The Player

Introduction

The player is a customizable "skin" that contains your course slides and offers useful navigational, branding, and functional features. In addition to the provided features of a menu, resources, glossary, and slide notes, you can also add your own features to the top of the player, such as a link to a lightbox slide to serve as a help screen.

On mobile devices, the player becomes responsive, meaning it adjusts to a more streamlined version that works well on tablets and phones in either portrait or landscape view.

In this chapter, you'll learn how to customize the features, visual appearance, and logic behind the player.

In This Chapter

- Getting to Know the Player
- Modifying the Player
  - Features
  - Menu
  - Resources
  - Glossary
  - Colors & Effects
  - Text Labels
  - Other Settings
  - Responsive Player Settings
 - Player File Management

# Notes

Getting to Know the Player

The Three Types of Players

There are three types of players:

- **Modern:** This is the default player when you open a new project. It has a few extra features that the classic player does not.

- **Classic:** This is the original player choice. It has more options for selecting colors than the modern player.

- **Responsive:** Regardless of which player you choose, when your course is viewed on a mobile device, the responsive player is used. The layout of the features vary based on the player you chose as well as the device the student is using.
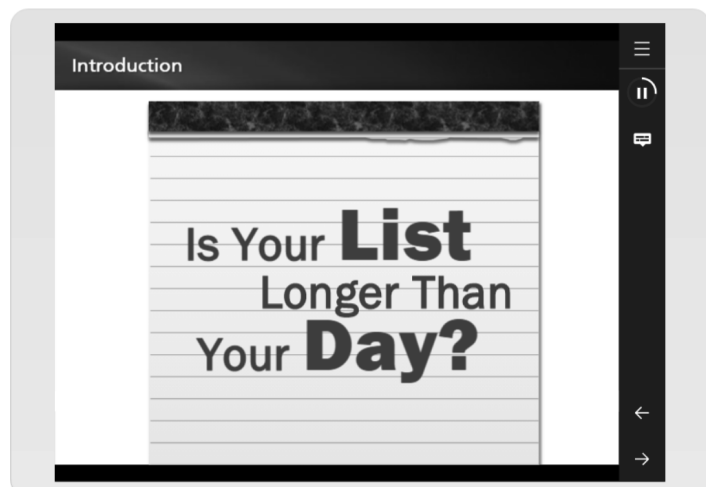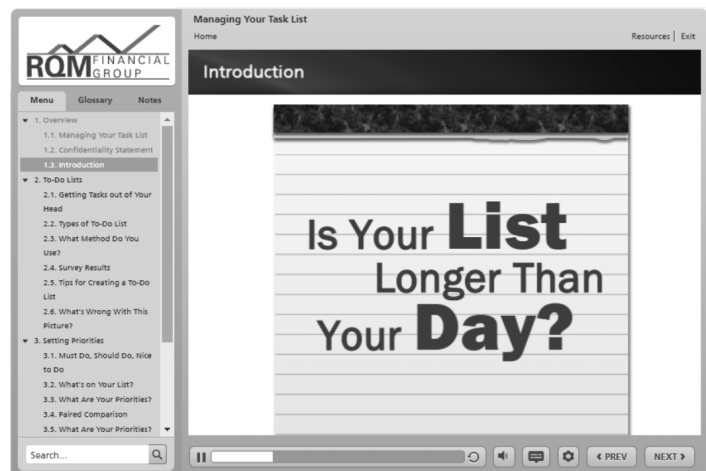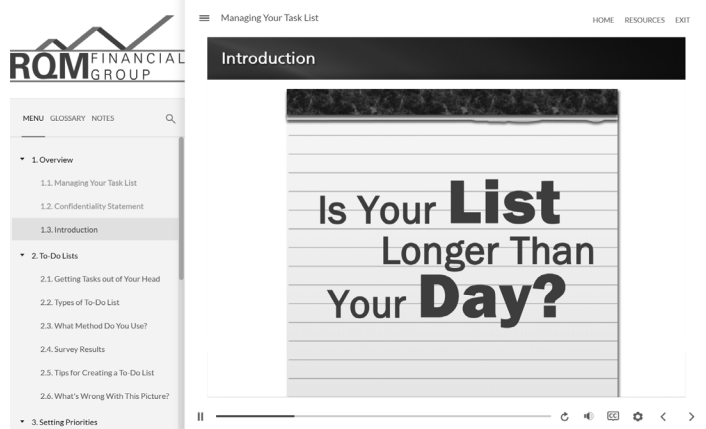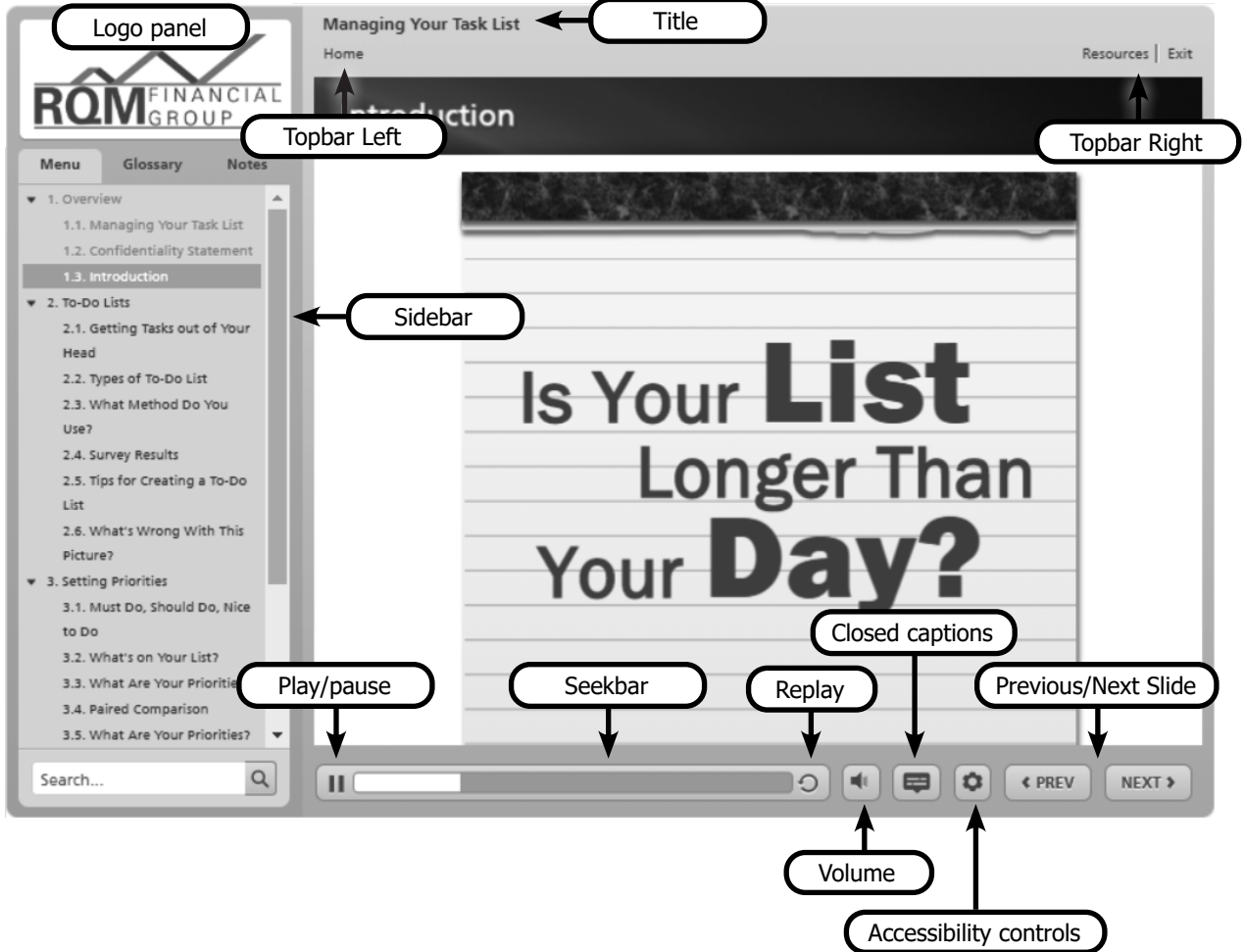
The Modern Player
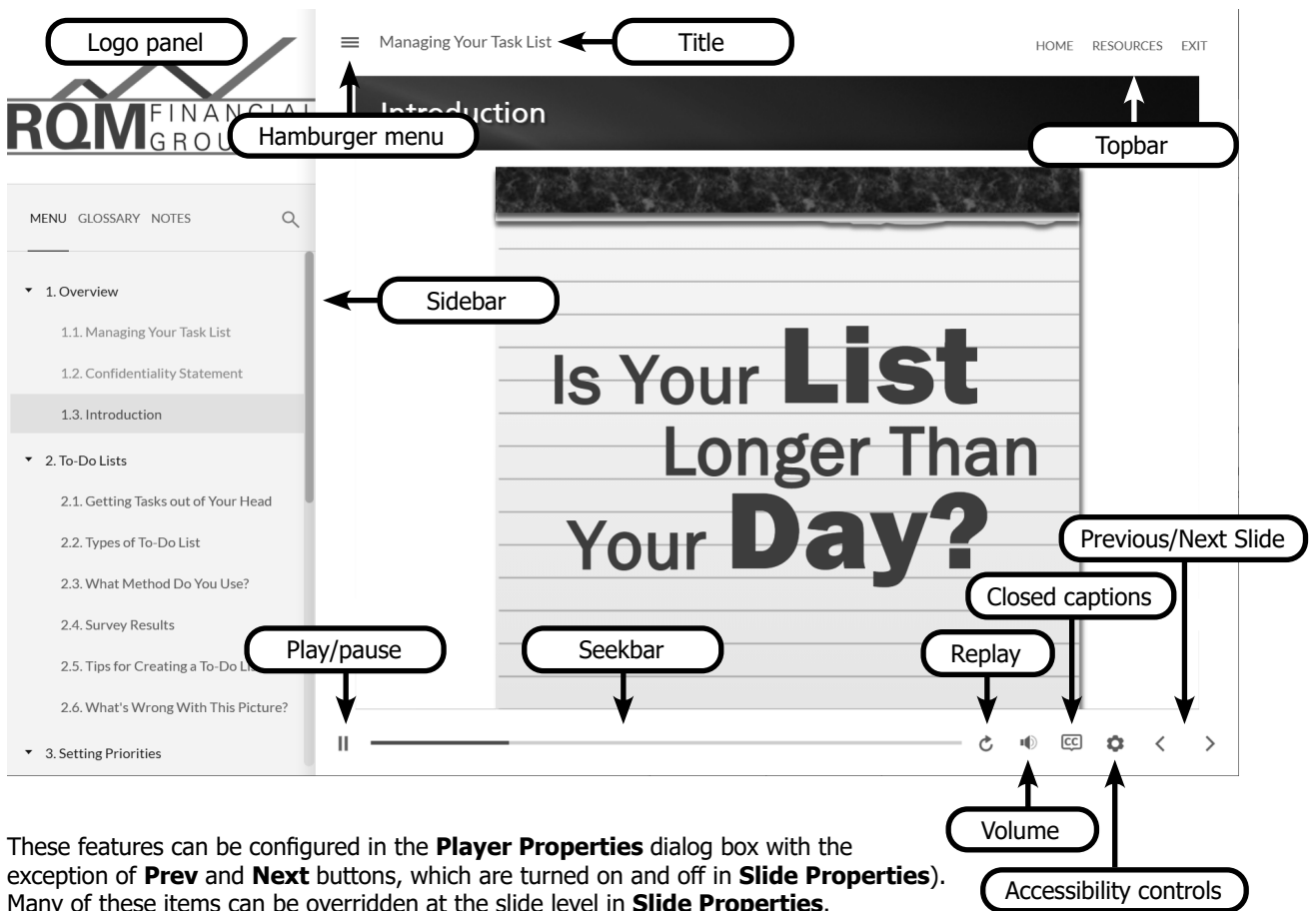
These features can be configured in the **Player Properties** dialog box with the exception of **Prev** and **Next** buttons, which are turned on and off in **Slide Properties**). Many of these items can be overridden at the slide level in **Slide Properties**.

