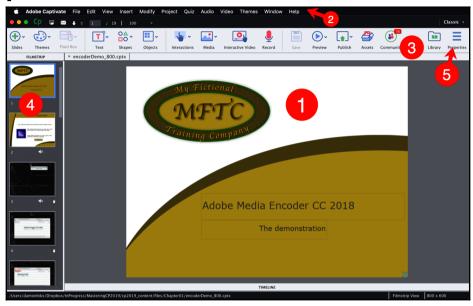
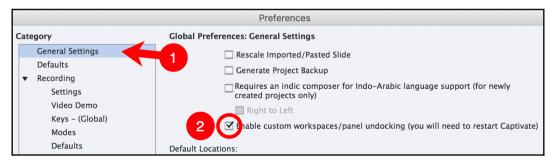
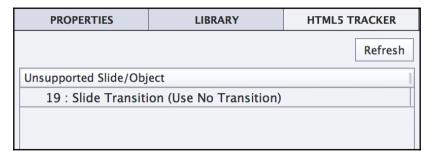
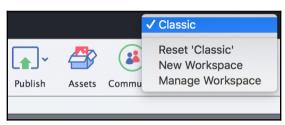
Chapter 1: Getting Started with Adobe Captivate 2019

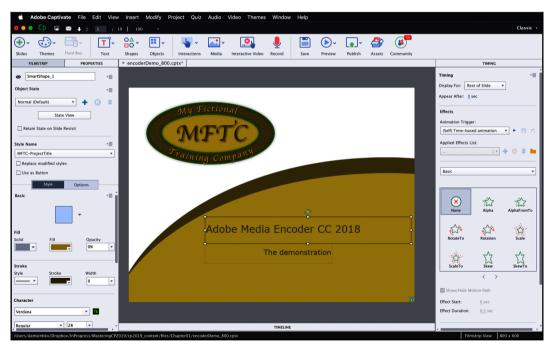


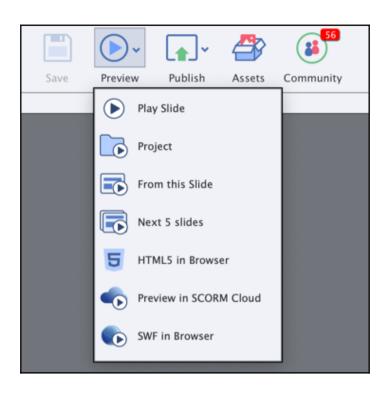


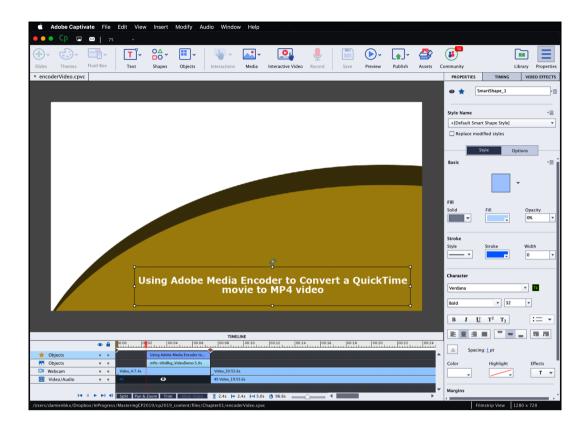












Adobe Captivate



Recent

New

Resources



2019 Release - Interactive Video



2019 Release - Virtual Reality



Compliance Sample



Responsive Learning Sample



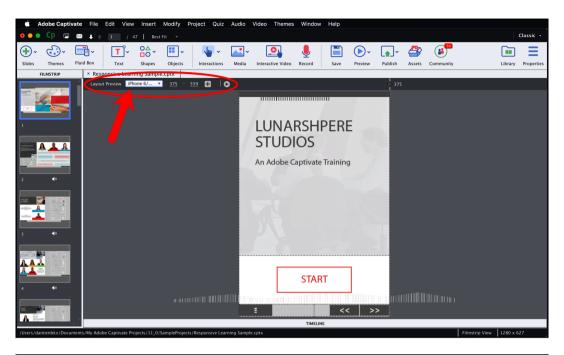
Soft Skills Sample

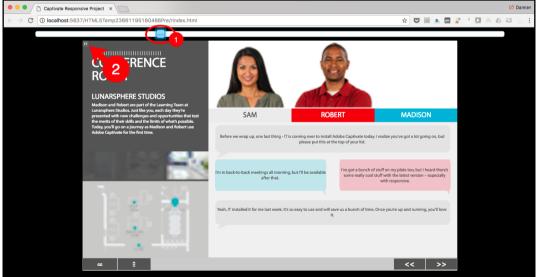


Software Simulation Sample



Open

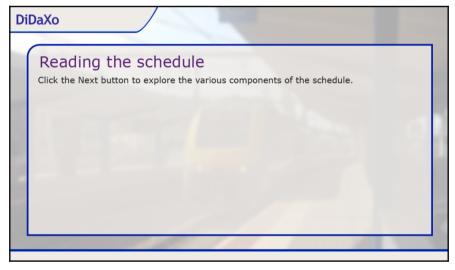


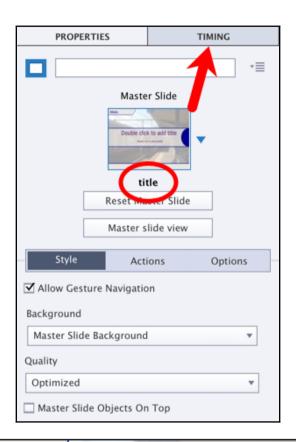


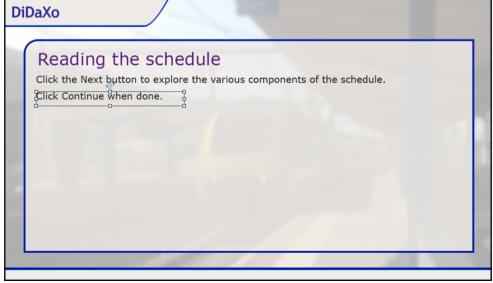
Chapter 2: Working with Standard Objects

