

Animations

It's possible to animate presentation objects in different ways in order to play them in the E-learning view. Keep reading to discover general information about the various functions.

1 Animations

Animations are effects that can be deployed in the E-learning view. They include:

- **Animation effects on the textbox, table, image and AutoShape presentation objects**
These include wipe and fly-in animations, blinks and fade in/out, appear and hide.
- **Animation effect on the mouse pointer**
This animation effect generates a mouse pointer and moves it in relation to a presentation object.
- **Effects for controlling sound files**
Animation effects can be used to play and stop sound, or pause and continue it.
- **Animation effects on flash and film files**
This animation effect facilitates the playing of a flash film or film file from a defined frame onward.
- **Animation effect for the replacement or adding of text in the Comment text**
This animation effect can be used to display the text from a textbox in the Comment window of the tutorial control. The text can either be fully replaced or added to the existing text.

2 Editing animations

Animation effects are marked on presentation objects with a blue flag (Animation sequence *Entrance*) or pink flag (Animation sequence *Exit*):



2.1 Edit animations via the Properties dialog

The animation's properties can be edited by double-clicking the little flag:

Edit animation

Animation	
Type:	★ Wipe up
X:	0
Y:	0
Transition:	After ancestor
Delay (ms):	0
Duration (ms):	400
Flash parameter:	

Type

This is where the type of animation is indicated. Needless to say, this can also be subsequently changed. You can specify the X and Y coordinates for the "Fly straight from absolute position" or "Fly straight to final position" animations. The position 0/0 is in the top left-hand corner of the e-learning.

Transition

In the case of all animations that appear after the initial effect, it's possible to specify whether:

- they are to be played at the same time as the preceding animation (**With ancestor**),
- they are to be played after the preceding animation (**After ancestor**),
- they are to be played after the learner makes a click or presses any key (**After click/key**) or
- whether they are to be played after a particular **flash event**.

Delay

Here you can specify a delay (in milliseconds) after which the animation is to be played.

Duration

Here you can define how long the animation is to last (in milliseconds).

2.2 Edit animations from the list of properties



If you select the little flag and switch over to the list of properties (by clicking the *Properties* function in the *Lists* function group on the *View* tab), you can also edit the animation's properties there. The list of properties for an animation always contains all available settings, whereas the actual Properties dialog only provides access to the most important properties.

Property	Value
▲ Animation	
Type	★ Wipe up
▲ Common	
Trigger type	-
Trigger object	-
Numbering in documentation	-
▲ Flow	
Presentation object	Bulletpoint
E-learning context	-
Transition	-
Delay (ms)	-
Duration (ms)	-
Run	-
Play Sound and stop any other	-
▲ Loops	
Infinite repeats (Animation)	-
No. of repeats (Animation)	-
Infinite repeats (Trigger)	-
No. of repeats (Trigger)	-

Flow category

Presentation object: The presentation object to which the animation refers is listed here. It can also be changed if the need arises.

E-learning context: The state of the page in which the animation should appear is defined here. If no state is defined (-), the animation will be played at the start of the page (Animation sequence *Entrance*) or at the end of the page after the interaction/anykey (Animation sequence *Exit*), depending on the setting.

Transition: In the case of all animations that appear after the initial effect, it's possible to specify whether:

- they are to be played at the same time as the preceding animation (**With ancestor**),
- they are to be played after the preceding animation (**After ancestor**),
- they are to be played after the learner makes a click or presses any key (**After click/key**) or
- whether they are to be played after a particular **flash event**.

Delay (ms): Here you can specify a delay (in milliseconds) after which the animation is to be played.

Duration (ms): Here you can define how long the animation is to last (in milliseconds).

Run: In the event that the page is a test question page, this property indicates the run in which the animation should be displayed (if the question was not answered correctly).

Play Sound and stop any other: This setting only applies to the *Play sound* animation effect. It defines whether all sounds that are currently being played should be stop or continue.

Common

These settings have no impact on animations and are only used for triggers.

Animation:

Type: This is where the type of animation is indicated. Needless to say, this can also be subsequently changed. You can specify the X and Y coordinates for the "*Fly straight from absolute position*" or "*Fly straight to final position*" animations. The position 0/0 is in the top left-hand corner of the e-learning.

Loops

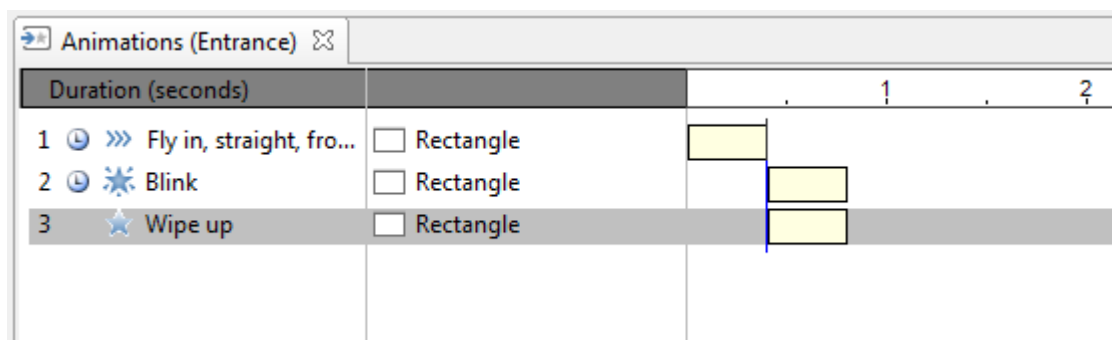
Infinite repeats (Animation): Here you define whether the animation should be infinitely repeated.


No. of repeats (Animation): This is where you specify that an animation is to be played not only once, but several times.

Infinite repeats (Trigger): only applies to triggers

No. of repeats (Trigger): only applies to triggers

3 List of animations



The list of animations can be accessed on the **View** tab by clicking the  **Animations** button.

The order in which the animations are listed corresponds to the chronological sequence in which the animations appear. The sequence can be easily changed via drag&drop. The white blocks, which are integrated into a timeline, offer an even more precise visualization of the timing. These blocks can also be moved with the mouse, as well as extended or shortened.

Whenever you want to precisely edit the duration or moment of appearance of an animation, simply double-click it in the list to access the menu for editing the animation.

If you want particular animations to appear simultaneously instead of one after the other, select the **With ancestor** option in the "Transition" dropdown menu.

Numbering, and therefore the order of the animations, is also reflected in the numbering of the flags that identify the animations in the E-learning view.

The blue flags indicate the **entrance** animation area, while the pink ones refer to the **exit** animation area. The list always only displays just one of the two animation areas. Keep reading to find out how to switch between the two:

4 Animation area: entrance or exit


Animations can be played at the start of a step (**entrance**), before the step's interaction is executed. Similarly, it's also possible to play animations after the step's interaction has been triggered, before the next step is accessed.

You can switch between the two animation areas using the buttons in the **Animation**

sequence function group on the **Effects** tab –  **Entrance** /  **Exit**.

The effects in the exit area can be handled in the exact same way as those in the entrance area. Triggers, however, cannot be activated there.



 Animations are always generated in the area (page entrance or page exit) which is currently active.