

VARpedia User Manual

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Group 7

GitHub Repository: <https://github.com/shelrod24/VARpedia>

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1. INTRODUCTION

Thank you for choosing VARpedia as your learning application. Please be aware that VARpedia is only compatible with UNIX/Linux based operating systems. It also requires the bash commands ffmpeg, wikit and festival. These can be installed by running the following commands:

```
sudo apt install ffmpeg
sudo apt install wikit
sudo apt install festival
```

The folders “scripts” and “music” are also required to be in the same folder as the .jar in order to run. The folders “creations”, “audio”, “questions” and “temps” will automatically be generated upon starting the program.

To run the program, run the script:

```
./VARpedia_VirtualBox.sh
```

This will open the program in the main menu scene.

2. MAIN MENU



Figure 1: Main Menu scene

This is the entry point of the program and leads to several other functions through the collection of 6 buttons.

- Create Audio – Moves to the audio generation process.
- Play/Delete Audio – Moves to the audio playing/deleting process.
- Create Creation – Moves to the creation generation process.
- Play/Delete Creation – Moves to the creation playing/deleting process.
- Quiz – Moves to the quizzing process.
- Credits – Moves to the credits scene.

3. CREATE AUDIO

At any point click the home button to return to the main menu.

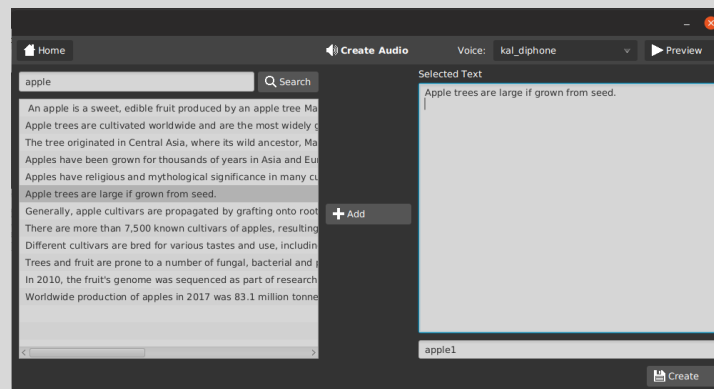


Figure 2: Creating audio

1. To create audio, enter a search term into the top left text field, then press enter or the search button. This will create the text relevant to the search term as a list below.
2. The list items can be selected to be added to the text area on the right, which then allows for editing.
3. To adjust the voice of the audio file to be created, pick from the top right drop down box. The selected text then can be previewed as the selected voice by clicking the preview button.
4. Change the filename if needed in the bottom right. One will automatically be generated when text is added to the selected text.
5. Click the create button to make the audio file. A prompt will indicate completion.

4. PLAY/DELETE AUDIO

At any point click the home button to return to the main menu.

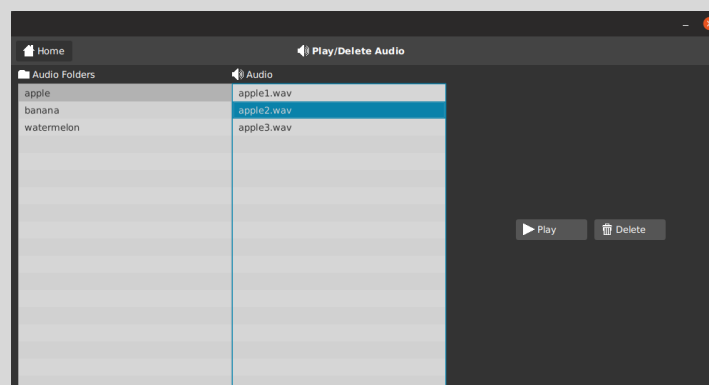


Figure 3: Play/Delete Audio scene

Click an audio folder to view the related audio files.

- To play a specific audio file, select one in the audio list and either double click or press the play button. The play button will change to a stop button to allow the stopping of the audio.
- To delete a specific audio file, select one in the audio list and click delete. This will generate a prompt to confirm the decision.

