

PLEASE THINK BEFORE YOU PRINT



SMART Notebook™ 10.7

User's Guide

Mac OS X Operating System Software

Extraordinary made simple™

SMART™

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Product Key: _____

Date of Purchase: _____

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Patent No. US6320597; US6326954; US6741267; US7151533; US7499033; US7757001; and CA2252302. Other patents pending.

01/2011

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Chapter 1

An introduction to creating SMART Notebook files

Introduction to SMART products

SMART interactive products, including the SMART Board™ interactive whiteboard and the SMART Podium™ interactive pen display, detect contact with the screen and send each contact point, along with Pen tool information, to the connected computer. SMART Notebook collaborative learning software translates the information into mouse clicks and digital ink. SMART Notebook software enables you to perform normal computer operations by pressing the screen with your finger (on interactive whiteboards) or tethered pen (on interactive pen displays).

You can write or draw on the screen using digital ink, and then save or erase your notes.

Introduction to SMART Notebook

SMART Notebook software is a suite of programs that you can use with your SMART interactive product.

You can use SMART Notebook software to create lessons or presentations. Each .notebook file contains a series of pages and each page has its own objects, properties and settings. You can add freehand objects, geometric shapes, straight lines, text, graphics, Adobe® Flash® Player compatible content and tables to a page. You can manipulate and edit these objects at any time.

You can save in a format that opens in SMART Notebook software on a Windows®, Mac or Linux® operating system. You can also export your file in a variety of formats, including HTML and PDF.

The Page Sorter displays all of the pages in the current file in thumbnail format. SMART Notebook automatically updates these thumbnails when you change the contents of the pages.

CHAPTER 1

An introduction to creating SMART Notebook files

You can copy clip art, backgrounds, multimedia content, and other .notebook files and pages to your page from the Gallery. The Gallery also provides access to the following resources:

- Gallery Essentials – a collection of thousands of subject-specific images and multimedia content
- Lesson Activity Toolkit – a collection of customizable tools and templates that you can use to create professional-looking and interactive lessons
- SMART Exchange™ online community – an online community where you can search for lesson plans, images, and more and contribute your own materials

You can attach a copy of a file, a shortcut to a file or a web page link to a file. This enables you to quickly find and open files and web pages when you present your file.

Chapter 2

The SMART Notebook window

The SMART Notebook window provides a number of ways to look at and interact with a .notebook file.

The whiteboard area displays the current page and enables you to create, edit and manipulate objects on a page.

The Page Sorter displays thumbnails of the pages in the current file. It allows you to organize pages and move objects from page to page. You can view any page by pressing its thumbnail in the Page Sorter.

The Gallery contains clip art, backgrounds, and .notebook files and pages that you can use in your presentations. Thumbnails within the Gallery provide previews of gallery content images. The Gallery also provides access to the SMART Learning Marketplace and other online resources.

The Attachments tab enables you to attach a copy of a file, a shortcut to a file or a web page link to your file.

The Properties tab enables you to change the options for the object you select. For example, if you select a shape, the Properties tab displays options for changing fill effects, line style and object animation.

The SMART Notebook toolbar enables you to select and use a variety of commands and tools.

TIP

During a presentation, display the SMART Notebook window in Full Screen view. This view hides the tabs and the SMART Notebook toolbar. It provides the greatest possible whiteboard area and allows you to return to the standard view at any time.

To open a SMART Notebook window

Press **Notebook**  in the Dock.

i NOTE

If your computer's display refresh rate is less than 60 Hz, a warning message appears when you first open the SMART Notebook window. You can change the display refresh rate by opening **System Preferences > Displays** in Mac OS X operating system software.

SMART Notebook toolbar

The SMART Notebook toolbar enables you to select and use a variety of commands and tools within the *SMART Notebook* window.

You can move the toolbar to the top or bottom of the interactive screen.

You can customize the toolbar so that it includes the tools you use most frequently.

The following table describes the functions of each toolbar button in the default SMART Notebook toolbar.

Button	Command	Action
	Previous Page	Display the previous page in the current file.
	Next Page	Display the next page in the current file.
	Insert Blank Page	Insert a new, blank page in the current file.
	Open Document	Open a .notebook file.
	Save Document	Save the current file.
	Paste	Paste clipboard contents on the page.
	Undo	Reverse the effect of the last action.
	Redo	Reinstate the last action reversed with the Undo command.
	Delete	Delete all selected objects.
	Screen Shade	Add a Screen Shade to the current page.
	Full Screen	Display the current page in Full Screen view.

CHAPTER 2

The SMART Notebook window

Button	Command	Action
	Dual Page Mode	Display two pages side by side.
	Dual Write Mode	Enable two people to work simultaneously. This button appears in the default toolbar only if you're using a SMART Board D600 series interactive whiteboard.
	Screen Capture	Open the <i>Capture</i> toolbar.
	SMART Document Camera	Inserts an image from a SMART Document Camera.
	Insert Table	Insert a table on the current page.
	Select	Select objects on the current page.
	Pens	Draw a freehand object on the current page.
	Calligraphic Pens	Draw freehand objects in calligraphic ink. This button appears in the default toolbar only if your computer is connected to a SMART interactive product.
	Magic Pen	Create freehand objects that slowly fade, open a magnification window or open a spotlight window using the Magic Pen.
	Creative Pen	Draw a freehand object on the current page using a Creative Pen.
	Eraser	Erase objects on the current page.
	Lines	Draw a straight line on the current page.
	Shapes	Draw a shape on the current page.
	Regular Polygons	Insert a regular polygon.
	Measurement Tools	Use a ruler, protractor, Geodreieck protractor or compass.
	Shape Recognition Pen	Draw a freehand object on the current page that SMART Notebook recognizes and converts into a rectangle, ellipse, triangle or arc.
	Fill	Define a fill effect, and then apply it to objects.

CHAPTER 2

The SMART Notebook window

Button	Command	Action
	Text	Select a font for your next text object.
	Properties	Display the Properties tab.
	Move Toolbar	Move the SMART Notebook toolbar to the top or bottom of the interactive screen.

The following table describes the functions of each toolbar button that you can add to a customized SMART Notebook toolbar.

Button	Command	Action
	Insert Question	Insert a SMART Response™ or Senteo™ question on the current page.
	Adjust Volume	Adjusts the volume of your computer.
	Pin Page	Pins a page to continue displaying it in the whiteboard area when you select other pages in dual page mode.
	Print	Prints the current file.
	Zoom	Select a different page magnification.
	Show All Links	Display an animated indicator around each object that has a link.
	Customize	Customize the toolbar so that it includes the tools you use most frequently.
	Welcome Center	Open the Welcome Center.
	SMART Keyboard	Start SMART Keyboard.
	SMART Recorder	Start SMART Recorder.
	Instant Conferencing	Create a SMART Bridgit™ software conference, join a conference or configure conference settings.
	Clear Page	Erase all digital ink and delete all objects from the interactive screen.
	Show/Hide Alignment	Display guidelines on a page to assist you in aligning objects with other objects.
	Clone Page	Insert a duplicate of an existing page.

CHAPTER 2

The SMART Notebook window

The SMART Notebook toolbar can also include separators and spaces.

To customize the SMART Notebook software toolbar

1. Control-click the SMART Notebook toolbar, and then select **Customize Toolbar**.

A list of available tools appears.

NOTE

If you add the Customize tool to your SMART Notebook toolbar, you can also display a list of available tools by pressing **Customize** .

2. To add a button to the toolbar, press its icon in the *Customize Toolbar* dialog box, and then drag it to the SMART Notebook toolbar.
3. To remove a button from the toolbar, press its icon in the SMART Notebook toolbar, and then drag it to the *Customize Toolbar* dialog box.
4. To rearrange the buttons, press an icon in the SMART Notebook toolbar, and then drag it to a new position in the toolbar.
5. Press **Done**.

To restore the default SMART Notebook toolbar

1. Control-click the SMART Notebook toolbar, and then select **Customize Toolbar**.

A list of available tools appears.

2. Press the **default set**, and then drag it to the SMART Notebook toolbar.
3. Press **Done**.

To control how the toolbar displays available options

When you select certain toolbar buttons, SMART Notebook displays available options. For

example, if you press the **Pens** button , a selection of available line styles appears. By default these line styles remain on-screen until you press a different toolbar button or press the X button to the right of the available options. However, you can set up the available options to disappear when you press anywhere in the whiteboard area.

If you want the available options to disappear when you press anywhere in the whiteboard area, select **View > Auto-Hide Contextual Toolbar**.

If you want the available options to remain on-screen until you select a different toolbar button or the X button, clear the selection of **View > Auto-Hide Contextual Toolbar**.

CHAPTER 2

The SMART Notebook window

To move the SMART Notebook toolbar

To move the toolbar to the bottom of the screen, press **Move Toolbar** .

To move the toolbar to the top of the screen, press **Move Toolbar** again.

NOTE

The toolbar is more accessible to children and shorter adults when it's at the bottom of the interactive screen.

Displaying your file in Full Screen view

In Full Screen view, SMART Notebook expands the whiteboard area to the size of the interactive screen by hiding the title bar, toolbar, Page Sorter, Gallery, Attachments tab and Properties tab. You can access commonly used commands using the *Full Screen* toolbar.

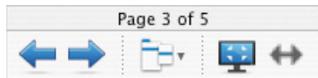
TIP

Use Full Screen view when presenting in front of a group. This view maximizes the available workspace for writing notes and displaying pages.

To display your file in Full Screen view

Press **Full Screen**  or select **View > Full Screen**.

The title bar, toolbar, Page Sorter, Gallery, Attachments tab and Properties tab disappear and the *Full Screen* toolbar appears.



TIP

If gray bars appear on the sides of the page, you can change the magnification level to the page's width to hide them by selecting **More Options**  **> Page Width**.

To use the Full Screen toolbar

Press **Previous Page**  to display the previous page.

Press **Next Page**  to display the next page.

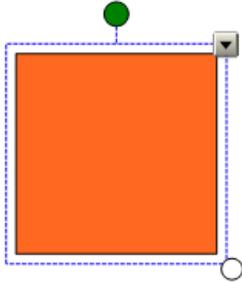
Press **More Options**  to open a menu of options.

Press **Full Screen**  to return to the standard view and display the SMART Notebook toolbar and tabs.

Press **More/Less Buttons**  to display **Blank Page**, **Undo**, **Select** and **Magic Pen** buttons. Press **More/Less Buttons** again to hide these buttons.

Menu arrows

When you select an object, a menu arrow appears in the object's top right corner. You can press the menu arrow to display a menu of commands.



Similarly, when you select pages in Page Sorter or items in the Gallery, a menu arrow appears in the top right corner of the page's or item's thumbnail. You can access menu commands by pressing this menu arrow.

Fonts toolbar

When you type new text or edit existing text, the *Fonts* toolbar appears.



You can use this toolbar to change the formatting of an entire text object or specific words or characters within a text object.

NOTE

You can also change font properties in the Properties tab.

Selecting a page magnification

You can zoom in to or out of the whiteboard area. You can also set the page to fit your display or set the page's width to the same width as the display.

If your SMART interactive product supports them, you can zoom in or out and pan using multitouch gestures.

To select a page magnification

1. Select **View > Zoom**.
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 the display.

NOTES

- SMART Notebook saves this magnification setting. The next time you create or open a .notebook file, the page appears at this magnification level.
- If you customize the SMART Notebook toolbar to include the **Zoom** tool, you can also select a page magnification by pressing **Zoom** , and then selecting a magnification level.