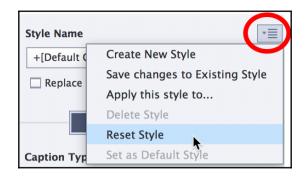




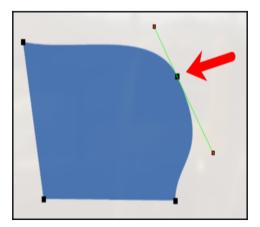


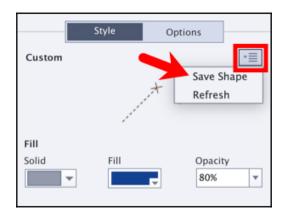


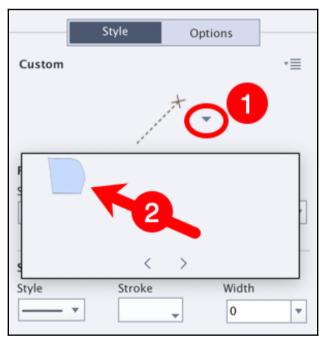








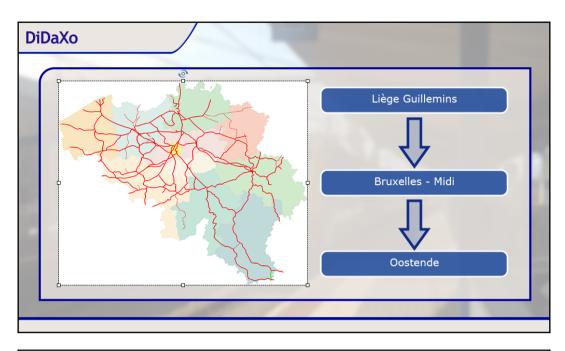


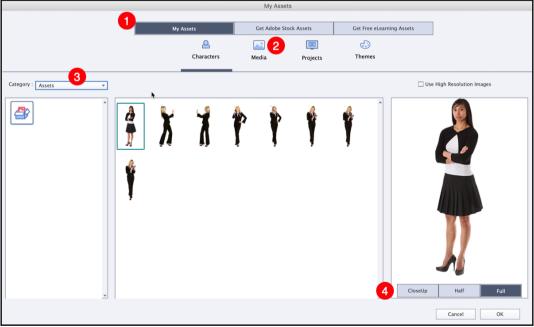




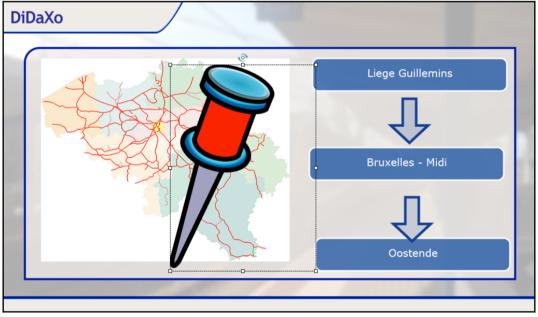


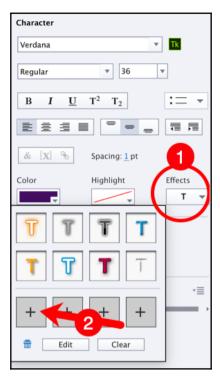


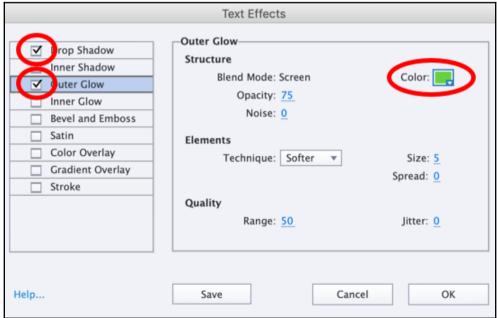










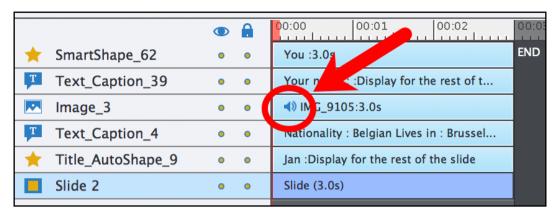




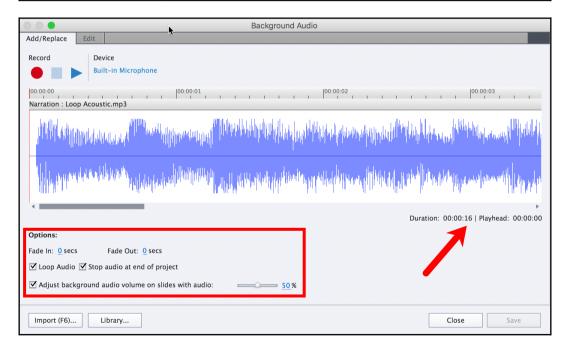
Chapter 3: Working with Multimedia

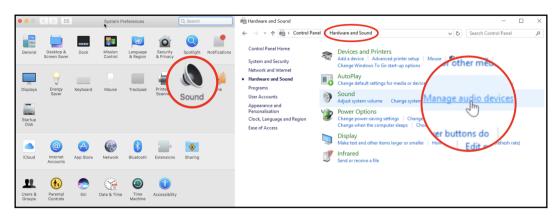
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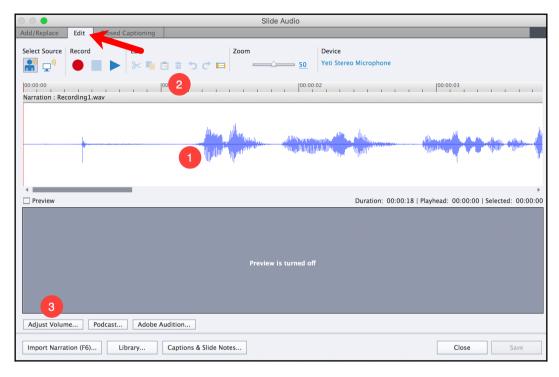
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Text_Caption_4	•	•	Nationality : B	Nationality : Belgian Lives in : Brussels Occupation : Student Takes the train : Everyday! :Display for the rest of t								
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Slide 2	•	•	Slide (8.0s)									

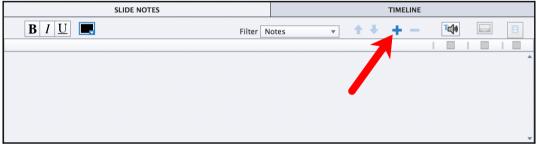




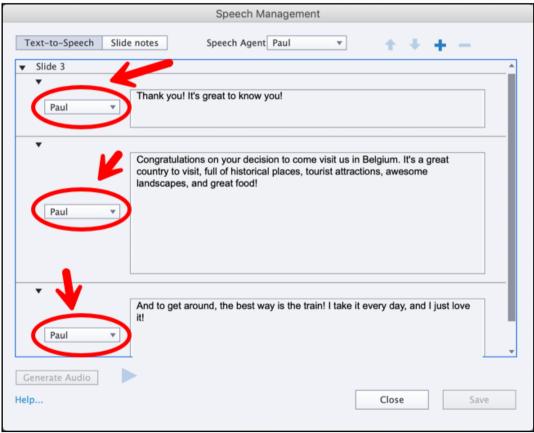


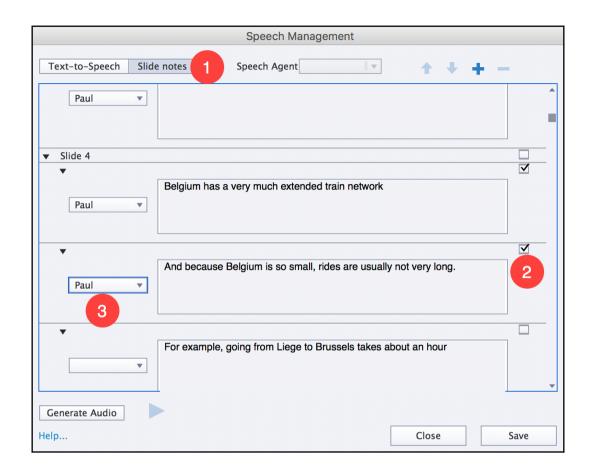


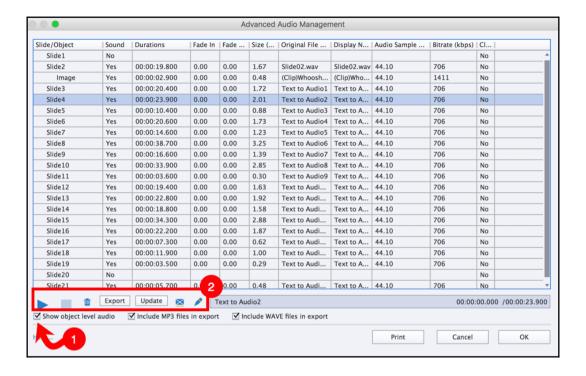




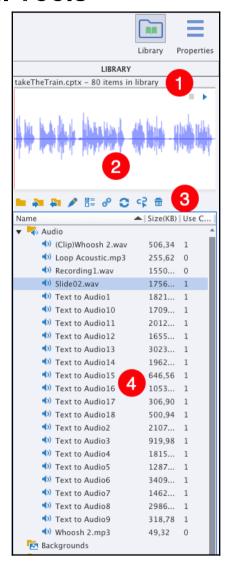




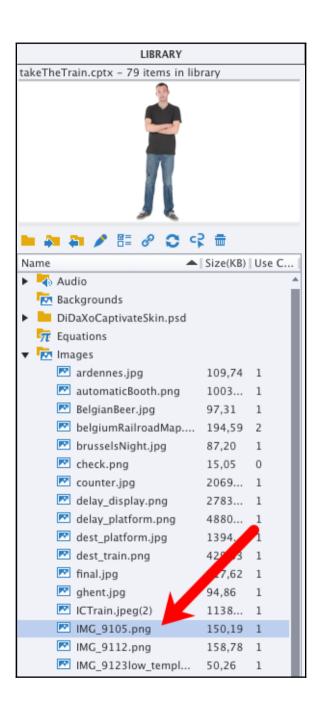


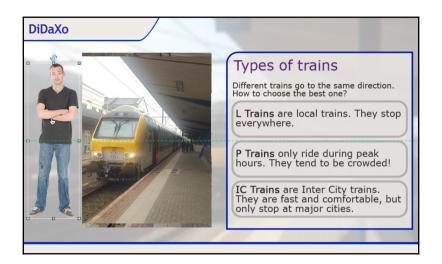


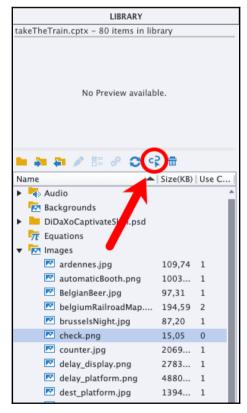
Chapter 4: Working with the Timeline and Other Useful Tools