- **Resources:** Here you can create a list of useful links to either documents or web pages.
- **Menu:** The menu lists the slides in the course. If you enable navigation, the slide titles become hyperlinks to their respective slides.
- **Glossary:** Use this feature to create a glossary of terms that is available throughout the entire course.
- **Notes:** The text you enter in the **Notes** tab on your slides appears here in the **Notes** pane.
- **Topbar:** You can put any of the previous four features either in the sidebar or the topbar. You can also add your own custom features to the topbar. The modern player puts all items on the right side. The classic player lets you use both the left and right sides.
- **Bottom Controls:** Depending upon how much control you want to give the student, you can enable the various features along the bottom.

The Classic Player

Labels on the Classic Player interface:
- Logo panel
- Title
- Topbar Left
- Topbar Right
- Sidebar
- Closed captions
- Play/pause
- Seekbar
- Replay
- Previous/Next Slide
- Volume
- Accessibility controls

Interface text:
- Managing Your Task List
- Home
- Resources | Exit
- Introduction
- Menu   Glossary   Notes
- 1. Overview
  - 1.1. Managing Your Task List
  - 1.2. Confidentiality Statement
  - 1.3. Introduction
- 2. To-Do Lists
  - 2.1. Getting Tasks out of Your Head
  - 2.2. Types of To-Do List
  - 2.3. What Method Do You Use?
  - 2.4. Survey Results
  - 2.5. Tips for Creating a To-Do List
  - 2.6. What's Wrong With This Picture?
- 3. Setting Priorities
  - 3.1. Must Do, Should Do, Nice to Do
  - 3.2. What's on Your List?
  - 3.3. What Are Your Priorities
  - 3.4. Paired Comparison
  - 3.5. What Are Your Priorities?
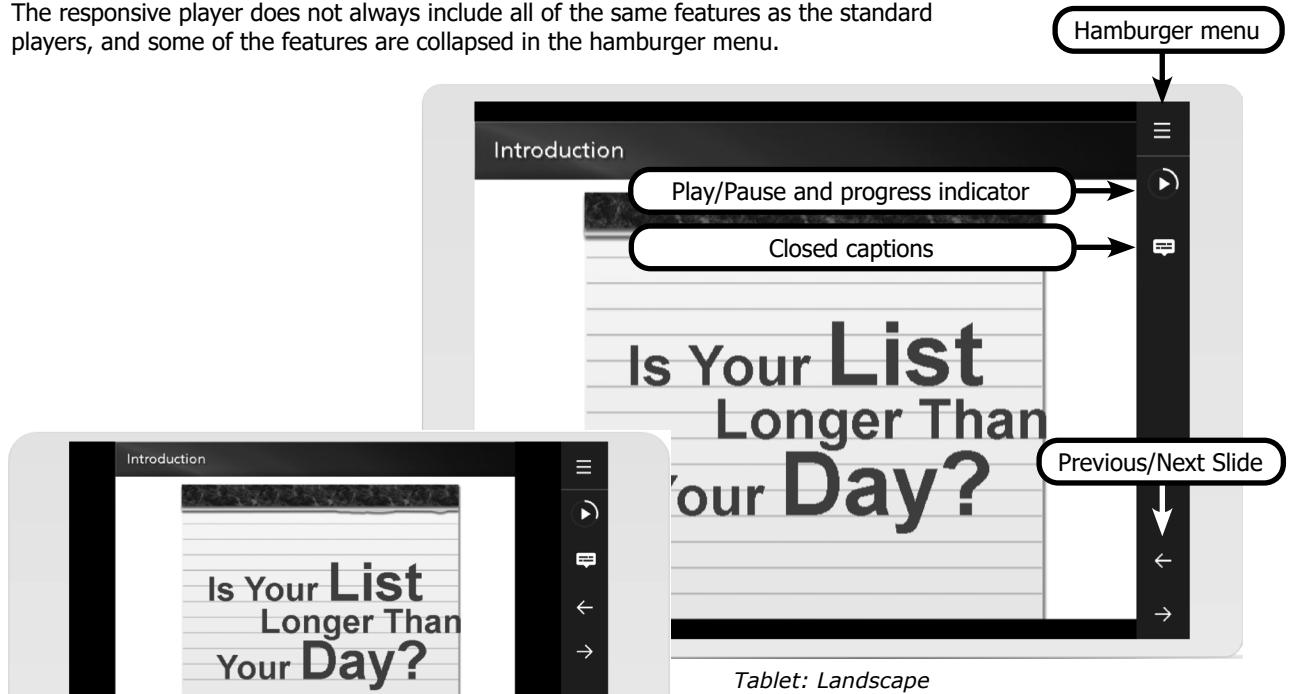- Search...

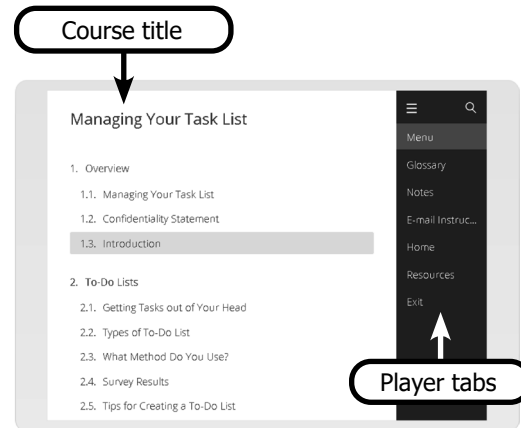Is Your **List** Longer Than Your **Day?**

PREV   NEXT

The Mobile Responsive Player: Landscape

Storyline automatically adjusts the player when a student views it on a tablet or phone. The player further adjusts when viewed in landscape vs. portrait mode.

The responsive player does not always include all of the same features as the standard players, and some of the features are collapsed in the hamburger menu.

