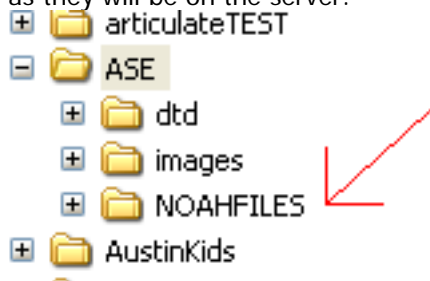

Step-By-Step Directions for Website Projects (Professional/Developers only)

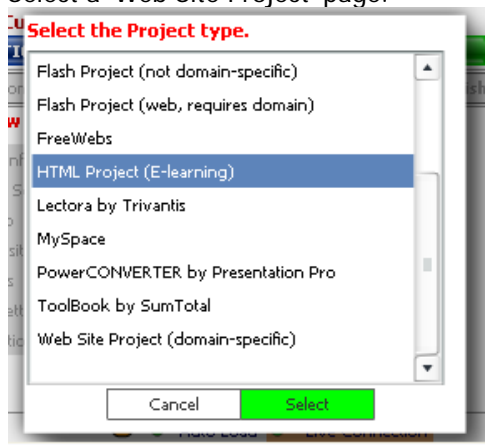
Getting Started

1. **Add the NOAHFILES folder.** On your server, add a NOAHFILES subfolder directly under the web site or primary course root folder. This houses the NOAH engine and support files, including your avatar SWF file. You receive these files via email when you set up your account. It will also be where you place the Voice-Action Files you create with the NOAH editor, which will also be emailed to you when you compile them. If you develop content on a development computer, you should also place the files there. Make sure the paths are the same as they will be on the server.



2. **Create a Project.** Open the NOAH Editor from the NOAHx.com web site and click on the 'Projects' tab. You can a) create a new Project, or b) open an existing Project.

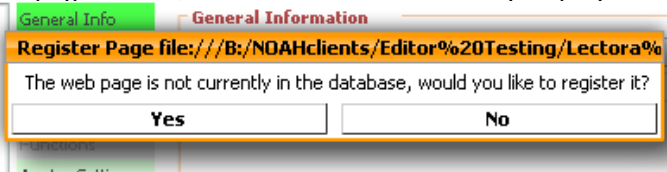
Select a 'Web Site Project' page.



3. **Download and unzip the NOAHFILES.ZIP file.** You will be prompted to download and unzip the NOAHFILES.ZIP file. **NOTE: Make certain you are unzipping it into the NOAHFILES folder.**
4. **Add the NOAH code.** Add the NOAH code to your HTML source code (HTML projects). This code is shown to you as part of the project creation process and copied to clipboard so

you can paste it into a separate document for easy reuse. Place it above the </body> tag.

5. **Register Pages.** Open the project web page you want to work on (it must have the NOAH code on it) in a browser. If it is the first time you've opened that web page while the editor is open, you'll be prompted to 'Register this Page'. Click 'OK'. If you have registered the page before, the Editor will automatically display the information for the open page.

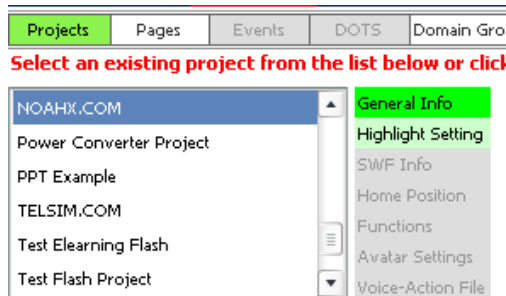


As you turn the pages, the Editor will automatically re-detect any open page (that has been registered) and display the information for it.

NOTE: 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.

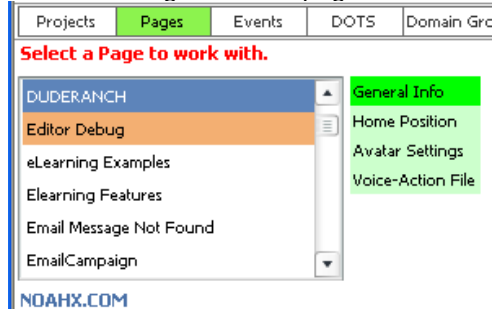


6. **Projects and Pages.** Your project should be selected. Here you can choose the settings for the project.



