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## How to add custom button to Xerte template page

### Why:

Well, it allows you to bring an element of “non-linear” flow to the lesson because you can assign a page/ screen number to the button for navigation purposes.

### Application:

Limited use since currently I can only add the functionality to one model. That model remains “fixed”. I.e. the button functionality can not be changed anywhere in the lesson.

### Ideal solution:

It would be great to adapt the wizard to have a drop-down box on any page:

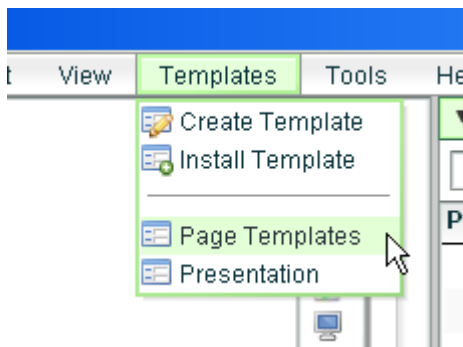
Add nav button (Yes/ No)

if “yes”, then choose

- label for button
- location of button
- destination in the form of page number
- add another button (Yes/ No)

How to: (Please note – good programming practise is to give each “Untitled label a relevant name as you go along – it just keeps things clearer)

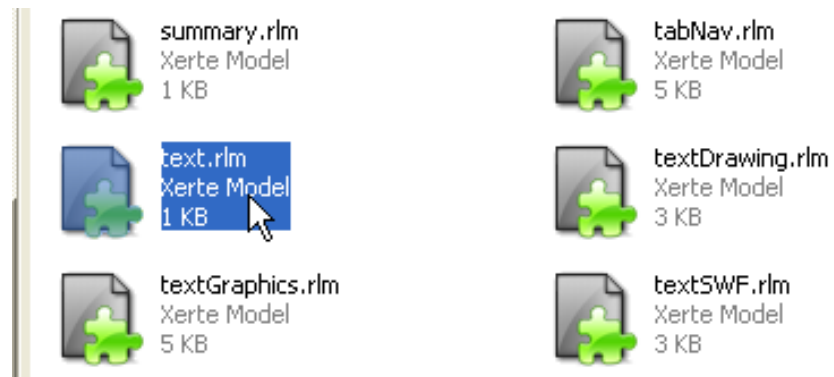
Start new Xerte template project



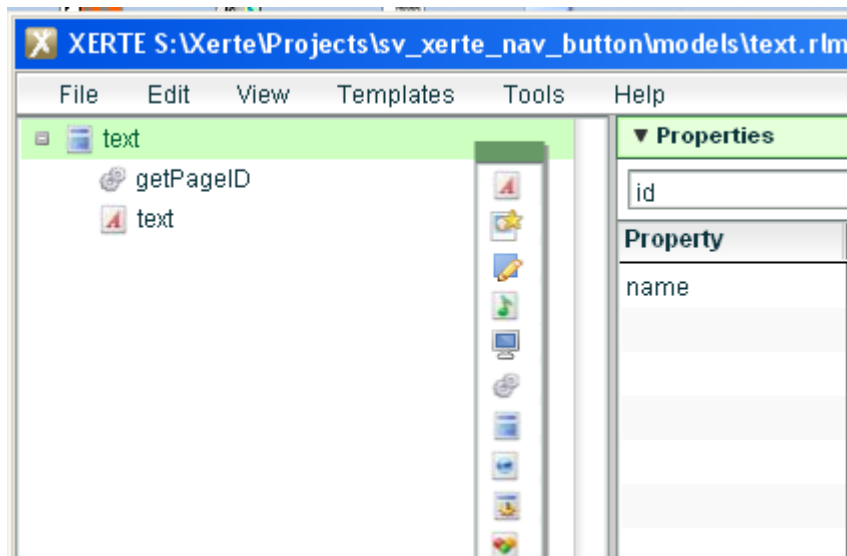
create custom folder



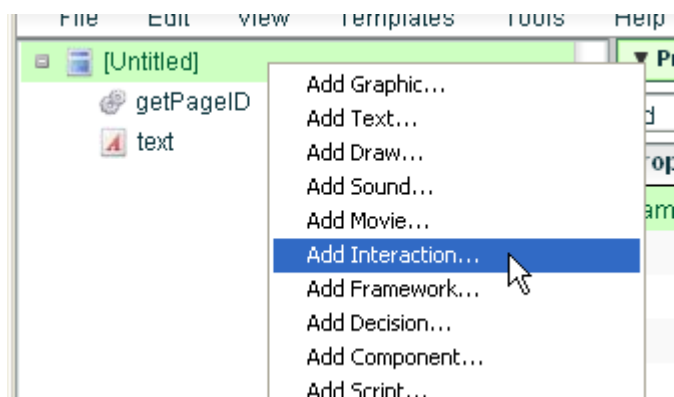
go to the folder and choose one of the “rlm” files in the “models folder”. It should be a model that you will only need once in the lesson, unless you want to use the same buttons multiple times.



