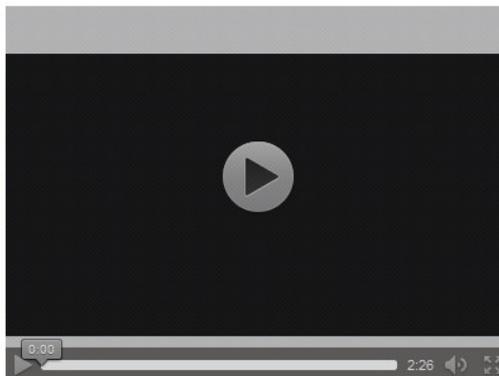


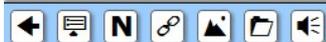
As its name suggests, this type of multimedia page allows us to create a web page containing text, images ... but it also offers us many other options:



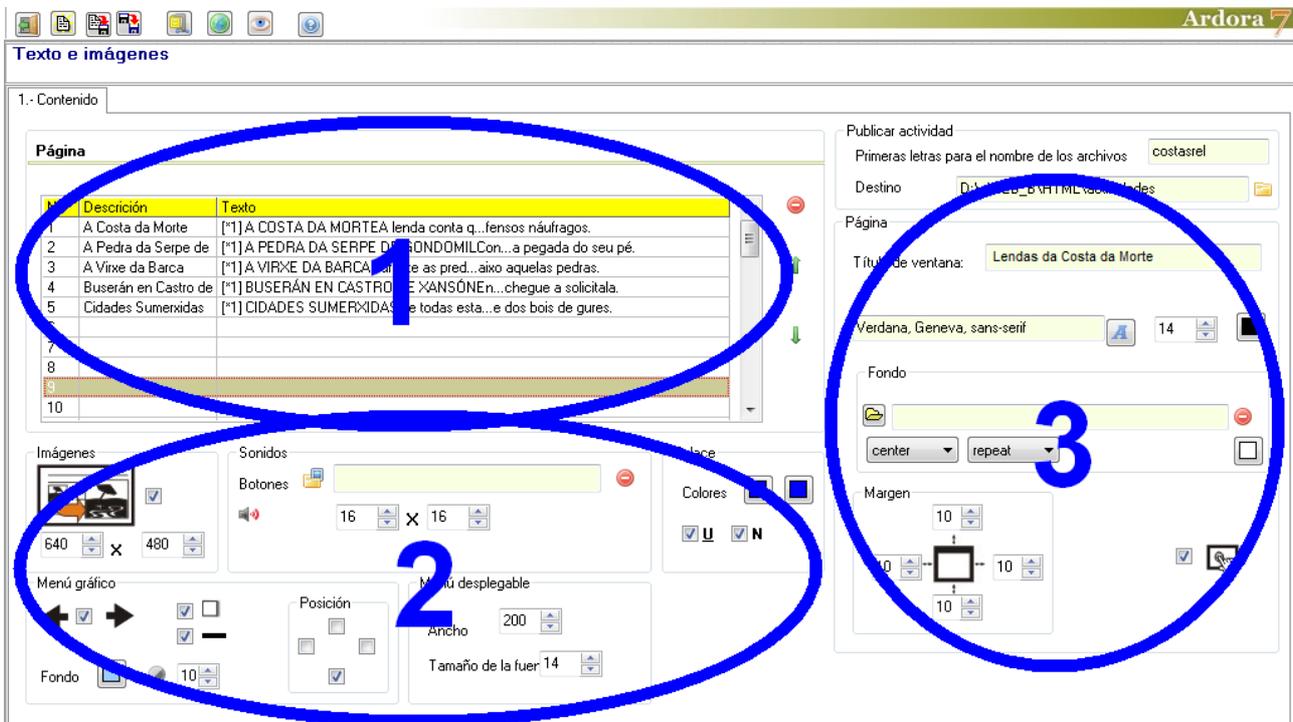
#### **A VIRXE DA BARCA**

Durante as predicacións do Apóstolo Santiago pola bisbarra, despois de que por medio da súa intercesión a cidade de Duio (Fisterra) quedase mergullada, desaparecendo todos os seus habitantes, como castigo por desoír as predicacións do Apóstolo e render culto ao Sol, aquel se retirou a Muxía, e alí, na Punta de Xaviña, parouse a rezar e suplicar ao Señor coa intención de que as xentes cesasen nas súas hostilidades contra a súa predicación. De súpeto, o Apóstolo viu como unha barca misteriosa se achegaba á beira, nela considera á Virxe e esta dálle ánimos ao Apóstolo e comunícalle o éxito das súas predicacións na nosa terra, ordenándolle que volva a Xerusalén, xa que a súa misión se cumprira.