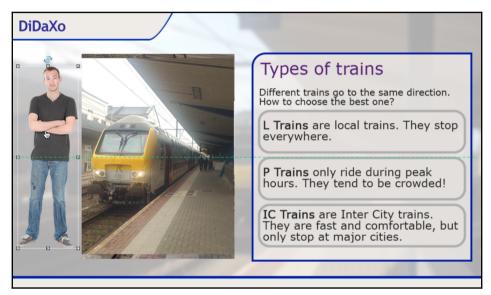


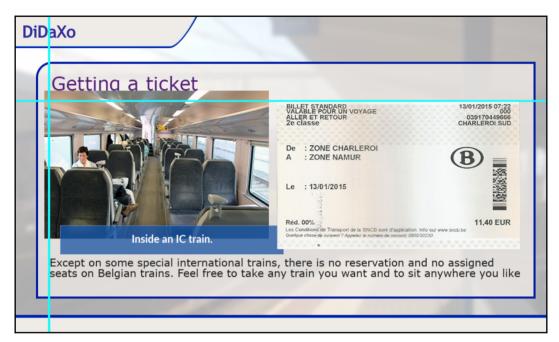


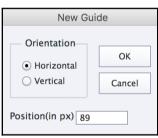


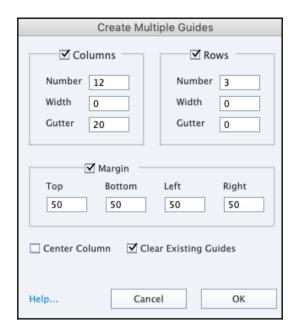




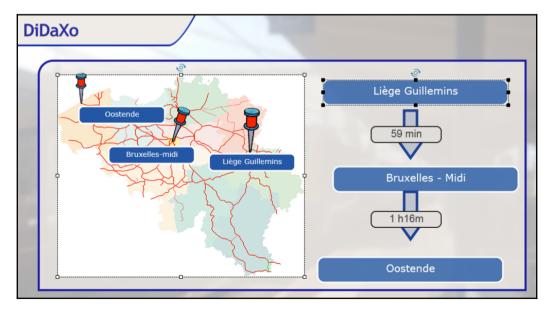


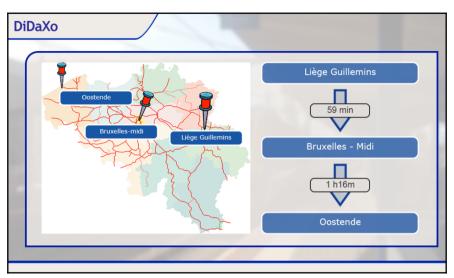


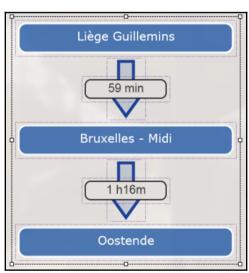


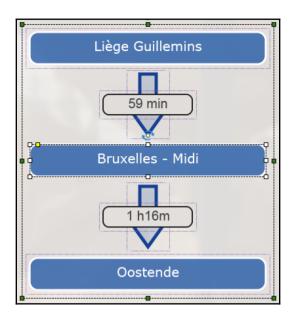


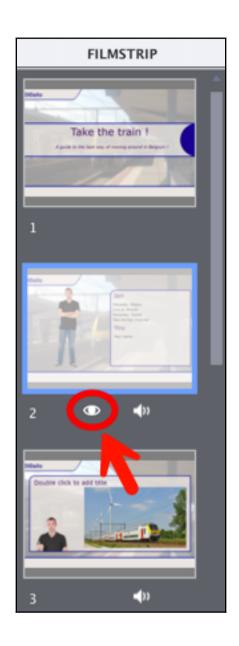


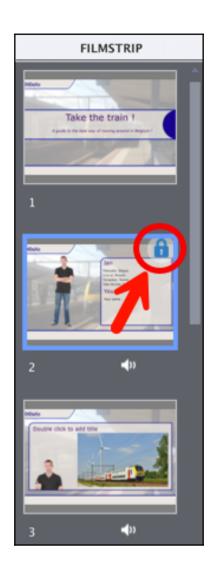




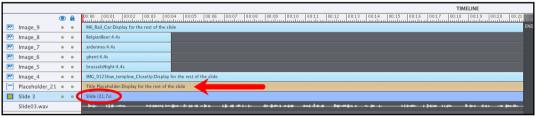












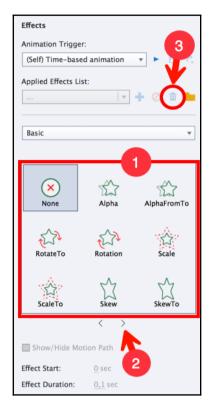
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★ SmartShape_14 • •		Liège Guillemins :3.0s
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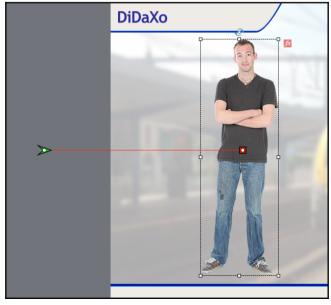


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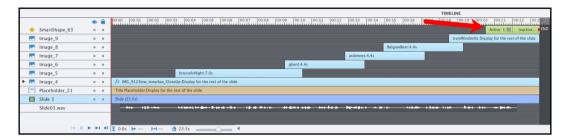


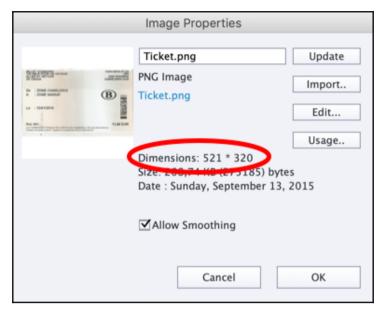
Chapter 5: Developing Interactivity

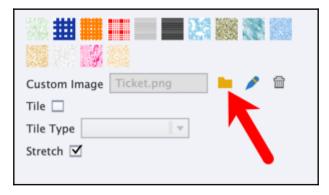
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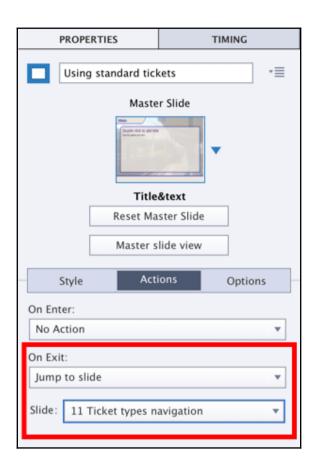




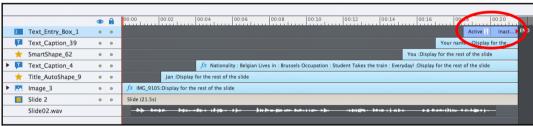


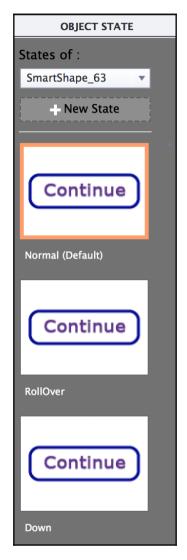


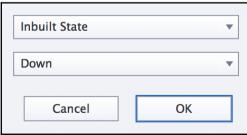






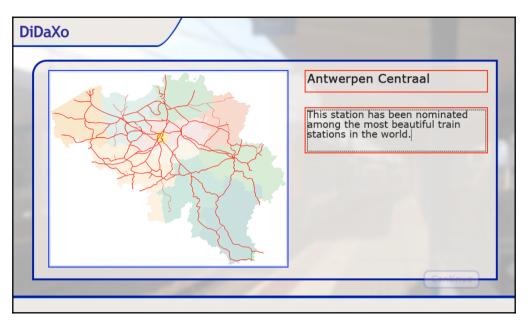


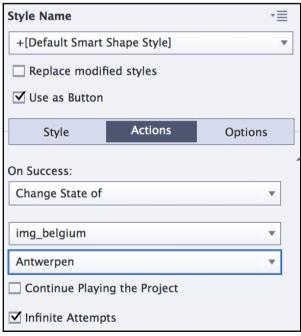


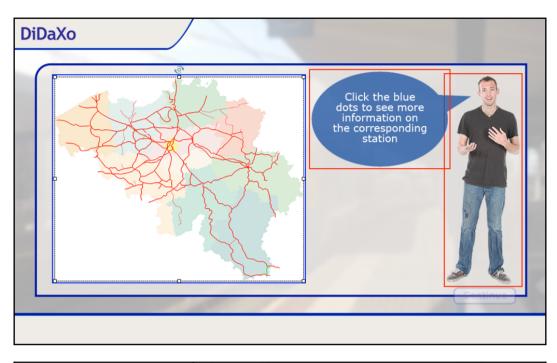




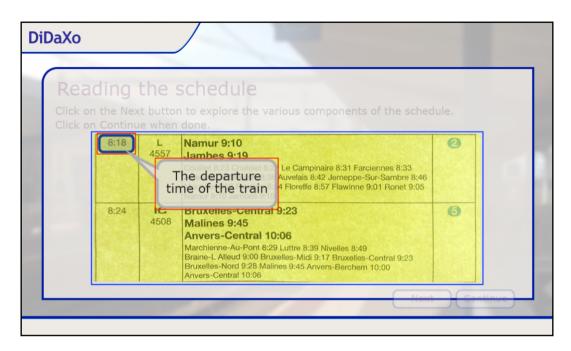




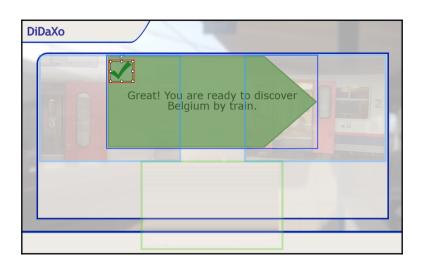






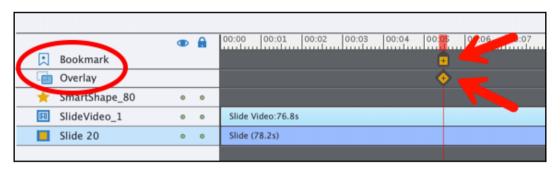




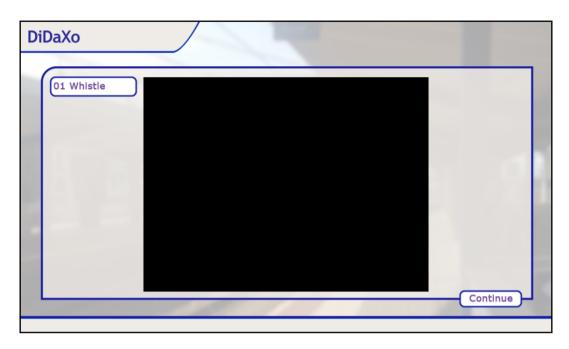


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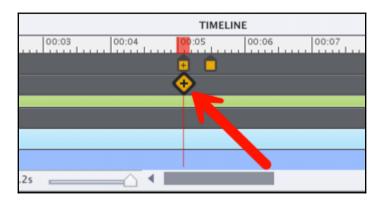
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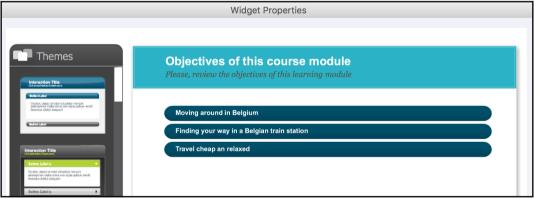






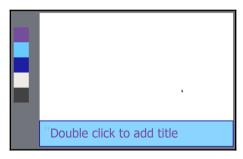


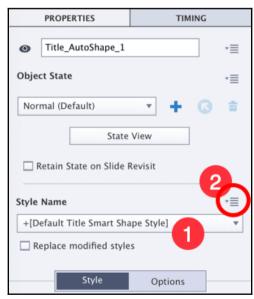




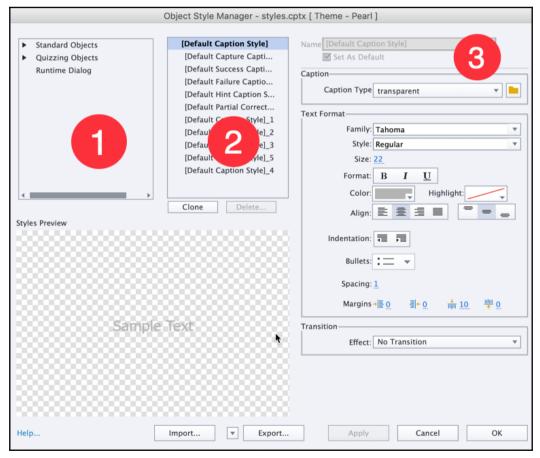
Chapter 6: Crafting the Graphical Experience with Styles and Themes

