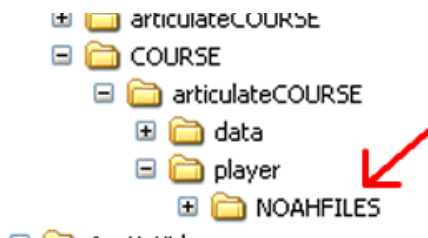
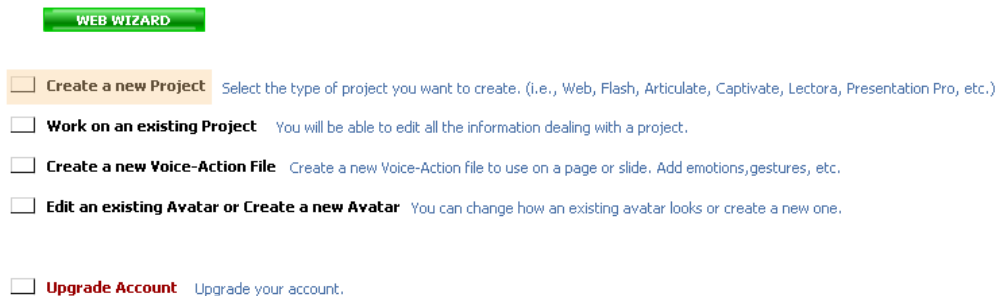

Step-By-Step Directions for articulate PRESENTER

1. Create a folder called NOAHFILES in the folder that has your course SWF file. This is under the *player* folder.

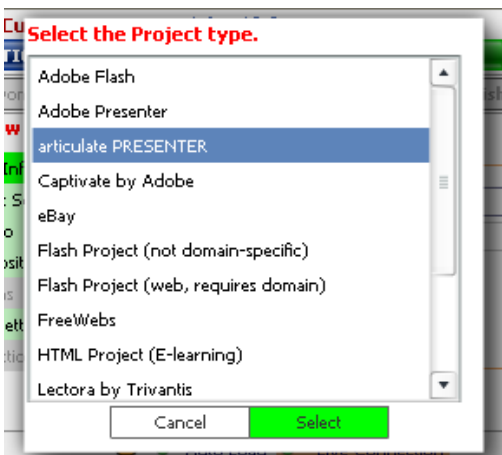


2. Open the NOAH Editor and select "Create a new Project".

Start Panel



3. Select articulate PRESENTER from the Project Type List and click "Select".



4. Type in a unique name for your project in the Name field and click "Save".

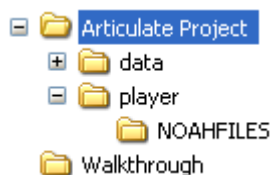
General Information

Name* My Project

5. You will be prompted to save and unzip two files **NOAHFILES.ZIP** and **WRAPPER.ZIP**.

- Save and unzip the NOAHFILES.ZIP file to the *NOAHFILES* folder you created under the *player* folder.
- Save and unzip the WRAPPER.ZIP file to the folder that has your course *player.html* file, the folder above *player*.

NOTE: Make sure you click "Yes" to overwrite *Player.html* if you are prompted.



NOTE: When you unzip WRAPPER.ZIP, make sure your unzipping program will allow subfolders. The only file that remains in the course root folder is *player.html*. The other files must end up in the *player* folder.

6. The **NOAH Editor should be showing the Projects Panel**. This panel is where you can change your course's default highlight settings, NOAH's default home position, and NOAH's avatar skin.

7. Run ***player.html* from the course folder**. Your course will open with the NOAH Avatar in the upper-left corner of your course. Make sure to leave the NOAH Editor open.

8. If **NOAH doesn't appear, it might be due to security settings in Flash**. Click this link and follow directions. [***SECURITY SETTINGS***](#)

9. You will see the purple "(+) Register this Page" button at the bottom of the NOAH Editor. Click it to register your first page. Under the "Slides" tab next to the "Projects" tab, "Slide 1" will appear in the list where you can select and rename it. This is also the panel at which you will set NOAH's home position, if you want it different from the default Home Position, and the Voice-Action File for each slide.

