

Language *Player*[™]

**USER'S GUIDE
VERSION 4.0**



End-User License Agreement

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Introduction

Language Player is an interactive media player/recorder designed for language training and other skills requiring audio-visual interaction.

Language Player allows students to practice listening and speaking skills at many levels and with many capabilities not available with traditional tapes and tape players. For example, a student may bookmark and access any point in program material with just the click of a mouse, instead of waiting for analog tapes to cue and rewind.



Language Player also offers many other capabilities, including simultaneous recording, slow speech selection, audio waveform viewing, integrated audio editing, and much more.

With web-based instruction becoming commonplace, Language Player brings more interactivity and evaluation techniques to this type of instruction and testing.

Creating a web-based (html) lesson has become nearly as simple as creating a word processing document. Using Language Player in conjunction with web-based lessons provides a complete interactive learning experience.

System Requirements

Pentium III 450 Mhz / 64 MB RAM / Windows 95/98/ME/NT/2000/XP
Standard DirectX capable sound card (DirectSound/DirectSoundCapture)
16-bit color SVGA graphics card and monitor
Multimedia headset or speakers with microphone

Technical Support

Free Technical Support is available for one year. We are able to help you resolve installation and usability issues.

Our ability to provide support requires that you have a working knowledge of the Microsoft Windows operating system being used. For issues related to your operating system, please contact Microsoft or your computer's manufacturer.

Additionally, we offer technical support on the design and creation of web-based lessons, but this type of support does not fall under Language Player's free support. Support charges may be added for this type of extra support.

Support can be received through the following methods:

Toll Free Phone: (800) 373-4991

Fax: (425) 920-0823

E-mail: support@linguatronics.com

web: www.linguatronics.com –or- www.languageplayer.com

Interface Overview



When running Language Player, you have a choice between two user-interfaces (default to be chosen during installation). The main Language Player interface is called the **Full Form**. The alternate interface is known as the **Compact Form**. You can select either form as your default interface during the installation process.

The **Full Form** gives you visual access to all available buttons and controls simultaneously. You can see the Master Track, the Student Track, and the Combined Track all at the same time, and can control each track at will.

The Compact Form's advantage lies in its extremely small size. Using the Compact Form allows you to have the remainder of your desktop free for using other applications, including web-based lessons. The Compact Form floats above other applications at the bottom of your desktop, but can be moved as desired to other locations.

The Compact form gives you access to only one track at a time. You can select whether to control the Master Track, the Student Track, or the Combined Track.

The Full Form plays video clips in a pre-sized window in the Master Track area, where the Compact Form plays video clips in a resizable and movable window.

The Full Form shows audio waveforms of both the Master and Student Tracks, where the **Compact Form** does not.



Please read the instructions that follow in this guide to learn how to use Language Player controls for each interface.

Enjoy your interactive learning experience!

Installation

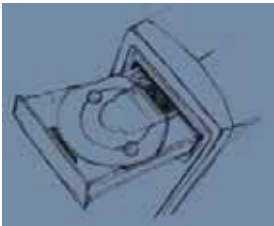


Windows 98, ME, 2000, and XP users proceed as outlined below.

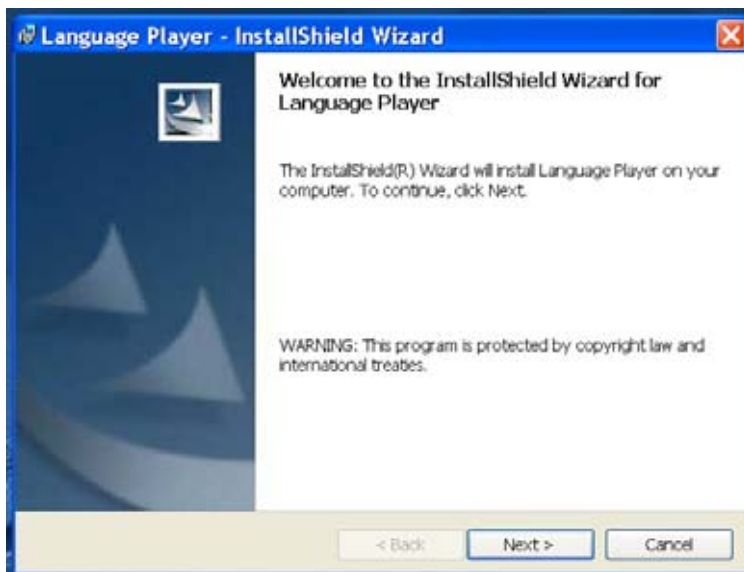
Windows 95 users see Appendix A (pg. 47) before proceeding.

Windows NT4.0 users see Appendix B (pg. 49) before proceeding

Complete the following steps to install Language Player:



←**Step 1:** Insert the **Language Player CD** into your CD-ROM drive. The Language Player Installation Program will launch automatically.



←**Step 2:** After setup launches, you will see the **Installer Welcome Screen**. Click **NEXT** to continue.



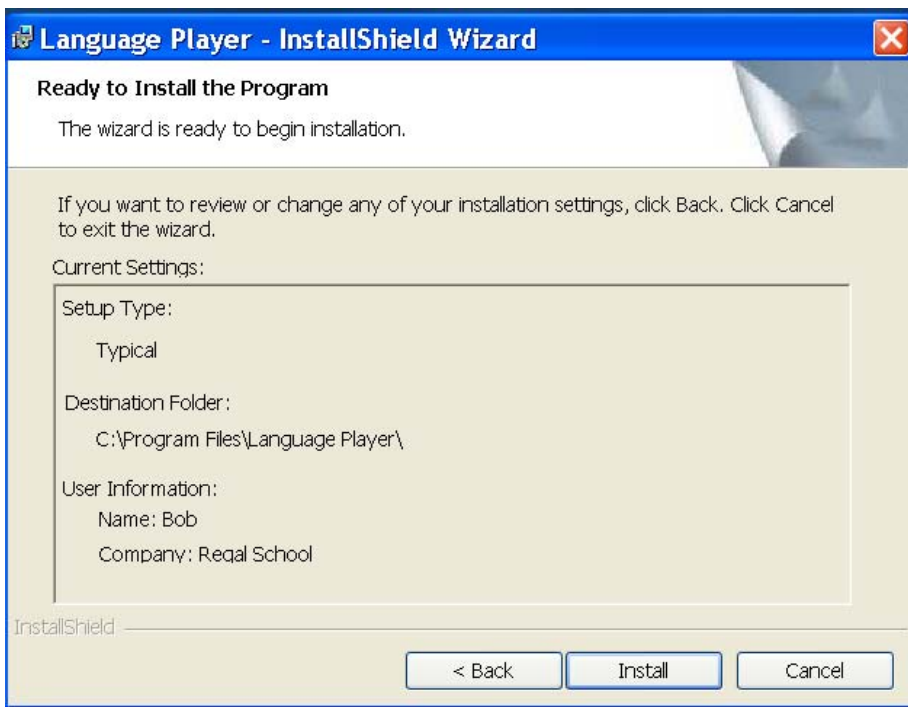
←**Step 3:** Click the button to verify acceptance of the License Agreement in order to proceed with the installation. Then click NEXT.



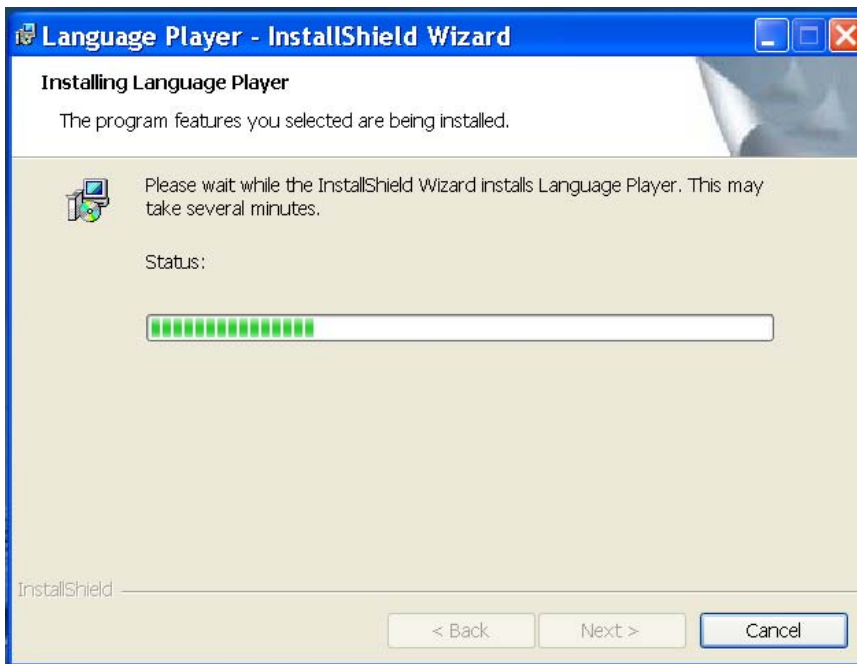
←**Step 4:** Verify your User Name, Organization, and the desired users of the program. Then, click NEXT.