5

If you click the 'Pages' tab you'll be able to view all the pages you have registered and choose settings for each page.

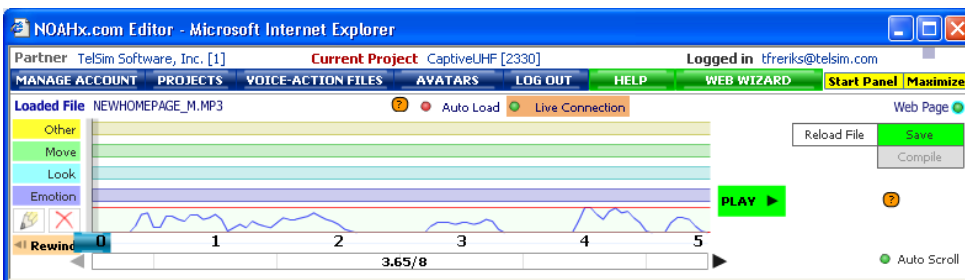


7. **Create Voice-Action files.** In the 'Pages' tab and click 'Voice-Action File' then click 'Select/Create' to either select an existing Voice-Action file or create a new one. Browse for and upload an MP3 voice file (or a WAV smaller than 2MG, or MP3) or use the Text-To-

Speech function. You will see the VA control panel with the wave form displayed at the bottom.

General Info	Voice-Action File
Voice-Action File	Main File <input type="text" value="None"/> <input type="button" value="Listen"/> <input type="button" value="Select/Create"/>
NOAH's Position	

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.

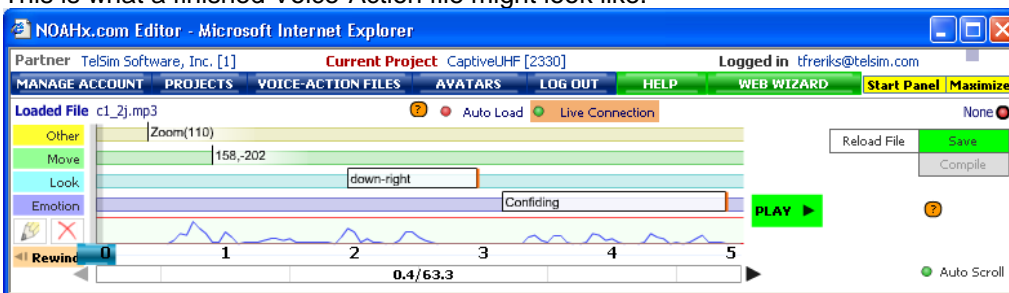


8. **Add commands to the Voice-Action file.** With the Editor open, click Play then pause when the Playhead moves along the timeline to a place where you want NOAH to display an emotion, point to something, move to a new location, or execute a function, such as highlighting. When the Playhead is paused, click on a command type and select the action. 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 displayed.

[More detail on adding action commands.](#)

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



9. **Publish the files for use on your server (Professional and Developer accounts only).** When the Editor is open and "Auto-Load" and "Live Connection" is green, NOAH is looking to the NOAH servers for the project data. When you are finished and ready to put the project on your web site, you must compile all files by clicking the "Publish" button and placing all files in your NOAHFILES folder. You'll be prompted to download them into your development computer for transfer to the server.



Seeing NOAH on your web page

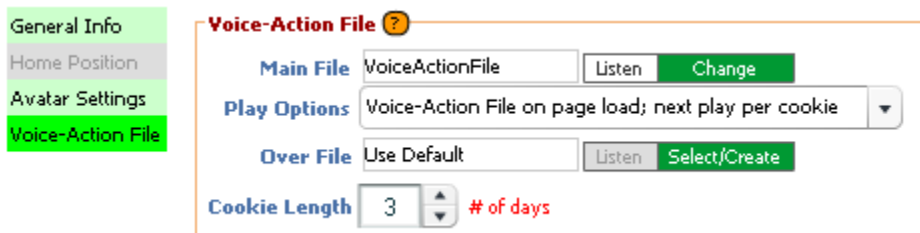
A default NOAH avatar will appear if the editor is open and a web page with the NOAH code. If you have a NOAH-enhanced web page open the system will show a green light and the word "Web Page" in the lower right corner. If the web page has been registered, the system will know the name of the web page you have open. If the web page has not been registered, you will be prompted to register it.

