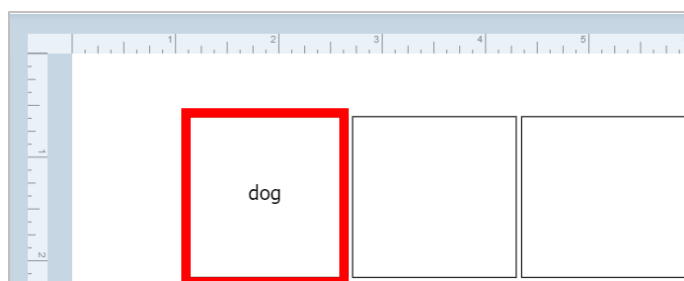


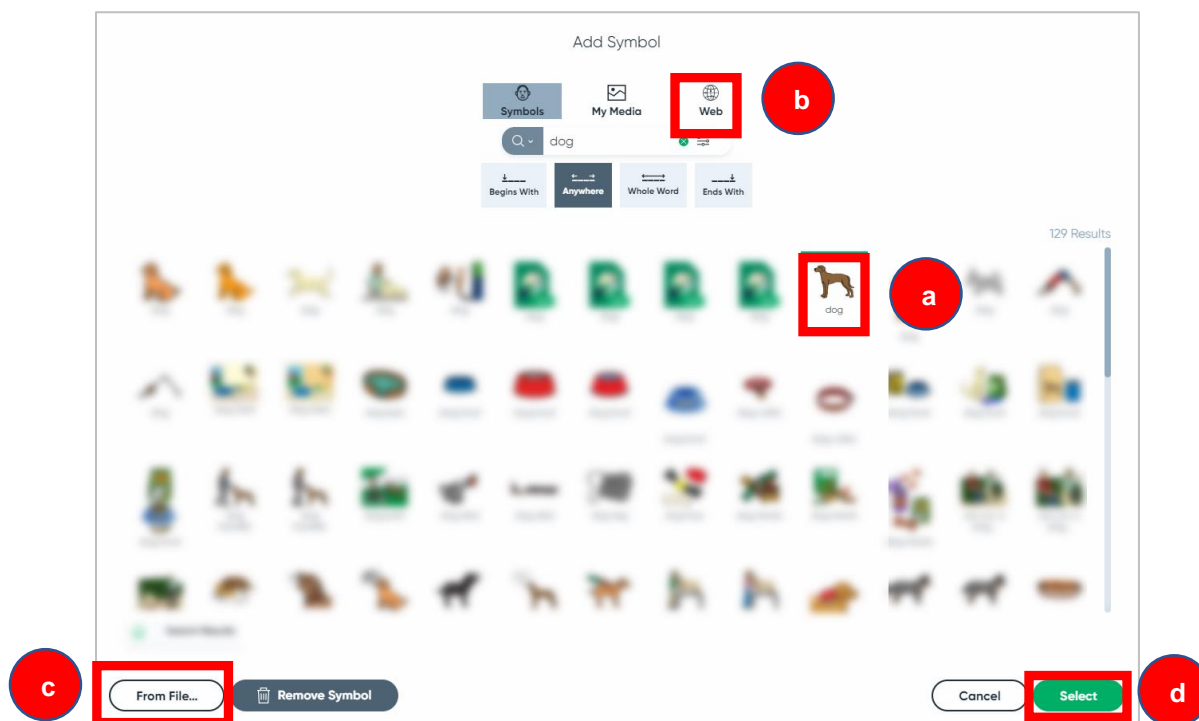
Add Content to Buttons Using Edit-in-Place: Quick Guide

Edit-in-Place

1. Select a **button** and type a label using your keyboard.
2. Select **Enter/Return** on your keyboard.



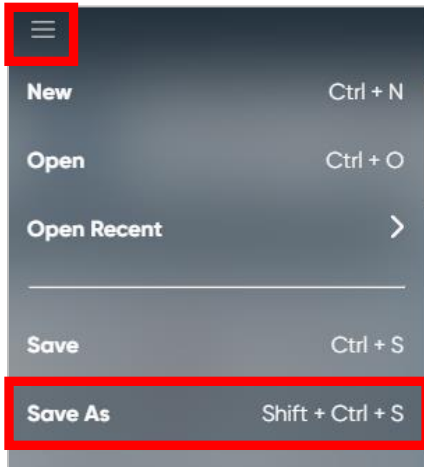
3. Select the desired image.
 - a. To add a symbol to the button, select the desired symbol.
 - b. To add a digital image from the web, select the **Web Button** and select a web image.
 - c. To add an image from the computer, select **From File** and select the digital image from the computer.
4. Choose **Select**.



5. The image will populate in the button. Repeat steps 1-4 to fill in all buttons on the page.

Save the Activity

1. Select the **three bars** in the top left corner. Mac users, hover over the top of the screen and select the **File** menu.
2. Select **Save As**. Follow saving file path instructions below to sync to myBoardmaker.com.



Sync Activities to myBoardmaker.com

Platform	What You Need to Do	Save Location to Sync to myBoardmaker.com
PC	Nothing- the activity should save to the correct folder and sync unless you change the save location	C:\Users\username\AppData\Local\Boardmaker 7 Editor\Documents\Activities\email address
Mac	Nothing- the activity should save to the correct folder and sync unless you change the save location	Documents/Boardmaker/Activities/email address
Chromebook	Change the location	Boardmaker 7 Editor → Activities → email address

NOTE: See additional Quick Guides for more information on button properties, actions, and settings.