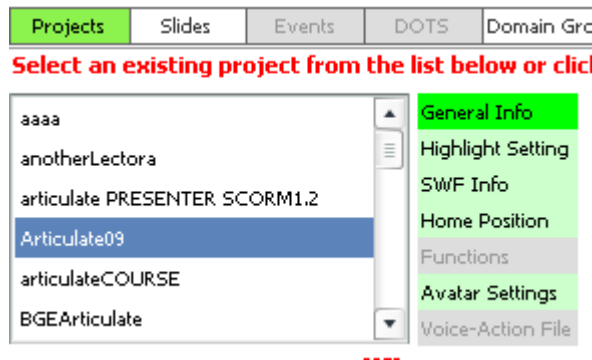
(+) Register this Page

IMPORTANT: Live Connection and Auto Load must be green to be connected to the NOAH editing system and to automatically detect and load each page as it is displayed.

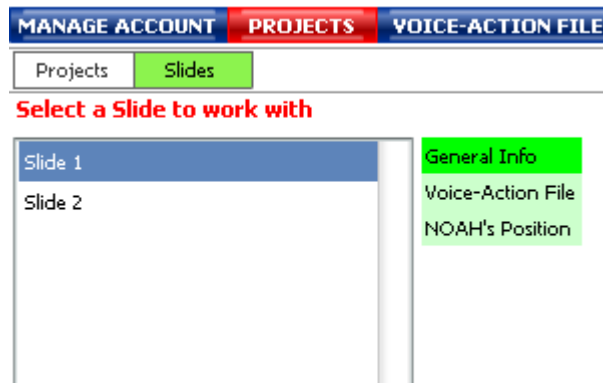


10. As you continue to move forward in your course, you will click the purple "(+) Register this Page" button for every page on which you want NOAH to appear.

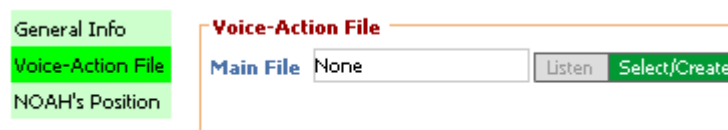
11. Select the project from the list in the Projects panel. If you just created it, it should be open. Here you can set NOAH's default home position and the avatar you'll be using for the project.



12. Select a page from the Slides list. This panel allows you to change settings for each individual slide in your project.



13. Create or Select Voice-Action files. From the green 'Voice-Action File' tab on this screen, you can create a new Voice-Action file by clicking the "Select/Create" button. Or you can select a Voice-Action file you already created. Once you select a Voice-Action File, it will be associated with that slide after you click Save.



Note: You MUST click “Save” for the changes to take effect.



NOTE: You cannot name two Voice-Action Files with the same name. Uploaded audio files must be smaller than 8MB. All audio files are reformatted into MP3s after upload.

14. Adding Actions to Voice files. The Wave form is displayed on a time line (above). There are four command types: Emotions, Looks, Move, and Other. Click Play to start the play bug and pause where you want insert one of these commands. Click on one of them and select the specific command you want. The command blocks will appear as shown above.

Loaded File displays the Voice-Action file you are working on

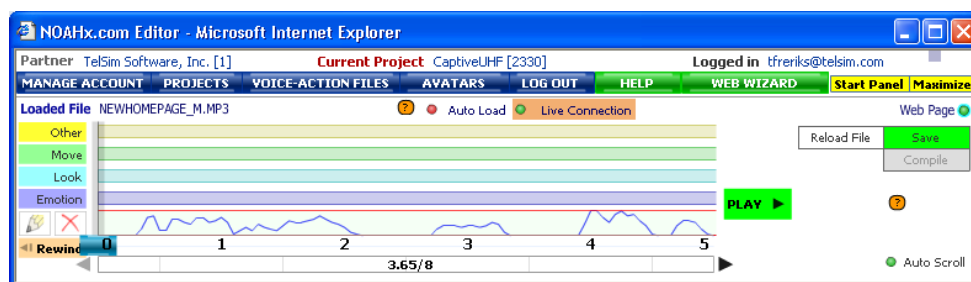
Auto Load. If green, this will automatically load the Voice-Action file for the project page currently visible.

Live Connection. If green, this will automatically play from the editor on the NOAH servers and is used for editing. If red, NOAH will look on your development computer for compiled Voice-Action files. You have to compile them by either clicking Publish in the Projects task panel (required the first time – this will give you all the support files and all the MP3s and avatars, etc.) or click the Compile button (if you want to recompile a single Voice-Action file).

Save. Make sure you save your changes to the raw Voice-Action file.

