



Automatic Add Object Creator

NEW FEATURE ALERT!

A fast automatic object id link creator that can be used anywhere a text box appears in the Educator system.

Below are your current announcements students in your course see when they sign on to the website. Modify as needed.

```
<P>  
<center><h3>Welcome to Educator Basics <br><small>...a  
self-paced course</small></h3></center>
```



Introduction

Ucompass.com is pleased to announce a new enhancement feature to the Educator system. The Automatic Add Object Creator allows instructors or designers to create object id links anywhere in a course without needing to remember the object id number and code.

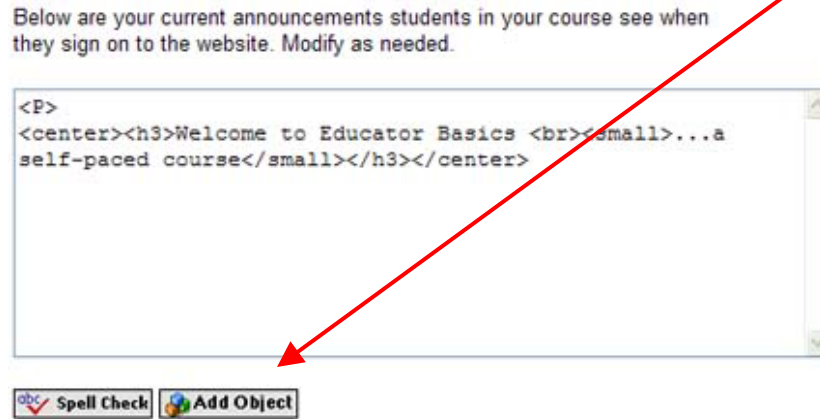
Using the Add Object button, users can simply choose their object from the list of files and assessments in their course and Educator will do the work.

Important Note:

You must have pop-ups enabled to view the link window.

Details

To use the Automatic Object Id Creator, look for the Add Object button located under any of the text boxes in your course.



Once the Add Object button has been selected the following pop-up box will appear. This box will contain all of the course materials and folders within the Educator course.

Click the object you wish to add to the active text box

Course: [Educator Basics](#)
...a self-paced course (Edu 101 Educator Basics)

-  [Introduction to the Tutorial](#) 
-  [The Educator Environment](#) 
-  [Creating and Uploading Files](#) 
-  [Basic Assignments](#) 
-  [Basic Assessments](#) 
-  [Basic Communication Tools](#) 
-  [Other Educator Tools](#) 
-  [Basic Content Delivery Methods](#) 
-  [Course Management](#) 

All Course Folders and Assessments will appear in the text-box.

Simply select your object from the box.

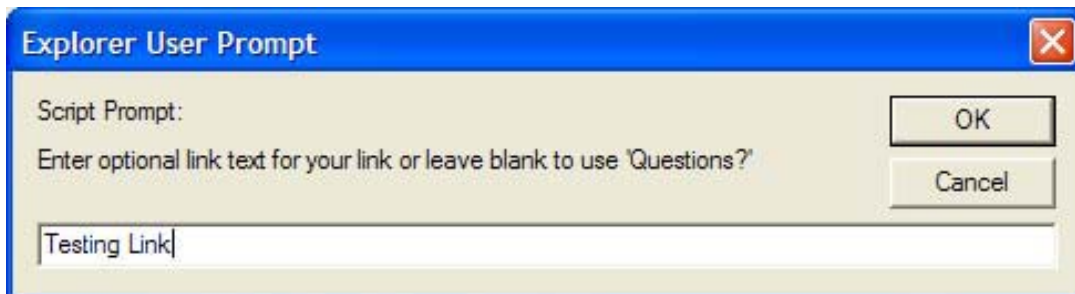
...a self-paced course (Edu 101 Educator Basics)

- [Introduction to the Tutorial](#) 
[Questions?](#) 
Object ID: 3
- [Questions?](#) 
Object ID: 4
- [Template Information](#) 
Object ID: 5
- [VendorSessionAgenda1.doc](#) 
Object ID: 168
- [Winter](#) 
Object ID: 6
- [Introduction to the Tutorial](#) 
Object ID: 7
- [bullet6.gif](#) 
Object ID: 8

Click on the object you wish to link.



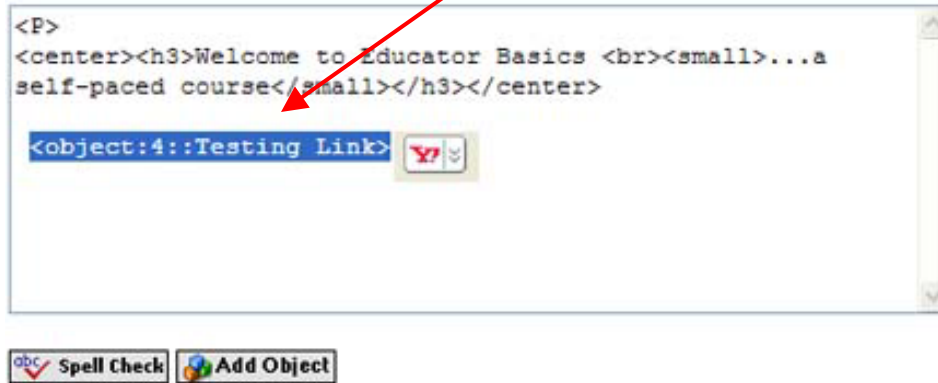
The following window will appear once the file has been selected.



Enter the text you wish your students to see for the object link. If the name of the actual object is acceptable, you may leave the text box blank.

The link to the object will automatically appear in the text box.

Below are your current announcements students in your course see when they sign on to the website. Modify as needed.



The screenshot shows a text editor window with the following HTML code:

```
<P>  
<center><h3>Welcome to Educator Basics <br><small>...a  
self-paced course</small></h3></center>
```

Below the code, the text `<object:4::Testing Link>` is highlighted in blue. To the right of this text is a small icon with a red 'X' and a dropdown arrow. Below the editor window are two buttons: "Spell Check" (with an 'abc' icon) and "Add Object" (with a globe icon).

That's all there is to it! We hope you enjoy this easy and fast way of linking your objects in your course.

Please send your own training tips or comments to training@ucompass.com for inclusion in this topic.
Note: Technical support questions should be addressed to support@demo.ucompass.com