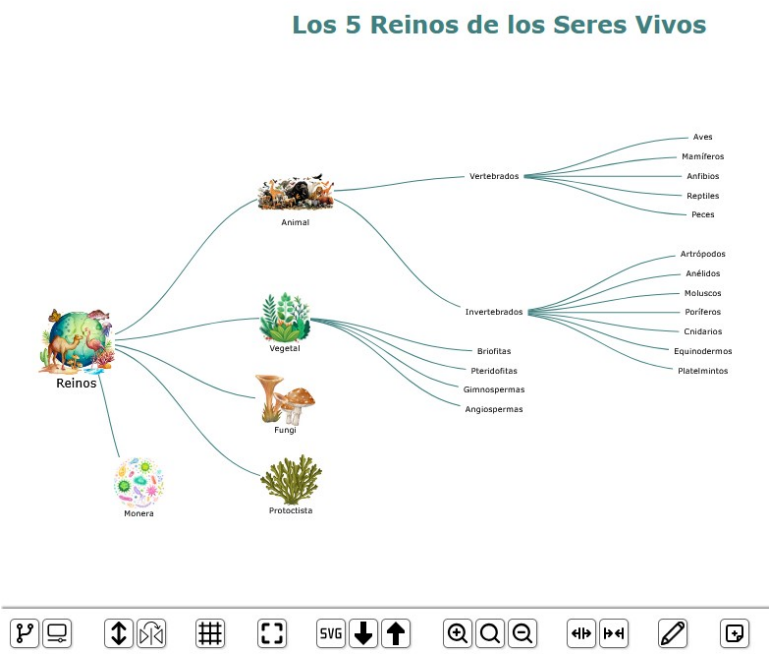
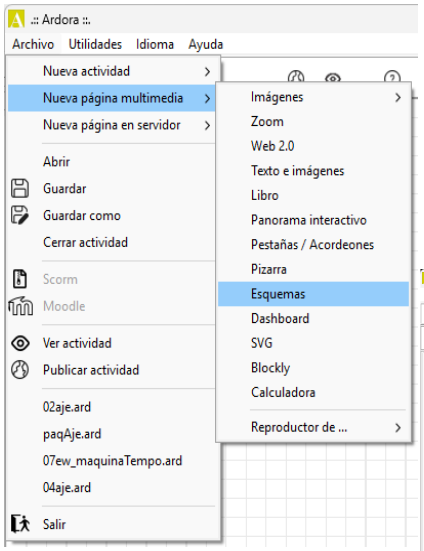
This type of multimedia page allows us to create an interface where we can display a previously created diagram and then interact with it or create it from scratch.

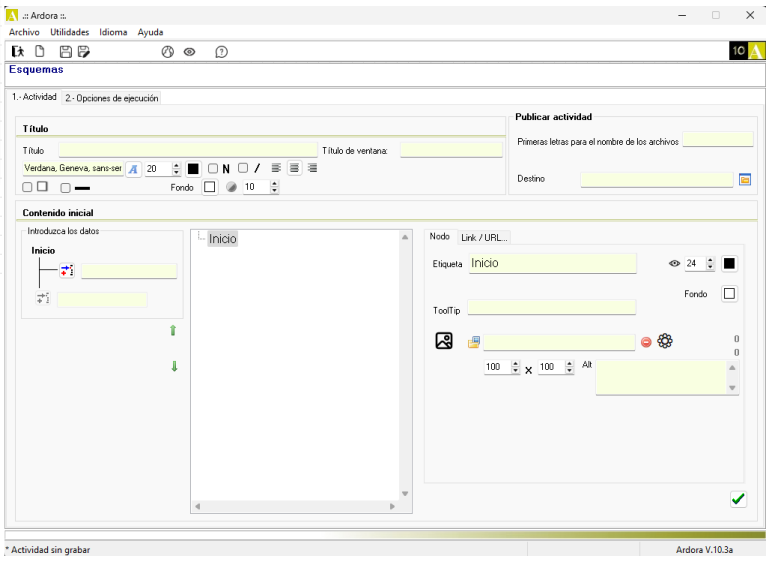
To do so, the created multimedia page has several features, which will be described below, such as adding or removing nodes, changing its appearance, adding images, audio or embedded content, saving or retrieving diagrams, etc.



