# READCOM APP MANUAL

Reacom - Reading Communities is an application to create stories, mini-games and activities. It is based on the idea of a comic strip, in which there are several pages that tell a story. Like in a comic, you can navigate back and forth on those pages (see the arrows at the bottom of the screenshot here)

There are other types of stories/activities you can create with the app, such as matching lyrics with images, etc. I'm sure you have many more ideas!
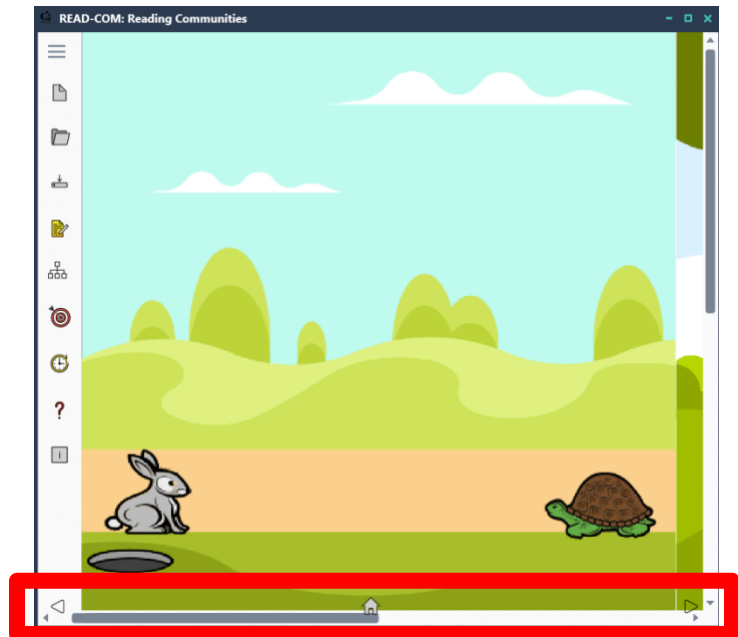

This manual is intended for people who want to create new activities or mini games, edit, or translate existing activities. It is not for users who will simply play with the activities , as the instructions are within the activities themselves.

Prepare before using it for the first time.

