User Manual

To the CYC E-Training Platform

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1. Module

1.1 Create a module

The major difference between instructors and normal users is their ability to manipulate modules. The process of manipulating modules begins from creating one.

Step 1: The instructor can create a new module by the unique admin function "Add new module" in "My Modules" page.

Homepage ->Menu -> My Modules -> Add new module

Security Employed Security	Search Here	Metakaku
My Modules		
3	CORE And New Module	

Step 2: Specify the name of the module you are about to create in the textbox (in this case it is "New 1") and click on "Add Module".

	SCALE = Menu	Search Here	Metakaku
	Add New Module		
	Module Name	3	
		Add Module	
Powered by ZeeTech			

Step 3: Once a module has been created, the instructor will be directed to the module profile page where he/she can manipulate the module. The manipulation process will be explained in later sections.

BCYC ≡ Me	enu	Search Here	Metakakı	l.
My Edit	y Modules: I	New 1		
M	Iodule Description	Release Date Unpublished Last Updated 20 MAY 2017		
	â		Module Editor	
Puezet las ZerTech				

1.2 Edit a module

1.2.1 Add a new Achievement

Step 1: From the module profile page, click on "Edit Achievements".

	Menu	Search Here	Meta	akaku
	 My Modules: Edit Achievements E	New 1 dit Details		
	Module Descript	Release Date Unpublished Last Updated 20 MAY 2017		
	â		Module Editor	
Powered by ZeeTech				

Step 2: Click on "Add achievement"

€CY(⊆ ≡Menu	Search Here		Metakaku	
Ga	me: New 1				
		F	dd Achievement		
1.00					
Powered by ZeeTech					

Step 3: Enter into the textboxes the details of the achievement you want to create, including the name (compulsory) and description of the achievement (optional), then click "Add".

B <u>CYC</u> ≡Menu	Sea Add Achievement	Metakaku
Game: New 1	Achievement Name Achievement 1 Achievement Description Accomplish level 1 Accomplish level 1 Accomplish level 1	
Powered by ZeeTech		

If the process is successful, the newly created achievement will be listed among other achievements (if any). You can then edit the name and details of each of your achievement(s) by using the "Edit" button.

*	CYC ≡ Menu	Search Here	Metakaku	
	Game: New 1			
	?	Achievement 1 Accomplish level 1	Edit	
		Add Achievement		
Powered by ZeeTech				

1.2.2 Change Achievement Avatar

User change the profile picture of his Achievement by hovering the pointer on the Achievement's image and click Edit. The system will then ask user to upload an image from their PC to make it the new Achievement Avartar. The effect can take some time (less than 30 seconds), user can see the changes made by refreshing the page.

Game: New 1							
Edit Achievement 1	Edit						
Add Achievement							

1.2.3 Edit Module Detail

	₩<u>CYC</u> ≡ Menu	Sea Edit Module	Metakaku	
	My Modules: Edit Achievements E	Module Name New 1 Module Description New Detail Rel Unphenometer Last Updated 20 MAY 2017 ON		
Powered by ZeeTech			Module Editor	

1.2.4 Change Module Avatar

User can change the profile picture of his Module by hovering the pointer on the Module's image and click Edit. The system will then ask user to upload an image from their PC to make it the new Module Avartar. The effect can take some time (less than 30 seconds), user can see the changes made by refreshing the page.

Edit Achievements	Edit Details	
Edit	Release Date Unpublished Last Updated 24 MAY 2017	
Module Descri	ption	
		Module Editor

1.3 Remove a module

Users can remove their modules by clicking on the bin symbol in their specific module profile. User should take great care when performing this action since there is no confirmation required for this button.

*	<u>CYC</u> ≡Menu	Search Here	Metakaku	
	My Modules: Edit Achievements	Edit Details		
	Module Descrip	Release Date Unpublished Last Updated 20 MAY 2017		
			Module Editor	

2. Module Editor

The module editor is the main bulk of the E-Training platform.

User can access the Module Editor by clicking on the "Module Editor" button on each module profile page.



The platform will then take you to the module editor page:

<pre></pre>				Per	vered by ZeeTech
File Edit Insert Panel Help Play					×
Scenes	Scene Diagram ← O C II ↑ ↓	0 1		Properties	
Scene	3		Scene scene Name	Scene	^
			Scene Data	+	
			Project Data	+	
Add Scene			Window Size	800 x 600	·
Content	Seruence				
	start +				

The module editor consists of five major panels: Main, Scenes, Content, Sequence and Properties.

