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# Celtx: Open Source Screenwriting

Write and market Hollywood-perfect movie  
scripts the free way!

## *Beginner's Guide*

**Ralph Roberts**

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# **Celtx: Open Source Screenwriting Beginner's Guide**

Write and market Hollywood-perfect movie scripts the free way!

**Ralph Roberts**



BIRMINGHAM - MUMBAI

# **Celtx: Open Source Screenwriting**

## **Beginner's guide**

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**Ralph Roberts** is a decorated Vietnam veteran and worked with NASA during the Apollo moon program. He built his first personal computer in 1976 and has been writing about them and on them since his first published article "Down with Typewriters" in 1978. He has written over 100 books along with thousands of articles and short stories. His best sellers include the first U.S. book on computer viruses (which resulted in several appearances on national TV) and Classic Cooking with Coca-Cola®, a cookbook that has been in continuous print for the past 16 years and sold half a million copies. He is also a video producer with over 100 DVD titles now for sale nationally on places such as Amazon.com, and has also produced hundreds of hours of video for local TV in the Western North Carolina area, and has sold scripts to Hollywood producers.

# About the Reviewers

**Sabine Asanger**, born and raised in Germany, was interested in film at an early age, making short videos with the family camera. She received an award for her short film Canberra, A Guided Tour, at the age of 16, winning a trip to Australia. Then she moved to San Diego, California where she attended San Diego State University Film School graduating with a Masters in Film, TV, and New Media. She has successfully completed several film projects with four of them currently being shown world wide at film festivals. Her most noted film to date "The Cave" has won several awards, including 1st place Short Films (Experimental) 2009 Indie Gathering, Cleveland, OH Aug 2009; The Indie Merit Award, La Jolla, CA Sep 2009; 3rd Place Student in SkyFest II, Asheville, NC Sep 2009; Silver Sierra Award 2009 Yosemite Film Festival, CA Oct 2009; Special Mention, Festival de Cine de Granada, Spain, Apr 2010; Silver Palm Award, Mexico IFF, May 2010; Golden Ace Award, Las Vegas IFF, NV, June 2010.

**Dave Burgess** is a professional writer and systems engineer living in Omaha, Nebraska. He retired from the Air Force in 1999, where he was a computer programmer for his entire career. He works for his wife's consulting company, Cynjut Consulting Services, as a principal telephony engineer producing custom library systems. Dave has written several books, mostly in the fiction genre. His most successful book is based on the life of Barack Obama's childhood friend, Keith Kakugawa, who Barack called "Ray". In addition, he is an aspiring screenwriter and playwright. His screenplay "Dreams for the Sandman" was a finalist in the both the Omaha Film Festival and at the SkyFest Film and Script Festival last year. His play "Bad for Business" was performed in Ontario, Canada to sold out audiences.

**Deondre Ng** is a student and a blogger who enjoys living with technology. He enjoys blogging about reviews on software, as well as tutorials of some things he learned from fiddling around with things like WordPress. He is currently teaching himself programming.

Deondre is also fond of writing fiction. Deondre enjoys theater, and so he sometimes writes just for fun, in Celtx, scripts. He has been using Celtx to write scripts for quite some time now.

Beside these, Deondre also occasionally enjoys photography and videography.

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# Preface

This book is about dreams: yours, mine, all sorts of creative people's dreams. Today's inexpensive yet powerful software, computers, cameras, and so forth create visual productions—whether they are movies, audio-visual, audio plays, stage presentations, and more—and now bring them within the reach of most of us.

Here's the secret for turning an amateurish mish mash into a sharp professional piece people will pay you money for—write it down. Script it. In that aspect, Celtx makes dreams come true.

Writing screenplays—especially the free part—is what first attracted me to Celtx a few years ago. However, Celtx is much more than just script writing software! Here are just a few of the many things you can create with Celtx automatically formatted to industry standards:

- ◆ Feature movie screenplays
- ◆ Television shows
- ◆ Stage plays
- ◆ Audio-visual productions
- ◆ Podcasts
- ◆ Comic books
- ◆ Documentaries
- ◆ Commercials

Some of these things will make you money, and some you will just do for fun. These and more we'll look at in the course of this book—how to do them, what to do with them (marketing tips), and all sorts of other good stuff. We'll have fun, all while becoming downright proficient with Celtx.

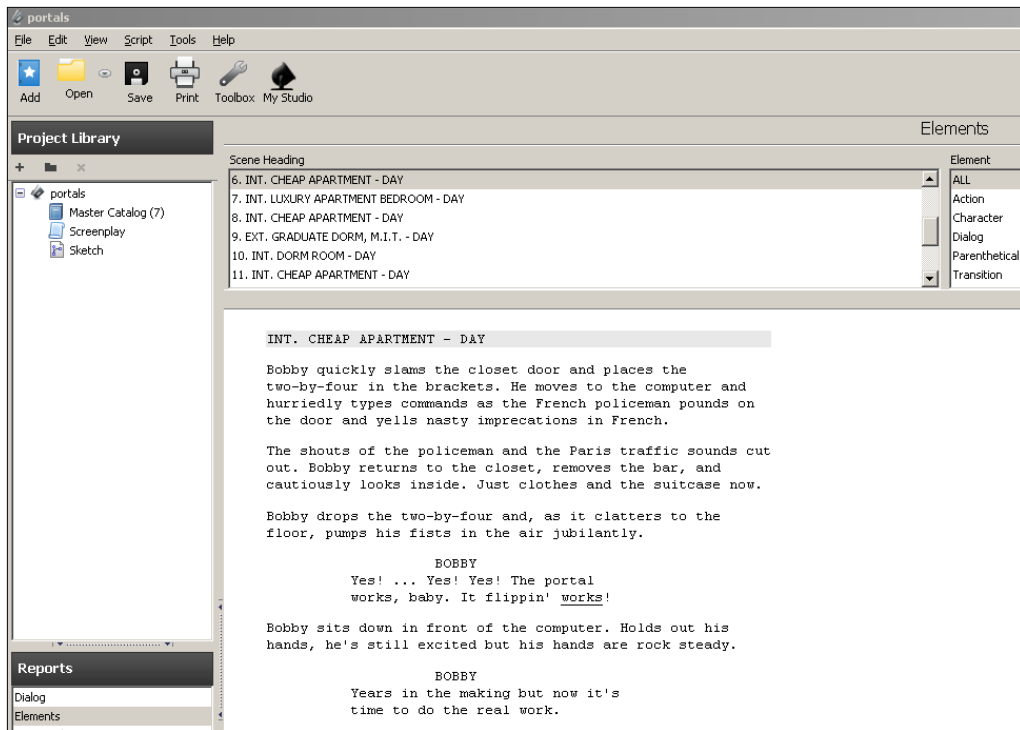
While this book emphasizes Celtx as script formatting software, the entire package adds production scheduling, story visualization tools, and more—all of which we'll see in action and use.