Hamburger menu

Play/Pause and progress indicator

Closed captions

Previous/Next Slide

Tablet: Landscape
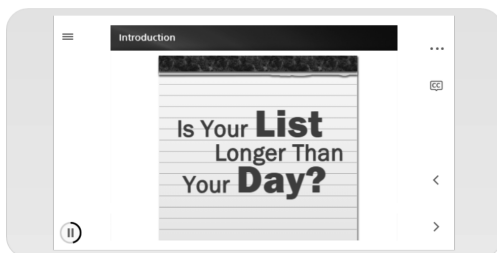
Phone: Landscape

Course title

Player tabs

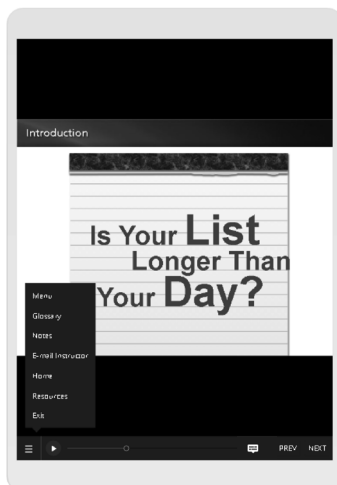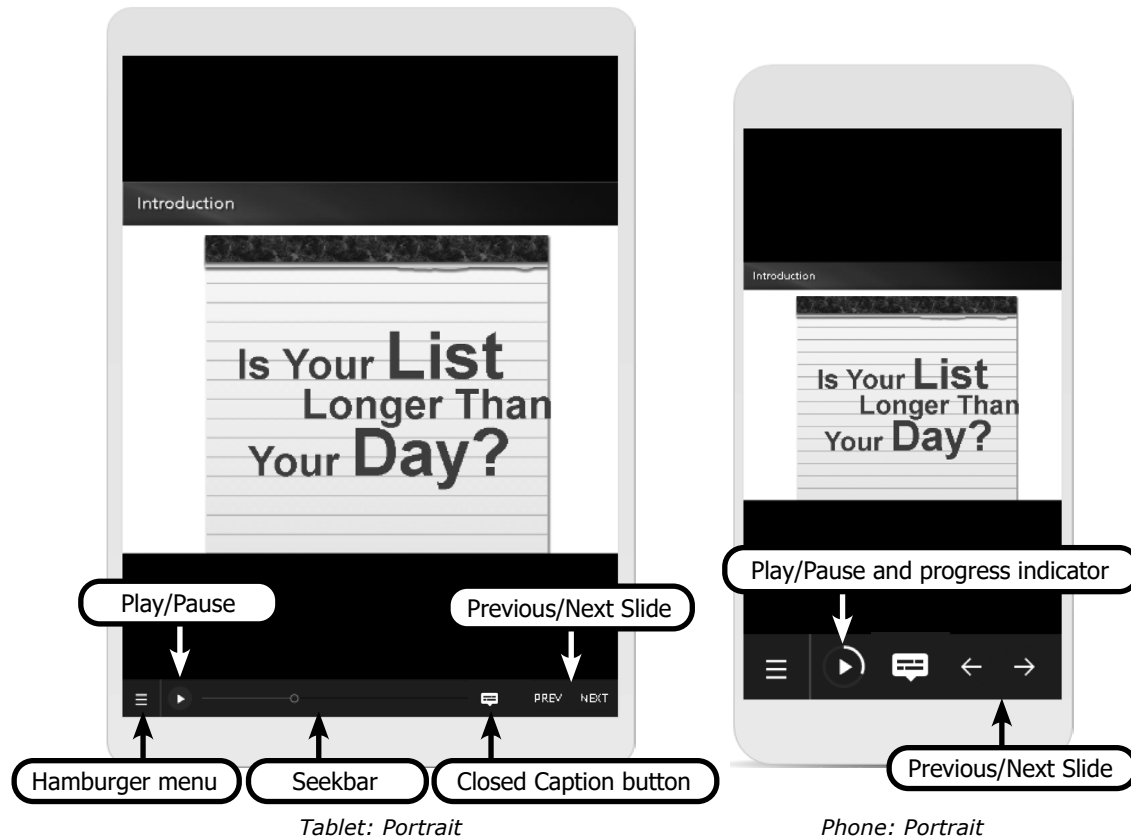*View when student clicks the hamburger menu*

BRIGHT IDEA

The responsive player looks slightly different based on whether you are using the modern player or classic player. The screen captures on these two pages are from a course using the classic player.
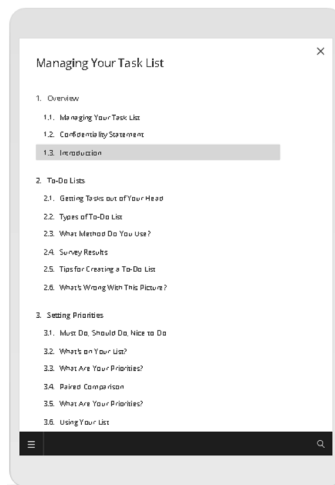
This is the phone landscape view of a course using the modern player.

The Mobile Responsive Player: Portrait

Play/Pause

Previous/Next Slide

Hamburger menu   Seekbar   Closed Caption button

Tablet: Portrait

Play/Pause and progress indicator

Previous/Next Slide

Phone: Portrait

View when student clicks the hamburger menu

View when student selects a player tab from the list

BRIGHT IDEA

The mobile responsive player supports touchscreen gestures on tablets and smartphones, including swiping, dragging, and pinch-to-zoom.

You can turn off swiping on a slide-by-slide basis in **Slide Properties**.

# Modifying the Player

Edit the Player

1. Go to the **Home** tab.
2. Click the **Player** button.
3. Make your changes. (See following pages.)
4. Click the **OK** button.

Select the Modern or Classic Player

About 90% of the options in the **Player** dialog box are the same whether you are using the modern or classic player, but there are several important differences. So it's usually best to select the player option before working on other settings.

1. Go to the **Home** tab.
2. Click the **Player** button.
3. Click the **Player Style** drop-down menu.
4. Select **Modern** or **Classic**.
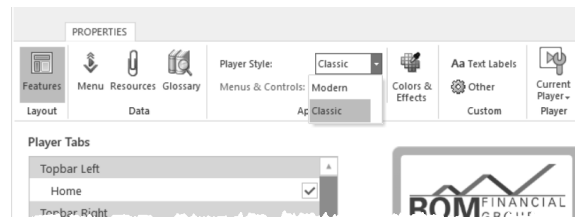
Player Features Tab

In the **Player Properties** dialog box, click the **Features** button to turn player features on and off and to designate where you want them.
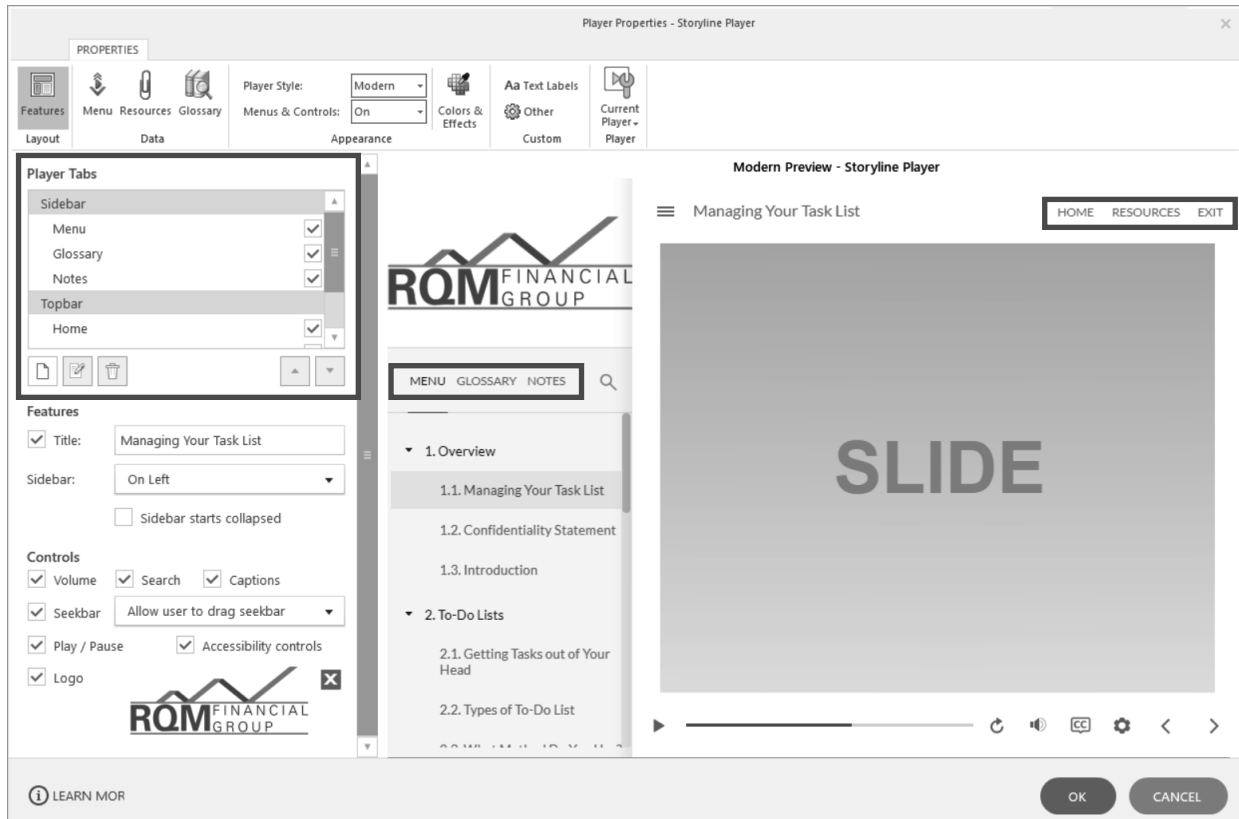
Enable Player Tabs

Use this section to enable, disable, and move the features that appear at the top and the side of the player.

The built-in options are: **Menu**, **Glossary**, **Notes**, and **Resources**.

To turn tabs on and off:
1. Check or uncheck the box next to that tab.

To move tabs to a different part of the player:
1. Select the tab in the list.
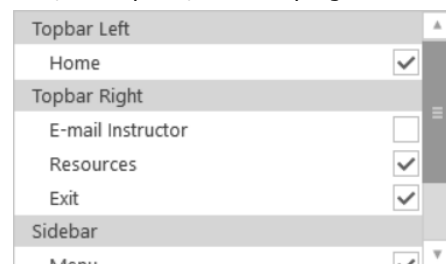2. Click the up and down arrows.

BRIGHT IDEAS

• You can override some player settings on individual slides. For example, you might not want the **Menu** tab on your final quiz slides.

Slide properties, p. 48

• With the modern player, you can choose between the side or the top left. In the classic player, you can choose between the side, the top left, or the top right.

Player Features Tab (cont'd)

In addition to the standard tabs of **Menu**, **Glossary**, **Notes**, and **Resources**, you can add your own player tabs to the topbar. For example, you might want a link that closes the course, takes students to your website, or takes them back to the first page.

To add a custom player tab:
1. Click the **Add** button.
2. In the **Name** field, enter the name as you want it to appear in the player.
3. In the **Alignment** field, indicate if you want it on the right or the left. (Classic player only.)
4. Set up your trigger as you normally would.
5. Click the **OK** button.

Tabs you add yourself can be edited or deleted completely. For example, you can rename the tabs or change the triggers.
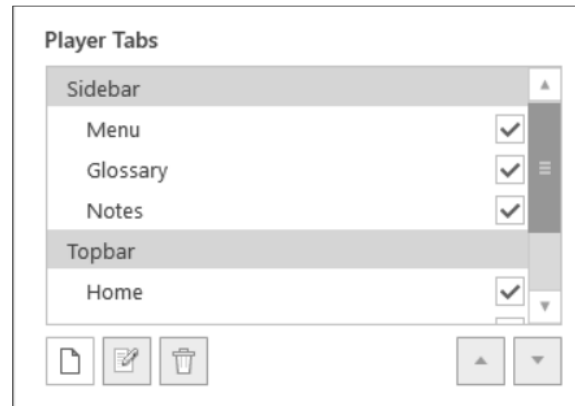
To edit a custom player tab:
1. Select the tab in the list.
2. Click the **Edit** button.
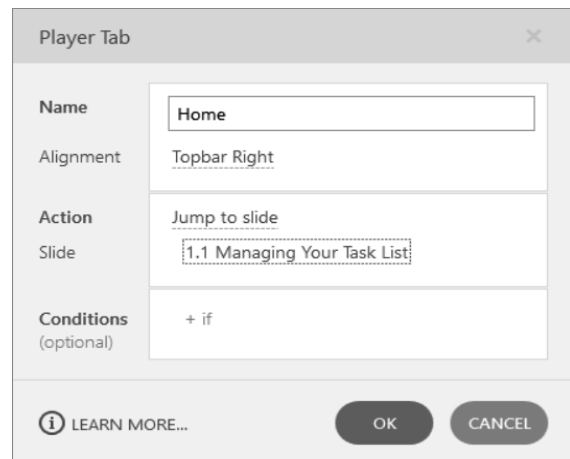3. Make your changes.
4. Click the **OK** button.

