Fuse Creator™ – User Guide

Standard Edition

PN: 1H7-456

fuse creator™

Contents

1. Introduction

1.1. About Fuse Creator™

Fuse Creator™ is an intuitive activity-creation tool that is quick and easy to use, requires little technical knowledge, and can help you produce professional-looking activities and resources in minutes.

With Fuse Creator™ you can:

- **Create** – set up and create a whole range of new interactive activities from scratch.
- **Edit** – open and edit existing activities to tailor them to your needs.
- **Sequence** – add branching to an activity so it can be differentiated for all ability levels.
- **Publish** – publish activities in a number of different formats at the click of the mouse.

You may wish to use Fuse Creator™ to create quick activities for your lessons on an ad-hoc basis, or you could use it to make more in-depth assessments or exercises that will personalise the learning experience of all your students. Fuse Creator™ can even be used by students to show that they have grasped a particular learning objective enough to teach it to their peers or other learners.

1.2. How to use this guide

This guide comprises the following sections:

- **Installing Fuse Creator™** – describes how to install the software onto your computer.
- **Guided tour** – provides a brief overview of all the features of Fuse Creator™.
- **Using Fuse Creator™ to create and edit activities** – provides guidance on using Fuse Creator™ to create and edit activities including details about page types.
- **Using Fuse Creator™ to sequence activities** – provides guidance on using Fuse Creator™ to sequence existing pages in an activity, including scoring and feedback.
- **Playback** – provides an overview of the playback features available in Fuse Creator™.
- **Saving your activity** – provides guidance on saving the activities you have created using Fuse Creator™.
- **Publishing activities** – provides an overview of the publishing options available in Fuse Creator™.

1.3. Fuse Player

Fuse Player is an application which can run Fuse Creator™ .fc files or Fuse Creator™ activities published as SCORM packs.

Fuse Player is useful for users who do not have Fuse Creator™ installed. It allows them to run files but will not allow them to make any changes to the file.

You can run Fuse Creator™ files in Fuse Player in two ways:

1. From the **File Menu** within Fuse Player, click **Import Pack.** Browse to the Fuse content you want to run. When it imports, select the content and click **Run**.
2. Double-click an **.fc** file on a computer which has Fuse Player installed but does not have Fuse Creator™ installed. In this case the .fc file will automatically open in Fuse Player.

An installation CD for Fuse Player is included with your Fuse Creator™ software pack.

1.4. Getting support

If you experience problems using Fuse Creator™, or for further help and technical support, you can visit the Fuse Creator™ Community Web site, or contact RM Support.

To get help from other users on the Fuse Creator™ Community Web site, visit www.fusecreator.co.uk

To contact RM Support you can either:

- Visit www.rm.com/support
- Telephone 0845 404 0000 during office hours
  (Monday – Friday 8 am to 6 pm)

If telephoning, please have your RM customer ID ready.

2. Installing Fuse Creator™

This section details the hardware and software you will need before you start to use Fuse Creator™.

2.1. Technical requirements

The table below shows the recommended hardware and software required to use Fuse Creator™ to create activities:

Operating System	Standalone computers using Windows® XPSP2 & Windows Vista™ and Windows Server® 2003 with client computers running Windows® XPSP2 or Windows Vista™	OS X 10.5.1, OS X 10.4.10
Processor	1GHz+	G4 800MHz+
Memory	512MB	512MB
Storage	100MB	100MB
Screen	1024x768	1024x768

The table below shows the recommended hardware and software needed to run published activities using Fuse Player (Fuse Creator™ is not required):

	Microsoft® Windows®	**Apple Macintosh**	**RM Minibook**
Operating System	Standalone computers using Windows® 2000, Windows®XPSP2 & Windows Vista™ and Windows Server® 2003 with client computers using Windows® XPSP2 or Windows Vista™	OS X 10.5.1, OS X 10.4.10	Xandros™/Windows® XP
Processor	800Mhz+	G4 800MHz+	900MHz
Memory	256MB	256MB+	256MB
Screen	800x600	800x600	800x400
Flash Player	Adobe® Flash® Player 8+	Adobe® Flash® Player 8+	Adobe® Flash® Player 8+
Browser	Microsoft® Internet Explorer® 5.5/6.0/7.0, Mozilla® Firefox® 2, Opera 9	Apple Safari 1.2, Mozilla® Firefox® 2, Opera 9	Mozilla® Firefox® / Microsoft® Internet Explorer®

2.2. Installing Fuse Creator™ on your computer

The following steps guide you through the process of installing Fuse Creator™.

To install to your Windows®-based or Macintosh-based computer follow the on-screen instructions.

To install to Windows®-based networks, including Community Connect 3 or 4 networks, follow the instructions in the Installation Guide.

1. Insert the Fuse Creator™ CD ROM into your computer CD drive.
2. Follow the procedure for your computer type:
   - **a)** For Windows® users, the installation wizard should start automatically. If installation does not start automatically, locate and select the **Setup** program on the CD and double-click to run. Click **Standalone Computer**.
   - **b)** For Macintosh users, locate and select the **Setup** application on the CD and double-click to run.
3. Follow the installation wizard by choosing the **Next** button when prompted.
4. You will be prompted to accept the terms of the licence agreement. Choose **I accept ...** and click **Next**.
5. Enter your establishment name and the product key, which can be found on the Fuse Creator™ pack, and click **Next**.

Note: Your establishment name must consist of at least four characters and will be used when you publish activities.
You must enter the product key at this time otherwise Fuse Creator™ will be installed as a demonstration version, which does not support saving and exporting activities.

6. Choose the location on your computer where you want Fuse Creator™ to be installed and click **Next.**
7. Click **Next** to have the media files and sample activities install to the default location.

Note: You can click **Back** (Windows®) or **Previous** (Macintosh) to review and/or change the settings on each screen.

8. When you have finalised all options, click **Install** to continue.
9. Fuse Creator™ will install the necessary files to your computer. When the installation is complete click **Finish**.

To run Fuse Creator™, click the **Fuse Creator** icon on your Desktop.

3. Guided tour

3.1. Start page

When you first open Fuse Creator™, the Start page displays. This gives you three options: **Create** a new activity, **Edit** an existing activity or **Run** an activity.

3.2. Activity Set-Up page

When you choose the **Create** option, the Activity Set-Up page displays. This allows you to define the activity and some of its parameters. Enter as much information as you can. This helps with tagging the activity later on.

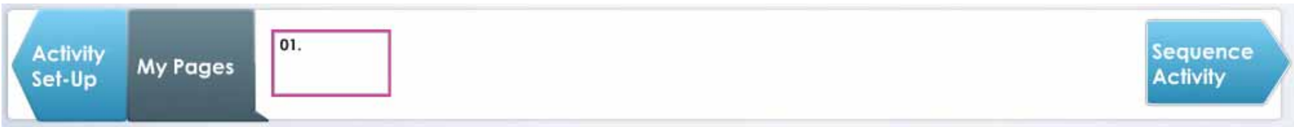
3.3. Creating pages

When you are starting a new activity from scratch, the initial page shows a panel named 'Select the first page type'.

There are eight page types available:

- Drag and Drop
- Ordering
- Fill the Gap
- Question
- Linking Lines
- Flashcards
- Information
- Menu Page

You can create as many pages as you like by clicking the **New** button. Your pages are added to the page tray at the bottom of the page. A collection of pages is referred to as an activity.



3.4. Sequencing activities

Once you have created the pages of your activity, you can sequence them and add branching to them so that different users get a different experience depending on their score. You can add comments to a page outcome, dependent on the score achieved, and you can also add a final report page to the activity to show users how they did in the activity.

3.5. Previewing your work

You can preview both your pages and your sequenced activities. The **Preview Page** button in the page editor allows you to test the current page.

The **Run Activity** button in the Sequencer allows you to test the fully sequenced activity. You can view the page or activity exactly as the intended user will see it.

3.6. Running your activity

The Playback screen allows you to run the activity as a user will see it. It displays all the functionality that you have defined for the activity, including a splash screen with copyright message, prompt for name and report pages.

3.7. Saving your work

You can save your activity as an editable Fuse Creator™ file to come back to later. You can also select **Save As...**, in order to create different versions with slightly different content or structure by changing the file name.

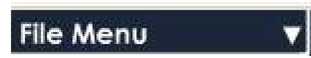
3.8. Publishing

You can publish Fuse Creator™ activities in the following ways:

- **Publish Standalone** – this feature allows you to publish the current activity as an .html or .swf file to be played back on a computer or via a web site.

- **Export SCORM** – this feature allows you to publish the current activity as a SCORM pack for use in a VLE.

