



Adobe Captivate (2017 release)



ADVANCED TIPS AND TRICKS TO CREATE RESPONSIVE PROJECTS

Contents

Introduction to responsive projects and Fluid Boxes	1
Creating a new responsive project	1
Adding Fluid Boxes	2
Adding Objects to Fluid Boxes	3
Using the Fill Option	4
Modifying Fluid Box Properties	5
Flow	5
Wrap	5
Align	6
Padding.....	7
Advanced Tips and Tricks.....	7
Tip 1: Working with Text	7
Tip 2: Using Fluid Boxes with Master Slides.....	8
Tip 3: Quiz questions with Fluid Boxes.....	8
Tip 4: Using Fluid Boxes for timeline animations	8
Tip 5: Using multi-state objects with Fluid Boxes	9
Tip 6: Converting a non-responsive project to responsive	9
Tip 7: Marking objects and Fluid Boxes as optional.....	9
Tip 8: Recording and editing responsive software simulations	10

Introduction to responsive projects and Fluid Boxes

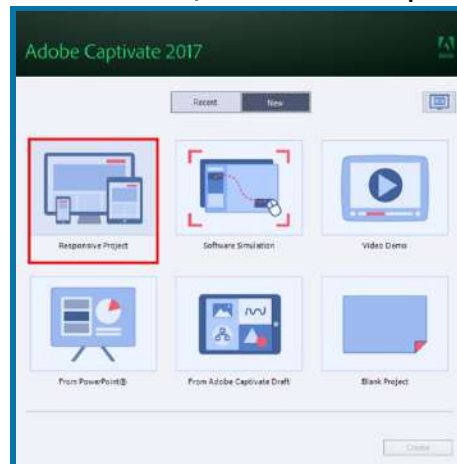
Adobe Captivate 2017 is power-packed with a brand-new, easy-to-use workflow for creating responsive eLearning courses. This new workflow will allow you to easily create responsive projects, using fluid boxes instead of breakpoints, which makes it possible for you to design content for a single screen, and it works right on any device — any size or orientation.

You just need to add Fluid Boxes to the slide, and pick from the simple properties to flow, wrap, and align objects as per your requirement. You can also convert these fluid boxes to static fluid boxes to lock the position of the objects on the screen. Also, if you have any decorative assets in the course, you can mark them as optional, and they will magically disappear in the smaller devices.

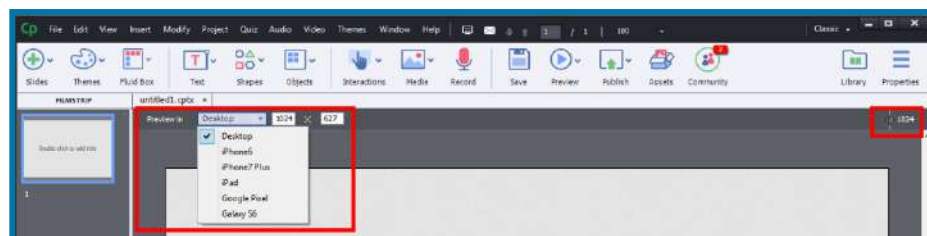
Let's take a look at the workflow to create a responsive project using the Fluid Boxes:

Creating a new responsive project

1. Open Adobe Captivate 2017.
2. On the Welcome screen, under the **New** tab, double-click **Responsive Project**.



This will create a new responsive project for you. Notice that there are no breakpoints when you create a responsive project using Captivate 2017. Instead, you will see the **Preview-in** drop down list and the **Preview Slider**, to view how the content will be displayed on different device sizes, right inside the Captivate edit area. (Note that you can switch to breakpoints if you wish, but we encourage you to use Fluid Boxes as they provide for more options and smoother playback)



Advanced Tips and Tricks to create Responsive Projects in Adobe Captivate 2017

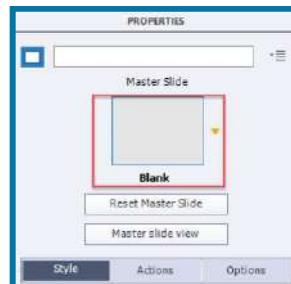
3. Move the Preview Slider on the top-right corner of the stage area to preview how the content will look like on different device sizes.
4. You can also open the **Preview-in** drop down list to view the content in specific device sizes.

