

Using Raptivity Output with Other Tools

Authoring tools: Articulate Presenter, Articulate Storyline, Authorware, Captivate, Elicitus, iSpring Presenter, Lectora, Lectora Snap, Metamorphosis, Rapid Intake ProForm, SoftChalk, Toolbook, Trainersoft

Presentation tools: Knowledge Presenter, PowerPoint

Web design tools: Dreamweaver, Flash, FrontPage

Collaboration tools: Adobe Connect, Breeze, PBWorks

Course Management tools: Blackboard

Help documentation tools: Windows Help

TABLE OF CONTENTS

1. Authoring Tools

- 1.1 Using Raptivity output with Articulate Presenter
- 1.2 Using Raptivity output with Articulate Storyline
- 1.3 Using Raptivity output with Authorware
- 1.4 Using Raptivity output with Captivate
- 1.5 Using Raptivity output with Elicitus
- 1.6 Using Raptivity output with iSpring Presenter
- 1.7 Using Raptivity output with Lectora
- 1.8 Using Raptivity output with Lectora Snap
- 1.9 Using Raptivity output with Metamorphosis
- 1.10 Using Raptivity output with Rapid Intake ProForm
- 1.11 Using Raptivity output with SoftChalk
- 1.12 Using Raptivity output with ToolBook
- 1.13 Using Raptivity output with Trainersoft

2. Presentation Tools

- 2.1 Using Raptivity output with Knowledge Presenter
- 2.2 Using Raptivity output with PowerPoint

3. Web Design Tools

- 3.1 Using Raptivity output with Dreamweaver
- 3.2 Using Raptivity output with Flash
- 3.3 Using Raptivity output with FrontPage

4. Collaboration tools

- 4.1 Using Raptivity output with Adobe Connect
- 4.2 Using Raptivity output with Breeze
- 4.3 Using Raptivity output with PBWorks

5. Course Management tools

5.1 Using Raptivity output with Blackboard

6. Help Tools

6.1 Raptivity Published output with Windows help

1. Authoring Tools

1.1 Using Raptivity output with Articulate Presenter

Note: Follow these instructions for the interactivities published with single file output.

You can easily create interactivity using Raptivity and include it in your Articulate Presentations (Version V5) using following simple steps:

1. Using Raptivity, publish the interactivity as single file output.
1. Go to the slide in the PowerPoint Presentation on which you wish to include Raptivity interaction.
2. Go to the menu 'Articulate->Insert Flash Movie...'
3. Follow the instruction after clicking the 'Insert Flash Movie...' menu.
4. Select the display options for the Flash movie as 'Display in slide' and then
5. Click 'Next'.
6. Select the Raptivity interaction. To do this, select the path for the flash file output of the interactivity which is present in the 'Publish' directory of the interactivity. Click 'Next'.
8. Select the option 'Show Flash movie for seconds into the slide'.
9. Select the option 'Allow player to control inserted Flash movie'.
10. Select the option 'Set the slide's navigation to advance by user'. Click 'Next'.
11. Click 'Finish'.
12. Save the presentation.
13. Now, to publish the presentation using Articulate, go to the menu 'Articulate->Publish...'
14. Select the option 'Web' from left side menu in the Publish frame.
15. Select the Publish Location as 'Folder'. This will show the default presentation path
16. In the 'Properties' frame:
 - a. Specify the required Published title.
 - b. In the 'Presenter:' box select 'Use slide-level presenters'.
17. Click 'Publish'. This will publish the presentation and launch the presentation in Articulate.

1.2 Using Raptivity output with Articulate Storyline

Note: Follow these instructions for the interactivities published with single file output.

You can easily create interactivity using Raptivity and include it in your Articulate Presentations using following simple steps:

1. In Articulate storyline create new project.
2. Insert slide by clicking on “New Slide” in “Insert” tab.
3. When new slide is inserted, click on “Flash” under “Media” section of “Insert” tab to insert swf file generated using Raptivity
4. It will open dialog box for selection of swf file.
5. Locate Raptivity generated swf file. It is normally stored in “SFO_Publish” of “Publish” folder where Interactivity Model(.int file) is stored
6. Click on open.
7. Storyline will insert selected flash file into slide.
8. User can preview project. Swf file will get loaded in preview.
9. User can publish project in various options like web/LMS/Articulate online/CD/Word by including/excluding HTML5.
10. Publishing using web will create html file into specified folder.

1.3 Using Raptivity output with Authorware

Note: Follow these instructions for the interactivities published with single file output.

You can easily create interactivity using Raptivity and include it in your Authorware contents (Version 7.01) using following simple steps:

1. In Raptivity, ensure that interactivity is published with single file output.
2. Select Insert > Media > Flash Movie.
3. In the Flash Asset Properties dialog box, click Browse to select swf file
4. In the Flash Asset Properties dialog box, verify that Linked, Image, Sound, and Loop are selected as playback options.
5. In the Scale text box, type 75 for the movie to appear 75 percent of its original size. Click OK.
6. Double-click the Flash icon to display the Sprite Icon Properties inspector.
7. Click the Display tab. From the Mode pop-up menu, select Transparent.
8. Save Knowledge Object

1.4 Using Raptivity output with Captivate

Note: Follow these instructions for the interactivities published with single file output.

Option 1 (To open Raptivity interactivity in a new window on button click)

You can easily create interactivity using Raptivity and include it in your Captivate movie slide (version 1.01.1418 and above) using following simple steps:

1. In Raptivity, ensure that interactivity is published with single file output.
2. On a Captivate movie slide, insert one button. A Property dialog box is displayed.
3. In “On Success” combo box select “Open URL or file”.
4. Browse .swf file and click OK.

5. Copy .swf file for launching the interactivity to the location where Captivate movie is saved.

Option 2 (To open Raptivity interactivity right inside Captivate project)

You can easily create interactivity using Raptivity and include it right inside your Captivate movie slide (version 4) using following simple steps:

1. In Raptivity, ensure that interactivity is published with single file output.
2. Select the "Preferences" option from the "Edit" menu.
3. Select the "Publish Settings" option from "Preferences". On this screen, select the following two options from "Externalize Resource".
 - a. FMR SWF
 - b. Animations
4. Add the Raptivity Interaction file to the slide and then add the respective "Shell" (See step 5 below for creating shell file) by using the "Animation" option from the "Insert" menu. You can choose to reduce the dimension of the actual Raptivity Interaction on your slide.
5. To create a Shell file create a new Flash file and add the following code in the first frame of the Actions window. The highlighted part in Yellow needs to be replaced by your Raptivity file name

```
//Create an empty MovieClip and use the MovieClipLoader to load your SWF into it.  
var container:MovieClip = createEmptyMovieClip("container",  
getNextHighestDepth()); container._lockroot = true; var mcLoader:MovieClipLoader =  
new MovieClipLoader(); mcLoader.addListener(this);  
mcLoader.loadClip("Flip_Book.SWF",container); function onLoadInit(mc:MovieClip) {  
mc._lockroot = true; mc._parent._lockroot = true;}
```
6. Browse for your Shell file using the following window that should appear after step 4. Select the file you created using step 5. (Note that you need to create as many loader files as your Flash files where each loader file loads a Raptivity Interaction.
7. Click OK on the "New Animation" window.

1.5 Using Raptivity output with Elicitus

Raptivity is seamlessly integrated with Elicitus. It is invoked directly from Elicitus menu (Insert -> Interactivity). When you publish your Elicitus course, Raptivity output is automatically published with the course.

1.6 Using Raptivity output with iSpring Presenter

Note: Follow these instructions for the interactivities published with single file output.

You can easily create interactivity using Raptivity and include it in your presentations.

1. In Raptivity Publish the Raptivity interactivity as Single Flash File (.swf).
Publish the Raptivity interactivity as Single Flash File (.swf).

2. Open Microsoft PowerPoint®
3. Click on the **iSpring Presenter** tab from the menu bar.
4. Click on the icon 'flash'.
5. Select the Raptivity output file & click 'Open'.
6. After adding the file(s) click on 'Publish'.
7. Under 'General' tab select the **Local Folder** where you want to save the published files.
8. Click on the tab '**Playback & Navigation**' and uncheck the box for '**Advance animations on mouse click**' present under the section '**Mouse and Keyboard Navigation**'.
9. Click on the tab 'Advanced' and select the option 'Flash movies' present under the section 'Detach Media Content'.
10. Click on 'Publish'.

1.7 Using Raptivity output with Lectora

Note: Follow these instructions for the interactivities published with single file output.

You can easily create interactivity using Raptivity and include it in your Lectora course (version 2004, 2005 and 2006) using following simple steps:

1. In Raptivity, ensure that interactivity is published with single file output.
2. On Lectora page, add Animation control.
3. Click "Import" button and browse the .swf file.
4. Click on Ok button.
5. Publish Lectora's title using "Publish to HTML" option.

1.8 Using Raptivity output with Lectora Snap

Note: Follow these instructions for the interactivities published with single file output.

1. Download the Shell Creator from the following link

<http://ftp.elicitus.com/ftpuser4/ShellCreator.zip>

Username: elicitus4

Password: Elicitus113

2. Extract the downloaded zip file.

3. Execute the **ShellCreator.exe** from the folder.

4. Click on the browse button present at the right hand side.

5. Select the Raptivity output (swf file).

6. Once you are done, press the **“Create”** button.

7. You should be prompted with the “Browse For Folder” dialog. Select the appropriate location and press OK to save your Shell file OR make a new folder.

8. In the folder that you selected, you should find a file with the name ‘Shell.swf’. This folder will also have the Raptivity published file (.swf).

9. Rename the ‘Shell.swf’ to <Raptivity file name>_Shell.swf

Example: If the Raptivity output file is **card.swf** then shell file name would be **card_shell.swf**

10. Open PowerPoint®, Click on the add-in called ‘Lectora Snap’.

11. Click on the icon ‘Flash’.

12. Select the shell file (example **card_shell.swf**) and click on ‘Open’.

13. Save and publish the project.

14. Open the folder in which the Shell files are present and copy the original Raptivity published file (.swf).

15. Open the Lectora Snap project publish folder and paste the original Raptivity Published file (.swf).

1.9 Using Raptivity output with Metamorphosis

Note: Follow these instructions for the interactivities published with single file output.

You can easily create interactivity using Raptivity and include it in your Metamorphosis using following simple steps:

Using Raptivity, publish the interactivity as single file output.

1. Create a new project in Metamorphosis

2. Insert screen by clicking on “New Screen” in “Insert” tab or pressing F5 and select “Blank” template option

3. Else press Ctrl + F12 to add a new blank screen

4. When new screen is inserted, click on “Tools” -> “Add Media” -> “Flash” or directly “Add Media” -> “Flash” on the lower menu bar to insert swf file generated using Raptivity

5. It will open “Add Flash” dialog box for selection of swf file.

6. Locate Raptivity generated swf file. It is normally stored in “SFO_Publish” of “Publish” folder where Interactivity Model (.int file) is stored

7. Click on open

8. Metamorphosis will insert selected flash file into the screen

9. User can preview project. Swf file will get loaded in preview.

10. User can publish project in various options like Standalone/LAN-based Database/Web-

based Database/LMS

Publishing using Standalone will create html file into specified folder.

1.10 Using Raptivity output with Rapid Intake ProForm

Note: Follow these instructions for the interactivities published with single file output.

You can easily create interactivity using Raptivity and include it in your Rapid Intake Proform (Version 3.0) using following simple steps:

1. In Raptivity, ensure that interactivity is published with single file output.
 2. Start Rapid Intake ProForm™.
 3. Create a new project by clicking on the Start New  “ProForm Project” option. Fill up the “New Project” form, click on the “OK” button below.
 4. Enter the topic page name and click the button placed in the left bottom corner that tool tips “Add Page or Term”. Fill up the “Add A New Page” form by giving the “Page Title” and select “default (External SWF)” dropdown item from the “Page Type” dropdown. Once done, click “OK”.
 5. Give the title of your interactivity and browse for your Raptivity Interaction by clicking on the Folder Image.
 6. Once you select your file, click on the “Advanced” tab on top and select the “Raptivity Page?” check box in the “Advanced Page Setting” group. For best size in published output, please check the options as shown in the “Resize Settings” group.
- NOTE: The “Original Width” and “Original Height” values can differ from Interaction to Interaction. To check the size of your Raptivity interaction, open the interaction in Raptivity and check the Size.
7. Once done, you are now ready to publish your Raptivity Interaction to Rapid Intake ProForm™.

