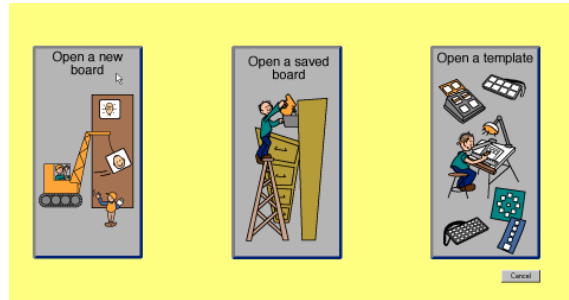


Boardmaker Vs. 5.0

Tutorial for setting up a landscape oriented Communication Board

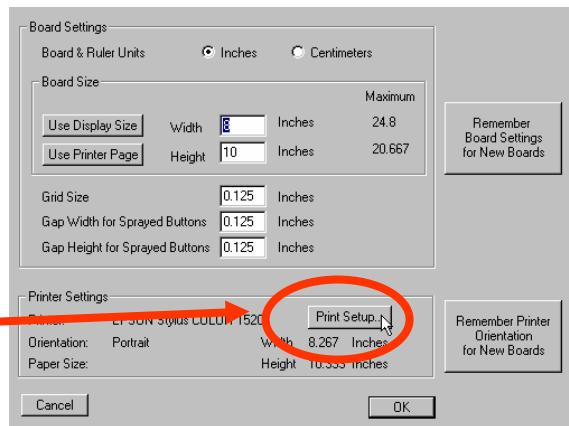
I. Creating a Grid

1. Open Boardmaker and click on *Open a New Board*.

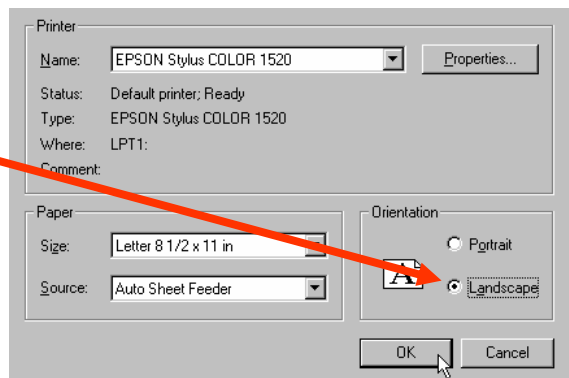


2. Go to *File, Print Setup*.

Set up the **Printer settings first** by clicking on the *Print Setup* button.

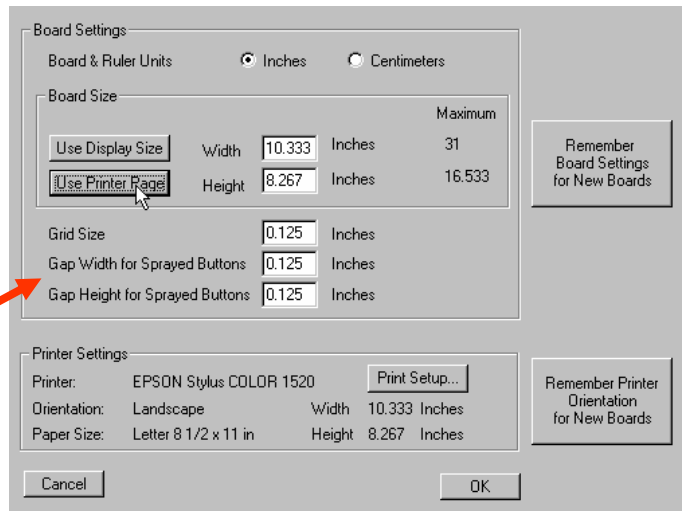


3. Choose *Landscape* and click *OK*.



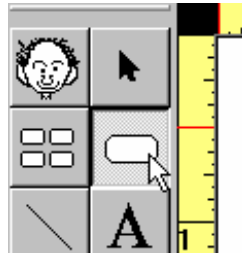
4. Choose *Use Printer Page* and watch your width and height change to agree with a landscape oriented page.