Adding Fluid Boxes

Fluid Boxes in responsive projects will help you quickly and easily format slides, and adjust the layouts to fit the content needs.

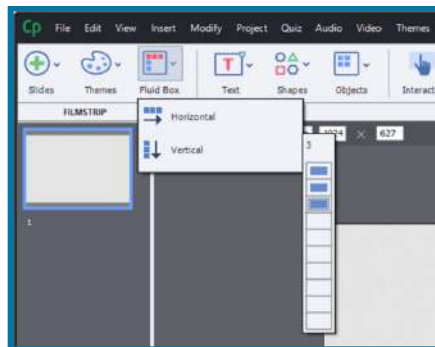
Here are the steps to add Fluid Boxes to Captivate slides:

1. In the new Captivate project, double-click the slide thumbnail to open the Properties Inspector.
2. In the Properties Inspector, change the Master Slide associated with the slide to **Blank**.

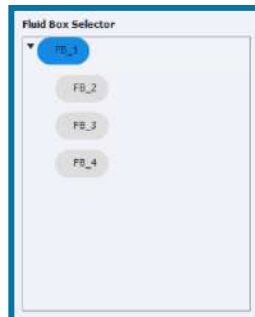


This will ensure that we are not inheriting any Fluid Boxes from the Master Slides and can start adding new Fluid Boxes from scratch.

3. To add Fluid Boxes, click **Fluid Box** on the Toolbar, and select either **Horizontal** or **Vertical** flow.
4. Then select the number of Fluid Boxes you wish to add. You can add up to **10** Fluid Boxes in each direction.

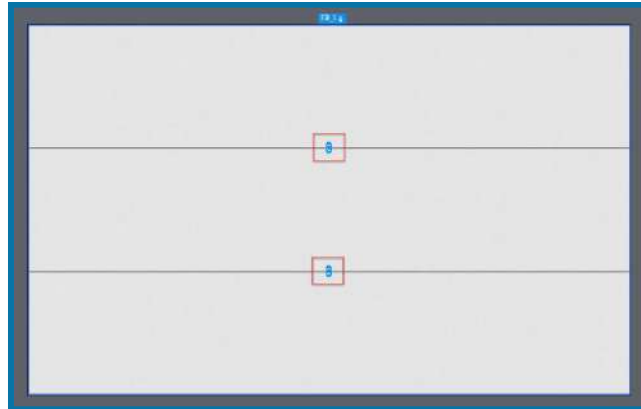


5. This will create one main Fluid Box on the screen, with three child Fluid Boxes. You can see the hierarchy of the Fluid Boxes in the **Fluid Box Selector** section in the Properties Inspector.

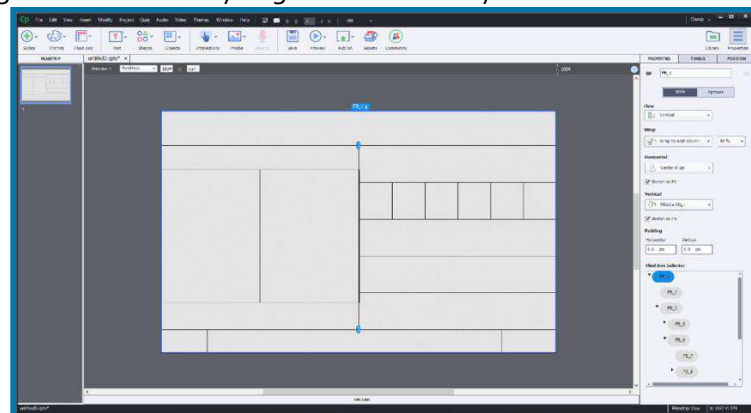


Advanced Tips and Tricks to create Responsive Projects in Adobe Captivate 2017

6. You can then resize the child Fluid Boxes by selecting the main Fluid Box, and then clicking and dragging the resize handles on the slide.



