Tutorials for

LM LECTUREMAKER

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1 E-Learning Content Authoring Tool

LectureMAKER is E-Learning content authoring software which empowers anyone to create interactive lessons and activities that can be easily delivered in various ways based on the deployment requirements.

With LectureMAKER subject matter experts or instructors can share their knowledge and expertise by developing and distributing a highly interactive, persuasive material.
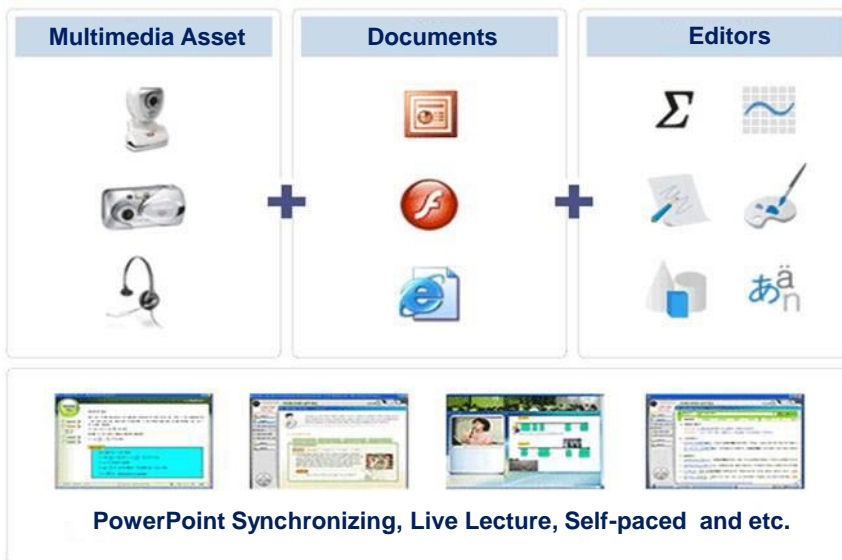
It allows saving the content in the universally accepted Flash format and the output can be SCORM compliant.

2 Various Usages

Anyone who needs E-Learning Content by himself.
Teacher & professor in school, HRD manager in cooperation, researcher in Lab institution and etc.

Multimedia Asset	Documents	Editors

PowerPoint Synchronizing, Live Lecture, Self-paced and etc.

3 Sample content in the real field

● **Tutorial** ● **Online Lecture** ● **On-the-Job Training**

4 LectureMAKER Menu

● Screen Components

① **Menu Bar**

② **Ribbon Menu**

③ **Slide Window**

⑥ **Object List**

⑦ **Slide**

④ **View Button**

⑤ **Status Bar**
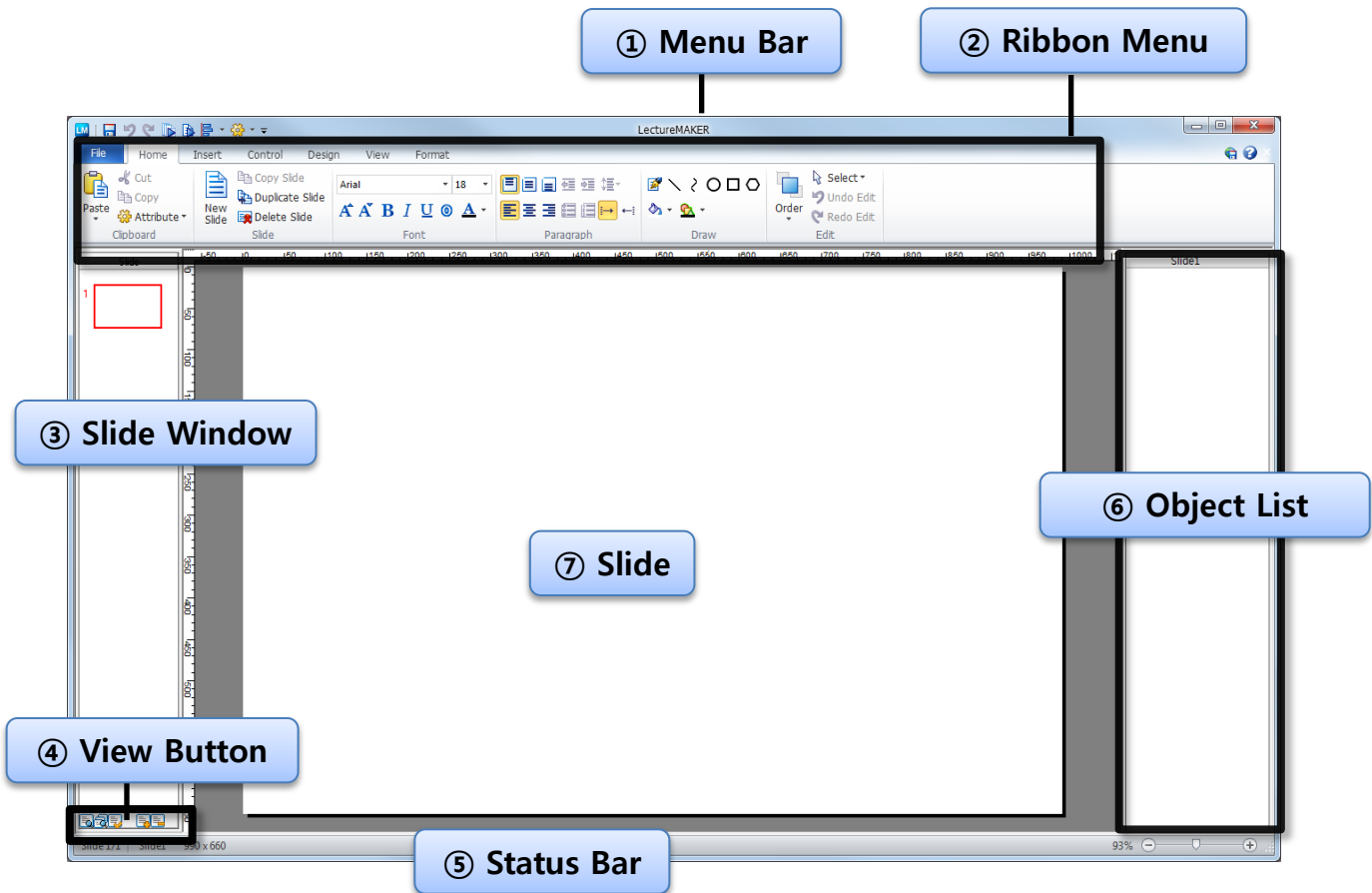
① Menu Bar : Shows the name of current file
② Ribbon Menu : Ribbon menu is consisted with six basic Tabs and temporary appeared Tabs when object is selected. Ribbon menu is minimized to make larger authoring space.
    ▶ Tab : Home, Insert, Control, Design, View and Format.
    ▶ Group : Clipboard, Slide, Font, Paragraph, Draw, Edit and etc..
    ▶ Command : Paste, Cut, Copy, Attribute, and etc.
③ Slide Window : Shows thumbnail view of the current slides.
④ View Button : adds/deletes slides, controls view default and current
⑤ Status Bar : Shows information about the current project, including location and number of slides.
⑥ Object List : Shows list of objects in the current slide.
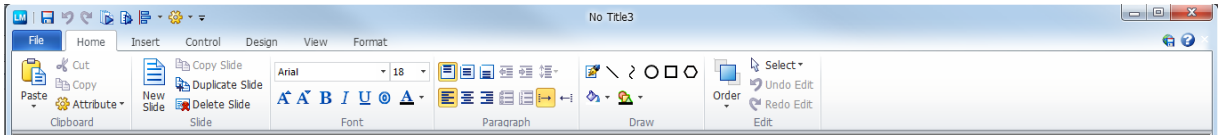⑦ Slide : working area for current slide.

🔔 Remarks

Scale Up/Down

**: zooms in or out**

72%

● Menu Overview :Ribbon Menu Tabs

① [Home] : Controls basic functions and formatting options, including font, color and font size. Also used to add new slides, text boxes and draw simple diagram.


② [Insert] : Inserts pictures, video files, sound files, flash files, documents and files. Also used to add formulas, shapes, graphs, or draw complicated diagram. Makes quiz and table as well.
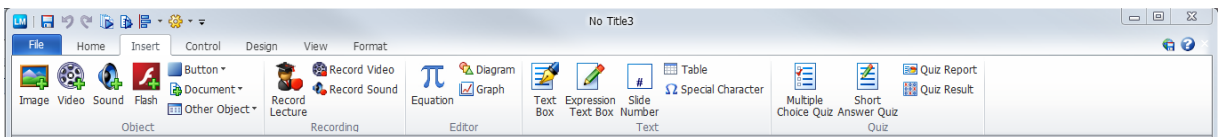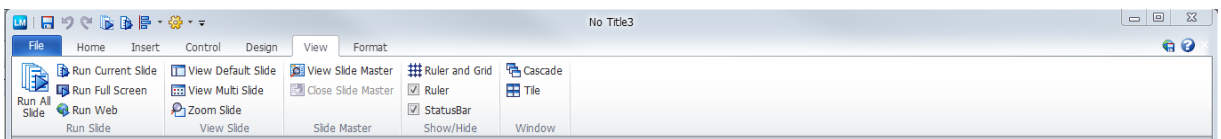

③ [Control] : Configures inserted multimedia items, including pause between objects, slide by slide movement, video/sound file conversion, and transition effects.
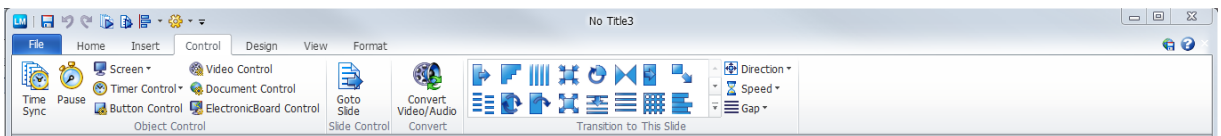
④ [Design] : Adjusts properties for slides, including size, layout, and templates.
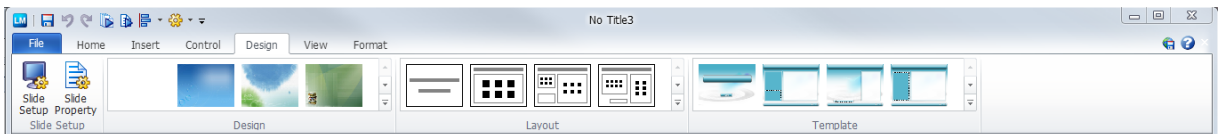
⑤ [View] : Controls the master slide and slide view. Also turns on/off viewing of HTML tags.
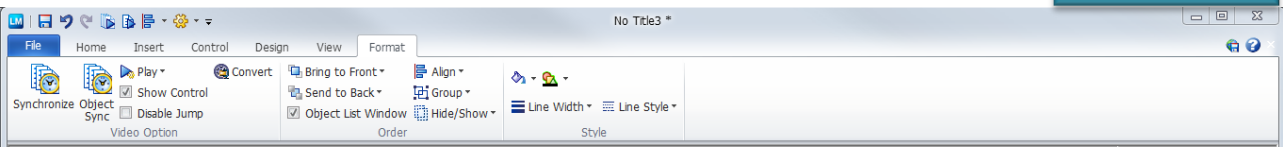

⑥ [Format] : Configures properties for each object.

Remarks

Temporary object tab does not display by default, but appears when you double-c lick the object
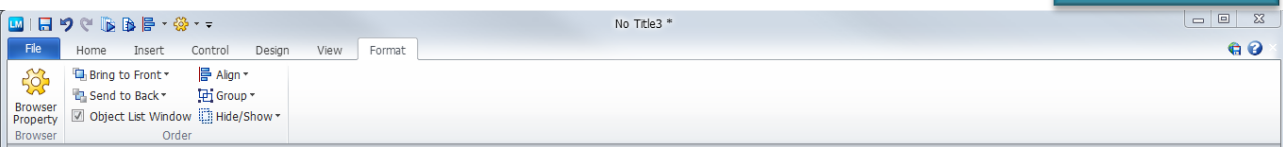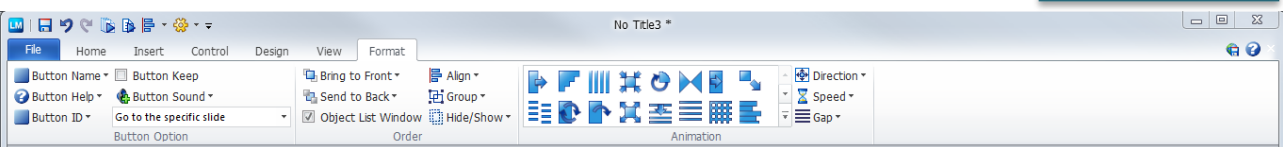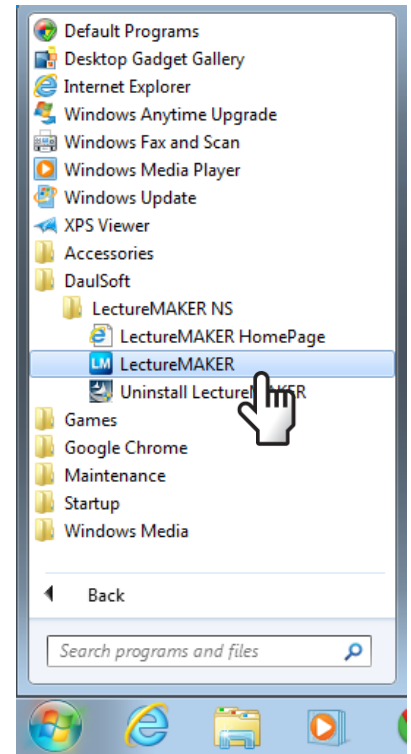
Image Format
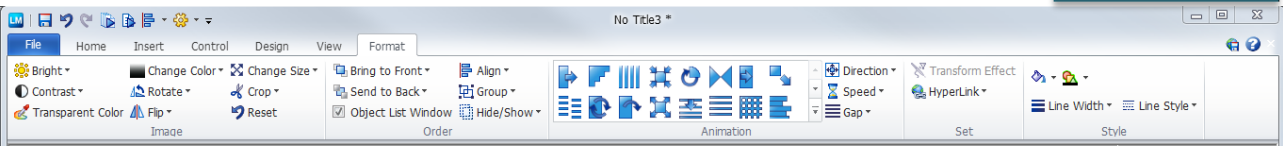
Video Format

Sound Format

Flash Format

Button Format

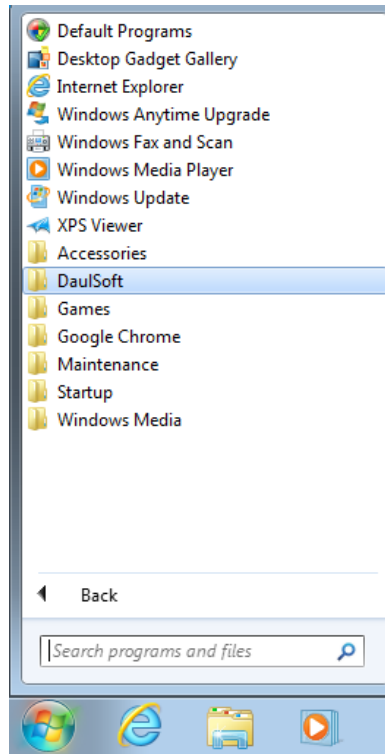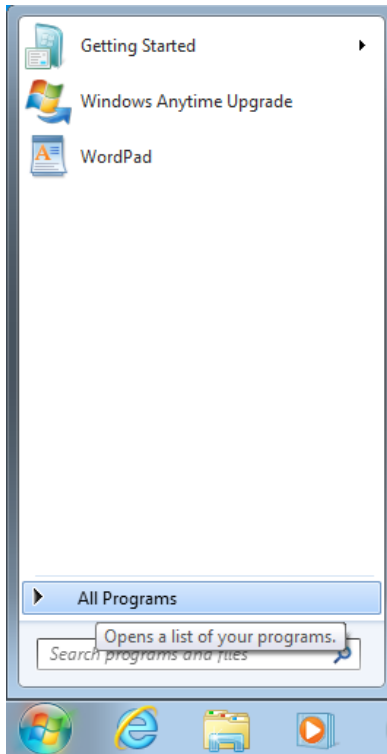## 1   Starts LectureMAKER

Starts LectureMAKER

Add New Slide
1. [Home] Tab - [New Slide]
2. Ctrl + M
3. Enter key when click the Slide List area
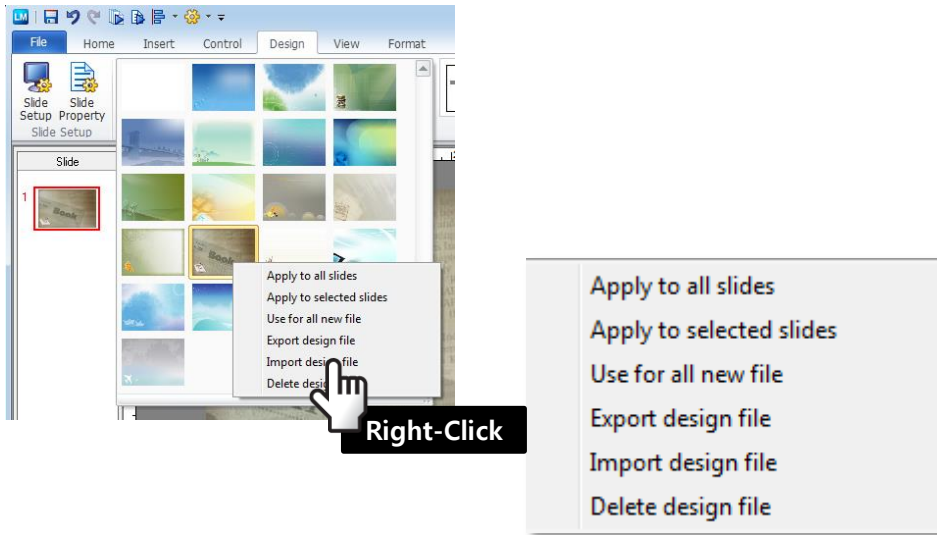4. Click the new slide icon 🖼 at the bottom of the slide screen

Remarks

• Set the slide size before you author a lesson.
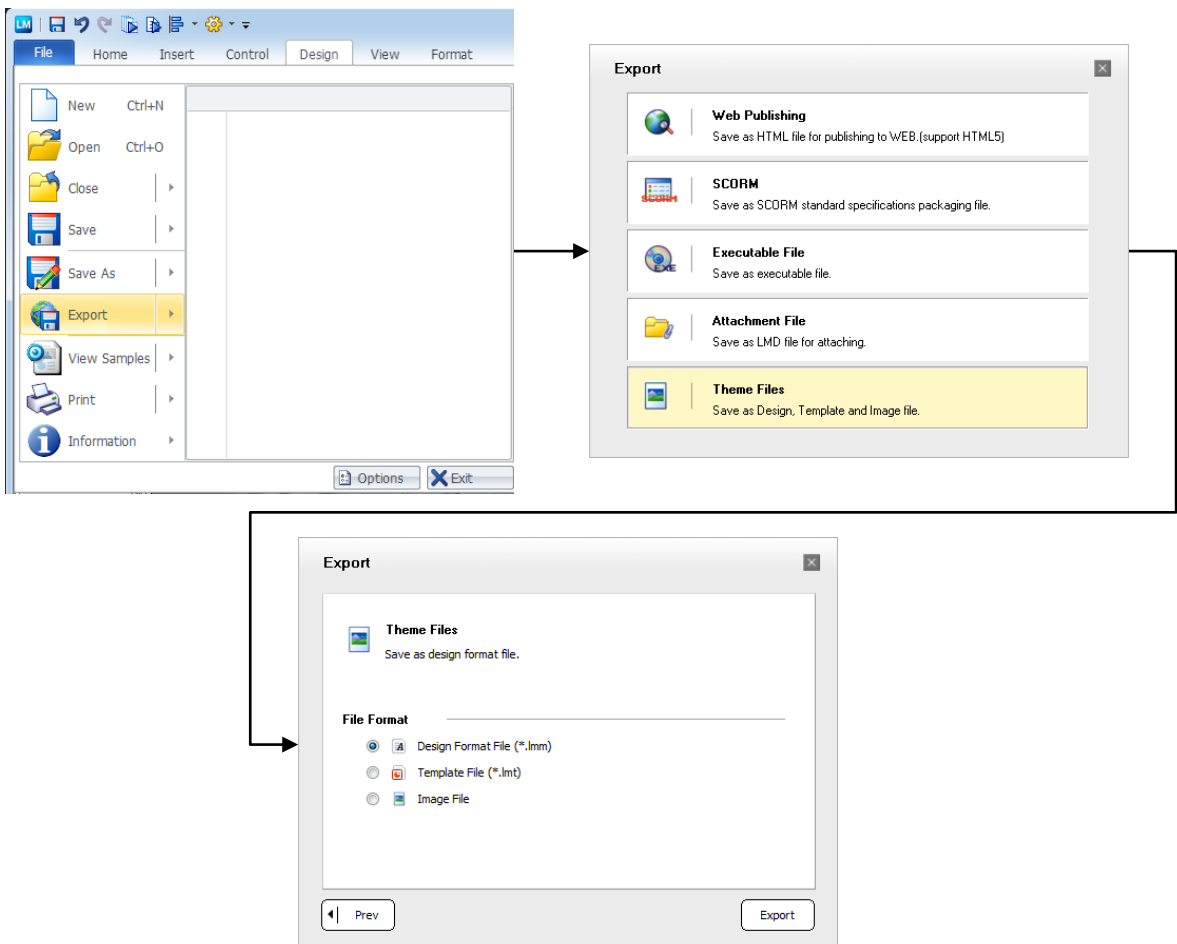• [Design] Tab, click

Slide Setup

● **Design**

- base design offer in LectureMAKER, user can add design template directly.

Right-Click

Apply to all slides
Apply to selected slides
Use for all new file
Export design file
Import design file
Delete design file

- User can save as Design format file, Template file, Image file via Export menu.

🔴 Layout

- indicates the shape of an object placed in the slidework. There are 5 preset layouts.
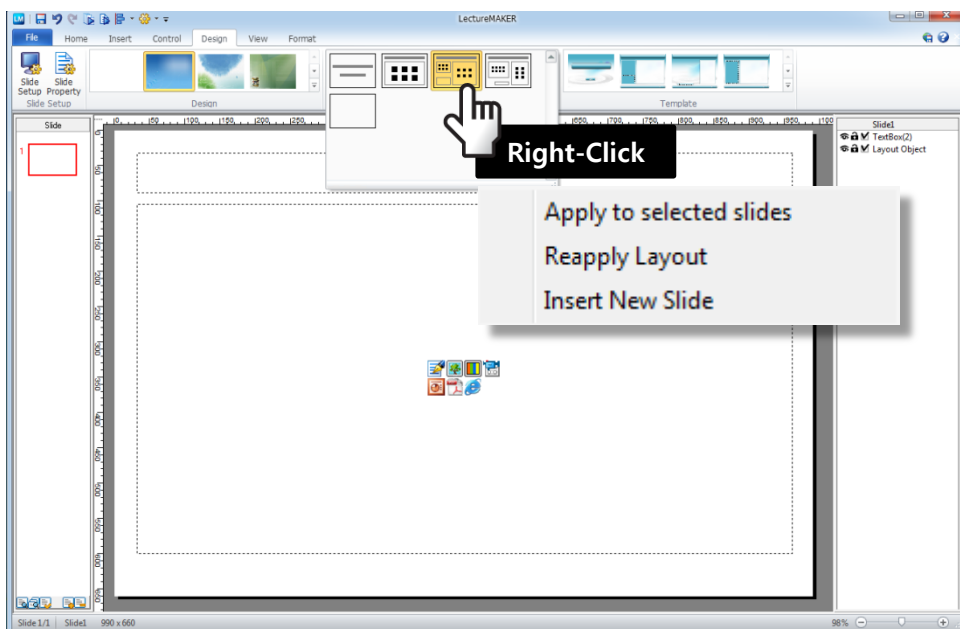
● Template

- uses a preset template for design and layout.
- To use a template, select the Design tab. Select Template Group. There are 7 set, 28 templates. Choose the template. The template is inserted into the master slide.
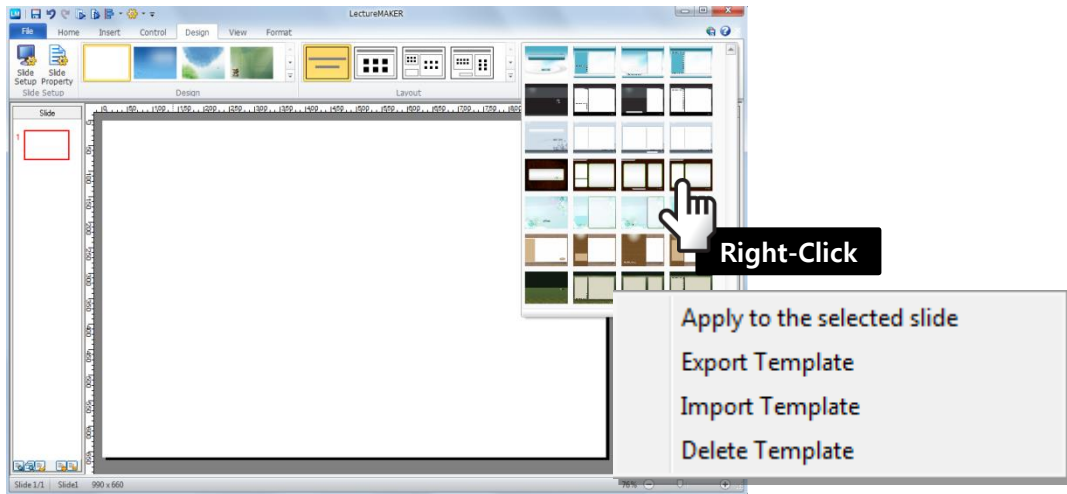

● Slide Master

Controls the settings for the master slide, including font, format, background images, etc. There are Title Master and Body Master.
Inserts Menu Button on Body Master, it appears all slides except first-intro slide.

if you do not want to adjust Slide Master, right mouse click on a slide and choose Property,
[Slide Property] > checks Do not apply Slide Master to this slide.

Remarks

To view the master slide, select the View tab. Select View Master Slide.
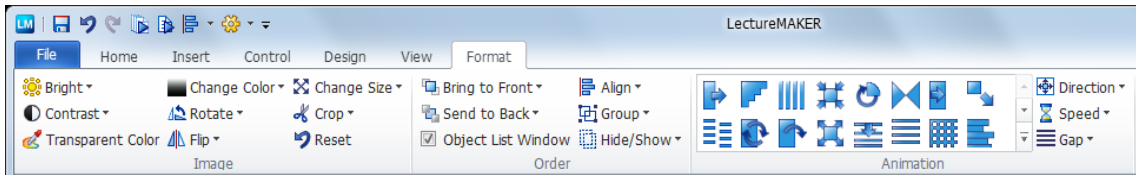To end viewing of the master slide, click Close Master Slide.
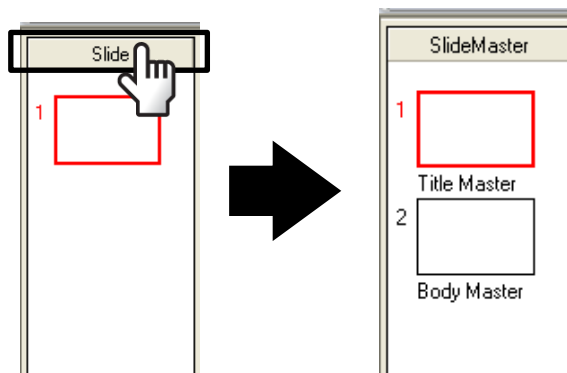
● Insert Image

① To insert an image, select Insert tab. Select Object group and image icon. Select the image you want to open. Click Open.
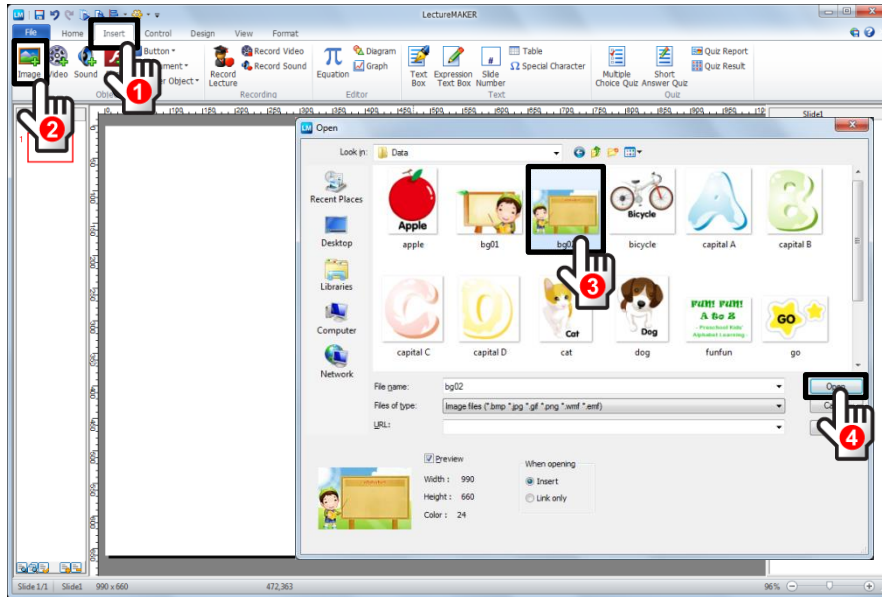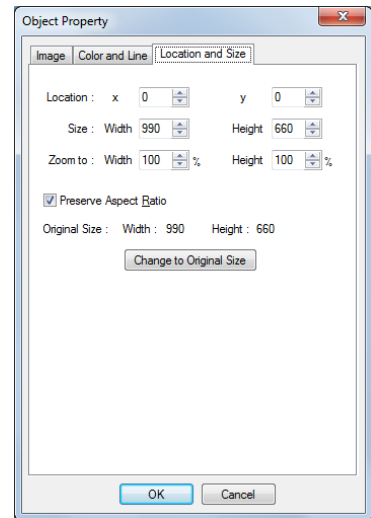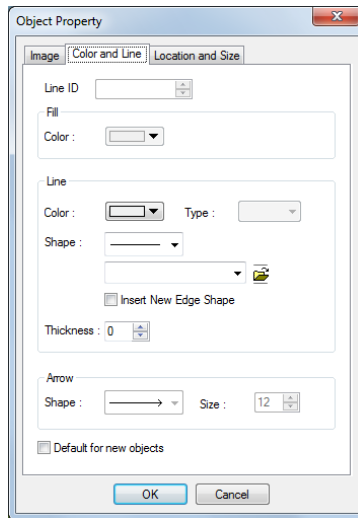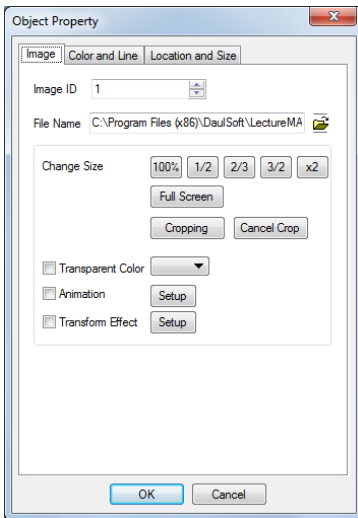

② The selected image was inserted.

- To modify the image properties, use the Format tab. To activate the Format tab, double-click on the image.
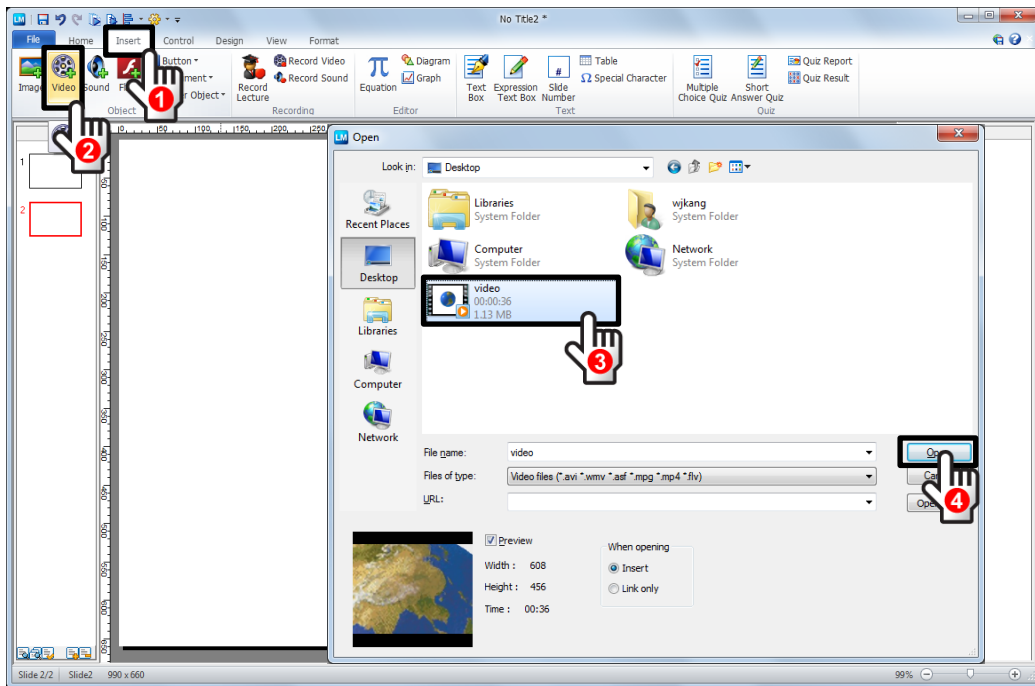

- To edit the picture, right-click the image and select Edit Image. Use the Image edit tool.
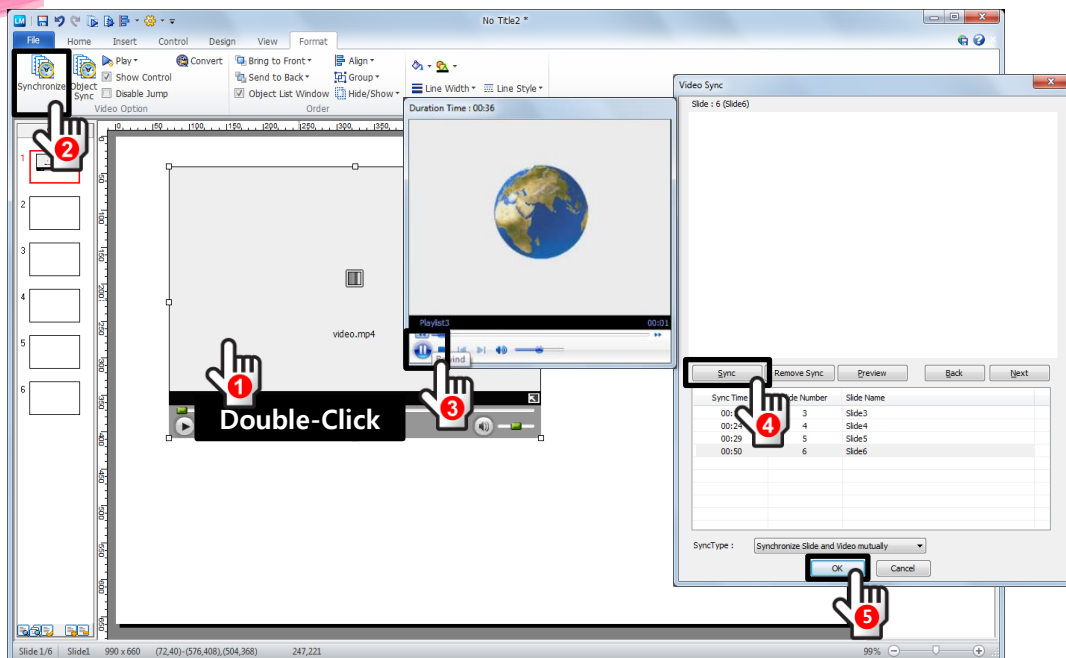- Right-click and open Object Property.

● Insert Video

① To insert a video file, select the Insert tab. Select Video. Select the file to open. Click Open.
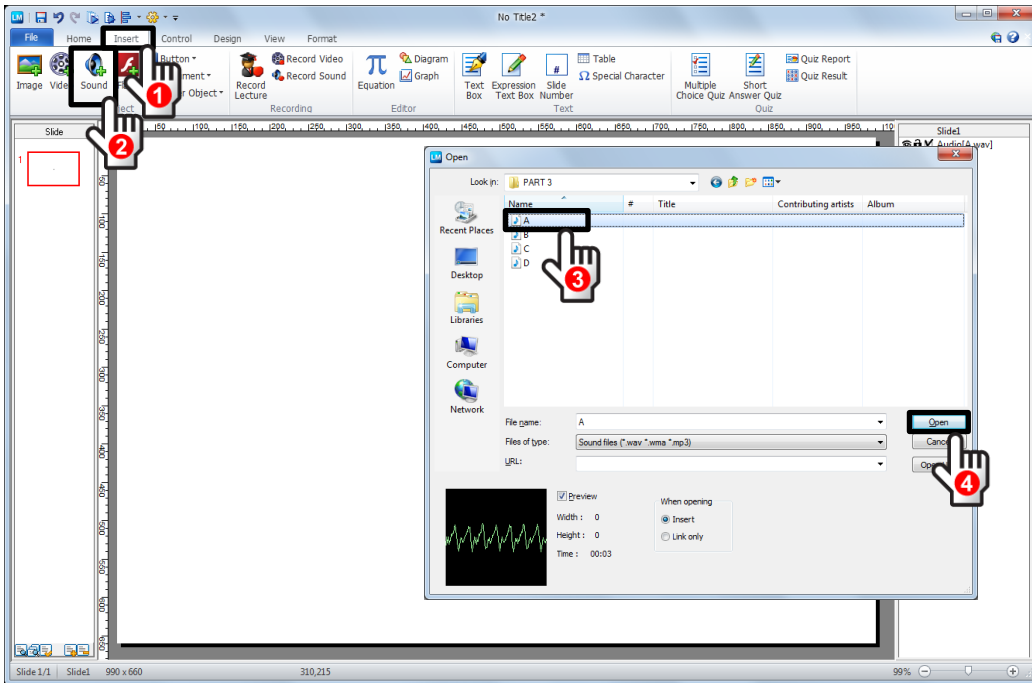

② The selected video was inserted.

TIP Synchronization

► Double click to video, and click Synchronize Menu.
► Click video play button, the sync button will make a sync with slide at that time.
► Click to OK button when finished to sync.
► The Synch time can be input directly.
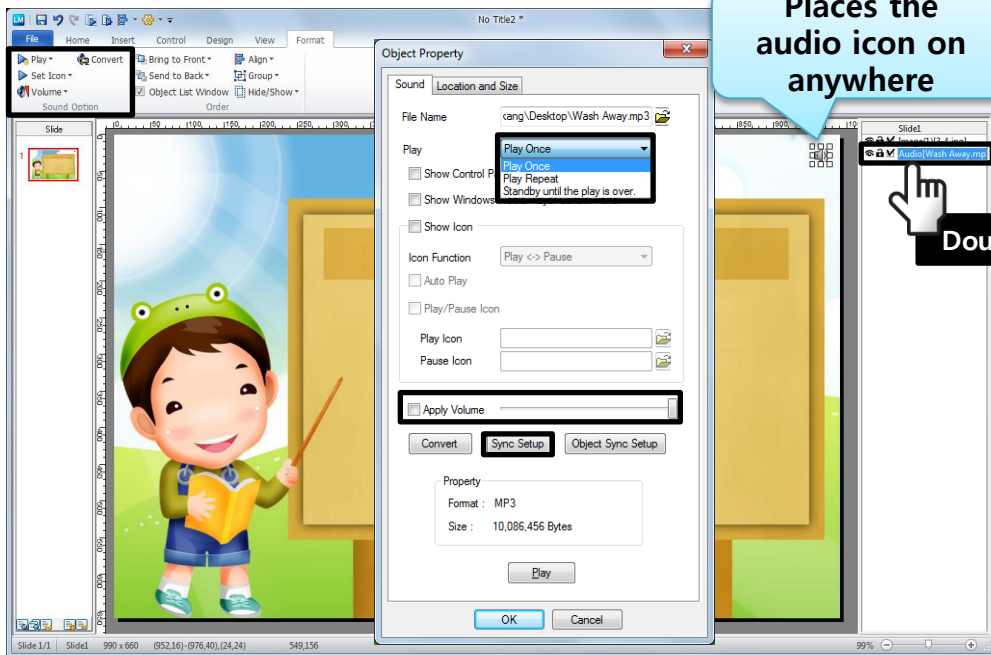❖ The Synch time must be filled every entry and ascending order.

● Insert Sound

① To insert an audio file, select the Insert tab. Select Sound. Select the file to open. Click Open.
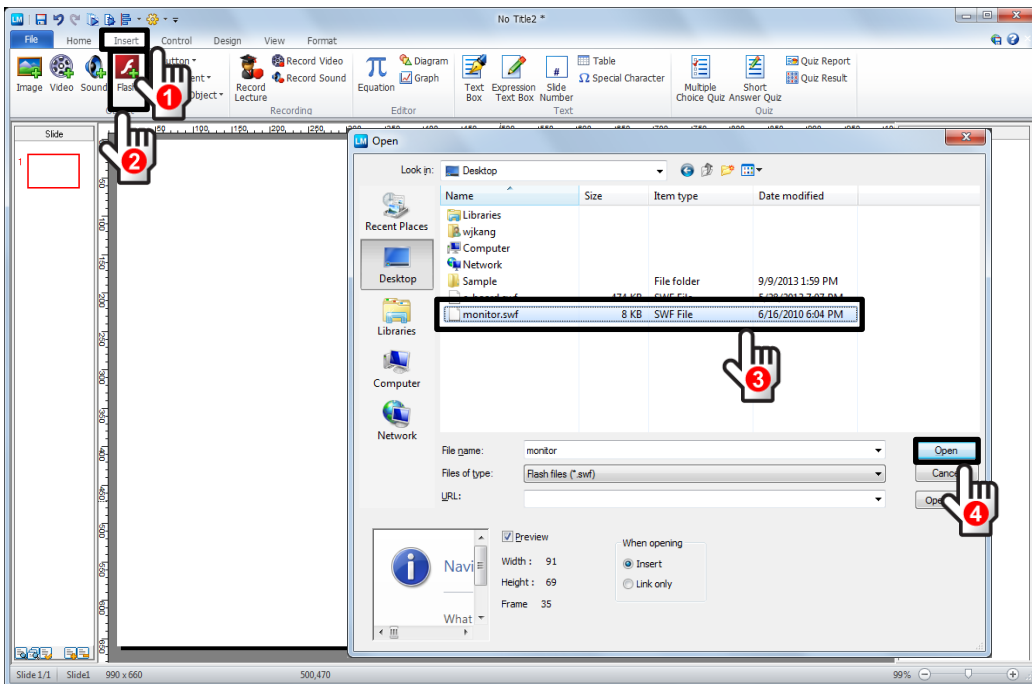

② The selected sound was inserted.

TIP

Audio file property

Places the audio icon on anywhere

Double-Click

► Play : chooses the repetition.
► Volume : controls the audio volume.
► Synch Setup : Synchronizes Audio file and slides.

● Insert Flash

① To insert a flash file, select the Insert tab. Select Flash. Select the file to open. Flash files must be in *.swf movie format. Click Open.

② The selected flash file was inserted.
※ Properties window feature in Flash object is not used .

● Insert Document(PowerPoint)

① To insert a PowerPoint file, select the Insert tab. Select Document and choose PowerPoint. The mouse pointer changes to cross shape(+). Place the cursor where you want the PowerPoint document to be inserted. Select the file to open. Click Open.
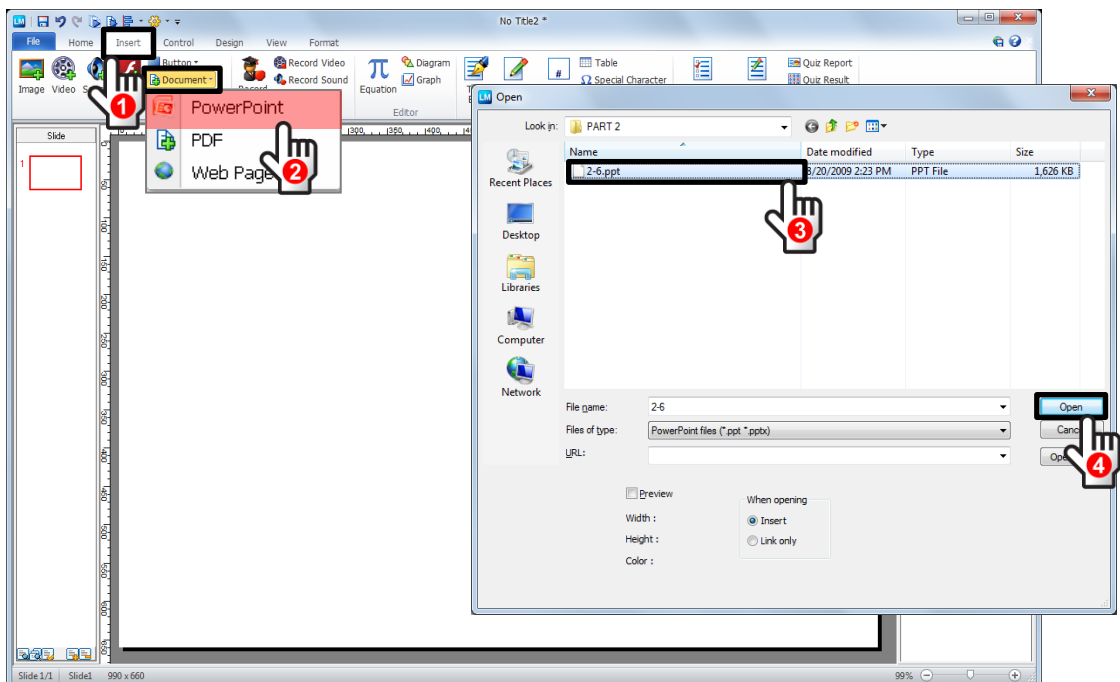
② The selected PPT file was inserted.
③ Object properties are the same as the web page.

Import PowerPoint

► As Image :
  Powerpoint to be inserted in the form of a picture, you can choose Location, Size and Slide that user want.
  ※ when insert, if you keep horizontal and vertical ratio, Text can be used to prevent breakage.
► As Slide Background Image :
  PowerPoint will be inserted background image to LectureMAKER Slide.
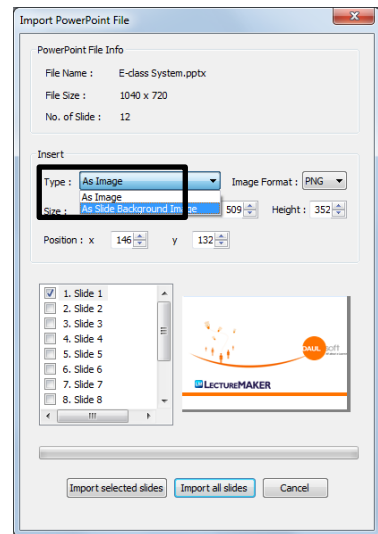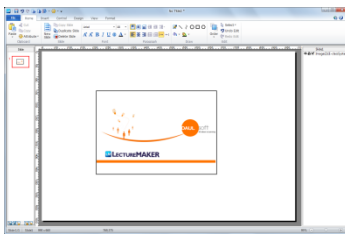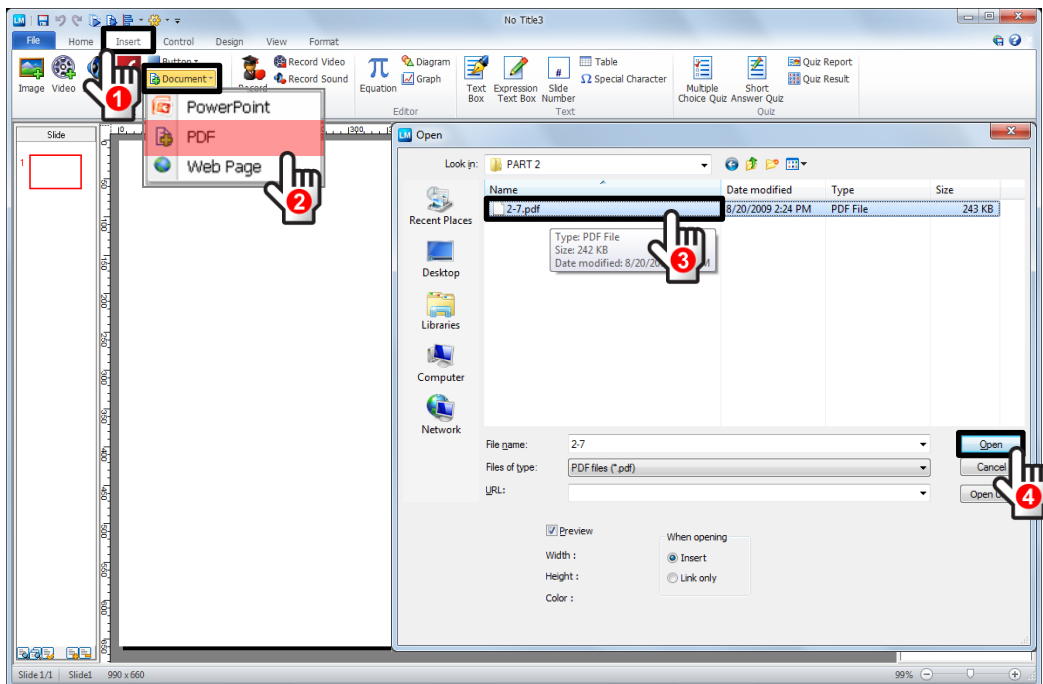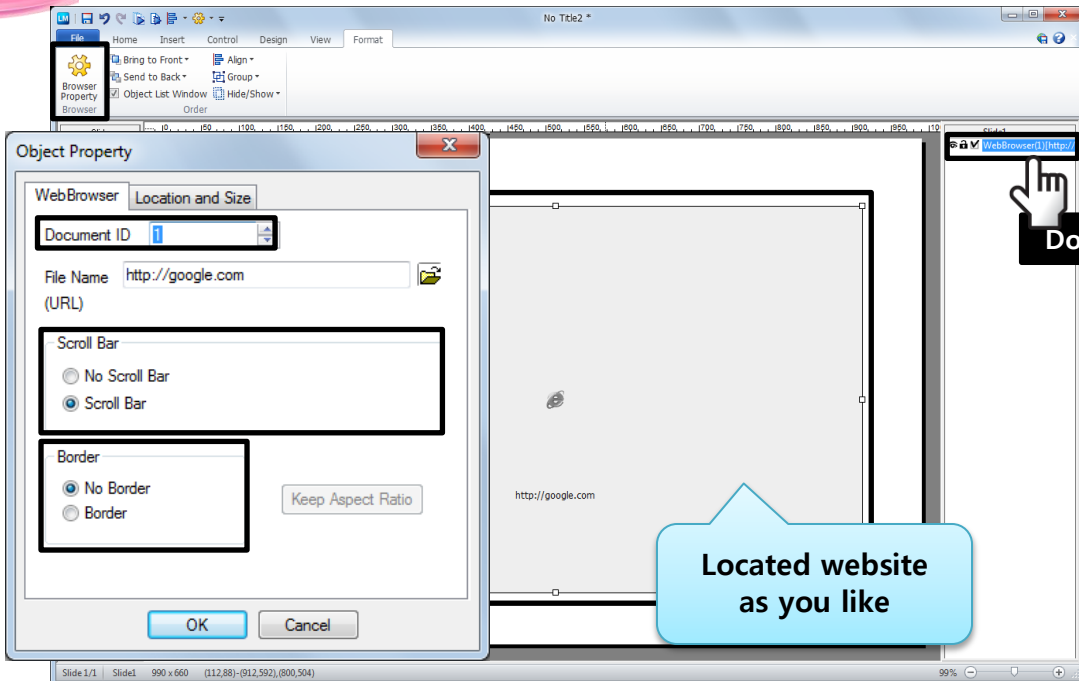
>>As Image   **>>As Slide Background Image**
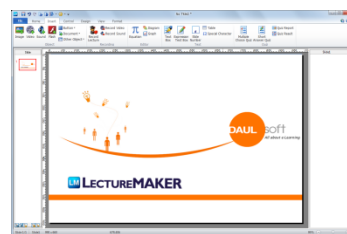
● **Insert PDF**

① To insert a PDF document, select the Insert tab. Select Document and choose PDF. The mouse pointer changes to cross shape(+). Place the cursor where you want the PDF document to be inserted. Select the file to open. Click Open.

② The selected PDF file was inserted.
③ Object Property is same as Web browser's.

● Insert Web Page

① Website files are added as HTML tags.
To insert an HTML file, select the Insert tab. Select Document and choose Web Page.
The mouse pointer changes to cross shape(+). Place the cursor where you want the
web browser to be inserted. Write a URL and click OK.

● When input URL,
Write down from http://...
e.g.) http://www.google.com
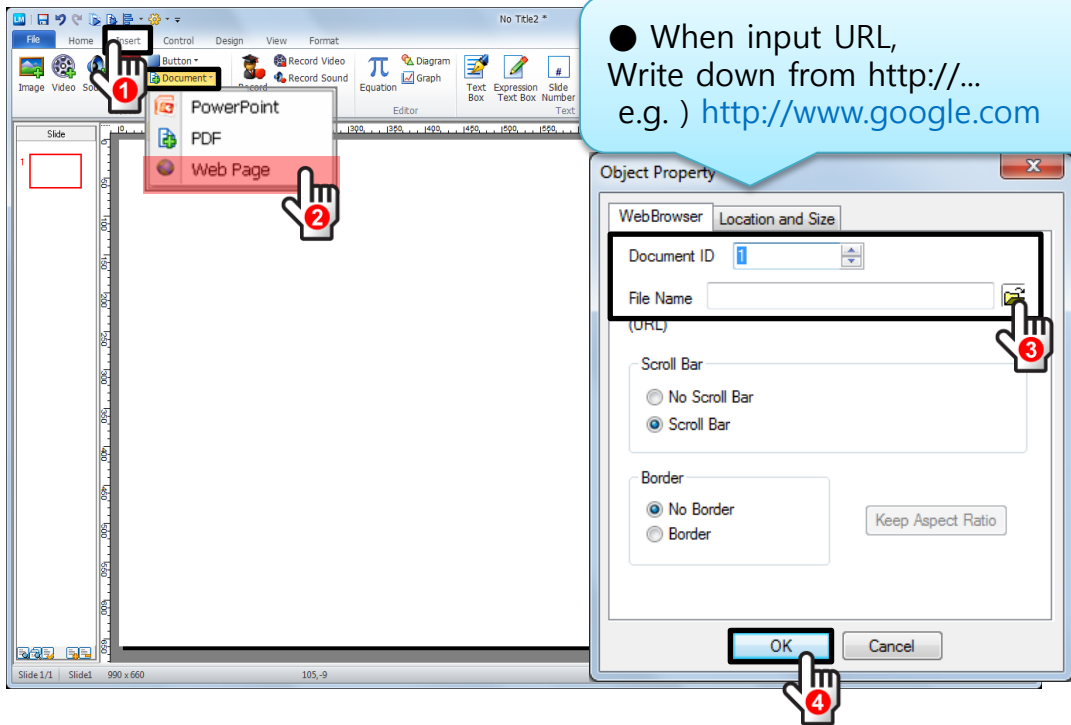
② Previews (by [View] Tab, shift+F5), the website is open.

Document Property

Double-Click

Located website
as you like

► Document ID : gives ID number for control each document asset.
► Scroll Bar : adjusts scroll bar to horizontal/ vertical side(s).
► Border : gives border design.

● Insert Other object(Message Box)

① To create a message box select the Insert tab. Select Other Object and choose Message Box. The Object Property window appears.
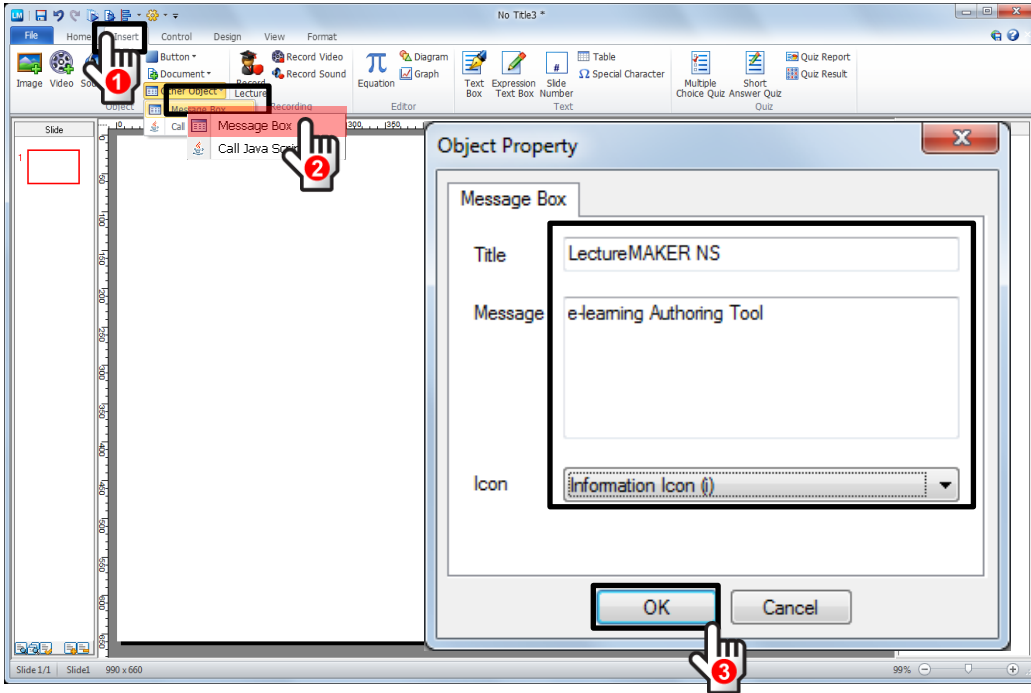
② Previews (by [View] Tab, shift+F5), the message box is open.
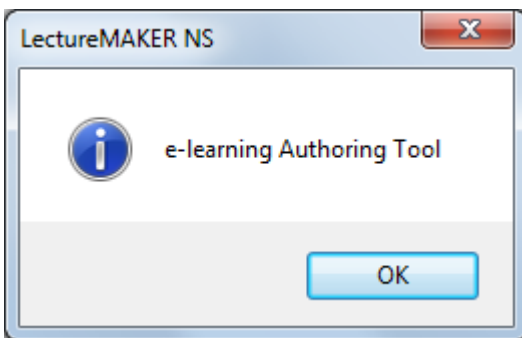
● **Insert General Button**

① To insert a button, select the Insert tab. Select Button. The mouse pointer changes to cross shape (+). Place the cursor where you want the button to be inserted. Use the left mouse button to control the size of the button.

② To activate the Format tab, double-click on the object.

TIP
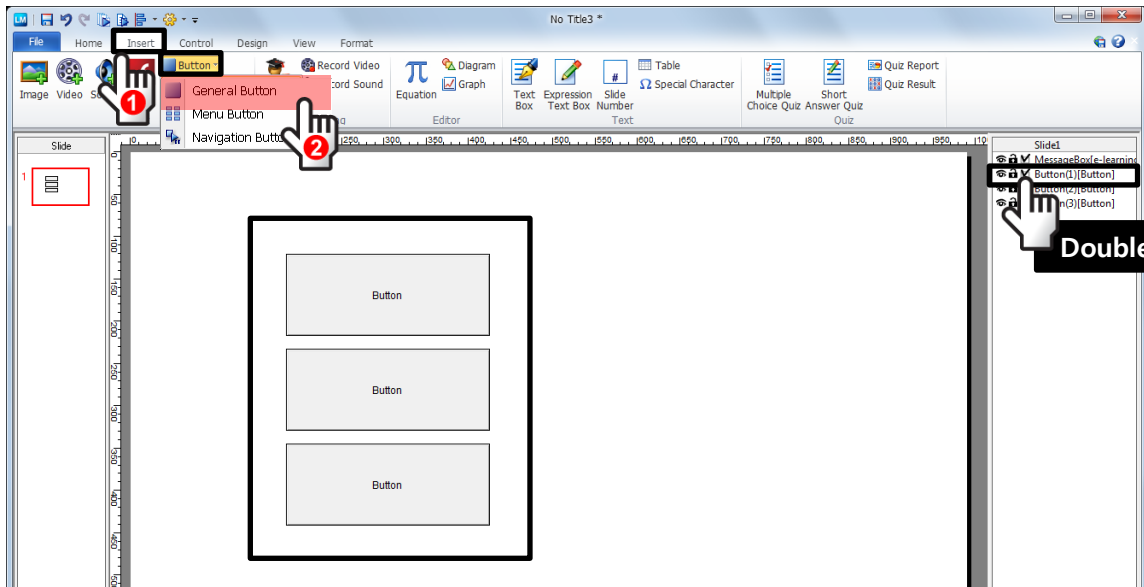
General Button Property
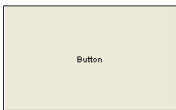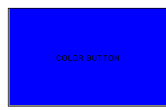
>> Default	>> Color	>> Region	>> Image	>> Text

>> **When button is clicked..**

- Go to the specific slide : slide jumps.
- Show hidden object : hides an object and makes it appear.
- Close Object : makes a object disappear.
- HideShow Object(Toggle) : Of inserted objects can "Show and Hide" behavior repeatedly
- Call group : makes a group object appear.
- Go to the previous / next slide: moves to the slide to back/foreword.
- Go to the first / last slide : slide jumps.
- Go to the specific slide / Go to the current slide : slide jumps.
- Go to the last viewed slide : slide jumps.
- URL Link(_new)/ URL Link(_self) : Go to(_self)/ Pop-up(_new) the linked page.
- Download file in web browser : downloads file from linked URL.
- Download file directly : downloads other inserted file on LectureMAKER.
- close web browser window : Close to LectureMAKER webbrowser window.
- Exit the program : exit to LectureMAKER content.
- Pause/ Play the program : pauses/ plays LectureMAKER content.