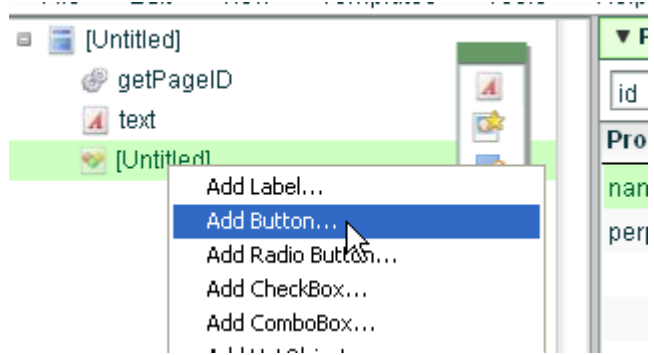
Double click. It will open in another instance of Xerte.



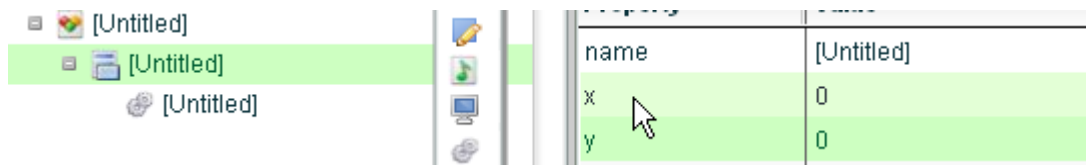
Right-click on “[Untitled]”, that's the page icon. Choose “add Interaction”



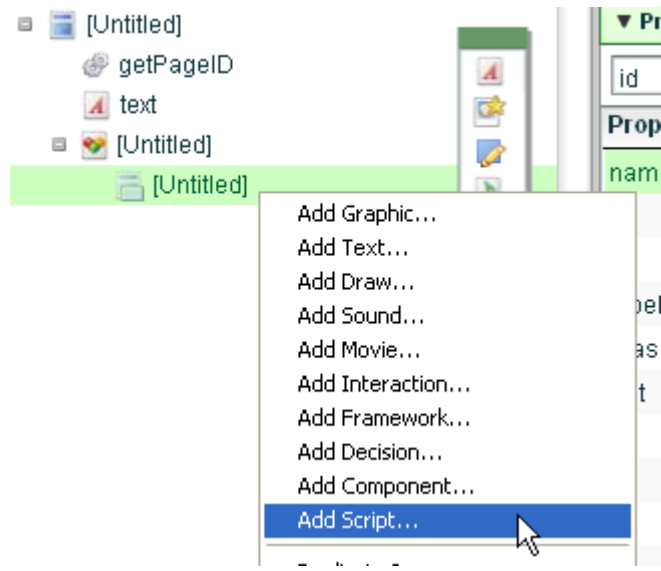
Right click on the [Untitled] interaction and choose “add Button”



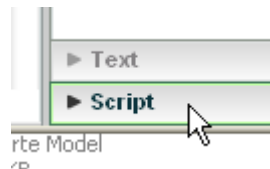
Positioning:  
Control over the button's (X and Y) position lies over on the right:



Right click on the button icon that was added, and click “Add Script”



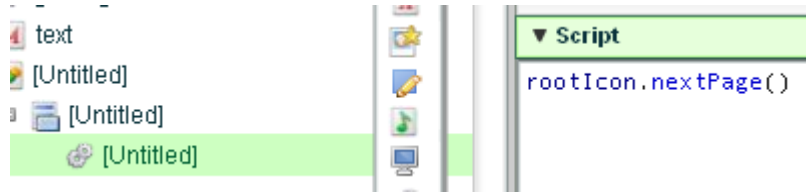
Click on the “Script” tab bottom right



The script makes the button work

There are a few options to choose from

Type `rootIcon.nextPage()` to give the button the functionality to navigate to the next page



Here are some available options

`prevPage()` - to go to previous page

`nextPage()` - to go to next page

`lastPage()` - to last page

`firstPage()` - to fist page

`gotoPage(pagenumber - 1)` to navigate to particular page

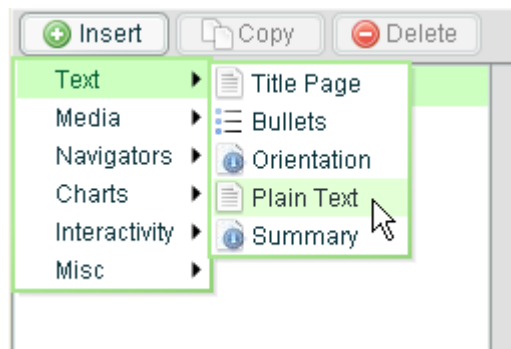
(Yes, it means if you want to go to page 15, you either need to type in there (16 - 1), or just (15))

Now save the model file. You can close this instance of Xerte if you are finished editing the button.

**Remember**, it's a custom button added to the "text.rlm" model in this case. The button can not be edited in the wizard since the wizard was not edited to include information about the button. So you have to manually edit the button in terms of labeling, positioning, etc.

Back in the Xerte template/ wizard you need to "Insert" the specific model that you chose to edit.

I chose the "text.rlm" model, I'll insert the "Plain text" model:



When I click "Play" or preview the lesson, my button can be seen:

