

Microsoft®  
**Expression®**

SOLO NETWORKING

Quick Start Guide Addendum  
for Version 4

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## Microsoft Expression Studio 4 Editions

### Microsoft® **Expression® Studio 4** Ultimate

Expression Studio Ultimate edition includes: Expression Blend® + SketchFlow, Expression Web, Expression Encoder Pro, and Expression Design.

### Microsoft® **Expression® Studio 4** Premium

Expression Studio Premium edition includes: Expression Web, Expression Blend, Expression Encoder, and Expression Design.

### Microsoft® **Expression® Studio 4** Web Professional

Expression Studio Web Professional edition includes: Expression Web, Expression Encoder, and Expression Design.

## Learning and Community Resources

In addition to the User Guides (on the **Help** menu for each Expression product), the following content and resources are available:

- Expression community website  
[expression.microsoft.com](http://expression.microsoft.com)
- Expression discussion forums  
[social.expression.microsoft.com/forums](http://social.expression.microsoft.com/forums)
- Expression gallery  
[gallery.expression.microsoft.com](http://gallery.expression.microsoft.com)
- Expression library  
[msdn.microsoft.com/library](http://msdn.microsoft.com/library)
- Feedback and bug reporting center  
[connect.microsoft.com/expression](http://connect.microsoft.com/expression)
- Microsoft Help and Support  
[support.microsoft.com/oas](http://support.microsoft.com/oas)



SOLO NINE



# Microsoft® Expression® Web 4

Using Microsoft Expression Web 4, you can design, develop, and publish compelling, feature-rich websites that conform to web standards.

The Expression Web SuperPreview online service expands cross-browser testing to include more browsers and operating systems than in previous versions. The SEO Checker analyzes your site and generates reports to help identify ways to improve the ranking of your site in search-engine results.

For a complete list of new features, see “[What’s new](#)” in the Expression Web User Guide (on the **Help** menu).

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## SuperPreview Online Service

The Expression Web SuperPreview online service is a beta service that extends the capability of SuperPreview to include support for additional browsers and operating systems, such as Safari® on Macintosh®.

Now you can see how your page will look—even on a different operating system.

For more information about the SuperPreview online service, see “[Displaying pages in SuperPreview](#)” in the Expression Web User Guide.

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### 1 SUPERPREVIEW ONLINE SERVICE

You can enable the online service to view a page in another operating system or in a browser that isn't installed on your computer.

### 2 OPERATING SYSTEM NATIVE CONTROLS

If you choose a browser in another operating system, your page renders with the native controls for that operating system.

### 3 SYNTAX COLORING IN DOM VIEW

Keywords are displayed in color in the DOM view, helping you to more quickly find the properties for a tag.

## SEO Checker

The SEO Checker helps you optimize the pages in your site for discovery and indexing by search engines. Pages that follow good Search Engine Optimization (SEO) guidelines rank higher in search-engine results, helping people find your site more easily.

You can choose SEO options, display an SEO report, filter the results in the SEO report, and step forward and back through the list of results in the SEO report to see more detail for individual list items.

For more information about the SEO Checker, see “[Search Engine Optimization](#)” in the Expression Web User Guide.

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## Extensibility

Expression Web includes a new Software Development Kit (SDK) that you can use to extend the capabilities of Expression Web.

New for version 4, Expression Web introduces a JavaScript Application Programming Interface (API) and a JavaScript bridge to the managed code API. Developing extensions in JavaScript and HTML is familiar to web developers, which makes it easier than developing extensions in managed or native code.

In addition to using the JavaScript files that provide the logic for an add-in, you can construct panels, dialog boxes, and other display elements for your add-in using HTML and CSS. And because you're using web technology, you can use Expression Web as your development environment.

For more information about extensibility in Expression Web, see "[Getting started](#)" in the Expression Web SDK User Guide.



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# Microsoft® Expression Blend® 4

With Microsoft Expression Blend 4, you can create websites and applications based on Microsoft Silverlight® 3 and Microsoft Silverlight 4, and desktop applications based on Windows® Presentation Foundation (WPF) 3.5 with Service Pack 1 (SP1) and WPF 4.

