

Importing the Pixons Symbols into Boardmaker

The Boardmaker software has very specific rules for importing symbols into their software. (Find your Boardmaker manual and find the section on importing a MY SYMBOLS folder into your version of Boardmaker.) Basically, importing the My Pixon Symbol folder involves the following steps.

Part 1: Copying Pixons to your Computer.

1. Find the CD that has the Pixons (CD #6)
2. Copy the folder called **My Pixon Symbols** to your computer. It takes about 2.65 GB of memory. The reason you have to copy it to your computer is so you can rename it before importing it into Boardmaker. (You cannot rename it on a burned CD.)
3. Rename the folder **My Symbols** (instead of My Pixon Symbols). The folder **MUST** have this name in order for it to be recognized by Boardmaker. Boardmaker will not recognize a folder called My Pixon Symbols. We intentionally named the folder My Pixon Symbols so that you would not accidentally over ride your current My Symbols folder in the Boardmaker program.)

Part 2: Renaming your CURRENT My Symbol Folder in the Boardmaker Program File

1. On your computer, open up your PROGRAM FILES (PC) or APPLICATIONS (Macintosh).
2. Find and Open the Boardmaker folder.
3. Open the Symbol Folder inside of your Boardmaker folder. (You are NOT launching the application!)
4. Locate your current **My Symbols** folder.
5. Re-Name your current My Symbols folder as **My Symbols1**. (You can actually give it any name you want.) This is the folder where all new imported symbols are located. You may have imported in some of your own new symbols, like photographs of the student, teachers, etc. If you do not rename this folder, the new **My Symbols** folder of Pixons (see Part 1) will over ride anything you've already imported. Don't worry about renaming this folder. You will still have access to previously imported symbols because these previously imported symbols have already been indexed by Boardmaker.)

Part 3: Import in the Pixons

1. Slide the **My Symbol** folder (the one you copied and renamed) that has your Pixons into the Boardmaker Symbol folder.

Part 4: Open Boardmaker

1. Open the Boardmaker application.
2. Wait as the Boardmaker software creates the index of new Pixons.
3. Start using Pixons with Boardmaker!