To delete a custom player tab:
1. Select the tab in the list.
2. Click the **Delete** button.

The pre-existing tabs (**Menu**, **Glossary**, **Notes**, and **Resources**) cannot be edited or deleted using these buttons. If you don't want one of them, just uncheck it. Each of these features (except **Notes**) has its own tab where you can configure it.

Triggers, ch. 9

Available actions

Player Features Tab (cont'd)

Features

Title: Check this box to display the title in the top left corner. The title defaults to the name of your **.story** file. Use the text field to change the displayed title.

Sidebar: Use this drop-down menu to put the sidebar on the left or the right side of the player.

Sidebar starts collapsed: If you have any features in the sidebar in the classic player, the sidebar shows at all times. If you enable sidebar features in the modern player, the student can expand and collapse the sidebar. By default, the sidebar starts expanded. Check this box (modern player only) if you want it to start collapsed.

Controls

Check or uncheck these boxes to turn these features on or off.

Volume: This adds a convenient volume control button **(A)** at the bottom of the player. If you do not include this button, students can still control volume by using the settings on their computers or speakers.

💡 BRIGHT IDEA

Including the volume controls helps visually impaired students who use a screen reader. This lets them turn down the audio in the course without turning down the audio on their screen reader.

⟹ Accessibility, p. 329

Search: If you have the menu enabled, check this box to include a search field **(B)**. This lets the students search on-screen text, slide notes, and question feedback. It does not search alt text or closed captions.

Captions: This box is checked by default, meaning the closed caption button **(C)** will appear on any slide that has closed captioned media. Even with the box checked, the button won't appear on slides where there aren't any closed captioned files. Uncheck the box if you never want the player's closed caption button to appear (usually because you want to make your own).

⟹ Closed captioning, p. 87
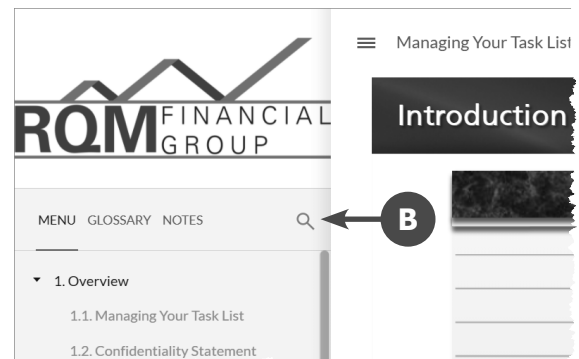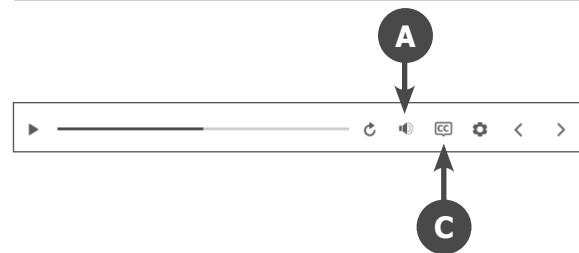
Menu with search enabled

Player Features Tab (cont'd)

Seekbar: This adds a progress bar at the bottom of the slide that lets the student see the progress, jump to a certain point (if enabled), and restart the slide.

If you enable the seekbar, you can use the drop-down menu to determine how the student can interact with it.

- **Allow user to drag seekbar:** This lets the student use the seekbar to jump forward or backwards on the slide.
- **Seekbar is read-only:** This prevents the learner from using the seekbar to move around the **Timeline**, in which case, the seekbar is just for informational purposes about slide progress.
- **Allow drag after completion:** The first time the student goes through the slide, it is read-only. After that, the student can jump around freely using the seekbar. (Modern player only)

DESIGN TIP

Consider this setting in relation to other navigational choices. For example, if you restrict the player's **Next** button so it is locked until the slide is done playing, you might not want to give the student the option of jumping right to the end of the slide using the seekbar.

Play/Pause: With the classic player, if you enable the seekbar, it automatically comes with the Play/Pause button. With the classic player, they are two separate choices. Check or uncheck this box based on whether you want to show these controls in the modern player.

Accessibility Controls: Check this box if you want to show a button that lets the student turn certain accessibility features on and off. (See next page.)

Logo: If you want to include a logo on top of the sidebar, check this box, and then click the corresponding link to choose your logo file. The following file types are accepted: **.emf**, **.wmf**, **.jpg**, **.jpeg**, **.jfif**, **.jpe**, **.png**, **.bmp**, **.gif**, **.gfa**, **.tif**, and **.tiff**.
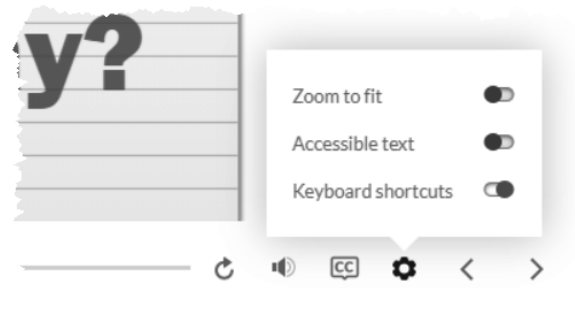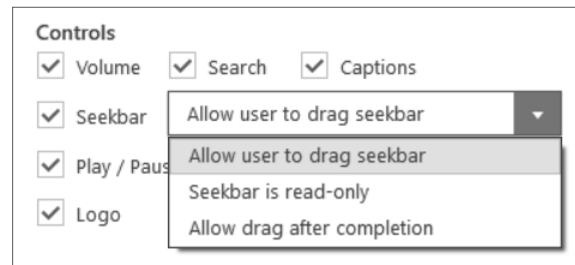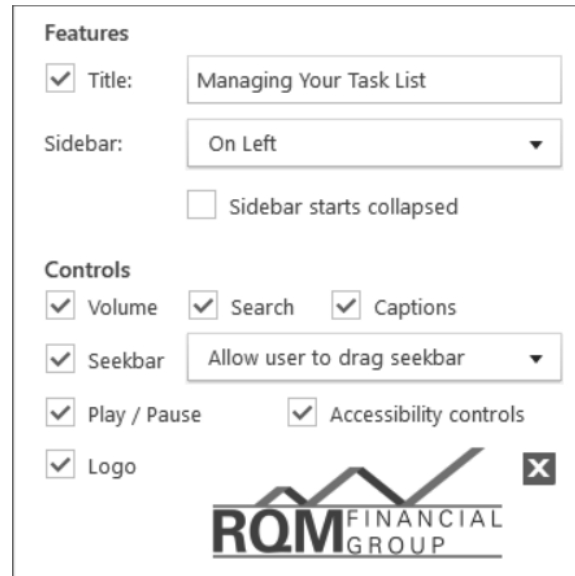
Player Features: Accessibility Controls

In addition to the closed captioning, the player has several other built-in accessibility features. You can let the student turn these features on and off using the **Accessibility Controls** button. (Turning off this button does not turn off the features—just the ability for students to manage them.)

Zoom to Fit

Learners with visual impairments may want to enlarge the magnification in their browser. Since the modern player automatically fits to fill the browser, the magnification doesn't work. The player controls will get bigger, but then the slide content shrinks so the course can still fit in the space available.

Students have the option of changing this setting. Then, if they magnify the browser, everything gets larger. Scroll bars appear to let the student still see all the slide content even though it doesn't fit anymore.

This feature is not available with the classic player. As long as you set the course to lock to optimal size, the browser zoom works automatically.

Accessible Text

Individuals with disabilities may benefit from certain font formatting. With accessible text activated, learners can use special technology, such as a browser plug-in, to control how fonts are displayed. For example, someone with dyslexia can use a font or line spacing that makes it easier to read.

When accessible text is turned off, the text in a Storyline course should always look the same regardless of browser. When accessible text is turned on, each browser might render the text a little bit differently—even without any special technology.

If the text takes up more space than when accessible text is turned off, lines may wrap differently and scrollbars may appear.
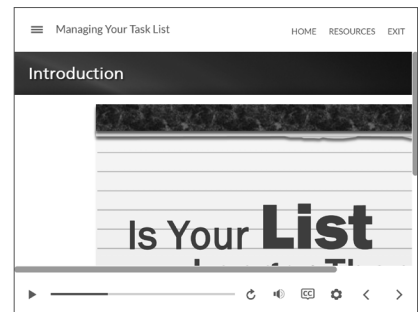
Accessible text is only an option if your project uses the **Modern Text** setting on the **Design** tab (which is the default on new projects).
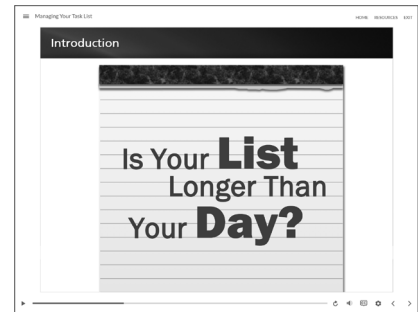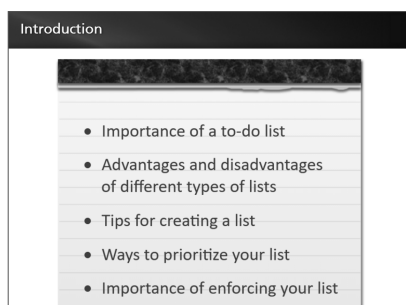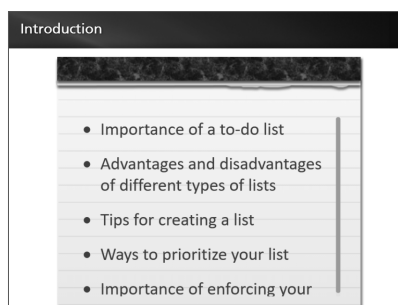

