



# **Advanced Tutorial**

## ***IntelliPics Studio***



Copyright 2002, IntelliTools, Inc.

## Copyright Notice

© 2002 IntelliTools, Inc. All rights reserved. The distribution and sale of this software and manual are authorized for the original purchaser only. Unauthorized duplication is a violation of federal copyright law.

Images that appear in *IntelliPics Studio* may not be used in any commercial application without the prior consent of IntelliTools, Inc.

## Trademarks and Acknowledgments

IntelliTools, IntelliPics, IntelliKeys, IntelliTalk II, and Overlay Maker, and their respective logos are registered trademarks of IntelliTools, Inc. IntelliMathics, IntelliCritters, IntelliMation, IntelliQuiz, Overlay Printer, and Overlay Sender are trademarks of IntelliTools, Inc.

Adobe and Acrobat Reader are registered trademarks or trademarks of Adobe Systems Incorporated, registered in the United States and/or other countries. Macintosh, QuickTime, and QuickTime logo are registered trademarks or trademarks of Apple Computer, Inc., registered in the U.S.A. and other countries. Windows 95, Windows 98, Windows 2000, and Windows ME are registered trademarks or trademarks of Microsoft Corporation, registered in the U.S.A. and other countries. Other brand and product names mentioned herein are trademarks, registered trademarks, or trade names of their respective holders and are hereby acknowledged.

Some photographic images included with this program are from the CD-ROM, "Picture This... Professional Edition" and are the copyright of Silver Lining Multimedia, Inc. If you would like to obtain more images that can be imported into IntelliTools products, please visit the Silver Lining Multimedia Web site: <http://www.silverliningmm.com>.

Over 90 of the images supplied with *IntelliPics Studio* are Picture Communication Symbols from the Boardmaker software, ©1981-2001 Mayer-Johnson, Inc. and are used with permission. Boardmaker has 3,000+ additional images that can be imported into IntelliTools products. For additional information about Boardmaker images, please visit the Mayer-Johnson Web site: <http://www.mayer-johnson.com>.

## Credits

*IntelliPics Studio* was produced through the collaborative efforts of many staff members at IntelliTools. Design: Arjan Khalsa, Scott Schafer; Project Management: David Robertshaw; Content Development: Suzanne Feit, Arjan Khalsa, Lucinda Ray, Patty Kilroy; Software Engineering: Scott Schafer, Paul Archibald, Fred Ross-Perry; User's Guide: Alan Rhody; Teacher's Guide: Lucinda Ray; Tutorial: Suzanne Feit; Additional Development: Philip Nittenberg, Jeremy Bolan, Linda Finley, Meida Pang, Steve Gensler; Testing: Dale Goetsch, Lisa Carr, Mike Burns, Meida Pang, Chris Finley; Artwork: Patty Kilroy, Chris Santeramo, Michelle Graham, Mary Ann Zapalac, Jeremy Bolan; Support Services: Linda Finley; Packaging: Patty Kilroy.



### **IntelliTools, Inc.**

1720 Corporate Circle  
Petaluma, CA 94954

## Technical Support

Hours:	8 a.m.– 5 p.m. Pacific Time, Monday through Friday.
Phone:	(800) 899-6687 (U.S. and Canada) (707) 773-2000 (local and international)
Fax:	(707) 773-2001
Email:	<a href="mailto:tech@intellitools.com">tech@intellitools.com</a> (for technical information) <a href="mailto:info@intellitools.com">info@intellitools.com</a> (for general information)
World Wide Web:	<a href="http://www.intellitools.com">http://www.intellitools.com</a>

*Important note:* To insure that returns are handled correctly and without delays, please call us for a Return Merchandise Authorization (RMA) before returning any item.

---

# Introduction and Launching the Program

---

*IntelliPics Studio* is a powerful, new, multimedia drawing, painting, presentation, and authoring program that is appropriate for students of all ages and abilities. When you use *IntelliPics Studio* to create and explore activities, you will experience the immense potential of this authoring program.

- Students can open a coloring book activity and begin to paint.
- Students can use engaging pre-made activities to learn curriculum and practice with concepts.
- Older students can create professional-quality presentations to communicate their learning.
- Teachers can open a template and author curriculum-based activities appropriate for preschool through high school.

In this tutorial you will learn to use a template to author a presentation, interactive activity, or report.

A template is a structured authoring environment, ready for your own curriculum. The specific template you will be working with in this tutorial provides an opening menu page with buttons connecting to a collection of pages. It is an appropriate template to use when you want to explore concepts in a nonlinear fashion, or when a main topic leads to a number of related ideas.

The purpose of this Advanced Tutorial is to demonstrate how to:

- Adapt an authoring template
- Import movies and sounds
- Create an IntelliQuiz

In the first part of this tutorial, you will adapt an 11 page template to become a four page presentation about a class field trip.

In the second part of the tutorial, you will import movies and sounds, and use paint and design tools to illustrate and record the events of the field trip.

In the third part of the tutorial, you will create an IntelliQuiz that will enable students to recall their trip and reinforce what they experienced and learned through that experience.

The last part of the tutorial explains protected menus.

## Universal Access

*IntelliPics Studio* is designed to be accessible to mouse, keyboard, the IntelliKeys or IntelliKeys USB keyboard, and switch users. Built-in scanning and automatic overlay generation make it ideal for switch and IntelliKeys users. On-screen buttons and palettes make it easy to customize access.

## Exchange Documents between Macintosh and Windows Computers

*IntelliPics Studio* operates in a similar manner on either the Macintosh or Windows platform. Documents created using *IntelliPics Studio* will run on either a Macintosh or Windows computer.

## Tutorial Contents

Part I	Adapting a Template.....	2
Part II	Adding Movies and Sounds.....	6
Part III	Creating an IntelliQuiz.....	9
Part IV	Using Menu Bars and Menu Protection.....	15
	(also appears in the Alternative Access Tutorial)	

## Launching the Program

Once you have installed *IntelliPics Studio* on your computer, make sure the computer's color display setting is at least High Color 16 bit (Windows) or Thousands (Macintosh).

Then use one of the following procedures to launch the program:

### Launching *IntelliPics Studio* on a Windows System

1. From the Start menu, select Programs \ IntelliTools Software \ IntelliPics Studio \ IntelliPics Studio.
2. Click the *IntelliPics Studio* icon.

### Launching *IntelliPics Studio* on a Macintosh System

1. Double-click the IntelliPics Studio folder on your desktop (or wherever you placed it during installation) to see its contents.
2. Double-click the *IntelliPics Studio* icon.

# Part I: Adapting a Template

## Customizing a Template

In the first part of this tutorial, you will customize an existing eleven page *IntelliPics Studio* report template. By modifying some of the predesigned features of this template, you will create a four page presentation (i.e., a report) about a class field trip.

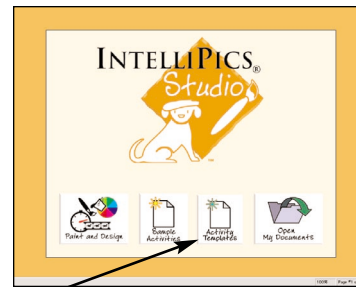
1. Launch *IntelliPics Studio*. If the program is already launched, close any open documents so only the Home Page is displayed.
2. From the Home page, click the Activity Templates button. The Activity Templates page displays.
3. Click the Report Template button. This template generates a new untitled document.
4. From the File menu, select Save As. The Save As dialog box displays. To save the document:
  - a. Type Nature Park in the Save As text box.
  - b. From the Group drop-down list box, select Guest (if it is not already showing).
  - c. Click Save. The Save As dialog box closes.
5. Place your cursor in the “report title” text box that already contains the words My Report. Delete this text and type in the words Nature Park. This will be the title of your presentation.