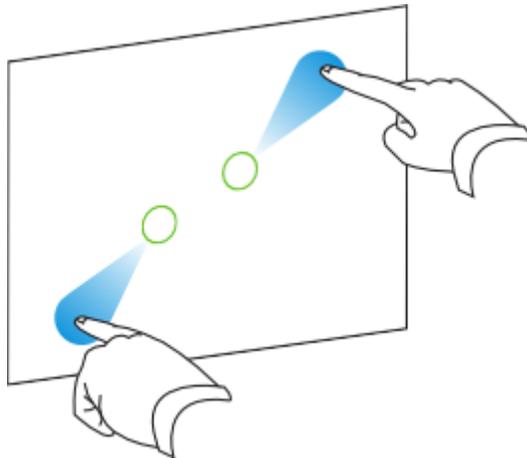
To zoom in or out using multitouch gestures

1. Using one finger on each hand, press the screen at opposite ends.

NOTE

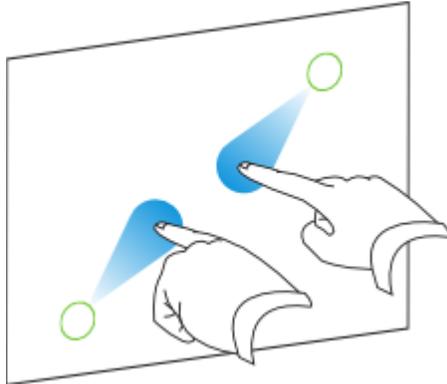
To avoid selecting an object, ensure you press empty areas of the screen.

2. Drag your fingers in opposite directions to zoom in.



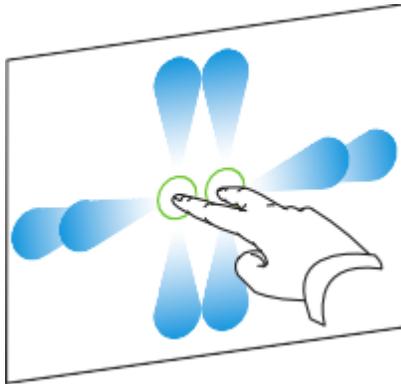
OR

Drag your fingers toward each other to zoom out.



To pan using multitouch gestures

1. Using two fingers on the same hand, press and hold the screen.
2. Drag your fingers up, down, left or right.



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

Displaying dual pages

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.

To display dual pages

Press **Dual Page Display** .

A second page appears in the whiteboard area. A red border indicates the active page.

To display a single page

Press **Single Page Display** .

Pinning a page

When you're displaying dual pages, you can pin a page to continue displaying it in the whiteboard area when you select other pages in the Page Sorter.

To pin a page

1. If you haven't done so already, display dual pages.
2. Select the page immediately after the page you want to continue displaying.

The page you select appears on the right side of the dual display. The page you want to continue displaying appears on the left side of the dual display.

3. Select **View > Zoom > Pin Page**.

Pin icons appear in the top corners of the pinned page.

NOTE

If you customize the SMART Notebook toolbar to include the **Pin Page** tool, you can also pin a page by pressing **Pin Page** .

To unpin a page

Clear the selection of **View > Zoom > Pin Page**.

NOTE

If you customize the SMART Notebook toolbar to include the **Pin Page** tool, you can also unpin a page by pressing **Pin Page** .

Displaying links

You can attach a copy of a file, an alias to a file, a link to a web page or a sound file to any object on a page. You can display an animated indicator around each object that has a link.

NOTE

For more information on adding links, see page 39.

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 bottom left corner. The indicators disappear automatically after several seconds.

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The SMART Notebook window

NOTE

Select **View > Show All Links When Page Opens** again 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 bottom left corner. The indicators disappear automatically after several seconds.

CHAPTER 2
The SMART Notebook window

Chapter 3

Working with .notebook files

You can create, open, save and print .notebook files the way you would files in other programs. You can also export .notebook files in a variety of formats, including HTML and PDF.

Creating a new file

When you open the SMART Notebook window, a new .notebook file opens automatically. However, you can create a new file at any time.

To create a new file

Select **File > New**.

Opening a file

With SMART Notebook 10, you can open:

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

After you open a file, you can save the file as a .notebook or .xbk 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** .

The *Open* dialog box appears.

2. Browse to and select the file you want to open.
3. Press **Open**.

TIP

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

Saving a file

By default, SMART Notebook saves your files in .notebook format. Anyone with SMART Notebook software version 9.5 or later for the Windows, Mac or Linux operating system installed on their computer can open a .notebook file.

NOTE

The default file format for SMART Notebook version 10 is .notebook, but the default file format for versions 8, 9.0 and 9.1 is .xbk. If you want to open your file in SMART Notebook 8, 9.0 or 9.1, save your file with the .xbk extension. However, the .xbk format doesn't support some of the objects and properties available in SMART Notebook 10. If you save your file in the .xbk format, SMART Notebook doesn't save the objects or properties in your file that the .xbk format doesn't support. Also, if you create text in SMART Notebook 10 and save your file in .xbk format, you aren't able to edit the text in SMART Notebook 8, 9.0 or 9.1.

To save a new file

1. Press **Save** .
2. Type a name for the file in the *Save As* box.
3. Select the folder where you want to save the new file.
4. If you want to make sure that your file retains its formatting, select the **SMART Notebook File** file type.

OR

If you want to create a file that you can open with SMART Notebook software 8, 9.0 and 9.1, select the **SMART Notebook XBK File** file type.

5. Press **Save**.
6. If you're saving your file in the .xbk format and there are objects or properties in your file that the .xbk format doesn't support, a dialog box appears indicating that SMART Notebook won't save these objects or properties if you continue. Press **Save Anyway**.

To save an existing file

Press **Save** .

To save a file with a new name or location

1. Select **File > Save As**.
2. Type a name for the file in the *Save As* box.
3. Select the folder where you want to save the new file.

CHAPTER 3

Working with .notebook files

4. If you want to make sure that your file retains its formatting, select the **SMART Notebook File** file type.

OR

If you want to create a file that you can open with SMART Notebook software 8, 9.0 and 9.1, select the **SMART Notebook XBK File** file type.

5. Press **Save**.
6. If you're saving your file in the .xbk format and there are objects or properties in your file that the .xbk format doesn't support, a dialog box appears indicating that SMART Notebook won't save these objects or properties if you continue. Press **Save Anyway**.

To save all open files

Select **File > Save All**.

Printing files or pages

You can print .notebook files or pages from .notebook files. You can print the pages as thumbnails, handouts or full pages.

To print files or pages

1. Select **File > Print**.

The *Print* dialog box appears.

NOTE

If you customize the SMART Notebook toolbar to include the **Print** tool, you can also open the *Print* dialog box by pressing **Print** .

2. If you want to print thumbnails, select **Thumbnails**.

OR

If you want to print handouts, select **Handouts**. Handouts include space on the printed page for handwritten notes.

OR

If you want to print full pages, select **Full Page**.

3. To add a header, footer or date to each printed page, type it in the *Header*, *Footer* and *Date* boxes.
4. To add a page number to each printed page, select the **Show page numbers** check box.
5. To include borders around each page from the .notebook file, select the **Show page borders** check box.

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Working with .notebook files

6. If you're printing thumbnails, select a layout:
 - a. Select **Full Page** (one thumbnail per printed page), **Large** (two thumbnails per printed page), **Medium** (four thumbnails per printed page) or **Small** (six thumbnails per printed page).
 - b. To include the page name, select the **Show thumbnail titles** check box.
7. If you're printing handouts, select a layout:
 - a. Select **Large** (one page from your .notebook file per printed page), **Medium** (two pages from your .notebook file per printed page) or **Small** (three pages from your .notebook file per printed page).
 - b. To include the page name, select the **Show thumbnail titles** check box.
8. Press **Continue**.
9. To print the file, select **All**.
OR
To print selected pages, select **From**, and type the page numbers of the page range you want to print.
10. Select other print settings, including the printer name and the number of copies.
11. Press **Print**.

Chapter 4

Working with the pages of a .notebook file

Each .notebook file is composed of a series of pages, each with its own objects, properties and settings. You can add freehand objects, geometric shapes, straight lines, text, graphics, Adobe Flash Player compatible content and tables to a page.

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

You can also change a page's background, extend a page's height, rename a page, rearrange the page order within a file and add a Screen Shade to a page prior to a presentation.

Displaying a page

You can display a page using the Page Sorter. You can display the next or previous page in the current file using the SMART Notebook toolbar or the **View** menu.

■ 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

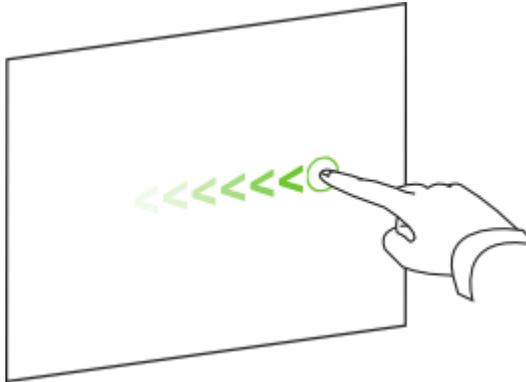
Press **Next Page** .

OR

CHAPTER 4

Working with the pages of a .notebook file

If your SMART interactive product supports multitouch gestures, quickly flick your finger right to left across the screen.

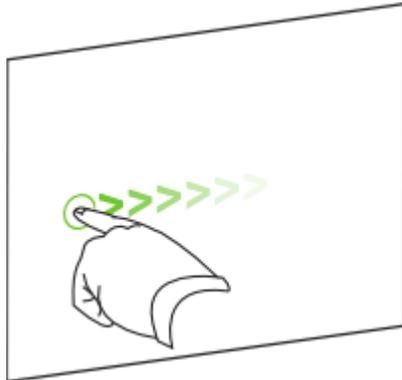


To display the previous page in a file

Press **Previous Page** .

OR

If your SMART interactive product supports multitouch gestures, quickly flick your finger left to right across the screen.



Inserting a page

You can insert a blank page in the current file using the SMART Notebook toolbar, the **Insert** menu or the Page Sorter.

To insert a page using the SMART Notebook toolbar

Press **Insert Blank Page** .

The new page appears after the current page.

To insert a page using the Insert menu

Select **Insert > Blank 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 a page

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

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.

Deleting a page

You can delete a page from your file.

 **TIP**

As an alternative to deleting the page, you can clear all of its objects.

 **To delete a page using the Edit menu**

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

 **NOTE**

Make sure you display the page you want to delete before you complete the next step. SMART Notebook doesn't confirm that you want to delete the page.

2. Select **Edit > 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.

 **NOTE**

Make sure you select the thumbnail of the page you want to delete before you complete the next step. SMART Notebook doesn't confirm that you want to delete the page.

3. Press the thumbnail's menu arrow, and then select **Delete Page**.

Changing the background of a page

You can change a page's background color to another color, a gradient of two colors, a pattern or an image.

 **To change a background to a solid color**

1. Select **Format > Background Color**.
The *Properties* tab displays *Fill Effects* options.
2. Select **Solid Fill**.
3. Press a color in the palette.

CHAPTER 4

Working with the pages of a .notebook file

To change a background to a gradient of two colors

1. Select **Format > Background Color**.
The *Properties* tab displays *Fill Effects* options.
2. Select **Gradient Fill**.
3. Press a color in each of the color palettes.
4. Select an option in the *Style* list.

To change a background to a pattern

1. Select **Format > Background Color**.
The *Properties* tab displays *Fill Effects* options.
2. Select **Pattern Fill**.
3. Press a pattern.
4. Press **Foreground Color**, press a color in the palette, and then press **OK**.
5. Press **Background Color**, press a color in the palette, and then press **OK**.

To change a background to an image

1. Select **Format > Background Color**.
The *Properties* tab displays *Fill Effects* options.
2. Select **Image Fill**.
3. Press **Browse**.
4. Browse to and select the image you want to use as a background, and then press **Open**.

To remove a background

1. Select **Format > Background Color**.
The *Properties* tab displays *Fill Effects* options.
2. Select **Solid Fill**.
3. Press **No Fill** in the color palette.

