

## **The latest version of StoryMaker is version is 5.47.5**

### **Changes in 5.47.5 (19 March 2024)**

#### *Fixed:*

- If creating a new story or adding a new page to a story when using Wide Mode or Parts of Speech mode (for those who have enabled that option in the Text Menu of Settings), StoryMaker would crash when clicking on a word in a set to drag it down into the page.

### **Changes in 5.47.3 (27 February 2024)**

#### *Fixed:*

- Right clicking a word while creating or editing a story or on a word in the word list while creating a story made StoryMaker crash.

### **Changes in 5.47.2 (19 February 2024)**

#### *Fixed:*

- Changing the spelling of an added word - through clicking on “Edit Added Words” within the “Data Options & Added Words” menu in Settings, and then clicking “Edit Word Details” – caused StoryMaker to crash.

#### *Added:*

- Added more words to the NZ English database.

### **Changes in 5.47.1 (13 February 2024)**

#### *Fixed:*

- Fixed a problem with imports in which zipped stories might not be detected. Also stories with group actions in activity might not bring in the video used.
- Fixed an issue with videos recorded for group actions might not show.
- Reduced the size of export files where the same video as used in a story is used in a group action in an activity.
- Videos in group actions in activities did not necessarily play at the volume set in the “Text & Sound” section of settings.

### **Changes in 5.46.9 (2 February 2024)**

#### *Fixed:*

- The title under the “About StoryMaker” icon was not showing.

### **Changes in 5.46.8 (12 January 2024)**

#### *Added:*

- Added another action to activities – drag in the word that matches a word that has been spoken. This is to help to distinguish between words of similar sounds, an activity in speech therapy.

### **Changes in 5.46.7 (22 December 2023)**

#### *Added:*

- Added the option of using a database sound (i.e. the sound of a word in the database) as an option for sound effects in stories and in activities (including in rewards).

### **Changes in 5.46.6 (8 November 2023)**

#### *Fixed:*

- Fixed some problems in creating a story: under certain conditions the story no longer accepts typing after the Speaker button is clicked on (it can still be saved).
- The “Create font size” screen was not showing correctly.
- When creating a story, the predictive text was not spoken after that option had been changed within the Word Set options until the story was closed.

#### *Changed:*

- Increased the width of the vertical scroll bars to make it easier to scroll down or up.

- Changed the key to press to create accents from Ctrl to the Alt key (I have altered the notes for 5.46.4 to reflect this). This is to allow Ctrl-C and Ctrl-V (copy and paste) to still work.

*Added:*

- Added more options to predictive text for common spelling mistakes.

### **Changes in 5.46.4 (23 October 2023)**

*Added:*

- Added the ability to add accents to the a, e and n characters using the left Alt key. Pressing and releasing the left or right Alt key (alt) before typing e gives é, or typing a gives á, and typing n gives ñ. Pressing and releasing Alt twice before typing e gives è (typing a gives à)
- Added support for the Spelling program that will be released soon. You can right click (or long press with a touchscreen) a word when creating or editing a story and choose to add it to a spelling list called “From StoryMaker” for the current student. You can also right click a word in a word set either when creating or editing the set or when it is being shown on the screen while creating a story. The Spelling list can be accessed from the Spelling program - rename or delete this list in Spelling if you want to start a new “From StoryMaker” list when StoryMaker adds more spelling words.
- Added a “What’s New” button to show the changes in the latest version of StoryMaker. Once you have clicked on this button it will not show again until a new update is installed.

*Fixed:*

- Edited the NZ database to correct spelling mistakes and other issues with the database. This will mean that some words in stories may not be corrected (e.g. “room-mate” now needs to be “roommate”).

### **Changes in 5.46.3**

*Fixed:*

- The last release removed instructions (written and verbal) when using a touchscreen – this has now been fixed.

### **Changes in 5.46.2**

*Fixed:*

- When deleting a student, the words associated with any word set that student used were not being deleted which potentially could cause problems when a new student was added and a new word set created for that student.
- When creating or editing stories, if the word set that had been selected (so its words were on the screen) was deleted and then the Cancel button was clicked, the word set words still appeared on the screen.

### **Changes in 5.46.1**

*Changed:*

- Removed the option for selecting a touchscreen from StoryMaker since with new changes I have made that is no longer needed. These changes should result in a more reliable touch experience. Also it means Microsoft Surface Pros 8 and later and the latest Surface Laptops will not crash on starting – the problem was a failure of those devices to accept some standard .net parameters which Microsoft could not or would not fix, but the new method I use for touch gets around that issue with those devices.

### **Changes in 5.46.0**

*Fixed:*

- Page alignment settings for a story were not being saved or applied correctly, including when making the alignment option for a story the default for all new stories.

### **Changes in 5.45.9**

*Changed:*

- Changed the copying of word sets from another student – now has a button to copy all their word sets. Also when selecting a single word set to copy, if a set with the same name exists

for the current student, you will be asked to enter a new name for the set being copied. If you select “Copy All”, duplicate names are automatically renamed.

Importing sets from USB flash drive or hard disk: can now select individual sets to import or to import all the sets. Sets being imported where the word set name matches an existing set are automatically renamed.

*Added:*

- More contracted words added to predictive text.

### **Changes in 5.45.8**

*Added:*

- More contracted words added to predictive text.

*Fixed:*

- Setting the text alignment for stories from the Settings menu was not working (it was working if set via the “car” icon while using a story). The text alignment options have been moved from general “User” options to options for a specific story and can no longer be set for all a student’s stories.
- When deleting or editing added words via the search option, if the case of the word entered in the search box was different from the added word, the search acted as if the word was found but did not edit or delete the word.

### **Changes in 5.45.7**

*Added:*

- More contracted words added to predictive text.

*Fixed:*

- If a page had more than 2 spaces between words, dragging set words into the page did not work correctly. Multiple spaces are now removed before the word is dragged in.

### **Changes in 5.45.6**

*Added:*

- Predictive text now has predictions for contracted words such as don’t, can’t, won’t and for some common misspellings.

### **Changes in 5.45.5**

*Fixed:*

- Disabled WPF Tablet mode to get around a bug which is in the Microsoft Surface Pro 8 and later and also the Microsoft Surface Laptop 5, and that crashed StoryMaker on startup.

### **Changes in 5.45.4**

*Fixed:*

- Fixed a problem introduced in the last version where saving pictures could crash StoryMaker if not coming from a story page with text in it.

### **Changes in 5.45.3**

*Added:*

- When adding a new picture to the database, added the option to create keywords for the picture by clicking on a list of words from the page for which the picture is being added.

*Changed:*

- Now checks the words in a page when switching pages (not just when adding a new page or saving the story). This prevents stories being saved with words that are not in the database (unless the option to not use the database when created stories has been selected).
- Predictive text now includes suggestions for some commonly misspelled words (for students with very poor spelling).

### **Changes in 5.45.2**

*Fixed:*

- When editing a story, deleting a picture on a page with more than 1 picture resulted in the other pictures not showing (they were still there and were present in the story after editing).
- Automatically restarting after changing a language option was not working.

### **Changes in 5.45.1**

#### *Changed:*

- When editing a story no longer asks for the word form for a word on a page which has multiple forms unless that page has been edited.

#### *Fixed:*

- Further changes to fix some unpredictable behaviour when choosing word sets or switching between showing word sets or showing pictures.

### **Changes in 5.45.0**

#### *Fixed:*

- After editing the icon for a word in a set, the options for icons for other words selected for editing were not the pictures for the word – the same set of pictures were shown as for the first word edited.

#### *Changed:*

- Removed the option for adding words to a set from a list of all words in the database – the database is now too big to make this practical.

#### *Added:*

- Added a checkbox to the screen that shows the stories in a Story Group. This turns on or off the option to play the story title on mouseover. Turning this off makes the story load more quickly when selected, especially when touch is used rather than a mouse on a touchscreen.
- Added more words to the New Zealand English database.

### **Changes in 5.44.9**

#### *Fixed:*

- On rare occasions going from showing word sets to showing pictures ended up with pictures not showing.
- Dragging and dropping words from a set into text on a page could be problematic at the end of a line, and also could end up with the set word inserted into the middle of a word in the page. Also did not work well when hard returns (i.e. from pressing the ENTER key) were present in the page,

### **Changes in 5.44.8**

#### *Changed:*

- Changed the default for whether the extended predicted text is limited to words in a set if a word set is being used for creating stories. Now by default shows all words in the database that start with the characters that are being typed.
- Changed the default location for a backup to the Documents folder. That way if a PC is using OneDrive (in it's default configuration) it will automatically backup the backup.

#### *Added:*

- Added the ability to copy word sets from another student to the current student.
- Added more words to the New Zealand database. There are now over 25,000 recorded words in that database.

#### *Fixed:*

- Another printer fix: When clicking on "Print" and the printer driver last selected is faulty StoryMaker would crash. It now resets the printer to "Microsoft Document XPS Printer". StoryMaker will then shut down, after telling you that it needs to restart.
- When a word set was deleted and the same student was selected again, an empty word set with the same name as the last set deleted was created.

### **Changes in 5.44.6**

#### *Changed:*

- In the screen for editing a video section, changed the appearance of the progress bar (which shows where the video is at while playing) and removed the ability to drag the progress thumb to remove confusion over what to drag when editing a section of video.

### **Changes in 5.44.5**

*Fixed:*

- In creating activities, when selecting the words in a text that need to be dragged in, if a selected word was an apostrophe word (e.g. doesn't) selecting words to drag in failed.
- When importing MoveAhead Learning resources from our website, the resources failed to be copied to a USB at the end of importing when that option was chosen.

### **Changes in 5.44.4**

*Fixed:*

- Further changes to deal with the Microsoft update that causes printing to omit pictures.

### **Changes in 5.44.3**

*A recent Microsoft update to the .net libraries causes printing stories to fail to print pictures or include them in a PDF (if you select that option). To solve this I have added a button when you are printing called "Fix Print". You need all the latest Windows updates installed, including feature updates for this button to work as it uses patch files Microsoft have released and they only work with up-to-date PCs.*

### **Changes in 5.44.2**

*Fixed:*

- Fixed a problem with a recent update that results in making it difficult to switch between showing setwords and the pictures when creating stories.

### **Changes in 5.44.1**

*Fixed:*

- StoryMaker wanted to repair stories with hyphenated words though both words in each hyphenated word were in the database.

