

Triggers

Here you will find an overview of the trigger area.

1 Definition

Triggers allow authors to design interactive e-learnings.


Triggers are animations that are activated by an action performed by the learner. A trigger therefore consists of two parts: the user's interaction and the animation triggered by this.

Causing a textbox to appear by clicking a particular image would be a typical example of a trigger-based action.

There is a special type of trigger, known as **control triggers**, which are used to realize the most important tutorial control functions. If, for example, you click the **Next** button in tutorial control, you switch over to the next step in the e-learning. Control triggers are only relevant when the standard control is not used.

There are also **hyperlink triggers**. These can be used to display images or textboxes (for example) as soon as a text hyperlink is clicked or touched with the mouse.

2 Animation triggers

The  **Animation trigger** button can be found in the **Triggers** function group on the **Effects** tab.

The following settings are possible here:

Add an animation trigger

Animation

Target object: Text

Type:

X:

Y:

Delay (ms):

Duration (ms):

The **Type** option allows you to select one of the various animations.

Trigger

E-learning context:

Trigger type:

Trigger object:

Key:

Other key:

Infinite repeats (Trigger)

No. of repeats (Trigger):

Feedback No.:

Numbering in documentation:

E-learning context

Here you can specify the e-learning context in which the trigger-controlled animation is to occur. You can choose between various test question states in order to also deploy a trigger in a particular context.

By setting the "Test question: in the evaluation" context, for example, you can define that the trigger is to only be active (and capable of being activated) while the evaluation is being displayed.

- 💡 The E-learning context field also allows you to specify that the trigger is only active when the test has been passed or failed.

Trigger type

Here you can define which action is to trigger the animation. Depending on the trigger type that's selected, you may also have to specify the object, feedback number or flash event.

- 💡 When the setting **Exclusive effect on click of trigger object** is specified, the trigger overrides other triggers on the e-learning page. This allows you to exclusively trigger several objects (for example), so that only the object that is respectively triggered by a click will actually be visible – and all the other triggered objects are not visible.

Trigger object

This is where you specify the object on which a particular action has to be performed in order to trigger the animation.


Feedback No.

This is where you specify the particular feedback in which the animation is to be triggered. The default setting is that an animation is triggered during the third and final feedback (this normally informs the user of the interaction that has to be performed in order to proceed to the next step).

Numbering in documentation

This option allows you to specify whether the trigger numbering for this particular trigger is to be done with number flags in the documentation.

3 Control triggers

The **Control trigger**  button can be found in the **Triggers** function group on the **Effects** tab.

Add a control trigger

Control

Target object: Text


Type:

Target step:

The triggers listed here allow you to:

- navigate within the e-learning (e.g. forward of back)

- control sound
- define how test questions are to be handled
- access various menus, such as the Help menu or sitemap
- switch between the various modes in the Study mode (Interactive mode, Film mode, Presentation mode)
- navigate within the entire course (next e-learning, last e-learning etc.).

 Triggers that are used in the template can be hidden. If this is done, the author can neither see them in the list nor edit them.

All other settings are similar to those for an animation trigger (see above).

4 Hyperlink triggers

A hyperlink trigger can be used to display images or textboxes whenever a particular word is clicked or touched with the mouse. To insert one of these, simply select the appropriate text passage, right-click it to access its context menu, and then select the **Hyperlinks > Insert link (trigger)** option.

The dialog that then appears is where you can define the trigger settings in the regular manner.