While here, look at all the things you can change from this dialogue box.



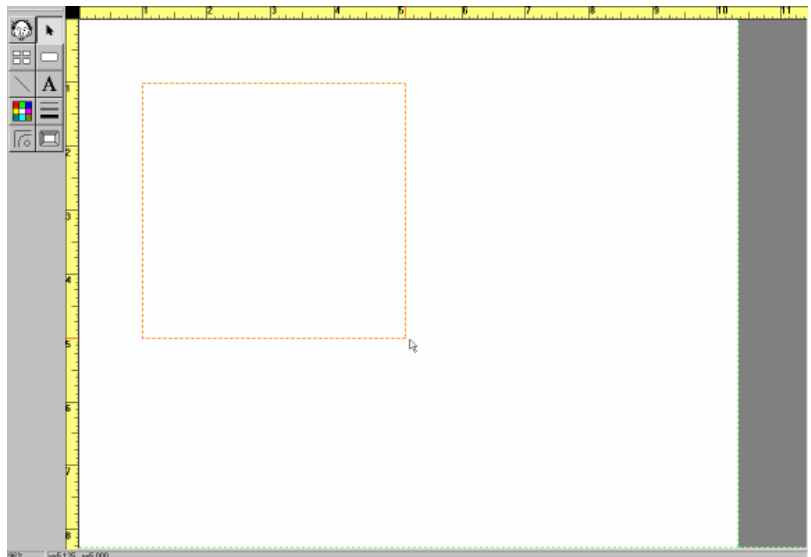
Click *OK*.

5. Click on the Button Tool.

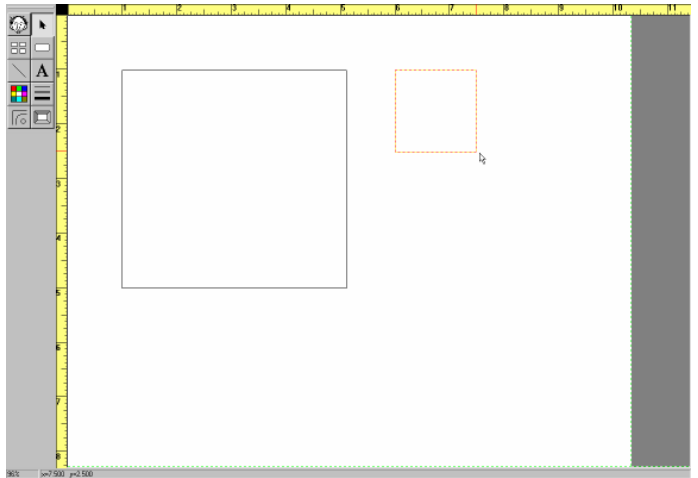


6. Click the cross hairs into the workspace, click and drag diagonally to create a button.

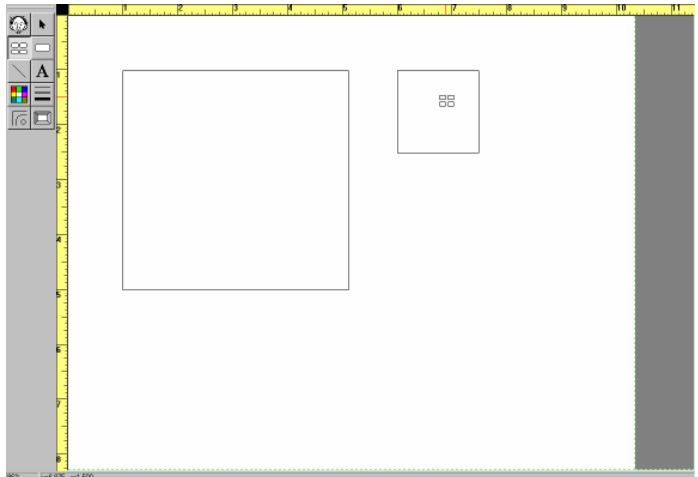
This time, create a button from (inch marks on your ruler) 1 - 5 in both height and width.