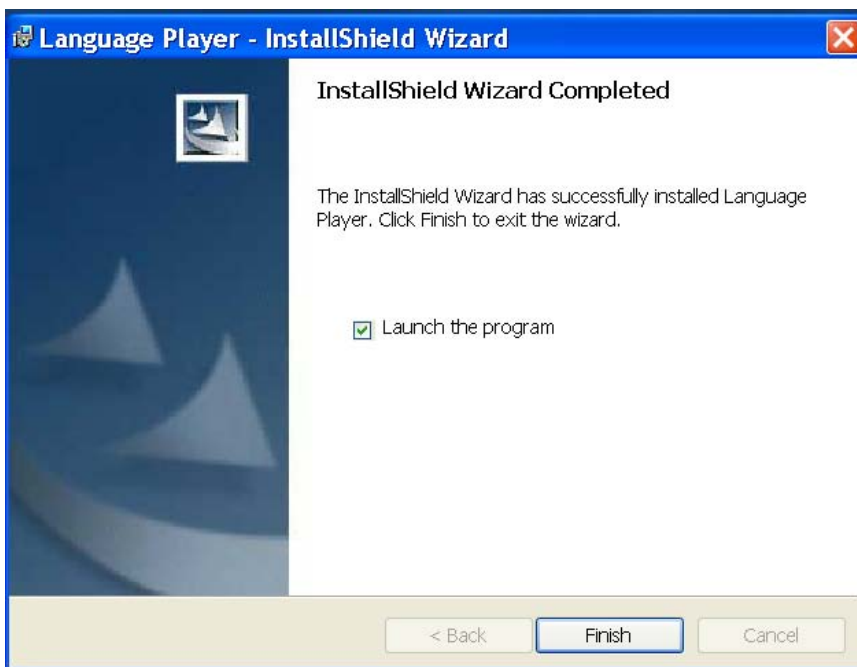
←**Step 5:** Verify the installation destination. Normally, you will not change this installation path.



←**Step 6:** The installation wizard is now ready to install Language Player. Click **INSTALL** to proceed.



←**Step 7:** Watch the Status Bar to see the installation progress.



←**Step 8:** The installation is now complete.

You can launch the program directly from this closing window by checking the "Launch the program" box.

Click FINISH.

You are now ready to use Language Player.

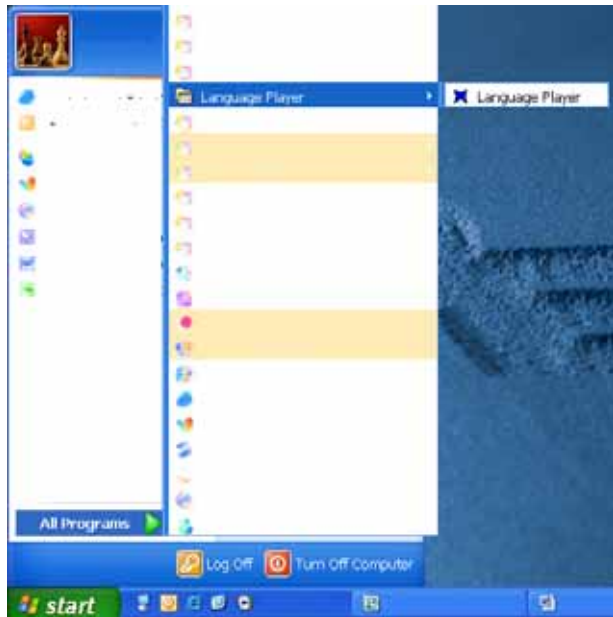
Using Language Player

Launching the Application

To launch Language Player, follow these steps:



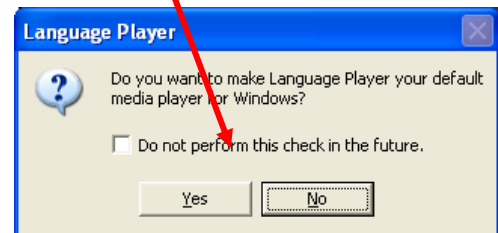
← **Step 1:** Click on the Windows **Start** button.



← **Step 2:** Click on **All Programs** and then select the Language Player folder.

← **Step 3:** Click on the **Language Player** icon.

Step 4: Click **Yes** to make Language Player your default Windows Media Player. Otherwise, click **No**. Check the box to avoid seeing this box in the future.



Language Player has now been launched, showing you its Full Form interface. →



Opening Media Files

This section will describe how to open media files in Language Player's Master track.

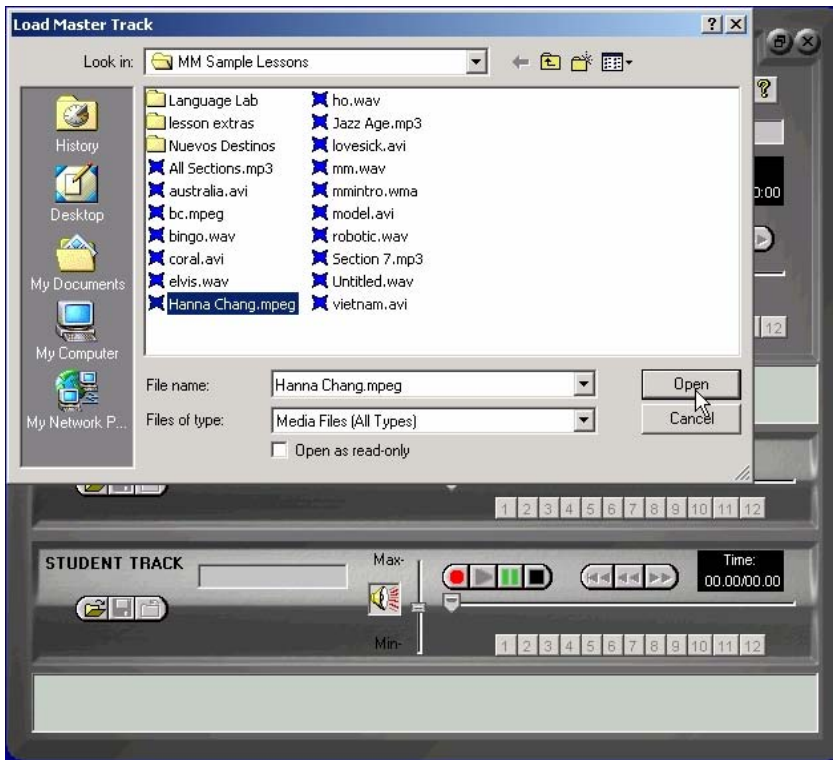


←**Step 1:** In the Master Track, click on the **Open** icon.

This action will pop up a navigation window allowing you to look for Media files on your hard disk or across a network.

Step 2: Highlight a media file to open. →





←Step 3: After selecting a file, click the Open button.

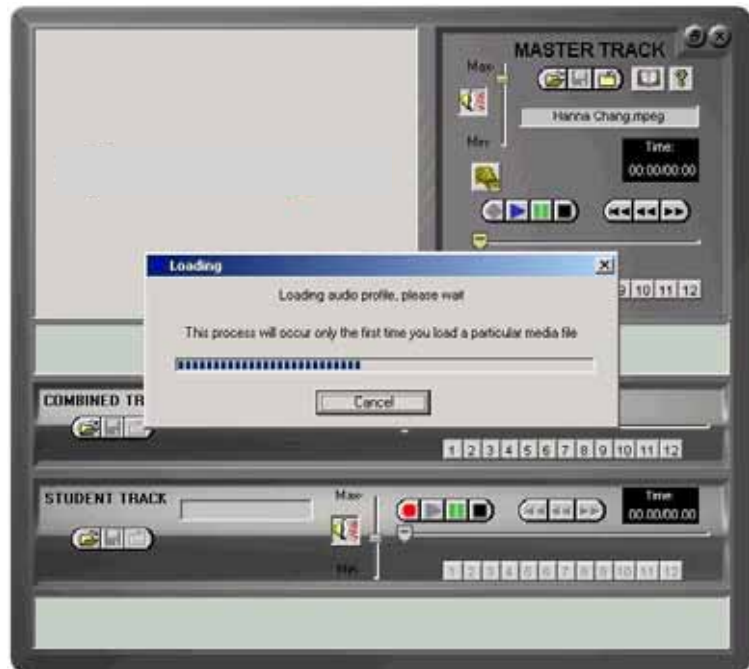
This action will load a media file into the Master Track.

The first time you open a particular media file, you will see the pictured box which says, “Loading audio profile. Please wait.”

This indicates that Language Player is processing your file in order to present a graphical waveform of the audio in your media file. Once the waveform has been created for a particular file, it is “remembered” by Language Player so it can be subsequently loaded without delay.

The waveform feature can be turned off in Language Player’s setup window if you do not wish to use this feature. This process is described in the **Customizing Language Player with the Setup Window** section.

The time it takes to process your file for the first time depends on the file type and its length.












Once the waveform for the media file is processed, it is then loaded and ready to play. This graphic shows a video loaded with its audio waveform.

Using The Master Track Controls



Shuttle Controls

This section will describe how to use the Shuttle Controls in the Master Track, once a file has been loaded.

-  ←PLAY: Click to play from the beginning.
-  ←PAUSE: Click to pause at any point.
-  Click
←STOP: Click to stop playing. This returns
-  ←SCROLL: Slide this bar to navigate to any
-  ←RECAP: Click replay a passage. This
-  ←REW: Click and hold to rewind the file.
-  ←FF: Click to forward the file. Release to resume.

Slow Speech

This section will describe how to use the Slow Speech feature in the Master Track once a file has been loaded.

Click the Slow (turtle) button to slow the playback speed of the current media file. The button will turn red, indicating that Slow Speech is on and playing the file at 85% of its normal speed. Click the button again to resume playing the file at normal speed.





Mute and Volume Controls

This section will describe how to use the **Mute** and **Volume** controls in the Master Track.

VOLUME: Click and drag the **Volume Control slider** up or down to change the loudness of the Master Track.

The default volume level may be assigned in the Language Player Setup Window.

MUTE: Click the **Mute Button** to mute the Master Track's audio. The mute button will now have a **red circle/slash** through it.

Click the **Mute Button** again to un-mute the audio.