1. First you need material to include in the story, so you must download the Gallery.
    a. Visit https://github.com/Zoomicon/READCOM_Gallery/
    b. Click the green CODE button > Download zip
2. You will also need a very useful tool to view svg files in your File Explorer.
    a. Go to https://github.com/EtheaDev/SVGShellExtensions/releases
    b. Download and run SVGShellExtensionsSetup.exe (ignore notifications, the app is safe).
3. Download the latest version of the READCOM app. There are several ways:
    a. If you have Windows 10/11, get the app on
       https://www.microsoft.com/store/apps/9NVM0CHRN7PH
    b. For earlier versions of Windows, go to
       https://github.com/Zoomicon/READCOM_App/releases Click **Assets**. Download the first exe file to a folder on your PC. Go to the folder where you downloaded the exe file and run it. Ignore notifications, the app is secure!
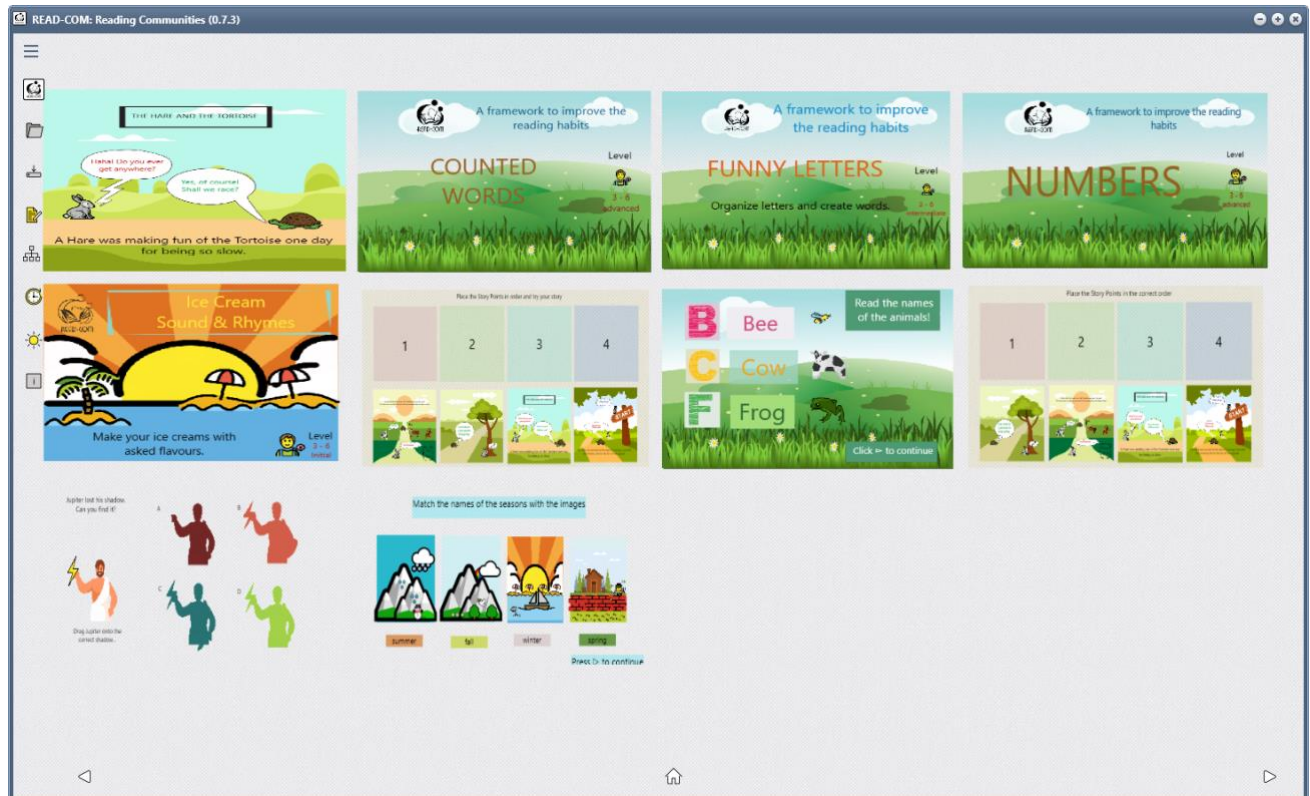
