list of all the existing locations. If you want to copy all the effects from an existing location into the new location, click on the existing location—SimsUshare will place the original effects in the same spot as in the original picture, but on the new background picture you choose. Press CREATE to make the new location.

The new location is available for editing. Notice that the name of the location is now placed in the title of the screen (Bravo, in this example). You can see in the picture that the effects from the Initial Location were copied in. Move them to the proper place or remove them. These effects are not linked to the original, so any change you make is limited to this location.



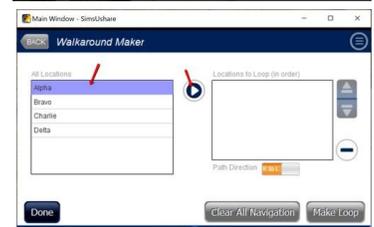
To flip among the locations to edit, press the LOCATIONS menu and look at the bottom—each location you make will be added to the end of the menu. If there are more locations than fit in the menu, press and drag the menu upwards to reveal the others. Press the “Edit: (Location Name)” to edit that location’s effects.



You will see that the first location created when you make the sim is called “Initial Location” by default. If you want to change the name of a location, press the “Rename Location” from the Locations menu, then follow the prompts.



Once you have created at least two locations, you can make a “walkaround” (arrows) by pressing the “Walkaround Maker” in the LOCATIONS menu. All your locations will be in the leftmost box. Move the



locations in the order you want (clockwise) by clicking the location name, then the (>) button, until the locations you want to loop are listed in clockwise order in the right box. You can use the up and down arrows to rearrange the locations if you need to. Finally, press the MAKE LOOP button to create the walkaround arrows. If you mess up, you can easily repeat these instructions.