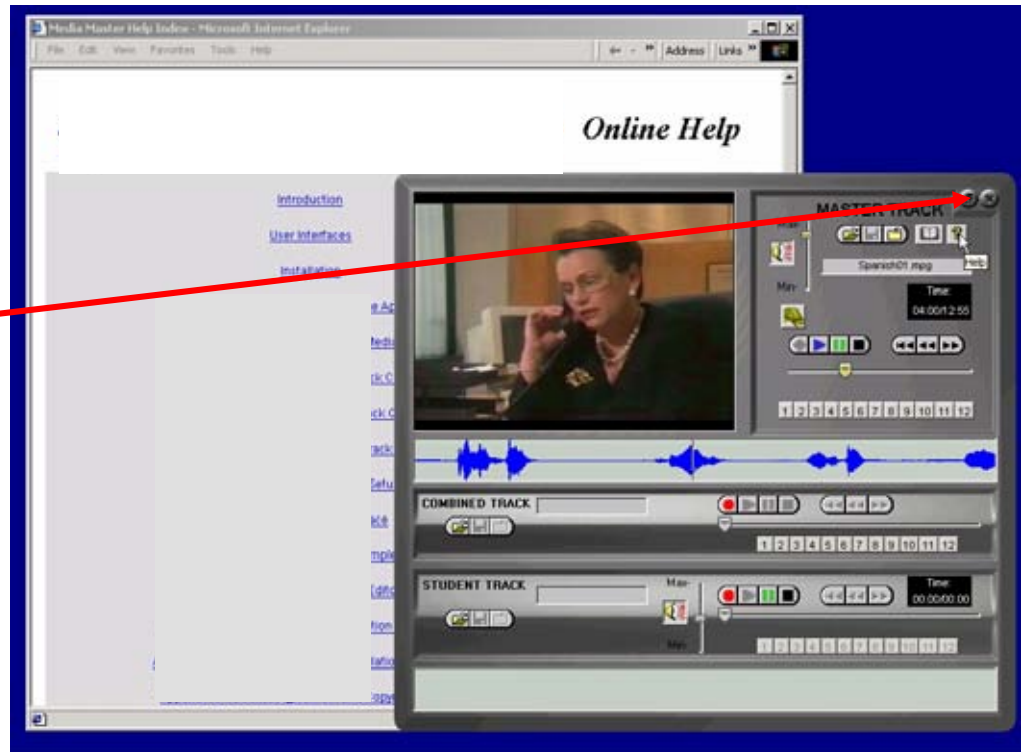
Online Help

This section will describe how to access Language Player's **Online Help System**.

To access Language Player's help files, **click on the question mark button** in the Master Track.

Clicking this help button will bring up the web-based help files. The help system can be navigated in the same fashion as you would navigate any web page.

To close the help files, **click on the "X" button** in the upper-right corner of the help window.





Bookmarks

This section will describe how to use **Bookmarks** in the Master Track.

By default, bookmarks are not saved when you exit the program. This can be changed in the Language Player Setup Window so that they will be saved to the open media file for later use.

Bookmarks are designed to mark different passages in your media file.

There are two types of bookmarks. **Type 1 bookmarks** mark only the beginning of a passage. **Type 2 bookmarks** mark both the beginning and end of the passage.

To create a Type 1 bookmark, play the media file, then **click on any of the 12 available bookmarks** at the point you wish to mark. As you do this, that particular bookmark

will fill with color, and a tick mark of the same color will be displayed below the scroll bar signifying the location of that bookmark in the file.

To play the media file from the point of a bookmark, click on that bookmark. The file will play from that point to the end of the file.

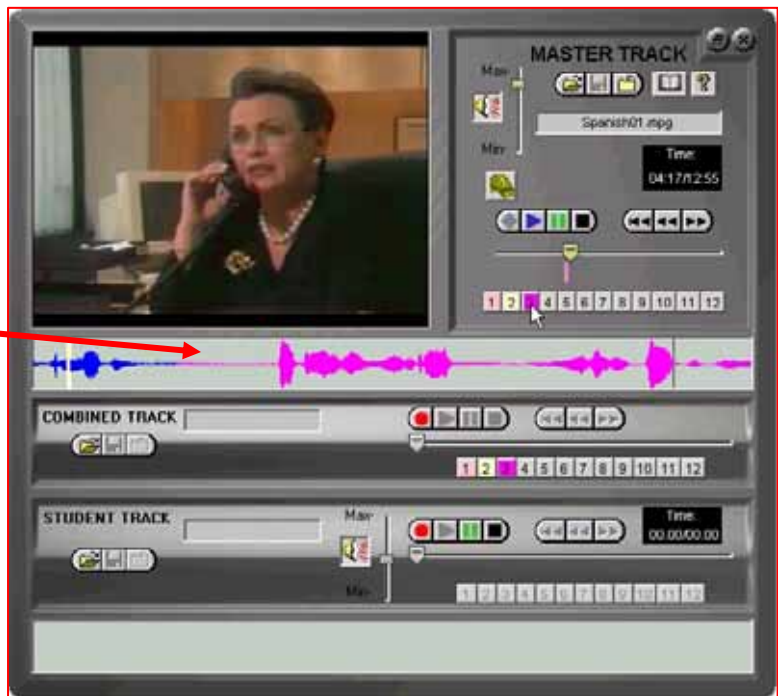
To create a Type 2 bookmark, play the media file, then **click and hold any one of the 12 available bookmarks** at the starting point of the passage you wish to mark. Hold the mouse button down until you reach the end of the passage you wish to mark. When you release the mouse button, the end of the passage will be marked.

At this point, the bookmark you selected fills with color, and an extended tick mark is created below the scroll bar. Additionally, the audio waveform for that passage changes to the same color as the bookmark that represents it.

For example, the graphic at the right shows several bookmarks of both types. Bookmark #3 is pink. The passage waveform associated with bookmark #3 is also pink.

To play a passage marked by a Type 2 bookmark, click on the appropriate bookmark. It will play to the ending point you selected.

To delete any bookmark click on that particular bookmark while holding down the CTRL key on your keyboard.



Launching Web-Based Lessons

This section will describe how to **launch html (web-based) lessons** from within Language Player.

If you have created HTML-based lessons or tests associated with digitized audio or video files, you can launch those lessons directly from within Language Player.



To do this, the HTML file in question must be placed in the same directory as the media file being used. The HTML file must also have the same name as the media file associated with it.

For example, if you have a media file called `spanish.mpeg`, and you have an HTML lesson associated with that file, you must name that file `spanish.html` (or `spanish.htm`). Both files must be placed in the same directory (i.e. `C:\Movies\spanish.mpeg` and `C:\Movies\spanish.html`)

If this is the case, Language Player will recognize the association when you load the `spanish.mpeg` media file, and the Launch Lesson button in the Master Track will become available.

To launch the HTML lesson from within Language Player, **click on the Launch Lesson Button** in the Master Track. Clicking this button will launch the lesson in your browser's window.

Click the "X" button in your browser's window to close the HTML file.

Using the Student Track Controls



The Student Track is used to record your voice from an attached microphone. It is also used to playback that audio and bookmark segments as in the Master Track.

Before attempting to record audio in the Student Track, make sure your computer's sound control panel settings are correctly adjusted for recording audio from the microphone. See your sound card's owner's manual for details.

Recording

To record audio in the Student Track, **click the Record button** and begin speaking into the microphone. **Click Stop** to end the recording.

Wait for a few seconds while Language Player processes your new audio file and creates a graphical waveform for it (as seen below).

Play

To play the file loaded into the Student Track, **click the Play button**.

You may then **pause, stop, recap, rewind or fast forward** as you do in the Master Track.





Mute and Volume

This section will describe how to use the **Mute** and **Volume** controls in the Student Track.

VOLUME: Click and drag the **Volume Control slider** up or down to change the loudness of the Student Track.

The default volume level may be assigned in the Language Player Setup Window.

MUTE: Click the **Mute Button** to mute the Student Track's audio. The mute button will now have a **red circle/slash** through it.

Click the **Mute Button** again to un-mute the audio.

Bookmarks

This section will describe how to use **bookmarks** in the Student Track.

To use **bookmarks** in the Student Track, review the information about bookmarks for the Master Track.

Bookmarks are used the same way in the Student Track as in the Master Track, but they mark segments in your own voice recording, instead of in the main media file.





Saving Files

This section will describe how to **save files** in the Student Track.

Once you have recorded a new file in the Student Track, you can save that file to your hard disk or a network server for later use.

To save a Student Track file, **click on the Save button.**

Clicking the Save icon brings up the Save Student Track window. Here you will be able to see other “wave” files in the default directory specified in the Language Player Setup window.

In this window, you can also navigate to other directories to find the appropriate place to save your file.





Now you must type the name of the file you wish to save in the **Filename box**. In this example, the filename of “alan jones 102501” has been typed.

As with any 32 bit Windows program, file names are not limited to eight characters.

Once you have typed in the new filename, **click Save** to save your new file to disk.

You will then be taken back to the main Language Player window.

Opening Files

This section will describe how to **open files** in the Student Track.

