

# Using ADOBE® eLEARNING SUITE EXTENSIONS

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# Adobe eLearning Suite extension features

## Combining multiple SWF files, PDF files, and quizzes (SCOs)

*Note: Combining multiple PDF files is supported in Adobe eLearning Suite 2.5 and later.*

You can combine multiple eLearning projects using Adobe Multi SCO Packager available in Adobe eLearning Suite. Combining projects is useful when SCORM compliant courses created by different users have to be clubbed together into a single package.

Adobe Multi SCO Packager can combine:

- Adobe Captivate® project output: SWF files with SCORM settings. The SWF file must contain at least one scorable object.
- Adobe® Flash® learning interactions (SWF files that use LMS Adapter for tracking). Publish a FLA file containing learning interaction objects as a SWF file.
- PDF files with or without interactive SWF files. The PDF file can be an output of an Adobe Captivate project, or can be created using any other software. This feature is available in Adobe eLearning Suite 2.5 and later.
- Quiz created using Adobe Flash. Publish a FLA file containing the quiz as a SWF file.
- Quiz created using Adobe® Presenter
- Quiz created using CourseBuilder extension for Adobe Dreamweaver® (converted to SCORM package).
- A combination of the above types.

When you publish the packaged file, a ZIP file containing all the SCOs, and a manifest file are generated. You can directly upload the generated ZIP file to an LMS.

Adobe Multi SCO Packager creates a table of contents (TOC) using the names of the separate modules.

## Package multiple SWF files, PDF files, and quizzes

1 Open Adobe Multi SCO Packager:

- On Windows, go to Start > All Programs > Adobe eLearning Suite <version> and select Adobe Multi SCO Packager <version>.

You can also invoke the Adobe Multi SCO Packager from:

- Windows XP: <root>:\Program Files\Common Files\Adobe\Adobe Multi SCO Packager <version>
- Windows 7: <root>:\Program Files (x86)\Common Files\Adobe\Adobe Multi SCO Packager <version>
- On Mac, go to Applications\Adobe Multi SCO Packager.

2 If prompted, specify the manifest details for the course you want to create and click OK.

3 Click the '+' icon to add SWF, PDF, or ZIP files.

*Note: Packaging of PDF files is supported in Adobe eLearning Suite 2.5 and later.*

- 4 If the SCO has been created in Flash, the SCO Manifest Details dialog box appears. Enter the details. The SCO Identifier and Title are mandatory fields. SCO Identifier must be unique for each SCO and the final course must have a corresponding entry in the imsmanifest.xml file.
- 5 Click OK.

## Publish the packaged files

After you have created and saved a multi-SCO project, you can publish it as a ZIP file that contains a SWF and an HTML file. You can directly upload the ZIP file to a learning management system (LMS).

- 1 Open the Multi SCO project in the SCORM Packager.
- 2 Select the modules to be included in the package.
- 3 Click Publish MultiSCO Project.
- 4 In the Publish SCO Package dialog box, enter a name for the project in the Project Title field.
- 5 Click Browse to publish your file to an alternative location.
- 6 Click Publish.

The packaged ZIP file contains resource files of each SCO contained in individual folders and XSD files and imsmanifest.xml at the root level. If you change the structure of any SCO by changing the location of XSDs or imsmanifest.xml, the packager might not work as intended. Also, the version of SCORM must be same for all courses that go into a single package. However, the ActionScript version need not be the same.

## Upload packaged files to LMS

After publishing the packaged files as a ZIP file, upload the ZIP file to your LMS. You can then distribute the URL that the LMS generates to your users.

When users click the URL to take the course, the interactions are reported based on the options you have chosen. If the package that you upload to LMS contains multiple Adobe Captivate SWF files with different reporting options, then:

- The report status is always reported as Complete or Incomplete.
- The data is always reported as Percentage.

When you upload a package with PDF files (in Adobe eLearning Suite 2.5):

- No scores are reported until the user visits all the pages.
- If the PDF file does not contain scorable objects, only page visits are reported.
- If the PDF file contains an interactive SWF file, and if the user visits all the pages, but does not go through the SWF file completely, the status is reported as 'Incomplete'.
- The status is reported as 'Complete' only if both the following conditions are true:
  - User visits all the pages
  - User passes all the included quizzes

## Creating quizzes (SCOs) in Adobe Flash using learning interaction objects

An interaction is a part of a Flash document in which the user interacts with the application to provide a response. Typical responses are answering a question, selecting True or False, or clicking an area of the screen. These interactions help you quickly develop e-learning content such as online courses and instructional materials that run in Flash.