After you associate the Voice-Action File with the web page, the NOAH system knows which Voice-Action File is associated with it, and will load the proper Voice-Action File when a web page is open. The Auto Load and LIVE connection lights must be green for this to happen.

NOTE: Clicking on LIVE Connection will disconnect or reconnect the Editor and the web page. When connected, the Editor controls NOAH. When disconnected, NOAH plays as it would for a visitor.

Voice-Action File - Play Options: There are several options that determine what NOAH does when a visitor comes to the web page.

1. NOAH can play the current Voice-Action File every time the page loads.
2. NOAH can play the current Voice-Action File the first time the page loads for a visitor, then not again as determined by the Cookie settings (in terms of days). This is the most common.
3. NOAH does not play when the page loads, but will play its Voice-Action File when clicked on.
4. NOAH will play the Over File when the web page loads.
5. Display a text banner on mouse-over that reads "Click on me to take a tour of this page".



The screenshot shows a configuration window titled "Voice-Action File" with a question mark icon. On the left, a sidebar lists "General Info", "Home Position", "Avatar Settings", and "Voice-Action File" (which is highlighted in green). The main area contains the following settings:

- Main File:** A text input field containing "VoiceActionFile", with "Listen" and "Change" buttons to its right.
- Play Options:** A dropdown menu showing "Voice-Action File on page load; next play per cookie".
- Over File:** A text input field containing "Use Default", with "Listen" and "Select/Create" buttons to its right.
- Cookie Length:** A numeric input field containing "3", with a "# of days" label to its right.

Voice-Action File – Over File (web page only): Another option is for NOAH to play a Voice-Action File when a visitor mouses over it. This could say, for example: "Click me to take a tour of this page".

Simply open the "Over File" drop down and select any Voice-Action File. Choose "None" if you don't want an audio file to play on mouseover, or choose either the standard TTS male (default) or female voice message.

Voice-Action File - Cookie Length (web page only): This sets the number of days NOAH will remain silent after the visitor first comes to the page. This eliminates constant playing of the audio file while a visitor is navigating the site. If set to 3 (default), NOAH will play on the initial page loading and then not again for 3 days unless NOAH is clicked on.

Domain Groups. All the web sites you have registered will appear.

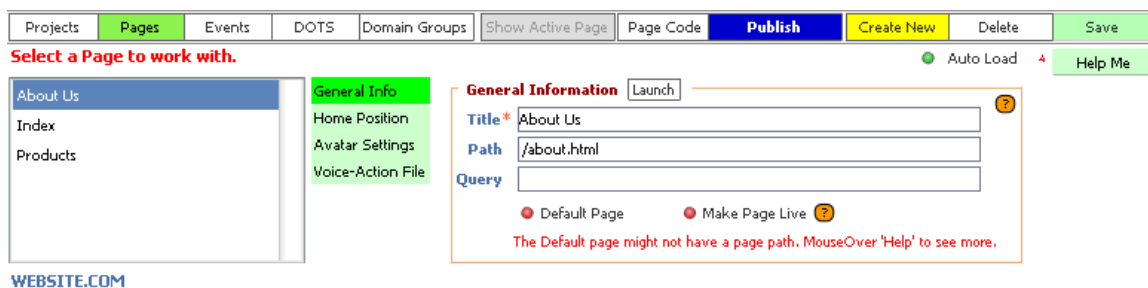
General Information

Name

Mask Other SWFs Allow Disable
 Allow Docking

This opens a window that lists the domains registered to your account. Select the domain you want to work with and click "Load".

Pages. This opens the list of web pages you have registered for that domain.



Projects Pages Events DOTS Domain Groups Show Active Page Page Code Publish Create New Delete Save