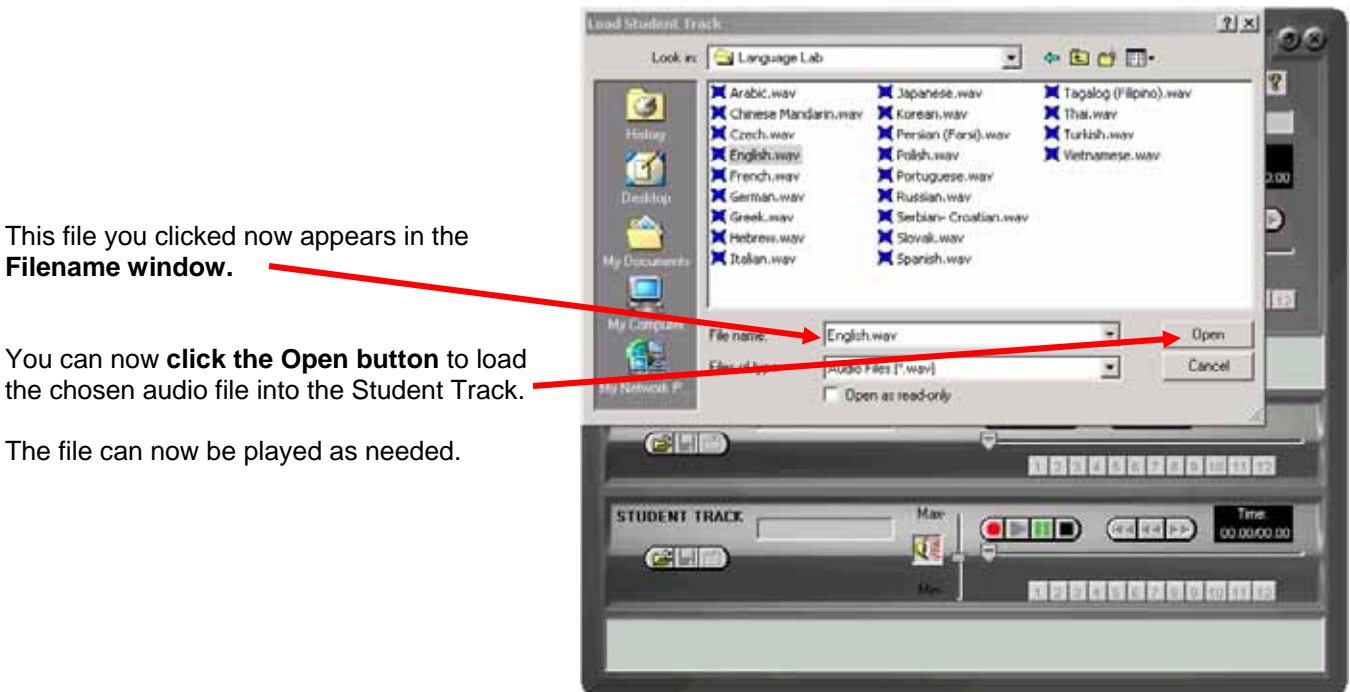
To open an audio file in the Student Track, **click on the Open button**





The **Load Student Track window** now opens to the default Student Track directory.

Here, you can select the file you'd like to open by **clicking on that file**.



This file you clicked now appears in the **Filename window**.

You can now **click the Open button** to load the chosen audio file into the Student Track.

The file can now be played as needed.

Using the Combined Track Controls



The **Combined Track** is used to control simultaneous playback and recording in the Master and Student Tracks. This means that when you click a button in the Combined Track, it will activate controls in the other two tracks.

Simultaneous Recording

If, for example, you want to record your voice in the Student Track while simultaneously listening to a media file in the Master Track, you would click on the Combined Track's Record button. This action would start the Master Track playing and the Student Track recording.

To initiate simultaneous playback and recording, **click on the Combined Track's Record button.**

To end simultaneous playback and recording, **click the Combined Track's Stop button.**





After stopping simultaneous playback and recording, the Student Track will automatically load with the file you just recorded — just as it would if you were using the Student Track controls independently.

This includes the processing and visualization of the new file's waveform.

Simultaneous Playback

You can also play both the Master and Student Tracks simultaneously. You may want to do this to watch a video while listening to your newly recorded translation (you can mute the Master Track's audio) of that video.

To initiate simultaneous playback, **click the Combined Track Play button.**





Bookmark Recording

The Combined Track can also be used for simultaneous playback and recording of bookmarked segments.

To play a Master Track bookmark while simultaneously recording in the Student Track, **click on the appropriate colored bookmark in the Combined Track.**

This will play the specified bookmark while simultaneously recording your voice into the Student Track.

If you clicked a Type 2 bookmark, the Master and Student Tracks will stop automatically at the end of the bookmarked segment.

If you clicked a Type 1 bookmark, both tracks will continue to play to the end of the media file.

Saving Files

This section will describe how to **save files** in the Combined Track.

Once you have created a new simultaneous recording using the Combined Track, you can save that file to your hard disk or a network server for later use.

When you save a Combined Track file, you are actually saving information about the Master Track media file and the Student Track audio file just created. This information allows you to later open a Combined Track file which automatically loads the associated media file and audio file into their respective tracks.

To save a Combined Track file, **click on the Save icon.**





If after clicking on the Combined Track Save button, you have not previously saved your newly created Student Track file, you will see the Save Student Track window. You must first save your Student Track recording before you can save the Combined Track file.

Save your new Student Track file by **entering a name in the Filename box and clicking Save.**





After saving your Student Track file, you are prompted to now save your Combined Track file in the **Save Combined Track window**.

Give the file a name in the Filename box, and then click the Save button.

Your Combined Track file is now saved and associated with the currently loaded Master and Student Track files.

This means that the newly created file contains path information about the files created in the other two tracks. For example, if you create a Combined Track file called "my file.msw", that file would contain path information about a Master Track file and a Student Track file. Its internal information may look something like this: path to master track- c:\movies\bc.mpeg path to student track- c:\student\alan jones102501.wav

With the Combined Track file saved, you can now see files loaded into all three tracks. Each file has a different extension, showing its type.





Closing Files

This section will describe how to **close files** in the Combined Track.

With a Combined Track file loaded — and by association Master Track and Student Track files also open — you can close all those files with one button.

The Combined Track Close button closes any open Combined Track file, as well as the other two associated files.

To close a Combined Track file, **click the Combined Track Close button**. All associated files will now close.

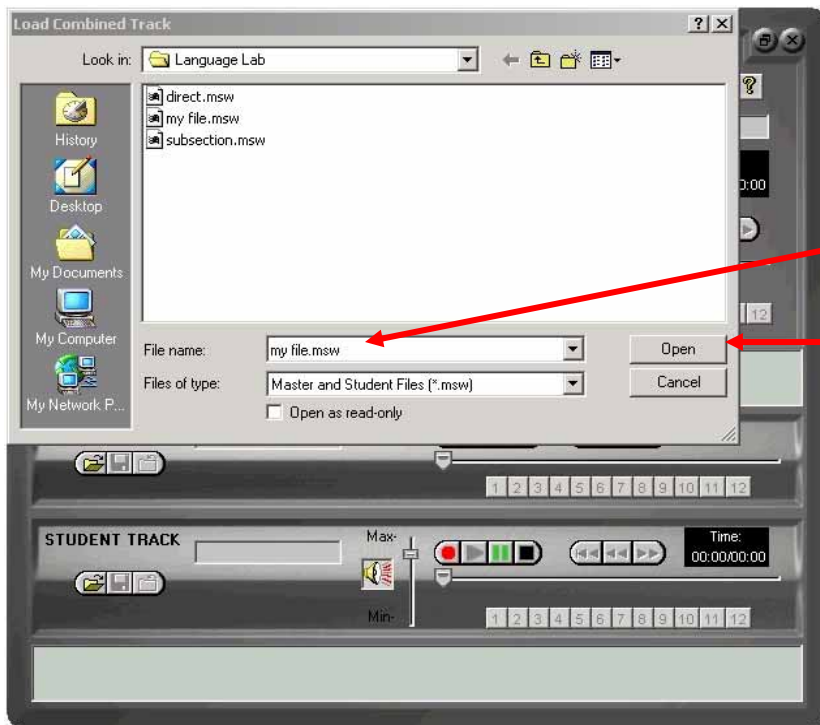
Open Files

This section will describe how to **open files** in the Combined Track.

Opening a Combined Track file opens the Master Track and Student Track files that were associated with that file.

To open a Combined Track file, **click on the Open button**.





The **Load Combined Track window** now opens to the default Combined Track directory.

Here, you can select the file you'd like to open by **clicking on that file**.

This file you clicked now appears in the **Filename window**.

You can now **click the Open button** to load the chosen Combined Track file with its associated Master Track and Student Track files.

The file(s) can now be played as needed — either with their individual controls, or with the Combined Track controls.

Using the Compact Interface



The usage instructions thus far have centered on the Full-sized Language Player Interface.

This section will describe how to use the features of the Compact Form.

From the Full-sized Form, you can jump directly to the Compact Form by **clicking on the Switch to Compact Form Button (minimize)**.

Clicking this button will bring up Language Player with any opened files in the Compact Form.

The Compact Form does not include all the controls available on the Full form, but does contain most. The Compact Form does not include waveform windows for viewing audio profiles.

After switching to the Compact form, it will appear at the bottom, left edge of your computer screen. You

can move it to any desired location by clicking on the form and dragging it.

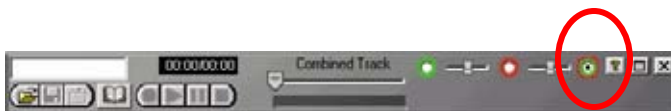
The Compact Form appears with three radio buttons that select which track you will control with the other available buttons.



This form shows the Master Track selected. Its circle is green.



This form shows the Student Track selected. Its circle is red.

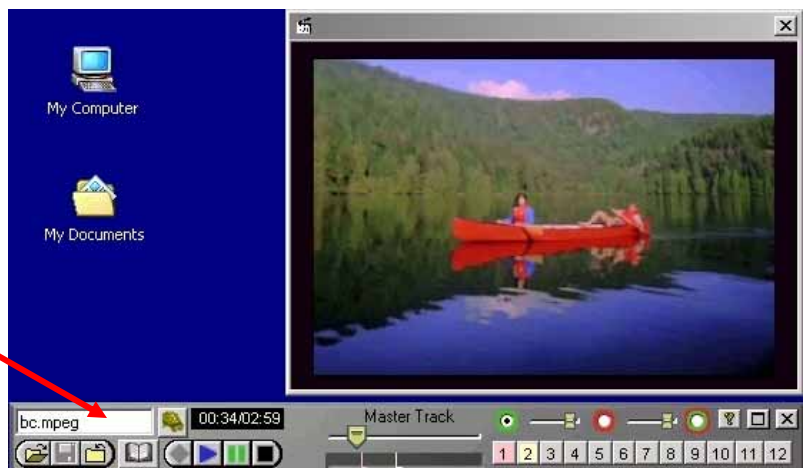


Its circle is green and red, signifying control of both other tracks simultaneously.