In the **Overview** section of the official Celtx website (<http://celtx.com/overview.html>), the Celtx developers describe this software package as "the world's first all-in-one media pre-production system." We are told that Celtx:

- ◆ Can be used for the complete production process
- ◆ Lets you write scripts, storyboard scenes, and sketch setups
- ◆ Develop characters, breakdown and tag elements
- ◆ Schedule productions plus generate useful reports

Celtx is powerful software yet simple to use. It can be used in writing the various types of scripts already mentioned, including everything independent film makers and media creators of all types need. This includes writing, planning, scheduling, and generating reports during the various stages of all sorts of productions. The following screenshot is an example of a Celtx report screen:



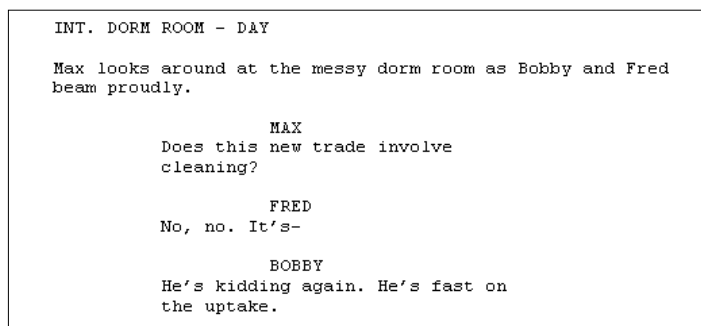
An important concept of Celtx's power is that it's a client-server application. This means only part of Celtx is in that download installed on your computer. The rest is out there in the cloud (the latest buzz term for servers on the Internet). Cloud computing (using remote servers to do part of the work) allows Celtx to have much more sophisticated features, in formatting and collaboration especially, than is normally found in a relatively small free piece of software. It's rather awesome actually and we'll see how it works throughout this book.

A major reason Celtx can be an open source program is that it is built on non-proprietary standards, such as HTML and XML (basic web mark-up languages) and uses other open source programs (specifically Mozilla's engine, the same used in the Firefox browser) for basic operations.

Celtx is really a web application. We have the advantage of big computers on the web doing stuff for us instead of having to depend on the much more limited resources of our local machine. This also means that improvements in script formats (as final formatting is done out on the web somewhere for you) are yours even if you haven't updated your local software. Yes, we'll discuss this more to better get our heads around it, but it's very much to your advantage.

In writing scripts, getting it in the industry standard format is critically important, especially if you're trying to sell scripts to producers or getting an agent interested in representing your work.

Celtx generates your finished scripts as a PDF file (automatically sending your script out on the web, converting it to PDF in the proper format for whichever type of project you are writing, and back to your computer very quickly indeed). We then have a nice finished product like the one shown in the following screenshot, which is a snippet from one of my own scripts:



```
INT. DORM ROOM - DAY

Max looks around at the messy dorm room as Bobby and Fred
beam proudly.

                MAX
Does this new trade involve
cleaning?

                FRED
No, no. It's-

                BOBBY
He's kidding again. He's fast on
the uptake.
```

Scene heading, action, character names, dialog—Celtx puts it all in exactly the right format for you!

The name Celtx, by the way is an acronym for Crew, Equipment, Location, Talent, and XML.

Celtx is supported by the Celtx community of volunteer developers and a Canadian company, Greyfirst Corp. in St. John's, Newfoundland.

The Celtx website says that more than 500,000 media creators in 160 countries use Celtx in 33 different languages. Independent filmmakers and studio professionals, and students in over 1,800 universities and film schools have adopted Celtx for teaching and class work submission.

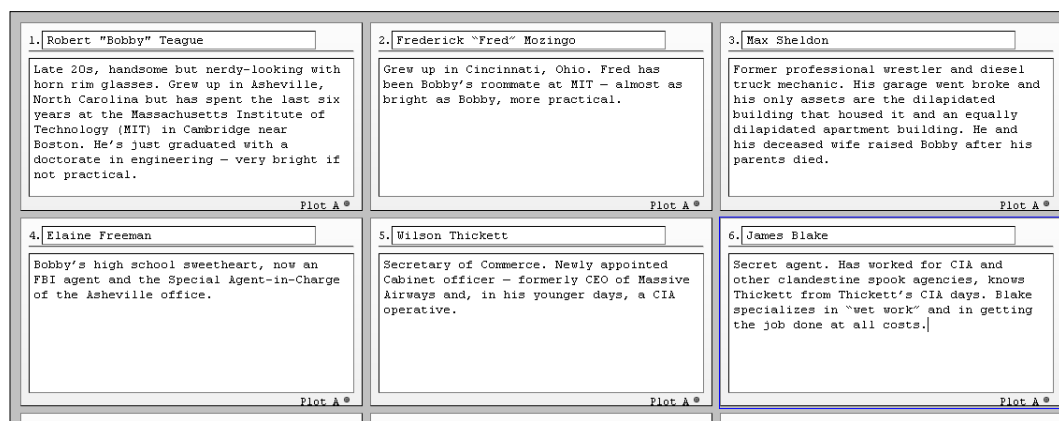
## What this book covers

*Chapter 1, Obtaining and Installing Celtx.* By the end of this chapter, we will have a fully running version of Celtx, ready for action and know which of the six major project types to use depending on what we want to accomplish! Celtx, by the way, has you covered for PC, Mac, all kinds of Linux, and even eeePC Netbooks, as shown in the following screenshot:



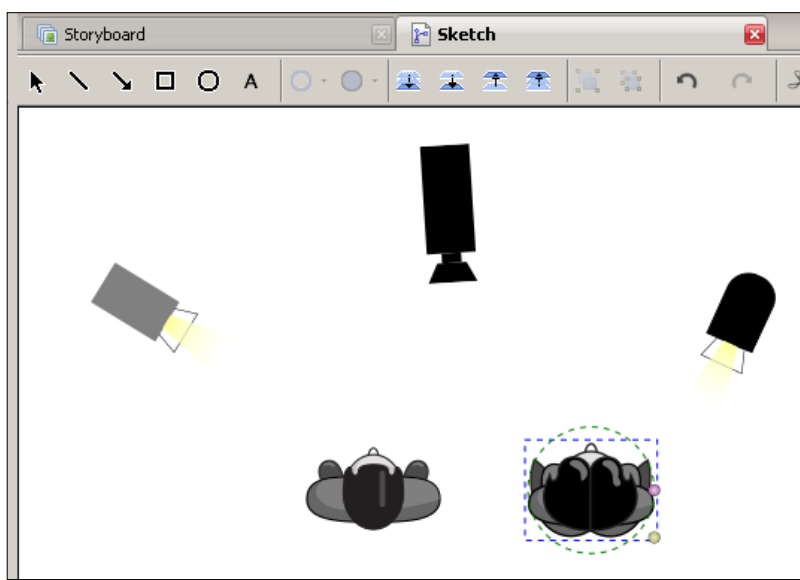
Language	Windows	OS X (10.4+)	Linux	eeePC
English	<a href="#">Download</a>	<a href="#">Download</a>	<a href="#">Download</a>	<a href="#">Download</a>
Bahasa	<a href="#">Download</a>	<a href="#">Download</a>	<a href="#">Download</a>	
Indonesian	<a href="#">Download</a>	<a href="#">Download</a>	<a href="#">Download</a>	
Brasil (pt)	<a href="#">Baixar</a>	<a href="#">Baixar</a>	<a href="#">Baixar</a>	
Bulgarian	<a href="#">Download</a>	<a href="#">Download</a>	<a href="#">Download</a>	
Catalan	<a href="#">Baixar</a>	<a href="#">Baixar</a>	<a href="#">Baixar</a>	

*Chapter 2, All Those Wonderful Writing Features.* We learn all the features that aid in writing, such as the various editing formats, using the electronic index cards, templates, the typeset feature, and more ways Celtx helps free you up to create, by taking a lot of the drudgery out. The index cards, for example (see the following screenshot), are great for plot notes, keeping track of characters, and so on:



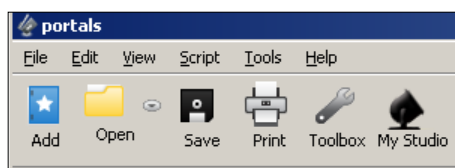
1. Robert "Bobby" Teague Late 20s, handsome but nerdy-looking with horn rim glasses. Grew up in Asheville, North Carolina but has spent the last six years at the Massachusetts Institute of Technology (MIT) in Cambridge near Boston. He's just graduated with a doctorate in engineering - very bright if not practical. Plot A *	2. Frederick "Fred" Mazingo Grew up in Cincinnati, Ohio. Fred has been Bobby's roommate at MIT - almost as bright as Bobby, more practical. Plot A *	3. Max Sheldon Former professional wrestler and diesel truck mechanic. His garage went broke and his only assets are the dilapidated building that housed it and an equally dilapidated apartment building. He and his deceased wife raised Bobby after his parents died. Plot A *
4. Elaine Freeman Bobby's high school sweetheart, now an FBI agent and the Special Agent-in-Charge of the Asheville office. Plot A *	5. Wilson Thickett Secretary of Commerce. Newly appointed Cabinet officer - formerly CEO of Massive Airways and, in his younger days, a CIA operative. Plot A *	6. James Blake Secret agent. Has worked for CIA and other clandestine spook agencies, knows Thickett from Thickett's CIA days. Blake specializes in "wet work" and in getting the job done at all costs. Plot A *

*Chapter 3, Visualizing Productions Ahead of Time.* Using the built-in storyboarding techniques, attaching media files (pictures to describe costumes for example, or an audio file showing how a bit of dialog should really sound), and all the other pre-production visualization techniques in Celtx. Storyboarding lets us actually draw a representation of what the setup for a scene looks like (like the following scene setup)—a great aid in planning production:



*Chapter 4, Tools for Getting Organized.* By the end of this chapter, we will be able to schedule production activities and generate reports based on your scripts using the scheduling features in Celtx. We'll also have the ability to move documents between projects, and understand how to create or add custom tools.

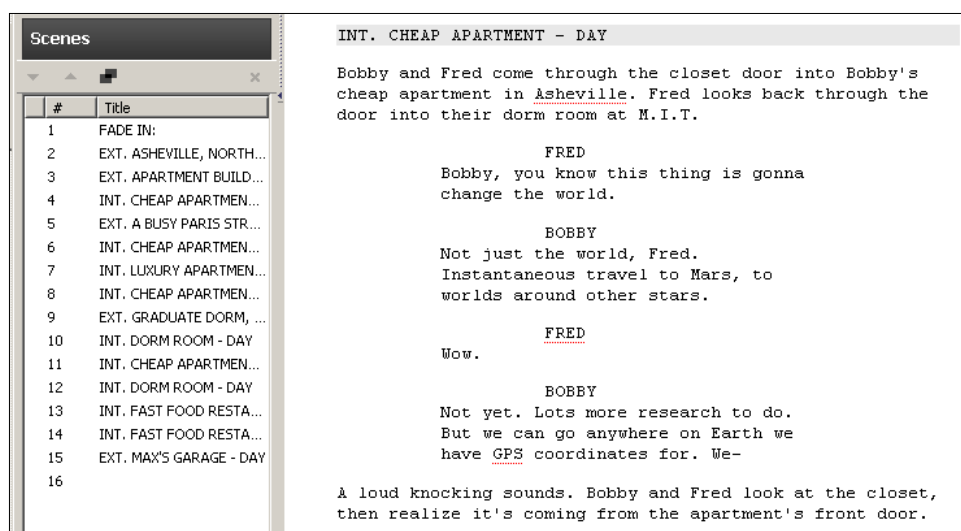
*Chapter 5, Tooling Up for Scriptwriting.* We explore and learn about the basic menus, as shown in the following screenshot, and tools provided by Celtx to make our writing experience much easier:



*Chapter 6, Advanced Celtx.* We will look at adding and working with multiple projects in a single container, importing scripts in detail, and taking a comprehensive look at exporting scripts.

*Chapter 7, Writing Movies with Celtx.* This chapter shows us how to use the features of Celtx for outlining and writing an entertainment industry standard feature movie script, short film, or animation—all properly formatted and ready to market. We will actually start a script and learn practical, real-world examples.

To emphasize, this chapter shows not just how to format a script but how to write a screenplay (for feature or short). The very best way of all to learn about both Celtx and writing scripts is by following real world examples. I've got several scripts in progress and completed, which we'll share as examples, as shown in the following illustration:



*Chapter 8, Documentaries and Other Audio Visual Projects.* Writing documentaries and other nonfiction scripts is a bit different than movies. Celtx's integral Audio-Visual editor is perfect for docs, commercials, public service spots, video tutorials, slide shows, light shows, or just about any other combination of visual and other content (not just sound).

*Chapter 9, Raising the Curtain on Plays.* Plays are pretty much like movies except for the car chase scenes (just kiddin'). There are differences but Celtx assists us in mastering and writing for the stage.

*Chapter 10, Audio Plays, Podcasts, and Other Great Sounds.* Celtx's Audio Play editor makes writing radio or other audio plays a breeze. It's perfect also for radio commercials or spots, and absolutely more than perfect for podcasts. Podcasts are easy to write, require minimal knowledge to produce, and are a snap to put on the Internet. Learn all that and more in this chapter.

*Chapter 11, WAP! POW! BANG! Writing Comic Books with a Punch.* How to use Celtx in writing comic books, graphic novels, comic strips, or any other mode of this widely popular method of storytelling. We comic fans know that writing for comic books is very close to writing for the movies. In fact, for a writer, marketing scripts for the comics is at least somewhat easier and has less competition than trying to sell a script.

*Chapter 12, Marketing Your Scripts.* Okay, your script is finished and polished, looks and reads great. So? How do you sell your baby? This chapter gives you some of my hard-won secrets in marketing—how to inexpensively get the attention of agents, managers, producers, and others who will not only read your script but actually pay you money if they like it.

*Appendix A, List of Recommended Books on Screenwriting and Productions and Online Resources.* This appendix provides a comprehensive list of some recommended books and also useful online resources on screenwriting, which will help you to learn and grow as a screenwriter and/or movie professional.

*Appendix B, Celtx's New Web Look and Smartphone Apps.* Celtx offers a new add-on. It's an **app (application)** that allows you to write scripts on your Smartphone and synchronize it with Celtx on your desktop or laptop computer. This appendix also shows you the new look of Celtx's official website.

*Appendix C, Future Development of Celtx.* This appendix will give you information about the future developments in Celtx.

*Appendix D, Pop Quiz Answers.* The answers to the pop quiz are given in this appendix.

## What you need for this book

The only software required is Celtx, which can be downloaded from <http://celtx.com>. Installation of the software is covered in *Chapter 1, Obtaining and Installing Celtx* with download links for the language of your choice.

## Who this book is for

This book will help anyone interested in writing, planning, making, and producing just about any type of movie, audio-visual production, play, podcast, radio play, comic book, and almost any other type of visual, sound, or print media. Celtx is the Swiss Army Knife of pre-production software, and it's free.

## As this book goes to press

This book is based on Celtx Version 2.7. On February 8, 2011—as this book was receiving its final edits—Celtx 2.9 was released.

The only major difference between 2.7 and 2.9 is the renaming of Text to Novel. There were also 22 Bug Fixes and improvements (see <http://www.celtx.com/#/desktop/nav-releasenotes> for the complete list).

None of these changes make this book any less timely or useful. All of the suggested uses for Text, such as in outlining screenplays in Chapter 7 and marketing uses in Chapter 12, still work exactly the same in Novel.

Novel is essentially Text with Index Cards and Title Page included, both of which are covered in this book. Thus we can proudly state: Celtx: Open Source Screenwriting explains and enhances Celtx 2.7, 2.9, and future releases with valuable screenplay and other marketing tips found in no other book.

## **Conventions**

In this book, you will find several headings appearing frequently.

To give clear instructions of how to complete a procedure or task, we use:

### **Time for action – heading**

- 1.** Action 1
- 2.** Action 2
- 3.** Action 3

Instructions often need some extra explanation so that they make sense, so they are followed with:

### ***What just happened?***

This heading explains the working of tasks or instructions that you have just completed.

You will also find some other learning aids in the book, including:

### **Pop quiz – heading**

These are short multiple choice questions intended to help you test your own understanding.

### **Have a go hero – heading**

These set practical challenges and give you ideas for experimenting with what you have learned.

You will also find a number of styles of text that distinguish between different kinds of information. Here are some examples of these styles, and an explanation of their meaning.

Code words in text are shown as follows: " For Windows, the downloaded file (currently) is named `CeltxSetup-2.9.exe`."

Any command-line input or output is written as follows:

```
sudo apt-get remove xandros-scrim
```

**New terms** and **important words** are shown in bold. Words that you see on the screen, in menus or dialog boxes for example, appear in the text like this: " For example, in Ubuntu, left click on the desktop, click on **Create Launcher**, and follow the directions".