● Insert Menu Button

① To insert a menu button, select the Insert tab. Select Menu Button. The mouse pointer changes to cross shape (+). Place the cursor where you want the button to be inserted. Use the left mouse button to control the size of the button.
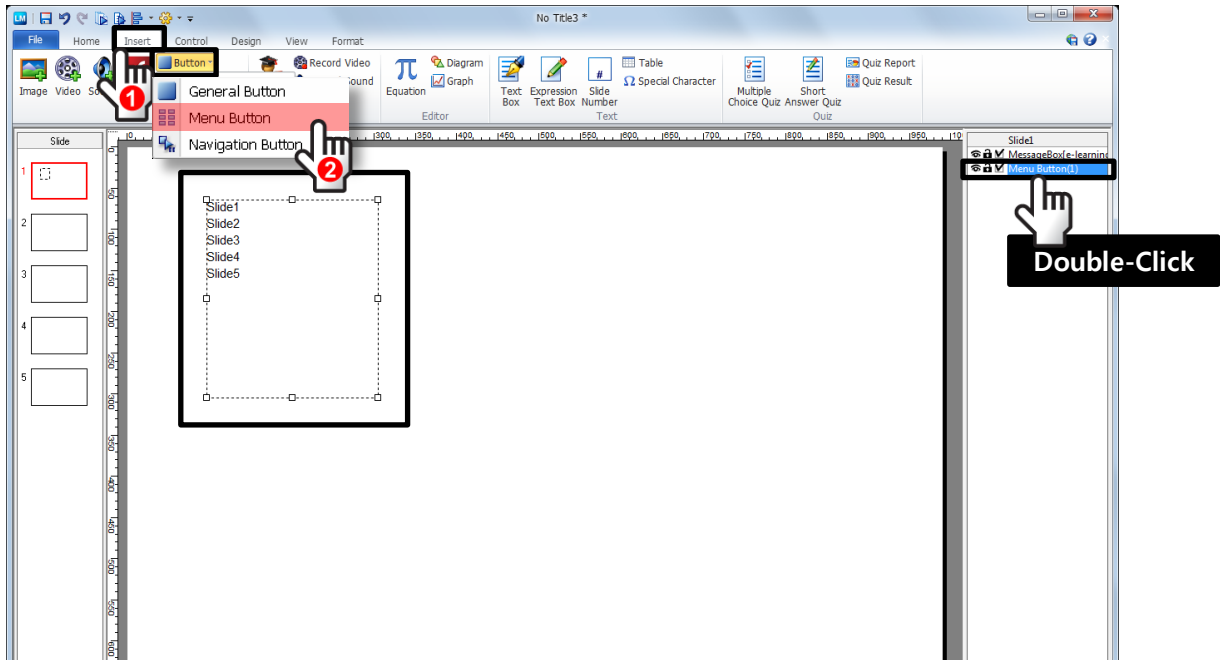
② To activate the Format tab, double-click on the object.

Remarks

- It is good to create menu button after making all LectureMAKER content over.
- The menu button is created as whole slides of LectureMAKER.
- Changes the menu button name by double-click the button slowly.

TIP — Menu Button Property

► Indent : shows the sub-list.
► Un-indent : cancels indented list.
► Select all items : selects all lists to show as menu button.
► Cancel all items: cancels the selected all lists

• **List box**
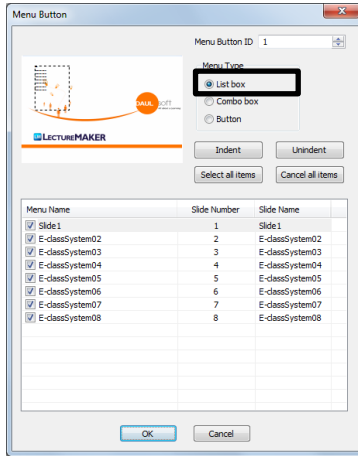
[Preview]
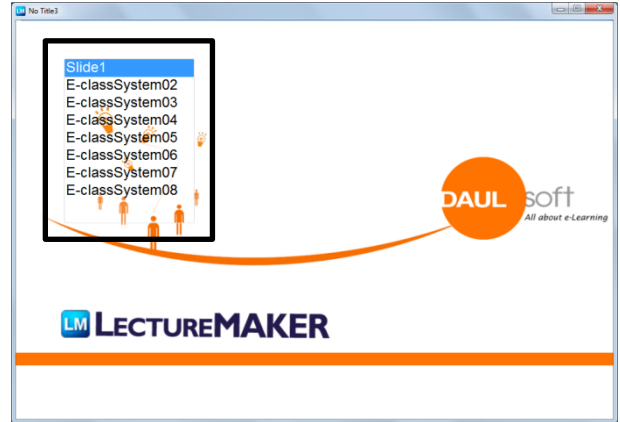
• **Combo box**
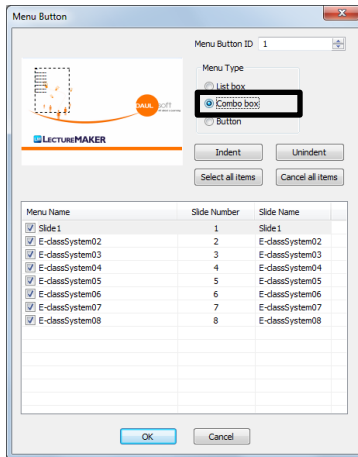
[Preview]
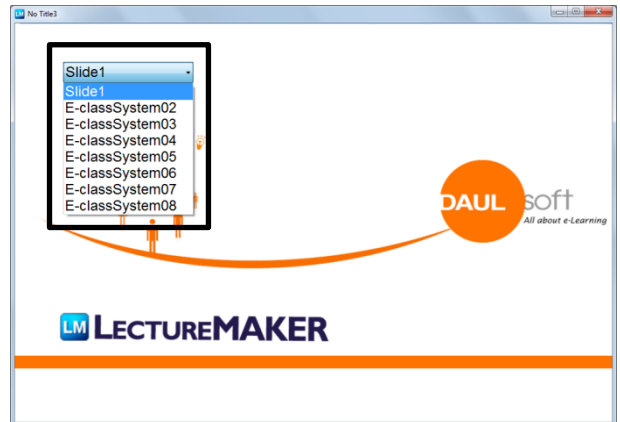
• **Button**
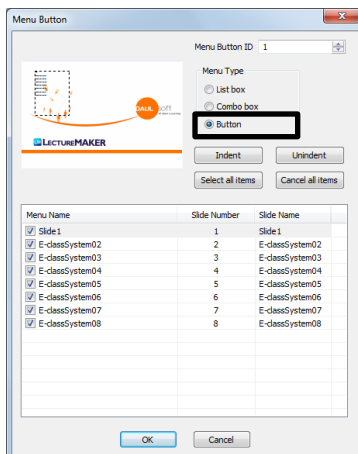
[Preview]
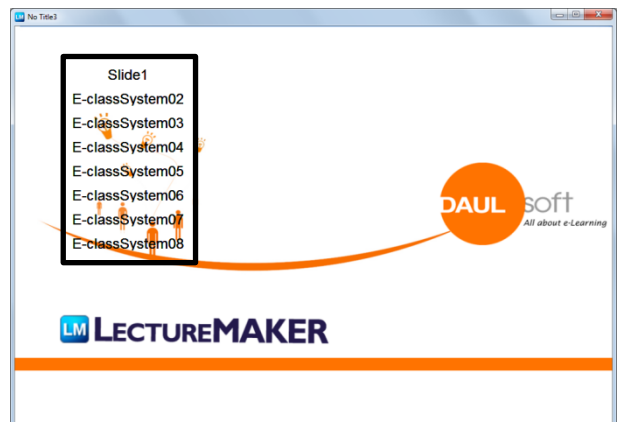
● Insert Navigation Button

① Use navigation buttons to move slides from previous to next.
To insert navigation buttons, select the Insert tab. Select Button and choose the navigation button. The Navigation Button properties window appears. Set the properties according to your preference. Click OK.
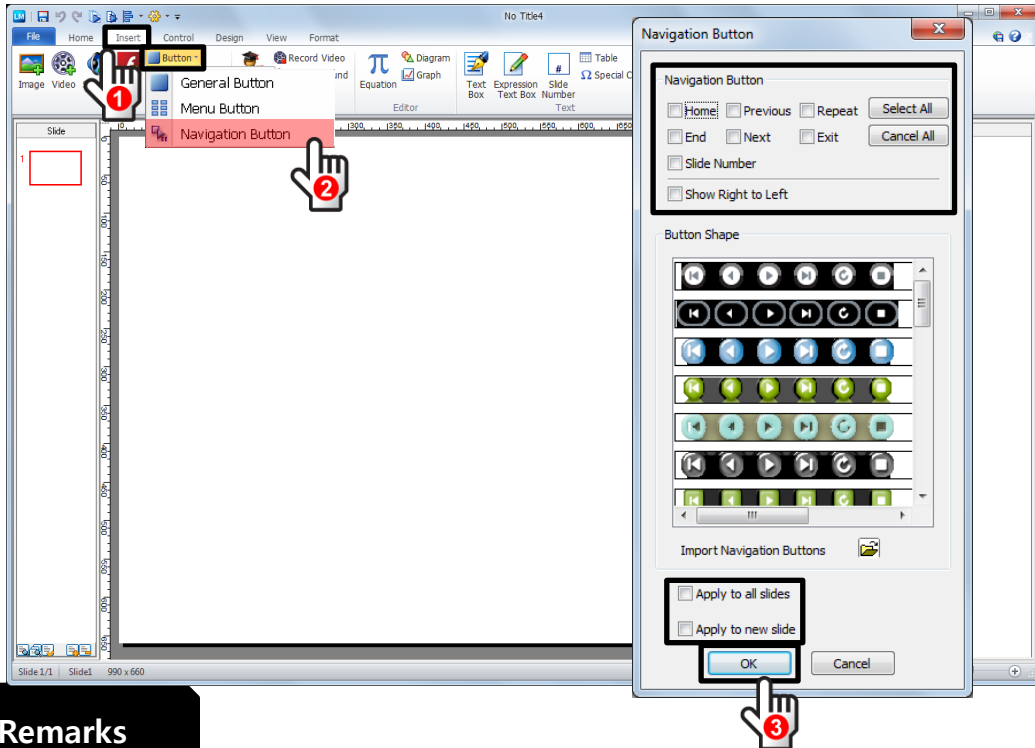
Remarks

- ► Brings some new navigation button by [Import Navigation Buttons].
- ► Applies same navigation button design to all slide by [Apply to all slide].
- ► Only new slide, applies the button by [Apply to new slide].
- ► Deletes any navigation button.

● Save File

To save a file, click the LectureMAKER Button. Select Save.
The first time you save a file, you must enter the file name (*. lme).
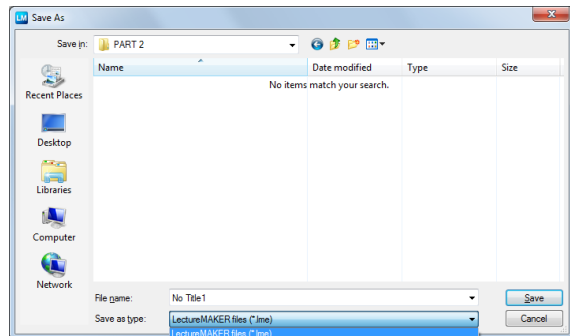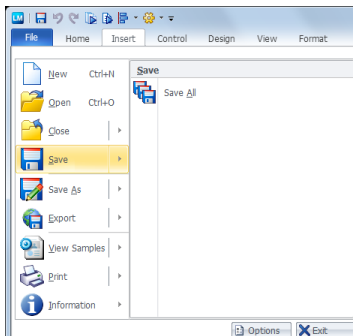
● Save As

Document can be saved by change as new filename.
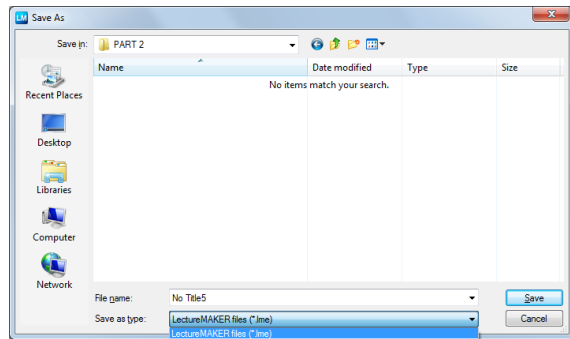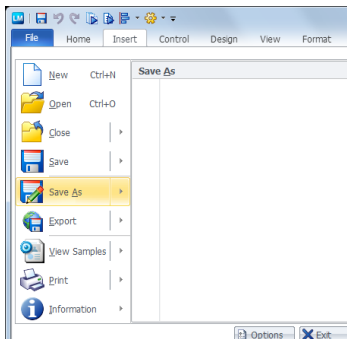
● Export

Can be saved in several formats.
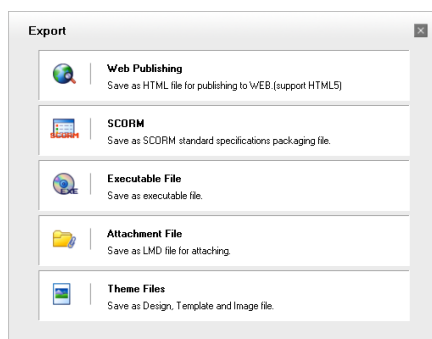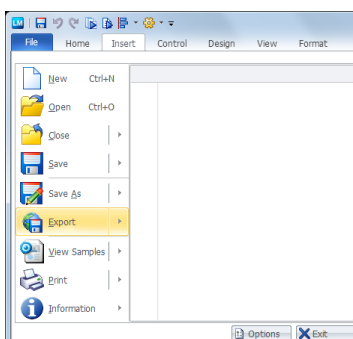
Save As	File Format	Viewer Type
Save As	*.lme File	-
Save As Web Publishing	Save as HTML document / HTML	Choice viewer (LectureMAKER viewer / HTML5)
Save As Sco	HTML / .files folder	
Save As Scorm	zip file	
Save As Excutable File	*.exe file	Nothing
Save As Attachment File	*.lmd file	LectureMAKER viewer
Save As Theme Files	*.lmm(Design Flatform) file, *.lmt(Template) file, Image file	

1 Slide Master : Background Images

① Run LectureMAKER, click [Slide Master],
   right-click of [Title Master] and choose [Slide Master Property].
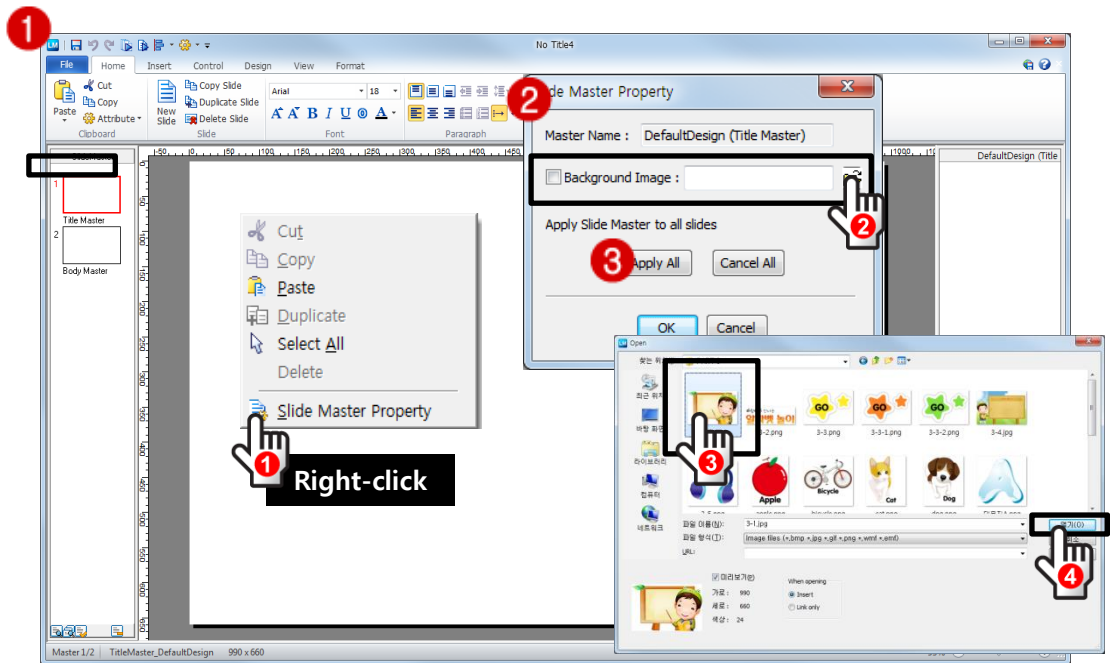
② [Slide Master Property], double-click the folder icon,

③ Select sample image 'PART3₩3-1.jpg' and Open.

④ Click [OK].

⑤ It is as same as on [Body Master]. Select Background Image.
   (sample image 'PART3₩3-4.jpg')

⑥ Back to [Slide] from [Slide Master], add new slide and see the following slides.

● **Intro slide and Insert A,B,C Images**

① select slide 1, click [Insert] Tab – [Image 🖼️].
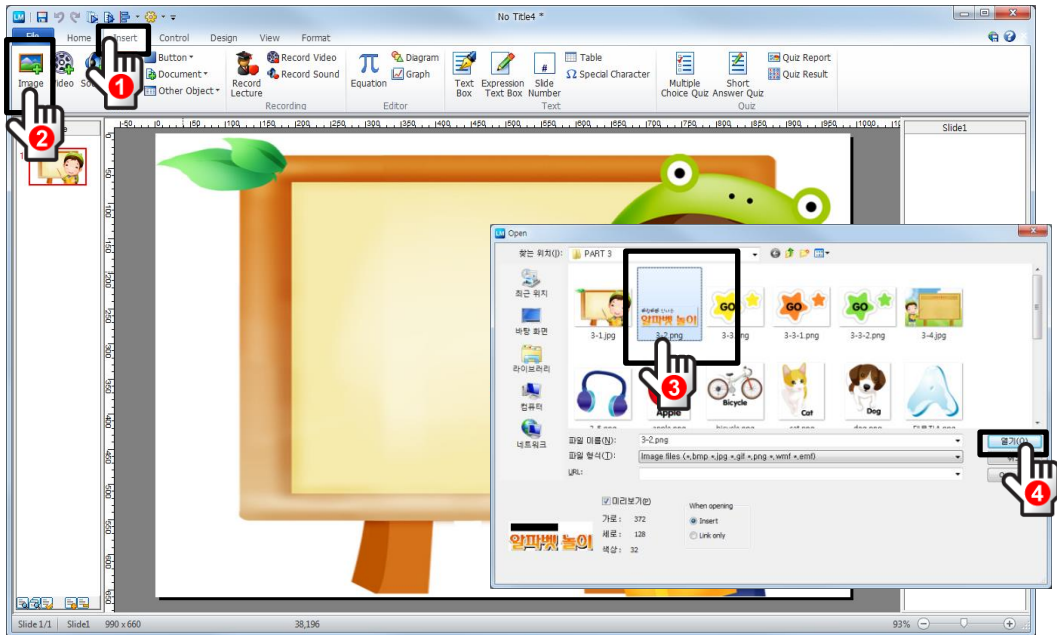
② select sample image 'PART3₩3-2.png' and click [Open].

③ insert the other sample images as following.
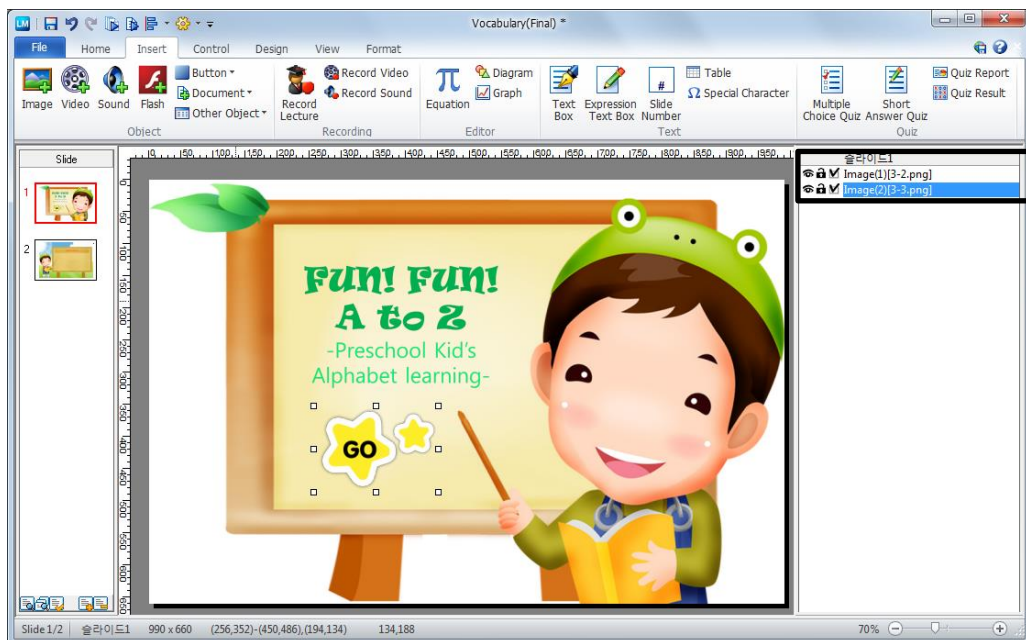
④ do as following slide 2 to5.
   insert sample images from 'PART3' folder.

Slide 2

Slide 3
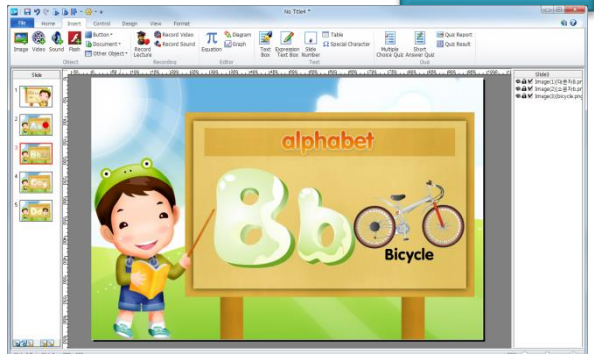
Slide 4

Slide 5

● Animation Effect

① on Slide 1, double-click the ①, ② images, [Format]Tab - [Animation]Group, choose some animation effect and apply.
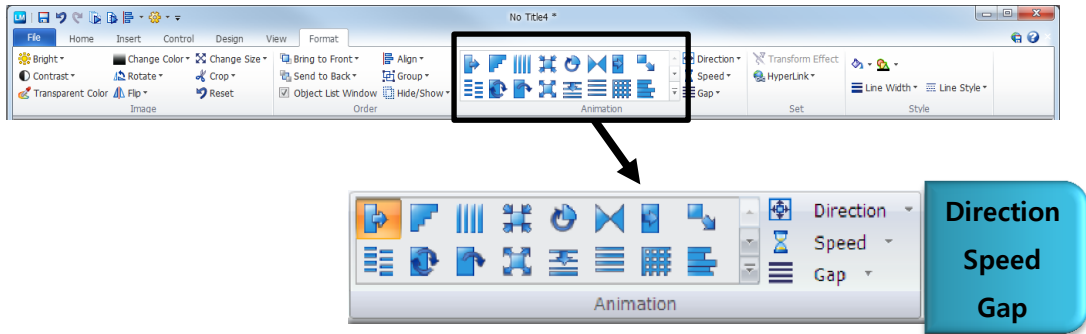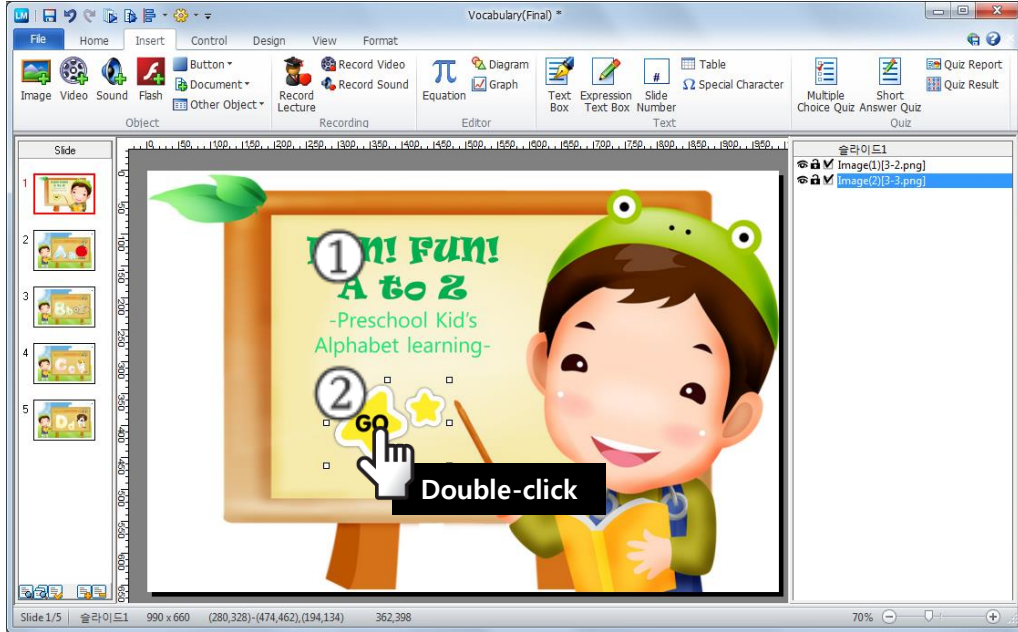
② apply animation effect other images on slide 2 to5.

Apple   Bicycle   Cat   Dog

● **Insert Sound**

 ※ Insert a sound for flip effect when slide down, it is better to insert the flip sound on [Body Master] to apply it all slides.

　① [Slide Master] – [Body Master], click [Insert]Tab - [Sound].
　　 choose sample audio file 'PART3₩bublesound.wav' and click OK.
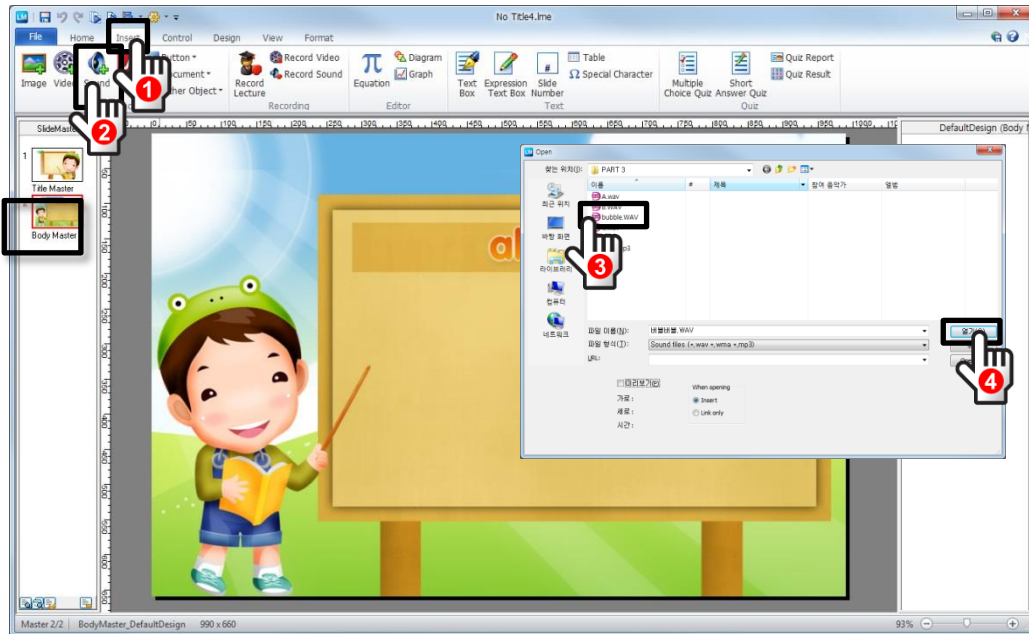
　② back to [Slide] from slide master, insert each alphabet sound to slide 2 to5.
　　 slide 2–A.wav / slide 3–B.wav / slide 4–C.wav / slide 5–D.wav
　③ the alphabet sound plays by button function, hide each alphabet sound.
　　 right-click on the sound and choose Hide.

④ assigns a hidden name on the [Hide Objet] and click OK.
⑤ hides the other audio objects in slide 3 to 5.
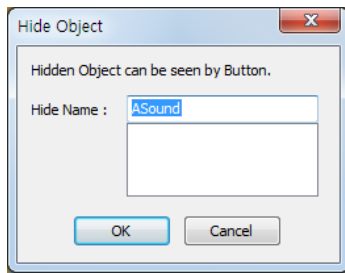
● Insert Button (Headphone image)

① chooses slide3, click [Insert]Tab - [Button]- [General Button]. Places cursor for button. Double-click the button object and [Format-Button] Tab is shown.
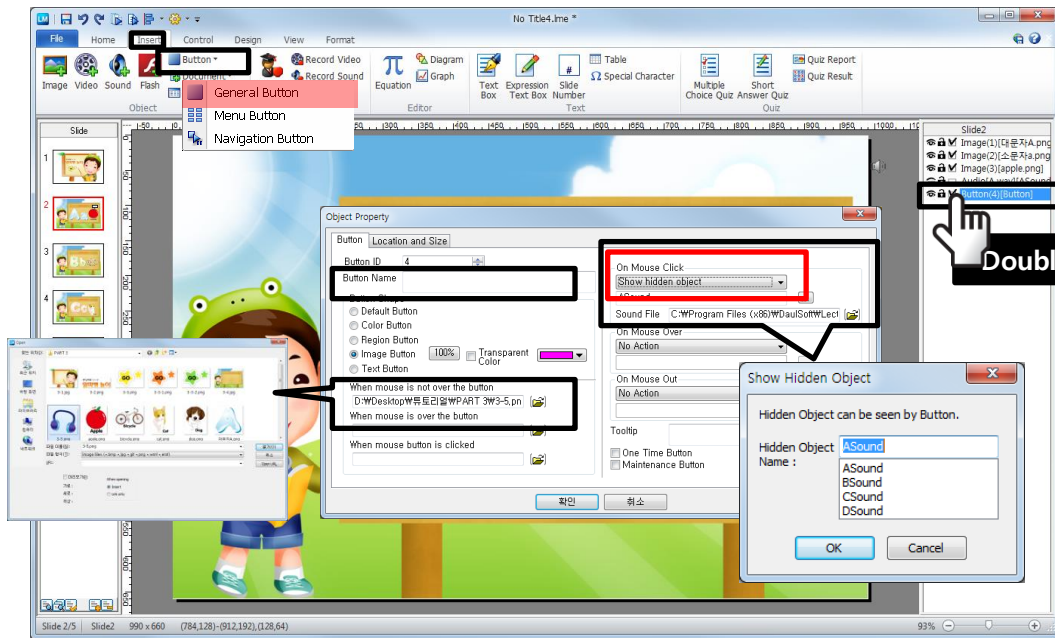
② deletes the button name and leaves it as blank, selects the button shape as Image Button, click [When the mouse is not over the button] and open sample image file PART3₩3-5.png'.
③ on [When button is clicked], selects [show hidden object] and assigns a hidden object and OK.
④ when the button property set over, click OK.

● Insert Navigation Button

※ Insert navigation button on slide 1to 5.
① on [Insert] Tab, click [Button]-[Navigation Button].

② chooses a button design and check the navigation type or click Select All/ Cancel All.

③ Click [Apply to all slides], the navigation button was inserted all slide 1 to 5.

④ Drag and place the button and then delete a set of button from particular slide. Change the button property by double-click it or right-click [Object Property.

● Intro Slide

※ Insert Intro sound on slide 1.
① on slide 1, click [Insert]Tab - [Sound]. Choose sample audio file 'PART3₩intro.MID' and click OK.
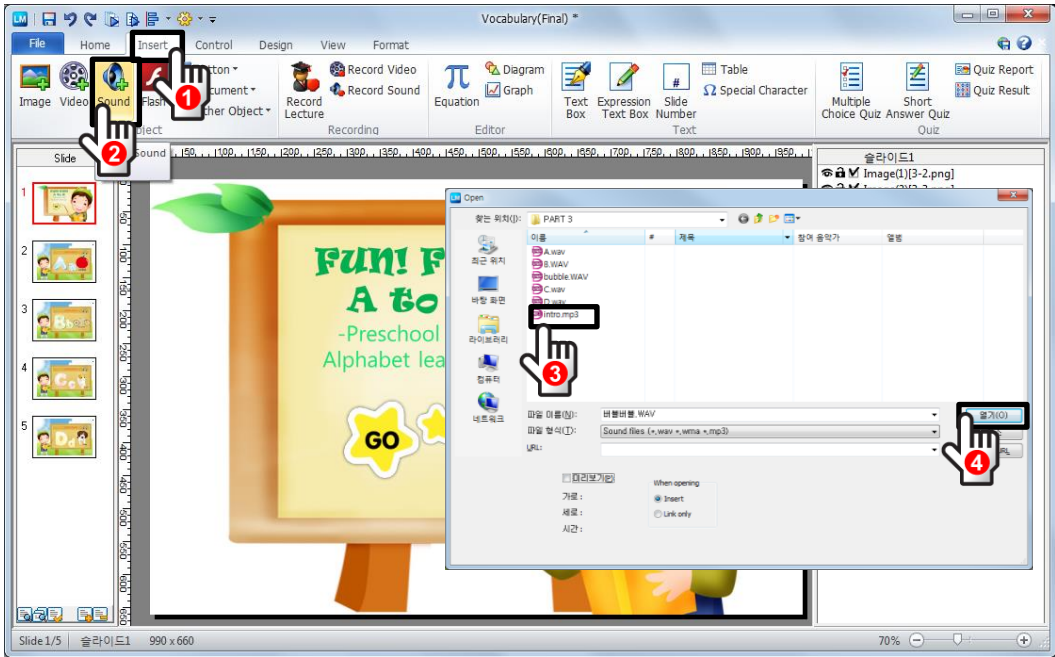
② For playing first the intro sound than any other object, change the object list order.
Drag the Audio[Intro] to top.
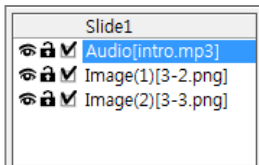
Drag it.

③ Go image is start button for play the next slide.
   [Area Button] and Go to the next slide.

**Button name is blank,
Check the Region button**

Double click
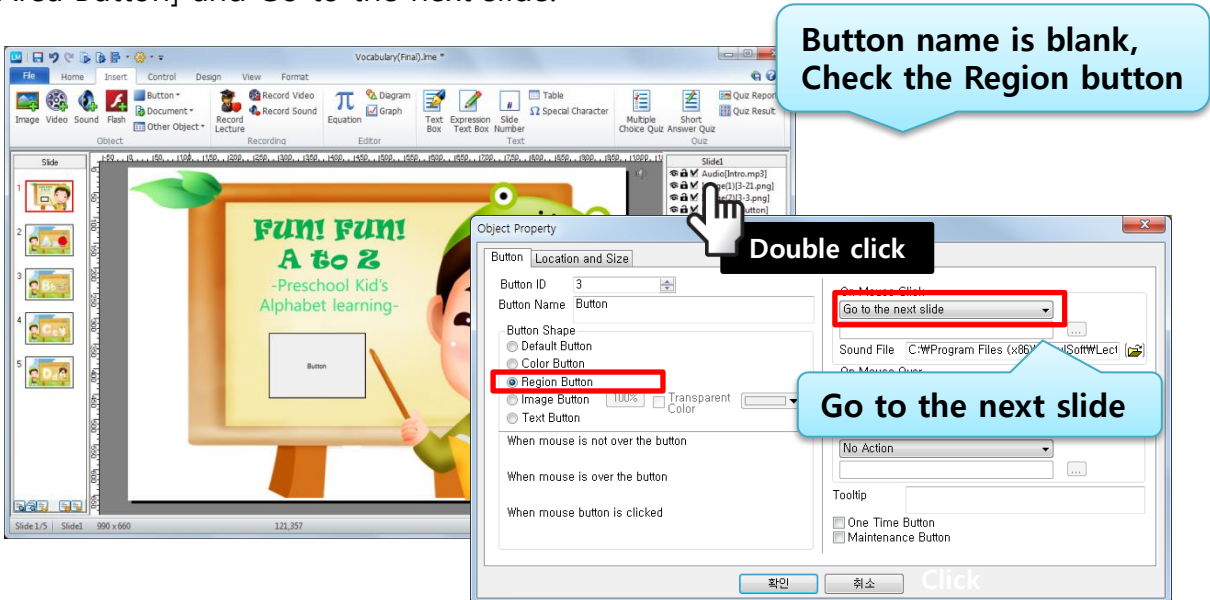
Go to the next slide

● Preview

※ for preview, click [View]Tab-[Run Web] and check the content.

🔔 Remarks

• Prohibit to proceed by slide click or enter key, change the slide property.
• [Design]Tab - [Slide Property] – Move to the next slide option,
    ✓ Un-check When mouse or key is pressed
    ✓ Check Apply to all slides
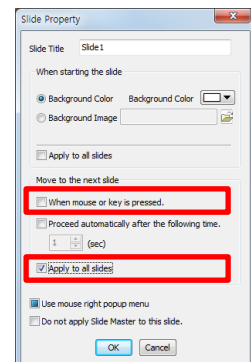
● **Save**

※ Save as *.lme (LectureMAKER original file format and editable format) and then Save As Web for web service.
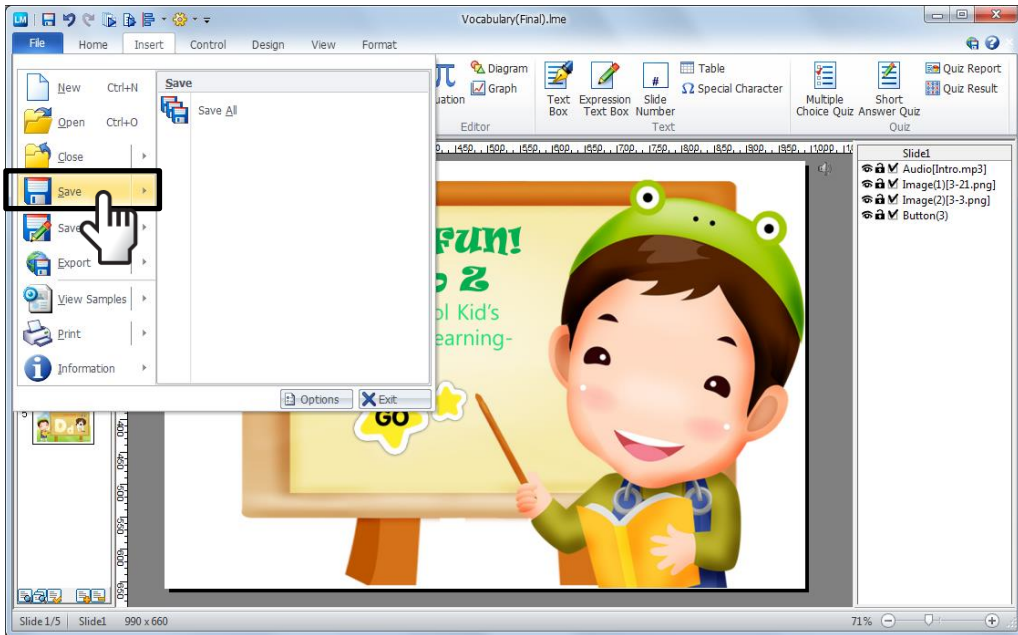
●**Export Web**

※ [Export]-[Web Publishing] , choose file format as html5/LectureMAKER.
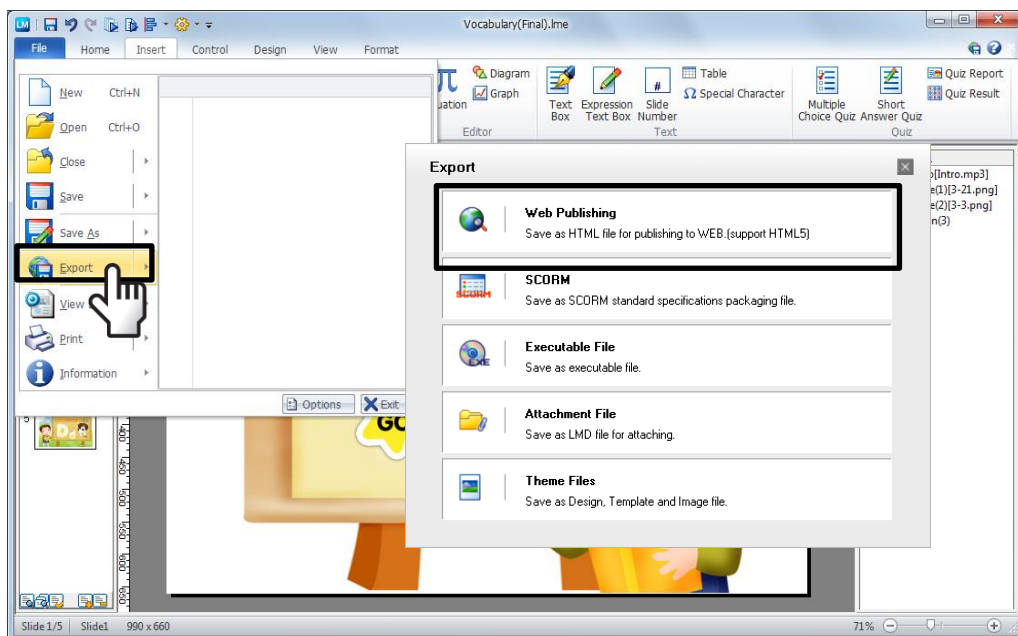
1 Open LectureMAKER

① Run LectureMAKER, click LectureMAKER button and click [File] sample content file 'PART4₩intro.lme'.
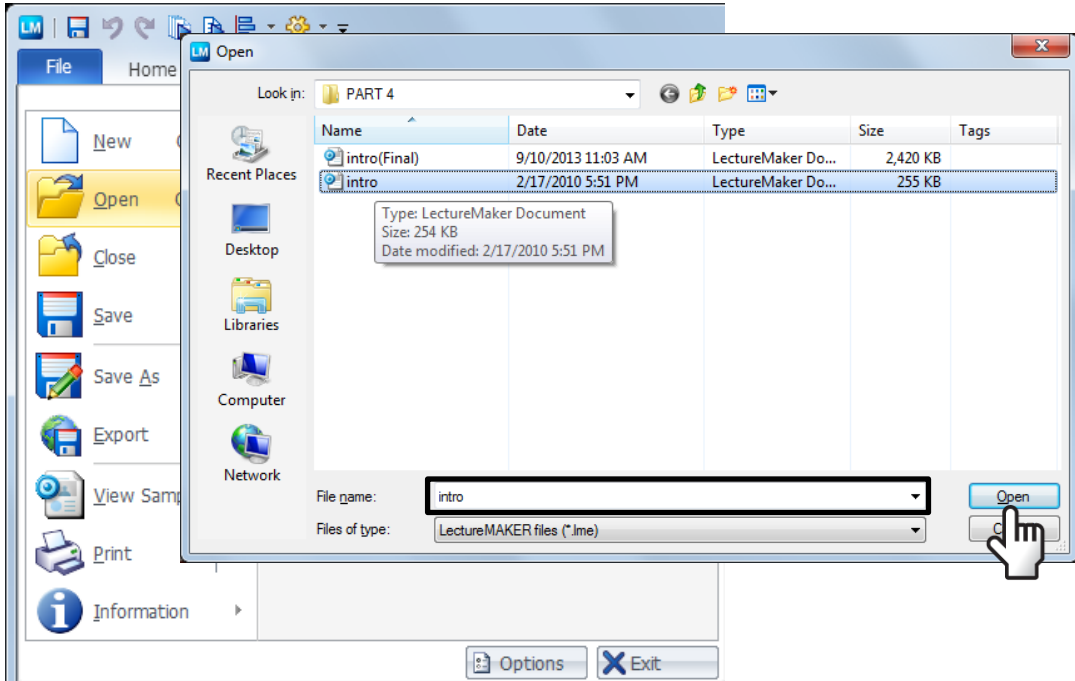
② the sample file was opened.
A image was inserted as slide background. (right-click and slide property)
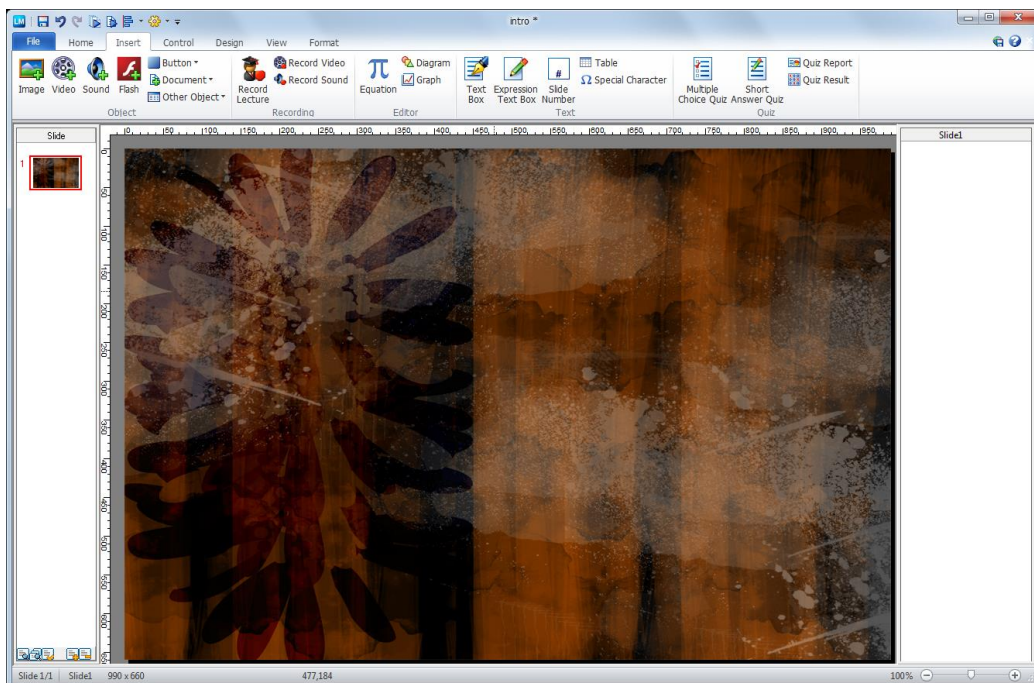
Insert image and animation effect

① [Insert]Tab - [Image], open "PART 4₩back02.png".
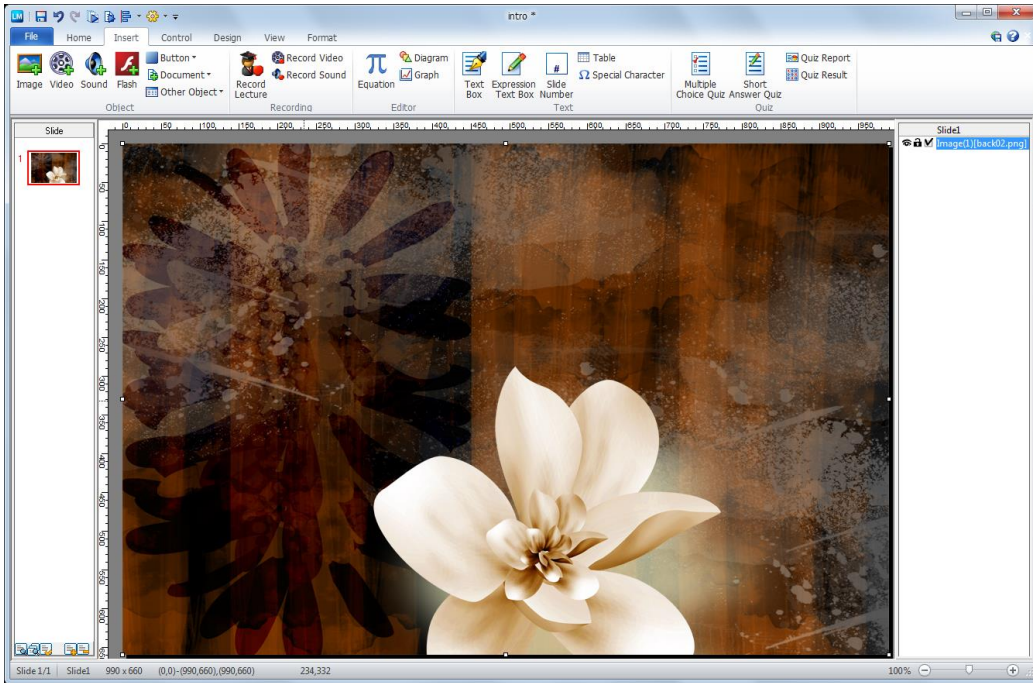
② double-click the image, [Format] Tab –Crop. Crop the images blank space.

Drag
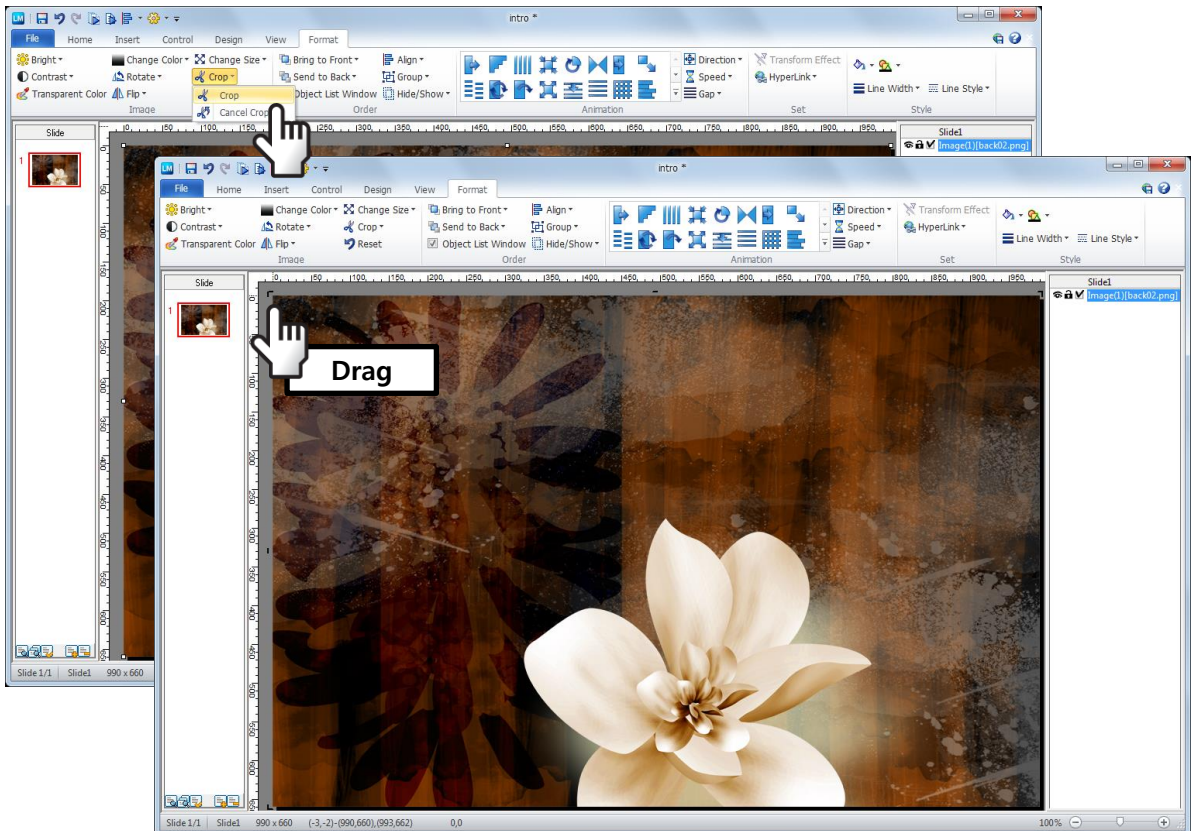
③ Insert the other images as below object list order and crop the each blank space.
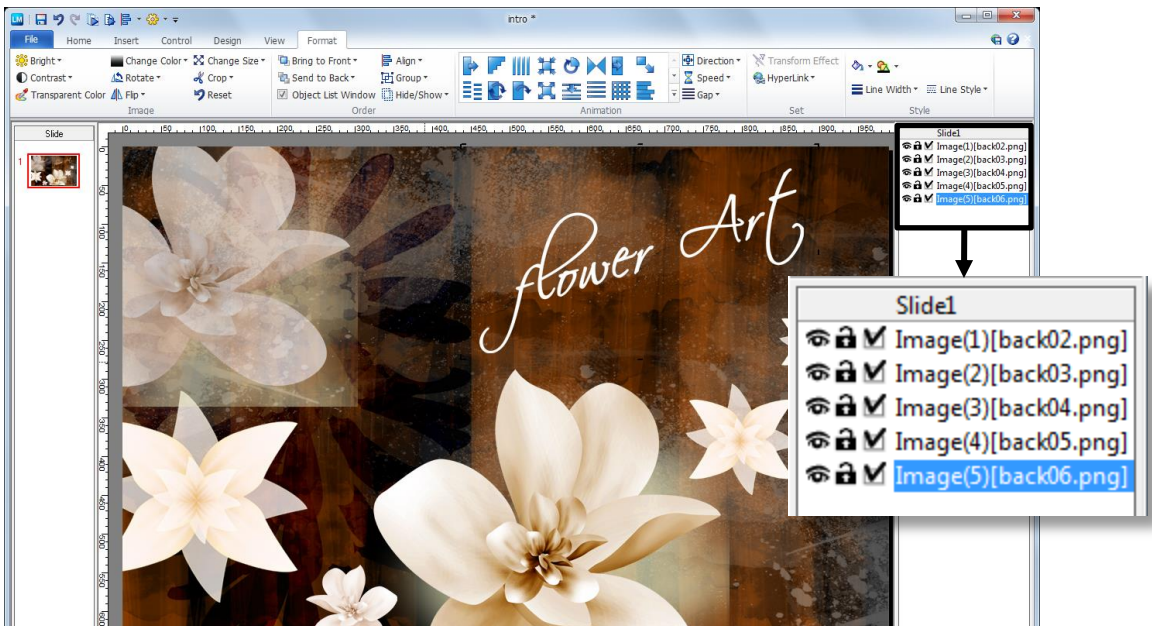
④ Add animation effect to each inserted image.
  double-click the image and click [Format]Tab - [Animation].
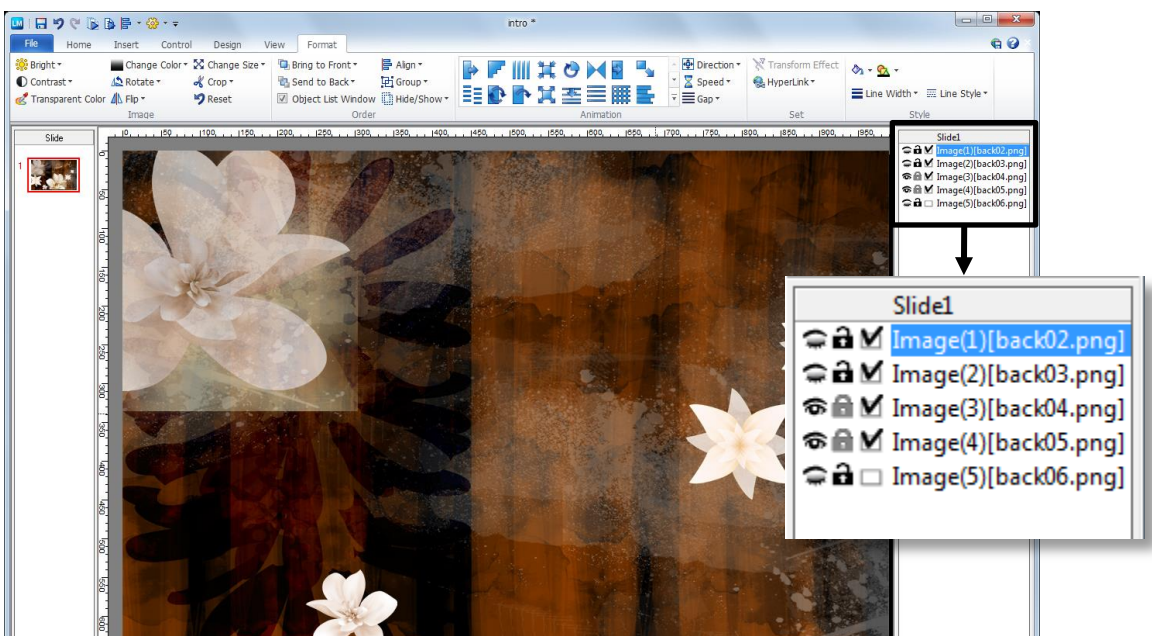
 Remarks

• Due to the duplicate object when the object difficult to select an object in the list, click the eye or the lock can be selected by clicking on.
 - Eyes: hide objects invisible
 - Lock: locks the object so that you can select
 - Check Box: Select the object is unavailable.

● Insert Pause

① To play animation effect with delayed proceed, insert Pause between each object. Click [Control]Tab - [Pause], give 1 or 2 seconds on Proceed after the seconds..
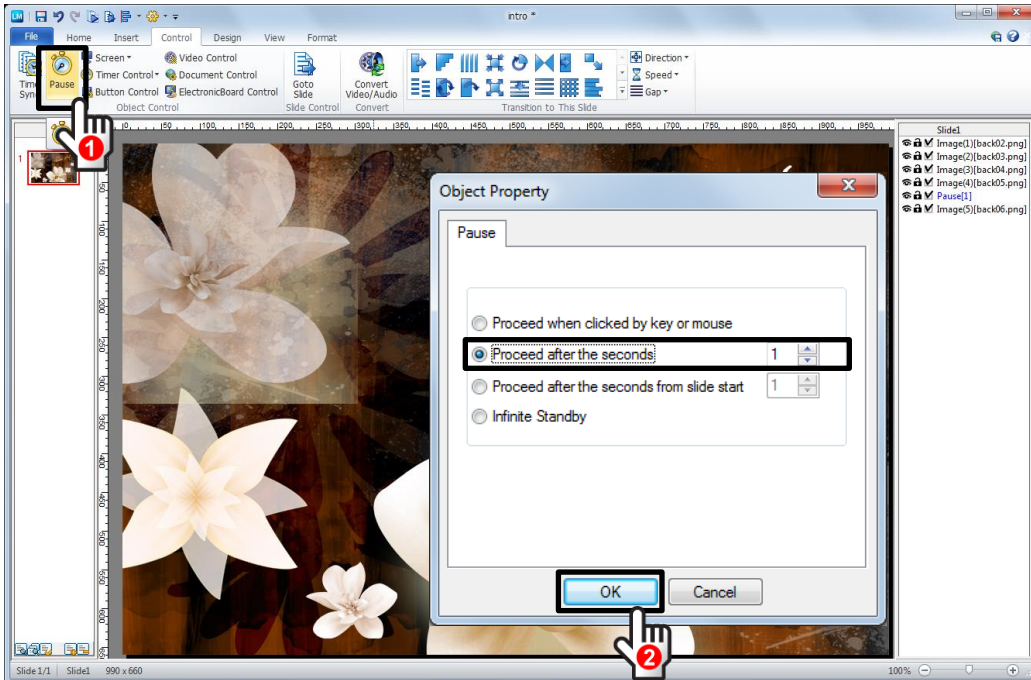
② Insert Pause between the objects.

● **Insert BGM**

① insert audio file by [Insert]Tab - [Video].

⚠ **Remarks**
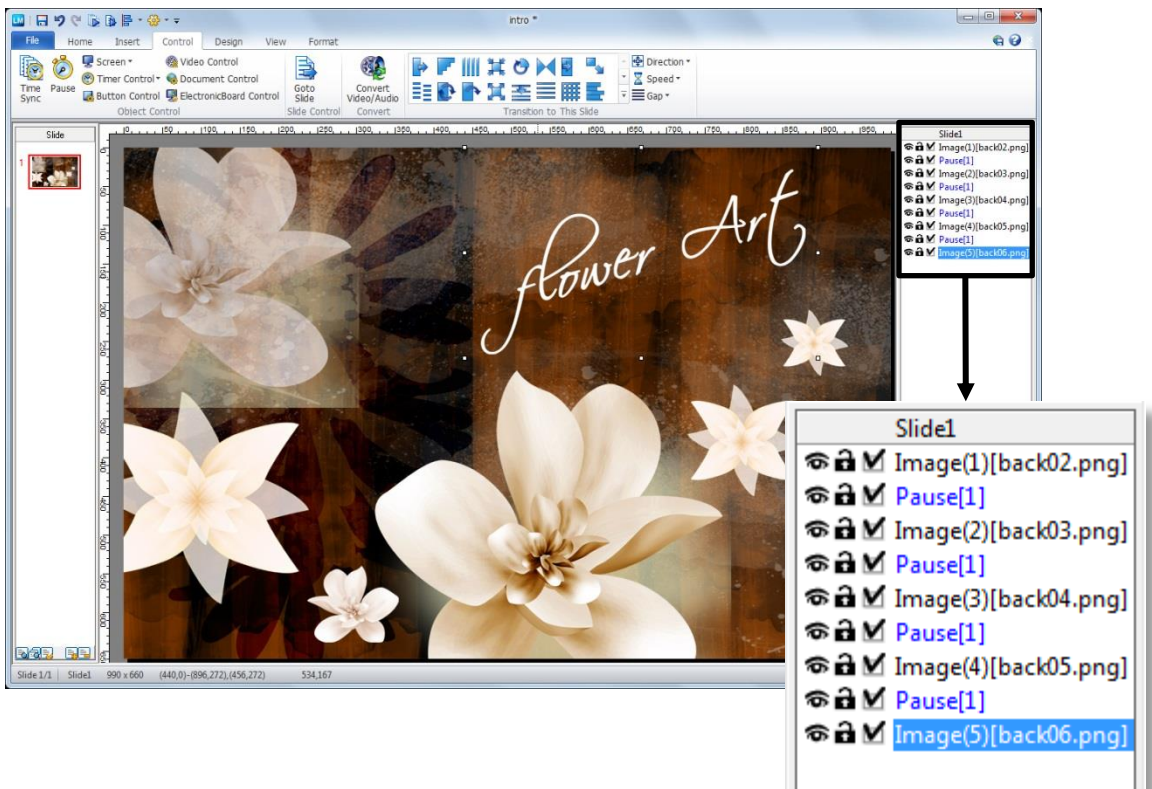
• When inserting more than 2 audio files(BGM and narration), insert BGM audio file by Video object.

