

Boardmaker Product Family

What's New in Version 5.3



The building blocks for learning
and human expression.

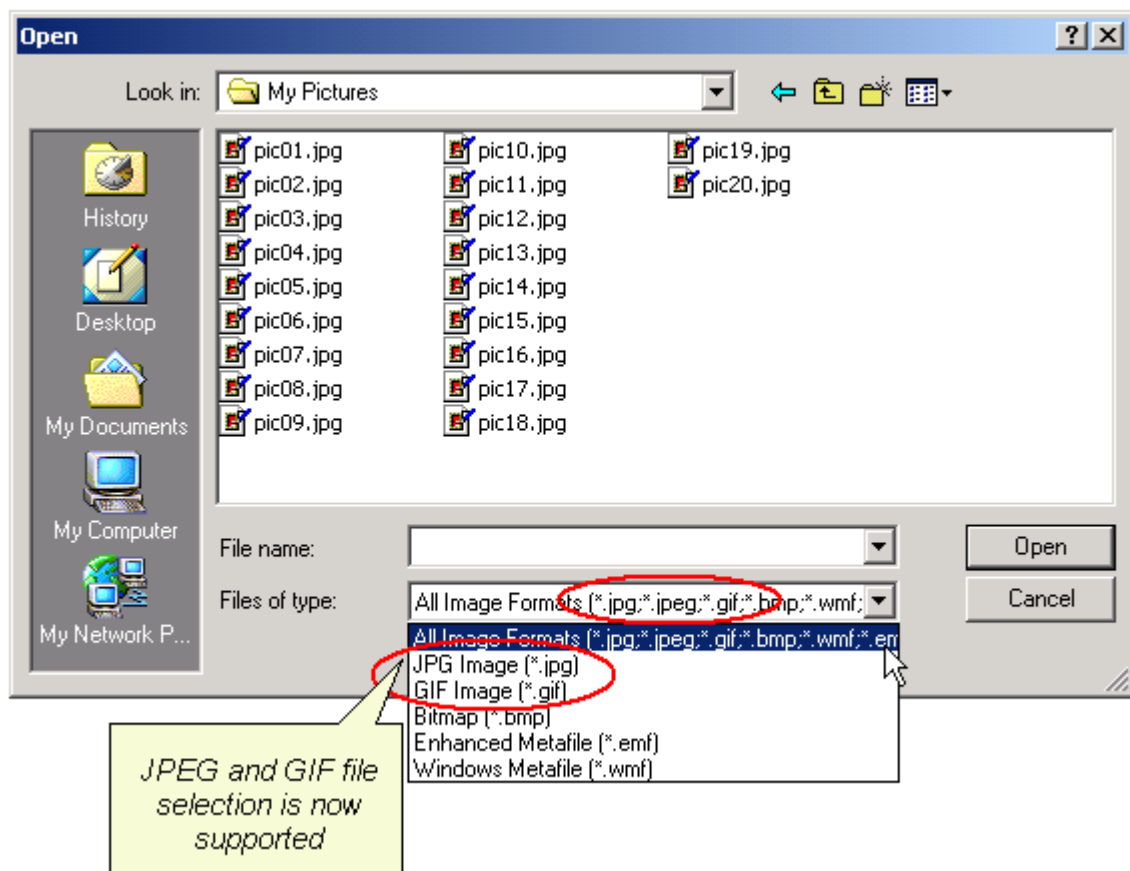
Mayer-Johnson LLC
PO 1579
Solana Beach, CA 92075-7579
U.S.A.
(800) 588-4548 or (858) 550-0084
www.mayer-johnson.com

New Features

This document describes the new features added to the Boardmaker products for version 5.3.

Improved Picture Support

You can now import JPEG (.jpg) and GIF (.gif) formatted graphic files into a board or into the Symbol Finder. When you select **Picture** from the **Import** submenu in the **File** menu, the Open dialog includes files with .jpg and .gif extensions, as shown below.

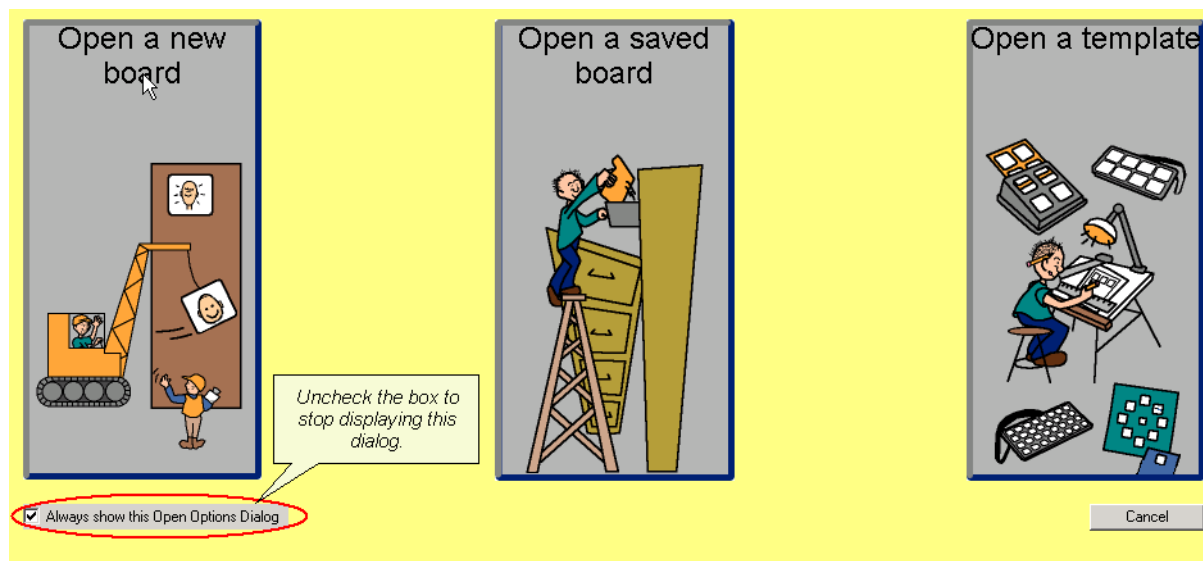


Dialog Options Changes

You can now disable or re-enable option and confirmation dialogs when opening boards, deleting objects, or editing images.

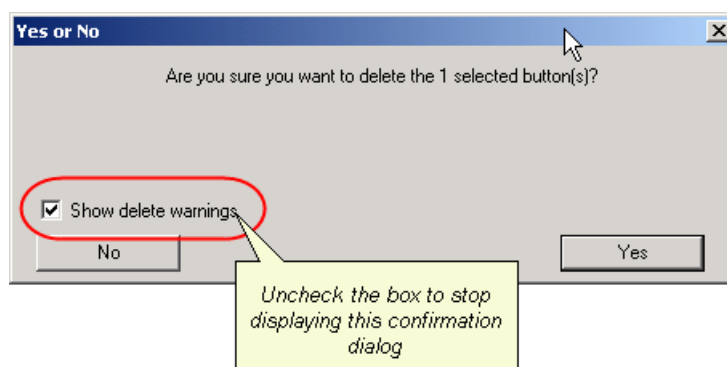
Open Options Dialog

By default, when you attempt to open a board the following **Open Options** dialog appears. You can now disable this dialog by un-checking the box in the lower left corner. If necessary, you can reactivate the **Open Options** dialog by selecting **Open Options Dialog** from the **Show** submenu in the **View** menu.



