

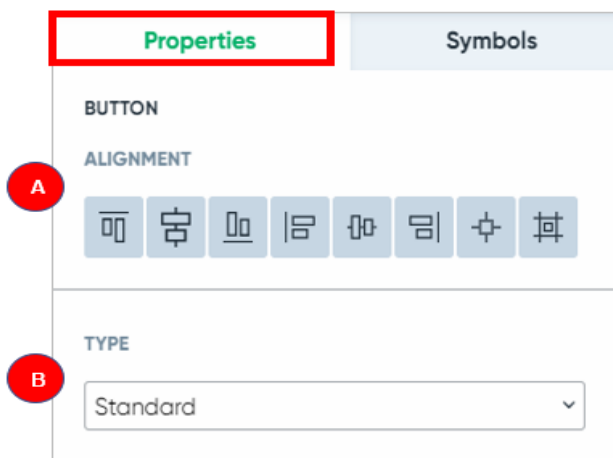
## Customize Buttons and Pages Using the Properties Panel: Quick Guide

The properties panel is a tool that allows you to customize the look, feel, and actions of your Boardmaker 7 activities. Each button type and page allow for specific properties. This quick guide provides descriptions for many of the properties in the Properties Panel.

### Standard Button Properties in the Properties Panel

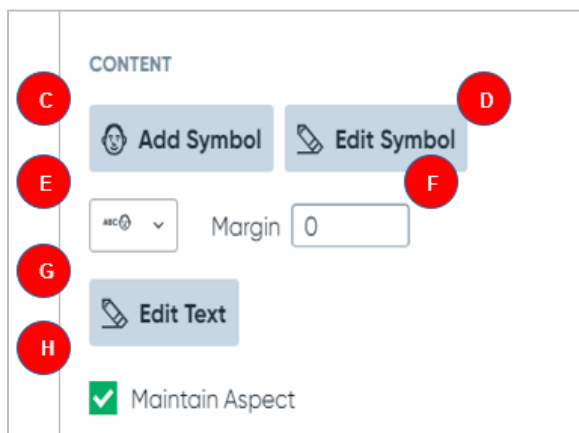
NOTE: The properties panel is accessible when an activity is in Edit mode in the Boardmaker 7 Editor.

#### Button and Type Properties



- A. Alignment-** Choose how the button aligns to the page. Options from left to right include top, horizontal center, bottom, left, vertical center, right, center, align to grid. NOTE: If multiple buttons are selected, the alignment is determined by the button that was selected first.
- B. Type:** Determine a button type. NOTE: Each button type has unique properties.
  - **Standard:** Holds a symbol and a label
  - **Symbolate:** Automatically populates a symbol for each word typed in the button.
  - **Word Predictor:** Predicts a word based on the previous 2 words typed. Used mainly for writing activities.
  - **Group:** Holds multiple symbols and allows you to adjust the size of the symbol(s) relative to the button.

#### Content Properties



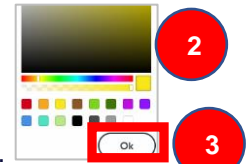
- C. Add Symbol:** Opens a symbol search.
- D. Edit Symbol:** Opens the Symbol Editor.
- E. Symbol Layout:** Choose the layout for the symbol and label. Label on top, Label on bottom, Symbol only, Label left, Label right, Label only.
- F. Margin:** Type in a number to customize the amount of space between the symbol and button border
- G. Edit Text:** Opens a text editor with the label text. NOTE: Text can be edited using other properties in the Properties Panel.
- H. Maintain Aspect:** When selected maintains the width to height ratio for the symbol.

## Font Properties

The screenshot shows the 'FONT' panel with the following elements and callouts:

- I**: Font name dropdown menu showing 'Acme-Regular'.
- J**: Font size dropdown menu showing '14'.
- K**: Bold (B), Italic (I), and Underline (U) buttons.
- L**: Left, Center, and Right alignment buttons.
- M**: Font Color selection buttons (ABC) with a black color swatch.
- N**: 'Font Color' label and a black color swatch.
- O**: 'Font Highlight Color' label and an empty color swatch.

- I. Font-** Choose a font from the dropdown menu.
- J. Font Size-** Type a font size in the box or choose from the dropdown menu.
- K. Font Style:** Choose bold, italicized, and/or underlined if desired.
- L. Horizontal align:** Choose an alignment button to align text to the left, center, or right of the label button.
- M. Vertical align:** Choose an alignment button to align text to the top, center, or bottom of the label button.
- N. Font Color:** Choose a color for the text.
  1. Select the black box.
  2. Select a color.
  3. Select Ok.
- O. Font Highlight Color:** Choose a color to highlight the text. Follow instructions for Font Color above to select a color.

