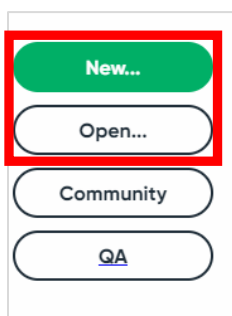


Add Actions to an Activity in Boardmaker 7: Quick Guide

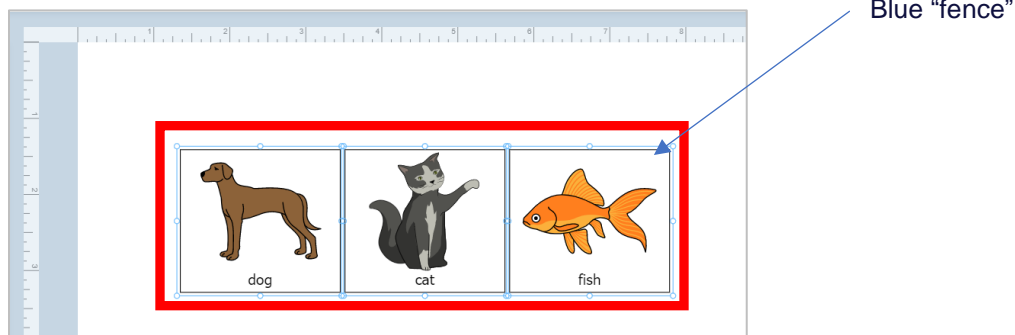
Assigning actions to a button in Boardmaker 7 allows you to make any activity interactive. Add sounds, navigation, popup windows, and more to a blank activity or template. This quick guide provides instructions on how to add actions to an activity.

Before Using the Action Editor

1. Select **New** or **Open** to open the Boardmaker 7 editor to a template, previously created activity, or blank canvas.

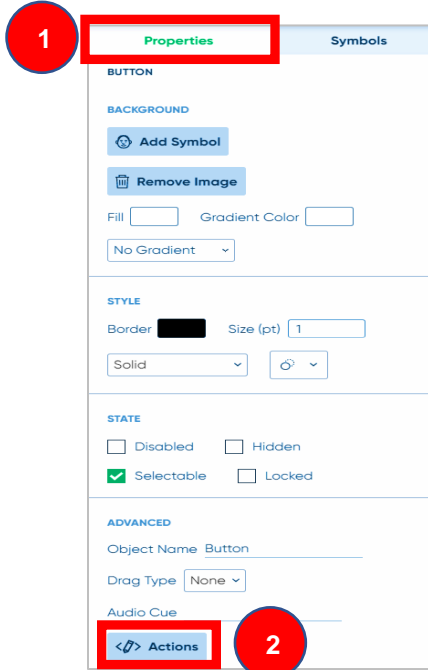


2. Draw and/or select the button or a group of buttons that will have an action assigned.
NOTE: Selected buttons have a blue “fence” around them. Single click a button to select it or draw a square through multiple buttons using a mouse to select a group of buttons.



Add an Action to a Button or Select Buttons

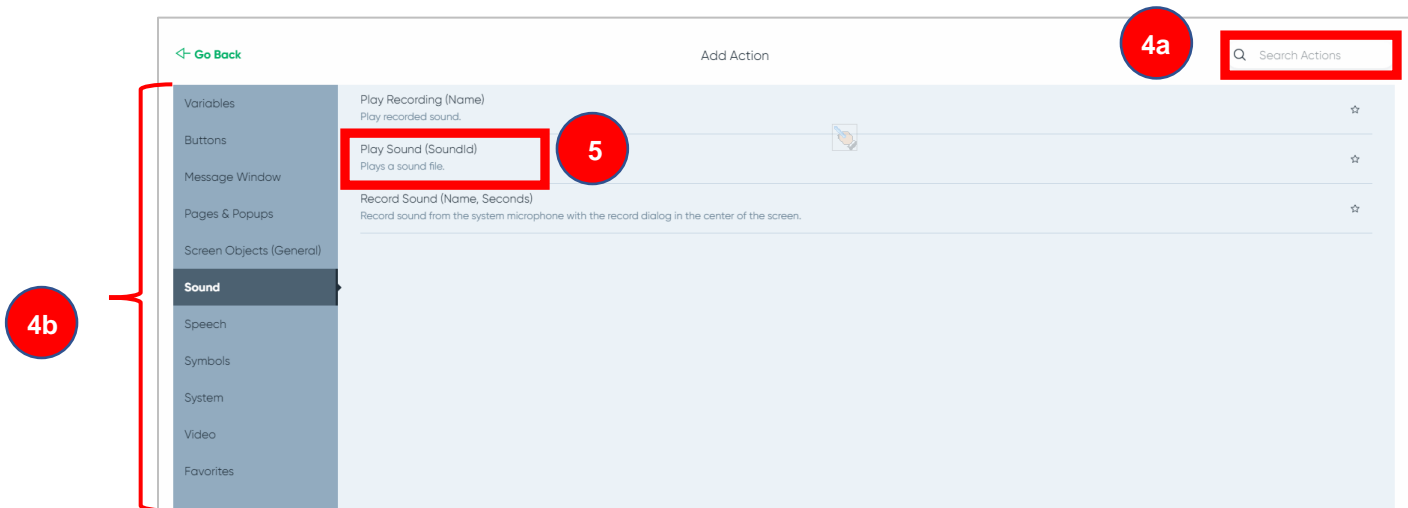
1. Select the **Properties** tab and scroll to the bottom.
2. Select **Actions**.



3. A new window will open. Select **Add Action**.

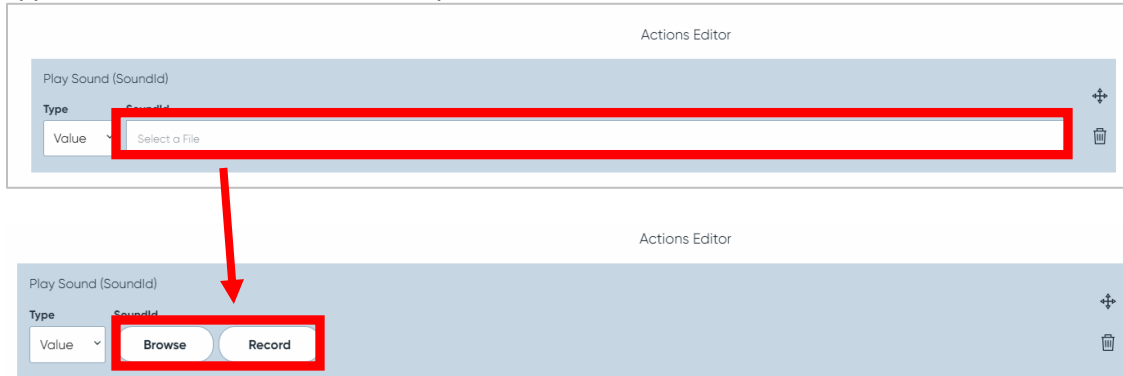


4. Find the desired action(s) by
 - a. Selecting a category
 - b. Searching for an action
5. Select an action. NOTE: Select the star to add the action to your favorites.



NOTE: See the Boardmaker 7 User's Manual for a list of all available actions.

6. Select the box for the action if one appears and follow the prompts on the subsequent screens. If no boxes appear for the action, continue to step 7.



7. To go back to the editor, select **Save and Close**.
8. To continue adding actions to the button, Select **Save** and then **Select Add Action** to return to the action menu.



9. Once actions are added and you return to the editor, select **Play** to test the actions.