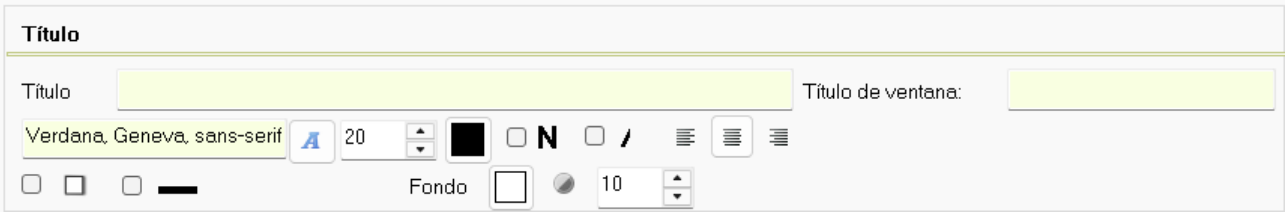


From the 'File' menu, select 'New Multimedia Page - Diagrams'.

The following form will be displayed on your screen:



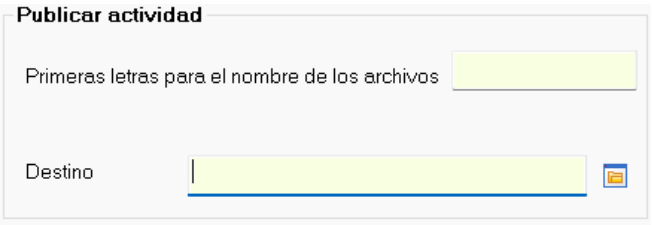
Let us look at each section.

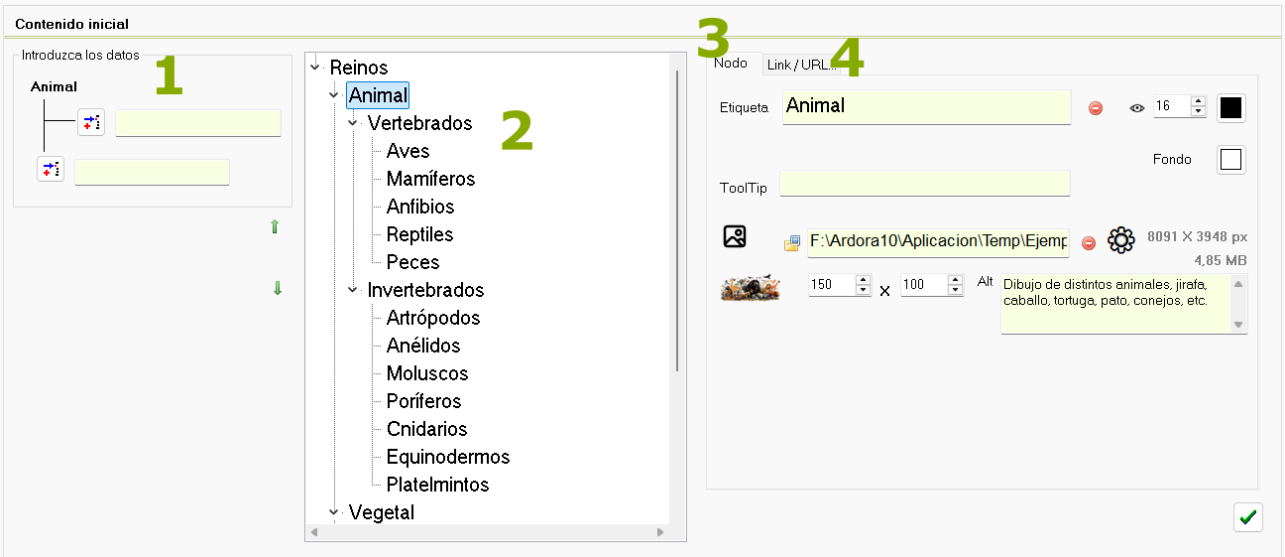


Here we will type (optionally) the title of our diagram as well as the title that will later be shown in our browser window. Below, you can find the usual controls for font type, size, colour, bold, italic and alignment (left, centred, right).

