QuextPath

WINDOWS EDITION

NOVEMBER 2026

QUEXTPATH CREATOR

Quick Start

Your first path starts here.

From a blank canvas to an interactive presentation, one clear step at a time.

01 Build your first path

02 Design the experience

03 Present and share



YOUR FIRST PRESENTATION

Build a path in minutes

A short route from an idea to a saved, interactive presentation.

The simplest mental model
A node is one step. Its outputs decide what comes next. Design slide controls what people see; Graph controls how they get there.

SLIDE	→	DECISION	→	OUTCOME
Set the scene		Offer two routes		Explain the result

01 Open QuextPath Creator. Use the existing desktop shortcut. On Welcome, choose **New project**, **Open project**, or the guided tutorial **The launch decision**. Offline authoring does not require QuextID.

02 Name the project. In Build, enter a Project title. Select a node in the outline or Graph, then edit its Title and Content in the inspector.

03 Make the decision clear. Select a Decision node. In Outputs, edit each Label and choose its Target. Use + Add output if needed. End / no target stops that route.

04 Choose the beginning. Set Start node in the left sidebar. Check that every intended choice leads to a useful next step or outcome.

05 Save a real file. Choose Save or press Ctrl+S and store the .rpres file in your documents folder. Embedded images, fonts, narration and video travel with the project.

Start small
For a first lesson, use one introduction, one decision and two outcomes. Test both routes before adding complex layers, timers or simulations.

MAKE IT VISUAL

Design, narrate, simulate

Finish the route first, then give each visible node a clear layout.

Design a slide

01 Select a Slide, Decision or Outcome and choose **Design slide** or **Edit slide on canvas**.

02 Add **Text**, **Shape**, **Image** or **Video**. Use **Answer...** to place a button bound to an existing output. Drag to move, use handles to resize, and double-click text to edit.

03 Use **Object layers** to select, reorder, hide or lock objects. Check Present for text overflow and readable contrast. For a walkthrough, use **The safety briefing** on Welcome.

Add narration or edit an image

Choose **Narration & timing** or the Graph inspector's **Media** tab. Import WAV/MP3 audio or MP4/MOV media, or record narration. Stop recording and wait for WAV finalization before saving. Decisions still wait for a choice.

For an image, select it and choose **Edit image**. Crop, resize pixels, rotate, distort, filter or remove a plain background. **Apply** creates an embedded PNG copy; the original file is not changed. Save the project afterward.

Add an interactive system

Choose **New simulation** in Design slide. Add an image, then place **Button**, **Switch**, **Knob**, **Hotspot** and **Readout** objects. Configure positions, values and variables. Use **Preview / reset**, then **Apply simulation** and Save.

> **Keep the first simulation simple**
> Try one two-position switch bound to a variable and one readout of that variable. Scanning and AI suggestions are optional. Manual authoring works without an API credential; AI suggestions require configured access and can incur charges.

REHEARSE AND SHARE

Present with confidence

Use the same saved project for self-paced learning or a live group.

01 Rehearse locally. Choose Present. Follow every choice, check media timing and compare outcomes. Use Restart for a clean attempt. Resume saved uses progress on this device, not a cloud learner record.

02 Use a second screen. Choose Audience display, select the connected monitor or projector, and open it. Build previews the selected node; Present follows the active route. Test the physical screen and sound before an event.

03 Invite phone voting, if needed. Choose Audience QR code, select Anonymous or Identified participation, and Create audience QR code. The host signs in with QuextID if prompted. Attendees use the link or QR code over the internet without accounts.

04 Run the decision. At a Decision, open the poll, set timing and tie/no-vote behavior, then resolve it. The same audience link serves the session. End the session when finished.

05 Deliver the project. Share the saved .rpres with the intended recipient and a compatible QuextPath Player. Simulations need a Player with simulation support; an older installer may not include it.

> **Before you send or present**
> Save and reopen the file. Verify routes, answer bindings, image clarity, media codecs and timing. Turn off unwanted timers. Keep a backup. Full .rpres files contain all content and recommendations; they are not locked exams.

For exact controls, worked examples, Team and Delivery workflows, scanning and troubleshooting, open **Instruction manual** from Welcome. **The guided assessment** tutorial introduces quiz layers, timing and feedback.

COLLABORATE IN TEAM

Share the work safely

Live updates deliver saved changes. Each person still saves their own work explicitly.

01 Connect to the right workspace. Sign in with QuextID and open **Team**. If the panel still points to a local service, choose **Use signed-in service**. The owner uses **Create from current project**; an assigned member enters the **Workspace ID** and chooses **Connect / refresh**. A legacy local workspace also needs its bearer credential.

02 Delegate project administration. The owner adds the intended existing members. On a member row, check **Project admin: manage work groups, linked node projects and tasks**, then **Save assignment**. Admin status grants full project reading for assignments, not automatic editing rights.

03 Create a work group. The owner or project admin enters **New work-group name**, selects existing members in **New work-group roster**, then chooses **Create work group**.

04 Assign a connected set of nodes. Enter **New linked node project title**, check the exact **New linked nodes** and select the work groups. Choose **Create linked node project**. Only checked nodes are included; adjacent or nested nodes are not added automatically.

05 Edit and save. Group members use **Save node content**, or **Design assigned slide** then **Save workspace slide**. The grant covers node content and slide design, not routing or a whole layer graph.

06 Keep drafts safe. Saved changes and advisory presence arrive in Team without a manual refresh when the view is clear of drafts. A focused field or draft is retained. If an update banner appears, finish or preserve your work before reviewing a refresh. Stale saves are refused, not merged.

07 Keep a portable master. The owner uses **Pull workspace changes into editor**, resolves any Save/Discard/Cancel prompt, then saves the local .rpres. Live Team updates do not automatically update or save that local file.

> **A shared assignment, not a separate file**
> A linked node project is a connected selection inside one shared project. It is not a separate .rpres file. Presence is advisory: there are no edit locks or simultaneous canvas/text merging. Only the owner manages membership and publishes or deletes the workspace.