SMART Notebook® 15 collaborative learning software

USER’S GUIDE
FOR WINDOWS OPERATING SYSTEMS
Product registration

If you register your SMART product, we’ll notify you of new features and software upgrades.

Register online at smarttech.com/registration.

Keep the following information available in case you need to contact SMART Support.

Serial number: ____________________________

Date of purchase: ____________________________
# Contents

## Chapter 1: Getting started with SMART Notebook software

<table>
<thead>
<tr>
<th>Topic</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>About SMART Notebook software</td>
<td>2</td>
</tr>
<tr>
<td>About the other SMART software on your computer</td>
<td>2</td>
</tr>
<tr>
<td>What's new</td>
<td>3</td>
</tr>
<tr>
<td>Starting SMART Notebook software</td>
<td>3</td>
</tr>
<tr>
<td>Navigating the user interface</td>
<td>4</td>
</tr>
<tr>
<td>Viewing tool change notifications</td>
<td>10</td>
</tr>
<tr>
<td>Using gestures</td>
<td>11</td>
</tr>
<tr>
<td>Undoing and redoing actions</td>
<td>12</td>
</tr>
</tbody>
</table>

## Chapter 2: Creating and working with files

<table>
<thead>
<tr>
<th>Topic</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Creating files</td>
<td>13</td>
</tr>
<tr>
<td>Opening files</td>
<td>13</td>
</tr>
<tr>
<td>Saving files</td>
<td>14</td>
</tr>
<tr>
<td>Exporting files</td>
<td>15</td>
</tr>
<tr>
<td>Printing files</td>
<td>17</td>
</tr>
<tr>
<td>Saving files automatically</td>
<td>18</td>
</tr>
<tr>
<td>Attaching files to e-mail messages</td>
<td>22</td>
</tr>
</tbody>
</table>

## Chapter 3: Creating and working with pages

<table>
<thead>
<tr>
<th>Topic</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Displaying pages in a file</td>
<td>23</td>
</tr>
<tr>
<td>Creating pages</td>
<td>24</td>
</tr>
<tr>
<td>Cloning pages</td>
<td>25</td>
</tr>
<tr>
<td>Extending pages</td>
<td>25</td>
</tr>
<tr>
<td>Renaming pages</td>
<td>26</td>
</tr>
<tr>
<td>Cutting or copying and pasting pages</td>
<td>26</td>
</tr>
<tr>
<td>Rearranging pages</td>
<td>27</td>
</tr>
<tr>
<td>Grouping pages</td>
<td>28</td>
</tr>
<tr>
<td>Deleting pages</td>
<td>29</td>
</tr>
</tbody>
</table>

## Chapter 4: Creating basic objects

<table>
<thead>
<tr>
<th>Topic</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Writing, drawing and erasing digital ink</td>
<td>32</td>
</tr>
<tr>
<td>Creating shapes and lines</td>
<td>35</td>
</tr>
<tr>
<td>Creating text</td>
<td>39</td>
</tr>
<tr>
<td>Creating tables</td>
<td>46</td>
</tr>
</tbody>
</table>

## Chapter 5: Working with objects

<table>
<thead>
<tr>
<th>Topic</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Selecting objects</td>
<td>58</td>
</tr>
<tr>
<td>Changing objects' properties</td>
<td>60</td>
</tr>
</tbody>
</table>
CONTENTS

Positioning objects ................................................................. 63
Cutting, copying and pasting objects ........................................ 67
Cropping images with a mask .................................................. 68
Cloning objects .................................................................... 70
Resizing objects .................................................................... 70
Rotating objects .................................................................... 73
Flipping objects .................................................................... 75
Grouping objects .................................................................... 75
Deleting objects .................................................................... 77

Chapter 6: Inserting, organizing and sharing content .................. 79
Inserting content from the Gallery ........................................... 80
Inserting content from GeoGebra ............................................. 82
Inserting content from the SMART Exchange website .............. 83
Inserting content from other sources ....................................... 84
Inserting equations with the Math Editor ................................. 94
Inserting Internet browsers ..................................................... 96
Attaching files and web pages ................................................ 97
Organizing and sharing content using the Gallery ..................... 99
Sharing content using the SMART Exchange website ............... 104

Chapter 7: Creating lesson activities ........................................ 105
Using advanced object features ............................................. 106
Using advanced page features ............................................... 113
Creating example lesson activities ......................................... 119

Chapter 8: Using Lesson Activity Builder (LAB) ......................... 127
Creating and adding a Flip Out flip card activity ....................... 128
Creating and adding a Super Sort activity ................................. 129
Adding a game component to your activity ............................... 130
Managing Lesson Activity Builder content ............................... 132

Chapter 9: Using Concept Mapping ........................................... 135
Creating and Using Concept Mapping Nodes ............................ 135

Chapter 10: Presenting lesson activities and facilitating collaboration ........................................................................................................ 139
Preparing before presenting .................................................... 140
Using classroom presentation tools ......................................... 149
Clearing or resetting pages after presenting ............................. 184
Enabling two people to use an interactive whiteboard ............... 187

Chapter 11: Enhancing SMART Notebook software with add-ons ................................................................. 191
Installing add-ons .................................................................. 191
Using add-ons ...................................................................... 191
Identifying missing add-ons .................................................... 192
<table>
<thead>
<tr>
<th>Contents</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Disabling and removing add-ons</td>
<td>192</td>
</tr>
<tr>
<td>Accessing XC Collaboration</td>
<td>193</td>
</tr>
<tr>
<td><strong>Chapter 12: Maintaining SMART Notebook software</strong></td>
<td>195</td>
</tr>
<tr>
<td>Customizing the toolbar</td>
<td>195</td>
</tr>
<tr>
<td>Configuring SMART Notebook software</td>
<td>197</td>
</tr>
<tr>
<td>Setting the language</td>
<td>204</td>
</tr>
<tr>
<td>Removing SMART software</td>
<td>205</td>
</tr>
<tr>
<td>Updating and activating SMART software</td>
<td>206</td>
</tr>
<tr>
<td>Sending feedback to SMART</td>
<td>211</td>
</tr>
<tr>
<td><strong>Chapter 13: Troubleshooting SMART Notebook software</strong></td>
<td>213</td>
</tr>
<tr>
<td>Troubleshooting files</td>
<td>213</td>
</tr>
<tr>
<td>Troubleshooting the SMART Notebook software window and toolbar</td>
<td>213</td>
</tr>
<tr>
<td>Troubleshooting digital ink</td>
<td>214</td>
</tr>
<tr>
<td>Troubleshooting objects</td>
<td>215</td>
</tr>
<tr>
<td>Troubleshooting gestures</td>
<td>217</td>
</tr>
<tr>
<td><strong>Index</strong></td>
<td>219</td>
</tr>
</tbody>
</table>
Chapter 1

Getting started with SMART Notebook software

<table>
<thead>
<tr>
<th>Section</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>About SMART Notebook software</td>
<td>2</td>
</tr>
<tr>
<td>About the other SMART software on your computer</td>
<td>2</td>
</tr>
<tr>
<td>What’s new</td>
<td>3</td>
</tr>
<tr>
<td>SMART Notebook 15 software</td>
<td>3</td>
</tr>
<tr>
<td>Starting SMART Notebook software</td>
<td>3</td>
</tr>
<tr>
<td>Navigating the user interface</td>
<td>4</td>
</tr>
<tr>
<td>Menu</td>
<td>4</td>
</tr>
<tr>
<td>Toolbar</td>
<td>4</td>
</tr>
<tr>
<td>Actions panel</td>
<td>4</td>
</tr>
<tr>
<td>Add-ons panel</td>
<td>5</td>
</tr>
<tr>
<td>Tools panel</td>
<td>5</td>
</tr>
<tr>
<td>Contextual panel</td>
<td>5</td>
</tr>
<tr>
<td>Customizing the toolbar</td>
<td>5</td>
</tr>
<tr>
<td>Page Sorter</td>
<td>6</td>
</tr>
<tr>
<td>Opening the Page Sorter</td>
<td>6</td>
</tr>
<tr>
<td>Customizing the Page Sorter</td>
<td>6</td>
</tr>
<tr>
<td>Gallery tab</td>
<td>7</td>
</tr>
<tr>
<td>Opening the Gallery tab</td>
<td>7</td>
</tr>
<tr>
<td>Customizing the Gallery tab</td>
<td>7</td>
</tr>
<tr>
<td>Attachments tab</td>
<td>7</td>
</tr>
<tr>
<td>Opening the Attachments tab</td>
<td>7</td>
</tr>
<tr>
<td>Customizing the Attachments tab</td>
<td>7</td>
</tr>
<tr>
<td>Properties tab</td>
<td>8</td>
</tr>
<tr>
<td>Opening the Properties tab</td>
<td>8</td>
</tr>
<tr>
<td>Customizing the Properties tab</td>
<td>8</td>
</tr>
<tr>
<td>Add-ons tab</td>
<td>9</td>
</tr>
<tr>
<td>Opening the Add-ons tab</td>
<td>9</td>
</tr>
<tr>
<td>Customizing the Add-ons tab</td>
<td>9</td>
</tr>
<tr>
<td>SMART Response tab</td>
<td>9</td>
</tr>
<tr>
<td>Page area</td>
<td>9</td>
</tr>
<tr>
<td>Viewing tool change notifications</td>
<td>10</td>
</tr>
<tr>
<td>Using gestures</td>
<td>11</td>
</tr>
</tbody>
</table>
Undoing and redoing actions .......................................................... 12

This chapter introduces you to SMART Notebook® collaborative learning software and explains how to get started with the software.

About SMART Notebook software
In SMART Notebook software, you can create .notebook files that include graphics, text, tables, lines, shapes, animations and more. Present your file and keep your class's attention as you move and interact with these objects. When your class provides comments and suggestions, write their input on the page using digital ink. You can open .notebook files in SMART Notebook software on a Windows®, Mac or Linux® computer. You can also export your file in a variety of formats, including HTML and PDF.

You can install SMART Notebook Tools as well as third-party add-ons to add special features to SMART Notebook software. SMART Notebook Tools include the following:

- 3D Tools for SMART Notebook software
- Mixed Reality Tools for SMART Document Camera™
- SMART Notebook Math Tools

About the other SMART software on your computer
Your computer might include the following other SMART software.

- **SMART Product Drivers**
  
  Your interactive product detects contact with its screen and sends each contact point, along with Pen tool information, to the connected computer. SMART Product Drivers translates the information into mouse clicks and digital ink. SMART Product Drivers enables you to perform normal computer operations by using your finger or a pen.

- **SMART Ink™**
  
  Using SMART Ink, you can write or draw on the screen in digital ink using a pen, and then save or erase your notes.
• **SMART Board® Tools**

  You can draw attention to specific parts of a page using SMART Board Tools, such as the Screen Shade, Spotlight, Magnifier and Pointer.

### What’s new

SMART Notebook 2015 software introduces the following new features.

#### SMART Notebook 15 software

<table>
<thead>
<tr>
<th>Feature</th>
<th>Topic</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lesson Activity Builder lets you quickly build gaming style interactive activities for students, enabling a new level of student engagement and learning.</td>
<td>You can use Lesson Activity Builder to enhance your lessons by creating and adding interactive activities. These activities can help students memorize concepts and facts, identify objects, learn vocabulary definitions, and more. on page 127</td>
</tr>
<tr>
<td>Concept Mapping helps the student organize information by creating concept maps.</td>
<td>Using Concept Mapping on page 135</td>
</tr>
</tbody>
</table>
| Shape and angle features are now available for all users from the Toolbar, including:  
  - Irregular Polygon Creation tool  
  - Polygon tool  
  - Show side lengths  
  - Show interior angles  
  - Show vertices  
  - Divide shapes | |
| Performance improvements to the browser mean a better YouTube™ and GeoGebra experience. | |

### Starting SMART Notebook software

Start SMART Notebook software by double-clicking the **SMART Notebook** icon on the desktop.
When you start SMART Notebook software the first time, a tutorial file opens automatically. You can read the contents of this file to learn more about the software and the new features in the latest release. When you’re done, select File > New to create a new, blank file.

NOTE
When you start the software subsequent times, a new, blank file opens automatically. To open the tutorial file, select Help > Tutorial.

Navigating the user interface
The SMART Notebook software user interface consists of the following components:

- Menu
- Toolbar
- Tabs (Page Sorter, Gallery, Attachments, Properties, Add-ons and SMART Response®)
- Page area

Menu
The menu contains all the commands you can use to manipulate files and objects in SMART Notebook software.

Toolbar
The toolbar enables you to select and use a variety of commands. The buttons on the toolbar are organized in panels.

Actions panel
The Actions panel of the toolbar includes buttons that enable you to browse and make changes to .notebook files:
Add-ons panel
If you install SMART Notebook Tools such as SMART Notebook Math Tools, SMART Response software, Lesson Activity Builder (LAB), or Concept Mapping, an add-on panel appears to the right of the Actions panel:

Tools panel
The Tools panel includes buttons that enable you to create and work with basic objects on pages:

Contextual panel
When you select one of the buttons in the Tools panel, additional buttons appear. For example, if you select Pens, the following additional buttons appear:

Press the Pen Types button to select a pen type and then press one of the line type buttons to write or draw digital ink in that line type. You can customize a selected line type using the options in the Properties tab and then save your changes for future use (see Saving tool settings on page 63).

The three property selectors beside the line type buttons enable you to set the color, thickness, style and transparency of digital ink.

If you click any of the other buttons in the Tools panel, similar sets of additional buttons appear.

Customizing the toolbar
You can add, remove and change the position of buttons on the toolbar by pressing Customize the toolbar (see Customizing the toolbar on page 195).
By default, the toolbar appears at the top of the SMART Notebook software window. However, you can move it to the bottom of the window by pressing Move toolbar to top/bottom of window. This is useful in situations where you or your students can’t reach the toolbar when it’s at the top of the window.

Page Sorter
The Page Sorter displays all of the pages in the open file as thumbnails and automatically updates these thumbnails as you change the contents of the pages.

Using the Page Sorter, you can do the following:
- Cut or copy and paste pages
- Display pages
- Cutting, copying, pasting pages
- Create pages
- Clone pages
- Clear pages
- Delete pages
- Rename pages
- Rearrange pages
- Move objects from one page to another
- Group pages

Opening the Page Sorter
To open the Page Sorter, press Page Sorter.

Customizing the Page Sorter
You can move the Page Sorter from one side of the SMART Notebook software window to the other by pressing Move Sidebar.

You can resize the Page Sorter by dragging its border left or right. You can also hide the Page Sorter when you aren’t using it by selecting the Auto-hide check box. (To display the Page Sorter when it’s hidden, press Page Sorter.)
CHAPTER 1
GETTING STARTED WITH SMART NOTEBOOK SOFTWARE

**NOTE**
If you reduce the Page Sorter to its minimum size, the auto-hide feature turns on automatically.

**Gallery tab**
The Gallery tab contains clip art, backgrounds, multimedia content, files and pages that you can use in your lessons, and displays preview images of this content. The Gallery tab also provides access to other online resources. For more information, see *Inserting content from the Gallery* on page 80.

You can also include your own content and content from other teachers in your school in the Gallery tab (see *Organizing and sharing content using the Gallery* on page 99).

**Opening the Gallery tab**
To open the Gallery tab, press **Gallery**.

**Customizing the Gallery tab**
You can move the Gallery tab from one side of the SMART Notebook software window to the other by pressing **Move Sidebar**.

You can resize the Gallery tab by dragging its border left or right. You can also hide the Gallery tab when you aren't using it by selecting the **Auto-hide** check box. (To display the Gallery tab when it's hidden, press **Gallery**.)

**NOTE**
If you reduce the Gallery tab to its minimum size, the auto-hide feature turns on automatically.

**Attachments tab**
The Attachments tab displays the files and web pages attached to the current file. For more information, see *Attaching files and web pages* on page 97.

**Opening the Attachments tab**
To open the Attachments tab, press **Attachments**.

**Customizing the Attachments tab**
You can move the Attachments tab from one side of the SMART Notebook software window to the other by pressing **Move Sidebar**.
CHAPTER 1
GETTING STARTED WITH SMART NOTEBOOK SOFTWARE

You can resize the Attachments tab by dragging its border left or right. You can also hide the Attachments tab when you aren’t using it by selecting the Auto-hide check box. (To display the Attachments tab when it’s hidden, press Attachments.)

NOTE
If you reduce the Attachments tab to its minimum size, the auto-hide feature turns on automatically.

Properties tab
The Properties tab enables you to format objects on a page, including digital ink, shapes, lines, text and tables. Depending on the object you select, you can change the following:

- The color, thickness and style of lines
- The transparency and fill effects of objects
- The font type, size and style of text
- The animation of objects

The Properties tab displays only the options that are available for the object you select. For more information on displaying and setting object properties in the Properties tab, see Changing objects’ properties on page 60.

The Properties tab also includes a Page Recording button. You can use this feature to record your actions on the current page (see Recording pages with the Lesson Recorder on page 149).

Opening the Properties tab
To open the Properties tab, press Properties.

Customizing the Properties tab
You can move the Properties tab from one side of the SMART Notebook software window to the other by pressing Move Sidebar.

You can resize the Properties tab by dragging its border left or right. You can also hide the Properties tab when you aren’t using it by selecting the Auto-hide check box. (To display the Properties tab when it’s hidden, press Properties.)

NOTE
If you reduce the Properties tab to its minimum size, the auto-hide feature turns on automatically.
Add-ons tab
The Add-ons tab enables you to work with SMART Notebook software add-ons (see Enhancing SMART Notebook software with add-ons on page 191).

Opening the Add-ons tab
To open the Add-ons tab, press Add-ons.

Customizing the Add-ons tab
You can move the Add-ons tab from one side of the SMART Notebook software window to the other by pressing Move Sidebar.

You can resize the Add-ons tab by dragging its border left or right. You can also hide the Add-ons tab when you aren’t using it by selecting the Auto-hide check box. (To display the Add-ons tab when it’s hidden, press Add-ons.)

NOTE
If you reduce the Add-ons tab to its minimum size, the auto-hide feature turns on automatically.

SMART Response tab
The SMART Response tab is part of SMART Response software and is available only if you have SMART Response software installed.

Page area
The page area displays the contents of a selected page in a file. This is the area of the page where you create and work with objects (see Creating basic objects on page 31).
Viewing tool change notifications

If your SMART product has Touch Recognition enabled, SMART Notebook software displays tool change notifications when you select a new hardware tool or change a tool’s settings. Pens, the eraser and the mouse are all hardware tools. You can also view tool change notifications when you touch the display with your finger.

**NOTE**
Only some SMART hardware products support Touch Recognition. For more information, refer to your SMART hardware product’s user’s guide.

**To view tool change notifications**

Using a hardware tool or your finger, press the toolbar to select tool settings.

A status bar appears under the toolbar and shows the active tool and settings. The status bar updates each time you select another tool or setting.

**NOTE**
The status bar also appears when you assign ink settings to the hardware pen using the Properties tab (see Changing objects’ properties on page 60).
Using gestures

You can interact with objects in SMART Notebook software using the following gestures (if supported by your interactive product):

- Swipe (left to right)
- Swipe (right to left)
- Pinch to zoom in / scale (enlarge)
- Pinch to zoom out / scale (reduce)
- Pan
- Rotate
Undoing and redoing actions
When you make changes to a file, you can reverse the effects of your previous actions and commands.

**NOTE**
If two people are using your interactive product, pressing **Undo** and **Redo** affects the actions of both users.

- **To reverse the effect of the last action**
  
  Press **Undo**.

  **NOTE**
  You can undo an unlimited number of actions.

- **To reinstate the last action reversed with the Undo command**
  
  Press **Redo**.
Chapter 2
Creating and working with files

Creating files .................................................................................................................. 13
Opening files .................................................................................................................. 13
Saving files ...................................................................................................................... 14
Exporting files .............................................................................................................. 15
Printing files ................................................................................................................... 17
Saving files automatically .......................................................................................... 18
Attaching files to e-mail messages .............................................................................. 22

In SMART Notebook software, you can create or open SMART Notebook software (.notebook) files. After creating or opening a .notebook file, you can save it, print it and complete other common tasks.

Creating files
When you start SMART Notebook software for the first time, a tutorial file opens automatically.
When you start the software subsequent times, a new .notebook file opens automatically.
However, you can create a new file at any time.

To create a file
Select File > New.

If you’re working on a file with unsaved changes, a dialog box appears and prompts you to save the current file. Press Yes to save your changes, and then follow the on-screen instructions.

Opening files
With SMART Notebook 11 software, you can open the following:

- .notebook files (the default file format for SMART Notebook 9.5, 9.7, 10 and 11 software)
- .xbk files (the default file format for SMART Notebook 8.x, 9.0 and 9.1 software)

After you open a file, you can save the file as a .notebook file.
The method by which you open a file is the same for all versions of SMART Notebook software.

**To open a file**

1. Press **Open File**.
   
   The *Open* dialog box appears.

2. Browse to and select the file.

3. Press **Open**.

   ![TIP](image)

   You can open a recently opened file by selecting the *File* menu, and then selecting the file name.

**Saving files**

By default, SMART Notebook software saves your files in .notebook format. Anyone with SMART Notebook 9.5 or later software for Windows operating systems, Mac OS X operating system software or Linux operating systems installed on his or her computer can open a .notebook file.

**To save a new file**

1. Press **Save**.

   The *Save As* dialog box appears.

2. Browse to where you want to save the new file.

3. Type a name for the file in the *File name* box.

4. Press **Save**.

**To save an existing file**

Press **Save**

**To save an existing file with a new name or location**

1. Select **File > Save As**.

   The *Save As* dialog box appears.

2. Browse to where you want to save the new file.
3. Type a name for the file in the File name box.
4. Press Save.

Exporting files
You can export your .notebook files to the following formats:

- Web pages
- Picture formats
  - BMP
  - GIF
  - JPEG
  - PNG
- PowerPoint®
- PDF
- Interactive Whiteboard Common File Format (CFF)

**NOTES**

- SMART Notebook software doesn’t include attachments when you export files as picture files. To include attachments, you must export your file as either web pages or PDF (Adobe® Reader® 6.0 or later).
- SMART Notebook software doesn’t export files that you attach to your .notebook file as shortcuts. If you want to include an attachment, attach a copy of the file (see Attaching files and web pages on page 97).
- SMART Notebook software doesn’t export some gradient, pattern and image effects. These effects might appear as a solid fill or appear incorrectly in the exported file.

You can also set SMART Notebook software to save a .notebook file in one of the above formats automatically when you display a different page or after a specified period of time (see Saving files automatically on page 18).

**To export a file as web pages**

   
   The Save As dialog box appears.

2. Browse to where you want to export the file.
3. Type a name for the file in the *File name* box.
4. Press *Save*.

### To export a file as picture files

1. Select **File > Export As > Image Files**.
   
   The *Save As* dialog box appears.
2. Select a folder where you want to export the files.
3. Select a picture format in the *Image Type* drop-down list.
4. Select a picture size in the *Size* drop-down list.
5. Press *OK*.

### To export a file as a PowerPoint file

1. Select **File > Export As > PowerPoint**.
   
   The *Save As* dialog box appears.
2. Browse to where you want to export the file.
3. Type a name for the file in the *File name* box.
4. Select **PowerPoint 2007 Files (*.pptx)** or **PowerPoint Files (*.ppt)** in the *Save at type* drop-down list.
5. Press *Save*.

#### NOTE

You can also import PowerPoint files (see *Importing PowerPoint files* on page 92).

### To export a file as a PDF file

1. Select **File > Export As > PDF**.
   
   The *Export PDF* dialog box appears.
2. Press **Thumbnails, Handouts** or **Full Page**.
3. Optionally, type header text in the *Header* box, footer text in the *Footer* box and the current date in the *Date* box.
4. Optionally, select the *Show page numbers* check box to show a page number on each page.
5. If you pressed **Thumbnails** or **Handouts** in step 2, select a thumbnail size in the **Thumbnail size** drop-down list and, optionally, select the **Page borders** check box to show a border around each thumbnail and the **Thumbnail titles** check box to show titles under each thumbnail.

6. Select **All** to include all pages.

   OR

   Select **Pages** to include select pages, and then type the page numbers in the box. Separate individual page numbers with commas and separate page ranges with a hyphen (for example, 1,2,4-7).

7. Press **Save**.

   The **Save as PDF File** dialog box appears.

8. Browse to where you want to export the file.

9. Type a name for the file in the **File name** box.

10. Press **Save**.

**To export a file as a CFF file**

   1. Select **File > Export As > CFF**.

      The **Save As** dialog box appears.

   2. Browse to where you want to export the file.

   3. Type a name for the file in the **File name** box.

   4. Press **Save**.

**NOTE**

You can also import CFF files (see *Importing files from other interactive whiteboard programs* on page 93).

**Printing files**

You can print all pages or select pages in a .notebook file. You can print the pages as thumbnails, handouts or full pages.
CHAPTER 2
CREATING AND WORKING WITH FILES

To print a file
1. Select File > Print.

The Print dialog box appears.

2. Press Thumbnails, Handouts or Full Page.

3. Optionally, type header text in the Header box, footer text in the Footer box and the current date in the Date box.

4. Optionally, select the Show page numbers check box to show a page number on each page.

5. If you pressed Thumbnails or Handouts in step 2, select a thumbnail size in the Thumbnail size drop-down list and, optionally, select the Page borders check box to show a border around each thumbnail and the Thumbnail titles check box to show titles under each thumbnail.

6. Select All to include all pages.

OR

Select Pages to include select pages, and then type the page numbers in the box. Separate individual page numbers with commas and separate page ranges with a hyphen (for example, 1,2,4-7).

7. Press the Printer Setup tab.

8. Specify other print settings, including the printer name and the number of copies.


Saving files automatically
You can manually save your .notebook files at any time (see Saving files on page 14) and export them to a variety of formats (see Exporting files on page 15). You can also set SMART Notebook software to save your file automatically when you display a different page or after a specified period of time.

NOTES
- SMART Notebook software doesn’t include attachments when you export files as picture files. To include attachments, you must export your file as either web pages or PDF (Adobe Reader 6.0 or later).
- SMART Notebook software doesn’t export files that you attach to your .notebook file as shortcuts. If you want to include an attachment, attach a copy of the file (see Attaching files and web pages on page 97).
To save a file automatically

1. Select **File > Timed Saves**.
   The **Timed Save Wizard** appears.

2. Select **Every time I move to a different page** to save your file automatically every time you select a different page.
   OR
   Select **1 minute, 5 minutes, 15 minutes** or **30 minutes** to save your file automatically after a specified period of time.

3. Press **Next**.

4. Select **Notebook Document**.

5. Press **Next**.
   The **Save As** dialog box appears.

6. Browse to where you want to save the new file.

7. Type a name for the file in the **File name** box. SMART Notebook software automatically saves the file with the .notebook file extension.

8. Press **Save**.

To save a file automatically as web pages

1. Select **File > Timed Saves**.
   The **Timed Save Wizard** appears.

2. Select **Every time I move to a different page** to export your file automatically when you display a different page.
   OR
   Select **1 minute, 5 minutes, 15 minutes** or **30 minutes** to export your file automatically after a specified period of time.

3. Press **Next**.

4. Select **Web Page (HTML)**.
5. Press **Next**.
   The Save As dialog box appears.

6. Browse to where you want to export the file.

7. Type a name for the file in the **File name** box.

8. Press **Save**.

### To save a file automatically as PDF files

1. Select **File > Timed Saves**.
   The **Timed Save Wizard** appears.

2. Select **Every time I move to a different page** to export your file automatically when you display a different page.

   OR

   Select **1 minute, 5 minutes, 15 minutes** or **30 minutes** to export your file automatically after a specified period of time.

3. Press **Next**.

4. Select **PDF**.

   OR

   Select **Time Stamped PDFs**, if you want the exported files' names to include the time of the export.

5. Press **Next**.
   The Save As dialog box appears.

6. Browse to where you want to export the file.

7. Type a name for the file in the **File name** box.

8. Press **Save**.

### To save a file automatically as picture files

1. Select **File > Timed Saves**.
   The **Timed Save Wizard** appears.
2. Select **Every time I move to a different page** to export your file automatically when you display a different page.

   OR

   Select **1 minute, 5 minutes, 15 minutes** or **30 minutes** to export your file automatically after a specified period of time.

3. Press **Next**.

4. Select **Image Files**.

5. Press **Next**.

6. Press **Browse**, browse to where you want to export the files, and then press **Open**.

7. Select the picture format in the **Image Type** drop-down list.

8. Select the picture size in the **Size** drop-down list.

9. Press **OK**.

---

**To save a file automatically as a PowerPoint file**

1. Select **File > Timed Saves**.

   The **Timed Save Wizard** appears.

2. Select **Every time I move to a different page** to export your file automatically when you display a different page.

   OR

   Select **1 minute, 5 minutes, 15 minutes** or **30 minutes** to export your file automatically after a specified period of time.

3. Press **Next**.

4. Select **PowerPoint**.

5. Press **Next**.

   The **Save As** dialog box appears.

6. Browse to where you want to export the file.

7. Type a name for the file in the **File name** box.

8. Press **Save**.

---
To cancel automatic file saving

1. Select File > Timed Saves.

   The Timed Save Wizard appears.

