

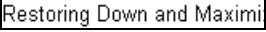
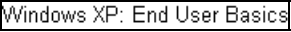

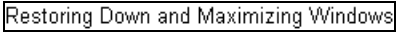









## Player Tutorial

1.	The Outline pane appears on the left side of the Player window. This pane lists the table of contents for an application. You can expand and collapse items using the plus (+) and minus (-) symbols.
2.	Click the plus sign (+) next to the module you want to expand.  In this example, click the plus (+) sign next to the <b>Windows XP: End User Basics</b> module. 
3.	Continue to expand the outline as necessary to view the topics.  In this example, click the plus (+) sign next to the <b>Exploring Window Features</b> lesson. 
4.	Select the desired topic.  In this example, click the <b>Restoring Down and Maximizing Windows</b> topic. 
5.	You can adjust the height and width of the Outline, Concept, and Introduction panes by dragging the divider bars to the desired location.
6.	To resize the Outline pane, click and drag the vertical divider bar. Press the left mouse button and drag the mouse to the desired location.
7.	Release the mouse button.
8.	To resize the Concept and Introduction panes, click and drag the horizontal divider bar to the desired location. Press the left mouse button and drag the mouse to the desired location.
9.	Release the mouse button.
10.	The Concept pane appears in the upper-right pane of the Player window and provides conceptual information regarding the selected module, lesson, or topic.  Text or graphics may appear when you select an item in the outline if the content author has associated such information during content creation.
11.	Click the module for which you want to view the Concept information.  In this example, click the <b>Windows XP: End User Basics</b> module. 
12.	The conceptual information for the module appears.
13.	Click the lesson for which you want to view the Concept information.  In this example, click the <b>Exploring Window Features</b> lesson. 
14.	The conceptual information for the lesson appears.

15.	<p>Click the topic for which you want to view the Concept information.</p> <p>In this example, click the <b>Restoring Down and Maximizing Windows</b> topic.</p> 
16.	<p>The conceptual information for the topic appears.</p>
17.	<p>The Introduction pane provides an introduction to the selected topic. This information is the same text that appears in the start frame during topic playback.</p> <p>Text or graphics may appear when you select an item in the outline if the content author has associated such information during content creation.</p>
18.	<p>There are two ways you can start a topic. You can click a mode button in the Playback Mode area or you can click the <b>Jump directly to a selected step</b> button that appears to the right of the mode button. This arrow button opens a popup window containing Jump-in Points. Jump-in Points are links to various steps within a topic, allowing you to start a topic at a point other than the beginning.</p>
19.	<p>Content authors designate Jump-in Points while creating the content. If no Jump-in Points were created, the popup window contains the <b>Beginning of topic</b> link only, which appears by default.</p> <p>Click the <b>Jump directly to a selected step</b> button to view the available Jump-in Points.</p> 
20.	<p>In this example, the <b>Beginning of topic</b> link appears by default as well as two other options that were set by the content author. Clicking either of the other links starts the playback at that point in the topic.</p>
21.	<p>Press <b>[Escape]</b> to close the Jump-in point window.</p>
22.	<p>Click the desired playback mode button.</p> <p>In this example, click the <b>See It!</b> button.</p> 
23.	<p>See It! mode launches and you view self-running walkthroughs of the business processes you will learn.</p>
24.	<p>Click the desired playback mode button.</p> <p>In this example, click the <b>Try It!</b> button.</p> 
25.	<p>Try It! mode launches and you can practice, within a simulated environment, specific role based business processes.</p>
26.	<p>You can control the playback in Try It! mode, using the <b>Actions</b> link that appears in the bubble.</p> <p>Click the <b>Actions</b> link to display the available options.</p> 

27.	<p>The available <b>Actions</b> appear. All of these options will not be available for all of the topics. Only the actions that are applicable to the topic will appear.</p> <p>For example, if a topic does not have an Infoblock or Alternative action attached, the Infoblock and Alternative action links will not appear.</p>
28.	<p>Click the desired playback mode button.</p> <p>In this example, click the <b>Know It?</b> button.</p> 
29.	<p>Know It? mode launches and assesses your competency for the training you have taken. Their progress can be tracked and additional training provided if required.</p> <p>The appearance of the scoring information at the beginning of the Know It? topic may be suppressed when you play the topic.</p>
30.	<p>The bubble for Know It? mode now contains an <b>Actions</b> link. Although you can cannot control the playback in Know It? mode, you can use the <b>Actions</b> link to access some playback features.</p>
31.	<p>The available actions are displayed. These options are available for all of the topics in Know it? mode.</p>
32.	<p>Click the desired playback mode button.</p> <p>In this example, click the <b>Do It!</b> button.</p> 
33.	<p>Do It! mode launches and gives you step-by-step instructions through complex business processes while you are working live in an application.</p>
34.	<p>You can control the playback in Do It! mode using the <b>Actions</b> link that appears in the bubble.</p> <p>Click the <b>Actions</b> link to display the available options.</p> 
35.	<p>The available actions appear. All of these options may not be available for all of the topics. Only the actions that are applicable to the topic will appear.</p> <p>For example, if a topic does not have an Alternative action or Infoblock attached, the Alternative action and Infoblock links will not appear.</p>
36.	<p>You have completed the tutorial for the Player.</p> <p>You will now be returned to the topic from which the Tutorial was launched.</p> <p><b>End of Procedure.</b></p>