NOTE

If you want to remove a background that you applied to a page using the Gallery, you must remove it using the pop-up menu. For more information, see page 25.

Applying a background or a theme to files, groups or pages

You can customize a page, all the pages in a group, or all the pages in a file using a predefined background or theme.

i **NOTE**

The Gallery includes a selection of backgrounds and themes, but you can also create your own customized themes. For more information on adding themes to the Gallery, see page 84.

To apply a background or a theme

1. If the Gallery isn't visible, press **Gallery** .
2. Select **My Content** in the Gallery's category list to view the backgrounds and themes you created or imported.

OR

Select **Gallery Essentials** or **Gallery Sampler** to view predefined backgrounds and themes you installed with the software.

The Gallery displays thumbnails of the available backgrounds and themes.

3. Select **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. To apply the background or theme to all pages in a file, select **Insert theme on all pages**, and then press **OK**.

OR

To apply the background or theme to all pages in the current group, select **Insert theme on all pages of current group**, and then press **OK**.

OR

To apply the background or theme to the current page, select **Insert theme on current page only**, and then press **OK**.

CHAPTER 4

Working with the pages of a .notebook file

To remove a background or a theme

1. Control-click the whiteboard area.
2. Select **Delete Theme**.

NOTE

- You remove the background or theme from all the pages to which you applied it.
- If you want to remove a background that you applied using the Properties tab, you must remove it using the Properties tab. For more information, see page 23.

Extending a page

If you need more room at the bottom of a page, you can extend the page vertically without affecting the page's width.

To extend a page

1. If you're displaying the page in Entire Page view, select a different page magnification.
2. Press the **Extend Page** link at the bottom edge of the page.

Renaming a page

When you insert a page, SMART Notebook software automatically names this 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. Press the thumbnail of the page you want to rename.
3. Press the thumbnail's menu arrow, and then select **Rename Page**.
4. Type a new name for the page.

NOTE

If a keyboard isn't accessible, type the new name using the SMART Keyboard.

5. Press elsewhere on the screen.

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.

Adding a screen shade to a page

If you want to cover information and reveal it slowly during a presentation, you can add a Screen Shade to a page.

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.

NOTE

The Screen Shade appears over the current page only and doesn't appear over other pages or other programs.

To add a Screen Shade to a page

Press **Screen Shade** .

A Screen Shade appears over the entire page.

To reveal part of the page

The small circles at the edges of the Screen Shade are resize handles. Press and drag a resize handle to reveal part of a page.

To remove the Screen Shade from a page

Press **Screen Shade** .

Chapter 5

Creating objects

You can add objects to a page, including freehand objects, shapes, lines, text, graphics and Adobe Flash Player compatible files. You can:

- Write or draw freehand objects using the Pens, Creative Pens and Calligraphic Pens tools.
- Add shapes using the Shapes tool or draw shapes using the Shape Recognition tool.
- Draw lines using the Lines tool.
- Add text using the Text tool or convert handwritten text.
- Insert graphics files.
- Insert images from a SMART Document Camera™.
- Insert Adobe Flash Player compatible files or video files.
- Insert SMART Response or Senteo title pages and questions.
- Add a link to an object.
- Add a sound file to an object.
- Animate objects.

Writing or drawing objects

The easiest way to write or draw objects is to use pen tray pens (on interactive whiteboards) or a tethered pen and pen tool buttons (on interactive pen displays).

You can also create freehand objects using the **Pens** toolbar button.

 **TIPS**

- Don't rest your elbow or the palm of your hand on the screen while you're writing. Also, constantly press the interactive screen while writing. This ensures that the interactive product registers contact points continuously.
- If you draw or write multiple objects, SMART Notebook software groups the objects automatically, enabling you to interact with them as a single object. For example, if you write the letters of a word, SMART Notebook groups the individual letters, allowing you to interact with the whole word. If you want to write words on the same line but don't want them grouped, 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.
- If you want to write in small letters, write large characters, and then reduce their size.

You can customize the appearance of digital ink, including its thickness, color, line style and more.

 **To create freehand objects with the Pens tool**

1. Press **Pens**  , and then select an available line type.
2. Create freehand objects by writing or drawing on the interactive screen.

 **TIP**

If the available line types cover the area you want to write or draw on, press the X symbol to the right of the available line types.

 **To customize the appearance of digital ink**

1. Press **Pens**  , and then select an available line type.

 **TIP**

Select the line style that you use the least because your customized line style will replace it in the list of available styles.

2. If the Properties tab isn't visible, press **Properties**  .
3. Press **Line Style**.

4. Select the properties of the line style, including its color and thickness.

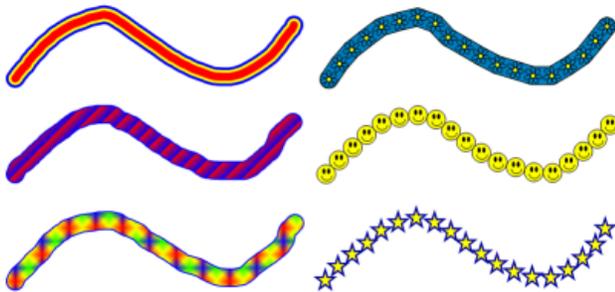
i NOTE

If you want to save the line style for future use, press **Save Tool Settings**.

5. Create freehand objects by writing or drawing on the interactive screen.

Writing or drawing objects with Creative Pens

If you want to add colorful elements to your presentations, you can draw freehand objects using the Creative Pens tool. The Creative Pens tool enables you to draw a line of rainbow colors, smiley faces, stars and more.



Some examples of SMART Notebook's creative pens

To create freehand objects with the Creative Pens tool

1. Press **Creative Pens** , and then select an available line type.
2. Create freehand objects by writing or drawing on the interactive screen.

i NOTE

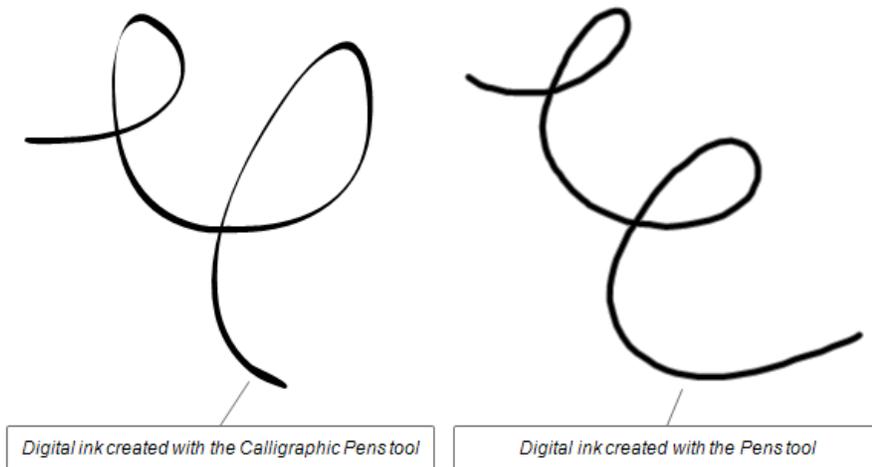
Although you can use the Creative Pens tool to write words, SMART Notebook isn't able to convert these words into typed text using the handwriting recognition feature.

💡 TIP

If the available line types cover the area you want to write or draw on, press the X symbol to the right of the available line types.

Writing or drawing objects with the Calligraphic Pens tool

The Calligraphic Pens tool is like the Pens tool, but it smoothes your writing or drawing and produces lines of varying thickness. It's useful for teaching students handwriting.



i NOTE

The Calligraphic Pens tool is available only if your computer is connected to a SMART interactive product.

To write or draw digital ink with the Calligraphic Pens tool

1. Press **Calligraphic Pens** , and then select a line type.
2. Write or draw digital ink on the page.

Creating shapes

You can use the Shapes tool to create a variety of shapes, including geometric shapes, check marks, an X shape and more.

You can add a shape to your page, and then edit its properties. As an alternative, you can customize a shape's outline color, fill color, line thickness, line style and transparency, and then add it to your page.

i NOTE

To remove a shape from a page, you must delete it. The Eraser tool doesn't remove shapes.

To add a shape to a page

1. Press **Shapes** , and then select an available shape.
2. 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.
- If the available shapes cover the area you want to place the object in, press the X symbol to the right of the available shapes.

To customize a shape

1. Press **Shapes** , and then select an available shape.
2. If the Properties tab isn't visible, press **Properties** .
3. Press **Line Style**.
4. Select the color, thickness and style for the shape's outline.
5. Press **Fill Effects**.
6. Select the transparency and fill effects for the shape.

NOTE

If you want to save this shape for future use, press **Save Tool Settings**.

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

TIP

You can create perfect circles, squares, triangles and other shapes by holding down SHIFT as you draw the shape.

Drawing shapes

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

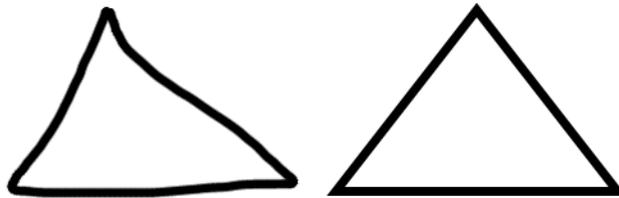
NOTE

To remove a shape from a page, you must delete it. The Eraser tool doesn't remove shapes.

To draw a shape with the Shape Recognition tool

1. Press **Shape Recognition** .
2. Draw a shape on the interactive screen.

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



SMART Notebook recognizes the drawing as a triangle and replaces your drawing on the page with a triangle.

3. To customize the shape, select the shape, and then edit its properties.

Drawing straight lines

You can use the Lines tool to draw straight lines.

You can add a line to your page, and then edit its properties. As an alternative, you can customize the line, including its style, color and endings, and then add it to your page.

NOTE

To remove a straight line from a page, you must delete it. The Eraser tool doesn't remove straight lines.

To draw a line

1. Press **Lines** , and then select an available line style.
2. Create a straight line by pressing where you want the line to start and drag to where you want the line to end.

TIP

If the available line styles cover the area you want to create the line in, press the X symbol to the right of the available line types.

To customize a line

1. Press **Lines** , and then select an available line style.
2. If the Properties tab isn't visible, press **Properties** .

3. Press **Line Style**.
4. Select the color, thickness and style for the line.

 **NOTE**

If you want to save this line style for future use, press **Save Tool Settings**.

5. Create a straight line by pressing where you want the line to start and drag to where you want the line to end.

Typing text

You can type text in a page. You can customize the text, including its font style, size and color.

 **NOTE**

To remove text from a page, you must delete it. The Eraser tool doesn't remove text.

To type text

1. If a keyboard isn't accessible, open the SMART Keyboard.
2. Press **Text** , and then select an available font style.

 **TIP**

If the available font styles cover the area you want to write in, press **Text**  again to hide the font styles.

3. Press where you want the text to start.
The *Fonts* toolbar and a text object appears.
4. Change the properties of the text, including its font style, size and color, using the *Fonts* toolbar.

 **NOTES**

- You can also use the *Fonts* toolbar to control alignment, create subscripts and superscripts, create bulleted lists and add mathematical symbols.
 - You can also edit the formatting of the text using the options in the Properties tab.
5. Type your text.
 6. After you finish typing, press outside of the text object.

Converting handwriting to typed text

You can write on the interactive screen using the Pens tool or the Calligraphic Pens tool and convert your writing to typed text. SMART Notebook converts handwriting in the language set in the system preferences.

NOTE

Although you can use the Creative Pens tool to write words, SMART Notebook isn't able to convert these words into typed text.

To convert handwriting to typed text

1. Write your text on the interactive screen.

TIP

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

2. Select your text.

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

3. Press the text object's menu arrow.

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

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

The selected word appears on the page.