*New words added to NZ English and Bangla (Bengali) databases*

### **Changes in 5.44.0**

*Fixed:*

- Fixed some activities not working correctly with words containing an underscore (\_).
- Fixed problems with Chinese versions working with a plus sign to display words without spaces between – had to allow for some keyboards generating plus sign characters different to the standard Latin keyboard plus sign character.
- Fixed problems with activities accepting the plus sign (for displaying Chinese words with spaces between them).
- Fixed a problem with selecting a network drive for a backup.

*New words added to the NZ English database.*

### **Changes in 5.43.9**

*Fixed:*

- Fixed a number of issues around instructions in creating actions for activities.
- Fixed some issues with editing activities.
- Reworked the way reinforcements were recorded in the database to avoid problems when videos or sounds removed and new ones added.
- Added checking for a different + sign with Cantonese and Mandarin so that joining words operates correctly when that character is typed instead of the usual +.

### **Changes in 5.43.8**

*Fixed*

- When creating activities words with 's were not recognised as being in the database

- When no pictures are used in Activities, the white box for pictures will now not show.

### **Changes in 5.43.7**

#### *Fixed*

- A problem on some computers with activities where more than 2 pictures were selected for actions involving dragging words or pictures has been fixed.

### **Changes in 5.43.6**

#### *Fixed*

- Fixed a problem where occasionally the playing of a sound file for a reward or a sound effect was truncated.

### **Changes in 5.43.4 & 5.43.5**

*Updated core libraries and bug fixes*

### **Changes in 5.43.3**

#### *Fixed:*

- Fixed a recently introduced fault that caused StoryMaker to ask to repair stories which included an “\_” in words in the story.

### **Changes in 5.43.2**

*Fixed:* A number of bug fixes.

### **Changes in 5.43.1**

#### *Fixed:*

- Fixed a rare problem when editing a story with an added word in a page that had been deleted resulted in not being able to access that page for editing.
- In activities when “None” was selected as an instruction for an action this was not remembered when editing that action.
- Fixed a bug that could cause StoryMaker to crash when playing a page where punctuation was used immediately before a new line in a page.
- Fixed a problem with editing an activity with a “Type the answer to a question” action – if the previous action in that activity had a picture selected but none was selected for this action, then the picture from the previous action appeared instead of no picture.

### **Changes in 5.43.0**

#### *Added:*

- Added the ability to use a hyphen in sentences - with a space on either side to distinguish it from hyphenated words.
- When creating actions for activities can now select to have the text spoken at the start (or not) and also to separately choose whether or not it is spoken on completion of the action.
- More words were added to the NZ English database.

#### *Changed:*

- Changed a number of dialogs to clarify what is being asked.

#### *Fixed:*

- A number of bugs were fixed.

*The Bangla version of StoryMaker is now ready for an initial release.*

### **Changes in 5.42.8**

#### *Fixed:*

- On decreasing the font size while creating stories, the font size was not being saved.
- The correct character for the period when working with Bangla language was not being chosen.

### **Changes in 5.42.7**

#### *Fixed:*

- A problem with adding words in the Bangla version of StoryMaker.

*Changed:*

- Now automatically restarts when you select a different language version.

### **Changes in 5.42.6**

*Fixed:*

- Importing resources saved to USB put the stories for the first folder randomly into some other folder.

### **Changes in 5.42.5**

*Fixed:*

- Clicking on “Don’t show again this session” when wanting to select a picture from the internet, StoryMaker would crash.

### **Changes in 5.42.4**

*Fixed:*

- Taking pictures with the webcam caused StoryMaker to crash.

### **Changes in 5.42.3**

*Changed & Added:*

- The font size for creating stories has now been completely separated from the font size working with stories. A button has been added to change the font size used when creating stories to the Text & Sound menu. You can also change the font size while creating stories using the increase and decrease font size buttons.  
This only affects font size – the actual font and its other attributes are the same for both creating and working with stories.

### **Changes in 5.42.2**

*Fixed:*

- Keywords for pictures not always stored correctly
- The predictive text was not always being spoken on mouseover when that option was selected.
- Predictive text was not picking up text correctly if an underscore was typed.

*Changed:*

- Word stems are no longer used for keywords - StoryMaker now only searches for keywords beginning with the letters typed when searching for pictures, so word stems are unhelpful.
- Changed the button for saving a story to make it more obvious.

*Added:*

- Added an option to choose where the expanded predictive text list (accessed through the +... button) is derived from when a word set is being used (i.e. either from the word set or from all the words in the database).

### **Changes in 5.42.1**

*Changed:*

- Changed importing from hard drive to search folder above the one selected to allow for users who have not selected the “StoryMaker 5 Export” folder but one within that.
- On importing, if the root folder of a hard drive is selected, now limits the search for folders with stories only to top level folders – could be very slow on large drives otherwise.
- When choosing pictures, typing into the search box now only shows pictures starting with the letters you type. The search box has initial focus so there is no longer any need to click in it before you start typing.

### **Changes in 5.42.0**

*Changed:*

- Changed the library that works with pictures to prepare for moving to the latest version of .Net

- As part of this some things work a little differently working with pictures: changing the brightness, contrast and saturation now keeps any previously entered values and these operations are considerably improved. When rotating pictures you are now given the option of automatically cropping the picture (also shows any previous rotation angle since it always deals with the original picture).
- When selecting larger pictures the resolution of these is no longer reduced – this removes pixelation and fuzzy images when cropping. There is a longer delay bringing in a picture but that seems an acceptable trade-off.
- Editing pictures from the database from within the Settings menu now includes the option to rename a picture.
- When importing stories from a USB flash drive the folders having exported stories are now shown with the latest export being at the top (below the Default folder) when you are asked to select the folder (only happens when you have used a folder other than the default one). The same is true of stories – they are now shown with the last exported story at the top of the list.
- Changing the font size in an activity now changes it for all activities and also when working with stories for that student.
- When the product key has expired, gives the option to provide help with renewal by pasting the product key to the clipboard, showing the type of licence being used and giving instructions for renewal.

*Added:*

- Added a new action to activities – dragging in words that answer a question. The order the words are dragged in doesn't matter and dragging in a correct word removes it from the list of options for dragging in.

*Fixed:*

- Fixed a problem in which the action "Type the Text" in Activities could become unresponsive. Also ensured that pressing the Esc key ended the activity.
- Fixed a problem with importing heic, psd, rc2 and camera RAW pictures.
- Video rotated 90 or 270 degrees was not filling the screen when playing.
- On some Windows 11 PCs when taking a picture from the Webcam the preview did not display.
- The Webcam was only using 640x480 resolution – now it will use the native resolution of the camera up to 1920x1080.
- Reworked the layout of the Webcam capture screen to make it consistent and handle rotating the Webcam image without scrambling the layout of that screen.

*Removed:*

- Removed the "Show Desktop" button wherever it appeared – use Windows key + D instead.

## **Changes in 5.41.9**

*Fixed:*

- A problem introduced the previous update – some AV software objected to StoryMaker deleting the downloaded update file after updating and running StoryMaker again. The update is now downloaded in the Downloads folder, not the Desktop.

## **Changes 5.41.8**

*Fixed:*

- The wrong thumbnails could be automatically chosen for words in a set or the wrong keywords could be assigned to a picture.

## **Changes 5.41.7**

*Changed:*

- When choosing a picture or video from file or camera, now a hint screen appears with buttons to choose help getting these from an Android phone, an iPhone or an SD card from a digital camera. Each of these help screens has a button which will copy the information shown into a Notepad file so it can be viewed while proceeding to get a file from one of these places.



- If you choose to update StoryMaker from the option that appears when an update available, StoryMaker will remove any downloaded StoryMaker updaters when it next is run.
- Updated the Record Video program and added a Cancel button.

### **Changes 5.41.6**

#### *Fixed:*

- Copying MoveAhead Learning resources (or other resources from the web) to USB after installing from our website was not working.

#### *Changed:*

- When importing resources from USB that have been saved after importing from the web, now shows the progress while importing.

### **Changes 5.41.4**

#### *Changed:*

- Changed the button image for word sets.
- The word sets button is now always on the screen when creating or editing stories (it was previously hidden if you had not selected a word set and could only be accessed by clicking on the car button).
- Options for using word sets are now accessed through the screen where you choose (or create or edit) a word set rather than the other way around. This makes for a faster user experience since the word set options do not often need to be accessed.

#### *Added:*

- When typing while creating or editing a story, the predictive text now shows a button at the right end of the predictions which will bring up other text options if clicked. If you are using a word set, these options will be limited to words in your set that start with the letters you have typed. If you are not using a set or have selected "All Words" for your word set, then the options will be all the words in the database (including added words) which start with the letters you have typed. We will be adding levels for "All words" at a later stage which will allow for a more limited range of words for different levels of student.

### **Changes 5.41.3**

#### *Fixed:*

- Page recordings could be lost or the old ones still be used when a new recording is made.

### **Changes 5.41.2**

#### *Fixed:*

- "Export All" gave an error where one of the books in the Story Group was the Tutorial Story or a MoveAhead Learning story.

### **Changes 5.41.1**

#### *Fixed:*

- Fixed an issue in Activities of sound not playing when clicking on the speaker icon if the option not to play the text at the start was selected. Also ensured the sound played when the action was completed regardless of the sound option chosen.
- An occasionally error when importing MoveAhead Learning resources that caused StoryMaker to hang.
- The tutorial was not showing.

#### *Changed:*

- Now plays actions for an activity in random order.
- If creating a story using the "From Videos" mode, now shows a thumbnail of the video chosen for a page (if one was chosen).
- Can now leave the Date section of StoryMaker when it is asking "What day is today/tomorrow/yesterday/month" by pressing the Esc (escape) key.

- The tutorial (available through clicking the Help button on the opening screen) has been updated.

### **Changes 5.41.0**

#### *Fixed:*

- Fixed a problem with buttons for playing videos introduced in the last update.

### **Changes in 5.40.9**

#### *Fixed:*

- When selecting a new icon for a story group, if you clicked cancel it removed the current picture. This should only happen if you clicked the “Remove Image” button on the picture selection screen.
- When choosing to import from or export to a USB, a crash could occur where USB drives were detected where no drive was actually attached – a fairly rare condition occurring when certain cables are used but without a device attached, particularly in Windows 11.

#### *Changed:*

- Many of the dialog boxes updated to a more modern look. This also solved some problems with words partially or totally missing in some other language versions.
- Some buttons changed to improve their appearance.
- Changed the colour of the box when a command is selected when creating activities – this was too faint in the past.

#### *Added:*

- Added a button to get information on renewing StoryMaker when in the last month before the licence expires. This appears once a week when in the last month upon starting StoryMaker and each time StoryMaker is started in the last week before the licence expires.
- When showing all the words as a set, you can now type in the starting letters for the words to be displayed (you can enter any number of beginning letters) – which will reduce the number of words on the screen. E.g. If you enter “str” only words beginning with str will be displayed.

