madcap software

TUTORIAL

MADCAP FLARE DESKTOP 2025

eLearning—Advanced

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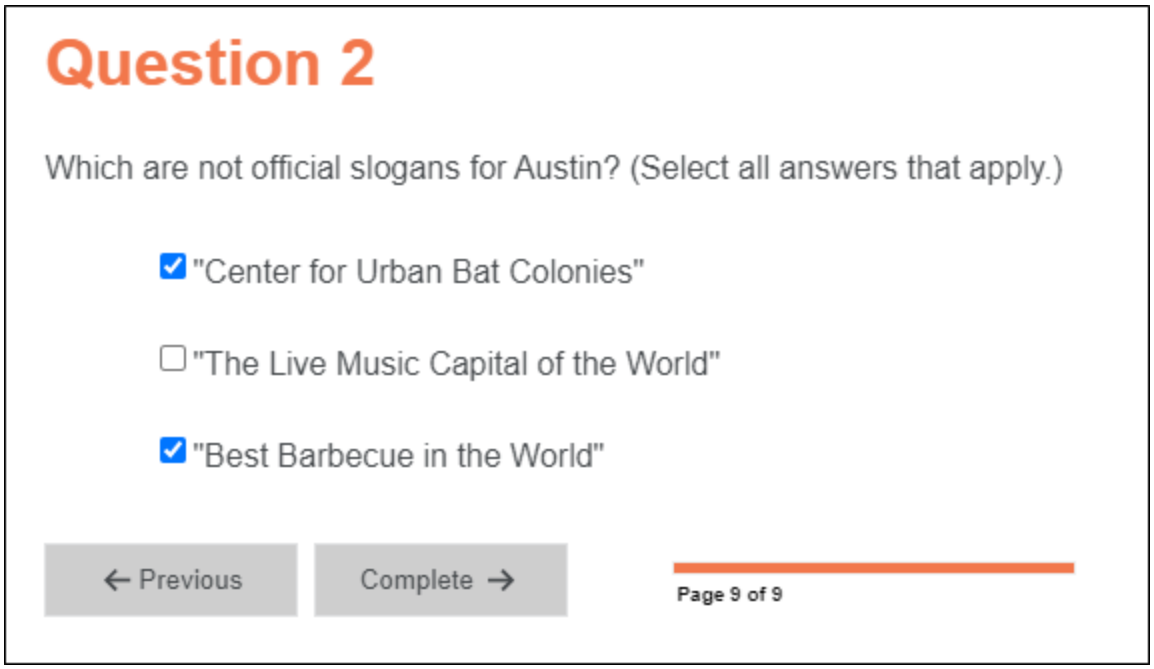
CHAPTER 1

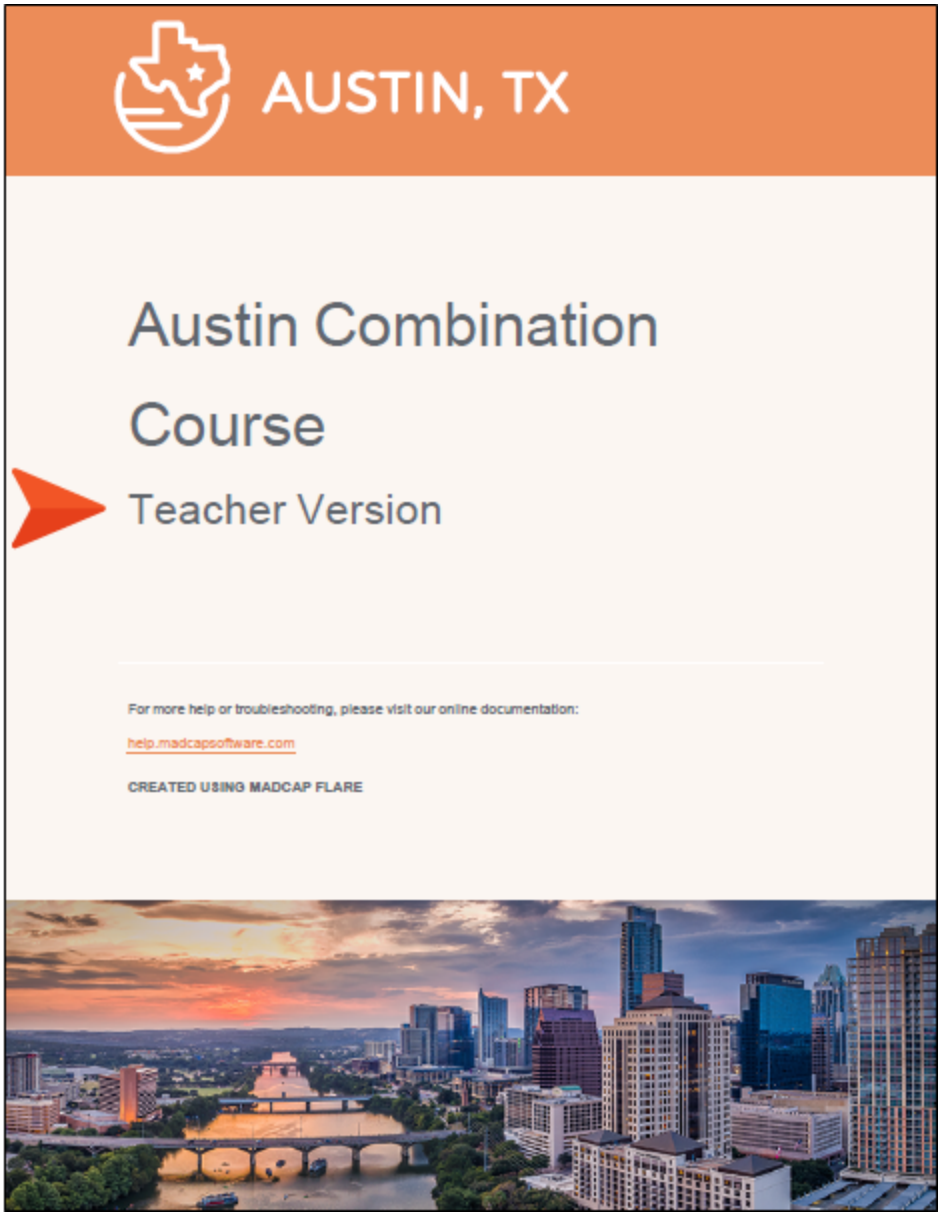
Welcome

Approximate Time: 1 hour, 20 minutes

Welcome to the eLearning Tutorial—Advanced. Before working through this tutorial, we recommend you first complete the basic tutorial.

- Tutorial Goal Learning how to create an interactive eLearning course via a series of learning blocks (topics). The course can be tracked through integration with an external learning management system.
- Key Concepts Creating questions, multiple choice and multiple response answers, and other eLearning elements; adding a navigation toolbar; single-sourcing content; adjusting skins and styles; and producing online and print-based output.




AUSTIN, TX
Austin Combination Course
Teacher Version
For more help or troubleshooting, please visit our online documentation:
help.madcapsoftware.com
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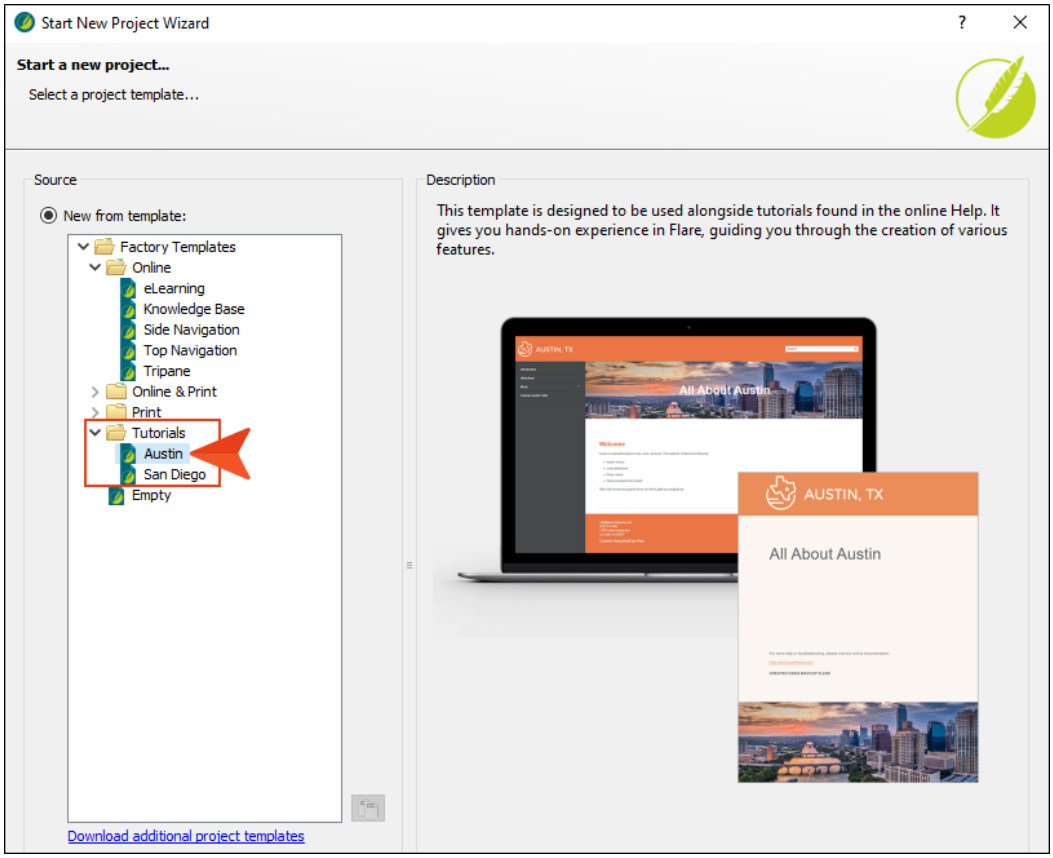
CHAPTER 2

Creating a Project From a Template

To start, let's create a new project based on Flare's Austin template.

How to Create a New Project From a Template

1. Select **File > New Project**. The Start New Project Wizard opens.
2. In the **Project name** field, give your project any name you want.
3. (Optional) In the **Project folder** field, you can enter a location where you want to save your project. By default, projects are saved in your Documents > My Projects folder.
4. Click **Next**.
5. Under **Factory Templates**, expand the **Tutorials** folder. Select the **Austin** template.



6. Click **Next**.
7. For branding, keep the default settings. (This is where you could customize your project's look with branding, such as colors and logo.) Click **Next**.
8. Click **Finish**. The project is created and loaded into Flare Desktop.

CHAPTER 3

Creating eLearning Content

The project already has several topics, which we will use as learning blocks as part of the course. We also need some additional learning blocks containing questions and answers. In other words, our eLearning course will consist of several topics that learners can navigate through; some of the topics will simply display information, while others will have interactive question sections and feedback.

This chapter discusses the following:

How to Add Folders 11

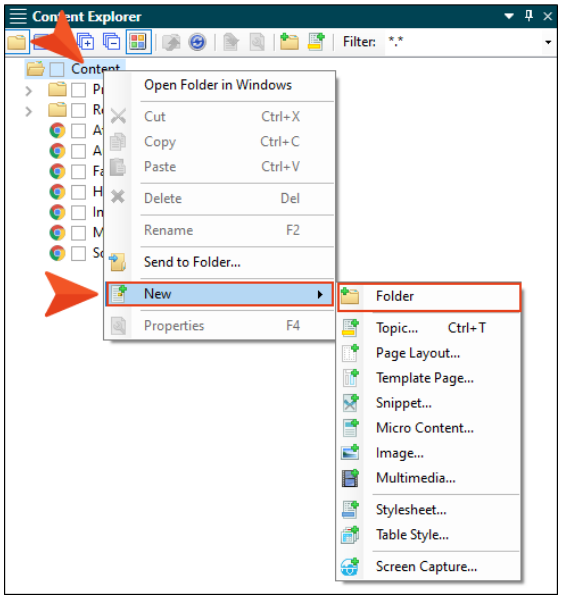
How to Add Topic Files 12

How to Add Content to the Knowledge Check Topics 14

How to Add Content to the Test Topics 26

How to Add Folders

1. First, let's create some folders to organize the new topics that we'll be adding. In the Content Explorer, right-click the root **Content** folder, and from the context menu select **New > Folder**.



2. Type `Knowledge-Check-Topics` as the name of the folder, and press **ENTER**.
3. Repeat these steps to add another folder named `Test-Topics`.

   Knowledge check topics consist of information that is relayed to a learner, but the learning exercise is not formally graded. You have the option to track if the learner completed the course or not. In this tutorial, we'll add a couple of knowledge check topics in the middle of the course.

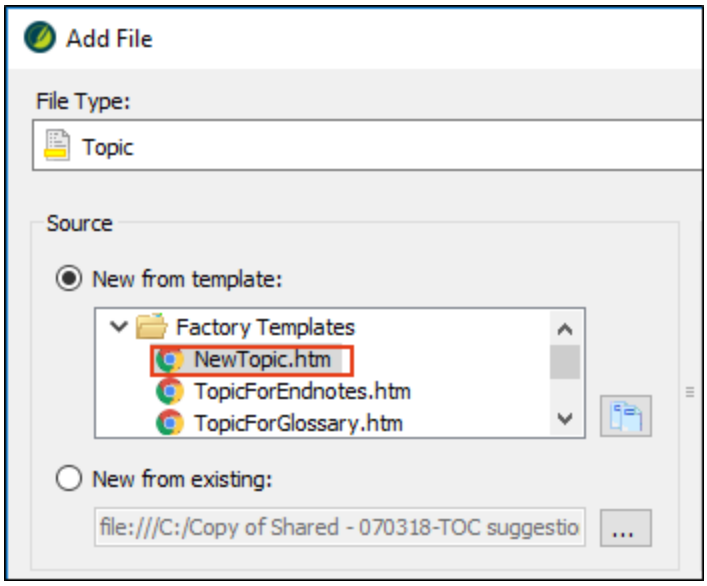
   Test topics consist of quiz questions with specific answers that are graded. A quiz is a basic way to determine a level of knowledge. It can reveal gaps in knowledge. We'll add some test topics at the end of the course.

   Either knowledge checks or test results can be tracked by integrating them with an external learning management system (LMS). We'll go over this more later (see "Creating and Developing Targets" on page 71 and "Accessing the LMS Package" on page 142).

> **NOTE** On the next page of this tutorial, we have included an optional knowledge check.

How to Add Topic Files

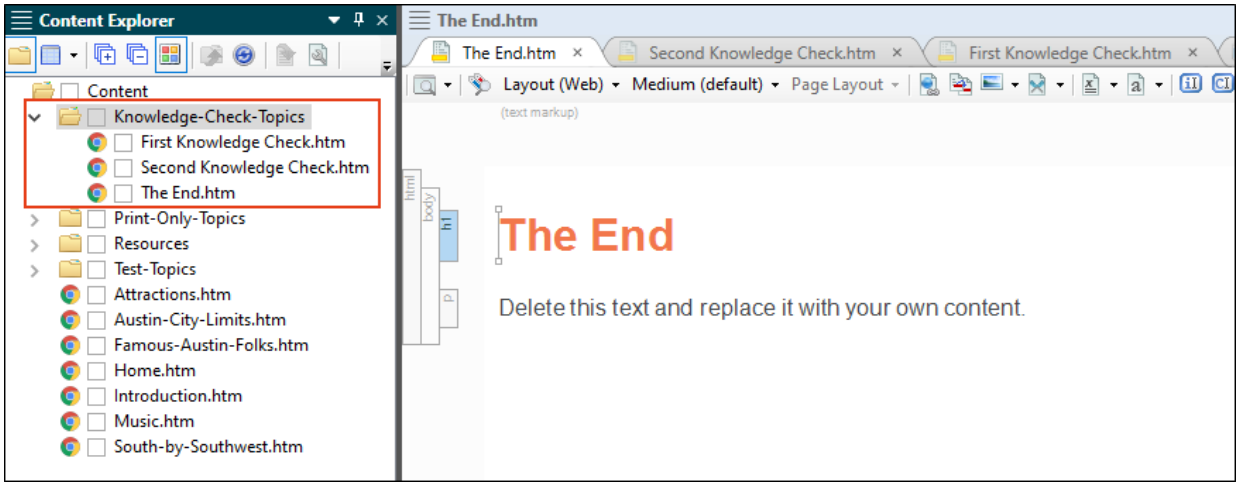
1. In the Content Explorer, right-click the **Knowledge-Check-Topics** folder, and from the context menu select **New > Topic**. The Add File dialog opens.
2. Under the Factory Templates, select the **NewTopic.htm** template.



3. In the **File Name** field, type `First Knowledge Check` as the name for the first new topic.
4. Click **Add**. The topic is added to the Content Explorer, and the XML Editor opens to the right, displaying the topic.
5. Add another topic to the same folder, and name it `Second Knowledge Check`.

6. Add a third topic in that folder and name it `The End`.

   Here is what you should see.



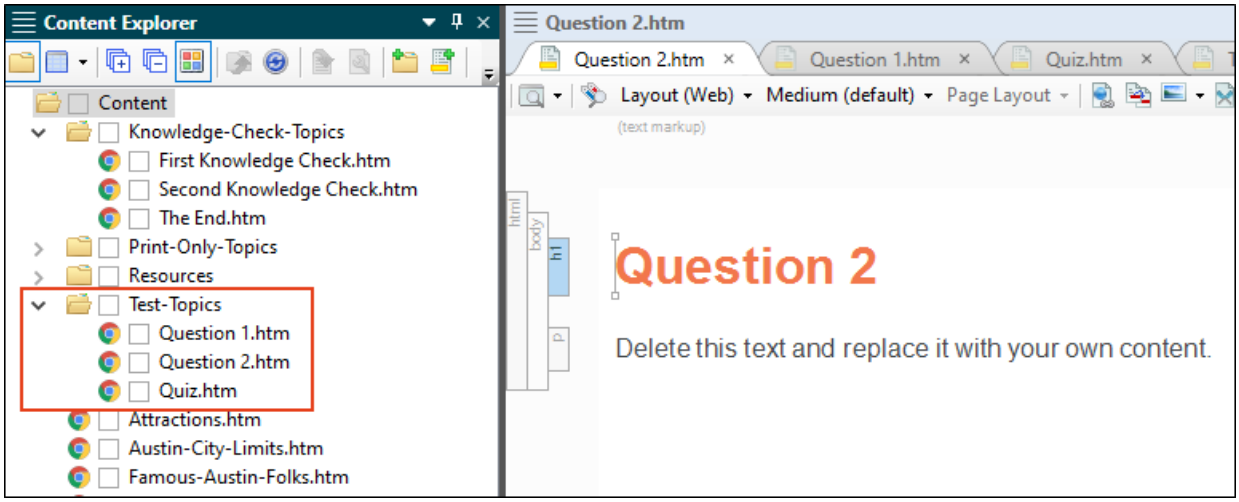
7. Repeat the steps above to add the following new topics under the **Test Topics** folder:

   `Quiz`

   `Question 1`

   `Question 2`

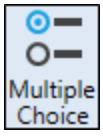
   Here is what you should see.



How to Add Content to the Knowledge Check Topics

1. Open the First Knowledge Check.htm topic. (You can either double-click the topic file in the Content Explorer, or select the tab at the top of the editor area.)
2. Delete the placeholder text under the heading so that it's an empty paragraph.

3. In the eLearning ribbon at the top of Flare Desktop, click Multiple Choice (with the circles).

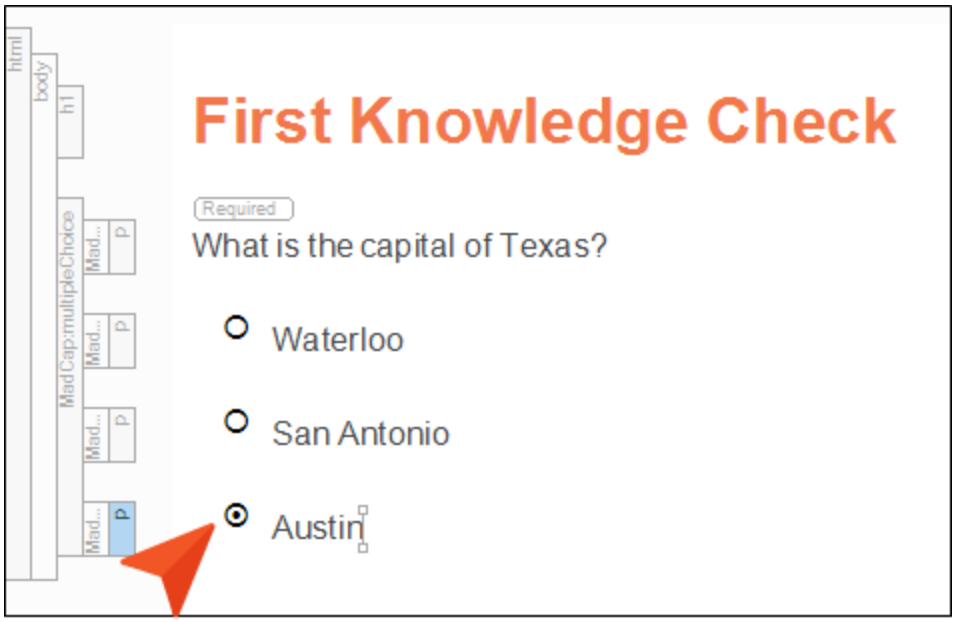


4. For the question, copy and paste this text:

   ```
   What is the capital of Texas?
   ```

5. For the first answer, enter `Waterloo`, and press ENTER.
6. For the second answer, enter `San Antonio`, and press ENTER.
7. For the third answer, enter `Austin`. This time, *do not* press ENTER, since this is the last answer for the question.

8. Click the circle next to **Austin**, since that is the correct answer.



9. Now let's add some feedback, depending on whether the learner chooses the correct or incorrect answer. In the **eLearning** ribbon click **Add Feedback**.

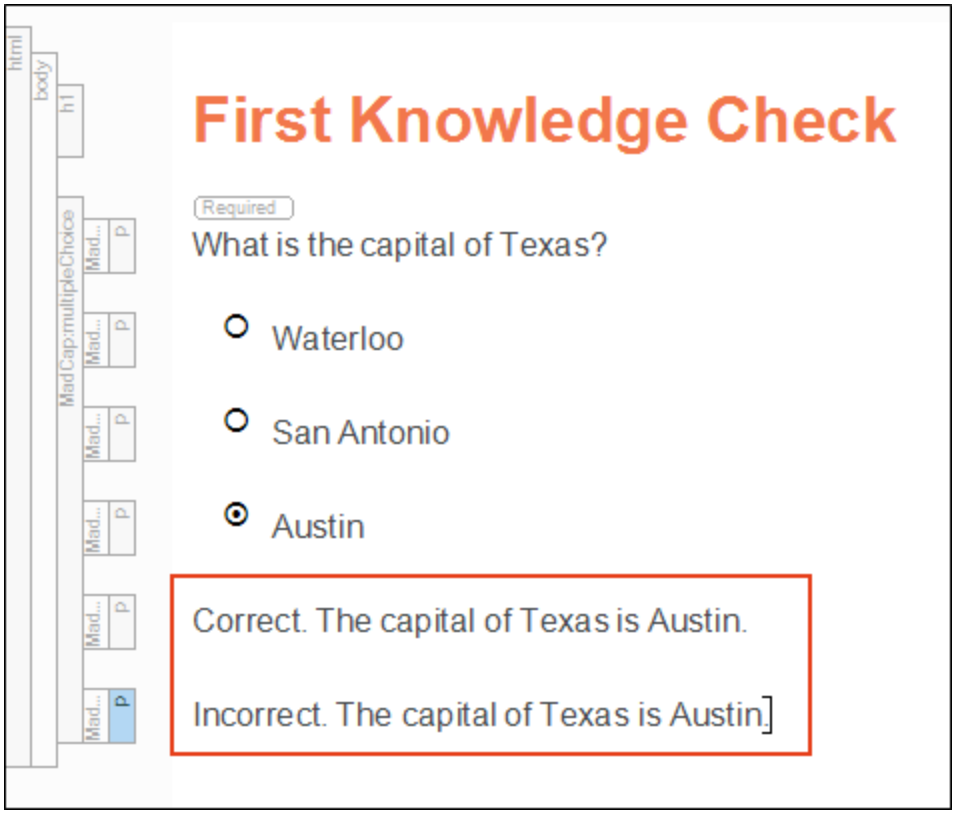
> TIP You can also right-click a MadCap structure bar to the left of the content to add feedback (or perform other eLearning tasks).

10. Replace the first line of text with this:

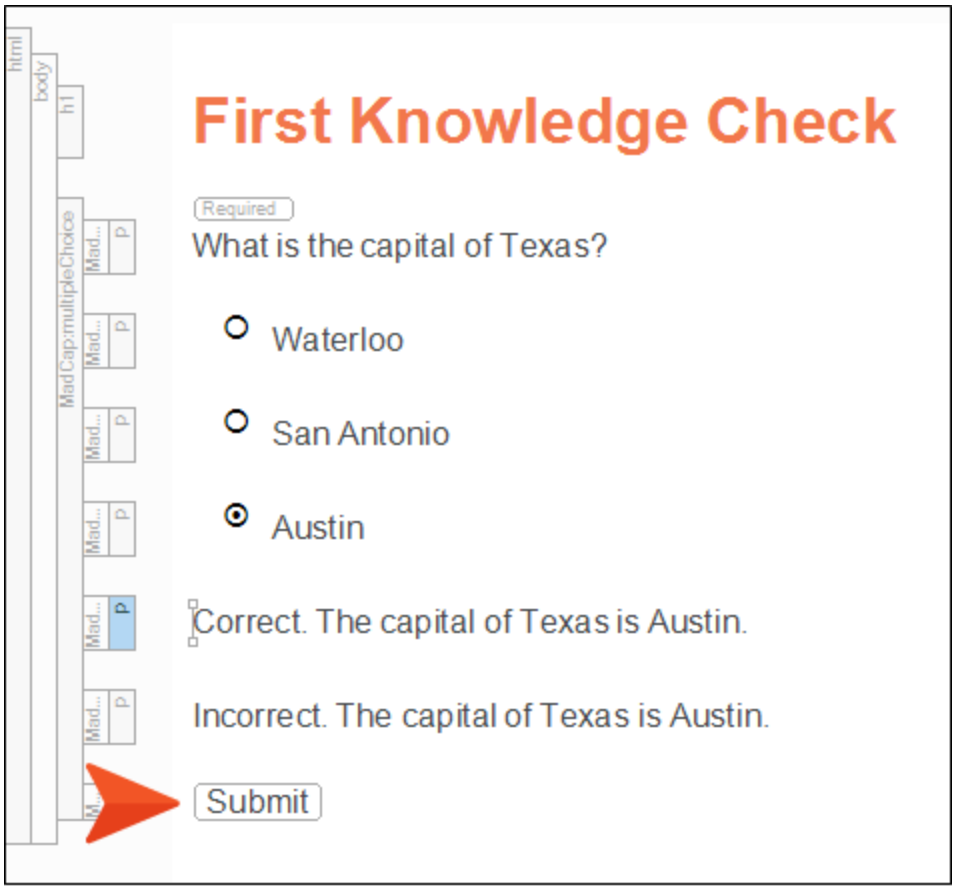
```
Correct. The capital of Texas is Austin.
```

11. Replace the second line of text with this:

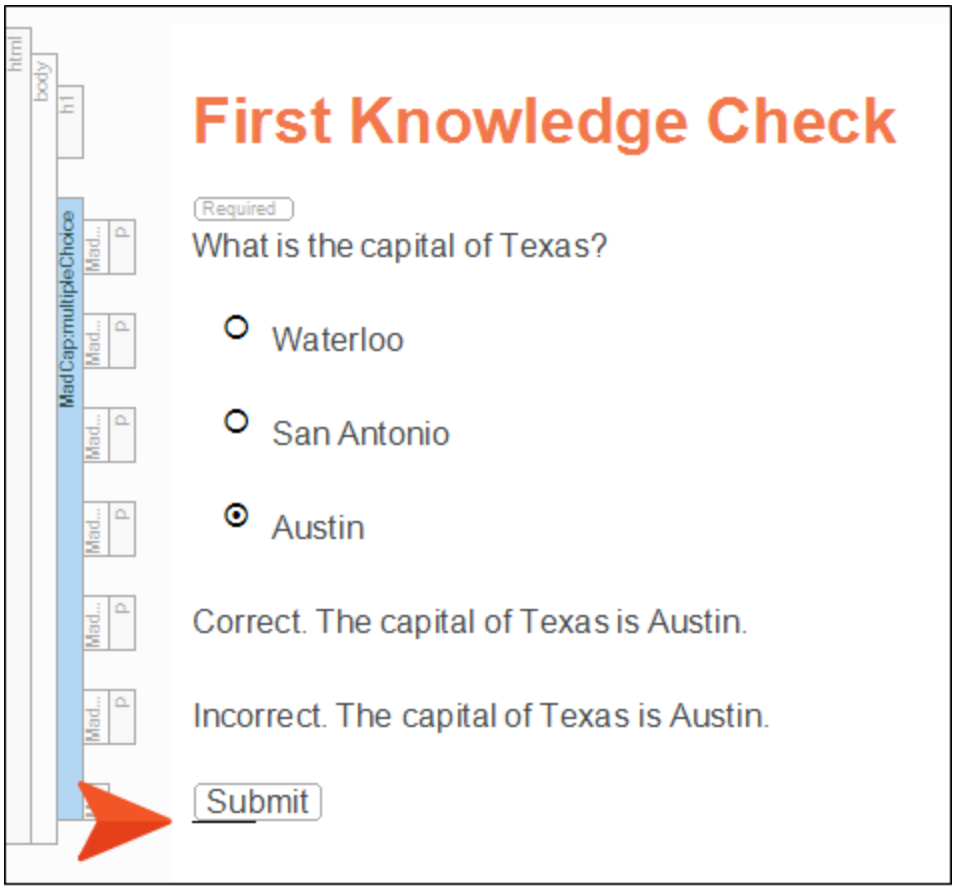
```
Incorrect. The capital of Texas is Austin.
```



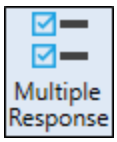
12. Next, we need a button so that learners can submit their answer. So in the **eLearning** ribbon click **Add Submit Button**. A button with the word "Submit" is added at the end.



13. We're going to add another question section after this one. But this time, we will allow multiple selections. To begin, click after the **Submit** button in the topic, so that you see the flashing horizontal cursor under it.



14. Press **ENTER**.
15. In the **eLearning** ribbon, click **Multiple Response** (with the squares).



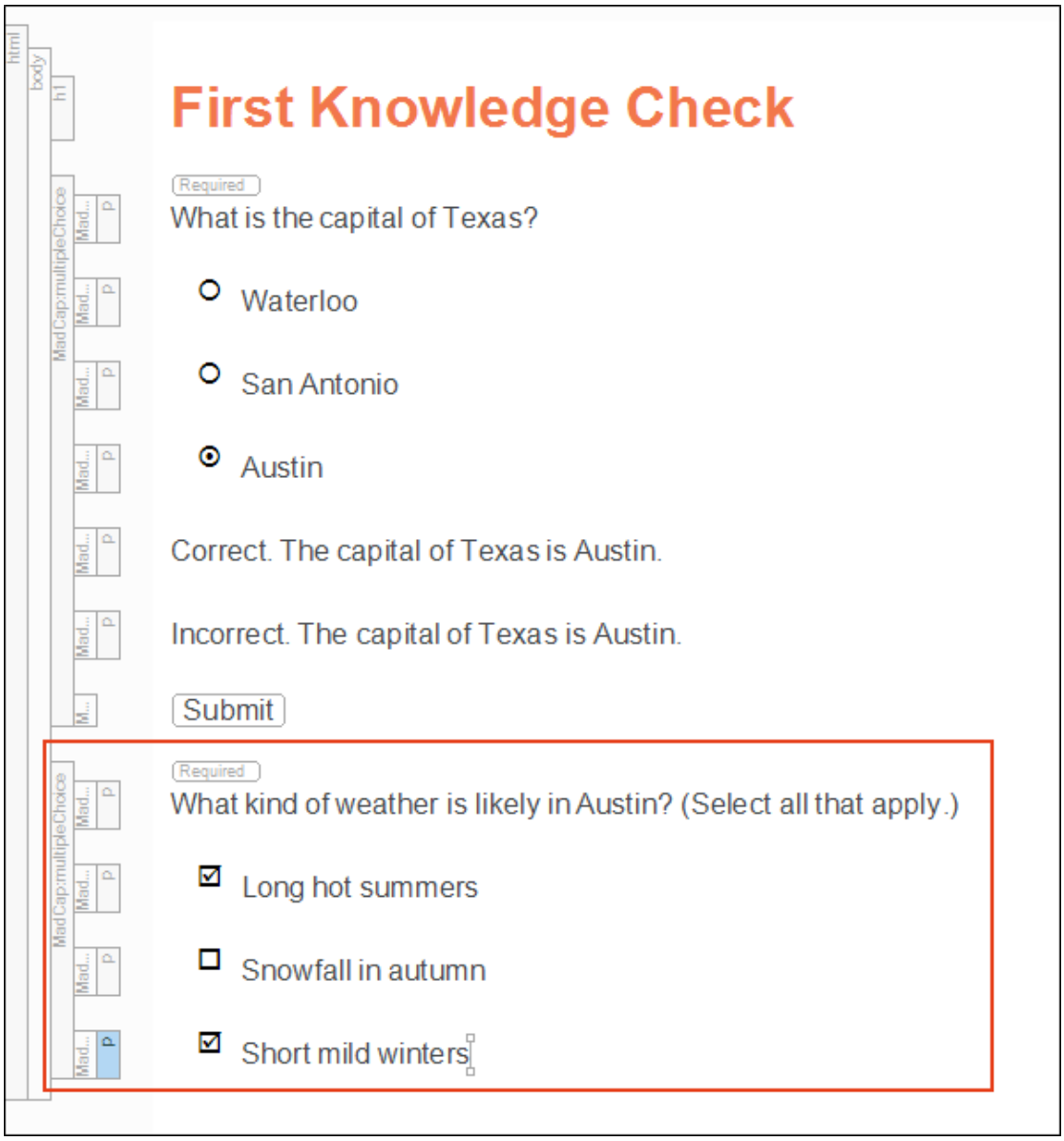
16. For the question, copy and paste this text:

```
What kind of weather is likely in Austin? (Select all that apply.)
```

17. Add the following three responses, pressing ENTER after the first and second answers, but not the third:

```
Long hot summers

Snowfall in autumn

Short mild winters
```

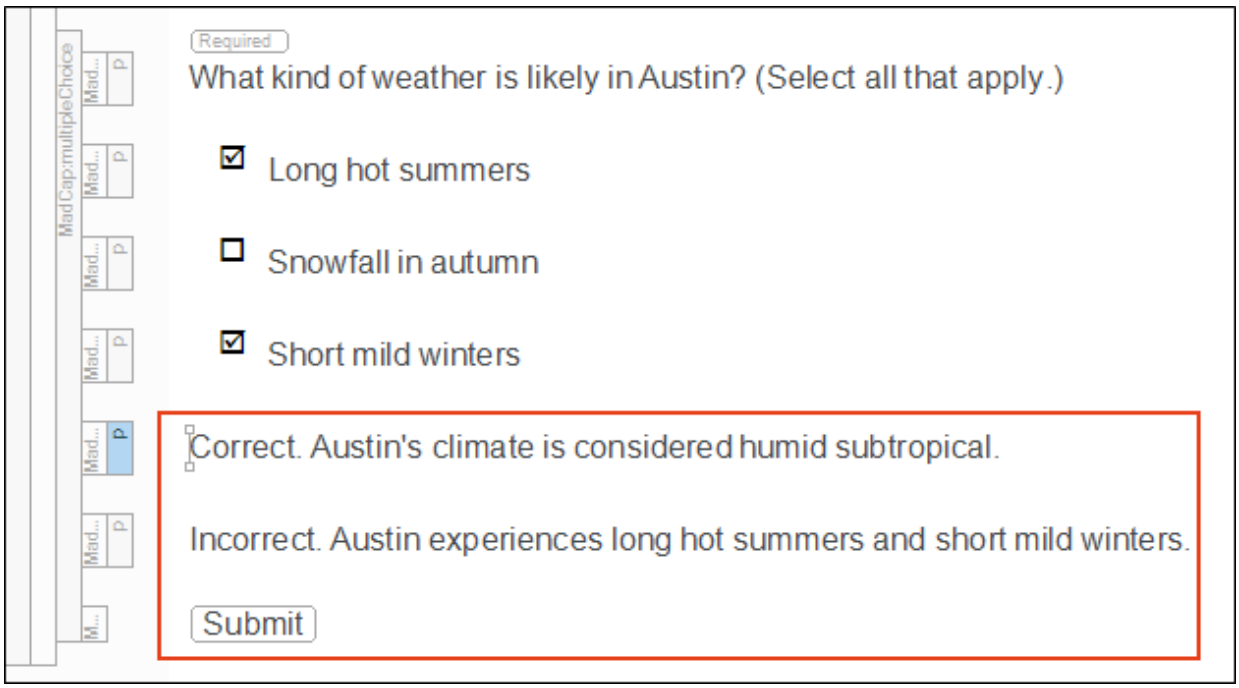
18. Click the first and third check boxes as the correct answers.



19. Use the **Add Feedback** button to provide the following:

    ```
    Correct. Austin's climate is considered humid subtropical.

    Incorrect. Austin experiences long hot summers and short mild
    winters.
    ```

    Then click **Add Submit Button**.



> **TIP** You can also start by selecting just **Add Submit Button**. This will add not only the placeholder feedback text, but the Submit button as well.

20. Click to save your work.

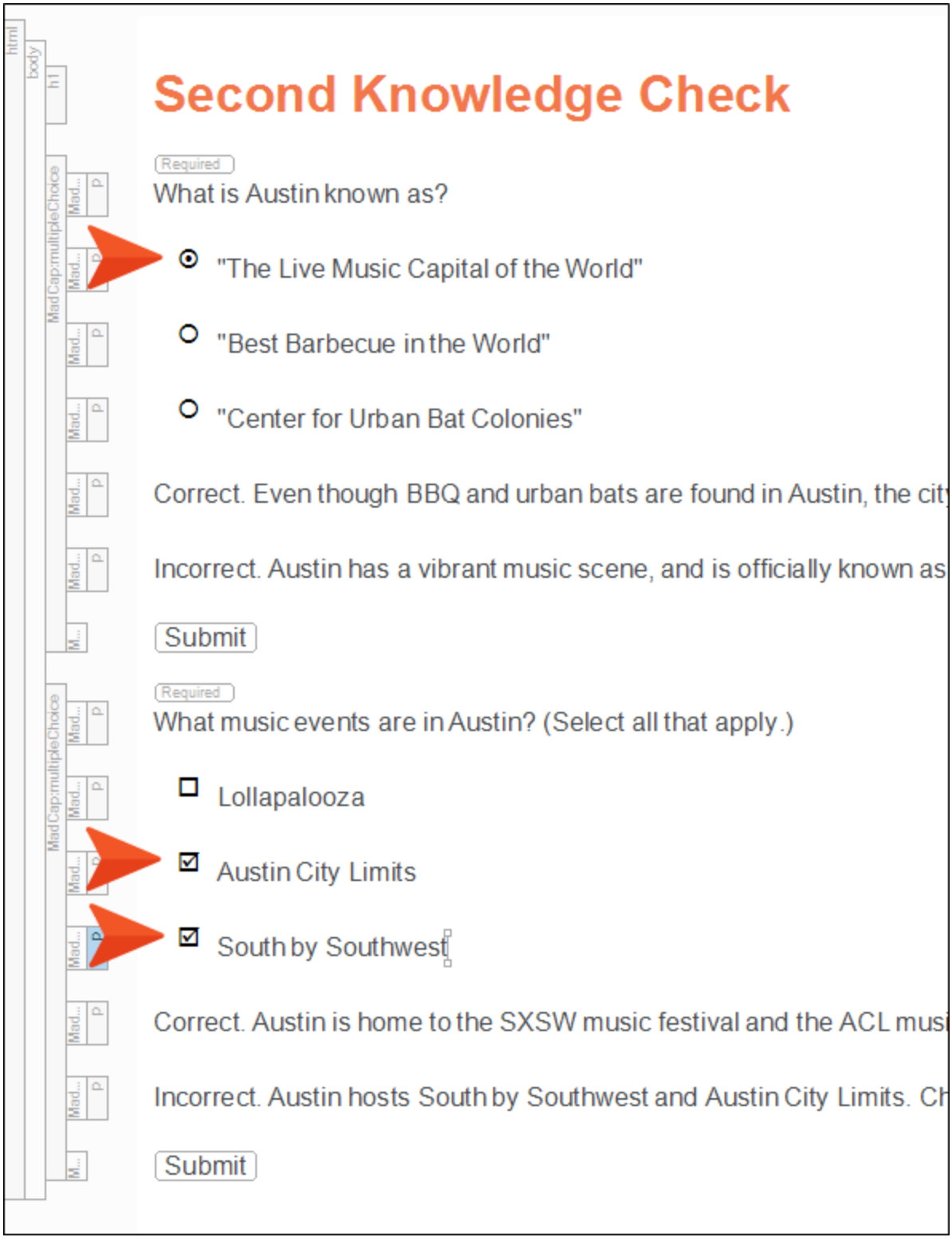
21. Open the Second Knowledge Check.htm topic. In the same way as above, add two question sections. Copy and paste the following text (a multiple choice first, then a multiple response), add submit buttons, and set the correct answers as shown in the image below.

    First Question Section

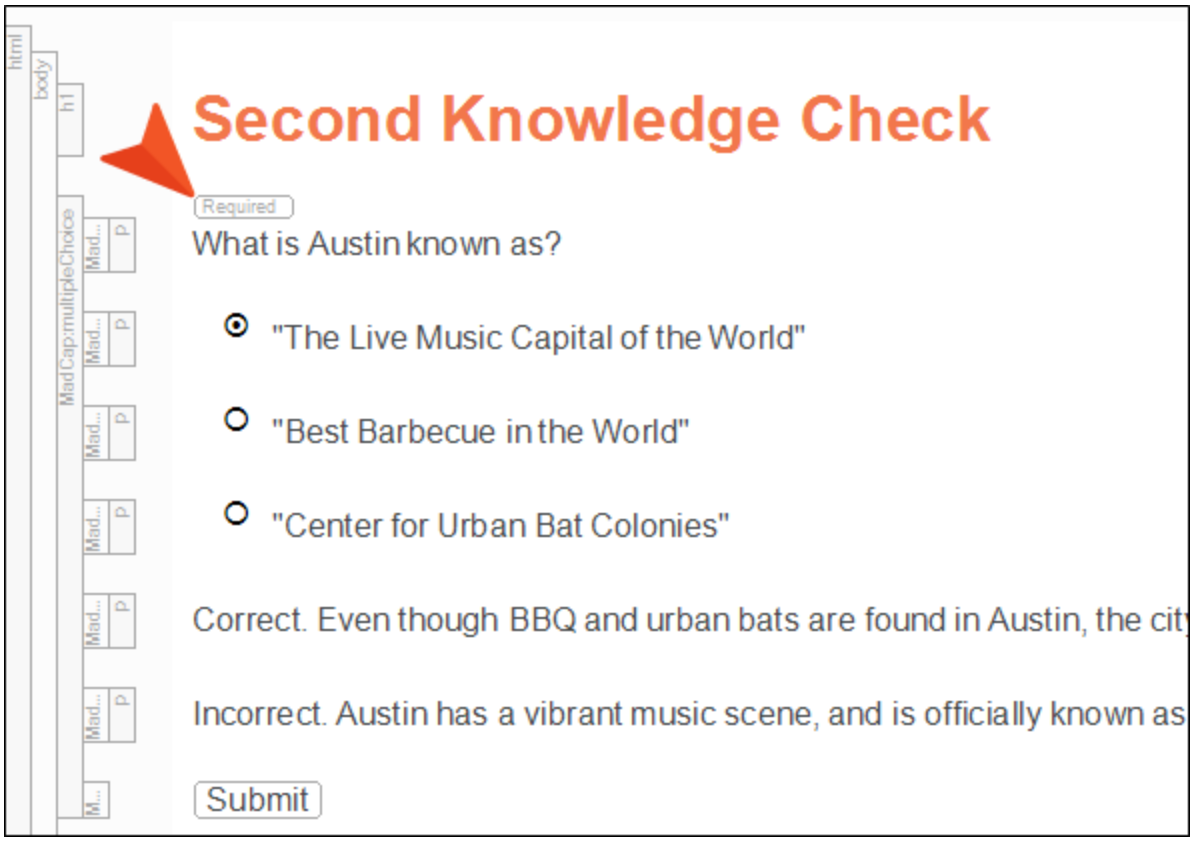
    ```
    What is Austin known as?

    "The Live Music Capital of the World"

    "Best Barbecue in the World"

    "Center for Urban Bat Colonies"

    Correct. Even though BBQ and urban bats are found in Austin, the
    city is known for its vibrant music scene. Its official slogan is
    "The Live Music Capital of the World."

    Incorrect. Austin has a vibrant music scene, and is officially known
    as "The Live Music Capital of the World."
    ```

    Second Question Section

    ```
    What music events are in Austin? (Select all that apply.)

    Lollapalooza

    Austin City Limits

    South by Southwest

    Correct. Austin is home to the SXSW music festival and the ACL music
    festival.

    Incorrect. Austin hosts South by Southwest and Austin City Limits.
    Chicago hosts the Lollapalooza music festival.
    ```


Second Knowledge Check
Required
What is Austin known as?
"The Live Music Capital of the World"
"Best Barbecue in the World"
"Center for Urban Bat Colonies"
Correct. Even though BBQ and urban bats are found in Austin, the city
Incorrect. Austin has a vibrant music scene, and is officially known as
Submit
Required
What music events are in Austin? (Select all that apply.)
Lollapalooza
Austin City Limits
South by Southwest
Correct. Austin is home to the SXSW music festival and the ACL musi
Incorrect. Austin hosts South by Southwest and Austin City Limits. Ch
Submit

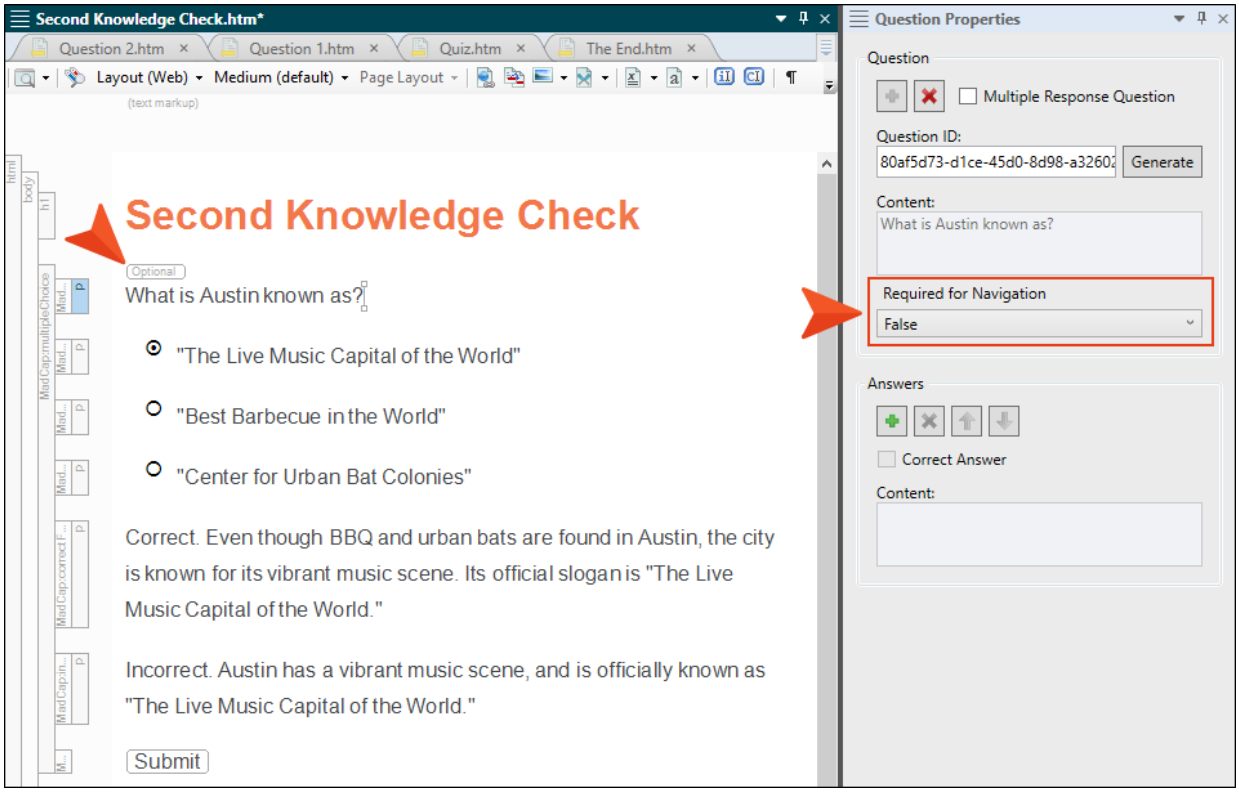
22. Notice the small markers indicating that both of these questions are required, just as they are in the First Knowledge Check.



This means that learners must answer the question in order to use the navigation button (which we'll add soon) to proceed to the next page of the course. Let's make both of the questions in the Second Knowledge Check optional, which means learners do not have to answer them before moving to the next page. In the **eLearning** ribbon, click **Question Properties**.

> NOTE Markers are shown only when you're working in the XML Editor in Flare Desktop; they are not shown in the output. To enable or disable markers, go to the local toolbar at the top of the XML Editor, click the **Show Tags** drop-down field, and then select **Markers**.

23. Click any of the content for the first question section (i.e., the question itself, any of the answers, the feedback, the submit button). The Question Properties window pane to the right contains some fields that reflect the properties for that element. Even as you click on different parts of that question section, you will see the values for the fields changing (e.g., click the different answers to see which is set as the correct one in the window pane). We're not going to use or change most of the options in the window pane for this tutorial (for details about the various options, see the Help system). But let's change one thing. From the **Required for Navigation** drop-down, select **False**. This changes the marker for the question to "Optional."



NOTE In addition to setting questions as required (or not) individually using the Question Properties window pane, you can set it on the **MadCap|multipleChoice** style in your stylesheet. For example, if you don't want any of your questions to be required, setting the **mc-required-question** property (located in the Unclassified section of the Stylesheet Editor) on this style to false can save you a lot of time, so that you don't have to set each question one at a time from the Question Properties window pane.

24. Do the same for the second question section in the topic. Now both questions are optional.
25. Click to save your work.
26. Open the topic called **The End.htm**. We're not going to add any question sections to this topic. We're simply going to use it to show that the learner has reached the end of the course. Paste the following text into the topic, replacing the placeholder text:

    ```
    This is the end of the course. Thanks for learning all about the
    city of Austin, Texas.
    ```

27. Click to save your work.

NOTE In this tutorial we are selecting options in the eLearning ribbon to add placeholder content for questions and answers. However, you also have the option of converting existing content into question sections. Just use your mouse to select the content and then select Multiple Choice or Multiple Response in the eLearning toolbar. The first paragraph of your selection will become the question and each paragraph under it will be an answer.

How to Add Content to the Test Topics

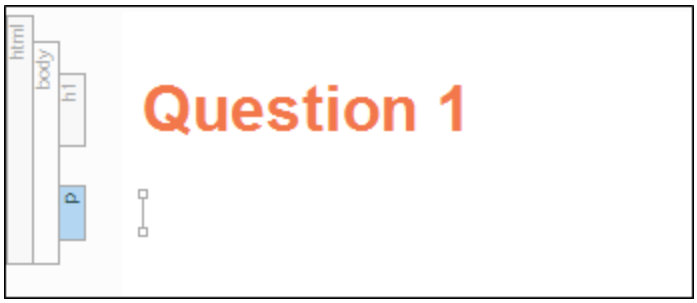
1. Open the topic called **Quiz.htm**. Again, we're not going to add any question sections to this topic. It's purpose is simply to inform people that they are at the beginning of the quiz. Paste the following into it, replacing the placeholder text:

   ```
   This is the start of a short quiz to test your knowledge about Austin. Navigate to the next topic to begin the gradable portion of the course.
   ```

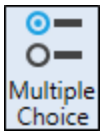
2. Click to save your work.

3. Open the **Question 1.htm** topic.

4. Delete the placeholder text under the heading so that it's an empty paragraph.



5. In the **eLearning** ribbon, click **Multiple Choice** (with the circles).



6. For the question, copy and paste this text:

   ```
   Who is known as the "Father of Texas"?
   ```

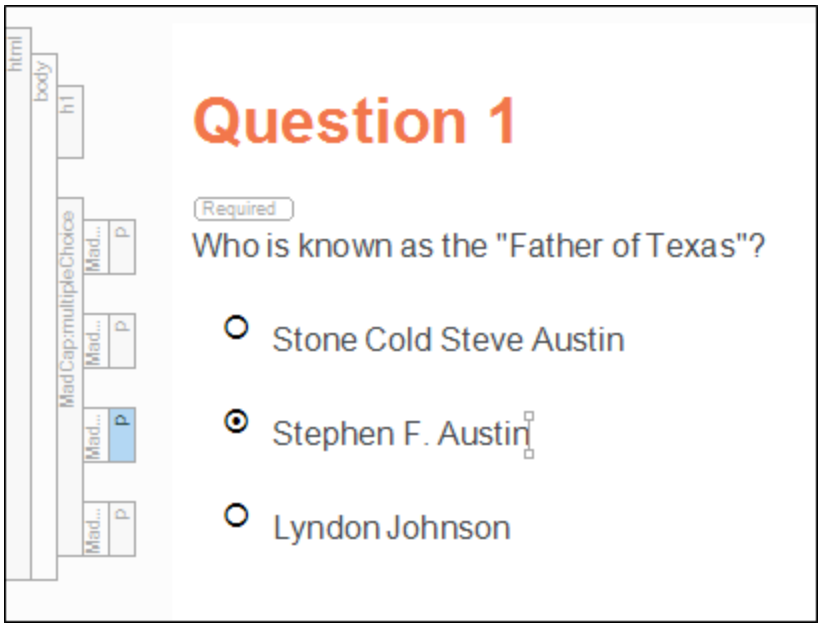
7. Add the following three answers:

   ```
   Stone Cold Steve Austin
   ```

   ```
   Stephen F. Austin
   ```

   ```
   Lyndon Johnson
   ```

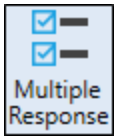
8. Click the circle next to **Stephen F. Austin**, since that is the correct answer.



9. Click to save your work.

   We're not adding feedback or a Submit button this time, because we don't want learners to see instant feedback. We could add just feedback without a Submit button, in which case the feedback content would be shown at the end on the quiz results page. But in this tutorial, we're going to just let that page show the results, instead of any additional feedback.

10. Open the **Question 2.htm** topic.
11. Delete the placeholder text under the heading so that it's an empty paragraph.
12. In the **eLearning** ribbon, click **Multiple Response** (with the squares).



13. For the question, copy and paste this text:

```
Which are not official slogans for Austin? (Select all that apply.)
```

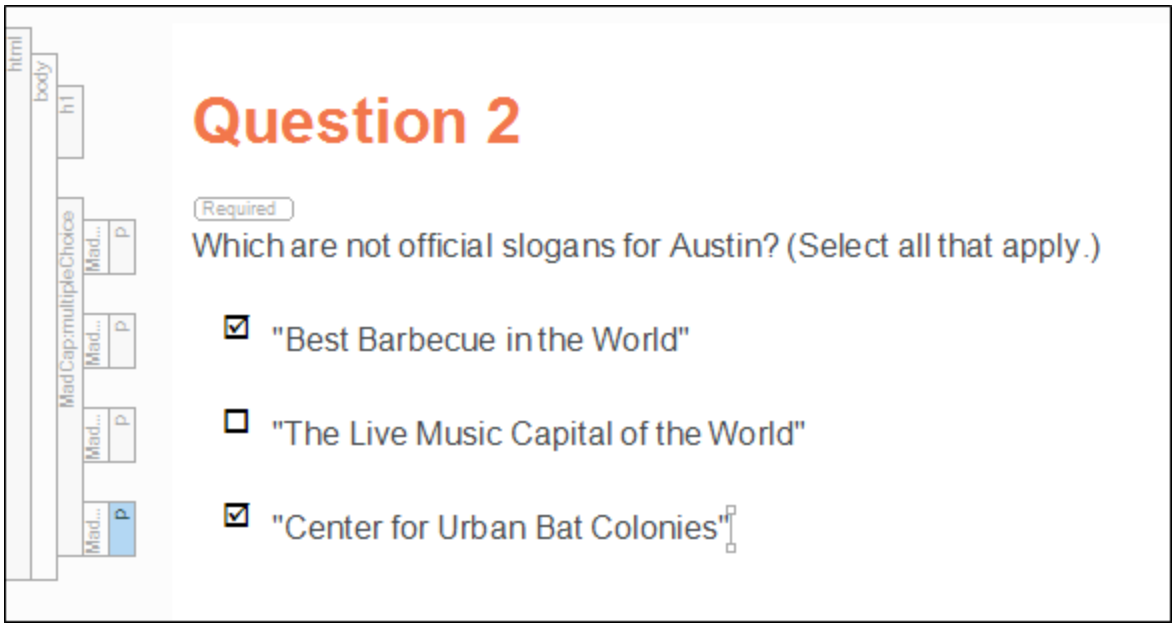
14. Add the following three answers:

    ```
    "Best Barbecue in the World"
    ```

    ```
    "The Live Music Capital of the World"
    ```

    ```
    "Center for Urban Bat Colonies"
    ```

15. Click the first and third check boxes as the correct answers.



16. Click to save your work.

CHAPTER 4

Updating the Table of Contents

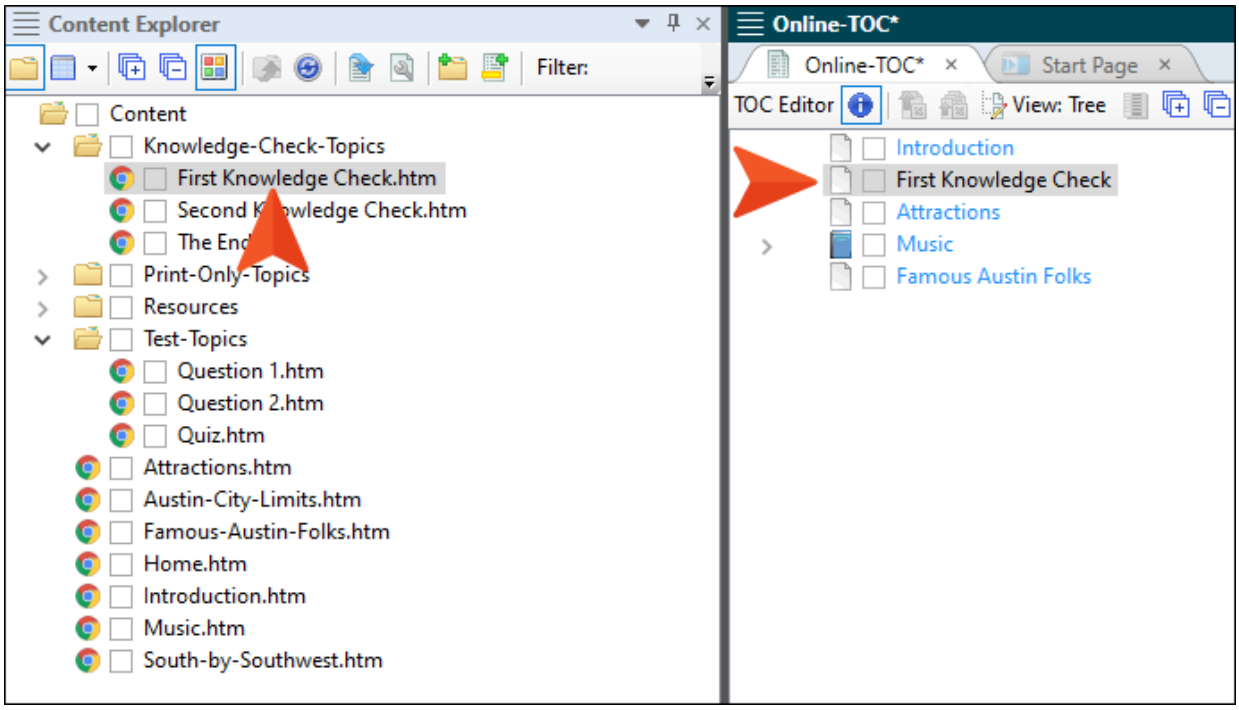
We have our eLearning topics. Now we need to incorporate them into our table of contents (TOC).

This chapter discusses the following:

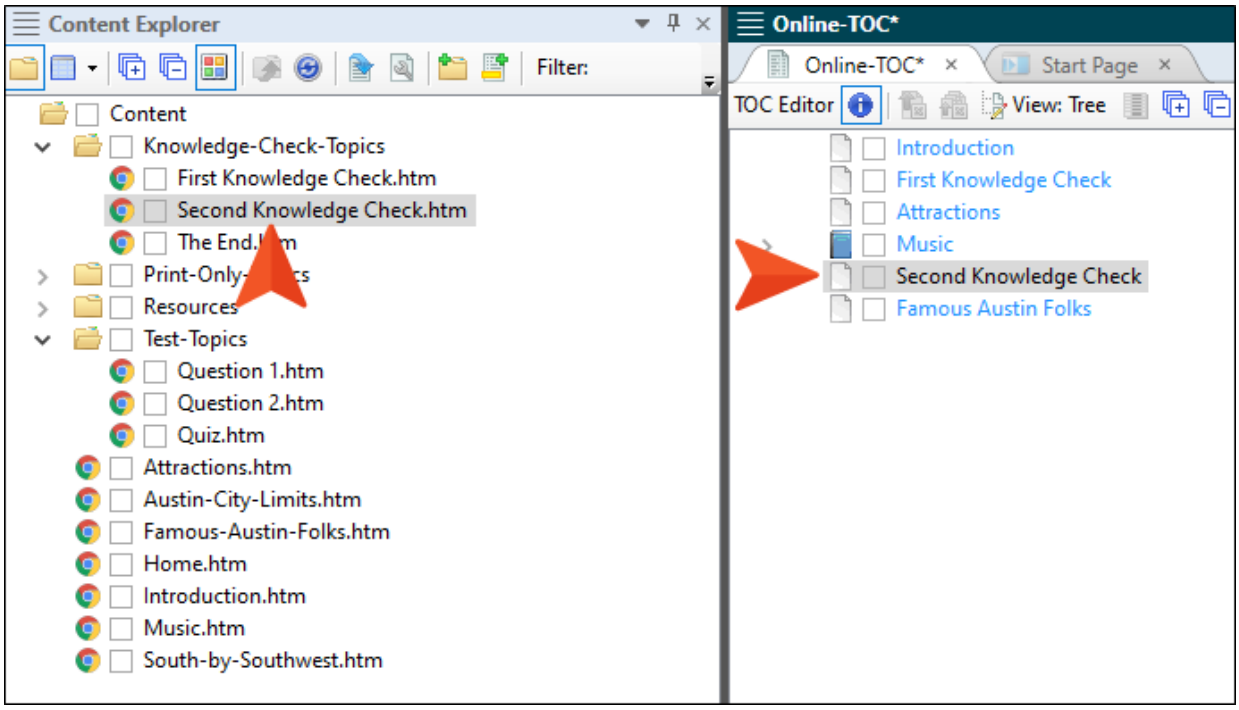
How to Add the Knowledge Check Topics to the TOC 30
How to Add the Test Topics to the TOC 33

How to Add the Knowledge Check Topics to the TOC

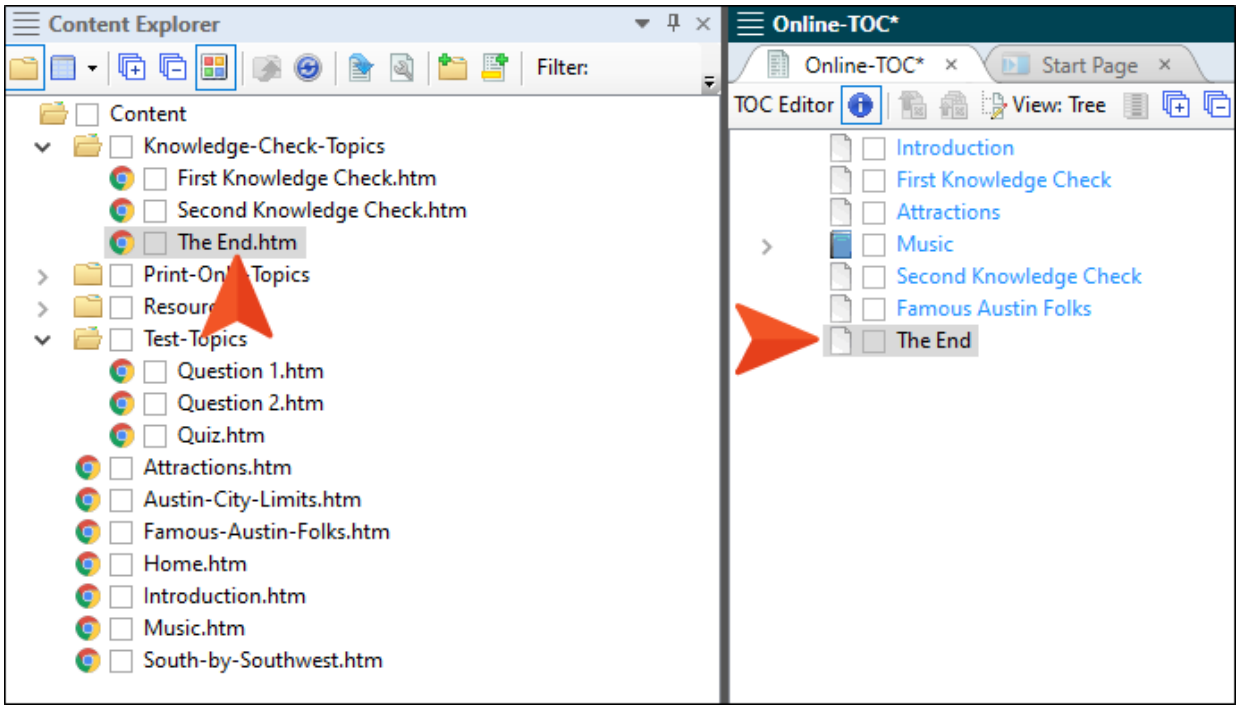
1. In the Project Organizer on the left side of Flare Desktop, expand the **TOCs** folder, and double-click **Online-TOC**.
2. In the Content Explorer, expand the **Knowledge-Check-Topics** folder (if necessary). Then, click and drag the **First Knowledge Check.htm** topic into the TOC, placing it between the **Introduction** and **Attractions** entries.



3. Click and drag the **Second Knowledge Check.htm** topic into the TOC, placing it between the **Music** and **Famous Austin Folks** entries.



4. Click and drag the topic called **The End.htm** into the TOC, placing it after the **Famous Austin Folks** entry.



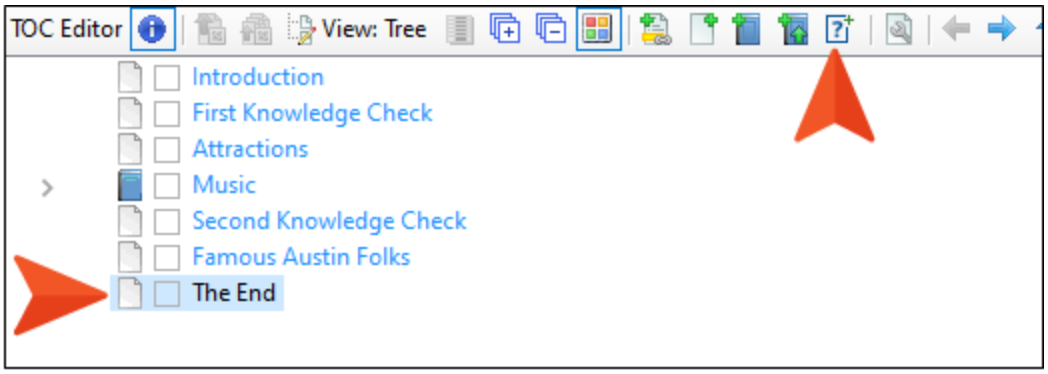
5. Click to save your work.

How to Add the Test Topics to the TOC

Test (or quiz) topics in the TOC are unique in that they need to be placed in a special test node. That is how the system knows that the questions and answers in these topics should be treated as gradable.

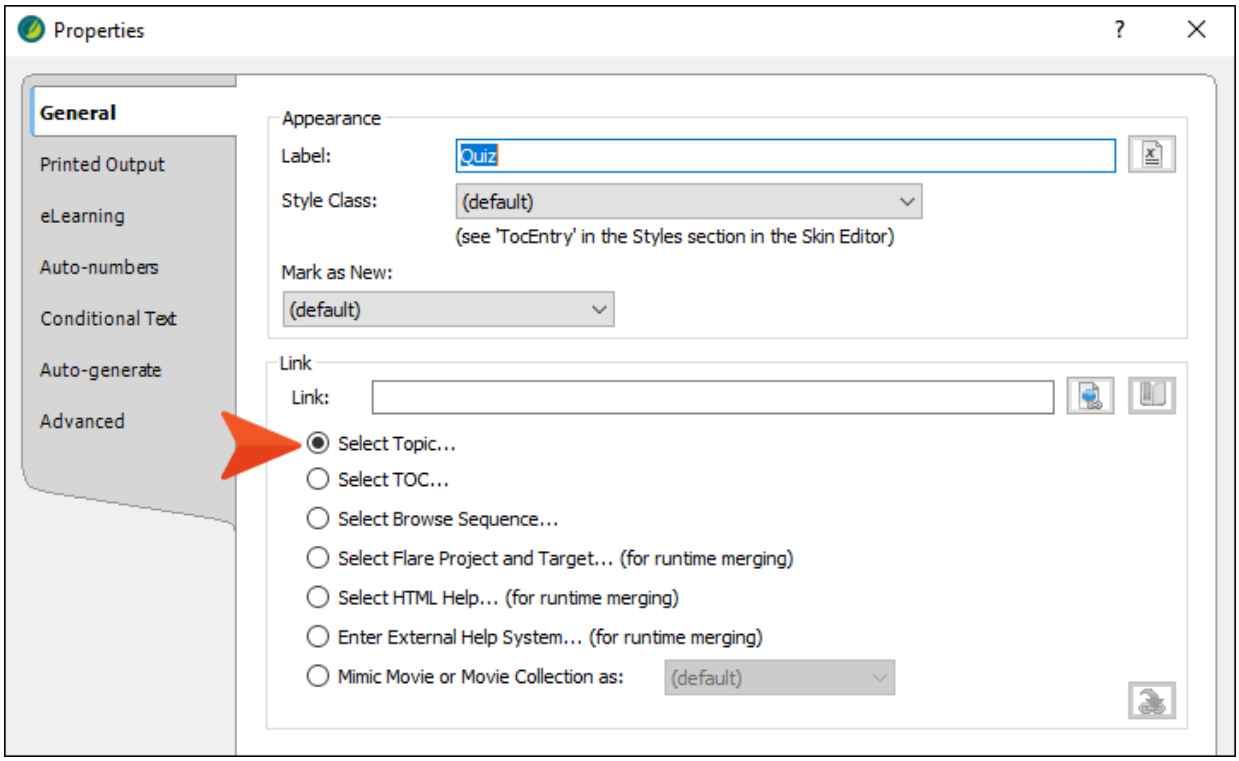
> NOTE Keep in mind that you can have only one test node per TOC.

1. In the TOC, make sure the final entry (**The End**) is selected. Then, in the local toolbar click .



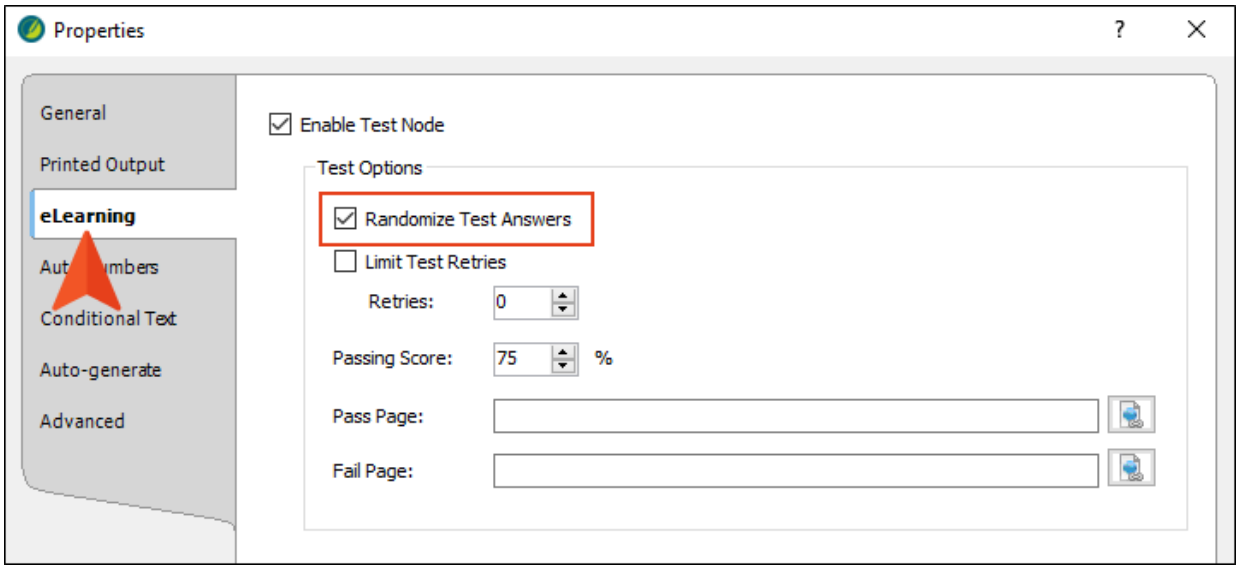
2. Type `Quiz` as the name for the node, and press **ENTER**.
3. Select that new node and press **F4** on your keyboard to open the Properties dialog.

4. Select the **General** tab, and click the **Select Topic** radio button (even if it's already selected).



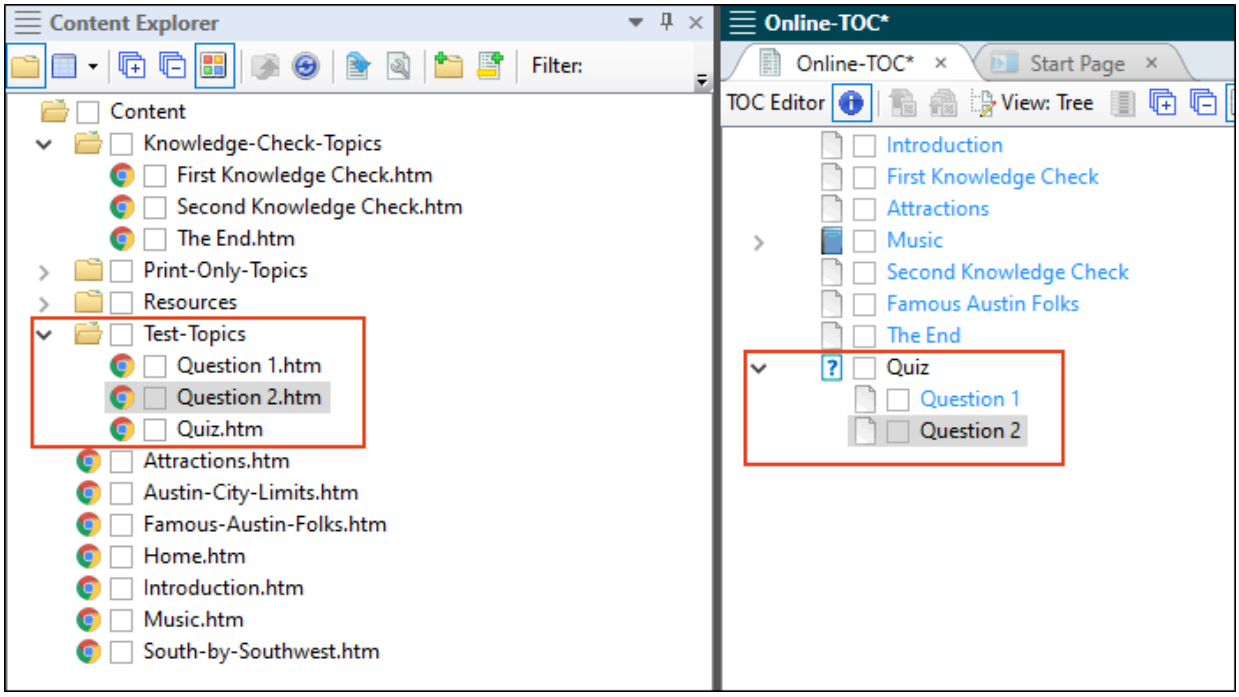
5. In the dialog that opens, expand the **Test-Topics** folder and select **Quiz.htm**. Then click **Open**.
6. Back in the Properties dialog, select the **eLearning** tab.

7. There are various options you can select for the quiz (for details about each field, see the Help system). We're going to leave most of these as they are, but let's tell Flare Desktop to switch up the order of the answers so that they're not the same each time the course is launched. Select Randomize Test Answers.



8. Click OK. Our Quiz topic is now linked to that node, removing the flag icon next to it.

9. In the Content Explorer, click and drag the Question 1.htm and Question 2.htm topics under that node, so that they are indented. If necessary, you can use the right arrow button ( ) in the local toolbar to get them positioned. When finished, it should look like this.



10. Click to save your work.

CHAPTER 5

Creating and Applying Snippets and Conditions

One of Flare Desktop's greatest strengths is its ability to single-source content. This simply means that you create the content once and reuse it in different ways, rather than doing a lot of rewriting, or copying and pasting. Single-sourcing content can save you a great deal of time and energy, and help to maintain consistency.

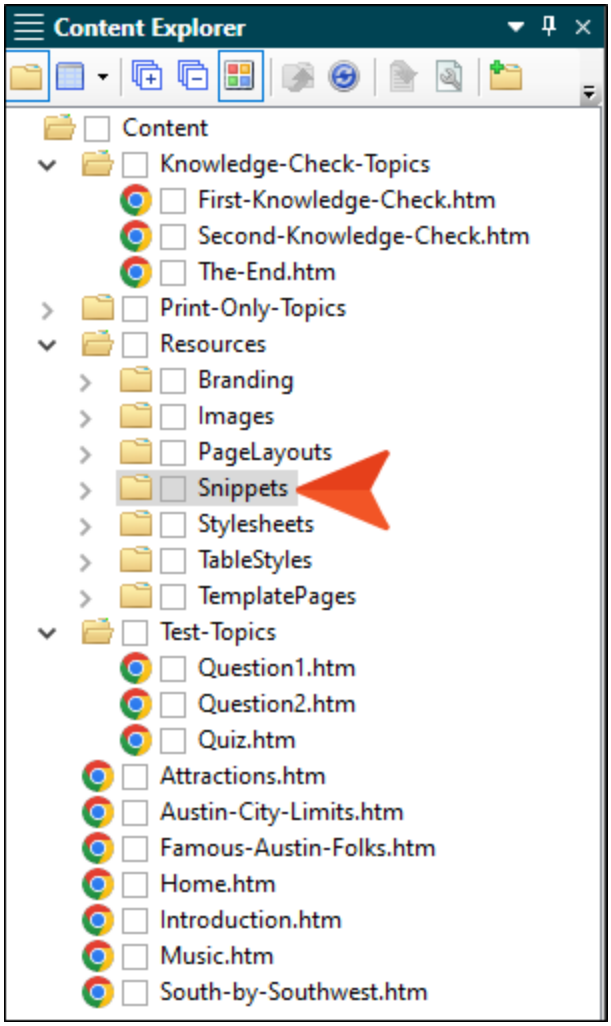
Two of the most essential features for single-sourcing are snippets and conditions. We're going to use both of these types of features in the following steps in order to reuse some content. Variables are also commonly used for single-sourcing; we'll work with variables later in this tutorial.

This chapter discusses the following:

How to Create a Snippet From Existing Content 38
How to Find Text and Insert Snippets 43
How to Add Conditions 47
How to Apply Conditions to Text 49
How to Apply Conditions to TOC Entries 57

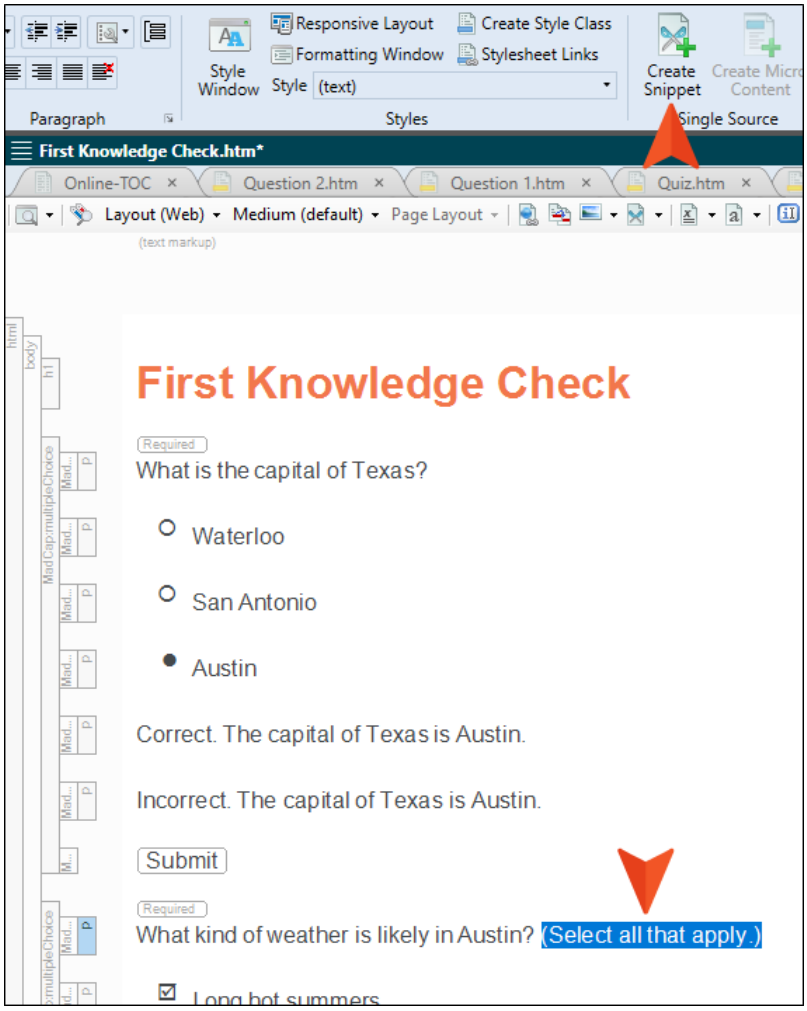
How to Create a Snippet From Existing Content

1. First, let's create a subfolder to store any snippets that we create. In the Content Explorer, right-click the **Resources** folder and select **New > Folder**. Type `Snippets` as the name for the folder and press **ENTER**.

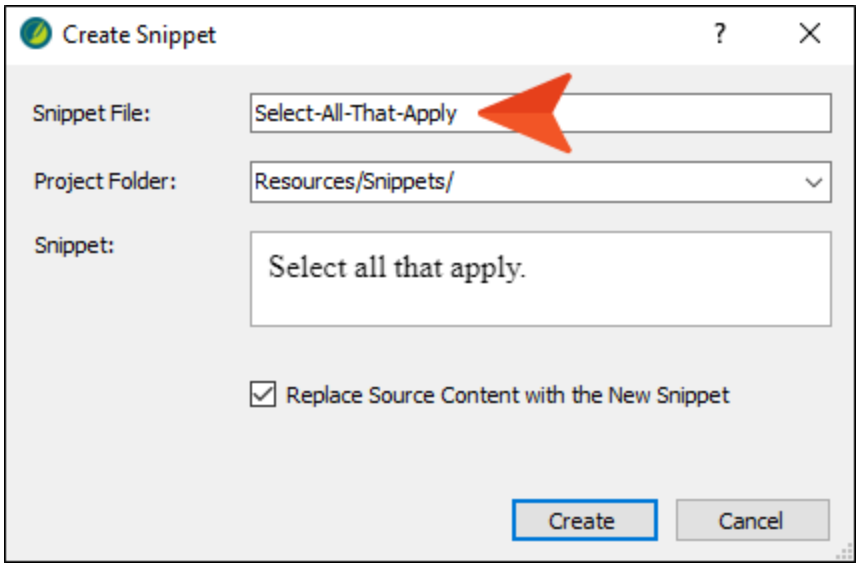


> **NOTE** Resources > Snippets is the recommended location for your snippet files, but you can actually add them anywhere in the Content Explorer that you like. The same is true of any other resource files (they can be placed anywhere in the Content Explorer). You can also created nested folders under the Resources folder if you have many files that you need to organize.

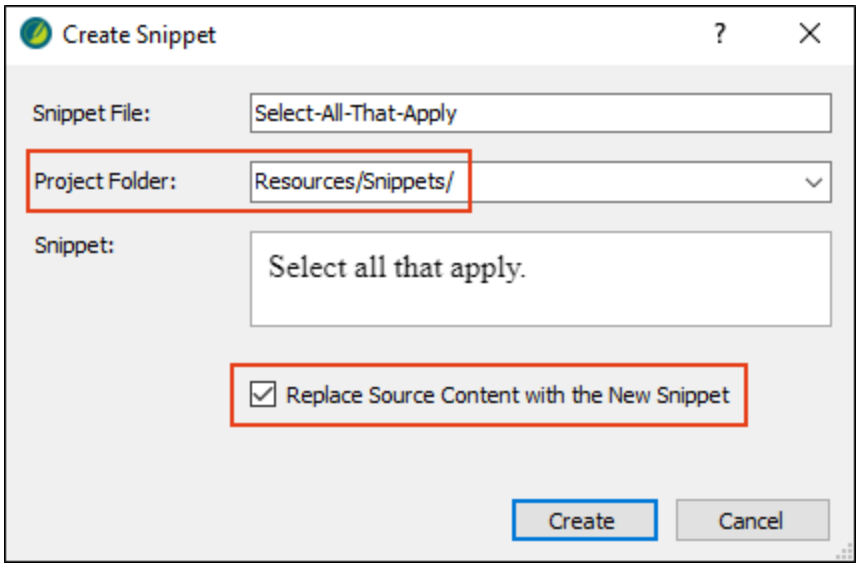
2. Open the First Knowledge Check.htm topic.
3. After the second question, highlight the text (Select all that apply.). Then, from the Home ribbon at the top of Flare Desktop, click Create Snippet.



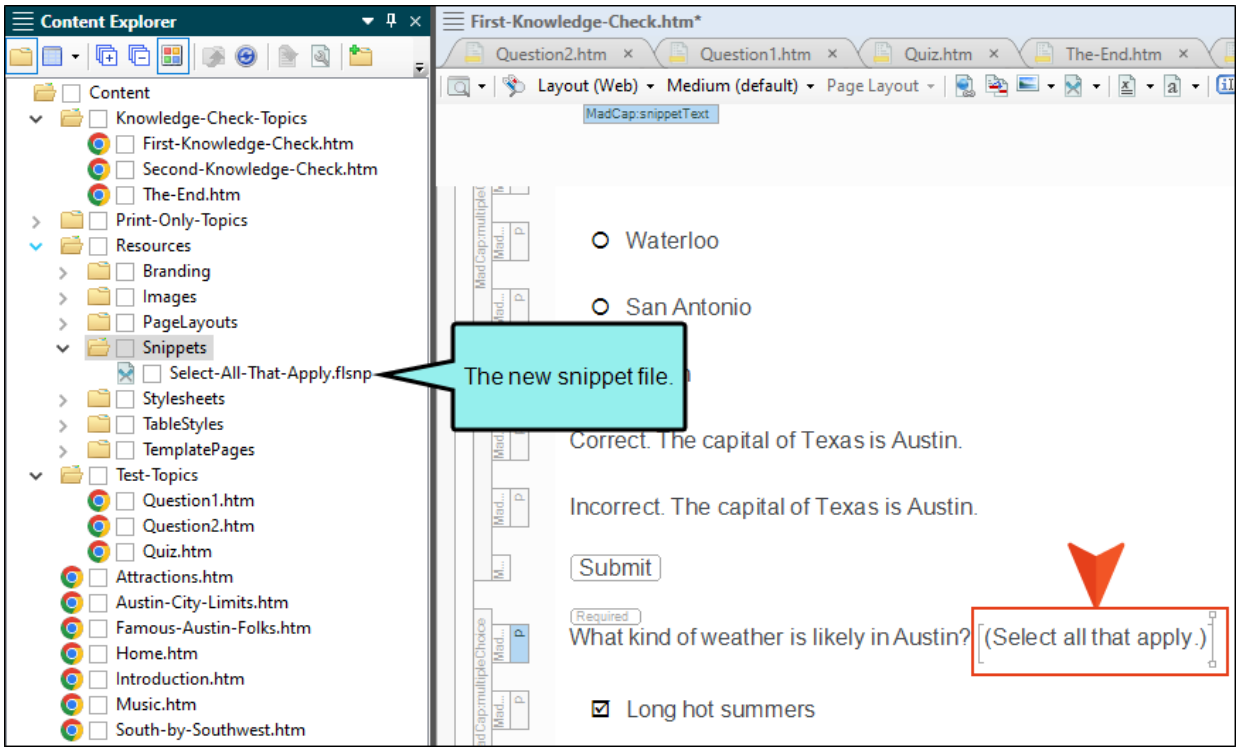
4. In the Create Snippet dialog, enter `Select-All-That-Apply` as the file name for the new snippet.



5. The rest of the fields are set just as we want. (It's pointing to the correct folder, and we are replacing the selected content with the new snippet file.) So click **Create**.



You should now see brackets (markers) around that text. This signifies that the content is actually contained in a separate file, located in the new folder you created in the Content Explorer. Therefore, you cannot edit that text in the topic file anymore; you need to open the separate snippet file to edit it.



> **NOTE** You can create snippets for any content that is repeated in multiple places. Use your best judgment for the content where you create snippets. For example, in this same topic, you can see the words Correct and Incorrect, which are repeated throughout the course. You can also see that the correct and incorrect text next to the first instance of these ("The capital of Texas is Austin.") is repeated. Perhaps you want to turn any of these into snippets. In this tutorial, we're just going to focus on the one sentence that we've already turned into a snippet. Just know that there are all kinds of possibilities for creating snippets from content, whether it is just text or collections of any other types of content (e.g., tables, images, lists).

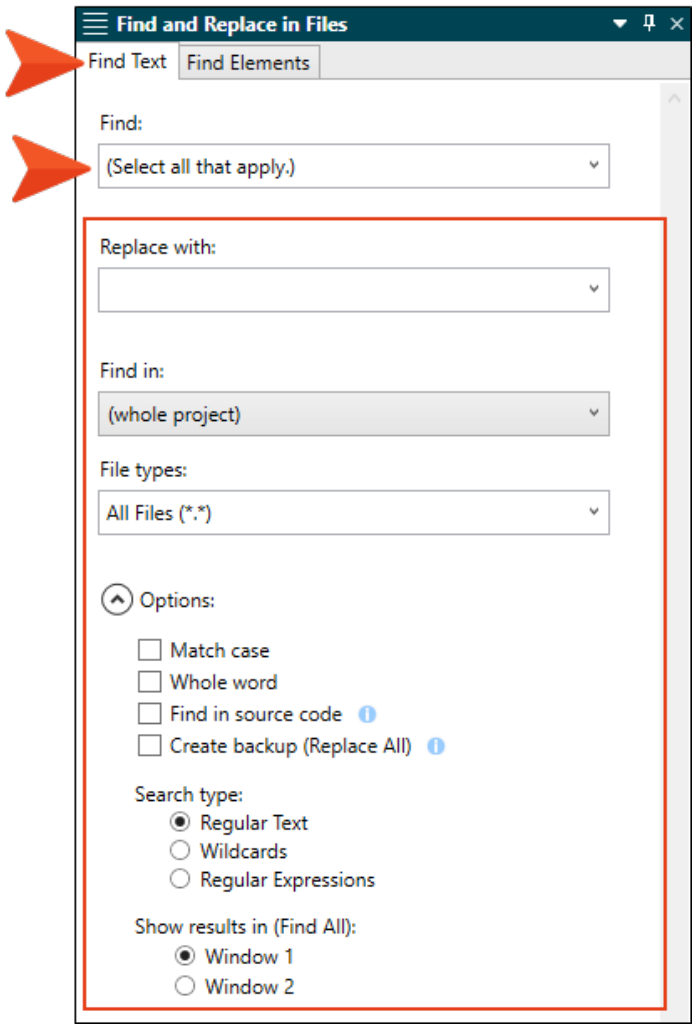
6. Click to save your work.

WARNING You can create snippets for entire question sections and reuse them. However, use caution when doing so, because each question has its own question ID associated with it, and you do not want the ID to end up inside the snippet. The question ID is necessary for eLearning tracking. For more information see the Help system.

How to Find Text and Insert Snippets

Now that we have our snippet, we just need to insert it anywhere that the same content should be used. In this tutorial, we've already entered that text manually, so we just need to find all the places where it occurs. We'll use the Find and Replace feature to do that.

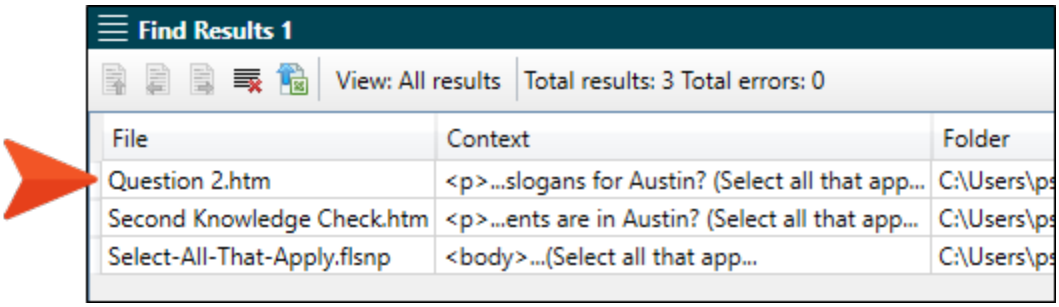
1. From the **Home** ribbon, click **Find and Replace**.
2. Make sure the **Find Text** tab is selected at the top of the window pane, and in the **Find** field enter `(Select all that apply.)`. And make sure the rest of the options match those in the following image.



3. At the bottom of the window pane, click **Find All**.

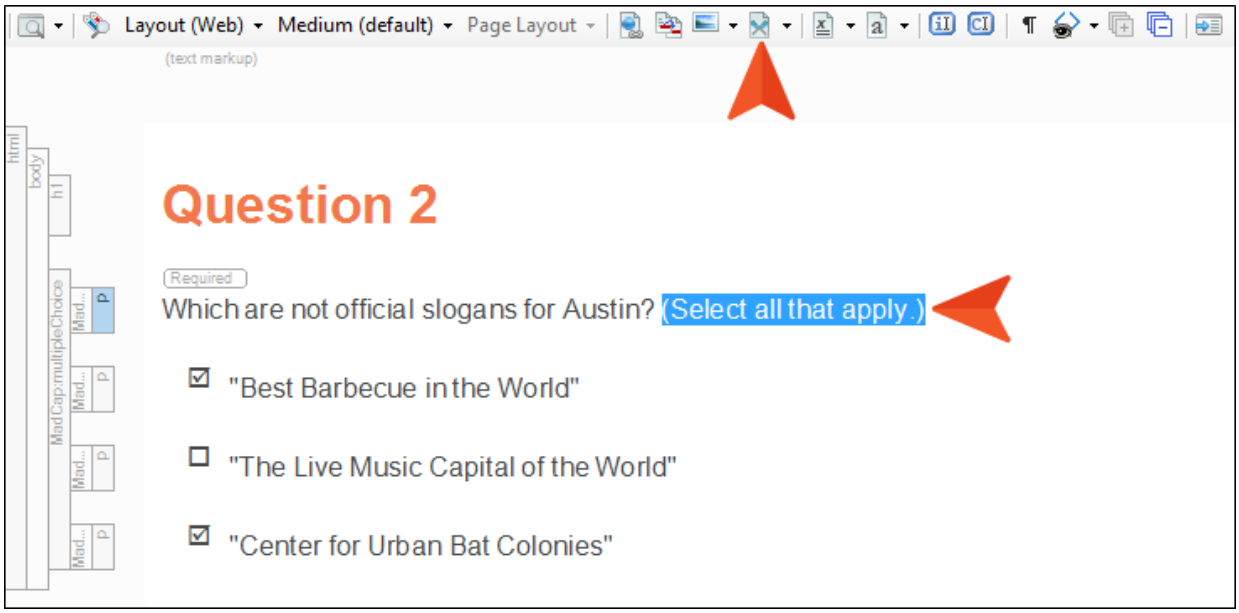
   The window pane that opens at the bottom of the interface displays three files where the text is found. One of these is our new snippet, so we don't need to worry about that one. But we want to open the other two files to replace the text with the snippet.