Expression Blend introduces new SketchFlow features. Using Publish to SharePoint, you can share feedback among multiple reviewers for Silverlight projects. You can also use Team Foundation Server (TFS) services to create work items from feedback in both Silverlight SketchFlow projects and WPF SketchFlow projects. **SketchFlow is available only in Expression Studio Ultimate.**

New graphics tools and support in Expression Blend include a new **Shapes** category in the **Assets** panel, path layout, shader effects during state transitions, and support for Adobe® Photoshop® layer effects. Expression Blend 4 also offers support for **RichText-Box** controls in Silverlight projects.

Expression Blend also includes new behaviors that are quickly and easily configured, making it easier to add interactivity without knowing any code. To support the development of line-of-business (LOB) applications, Expression Blend introduces support for **Views** and **ViewModels**.

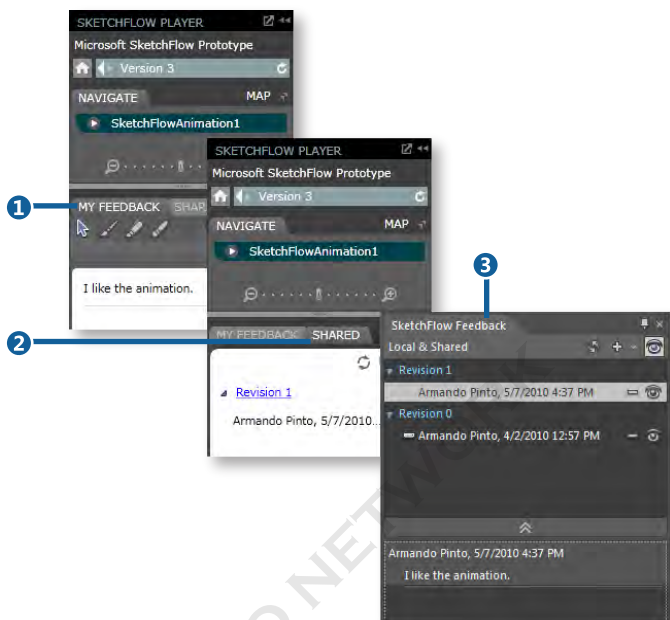
For a complete list of new features, see “**What’s new**” in the Expression Blend User Guide (on the **Help** menu).

## Publish to SharePoint with SketchFlow (Expression Studio Ultimate only)

After you have created a Silverlight SketchFlow project, you can publish your project to a Microsoft SharePoint® document library. The SketchFlow project will be available to anyone who has read-only permission to view content on the SharePoint site. Reviewers with read/write permission will be able to publish feedback for the prototype to the SharePoint site.

Reviewers can leave their feedback in the SketchFlow Player, and then share their feedback with other stakeholders by publishing their feedback to the SharePoint site. Designers can then open the shared feedback from within Blend.

For more information about publishing to SharePoint, see "[Publish to SharePoint](#)" in the Expression Blend User Guide.



### 1 MY FEEDBACK PANEL

The feedback that you leave in the SketchFlow Player appears in the My Feedback panel.

### 2 SHARED PANEL

The feedback that others publish to SharePoint appears in the Shared panel.

### 3 SKETCHFLOW FEEDBACK PANEL

A designer working in Expression Blend can view all the shared feedback in the SketchFlow Feedback panel.

## SketchFlow Integration with TFS (Expression Studio Ultimate only)

If the SketchFlow project that you are working on is being tracked by Team Foundation source control, you can quickly create a work item from a .feedback file. When you convert feedback to a work item, a screen shot of the screen that the feedback applies to is added to the work item, and information about the work item is included in the work-item template. You can add or modify the information directly in the work-item template.

For more information about publishing to SharePoint, see "[Convert feedback into a Team Foundation work item](#)" in the Expression Blend User Guide.



## Export Feedback to Microsoft Word (Expression Studio Ultimate only)

You can now include feedback for a SketchFlow project in the Microsoft Word document when you export your SketchFlow feedback to Word. In addition to feedback, the Word document will include a table of contents, a list of figures, the SketchFlow map, each screen in the application flow, and all associated annotations.

For more information about exporting your project to Word, see [“Export to Microsoft Word”](#) in the Expression Blend User Guide.