### **Changes in 5.40.7**

#### *Fixed:*

- Fixed errors with editing a student or a story group icon.

### **Changes in 5.40.6**

#### *Fixed:*

- Could not import words from a set in Flashcards to a word set in StoryMaker (a result of recent changes to the databases).
- Set words were not always sorted as required.
- Improved the layout of buttons etc for other languages.

#### *Added:*

- Added an option to sort set words alphabetically to “Word Set Options” (available by clicking the Car button when creating or editing a story). This was already present though Settings.
- Added an option to speak alphabet letters (when selecting the starting letter for set words) to “Word Set Options” (available by clicking the Car button when creating or editing a story). This was already present though Settings.

### **Changes in 5.40.5**

#### *Added:*

#### *Changed:*

- If exporting zipped stories to a USB drive the stories are now zipped on the hard drive before being copied to the USB drive. This makes exporting much faster for non-NTFS formatted USB drives (the default formatting of USB drives is exFAT).
- Removes emojis from video filenames when exporting to prevent problems with later importing if exported as a zipped story.

- When exporting zipped stories to an NTFS formatted USB drive, these cannot be put into the root folder. If the root folder is selected they will be put into a “Zipped Stories” folder. This is to prevent problems later importing them. NTFS is the file system used with MS Windows hard drives.

*Fixed:*

- If a story had a video or videos where non-Roman characters were used in the filename (e.g. Burmese or Chinese) and the story was exported in zip format then importing that story would fail.
- Selecting the root folder of a drive that is formatted with NTFS when importing zipped stories would make StoryMaker crash.

*Added:*

- More words added to the NZ English database.

### **Changes in 5.40.4**

*Added:*

- Now have the option to import stories that are stored on other websites - other people are writing stories and links to import those will be available soon.
- Also added the ability to export all the stories in a story group as zipped stories rather than having to do them one at a time.
- Added a button to copy the Product Key to the clipboard when in the “About StoryMaker” screen

*Changed:*

- If you are importing a zipped story, you are now only asked for a password if one has been set (instead of having to enter an empty password when one wasn't set).
- If you have selected to import all the stories offered and one is an invalid file, the rest will be imported with a note that at least one was not.

### **Changes in 5.40.3**

*Added:*

- Gives the option when importing MoveAhead Learning stories from our website to save the imported files to USB so they can later be used on another PC to import the stories into StoryMaker on that PC (permission to import our stories will be needed for that PC also. If this is in a school with both PCs on the same site licence that won't be an issue). This will make it easier to import the stories if there is a slow internet connection.
- So now when importing our stories you will be given the option to import from a USB

### **Changes in 5.40.2**

*Fixed:*

- Fixed a problem with the routine to convert databases on updating

### **Changes in 5.40.1**

*Fixed:*

- Fixed problem with page recordings being lost
- Fixed reordering pages not working (problem introduced in 5.31.1)
- Fixed a rare issue when a student has 2 story groups of the same name
- Fixed several problems created in 5.40.0 including with exporting older stories

*Changed:*

- AutoAdvance through pages is now disabled when working with a story in Record mode.

### **Changes in 5.40.0**

*Changed:*

- The databases have all been changed. This will result in faster loading of StoryMaker and faster operations when adding or removing pictures or words. It will also result in lower memory and CPU usage. This will only be noticeable when you have a large number of added

pictures or words – but then the improvement can be very marked (up to 20 times faster). Flashcards needs to be updated also when this update is installed.

Note: After this update, if you export a story it can only be imported into a copy of StoryMaker that has at least this version number, but you will still be able to import stories from older versions of StoryMaker. So encourage others to install this (or a later) update!

This will allow our software in future to update StoryMaker and Flashcards to use the latest .Net packages with the improvements that will bring.

### **Changes in 5.31.1**

*Fixed:*

- Fixed problem introduced in last update that prevented saving changes to stories

### **Changes in 5.31.0**

*Fixed:*

- If you had recorded the student speaking on different pages of a story (working in “Record” mode with a story) and then edited the story, all recordings were lost.

### **Changes in 5.30.9**

*Fixed:*

- Fixed not being able to cancel adding a student
- Occasionally a video would play with sound even when “no sound” is chosen (in Activities)
- If you added a word that used an underscore via “Database & Added words” in options and then used that word in a story, StoryMaker asked you to add it again (unless you had restarted StoryMaker after adding the word).
- Choosing a set of words using all the words in the database (when creating or editing a story), and then selecting the “#” option as the alphabet letter to show, most of the numbers were not listed. They now are and are listed in natural number order.
- If typing in an angle to rotate a picture, now checks that it is a valid number

*Changed:*

- Made screen that shows Student names consistent with the screen that shows Story Groups
- Upgraded codesigning certificate so that Windows SmartScreen will not block installing our software (because of lack of reputation)
- When using options for working with a story with video, StoryMaker no longer hides the desktop icons or hides the Taskbar. It changes the background to Black and changes it back when it stops working with the story (to stop unsightly screen flashes when playing videos). So if StoryMaker should crash at this point the user won’t mistakenly think Windows has crashed - the icons are still on the screen and the Taskbar is unchanged.
- The Page Number will no longer hide any text when a lot of text is on a page.

*Added:*

- More words added to the New Zealand English database.

### **Changes in 5.30.8**

*Fixed:*

- Further changes to fix issues with hardware keys

### **Changes in 5.30.7**

*Fixed:*

- A few people were reporting an issue with the message “Invalid hardware keys” when starting StoryMaker. If this is not resolved with this update please contact us.

### **Changes in 5.30.6**

*Fixed:*

- If “Import All” is selected when a list of stories to import is shown and one of those stories has no content, StoryMaker now skips that story (with a message) and imports the rest.

### **Changes in 5.30.5**

*Fixed:*

- Videos that were rotated were not displaying correctly (error introduced in the last version)

#### **Changes in 5.30.4**

*Fixed:*

- StoryMaker could fail to start or give an error on starting. It could also fail when trying to activate with a product key. These problems were created by one library file not updating.

#### **Changes in 5.30.2**

*Added:*

- Added a “Show Predictive Text” button to the “Creating Stories” options to turn predictive text on or off

#### **Changes in 5.30.1**

*Fixed:*

- Changed the “Action Options” button layout to ensure languages other than English displayed this button correctly

#### **Changes in 5.30.0**

*Changed:*

- Changed the way the server handles registrations to make it more secure. This will mean all user of our software will need to upgrade to this version or later

#### **Changes in 5.29.2**

*Changed:*

- If a touchscreen is detected on starting StoryMaker and it is not already selected for use, StoryMaker now asks if you wish to use it (only applies to Windows 10). This sets the option in Flashcards as well if that is installed.

#### **Changes in 5.29.1**

*Fixed:*

- If a story group had more than one story with the same name, StoryMaker would crash if the story titles were displayed in alphabetic order

*Changed:*

- The message box that pops up when editing a story now only show once per session
- Changes added for the Cantonese and Mandarin versions

*Added:*

- More words added to the New Zealand English database

#### **Changes in 5.28.9**

*Fixed:*

- The list of activities for a story did not appear correctly with some screen aspect ratios
- The Imported Video folder was not always set correctly when getting a picture from a video (if you had changed the default imported pictures folder)
- If changing a reward sound in an activity, and then immediately playing it the wrong sound could play
- Fixed an occasional crash that could occur when playing the text recorded by the student for a page

*Changed:*

- Moved the buttons for editing added pictures, editing keywords, cleaning up added pictures to the “Pictures, Groups & Story Options” menu (from the “Data Options & Added Words” menu) to make it more intuitive.
- Moved the predictive text (for the Standard mode of creating books) to sit at the bottom of the picture/Word set area rather than at the bottom of the text area so that it does not obscure

what is being typed when longer text is entered. Other minor changes to the appearance of the predictive text

- When editing the sounds or videos used with a story, the thumbnail for the video or sound is now placed to the left of the representation of the clip in the timeline, not the centre. This is because with long clips the thumbnail would not be seen without scrolling to the right which caused confusion for some (clicking anywhere on a clip allows you to edit it).

*Added:*

- Added a checkbox when creating a new story, alongside the “Standard Mode” button to give the option of making the text area larger. This is for more advanced students who need a bigger area to type in
- Added an option to give the sound a name when recording your own sounds for use with story or in activities (including in rewards)

### **Changes in 5.28.8**

*Fixed:*

- Fixed a rare problem that could cause StoryMaker to crash on start-up
- When Student names were deleted, stories for that student were not always being deleted

### **Changes in 5.28.6**

*Fixed:*

- Choosing “No” when exporting a story (so as to export to a new folder) caused StoryMaker to crash.

### **Changes in 5.28.5**

*Changed:*

- Words selected in an activity that need to be dragged in are now shown in the case they are stored in the database – i.e. if a word is selected that is capitalised because it is the start of a sentence, it will show in the list of word options without the capital (unless it is a proper noun).
- When creating activities when words need to be selected, if the text lacks spaces after a period or ? or ! this is now fixed when you select the words.
- When working with Chinese or Burmese spoken languages, the “Type” option working with stories now shows a text box to enable you to see what you are typing and select the appropriate character that may be offered.

*Fixed:*

- Changed options in how pictures are loaded to stop occasional crashes creating or editing stories after selecting a picture.

### **Changes in 5.28.4**

*Fixed:*

- Attempting to play the recording for a page could occasionally cause StoryMaker to crash
- Page recordings could overwrite a previous recording for a page in a different story that had exactly the same text. Each story now has its own page recordings.

### **Changes in 5.28.3**

*Fixed:*

- When editing videos in a story the thumbnails now always show the orientation you choose when creating or editing the video sections
- Fixed a variety errors associated with creating and editing activities. These should now be much more robust.
- Fixed a bug introduced in last update - when no word set chosen StoryMaker could crash on writing a new story
- Fixed problems with page alignment on creating or editing stories
- Fixed many other minor errors

### **Changes in 5.28.2**

*Changed:*

- If you don't choose a word set when creating or editing a story the word set button is no longer shown. To choose a word you now need to click on the car icon at the top left of the screen or select it before choosing which mode to use when creating the story.

*Fixed:*

- Selecting the option to update StoryMaker when exiting (after being asked if you want to update) failed to update StoryMaker!

### **Changes in 5.28.1**

*Changed:*

- Changed the buttons on the creating and editing story screens. The back arrow has been replaced by a car button that gives more choices of changing options. The tools icon has been changed to a Rearrange icon to give direct access to rearranging the words in a story.

