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

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

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

In This Chapter
- Player Overview
- Features
- Menu
- Resources
- Glossary
- Colors & Effects
- Text Labels
- Other Settings
- Player File Management
Getting to Know the Player

These features can be configured in the **Player Properties** dialog box (with the exception of **Prev** and **Next** buttons). Many of these items can be overridden at the slide level in **Slide Properties**.

- **Resources**: Here you can create a list of useful links to either documents or web pages.
- **Menu**: The menu lists the slides in the course. If you enable navigation, the slide titles become hyperlinks to their respective slides.
- **Glossary**: Use this feature to create a glossary of terms that is available throughout the entire course.
- **Notes**: The text you enter in the **Notes** tab on your slides appears here in the **Notes** pane.
- **Left/Right Topbars**: You can add your own custom features to the top right and/or top left of the player. Name the toolbar item and set up the trigger manually for custom features.
- **Bottom Controls**: Depending upon how much control you want to give the student, you can enable the volume control and seekbar. If you added closed captions to audio or video files, you can enable the button to toggle them on and off.
The Mobile Responsive Player: Landscape

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

In the responsive player, there is no logo or volume control. All views have a play/pause button and a progress indicator, but only the tablet portrait view has a seekbar that controls the slide. The tablet portrait view is the only one that uses text on the previous and next buttons. The other views use arrows.
The mobile responsive player supports touchscreen gestures in HTML5 output on tablets and smartphones, including swiping, dragging, and pinch-to-zoom. You can turn off swiping on a slide-by-slide basis in Slide Properties.
Modifying the Player

Preview and Manage the Responsive Player

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

To preview the responsive player:
1. Click the icon for the view you want. (A)

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

To enable/disable different views:
1. Click the Responsive Playback Properties icon. (B)
2. Click the Tablets or Phones menu.
3. Select the option you want.
4. Click OK.

Edit the Player

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

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

Player Tabs

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

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

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

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You can override some player settings on individual slides. For example, you might not want the Resources tab to appear on your final quiz slides.

Slide Properties, p. 41
In addition to the standard tabs of **Menu**, **Notes**, **Resources**, and **Glossary**, you can add your own player tabs. For example, you might want a link that closes the course or one that takes students to your website.

**To add a custom player tab:**
1. Click the **Add** button.
2. In the **Trigger Wizard**, enter the name as you want it to appear in the player.
3. In the **Align** menu, indicate if you want it on the right or the left. (Custom features cannot be in the sidebar.)
4. Set up your trigger as you normally would.
5. Click the **OK** button.

**Available actions:**
- Change state of
- Move
- Jump to slide
- Exit course
- Jump to scene
- Jump to URL/file
- Lightbox slide
- Send email to
- Close lightbox
- Execute JavaScript

Tabs that you add yourself can be edited or deleted completely. For example, you can rename the tabs or change the triggers. The pre-existing tabs (**Resources**, **Menu**, and **Glossary**) can be modified using their respective menu buttons.

**To edit a custom player tab:**
1. Select the tab in the list.
2. Click the **Edit** button.
3. Make your changes.
4. Click the **OK** button.

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

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

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

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

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

Search: If you have the menu enabled, check this box to include a search field at the bottom of the menu panel. This lets the students search on-screen text, slide notes, and question feedback. It does not search alt text.

Captions: Check this box to enable the closed caption button in the player. The button will only appear on slides that have audio or video files with captions attached.

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

Use the drop-down menu to set the Seekbar to read-only. This means the student cannot jump forward on the slide.

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

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

The menu is automatically generated with all your slides, based on the story structure. The scenes and slides are ordered based on the numbering in story view.

**New Heading**
Click this button to add informational headings. For example, you may want to make a sub-heading but don’t want to use the first slide in that section for the heading. When students click these informational headings, they are taken to the first slide after the heading.

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

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

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

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

**Additional Options**
Click this button to see additional menu options, detailed on the next page.

**Reset From Story**
If you’ve made modifications to the outline that you don’t want to keep, click this button to reset the outline to use the naming, ordering, and hierarchy settings.
When you click the **Additional Options** button, a dialog box opens with more choices.

**Navigation Restriction**
This menu determines how the student can navigate through the course using the menu. These settings do not affect the use of the **Next** and **Prev** buttons on the player or any navigational buttons you add to the slides yourself.

- **Free**: The students can view the slides in any order, jumping around freely in the menu.
- **Restricted**: The students can only view the current and previous slides. Students cannot jump ahead.
- **Locked**: Students cannot use the menu to move from slide to slide—it is for informational purposes only.

**Wrap Long Menu Titles**
If the slide title is too long to fit on a single line in the menu, you can check this box to have it wrap to a second line. If you keep the box unchecked, the end of the title will be cut off.

**Show Tooltip on Hover**
If you have titles that are cut off because they are too long, and you did not select the wrap option, you can check this box so that the student can hover over the menu item to see a small pop-up box with the full title.

**Auto-Collapse Menu as Learner Progresses**
For projects with a multi-level menu, check this box if you want levels to collapse (only the “parent” heading shows, not the “child” slides). This is useful in a long course because the students are less likely to have to scroll down to see where they are in the course.

**Number Entries in the Menu Automatically**
By default, the menu that the student sees does not have any numbering (despite the fact that you see numbering in the panel where you edit the menu). Check this box if you want the student to see numbering. That numbering will be sequential from the top to the bottom of the menu, and may not match the numbers you see in the editing panel.

### DESIGN TIPS

**Free** navigation is best when:
- You are building and reviewing the course and want to be able to jump around quickly. (You can turn it off for final publish later, if needed.)
- You want the students to choose what information they want to learn.
- It isn’t critical that the students complete everything in the course.
- It doesn’t matter in what order the student views the slides.