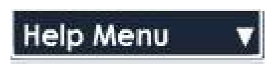
3.9. File Menu



The File Menu on the main navigation bar at the top of the Fuse Creator™ window provides the following options:

- **Create New...** – allows you to create a new activity.
- **Open Activity**... – allows you to open an existing activity.
- **Sample Activities...** – allows direct access to the sample files provided.
- **Save** – allows you to save the current activity.
- **Save As...** – allows you to save the current activity under a different file name.
- **Import SCORM...** – allows import of SCORM files produced in Fuse Creator™.
- **Export SCORM...** – allows you to publish the current activity in either SCORM 1.2 or SCORM 2004 formats.
- **Publish Standalone...** – allows you to publish the current activity as a standalone activity, which can be copied to other computers.
- **Activity Set-Up...** – allows you to add some basic and advanced details to describe the activity**.**
- **Exit** – allows you to exit the application.

3.10. Help Menu



The Help Menu on the main navigation bar at the top of the Fuse Creator™ window provides the following options.

- **Help** – opens the Help file which covers the features of Fuse Creator™ and includes a quick tutorial.
- **User Guide** – opens a copy of this guide which you can print out.
- **Creator Web Site** – allows you to open the Fuse Creator™ web site.
- **About Creator...** – allows you to view detailed product information such as copyright, version and product type. There are also links to product and company web sites and a link to the licence agreement for Fuse Creator™.

4. Using Fuse Creator™ to create and edit activities

4.1. Start page

The start page, when active, displays every time you run Fuse Creator™.

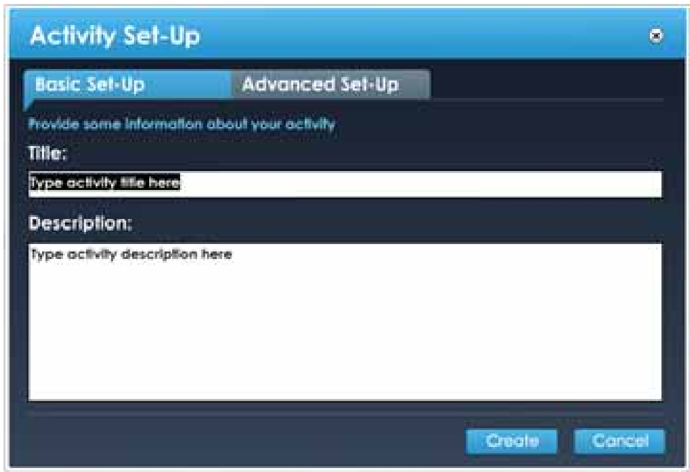
This page provides a quick route to the main features of Fuse Creator™:

- To create a new activity, click **Create**. The Activity Set-Up panel displays.
- If you want to edit an existing activity, click **Edit**, then browse to the location of the activity on your computer and click **Open**.
- If you want to run an existing activity, click **Run**, then browse to the location of your sequenced activity on your computer and click **Open.**

4.2. Activity Set-Up

This palette allows you to define the activity you want to create. The information you provide here will help when it comes to tagging and publishing the activity later on.

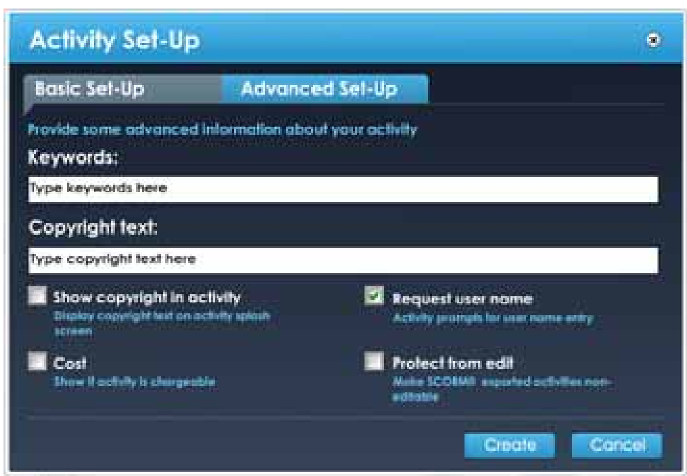
4.2.1. Basic Set-Up



There are two fields that must be filled in – **Title** and **Description**.
Type the information into the associated text boxes.

4.2.2. Advanced Set-Up

This tab contains six optional fields:



Keywords – type some keywords here to aid discovery of the activity within a Virtual Learning Environment (VLE). Keywords should be separated by a semi-colon.
Copyright text – type some copyright text to display when the activity is opened and on the activity splash screen if required.
Show copyright in activity – a tick box indicating whether you want the copyright text to show on the activity splash screen.
Request user name – a tick box indicating whether you want the user to enter their name at the start of the activity. Their name will be included in their report if this option is selected. By default this option is ticked.
Cost – a tick box indicating whether this activity is a commercially-produced activity and has a cost associated with it.
Protect from edit – a tick box indicating whether you want to prevent this activity from being edited once it has been published.

Once you have completed the required information for Activity Set-Up, you can start to create your activity (a sample activity is shown on the following page).

4.3. Edit Page

You create activity pages in the page editor by placing interactive and static objects onto the page from the Objects panel. Some of the objects are specific to a particular type of activity and some are common to all activity types. Each object can contain one or more pieces of content (text, image and audio files) that you source or produce yourself. You can see which types of content can be associated with an object by viewing the icons at the base of the object.

The first thing you need to do is select the type of page you want to create from the 'Select the first page type' panel. There are eight types to choose from, described below.

4.3.1. Drag and Drop

Drag and Drop requires the user to match one set of items to another. Objects can be laid out in rows or can be positioned around an image (such as a map or diagram) to become a labelling exercise. Red herrings can be added (i.e. dummy drag items).

4.3.2. Ordering

Ordering requires the user to place a number of items in the correct order by clicking and dragging them into place. This page type can be used for mathematical or scientific equations, or for ordering processes or historical events.

4.3.3. Fill the Gap

Fill the Gap requires the user to complete a word, sentence or paragraph by filling in one or more missing words or letters. They can do this either by using a pre-determined word bank, or by typing the answer into a text box. A different word bank can be set up for each gap, or you can use the same word bank for all gaps.

4.3.4. Question

The Question page requires the user to complete a multiple choice question. Questions can have multiple correct answers if necessary, and can be accompanied by an image, audio or video. The user must identify the correct number of answers before clicking the **Next** button.

4.3.5. Linking Lines

Linking Lines presents users with two sets of items. Users link each item in one set with an item in the other set using a connecting line. As with the Drag and Drop page, items can be laid out in simple rows or can be positioned around an image (such as a map or diagram) to become a labelling exercise. Items can have images, audio or text assigned to them.

4.3.6. Flashcards

The Flashcards page is intended as a warm-up page to be used on a whiteboard. It presents a series of images which the group can discuss. Each image can be assigned some clue text (e.g. the first letter of a word, or a written clue to prompt discussion). Clicking the **Show answer** button reveals the correct word/answer. Images can also be accompanied by audio files as required.

4.3.7. Information

The Information page is designed to allow you to present a non-interactive page comprising media files or some basic information to introduce the activity. The Information page can include any combination of the main page objects – audio files, images or text boxes.

4.3.8. Menu Page

The Menu Page is designed to allow the user to progress through the activity by choosing their route through the pages. You can use it to create an interactive story, where the user chooses what happens next by clicking one of the options; or you could use it to allow users to concentrate on a particular topic within a bigger activity (e.g. choosing triangles within an activity about polygons).

Once you have chosen the page type you want to create, click its name to start editing and to access the main editing tools.

4.4. Editing tools

4.4.1. Editable page titles

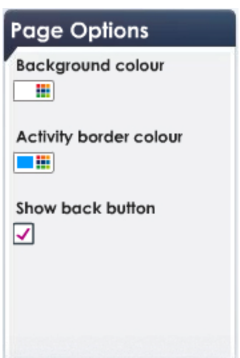
The activity title you provided during activity set-up automatically displays on each page, but you can change this for each page by selecting the title and typing over it.

There is also an optional page subtitle, which can be changed for each page. If no subtitle is added, a subtitle will not be shown in the finished activity.

4.4.2. Objects panel

The Objects panel contains the objects available for you to use in the page type you have chosen. Images, text boxes, input boxes and background images can be added to all page types. In addition to these, each page type has its own specific interactive objects (see sections 4.7 to 4.13).

4.4.3. Page Options panel



The Page Options panel allows you to change the properties and add features to the objects and media files you add to your page, e.g. changing the font of text in a text box, resizing an image, etc.

The properties available in the Page Options panel change according to the object or media file you currently have selected on the page.

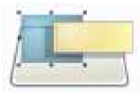
4.4.4. New button

Click the **New** button when you want to add a new page to your activity. The 'Select the first page type' panel reappears, and you can select a new page type, choose to insert a page from another activity or duplicate the page you have just finished creating.

The **Insert page from other activity** option allows you to browse for an existing Fuse Creator™ file and copy a page from it into your open activity.

The **Duplicate current page** option duplicates the page, including all the objects and media files you added to the page.

