

TUTORIAL: IMPORTING BOARDMAKER BOARDS

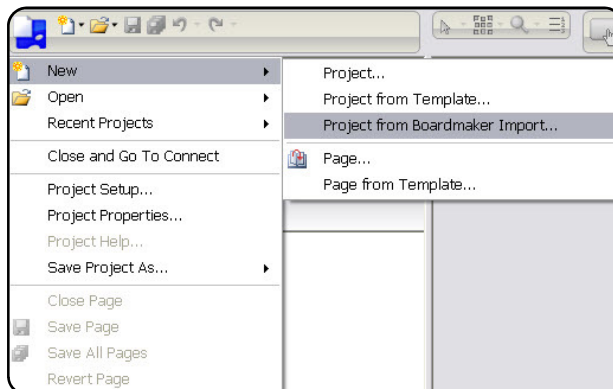
In Boardmaker Studio you can import boards from Boardmaker or Boardmaker Plus version 5 or version 6. These may be boards you've created in the past, boards from a colleague or boards you have downloaded from BoardmakerShare.com.

1 IMPORTING BOARDS

Use boards from version 5 and 6 in Boardmaker Studio .

- From Connect, select **New Project**. You can select **Cancel** from the New Project window.
- From the blue file menu, select **New > Project from Boardmaker Import**.
- Navigate to select the file or files you want to import. These can be .bm2, .zip, or .zbp files. To select multiple files, press and hold Ctrl on your keyboard while you select each file you want to use. This is ideal for importing multiple print files into a single project.
- Select **Open**.

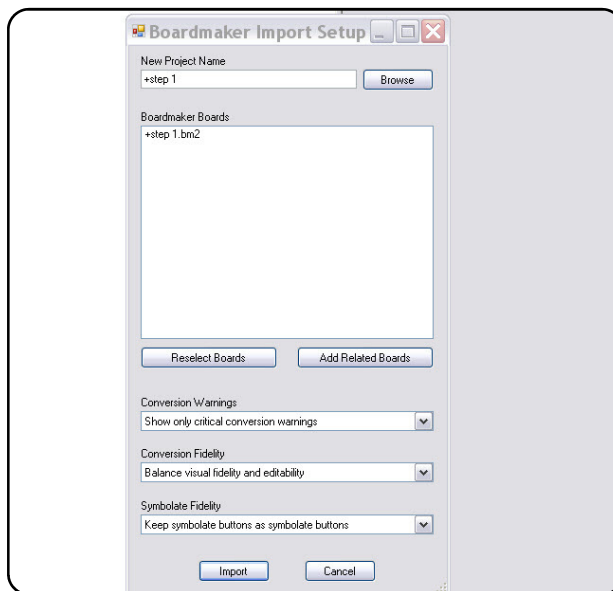
**Note– if you are importing an onscreen, interactive activity you can select the main board or first board only.*



2 BOARDMAKER IMPORT SETUP

Select your boards and import.

- You can rename the project name, if you'd like.
- Select **Add Related Boards** and Boardmaker studio will find all of the boards and related files that are linked to that main or first board.
- For Conversion Warnings, we recommend you select the default, "Show only critical conversion warnings."
- Conversion Fidelity is just how you want the program to prioritize the look and editability of the imported boards. Again, we recommend sticking with the default, "balance visual fidelity and editability."
- Finally is Sybmolate Fidelity. You can choose to keep symbolate buttons as symboalte buttons, this may alter their original formatting or look of the button. Or you can choose to change the symbolate button to a group button. The look will remain consistent but you will not be able to edit or add to the button the way you do with a traditional symbolate button.
- Select **Import**.



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3 IMPORT PROCESS

You're almost there...

- You will see the import progress
- Then it will present you with a conversion warning screen. Don't worry - this is just letting you know that some things might be slightly different in Studio. Select **OK**.
- Now your boards have been imported as a Boardmaker Studio project. They are now part of the project organization structure in Boardmaker Studio which will make them smaller in size and easier to print, use and share with others.
- Your project from Boardmaker import is not locked and can be edited in Boardmaker Studio