In the “author” text box (below the title text box), type your name after the word by - .

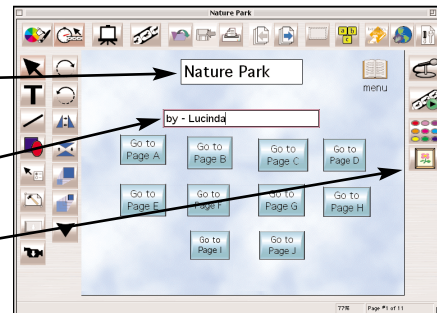
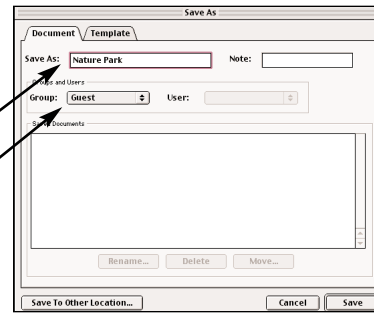
6. Click Picture Library (one of the items displayed on the right side of the document). A palette of picture choices appears below the page.

Use the Picture Library palette to add a background to the page:

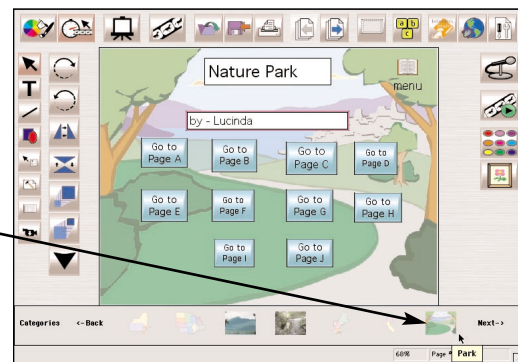
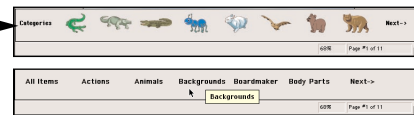
- a. Click the word Categories to display a text listing of picture categories.
  - b. Click Backgrounds. A selection of pictures appears on the Picture Library palette. Click Next (on the far right of the palette) to scroll alphabetically through the choices until the Park background displays.
  - c. Click Park. This picture becomes the background for the current page of your document.
7. Click Save (located in the center of the row of palette items above the page) to save your work.



Home page



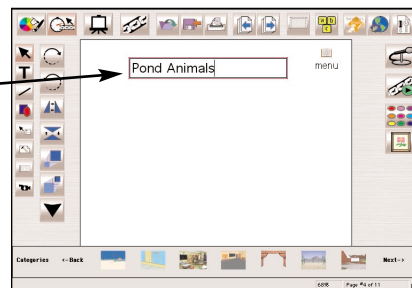
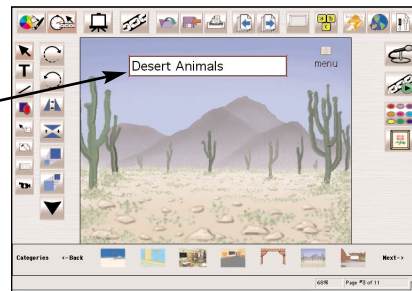
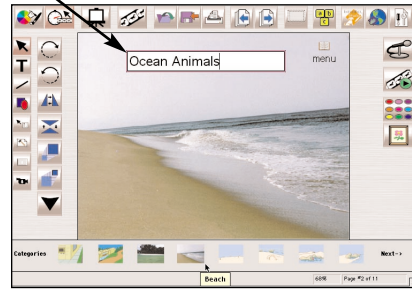
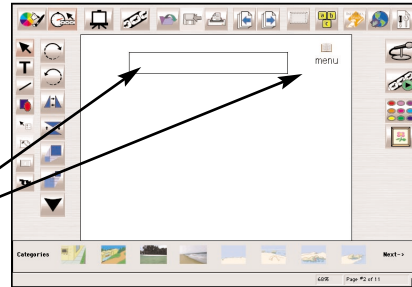
Report Template with title and name



## Navigating with Buttons

You will use the existing Go to... buttons on the first (i.e., menu) page of your new document to navigate to three blank pages already included with the Report template. You will add content to each page.

1. On the first page of Nature Park, click the Go to Page A button. Page A displays. It is blank, except for a text box and a menu button. Clicking the menu button will return you to the first page.
2. Type Ocean Animals in the text box on this page. This will be the title displayed for this page.
3. From the Picture Library palette's selection of background pictures, locate Beach. Pictures are arranged alphabetically. You may have to click Back (on the left side of the palette) to scroll through the choices until the Beach photograph displays.
4. Click Beach to add this background to this page. Later in this tutorial, you will add more things to this page. For now, however, you have put enough visual information on the page to locate it easily.
5. Click the menu button (at the top right corner of the page). It will take you back to the first page of your Nature Park presentation.
6. Click the Go to Page B button. Page B displays.
7. Type Desert Animals in the text box on this page. This will be the title displayed for this page.
8. From the Picture Library's selection of background pictures, scroll to Desert. Click this picture to add this background to Page B.
9. Click the menu button to return to the first page of your Nature Park presentation.
10. Click the Go to Page C button. Page C displays.
11. Type Pond Animals in the text box on this page. Later in the tutorial you will use the paint tools to create a custom background for this page.
12. Click the menu button to return to the menu page. Verify the button navigation to the three pages you have partially customized: Click the Go to Page A button. Return to the menu page. Repeat for Buttons B and C.
13. Click the Save item to save your work.




## Changing Button Appearance

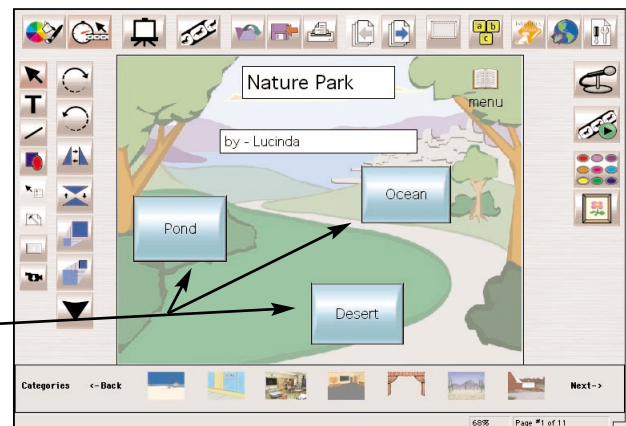
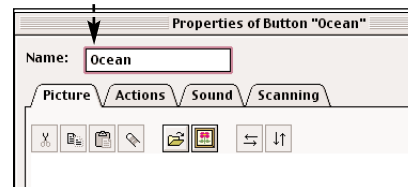
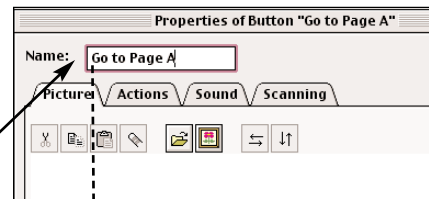
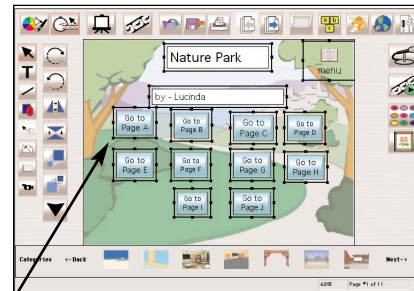
You have verified that the buttons on the menu page function correctly. However, the current text labels on the buttons will not be very helpful to the user. You can change a button's appearance, including the text on it, without changing the button's function (to navigate to a specific page in the document).