When a given Track is selected, the shuttle controls and file handling buttons will all be active for that track. For example, if the red colored button is selected for Student Track, then clicking play will play the Student Track file. If the green/red colored button is selected, clicking play will play both the Master and Student Track files.

This graphic shows the Compact Form in action and currently playing a file in its Master Track.

Notice that it has bookmarks and can perform most of the functions available in the Full-sized Form



If you desire at some point to switch back to the Full-sized Form, you can click the **Switch to Full Form** button. You will then be returned to the larger form for further use.



Note: If you close Language Player while using the Compact form, it will start up with the Compact Form the next time you launch Language Player.

Using the Tiny (Testing) Interface

The Tiny Interface is intended for voice testing purposes. Used in conjunction with a classroom control system, tests can be administered and retrieved by an instructor automatically.



When Language Player is launched in this mode (either by the student or remotely by the instructor), the student is prompted to enter his name for test tracking. Test audio files are saved in MP3 format under a folder automatically created and named with this student's name.

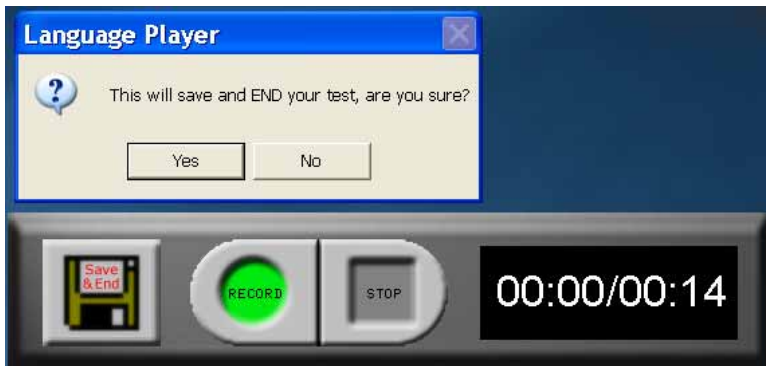


After clicking OK to enter the student's name, the recording interface is shown. If text questions are included with the test, they appear above the recording interface.

Click RECORD to begin recording your voice.



Click STOP to stop recording your voice. If you click STOP and then click RECORD again, your voice will be recorded in addition to and at the end of the previously recorded section



When finished, click SAVE & CLOSE. After clicking YES at the prompt, your recording will be automatically saved to the pre-defined directory and Language Player will close.

Customizing Language Player with the Administration Window

Language Player has an Administration **Window** which is hidden from view. By design, this Administration Window requires that a deliberate keystroke be completed in order to enter.



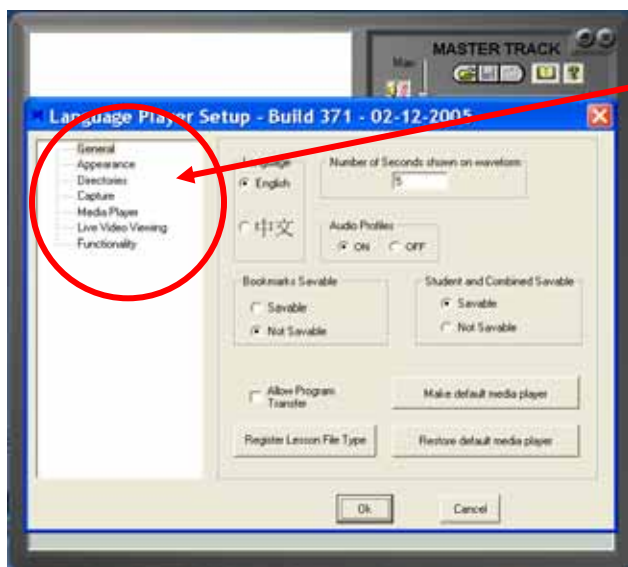
The Administration Window allows administrators to customize several features of the program to make it more flexible in every environment.

To enter the Administration Window, **press the following keys on your keyboard simultaneously:**

CTRL + SHIFT + S

You will then be prompted to enter a password, which is **mm123**.

This section will provide information on each of the settings available in the Administration Window, and details on how to adjust each setting.

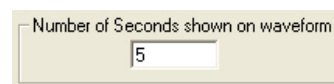


The Administration Window is divided into seven sections which can be accessed by clicking on their menu titles here.

The General Section consists of the following items:

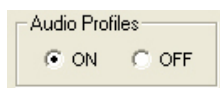


Language: Language Player can be displayed in either English or Chinese. The default setting is for English. Click the Chinese button to display Chinese characters.

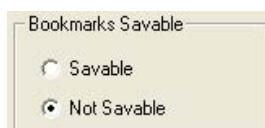


Waveform Density: Type in the number of seconds of audio you wish to see in the waveform window at any given time (before the window

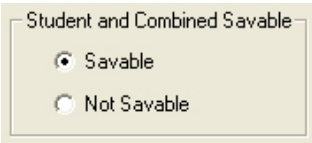
scrolls to the next time frame).



Audio Profiles: These radio buttons turn the waveform (audio profile) windows off or on. The default setting is ON. If you do not wish to see audio waveforms in Language Player, click the OFF button.



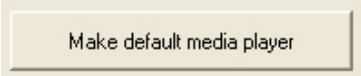
Bookmarks Savable: This selection is set to Not Savable by default. In this position, users can play media files and bookmark them as they need for their session. If this selection is marked Savable, all bookmarks clicked during a session are saved and attached to the media file being bookmarked.



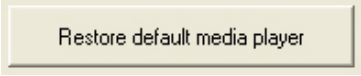
Student and Combined Savable: This selection determines whether the Student and Combined Tracks should be savable or not. The default setting is for these tracks to be savable.



Allow Program Transfer: This button is also only selected when Language Player is used as part of a complete language lab system. When checked, analog recordings from an instructor station can be transferred and recorded into the Master Track at this station. Keep this button un-checked under normal circumstances.



Make Default Media Player: Clicking this button will make Language Player your default media player for digital audio and video files.



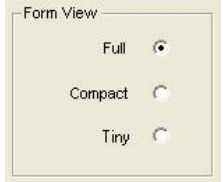
Restore Default Media Player: Clicking this button will restore your original default media player.



Register Lesson File Type: Clicking this button will associate Language Player Lesson format files (LSN) with the Windows Operating System.



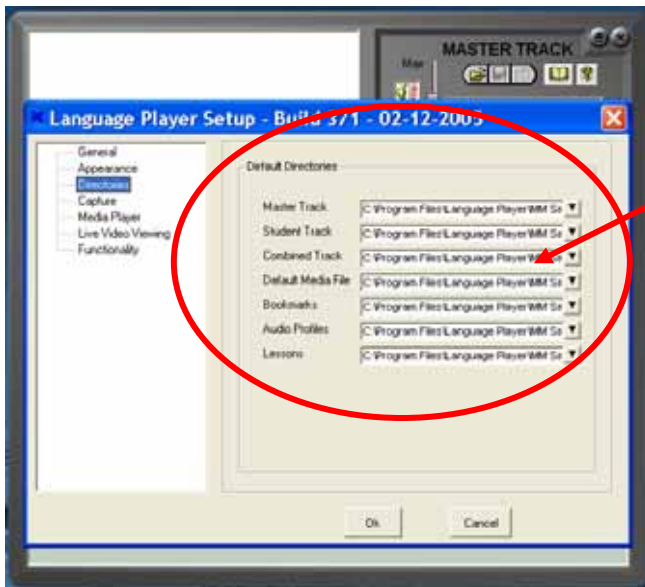
The Appearance Window consists of the following items:



Form View: These buttons select the default Form View, or interface. Click Full to see the full-sized interface on startup. Click Compact to see the compact interface on startup. Click Tiny to see the Tiny form on startup (note: Tiny form is designed for testing situations.)



Main Form Startup Position: Customizes a specific place where Language Player starts up on the screen. Choose from any corner or the center.



The Default Directories Window

You can change the default directories used for file storage and retrieval here. Save valuable time by selecting a folder where you want all of a student's tracks to be saved. Or create a direct path to the first folder you want to look in whenever you search for a Master Track. This allows you to achieve greater organization and minimizes the number of steps a user must follow for each task.



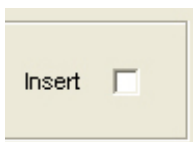
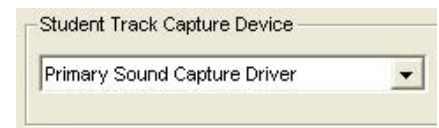
The Capture Window

The Capture Window allows you to adjust the quality of the recorded audio, as well as the style in which the audio is recorded. Additionally, if you have multiple sound cards in your computer, you can select the primary recording card.