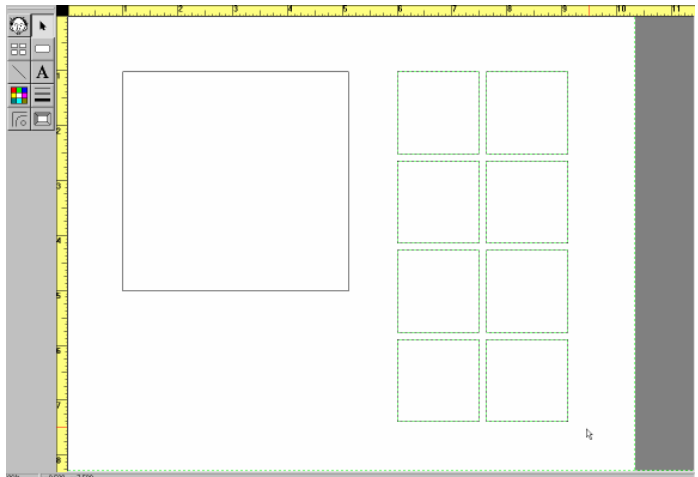
7. Now, create a small button, from (inch marks on your ruler) 6 - 7.5 wide and from 1 - 2.5 high.



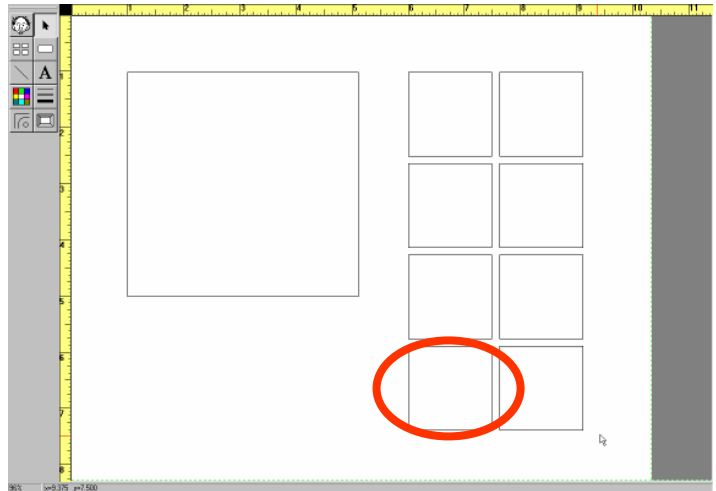
8. Click on the *Button Sprayer Tool*. Click inside the small button.



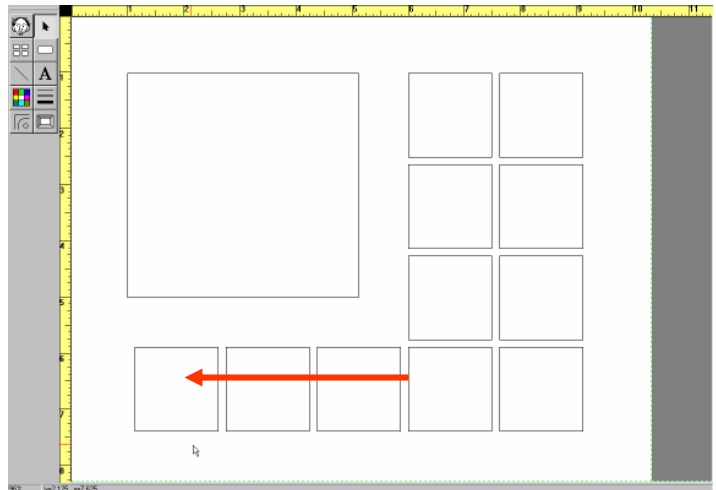
9. While holding down your left mouse button, drag diagonally to spray out the desired grid of buttons.



