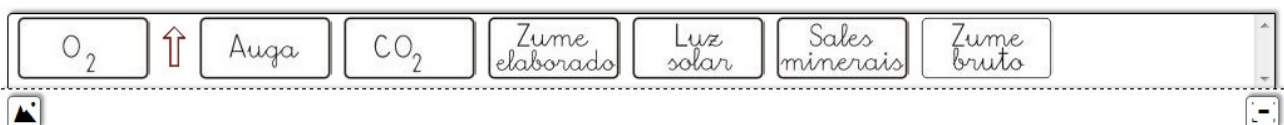
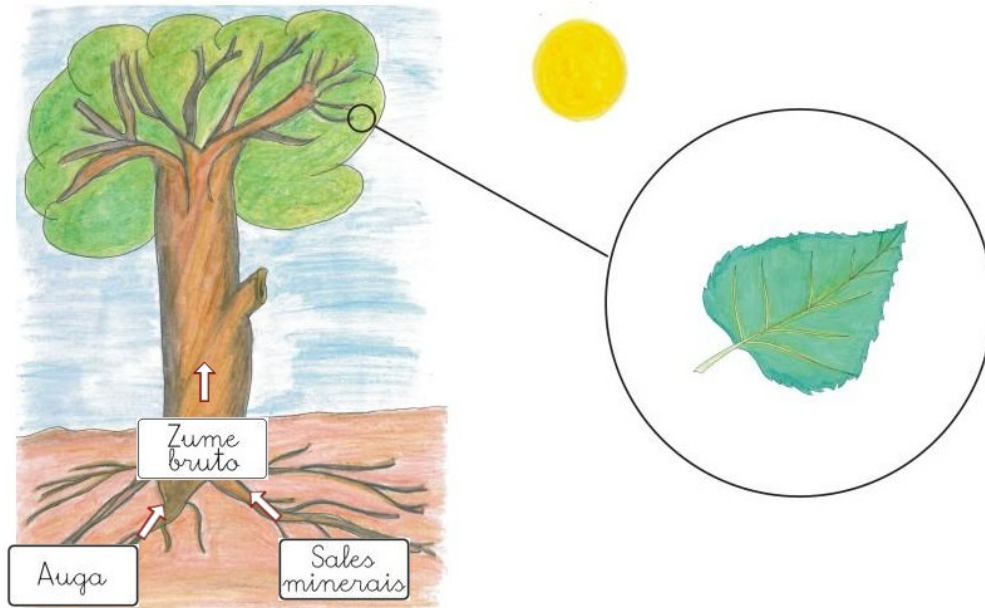


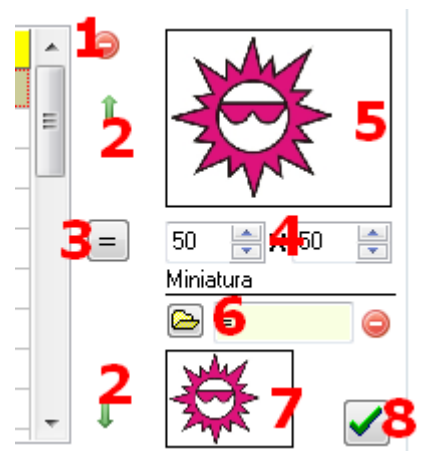
Page where the users have a space (board) to create their own compositions with graphics and texts previously inserted by the author; furthermore, the users will be able to write their own texts::

A fotosíntese



"IMAGES" tab:

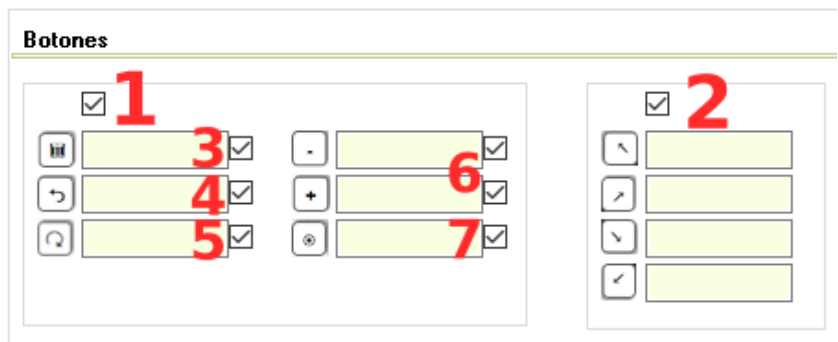
In the "Images" tab you can find a table. Double click on the first row to open the browser and enter the first picture. Once at the table, a sample is displayed in the box on the right (5). Once all the graphics are inserted, we can remove any of them simply by selecting it and using the button (1). With the green arrows (2) we can change the order of presentation of images in the dropdown menu.