② choose file format as 'Audio files' and insert sample audio file PART 4\bgsound.wav .
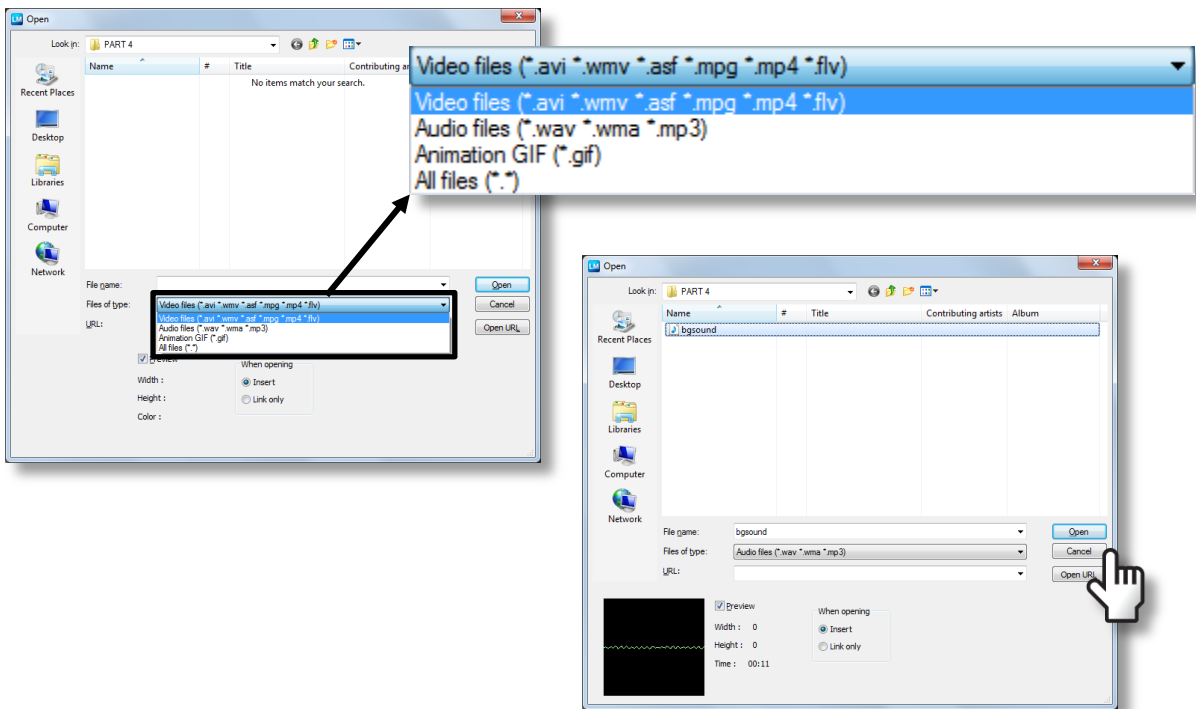
③ the audio file was inserted as video object.
④ drag the audio file to top of the list.

● Record Narration

① record narrative using Record Sound.
   click [Insert] - [Record Sound].
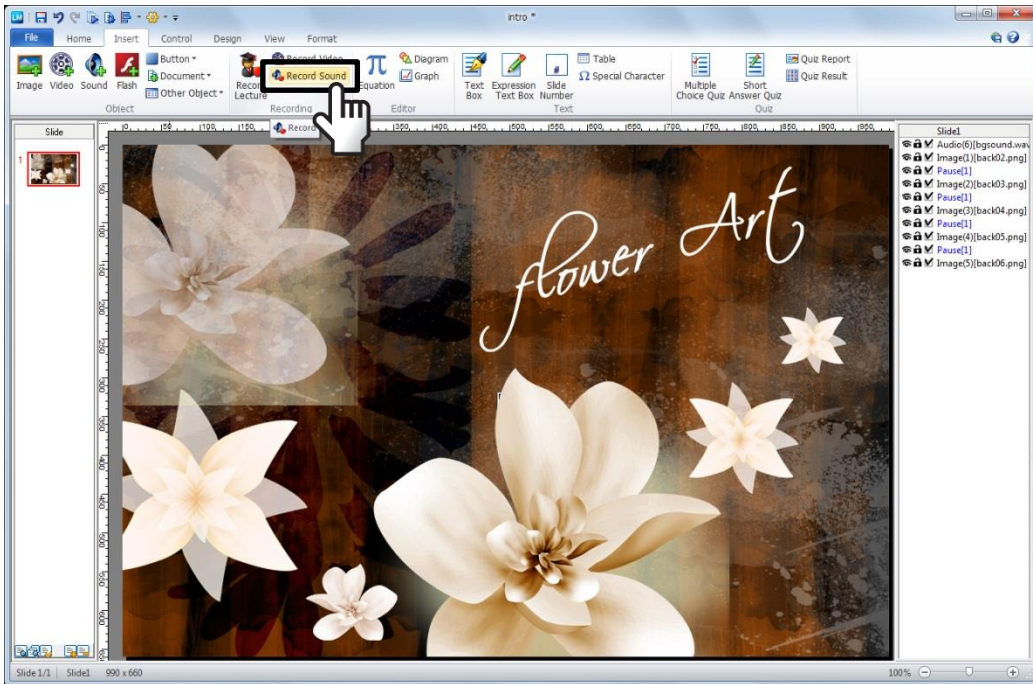
② enter file name and click the record icon.
   after recording over, click Stop icon, click [Insert as sound object].
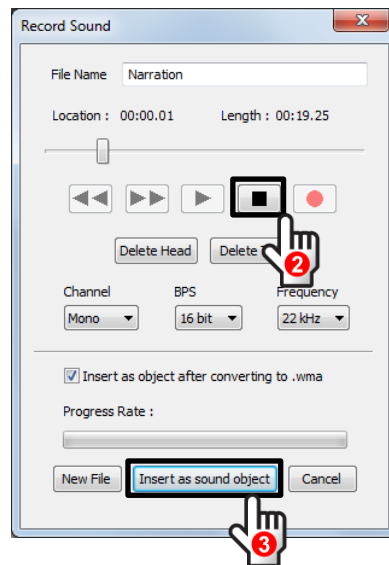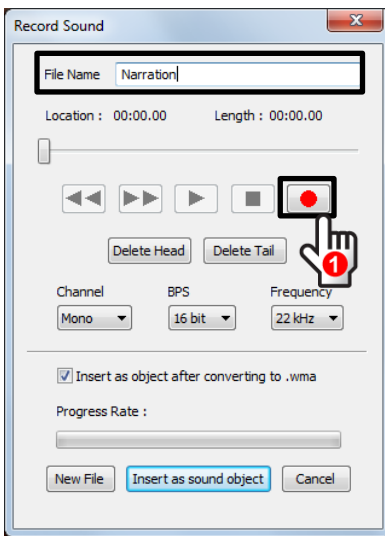
③ the audio file was inserted.
   drag and move it next to the BGM audio file.
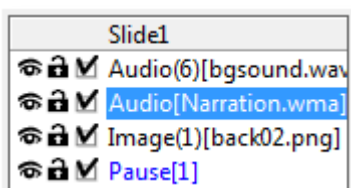
●Preview

① [View]Tab - [Run All Slide], check the content
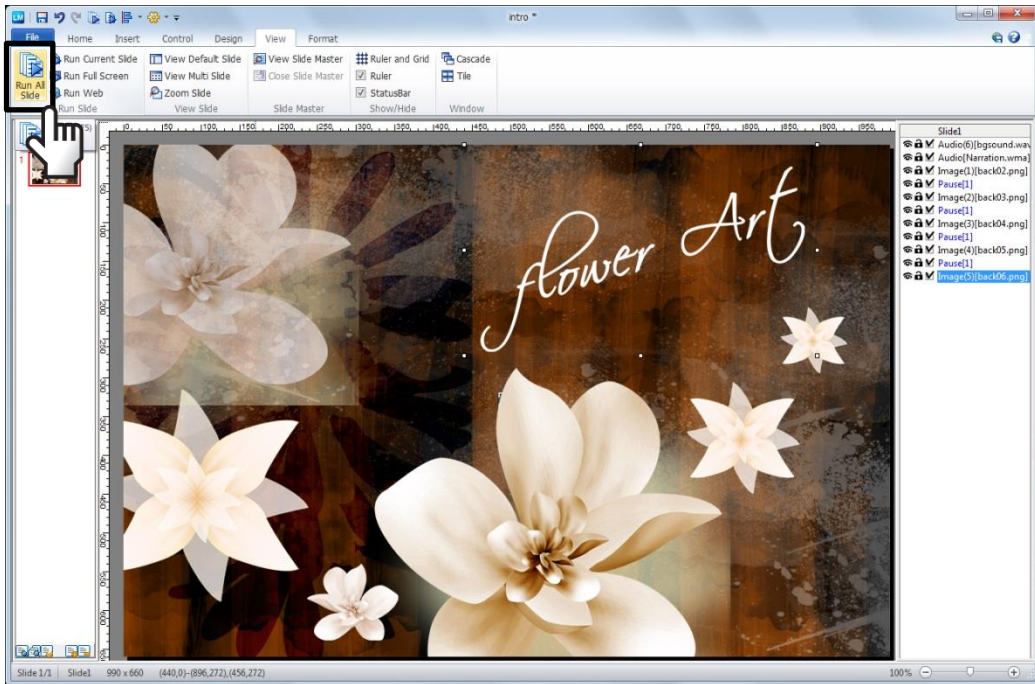
② run Preview window (F5 / shift+F5)

● Save

① Click [File] tab, choose [Save As].
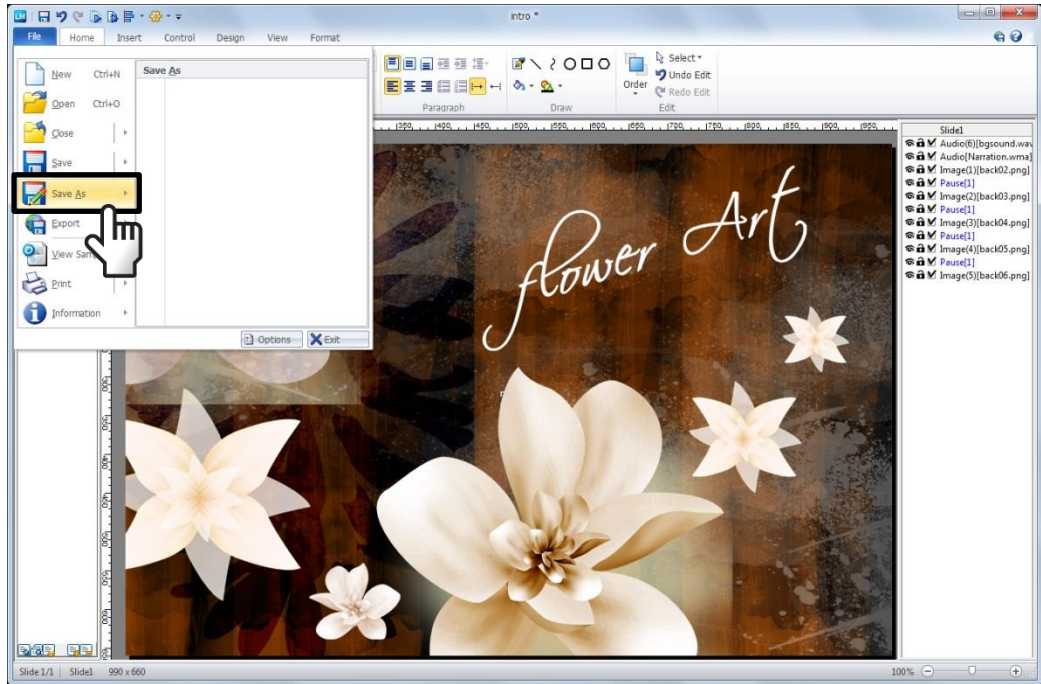
② Click [File] tab, [Export]-[Web Publishing] and html5 format.
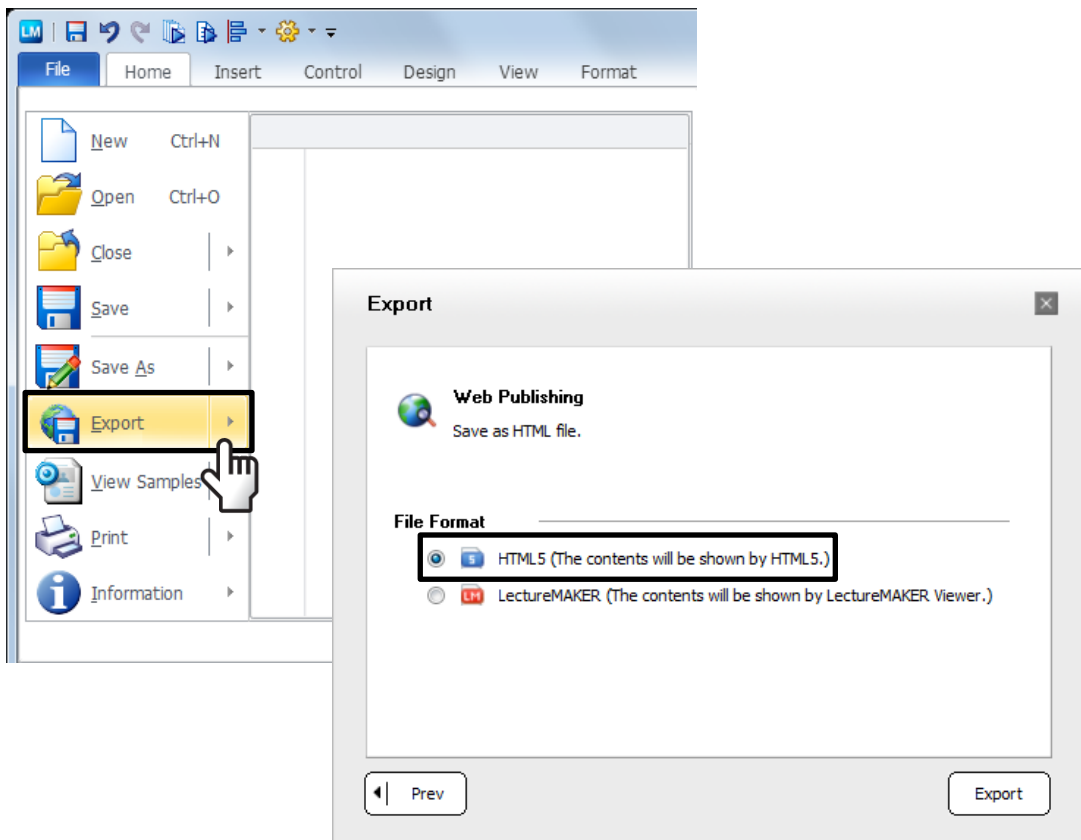
1 Add Template on Slide Master

① Run LectureMAKER, click and switch to [Slide] to [Slide Master]
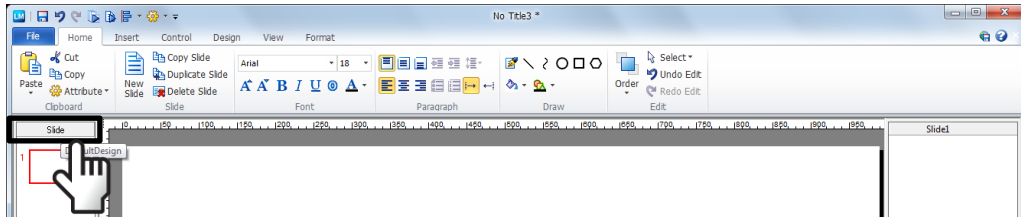
② Add each template to [Title Master] and [Body Master].
on **[Title Master],** add title master design and enter title and subtitle text.
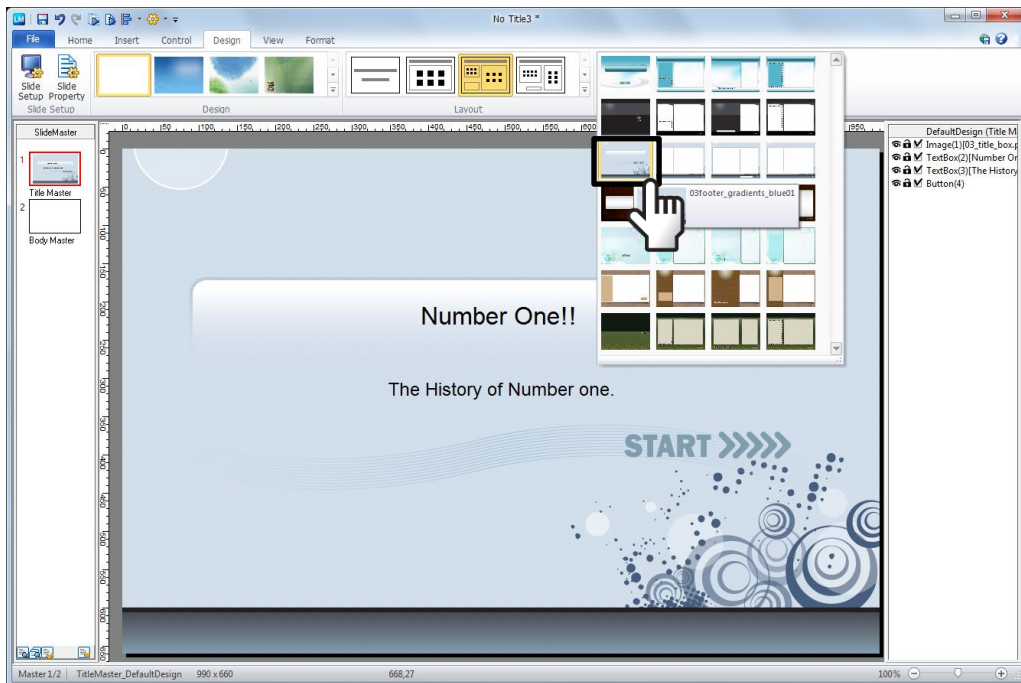
③ change the font in [Home]Tab - [Font].
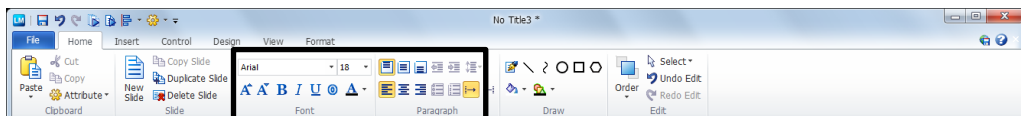
④ on **[Body Master],** add body master design with video and PowerPoint type template.
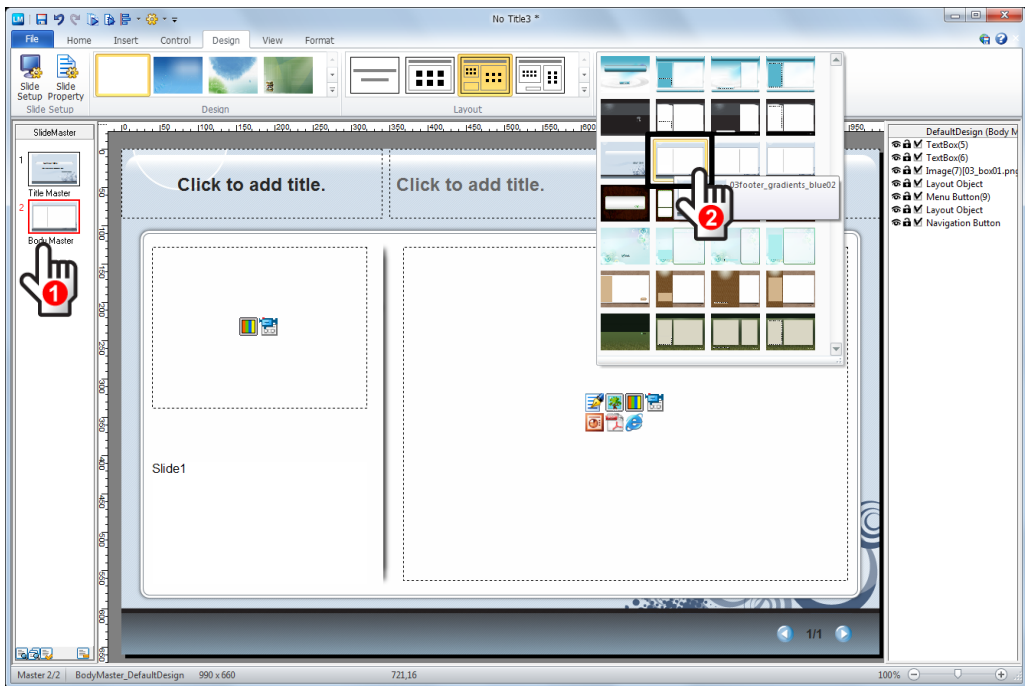
⑤ on **[Body Master]** enter text if you need.
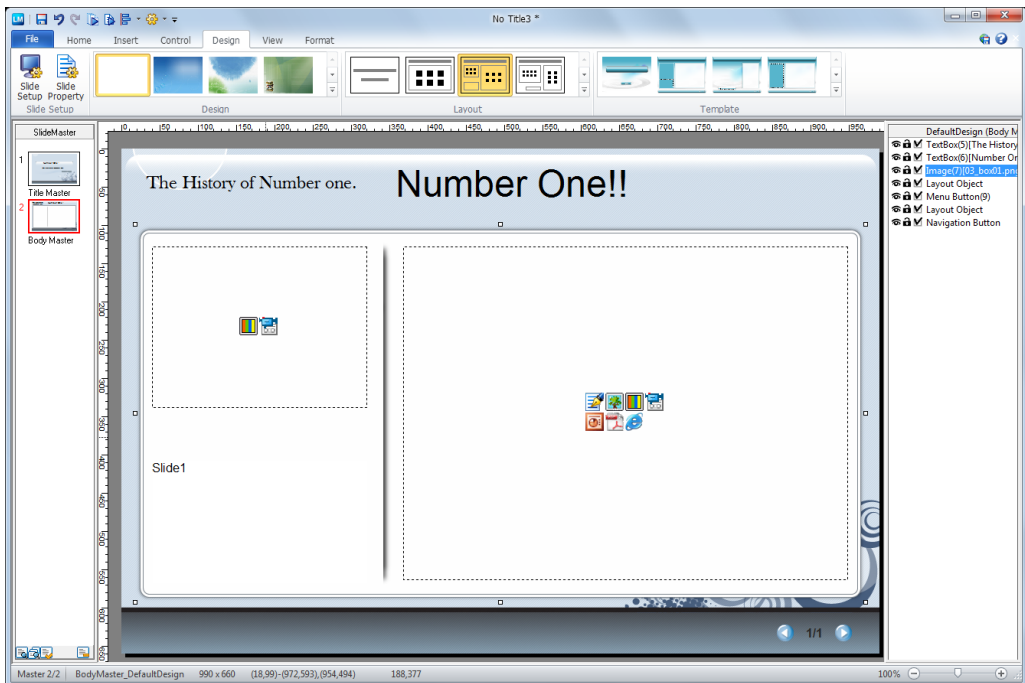
Insert PowerPoint

① click slide1, press the add new slide hot key, [Ctrl+M].
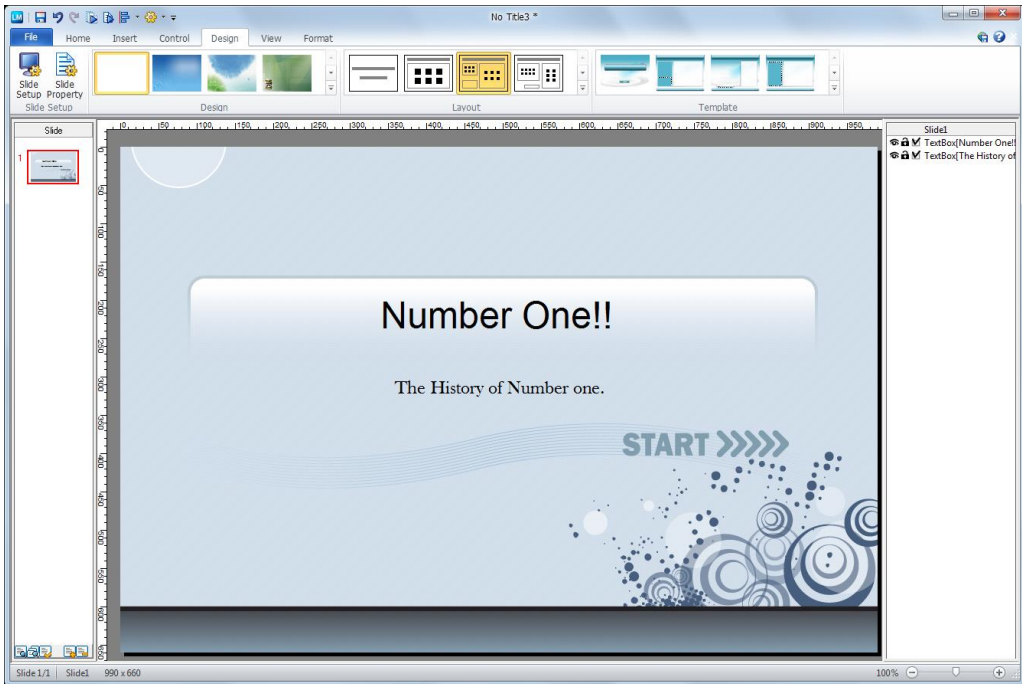
② on slide2, click PowerPoint icon and insert sample PowerPoint file 'PART 5\Number One.ppt'.
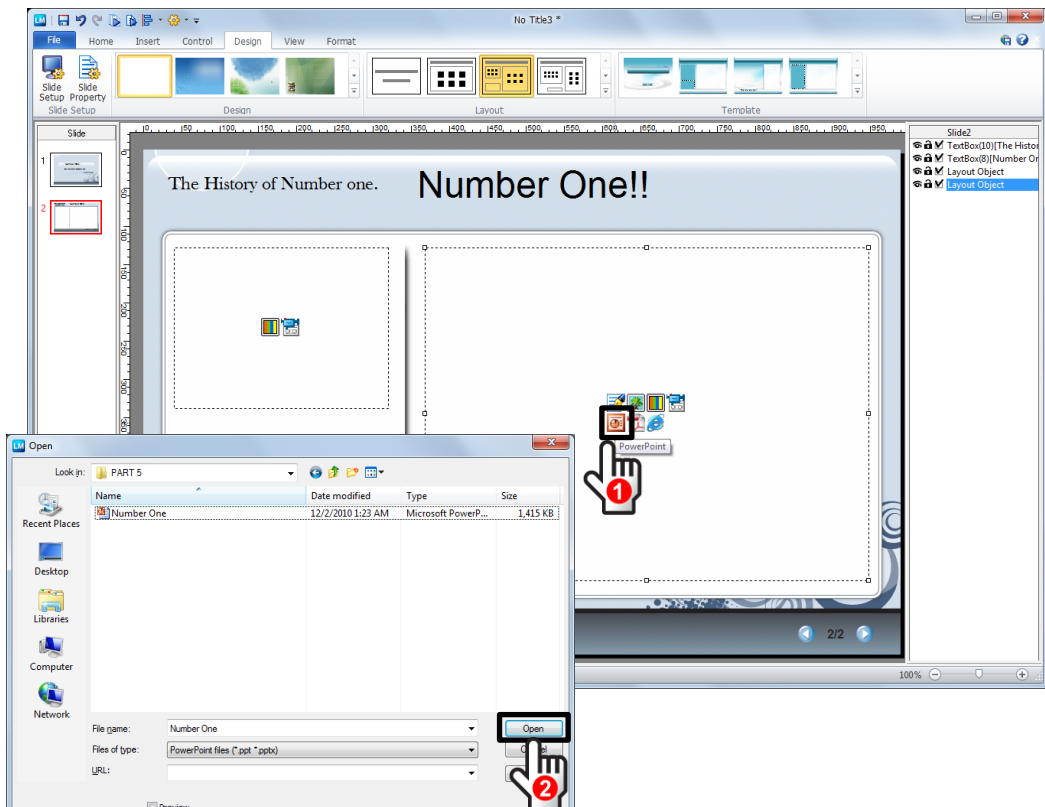
③ select insert PowerPoint type [As image] and choose PowerPoint slide 2 to 5 only and click Import selected slides.
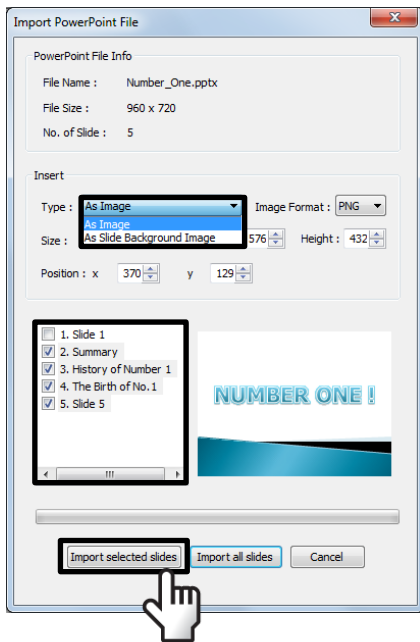
④ new LectureMAKER slide added as same number of inserted PowerPoint slide.
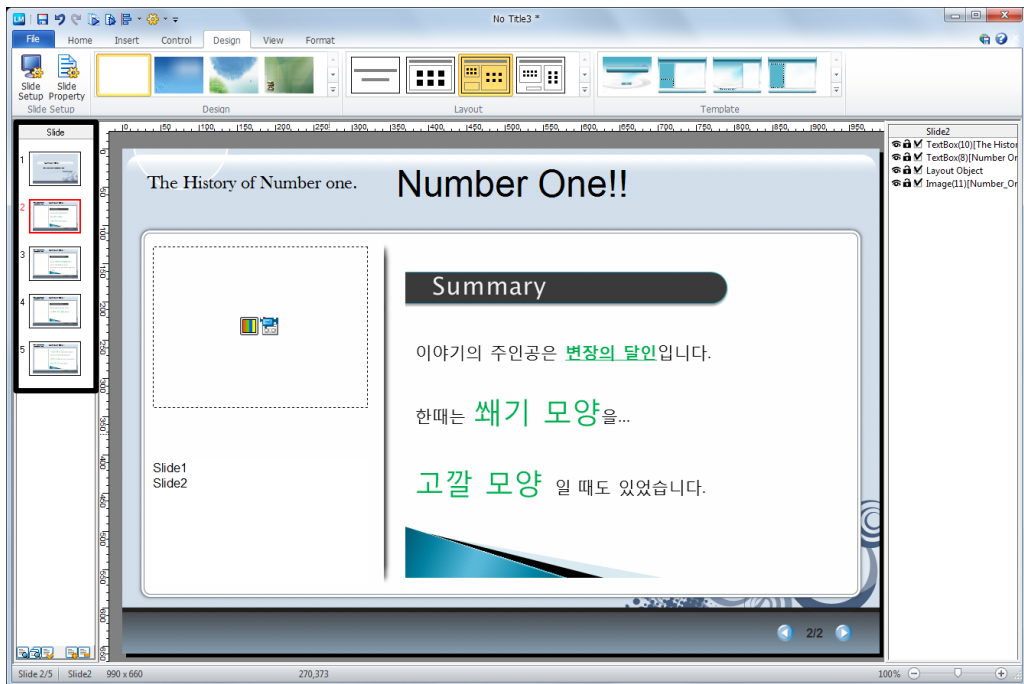
● Insert Video

① On slide 2, double-click video icon.
Find the sample video file 'PART 5₩Number One.wmv' and insert.
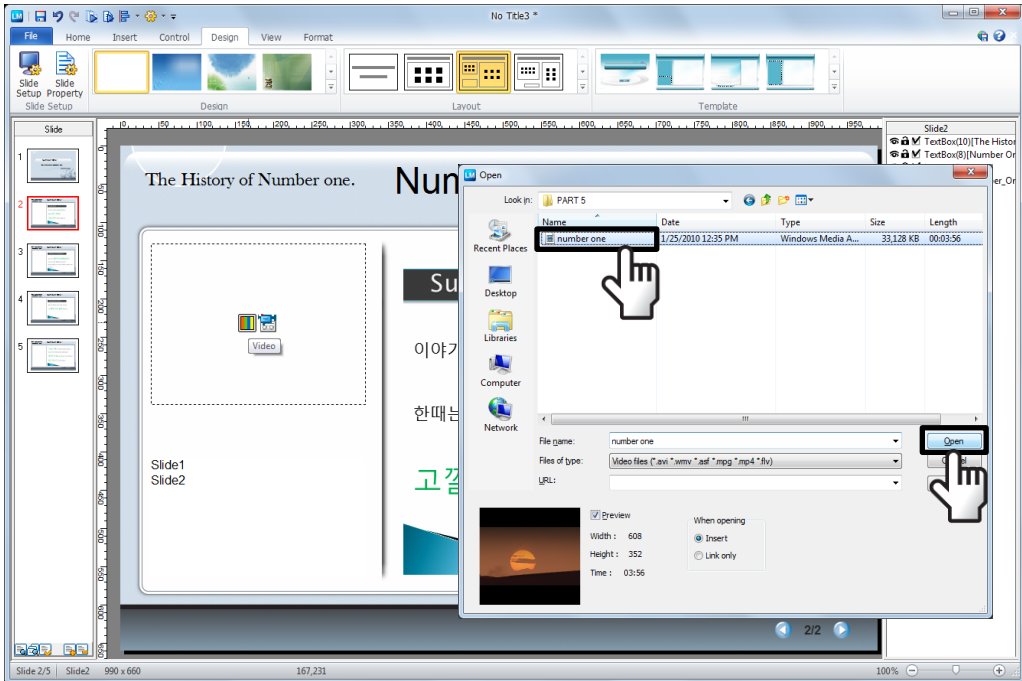
② when the video file inserted, the file name is shown and icon turned black-white.
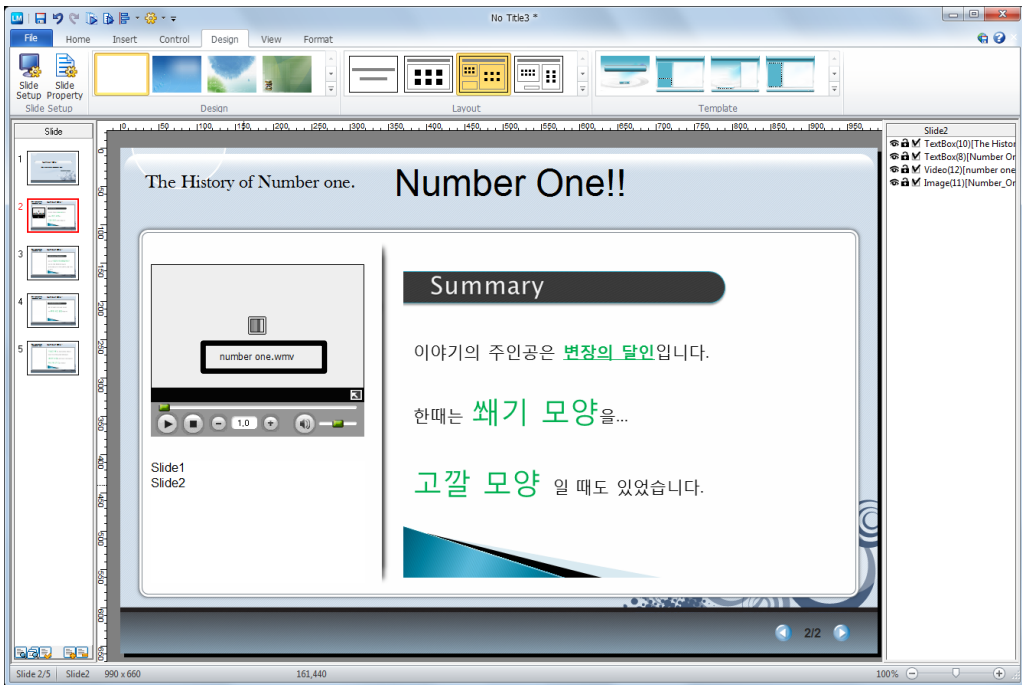
3 PowerPoint Synchronization

① double-click the inserted video, click [Synchronize icon] synchronize on [Format]Tab.
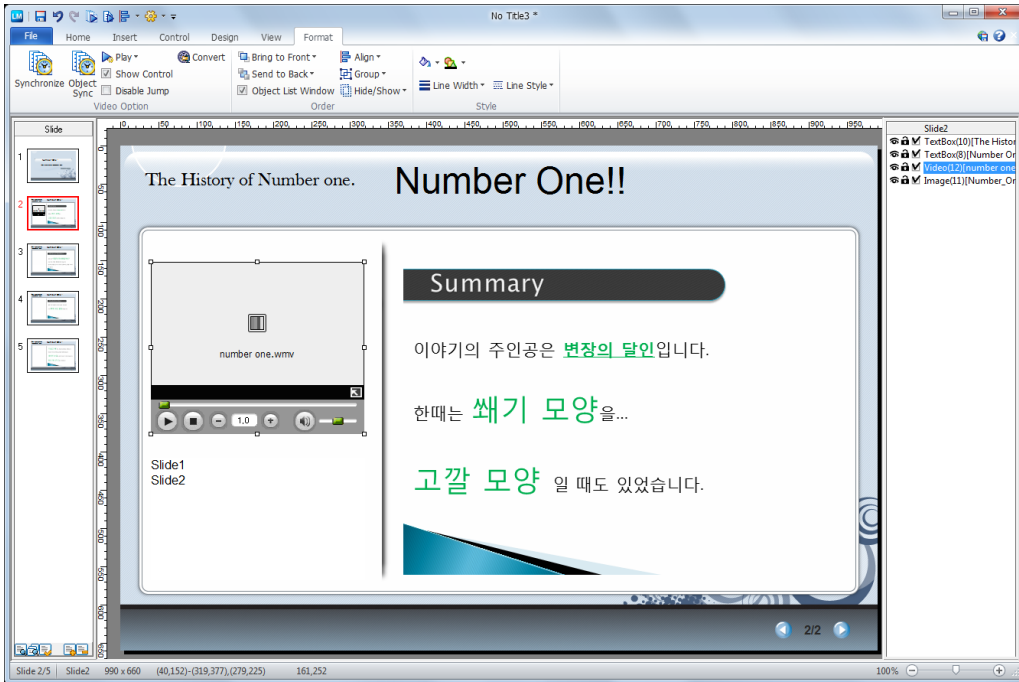
② In Video sync window, play the video file and click the Sync button.
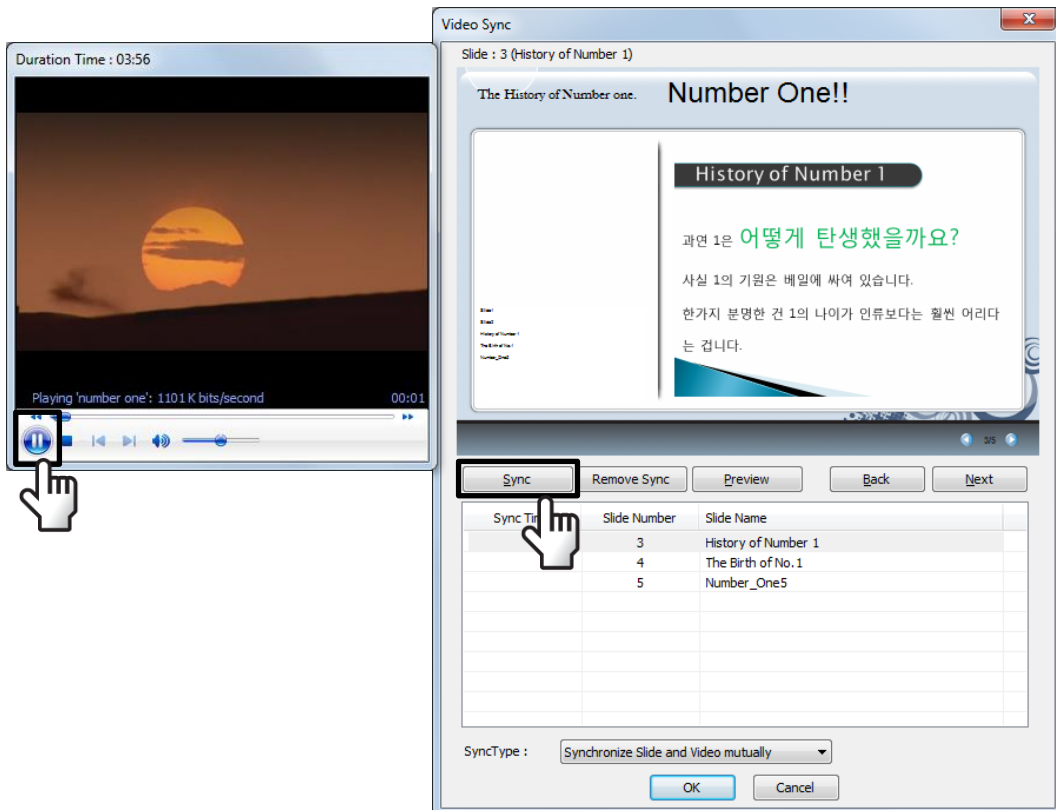
③ find the sync time below the each slide.
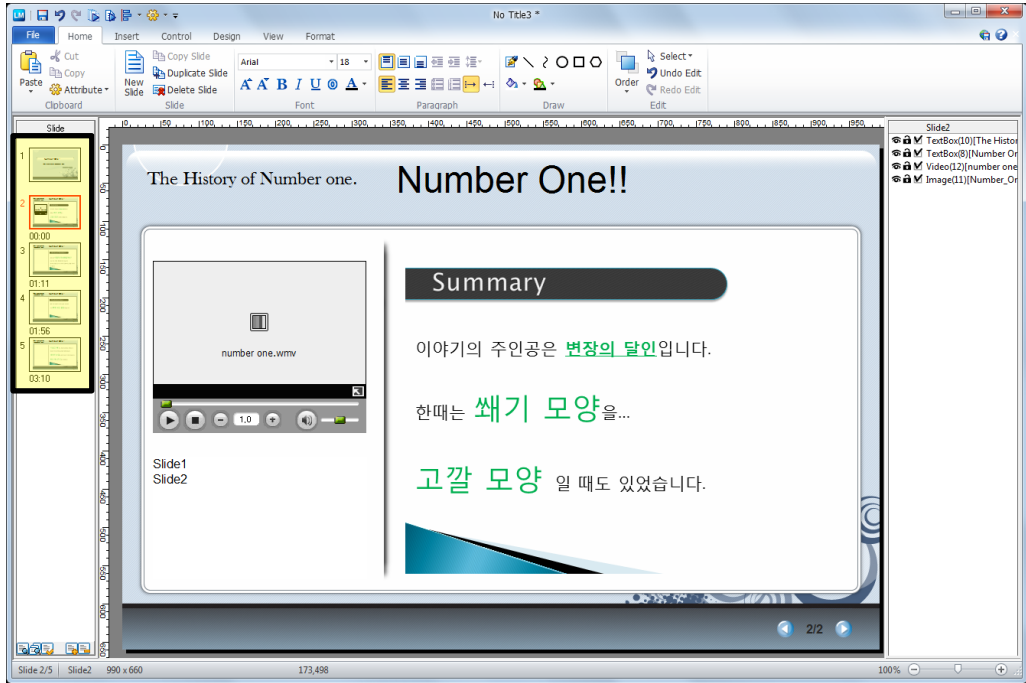
④ Synchronize is run by sync time or slide proceed.

Insert Menu Button

① Insert Menu button to all slides except slide 1.
Choose [Slide Master] – [Body Master].
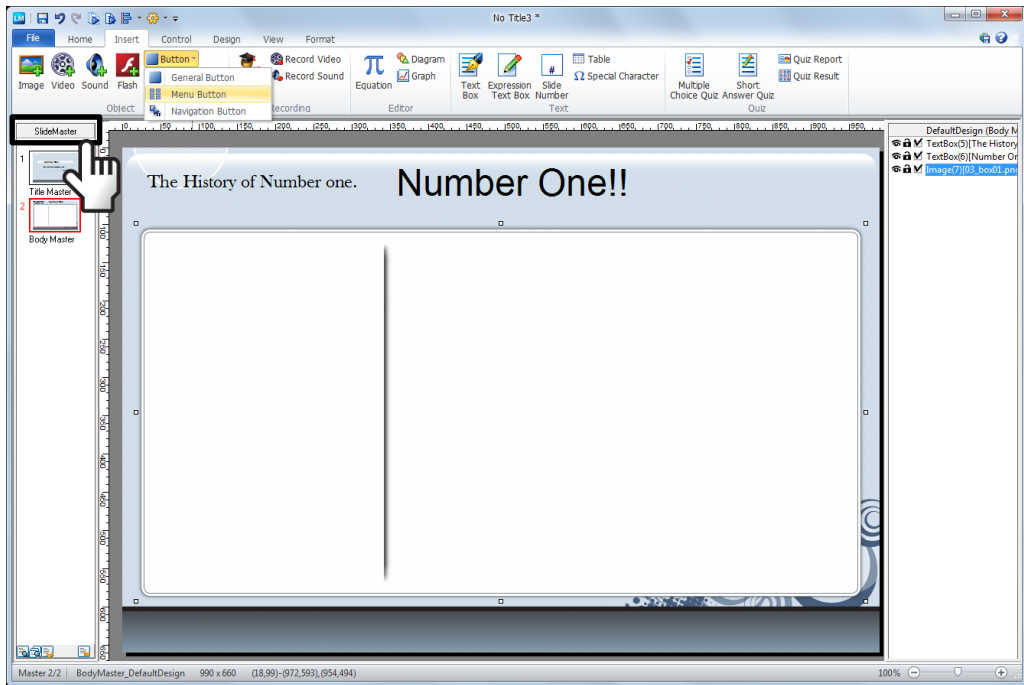
② Delete the default Object on body template.
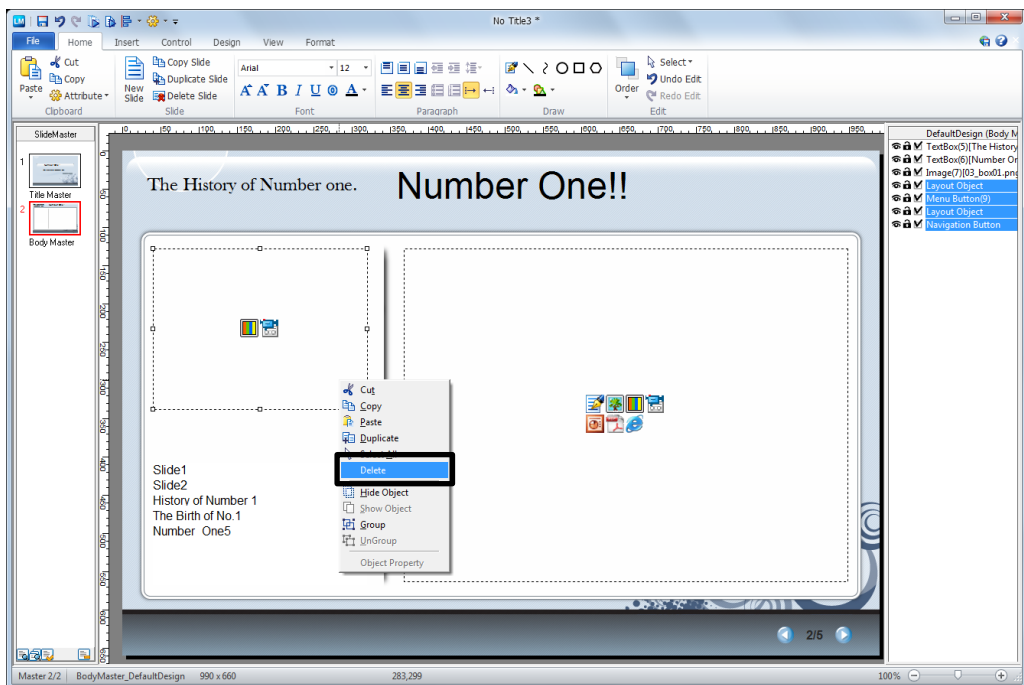
③ In [Insert]Tab click [Button]-[Menu Button], place the button area.
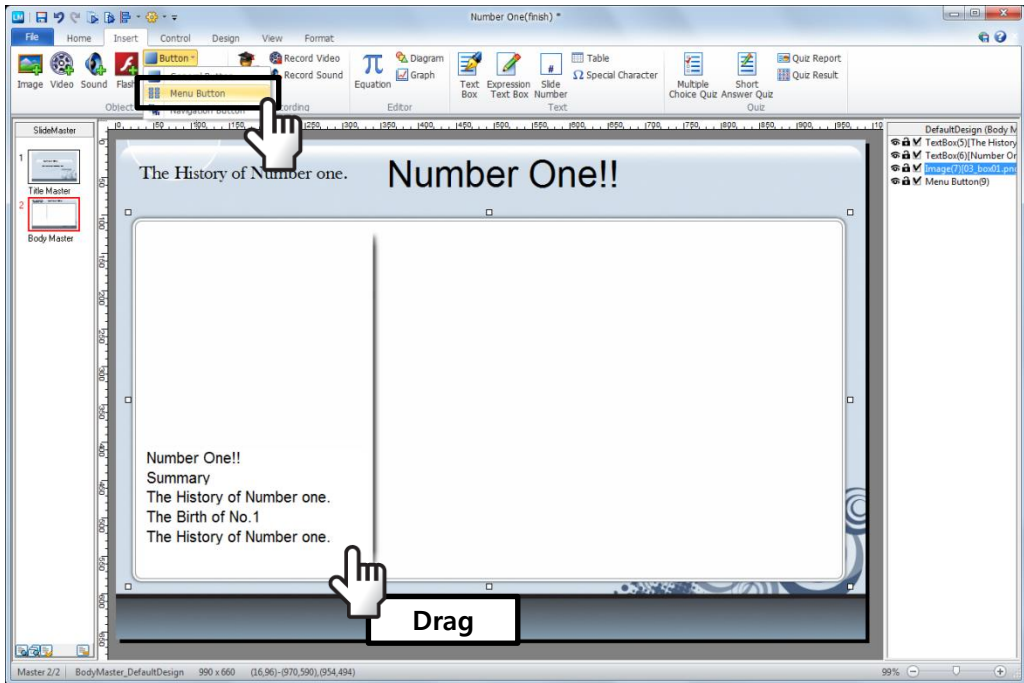
④ right-click the inserted [Menu Button] and click Object Property.
 select the Menu type and menu name.
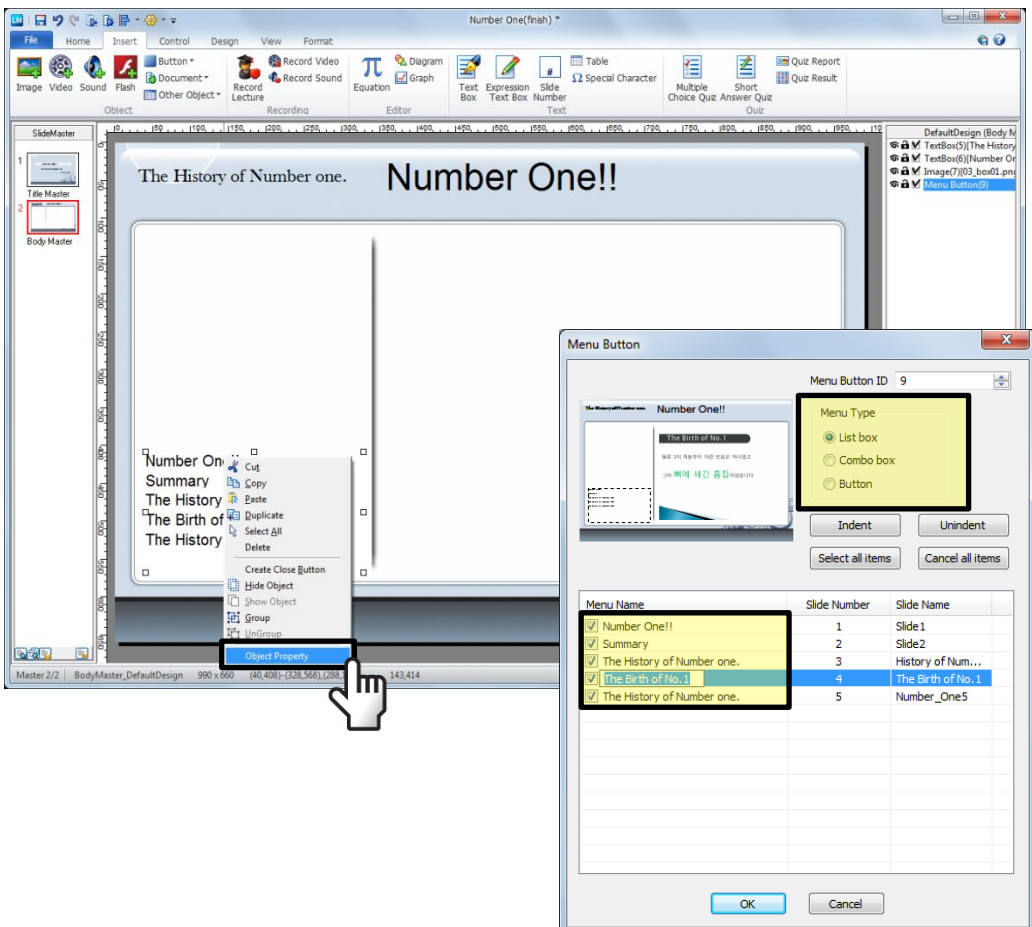
⑤ Change the Menu text font, size and color in [Home]Tab.
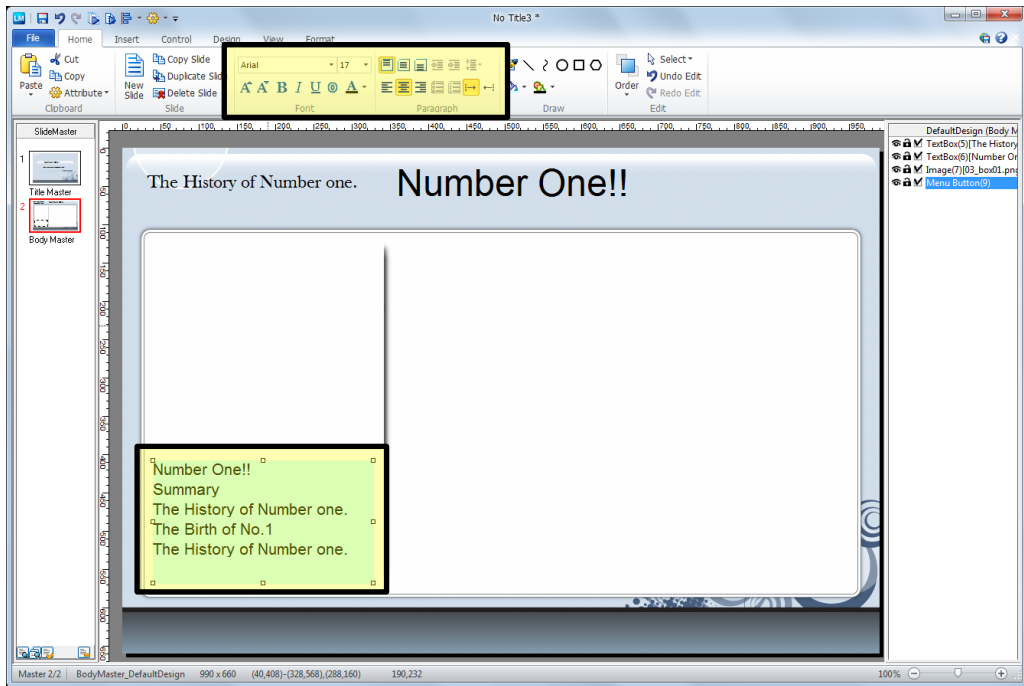
⑥ the applied menu button is checked with preview. Press [F5]
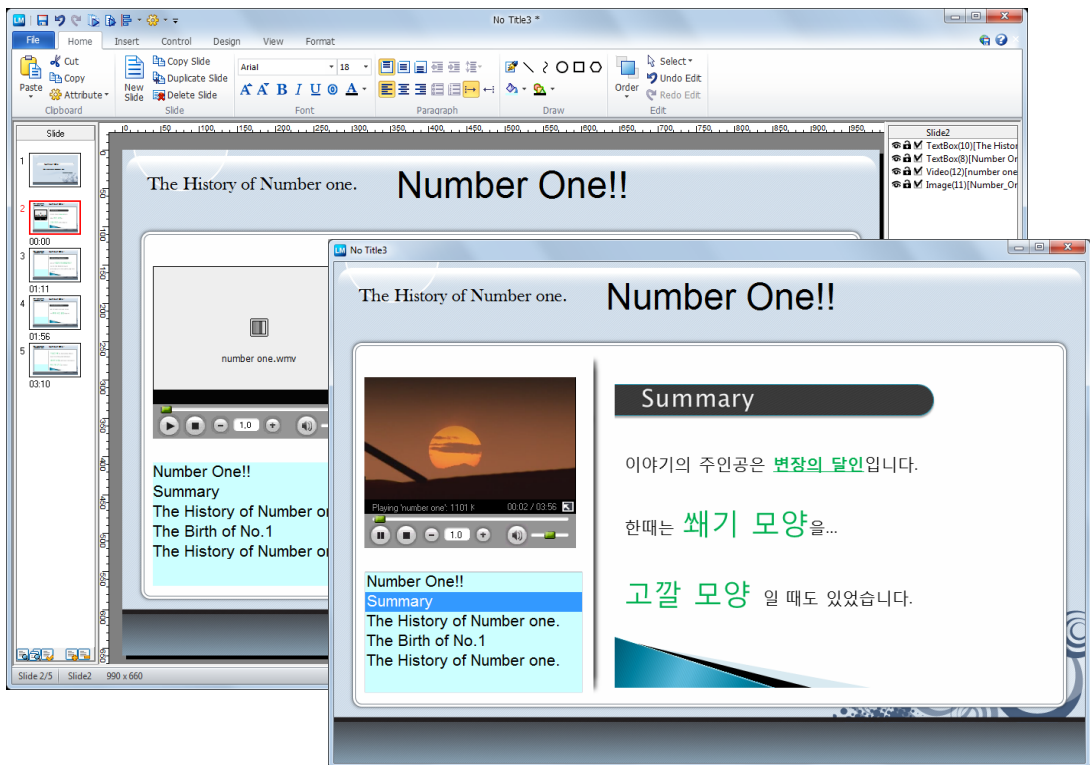
⑦ Save and Save as Web.
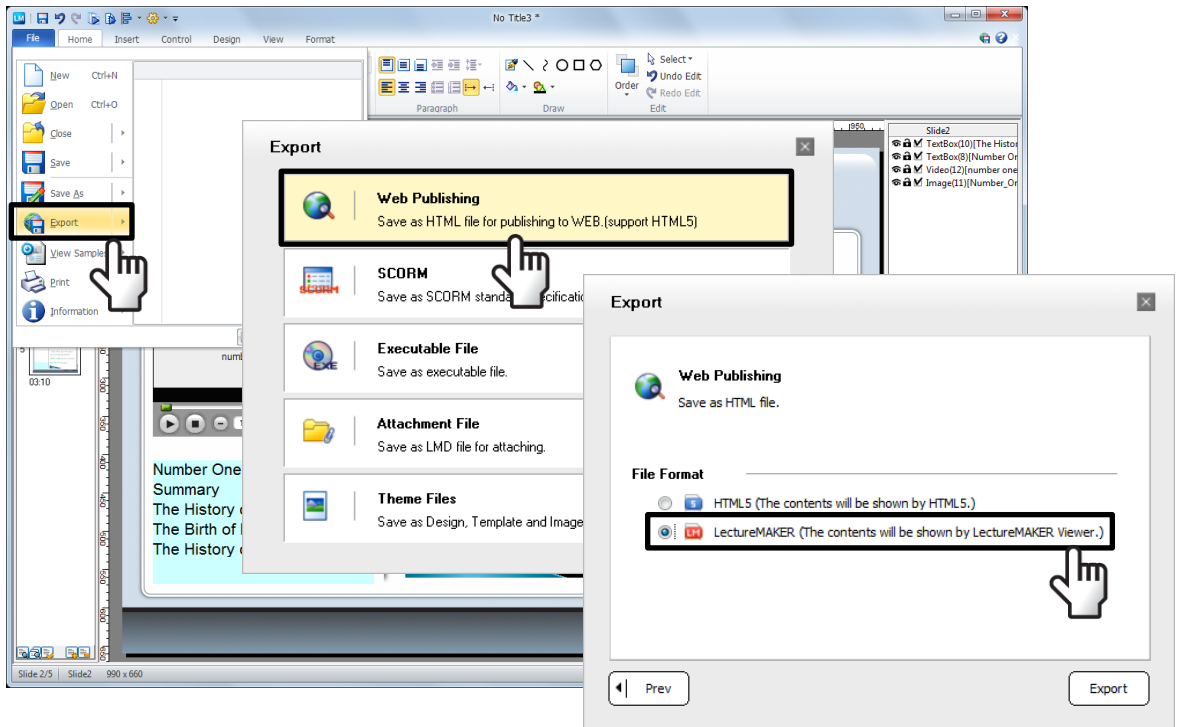
⑧ When save as Web(html), 3 files are created.
for web service the content, upload the 3 files on same location.
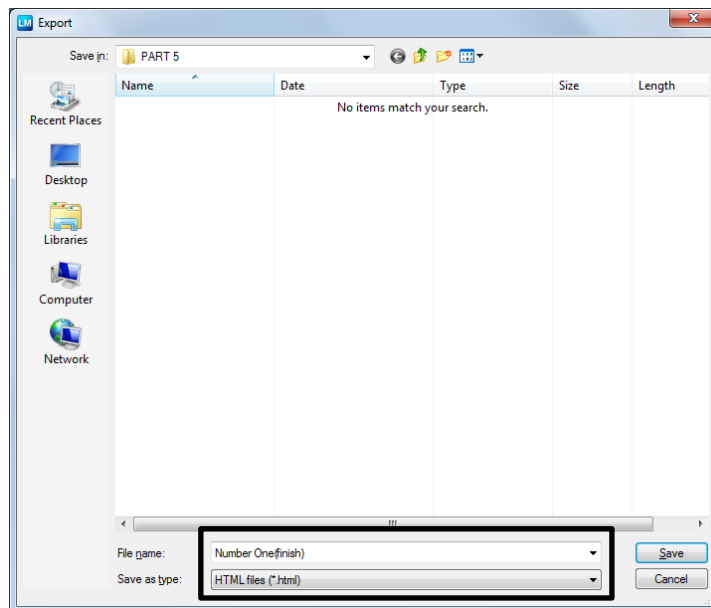
 -> html Source   -> Script file   -> html File

Number One!!.files   embed_utf8.js   Number One!!.html

1 Original Slide Design

① Run LectureMAKER and go to [Slide Master]
※ add a design on both Title Master and Body Master.
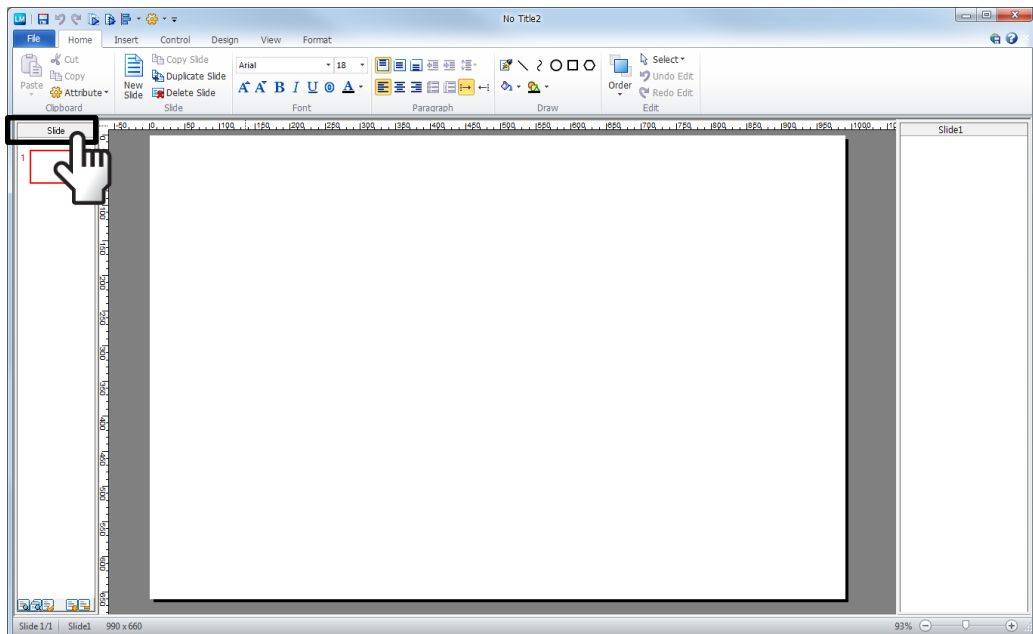
② click Title Master, right-click and open [Slide Master Property].
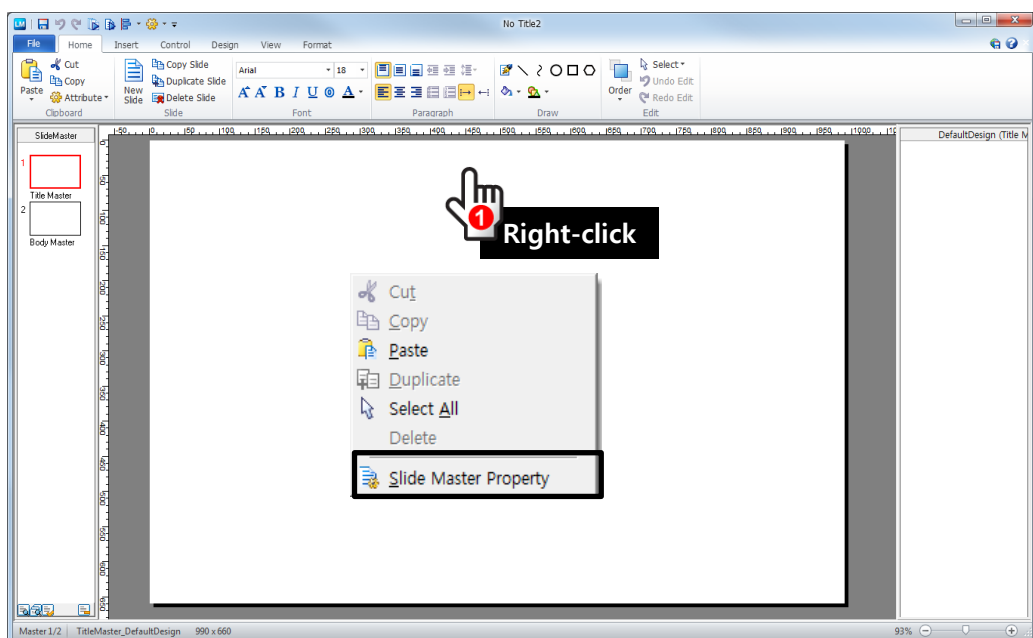
③ Click folder icon and choose sample image file 'PART 6₩design_sky01.jpg' and Open.
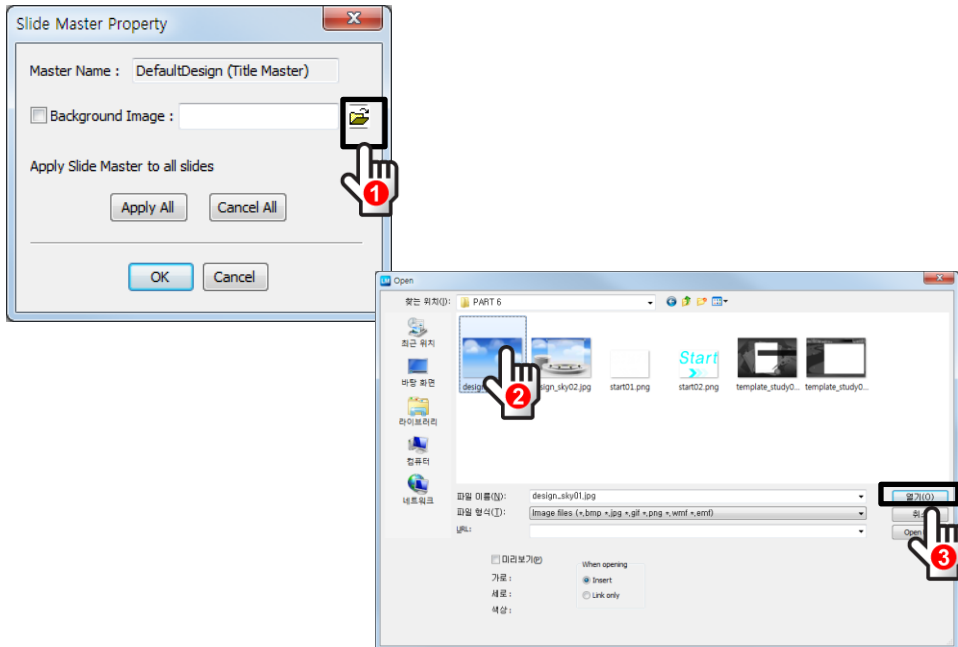
④ Click OK.
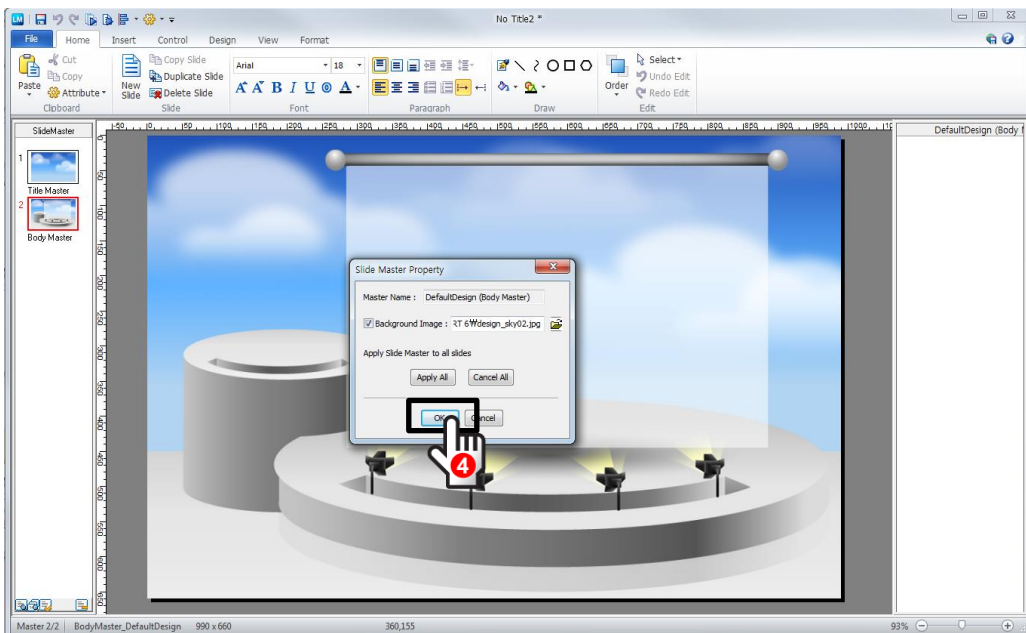
⑤ On [Body master], add background image :sample image file 'PART 6₩design_sky02.jpg'.
Back to Slide view.
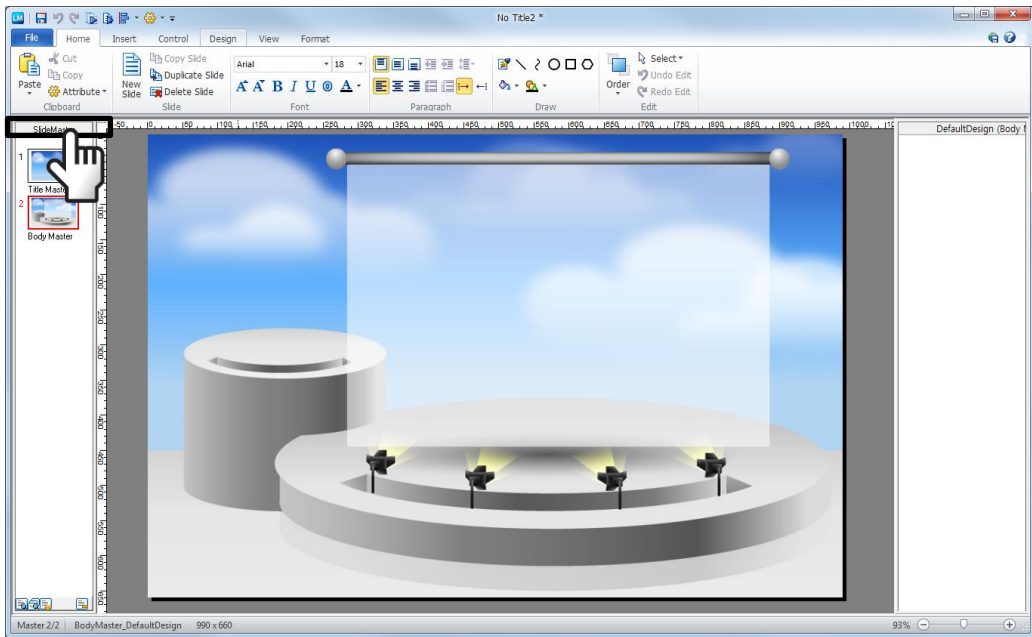
⑥ Click Enter key and add slide 2. the body – background image is applied.
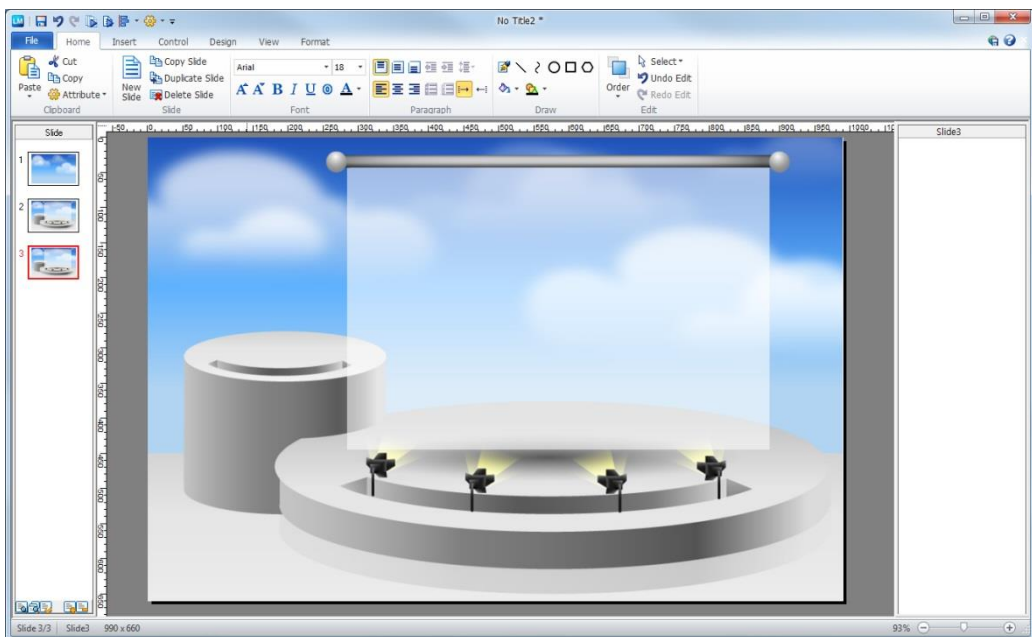
⑦ Save the file as LectureMAKER Design file.
Click LectureMAKER button, click [Save As]-[Save As Design].
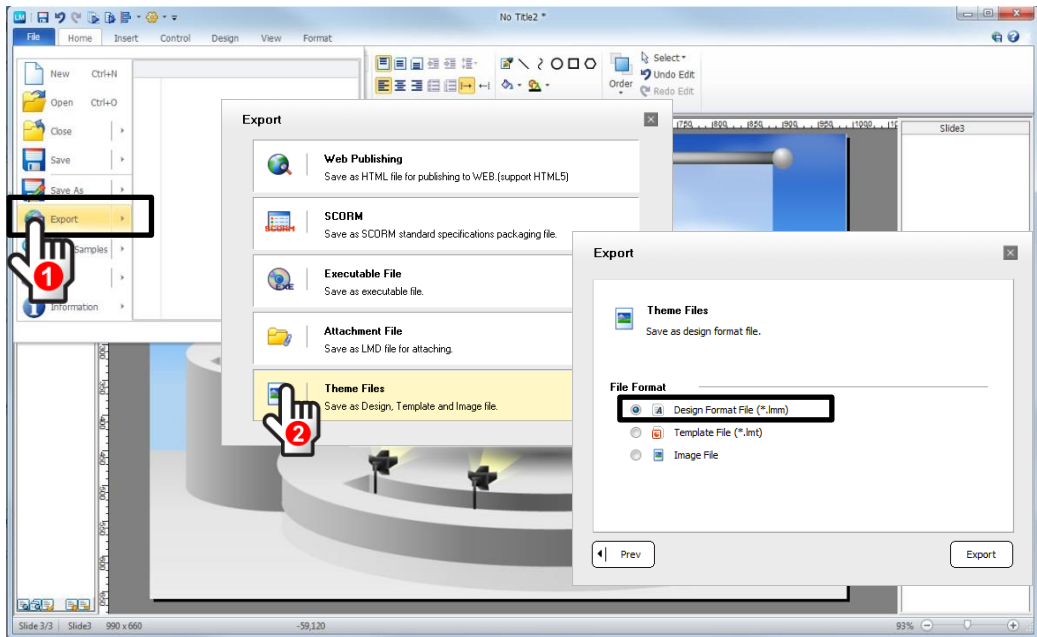
⑧ you can find it is added on [Design]Tab-[Design]Group.
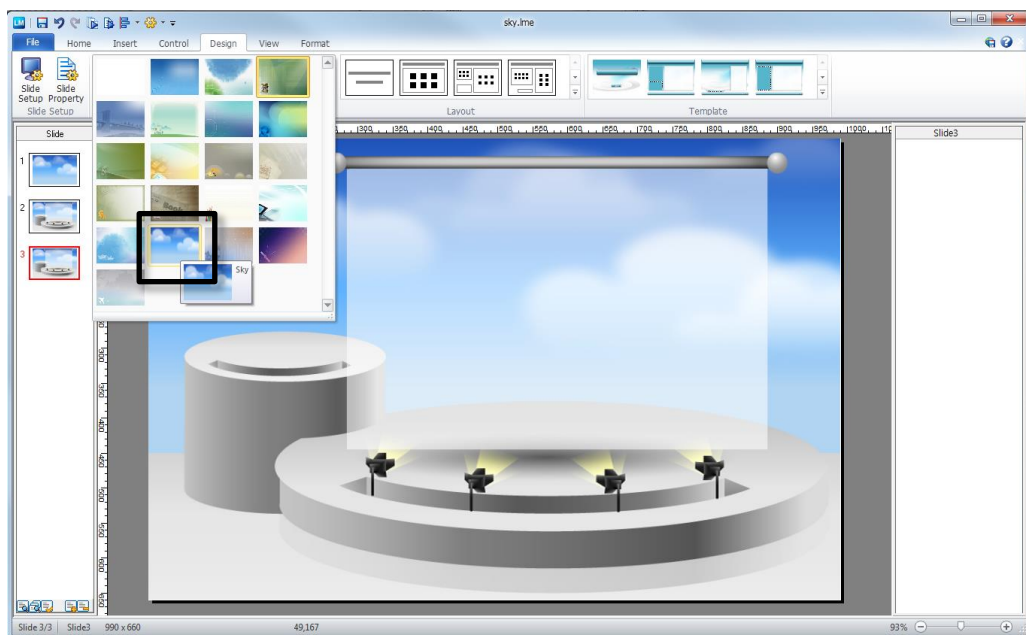
● Add Title Master

① Run LectureMAKER, right-click on the slide and open [Slide Property]. Click radio button – background image and open sample image file 'PART 6₩template_study01.jpg'.
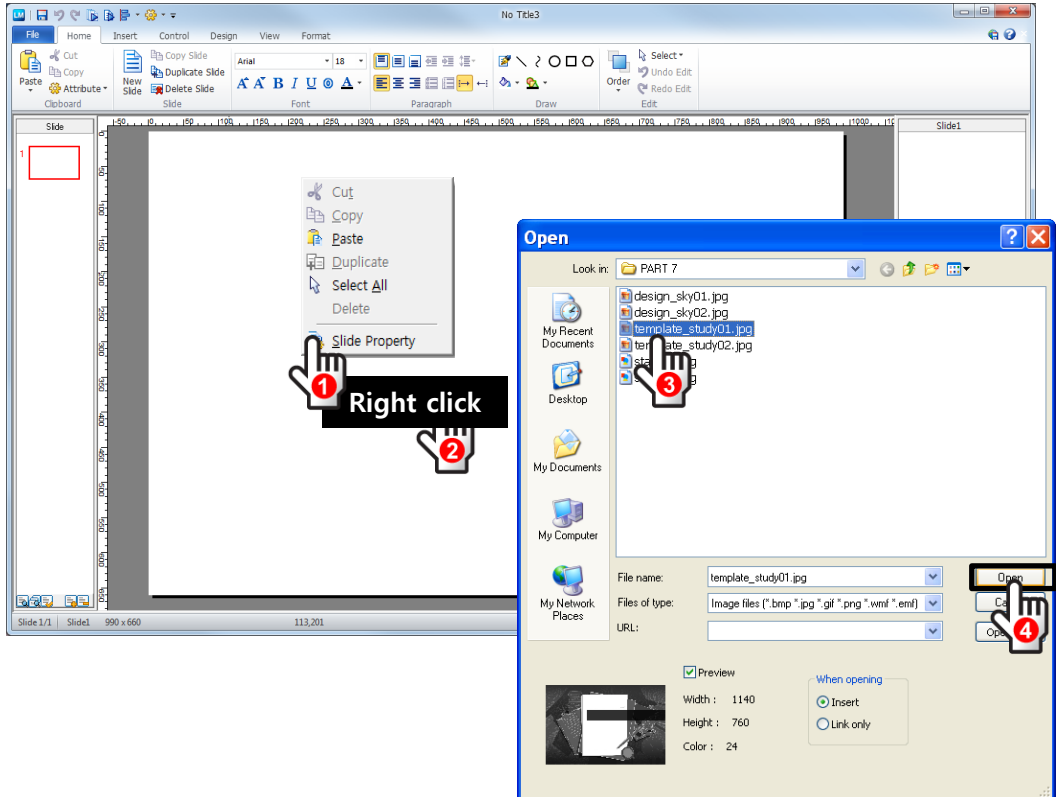
② Click OK.
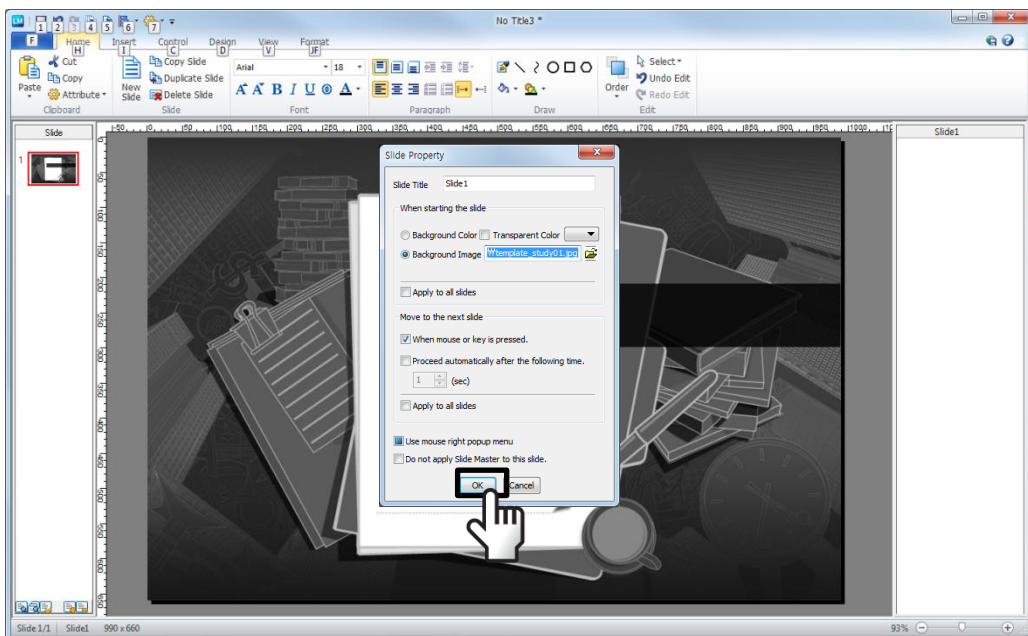
③ add layout on the image. Click [Design]Tab-[Layout]Group, click 'Title' layout.
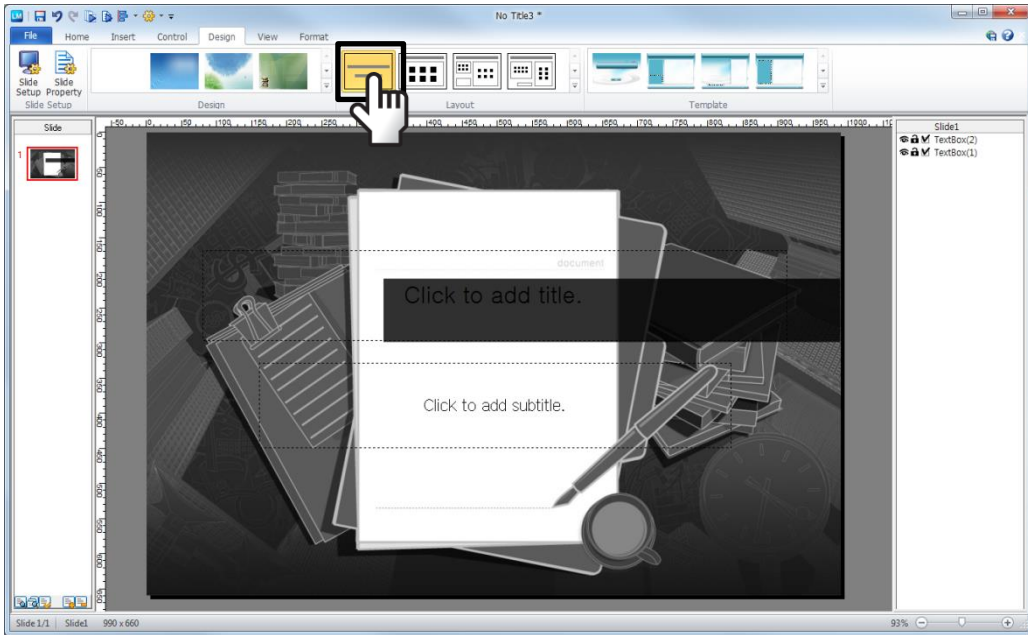
④ Adjust box size, change the font and text sixe on [Home]Tab.
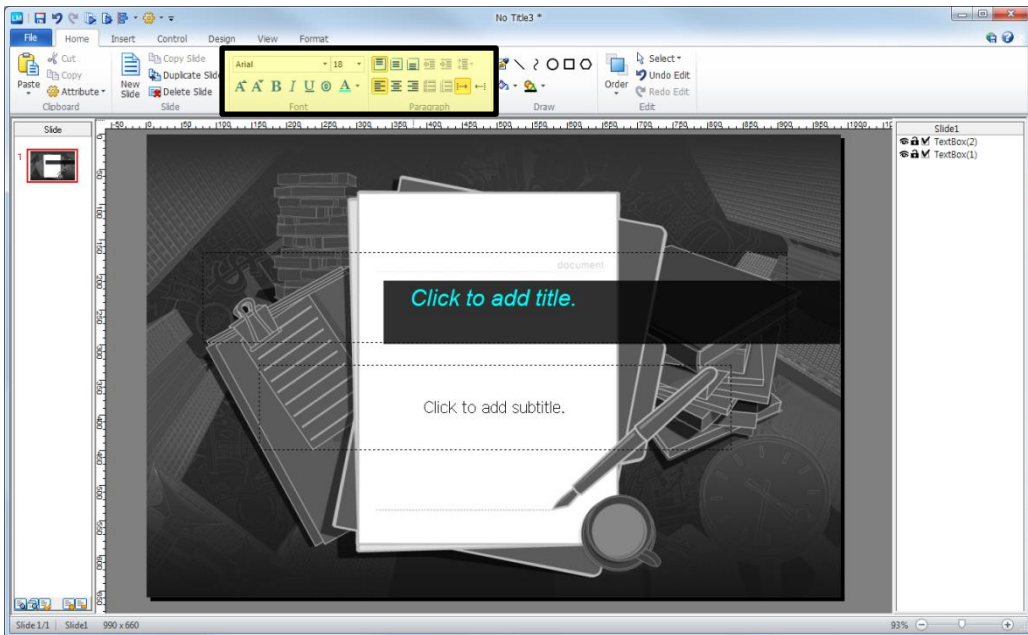
⑤ Add start button, click [Insert]Tab - [Button]-[General Button]. Place the cursor and drag it.
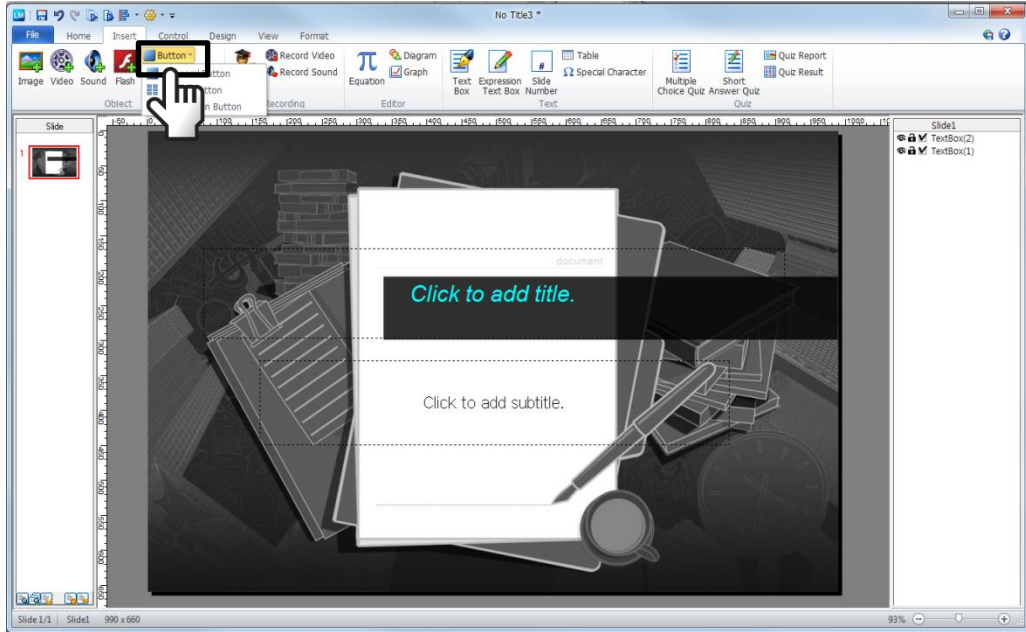
⑥ right-click the button and open [Object Property]
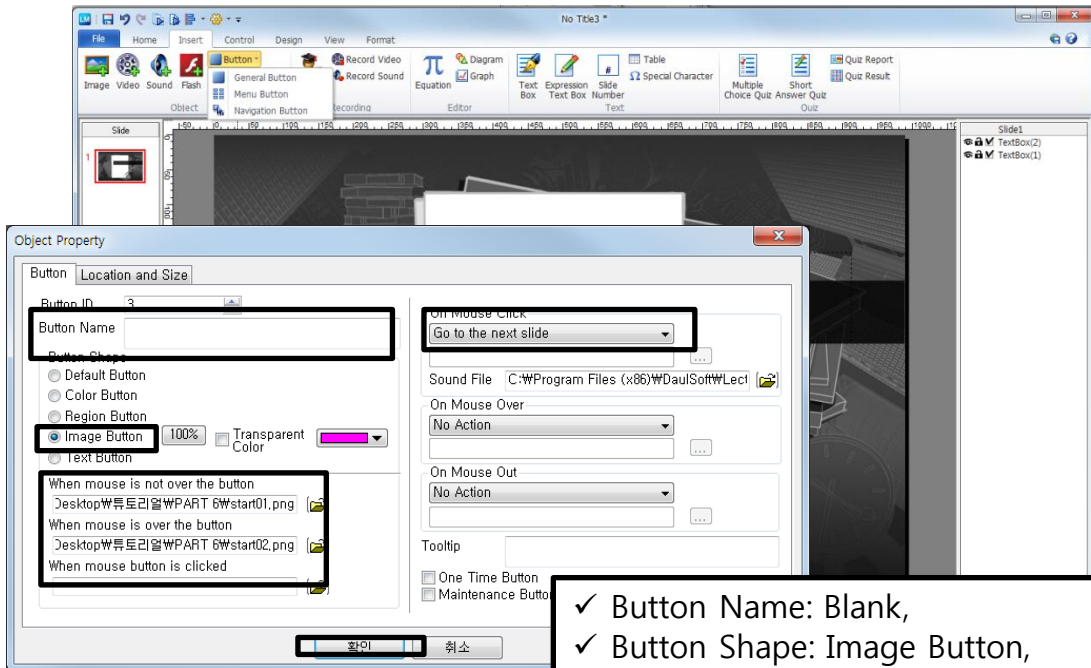
✓ Button Name: Blank,
✓ Button Shape: Image Button,
✓ When the mouse is not over:
   sample image file ₩ start01.png
✓ When the mouse is over
   sample image file ₩ start02.png
✓ When the mouse clicked
   Go to the next slide

⑦ the Start button is added.
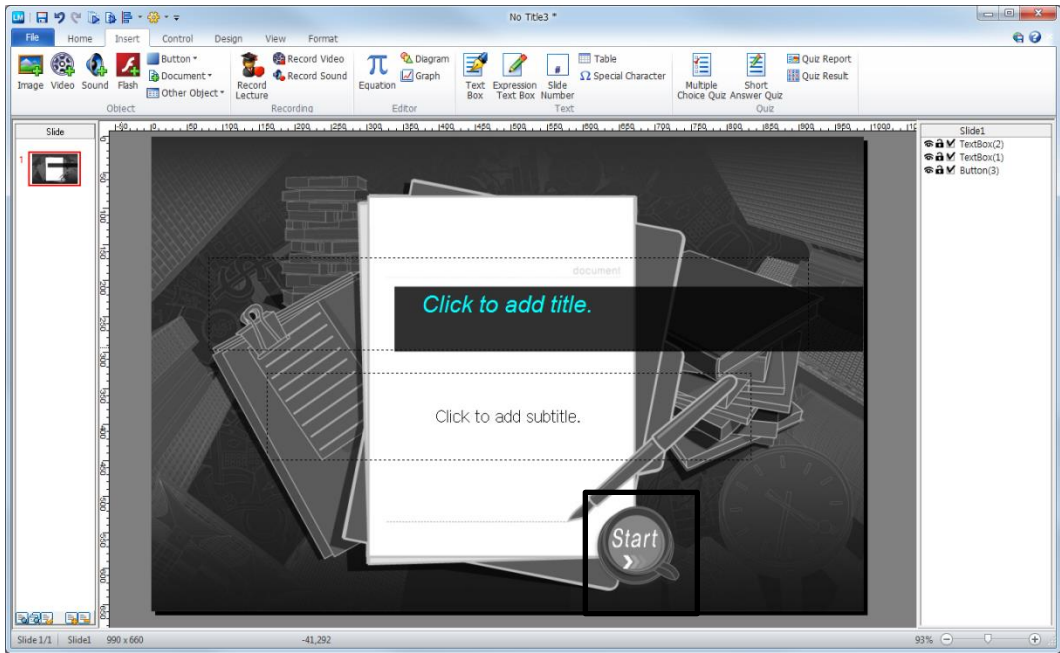
⑧ Save it as Template.
Click File Button, [Export]-[Theme Files]-[Template Files].
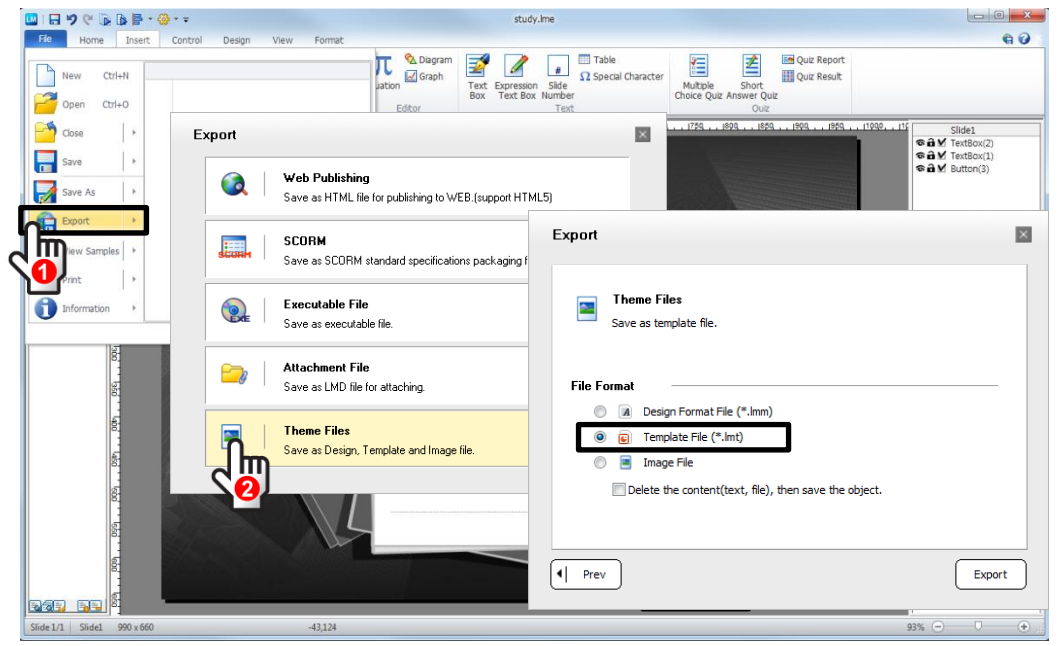
⑨ the saved template is added also, at the bottom line of the [Design]Tab-[Template].

● Add Body Template

① Run LectureMAKER, right-click on the slide and open [Slide Property].
Click radio button – background image and open sample image file 'PART
6₩template_study02.jpg' and Click OK.
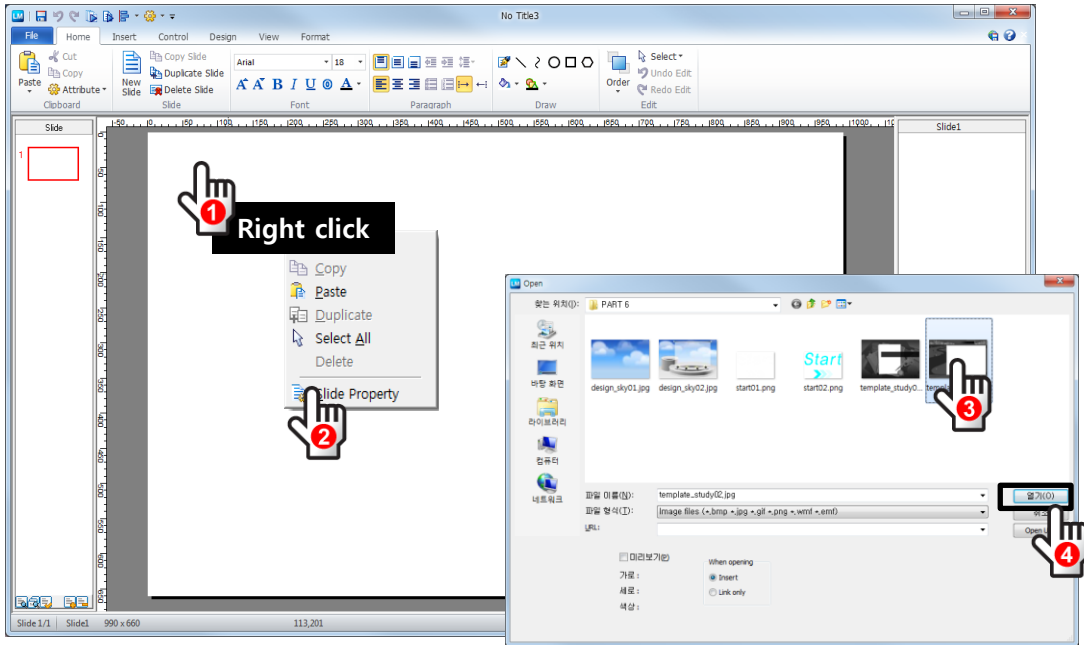
② add layout on the image. Click [Design]Tab-[Layout]Group, click 'Body(4:3)'.
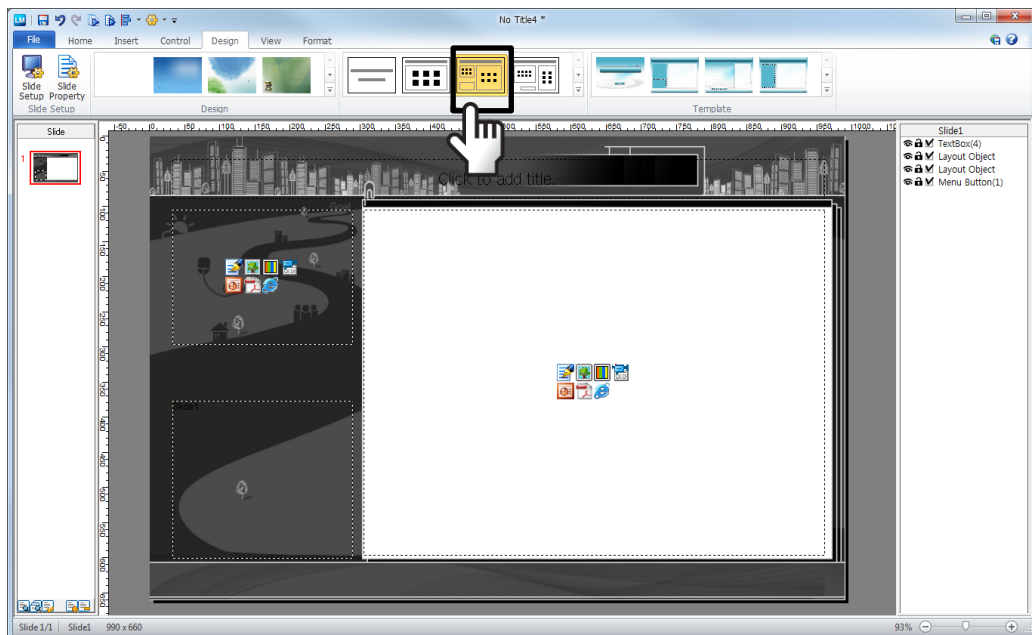
③ Change the layout's property on [Home]Tab. Adjust the each layout's area.
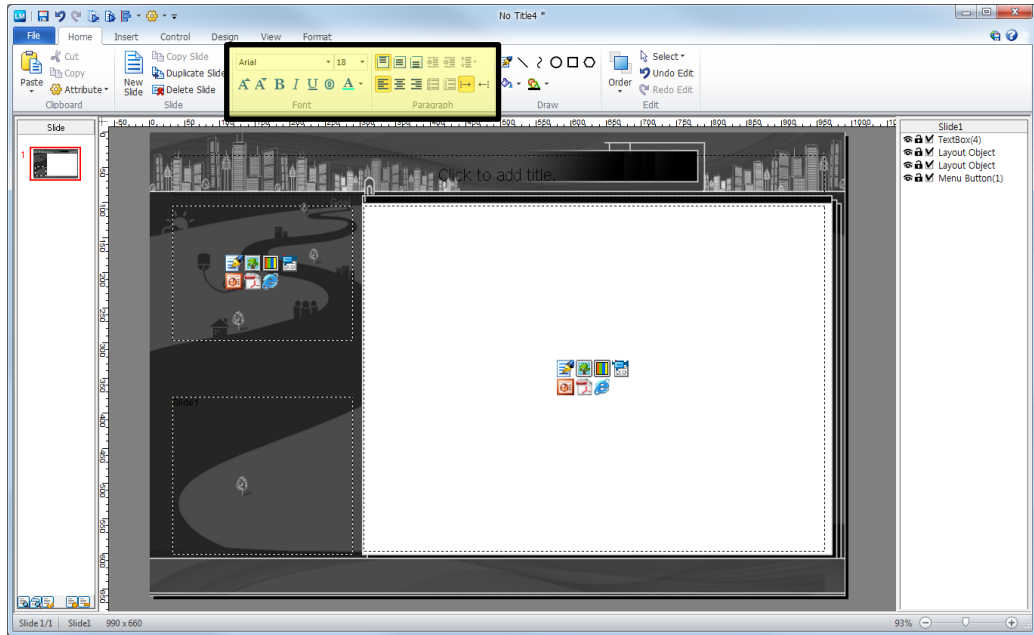
④ Add navigation button for slide proceeding.
   click [Insert]Tab - [Button]-[Navigation Button], choose the button type and design and click OK.
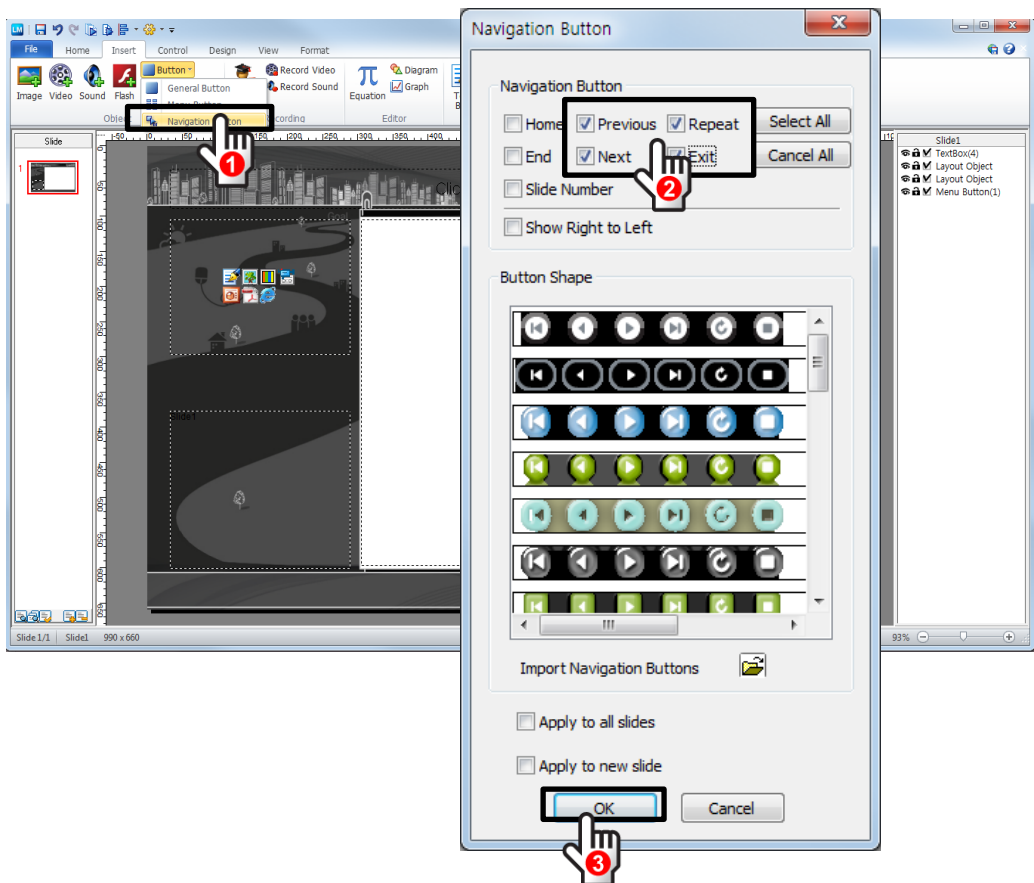
⑤ adjust the navigation button size and place by click-drag.
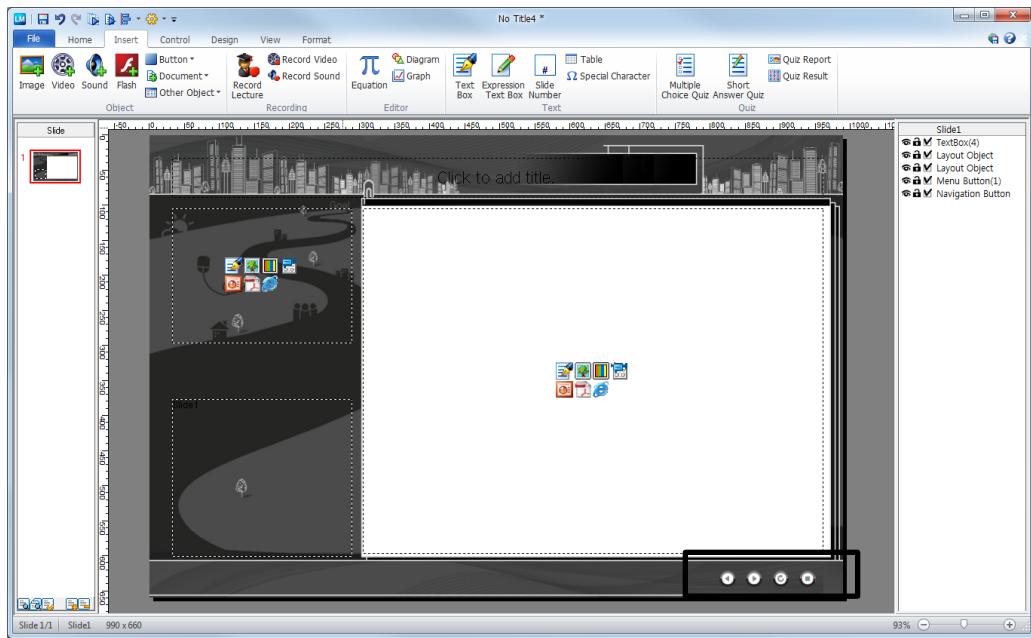
⑥ add slide page number by click [Insert]Tab - [Slide Number]. The page number is inserted centered number on bottom of page.
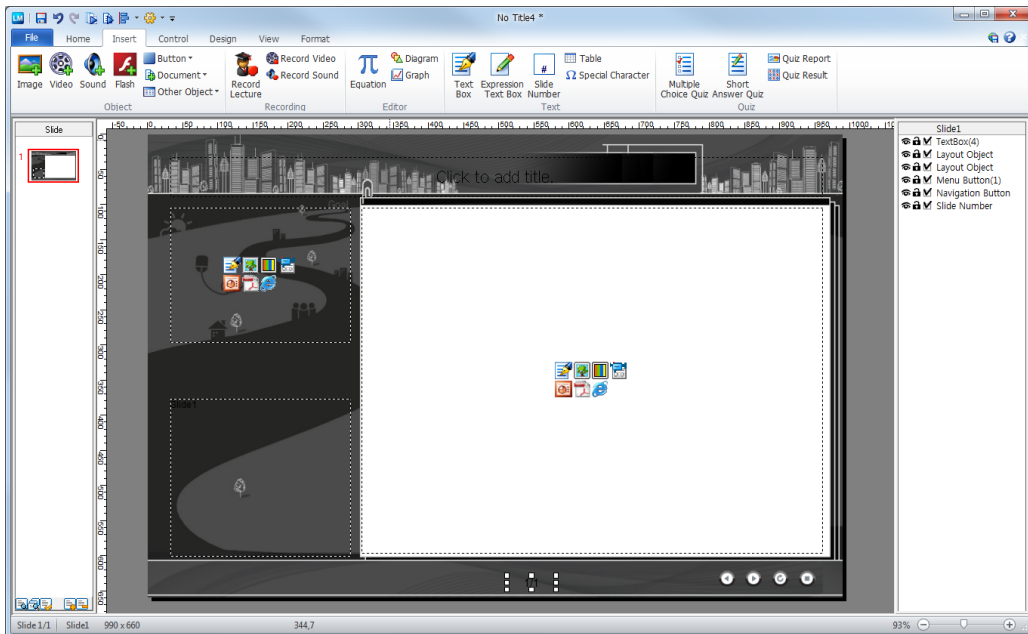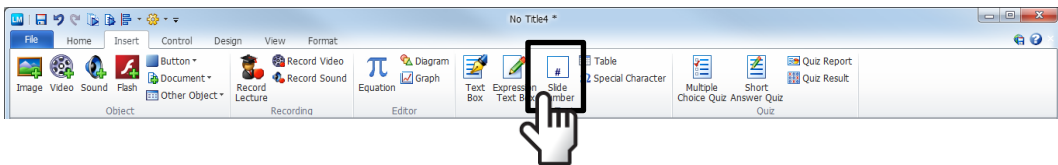
⑦ Save it as Template.
Click LectureMAKER Button, [Save As]-[Save As Template].
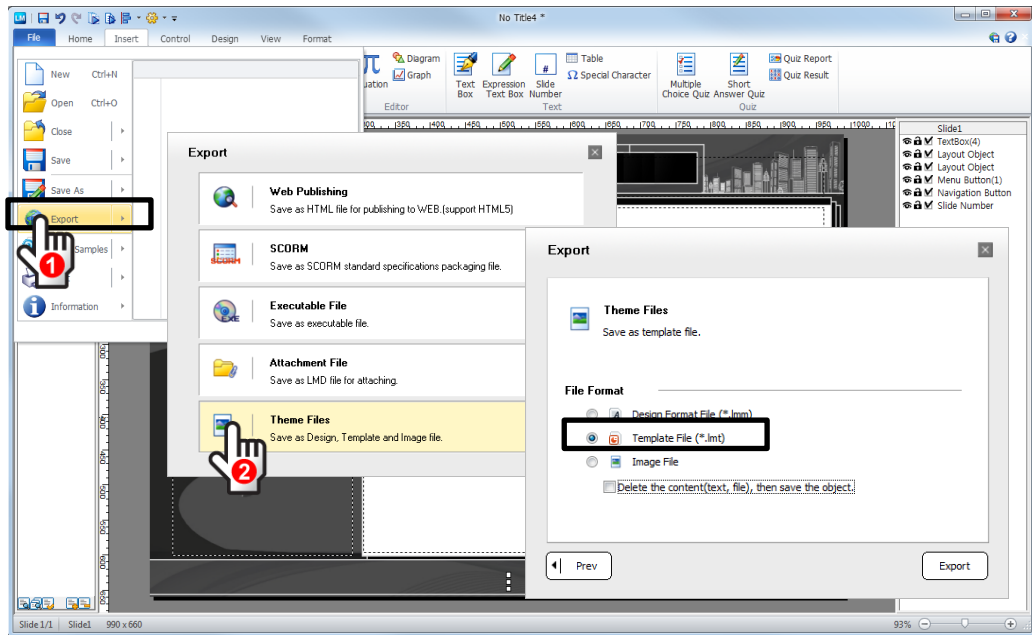
⑧ the saved template is added also, at the bottom line of the [Design]Tab-[Template].
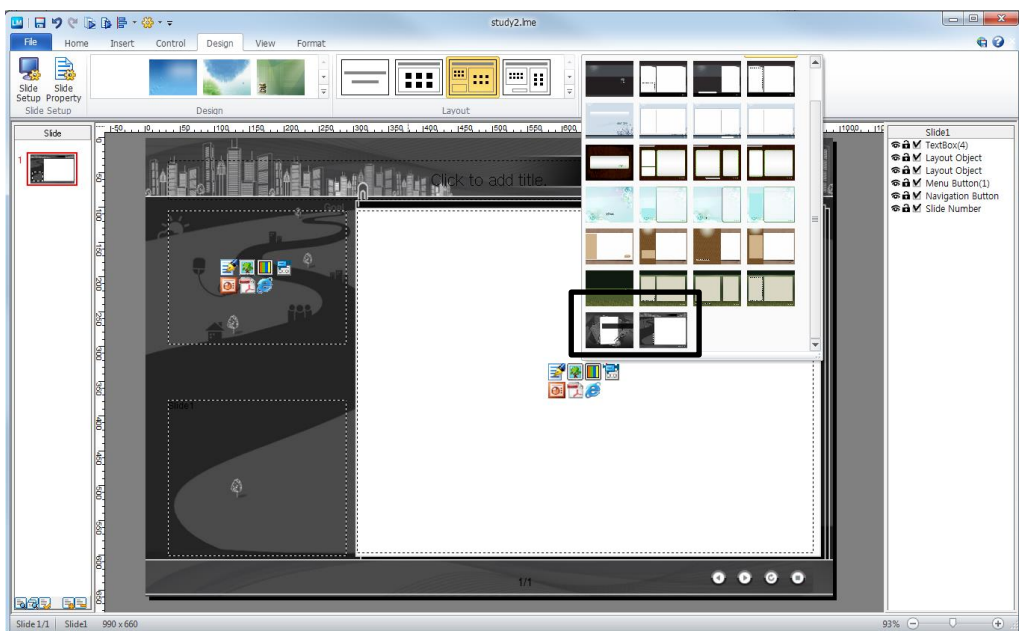
● **Export Design/ Template**

※ Design file is saved as one LectureMAkER file but template is added on [Design] Tab only.

For sharing the original template with others, it must be exported.

① Run LectureMAKER, go to [Design]Tab-[Template]Group and right-click and choose Export Template.
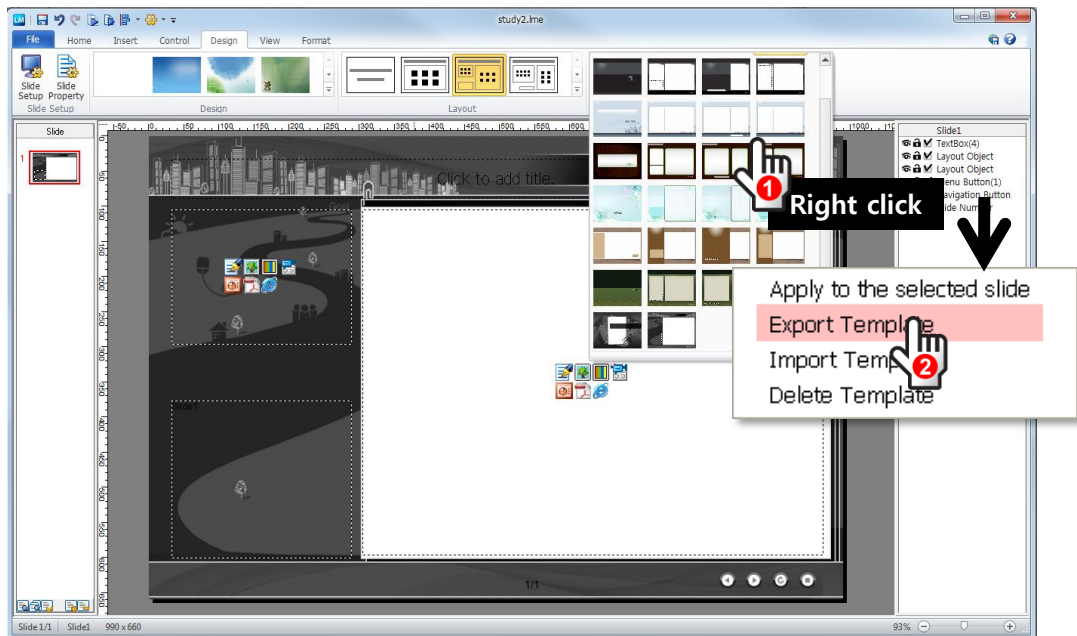
② enter the template name and click Save.
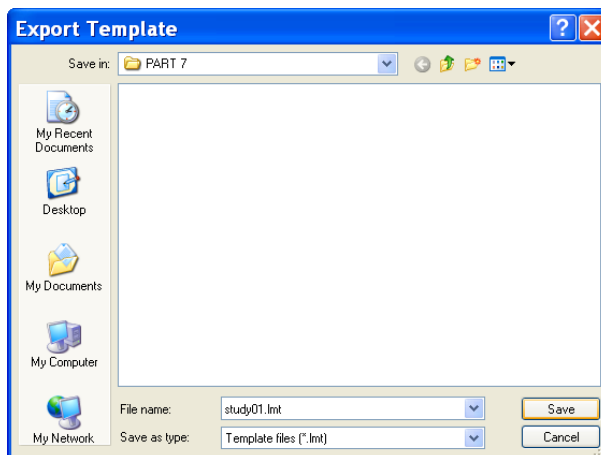
③ Following same direction on Design file.