10. With the *Button Sprayer Tool* on, click inside the lower left small button.



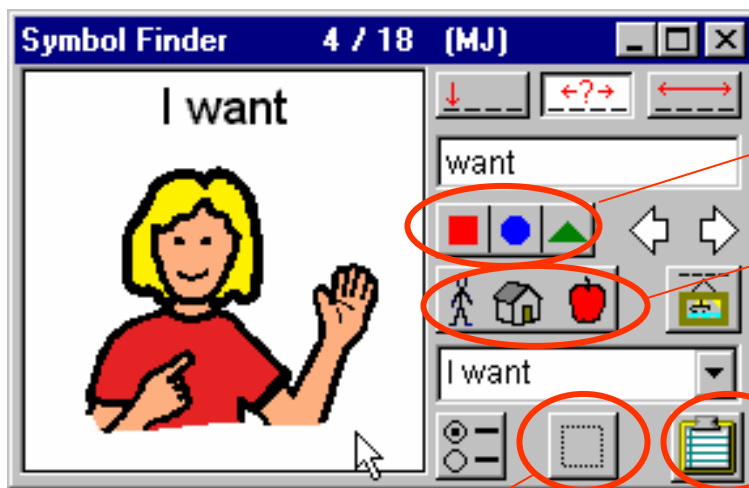
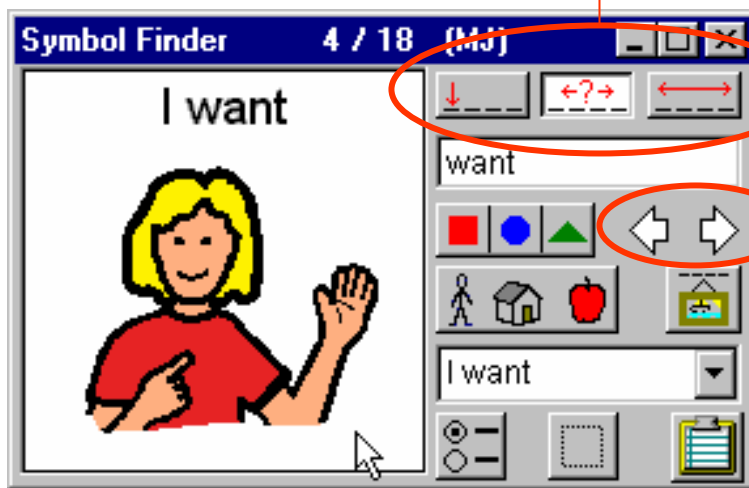
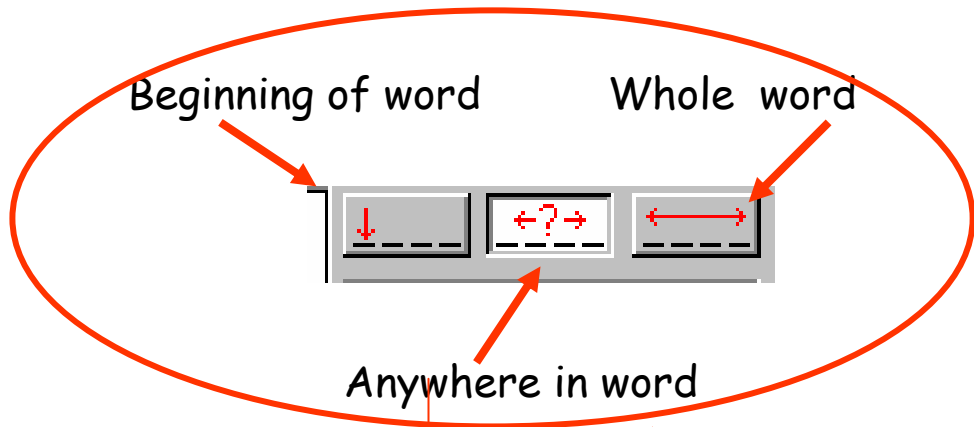
11. With the left mouse button down, drag to the left to add 3 more buttons.



You now have a landscape oriented grid with different size buttons.

Now, we shall fill in the grids with symbols.

II. Working with the Symbol Finder

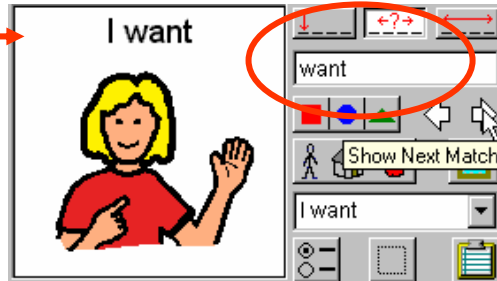


Copy a portion of symbol

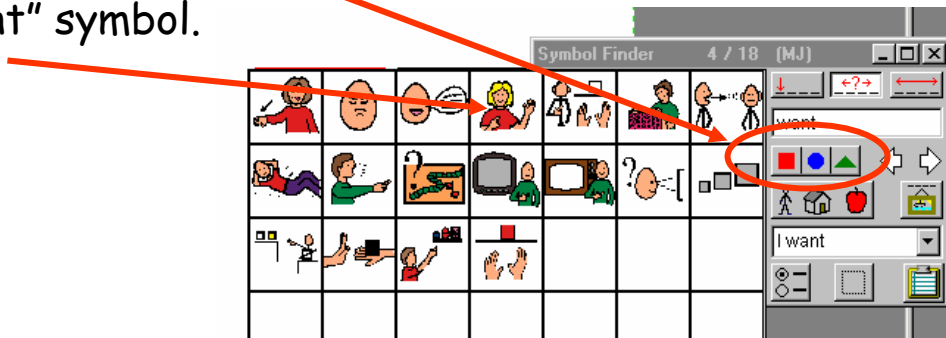
1. Click on the *Symbol Finder Tool*,



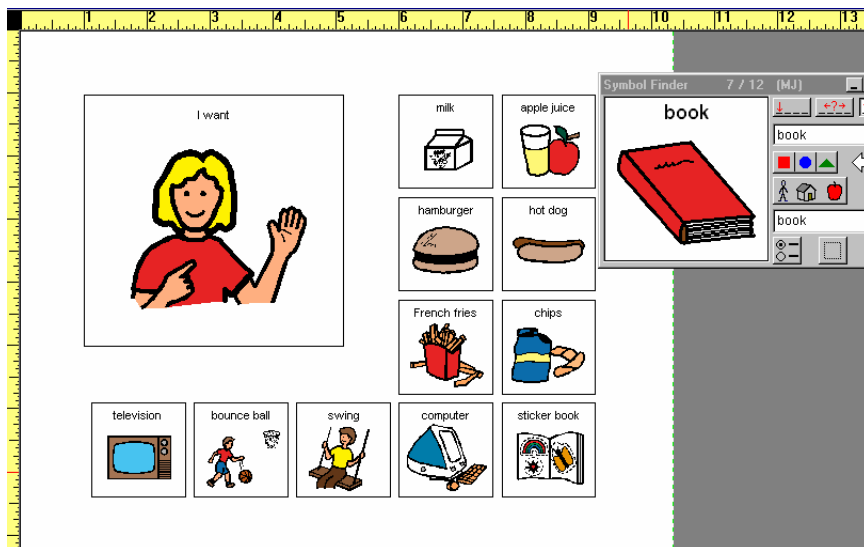
2. Click on the large button and then, in the *Search Field*, type the word *want*.



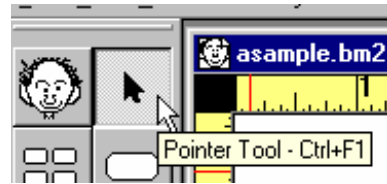
3. Click on the *Display Thumbnail View* button and choose the "want" symbol.



4. Now fill in the other buttons with symbols of your choice.



5. Change one of your pictures.
Click on the Pointer tool.



6. I chose to change the hot dog symbol to a pizza.

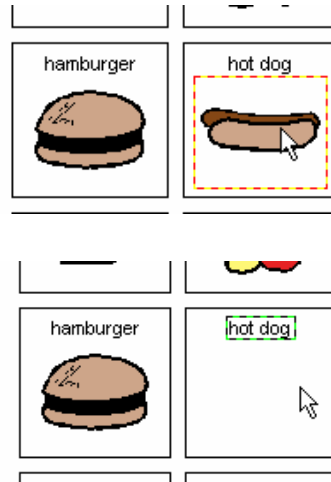
Click on the hot dog, **NOT** the button.