5. CREATE CREATION

At any point in the following steps, click home to return to the main menu, or back to return to the previous step.

5.1.COMBINE AUDIO

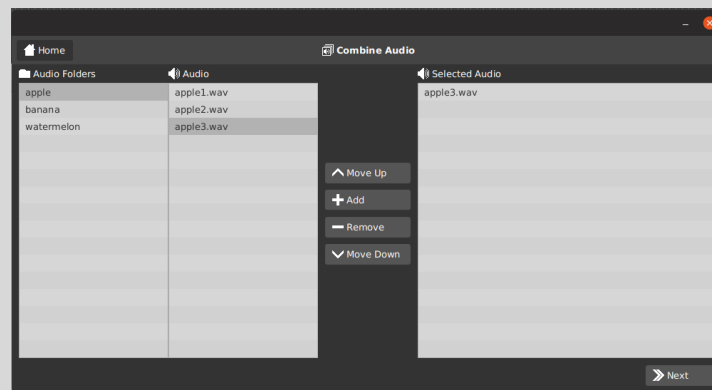


Figure 4: Combining audio for a creation

1. To begin creating a creation, select the audio folder which contains the audio to be made into the creation.
2. Highlight the audio you want to be in the creation and click add to copy it over to the selected audio section.
3. The order of the audio in the selected audio list will affect the order at which the audio will be played in the creation, as such you can:
 - Move the audio file up in the list by clicking move up.
 - Remove the audio file from the selected audio list by clicking the remove button.
 - Move the audio file down in the list by clicking move down.
4. To finish combining the audio, click on the next button on the bottom right to move on to the next step of selecting the music of the creation.

5.2.CHOOSE MUSIC

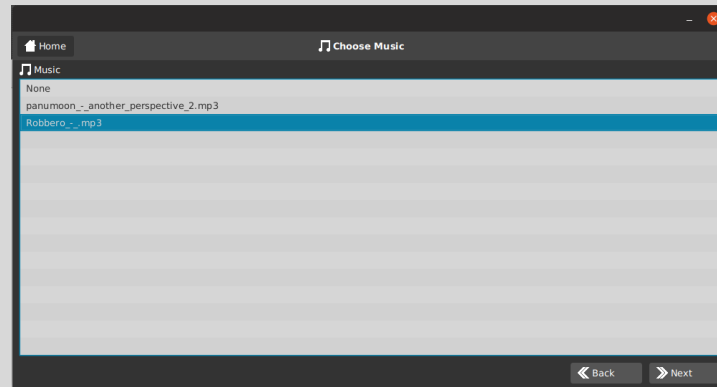


Figure 5: Choosing music for a creation

1. Select a music track, or none, to be in the creation. Double click any of the tracks to preview.
2. Click the next button to move on to the next step of choosing images.

5.3.CHOOSE IMAGES

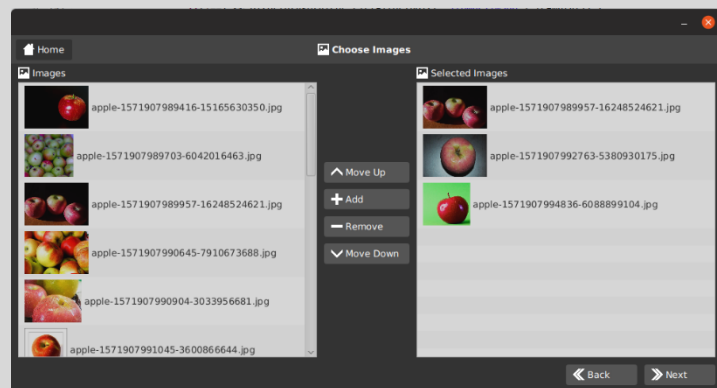


Figure 6: Choosing images for a creation

1. Highlight the image you want to be in the creation and click add to copy it over to the selected images section.
2. The order of the images in the selected images list will affect the order at which the images will appear in the creation, as such you can:
 - Move the image up in the list by clicking move up.
 - Remove the image from the selected images list by clicking the remove button.
 - Move the image down in the list by clicking move down.
3. To finish combining the images, click on the next button on the bottom right to move on to entering the filename of the creation.

5.4. ENTER FILENAME

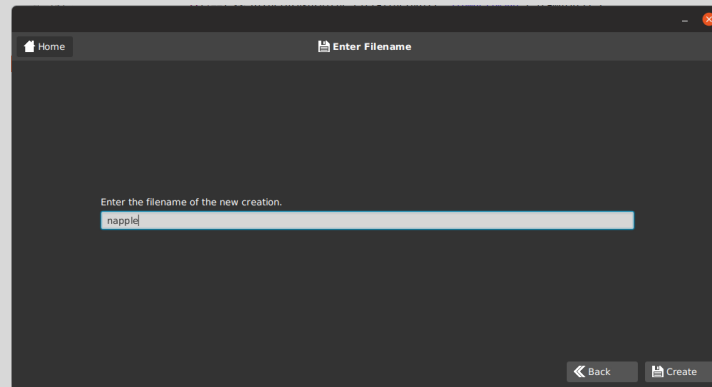


Figure 7: Entering filename for a creation

1. To enter the name of the creation, type into the text area.
2. Either press enter or the create button to start creating the creation.
3. Once the process has finished, a prompt will pop up indicating completion, and the create button to change to a finish button. Click the finish button to return to the main menu.

6. PLAY/DELETE CREATION

At any point click the home button to return to the main menu.

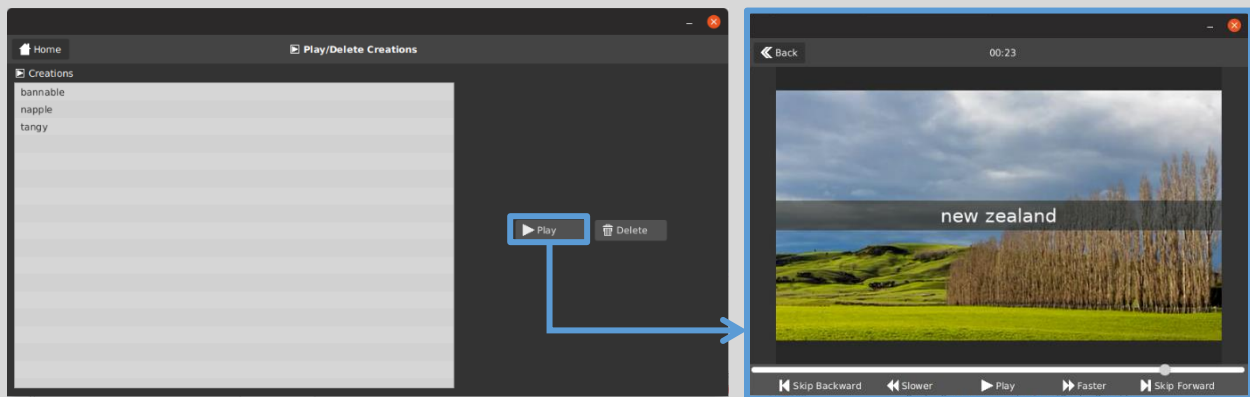


Figure 8: Playing a creation

- To play a specific creation, select one in the creations list and either double click or press the play button. This will change the scene to a media player with several buttons.
 - Back – This will return to the previous scene of choosing creations to play/delete.
 - Skip Backward – this will skip the creation back by 5 seconds.
 - Slower – This will decrease the speed at which the creation is playing at.
 - Play/Pause – This will play or pause the current creation.
 - Faster – This will increase the speed at which the creation is playing at.
 - Skip Forward – This will skip the creation forward by 5 seconds.
- To delete a specific creation, select one in the creation list and click delete. This will generate a prompt to confirm the decision.

7. QUIZ

At any point click the home button to return to the main menu.