● Import Design/ Template

※ updated Design and template can add on your own LectureMAKER.
① Run LectureMAKER, on [Design]Tab and right-click [Design], choose [Import Design file].
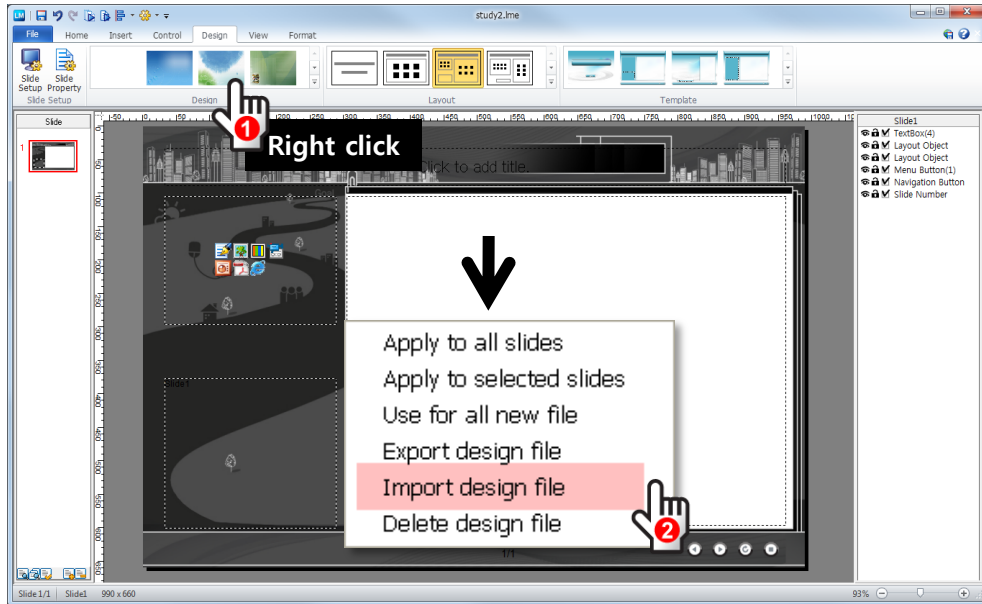
② select new design file and click Open
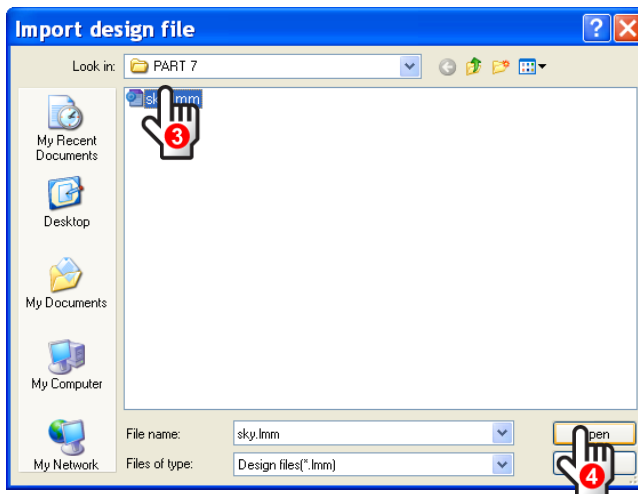
③ Following same direction on Design file.

1 Original Button Design

① Run LectureMAKER and open sample LectureMAKER file 'PART 7₩TV_video(sample).lme' .
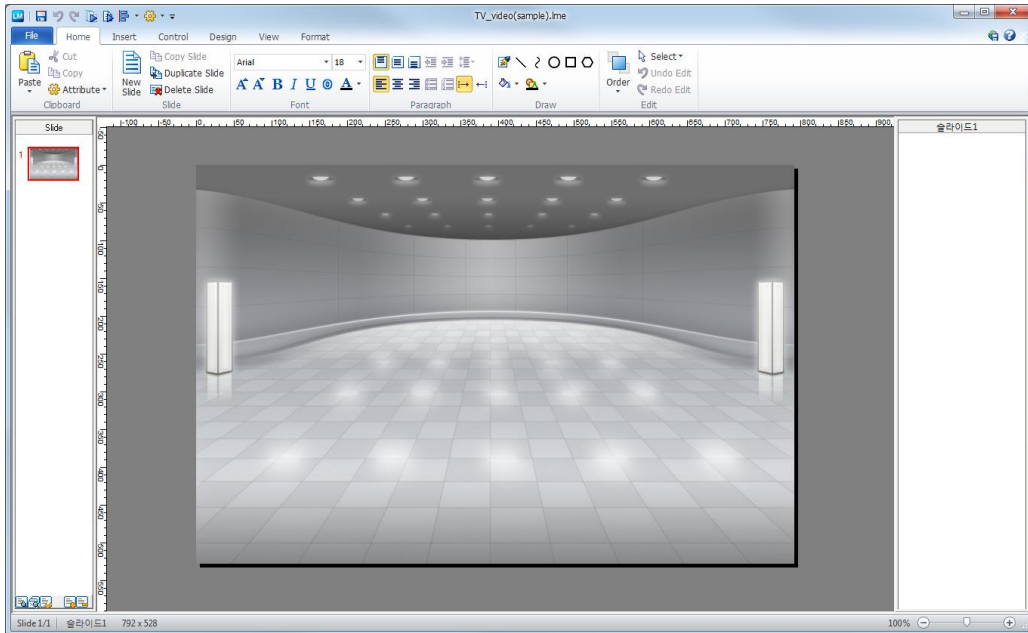
② click [Insert]Tab – [Image], choose TV image and drag it for re-size.
(sample image file : TV_01~03.png)
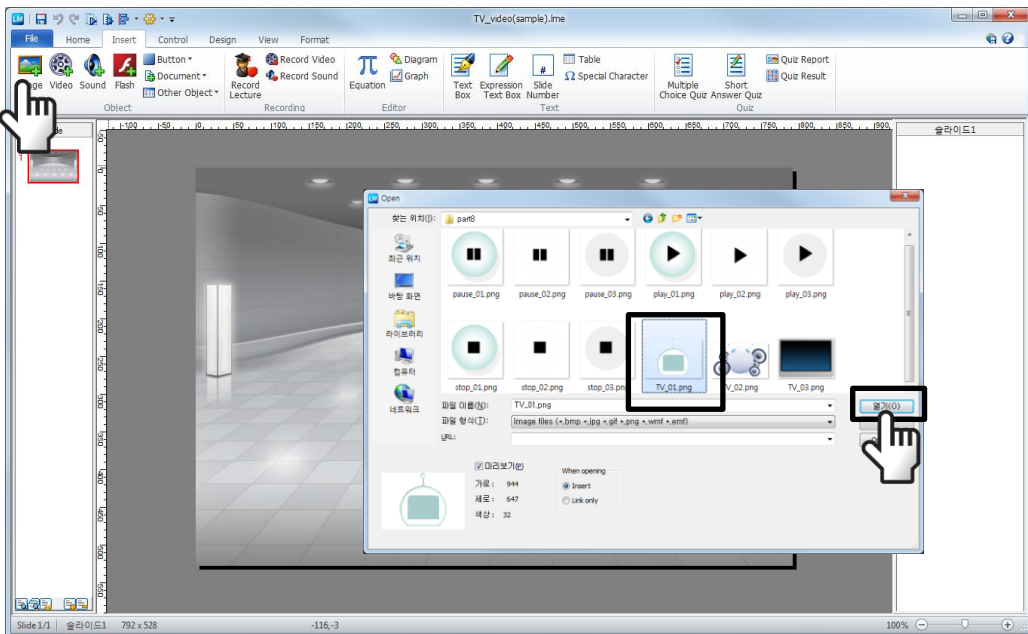
③ Add some video controller.
Click [Insert]Tab-[Button]-[General button] and place the button.
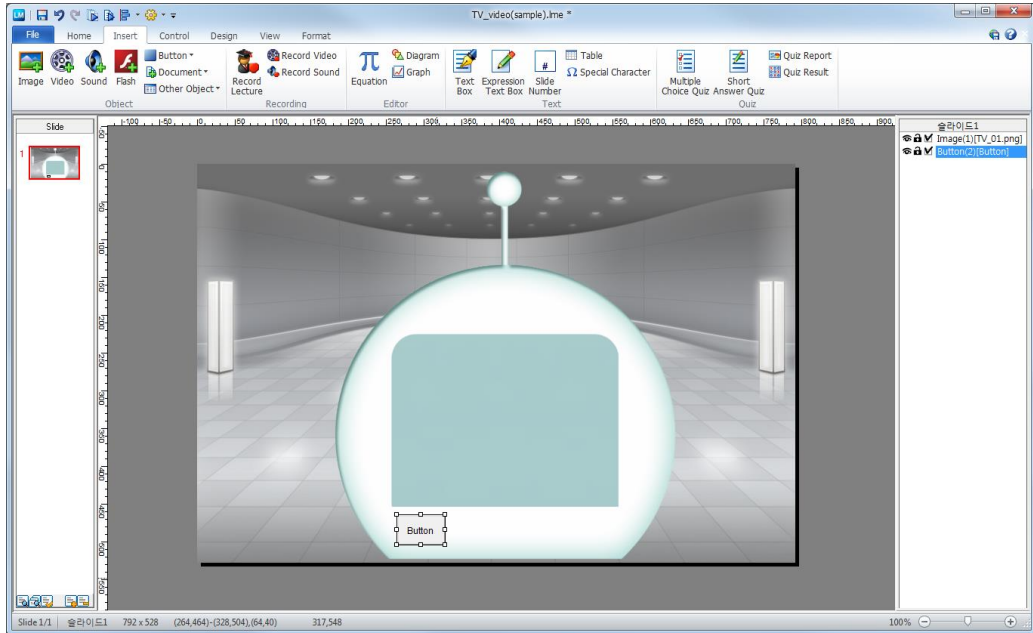
③ right-click the button and open Object Property.
    delete the Button name, Button Shape: image button, when mouse is not over the button: sample image file 'PART 7₩play_01~03' , When the button clicked: Show hidden object.
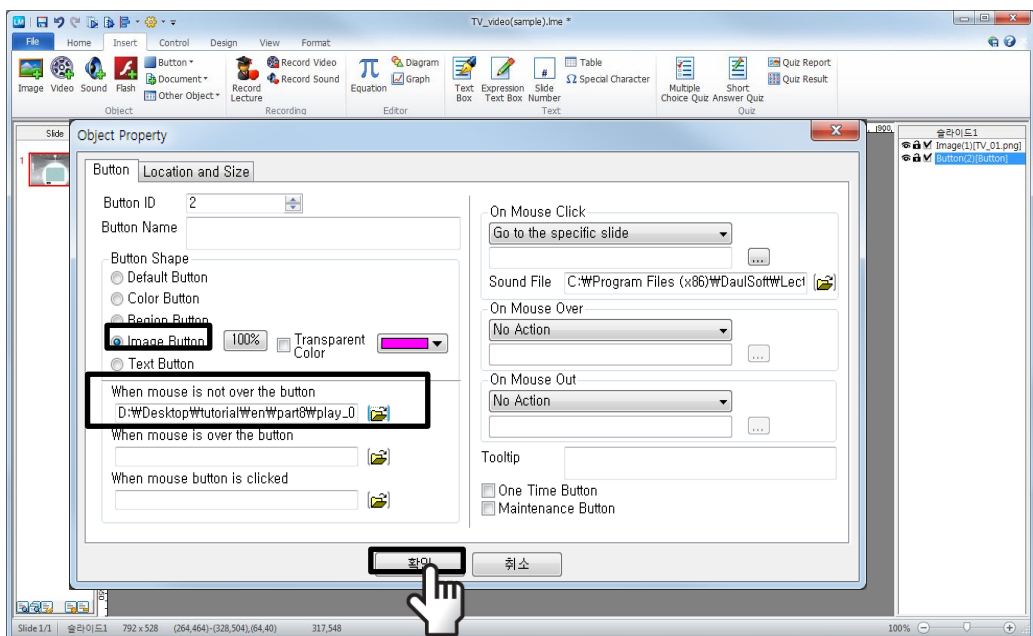
④ add 2 more button as same direction above, and when mouse is not clicked: sample image file 'PART 7₩stop01~03' and 'PART 7₩pause01~03'.
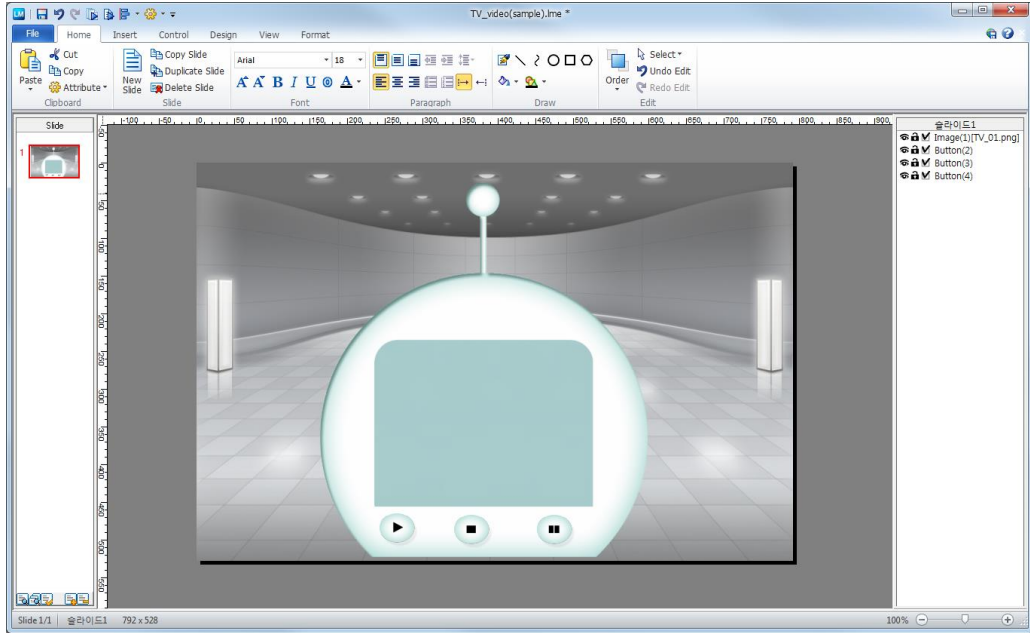
⑤ Insert video file on TV image. click [Insert]Tab – [Video] and open sample video file 'PART 7₩7-1.wmv" and OK.
⑥ right-click the inserted video file and open object Property. Choose Play Manually and un-check the Show Control bar.

Play : 'Play Manually'
Un-check 'Show Control Bar'
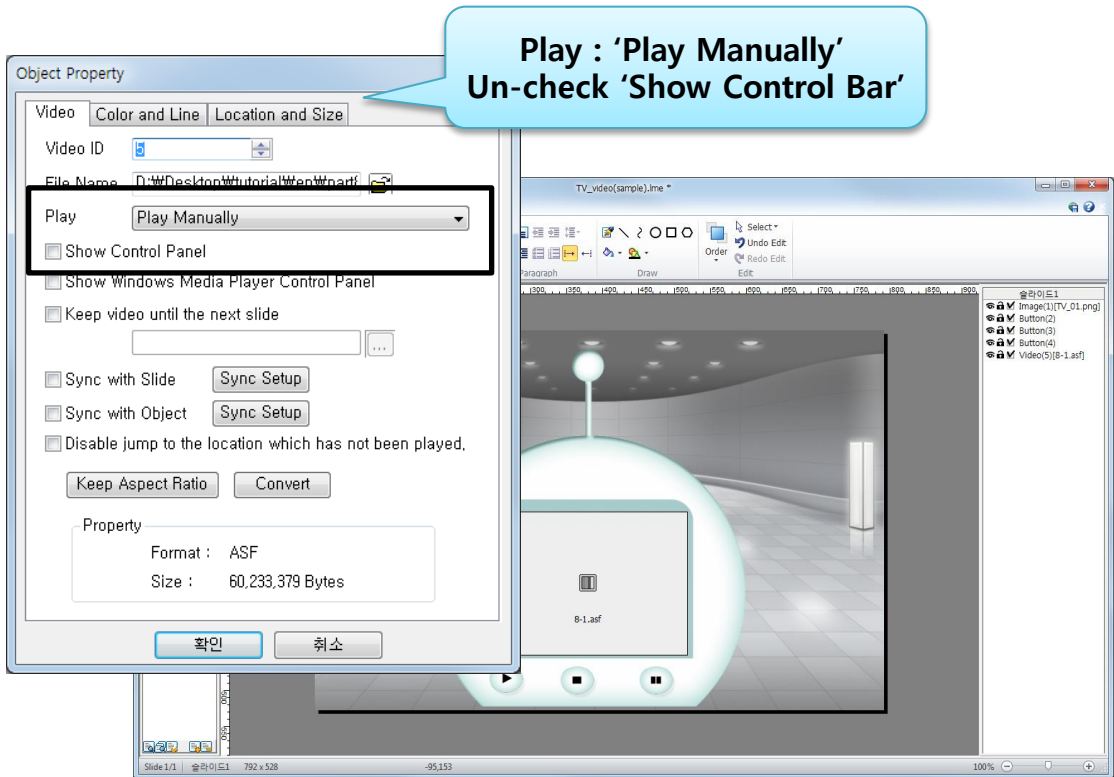
① Link the each button and Video control property.
click [Control]Tab-[Video Control].
1. Select Play and OK.
2. Select Pause and OK.
3. Select Stop and OK.
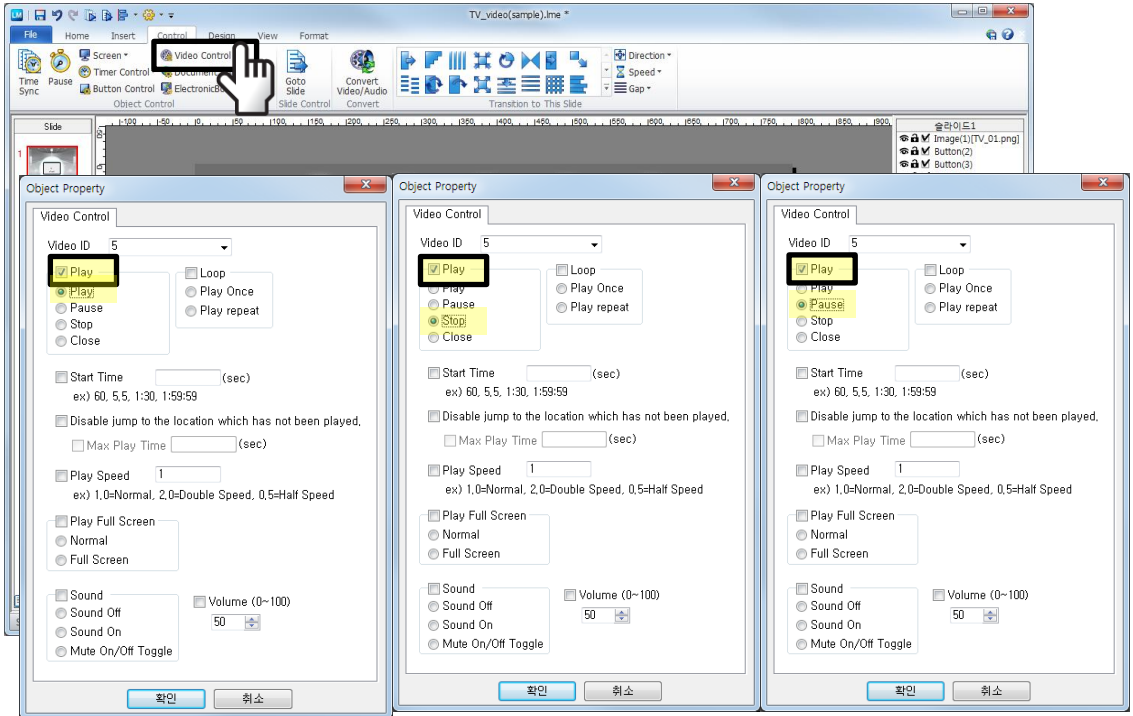
② there are 3 video control is appeared on the object list. Hide the each property object.
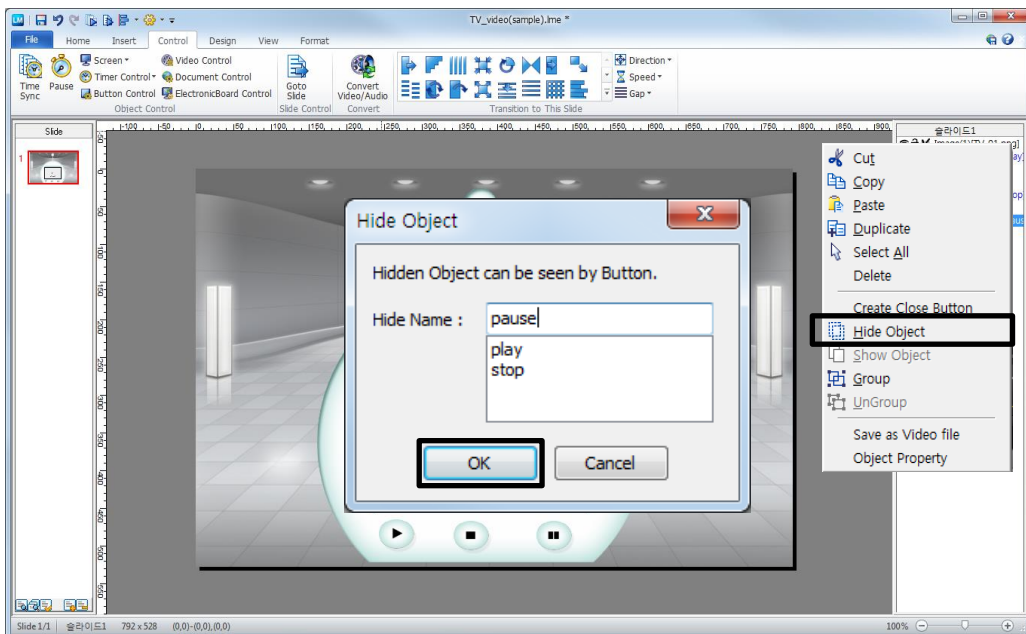
③ each property object is hidden.
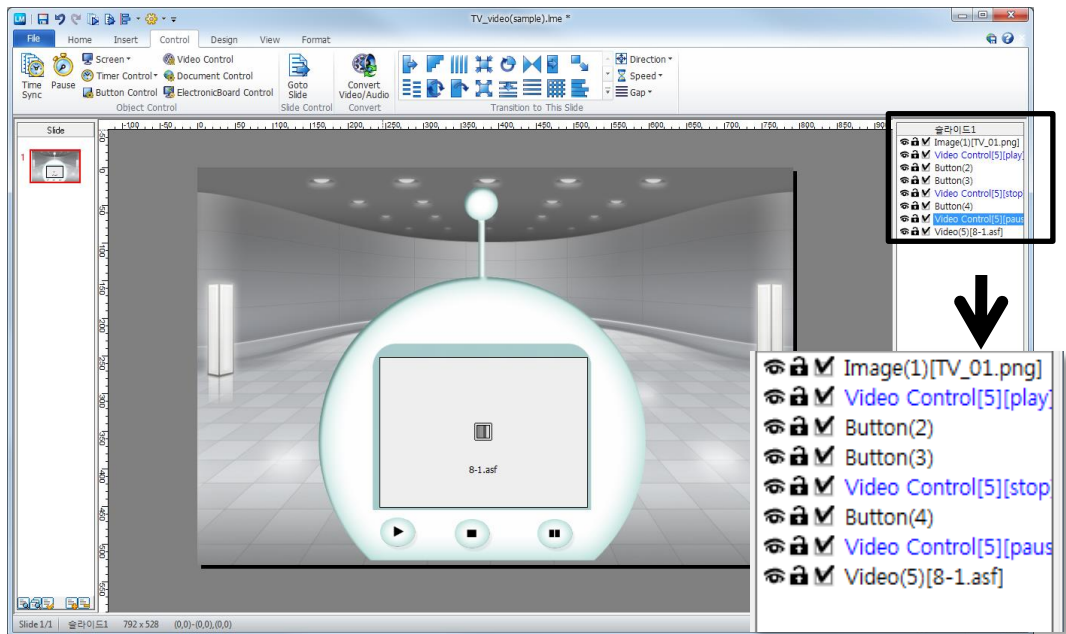
④ match the a button and hidden video property,
   open button property and set when the button clicked: Show hidden object
   (Play icon- video play: play/ Pause icon- video play: pause / Stop icon- video play: stop)
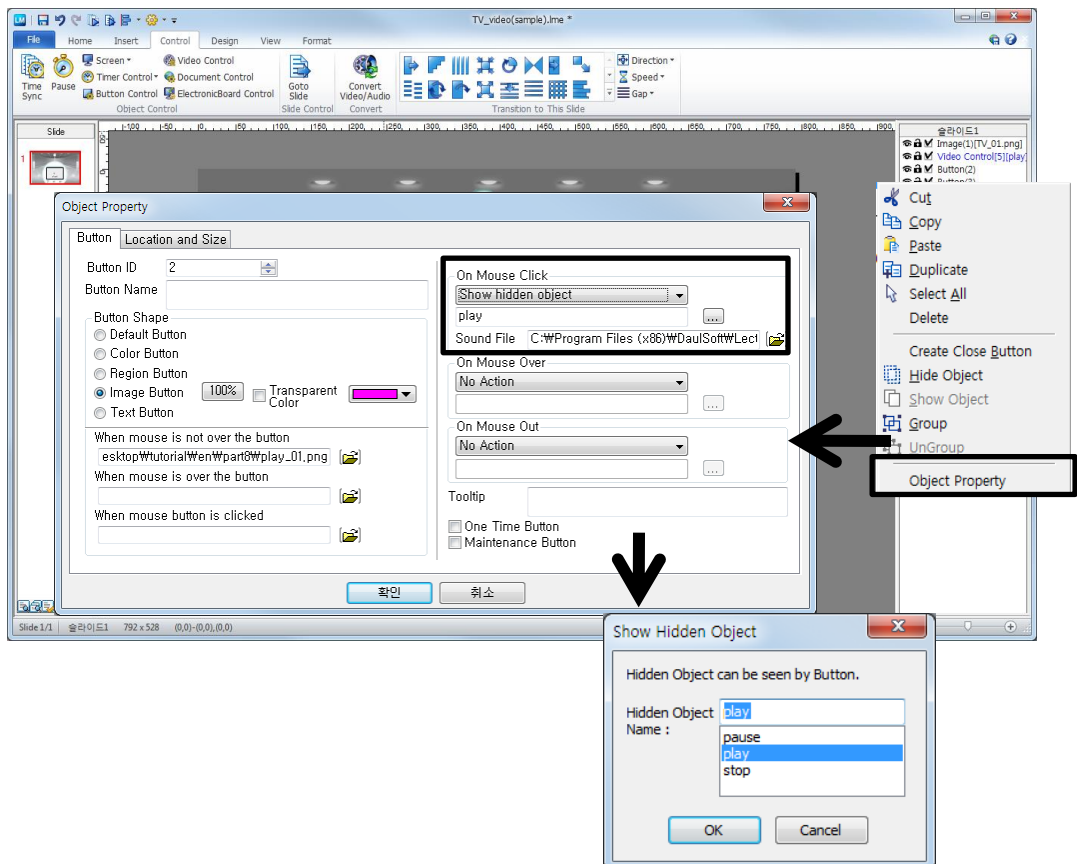
⑤ [View]Tab – [Run Full Screen] or click F5 key for preview.

TV_01

TV_02

TV_03

Remarks

- multi play speed / Full Screen / Mute / Play repeat and etc.
- make your own video control button with various image.
- use video control to control audio object as well.

1 Open LectureMAKER content & Preview

① Run LectureMAKER, click [File]tab - Open sample LectureMAKER file 'PART 9₩middle school math.lme'.
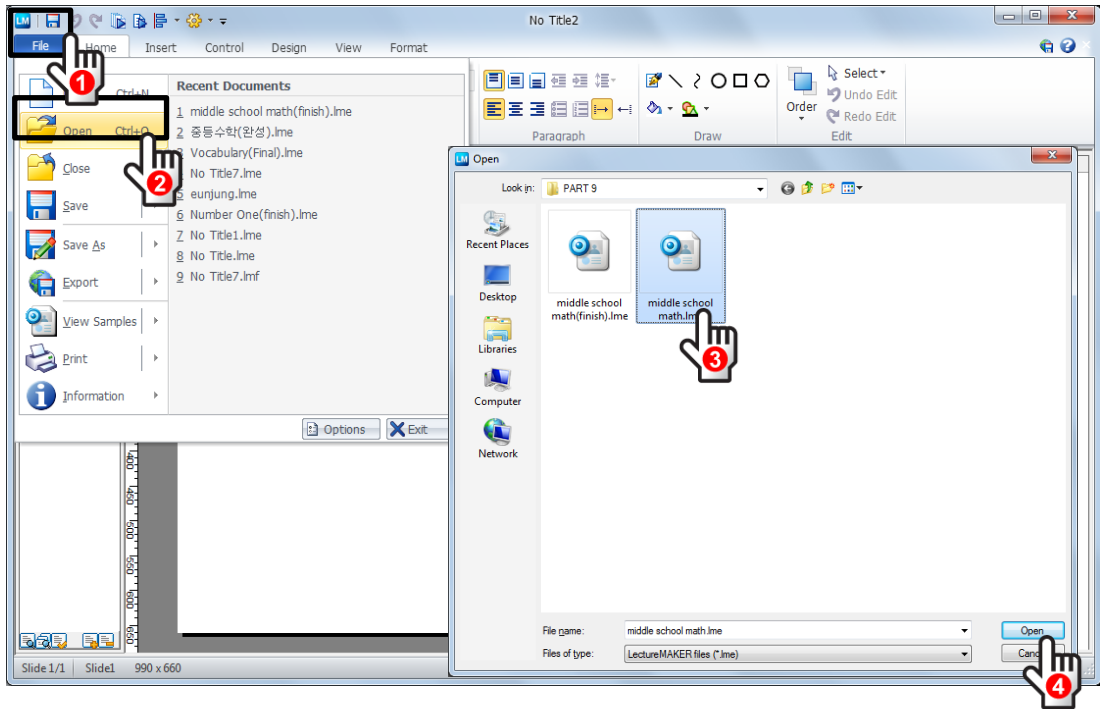
② check the content with preview the slide1 to 4.
[View]Tab – [Run Full Screen] or click F5 key for preview.
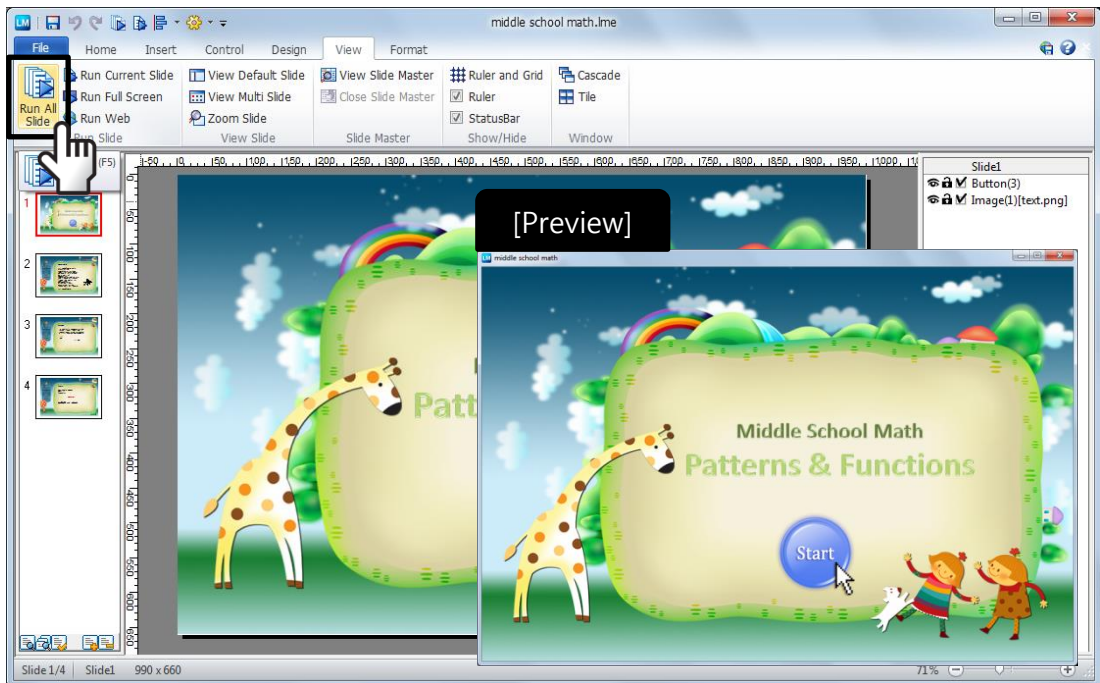
● **Insert Graph①**

① Slide2, insert graph as right.
Click [Insert]Tab-[Graph]
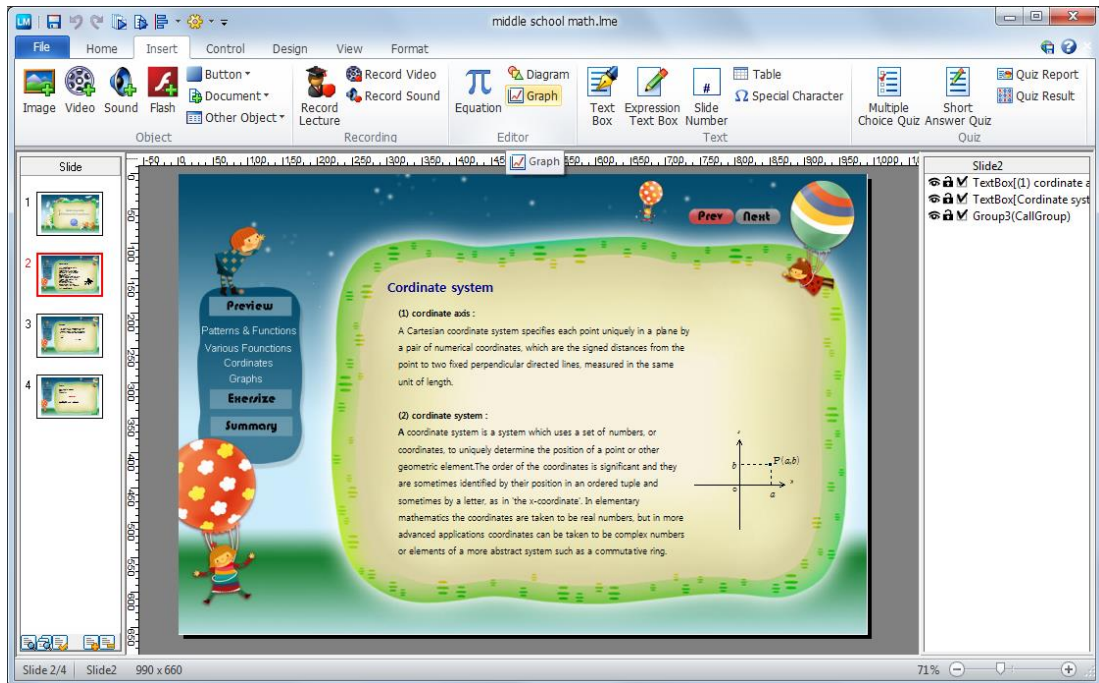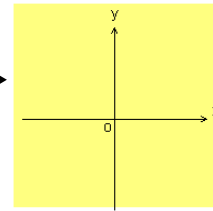
② Daul Graph editor is appeared.
un-check Axis Grid and Axis Grid Number.
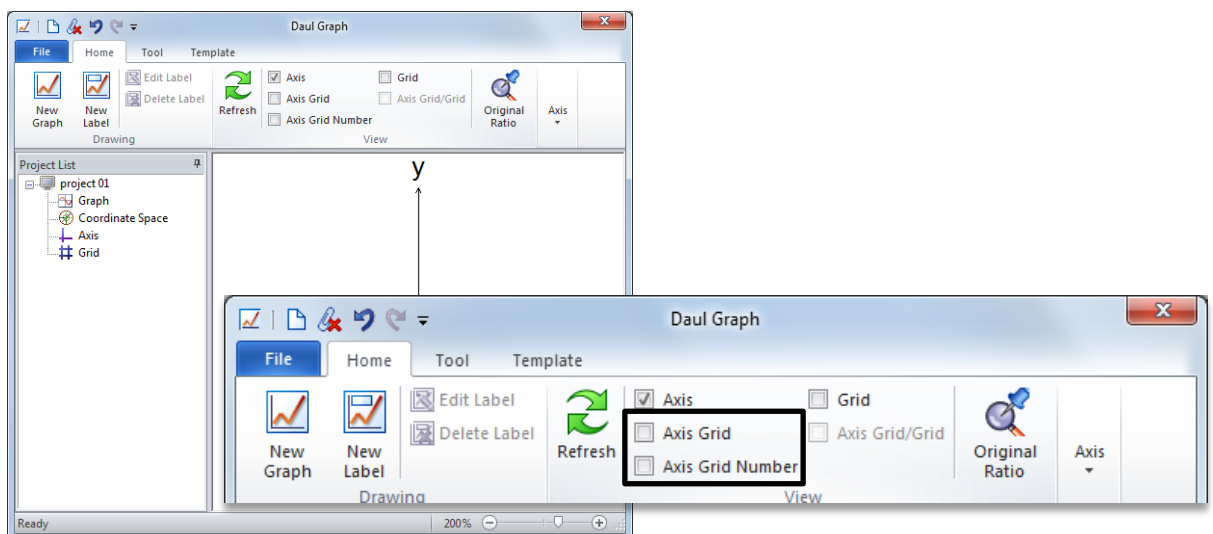
③ click Close after Insert icon.
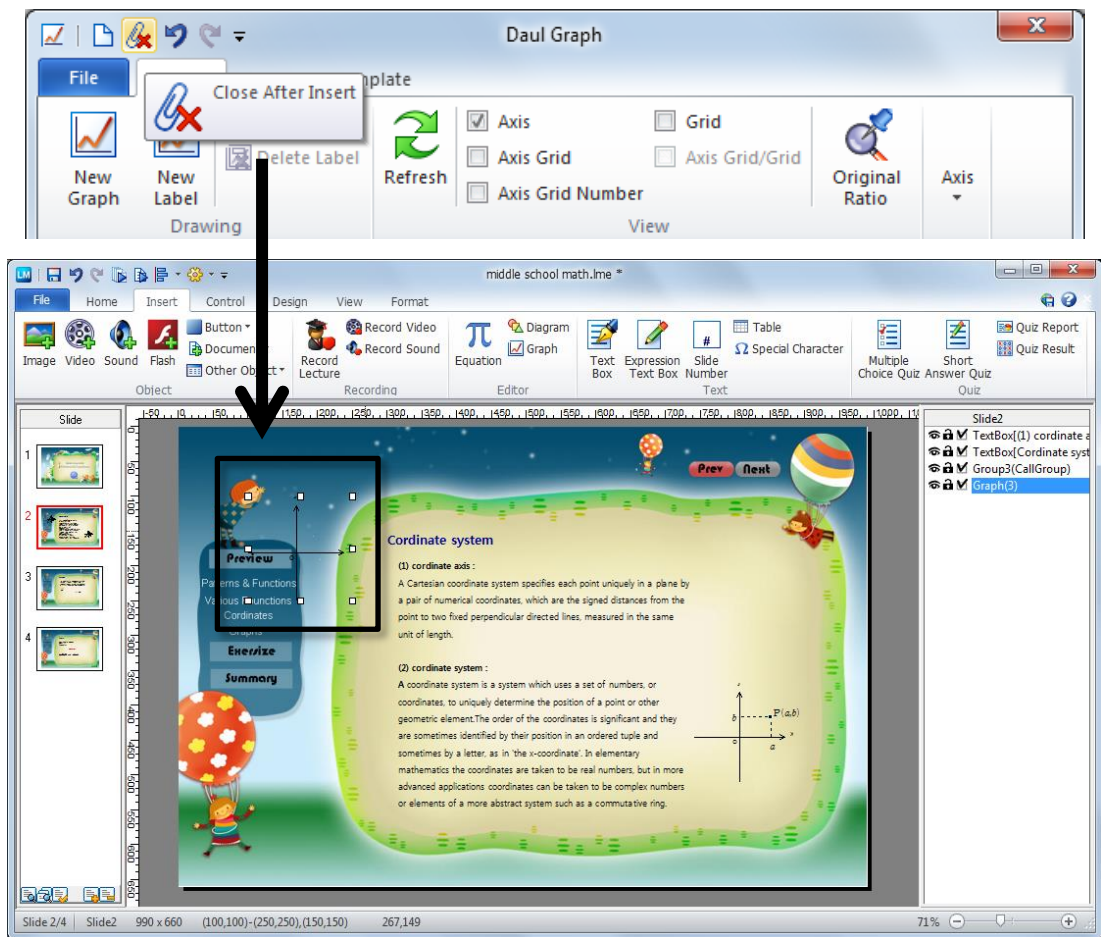
④ Drag and place the graph.
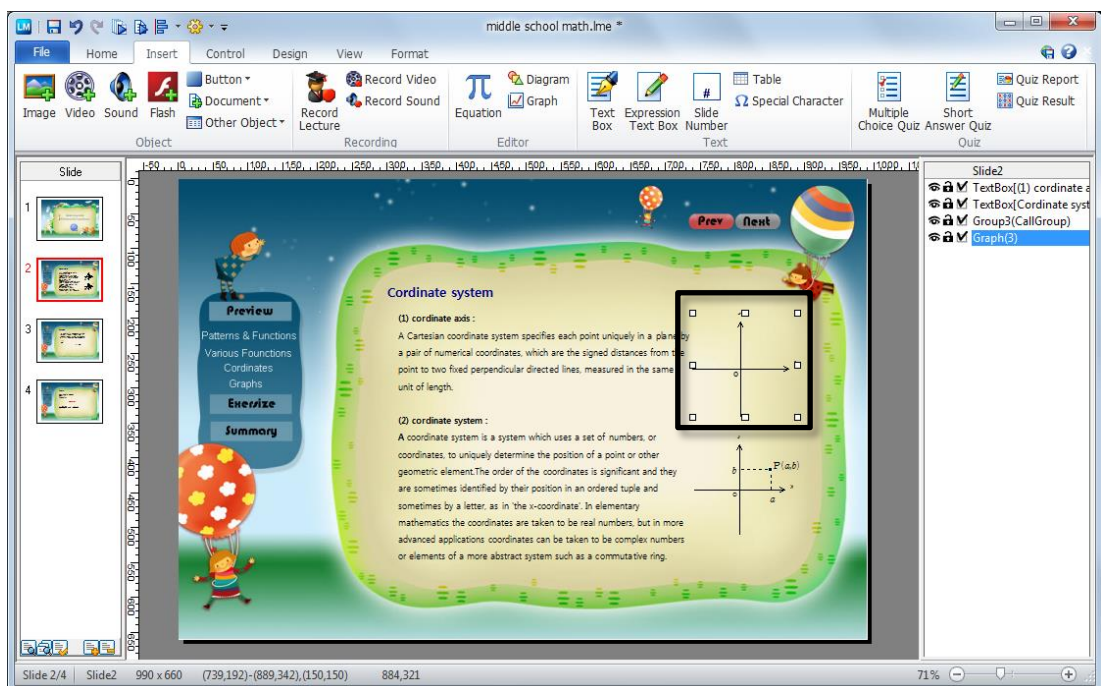
● Insert Graph ②

① on slide3, draw equation **y=x** and graph **y=-x .**
Click and open Graph Editor.
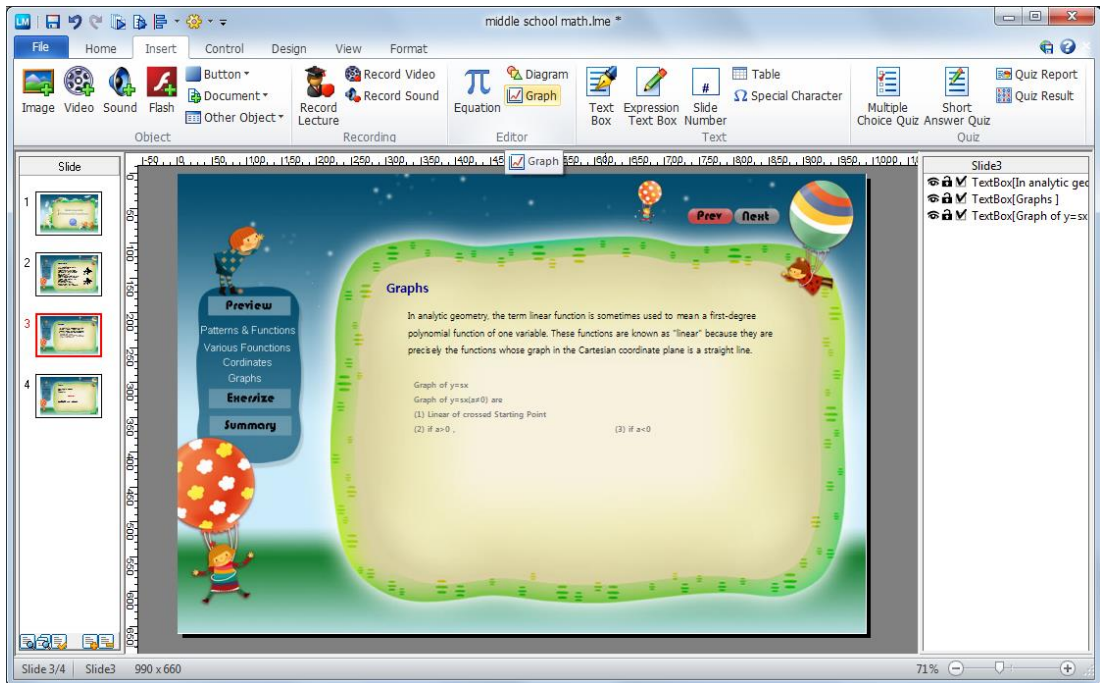
② Click [New Graph] and enter a equation **y=x.** Move to [Line Style] and choose line color, style and width.
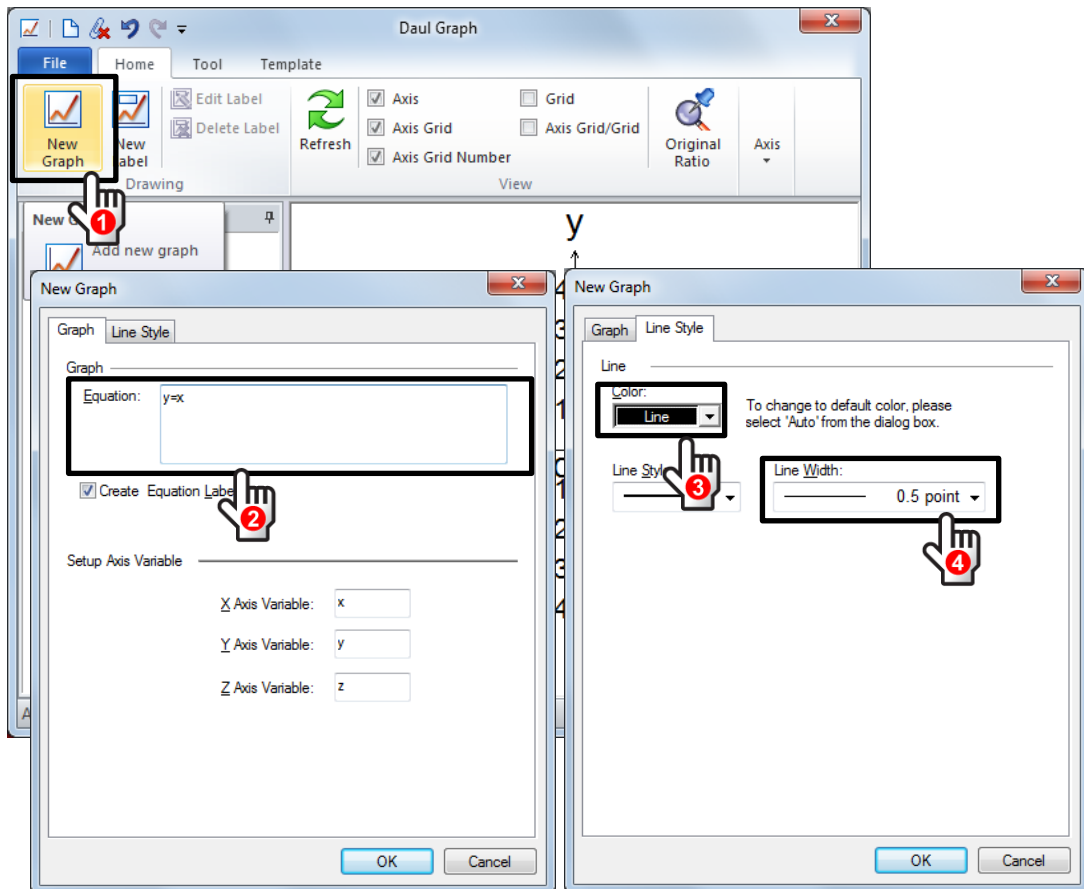
③ un-check Axis Grid and Grid Number. Click the equation(text) **y=x** and delete it.
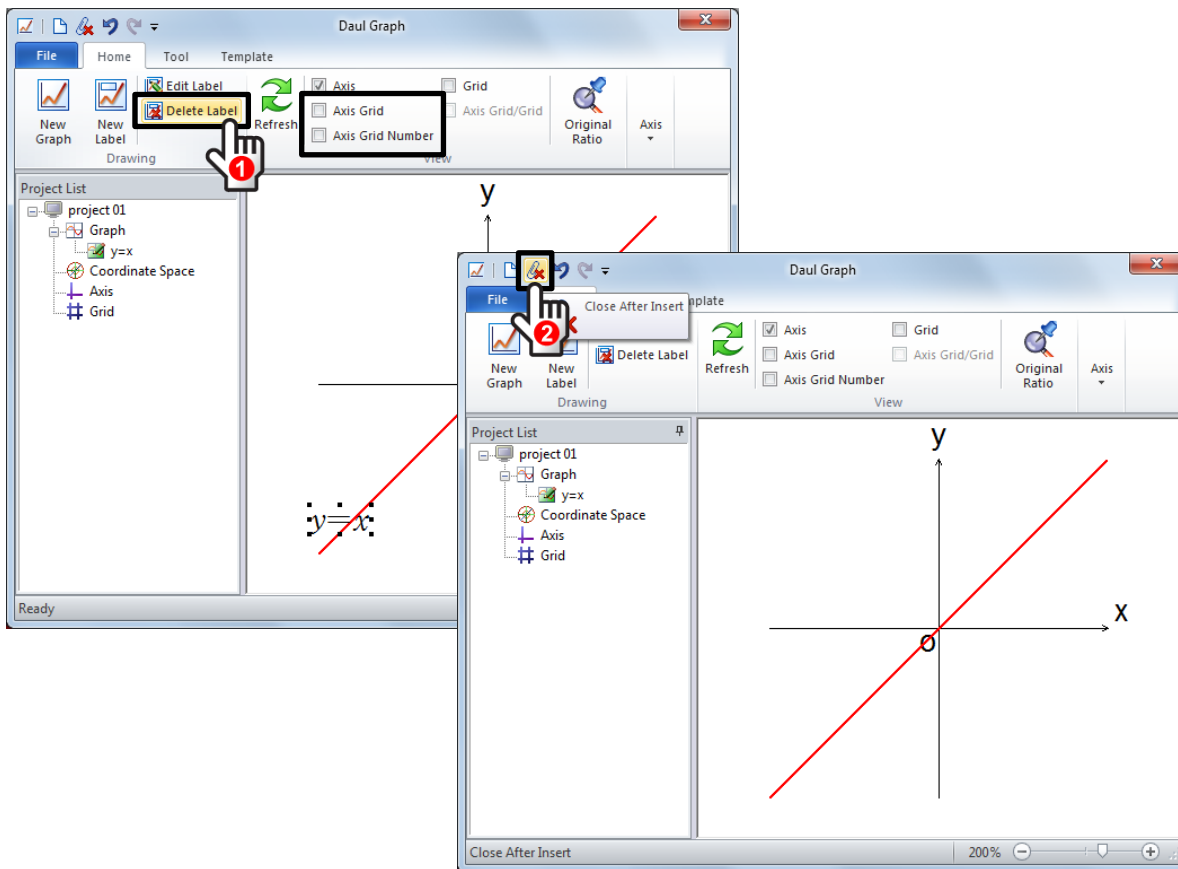
④ the graph is inserted.
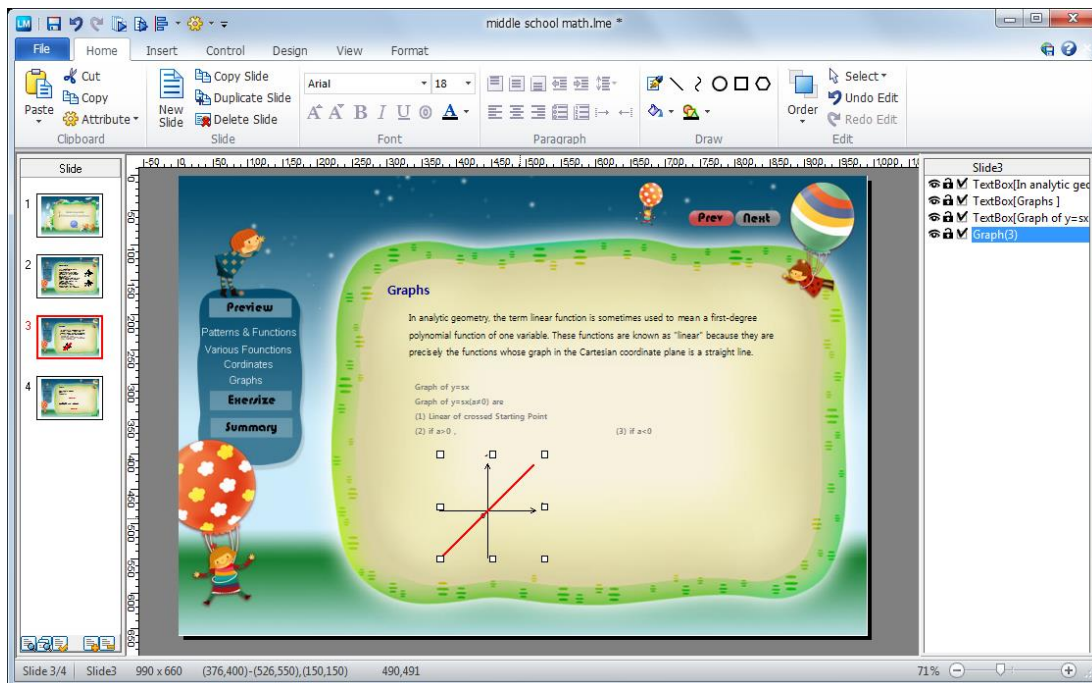
⑤ draw y=-x .
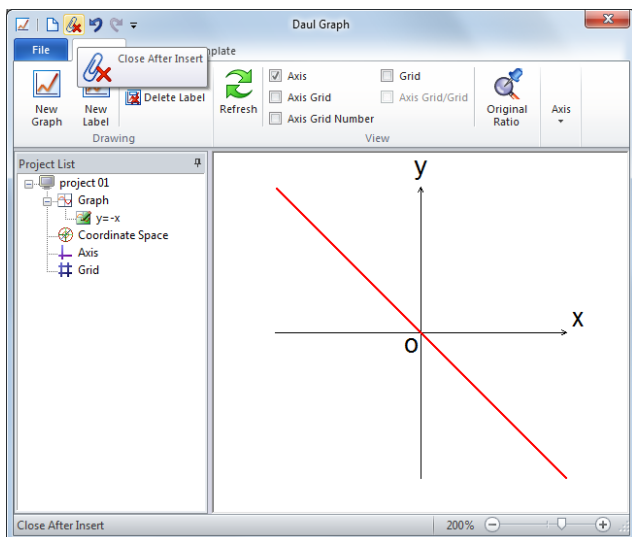
⑥ Two all graphs are inserted.

Remarks

• when draw a graph, use equation editor and copy it.

● Insert Diagram

① On slide4, draw a diagram as right side.
Click [Insert]Tab and open Diagram Editor
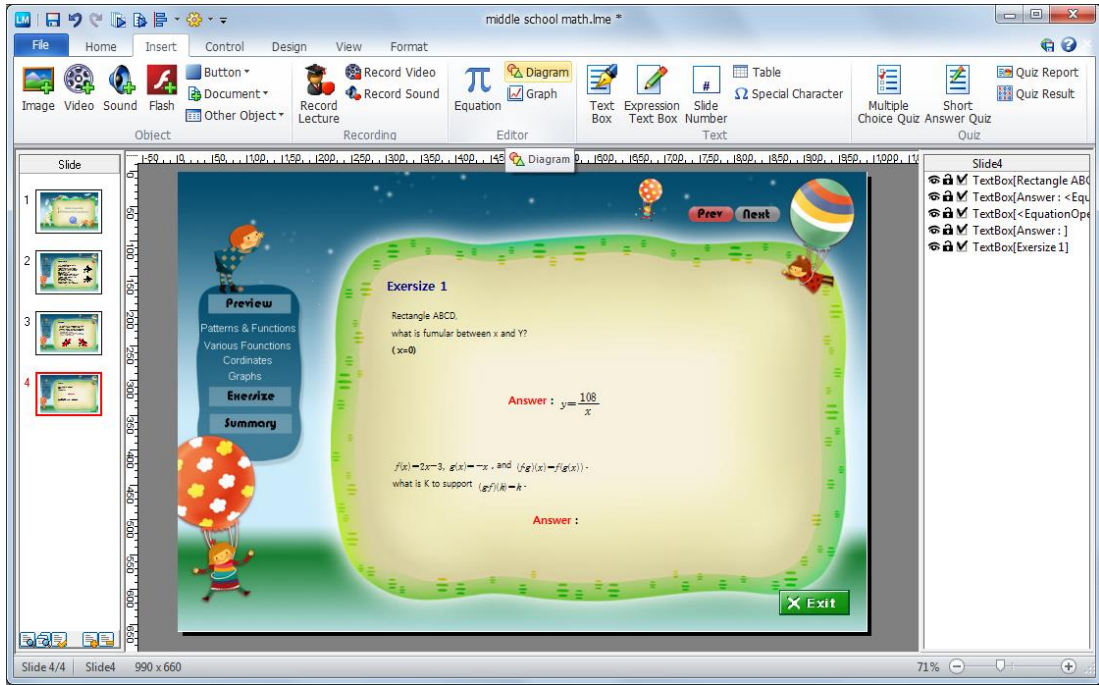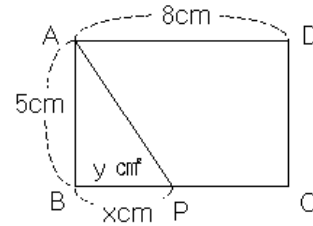
② In Daul Diagram editor, click Rectangle and place the cursor and drag.
click Line and place the cursor to draw diagonal line in the rectangle.
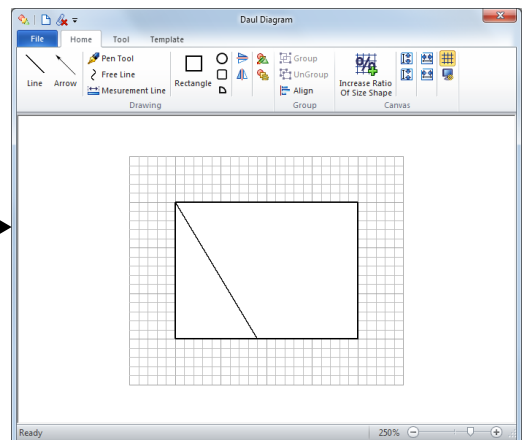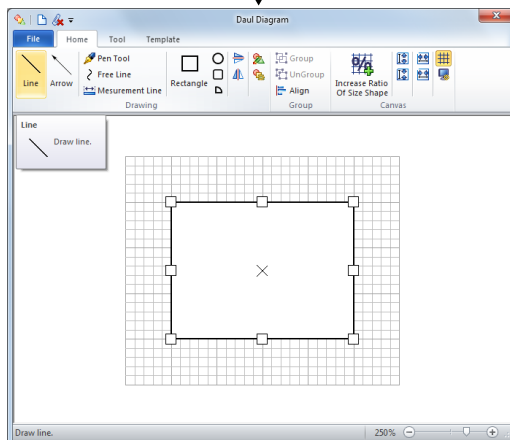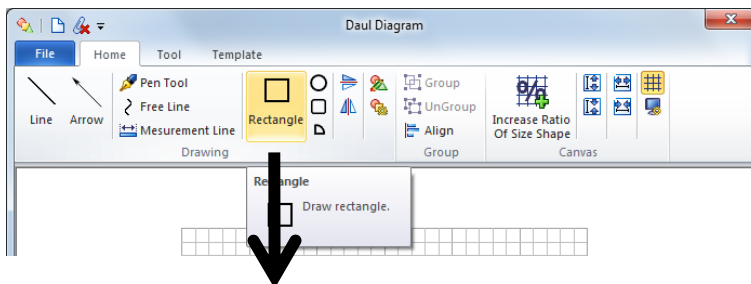
③ Click Measurement Line, drag the lines as below.
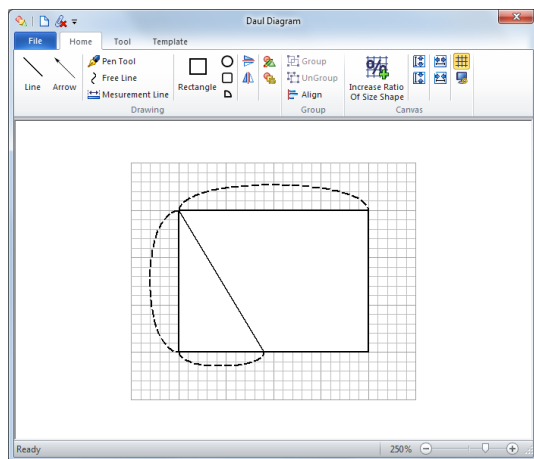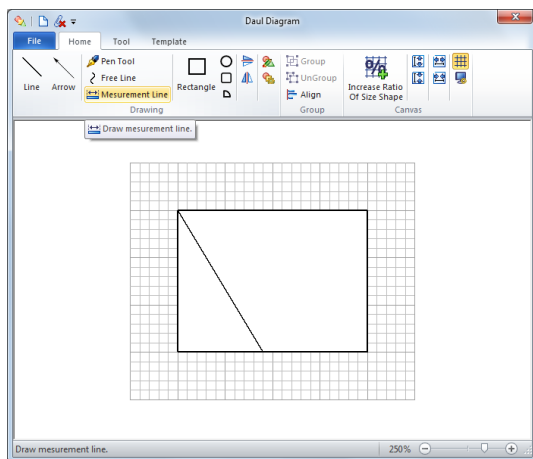
④ Click and draw another rectangle and place it over the measurement line. Right-click and open Format Diagram. Fill: No Filling and Line: Black
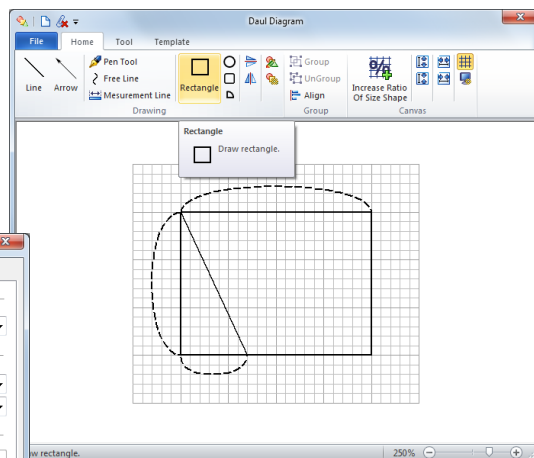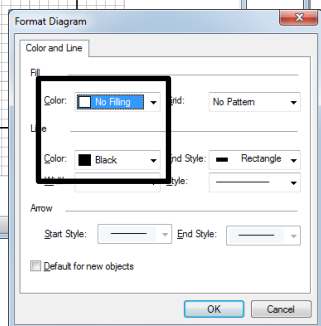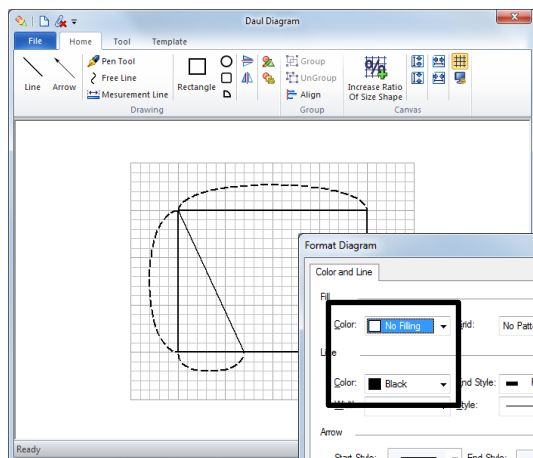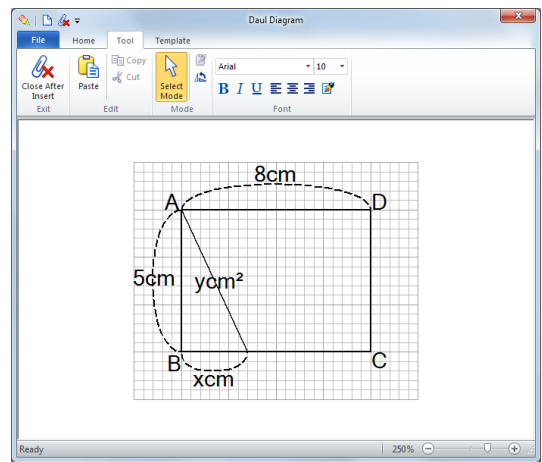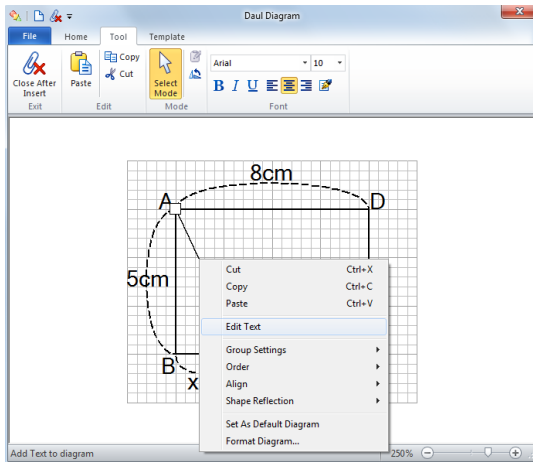

⑤ click the rectangle, right-click and select [Text Edit], enter '8cm'. change the text font, style and size on [Tool]Tab – [String].
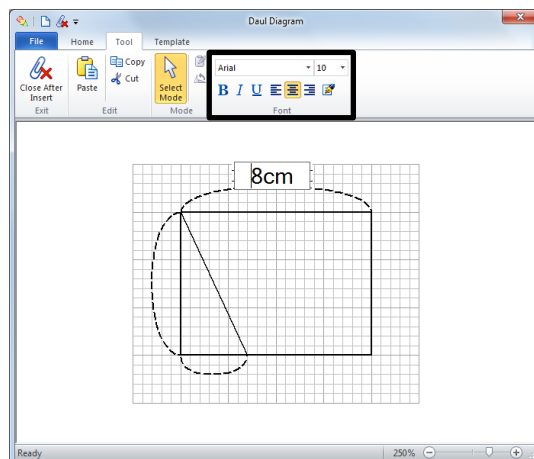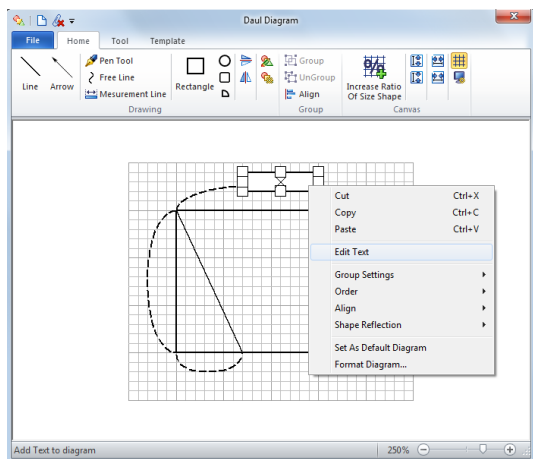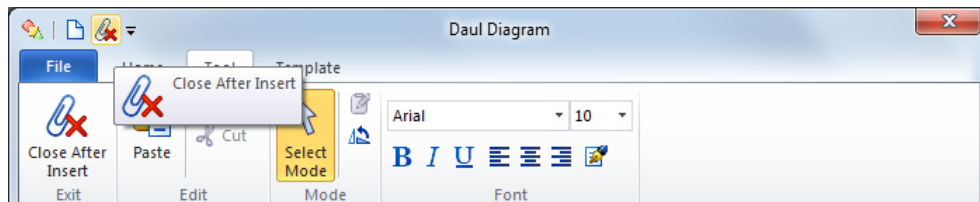
⑥ enter the other measurement line and number: 5cm, x cm.
Add vertices: A,B,C, D and P.
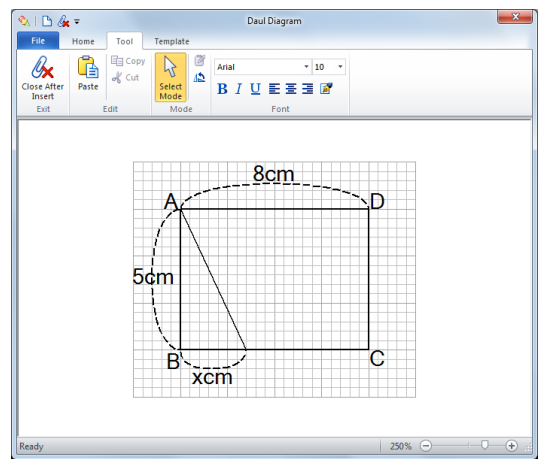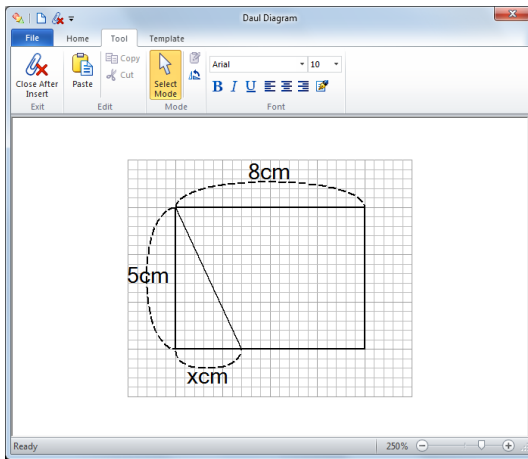
⑦ Click the straight line and click [Edit Text] on [Tool]Tab or right-click.
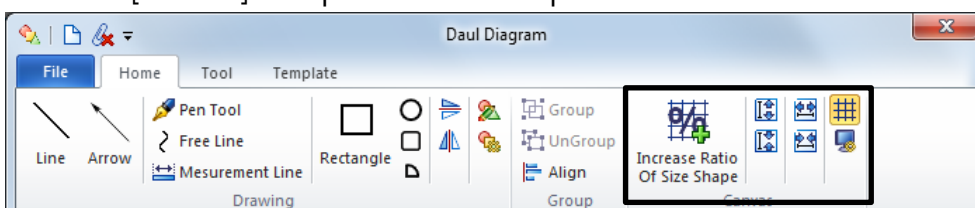

⑧ click [Close after Insert icon].
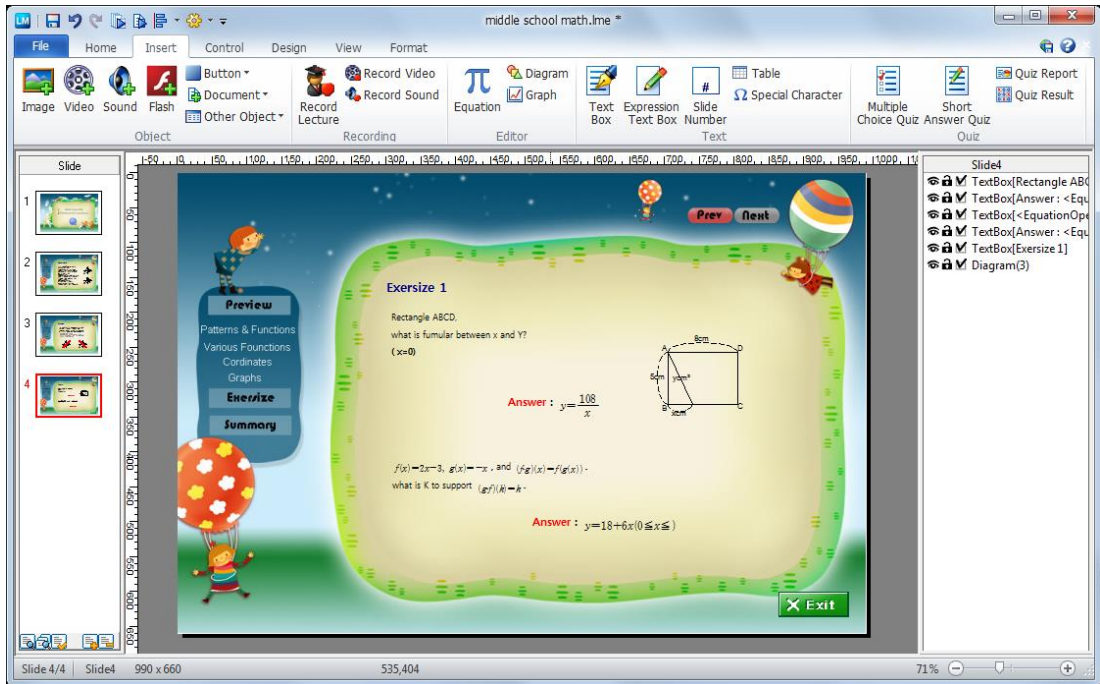

Remarks

• when insert a diagram, a diagram must be in the gridded canvas.
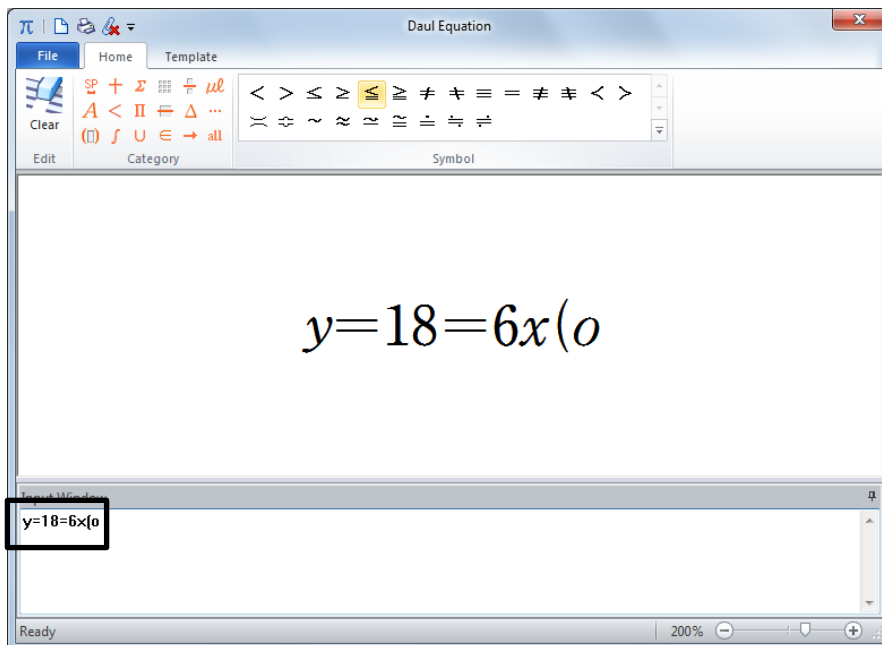use the [Canvas]Group icon to size up& down.

Insert Equation

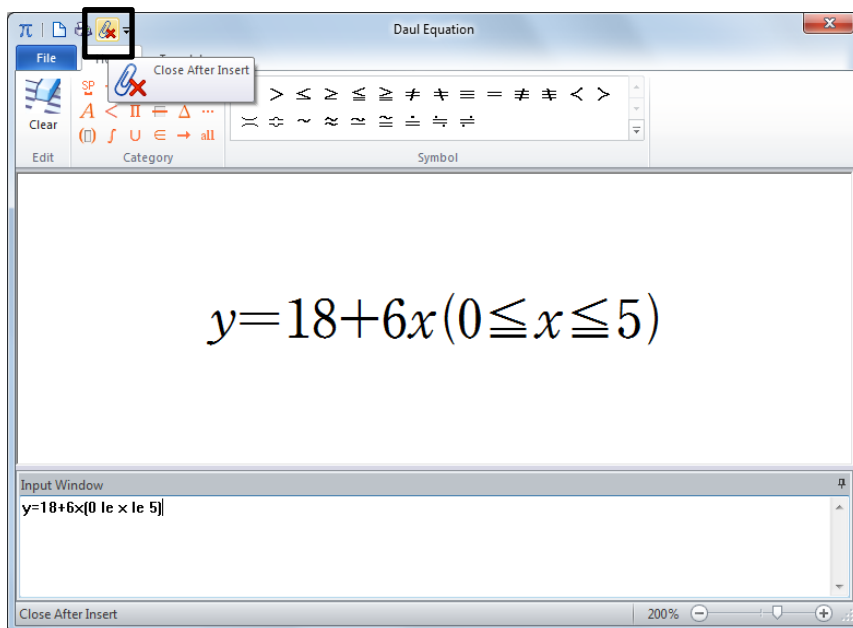① On slide6, insert numerical equation. Click [Insert]Tab – [Equation].

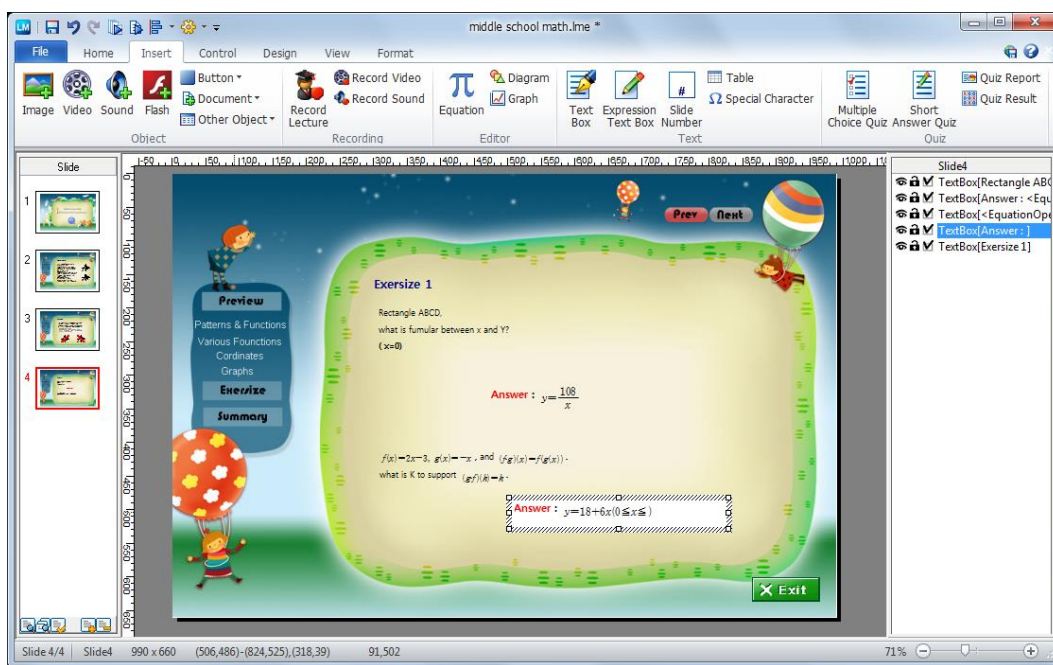e.g.) $y = 18 + 6x$

$(o \leq x \leq 5)$

② enter the equation character and numbers in Input Window or choose it from Category group and symbol group.
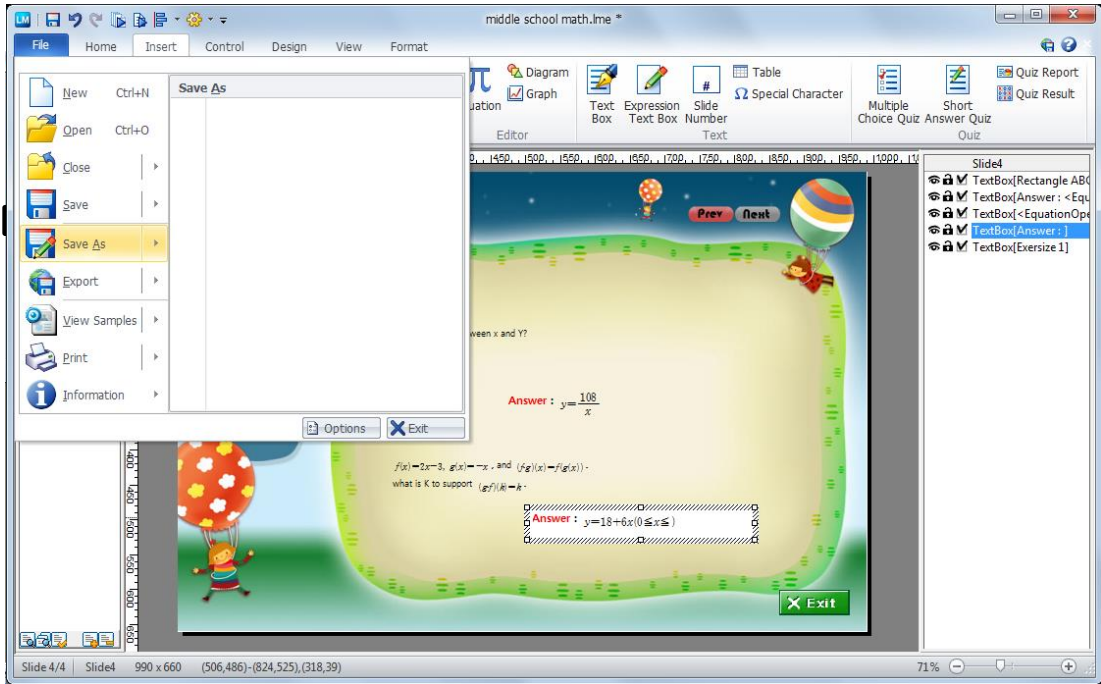
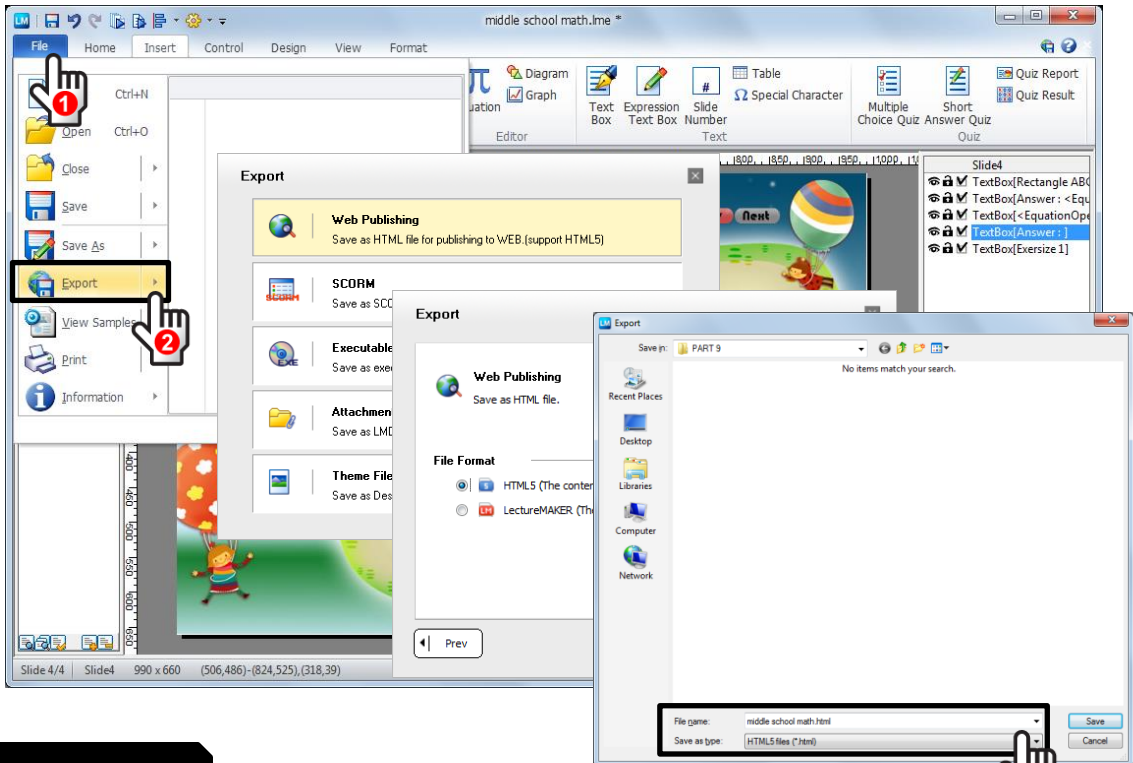③ click Close after Insert.

④ the numerical equation is inserted.

① Click [File] Tab and and Save As.

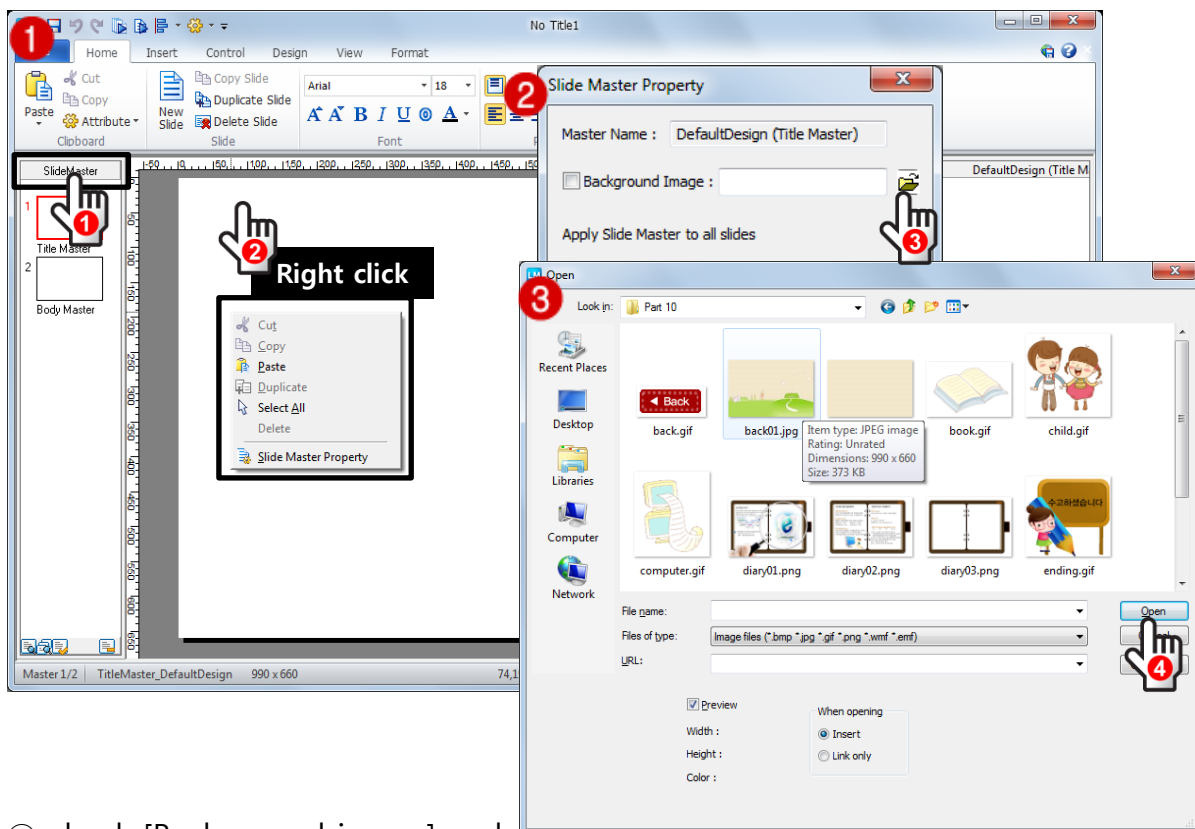② Click [File] Tab and click to [Export] – [Web Publishing]

😊😊 Remarks

•A file name must be a combination of English character and number in Save As Web. A name with Unicode character is unsafe file name.
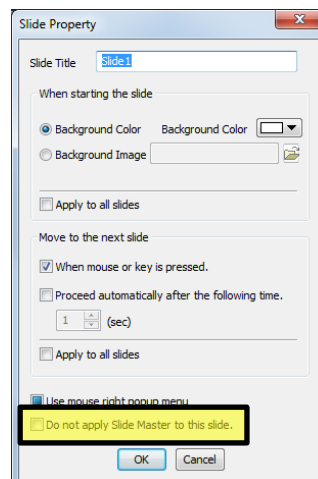
1 | Slide Master: Background Images

① Run LectureMAKER, go to [Slide Master] and right-click [Title Master] and open [Slide Master Property].
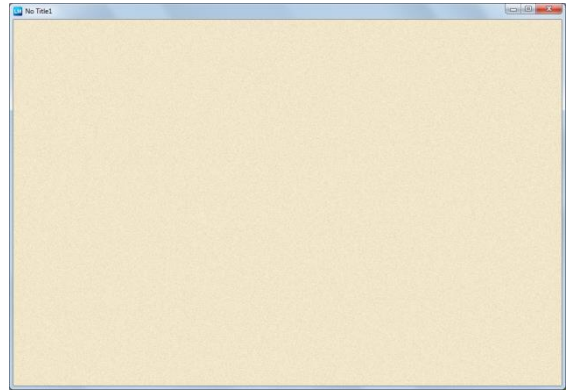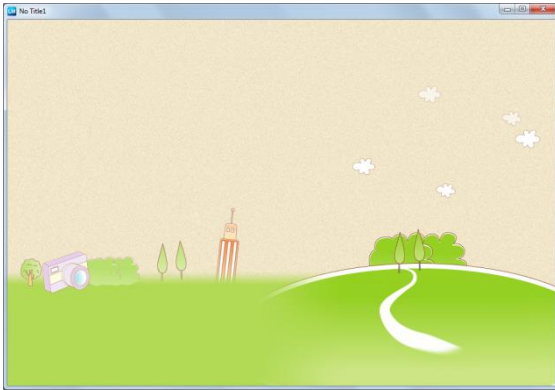

② check [Background image] and open.

③ Open sample image file 'PART 11₩back01.jpg'

④ Click OK.

Remarks

▶ remove the slide master on specific slide.
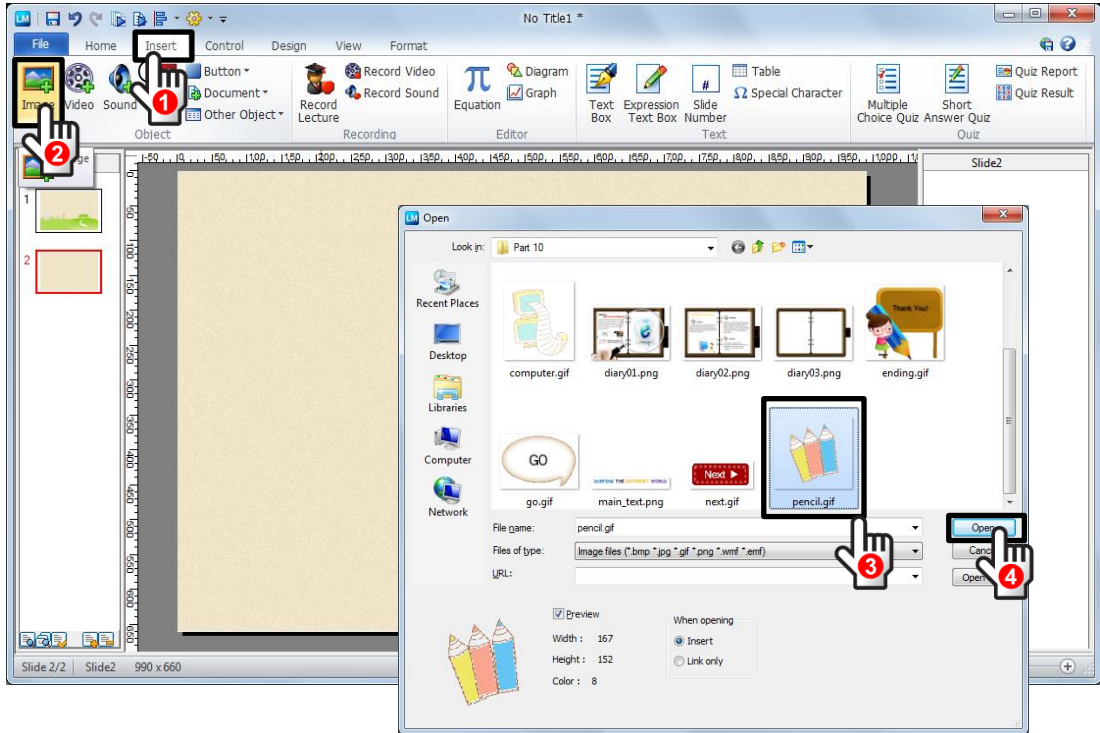In Slide view, right-click on a slide and check [Do not apply slide master to this slide].

⑤ add another background image on [Body master].
  (sample image file 'PART 10\back02.jpg')
⑥ go back to slide view.

● Insert Image and add Animation effect

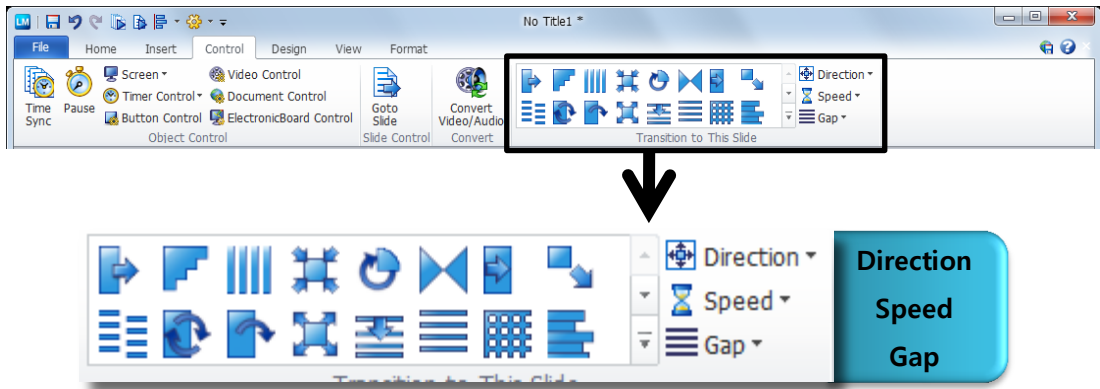① Click slide1, [Insert]Tab - [Image].
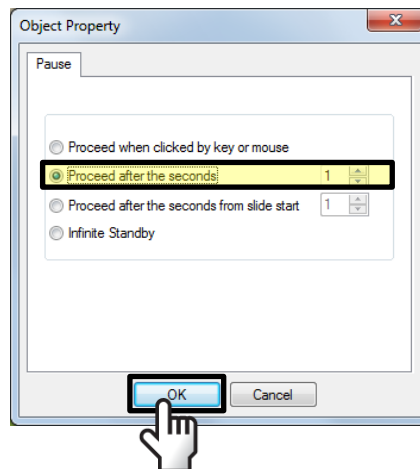

② Open sample image file 'PART 10₩pencil..gif'.

③ add the other sample image files like below.

④ double-click the inserted image, choose an animation effect on [Format]Tab – [Animation]Group.

⑤ add Pause for time interval between each animation effect.
Click [Control]Tab – [Pause], choose Proceed after the second: 1 sec
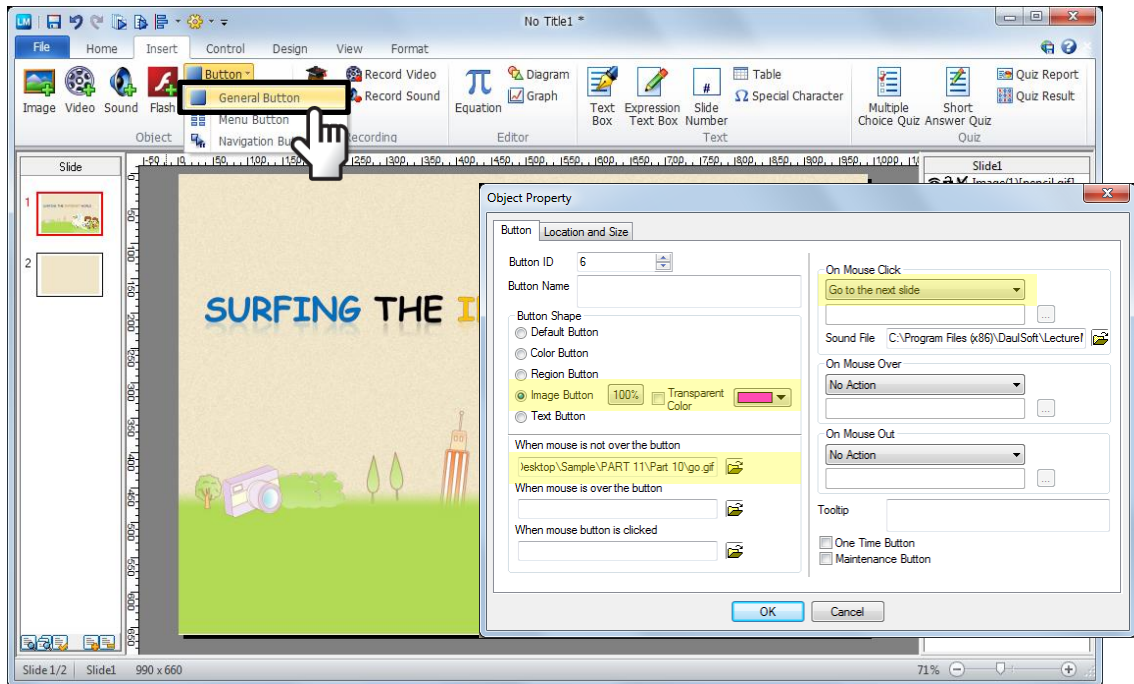

⑥ 4 Pause object is inserted between images.
Check the pause effect by preview.

It plays the object by list order.
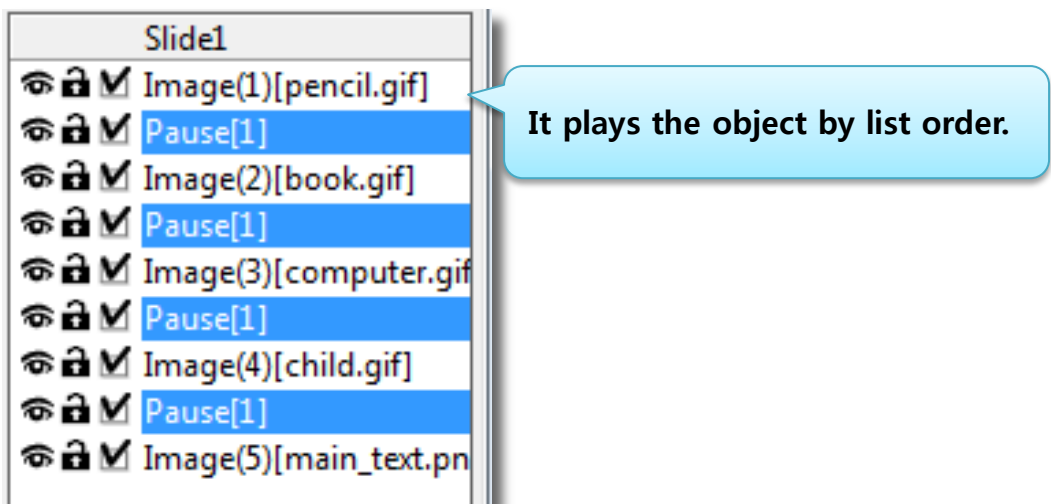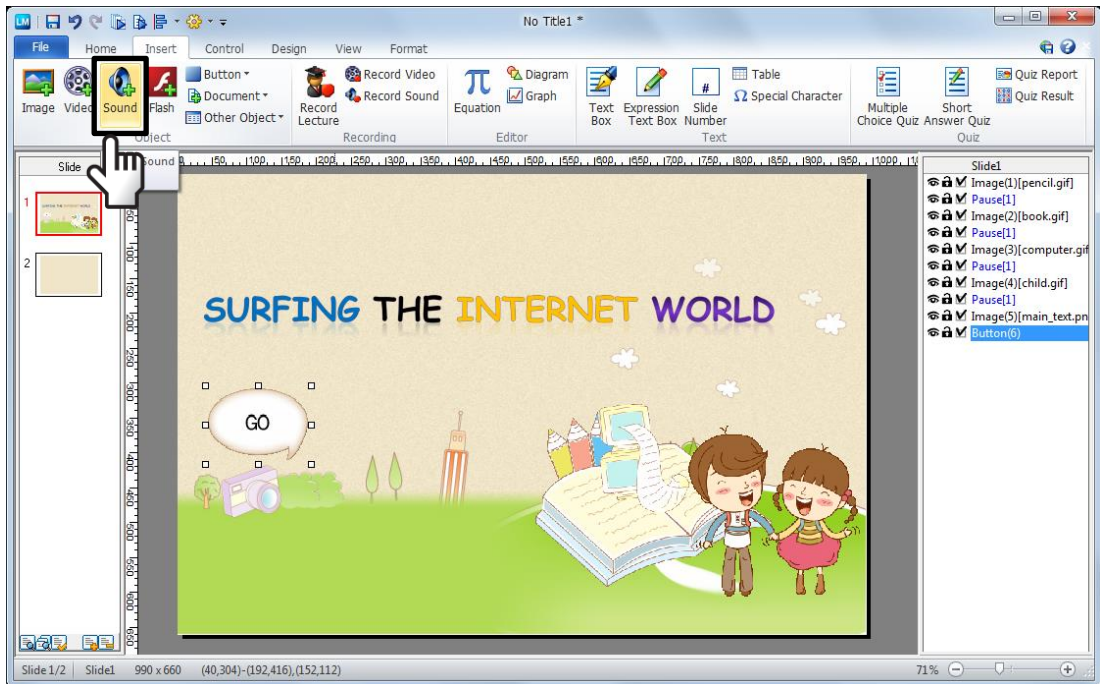
● Insert Button and Sound

① add button for make go to next slide on intro slide: slide1.
   click [Insert]Tab- [Button]-[General button], select [Image button].

Remarks

▶ **Button Name**: in image button, leave the button name as blank.
▶ When mouse is not over the button
  : if you use same image for button, add-open image only on when mouse is not clicked.
▶ **When button clicked**
  : Go to next Slide.
▶ **button image: 100%**
  : click 100% button, the assigned image is inserted as its original size.

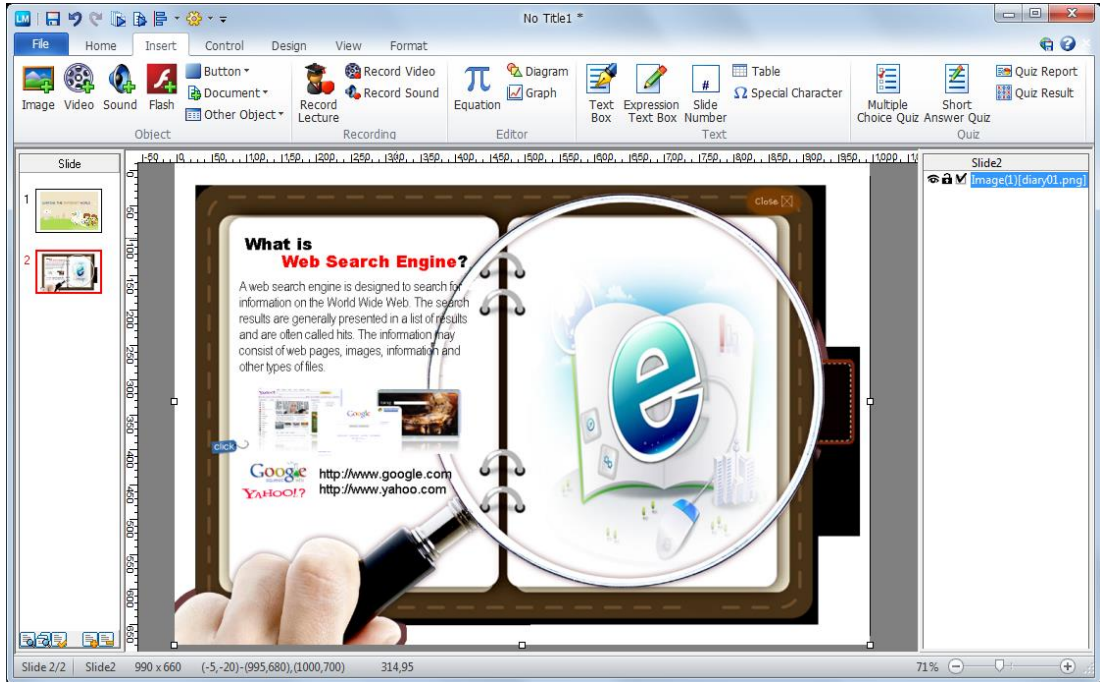② add BGM. click [Insert]Tab - [Sound] and open sample audio file
  'PART 10₩intro.MID'.

③ drag the audio to top of the object list. Press
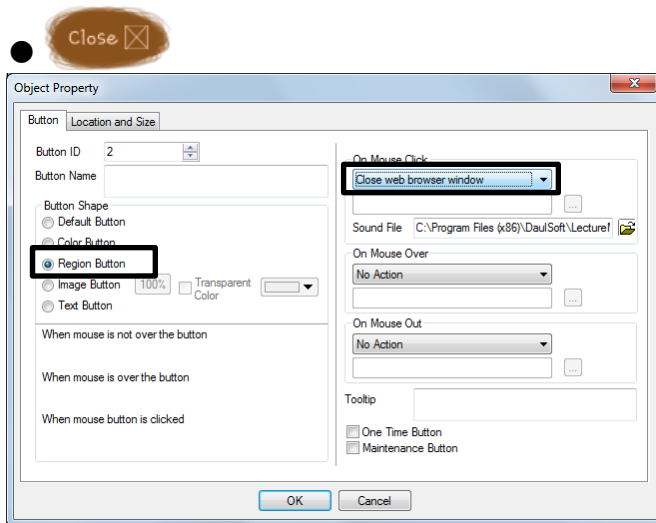[shift+F5] for preview.
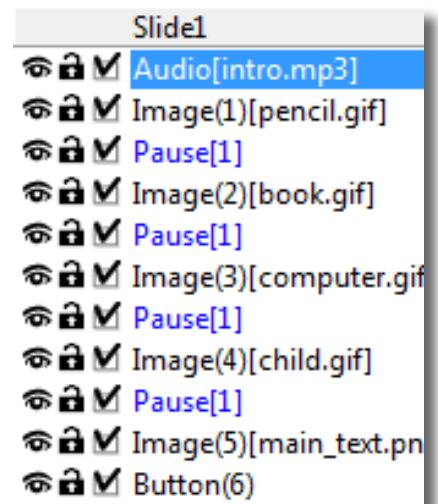
● **Slide2.**

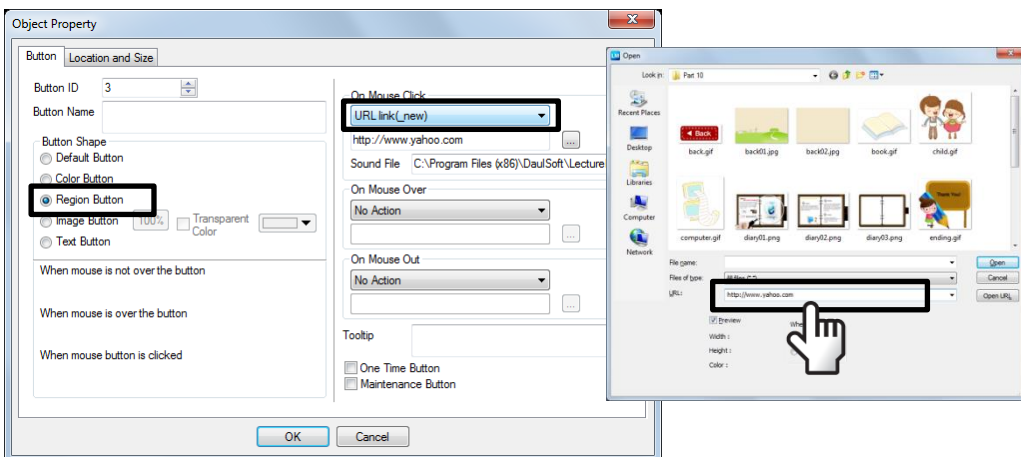① on slide2, insert sample image file 'PART 10₩diary01.png'.

② add object interaction: insert button as Area button and place it over the image.

add 3 buttons over the following 3 images.

Close ⊠ **,Google: www.google.com , Yahoo: www.yahoo.com**

③ Link the button action as below:

- Close ☒

- ●Google: www.google.com / Yahoo: www.yahoo.com

④ all 3 buttons are inserted.

⑤ add page up and page down key by LectureMAKER button.
 add general button at the bottom of page.

⑥ add image buttons as followings.
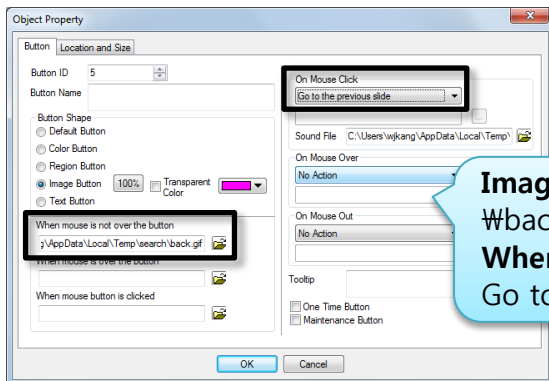
● ◀ Back

Image button:
₩back.gif
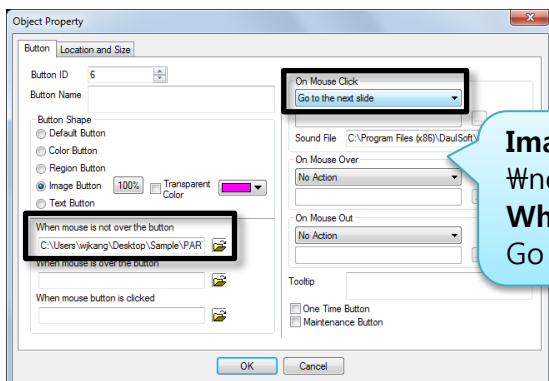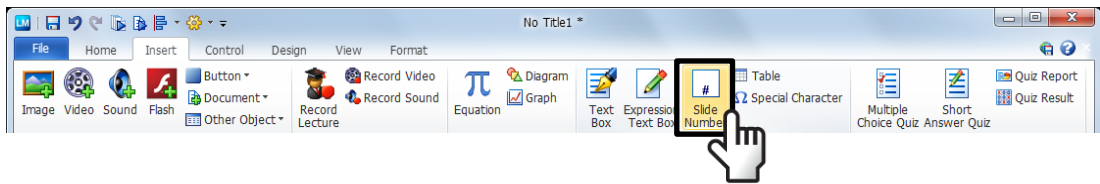**When button is clicked** :
Go to Previous slide

● Next ▶
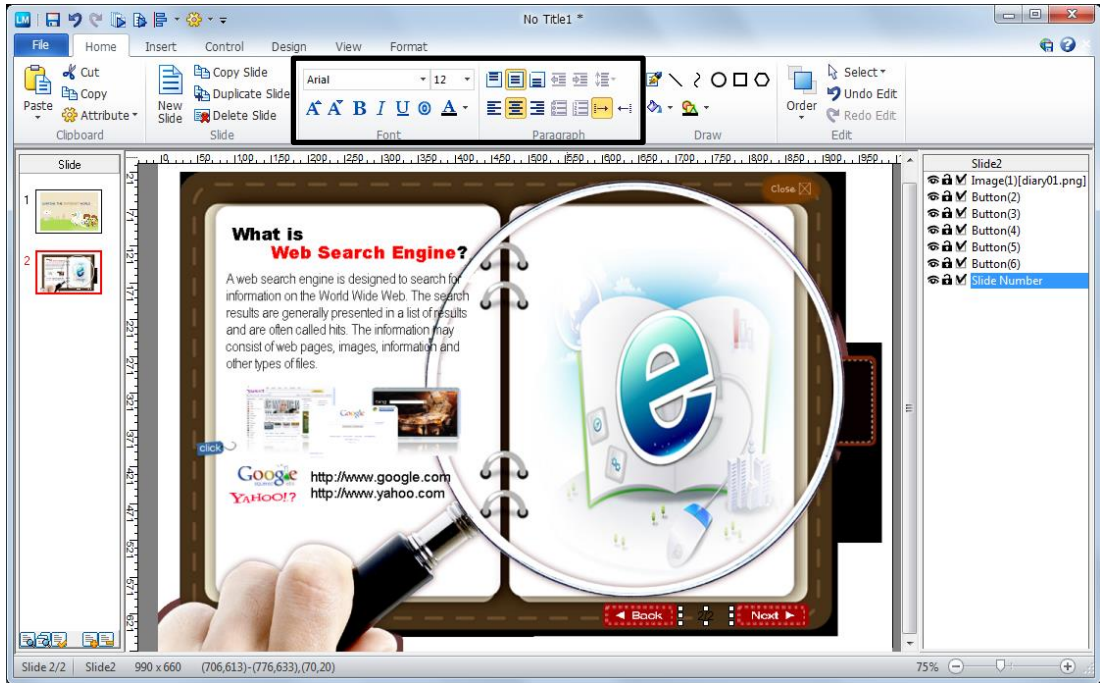

Image button :
₩next.gif
When button is clicked :
Go to next slide

⑦ Add page number on the bottom of each slide. Click [Insert]Tab-[Slide Number] and place it between the 'Next' and 'Back' button.

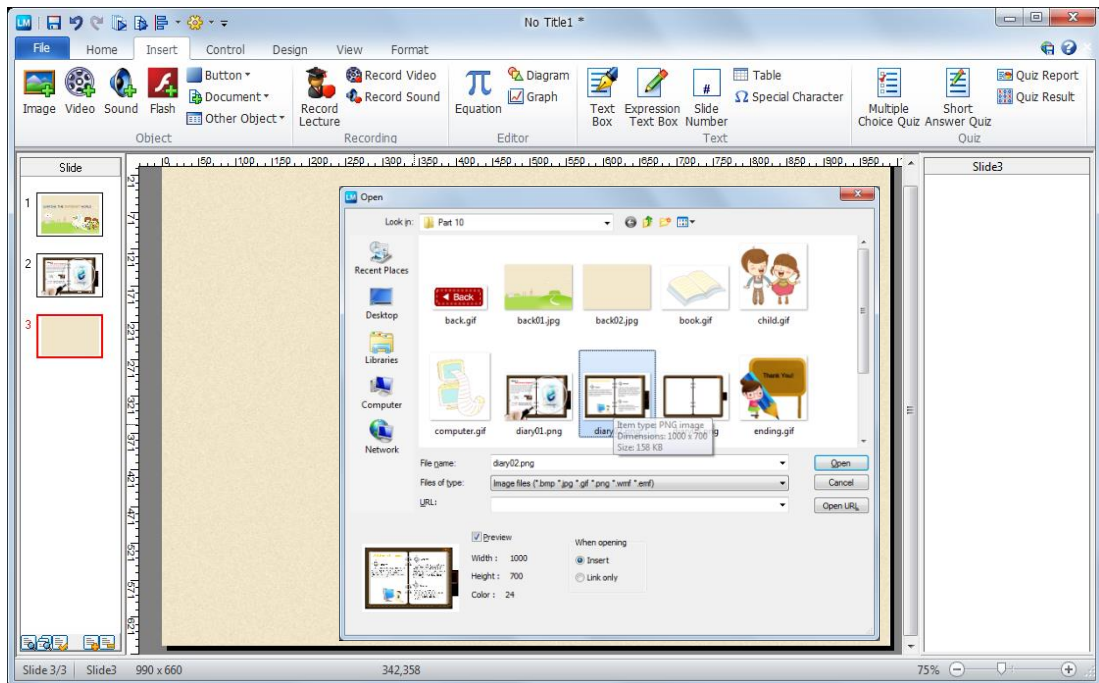⑧ change the page number font and size in [Home]Tab.
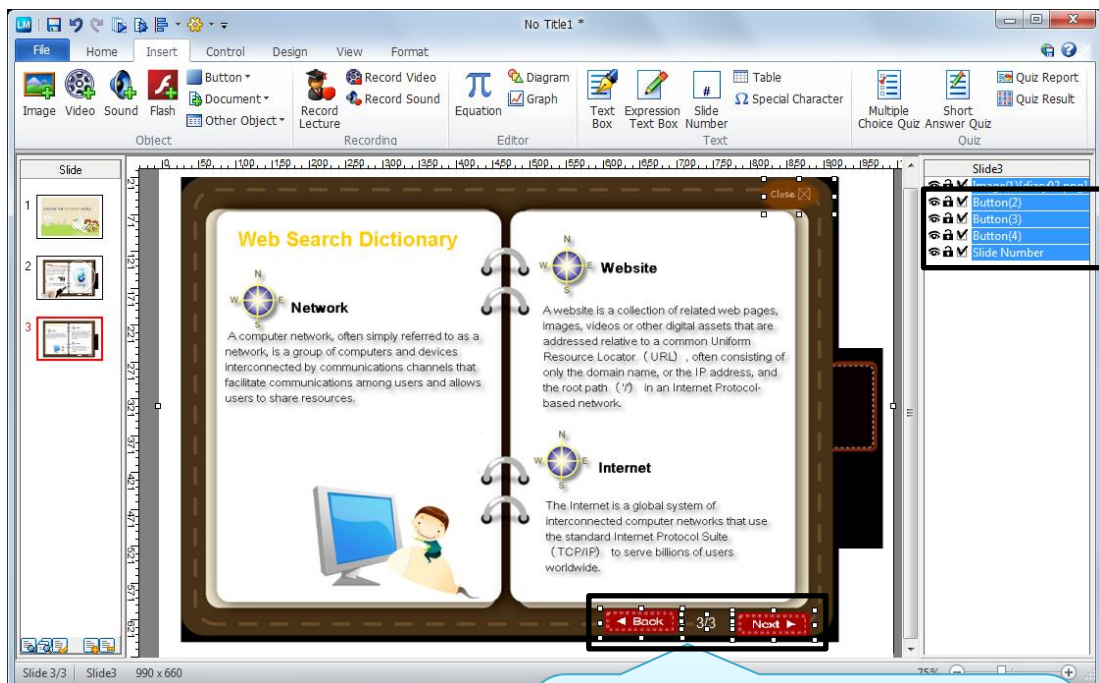

⑨ Press [shift+F5] for preview the current slide.

① Insert sample image file 'PART 10₩diary02.png'.

② add object interaction: insert button as Area button and place it over the image. Inset page number.
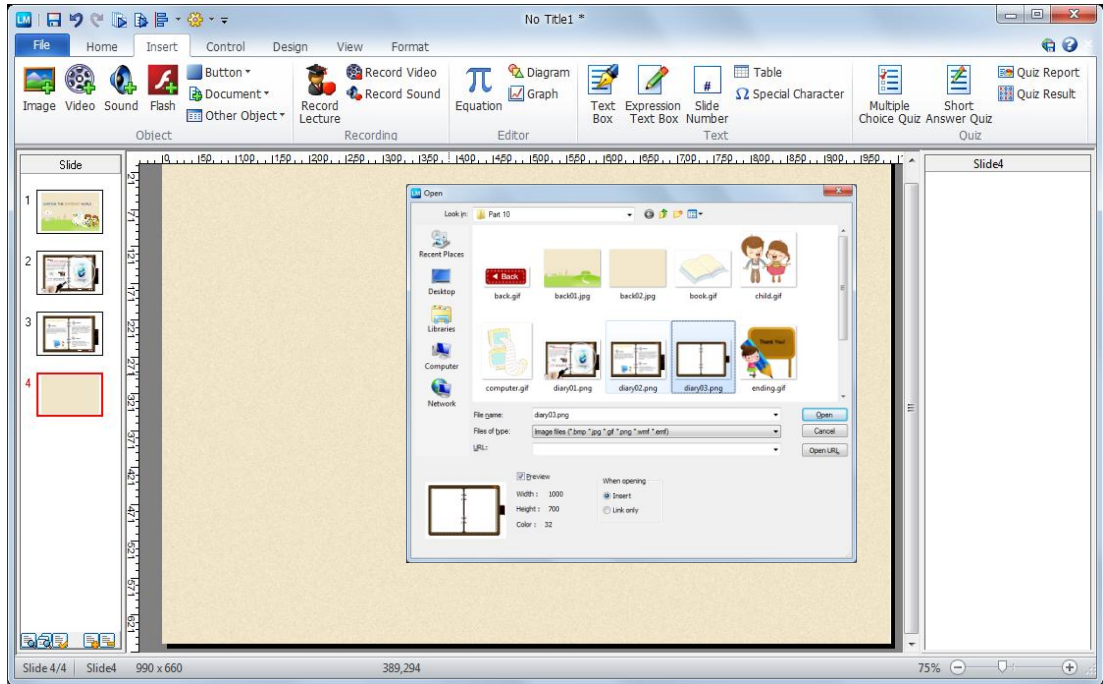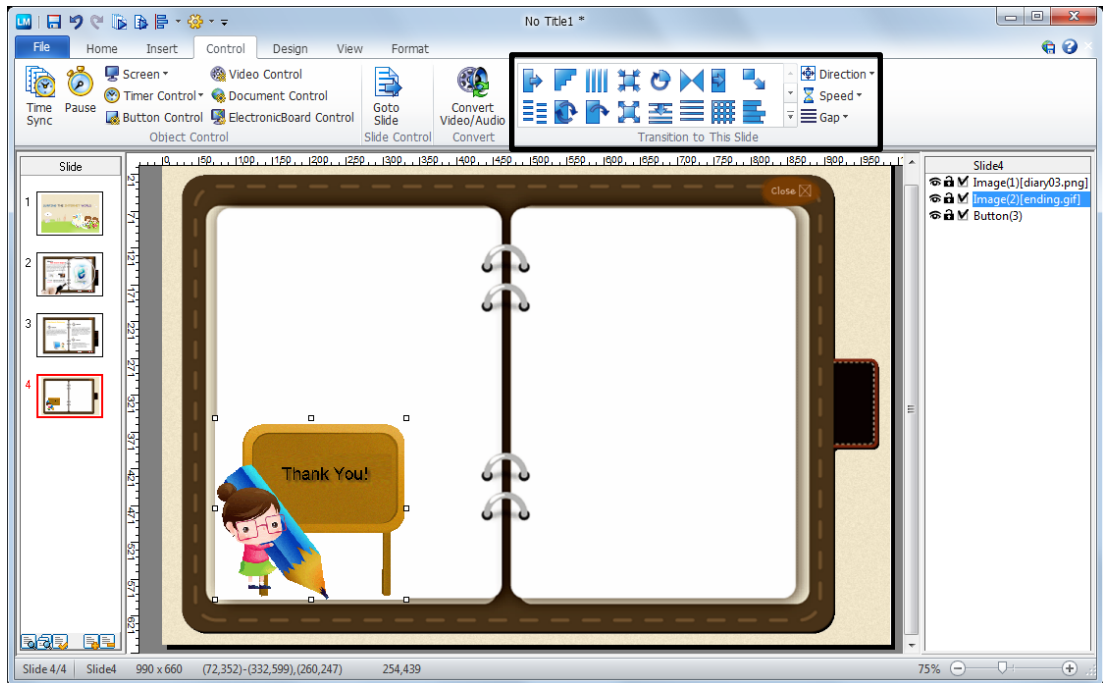

add buttons above 3 images.
(same direction as Slide2)

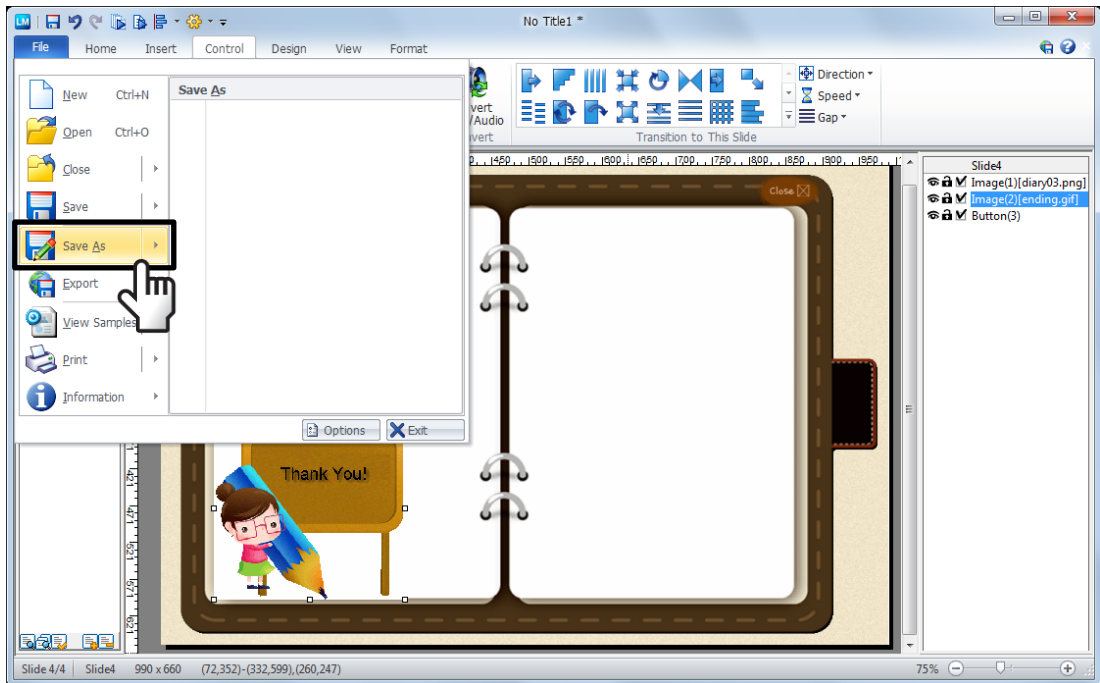## ● Slide4

① Open sample image file 'PART 10₩diary03.png'.

