

Glossary Widget for Adobe Captivate 5 and above

The Glossary Widget for Adobe Captivate will fill a need in Adobe Captivate and allow you to add your own Glossary to your projects and courses.

The Glossary Widget uses an XML file that contains your data, which makes it easy to reuse existing glossaries in multiple projects.

The Glossary Widget comes with two designs (a black and a grey) that are relatively neutral and should allow you to blend it in with your existing course design. Furthermore you have the ability to modify the text colors if you want to add your own corporate colors for example.

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Note that three separate videos are also available as part of the Help Documentation:

General setup and walkthrough of the Glossary Widget: <https://vimeo.com/43140529>

The XML File for the Glossary Widget: <https://vimeo.com/43140530>

Using the Editor for the Glossary Widget: <https://vimeo.com/42994478>

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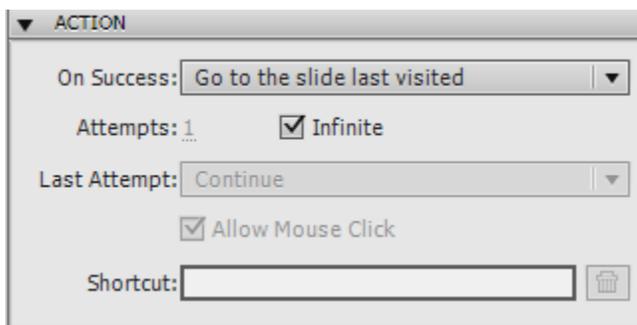
Using the widget in your Adobe Captivate projects:

Using the widget in your projects is pretty simple. Insert the widget on any slide of your choosing and fill out the Widget Properties as you please. You can use the standard Adobe Captivate features like fade-in / fade-out, add shadows etc.

The widget – in its current form – is intended to be inserted on a slide in your project. You can then allow your students / users to navigate to this slide by adding a button on any of your other Captivate Slides that will perform a “Jump to Slide” to the slide where you have placed the widget.

On the slide with the Glossary Widget you would then add another Captivate button that will allow your students / users to jump back to the slide that they came from. This button needs to have a “Pause” function enabled so that the slide is paused when the glossary is viewed.

Here is a screenshot of the button action that you would use as your “Return” button. Simply use the “Go to the slide last visited” as the “On Success” criteria:



The Glossary Widget is 800 pixels wide and 550 pixels high. You can scale the widget up or down to some extent if the size does not fit your project and the widget will then scale the content as well. However, you might want to change the text size of the description text if you make the widget a lot smaller and this can be done by adding a HTML font tag to your descriptions in the XML file. This is described further down in the documentation.

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Widget Properties:

Widget Properties

CPGURU
ADOBE CAPTIVATE WIDGETS

Glossary Widget v1.0

The Glossary Widget allows you to insert one or more glossaries in your Captivate projects. You can use HTML tags in your text and add images and SWF animations.

Widget functions:

XML Name:

XML Path and image/asset location below are optional.

XML Path:

Location of images/assets:

Title:

Sub-title:

Glossary template: Black Grey

Use default theme colors for texts

Selected color: Sub-title color: Band - active color:

Text color: Title color: Band - faded color:

Override text color (see help doc for details)

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XML Name: This is the name of the XML file that your glossary will be using. The default is glossary.xml, but you can change it to whatever you like. This will allow you to have multiple different glossaries in the same project or keep track of glossaries by adding versioning numbers to them.

XML Path: This is optional. The default behavior of the widget is that it will look for the XML file in the same directory where the published Captivate SWF is located. If you want to change the location of the XML file you can do so here. For example you could have one glossary that is always the same for all your courses. In that case you would probably like to have just one single XML file to update instead of having to update 100 separate instances of the same XML. You would then be able to define a path like this: <http://www.mysite.com/glossaries/>

Alternatively you could keep your XML file in a subdirectory of where you published your Captivate SWF. In that case you would enter a path like this [XML/](#) to access a sub-directory named XML.