4.4.5. Labels button



The **Labels** button allows you to view the authoring labels associated with the objects you have dragged onto the page. This allows you to see the order of items or matching pairs more easily while editing your activity. Labels are not shown in the finished activity.

4.4.6. Preview button

You can preview a page from your activity at any time by clicking the **Preview** button. You can then view the page as a student will see it.

4.4.7. Add help

The **Add help** button allows you to add instructions / help text to your page to help the user complete the activity. The text you add here displays in the activity player when the user runs the activity.

The user accesses the help by clicking the corresponding **Help** button at the bottom the page.

4.4.8. Show grid

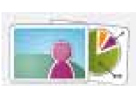
Click the **Show grid** button to display a grid on the working page and help you align the objects. All objects you add to the working page will 'snap to grid' to make positioning easier. The grid does not display in the finished activity.

4.4.9. Recycle bin

When you want to delete an object from the page, select the object and click the **Recycle bin** icon. You can also use the **Delete** key on your keyboard to delete objects.

4.5. Generic page objects

4.5.1. Image object



This object allows you to add an image or a Flash movie file (.swf) to the page, either as supporting information or to form part of your activity.

Note: Any .swf file that you add must be self contained and not access any external files.

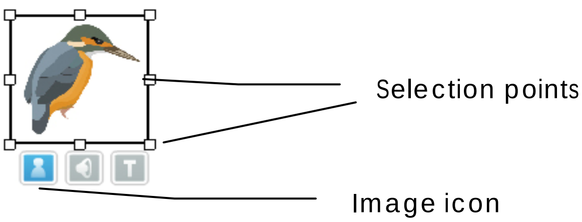
To add an image to your page:

1. In the Objects panel, click the **Image** icon, hold the mouse button down and drag the image object; release the mouse button to drop the object onto the page.
2. The **Select File** dialog box displays.

3. By default the **Select File** dialog box opens in the 'Fuse Creator Media' location. You can choose a different location using the navigation panel on the left or the **Look in** drop-down box.
4. You can choose to open either a .jpg, jpeg or a .swf file by selecting the appropriate file type in the **Files of type**: drop-down box. When you have selected your file, click **Open**.

Note: Some images will be larger than the destination image object; if prompted, you can still choose to continue adding the image smaller than actual size or choose a different image. You can resize the image later (see below).

You can reposition the image by clicking and dragging it to a different position.



You can resize the image box using selection points on the corners and sides of the object.

The image is forced into the proportions of the image box in the first instance, but you can change this to suit your requirements by using the image options in the Image Options panel, which displays when you click the **Image** icon below the object.

Change Image – choose this option if you want to change the image file assigned to the object. The Change Image option displays the Load Image dialog box; click **Browse** to navigate to another image file or click **Cancel**.

Remove Image – choose this option if you want to remove the image file assigned to the object.

Actual Size – choose this option to resize the object to the original size of the image.

Keep Aspect – choose this option to shrink the image to fit the object size, while keeping the original proportions of the image.

You can also add images to other generic objects of different types. To add an image to an object, click the **Image** icon at the base of the object.

4.5.2. Background image object

This object allows you to add a background image to the page, either as supporting information or to form part of your activity.

To add a background image to your page:

1. In the Objects panel, click the **Background image** icon.
2. The Select File dialog box displays.

3. By default the Select File dialog box opens in the 'Fuse Creator Media' location. You can choose a different location using the navigation panel on the left or the **Look in** drop-down box. When you have selected your file, click **Open**.

Note: Some images will be larger than the destination image object; if prompted, you can still choose to continue or choose a different image. Large images may make the page run slowly.

The image is forced into the proportions of the background in the first instance, but you can resize the image using the selection points on the corners and sides of the image. The background has a width of 796 pixels and a height of 389 pixels.

Select Background – once you've added a background image, the Select Background tab becomes active (located at the top of the page). This is how you select the background to make changes to it. If the background is deleted, the tab becomes inactive.

Deselect Background – once a background image has been added and selected, you can lock the image to the page by clicking this tab.

4.5.3. Text box object

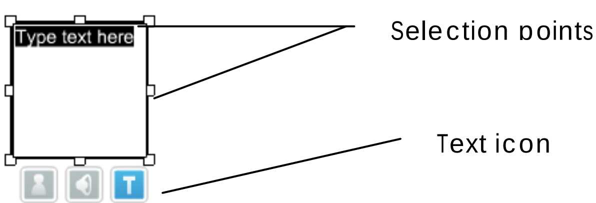
This object allows you to add some text to the page, either as supporting information or instructions for your activity.

To add a Text box object to your page:

1. In the Objects panel, click the **Text box** icon, hold the mouse button down and drag the **Text box** object; release the mouse button to drop the object onto the page.
2. Double-click inside the text box to type or click the **Text** icon attached to the Text box object.

To delete the text in the text box at any time without deleting the object itself, first select the text and then press the **Delete** key on your keyboard.

To delete the Text box object, click the object to select it, then click the **Recycle bin** icon or press the **Delete** key.

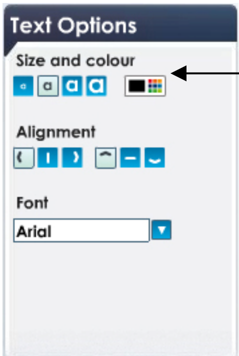


You can edit the text in the Text box object by first selecting the text and then typing over the existing text.

You can reposition the Text box object by clicking and dragging the object to a different position.

You can resize the Text box object using selection points on the corners and sides of the object.

You can change the properties of your Text box using the tools in the Text Options panel, which are shown when you click the **Text** icon below the object.



Size and colour – you can resize the text by clicking the graduated buttons for small to large text. To change the colour of the text, click the **Colour Picker** icon.

Alignment – you can change the alignment of the text by using the horizontal and vertical alignment options.

Font – you can choose from four pre-defined fonts for your text.

You can also add text to other generic objects of different types. To add text to an object, click the **Text** icon at the base of the object.

4.5.4. User input box

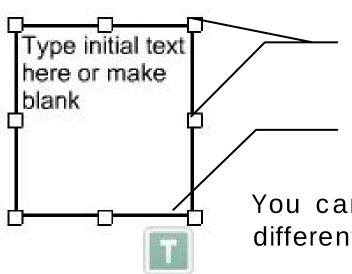
This object provides the user with a text entry box, either to answer an open-ended question, or to provide workings or reasons for their answer. There can be one input box per page.

To add an input box to your page:

1. In the Objects panel, click the **User input box** icon, hold the mouse button down and drag the User input box object; release the mouse button to drop the object onto the page.
2. Double-click inside the box to type some initial text as instruction text or as a part-finished sentence or paragraph. Alternatively, you can delete the text and make it a blank input box with instructions elsewhere on the page.

To delete the text in the input *box*, without deleting the object itself, first select the text and then press the **Delete** key on your keyboard.

To delete the User input box object, click the object to select it, then, click the **Recycle bin** icon or press the **Delete** key.



Selection points

Text icon

You can reposition the input box by clicking and dragging the object to a different position.

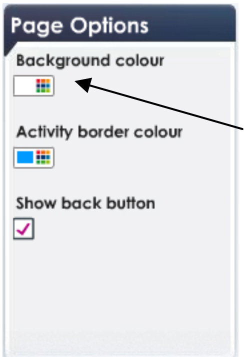
You can resize your User input box using the selection points on the corners and sides of the object.

You can change the properties of the text in your User input box using the options in the Text Options panel. These are the same options as for the Text box object, described in section 4.5.3.

4.6. General page properties control

4.6.1. Page properties

Each page has its own properties and options to change them. You can access the Page Options panel at any time by clicking on the page away from any objects.



Background colour – you can add colour to the background of the page as an alternative to a background image. A small colour swatch in the Page Options panel shows the currently selected background colour. Click the **Colour Picker** icon to select a new colour.

Activity border colour – you can also change the colour of the header and toolbar in the activity player. A small colour swatch in the Page Options panel shows the currently selected activity border colour. Click the **Colour Picker** icon to select a new colour. Click the **Preview** button to view your changes to the toolbar.

Show back button – you can also define whether your page should show a Back button on the toolbar. This is a useful feature for an Information page or Flashcards page, so that users can navigate backwards and forwards through the information provided.

4.6.2. Common object properties

Most of the objects in Fuse Creator™ have similar properties that you can change from the Frame Options panel when you have the object selected.

Border – you can change the border thickness by clicking the **Border** icons representing no border and varying degrees of thickness. A tick indicates which option is selected.

You can change the border colour. The small colour swatch in the Frame Options panel shows the currently selected colour. Click the **Colour Picker** icon to choose a new colour.