② find and insert sample image file 'PART 10₩ending.gif' and add animation effect in [Format]Tab-[Animation].
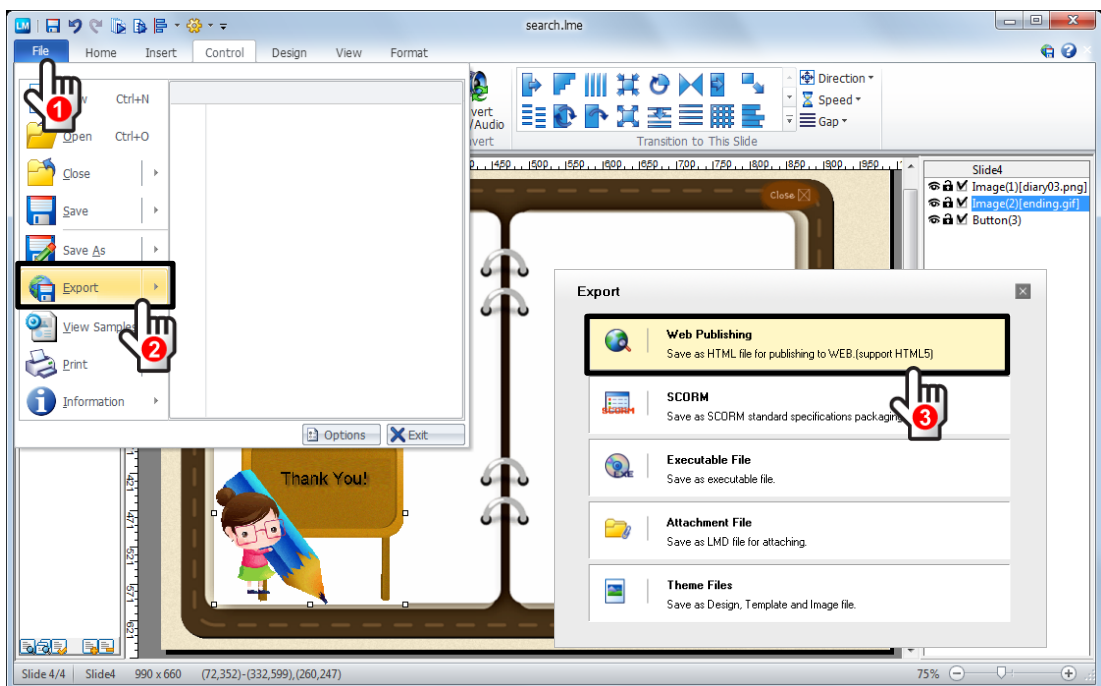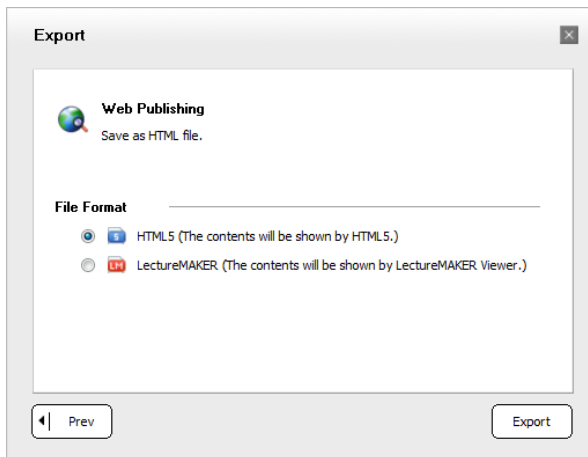③ choose Region Button and place the button over the image 'close'.

① Click LectureMAKER button and Save As – Save As.

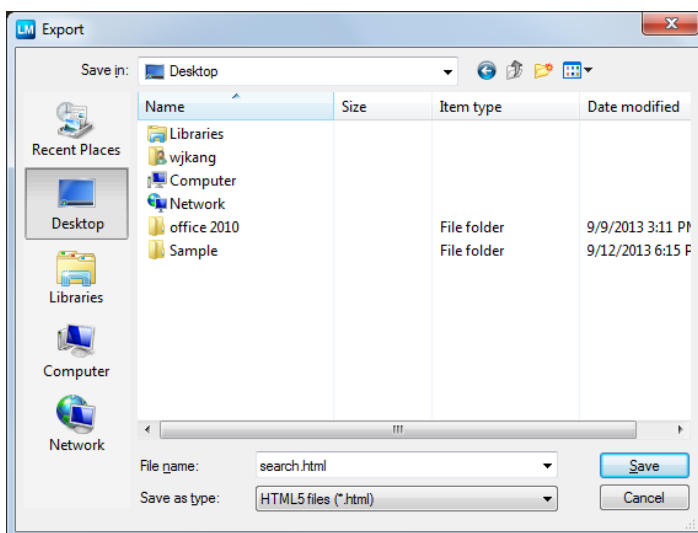② for web distributed format, save it [Save As]-[Save As Web](HTML).

③ select one of the file types and click to [Export].

Remarks

▶ HTML5 types content can be viewed without the need to install a viewer, LectureMAKER types content after installing the LM Viewer can view.

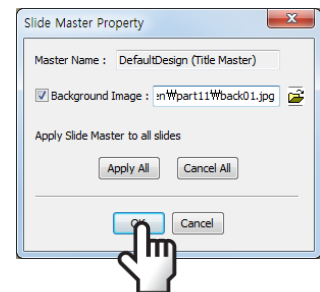④ Select the folder that you want to export, enter a filename and save it.

1 Slide Master: Background Images

① Run LectureMAKER, go to [Slide Master] view.
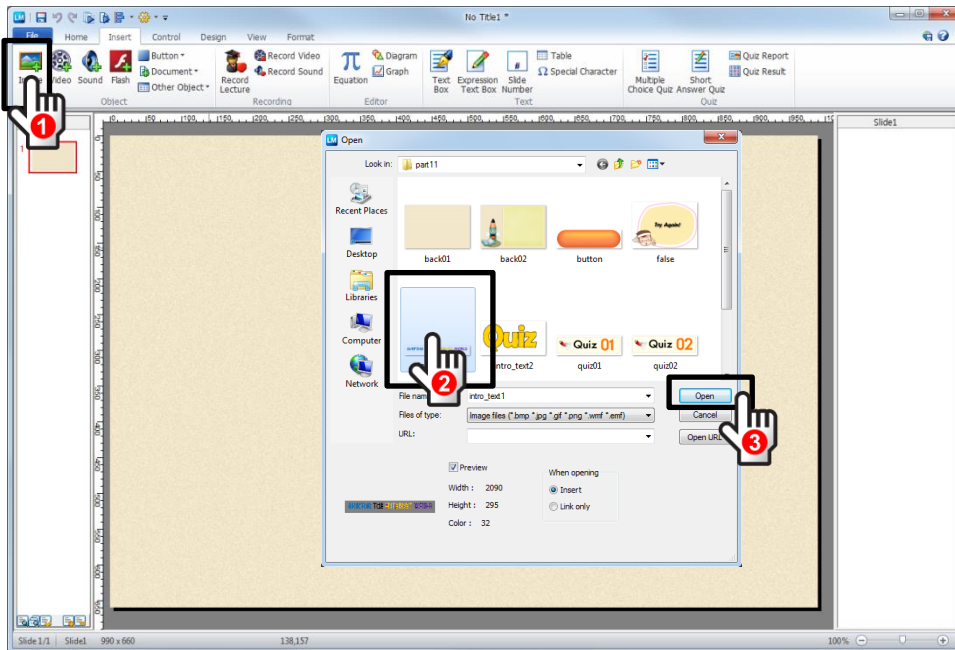Right-click the title master and open Slidemaster property
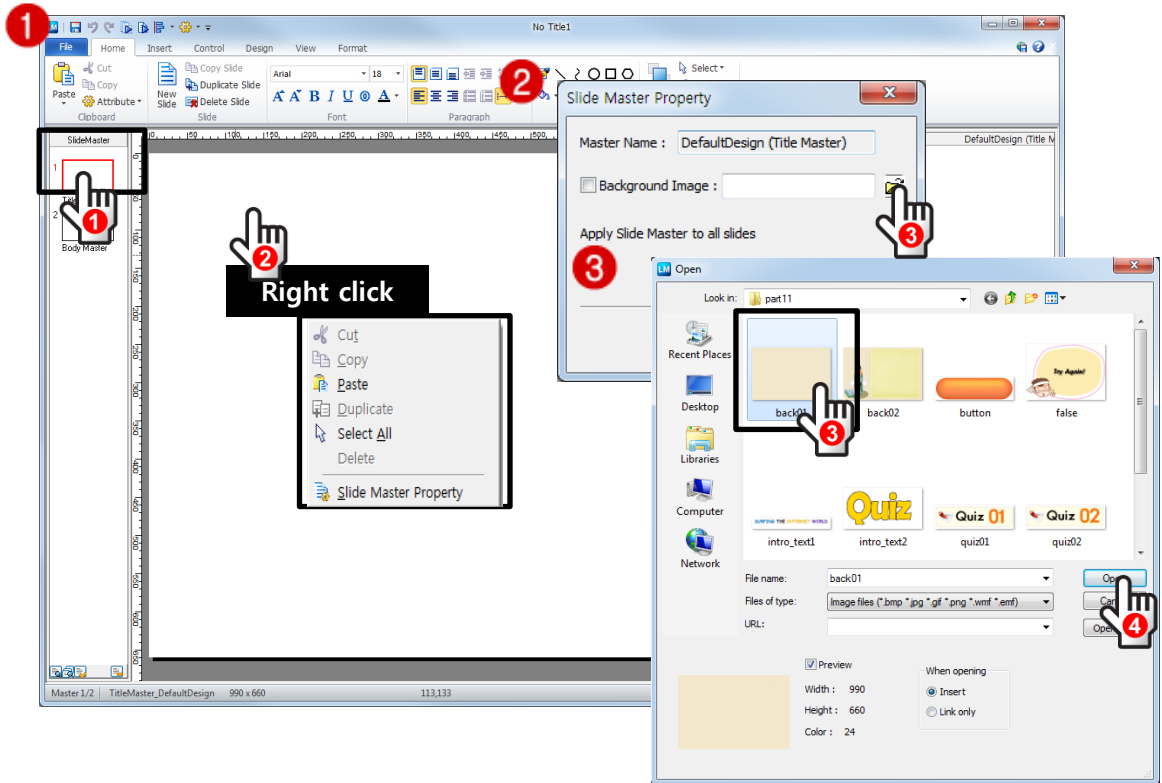
② in [Slidemaster Property], add background image.

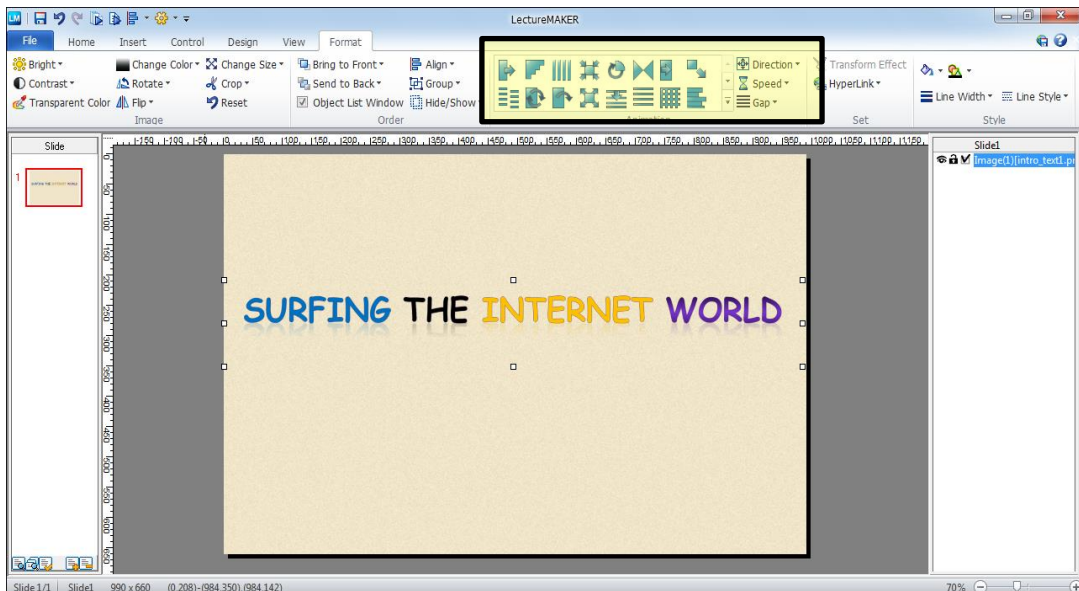③ click the folder icon and open the sample image file 'PART 11₩back01.jpg'
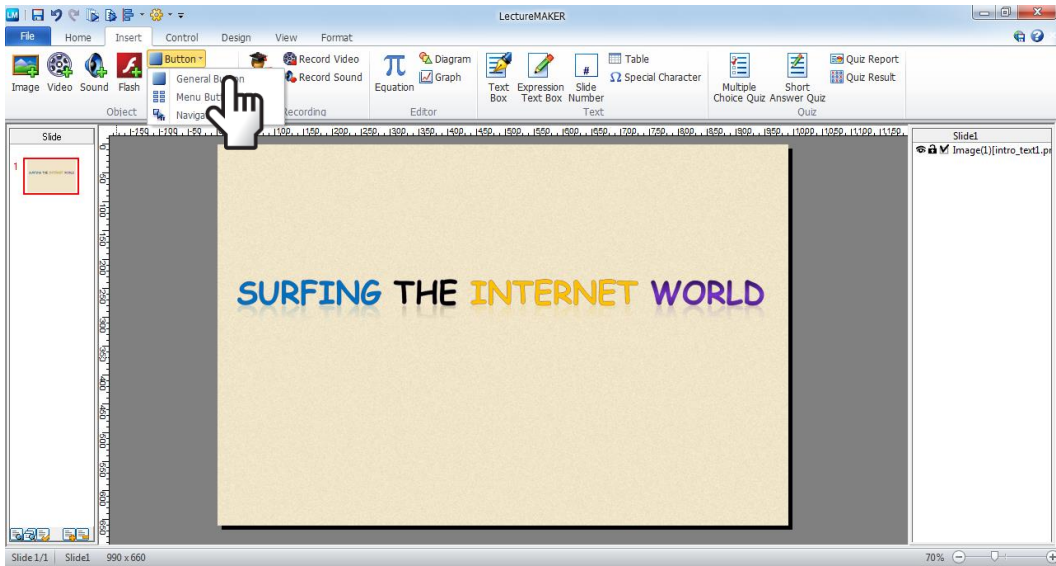
④ click OK.

Slide1.

① on slide1, [Insert]Tab- [Image 🖼️] and open sample image file 11₩intro_text.png'.
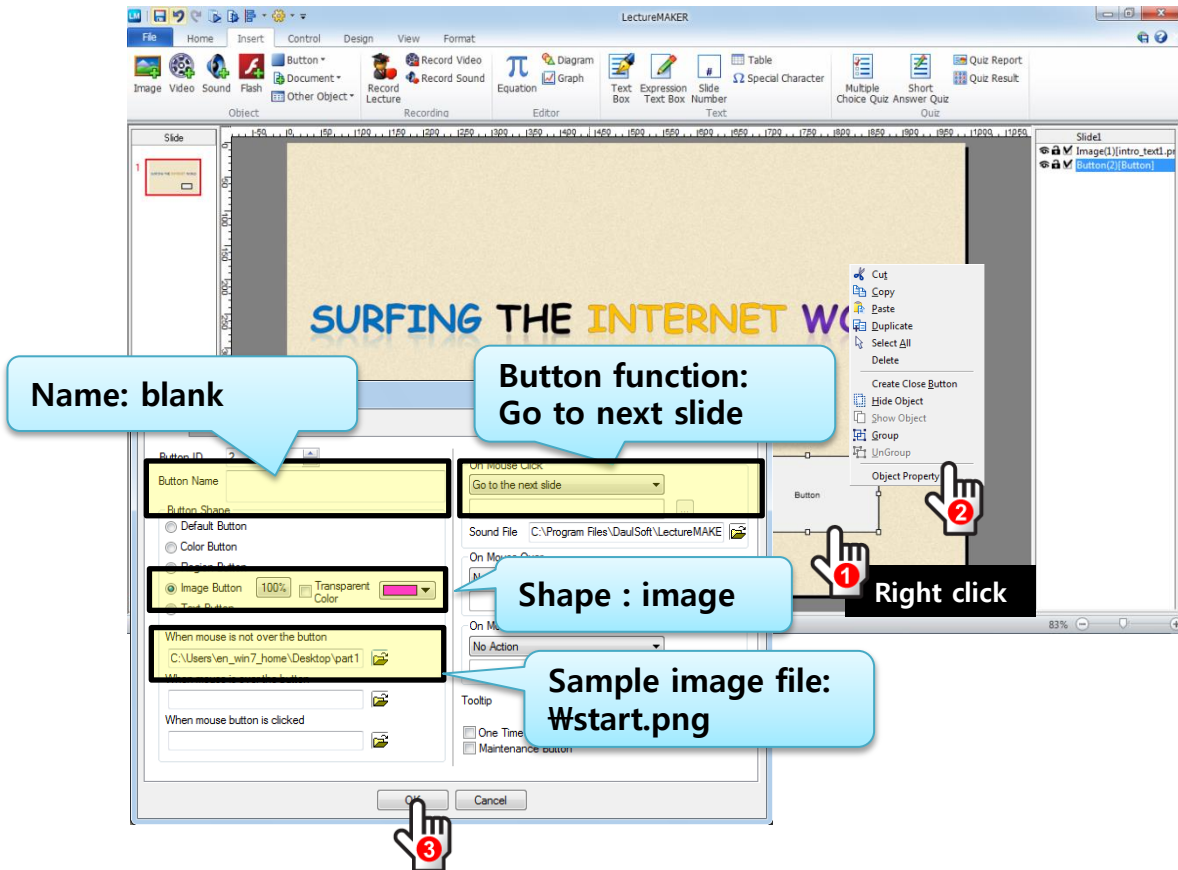

② add animation effect on each object. Double-click the each image and go and find [format]Tab and some animation effect.

③ Add start button. Click [Insert]Tab – [Button, General Button] and place the cursor and drag it.
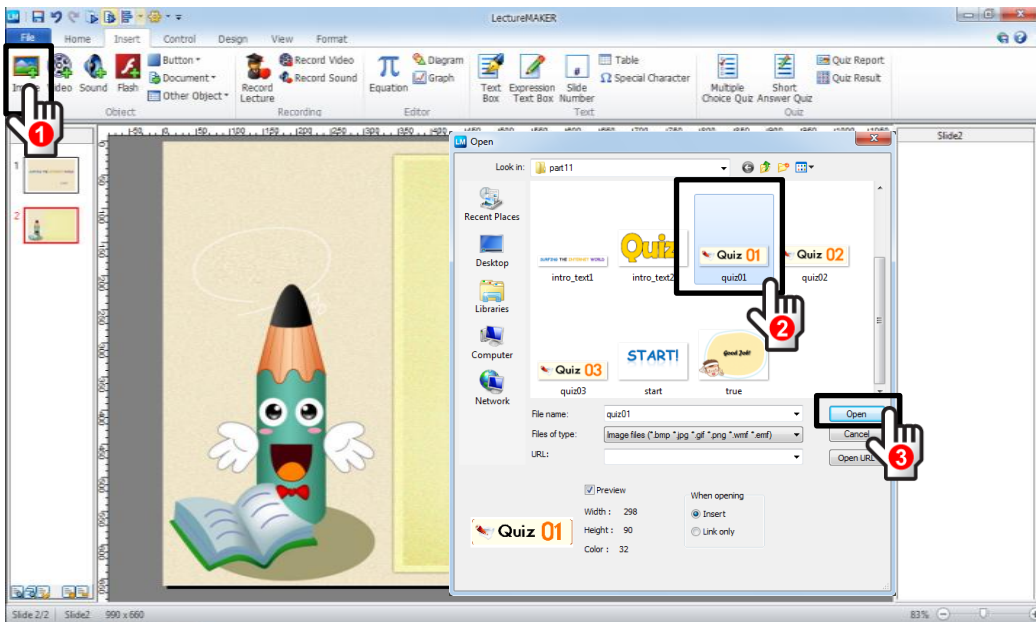

④ right-click the button and open Object Property.

● slide2 to 4

① add new slide, click [Insert]Tab - [Image]. Open sample image file 'PART 11₩quiz01.png'.
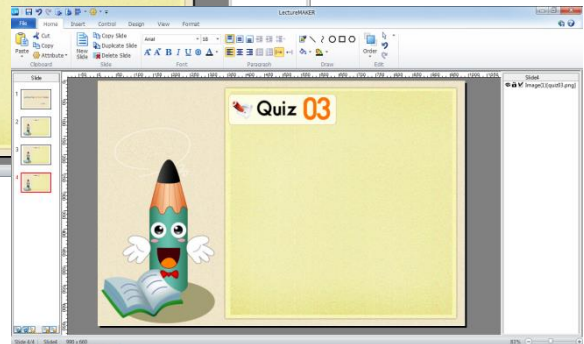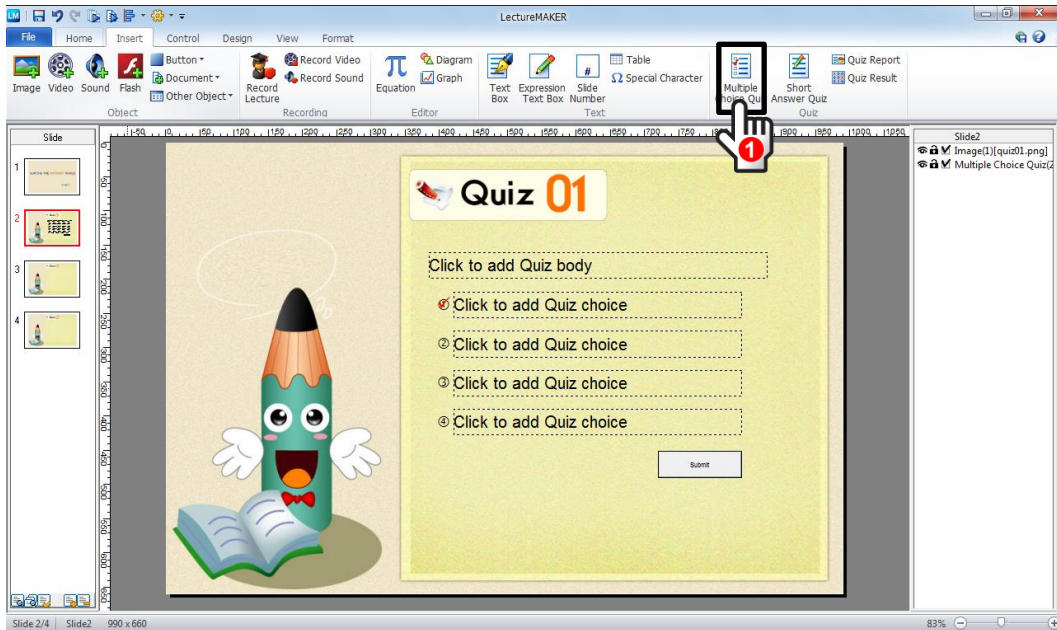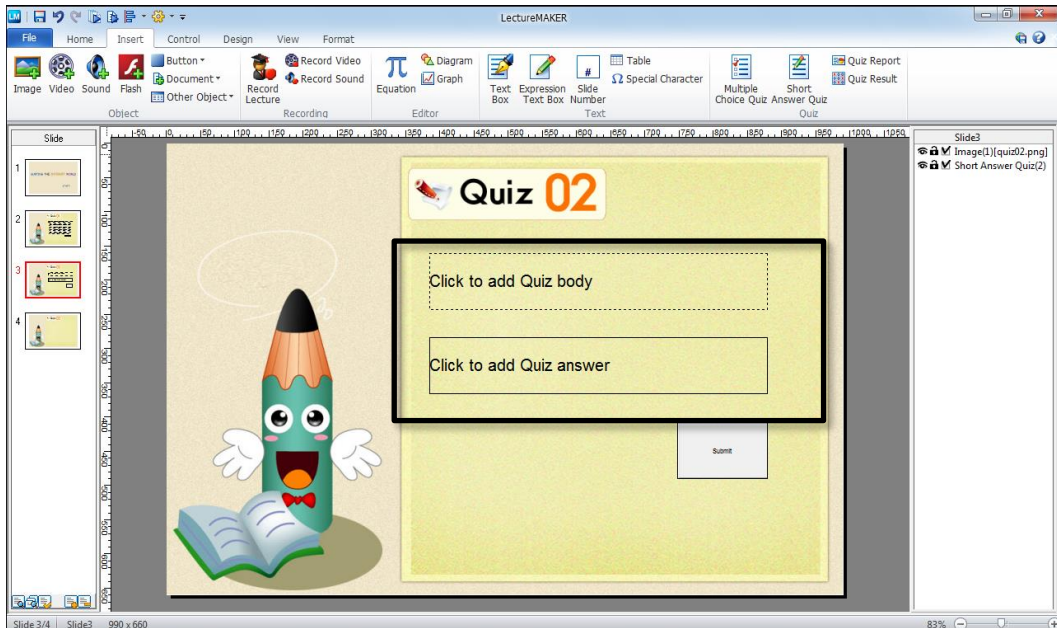

② create slide2, 3, 4 as followings.

slide2

slide3

slide4

① on slide2, click [Insert]Tab - [Multiple choice]. Drag it for proper place.

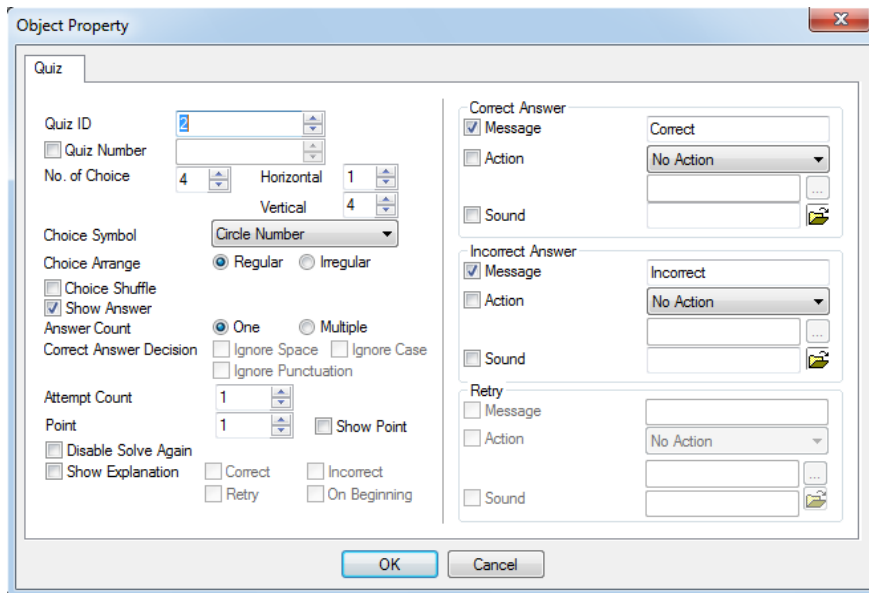② slide3 , Enter narrative and correct answer on text boxes. .

Remarks

▶ click [Submit] button and move it with cursor control keys
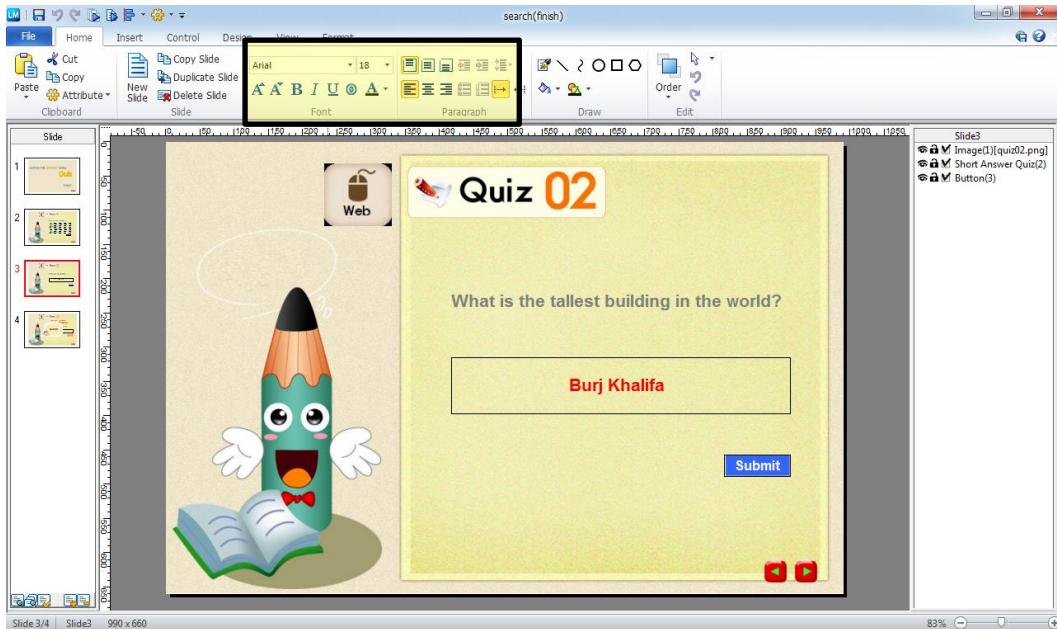▶ change the submit button property.

TIP

Multiple choice quiz property

- Quiz ID : ID needed for control
- No. of choice : the number of choices
- Horizontal/Vertical : the choices arrangement
- Choice symbol :
 circle number/ radio button/ check button
/1,2,3,4 /a, b, c, d/A, B, C, D
- Choice Arrange:
 regular(each choice's space is same)
 irregular(array the each choice individually.)
- Choice shuffle: show the choice order randomly .
- Show Answer: show the right answer after submit
- Answer Count: set 2 more right answer.
- Correct Answer Decision: (only Short answer quiz)
- Attempt Count : give multi-chance to submit.
• Correct Answer / Incorrect Answer
  - Message : enter some text and called it
         as Windows message box.
  - Action : No action/ Show hidden object/
      go to the next slide/ go to the previous slide
      go to the specific slide/ repeat the current slide
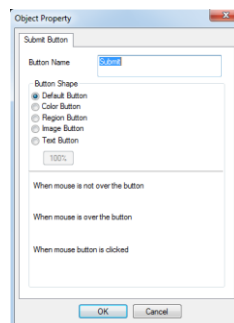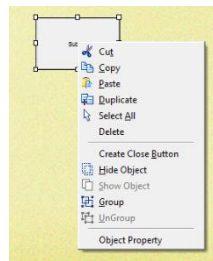 - Sound : add sound file for dynamic effect.
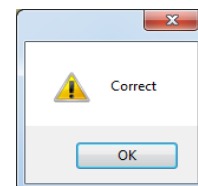
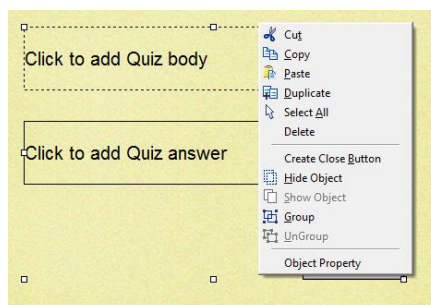③ change the formatting characters in the question makes on [Home] tab.

Remarks

▶ change the submit button style by right-click and open Object Property.
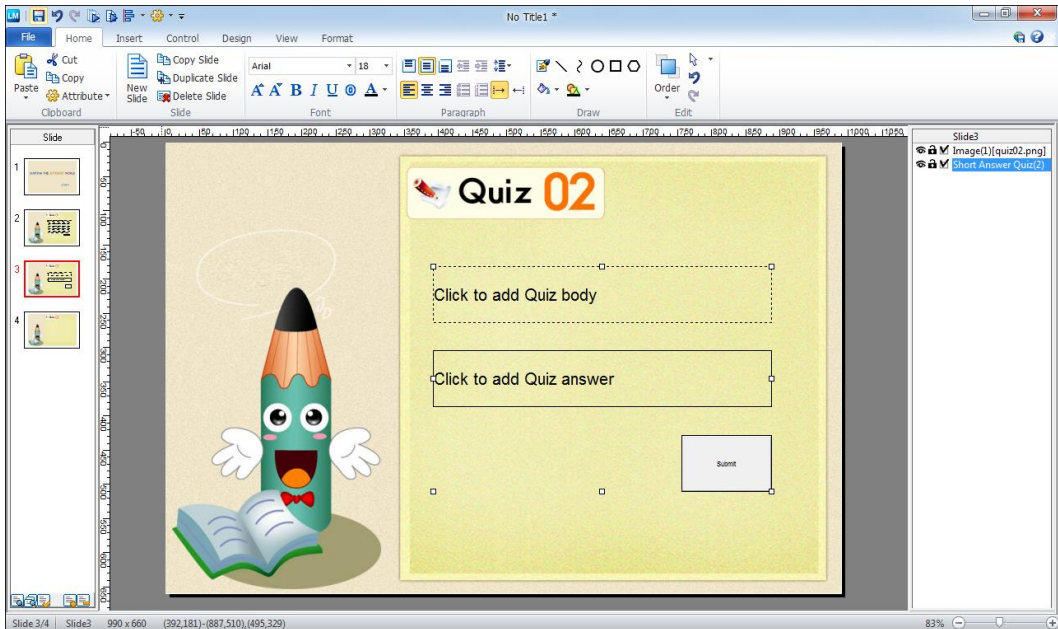▶ choose Submit button and right-click: submit button object Property
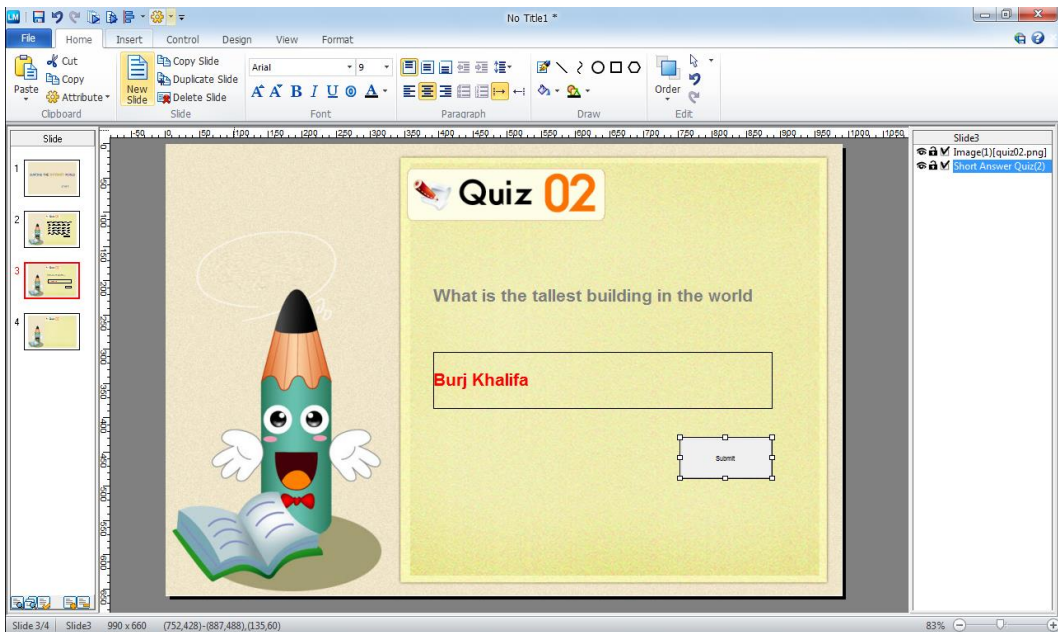

▶ choose text box and right-click: Quiz object Property

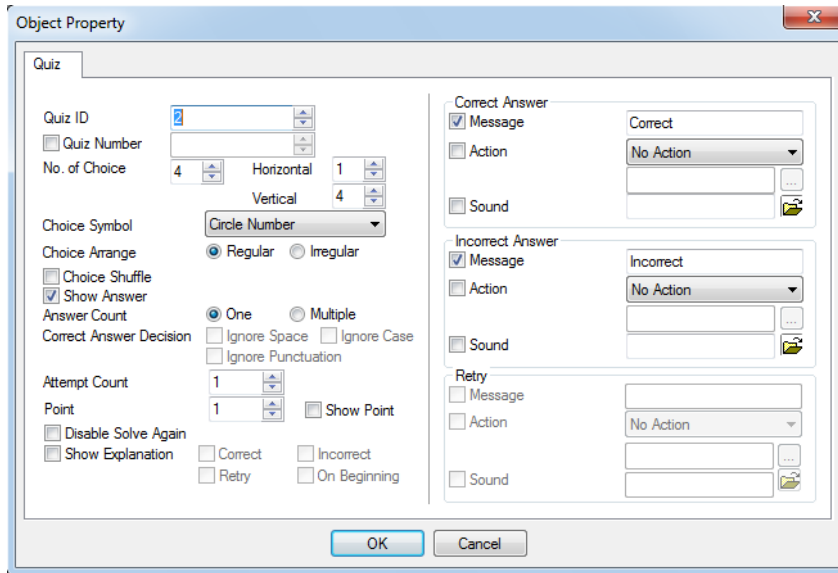① on slide3, click [Insert]Tab - [Quiz: Short Answer]. Drag it for proper place.

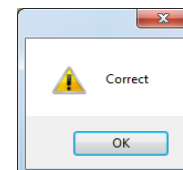② Enter narrative on text box.

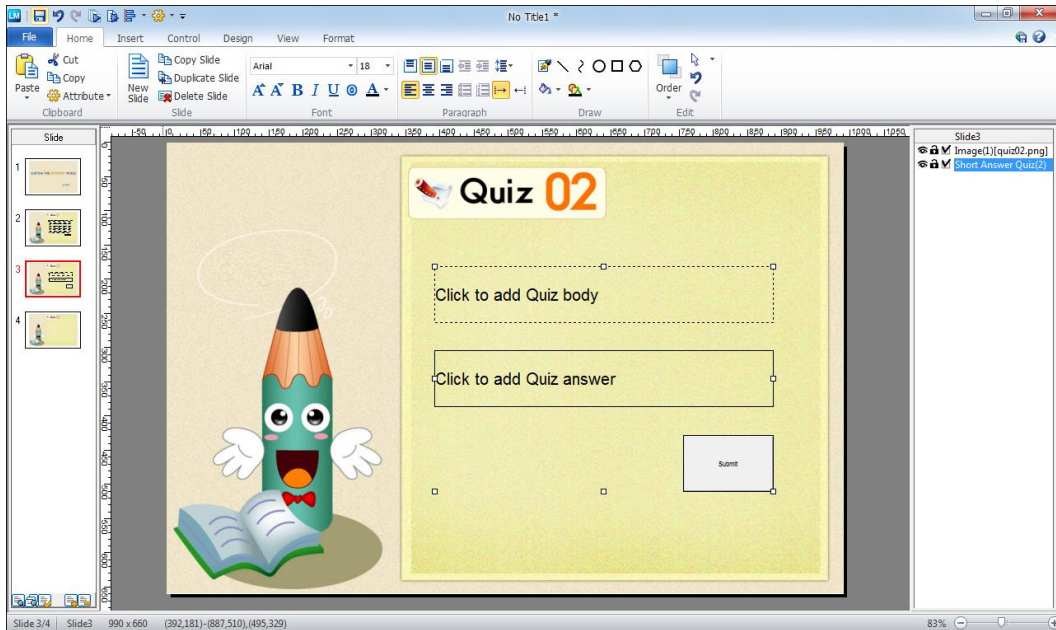③ change the font, size and color in [Home]Tab.

Short answer quiz property

▪Quiz ID : ID needed for control

▪Show Answer: show the right answer after submit

▪Correct Answer Decision:

  - ignore space : no not care about space/blank.

  - ignore case: not sensitive the capital/ small character.

  - ignore punctuation: do not care about [./,/!/?].

▪Attempt Count : give multi-chance to submit.

• Correct Answer / Incorrect Answer

  - Message : enter some text and called it

        as Windows message box.

  - Action : No action/ Show hidden object/

      go to the next slide/ go to the previous slide

      go to the specific slide/ repeat the current slide
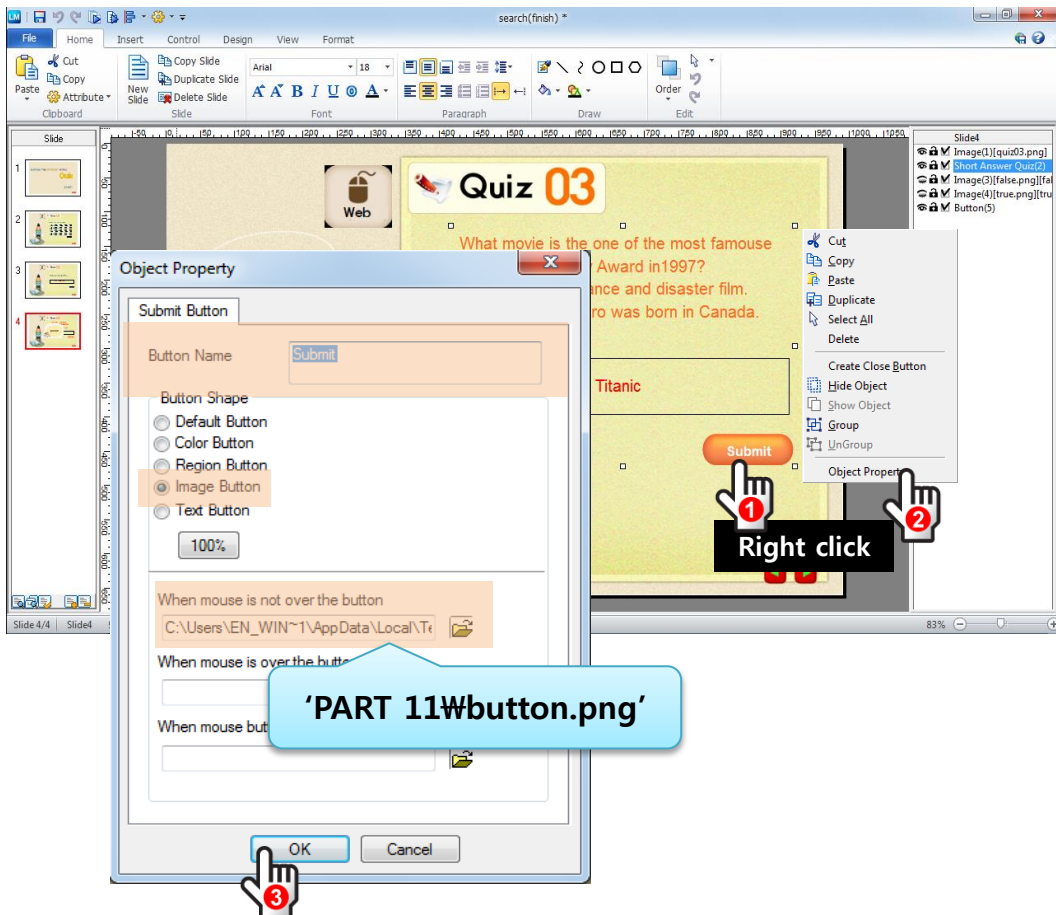
  - Sound : add sound file for dynamic effect.
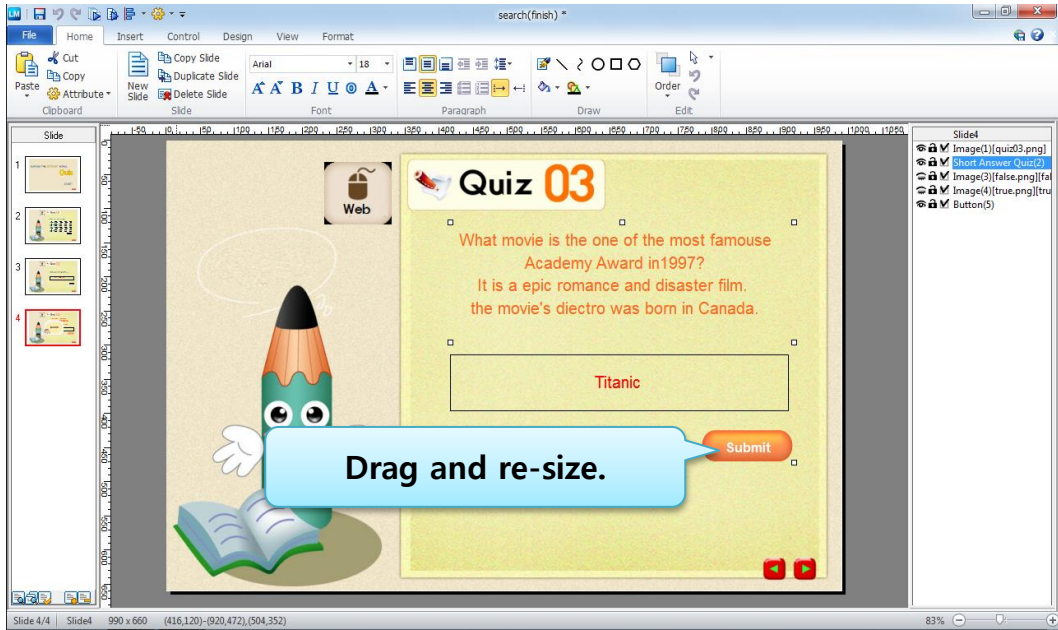
Quiz 3: original short answer quiz

① slide3 , Enter narrative and correct answer on text boxes.
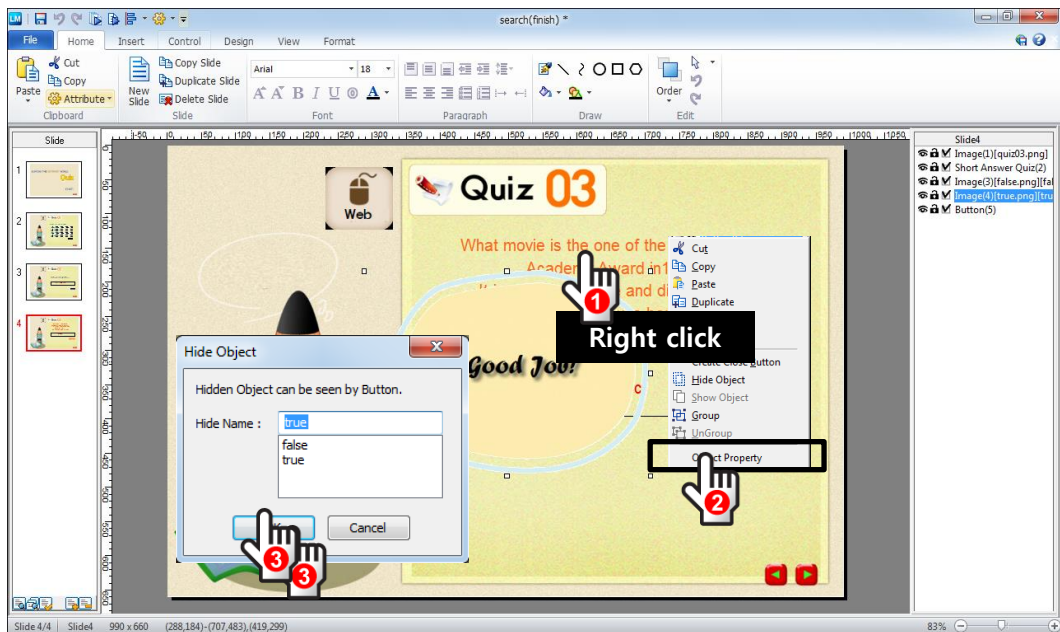change the font, size and color in [Home]Tab.

② change the submit button style by right-click and open Object Property. Choose image button shape. And open sample image file 'PART 11₩button.png' for when mouse is not over the button.
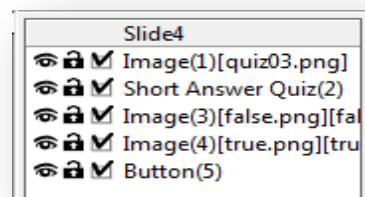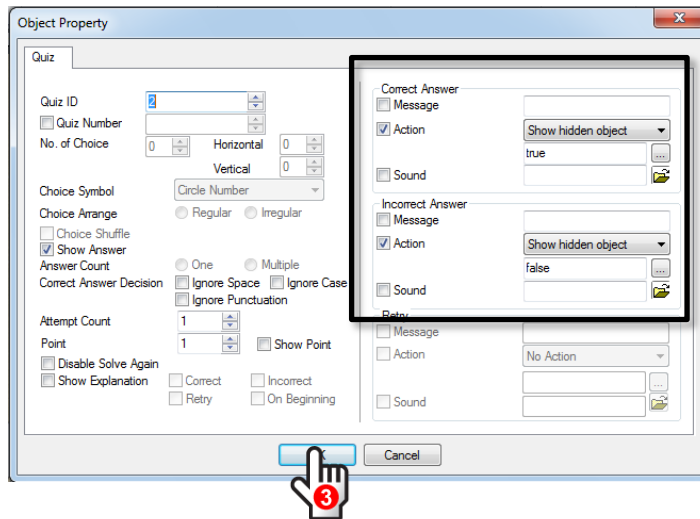
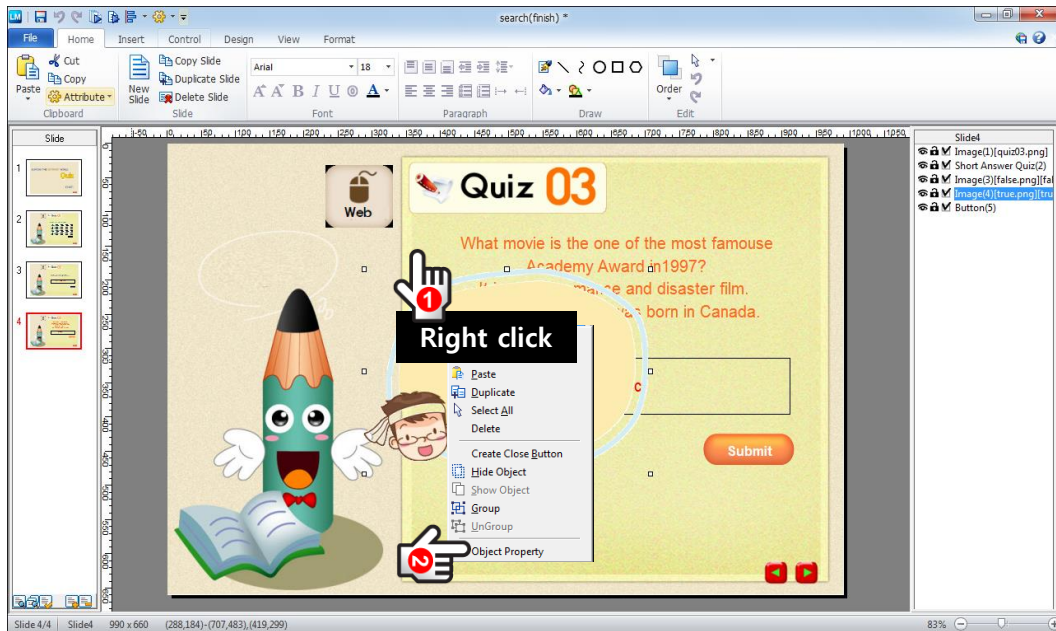③ change the font, size and color in [Home]Tab.

④ click [Insert]Tab - [Image], open 'PART 12₩true.png, false.png' and hide it.

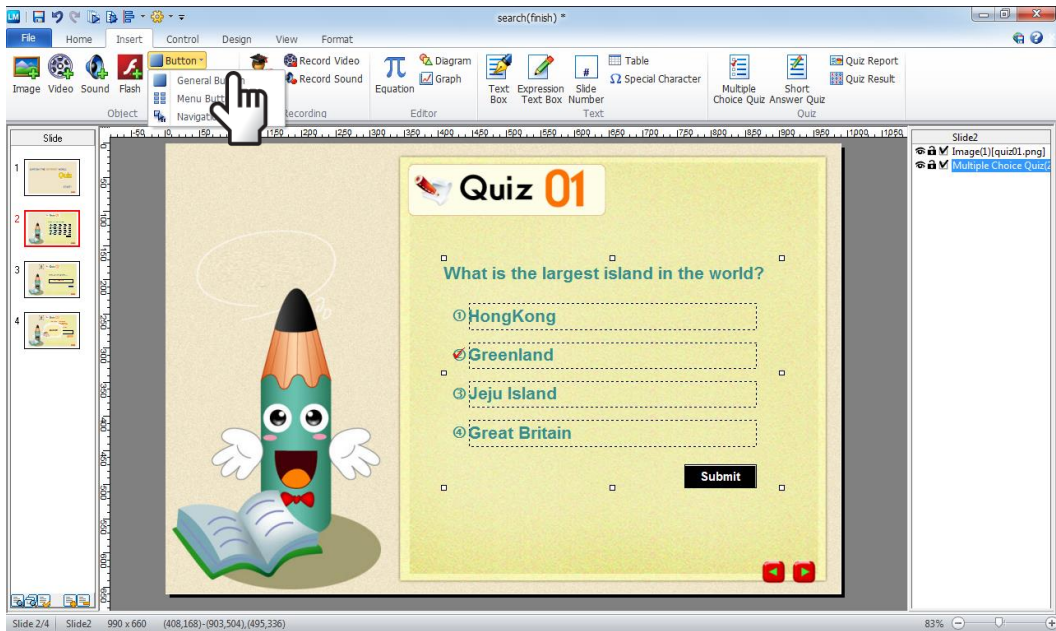⑤ find the hidden objects on object list.

⑥ on Quiz object property, check Action and choose show hidden object.

⑦ preview by shift+F5.

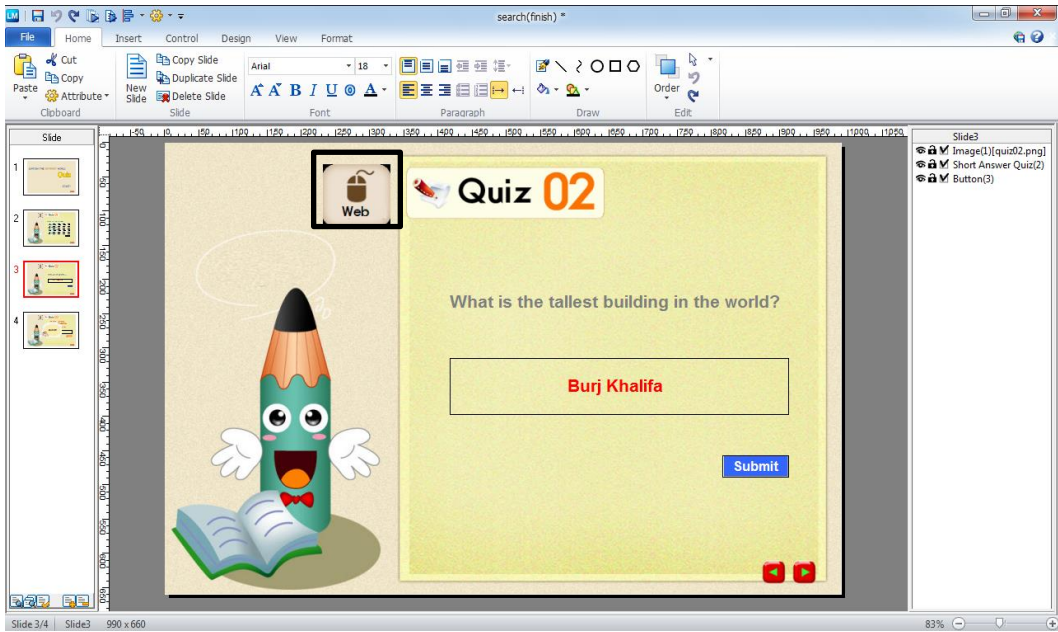# Button: go to internet surfing, navigation button

① on slide2-4, insert button for linked with internet portal site.
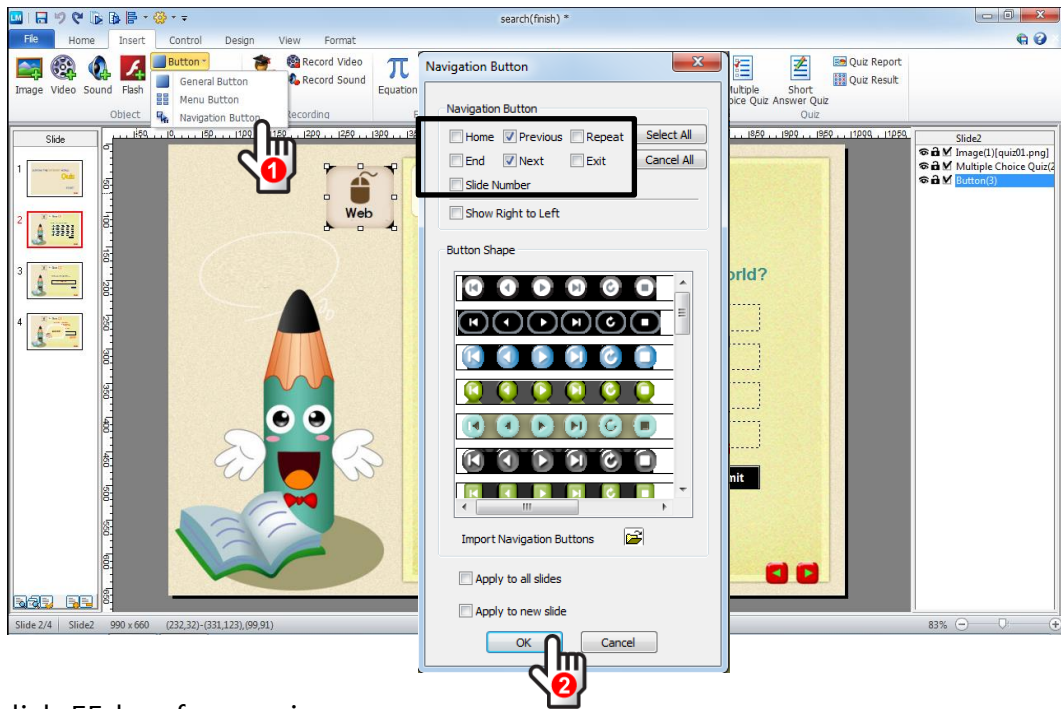Click [Insert]Tab, [Button]-[General button].

② Place a cursor and drag it. open button object property.

