



Interwrite™ Virtual Clicker

FOR PCs

User's Guide

Interwrite Virtual Clicker is a software application that mimics the look and functionality of the PRS RF Clicker. With Virtual Clicker installed on a computer attached to a Local Area Network or Wireless Network, you can participate in a Session just as you would if you were using a PRS RF Clicker, answering questions and turning in homework assignments. Virtual Clicker displays an image that resembles the PRS RF Clicker and works in the same way. You type in your answer on the computer keyboard, it displays in the Virtual Clicker LCD Display, and you type the Enter key to send your answer to the Interwrite Response software on the host computer.

The Virtual Clicker application can be installed from a CD, or it can be downloaded from the eInstruction Interwrite Learning Web site at www.interwritelearning.com/support. Both installations are described below. Virtual Clicker must be installed on a computer running either Windows 2000, XP or Vista, Mac OS X 10.3 and above, or the Linux 2.6 kernel.



Note For a Mac installation, Tiger (10.4) and Panther (10.3) are automatically supported. To run Virtual Clicker on Jaguar (10.2), you must first download the free version of Java 1.4.2 available for 10.2.6 and above.

Once it is installed on your computer, Virtual Clicker must be activated by entering a set of activation codes before it can be used to participate in an RF Class. When you purchase Virtual Clicker, the set of activation codes is displayed on the **License Key** label on the back of the insert. Software installation and activation are one-time-only operations performed for each installation of Virtual Clicker.

When you are ready to participate in a Session, you will *connect* to the RF Class by entering the Host IP Address that is displayed on the yellow RF Status Bar at the bottom of the Session window. This will display when your instructor has enabled the Virtual Receiver. Once you are connected, you will be able to answer questions or submit homework assignments. This User's Guide describes the installation and setup of Virtual Clicker, how to use Virtual Clicker to send responses – during both regular Sessions and Self-Paced Sessions – and how to turn in homework assignments, as well as additional Virtual Clicker menu options and preferences settings.

Table of Contents

Installation and Setup	2
Installing Virtual Clicker from a CD	2
Installing the Downloaded Virtual Clicker Software	2
Setting Up the Installed Virtual Clicker Software	3
Activate	3
Set Preferences	3
Configuring Virtual Clicker	4
Configure Instructions	4
Additional Virtual Clicker Menu Options	5
Help Menu	5
View Menu	5
Additional Preferences Settings	5
Enable Toolbar Mode	5
Accessibility Options	5
Using Virtual Clicker	6
Features of the Virtual Clicker	6
Virtual Clicker Instrument Panel	6
Connecting to a Class	7
Inputting and Sending Answers	8
Sending Answers During a Self-Paced Session	8
Doing Homework with Virtual Clicker	9
Turning In a Homework Assignment	9



Installation and Setup

Installing Virtual Clicker from a CD

Windows

Interwrite Virtual Clicker is compatible with Windows 2000, XP, and Vista. Virtual Clicker must be installed on Windows by an *Administrator*.

- 1 Log in as *Administrator*.
- 2 Insert the Virtual Clicker CD in the CD-ROM drive. The Virtual Clicker Installer will autorun.
If it doesn't, click on the **Start** button on the Windows Task Bar and select *Run* from the menu. Click on the **Browse** button. Navigate to the CD-ROM drive and double-click on *autorun.exe*.
- 3 Click on the *Install Interwrite Virtual Clicker Software* menu option.
- 4 Follow the onscreen instructions for the software installation.

Mac

Interwrite Virtual Clicker is compatible with Mac OS X 10.3 and above. Virtual Clicker must be installed on the Mac by an *Admin*.

- 1 Log in as *Admin*.
- 2 Insert the Virtual Clicker CD in the computer's CD-ROM drive. When it appears on your Desktop, double-click on the CD icon.
- 3 Double-click on the **Install Interwrite Virtual Clicker** icon.
- 4 Follow the onscreen instructions for the software installation.

Linux

Interwrite Virtual Clicker is compatible with every Linux 2.6 kernel with the **udev** file system. Virtual Clicker must be installed on Linux by a user logged in as *root*.

