

ORACLE® USER PRODUCTIVITY KIT

CONTENT DEPLOYMENT

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ABOUT THE DOCUMENTATION

Documentation consists of the following manuals and help systems. These manuals are delivered as PDF files that are stored in the **documentation\language code\reference** folder where the Developer is installed.

- **Installation & Administration:** provides instructions for installing the Developer in a single-user or multi-user environment as well as information on how to add and manage users and content in a multi-user installation. An Administration help system also appears in the Developer for authors configured as administrators. This manual also provides instructions for installing and configuring Usage Tracking.
- **Content Development:** provides information on how to create, maintain, and publish content using the Developer. The content of this manual also appears in the Developer help system.
- **Content Deployment:** provides information on how to deploy content to your audience.
- **Content Player:** provides instructions on how to view content using the Player. The content of this manual also appears in the Player help system.
- **Usage Tracking Administration & Reporting:** provides instructions on how to manage users and usage tracking reports.
- **In-Application Support Guide:** provides information on how implement content-sensitive, in-application support for enterprise applications using Player content.
- **Upgrade:** provides information on how to upgrade from a previous version to the current version.

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1. Deploy Playable Content

After you publish content, you must deploy it. When you deploy content, you are placing it in a location that can be accessed by users. The format you chose to publish determines where and how the content is deployed.

Deploy Player Content

With this method of deployment, users play content through a browser interface on the Internet or an intranet. No software needs to be installed in the client workstation to play content without sound. The client workstation must have Flash 9.0 or higher installed to playback sound in deployed content.

Note: A web server hosting content with sound may not serve Adobe Flash audio until the MIME types FLV and SWF are set (i.e., application/x-shockwave-flash).

To make the content available to users, the Player package should be placed on a Web server. You can create a link to the index.html or default.html page from an existing Web site, or make the index.html or default.html page itself available to users.

Note: If you embed the Player in a browser frame in a portal, you should create a link to the tocx.html file to launch the Player Table of Contents.

Setting Defaults for the Player

You set the default preferences for the Player during publishing. You can also choose to prevent users from changing the preferences. If you want to change the default preferences, republish the content with the new preference settings and copy it to the Web server.

See the Publishing Content section in the *Content Development* manual for more information about publishing Player content and setting preferences.

In-Application Support

The Player deployment format that is published from the Developer is not only useful in various training and educational initiatives; it is also designed to provide in-application support for end users.

There are specific add-ons and instructions for certain major enterprise applications to accommodate context-sensitive in-application support; these applications are referred to as target applications throughout this document. Content for target applications can generally be deployed using one or both of the following methods, depending on the target application:

- **Help Integration** - This method allows users to invoke context-sensitive in-application support content using the existing target application Help menu or Help link.
- **SmartHelp** - This is a toolbar button for browsers that end users may use to access context-sensitive in-application support content.

The mechanism for context-sensitivity used for target applications is known as ExactMatch. This technique allows the Player to display a list of content that is related to the end user's activity in the application. The relevancy of the content list is determined

based on content items that contain exactly the same context information as recorded during content creation in the Developer.

The mechanism for context-sensitivity for browser-based non-target applications is known as SmartMatch. This technique uses statistical analysis to rank the most probable content items and generates a list of relevant content. This allows you to use the SmartHelp toolbar button to deploy context-sensitive in-application support for any browser-based application.

Finally, content created for non-target applications prior to the introduction of SmartMatch technology may still be deployed using the SmartHelp toolbar button for the browser without context-sensitivity. In this case, the outline displays all of the content items; however, the user may find the appropriate items using the Search feature or by browsing the content outline.

Note: Please refer to the in-application support guide for specific instructions about help menu integration and SmartHelp-based content deployment.

Plan for Deploying In-Application Support

Once you decide to deploy content for in-application support, some of the fundamental questions that need to be addressed are:

- What deployment mechanism is most appropriate for your application, Help Integration with a target application or SmartHelp-based deployment?
- Who needs to be involved, what needs to be done, and when does it have to happen?

Understanding the answers to these questions will give you the information you need to implement help integration and context-sensitive help successfully.

These are the tasks which need to be completed to successfully deploy in-application support.