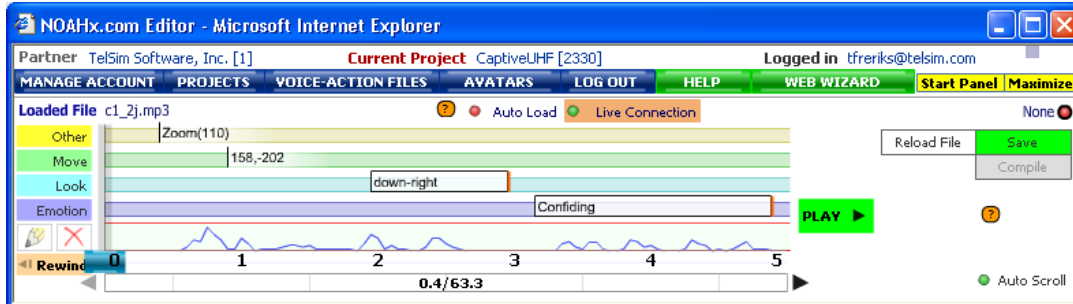
You can adjust the position and duration of all command blocks, and you can edit or delete them.

All actions you add will be visible live on the project page you have visible.



[Click here for more detail on adding action commands.](#)

This is what a finished Voice-Action file might look like:



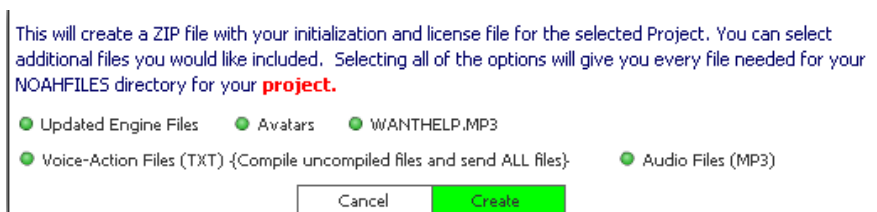
The most common ways to proceed are:

- Register all of your slides up front, create your Voice-Action Files then go back to the Slides List to associate a Voice-Action File with every slide.
- Register a slide and create its Voice-Action File at the same time.

Publishing the Voice-Action Files for use on your local computer or server. Voice-Action files must be compiled and placed on your local (development) computer then transferred to the server to run without the connection to the NOAH servers. The normal way to proceed is to finish the whole project before compiling. To do that, you'll click the Publish button.



Then you will see this option page:



Updated Engine Files: If green it will zip all the support files, including the License file that tells the system how many NOAH pages you have, which Voice-Action files go with which page, and so on. If you have added or modified NOAHized pages, you'll need to keep this green.

Avatars: If you have added or changed avatars, you'll need to keep this green. Otherwise, click it to red.

WANTHELP.MP3: You won't use this file, so click it to red.

Voice-Action Files (TXT): There are three options, which you get by clicking on the red button.



{Compile uncompiled files and send ALL files} will compile all the Voice-Action files that haven't been compiled yet, and send all of them.

{Only the files you have previously compiled} will compile all the Voice-Action files that have been compiled before, and send all of them.

{Recompile ALL files}. This will recompile all of them, whether they've been compiled already or not. This is good if you lost track of what changes you've made.

Red light: This won't compile or send any Voice-Action files.

Audio Files (MP3): If green, this will zip together all the MP3s. If you have changed any of them, click it to red.

IMPORTANT: Placing the Published Files. Because of the limitations of Windows there's no clean way to place the files in the right folder, which is a critical step, and the usual cause of NOAH not working.

After you click the Create button, the required files are packaged into two ZIP folders, WRAPPER.ZIP and NOAHFILES.ZIP. **It is very important** that you download and unzip the WRAPPER.ZIP file into your course folder and the NOAHFILES.ZIP file into the NOAHFILES folder you've created under the course root folder.

Playing the NOAHized course. Now that the wrapper files and the NOAHFILES files are properly placed, NOAH will play from your local computer, server, or wherever you transferred the files to.

To run the course as a student would see it **YOU MUST EITHER:**

1. CLOSE the editor completely. If it is open, it will still look for the Voice-Action files on the NOAH server.
or
Click to red the Live Connection light you'll find where the Wave form and command blocks are displayed. Now the system will look to the local computer for content.

[The player.html file is called to open the course.](#)

TIPS / CAUTIONS

1. The NOAH wrapper will automatically close the sidebar and disable the zoom button to make sure the avatar's positioning and the positioning of the highlighting function remains relative to the course. This is being addressed in an update under development at this time.
2. NOAH will start playing when a slide is loaded. If you have audio or video set to play when a slide is loaded as well, there may be a conflict.

[See General Information on creating Voice-Action Files](#)