The last line offers the option of 'shading' the letters of the title, drawing a line between the title and the diagram, the background colour of the title and the transparency of the background.

As in all content created with Ardora, here we can indicate the name and the place where our diagram is going to be published.





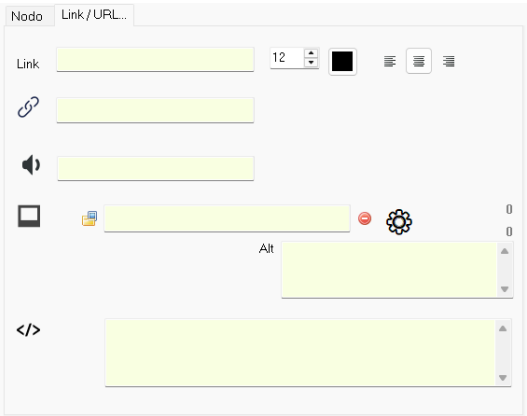
In 1 we can input the elements (nodes) of our diagram. Please, note the selected node (Root) whose text is always shown at the top (in the image, 'Animal'); in the first field we will add a 'child' of the selected node and in the second a 'sibling'. In our example, for the root 'Animal' we have introduced several 'children' (the first one is 'Vertebrates') and several 'siblings' (the first one is 'Vegetable').

In 2 we find the structure of our diagram. This is the place where we select the nodes to add attributes or children (in the example the selected node is 'Animal'). By selecting the node in 3 we can modify its 'label' (the text which will appear in the node). An '**eye**' will be displayed on the right of the label field. By clicking on it (a 'crossed-out' eye will appear) we would be indicating this node is not visible the first time the diagram is shown, although, as we will see later, we can later show it. The purpose of this 'eye' is to be able to show the elements of the diagram depending on what, for example, the teacher is explaining.

On the right of the eye we have the font size in which the label text is going to be displayed and we can also specify the colour of that text.

In the **ToolTip** field we can type a text (an explanation, a comment...) that will be displayed only when the mouse cursor is over the node.

Below the tooltip, we can find the **image field** in which we can insert any graphic that is going to appear in the node; the wheel allows us to make small changes on the image such as orientation, rotation or resolution. If, for example, we have an image with some dimensions that we are never going to use, we can lower its resolution (in the screenshot 8091x3948px) to a lower one, so that the image will 'take less weight' and it could be 'loaded' sooner. Below, we have the maximum dimensions that the image will have, as well as the description of the image necessary to improve the accessibility of our content.



To each of the nodes, in 4 we can assign more elements, as it is shown in the screenshot.

Link: The text we write here will be displayed on the line linking this node with its 'parent', in our example it would be the line that goes from 'Kingdoms' to 'Animal'. This text is shown with the characteristics previously determined on the right: size, colour and alignment.

Here we can write an Internet address (URL), in our diagram, this same icon will be shown under the node so that when we click on it a new browser tab will automatically open with the given address.