Inserting mathematical symbols

When you type text on a page, the *Fonts* toolbar appears. Using this toolbar, you can insert a variety of mathematical and scientific symbols to 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.

The *Fonts* toolbar appears.



2. Press the **Mathematical Symbol** icon  in the *Fonts* toolbar.

The *Character Palette* dialog box appears.

3. Press a category.
A list of symbols appears.
4. Select the symbol you want to add to the text.
5. Press **Insert**.
The symbol appears in the text object.

Inserting graphics files

You can insert a graphics file into a page. SMART Notebook supports .bmp, .jpg, .png and .gif formats.

To insert a graphics file

1. Select **Insert > Picture File**.
The *Open* dialog box appears.
2. Browse to and select the picture you want to insert, and then press **Open**.

The picture appears in the upper left corner of the page. If you insert more than one picture, the pictures cascade on a single page.

TIP

If you want to use the picture in other pages, add it to the Gallery. You can insert a graphics file from the Gallery on any page. For more information on adding graphics to the Gallery, see page 82.

Inserting images from a SMART Document Camera

You can insert images from a SMART Document Camera into a page.

To insert an image from a SMART Document Camera

1. Select **Insert > Picture From SMART Document Camera**.
The *SMART Document Camera* window appears.
2. To change the image magnification, press the plus or minus buttons to the right of the magnification symbol .

3. To change the image focus, press the plus or minus buttons to the right of the focus symbol



i NOTE

As an alternative, press **AF** to automatically focus the image.

4. To change the image brightness, press the plus or minus buttons to the right of the brightness symbol .
5. Press **Capture to this page** to insert the image on the current page.

OR

Press **Capture to new page** to insert the image on a new page.

Inserting Adobe Flash Player compatible files into a page

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

i NOTE

The Gallery contains a selection of .swf files, and many sources of Adobe Flash Player compatible content are available online.

After you insert an Adobe Flash Player compatible file on your page, you can interact with it in the same way that you would in a web browser.

During a presentation, you can use an Adobe Flash object's menu arrow to control its playback.

i NOTES

- Adobe Flash Player compatible files on a page must be self-extracting. Files that load or rely on other .swf files don't work correctly.
- Unlike pictures, you can't drag an Adobe Flash object from a web browser and drop it on a page.

To insert an Adobe Flash Player compatible file from a .swf file

1. Select **Insert > Flash File**.

The *Open* dialog box appears.

2. Browse to and select the .swf file that you want to insert on the page.
3. Press **Open**.

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

i NOTE

As an alternative, you can insert an Adobe Flash Player compatible file from the Gallery. Each file appears in the Gallery as either an Adobe Flash icon or a thumbnail of the content with an Adobe Flash icon in the upper left corner.

Inserting Adobe Flash Player compatible video files

You can attach Adobe Flash Player compatible video files to any object on a page.

To attach an Adobe Flash video file to an object

1. Select an object.
2. Press **Insert > Video File**.
The *Open* dialog box appears.
3. Browse to and select the video file that you want to insert on the page.
4. Press **Open**.

i NOTE

SMART Notebook supports the .flv video format.

Inserting SMART Response or Senteo questions

SMART Response (formerly Senteo) interactive response system is an assessment tool designed to enhance learning. It enables you to ask your students questions and collect the results. You can create a SMART Response software question set using SMART Notebook.

i NOTE

Although you can create question sets using standard SMART Notebook software, you must install SMART Response software on your computer to run a question set.

To insert a SMART Response title page

1. Create a new page or display an existing blank page.
2. Select **Insert > SMART Response Title Page**.
An *Insert Title Page* dialog box appears.
3. Type a **Title**, **Subject** and **Topic**.

4. Select an assessment type.
OR
Select **Custom** from the *Type* list, enter a type and press **OK**.
5. Press **Add**.

To insert SMART Response questions

1. Select **Insert > SMART Response Question**.
The *Insert Question* dialog box appears.
2. Click the thumbnail of the question type you want to add, and then click **Next**.
3. Type the question in the text box.
4. If you use tags to create categories in your reports, type them in the *Tags* box using the examples, and then click **Next**.
5. For number, fraction or expression questions, type the correct answer or select the **Opinion** option.

For multiple choice or multiple answer questions, select the number of answers, type the answers in the text boxes, click **Next**, and then select the correct answers or the **Opinion** option.

For text answer questions, type one to four acceptable answers or select the **Opinion** option.

NOTE

Text answer questions are case-sensitive. You can enter up to four answers to support different capitalizations (for example, “iron”, “Iron” and “IRON”).

For number, fraction or expression questions, use the expression editor to create the expression question, and then use the editor to create a correct expression answer.

NOTE

SMART Response’s intelligent expression grading feature compares the student responses to the correct expression answer to determine whether it is equivalent based on the **Intelligent Grading** settings you define.

6. Type the number of points the student receives for a correct answer.

TIP

The value can be a whole or decimal number.

7. If you want to create more questions, click **Insert Another**, and then repeat steps 2 to 7.
8. Click **Finish**.
9. Optionally, use SMART Notebook’s tools to add images or Adobe Flash Player compatible files from the Gallery.

Adding a link to an object

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.

To add a link to an object

1. Select the object.
2. Select **Insert > Link**.

NOTE

You can also select this option by pressing the object's menu arrow, and then selecting **Link**.

A dialog box appears.

3. To add a web page link, select **Web Page** in the *Link to* list, and then type the web address in the *Address* box.

OR

To add a link to another page in the file, select **Page in this File** in the *Link to* list, and then select an option in the *Select a page* area.

OR

To add a link to a file on your computer, select **File on this Computer** in the *Link to* list, and then type the file's location and name in the *File* box. Select **Copy of file** to attach a copy to your .notebook file or select **Alias** to insert a shortcut on the page.

OR

To add a link to an attachment, select **Current Attachments** in the *Link to* list, 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 **Insert Link**.

If you selected **Corner Icon**, one of the following icons appears in the lower left corner of the object:

-  A link to a web page
-  A link to another page in the file
-  A link to a file on your computer

■ To remove a link from an object

1. Select the object.
2. Select **Insert > Link**.

NOTE

You can also select this option by pressing the object's menu arrow, and then selecting **Link**.

A dialog box appears.

3. Press **Remove Link**.

Adding a sound file to an object

You can attach a sound file to any object on the current page. You can play the sound file during the lesson by pressing an icon in the corner of the object or the object itself.

■ To add a sound file to an object

1. Select the object.
2. Select **Insert > Sound**.

NOTE

You can also select this option by pressing the object's menu arrow, and then selecting **Sound**.

A dialog box appears.

3. Press **Choose File**.

The *Open* 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**.

NOTE

SMART Notebook supports the .mp3 audio format.

■ To remove a sound file from an object

1. Select the object.
2. Select **Insert > Sound**.

NOTE

You can also select this option by pressing the object's menu arrow, and then selecting **Sound**.

A dialog box appears.

3. Press **Remove Sound**.

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* lists.

Undoing and redoing changes

When you create, edit or manipulate objects on the page, you can reverse the effects of your previous actions and commands.

i NOTE

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

To reverse the effect of the last action

Press **Undo** .

i NOTES

You can undo an unlimited number of actions.

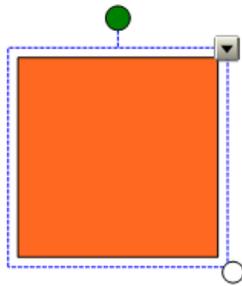
To reinstate the last action reversed with the Undo command

Press **Redo** .

Chapter 6

Selecting objects

Before you can manipulate or edit 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 white circle in the object's lower right corner is a resize handle.

The green circle above the object is a rotation handle.

The downward arrow in the object's top right corner is a menu arrow.

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 may have to unlock the object before you can manipulate it.

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 the Command key, and then press the objects you want to select.

A selection rectangle encloses the selected objects.

i NOTE

If you draw a rectangle around multiple objects and some of the objects are locked, you select only the unlocked objects.

To select all objects on a page

Select **Edit > Select All**.

A selection rectangle encloses all objects on the page.

i NOTE

If some of the objects are locked, you select only the unlocked objects.

To select all locked objects on the page

Select **Edit > Select All Locked Notes**.

A selection rectangle encloses all locked objects on the page.

Chapter 7

Manipulating objects

You can manipulate objects in a variety of ways. You can:

- Group or ungroup objects.
- Lock an object in place.
- Move objects on the same page.
- Move objects to another page.
- Align objects.
- Resize objects.
- Rotate objects.
- Flip objects.
- Rearrange stacked objects.

NOTE

When you're manipulating objects, you can undo an unlimited number of actions.

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, resize or flip 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.

To group objects

1. Select the objects.
2. Select **Draw > Group**.

NOTE

You can also select this command by pressing the menu arrow of any one of the selected objects, and then selecting **Grouping > Group**.

To ungroup objects

1. Select the group.
2. Select **Draw > Ungroup**.

NOTE

You can also select this command by pressing the group's menu arrow, and then selecting **Grouping > Ungroup**.

Automatic grouping

When you draw or write on an interactive screen, SMART Notebook automatically groups the objects you create in close proximity, enabling you to interact with these objects as a single object. For example, if you write the letters of a word, SMART Notebook groups the individual letters into a single object, allowing you to interact with the whole word.

If SMART Notebook groups objects that you want to manipulate individually, ungroup the objects, as described above.

TIP

If you want to write words on the same line but don't want SMART Notebook to group them automatically, leave a large gap between them, use different pens or put the pen back in the pen tray briefly before writing another word.

Locking an object in place

You can lock an object to prevent its modification, movement or rotation. You can remove this lock at any time. As an alternative, you can lock an object to prevent its modification and still allow its movement or movement and rotation.

To lock an object in place

1. Select the object or objects.
2. Select **Format > Locking > Lock in Place**.

NOTE

You can also select this command by pressing the object's menu arrow, and then selecting **Locking > 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 the object's menu arrow.

To lock an object but allow its movement

1. Select the object or objects.
2. Select **Format > Locking > Allow Move**.

You can move the object but you're unable to rotate or modify it until you unlock it.

i NOTE

If you press a locked object, a lock icon  appears instead of the object's menu arrow.

To lock an object but allow its movement and rotation

1. Select the object or objects.
2. Select **Format > Locking > Allow Move and Rotate**.

You can move and rotate the object but you're unable to modify it until you unlock it.

i NOTE

If you press the locked object, a rotation handle appears but a lock icon  appears instead of the object's menu arrow.

To unlock an object

1. Select the object.
2. Select **Format > Locking > Unlock**.

i NOTE

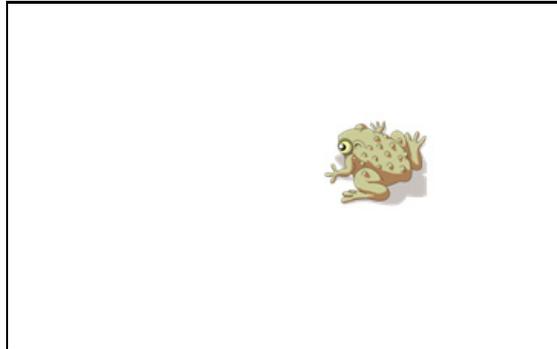
You can also select this command by pressing the object's lock icon , and then selecting **Unlock**.

Hiding objects behind locked objects

If your SMART interactive product supports multitouch gestures, you can hide an object behind a locked object and then use the enlarge gesture to enlarge and show the hidden object. This is a simple but effective way to hide and show objects in SMART Notebook software.

To hide an object behind a locked object

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 resize gesture to enlarge and show the hidden object while keeping the locked object in place.



Moving objects

You can move objects to another position on the page. You can also flick objects.

To move an object

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

NOTE

You're unable to move an object if it's locked in place.