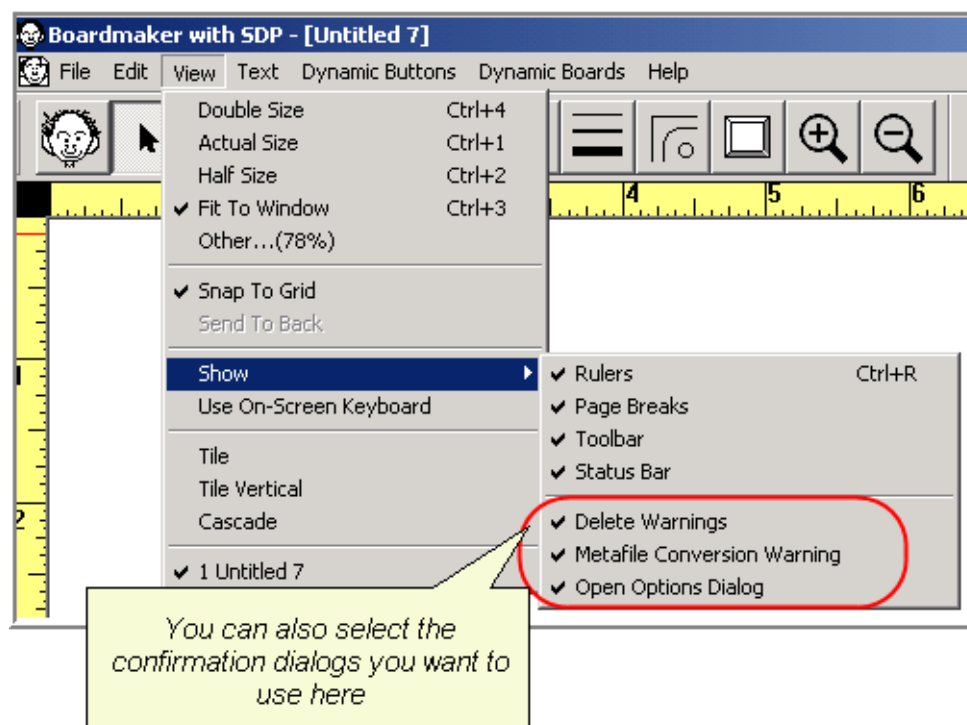
Confirmation Dialogs

Similarly, the option for displaying confirmation dialogs was added to the Delete and Convert Metafile actions, as shown in the following Delete dialog. Once disabled, the delete and convert actions occur immediately, without asking for confirmation.



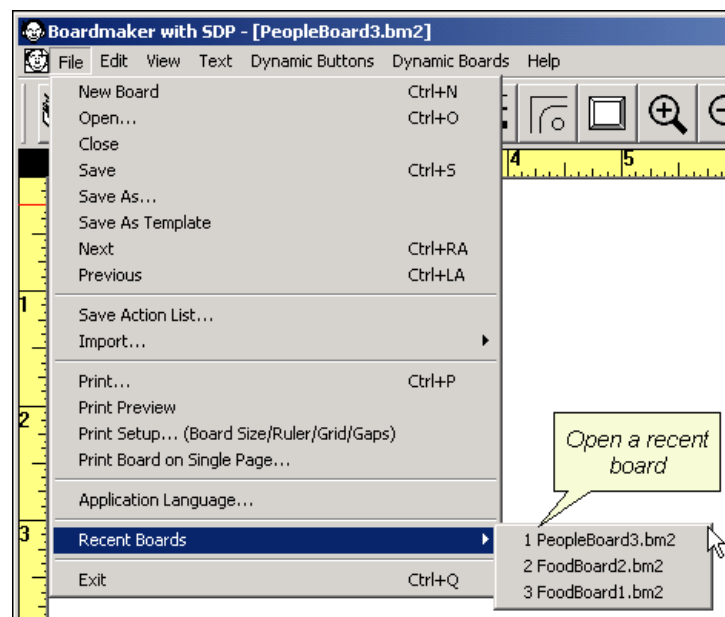
Setting the Dialog Options

You can also disable and re-enable the Open options and confirmation dialogs by selecting the desired option from the **Show** submenu in the **View** menu, as shown in the following illustration.