4. Double-click the row in the Find Results window pane for the **Question 2.htm** topic.

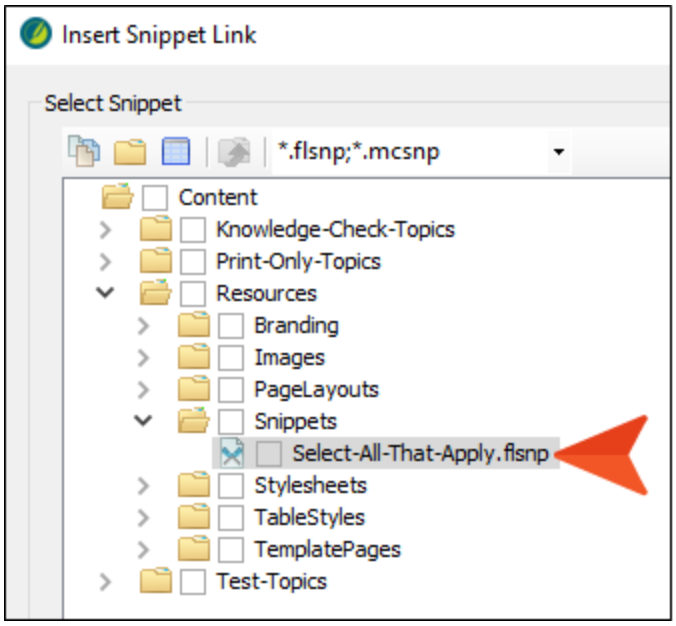


   This opens that topic and highlights the text.

5. In the local toolbar of the XML Editor, click (the face of the button, not the down arrow).



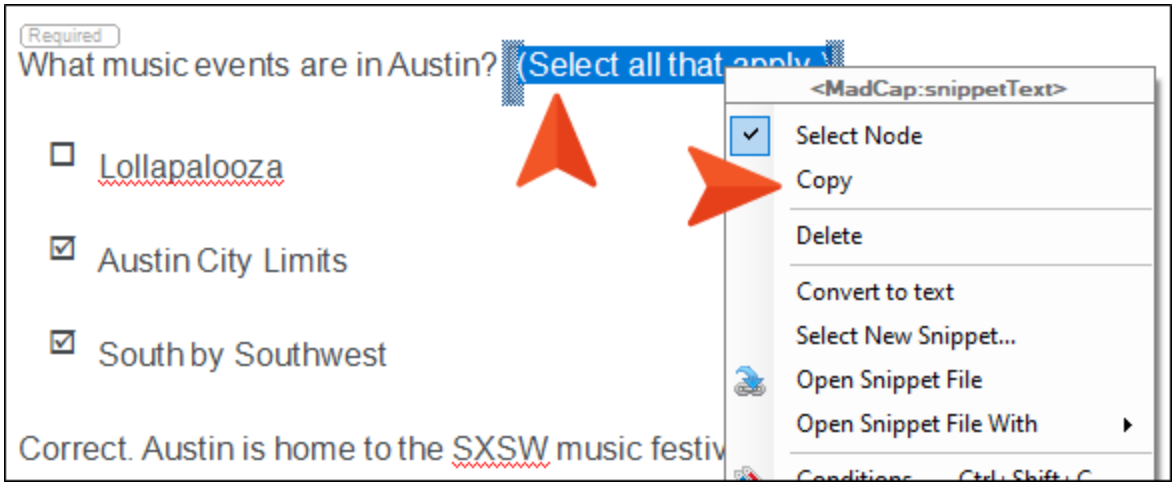
6. In the dialog, find and select the new snippet that you created, and click **OK**.



The text is now replaced with the snippet.

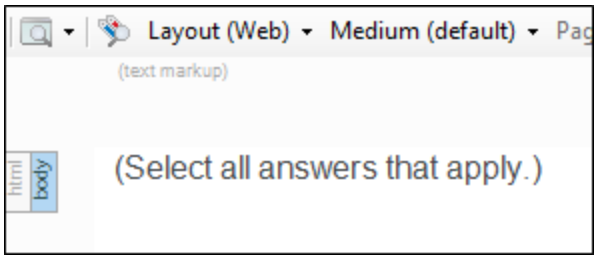
7. Click to save your work.

8. Right-click the snippet in the XML Editor, and from the context menu select **Copy**.



9. In the Find Results window pane at the bottom of Flare Desktop, double-click the row for the **Second Knowledge Check.htm** topic.

10. Right-click the highlighted text and select **Paste**. Now all instances of that text have been replaced with the snippet. In the future, you can simply insert the snippet wherever you need to use the same text.
11. Click to save your work.
12. And just to underscore the power of snippets, let's edit the text a little bit. Right-click the snippet at its location where you inserted it into the Second Knowledge Check topic, and from the context menu select **Open Snippet File**.
13. In the snippet file that opens, add the word `answers` so that it now reads "(Select all answers that apply.)"

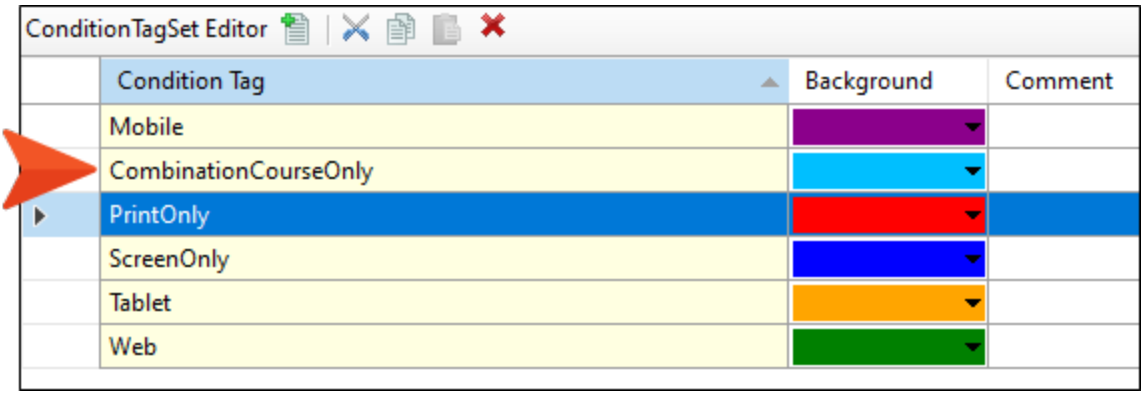


14. Click to save your work.
15. Now open any of the topics where the snippet is inserted, and notice the edited text.

How to Add Conditions

A condition is a feature that you can apply to certain content or a file so that you can include or exclude it from a particular output. To start using conditions, the first thing you need to do is add them to a condition set file.

1. Open the Project Organizer on the left side of Flare Desktop.
2. Expand the **Conditional Text** folder, which is where all condition tags are stored.
3. Double-click **Default** to open that condition tag set. This type of file can hold many conditions. And you can create as many condition tag sets as you need in order to organize all of your conditions. In this tutorial, we're just going to work with the Default condition tag set that is provided.
4. There are already a handful of conditions in this tag set. You may or may not end up using some of these, or you can rename them for other purposes if you want. Let's create some new conditions that we will use specifically for our eLearning content. In the local toolbar, click .
5. This adds a new row to the condition tag set. Click **NewTag** so that the text is highlighted, type `CombinationCourseOnly` for the name of the tag, and press **ENTER**. Notice a color is automatically assigned for that row, but you can click the down arrow and choose a different color if you want.



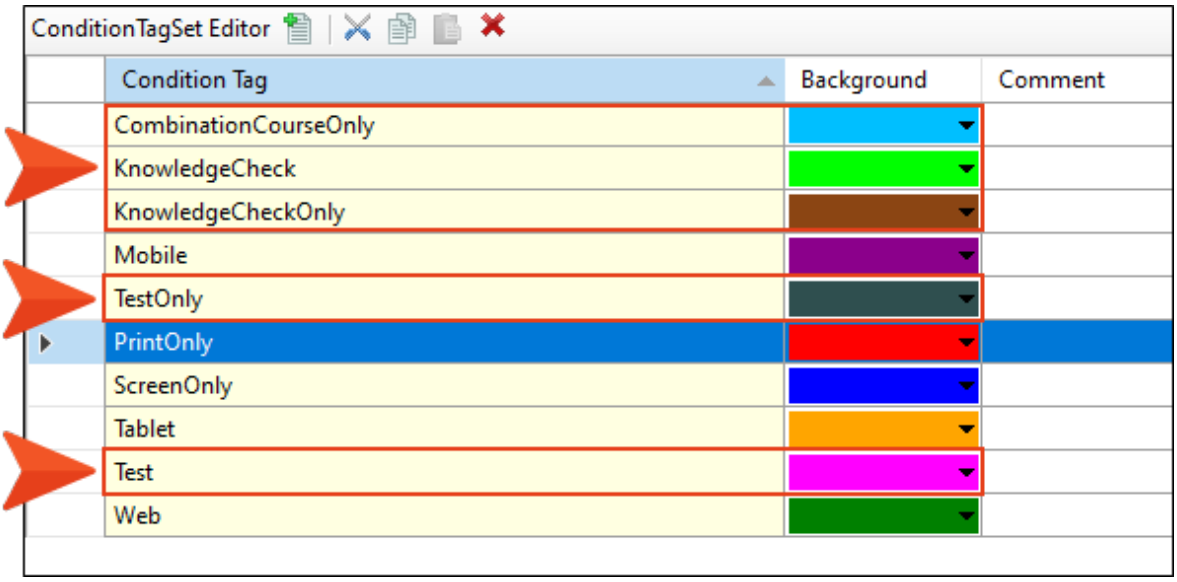
6. Follow these steps again to create new condition rows with the following names:

   `KnowledgeCheck`

   `KnowledgeCheckOnly`

   `Test`

   `TestOnly`



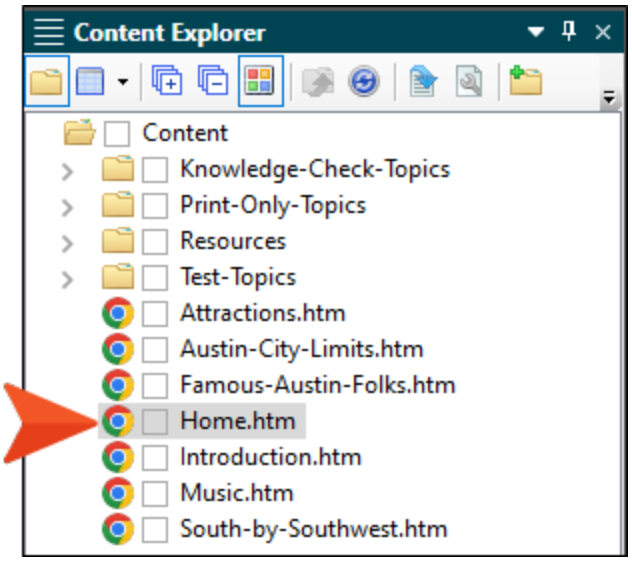
> NOTE Instead of "Test" and "TestOnly," you could name the conditions "Quiz" and "QuizOnly." In fact, in your actual project, you can name conditions anything you want. Just make sure they're descriptive enough so any writers on your team can quickly identify the purpose of each condition. You can also use the Comment cell in the grid to provide information about each condition.

7. Click to save your work.

How to Apply Conditions to Text

Now let's apply our new conditions to some content areas in the project. Conditions can be applied to all kinds of content and files, but in this tutorial we're just going to focus on some text, and then we'll also apply them to some entries in our table of contents (TOC).

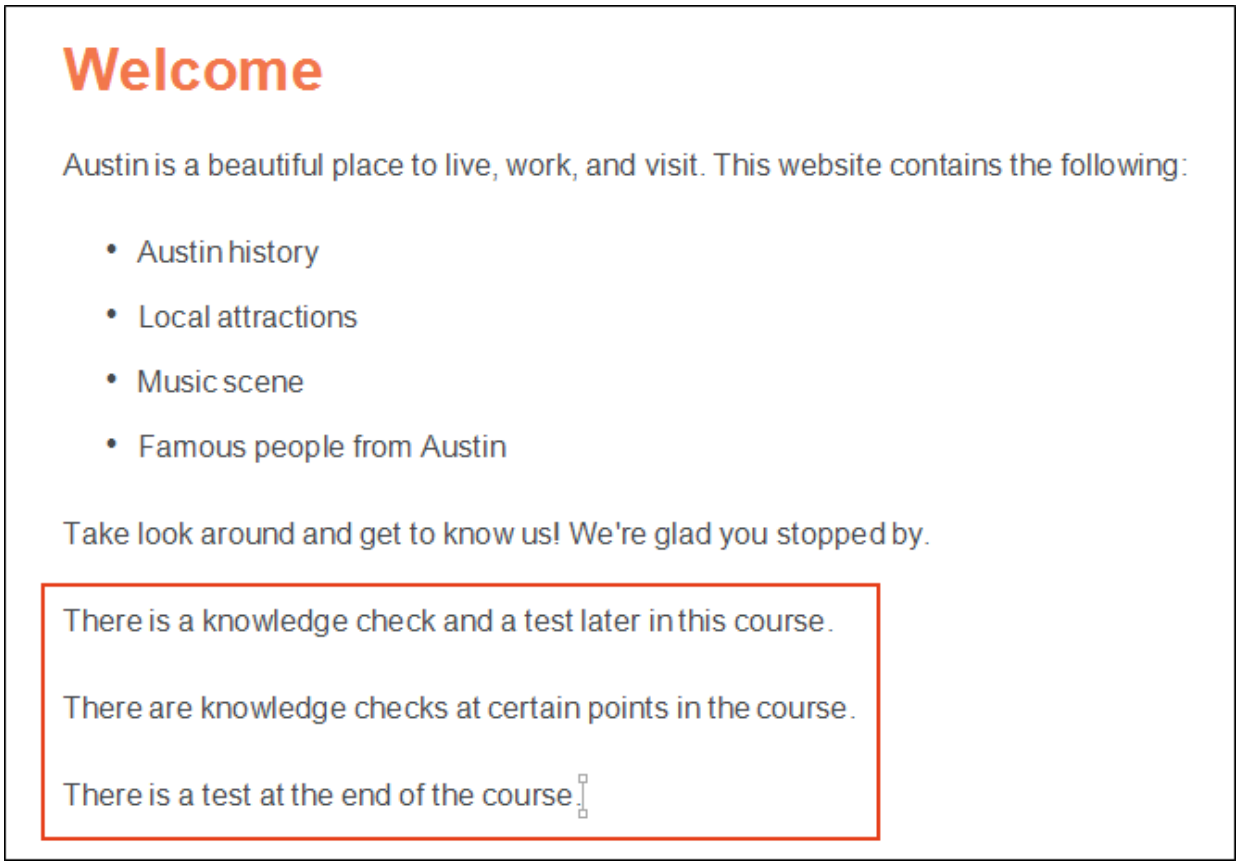
1. From the Content Explorer, double-click the Home.htm topic to open it.



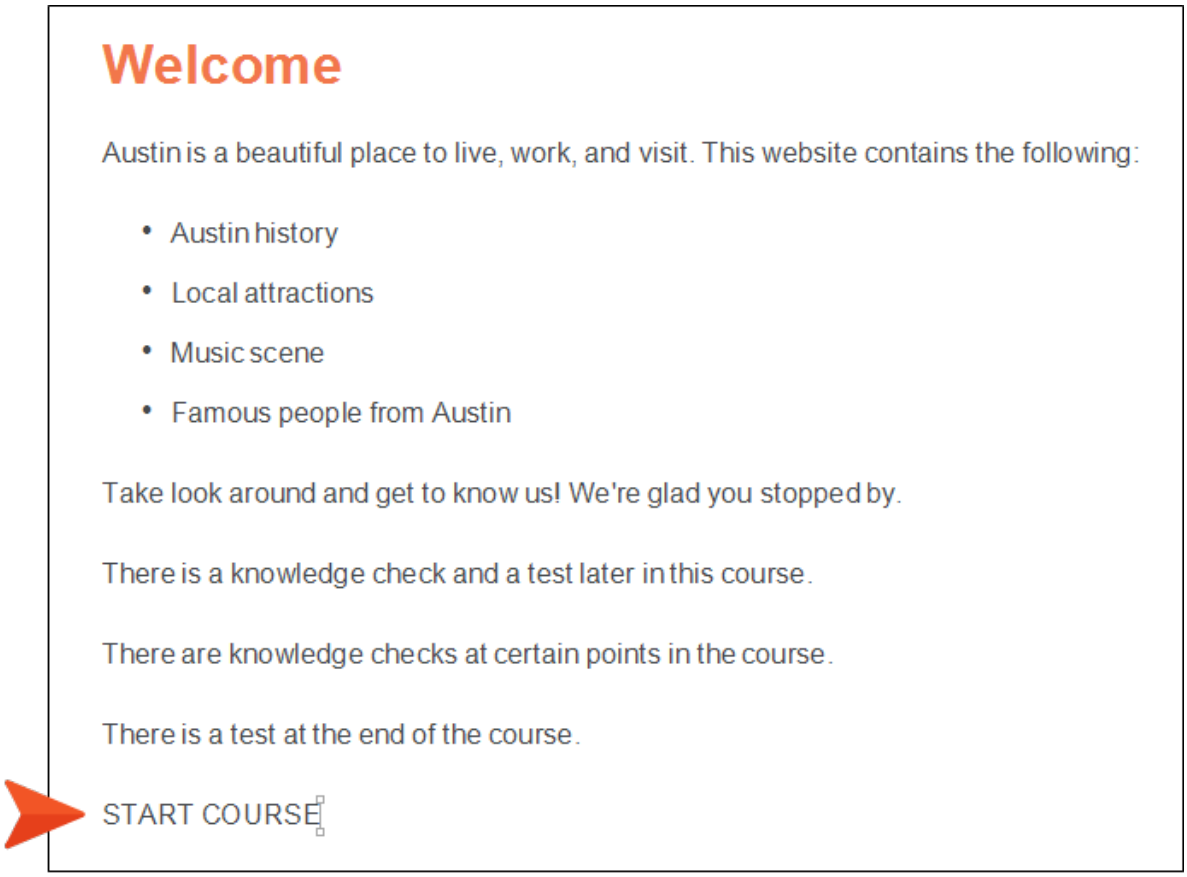
2. At the end of the topic, add the following three paragraphs.

```
There is a knowledge check and a test later in this course.

There are knowledge checks at certain points in the course.
```

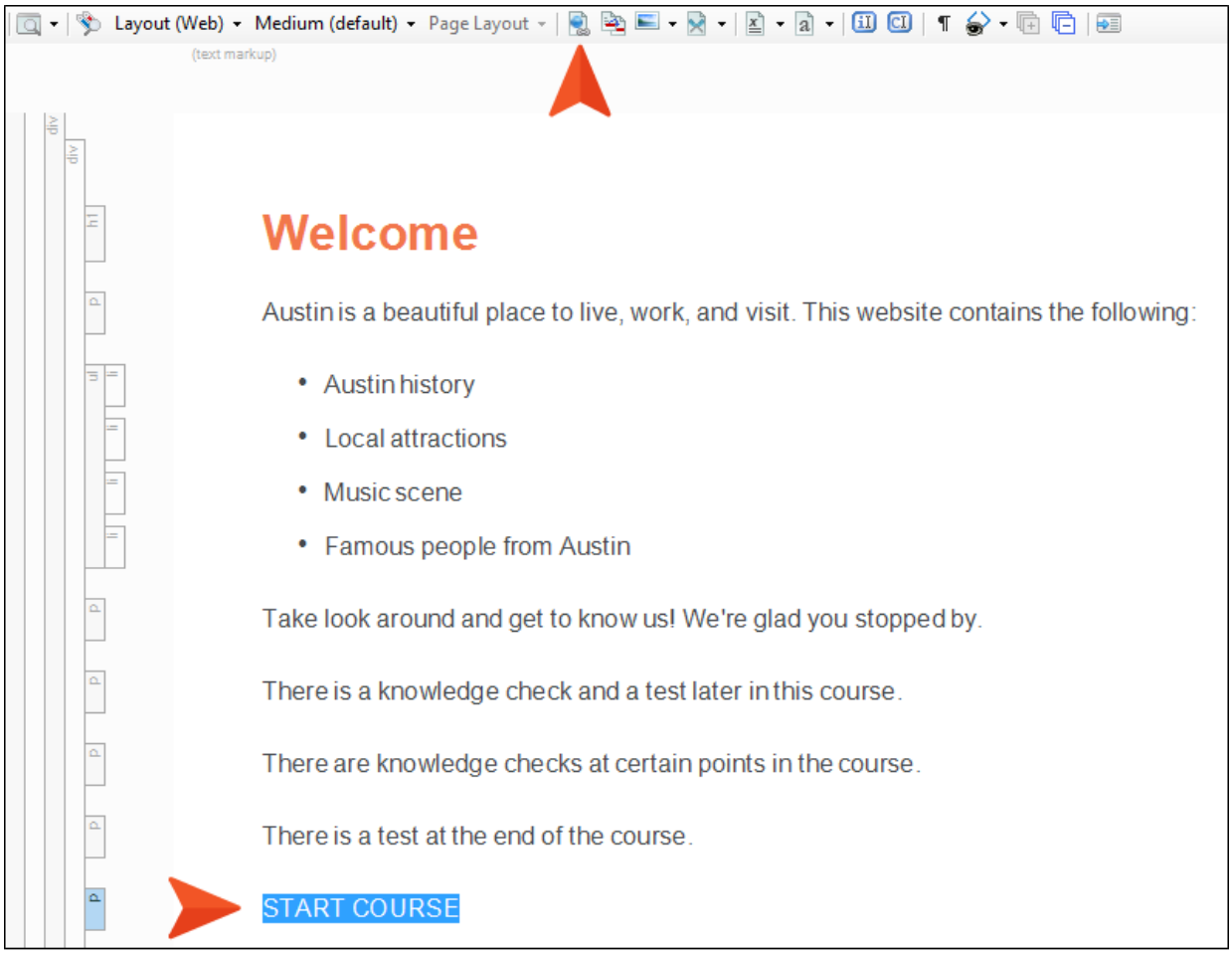
```
There is a test at the end of the course.
```



3. Let's add one more line of text at the end, which we'll use to begin the course in the online output. Type `START COURSE`.



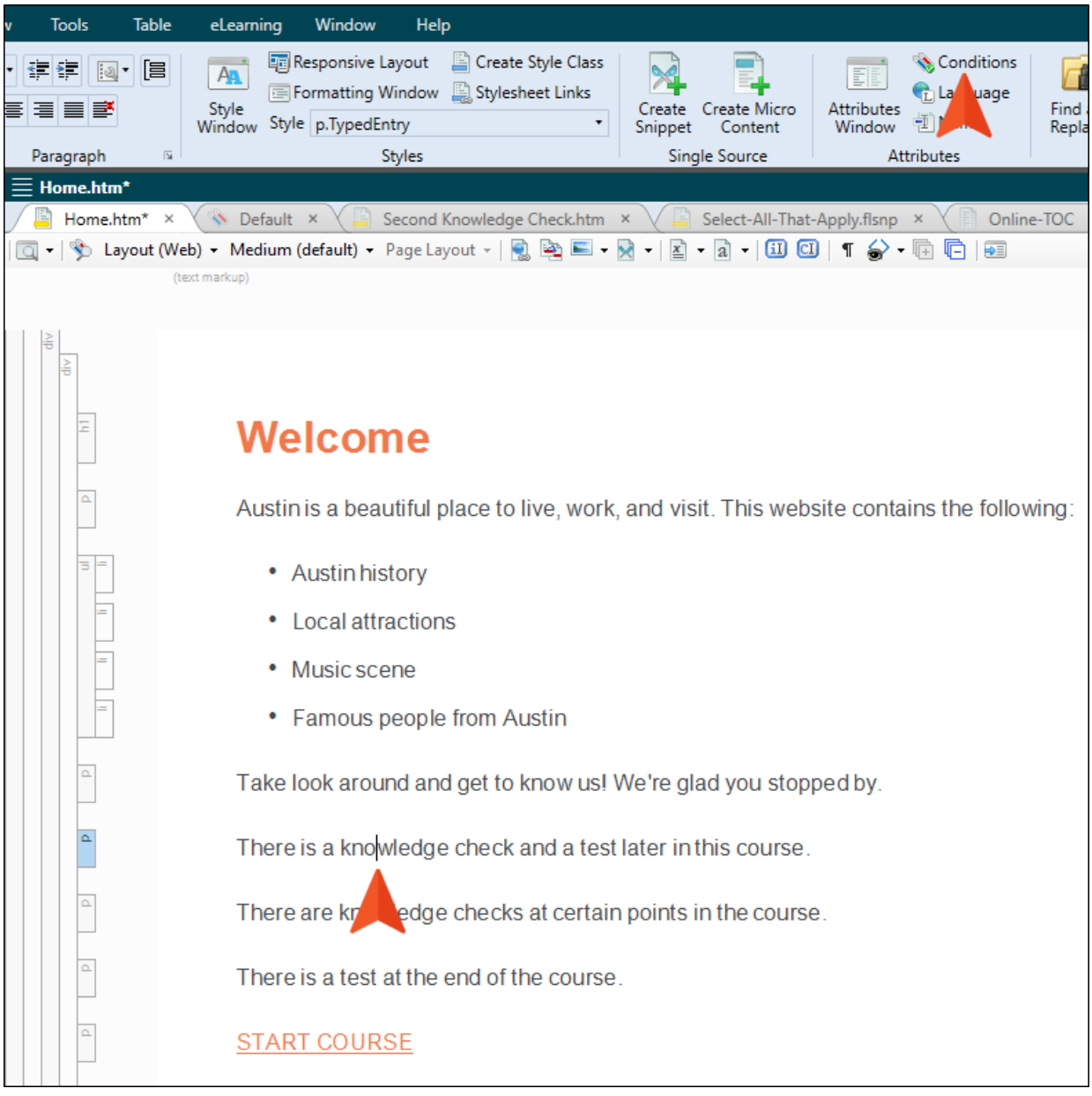
4. We want to turn this text into a link, so highlight it, and in the local toolbar click .



> NOTE In most cases, cross-references are recommended over hyperlinks when creating links between files in the same project. However, because we want our link to have some specific text (START COURSE) as opposed to using an automated formula, we're going to use a hyperlink in this tutorial.

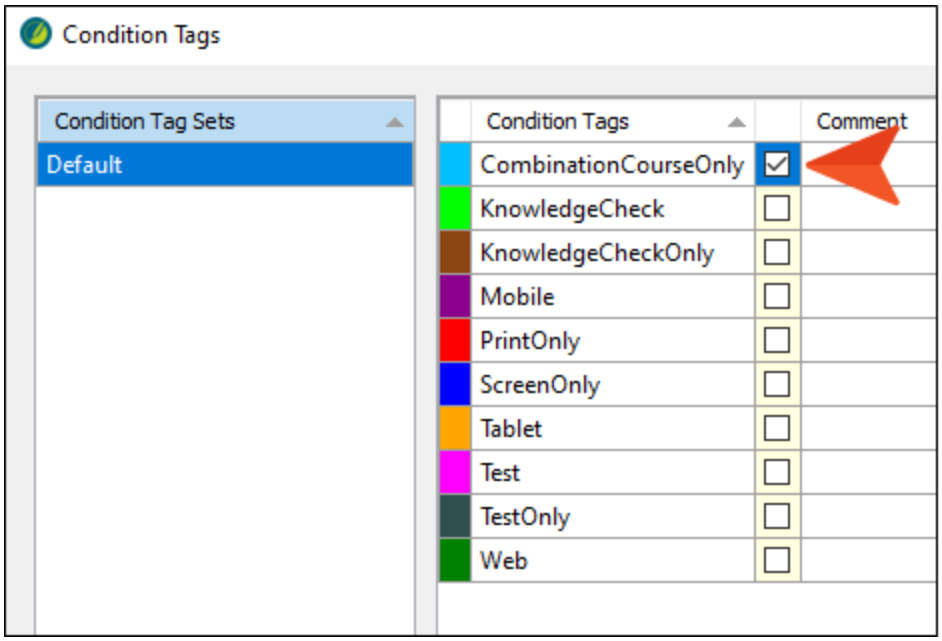
5. In the dialog that opens, make sure the Link to field at the top is set to **File in Project**. Then, select the **Introduction.htm** topic in the area below, and click **OK**. Now the text is a link, which is displayed in an orange, underlined format.

6. Now back to our conditions. We want to mark each of our new four lines of text to be associated with a different condition. The idea is that the conditioned text will only show up in certain output. To start, click anywhere in the line of the first paragraph that you added, and in the **Home** ribbon click **Conditions**.

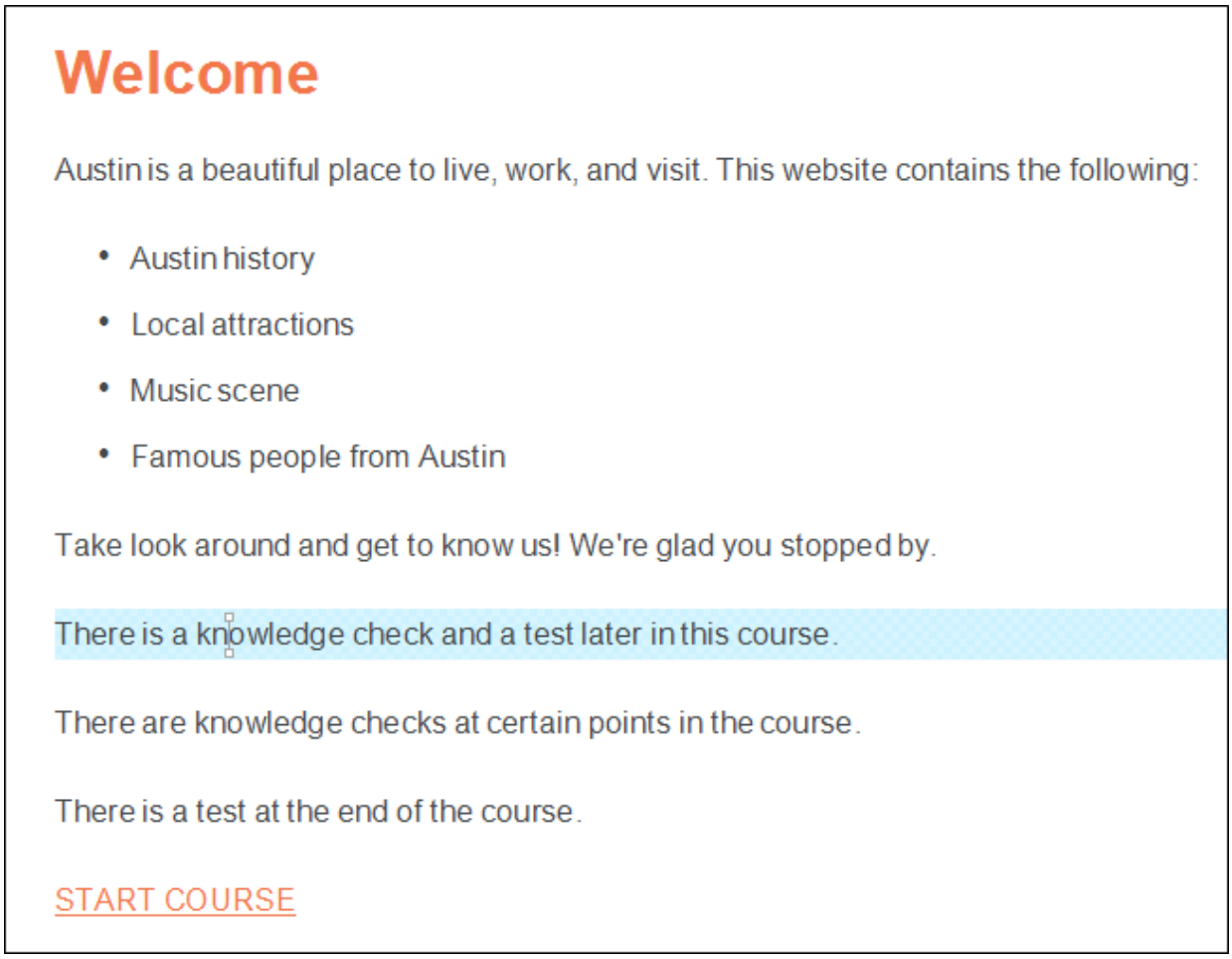


> **NOTE** You do not need to select all of the text, since we want to apply the condition to the entire paragraph. If you were to select only a portion of the sentence, the condition would be applied only that selected text, and not to the whole paragraph.

7. In the Condition Tags dialog, click the check box next to **CombinationCourseOnly**. Then, click **OK**.



As long as you have markers enabled, you should now see that paragraph shaded in color. This color won't display in the output; it's simply there in the XML Editor to let you know that a condition has been applied to the paragraph.



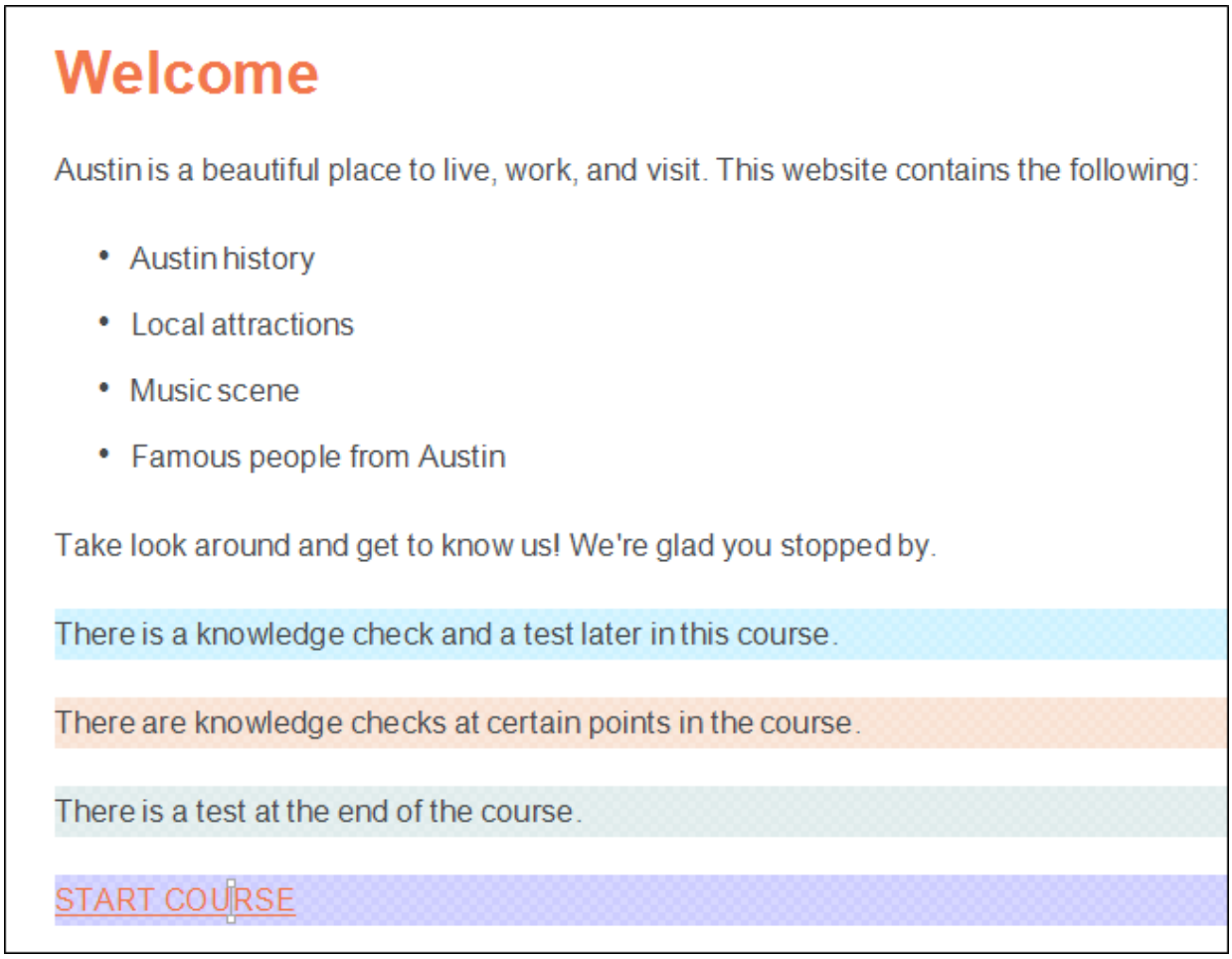
8. Repeat these steps to apply the following conditions to the other three lines:

   Second line: Apply the **KnowledgeCheckOnly** condition.

   Third line: Apply the **TestOnly** condition.

   Fourth line: Apply the **ScreenOnly** condition.

   When you are finished, it should look something like this.



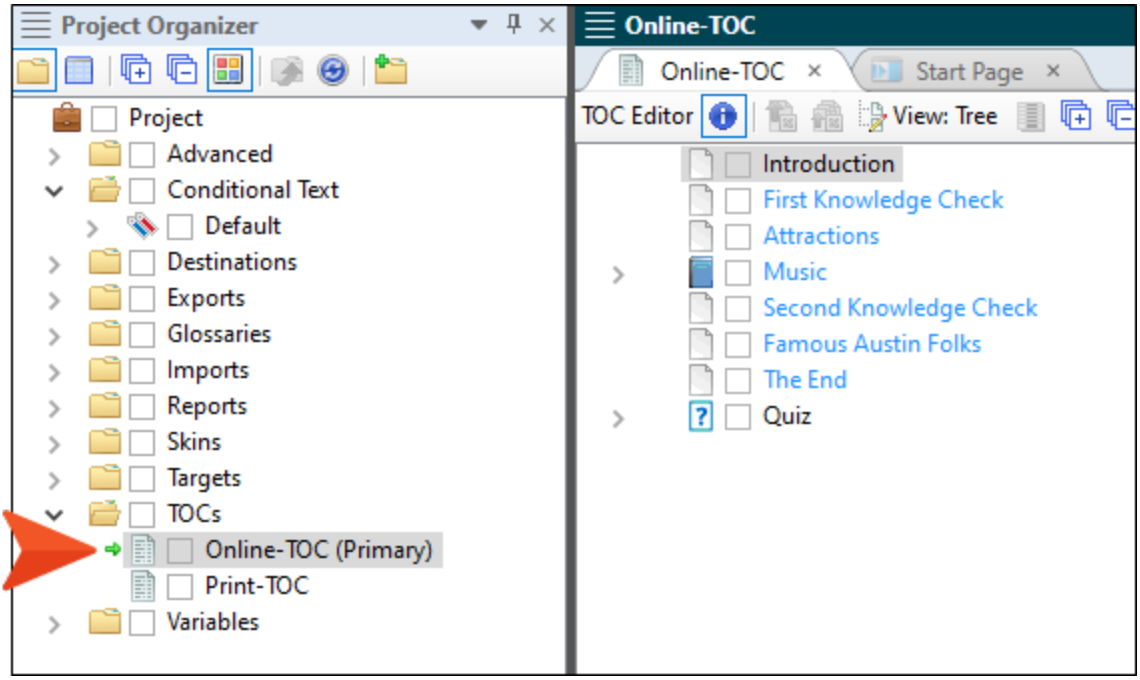
9. Click to save your work.

How to Apply Conditions to TOC Entries

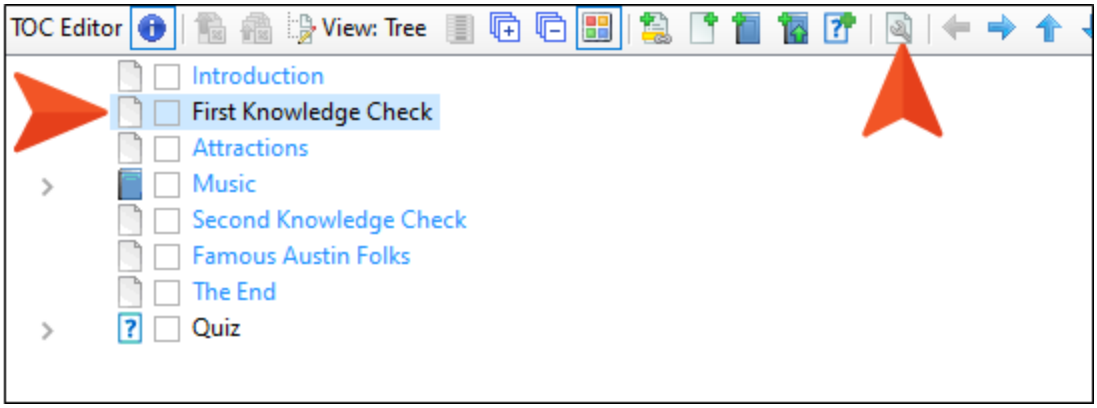
Currently, our project has two TOCs—one dedicated to online output, and another for print-based output. However, there is a lot of flexibility when it comes to TOCs in Flare Desktop. You could choose to create a separate TOC for each output that you generate, including a unique TOC for many different online outputs. Alternatively, you could create a single TOC to be used for multiple outputs, and apply conditions to certain entries in the TOC that should be reserved for only some outputs. That's what we're going to do in this tutorial. In the end, we want to create three different kinds of online outputs, but we'll use the same TOC for each of those outputs.

So the first thing we need to do is open the TOC and apply some conditions to a few entries within it.

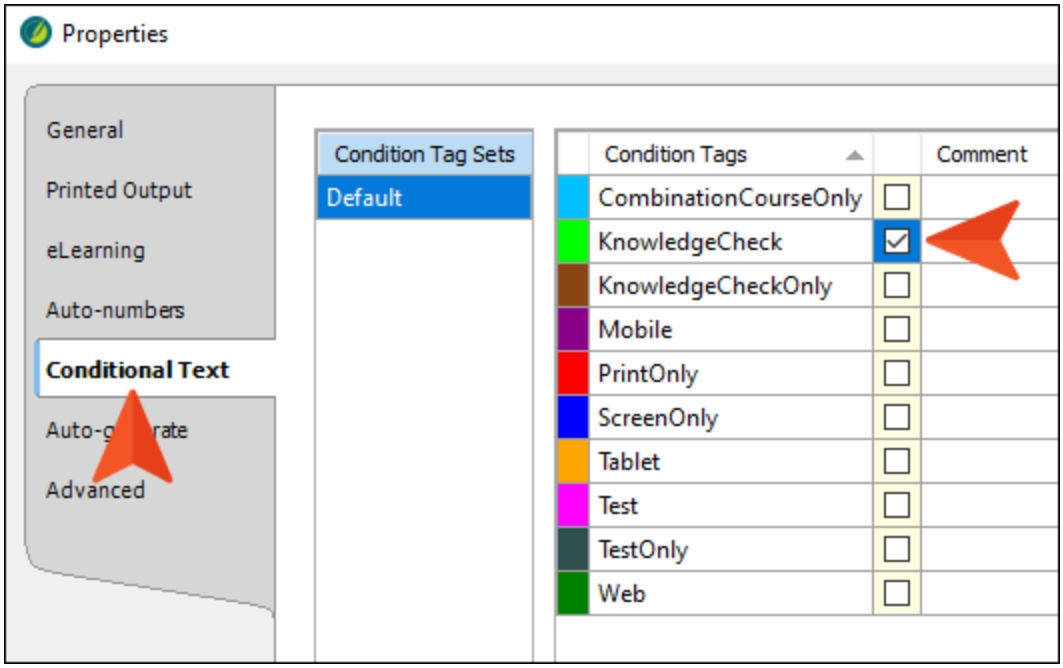
1. If the TOC is not still open, from the Project Organizer double-click **Online-TOC** to open it in the TOC Editor to the right.



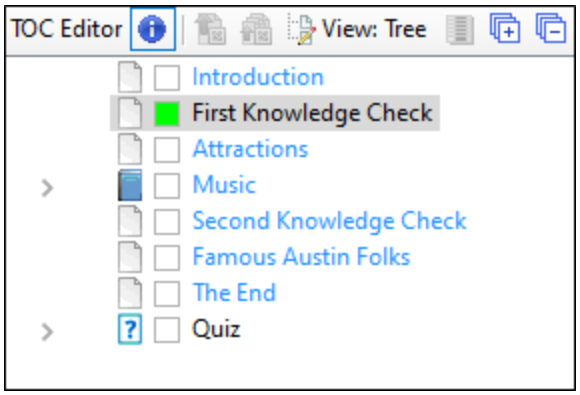
2. Select the **First Knowledge Check** entry, and in the local toolbar click .



3. In the Properties dialog, select the **Conditional Text** tab.
4. Click the check box next to **KnowledgeCheck**. Then, click **OK**.

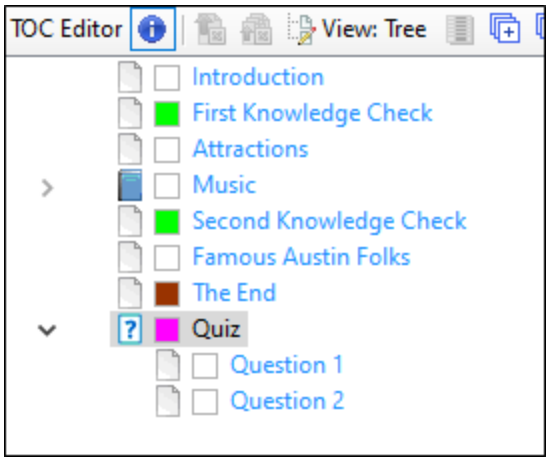


In the TOC Editor, the square next to that entry shows the color of the condition.



5. Apply that same condition to the **Second Knowledge Check** entry.
6. Apply the **KnowledgeCheckOnly** condition to the entry labeled **The End**.
7. Apply the **Test** condition to the **Quiz** test node.

   When you're finished, it should look something like this.



8. Click to save your work.

To this point, we've created the conditions and applied them to some areas. But that doesn't mean we're done yet. We'll finish up our tasks related to conditions later when we create and develop our targets.

CHAPTER 6

Adding an eLearning Toolbar

Now that we have our content, let's add an eLearning toolbar so that learners can easily navigate from one topic to the next, and see their progress while doing so. In fact, if you are viewing this tutorial online, you can see an eLearning toolbar at the bottom of most topics; we've omitted the progress bar in our case, but we've included Next and Previous buttons.

There are two parts to adding this toolbar—a proxy and a skin component. The proxy is a placeholder that we will place where we want the toolbar to be generated and displayed in the output. The skin component lets us determine what elements will be included in the toolbar and how the toolbar will look.