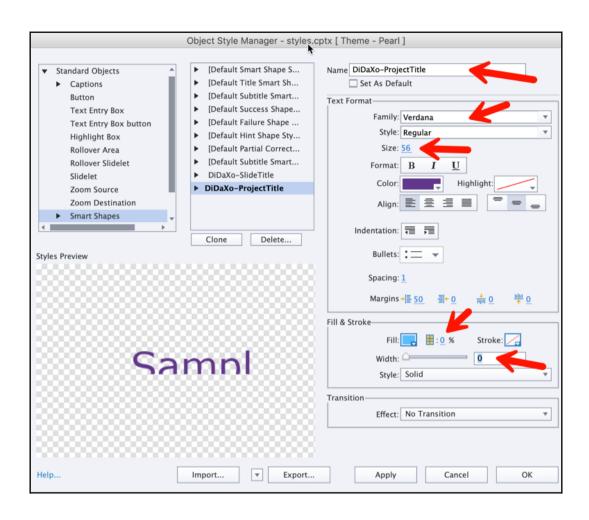


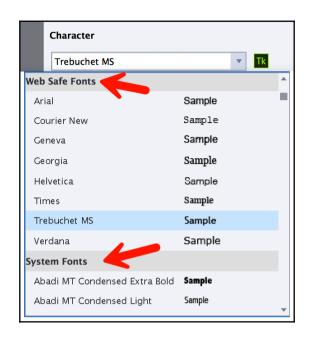


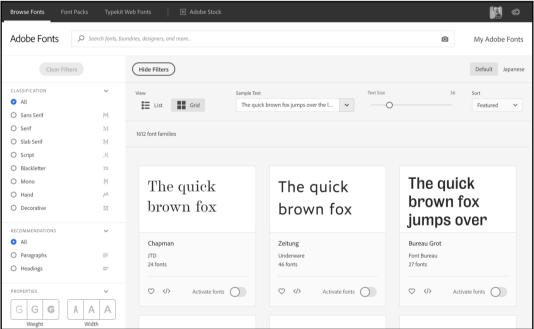


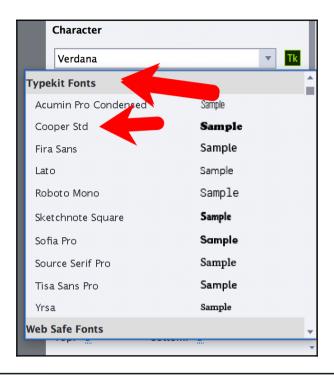


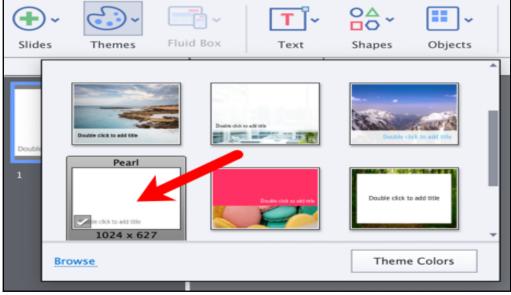


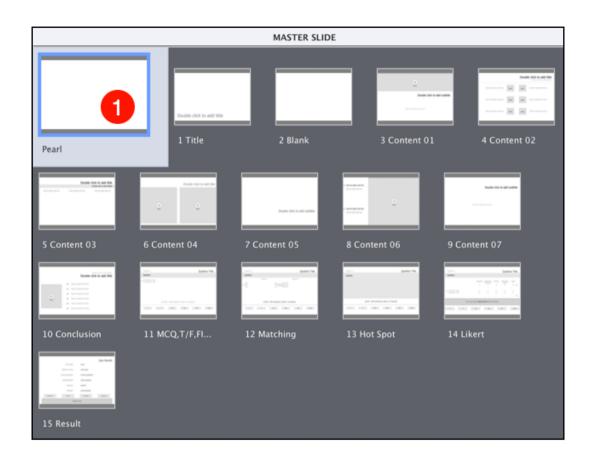


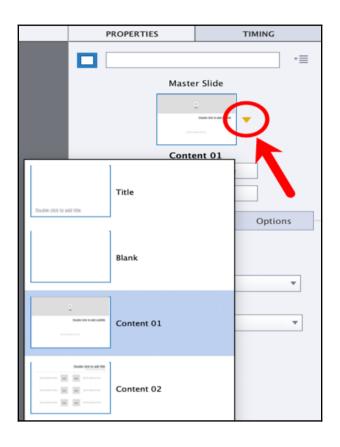






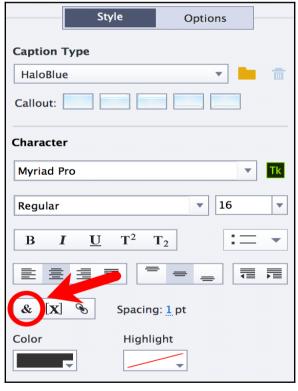




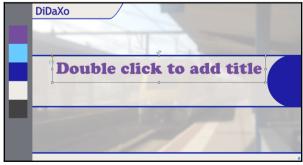




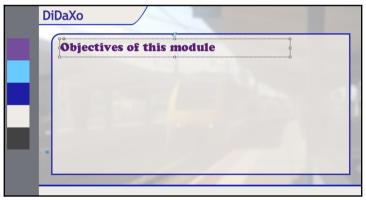




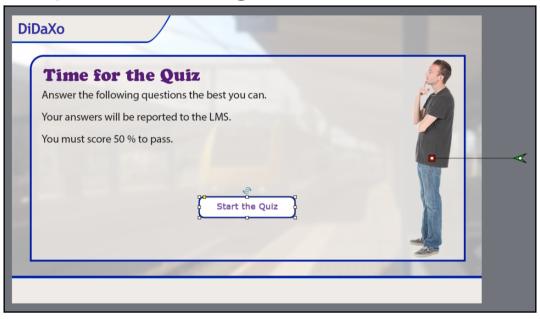


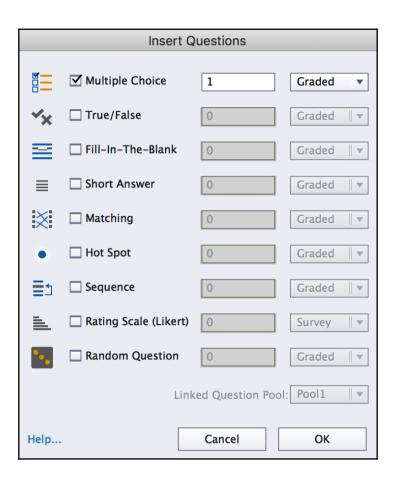


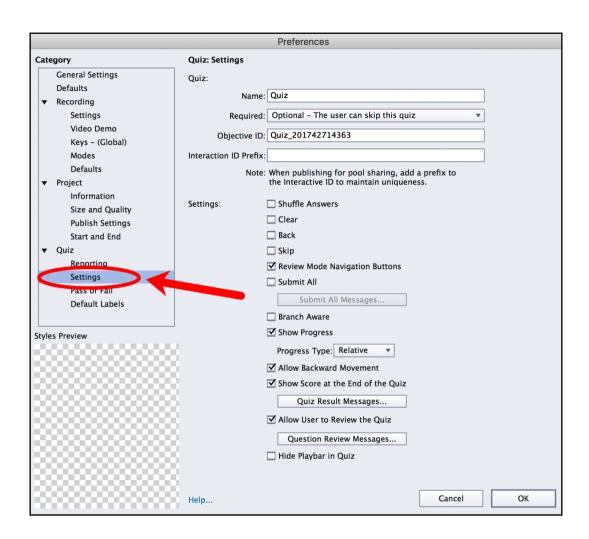


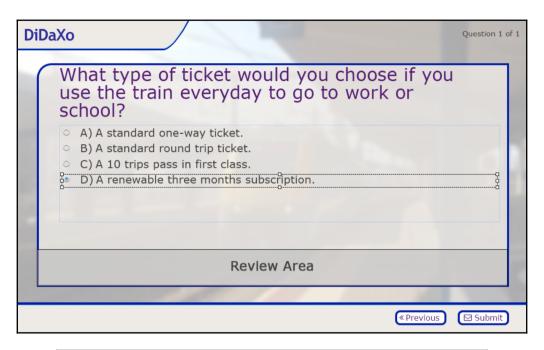


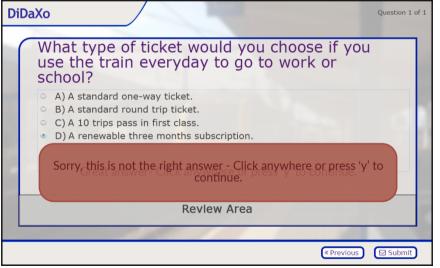
Chapter 7: Working with Quizzes

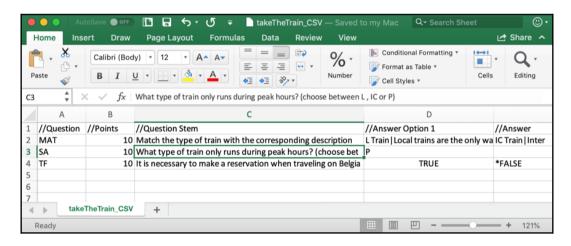




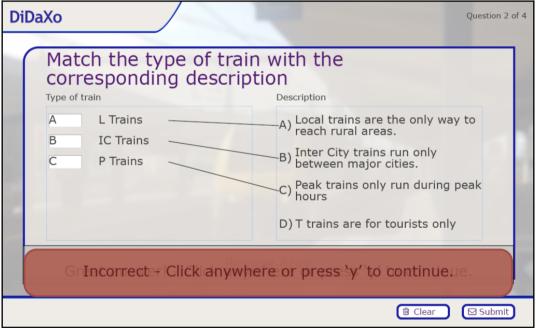


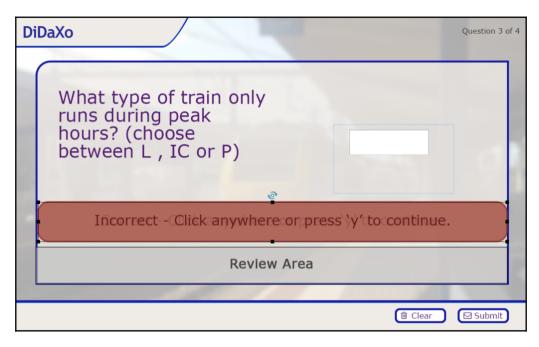




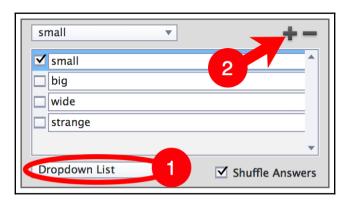




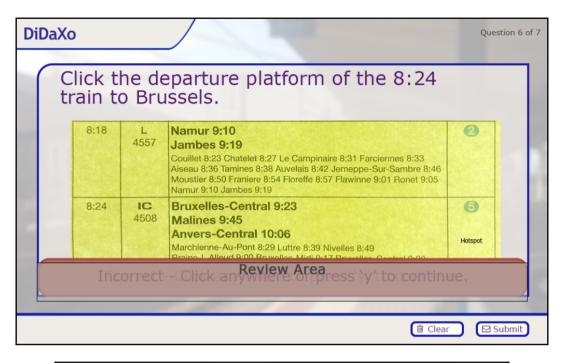


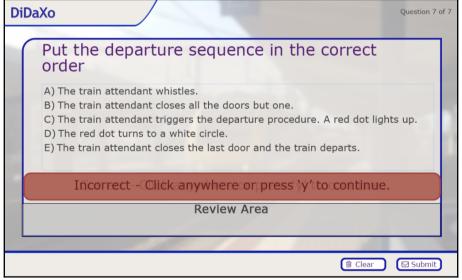


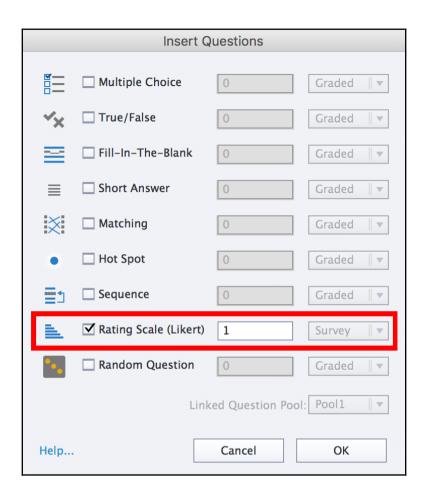