Warnings or important notes appear in a box like this.



Tips and tricks appear like this.

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# 1

## Obtaining and Installing Celtx

*We've all watched a disappointing movie and said, "I could write it better than that." Perhaps you can! The trick is, getting your great idea into a professional format acceptable to producers, agents, managers—those gatekeepers of Hollywood, Bollywood, Euro studio, indie, and elsewhere. It doesn't matter how good your script might be if it doesn't look right. Yes, they are that particular. They won't read it.*

*The answer (and it's an easy one) to writing screenplays in the rigid format required is software. The two big name "professional" scriptwriting programs—Final Draft and Movie Magic—each retail for over \$200. What if you could get software that not only lets you turn out scripts just as professional as the big money programs but does a lot more? What if you get it for free? Well, Celtx (pronounced kel-tiks) costs nothing but a few seconds of downloading time.*

*Is that worth a shot or what?*

*Of course, you like that whole concept of a no-cost solution or we wouldn't be here this book. Sell one screenplay and the cost of this book will be a pretty good investment. The purpose of these pages is to gift you with the knowledge and skills to use Celtx to its full advantage.*

In this chapter, we shall:

- ◆ Discuss system requirements needed to run Celtx
- ◆ Find Celtx's home on the web
- ◆ Check out the languages available
- ◆ Decide on and download our new software for our specific operating system

- ◆ Install Celtx on our computer(s)
- ◆ Test our installation to make sure that it works and check out some of the neat and useful features
- ◆ Summarize what we've learned and find out some other sources for additional information

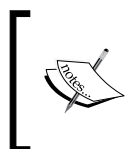
By the end of this chapter, we will have a fully running version of Celtx, ready for action, and we'll know which option to use depending on what we want to accomplish. This is all easy and fun. So hold on to your keyboard, because here we go!

## System requirements

First, we need a computer.

Okay, yeah, but Celtx fits a much wider range of computers than most software; certainly more than the big commercial packages that only work on PC or Mac. Unless you're still running an Apple II from 1980, chances are Celtx has you covered.

The very best thing about Celtx is that it's free! There are two definitions of free that people throw around—free beer and free speech. Celtx is free in both ways. There's no cost for Celtx, like free beer, and you can do whatever you want with it, within certain limits, like free speech. Later, we'll talk about other additional services and products that are almost free, but for now, Celtx is free.



Unlike commercial scriptwriting software, which limits you to only one or two active installations on one type of operating system, you can install Celtx on as many computers as you have with no limits whatsoever on how many run at a time.

By the way, Celtx requires 75 MB of free hard disk space for installation. In these days of multi-hundred-gigabyte disks, this is a very light footprint indeed.

## PC

Any relatively recent PC from the last ten years or so handles Celtx with no problem. Celtx runs on XP, NT, 2000, Vista, and the latest, Windows 7.

## Mac

Just about any Apple Mac OS X (also known as **Tiger**) machine since 2002, runs Celtx. Celtx is a *universal binary*, meaning it works equally well on X86 (Intel based) or Power PC Macs.

## Linux

Hundreds of Linux **distributions** or **distros** (versions of Linux from different groups or companies) exist. Celtx works fine on pretty much all of them (at least all the X6 or Intel processor machines) so long as certain supporting **library** packages (collections of common routines programs needed to operate) are installed. Don't worry, this takes about ten seconds, and we'll check and do this, if needed, in this chapter concerning installation of Celtx on Linux.

## eeePC

Since 2008, **Netbooks** (subcompact notebook computers) have been available. Many of the earlier ones run Windows XP, although more recent offerings provide Vista or even Windows 7. Netbooks also might have various "lite" versions of Linux. Celtx loves them all, and we'll sort this out in the eeePC installation section forthcoming in this very chapter.

So, let's download Celtx and install it.

## Choosing and downloading the right version of Celtx

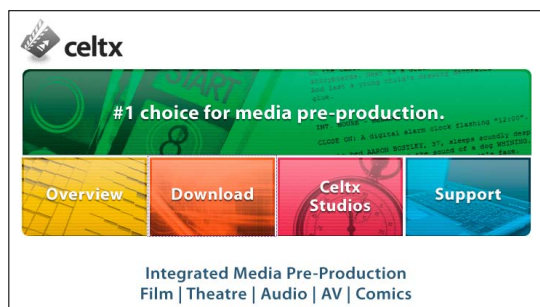
The current version (at the time of writing) of Celtx is 2.7, which was released in early 2010. You'll want to check occasionally to make sure the Celtx on your computer is up to date.

Let's go get Celtx!

### Time for action – finding the download choices

Here's what we will be doing. After connecting to the Internet, we perform the following steps:

1. Open our browser and go to <http://celtx.com>. (The webmasters at Celtx have set it up, so that you can use "www" if you want, but it's not needed.) The following screenshot shows the Celtx home page at the time of this writing:



- Below the big green banner (refer to the preceding screenshot) reading **#1 choice for media pre-production**, there is a row of four smaller banners. Click on the second from the left, the orange one marked **Download**. We now have the download matrix similar to the one shown in the following screenshot:

**Celtx + Celtx Studios**  
**The complete media pre-production system.**

Together, Celtx and Celtx Studios give you the most complete media pre-production system available. Celtx has all the tools you'll need to write and plan your projects. Celtx Studios complete your system with an advanced toolset for collaboration, workflow management, and project storage.