4. Open the app. Choose the language in which you want to view the available activities.
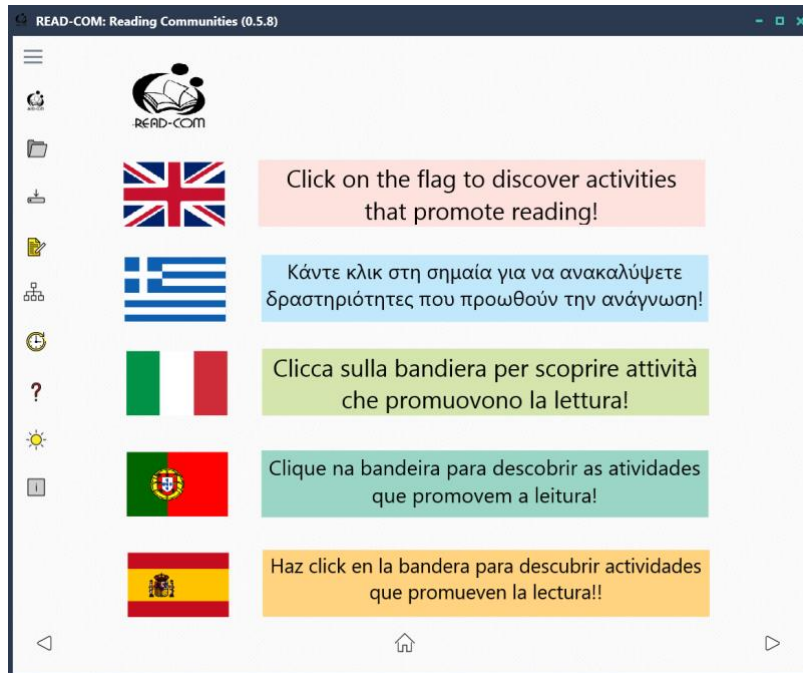
5. Mini games are classified by age groups: 3-6, 6-9 and 9-12. In this example we choose English, age group from 3 to 6 years
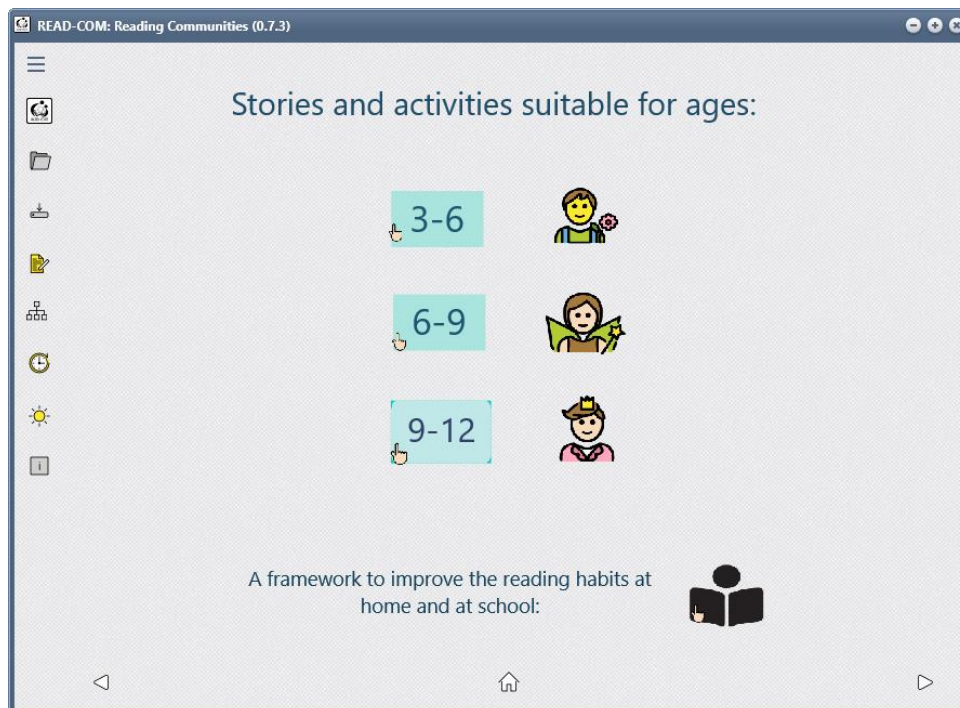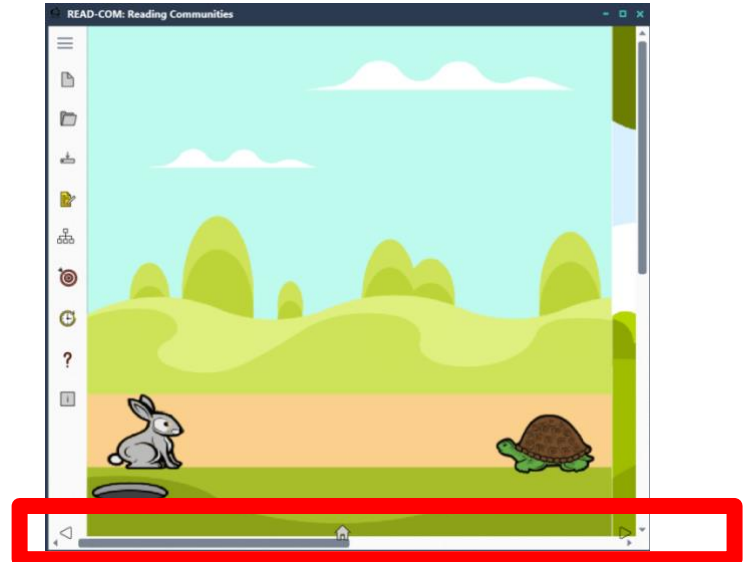
Activities in this category appear. As an example for this manual, we selected the first one called "The Hare and the Tortoise".
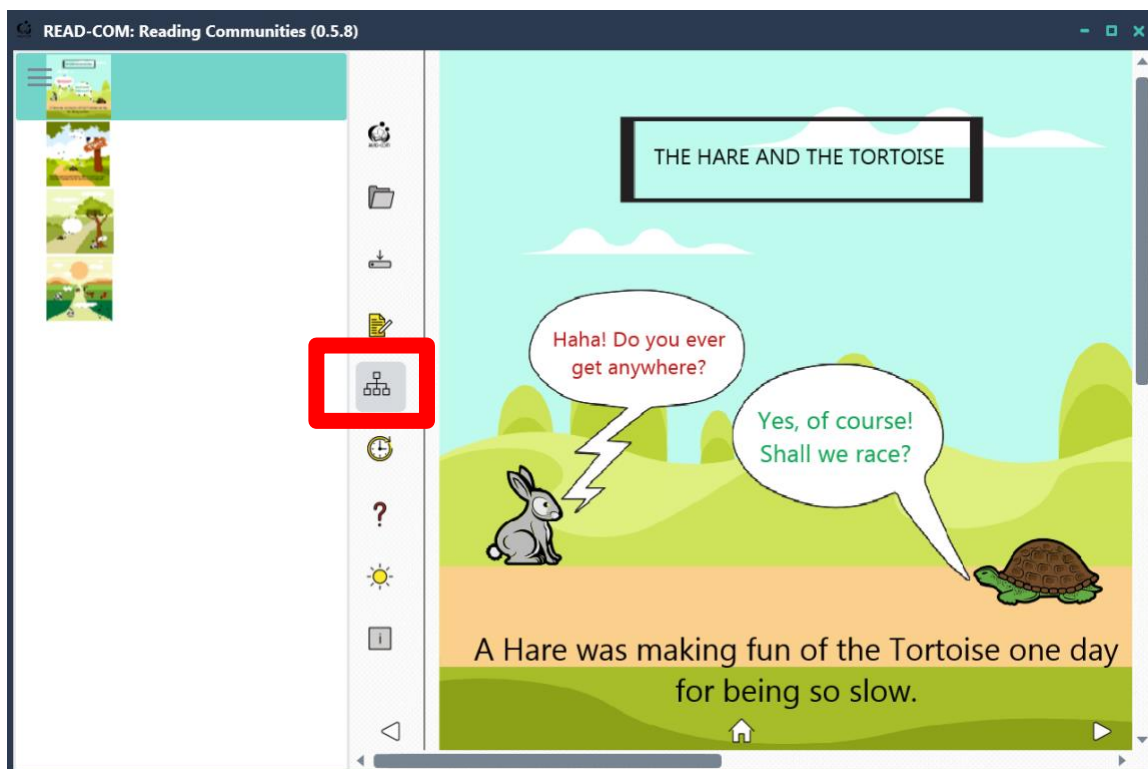
View a story