With one of the images already selected, if we use this button (3) the dimensions of the rest of the table pictures will be exactly the same as the selected one (this process may take some time depending on the number of images as well as their size). We can determine the size at which the image will be displayed on our board using these fields (4); although we do not respect the proportions Ardora will adjust one the dimensions so that the image is not shown in a distorted way.

In the same area of the screen, we can use the folder under "Thumbnail" (6) to enter a different image to represent the original, which will be displayed in the box (7); if we do not enter a different picture, Ardora will automatically create a thumbnail to be presented in the dropdown menu, so that the user can drag it to the board when the page is already created. Do not forget to press the button with the green check mark (8) to validate the changes.

In the bottom left-hand corner of the screen we have a panel with a series of buttons and arrows. We can make these items appear when the user selects an image on the page; the elements will be displayed



around the picture so that the users can do certain actions on it if we activate these check boxes (1); otherwise, the user will only be able to move the images. In the fields next to each icon we can write the action it makes; this text will be shown as a tooltip whenever the users move their mouse over one those elements. The function of each button can be seen in the graph below: remove (2), restore the original size (3), rotate (4), increase transparency (5), increase opacity (6) and resize (7)..

Finally we have the box to set the drop-down menu:

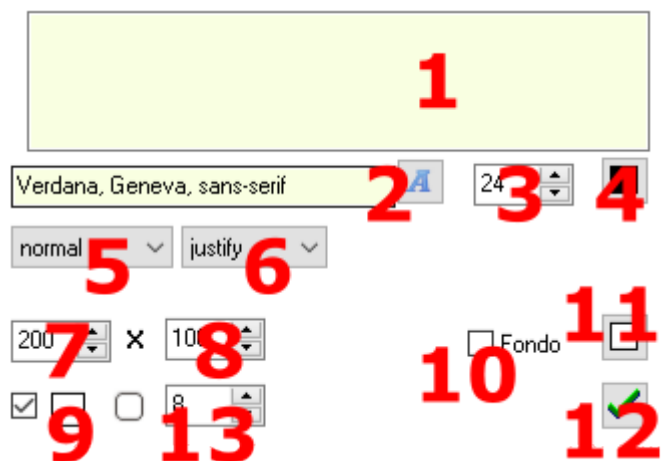
In the field (1), we can adjust the size of the thumbnails (the same value for width and height); Section (2) allows us to apply shadow to the bar and buttons; By checking this box (3), we will get the bar surrounded by a solid line; with button (4) we will be able to choose the background colour for the window containing the drop-down menu; field number 5 allows us to regulate the transparency of the background of the displayed window: the higher the value is, the more opacity we will get; the lower the value, the more transparency we will obtain; in the field (6) we can write the text you want to appear in the tooltip appearing whenever users move their mouse over that button.



“TEXT” tab

Apart from being able to insert images, we can also create our own texts so that the user can drag them from the drop-down menu and set them on the board directly, without needing to create them.

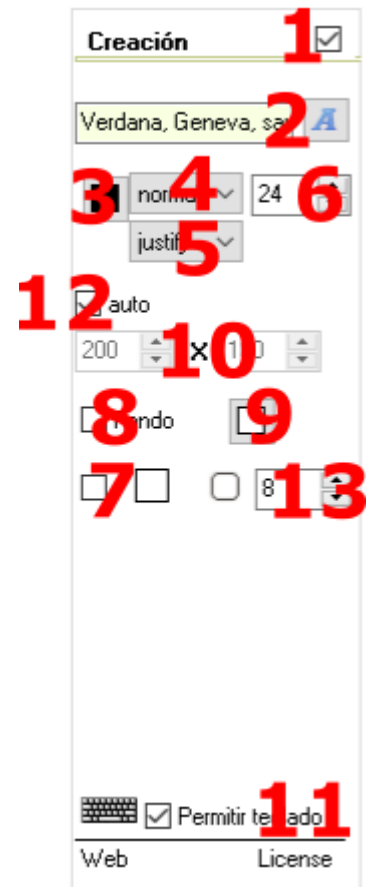
We begin by writing the text in the text box (1). With the button (2) we will choose the font, its size (3) and the colour (4). The drop-down list (5) allows us to apply attributes such as bold or others to the font. With the dropdown list (6) we can choose the type of alignment for the text within the framework that will contain it. In the fields (7) and (8) we can adjust the dimensions of that frame. By checking the box (9) we will add a frame to that text. If we activate the box (10) that text box will have a solid background (You should take into account that this box will cover the objects below) and the button (11) will allow you to choose the background colour..