2. Select Do not save the document automatically.

3. Press Next.

Attaching files to e-mail messages
You can send your file to others by attaching the file, or a PDF version of the file, to an e-mail message.

To attach a file to an e-mail message

Select File > Send To > Mail Recipient.

Your default e-mail program starts, creates a new message and attaches the current file to the message.

If you haven't saved the file, SMART Notebook software saves it as a temporary file called untitled.notebook and your e-mail program attaches this temporary file to the e-mail message.

To attach a file to an e-mail message as a PDF

Select File > Send To > Mail Recipient (as PDF).

Your default e-mail program starts, creates a new message and attaches a PDF of the current file to the message.

If you haven't saved the file, SMART Notebook software saves the PDF file as a temporary file called untitled.pdf and your e-mail program attaches the temporary file to the e-mail message.
Chapter 3
Creating and working with pages

Displaying pages in a file ................................................................. 23
Creating pages ............................................................................. 24
Cloning pages .............................................................................. 25
Extending pages .......................................................................... 25
Renaming pages .......................................................................... 26
Cutting or copying and pasting pages ......................................... 26
Rearranging pages ....................................................................... 27
Grouping pages ............................................................................ 28
Deleting pages ............................................................................... 29

A .notebook file is composed of a series of pages, each with its own objects and properties.

A thumbnail of each page appears in the Page Sorter. Using either the Page Sorter or menu commands, you can display an existing page, create a blank page, create a clone of an existing page or delete an existing page.

Displaying pages in a file
You can display any page in the file using the Page Sorter. You can display the next or previous page in the file using buttons or gestures.

- **To display a page**
  
  1. If the Page Sorter isn’t visible, press Page Sorter.
  2. Press the thumbnail of the page you want to display.

- **To display the next page in a file**
  
  Press Next Page.

  OR

  Swipe your finger across the page from right to left.
A message appears, displaying the current page’s number.

To display the previous page in a file

Press Previous Page.

OR

Swipe your finger across the page from left to right.

A message appears, displaying the current page’s number.

Creating pages

You can add a blank page to the open file using the Add Page button or the Page Sorter.
CHAPTER 3
CREATING AND WORKING WITH PAGES

To insert a page using the Add Page button

Press Add Page.

The new page appears after the current page.

To insert a page using the Page Sorter

1. If the Page Sorter isn’t visible, press Page Sorter.
2. Select the thumbnail of the page you want the new page to appear after.
3. Press the thumbnail’s menu arrow, and then select Insert Blank Page.

The new page appears after the selected page.

Cloning pages

As an alternative to creating a blank page, you can create a duplicate (or “clone”) of an existing page.

NOTE
You can clone a page only if it contains content.

To clone a page

1. If the Page Sorter isn’t visible, press Page Sorter.
2. Select the thumbnail of the page you want to clone.
3. Press the thumbnail’s menu arrow, and then select Clone Page.

The cloned page appears immediately after the current page.

NOTE
You can repeat this process as many times as you want.

Extending pages

If you need more room at the bottom of a page, you can extend the page vertically without affecting the page’s width. You can turn this feature off to prevent your pages from becoming longer.
To extend a page
1. If you're displaying the page in Entire Page view, select a different zoom level.
2. Press the Extend Page link at the bottom of the page.

To turn Extend Page on or off
1. Select View > Extend Page
2. Select Off to turn the Extend Page feature off.
   OR
   Select On to turn the Extend Page feature on.

Renaming pages
When you create a page, SMART Notebook software automatically names the page with the date and time of its creation. You can change this name.

To rename a page
1. If the Page Sorter isn't visible, press Page Sorter.
2. Double-click the page's name.
3. Type a new name for the page.
4. Press elsewhere.

Cutting or copying and pasting pages
You can cut or copy and paste a page from the current file using the Page Sorter.

To cut or copy and paste a page using the Page Sorter
1. If the Page Sorter isn't visible, press Page Sorter.
2. Select the thumbnail of the page you want to cut.
3. Press the thumbnail’s menu arrow, and then select Cut Page or Copy Page.
4. Select the thumbnail of the page you want to follow the pasted page.
5. Press the thumbnail’s menu arrow, and then select Paste Page.
   The new thumbnail appears preceding the thumbnail you selected in the previous step.
Rearranging pages
If you want, you can rearrange the order of the pages in a file.

To rearrange pages

1. If the Page Sorter isn’t visible, press Page Sorter.
2. Press the thumbnail of the page you want to move in the file.
   A blue border appears around the thumbnail.
3. Drag the thumbnail to its new position in the Page Sorter.
   A blue line indicates the page’s new position.
4. Release the thumbnail.

TIP
You can also copy and paste pages from other SMART Notebook software files.
Grouping pages

You can group pages in a file. This enables you to find a particular group quickly in the Page Sorter, and then display its pages. This is useful when there are a lot of pages in a file.

To create or edit a group

1. If the Page Sorter isn’t visible, press Page Sorter.

2. Press the first group’s menu arrow, and then select Edit Page Groups.

   All the groups and pages for the current file are displayed. Groups appear as blue bars and pages appear as thumbnails:
   - If you created and edited the groups in this file, the pages appear under the blue bars you created and renamed.
   - If you haven’t edited the groups, a default group titled Group 1 appears and includes all of the pages and their thumbnails below its blue bar.

   **NOTE**
   Thumbnails below each blue bar include the same menu arrow options as thumbnails in the Page Sorter. This enables you to press a thumbnail in a group, select its menu arrow, and then delete the page, clear the page, insert a new page, clone the page, rename the page, add a Screen Shade to the page or add the page to the Gallery.

3. Press the Add New Group button in the upper-right corner.

   A new group, with a new, blank page, appears.

4. Type a new name for the group.
5. Do the following:
   - To move a page into a group, press the page’s thumbnail, and then drag it below the group’s blue bar and to the right of the thumbnail you want it to follow.
   - To rearrange the order of pages in a group, press a page’s thumbnail, and then drag it to the right of the thumbnail you want it to follow.
   - To rearrange the order of groups, press a group’s blue bar, and then drag it below the blue bar of the group you want it to follow.

   **NOTES**
   - You can also change the order of the groups by pressing a blue bar’s menu arrow, and then selecting *Move Up* or *Move Down*.
   - SMART Notebook software numbers pages sequentially across a file. If you change the order of groups, SMART Notebook software renumbers the pages in the groups accordingly.
   - To delete a group and keep its pages, move all of its pages to different groups. When a group contains no pages, SMART Notebook software automatically deletes it.
   - To delete a group and all pages in the group, press the blue bar’s menu arrow, and then select *Delete Group*.

6. Press \( \times \).

**To access a group in the Page Sorter**
1. If the Page Sorter isn’t visible, press *Page Sorter*.
2. Press the first group’s menu arrow, and then select the name of the group you want to access.
   - The Page Sorter displays the thumbnail for the first page in the group you want to access.

**Deleting pages**
You can delete a page from the current file using the *Delete Page* button or the Page Sorter.

**TIP**
- As an alternative to deleting a page, you can clear all of its objects (see *Clearing pages* on page 185).
To delete a page using the Delete Page button

1. If you haven't done so already, display the page you want to delete.
2. Select Delete Page.

To delete a page using the Page Sorter

1. If the Page Sorter isn't visible, press Page Sorter.
2. Select the thumbnail of the page you want to delete.
3. Press the thumbnail’s menu arrow, and then select Delete Page.
Chapter 4
Creating basic objects

Writing, drawing and erasing digital ink ................................................................. 32
  Writing or drawing digital ink .............................................................................. 32
  Erasing digital ink .................................................................................................. 35
Creating shapes and lines ......................................................................................... 35
  Creating shapes with the Shapes tool ................................................................. 35
  Creating shapes with the Regular Polygons tool ............................................... 36
  Creating shapes with the Shape Recognition Pen tool ....................................... 37
  Creating straight lines and arcs .......................................................................... 38
Creating text .............................................................................................................. 39
  Typing text ........................................................................................................... 40
  Converting handwriting to typed text ............................................................... 40
  Formatting text .................................................................................................... 41
  Resizing text objects ........................................................................................... 43
  Inserting mathematical symbols .......................................................................... 44
  Checking the spelling of text objects ................................................................... 44
  Cutting and pasting text ...................................................................................... 45
Creating tables ......................................................................................................... 46
  Creating tables .................................................................................................... 46
  Pasting tables from other programs .................................................................... 48
  Adding objects to tables ..................................................................................... 48
  Selecting tables, columns, rows or cells ............................................................ 49
  Moving tables ...................................................................................................... 50
  Changing a table’s properties ............................................................................ 50
  Resizing tables, columns or rows ...................................................................... 52
  Adding or removing columns, rows or cells ...................................................... 53
  Splitting or merging table cells ......................................................................... 54
  Deleting tables and the contents of tables .......................................................... 55

Objects are the building blocks of content in your .notebook files. An object is simply an item on a page that you create or import and then work with. Basic types of objects include the following:

- Digital ink (freehand writing and drawing)
- Shapes
• Straight lines
• Arcs
• Text
• Tables

Writing, drawing and erasing digital ink
Digital ink is freehand text or objects that you create using your interactive display’s pen or pens, or the SMART Notebook software Pens tool. Writing or drawing digital ink enables you to quickly add content to your SMART Notebook software files, either when creating the files or when presenting the files to students.

After you create digital ink, you can erase it.

Writing or drawing digital ink
The easiest way to write or draw digital ink is to use your interactive display’s pen or pens.

You can also create freehand objects using the Pens tool. The Pens tool enables you to write or draw digital ink using the following pen types:

<table>
<thead>
<tr>
<th>Pen type</th>
<th>Purpose and example</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Standard</td>
<td>Write or draw digital ink in a variety of colors and line styles.</td>
<td>Using the Standard pen type, you can write or draw digital ink that fades after a few seconds (see Using the Standard pen type to create fading objects on page 161).</td>
</tr>
<tr>
<td>Calligraphic</td>
<td>Write or draw digital ink, like you do with the Standard pen type, but with lines of varying thickness.</td>
<td>The Calligraphic pen type is useful for teaching students handwriting.</td>
</tr>
<tr>
<td>Crayon</td>
<td>Write or draw crayon-like digital ink.</td>
<td>The Crayon pen type is intended for artistic work, such as painting and coloring pictures, rather than writing.</td>
</tr>
</tbody>
</table>
**CHAPTER 4**  
**CREATING BASIC OBJECTS**

<table>
<thead>
<tr>
<th>Pen type</th>
<th>Purpose and example</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Highlighter</td>
<td>Highlight text and other objects.</td>
<td></td>
</tr>
<tr>
<td>Text</td>
<td>Write notes that automatically convert to editable text.</td>
<td>You can edit your text as you work without touching a keyboard (see <em>Using the Text Pen</em> on page 157).</td>
</tr>
<tr>
<td>Creative</td>
<td>Add colorful elements to your presentations.</td>
<td>You can create custom Creative pen styles (see <em>Creating custom Creative pen styles</em> on page 106).</td>
</tr>
<tr>
<td>Paint Brush</td>
<td>Write or draw paint-like digital ink.</td>
<td>The Paint Brush pen type is intended for artistic work, such as painting and coloring pictures, rather than writing.</td>
</tr>
<tr>
<td>Magic</td>
<td>Write or draw digital ink that fades after a few seconds.</td>
<td>You can also use the Magic Pen to open a magnification window or a spotlight window (see <em>Using the Magic Pen</em> on page 153).</td>
</tr>
<tr>
<td>Shape Recognition</td>
<td>Draw a variety of shapes with digital ink.</td>
<td>You can draw circles, ovals, squares, rectangles, triangles and arcs (see <em>Creating shapes with the Shape Recognition Pen tool</em> on page 37).</td>
</tr>
</tbody>
</table>
To write or draw digital ink

1. Press Pens $\mathbb{P}$. The Pens tool buttons appear.

2. Press Pen Types, and then select a pen type.

3. Select a line type.

4. Optionally, customize the line type using the property selectors.

   **NOTE**
   You can also customize the line type using the Properties tab (see Changing objects’ properties on page 60).

5. Write or draw digital ink on the page.

   **TIPS**
   - Don’t rest your elbow or the palm of your hand on your interactive product’s surface while you write or draw.
   - If you write or draw multiple lines, SMART Notebook software automatically combines the lines into a single object. For example, if you write the letters of a word, SMART Notebook software combines the individual letters, enabling you to interact with the whole word. If you want to write words on the same line but don’t want them combined, leave a large gap between them, use different pens, or briefly put the pen in the pen tray before writing another word (interactive whiteboards only).
   - If you want to write diagonally, write in a straight line, and then rotate it (see Rotating objects on page 73).
   - If you want to write in small letters, write large letters, and then reduce their size (see Resizing objects on page 70).
   - You can fill areas that you’ve enclosed with digital ink (see Filling digital ink drawings on page 62).
Erasing digital ink
You can erase digital ink from your interactive display using the eraser or the erasing gesture. If you're erasing digital ink from a .notebook file page, you can also erase objects using the Eraser tool.

**NOTE**
Although you can erase digital ink, you're unable to erase other types of objects, including shapes, lines, text and pictures. To remove these types of objects, you must delete them (see *Deleting objects* on page 77).

To erase digital ink
1. Press Eraser, and then select an eraser type.
2. Erase the digital ink.

Creating shapes and lines
In addition to creating freehand shapes and lines by drawing digital ink, you can create shapes and lines using the tools in SMART Notebook software.

**NOTE**
To remove a shape or line from a page, you must delete it (see *Deleting objects* on page 77). The Eraser tool doesn't remove shapes.

Creating shapes with the Shapes tool
You can use the Shapes tool to create a variety of shapes, including perfect circles, perfect squares, perfect triangles, other geometric shapes, hearts, check marks and Xs.

You can add a shape to your page, and then edit its properties. Alternatively, you can customize a shape's outline color, fill color and line thickness, and then add it to your page.
CHAPTER 4
CREATING BASIC OBJECTS

To create a shape

1. Press Shapes .

   The Shapes tool buttons appear.

2. Select a shape on the toolbar.

   OR

   Press ▼ and then select a shape.

3. Optionally, customize the shape using the property selectors.

   NOTE
   You can also customize the shape using the Properties tab (see Changing objects’ properties on page 60).

4. Create a shape by pressing where you want to place the shape and dragging until the shape is the size you want.

   TIPS
   ○ You can create perfect circles, squares, triangles and other shapes by holding down SHIFT as you draw the shape.
   ○ You can select a shape while the Shapes tool is active without having to switch to the Select tool . Press the shape once, and a selection rectangle appears around the shape.

Creating shapes with the Regular Polygons tool
In addition to creating shapes using the Shapes tool, you can create regular polygons with 3 to 15 sides using the Regular Polygons tool.
To create a shape with the Regular Polygons tool

1. Press Regular Polygons.

The Regular Polygons tool buttons appear.

2. Select a shape on the toolbar.

OR

Press ▼ and then select a shape.

NOTE
The number in the shape indicates its number of sides.

3. Optionally, customize the shape using the property selectors.

NOTE
You can also customize the shape using the Properties tab (see Changing objects’ properties on page 60).

4. Create a shape by pressing where you want to place the shape and dragging until the shape is the size you want.

Creating shapes with the Shape Recognition Pen tool

You can use the Shape Recognition Pen tool to draw circles, ovals, squares, rectangles, triangles and arcs.

NOTE
You can also create shapes using the Shapes tool (see Creating shapes with the Shapes tool on page 35) or the Regular Polygons tool (see Creating shapes with the Regular Polygons tool on the previous page).
To draw a shape

1. Press **Pens**.

   The Pens tool buttons appear.

2. Press **Pen Types**, and then select **Shape Recognition Pen**.

3. Draw a shape on the page.

   If SMART Notebook software recognizes your drawing as a circle, oval, square, rectangle, triangle or arc, it adds this shape to the page.

Creating straight lines and arcs

You can use the Lines tool to draw straight lines and arcs.

You can add a line to your page, and then edit its properties. Alternatively, you can customize the line, and then add it to your page.
CHAPTER 4
CREATING BASIC OBJECTS

To create a straight line or arc

1. Press Lines .

   The Lines tool buttons appear.

   ![Lines tool buttons](image)

   - Line and arc types
   - Property selectors

2. Select a line or arc type.

3. Optionally, customize the line or arc type using the property selectors.

   **NOTE**
   You can also customize the line or arc type using the Properties tab (see Changing objects’ properties on page 60).

4. Create a line by pressing where you want the line to start and dragging to where you want the line to end.

Creating text

You can create text in SMART Notebook software by doing any of the following:

- Typing the text using a keyboard connected to your computer
- Typing the text using SMART Keyboard
- Writing the text (see Writing, drawing and erasing digital ink on page 32) and then converting it to typed text using the software’s handwriting recognition feature

After creating text, you can edit it, check its spelling and change its properties, including font style, size and color.
Typing text
You can type new text or edit existing text.

To type new text
1. If a keyboard isn’t accessible, press the SMART Board icon in the notification area, and then select Keyboard.
2. Press Text, and then select an available font style.
3. Optionally, customize the font style (see Formatting text on the next page).
4. Press where you want the text to start.
5. Type your text.
6. When you’re done, press outside the text object.

To edit existing text
1. Double-click the text object.
2. Edit the text.
3. When you’re done, press outside the text object.

Converting handwriting to typed text
You can write on your interactive product’s screen using the Standard or Calligraphic pen types and convert your writing to typed text. SMART Notebook software can convert handwriting in multiple languages.

To convert handwriting to typed text
1. Press Pens.
   
   The Pens tool buttons appear.

   ![Pens tool buttons](image)

   - **Pen Types button**
   - **Line types**
   - **Property selectors**

2. Press Pen Types, and then select Pen or Calligraphic Pen.
3. Write your text.

**TIP**
Write tidy, printed characters on a horizontal line. Although SMART Notebook software can convert slanted or cursive writing, it doesn't always do so consistently.

4. Select the text object.

The SMART Notebook software handwriting recognition feature compares your written word with its dictionary and identifies words that most resemble what you've written.

5. Press the text object’s menu arrow.

A menu appears and displays the list of matching words, each preceded by *Recognize*.

**NOTES**
- If you want SMART Notebook software to identify words in a different language, select *Recognize Languages*, and then select another language in the list. SMART Notebook software updates the list of matching words to include words in the selected language.
- If you change the handwriting recognition language, you don't change the default language of the SMART Notebook software user interface or your operating system.

6. Select a word in the list of matching words.

The selected word appears on the page.

**Formatting text**
If you want to format all text in a text object, select the text object.

**OR**
If you want to format specific text in a text object, double-click the text object, and then select the text.

You can format text using the buttons in the toolbar or the options in the Properties tab or the Format menu.

**NOTE**
If the Properties tab isn’t visible, press *Properties*, and then press *Text Style*. 
The following table presents the formatting changes that you can make using the above tools:

<table>
<thead>
<tr>
<th>Change</th>
<th>Toolbar</th>
<th>Properties tab</th>
<th>Format menu</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Character, paragraph or object level</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Change the font face</td>
<td>✓</td>
<td>✓</td>
<td></td>
</tr>
<tr>
<td>Change the font size</td>
<td>✓</td>
<td>✓</td>
<td></td>
</tr>
<tr>
<td><strong>TIP</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>To select a font size that doesn’t appear in the drop-down list (including font sizes with decimal values such as 20.5), type the font size in the Font Size box on the toolbar.</td>
<td>✓</td>
<td>✓</td>
<td></td>
</tr>
<tr>
<td>Change the color</td>
<td>✓</td>
<td>✓</td>
<td></td>
</tr>
<tr>
<td>Bold, italicize or underline text</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
</tr>
<tr>
<td>Strike out text</td>
<td>✓1</td>
<td>✓</td>
<td>✓</td>
</tr>
<tr>
<td>Superscript or subscript text</td>
<td>✓2</td>
<td>✓</td>
<td>✓</td>
</tr>
<tr>
<td><strong>Paragraph or object level</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Change justification (left, right or center)</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
</tr>
<tr>
<td>Change indentation</td>
<td>✓3</td>
<td>✓</td>
<td>✓</td>
</tr>
<tr>
<td>Create a bulleted or numbered list</td>
<td>✓4</td>
<td>✓</td>
<td>✓</td>
</tr>
<tr>
<td>Insert a drop cap</td>
<td>✓6</td>
<td>✓</td>
<td></td>
</tr>
</tbody>
</table>

**TIP**

To insert a drop cap at the beginning of a paragraph, press Drop Cap in the Properties tab under Text Style.

OR

Select Format > Paragraph > Drop Cap.

---

1. Under More Text Options
2. Under More Text Options
3. Under More Text Options
4. Under More Text Options
Change line spacing

<table>
<thead>
<tr>
<th>Change language direction (left-to-right or right-to-left)</th>
</tr>
</thead>
</table>

**TIP**
To add spacing between paragraphs, select the `Add space after paragraphs` check box in the Properties tab or select `Format > Paragraph > Line Spacing > Add space after paragraphs`.

<table>
<thead>
<tr>
<th>Object level</th>
</tr>
</thead>
<tbody>
<tr>
<td>Change text direction (horizontal or vertical)</td>
</tr>
<tr>
<td>Change transparency</td>
</tr>
</tbody>
</table>

**Resizing text objects**
When you resize a text object following the procedure in *Resizing objects* on page 70, the text in the object changes size.

If you want to resize the text object without changing the size of the text in the object, complete the following procedure.

**To resize a text object**

1. Double-click the text object.
2. Press one of the two white circles on either side of text object, and then drag the circle to increase or reduce the text object's size.

---

5 Under More Text Options
Inserting mathematical symbols
You can insert a variety of mathematical and scientific symbols into a page.

NOTE
The mathematical symbols are characters only. They don't perform mathematical operations.

To insert a mathematical symbol
1. Type text on a page.
2. Press More Text Options and then select Insert Symbol.
   The Insert Symbols dialog box appears.
3. Press a category.
   A list of symbols appears.
4. Press the symbol you want to add to the text.
5. Press Insert.
   The symbol appears in the text object.

Checking the spelling of text objects
As you type text, SMART Notebook software checks the spelling. If you spell a word incorrectly, SMART Notebook software underlines the word red. You can then right-click the word and select the correct spelling from a list of options.

If you prefer, you can disable this feature and check the spelling using the Spelling Check dialog box.

To disable automatic spell checking
1. Press Text.
2. Press More Text Options, and then select Check Spelling.

To manually check spelling of a text object
1. Select the text object.
2. Press the object’s menu arrow, and then select Check Spelling.

   If SMART Notebook software finds a misspelled word, the Spelling Check dialog box appears. This dialog box displays the misspelled word and suggests alternatives.
3. For each misspelled word, do one of the following:
   - To keep the word's current spelling for this instance, press Ignore Once.
   - To keep the word's current spelling for all instances in the file, press Ignore All.
   - To keep the word's current spelling for all instances in the file and add the spelling to the dictionary, press Add to Dictionary.
   - To change the word’s spelling for this instance, select the correct word in the Suggestions list, and then press Change.
   - To change the word’s spelling for all instances in the file, select the correct word in the Suggestions list, and then press Change All.

![NOTE]
If you pressed a button by mistake, press Undo to undo the resulting change.

After you complete this step for each misspelled word, a dialog box appears asking whether you want to check the spelling in the rest of the file.

4. Press Yes to check the remainder of the file.

   OR

   Press No to close the Spelling Check dialog box without checking the rest of the file.

Cutting and pasting text
You can cut, copy and paste text objects like any other objects (see Cutting, copying and pasting objects on page 67). You can also cut and paste text in a text object.

- **To cut and paste text to another location on the same page**
  1. Double-click the text object.
  2. Select the text you want to cut.
  3. Drag the selected text to another location on the same page.

- **To cut and paste text to another page**
  1. If the Page Sorter tab isn’t visible, press Page Sorter.
  2. Double-click the text object.
  3. Select the text you want to copy.
  4. Drag the selected text to the other page’s icon in the Page Sorter tab.
Creating tables
You can create tables in SMART Notebook software or paste them from other programs. After you create a table, you can insert objects into the table’s cells.

If you want to customize a table, you can select a table, column, row, cell or selection of cells, and then do any of the following:

- Move the table
- Change line type, fill and text properties
- Resize the table, a column or a row
- Insert or remove columns, rows or cells
- Split or merge cells
- Delete the table

Creating tables

To insert a table using the Table button

1. Press Table.
   
   A grid appears.

2. Move the pointer over the grid to select the number of columns and rows that you want in the table.

   NOTE
   The cells of the grid correspond to the cells of your table.

   TIP
   The grid displays eight rows and eight columns by default. You can add rows by moving the pointer past the bottom row. Similarly, you can add columns by moving the pointer past the right row.
   
   If you’re using a mouse, click and hold the left mouse button while moving the pointer.

3. Press the screen or click your mouse.

   The table appears on the page.
To insert a table using the Insert Table dialog box

1. Select Insert > Table.

   The Insert Table dialog box appears.

2. Type the number of rows and columns in the boxes.

3. Optionally, select Make cells square to make the table cells square.

4. Optionally, select Remember dimensions for new tables to use the current table dimensions for all future tables that you create in SMART Notebook software.

5. Press OK.

   The table appears on the page.

To draw a table

1. Press Pens.

   The Pens tool buttons appear.

2. Press Pen Types, and then select Pen or Calligraphic Pen.

3. Select a line type.

4. Draw a table on the screen.

   TIP
   
   Make the lines of the table as straight as possible and connect the corners.

5. Press Select.

6. Select your drawing.

7. Press the menu arrow, and then select Recognize Table.

   If SMART Notebook software recognizes your drawing as a table, it removes your drawing and adds a table to the page.
Pasting tables from other programs
You can cut or copy a table from Word or PowerPoint, and then paste it into a .notebook file. The table’s formatting and layout can vary when the table appears in the .notebook file.

If you want to cut or copy more than one table, you must cut or copy each table individually.

**NOTE**
You can also cut or copy a table from a .notebook file, and then paste it into Word or PowerPoint. However, the table’s formatting and layout can vary when the table appears in Word or PowerPoint.

If you’re pasting a table into PowerPoint which has cells that contain non-text objects, the non-text objects appear outside of the table in PowerPoint.

Adding objects to tables
After you insert a table on a page, you can insert objects into the table’s cells.

**NOTE**
You can add only one object to each cell. If you want to add multiple objects to a cell, do one of the following:

- Group the objects before adding them to the table (see Grouping objects on page 75).
- Select all of the objects at once, and then add them to the table as described in the following procedure. SMART Notebook software automatically groups the objects in the table cell.

**To add an object to a table**

1. Select the object.
2. Drag the object to the table cell.

**NOTE**
You’re unable to move an object if it’s locked in place (see Locking objects on page 112).

The object appears in the table cell.

**NOTE**
If you add a text object to a table, the cell resizes to fit to the text object. If you add other object types to the table, the object resizes to fit the cell.
To remove an object from a table
1. Select the object.
2. Drag the object out of the table.

Selecting tables, columns, rows or cells
You can select a table, column, row, cell or selection of cells. After you select a table or part of a table, you can do the following:
- Move the table
- Change the table’s or cells’ properties
- Resize the table, columns or rows
- Add or remove columns, rows or cells
- Split or merge cells
- Delete the table

To select a table
1. Press Select.
2. Press outside, but near to, a corner of the table, and then drag to the opposite corner.

NOTE
Don’t start dragging from inside the table. If you do, you select a table cell instead of the table.

To select a column
1. Press Select.
2. Press inside the column’s top cell, and then drag to the bottom cell.

To select a row
1. Press Select.
2. Press inside the row’s leftmost cell, and then drag to the rightmost cell.
To select a cell
1. Press Select.
2. Press inside the cell.

To select multiple cells
1. Press Select.
2. Press inside the top and leftmost cell, and then drag to the bottom and rightmost cell.

NOTE
If you select multiple cells and drag them to a different position on the page, you create a new table consisting of the selected cells and their contents.

Moving tables
After you create a table, you can move it on the page.

To move a table
Select the table, and then drag it to a different position on the page.

OR
Select all of the table’s cells, and then drag the cells to a different position on the page.

Changing a table’s properties
You can use the Properties tab to change the table’s properties, including its transparency, cell color and line color.

To change a table’s fill
1. Select a table, column, row, cell or selection of cells.
2. Press the table’s, column’s, row’s or cell’s menu arrow, and then select Properties.
3. Press Fill Effects.
4. Select a fill style:

<table>
<thead>
<tr>
<th>Fill style</th>
<th>Procedure</th>
</tr>
</thead>
<tbody>
<tr>
<td>None (transparent)</td>
<td>Select No fill.</td>
</tr>
<tr>
<td>Solid color</td>
<td>a. Select Solid fill.</td>
</tr>
<tr>
<td></td>
<td>b. Do one of the following:</td>
</tr>
<tr>
<td></td>
<td>o Select one of the 40 colors in the palette.</td>
</tr>
<tr>
<td></td>
<td>o Press More, and then select a color in the dialog box.</td>
</tr>
<tr>
<td></td>
<td>o Press the eyedropper, and then select a color on the screen.</td>
</tr>
<tr>
<td>Gradient of two colors</td>
<td>a. Select Gradient fill.</td>
</tr>
<tr>
<td></td>
<td>b. For each color, do one of the following:</td>
</tr>
<tr>
<td></td>
<td>o Select one of the 40 colors in the palette.</td>
</tr>
<tr>
<td></td>
<td>o Press More, and then select a color in the dialog box.</td>
</tr>
<tr>
<td></td>
<td>o Press the eyedropper, and then select a color on the screen.</td>
</tr>
<tr>
<td></td>
<td>c. Select an option in the Style drop-down list.</td>
</tr>
<tr>
<td>Pattern</td>
<td>a. Select Pattern fill.</td>
</tr>
<tr>
<td></td>
<td>b. Select a pattern.</td>
</tr>
<tr>
<td>Picture</td>
<td>a. Select Image fill.</td>
</tr>
<tr>
<td></td>
<td>b. Press Browse.</td>
</tr>
<tr>
<td></td>
<td>c. Browse to and select the picture you want to use as a background, and then press Open.</td>
</tr>
</tbody>
</table>
|                         | d. Select Keep image size to keep the picture’s size, regardless of whether the picture is larger or smaller than the object.  
|                         | OR                                                                      
|                         | Select Scale image to fit to resize the picture to fit the object.      |

5. Optionally, drag the Object transparency slider to the right to make the table transparent.
CHAPTER 4
CREATING BASIC OBJECTS

To change a table’s line style
1. Select a table.