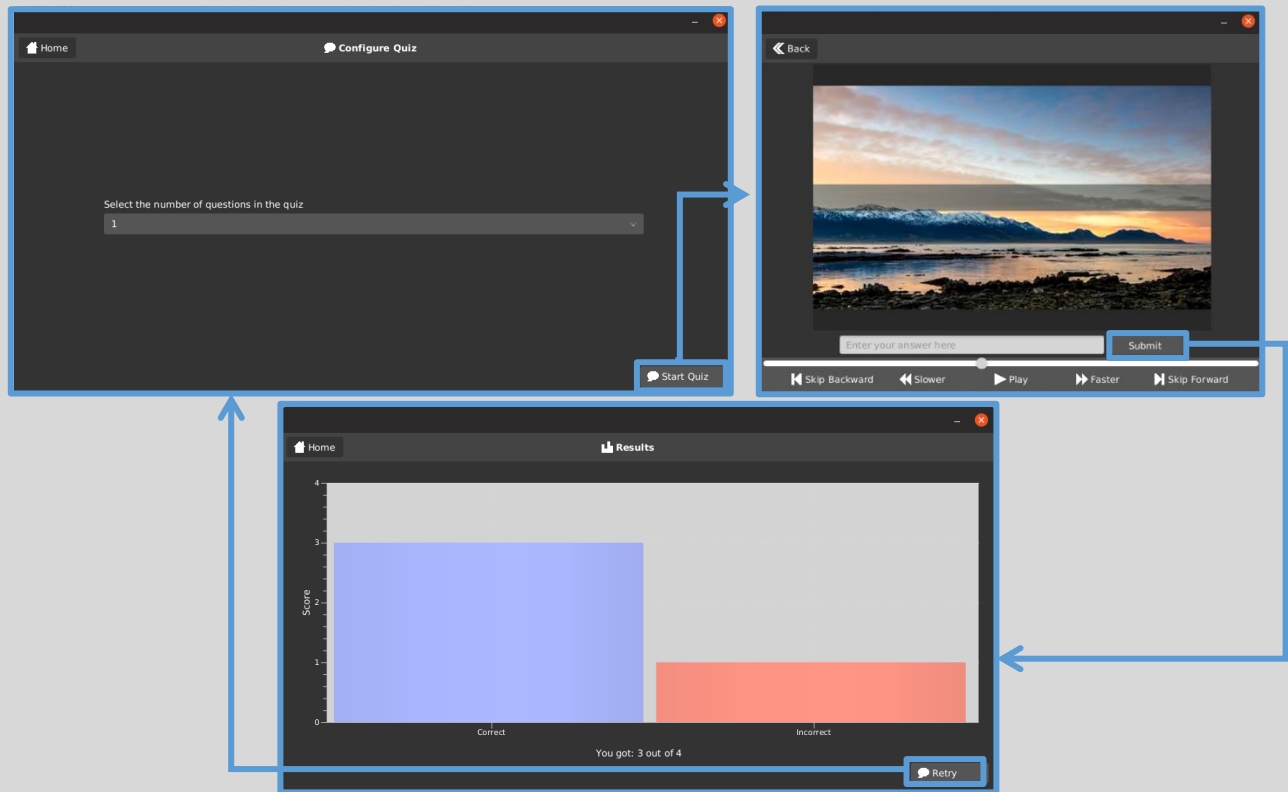


Figure 9: The quiz process

- The entry point of the quiz process is the configure quiz scene. In this scene, the user can:
 - Adjust the number of questions they want to answer by using the centre drop down box.
 - Click start quiz to move on to the next step of playing the quiz.
- The quiz step of the quiz process involves playing several question and includes several components.
 - Answer Text Field – To type in what the user thinks the answer is. The user can submit by clicking submit or pressing enter.
 - Submit/Next – This will submit the answer the user typed in. It will then change into a Next button to allow the progression to the next question or end the quiz.
 - Back – This will return to the previous scene of choosing questions to play/delete.
 - Skip Back – This will skip the question back by 5 seconds.
 - Slower – This will decrease the speed at which the question is playing at.
 - Play/Pause – This will play or pause the current question.
 - Faster – This will increase the speed at which the question is playing at.
 - Skip Forward – This will skip the question forward by 5 seconds.
- Once the quiz has ended, the scene will switch to the results scene, where the user can view their results. The user can then click retry to return to the entry point.