**Note:** *Flash Professional CS5 e-learning interactions are available only with ActionScript™ 3.0 documents. They are not available with ActionScript 2.0™ documents.*

You can create quizzes (SCOs) in Flash using one of the following:

- Quiz templates
- Learning interaction objects from the Flash library (stand-alone)

### Flash learning interactions

**Drag And Drop** Users respond to a question by dragging one or more onscreen objects to a target.

**Fill In The Blank** Users type a response that is checked against matching phrases.

**Hot Object** Users respond by clicking an object (or objects) on the screen.

**Hotspot** Users respond by clicking a region (or regions) on the screen.

**Likert** Users respond to a survey by clicking Yes or No to the questions.

**Matching** Users respond by matching the questions with correct answers.

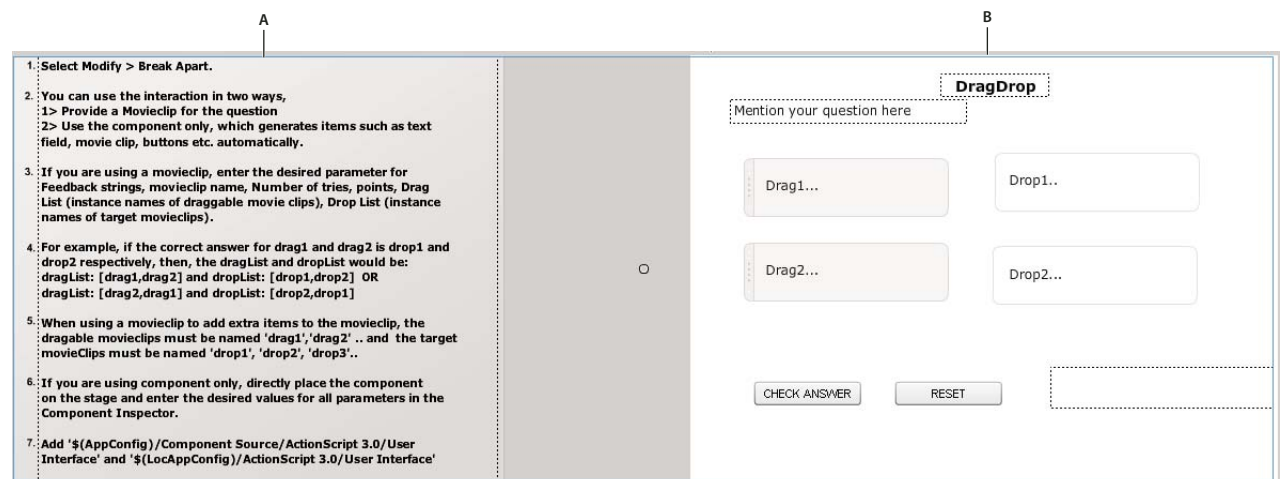
**Multiple Choice** Users select among multiple answers.

**Sequence** Users respond by arranging the given options in an appropriate order.

**Short answer** Users type a short answer to a question.

**True Or False** Users choose either true or false.

A Flash learning interaction mainly consists of two parts: the component of the interaction (the part with instructions written on it) and the movie clip.



A. Component of the Interaction B. Movie Clip

The movie clip provides you the objects required for a specific type of interaction. To start designing your quiz, edit the objects by double-clicking them.

If you do not want to use the default movie clip, you can create one by using the interaction component. For more information, see [“Configure a learning interaction component”](#) on page 7.

The customized movie clip is displayed only at the runtime; you cannot see a preview of the movie clip on Stage.

## Requirements

Your e-learning courseware runs on any computer with Adobe Flash® Player 10 or later and a Flash-enabled web browser. To track user data from the Flash learning interactions, you need the following:

- A web server-side LMS, such as an AICC- or SCORM-compatible system
- Internet Explorer or Netscape Navigator or later (Windows), or Netscape or later (Macintosh). Tracking to an LMS with learning interactions does not work with Internet Explorer on the Macintosh. The versions of the browsers depend on the LMS you have deployed.

## Quiz templates and stand-alone interactions

Quiz templates are designed for quizzes that require tracking. A quiz template contains objects that you can customize. It also contains the necessary code that is required to track the score, and pass such information to an LMS.

When you publish a FLA file as a SWF file, the details to track scoring are embedded into the SWF file. The manifest file however, is not generated. When you add such a SWF file created using Flash into the SCORM Packager, you are prompted to enter the manifest details. The SCORM Packager creates a manifest file using these details and incorporates it into the ZIP file that is produced when you publish the file. The ZIP file can be directly uploaded to an LMS.

Use stand-alone interactions to create interactions (quizzes) that must fit into a pre-designed layout in a Flash document. To access these interactions, select Window > Common Libraries > Learning Interactions.

When you need SCORM-compliant SWF files, the best practice is to use quiz templates. To create SCORM-compliant content using stand-alone interactions, see [“Making stand-alone learning interactions SCORM-compliant”](#) on page 6.

## Create a quiz using a quiz template

Each template contains the following elements:

- Welcome page
- One of each learning interaction types
- Results page
- Navigation elements
- ActionScript (version 3.0) to gather AICC and SCORM tracking information (LMS Adapter).

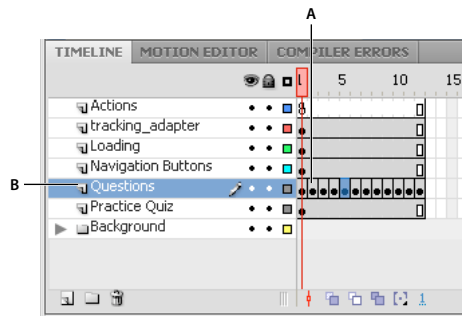
To create a quiz using a quiz template:

- 1 Open Adobe Flash.
- 2 Select File > New.
- 3 In the New From Template dialog box, select Templates.
- 4 In the Category panel, select Quiz and select one of the templates in the Templates panel.

## Modify learning interactions in a quiz template

Each question in the quiz is considered an interaction. When you use a quiz template, you place interactions sequentially between the first and last frame of the Questions layer on the root Timeline.

Add or remove frames and keyframes as needed, as long as the interactions remain sequential. Also, the first and last frames are reserved for the Welcome and Results pages. The number of frames between the Welcome and Results page keyframes is used to calculate the score.



Modify an interaction

A. First frame of the layer B. Questions layer

For example, the following 12 keyframes on the Questions layer include a 10-question quiz:

Frame 1 = Welcome page keyframe

Frames 2-11 = Interactions keyframes

Frame 12 = Results page keyframe

- 1 Select the first frame on the Questions layer and modify the text of the Welcome page. Double-click the object that you want to modify on the slide to edit it.
- 2 Move to the interactions keyframes. Select each of the learning interactions and configure them. For more information on configuring the learning interactions, see [“Configure a learning interaction component”](#) on page 7.
- 3 Select the last frame in the Questions layer and modify the text of the Results page. Leave the supplied dynamic text field names intact, or the results do not appear. Do not delete or place interactions in this frame.

## Add learning interactions to a quiz template

In a quiz template, you add learning interactions to the Questions layer.

- 1 In the first layer of the Timeline, select the frame that precedes the frame number where you want to add the interaction. For example, to add an interaction to Frame 8, select Frame 7.
- 2 Shift-click the same frame number (Frame 7) in the other layers to select those frames.
- 3 Right-click a selected frame and select Insert Frames to extend the Timeline evenly across all layers.
- 4 On the Questions layer, select the frame you added and select Insert > Timeline > Blank Keyframe.
- 5 To add an interaction, do one of the following:
  - To copy and paste a pre-existing interaction in the Timeline, right-click the keyframe with the interaction and select Copy Frames. Paste the frame in the blank keyframe that you inserted in step 4. In this copy of the interaction, modify objects on the Stage or the settings in the Component inspector.

- To use an interaction from the library, drag the desired interaction from the Learning Interactions library to the blank keyframe. Edit the objects in the movie clip or break the interaction apart and configure the learning interaction component.

