



# Animation triggers

This documentation describes how animation triggers work. This function can be used to define an event that is to activate an animation.

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

 The animation trigger is always inserted on the object that is to be animated. You therefore need to select the object that is to appear and then select the Animation trigger function.

The following settings are possible here:

### Add an animation trigger

#### Animation

Target object: Text

Type:

X:

Y:

Delay (ms):

Duration (ms):

The first section involves defining the **animation** that is to be activated by the trigger.

#### Type

This is where the type of animation is defined. In the case of the animations *Fly straight from absolute position* or *Fly straight to final position*, you can specify the X and Y coordinates. The position 0/0 is in the top left-hand corner of the e-learning.

#### Delay

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

#### Duration

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

**Trigger**

E-learning context:

Trigger type:

Trigger object:

Key:

Other key:

Infinite repeats (Trigger)

No. of repeats (Trigger):

Feedback No.:

Numbering in documentation:


The **Trigger** section is where you specify the event that activates the animation that was defined above.

### E-learning context

The state of the page in which the animation should appear is defined. 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.

Additional possible states are supported for test questions, meaning that triggers can also be used in these special contexts.

By setting the "Test question: in the evaluation" context, for example, you can define that the trigger is only to be active (and therefore 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 assessment has been passed or failed.

### Trigger type

Here you can define which event or action is to trigger the animation. Depending on the trigger type that is selected, you may also have to define other settings, such as the feedback number or flash event. Please refer to the help document titled *Trigger type* for further information.

### Trigger object

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



## **Repeats**

Infinite repeats (Trigger): This is where you specify whether the trigger can be activated an infinite amount of times.

No. of repeats (Trigger): This is where you specify that the trigger can be activated not only once, but several times.

## **Numbering in documentation**

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