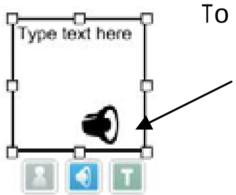
Background – you can choose to have a background to your object by clicking the **on** or **off** icons. A tick shows the current selection. If you choose to have no background then the background of the whole activity is visible through the object. If you choose to have a background then you can choose a colour for the object background. The small colour swatch in the Frame Options panel shows the currently selected colour. Click the **Colour Picker** icon to choose a new colour.

Resize All – this is available for some of the specific page type objects. Choose this option to resize all the objects of the same type on the page. First select the object that is the correct size and then click **Resize All**. All the objects on the page are then resized to the same size.

Resize Pair – choose this option to resize paired objects on the page. First select the object that is the correct size and then click **Resize Pair**. The paired object is then resized.

4.6.3. Audio options

Most objects can have audio assigned to them (MP3 sound files).

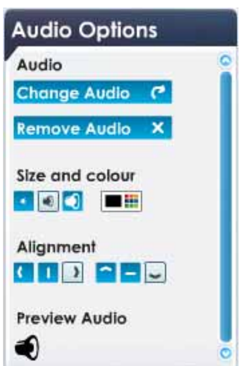


To add audio to an object:

1. Click the **Audio** icon at the base of the object.
2. A Select File dialog box displays.
3. By default the Select File dialog box opens in the 'Fuse Creator Media' location. You can choose a different location using the navigation panel on the left or the **Look in** drop-down box.
4. When you have selected your file, click **Open**.

Note: Some audio files are large; if prompted, you can still choose to continue or choose a different audio file. Large audio files may make the page run slowly; you should if possible edit the file to reduce its size.

The audio has a number of properties which can be changed in the Audio Options panel when you have the Audio icon selected.



Change Audio – choose this option if you want to change the audio file associated with the object. The Change Audio option displays the Load Audio dialog box; click **Browse** to choose another audio file or click **Cancel**.

Remove Audio – choose this option if you want to remove the audio file associated with the object.

Size and colour – you can resize the Audio icon to be shown on the selected object by clicking on the graduated buttons for small to large icon. The small colour swatch in the Audio Options panel shows the currently selected colour. Click the **Colour Picker** icon to choose a new colour.

Alignment – you can change the alignment of the Audio icon by using the horizontal and vertical alignment buttons.

Preview audio – choose this option to hear the audio file you have attached to the object. Click the **Preview audio** icon to listen to the audio file. Click the **Preview audio** icon again at any time to stop playing the audio file.

4.7. Drag and Drop page objects

The objects and options below are specific to the Drag and Drop page type.

4.7.1. Drag / Drop pair object

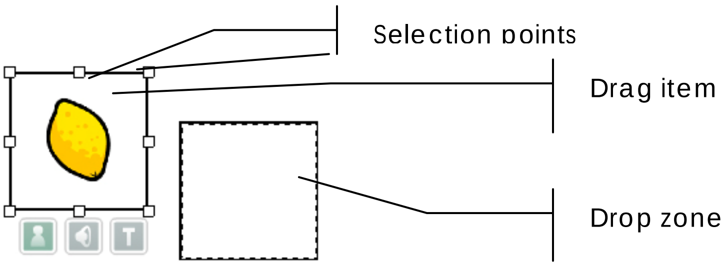
This object is a pair of linked items that the user matches correctly to complete the page. You can choose to have two lines of items or arrange the items around a larger image to produce a labelling exercise (see the examples below).

To add a Drag/Drop object to your page:

1. In the Objects panel, click the **Drag/drop pair** icon, hold the mouse button down and drag the object, release the mouse button to drop the object onto the page.
2. When the paired object has been added to the page, if you click one of the paired objects, an animated border line shows you where the corresponding item is located.

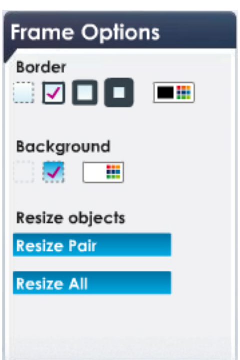
Remember also that you can use the **Labels** button to show which object is the drag item and which is the drop zone.

You can assign text, image, audio or a combination of all three to either the drag item object or the drop zone object using the associated icons below the object (shown when the object is selected).



You can reposition the drag item or drop zone objects by clicking and dragging the object to a different position.

You can resize the drag item and drop zone objects using the selection points on the corners and sides of the object.



You can reposition and resize the two items independently.

To delete a Drag and Drop pair, click either the drag item or the drop zone to select the pair, then click the **Recycle bin** icon or press the **Delete** key on your keyboard.

You can change the properties of your drag item or drop zone objects using the tools in the Frame Options panel, which are shown when you select either of the Drag and Drop pair.

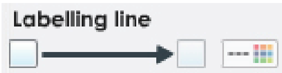
The Drag and Drop objects support the common object properties **Border** and **Background** (described in section 4.6.2).

With **drag item** selected:

Resize All – choose this option to resize all the Drag and Drop objects on the page so that they are the same size as the one you have selected. This can be used to ensure that users aren't given clues to matching pairs by their size.

Resize Pair – choose this option to resize the matching drop zone object so that it is the same size as the drag object you have selected.

With the **drop zone** item selected:



Labelling line – choose this option to add a labelling line to your drop zone object. This is useful when you are making a labelling exercise.

Click the **tick box** on the left of the line.

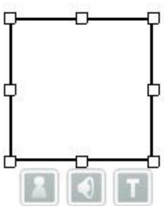
If you want to add an arrow to the end of your labelling line, click the **tick box** to the right on the line. There is a small colour swatch to the right of the line showing the currently selected colour. To change the colour of the arrow, click the **Colour Picker** icon next to the labelling line option.

4.7.2. Dummy drag object (red herring)

This object allows you to add some incorrect answers or 'red herrings' to your Drag and Drop page. It is essentially a drag item with no drop zone.

To add a dummy drag object to your page:

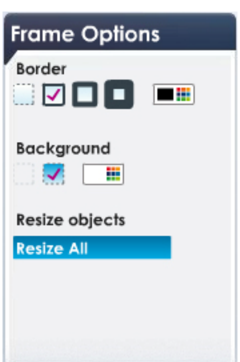
1. In the Objects panel, click the **Dummy drag** icon, hold the mouse button down and drag the object; release the mouse button to drop the object onto the page.
2. You can assign text, image, audio or a combination of all three to the Dummy drag object.



You can reposition the Dummy drag object by clicking and dragging the object to a different position.

You can resize the object by using the selection points on the corners and sides of the object.

To delete the Dummy drag object, click the object then click the **Recycle bin** icon or press the **Delete** key on your keyboard.



You can change the properties of your Dummy drag objects using the tools in the Frame Options panel, which are shown when you select the object.

The Dummy drag objects support the common object properties **Border** and **Background** (described in section 4.6.2).

Resize All – choose this option to resize all the Drag and Drop objects on the page so that they are the same size as the one you have selected. This can be used to ensure that users aren't given clues to matching pairs by their size.

4.8. Ordering page objects

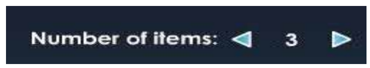
The objects and options below are specific to the Ordering page type. You can choose to add either a horizontal or vertical ordering object to your page.

4.8.1. Horizontal ordering group object

This object is a group of items in a horizontal line. The user must place the items in the correct order by rearranging them horizontally. This group works best for image-based exercises.

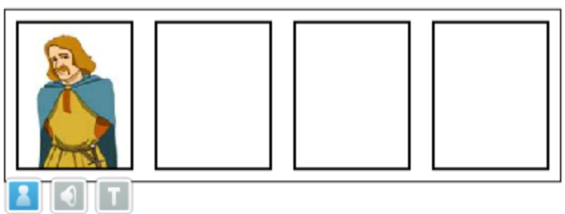
To add a Horizontal ordering object to your page:

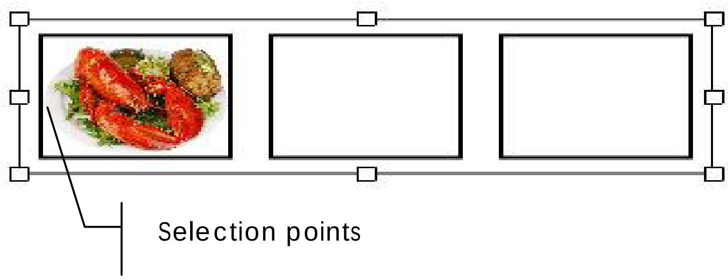
1. In the Objects panel, click the **Horizontal ordering group** icon, hold the mouse button down and drag the object; release the mouse button to drop the object onto the page.
2. The **Item Count** palette displays. Click the **right** and **left** arrows to increase or decrease the number of items in the group.

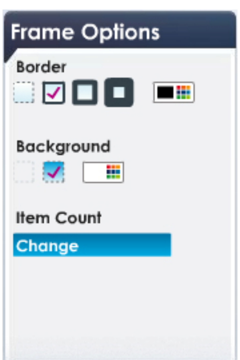


Note: You must have at least two and no more than eight items per page.

