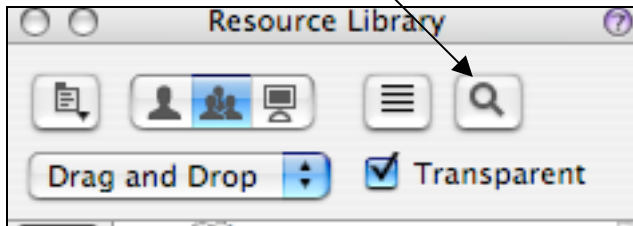




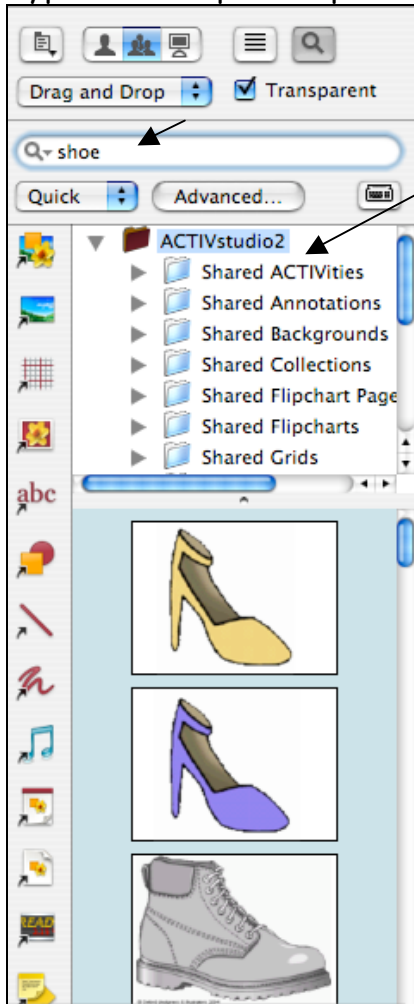
Tips in Using Promethean ActivStudio Library Resources

Search for Images by name

- Open the Resource Library, click on ACTIVSTUDIO
- Click on the Search Icon



- Type in the topic and press Return.




FYI:

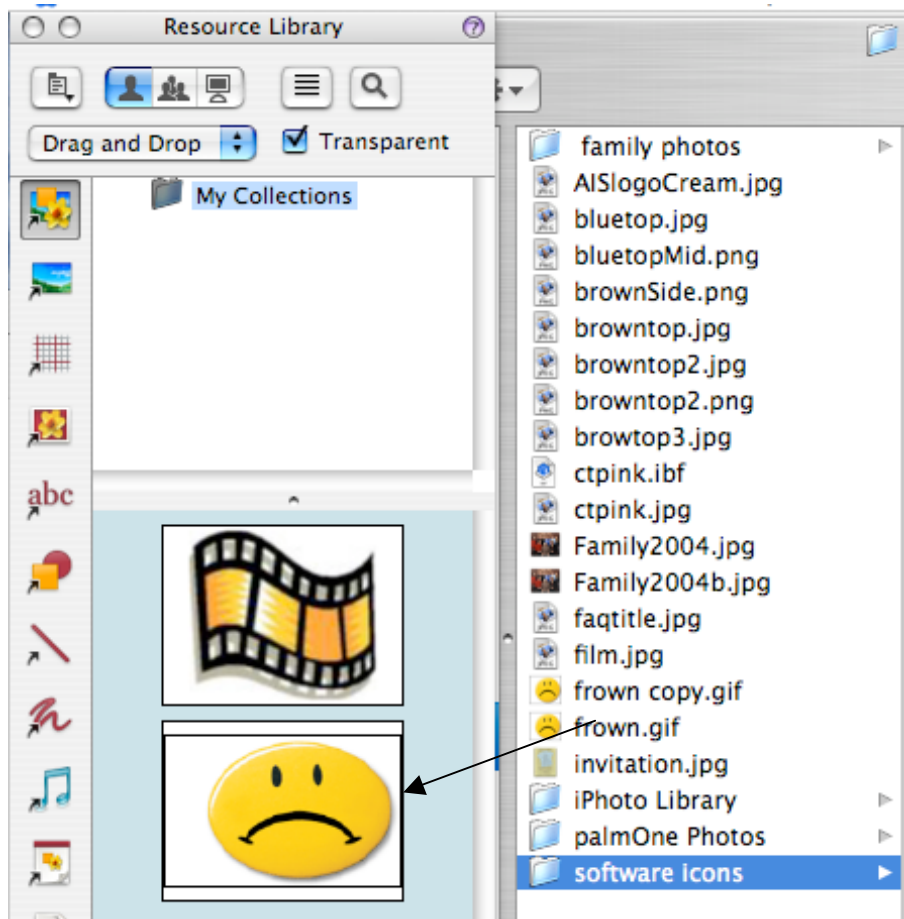
Do a search for Spanish and find several flipcharts to learn colors and numbers in Spanish!

Add images to Your Resource Library

From a File:


With the Resource Library open, you can drag and drop any image files you have from your desktop /documents/pictures folder into your own Resource Library.

- Click on the "My Resource Library" Icon  to open your personal library.