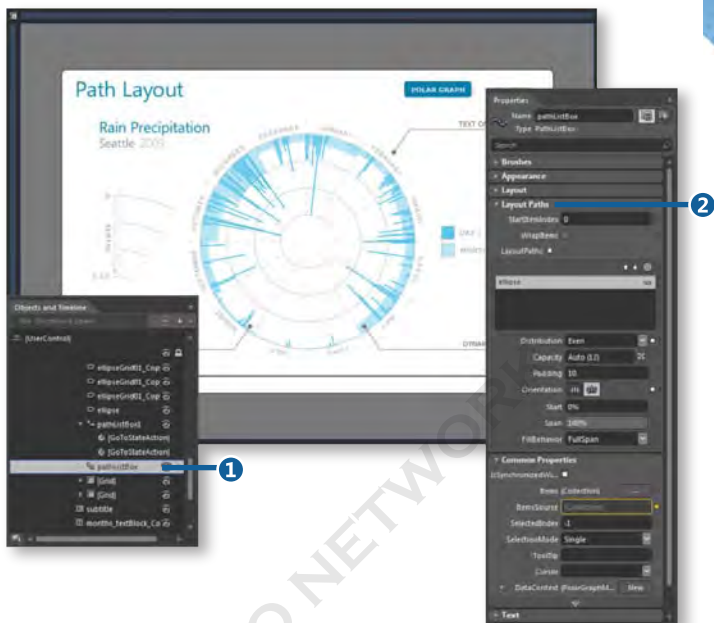
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## Path Layout

A new feature of Expression Blend is the ability to lay out items along any path using the **PathListBox** control. The path can be any element and can be of any size or shape. Items can be arranged along the path according to several settings that can be animated. By animating the **Start** property, you can also use this feature in motion path scenarios.

Once you have created your list, you can add **PathListBoxItems** explicitly, or add a data source from the **Data** panel.

For more information about path layout, see "[Lay out items along a path](#)" in the Expression Blend User Guide.



## 1 PATHLISTBOX IN THE OBJECTS AND TIMELINE PANEL

After you add a `PathListBox` to the project, the path appears in the Objects and Timeline panel.

## 2 LAYOUT PATHS IN THE PROPERTIES PANEL

You can configure the path by using the **Layout Paths** category in the Properties panel.

## Behaviors

You can add interactivity to your application, without having to write code, by using behaviors. Behaviors are reusable components that can be directly applied to any object on the artboard, and they are composed of extensible triggers, extensible actions, and other behaviors.

Expression Blend includes the new **TranslateZoomRotateBehavior** multi-touch behavior, and a **PanningItems** control that you can use to scroll between items by using touch. Expression Blend also has a new trigger that responds to a frame change or the pausing or completion of a SketchFlow\* animation, called the **SketchFlowAnimationTrigger**. Expression Blend has new sets of behaviors for dragging items between list boxes, for modifying menu navigation, and for preserving data across screen states, such as **SetDataStoreValueAction** and **DataStoreChangedTrigger**.

An exciting enhancement has been made to the **FluidMoveBehavior**: if you apply it to different views of the same data item, when the item moves from one view to another (for example, from a list view to a details view), it fluidly animates the transition between the two views.

For more information about behaviors, see "[Working with behaviors](#)" in the Expression Blend User Guide.

\*SketchFlow is available only in Expression Studio Ultimate.

# Data and Resources

Expression Blend makes it easy to prototype, build, and test data-connected applications even when run-time data and resources are not available.

## Data Context

The **Data Context** category on **Data** panel provides a view of the data context of an object, whether design-time or run-time, and lets you drag properties, commands, and methods onto the design surface to bind your user interface (UI) to them.

## Design-Time ViewModels

If your application uses **Views** and **ViewModels** patterns, you can use the **Create Sample Data From Class** command in the **Data** panel to generate design-time sample **ViewModels** so that you can continue to design your application in the context of this data.

## Easier Element-To-Element Property Binding

It's easier than ever to use the **Advanced options** in the **Properties** panel to bind element properties together.

For more information about working with data, see "[Displaying data](#)" in the Expression Blend User Guide.

## Photoshop Layer Effects

You can now import layer effects from Photoshop. If a layer effect has been applied to a layer, the **Layer effect** icon appears next to the layer in the **Import Adobe Photoshop File** dialog box. A layer effect can be imported either by selecting the **Flattened bitmap import** option or by merging the layer with other layers.

For more information about importing layer effects, see [“Import Photoshop and Illustrator files”](#) in the Expression Blend User Guide.

## Transition Effects

After you have created a user control and defined state changes for that user control, you can quickly and easily add a transition effect by applying one of the built-in transition effects available in Expression Blend, or you can use a custom transition effect.

For more information about transition effects, see [“Apply a transition effect to a visual state change”](#) in the Expression Blend User Guide.