TIPS

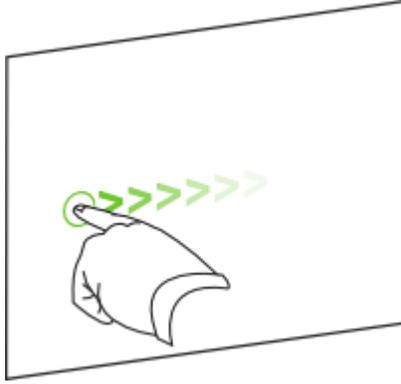
- You can manipulate multiple objects by selecting them, and then creating a group.
- You can also move an object in small increments by pressing the arrow keys on your keyboard.

To move an Adobe Flash object

1. Press the colored bar at the top of the Adobe Flash object.
2. Drag the Adobe Flash object to its new position.

To flick an object

1. Press the object.
2. Quickly flick your finger in any direction.



Moving objects to another page

You can move objects to another page within a file.

To move 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 within 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 and over the top of the thumbnail of the page you want to move the objects to.
5. Lift your finger, pen or tethered pen.

To move an Adobe Flash object

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 within the Page Sorter until you see the page's thumbnail.
3. Press the colored bar at the top of the Adobe Flash object.
4. Drag the Adobe Flash object into the Page Sorter and over the top of the thumbnail of the page you want to move the objects to.
5. Lift your finger, pen or tethered pen.

Aligning objects

You can move objects to another location on a page. If you want, you can display guidelines on a page to assist you in 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.

To display guidelines

1. Select **Format > Alignment**.

The *Alignment Guides* dialog box appears.

2. To display a guideline when you move an object into alignment with another object, select **Show guides for active objects**.

i **NOTE**

To hide this guideline, clear the **Show guides for active objects** check box.

3. To display a guideline when you move an object into alignment with the page's vertical center, select **Show vertical page center guide**.

i **NOTE**

To hide this guideline, clear the **Show vertical page center guide** check box.

4. To display a guideline when you move an object into alignment with the page's horizontal center, select **Show horizontal page center guide**.

i **NOTE**

To hide this guideline, clear the **Show horizontal page center guide** check box.

5. To automatically align objects to guidelines when you move the objects on a page, select **Snap objects to guides**.

i **NOTE**

To disable this option, clear the **Snap objects to guides** check box.

6. If you want, you can change the color of the guidelines:

- a. Press the colored bar to the left of *Guide Color*.

The *Colors* dialog box appears.

- b. Select a color.
- c. Close the dialog box.

7. Press **Apply Settings**.

Resizing objects

You can resize objects on a page. If your SMART interactive product supports them, you can use multitouch gestures to resize objects.

i NOTES

- If you want to resize multiple objects at the same time, you must group them first.
- You're unable to resize an object if it's locked in place.

■ To resize an object

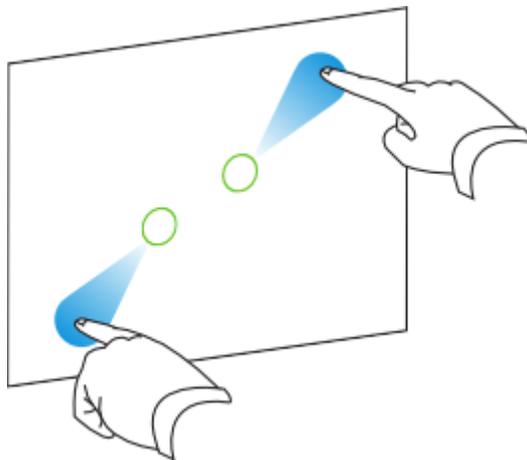
1. Select the object.

A selection rectangle appears around the object.

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

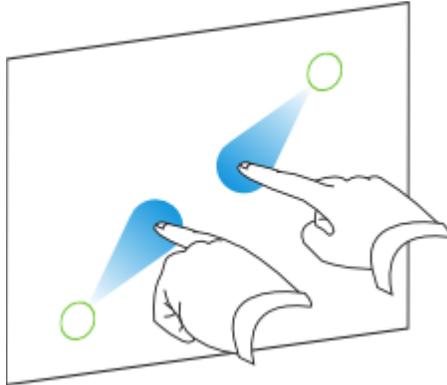
■ To resize an object using multitouch gestures

1. Using one finger on each hand, press the screen at opposite ends of the object.
2. Drag your fingers in opposite directions to enlarge the object.



OR

Drag your fingers toward each other to reduce the object.



To resize multiple objects

1. Group the objects together (see page 45), 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.

Rotating objects

You can rotate objects on a page. If your SMART interactive product supports them, you can use multitouch gestures to rotate objects.

NOTES

- You're unable to rotate an object if it's locked in place.
- You're unable to rotate tables.

TIP

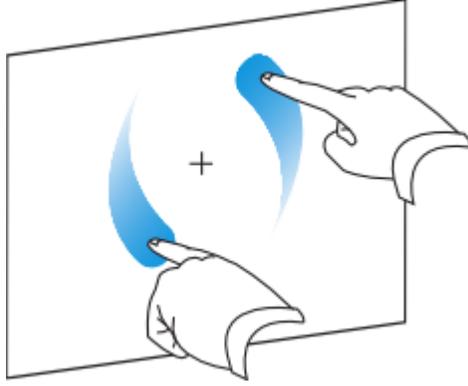
You don't need to rotate vertical and angled text objects before you edit them. When you double-click a text object, it automatically rotates to a horizontal position. When you finish editing the text and you press outside of the text object, the text reverts to its original angle.

To rotate an object

1. Select the object.
A selection rectangle appears around 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 an object using multitouch gestures

1. Using one finger on each hand, press the screen at opposite ends of the object.
2. Rotate your fingers in the direction you want to rotate the object.



3. When you reach the angle you want to rotate the object to, release your fingers.

To rotate multiple objects

1. Select the objects.

A selection rectangle appears around the objects.

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.

Flipping objects

You can flip an object on a page.

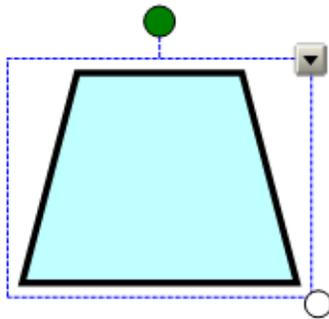
i **NOTE**

You're unable to flip an object if it's locked in place.

To flip an object

1. Select the object.

A selection rectangle appears around the object.



2. Select **Draw > Flip > Up\Down** or **Draw > Flip > Left\Right**.

i **NOTE**

You can also select these commands by pressing the object's menu arrow, and then selecting **Flip > Up/Down** or **Flip > Left/Right**.

To flip multiple objects

1. Select the objects.

A selection rectangle appears around the objects.

2. Select **Draw > Flip > Up/Down** or **Draw > Flip > Left\Right**.

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).

To move an object to the front of the stack

1. Select the object.
2. Select **Draw > Order > Bring to Front**.

NOTE

You can also select this command by pressing the object's menu arrow, and then selecting **Order > Bring to Front**.

To move an object to the back of the stack

1. Select the object.
2. Select **Draw > Order > Send to Back**.

NOTE

You can also select this command by pressing the object's menu arrow, and then selecting **Order > Send to Back**.

To move an object one place forward in the stack

1. Select the object.
2. Select **Draw > Order > Bring Forward**.

NOTE

You can also select this command by pressing the object's menu arrow, and then selecting **Order > Bring Forward**.

To move an object one place backward in the stack

1. Select the object.
2. Select **Draw > Order > Send Backward**.

NOTE

You can also select this command by pressing the object's menu arrow, and then selecting **Order > Send Backward**.

Chapter 8

Editing and erasing objects

You can select objects on your page and then edit them in a variety of ways. You can:

- Cut and paste objects.
- Copy and paste objects.
- Clone objects.
- Change an object's properties.
- Apply properties to an object.

If the object is an imported or scanned image, you can also create transparent areas in the image.

If the object is text, you can also:

- Edit the text.
- Check the spelling.

If you want to remove an object from the page, you can:

- Erase an object.
- Delete an object.
- Clear all objects.

Cutting and pasting objects

You can cut and paste objects, including text, images, lines and shapes within a .notebook file.

To cut and paste objects

1. Select the object you want to cut.
2. Select **Edit > Cut**.

NOTE

You can also cut an object by pressing the object's menu arrow, and then selecting **Cut**.

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

Copying and pasting objects

You can copy and paste objects, including text, images, lines and shapes within a .notebook file.

■ To copy and paste objects

1. Select the object you want to copy.
2. Select **Edit > Copy**.

NOTE

You can also copy an object by pressing the object's menu arrow and selecting **Copy**.

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

Cloning objects

You can create a duplicate of an existing object by using the *Clone* command, or you can create multiple copies of an object using the *Infinite Cloner* command.

■ To clone an object

1. Select the object you want to clone.
2. Select **Edit > Clone**.

A duplicate object appears on the page. There's no limit to the number of times you can clone an object.

To clone an object using the Infinite Cloner

1. Select the object you want to clone.
2. Select **Format > Infinite Cloner**.

i NOTE

You can also select this command by pressing the object's menu arrow, and then selecting **Infinite Cloner**.

3. Select the object.
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 select **Infinite Cloner**.

Changing object properties

You can select an object on the page and change its properties. The properties you can change depend on the object you select.

i NOTES

- The Properties tab displays options for the selected object only.
- Some of the following fill effects aren't available for some object types.
- You can also define a fill effect and apply it to objects.

You can select several objects and change their properties at the same time.

To change an object's properties

1. Select the object.
2. If the Properties tab isn't visible, press **Properties** .
3. Press **Fill Effects**.
4. To change the object's transparency, move the slider.

CHAPTER 8

Editing and erasing objects

5. To change the object's fill to a solid color:
 - a. Select **Solid Fill**.
 - b. Select a color in the palette.
6. To change an object's fill to a gradient of two colors:
 - a. Select **Gradient Fill**.
 - b. Select a color in each color palette.
 - c. Select an option in the *Style* list.
7. To change an object's fill to a pattern:
 - a. Select **Pattern Fill**.
 - b. Select a pattern.
 - c. Press **Foreground Color**, select a color in the palette, and then press **OK**.
 - d. Press **Background Color**, select a color in the palette, and then press **OK**.
8. To change an object's fill to an image:
 - a. Select **Image Fill**.
 - b. Press **Browse**.

The *Open* dialog box appears.
 - c. Browse to and select the image you want to use as a background, and then press **Open**.
9. To change an object's line style:
 - a. Press **Line Style**.
 - b. Select a color, thickness and style for the line.
10. To change an object's animation:
 - a. Press **Object Animation**.
 - b. Select options in the *Type*, *Direction*, *Speed*, *Occurs* and *Repeats* lists.

Applying object properties

As an alternative to selecting an object on the page and changing its properties, you can define a fill effect, and then apply it to the object.

To apply properties to an object

1. If the Properties tab isn't visible, press **Properties** .
2. Press **Fill Effects**.
3. Press **Fill** .
4. To define a solid color fill:
 - a. Select **Solid Fill**.
 - b. Select a color in the palette.
5. To define a two-color gradient fill:
 - a. Select **Gradient Fill**.
 - b. Select a color in each palette.
 - c. Select an option in the *Style* list.
6. To define a pattern fill:
 - a. Select **Pattern Fill**.
 - b. Select a pattern.
 - c. Press **Foreground Color**, select a color in the palette, and then press **OK**.
 - d. Press **Background Color**, select a color in the palette, and then press **OK**.
7. To define an image as a fill:
 - a. Select **Image Fill**.
 - b. Press **Browse**.

The *Open* dialog box appears.
 - c. Browse to and select the image you want to use a background, and then press **Open**.
8. To apply the fill to an object, press the object.
9. Repeat step 8 as many times as you want.

Creating transparent areas in a graphic

If you insert a graphics file on a page, you can create transparent areas within the graphic. This is useful for removing a graphic's background, but you can make any color in a graphic transparent.