A embarcación na que chegou a Virxe á Punta de Xaviña era de pedra, o mesmo que a vela e o leme, quedando alí depositada. A barca era **A Pedra de Abalar** e a vela **A Pedra dos Cadrís**. Conta tamén a lenda que a Virxe, como mostra de amor cara ao Apóstolo, lle doou unha imaxe súa, a quen Santiago levantou un altar baixo aquelas pedras.

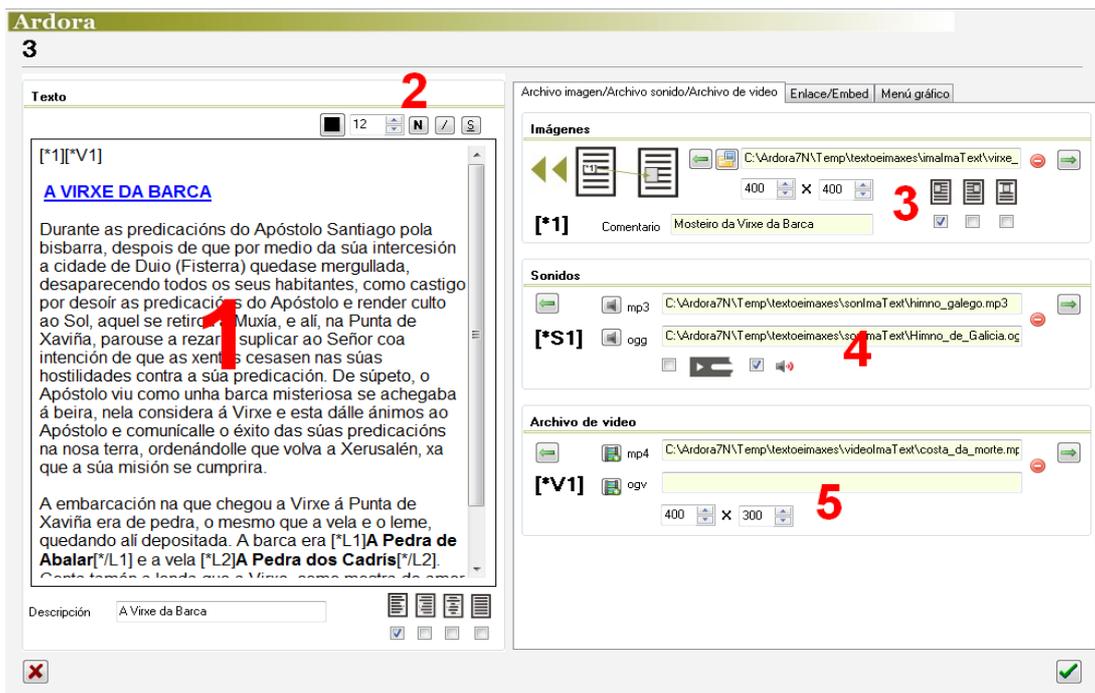


In the “editing” screen we can find these elements:



## SECTION 1

In this table we will create the different pages we are going to integrate into our project (up to 49). To do this, just double click on the first row of the table and the editing window will open:



In the text box on the left (1) we will write the text of our website, you can format this text with the controls (2). On the right side we have 3 tabs. Let's examine this in greater detail.