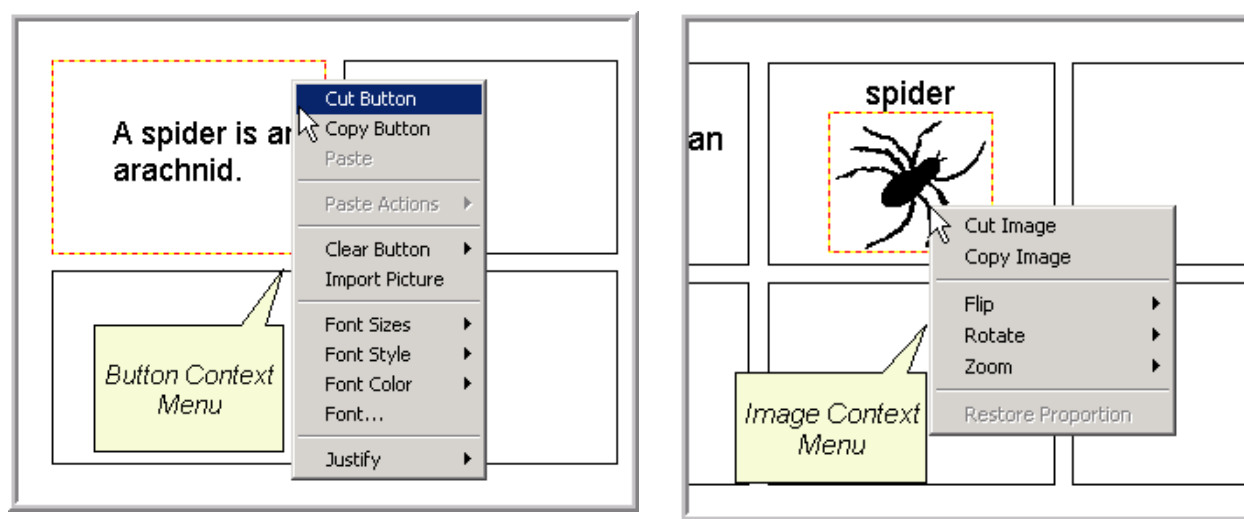
Quick Access to Recent Boards

To make it easier to open recently-used boards, the File menu now contains a Recent Boards submenu that lists the previous eight boards opened.



Context Menu Support

Context menu support has been added for editing Boardmaker objects. Context menus provide quick access to commands appropriate for the selected object. To display a context menu, select an object and click the right mouse button. The following illustrations show the context menus for button and image objects.



Based on the type of object, different commands can be used to edit the object. The following table lists the items in the context menus for each type of object.

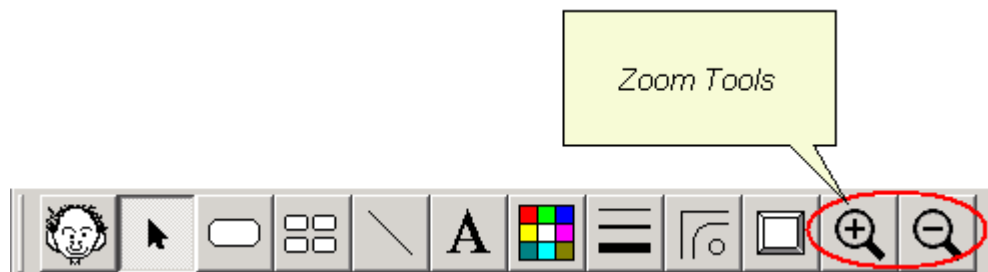
Object Type	Context Menu Items		
Background	• Paste • Delete All Buttons • Import Picture	• Select All Buttons • Select Background Items • Snap To Grid	• Zoom • Show • Board/Print Setup
Button	• Cut Button • Copy Button • Paste • Paste Actions*	• Clear Button • Import Picture • Font Sizes • Font Style	• Font Color • Font • Justify
Dynamic Buttons*: Filename Message Display Prediction Preview	• Cut <i>type</i> Button • Copy <i>type</i> Button • Font Sizes	• Font Style • Font Color	• Font • Justify
Image	• Cut Image • Copy Image	• Flip • Rotate	• Zoom • Restore Proportion
Line	• Cut Line • Copy Line	• Color • Thickness	• Straighten