Choose *Edit, Cut*.

Click on the word "hot dog", again

NOT the button.

Choose *Edit, Cut*.

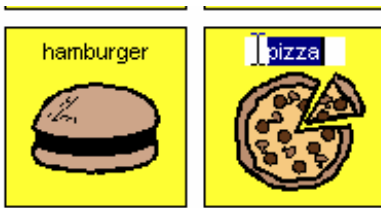
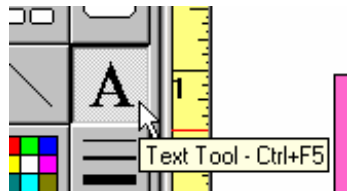


7. Now, type "pizza" in the search field and put it in the empty button.

(You can cut, paste, and resize as you do in other graphic programs. You can put 2 graphics in a button.)



8. Choose the *Text Tool*. Click on the word "pizza" and change the word to "pepperoni pizza."



9. Choose *Edit, Select All*.



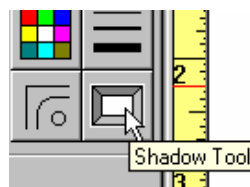
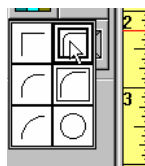
10. Click on *Thickness Tool*.



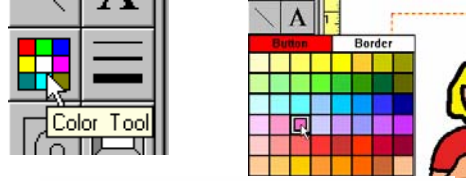
11. Choose a thicker line..



12. You might want to try the corner tool and the shadow tool.



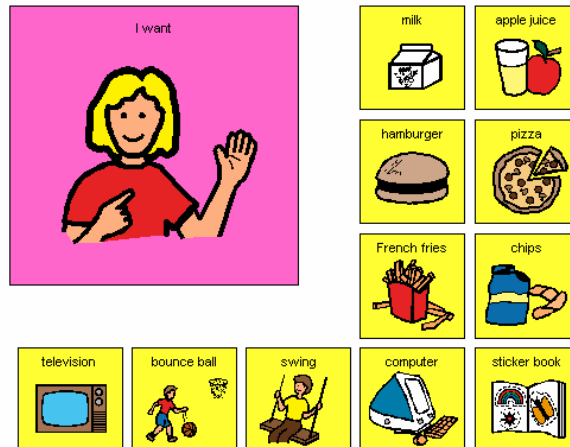
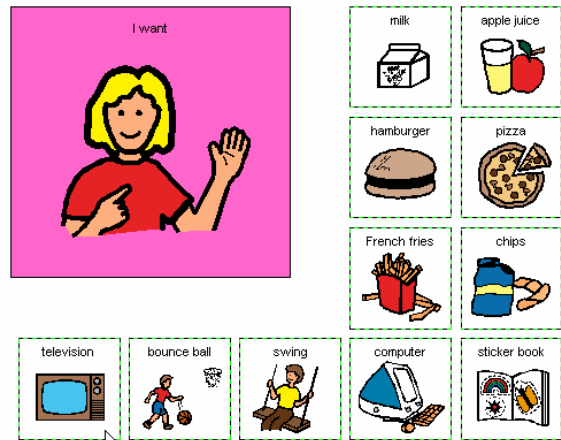
13. Click on the Pointer tool and select the large button. This time you want to select the button and NOT the graphic or text. Since "I want" indicates action, it should be colored pink to indicate a verb, if you choose to use the color system. Choose pink. Your button is now pink.



