

The latest version of StoryMaker is version is 5.20.4

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 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.

Support for the older StoryMaker 4 (does not apply to the current version of StoryMaker):

If you are using Windows 8 or later, you will not be able to edit sounds (such as added words) using the WavePad software that is bundled with StoryMaker 4. The current version of StoryMaker handles editing sound within the program so does not have this problem.

Click on the following link for instructions on using Audacity instead as a sound editor.

<http://geddessoftware.com/support/Audacity-StoryMaker4.pdf>

I am experiencing problems with videos - what can I do?

- 1) Make sure you have the final version of StoryMaker 4 installed
- 2) Make sure you have the latest drivers for your graphics card installed
- 3) Install a codec pack such as K-lite codec pack (problems with videos are a result of the codecs installed on your computer). This is bundled with StoryMaker but can be downloaded from http://www.free-codecs.com/download/K_lite_codec_pack.htm
- 4) Try disabling hardware acceleration for your graphics card. StoryMaker will assist you doing this. If you have turned off the warning about video problems and want to get it back, you can turn it on again in the screen where you choose reinforcements
- 5) If you still experience problems, either you should try reinstalling windows on your computer or your computer may simply lack the power to handle the sort of video you are using properly. Try using other sorts of videos and see if you have problems with those

Most people find wmv files are fine (except with graphics cards you may have to turn off hardware acceleration which StoryMaker will help you with). The free Windows Movie maker available from Microsoft will create these sorts of videos.

When I try to print the printer seems to hang and nothing happens. What can I do?

This probably is a result of using your own pictures with sentences or books in StoryMaker 3 and these being too large for the print engine to process them properly. StoryMaker 4 solved this issue.

How do I replace the sounds for words in the database and keep the database pictures?

Just add the word as a custom word and record a sound for it but do not associate a picture with it. I want to add plurals for words in the database and do not want to have to find my own pictures for them. Can I use the pictures in the database?

The picture for the singular form of the word in the database (if there is one) will automatically be offered when no picture is detected associated with the plural form of the word. This is also true for words you have added.

How do I bring added words from Flashcards into StoryMaker without having to recreate them all as added words?

Click on the Added Words option in the menu bar. In the current versions of StoryMaker and Flashcards added words automatically appear in both programs.