   NOTE
You can only change the line style of an entire table, not individual cells, columns or rows.

2. Press the table’s, column’s, row’s or cell’s menu arrow, and then select Properties.
3. Press Line Style.
4. Change the table’s line style.

To change a table’s text style
1. Select a table, column, row, cell or selection of cells.
2. Press the table’s, column’s, row’s or cell’s menu arrow, and then select Properties.
3. Press Text Style.
4. Change the table’s text style (see Formatting text on page 41).

Resizing tables, columns or rows
If you want to customize a table, you can resize the table, a column or a row.

To resize a table
1. Select the table.
2. Press the table’s resize handle (the gray circle), and then drag it to increase or reduce the size of the table.

To resize a column
1. Press Select.
2. Press the vertical border to the right of the column.
   A resize pointer appears.
3. Drag the vertical border to resize the column.
CHAPTER 4
CREATING BASIC OBJECTS

To resize a row
1. Press Select .
2. Press the horizontal border below the row.
   A resize pointer appears.
3. Drag the horizontal border to resize the row.

To resize all cells in a table
1. Select the table.
2. Press the table’s menu arrow, and then select Adjust size.
3. Select one of the following options:
   - Make same height to make all cells in the table the same height.
   - Make same width to make all cells in the table the same width.
   - Make same size to make all cells in the table the same height and width.
   - Make cells square to make all cells in the table square.

Adding or removing columns, rows or cells
If you want to customize a table, you can add columns or rows.

To add a column
1. Select a column.
2. Press the column’s menu arrow, and then select Insert Column.
   A new column appears to the right of the current column.

To remove a column
1. Select the column.
2. Press the column’s menu arrow, and then select Delete Column.

To add a row
1. Select a row.
2. Press the row’s menu arrow, and then select Insert Row.
   A new row appears below the current row.
To remove a row
1. Select the row.
2. Press the row’s menu arrow, and then select Delete Row.

To remove a cell
1. Select the cell.
2. Press the cell’s menu arrow, and then select Delete Cells.

NOTE
- Removing a cell deletes the contents of the cell.
- You’re unable to remove a cell if it provides the only connection between two halves of a table.

Splitting or merging table cells
You can add tables to your page and insert objects into the table’s cells. If you want to customize a table, you can split or merge cells.

To split a cell
1. Select the cell.
2. Press the cell’s menu arrow, and then select Split.
3. Select an option to split the cell into multiple rows and/or columns.

NOTE
If you split a cell that contains content, the content appears in the upper-left cell after the split.

To merge cells
1. Select the cells.
2. Press the cells’ menu arrow, and then select Merge Cells.

NOTE
If you merge cells that contain content, the merged cell contains the contents of the top-left cell. If the top-left cell is empty, the merged cell contains the contents of the next available non-empty cell, moving from left to right, top to bottom.
Deleting tables and the contents of tables
You can delete the contents of a table or the table itself.

NOTE
You can delete all objects on a page, including tables, by clearing the page (see Clearing pages on page 185).

To delete the contents of a table
1. Select the cells containing the content you want to delete.
2. Press Delete

To delete a table
1. Select the table.
2. Press the table’s menu arrow, and then select Delete.
Chapter 5

Working with objects

Selecting objects ........................................................................................................... 58
Changing objects' properties ....................................................................................... 60
  Changing the fill ........................................................................................................... 60
    Filling digital ink drawings ....................................................................................... 62
  Changing other properties ......................................................................................... 63
  Saving tool settings .................................................................................................... 63
Positioning objects ........................................................................................................ 63
  Moving objects ......................................................................................................... 64
  Moving objects to another page ............................................................................... 65
Aligning objects ........................................................................................................... 65
Rearranging stacked objects ......................................................................................... 67
Cutting, copying and pasting objects ............................................................................ 67
Cropping images with a mask ....................................................................................... 68
Cloning objects ............................................................................................................ 70
Resizing objects ........................................................................................................... 70
  Using the resize handle ............................................................................................. 71
  Using the scale gesture .............................................................................................. 71
Rotating objects ............................................................................................................ 73
  Using the rotation handle ......................................................................................... 73
  Using the rotate gesture ......................................................................................... 74
Flipping objects ............................................................................................................ 75
Grouping objects .......................................................................................................... 75
  Grouping objects manually ...................................................................................... 75
    Using the menu ....................................................................................................... 75
    Using the shake gesture ......................................................................................... 76
  Grouping objects automatically ............................................................................. 76
Deleting objects ............................................................................................................ 77

After creating an object, you can select it and work with it as described in this chapter.

NOTE
The tasks described in this chapter are for all objects, not just basic objects.
Selecting objects

Before you can work with an object, you must select it. You can select an individual object, multiple objects or all objects on a page. When you select an object, a selection rectangle appears around it.

The gray circle in the object’s lower-right corner is a resize handle (see Resizing objects on page 70).

The green circle above the object is a rotation handle (see Rotating objects on page 73).

The downward arrow in the object’s upper-right corner is a menu arrow. Press the menu arrow to display a menu of commands.

- **NOTE**
    
    Pressing an object’s menu arrow gives you access to the same menu as right-clicking the object.

**To select an object**

1. Press `Select`.
2. Press the object you want to select.

A selection rectangle appears around the object.

- **NOTE**
    
    If you press an object and a lock symbol appears instead of the menu arrow, the object is locked. Depending on the type of lock, you might have to unlock the object before you can manipulate it (see Locking objects on page 112).
To select multiple objects

1. Press Select.
2. Press the interactive screen and drag until a rectangle surrounds the objects you want to select.

OR

Hold down CTRL, and then press the objects you want to select.

A selection rectangle appears around the selected objects.

**NOTE**
If you draw a rectangle around multiple objects and some of the objects are locked (see Locking objects on page 112), you select only the unlocked objects.

To select all objects on a page

Select Edit > Select All.

A selection rectangle appears around all objects on the page.

**NOTE**
If some of the objects are locked (see Locking objects on page 112), you select only the unlocked objects.

To select all locked objects on the page

Select Edit > Select All Locked Notes.

A selection rectangle appears around all locked objects on the page.
Changing objects’ properties
You can change an object’s properties. The properties you can change depend on the object you select. You can also select several objects and change their properties at the same time.

Changing the fill
You can change an object’s fill by selecting the object and then setting the fill in the Properties tab or by clicking Fill, setting the fill, and then selecting the object.

To change an object’s fill by first selecting the object
1. Select the object.
2. If the Properties tab isn’t visible, press Properties.
3. Press Fill Effects.
4. Select a fill style:

<table>
<thead>
<tr>
<th>Fill style</th>
<th>Procedure</th>
</tr>
</thead>
<tbody>
<tr>
<td>None (transparent)</td>
<td>Select <strong>No fill.</strong></td>
</tr>
<tr>
<td>Solid color</td>
<td>a. Select <strong>Solid fill.</strong></td>
</tr>
<tr>
<td></td>
<td>b. Do one of the following:</td>
</tr>
<tr>
<td></td>
<td>o Select one of the 40 colors in the palette.</td>
</tr>
<tr>
<td></td>
<td>o Press <strong>More</strong>, and then select a color in the dialog box.</td>
</tr>
<tr>
<td></td>
<td>o Press the eyedropper 🖌, and then select a color on the screen.</td>
</tr>
<tr>
<td>Gradient of two colors</td>
<td>a. Select <strong>Gradient fill.</strong></td>
</tr>
<tr>
<td></td>
<td>b. For each color, do one of the following:</td>
</tr>
<tr>
<td></td>
<td>o Select one of the 40 colors in the palette.</td>
</tr>
<tr>
<td></td>
<td>o Press <strong>More</strong>, and then select a color in the dialog box.</td>
</tr>
<tr>
<td></td>
<td>o Press the eyedropper 🖌, and then select a color on the screen.</td>
</tr>
<tr>
<td></td>
<td>c. Select an option in the <strong>Style</strong> drop-down list.</td>
</tr>
<tr>
<td>Pattern</td>
<td>a. Select <strong>Pattern fill.</strong></td>
</tr>
<tr>
<td></td>
<td>b. Select a pattern.</td>
</tr>
<tr>
<td>Picture</td>
<td>a. Select <strong>Image fill.</strong></td>
</tr>
<tr>
<td></td>
<td>b. Press <strong>Browse.</strong></td>
</tr>
<tr>
<td></td>
<td>c. Browse to and select the picture you want to use as a background, and then press <strong>Open.</strong></td>
</tr>
<tr>
<td></td>
<td>d. Select <strong>Keep image size</strong> to keep the picture’s size, regardless of whether the picture is larger or smaller than the object.</td>
</tr>
<tr>
<td></td>
<td>OR Select <strong>Scale image to fit</strong> to resize the picture to fit the object.</td>
</tr>
</tbody>
</table>

5. Optionally, drag the **Object transparency** slider to the right to make the object transparent.

![TIP](image)

You can also change an object’s properties using the property selectors on the toolbar.
To change an object's fill by first pressing the Fill button

1. Press Fill, and then select a color.
2. Select the object.
3. Repeat step 2 for each object you want to apply the fill to.

Filling digital ink drawings
In addition to filling shapes, regular polygons and irregular polygons, you can fill areas enclosed by digital ink using the Fill button.

NOTES
- To fill an area, you must enclose it with a single digital ink path.
- You’re unable to fill an enclosed area if that area is part of a group (see Grouping objects on page 75).
- When you fill an enclosed area, the fill becomes a separate object, which you can move away from the original enclosed area. You can fill the enclosed area and move the resulting fill object multiple times.
Changing other properties
In addition to fill, you can change objects’ line style and text style.

To change an object’s line style
1. Select the object.
2. If the Properties tab isn’t visible, press Properties.
3. Press Line Style.
4. Change the object’s line style.

To change an object’s text style
1. Select the object.
2. If the Properties tab isn’t visible, press Properties.
3. Press Text Style.
4. Change the object’s text style (see Formatting text on page 41).

Saving tool settings
When you select a tool in the toolbar, you can change its default settings using the Properties tab and then save your changes by clicking Save Tool Properties.

When you save your changes to a tool’s default settings, the tool’s button displays those changes:

To restore the default settings, see Customizing the toolbar on page 195.

Positioning objects
You can change the position of an object by moving it to another area of the existing page or to another page. You can also align objects and change the order of stacked objects.
Moving objects
You can move objects to another position on the page. You can also flick objects.

⚠️ NOTE
You’re unable to move an object if it’s locked in place (see Locking objects on page 112).

💡 TIP
You can manipulate multiple objects by selecting them, and then creating a group (see Grouping objects on page 75).

To move an object or objects
1. Select the object or objects.
2. Drag the object or objects to a new position on the page.

💡 TIP
You can move an object in small increments by pressing the arrow keys on your keyboard.

To move an Adobe Flash® Player compatible file
1. Press the colored bar at the top of the Adobe Flash Player compatible file.
2. Drag the file to its new position.

To flick an object
1. Select the object.
2. Quickly flick your finger in any direction.
CHAPTER 5
WORKING WITH OBJECTS

Moving objects to another page
You can move objects to another page in a file.

To move an object or objects to another page
1. If the Page Sorter isn't visible, press Page Sorter.
2. If you don't see the page that you want to move the object to, scroll in the Page Sorter until you see the page's thumbnail.
3. Select the object or objects you want to move.
4. Drag the object or objects into the Page Sorter above the thumbnail of the page you want to move the objects to.

To move an Adobe Flash Player compatible file to another page
1. If the Page Sorter isn't visible, press Page Sorter.
2. If you don't see the page that you want to move the object to, scroll in the Page Sorter until you see the page's thumbnail.
3. Press the colored bar at the top of the Adobe Flash Player compatible file.
4. Drag the file into the Page Sorter above the thumbnail of the page you want to move the object to.

Aligning objects
You can use the Alignment Tools add-on to align and distribute objects on a page. You can align selected objects on the bottom, left, right, top, vertically or horizontally. You can also align stacked objects vertically or horizontally.

If you want, you can display guidelines on a page to assist you in manually aligning objects with other objects, as well as the page’s vertical and horizontal centers. You can also set objects to align automatically with these guidelines when you move the objects on a page (see page 64).

To align objects on a page
1. Select the objects you want to align (see Selecting objects on page 58).
2. Press Add-ons on the toolbar to display the Alignment Tools buttons.
3. Press an alignment button:

<table>
<thead>
<tr>
<th>Button</th>
<th>Name</th>
<th>Select this button to:</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Align bottom</td>
<td>Align selected objects along their bottom edge.</td>
</tr>
<tr>
<td></td>
<td>Align left</td>
<td>Align selected objects along their left edge.</td>
</tr>
<tr>
<td></td>
<td>Align middle X</td>
<td>Align selected objects vertically through the middle of the objects.</td>
</tr>
<tr>
<td></td>
<td>Align middle Y</td>
<td>Align selected objects horizontally through the middle of the objects.</td>
</tr>
<tr>
<td></td>
<td>Align right</td>
<td>Align selected objects along their right edge.</td>
</tr>
<tr>
<td></td>
<td>Align top</td>
<td>Align selected objects along their top edge.</td>
</tr>
<tr>
<td></td>
<td>Stack horizontally</td>
<td>Align selected stacked objects horizontally.</td>
</tr>
<tr>
<td></td>
<td>Stack vertically</td>
<td>Align selected stacked objects vertically.</td>
</tr>
</tbody>
</table>

**To display guidelines**

1. Select View > Alignment.

The Alignment dialog box appears.

2. Select check boxes to specify which guidelines you want to display:

<table>
<thead>
<tr>
<th>Check box</th>
<th>Select this check box to:</th>
</tr>
</thead>
<tbody>
<tr>
<td>Show guides for active objects</td>
<td>Display a guideline when you move an object into alignment with another object.</td>
</tr>
<tr>
<td>Show vertical page center guide</td>
<td>Display a guideline when you move an object into alignment with the page’s vertical center.</td>
</tr>
<tr>
<td>Show horizontal page center guide</td>
<td>Display a guideline when you move an object into alignment with the page’s horizontal center.</td>
</tr>
<tr>
<td>Snap objects to guides</td>
<td>Automatically align objects to guidelines when you move the objects on a page.</td>
</tr>
</tbody>
</table>

3. If you want to change the color of the guidelines, press the colored bar to the left of Guide color, and then select a color.

4. Press OK.
Rearranging stacked objects
If objects overlap on a page, you can rearrange the order of the stack (that is, you can control which objects appear in front of others).

NOTE
You’re unable to move an object in the stack if it’s locked in place (see Locking objects on page 112).

To move an object to the front of the stack
1. Select the object.
2. Press the object’s menu arrow, and then select Order > Bring to Front.

To move an object to the back of the stack
1. Select the object.
2. Press the object’s menu arrow, and then select Order > Send to Back.

To move an object one place forward in the stack
1. Select the object.
2. Press the object’s menu arrow, and then select Order > Bring Forward.

To move an object one place backward in the stack
1. Select the object.
2. Select the object’s menu arrow, and then select Order > Send Backward.

Cutting, copying and pasting objects
You can cut, copy and paste objects—including text, pictures, straight lines, arcs and shapes—in a .notebook file.

TIPS
- You can paste text from other programs into SMART Notebook software and cut text from SMART Notebook software and paste it into other programs (see Cutting, copying and pasting content from other programs on page 89 and Cutting and pasting text on page 45).
- You can create an exact copy of an object by cloning it (see Cloning objects on page 70).
To cut and paste an object

1. Select the object.
2. Press the object’s menu arrow, and then select Cut.

   **TIP**
   Alternatively, you can press Cut if you added this button to the toolbar (see *Customizing the toolbar* on page 195).

3. If you want to paste the object onto a different page, display that page.
4. Press Paste

To copy and paste an object

1. Select the object.
2. Press the object’s menu arrow, and then select Copy.

   **TIP**
   Alternatively, you can press Copy if you added this button to the toolbar (see *Customizing the toolbar* on page 195).

3. If you want to paste the item onto a different page, display that page.
4. Press Paste

Cropping images with a mask

You can use a mask to crop images. The mask hides the section of the image you crop out instead of deleting it. This enables you to edit the mask if you want to crop a different section of the image. You can also unmask the image to restore the original image.

**NOTE**
You can crop raster images only. For example, you can crop raster pictures you insert from the Gallery or from your computer. You’re unable to crop other types of objects.
To crop an image with a mask

1. Select the image.

2. Press the image’s menu arrow, and then select Mask.

   A cropping mask appears on the image. Cropped out sections of the image are shaded gray.

3. Drag the image until the section of the image you want to keep appears in the cropping mask.

4. Optionally, press one of the cropping mask’s eight resize handles (the white circles), and then drag it to increase or reduce the cropping mask’s size.

5. Press anywhere outside of the image to crop it.

To edit the mask

1. Select the image.

2. Press the image’s menu arrow, and then select Edit Mask.

   A cropping mask appears on the image. Cropped out sections of the image are shaded gray.

3. Drag the image until the section of the image you want to keep appears in the cropping mask.

4. Optionally, press one of the cropping mask’s eight resize handles (the white circles), and then drag it to increase or reduce the cropping mask’s size.

5. Press anywhere outside of the image to crop it.

To restore the image

1. Select the image.

2. Press the image’s menu arrow, and then select Unmask.

   The original image is restored.
Cloning objects
You can create a duplicate of an object by using the Clone command, or you can create multiple copies of an object using the Infinite Cloner command.

**NOTE**
You can also copy and paste objects, including text, images, straight lines, arcs and shapes (see *Cutting, copying and pasting objects* on page 67).

**To clone an object**
1. Select the object.
2. Press the object's menu arrow, and then select *Clone*.
   
   A duplicate object appears on the page.

**To clone an object using the Infinite Cloner**
1. Select the object.
2. Press the object's menu arrow, and then select *Infinite Cloner*.
3. Select the object again.
   
   An infinity symbol appears instead of the object’s menu arrow.
4. Drag the object to another position on the page.
5. Repeat step 4 as many times as you want.
6. When you finish cloning the object, select the original object.
7. Press the infinity symbol, and then clear the selection of *Infinite Cloner*.

Resizing objects
You can resize objects on a page by using the resize handle or the scale gesture (if your interactive product supports multitouch gestures).

**NOTE**
You’re unable to resize an object if it’s locked in place (see *Locking objects* on page 112).
Using the resize handle

**To resize an object**

1. Select the object.
2. Press the object's resize handle (the gray circle), and then drag it to increase or reduce the object's size.

NOTE
To keep the shape's original height-to-width ratio, hold down SHIFT while you drag the resize handle.

**To resize multiple objects**

1. Group the objects (see *Grouping objects* on page 75), and then select the group.
   
   A selection rectangle appears around the group.

2. Press the resize handle in the lower-right corner of the selection rectangle.
3. Drag the resize handle to increase or reduce the size of the objects.

Using the scale gesture

**To resize an object from its center**

1. Select the object.
2. Using one finger on each hand, press the screen at opposite ends of the object.
3. Drag your fingers in opposite directions to increase the object's size.

OR

Drag your fingers toward each other to decrease the object's size.

To resize an object from its corner or side
1. Select the object.
2. Using one finger on each hand, press the screen at the corner or side you want to resize the object from.
3. Drag your fingers in opposite directions to increase the object’s size.
   OR
   Drag your fingers toward each other to decrease the object’s size.

To resize multiple objects
1. Select the objects.
2. Using one finger on each hand, press the screen at opposite ends of one of the objects.
3. Drag your fingers in opposite directions to increase the objects’ size.

OR

Drag your fingers toward each other to decrease the objects’ size.

NOTE
The objects resize from their centers regardless of where you press the screen.

Rotating objects
You can rotate objects on a page by using the rotation handle or the rotate gesture (if your interactive product supports multitouch gestures).

NOTES
- You’re unable to rotate an object if it’s locked in place (see Locking objects on page 112).
- You’re unable to rotate tables.

Using the rotation handle

To rotate an object
1. Select the object.
2. Press the object’s rotation handle (the green circle), and then drag it in the direction you want to rotate the object.

To rotate multiple objects
1. Select the objects.
   A selection rectangle appears around each object.
2. Press the rotation handle (the green circle) on any one of the selected objects, and then drag it in the direction you want to rotate the object. When you rotate one object, all other selected objects rotate automatically.
Using the rotate gesture

**To rotate an object around its center**
1. Select the object.
2. Using one finger on each hand, press the screen at opposite ends of the object.
3. Move your fingers in a circle around the center of the object to rotate it.

![Diagram of rotate gesture around center](image)

**To rotate an object around a corner**
1. Select the object.
2. Using one finger on each hand, press the screen in the corner you want to rotate the object around.
3. Move your fingers in a circle around the corner to rotate the object.

**To rotate multiple objects**
1. Select the objects.
2. Using one finger on each hand, press the screen at opposite ends of one of the objects.
3. Move your fingers in a circle.

**NOTE**
The objects rotate around their centers regardless of where you press the screen.
Flipping objects
You can flip an object on a page.

**NOTE**
You're unable to flip an object if it's locked in place (see Locking objects on page 112).

**To flip an object**
1. Select the object.
2. Press the object's menu arrow, and then select Flip > Up/Down or Flip > Left/Right.

**To flip multiple objects**
1. Select the objects.
2. Press the menu arrow on any one of the selected objects, and then select Flip > Up/Down or Flip > Left/Right.

Grouping objects
You can create a group of objects, which lets you interact with all grouped items at the same time. After you create a group, you can select, move, rotate or resize the group as if it were an individual object. However, if you want to interact with an individual object in a group, you must ungroup the objects first.

Grouping objects manually
You can group and ungroup objects manually using the menu or the shake gesture.

**Using the menu**

**To group objects**
1. Select the objects.
2. Press the menu arrow of any one of the selected objects, and then select Group > Group.

**To ungroup objects**
1. Select the group.
2. Press the group’s menu arrow, and then select Group > Ungroup.
CHAPTER 5
WORKING WITH OBJECTS

Using the shake gesture

NOTES
- You’re unable to use the shake gesture with a mouse.
- The shake gesture works only when you initially contact your interactive product’s surface.

To group objects

Quickly shake your finger over the objects three times.

To ungroup objects

Quickly shake your finger over the group three times.

Grouping objects automatically

If you write or draw multiple lines, SMART Notebook software automatically combines the lines into a single object. For example, if you write the letters of a word, SMART Notebook software combines the individual letters, enabling you to interact with the whole word. If you want to write words on the same line but don’t want them combined, leave a large gap between them, use different pens, or briefly put the pen in the pen tray before writing another word (interactive whiteboards only).

If SMART Notebook software combined lines that you want to manipulate individually, ungroup the lines as described above.
Deleting objects
Although you can erase digital ink (see Erasing digital ink on page 35), you’re unable to erase some types of objects, including text, shapes, straight lines, arcs and pictures. To remove these types of objects from a page, you must delete them.

NOTE
You’re unable to delete an object if it’s locked in place (see Locking objects on page 112). To delete a locked object from a page, you must unlock it.

To delete an object
1. Select the object.
2. Press the object’s menu arrow, and then select Delete.
Chapter 6
Inserting, organizing and sharing content

Inserting content from the Gallery ................................................................. 80
Inserting content from GeoGebra ................................................................. 82
Inserting content from the SMART Exchange website ................................ 83
Inserting content from other sources ......................................................... 84
  Inserting pictures ..................................................................................... 84
    Inserting pictures from files ................................................................. 84
    Inserting pictures from a scanner ......................................................... 85
    Inserting pictures from a SMART Document Camera ......................... 85
  Working with pictures ............................................................................ 85
  Creating transparent areas in a picture .................................................... 85
Inserting multimedia files ......................................................................... 86
  Inserting Adobe Flash Player compatible files ...................................... 86
  Inserting Adobe Flash Player compatible video files ......................... 88
  Inserting sound files .............................................................................. 88
  Working with multimedia files ............................................................... 88
  Installing encoders for additional formats ............................................ 89
Inserting content from other programs .................................................... 89
  Cutting, copying and pasting content from other programs .................. 89
  Importing content using SMART Notebook Print Capture .................. 90
  Importing content using SMART Notebook Document Writer ........... 91
  Importing PowerPoint files ................................................................... 92
  Importing files from other interactive whiteboard programs ................ 93
Inserting equations with the Math Editor .................................................. 94
Inserting Internet browsers ....................................................................... 96
  Inserting an Internet browser ............................................................... 96
  Configuring proxy servers .................................................................... 97
Attaching files and web pages ................................................................... 97
Organizing and sharing content using the Gallery ................................... 99
  Adding content to the Gallery .............................................................. 99
  Organizing content in the Gallery ....................................................... 101
  Sharing content with other teachers ................................................... 102
  Connecting to Team Content categories ............................................. 103
Sharing content using the SMART Exchange website .................................................. 104

You can insert pictures, multimedia files and other content into your .notebook files from a variety of sources. These sources include the Gallery, the SMART Exchange® website and the Internet.

After inserting your content, you can organize it using the Gallery and share it with other teachers using the Gallery or the SMART Exchange website.

Inserting content from the Gallery
The Gallery is a tab in the SMART Notebook software user interface where you can browse or search for content and then add that content to your .notebook files.

The Gallery contains Lesson Activity Examples, which includes Activity Builder examples (see Creating a matching lesson activity on page 120), interactive techniques and 3D models to aid you in creating lesson activities.

When your system administrator installs SMART Notebook software, he or she can install the following additional items:

- Gallery Essentials is a collection of thousands of pictures, multimedia objects and more, organized into subject-specific categories.
- Lesson Activity Toolkit is a collection of customizable tools and templates that you can use to create professional-looking and interactive lessons. The toolkit helps you create engaging content like word games, quizzes and sorting activities. It also offers Adobe Flash Player compatible files like hide-and-reveal and drag-and-drop.

The Gallery is divided into two sections. The top section of the Gallery is the category list. When you select a category or subcategory in the list, its contents appear in the bottom section of the Gallery.

TIP
You can change the size of the category list and content list by pressing the boundary between them, and then dragging it up or down.
You can browse the category list to view the contents of each category. Thumbnails in the categories provide preview images of the content.

- In *Pictures*, pictures appear as thumbnails.
- In *Interactive and Multimedia*, video objects appear as a single frame from the videos, sound objects appear with a speaker icon in the lower-left corner, and Adobe Flash Player compatible files appear as an Adobe Flash icon or thumbnail of the content with a small Adobe Flash icon in the upper-left corner.
- In *3D Objects*, 3D models appear as thumbnails.
- In *Notebook Files and Pages*, files appear as binders and pages appear with a folded upper-right corner.
- In *Backgrounds and Themes*, backgrounds appear as pages with a folded lower-right corner and themes appear as thumbnails.

You can search for a Gallery item using the keyword search.

After browsing or searching for a Gallery item, you can add it to your .notebook file.

### To browse the Gallery

1. If the Gallery isn't visible, press Gallery. 
2. Press a category's plus sign to view its subcategories.

   **NOTE**
   
   You can close a category by pressing the category’s minus sign.

3. Select a category or subcategory to display its contents.

### To search the Gallery

1. If the Gallery isn't visible, press Gallery.
2. Type a keyword into the *Type search terms here* box, and then press Search.

   The Gallery displays all content containing the keyword.

### To add a Gallery item to your .notebook file

1. If the Gallery isn't visible, press Gallery.
2. Browse or search for the Gallery item you want to add.
3. Double-click the Gallery item’s thumbnail.
   - If you add a picture, Adobe Flash Player compatible file, video file or sound file, it appears on the current page.
   - If you add a background, it replaces the page’s existing background (see Applying page backgrounds and themes on page 116).
   - If you add a page from a .notebook file, SMART Notebook software inserts it before the current page.
   - If you add a .notebook file, SMART Notebook software inserts the file’s pages before the current page.

Inserting content from GeoGebra
GeoGebra is an interactive mathematics software for all levels of education. When you insert the GeoGebra widget in SMART Notebook software, you can explore geometry, algebra, tables, graphing, statistics and calculus with your students.

You can also search for worksheets from GeoGebraTube using the keyword search. After searching for a worksheet, you can add it to your .notebook file. GeoGebraTube (geogebratube.org) contains thousands of worksheets created and shared by other teachers.

NOTE
For more information on how to use GeoGebra software, go to the GeoGebra Wiki (wiki.geogebra.org).