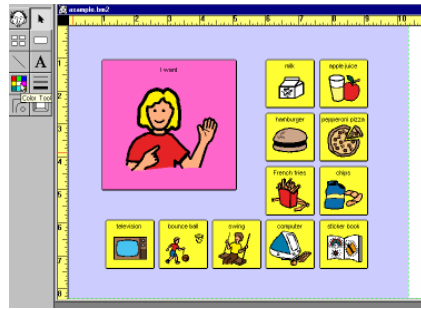
14. Use the *Pointer tool* and the *shift* key to select all the small buttons.

They are all nouns, so they should have yellow backgrounds, according to color scheme.

Choose a yellow from the color Tool. Your Board should now look like this.

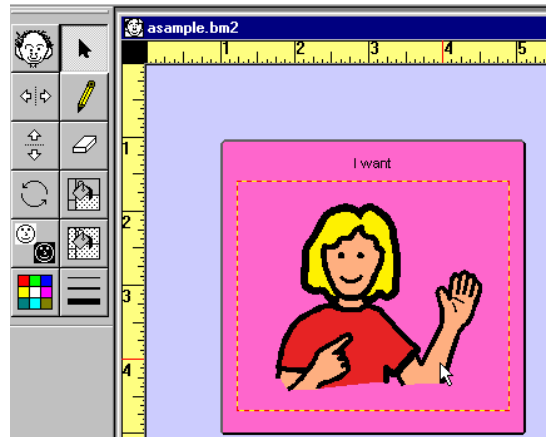


15. You can click in the background, choose the color tool and add a color to the background.



III. Using the Painter Tools

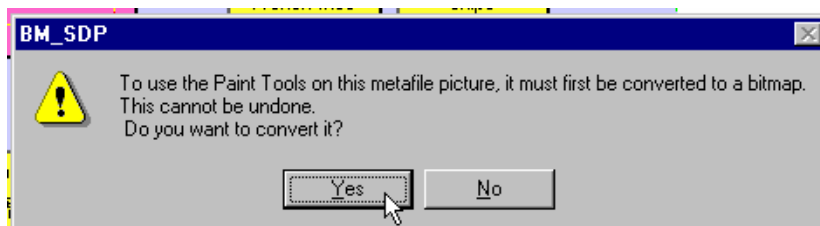
1. A new feature to this version is the Paint Tools. Click on the picture of the girl in the large button. When it is selected, the *Paint Tools* appear.



2. In order to change the shirt to blue, choose the *Fill Tool*.



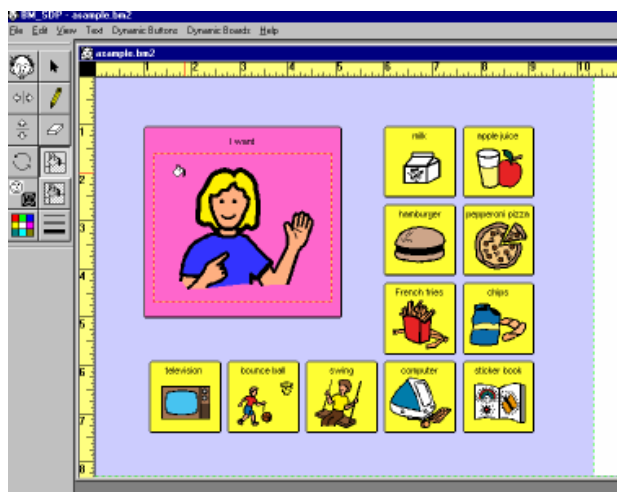
3. When you choose the first paint tool, a dialogue box appears. You **must** first convert the file to a Bitmap. This will cause the symbol to lose some print quality.



4. Select a blue color and click inside the shirt. You will now have a white background around the girl.



5. You may change this background by choosing the *Fill Tool* again, choose the exact pink color and fill in the background around the girl.



You now have a landscape oriented Communication Board with different size buttons. You have used the *Symbol Finder* to add symbols to your grid. You have changed a picture and text. You have added color to buttons and background. And you have tried out the Paint Tools.

Your Boardmaker manual has many other useful things to teach you.

Good luck and have fun!

Marion Wood

Jan., 2002