A button can be in a locked or an unlocked state. A button only functions when it is locked. To modify, remove or reposition a button, it must be unlocked. To unlock the buttons on the menu page:

1. From the Edit menu, choose Select All.
2. From the Design menu, deselect Lock. This will unlock all of the objects on the page, including buttons. A selected and unlocked button is surrounded by a resizing frame. Now you can access a button's properties.
3. Press the Control key on your standard computer keyboard and click the Go to Page A button. When the Properties of Button dialog box appears, rename the button Ocean. Click OK.

 **Tip** You could also use this dialog box to change the appearance and function of the button, but for right now, just rename it.

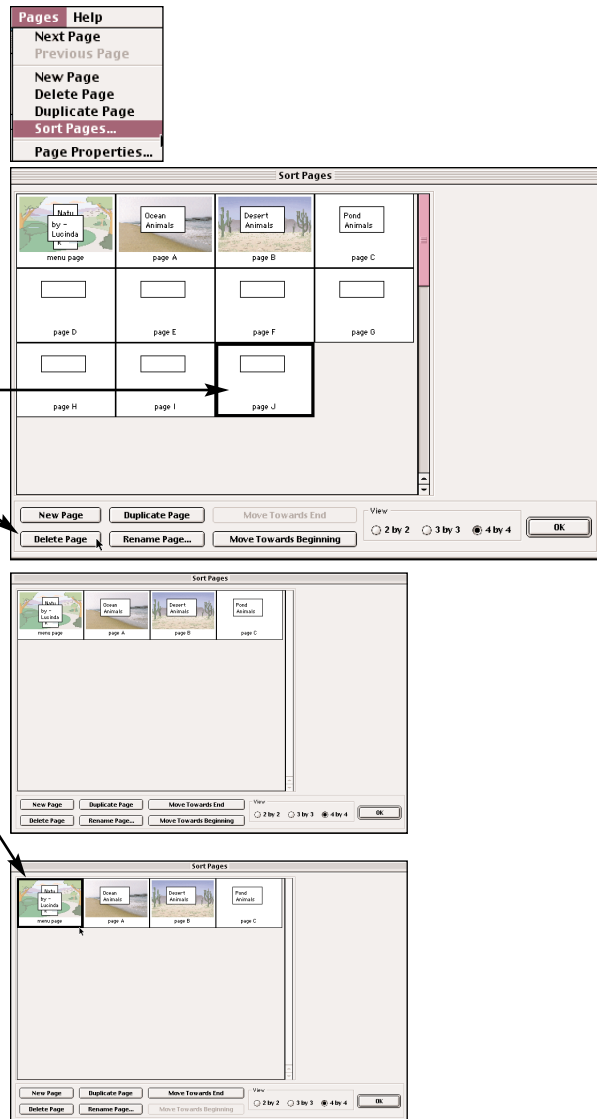
4. Repeat step 3 for the Go to Page B button. Rename it Desert. Click OK.
5. Repeat step 3 for the Go to Page C button. Rename it Pond. Click OK.
6. Now select (just click) the Go to Page D button. From the Edit menu, select Cut. This will remove the unneeded button from the page.
7. Repeat step 6 for each of the other unneeded Go to Page buttons (E–J).
8. Resize and reposition the Ocean, Pond, and Desert buttons on the menu page.
9. Lock the buttons when you are pleased with the new arrangement: From the Edit menu, choose Select All. From the Design menu, select Lock.
10. Click the Ocean button to verify that it still takes you to the Ocean Animals page. Then click the menu button to return to the menu page.
11. Click the Save item to save your work.



## Removing Unused Pages

The Report Template provides more pages (eleven altogether) than you need for the Nature Park presentation. In this section of the tutorial, you will learn how to delete unneeded pages.

1. From the Pages menu, select Sort Pages. The Sort Pages dialog box appears. Notice that you can see thumbnail images of the four pages you have worked with, as well as a series of blank pages.
2. Click the thumbnail image for Page J, the last blank page.
3. Click the Delete Page button to remove Page J.
4. Answer yes when a Confirm Delete message box appears.
5. Use steps 2, 3 and 4 to remove pages E–I. Be careful not to remove Page C, the Pond Animals page.
6. Now click the thumbnail of the menu page to select it.
7. Click OK. The dialog box closes and the document opens at the selected page.
8. Click the Save item to save your work.