6. To view the "pages" of the story, **press the arrow on the right at the bottom right of the screen. The home button** in the center takes you to the beginning of the story. The **arrow on the left** takes you to the previous page.


7. In the "PPA world," we don't call them pages, but **History Points.** To see a list of all the points in the story and their order, click on the "**Structure View**" in the menu on the left. Now you see on the left the four points of history (pages) of this story.

Edit a story

8. If you want to modify this story, click on the "**Edit Mode**" in the left menu. Now both buttons (edit view and structure view) are "pressed". On the left side you can see all the **elements of** the story included in it. History articles are all the content included in a story. They can be images, other stories or texts.
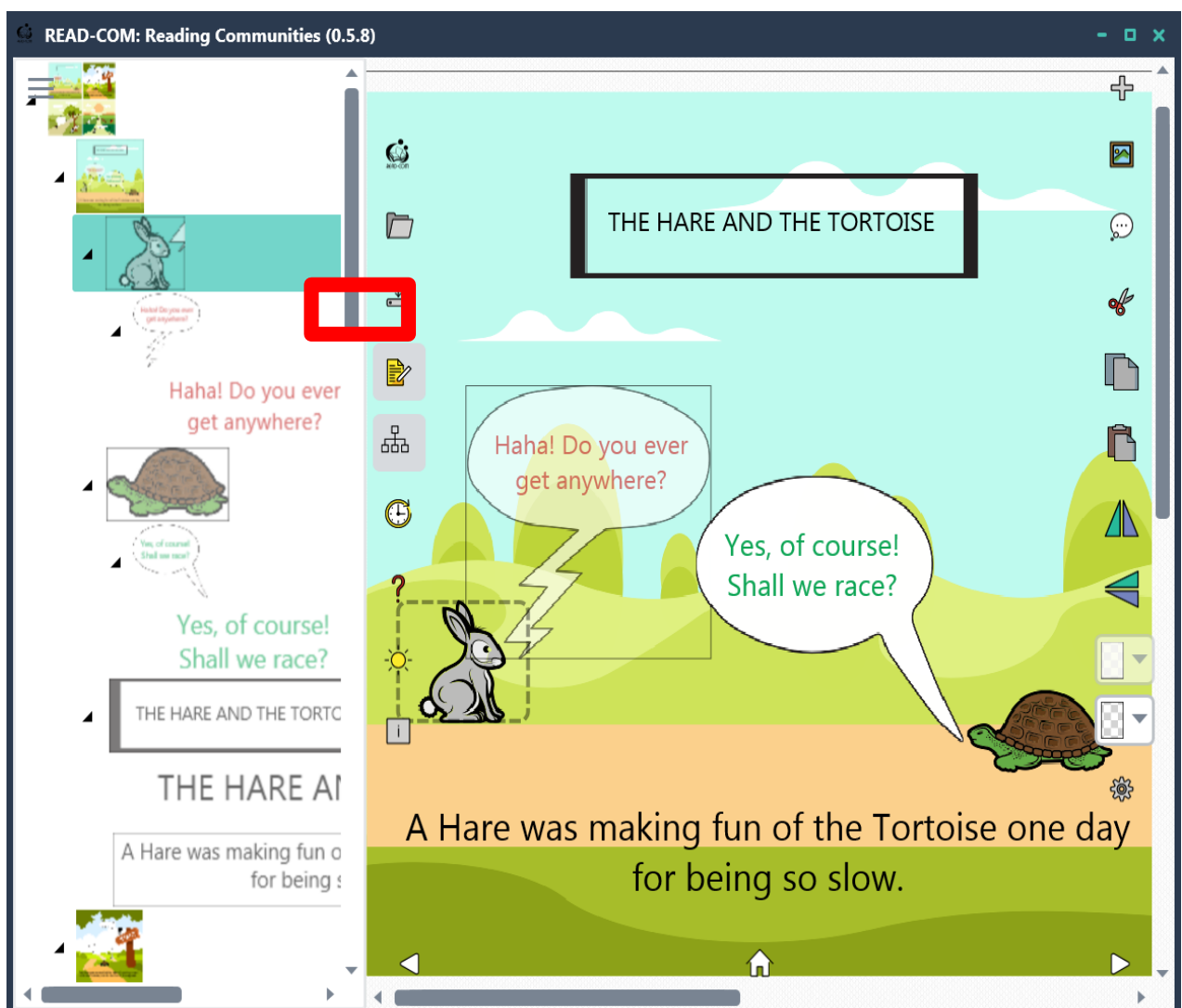
9. You'll also notice that there's now a new menu on the right. All actions in this menu affect the active history item, that is, the story item selected in the structure view on the left. In the example above, it is the first "page", the background with all its "children": the rabbit, the turtle and the hole, in this case.
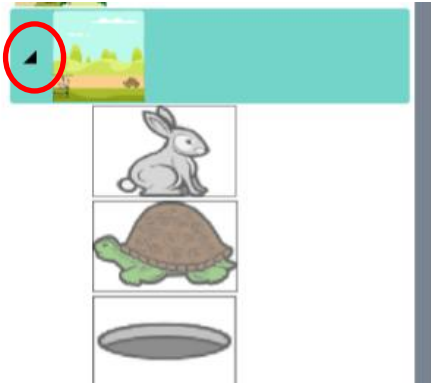
Do you see that there is a small black arrow to the left of the selected article? It means he has "children." In this case, three elements of the story: the rabbit, the turtle and the hole.

Below you can see an explanation of the menu on the right. It is the menu that appears when we click on "Edit mode". Weuse this menu to edit an active story element, that is, a story element that we have selected in the structured view on the left. For example, if you click "Copy" in this menu, the whole story item will be copied with your children (landscape with rabbit, turtle, dialogues, texts).

Add history article, image (first define an area!)

Add image (define an area first!)

Add text (define an area first!)

Cut (active story element. It remains in memory)

Copy (active story item)

Paste (the previously cut story item)

Flip horizontally (active story item)

Flip vertically (active story element)

Change text color (enabled only if a **text** element is selected)

Change the background

More options

Start a story from scratch

Before you start a story, you must design it first. You must visualize what you are going to create and make sure you have all the content: background, characters, texts.