1.11 Using Raptivity output with SoftChalk

Note: Follow these instructions for the interactivities published with single file output.

You can easily create interactivity using Raptivity and include it in your SoftChalk lesson (Version 6.05.01) using following simple steps:

1. In Raptivity, ensure that interactivity is published with single file output.
2. Open **SoftChalk** and create a new lesson
3. Click menu ‘**Insert ->Media**’
4. Selecting Media will popup up the ‘**Insert Media**’ window. From this window select option to insert ‘**Flash**’.
5. Click ‘Select File’ from above ‘Insert Media’ window to browse for Raptivity published .SWF file.
6. Selecting the .SWF file will add the file path to the ‘**Insert Media**’ window.
7. You can also define the width and height of the ‘.SWF’ file. Using this width and

height the '.SWF' file will be added as Flash Media on SoftChalk lesson.

8. Click OK after selecting the '.SWF' file. You will see the below 'Flash Movie Placeholder' added to the screen.
9. You can also add some extra objects like text, table on this lesson page.
10. After inserting the required media file, you will have to save the lesson using 'File -> Save' or by clicking the save icon on the toolbar
11. After saving you can click the toolbar button 'View in Browser'  to view the page. This will open the page in browser and you can see the interactivity added to the page.

1.12 Using Raptivity output with ToolBook

Note: Follow these instructions for the interactivities published with single file output.

You can easily create interactivity using Raptivity and include it in your ToolBook Books (Version 2004) using following simple steps:

1. In Raptivity, ensure that interactivity is published with single file output.
2. Open the desired Toolbook book in which the interactivity is to be inserted
3. Add Push button on the Page.
4. Right-click the added Push Button and click the „Hyperlink“ shortcut menu.
5. Select the option „URL“ and the enter the .swf file name of Raptivity"s Published output For example: "MyInteractivity.swf"
6. Click the „OK“ button on „Hyperlink“ dialog box.
7. Publish the book using File -> Publish to Web (Neuron) option.

1.13 Using Raptivity output with Trainersoft

Note: Follow these instructions for the interactivities published with single file output.

You can easily create interactivity using Raptivity and include it in your Trainersoft course (Version 8, 2, 1, 0) using following simple steps:

1. In Raptivity, ensure that interactivity is published with single file output.
2. Copy Raptivity published output in the folder where the course is to be distributed.
3. Open existing Trainersoft course in which the interactivity is to be inserted.
4. From Insert -> Media, insert „Flash Media control“ on the page.
5. Open „Configure Web Browser Window“ dialog by right clicking on the
6. Flash Media control and selecting „Configure“ context menu.
7. In URL field type the name of the Raptivity published swf file.
8. Save Course.
9. Distribute course to Local Path / CD-ROM by selecting HTML option.
10. Deploy Trainersoft"s Distributed output as a web site.

2. Presentation Tools

2.1 Using Raptivity output with Knowledge Presenter

Note: Follow these instructions for the interactivities published with single file output.

You can easily create interactivity using Raptivity and include it in your Knowledge Presenter's presentation or lesson (Version 4.5 and above) using following simple steps:

1. In Raptivity, ensure that interactivity is published with single file output.
2. Deploy Raptivity's Published output as a web site.
3. Open Knowledge Presenter presentation in which you want to insert interactivity. Go to the step where you want to add the interactivity.
4. Go to Insert -> MultimediaWeb -> Flash object.
5. Click on Insert button and in URL enter the .swf path.
6. To Export -> Go to File -> Export Lesson or Presentation
7. Select Standard Export for Play back in Internet Browser and click on export button.
8. Specify the File name and click on Export button.

2.2 Using Raptivity output with PowerPoint

Note: Follow these instructions for the interactivities published with single file output.