Language	Windows	OS X (10.4+)	Linux	eeePC
English	<a href="#">Download</a>	<a href="#">Download</a>	<a href="#">Download</a>	<a href="#">Download</a>
Bahasa Indonesia	<a href="#">Download</a>	<a href="#">Download</a>	<a href="#">Download</a>	
Brasil (pt)	<a href="#">Baixar</a>	<a href="#">Baixar</a>	<a href="#">Baixar</a>	
Bulgarian	<a href="#">Download</a>	<a href="#">Download</a>	<a href="#">Download</a>	
Catalan	<a href="#">Baixar</a>	<a href="#">Baixar</a>	<a href="#">Baixar</a>	
Chinese (TW)	<a href="#">Download</a>	<a href="#">Download</a>	<a href="#">Download</a>	
Chinese (CN)	<a href="#">Download</a>	<a href="#">Download</a>	<a href="#">Download</a>	
Czech	<a href="#">Stáhnout</a>	<a href="#">Stáhnout</a>	<a href="#">Stáhnout</a>	
Danish	<a href="#">Download</a>	<a href="#">Download</a>	<a href="#">Download</a>	
Deutsch	<a href="#">Herunterladen</a>	<a href="#">Herunterladen</a>	<a href="#">Herunterladen</a>	

- Now we have a couple of choices to make with reference to language and computer version and for our machine. By the way, in the preceding screenshot, please note that both **Celtx** and **Celtx Studios** are shown. Celtx, the program, is the free part. Celtx Studios is the commercial collaboration system that Celtx can use to store files on a safe server on the Internet. It is entirely optional, as are some of the "for pay" add-ons, which we'll discuss later.

## Celtx speaks your language

Using software is much more pleasant if the instructions on the screen and the menu choices make sense. Celtx currently offers 33 choices of language (see the first column on the Download page) in every operating system version except for eeePC (which is only available in English).

These language selections, of course, only affect the on-screen instructions and menu selections, not whatever language you write. For example, let's say you are Dutch (I am always awed by how well so many Dutch folk speak English) and you write scripts for Hollywood in English but prefer to have Celtx's choices in your native language just to speed things up. No problem; choose **Nederlands** off the download matrix and **Downloaden** in the right operating system column for your computer.

Write in Hindi for Bollywood? Well, you still can, but there is no Hindi version yet, so, for now, the instructions will be in English or whatever other available language you might be more comfortable in. One caveat to this—the software may have been translated into these languages, but not all of them are supported by Celtx's online PDF generation. (Typeset does not support non-Latin characters at the moment. So, although the program may be in Hindi, it isn't possible to use the Typeset feature as of yet. Cyrillic and Phonym languages such as Russian, Chinese, and Japanese are also affected.)



Want a version of Celtx in Hindi or some other language not yet available? Well, the Celtx people seek volunteers to help out with translations. Hindi is a work in progress as are a number of other languages. Visit the following URL for more information:

[http://wiki.celtx.com/index.php?title=Category:Translating\\_Celtx](http://wiki.celtx.com/index.php?title=Category:Translating_Celtx)  
[http://wiki.celtx.com/index.php?title=Category:Translating\\_Celtx](http://wiki.celtx.com/index.php?title=Category:Translating_Celtx)

## The right operating system

In the first column of the **Download** page, again, is our choice of language. The remaining four columns—Windows, OS X (for Mac), Linux (see the little Linux mascot penguin?), and eeePC—are where you choose the right version for your computer.

## Time for action – downloading Celtx

Now, since our choices are made with regards to language and operating system, it's time to download Celtx.

1. Go down column one to the language you want.

2. Move over to the column under the name of your operating system.
3. Left click your mouse on **Download** or the equivalent word in your language (**Baixar**, **Downloaden**, **Lataa**, and so on).

A new page comes up and the download should have started automatically. If not, see the line **If your download doesn't start automatically, please click here**.

There are several commercial offers on this page for the Writers Pack, Art Pack, and Celtx Studios. Celtx itself is free but the company that develops Celtx, Greyfirst Corp. in St. John's, Newfoundland, Canada, uses the revenue stream of selling add-ons and providing the Celtx Studio service to support their work. That's fine but it's your choice as to whether or not you buy anything; Celtx itself is free. Once you become proficient in using Celtx, the various add-ons will become more useful and you can consider a purchase at that time.

## Installing Celtx

With the download now on the computer we want Celtx to reside on, we're ready to install. You can skip ahead to your operating system.



It's always good to know where files download onto your computer, as you need to access your download in order to install Celtx. Using Firefox as your browser, for example, is as easy as typing *Ctrl-J*, which shows a list of downloaded files. Just double-click on the top one (if it's Celtx) to begin the installation.

### Time for action – installing Celtx on a PC

For Windows, the downloaded file (currently) is named `CeltxSetup-2.7.exe` (and is an executable file; that is, it will perform the action of installation when you open it by double-clicking on it). A later version might be named `CeltxSetup-2.8.exe` or `CeltxSetup-3.0.exe` or whatever the latest version is.

If you have a virus scanner that can scan self-installing executables, you should scan the file before you run it. This is true for any executable, and you never know when someone might be doing something sneaky. While we trust the people that produce Celtx, you can't trust everyone on the Internet, so always be careful.

So, we double-click and a security warning most likely pops up reading **The publisher could not be verified...** This is a Microsoft thingy—Celtx is not one of the big, commonly installed programs, so Windows does not recognize it. As we downloaded it directly from the Celtx site ourselves, we know it to be safe. Just click on the **Run** button in that dialog box, which looks like the following screenshot:



A small window comes up briefly and shows the program extracting, then another window welcomes us to the Celtx Setup Wizard. Hit the **Next** button (preferably just with the mouse cursor).

The License Agreement pops up. Check (by clicking in it) the License Agreement accept box, and click on the **Next** button. Choose **Standard** on the Setup Type dialog, hit **Next** again. In the Summary dialog box, click on **Install**. It takes a short amount of time, then click on **Finish** on the Completion dialog box, and yes, that's it.

Easy!

Nothing can go wrong, right?

Well, there is one thing you should know about, if you get an error message reading as follows:

The application has failed to start because MSVCR71.dll was not found. Restarting the application may fix this problem.

No, restarting won't fix it. You'll need to get the library files `msvcr71.dll` and `msvcp71.dll`. These files can be found at the following URLs:

`http://www.driverskit.com/dll/msvcr71.dll/2373.html` and `http://www.driverskit.com/dll/msvcp71.dll/2371.html`

The DLLs go in your `C:\Windows\system32` directory.

One more thing, if you have an earlier version of Celtx, uninstall it before installing the new version. This will not affect any of your scripts, storyboards, or any other files you might have created (although regularly backing them up is always a good idea).