*Fixed:*

- When editing a story, the back button (now replaced by the car icon) no longer gives the option of cancelling the story (which failed if you clicked on it anyway).
- If you choose to only make settings and options visible when holding down the Alt key, this now applies to the page where you choose how you want to create a story.

### **Changes in 5.28.0**

*Fixed:*

- StoryMaker now corrects stories that have text with commas that are not followed by a space
- Fixed problems exporting and importing zipped stories in Te Reo Maori (caused by macrons)
- Fixed a problem with importing stories that have period in the text of the first page
- Fixed a problem with activities where removing a reward removed the video or sound file instead. Also fixed other problems with rewards and with videos and sounds when creating or editing activities.

*Changed:*

- The length of the file and folder names of exported stories is now limited to 70 characters
- When exporting a story, accents and macrons are removed from the story name and folder and file names to avoid problems. The imported story retains the accents and macrons.

*Added:*

- Added a button to remove a video or sound or a reward from activities. Cancelling when changing a video or sound no longer removes any reward or video/sound previously chosen.

### **Changes in 5.27.9**

*Fixed:*

- A few pictures in the database were not showing when selected
- Fixed problems with the "type in the answer" action in activities, including problems with editing the action

### **Changes in 5.27.8**

*Changed:*

- If multiple languages are installed, StoryMaker now informs you on the first screen which spoken language is in use with a button to change this if you wish

### **Changes in 5.27.7**

*Fixed:*

- Keywords which used uppercase were not being included in picture searches. The keyword databases (including for added pictures) have been changed to make all keywords lowercase

### **Changes in 5.27.6**

*Fixed:*

- Problems with editing activities that involved dragging in pictures have been resolved

- When creating or editing a story, playing the text on a page did not play words with hyphens unless both parts (i.e. each side of the hyphen) were in the database – words that had been added with the hyphen were not played.

### **Changes in 5.27.5**

#### *Fixed:*

- A number of issues around creating and playing activities.

#### *Changed:*

- Made the checklist used in creating activities larger to make it easier to check on the items in the list

### **Changes in 5.27.4**

#### *Added:*

- Added ability to set some of the options when using the Record mode (where a student can record themselves reading the text on a page and then play it back and compare it with the computer reading the page). This is accessed through clicking the car icon.
- Added the option to play videos etc assigned to a page after the student recording has been played when in the Record mode. This option is accessed by clicking the car icon and the setting applies to all stories for that student.

### **Changes in 5.27.3**

#### *Fixed:*

- Changed Image handling to fix random crashes (a result of recent changes) – this seems to have solved the problem.
- StoryMaker would crash on exporting a story with no text on the first page – fixed.

#### *Added:*

- Added options to change the page alignment for individual stories. This option is accessed through the car button when working with a story.

#### *Changed:*

- Pictures are now sorted when choosing a student (if the student uses a different sort order to the previous student), not on starting StoryMaker. Pictures are sorted again after importing stories with added pictures not already in StoryMaker.

### **Changes in 5.27.2**

#### *Fixed:*

- When creating a story, the story is now saved each time you add a page (so if StoryMaker should crash for some reason only changes to the current page won't be saved). This was already happened when editing stories.

#### *Added:*

- Added a new action to activities – you can now choose to drag in sounds that match the text on the screen.

### **Changes in 5.27.1**

#### *Fixed:*

- Showing previous actions when creating or editing an activity did not show correctly if the main monitor was scaled by some amount other than 100%

#### *Changed:*

- Changed the dialogue when clicking on the tool icon of an activity in the list of activities to make it easier to change or delete an activity

### **Changes in 5.27.0**

#### *Fixed:*

- Fixed a problem with adding words from the predictive text when a non-standard character had been typed (e.g. a macron in Maori)
- Put further checks in to prevent crashing when dragging words into a story from a word set using a touchscreen (a rare event).



- If the videos etc for a page were modified by clicking on the “Videos, Sounds ...” button and then the book was immediately edited, the changes to the videos etc were not kept.
- The search function in editing added words was not working
- Fixed a problem with playing existing word forms when adding a new one
- Fixed a problem with the print dialogue when the title page had more than one line – the title now shows only the first line. The same applies to the listing of stories on the Story Group screen.
- Other minor bugs

*Added:*

- Added an option to select a section of the video or sound effect used in a story (if only one video or audio file is used) at the end of creating or editing a story
- Added the ability to click on the list items when creating an action in an activity rather than having to click on the buttons for that item.
- Added the option to play/not play the text in an action/activity.

*Changed:*

- The layout has changed when creating actions
- Stories don't show the page number on page one (applies to printing too)
- When selecting pictures, pictures that are protected are no longer shown among pictures that can be used
- Stories with no text (only a picture) on the first page show with the text “No title text” in the screen that shows stories for a story group.

### **Changes in 5.26.9**

*Fixed:*

- Saving story as pdf would fail if the first page had too many words (the filename was too big)
- Fixed problem with selecting font that was introduced in the last version

*Changed:*

- If the option to play a set word when the mouse is over it is selected, now predicted text is also spoken when the mouse is over a predicted word

*Added:*

- Added an option to import all MoveAhead Learning resources from our website. This also creates the student “MoveAhead” if not already present and creates appropriate Story Groups into which the stories are imported (they are at different levels so are stored in different Story Groups). At the moment these resources are only in NZ English. When other language options are added, StoryMaker will be further updated to allow for those to be downloaded.

### **Changes in 5.26.8**

*Fixed:*

- Selecting “Import All” when importing stories was not always importing all the stories in a folder
- Sentences where the period came before the quote (e.g. “I am here.”) were causing problems
- Now plays sounds correctly (i.e. pauses appropriately) with text which has punctuation before a quote (e.g. “I am here!”)

*Added:*

- Added options for changing the font, text size, text colour and background colour to the different modes when working with stories
- More words added to the NZ English database. There are now over 24,500 words.

### **Changes in 5.26.6**

*Fixed:*

- Fixed issues with inserting punctuation from the punctuation button when creating or editing a story

*Added:*

- Added a database table that stores words used when creating stories (for each student) and the date they were last so used. This table is used for generating predictive text so that words

the student has already used (and most recently used if needed) will be first in the list of predicted text.

- When the font size is changed while creating stories (using the Increase and Decrease font size buttons) this is now saved for each user and becomes default the font size creating stories for a user
- More words added to the NZ English database – it now has over 21,000 words.

*Changed:*

- If a password has been set, this is now required to change or delete an activity and for other operations such as editing or changing keywords for pictures or restoring StoryMaker from a previous backup.

### **Changes in 5.26.3**

*Fixed:*

- Fixed issues with editing rewards in activities (when changing video)

*Added:*

- Added more words to the New Zealand English database.

### **Changes in 5.26.1**

*Fixed:*

- Fixed some issues with importing MoveAhead Learning stories from our website.

### **Changes in 5.26.0**

*Fixed:*

- Changed Internet connection test for schools that block the old test
- Some options in working with stories were not working correctly

*Added:*

- Added an “Options” menu to the car button for the Recreate, Click on Words, Type and Listen to Story modes for working with a story. This allows for easy access to the options for those modes and allows them to be changed while working with a story.
- Added an option on the main menu of Settings to enable or disable automatically checking for updates to StoryMaker (when exiting)
- Added and corrected thousands of words in the New Zealand English database. This now references over 18,000 words.

### **Changes in 5.25.9**

*Fixed:*

- Changed Permissions to allow for limited access user accounts
- Ensured MoveAhead Learning story videos did not give problems if StoryMaker exited while in the story choices screen

### **Changes in 5.25.8**

*Fixed:*

- Fixed problem with words separated by spaces in text (so that the words appear without gaps between them) failed at times to work correctly when running the “Click Words” option for a story.
- Fixed problem when adding smaller pictures that could cause adding the picture to fail
- Fixed problem with selecting Story Groups ordered by groups with oldest stories

### **Changes in 5.25.7**

*Added:*

- When editing pictures or picture key words, you can now limit the pictures showing on the screen by typing in a keyword or picture name
- Added a button to edit the sounds of added words while creating or editing stories

*Changed:*

- When looking for a picture on the internet from within StoryMaker, words with an underscore (and so are treated as one phrase and recorded as such) are now searched for by the exact phrase without the underscore - e.g. Christmas\_tree is searched for as 'Christmas tree'. This gives more precise searches for pictures.

*Fixed:*

- Fixed the Bahasa Melayu date operation so it now says "Ya" (Yes) when the correct day or month is selected
- Improved working with touch when dragging and dropping words from sets into the text on the page when creating or editing stories

### **Changes in 5.25.6**

*Fixed:*

- Fixed being able to add rewards when creating or editing an activity

### **Changes in 5.25.5**

*Fixed:*

- Fixed a problem creating activities for a story with no picture on the first page

### **Changes in 5.25.4**

Moved StoryMaker to .Net 4.8

*Added:*

- Option to view or change a reward when creating or editing activities
- The Internet option is now always available (if that option is enabled) when selected a picture

### **Changes in 5.25.3**

*Added:*

- An option to copy all the stories in a Story Group or just a single story to another Story Group. This destination Story Group can belong to any user.
- Added an option to type in the word you want to change when editing added words (or sounds). This makes it easier to edit added words when you have added a lot of words.

*Fixed:*

- Fixed layout issues for the creating stories screen
- Fixed an error exporting a story with activities.
- Fixed problem with searching stories: StoryMaker could crash when older stories are part of the search
- Fixed problems when working with a story that had no text (but did have a picture) on a page
- Video thumbnails now are rotated when a video is

Added words to the New Zealand English database

### **Changes in 5.25.2**

*Added:*

- StoryMaker now checks automatically for updates (every 2 weeks) when leaving the program.
- When adding pictures, the brightness, contrast and saturation can now be adjusted

*Fixed:*

- Editing a word set often did not show the correct name for the word set at the top
- Parts of Speech options showed when editing Stories even though that option was not selected in the Text and Font options.
- Cleanup Pictures would crash if Flashcards was not installed
- Now indicates which is the Default folder when importing from a USB that has exported stories in more than one folder

### **Changes in 5.25.1**

This is a major update with many changes and bug fixes. Creating and using Activities is now fully implemented. Many new features have been added as part of adding Activities.