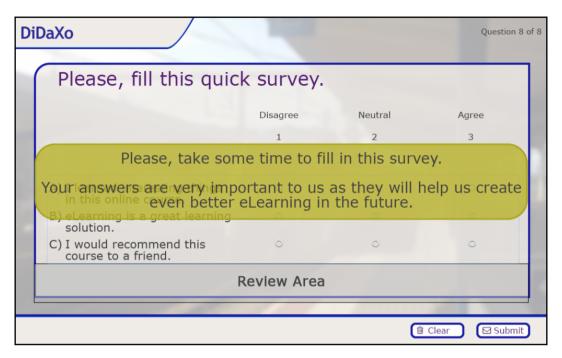




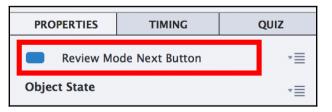


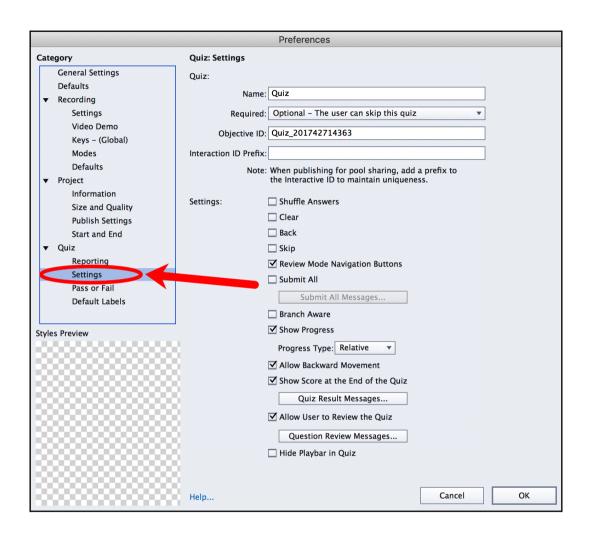


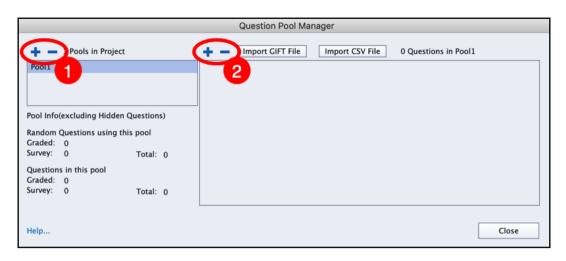


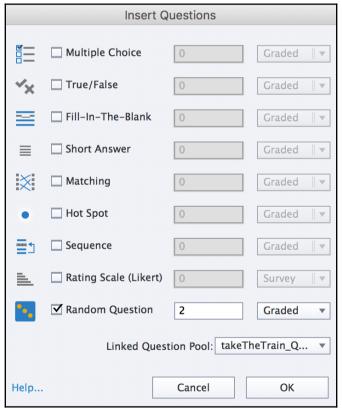


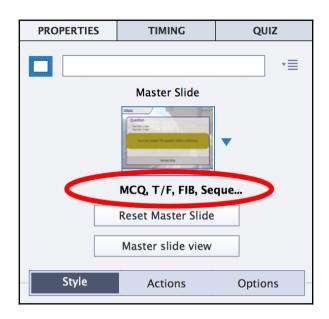


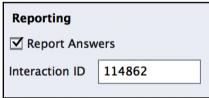


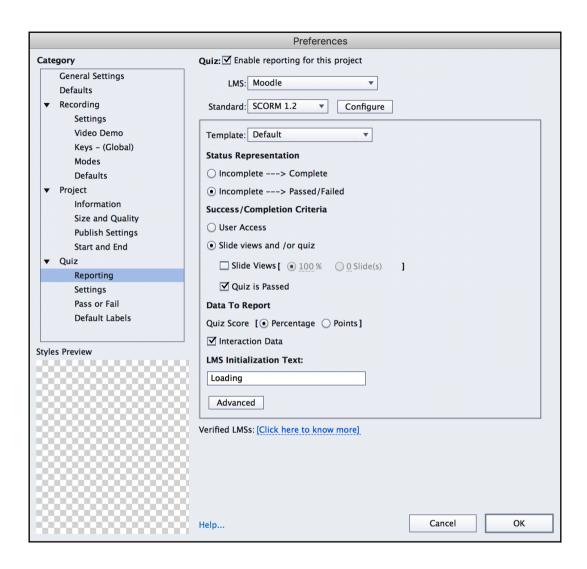




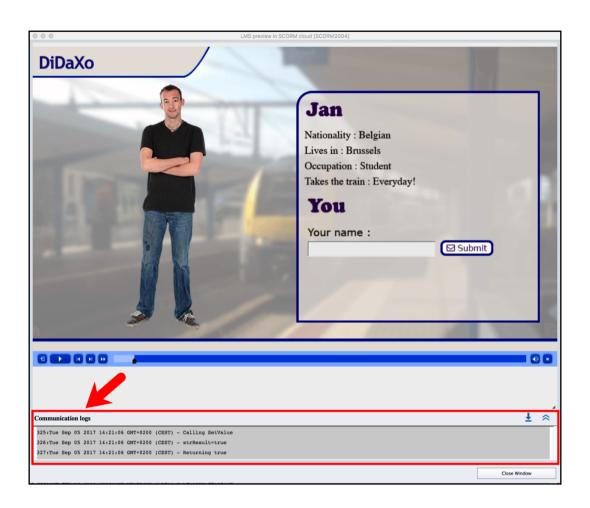


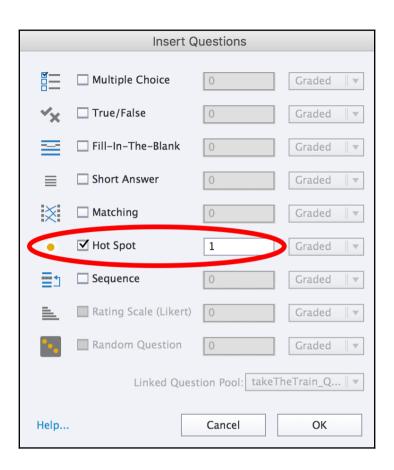


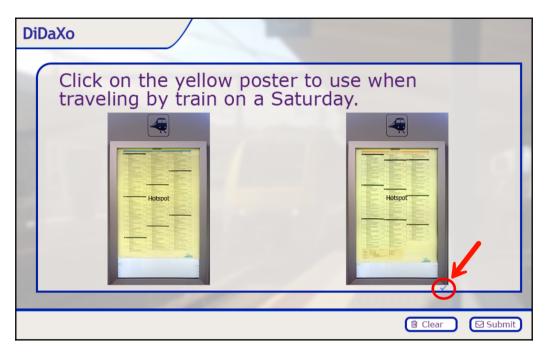


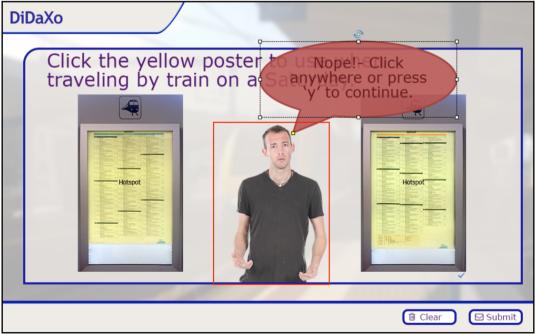


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SCORM Version:SCORM 1.2			
2nd Ed • 3rd Ed 4th Ed	ition		
Course			
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Description:	Get ready for your upcoming Belgian trip by learning everything about taking the train in Belgium!		
✓ Version:	1.0		
Duration:			
(separate multiple values by commas)			
sco-			
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Help	Cancel OK		