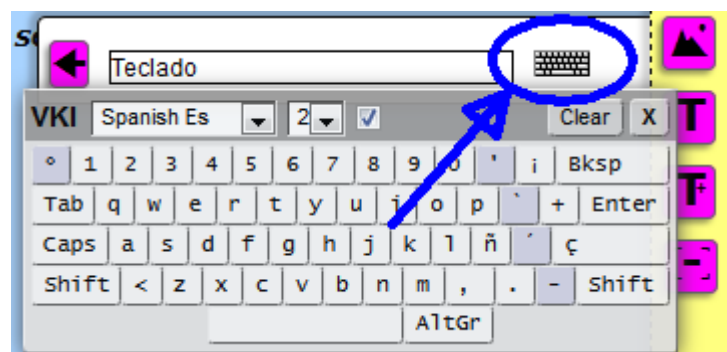
From version 9.3 this section also includes the possibility of specifying the "rounded" value of the corners (13), where "0" is the completely straight value.

After all the settings have been established, we have to press on the green button (12) to save the changes and the text will be displayed in one of the rows on the table on your left. As always, we can change the order by using the green arrows or remove any of them with the red button.

At the top right corner of the page, if you check the "Creation" box (1) we will enable the users to create their own texts and add them to the board. There will be some controls that will help you configure the default text: We can choose the font (2), colour (3) and size (6). The drop-down list (4) allows applying attributes such as bold to that font. With the drop-down list (5) we can choose the alignment of that text within the frame containing it. By checking this box (7) the text will be surrounded by a solid line. If we activate the box (8) the text box will have a solid background (the box will cover the objects below) and the button (9) allows you to choose the background colour. Size will be adjusted using these parameters (10).



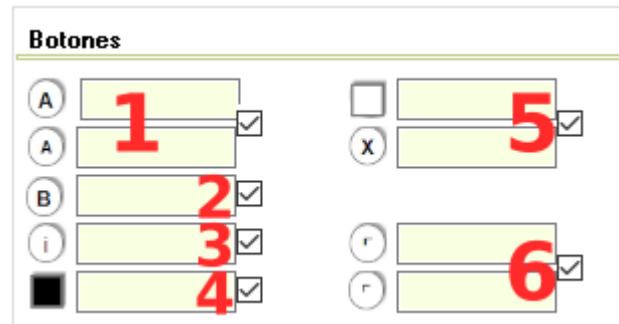
By checking the "Allow keyboard" (11) an icon with a keyboard will be displayed. When the users click on it, they will get a small keyboard so that they can create a text by clicking with their mouse on the suitable letters.



When the user drags a text to the board, as we've already seen with the pictures, we can select a set of controls to modify its appearance on screen:

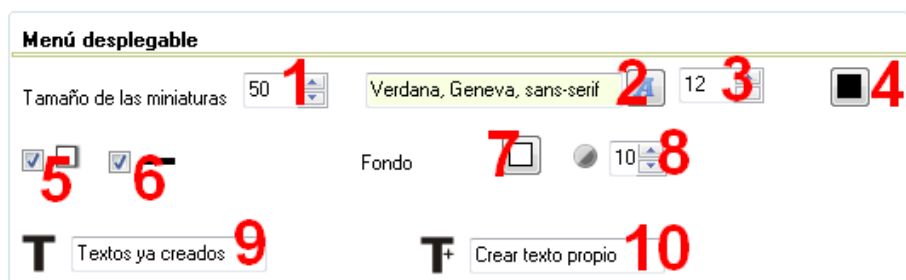
In the bottom left-hand corner of the screen we have a panel with several buttons. As we've already seen in the images tab, you should activate the checkboxes for the elements you want to display; otherwise, the user will only be able to move the texts.

In the fields next to each icon we can write the action it represents; so, when the users move their mouse over the item, a tooltip will be displayed. The function of each button can be clearly seen in this graph:



To finish with this section, in the area “Drop-down menu” we will configure the items which will appear when pressing on the buttons

T and/or **F**.