To access the GeoGebra widget
Press Add-ons and then press GeoGebra.

To insert the GeoGebra widget
1. If the GeoGebra widget isn’t visible, press Add-ons and then press GeoGebra.
2. Select Insert GeoGebra Widget.

To search GeoGebraTube
1. If the GeoGebra widget isn’t visible, press Add-ons and then press GeoGebra.
2. Type a keyword into the Search in Free Materials box, and then press Search.
   The GeoGebra widget displays thumbnail images of worksheets containing the keyword.
To add a GeoGebraTube worksheet to your .notebook file

1. If the GeoGebra widget isn’t visible, press Add-ons and then press GeoGebra.
2. Search for the GeoGebraTube worksheet you want to add.
3. Press the worksheet’s thumbnail, and then select Insert GeoGebra Widget.

The worksheet appears on the current page.

TIP
For more information on a worksheet, press the thumbnail’s title to go to the worksheet’s download page in GeoGebraTube.

Inserting content from the SMART Exchange website

The SMART Exchange website (exchange.smarttech.com) includes thousands of lesson plans, question sets, widgets and other content that you can download and then open in SMART Notebook software.

NOTE
You can also share your lesson plans with other teachers through the SMART Exchange website. For more information, see Sharing content using the SMART Exchange website on page 104.

To insert content from the SMART Exchange website

1. Press SMART Exchange

   The SMART Exchange website opens in your web browser.
2. If you’re new to the SMART Exchange website, press Join for free, and then follow the on-screen instructions to create an account.

   OR

   If you have an account, press Sign in, and then follow the on-screen instructions to log on to the SMART Exchange website with your account.
3. Search or browse for content, and then download it to your computer.
4. Import content into the Gallery (see Sharing content with other teachers on page 102).
CHAPTER 6
INSERTING, ORGANIZING AND SHARING CONTENT

Inserting content from other sources
If you or other teachers in your school have created content outside of SMART Notebook software, you can include this content in your .notebook files. Specifically, you can do the following:

- Insert pictures, Adobe Flash Player compatible files and video files, and sound files
- Cut or copy, and then paste content from other programs
- Import content from other programs

Inserting pictures
You can insert pictures into pages from files, a scanner or a SMART Document Camera.

![NOTE]
You can also insert pictures from the Gallery tab. For more information, see Inserting content from the Gallery on page 80.

After inserting a picture, you can define a transparent area in it.

**Inserting pictures from files**
You can insert a picture into a page.

SMART Notebook software supports BMP, GIF, JPEG, PNG, TIFF and WMF formats.

**To insert a picture from a file**
1. Select Insert > Picture.
   The Insert Picture File dialog box appears.
2. Browse to and select the picture you want to insert.
   ![TIP]
   To select more than one picture, hold down CTRL and then select the pictures.
3. Press Open.
   The picture appears in the upper-left corner of the page.
Inserting pictures from a scanner
If a scanner is connected to your computer, you can insert pictures from the scanner into a page.

NOTE
You must install your scanner’s driver and software on your computer before inserting pictures from the scanner into SMART Notebook software.

To insert a picture from a scanner
1. Select Insert > Picture From Scanner.
   The Insert Scanned Picture dialog box appears.
2. Select a scanner from the list.
3. Press Scan.
4. Follow the instructions included with your scanner to scan your picture.

Inserting pictures from a SMART Document Camera
You can insert pictures from a SMART Document Camera into a page.

To insert a picture from a SMART Document Camera
1. Select Insert > Picture From SMART Document Camera.
   The SMART Document Camera window appears on the page.
2. Insert a picture following the instructions in the Help.

Working with pictures
When you insert a picture in a .notebook file, the picture becomes an object in the file. Therefore, you can move, resize, rotate and make other changes to the picture like any other object.

For information on how to work with objects, including pictures, in .notebook files, see Working with objects on page 57.

Creating transparent areas in a picture
You can create transparent areas in a picture that you insert into a page. This is useful for removing the picture’s background. You can make any color in the picture transparent.

NOTE
You can reduce the size of a large picture when you insert it in a file (see Setting image optimization preferences on page 199). If you later create a transparent area in the picture, the picture is no longer optimized.
To create a transparent area in a picture

1. Select the picture.

2. Press the picture’s menu arrow, and then select Set Picture Transparency.

   The Picture Transparency dialog box appears.

3. Drag the corners of the dialog box in or out to resize it.

4. Press any areas in the picture that you want to make transparent.

   \[\text{NOTE}\]
   Pressing an area makes only that area transparent, even if the picture includes that same color in other areas.

5. Press OK.

Inserting multimedia files
You can insert multimedia files, including Adobe Flash Player compatible files, video files and sound files, into pages.

   \[\text{NOTE}\]
   You can also insert multimedia files from the Gallery tab. For more information, see Inserting content from the Gallery on page 80.

Inserting Adobe Flash Player compatible files
You can insert Adobe Flash Player compatible files into a page.

After you insert an Adobe Flash Player compatible file into a page, or display a page that already contains an Adobe Flash Player compatible file, the file plays immediately. You can control the playback of the file. If the file has buttons, you can press them on your interactive product. If the file doesn’t have buttons, you can use the options in the file’s menu arrow.

   \[\text{NOTES}\]
   - Adobe Flash Player compatible files on a page must be self-extracting. You’re unable to use Adobe Flash Player compatible files that load or rely on other Adobe Flash Player compatible files.
   - You’re unable to drag an Adobe Flash Player compatible file from an Internet browser into a page.
   - If Adobe Flash Player isn’t installed on your computer, SMART Notebook software notifies you when you insert an Adobe Flash Player compatible file into a page.
You can install Adobe Flash Player by visiting adobe.com, but you must use Internet Explorer® Internet browser to install it. If you use another browser, Adobe Flash Player compatible files don’t work in SMART Notebook software.

To write on top of an Adobe Flash Player compatible file with a handwriting recognition component, start writing outside the file and continue to write over the file. This enables SMART Notebook software to recognize the digital ink as a separate object from the Adobe Flash Player compatible file.

To insert an Adobe Flash Player compatible file

1. Select Insert > Adobe Flash Player Compatible File.

   The Insert Flash File dialog box appears.

2. Browse to and select the Adobe Flash Player compatible file that you want to insert into the page.

3. Press Open.

   The Adobe Flash Player compatible file appears in the upper-left corner of the page.

To control an Adobe Flash Player compatible file

1. Select the Adobe Flash Player compatible file.

2. Control the file by doing any of the following:
   
   - To play the file, press the file’s menu arrow, and then select Flash > Play.
   - To play the file from the beginning, press the file’s menu arrow, and then select Flash > Rewind.
   - To advance the file slightly and pause playback, press the file’s menu arrow, and then select Flash > Step Forward.
   - To rewind the file slightly and pause playback, press the file’s menu arrow, and then select Flash > Step Back.
   - To play the file continuously, press the file’s menu arrow, and then select Flash > Loop.
   - To stop playing the file continuously, press the file’s menu arrow, and then clear the selection of Flash > Loop.
CHAPTER 6
INSERTING, ORGANIZING AND SHARING CONTENT

Inserting Adobe Flash Player compatible video files
You can insert Adobe Flash Player compatible video files into a page.

NOTE
SMART Notebook software supports the Adobe Flash Player compatible video file (FLV) format. If you want SMART Notebook software to support other file types, you can install additional encoders (see Installing encoders for additional formats on the next page).

To insert an Adobe Flash Player compatible video file
1. Select Insert > Video.
   The Insert Video File dialog box appears.
2. Browse to and select the Adobe Flash Player compatible video file that you want to insert into the page.
3. Press Open.

Inserting sound files
You can attach a sound file to any object (except Adobe Flash Player compatible objects) in a .notebook file. For more information, see Adding sounds to objects on page 110.

Working with multimedia files
When you insert a multimedia file in a .notebook file, the multimedia file becomes an object in the file. Therefore, you can move, resize, rotate and make other changes to the multimedia file like any other object.

For information on how to work with objects, including multimedia files, in .notebook files, see Working with objects on page 57.
Installing encoders for additional formats
SMART Notebook software supports the FLV and MP3 formats. If you want SMART Notebook software to support other video and audio formats, you can install the following encoder. If you install this encoder, SMART Notebook software automatically detects it and supports its video and audio formats.

<table>
<thead>
<tr>
<th>Encoder</th>
<th>Video formats</th>
<th>Audio formats</th>
<th>Link</th>
</tr>
</thead>
<tbody>
<tr>
<td>MediaCoder Full Pack 0.3.9</td>
<td>• ASF</td>
<td>• AIF and AIFF</td>
<td>mediacoderhq.com/difull.htm</td>
</tr>
<tr>
<td></td>
<td>• AVI</td>
<td>• WAV</td>
<td></td>
</tr>
<tr>
<td></td>
<td>• MOV</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>• MPEG and MPG</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>• WMV</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**NOTE**
SMART Technologies ULC provides links to these programs as a courtesy, and makes no representations or warranties regarding the programs or any information related thereto. Any questions, complaints or claims regarding the programs must be directed to the appropriate software vendor.

Inserting content from other programs
If you have content in other programs that you want to use in your .notebook files, you can move this content to SMART Notebook software by doing one of the following:

- Cutting or copying, and then pasting the content
- Importing the content

**Cutting, copying and pasting content from other programs**
You can cut or copy, and then paste content from other programs into SMART Notebook software.

**To cut content from another program**
1. In the other program, select the content you want to cut, and then select **Edit > Cut**.
2. In SMART Notebook software, press **Paste**.

**To copy content from another program**
1. In the other program, select the content you want to copy, and then select **Edit > Copy**.
2. In SMART Notebook software, press **Paste**.
Importing content using SMART Notebook Print Capture
When you install SMART Notebook software on a computer with Windows XP operating system, you also install SMART Notebook Print Capture. SMART Notebook Print Capture works like any other printer driver, except it captures output in a .notebook file, instead of printing it on paper. Each page of an imported file appears as an object on its own page, with its original formatting and page breaks preserved.

NOTE
If you install SMART Notebook software on a computer with Windows 7 or Windows 8 operating system, you can import content using SMART Notebook Document Writer (see Importing content using SMART Notebook Document Writer on the next page).

To use SMART Notebook Print Capture
1. In the source file you want to export to a .notebook file, select File > Print.
   The Print dialog box appears.
2. Select SMART Notebook Print Capture in the list of printers.
3. Optionally, change the page orientation and graphics resolution (see To change the page orientation and graphics resolution below).
4. Specify a page range, and then press OK or Print.
   If an existing .notebook file isn’t open, a new .notebook file opens. Each page of the source file appears on a separate page.
   OR
   If an existing .notebook file is open, each page of the source file appears in the .notebook file after the current page.

NOTE
This process can take several minutes.

To change the page orientation and graphics resolution
1. Press the Properties or Preferences button.
   The SMART Notebook Print Capture Properties dialog box appears.
2. Select Portrait or Landscape.
3. Select a default resolution in the Resolution drop-down list.

OR

Select CUSTOM Resolution in the Resolution drop-down list, and then type numbers in the Horizontal Resolution and Vertical Resolution boxes.

![TIPS]
- Use the same value in both boxes to prevent image distortion.
- The higher the resolution, the larger the image.
- Don’t use the Draft, Low or Medium options because they might not scale the image proportionally.

4. Press OK.

**Importing content using SMART Notebook Document Writer**

When you install SMART Notebook software on a computer with Windows 7 or Windows 8 operating system, you also install SMART Notebook Document Writer. SMART Notebook Document Writer works like any other printer driver, except it captures output in a .notebook file, instead of printing it on paper.

![NOTE]
If you install SMART Notebook software on a computer with Windows XP operating system, you can import content using SMART Notebook Print Capture (see *Importing content using SMART Notebook Print Capture* on the previous page).

**To use SMART Notebook Document Writer**

1. In the source file you want to export to a .notebook file, select **File > Print**.

   The **Print** dialog box appears.

2. Select **SMART Notebook Document Writer** in the list of printers.

3. Optionally, change the page orientation (see *To change the page orientation* on the next page).

4. Specify a page range, and then press **OK** or **Print**.

   A dialog box appears.
5. Select **SMART Notebook pages with images** to import the content of the file as pictures.

   OR

   Select **SMART Notebook page with editable objects** to import the content of the file as editable objects.

   **NOTE**
   If you choose to import the content as editable objects, some objects may not display correctly. You can import the content as pictures.

6. Press **OK**.

   A new .notebook file opens. Each page of the source file appears on a separate page.

---

**To change the page orientation**

1. Press **Properties** or **Preferences**.

   The **Printing Preferences** dialog box appears.

2. Select **Landscape** or **Portrait** in the **Orientation** drop-down list.

3. Press **OK**.

---

**Importing PowerPoint files**
You can import content into a .notebook file from a variety of sources, including PowerPoint files.

**NOTE**
SMART Notebook software doesn’t import some gradient, pattern and picture effects. These effects may appear incorrectly in .notebook files as a result.

**TIP**
You can also export .notebook files to PowerPoint (see Exporting files on page 15).

---

**To import a PowerPoint file**

1. Select **File > Import**.

   The **Open** dialog box appears.

2. Select **All PowerPoint Files (*.ppt;*.pptx)** in the **Files of type** drop-down list.

3. Browse to and select the PowerPoint file you want to import.

4. Press **Open**.

   SMART Notebook software adds the contents of the PowerPoint file to a .notebook file.
CHAPTER 6
INSERTING, ORGANIZING AND SHARING CONTENT

Importing files from other interactive whiteboard programs
You can import content into .notebook files from a variety of sources, including other interactive whiteboard programs.

If the other interactive whiteboard programs support the Interactive Whiteboard Common File Format (CFF), you can export a CFF file from those programs and then import that CFF file into SMART Notebook software.

Otherwise, you can attempt to import the other interactive whiteboard programs’ native file formats.

NOTE
You can also export CFF files (see Exporting files on page 15).

To Import CFF files
1. Select File > Import.
   The Open dialog box appears.
2. Select All Common File Format Files (*.iwb) in the Files of type drop-down list.
3. Browse to and select the file you want to import.
4. Press Open.
   The file opens.

To import other files
1. Press Open File.
   The Open dialog box appears.
2. Select All Files (*.*) in the Files of type drop-down list.
3. Browse to and select the file you want to import.
4. Press Open.
   If you import a file that SMART Notebook software supports, the file opens.
   OR
   If you import a file that SMART Notebook software doesn’t support, SMART Notebook software adds it to the Attachments tab. You can open these attached files using third-party software, but you’re not able to add them to a page.
Inserting equations with the Math Editor

You can use the Math Editor to insert a handwritten equation to a page in a more readable format. The Math Editor recognizes your handwriting and automatically converts it to a typeset format. You can also add the recognized equation to a GeoGebra worksheet if the equation is in a supported graph format.

To insert an equation to the page

1. Press Add-ons, and then select Insert Equation $\sum$. The Math Editor appears.

2. Select a pen tool and color (see page 32).

3. Write a math equation on the graph paper section of the editor. The handwritten equation converts to a typed equation, which appears below the graph paper section. Accept and reject icons appear beside the recognized equation.

4. Press $\checkmark$ to accept the recognized equation.

   The typed equation appears on the page.

   OR

   Press $\times$ to reject the recognized equation and close the Math Editor.
CHAPTER 6
INSERTING, ORGANIZING AND SHARING CONTENT

To edit the recognized equation

1. Press Select , and then press the recognized equation on the page twice.
   The handwritten equation appears on the Math Editor.

2. Edit the handwritten equation with the Eraser tool and a pen tool.
   The edited equation is recognized and appears below the graph paper section. Accept and reject icons appear beside the recognized equation.

3. Press ✓ to accept the recognized equation.
   The equation updates with your edits.
   OR
   Press ✗ to reject the recognized equation and close the Math Editor.
   The equation doesn’t update.

To add the recognized equation to a GeoGebra worksheet

1. Insert a GeoGebra worksheet on the page (see Inserting content from GeoGebra on page 82).

2. Drag the equation from the page to the GeoGebra widget.
   The equation is automatically graphed in the worksheet.
Inserting Internet browsers

You can insert an Internet browser into a .notebook page. In the Internet browser, you can browse to and display web pages. You can modify the Internet browser like any other object in SMART Notebook software (see Working with objects on page 57).

NOTE
When you resize an Internet browser, the Internet browser’s content scales automatically so that you always see the entire web page that you are viewing.

Inserting an Internet browser

To insert an Internet browser

1. Select Insert > Internet Browser. Insert > Internet Browser. An Internet browser appears.

2. Double-click the address bar, type the address of the web page you want to browse to, and then press Go.

TIP
If there’s no keyboard connected to your computer, click SMART Keyboard to display an on-screen keyboard.

3. Interact with the website using the buttons in the Internet browser toolbar:

<table>
<thead>
<tr>
<th>Button</th>
<th>Command</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Back</td>
<td>Display the previous web page.</td>
</tr>
<tr>
<td></td>
<td>Forward</td>
<td>Display the next web page.</td>
</tr>
<tr>
<td></td>
<td>Return to Pinned Page</td>
<td>Open the pinned web page.</td>
</tr>
<tr>
<td></td>
<td>Pin Page</td>
<td>Pin the current web page. When you first open the .notebook file, the pinned web page appears in the Internet browser. You can return to the pinned page at any time by pressing Return to Pinned Page.</td>
</tr>
<tr>
<td></td>
<td>Reload</td>
<td>Reload the current web page.</td>
</tr>
<tr>
<td></td>
<td>Move Toolbar</td>
<td>Change the position of the Internet browser toolbar.</td>
</tr>
</tbody>
</table>
Configuring proxy servers
Internet browsers in SMART Notebook software work with any proxy server that adheres to the RFC 2068 HTTP standard. If your system administrator installed SMART Notebook software behind a proxy server, he or she must create access policy rules for inbound and outbound traffic on that proxy server. Your system administrator can further enhance network security by enabling authentication, such as basic or NT LAN Manager (NTLM) authentication.

**NOTE**
Although proxy servers protect internal networks from intruders, they unavoidably introduce network latency.

Attaching files and web pages
You can attach copies of files, shortcuts to files and links to web pages using the Attachments tab.

Attaching files or web pages enables you to find and open these items easily while presenting a .notebook file.

**NOTES**
- You can also link a file or web page to an object on a page (see Adding links to objects on page 108).
- As an alternative to attaching a link to a web page, you can also insert an Internet browser in your .notebook file (see Inserting Internet browsers on the previous page).

To attach a copy of a file
1. If the Attachments tab isn’t visible, press Attachments .
2. Press Insert at the bottom of the Attachments tab, and then select Insert Copy of File.
   - The Insert Copy of File dialog box appears.
3. Browse to and select the file you want to attach.
4. Press **Open**.
   The file’s name and size appear in the **Attachments** tab.

> **NOTE**
> When you attach a file, the size of the .notebook file increases. Although SMART Notebook software compresses files to conserve space, SMART Notebook software can compress some file types more than others.

**To attach a shortcut to a file**

1. If the Attachments tab isn’t visible, press **Attachments**.
2. Press **Insert** at the bottom of the **Attachments** tab, and then select **Insert Shortcut to File**.
   The **Insert File Shortcut** dialog box appears.
3. Browse to and select the file you want to attach.
4. Press **Open**.
   The file name and **Shortcut** appear in the **Attachments** tab.

> **NOTES**
> - SMART Notebook software doesn’t export shortcuts. If you want to export file attachments, attach a copy of your file, not a file shortcut.
> - Make sure that the file is accessible on the computer you will use during the lesson.

**To attach a link to a web page**

1. If the Attachments tab isn’t visible, press **Attachments**.
2. Press **Insert** at the bottom of the **Attachments** tab, and then select **Insert Hyperlink**.
   The **Insert Hyperlink** dialog box appears.
3. Type the web page’s address in the **Hyperlink** box.
4. Type a name for the link in the **Display name** box.
5. Press **OK**.
   The display name and **URL** appear in the **Attachments** tab.
To open a file or web page from the Attachments tab

1. If the Attachments tab isn’t visible, press Attachments 📝.

   The Attachments tab lists all attachments in the open file.
   - If an attached item is a copy of a file, the file’s size appears in the Size column.
   - If an attached item is a shortcut to a file, Shortcut appears in the Size column.
   - If an attached item is a link to a web page, URL appears in the Size column.

2. To open a file, double-click the file name or shortcut.
   OR
   To open a web page, double-click the link.

Organizing and sharing content using the Gallery

The Gallery is a tab in the SMART Notebook software user interface where you can browse or search for content and then add that content to your .notebook files. The Gallery consists of a set of categories, one of which is the My Content category.

If you find you use the same content across multiple .notebook files, you can add this content to the My Content category. You can share content from the My Content category with other teachers in your school by importing or exporting Gallery collection files. You can also connect to a Team Content category containing content that you and other teachers in your school contribute to.

After adding your content to the Gallery, you can insert it into .notebook files as described in Inserting content from the Gallery on page 80.

Adding content to the Gallery

You can add SMART Notebook software objects and pages as well as supported files to the My Content category in the Gallery.

To add an object to the Gallery

1. If the Gallery isn’t visible, press Gallery 📝.

2. Select the object that you want to add to the Gallery.
3. Drag the object from the page to the Gallery’s My Content category or one of its subcategories.

**NOTES**
- You’re unable to drag an object if it’s locked in place (see Locking objects on page 112).
- If you want to change a Gallery item’s name, select the item, press its menu arrow, and then select Rename.

**To add a page to the Gallery**
1. Create and modify objects on the page until the page appears exactly as you want it to.
2. Select File > Export Page as Gallery Item.
   The Save Page as Gallery Item dialog box appears.
3. Browse to the folder where you want to save the page.
4. Type a name for the page in the File name box.
5. Press Save.
6. If the Gallery isn’t visible, press Gallery 📷.
7. Select My Content (or one of its subcategories) in the Gallery’s category list, press its menu arrow, and then select Add to My Content.
   The Add to My Content dialog box appears.
8. Browse to and select the item that you saved in step 5.

**To add a supported file to the Gallery**
1. If the Gallery isn’t visible, press Gallery 📷.
2. Select My Content (or one of its subcategories) in the Gallery’s category list, press its menu arrow, and then select Add to My Content.
   The Add to My Content dialog box appears.
3. Browse to and select the item you want to add to the Gallery.
4. Press Open.

NOTE
By default, SMART Notebook software names the new Gallery item based on the original file name. If you want to change the item’s name, select the Gallery item's thumbnail, press its menu arrow, and then select Rename.

Organizing content in the Gallery
As you add objects, pages and supported files to the My Content category in the Gallery, you may want to reorganize the category’s structure. You can create subcategories and move Gallery items between subcategories.

To create a subcategory
1. If the Gallery isn’t visible, press Gallery.
2. Select My Content (or one of its subcategories) in the Gallery’s category list, press its menu arrow, and then select New Folder.
   A new subcategory appears.
3. Type a name for the new subcategory, and then press ENTER.

To rename a subcategory
1. If the Gallery isn’t visible, press Gallery.
2. Select My Content in the Gallery’s category list, and then browse to the subcategory that you want to rename.
3. Select the subcategory, press its menu arrow, and then select Rename.
4. Type a new name for the subcategory, and then press ENTER.

To move a Gallery item to a different subcategory
1. If the Gallery isn’t visible, press Gallery.
2. Browse to the category that contains the Gallery item you want to move.
   The Gallery displays the contents of the category.
3. Drag the item to another subcategory.
Sharing content with other teachers
Importing and exporting collection files is an ideal way to share custom categories with other teachers and to use categories that other teachers have created. You can use collection files to add items to the My Content category in the Gallery. After you import a collection file, all of its items appear in the Gallery as a new subcategory.

To import a collection file from another teacher

1. If the Gallery isn’t visible, press Gallery.
2. Select My Content (or one of its subcategories) in the Gallery’s category list, press its menu arrow, and then select Add to My Content.
   
   The Add to My Content dialog box appears.
3. Browse to the folder that contains the collection file you want to import.
   
   **NOTE**
   
   A collection file has a .gallery extension.
4. Select the collection file, and then press Open.
   
   The collection appears as a new subcategory.

To export a collection file to share with other teachers

1. Select the category that contains the items you want to save in a collection.
   
   **NOTE**
   
   SMART Notebook software exports the selected category but doesn’t export any of its subcategories.
2. Press the category’s menu arrow, and then select Export as Collection File.
   
   The Save As dialog box appears.
3. Browse to the folder where you want to save the collection file.
4. Type a name for the file in the File name box.
5. Press Save.
Connecting to Team Content categories
The Team Content categories feature enables you to connect to Gallery content in a shared location on your school’s network. Multiple teachers can connect to the same folder. SMART Notebook software automatically updates your changes for all other teachers.

**NOTE**
Your access permissions for the Team Content category are the same as your folder access permissions on your school’s network. If you have full access to a folder on the network, you can add or remove items in that folder’s Team Content category. However, if you have read-only access to the folder, you can copy items from the Team Content category, but you’re unable to add, edit or remove items.

To connect to a Team Content category
1. If the Gallery isn’t visible, press **Gallery** 📊.
2. Press **Show additional Gallery actions** 📊, and then select **Connect to Team Content**.
   The **Browse For Folder** dialog box appears.
3. Browse to and select the folder containing the Team Content category you want to connect to, and then press **OK**.
   The Team Content category appears in the Gallery.

To contribute to a Team Content category
Add content to a Team Content category as you do to the My Content category (see Adding content to the Gallery on page 99).
Sharing content using the SMART Exchange website

In addition to sharing your content with other teachers in your school (see Sharing content with other teachers on page 102), you can share .notebook files with teachers from around the world using the SMART Exchange website (exchange.smarttech.com).

To share a .notebook file on the SMART Exchange website

1. Open the .notebook file you want to share.
2. Select File > Share on SMART Exchange.
   A dialog box appears.
3. If you're new to the SMART Exchange website, press Not a member yet, and then follow the on-screen instructions to create an account.

   OR

If you have an account, type your e-mail address in the Email Address box and your password in the Password box, and then press Sign In.

   TIPS
   - If you forgot your password, click Forgot your password, and then follow the on-screen instructions to reset it.
   - If you don't want to log on to the SMART Exchange website each time you share content, select the Keep me signed in check box.

4. Enter the appropriate information:

<table>
<thead>
<tr>
<th>Control</th>
<th>Instructions</th>
</tr>
</thead>
<tbody>
<tr>
<td>Enter resource details</td>
<td>Type a title for the .notebook file.</td>
</tr>
<tr>
<td>Description</td>
<td>Type a description of the .notebook file.</td>
</tr>
<tr>
<td>Subject(s)</td>
<td>Select the subjects that the .notebook file is applicable to.</td>
</tr>
<tr>
<td>Grade(s)</td>
<td>Select the grades that the .notebook file is applicable to.</td>
</tr>
<tr>
<td>Search terms</td>
<td>Type words or phrases that other SMART Exchange users will likely enter to search for the .notebook file. Separate the words or phrases with commas.</td>
</tr>
</tbody>
</table>

5. Read the sharing agreement.
6. If you accept the sharing agreement, press Agree and Submit.
Chapter 7
Creating lesson activities

Using advanced object features ................................................................. 106
  Creating custom Creative pen styles ...................................................... 106
  Adding links to objects .......................................................................... 108
  Adding sounds to objects ...................................................................... 110
  Animating objects ................................................................................ 112
  Locking objects .................................................................................... 112
Using advanced page features ................................................................. 113
  Displaying student page borders .......................................................... 114
  Recording pages with the Lesson Recorder ........................................... 114
  Applying page backgrounds and themes .............................................. 116
    Applying backgrounds using the Properties tab ................................ 116
    Applying backgrounds and themes using the Gallery ...................... 118
  Creating themes .................................................................................. 119
Creating example lesson activities .......................................................... 119
  Creating a matching lesson activity ...................................................... 120
  Creating a hide-and-show lesson activity ........................................... 122
  Creating a reveal lesson activity ........................................................... 124
  Creating other types of lesson activities .............................................. 126

Using SMART Notebook software, you can not only present information to students but also engage them in interactive lesson activities.

You can create lesson activities by inserting objects such as shapes, pictures and tables, and using features such as the Activity Builder and scaling gesture.

This section documents the advanced features you can use to create lesson activities and shows you how to create a set of example lesson activities. You can use these example lesson activities or develop your own. You can also use resources available to you in the Gallery and SMART Exchange website.
Using advanced object features

You can use the following advanced object features when creating lesson activities:

- Custom creative pen styles
- Object links
- Object sounds
- Object animation
- Link a tool to an object

You can also lock any objects that you don’t want moved or otherwise modified during the presentation of a lesson activity.

Creating custom Creative pen styles

SMART Notebook software includes eight Creative pen styles (see Writing or drawing digital ink on page 32). In addition to these styles, you can create your own styles using pictures or objects on the currently selected page.

1. Press Pens.

   The Pens tool buttons appear.
2. Press **Pen Types**, and then select **Creative Pen**.

3. Select a line type.

4. If the Properties tab isn’t visible, press **Properties**.

5. Press **Line Style**.

6. Select **Use a custom stamp image**.

7. Click **Browse**.

   The *Insert Image File* dialog box appears.

8. Browse to and select the picture you want to use for the Creative pen style.

9. Press **Open**.

10. Write or draw digital ink on the page.

### TIP

- To resume using the default line type, select **Use the default pattern**.
- If you want to save your custom Creative pen style for future use, press **Save Tool Properties**. You can later reset the Creative pen style (see *Customizing the toolbar* on page 195).