Right click

Name: blank

Image Button

URL link(_new)
http://www.google.com
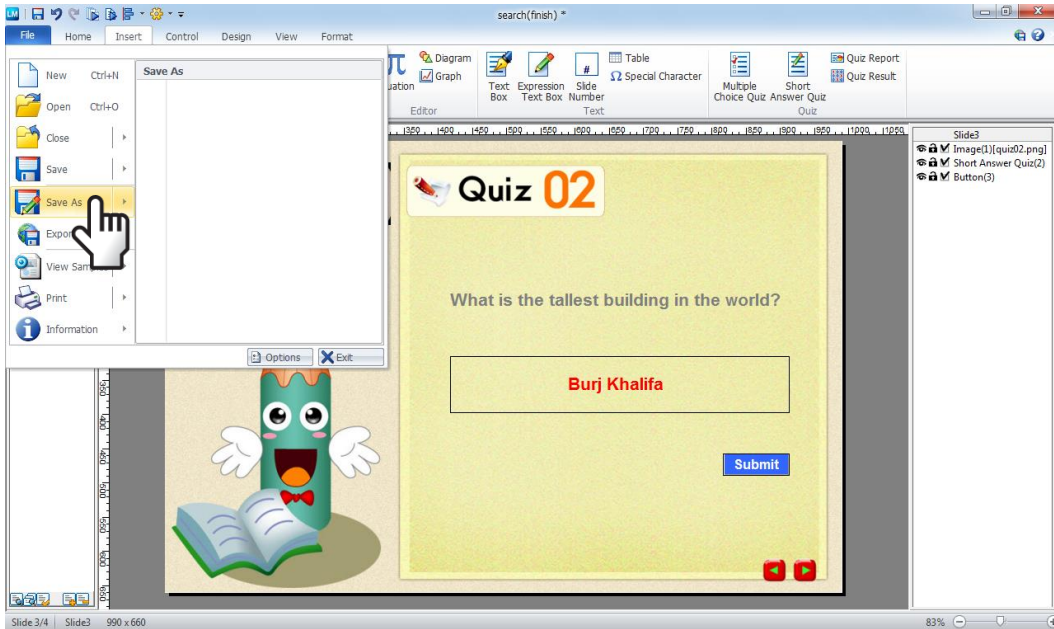
search.png
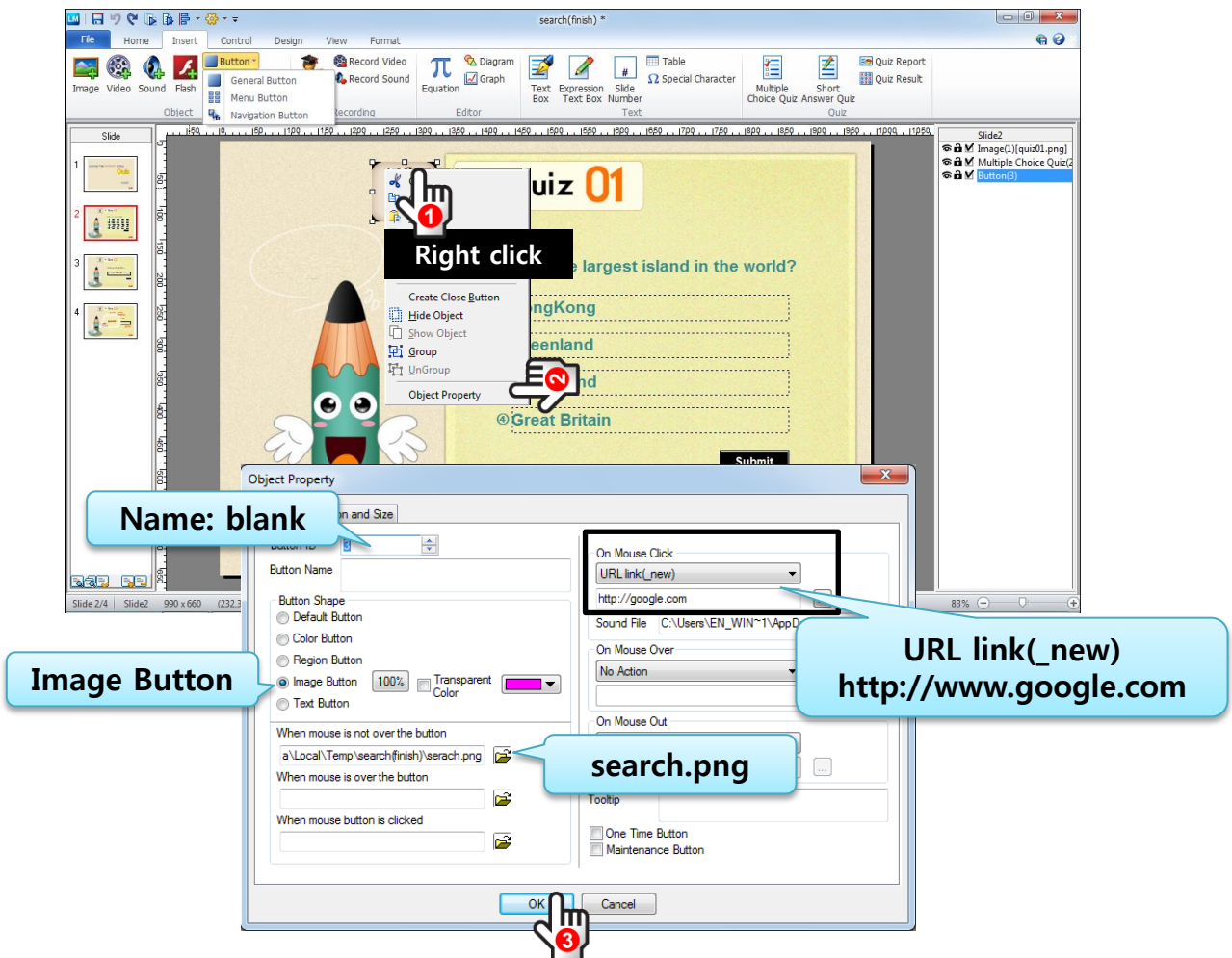
③ insert same button on slide 3 and 4.

④ click [Insert]Tab [Button]-[Navigation button].

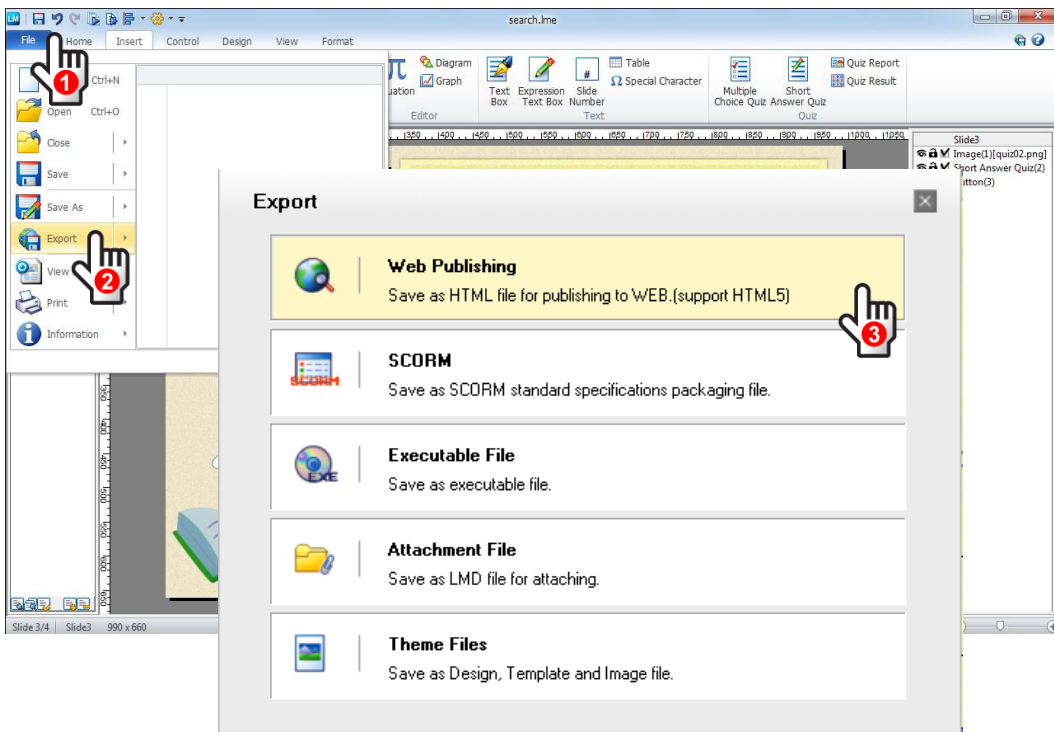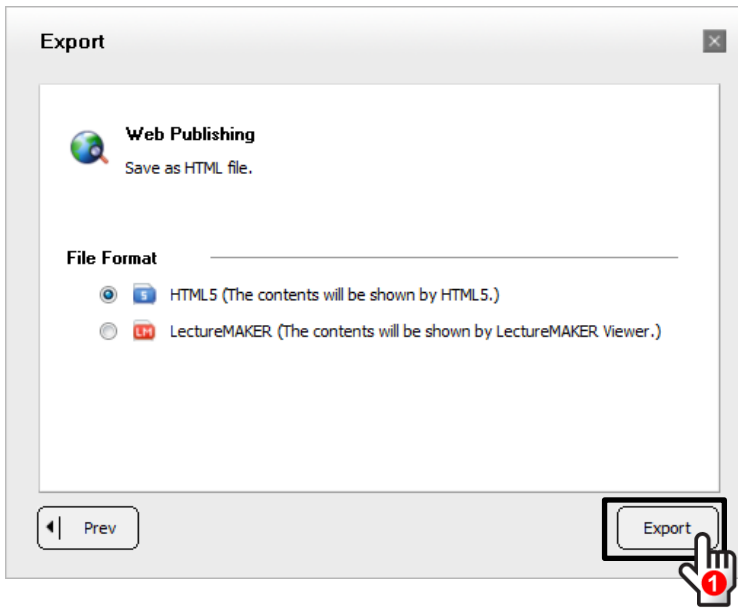⑤ click F5 key for preview.

① Click LectureMAKER button and Save As – Save As.

② for web distributed format, [Export]-[Web Publishing] in the File menu.

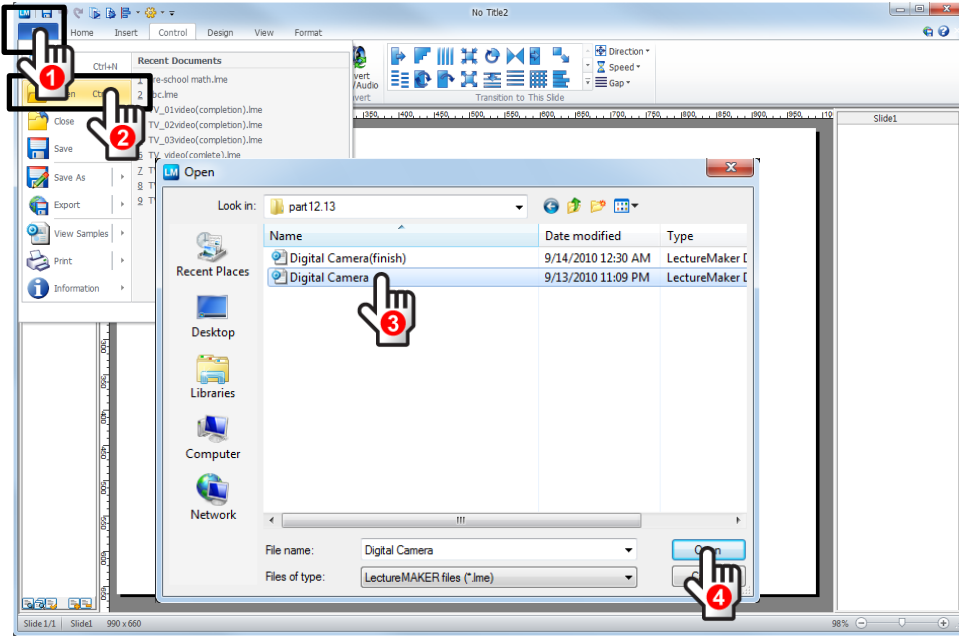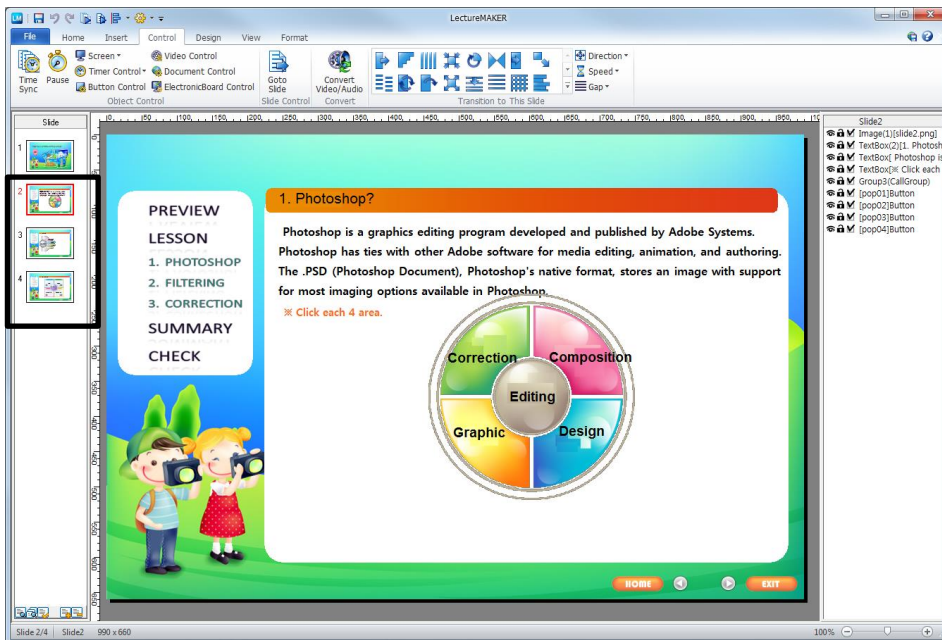③ select one of the file types and click to [Export].

④ Select the folder that you want to export, enter a filename and save it.

1 | Open LectureMAKER content

① Run LectureMAKER, click File Tab and Open sample LectureMAKER file 'PART 12₩Digital Camera.lme'.
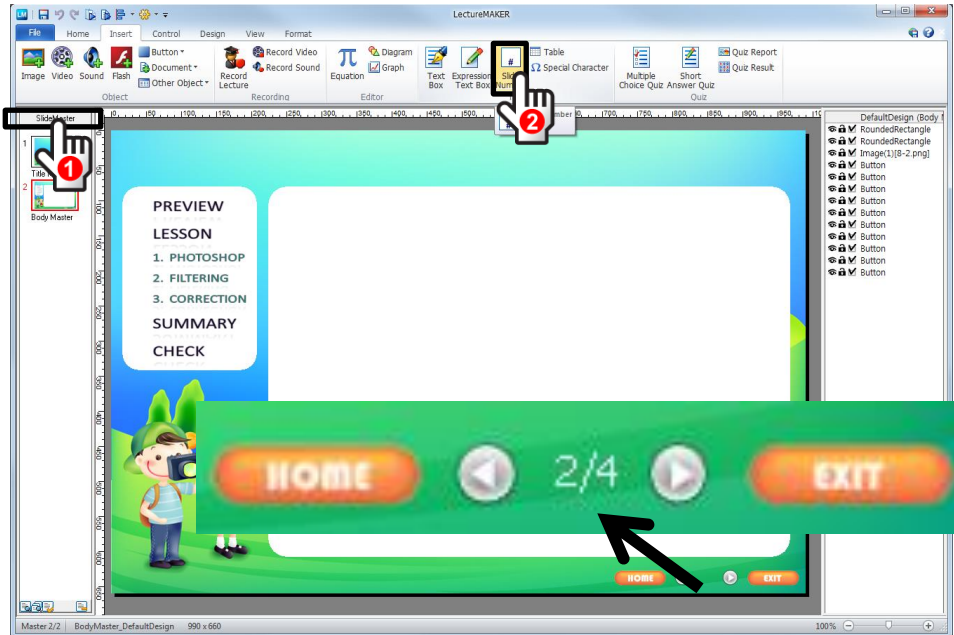

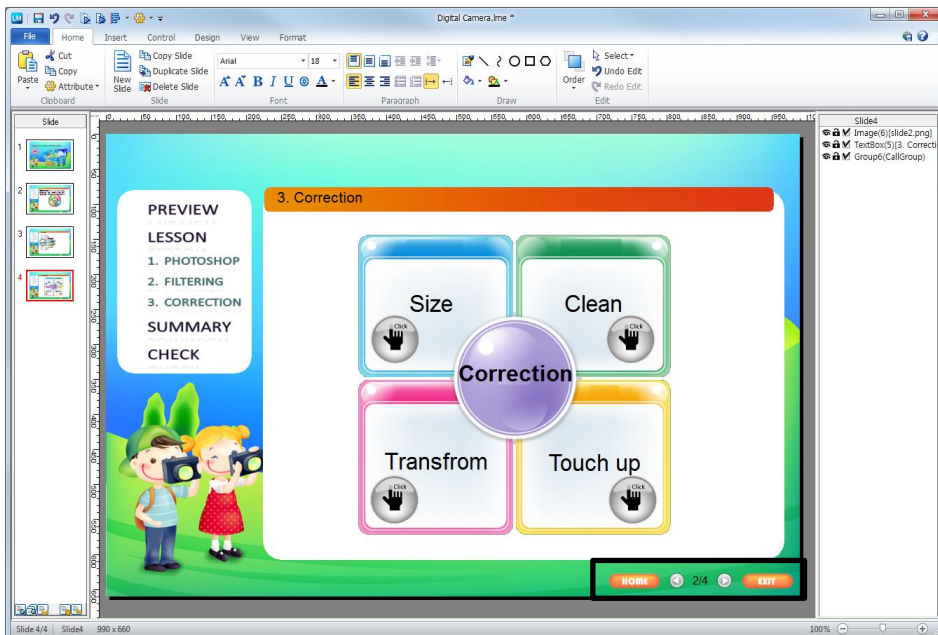② slide1 is intro, completed. And slide2 to 4 need to add some object.

2 Insert Slide Number

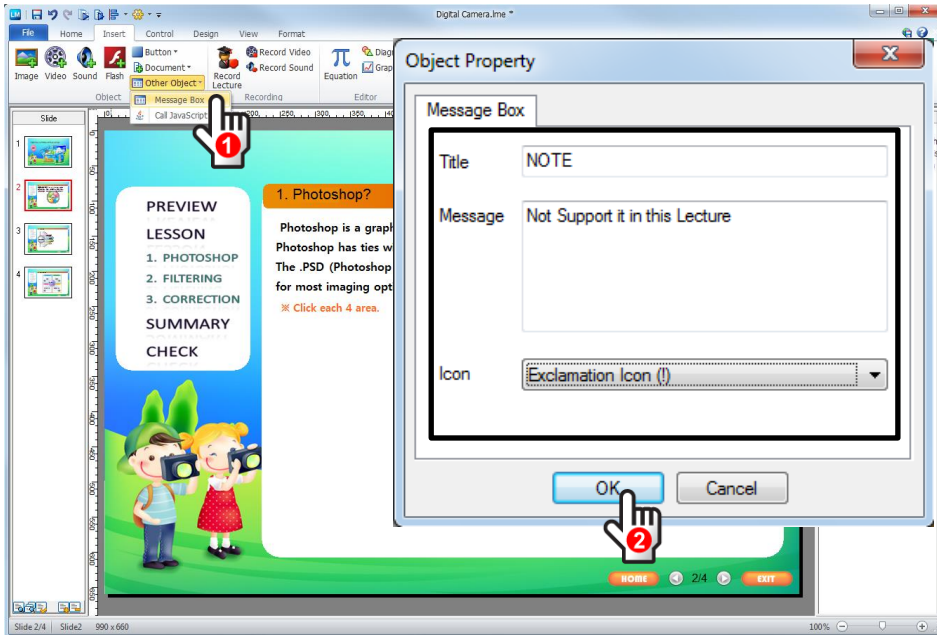① go to Slide Master view, add slide number on body master.


② page number is inserted.

① add message box to note [Not Support it in this Lecture] message.
Add 3 message boxes and hide, insert button on [Intro][Summary][Check] and link with each message box.
② click [Insert]Tab [Other Object]-[Message Box], enter text message as below.
③ input title, message and choose icon and click OK.

④ right-click each message box and choose Hide. Enter hide name [Note] and OK.
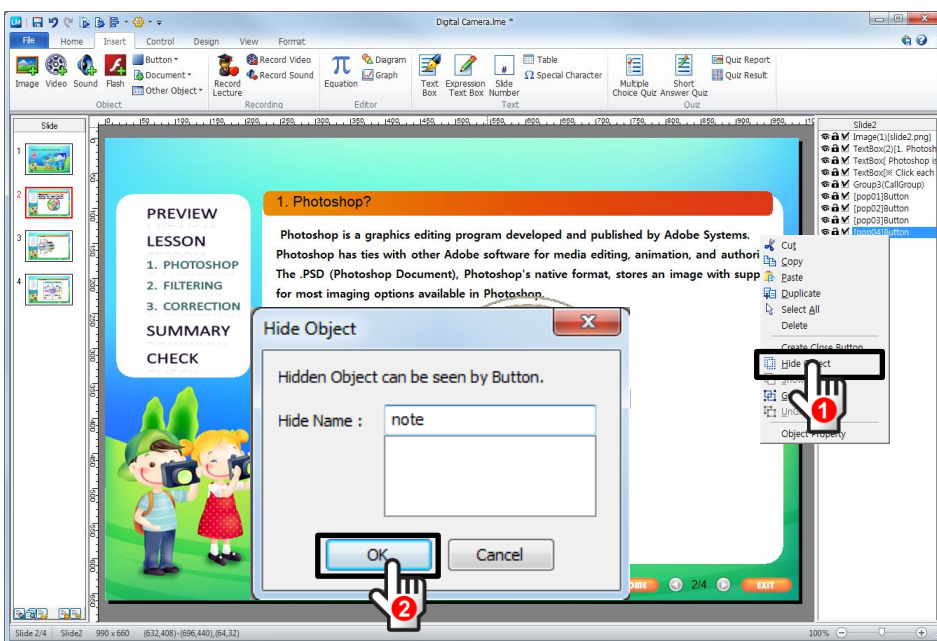
⑤ link each hidden message box with button function of 'Preview/Summary/Check'.
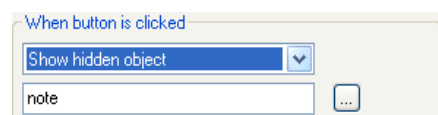
4 Pop Up effect ① : object controls

① On slide2, add pup-up window as following.
② add Diagram in [Home]Tab – [Draw], and enter each context as followings.

Editing& Correction	remove noise, add grain, create vignettes, correct lens distortions, sharpen, and high/ low contrast effect.
Composition	Composing more than 2 images and create new and original one.
Graphics	Creates icon, animated images and movie with various characters
Design	Web template, publishing images, text/ font design and ETC.
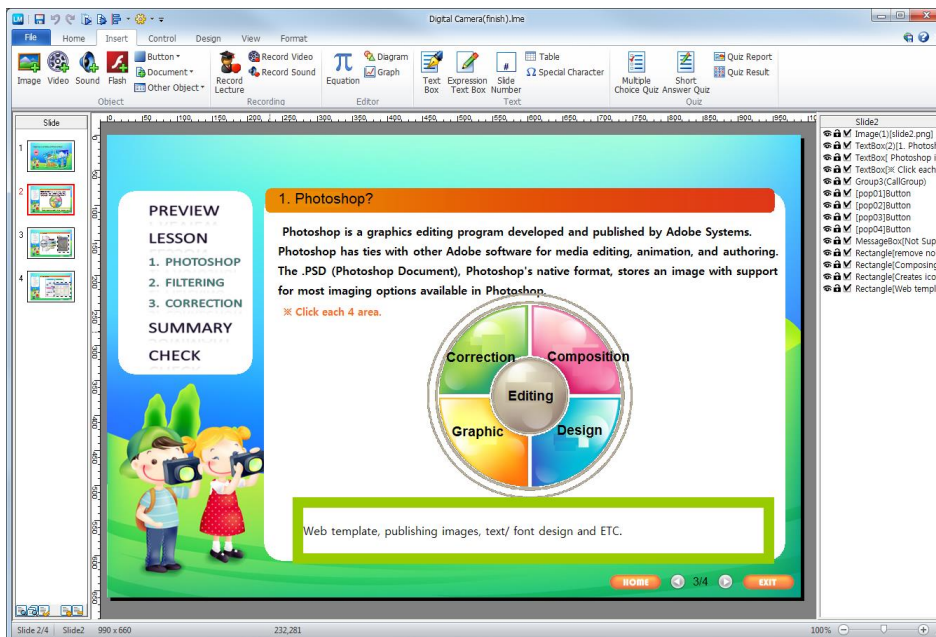
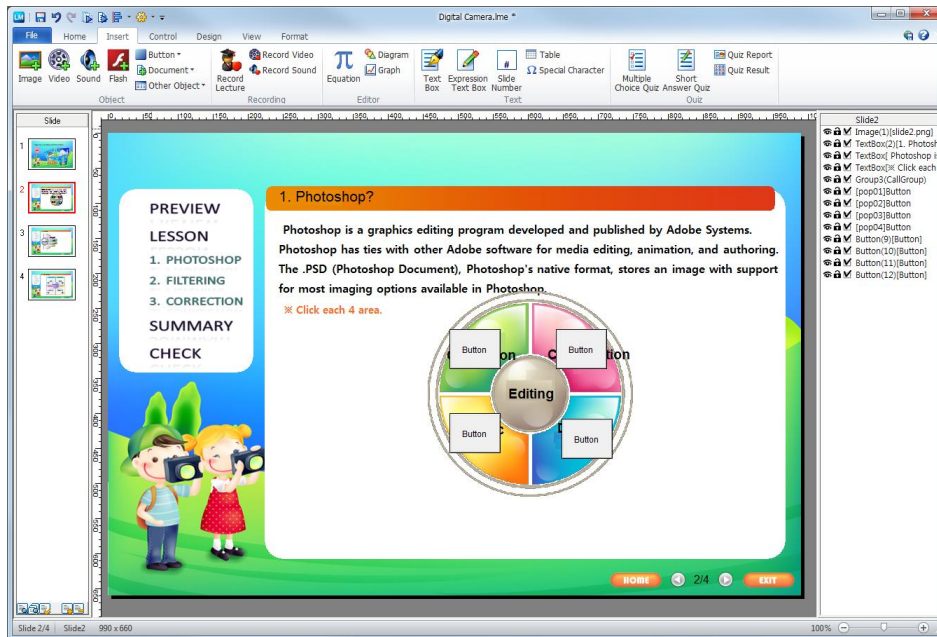③ add close effect when clicked. Right-mouse click and select Disappear on Clicking on each context box.
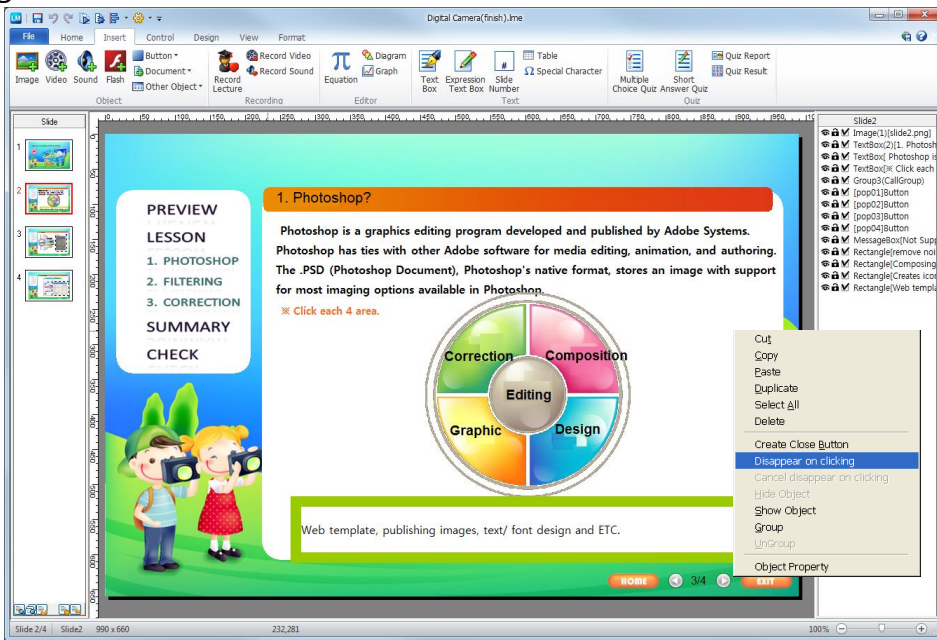
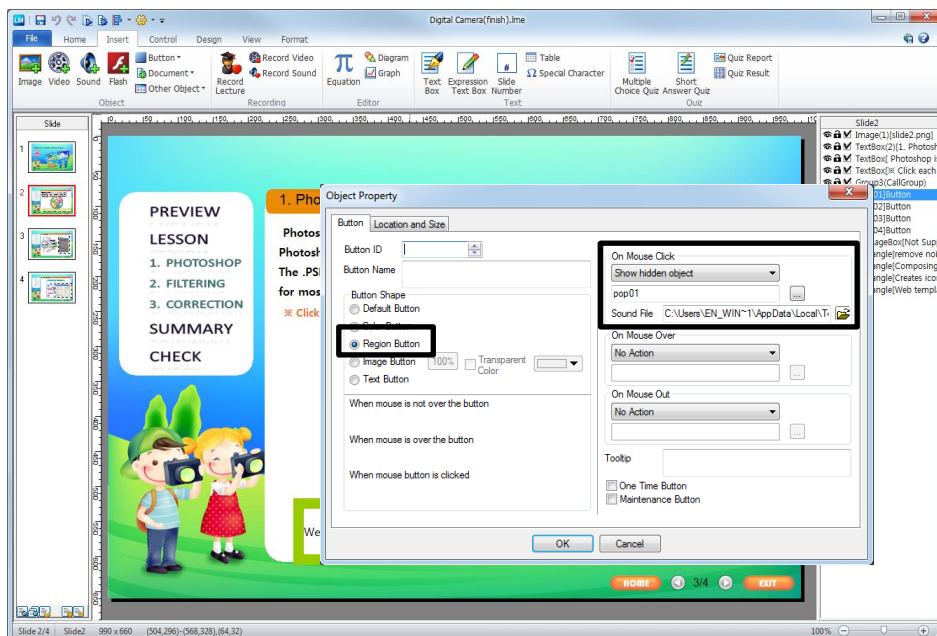④ give a pup up effect when click the each 4 sector. First, hide all context box.
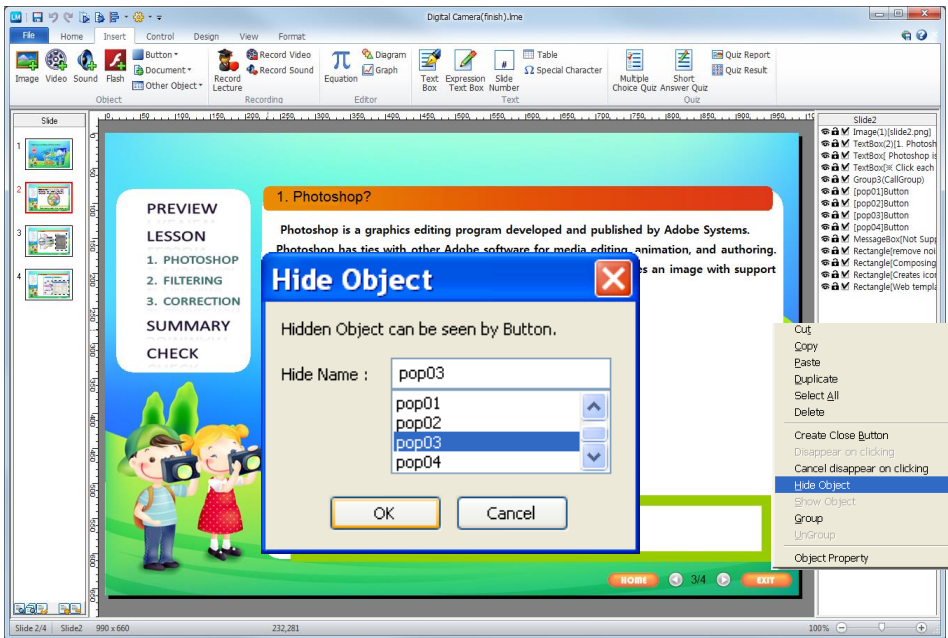
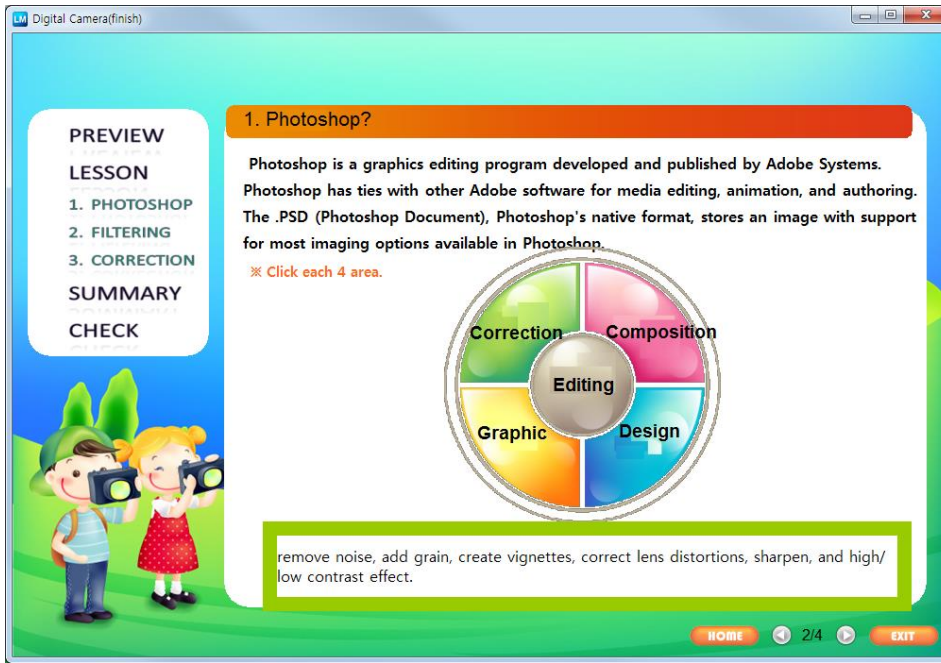| Digital Photo Edit	pop1
Compose Images	pop2
Graphics	pop3
Design	pop4

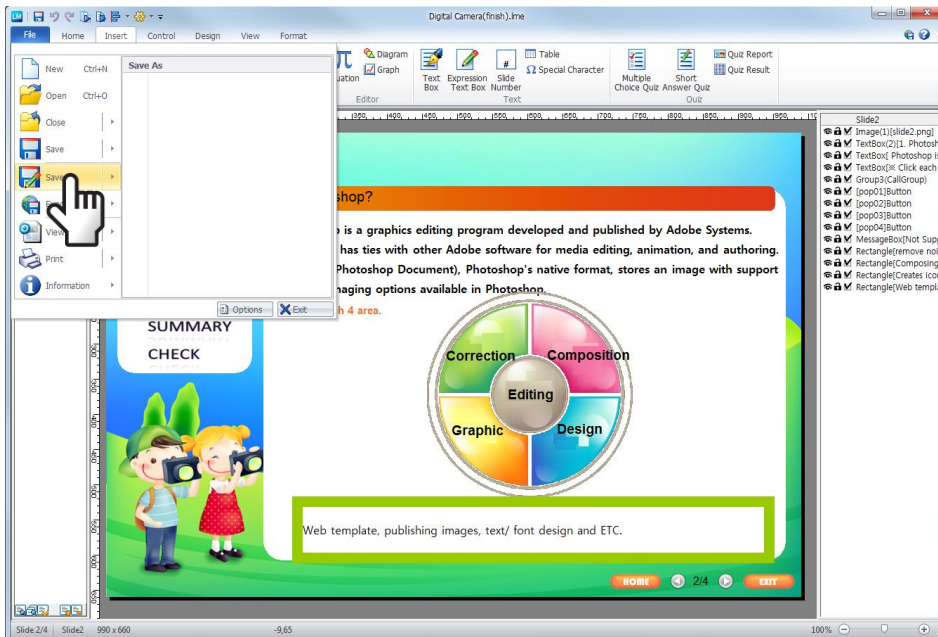⑤ Make a button for appear when you click on each of the four squares.

⑥ click [Insert]Tab [Button]-[General Button], choose Region button shape and link each hidden context box.
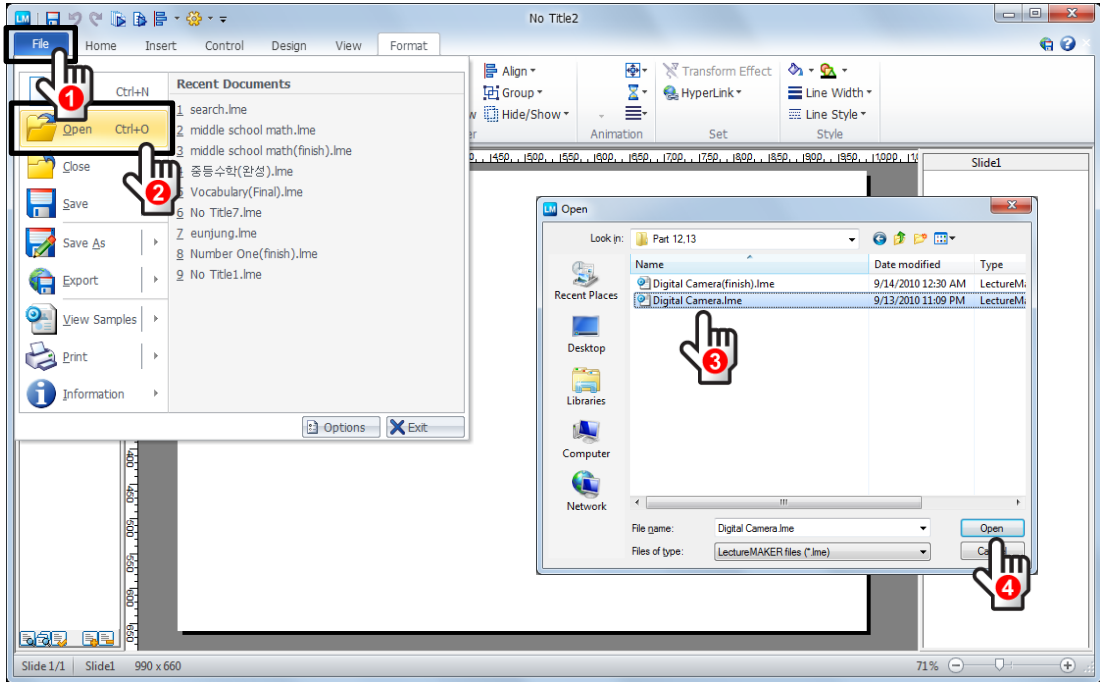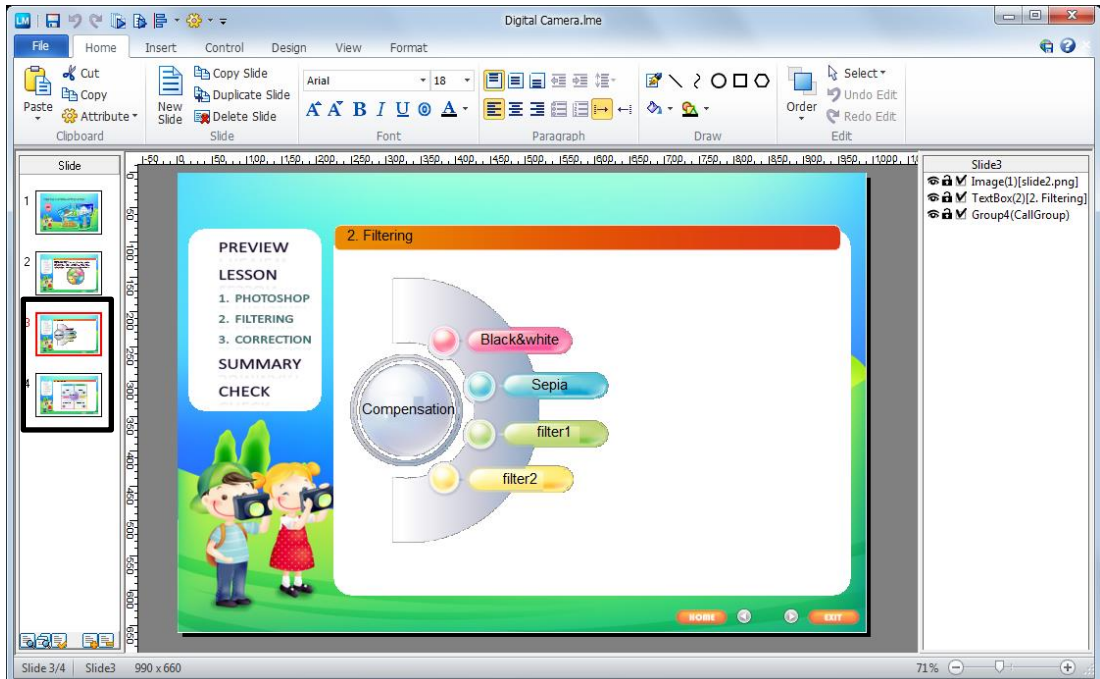
⑦ Preview.

⑧ save it.

1 Open LectureMAKER content

① Run LectureMAKER, click [File] Tab and Open newly updated sample LectureMAKER file 'PART 12₩Digital Camera.lme'.
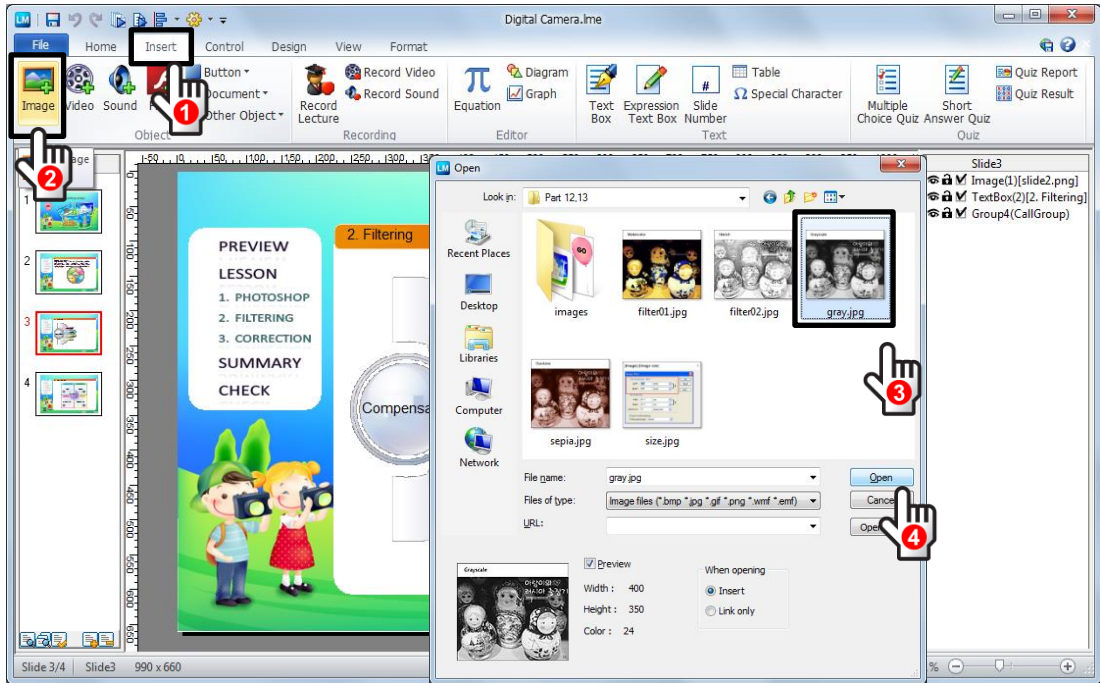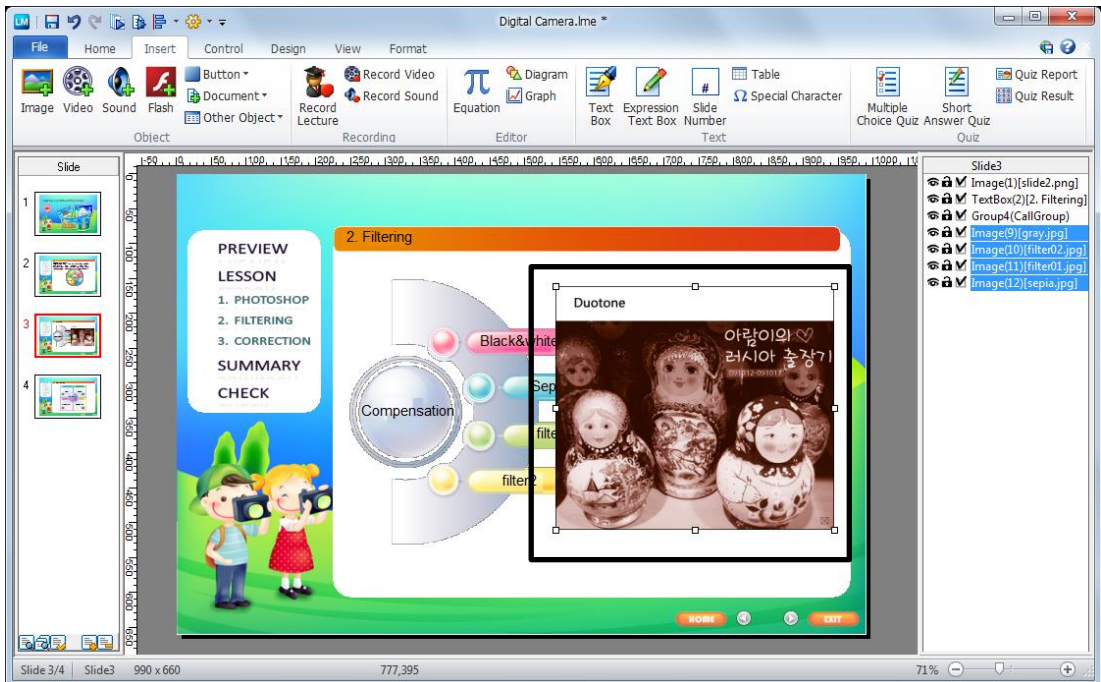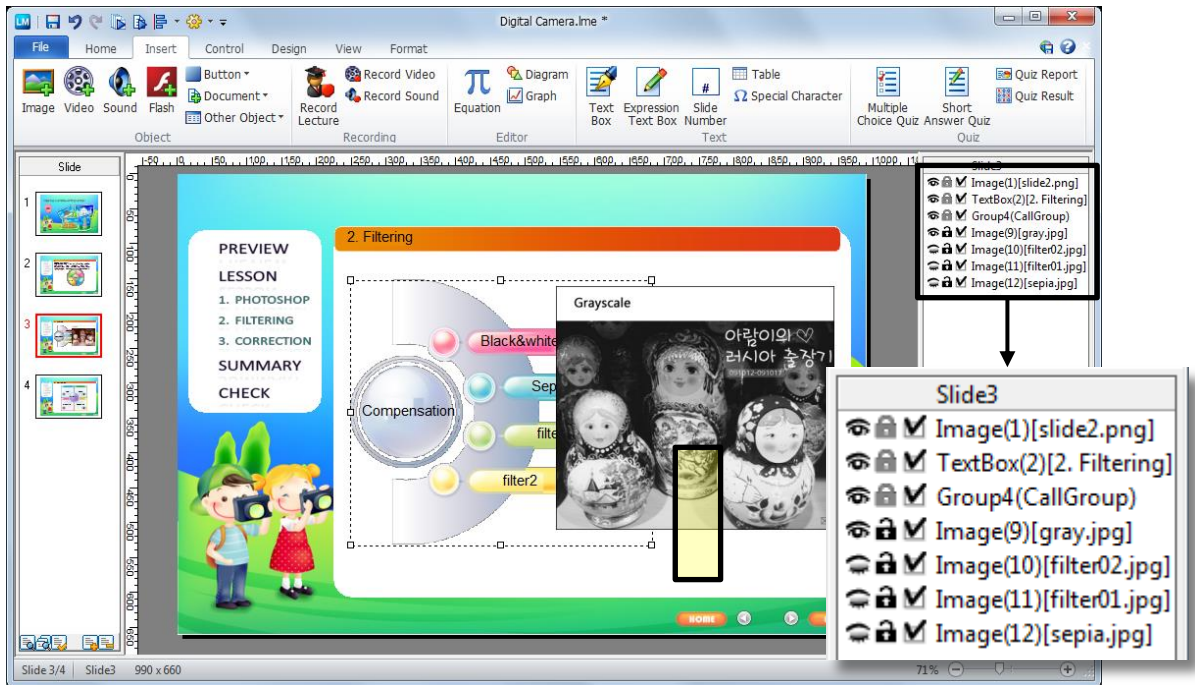

② this time, complete slide3 and 4.

① on slide3, when click each section and appear each image.
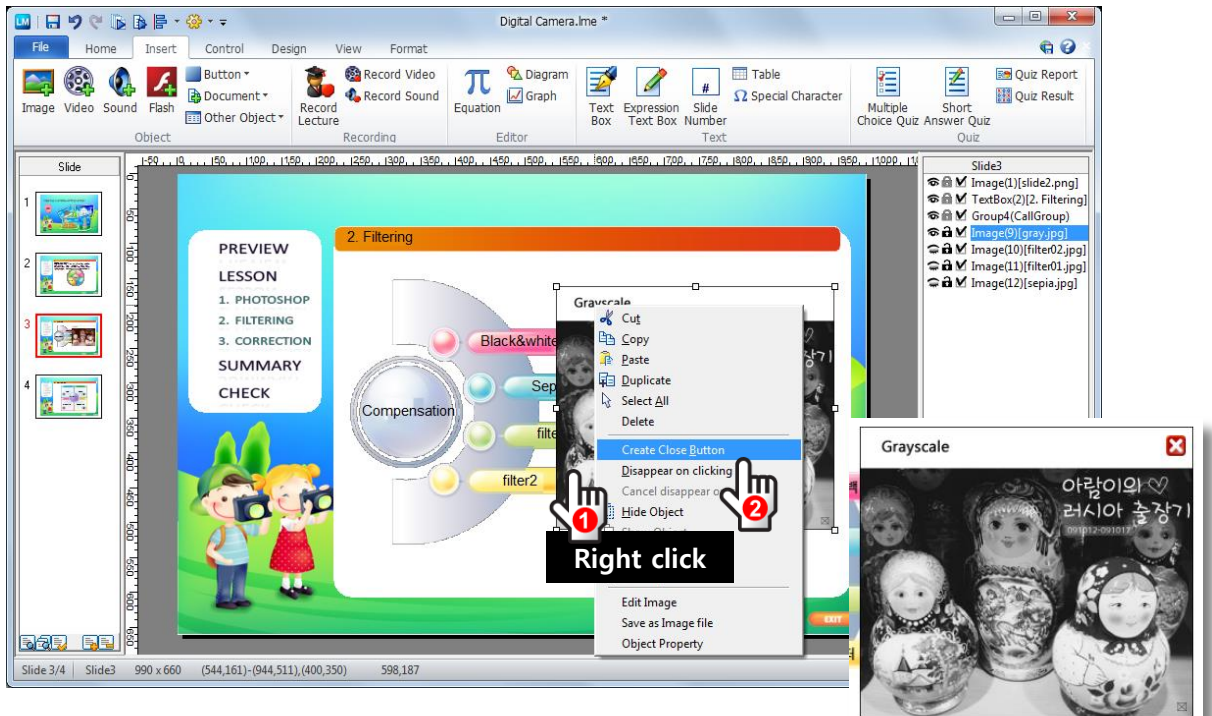② click [Insert]Tab - [Image], open sample images.

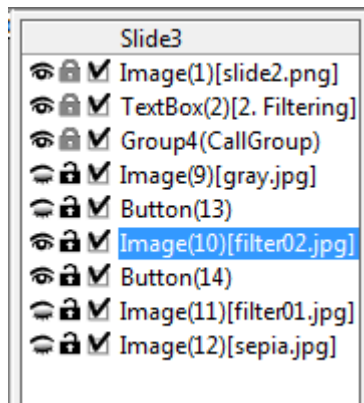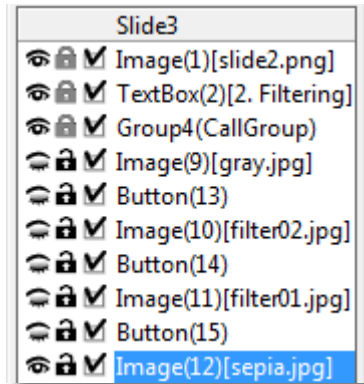

③ place and overlap the all images.

④ Check to hide option to 3 pictures on a while in object list box that make for a close button of first image.

⑤ right-click to [gray.jpg] object, and select [Create Close button]. and Close button moved to top of image.

⑥ make a close button for another pictures.

⑦ on list of objects, choose both the object of button under the Image object and Image object(Ctrl + choice),right click. And select to "Hide Object".
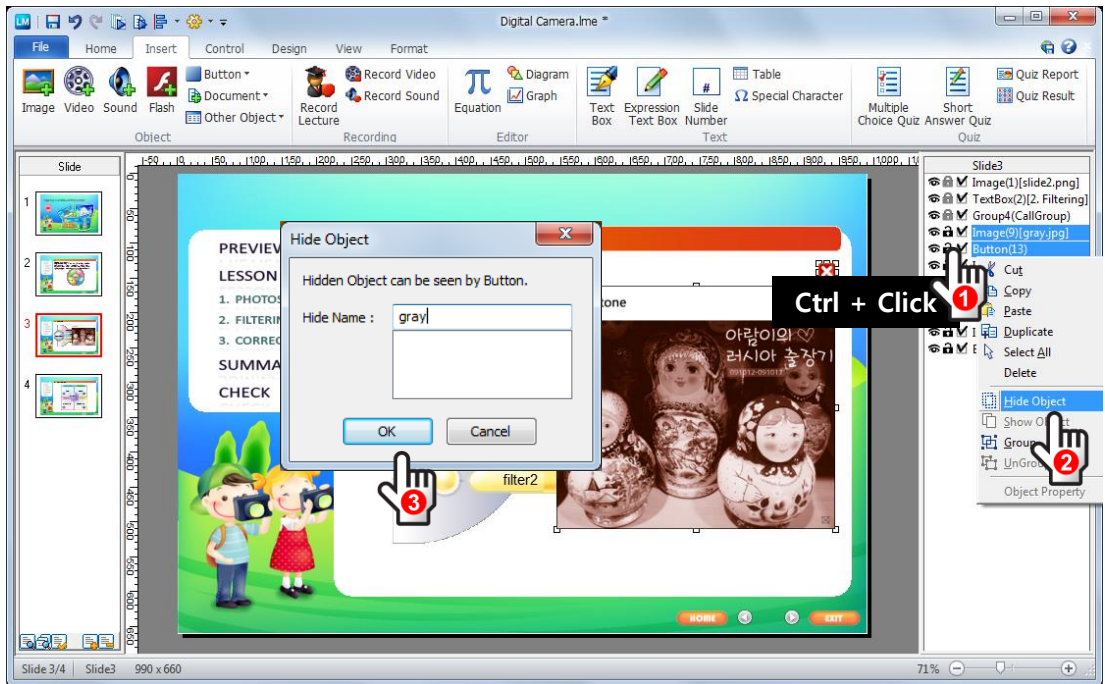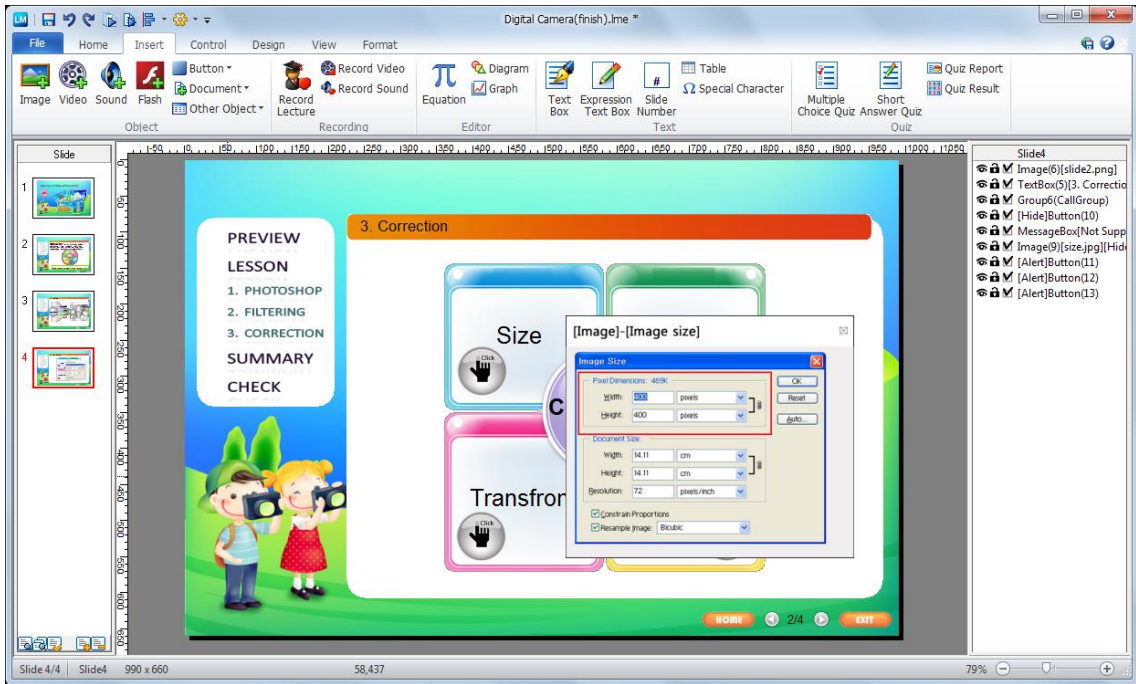

File name	Name of Hide Object.
gray.jpg	Gray
sepia.jpg	Sepia
Filter01	Filter01
Filter02	Filter02
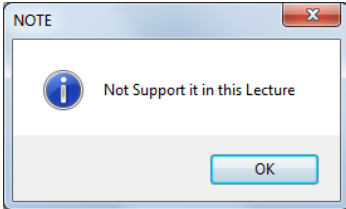
⑧ Make a Region button over the each Item, so each button when you click allows to operate.
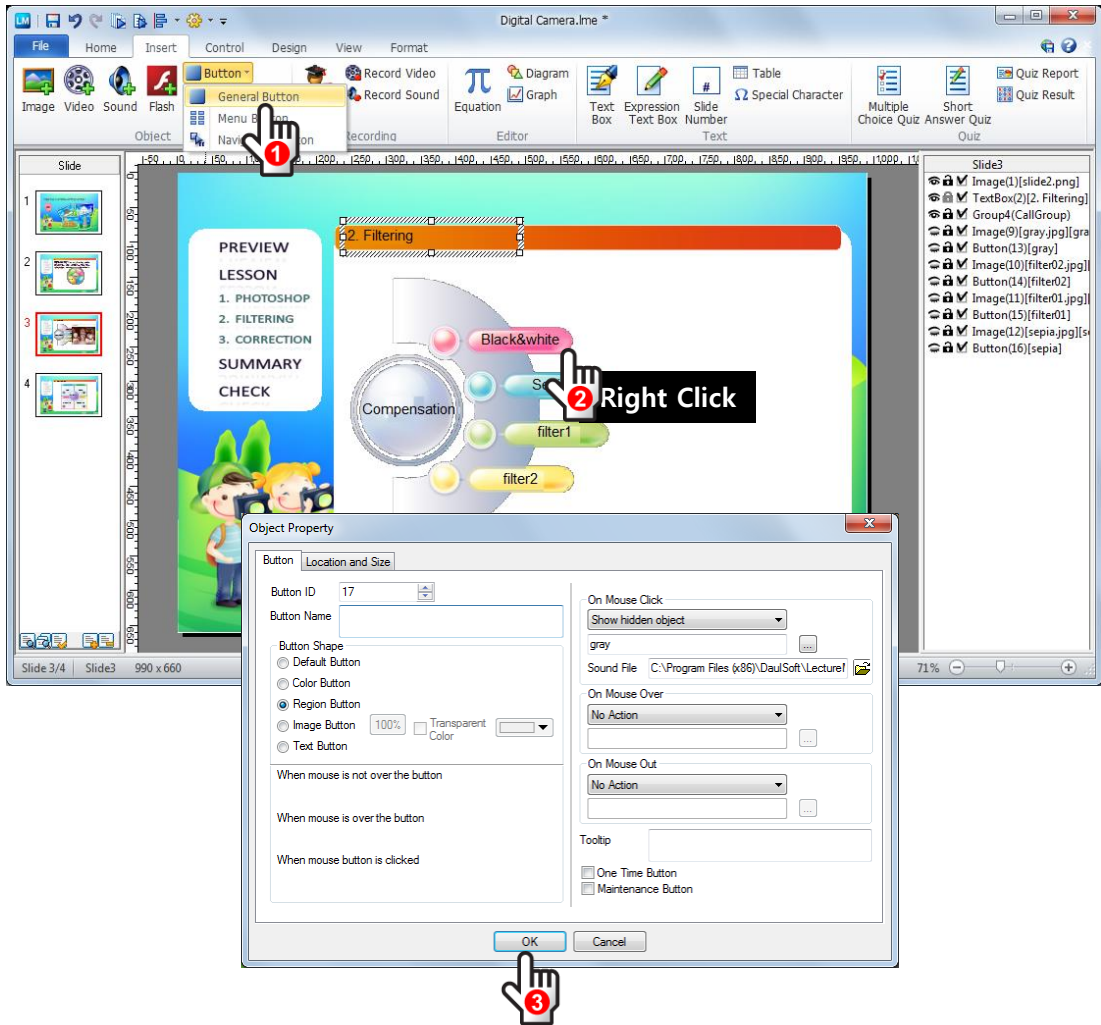
① setting to the following pop-up window in slide4.

Item	Action
Size	Appear as pop-up to size.jpg
Clean	
Transfrom	
Touch up	

4 View and Save

① Run the screen view to see the final content.
② Save the original.