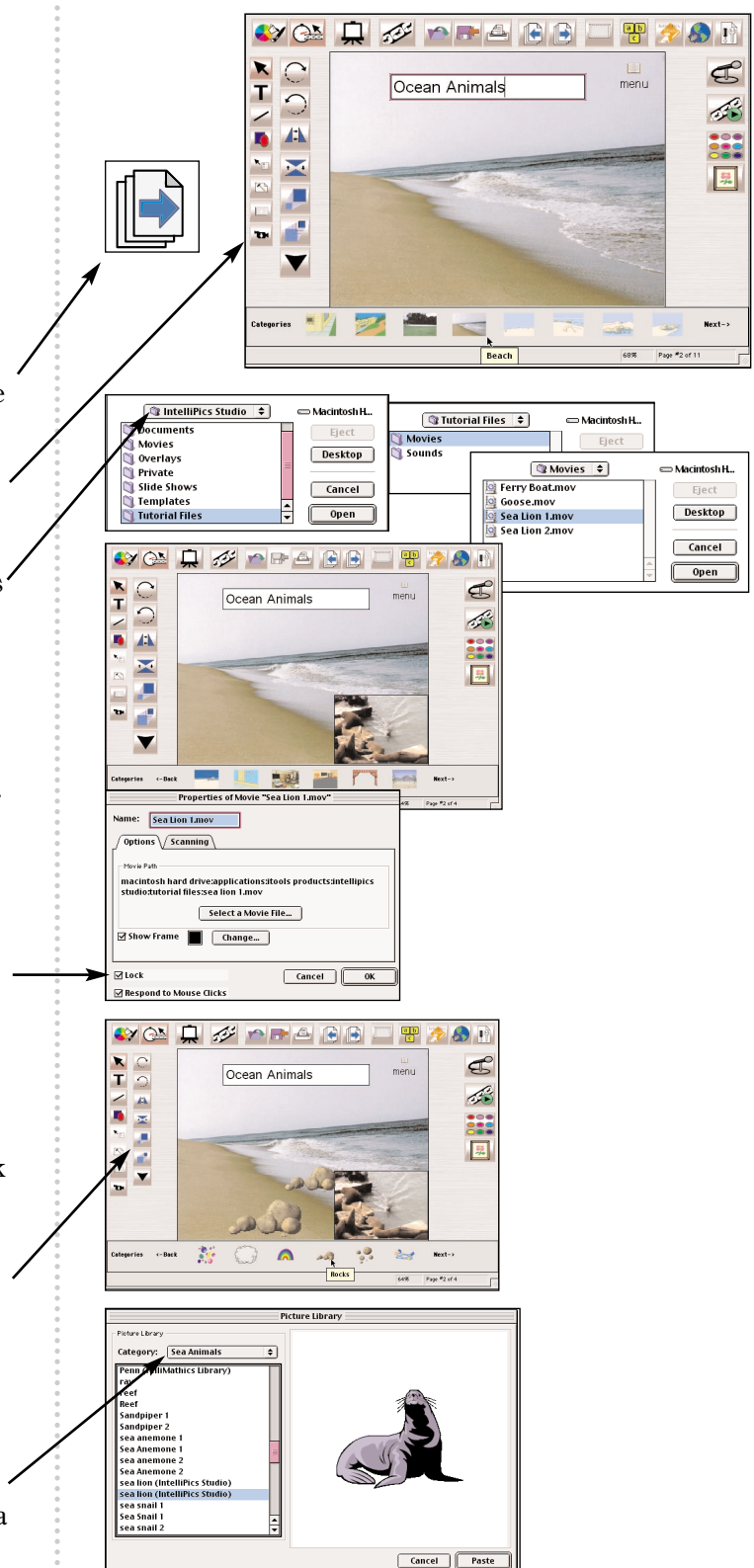
## Part II: Adding Movies and Sounds

### Adding Movies and Objects to the Ocean Animals Page

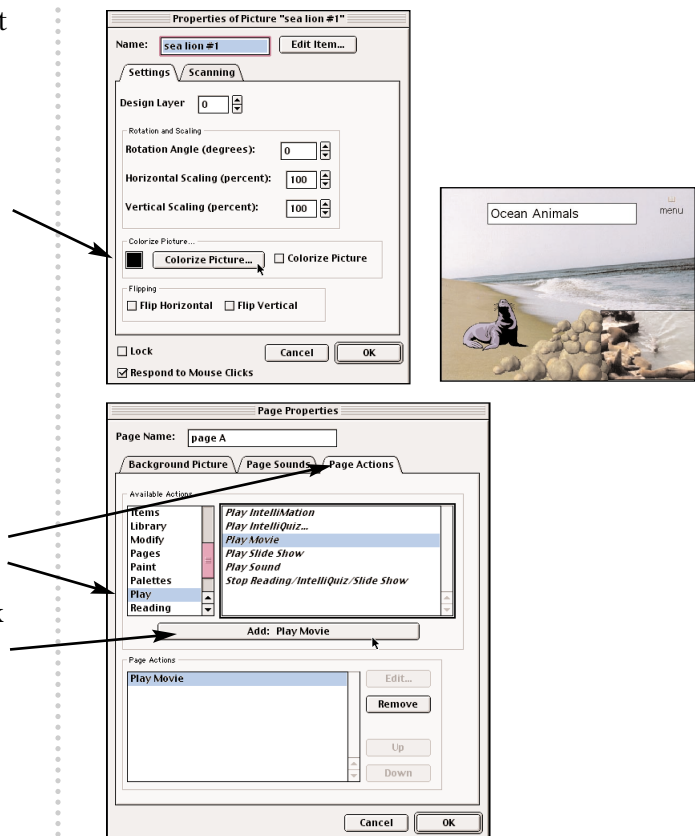
In this section of the tutorial, you will learn how to add movie clips. For this document, you will be adding movies that are provided with the program. However, the techniques you will learn are the same for importing movie clips from other sources.

*IntelliPics Studio* supports the following movie file formats: MOV, MPG/MPEG, AVI.

1. Click the Ocean button (or click the blue Next Page item) to navigate to the Ocean Animals page of the Nature Park document.
2. Click the Insert Movie item (located to the left of the page). A dialog box appears that lists saved movie files in a Movies folder.
3. To access four movies provided especially for this tutorial, use this dialog box to navigate back to the IntelliPics Studio folder, select and open the Tutorial Files folder within it, and then select and open the Movies folder within Tutorial Files.
4. Select Sea Lion 1 and click Open. The first frame of the movie displays on the Ocean Animals page.
5. Drag the movie box to the lower right corner of the page. Enlarge it slightly.
6. Now lock the movie: Press the Control key and click within the movie box. The Properties of Movie dialog box appears. Click the check box next to Lock. Click OK to close the dialog box.
7. Click the locked movie to see it play.
8. Now add other details to the Ocean Animals page using the Picture Library (palette below the page). Click Categories (left side of palette). Click Next to scroll to the Stickers category. Select it.
9. Scroll to the Rocks sticker. Select Rocks to have rocks appear on the page. Click the Make Bigger item to enlarge the rocks. Add and create several more groupings of rocks. Position the resulting sea wall next to the left side of the movie.
10. You can also add pictures to the page using the Picture Library dialog box: From the Edit menu, select Picture Library. From the Category drop-down list box, select the Sea Animals. Select a Sea Lion listing. Click Paste. The dialog box closes.

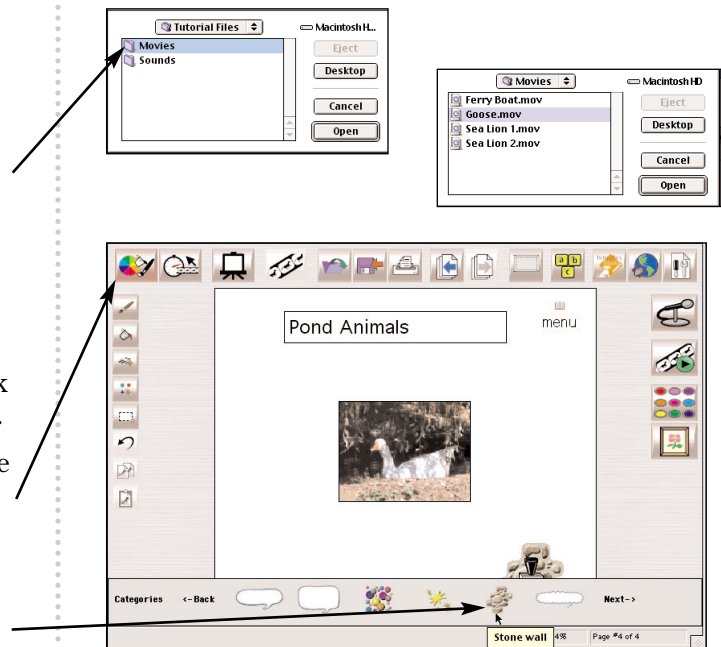


11. Notice that the newly added sea lion picture is not brown, while the sea lions in the movie are brown. To change the color of the sea lion picture, press Control and click the picture.
12. The Properties of Picture dialog box appears. From the Colorize Picture drop-down list box, choose a brown shade. Click OK.
13. Now that you have a brown sea lion, move and resize him on the page to fit the scene.
14. The last feature you will add to the Ocean Animals page is one which causes the movie to play automatically whenever a user goes to it.
15. From the Pages menu, select Page Properties. When the Page Properties dialog box displays, click the Page Actions tab. From the Available Actions list at the left, select Play.
16. From the list at the right, select Play Movie. Click the Add: Play Movie button. Then click OK.
17. After the dialog box closes, save your work.



## Adding Movies, Sound, and a Custom Background

1. Click the Next Page item twice to go the Pond Animals page. Or use the menu button to return to the menu page and then click the Pond button.
2. Add a movie to this page, as you did to the Ocean Animals page. To review: begin by clicking the Insert Movie item (to the left of the page). Navigate back to the IntelliPics Studio folder. Select and open the Tutorial Files folder. Select and open the Movies folder. Select and open the Goose movie. The movie appears on the page.
4. Center the unlocked movie box in the lower half of the page and enlarge it slightly.
5. Lock the movie by checking the Lock option in the Properties dialog box (press Control and click the movie box). Click OK to close this dialog box.
6. For this page, you will use the paint tools to create a background for the goose. Click the Paint item in the top left corner. Notice that the palettes on the left change to tools used for painting.
7. From the categories listed in the Picture Library palette, select Stickers. Then select Stone wall.



8. Since you are in Paint mode, Stone wall acts as a stamp. Click and/or drag the stamp completely around the movie frame to paint a background across the bottom half of the page. Note: Undo will delete your most recent action. You can not resize or move a painted background.

9. Click the Fill tool. Click Paint Box to display a palette of colors and select blue. Position the Fill tool over the stone wall and click to make a blue sky. The text box and the menu button will be temporarily covered. Click Paint Box again to hide the palette. Select more stamps (clouds, a sun, bushes, etc.) to further decorate the scene.

10. Click the Design item to switch from Paint mode to Design mode (so you can add a goose picture that has editable properties—paint stamps can not be modified). Notice that the palette of tools to the left of the page changes to Design tools.