## ***What just happened?***

We are now ready to use Celtx on our Windows computer.

## **Time for action – installing Celtx on Mac OS X**

The Mac file is named `Celtx-2.7.dmg`. This could be 2.8 or 3.0, by the time you read this book and get the file.

To install is a snap. Just double click on the `.dmg` file to mount the drive to your system. Then drag the Celtx icon to your `Applications` folder. Eject the mounted drive and you can delete the `.dmg` file. That's it!

## ***What just happened?***

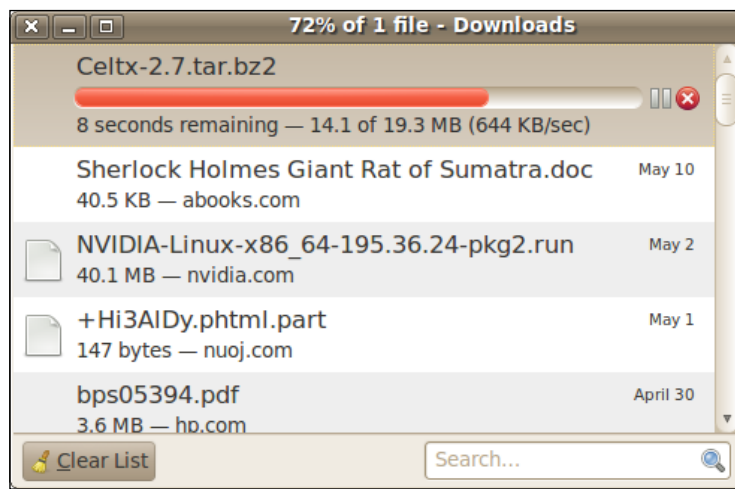
We are now ready to use Celtx on our Mac computer.

## **Time for action – Linux installation**

How you install on a Linux system, any Linux system, depends on your access and permissions.

If you are just a regular user on the system, download to your home folder (usually `/home/yourusername/`). The file is `Celtx-2.7.tar.bz2`.

First, however, download Celtx. The following screenshot shows downloading in progress:



## ***What just happened?***

That completes the installation of Celtx on Linux for a single user.

## **Time for action – installing on a Netbook**

Celtx for eeePC Netbooks, again, is only available in English, so far. For a Netbook, we'll be downloading `Celtx-2.7.en-US-eeePC.tar.bz2`.

For Celtx to work, it is necessary to remove the `scrim` package or, on more recent Netbooks, the replacement `gcin` package. Type the following command:

```
sudo apt-get remove xandros-scrim
```

Or

```
sudo apt-get remove xandros-gcin
```

If the latter does not work, try just the following:

```
sudo apt-get remove gcin
```

## ***What just happened?***

Celtx is now installed on a Netbook.

## **New iPad and iPhone Apps**

As this book goes to press, Celtx has just released a new **app (application)** for the Apple iPad tablet computer and also an app for the popular iPhone Smartphone (the latter is free). The first may be purchased through the The App Store, visit <http://celtx.com/mobile.html> for details on both purchase and how to use these add-ons.

This allows us to work on Celtx scripts on the iPad or iPhone and sync them with Celtx on our home computers or laptop.

## **Testing Celtx**

Okay, time to see if this baby will get off the ground! Of course it will. Fasten your seatbelts, please.

In addition to checking out the various features of Celtx, we'll also do some more optional installation chores that need doing from inside Celtx.

## Time for action – starting it up

Launching Celtx in any of the four operating systems (Windows, Mac, Linux, and eeePC) is simply a matter of double-clicking on the movie clapper icon, which is shown in the following screenshot:

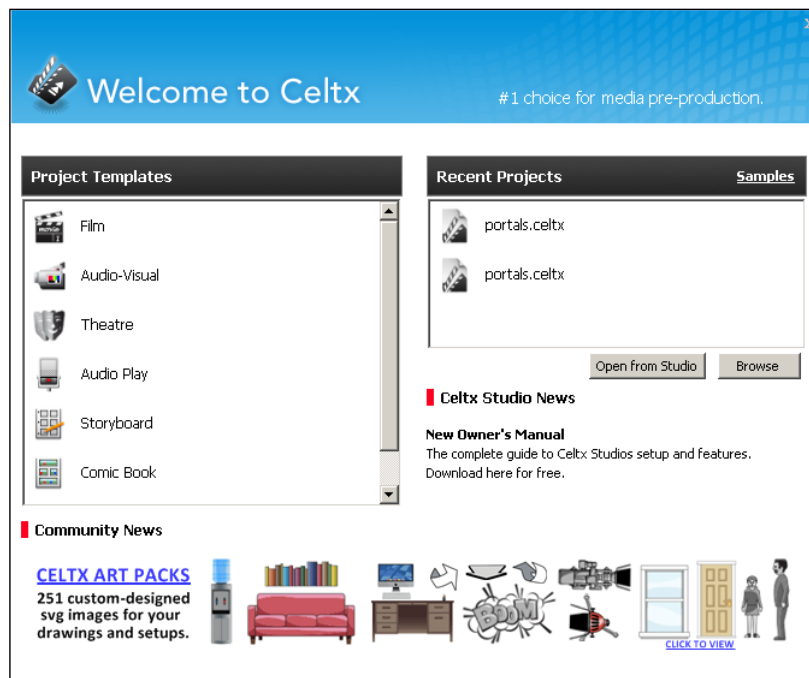


We Linux guys may need to create a launcher icon in GNOME or KDE to get the movie clapper. In my case, I have Celtx on two Ubuntu servers, a Windows XP laptop, a Vista machine, and two more XP machines. It works flawlessly on all of them.

Creating a launcher, by the way, varies depending on your flavor of Linux. For example, in Ubuntu, left click on the desktop, click on **Create Launcher**, and follow the directions.