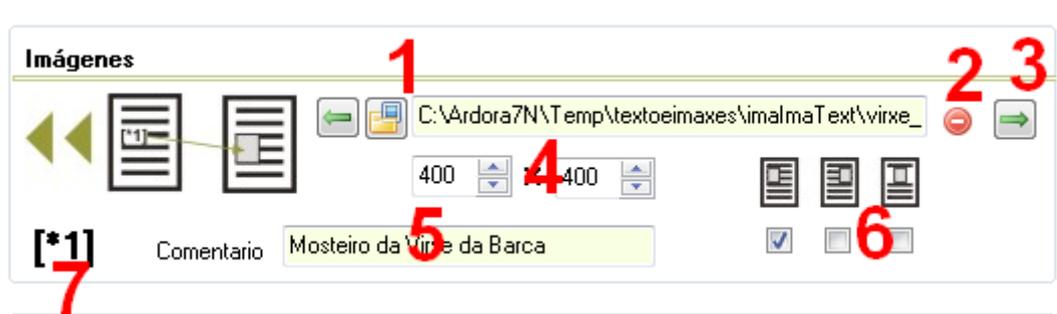
On the top right of the box, you can find the controls to format text: these buttons allow you to choose the colour (1), the size (2), bold (3), italicise (4) and underline the text (5). Simply select the text to format and use the corresponding button. The font will have to be previously selected in the previous screen (main editing window).

At the bottom of the box there is a field (1) to write a short description (we'll see later its function) and on the right side a checkbox (2) to align text to its left, right, center or justified respectively.

On the right side, you can see three tabs:

### *Image file/Sound file/Video file*

In the "Images" menu, we will import the pictures to be included in the page:

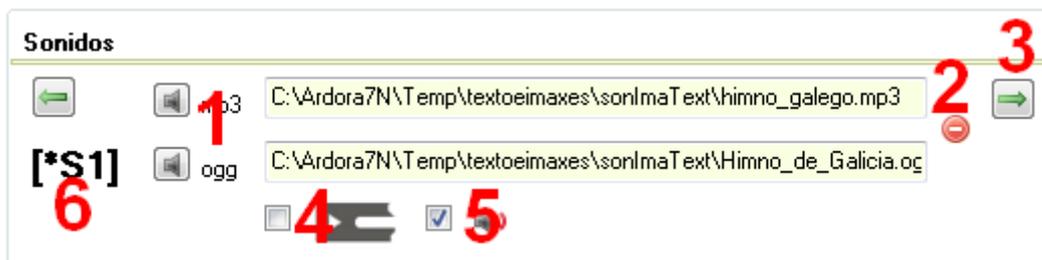


Click on the button with the yellow folder (1) to open the file browser and import an image. If we want to delete it once introduced, we will use the red button (2). If you want to insert more than one image on the same page, you can use the green arrow (3) and repeat the operation as many times as you need. In the fields (4) we will adjust the width and height of the image respectively. In the

"Comment" (5) field we can write a few words containing the text appearing whenever the user moves the mouse over the image. With the check boxes (6) the image will be aligned on the left of the text, right or we can place it in the centre of the page. Finally we will have to write **[\*1]**, which is the code we need to insert the image somewhere in the text.

If we have inserted more than one image using the green arrow, notice that by changing from one to another, the code will also change to [\* 2] [\* 3], [\* 4], etc. so we will use each code to identify each image so that they can be inserted somewhere in the page code.

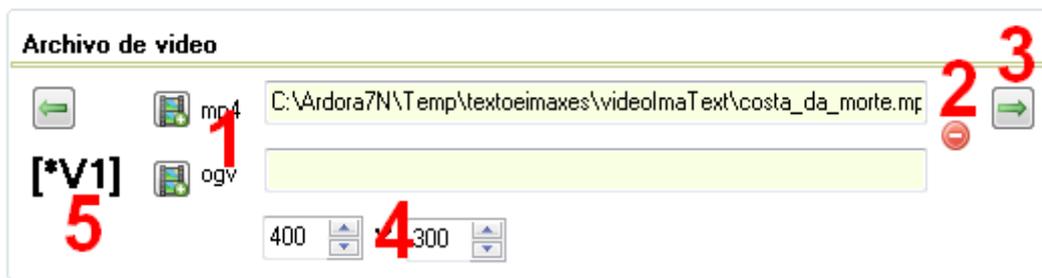
In the "Sounds" menu, we will import the audio tracks we need to include in the page:



Click on the buttons (1) to open the file browser and choose a sound in MP3 and / or OGG format. If we want to delete it once introduced, we will use the red button (2). If you want to insert more than one sound on the same page use the green arrow (3) and repeat the operation as many times as you need. By checking the box (4) we choose a player to play the sound inserted. The user will be able to start or stop the sound this way. If we check the box (5) a small speaker instead of the player will be displayed; in this case the audio won't stop and you will have to listen to the end. Finally the code **[\*S1]** (6) will be the one you need to write somewhere inside the page so that the audio file appears.

As explained previously with the images, if we have inserted more than one sound using the green arrow, we see that if we change from one to another, the code will also change [\* S2], [\* S3], [\* S4], etc. so we'll use the code associated to each sound to insert the audio files somewhere in the page code.

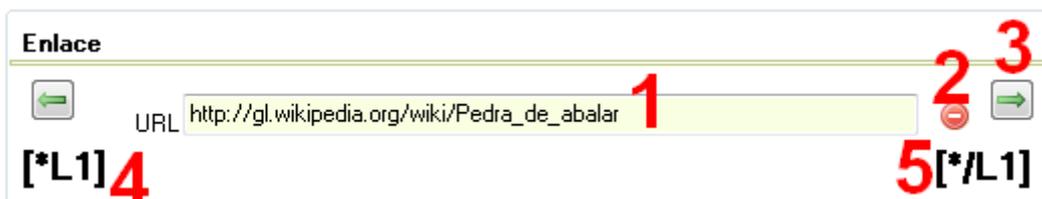
In the "Video File", we will import the videos we want to include in the page:



As explained previously with the images, if we have inserted more than one video using the green arrow, we see that if we change from one to another, the code will also change [\*V2], [\*V3], [\*V4], etc. so we'll use the code associated to each video to insert those files somewhere in the page code.

### *Link / Embed*

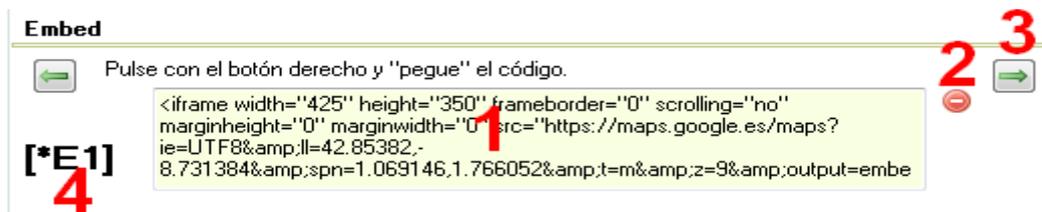
In the "Link" menu, we will insert the links we want to include in the page:



In the field (1) we will introduce the URL we want the user to visit. With the red button (2) we can delete it. If you want to insert more than one link on the same page use the green arrow (3) and repeat the operation as many times as you need. It allows you to advance to the next field and insert the following link. Finally, and unlike pictures, videos or sounds; in this case we will need to insert two codes `[*L1] word [*/L1]`. The first one (4) needs to be placed at the beginning of the word or sentence where we need the link. The second one (5) indicates where the link ends. Notice that we can also enclose a the code of a picture with these tags (`[L1] [*1] [/L1]`) to get a link whenever we click on the image.

As explained previously with the images, if we have inserted more than one video using the green arrow, we see that if we change from one to another, the code will also change **[\*L2]** **[\*/L2]**, **[\*L3]** **[\*/L3]**, **[\*L4]** **[\*/L4]**, etc. so we'll use the code associated to each link to insert those tags somewhere in the page code.