Object Type	Context Menu Items		
Multi-Button	• Cut Buttons • Copy Buttons • Paste Actions	• Clear Buttons • Font Sizes • Font Style	• Font Color • Font • Justify
Multi-Item	• Cut Items • Copy Items • Font Sizes	• Font Style • Font Color	• Font • Justify
Selection Area	• Cut Region	• Copy Region	• Crop Region
Text	• Cut Text Box • Copy Text Box • Font Sizes	• Font Style • Font Color	• Font • Justify

** These commands are available in Speaking Dynamically Pro or Boardmaker Plus! only.*

Toolbar Enhancements

New buttons have been added to the the standard and paint toolbars. The following figure shows the the new Zoom-in and Zoom-out tools in the standard toolbar.

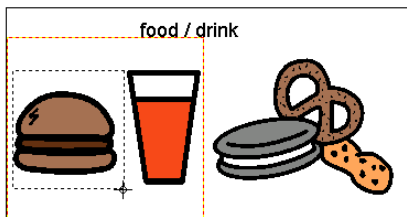


The new paint toolbar contains the two zoom tools and two new selection buttons, as shown in the following figure. The marquee button allows you to define a rectangular selection area, while the lasso button lets you define free-form selection areas.

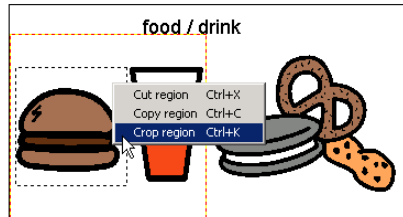


Using the New Selection Tools

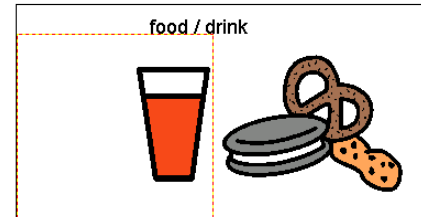
When editing an image, you now can select portions of the image to cut, copy, or crop. You can use a marquee selection tool to select rectangular areas or a lasso selection tool to select free-form areas. The following example shows you how to use the selection tools to remove an element from a symbol.



Use the marquee tool to select a portion of the symbol being edited.



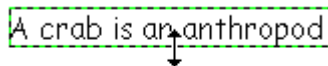
Right-click to display the selection context menu, and choose an action (cut, in this case).



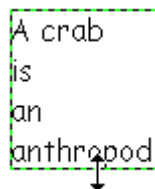
You have now removed a portion of the original symbol.

Text Box Resizing

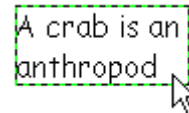
You can now resize a text box, and the text will dynamically arrange itself to fit within the selection as you change the size of the text box..



With the Pointer tool select the text, and move the cursor to the bottom of the text box until the cursor changes to a resize cursor.



Drag the edge of the text box up and down to resize it.



Continue resizing until the text box is the desired size, then release the mouse button.

Font Resizing Keyboard Shortcuts

This version allows you to resize text using the following keyboard shortcuts. The shortcuts work on a selected text box and while entering text.