- 1 Log in as *root*.
- 2 Insert the Virtual Clicker CD in the computer's CD-ROM drive. When it appears on your Desktop, double-click on the CD icon.
- 3 Double-click on **Install Interwrite Virtual Clicker**.
- 4 Follow the onscreen instructions for the software installation.

Installing the Downloaded Virtual Clicker Software

Download the Virtual Clicker software from www.interwritelearning.com/virtual to a location on the computer you will be using during Response Sessions.

Windows

- 1 Navigate to the location of the downloaded Virtual Clicker application.
- 2 Double-click on the Virtual Clicker application icon.
- 3 Follow the onscreen instructions.

Mac

- 1 Navigate to the location of the downloaded Virtual Clicker application.
- 2 Double-click on the Virtual Clicker application icon.
- 3 Follow the onscreen instructions.

Linux

Virtual Clicker is compatible with every Linux 2.6 kernel with the **udev** file system. The Virtual Clicker application software must be installed on Linux by a user logged in as *root*.

- 1 Log in as *root*.
- 2 Double-click on the Virtual Clicker application icon.
- 3 Follow the onscreen instructions for the software installation.



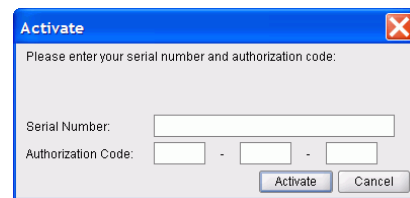


Setting Up the Installed Virtual Clicker Software

Activate

You must activate Virtual Clicker after the software has been installed on the computer. The activation codes from the **License Key** label on the insert will activate the installation of Virtual Clicker.

- 1 Have your activation codes handy and start up Virtual Clicker. The Virtual Clicker application is installed in the **ProgramFiles\Interwrite Learning** folder.
- 2 From the Virtual Clicker **File** menu, select the *Activate* menu option.
- 3 Enter the *Serial Number* and *Authorization* codes in their respective fields.
- 4 Click on the **Activate** button.



Set Preferences

Name The *Last Name* and *First Name* Preference settings are needed when Virtual Clicker has been configured as a *Normal* or *Closed Type*. Normal is the default Virtual Clicker configuration.

Automatically Clear Response The *Automatically Clear Response* option is selected by default. On an RF Clicker, the answer remains on the LCD display after it has been sent, and the message *Received* is displayed on the line below it. A student's computer screen may be visible to those close by, so in a typical Virtual Clicker classroom, it is probably reasonable to keep this option selected so the student's answer will not remain on the screen after it has been sent.

Language By default, the *Use System Language* option is selected. Virtual Clicker will display in the language established for the system, if it is one of the supported languages. Otherwise, it will display in English. If you want to choose a display language from the list, click on the checkbox to clear it and scroll to your preferred language. Click on the **Set to Default** button to reset the default language settings.





Configuring Virtual Clicker

Virtual Clicker can be configured to support the way it will be used in a variety of classroom scenarios. The configuration options are *Normal* (the default), *Loaner*, *Closed* and *Closed Loaner*.

The concept of configuring Virtual Clicker takes on a slightly different cast when compared to the considerations that drive the choice of configurations for RF Clickers. For example, RF Clickers are configured as *Loaners*, on the one hand, so they can be used by students who have forgotten their own Clickers, or whose Clickers have malfunctioned. Virtual Clicker is more likely to be configured as a *Loaner* on computers in a computer lab or classroom where different students will be using the computer over the course of a day. The hallmark of an RF Clicker or Virtual Clicker configured as a *Loaner* is that it prompts for Student ID and, in the case of Virtual Clicker, for the student's name before students can *join* (RF Clicker) or *connect to* (Virtual Clicker) the RF Class.

A *Closed* Virtual Clicker configuration is typically used in a classroom where each student is assigned to a specific computer and the **Class System Type** is designated as *Closed*. The benefit of a *Closed* Virtual Clicker configuration is that it automatically connects to the Class without displaying the **Connect to Host** dialog. Every *Closed* configuration is password-protected, so it can be changed only by a person who knows the configuration password.