In this example we have an activity in which users are asked to move the letters and place them in the animals that start from those letters. So we have to find a nice background, some letters (e.g . C, F, R) and some animals (Cow, Frog, Rabbit). The best thing is that we put everything together in a folder to locate it easily when we make the story.

1. Run the application. Click the yellow "Edit Mode" button and the "Structured View" diagram button to see the story elements on the left.
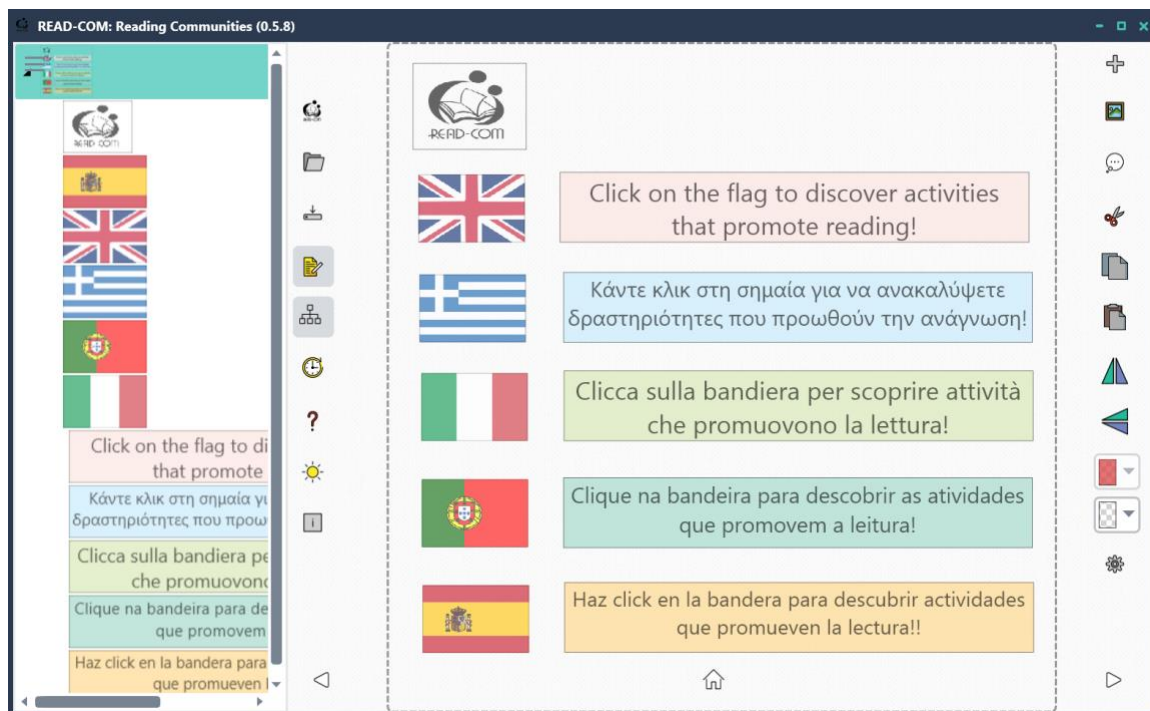

2. The first Story Point (the page containing all the articles) is chosen.
3. Use cut (the scissors icon in the menu on the right) to remove it. (It remains in the temporary memory of the PC, but we will not use it).
4. A "History Cleanup: Are you sure?" dialog box appears, click Yes. Now you have a clean canvas to work on.
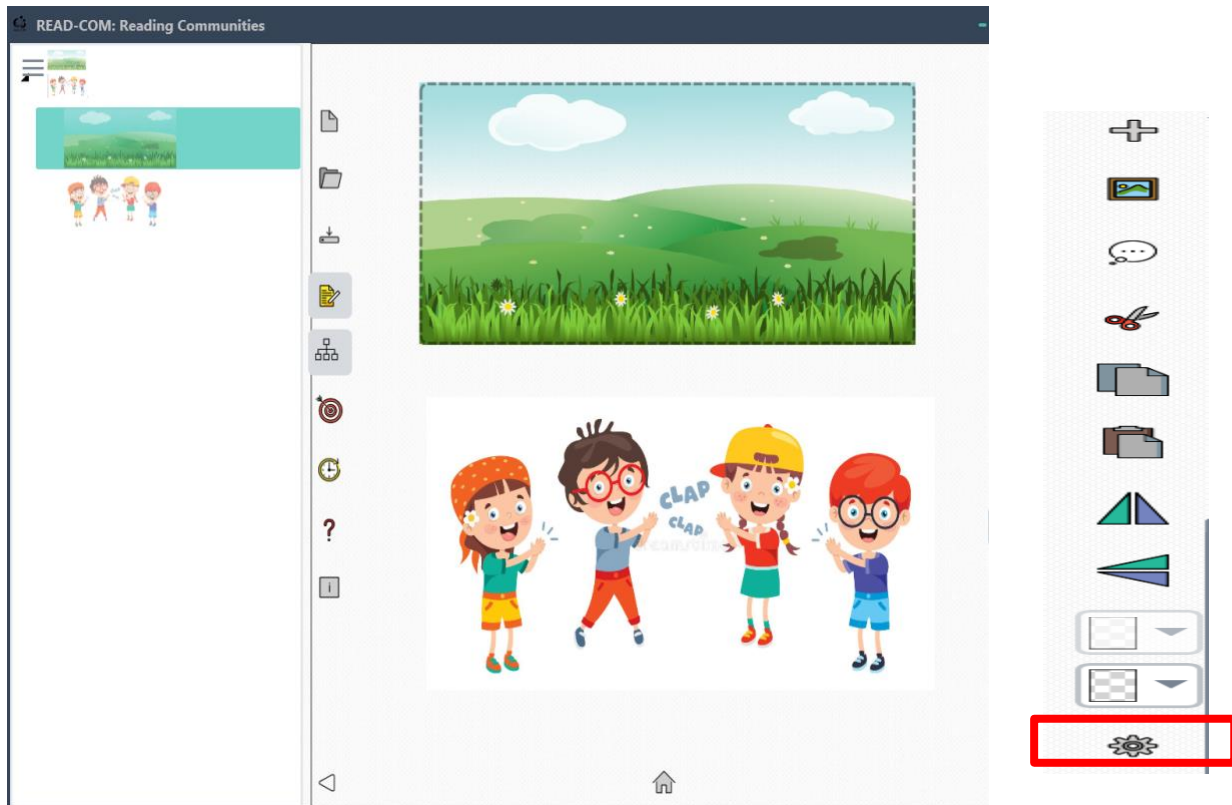
5. DEFINE AN AREA. Click and drag to define the area where you will insert the content. Click the + "Add ⊹ Media Assets" button. Select the image you need in File Explorer.
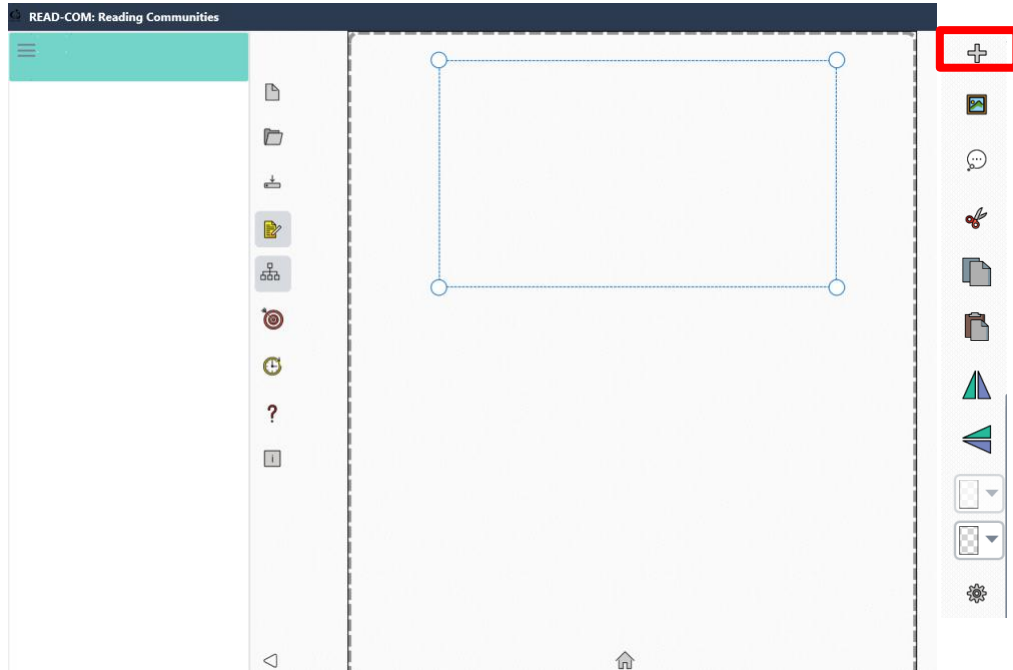
6. We want a story with two pages, so we will define another area to add a second image. Click and drag to define the second area
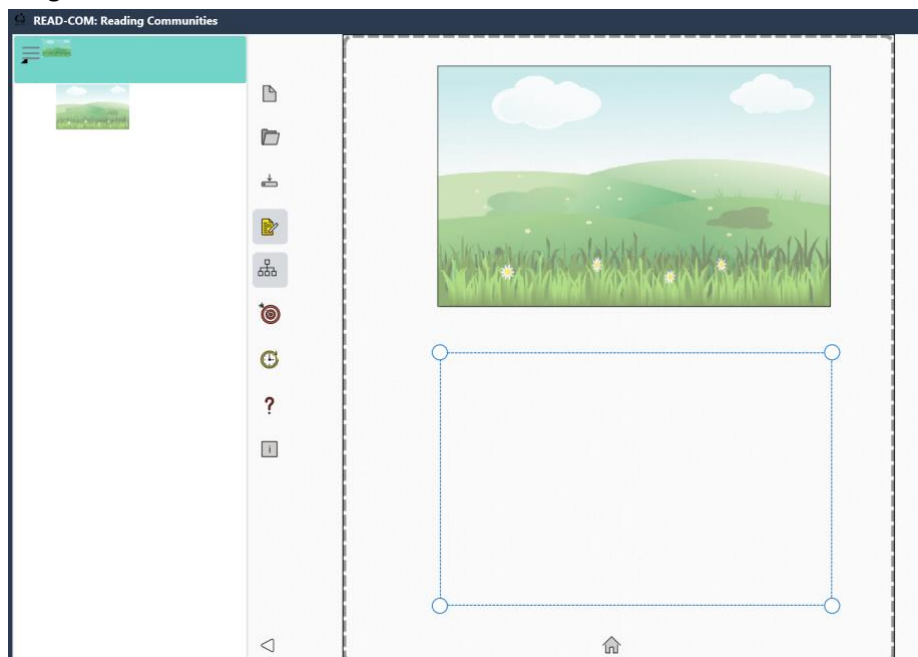
7. And click the + ➕ button to insert the image.