Content Author

- Create content in the Developer - While ExactMatch information for target applications and SmartMatch information for browser-based non-target applications will be automatically captured, it is recommended that you validate that context is being captured.
- Publish the content
- Give the published content to the web server administrator

Web Server Administrator

- Deploy the published content to a web server
- Provide the URL for the content to the application administrator

Application Administrator

- Perform the configuration steps detailed in the in-application support guide for each application
- Receive the content URL from the web server administrator

- Perform help integration steps for URL configuration, if applicable

Test User

- Verify the published content appears from the application using the Help Menu Integration option or the SmartHelp button, as deployed
- If you are deploying context-sensitive help, the test user should coordinate with the content developer to note which parts of the application were used to create content and then verify that the content launches with an appropriate list of relevant topics.

For most target applications, application configuration can occur after and independently of content creation. There are two exceptions:

- Oracle E-Business Suite: It requires library files to be installed on the application server (applcore forms server) before recording content. See Implement Context-Sensitive Help Integration in the Oracle E-Business Suite section later in this manual for more information on installing library files for Oracle E-Business Suite.
- PeopleSoft Enterprise: It is recommended that PeopleBooks is installed and configured before starting to record content.

If you want to deploy context-sensitive help, always check that context is being captured while recording. See Context Recognition in the Recorder in the Record and Edit Topic Content chapter of the Content Development manual for more information on capturing context while recording.

Deploy Standalone Topics

If you choose to publish standalone topic files, the result is one or more .odtpc files that are stored in the TPC folder in the location where you published the content. A standalone topic file contains the information needed to play that topic, and it can be sent via email. Content authors with the Developer installed can double-click the .odtpc file to launch the topic and select the play mode.

Users can launch topic files if they have the Standalone Topic Player plug-in installed on their computer. This plug-in can be included when you publish the standalone topics from the Developer.

Install the Standalone Topic Player Plug-in

If you chose to include the setup for the topic player during publishing, the setup file is located in the installer folder within the TPC folder of the published content. The plug-in installation will not create a shortcut on the desktop, display the Player window, or allow users to perform a full text search.


 To install the standalone topic player plug-in:

1. In the **TPC** folder for the published content, open the **installer** folder.
2. Double-click **odweb.exe**.
3. Click **Next** on the Welcome screen.
4. On the Choose Destination Location screen, accept the default or click the **Change** button to browse to the desired installation location.
5. Click **Next**.

6. Click **Install**.
7. Click **Finish**.

Play a Standalone Topic

With the standalone topic player installed, a user can double-click on a topic to launch it. In addition, it can be launched from a link on a web page or another document. When a user launches a standalone topic, a dialog box appears allowing the user to choose the playback mode.

 To play a standalone topic file:

1. Double-click the topic in a folder or click a link in a document.
2. In the dialog box, click the desired playback mode and click **OK**.

When the topic is finished, the playback mode window closes.

Deploy an HTML Web Site

The HTML web site is a very simple set of HTML pages with the steps to perform the transaction but without the high interactivity of the other deployment formats

When you publish content an HTML Web site package, the result is an HTMLPages folder. This folder contains an index.html file which is the main page; it contains the outline you chose to publish with links to the topics. The keywords.html in this folder lists all keywords for the published content and contains links to the associated topics. Below this folder, there is a tpc subfolder which contains a subfolder for each topic and attachment in the content you chose to publish. There are .html files that display all the steps for a particular topic, as well as .html files for each frame of each topic and all attachments. There are also .png files for each topic frame bitmap and each attachment.

To make published content available to your users via the Web, copy or move the entire file structure to your Web server. Make sure that the upper and lower case letters of all the file and folder names are preserved in the copy exactly as they were created by the publishing process. Then, create a link from your existing Web page to index.html or default.htm.

When users access the main page, they can click the links to display the concept or the topic. The first page that is displayed when they click a topic link lists all the steps of the selected topic. Users can click the Start Topic link at the bottom of the page or click the Step # link below the line of instruction text to move immediately to the indicated frame. On a frame page, users see the appropriate screenshot with the action area indicated by a thick red border. The frame's instructional text appears below the screenshot. To advance through the topic, users can click the action area or the Next Step link located below the frame's instructional text. Further, any Alternative Actions or Alternative Paths are described below the primary action. Users can also click the Back link to return to prior frames, the Table of Contents link to return to the index.html page, or the Topic Overview page to return to the main page of the topic.

Note: The HTML Web site is designed to meet 508c compliant requirements for accessibility. The site meets the following requirements: it can be read by a screen reader such as JAWS; it is not color dependent; the font size can be changed by the user; it is fully functional without using mouse; and does not depend on an audio track for functionality.

