What's new in Pachyderm 3.0 - For Users
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Welcome to Pachyderm 3.0! This new version of Pachyderm has been vastly improved, both with new features and a significantly refactored and improved code base. New features have been added for everyone: authors, administrators, and developers. Below are some of the highlights of the new Pachyderm 3.0

Authoring Benefits:

HTML5 Authoring/Publishing
Pachyderm 3 now supports creation of HTML5 presentations that play on non-Flash devices (e.g. iTouch, iPhone and iPad), as well as desktop and laptop computers. All of the Pachyderm 2.1 templates have been translated into HTML5. HTML5 presentations are 1024 x 768 pixels, filling the entire browser window on an iPad tablet or typical computer screen. The Pachyderm authoring environment is also HTML5 compatible, so you can create your presentations on mobile devices as well. The only difference required for authoring an HTML5 presentation is that video files must be in .mp4 format.

Users with CSS skills can modify the look-and-feel of published HTML5 presentations by using a CSS overrides file that is part of the HTML5 template architecture.

Link Directly to Individual Screens - Another new advantage of HTML5 presentations is that each screen in the presentation has a unique url, so it is possible to link directly into any screen in a presentation. For screens with multiple "pages" like Layers, Slider, and Series, you can link to any individual page. For example, you can share a link with someone that goes directly to slider point 3 on the slider screen in your presentation. Users have been requesting this capability for a long time and it is now here with the HTML5 templates in Pachyderm 3!

Improved Media Playback Controls
HTML5 presentations also include a full featured media playback controller. This includes a timer, a progress bar with draggable playhead, and a zoom box for enlarging the video.

Flash Authoring Still Available - Flash authoring/publishing is still available in Pachyderm 3. You choose the format of your presentation when you first create it, and you can change the format later if you wish. Just remember that if you change your presentation format, you must change the format of any video files to match: .flv files for a Flash presentation, and .mp4 files for an HTML5 presentation.

Expand/Collapse Editing
Now when authoring a screen, the entire header of each screen component is clickable to expand or collapse that screen element. This makes it very easy to expand and collapse individual screen elements as you author, and avoids you having to scroll through a long list of elements to find the one you want to edit. After placing media or previewing a screen, the Expand/Collapse state is maintained, so no more constantly scrolling down while authoring to re-find your place!

The Save button has been eliminated on screen authoring because Pachyderm now automatically saves what you have entered after each authoring action. No more accidental loss of data!

Improved Media Manager
Pachyderm's Media Upload function now checks for valid file types and reports an error when an invalid file upload is attempted. File extensions are used for validation, so making sure your files have their proper extensions is a must (e.g. .jpg, .png, .mp4, .flv, mp3, etc.). The .mp4 video file type has been added to Pachyderm to support video in HTML5 presentations.

The Media Manager page now automatically displays the media you have uploaded for browsing, without having to do a search. And your most recent uploads will be displayed at the top of the media list. A new "Preview" button on each item in the media list allows you to preview any piece of media directly from the list. Browsing and Searching for media defaults to only the media you have uploaded, making it easier to find what you are looking for. And an "All Media" selector allows you to toggle between seeing only your own media, or all the media shared by other users.

By default the browse/search media page displays all types of media. New Filter Media buttons on the Media page now let you elect to see only images, sound, or video files if you wish.

Publish Improvements
Pachyderm's Publish page now reports any missing or wrong format media files before it builds your presentation. And after publish is completed it reports the time it took to build your presentation.

Flash & HTML5 Templates Included in Presentation Folder
Regardless of the format you have chosen for your presentation when you publish (Flash or HTML5), Pachyderm 3 includes both the Flash and HTML5 templates in your presentation folder. The presentation's Index.html file is set to launch whichever set of templates you have chosen for your format (Flash or HTML5). Two other index files (an indexF.html for Flash, and an index5.html for HTML5) are also included in the presentation folder so you can launch either

format of the presentation from these if you wish. Remember, however, that if your presentation includes video, a copy of each video in the correct format must be added to the folder for the presentation work (e.g. for a Flash presentation with a video myvideo.flv, you must add a video: myvideo.mp4 to the presentation folder for it to work with the HTML5 templates).

Known Issues in Pachyderm 3.0:
IE has some screen screen layout issues when authoring. We are working on fixing these. Pachyderm 3 works well with Chrome, FireFox and Safari browsers.

Closed captions for videos are currently not implemented in the HTML5 templates. This is due to lack of standardized support for implementing closed captions in HTML5 media players at the time the HTML5 templates were completed. However, transcripts for mp4 videos do work, and captions can be burned into video as an alternative until closed captions can be implemented.

If you change the format of your presentation after you have begun authoring (from Flash to HTML5 or visa versa), you must publish your presentation once to get screen preview to switch formats.

Because of security restrictions in Chrome and FireFox, HTML5 presentations cannot be played from a local hard disk with these browsers. However, Safari will play HTML5 presentations locally. All three browsers play HTML5 presentations fine from a web server.