3. You can assign text, image, audio or a combination of all three to each of the items within the group using the icons below the object (shown as each item in the group is selected).
4. When editing the page, put the items together in the correct order. The order is randomised when the user runs the activity.







You can view this by clicking the **Preview** button.

You can change the amount of items in the group at any time by clicking **Change** in the Frame Options panel (this displays the **Item Count** palette again).

You can reposition the object by clicking and dragging the group object to a different position.

You can resize the object using the selection points on the corners and sides of the object. All items are resized together as a group.

To delete the ordering group, click any item in the group to select the group, then click the **Recycle bin** icon or press the **Delete** key on your keyboard.

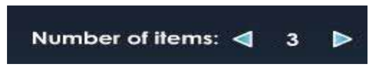
The ordering objects support the common object properties **Border** and **Background** (described in section 4.6.2).

4.8.2. Vertical ordering group object

This object is a group of items in a vertical line. The user places the items in the correct order by rearranging them vertically. This group works best for text-based exercises.

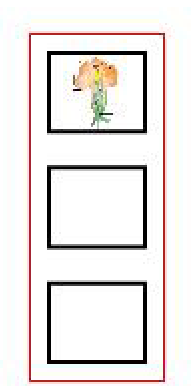
To add a vertical ordering group object to your page:

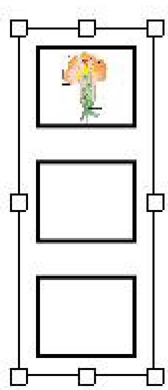
1. In the Objects panel, click the **Vertical ordering group** icon, hold the mouse button down and drag the object; release the mouse button to drop the object onto the page.
2. The Item Count palette displays. Click the **right** and **left** arrows to increase or decrease the number of items in the group.



Note: You must have at least two and no more than eight items per page.

3. You can assign text, image, audio or a combination of all three to each of the items within the group using the icons below the object (shown as each item in the group is selected).
4. When editing the page, put the items together in the correct order. The order is randomised when the student runs the activity.

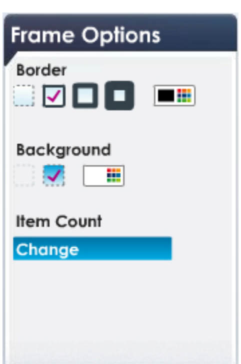




You can reposition the object by clicking and dragging the group object to a different position.

You can resize the object using the selection points on the corners and sides of the object. All items are resized together as a group.

You can view this by clicking the **Preview** button.



To delete the ordering group, click any item in the group to select the group, then click the **Recycle bin** icon or press the **Delete** key.

You can change the properties of your ordering objects using the tools in the Frame Options panel, which are shown when you select the object.

The ordering objects support the common object properties **Border** and **Background** (described in section 4.6.2).

Change – choose this option to change the number of items in your ordering object. It displays the Item Count palette box again.

4.9. Fill the Gap page objects

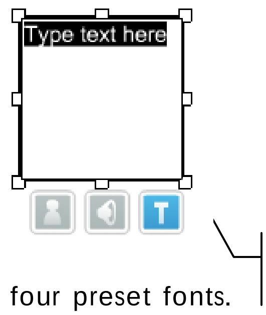
The objects and options below are specific to the Fill the Gap page type.

4.9.1. Gap fill text object

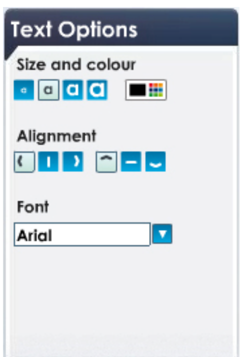
This object is a text box for you to enter words, sentences or paragraphs and create missing words or letters for users to complete.

To add a Fill the Gap text object to your page:

1. In the Objects panel, click the **Gap fill text object** icon, hold the mouse button down and drag the object; release the mouse button to drop the object onto the page.
2. Double-click inside the text box to type or click the **Text** icon to select, then type the word, sentence or paragraph that you want to use in the activity.

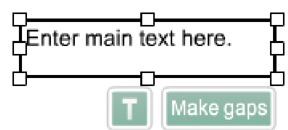


Text icon



3. Once you have entered your text, while the text is still selected you can change the text properties using the formatting options in the Text Options panel; you can change the text size and colour as well as choose from the four preset fonts. You may also wish to resize the Gap fill text object at this point, as once you move to the next step to create the required gaps you cannot edit the text without losing any gaps you have created.

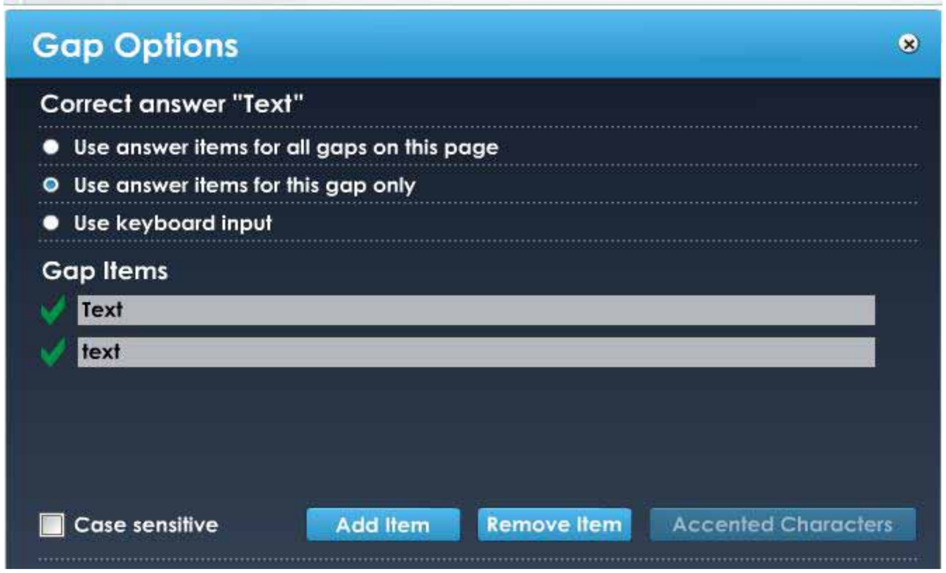
4. When you are happy with the text, click the **Make gaps** button below the object. (If you need to edit the text again, the Edit text button is available.)



5. To make a missing word or letter, select a word or character with the mouse. The Select text button changes to a **Make gap** button. Click the **Make gap** button below the object.

6. The Gap Options palette displays. You have options to let your user type the answer for each gap, or choose words or letters from a word bank to fill the gap.

7. Within the palette you have several options:



Use answer items for all gaps on this page – selecting this allows the user to select all answers from a single word bank for the activity. This means that you do not need to set up a different word bank for each gap.

Use answer items for this gap only – selecting this allows the user to select the answers for each gap from a separate word bank. The options are presented to the user in a pop-up palette.

Note: If you choose one of the word bank options, each word or character becomes a clickable button for the user.

Use keyboard input – selecting this allows users to type in their answers.

Allow accented characters – for use with keyboard input, the tick box is ticked by default. When enabled, a panel displays for the user to select the required accented characters while completing the activity. If you do not want this feature, click the tick box to deselect it.

Remove Gap – allows you to remove the current gap from the Gap fill object.

OK – when you have finished completing the selections for the gap, click **OK** to save your edits.

Cancel – if you want to cancel the action or discard your editing click **Cancel**.
The Gap Options palette closes when you click **OK** or **Cancel.**

8. Select the next word or character where you want to create a gap and repeat from step 4, until all gaps have been created.
9. To preview the activity, click the **Preview**  button.

The Gap fill text objects support the common object properties **Border** and **Background** (described in section 4.6.2).

4.10. Question page objects

The objects and options below are specific to the Question page type.

4.10.1. Question object

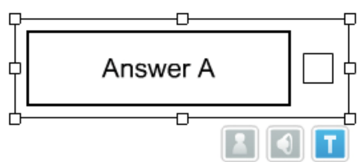
This object is a multiple choice answer selection box. When used alongside a text box containing some question text, it aims to create a multiple choice page to test user knowledge.

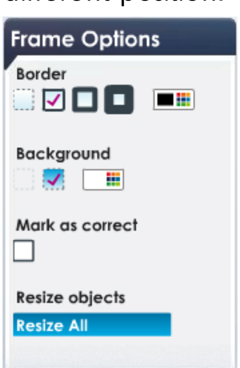
To add a Question object to your page:

1. In the Objects panel, click the **Question object** icon**,** hold the mouse button down and drag the object, release the mouse button to drop the object onto the page.
2. You can assign text, image, audio or a combination of all three to the Question object using the icons below the object.
3. Add further Question objects in the same way until you have enough choices.
4. Each object has a selection tick box against each answer; you need to identify the correct answer and select **Mark as correct** in the Frame Options panel.
5. Actual questions to be used in the activity and any associated images should be added as common text box objects or image boxes.