Select a Page to work with. Auto Load 4 Help Me

About Us

Index

Products

General Info

Home Position

Avatar Settings

Voice-Action File

General Information Launch

Title*

Path

Query

Default Page Make Page Live

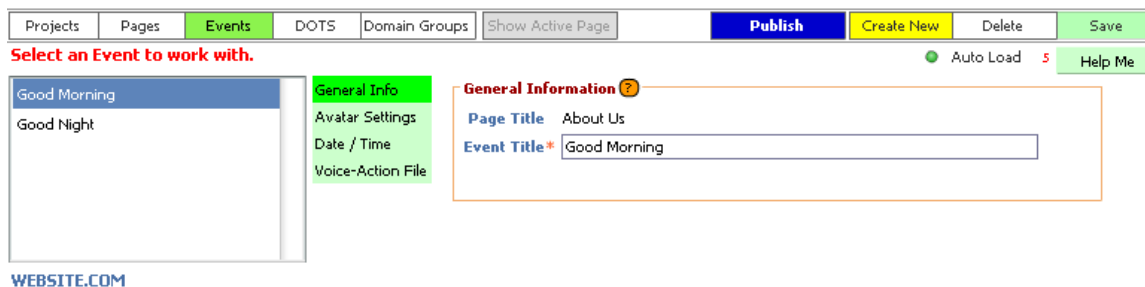
The Default page might not have a page path. MouseOver 'Help' to see more.

WEBSITE.COM

Click on one to load the page details.

Page Code. If you need to get the JavaScript code that you need to put on your web page, click "Page Code" and it will be copied to your clipboard so you can paste it into your web page.

Events. This allows you to use different Voice-Action Files on that page for special events, like Christmas, or morning and evening, or day-specific, or time-specific messages. Select an existing one from the list on the left, or click "Create New".



Select an Event to work with.

General Info

Avatar Settings

Date / Time

Voice-Action File

General Information ?

Page Title About Us

Event Title* Good Morning

Auto Load 5 Help Me

WEBSITE.COM

You can set the start and stop parameters by date during each year, by day of the week, or time of day.

Time of Day – prefixing an existing Voice-Action File

You can **add a voice file in front of the Voice-Action File** (Pre File) that normally plays on a page. For example, you want the original page message to play, but precede it with "Good morning" or "Good Evening" or "Merry Christmas", you can accomplish that here. Just upload an audio file, making sure it is the same voice as the original Voice-Action File, and create a new Voice-Action File for each statement, like "Good morning". You should then find that new Voice-Action File in the "Pre File" drop down. Select it. "Use Original File" is the default entry for the Voice-Action File field. Enter a value for "Time Start" and "Time End".

Now during the time range specified, NOAH will play the prefix before the original Voice-Action File. You can make other Voice-Action File events like "Good evening", or whatever. For prefixes, the avatar will always be the same as the original Voice-Action File.

Time of Day – different Voice-Action File

You can **replace the Voice-Action File** that normally plays on a page. For example, you want the original page message to play a special Voice-Action File, like "Merry Christmas. Look at our holiday specials", you can accomplish that here. Just upload a new audio file and create a new Voice-Action File for each statement. Select it instead of the "Use Original File" in the Voice-Action File field. Enter a value for "Time Start" and "Time End".

Now, during the time range specified, NOAH will play the holiday Voice-Action File instead of the original Voice-Action File. You can change avatars for different original Voice-Action Files.

NOTE: Time values are in military time, which means 1am is 01.00 and 3pm is 15.00. Always separate hours and minutes with a period.

Date Range – dates

For seasonal messages, enter a “Date Start” and “Date End”. If you don’t enter a year NOAH will run this event every year. If you enter a year, NOAH will only play in the year specified. With this operation you can change the entire Voice-Action File or add a Pre Voice-Action File that plays before the original Voice-Action File. You can still add a time-sensitive prefix to a special event Voice-Action File.

NOTE: Dates must be in XX/XX format. If you want it year-specific, enter XX/XX/XXXX.

Date Range – days of the week

For different messages depending on the day of the week, enter a start day and end day. Sunday is 0; Monday is 1, etc. This operation will either: 1) play this entire Voice-Action File INSTEAD of the original one if you have nothing in the Voice-Action File Prefix field, or 2) play the prefix you specify in Voice-Action File Prefix, which will prefix the Voice-Action File displayed from midnight on the days specified.

This is great for “TGIF!” or “Oh, oh. It’s Monday” or “It’s the weekend”. One day events will have the “Date Start” and “Date End” the same.

Cookie name, Cookie Value, Cookie Set to

You can change the Voice-Action File that plays for a visitor based on a cookie that gets set on their computer. Select a Voice-Action File and name the cookie in “Cookie Name” that you want to set. In “Cookie Value”, enter the Cookie value that will trigger the Voice-Action File you’ve selected in Voice-Action File. If someone returns to that page (Page Title) they will hear the Voice-Action File selected for that Cookie value.