2.1 Menu Bar

File Edit Insert Panel Help Play			8
	▶		
CYC			Powered by ZenTech
File Edit Insert Panel Help Play			*
Scenes	a † + •	Proper	rties
Scene i		Scene Scene Scene	
		Scene Data +	_
		Project Data +	
Add Scene		Window Size 800 x 600	۲
Content			
Scene Sequence start +			

The Menu Bar is the thin, horizontal bar lying at the top of the Module editor page that offers quick access to many essential functions while working in the Module Editor.

2.2 Scene

Each module consists of one or multiple Scenes.

2.2.1 Add a Scene

To add a Scene, user can either use the "Add Scene" button in the "Scene" box or the function with the same name in the Menu Bar (Insert -> Add Scene).

<pre> @CYC</pre>				Powerd by ZerTech
File Edit Insert Panel Help Play				2
Scenes	Scene Diagram + → O G II ↑ ↓	0 1		Properties
Scene		I	Scene Scene Name	Scene
			Scene Data	+
			Project Data	+
Add Scene			Window Size	800 x 600 •
Content				
Scene	Sequence to the sequence to th			

2.2.2 Scene Toolbar

The Scene Toolbar can be found on the top of the Main Panel, right under the Scene Tab. Note that the Scene Toolbar is only available when the Scene Tab is selected.

← → 0 0 1					•
	├				
CYC					Powered by ZeeTech
File Edit Insert Panel Help Play					×
Scenes	Scene Diagram	⊙ 1		Properties	
Scene	3		Scene Name Scene Data Project Data Window Size	Scene + + 800 x 600	
Content					
Scene	Sequence start +				

The functions of the Scene Toolbar buttons are described below in the order the buttons appear.

Button	Function
←	Undo an action
e 🔶	Redo an action
0	Add new object
ß	Add new button
Α	Add new text box
	Add new image
₽ <u></u>	Position above
6	Position below
Θ	Store the action created
前	Delete an element

2.2.3 Scene Content

The Content box is located at the bottom-left corner of the Module Editor page. This section provides the list of all elements that the selected Scene contains.

CYC		Summer in Statistic	
File Edit Insert Panel Help Play		2	
Scenes		Properties	
	Text Here	Scene Name Some	Content
Scene	Text Here * Text Here	Project Data	Scene ^ bunny.png New Text2 New Text1
Content Some New Web Here Koll Here Kollen Down Here Ket	Sequence		 New Button Bunny New Text

2.3 Frame

Each Scene consist of multiple Frames. Each Frame is represented by a number in the Sequence panel.



2.3.1 Add Frame

User can add a frame by clicking on the + button located on the Sequence Panel at the bottom of the Module Editor page.

Sequence		
Start 1 2	3 + +	
4		•

2.3.2 Create an Action

Each Frame has multiple Actions. To create an Action, User needs to follow these steps:

Method 1 – Using Drag-and-Drop feature

Step 1: Choose a Frame for the Action to be performed on

Sequence		
Start 1 2	3 +	
4		

Step 2: Perform an Action on the Main Panel. In this example, the Text Box will be dragged from the left to the right of the Main Panel. Notice the Store button turning red, which means the Action is ready to be recorded to the Frame.



Step 3: Click on the Store button and then click Play. The Action will be played and an record will appear in the Sequence Panel, under Frame number 1.

Sequence	
Start 1 - New Text Change posx posy - Linear 239, -20	2 3 +
4	b.

Method 2 – Using Frame Properties

User can also add an Action by select a Frame and use the related functionailies in the Properties Panel.



2.4 Diagram

Diagram will be automatically generated as user create and manipulate Scenes, Frames and Actions



2.4.1 Diagram Toolbar

The Diagram Toolbar is located under the Diagram tab. It has two new button when compared to the Scene Toolbar:

Button	Function		
+	Open integrated menu		
S	Refresh		

2.4.2 Node

Node is a tool to connect two or more Scenes together. For example, in Scene 1 the player is asked to choose one out of three options, each leads to a different Scene, named Scene 2, 3, and 4, respectively. User can use Node function to establish the pathways between these Scenes.

Nodes are represented by dots in the Diagram Panel. When two Nodes are connected, the connection will establish a link between the two variables (which will be explained later).



2.5 Properties

When an element on the Main Panel is selected, the Properties Panel will present all the modifiable settings of the selected element.

For example, when a textbox is selected:



2.6 Variables

A Variable can either belong to a specific Scene or the whole Project. The Variables section is only available in the Properties Panel when a Scene is selected.

Scene Diagram				Properties
1		1	Scene Scene Name	Scene
	Text Here		Scene Data newVariable Project Data	•
Sequence Start 1 - New Tex Change p 239, -20	at a sposy - Linear		Window Size	800 x 600 ¥

2.7 Help

The User can always access the Help section on the Menu Bar. This section not only contains the User Manual but also other hard-to-learn concepts including "Default Text Tags", "Linker Syntax", and "Variable Calls".