In the "Embed" menu, we can insert the HTML code of the object you want to embed on your page:



In the text field (1) we will paste the code. With the red button (2) we can delete it. If you want to insert more than one object on the same page use the green arrow (3) and repeat the operation as many times as you need. Finally **[\*E1]** (4) is the code we need to write somewhere inside the page where you want the embedded object to appear.

As explained previously with the images, if we have inserted more than one video using the green arrow, we see that if we change from one to another, the code will also change **[\*E2]**, **[\*E3]**, **[\*E4]**, etc. so we'll use the code associated to each object to insert those tags somewhere in the page code.

### **Graph menu**

When clicking on this table we can find the following items:

**1** Poner barra de navegación
  **2** **Ne grita**
 **3** Menú desplegable

| Nº | Etiqueta         |
|----|------------------|
| 1  | Google Earth     |
| 2  | Foto do mosteiro |
| 3  | Actividades      |
| 4  | Himno            |
| 5  | Google maps      |
| 6  | Manual           |
| 7  | Vídeo            |

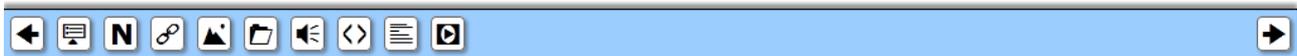
**8** Etiqueta **5**

Al hacer clic abrir...
  URL
  Archivo sonido
  <Embed>
  Archivo
  Archivo imagen
  Archivo de video
  Carpeta

Destino:
  Ventana nueva
  Pop-up **7**
 Misma ventana

URL **8**  **9**

By checking the box "Insert navigation bar" (1) the page will display a bar with different icons used to navigate between pages or launch the elements explained below:



By clicking the box "***Bold***" (2) we'll get on the navigation bar the letter **N**. If we check the "drop down menu" (3) a button will be displayed in the navigation bar with a drop-down menu button (on the left of **N** in the image).

We need to start by writing the name you want to associate with the button on the navigation bar at the "Label" field (5). Then we will choose the type of content associated with the button pressing on one of the buttons in the area (6). Then select how that content will be shown (7): in a new window or tab in a popup window or in the same window. Field (8) will vary according to what we have chosen on the buttons in the area (6), we will be able to insert a file, a sound, paste a code, etc. Once we have inserted the content in this field, we need to click on the green arrow button (9) to save the changes and then the label will appear in the table (4). At this point you can select the next row of the table continue inserting elements.

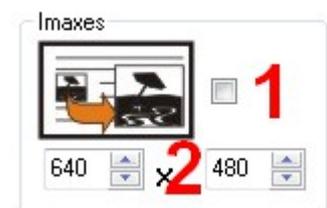
Here you have is a list of the buttons that may appear on the navigation bar depending on what we have chosen in area 6.

|   |   |
|---|---|
|    | <b>Arrows.</b> To move back or forward if our project has got several pages.  |
|    | <b>Drop-down menu.</b> Clicking on this button we will list the texts introduced in the field "Description" on the left part.                                   |
|    | <b>Bold.</b> By pressing this button, all the words in bold in the text will "disappear" (they will be covered with an opaque rectangle).                       |
|    | <b>Link.</b> Clicking on this button, the browser will open the web site associated to it.  |
|    | <b>Image.</b> This button will show a picture on the main screen.   |
|    | <b>Folder.</b> This button will launch the contents of a folder associated with it, which may be an activity, an activity pack, an application, a program, etc. |
|    | <b>Audio.</b> This button will present an audio player to play the track associated with it.  |
|  | <b>Embed.</b> Clicking here a page embedded from the HTML code associated with the same object will be displayed.   |
|  | <b>File.</b> This button opens a file (pdf, odt, html ...) associated with it.  |
|  | <b>Video.</b> This button will show a video player to play the video associated with it.  |

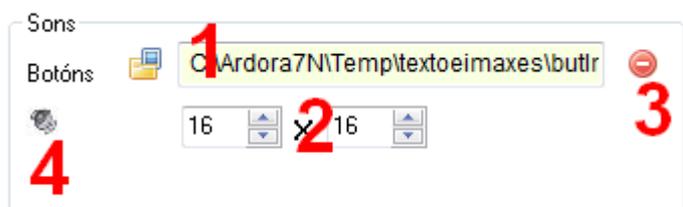
## SECTION 2

Here we can specify some general aspects for all the pages.