Browser at 100%
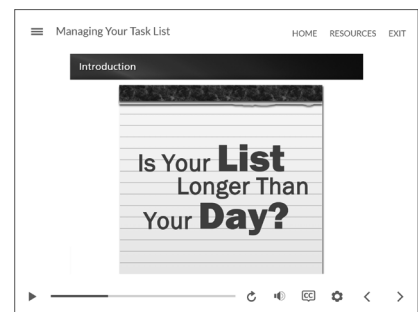
Browser at 200% with Zoom to fit off
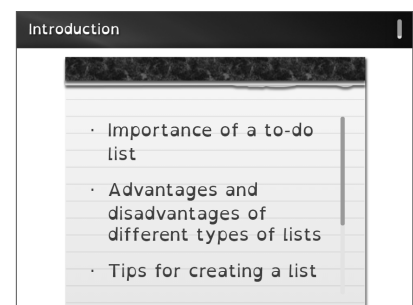*Player gets bigger; content gets smaller*

Browser at 200% with Zoom to fit on
Player and content get bigger

Accessibility text off

Accessibility text on
No special formatting applied

Accessibility text on
Open Dyslexia font applied

## Player Features: Accessibility Controls (cont'd)

Keyboard Shortcuts

While any student may enjoy using keyboard shortcuts, they are especially helpful for individuals with disabilities.

The player comes with several built-in shortcuts to make keyboard navigation more efficient. (**Zoom to fit** is only available on the modern player.)

In the **Accessibility Controls** menu, students can choose to de-activate the shortcuts. This is helpful if students have other assistive technology that might conflict with the built-in shortcuts.

Students can press the question mark key on their keyboard to toggle a list of available keyboard shortcuts. The shortcuts can be enabled and disabled from there as well.
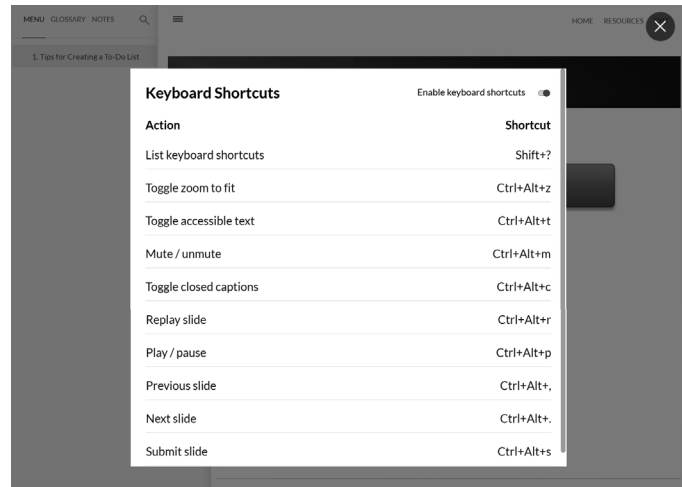
Shortcuts list that appears when a student types a question mark

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![POWER TIP icon] **POWER TIP**

Several of the accessibility features have a built-in **True/False** variable that controls them. You can change the **Default Value** if you want to use the opposite value when the course loads. You can also use an **Adjust Variable** trigger if you want to create your own controls, such as creating a prominent accessibility preferences page at the beginning of a course.

- **Player.AccessibleText:** Turns accessible text on (**True**) or off (**False**).

- **Player.DisplayCaptions:** Shows (**True**) or hides (**False**) the closed captions.

![arrow icon] Variables, ch. 10

- **Player.ZoomtoFit:** Lets learners magnify slide content with the browser's zoom feature (**True**) or resize the content to always fit the screen (**False**)

Menu Options

Click the **Menu** button to customize the **Menu** panel.

The menu is automatically generated with all your slides, based on the story structure. Scenes serve as section headings with their slides underneath. The scenes and slides are ordered based on the numbering in story view.

New Heading

Click this button to add additional headings. For example, you may have a course where all the slides are in one scene, but you want to break them into sections in the menu. Or you have a long scene and want to break it up further into sub-sections.

Insert From Project

If you previously deleted a slide from the menu (see below), you can add it back again by clicking this button and then selecting the slide from the list.

Delete Heading (or Slide)

Use this button to remove the selected heading or slide title from the menu. For example, you might not want lightboxed slides to appear in the menu. Deleting the slides/headings here in the menu does NOT affect how the slides work in the published course.

Move Up/Move Down

Use these buttons to change the order of selected slides. Changing the order in the menu does NOT change the order in which the slides play in the published course. Use this feature to move headings or to rearrange slides in the menu when you have a non-linear course that doesn't follow the standard slide order.

Demote/Promote

Use these buttons to create a hierarchy. By default, each scene becomes a first-level item, and the slides in that scene become second-level items. Use the **Demote** button to make a slide a lower-level item and the **Promote** button to make a slide a higher-level item.

Additional Options

Click this button for more options. (See next page.)

Reset From Story

If you've made modifications to the outline that you don't want to keep, click this button to reset the outline to use the default naming, ordering, and hierarchy settings.

The menu panel with buttons labeled: New heading, Insert from project, Delete heading, Move up, Move down, Demote, Promote, Additional options, Reset from story.

POWER TIP

If you are pulling questions from a question bank, the individual questions won't appear in the menu unless you enable the option. Once you do, the questions won't appear in the **Player Properties** dialog box preview, but will appear when the course is previewed or published.

Menu Options (cont'd)

When you click the **Additional Options** button, a dialog box opens with more choices.

Navigation Restriction

This menu determines how the student can navigate through the course using the menu.

- **Free:** The students can view the slides in any order, jumping around freely in the menu.

- **Restricted:** The students can only view the current and previous slides. Students cannot jump ahead.

- **Locked:** Students cannot use the menu to move from slide to slide—it is for informational purposes only.

By default, if you select **Restricted**, the player's **Next** button is locked, meaning the **Next** button is disabled until the **Timeline** is complete. If you select **Locked**, the **Previous** button is restricted as well. Uncheck this box if you don't want to restrict the **Next** and **Previous** buttons.
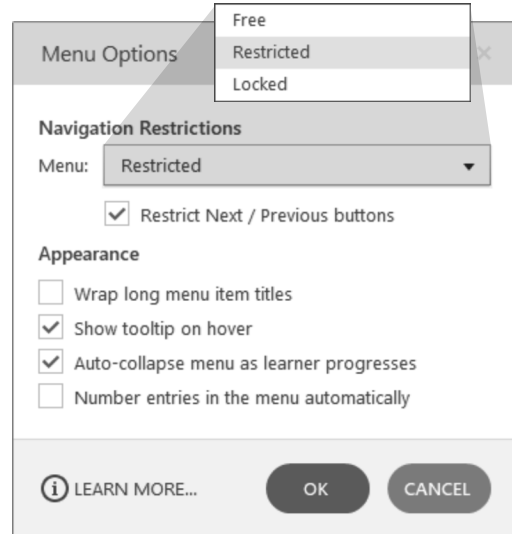
POWER TIP

What if you have slides you don't want to release based on the **Timeline**? Maybe you want the student to click three buttons first. If you add a trigger to change the state of the **Next** button to **Normal** (in this case with a condition that all three buttons are **Visited**), that action releases the **Next** button instead of using the **Timeline** to release it.

Wrap Long Menu Item Titles

If the slide title is too long to fit on one line in the menu, you can check this box to wrap it to a second line. If unchecked, the end of the title could be cut off.

Show Tooltip on Hover

If titles are getting cut off because they are too long, and you didn't wrap them, check this box if you want a small pop-up box with the full title to appear on hover.

Auto-Collapse Menu as Learner Progresses

For projects with a multi-level menu, check this box if you want levels to collapse (only the "parent" heading shows, not the "child" slides). This is useful in a long course so students don't have to scroll as much.

Number Entries in the Menu Automatically

By default, the published menu does not have slide numbers (even though the dialog box does). Check this box if you want the student to see numbering. That numbering will be sequential from the top to the bottom of the menu, and may not match the numbers you see in the dialog box.

DESIGN TIPS

Free navigation is best when:

- You are building and reviewing the course and want to be able to jump around quickly. (You can turn it off for final publish later, if needed.)

- You want the students to choose what information they want to learn.

- It isn't critical that the students complete everything in the course.

- It doesn't matter in what order the student views the slides.

Restricted navigation is best when:

- It is critical that the students view all the content, such as with new hire orientation or compliance courses.

- You want the students to be able to go back to information they want to review.

- The content builds on itself, so you don't want students jumping ahead.

- You want to use the course for ongoing reference that the students can re-visit at any time.

Locked navigation is best when:

- It is critical that the students view all the content, such as with new hire orientation or compliance courses.

- You do not expect the students to go back into the course later for reference.

Setting up Resources

Click the **Resources** button to add or edit items on the **Resources** list.

To change the description at the top of the list:

1. Type your text in the **Description** field.

To add a web link resource:

1. Click the **Add** button.
2. In the **Title** field, type the name of the resource as you want it to appear in the **Resources** list.
3. Select **URL**.
4. Type the web address you want to link to.
5. Click the **Save** button.

To add a file resource:

1. Click the **Add** button.
2. In the **Title** field, type the name of the resource as you want it to appear in the **Resources** list.
3. Select **File**.
4. Click the **Browse** button.
5. Find and select the file you want to use.
6. Click the **Open** button.
7. Click the **Save** button.