Shortcut	Effect
CTRL +	Increases font size by one point
CTRL -	Decreases font size by one point

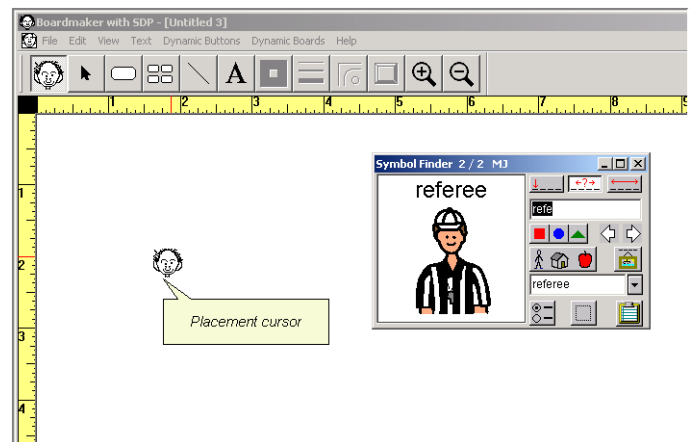
Improved Symbol Placement and Scaling

In previous versions, symbols were always placed in the background always appeared full size, in the upper left corner. You would then have to reposition and resize the symbol as necessary. This version provides additional flexibility for placing and scaling symbols from the library. Now you can place symbols anywhere in the background. You can also specify an area in which to scale the symbol.

Use the following procedure to place and size symbols from the library.

1

Locate a symbol in the symbol library and move the placement cursor to the desired location.

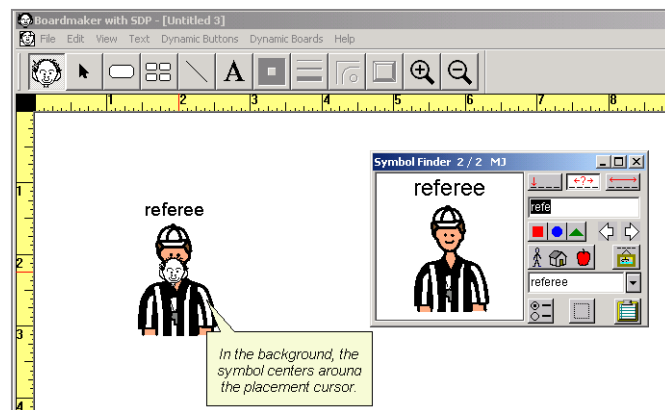


2

Click the left mouse button to place the symbol.

Notice the symbol is centered around the placement cursor.

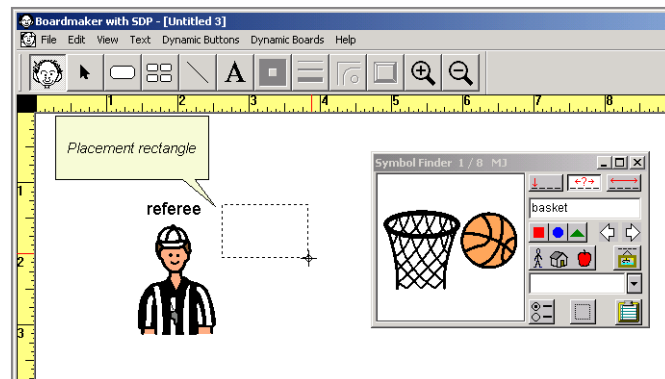
NOTE: Symbols placed in buttons are automatically centered within the button, not around the placement cursor.



3

Instead of simply clicking to place a symbol, click and drag out a marquee box to set the position of size of the symbol to be placed.