8. We want these two pages to become the points of our history. To set each page as a History Point, select the first page, click on the menu options at the bottom right and select the " 🪧 signpost" button. Do the same with the next page (children applaud).

9. Let's insert more story elements on the first page. We have to click on this page to activate it in the structured view on the left. Again, we define an area, click on the + button and choose the image from the File Explorer of the computer. Below you can see that we have added six story elements that appear as "children" of the first page: three letters and three animals.

10. Let's see what "**more options"** are. If you click on it, another menu appears. All the buttons in this menu are toggle buttons, that is, when they are "pressed" they set the function and when they are "pressed" they deactivate it. Attention: They affect the active story game
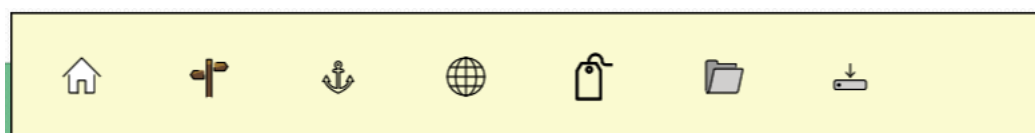
1. Home button: Sets the active element of the story as the start, that is, the first page that is seen when loading the story/activity.
2. History Point button: Sets the active story item to a story point, i.e. one of the "pages" you see when you click "next".
3. Pin button: Disable dragging of the story element. If you turn it off, the user can drag (move) the story element onto the page.

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4. Butt tags: Defines the tags. We use tags to match non-pinned (mobile) story items. If the story elements match correctly, the user can move on to the next page.
5. Upload content button. Replaces the content of the story article.
6. Save button. Save the story article.