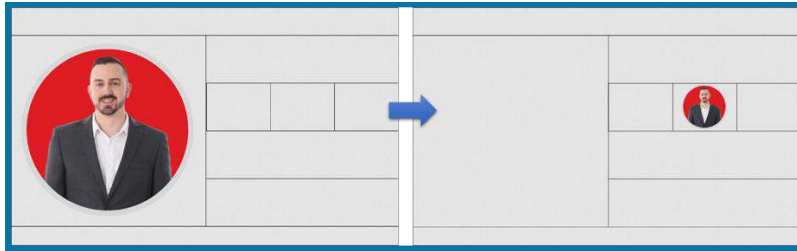
7. You can further add child Fluid Boxes to these Fluid Boxes. To do that, select the Fluid Box to which you wish to add a child Fluid Box.
8. On the toolbar, click **Fluid Box > Horizontal/Vertical**, and then select the number.
9. Resize the Fluid Boxes using the resize handles, if required.
10. Continue adding Fluid Boxes until you get the desired layout for the screen.



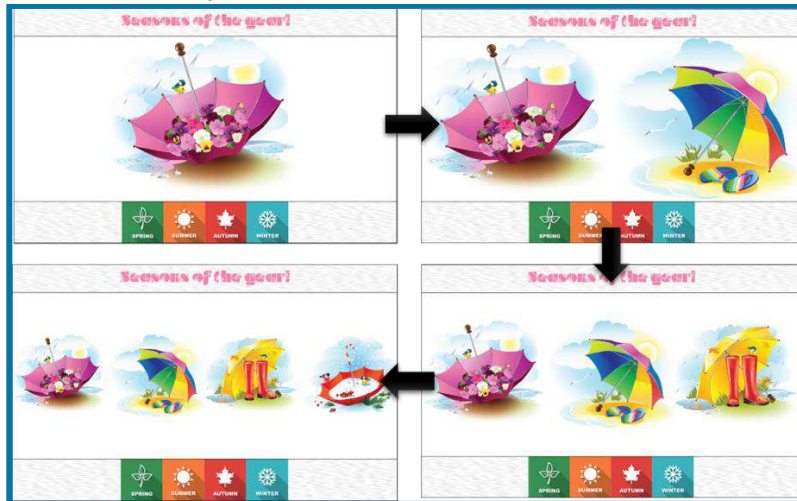
Adding Objects to Fluid Boxes

Now let's learn how to add objects to the Fluid Boxes.

1. Select the Fluid Box to which you wish to add an image.
2. Add the image by dragging it from the Library to the stage
OR
Click **Media > Image** on the Toolbar.
If you don't select any Fluid Box before adding the image, the image will be added to the center of the slide, independent of any Fluid Box. You can then drag and drop the image to any of the Fluid Boxes on the slide.
3. You can move the objects from one Fluid Box to another by simply dragging and dropping them. The object you move will resize based on the size of the Fluid Box.



- Also, if you add more than one image or object to the Fluid Box, the objects will resize to accommodate the other objects.

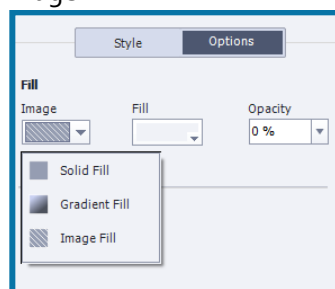


- To change the order of the objects inside the Fluid Boxes, just drag and drop them to the desired position.
- To break the association of objects with any of the Fluid Boxes, select the object, and then select the **Unlock from Fluid Box** option in the Properties Inspector.

Using the Fill Option

The easiest way to add background graphics or colors in Captivate responsive projects is to use the Fill option for Fluid Boxes. This option works the same as a Smart Shape fill.