You can easily create interactivity using Raptivity and include it in your MS Presentations (Version 2000 and above) using following simple steps:

1. In Raptivity, ensure that interactivity is published as single file output.
1. Open the PowerPoint presentation in which you want to add the interactivity. Go to the slide where you want to add the interactivity.
2. Open the „Control Toolbox“ if not already opened. You can open it by clicking toplevel menu View -> Toolbars -> Control Toolbox or right-click any toolbar, and then click the Control Toolbox shortcut menu.
3. From Control Toolbox, click „More Controls“ icon, and from the drop down list select „Shockwave Flash Object“. Place the object at desired location on the slide.
4. Right-click the Shockwave Flash object placed on the slide and then click the „Properties“ shortcut menu to display the Properties pane.
5. In the Properties pane, assign the full path of the .swf file to the „Movie“ field. E.g. Set the Path as “C:\MySlide\MyAssets\Fashcards.swf”.
6. Ensure that the “EmbedMovie” and “Playing” options in the properties pane are set to true.
7. Run the presentation in slide show view. Before running the presentation ensure that the “Playing” option of the shockwave flash object is set to true.

3. Web Design Tools

3.1 Using Raptivity output with Dreamweaver

Note: Follow these instructions for the interactivities published with single file output.

You can easily create interactivity using Raptivity and insert it in Dreamweaver using following simple steps:

1. In Raptivity, ensure that interactivity is published with single file output.
2. Open a HTM document in which interactivity is to be place
3. Go to Insert -> Media -> Flash
4. Select the .swf file
5. Click on Ok button
6. Browse the html file to see the interactivity

3.2 Using Raptivity output with Flash

Note: Follow these instructions for the interactivities published with single file output.

You can easily create interactivity using Raptivity and insert it in Flash using following simple steps:

1. In Raptivity, ensure that interactivity is published with single file output.
1. Copy Raptivity published output in the folder where the flash file (.fla) is present.
2. Create a movie Clip on a flash stage (Ctrl + F8), where the interactivity is to be loaded and give some instance name to it (For Example: "myMovieClip_mc")
3. Set the _lockroot property for this movie to true (for example:
holder._lockroot=true;)
4. Load the interactivity .swf file on the movie clip created by using loadMovie
(For example: myMovieClip_mc._lockroot = true;
loadMovie("FlipBook.swf",myMovieClip_mc)
5. Go to Publish Settings and set the Local Playback Security option to "Access Local Files only".
8. Publish the flash file.

3.1 Using Raptivity output with FrontPage

Note: Follow these instructions for the interactivities published with single file output.

You can easily create interactivity using Raptivity and insert it in Front Page (version 2000 and above) using following simple steps:

1. In Raptivity, ensure that interactivity is published with single file output.
2. Open the html file for inserting the interactivity.
3. Go to Insert -> Component -> Hover button
4. Click on the browse button for selecting the swf file
5. Click on OK button
6. Copy the .swf file at the path were html file is saved.
7. Browse the html file to see the interactivity

4. Collaboration tools

4.1 Using Raptivity output with Adobe Connect

Note: Follow these instructions for the interactivities published with single file output and you need to have Adobe Presenter® 7.0.2 or higher version installed on your machine.

You can easily create interactivity using Raptivity and include it in your Adobe Acrobat Connect® Pro Meeting using following simple steps:

1. In Raptivity, ensure that interactivity is published with single file output.
2. Start Microsoft PowerPoint® and create a new presentation.
3. Click on the “Adobe Presenter” menu and it will open up the Adobe Presenter® ribbon. On this ribbon, click the “Insert SWF” option and then click the “Insert SWF File” button.
4. Browse for the Raptivity Interaction Flash file using the Browse Dialogue and press the “Open” button.
5. Click on the Publish Button on the Adobe Presenter® ribbon. Ensure that you select the “Zip package” option from the Publish window.
6. Press the Publish button. This will create a .ZIP file at the specified location.