Note: There must be at least one correct answer per page; you may have more than one correct answer.

You can reposition the object by clicking and dragging the object to a different position.





You can resize the Question object using the selection points on the corners and sides of the object.

To delete the Question object, click the object to select it, then click the **Recycle bin** icon or press the **Delete** key on your keyboard.

You can change the properties of your Question objects using the tools in the Frame Options panel, which are shown when you select the object.

Question objects support the common object properties **Border**, **Background** and **Resize All** (described in section 4.6.2).

4.11. Linking Lines page objects

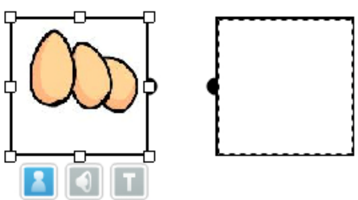
The objects and options below are specific to the Linking Lines page type.

4.11.1.Linking Lines pair object

This object is a pair of items that the user has to link via a connecting line to complete the page. You can choose to have two rows or columns of items, or arrange the items around a larger image to produce a labelling exercise.

To add a Linking Lines object to your page:

1. In the Objects panel, click the **Linking lines pair object** icon, hold the mouse button down and drag the object; release the mouse button to drop the object onto the page.
2. Once the paired object has been added to the page, if you click one of the paired objects, an animated border line shows you where the corresponding line start or line end item is located. Remember also that you can use the **Labels** button to show which object is the line start and which is the line end.
   
3. You can assign text, image, audio or a combination of all three to the Linking Lines objects using the icons below the object.



You can reposition the object by clicking and dragging the object to a different position.

You can resize the object using the selection points on the corners and sides of the object.

You can reposition and resize the two items independently.

To delete the Linking Lines pair, click either the line start object or the line end object to select the pair, then click the **Recycle bin** icon or press the **Delete** key on your keyboard.

You can change the properties of your Linking Lines objects using the tools in the Frame Options panel, which are shown when you select the object.

Anchor Point – click one of the icons to select a specific anchor point for both the line start and the line end pair. You can choose to show a central anchor point, or have left, right, top or bottom anchor points. When you click an option, a tick displays to show which option is selected.

Linking Lines objects support the common object properties **Border**, **Background**, **Resize All** and **Resize Pair** (described in section 4.6.2).

4.12. Flashcards page objects

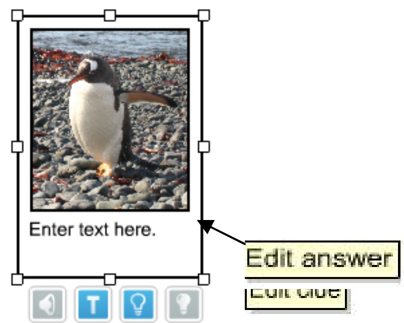
The objects and options below are specific to the Flashcards page type.

4.12.1. Flashcards object

The Flashcards object is an image on a card with some clue text and answer text. It can be used to introduce new topics, themes or vocabulary and encourage discussion.

To add a Flashcards object to your page:

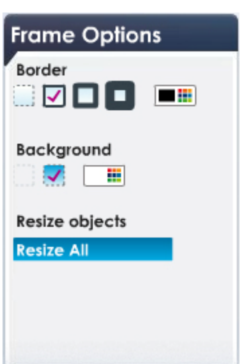
1. In the Objects panel, click the **Flashcards object** icon, hold the mouse button down and drag the object; release the mouse button to drop the object onto the page.
2. The Flashcards object consists of two areas: the prompt area, at the top of the card; and the reveal area at the bottom of the card. Click each area to edit it.
3. You can assign text, image, audio or a combination of all three to the prompt area of the Flashcards object using the icons attached to the object.
4. The reveal area holds both the clue and answer text that you add, but only one of them is displayed at a time. Use the **Edit clue** icon and **Edit answer** icon to toggle between them.
5. Click the **Edit clue** icon to edit the text for your clue. Then double-click in the text box or click the **Text** icon to type in your text.
6. Click the **Edit answer** icon to edit the correct answer. Then double-click in the text box to type in your text or click the **Text** icon.



You can reposition the object by clicking and dragging the object to a different position.

You can resize the object using the selection points on the corners and sides of the object.

To delete the Flashcards object, click the object, then click the **Recycle bin** icon or press the **Delete** key on your keyboard.

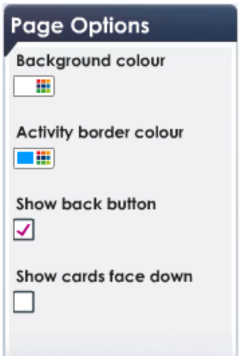


You can change the properties of your Flashcards object using the tools in the Frame Options panel, which are shown when you select the object.

Flashcards objects support the common object properties **Border**, **Background** and **Resize All** (described in section 4.6.2).

Clue text is shown on the Flashcards object automatically or, if the card is face down, it displays when the user clicks the object. If no clue text is added, the

text area remains empty. Answer text displays when the user clicks the **Show Answer** icon at the base of the card.



Show back button – this option is shown in the Page Options panel when you have the page selected. It allows you to define whether your page should show a Back button on the toolbar. It allows users to navigate backwards and forwards to review the Flashcards objects.

Show cards face down – this option is shown in the Page Options panel when you have the page selected. Selecting this option means that the card starts face down in the activity. When the user clicks the card, it flips over showing the image. By default Flashcards objects are shown facing up.

4.13. Menu Page objects

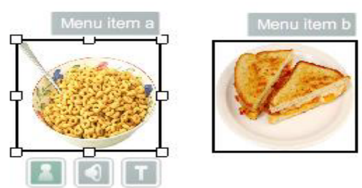
The objects and options below are specific to the Menu Page type.

4.13.1.Link object

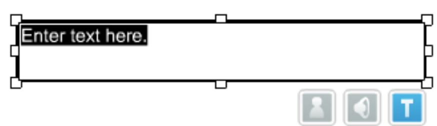
This object acts as a link to a new page in the activity. It can be used to make an interactive story where the user chooses what happens next, or it can be used to guide the activity down a particular route. These linked pages are assigned once you get to the Sequencer.

Note: There can be up to ten link objects on each menu page.

To add a Link object to your page:



1. In the Objects panel, click the **Link object** icon, hold the mouse button down and drag the object; release the mouse button to drop the object onto the page.
   When you add a Link object to the page, it is assigned a letter, e.g. first added ‘a’, second added ‘b’, third added ‘c’ up to ‘j’ for the tenth item.
2. Click the **Labels** button to display the letter associated with each link in the menu and make the sequence easier to see.
3. You can assign text, image, audio or a combination of all three to the Link object using the icons below the object.

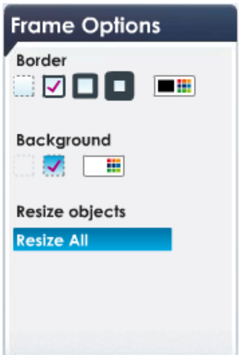


You can reposition the object by clicking and dragging the object to a different position.

You can resize the object using the selection points on the corners and sides of the object.

To delete the Link object, click the object to select it, then click the **Recycle bin** icon or press the

Delete key. If you delete a Link object, the remaining objects are re-lettered, starting again with ‘a’.



You can change the properties of your Link object using the tools in the Frame Options panel, which are shown when you select the object.