- Select one of the Fluid Boxes.
- In the Properties Inspector, switch to the **Options** tab.
- Here you will find the **Fill** option for Fluid Boxes. You will have an option to fill the Fluid Box with a solid color, gradient, or an image.

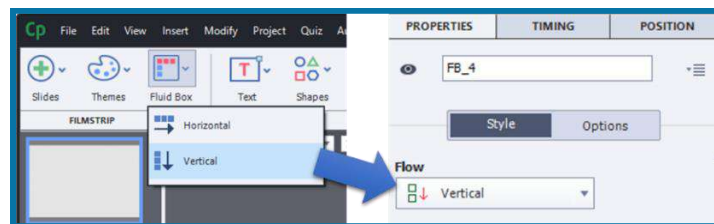


Modifying Fluid Box Properties

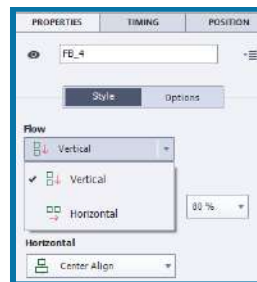
Adobe Captivate applies some default properties to the Fluid Boxes which help make the content look good and flow well on smaller devices. Let's learn about those properties and the options to customize these properties.

Flow

The Flow property of Fluid Boxes determines the direction of flow of the content inside the selected fluid box. When you add a Fluid Box to the slide, you need to decide the flow of the Fluid Box. The same selection is reflected in the Properties Inspector after the addition of a Fluid Box.



You can change the direction of the flow from **Vertical** to **Horizontal** and vice versa from the Properties Inspector anytime after adding the Fluid Box.

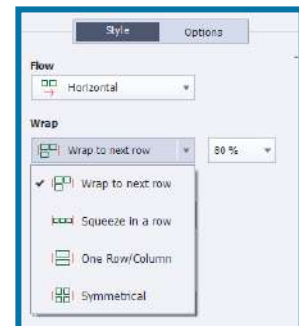


Wrap

Wrap is the most important property of the Fluid Boxes. It controls when and how the objects wrap to the next row on the smaller device sizes.

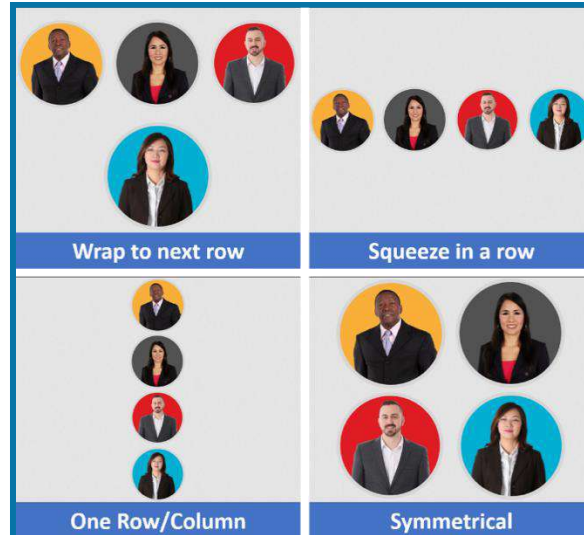
There are four different wrapping options available for the horizontal flow:

- **Wrap to next row:** When the wrap point reaches its threshold, and can no longer hold all the objects in the same row, the last object in the Fluid Box is moved to the next row, and then when it hits the threshold again, the second to last object is moved to the next row. This movement happens in a sequence and the objects are moved to the next row, one at a time.
- **Squeeze in a row:** You can use this option, if you want the images to stay in the same row instead of moving to the next row. The images will shrink in size instead of moving to the next row.



Advanced Tips and Tricks to create Responsive Projects in Adobe Captivate 2017

- **One Row/Column:** This property will squeeze the objects in a single row or a single column. When the wrap point reaches the threshold, the objects move from being horizontally aligned to vertically aligned.
- **Symmetrical:** This property moves the objects to the next row in groups, instead of moving one object at a time, so that each row has an equal number of objects.



