

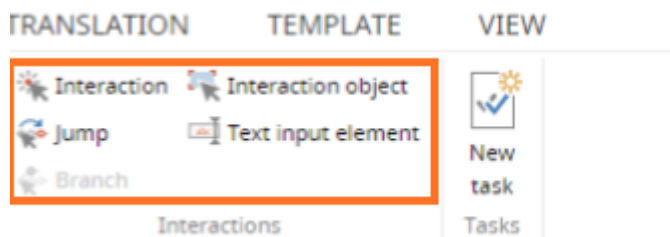
# Interactions, interaction objects and AutoTexts

This documentation will reveal more about the relationship between interactions, interaction objects and AutoTexts.

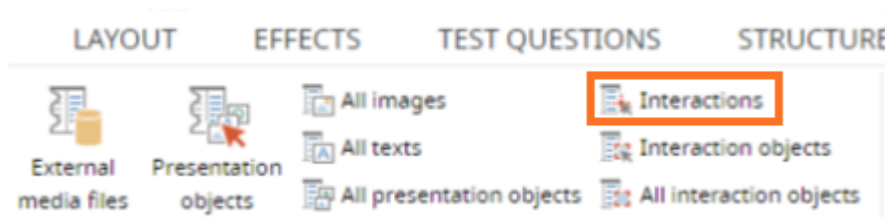
Interactions are elements within an e-learning that lead the user from one step to the next. There is always at least one interaction per step. There are various types of interactions:

- **Interaction:** Defines an interaction that leads from one step to the next on the current path.
- **Jump:** Defines an interaction that leads the user to any step in the current path or a different path.
- **Branch:** Defines an interaction that leads the user to the first step of a parallel path.


The **Interactions** function group on the **Insert** tab supports various ways of inserting and designing these elements.



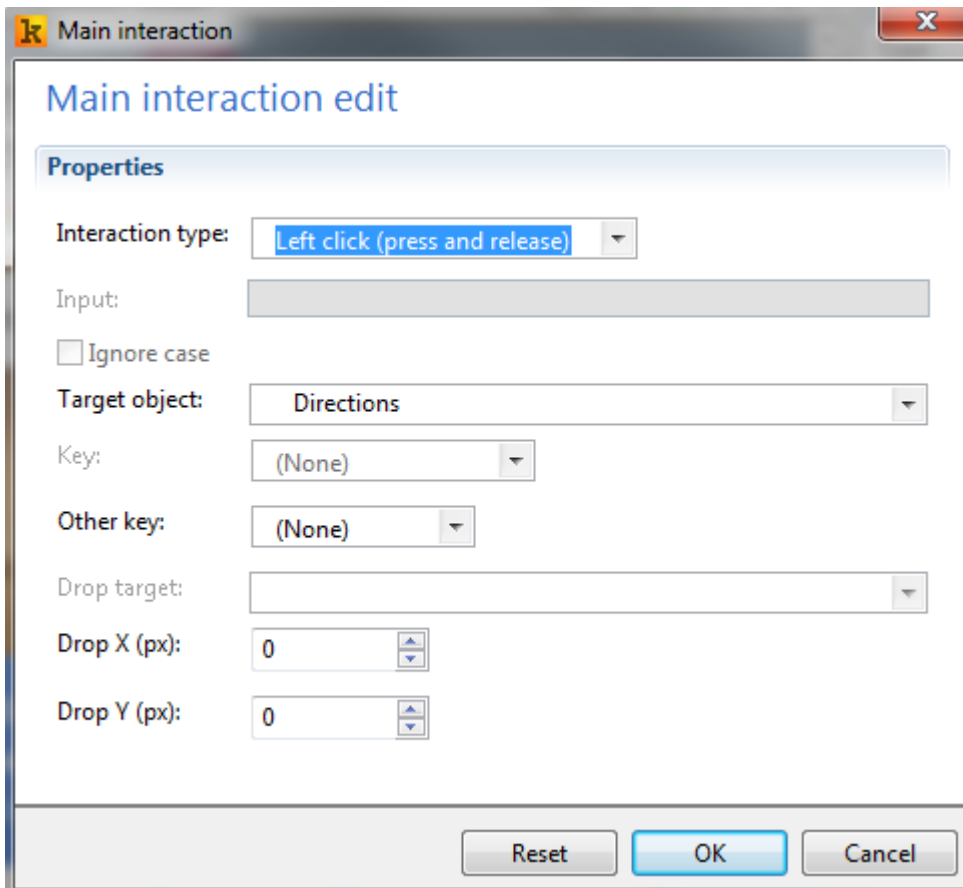
A list of all the interactions included in the selected step can be accessed via the **Interactions** button on the **View** tab:◆




The list is split into three columns ◆ the first column specifies the **type** of interaction, the second one shows the **interaction** that is to be performed, while the third one identifies the assigned **target** object.

Type	Interaction	Target
Main interaction	 Click Directions	

An interaction can be changed at any time by simply double-clicking the corresponding row in the list to open the associated properties dialog. In the example featured below, you could change the **interaction type** from a left click to a right click, or to any of the other actions listed in the dropdown menu. The **target object** for the interaction can also be redefined here.



 These assignments are not just important for the exact definition of the interaction, but also play a role in the correct generation of the associated AutoTexts: For example, the **interaction type** "Left click (press and release)" leads to the creation of the AutoText "Click the Directions button" on the "Directions" **target object**. This involves using the "Button" **object type** and the "Directions" **name** from the target object.