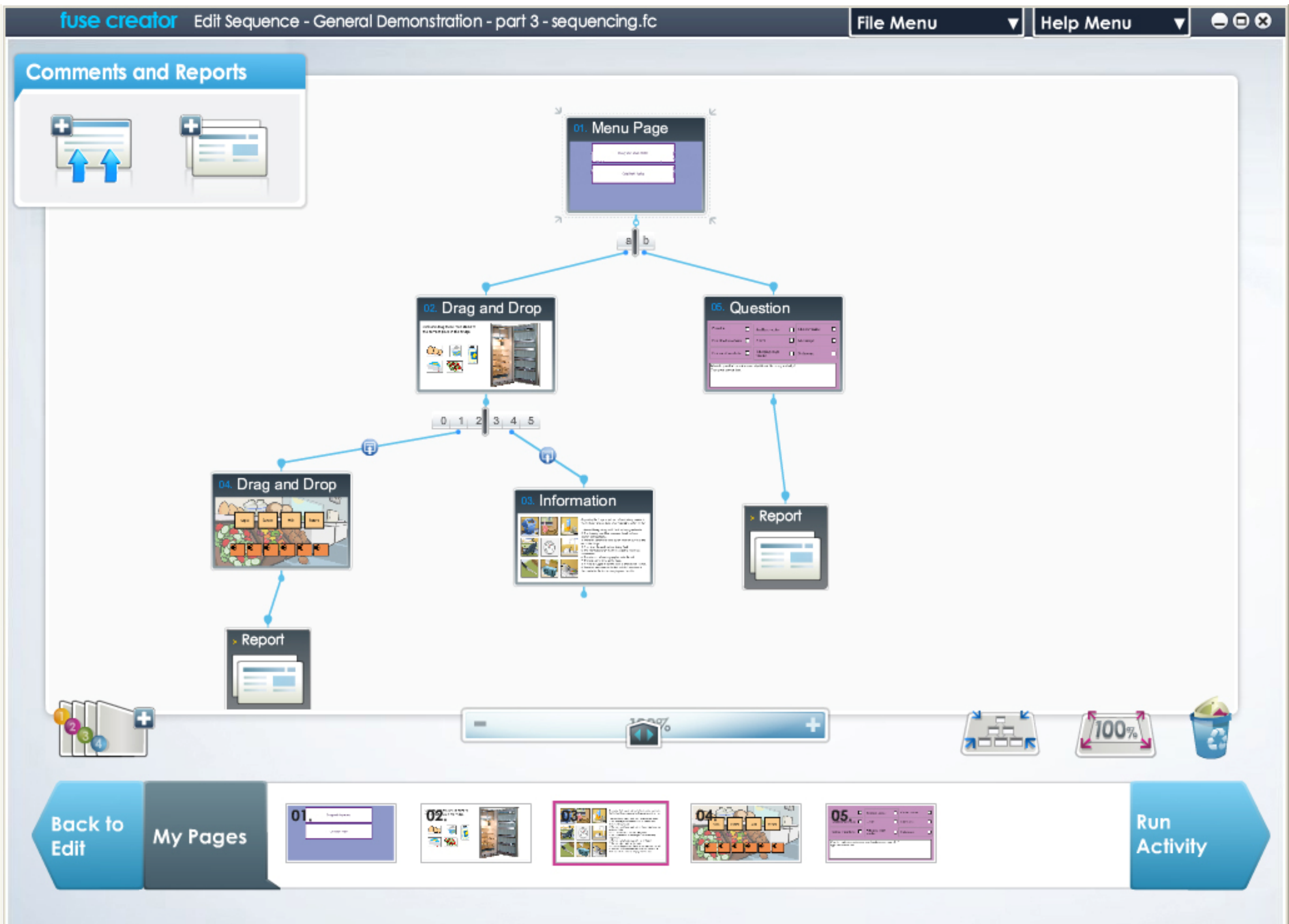
Link objects support the common object properties **Border**, **Background** and **Resize All** (described in section 4.6.2).

Show back button – this option is shown in the Page Options panel when you have the Menu Page selected. It allows you to define whether your page shows a Back button on the toolbar. It allows users to navigate backwards and forwards to review the information.

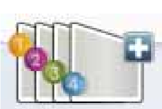
5. Using Fuse Creator™ to sequence activities

Once you have created your pages, use the Sequencer to structure them into an activity.

5.1. About sequencing



There are two ways you can sequence an activity: a simple linear sequence and a branched sequence.



A **simple linear sequence** can be achieved by clicking the **Create linear sequence** button. The pages of your activity display in a linear sequence in the same order as they are shown in the page tray. Every student will go through the activity pages in the same order.

In a **branched sequence**, you are able to add more dimensions to your activity. You can make branches based on the score a user gets and make the experience more personal. For example, a Drag and Drop activity has a potential score of eight. For users who get four or less, you may want them to take another look at the topic in question so you could branch them to a Flashcards activity to help them revise the topic. For those users who get five and above in the Drag and Drop, you may want to congratulate them and progress them to a more difficult page. You have created two branches from a single activity.

You can create score-based branching from any page that has a score. For those pages with a potential score of three and above, you can create up to three branches. A slider allows you to set the parameters of the branches.

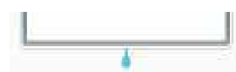
There is another way to use the branching mechanism in Sequencer and that is to use a Menu Page. Menu Pages have Link objects that can link to separate pages in the sequence by branching. In this instance, the slider won't show a score, but the different letters represent the route: a, b, c… up to j. See the Menu Page section (4.13.1) to see how these letters are assigned.

5.2. How to sequence your activity

The following steps guide you through the process of sequencing your activity.

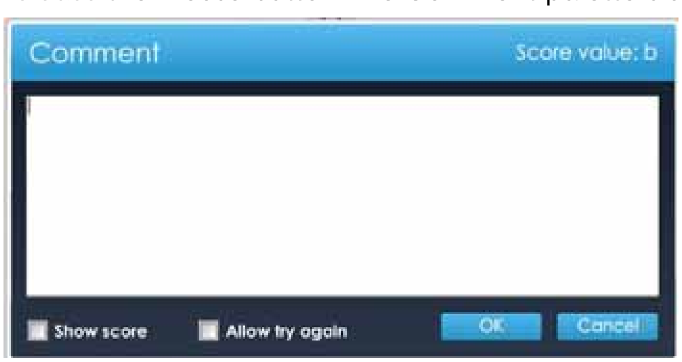
Click **Sequence Activity** to open the Sequencer.

1. Decide which page is going to be the first page in the activity.
2. Drag the first page from the page tray into the box marked 'Drag the first page of your activity here'.
3. Now decide which page will be your second page and drag that onto the Sequencer somewhere below the first page.
4. Join the two pages together; click the **anchor** at the bottom of the first page and, holding the mouse down, drag the connecting line to the anchor at the top of the second page and release the mouse button. This is your branch line.



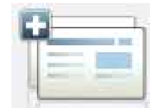
5. Drag a third page onto the sequence (either below the first page or the second).

6. Drag another branch line to join to the third page.
7. You can add comments to a connecting line. In the Comments and Reports panel, click the **Comments** icon, hold the mouse button down and drag the object to the connecting line; release the mouse button. The Comment palette displays.



Within the palette you have a number of options:
Show score – selecting this allows the user to see their current score. The score is not shown by default.
Allow try again – selecting this allows the user to have another attempt to complete the activity and improve their score. This option is not selected by default.
You can also type some feedback text into the box.

8. Click **OK** when you have finished to close the Comment palette.

9. When you have a completed branch, you can add a report to the end of it. In the Comments and Reports panel, click the **Report** icon**,** hold the mouse button down and drag the object; release the mouse button to drop the report object below the branch.

10. Connect the last page of the branch to the report with a branch line.

The way your activity flows is entirely up to you. All pages which have a score can have multiple branches. Those which don't, e.g. Flashcards and Information pages, can only link to one branch. A Menu Page can have multiple branches based on choices, not scores.

The following tools are available in Sequencer:

In the Comments and Reports Panel:

Add feedback comments to a branch – allows you to add comments to a branch line in the Sequencer. Click the object, hold down the mouse and drag the object onto a branch line. You can add comments via a pop-up palette, and also select whether to allow the user to try the page again and/or show the score they achieved (see point 7 above).

Add a report to the end of a branch – allows you to add a final report to a branch. Click the object, hold down the mouse and drag the object onto the Sequencer and connect it to a branch using a branch line. The report displays at the end of the activity and gives the user scores for each page they completed.

At the base of the Sequencer:

Create linear sequence – allows you to make a linear sequence of pages, in the same order as they are shown in the page tray. Pages are added to the Sequencer in a vertical line. The sequence can still be edited, and include comments and reports, as with any other sequence.

Magnifying bar – simple slider bar allowing you to magnify the sequence. Dragging to the left reduces the size and dragging to the right enlarges it.

Show all pages – allows you to display all pages in the sequence on the screen at the same time.

Display 100% – allows you to restore the display back to default size. If no page is selected, the canvas scales from the centre.

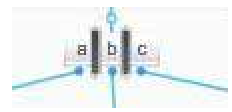
Recycle bin – click this to delete selected objects.

Lower panel:

Back to Edit – allows you to go back to the page editor to make changes to specific page content.

Run Activity – once the activity has been sequenced, click to run through the activity as the student will see it.

Within the Sequencer:



Slider – when you add multiple branches from a page, a slider displays. The slider automatically includes the correct number of points for the page. You can make a maximum of ten branches from a single page. The number of sliders on a bar depends on the amount of branches, i.e. two branches = one slider, three branches = two sliders. If a branched page is deleted, the slider updates accordingly. If only a single branch is left, then the slider is removed.

Branch lines and anchors – each page added to the Sequencer has a top and bottom anchor, allowing it to be linked from and to another page/s. To branch pages, drag the branch lines from a bottom anchor to a top anchor. Lines can be selected individually. To delete a line, click to select it, then click the **Recycle bin** icon.

Looping branch lines – you can drag branch lines upwards in the sequence to create a looping sequence, for example if you want a user to repeat a page to get more practice. You do this in the same way as other branching lines, but the line goes up vertically and into the top anchor of the page you want the user to repeat.