Update an HTML Web Site Deployment

After publishing an HTML Web site package and placing it in the desired location, you may want to update the content. To do this, you must publish another HTML Web site package from the Developer and re-copy the content to the desired location.

Deploy an LMS Package

The LMS package enables the creation of a package that conforms to the AICC and SCORM learning specifications. Conformance to these learning specifications enables content to be launched from any AICC or SCORM compliant Learning Management System (LMS).

Note: AICC does not recognize double-byte character sets, such as Japanese or Chinese. If your content uses double-byte characters, the published LMS package will only support a SCORM compliant Learning Management System.

At this time there are several published learning specifications with which both the customers and vendors of learning content and management systems can seek to be compliant. Content is compliant with the following specifications:

- AICC AGR-010: Web based CMI Guidelines (Version 3.5)
 - CBT Course
 - Individual CBT AU
- SCORM Specifications - Version 1.2
 - SCORM Version 1.2 Run-Time Environment - Minimum with some mandatory data model elements (SCO-RTE1 + Mandatory)
 - SCORM Version 1.2 Content Packaging (ADL CP-PIF1)
- SCORM Specifications - Version 1.3 (SCORM 2004)
 - Content Package Run-Time Environment Version 1.3.1 (CP RTE 1.3.1)
 - Content Package Content Aggregation Model Version 1.3.1 (CP CAM 1.3.1)
 - SCO Run-Time Environment Version 1.3.1 (SCO RTE 1.3.1)

For more information regarding AICC please visit www.aicc.org, and for more information regarding ADL and SCORM please visit www.adlnet.org on the Internet.

Learning specification compliance requires meeting certain Content Structure File and Communication requirements. An LMS package includes AICC and SCORM compliant course structure files and files that support LMS launch and communication. The course structure files describe the topics that are in the package and the hierarchy of these topics within modules and sections. These files can then be imported into an AICC or SCORM compliant LMS. Files that support communication enable topics to be launched by an AICC or SCORM compliant LMS and enable the topic to send and receive tracking data from the LMS.

Content consists of modules and sections with concepts and topics which have been recorded. When content is published for an LMS package, these items will be represented in the course structure files as an Assignable Unit (AU) for AICC or Shareable Content Object (SCO) for SCORM. In addition, all modules and sections, including those with no concepts, will be represented in course structure files as a block (AICC) or item (SCORM).

AICC Compliance

The LMS Package adheres to the following compliance criteria as defined in the AICC specifications for AGR-010 (Web-based CMI):

- A set of AICC specified course structure files are provided that can be imported into an LMS.
- Content must be launched by an AICC-compliant LMS.
- Content communicates with the LMS with the HTTP based AICC/CMI protocol (HACP).

Content Structure and Description Files

The Developer generated the following four files to conform with AICC level I (descriptions for course content and course structure) requirements. These files are located at the root of the LMS folder in a published LMS package.

File	Name	Purpose
Course Description File (.CRS)	output.crs	Describes general information about the course package.
Assignable Unit File (.AU)	output.au	Describes each topic (AU) in the course hierarchy and provides data required to launch the topic (AU).
Descriptor File (.DES)	output.des	Describes each AU or block that appears in the course hierarchy.
Course Structure File (.CST)	output.cst	Defines the hierarchical structure of the blocks and AUs within the course.

Configure Content for a non-LMS server using AICC

When installing an LMS Package on a web server other than the LMS server, you receive an error message when starting any Topic and/or tracking data is not sent to the LMS server. Since the LMS Package is attempting to communicate with a server other than the server it was loaded from, cross domain restrictions prevent communication with the LMS.

LMS Packages use a Java applet to handle communication with the LMS server. By moving the Java applet from the content server to the LMS server, cross domain restrictions are eliminated and the content can communicate with the LMS. Note that only one copy of the Java applet is needed on the LMS server for multiple LMS Packages on the content server.

 To configure content for a non-LMS server using AICC:

1. Locate the file `GetHTTPPostData.class` in the `...\lms\scripts` folder where you published the content.
2. Copy this file to a location on the LMS web server that can be referenced through a URL. Note the full URL to the directory containing the file. For example `http://lmsserver/somedirectory`.
3. Open the `Lmsoptions.js` file in the `...\lms\scripts` directory in the location where you published the content using any text editor such as Notepad.
4. Locate the following line in the file:
`var appletPath = "";`

5. Change the appletPath value to the URL that was noted in step #2. For example:
var appletPath = http://lmsserver/somedirectory.
6. Save the file.