## Add learning interactions to a document (no quiz template)

To add learning interactions to a Flash document that does not use a quiz template, place stand-alone learning interactions in the Timeline. You can place the interactions in a single frame, sequential frames (for example, ten questions in ten sequential frames), or labeled frames.

- 1 Select the appropriate layer and select Insert > Timeline > Blank Keyframe.
- 2 Select Window > Common Libraries > Learning Interactions.
- 3 Select the new keyframe and drag one of the Learning Interaction movie clips from the Library panel to the Stage.
- 4 Reposition the interaction by dragging it to where you want it to appear on the Stage.
- 5 Do one of the following:
  - Edit the objects in the default movie clip to design your quiz
  - Break the interaction apart, delete the movie clip, and bring the component (the part with instructions written on it) to stage. Then, edit the parameters in the Component Parameters area of the Properties panel.

For more information, see “[Configure a learning interaction component](#)” on page 7.

***Note:** Watch the frame count across layers as you add keyframes. All layers must end at the same frame number along the Timeline so that the frame count is the same in all layers.*

## Making stand-alone learning interactions SCORM-compliant

- 1 Add the required stand-alone learning interactions into a Flash document. For more information see “[Add learning interactions to a document \(no quiz template\)](#)” on page 6.
- 2 Click Scene <number>.
- 3 Select Window > Common Libraries > Learning Interactions.
- 4 From the Library-Learning Interactions panel, drag-and-drop LMS Adapter onto the stage.
- 5 Add the template code to the document.
  - a Create a document based on a quiz template.
  - b In the Timeline, click the first keyframe in the Actions layer and click F9. The ActionScript window appears.
  - c Copy the entire code onto the clipboard and close the window.
  - d Open the document with the stand-alone learning interactions to be made SCORM-compliant.
  - e Click Scene <number> and insert a new layer in the Timeline.
  - f In the first frame of this layer, click F9, and paste the ActionScript code that you copied in step c.
  - g Close the ActionScript window.
- 6 Save the document and publish as a SWF file.

## Configure a learning interaction component

Each interaction is associated with instructions that help you configure the interaction. Do not delete these instructions; they contain the necessary ActionScript code. Instructions do not appear in the SWF file.

- 1 Select the entire learning interaction, and then select **Modify > Break Apart**. This action breaks the interaction into individual objects that you can modify.

*Note: Break apart the interaction only once.*

- 2 Deselect all the items on the Stage (**Control+Shift+A**).
- 3 Select the movie clip and delete it.
- 4 Select the learning interaction component and drag it to Stage.
- 5 Configure the parameters for the learning interaction component in the **Component Parameters** area in the **Properties** panel.

The following are some of the common properties to be configured for the learning interaction components:

**InteractionId** Specify a unique name (alphanumeric) for the interaction. This ID is used for reporting if the interaction is configured to send tracking information to an LMS. Follow your LMS specifications to uniquely name each interaction.

**ObjectiveId** Specify the identification number of the 'objective' to which the interaction belongs. Typically, questions are grouped by assigning a single objective ID. The performance of the e-learner is assessed across the questions that have the same ID. For example, 50 questions with 1 point each are assigned with an objective ID. If a user answers 20 questions correctly, the score is reported as 20 on 50.

**Tracking** Select this check box to enable the tracking of the interaction.

**Visible** Clear this check box if you do not want the movie clip to be displayed when the application is played.

## Remove a learning interaction from the Timeline

When you remove a learning interaction from the Timeline, maintain the sequence of learning interactions. If you remove a frame from the Questions layer, ensure that you remove it from all other layers as well.

- 1 On the Questions layer, select the keyframe containing the interaction to delete. Shift-select the same frame number on other layers to also delete those frames.
- 2 To delete frames across all layers, do one of the following:
  - Right-click (Windows) or Control-click (Macintosh) the keyframe and select **Remove Frames**.
  - Select **Edit > Timeline > Remove Frames**.

*Note: Watch the frame count across layers as you remove keyframes. All layers must end at the same frame number along the Timeline so that the frame count is the same in all layers.*

## Check if a movie clip is broken apart

Select a text field or any other single element of the learning interaction on the Stage. If a grouped object is selected, the interaction is not broken apart. If you can select a single text field or another element, the interaction is broken apart. You can proceed with editing.