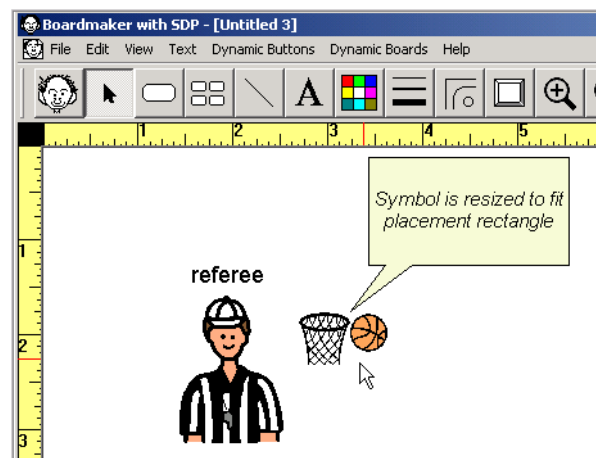
NOTE: You can use the click and drag sizing within a button.



4

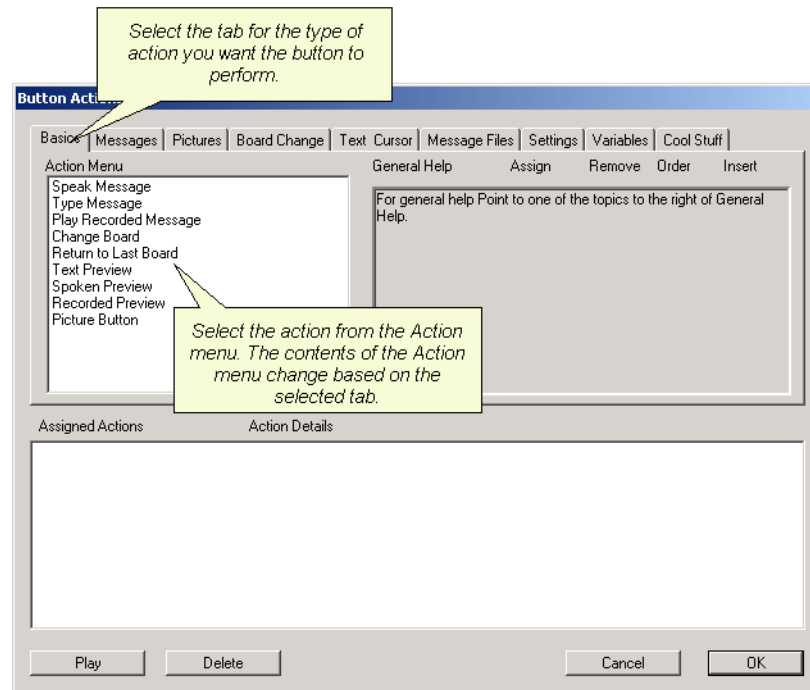
The symbol is automatically resized to fit in the rectangle.

NOTE: The symbol text will not be scaled with the symbol.



Button Actions Dialog Improvements

In previous versions, when assigning actions to a button there was potential to confuse the button actions list with the button action categories list. The new Button Actions dialog features a tabbed interface. The different categories of button actions are access by clicking on the appropriate tab at the top of the dialog box.



My Symbols Library Segmentation

In previous versions, the **My Symbols** library contained all images imported into the library. When large numbers of images were added to the library, the size of the **My Symbols** library adversely affected performance. Storing all custom images in a single library also increased the risk of losing all images if something unexpected happened to the **My Symbols** library.

This version limits the size of **My Symbols** libraries to 100 images. If you add an image to a library that contains 100 images, the software moves the current images to the **My Symbols\Minen**, where n is the number of the next custom library, and stores the new image in a new **My Symbols\Mine** library.

Miscellaneous Improvements

This version also includes the following improvements:

- The maximum board size is increased to 60x60 inches

- You can now resize, dock, and undock the standard and paint toolbars. The toolbar can only be docked at the top or on the left side of the screen.
- The Save As Template command was added to the File menu. This command allows you to save the current board as a locked file in the Templates folder. If you need to make a change to a save template, you can use this command to resave the revised board using the existing name.
- In the Step Scan and Inverse Scan access methods, support for the right mouse click had been added. (SDP/Plus!)

NOTE: To use the right mouse click setting on one switch, you must use the left mouse click setting for the other switch.