Student Track Capture Device:

This selection box allows you to select a different sound

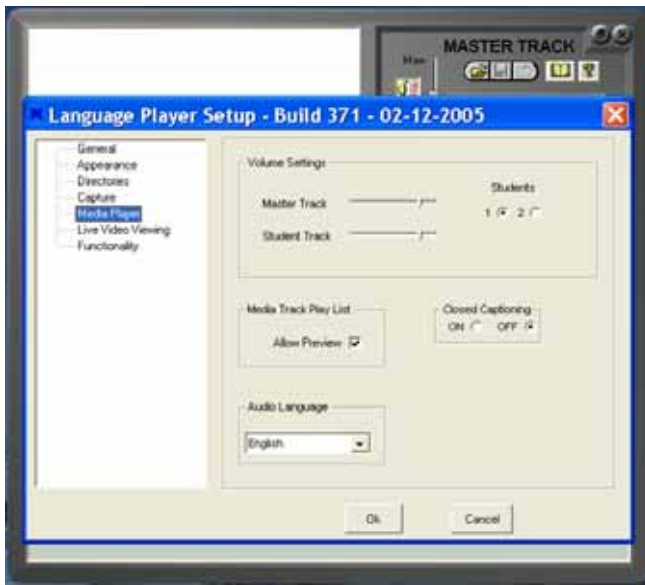
card for recording in the Student Track than is used for playback by the Master Track. Under normal circumstances, this box should be used only by Windows NT users. Otherwise, **leave this box showing Primary Sound Capture.**



Insert: With this box checked, Student Track recordings can be added upon. This means that if a recording has been made already, and then you click record again, your new recording will be inserted at the end of the previously recorded file. If this box is unchecked, you cannot add on to an existing file, but must close that file before proceeding with a new recording. By default this box is unchecked.

Capture Sample Rate: This set of radio buttons determines the sample rate and therefore the size and quality of files you record in the Student Track. You may want to experiment with these settings. The default setting is for 22050Hz / 16 BIT recordings. Because Language Player is used mostly for voice recordings, you will still have good quality recordings with lower settings. Lower settings will also save disk space and file processing times.

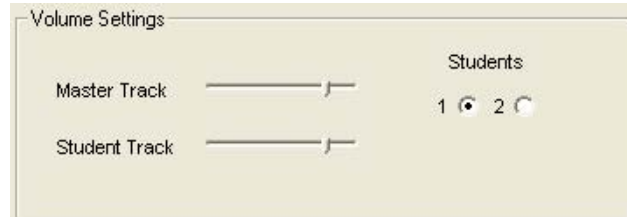




The Media Player Window

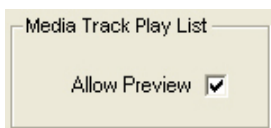
The Media Player Window allows you to adjust default playback and recording levels as well as setup special functions for ASF-Encoded files.

Volume Settings: These slider controls adjust the default volume level for the Master and Student Tracks. **Click and slide the level controls** as desired to change the default audio levels.



Language Player is used as part of a complete language lab system (such as Labstar), and allows two students to share one computer and separate tracks on Language Player. Under all other circumstances, **keep the #1 radio button selected.**

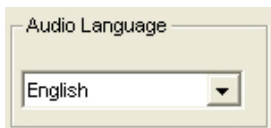
Number of Students: This button is only changed when



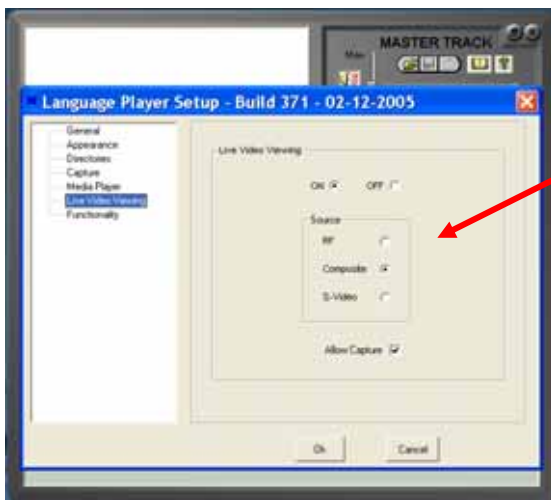
Playlists: If media files are encoded as part of playlists, the Allow Preview box will allow you to preview the files in that playlist for later selection. **Under normal circumstances, leave this box un-checked.**



Closed Captioning: If media files are encoded with closed captioning, Language Player can show those captions in the Master Track window. Check the ON button if you are using closed captioning. **Otherwise, leave it off, as it takes away from the video window size.**

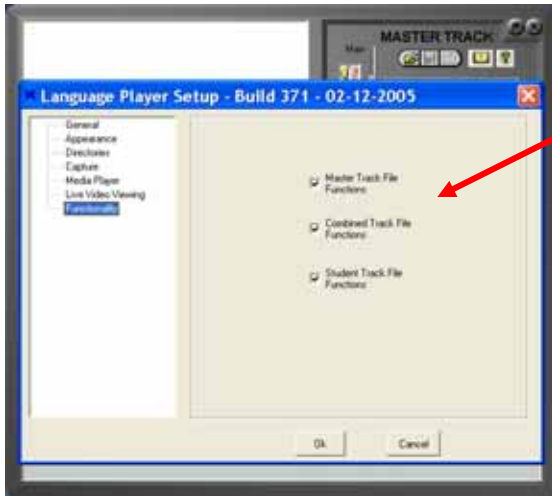


Audio Language: This box allows you to select different audio playback languages for media files encoded with multiple audio tracks. Under normal circumstances, this should be English.



The Live Video Viewing Window

If your computer is equipped with a WinTV video capture card, you can view live video in the Master Track. Clicking the ON button will activate this feature — but only if the proper equipment is installed. If installed, an additional button called WinTV, will appear in the Master Track, allowing you to toggle back and forth between digital and live video viewing. Also associated with this capability is the choice between inputs on the WinTV capture card. Select RF for antenna sources or composite/ S-Video for VCR sources. The Allow Capture button allows you to capture and digitize the live video into your computer.



The Functionality Window

This section allows the user to modify usability in each Language Player Track. By checking or clearing the appropriate boxes, you can allow or disallow file saving and bookmark saving for that track.

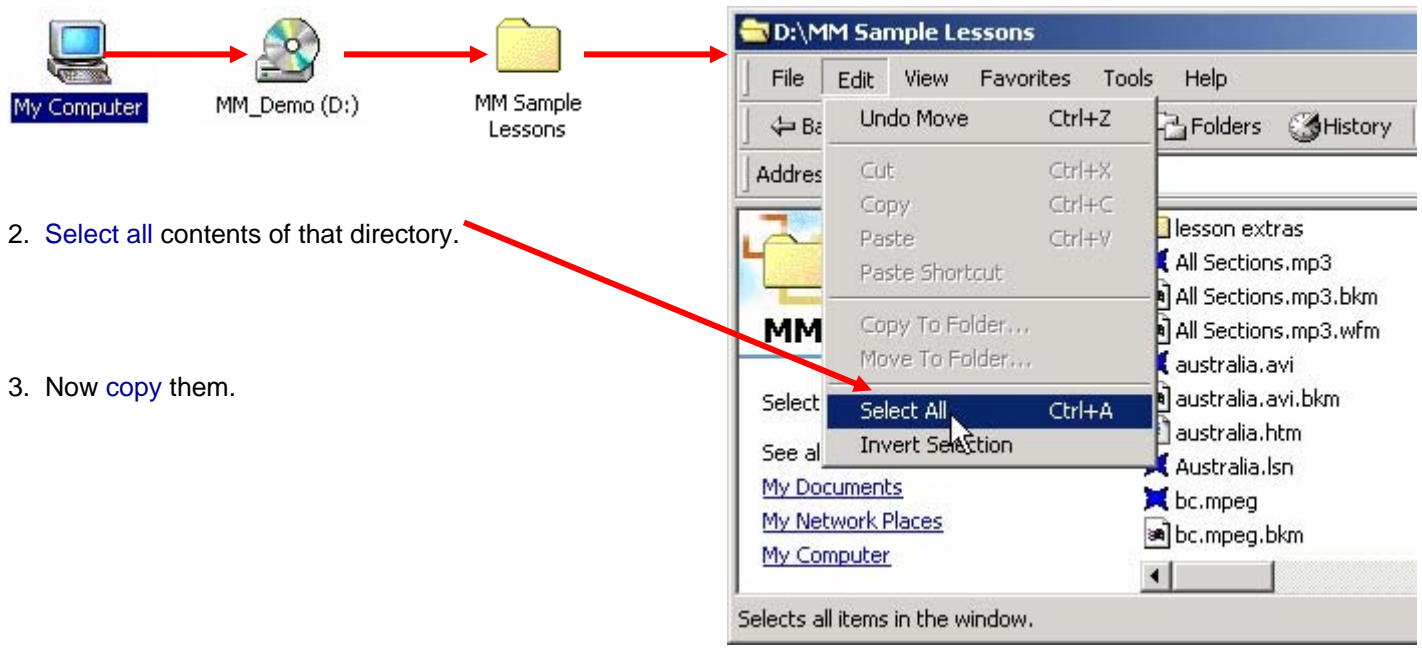
HTML Lesson Basics – Using the Sample Lessons

As part of the Installation CD, we have included several sample lessons created using basic HTML editing tools. These lessons are intended to give ideas for designing lessons, and are not intended to have educational value.

Copy Lessons

The sample lessons and their associated media files are located on the Installation CD in a directory called "Sample Lessons". To use the sample lessons, they must first be copied to your computer using the following procedure:

1. After installing Language Player, open the Sample Lessons directory on your Language Player CD. (Path shown below.)

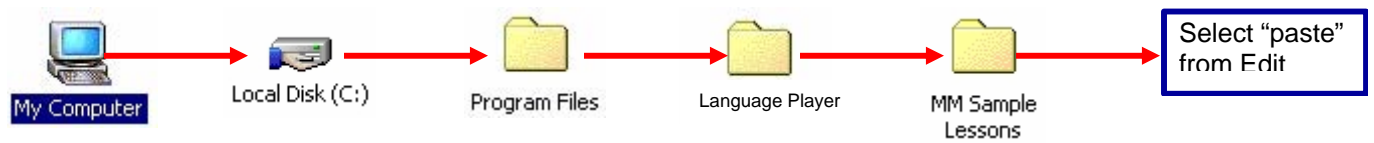


The diagram illustrates the first step of the procedure. It shows a sequence of icons: 'My Computer', 'MM_Demo (D:)', and 'MM Sample Lessons'. Red arrows connect these icons in sequence. To the right, a screenshot of a Windows Explorer window is shown, displaying the contents of the 'D:\MM Sample Lessons' directory. The 'Edit' menu is open, and the 'Select All' option (Ctrl+A) is highlighted with a mouse cursor. A red arrow points from the 'Select all contents of that directory.' instruction to the 'Select All' menu item.

