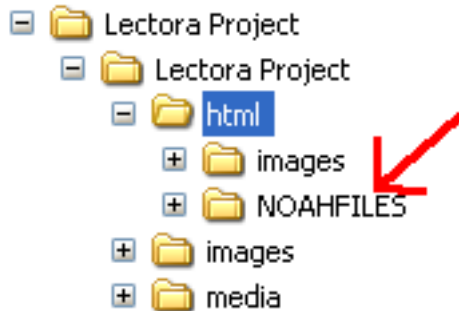
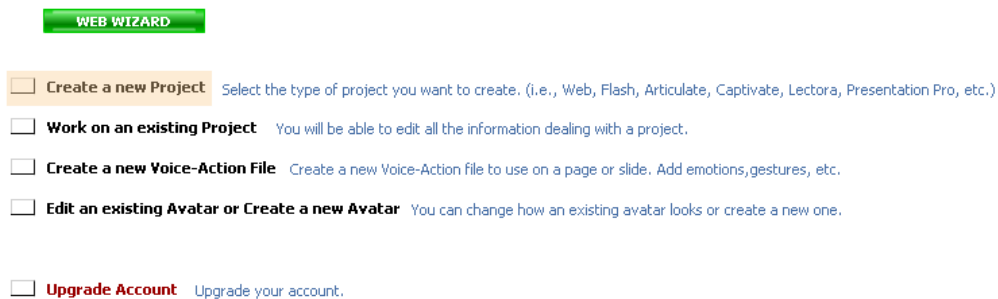


Step-By-Step Directions for Lectora from Trivantis

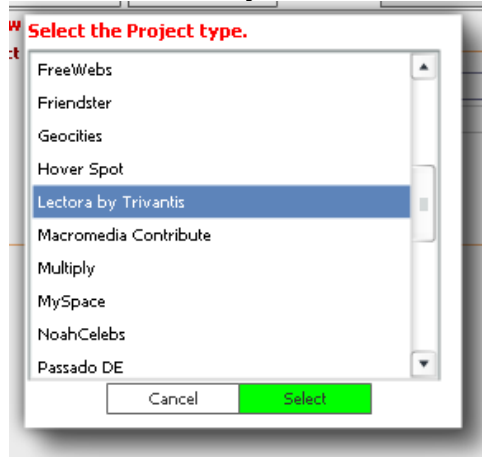
1. Create a folder called NOAHFILES in the HTML folder that has the *trivantis.js* file (course root). This will contain all the Voice-Action files, avatars, and support files for the NOAH system.



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



3. Select Lectora by Trivantis from the Project Type List and click "Select".



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

5. You will be prompted to save and unzip the file NOAHFILES.ZIP.

- a. Save and unzip the NOAHFILES.ZIP file to the *NOAHFILES* folder you created under the course HTML folder where the *trivantis.js* file resides.

6. You will then be prompted to copy and paste this code

```
try{if (window.top.document==this.document) document.write('<SCR'+IPT id="cbjs"  
SRC="NOAHFILES/INITNOAH.JS"></SCR'+IPT>');}catch(e){};
```

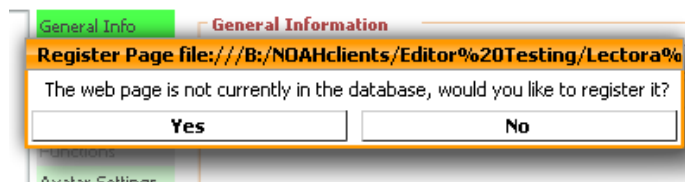
to the top of the *trivantis.js* file. NOTE: NOAHFILES will serve only this course. If you want to have a central location for the contents of NOAHFILES that service all course, change the SRC path here and in CBJ.S.JS, but we don't recommend it.

7. The NOAH Editor should be at the Projects Panel where you can rename the project from its default name of "New Project". This panel is also where you will select the avatar and NOAH's global Home Position.

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

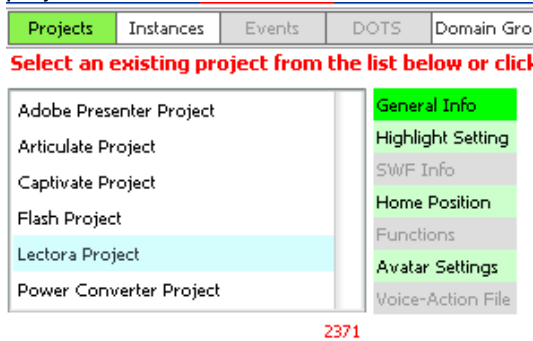
9. Run *index.html* from the course HTML folder. Your course will open with the default NOAH Avatar in the upper-left corner of your course. Your project and the NOAH Editor should both be open at this time.