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Location of images/assets: This works just the same as the XML Path. You can define a path to where you have your images and SWF animations located. The widgets default behavior is to look for these files in the directory where your Captivate SWF is located.

Title: This is the title of your glossary that will be shown at the top of the glossary.

Sub-title: The sub-title giving instructions on how to use the glossary.

Glossary Template: You can select between a Black and a Grey template.

Use default theme colors for texts: By deselecting this you get access to modify text colors yourself. If selected the default colors that is setup for each of the two Glossary templates will be used.

Selected color: Selected color is the color that the widget uses to show the selected letter in the band of letters at the top, the selected word in the word list of the left hand side and the title of the description of the selected word itself.

Sub-title color: The color of the sub-title.

Band – active color: The color of a letter in the band of letters at the top, which has content available.

Band – faded color: The color of a letter in the band of letters at the top, which does not have content available.

Text color: The text color of the words in list on the left hand side

Title color: The text color of the main glossary title at the top.

Override text color: Selecting this will apply the text color you defined in the “Text color” to the description text as well. However, this will mean that you can no longer format colors for single words or paragraphs in the description text any more. This override will take precedence of any other colors you specify manually in the description text.

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Publishing a project containing the Glossary Widget:

You cannot preview your projects from within Adobe Captivate and see the Glossary Widget in action. For this you will need to publish your project first. Once you have published your project you must then manually copy the XML file and any other assets (images / animations) to the directory where your published Captivate SWF is located (or the location you have specified in the widget).

Do not externalize the widget as this can cause problems.

The XML File:

Each glossary in your project must have an XML file associated. This file contains all the information that the Glossary Widget will display.

The XML file is organized in a special way in order for the widget to be able to read the information. You must keep this structure and you cannot change the names of the nodes (the text between the < > brackets).

The basic XML file looks like this:

```
<?xml version = "1.0" encoding = "utf-8" ?>
<glossary>
  <letter id="A">
    <word id="Aboriginal">
      <desc></desc>
      <img></img>
    </word>
  </letter>
</glossary>
```

The <?xml version = "1.0" encoding = "utf-8" ?> is system information so no need to change anything here.

The <glossary> and </glossary> nodes are the start and end tags for all the glossary information. There is no need to change this either.

The next node is the <letter> node. This node is a bit special because it has a property that you need to set. In the example above you can see that it says <letter id="A">. The "id="A" is the letter that will appear in the top band of the Glossary Widget. The <letter id="A"> </letter> will contain all the words in your Glossary that begins with an A.

The same applies for all other letters – they each have a <letter> node associated with them like this.

```
<letter id="B"></letter>
<letter id="C"></letter>
<letter id="D"></letter>
```

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```
<letter id="E"></letter>  
<letter id="F"></letter>  
<letter id="G"></letter>
```

If you don't have any words for your glossary that begins with a certain letter, you must still include the `<letter>` node like shown above. If you don't do this then the top band in the Glossary Widget will not display your letter.

This also means that if you want to include any additional letters in your Glossary you simply add a new `<letter id="">` node in your XML. For example you could add a letter node with the number 1 in your glossary like this: `<letter id="1">`

The Glossary supports certain non-English characters, such as "æøåÆØÅäöïüëÄÖÏÜ"ÿË".

Inside the `<letter>` nodes you will have the content associated with that particular letter.

The words and explanations in your Glossary are inserted into three separate nodes.

```
<word id="Aboriginal">  
  <desc></desc>  
  <img></img>  
</word>
```

The first node is the `<word>` node that identifies each word. As you can see from the example above the node has a property called `id`, which contains the actual word that will appear in the word list on the left side of your glossary.

The second node is the `<desc>` node that will contain the text description of your word that will be displayed on the right side of the glossary when a user clicks the word.

Finally you have the `` node which will allow you to add an image or an SWF animation to your description.

So for each word you want in your glossary you will need to have a `<word>`, a `<desc>` and an `` node.

Note that the Glossary will not sort the words alphabetically for you. The first `<word id="abhor">` node you place in the `<letter id="A">` node will appear at the top of your list.

The `<desc>` and `` nodes are a bit special so we will go through these in more detail now.

The `<desc>` node:

The description node supports some pretty advanced possibilities for you to modify the look and functionality of your content.

If your description is a simple short sentence or paragraph then you can just enter it directly in between the `<desc>` and `</desc>` nodes like this:

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```
<desc>This is just a short and simple description that uses no additional styling or adds any special functionality. Nor does it contain any special characters. </desc>
```

This type of description may be good enough for the most part, but there are times where you would want to add some more complex descriptions in your glossary.