After that Voice-Action File plays you can change the cookie value for that Cookie Name in “Cookie Set To”.

Voice-Action File ?

Pre File	<input type="text" value="TESTTTS.MP3"/>	<input type="button" value="Listen"/>	<input type="button" value="Change"/>	Cookie Name	<input type="text" value="CBROT"/>
Main File	<input type="text" value="TESTTTS.MP3"/>	<input type="button" value="Listen"/>	<input type="button" value="Change"/>	Cookie Value	<input type="text" value="1"/>
X Function	<input type="text" value="cbSelStop(320)"/>	Cookie Set To			
Play Options	<input type="text" value="Use Default"/> ▼				
Cookie Length	<input type="text" value="0"/> # of days				

In the example above, the Cookie Name “CBROT” is set to 1 when the visitor first comes to a page titled “Ad Page”, which is the web page you have open or are working on. There are three events for this page so you will add two more events for the second (say, Rotation 2) and third Voice-Action Files (say, Rotation 3) you want played in rotation. If NOAH sees a value of 1 for the CBROT cookie, it runs the Rotation 1 event which plays the “TESTTTS” Voice-Action File. The cookie is then set to 2. Therefore, the next time the visitor goes to the page, the “Rotation 2” event, which now has a “Cookie Value” of 2, will play whatever Voice-Action File you set for that one. And so on.

NOTE: This is particularly useful for rotating banner ads.

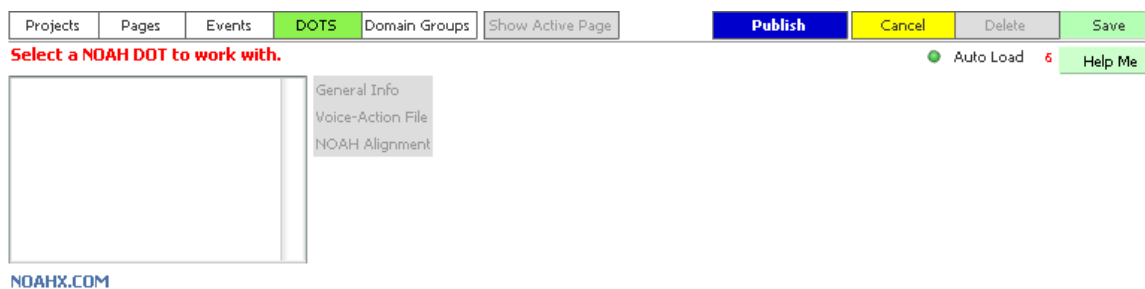
Creating and editing

To create a new Event, click "Create New", give it an Event Title, make your selections, and click "Save".

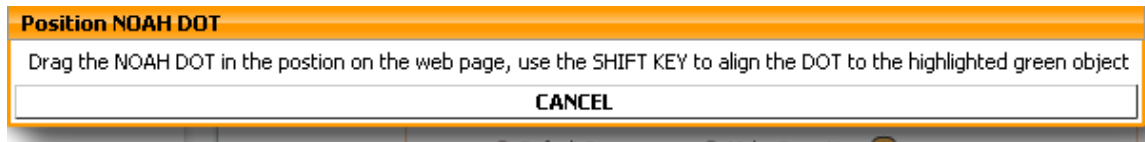
Saving

To edit a selected event title, make your changes and click "Save".

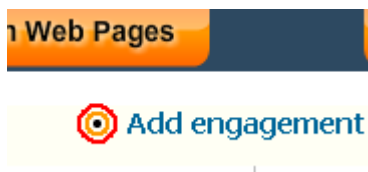
NOAH DOTS. With this feature you can place icons anywhere on a page. When a visitor clicks on one the program will call a Voice-Action File. This allows you to put much more detailed information on a page than you could in the original Voice-Action File. Click the DOTS button to manage the NOAH DOTS.



New: Clicking on "Create New" will display this message:



Your mouse will now have a round red/orange icon attached to it. Drag the dot around to the desired location. Make sure a green-outlined named element is visible. Click to set. The icon will now become a circle with an "I" in it. NOAH's default position is right at the associated DOT. This sets the DOT, not the NOAH that comes up when a user clicks the DOT. You set NOAH's position with the "Set Position" button in NOAH's Alignment.