SCORM Compliance

The Developer generates Learning Content that fully adheres to SCORM 1.2 Runtime Environment Conformance requirements:

- Content may be launched from a SCORM 1.2 or SCORM 1.3 conformant LMS.
- Content searches and finds an API adapter as a Document Object Model (DOM) object
- Content implements the LMSInitialize() and LMSFinish() (Initialize() and Terminate() for SCORM 1.3) API functions in addition to other API functions
- Content correctly calls other API functions such as LMSGetValue() GetValue() for SCORM 1.3), LMSSetValue() (SetValue for SCORM 1.3), etc.

Content Structure and Metadata Files for SCORM 1.2 and 1.3

The Developer generates the following files in accordance with the SCORM (Version 1.2 and Version 1.3) Runtime Environment Conformance (Minimum). The table below describes the file that is generated; it also lists any supporting XML control documents that are supplied:

File	Name	Control Documents
IMS Manifest file	imsmanifest.xml*	adlcp_rootv1p2.xsd imsmd_rootv1p2p1.xsd imscp_rootv1p1p2.xsd ims_xml.xsd imscp_v1p1.xsd adlcp_v1p3.xsd imsss_v1p0.xsd adlnav_v1p3.xsd

The control documents are located at the root of the LMS folder in a published LMS package.

Switching SCORM Versions in Published Packages

Regardless of which SCORM version you publish to, the published content contains the necessary files to support both versions. However, you must make a few changes to switch versions without republishing.

Both SCORM versions create a manifest file for the selected version and another manifest file for the alternate version. Consequently, when you publish for SCORM 1.2 compliance, the published package includes an imsmanifest.xml file for version 1.2 and an imsmanifest13.xml file for version 1.3. Alternatively, when you publish for SCORM 1.3 compliance, the published package includes an imsmanifest.xml file for version 1.3 and an imsmanifest12.xml file for version 1.2. Content published for one SCORM version can easily be used for the other by renaming the manifest files for the version and changing the version reference in the scormoptions.js file.

 To switch SCORM versions in published packages:

1. Rename **imsmanifest.xml** to either **imsmanifest12.xml** or **imsmanifest13.xml** depending on what the package is currently defaulting to. If you published for version 1.2, rename the `imsmanifest.xml` file to `imsmanifest12.xml`. If you published for version 1.3, rename the `imsmanifest.xml` file to `imsmanifest13.xml`.
2. Rename either **imsmanifest12.xml** to **imsmanifest.xml** to use SCORM version 1.2 or **imsmanifest13.xml** to **imsmanifest.xml** to use SCORM version 1.3.
3. Edit the **scormoptions.js** file in the `\lms\scripts` folder in the published content and change the `SCORM_Version` variable to either "1.2" or "1.3" (the version you want to support).

Install Content on an LMS Server

Consult your LMS documentation for the appropriate steps to deploy content through your LMS.

If you designated a prefix URL during the publishing process and you are using an AICC compliant LMS, you should copy the content into the folder indicated by the URL so that the server can locate the content. The course descriptor files will have the correct URL inserted during publishing, and placing it in this folder means that you will not have to update URLs manually.

Note: If you embed the Player Table of Contents in a browser frame in your LMS, you should create a link to the `tocx.html` file to launch the Player.

Use Content through an LMS

When you launch content through an LMS using the gateway page (`lmstart.html`, located in the folder for each topic), the interface appears in a browser window. The topic name appears at the top. The window is divided vertically into two panes. The right pane is the Concept pane. It contains any introductory information attached to the topic. The left pane is the Content pane. It lists the available playback modes for the topic and whether each playback mode is optional or required and whether the playback mode is complete. It also indicates whether the entire topic is complete and a score, if Know It? mode is present and has been completed.

Available Playback Modes

Depending on the options chosen when the LMS Package is created in the Developer, topics can be played in See It!, Try It!, Know It? and/or Print It! modes.

How Topic Completion is Determined

When you publish content in an LMS package, you can specify which playback modes will be available to the user. Depending on which options you choose, it affects which playback mode is optional and which is required for completion. If a user has completed the required playback mode, the topic is marked complete whether he/she has played the topic in any other mode or not.

