



RapidBuilder® v4.0 Deluxe Unicode Limitations and Unsupported Features

RapidBuilder v4.0 Deluxe Unicode is a special version of the RapidBuilder technology that fully supports the Unicode character set (for encoding multiple written languages).

Unicode is an industry standard that allows text and symbols from all languages to be used within an application. RapidBuilder v4.0 Deluxe Unicode supports the use of many different international languages, including Asian languages, within authored simulations and content files. Therefore, developers using RapidBuilder v4.0 Deluxe Unicode have the flexibility to create multilingual simulations and courses for distribution to a globally diverse international audience.

In terms of features and functionality, the RapidBuilder v4.0 Deluxe Unicode technology is the same as XStream's regular RapidBuilder v4.0 Deluxe technology except for a small number of unsupported features and limitations (which are due to Unicode limitations).

The remainder of this document outlines and describes the unsupported features and limitations in RapidBuilder v4.0 Deluxe Unicode.

Unsupported Features

The following RapidBuilder v4.0 Deluxe features are not supported in RapidBuilder v4.0 Deluxe Unicode:

- Text to Speech (in Text Field and Instruction Box)
- Spell Checking
- Add External SCO (to a SCORM Course)
- Export to QuickTime (MOV)
- Export to XML

Limitations in “Export Text” Feature

For the “**Export Text**” feature (which is used to export text from a RapidBuilder file to an .XML file for the purpose of language translation), the following limitations exist in RapidBuilder v4.0 Deluxe Unicode:

1. When editing/modifying the text within the exported .XML file, keep in mind that only a single language can be used within a single .XML file. A combination of two languages (e.g., English and Japanese) cannot be used.
2. If the text is being edited with an Input Method Editor (IME), then the .XML file should be saved in UTF-8 format.

3. If the text is edited to include Japanese characters, then the “Lang ID” tag present in the .XML file should contain the value 128.

Limitations in “Export to Flash” Feature

For the “**Export to Flash**” feature (which is used to export a RapidBuilder file to Flash format), the following limitations exist in RapidBuilder v4.0 Deluxe Unicode (in addition to the regular Flash limitations that exist for RapidBuilder v4.0 Deluxe):

1. Macromedia Flash Player 6 (or higher) is required to support Unicode.
2. For input field objects (i.e., Validation Field, Login Field, and Terminal Object), the following limitations are present in Flash:
 - a. During playback of the Flash file in full screen mode, the user cannot type Unicode characters in an input field. This is because the IME (which is used to select the desired language on a file-by-file basis) is disabled during playback of the Flash file in full screen mode.
 - b. If a particular font is not installed on the end user’s system, the Flash Player will not be able to locate or render that font during playback of the Flash file. The end user needs to ensure that all required fonts are installed on his/her system before playing the Flash file.
 - c. During playback of the Flash file, certain fonts (e.g., Hindi, Tamil, Arabic, etc.) are not supported for entry in an input field. This is due to limitations with the Flash Player.
 - d. During playback of the Flash file, the <ENTER> key and <CTRL> + <ALT> + <SHIFT> + any key are not supported for use as validation keys because these keys are reserved for functions within the IME.
3. Text Fields and Instruction Boxes may only be exported to Flash as images (and not objects or flash fields).
4. Certain Unicode characters are not supported for use within the file name of an exported Flash file. However, Japanese and Norwegian characters are supported.