**Restricted** navigation is best when:
- It is critical that the students view all the content, such as with new hire orientation or compliance courses.
- You want the students to be able to go back to information they want to review.
- The content builds on itself, so you don’t want students jumping ahead.
- You want to use the course for ongoing reference that the students can re-visit at any time.

**Locked** navigation is best when:
- It is critical that the students view all the content, such as with new hire orientation or compliance courses.
- You do not expect the students to go back into the course later for reference.
Setting Up Resources

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

To change the description at the top of the list:
1. Type your text in the Description field.

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

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

To edit a resource:
1. Select the entry.
2. Click the Edit button.
3. Make your changes.
4. Click the Save button.

To delete a resource:
1. Select the resource.
2. Click the Delete button.

To change the order of the resources:
1. Select the item you want to move.
2. Click the Move up or Move down buttons.
Click the Glossary button to add or edit items in the glossary. Entries are arranged in alphabetical order, regardless of the order in which you enter them.

To add a glossary entry:
1. Click the Add button.
2. In the Term field, type the item to be defined.
3. In the Definition field, type the definition.
4. Click the Save button.

To edit an entry:
1. Select the entry.
2. Click the Edit button.
3. Make your changes.
4. Click the Save button.

To delete an entry:
1. Select the entry.
2. Click the Delete button.
Change Colors & Effects

Click the Colors & Effects button to change the colors and font for the player.

Color Schemes

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

To apply a pre-made color scheme:
1. Click the Color Scheme menu.
2. Select the color scheme you want.

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

Some items only have one color choice; others have two.

CAUTION

Your color and font choices do not affect the mobile responsive player. Those colors and fonts cannot be modified.
To duplicate an existing color scheme (so you can create a new one based on it):

1. Select the color scheme from the drop-down menu.
2. Click the **Duplicate the selected color scheme** button.

To delete a saved color scheme:

1. Select the color scheme from the drop-down menu.
2. Click the **Delete the selected color scheme** button.

To restore a color scheme to its previously saved settings:

1. Select the color scheme from the drop-down menu.
2. Click the **Reset the color scheme** button.

To save a modified color scheme:

1. Click the **Save the selected color theme to a file** button.
2. Enter a name for the theme.
3. Click the **OK** button.

**Background Color**

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

**Font**

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

**Player font size**: You can make the text in the player and system-generated messages larger or smaller by increasing or decreasing this number.

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

[Closed Captioning, p. 97](#)

**DESIGN TIP**

You can find pre-made player templates from third-party sources online.
Change Text Labels

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

Click the Text Labels button to change the text for any of these system-generated labels. For example, you might want to change the Notes tab to the Transcript tab, or you may want to modify the message that displays when the student returns to the course.

To change the language used for the labels:
1. Click the Language drop-down menu.
2. Select the language you want.

To customize individual labels:
1. Find the row for the text you want to change.
2. Edit the text in the Custom Text column.

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

To save a set of labels:
1. Click the Save button.
2. Find and select the location for the file.
3. Enter a name for the file.
4. Click the Save button.

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

To load a set of labels:
1. Click the Load button.
2. Find and select the label file you want to use.
3. Click the Open button.

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

**Browser Settings**

Published projects play in a browser (except when using the Articulate Mobile Player app).

**Browser Size**

- **Display at user’s current browser size:** The window matches the user’s current browser size.
- **Resize browser to optimal size:** The browser window appears at the same size as the course.
- **Resize browser to fill screen:** The browser window fills the user’s screen.

**Player Size**

- **Scale player to fill browser window:** The published course size matches the browser size (may be smaller or larger than the story size).
- **Lock player at optimal size:** The published course size matches the story size (shows at 100%).

**Launch Player in New Window**

If you check this box, the course opens to a blank page with a **Launch** button, which opens the presentation in a new window. This is most often used if you are not using a learning management system. Selecting this setting gives you two additional options normally governed by the LMS:

- **Display window with no browser controls:** This turns off the student’s browser toolbars. This gives more room for the course and prevents the student from using the browser’s **Back** button.
- **Allow user to resize browser:** Check this box if you want to give the student control over the browser size.

If you are using an LMS, do a test to make sure this feature doesn’t interfere with tracking.
Other Player Settings (cont’d)

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

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

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

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

When Running in LMS, Ignore Flash Cookie
The prompt-to-resume feature can be managed by your learning management system (if your LMS supports that feature) or by Flash “cookies” stored on the user’s computer. If you uncheck this box, the course (when in an LMS) will first use the data from the LMS to resume the course where the user left off. If you are not using an LMS or if the LMS does not support the resume feature, the course will resume based on the Flash cookie.

Text Is Read From
Change this setting from **Left to Right** to **Right to Left** if you are using a language that reads right to left.
Managing Player Files

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

**To open a different player file:**
1. Click the **Current Player** drop-down button.
2. Select **Open**.
3. Select the player you want to use.

**To save the current player file:**
1. Click the **Current Player** drop-down button.
2. Select **Save**.

**To save the current player file under a different name:**
1. Click the **Current Player** drop-down button.
2. Select **Save as**.
3. Enter a new name.
4. Click the **OK** button.

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

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

**To reset a player to its previously saved settings:**
1. Click the **Current Player** drop-down button.
2. Select **Reset**.

**To delete the currently open player file:**
1. Click the **Current Player** drop-down button.
2. Select **Delete**.
3. Click **Yes**.

**BRIGHT IDEAS**

- Use **Open** if the file is already saved on your computer. Use **Import** if the file is saved somewhere else.
- Use the **Export** option when you want to share the files with someone else who can then import the file.