## What just happened?

Okay, we've double-clicked on the movie clapper and next we see a splash screen. it's the same on all systems and looks similar to the following screenshot:



On the left, we have the major types of projects Celtx excels at, which are as follows:

- ◆ Film
- ◆ Audio-Visual
- ◆ Theatre (stage plays)
- ◆ Audio Play (everything from radio plays to podcast scripts)
- ◆ Storyboard (so you can visually plan projects)
- ◆ Comic Book (where we can write graphic novels and other good stuff)

On the right are your current projects. In this case, **Portals** is one of my scripts in progress, which we'll be using as an example. There are two copies of it because it's on two machines as a backup.

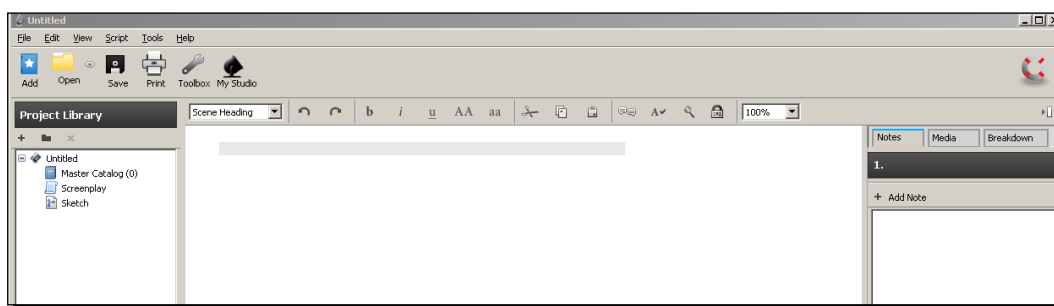
The remainder of material at the bottom of the splash page consists of links to the Celtx Studio service and the other things they sell to support Celtx, all optional. This latter information is loaded from the Internet. If it's not visible, you'll need to activate your Internet connection. To get the full power of Celtx, it must have Internet access.

Let's do just a little more installation work before we go wild and have some fun exploring Celtx. Here's why.

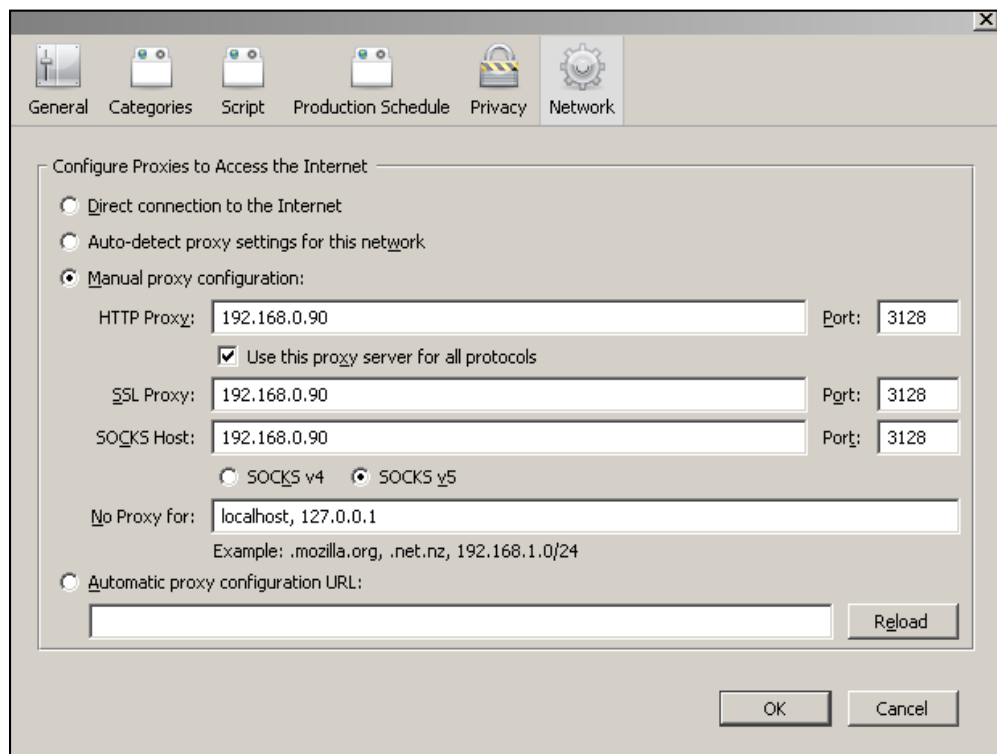
## Time for action – establishing an Internet connection

Celtx, more than most software, needs a connection to the Internet for several important reasons, including formatting and getting tools. We need to make sure that is in place.

First, let's open an empty project. Just click on **Film** on the Celtx splash page under **Project Templates** to open one up and it will look like the following screenshot:



Click on **Tools**, and then click on **Options**. This gives us a dialog box that those of us who use Firefox should recognize! That's because it's the same as Firefox's, as Celtx uses the Mozilla's software as one of its underlying engines. We want to check the Network options, which are shown in the following screenshot:



If you have a direct connection to the Internet, you're done and in fine shape. If you need a proxy to connect to the Internet, as I do, then you need to enter the information for your proxy server. This will be the same configuration as is in either Firefox, Internet Explorer, Safari, or whatever browser you use to surf the web. It's crucial that Celtx can see the web.

## ***What just happened?***

The full power of Celtx is available through your Internet connection.

## **Adding dictionaries to the spellchecker**

Additional dictionaries are available for the spellchecker. These are needed if you want to, for example, write in more than one language and proof them all. For the basic American English installation, the right dictionary is already in place.



If you seriously want to sell scripts, spellchecking and other proofing is absolutely critical. Nothing will get your script tossed without being read faster than having a script with a bunch of typos in it.

Here's how to add dictionaries, so we can do that all-important spellchecking.

## Time for action – getting and adding dictionaries

The following procedure also works for getting other tools:

1. Open Celtx with any project or create a new one (what we just did earlier).
2. Click on the menu option **Tools**, then **Toolbox**.
3. A new dialog box appears. Click on the **Get Celtx Tools** button at its bottom.
4. This opens the Celtx Special Offers page. Click on **Dictionaries** in the left column.
5. A page for spellcheck Dictionaries opens, as shown in the following screenshot:

