

Publish your Presentation in Adobe Presenter 7

This How To explains how to Publish your presentation using Adobe Presenter 7.

After you have configured your presentation settings and preferences, added your audio and/or video, and made any last changes to your presentation, you are ready to publish.

Saving the Presentation and Associated Audio

In order to make future changes to your presentation, you will need to save the PowerPoint file. When you save the PowerPoint a new folder will be created, in addition to the .ppt or .pptx file that is saved. The folder will be given the name you used for the PowerPoint file. This folder will contain a .ppc file and all the related audio. ***If at any time you need to move this PowerPoint presentation to another folder or drive, you will need to make certain that you copy both the .pptx file and the corresponding folder.***

Publishing

Once you have the presentation saved, you are ready to publish. To do this, click the Publish option from the Presentation group on the Adobe Presenter tab.

At this point, you have some decisions to make, and you can still make some changes.

1. You will want to publish to your computer. By default published presentations are saved in My Documents > My Adobe Presentations. To select a different save location:
 - o Select **My Computer** from the menu bar at left
 - o Click **Browse** to locate the folder where you want to store the presentation along with all the audio files
 - o You may want to make a new folder to store all of these files
2. If you anticipate that you will be burning this presentation onto a CD, check the “**CD package (with autorun for CD)**” box. This will create the file so that it will play when the CD is opened.
3. On the right, you will see the Project Information.
 - o You can verify that all the information is correct, or you can change/edit/delete information by clicking the link or the Settings or Slide Manager buttons.
4. If you check the “View output after publishing”, the presentation will automatically launch and play after it is published.
5. Click the **Publish** button and wait for the publish process to finish.

