

	PACKAGE PROPERTIES	AICC	SCORM 1.1	SCORM 1.2	SCORM 2004 2nd Edition	SCORM 2004 3rd Edition	SCORM 2004 4th Edition	xAPI
NAVIGATIONAL CONTROLS	<b>Show Navigation Bar</b> Determines if the SCORM player displays the navigation bar to the learner.	✓	✓	✓	✓	✓	✓	✓
	<b>Show Finish Button</b> Determines if the SCORM player displays the Return to LMS button to the learner. If the Show Navigation Bar setting is not selected, then this setting has no effect.	✓	✓	✓	✓	✓	✓	✓
	<b>Show Close SCO Button</b> Determines if the SCORM player displays the Close Item button to the learner. If the Show Navigation Bar setting is not selected, then this setting has no effect.	✓	✓	✓	✓	✓	✓	✓
	<b>Enable Previous/Next</b> Determines if the SCORM player displays the previous and next buttons to the learner. If the Show Navigation Bar setting is not selected, then this setting has no effect.	✓	✓	✓	✗	✗	✗	✓
	<b>Show Progress Bar</b> Determines if the SCORM player displays the progress bar to the learner. If the Show Navigation Bar setting is not selected, then this setting has no effect.	✗	✗	✗	✗	✗	✓	✓
	<b>Use Measure for Progress Bar</b> Determines if the progress bar is generated from the root activity's rolled up progress measure, or if it is derived from the number of SCOs that have been completed. This setting only has an effect in SCORM 2004 4th edition and later courses (where progress measure is rolled up) and when the Show Progress Bar setting is selected.	✗	✗	✗	✗	✗	✓	✓
	<b>Show Help</b> Determines if the SCORM player should display the help button to the learner. If the Show Navigation Bar setting is not selected, then this setting has no effect.	✓	✓	✓	✓	✓	✓	✓
	<b>Show Title Bar</b> Determines if the SCORM player should display the title bar to the learner.	✓	✓	✓	✓	✓	✓	✓
	<b>Prevent Right Click</b> Determines if the SCORM player should prevent the learner from right-clicking in the SCORM player windows. This setting can be useful for high-stakes assessments or other situations where you want to prevent the learner from looking at the internal structure of the content or data in the player. Note, this setting only affects the SCORM player windows (the course structure, title bar, and navigation bar) and does not affect your content.	✓	✓	✓	✓	✓	✓	✓
	<b>Show Course Structure</b> Determines if the SCORM player should make the course structure available to the learner.	✓	✓	✓	✓	✓	✓	✓
	<b>Course Structure Starts Open</b> If the Show Course Structure setting is enabled, this setting determines if the SCORM player should begin with the course structure shown. The learner can always show/hide the course structure if it is available. If the Show Course Structure setting is not selected, this setting has no effect.	✓	✓	✓	✓	✓	✓	✓
	<b>Enable Choice Navigation</b> Determines if the SCORM player will allow the learner to navigate a course by clicking on links in the course structure. If the Show Course Structure setting is not selected, this setting has no effect.	✓	✓	✓	✗	✗	✗	✓
	<b>Course Structure Width</b> Width of the course structure in the SCORM player.	✓	✓	✓	✓	✓	✓	✓
	<b>Structure Status Display</b> Determines how icons are displayed to indicate success and completion status.	✓	✓	✓	✓	✓	✓	✓
<b>Invalid Menu Item Action</b> Determines how the SCORM player should graphically represent menu items when their selection is invalid.	✓	✓	✓	✓	✓	✓	✓	
LAUNCH BEHAVIOR	<b>SCO Launch Type</b> Determines how the SCORM player should launch individual SCOs (in a frameset, or in a new window)	✓	✓	✓	✓	✓	✓	✓
	<b>Player Launch Type</b> Determines how the SCORM player itself should be launched by the LMS (in a frameset, or in a new window)	✓	✓	✓	✓	✓	✓	✓
	<b>New Window Options</b> Determines the size of the new windows.	✗	✗	✗	✗	✗	✗	✓
	<b>Prevent Window Resize</b> Determines if the SCORM player window can be resized by the learner.	✓	✓	✓	✓	✓	✓	✗
	<b>Time Limit</b> If set to a positive number, a time limit for the total time spent in the course will be enforced and the user will be automatically exited from the course after the time limit.	✗	✗	✗	✗	✗	✗	✗
RUDIMENTARY SEQUENCING	<b>Intermediate SCO</b> These settings control what action the SCORM player will take when a SCO exits in the middle of a course.	✓	✓	✓	✗	✗	✗	✗
	<b>Final SCO</b> These settings control what action the SCORM player will take when the SCO exits at the last SCO of the course.	✓	✓	✓	✗	✗	✗	✗
RUDIMENTARY ROLLUP	<b>Score Rollup Mode</b> Determines how scores are rolled up to the course level.	✓	✓	✓	✗	✗	✗	✗
	<b>Number of Scoring Objects</b> If the Score Rollup Mode is Fixed Average, this setting indicates how many SCOs should be reporting a score.	✓	✓	✓	✗	✗	✗	✗
	<b>Status Rollup Mode</b> Determines how completion status is rolled up to the course level.	✓	✓	✓	✗	✗	✗	✗
	<b>Threshold Score for Completion</b> If the Status Rollup Mode is Complete When Threshold Score is Met, this setting indicates what the threshold score for completion is. This value is a decimal between 0-1 (multiply it by 100 to equate it to a percentage).	✓	✓	✓	✗	✗	✗	✗
	<b>Apply Rollup Status to Success Status</b> Indicates that the status rollup rules should also apply to the success status, not just the completion status.	✗	✓	✓	✗	✗	✗	✗
	<b>First SCO is Pretest</b> Setting indicates if the first SCO achieves a lesson status of passed, then the rest of the SCOs in the course will be marked complete.	✗	✓	✓	✗	✗	✗	✗
	<b>Finish Causes Immediate Commit</b> Setting is provided to deal with a few single-SCO configurations which make it difficult to capture the exit effectively. You may want to try setting this to true if a single SCO course is not recording completions successfully.	✓	✓	✓	✓	✓	✓	✗
COMPATIBILITY SETTINGS	<b>Wrap SCO Window with API</b> When a SCO is launched in a new window, some poorly implemented SCORM content can have trouble finding the SCORM API. This setting will wrap an empty frameset around the SCO window which presents an API that relays calls back to the real SCORM Player API.	✗	✓	✓	✓	✓	✓	✗
	<b>Always Flow to First SCO</b> If true, the SCORM Engine will always load the first SCO in a course upon initial launch regardless of whether sequencing rules dictate this behavior.	✗	✓	✓	✓	✓	✓	✗
	<b>Enable Validation of SCORM Interaction Results</b> Determines whether the interaction responses are validated for expected SCORM format. Use this setting when you want to include descriptive text in addition to the single number/character allowed by SCORM 1.2. This affects both the user response and the correct response.	✗	✓	✓	✓	✓	✓	✗
	<b>Mastery Score Overrides Lesson Status</b> Indicates whether the score should override the status if the mastery score indicates that a SCO is or is not complete, but the lesson status indicates the opposite.	✗	✗	✓	✗	✗	✗	✗
	<b>Allow Complete Lesson Status to Change</b> Determines if the lesson status marked complete in SCORM 1.2 can be changed again to something other than complete.	✗	✓	✓	✗	✗	✗	✗
	<b>Rollup Complete Set to Unknown</b> In SCORM 2004 2nd Edition and 3rd Edition, this setting determines whether a cluster that has no children contributing to rollup should be marked as unknown, or incomplete/not satisfied to resolve an ambiguity in the specification.	✗	✗	✗	✓	✓	✗	✗
	<b>Completion Status of Failed Success Status</b> Determines the completion status to return when the satisfaction is failed.	✓	✓	✓	✗	✗	✗	✗
	<b>Lookahead Sequencer Mode</b> Enables/disables the lookahead sequencer.	✗	✗	✓	✓	✓	✓	✗
	<b>Reset Runtime Data Timing</b> Defines when to reset Runtime Data.	✓	✓	✓	✓	✓	✓	✗
	<b>Return to LMS Action</b> Determines the exit type when learners leave the course.	✗	✗	✗	✗	✗	✓	✗
	<b>Maximum Suspend Data Size</b> Increases the character limit for cmi.suspend_data when a course heavily uses this element This is especially useful for SCORM 1.2 courses that have a lower character limit.	✗	✗	✗	✗	✗	✗	✗
	<b>Disable Root Activity</b> Disables the root activity from being selectable, thus preventing the learner from being able to reset attempt data for the entire course.	✓	✓	✓	✓	✓	✓	✗
	<b>Rollup at SCO Unload</b> Invokes rollup at the time of SCO unload for SCOs that do not follow the standard by calling Terminate.	✗	✓	✓	✓	✓	✓	✗
	<b>Override Objective and Completion Set by Content to True</b> Causes the engine to treat the course as if all SCOs have "objectivesetbycontent" and "completionsetbycontent" set to true.	✗	✗	✗	✓	✓	✓	✗
<b>Make Student Preferences Global to Course</b> When a learner sets a learner preference this determines whether to make that setting global to all SCOs.	✗	✓	✓	✓	✓	✓	✗	
<b>Launch Completed Registrations as No-Credit</b>	✓		✓		✗	✗	✗	
COMMUNICATION SETTINGS	<b>Maximum Failed Attempts</b> The maximum number of attempts to try a runtime data update to the central server before declaring failure.	✗	✓	✓	✓	✓	✓	✗
	<b>Commit Frequency</b> How often, in milliseconds, to push runtime data updates back to the central server. (Note that some events cause immediate updates as well.)	✗	✓	✓	✓	✓	✓	✗
DEBUGGER OPTIONS	<b>Control</b> Determines if logging is enabled and the level of logging within the Control subsystem on the client: * Off - Logging within the Control Runtime is disabled. * Audit - High-level logging within the Control Runtime. * Detailed - Detailed log messages from the Control Runtime are recorded on the client.	✓	✓	✓	✓	✓	✓	✗
	<b>Runtime</b> Determines if logging is enabled and the level of logging within the Runtime subsystem on the client. * Off - Logging within the Runtime subsystem is disabled. * Audit - High-level logging within the Runtime subsystem. * Detailed - Detailed log messages from the Runtime subsystem are recorded on the client.	✓	✓	✓	✓	✓	✓	✗
	<b>Sequencing</b> Determines if logging is enabled and the level of logging within the Sequencing subsystem on the client. * Off - Logging within the Sequencing subsystem is disabled. * Audit - High-level logging within the Sequencing subsystem. * Detailed - Detailed log messages from the Sequencing subsystem are recorded on the client.	✓	✓	✓	✓	✓	✓	✗
	<b>Include Timestamps</b> Determines whether timestamps should be recorded within the client-side log.	✓	✓	✓	✓	✓	✓	✗
HISTORY OPTIONS	<b>Capture History</b> Determines if the course should send back information about each attempt.	✗	✓	✓	✓	✓	✓	✗
	<b>Capture Detailed History</b> Determines if the course should send back detailed information about each attempt.	✗	✓	✓	✓	✓	✓	✗