### **Changes in 5.24.9:**

#### *Added:*

- StoryMaker can now create and use activities to help with comprehension of Stories.
- Pictures can now be rotated by any angle when first added
- Importing stories will now only import stories in the same language as is currently in use in StoryMaker

#### *Fixed:*

- Can now remove a thumbnail for a word in a set

### **Changes in 5.24.7:**

#### *Fixed:*

- The help files did not show on some PCs – changed these to pdf files
- Choosing to automatically login to the last student accessed was not working correctly
- Exporting and importing all added pictures was not handling pictures GUIDs – which help to identify pictures
- If you work in both English and Burmese, the sample story is now installed for each language when you choose that language
- Various other bug fixes

#### *Added:*

- When exporting or importing from a USB flash drive now allows you to add and choose folders other than the root level folder if you wish. If there are multiple folders containing stories, the folders that contain these are listed when importing and the user chooses which to import from. Also if you choose the “StoryMaker 5 Export” folder to export to it will not create that folder again (at another level). These options will be particularly helpful when we release our curriculum resources.

### **Changes in 5.24.5:**

#### *Fixed:*

- Punctuation layout improved

#### *Added:*

- Added more words to the NZ database

### **Changes in 5.24.4:**

#### *Fixed:*

- Changed the order of “click on” and the word for Burmese.

### **Changes in 5.24.3:**

#### *Fixed:*

- Stories not being saved with added words in Burmese.

### **Changes in 5.24.2:**

#### *Fixed:*

- Fixed Recreate Story when not advancing beyond the first page.
- Fixed the option to create a story without using the database and also converting the story back to use the database when that option is chosen.
- Fixed a problem with a crash that could occur with the Bahasa Melayu version when adding new words.

### **Changes in 5.24.0:**

#### *Fixed:*

- Fixed a problem which occasionally prevented from running StoryMaker as a trial version when first installed.
- Fixed being unable to edit sounds for added words without removing the word and adding it again

#### *Added:*

- Added a search function to the Story Group window to enable finding (and going to) stories by key words in a story

### **Changes in 5.23.8:**

#### *Fixed:*

- No longer asks to import a tutorial story when creating the first story group for a user. The tutorial story is imported in the MoveAhead user when you first run StoryMaker
- Fixed dialogues around cleaning up pictures and added words

#### *Added:*

- More words added to the NZ version

### **Changes in 5.23.7:**

#### *Fixed:*

- Fixed a problem where dragging words from a set into a sentence could occasionally stop working

#### *Added:*

- More pictures and words added to the NZ version

### **Changes in 5.23.5:**

#### *Fixed:*

- Fixed a problem with the sound for words with an apostrophe (other than 's) not playing
- Fixed problems which could cause StoryMaker to crash after updating on some computers

### **Changes in 5.23.4:**

#### *Fixed:*

- Installer now changes permissions to "Public Desktop/Sample stories". This fixed an error that could crash StoryMaker when running after installation for users not using administrator accounts.

### **Changes in 5.23.3:**

#### *Added:*

- Added a button to move a keyword to the top of the keyword list when editing keywords. This is to help when the pictures are sorted by keyword – the first keyword in the list is used for this sorting
- Updated pictures in the NZ pictures database and updated the keywords in that database to give better results when the database is sorted by keyword. New pictures were added.

### **Changes in 5.23.2:**

#### *Changed:*

- With multiple forms for a word, the checkbox "Remember for Story" caused confusion. It has now been changed to "Everywhere for Story" so checking this ensures that every time that word occurs in the story it will use the selected sound form.

#### *Fixed:*

- The Bahasa Melayu version was not showing the word list options
- When creating or editing stories words with hyphens did not play when the speaker icon was clicked on.
- Fixed the word forms for "houses" in the New Zealand database and added other words

### **Changes in 5.23.1:**

#### *Fixed:*

- Improved sorting of pictures
- Problem when playing the text of a page when creating a story and a word contains an apostrophe

#### *Added:*

- More words added to the New Zealand database

### **Changes in 5.22.9:**

#### *Fixed:*

- Fixed a problem with importing pictures which could occasionally cause a crash
- Improved the speed of importing multiple stories at a time

#### *Changed:*

- Sorting pictures now runs in the background to reduce the time loading students
- Other small changes

#### *Added:*

- Added a routine to clean up the added pictures, removing those that are no longer used. This is accessed via a button in the “Data Options & Added Words” tab of Settings
- Words added to the New Zealand database

### **Changes in 5.22.8:**

#### *Fixed:*

- Fixed a problem with the Type option for working with stories that could cause some computers to crash

### **Changes in 5.22.7:**

#### *Fixed:*

- Fixed a situation where a missing sound or video reinforcement could cause problems
- Improved dealing with added sounds when updating the added words
- Fixed corrupted added sound forms causing problems with playing or exporting stories
- Fixed if the user had recorded their own default sound for an existing database word but had then deleted the form without changing stories that used it

### **Changes in 5.22.6:**

- Made “Sort by keyword” the default sort order for pictures.
- Over 250 words have been added to the NZ English database.
- Over 2,000 words have been added to the Burmese database.

### **Changes in 5.22.5:**

#### *Changed:*

- If only one user no longer automatically goes to that user on startup. This was causing confusion for some.
- Other changes needed in preparation to add new features to StoryMaker in upcoming releases (downloadable curriculum stories and activities to go with those stories).

#### *Added:*

- Added an option to “Update Added Words” which will remove any added words that are now in the main database and remove any added sound that are not needed. If you record “default” sounds for existing words don’t run this option as it will remove you added default sound. If however you want to return to StoryMaker’s main database sounds in place of your own, this will enable that to happen. This feature is found when you select “Edit Added Words” in the “Data Options & Added Words” tab of Settings and then choose to “Delete Word or Sound”.
- A new user named “MoveAhead” is created when StoryMaker first runs and the tutorial book is imported into the “Tutorial Stories” Story Group created with that user. When this user is selected (and only this user), when “a” is used as a word in a story, two forms are offered for its pronunciation. This is used in Flashcards to create alphabet sets.
- A unique identifier is now stored with each story to enable StoryMaker to recognise if a story already exists when it is imported. This simplifies importing a story already used by another user or bookshelf. Also detects if a story being imported is a later or earlier version of one already in StoryMaker and gives appropriate options in that situation.
- A unique identifier is now stored with new pictures to enable StoryMaker to recognise if a picture already exists when it is imported. This reduces the chances of the same picture being

added to the database and also simplifies importing stories (will take time to work through as stories from previous versions won't have these identifiers)

*Fixed:*

- If Recreate had been selected for a story, then the "Type" option no longer worked.
- Improved detection of the same videos and sounds already existing in the imported videos and sounds folders when importing a story to reduce the chance of a duplicate video or sound being copied into that folder.
- Reworked sorting pictures by keyword –now takes about 2/3 of the time in previous versions.
- Different language versions of StoryMaker now use the same GUID. Installing more one language version of StoryMaker now shows as one install in the Programs and Features list.
- Fixes a situation where a recorded sound had failed yet was in the database – trying to edit that sound caused StoryMaker to crash.
- 

NOTE: Because this release features major changes to databases with extensive coding changes, there could be bugs in the program we have not detected. Please email us if you encounter issues at [support@moveaheadsoftware.com](mailto:support@moveaheadsoftware.com)

#### **Changes in 5.22.4:**

*Fixed:*

- Playing the text on the screen after completing typing the page could hang in some situations
- In "Click Words" if the word was clicked on too quickly (before it had finished asking for the word) it could say the next word rather than the word just clicked on

#### **Changes in 5.22.3:**

*Added:*

- The "Type" option when working with stories is now operational. This requires the text on each page of a story to be typed by the student. It has one option: the typing can be case sensitive or the case of letters typed can be ignored. This option is found in the "Using Stories" menu within "Settings"
- Activation added for the upcoming release of a Cantonese version of StoryMaker

#### **Changes in 5.22.2:**

*Fixed:* Further fixes for backup when Flashcards is not installed

#### **Changes in 5.22.1:**

*Added:*

- Added an option in "Edit Added Words" (from the Settings menu) to change the spelling of a word you have added to the database. This is in the "Edit word details" option.

*Fixed:*

- When exiting StoryMaker from within Settings, any options changed before clicking "Quit StoryMaker" are now saved.
- With languages other than English, the icons in Settings that use text as part of a picture have now been updated to reflect the language currently in use.
- Fixed a recently introduced problem where stories with a picture on a page but no text showed the text for the previous page when playing or clicking on words. That also gave errors on recreating the story.

#### **Changes in 5.22.0:**

*Fixed:*

- Backup gave an error when Flashcards was not installed. Also fixed a possible error on restoring if Flashcards not installed

*Added:* Words added to the NZ English database

#### **Changes in 5.21.9:**

*Fixed:*

- A number of pictures recently added to the database were not showing correctly

### **Changes in 5.21.8:**

#### *Fixed:*

- Problem with keywords not being imported when importing a story that has pictures that are not in the database
- Problem where wrong date pictures were shown on occasions when working with the date.
- Problems with selecting the whole video to play at the end of a story (when only one video file used in a story).
- Problem when choosing “From previous” for a video section when the video was used to get a picture for the previous page of a story

### **Changes in 5.21.6:**

#### *Fixed:*

- Problem with dragging words into a story using a touchscreen

#### *Added:*

- Now when a video is selected for a page while creating a story the icon for selecting a video is replaced by a thumbnail of the video selected to show one has been selected
- Also added an option to remove any video or sound selected for a page

### **Changes in 5.21.5:**

#### *Fixed:*

- Adding words to the database when creating or editing word sets caused StoryMaker to crash.
- Several minor bug fixes
- Fixed the message output when deactivation fails to correctly show the computer name. Also now writes that information to a desktop file and copies it to the clipboard.

#### *Added:*

- A new mode for working with stories called “Type” which asks the student to type what is on the page. This will be working in the next release of StoryMaker.
- Added new sort options for displaying the stories in a Story Group and improved the visibility of these options in the Settings

### **Changes in 5.21.4:**

#### *Fixed:*

- Sorting story groups showing the group with the latest story first was not working

#### *Changed:*

- StoryMaker now allows the use of multiple periods in a sentence (up to a maximum of 6). So for example a sentence could be “the cat... the dog”

### **Changes in 5.21.3:**

#### *Fixed:*

- Printing was not showing the page alignments correctly
- Adding a new page when in Parts of Speech mode could initially show the contents of the previous page
- Using a “+” to show words joined together was not showing correctly when printing stories
- Changing the number of pages in a print while a preview is running caused the print to be corrupted. Now you will receive a message on screen telling you to wait till the preview is finished.