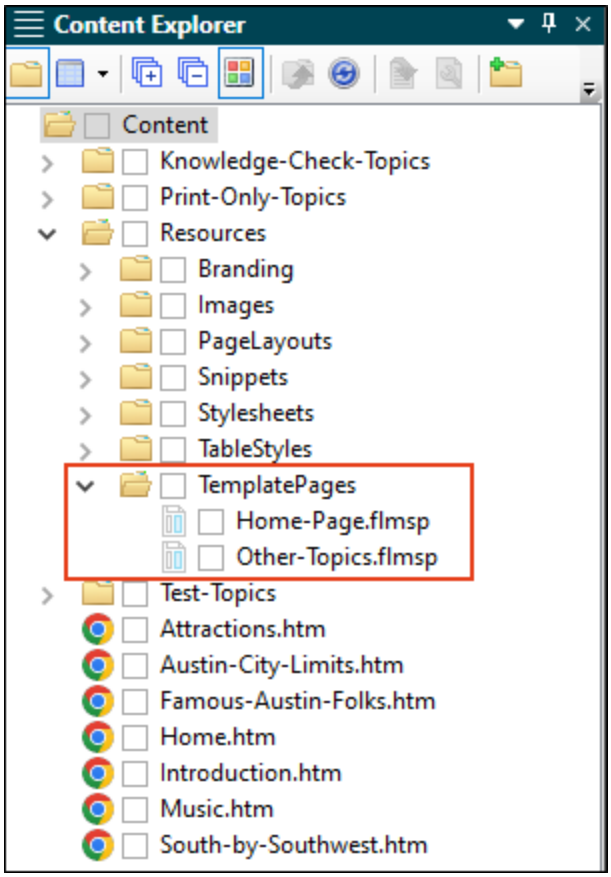
This chapter discusses the following:

How to Insert an eLearning Toolbar Into a Template Page 61
How to Add and Edit an eLearning Skin Component 64

How to Insert an eLearning Toolbar Into a Template Page

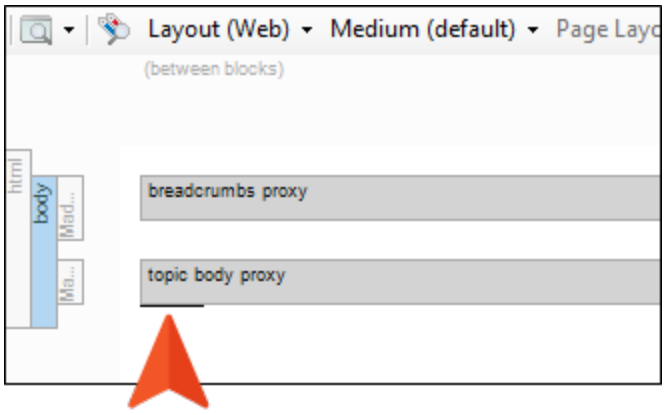
Our online output from this project will consist of a Home page, followed by a series of topics containing information, knowledge checks, and a quiz. We want our new toolbar to display at the bottom of all of those topics, except the Home page. The easiest way to add the same content or look to a lot of topics is to edit the template page associated with those topics. Our project is already set up with two template pages—one associated specifically with the Home page, and the other associated with our target (which we will get to soon). So by inserting the eLearning toolbar into the second template page, all of our topics, except the Home page, will include it in the output.

1. In the Content Explorer, expand Resources > Template Pages. Notice the two template pages.

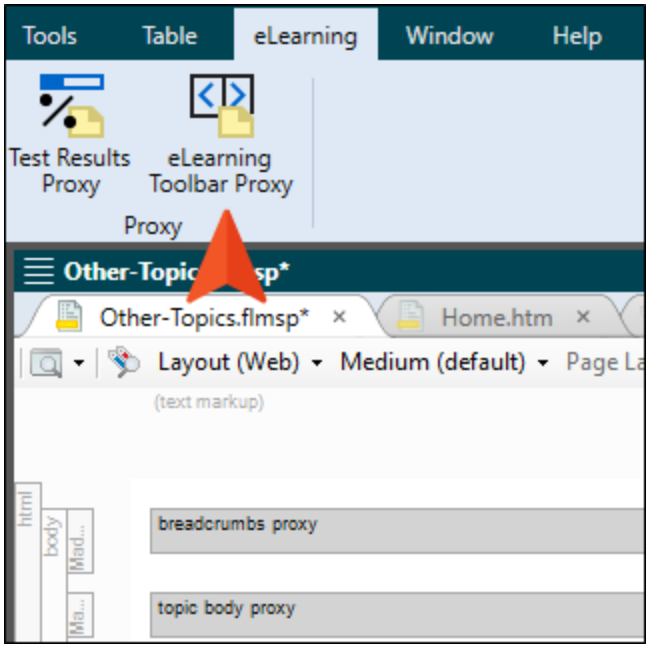


2. Double-click Other-Topics.flmsp to open it.

3. So far, this template page has two gray bars, which are proxies. We want to add a new proxy at the bottom. On your keyboard, press the down key until you see the cursor flashing horizontally after the second gray bar.

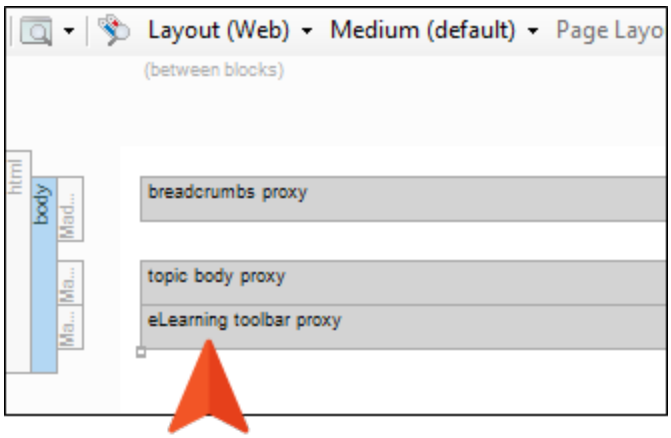


4. From the **eLearning** ribbon, select **eLearning Toolbar Proxy**.



5. In the eLearning Toolbar Proxy dialog, you could select a skin component, if you have one. But we don't have one yet, so we'll just leave this setting at (default). Click **OK**.

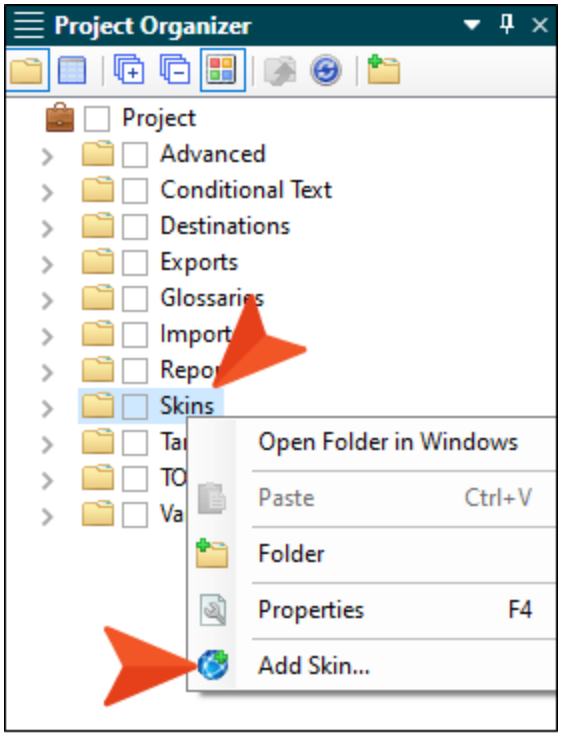
   A new gray bar representing the eLearning Toolbar proxy is added to the template page.



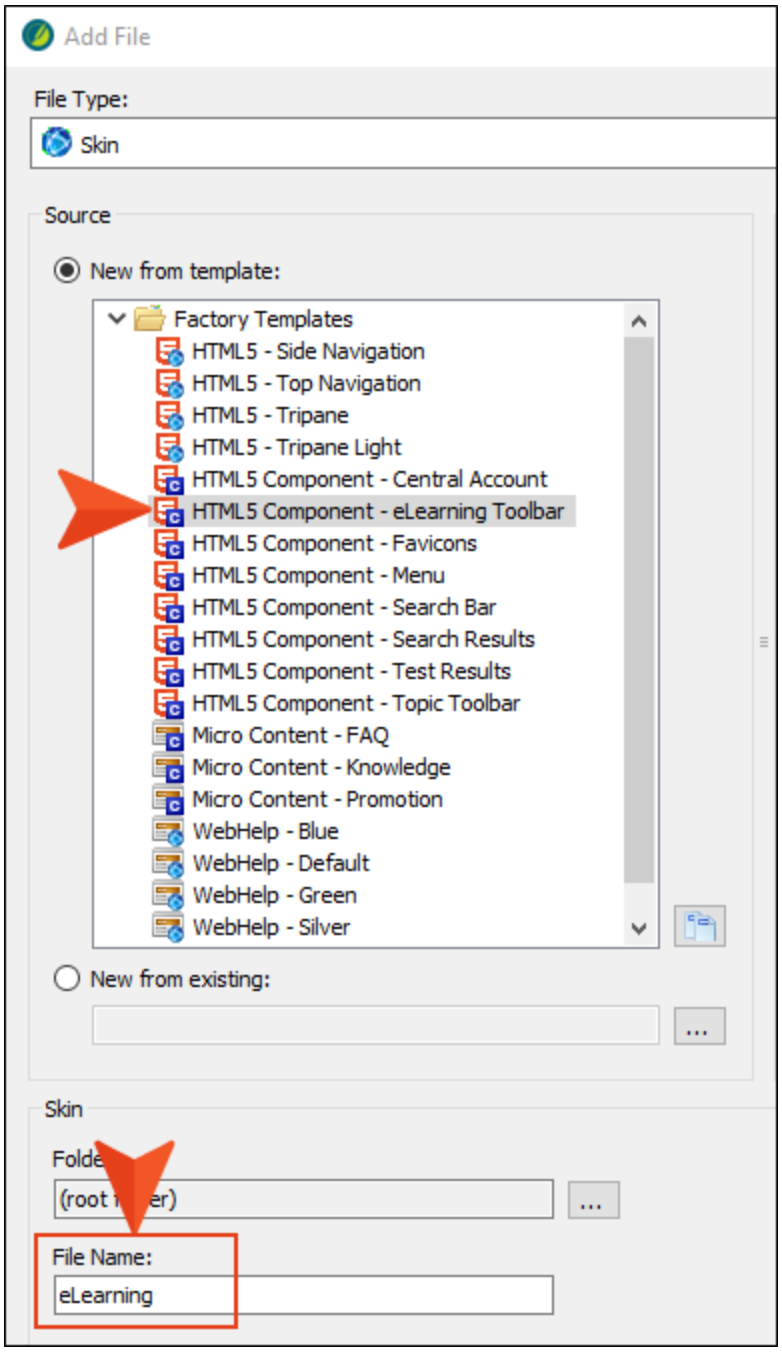
6. Click to save your work.

How to Add and Edit an eLearning Skin Component

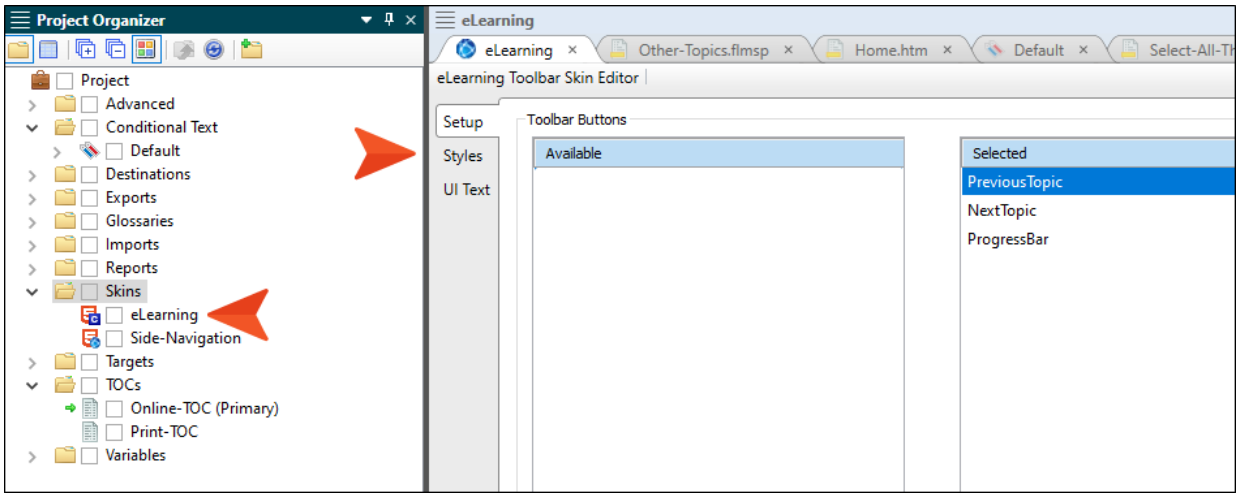
1. In the Project Organizer, right-click the **Skins** folder, and from the context menu select **Add Skin**.



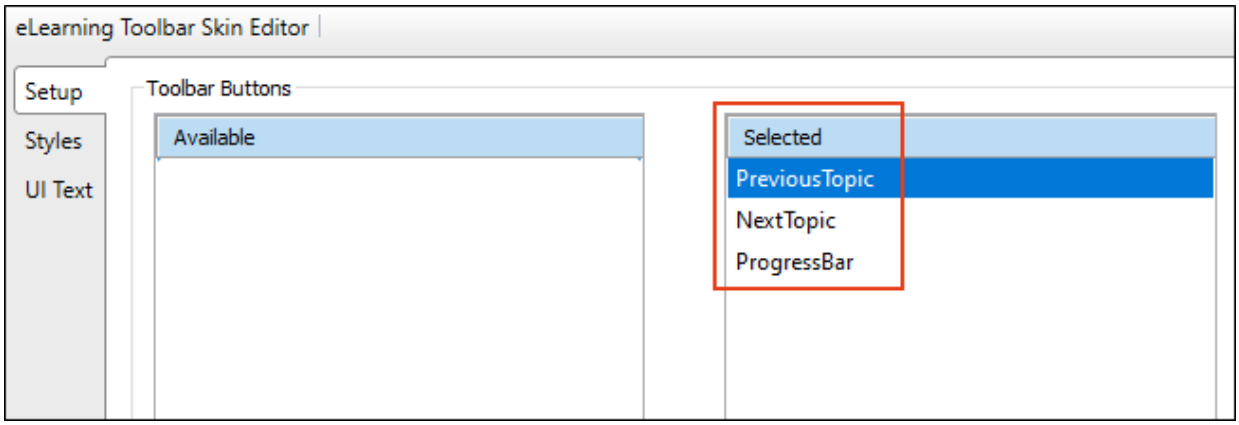
2. In the Add File dialog, select **HTML5 Component - eLearning Toolbar**. In the **File Name** field, enter `eLearning` (although in your actual project, you can name it anything you want). Then, click **Add**.



3. Expand the **Skins** folder to see the new file, and notice that the eLearning Toolbar Skin Editor opens to the right. In the following image, the Setup tab is selected, but it's possible a different tab might initially be active when you first open the editor.



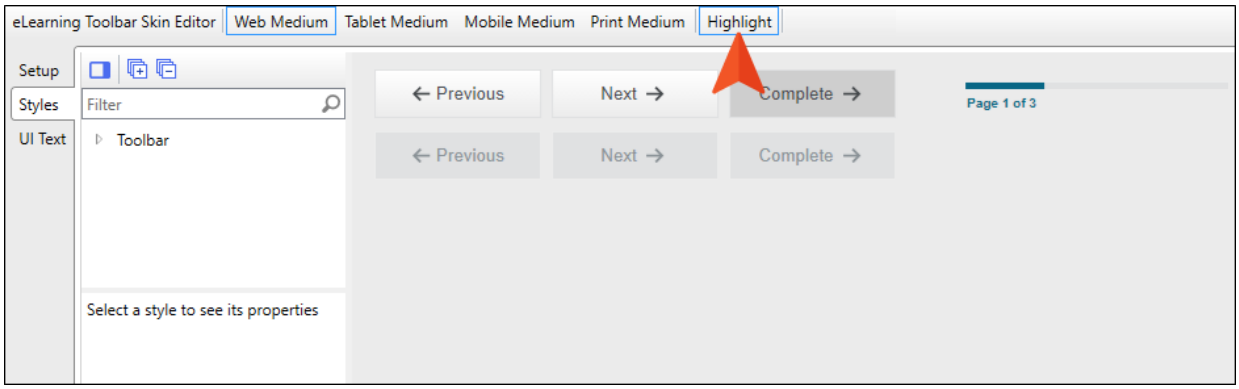
4. On the left side of the editor, make sure the **Setup** tab is selected. Notice that three elements (PreviousTopic, NextTopic, and ProgressBar) have already been added to the right side, and will therefore be displayed in the output in just that order. We could remove any of these, or change the order, but it's set just how we want, so let's leave it.



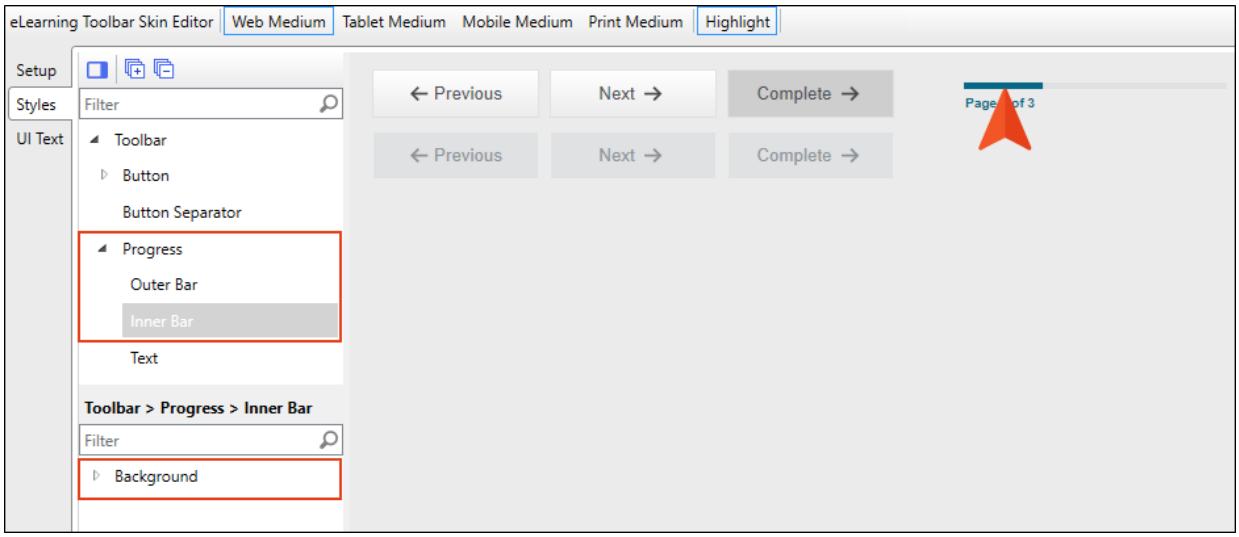
> **NOTE** In the output, the "Next" button will automatically change to say "Complete" when it is the final page of all quiz topics under a test node in the TOC.

NOTE The progress bar will include all topics that are in the TOC. So if you have a TOC with 2,500 topics and decide to insert a short course in the middle of it with an eLearning toolbar that includes a progress bar, you might see something like "Page 943 of 2,500," which would look strange. Notice that in our own Help system output, we have not included the progress bar in our eLearning toolbar, because our output has a small number of tutorials with knowledge checks compared to the rest or our Help system.

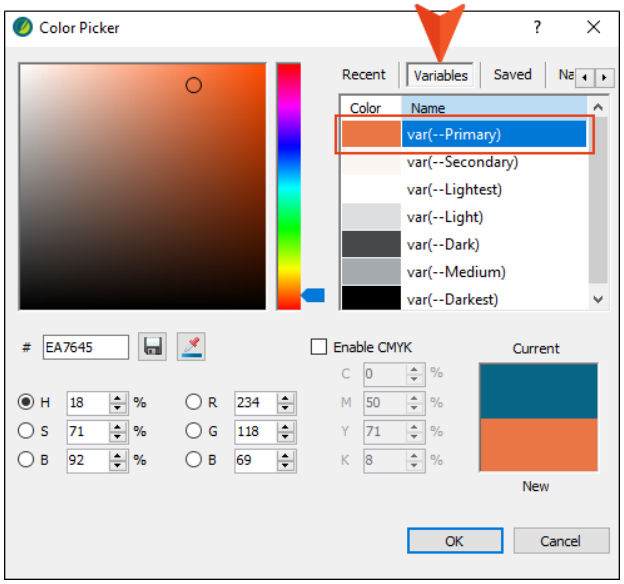
5. On the left side of the editor, select the **Styles** tab.
6. This gives us a preview of how the elements will look in the output. We'll leave most of the look and feel as is, but let's change the color in the progress bar to match our orange branding. To start, click the **Highlight** button in the local toolbar. This is a handy feature that is going to help us quickly locate the style that we need to edit.



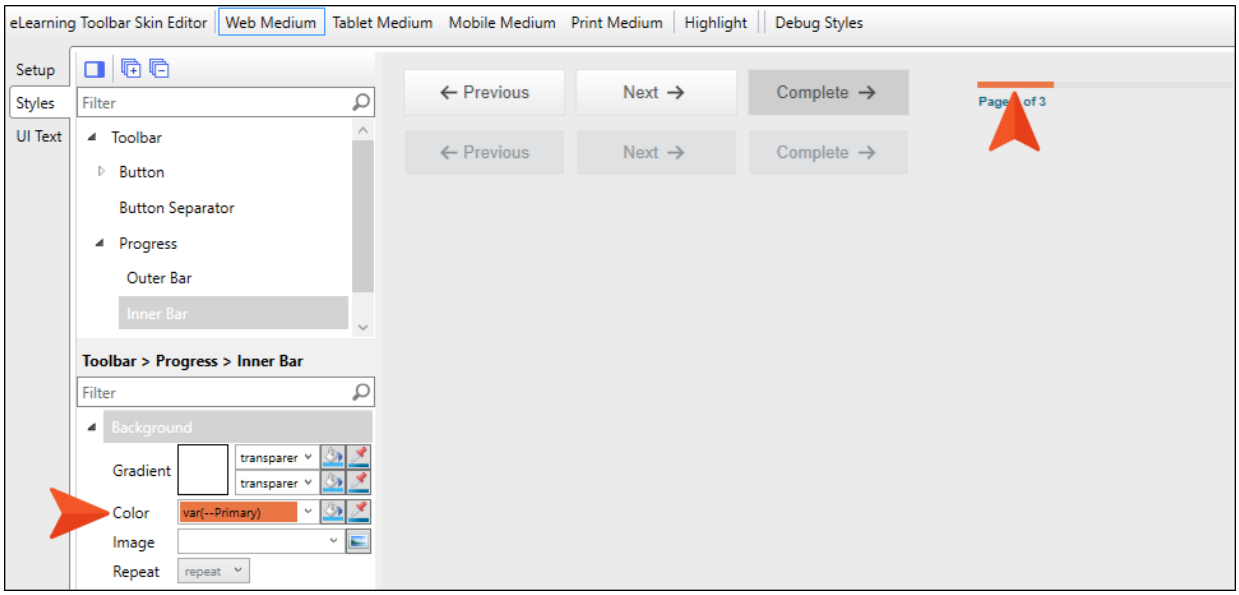
7. Now that the Highlight button is enabled, click the blue progress bar in the preview. Doing this automatically expands the Progress style group, selects the Inner Bar element, and displays the style properties on the left.



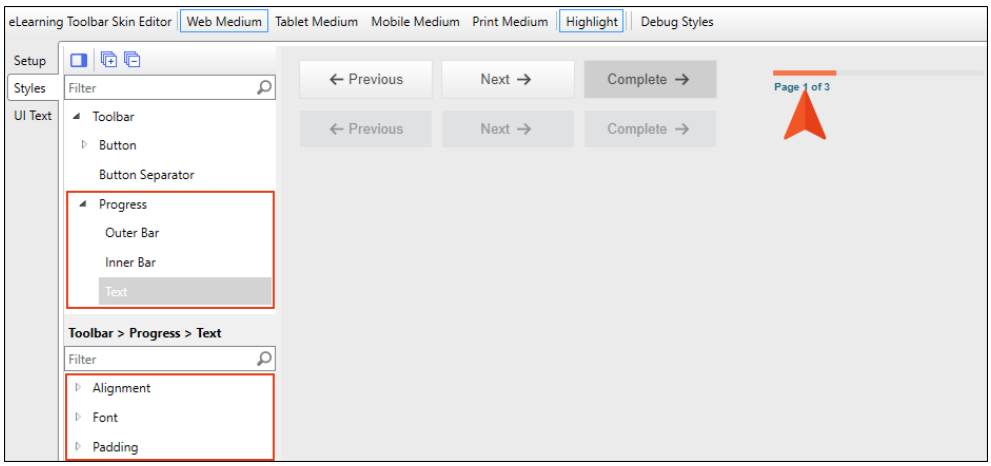
8. Expand the **Background** property.
9. Next to the **Color** field, click for more colors. The Color Picker opens.
10. Select the **Variables** tab, and then select the primary branding color, **var(--Primary)**. Click **OK**.



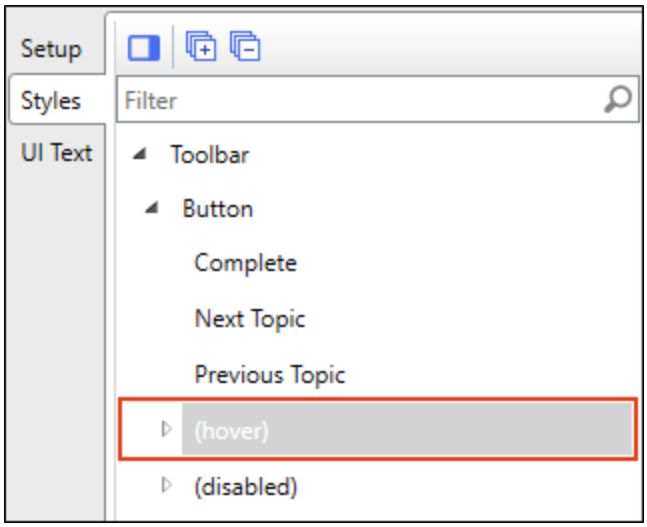
Notice the progress bar is now orange. (The branding color in the skin is a CSS variable that is pointing to the branding stylesheet.)



11. Let's change the font under that bar as well. Currently, it is a shade of blue. We could make it orange like our progress bar, but that might be hard to read. So let's make it black. In the preview, click Page 1 of 3. This expands the Progress style group, selects the Text element, and displays the properties on the left.



12. Expand the **Font** property.
13. Next to the **Color** field, click for more colors. The Color Picker opens.
14. Select the **Variables** tab, and then select the branding color, **var(--Darkest)**. Click **OK**. The color changes in the preview to black.
15. On the left side of the editor, scroll up if necessary and expand the **Toolbar > Button** style group, and select **(hover)**.



16. Expand the **Background** properties. The fields show the blue hex number.
17. Next to the **Gradient** field, click for more colors. The Color Picker opens.
18. Select the **Variables** tab, and then select the primary branding color, **var(--Primary)**. Click **OK**.

> NOTE When you generate the output, you'll notice that the navigation buttons have a border around them when you hover over them. The skin component is using the same blue color for the border that you just changed for the button hover background. We're not going to change that color in this tutorial, but if you want to change it for your own project, just expand the Border section (shown next to Background in the image above) and change it in there for each of the fields shown (Left, Right, Top, Bottom).

19. Click to save your work.

CHAPTER 7

Creating and Developing Targets

We're getting closer to producing some output, but first we need to create and develop some targets, which are the files that actually generate the output. Our project already has two targets—one intended for online output (using the necessary HTML5 format), and the other for PDF output. But in this tutorial, we actually want to create three different online outputs—one that will include the knowledge check and test topics (i.e., combination), a second that will include only the knowledge check topics, and a third that will include only the test topics. Of course, all of these outputs will also include the other regular topics containing information about the city of Austin, Texas, but our goal for these three targets is to pinpoint which eLearning topics are shown.

This chapter discusses the following:

How to Rename and Develop the Combination Target 72

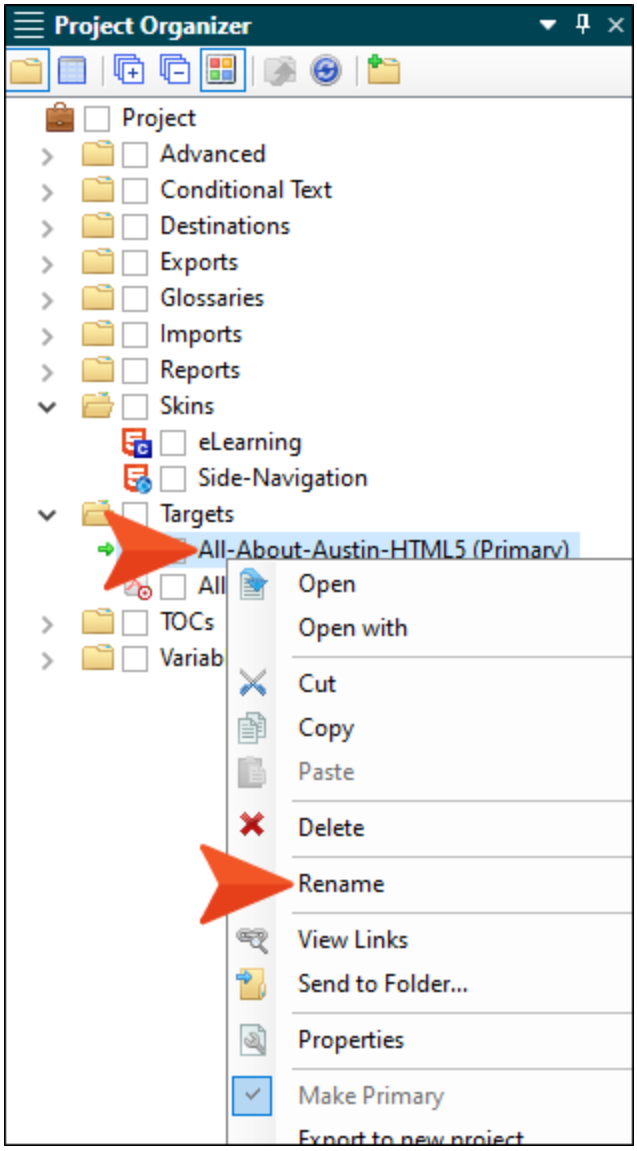
How to Develop the Knowledge Check Target 81

How to Develop the Test Target 84

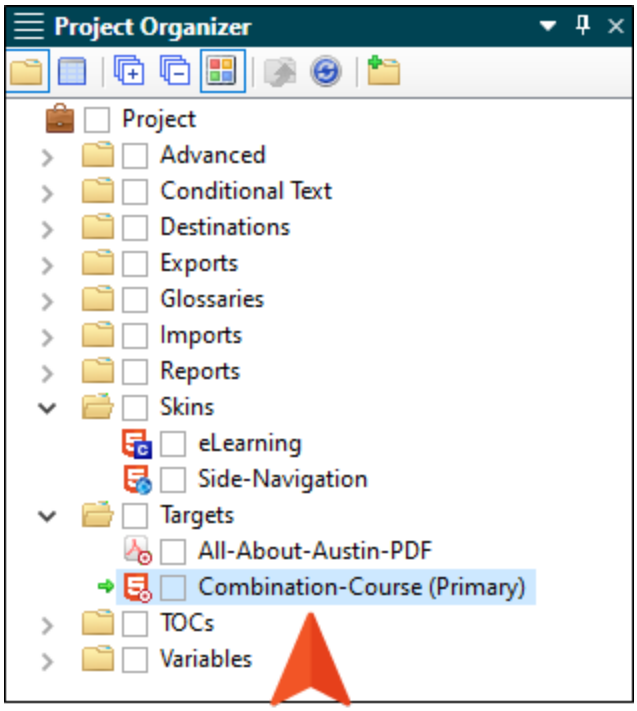
How to Rename and Develop the Combination Target

Let's rename our existing online target so that it reflects our intention to create output combining the knowledge checks and test.

1. In the Project Organizer, expand **Targets**.
2. Right-click **All-About-Austin-HTML5**, and from the context menu, select **Rename**.

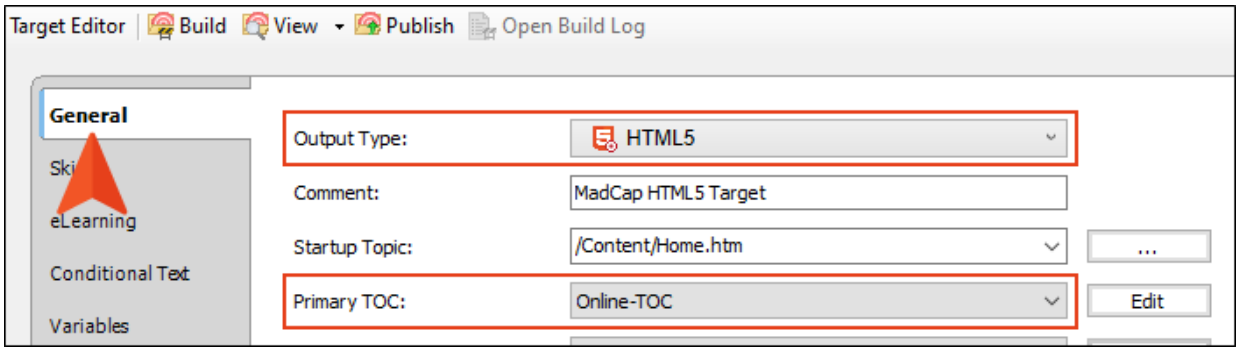


3. Type `Combination-Course` and press ENTER.



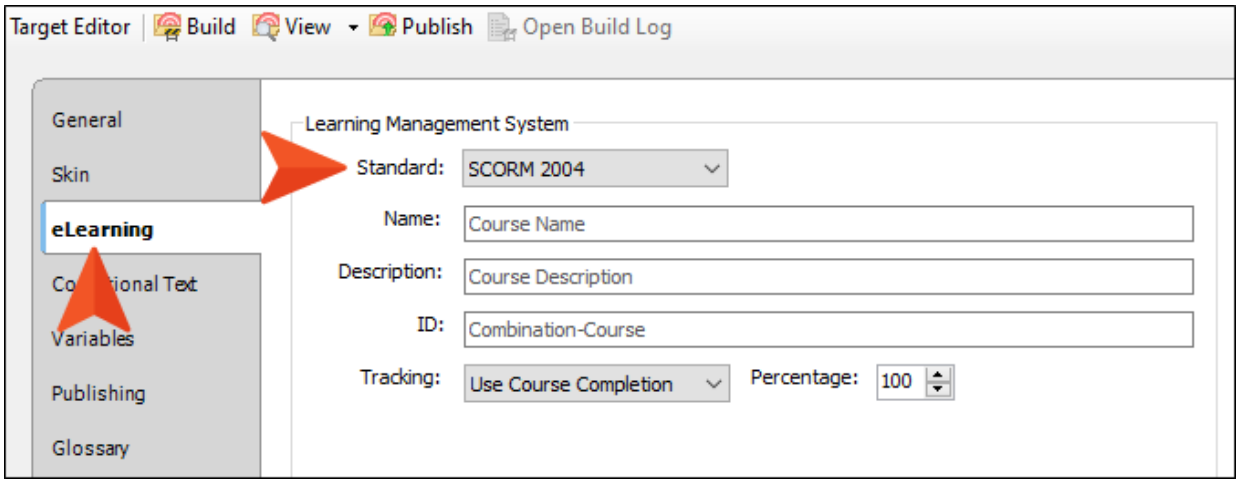
4. Double-click that target to open it.
5. We're going to leave a lot of the settings in the target just the way they are, but we want to look at and edit a few things. On the left side of the editor, select the **General** tab.

6. Notice that the **Output Type** field is set as **HTML5**, which is the most popular (and recommended) target format for online output, and what you need in order to include an interactive eLearning course. Also, from the **Primary TOC** field, make sure **Online-TOC** is selected.



7. Select the **eLearning** tab.

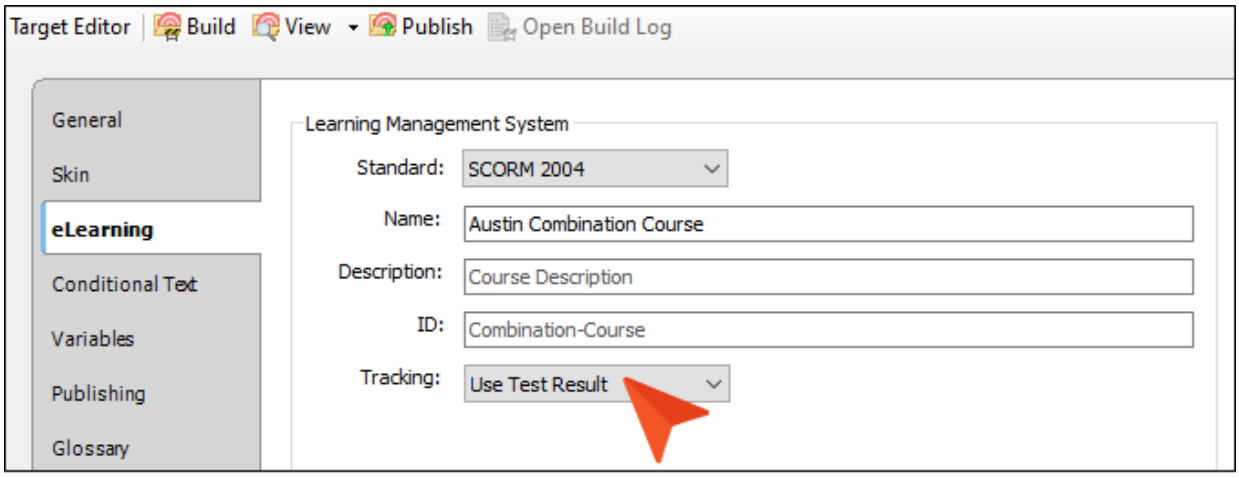
8. In this tutorial, we're not actually going to integrate the output with an external learning management system (LMS). But for the moment, let's pretend that we will be doing that. From the **Standard** field, select **SCORM 2004**.



> **NOTE** SCORM 2004 is just one of the standards available. You can select a different one from the field (i.e., SCORM 1.2 or xAPI) if you want.

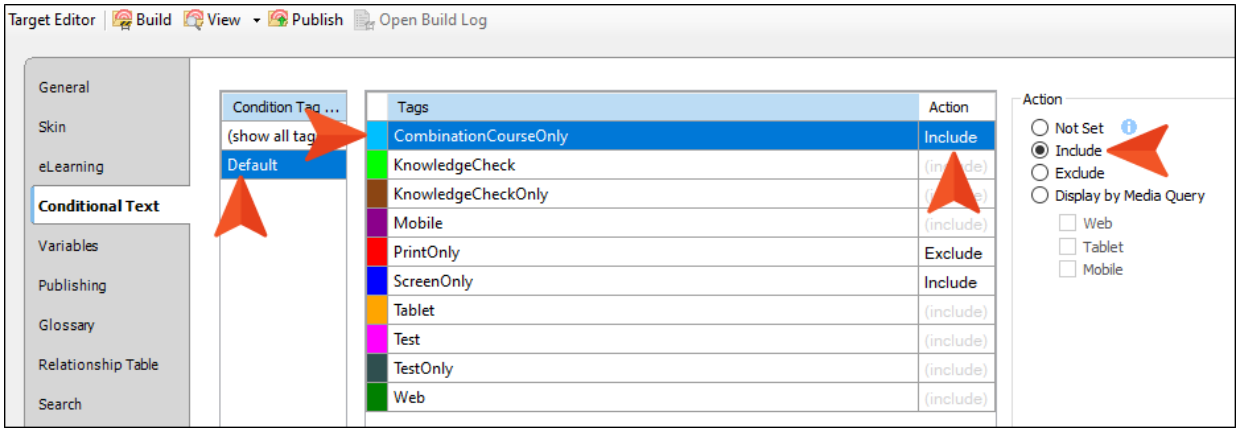
9. For the **Name**, enter `Austin Combination Course`.
10. We could also provide a description and custom ID, but for this tutorial, let's just leave those fields as they are.

11. From the **Tracking** field, select **Use Test Result**. Because we have include a test node in our TOC, this is the option we want, so that the external LMS uses the results from that quiz.

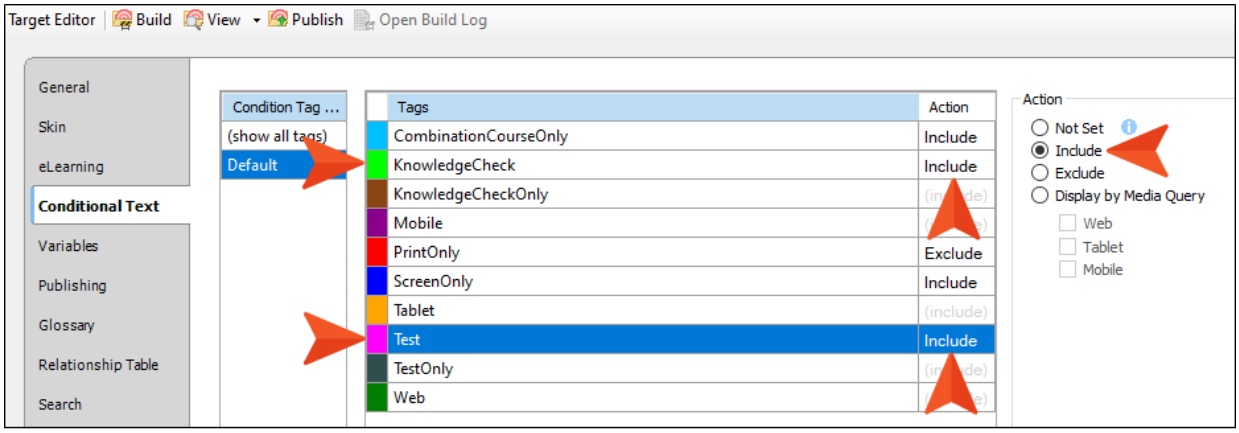


12. Select the **Conditional Text** tab.

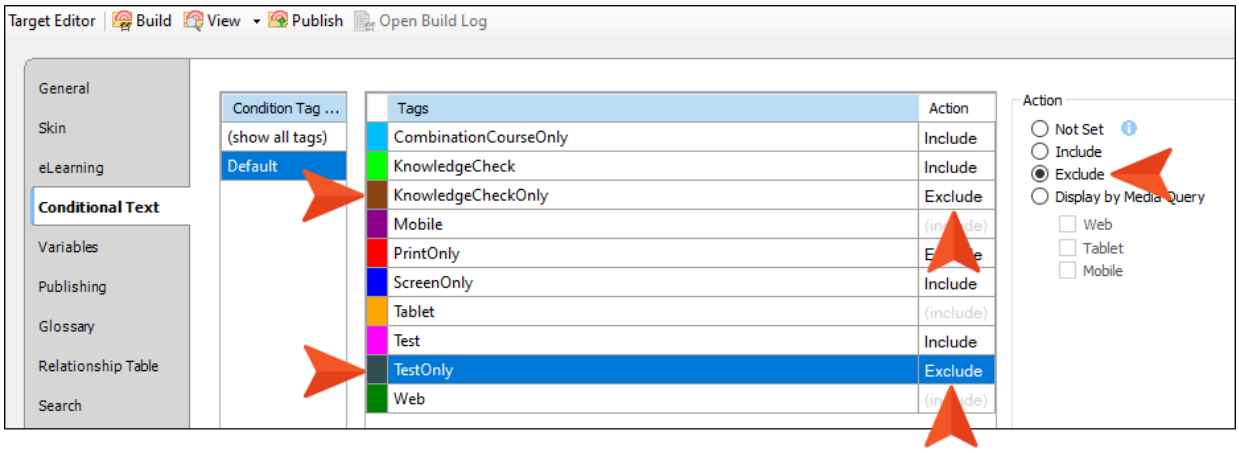
13. Here is where we finally make use of those conditions that we created and applied earlier. We need to tell Flare Desktop which conditions should be included or excluded from the output generated by this target. On the left side of the editor, select **Default**. Then, click the **CombinationCourseOnly** row, and on the right side select **Include**. This sets the action for that condition row.



14. For the **KnowledgeCheck** and **Test** condition rows, select **Include**.

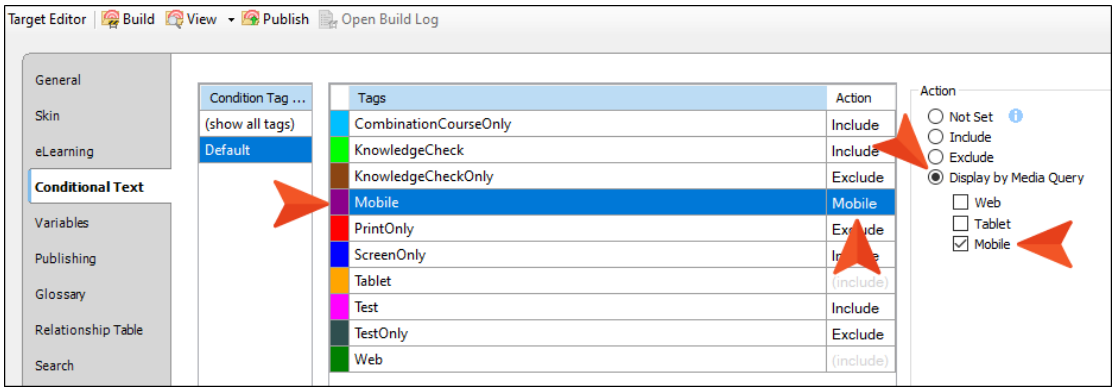


15. For the **KnowledgeCheckOnly** and **TestOnly** condition rows, select **Exclude**.

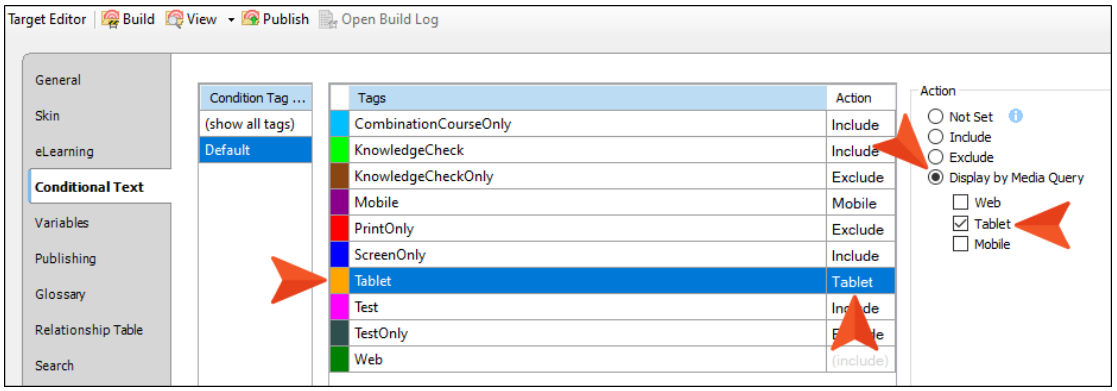


16. The PrintOnly and ScreenOnly condition rows are already set. The idea is that the PrintOnly condition can be applied to content and files that should be included only in print-based targets (such as PDF), and the ScreenOnly condition can be applied to content and files that should be included only in online targets. Of course, you don't need to use these conditions in your actual project if you so choose, or you can rename them and use them for another purpose. The other three condition rows that are shown in this target are Mobile, Tablet, and Web, which are intended to be used for responsive outputs. In other words, you can apply these conditions to content so that the online content is displayed in a certain way, depending on whether the learner is viewing it on a small, medium, or large screen. Currently, these are not set, so by default they will be included in the output with no special circumstances. But let's set them as intended, just in case you want to use those conditions on content in the future.

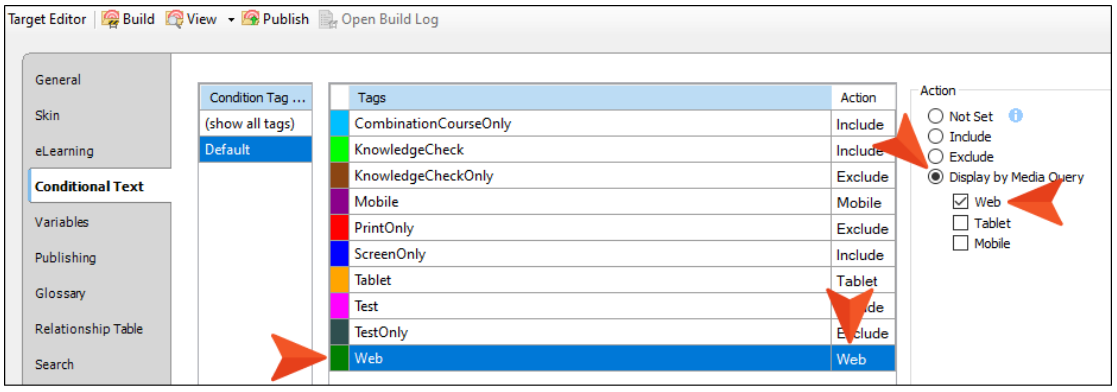
To begin, select the **Mobile** condition row, and on the right, select **Display by Media Query**, then **Mobile**.



