LearnMate Content Viewer

User's Guide

Catalog # 200060

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In This Guide

This guide provides instructions for using the LearnMate Content Viewer to view LearnMate Content.

This guide includes the following chapters:

Chapter	Presents	Page
1 Navigating the Content Viewer	Instructions on how to move between pages of LearnMate Content	2
2 Lessons and Activities	Instructions on how to use the functionality within the content pages	5

1. Navigating the Content Viewer

The LearnMate Content Viewer allows you to access and view LearnMate Content courses, without the need for an internet or network connection.

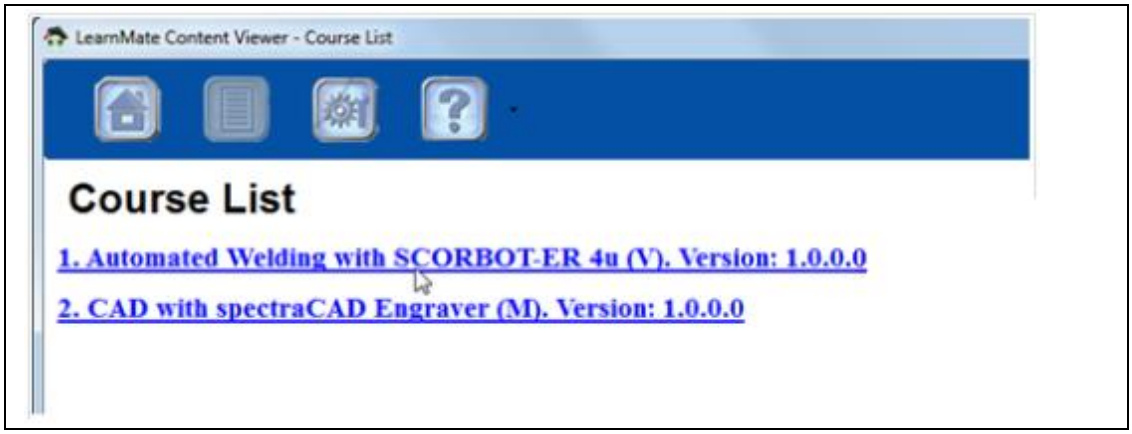
This chapter explains how to move between pages in a LearnMate course.

1.1 Entering a Course

The Course List page is displayed as soon as the LearnMate Content Viewer opens. It lists all courses that have been installed on your computer, in alphabetical order.

To enter a course:

- Click the desired course.



The course page of the selected course is displayed.

1.2 Using the Main Menu Bar

The Main Menu Bar is located in the upper-left corner of the screen at all times. The table below summarizes the function of the menu.