## Shapes

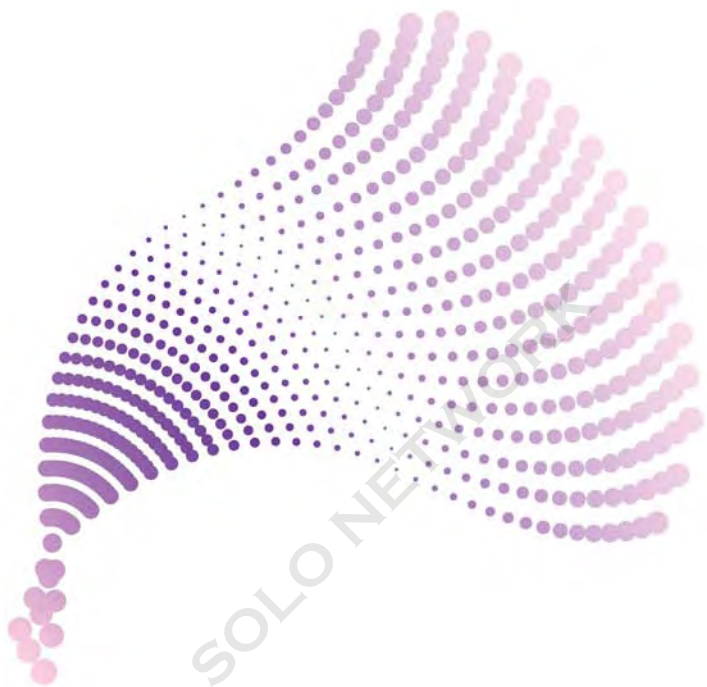
You can add a variety of common shapes such as callouts, stars, rings, and arrows directly from the **Assets** panel by clicking **Shapes**, and then clicking the shape that you want. You can animate shapes and bind data to shape properties after you add them to the artboard.

For more information about shapes, see [“Draw a shape or path in your project”](#) in the Expression Blend User Guide.

## Rich Text Boxes

Expression Blend has tooling support for the **RichTextBox** control in Silverlight.

For more information about working with **RichTextBox** controls, see [“Add an object to the text flow”](#) in the Expression Blend User Guide.





# Microsoft® Expression® Encoder 4

Microsoft Expression Encoder 4 is a program for creating high-quality audio and video that you can play back, or stream, seamlessly from the web, using Internet Information Services (IIS) Smooth Streaming\* technology. Expression Encoder generates high-quality VC-1-encoded and, in Expression Encoder Pro\*\*, H.264-encoded content. This content integrates well with the rich-media, interactive-presentation capabilities of Microsoft Silverlight. You can also use the Expression Encoder Screen Capture application to capture activity on your screen, and then save it to stream or edit further in Expression Encoder. This version adds the ability to streamline your workflow by working in one of three project-specific workspaces: **Transcoding Project**, **Silverlight Project**, or **Live Broadcasting Project**.

Expression Encoder Pro adds the ability to use Digital Rights Management (DRM) protection for your smooth streaming\* content. Using the tools in Expression Encoder, you can encrypt and encode files that are compatible with Microsoft PlayReady technology. With DRM, you can be confident that your media will be used only as you specify.

For a complete list of new features, see “**What’s new**” in the Expression Encoder User Guide (on the **Help** menu).

**\*Available in Expression Encoder Pro only.**

**\*\*Not available in the DreamSpark or MSDN versions of Expression Encoder Pro.**

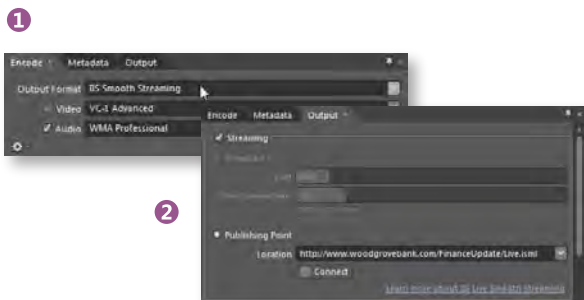
## Create Live Smooth Streaming Broadcasts (Expression Encoder Pro Only)

In a **Live Broadcasting Project**, you can set your live production to broadcast using Live Smooth Streaming technology. This technology is the Microsoft implementation of adaptive streaming technology, which is a form of audio/video web-based content delivery that uses HTTP progressive download technology. Live Smooth Streaming content is encoded into streams of several different quality levels. During playback, this content is dynamically monitored for local bandwidth and video rendering performance. Depending on the resources available, Smooth Streaming will play back the encoded stream that best matches the available bandwidth. Expression Encoder includes templates that have the ability to monitor network bandwidth, CPU load, and screen resolution, and, based on the conditions, select the stream that will playback smoothly. Now, your users can receive your real-time broadcasts, and those broadcasts maintain glitch-free playback even when network bandwidths fluctuate.