### **Changes in 5.21.2:**

#### *Fixed:*

- After clicking a word in “Recreate” mode, the sound was sometimes cut off
- When editing the details of more than one word in “Edit Added Words”, the name shown was always the first words selected, not subsequent words



- When creating or editing books fixed a problem with playing the text on a page where the highlighting of spoken words was inconsistent and did not handle words not in the database well.
- Reworked rearranging text in a page when creating or editing stories to ensure words are not lost when dragged outside the text box and also to ensure the text played and highlighted correctly when the speaker icon is clicked on.
- Improved a problem where “click on ...” sometimes played twice in a row when clicking on words in a story.
- A problem which could StoryMaker to crash when adding pictures for the days of the week or for the months has been fixed

*Changed:*

- Restored the option to not show the car button when using stories
- Removed the option to not show the record button in View mode – View mode has now been renamed to Record mode.
- Reworked working with colours for parts of speech to remove inconsistencies in display and removed one redundant option

*Added:*

- Added some more words to the NZ database
- *1600 words were added to the US English database (more to come soon)*

**Changes in 5.21.1:**

*Fixed:*

- Fixed a number of bugs with working with stories including “Click on” not always playing and issues with clicking on the larger right arrow. Also fixed a bug introduced in the last version with stories that included new lines (i.e. using the Enter key)

**Changes in 5.21.0:**

*Added*

- Added an option to the main menu to choose the order in which student names are displayed, including showing them in the order they were last used (most recent first).
- Added the ability to join words – they still are treated as separate words but are shown without spaces between. To join words use a + between the words you want to join. This is especially helpful in languages such as Burmese or Cantonese where words are often shown joined together.

*Changed:*

- Changed the “View” option name for using a story to “Record” to make it clear that this option allows you to record the student reading each page of a story and to play back what they have recorded

**Changes in 5.20.9:**

*Changed:*

- Menus have been rearranged. Edit added words and other menu items at the bottom of the main menu have now been moved into a new menu tab called “Data options & Added Words. You will have to select a user before this menu can be seen
- A new menu item has been added to the “Text & Sound” menu to enable or disable working with colours for parts of speech. By default this is set to off. If this is set to off, parts of speech will not be asked for when adding words to the database and other colour parts of speech options will not appear.
- Removed the option to show the car button when working with stories. This will now always be visible.
- Increased the size of the arrow key for going to the next page when working with stories.
- When using touch, click on and recreate modes ask for touch rather than a mouse click. This is currently only for the New Zealand English version but later will be added for other versions.

**Changes in 5.20.8:**

Clicking on predictive text did not work in the Burmese version.  
Other changes and fixes were also made.

### **Changes in 5.20.5:**

*Changed:*

- Backup now backs up all videos and sounds used in books or in Flashcards, not just those in the imported videos and imported sounds folders. Backup no longer asks whether to overwrite files but makes those decisions for the user.
- Restore also has been changed to restore all videos and sounds used in StoryMaker or Flashcards.
- This means that moving StoryMaker to a new computer is a simple process:
  - 1) backup StoryMaker to an external drive or a USB flash drive
  - 2) Install the latest version of StoryMaker on the new computer
  - 3) Run StoryMaker - you will have to create a new user but that will be overwritten so it doesn't matter what user name you use.
  - 4) Go to Settings, Main menu, Restore (at the bottom of the screen) and select the USB flash drive or the external drive with the backup on as the location of the backed up data.
  - 5) StoryMaker will shut down once the restore is complete.That will fully transfer StoryMaker (and Flashcards) files to the new computer.  
The only caveat is that if the original PC had multiple hard drives or partitions and videos etc used in StoryMaker were on partitions other than the C drive, the new PC will need the same partition structure (i.e. the same drive letters) or those videos etc will not appear in the books that use them. In that case you will need to export and import those books.  
You can of course still export all the story groups if you wish and recreate StoryMaker on the new computer by importing them but that is a much longer process.
- On quitting StoryMaker any unused videos or sound files are removed from the imported sounds and imported videos folders. This is to save disk space when such files are no longer used in books (or in Flashcards).

### **Changes in 5.20.4:**

*Fixed:*

- When activating with a new product key (after the licence expired), the old product key needed to be deactivated first. If you did not deactivate the old key first, the activation of the new key appeared to work but you would be asked for the new key each time you started StoryMaker. The old product key will now be deactivated when you try to activate with a different product key.  
You can of course, still renew the old product key licence (through purchasing StoryMaker on our website) which will result in StoryMaker being reactivated automatically.
- When taking pictures from a webcam, selecting the right webcam when more than one is present was unpredictable. This fix needs to be thoroughly tested but in initial testing seems to have solved the problem.

*Added:*

- Pictures in the pictures gallery can now be sorted in different ways: with added pictures either shown first (newest first, the default) or last, or all pictures sorted by name or keyword (the first keyword is used for this). A new tab has been added for this to the Settings menu – named “Choosing Pictures”. Allowing or disabling internet search for pictures has also been moved there. These are user-dependant settings.  
Note: when first selecting a username, there may be a delay while pictures are sorted if the user uses a different sorting order to the previous user.
- When activation expires, StoryMaker will now write a text file to the desktop that gives instructions for renewing your licence. These instructions include the licence key and the licence type.

*Changed:*

- The icon for Settings has now changed to a gear symbol, and the word “Settings” is no longer shown with the icon.

*Database:*

Added new pictures to the New Zealand database

### **Changes in 5.20.3:**

#### *Fixed:*

- When videos played the desktop image and icons flashed up momentarily before and after the video played. This was especially noticeable on slower PCs or when playing multiple videos. This has been fixed by setting the desktop to black and hiding the desktop icons when listening to a story, clicking on words or recreating a story. These are restored after finishing working with a story.

#### *Changed:*

- Recording the student reading the page in “View” mode now makes the text much easier to read. The recording screen now occupies the whole screen.

#### *Added:*

- An “aA” button has been added to the punctuation symbols. This will capitalise the first letter of the word the cursor is in or turn it to lower case if it is already a capital letter.
- If StoryMaker encounters an unexpected error while running that would cause it to shut down, it will now save the details of the error to a text file on the desktop called “MoveAhead Software Errors” before exiting. This file can be emailed to [support@moveaheadsoftware.com](mailto:support@moveaheadsoftware.com) to help solve the issue if you wish.

### **Changes in 5.20.2:**

#### *Fixed:*

- For “Listen To” and “Click Words” options, pages containing returns showed incorrectly while the page text was being read
- For the “Read” option, pages containing returns resulted in uncorrected words being read when a word on a subsequent line was clicked on.
- Importing stories – improved the way options for selecting pictures displayed, including when the option to always select the existing picture was visible.

### **Changes in 5.20.1:**

#### *Fixed:*

- Cropping pictures could be very slow on slower PCs. This has now been solved and the preview of the cropped picture has been removed from the cropping screen. Changing the size of the cropping handles is now also much more responsive.
- A problem with the screen becoming unresponsive when selecting a story to import.

#### *Changed:*

- When adding pictures you can now add more than one key word (separated by commas)

### **Changes in 5.20.0:**

#### *Fixed:*

- A bug that could cause an error when adding pictures that was created in the last version
- When importing all the stories on a USB, clicking “If only 1 option, always use the existing picture”, or “always use the import picture”, now applies to all the stories that are being imported.
- After clicking one of the buttons mentioned above, the button now becomes inactive to prevent multiple clicking on the button (which could cause StoryMaker to crash).
- When using the video wizard for creating a new story, the preview of the section of the video chosen for a page now shows the correct rotation of the video if the video has been rotated.

#### *Added:*

- While importing a book a message now tells you to wait. Importing can take some time.

*Known issue:* When importing stories, if there are so many stories on a USB that scrolling down is needed to find the right story and touch is used to scroll (unless very careful) the screen can become unresponsive. This can be fixed by pressing the Start button on the keyboard or screen a couple of times. If a mouse or the touchpad or up or down arrow keys on the keyboard are used for scrolling this problem does not occur.

### **Changes in 5.19.9:**

#### *Added:*

- Checkboxes have been added to the messages about where to find images and videos giving the option of not showing the message again during the current session of StoryMaker

### **Changes in 5.19.8:**

#### *Added:*

- When selecting a picture or a video, a text box shows where to find pictures or videos on a connected Android phone, iPhone, camera or Microsoft Surface Pro. For Pictures, this message is shown when clicking on “File or Camera” when choosing an image.
- Added support for HEIC/HEIF image files. This is a new image format used on 2018 iPhones and will appear on Windows and Android in spring 2018.
- Also added support for TIFF, DNG, PSD, CRW and CR2 images (the last 2 are raw images from higher end Canon cameras). DNG, PSD, CRW and CR2 images are converted to JPG in StoryMaker before being used so they can take several seconds to process.

#### *Changed:*

- Selecting video files (whether to capture pictures from or to show with book pages) now only shows video files as options – previously all files were shown.

### **Changes in 5.19.7:**

#### *Fixed:*

- When a lot of words are in a page, the car and Sound buttons could be obscured by words in “Click Words” mode.

### **Changes in 5.19.6:**

#### *Fixed:*

- The updater (in the main Settings menu) failed to check for updates.
- Buttons at bottom of screens for adding or editing videos etc – affects the Burmese version most

### **Changes in 5.19.5:**

*Fixed:* With some screen aspect ratios, the scroll bar when displaying videos or sounds for pages was not showing. This affected Surface Pros.

### **Changes in 5.19.4:**

#### *Fixed:*

- When updating keywords for pictures now always correctly shows the name of the picture that was selected

#### *Added:*

- New Burmese pictures

### **Changes in 5.19.3:**

#### *Fixed:*

- Pictures with keywords using apostrophes did not show for words with apostrophes.
- Updated the button to show online tutorial videos & fixed Burmese translation for this

#### *Added:*

- NZ word database updated with new words

### **Changes in 5.19.1:**

#### *Fixed:*

The possibility of a crash when adding videos

#### *Added:*

Clicking on Help (the ? button) on the opening screen now gives the option of displaying the online video tutorials. This requires an internet connection.

### **Changes in 5.19.0:**

#### *Fixed:*

With the development of a Burmese version, StoryMaker has undergone very extensive testing over the past 3 months. In the process many bugs have been uncovered and fixed. A lot of these were small but some much more significant bugs have also been fixed.

#### *Added:*

- Wizards have been added to the creating stories page, to allow for creating stories from a set of videos or from a set of pictures.
- In the case of the “From Videos” wizard, the video and the desired section of the video are chosen in advance for each page of the story. Then as each page of the story is created pictures can be taken from the video for that page (or from elsewhere if desired).
- In the case of “From Pictures” pictures are chosen for each page before the story is created. This is particularly useful if the student is to write the story as it simplifies the process for each page and they start out with the picture for the page displayed to prompt writing the page contents. Less options than normal are displayed on the screen.
- A new tutorial has been produced that details working with the current version. This can be accessed from the first screen on entering StoryMaker by clicking on the “Help” button.
- We have also produced video tutorials for working with StoryMaker. These can be accessed from our webpage.