To create a transparent area in a graphic

1. Select the graphic.
2. Select **Format > Picture Transparency**.

i NOTE

You can also select this option by pressing the object's menu arrow, and then selecting **Picture Transparency**.

A dialog box appears.

3. Press an area in the graphic to make that area transparent.

i NOTE

Pressing an area makes only that area transparent, even if the graphic includes that same color in other areas.

4. Press **Set Transparency**.

Editing text

You can edit or change the formatting of previously created text objects.

💡 TIP

You don't need to rotate vertical and angled text objects before you edit them. When you double-click a text object, it automatically rotates to a horizontal position. When you finish editing the text and you press outside of the text object, the text reverts to its original angle.

To edit text

1. Double-click the text object that you want to edit.

The *Fonts* toolbar appears.

2. If you want to change the text, type the new text.

i NOTE

If a keyboard isn't accessible, type the new text using the SMART Keyboard.

💡 TIP

You can drag over text to select it, just as you would in a word processing program.

CHAPTER 8

Editing and erasing objects

3. If you want to change the formatting, including font style, size and color, use the options in the *Fonts* toolbar.

NOTES

- You can use the *Fonts* toolbar to control alignment, create subscripts and superscripts, create bulleted lists and add mathematical symbols.
 - You can change formatting using the options in the Properties tab.
4. After you finish typing, press outside of the text object.

Checking the spelling of text objects

If you type text on a page, you can check its spelling.

To check spelling

1. Double-click the text object.
2. Select **Edit > Spelling > Spelling**.

The *Spelling* dialog box appears.

3. If the text object includes a misspelled word, the *Spelling* dialog box displays the misspelled word and suggests alternatives.
 - To keep the word's current spelling, press **Ignore**.
 - To replace the word with an alternative in the list, select the alternative word, and then press **Correct**.

Erasing

You can erase digital ink from the interactive screen using the eraser (on interactive whiteboards) or the Eraser pen tool button (on interactive pen displays). However, if you're erasing from a page of a .notebook file, you can also erase objects using the Eraser toolbar button.

NOTES

- You're not able to erase some types of objects, including typed text, shapes, straight lines and imported graphics. To remove these types of objects, you must delete them.
- You can remove all objects on a page by clearing the page.

To erase digital ink from a page

1. Press **Eraser**  , and then select an available eraser type.
2. Erase digital ink from the interactive screen using your finger or the eraser (interactive whiteboards), or the tethered pen (interactive pen displays).

TIP

If the available eraser types cover the digital ink you want to erase, press the X symbol to the right of the available eraser types.

Deleting objects

You can erase digital ink from the interactive screen. However, you're unable to erase some types of objects, including typed text, shapes, straight lines and imported graphics. To remove these types of objects from a page, you must delete them.

NOTE

You're unable to delete locked objects. To delete a locked object from a page, you must first unlock it.

To delete an object from a page

1. Select the object.

NOTE

Make sure you select the object you want to delete before you complete the next step. SMART Notebook deletes the object without confirmation.

2. Select **Edit > Delete**.

NOTE

You can also select this option by pressing the object's menu arrow, and then selecting **Delete**.

Clearing a page

You can erase digital ink and delete objects from the interactive screen. However, you can also remove all objects from a page simultaneously.

i NOTE

You're not able to clear locked objects. To clear all objects from a page, you must first unlock all locked objects.

To clear a page using the Edit menu

1. If you haven't done so already, display the page you want to clear.

i NOTE

Make sure you display the page you want to clear before you complete the next step. SMART Notebook clears the page without confirmation.

2. Select **Edit > Clear Page**.

To clear 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 clear.

i NOTE

Make sure you select the thumbnail of the page you want to clear before you complete the next step. SMART Notebook clears the page without confirmation.

3. Press the thumbnail's menu arrow, and then select **Clear Page**.

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Editing and erasing objects

Chapter 9

Creating and using tables

You can add tables to your page. After you create a table, you can insert objects into the table's cells, including freehand objects, geometric shapes, straight lines, text and graphics files.

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

- 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.
- Add or remove a cell shade.

You can also delete the tables that you don't want.

To insert a table

1. Press **Table** .
2. Move the pointer over the grid to select the number of columns and rows that you want in the table. The cells of the grid correspond to the cells of your table.

The table appears on the page.

To draw a table

1. Press **Pens** , and then select an available line type.

i NOTE

Don't select a highlighter line style.

2. Draw a table on the interactive screen.

💡 TIP

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

3. Press **Select** .
4. Press the interactive screen and drag until a rectangle surrounds the lines of your drawing.
A selection rectangle appears around the selected objects.
5. Press the menu arrow, and then select **Recognize Table**.
6. If SMART Notebook recognizes your drawing as a table, it removes your drawing and adds a table to the page.

Adding objects to tables

After you insert a table on a page, you can insert objects into the table's cells, including freehand objects, geometric shapes, straight lines, text and graphic files.

i NOTE

You can add only one object to each cell. If you want to add multiple objects to a cell, you must group the objects before inserting them into the table.

To add an object to a table

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

i NOTE

You're unable to move an object if it's locked in place.

The object appears in the table cell.

i 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.

To select a table

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

i NOTE

Don't start dragging from inside the table. If you do, you select the table's cells 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 left-most cell, and then drag to the right-most cell.

To select a cell

1. Press **Select** .
2. Press inside, but near to, a corner of the cell, and then drag to the opposite corner.

To select multiple cells

1. Press **Select** .
2. Press inside the top and left-most cell, and then drag to the bottom and right-most cell.

i NOTE

If you select multiple cells and drag them to a different position on the page, you remove the contents of the selected cells in the original table and 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, press the square in the table's upper left corner and drag the table to a different position on the page.

OR

Select all the table's cells and drag the cells to a different position on the page.

Changing a table's properties

You can add tables to your page and insert objects into the table's cells. You can use the Properties tab to change the table's properties, including its transparency, cell color, line color and more.

To change the properties of a table, column, row, cell or multiple cells

1. Select a table, column, row, cell or selection of cells.
2. If the Properties tab isn't visible, press **Properties** .
3. Press **Fill Effects**.
4. To change the transparency, press and drag the slider.
5. To change the fill to a solid color:
 - a. Select **Solid Fill**.
 - b. Select a color in the palette.
6. To change the fill to a gradient of two colors:
 - a. Select **Gradient Fill**.
 - b. Select a color in each palette.
 - c. Select an option in the *Style* list.

CHAPTER 9

Creating and using tables

7. To change the fill to a pattern:
 - a. Select **Pattern Fill**.
 - b. Select a pattern.
 - c. Press **Foreground Color**, select a color in the palette, and then press **OK**.
 - d. Press **Background Color**, select a color in the palette, and then press **OK**.
8. To change the fill to an image:
 - a. Select **Image Fill**.
 - b. Press **Browse**.

The *Open* dialog box appears.
 - c. Browse to and select the image you want to use as a background, and then click **Open**.
9. To change the line style:
 - a. Press **Line Style**.
 - b. Select the color, thickness and style for the line.
10. To change the text style:
 - a. Press **Text Style**.
 - b. Select the font type, style and size.

Resizing tables, columns or rows

You can add tables to your page and insert objects into the table's cells. 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 white 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.

■ 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.

Adding or removing columns, rows or 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 add columns or rows.

■ To add a column

1. Select a column.
2. Control-click in the column 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. Control-click in the column, and then select **Delete Column**.

■ To add a row

1. Select a row.
2. Control-click in the row, and then select **Insert Row**.
A new row appears below the current row.

■ To remove a row

1. Select the row.
2. Control-click in the row, and then select **Delete Row**.

■ To remove a cell

1. Select the cell.
2. Control-click in the cell, and then select **Delete Cells**.

NOTE

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. Control-click the cell, 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 top-left cell after the split.

To merge cells

1. Select the cells.
2. Control-click the cells, and then select **Merge Cells**.

Adding or removing cell shades

If you want to customize a table, you can add a cell shade to a table cell. This enables you to reveal the information in the cells slowly during the presentation.

NOTE

If you want to change the table's properties, resize the table, a column or a row, insert columns or rows, remove columns, rows or cells and split or merge cells, you must remove the cell shade first.

To add a shade to a table

1. Select the table.
2. Press the table's menu arrow, and then select **Add Table Shade**.

To remove a shade from a table

1. Select the table.
2. Press the table's menu arrow, and then select **Remove Table Shade**.

To add a shade to a cell or multiple cells

1. Select the cell or multiple cells.
2. Control-click the cell or cells, and then select **Add Cell Shade**.

To remove a shade from a cell

Press the cell shade.

Removing tables

You can remove tables from a page.

i NOTE

You can remove all objects on a page, including tables, by clearing the page.

To remove a table from a page

1. Select the table.
2. Select **Edit > Delete**.

i NOTE

You can also select this option by pressing the table's menu arrow, and then selecting **Delete**.

Chapter 10

The Page Sorter

The Page Sorter provides an overview of the current file. The Page Sorter displays all of the pages as thumbnails and automatically updates these thumbnails as you change the contents of the pages.

You can use the Page Sorter to do many operations previously detailed in this guide:

- Display a page (page 19).
- Add a new page (page 21).
- Clone an existing page (page 21).
- Clear a page (page 65).
- Delete a page (page 22).
- Rename a page (page 25).
- Rearrange the page order (page 26).
- Move objects to another page (page 50).

You can also use the Page Sorter to create or display a group of pages.

Opening and moving the Page Sorter

You can move the Page Sorter to either side of the screen and resize it. You can also hide the Page Sorter automatically when you use the whiteboard area.

NOTE

If you move or expand the Page Sorter, SMART Notebook saves these settings for the next time you create or open a .notebook file.

To open the Page Sorter

Press **Page Sorter** .

To move the Page Sorter

Press the resize pointer icon  under the tabs to move the Page Sorter to the other side of the whiteboard area.

Press the resize pointer icon  again to move it back.

To widen the Page Sorter

To widen the Page Sorter area, drag its border into the whiteboard area.

Grouping pages

You can group pages in the current file. This enables you to find a particular group quickly within the Page Sorter and display its pages. This is useful when there are a large number of pages within a file.

To create or edit a group

1. If the Page Sorter isn't visible, press **Page Sorter** .
2. Press the **Groups** button in the Page Sorter, and then select **Edit Groups**.

The whiteboard area displays all groups and pages for the current file. Groups appear as blue bars and pages appear as thumbnails. If you have 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 entitled **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 Group** button in the upper left corner.
A new blue bar appears, and a new page appears below the blue bar.
4. Press the blue bar's menu arrow, and then select **Rename Group**.
5. Type a new name for the group.

NOTE

If a connected keyboard isn't easily accessible, type a new name using the SMART Keyboard.

CHAPTER 10

The Page Sorter

6. 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 proceed.

To rearrange the order of pages within a group, press a page's thumbnail, and then drag it to the right of the thumbnail you want it to proceed.

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 proceed.

NOTE

You can also change the order of the groups by selecting a blue bar's menu arrow, and then selecting **Move up** or **Move down**.

To delete a group and keep its pages, move all of its pages to different groups. When a group contains no pages, SMART Notebook 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**.

7. When you finish creating and editing groups, double-click on a thumbnail to display this page.

To move to a group within the Page Sorter

1. If the Page Sorter isn't visible, press **Page Sorter** .
2. Press **Groups**, and then select the group's name.

The Page Sorter displays the thumbnail for the first page in this group.

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The Page Sorter

Chapter 11

The Gallery

The Gallery contains clip art, backgrounds, multimedia content, .notebook files and pages that you can use in your lessons and displays preview images of this content. The Gallery also provides access to the SMART Exchange and other online resources.

- **My Content**

You can add your own pictures, backgrounds, multimedia content, lesson activities and .notebook files and pages to the **My Content** category.