Live Smooth Streaming is the live broadcasting extension of On-Demand Smooth Streaming. It uses the same encoding methods and creates the same file types. You can encode your Live Smooth Streaming broadcasts using either VC-1 or H.264\* codecs.

For more information, see ["About Live Smooth Streaming"](#) in the Expression Encoder User Guide.

**\*Not available in the DreamSpark or MSDN versions of Expression Encoder Pro.**



### 1 IIS SMOOTH STREAMING

Select **IIS Smooth Streaming** as your **Output Format** in order to perform Live Smooth Streaming.

### 2 PUBLISHING POINT

Type the publishing point where your live broadcast will be streamed.

### 3 BROADCASTING

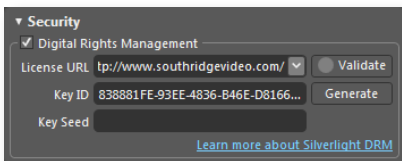
If you view the broadcast in a graphing Silverlight player, you can see frame rate, bit rate, and CPU load information that adjusts dynamically depending on network conditions.

## Protect Your IIS Smooth Streaming Content with Digital Rights Management (Expression Encoder Pro Only)

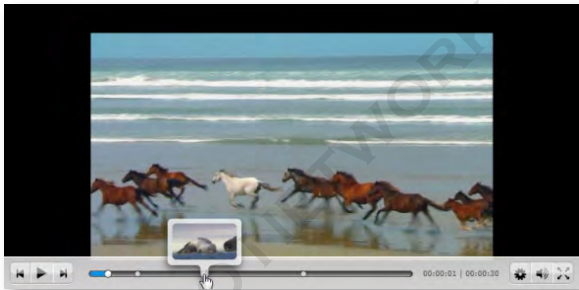
Digital Rights Management (DRM) is a technology that you can use to protect your distributed content. You can use the tools in Expression Encoder to create DRM-encrypted files that are compatible with Microsoft PlayReady®. Once you implement DRM in your content, anyone who wants to view it must have a license. The process of playback is handled by both the client application and the license server. In addition, you can specify what actions the user can perform with your content, from merely playing it back to possibly copying and distributing your content.

After implementing DRM, you can freely post your content to your web server, or you can broadcast it live, with the confidence that your content will not be used in any way other than what you have specified. The licensing can be specific to your location, your device, or your network domain, meaning that you can specify even the environment in which your content will play back.

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## 1 THE SECURITY CATEGORY

Enter your DRM encryption information here before you encode your file.

## 2 PROTECTED PLAYBACK VIEW

Your content plays back only for users licensed to use it.

## Create Content in Specifically Designed Workspaces

In Expression Encoder 4, you have a choice of three different workspaces in which to assemble your media. These workspaces are called *projects*. Each project presents a unique layout and appearance, and each includes all the tools you need to create the output associated with that project. With the exception of screen capture, you will do all your work in Expression Encoder in a project.

Create a **Transcoding Project** to quickly access the tools you need to build, edit, and encode your job as VC-1, H.264 (Expression Encoder Pro\* only), or Smooth Streaming files (Expression Encoder Pro only), suitable for playback online or on devices.

Create a **Silverlight Project** if you want to encode media that is compatible with Silverlight and that is embedded in a rich, interactive Silverlight template.

Create a **Live Broadcasting Project** if you want to assemble audio and video content on the fly that you can then broadcast to many different clients using Smooth Streaming technology (Expression Encoder Pro only). You can also choose to save this broadcast to a file for later editing, streaming, or combining with other digital media content.

For more information, see “[Working with projects](#)” in the Expression Encoder User Guide.