#### *Layout changes:*

Many small layout changes (mainly to accommodate longer Burmese text).

In addition -

- The options on the screen selecting what to do when working with Stories have been rearranged.
- When listening to the book or clicking on book words. StoryMaker now correctly displays italic or oblique fonts (the beginning or ends of letters in a word were being truncated in some situations after the text had played).

Many other small changes have also been made.

This is a *very* significant update and we urge all using StoryMaker (regardless of the language being used) to install it.

### **Changes in 5.18.0:**

- Fixed a bug – editing a story did not work if touch not turned on or if parts of speech colouring was not selected

### **Changes in 5.17.9:**

- Fixed a bug where when running StoryMaker for the first time the StoryMaker database could become corrupted. If the database is corrupted StoryMaker will delete it and create a new database.

### **Changes in 5.17.7:**

- Fixed a bug introduced in the changes for 5.17.6 which could cause StoryMaker to crash when leaving the book options screen

### **Changes in 5.17.6:**

- StoryMaker now uses .Net 4.7.1 This will be installed when StoryMaker is installed if it is not present. One big advantage of this is that StoryMaker should now install without other updates having to be installed on Windows 7 (sp1).
- Added a button to the screen when creating stories that allows videos, sound effects and pictures (to be shown after page completed) to be added while creating a story. This allows videos to be recorded while creating stories and pictures to be captured for the page from such a video

- Added record and playback buttons to the View Story screen. This allows you to record the student reading the whole page and then play it back – the recording is saved and can be played back whenever the story is viewed. These buttons can be hidden by changing the options for Using Stories in Settings.
- Added “Make default for all users” buttons to several of the Settings screens
- When creating stories, if the standard mode for creating stories is selected, colouring parts of speech is automatically turned off for that student. Choosing to create the story with parts of speech coloured automatically turns on colouring parts of speech for that student.
- Editing stories now uses the same screens as creating stories giving a more consistent experience. Right clicking on a page number (in the list of pages at the top of the screen) now gives the option to delete that page or to move it. In touch mode, touching and holding on a page number and then releasing produces the same result.
- A number of bugs were fixed

#### **Changes in 5.17.1:**

- Further changes to improve performance with touch. Touch support can now only be enabled if Windows 10 is installed as StoryMaker now uses Windows 10 Touch which is much more reliable and consistent.  
Touch should now work reliably with Clicking on words in a story, Read the Story and with dragging and dropping to add words to a story from word sets and dragging and dropping to rearrange the order of words in a page (the Recreate Story option continues to work reliably).
- Fixed the advance by frame button when choosing a picture from a video.
- Added a Landscape and Portrait option when printing stories with 2 pages per sheet.

#### **Changes in 5.17.0:**

- Fixed a problem introduced in the previous release – the previous printer fix did not work with Windows 7 PCs.
- Added a Landscape or Portrait option for printing stories with 1 page per sheet of paper.
- Improved the touch response selecting sliders and radio buttons in the Settings menu. Touch now is very responsive in Settings.
- Fixed creating books to remove the possibility of a blank page being saved at the end of a book.
- Changed the names given to pictures created from video, the webcam or from the clipboard. These now include the date and time of creation to help them be unique.
- Changed importing pictures in books or word sets to no longer compare with existing pictures based on keywords. Now only compares with pictures of the same name. This means that (along with the change to the names of pictures – see above) importing books now is less likely to ask you to choose which picture to use or will give you less options when it does. This will be particularly true of importing stories made with this or later versions of StoryMaker.
- Other bug fixes.

#### **Changes in 5.16.8:**

Changes to printer selection – printing failed when the printer that had been selected previously had been removed or its name had been changed.

#### **Changes in 5.16.7:**

Numerous changes have been made in this version, with bug fixes, new features and changes to workflow. This is a necessary update to StoryMaker.

Changed:

- The workflow for creating stories has been changed. There are now 2 options (more will be added later) – standard and Parts Of Speech.
- When creating stories tabs have been added to display either a word set or the pictures chosen for the page. The upper part of the screen will display either the pictures for the page or the word set you are working with – the tabs allow you to switch between these. Pictures are now added or removed within the same screen as writing the stories.

- When creating stories the buttons along the top show the pages that have been added. Placing the mouse over one of these gives a preview of that page. Clicking on it allows that page to be edited. New pages can be added by clicking on the Plus sign next to the pages buttons.
- When creating stories, the punctuation now is a single button that brings up punctuation options. The same is true for alphabet letters when working with a word set (this is only shown for large word sets).
- When adding videos or sounds an option is available to select the sound or the video from the imported sounds or videos folder. This is also where sounds or videos are stored when recorded within StoryMaker.
- Nearly 2,000 more words added to the NZ database.
- The workflow when creating a new user or a new story group has been modified. You will no longer be taken straight into a story group if there is only one story group. This allows the options around working with the date on starting a user to operate correctly.
- Getting pictures from video now includes a “Refresh Video” button which can help when the picture taken does not change as you move along the video timeline.
- Numerous other small changes.

Fixed:

- The touch interface has been reworked everywhere to make touch more responsive
- Printing in landscape mode now works again – a bug introduced in Microsoft’s .Net libraries stopped landscape printing working. A new option to print 1 page per sheet in portrait mode will be added soon.
- Printing failed when the previously selected printer was no longer installed. This has now been fixed.

### **Changes in 5.15.3:**

Fixed punctuation problems involving quotes, especially when the quotes were closed.

Changed:

- Renamed books to stories and Bookshelves to Story Groups
- Changed the ways users and Story Groups (previously Bookshelves) are created and edited
- User names and the names of group of stories must now be unique
- Changed the ways stories are displayed within a group
- Changed the workflow when using StoryMaker for the first time or when creating a user
- Changed the choice of mode when creating a story

Further changes to story creation will appear in the next version, including wizards to make it easier to create stories from videos or a set of pictures

### **Changes in 5.15.1:**

Fixed a problem with activation expiring a month too early

### **Changes in 5.15.0:**

Numerous changes have been made in this version. Some highlights are:

*Changed:*

- StoryMaker now runs as a 64 bit application if a 64 bit operating system is detected. This reduces the chance of “Out of Memory” errors when large photos etc. are used – it will use all available memory if necessary in 64 bit mode.
- Recording videos has been reworked (to allow StoryMaker to run as a 64 bit program). The user should not notice any change but the process is now more robust.
- When creating books, the user is no longer asked to choose either pictures or text first. Each screen when creating books has buttons to allow either pictures or text to be added or changed.
- An option has been added to the “Creating Books” menu in settings to choose a default book creation mode and bypass the screen where the mode is chosen.
- Many icons have changed – more pictures and less text is used in dialogs.

*Fixed:*

- Many bug fixes. Some highlights: getting pictures from videos is now more reliable and some touch screen issues have been fixed. Also fixed a problem when renewing a licence after trying to run StoryMaker after the licence has expired.

*Database:* nearly 500 new words have been added to the NZ database

**Changes in 5.14.3:**

*Fixed:*

- Fixed more touch screen problems

*Changed:*

- Now when creating books, the book is saved each time a new page is added. This means that if for some reason StoryMaker crashes, the whole book will not be lost (only the last page at the most)
- When editing books (or creating books in Instructor Mode), the book is saved each time a page is added. The “Back” option has been removed when creating books, which means the changes to the book cannot be cancelled.
- Some icons have changed

*Database:* Some new pictures added to database and also new words added to the NZ database

**Changes in 5.14.2:**

*Fixed:*

- Fixed some touch screen problems – at times touch was unresponsive on some screens

*Changed:*

- The timeout has now been adjusted so that it cannot be set to less than 7 seconds. This is to prevent situations where the timeout was set so low that the commands to click on words resulted in endless “click on” statements.

*Database:* Some new pictures added to database

**Changes in 5.14.0:**

Another major update to StoryMaker with many fixes and changes. Some are highlighted below.

*Fixed:*

- Resolved all known memory leaks associated with adding pictures or videos or sounds. These could cause StoryMaker to crash after adding multiple pictures from files or camera, or adding multiple videos for pages or books - a result of “Out of Memory” errors. Errors adding pictures were partially fixed in 5.13.0 but more changes were needed to resolve them completely
- Some combinations of brackets and speech quotes could cause problems with text for book pages
- Touchscreen keyboard with the latest version of Windows 10. The touchscreen now comes up automatically when input is needed with the latest Windows 10. Also fixed problems associated with touch that could cause StoryMaker to crash on occasions
- Selecting videos could become unresponsive when clicking on a previously used video and clicking “Continue” (doubling clicking the video did not have this problem)

*Added:*

- An internet search button has been added when adding pictures after text or when editing book pictures. This can be disabled within the “Creating Books” options. The search displays large pictures from the internet matching the page text. To add to a page in StoryMaker a picture need to be right-clicked and “Copy Picture” or “Copy Image” selected. The “Clipboard” button in StoryMaker then adds the picture. Automating the process would cause copyright issues - the user remains responsible for the images they choose to put in StoryMaker books.
- A button when adding videos/sounds etc, to the whole book to use all the videos, sounds etc. used with the pages for the whole book – these will play when the book has finished
- An option for choosing the order when displaying bookshelves including the bookshelf containing the most recently created book shown at the top of the list. This makes it easier to find your latest books if you have many bookshelves.



- A “Deactivate” button has been added to the “About StoryMaker” page in Settings. This enables you to deactivate StoryMaker so it may be moved to another PC without losing an activation. You must be online for this to work
- An option has been added to the “Add Page” dialog when editing books (or creating them in Instructor mode) to add the page at the end of the book, rather than before or after the current page

*Changed:*

- Workflow changes in creating books and adding pages editing books to make options clearer
- Clicking cancel when adding a video section now takes you right out the options to add a section of the video or sound you have chosen
- The name automatically given to a video or sound section when a section is added now includes the first 6 letters of the video or sound file name

**Changes in 5.13.2:**

*Fixed:* Problems with using double words introduced in the previous version have been fixed. The first time StoryMaker runs after this update it will correct any issues in the added words database. This may take some time on computers with slow disk drives.