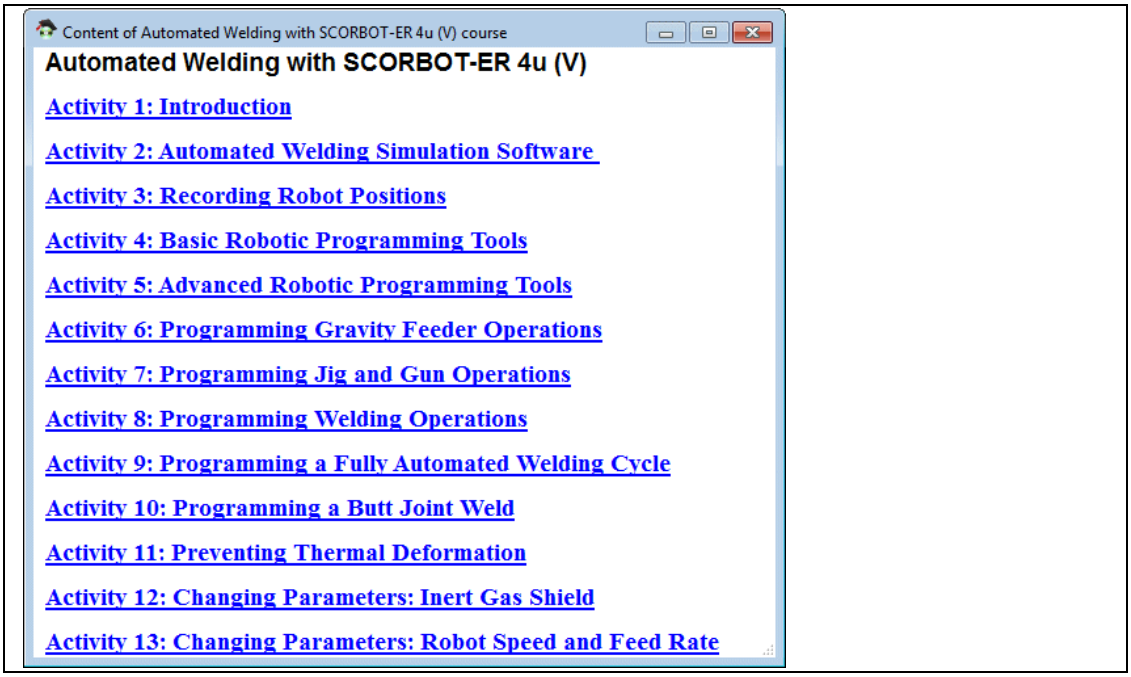
Function	Icon	Description
Home Page		Returns you to the Course List page.
Course Content		Opens the index to the active course and allows you to quickly access any of the activities in the course. The Course Content icon is not available in the Course List page.
Settings		Opens the Settings window. When running the content viewer for the first time, the Settings window is automatically displayed. See the LearnMate Content Viewer Setup Guide for more information.
Help		Opens the Help menu.

1.3 Using the Course Content Window

The Course Content window allows you to access any of the activities in a course. The window itself displays an index of the course's activities.

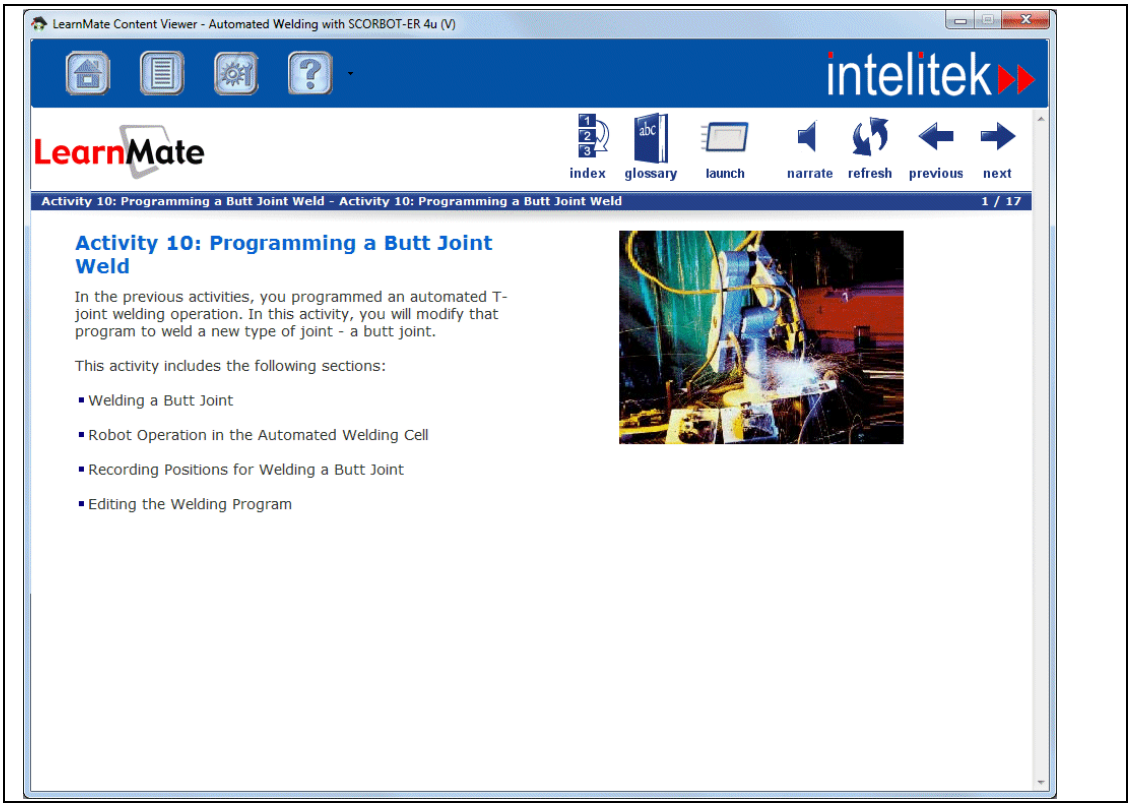
To go to a specific activity:

1. Click the Course Content icon . The Course Content window is displayed.



2. Select an activity from the list.

The selected activity is displayed in the content viewer.


LearnMate Content Viewer - Automated Welding with SCORBOT-ER 4u (V)
intelitek
LearnMate
index
glossary
launch
narrate
refresh
previous
next
Activity 10: Programming a Butt Joint Weld - Activity 10: Programming a Butt Joint Weld
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Activity 10: Programming a Butt Joint Weld
In the previous activities, you programmed an automated T-joint welding operation. In this activity, you will modify that program to weld a new type of joint - a butt joint.
This activity includes the following sections:
Welding a Butt Joint
Robot Operation in the Automated Welding Cell
Recording Positions for Welding a Butt Joint
Editing the Welding Program

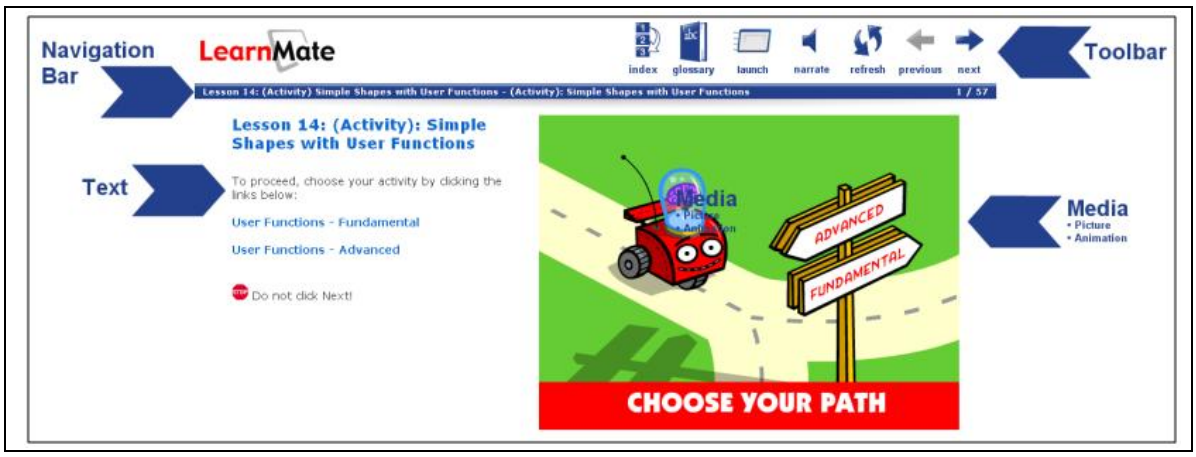
2. Lessons and Activities

In the LearnMate Content Viewer, all content is contained in lessons, which are also known as activities. This chapter explains how to use the functionality within each course page. Specifically, this chapter teaches you how to:

- Identify the components of a lesson page, including the navigation bar and toolbar. See section 2.1, Components of a Lesson Page, on page 5.
- Work with interactive animations. See section 2.2, Working with Interactive Animations, on page 7.
- Use the narration feature. 2.3, Starting Narration in a Lesson, on page 9.