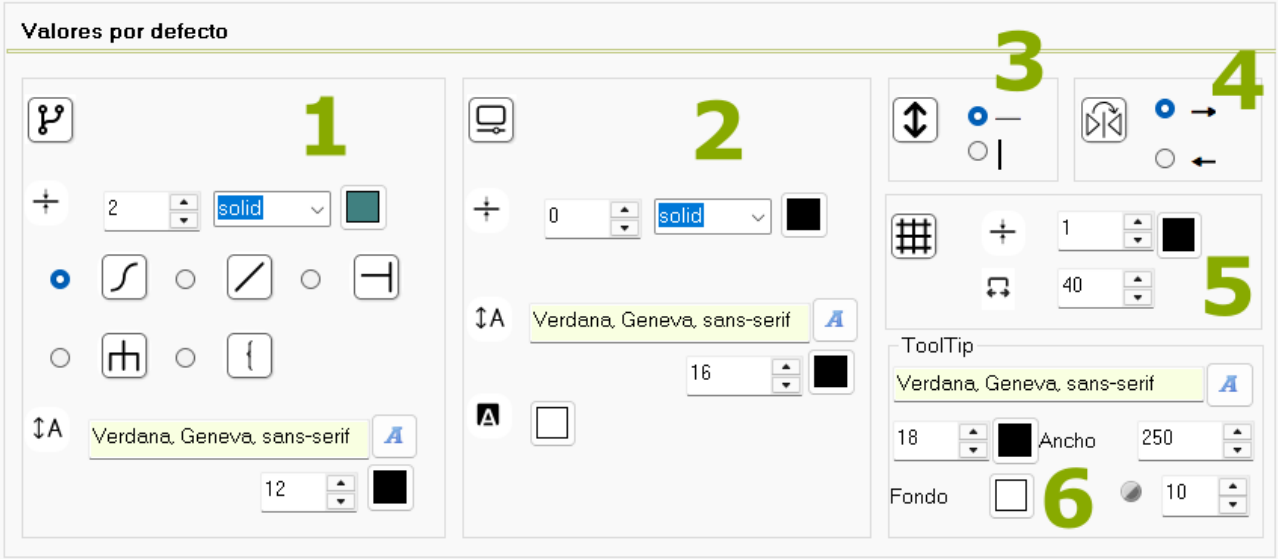
If we want this node to have an audio file associated with it, we must click on the icon and upload an audio file (mp3, ogg). This icon will then appear in the diagram, and when you click on it, the corresponding file will be played.

We can proceed in the same way as we did with the audio but, in this case, with an image. Here too, this icon will be displayed in the diagram, just below the node, allowing the loaded image to be shown. The data to be entered are the same as in the image field already mentioned.

In this field we can insert the embed code of other contents (Youtube video, Google maps...).

Important: when you make changes in both 3 and 4 remember to always click on the save button.

In the tab '2.- Execution options' we have the following parts:



The first one is related to the values that, by default (we can change them later), the different elements of the diagram will have when they are loaded in the browser for the first time.

In 1 we find the **data relating to the lines that join the nodes** of the diagram, in the first line we have the thickness, style and colour. In the second and third lines we have the appearance these lines will initially have. Peae, take into account that there are some types of line that do not make sense within a particular diagram.

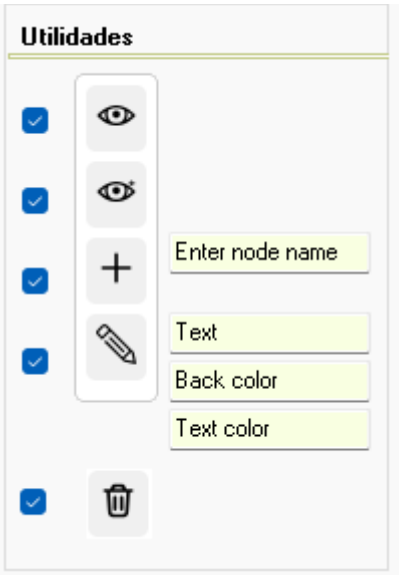
On line 2 we specify **what the nodes will look like**. Firstly, we have the thickness, style and colour of the node border. Then, (next line) the font type, size and colour. Finally, we can specify the background colour of the node.

In 3 we indicate whether our diagram should be displayed **horizontally** or **perpendicularly**.

4 shows the '**direction**' of the diagram (from left to right or from right to left in the case of the 'horizontal' ones; from bottom to top or from top to bottom in the case of the 'vertical' ones.