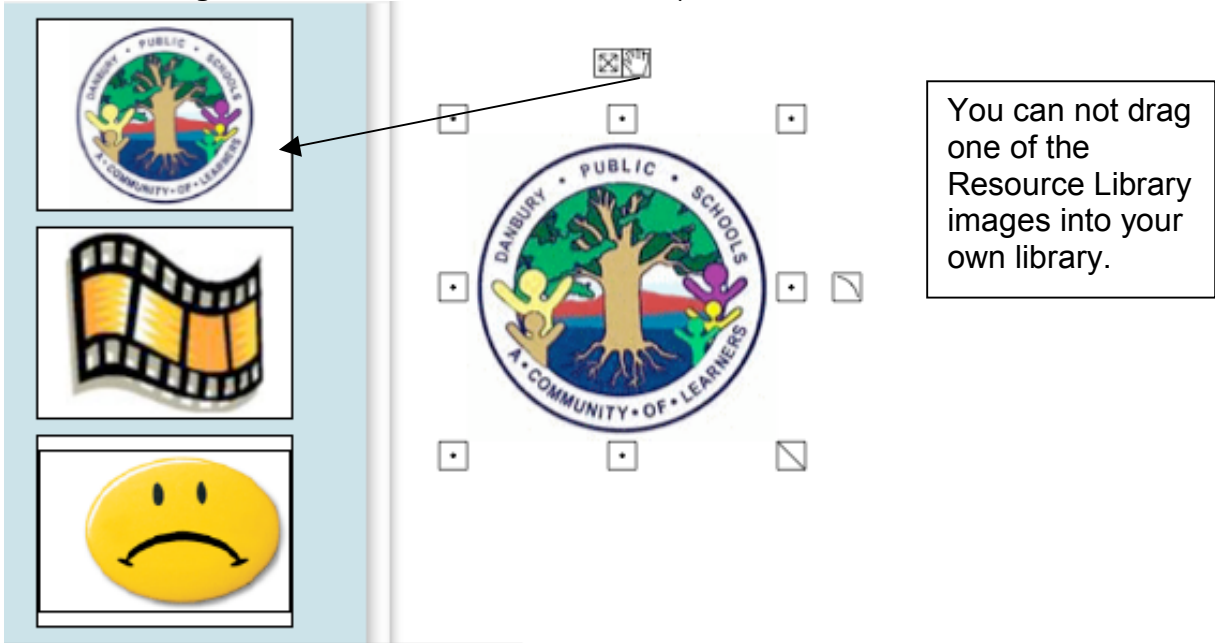


From your flipchart:

If you have an image on your flipchart (from the web, a drawing or chart you created, or even the flipchart itself, you can add it to your own library.

- Open the Resource Library
- Click on the "My Resource Library" Icon  to open your personal library.

- Click on the image on your flipchart to select it.
- Click and drag the Hand Icon onto the Library window:



- Name the image in a way that the Search will find it easily:

Enter a Name of This Object

Enter a filename for your new resource

Danbury Symbol

Enter any words that describe your new resource:

?

Cancel OK

Did You Know Tips from Promethean ActivStudio

Annotations, Lines, Shapes, Text and Images can all be dragged into the Resource Library to create new resources and Resource Themes

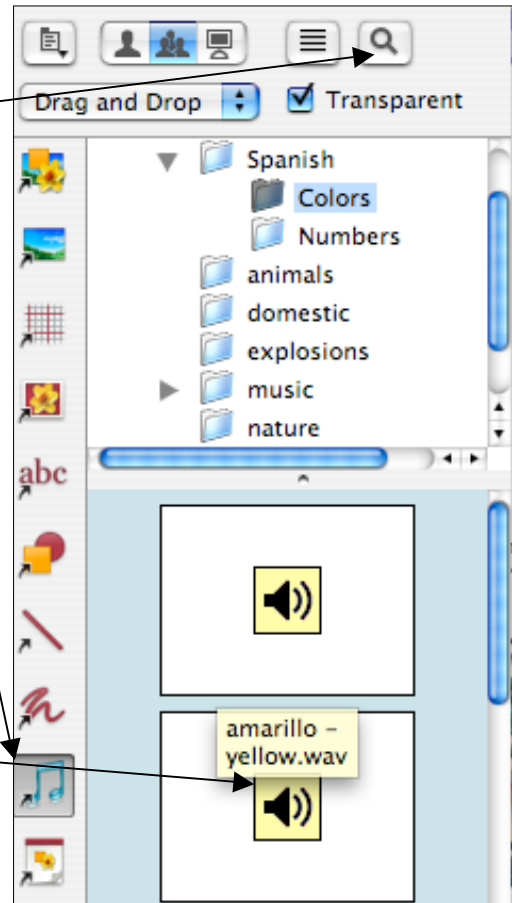
Control+clicking on an object thumbnail in the Library allows you to remove it from the Library


Add sounds to the flipchart:

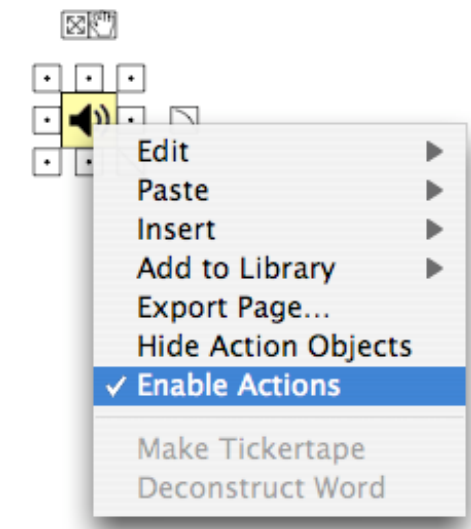
You can search for sounds using the search tool (include the word sound in the search)

OR

- Click on the Sounds Icon in the Library Resources
- Hover the mouse over each sound file and it will tell you the sound name.



- Drag the sound icon  to the flipchart.
- Control-Click on the sound icon > Enable Action. This will make the sound play when clicked on.



You can hide the sound under another object. When you click the object, the sound will play.