2.1 Components of a Lesson Page

Each lesson or activity page is split up into four separate components, as shown below.



The table below explains each of the components indicated above.

Course Component	Description
Navigation Bar	Lets you know where you are in the course. For more information, see 2.1.1, Understanding the Navigation Bar, on page 6.
Toolbar	Provides navigation buttons, as well as other buttons for additional features. For more information, see 2.1.2, Understanding the Toolbar Icons, on page 7.
Text	The text is the core component of the lesson/activity page.
Media	Pictures, animations or interactive exercises help you better understand the material discussed in the text.

2.1.1 Understanding the Navigation Bar

The navigation bar, displayed below the toolbar, tells you where you are in a lesson or activity. It shows you the current:

- Lesson/activity name
- Section name
- Page number

2.1.2 Understanding the Toolbar Icons

The table below describes the function of each icon in the toolbar.

Icon	Name	Function
	Index	Opens a list of sections and pages within the current lesson. Click any page to open it inside the viewer.
	Glossary	Opens a pop-up window listing the definitions of new terms used in the lesson/activity in an alphabetic order.
	Launch	Launches LearnMate content-specific software applications that are taught within the content modules. (This icon is not displayed in lessons/activities that do not teach such applications.)
	Narrate	Launches narration of the displayed text.
	Refresh	Reloads a page. If, for some reason, your page does not seem to be loading properly, click this button to reload. Click this button to restart an animation shown on a page.
	Previous	Navigates to the previous page in the lesson/activity.
	Next	Navigates to the next page in the lesson/activity.

2.2 Working with Interactive Animations

The sections below provide information on:

- Restarting a movie or animation. See 2.2.1, Restarting a Movie or Animation, on page 7.
- Listening to spoken voices in animations. See 2.2.2, Listening to Spoken Voices in Animations, on page 7.
- Submitting answers in interactive animations. See 2.2.3, Submitting Answers in Interactive Animations, on page 8.

2.2.1 Restarting a Movie or Animation

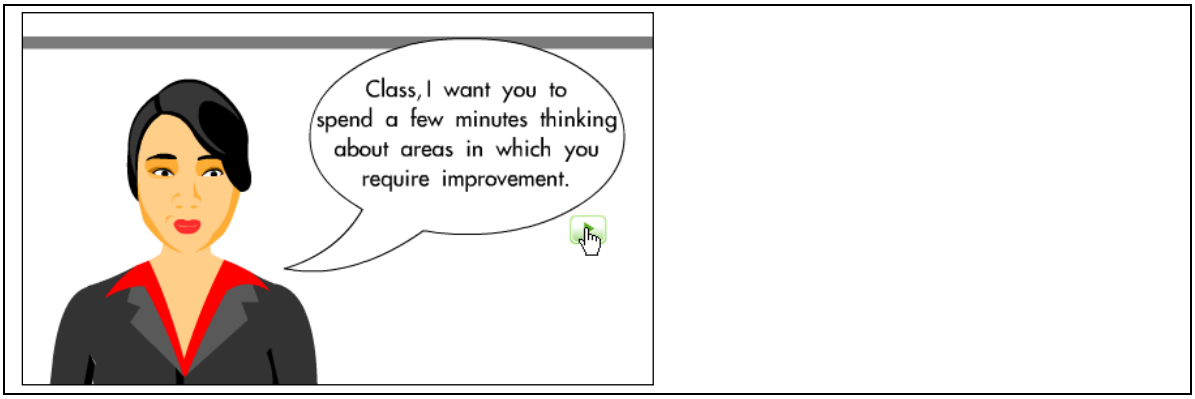
When you reach a page that contains an animation, the animation will load and wait for an input from you to continue – most commonly for you to click Start or to answer a question.

Once the animation is running, you can restart it by clicking the refresh icon in the toolbar, or, if present, a Restart button in the animation.