- Know It mode - If Know It mode is available, it is the required mode. The topic is not complete until the user has played the topic in Know It mode.
- Try It mode - If Know It mode is not available and Try It mode is, then Try It mode is the required mode. The topic is not complete until the user has played it in Try It mode.

- See It mode - If neither Know It nor Try It modes are available and See It mode is, then See it is the required mode. The topic is not complete until the user has played it in See It mode.
- Print It mode - Print It mode can only be the required mode if no other mode is available for the topic.

Note: If a topic is published with only one playback mode available, then the topic will be marked as complete when the user has completed playback of that mode.

Tracked Data

The ability to return data to the LMS is limited to the set of data values that the AICC and SCORM specifications allow. The following table lists the data values that are available and used.

Data value	Description
lesson_status	Data that is stored in the LMS and indicates the completion status of the topic. Values that will be used are completed, incomplete, passed, failed.
score	Data that indicates a user's score on a Know It? mode playback of a topic. A score is only returned if Know It? mode is available.
time	Data that indicates the amount of time that the user spent within the topic.
core_lesson	Data that is stored in the LMS to indicate completion status for the playback modes available for the topic. When a user exits and re-enters the topic launch page, the status of each playback mode is restored and the user can resume at the same point he or she stopped.

When a user exits a topic, information is passed to the LMS that indicates the status of a topic (completed, incomplete, passed, failed) and score on the topic if Know It? mode is included for the topic. If a user exits a topic before completing it, the topic status will remain incomplete and information about the completed playback modes is passed to the LMS.

Deploy Presentation Content

The Presentation output allows the users to view and follow the steps of a transaction through a PowerPoint slideshow. The user interacts with the slideshow to advance through the steps.

When you publish content for a Presentation, the result is a Presentation folder. This folder contains index.html, which is the main page; it contains the outline you chose to publish, with links to the PowerPoint presentations for each topic. It also contains separate PowerPoint files for each topic. A user can access the content by launching the index.html page or play.exe. This page displays a table of contents page showing the outline. If a concept exists for a module, section, or topic, a Concept link appears next to the name. The names of the modules and sections are not links; however each topic has a link.

When users click a topic link, a PowerPoint presentation launches. They can then view the PowerPoint slideshow to navigate the topic in a static version of Try It! mode. Each frame is a separate slide in the presentation. The slide contains a graphic showing the screenshot, with the bubble text next to it. A box on the screenshot indicates the action

area or areas for the frame. To navigate through the topic, users can either click in the action area or move to the next slide using standard PowerPoint methods. If a frame has attachments, the attachment icons will appear above the bubble text. Users can click the icons to access the attachments, if the presentation is being viewed online. If the presentation is printed, the links are broken. Alternative Actions, Alternative Paths, and Decision frames are included as well, and links are provided to choose paths.

To make the content available to your users, copy or move the Presentation folder to a Web server or network location. Then, provide a link to the index.html.

2. Launch Content from Other Applications

You can launch content directly from another application. To do so, you must first publish the content in one of the Player formats.

The content should be located in a central location that all users can access. This location could be a Web server or a file server. If you choose a file server, you should make sure that all users have the same drive mapping to the location, or that you use a UNC path.

Launch a Topic from a Player Package

When you publish content for a Player package, the result is a folder called PlayerPackage in the destination folder. Copy the content to the central location and then create a hyperlink to a topic in the content.

Warning: Note that if the output file structure of a published package changes in future versions of the Developer, the hyperlinks will be broken. You will need to update them manually.

Example Hyperlink

An example a hyperlink is shown below. The details of each part of the hyperlink are discussed in more detail in the following section.

```
http://<server name>/<virtual directory
name>/dhtml_kp.html?Guid=04f9d570-8966-4170-b38c-3d399e38a948&Mode
=T&Back
```

Note: If you are launching a topic from certain document types such as Microsoft Word or Microsoft PowerPoint, the question mark <?> in the example link shown above should be changed to a pound sign <#>.

Hyperlink Details

The table below lists the parts of the hyperlink and gives more detail as to what each part should contain. Please refer to the example.