To edit a resource:

1. Select the resource.
2. Click the **Edit** button.
3. Make your changes.
4. Click the **Save** button.

To delete a resource:

1. Select the resource.
2. Click the **Delete** button.

To change the order of the resources:

1. Select the resource you want to move.
2. Click the **Move up** or **Move down** buttons.
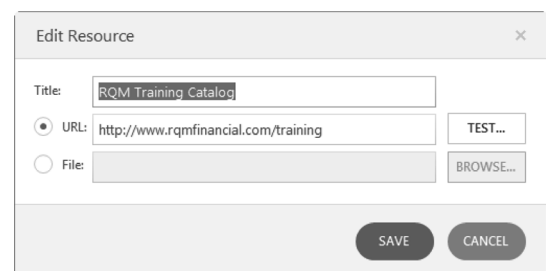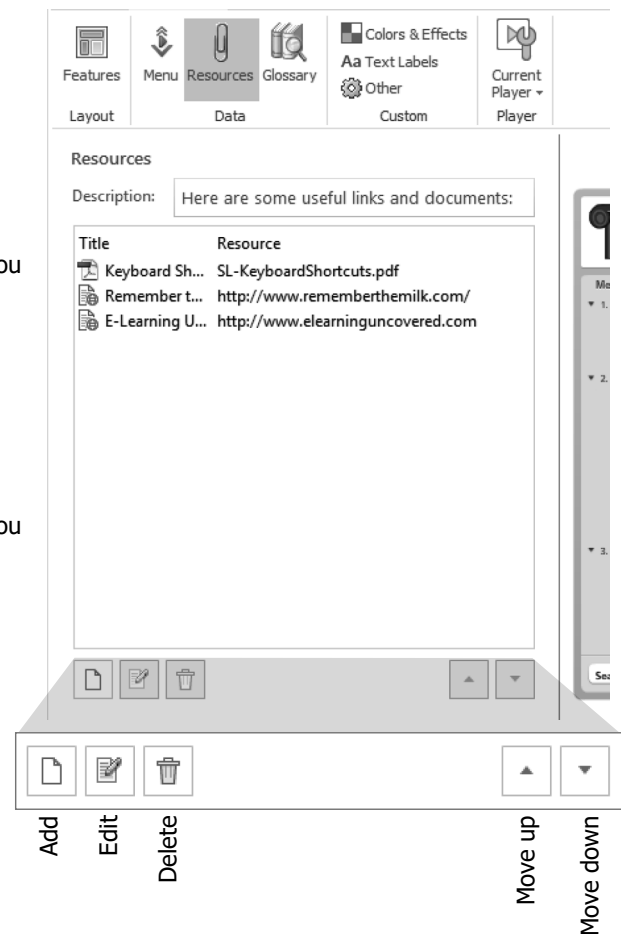
Link to a website
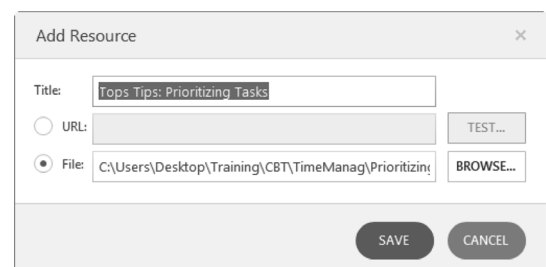
Link to a file

Setting up the Glossary

Click the **Glossary** button to add or edit items in the glossary. Entries are arranged in alphabetical order, regardless of the order in which you enter them.

To add a glossary entry:

1. Click the **Add** button.
2. In the **Term** field, type the item to be defined.
3. In the **Definition** field, type the definition.
4. Click the **Save** button.

To edit an entry:

1. Select the entry.
2. Click the **Edit** button.
3. Make your changes.
4. Click the **Save** button.

To delete an entry:

1. Select the entry.
2. Click the **Delete** button.

⏱ TIME SAVER

Rather than enter terms one at a time, you can import them from a spreadsheet. Put the term in the first column and the definition in the second column. Save the spreadsheet as a **.csv** file, and import it using the **Import** button.

You can also export the definitions in the player, which is especially helpful if you want to use them in another Storyline course.

Change Colors & Effects: Modern Player

Click the **Colors & Effects** button to change the colors and font for the player. The modern and classic players each have different options.

Colors

Player Theme: Select either **Dark** or **Light** for the main player color.

Accent Color: Click the drop-down menu and select a color for the current slide and the progress indicator on the seekbar.

Accessibility Focus Color: While many students will use a mouse to navigate through a course, students can also use the **Tab** key on the keyboard to move from interactive object to interactive object. When they do, a frame appears around the active object. Use this field if you want to change the color of the frame to ensure adequate color contrast with your slide designs.
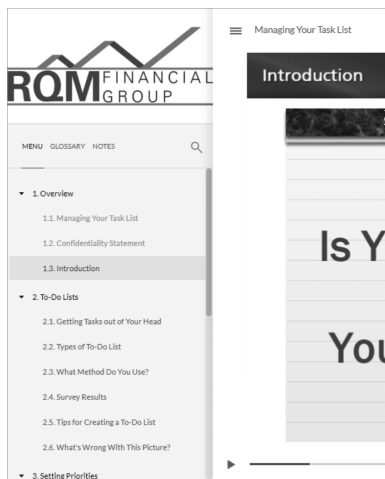
Font

Player font: From this drop-down menu, select the font to use for the course title, menu, and other tabs.
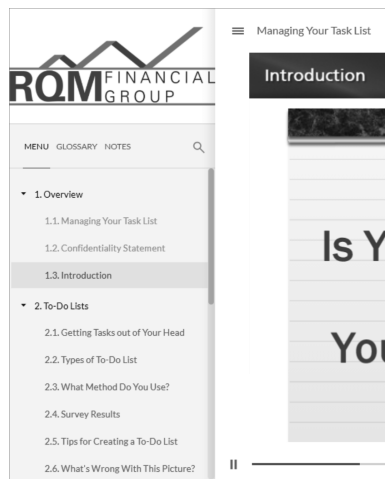
Player font size: Use this number to change the size of the text in the player and closed captions, relative to the rest of your course. 100% on a course with a certain story size might look fine, but might look too small if you have a large story size.

Captions font: Use this drop-down menu to select the font for the closed captions.
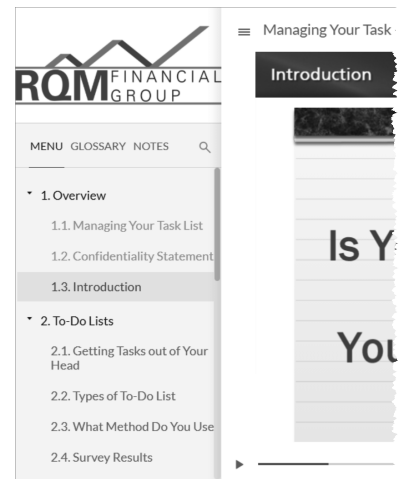
Player font at 85%   _Player font at 100%_   _Player font at 135%_

Change Colors & Effects: Modern Player (cont'd)

Button Styles

Navigation: By default, the modern player's **Next**, **Previous**, and **Submit** buttons are just symbols. Use this drop-down menu if you'd like to use text in addition to or instead of the symbols.

CAUTION

The icons alone may not be very noticeable or overly intuitive to your students. Adding the text helps with both issues.

If you don't use the text, be sure to match any on-screen instructions with the shape, not the text. Students may be confused if you ask them to click the **Submit** button if all they see is a checkmark icon.

Menus & Controls

With the modern player, you also have the option of turning off ALL the player elements. Simply click the **Menus & Controls** drop-down menu, **(A)** and select **Off**.
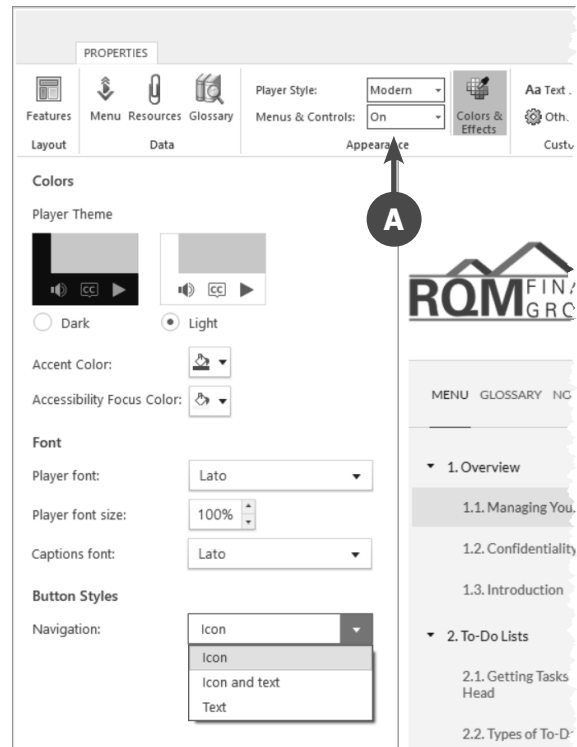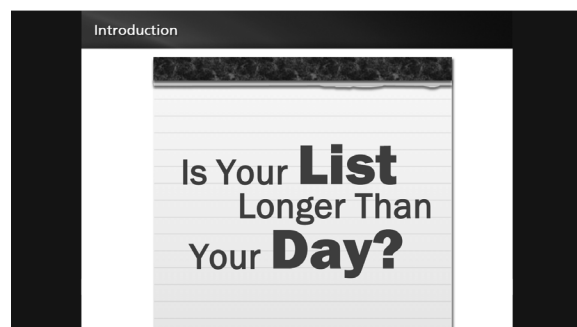

Icon only

Text only

Icon and text

DESIGN TIP

If you turn off the player controls, you will still want to choose either the light or the dark theme, since that color will fill any extra browser space around the slide content.

No player controls with dark theme showing in the background because the browser is wider than the course

Change Colors & Effects: Classic Player

With the classic player, the **Colors & Effects** button offers many more formatting options than the modern player.

Color Schemes

The color scheme governs the colors used for the individual player elements, such as background fills, text, hover colors, etc. You can select from a pre-made list of color schemes, or create your own.

To apply a pre-made color scheme:

1. Click the **Color scheme** drop-down menu.
2. Select the color scheme you want.

To edit a color scheme:

1. Click the **Color scheme** drop-down menu.
2. Select the color scheme most similar to what you want.
3. Click the **Show advanced color editing** link. **(A)**
4. Click the **Edit item** drop-down menu. **(B)**
5. Select the item type you want to modify. **(C)**
6. Select the item's feature you want to modify. **(D)**
7. Click the color drop-down menu(s). **(E)**
8. Select the color you want.
9. In the **Transparency** field, change the number if you want the feature to be partially (between 0 and 100) or fully (100) transparent.
10. Repeat steps 4 through 9 to change additional items and features.

CAUTION

Your color and font choices do not affect the mobile responsive player. Those colors and fonts cannot be modified.

DESIGN TIP

There are over a hundred player elements you can change, which means it might be hard to figure out which one you want. Articulate has a helpful color guide that maps the items in the drop-down menu to where that item appears in the menu.

https://community.articulate.com/download/storyline-360-and-storyline-3-player-colors/
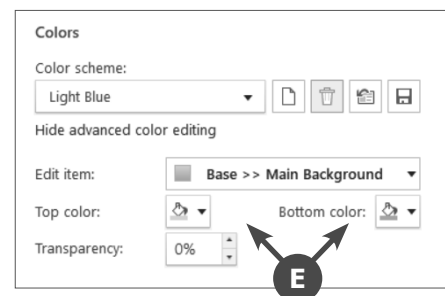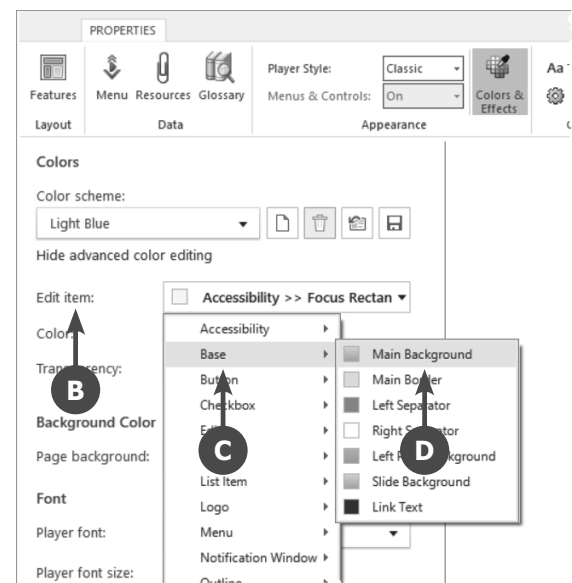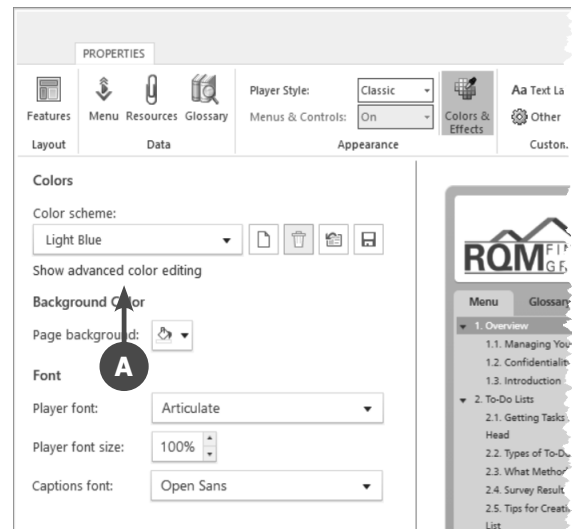
Change Colors & Effects: Classic Player (cont'd)

You can save your color scheme to use in other Storyline files or to use as the base of another color scheme. Select the scheme from the drop-down list and then use the buttons to manage it.

- **Duplicate:** Use this button to make a copy, usually to serve as the starting point for a similar color scheme.

- **Delete:** You can delete color schemes that you made, but you cannot delete the built-in themes.

- **Reset:** If you've made changes you don't like, reset them instead of clicking **OK** to close out of the **Player Properties** dialog box. (Once you click **OK**, your changes are saved and can't be reset.)

- **Save:** Your changes are saved to your project as soon as you click **OK** in the **Player Properties** dialog box. If you want to be able to use the same color scheme in other projects, click the **Save** button, enter a name, and click **OK**.

  When you open any other Storyline projects on the same computer, the saved scheme will be available on the **Color scheme** drop-down menu.

Background Color

If the student's browser is larger than the course, this is the color that will fill the extra space.
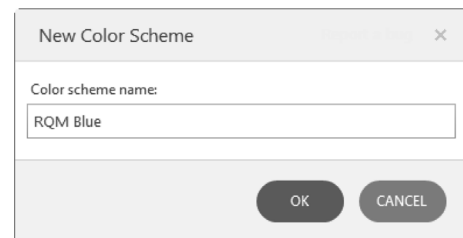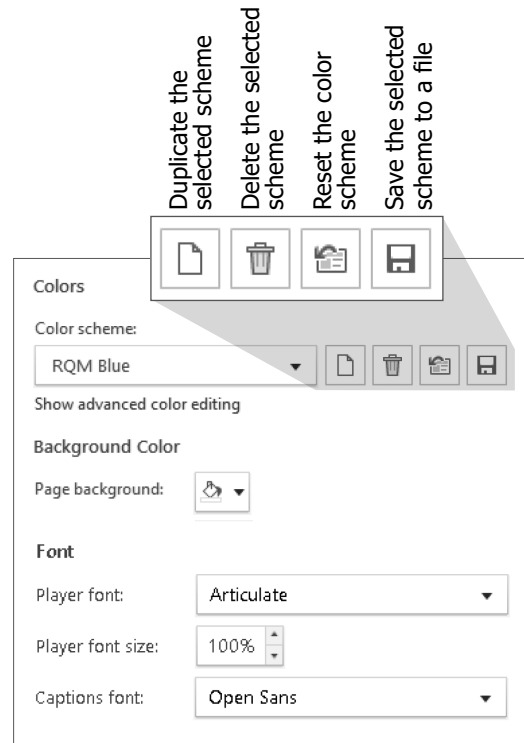
Font

Player font: This is the font used for all player text and system-generated messages.

Player font size: Use this number to change the size of the text in the player and closed captions, relative to the rest of your course. 100% on a course with a certain story size might look fine, but might look too small if you have a large story size.

Captions font: If your course includes closed captioning, you can designate the font you want for the captions.

Closed captioning, p. 87

Duplicate the selected scheme

Delete the selected scheme

Reset the color scheme

Save the selected scheme to a file

Colors

Color scheme:

RQM Blue

Show advanced color editing

Background Color

Page background:

Font

Player font: Articulate

Player font size: 100%

Captions font: Open Sans

New Color Scheme

Color scheme name:

RQM Blue

OK   CANCEL

POWER TIP

If you have a custom color scheme that you want to share with someone else, have them open a Storyline file with that theme and save it. This saves it to their computer for re-use in other projects.

You can also find the color scheme file on your hard drive, share it with the other person, and have them put it in the same location on their hard drive.

%AppData%\Articulate\Storyline\360\Frames\StoryFrame\ColorSchemes

Change Text Labels

Text labels are system-generated messages, buttons, or instructions that may appear throughout the published course. For example, students might get a message telling them they must answer a quiz question before continuing.

Click the **Text Labels** button to access and change any of these labels. For example, you might want to call the **Notes** tab the **Transcript** tab, or you may want to call the **PREV** button the **BACK** button.

To change the language used for the labels:

1. Click the **Language** drop-down menu.
2. Select the language you want.

To customize individual labels:

1. Find the row for the text you want to change.
2. Edit the text in the **Custom Text** column.

If you are customizing the labels for just the project you have open, you don't have to do anything else. However, if you are likely to need the same customizations in a different project, then you may want to save the file. Text labels are saved as **.xml** files.

To save a set of labels:

1. Click the **Save** button.
2. Find and select the location for the file.
3. Enter a name for the file.
4. Click the **Save** button.

If you saved a label set on your computer, it will be available to you in the **Language** drop-down menu. If you want to use a label set that someone else created and saved, you can load it onto your computer to appear on your drop-down list.

To load a set of labels:

1. Click the **Load** button.
2. Find and select the label file you want to use.
3. Click the **Open** button.

BRIGHT IDEAS

- Click the **Update Preview** button to see your text labels in the preview area on the right.
- If you don't like the changes you've made, you can reset the text labels at any time. Simply re-select the original option from the **Language** drop-down menu. For example, if you select **English** from the menu, the text labels change back to the English defaults.

CAUTION

In addition to changing the text your learners can see, consider the text that a screen reader would pick up (for individuals who can't see). Make sure the behind-the-scenes text corresponds with the visible text.

Previous	Back
Previous Button	BACK
Previous button screen reader verbiage	previous

Other Player Settings

Click the **Other** button to change other player settings.

Browser Settings

Use these settings to manage the browser window where the student will view the course.

Player Size

This field is only available on the classic player. With the modern player, the course automatically fills the space available unless **Zoom to Fit** is selected.

- **Scale player to fill browser window:** The published course size matches the browser size (may be smaller or larger than the story size).

- **Lock player at optimal size:** The published course size matches the story size (shows at 100%).

Zoom to fit, p. 279
Story size, p. 36

Launch Player in New Window

If you check this box, the course opens to a blank page with a **Launch** button, which opens the presentation in a new window. Use this when you want to control how the browser is configured:

- **Display window with no browser controls:** This turns off the student's browser toolbars. This gives more room for the course and prevents the student from using the browser's **Back** button.

- **Allow user to resize browser:** Check this box if you want to give the student control over the browser size.

If you are using an LMS, do a test to make sure this feature doesn't interfere with tracking.
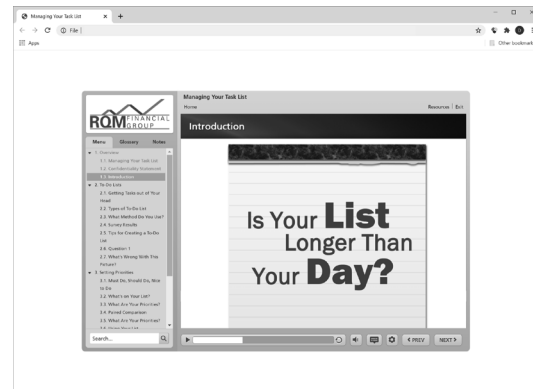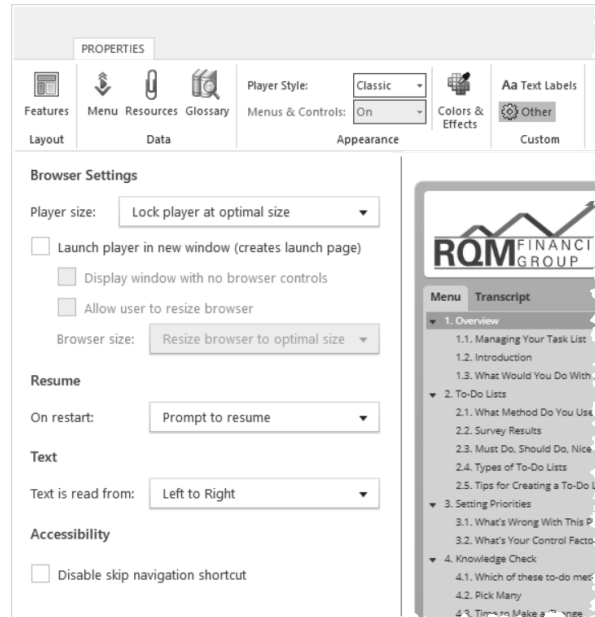
Course locked to optimal size (which happens to be smaller than the browser)
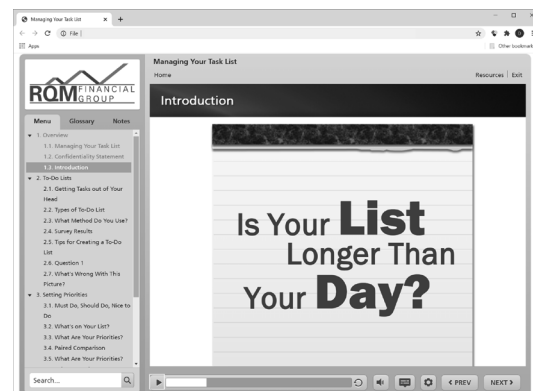
Course scaled to fit the browser

Other Player Settings (cont'd)

Resume

These options govern what happens when a student exits a course and then comes back to it.

- **Prompt to resume:** Check this option to ask your students if they want to resume where they left off or start over at the beginning of the course.

- **Always resume:** Choose this option if the course should always resume without asking the student.

- **Never resume:** Choose this option if the course should start over without asking.

ⓘ CAUTION

When students consider the option to resume, they'll likely know that saying no will take them back to the beginning of the course. What they may not realize is that it will also clear their progress. So it might be best not to give them a choice and just use the **Always Resume** setting. Unless you've locked the menu, they can still go back to the beginning if they want.

You can also change the **Resume Prompt Text** in the **Text Labels** to make it clearer what will happen if they don't resume.

> ↻ Restart and clear progress

➡ Text labels, p. 289

Text

Change this setting from **Left to Right** to **Right to Left** if you are using a language that reads right to left.

## Accessibility

Disable Skip Navigation Shortcut

Students using keyboard navigation or assistive technology tab through slide content first and then the player controls. At the end of the slide content, they may want to go back through the slide content again. Rather than make them go through all the player controls to start over, they can skip the navigational content and jump back to the beginning of that page's content.

To make this happen, a button appears when they tab past the last content object. If they press **Enter**, they go back to the beginning. If they keep tabbing, they go to the player controls.
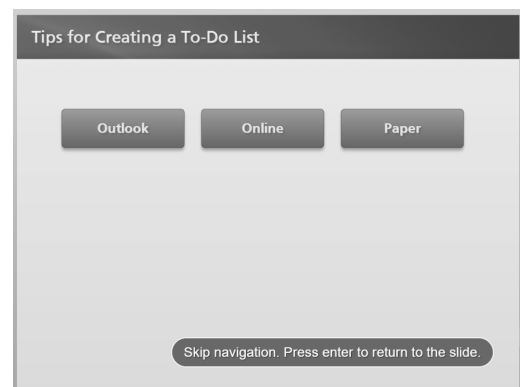
Uncheck this box if you don't want to show that button.
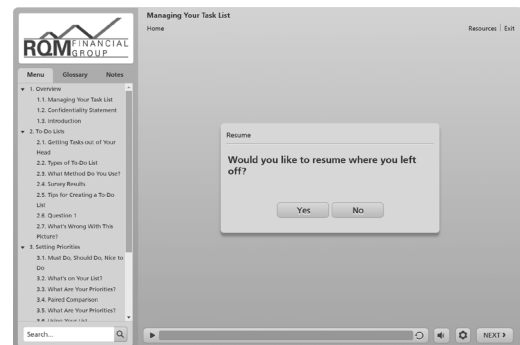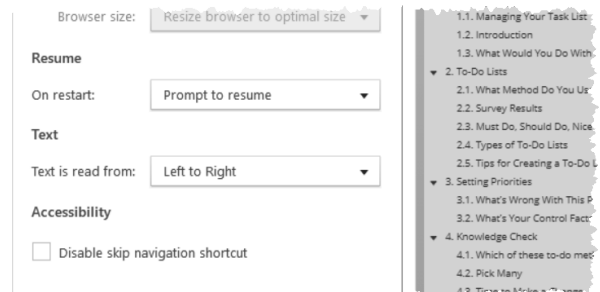
Resume message in classic player
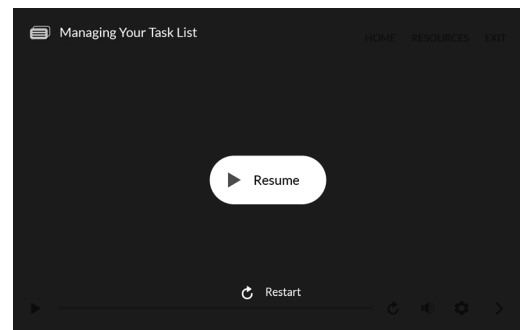
Resume message in modern player

Tab focus on skip navigation button

Preview and Manage the Responsive Player

The responsive player activates automatically when a course is viewed on a mobile device. It inherits its features from the main player settings, with one exception described below.

In slide view or in preview mode, you can view a simulated version of what your course will look like on a mobile device.

To preview the responsive player:

1. Click the icon for the view you want. **(A)**

If you want the responsive player to work only in portrait orientation or only in landscape orientation, you can change the settings. If you turn off one of the options and your students use that orientation, they get a message telling them to rotate their devices.

To enable/disable different views:

1. Click the **Responsive Playback Properties** icon. **(B)**
2. Click the **Tablets** or **Phones** menu.
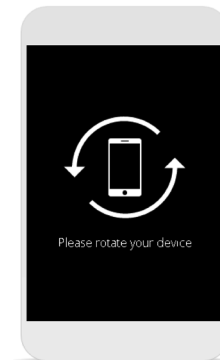3. Select the option you want.
4. Click the **OK** button.
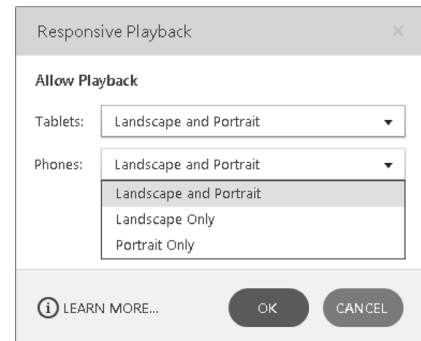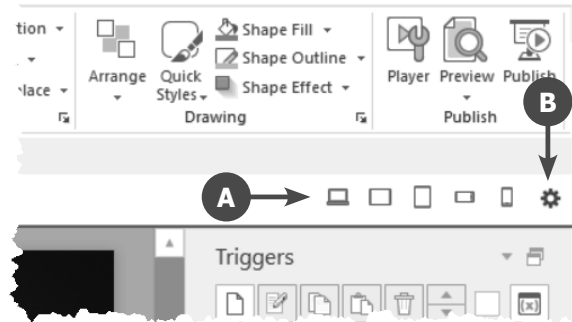
CAUTION

To help make your courses more accessible to individuals with mobility impairments, don't lock the orientation. Someone might have a device mounted to a wheelchair, for example, and might not be able to turn it easily.

Accessibility, p. 329

Manage Player Files

Use the **Current Player** drop-down button to manage your player files, such as opening, saving, importing, exporting, resetting, and deleting.

To open a different player file:

1. Click the **Current Player** drop-down button.
2. Select **Open**.
3. Select the player you want to use.

To save the current player file:

1. Click the **Current Player** drop-down button.
2. Select **Save**.

To save the current player file under a different name:

1. Click the **Current Player** drop-down button.
2. Select **Save as**.
3. Enter a new name.
4. Click the **OK** button.

To import a player file:

1. Click the **Current Player** drop-down button.
2. Select **Import**.
3. Find and select the file you want to import.
4. Click the **Open** button.

To export a player file:

1. Click the **Current Player** drop-down button.
2. Select **Export**.
3. Find and select the location where you want to save the file.
4. Enter a name for the file.
5. Click the **Save** button.

To reset a player to its previously saved settings:

1. Click the **Current Player** drop-down button.
2. Select **Reset**.

To delete the currently open player file:

1. Click the **Current Player** drop-down button.
2. Select **Delete**.
3. Click the **Yes** button.
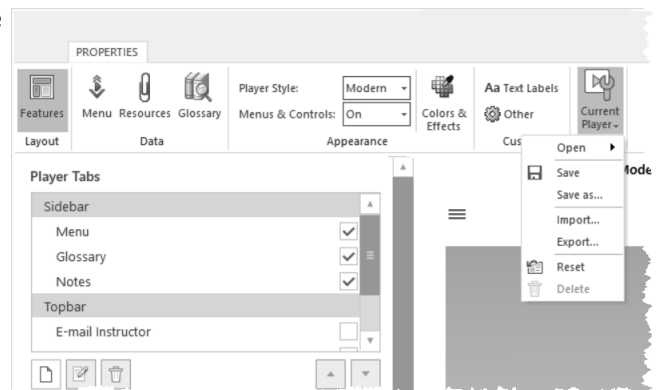
BRIGHT IDEAS

- Use **Open** if the file is already saved on your computer. Use **Import** if the file is saved somewhere else.

- Use the **Export** option when you want to share the files with someone else who can then import the file.

Notes