

Creating a Point in Eduloc

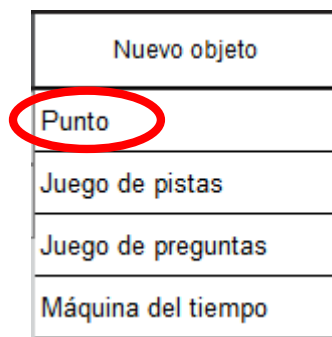
The Point object

A **Point** is an object available in [Eduloc](#), to position any information at the place you wish to highlight on a map. Supplementary information can be associated with the point you create, in several formats (text, image, video and audio)

For instance, the location of an iconic building or other landmarks such as temples, castles, squares, trees, etc. can be positioned on the map.

Creating a new Point

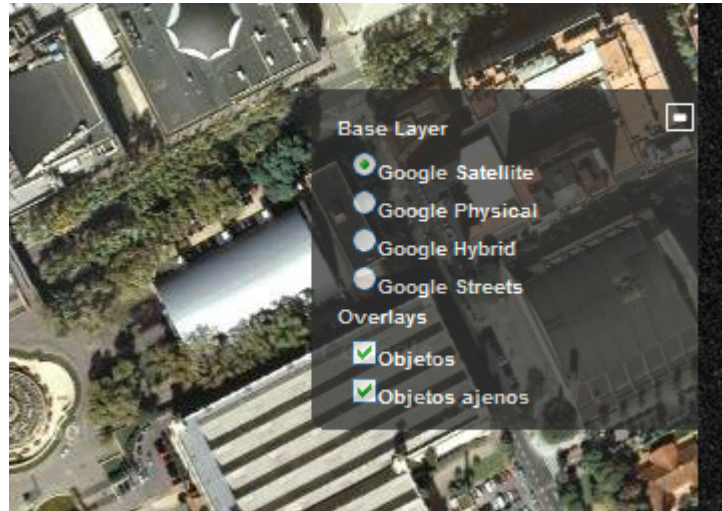
To create a point on the scenario you are designing in Eduloc, click **New object** and select **Point** from the menu.



You are now in the Point **editor**.

Fill in the fields with:

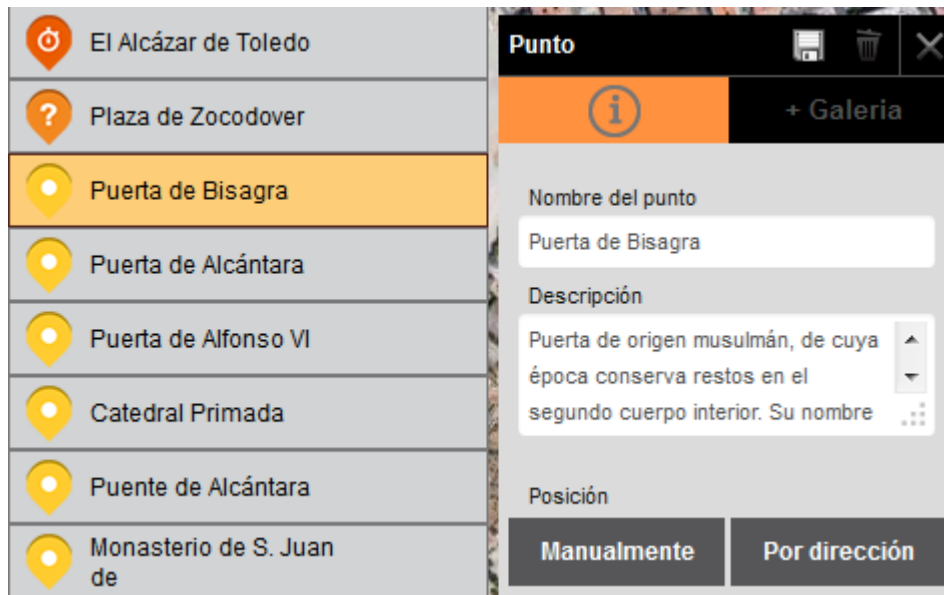
- The **name** of the point.
- A brief **description** of the contents to be shown.
- Pinpoint the location either:
 - **Manually:** if you are unsure of the exact location, you can find it on the map and add the position icon manually. You can choose the desired Google maps option (Street Map, Earth, Hybrid or Satellite) by clicking on the '+' button on the far right side of the map.
 - **By address:** If you know the exact address of the place you want to pinpoint, enter it and click on **Place**. Thus, the position icon will be placed at that exact point of the map.



Click on **Save** to add the point location and save all its basic information.



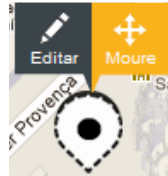
If you decide (while entering data) to give up on creating a point, click on **Cancel** (the plus '+' symbol), and if you want to delete it click on the **trash icon**.