2. **Select all** contents of that directory.

3. Now **copy** them.

4. Finally, **Paste** all contents of that directory to the MM Sample Lessons folder which is already created in your Language Player program folder. (Follow path below)



The diagram illustrates the final step of the procedure. It shows a sequence of icons: 'My Computer', 'Local Disk (C:)', 'Program Files', 'Language Player', and 'MM Sample Lessons'. Red arrows connect these icons in sequence. A blue box at the end of the path contains the text 'Select "paste" from Edit'.

Launching the Lesson Menu



To launch a sample lesson in Language Player, click on the “Launch Lesson” button in the Master Track.

Doing so will open a selection menu containing a list of sample lessons. These are the same lessons you copied in the previous step.

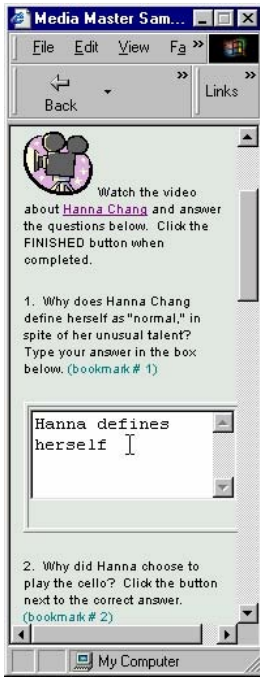
Select a lesson by clicking on that lesson name—then click Open.



This opens the lesson’s associated media file and html lesson page. Because Language Player may cover the html page, you may wish to switch to Compact View at this point.

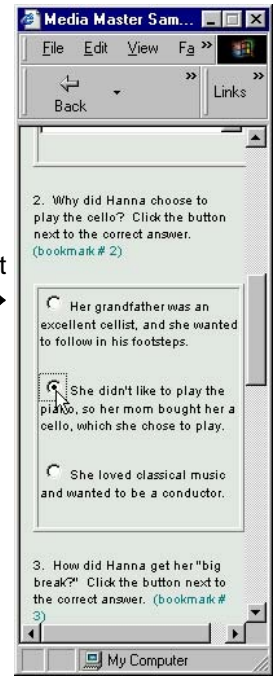
Each html lesson page contains instructions on how to proceed. As you can see, bookmarks have already been associated with the media file for this lesson.





The sample lessons contain a variety of question types: multiple choice, fill in the blank, etc.

To answer multiple choice questions, click the button for the correct answer. →

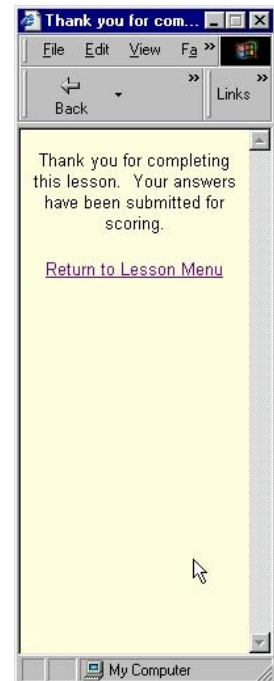


←To answer fill-in-the-blank questions, type your answer in the provided box.

When finished with all the questions, click the **FINISHED** button. If setup as part of a student tracking and scoring database, then answers entered in this lesson will be transmitted to the database for automatic entry and scoring.

In the sample html lessons, submissions are not really tracked. The **FINISHED** button is just included to show how you can set up your own lessons. When finished with a sample lesson, you can launch a different one by repeating the steps outlined on the preceding page.

After clicking **FINISHED**, you are taken to a screen which confirms submission of your answers. You can then click on the Return to Lesson Menu hyperlink to go back to the main menu. →



More information about lesson creation and use can be obtained by contacting Linguatronics directly.

Creating Lessons in Language Player

The Language Player Authoring version includes an extra application called LessonCreator. This application is used to create lessons by linking media files, graphics and interactive text. LessonCreator is not available in the Start menu like other programs, so you may wish to create a shortcut for it on your desktop

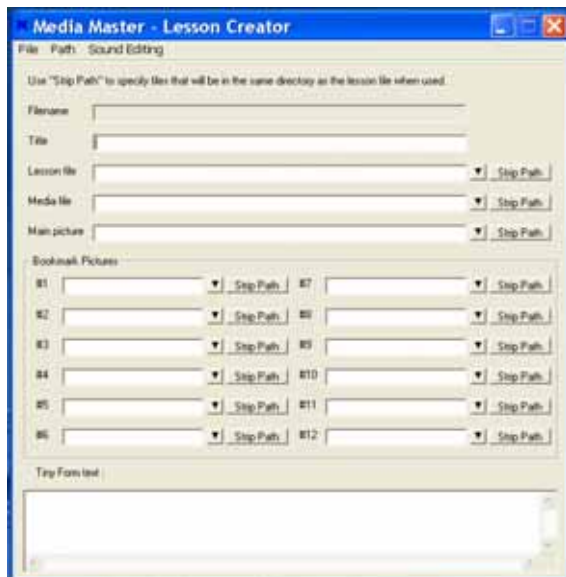
To launch LessonCreator, follow the path shown below:



While in this directory, if you wish to create a shortcut for this application, follow these steps:

1. Right-click the "LessonCreator" icon.
2. In the pop-up window, select "Create Shortcut."
3. Drag the new icon onto the Desktop.

After launching (double-clicking) LessonCreator, you will see its main interface window.



Follow these instructions to **create a lesson**:

1. In the "Title" box, name your lesson. (any name of your choosing)
2. In the "Lesson file" box, select your source lesson material by clicking the down arrow next to the box, and navigating to the lesson file you have previously created. This can be an HTML file*, a Word Document, or any other type of file for which you have an application resident on your computer.
3. In the "Media file" box, select the media file you would like to integrate into this lesson by clicking the down arrow next to the box, and navigating to the appropriate media file. This file can be either an audio or video file.

(*Note: This manual will not discuss creation of **HTML files** or other types of files. See your application's manual for instructions.)

If you have selected a video file, your lesson is now complete and you can save it.

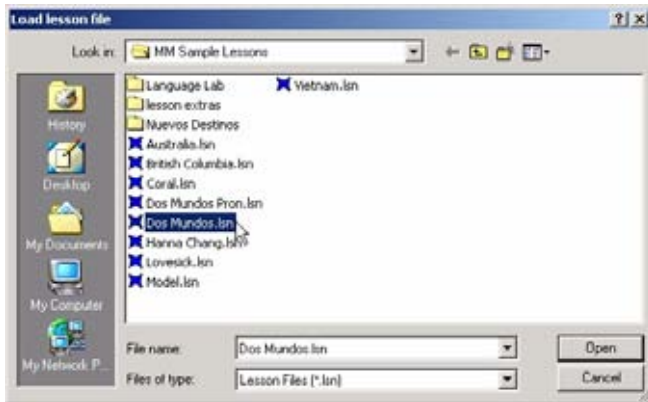
If you are using an audio file, you can add graphics from a workbook or other source to enhance the learning experience. These graphics can be in any format (jpeg, gif, tiff, etc.). To add graphics to your lesson, follow these steps:

1. In the "Main picture" box, select your default graphic by clicking the down arrow next to the box, and navigating to the graphic you would like to use.
2. Now, do the same for each of the "Bookmark Pictures." These graphics will appear during playback of an audio file during the segments you have specified with bookmarks. Bookmarks are created from within Language Player (see Bookmarks section).

One of the Language Player sample lessons, "Dos Mundos", was created using an audio file with added pictures. To see how it looks in the LessonCreator, go to the File menu, then select Load.

The window below should appear allowing you to pick an already created lesson to load into the LessonCreator.

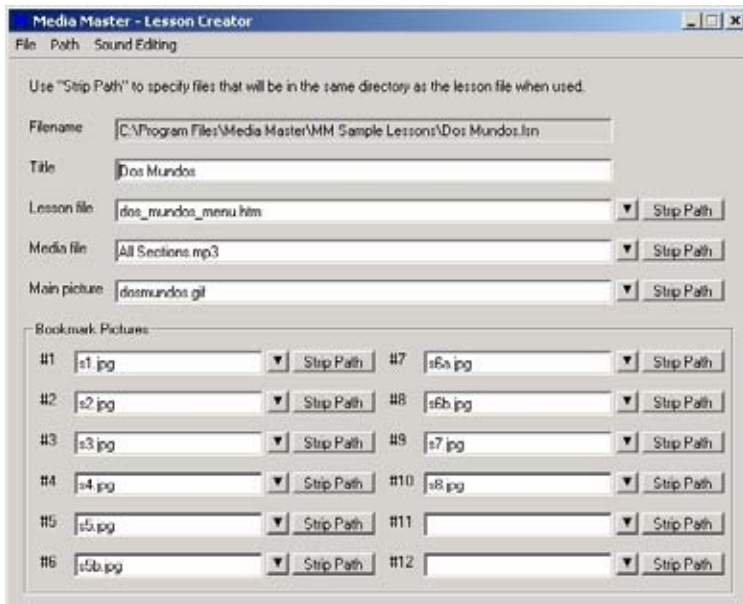
Click on “Dos Mundos.Isn” and then click the Open button.



Dos Mundos is an example of how an any audio-based lesson might look in LessonCreator.

Notice that the Media file has the suffix “.mp3” (an audio file type).

This means that a Main picture and Bookmark pictures may be associated with the Lesson.



The Main picture (dosmundos.gif) will show for the first segment of Dos Mundos until the first bookmark is reached.