17. Select the **Tablet** condition row, and on the right, select **Display by Media Query**, then **Tablet**.

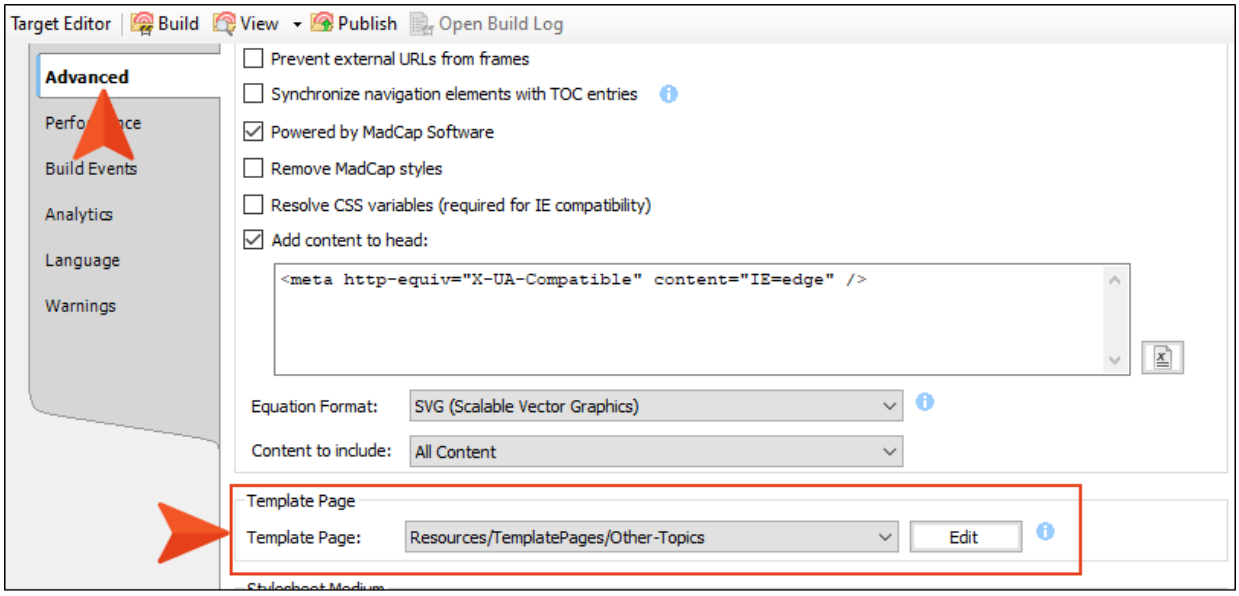


18. Select the **Web** condition row, and on the right, select **Display by Media Query**, then **Web**.



19. Select the **Advanced** tab on the left side of the editor.

20. Scroll down and notice that the **Template Page** field is pointing to the **Other-Topics** template page. This is how Flare Desktop knows to use that particular template page (which, in this case, contains our eLearning Toolbar proxy) for most of the topics in the output. The only topic that is using a different template page is the Home page (in that case, the Home-Page template page is set in the topic properties for that file).

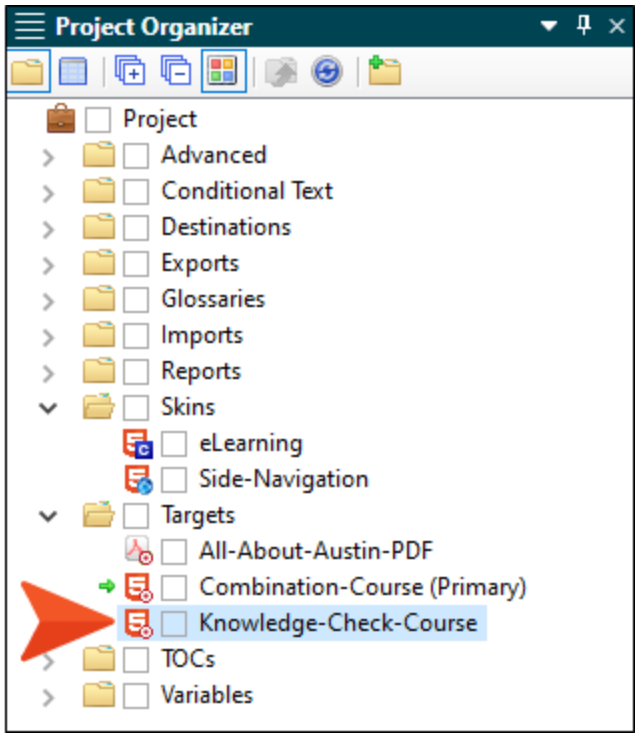


21. Click to save your work.

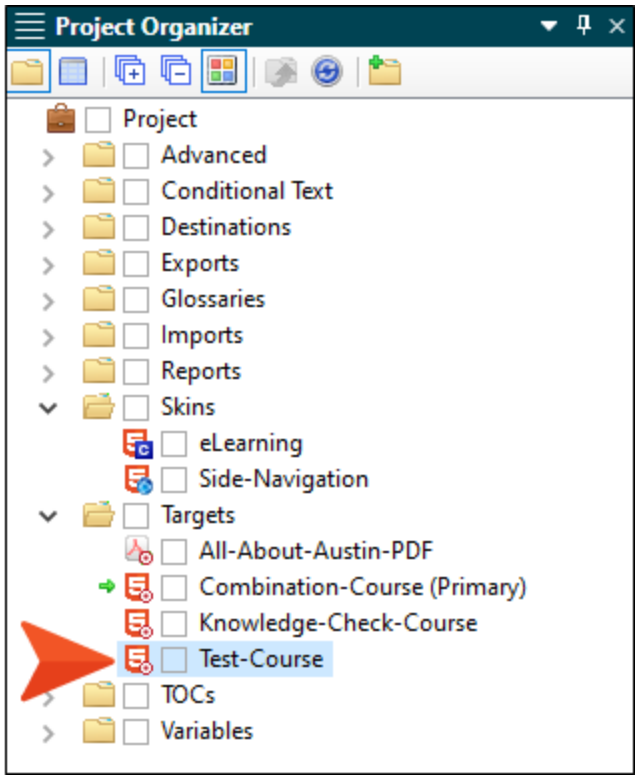
How to Develop the Knowledge Check Target

Most of the settings for our second output—which will display the knowledge check topics but not the test topics—should be identical to those in the target we just edited. So the easiest thing to do in this case is make a copy of the first target, rename it, and make a couple of tweaks.

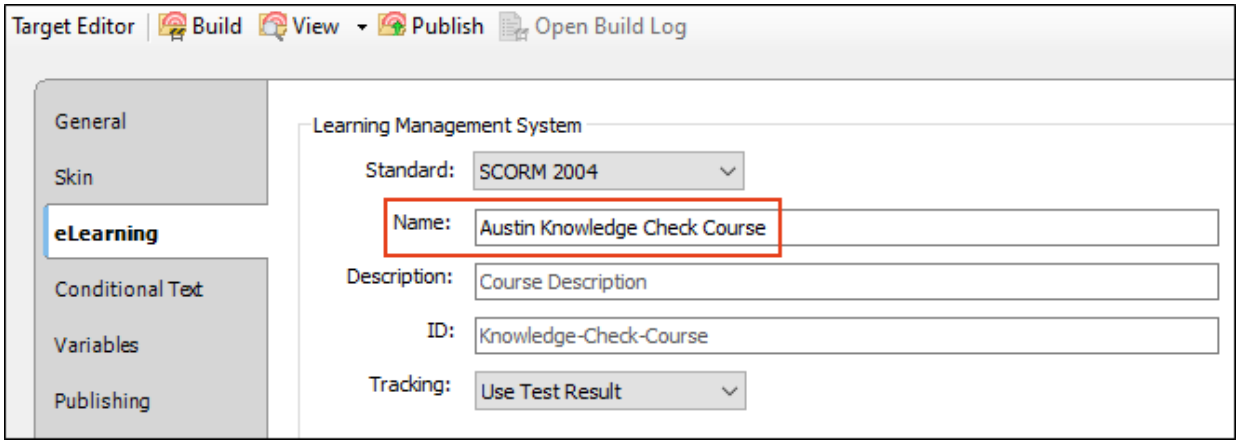
1. In the Project Organizer on the left side of Flare Desktop, select the **Combination-Course** target file and press **CTRL+C** on your keyboard. Then, press **CTRL+V**.
2. Right-click the copy of the target that is added, and from the context menu, select **Rename**.
3. Type `Knowledge-Check-Course` for its new name and press **ENTER**.



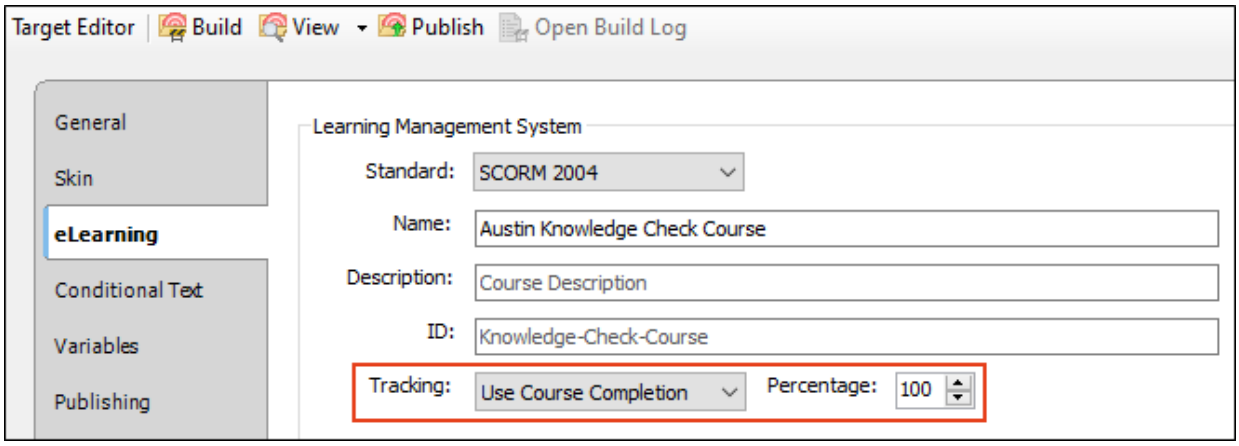
4. In the same way, make a copy of that target and rename the new target `Test-Course`.



5. Double-click **Knowledge-Check-Course** to open that target.
6. Select the **eLearning** tab.
7. Change the **Name** field to `Austin Knowledge Check Course`.

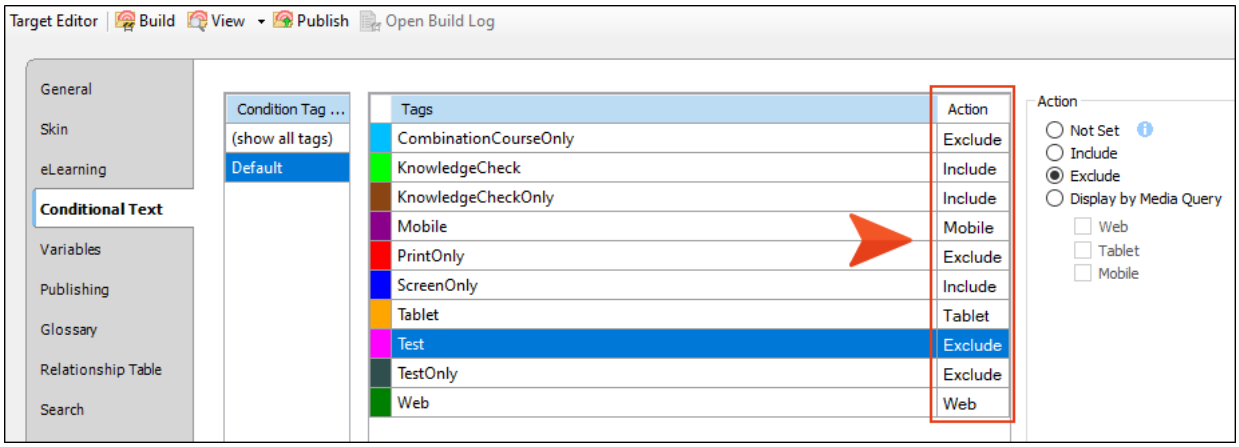


8. From the **Tracking** field, select **Use Course Completion**. This is different from the option we chose in the previous target, because this output will not include a gradable quiz. We'll leave the Percentage field set to 100, which means learners must complete the entire course.



9. Select the **Conditional Text** tab.

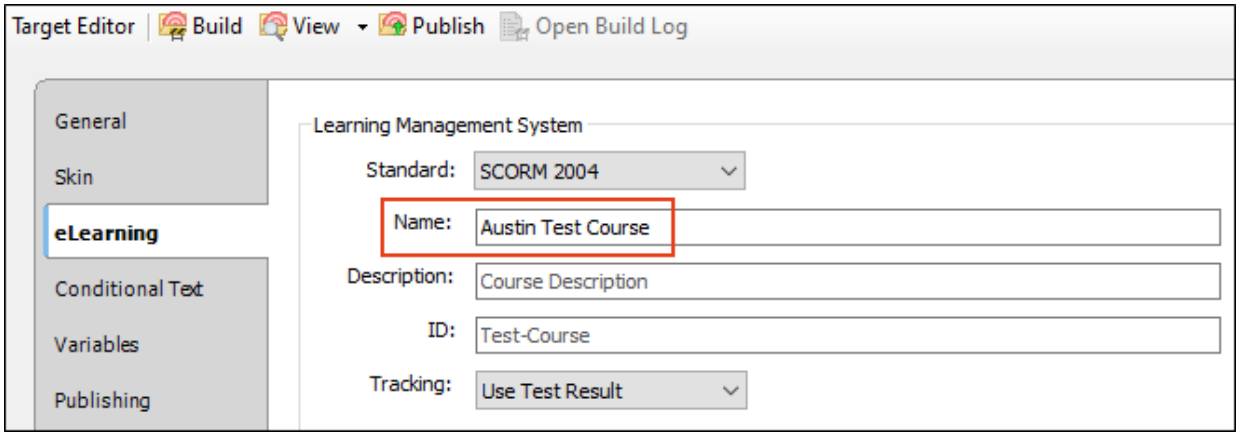
10. Change the settings so that they match the following image.



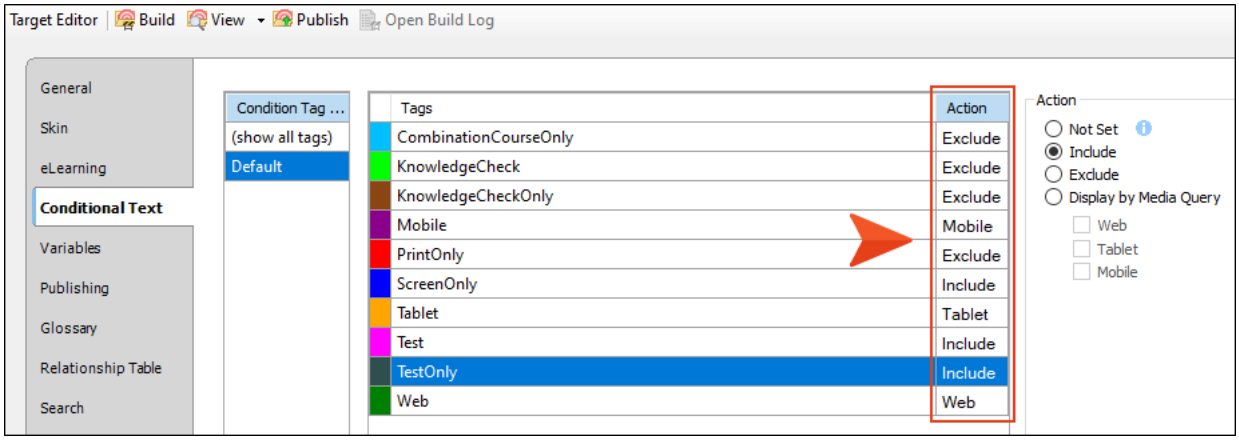
11. Click to save your work.

How to Develop the Test Target

1. In the Project Organizer double-click the **Test-Course** target file to open it.
2. Select the **eLearning** tab.
3. Change the **Name** field to `Austin Test Course`. We'll leave the Tracking field as is because this output will include the gradable quiz.



4. Select the **Conditional Text** tab.
5. Change the settings so that they match the following image.



6. Click to save your work.

CHAPTER 8

Building and Viewing Output

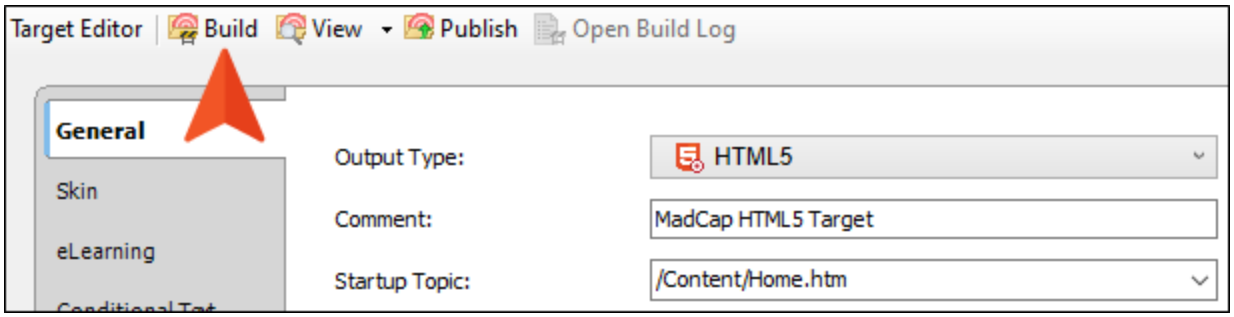
Let's build and view some output to see how our additions and changes look and work.

This chapter discusses the following:

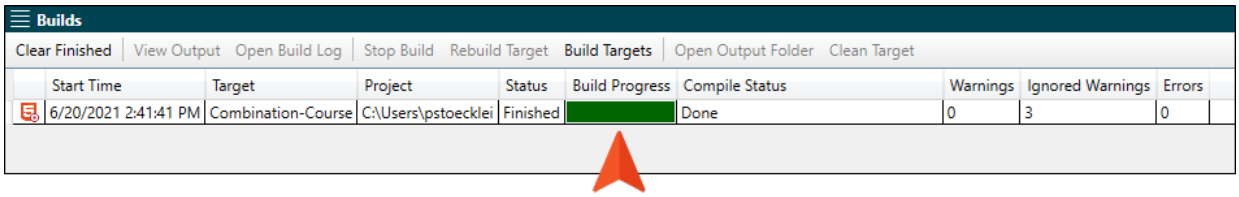
How to Build and View the Combination Course 86
How to Review the Combination Course Output 87
How to Fix the Spacing for the Submit Button 97
How to Build and View the Knowledge Check Course Output 100
How to Build and View the Test Course Output 103

How to Build and View the Combination Course

1. Open the **Combination-Course** target.
2. In the local toolbar, click **Build**.



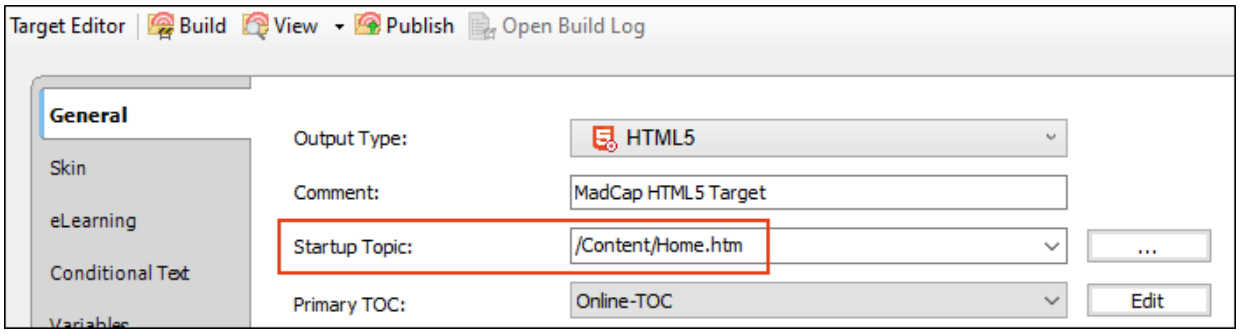
3. In the Builds window pane at the bottom of Flare Desktop, double-click the row when you notice that it has finished building successfully (a dark green cell is shown).



How to Review the Combination Course Output

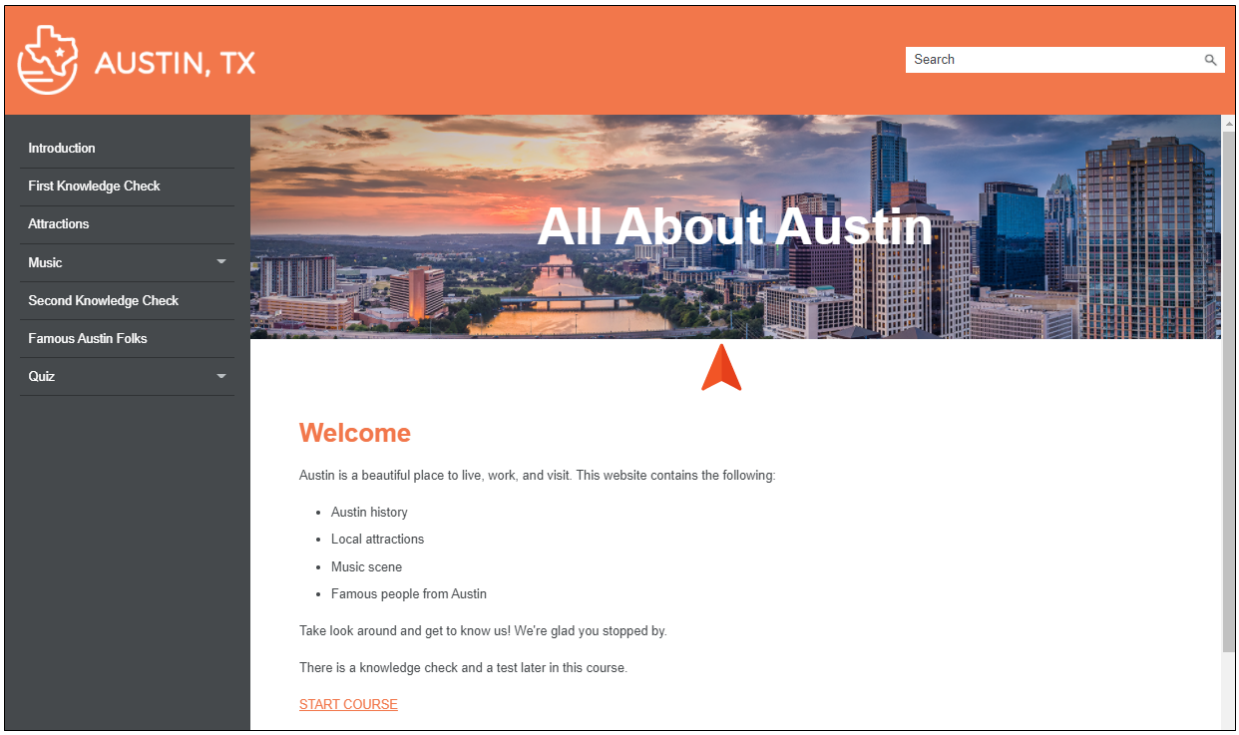
Let's go through the course in the output to see all of the additions and changes that we've made in this tutorial.

1. The Home topic is the first one that you see in the output, even though it wasn't included in the table of contents (TOC). That's because it was already specified as the "Startup Topic" on the General tab of the Target Editor.

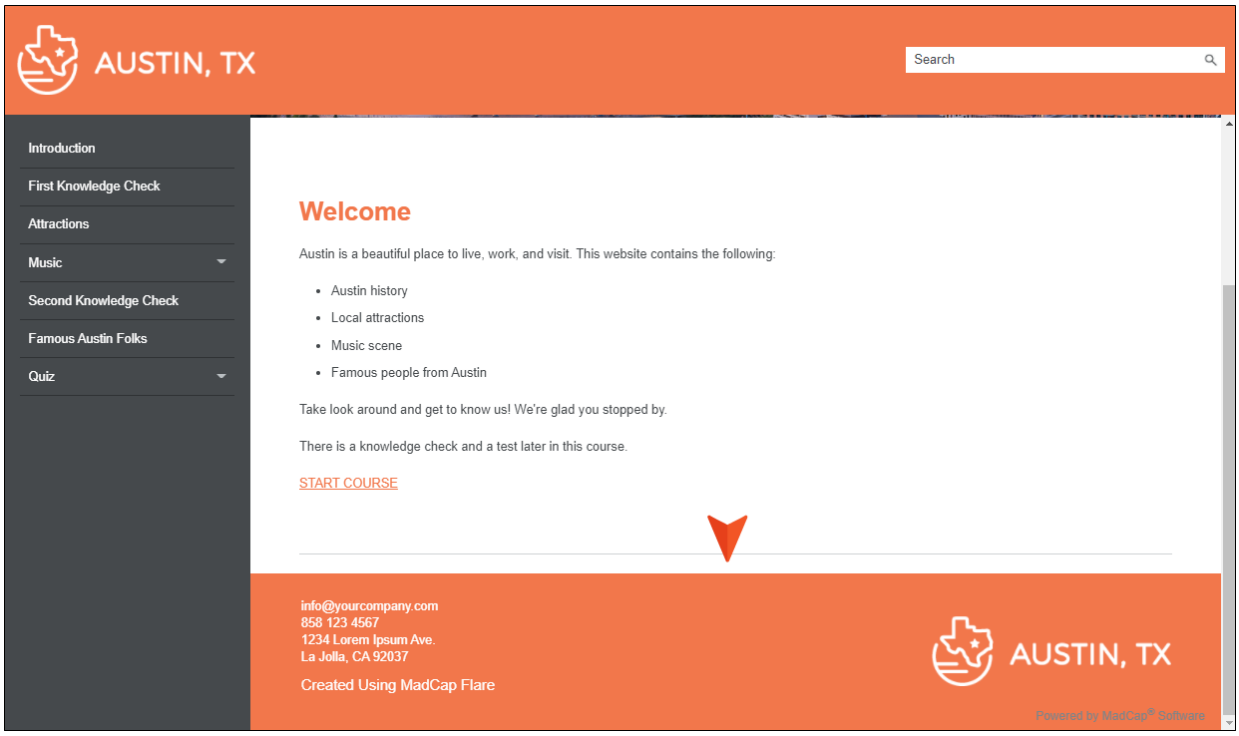


Notice how this page has a different look and feel from the rest of the topics that we'll view as we progress through the course. That's because it is using a different template page.

First, it has the "hero" image behind the text "All About Austin."

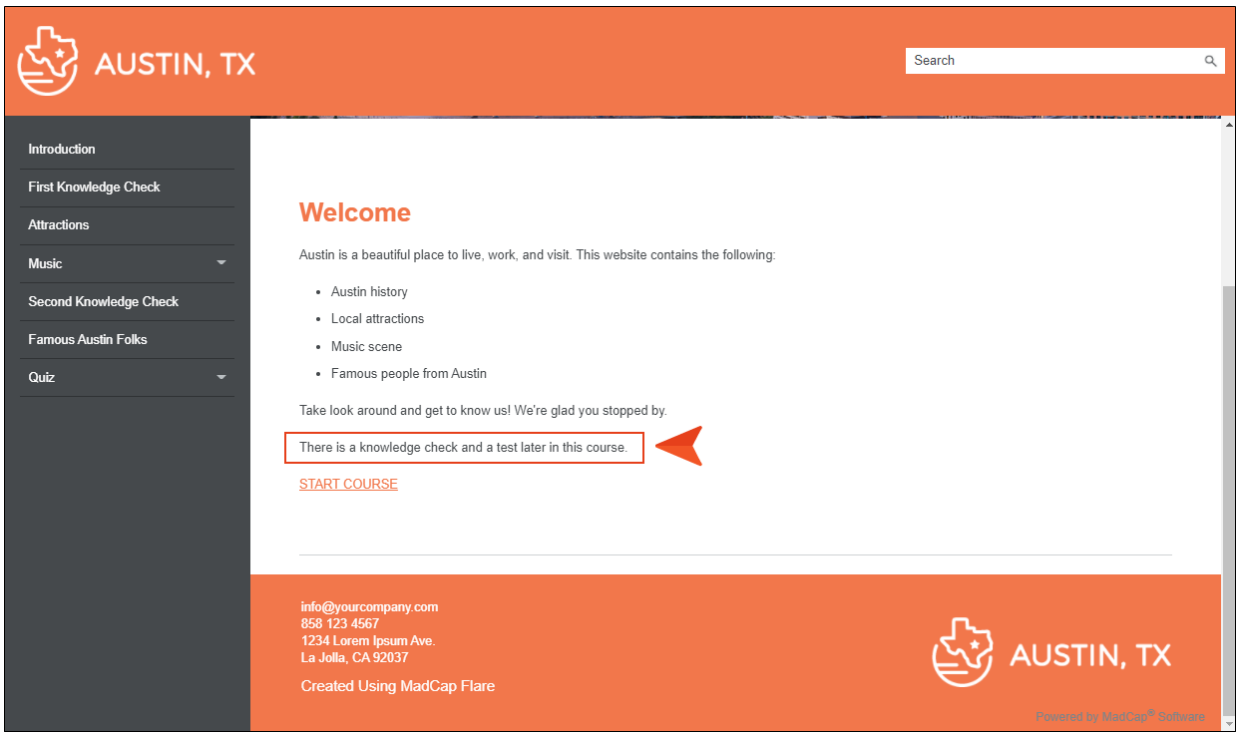


Second, it has a footer at the bottom of the topic with information about the company and another instance of the logo.



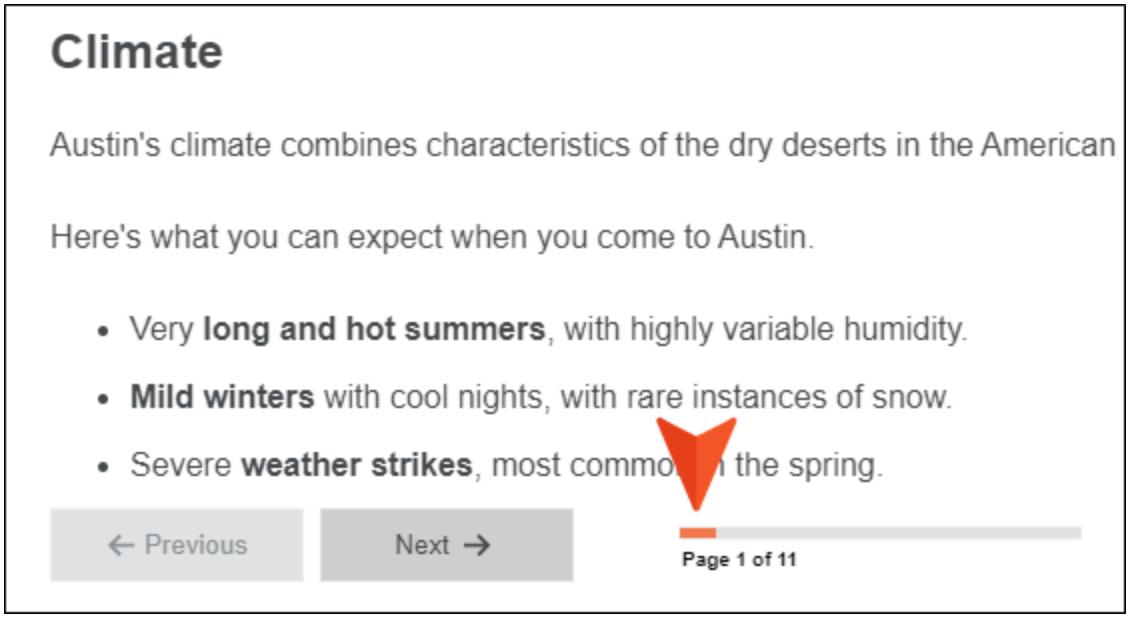
Third, there is no eLearning toolbar at the bottom of the text that lets you move to the next or previous topic, or see the progress of the course.

Another thing to notice is the sentence just above the START COURSE link. It says, "There is a knowledge check and a test later in this course." In the source topic, there are a couple of other sentences, but we conditioned those out of this target, while including this sentence.



2. Click the START COURSE link.

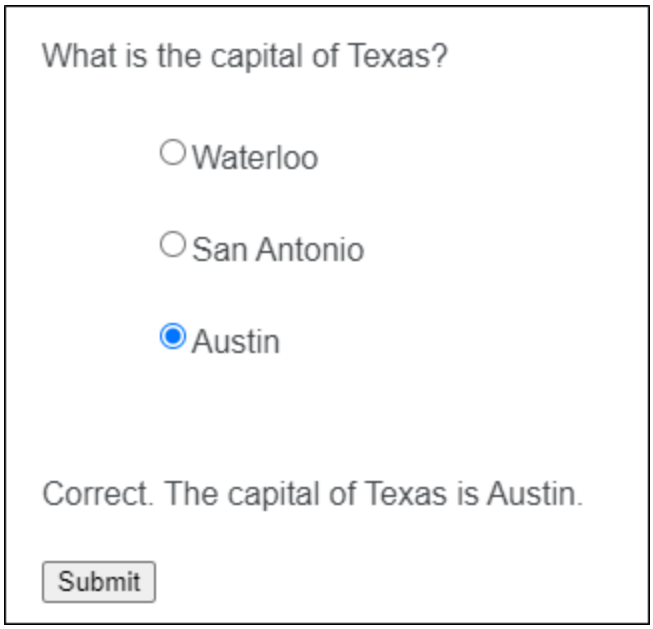
3. At the bottom of the topic, notice the toolbar with the buttons and progress bar. The "Previous" button is disabled because this is the first topic in the table of contents (TOC) and it is using the template page containing the eLearning Toolbar proxy. Also notice that the color in the progress bar is orange, which we edited in the skin component to match the rest of our branding.



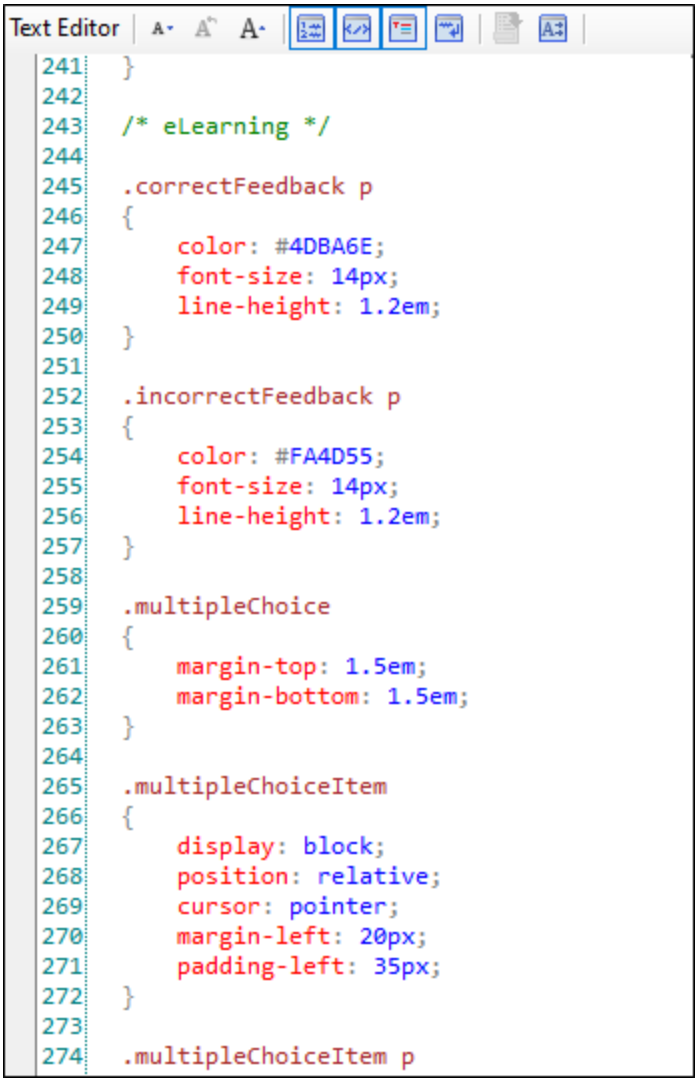
Click **Next**, and notice the background color of the button, which we changed in the eLearning Toolbar skin component.

4. Both of the questions on this page were marked as required in the topic, so notice that the Next button at the bottom is disabled until you answer both questions and click Submit.

   The First Knowledge Check page is shown because we included that condition in the output for this target. To refresh your memory, we had placed the "KnowledgeCheck" condition on this entry in the TOC. Choose **Austin** as the answer for the first question, and click **Submit**. The answer is correct, and the appropriate feedback displays.

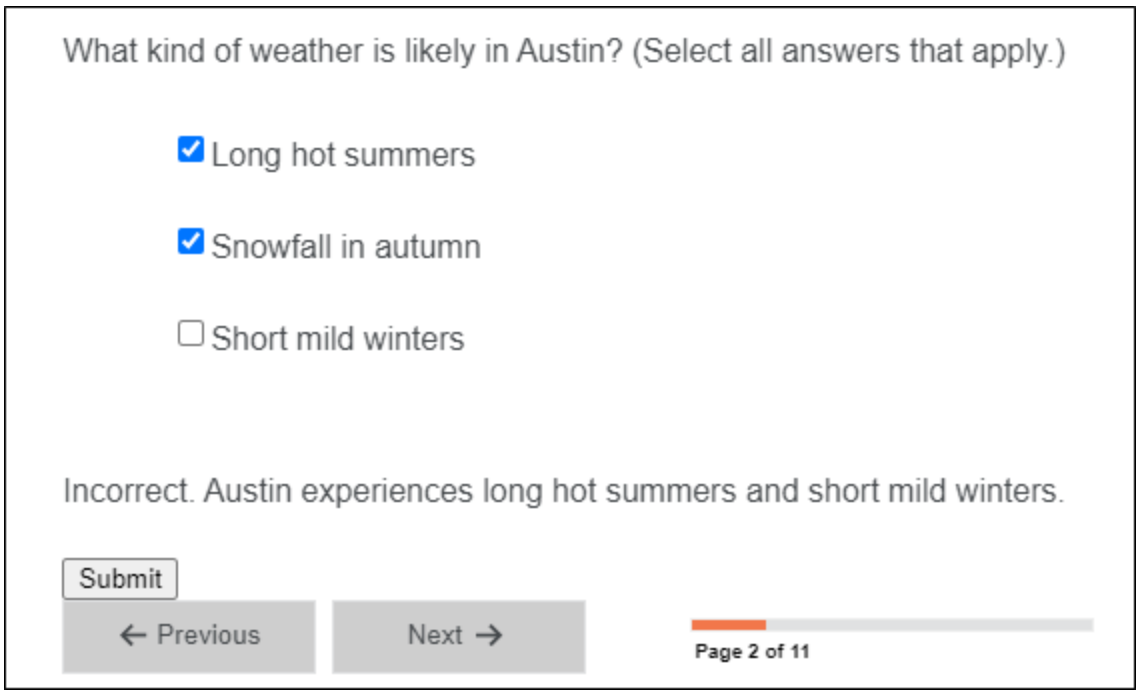


> NOTE The color and look of the selected circle can also be customized by using styles in your regular stylesheet. We're not going to make that change in this tutorial, but if you look at the stylesheet in one of the eLearning project templates that are built in to Flare Desktop, you can see where this was done. If you open that stylesheet in the Text Editor (rather than the regular Stylesheet Editor), you will see many custom styles that were created under a section called /* eLearning */. These styles control not only the look of selected circles and squares, but other things as well, such as feedback content.



5. Choose Long hot summers and Snowfall in autumn as answers for the second question. Then, click Submit. Only one of those answers is correct, and the feedback indicates this.

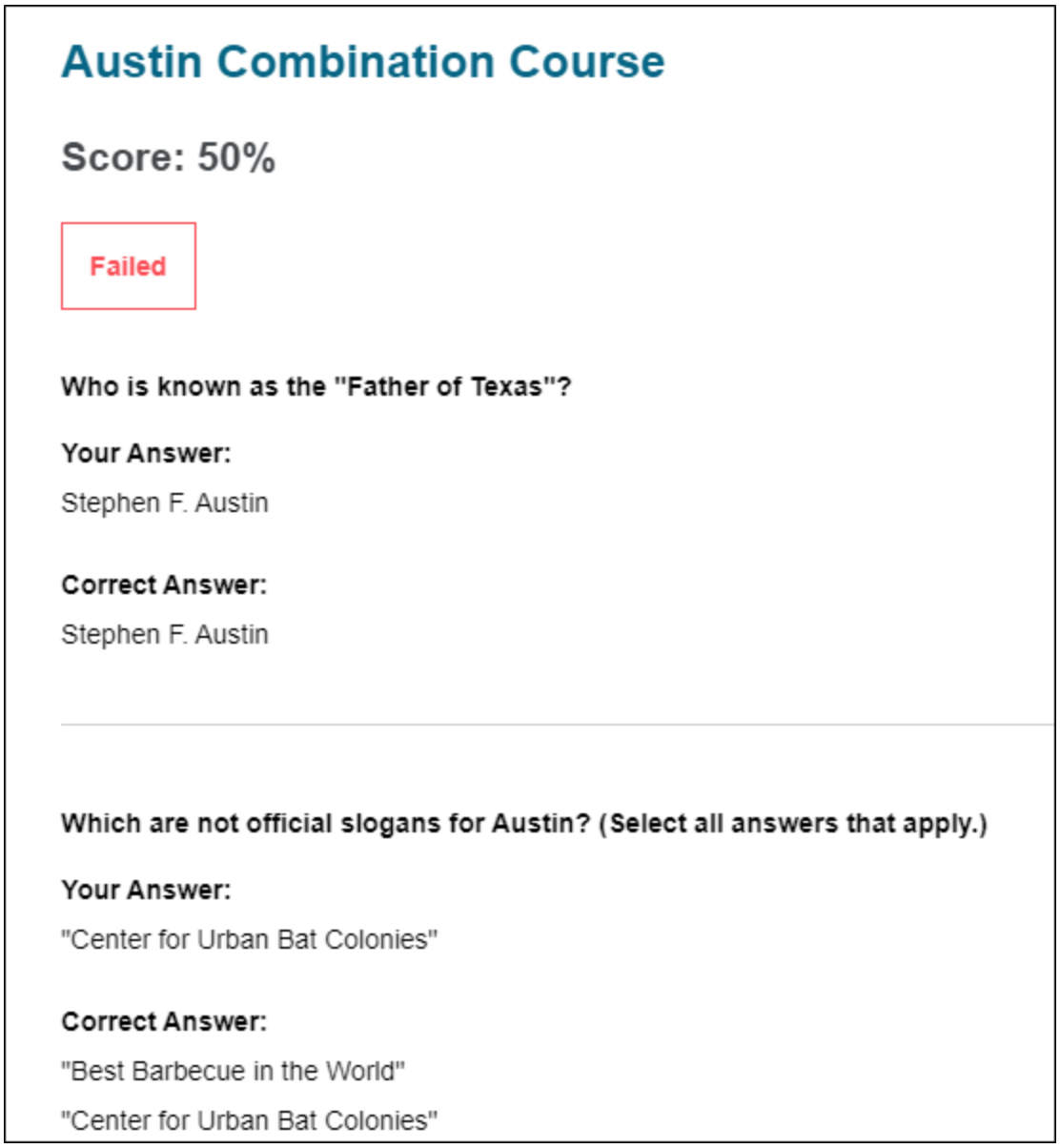
   Also, notice that the Submit button doesn't have any space between it and the toolbar below. We'll fix this in a moment by adjusting the style in the stylesheet. But for now, let's keep reviewing the output.



6. Now that you've answered both of these required questions, the Next button is enabled in the toolbar. Click **Next**.
7. At the bottom of the next few pages, click **Next**, until you get to the Second Knowledge Check. Notice that the Next button at the bottom is enabled, because we marked both of the questions in this topic as optional.
8. For each of the answers in the Second Knowledge Check, select answers and click **Submit**. Then, click **Next**.
9. On the next page, click **Next**.
10. Now you see the first page of the Quiz. This topic is linked to the test node in the TOC, so all of the topics that follow will be graded (because they're under the test node in the TOC). Click **Next**.
11. For Question 1, select **Stephen F. Austin** and click **Next**. There is no Submit button here because we do not want to show instant feedback.

12. For Question 2, select **"Center for Urban Bat Colonies"**, and click **Complete**.

    The test results page immediately displays. We did not create this page in the project, so Flare Desktop just used a default page. However, you have the option of creating and designing a custom search results page if you want. One of the answers in the quiz was correct and the other was incorrect, so the results page indicates a score of only 50%, which is fail, because our pass percentage set in the test node is 75%.



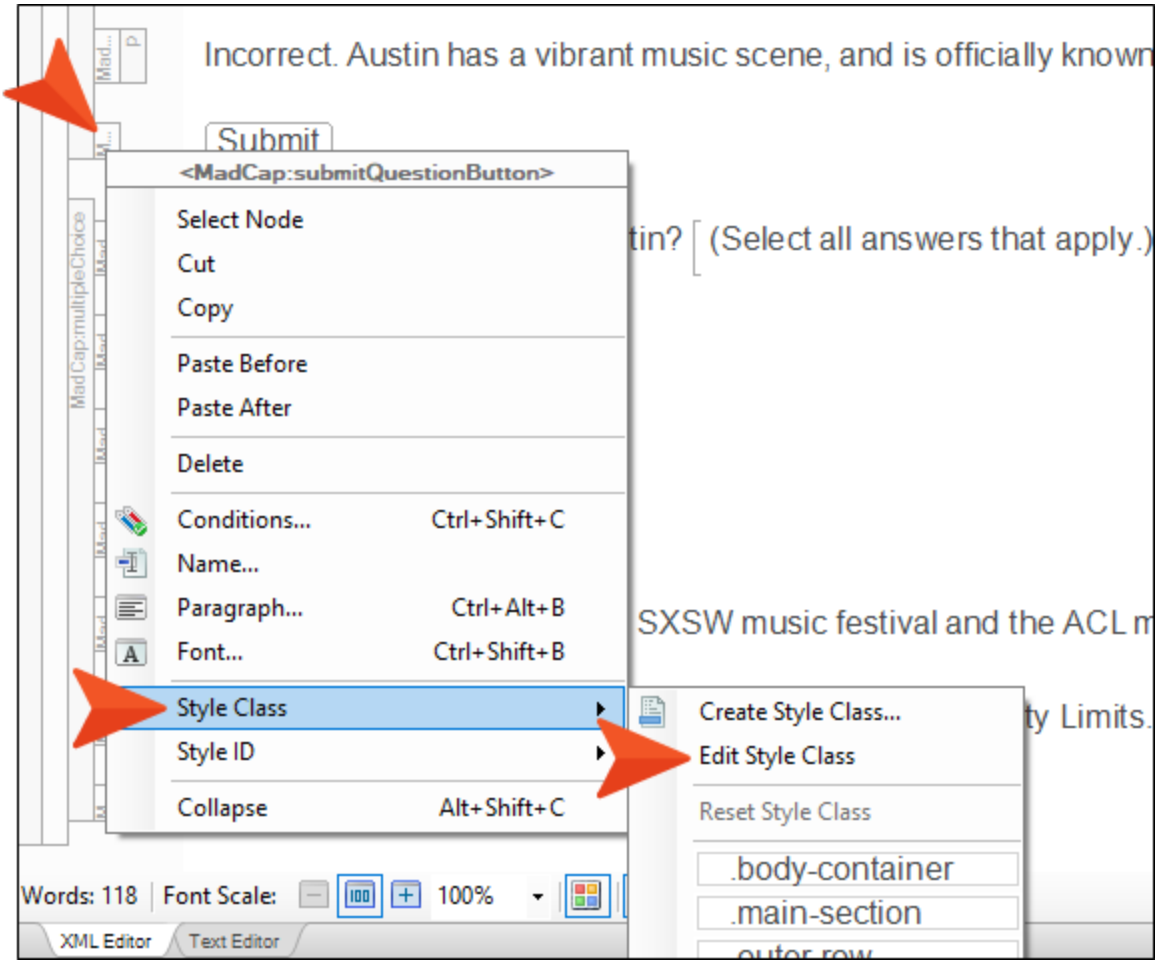
NOTE You can customize the look of the default test results page by adding a Test Results skin component to the project and modifying the styles within it. For example, if you wanted to change the text at the top to match the orange branding of the rest of the output, you would change the font color for the Title style in the Test Results Skin Editor.

NOTE In the knowledge check topics in this project, we included feedback text for each question, accessed instantly by learners via the Submit button that we added. Although you would not want to provide instant feedback for a gradable quiz, you can still add feedback text for each answer, just as we did with the knowledge check topics. However, by not including the Submit button at each of those locations, the feedback text would simply be displayed in the final test results.

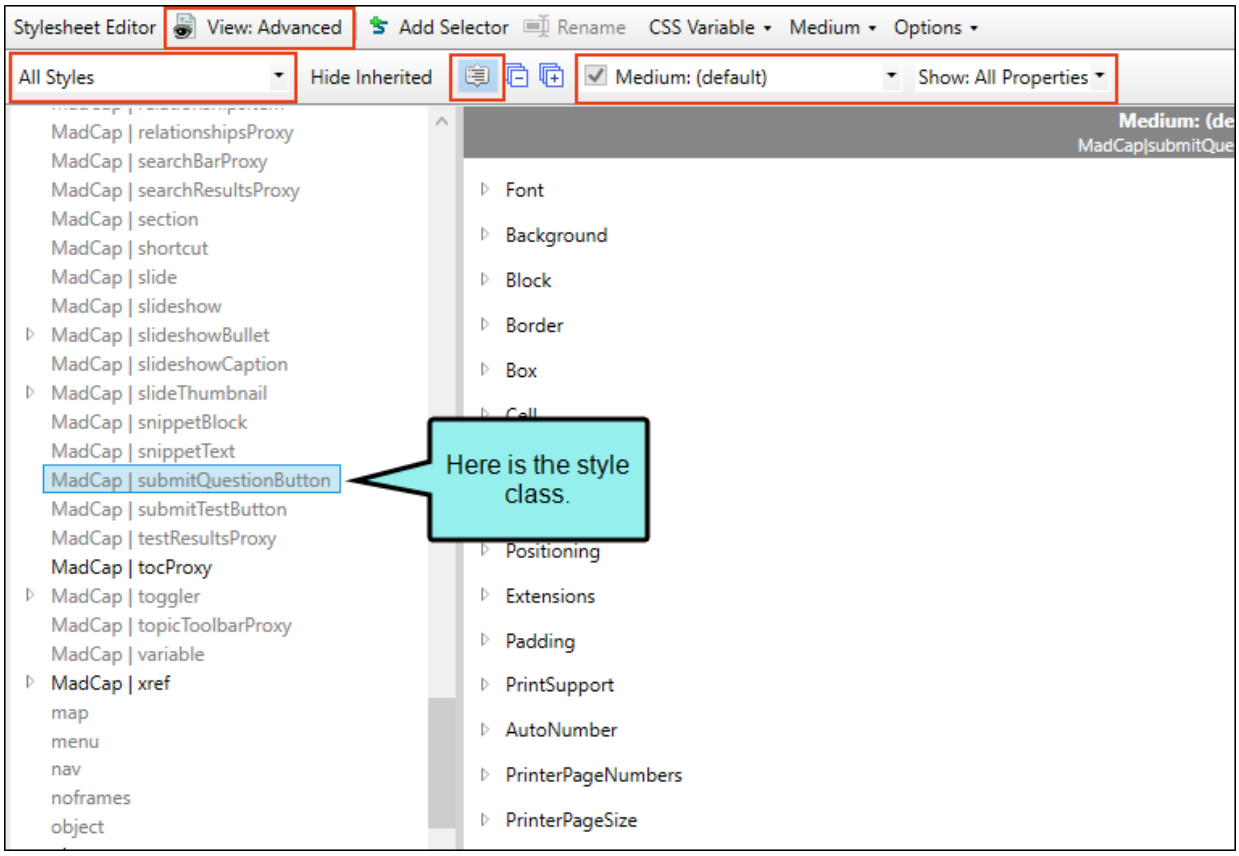
How to Fix the Spacing for the Submit Button

Before we continue with the other outputs, let's fix the spacing (or lack of it) below the Submit button in the knowledge check topics.

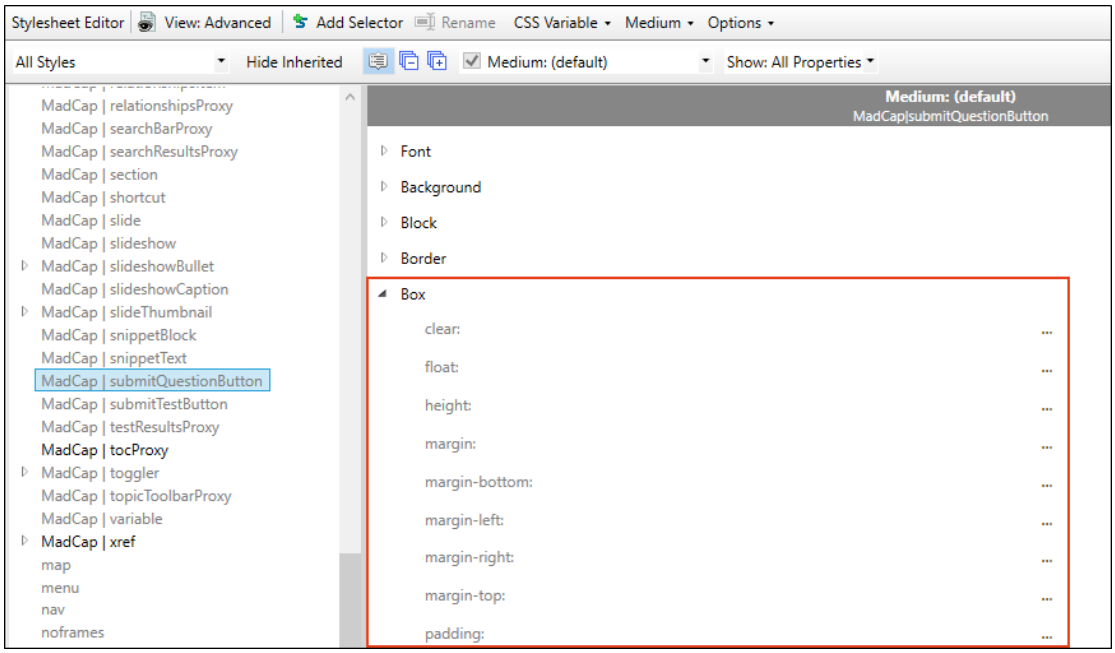
1. In Flare Desktop, open the Second Knowledge Check.htm topic.
2. If your structure bars (the vertical rectangle blocks) are not shown to the left of the content, click in the bottom toolbar.
3. Right-click the little structure bar to the left of one of the Submit buttons, and from the context menu select Style Class > Edit Style Class.



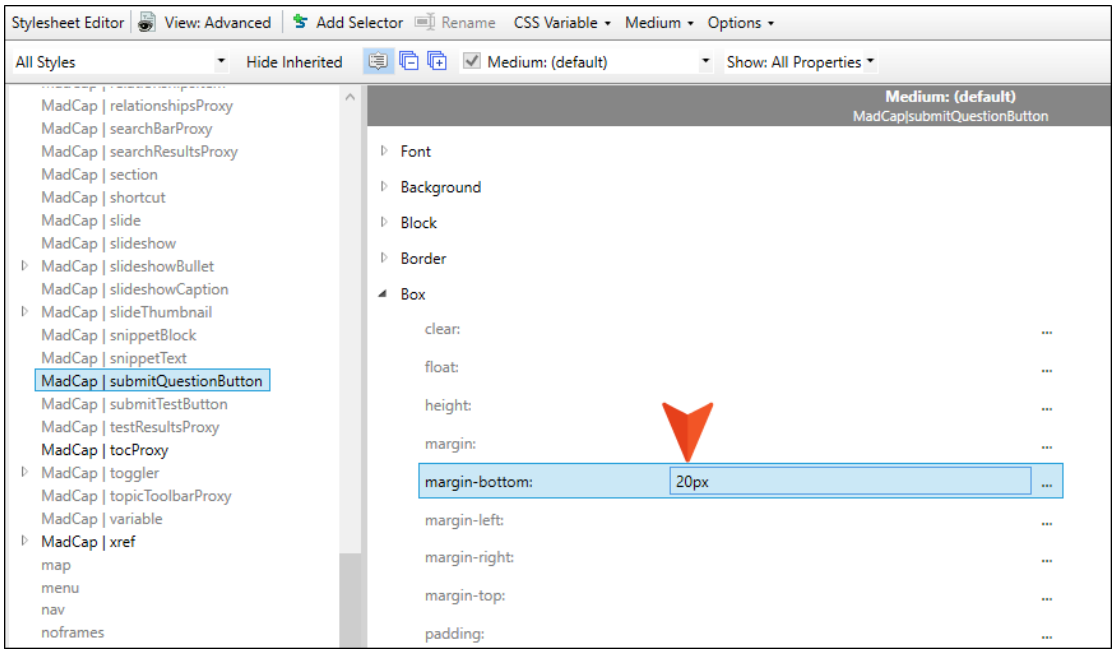
4. The Stylesheet Editor opens, with that style class selected automatically. Make sure the options in the Stylesheet Editor are selected as shown by the rectangles in the following image.



5. In the properties area on the right side of the editor, expand **Box**.



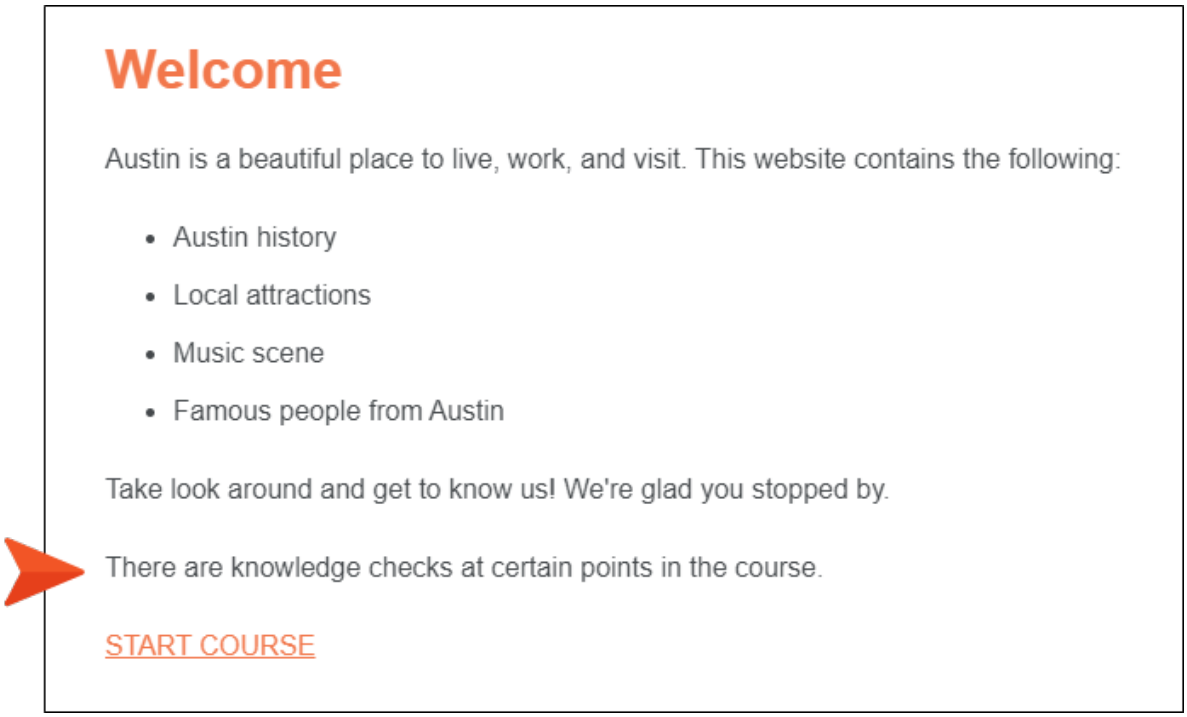
6. In the field to the right of **margin-bottom**, enter **20px**, and press **ENTER**.



7. Click to save your work.

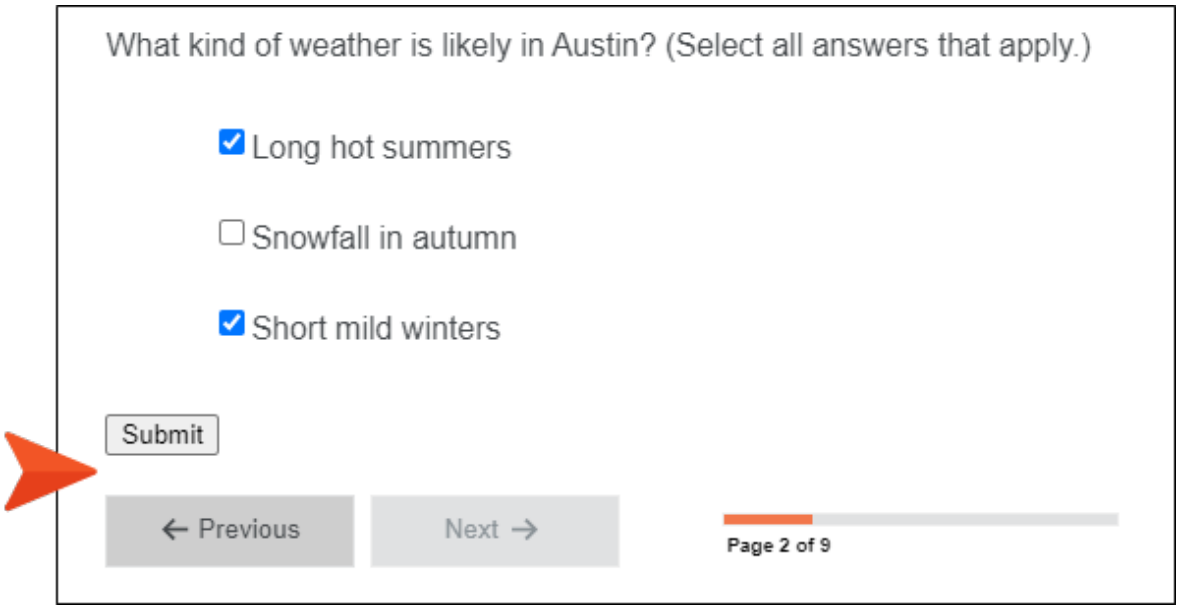
How to Build and View the Knowledge Check Course Output

1. Open the **Knowledge-Check-Course** target.
2. In the local toolbar, click **Build**.
3. In the Builds window pane at the bottom of Flare Desktop, double-click the row when you notice that it has finished building successfully (a dark green cell is shown).
4. In this output, you'll notice the same content, and many of the same features and design that was shown in the Combination Course output. But right away, on the Home page, you'll notice that the last paragraph before the START COURSE link is unique for this output. That's because we used a condition to include it in this output and exclude it from the other outputs.

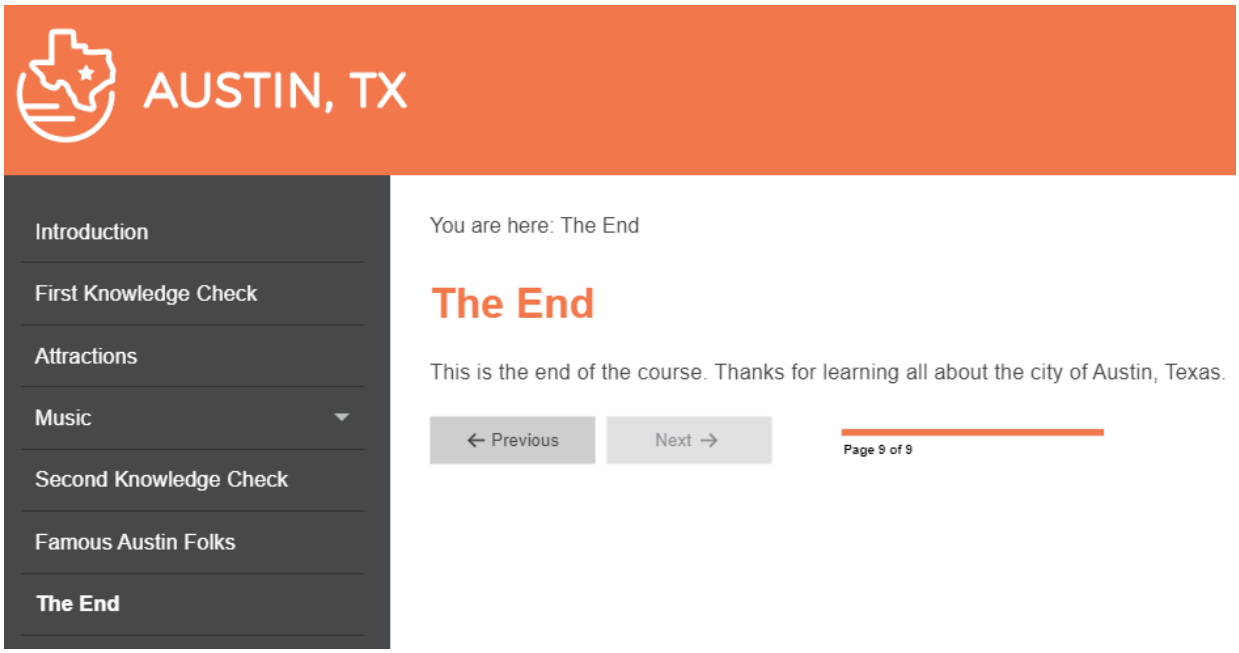


5. Click **START COURSE**.

6. Just as you did in the previous output, move through the course, clicking **Next** and answering questions. Along the way, notice that the spacing between the Submit button and the toolbar looks better.



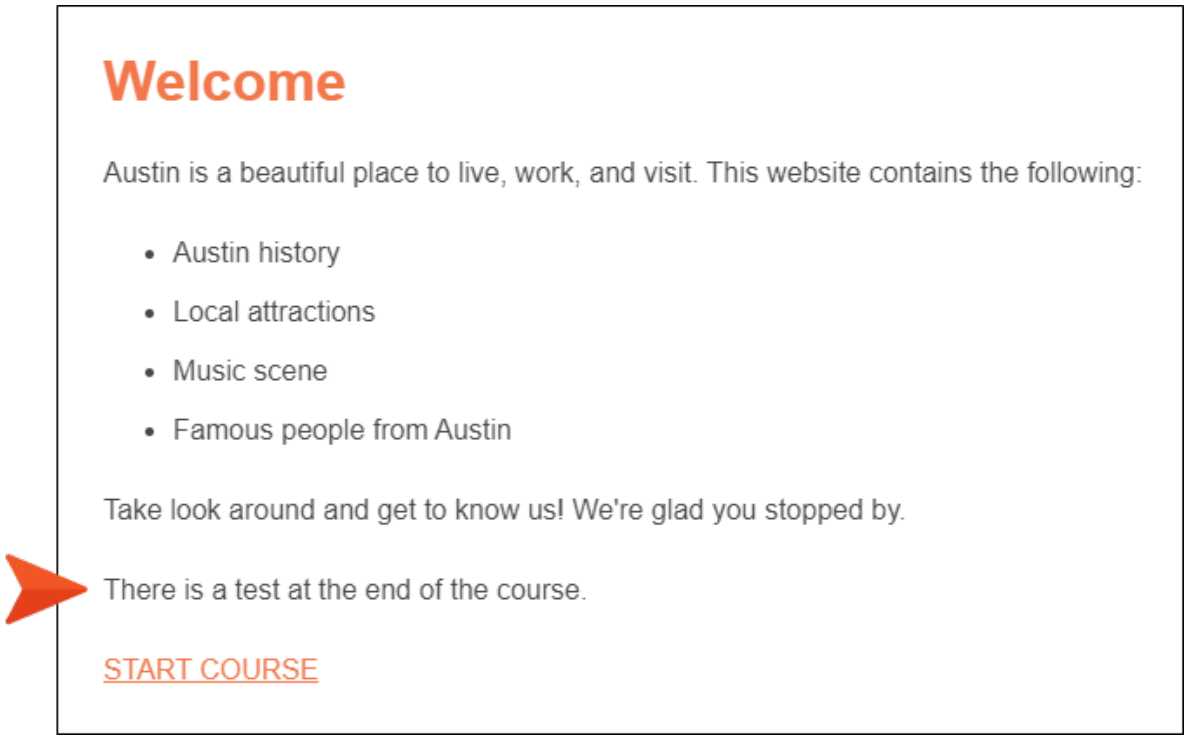
The last page of the course is called "The End."



This particular topic is linked to an entry in the TOC, which is conditioned to show in this output only. That's why you didn't see it in the Combination Course output, and you won't see it in the Test Course output either. Also, the entire test section that was seen at the end of the Combination Course is not in this course at all, because the Knowledge Check Course target excludes the condition associated with that test node in the TOC.

How to Build and View the Test Course Output

1. In Flare Desktop, open the **Test-Course** target.
2. In the local toolbar, click **Build**.
3. In the Builds window pane at the bottom of Flare Desktop, double-click the row when you notice that it has finished building successfully (a dark green cell is shown).
4. Once again, on the Home page, you'll notice that the last paragraph before the START COURSE link is unique for this output, due to the conditions that we used in the project.



5. Click **START COURSE**.
6. Click **Next** at the bottom of each page until you get to the Question 1 page.
7. Press **F5** on your keyboard to refresh the page. Do this repeatedly and notice the order of the answers changes each time. That's because we told Flare Desktop to randomize the quiz answers each time the course is loaded again.

> NOTE Pressing F5 is just a way for you to test the output in order to see the randomization. In a real quiz, learners won't need to press F5. This is just to show that the order of the answers will vary each time the quiz is launched.

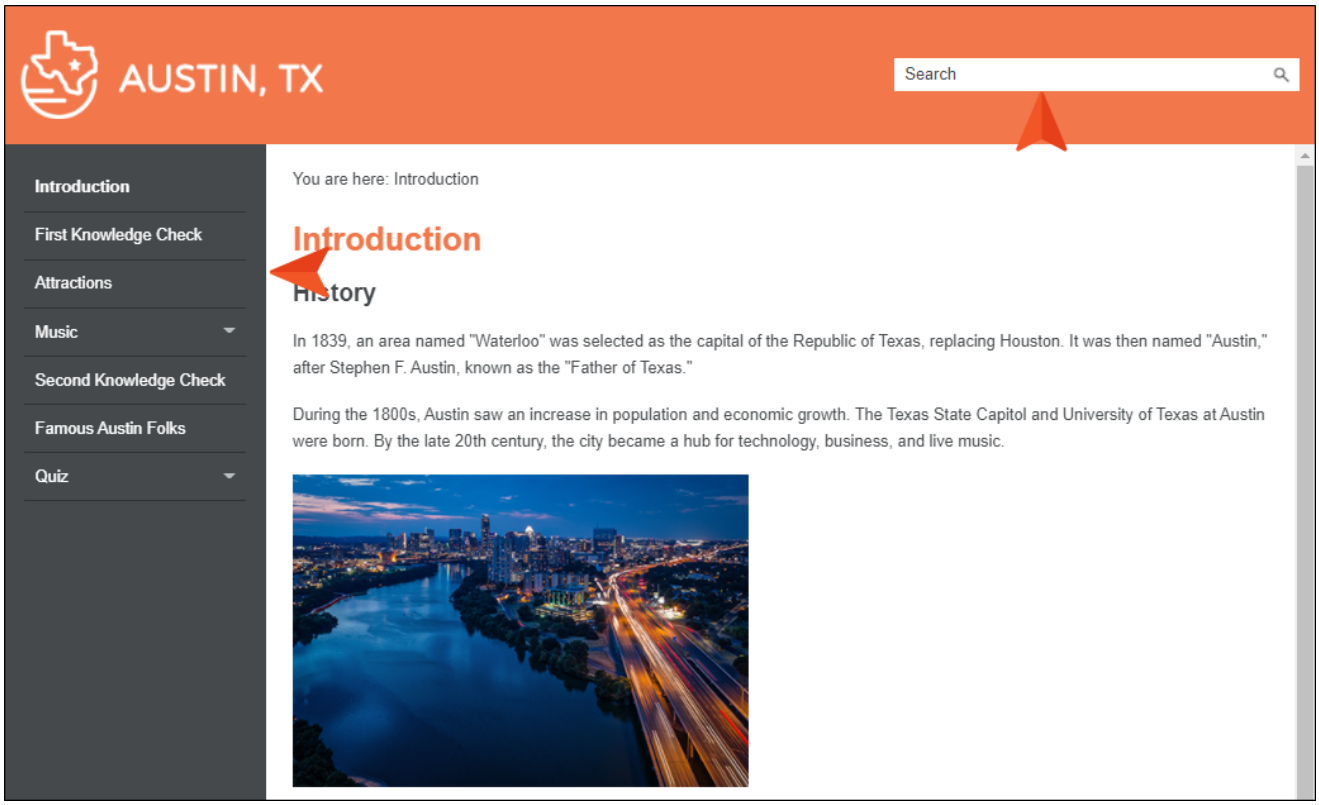
8. Answer the questions on these last pages, clicking **Next** and then **Complete**, which brings you to the results page.

   Notice that you did not see any knowledge check topics throughout the course, which were conditioned out of this target.

CHAPTER 9

Going Skinless

In all of the outputs that we've generated and viewed, there is navigation on the left side of the output that provides links to all of the topics in the table of contents (TOC). In addition, there is a search bar at the top.



All of this is included because our project is based on the Austin project template, which was already set up to use a Side Navigation skin. However, you might not want to include this kind of navigation.

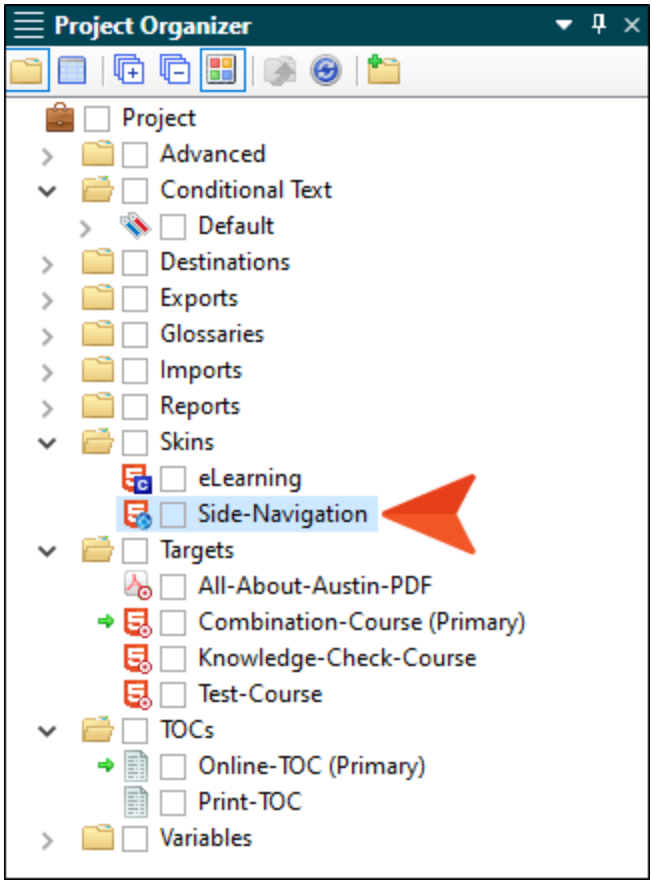
Also, remember that in our Knowledge Check Course, the test topics were not included, and in the Test Course, the knowledge check topics were not included. However, that's not entirely true. They were excluded from the navigation, but if you were to search for one of those supposedly excluded topics, you would be able to open it. If you wanted to *completely exclude* a topic from a particular output, you would need to place the condition on the topic file itself (or the folder containing it) in the Content Explorer.

In your actual project, you might not want either the side navigation or the search capabilities. In that case, you can create what is known as "skinless output." It is called this because you would not be using a main skin (Side Navigation, Top Navigation, or Tripane) at all. However, you still might be using smaller skin components, such as the one that we created for use with the eLearning toolbar.

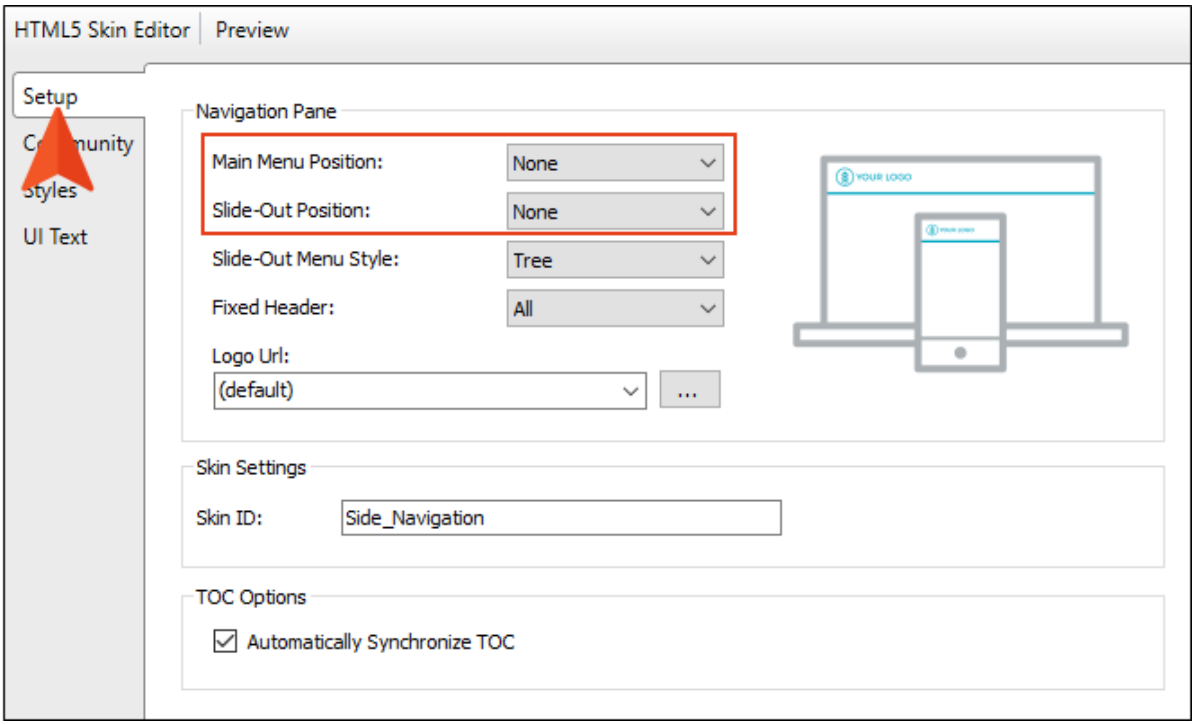
There are a couple of ways to do this, including removing the main Side Navigation skin that is providing the navigation and search bar. But we're going to do something quite simple, while keeping our Side Navigation skin in the project.

How to Remove the Navigation From the Main Skin

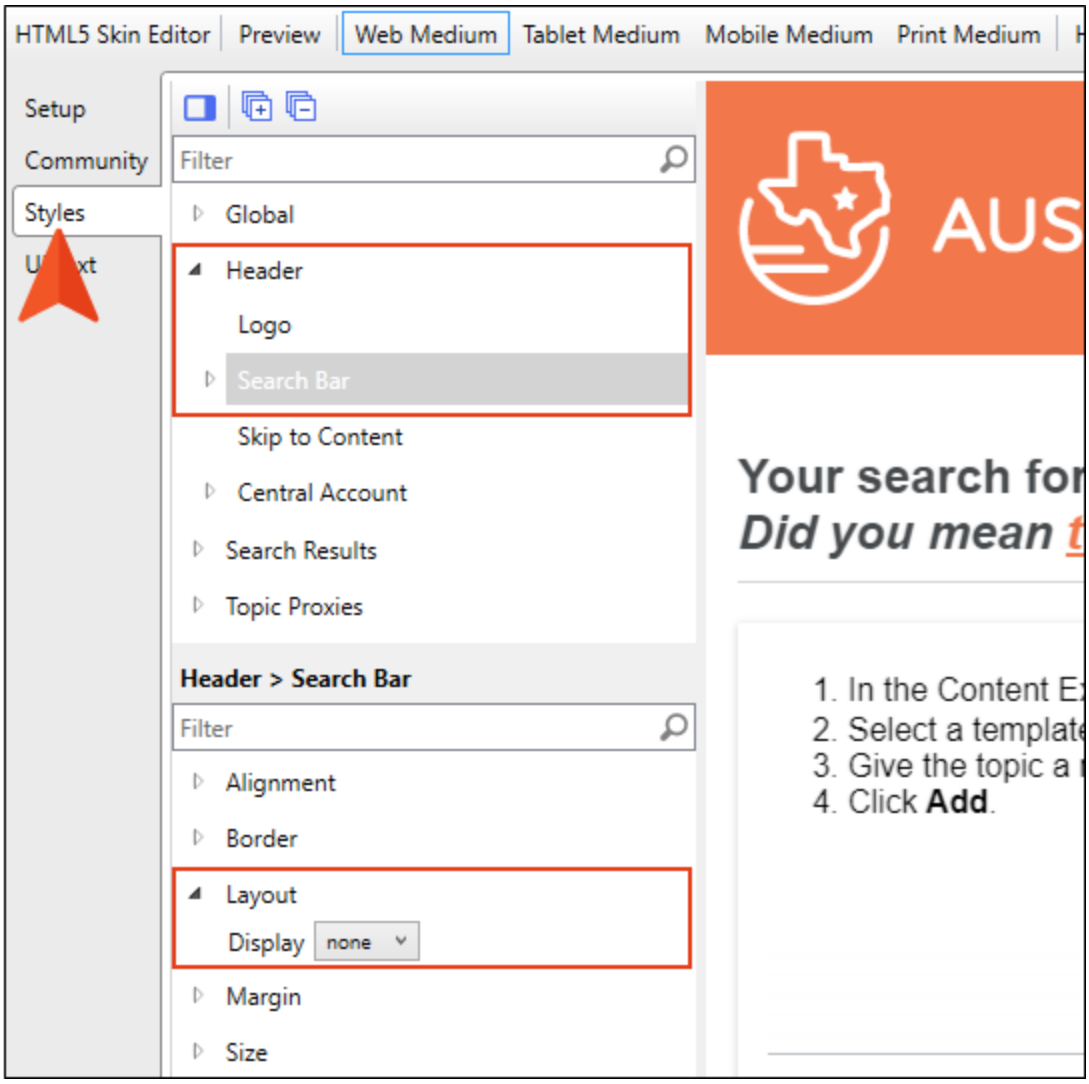
1. In the Project Organizer, under the **Skins** folder, double-click **Side Navigation** to open it to the right.



2. In the Skin Editor, select the **Setup** tab. Then, from the **Main Menu Position** field select **None**, and from the **Slide-Out Position** field, select **None**.

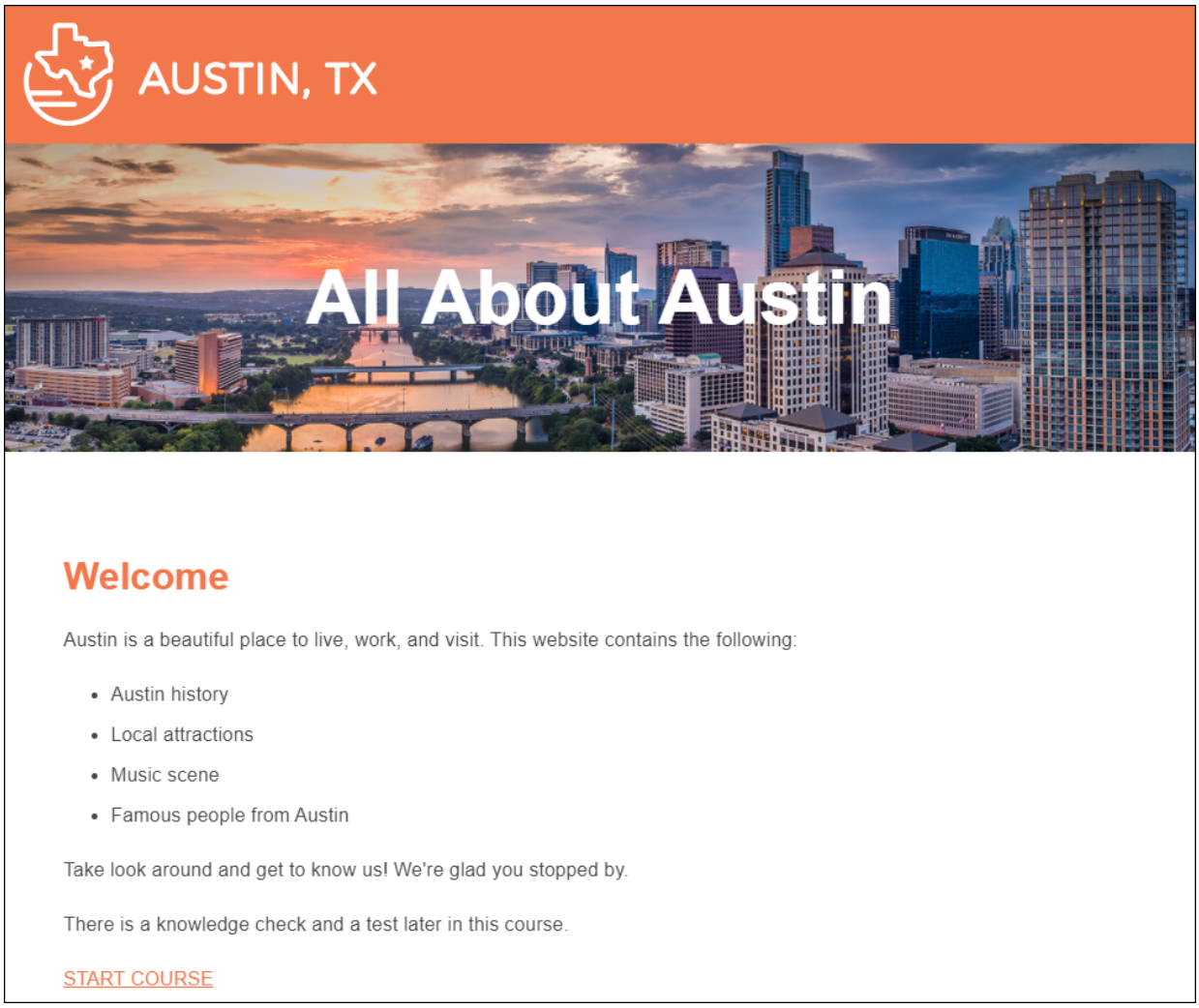


3. Select the **Styles** tab. On the left side expand the **Header** style group, and select **Search Bar**. Then, expand the **Layout** property, and set the **Display** field to **none**.



4. Click to save your work.

5. Build and view the output again for the Combination Course target. The output for the Home page now looks like this, with no side navigation and no header bar that includes the search field.



6. Click START COURSE and navigate through the other pages to see that the navigation and search bar are also hidden from them as well.

NOTE There are many other ways to alter the look of your output. For example, you could have a project without a main skin (e.g., Side Navigation, Top Navigation, Tripane) altogether, but to include a header at the top of topics you could create a custom style, insert your logo image in the template page above the Body proxy, and apply the style to that area (probably to a or <p> tag). That's how the same situation is handled in the eLearning project templates that are built in to Flare Desktop.

CHAPTER 10

Creating Print-Based Output

To this point, all of our output has been online. But let's say that you also want to generate some print-based output from the same source files. The good news is that the Austin template we're using is already set up for some PDF output. We just need to add our eLearning topics and make a few other adjustments.

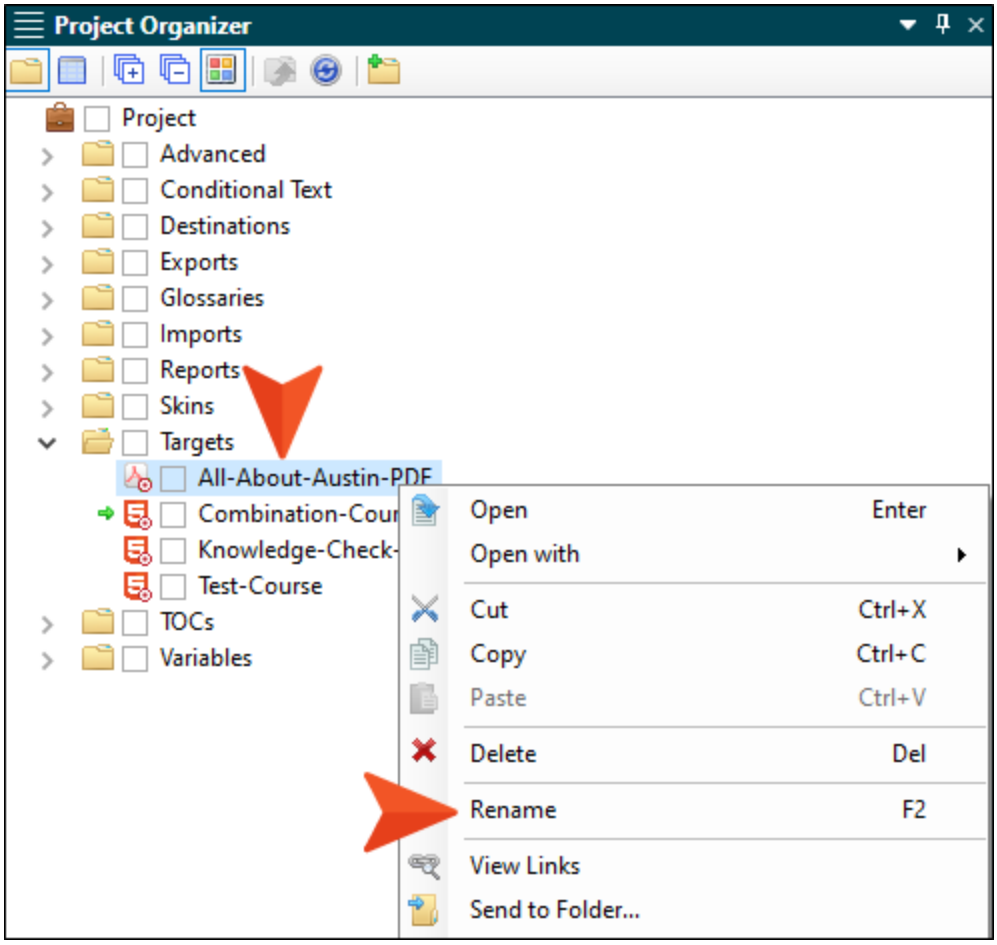
Let's create two different PDFs—one designed for a teacher (where the answers are shown), and another for students (where the answers are hidden).

This chapter discusses the following:

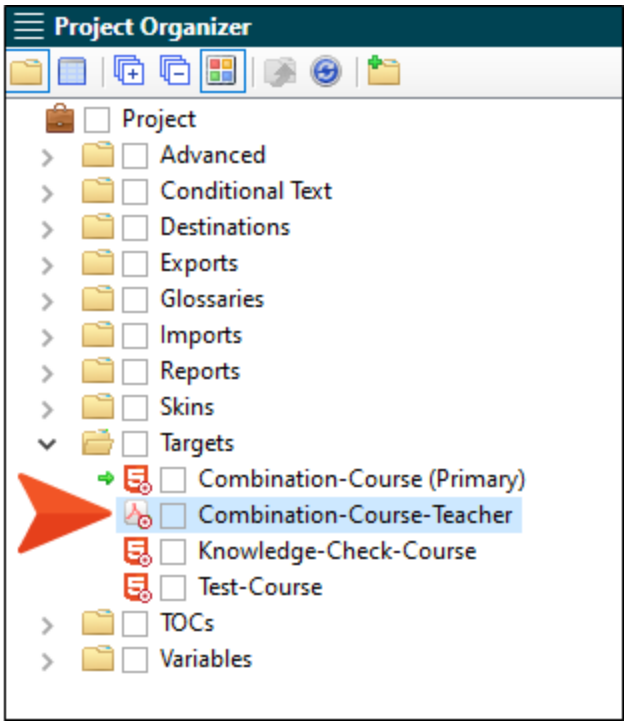
How to Rename a Target 113
How to Create a Variable 117
How to Adjust Other Target Settings 121
How to Edit the Table of Contents (Outline) 123
How to Create a Subtitle Style 128
How to Edit the Title Page 131
How to Create a New PDF Target 134
How to Build and View the PDF Targets 138

How to Rename a Target

1. In the Project Organizer, expand the **Targets** folder, right-click **All-About-Austin-PDF**, and select **Rename**.

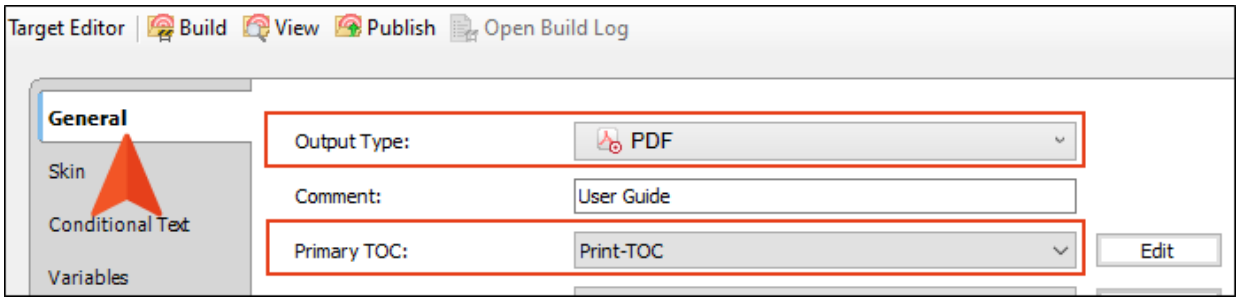


2. Enter `Combination-Course-Teacher` for the new name of the target, and press **ENTER**.

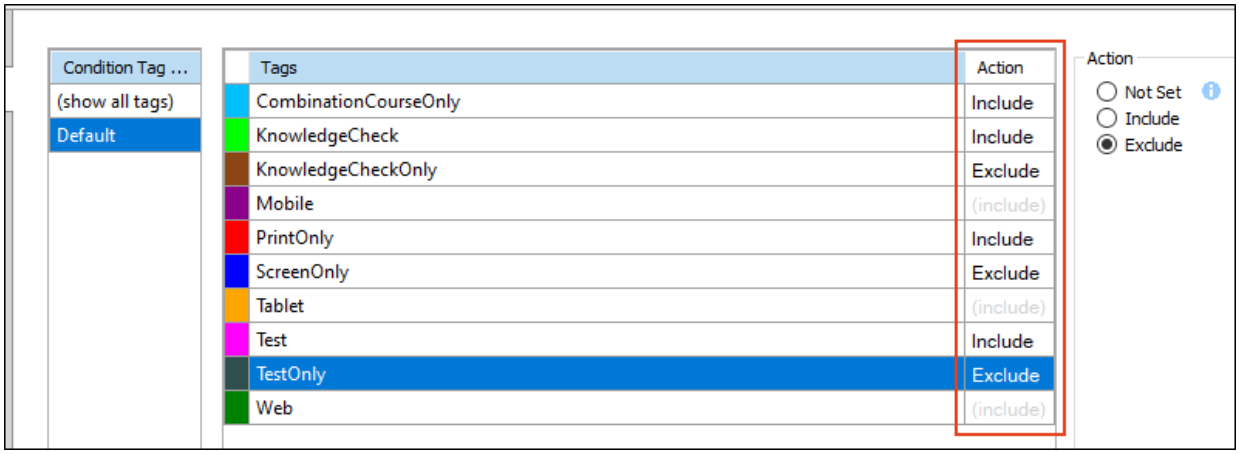


3. Double-click that target to open it.

4. Select the **General** tab. Notice that the **Output Type** is set as **PDF**. Also, from the **Primary TOC** field, make sure **Print-TOC** is selected.



5. Select the **Conditional Text** tab.
6. This PDF is going to be the same as the online Combination Course, except that it is in PDF format. So set the conditions to match the online target for the Combination Course, as shown in the following image.