10. You will see the "Register Page" dialog in the NOAH Editor. Click 'Yes' to register your first page. "Page 1" will appear in the "Instances" list where you can select it and rename it. This is also the panel in which you will set the Home Position for the page if you want it to be different from the global Home Position, and the Voice-Action File for each slide.

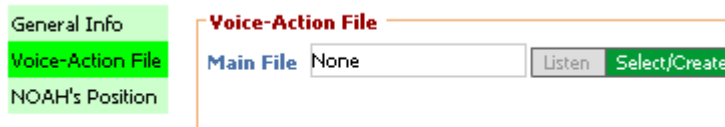


11. As you continue to move forward in your course, you will click the "Register Page" button for every page on which you want NOAH to appear. We recommend that you uniquely name each instance with the name of the HTML page you're registering.

12. 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.

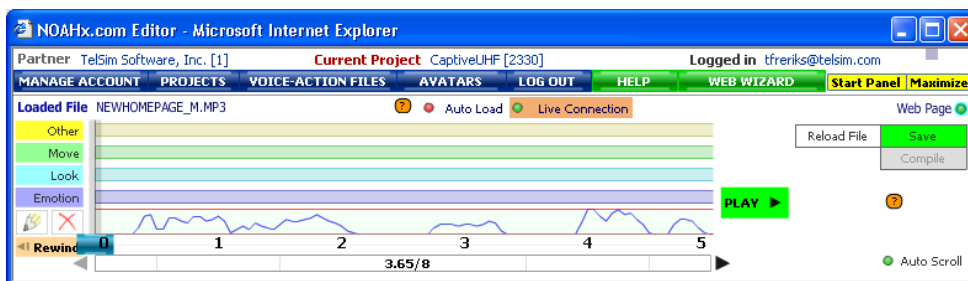


13. Create or Select Voice-Action files. Click Select/Create in the Voice-Action File area of the Slides panel, or click the "Create New" button in the main Voice-Action tab,



If you select a previously created Voice-Action file, it will be associated with that slide after you click Save.

If you select Create New, you will be presented with the opportunity to upload a WAV or MP3 file you recorded or use the Text-To-Speech function. Follow instructions are you will see the editor with the Wave form of the speech displayed.



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.

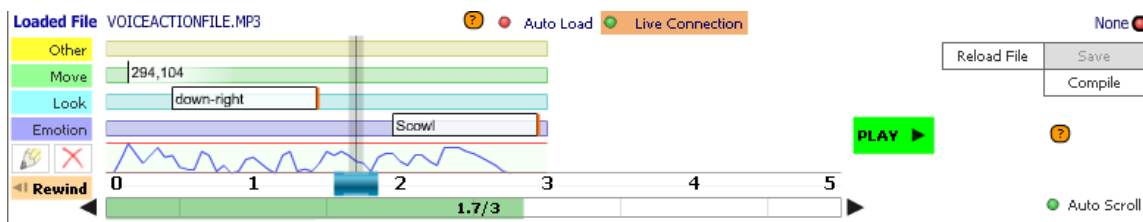
Live Connection. If green, this will automatically play from the editor on the NOAH servers and is used for editing. If red, NOAH will look on your development computer for compiled Voice-Action files. You have to compile them by either clicking Publish in the Projects task panel (required the first 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.

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



HIGHLIGHTING _____!!!!!!!!!!!!!!!!!!!!!!!!!!!!

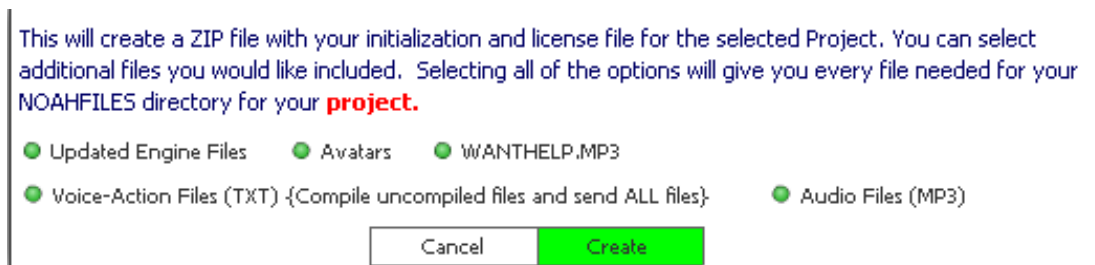
The most common ways to proceed are:

- a) 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.
- b) 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.

{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 requested files are packaged into NOAHFILES.ZIP. **It is very important** that you download and unzip 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 and unzipped, NOAH will play from your local computer or server if you transferred the files to it.

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
2. 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 *index.html* file is called to open the course.

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