## APIs available in learning interactions

### checkAnswer()

#### Syntax

```
public function checkAnswer (e:MouseEvent):String
```

#### Description

Checks the user response and returns any one of the following results for the question: notComplete, Correct, Incorrect.

### resetQuestion()

#### Syntax

```
public function resetQuestion (e:MouseEvent):void
```

#### Description

Resets all the parameters of the question, and allows the user to attempt the question again.

### getPointsScored ()

#### Syntax

```
public function getPointsScored ():int
```

#### Description

Returns the points scored for a question based on the points assigned for the question in the component inspector.

### getInteractionDetails()

#### Syntax

```
public function getInteractionDetails ():Object
```

#### Description

This method can be used to get the interaction data after the user answers the question. The interaction data can be accessed using following variables.

Variable	Definition
<i>Id</i>	Set ID from Component Inspector
<i>objectiveId</i>	Set Interaction ID from Component Inspector
<i>type</i>	Question type (choice, true-false, matching, Likert, sequence, fill-in)
<i>correct_response</i>	Correct answer for the interaction
<i>student_response</i>	Answer given by the user
<i>result_str</i>	Result for the interaction

Variable	Definition
<i>latency_str</i>	Time taken to answer the interaction in hh:mm:ss
<i>date_str</i>	Current date in mm:dd:yyyy format
<i>time_str</i>	Current time when the interaction data is received in hh:mm:ss

## getFeedbackString ()

### Syntax

```
public function getFeedbackString ():String
```

### Description

Returns the feedback for an interaction, which is set using component inspector of a question.

# CourseBuilder extensions with Adobe Dreamweaver CS5

In Adobe eLearning Suite, Adobe® Dreamweaver® CS5 is powered with CourseBuilder extensions. This additional functionality enables you to quickly create complete web-based instructional content for multiple platforms and browsers.

CourseBuilder extensions include:

- A gallery of more than 25 pre-built interactions.  
*Note: You can also customize the pre-built interactions and save them.*
- A visual action manager that lets you add complex logic and interactivity without having to know JavaScript.
- The ability to send results to a learning management system (LMS) that complies with AICC, SCORM 1.2, and SCORM 2004 standards.

## Add CourseBuilder interactions

To add a CourseBuilder interaction, do the following:

- 1 Create an HTML page.
- 2 Click the Design tab to switch to the Design view.
- 3 Select Insert > CourseBuilder Interaction.

A message to save the page appears.

- 4 Click OK.
- 5 Specify a name and click Save.

CourseBuilder links support files, such as images, to the directory in which you are saving the page.

The CourseBuilder Interaction dialog box appears.

In the Gallery tab, you can see a template slide for each question type.

- 6 Select a question type and a template.

In the General tab, specify the following:

- The question stem.
- When the interaction is judged (for example, when the user clicks a choice).
- Conditions for identifying correct answers.
- Whether you want to send the results to an LMS.
- Number of tries.
- The time allowed to the user to complete the interaction.
- Whether a Reset button is required.
- Whether you want to insert the interaction in an AP Div tag.

7 In the Choices tab, specify:

- Number of choices.
- Text and image to describe each choice.
- If a choice is correct or incorrect.
- Score.

8 In the Action Mgr tab, specify feedback for correct and incorrect answers and interaction behavior, such as a check for the number of tries.

9 Click OK.

10 Select File > Preview In Browser.

11 Select a browser from the list of installed browsers.

A message to save the current document appears.

12 Click Yes.

The browser opens, and the question appears.

Test the correct and incorrect choices.

## Enable LMS tracking

You can add information to a CourseBuilder interaction for LMS tracking.

- 1 In the General tab, enable Knowledge Track.
- 2 In the Tracking tab, specify the Interaction ID, Objective ID, and the LMS standard.
- 3 Click OK to apply changes made to the interaction.

## Set AICC-trackable information for an interaction on one page

To add AICC- trackable information to a CourseBuilder interaction, do the following:

- 1 Create an HTML page with an interaction.
- 2 Add the following functions in the Action Mgr tab.
  - Send Objective Info
  - Send Score
  - Send Lesson Status

- Send Lesson Time

3 Add the course structure files and create a zip file with the folder contents.

## Set SCORM 1.2-trackable information for an interaction on one page

To add SCORM 1.2- trackable information to a CourseBuilder interaction, do the following:

- 1 Create an HTML page with an interaction.
- 2 Add the following functions in the Action Mgr tab:
  - Send Objective Info
  - Send Score
  - Send Lesson Status
  - Send Lesson Time
- 3 Add the manifest file and create a zip file with the folder contents.