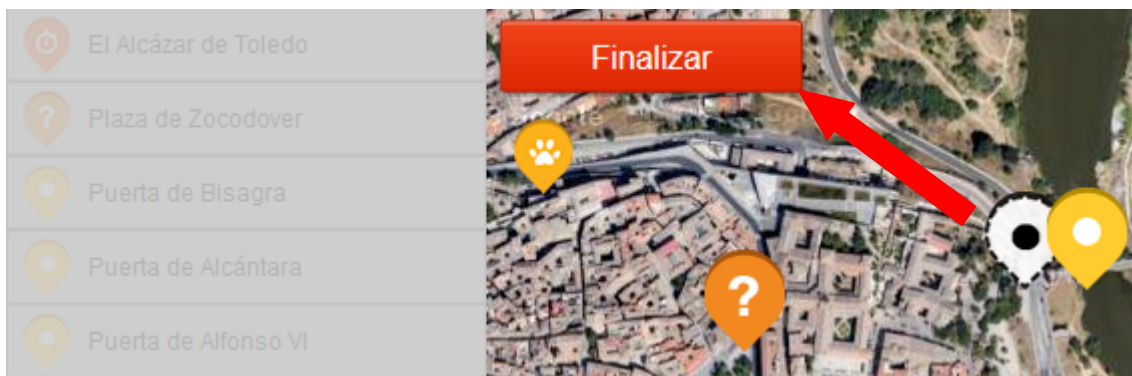
The following icon shows up once the new point is created.

You can rectify the position of the icon at any time by moving it to a different position. Just click on the icon. The following options are shown:

1. **Edit:** to change any of the text with information entered under a title and description, or any item from the Gallery.
2. **Move:** to use on this option, you need to place the cursor on the **Move** icon, which is highlighted with a color. The cursor now displays four arrows and you can drag the **Point** icon to the new desired place.



Once positioned on the correct place, click **End** on the top left corner of the map.

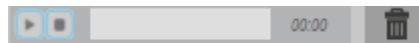


Now you can complete the multimedia **Gallery** for this point. You can access the contents editor of the multimedia Gallery by clicking on this option, and then enter:

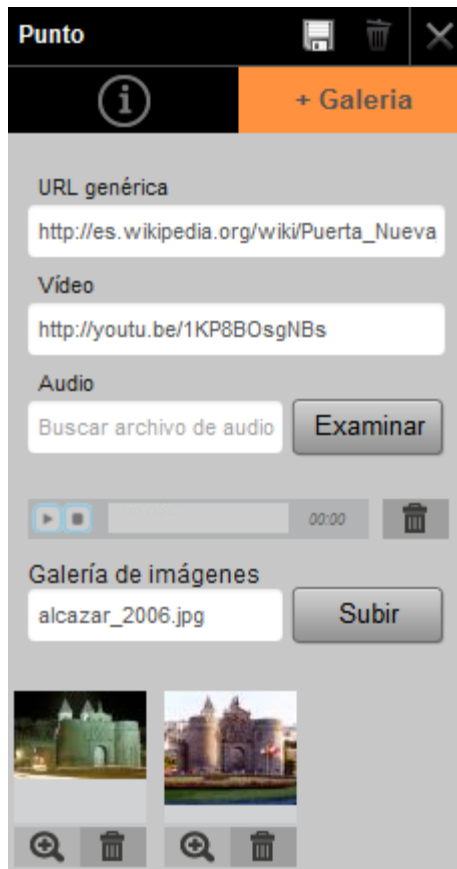
- **Generic URL:** it can be any link associated to this point.
- **Video:** a link to a video with supplementary information related to the point, and uploaded on YouTube, Vimeo or any similar portal.
- **Audio** an audio file produced by yourself or an already existing one from the net, which may add valuable information to your point of interest (the audio file size must not exceed 4 MB).
To upload an audio file, click on Inspect to find it among your files and then click **Upload**.




Once the audio file is uploaded, you can play it by clicking on the **Play** arrow and, in case it was the wrong file, delete it by clicking on the **Trash** icon.



- **Image Gallery:** it features one or more pictures of that Point (the image size must not exceed 2 MB).
To upload a picture, click on **Inspect** to find it among your files and then click on **Upload**. Repeat this process every time you upload a new picture.



Once the information you want to associate with the point is uploaded (URL, video, audio and images), click on **Save** to finish.

You may edit the information saved to the image gallery associated to this point and change its contents at any time. The **magnifier** icon allows you to zoom on the picture and view its real size and to delete it by clicking on the **trash** icon. 

This is how a Point looks like on a mobile device.

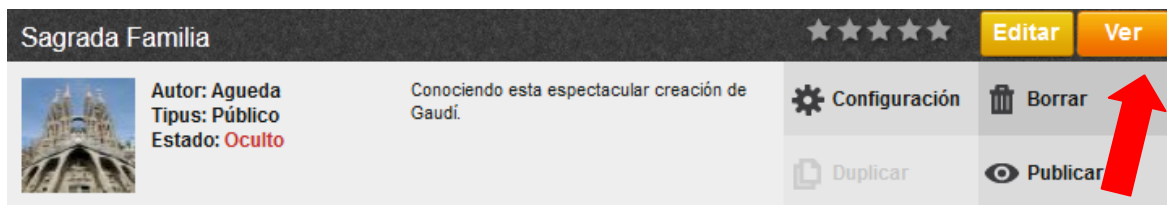


Previewing a Point in a mobile terminal

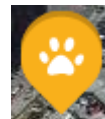
Go to the **My scenarios** menu on the upper part of the screen to view your Point as it is displayed on a mobile device.

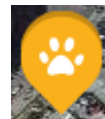


Click on **View**.



This option will allow you to preview the scenario with all the objects created for it.



Click on **View**, to see the map as it will appear on your mobile device, , and then click on the Point icon.



Click on the arrow to access the contents and all the information associated with it.