- **Gallery Essentials**

When you install SMART Notebook software, you can also install Gallery Essentials . This is a collection of thousands of images, multimedia content, and more, organized into subject-specific categories.

- **Lesson Activity Toolkit**

The 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 tools like hide-and-reveal and drag-and-drop.

- **Online Resources**

Online Resources provides access to online content for educators who use SMART products. These resources include lesson activities, educational software, advice for using your SMART product, and more.

Opening and moving the Gallery

The Gallery contains clip art, backgrounds, multimedia content, .notebook files and pages that you can use in your lessons. You can move the Gallery to either side of the screen and resize it.

i **NOTE**

If you move or widen the Gallery, SMART Notebook saves these settings for the next time you create or open a .notebook file.

To open the Gallery

Press **Gallery** .

To move the Gallery

Press the resize pointer icon  under the tabs to move the Gallery to the other side of the whiteboard area.

Press the resize pointer icon  again to move it back.

To widen the Gallery

To widen the Gallery, drag its border into the whiteboard area.

Browsing and searching the Gallery

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, the content list.

i NOTE

You can change the size of the category list and the content by pressing the boundary between them, and then dragging it up or down.

In the *Pictures* category, clip art items appear as thumbnails of the graphic.

In the *Interactive and Multimedia* category, a video object appears as a frame from a movie, a sound object appears with a speaker icon in the lower left corner, and an Adobe Flash Player compatible file appears as an Adobe Flash icon or thumbnail of the content with a small Flash icon in the upper left corner.

In the *Notebook Files and Pages* category, files appear as binders and pages appear with a folded top-right corner.

In the *Backgrounds and Themes* category, backgrounds appear as pages with a folded bottom-right corner and themes appear as thumbnails.

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

To browse the Gallery

1. If the Gallery isn't visible, press **Gallery** .
2. Press the arrow to the left of the category to view its subcategories.

 **NOTE**

You can close a category by pressing the arrow again.

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** .

 **NOTE**

If a connected keyboard isn't easily accessible, type the search term using the SMART Keyboard.

The Gallery displays all content containing the keyword.

Adding a Gallery item to a page

The Gallery contains clip art, backgrounds, multimedia content, .notebook files and pages that you can use in your lessons. You can add any Gallery item to the current page.

To add a Gallery item to a page

1. If the Gallery isn't visible, press **Gallery** .
2. Browse to the category that contains the Gallery item you want to add.

The category's contents appear as thumbnails.

3. Double-click the thumbnail.

OR

Drag the thumbnail to the page.

i NOTE

You can also select a thumbnail, press its menu arrow, and then select **Insert in Notebook**.

If you add a picture, Adobe Flash Player compatible file or video file or a sound file, it appears on the current page.

If you add a background, it replaces the page's existing background.

If you add a page, SMART Notebook inserts the page before the current page.

If you add a .notebook file, SMART Notebook inserts the file's pages before the current page.

Adding an object to the Gallery

You can add an object from the current page to the Gallery's *My Content* category.

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.

i NOTES

- You're not able to drag an object if it's locked in place.
- If you want to change a Gallery item's name, select the item, press its menu arrow, and then select **Rename**. Type the item's new name. If a connected keyboard isn't easily accessible, type the name using the SMART Keyboard.

Adding a page to the Gallery

If you want to reuse a page, you can add it to the Gallery's *My Content* category so that it's available in a convenient location.

To add a page to the Gallery

1. Create, edit and manipulate objects on the page until it appears exactly as you want it to appear.

2. Select **File > Save Page as Gallery Item**.

A dialog box appears.

3. Browse to the folder where you want to save the page.

4. Type a name for the page in the *Save As* box.

NOTE

If a connected keyboard isn't easily accessible, type the name using the SMART Keyboard.

5. Press **Save**.

6. 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 *Open* dialog box appears.

7. Browse to and select the item that you saved in step 5.

8. Press **Open**.

Adding a supported file to the Gallery

You can add a file to the Gallery's *My Content* category so that it's available in a convenient location, if SMART Notebook supports its file type.

To add supported files to the My Content category

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 *Open* dialog box appears.

3. Browse to and select the item you want to add to the Gallery.

4. Press **Open**.

i NOTE

By default, SMART Notebook 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**. Type the item's new name. If a connected keyboard isn't easily accessible, type the name using the SMART Keyboard.

Adding themes to the Gallery

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 apply this theme to a page, all pages in a group or all pages in a file.

The Gallery also includes some predefined themes.

To create a theme

1. If the Gallery isn't visible, press **Gallery** .
2. Select **Format > Themes > Create Theme**.
3. Type a name for the theme in the *Theme name* box.

i NOTE

If a connected keyboard isn't easily accessible, type the name using the SMART Keyboard.

4. Set the background for a theme in the same way that you would for a page.
5. Add, manipulate and edit objects on the theme in the same way that you would on a page.
6. Press **Save**.

The theme appears in the Gallery's **My Content > Backgrounds and Themes** category list.

To create a theme based on the current page

1. If the Gallery isn't visible, press **Gallery** .
2. Select **Format > Themes > Create Theme from Page**.
3. Type a name for the theme in the *Theme name* box.

i NOTE

If a connected keyboard isn't easily accessible, type the name using the SMART Keyboard.

4. Set the background for a theme in the same way that you would for a page.

5. Add, manipulate and edit objects on the theme in the same way that you would on a page.
6. Press **Save**.

The theme appears in the Gallery's **My Content > Backgrounds and Themes** category list.

Organizing the Gallery's contents

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

To add a new subcategory 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 **New Folder**.

A new folder appears. By default, the new folder's name is **Untitled**.

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.

NOTE

If a connected keyboard isn't easily accessible, type the name using the SMART Keyboard.

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.

Importing a Gallery collection

Importing and exporting collection files is an ideal way to share custom categories with others and to use categories that others have created. You can use collection files to add items to the Gallery's *My Content* category. After you import a collection file, all of its items appear in the Gallery as a new subcategory.

To import a Gallery collection

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**.

A dialog box appears.

3. Browse to the folder that contains the collection file you want to import.

NOTE

A gallery collection file has a .gallery extension.

4. Select the collection file, and then press **Open**.

The collection appears as a new subcategory. By default, SMART Notebook names the new subcategory **Untitled**.

5. To change the subcategory's name, select the subcategory's thumbnail, press its menu arrow, and then select **Rename**. Type the item's new name. If a connected keyboard isn't easily accessible, type the name using the SMART Keyboard.

Exporting a Gallery collection

Importing and exporting collection files is an ideal way to share custom categories and enable others to use the categories you create. When you export a collection file, SMART Notebook saves the contents of the selected category to a single file with a .gallery extension. After you create a collection file, you can move it to another computer or send it to other SMART Notebook users.

To export a Gallery collection

1. Select the category that contains the items you want to save in a collection.

NOTE

SMART Notebook 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 dialog box appears.

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The Gallery

3. Browse to the folder where you want to save the collection file.
4. Type a name for the file in the *Save As* box.

NOTE

If a connected keyboard isn't easily accessible, type the name using the SMART Keyboard.

5. Press **Save**.

Importing online content into the Gallery

SMART Technologies offers Online Resources, online content for educators who use SMART products. These resources include lesson activities, educational software, advice for using your SMART product and more. You can download the content as collection files, and then import them into the Gallery.

To import content from Online Resources

1. If the Gallery isn't visible, press **Gallery** .
2. Select **Online Resources** in the Gallery's category list.
3. Select **Lesson activities**, **Curriculum standards** or one of the other available categories.
Your default web browser starts.
4. Follow the on-screen instructions to select and download the collections you want.
5. After you download the collections, import them into the Gallery.

Connecting to Team Content

The Team Content feature enables you to connect to Gallery content on a shared network drive. Multiple users can connect to the same folder. SMART Notebook automatically updates your changes for all users.

NOTE

Your folder access permissions using Team Content are the same as your folder access permissions on a network. If you have full access to a network drive, you can add or remove items from a folder using Team Content. However, if you have read-only access to the folder, you can copy files using Team Content, but you're not able to add, edit or remove items.

To connect to Team Content

1. If the Gallery isn't visible, press **Gallery** .
2. Press **Show additional Gallery actions** , and then select **Connect to Team Content**.
The *Connect to Team Content* dialog box appears.
3. Browse to and select the folder containing the content you want to use, and then press **Open**.

i NOTE

If you don't have access permissions to a Team Content location, the folder containing Team Content is unavailable.

The content appears in the Gallery.

Chapter 12

The Attachments tab

You can use the Attachments tab to attach a copy of a file, alias for a file or link to a web page to your file. This enables you to easily find and open files and web pages during your lessons.

Opening and moving the Attachments tab

You can use the Attachments tab to attach a copy of a file, alias for a file or a web page link to a page. The Attachments tab lists all attachments in the current file.

NOTE

If you move or widen the Attachments tab, SMART Notebook saves these settings for the next time you create or open a .notebook file.

To open the Attachments tab

Press **Attachments** .

To move the Attachments tab

Press the resize pointer icon  under the tabs to move the Attachments tab to the other side of the whiteboard area.

Press the resize pointer icon  again to move it back.

To widen the Attachments tab

To widen the Attachments tab, drag its border into the whiteboard area.

Opening items in the Attachments tab

You can open an attached file or Web page in the Attachments tab.

To open an item in the Attachments tab

1. If the Attachments tab isn't visible, press **Attachments** .

The Attachments tab lists all attachments in the current 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 an alias to a file, **alias** 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 alias.

OR

To open a web page, double-click the link.

Attaching copies of files

You can attach copies of files to the Attachments tab. This enables you to find and open files easily during a lesson.

NOTE

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

To attach a copy of a file

1. If the Attachments tab isn't visible, press **Attachments** .

2. Press **Insert File** at the bottom of the Attachments tab.

The *Open* dialog box appears.

3. Browse to and select the file you want to attach.
4. Select **Copy of File**.
5. Press **Open**.

The file name and its file size appear in the Attachments tab.

Attaching aliases for files

You can attach aliases for files to the Attachments tab. This enables you to find and open files easily during a lesson.

i NOTE

SMART Notebook doesn't export aliases. If you want to export file attachments, attach a copy of your file, not an alias for a file.

💡 TIP

Make sure that the file is accessible on the computer you'll use during the lesson.

To attach an alias for a file

1. If the Attachments tab isn't visible, press **Attachments** .
2. Press the **Insert File** button  at the bottom of the Attachments tab.
The *Open* dialog box appears.
3. Browse to and select the file you want to attach.
4. Select **Alias**.
5. Press **Open**.

The file name and **Alias** appear in the Attachments tab.

Attaching links to web pages

You can attach links to web pages to the Attachments tab. This enables you to find and open web pages easily during a lesson.

To attach a link to a web page

1. If the Attachments tab isn't visible, press **Attachments** .
2. Press the **Insert Hyperlink** button  at the bottom of the Attachments tab.
A dialog box appears.
3. Type the web page's address in the *Hyperlink* box.

i NOTE

If a connected keyboard isn't easily accessible, type the address using the SMART Keyboard.

CHAPTER 12

The Attachments tab

4. Type a name for the link in the *Display Name* box.
5. Press **Insert Link**.

The display name and **URL** appear in the Attachments tab.

Chapter 13

The Properties tab

The Properties tab enables you to change the formatting of objects on a page, including freehand objects, shapes, lines, text, tables and more. Depending upon the object you select, you can change:

- 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.

The Properties tab also includes a **Page Recording** button. Using this option, you can record your actions on the current page.

Opening and moving the Properties tab

The Properties tab enables you to change the formatting of the objects on a page.

NOTE

If you move or widen the Properties tab, SMART Notebook saves these settings for the next time you create or open a .notebook file.

To open the Properties tab

Press **Properties** .

To move the Properties tab

Press the resize pointer icon  under the tabs to move the Properties tab to the other side of the whiteboard area.