Like horizontal flow options, there are four wrapping options available for the vertical flow: Wrap to next column, Squeeze in a column, One Row/Column, and Symmetrical.

Align

This property will allow you to decide how to align the objects in the Fluid Boxes. To see the alignment properties, uncheck the **Stretch to Fit** options for both Horizontal and Vertical alignment properties.

Horizontal alignment properties are:

- **Left:** Left-align the objects in the Fluid Box.
- **Right:** Right-align the objects.
- **Center:** Center-align the objects.

Vertical alignment properties are:

- **Top:** Top-align the objects in the Fluid Box.
- **Bottom:** Bottom-align the objects.
- **Middle:** Middle-align the objects.

Other properties:

- **Space in between:** This property allows the objects to be evenly distributed inside the Fluid Box.
- **Space around:** The objects are evenly distributed in the Fluid Box with equal space around the objects.

If your Fluid Box is **Horizontal**, the *Space in Between* and *Space Around* properties are found

under the Horizontal alignment options. Similarly, if your Fluid Box is **Vertical**, those options are found under the Vertical alignment options.



Padding

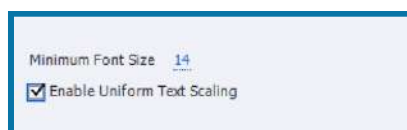
Padding can be applied within the Fluid Box in both the horizontal and vertical directions. You can add padding from **0** to **50** pixels in both directions.

Advanced Tips and Tricks

Tip 1: Working with Text

When you add text to Fluid Boxes in Captivate 2017, the text automatically scales down on the smaller devices, corresponding to the font size selected for the text caption.

1. You can define the minimum font size for the slide so that the text is readable on the smaller devices. To do so, go to the Properties inspector for the slide, under the Style tab, and change the **Minimum Font Size**.
2. If you have text with different lengths in different Fluid Boxes, you can select the **Enable Uniform Text Scaling** option to make sure that all the text captions on the slide scale at the same time.



3. If there's a lot of text on the screen, and not enough room to accommodate it on a particular device size, a **Read More** button automatically appears in the published output. You can click the button to read the text clearly. Then, click anywhere on the screen to dismiss the text.



Tip 2: Using Fluid Boxes with Master Slides

Fluid Boxes on master slides work almost the same as the Fluid Boxes on filmstrip slides. Here are a few differences:

- You cannot name the Fluid Boxes on Master Slides.
- When a slide is associated with a Master Slide, the Fluid Boxes from the Master Slide are inherited by the slide.
- These inherited Fluid Boxes cannot be deleted, but they can be resized.
- Along with these inherited Fluid Boxes on the slide, new Fluid Boxes can be added and subsequently deleted on the slide.

Tip 3: Quiz questions with Fluid Boxes

Question slides in Captivate projects inherit the Fluid Boxes from the associated master slide. The same differences mentioned in the previous section will apply to the Fluid Boxes inherited from the Master Slides on the question slides.

Tip 4: Using Fluid Boxes for timeline animations

You can convert Fluid Boxes to Static Fluid boxes if you wish to place overlay objects inside a Fluid Box and use them for creating timeline animations. This property will allow you to place the objects on top of each other, or partially overlaid on each other, instead of placing them side by side.

Here are the steps to enable static properties for a Fluid Box:

1. Select the Fluid Box you wish to convert.
2. Go to the Properties Inspector and select the **Static** option. As soon as you select the Static option, the other options related to Flow, Wrap, Alignment, Padding, etc. will disappear.



Advanced Tips and Tricks to create Responsive Projects in Adobe Captivate 2017

3. This will give you control to add overlaid objects and manually change the placement of objects inside the Fluid Box.

Tip 5: Using multi-state objects with Fluid Boxes

You can add a multi-state object in the normal Fluid Box. However, if you plan to add additional objects to the object states, you will need to convert the Fluid Box to Static. Use the steps in the previous section to enable the static property for the Fluid Box.