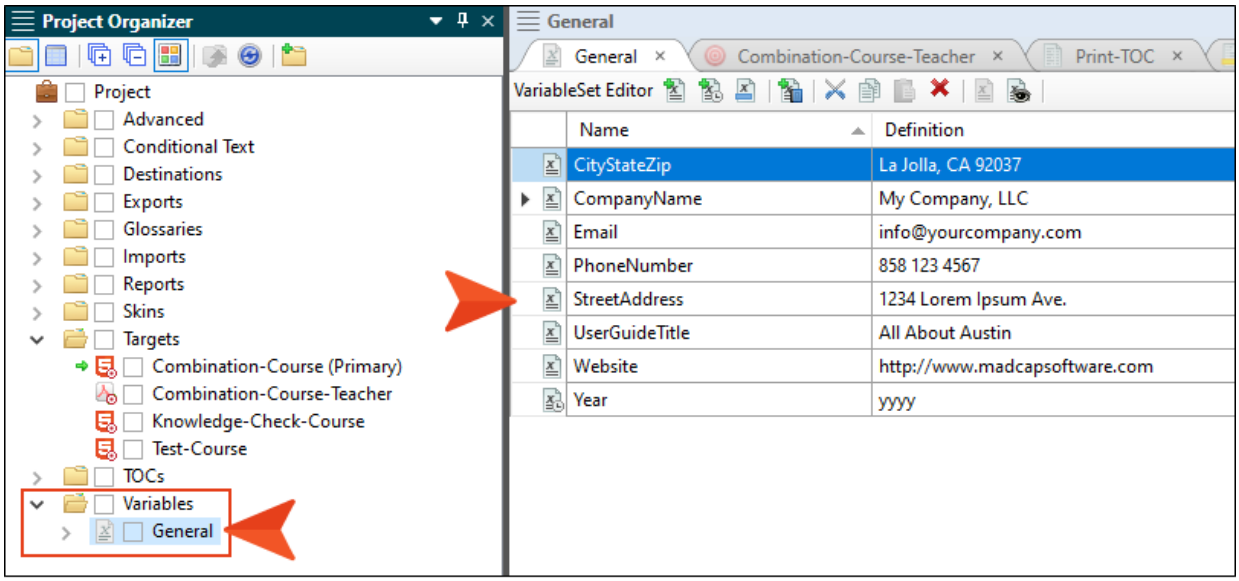
Notice that the Mobile, Tablet, and Web conditions are not explicitly set. That's because those are intended for online output only, where the size of screen changes and affects the content. In this case, we're creating PDF output, so these conditions aren't important to set.

> NOTE You could create additional conditions if there is content that you want to separate for the teacher and student versions of the PDFs. However, we're not going to do that in this tutorial. There are a couple of places where the PDFs will differ in this tutorial. First, the subtitle will be different, and in one PDF the answers will be shown while they will be hidden in the other PDF. But we're going to handle that using a couple of other features, so we don't need any special conditions for those purposes.

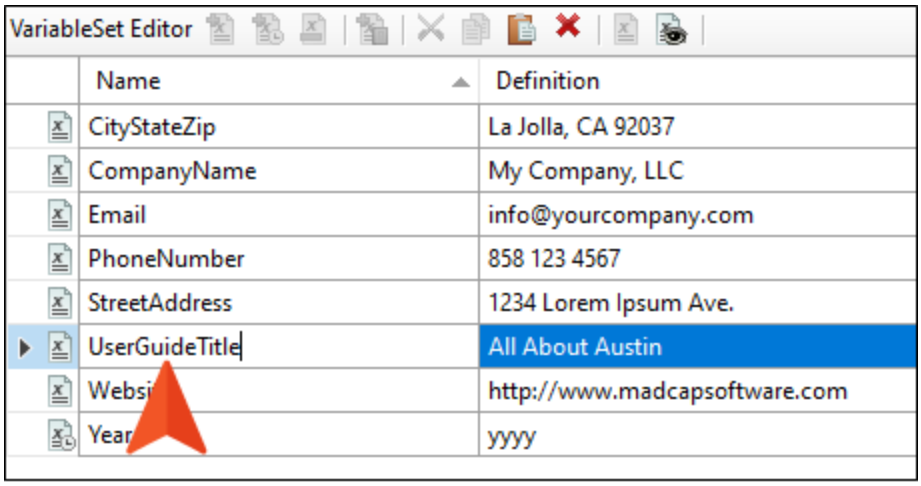
7. On the left side of the Target Editor, select **Variables**. There is an existing variable that we want to use, and another variable that doesn't exist yet, so we'll create it below and then come back to the target afterward.
8. Click to save your work.

How to Create a Variable

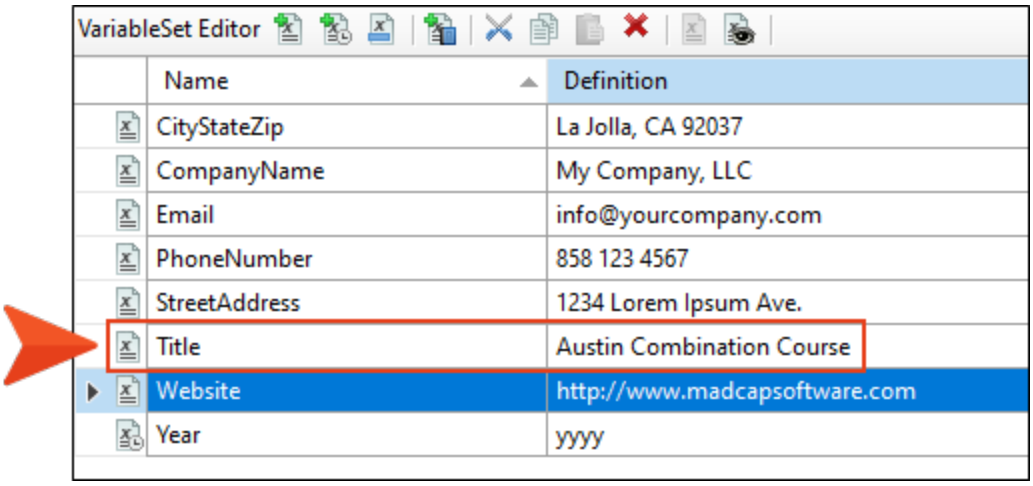
1. In the Project Organizer, expand the **Variables** folder.
2. Double-click **General** (which is the only variable set file that we currently have in the project; it contains all of the variables that we have so far). The Variable Set Editor opens to the right.



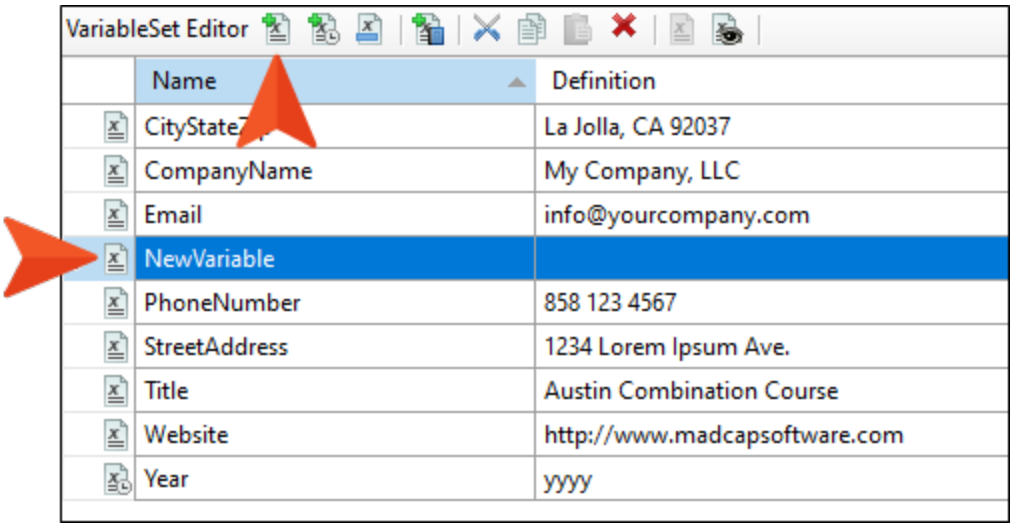
3. First, let's change the name of the existing variable that we want to use. In the grid, click **UserGuideTitle** and press **F2** on your keyboard.



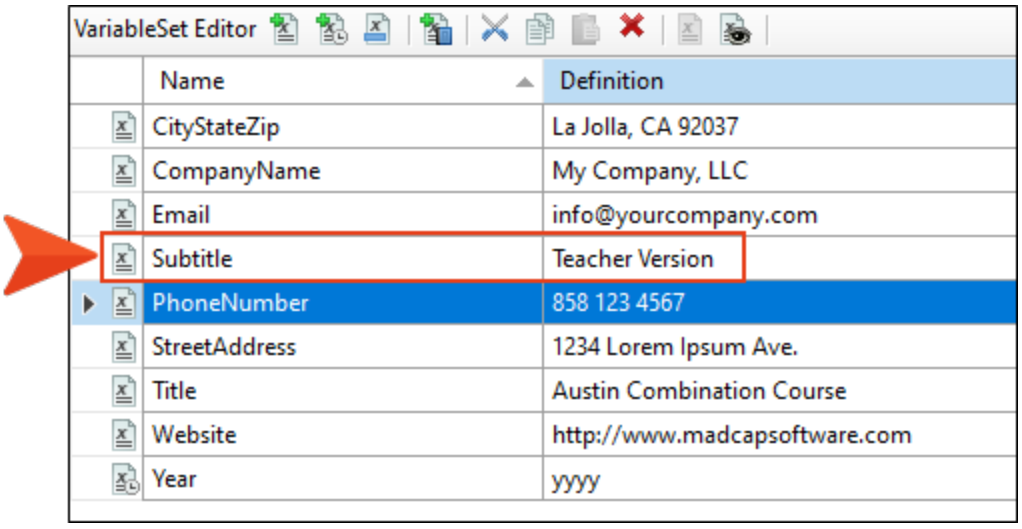
4. Replace the text with the more simple `Title`. Then, change the **Definition** cell to `Austin Combination Course`, and press **ENTER**.



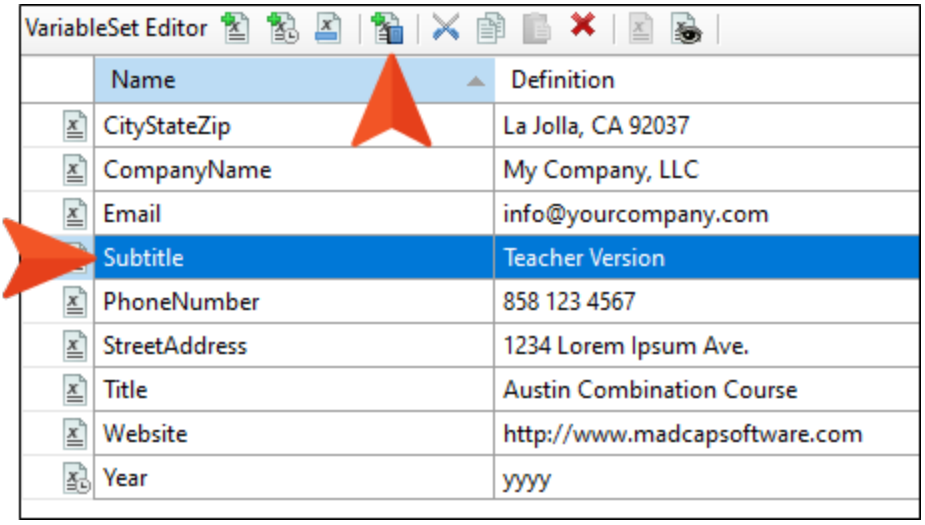
5. In the local toolbar, click . This adds a new row to the grid.



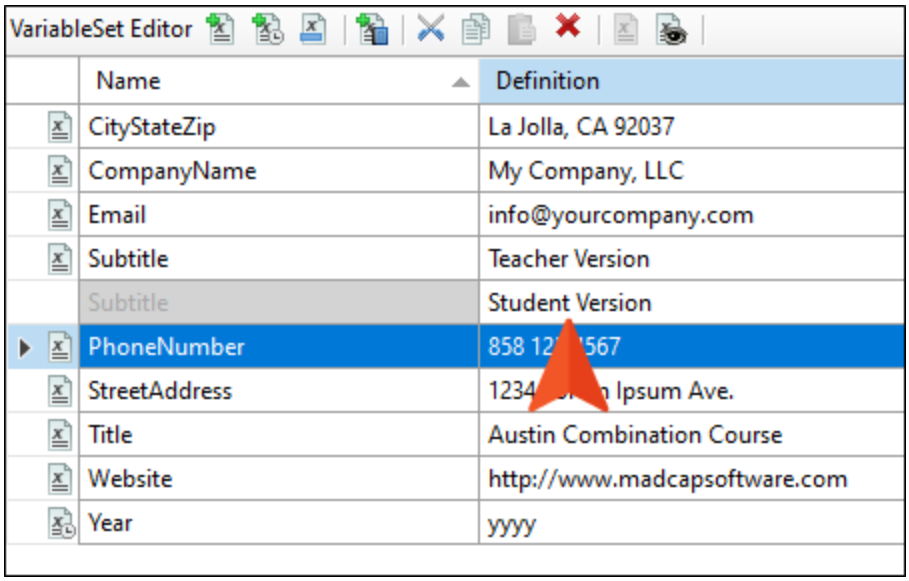
6. Replace the **NewVariable** text with `Subtitle`, and in the **Definition** cell enter `Teacher Version`.



7. Now we're going to do something really cool and create an alternative definition for that variable. Select the **Subtitle** variable row, and in the local toolbar click .

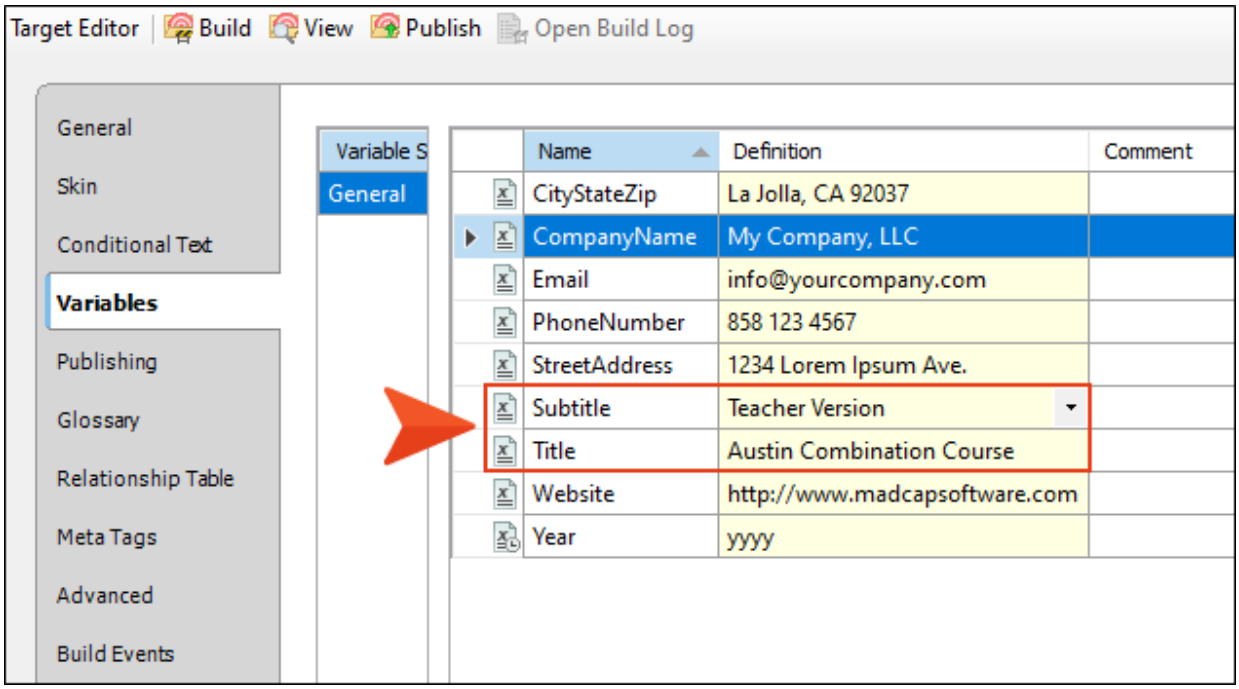


8. In the empty cell that is created, enter `Student Version` and press ENTER.



9. Click to save your work.

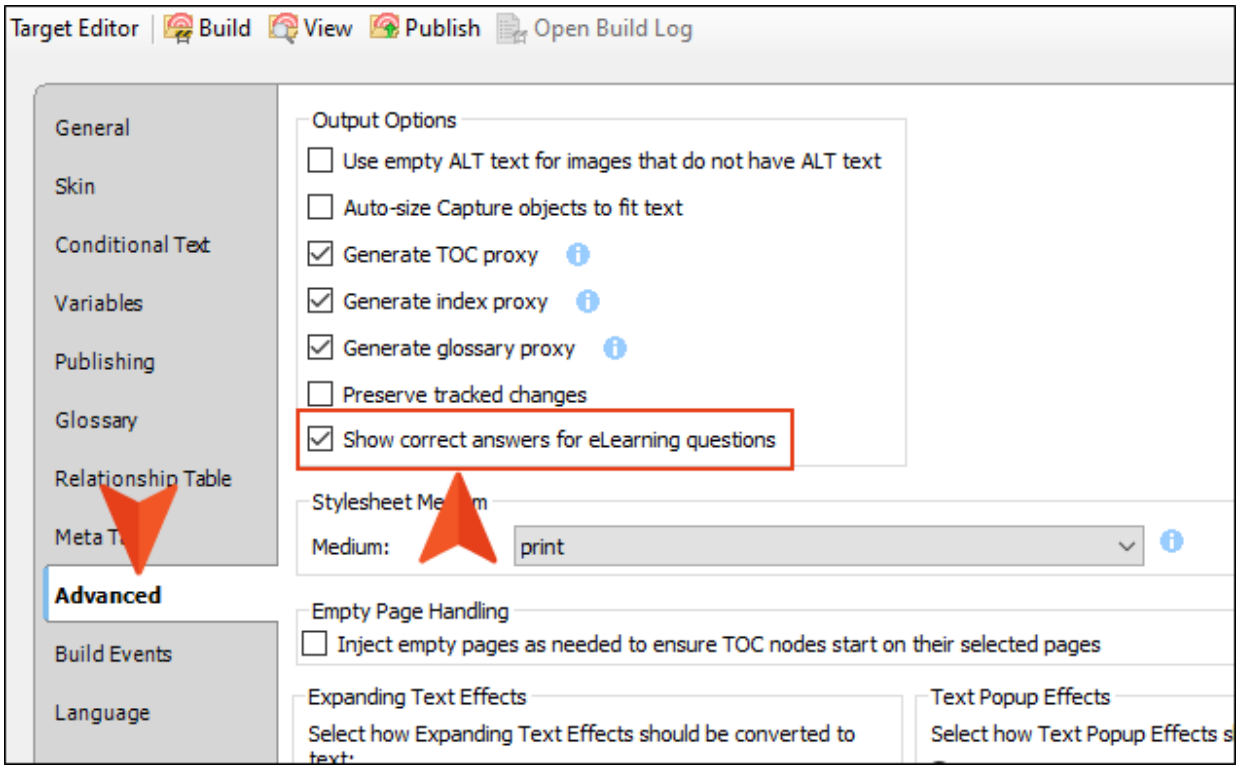
10. Go back to the Combination-Course-Teacher target, and look at the variables on the Variables tab. Notice the new variable and the one that we renamed.



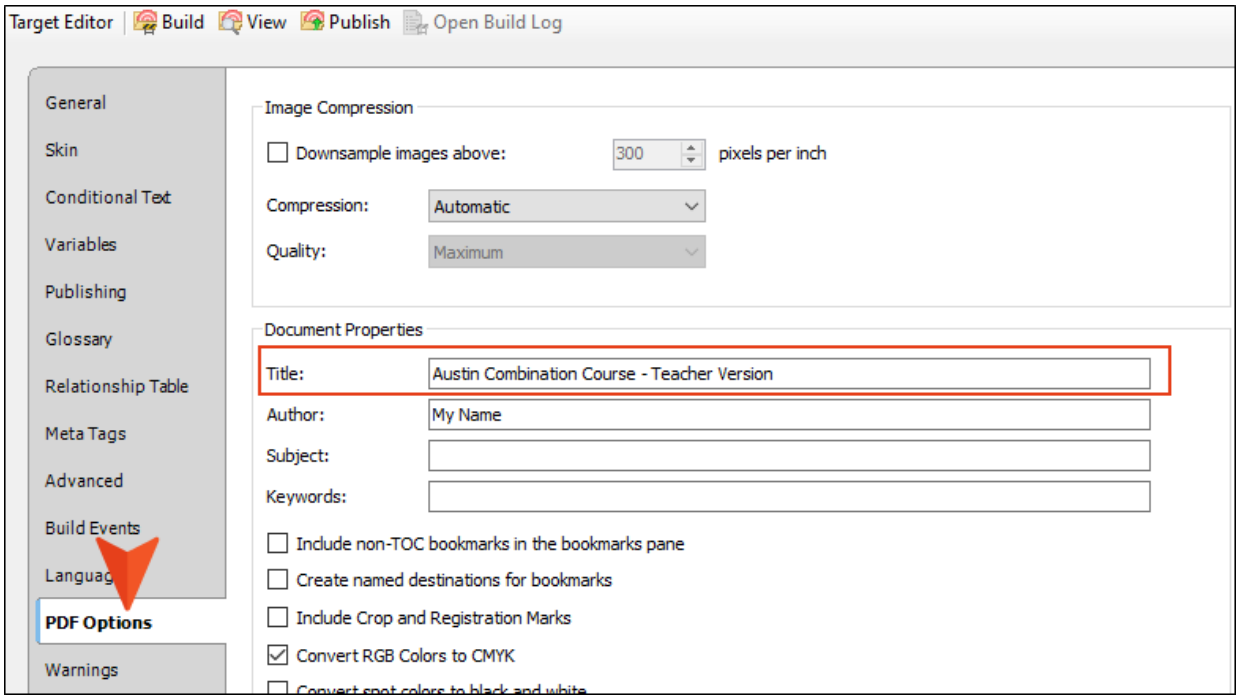
How to Adjust Other Target Settings

There are obviously a lot of settings that we could change in our PDF target, but we'll focus on just a couple more and then move on.

1. In the Target Editor, select the **Advanced** tab, and enable the option **Show correct answers for eLearning questions**.



2. Select the **PDF Options** tab, and replace the text in the **Title** field with `Austin Combination Course - Teacher Version`. You can also replace the Author field text with your own name if you want. These will not be shown on any of the PDF pages, but they will be reflected in the PDF file properties.

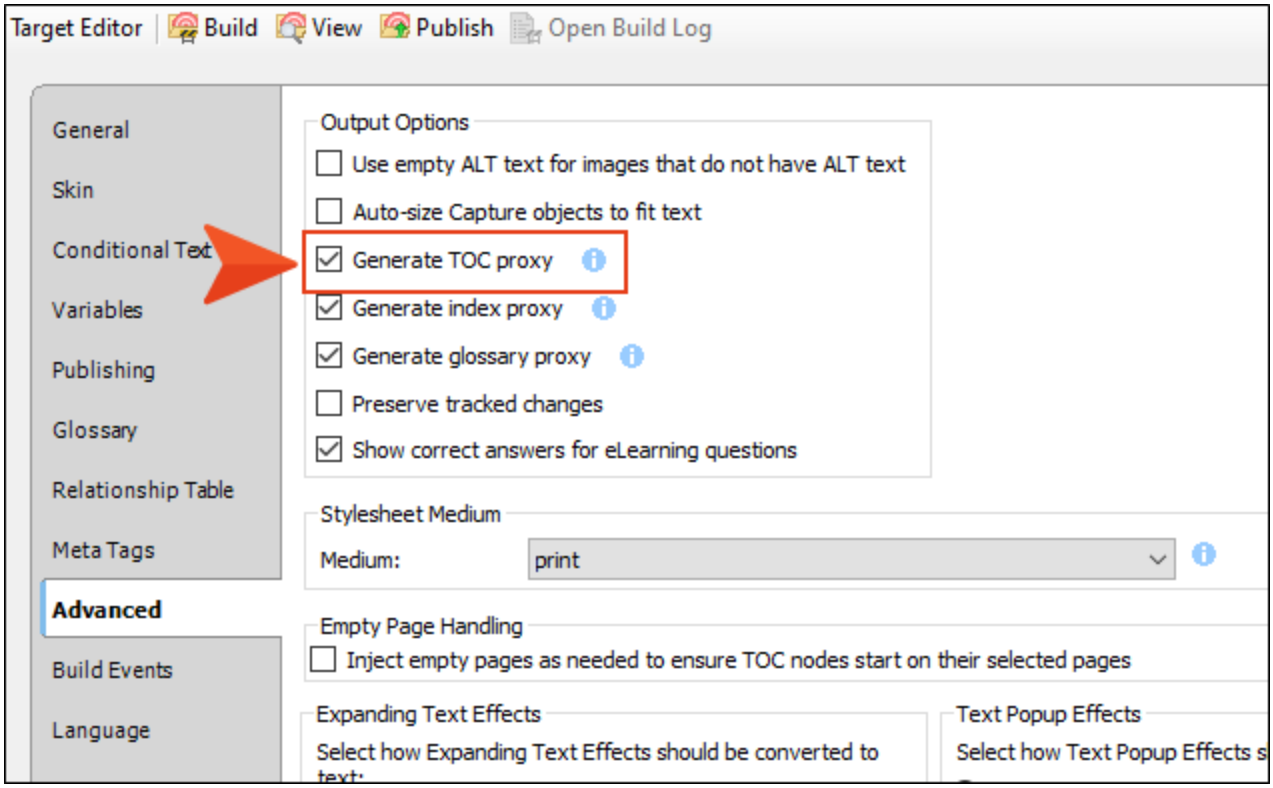


3. Click to save your work.

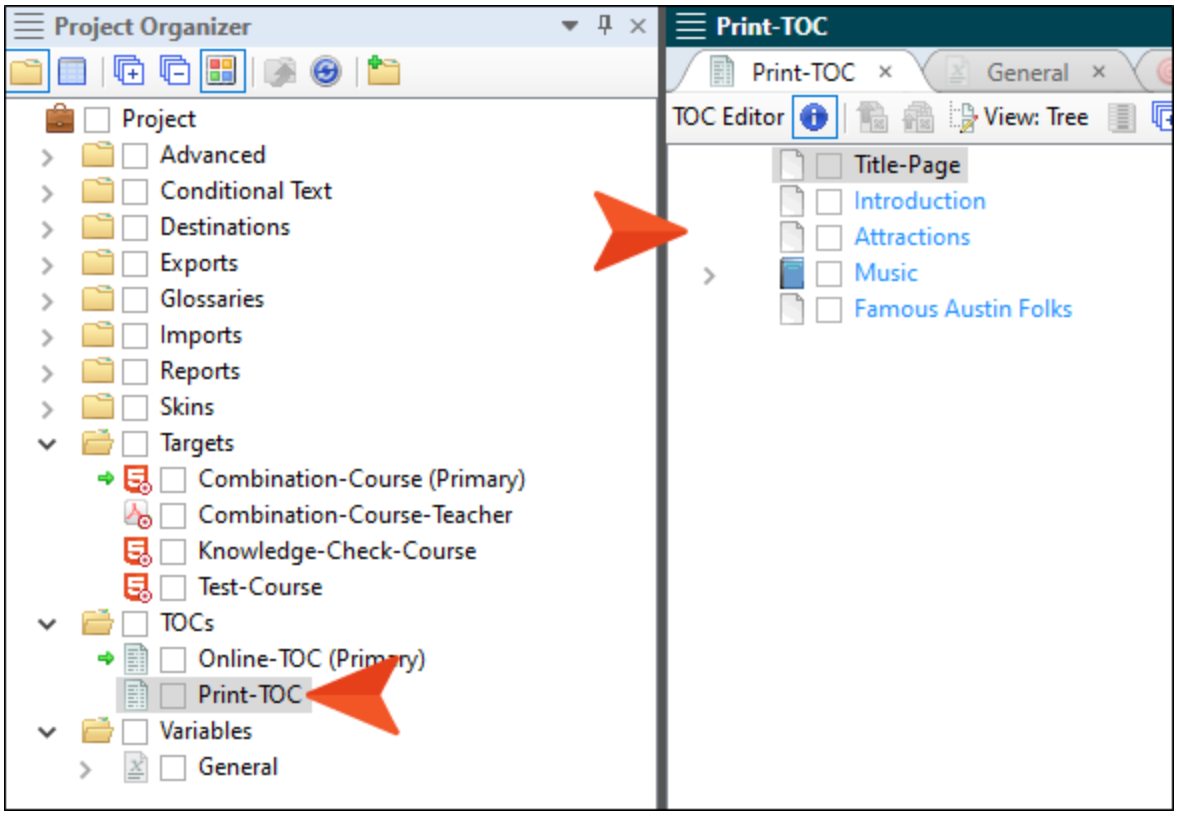
How to Edit the Table of Contents (Outline)

We already have a table of contents (TOC) file in this project designed for PDF outputs, so we can edit that and use it for both of our PDF outputs. Here is a very important thing to know, however: The TOC file does not actually generate the TOC for print-based outputs such as PDF. Instead, it functions more as an outline. When you generate a PDF target using that TOC file, Flare Desktop will stitch all of the topics together that are linked in that TOC, and it will do so in the order that they appear in the TOC Editor.

So what about the generated TOC in the output? There are a couple of ways to create that, and this project is set up to generate the TOC automatically. If you go back to the Target Editor, you can see this option on the Advanced tab.

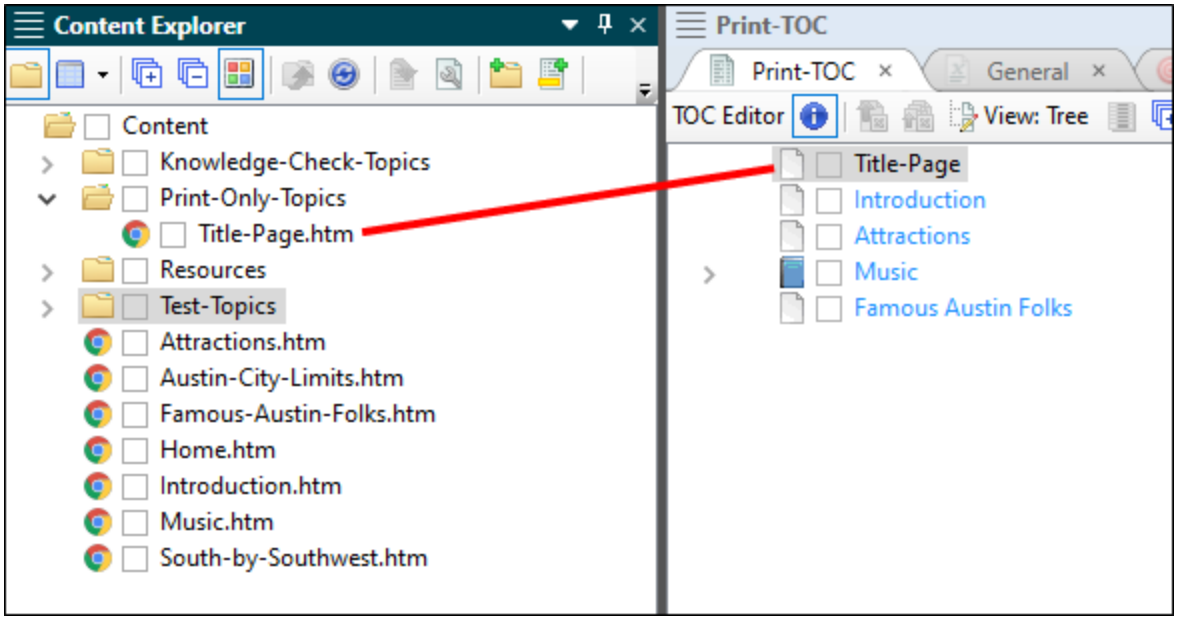


1. In the Project Organizer, expand the **TOCs** folder, and double-click **Print-TOC** to open it.

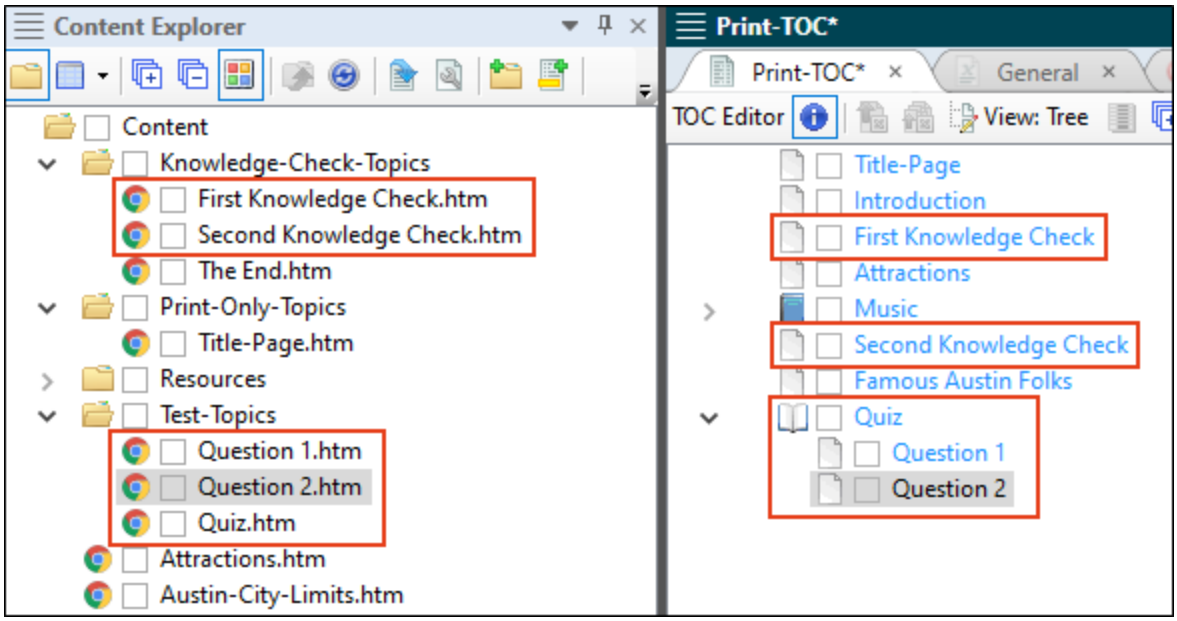


When we're done, this TOC (outline) will look much like the TOC being used for the online outputs. Sure, we could actually use the same TOC for both online and PDF outputs, but in this project we're separating them to make it clear what's going on. In your actual projects, you will find that there are times that it makes sense to use a single TOC, but other times when it's better to use multiple TOCs. A lot of that depends on how complex the TOCs can get over time.

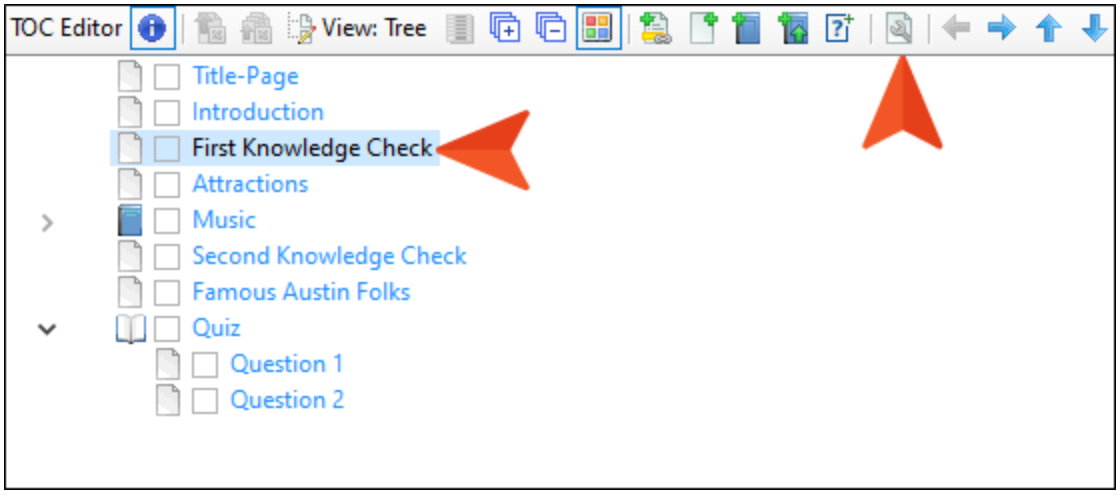
In our print TOC file, there is one entry at the very top (Title-Page) that is unique to this TOC. This entry is connected to a print-only topic that we created; it is designed to show the first page of the PDF.



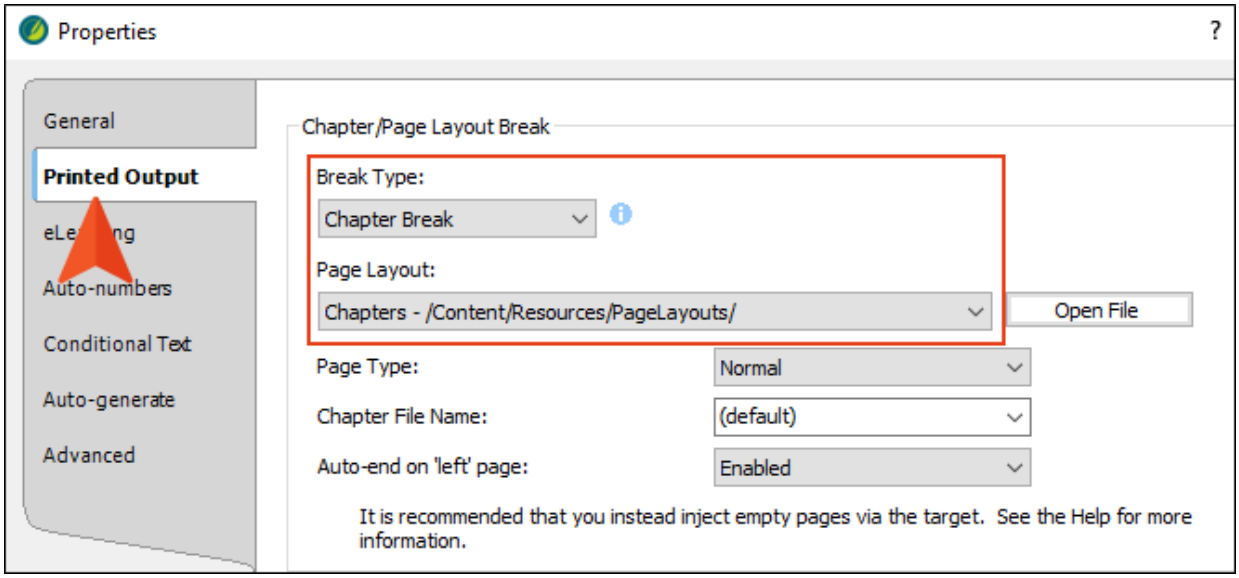
2. In the Content Explorer, expand the Knowledge-Check-Topics and Test-Topics folders. Then, drag the topics to the TOC file as shown in the following image. Unlike the TOC for the online output, however, this TOC does not need to have a test node, even though you are including the test topics. That's because the test node's functionality only kicks in for online HTML5 outputs.



3. Since we're dealing with pages in an PDF (which is often divided into chapters), instead of online topics, we also need to tell Flare Desktop where to start new chapter breaks. At the same time, we can specify which page layout to use for a particular entry in the TOC file. A page layout in print-based output is used to control page size, configuration, headers, footers, pages numbers, etc. To start, select the **First Knowledge Check** entry, and in the local toolbar click .



4. In the Properties dialog, select the **Printed Output** tab. From the **Break Type** field select **Chapter Break**, and from the **Page Layout** drop-down select **Chapters**. Then, click **OK**.

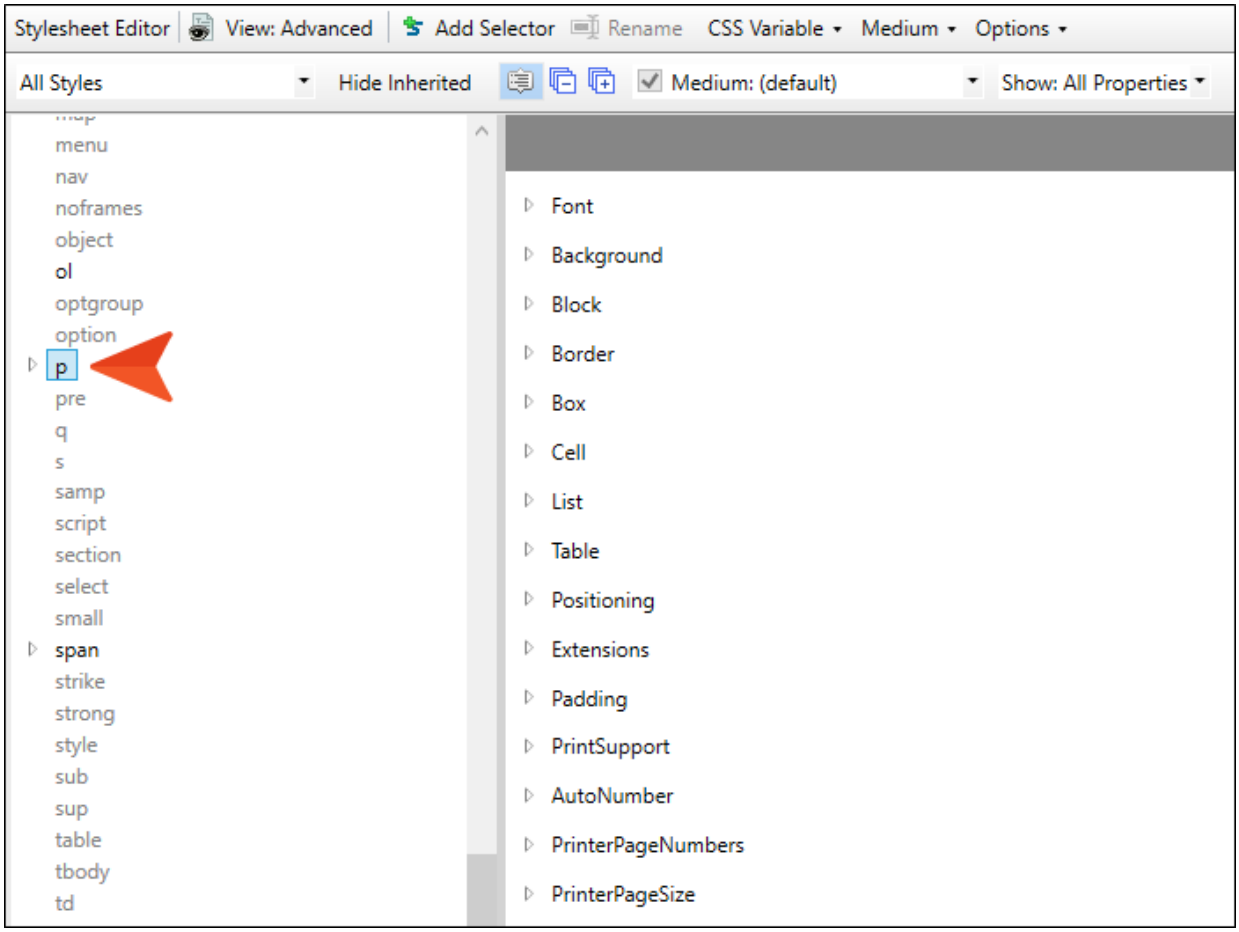


5. Repeat this step for the Second Knowledge Check and Quiz entries in the TOC. However, do not do it for Question 1 and Question 2, since they are not considered the start of new chapters.
6. Click to save your work.

How to Create a Subtitle Style

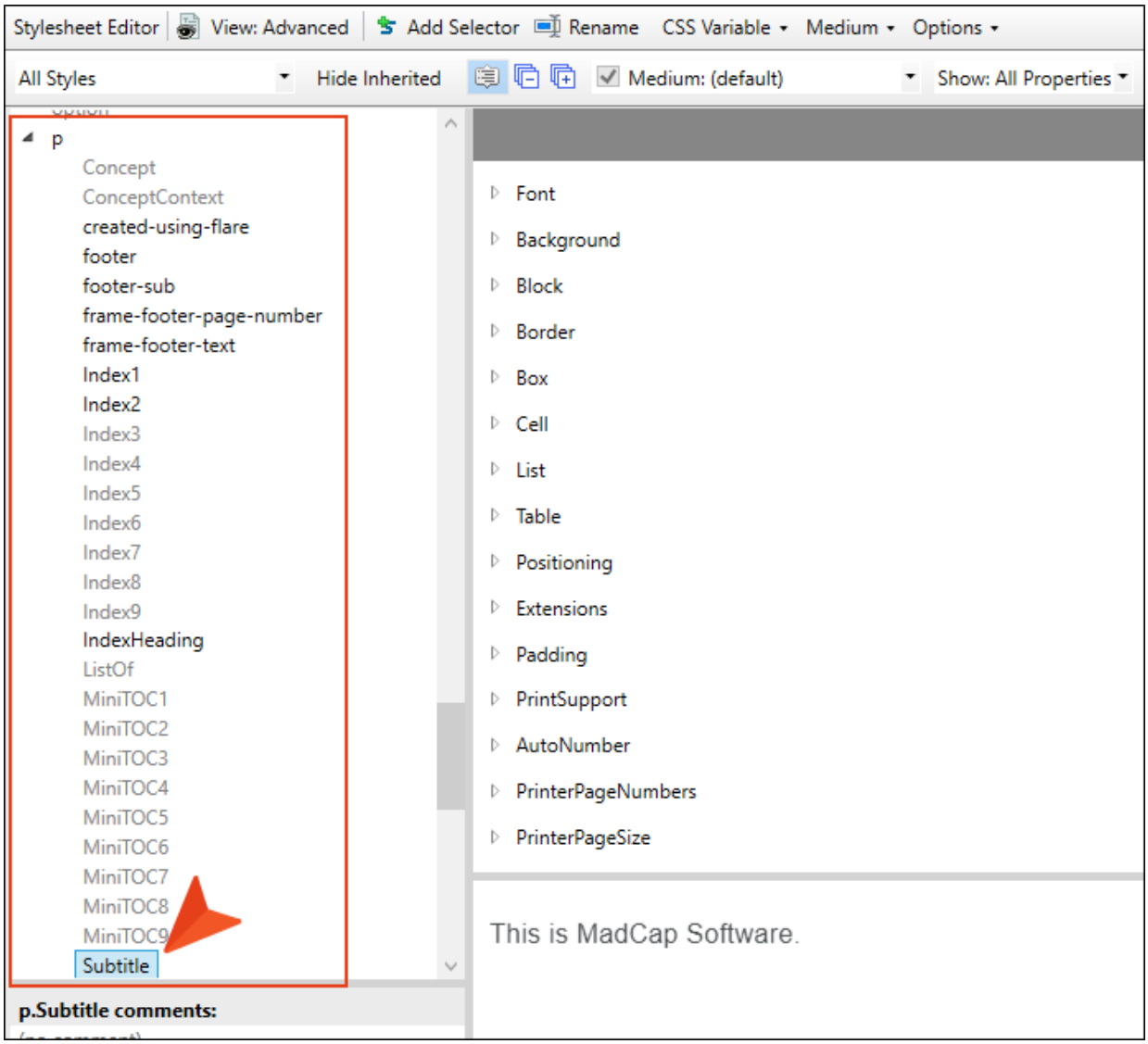
We already have a style that controls the look of the title for our PDF outputs, but because we're adding a new subtitle, we want to create another style just for that.

1. In the Content Explorer, go to **Resources > Stylesheets**, and open the stylesheet.
2. On the left side of the Stylesheet Editor, select the **p** style.