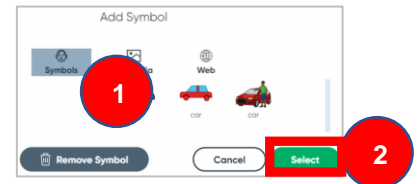


## Background Properties

The screenshot shows the 'BACKGROUND' panel with the following elements and callouts:


- P**: 'Add Symbol' button.
- Q**: 'Remove Image' button.
- R**: 'Fill' color swatch.
- S**: 'Gradient Color' color swatch.
- T**: 'No Gradient' dropdown menu.

- P. Add Symbol:** Add a symbol to the selected button background. Select to open the symbol window.
  1. Select a symbol or digital image.
  2. Select **Ok**.
- Q. Remove Image-** Delete a background image from the button.
- R. Fill:** Select a color to fill the background of the button. Follow instructions for Font Color above to select a color.
- S. Gradient Color:** Select a secondary color for gradient. Follow instructions for Font Color above to select a color.
- T. Gradient:** Select from the dropdown to add a gradient pattern to the background color.



## Style Properties

STYLE

U Border  Size (pt)  V

W Solid   X

U. **Border:** Select a Border color.

V. **Size:** Type a number into the text box to make the border thicker or thinner.

W. **Border Style:** Select the Solid drop down to choose dots or dashes for your button border.

X. **Button Shape:** Select the circle dropdown to change your button shape.

## State Properties

STATE

Y  Disabled  Hidden

Selectable  Locked

Y. **State:** Change how the student will interact with the button.

NOTE: Most users do not change this property. The software will auto select a state.

- Disabled: visible with a gray overlay but not selectable in Play mode
- Hidden: not visible or selectable in Play mode
- Selectable: visible and selectable in Play mode
- Locked: button is not selectable in the Editor

## Advanced Properties

ADVANCED

Z Object Name

AA Drag Type

AB Audio Cue

AC

Z. **Object Name:** Used for programming. Leave as the default unless you are a super advanced user.

AA. **Drag Type:** Leave as the default. Movable buttons will be released in a future version of Boardmaker.


AB. **Audio Cue:** Type a short word or message that will play when the student scans the button (scanning must be enabled in User Settings) or when Audio Cue is selected in User Settings.

AC. **Actions:** Select the Actions Button to program actions for the button. See Add Actions to an Activity in Boardmaker 7 Quick Guide for detailed instructions.

## Additional Page Properties

### Content

CONTENT

A Layout  ▾

B Margin

- A. **Layout:** Use the dropdown to choose a layout for buttons on the page.
- **Freeform:** auto-formatting not applied
  - **Auto-center:** arranges buttons in the center of the page
  - **Auto-grid:** arranges buttons in rows or columns starting from the top left
  - **Circular:** arranges buttons in a circle around the center of the page or group
  - **Grid:** creates a custom grid with a specified number of columns and rows
- B. **Margin:** Type a number to change the amount of space between the buttons and the edge of the page

## Additional Symbolate Button Properties

### Content

CONTENT

C Margin

D Symbolate  ▾

E Symbol Location  ▾

F Symbol Height

G  All Same Width  H

- C. **Margin:** Type a number to change the amount of space between the symbolated words and the edge of the Symbolate button.
- D. **Symbolate:** Choose which words are symbolated
- **All:** Symbolate all words with symbols
  - **Nouns:** Symbolate only nouns
  - **Verbs:** Symbolate only verbs
  - **Adjectives:** Symbolate only adjectives
  - **Content Words:** Symbolate only nouns, verbs, adjectives, and some common adverbs
  - **Words on List:** Symbolate only words indicated on the Word list (see H below)
  - **Words Not on List:** Symbolate all words not on the Word List (see H below)
  - **Non-Common Words:** Symbolate only words not on the list of common words (see user manual for a common word list)
- E. **Symbol Location:** Choose if the symbols will be located on top of the word or on bottom.
- F. **Symbol Height:** Type a number to make the symbols smaller or larger.
- G. **All Same Width:** Select the box to space all words evenly from each other
- H. **Word List:** Select to type in words that should or should not be symbolated (see D above)