11. Using the Picture Library palette, select Goose from the Animals category. Notice that you can move and resize the Goose picture on the page.

12. Press Control and click the goose picture. The Properties of Picture dialog box displays.

13. To add a sound to the goose: Click the Edit Item... button. Click the Sound icon on the left side of the Edit Item dialog box. Click the Import... button. Navigate back to the IntelliPics Studio folder, select Tutorial Files, and select Sounds. Select and open goose.wav. Click OK to close the dialog boxes and return to the Pond Animals page.

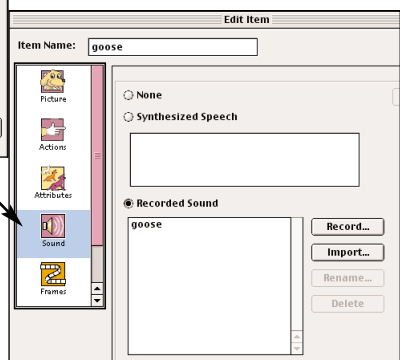
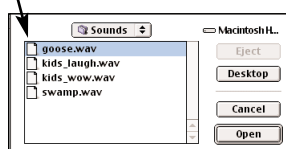
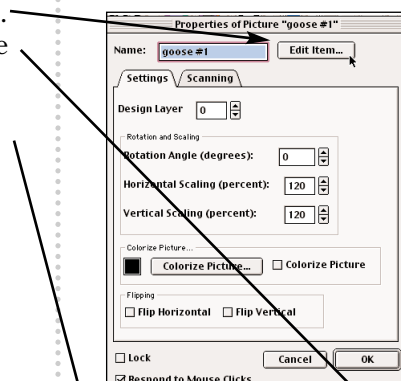
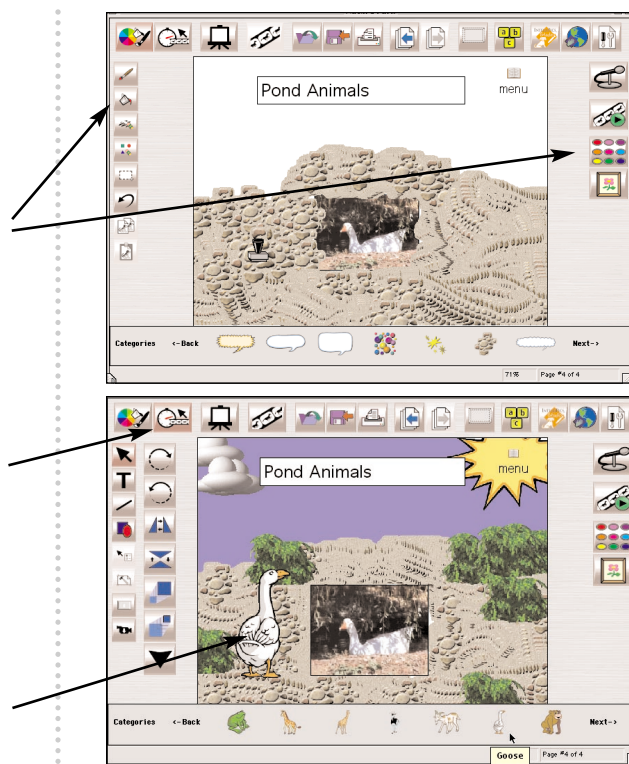
14. Click the goose picture to hear it quack. The sound will play any time this goose is clicked. Adding such interactivity to a page encourages users to explore the lesson more thoroughly.

15. Finally, modify this page so that the movie plays when the page opens, as you did for the sea lion movie: From the Pages menu, select Page Properties. Click the Page Actions tab. From the Available Actions at the left, select Play. From the list at the right, select Play Movie. Click the Add: Play Movie button to add this action to the page.

16. Click OK to close the Page Properties dialog box.

17. Click the Picture Library item to hide that palette.

18. Save your work. You have now provided content for the Ocean and Pond pages.



## Part III: Creating an IntelliQuiz

### Creating an IntelliQuiz

In this section of the tutorial, you will create your own IntelliQuiz. The quiz activity will be a part of the Desert Animals page.

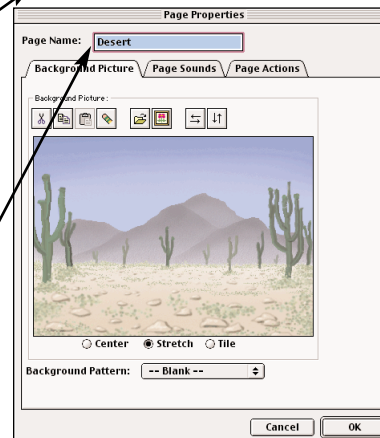
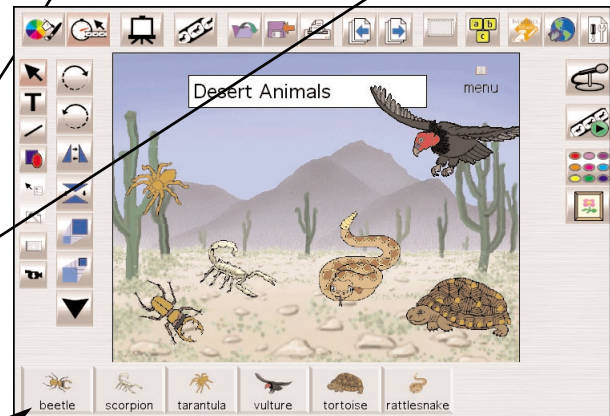
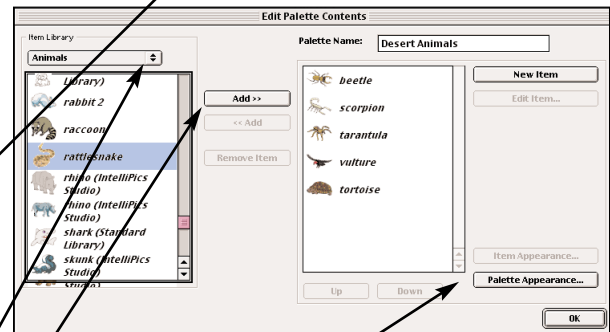
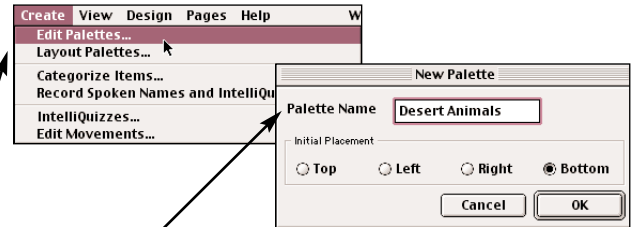
This process includes creating a palette of animals (for quiz answers) and creating a play quiz button.

### Creating a Palette

1. Turn off Talking Tooltips (if it is active).
2. If you are still on the Pond Animals page, use the Previous Page item to go to the Desert page. Or, use the menu button to return to the menu page and then click the Desert button.
3. From the Create menu, select Edit Palettes. The Palettes dialog box displays.
4. Click the New Palette button. The New Palette dialog box displays. In the Palette Name box, name your new palette Desert Animals.
5. Under Initial Placement, click the radio button for Bottom to position your new palette below the page. Click OK to close this dialog box and open the Edit Palette Contents dialog box.
6. From the Animals and Bugs category listings in the Item Library's drop-down list box (on the left side of this dialog box), select six desert creatures. Click the Add>> button to include each selection on your newly created palette.
7. Click the Palette Appearance button and in the dialog box that appears, select the Display tab.
8. In the Picture and Caption section on the left side of the dialog box, select the Picture and Item Name option. Click OK until you return to the page. Notice that the new palette of animals, with their names, appears at the bottom of the page.
9. Using your new palette, click each animal to place the various desert creatures on the page. Move and resize them if you desire.
10. In the next section of the tutorial, you will create questions and answers for IntelliQuiz. This process will be easier if you rename the Desert page (its current page name is Page B). From the Pages menu, select Page Properties. In the Page Name box, name the page Desert. Click OK.
11. Save your work.