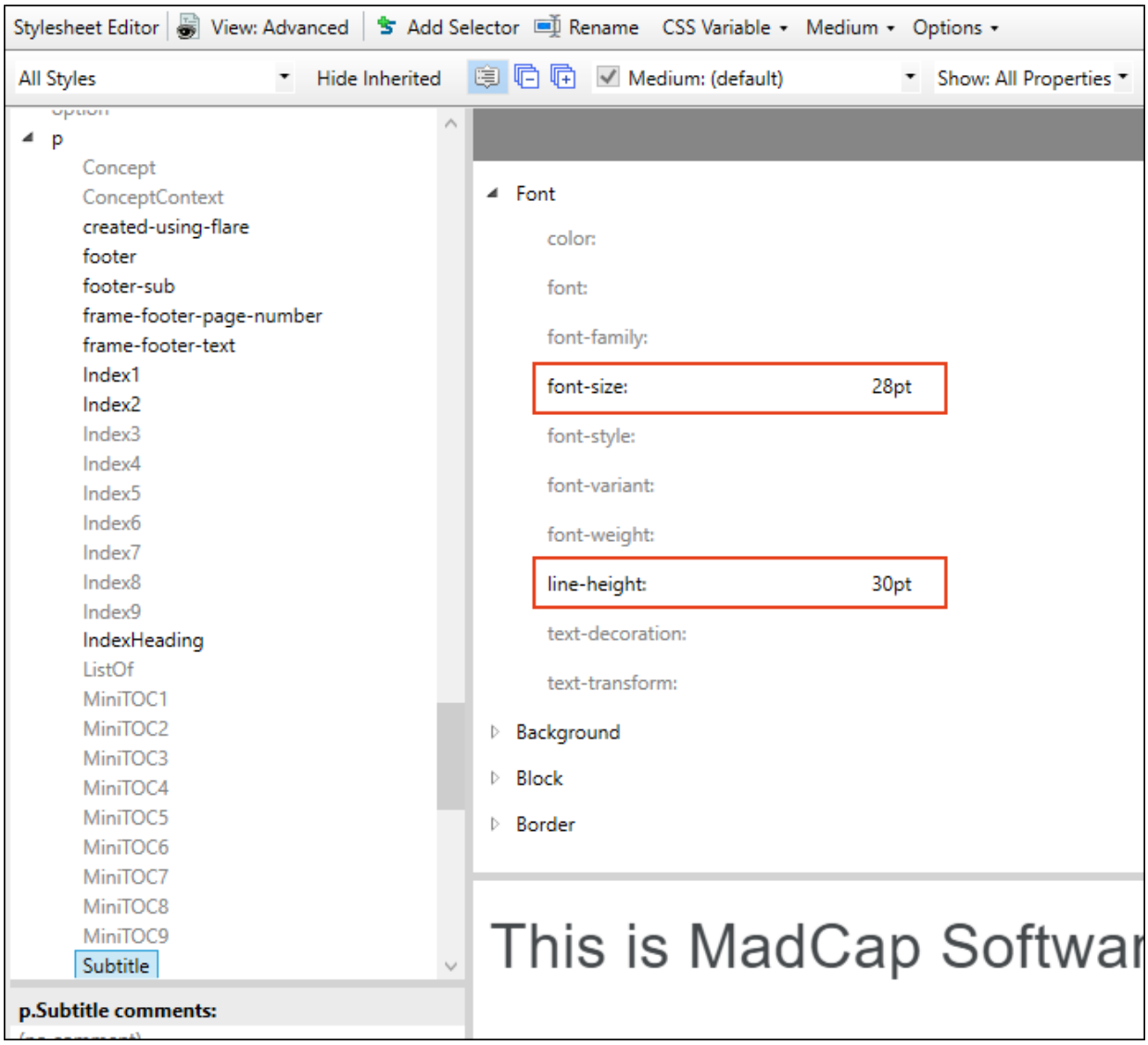


3. In the local toolbar, click **Add Selector**.

4. In the dialog, the HTML Element field is already set correctly. In the **Class Name** field, enter `Subtitle`. Then, click **OK**. This adds the new style class to the stylesheet.



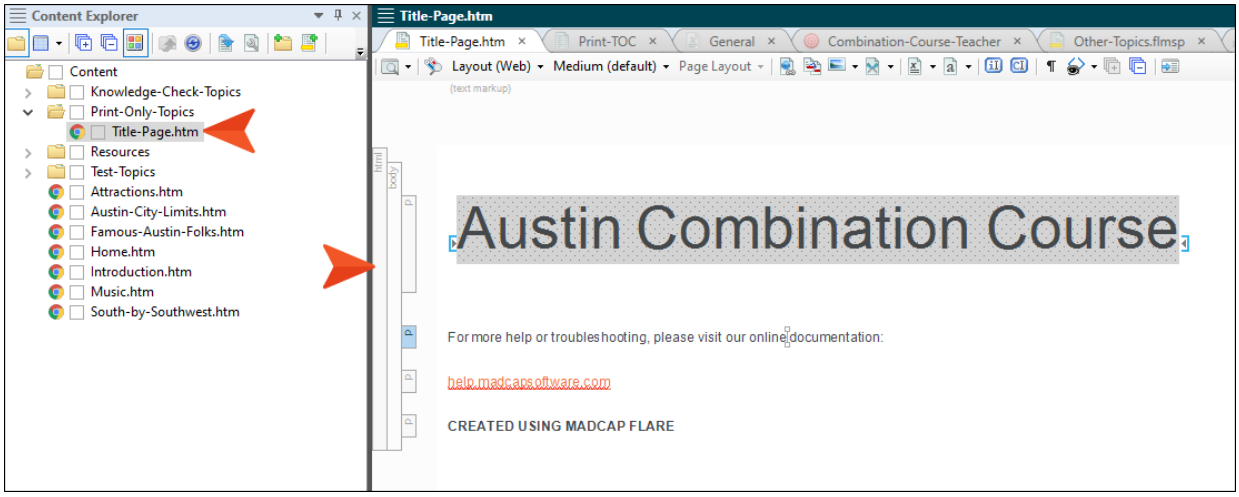
5. With that new class selected on the left, go to the properties area on the right and expand **Font**. Then, set the **font-size** to **28pt** and the **line-height** to **30pt**.



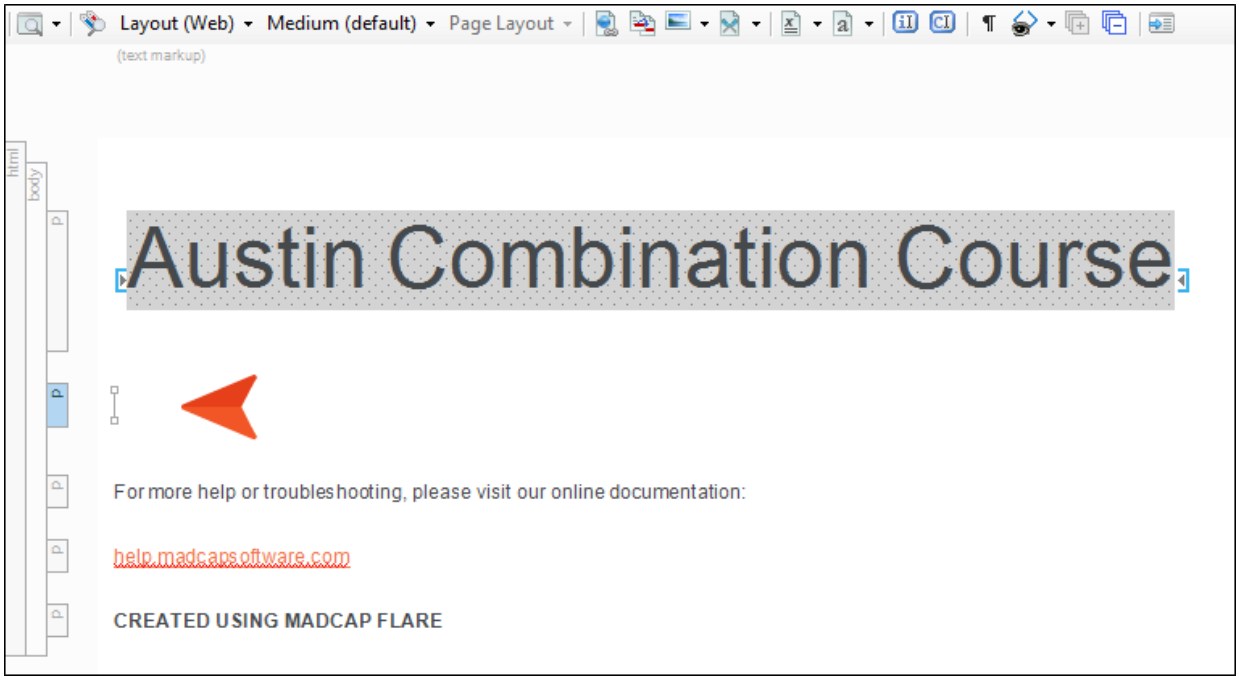
6. Click to save your work.

How to Edit the Title Page

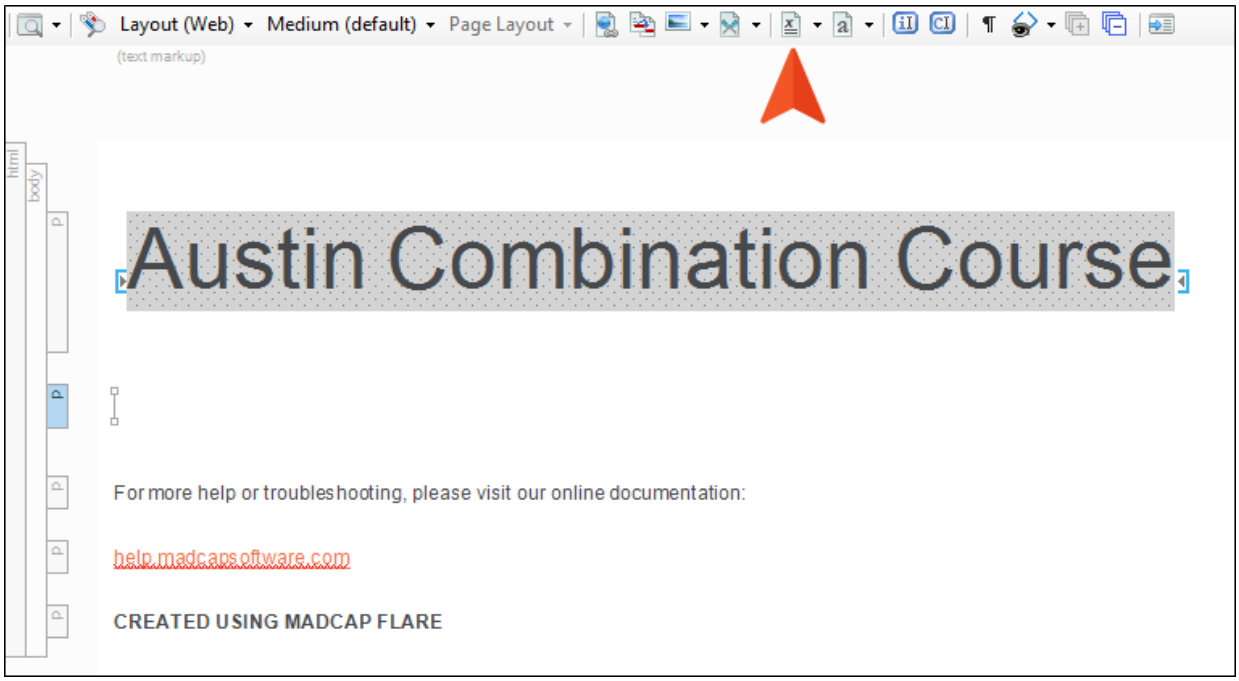
1. In the Content Explorer, expand the **Print-Only Topics** folder, and double-click **Title-Page.htm** to open it.



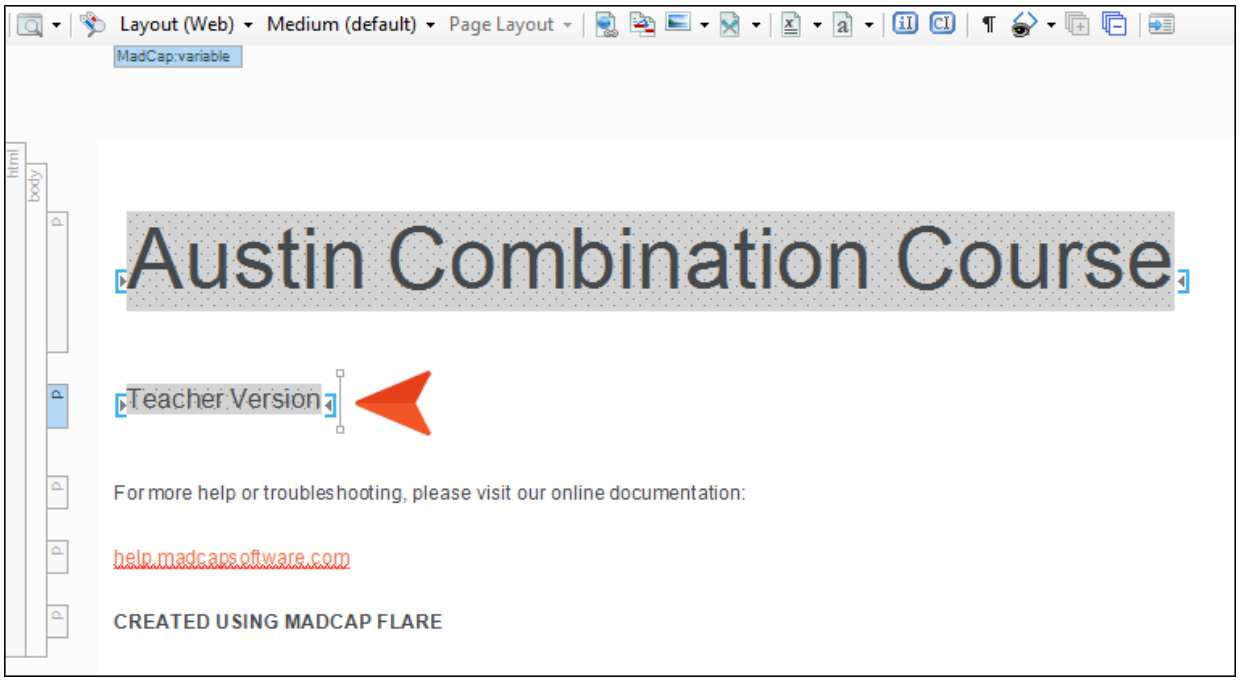
2. Click at the end of Austin Combination Course (which is a variable inserted into the topic), and press **ENTER** to create a new empty paragraph.



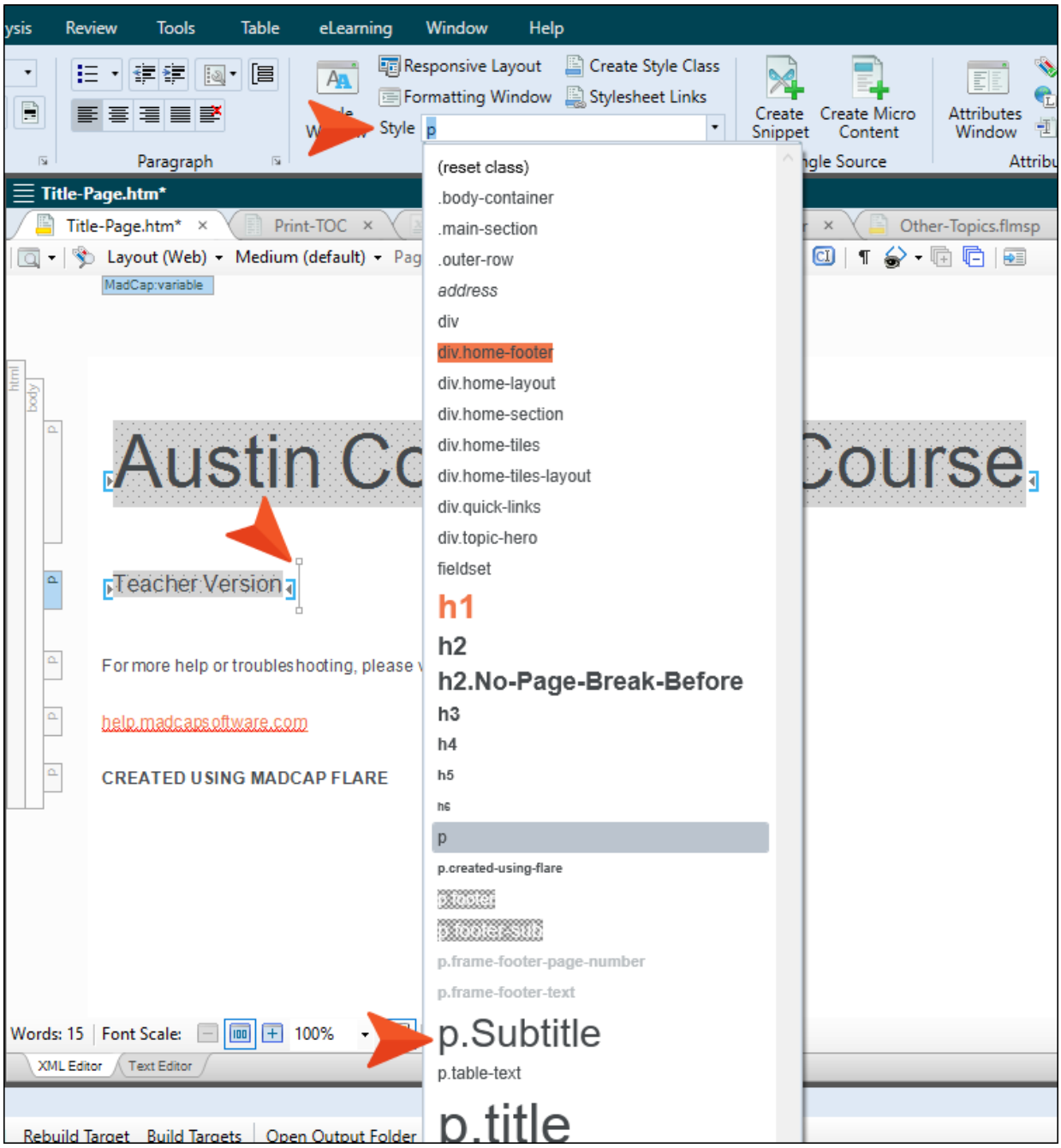
3. In the local toolbar, click (the face of the button, not the down arrow).



4. In the dialog, select the Subtitle variable, and click OK. This adds the variable to the topic.



5. With your cursor still located on the line where you inserted the variable, select the **Home** ribbon at the top of Flare Desktop. Then, from the **Style** drop-down, select **p.Subtitle**. The size of the variable text increases in the XML Editor.

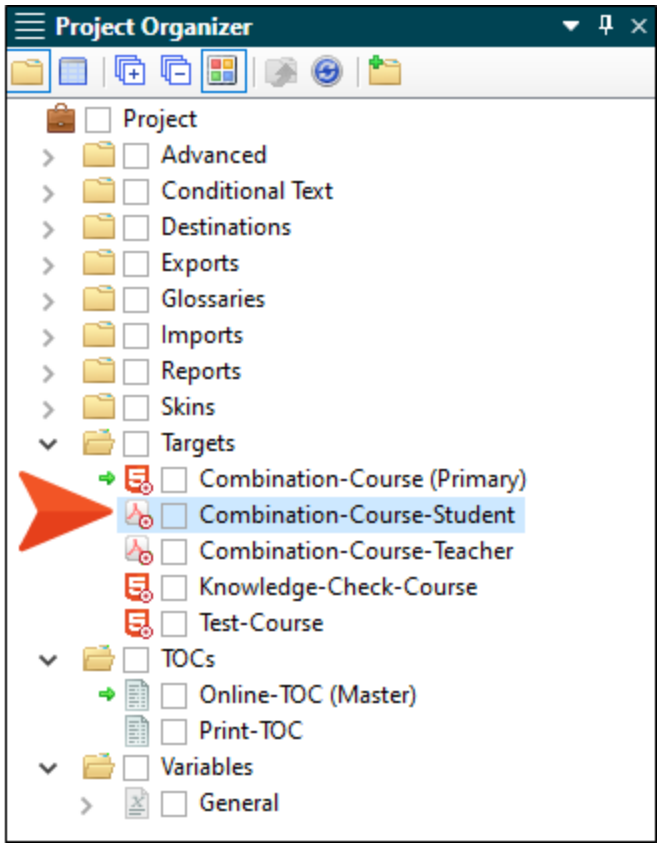


6. Click to save your work.

How to Create a New PDF Target

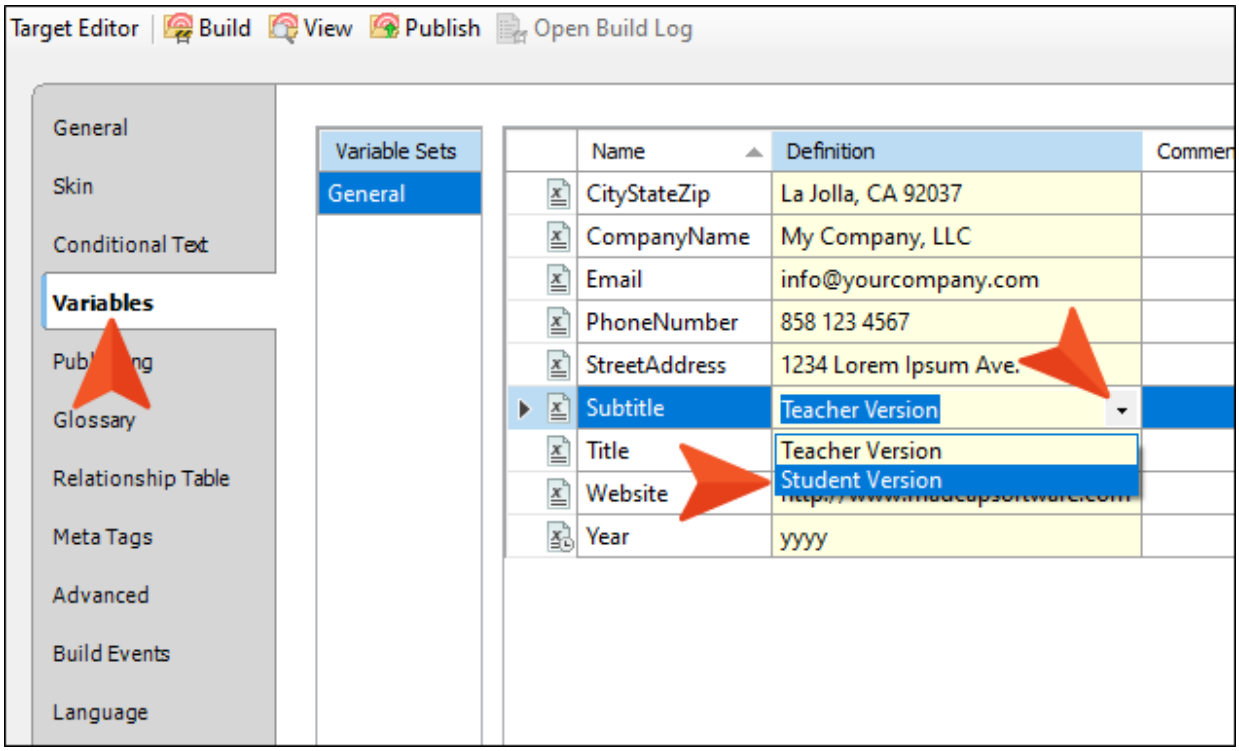
We already have our target for the teacher version of the PDF output. Now we just need a second target for the student version. The easiest way to do this, since the two targets share so many settings, is to make a copy of the first one.

1. In the Project Organizer, expand **Targets**.
2. Select **Combination-Course-Teacher** and press **CTRL+C** on your keyboard. Then press **CTRL+V**.
3. Rename the copy of the target to `Combination-Course-Student`, and press **ENTER**.



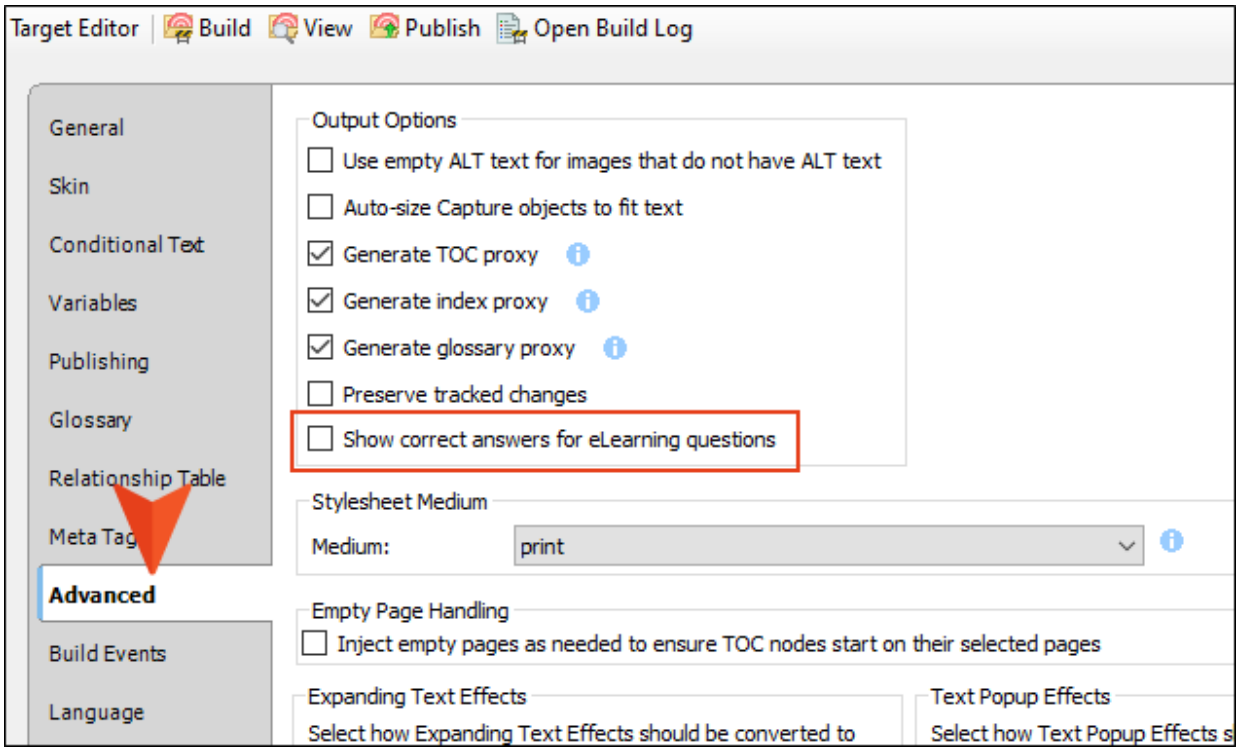
4. Double-click that new target to open it.
5. Select the **Variables** tab.

6. In the **Subtitle** row, click the down arrow and select **Student Version**.



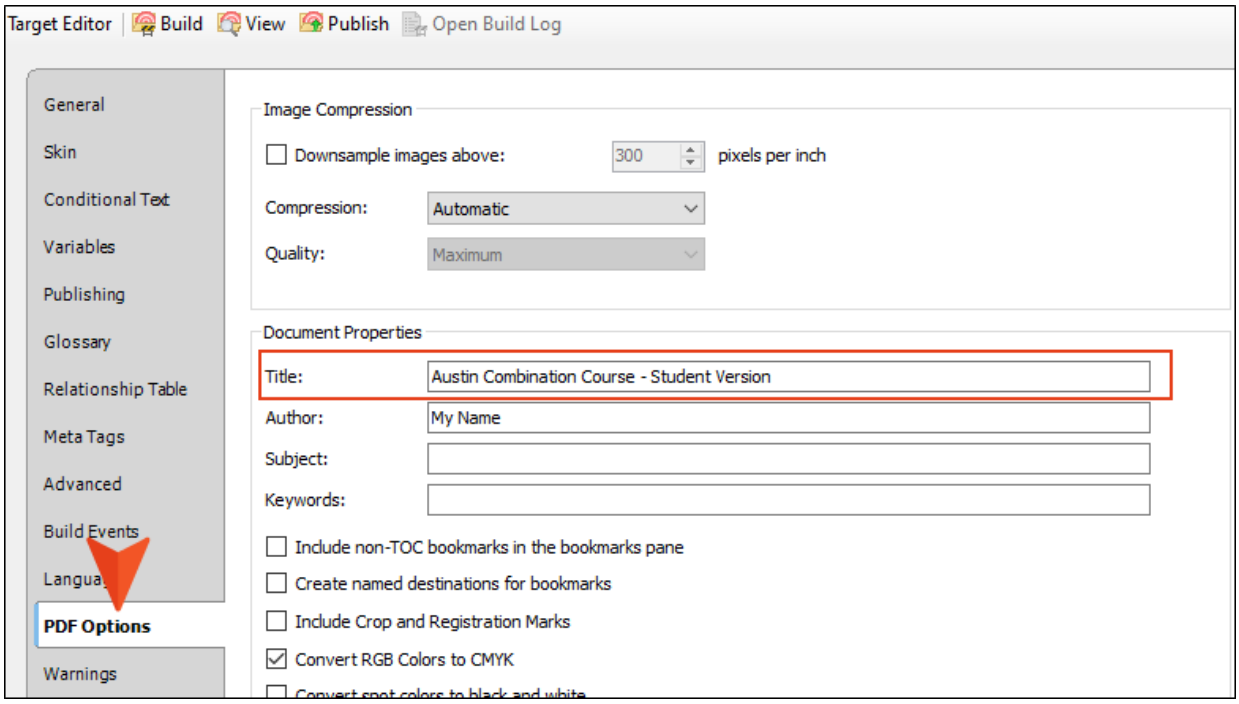
7. Select the **Advanced** tab.

8. Remove the check mark from the option **Show correct answers for eLearning questions**.



9. Select the **PDF Options** tab.

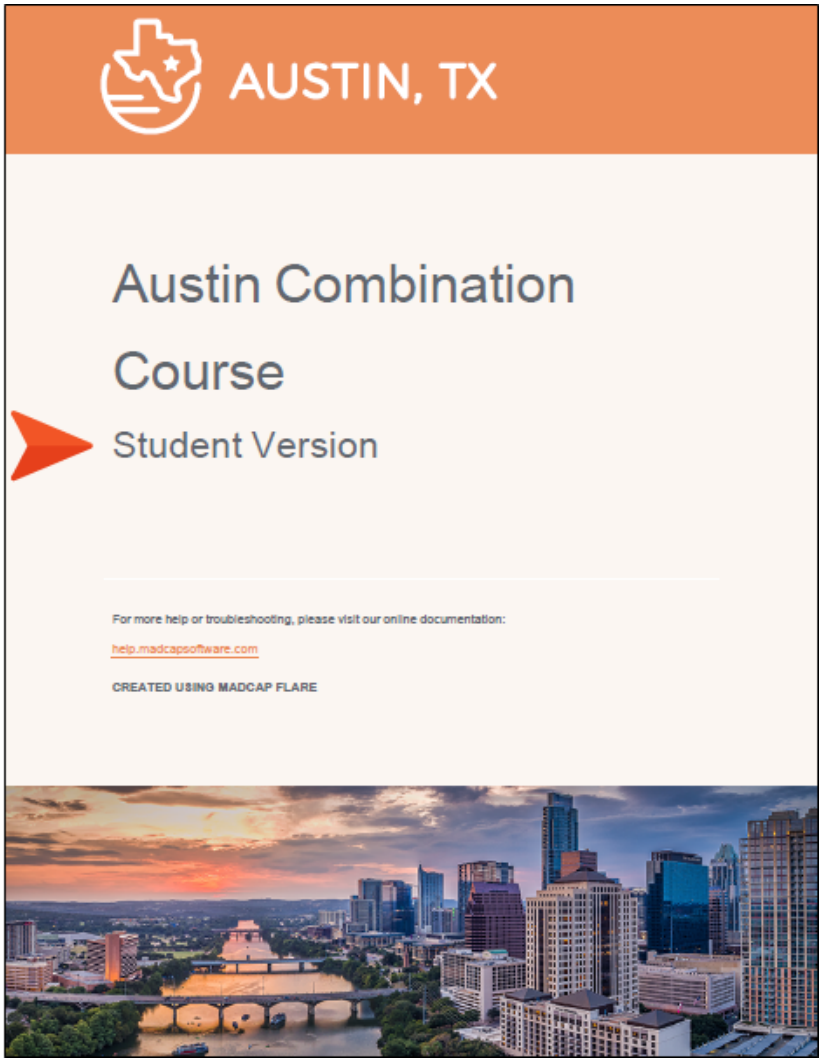
10. Change the text in the **Title** field to `Austin Combination Course - Student Version`.



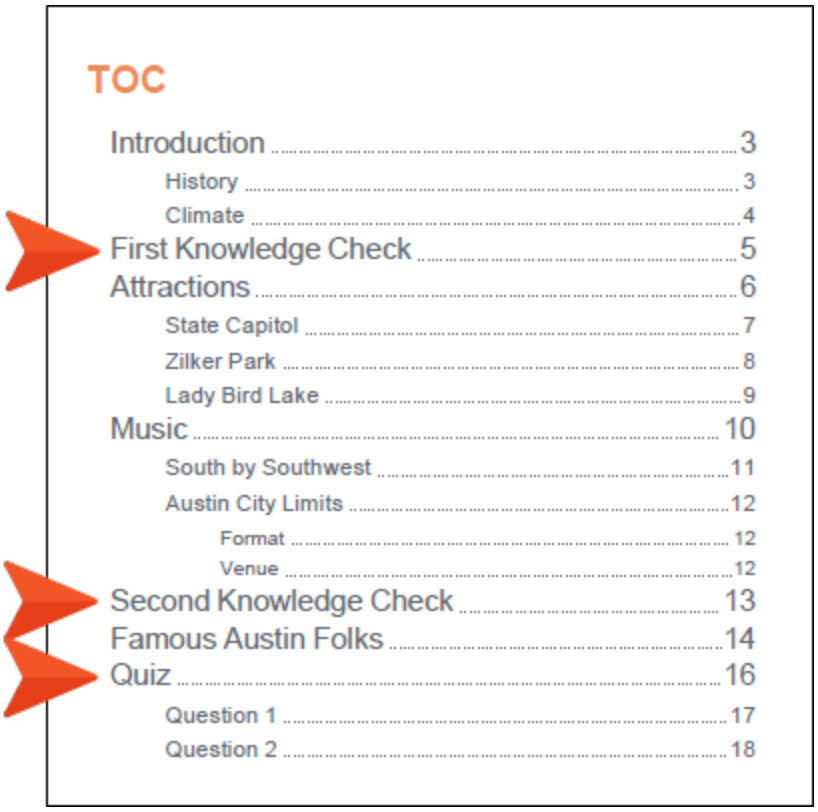
11. Click to save your work.

How to Build and View the PDF Targets

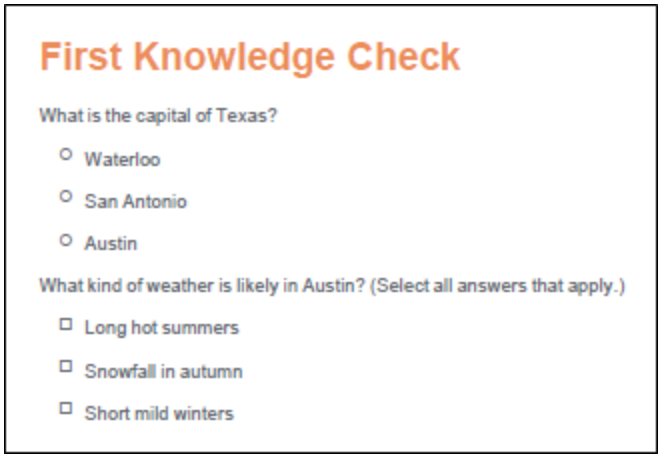
1. In the local toolbar of the Combination-Course-Student target, click **Build**.
2. When the build finishes, double-click that row in the Builds window pane at the bottom of Flare Desktop.
3. On the first page, notice the subtitle is using the Student Version variable definition. The spacing between the wrapped title (Austin Combination Course) looks like it might be too much, but you can fix that by adjusting the line height for that p.title style class.



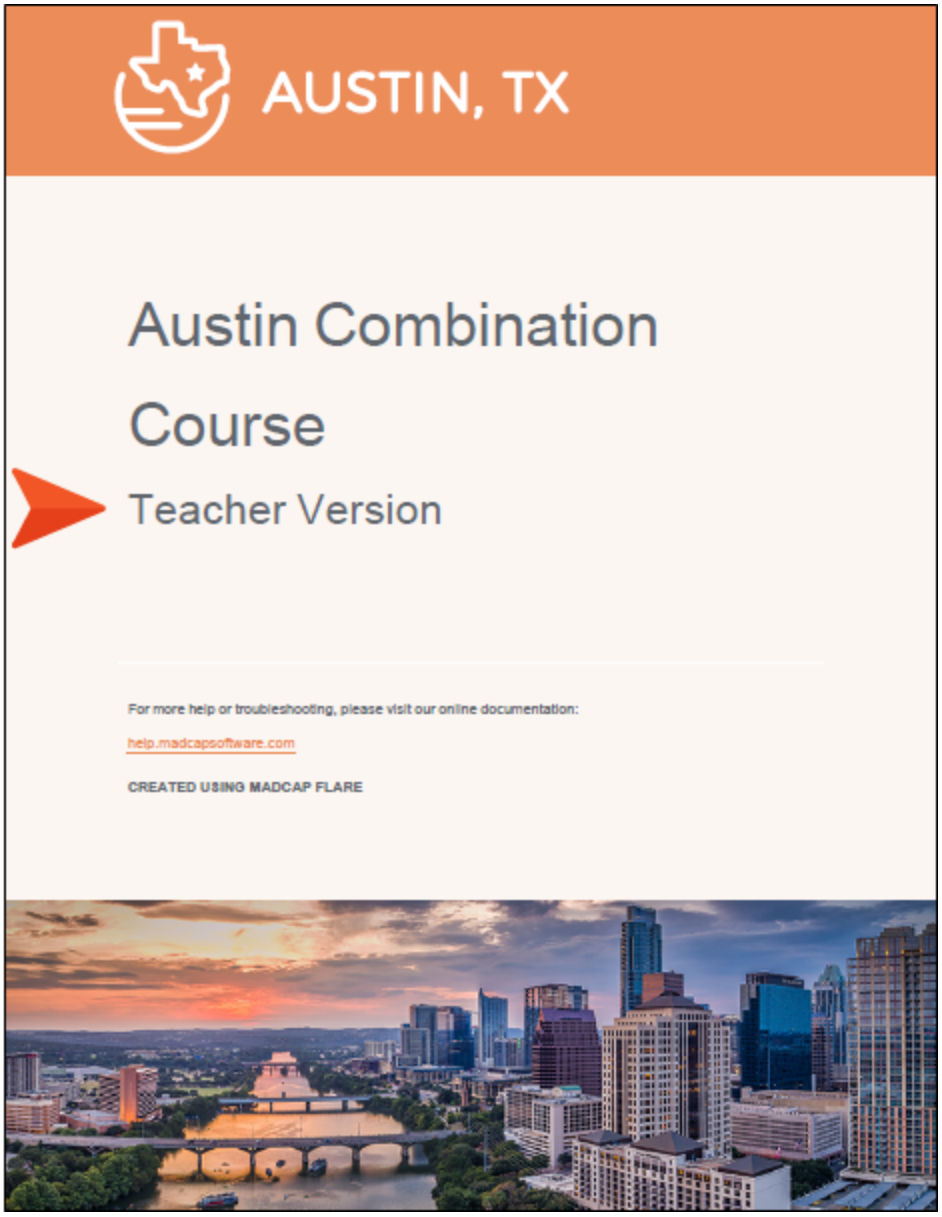
4. On the second page, notice the TOC was generated automatically, and the eLearning topics were recorded as separate chapters, because we told Flare Desktop to do that.



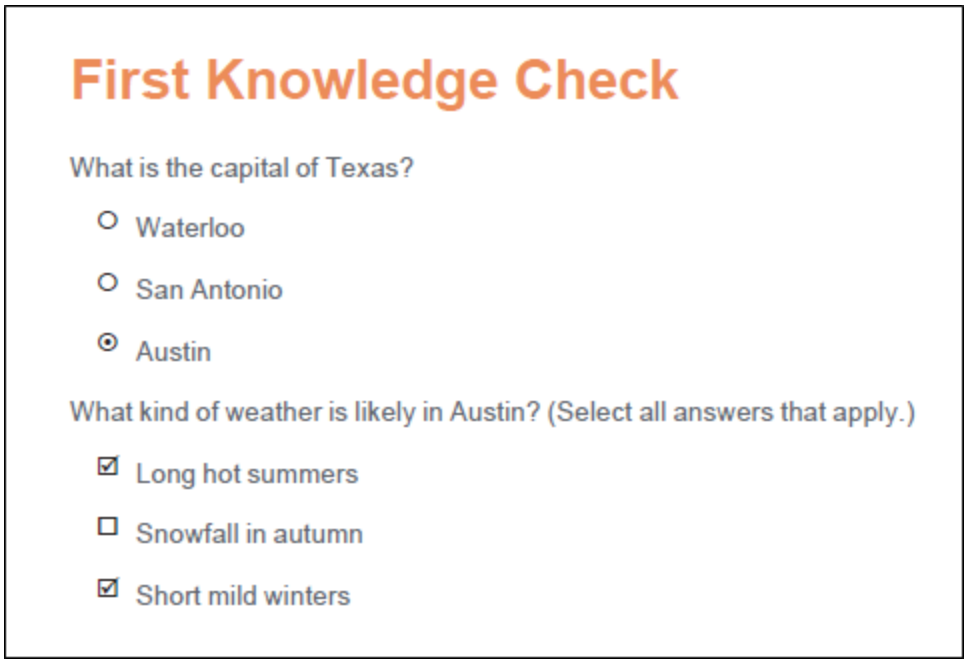
5. On page 5, notice that the answers for the First Knowledge Check are not shown, only the questions. If you scroll down, you'll see it's the same for the other knowledge check and the quiz pages.



6. Build and view the output for the Combination-Course-Teacher target.
7. Notice the subtitle on the first page is using the Teacher Version variable definition.



8. On page 5 (and on the other pages where questions occur), notice that the answers are shown.



9. Close the PDFs.
10. In Flare Desktop, we've opened a lot of files during the course of this tutorial. Let's close them all at the same time. Select the **Window** ribbon at the top of Flare Desktop, and select **Close All Documents**. Closing all of your files can help Flare Desktop to load faster next time if you have the application set to always automatically load the last files that you had open in a project (File > Options > General > Auto-Reload Documents).

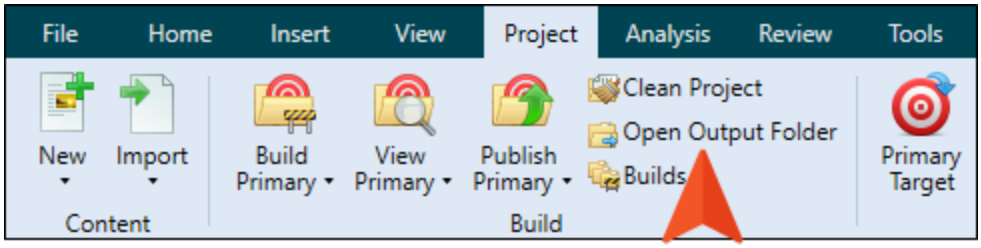
CHAPTER 11

Accessing the LMS Package

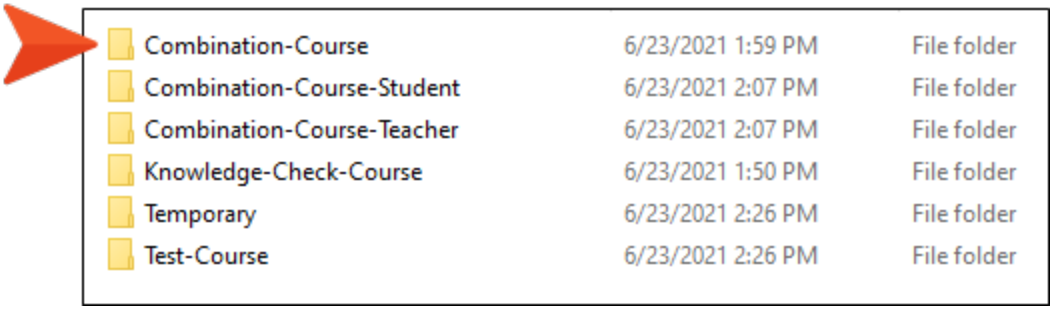
Earlier in this tutorial, we chose settings in the HTML5 targets (eLearning tab) to integrate the output with an external learning management system (LMS). If you choose to do this with your own output, you need to access the resulting LMS package ZIP file, which can then be uploaded to your external LMS. Let's go find the package file that we generated for one of our HTML5 targets.

How to Access an eLearning Package

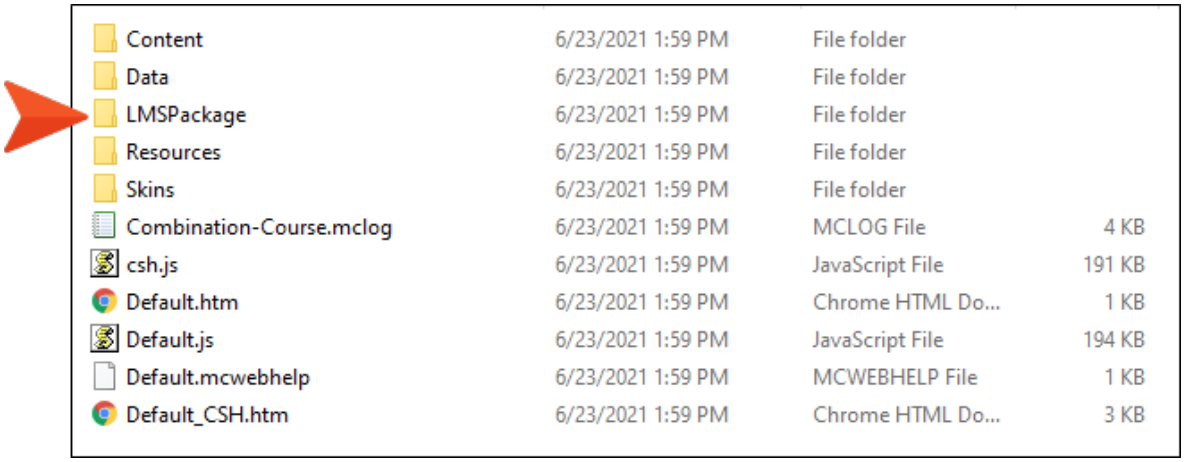
1. From the **Project** ribbon at the top of Flare Desktop, click **Open Output Folder**.



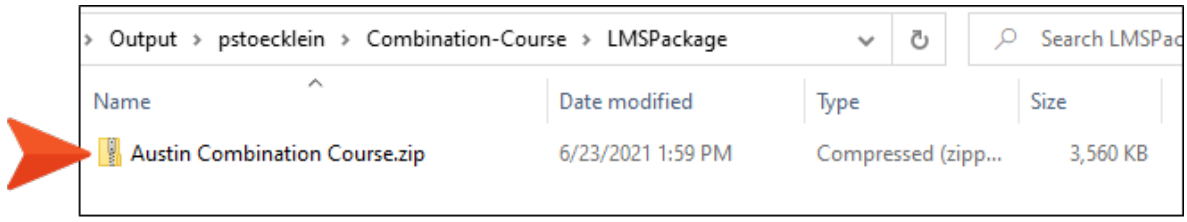
2. In Windows Explorer, you will see folders for each of the targets where you have generated output. Double-click the **Combination-Course** folder.



3. Double-click the **LMSPackage** folder to open it.



4. Notice the ZIP file, which has the name that we provided for it in the target (Austin Combination Course). This is what you upload to your LMS.



PDFs

The following PDFs are available for download from the Help system.

Tutorials

Autonumbers Tutorial

Back-to-Top Button Tutorial

Context-Sensitive Help Tutorial

Custom Toolbar Tutorial

eLearning Tutorial—Basic

eLearning Tutorial—Advanced

Getting Started Tutorial

Image Tooltips Tutorial

Lists Tutorial

Meta Tags Tutorial

Micro Content Tutorial—Basic

Micro Content Tutorial—Advanced

Responsive Output Tutorial

Single-Sourcing Tutorial

Snippet Conditions Tutorial

Styles Tutorials

Tables Tutorial

Word Import Tutorial

Cheat Sheets

Context-Sensitive Help Cheat Sheet

Folders and Files Cheat Sheet

Learning & Development Cheat Sheet

Lists Cheat Sheet

Micro Content Cheat Sheet

Print-Based Output Cheat Sheet

Search Cheat Sheet

Shortcuts Cheat Sheet

Structure Bars Cheat Sheet

Styles Cheat Sheet

User Guides

Accessibility Guide

Analysis and Reports Guide

Architecture Guide

Autonumbers Guide

Branding Guide

Condition Tags Guide

Context-Sensitive Help Guide

Eclipse Help Guide

eLearning Guide

Getting Started Guide

Global Project Linking Guide

HTML5 Guide

Images Guide

Import Guide

Indexing Guide

Key Features Guide

Lists Guide

MadCap Flare Online Integration Guide

Meta Tags Guide

Micro Content Guide

Navigation Links Guide

Plug-In API Guide

Print-Based Output Guide

Project Creation Guide

QR Codes Guide

Reviews & Contributions With Contributor Guide

Scripting Guide

Search Guide

SharePoint Guide

Skins Guide

Snippets Guide

Source Control Guide: Git

Source Control Guide: Perforce Helix Core

Source Control Guide: Subversion

Source Control Guide: Team Foundation Server

Styles Guide

Tables Guide

Tables of Contents Guide

Targets Guide

Template Pages Guide

Templates Guide

Topics Guide

Touring the Workspace Guide

Transition From FrameMaker Guide

Translation and Localization Guide

Variables Guide

Videos Guide

What's New Guide