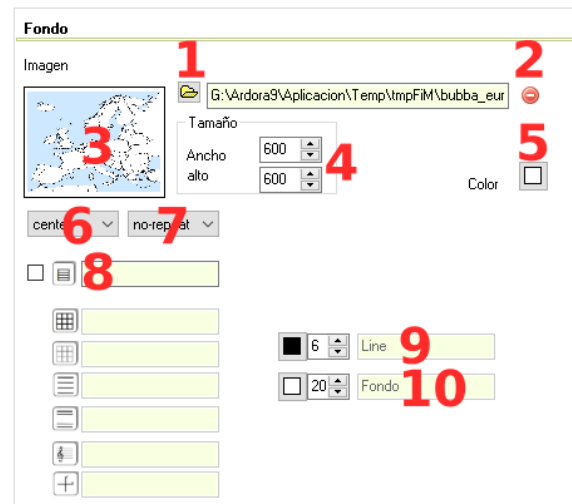


The thumbnail size can be adjusted in this field (1) (it will have the same value for width and height); with button (2) we can choose the font for the texts in the drop-down menu; we can also determine its size (3) and colour (4). By checking this box (5) we will apply shadow to the bar and buttons; if we activate this check box (6), the bar will be surrounded by a solid line; with button (7) we can choose the background colour of the window containing the drop-down menu; in the field (8) the transparency of the pop-up window is adjusted: the higher the value is, the more opacity you will get; the lower the value, the more transparency you will get; in the fields (9) and (10) we can write the text which will later appear when users move their mouse over the button **T** or **F**.

“BACKGROUND / GRAPHICAL MENU” tab

In the menu “Background” we can configure the board background:

If we need to insert a background image, you need to press the folder (1) to import the picture; with the red button (2) it can be deleted. Once inserted, a thumbnail will be shown in this box (3). Size can be adjusted by modifying these parameters (4). With the button (5) we can choose a background colour for the page; this colour will apply to the areas not covered by the picture, provided that the image is smaller than the resolution of the user's screen or does not fill the screen.



With the drop-down list (6) we can determine where we will insert the background image: in the bottom center (bottom) in the middle of the page (center), in the upper left corner (inherit), centered in the left margin (left), centered on the right side (right) or at the top center (top). Likewise, with the drop-down list (7) we can make indicate if the image won't be repeated (norepeat), or if it is going to be repeated to fill the entire page (repeat), horizontally repeated (repeat-x), or repeated vertically (repeat-y). The areas not covered by the image will be filled with the background colour chosen on this button (5).

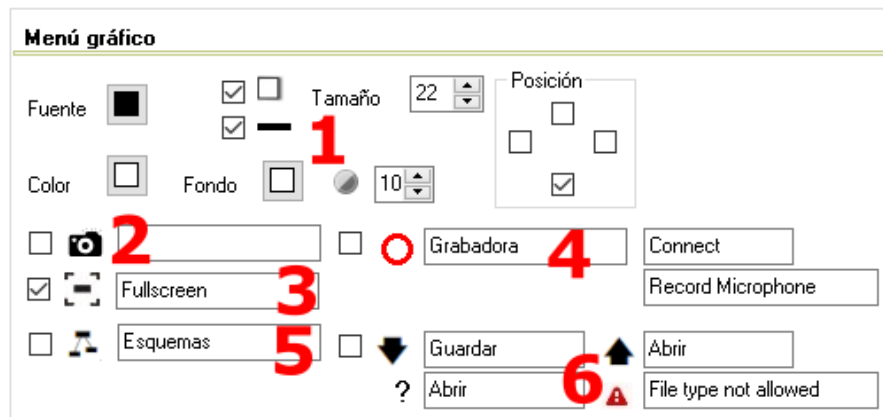
By ticking box 8 we will have a button on our blackboard that will allow us to have a grid, grid lines, pentagram or coordinate axis as a background, of which we will establish their default values. In 9 we will determine the colour of the line and its thickness, while in 10 we will select the background colour and the separation between grid, lines...

In the “Graphical menu” section, we will configure the bar containing the buttons:

With the "Font" button (1) we can choose the colour of the icons that are inside the buttons and with the "Colour" button, the background colour for those buttons; these colours will be reversed whenever the user moves the mouse over the buttons. This box

(3) applies shadow to the bar and buttons and if we activate the checkbox (4) the bar will be surrounded by a solid line.

With the button (5) we will choose the background colour of the bar and in the field (6) transparency is regulated, the higher the value is, the more opacity we will



get; the lower the value, the more transparency we will obtain. With boxes (7) we can choose where to place the bar. Finally, by checking the box (8) we will get a button on the toolbar so that the user can expand the activity into a full screen; in the field (9) we can write the text that will later appear in the tooltip whenever the users move their mouse over that button.

By ticking the box number 5 we will be able to create different arrows which allow relating different elements to each other by placing them on our blackboard.

The items marked with number 6 refer to the possibility of saving the blackboard (elements, location of these elements, colours...) in order to be able to recall this "blackboard" later if, for instance, we wish to continue with the content created on future occasions.

In the "draw" section: if we check this box, the menu of our blackboard will also contain a button that will allow us to draw "by hand" directly on it or to draw quadrilaterals, lines, circles, polygons or arrows.