 **Add engagement**

DOT INFORMATION – Title: Name the dot, then in the “Voice-Action File” drop down, select the Voice-Action File you want to play when the visitor clicks on this NOAH DOT.

DOT INFORMATION – Align Object: This fills in the name of the named element as well as the X, Y offset from the upper left hand corner (0,0).

NOAH’S ALIGNMENT – Set Position: This sets the position of NOAH relative to the DOT itself (not the named element).

VOICE-ACTION FILE – Main File: Here you select the Voice-Action File that will play when a NOAH DOT is clicked by the user.

Click “Save”. This NOAH dot will now show up in the list.

1. Calling a NOAH Voice-Action File with JavaScript code on your Web Page

This JavaScript function will load the Voice-Action File and have NOAH play it from its Home Position:

```
cbPlay('YOURVOICEACTIONFILE.TXT',[1 or 0*, x offset, y offset, "named element"**]);
```

- 1 if you want NOAH to go to the location of the DOT or 0 if you don't
- ** enter a named element (table cell, img, etc.) and the x, y will offset from it

This JavaScript code will load the Voice-Action File then move NOAH to a desired location and play the Voice-Action File. This is the same code that is used for NOAH DOTS.

```
playNOAHdot('ID',' YOURVOICEACTIONFILE.TXT',[x offset,y offset])
```

ID represents a named page element such as a div layer, table or image. NOAH will move to this element before playing the Voice-Action File.

The [x offset] sets an X offset, a negative number will position to the left; a positive number will position to the right of the object.

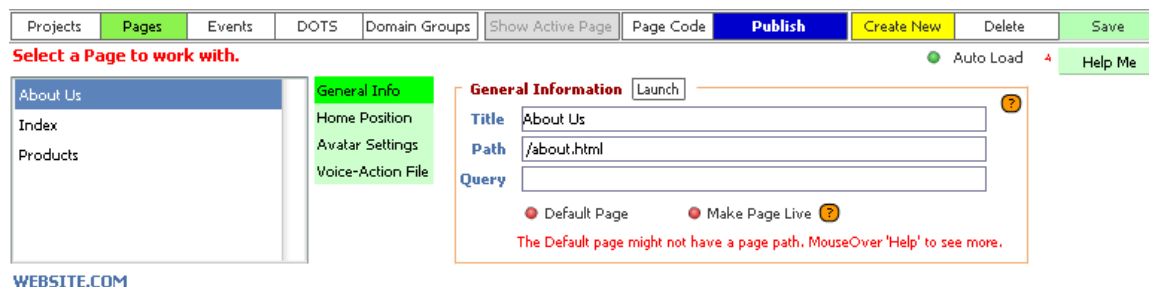
The [y offset] sets a Y offset, a negative number will position above; a positive number will position below the object.

In both cases, YOURVOICEACTIONFILE.TXT is the name of the MP3 file you want NOAH to call without the .MP3 extension. NOAH will load at the home position. The TXT extension means it will play from the NOAH server after you package the files and put them on the server.

Pages

The Pages tab is where the system determines, among others things, which Voice-Action File is associated with a particular web page. The entries in the “Voice-Action File” and “Web Page Path” fields control this association.

While a Voice-Action File is loaded and an associated web page is open, clicking the ‘PAGES’ button will launch this window (the panel will vary based on project type):



All the details about that web page will display. You can change any editable item, as follows:

Page Information - Title: This is the name that shows up in the Pages list. It defaults to New Page, but you can rename it to make it more useable.

Page Information - Path: This is the path to the web page from the root folder of the web site.

Page Information - Query: If you want to have one of several Voice-Action Files play on a page given different conditions, you’ll enter a query string here. For example, if your code sends “?p=Y” to a NOAH-enhanced web page, when the “salespage.asp” web page is loaded, NOAH will play the Voice-Action File specified in Voice-Action File if you have “?p=Y” in Page Query. This might say “Thanks”. If the calling page passes “?p=N” it will load “salespage.asp” but call a Voice-Action File that says “Sorry” instead.

Another example would be if, in a form page, a user answers “NO” to a question posed to them and it passes “?p=N”, the NOAH on the landing page could say “I’m sorry you don’t want to play”. If the form passes “?p=Y”, your NOAH could say “I’m glad you want to play!” instead. In e-learning and testing, this is useful for passing “That was incorrect” or “That was right. Good job!”

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