As an example we could take the word “Widgets” and make a proper description of this.

So my description would be the following:

Widgets are a powerful feature in Adobe Captivate that allows the developer to add additional functionality to the project.

Widgets come in three different shapes and sizes:

- Static Widgets
- Question Widgets
- Interactive Widgets

As per the Adobe definition a **Static Widget** is a widget that can display information. While a Static Widget indeed can do that, it can do so much more. For example the Glossary Widget that you are looking at now is a Static Widget, but you are also interaction with the widget in order to get it to display information. Does this then make it an Interactive Widget? No not quite – there are some other differences. The main difference between a Static Widget and an Interactive Widget is that a Static Widget does not have any ways of defining an “On success action” for example. A Static Widget will also not allow you to “Include in quiz”.

An **Interactive Widget** can do anything that a Static Widget can, but you can also define “On success” & “On Failure” criteria. Furthermore it can be included in your quiz. Does this then make it a Question Widget you may ask? Well – not quite.

A **Question Widget** is a whole different ball game. If you insert a Question Widget in your project it will create a separate slide – just as with the regular Captivate Quiz Questions.

So as you can see from my description above I am using some formatting to make the description look good. I have used **bold** and underlined text and have separated my text into paragraphs. I have also used special characters (the “ and &), which would not be possible normally in an XML file.

The key to making such a description work (or any description containing “ or &) is called [CDATA](#). CDATA tells the widget that the text contained in this element should not be parsed as a regular XML object. Instead the parser will treat the entire content contained in the CDATA element as a single entity and import all into our widget.

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The second thing to make our description work is "HTML" tags. In order to make our text bold or underlined we use HTML tags to define this. We could also add links and change the font color on specific words or paragraphs.

Okay let's look at how we would make the above description work.

First we of course have our <letter> node for the letter W.

```
<letter id="W">
```

The next thing is the Word id like this:

```
<word id="Widgets">
```

Then we add our description and images nodes:

```
  <desc></desc>
  <img></img>
```

Finally we add the closing tag for our <word id="Widgets">:
</word>

And the closing tag for our <letter id="W"> if this is the only word entry with W we have:

```
</letter>
```

So now we have a node that looks like this (color-coded so you can see how the tags belong together):

```
<letter id="W">
  <word id="Widgets">
    <desc></desc>
    <img></img>
  </word>
</letter>
```

Now we will turn our attention to the <desc></desc> node.

We need to tell the parser that we are using CDATA so we can use all the cool stuff in our description.

The start tag for CDATA looks like this: **<![CDATA[** and the end tag for CDATA is: **]]>**

So we need to put this into our <desc></desc> nodes like this:

```
<desc><![CDATA[ YOUR CONTENT HERE ]]></desc>
```

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Okay – if we now pasted our description from the previous page into our `<desc>` node we would get the basic formatting in paragraphs etc. but we wouldn't get the bold text or the underlined text. For this we would need to add some HTML tags to our description.

You can use a variety of the basic HTML tags in the XML file. An HTML tag contains a starting tag and an ending tag. The content on which you want to apply the formatting etc. is inserted between the start and the end tag.

I have listed a couple of the useful ones here:

Bold text: `This text will be bold`

Italic text: `<i>This text will be italic</i>`

Underlined text: `<u>This text will be underlined</u>`

Changing the font color: `This will make the text red`

Adding a link: `www.google.com`

Making a "list": `Item 1`

`Item 2`

`Item 3`

You can also nest the tags to achieve more complex things.