The *Closed Loaner* configuration combines the benefits of the *Loaner* configuration and the *Closed* configuration. It is used in a classroom or computer lab where different students will be using a single Virtual Clicker installation to connect to a *Closed* Class. Each time Virtual Clicker tries to connect to the *Closed* Class, it will prompt for a Student ID and the student's name.

Normal is the default configuration. It should remain unchanged for any Virtual Clicker installation that is always used by the same person to connect to all Classes for which Virtual Clicker support has been enabled.

Configure Instructions

- 1 From the **File** menu, select the *Configure* menu option.
- 2 Drop down the **Type** menu and select a configuration type.

The configuration dialog will vary, depending on the type of configuration chosen as shown in the sample dialogs below.

- 3 Fill in the information required for the configuration you chose.
- 4 Click on the **OK** button to save the configuration.
- 5 If you selected the *Closed* or *Closed Loaner* configuration type, you will be prompted to provide a password. If you are configuring multiple installations of Virtual Clicker, it is recommended you use the same password for all installations.





Additional Virtual Clicker Menu Options

Help Menu

How To This Virtual Clicker User's Guide can be accessed by selecting this menu option.

Check for Updates Updates to the Virtual Clicker will be available on the eInstruction Interwrite Learning Web site at www.interwritelearning.com. You should periodically select this menu option to ensure you have the latest version of Virtual Clicker.

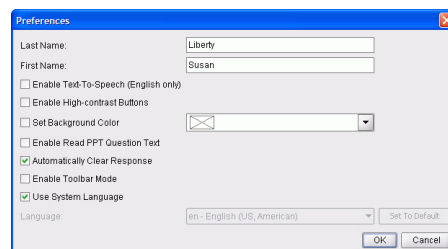
About Interwrite Virtual Clicker *About* displays software version and contact information.

View Menu

Small, Medium, Large You can change the size of the Virtual Clicker window and buttons from the default *Small* size to *Medium*, or to *Large*.

Buttons, Question By default, the button keys display in the Upper Pane of the Virtual Clicker window and a snapshot of the question displays in the Lower Pane. The check mark indicates these view menu options are turned on. You can turn off either or both of these views from this menu.

Additional Preferences Settings



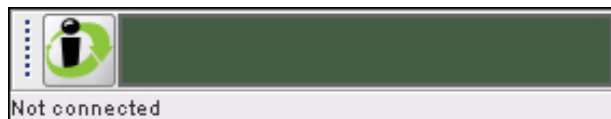
Accessibility Options

Enable Text-To-Speech
Enable High-contrast Buttons
Enable Read PPT Question Text

These Preferences settings can be selected to make Virtual Clicker more accessible to disabled users.

Enable Toolbar Mode

The **Enable Toolbar Mode** Preferences setting turns off the Clicker image and leaves you with a small LCD display that can be positioned anywhere on the desktop. Many Virtual Clicker users do not use the Clicker Input Keys and are more comfortable using the computer keyboard to input their answers. They generally find having the Clicker image on the computer desktop takes up valuable real estate and is a distraction.



Enable Toolbar Mode Click on the *Enable Toolbar Mode* and restart Virtual Clicker to display the *floating* LCD display shown here.

Disable Toolbar Mode Click on the green Interwrite icon to display the drop-down menu, select *Preferences* and clear the checkbox to disable the Toolbar Mode setting.

Enter and Send Responses Use your keyboard to type your answers. They will display on the LCD as you type. Press the Enter key to send your response. If you have left the *Automatically Clear Response* Preferences setting selected, your answer will be removed from the LCD display when you send it.

Navigating to Questions in Self-Paced Mode Use the Up/Down arrow keys to navigate through the questions when using Virtual Clicker in Self-Paced Mode.

Note

The Accessibility Options described above are NOT available when Toolbar Mode is enabled.





Using Virtual Clicker

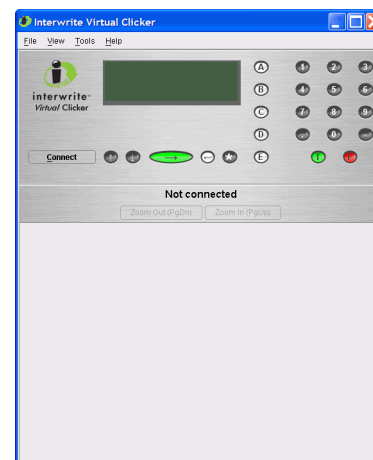
Before you can connect to the Class, your instructor has to *Enable Virtual Clicker Support* in the Response software (a **Setup My Hardware** option). This ensures that the **Host IP Address**, which your Virtual Clicker needs to use to connect, will be published every time a Class is started.

When your instructor starts a Class, you will *connect* to it. If the Class is mixed, that is, a combination of hardware clickers (Crickets and/or RF Clickers) and Virtual Clickers is being used during a Session, two instances of the Class will appear at the bottom of the Response window on the yellow Status Bar. The first instance will be followed by the **Join** value in angle brackets for students joining the Class with their hardware clickers. The second instance of the Class will display the **Host IP Address** in angle brackets for students connecting to the Class with their Virtual Clickers. If the RF Class is started without an RF Receiver attached to the classroom computer, the Class will automatically be designated as a *Virtual Clicker Class*, and only one instance of the Class with the **Host IP Address** in angle brackets will display on the Status Bar.

In most circumstances, a Class will always use the same **Host IP Address**. When you connect to it, you will be prompted to identify the name of the Class and its Host IP Address. If the Host IP Address changes, or you use Virtual Clicker in more than one Class, you can add the Class Name and its current Host IP Address to a list from which it can then be selected when the Class has been started and you are ready to connect to it.

Features of the Virtual Clicker

The Virtual Clicker window consists of two panes. The Upper Pane displays the Virtual Clicker instrument panel. When Virtual Clicker is connected to a Class and participating in a Session, the Lower Pane will display a snapshot of each Question during the Session. Use the **Zoom** buttons to size the Question snapshot by zooming in or zooming out. The **Status Bar** between the Upper and Lower Panes displays the status of the Virtual Clicker connection and the Timer, when a timed Question has been started, or a Self-Paced Session is in progress.

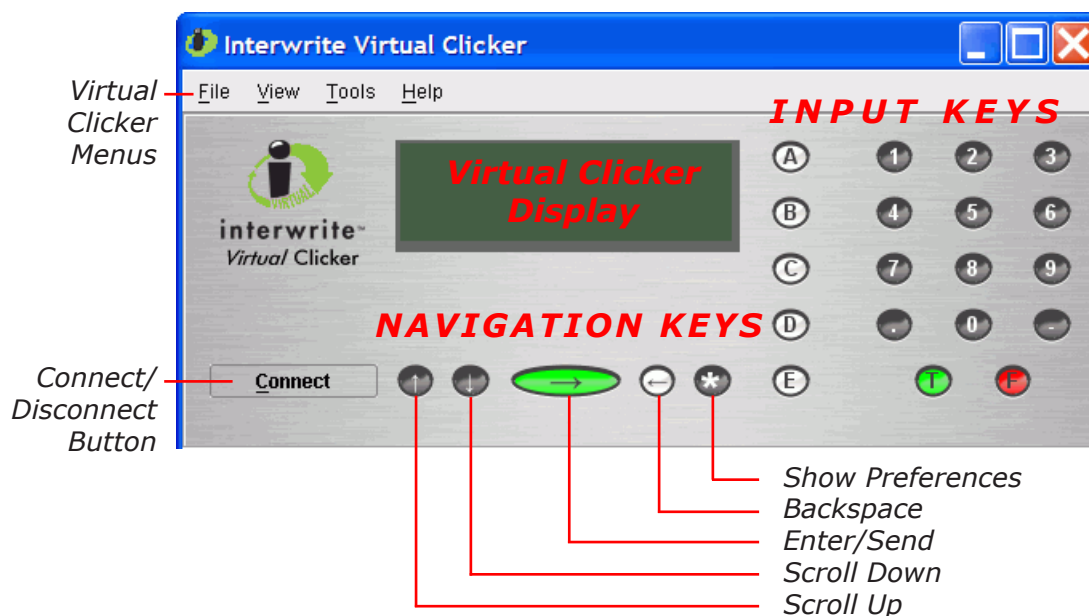


Upper Pane

Status Bar

Lower Pane

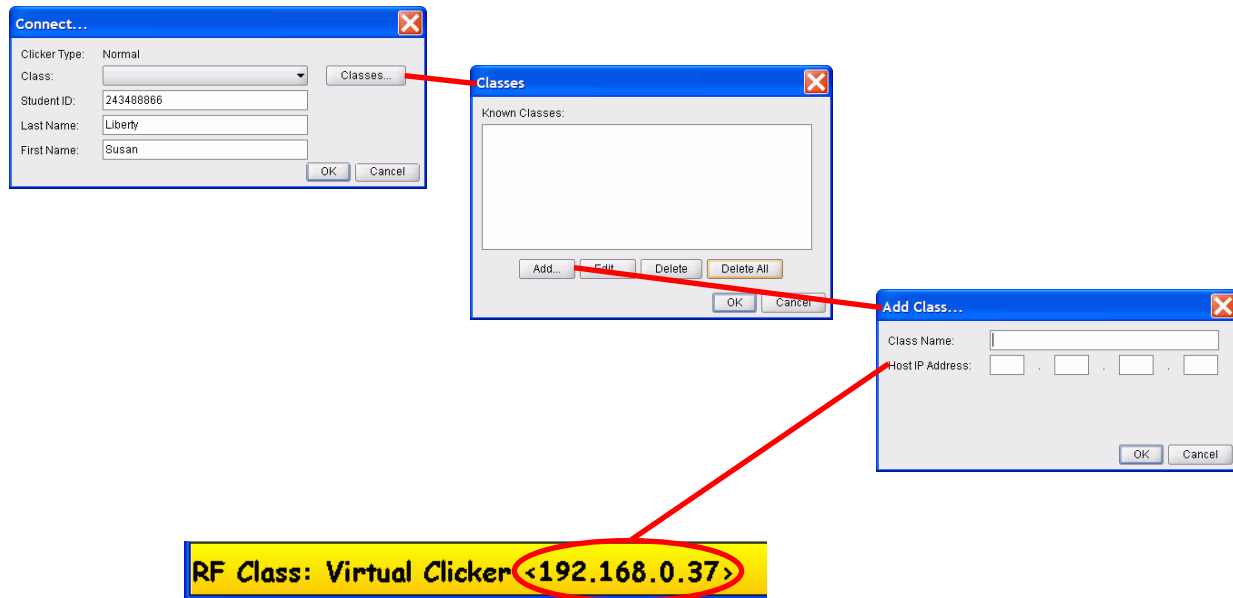
Virtual Clicker Instrument Panel






Connecting to a Class

- 1 When the Class has been started, start up Virtual Clicker.
- 2 Click on the **Connect** button.
- 3 The first time you connect to Response, you will enter your **Student ID** in the **Connect** dialog.



Click on the **Classes** button. Click on the **Add** button. Enter the **Class Name** and **Host IP Address** shown on the yellow Status Bar.

This information is retained, making subsequent connections easy – just click on the **Connect** button, then click on the **OK** button to process the connection to the Class.



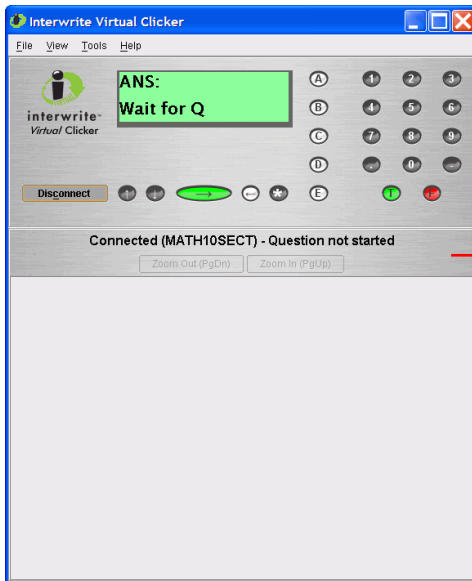
Note If the Host IP Address for the Class changes, you will be informed. Click on the Classes button, select the Class in the list, and click on the Edit button. Change the Host IP Address to the one now displayed on the yellow Status Bar.