---

**To create a custom Creative pen using an object**

1. Press **Pens**.

   The Pens tool buttons appear.

   ![Pens tool buttons]

2. Press **Pen Types**, and then select **Creative Pen**.

3. If the Properties tab isn’t visible, press **Properties**.

4. Press **Line Style**.

5. Select **Use a custom stamp image**.

6. Press **Select object**, and then select an object on the page.
7. Write or draw digital ink on the page.

![TIP]
- To resume using the default line type, select Use the default pattern.
- If you want to save your custom Creative pen style for future use, press Save Tool Properties. You can later reset the Creative pen style (see Customizing the toolbar on page 195).

Adding links to objects
You can link any object on a page to a web page, another page in the file, a file on your computer or an attachment. An attachment is a copy of a file, a shortcut to a file or a link to a web page that you add to the Attachments tab.

![NOTE]
You can display animated link indicators around all links on a page (see Displaying links on page 148).

To add a link to a web page
1. Select the object.
2. Press the object’s menu arrow, and then select Link.
   The Insert Link dialog box appears.
3. Press Web Page, and then type the web address in the Address box.
4. If you want to open the link by pressing an icon, select Corner icon.
   OR
   If you want to open the link by pressing anywhere in the object, select Object.
5. Press OK.
   If you selected Corner icon, the icon appears in the lower-left corner of the object.

To add a link to another page in the file
1. Select the object.
2. Press the object’s menu arrow, and then select Link.
   The Insert Link dialog box appears.
3. Press Page in this File, and then select an option in the Select a page area.
4. If you want to open the link by pressing an icon, select Corner icon.
   OR
   If you want to open the link by pressing anywhere in the object, select Object.
5. Press OK.
   If you selected Corner icon, the icon appears in the lower-left corner of the object.

To add a link to a file on your computer
1. Select the object.
2. Press the object’s menu arrow, and then select Link.
   The Insert Link dialog box appears.
3. Press File on this Computer, and then type the file’s location and name in the File box.
4. If you want to attach a copy of the file, select Copy of file.
   OR
   If you want to insert a shortcut to the file, select Shortcut to file.
5. If you want to open the link by pressing an icon, select Corner icon.
   OR
   If you want to open the link by pressing anywhere in the object, select Object.
6. Press OK.
   If you selected Corner icon, the icon appears in the lower-left corner of the object.

To add a link to an attachment
1. Select the object.
2. Press the object’s menu arrow, and then select Link.
   The Insert Link dialog box appears.
3. Press Current Attachments, and then select the attachment in the list.
4. If you want to open the link by pressing an icon, select Corner icon.
   OR
   If you want to open the link by pressing anywhere in the object, select Object.
5. Press **OK**.

If you selected **Corner icon**, the ![Sound icon] icon appears in the lower-left corner of the object.

### To remove a link

1. Select the object.
2. Press the object’s menu arrow, and then select **Link**.
   
   The *Insert Link* dialog box appears.
3. Press **Remove Link**.

### Adding sounds to objects

You can add a sound to any object (except Adobe Flash Player compatible files and widgets) by attaching a sound file or recording a sound using a computer microphone. You can play the sound during the lesson by pressing an icon in the corner of the object or the object itself.

#### NOTE

SMART Notebook software supports the MP3 audio format. If you want SMART Notebook software to support other file types, you can install additional encoders (see *Installing encoders for additional formats* on page 89).

#### To add a sound file to an object

1. Select the object.
2. Press the object’s menu arrow, and then select **Sound**.
   
   The *Insert Sound* dialog box appears.
3. Press **Browse**.
   
   The *Insert File* dialog box appears.
4. Browse to and select the sound file, and then press **Open**.
5. Select **Corner Icon** if you want to play the sound file when you press an icon in the object’s lower-left corner.

   **OR**

   Select **Object** if you want to play the sound file when you press anywhere on the object.
6. Press **Attach Sound**.
To add a recorded sound to an object

1. Connect a microphone to your computer and turn it on.
2. Select the object.
3. Press the object’s menu arrow, and then select Sound.
   The Insert Sound dialog box appears.
4. Click Start Recording.
5. Record the sound using the microphone.

   **IMPORTANT**
   SMART Notebook software stops recording after one minute. Therefore, ensure the sound is no more than one minute long.

6. Click Stop Recording.
7. Type a name for the sound in the Recording name box.
8. Optionally, click Preview Recording to hear the sound before adding it to the object.
9. Select Corner Icon if you want to play the sound file when you press an icon in the object’s lower-left corner.
   
   OR
   
   Select Object if you want to play the sound file when you press anywhere on the object.

To remove a sound from an object

1. Select the object.
2. Press the object’s menu arrow, and then select Sound.
   The Insert Sound dialog box appears.
3. Press Remove Sound.
Chapter 7
Creating Lesson Activities

Animating objects
You can animate an object to fly onto a page from the side, spin, fade in, shrink and more. You can set the animation to start when you open a page or when you press the object.

To animate an object
1. Select the object.
2. If the Properties tab isn’t visible, press Properties.
3. Press Object Animation.
4. Select options in the Type, Direction, Speed, Occurs and Repeats drop-down lists.

Locking objects
You can lock an object to prevent its modification, movement or rotation. Alternatively, you can lock an object but limit its movement either vertically or horizontally, or allow more movement and rotation.

You can remove this lock at any time.

To lock an object
1. Select the object.
2. Press the object’s menu arrow, and then select Lock > Lock In Place.
   You’re unable to move, rotate or modify the object until you unlock it.

   \[NOTE\]
   If you press a locked object, a lock icon \[\] appears instead of a menu arrow.

To lock an object but allow its movement
1. Select the object.
2. Press the object’s menu arrow, and then select Lock > Allow Move.
   You can move the object but you’re unable to rotate or modify it until you unlock it.

   \[NOTE\]
   If you press a locked object, a lock icon \[\] appears instead of a menu arrow.

To lock an object but allow its movement vertically
1. Select the object.

2. Press the object's menu arrow, and then select **Lock > Allow Vertical Move**.
   
   You can move the object vertically but you're unable to rotate or modify it until you unlock it.

   **NOTE**
   
   If you press a locked object, a lock icon 🗝 appears instead of a menu arrow.

**To lock an object but allow its movement horizontally**

1. Select the object.

2. Press the object's menu arrow, and then select **Lock > Allow Horizontal Move**.
   
   You can move the object horizontally but you're unable to rotate or modify it until you unlock it.

   **NOTE**
   
   If you press a locked object, a lock icon 🗝 appears instead of a menu arrow.

**To lock an object but allow its movement and rotation**

1. Select the object.

2. Press the object's menu arrow, and then select **Lock > Allow Move and Rotate**.
   
   You can move and rotate the object but you're unable to modify it until you unlock it.

   **NOTE**
   
   If you press a locked object, a lock icon 🗝 appears instead of a menu arrow.

**To unlock an object**

1. Select the object.

2. Press the object's lock icon 🗝, and then select **Unlock**.

**Using advanced page features**

You can use the following advanced page features when creating lesson activities:

- Student page borders
- Page recording
• Page backgrounds and themes

Displaying student page borders
If your students use SMART Notebook SE (Student Edition) software to answer questions and take assessments, you might find it helpful when you create question pages to display a student page border showing the page area that will be visible on your students’ computer screens.

NOTE
This procedure applies only if you’re using SMART Response software in CE mode.

To display a student page border
1. Select View > Alignment.
   The Alignment dialog box appears.
2. Press Student Page Border.
3. Select the Show a border around the area that will be visible in SMART Notebook SE during an assessment check box.
4. Select Preset value, and then select a screen resolution from the drop-down list.
   OR
   Select Custom value, and then type the width and height of your students’ screens in the boxes.
5. Press OK.
   A colored border appears on the page around the area your students will be able to view on their computer screens.

Recording pages with the Lesson Recorder
You can use the Lesson Recorder add-on to record your activities on a page. You can then play the recording on the same page by using the Lesson Recorder or the new playback widget.

NOTE
SMART Recorder is a different but similar tool. Using SMART Recorder, you can record your actions in programs other than SMART Notebook software. With SMART Recorder, you can record a full screen, specified window or rectangular portion of the screen. If you connect a microphone to your computer, you can also record audio.
For more information, see Using SMART Recorder on page 163.
To record a page

1. Press Add-ons and then press Lesson Recorder.
   A red square appears around the perimeter of the recorded page.
3. Perform the actions that you want to record on the current page.
4. Press Stop Recording when you finish performing these actions.

TIPS
- To save your recording, simply save the .notebook file.
- Close the Lesson Recorder add-on during presentations. The playback widget appears at the bottom of the page. You can unlock and move it anywhere on the page.
- You can’t remove the recording from the page.

To play a page recording using the Lesson Recorder add-on

1. Open the page that you recorded.
2. If the Lesson Recorder add-on isn’t open, press Add-ons, and then press Lesson Recorder.
3. Press Play on the playback toolbar.
   You can toggle between Play and Pause while playing the recording.
4. Optionally, you can perform the following actions:
   - Press Rewind to rewind the playback.
   - Press Fast forward to fast forward the playback.

To play a page recording using the playback widget

1. Open the page that you recorded.
2. If the Lesson Recorder is open, press on the add-on title bar to close it.
   The playback widget appears at the bottom of the page.

TIPS
- You can unlock and move the widget to anywhere on the page that is easy to access during your presentation.
3. Press **Play** ➤ on the playback widget.
   You can toggle between **Play** ➤ and **Pause** ⏸ while playing the recording.

4. Optionally, you can perform the following actions:
   - Press **Rewind** ⬅️ to rewind the playback.
   - Press **Fast forward** Fast_forward to fast forward the playback.

### Applying page backgrounds and themes

You can define the appearance of pages’ backgrounds using the Properties tab or the Gallery.

**Applying backgrounds using the Properties tab**

You can set a page’s background to a solid color, a gradient of two colors, a pattern or a picture using the Properties tab.

#### To apply a background

1. Select **Format** > **Page** > **Set Background Fill**.
   The Properties tab displays **Fill Effects** options.
2. Select a fill style:

<table>
<thead>
<tr>
<th>Fill style</th>
<th>Procedure</th>
</tr>
</thead>
<tbody>
<tr>
<td>None (transparent)</td>
<td>Select <strong>No fill</strong>.</td>
</tr>
<tr>
<td>Solid color</td>
<td>a. Select <strong>Solid fill</strong>.</td>
</tr>
<tr>
<td></td>
<td>b. Do one of the following:</td>
</tr>
<tr>
<td></td>
<td>o Select one of the 40 colors in the palette.</td>
</tr>
<tr>
<td></td>
<td>o Press <strong>More</strong>, and then select a color in the dialog box.</td>
</tr>
<tr>
<td></td>
<td>o Press the eyedropper, and then select a color on the screen.</td>
</tr>
<tr>
<td>Gradient of two colors</td>
<td>a. Select <strong>Gradient fill</strong>.</td>
</tr>
<tr>
<td></td>
<td>b. For each color, do one of the following:</td>
</tr>
<tr>
<td></td>
<td>o Select one of the 40 colors in the palette.</td>
</tr>
<tr>
<td></td>
<td>o Press <strong>More</strong>, and then select a color in the dialog box.</td>
</tr>
<tr>
<td></td>
<td>o Press the eyedropper, and then select a color on the screen.</td>
</tr>
<tr>
<td></td>
<td>c. Select an option in the <strong>Style</strong> drop-down list.</td>
</tr>
<tr>
<td>Pattern</td>
<td>a. Select <strong>Pattern fill</strong>.</td>
</tr>
<tr>
<td></td>
<td>b. Select a pattern.</td>
</tr>
<tr>
<td></td>
<td>c. Press <strong>Foreground color</strong>, select a color in the dialog box, and then press <strong>OK</strong>.</td>
</tr>
<tr>
<td></td>
<td>d. Press <strong>Background color</strong>, select a color in the dialog box, and then press <strong>OK</strong>.</td>
</tr>
<tr>
<td>Picture</td>
<td>a. Select <strong>Image fill</strong>.</td>
</tr>
<tr>
<td></td>
<td>b. Press <strong>Browse</strong>.</td>
</tr>
<tr>
<td></td>
<td>The <strong>Insert Image File</strong> dialog box appears.</td>
</tr>
<tr>
<td></td>
<td>c. Browse to and select the picture you want to use as a background, and then press <strong>Open</strong>.</td>
</tr>
</tbody>
</table>

**NOTE**

If you insert a large picture, a dialog box may appear and prompt you to either reduce the picture's file size or retain the picture's file size. For more information, see **Setting image optimization preferences** on page 199.
To remove a background

1. Select Format > Page > Set Background Fill.
   The Properties tab displays Fill Effects options.
2. Select No fill.

Applying backgrounds and themes using the Gallery
You can set a page, all the pages in a group or all the pages in a file using a background or theme from the Gallery.

To apply a background or theme

1. If the Gallery isn’t visible, press Gallery.
2. Select My Content in the Gallery’s category list to view your own backgrounds and themes (see Creating themes on the next page).
   OR
   Select Gallery Essentials to view backgrounds and themes you installed with the software.
3. Select Backgrounds and Themes.
   The Gallery displays thumbnails of the available backgrounds and themes.
4. Press the thumbnail of the theme you want to apply.
5. Press the thumbnail’s menu arrow, and then select Insert in Notebook.
   The Insert Theme dialog box appears.
6. Select Insert theme on all pages to apply the background or theme to all pages in a file.
   OR
   Select Insert theme on all pages of current group to apply the background or theme to all pages in the current group.
   OR
   Select Insert theme on current page only to apply the background or theme to the current page.
7. Press OK.

To remove a background or theme

1. Right-click the page.
2. Select Remove Theme.
3. Select **From All Pages** to remove the background or theme from all the pages to which you applied it.

   OR

   Select **From Page** to remove the background or theme from the selected page only.

Creating themes
You can use themes to customize pages. You can create a theme and add it to the Gallery so that it's available in a convenient location. You can then apply this theme to a page, all pages in a group or all pages in a file.

The Gallery also includes some themes.

**To create a theme**

1. Select **Format > Theme > Create New Theme**.
2. Type a name for the theme in the **Theme name** box.
3. Set the background in the same way that you would for a page (see *Applying page backgrounds and themes* on page 116).
4. Add and modify objects on the theme in the same way that you would on a page (see *Creating basic objects* on page 31).
5. Press **Save**.

   The theme appears in the **My Content** category of the Gallery.

**To create a theme based on the current page**

1. Select **Format > Theme > Create New Theme From Page**.
2. Type a name for the theme in the **Theme name** box.
3. Press **Save**.

   The theme appears in the **My Content** category of the Gallery.

Creating example lesson activities
This section includes example lesson activities you can create and also explains how to create other types of lesson activities.
CHAPTER 7
CREATING LESSON ACTIVITIES

Creating a matching lesson activity

NOTE
You'll complete the following tasks when creating matching lesson activities:

- Using the Activity Builder
- Adding sounds to objects (see Adding sounds to objects on page 110)

The Activity Builder enables you to create matching activities, sorting activities, labeling activities, games and more using your own content.

Using the Activity Builder, you define one object on the page as an activity object. You then define which objects on the page will be accepted and which will be rejected when you drag the objects over the activity object.

To create a matching lesson activity

1. Create the object you want to use as the activity object and the objects you want to accept or reject when dragged to the activity object.

2. Press Add-ons and then press Activity Builder.

3. Select the object you want to use as the activity object, and then press Edit.

4. Drag the objects you want to accept to the Accept these objects list.

   A green check mark appears beside objects you select to accept.

5. Drag the objects you want to reject to the Reject these objects list.

   A red X appears beside objects you select to reject.

NOTES

- To quickly select any remaining objects on the page to accept or reject, press Add All Remaining in the appropriate list.

- To remove an object from a list, drag it to the trash can icon.

6. Press Done.
To change a matching lesson activity's settings

1. Press Add-ons, and then press Activity Builder.
2. Select the activity object, and then press Edit.

**TIP**
If you don’t know which object on the page is the activity object, click Identify. Blue diagonal lines appear for three seconds over any activity objects on the page.

3. Press Settings.
4. Select the desired animation for accepted objects in the first Animation drop-down list.
5. Optionally, select the Also play the object’s sound check box to play sounds attached to accepted objects when they’re dragged over the activity object (see Adding sounds to objects on page 110).
6. Select the desired animation for rejected objects in the first Animation drop-down list.
7. Optionally, select the Also play the object’s sound check box to play sounds attached to rejected objects when they’re dragged over the activity object (see Adding sounds to objects on page 110).
8. Press Done.

To present a matching lesson activity

1. Drag the objects (or have students drag the objects) to the activity object.
   - If the object is accepted, the accepted object animation plays (fade out by default).
   - If the object is rejected, the rejected object animation plays (bounce back by default).
2. Press Add-ons, press Activity Builder, and then press Reset All when you’re done.

To remove a matching lesson activity

1. Press Add-ons, and then press Activity Builder.
2. Select the activity object, and then press Clear Properties.
Creating a hide-and-show lesson activity

NOTE
You'll complete the following tasks when creating hide-and-show lesson activities:

- Moving objects (see Moving objects on page 64)
- Locking objects (see Locking objects on page 112)
- Resizing objects using the scaling gesture (see Using the scale gesture on page 71)

You can hide an object and then reveal it using several techniques:

- Add a Screen Shade to a page. During the presentation, gradually remove the shade to reveal the underlying text and graphics when you're ready to discuss them (see Using the Screen Shade on page 151).
- Cover the object with digital ink and then erase the digital ink (see Writing, drawing and erasing digital ink on page 32).
- Cover the object with another object and then change the order of the objects in the stack (see Rearranging stacked objects on page 67).
- Use the object animation feature (see Animating objects on page 112).

Alternatively, you can hide an object behind a locked object and then use the scaling gesture to enlarge and show the hidden object if you're using a SMART interactive product that supports multitouch gestures.

To create a hide-and-show lesson activity

1. Create or insert the object you want to hide.
2. Create or insert the object you want to lock.

3. Move the object you want to lock so that it covers the object you want to hide.

4. Select the object you want to lock, press its menu arrow, and then select Locking > Lock in Place.
5. Use the scaling gesture to enlarge and show the hidden object while keeping the locked object in place (see *Using the scale gesture* on page 71).

Creating a reveal lesson activity

**NOTE**
You'll complete the following tasks when creating reveal lesson activities:

- Creating tables (see *Creating tables* on page 46)
- Resizing cells (see *Resizing tables, columns or rows* on page 52)
- Filling a table’s background with a picture (see *Changing a table’s properties* on page 50)
- Adding objects to cells (see *Adding objects to tables* on page 48)
- Adding and removing cell shades (see *Using cell shades* on page 152)

You can use tables and cell shades to create a variety of reveal lesson activities. The following are two examples:

- A puzzle-style reveal lesson activity where you reveal parts of a picture until students can guess what the picture is.
A memory-style reveal lesson activity where you reveal the contents of the cell and then ask students to choose other cells until they find the cell with matching contents.

To create a puzzle-style reveal lesson activity

1. Create a table with the number of cells you want to include in the reveal lesson activity (see Creating tables on page 46).
2. Resize the cells as appropriate (see Resizing tables, columns or rows on page 52).
3. Select the table, press the table’s menu arrow, and then select Properties. The Properties tab appears.
4. Press Fill Effects.
5. Select Image fill, press Browse, browse to and select the picture you want to use in the reveal lesson activity, and then press Open.
6. Select Scale image to fit.
7. Press the table’s menu arrow, and then select Add Table Shade.

To create a memory-style reveal lesson activity

1. Insert the objects you want to include in the lesson activity.
2. Create a table with the number of cells you want to include in the reveal lesson activity (see Creating tables on page 46).
3. Resize the cells as appropriate (see Resizing tables, columns or rows on page 52).
4. Drag the objects into the cells of the table.
5. Press the table’s menu arrow, and then select Add Table Shade.

To present a reveal lesson activity

Press a individual cell’s cell shade to reveal the contents of the cell.

To hide the cell behind the cell shade, press in the corner of the cell.
Creating other types of lesson activities
The Lesson Activity Toolkit and Lesson Activity Examples in the Gallery include interactive objects you can use to create lesson activities. For more information on the Lesson Activity Toolkit, the Lesson Activity Examples and the Gallery in general, see Inserting content from the Gallery on page 80.

The SMART Exchange website includes thousands of lesson plans, question sets and other content that you can download and then open in SMART Notebook software. For more information on the SMART Exchange website, see Inserting content from the SMART Exchange website on page 83.
Chapter 8
Using Lesson Activity Builder (LAB)

Creating and adding a Flip Out flip card activity .......................................................... 128
Creating and adding a Super Sort activity ................................................................. 129
Adding a game component to your activity .............................................................. 130
  Game components ........................................................................................................ 130
    Timer .......................................................................................................................... 131
    Dice ......................................................................................................................... 131
    Hat Picker .................................................................................................................. 131
    Buzzer ....................................................................................................................... 131
    Spinning Wheel ........................................................................................................ 131
Managing Lesson Activity Builder content .................................................................. 132

You can use Lesson Activity Builder to enhance your lessons by creating and adding interactive activities. These activities can help students memorize concepts and facts, identify objects, learn vocabulary definitions, and more.

Choose from two kinds of activities:

**Flip Out flip card activity**

Flip Out is a flip card activity in which students flip cards over just like flash cards. You add the content to the face and back of as many flip cards as you need. Students flip cards over one at a time to reveal your content. Flip cards are a great way to reinforce concepts and memory. To begin creating a flip card activity, see *Creating and adding a Flip Out flip card activity* on the next page.

**Super Sort sorting activity**

Super Sort is an activity in which students sort items into categories. Sorting categories are the groups into which students will move sorting items. Sorting items are the words or terms you have created that students will move into sorting categories. You define the categories and the items, then bring students to the board to assess their knowledge of each category and the items that might belong to those categories. To begin creating a super sort activity, see *Creating and adding a Super Sort activity* on page 129.
Creating and adding a Flip Out flip card activity
When you create a Flip Out flip card activity, you can use as many cards as you like, and choose from different themes, such as Flippin’ Monkeys Island or Jungle themes, or Low-gravity Flip Out Mars and Moon themes.

To preview an activity
You can preview an activity from the Add an Activity window.

Press Preview this Activity. The Super Sort Activity Preview dialog box opens.
Press Cancel to close the window or press Add this Activity to continue building your activity.

To create and add a Flip Out flip card activity

1. Open Lesson Activity Builder by pressing the toolbar icon in the Notebook toolbar.
   The Add an Activity window opens.
2. Select a Flip Out theme from either the Flippin’ Monkeys or Low gravity Flip Out flip card activities by pressing its thumbnail image. The thumbnail will be highlighted with a blue box.
3. Press Add this Activity.
   The Choose Design window opens and the chosen activity is highlighted with a blue box.
4. Press Add this Activity.
   The Add content dialog box opens.
5. Press the blue-highlighted cells under Card back and Card face and start typing to add text to the back and face of the flip cards. Create as many cards as you need.
   In Card Back, type the name you want to use for the category.
   In Card Face, paste or drag and drop sort items associated with the category. Alternatively, you can add category content from a previously saved list. For more information about adding content, see Managing Lesson Activity Builder content on page 132.
   You can also see how many cards you’ve made.
6. Press Next and the Add game components dialog box opens. Select an optional game component if desired. See Adding a game component to your activity on page 130.
7. Press Finish. LAB builds the activity and it will be ready for use after a few moments.
Creating and adding a Super Sort activity

In a Super Sort activity, students sort items into one of two categories. Items disappear if a student sorts it to the correct category, and the item is sent back to be resorted if it’s sorted incorrectly. Add optional game components to make the activity even more engaging.

**To preview an activity**

You can preview an activity from the Add an Activity window.

Press **Preview this Activity**. The Super Sort Activity Preview dialog box opens.

Press **Cancel** to close the window or press **Add this Activity** to continue building the activity.

**To create and add a Super Sort sorting activity**

1. To open Lesson Activity Builder, press the toolbar icon in the Notebook toolbar. The Add an activity window opens.
2. Select a Super Sort theme from either the Just Jungling or Sort in Space sorting activities. The Manage your Content window opens and the activity is highlighted with a blue box.
3. Select either a Mars or Moon theme.
4. Press **Add this Activity**. The Add Content dialog box appears.
5. In **Category Name**, type the name you want to use for the category.

6. In **Category Content**, type category names, drag and drop the sort items associated with the category, or edit content. Alternatively, you can add category content from a previously saved list, or paste in content from an Excel® spreadsheet or text document. For more information about adding content, see *Managing Lesson Activity Builder content* on page 132.

7. Perform the same actions for the category on the right.

8. Press **Next**. The *Add game components* dialog box opens. Select an optional game component if desired. See *Adding a game component to your activity* below.

Press **Finish**. LAB builds the activity, and it will be ready for use after a few moments.

---

**TIPS**

- You can navigate Lesson Activity Builder by pressing one of the navigation buttons at the top of the Activity Creation wizard.

- You can preview an activity from the **Add an Activity** menu.

  Press **Preview this Activity**. The Super Sort Activity Preview dialog box opens and gives you more information about the activity you have chosen.

  Press **Cancel** to close the window or **Add this Activity** to continue building your activity.

- Use the **Activity Restart** button to restart the current activity. This button is located at the top right of the LAB activity page.

- Use the **Activity Edit** button to open the Add an Activity window. This button is located at the top right of the LAB activity page.

---

**Adding a game component to your activity**

You can make your activity more interesting and engaging for your students by adding optional game components.

**Game components**

Five game components are available.
CHAPTER 8
USING LESSON ACTIVITY BUILDER (LAB)

**Timer**

![Timer](image)

Use the timer to track how long it takes students to complete an activity. In the *Timer* dialog box you can choose from 15 second, 30 second or one minute predetermined countdown or count forward times, or customize a time in minutes and seconds.

**Dice**

![Dice](image)

Roll dice to generate a random number. Select one die or two dice in the *Add Dice* dialog box.

**Hat Picker**

![Hat Picker](image)

Use the Hat Picker to randomly select the students or the content in your activity. You can randomize flip card backs, numbers, or student lists. In the *Hat Picker* dialog box you can randomize Flip card backs or numbers from 1 to 30. You can also randomize selected student names by adding them to the Student List box, or by adding student names from a student list you have already saved. Each item can only be chosen once.

**Buzzer**

![Buzzer](image)

Let students compete to see who gets to go next. You can choose to use up to four buzzers from the *Buzzer* dialog box.

**Spinning Wheel**

![Spinning Wheel](image)
Use the Spinning Wheel to randomly select the students or the content in your activity. You can randomize flip card backs, numbers, or student lists. Use the randomizer in the Spinning Wheel dialog box to randomize Flip card backs or numbers from 1 to 30. You can also add students, or add students from a student list you have already saved. Each item can be chosen more than once.

**To add a game component to an activity**

1. In the Add game components dialogue box, press On for any of the game components.
2. Select an option for the game component.

LAB builds the activity will build and it will be ready for use after a few moments.

**Managing Lesson Activity Builder content**

You can easily manage Lesson Activity Builder category content by adding new list items or by adding content from a previously saved list.

**To Manage Saved Lists Content**

1. At the top of the Add an Activity window, press Manage your Content.
   The Manage your Content window appears.
2. Select a previously saved list by pressing Edit beside the list.
   The Edit this List window opens. You can rename the list, assign a list type, add content to the list, or clear the list.
   If you press Delete the list will be deleted.
3. Press Save. Your changes will be saved and you are returned to the previous window.

**To add new content to a Flip Out flip card activity**

1. In the Add content dialog box, press within the Card back or Card face content areas and begin typing.
2. Press Tab or Enter to move between the Card back and Card face content areas.
   You can also select Add from list to add content from a previously saved list, Clear to clear the list, or Save List to save the current list.
   Complete both Card back and Card face content areas for each card.
3. Press Next.
To add new content to a Super Sort activity

1. In the Add content dialog box, press within the Category content area and begin typing. You can add up to ten items to sort.
2. Press Enter after each item to place the items on separate lines.
   You can also select Clear to clear the list, or Save List to save the current list.
   Complete both left and right sorting categories.
3. Press Next.

To add content from a previously saved list

1. Select the Lists drop down list in the Add content dialog box in either the Flip Out flip card activity or the Super Sort sorting activity.
2. Select Add from List. The Add from list dialog box appears.
3. Select a previously saved content list you would like to add. The list will be added to your card.
4. Continue to add card content.
   You can also select Clear to clear the list, or Save List to save the current list.
5. Press Next.

**TIPS**

- You can add content from a previously saved Excel® spreadsheet by selecting and copying the desired spreadsheet cells and pasting them into the Category content areas of the Add content dialog box.
- You can add content from a previously saved text document by selecting and copying the desired text in the text document and pasting it into the Category content areas of the Add content dialog box.
Chapter 9
Using Concept Mapping

Use Concept Mapping to quickly create concept maps that encourage dynamic participation from students. You can use ink gestures along with traditional interactions to build concept maps.

To begin using Concept Mapping, see Creating and Using Concept Mapping Nodes below.

Creating and Using Concept Mapping Nodes

To create a root node
To begin using Concept Mapping, open it from the toolbar. A root node appears automatically. You then use additional nodes to create the concept map.