At Bookmark #1, s1.jpg is then displayed until Bookmark #2 is reached. The lesson follows this process until the end of the media file.

Reminder: Each Bookmark must be saved (see Master Track section).

Other LessonCreator Tools

File	
Clear	- Clears the currently loaded lesson
Load	- Loads a previously created lesson for modification
Save	- Saves a recently modified lesson
Save As	- Saves a newly created lesson
Exit	-Exits the LessonCreator application

Path	
Strip All	Strips all paths for items in the lesson and makes their path identical to the chosen Lesson File You can also “Strip Path” for each lesson component individually. Stripping allows you to type the name of a media or graphic file to be used without having to navigate to its source in the directory.

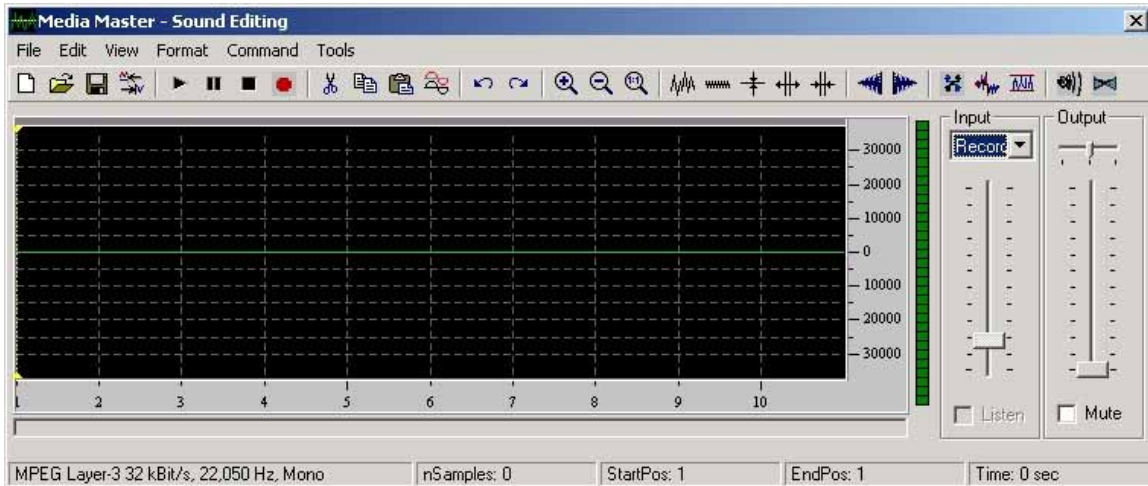
Sound Editing	
Open Sound Editor	Opens the integrated audio editing software for digitizing and editing analog audio sources such as tapes or records.

Using the Integrated Audio Editor

Language Player's Lesson Creator comes with an integrated audio editor for digitizing, editing and converting audio files. This tool is extremely useful for converting analog audio tapes to digital media.

To launch the Sound Editor, select "Open Sound Editor" found in the "Sound Editing" menu. This will open the Audio Editor. The following pages provide an overview of its capabilities.


The Sound editor opens to an empty workspace; meaning that you can either record new audio or open an existing audio file.



To record new audio, first ensure that your audio source is properly connected to your computer's sound card. If you will be recording your own voice with a microphone, make sure "Mic Volume" is selected in the Input slider control. If you will be recording from another source, such as a tape player, select "Line In" as the source.

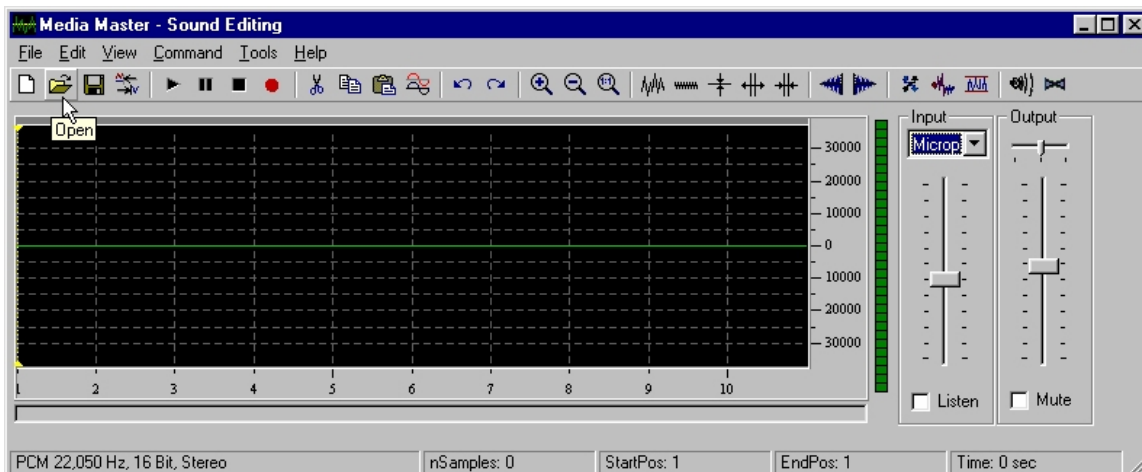
The selected input's audio level can then be raised or lowered using the Input slider control.

The Language Player audio editor is shown below. Here you can open existing files or record new files.

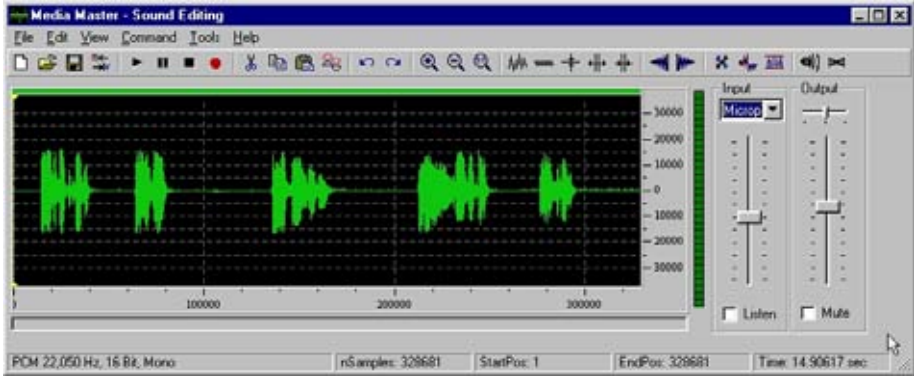
To open a file, click the **OPEN** button. 

To record a new file from an outside analog source, click the **RECORD** button. 

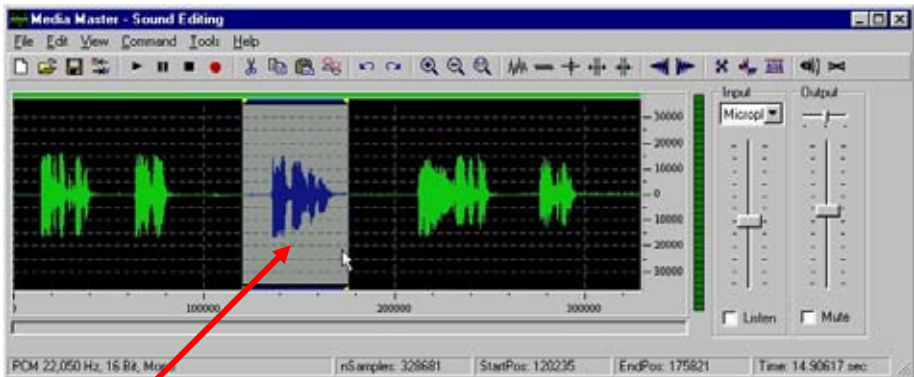
NOTE: Before recording, be sure your sound control panel settings are adjusted for the input you wish to record.



After opening or recording a file, you will see that file's waveform in the waveform window as shown below. From this window you can make adjustments, clip unwanted sounds, cut and paste sentences, and much more.



The graphic below shows an example of a portion of the waveform that has been highlighted for editing. To highlight a portion of the waveform, click and drag your mouse from one point to the next, letting go at the end point.



With this segment highlighted, it can be cut, copied, silenced, echoed, and much more.

After completing your editing session, you can save your work and automatically load the new file into Language Player.



You can also convert wave files to MP3 and other formats for file compression and significant disk space savings.

The following is a description of each Sound Editor Command.

They can be accessed

-from the Command menu

-by clicking its button along the top of the Editor's window.



New – Creates an empty editing workspace for recording new audio.



Open – Opens an existing audio file (wav or mp3 format).



Save – Saves your current audio file (defaults to mp3 format).



Convert – Converts your existing audio file to one of many formats including wav, mp3 and wma.



Play – Plays the current audio file from the cursor point.



Pause – Pauses the audio file in its current position.



Stop – Stops playing the audio file.



Record – Begins recording a new audio file.



Cut – Cuts the highlighted portion of the audio file.



Copy – Copies the highlighted portion of the audio file to the clipboard.



Paste – Pastes the recently cut or copied segment to the new location marked by your cursor.



Mix – Mixes two stereo channels into a single mono channel.



Undo – Removes the last completed command.



Redo – Replaces an Undo.

Zoom In – Zooms into the currently highlighted area.



Zoom Out – Zooms out from the currently highlighted area.

Full View – Zooms to show entire media file in editing area.



Amplify +/Amplify - – Raises/Lowers the volume for the currently highlighted area.



Null Amplitude – Eliminates the volume for the currently highlighted area.



Fade In/Fade Out – Slowly increases/decreases the volume from the current cursor position.



Insert/Delete Silence – Inserts/Removes a silent space in the currently highlighted area.



Reverse – Plays the currently highlighted area backwards.



Invert – Inverts the currently highlighted area (changes the phase).



Normalize – Balances soft and loud sounds so that there is less variation between the two.



Echo – Adds echo to the currently highlighted area.



Stretch – lengthens the currently highlighted area (also changes pitch).