For example we may want to have our link show up like this: www.google.com

The HTML would then look like this:

```
<a href="http://www.google.com"><font
color="#0000ff"><u>www.google.com</u></font></a>
```

You can experiment with using other HTML tags as well. The most important thing when using these HTML tags is to always make sure that you remember to add the closing tags. If you do not add the closing tag then the parsing will fail.

If you are not familiar with using HTML tags then I have a special editor available on www.cpguru.com/editor/ where you can create your complex descriptions in a simple editor view and then copy / paste the completed description into the XML file. This will make it much easier for you to add extra styling to your descriptions and be sure that it is done correctly.

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Here is our description node as it would look like in our XML file. All XML and HTML tags are colored so you can easily see them.

```
<desc><![CDATA[<p>Widgets are a powerful feature in Adobe Captivate that allows the developer to add additional functionality to the project. </p><br />
```

```
<p>Widgets come in three different shapes and sizes: </p><br />
```

```
<li>-Static Widgets</li>
```

```
<li>-Question Widgets</li>
```

```
<li>-Interactive Widgets</li><br />
```

```
<p>As per the Adobe definition a <b>Static Widget</b> is a widget that can display information. While a Static Widget indeed can do that, it can do so much more. For example the Glossary Widget that you are looking at now is a Static Widget, but you are also interaction with the widget in order to get it to display information. Does this then make it an Interactive Widget? No not quite – there are some other differences. The main difference between a Static Widget and an Interactive Widget is that a Static Widget does not have any ways of defining an “On success action” for example. A Static Widget will also not allow you to “Include in quiz”. </p><br />
```

```
<p>An <b>Interactive Widget</b> can do anything that a Static Widget can, but you can also define “On success” & “On Failure” criteria. Furthermore it can be included in your quiz. Does this then make it a Question Widget you may ask? Well – not quite. </p><br />
```

```
<p>A <b>Question Widget</b> is a whole different ball game. If you insert a Question Widget in your project it will create a separate slide – just as with the regular Captivate Quiz Questions. </p><br />]]></desc>
```

At first this may seem a daunting task but once you get the hang of it, it will be easier. Using the Editor on www.cpguru.com/editor/ will also make it easier for you.

Images:

The final node that we will take a look at is the ` ` node.

This allows you to add an image or an SWF animation in the description for your word.

There are two ways to use the `` tag. The default behavior is that it will add your image at the bottom of your text. If this is what you want then simply define the name of the image like this:

```
<img>ascode.jpg</img>
```

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The second way to use the tag is make it place the image at the top of your description before your text. To do that you would add a parameter called position="top" like seen below:

```
<img position="top">alcohol.png</img>
```

Images cannot be wider than 360 pixels as they then will be cropped by the widget. There is no automatic rescaling of images so keep that in mind. The same goes for Flash – 360 pixels wide maximum.

One more thing to keep in mind when inserting Flash animations is that you cannot use transparent backgrounds – you must have a background in Flash (it can be a solid color shape as the bottom layer for example).

Now that you have the basic understanding on how to setup your glossary XML file you can open up the sample file that comes with the widget. Here you can see how I built the Glossary that I am using in the online demonstration on www.cpguru.com

You should also watch the video demonstrations on how to setup the Glossary Widget in your Captivate project and how to modify your XML file.

Changing the font color of the description text:

If you want to change the default color of the description text that the widget shows then you will need to do this in the XML file. This cannot be changed from the color panel in the Widget Properties unfortunately.

The way you can achieve this is to add a Font HTML tag at the start of your description and a closing tag in the end of your description. This will make all your text the color that you define.

Font color starting tag: ****

Font color closing tag: ****

```
<desc><![CDATA[<font color="#ff33cc"><p>Widgets are a powerful feature in Adobe Captivate that allows the developer to add additional functionality to the project. </p><br />
```

```
<p>Widgets come in three different shapes and sizes: </p><br />
```

```
<p>A <b>Question Widget</b> is a whole different ball game. If you insert a Question Widget in your project it will create a separate slide – just as with the regular Captivate Quiz Questions. </p><br /></font>]]></desc>
```

This above description would all be shown in a pretty pink color in the Widget.