Note: You cannot create a looping branch line which connects back to the very first page.

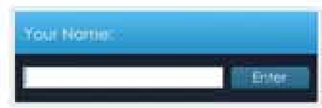
You can also scroll around the Sequencer area by clicking in it and then, keeping the mouse button down, moving from left to right until the pages of the activity you want to work on are in view.

6. Playback

6.1. Splash screen

The first thing a user sees when they run an activity is a branded splash screen, which displays the activity title. The splash screen displays until the user is ready to begin and clicks the **Start** button.

The splash screen also displays optional copyright text if this has been defined in Activity Set-Up.



If **Request user name** was selected during Activity Set-Up, the activity playback determines whether the activity is running in a Virtual Learning Environment (VLE) or not. If it is, the user's name is retrieved from the VLE SCORM runtime system. If not, an edit box displays, prompting for the user's name. The user then types their name in the edit box and clicks **Enter**. The user's name displays in the final report screen if included in the activity.

If **Request user name** was not selected for the activity, the activity will run without checking or prompting for a user's name.

6.2. Activity toolbar

The activity toolbar displays at the bottom of every activity page. It may present the following buttons to the user, depending on the selections you made when creating your pages.

Information – displays help instructions text for a page in a pop-up box, if you created help/instructions text for a page in the Page Editor. The **Help** pop-up can be closed by clicking the **OK** button.

Print – prints a screenshot of the current page exactly how it is shown onscreen along with the user's name (if applicable).

Reset – prompts the user to confirm that they want to reset the page. If the user agrees, then the page reverts to its original state. Any scores and attempts previously achieved are not reset.

Next – this button becomes available once the page is complete (i.e. when an answer has been selected for a question page). The user is then presented with the next page as defined by the Sequencer.

Back – this button displays if you ticked the **Show back button** option in the Page Options panel. The user can navigate back to the previous page.

6.3. Comment

The Comment pop-up box is an optional feature that displays when a page has been completed. The pop-up can contain comments (written by you) based on the user's performance. It can also show the user's score and allow the user to try the page again, if you have selected those options.

Comments relate to a page outcome, rather than the page itself, so they can be tailored to a user's score – giving positive feedback and/or suggesting ways to improve their performance.

6.4. Activity Report

An Activity Report displays at the end of an activity if it has been added to the sequence. The report contains the user's name, the activity title, a list of the pages that the user completed and the scores they achieved on each page.

For each page the user completed, the following information will be provided:

- Page title
- Page subtitle
- Thumbnail image of the page
- Score on first attempt
- Number of attempts made
- Score on last attempt
- Text added by the user (if the page contained an Input text box)

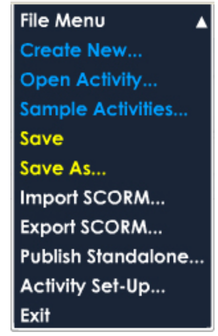
The report can be printed by the user, but it cannot be saved.

6.5. Printing and saving

As well as being able to print out their final report, a user can also print any page of an activity by clicking the **Print** icon on the activity toolbar. This prints a screenshot of the page, including the user's name if they provided it.

Please note, in both cases, that the user is only able to print to their own installed printers. The user cannot generate a PDF, JPG or other file to save their results unless they have an appropriate pseudo-printer installed.

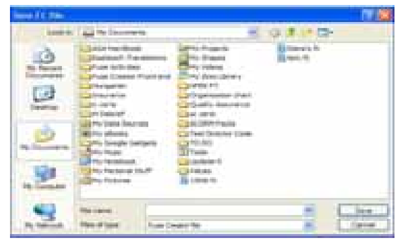
7. Saving your activity



7.1. Saving a Fuse Creator™ file

Your Fuse Creator™ activity file can be saved at any time by following these steps:

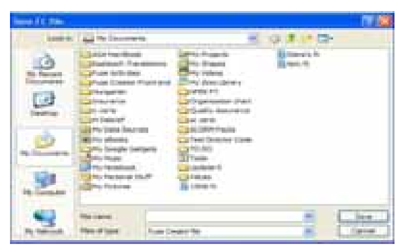
1. From the **File Menu** click **Save**.
2. If this is the first time you have saved the file, the Save FC file dialog box displays. Select a location for saving the activity and provide a file name for the activity. Click **Save**.
3. The activity will be saved as an .fc file (e.g. geog_activity.fc).
4. You may save the activity at regular intervals by clicking **Save** from the **File Menu**. You are not prompted to repeat step 2 each time.
5. Your .fc file can be opened in a number of ways:
   a. by double-clicking on the file in the folder
   b. by opening Fuse Creator™, from the Start page**,** clicking **Edit** and selecting the activity from its location
   c. from the **File Menu**, choosing **Open Activity**, then selecting the **.fc** file from the list of available files.



7.2. Save As...

You may find that you want to save an activity under a different file name so that you can make small differentiations in the content or structure. To do this, follow these steps:

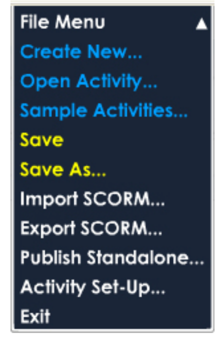
1. From within an existing activity, from the **File Menu**, choose **Save As..**.
2. The Save FC file dialog box displays. Select a location for saving the new version of the activity and provide a file name for the activity. Click **Save.**
3. The activity is saved as an .fc file (e.g. geog_activity_term1.fc).
4. You may save this new version of the activity at regular intervals by choosing **Save** from the **File Menu**. You do not need to repeat step 2 each time.
5. Your .fc file can be opened in a number of ways:
   a. by double clicking it
   b. by opening Fuse Creator™, choosing **Edit** from the Start page and selecting the activity from its location
   c. from the **File Menu**, choosing **Open Activity**, then selecting the **.fc** file from the list of available files.



Please note that .fc files can only be opened for editing by Fuse Creator™. In addition if you have Fuse Player you can play back the activities in a .fc file. In order to allow users to play activities over the Web or in a VLE, you must publish the activity or create a SCORM pack (see section 8).

8. Publishing activities

8.1. Publish Standalone



This feature allows you to create a standalone activity for use on a web page, or embedded within another application such as Fuse Publisher™, Microsoft® PowerPoint® or Easiteach®.

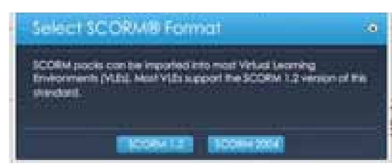
The following steps guide you through the process of publishing a standalone activity.

1. From the **File Menu** choose **Publish Standalone**…
2. The Browse For Folder dialog box displays. Select a location for publishing the activity to and click **OK**.
3. The activity is published in a folder which takes the same name as your .fc file at the location you selected.
4. Change the folder name to be something relevant to the activity.
   - The activity will run in a browser window if you double-click the **index.html** file.
   - The activity will run in an Adobe ® Flash ® Player window if you double-click the **index.swf** file.

Note: Both index files need the subfolders in order to work, so if you move the activity, make sure the subfolders are also moved to the new location.

8.2. Export SCORM

This feature allows you to publish the current activity as a SCORM pack for use in a Virtual Learning Environment (VLE).



The following steps guide you through the process of creating a SCORM pack.

1. From the **File Menu** choose **Export SCORM**.
2. The Select SCORM Format dialog box displays.
3. You need to choose a SCORM version (either **SCORM 1.2** or **SCORM 2004**). Click the appropriate button.

Note: Most VLEs support the 1.2 standard.

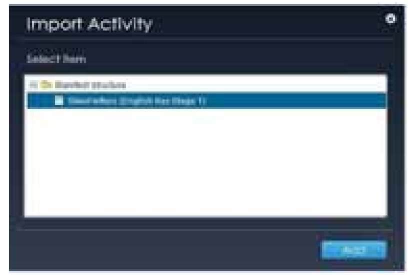
4. An Export SCORM Package dialog box displays. Select a location for the SCORM pack, type a suitable file name, then click **Export**.
5. The Export SCORM Package pop-up box displays, confirming that the SCORM pack has been exported successfully. Click **OK**.

8.3. Import SCORM

This feature allows you to import the content of a SCORM pack that has previously been created in Fuse Creator™.

To import a SCORM zip file:

1. From the **File Menu**, choose **Import Activity.**
2. An Import SCORM dialog box displays, where you can navigate to the zip file.
3. Click **Import.**
4. The Import Activity dialog box displays. Select the activity by first clicking **Manifest Structure,** and then navigate to the activity file. Click **Add**.
    - If there is a copyright notice set for the activity, the Copyright dialog box displays. Click **Accept** to import the activity. The activity will not be imported if you choose to **Decline**.
    - If the SCORM zip file contains only one activity, then it is imported automatically.



Note: If you have an activity already open when you choose to import, you are prompted to save the activity before the import completes.