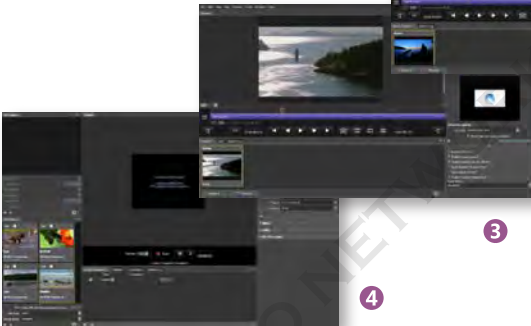
**\*Not available in the DreamSpark or MSDN versions of Expression Encoder Pro.**



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## 1 THE NEW PROJECT DIALOG BOX

Choose a project to work in. You can also choose from recent jobs or browse to a specific job.

## 2 A TRANSCODING PROJECT

In this project, you can use various tools to edit and encode your video.

## 3 A SILVERLIGHT PROJECT

In this project, you can quickly choose Silverlight templates.

## 4 A LIVE BROADCASTING PROJECT

In this project, you can assemble live and saved sources and create a live broadcast from them.

## Work with DXFP Caption Files

Expression Encoder adds the ability to import text files that contain capture and subtitle data, such as SUB, SRT, SAMI, DXFP, and LRC files. Once the files have been imported, you can then output the media content, along with the caption files, into a single Silverlight package. Using an Expression Encoder template, you can then display the captions during playback. Expression Encoder will preserve the format and styling of your original DXFP files and provide uniform formatting for your SUB, SRT, SAMI, and LRC files.

## Use New Live Broadcasting Panels to Monitor Your Content

Live Broadcasting gets an overhaul in Expression Encoder 4 with a redesigned user interface that adds a **Connections** panel that keeps track of all the network connections that are occurring as you stream your content. You can also use the new **Statistics** panel to dynamically track the various input and output functions that occur as you create your live broadcast.



## Refine Your MP4 Encoding with Expanded H.264 Options (Expression Encoder Pro\* Only)

Expression Encoder 4 adds new parameters that give you more control over the quality of the compression of your H.264-encoded content. Along with increased performance, you now have more control over such parameters as reference B-frames, adaptive B-frames, and scene-change detection.

**\*Not available in the DreamSpark or MSDN versions of Expression Encoder Pro.**

## Create Multicast-Compatible Broadcasts

Expression Encoder 4 adds the ability to generate a stream format file, which is necessary for you to multicast your multi-cast-compatible content. Now, your content can take advantage of multicast functionality after you have set a multi-cast publishing point on a Windows Media® Server.



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# Microsoft® Expression® Design 4

Microsoft Expression Design 4 is an application for creative professionals and developers who want to build graphics for application user interfaces, the web, or any other medium.

This version adds the ability to import Windows Metafile (WMF), Enhanced Metafile (EMF), and Enhanced Metafile Plus (EMF+) files into your Expression Design project. After you import them, you have full control over the vector paths and also any clipping paths in the images.

Expression Design 4 also adds the ability to save your workspace, which is your specific layout of panels. You can now save workspaces that can accommodate the variety of projects that you may work on, or the variety of working scenarios that you may work in, such as using multiple monitors or smaller monitors.

For a complete list of features, see “**What’s new**” in the Expression Design User Guide (on the **Help** menu).

## Import Windows Metafile and Enhanced Metafile Documents

You can import Windows Metafile (WMF), Enhanced Metafile (EMF), and Enhanced Metafile Plus (EMF+) files into your Expression Design project. WMF and EMF files are highly portable files that contain vector-based graphics that are commonly created by using the art and illustration tools in Microsoft Office applications, such as Office Word and Office Visio®. For example, Office Word uses the EMF format to create WordArt images, and the slides and charts created in Office PowerPoint® use this format also. The metafile formats can store complex, rich image data in relatively small files.

### 1 COPY A WMF OR EMF DRAWING

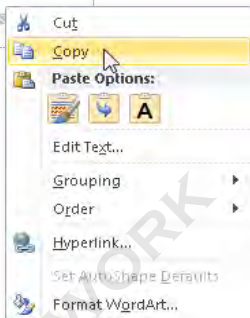
You can use various WordArt features to create an image, as here, or you can create an image in any application that supports WMF or EMF files.

### 2 PASTE YOUR ART INTO EXPRESSION DESIGN

Note that Expression Design displays all the control points for vector artwork. You can also import your art from the **File** menu, drag it from another program, or open it directly in Expression Design. Each path appears in the **Layers** panel, along with clipping masks, for full control over editing your art.

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Expression Design



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Expression Design