Press the resize pointer icon  again to move it back.

To widen the Properties tab

To widen the Properties tab, drag its border into the whiteboard area.

Recording a page

The Page Recording options enable you to record your actions on the current page.

To record a page

1. If the Properties tab isn't visible, press **Properties** .
2. Press **Page Recording**.
3. Press **Start Recording**.

A red circle appears in the upper left corner of the whiteboard area.



4. Perform the actions that you want to record on the current page.
5. When you finish performing these actions, press **Stop Recording**.

A playback toolbar appears on the page.



To play a page recording

1. Display the page.

If the page includes a page recording, a playback toolbar appears on the page.

2. To play the recording, press **Play** .
3. To pause the recording, press **Pause** .
4. To stop the recording, press **Stop** .

To remove a page recording

1. Display the page.

If the page includes a page recording, a playback toolbar appears on the page.

2. To remove the recording, press the **Exit** button  on the toolbar.

Chapter 14

Importing into .notebook files

In addition to creating objects and adding them to the Gallery, you can import text, pictures, background pages and other content from a variety of sources. The method you choose depends on the kind of information you want to add to the file.

You can:

- Capture screens, windows, and regions.
- Attach a copy of a file, alias to a file or link to a web page.
- Insert graphics files from your computer.
- Paste text.
- Import files from other whiteboard software programs.

NOTES

- SMART Notebook supports certain file types only when your computer is connected to a SMART product.
- If you import a file that SMART Notebook doesn't support, it appears in the Attachments tab. You can open attached files using third-party software but you're not able to add them to a page.
- SMART Notebook supports the .flv video format and .mp3 audio format, whether or not your computer is connected to a SMART product.

Pasting text

You can paste text from other programs onto a page.

To cut and paste text from another program

1. In the other program, select the text you want to cut, and then select **Cut**.
2. In the SMART Notebook window, press **Paste** .

To copy and paste text from another program

1. In the other program, select the text you want to copy, and then select **Copy**.
2. In the SMART Notebook window, press **Paste** .

Importing files from other whiteboard programs

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

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

NOTE

You can also export CFF files.

To import CFF files

1. Select **File > Import > All Common File Format Files (.IWB)**.
A dialog box appears.
2. Browse to and select the file you want to import.
3. Press **Open**.
The file opens.

Chapter 15

Exporting from .notebook files

You can export your .notebook file in a variety of formats, including HTML and PDF, as well as Becta Interactive Whiteboard Common File Format (CFF) files and image files.

You can cut or copy text from .notebook files and paste it into other programs.

NOTES

- SMART Notebook doesn't include attachments when you export files as images or as a PDF file. To include attachments, you must export your file as HTML.
- SMART Notebook doesn't export files that you attach to your .notebook file as an alias. If you want to include a file attachment, attach a copy of the file.
- SMART Notebook doesn't export some gradient, pattern and image effects. These effects can appear as a solid fill or appear incorrectly in the exported file.

To export a file as HTML

1. Select **File > Export > Web Page**.
2. Browse to the folder where you want to export the file.
3. Type a name for the file in the *Save as* box.
4. Press **Save**.

To export a file as image files

1. Select **File > Export > Image Files**.
2. Select a folder where you want to export the image files.

NOTE

SMART Notebook exports each page as a separate image file. SMART Notebook saves each image with a filename based on the .notebook file's name and the page's number.

3. Select an **Image Format**.
4. Select an **Image Size**.
5. Press **Save**.

To export a file as a PDF

1. Select **File > Export > PDF**.
A dialog box appears.
2. If you want to print thumbnails, select **Thumbnails**.
OR
If you want to print handouts, select **Handouts**.
OR
If you want to print full pages, select **Full Pages**.
3. To add a header, a footer or a date to each printed page, type information in the *Header*, *Footer* and *Date* text boxes.
4. To include borders around each page from the .notebook file, select the **Show page borders** check box.
5. To add a page number to each printed page, select the **Show page numbers** check box.
6. If you're printing thumbnails, select a layout:
 - a. Select **Full Page** (one thumbnail per printed page), **Large** (two thumbnails per printed page), **Medium** (four thumbnails per printed page) or **Small** (six thumbnails per printed page).
 - b. To include the page name, select the **Show thumbnail titles** check box.
7. If you're printing handouts, select a layout:
 - a. Select **Large** (one page from your .notebook file per printed page), **Medium** (two pages from your .notebook file per printed page) or **Small** (three pages from your .notebook file per printed page). Handouts also include space on the printed page for additional notes.
 - b. To include the page name, select the **Show thumbnail titles** check box.
8. Press **Continue**.
The Save dialog box appears.
9. Type a name for the file in the Save as box.
10. Press **Save**.

To export a file as a CFF file

1. Select **File > Export > CFF**.
A dialog box appears.
2. Select a folder where you want to export the file.
3. Type a name for the file in the Save As box.

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Exporting from .notebook files

4. Press **Save**.

NOTE

You can also import CFF files.

To cut and paste text to another program

1. In SMART Notebook, select the text you want to cut, and then select **Edit > Cut**.
You can also cut text by pressing the object's menu arrow, and then selecting **Cut**.
2. In the other program, select **Edit > Paste**.

To copy and paste text to another program

1. In SMART Notebook, select the text you want to copy, and then select **Edit > Copy**.
You can also copy text by pressing the object's menu arrow, and then selecting **Copy**.
2. In the other program, select **Edit > Paste**.

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Exporting from .notebook files

Chapter 16

Presenting a file

Consider the following before you present a .notebook file.

TIPS

- Save your completed file on a CD or USB drive. This enables you to access and display your presentation by inserting the CD or USB drive into the computer connected to the interactive whiteboard. As an alternative, you can make your presentation accessible on your local area network, and then browse to it on the interactive whiteboard.
- To avoid losing your momentum and focus during the presentation, attach the files, aliases and links to web pages that you'll use during your presentation to the Attachments tab of your file so you don't have to search for them.
- If your file contains a large number of pages, separate the pages into groups. This enables you to find a particular page more easily during a presentation.
- Add a Screen Shade to a page. During the presentation, you can gradually remove the shade to reveal the underlying text and graphics when you're ready to discuss them.
- Display the file in Full Screen view during the presentation. This view maximizes the available workspace.
- Use the Spotlight, Magnifier and Pointer to highlight areas of interest during your presentation.
- Create freehand objects that slowly fade, a magnification window or a spotlight window using the Magic Pen.
- Control the playback of an Adobe Flash object during the presentation.

Creating a fading object using the Magic Pen

You can create freehand objects that slowly fade after approximately 10 seconds using the Magic Pen (sometimes referred to as the Presentation Pen).

To create a fading object

1. Press **Magic Pen** .
2. Using your finger or pen tray pen (on interactive whiteboards) or tethered pen (on interactive pen displays), write or draw objects on the interactive screen.

The objects slowly fade after approximately 10 seconds.

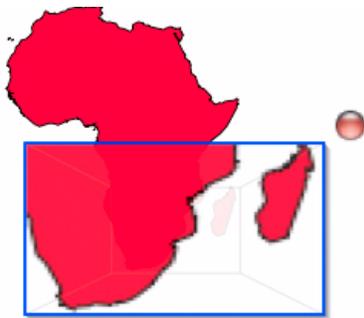
Creating a magnification window using the Magic Pen

You can create a magnification window using the Magic Pen (sometimes referred to as the Presentation Pen).

To create a magnification window

1. Press **Magic Pen** .
2. Using your finger or a pen tray pen (on interactive whiteboards) or the tethered pen (on interactive pen displays), draw a square on the interactive screen.

A magnification window appears.



3. To reduce the magnification window's size, press in the middle of it, and then drag it to the left.

OR

To increase the magnification window's size, press in the middle of it, and then drag it to the right.

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Presenting a file

4. To move the magnification window, press near its edge, and then drag it.
5. To close the magnification window, press the magnification window's close button .

NOTE

If two people are using the Magic Pen tool with your SMART Board 800 series interactive whiteboard, only one person can open a magnification window.

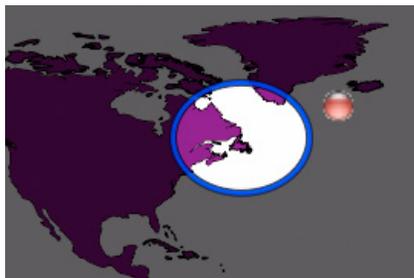
Creating a spotlight window using the Magic Pen

You can create a spotlight window using the Magic Pen (sometimes referred to as the Presentation Pen).

To create a spotlight window

1. Press **Magic Pen** .
2. Using your finger or pen tray pen (on interactive whiteboards) or tethered pen (on interactive pen displays), draw a circle on the interactive screen.

A spotlight window appears.



3. To reduce the spotlight window's size, press in the middle of it, and then drag it to the left.
OR
To increase the spotlight window's size, press in the middle of it, and then drag it to the right.
4. To move the spotlight window, press near its edge, and then drag it.
5. To close the spotlight window, press the spotlight window's close button .

NOTE

If two people are using the Magic Pen tool with your SMART Board 800 series interactive whiteboard, only one person can open a spotlight window.

CHAPTER 16
Presenting a file

Chapter 17

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.

Enabling two people to use a SMART Board D600 series interactive whiteboard

On a SMART Board D600 series interactive whiteboard, two people can use the interactive whiteboard simultaneously. Each student can press their half of the screen with their finger to left-click, write using a pen tray pen and erase digital ink using the eraser. Each student can also access frequently used tools using their own Floating Tools toolbar.

You can press a toolbar button to switch between single-user mode and dual-user mode.

■ To select dual-user mode

Press **Dual Write Mode** .

■ To select single-user mode

Press **Exit Dual Write Mode** .

Enabling two people to use a SMART Board 800 series interactive whiteboard

On 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.

CHAPTER 17

Enabling two people to use an interactive whiteboard

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”).

Dual-user collaboration mode is useful in scenarios such as this following:

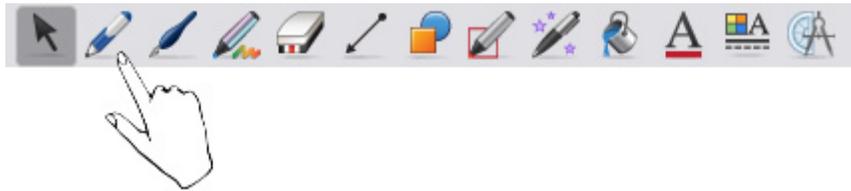
- Two students work on an assignment on the interactive whiteboard at the same time.
- A teacher and student work on an assignment on the interactive whiteboard at the same time.
- A teacher or student poses questions or problems on the interactive whiteboard, and another student responds to these questions or problems.

i 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 to use the interactive whiteboard at the same time. However, the two pen users must use the same tool.

Selecting tools

To change tools or set properties, the touch user must press the appropriate button on the toolbar or control in the Properties tab with his or her finger. The following is an example:



To change tools or set properties, 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:



i NOTES

- If the pen user presses a button on the toolbar with his or her finger instead of the pen, SMART Notebook software changes the selected tool 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 is a different color from the dashed border of the objects selected by the pen user.

Appendix A

Customer support

Online information and support

Visit www.smarttech.com/support to view and download user's guides, how-to and troubleshooting articles, software and more.

Training

Visit www.smarttech.com/trainingcenter for training materials and information about our training services.

Technical support

If you experience difficulty with your SMART product, please contact your local reseller before contacting SMART Technical Support. Your local reseller can resolve most issues without delay.

NOTE

To locate your local reseller, visit www.smarttech.com/wheretobuy.

All SMART products include online, telephone, fax and e-mail support:

Online	www.smarttech.com/contactsupport
Telephone	+1.403.228.5940 or Toll Free 1.866.518.6791 (U.S./Canada) (Monday to Friday, 5 a.m. – 6 p.m. Mountain Time)
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