Now, to integrate this with Adobe Connect® Meeting Pro, follow the steps below:

1. Start Adobe Acrobat Connect® Pro Meeting and create a new Meeting.
2. From the “What do you want to share?” menu, select the “Documents” dropdown and click on the “Select from My Computer” button.
3. Select the ZIP file that you created with Adobe Presenter®.
4. Once you select the file and click “Open”, the file will be uploaded to the Adobe Acrobat Connect® Pro Meeting room.

4.2 Using Raptivity output with Breeze

Note: Follow these instructions for the interactivities published with single file output.

You can easily create interactivity using Raptivity and include it in your Breeze contents and courses (Version 5) using following simple steps:

1. In Raptivity, ensure that interactivity is published with single file output.
2. Go to Insert flash.
3. Select the .swf file

4.3 Using Raptivity output with PBWorks

Note: Follow these instructions for the interactivities published with single file output.

You can easily create interactivity using Raptivity and include it in PBWorks using following simple steps:

1. Publish the Raptivity interactivity with Single File Output Option.

2. Login to the PBWorks.
3. Select the page in which you would like to add the Raptivity file.
4. Click on the option '**Page & Files**'
5. Click on '**Upload Files**' and select the Raptivity output file (SWF).
6. Click on '**Open**'.
7. Go back to the '**Edit**' section of the page.
8. Click on '**Insert-> HTML/JavaScript**'
9. Add the following code to the 'Enter Code Here' section

```
<OBJECT CLASSID="clsid:D27CDB6E-AE6D-11cf-96B8-444553540000" WIDTH="271" HEIGHT="151"
CODEBASE="http://active.macromedia.com/flash5/cabs/swflash.cab#version=5,0,0,0"><PARAM
NAME=movie VALUE="/ff/card.swf"><PARAM NAME=play VALUE=true><PARAM NAME=quality
VALUE=low><EMBED SRC="/ff/card.swf" WIDTH=300 HEIGHT=200 loop=false quality=low
TYPE="application/x-shockwave-flash"
PLUGINSPAGE="http://www.macromedia.com/shockwave/download/index.cgi?P1_Prod_Version=Shockwave
Flash"> </EMBED></OBJECT>
```

Note: The width and height can be changed as per the requirement. The SWF file name would be same as the Flash (swf) file that you have uploaded using the process mentioned at Point number 5. Also note that if you have used any video file(s) in the Raptivity interactivity then upload the video file(s) along with the Flash (swf) file.

10. Click next and insert the Plug-in to the page.
11. Save the page.

5. Course Management tools

5.1 Using Raptivity output with Blackboard

Note: Follow these instructions for the interactivities published with single file output.

You can easily create interactivity using Raptivity and include it in the Course created using Blackboard using following simple steps:

1. In Raptivity, ensure that interactivity is published with as single file output.
2. Create zip file of the Raptivity Publish Folder.
3. Create a course in Blackboard LMS.
4. Open the newly created course.
5. Now to edit the course documents, click on 'Edit View' link on the top.
6. Add Item in course documents by clicking on 'Item' link.
7. Give appropriate name to the Content.
8. Under content section, Click Browse to attach the content created in step-2.
9. In the special action, select 'Unpackage this file'.
10. Select other options as required and click Submit.
11. On Content actions page, under 'Embedded media information, select the entry point as the .swf file from the list of various available files.

12. Click on Ok button to save the item in the course document.

6. Help Tools

6.1 Using Raptivity Published output with Windows help

Note: Follow these instructions for the interactivities published with single file output.

Now you can easily create interactivity using Raptivity and include it in your Windows help in following simple steps:

1. In Raptivity, ensure that interactivity is published with single file output.
2. Create a HTML file say "Flip Book.html" and the following code
 - a. <object width="550" height="400">
 - b. <param name="movie" value="Flip Book.swf">
 - c. <embed src="Flip Book.swf" width="550" height="400">
 - d. </embed>
 - e. </object>
2. Save this HTML file.
3. In HTML Help Workshop add Raptivity's published output file .swf in the following way:
 - a. Click on Add/Remove topic files
 - b. Click on Add button
 - c. Browse the folder, which contains the html and related files.
 - d. Enter „*.“ in the file name to view all files.
 - e. Select html and all additional files.
4. Insert the page under Contents section and assign html file to it.
5. Save and compile the help project