## Set SCORM 2.0-trackable information for an interaction on one page

To add SCORM 2.0- trackable information to a CourseBuilder interaction, do the following:

- 1 Create an HTML page with an interaction.
- 2 Add the following functions on the Action Mgr page:
  - Send Core Data
  - Send Lesson Status
  - Send Completion Status
- 3 Add the manifest file and create a zip file with the folder contents.

# e-Learning Templates in Adobe Dreamweaver CS5

Adobe Dreamweaver CS5 in the Adobe eLearning Suite is shipped with predefined templates for the most commonly conducted trainings or courses. These templates help you quickly design e-learning courses and enrich them with images, SWF files, and videos.

To create documents based on these templates:

- 1 Select File > New eLearning Template.
- 2 In the Select Template dialog box, click the template that you want to use and click OK.

In addition to the placeholders for the core content, the templates provide placeholders for introductions, background information, self-checks, and assessments.

**Generic templates for concepts** Contains placeholders for concepts, which in turn includes placeholders for different ideas in the concepts, practice questions, and reviews. The basic layout of the template includes menu, help, and other navigation buttons.

**Generic templates for scenarios** Contains placeholders for the description of scenarios, the events that occur in these scenarios, and a recap of the course. The basic layout of the template includes menu, help, and other navigation buttons.

**Generic templates for procedures** Contains placeholders for procedures, which in turn includes placeholders for different steps, practice questions, and reviews. The basic layout of the template includes menu, help, and other navigation buttons.

**Generic templates for chapters** Contains placeholders for chapter-based lessons, tasks, practice questions, and reviews. The basic layout of the template includes menu, help, and other navigation buttons.

**Compliance training templates** contains placeholders for compliance regulations of an organization.

**New hire training templates** contains placeholders for policies, hierarchy, facilities, show reel, and a virtual tour of the organization for new hires.

**Soft skills training templates** Contains placeholders for sample scenarios, examples, interactive presentations, videos, and job aids for a training on soft skills.

**Process training templates** Contains placeholders for various processes and auditing information.

**Medical training templates** Contains placeholders for the history, concepts, and the process of a medical procedure. You can also include case studies and videos to demonstrate the procedure.

**Ethics training templates** Contains placeholders for the description of the culture and policies of an organization. You can also include animations for an interactive session.

## Using the LMS Adapter

The LMS Adapter enables you to publish Adobe rich media content to an LMS regardless of the Shareable Content Object Reference Model (SCORM) or AICC file standards followed by the LMS. LMS Adapter is a compiled ActionScript 3.0 code clip that detects an LMS and passes data in a format that is compatible with all SCORM standards. Use the LMS Adapter to create custom quizzes. Standard quiz templates include built-in code for passing SCORM information to the LMS.

- 1 To include the LMS Adapter clip in a FLA file, open the file and select Window > Common Libraries > Learning Interactions. Drag the LMS Adapter into the FLA file.

- 2 Initialize the LMS Adapter by adding ActionScript code to call mandatory methods.

For information about the mandatory methods, see [Code template for using LMS Adapter APIs](#).

*Note: The LMS Adapter supports only ActionScript 3.0.*

- 3 Publish the FLA file as a SWF file.

*Note: If the FLA file is a custom quiz file, add code to mark the published SWF file as a learning interaction SWF file. See [sample code to convert a custom quiz SWF file into a learning interaction SWF file](#).*

- 4 Create a wrapper HTML file that contains launch code

Use SCORM Packager to perform this step.