**Changes in 5.13.0:**

A large number of bugs have been fixed in this release, features have been added and some workflow changes have resulted. The highlights are:

*Fixed:*

- Out of memory errors. StoryMaker could crash apparently randomly at times due to out of memory exceptions. A large amount of code has been reworked to prevent these types of errors. Images are now shown at reduced resolutions except when actually working with a book to reduce the memory footprint of StoryMaker. This means that pictures in the filmstrip view of a book will appear with lower quality but this will not affect working with the book. One way the memory issue showed was StoryMaker could crash after adding a certain number of new pictures (depending on the PC being used and the size of the pictures)
- Various bugs associated with working with images have been fixed. This includes issues with adding pictures from video
- A variety of problems that could arise with sounds under certain conditions have been fixed
- A variety of bugs associated with reinforcements have been fixed
- Problems with books when certain combinations of punctuation were used have been fixed. An incorrect message could appear telling you that only certain characters can be used in books
- Issues around product activation have been fixed. Reminders when a licence is soon to expire now work correctly. Also bugs around working with StoryMaker as a trial when the user was told prematurely that the trial was over
- Bugs in printing books with multiple pictures for a page have been fixed
- A bug when adding pictures from a webcam and selecting “Cancel” when it came to saving the picture has been fixed (this stopped the webcam from working and could crash StoryMaker)
- Bugs associated with importing and exporting have been fixed
- A bug which could cause the occasional picture to be corrupted when Importing StoryMaker 4 books has been fixed

*Changed:*

- Reinforcements are now simply referred to as “Videos & Sound Effects” (pictures can still also be used as reinforcements)
- When creating new sections for videos or sound effects, the name of the new section is now created automatically. This simplifies and speeds up the process
- When creating books using the “Text first, then pics” option, when “Add Picture” is clicked on after entering the text, you will now be asked for the picture without having to repeat the Add Picture request (on the next screen). If you don’t want to use a picture with a page you will need to click “Cancel” on that screen

- The “About StoryMaker” screen now shows the licence expiry date. The product key shown on that page can now be copied using the usual Windows copy commands
- StoryMaker will start much more quickly the first time it is run (particularly noticeable on computers without an SSD (Solid State Drive)). Some screens will also load much faster in general use in StoryMaker. But adding pictures from a file or camera may be slower – a result of displaying those pictures at lower resolution (to keep the memory footprint low) while still saving them at a higher resolution after they have been cropped or rotated and the “Save” button is clicked on
- When editing books, the “Back” button will now always ask you if you want to save any changes you have made
- If a period (full stop) is entered in a sentence after a space, StoryMaker now removes the space rather than returning a message saying the text had to be changed on that page

*Added:*

- A “Reset All To Original” button has been added to the “Text & Sound” screen in Settings. This will return all values on that screen to those used when StoryMaker was first run.
- An option has been added to the “Using Books” screen in Settings which allows you to choose what happens with the filmstrip showing the pages of the book is clicked on (this is the screen that appears after you select a book from the bookshelf). This includes the option of editing the page of the book clicked on in the filmstrip

**Changes in 5.12.6:**

Fixed a bug that stopped reinforcements playing with the “Click on” option if pages were set to advance automatically

**Changes in 5.12.4:**

Fixed a bug in the previous version that stopped words with an apostrophe playing (eg I’ve, couldn’t)

**Changes in 5.12.3:**

A number of bugs have been fixed in this release. The highlights are:

- Fixed: Can now add hyphenated words to books and word sets when the words comprising the hyphenated word both are already in the database. If any of the words are not found in the database you will be given the option of adding the hyphenated word or the component word(s) that are not in the database.
- Fixed: Sentences can now use the combination of “?” – this was not working previously.
- Improved: the timing of sounds and words being displayed around “click on book words” and “recreate the book” has been improved.
- The Malaysian databases have been further developed.

**Changes in 5.12.1:**

- Fixed: Playing the sounds for words with ‘s at the end was failing. Stories could hang as a result.
- Fixed: Exporting books with added words with ‘s at the end failed to export those words.
- Fixed: Word sets would not accept words with ‘s at the end even though the plural was already in the database.
- Fixed: Adding a word with ‘s at the end that was not in the database to a word set resulted in a failure to add the appropriate word to the added words (i.e. the apostrophe removed) so the word failed to add to the word set.
- Fixed: Exporting or importing word sets with words with ‘s at the end resulted in those words being omitted from the set.
- Fixed: Exporting or importing added words or added sounds from the main options menu failed – a result of a fairly recent change in StoryMaker.
- Fixed: Go to a different page (clicking the car icon) when listening to books failed.  
Note: For this option to work you will need to set the pages to advance manually.

### **Changes in 5.11.6:**

- Fixed a database error from a recent version that corrupted the installation of StoryMaker. Also added an alert when displaying a set of all the words. If you have problems getting this version to start, download and install it again. If that fails, please contact us.

### **Changes in 5.11.5:**

- Changes to recording of video with webcam or tablet cameras – a memory leak limited the number of videos that could be recorded on some PCs before StoryMaker needed to be restarted. This has been greatly reduced (though not entirely eliminated). Changes also to the options presented and to the preview display. Also copes with multiple cameras much better. If you record videos within StoryMaker this is an essential update.

### **Changes in 5.11.3:**

- Fixed some issues around recording video from a webcam or tablet camera.

### **Changes in 5.11.3:**

- Fixed: A variety of bugs including with setting the options while creating books (the size of set words in Basic mode was not changing and thumbnails showing or not showing was not changing for all modes of creating books).
- Changed: There is now no limit on the number of video sections for reinforcements that can be used with any page of a book or for book reinforcements – this means the restrictions introduced in 5.11.0 no longer apply. An error that could occur with too many video sections has now been fixed.
- Changed: You can now create books in different languages on any bookshelf without this causing issues. Only the books which are in the currently selected spoken language will show on the bookshelf. However, you will need to be careful when importing books – only import books created with the currently selected language, or else restart StoryMaker after importing books so that it tests to ensure only the books in the current language are displayed on the bookshelf. Trying to display an imported book that was created in a different language without doing this will result in all the words being removed from the book.

### **Changes in 5.11.1:**

Fixed multiple views not being closed when navigating through StoryMaker. This will help free up memory as StoryMaker runs.

### **Changes in 5.11.0:**

This is an important update since it includes a variety of important changes and fixes.

- Some views rewritten to make for better scaling with screens with different aspect ratios and to allow other languages to display properly. This means some buttons will be in different positions to previously and some screens may look different.
- Many bug fixes including playing the text as a book is being created, crashes associated with video reinforcements or getting pictures from videos and some bugs working with the date. Some dialogues have been changed to ensure better workflow.
- Fixed: when adding a word through the “Edit Added Words” menu and another suggestion chosen for the word you entered, the original word you entered was saved rather than the word you selected.
- Improved: the process for checking for and downloading updates has been improved with better reporting showing progress of a download and what is happening.
- Improved: Selecting a reinforcement from a list of existing video sections is more intuitive. Other reinforcement selection views also improved.
- Changed: You are now limited to no more than 4 videos as reinforcements for one page of a book and 5 videos as reinforcements at the end of a book (the “book reinforcement”). This is to prevent StoryMaker from running out of memory. This still allows for different videos for each page of a book – just no more than 4 for any one page.

- Added: You can now change the default settings for each book so that each new book for a given user will use those settings – a button has been added at the bottom of the “Current Book” screen (only available after a book has been selected) to do this.

### **Changes in 5.10.3:**

- Fixed: “View” for books was not showing the arrow button to go to the next page
- Fixed: Improved stability recording sounds and videos
- Fixed: When creating books with text first, the last page was processed twice when finishing the book
- Changed: Changed the text for the buttons when finishing adding text when creating books
- Changed: When creating books with selecting the picture first in “Standard” or “Parts of Speech” mode, the user is now not asked what they want to do when the “Continue” button is pressed. Instead, the buttons now make it clear what option is being selected
- Changed: When selecting the picture first on creating books, the current page number is now displayed on that screen

### **Changes in 5.10.2:**

- Fixed: clicking the “Rearrange” option (the mouse icon) when creating books in basic or standard mode gave a blank screen
- Fixed: selecting the options to add words from next or previous screens when recreating books did not work
- Changed: deleting bookshelves or users now deletes all books (and bookshelves in the case of deleting a user) associated with the bookshelf or user. This keeps the database clean.
- Added more “traps” to stop crashes working with sets or adding pictures
- More words added to the NZ databases
- Layout changes preparing for additional languages

### **Changes in 5.10.1:**

- Fixed issues with creating and importing videos and sound effects in StoryMaker where the folders were inconsistently selected.

### **Changes in 5.10.0:**

- Added a car icon to “Click on”, Recreate, “Listen To” options for working with a book. This icon allows for quitting a book or by jumping to a different page of the book (as an alternative to pressing the Esc key or the PageDown key if not working with a touch screen) and makes it easier working with a touch screen. The icon can be disabled in the “Using Books” options. Right clicking or double clicking on words no longer produces a different response to left clicking the mouse – particularly important when working with a touch screen.
- Fixed a problem with books not always displaying correctly when different font sizes are selected. Sometimes not all the text was visible on screen or the text was reduced in size unnecessarily.
- Fixed various problems with clicking on book words when using a touch screen with the “Click On” or Recreate options.
- Fixed problems with inconsistent greying of words after they have been clicked on (if that option has been enabled).
- Changed the way words are highlighted with the “Click on” and Recreate options – words are no longer highlighted on a mouse-over but instead the arrow cursor changes to a hand cursor
- Fixed a problem with the text not showing after selecting a picture when creating a book in the Text First mode.
- A number of small problems corrected

### **Changes in 5.09.1:**

- Fixed a problem with working with the date – when asking for yesterday or tomorrow, on the correct day being chosen the wrong picture was displayed

### **Changes in 5.09:**

- Added a section for working with the date - see button on the bookshelf screen. The Settings screen now has a Date Options tab on the left for setting the options for working with the date. This includes the ability to automatically ask for the day of the week, etc when a user is selected
- Fixed a problem with words with underscore (multiple words with one recorded sound) – these were not playing properly in some modes
- Fixed problems with sounds not playing properly when creating books (when clicking on the speaker icon)
- Fixed a crash that could occur when seeking to take a picture from a video - if the video file was not selected by double clicking but instead by clicking the Continue button
- Fixed a problem with recording sounds when a non-default microphone was chosen – the record level was not set correctly for this microphone

**Note:** The databases have been modified with this update, so please perform a backup after running the updated version to overwrite previous backups (from the Settings menu)

### **Update 5.08.2 fixes the following issues:**

- When creating books and choosing to enter the text first, basic and standard modes did not save the text for the last page
- Predictive text did not display hyphens correctly
- Working with books, arrow keys operated when they should have not been enabled and pressing escape did not always quit the book

Different languages can now be chosen for the StoryMaker interface (the instructions on screens) and the language database, which can be helpful when using StoryMaker to teach another language.

If you are running an earlier version of StoryMaker 5, download and install the trial version to update to the current version. Product activation will not be affected.