Detail	Description
<server name>	The name of the Web server
<virtual directory name>	The name of the virtual directory where the content is located on a Web server.
dhtml_kp.html	A page that causes the topic to launch in a separate window in the browser. Without this page, the topic opens in the current browser window, and when the user finishes playing the topic, the browser window closes.
Guid=	Indicates the document ID of the topic to be played.
&Mode=	Indicates the mode in which the topic will play. T = Try It! Mode S = See It! Mode K = Know It? Mode D = Do It! Mode
&Frame=	Optional parameter for the ID of a frame if you want playback to start with a specific frame instead of from the beginning.

Detail	Description
&Back	When the playback is finished, causes the browser to navigate back one page in the browser history to the page before the gateway page. This parameter is optional.

Note: Depending on the type of Web server you are using, case sensitivity may be necessary. In this case, be sure to create the hyperlink with the appropriate capital letters as shown above.


Note: URL addresses should not contain spaces. You should use %20 to indicate any spaces.

Create the Hyperlink

You can create the hyperlink in two ways. The first is simply by typing it as indicated above. However, there is a “shortcut” that can save you some time.

Within the folder where you published the content, there is a file called `kp.html`. When you open this file in your browser, it contains the outline structure and provides a list of all the published topics. Next to each topic are links, one for each playback mode available for that topic. You can use these links to create links to the content from another application.

Note: If you use this method, the `&Back` parameter is automatically added to the hyperlink.

 To create a link by copying:

1. In Windows Explorer, navigate to the location of the published content.
2. Open the folder containing the published content.
3. Open the **kp.html** file in your browser.
4. Right-click the link for the playback mode next to a topic.
5. Select the **Copy Shortcut** command from the pop-up menu.
6. Navigate to the document or location where you want to create the link.
7. Paste the link into the file or location.
8. Edit the link as necessary to refer to the correct URL.

Launch Windowed See It! Mode

When you publish content for a Player package, the result is a folder called `PlayerPackage` in the destination folder. Copy the content to the central location and then create hyperlink to specific topics in the content.

Warning: Note that if the output file structure of a published package changes in future versions of the Developer, the hyperlinks will be broken. You will need to update them manually.

Example Hyperlink

An example a hyperlink is shown below. The details of each part of the hyperlink are discussed in more detail below.

```
http://<server name>/<virtual directory
name>/dhtml_kp.html?Guid=04f9d570-8966-4170-b38c-3d399e38a948&Mode
=S&Back&Windowed
```

The table below lists the parts of the hyperlink and gives more detail as to what each part should contain. Please refer to the example.

Detail	Description
<server name>	The name of the Web server
<virtual directory name>	The name of the virtual directory where the content is located on a Web server.
dhtml_kp.html	A page that causes the topic to launch in a separate window in the browser. Without this page, the topic opens in the current browser window, and when the user finishes playing the topic, the browser window closes.
Guid=	Indicates the document ID of the topic to be played.
&Mode=	Indicates the mode in which the topic will play. T = Try It! Mode S = See It! Mode K = Know It? Mode D = Do It! Mode
&Frame=	Optional parameter for the ID of a frame if you want playback to start with a specific frame instead of from the beginning.
&Back	When the playback is finished, causes the browser to navigate back one page in the browser history to the page before the gateway page. This parameter is optional.

Note: Depending on the type of Web server you are using, case sensitivity may be necessary. In this case, be sure to create the hyperlink with the appropriate capital letters as shown above.


Note: URL addresses should not contain spaces. You should use %20 to indicate any spaces.

Create the Hyperlink

You can create the hyperlink in two ways. The first is simply by typing it as indicated above. However, there is a "shortcut" that can save you some time.

Within the folder where you published the content, there is a file called kp.html. When you open this file in your browser, it contains the outline structure and provides a list of all the published topics. Next to each topic are links, one for each playback mode available for that topic. You can use these links to create links to the content from another application.

Note: If you use this method, the &Back parameter is automatically added to the hyperlink.

 To create a link by copying:

1. In Windows Explorer, navigate to the location of the published content on the web server.
2. Open the folder containing the published content.
3. Open the **kp.html** file in your browser.
4. Right-click the link for the See It! (In window) mode next to desired topic.

5. Select the **Copy Shortcut** command from the pop-up menu.
6. Navigate to the location where you want to create the link.
7. Paste the link into the location.

Launch a Standalone Topic

You can create a link to and launch a standalone topic just as you would any other file; for example, a Word document or a PowerPoint presentation. Authors with the Developer installed can double-click a standalone topic file (.odtpc) to view it. Users can launch topic files only if they have the Standalone Topic Player plug-in installed on their computer.