Section 5 is the data relating to the **grid** which can be used as a guide to 'relocate' the nodes or place the ones already created.

Section 6 is dedicated to define what the '**ToolTips**' will look like.



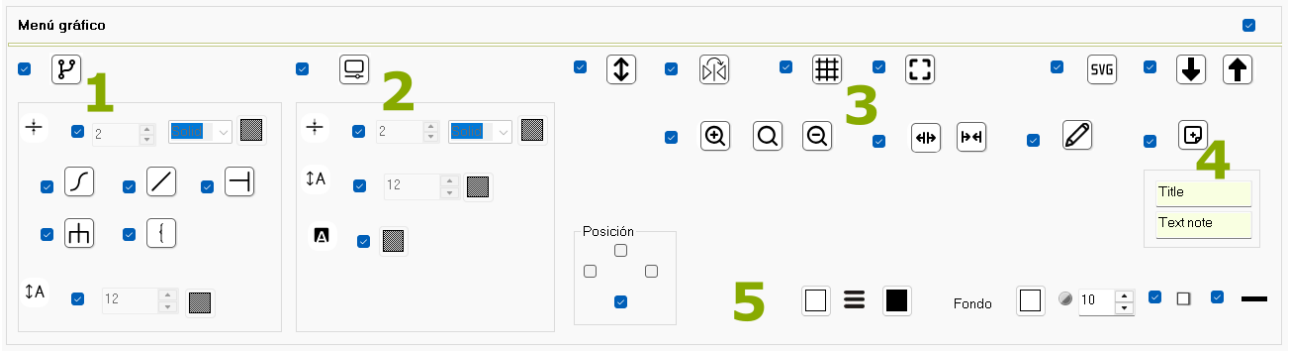
Here we can indicate the buttons that can be displayed on the diagram whenever a node is clicked on.

The first **eye button** allows to show/hide the child nodes and their 'descendants' of the selected node.
The second one allows to show only the child nodes (not their descendants). This button could be useful in a situation where we want to show the elements of a diagram 'step by step'.
The **'+' button** will allow us to add new nodes to the selected one- To do this, the user will be asked to enter the name of the node. In the field he/she can type the label the students will see by indicating them to

type the text for a new node (in the screenshot: 'Enter node name').

The **pencil button** indicates that we are allowed to modify the content of the nodes. Therefore, we can customise the text appearing when we are asked to enter the data (in the screenshot: text, back colour and text colour).

Finally, the **bin button** allows you to delete a node. All nodes are allowed to be deleted except the main one.



Finally, in this section we are going to specify the elements that are going to be included in the graphic menu as well as their appearance. Note that in the top right-hand corner of this section there is a checkbox. If it is unchecked, we will be indicating that the menu will not be shown. In this case, only the diagram will be displayed.

In 1 we will first indicate whether we want to display the menu that allows us to modify the lines linking the nodes. Note that we can allow or disallow some points. For example, we can allow switching between the curved and straight line type, but we cannot switch to the other three types.

Section 2 is dedicated to changing the appearance of the nodes.

In 3 we indicate whether we want the following buttons (and their functionality) to be included or not.

 Change of direction.
 Change of direction.
 Grid.

 Full screen.

 Export diagram to SVG graphic, this would allow the diagram to be edited with a vector drawing program such as Inkscape.

 Save diagram.

 Open diagram.

 Enlarge diagram.

 Restore outline to initial size.

 Reduce diagram.

 Separate nodes.

 Approximate nodes.

 Allow drawing on diagram.

 Add ‘post-it’ notes. Note that, in this case, you can also customise the text that, by default, each note will have when it is created..

In the lower part of the section we can indicate the place where we want the menu to appear: top, left, bottom, right. The colour of the buttons that form the menu, the colour of the menu background, its transparency, if we want a shadow and a dividing line with the outline.

Finally, keep in mind that from version 10.2 you can also integrate this multimedia page into a desktop as a tool. This will allow you to save/open the diagram in your file manager, while teachers and students can simultaneously share this type of content.