In the "Images" menu, if we activate the box (1) we will enable the users so that when they click on the images, these can be expanded in a popup window with the size specified in the field (2).



In the "Sounds" menu, we can use the yellow folder (1) to import an image to replace the small speaker that Ardora offers by default; with fields (2) we will adjust the width and height of the image; the red



button (3) allows us to delete the imported file and in field number 4, you can see a thumbnail of the image just imported.

In the "Link" section, if we activate the boxes "U" and "N" we will have the hyperlinked words underlined and bold respectively. We may also use the buttons to select the color of the hyperlinked text before being visited (left button) or after being visited (right).

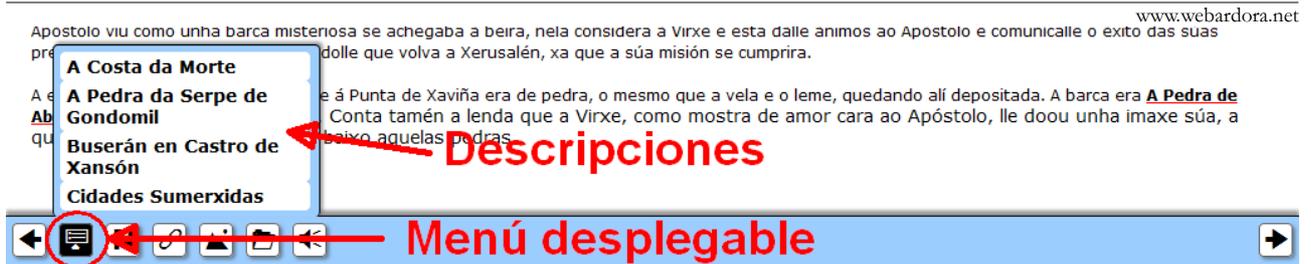


The following items determine some aspects about the navigation bar:



By checking this box (1) we will make the arrow buttons appear so that the users can move forward or backward to the next or previous page; with button (2) we can choose the colour for the navigation bar; If we activate this box (3) we will get a shadow at the bottom and the right side of the bar and buttons; By checking this box (4) we will get a solid line surrounding the bar; with Item (5) we can regulate the transparency of the bar, the higher the value is, the more opacity we will have; the lower the value, the more transparency we will get; This menu (6) allows us to determine the position of the bar in the page.

The boxes (7) and (8) affect exclusively the drop-down menu, if included in the bar; with the field (7) we will adjust its width and the (8) the font size for the text descriptions of each page. If our project consists of many pages, with this menu you can directly access any of them without using the arrow buttons:



### SECTION 3

In the "Page" menu, we can adjust some of the general characteristics for the format of our web pages:

In the field "Window Title" (1), we can write the text that will later appear in the browser tab when we open the multimedia page. The next button (2) allows us to choose the font for the text on pages, then (3) the size of that font and its colour (4); Notice that this colour will also be applied to the buttons on the navigation bar.



"Background" menu: if we want to choose a solid colour for the backgrounds of our pages, we will use this button (7); Otherwise, we can import an image with the button (4) to establish our background. If that image is smaller than the size of our page with this drop-down menu (5) we can choose where to insert the picture: At the bottom center (bottom), in the middle of the page (center) in the top left-hand corner (inherit), centered on the left side (left), centered on the right side (right) or at the top (top). Likewise, with the drop-down list (6) we can determine not to repeat the image (no-repeat), to be repeated so that it fills the whole page (repeat), to be horizontally repeated (repeat-x), or vertically (repeat-y). The areas not covered by the image, will be filled with the background colour chosen on the button (7).

Finally, in the box "Margin" you can adjust the page margins (distance between text and edges) with fields (8). We can also make the activity compatible with touchscreen devices by checking the box (9).