

Tutorial control

This documentation will reveal what tutorial control actually is and also explain how and where this varies.

Tutorial control in tts performance suite serves many purposes. It is primarily used for navigation in an e-learning and displaying instruction text. It also allows the Play mode of an e-learning to be changed and can also display the user's progress.

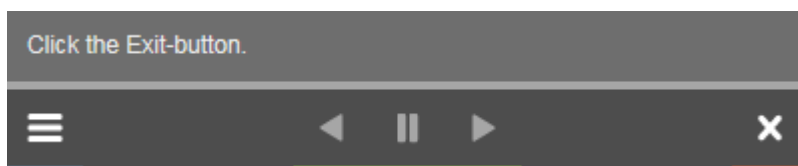
Technically speaking, tutorial control is the visual element of the play logic for e-learning content. It is included in the configuration, meaning that it is automatically distributed within tts performance suite via configuration management, thereby ensuring that all authors always have the same version of it. The appearance and range of functions in tutorial control can vary greatly from configuration to configuration.


In principle, there are two different types of tutorial control and the technical implementation upon which they are based: A programmatic solution, which is firmly anchored in the logic of the e-learning Player, and a version which is based on the familiar template functions.

This difference is very important when it comes to the creation of HTML5 e-learnings for mobile touchscreen devices as this scenario only supports template-based tutorial control. Both solutions are suitable for HTML4 content which is exclusively designed for viewing on a desktop PC.

1 Programmatic-based tutorial control (HTML4)

The standard tutorial control looks as follows in its original delivery state:



This button  allows the end-user to access additional options, such as selecting the Play mode for an e-learning or opening the standard help for operating the tutorial control.

Whenever instruction texts (Comment texts) and Feedback texts (which appear when the user makes a wrong move) are part of an e-learning, they will be displayed just above the navigation bar.

The **document and step properties** can be used to set specific behavioral patterns that directly impact on tutorial control:

Tutorial control (Study mode):

Tutorial control (Assessment mode):

Position of tutorial control:

Position X:


Position Y:

Tutorial control width (px):

Must not proceed until all animations have been played

For example, you can specify that the tutorial control option is to be fully hidden in favor of using an alternative template-based tutorial control method, or change the width/position of tutorial control. These settings can be introduced on the step level via the step properties.

Further settings can be introduced via the **E-learning extended** and **Assessment** tabs (document properties). Such settings include the activation of a time limit or the storage of

an imprint which users can access via this button  .

One of the great things about this form of tutorial control is the fact that it dynamically reacts to the respective step's current mode and behaves differently depending on whether the user is currently viewing a simulation, test question or assessment.

Furthermore, this tutorial control is barrier-free (i.e. fully accessible) and can be operated via the keyboard.

Technically speaking, this implementation of tutorial control involves an iFrame that is decoupled from the actual content. The big benefit of this is that changes made to tutorial control only require an update of the *Content Runtime Environment*, an action that can be performed centrally by the tts performance suite administrator.

But there is also a disadvantage: the fact that its appearance and functions can only be adapted by a specialist from tts because of its high level of complexity – such as the fact that it's deeply anchored in the Player interfaces and the need for web programming to set its behavior and design.

This is what motivated us to introduce a second way of implementing tutorial control: the template-based method of tutorial control, as described below.

2 Template-based tutorial control (HTML4 + HTML5)

Template-based tutorial control supports both an HTML4 and HTML5 export. Compared to programmatic control, its big advantage is the fact that it can be modified and extended without a knowledge of programming.

Unlike programmatic control, this method is not decoupled from the content but directly integrated. This means, for example, that buttons for moving forward or back can be inserted into the content as simple objects in the form of regular presentation objects. Or you have the option of using the Template Editor to create one or more object templates that contain all the desired properties for tutorial control. We recommend the latter procedure due to the fact that it's much easier to maintain.

If an underlying template is defined accordingly, authors will then be able to change certain properties of tutorial control directly in the desired step. This gives a much greater level of flexibility and customization potential than would ever be imaginable with programmatic tutorial control.

Since this type of tutorial control involves a content object that is intrinsically similar to other objects, the various setting options for tutorial control on the document/step property level are not covered here. This includes options such as the width of tutorial control, its position etc. Should you want to change the position or size of template-based tutorial control, you would therefore need to directly manipulate the actual template or object (needless to say, assuming that the template designer activated these settings in the first place).

Please note that this method of tutorial control is the only one to support HTML5 content.

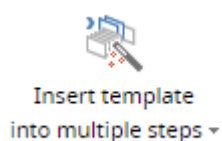
2.1 Enhancements from ttsp 2017 and upward

Following the launch of Version 2017 of tts performance suite, the HTML5 export now also supports interactive software simulations on mobile devices with a touch display. A new template property – which facilitates the automatic, post-recording insertion of a tutorial control template into the simulation steps – was introduced as part of these enhancements.

The presence of a "recording master" in the configuration is a prerequisite for this. This is actually a step template with a special property which ensures that the template is attached to the simulation steps during the recording. If a tutorial control object template was originally stored in this step template, this means that tutorial control is integrated into the simulation pages without any additional work for the author. In the event that you don't yet have this recording master, please get in touch with your tts Professional Services Consultant.

For this to work, please note that you need to select the following option in the document properties **before** you perform a recording:

If you want to transfer existing content to the world of HTML5, a tutorial control template has to be manually stored in all simulation steps.



You can use this function **Object template** to speed up this process. This allows you to deposit a selected template in all steps or just in the simulation steps.

This particular control template comes with a special template property which ensures that the template always lies above all the interaction objects or other presentation objects. This ensures that the user always has full access to the control elements.

