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Property Name	Description	Data Type	Applies to AICC	Applies to SCORM 1.1
Show Finish Button	This element determines if the SCORM Player should display the "Return to LMS" button to the learner. If the "Show Navigation Bar" parameter is "no", then this element has no effect.	Yes/No	X	X
Show Help	This element determines if the SCORM Player should display the help button to the learner. If the "Show Navigation Bar" parameter is "no", then this element has no effect.	Yes/No	X	X
Show Progress Bar	This element determines if the SCORM Player should display the progress bar to the learner. If the "Show Navigation Bar" parameter is "no", then this element has no effect.	Yes/No		
Use Measure Progress Bar	This element 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 only has effect in SCORM 2004 4th edition and later courses (where progress measure is rolled up) and when Show Progress Bar is set to "yes".	Yes/No		
Show Course Structure	This element determines if the SCORM Player should make the course structure available to the learner.	Yes/No	X	X
Course Structure Starts Open	If the course structure is available to the learner, this element determines if the SCORM Player should begin with the course structure shown or hidden. The user can always show/hide the course structure if it is available. If the Show Course Structure parameter is "no", this element has no effect.	Yes/No	X	X
Show Navigation Bar	This element determines if the SCORM Player should make the navigation bar available to the learner.	Yes/No	X	X
Show Title Bar	This element determines if the SCORM Player should make the title bar available to the learner.	Yes/No	X	X
Enable Previous/Next	This element determines if the SCORM Player should display the previous and next buttons to the learner. If the "Show Navigation Bar" parameter is "no", then this element has no effect.	Yes/No	X	X
Enable Choice Navigation	This element 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 parameter is "no", this element has no effect.	Yes/No	X	X
Structure Status Display	This element defines how icons are displayed to indicate success and completion status.	Status Display Type	X	X
Show Close SCO Button	This element determines if the SCORM Player should display the "Close Item" button to the learner. If the "Show Navigation Bar" parameter is "no", then this element has no effect.	Yes/No	X	X
Disable Root Activity	This element disables the root activity from being selectable, thus preventing learner from being able to reset attempt data for the entire course.	Yes/No	X	X
Width for content (desired)	Represents the width (in pixels) the the content author would like to have available for the SCO. The SCORM Player will make a best effort to accommodate this setting based on the browser's capabilities.	Positive Integer	X	X
Height for content (desired)	Represents the height (in pixels) the the content author would like to have available for the SCO. The SCORM Player will make a best effort to accommodate this setting based on the browser's capabilities.	Positive Integer	X	X
Full Screen (desired)	This element determines if the SCORM Player should launch the content using the full screen feature of the browser (when available). If this parameter is set to true, the content MUST include an obvious method for the user to exit the content.	Yes/No	X	X
Width for contnt (required)	Represents the width (in pixels) the the content must have to operate correctly. Use this setting with caution.	Positive Integer	X	X
Height for content (required)	Represents the width (in pixels) the the content must have to operate correctly. Use this setting with caution.	Positive Integer	X	X

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Full Screen (required)	This element determines if the SCORM Player should launch the content using the full screen feature of the browser (when available). If this parameter is set to true, the content MUST include an obvious method for the user to exit the content.	Yes/No	X	X
Course Structure Width	The width of the course structure in the SCORM Player.	Positive Integer	X	X
SCO Launch Type	This element determines how the SCORM Player should launch individual SCOs (in a frameset or in a new window).	Launch Type	X	X
Player Launch Type	This element determines how the SCORM Player itself should be launched by the LMS (in a frameset or in a new window).	Launch Type	X	X
Wrap SCO Window with API	When a SCO is launched in a new window, some poorly implemented SCORM content can have trouble finding the SCORM API. This parameter will wrap an empty frameset around the SCO window which presents an API that relays calls back to the real SCORM Player API.	Yes/No		X
Intermediate SCO Course Satisfied Normal Exit Action	These settings control what action the SCORM Player will take when a SCO exits. Some possible actions include going to the next SCO, displaying a message and exiting the course (see description of the Exit Type data type for more detail). There are three factors the SCORM Player looks at when determining the action to take when a SCO exits, the position of the SCO in the course (is it in the middle, or is it the last SCO), the state of the SCO/Course (satisfied [completed or passed] or not satisfied [incomplete, failed, not initialized]), and the SCORM exit type specified by the SCO (suspend, normal, timeout, logout). These parameters allow you to adjust the SCORM Player's behavior in each of these possible scenarios. Note that these parameters only take affect when the content originates an exit action by calling LMSFinish before the user initiates an exit action by using a navigational control in the SCORM Player.	Exit Type	X	X
Intermediate SCO Course Satisfied Suspend Exit Action	see above	Exit Type	X	X
Intermediate SCO Course Satisfied Timeout Exit Action	see above	Exit Type	X	X
Intermediate SCO Course Satisfied Logout Exit Action	see above	Exit Type	X	X
Intermediate SCO Course Not Satisfied Normal Exit Action	see above	Exit Type	X	X
Intermediate SCO Course Not Satisfied Suspend Exit Action	see above	Exit Type	X	X
Intermediate SCO Course Not Satisfied Timeout Exit Action	see above	Exit Type	X	X
Intermediate SCO Course Not Satisfied Logout Exit Action	see above	Exit Type	X	X
Final SCO Course Satisfied Normal Exit Action	see above	Exit Type	X	X
Final SCO Course Satisfied Suspend Exit Action	see above	Exit Type	X	X
Final SCO Course Satisfied Timeout Exit Action	see above	Exit Type	X	X
Final SCO Course Satisfied Logout Exit Action	see above	Exit Type	X	X
Final SCO Course Not Satisfied Normal Exit Action	see above	Exit Type	X	X
Final SCO Course Not Satisfied Suspend Exit Action	see above	Exit Type	X	X
Final SCO Course Not Satisfied Timeout Exit Action	see above	Exit Type	X	X
Final SCO Course Not Satisfied Logout Exit Action	see above	Exit Type	X	X
Disable Right Click	Determines if the SCORM Player should prevent the user from right-clicking in the SCORM Player windows. This setting can be useful for high-stakes assessments or other situations where you wish to prevent the user 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 nav bar) it does not affect your content.	Yes/No	X	X
Prevent Window Resize	Determines if the SCORM Player window can be resized by the learner.	Yes/No	X	X
Score Rollup Mode	Determines how scores are rolled up to the course level.	Score Rollup Type	X	X
Number of Scoring Objects	If the Score Rollup Mode is "fixed average", this parameter indicates how many SCOs should be reporting a score.	Positive Integer	X	X
Status Rollup Mode	Determines how completion status is rolled up to the course level.	Status Rollup Type	X	X
Threshold Score For Completion	If the Status Rollup Mode is "complete when threshold score is met", this parameter 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.	Decimal [0.00 - 1/.00]	X	X
Apply Rollup Status To Success Status	Indicates that the status rollup rules should also apply to the success status, not just the completion status.	Yes/No		X
First SCO is Pretest	This parameter indicates that if the first SCO achieves a lesson status of passed, then the rest of the SCOs in the course will be marked complete.	Yes/No		X

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Finish Causes Immediate Commit	This parameter 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.	Yes/No	X	X
Debug Control Audit	Determines whether high-level logging should be done within the Control subsystem on the client.	Yes/No	X	X
Debug Control Detailed	Determines whether detailed log messages from the Control subsystem should be recorded on the client	Yes/No	X	X
Debug Runtime Audit	Determines whether high-level logging should be done within the Runtime subsystem on the client.	Yes/No	X	X
Debug Runtime Detailed	Determines whether detailed log messages from the Control Runtime should be recorded on the client.	Yes/No	X	X
Debug Sequencing Audit	Determines whether high-level logging should be done within the Sequencing subsystem on the client.	Yes/No	X	X
Debug Sequencing Detailed	Determines whether detailed log messages from the Sequencing subsystem should be recorded on the client.	Yes/No	X	X
Debug Show Simple Sequencing Logs	Determines whether sequencing message should be stored in the "simple" format instead of the more technical standard format.	Yes/No		
Debug Lookahead Audit	Determines whether high-level logging should be done within the Sequencing-Lookahead subsystem on the client.	Yes/No		
Debug Lookahead Detailed	Determines whether detailed log messages from the Sequencing-Lookahead subsystem should be recorded on the client.	Yes/No		
Debug Include Timestamps	Determines whether timestamps should be recorded within the client-side log.	Yes/No	X	X
Maximum Failed Attempts	The maximum number of attempts to try a runtime data update to the central server before declaring failure.	Positive Integer		X
Commit Frequency	How often, in milliseconds, to push runtime data updates back to the central server. (Note that some events cause immediate updates as well)	Positive Integer		X
Invalid Menu Item Action	Determines how the SCORM Player should graphically represent menu items when their selection is invalid.	Invalid Menu Item Action Type	X	X
Always Flow To First Sco	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.	Yes/No		X
Logout Causes Player Exit	When the cmi.exit data model element is set to "logout", this parameter determines whether the SCORM Engine returns to the LMS or simply closes the SCO.	Yes/No		
Reset Run-time Data Timing	Defines when to reset Runtime Data.	Reset RunTimData Time Type	X	X
Mastery Score Overrides Lesson Status	If the mastery score indicates that a SCO is or is not complete, but the lesson status indicates the opposite, should the score override the status?	Yes/No		
Look-Ahead Sequencer Mode	Enables/disables the lookahead sequencer.	Look Ahead Sequencer Mode Type		
Enable Validation of SCORM Interaction Results	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.	Yes/No		X
Raw Score Can Act as Scaled Score	In SCORM 2004 content, if a SCO sets a raw score but not a scaled score, should the raw score count as the normative score for the SCO?	Yes/No		
Rollup Empty Set To Unknown	In SCORM 2004 2nd Edition and 3rd Edition, this setting will determine whether or not a cluster that has no children contributing to rollup should be marked as unknown, or incomplete/not satisfied to resolve an ambigutiy in the specification.	Yes/No		
Use Quick Lookahead Sequencer	In Scorm 2004 4th edition content, use the quick lookahead sequencer.	Yes/No		
Rollup at SCO Unload	Invokes rollup at the time of SCO unload for SCOs that do not follow the standard by calling Terminate.	Yes/No		X

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	by calling Terminate.			
Override Objective and Completion Set By Content to True	Causes the engine to treat the course as if all SCOs have "objectivesetbycontent" and "completionsetbycontent" set to true.	Yes/No		
Invoke Rollup At Suspend All	Causes Rollup to occur when a Suspend All is initiated.	Yes/No		
Completion Status of Failed Success Status	Determines the completion status to return when the satisfaction is failed.	Completion Status Type	X	X
Satisfaction Causes Completion	Sets the completion status to "completed" when as activity is satisfied.	Yes/No		
Make Student Preferences Global to Course	When a student sets a learner preference, tthis determines whether to make that setting global to all SCOs.	Yes/No		X
Capture History	Indicates that this course should record the learner's progress to make data available for the attempt history report.	Yes/No		X
Capture Detailed History	Indicates that this course should record the learner's progress in detail to make data available for the attempt history report.	Yes/No		X
Allow Complete Lesson Status To Change	Determines if the lesson status marked complete in SCORM 1.2 can be changed again to something other then complete.	Yes/No		X
Time Limit	Given in minutes. If this is set to some positive number over zero, a time limit for tota	Positive Integer		X
IE Compatibility Mode	Determines which META tag, if any, should be used in the player to force a particular rendering mode for IE. Since content can be hosted within a SCORM Engien frameset, the content itself inherits this rendering mode.	IE Compatibity Mode	X	X
Is Available Offline	When using the optional offline/mobile player this option determines whether the package shows up in the catalog listing of offline packages	Yes/No		X

Data Types

Yes/No
The "yes/no" data type can have two values: "yes" represents the affirmative and "no" represents the negative.　　yes= 1 no = 2

Positive Integer
The "positive integer" data type is a string that represents an integer greater than or equal to zero.

Launch Type
The "launch type" data type represents methods by which new windows can be launched. The possible values are:　　numbers 1 through 5

"frameset" – Launches the item in a frameset. When applied to a SCO, this will result in the standard SCORM Player configuration pictured above. When applied to the SCORM Player itself it will launch the player inline rather than popping it in a new window.　　frameset= 1

"new window" – Launches the item in a new window.　　new window=2

"new window,after click" – Launches the item in a new window after forcing the user to click on an explicit link. This setting can be useful for circumventing popup blockers.　　new window after click = 3

"new window without browser toolbar" – Launches the item in a new window without the standard browser toolbar.　　new window without browser toolbar= 4

"new window, after click, without browser toolbar" – combines the functionality of "new window, after click" with "new window without browser toolbar"　　new window, after click, without browser toolbar= 5

Exit Type
The "exit type" data type represents actions the SCORM Player can take after a SCO exits. The possible values are:　　numbers 1 through 5

"exit,no confirmation" – Simply close the SCORM Player and return to the LMS　　exit course=1

"exit,confirmation" – Ask the learner if he wishes to exit the course, if so, return to the LMS, if not, display a message page.　　exit_course_after_confirm=2

"continue" – Take the learner to the next SCO. If applied to the final SCO, display a message page.　　go_to_next_sco=3

"message page" – Display a message page. The SCORM Player determines what message to display based on the current state of the player.　　Display_message=4

"do nothing" – The SCORM Player will take no action.　　do_nothing=5

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"message page" – Display a message page. The SCORM Player determines what message to display based on the current state of the player.	Display_message=4		
"do nothing" – The SCORM Player will take no action.	do_nothing=5		
Status Display Type			
The "status display" data type represents the various ways in which the SCORM Player can display the status of SCOs to the user. The possible values are:	numbers 1 through 5		
"success only" – Only success status is presented to the user.	sucess only= 1		
"completion only" – Only completion status is presented to the user.	completion only= 2		
"separate" – Both success and completion status are presented to the user as separate indicators.	separate= 3		
"combined" – Success and completion status are presented to the user as one combined metric.	combined= 4		
"none" – No SCO-level status is presented to the user.	none= 5		
Score Rollup Type			
The score rollup data type represents the various ways in which the SCORM Player can rollup scores to the course level. The possible values are:	numbers 1 through 6		
"score provided by course" – Useful for single-SCO courses, this parameter simply transfers the score provided by the first SCO in the course to the course-level.	score provided by course= 1		
"average score of all units" – Sum up all the scores that were provided and divide by the total number of SCOs in the course.	average score of all units= 2		
"average score of all units with scores" – Sum up all the scores that were provide and divide by the number of units that actually reported scores.	average score of all units with scores=3		
"fixed average" – Sum up all the scores that were provided and divide by a fixed number (as specified in the Number Of Scoring Objects setting).	fixed average=4		
"average score of all unites with non zero scores	Average score of all unites with nonzero scores=5		
"Last SCO Score"	last SCO score=6		
Status Rollup Type			
The status rollup data type represents the various ways in which the SCORM Player can rollup status to the course level. The possible values are:	numbers 1-6		
"status provided by course" – Useful for single-SCO courses, this parameter simply transfers the status provided by the first SCO in the course to the course-level.	status provided by course= 1		
"complete when all units complete" – The course is considered complete when all of the SCOs have achieved completion. This means that the lesson status value is either "failed", "completed" or "passed".	compete when all units complete=2		
"complete when all units satisfactorily complete" – The course is considered complete when all of the SCOs have achieved completion in a satisfactory manner. This means that the lesson status value is either "completed" or "passed".	complete when all units complete and not failed=3		
"complete when threshold score is met" – The course is considered complete when its rolled up score (as determined by the Score Rollup Type) exceeds a certain threshold (specified in the Threshold Score For Completion parameter).	complete when threshold is met=4		
"complete when all units complete and threshold score is met" – This course is considered complete when all of the SCOs have achieved completion (lesson status = failedc, completed, or passed) and when its rolled up score exceeds the threshold specified in the Threshold Score For Completion parameter.	complete when units complete and threshold score is met=5		
"complete when all units are passed"	complete when all units are passed= 6		
Invalid Menu Item Action Type			
Represents the various ways to handle menu item options that are not valid			
"show" – Invalid menu items are visible but will result in an invalid action message.	show= 1		
"hide" – Invalid menu items are not visible.	hide=2		
"disable" – Invalid menu items are visible but do nothing	disable= 3		

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"disable" – Invalid menu items are visible but do nothing.	disable= 3			
Reset Runtime Data Time Type				
Represents when to reset runtime data				
"never" – SCORM Engine will never reset CMI runtime data.	never= 1			
"when exit is not suspend" -- Only preserves CMI runtime data if exit is suspend.	when exit is not suspend=2			
"on each new sequencing attempt" – The SCORM engine will reset the CMI runtime data every time the SCORM 2004 sequencing algorithms dictate that a new attempt should begin.	on each new sequencing attempt=3			
Lookahead Sequencer Mode Type				
Represents the modes of the lookahead sequencer				
"enabled" – lookahead sequencer is enabled	enabled=2			
"disabled" – lookahead sequencer is disabled	disabled=1			
"realtime" - lookahead sequencer is enabled and will run after certain runtime values are changed to immediately update the navigation elements of the player	realtime=3			
Completion Status Type				
Represents the completion status values				
"completed" – SCO is completed	completed=2			
"incomplete" – SCO is known to have been started but is not complete	incomplete=3			
IE Compatiblity Mode				
"none"	No meta tag is rendered in deliver and apiwrapper pages			
"emuluateie7"	<meta http-equiv="X-UA-Compatible" content="IE=emulateie7">			