To create a root node

1. Press Start a new concept map in the Add-ons menu.
   A root node opens.
   
   Double click to edit, or circle ink, images or text to create nodes.

2. Double press within the root node to edit the text. Press Properties or Text to open the Text menu, where you can select text size, font and color.

To create additional nodes

1. Press the + button in the root node. A new node appears with a line connecting it to the root node.
2. Double press within the node to edit the text.

Using an image as a node

To use an image as a node

1. Open Concept Mapping and drag or paste an image, Ink or text to the Notebook page.

2. Use a Notebook pen to draw a circle around the image.

3. The image appears within a new node. Move the node to wherever you like on the Notebook page.
4. Now use the pen to draw a regular ink line from the new node to another node. The line turns into a segment and joins the two nodes.

**TIPS**

- Use the *Undo* and *Redo* buttons to undo or redo your Concept Mapping work.
- If you delete a root node, all other nodes are also deleted.
- You can re-size the node by pressing the re-size handle and moving it to make the node larger or smaller. See *Resizing objects* on page 70
Chapter 10
Presenting lesson activities and facilitating collaboration

Preparing before presenting ................................................................. 140
Setting the page display ..................................................................... 141
Zooming in and out ............................................................................. 141
Panning pages ...................................................................................... 142
Displaying pages in Full Screen view .................................................. 143
Displaying pages in Transparent Background view ............................... 145
Displaying pages in Dual Page view ..................................................... 147
Displaying links .................................................................................. 148
Moving windows between screens ....................................................... 148
Adjusting the volume .......................................................................... 149
Using classroom presentation tools ...................................................... 149
Recording pages with the Lesson Recorder .......................................... 149
Using the Screen Shade ...................................................................... 151
Using cell shades ................................................................................ 152
Using the Magic Pen ........................................................................... 153
Selecting the Magic Pen ...................................................................... 153
Using the Magic Pen to create fading objects ...................................... 153
Using the Magic Pen to open a magnification window ......................... 154
Using the Magic Pen to open a spotlight window ................................ 156
Using the Text Pen .............................................................................. 157
Writing with the Text Pen ................................................................... 157
Editing with the Text Pen ................................................................... 158
Linking objects to tools ....................................................................... 160
Using the Standard pen type to create fading objects ......................... 161
Using SMART Blocks ......................................................................... 162
SMART Block activities ....................................................................... 162
Using SMART Recorder ..................................................................... 163
Starting SMART Recorder .................................................................. 164
Hiding SMART Recorder .................................................................... 164
Changing a recording’s video and audio quality ................................... 165
Changing a recording’s video format .................................................... 166
Changing a recording’s file location ..................................................... 167
CHAPTER 10
PRESENTING LESSON ACTIVITIES AND FACILITATING COLLABORATION

Adding a watermark to recordings ................................................................. 169
Recording your actions ............................................................................. 171
Enhancing system performance for recording ....................................... 174
Reducing the screen resolution and display colors ............................ 174
Disabling hardware acceleration ............................................................... 175
Sharing a recording .................................................................................. 175
Using measurement tools ........................................................................ 176
Using the ruler .......................................................................................... 176
Using the protractor .................................................................................. 178
Using the Geodreieck protractor ............................................................... 181
Using the compass ................................................................................... 183
Clearing or resetting pages after presenting ........................................... 184
Clearing pages ......................................................................................... 185
Resetting pages ....................................................................................... 186
Enabling two people to use an interactive whiteboard ......................... 187
Enabling two people to use a SMART Board D600 series interactive whiteboard ....... 188
Enabling two people to use a SMART Board 800 series interactive whiteboard ...... 188
Selecting tools ......................................................................................... 189

After creating lesson activities in SMART Notebook software, you can present the lesson activities to students using your interactive product and the presentation features of the software.

In addition to presenting lesson activities to students, you can facilitate collaboration in your classroom using SMART Notebook software and your interactive product. Specifically, you can enable two people to use your SMART Board D600 series or 800 series interactive whiteboard at the same time.

Preparing before presenting
When you have completed your .notebook files and are ready to present them to students, save the files on a CD, DVD or USB drive. This enables you to access and display the files by inserting the CD, DVD or USB drive into the computer connected to the interactive product. Alternatively, make the files accessible on your local area network, and then browse to them on the interactive product.

Next, prepare for presenting by doing the following:

- Set the page display
- Display any links in the file
• If you have multiple interactive products in your classroom, move windows to the appropriate screens
• If you’re presenting video or sound files, adjust the volume

Setting the page display
You can zoom in and out using the View Screens button or multitouch gestures (if your interactive product supports multitouch gestures).

In addition, SMART Notebook software includes the following views:
• Full Screen view expands the page area to fill the interactive screen by hiding the title bar, toolbar, taskbar and sidebar.
• Transparent Background view enables you to see the desktop and windows behind the SMART Notebook software window and continue to interact with the open, transparent page.
• Dual Page view displays two pages side-by-side.

Zooming in and out
You can zoom in and out using the View Screens button or multitouch gestures (if your interactive product supports multitouch gestures).

To zoom in or out using the View Screens button
1. Press View Screens.
2. Select a magnification level between 50% and 300%.
   OR
   Select Entire Page to make the entire page fit your display.
   OR
   Select Page Width to set the page’s width to the same width as your display.
To zoom in or out using multitouch gestures

Drag your fingers in opposite directions to zoom in.

OR

Drag your fingers toward each other to zoom out.

A message appears, displaying the current zoom level.

175%

Panning pages
If your interactive product supports the pan gesture, you can pan a page when zoomed in (see Zooming in and out on the previous page).
CHAPTER 10
PRESENTING LESSON ACTIVITIES AND FACILITATING COLLABORATION

To pan

1. Using two fingers on the same hand, press and hold the screen.

2. Keeping your fingers on the screen, move up, down, left or right.

3. When you reach the area you want to view, release your fingers.

Displaying pages in Full Screen view

In Full Screen view, SMART Notebook software expands the page to fill the screen by hiding the other user interface elements. You can still access commonly used commands using the Full Screen toolbar.

TIP

Before displaying a page in Full Screen view, select View > Full Screen Page Border, and then select the appropriate aspect ratio for your interactive product. A blue line appears, indicating the portion of the page that will appear in Full Screen view without scrolling.

This feature is useful when you’re creating content that you want to present in Full Screen view.
CHAPTER 10
PRESENTING LESSON ACTIVITIES AND FACILITATING COLLABORATION

To display a page in Full Screen view

Press View Screens and then select Full Screen.

The page expands to fill the screen, hiding the other user interface elements, and the Full Screen toolbar appears.

<table>
<thead>
<tr>
<th>Button</th>
<th>Command</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>⬅️</td>
<td>Previous Page</td>
<td>Display the previous page in the file.</td>
</tr>
<tr>
<td>➡️</td>
<td>Next Page</td>
<td>Display the next page in the file.</td>
</tr>
<tr>
<td>...</td>
<td>More Options</td>
<td>Open a menu of options.</td>
</tr>
<tr>
<td>📃</td>
<td>Page Width</td>
<td>Change the zoom level to the page’s width.</td>
</tr>
<tr>
<td>📃</td>
<td>Entire Page</td>
<td>Change the zoom level to Full Page view.</td>
</tr>
<tr>
<td>🚫</td>
<td>Exit Full Screen</td>
<td>Return to the standard view.</td>
</tr>
<tr>
<td>📜</td>
<td>Toolbar Options</td>
<td>Display additional toolbar buttons.</td>
</tr>
</tbody>
</table>

NOTES
- The toolbar displays the current page number and the total number of pages in the file.
- If SMART Response software is installed, additional buttons appear that enable you to insert questions and administer assessments.
To display more toolbar buttons

Press Toolbar Options ➔.

The toolbar expands to include the following buttons:

<table>
<thead>
<tr>
<th>Button</th>
<th>Command</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="image" alt="Blank Page" /></td>
<td>Blank Page</td>
<td>Insert a new, blank page in the current file.</td>
</tr>
<tr>
<td><img src="image" alt="Undo" /></td>
<td>Undo</td>
<td>Reverse the effect of the last action.</td>
</tr>
<tr>
<td><img src="image" alt="Select" /></td>
<td>Select</td>
<td>Select objects on the current page.</td>
</tr>
<tr>
<td><img src="image" alt="Magic Pen" /></td>
<td>Magic Pen</td>
<td>Create objects that slowly fade, open a magnification window or open a spotlight window (see Using the Magic Pen on page 153).</td>
</tr>
</tbody>
</table>

Displaying pages in Transparent Background view

Using Transparent Background view, you can see the desktop and windows behind the SMART Notebook software window and continue to interact with the open, transparent page. You can draw in digital ink on a transparent page and save your notes in the file. You can also display measurement tools, take screen captures and more. If an area of the screen doesn't include any SMART Notebook software objects, you can select and interact with the desktop and applications behind the SMART Notebook software window.

To display a page in Transparent Background view

Press View Screens ➔, and then select Transparent Background.

The background of the SMART Notebook software window becomes transparent, enabling you to see the desktop and program behind SMART Notebook software, but any objects on the .notebook file page remain visible.

The Transparent Background toolbar appears.
### Button Command Action

- **Select**
  - Select objects on the current page or interact with desktop and application objects that aren’t covered by a SMART Notebook software object.

- **Pens and Highlighters**
  - Write or draw digital ink on the current page.

- **Previous Page**
  - Display the previous page in the current file.

- **Next Page**
  - Display the next page in the current file.

- **More Options**
  - Open a menu of options that enable you to add a screen shade, select different digital ink, select a Creative pen style, add straight lines, add shapes and more.

- **Exit Transparent Background**
  - Return to the standard view.

- **Toolbar Options**
  - Display additional toolbar buttons.

### NOTES
- The toolbar displays the current page number and the total number of pages in the file.
- If SMART Response software is installed, additional buttons appear that enable you to insert questions and administer assessments.

---

**To display more toolbar buttons**

Press **Toolbar Options** to display and expand the following buttons:

<table>
<thead>
<tr>
<th>Button Command</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>Blank Page</td>
<td>Insert a new, blank page in the current file.</td>
</tr>
<tr>
<td>Undo</td>
<td>Reverse the effect of the last action.</td>
</tr>
<tr>
<td>Delete</td>
<td>Delete all selected objects.</td>
</tr>
<tr>
<td>Clear Page</td>
<td>Erase all digital ink and delete all objects from the page.</td>
</tr>
<tr>
<td>Screen Capture Toolbar</td>
<td>Open the Screen Capture toolbar.</td>
</tr>
</tbody>
</table>
### Displaying pages in Dual Page view
You can display two pages side-by-side. You can draw, make notes, import files and add links on either page in the same way as you would on a single page.

When you’re displaying dual pages, you can pin a page to continue displaying it in the page area while you view other pages in the Page Sorter.

#### To display a page in Dual Page view
Press View Screens 📺, and then select Dual Page Display.

A second page appears. A red border indicates the active page.

#### To pin a page
1. If you haven’t done so already, display dual pages.
2. Select the page you want to continue displaying.

Pin icons 📚 appear in the top corners of the pinned page.

#### To unpin a page
Clear the selection of View > Dual Page Display > Pin Page.

#### To return to standard view
Press View Screens 📺, and then select Single Page Display.
Displaying links
You can attach a copy of a file, a shortcut to a file, a link to a web page or a sound file to any object on a page (see Adding links to objects on page 108). You can display an animated indicator around each object that has a link.

To display links when a page opens
Select View > Show All Links When Page Opens.

Each time you open a page, an animated indicator appears around each object that has a link. Depending on how you define the links, each indicator surrounds either the entire object or an icon in the object’s lower-left corner. The indicators disappear automatically after several seconds.

NOTE
Clear the selection of View > Show All Links When Page Opens to stop displaying links when you open a page.

To display links on the current page
Select View > Show All Links.

An animated indicator appears around each object that has a link. Depending on how you define the links, each indicator surrounds either the entire object or an icon in the object’s lower-left corner. The indicators disappear automatically after several seconds.

Moving windows between screens
You can operate multiple interactive products from the same computer. You can split the computer display over two or more screens, or you can display some programs on one screen and other programs on another. For more information, see Connecting multiple interactive whiteboards to one computer (smarttech.com/kb/000315).

If you connect multiple interactive products to one computer, you can move windows from one screen to another.

To move a window from one screen to another
1. If you haven’t done so already, display the window.

   NOTE
   You can move a window only if it’s neither maximized nor minimized.

   2. Press and hold the window on the first screen with your finger.
3. Press the second screen with a finger on your other hand.

4. Lift your finger from the first screen.

   The window disappears from the first screen and appears on the second screen.

**Adjusting the volume**

If you’re presenting a video or sound file and want to adjust volume, you can do so pressing the **Volume Control** button, and then adjusting your operating system’s volume controls.

![NOTE]

Ensure your speakers are turned on.

To add this button to the toolbar, see *Customizing the toolbar* on page 195.

**Using classroom presentation tools**

While presenting lesson activities to students, you can use the following tools:

- Screen Shade
- Cell shades
- Magic Pen
- Text Pen (to write editable ink)
- Standard pen type (to create fading objects)
- SMART Blocks
- Measurement tools
  - Ruler
  - Protractor
  - Geodreieck protractor
  - Compass

**Recording pages with the Lesson Recorder**

You can use the Lesson Recorder add-on to record your activities on a page. You can then play the recording on the same page by using the Lesson Recorder or the new playback widget.
NOTE

SMART Recorder is a different but similar tool. Using SMART Recorder, you can record your actions in programs other than SMART Notebook software. With SMART Recorder, you can record a full screen, specified window or rectangular portion of the screen. If you connect a microphone to your computer, you can also record audio.

For more information, see Using SMART Recorder on page 163.

To record a page

1. Press Add-ons and then press Lesson Recorder.
   - A red square appears around the perimeter of the recorded page.
3. Perform the actions that you want to record on the current page.
4. Press Stop Recording when you finish performing these actions.

TIPS

- To save your recording, simply save the .notebook file.
- Close the Lesson Recorder add-on during presentations. The playback widget appears at the bottom of the page. You can unlock and move it anywhere on the page.
- You can’t remove the recording from the page.

To play a page recording using the Lesson Recorder add-on

1. Open the page that you recorded.
2. If the Lesson Recorder add-on isn’t open, press Add-ons, and then press Lesson Recorder.
3. Press Play on the playback toolbar.
   - You can toggle between Play and Pause while playing the recording.
4. Optionally, you can perform the following actions:
   - Press Rewind to rewind the playback.
   - Press Fast forward to fast forward the playback.
To play a page recording using the playback widget

1. Open the page that you recorded.

2. If the Lesson Recorder is open, press on the add-on title bar to close it.
   The playback widget appears at the bottom of the page.

   **TIPS**
   You can unlock and move the widget to anywhere on the page that is easy to access during your presentation.

3. Press Play on the playback widget.
   You can toggle between Play and Pause while playing the recording.

4. Optionally, you can perform the following actions:
   - Press Rewind to rewind the playback.
   - Press Fast forward to fast forward the playback.

Using the Screen Shade

If you want to cover information and reveal it slowly during a presentation, you can add a Screen Shade to a page. You can also change the color of your screen shade to enhance your presentation.

If you add a Screen Shade to a page and save the file, the Screen Shade appears over the page the next time you open the file.

To add a Screen Shade to a page

1. Press Show/Hide Screen Shade.
   A Screen Shade appears over the entire page.

2. Press the screen shade to automatically change it to a different color.

To reveal part of the page

Drag one of the Screen Shade’s resize handles (the small circles at the edges of the Screen Shade).
To remove the Screen Shade from a page

Press Show/Hide Screen Shade.

OR

Press Close in the upper-right corner of the Screen Shade.

Using cell shades
You can add a cell shade to a table cell. This enables you to reveal the information in the cells during a presentation.

NOTES
- You must remove the cell shade if you want to change the cell’s properties; insert columns or rows; remove columns, rows or cells; or split or merge cells.
- You can also add a screen shade to cover an entire page (see Using the Screen Shade on the previous page).

To add a cell shade
1. Select the cell.
2. Press the cell’s menu arrow, and then select Add Cell Shade.

To show and hide the contents of a cell
1. Press the cell shade.
   The cell shade disappears, showing the contents of the cell.
2. Press in the top-left corner of the cell.
   The cell shade appears, hiding the contents of the cell.

To remove a cell shade
1. Select the cell.
2. Press the cell’s menu arrow, and then select Remove Cell Shade.
Using the Magic Pen
The Magic Pen enables you to do the following:

- Create an object that slowly fades
- Open a magnification window
- Open a spotlight window

Selecting the Magic Pen
Before you can use the Magic Pen, you must select it.

To select the Magic Pen
1. Press Pens.
   The Pens tool buttons appear.

2. Press Pen Types, and then select Magic Pen.

Using the Magic Pen to create fading objects
You can create an object that slowly fades using the Magic Pen.

NOTE
Fading objects are not saved in .notebook files.

To create a fading object
1. Select the Magic Pen (see Selecting the Magic Pen above).
2. Using your finger or a pen, write or draw objects on the interactive screen.
   The objects slowly fade.
CHAPTER 10
PRESENTING LESSON ACTIVITIES AND FACILITATING COLLABORATION

To set the number of seconds before the object fades
1. Select the Magic Pen (see Selecting the Magic Pen on the previous page).
2. If the Properties tab isn’t visible, press Properties.
3. Press Fill Effects.
4. Enter or select the number of seconds before the object fades in the Fade time drop-down list.

TIP
You can save your changes to the Magic Pen tool’s default settings by clicking Save Tool Properties (see Saving tool settings on page 63).

Using the Magic Pen to open a magnification window
You can open a magnification window using the Magic Pen.
To open a magnification window

1. Select the Magic Pen (see Selecting the Magic Pen on page 153).
2. Using your finger or a pen, draw a square or rectangle on the interactive screen. A magnification window appears.

TIP
You can draw a square but have it fade rather than open a magnification window by using the Standard pen type (see Using the Standard pen type to create fading objects on page 161).

3. Do the following:
   ○ To reduce the magnification window’s size, press in the middle of the window, and then drag to the left.
   ○ To increase the magnification window’s size, press in the middle of the window, and then drag to the right.
   ○ To move the magnification window, press near the edge of the window, and then drag it.
4. Press Close when you’re done.
Using the Magic Pen to open a spotlight window
You can open a spotlight window using the Magic Pen.

To open a spotlight window
1. Select the Magic Pen (see Selecting the Magic Pen on page 153).
2. Using your finger or a pen, draw a circle or ellipse on the interactive screen.

   A spotlight window appears.

   ![Spotlight Window Image]

   TIP
   You can draw a circle but have it fade rather than open a magnification window by using the Standard pen tool (see Using the Standard pen type to create fading objects on page 161).

3. Do the following:
   - To reduce the spotlight window’s size, press in the middle of the window, and then drag to the left.
   - To increase the spotlight window’s size, press in the middle of the window, and then drag to the right.
   - To move the spotlight window, press near the edge of the window, and then drag it.

4. Press Close when you’re done.
CHAPTER 10
PRESENTING LESSON ACTIVITIES AND FACILITATING COLLABORATION

Using the Text Pen
The Text Pen enables you to do the following:

- Write notes that automatically convert into editable text
- Edit the text as you work without touching a keyboard

Writing with the Text Pen
You can write notes that automatically convert to editable text using the Text Pen.

To write editable text
1. Press Pens 🖋.
   The Pens tool buttons appear.

2. Press Pen Types, and then select Text Pen.
3. Select a line type.

   **TIP**
   Write tidy, printed characters on a horizontal line. Although SMART Notebook software can convert slanted or cursive writing, it doesn't always do so consistently.

4. Write digital ink notes on the page.
   Your handwriting converts to typed text. Accept and reject icons appear beside the typed text.
5. Press ✔ to accept the typed text.
   OR
   Press ❌ to restore your handwritten notes.

**TIPS**
- You can perform this action while the Text Pen is active without having to switch to the Select tool.
- The typed text is accepted by default if you don’t press one of the icons.

**Editing with the Text Pen**
You can apply mark-ups and make revisions to editable text using the Text Pen. You can delete unwanted text by drawing a strike-through line through the text. You can use different color ink to highlight different parts of your text. You can also apply other mark-ups to insert spaces, to insert text and to replace text with new text.

**TIP**
Write your mark-ups in a different color from your editable text. This makes it easier for students to see these edits when you’re presenting writing lessons.

Examples of available mark-ups are defined in the following table:

<table>
<thead>
<tr>
<th>Edit</th>
<th>Instruction</th>
<th>Example</th>
</tr>
</thead>
<tbody>
<tr>
<td>Delete text</td>
<td>Draw a strike-through line through the text.</td>
<td>SMART Notebook</td>
</tr>
<tr>
<td>Insert space</td>
<td>Draw a vertical line in the text.</td>
<td>SMART Notebook</td>
</tr>
</tbody>
</table>
### Edit

<table>
<thead>
<tr>
<th><strong>Instruction</strong></th>
<th><strong>Example</strong></th>
</tr>
</thead>
</table>
| **Insert text** | ![Sample text](image)  
| 1. Draw a caret ^ symbol where you want to insert text.  
| 2. Write the new text in the text box that appears. | ![Sample new text](image)  
| ![TIP](image) |  
| Press a line type or press **Color** to select a new color for the inserted text. |  
| Words that most resemble what you've written display underneath your handwriting.  
| 3. Select a word to insert it as typed text. You can also press ![ ] to automatically select the word that appears as bold text. | ![SMARTResponse software](image)  
| OR |  
| Press ![ ] to cancel insert text. | |
### Change text color

<table>
<thead>
<tr>
<th>Edit</th>
<th>Instruction</th>
<th>Example</th>
</tr>
</thead>
</table>
| Change text color | 1. Press one of the line types or press Color to select a new color for the typed text.  
2. Draw a circle around the typed text you want to change.  
3. Press to automatically accept the new color selection. OR  
Press to cancel the new color selection. | ![Sample new text] |

### Change text color of a word with a gesture

<table>
<thead>
<tr>
<th>Edit</th>
<th>Instruction</th>
<th>Example</th>
</tr>
</thead>
</table>
| Change text color | 1. Press one of the line types or press Color to select a new color for the typed word.  
2. Draw a horizontal line through the word and return to the start of your line in a back and forth gesture. The word automatically changes to the new color selection. | ![Sample new text] |

### Linking objects to tools

Your SMART Notebook software page Toolbar has tools that enable you to create and work with basic objects on pages. If your users find it difficult to reach the toolbar, you can link an object to the Select tool, the Pens tool, or the Eraser tool to create a customized tool that you can place anywhere on your page. Press the object at any time to activate the tool.

#### To link an object to a tool

1. Select the object.
2. Press the object’s menu arrow, and then select **Link to Tool**.
3. Press one of the tool options.

Your object is linked to the tool.

When you press the linked object, the tool is activated:
Pen Tool
- When you click on the object, the Pens tool is activated.
- You can write content with only the Pen type.

Eraser
- When you click on the object, the Eraser tool is activated.
- You can erase content created by any pen type.

Selection
- When you click on the object, the Select tool is activated.
- You can click on another object on the page to open its menu or move it around the page.

TIPS
- You can draw your own object, use an object from the Gallery, or use a text object.
- You can pre-select the color or line options for your Pen before linking an object to the Pens tool. If you select a new color or line option through the Pens tool on the toolbar, the change automatically applies to your linked object.

To delete an object's link to a tool
1. Select the object.
2. Press the object's menu arrow, and then select Link to Tool.
3. Press None.

Using the Standard pen type to create fading objects
You can create freehand objects that fade after a specified period of time using the Pens tool.

NOTE
You can also create freehand objects that fade after a specified period of time using the Magic Pen tool (see Using the Magic Pen to create fading objects on page 153).
CHAPTER 10
PRESENTING LESSON ACTIVITIES AND FACILITATING COLLABORATION

To write or draw fading digital ink

1. Press Pens.

The Pens tool buttons appear.

2. Press Pen Types, and then select Pen.

3. Select a line type.

4. If the Properties tab isn't visible, press Properties.

5. Press Fill Effects.

6. Select the Enable ink to fade after you write it check box, and then enter or select the number of seconds between the time you write or draw the digital ink and the time it fades in the Fade time drop-down list.

7. Write or draw digital ink on the page.

Using SMART Blocks
SMART Blocks is an add-on that enables you to perform math activities with your class by writing numbers on the page, and then connecting them to a SMART Block. You can choose from seven different equation types to work with. You can learn how to use SMART Blocks through the pop-up guide.

To access SMART Blocks
Press Add-ons and then select SMART Blocks.

To access the SMART Blocks pop-up guide
1. Press Add-ons, and then select SMART Blocks.

2. Press Learn More.

SMART Block activities
The following SMART Block activities are available:
<table>
<thead>
<tr>
<th>SMART Block</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>+</td>
<td>Addition blocks accept up to two inputs. The output is the sum of the inputs.</td>
</tr>
<tr>
<td>-</td>
<td>Subtraction blocks accept up to two inputs. The output is the difference of the inputs.</td>
</tr>
<tr>
<td>×</td>
<td>Multiplication blocks accept up to two inputs. The output is the product of the inputs.</td>
</tr>
<tr>
<td>÷</td>
<td>Division blocks accept up to two inputs. The output is the quotient of the inputs.</td>
</tr>
<tr>
<td>⌸</td>
<td>Power blocks accept up to two inputs. The output is the first input to the power of the second input.</td>
</tr>
<tr>
<td>√</td>
<td>Square root blocks accept one input. The output is the square root of the input.</td>
</tr>
<tr>
<td>?</td>
<td>Unknown blocks accept two inputs. The output is a random operation applied to the inputs.</td>
</tr>
</tbody>
</table>

Using SMART Recorder
Using SMART Recorder, you can record your actions on your interactive product. If you connect a microphone to your computer, you can record your voice as well.

After you create a recording, you can play the recording on any computer using SMART Video.
Player or Windows Media® Player, or you can share the recording with others.

### NOTES
- Windows Media Player is available from [www.windowsmedia.com/download](http://www.windowsmedia.com/download).
- If your computer meets the SMART Notebook software minimum computer requirements, you can use SMART Recorder. However, for best performance, install the software on a computer with a Pentium 4 processor or greater and a sound card and microphone that are compatible with Windows operating systems.
- If your computer meets the SMART Meeting Pro software minimum computer requirements, you can use SMART Recorder. However, for best performance, install the software on a computer with a Pentium 4 processor or greater and a sound card and microphone that are compatible with Windows operating systems.

**Starting SMART Recorder**
The first step in using SMART Recorder is to start it.

**To start SMART Recorder**
Press the **SMART Board** icon in the notification area, and then select **Recorder**.

**NOTE**
If your computer isn’t currently connected to an interactive product, the **SMART Board** icon includes an X in its lower-right corner.

If your computer isn’t currently connected to an interactive product, the **SMART Board** icon is gray and includes an X in its lower-right corner.

In Windows 7 operating system, select **Start > All Programs > SMART Technologies > SMART Tools > Recorder**.

OR

In Windows 8 operating system, go to the **Apps** screen and then scroll to and press **Recorder**.

SMART Recorder appears. A **SMART Recorder** icon appears in the notification area.

**Hiding SMART Recorder**
If you want to, you can hide SMART Recorder but continue to access its menu options using the **SMART Recorder** icon.
To hide SMART Recorder

In SMART Recorder, select Menu > Hide to System Tray.

SMART Recorder disappears.

To show SMART Recorder

Press the SMART Recorder icon in the notification area, and then select Show.

SMART Recorder appears.

Changing a recording's video and audio quality

You can change SMART Recorder settings to control a recording's audio and video quality.

To change a recording’s video and audio quality

1. Select Menu > Options in SMART Recorder.

   - **NOTE**
     
     If SMART Recorder is hidden, press the SMART Recorder icon in the notification area, and then select Configure Options.

   The Options dialog box appears.

2. Select a sound quality in the Sound Quality list.

   - **NOTE**
     
     Although higher sound quality produces better audio playback, it also increases the file size.

3. Select a video quality in the Video Quality list.

   OR

   Select Custom, and then type the required frame rate.

   - **NOTE**
     
     Although a higher frame rate produces higher quality recordings, it also increases the file size.

   - **TIP**
     
     If you select Automatic Selection (Recommended), SMART Recorder automatically evaluates your computer and selects the optimal frame rate.

4. Press OK.
CHAPTER 10
PRESENTING LESSON ACTIVITIES AND FACILITATING COLLABORATION

To restore a recording's default video and audio quality
1. Select Menu > Options in SMART Recorder.

   NOTE
   If SMART Recorder is hidden, press the SMART Recorder icon in the notification area, and then select Configure Options.

   The Options dialog box appears.

2. Press Restore Defaults.

3. Press OK.

Changing a recording's video format
You can change SMART Recorder settings to select a recording’s video format.

To change a recording’s video format
1. Select Menu > Options in SMART Recorder.

   NOTE
   If SMART Recorder is hidden, press the SMART Recorder icon in the notification area, and then select Configure Options.

   The Options dialog box appears.

2. Press the Video Format tab.

3. Select Windows Media Video (*.wmv) or SMART Recorder Video (*.avi).

   NOTES
   o Any version of Windows Media Player can play a Windows Media video file. Windows Media Player can also play a SMART Recorder video file if SMART Notebook software is installed on the computer playing the file.
   o Any version of Windows Media Player can play a Windows Media video file. Windows Media Player can also play a SMART Recorder video file if SMART Meeting Pro software is installed on the computer playing the file.
   o You can convert a SMART Recorder video file to a Windows Media video file by sharing the recording (see Sharing a recording on page 175).

4. Press OK.
To restore a recording’s default video format

1. Select Menu > Options in SMART Recorder.

   NOTE

   If SMART Recorder is hidden, press the SMART Recorder icon in the notification area, and then select Configure Options.

   The Options dialog box appears.

2. Press the Video Format tab.

3. Press Restore Defaults.

4. Press OK.

Changing a recording’s file location

You can change SMART Recorder settings to select a recording’s file location.

To change the folder in which SMART Recorder saves files

1. Select Menu > Options in SMART Recorder.

   NOTE

   If SMART Recorder is hidden, press the SMART Recorder icon in the notification area, and then select Configure Options.

   The Options dialog box appears.

2. Press the Target Files tab.

3. Press the Browse button next to the Default Save Directory box.

4. Browse to and select the folder in which you want to save the files, and then press OK.

   TIP

   For best performance, save the files on your computer’s hard disk rather than a network drive.

5. Press OK.
To change the folder in which SMART Recorder saves temporary files

1. Select Menu > Options in SMART Recorder.

   **NOTE**
   If SMART Recorder is hidden, press the SMART Recorder icon in the notification area, and then select Configure Options.

   The Options dialog box appears.

2. Press the Target Files tab.

3. Press the Browse button next to the Temporary Files Directory box.

4. Browse to and select the folder in which you want to save the temporary files, and then press OK.

   **TIP**
   For best performance, save files and temporary files on the same drive to reduce the time needed to save a recording.

5. Press OK.

To specify disk space limits

1. Select Menu > Options in SMART Recorder.

   **NOTE**
   If SMART Recorder is hidden, press the SMART Recorder icon in the notification area, and then select Configure Options.

   The Options dialog box appears.

2. Press the Target Files tab.

3. Select the Warn me if free disk space is below check box, and then type a disk space limit to display a message when available disk space is low.

4. Type a disk space limit below which SMART Recorder will stop recording.

5. Press OK.
To restore the default file location of recordings

1. Select Menu > Options in SMART Recorder.

   **NOTE**
   
   If SMART Recorder is hidden, press the SMART Recorder icon in the notification area, and then select Configure Options.

   The Options dialog box appears.

2. Press the Target Files tab.

3. Press Restore Defaults.

4. Press OK.

Adding a watermark to recordings
You can change SMART Recorder settings to add a watermark to a recording’s background.

To add an image watermark to recordings

1. Select Menu > Options in SMART Recorder.

   **NOTE**
   
   If SMART Recorder is hidden, press the SMART Recorder icon in the notification area, and then select Configure Options.

   The Options dialog box appears.

2. Press the Watermark tab.


5. Browse to and select the image you want to use, and then press Open.


   The Watermark Properties dialog box appears. A preview of your selected image appears in the Preview pane.

7. Do the following:
   
   - To change the watermark’s position, drag the preview image to another area in the Preview pane.
   
   - To change the watermark’s size, drag the white circle in the preview image’s lower-right corner.
CHAPTER 10
PRESENTING LESSON ACTIVITIES AND FACILITATING COLLABORATION

8. Select **Transparency** and **Effect** settings.

9. Press **OK** to close the **Watermark Properties** dialog box.

10. If you want to revert to using no watermark after SMART Recorder closes, select **Turn off the watermark when recorder closes**.

11. Press **OK** to close the **Options** dialog box.

---

**To add a text watermark to recordings**

1. Select **Menu > Options** in SMART Recorder.

2. Press the **Watermark** tab.

3. Select **Text**.

4. Type text for the watermark.

5. Press **Properties**.

   The **Watermark Properties** dialog box appears. A preview image appears in the **Preview** pane.

6. Select **Color**, **Font** and **Transparency** settings.

7. Do the following:
   - To change the watermark’s position, drag the preview image to another area in the **Preview** pane.
   - To change the watermark’s size, drag the white circle in the preview image’s lower-right corner.
   - To add additional information to the watermark, select **Add Current Date**, **Add Current Time** and/or **Add Frame Number**.

8. Press **OK** to close the **Watermark Properties** dialog box.

9. If you want to revert to using no watermark after SMART Recorder closes, select **Turn off the watermark when recorder closes**.

10. Press **OK** to close the **Options** dialog box.
To remove a watermark from recordings

1. Select **Menu > Options** in SMART Recorder.

   **NOTE**
   
   If SMART Recorder is hidden, press the **SMART Recorder** icon in the notification area, and then select **Configure Options**.

   The **Options** dialog box appears.

2. Press the **Watermark** tab.

3. Select **No Watermark**.

4. Press **OK**.

**Recording your actions**

Using SMART Recorder, you can record the full screen, a specified window or a rectangular portion of the screen. If you connect a microphone to your computer, you can record your voice.

You can create the recording as a SMART Recorder video file that you can view using SMART Video Player, or you can create the recording as a Windows Media video file that you can view using Windows Media Player. If you create the recording as a SMART Recorder video file, you can also convert it to a Windows Media video file or a self-extracting file to share with those who don’t have SMART software.

   **NOTE**
   
   You can also create a Windows Media video file or a self-extracting file of previously created recordings to share with others (see **Sharing a recording** on page 175).

**To create a recording**

1. Change SMART Recorder settings to configure the recording’s quality, video format, file location and watermark.

   **NOTES**
   - If you have multiple displays, you must select the display that you want to record.
   - You can hide SMART Recorder and continue to access its menu options by pressing the **SMART Recorder** icon in the notification area.
2. To record the entire screen, press Record 

![NOTE]
To record the entire screen while SMART Recorder is hidden, press the SMART Recorder icon in the notification area, and then select Record.

OR
To record a screen area, press the down arrow next to the Record button in SMART Recorder, select Record Area, and then draw a rectangle around the area you want to record.

OR
To record a window, press the down arrow next to the Record button in SMART Recorder, select Record Window, and then select the window you want to record.

![TIP]
If you need to reduce the file size of the recording, limit the recording to a rectangular area of the screen or to a window.

3. Perform the on-screen actions you want to record. If you connected a microphone to your computer, speak into your microphone.

SMART Recorder displays the time elapsed during the recording.

![TIP]
Animations and other special effects greatly increase the file size of the recording.

4. If you want to pause your recording, press Pause II. To resume recording, press Record 

![NOTES]
- To pause the recording while the SMART Recorder window is hidden, press the SMART Recorder icon in the notification area, and then select Pause.
- To resume recording, press the SMART Recorder icon in the notification area, and then select Record.
5. After you complete the actions you want to record, press **Stop** in SMART Recorder.

### NOTE
To stop the recording while SMART Recorder is hidden, press the **SMART Recorder** icon in the notification area, and then select **Stop**.

The **Save As** dialog box appears.

### NOTE
If you want to exit without saving your recording, press **Cancel**, press **Yes** to confirm deletion, and then ignore the remaining steps of this procedure.

6. Type a file name.

7. If you want to save the recording in a different location, browse to the new location.

8. Press **Save**.

The **Completing Capture** dialog box appears while SMART Recorder creates the video file.

After SMART Recorder creates the video file, the **Recording Complete** dialog box appears.

The information in this dialog box includes the file location of the recording, file size and duration of the recording.

9. If you want to view the recording after you close this dialog box, select **Play Recording**.

10. If you want to share the recording with viewers who don't have SMART Video Player but you created the recording in the SMART Recorder video format, select **Share Recording**.

11. Press **OK**.

   If you select **Play Recording**, the file plays in your default media player.

   If you select **Share Recording**, the **Share Recording** dialog box appears. Create a Windows Media video file or a self-extracting file as described below.

### To create a Windows Media video file or a self-extracting file

1. Create the recording as described above. Ensure you select the **Share Recording** option.

   The **Share Recording** dialog box appears.

2. Select **WMV** to create a Windows Media video file, and then press **Next**.

   OR

   Select **Self extracting** to create a self extracting file, and then press **Next**.

3. Press **Next**.
4. Press **Browse**, browse to the location where you want to save the file, type a file name, and then press **Save**.

5. Press **Next**.

6. Press **Finish**.

Enhancing system performance for recording

If your system performance is slow when you use SMART Recorder, or the recording quality isn’t the standard you want, the following may improve performance:

- **Reduce your computer’s screen resolution and display color settings.** Smaller screens and fewer colors result in faster performance.
- **Save your files to a local hard disk.** Network drives are slower and reduce performance.
- **Disable hardware acceleration.**
- Try a different video card. Some video cards perform better than others. **PCI Express cards generally provide a faster performance than Accelerated Graphics Port (AGP) or Peripheral Component Interconnect (PCI) cards.**
- **Select a lower video quality setting.** You need to balance your expectations for video quality with your computer’s limitations. Higher video quality produces larger files and places higher demands on your computer.

Reducing the screen resolution and display colors

If your system performance slows down when you use SMART Recorder, or the recording quality isn’t as good as you want, you can reduce your computer’s screen resolution and display colors. Smaller screens and fewer colors result in faster performance.

**NOTE**

This procedure may vary depending on your version of Windows operating system and your system preferences.

**To reduce the screen resolution and display colors**

1. Open Windows Control Panel.

2. Press **Display**, and then press **Change display settings**.

3. Select a lower setting in the **Resolution** drop-down list.
4. Select a lower setting in the **Colors** drop-down list.

   **NOTE**
   You’re unable to change display colors in Windows 7 and later operating systems.

5. Press **OK**.

**Disabling hardware acceleration**
SMART Recorder constantly takes screen captures as you record. Some operating systems take screen captures very slowly and this can affect recording quality. To improve recording quality, disable hardware acceleration or upgrade your video driver and video card.

   **IMPORTANT**
   Disabling hardware acceleration can reduce the performance of SMART Notebook software.

   **NOTE**
   This procedure may vary depending on your version of Windows operating system and your system preferences.

**To disable hardware acceleration**

1. Open Windows Control Panel.
2. Press **Display**, press **Change display settings**, and then press **Advanced settings**.
3. Press the **Troubleshoot** tab.
4. Drag the **Hardware Acceleration** slider to **None**.
5. Press **OK**.
6. Restart your computer.

**Sharing a recording**
If you want to share a recording with viewers who have SMART Notebook software, create a recording as a SMART Recorder video file that they can play using SMART Video Player. If you want to share the recording with viewers who don’t have SMART Notebook software, create a Windows Media video file that they can play using Windows Media Player, or create a self-extracting file that they can play on any computer.
If you want to share a recording with viewers who have SMART Meeting Pro software, create a recording as a SMART Recorder video file that they can play using SMART Video Player. If you want to share the recording with viewers who don't have SMART Meeting Pro software, create a Windows Media video file that they can play using Windows Media Player, or create a self-extracting file that they can play on any computer.

To convert a SMART Recorder video file

1. Select Menu > Share Recording in SMART Recorder.

   **NOTE**
   
   If SMART Recorder is hidden, press the SMART Recorder icon in the notification area, and then select Configure Options.

   The Share Recording dialog box appears.

2. Select WMV to create a Windows Media video file.

   OR

   Select Self extracting to create a self-extracting file, and then press Next.


4. Browse to and select the SMART Recorder video file you want to convert, and then press Open.

5. Press Next.

6. If you want to change the converted file's location or name, press Browse, browse to the location where you want to save the file, type a file name, and then press Save.

7. Press Next.


Using measurement tools

Using the SMART Notebook software measurement tools, you can insert a ruler, protractor, Geodreieck protractor or compass into a page.

**Using the ruler**

You can insert a ruler into a page, and then manipulate its size, length, rotation and location, and draw along its edges.
CHAPTER 10
PRESENTING LESSON ACTIVITIES AND FACILITATING COLLABORATION

To insert a ruler

Press Measurement Tools and then select Insert Ruler. A ruler appears.

To move the ruler

Press the middle of the ruler (displayed as a darker shade of blue), and then drag the ruler to a different position on the page.

To resize the ruler

1. Select the ruler.
2. Drag the ruler’s resize handle (the circle in the lower-right corner) to increase or reduce the ruler’s size.

To lengthen the ruler (without changing its scale)

Press the ruler’s far edge, between the menu arrow and the resize handle, and then drag away from the ruler.

To shorten the ruler (without changing its scale)

Press the ruler’s far edge, between the menu arrow and the resize handle, and then drag toward the middle of the ruler.

To rotate the ruler

Press the top or bottom edge of the ruler (displayed as a lighter shade of blue), and then drag the ruler in the direction you want to rotate it.

The ruler displays the current rotation in degrees.

To reverse the measurements

Press the ruler’s flip symbol . If the metric measurements appeared on the top edge of the ruler, they now appear on the bottom edge and vice versa.
To draw using a pen and the ruler

1. Press **Pens**.

   The Pens tool buttons appear.

![Pens tool buttons]

2. Press **Pen Types**, and then select **Pen** or **Calligraphic Pen**.

3. Select a line type.

4. Draw along the edge of the ruler.

   Digital ink appears in a straight line along the edge of the ruler.

To remove the ruler

1. Select the ruler.

2. Press the ruler’s menu arrow, and then select **Delete**.

Using the protractor

You can insert a protractor into a page, manipulate its size, rotation and location, and then draw along its edges.
To insert a protractor

Press **Measurement Tools** and then select **Insert Protractor**. A protractor appears.

To move the protractor

Press the inner part of the protractor (displayed as a darker shade of blue), and then drag the protractor to a different position on the page.

To resize the protractor

Press the inner circle of numbers, and then drag away from the protractor to enlarge it or toward the center of the protractor to shrink it.

To rotate the protractor

Press the outer circle of numbers, and then drag the protractor in the direction you want to rotate it.

The protractor displays the current rotation in degrees.
To display the protractor as a complete circle

1. Press the blue circle \( \circ \) next to the 180 label on the inner circle of numbers.

2. Press the blue circle again to return to the semi-circle.

To draw using a pen and the protractor

1. Press Pens \( \text{ปากกา} \).

   The Pens tool buttons appear.

2. Press Pen Types, and then select Pen or Calligraphic Pen.

3. Select a line type.
4. Draw along the edge of the protractor.
   Digital ink appears in an arc along the edge of the protractor.

**To display angles using the protractor**
1. Select the protractor.
2. Drag the green circle until it shows the correct angle for the first of two intersecting lines.
3. Drag the white circle until it shows the correct angle for the second of two intersecting lines.
4. Press the green arrow in the bottom corner.
   The lines and the angle between them appear as a separate object.

**To remove the protractor**
1. Select the protractor.
2. Press the protractor’s menu arrow, and then select **Delete**.

**Using the Geodreieck protractor**
You can insert a Geodreieck protractor (also known as a set square or T-square) on a page, and then manipulate its size, rotation and location.

**To insert a Geodreieck protractor**
Press **Measurement Tools** and then select **Insert Geodreieck**.

A Geodreieck protractor appears.

**To move the protractor**
Press the inner part of the protractor (within the semi-circle), and then drag the protractor to a different position on the page.
To resize the protractor

Press the semi-circle, and then drag away from the center of the protractor to make it bigger or toward the center of the protractor to make it smaller.

To rotate the protractor

Press the outer part of the protractor (outside of the semi-circle), and then drag the protractor in the direction you want to rotate it.

The protractor displays the current rotation in degrees.

To draw using a pen and the Geodreieck protractor

1. Press Pens.

   The Pens tool buttons appear.

2. Press Pen Types, and then select Pen or Calligraphic Pen.

3. Select a line type.

4. Draw along the edge of the protractor.

   Digital ink appears in a straight line along the edge of the protractor.

To remove the protractor

1. Select the protractor.

2. Press the protractor’s menu arrow, and then select Delete.
Using the compass
You can insert a compass into a page, manipulate its width, rotation and location, and then use it to draw circles and arcs.

To insert a compass
Press Measurement Tools and then select Insert Compass. A compass appears.

To move the compass
Press the arm of the compass that holds the spike, and then drag the compass to a different position on the page.

To widen the compass
1. Press the arm of the compass that holds the pen. Two blue arrows appear.
2. Drag to change the angle between the spike and the pen. The number on the compass's handle displays the current angle between the spike and the pen.

To flip the compass
Press the compass’s flip symbol . The compass’s pen appears on the opposite side of the spike.

To rotate the compass (without drawing)
Press the compass’s rotation handle (the green circle), and then drag the compass in the direction you want to rotate it.
CHAPTER 10
PRESENTING LESSON ACTIVITIES AND FACILITATING COLLABORATION

To draw using the compass
1. Press the compass's pen tip.
   The cursor changes to a pen symbol.
2. Drag the compass in the direction you want to rotate it.

To change the color of the compass's pen
1. Press Pens.
   The Pens tool buttons appear.
2. Press Pen Types, and then select Pen.
3. Select a line type.
   The color of the compass's pen changes to display its new color.

To remove the compass
1. Select the compass.
2. Press the compass's menu arrow, and then select Delete.

Clearing or resetting pages after presenting
After presenting a lesson activity to students, you can clear or reset the pages in your .notebook files to use the files again for future lesson activities.
CHAPTER 10
PRESENTING LESSON ACTIVITIES AND FACILITATING COLLABORATION

Clearing pages
You can erase digital ink and delete individual objects from a page. You can also clear all objects or all digital ink objects from a page simultaneously.

NOTE
You’re unable to clear objects locked in place (see Locking objects on page 112) or infinitely cloned objects (see Cloning objects on page 70). To clear all objects from a page, you must unlock all locked objects and clear the selection of Infinite Cloner on any infinitely cloned objects.

To clear all objects from the page
1. If you haven’t done so already, display the page you want to clear.
2. Select Edit > Clear Page.

NOTES
- This option is disabled if there are no objects on the page or if the objects are locked or infinitely cloned.
- You can also select this option by doing one of the following:
  - Right-clicking the page
  - Pressing the page’s menu arrow in the Page Sorter
  - Pressing the page’s menu arrow while editing page groups (see Grouping pages on page 28)
  - Pressing Clear Page if it’s included on the toolbar (see Customizing the toolbar on page 195)
- You can clear all objects from multiple pages at the same time. Select the pages’ thumbnails in the Page Sorter, press the menu arrow, and then select Clear Page.
To clear all digital ink objects from the page

1. If you haven't done so already, display the page you want to clear.
2. Select Edit > Clear Ink from Page.

**NOTES**
- This option is disabled if there is no digital ink on the page or if the digital ink is locked or infinitely cloned.
- You can also select this option by doing one of the following:
  - Right-clicking the page
  - Pressing the page’s menu arrow in the Page Sorter
  - Pressing the page’s menu arrow while editing page groups (see Grouping pages on page 28)
  - Pressing Clear Ink if it’s included on the toolbar (see Customizing the toolbar on page 195)
- You can clear all digital ink objects from multiple pages at the same time. Select the pages’ thumbnails in the Page Sorter, press the menu arrow, and then select Clear Ink from Page.

Resetting pages
If you make changes to a page (without saving those changes), you can reset the page to the state it was in before you made the changes.

**NOTE**
Resetting a page doesn’t reset any Adobe Flash Player compatible files running on the page.
CHAPTER 10
PRESENTING LESSON ACTIVITIES AND FACILITATING COLLABORATION

To reset a page

1. If you haven't done so already, display the page you want to reset.

2. Select Edit > Reset Page.

A dialog box appears, prompting you to confirm the reset.

NOTES

- This option is disabled if you haven't made changes to the page since last saving the file.
- You can also select this option by doing one of the following:
  - Right-clicking the page
  - Pressing the page's menu arrow in the Page Sorter
  - Pressing the page's menu arrow while editing page groups (see Grouping pages on page 28)
  - Pressing Reset Page if it's included on the toolbar (see Customizing the toolbar on page 195)
- You can reset multiple pages at the same time. Select the pages' thumbnails in the Page Sorter, press the menu arrow, and then select Reset Page.


Enabling two people to use an interactive whiteboard

If you have a SMART Board D600 or 800 series interactive whiteboard, two people can create and manipulate objects in SMART Notebook software at the same time. How the two people do this depends on whether you have a SMART Board D600 series interactive whiteboard or a SMART Board 800 series interactive whiteboard.

Allowing two people to use an interactive whiteboard is useful in scenarios such as the following:

- Two students work on an assignment on the interactive whiteboard at the same time
- A teacher and student work on an assignment on the interactive whiteboard at the same time
- A teacher or student poses questions or problems on the interactive whiteboard, and another student responds to these questions or problems
CHAPTER 10
PRESENTING LESSON ACTIVITIES AND FACILITATING COLLABORATION

Enabling two people to use a SMART Board D600 series interactive whiteboard
If you’re using a SMART Board D600 series interactive whiteboard, two users can use the interactive whiteboard simultaneously when SMART Notebook software is in Dual-User mode. In Dual-User mode, the screen is divided in half. Each user can press his or her half of the screen with a finger to left-click or drag objects, write using a pen tray pen and erase digital ink using the eraser. Each user can also access frequently used tools using his or her own Floating Tools toolbar.

You can press a toolbar button to switch between Single-User mode and Dual-User mode.

To display a file in Dual-User mode
Press View Screens , and then select Dual Write Mode.

To return to Single-User mode
Press Exit .

Enabling two people to use a SMART Board 800 series interactive whiteboard
If you’re using a SMART Board 800 series interactive whiteboard, two people can create and manipulate objects in SMART Notebook software at the same time. Both people can create and manipulate objects in any area of the SMART Notebook software page. Neither user is restricted to a particular section of the page.

Dual-user collaboration mode is enabled when you pick up a pen from the pen tray. One user creates or manipulates objects with his or her finger (“the touch user”). The other user creates or manipulates objects with the pen (“the pen user”).

NOTE
In addition to enabling one touch user and one pen user to use the interactive whiteboard at the same time, you can enable two pen users or two touch users to use the interactive whiteboard at the same time. However, the two users must use the same tool.
CHAPTER 10
PRESENTING LESSON ACTIVITIES AND FACILITATING COLLABORATION

Selecting tools
To change tools or to set properties for touch, the touch user must press the appropriate button on the toolbar or control in the Properties tab with his or finger. The following is an example:

To change tools or to set properties for the pen, the pen user must press the appropriate button on the toolbar or control in the Properties tab with the pen. The following is an example:

![Image](image-url)

**NOTES**
- If the pen user presses a button on the toolbar or sets a property with his or finger instead of the pen, SMART Notebook software changes the selected tool or property for the touch user rather than the pen user.
- When both the touch user and the pen user select multiple objects on the screen, the dashed border of the objects selected by the touch user will be a different color than the dashed border of the object selected by the pen user.
Chapter 11
Enhancing SMART Notebook software with add-ons

Installing add-ons ................................................................. 191
Using add-ons ............................................................... 191
Identifying missing add-ons .............................................. 192
Disabling and removing add-ons ..................................... 192
Accessing XC Collaboration ............................................. 193

Add-ons are extensions to SMART Notebook software created by SMART Technologies and by third-party software developers.

SMART Notebook software includes the Activity Builder add-on (see Creating a matching lesson activity on page 120) and the Alignment Tools add-on (see Aligning objects on page 65). You can install other add-ons from the SMART Exchange website to add specialized features to the software. In addition, you can manage all installed add-ons using the Add-on Manager.

Installing add-ons
You can search for, browse and install add-ons from the SMART Exchange website.

To install an add-on
1. Select Add-ons > Manage Add-ons.
   The Add-on Manager appears.
2. Select one of the add-ons in the left panel, and press Done.

Using add-ons
After installing an add-on, you can use the features of that add-on like any other features in SMART Notebook software.
CHAPTER 11
ENHANCING SMART NOTEBOOK SOFTWARE WITH ADD-ONS

To view an add-on
1. Press Add-ons to open the list of add-ons.
2. Press the add-on's icon to open the add-on.
3. Press to return to the list of add-ons.

To view an add-on's version and other information
1. Select Add-ons > Manage Add-ons on the software toolbar
   OR
   Press on the add-on title bar.
   The Add-on Manager appears.
2. Press the add-on's name.
3. Press About.

Identifying missing add-ons
If you open a page in a .notebook file that requires an add-on that isn't installed or is disabled on your computer, a message appears at the top of the page. Press the message to open the Add-on Manager. The Add-on Manager identifies which add-on is required. You can then install that add-on (see Installing add-ons on the previous page) or enable it (see Disabling and removing add-ons below).

Disabling and removing add-ons
In some situations, you might want to disable or remove a previously installed add-on.

If you choose to disable an add-on, the add-on no longer appears in SMART Notebook software but is still installed on your computer. You can subsequently enable the add-on.

If you choose to remove an add-on, the add-on no longer appears in SMART Notebook software and is removed from your computer.

To disable an add-on
1. Select Add-ons > Manage Add-ons.
   The Add-on Manager appears.
CHAPTER 11
ENHANCING SMART NOTEBOOK SOFTWARE WITH ADD-ONS

2. Press the add-on's name.

3. Press Enable.

   TIP
   To enable the add-on again, press Enable.

To remove an add-on

1. Select Add-ons > Manage Add-ons.
   The Add-on Manager appears.

2. Double press the add-on's name.

Press Remove.

NOTES
- You’re unable to remove the Activity Builder add-on and the Alignment Tools add-on.
- You can only remove an add-on that you have installed after you installed SMART Notebook software.

Accessing XC Collaboration

SMART Notebook software includes the basic version of XC Collaboration. The basic version of XC Collaboration is an add-on by FRIELAND that enables students to text ideas from their mobile devices to a SMART Notebook page for the entire class to see. You can also access the online tour to learn how to use XC Collaboration.

IMPORTANT
Go to xc-collaboration.com to purchase a license for the full version of XC Collaboration.

To access XC Collaboration

1. Press Add-ons, and then press XC Collaboration.

2. Press Connect.
To access the XC Collaboration online tour

1. Press Add-ons and then press XC Collaboration.
2. Press Start tour.

**NOTE**

You can also access help in the following ways:

- Press next to the feature you need assistance with.
- Go to xc-collaboration.com/support.
Chapter 12
Maintaining SMART Notebook software

Customizing the toolbar ......................................................... 195
Configuring SMART Notebook software ................................ 197
  Changing the default program for .notebook files ..................... 197
  Setting gesture preferences ............................................. 198
  Setting image optimization preferences ................................ 199
    Manually reducing the size of large pictures ......................... 199
    Exporting optimized files ........................................... 200
  Setting default background color preferences ......................... 201
  Setting measurement tool preferences ................................ 201
  Setting table cell padding preferences ................................ 203
  Setting the language ..................................................... 204
Removing SMART software ..................................................... 205
Updating and activating SMART software ................................. 206
  Updating SMART software .......................................... 207
  Activating SMART software .......................................... 208
    Purchasing a product key .......................................... 209
    Activating SMART software with a product key .................... 209
Sending feedback to SMART ................................................... 211

This chapter explains how to maintain SMART Notebook software.

Customizing the toolbar
The SMART Notebook software toolbar enables you to select and use a variety of commands and tools. You can customize the toolbar so that it includes the tools you use most frequently.

After adding or removing toolbar buttons, you can restore the default set of toolbar buttons. You can also restore the tools' default settings if you customized and saved the settings using the Properties tab (see Saving tool settings on page 63).
To add or remove toolbar buttons

1. Click Customize the toolbar.
   OR
   Right-click the toolbar.
   The Customize Toolbar dialog box appears.

2. Press Actions or Tools.

3. Do the following:
   ○ To add a button to the toolbar, press its icon in the dialog box, and then drag it to the toolbar.
   ○ To remove a button from the toolbar, press its icon in the toolbar, and then drag it away from the toolbar.
   ○ To rearrange the buttons, press an icon in the toolbar, and then drag it to a new position in the toolbar.

   NOTES
   ○ You can only add, remove and rearrange buttons in the panel of the toolbar you selected in step 2. For example, if you pressed Actions in step 2, you can only add, remove and rearrange buttons in the Actions panel.
   ○ To span a button across rows, drag and hold it between two columns of buttons.

   ![Image]

   If you’re using a smaller screen resolution, only span one or two buttons across rows to prevent issues when the toolbar is wider than the SMART Notebook software window.

4. Press Done.

To restore the default set of toolbar buttons

1. Click Customize the toolbar.
   OR
   Right-click the toolbar.
   The Customize Toolbar dialog box appears.

2. Press Restore Default Toolbar.
To restore the tools’ default settings

1. Click Customize the toolbar.

OR

Right-click the toolbar.

The Customize Toolbar dialog box appears.

2. Press Restore Default Tool Properties.

Configuring SMART Notebook software

This section explains how to configure SMART Notebook software.

Changing the default program for .notebook files

If you install a SMART program other than SMART Notebook software that can open .notebook files, you can set that program to be the default for .notebook files. If you want, you can change the default program back to SMART Notebook software later.

To change the default program when you open a file

1. Open a .notebook file using SMART Notebook software (see Opening files on page 13).

A message appears asking whether you want to change the default program for .notebook files to SMART Notebook software.

2. Press Yes.

To change the default program using the Preferences dialog box

1. Select Edit > Preferences.

The SMART Notebook Preferences dialog box appears.


4. If you want a message to appear when you open a .notebook file and your default program isn’t SMART Notebook software, select Tell me if SMART Notebook software isn’t the default program for .notebook files.

5. Press OK.
Setting gesture preferences
You can interact with objects in SMART Notebook software using gestures, including the shake gesture and the press-and-hold gesture.

<table>
<thead>
<tr>
<th>Gesture</th>
<th>Name</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Shake gesture</td>
<td>Group two or more objects.</td>
<td></td>
</tr>
<tr>
<td>Press-and-hold gesture</td>
<td>Perform a right-click.</td>
<td></td>
</tr>
</tbody>
</table>

The shake and press-and-hold gestures are enabled by default. However, you can choose to disable them if you find that you or your students frequently invoke the gestures by accident.

**To disable the shake gesture**

1. Select **Edit > Preferences**. The SMART Notebook Preferences dialog box appears.
2. Press **General**.
3. Clear the **Use the shake gesture to group and ungroup objects** check box.
4. Press **OK**.
To disable the press-and-hold gesture

1. Select Edit > Preferences.

   The SMART Notebook Preferences dialog box appears.


3. Clear the Press and hold to perform a right-click check box.

4. Press OK.

Setting image optimization preferences

If your .notebook files contain large pictures (pictures over 1 MB in file size), your files could open and run slowly. You can reduce the pictures’ file size without noticeably reducing their quality. As a result, your .notebook files’ overall file sizes will be smaller and the files will open and run more quickly.

To set image optimization preferences

1. Select Edit > Preferences.

   The SMART Notebook Preferences dialog box appears.

2. Press Defaults.

3. Select one of the following options in the Image optimization drop-down list:
   - Ask every time I insert a large image to have the option of reducing or not reducing large pictures’ file sizes when you insert them.
   - Never change the resolution of inserted images to never reduce large pictures’ file sizes when you insert them.
   - Always change image resolution to optimize file size to always reduce large pictures’ file sizes when you insert them.

4. Press OK.

Manually reducing the size of large pictures

If you selected Ask every time I insert a large image in the Image Optimization drop-down list, you can manually reduce the size of large pictures when you insert those pictures in your file or afterwards.

To reduce the size of a large picture when inserting it in a file

1. Insert the picture as described in Inserting pictures on page 84.

   After you press Open, the Image Optimization dialog box appears.
2. Press **Optimize** to reduce the picture’s file size.

OR

Press **Keep Resolution** to not reduce the picture’s file size.

**NOTES**

- When you insert a BMP file, SMART Notebook software internally converts the file to PNG format. This conversion reduces the size of the file. As a result, you might not need to export an optimized version of the .notebook file (see Exporting optimized files below) even if the BMP file is over 1 MB in size.

- SMART Notebook software automatically reduces the file size of pictures over 5 MB or 5 megapixels regardless of which option you choose.

**To reduce the size of a large picture after inserting it in a file**

1. Select the picture.

2. Press the picture’s menu arrow, and then select **Image Optimization**.

   The *Image Optimization* dialog box appears.

3. Click **Optimize**.

**Exporting optimized files**

If you have existing files that contain large pictures or if you chose *Never change the resolution of inserted images* in the *Image Optimization* drop-down list, you can export optimized versions of your files that contain reduced pictures. This is particularly useful when you need to present a .notebook file on an older or less powerful computer.

**To export an optimized file**

1. Select **File > Export As > Optimized SMART Notebook File**.

   The *Export Optimized File* dialog box appears.

2. Browse to where you want to save the new file.

3. Type a name for the file in the *File name* box.

4. Press **Save**.
Setting default background color preferences
By default, new pages added to your file have a default white background color. You can change
the default background color.

NOTE
This setting only affects new pages, and will be overridden by any applied Themes.

To change the default background color
1. Select Edit > Preferences.
   The SMART Notebook Preferences dialog box appears.
2. Press Defaults.
3. Select Change Color, and then select a color.
4. Press OK.

Setting measurement tool preferences
By default, the ruler, protractor and Geodreieck protractor in SMART Notebook software are blue
and display best with light-colored backgrounds.
You can change these measurement tools' color to yellow if you want to use them with dark-colored backgrounds.

NOTE
Completing the following procedure affects the appearance of measurement tools in .notebook files when viewed on your copy of SMART Notebook software only. If you open the same .notebook files on another copy of SMART Notebook software, the measurement tools could display in a different color.

To change the measurement tools' color

1. Select Edit > Preferences.
   The SMART Notebook Preferences dialog box appears.
2. Press Defaults.
3. Select Blue tint (recommended for light backgrounds) in the Measurement tool color drop-down list to set the measurement tools’ color to blue.
   OR
   Select Yellow tint (recommended for dark backgrounds) in the Measurement tool color drop-down list to set the measurement tools’ color to yellow.
4. Press OK.
Setting table cell padding preferences
SMART Notebook 11 software adds cell padding to tables.

Complete the following procedure to remove cell padding from tables. This is particularly useful if you created tables prior to upgrading to SMART Notebook 11 software and intended the tables' contents to display without cell padding.

NOTE
Completing the following procedure affects the appearance of tables in .notebook files when viewed on your copy of SMART Notebook software only. If you open the same .notebook files on another copy of SMART Notebook software, the tables display with cell padding (assuming the procedure hasn't been completed on that copy of SMART Notebook software).

To remove cell padding from tables

1. Select Edit > Preferences.
   The SMART Notebook Preferences dialog box appears.

2. Press Defaults.

3. Clear the Add cell padding to table cells check box.

4. Press OK.

5. Close and restart SMART Notebook software.
   New and existing tables in your .notebook files display without cell padding.
Setting the language

The SMART Language Setup utility enables you to set the language for a specific SMART application or all SMART applications installed on your computer.

To set the language

1. Select Options > Language Setup.
   The Language Setup dialog box appears.

2. Select All Listed Applications in the first drop-down list to set the language for all applications.
   OR
   Select an application in the first drop-down list to set the language for only that application.

3. Select the appropriate language in the second drop-down list.

NOTES
- If ✓ appears beside your selected language, the language is installed on your computer.
- If 🗟 appears beside your selected language, the SMART Language Setup utility downloads the language from the website after you press OK.
- By default, the SMART Language Setup utility uses Internet Explorer Internet browser's settings to connect to the Internet. However, you can use different settings by completing the steps under the next procedure.

TIP
To display the languages in their native names (for example, Deutsch for German), select the Show native names check box.

4. If you want to use different languages for handwriting recognition and spell checking, select languages in the Handwriting recognition and Spell check drop-down lists.

NOTE
If AUTO appears in the drop-down list, the SMART Language Setup selects your chosen language if available or a similar language if otherwise. If neither option is available, SMART Language Setup selects the current language.
5. If you want to use a different keyboard layout, select a layout in the *Keyboard input language* drop-down list.

**IMPORTANT**

The *Keyboard input language* drop-down list is available only if there’s more than one keyboard layout installed on your computer.

The keyboard layout you select in the *Keyboard input language* drop-down list applies to both the on-screen keyboard and the keyboard connected to your computer when you use SMART software.

In some situations, you might want to select a layout that is different from the layout of the keyboard connected to your computer (for example, to teach a second language). In these situations, the on-screen keyboard works correctly, but the keyboard connected to your computer might not.

For best results, ensure the layout you select is identical to the layout of the keyboard connected to your computer. For example, if an English (U.S.) keyboard is connected to your computer, select **English (United States)** in this drop-down list.


6. Press **OK**.

**To set the connection options**

1. Select **Options > Language Setup**.
   
The *Language Setup* dialog box appears.

2. Press **Connection Options**.
   
The *Connection Options* dialog box appears.

3. Select **Use Internet Explorer settings**.
   OR

   Select **Use other proxy**, and then type the host, user name and password in the appropriate boxes.

4. Press **OK**.

**Removing SMART software**

SMART Support might ask you to remove existing versions of SMART software before you install new versions. You can do this using the SMART Uninstaller.
To remove SMART software

1. In Windows XP and Windows 7 operating systems, select Start > All Programs > SMART Technologies > SMART Tools > SMART Uninstaller.

OR

In Windows 8 operating system, go to the Apps screen and then scroll to and press SMART Uninstaller.

2. Press Next.

3. Select the check boxes of the SMART software and supporting packages that you want to remove, and then press Next.

NOTES

- Some SMART software is dependent on other SMART software. For example, if you select the SMART Notebook check box, SMART Uninstaller selects the SMART Response check box automatically because SMART Response software is dependent on SMART Notebook software.
- SMART Uninstaller automatically removes any supporting packages that are no longer being used. If you choose to remove all SMART software, SMART Uninstaller automatically removes all supporting packages, including itself.

TIPS

- To select all software and supporting packages, press Select All.
- To clear the selection of all software and supporting packages, press Clear All.

4. Press Uninstall.

SMART Uninstaller removes the selected software and supporting packages.

5. Press Finish.

Updating and activating SMART software

After you install SMART software, you need to activate it. After you activate the software, you need to install updates from SMART.

IMPORTANT

To update and activate SMART software, you need to be connected to the Internet.
Updating SMART software
SMART periodically releases updates to its software and firmware products. (Firmware is software installed in hardware products like the SMART Board interactive whiteboard.) You can use SMART Product Update (SPU) to check for and install these updates.

Your system administrator can install SPU in Full mode or Dashboard mode. In Full mode, you can view installed versions and download and install updates as documented in this section. In Dashboard mode, you can only view installed versions.

To check for updates automatically
1. In Windows XP and Windows 7 operating systems, select Start > All Programs > SMART Technologies > SMART Tools > SMART Product Update.

   OR

   In Windows 8 operating system, go to the Apps screen and then scroll to and press SMART Product Update.

   The SMART Product Update window appears.

2. Select the Check for updates automatically check box, and then type the number of days (up to 60) between SPU checks.

3. Close the SMART Product Update window.

   If an update is available the next time SPU checks, the SMART Product Update window appears automatically and the Update button of the affected product is enabled.

To check for updates manually
1. In Windows XP and Windows 7 operating systems, select Start > All Programs > SMART Technologies > SMART Tools > SMART Product Update.

   OR

   In Windows 8 operating system, go to the Apps screen and then scroll to and press SMART Product Update.

   The SMART Product Update window appears.

2. Press Check Now.

   If an update is available for a product, its Update button is enabled.

3. If an update is available, install it by following the next procedure.
To install an update

1. Open the SMART Product Update window as described in the previous procedures.

2. Press the product’s row.

   Product details appear. These product details include the installed version’s number and the update’s number, date and download size (if an update is available).

   **TIP**

   Press View release notes to view a summary of the changes in the update and the computer requirements for the update.

3. Press Update.

4. Follow the on-screen instructions to download and install the update.

   **IMPORTANT**

   To install updates, you must have full administrator access.

To disable automatic checking for updates

1. In Windows XP and Windows 7 operating systems, select Start > All Programs > SMART Technologies > SMART Tools > SMART Product Update.

   OR

   In Windows 8 operating system, go to the Apps screen and then scroll to and press SMART Product Update.

   The SMART Product Update window appears.

2. Clear the Check for updates automatically check box.

   **IMPORTANT**

   SMART recommends that you do not clear this check box.

Activating SMART software

Typically, you activate SMART software after installing it. However, in some situations, you activate the software later. For example, you could be evaluating the software before deciding to purchase it.

**NOTES**

- As of version 11.1, you don’t need to activate SMART Notebook software or SMART Product Drivers. SMART provides you with the right to use this software when you
Purchasing a product key
For some SMART products, you must purchase a product key from your authorized SMART reseller (smarttech.com/wheretobuy).

TIP
If you lose your product key, go to smarttech.com/findproductkey.

Activating SMART software with a product key
After obtaining a product key, you can activate SMART software.

To activate SMART software
1. In Windows XP and Windows 7 operating systems, select Start > All Programs > SMART Technologies > SMART Tools > SMART Product Update.

   OR

   In Windows 8 operating system, go to the Apps screen and then scroll to and press SMART Product Update.

   The SMART Product Update window appears.
2. Press **Activate** or **Manage** for the software you want to activate.

The *SMART Software Activation* window appears.

![NOTE]

The value in the *Status* column indicates the status for each product:

<table>
<thead>
<tr>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><em>Installed</em></td>
<td>The software is installed.</td>
</tr>
<tr>
<td><em>Activated</em></td>
<td>The software is installed and activated with a perpetual or maintenance license.</td>
</tr>
<tr>
<td><em>Subscription</em></td>
<td>The software is installed and activated with a subscription license. The number in parentheses indicates the days remaining in the subscription period.</td>
</tr>
<tr>
<td><em>Expiring</em></td>
<td>The software is installed but not yet activated. The number in parentheses indicates the days remaining in the evaluation period.</td>
</tr>
<tr>
<td><em>Expired</em></td>
<td>The software is installed but not yet activated. The evaluation period is over. You’re unable to use the software until you activate it.</td>
</tr>
<tr>
<td><em>Unknown</em></td>
<td>The software’s status is unknown.</td>
</tr>
</tbody>
</table>

3. Press **Add**.

4. Follow the on-screen instructions to activate the software using the product key.

**To view product keys**

1. In Windows XP and Windows 7 operating systems, select **Start > All Programs > SMART Technologies > SMART Tools > SMART Product Update**.

   OR

   In Windows 8 operating system, go to the *Apps* screen and then scroll to and press **SMART Product Update**.

   The *SMART Product Update* window appears.

2. Select **Tools > View Product Keys**.

   The *Product Keys* dialog box appears.

3. Press **OK** when you’re done viewing the product keys.

![NOTE]

Alternatively, you can view the product keys for a single product by pressing the product’s name in the *SMART Product Update* window, and then pressing **View product key**.
Sending feedback to SMART

When you start SMART software for the first time, a dialog box could appear asking whether you want to join the SMART Customer Experience Program. If you choose to join the program, the software sends information to SMART that helps us improve the software for future releases. After starting the software for the first time, you can enable or disable this feature through the Help menu.

You can also send feature request emails to SMART.

- **To enable the Customer Experience Program tracking feature**
  Select **Help > Customer Experience Program > Feedback tracking ON**.

- **To disable the Customer Experience Program tracking feature**
  Select **Help > Customer Experience Program > Feedback tracking OFF**.

- **To send a feature request email**
  1. Select **Help > Submit Feature Request**.
     A new email message appears in your default email program.
  2. Type your request in the new email message, and then press **Send**.
Chapter 13
Troubleshooting SMART Notebook software

This chapter explains how to troubleshoot issues with SMART Notebook software.

## Troubleshooting files

<table>
<thead>
<tr>
<th>Issue</th>
<th>Recommendation</th>
</tr>
</thead>
<tbody>
<tr>
<td>Your file contains large pictures and runs slowly when you open it in SMART Notebook software.</td>
<td>Export an optimized version of the file (see Setting image optimization preferences on page 199).</td>
</tr>
</tbody>
</table>

## Troubleshooting the SMART Notebook software window and toolbar

<table>
<thead>
<tr>
<th>Issue</th>
<th>Recommendation</th>
</tr>
</thead>
<tbody>
<tr>
<td>When using SMART Notebook software on an interactive product, you or your students can’t reach the toolbar.</td>
<td>Press <strong>Move toolbar to top/bottom of window</strong> to move the toolbar from the top of the window to the bottom.</td>
</tr>
</tbody>
</table>

**TIP**
If you have a height-adjustable wall mount, you can also adjust the height of your interactive whiteboard or display so that students can reach it.
<table>
<thead>
<tr>
<th>Issue</th>
<th>Recommendation</th>
</tr>
</thead>
<tbody>
<tr>
<td>Toolbar buttons described in this documentation don't appear on the</td>
<td>If a down arrow (\downarrow) appears on the right side of the toolbar, press it to display additional toolbar buttons. If your desired button doesn't appear when you click the down arrow (\downarrow), you or another user might have removed the button (see Customizing the toolbar on page 195). Don't span more than a few buttons across rows to prevent the toolbar from being wider than the SMART Notebook software window.</td>
</tr>
<tr>
<td>toolbar.</td>
<td></td>
</tr>
<tr>
<td>There isn't enough room on your interactive product to display the</td>
<td>Press View Screens (\phantom{123456789}), and then select Full Screen to display the page in Full Screen mode. OR Select the Auto-hide check box to hide the tabs when not in use.</td>
</tr>
<tr>
<td>contents of a page.</td>
<td></td>
</tr>
<tr>
<td>The Page Sorter, Gallery, Attachments, Properties and other tabs</td>
<td>Press one of the tab's icons to display it, and then clear the Auto-hide check box.</td>
</tr>
<tr>
<td>disappear whenever you press outside of the tabs.</td>
<td></td>
</tr>
<tr>
<td>Two users are creating or manipulating objects in SMART Notebook</td>
<td>The user using the pen must press buttons in the toolbar with the pen, not with his or her finger. For more information, see Enabling two people to use a SMART Board 800 series interactive whiteboard on page 188.</td>
</tr>
<tr>
<td>software on a SMART Board 800 series interactive whiteboard.</td>
<td></td>
</tr>
<tr>
<td>One user is using his or her finger. The other user is using a pen</td>
<td></td>
</tr>
<tr>
<td>from the pen tray. When the user using the pen presses a button in</td>
<td></td>
</tr>
<tr>
<td>the toolbar, the selected tool or option changes for the user using</td>
<td></td>
</tr>
<tr>
<td>his or her finger instead.</td>
<td></td>
</tr>
</tbody>
</table>

## Troubleshooting digital ink

<table>
<thead>
<tr>
<th>Issue</th>
<th>Recommendation</th>
</tr>
</thead>
<tbody>
<tr>
<td>SMART Notebook software doesn't recognize handwriting in your</td>
<td>Install the appropriate language pack (see Setting the language on page 204).</td>
</tr>
<tr>
<td>language.</td>
<td></td>
</tr>
<tr>
<td>You want your handwriting to appear more smooth and natural in SMART</td>
<td>Use the Calligraphic pen type rather than the Standard pen type (see Writing or drawing digital ink on page 32).</td>
</tr>
<tr>
<td>Notebook software.</td>
<td></td>
</tr>
</tbody>
</table>
CHAPTER 13
TROUBLESHOOTING SMART NOTEBOOK SOFTWARE

<table>
<thead>
<tr>
<th>Issue</th>
<th>Recommendation</th>
</tr>
</thead>
<tbody>
<tr>
<td>You’re having trouble writing smoothly in SMART Notebook software on Windows 7 operating system.</td>
<td>The Single Finger Panning feature is turned on. Turn it off (see smarttech.com/kb/147470).</td>
</tr>
<tr>
<td>When you write with a pen, SMART Notebook software on Windows 7 operating system interprets your actions as mouse clicks.</td>
<td>The Flicks feature is turned on. Turn it off (see smarttech.com/kb/144274).</td>
</tr>
</tbody>
</table>

Troubleshooting objects

<table>
<thead>
<tr>
<th>Issue</th>
<th>Recommendation</th>
</tr>
</thead>
</table>
| When you create a .notebook file on one computer and then open it on another computer, the objects in the file appear differently. | There are several possible causes. The following are the most common:  
- You used a font that’s installed on one computer but not on the other.  
- The two computers have different operating systems.  
- The two computers have different versions of SMART Notebook software. |
| You want to move, resize or otherwise change an object, but when you do so, you also move, resize or otherwise change other objects. | The objects are grouped. Any changes you make to one object affect the other objects.  
Select the objects, and then select **Format > Group > Ungroup** to ungroup them. You can then move, resize or otherwise change the individual objects.  
For more information, see *Grouping objects* on page 75. |
| You want to move, resize or otherwise change an object but can’t. A lock icon  
appears instead of a menu arrow when you select the object. | The object is locked, which prevents you from making changes to it. To unlock the object, select it, press its lock icon, and then select **Unlock**.  
For more information, see *Locking objects* on page 112. |
### Issue

<table>
<thead>
<tr>
<th>One object on a page covers another:</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="image1.png" alt="Diagram" /></td>
</tr>
</tbody>
</table>

You want to change this so that the second object covers the first:

| ![Diagram](image2.png) |

### Recommendation

As you create objects, newer objects cover older objects automatically if the objects are in the same position on the page. You can change the order of objects. For more information, see *Rearranging stacked objects* on page 67.

<table>
<thead>
<tr>
<th>When you fill an object with a picture that is larger than the object, the picture is cut off:</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="image3.png" alt="Diagram" /></td>
</tr>
</tbody>
</table>

Conversely, when you fill an object with a picture that is smaller than the object, the picture is tiled:

| ![Diagram](image4.png) |

When filling an object with a picture, select **Scale image to fit** to resize the picture to fit the object:

![Diagram](image5.png)

For more information, see *Changing objects’ properties* on page 60.
Troubleshooting gestures

<table>
<thead>
<tr>
<th>Issue</th>
<th>Recommendation</th>
</tr>
</thead>
<tbody>
<tr>
<td>The multitouch gestures described in this guide aren't working in SMART Notebook software.</td>
<td>Ensure that your interactive product supports multitouch gestures and that multitouch gestures are enabled.</td>
</tr>
</tbody>
</table>
Index

A

activation 208
Activity Builder 120
add-ons
  about 191
disabling 192
GeoGebra 82
identifying missing 192
installing 191
removing 193
SMART Blocks 162
using 191-192
XC Collaboration 193
Adobe Flash Player compatible files 86
Adobe Flash video files 88
AIFF files 89
animation 112
arcs 37-38
arrows 35
ASF files 89
attachments 97
audio encoders 89
audio files See sound files
automatic tasks
  grouping objects 76
  saving 18
AVI files 89, 166

B

backgrounds 116
BMP files 15, 21, 84, 200
bold text 42

C

Calligraphic pen type 32
cell padding 203
CFF files 17, 93
check marks 35
circles 35, 37
cloning
  objects 70
  pages 25
compasses 183
Concept Mapping 3
content
  inserting in .notebook files 79
  organizing 101
  sharing with other teachers 102
Crayon pen type 32
Creative pen type 33, 106
cropping
  images 68
crosses 35
Customer Experience Program 211

D

default program for .notebook files 197
diamonds 35
digital ink
  about 32
  converting to text 40, 157-158
  erasing 35
  troubleshooting 214
  writing or drawing 32
document cameras 85
downloads 89
drop cap 42
Dual-User mode 188
Dual Page view 147
freehand objects See digital ink
Full Screen view 143

E
e-mail 22
encoders 89
eraser 35
Essentials for Educators See Gallery
Essentials
exports 15, 102

F
fading objects 153, 161
feature request e-mails 211
feedback 211
files
attaching to .notebook files 97
attaching to e-mail messages 22
creating 13
cutting, copying, and pasting content from 89
displaying in Dual-User mode 188
displaying in Dual Page view 147
displaying in Full Screen view 143
displaying in Transparent Background view 145
exporting 15
importing 90-91, 93
linking to objects 109
opening 13
printing 17
reducing size of 199
saving 14
saving automatically 18
troubleshooting 213
Flash files See Adobe Flash Player compatible files
Flash video files See Adobe Flash video files
flip cards 128
footers 16, 18

G
Gallery
adding themes to 119
adding your content to 99
applying backgrounds and themes from 118
exporting content from 102
finding and working with content from 80
importing content to 102
organizing your content in 101
Gallery Essentials 80
Gallery Sampler See Lesson Activity Examples
GeoGebra
finding and working with content from 82
gestures
about 11
setting preferences for 198
troubleshooting 217
types of
flick 64
panning 142
pinch to zoom 142
rotate 74
scale 71
shake 76, 198
swipe 23
GIF files 15, 21
GPU acceleration 175
for SMART Recorder 175
graphics See pictures
groups
object 75, 215
pages 28

H
handouts 17
INDEX

handwriting, conversion to text of 40, 157-158
  setting language for 204
headers 16, 18
heptagons 36
hexagons 35-36
highlighter 33
HTML files 15

I

images See pictures
imports 90-93, 102
Interactive Whiteboard Common File
  Format 17, 93
Internet browsers 96
invisible areas See transparent areas
italicized text 42

J

JPEG files 15, 21, 84

K

keyboards 205

L

languages 40, 157-158, 204
Lesson Activity Builder 3
Lesson Activity Examples 80
Lesson Activity Toolkit 80
lines 38
links
  adding to objects 108, 160
  showing 148
Linux operating systems 14
locked objects 112, 215

M

Mac OS X operating system software 14
Magic pen tool 33
Magic Pen tool 153
magnification 141, 154
math editor 94
mathematical symbols 44
measurement tools
  about 176
  setting preferences for 201
  types of
    compass 183
    Geodreieck protractor 181
    protractor 178
    rulers 176
MediaCoder 89
menu arrows 58
MOV files 89
MP3 files See sound files
MPEG files 89
multimedia files 86
multiple interactive products 148
music files See sound files
My Content category 101

N

names
  of files 14, 200
  of page groups 28
  of pages 26
Node 135
.notebook file format 14, 197
Notebook software See SMART Notebook

O

objects
  adding links to 108, 160
  adding to tables 48
  adding to the Gallery 99
  aligning 65
  animating 112
  clearing all from a page 185
cloning 70
cropping 68
cutting, copying and pasting 67
deleting 77
erasing 35
fading 153, 161
flipping 75
grouping 75
locking 112
moving 64
moving to other pages 65
rearranging 67
resizing 70
resizing text 43
rotating 73
selecting 58
setting fill and line style for 60
troubleshooting 215
octagons 36
online resources 83
ovals 37

P

padding 203
page numbers 16, 18
pages
adding to the Gallery 100
clearing 185
cloning 25
creating 24
deleting 29
displaying 23
displaying in Dual-User mode 188
displaying in Dual Page view 147
displaying in Full Screen view 143
displaying in Transparent Background view 145
extending 25
grouping 28
hiding with Screen Shades 151
linking to objects 108
moving objects between 65

panning 142
pinning 147
printing 17
rearranging 27
recording 114, 149
renaming 26
setting backgrounds for 116
zooming in and out 141
Paint Brush pen type 33
panning 142
parallelograms 35
PDF files
attaching to e-mail messages 22
exporting 16
pens
types of
Calligraphic 32
Crayon 32
Creative 33, 106
Highlighter 33
Magic 33, 153
Paint Brush 33
Shape Recognition 33, 37
Standard 32
Text 33
pentagons 35-36
performance, improving
disabling hardware acceleration 175
for SMART Recorder
disabling hardware acceleration 175
reducing screen resolution 174
reducing screen resolution 174
photographs See pictures
pictures
about 84
creating transparent areas in 85
exporting files to 16
inserting from a scanner 85
inserting from a SMART Document Camera 85
inserting from files 84
reducing file sizes of 199
PNG files 15, 21, 84
polygons 36
INDEX

PowerPoint 16, 48, 92
preferences
  gestures 198
  image optimization 199
  measurement tools 201
  table cell padding 203
Preferences
  new page default color 201
printers 17, 90-91
product keys 208
protractors 178
proxy servers 97

Q

QuickTime files See MOV files

R

rectangles 35, 37
regular polygons 36
resize handle 71
rulers 176

S

scanners 85
screen resolutions 174
Screen Shades 151-152
set squares See Geodreieck protractors
Shape Recognition Pen tool 33, 37
shapes
  about 35
  creating with the Regular Polygons tools 36
  creating with the Shape Recognition Pen tool 37
  creating with the Shapes tool 35
shortcuts 98
Single-User mode 188
SMART Blocks 162
SMART Board 800 series interactive whiteboards 188
SMART Board D600 series interactive whiteboards 188
SMART Board Tools 3
SMART Document Cameras 85
SMART Exchange 83, 104, 191
SMART Ink
  about 2
SMART Notebook 2
SMART Notebook Document Writer 91
SMART Notebook Print Capture 90
SMART Product Drivers 2
SMART Product Update 207
SMART Recorder
  about 163
  adding watermarks 169
  changing file location 167
  changing video and audio quality 165
  changing video format 166
  hiding 164
  recording 171
  sharing recordings 175
  starting 164
SMART Uninstaller 205
sound files 110, 149
spell checker 44, 204
spotlight 156
squares 35-37
stacks of objects 67
straight lines 38
SWF files See Adobe Flash Player compatible files

T

t-squares See Geodreieck protractors
tables
  about 46
  adding cell shades to 152
  adding columns, rows or cells to 53
  adding objects to 48
  changing properties for 50
  creating 46
  moving 50
removing 55
removing cell padding from 203
removing cell shades from 152
removing columns, rows or cells from 53
selecting 49
splitting or merging cells in 54
Team Content categories 103, See also My Content category
text
  checking spelling of 44
  converting handwriting to 40, 157-158
  cutting 45
  editing 41
  including mathematical symbols in 44
  resizing 43
  typing 40
Text pen type 33
themes
  applying 118
  creating 119
thumbnails
  in printouts 17
  in the Page Sorter 23
TIFF files 84
tool change notifications 10
toolbars
  Full Screen 144
  SMART Notebook 195, 213
  Transparent Background 145
transparent areas 85
Transparent Background view 145
trapezoids 35
triangles 35-37
troubleshooting
  digital ink 214
  files 213
  gestures 217
  objects 215
  SMART Notebook software window and toolbar 213

U
  underlined text 42
  updates 207

V
  video encoders 89
  videos 88
    recording 163
  volume 149

W
  watermarks 169
  WAV files 89
  web browsers See Internet browsers
  web pages 15, 98, 108
  widgets 83
  Windows Media files 89, 166
  Windows operating systems 14
  WMF files 84
  Word 48

X
  XBK files 13

Z
  zooming in and out 141, 154