To Turn off Talking Tooltips:

1. Options menu > General Preferences > User Interface tab.
2. Deselect Talking Tooltips option (no check in checkbox).
3. Click OK to close Preferences dialog box.



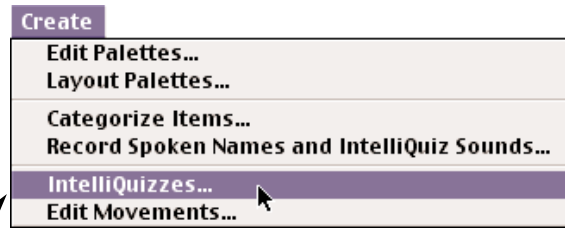
## Creating a Quiz

Now you are ready to create a quiz. It will function similarly to the quiz in A Day at the Beach Story Book (a sample activity included with this program). Creating a quiz places a palette item labeled with the quiz's name in the document's window. Clicking this palette item displays the quiz activity for the user.

*IntelliPics Studio* includes an IntelliQuiz menu option that displays an Edit IntelliQuizzes dialog box. You use this Edit IntelliQuizzes dialog box to create a new quiz, as well as edit, delete, duplicate, or play an existing quiz.

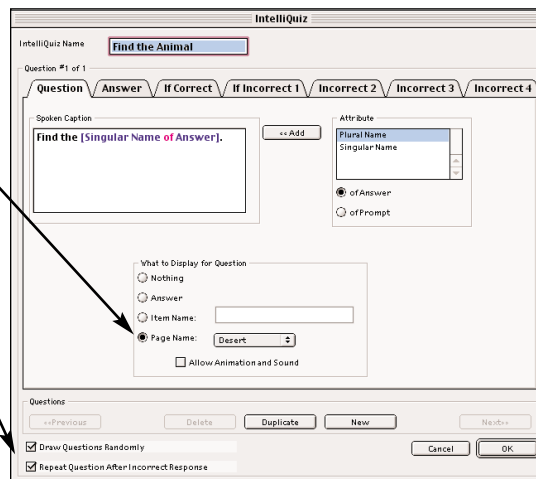
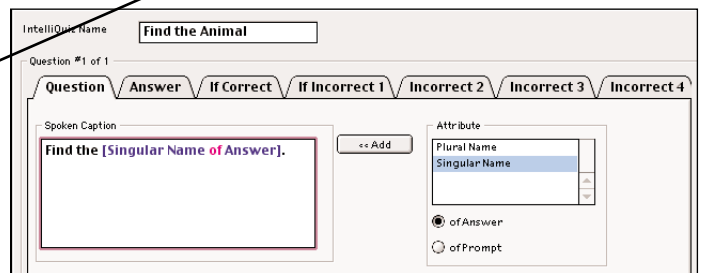
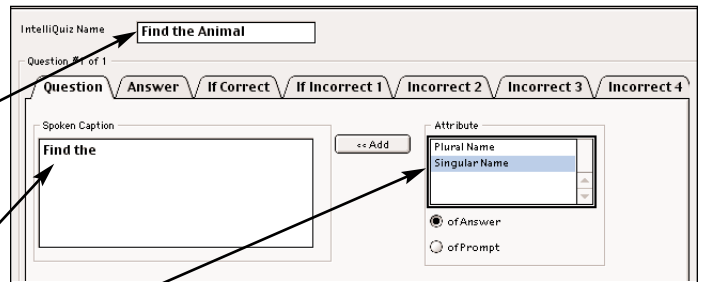
To create a new quiz:

1. From the Create menu, select IntelliQuizzes. The Edit IntelliQuizzes dialog box displays.
2. Click New to open a blank IntelliQuiz dialog box.
3. In the IntelliQuiz dialog box's Name box, type the quiz name Find the Animal.



## Creating a Quiz Question

1. Click the Question tab. In the Spoken Caption box, type Find the, followed by a space.
2. In the Attribute list box at the right, select Singular Name. Make sure the radio button before of Answer is selected. Then click the <<Add button (in the center of this dialog box).
3. In the Spoken Caption box, put a period at the end of the sentence Find the [Singular Name of Answer] (note: finding a target item is regarded as a question for the student to answer).
4. In the What to Display for Question section, click the radio button before Page Name. From the Page Name drop-down list box, select Desert.
5. At the bottom of this dialog box, select (check) the Draw Questions Randomly and Repeat Question After Incorrect Response options.

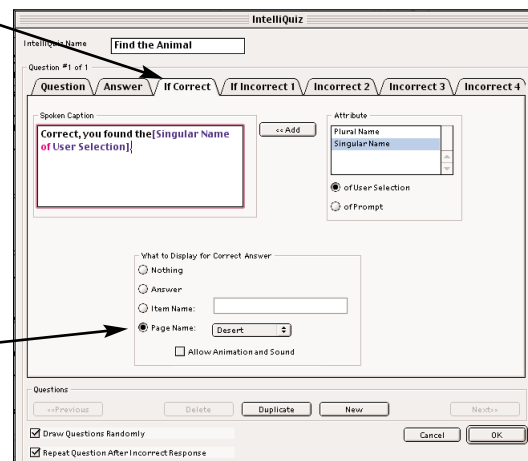
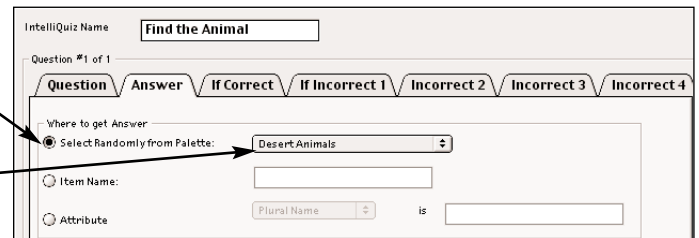


These settings mean that the quiz will randomly select from the six animal and bug items that you placed in the Desert Animals palette. The student will be presented with questions such as: Find the scorpion. Find the vulture.

Next you will create responses to both correct and incorrect answers to the quiz question.

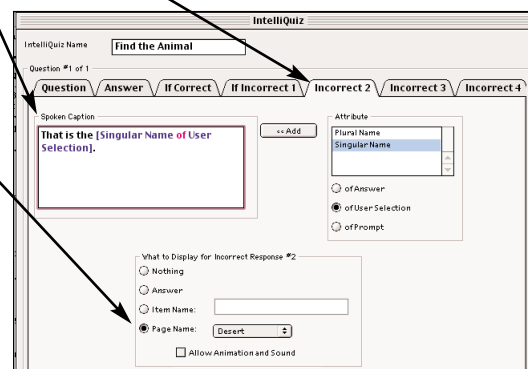
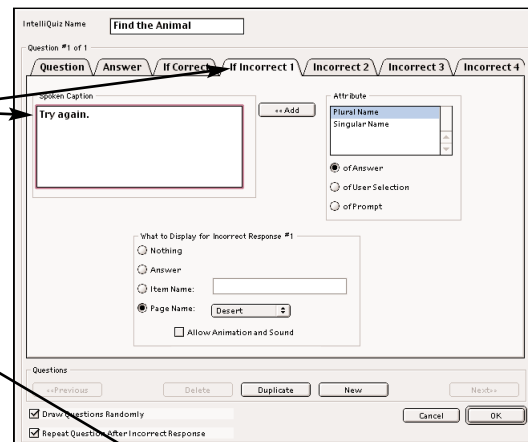
## Creating a Correct Answer Response

1. Click the Answer tab. In the Where to Get Answer section, click the Select Randomly from Palette radio button.
2. From the drop-down list box, select Desert Animals (the name of the palette of animals and bugs that you created).
3. Click the If Correct tab. In the Spoken Caption box, type Correct, you found the, followed by a space.
4. In the Attribute list box, select Singular Name and make sure that the radio button before of User Selection is selected. Then click the <<Add button. Type a period at the end of the sentence that now displays in the Spoken Caption box.
5. In the What to Display for Correct Answer section, click the radio button in front of Page Name. From the Page Name drop-down list box, select Desert.