- 4 When the Class is ended, click on the **Disconnect** button.

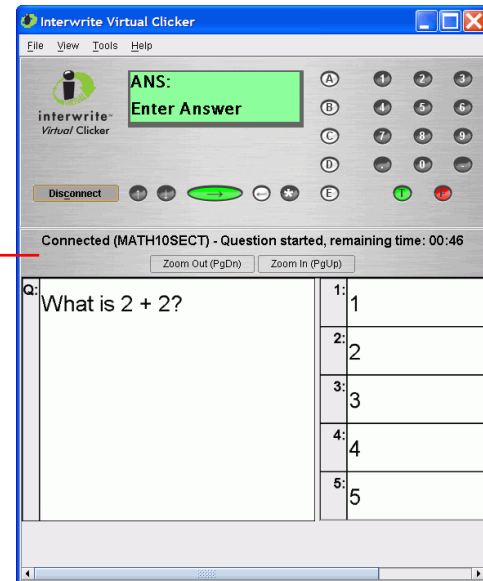


Inputting and Sending Answers

You have the choice of clicking on the Input Keys on the Virtual Clicker dialog, or using your computer keyboard when you are entering answers to Questions during a Session. Regardless of which input method you use, each key-stroke will display in the **ANS** field on the Virtual Clicker Display. (By default, your answer will be removed from the Virtual Clicker display as soon as you send it. You can change this setting in the File menu, Preferences option.) Status messages appear below the **ANS** field.



Virtual Clicker Connected



Question Started

Sending Answers During a Self-Paced Session

A regular Session features timed Questions, while the Self-Paced Session itself is timed. During a regular Session, you will answer each Question displayed during the time allotted. For a Self-Paced Session, all of the Questions will be made available to you, whether as a handout, or as a display somewhere in the classroom. You can answer the Questions in any order during the timed Session. Enter a Test Number if one is provided, otherwise leave the **TST**: field blank and click on the Enter key. Use the Up and Down Arrow keys to scroll to the different answer fields. Click on the Enter key to transmit each response. You can go back to a Question and change your answer as many times as you want during the time allotted for the Self-Paced Session. Each time you send an answer to the same Question, your previous answer will be overwritten.

Virtual Clicker Key	Equivalent Keyboard Key	Description
	Period	Enter a decimal point in a Numeric answer
	Hyphen	Enter a minus sign as the first character in a Numeric answer
	Up Arrow	Scroll up to the previous Question during a self-paced test
	Down Arrow	Scroll down to the next Question during a self-paced test
	Enter	Send the answer during a Response Session Save the answer to a homework assignment question
	Backspace	Backspace one character position
	N/A	Display the Preferences dialog





Doing Homework with Virtual Clicker

You can do homework assignments using Virtual Clicker. Up to three homework assignments can be saved and stored in Virtual Clicker. Each homework assignment can have up to 30 questions. Homework assignments are *collected* during a specially configured Session. The **Send** button on the **Homework** dialog is active only when Virtual Clicker is connected to the Class and a Homework Collection Session is running.

- 1 Select the *Homework* option from the **Tools** menu.
- 2 Enter the *Test Number* of the homework assignment in the Test Number field to identify this homework assignment.
- 3 Click on the *Answer* field of the Question you are going to answer. Type your answer to the Question.
- 4 Press the **Enter** key, or move to another Answer field to save your answer.
- 5 Click on the **OK** button to save the homework assignment. You can return to any of the homework assignments you have saved and continue answering questions or edit existing answers. The homework assignment will remain in place until you delete it by clicking on the **Clear** button.

Question Number	Answer
01	
02	
03	
04	
05	
06	
07	
08	
09	
10	
11	
12	
13	
14	
15	

Turning In a Homework Assignment

Homework assignments are collected during a Homework Collection Session.

- 1 Connect to the Class.
- 2 Select the *Homework* option from the **Tools** menu.
- 3 Click on the Homework Tab of the assignment being collected.
- 4 When the instructor has started a Homework Collection Session, the **Send** button will be active. Click on the Send button to turn in your homework assignment.





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