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Changing the font size of the description text:

In case that you want to make the font size of the description text larger or smaller this can also be achieved by using a HTML Font starting and closing tag and wrap your entire description into these.

Font size starting tag: ``

Font size closing tag: ``

You can also nest a size and color tag inside a single Font tag in case you want to make it both bigger and a different color. This is done like this: `YOUR DESCRIPTION`

Changing the font size can be useful if you intend to scale the widget down inside Captivate.

You can of course also use the editor at www.cpguru.com/editor/ to modify the text size and then copy / paste the description into the XML file afterwards.

The Editor:

In order to make it easier for you to modify the XML file and create styled descriptions I have added an online editor that you can use. This editor will allow you to write your text for description and use the most commonly used HTML tags to format your description. You can create paragraphs, bold and underlined text, change font size and color, insert links, list items and even images inside your text as well.

The editor is an online editor and you can access it on: <http://www.cpguru.com/editor/>

On the next page we will go through the editor.

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Editor for the Glossary Widget XML

break bold underline paragraph link font span list item image undo copy to clipboard **PREVIEW**

```
<p>Widgets are a <font size="19" color="#ff33cc">powerful </font>feature in Adobe Captivate that allows the developer to add additional functionality to the project. </p><br />
<p>Widgets come in three different shapes and sizes: </p><br />
<li>-Static Widgets</li>
<li>-Question Widgets</li>
<li>-Interactive Widgets</li>
<br />
<p>As per the Adobe definition a <b>Static Widget</b> is a widget that can display information. While a Static Widget indeed can do that, it can do so much more. For example the Glossary Widget that you are looking at now is a Static Widget, but you are also interaction with the
```

bg color width 890 height 360

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The Editor has a number of buttons at the top that will allow you to style your text.

The way you use the editor is that you write your text (or copy / paste from another location) in the top window. Once you have your text in the editor set up with the correct paragraphs etc. then you can start applying the styles to the text.

To apply a style you select / mark the text with your mouse and click on the relevant buttons at the top. This will add the correct HTML start and closing tags for the style you have selected.

I recommend that you watch the video that shows you how to use the editor.

Break: Inserts a line break.

Bold: Makes the selected text bold.

Underline: Makes the selected text underlined.

Paragraph: Inserts paragraph tags around the selected text.

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Link: Allows you to insert a link in your description.

Font: Allows you to change the font size and the font color of the selected text.

Span: Used to group inline-elements but does not give a visual change. You will probably not use this very often if at all.

List item: Converts the selected text to a list item that will show up as a bullet point.

Image: Not used – this is disabled so you need to use the regular widget image functionality instead.

Undo: Lets you undo one or more of your actions.

Copy to clipboard: Well.. Copies your text to the clipboard ;o)

Preview: Lets you preview what your formatted text looks like when the styling is applied.

Once you have finished formatting your text you can then copy / paste this into the XML file in the description node – remember that formatted text needs to be wrapped in CDATA tags.

Frequently asked questions:

Question: Can I use this component together with the TOC in Adobe Captivate 5 and Captivate 5.5?

Answer: Yes that is no problem

Question: Can I use this widget in projects that are using the Aggregator.

Answer: Yes that is no problem.

Question: Can I use this component in a course delivered through an LMS?

Answer: Yes provided that your LMS runs from a PHP or ASP enabled server.

Question: I cannot see the Widget Parameters tab when I have inserted the widget in Captivate.

Answer: Chances are that you imported it as an “Animation” by mistake. Try and import the widget again as a widget.

Question: What if I buy it and it doesn't work. Can I get a refund?

Answer: No if you purchase the product you can't get a refund since it's a digital delivery. The component has been tested extensively on all types of systems, browsers etc. without any issues. If you are unsure if the component will work for you or not then use the Test Package provided on my site www.cpguru.com to make sure first.

Question: I would like to have some modifications done to the widget – is that possible?

Answer: Sure thing – just send me an email through my sites www.cpguru.com contact form and we can work out the details.