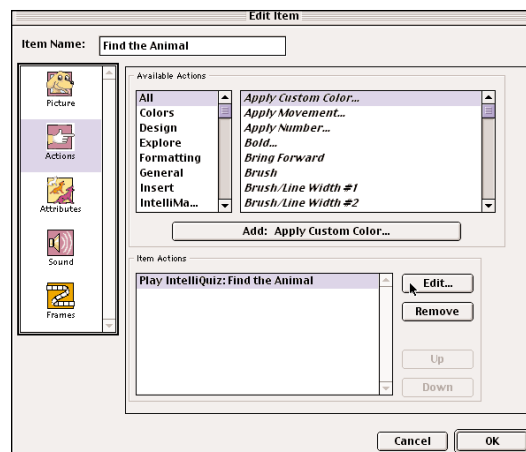
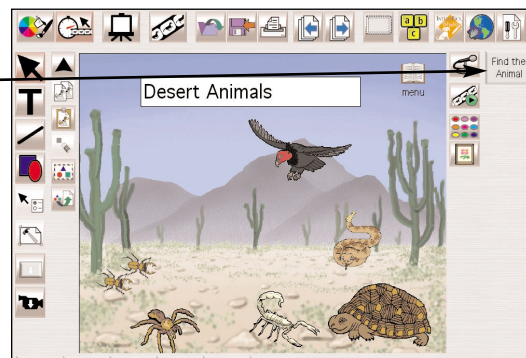
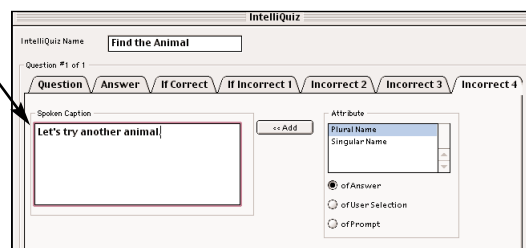
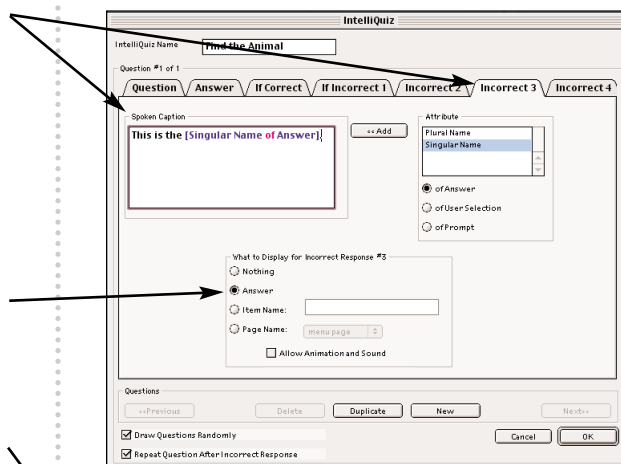
## Creating Incorrect Answer Responses

1. Click the If Incorrect 1 tab. In the Spoken Caption box, type Try again.
2. In the What to Display for Incorrect Response #1 section, click the radio button before of Page Name. From the drop-down list box, select Desert.
3. Click the Incorrect 2 tab. In the Spoken Caption box, type That is the, followed by a space.
4. In the Attribute list box, select Singular Name and then click the radio button next to of User Selection. Click the <<Add button and type a period at the end of the sentence that displays in the Spoken Caption box.
5. In the What to Display for Incorrect Response #2 box, select Page Name and from the drop-down box select Desert.



6. Click the Incorrect 3 tab. Type This is the, followed by a space.
7. In the Attribute box, select Singular Name and make sure that the radio button before of Answer is selected. Then click the << Add button. Type a period at the end of the sentence that now displays in the Spoken Caption box.
8. In the What to Display for Incorrect Response #3 box, click the radio button before Answer. This will provide a visual and oral prompt for the student, showing them the correct response to the question.
9. Click the Incorrect 4 tab. Type Let's try another animal. In the What to Display for Incorrect Response #4 box, select Page Name. From the Page Name drop-down list box, select Desert.
10. Click OK to close the IntelliQuiz dialog box. When asked if you would like to record speech, click No. (You can record speech later by selecting Record Spoken Names and Quiz Sounds from the Create menu.)
11. Click OK to close the Edit IntelliQuiz dialog box. The new quiz palette item appears in the document to the right of the page. The item is labeled Find the Animal.
12. Save your work.
13. Click the Find the Animal item to play the quiz. Notice that you can enter a quiz response by selecting an item from the page or from the Desert Animals palette.
14. Stop the quiz by pressing the Esc key on your standard keyboard, by selecting Stop IntelliQuiz from the menu bar.

Note: Another way to edit a quiz besides using the Edit IntelliQuiz dialog box is to modify the action or actions associated with the quiz item. To try this: **[Control]+click** the Find the Animal palette item. This displays the Edit Item dialog box. Click Actions. Select the action Play IntelliQuiz:Find the Animal and click Edit. Modify the quiz action, if desired.



## Putting on the Finishing Touches

There are a few final touches that will make this activity ready for others to use. You need to modify the action of one of the navigation buttons and change the appearance of the activity from an authoring environment to a presentation environment.

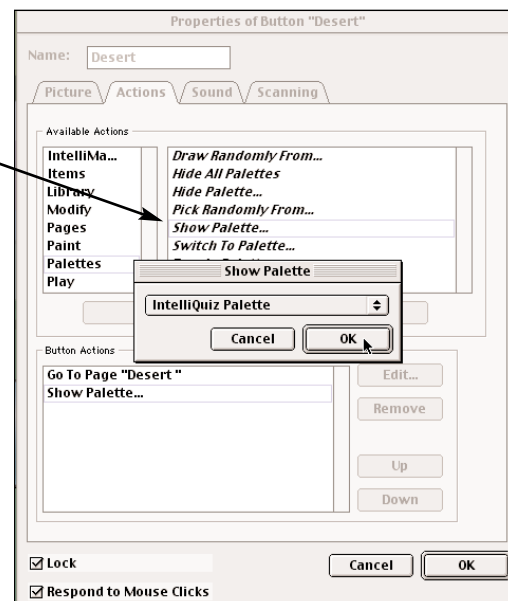
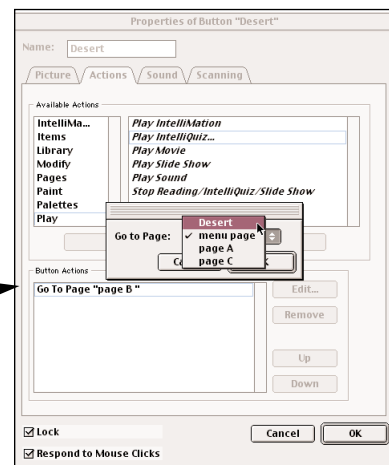
### Changing a Button Action

1. Click the menu button to go to the menu page. If you try clicking the Desert button, you will discover that it no longer links to the Desert Animals page. This is because you changed the name of that page from Page B to Desert.

You now need to change the action of this button to reestablish the navigation link.