### Code template for using LMS Adapter APIs

You can use the following code template for using LMS Adapter APIs to create a SCORM- or AICC-compliant course.

```
import flash.utils.Timer;
import flash.events.TimerEvent;
import flash.events.MouseEvent;
//step 1: Drag LMS adapter compiled movieclip and name it as "tracking_mc"
//step 2:
tracking_mc.createLMSAdapter("SCORM");// Compulsory to use this API
//step 3:
var tadapter = tracking_mc.currentTrackingAdapter();// Compulsory to use this API
//step 4:
if(tadapter != null){
    if(tadapter.isInitialized()){// Compulsory to use this API
        trace("adapter already initialized");
    }else{
        trace("initializing the LMS adapter");
        tadapter.initialize();// Compulsory to use this API
        var timer:Timer = new Timer(5000,1);
        timer.addEventListener(TimerEvent.TIMER_COMPLETE,gettrackingdata);
        timer.start();
    }
}
function gettrackingdata(e:TimerEvent):void{
    trace("calling get tracking data");
    tadapter.getTrackingData();// Compulsory to use this API
}
-----
//step 5:
//check if get tracking data is success using Timer
var tdata:Timer = new Timer(5000,20);
tdata.addEventListener(TimerEvent.TIMER,checkTrackingData);
tdata.start();
function checkTrackingData(e:TimerEvent):void{
    if(!tadapter.isTrackingDataLoaded()){// Compulsory to use this API and proceed only if this
step is a success
        trace("tracking data not loaded");
    }else{
        trace("tracking data loaded");
        tdata.stop();
    }
}
}
```

## Sample code to convert a custom quiz SWF file into a learning interaction SWF file

Add the following to Frame 1:

```
-----  
    try{  
        if(ExternalInterface.available == true)  
        {  
            ExternalInterface.addCallback("cpSetValue", cpSetValue);  
            ExternalInterface.addCallback("cpGetValue", cpGetValue);  
        }  
    }catch(e)  
    {  
        trace("Security sandbox violation error " + e);  
    }  
}
```

Add these methods:

```
-----  
//For External Interface  
public function cpSetValue(variable:String, val):void  
{  
  
    var arr:Array = variable.split(".");  
    var ref = this;  
  
    for(var i=0; i < arr.length -1; i++)  
    {  
        ref = ref[arr[i]];  
    }  
    ref[ arr[arr.length -1] ] = Number(val); //val;// This works fine for numbers,  
booleans and strings  
}  
  
public function cpGetValue(variable:String)  
{  
  
    var arr:Array = variable.split(".");  
    var ref = this;  
  
    for(var i=0; i < arr.length -1; i++)  
    {  
        ref = ref[arr[i]];  
    }  
    ref = ref[ arr[arr.length -1] ];  
    return ref;  
}
```

## Reusing Articulate Engage and Articulate Quizmaker content

- 1 In Adobe Captivate, open a blank file.
- 2 Select Insert > Animation, and then select the Articulate output file that you want to use.

- 3 Select Edit > Preferences.
- 4 In the Preferences dialog box, select Project > Publish Settings.
- 5 In the Externalize Resources section, select Animations so that the animations are published as a separate file.
- 6 Click OK.
- 7 Publish the Adobe Captivate project as a SWF file.

The published folder displays the published SWF file along with the original Articulate SWF file that you used.

- 8 Do either of the following:
  - Copy the dependent folder and files (Articulate Engage/Articulate Quizmaker) to this location.
  - Copy the published SWF file to the location where the original Articulate Engage/Articulate Quizmaker files reside.

## Importing Articulate Presenter files to Adobe Presenter

You can open and edit files created in Articulate Presenter in Adobe Presenter. The original Articulate presentation is not modified; a copy of the presentation is converted and opened in Adobe Presenter. The prerequisite is that the Articulate assets folder must be available with the Articulate presentation file.

Adobe Presenter supports most of the Articulate Presenter data, including Flash, audio, and quiz information.

The following Articulate Presenter features are not supported:

- Learning Games, Engage Interactions, and Insert Web Object.
- Some Articulate Presenter question types. Unsupported questions are not imported during the conversion process. The conversion log file provides the details.

### Editing the presentation

- 1 In Microsoft PowerPoint, open the presentation (PPT or PPTX file) created in Articulate Presenter.
- 2 In the conversion dialog box, click Yes.
- 3 Choose a name and save location for the converted presentation.
- 4 (Optional) To view information in the conversion log file, click View Log.  
*Note: You can also use Windows Explorer at any time to view the log file. Navigate to the location you specified in step 3, right-click the ConversionLog.log file, and then select Open with > Notepad.*
- 5 Click Close after the conversion is complete.
- 6 In Adobe Presenter, edit the new, converted file and add Adobe Presenter features that you prefer.