2.2.2 Listening to Spoken Voices in Animations

In many of the animations in which characters talk, their words are shown in text format in speech bubbles, and their spoken words are played through your computer speakers or headset.

To replay a character's spoken words, click the replay icon below the speech bubble, as shown below.



❖ ***Note**: The replay icon may appear differently, depending on the animation.*

2.2.3 Submitting Answers in Interactive Animations

Many interactive animations require that you answer a question. In some cases, you have to type an answer to a question, in others you have to complete a table or even drag pictures into their correct order.

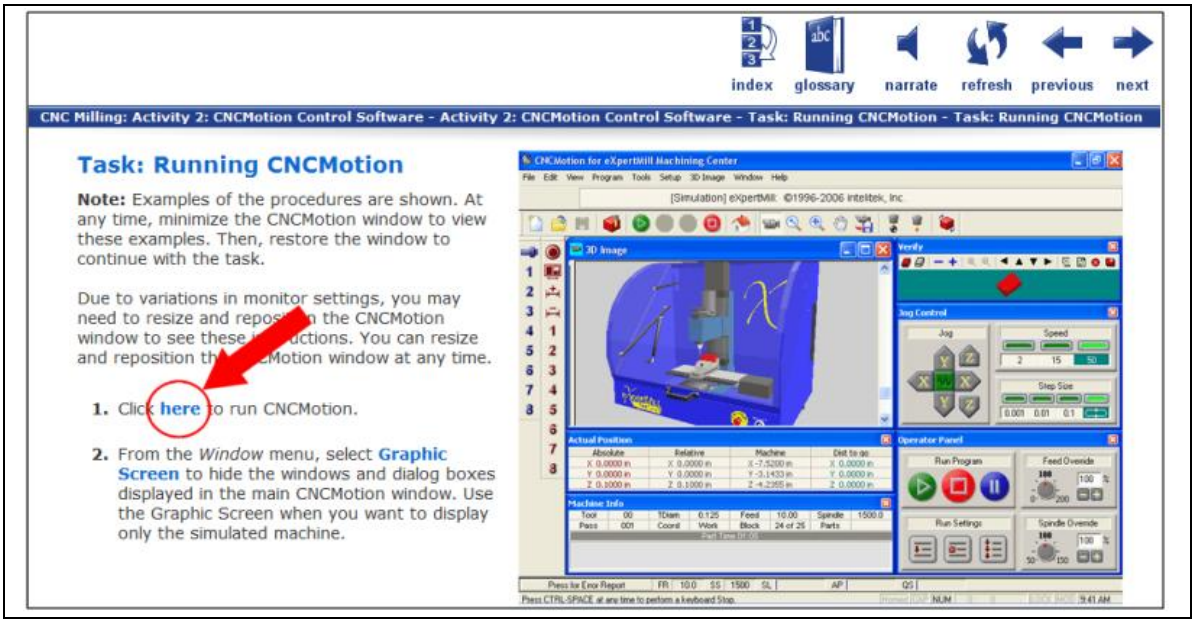
In all cases, instructions on how to use the animation shown on a page are provided within the text or the animation itself.

2.2.4 Launching Software from a Lesson

Some courses require content-specific programs that are taught within the courses to be launched. These include robotics, CNC, pneumatics and other simulation programs.

Wherever the course requires that software be launched, a link to open the software program is found within the text of the course. In addition, linked software can be launched at any time by clicking the Launch icon in the toolbar.

The image below shows an example of a link within the text to launch the software.



If the software does not automatically open when a link or the Launch icon is clicked, ask the instructor or administrator to ensure that the computer is set up correctly.

2.3 Starting Narration in a Lesson

All LearnMate lessons/activities offer audio narration of the displayed text. Narration is started by clicking the Narrate icon in the toolbar.

The narration proceeds until the entire page is read. If the Narrate icon is clicked while the text is being read, the narration automatically stops. To restart the narration, click the Narrate icon again.

- ***Note:*** *For LearnMate's narration to work, your computer must be configured for use with this feature.*