2. Press Control and click the Desert button. The Properties of Button “Desert” dialog box will display.
3. Click the Actions tab. Notice that the button action is Go to Page “page B”.
4. Select this action. Then click Edit.
5. From the drop-down list box, select Desert. This will link the button to the Desert page. Click OK to close this dialog box.
6. You will now add the action to show the IntelliQuiz Palette:
7. Select Palettes from Available Actions.
8. Select Show Palette.
9. From the drop-down list box, select IntelliQuiz Palette.
10. Click OK to close the dialog box.
11. From the menu page, click the Desert button to verify that the navigation link has been created.
12. Save your work.

You have learned how to use the button action feature to navigate to a specific page. You may find that this is easier to do when the pages have names rather than numbers.



## Creating a Presentation View

The document you have created has a number of palettes around the page that you used in the authoring process. However, students using this presentation do not need to use these palettes. Indeed, they may find them visually distracting or they may even begin to use them to change the presentation. Therefore, the last step is to change the way users view the Nature Park activity.

1. In the palette at the top of the page, there is an item called Hide Toolbars. Click the Hide Toolbars item. Notice that most of the palettes disappear, leaving your presentation easier to see.
2. Now use the menu button to return to the menu page. Notice that the toolbars are hidden on this page, as well as on the other pages of the document.
3. Select the Desert button. This will allow the IntelliQuiz button to appear on the screen.
4. Use the Menu button to return to the start page.
5. From the File menu, select Save.
6. The Nature Park activity is now ready for others to explore. Note: To play the quiz, click the Find the Animal button.

Note: If you would like the Find the Animal quiz button to only show on the Desert page, add the Action to Hide the IntelliQuiz Palette under the Menu button on the Desert page.

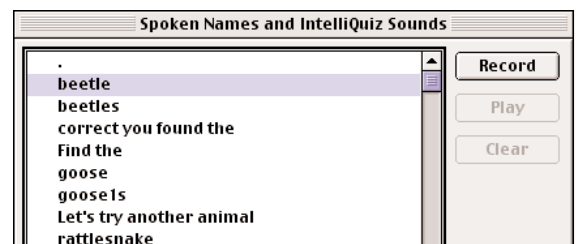
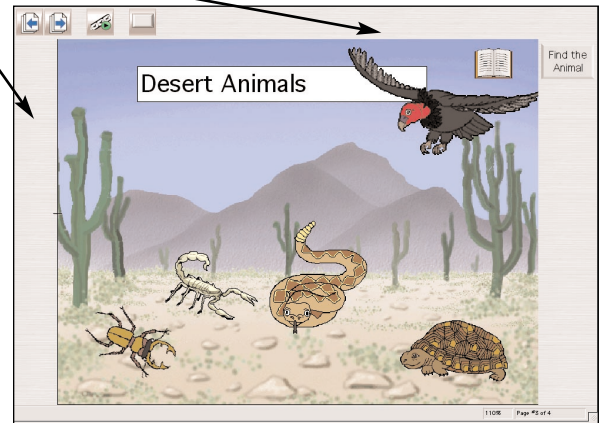
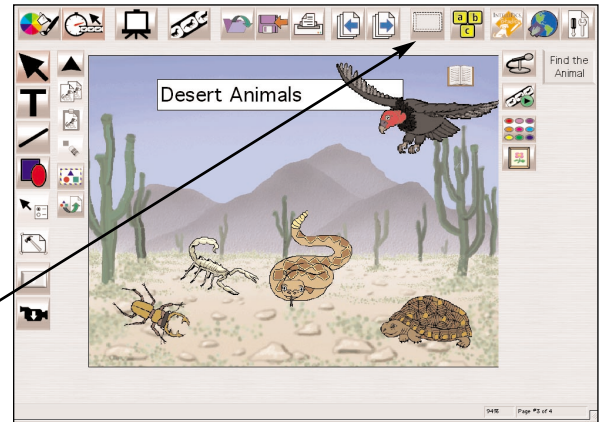


**Tip**

To add digitized spoken names to the quiz and palette items, both of these palettes must be showing on this page. To show the Desert Animals palette:

1. From the Create menu, select Layout Palette.
2. From the drop-down list box, select Desert Animals.
3. Deselect Hide.

You can now use the choices listed in the Spoken Names and IntelliQuiz Sounds dialog box (Create menu > Spoken Names and IntelliQuiz Sounds).



---

## Part IV: Using Menu Bars and Menu Protection

---

### Menu Bars, Passwords, and Menu Protection

The Standard Menus menu bar displays when *IntelliPics Studio* first launches. You can change menu bars anytime you are working in the program by making a selection in the Options menu. The last menu bar selected will be the one that displays until *IntelliPics Studio* is launched again.

The Standard Menus menu bar displays File, Edit, Speech, IntelliKeys, Options, Create, View, Pages, and Help menus. Selecting the Design or the Paint option in the View menu will add the Design menu or the Paint menu to the Standard Menus menu bar.

The Standard Menus menu bar provides access to all menu listings and program features. It is primarily intended for teachers and advanced students who are involved in authoring activities.

Access to this menu can be restricted to password holders using the following steps:

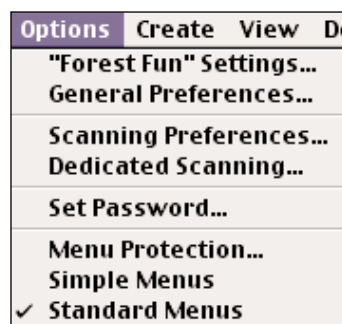
1. From the Options menu, select Set Password. The Set Password dialog box appears.
2. Since you are only exploring program features at this time, do not enter a password. Click OK to close this dialog box.
3. From the Options menu, select Simple Menus.

The Simple Menus menu bar displays File, Edit, Speech, IntelliKeys, Options, View, Pages, and Help menus. This menu bar allows the user to access basic menu listings and program features unrelated to authoring activities. It is intended for students who are working with a document that has already been created.

4. From the Options menu, select Standard Menus.
5. From the Options menu, select Menu Protection.

The Protected menu bar allows access to the fewest menu listings: Speech, IntelliKeys, View, and Pages menus. It is intended for students who do not need to make menu selections that could affect on-screen displays. (It also denies access to the Macintosh desktop from an *IntelliPics Studio* activity.)

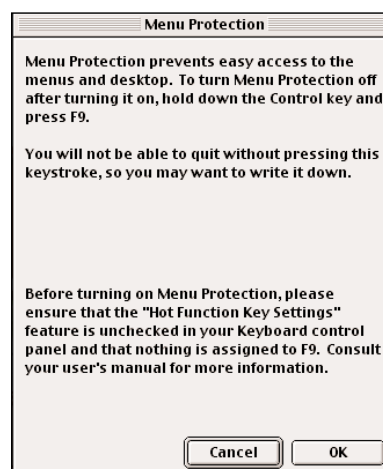
6. Press **[Ctrl]+[F9]** to exit Menu Protection.
7. Select Close from the File menu. You do not need to save the document.



Standard Menus selected from Options menu



Set Password dialog box



 **Note** To exit Menu Protection, press **[Ctrl]+[F9]**.

## Congratulations

Congratulations! You have customized one of the templates available in *IntelliPics Studio* and created your own presentation. You have learned to add movies and sounds to this presentation. In addition, you have created an IntelliQuiz that students can use to recall and reinforce their learning.

With these new skills you are equipped to create custom activities and learning opportunities for your students.

The Teacher's Guide that comes with *IntelliPics Studio* contains 17 lesson plans to help you use the Sample Activities and Activity Templates in the context of your curriculum. The User's Guide provides more detailed instructions about the many tools and features of the program.

Be sure to check the IntelliTools Web site, **[www.intellitools.com](http://www.intellitools.com)**, for more ideas and activities related to using *IntelliPics Studio*.