3. Player and Internet Explorer 6 and 7

If you have Internet Explorer 6 running on Windows XP SP2 or Internet Explorer 7 and you launch the Player, you will be impacted in the following situations:

- If you access content with the Player from the Internet (as opposed to an enterprise network or intranet).
- If you access content with the Player from a local hard drive or CD.
- If a content author publishes content to a local hard drive (as opposed to a network drive) and plays it through the Player from this location.

To resolve these problems (with the exception of sound in relation to the Web deployment), it will be necessary to republish the existing content, and in some cases, to place the content in a Trusted site.

Access Deployed Content using Internet Explorer

When you access content using the Player, you may encounter the following behavior.

Pop-up Blockers

The pop-up blocker prevents the main Table of Contents window from launching. When attempting to launch, an information box will appear below the Address Bar, stating a pop-up has been blocked. In addition, an Information Bar dialog box may appear.

Clicking in the Information Bar will allow you to Temporarily Allow Pop-ups, Always Allow Pop-ups from This Site, or change Settings. The settings changes are: turn off Pop-up Blocker: enable/disable Show Information Bar for Pop-ups; or More Settings. Selecting More Settings will open the Pop-up Blocker Settings dialog box. It is recommended that you not make changes using these options. You should instead put the Web site with the content into a Trusted zone, as described below.


Note: If you select **Always Allow Pop-ups from This Site** the site is automatically added to the **Allowed sites** in the **Pop-up Blocker Settings** dialog box. You can access this dialog box from Tools menus in Internet Explorer.

Do It! Mode and Full Screen Topic Playback


To allow See It! and Try It! modes to launch full-screen and for Do It! mode to stay on top, the Player must be accessed from a zone in which the Allow script-initiated windows without size or position constraints setting is enabled. In a default configuration of Internet Explorer, it is recommended you add the web site where the content is located to either the:

- Local intranet zone where the Allow script-initiated windows without size or position constraints setting is enabled by default.
- Trusted sites zone and enable the **Allow script-initiated windows without size or position constraints** setting.


If you do not add the web site to either of these zones, See It! and Try It! modes appear in browser windows, and scroll bars appear as necessary to allow the user to view the content. In addition, Do It! mode appears as a browser window and will not stay on top. This matches the behavior in Mozilla Firefox and Apple Safari browsers.

 To add the web site to the Local intranet zone

1. Open Internet Explorer.
2. Click the **Tools** menu.
3. Click the **Internet Options** command.
4. Click the **Security** tab.
5. Click the **Local Intranet** icon.
6. Click **Sites**.
7. Click **Advanced**.
8. In the **Add this Web site to the zone** field, enter the URL for the Player.
9. Click **Add**.
10. Deselect the **Require server verification (https:) for all sites in this zone** option, if necessary.
11. Click **Close**.
12. Click **OK**.

 To add the web site as a Trust site

1. Open Internet Explorer.
2. Click the **Tools** menu.
3. Click the **Internet Options** command.
4. Click the **Security** tab.
5. Click the **Trusted sites** icon.
6. Click **Sites**.
7. In the **Add this Web site to the zone** field, enter the URL for the Player.
8. Click **Add**.
9. Deselect the **Require server verification (https:) for all sites in this zone** option, if necessary.
10. Click **Close**.
11. Click **OK**.

 To enable the Allow script-initiated windows without size or position constraints setting in a zone

1. Open Internet Explorer.
2. Click the **Tools** menu.
3. Click the **Internet Options** command.
4. Click the **Security** tab.
5. Click the icon for the zone you wish to change.
6. Click **Custom Levels**.
7. Enable the **Allow script-initiated windows without size or position constraints** setting
8. Click **OK** to close the Security Settings dialog box.

9. Click **OK**.

The Player interface should now launch correctly. In addition, the playback modes will not have title bars, status bars, or a window border, and the Do It! mode will launch.

Publishing Content to a Local Drive

When you publish content to a local hard drive and then attempt to access the content using the Player, you will receive a large number of security messages relating to the use of active content. To resolve this issue, you should launch the published content using the file called play.exe (content packages automatically include this file).

Accessing Content from a CD/Local Hard Drive

When you access content using the Player from a CD-ROM or a local hard drive, you will receive security messages relating to the use of active content. Content packages published include a file called play.exe. Use this file to launch the Player from a CD or a file location.

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