Tip 6: Converting a non-responsive project to responsive

If you have an existing non-responsive course, created using Captivate 8, 9 or 2017, you can convert it to a responsive course in Captivate 2017.

Here are the steps:

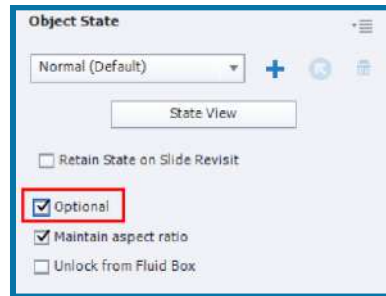
1. Open the static course in Captivate 2017.
2. To convert this course to responsive, click **File > Save as Responsive**.
3. You will get an alert that *Some of the items in non-responsive projects many not be supported after upgrade. Do you wish to proceed?* Click **Save** to proceed.
4. Enter a new name for the project and click **Save**.
5. The project is now converted to a responsive project, but the Fluid Boxes are not yet added to the project.
6. You will have two options for adding Fluid Boxes to each slide:
 - a. Add Fluid Boxes by using the options from the Toolbar, and then drag the objects inside the Fluid Boxes.
 - b. Click the **Suggest Fluid Boxes** button in the Properties inspector, and Captivate will automatically add Fluid Boxes and add all the slide objects to them.
7. Finally, change the Fluid Box properties to make the content flow appropriately.

Tip 7: Marking objects and Fluid Boxes as optional

If you are planning to squeeze a bunch of objects in a row or a column, you can mark the less important objects as optional, and they will disappear on the smaller devices. This property is especially useful for giving a prominent space to important information on smaller devices, and removing the decorative or less important objects.

Here are the steps to mark an object as Optional:

1. Add a Fluid Box.
2. Add some objects to the Fluid Box.
3. Select the object you wish to remove on smaller devices.
4. Go to the Properties Inspector and select **Optional**.



5. Then select the Fluid Box and change the Wrap property to **Squeeze in a row**. While you can set any object to Optional, the Optional property will work only with this Wrap setting.

As is true of objects, you can mark Fluid Boxes as optional.

Here are the steps to mark a Fluid Box as Optional:

1. Select the Fluid Box you wish to mark as optional.
2. Go to the Properties inspector and select **Optional**.
3. Then select the main Fluid Box (containing the optional Fluid Box) and change the Wrap property to **Squeeze in a row**.

Tip 8: Recording and editing responsive software simulations

The steps to record a responsive simulation are the same as a normal simulation. The only difference is that you cannot start the workflow from creating a simulation directly. You will first create a responsive project and then add simulations slides to it.

Here are the steps to record and edit the responsive software simulations:

1. Create a responsive project.
2. On the Toolbar, click **Slides > Software Simulation**.
3. In the Record Additional Slides dialog, click **OK**.
4. You will see the red recording area and recording preferences dialog. Select the required settings and click **Record**.
5. Record the simulation and end the recording. The simulation slides will now be added to your project.
6. Go to the first simulation slide and notice that there's a blue rectangle on the slide. This blue rectangle is the focus area of your simulation and will always appear on your simulation slide. The size of this blue rectangle is the minimum supported device size for Captivate responsive projects.
7. This blue box can be repositioned to any other location. But when repositioning the box, make sure you don't move the rectangle away from the click area, highlight boxes, or text captions.
8. To preview the simulation in different device sizes, select different device options from the Preview-in drop-down list. Notice that the visible area is always surrounding the blue rectangle.

Advanced Tips and Tricks to create Responsive Projects in Adobe Captivate 2017

This concludes the introduction to responsive workflow and advanced tips and tricks for creating responsive courses with Captivate. To learn more about Fluid Boxes, visit the eLearning Community page at elearning.adobe.com

If you have any questions, you can contact me at pjaising@adobe.com

Happy Captivating! :)

For more information

Product details:

[adobe.com/products/
captivate](https://adobe.com/products/captivate)



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