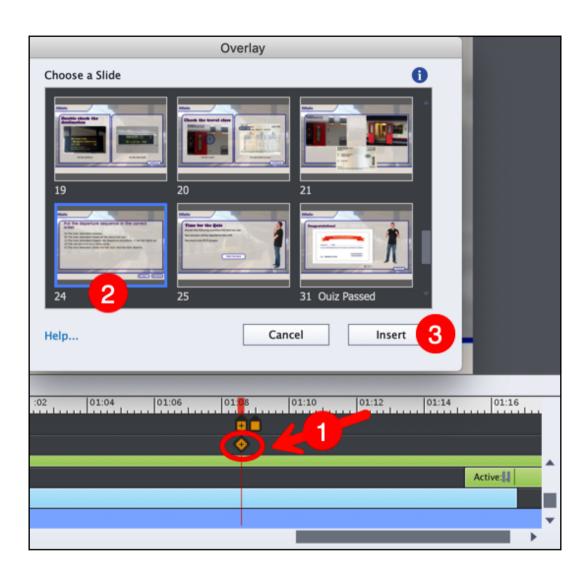






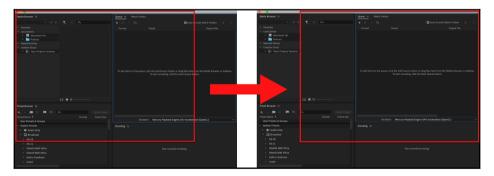


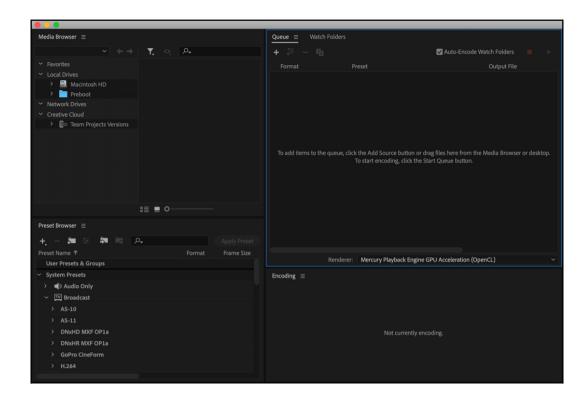


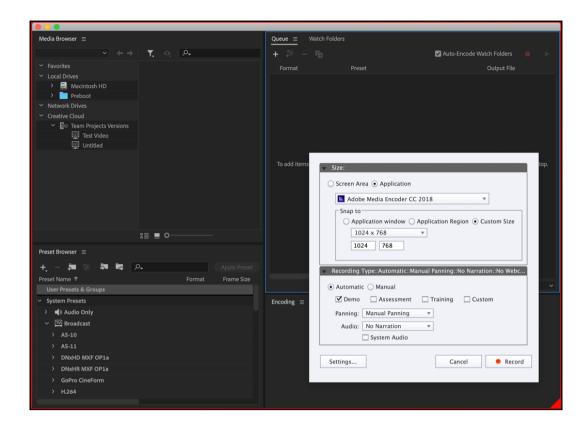


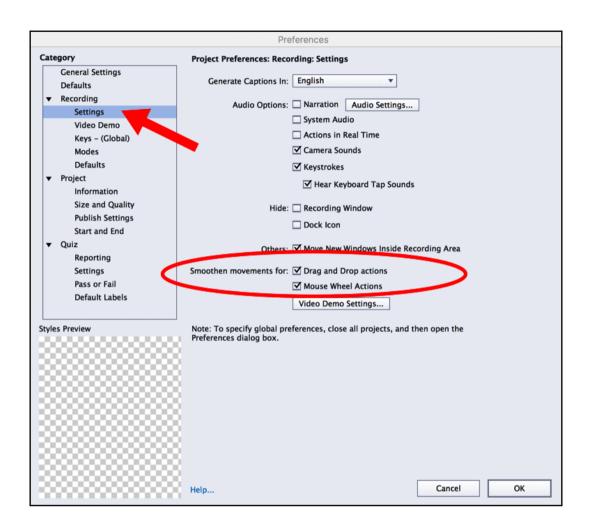
Chapter 8: Capturing Onscreen Action





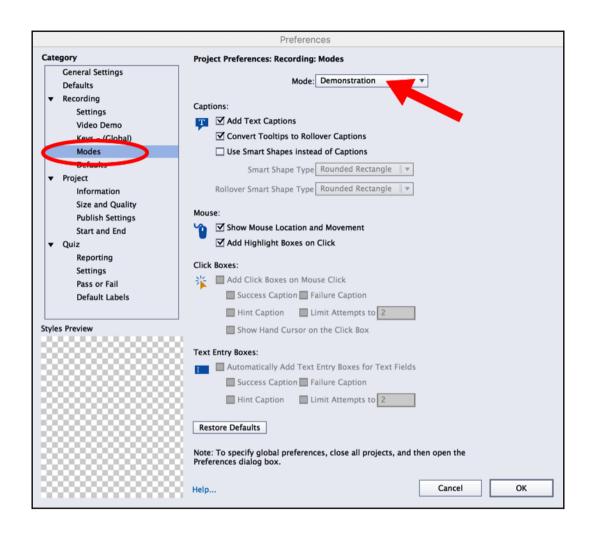




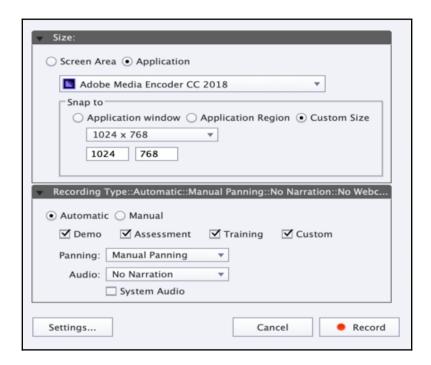


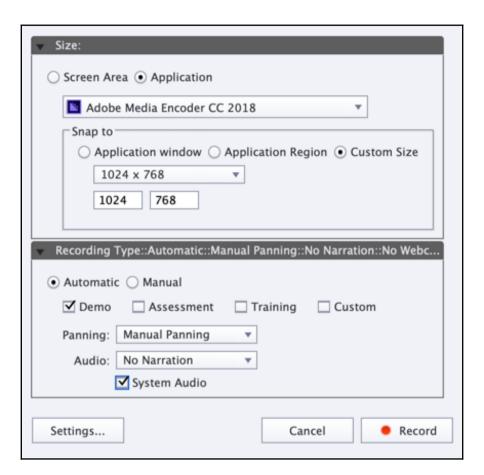


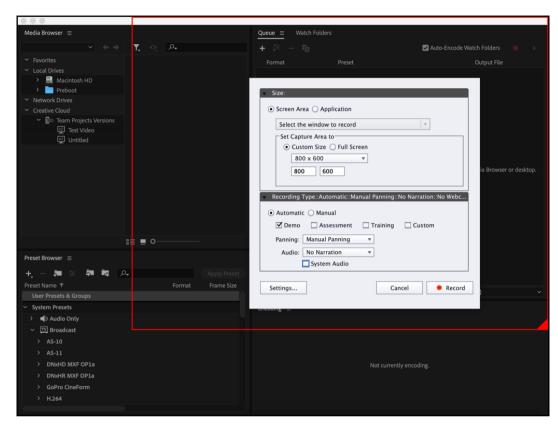
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Category	Global Preferences: Recording: Keys
General Settings Defaults	General:
▼ Recording	To Stop Recording: Cmd-Enter
Settings	To Pause/Resume Recording: Cmd-F2
Video Demo Keys - (Global)	Manual Recording:
Modes	To Capture a Screenshot: Cmd-F6
Defaults ▼ Project	Full Motion Recording:
Information	To Start Full Motion Recording: Cmd-F9
Size and Quality Publish Settings	To Stop Full Motion Recording: Cmd-F10
Start and End ▼ Quiz	Panning:
Reporting	For Automatic Panning: Cmd-F4
Settings Pass or Fail	For Manual Panning: Cmd-F3
Default Labels	To Stop Panning: Cmd-F7
	To snap recording window to mouse: Cmd-F11
Styles Preview	
	To toggle mouse capture in Video Demo: Cmd-F12
	To insert an UNDO Marker: Shift-Cmd-Z
	Restore Defaults
	Help Cancel OK

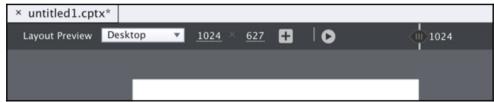


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Category	Project Preferences: Recording: Settings
General Settings Defaults ▼ Recording	Generate Captions In: English ▼
Settings	Audio Options: Narration Audio Settings
Video Demo	System Audio
Keys - (Global)	Actions in Real Time
Modes	✓ Camera Sounds
Defaults	✓ Keystrokes
► Project ► Quiz	✓ Hear Keyboard Tap Sounds
	Hide: ☐ Recording Window
	☐ Dock Icon
	Others: 🗹 Move New Windows Inside Recording Area
	Smoothen movements for: 🗹 Drag and Drop actions
	☑ Mouse Wheel Actions
	Video Demo Settings
Styles Preview	Note: To specify global preferences, close all projects, and then open the Preferences dialog box.
	X
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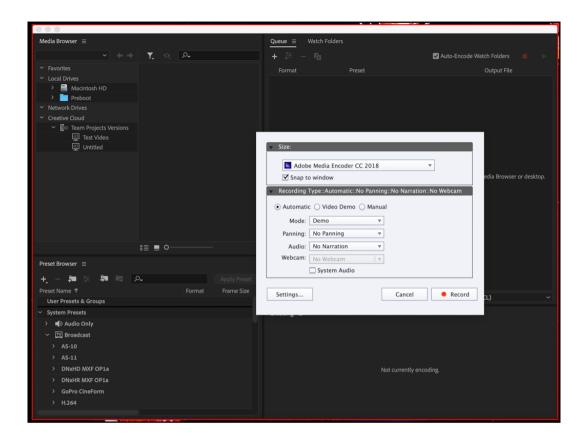


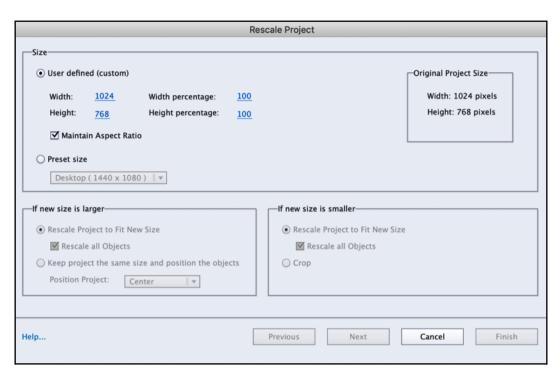


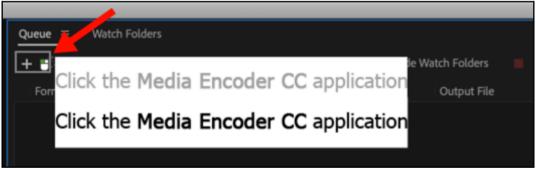




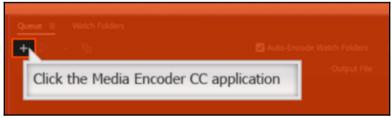


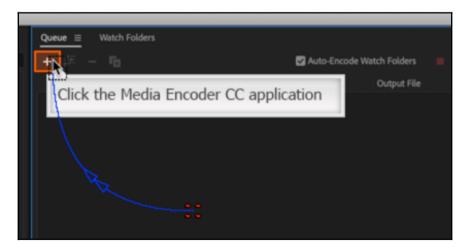


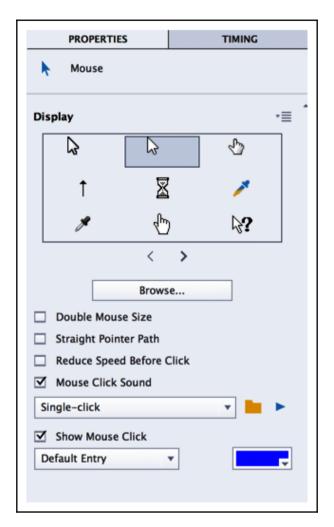


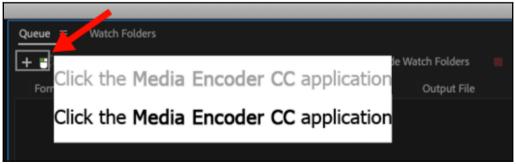




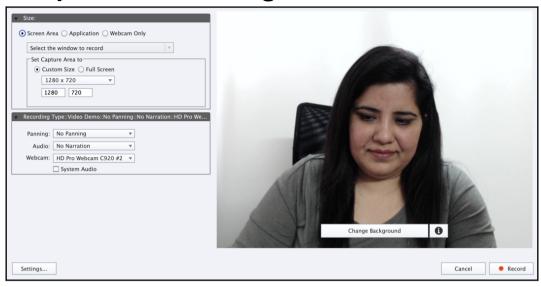


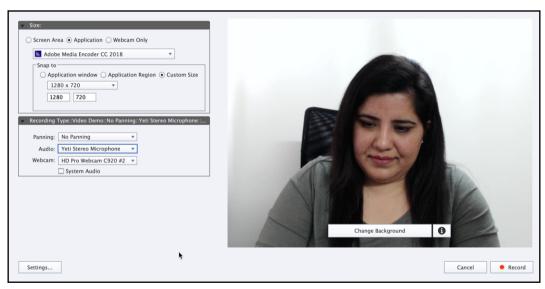


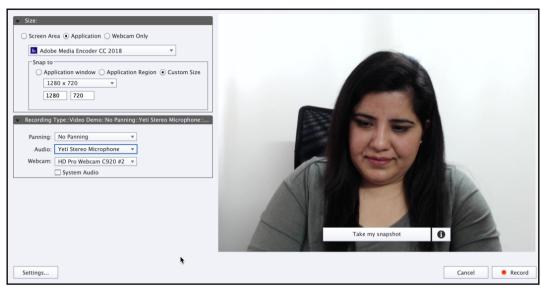


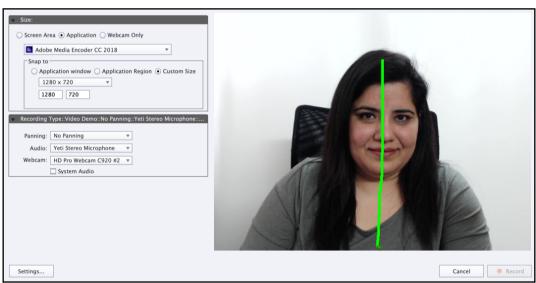


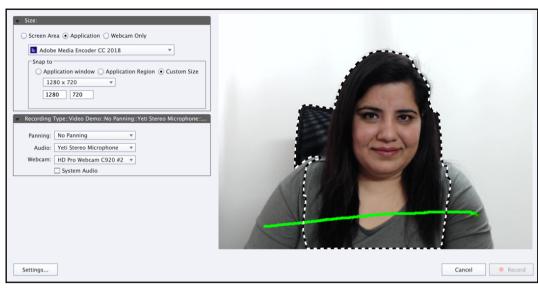
Chapter 9: Producing a Video Demo

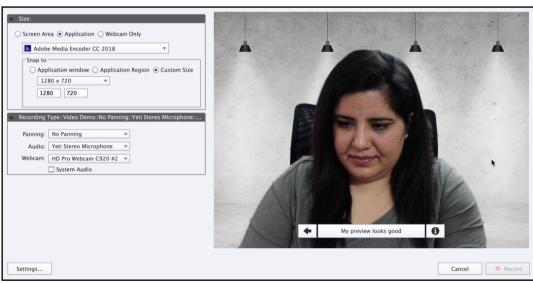


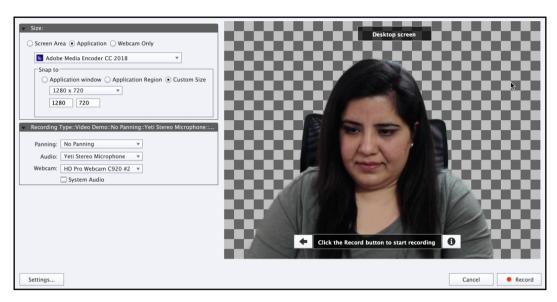






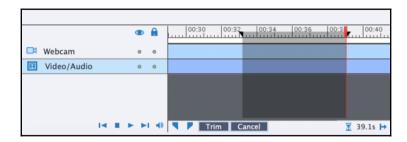


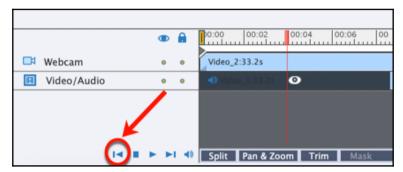


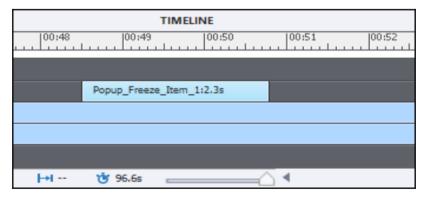


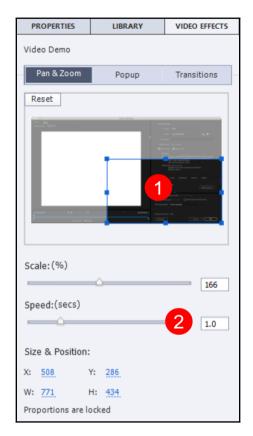


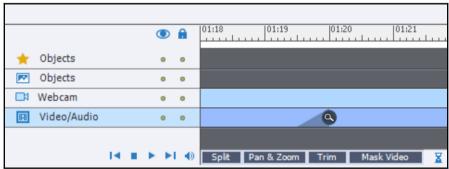


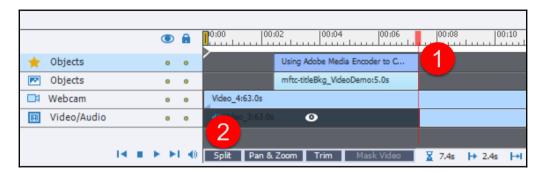


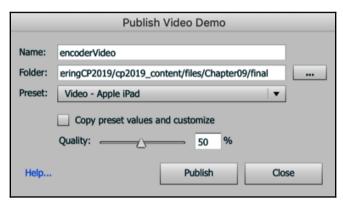




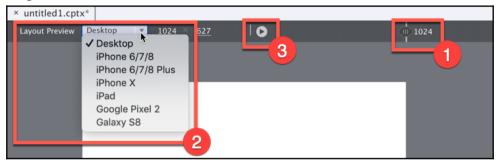




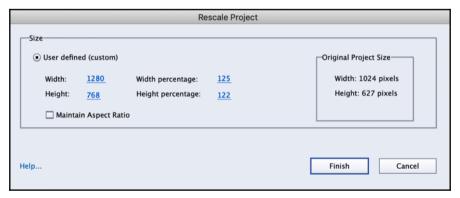


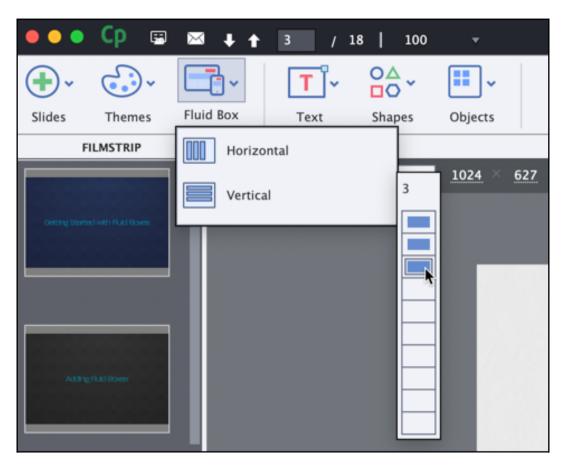


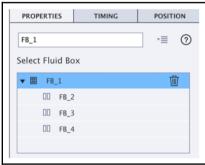
Chapter 10: Creating a Responsive Project

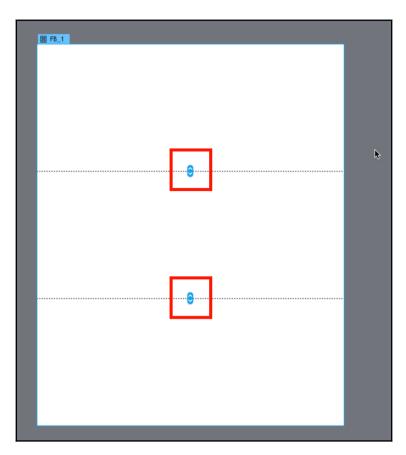




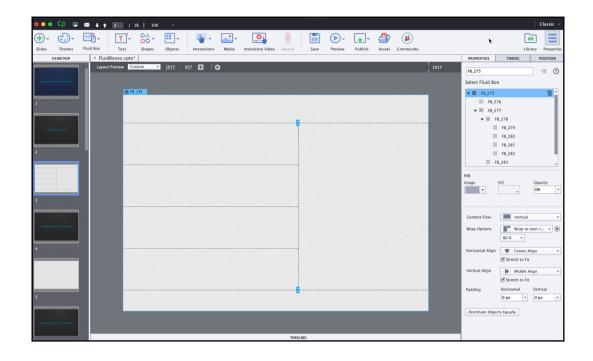


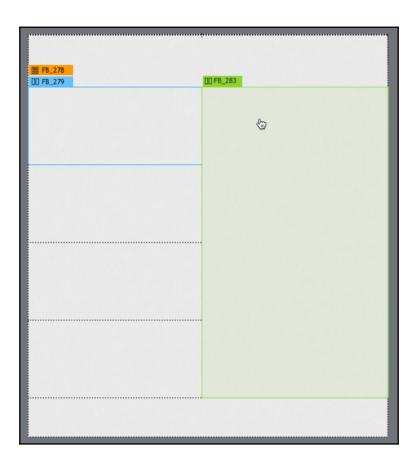


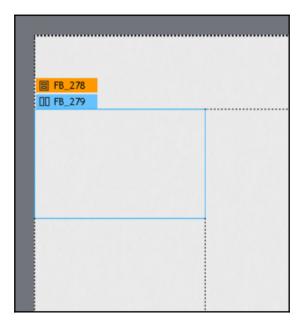


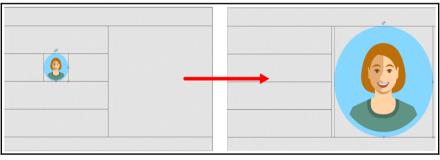


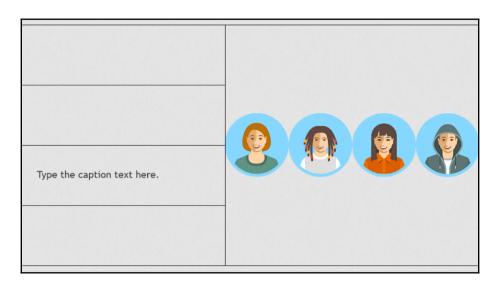


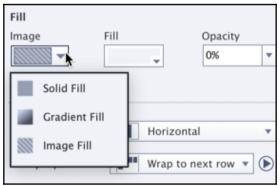


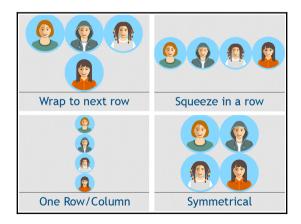


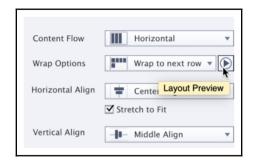


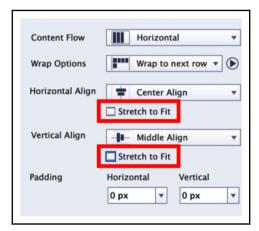


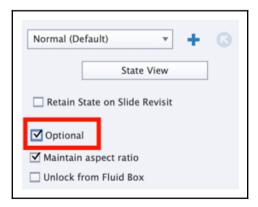


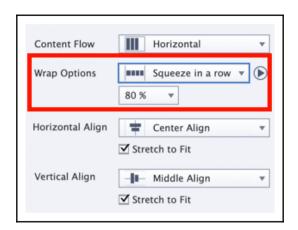


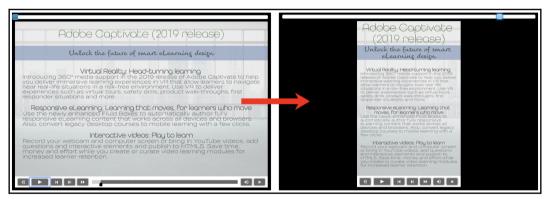












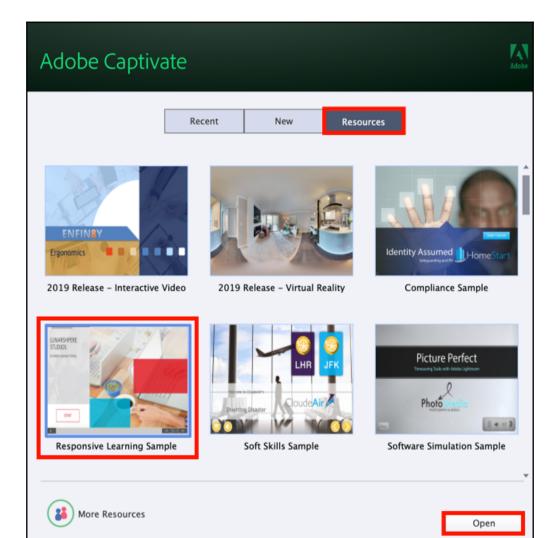


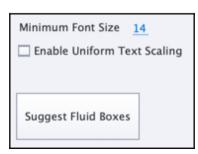


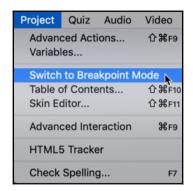
Enable Uniform Text Scaling



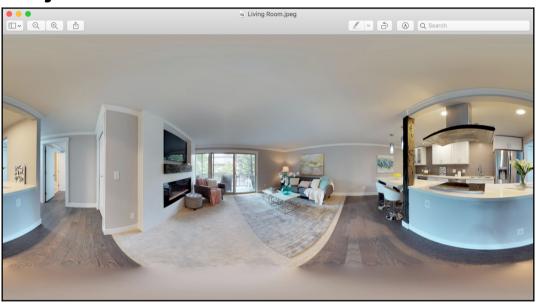






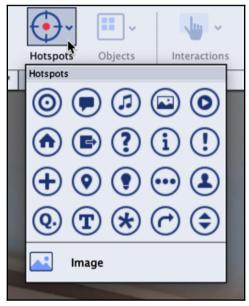


Chapter 11: Creating Virtual Reality Projects





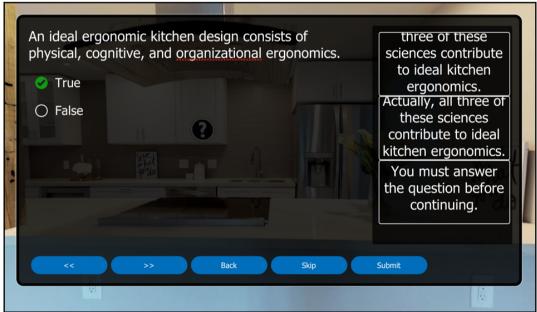




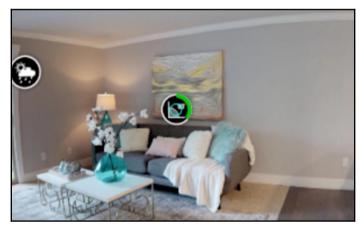




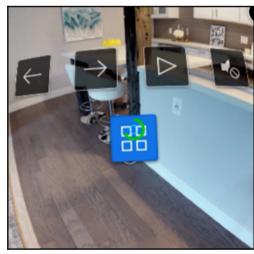






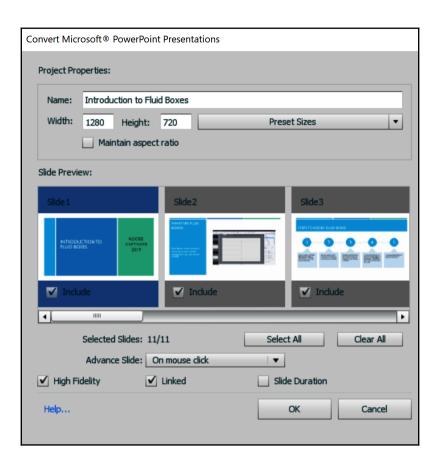


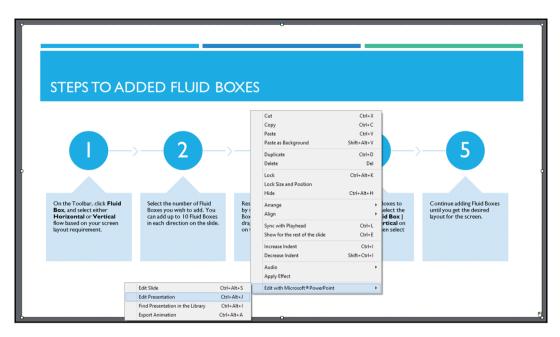


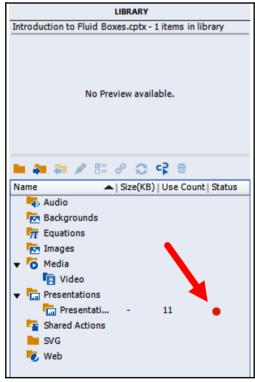


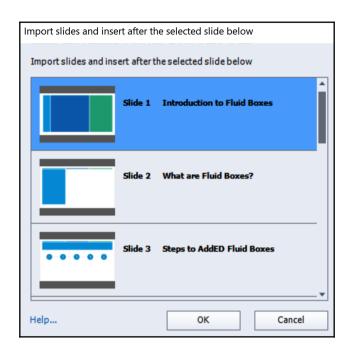
Chapter 12: Using Captivate with Other Applications

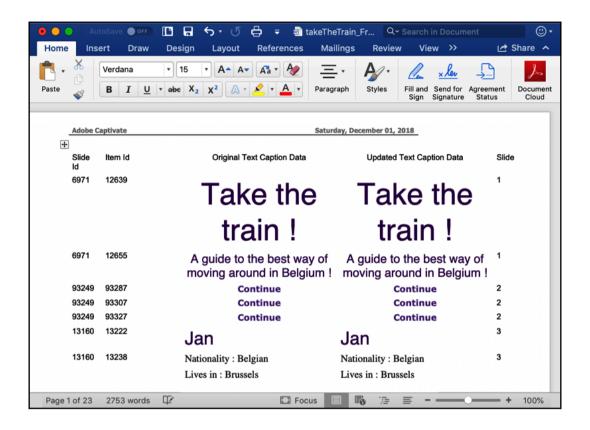


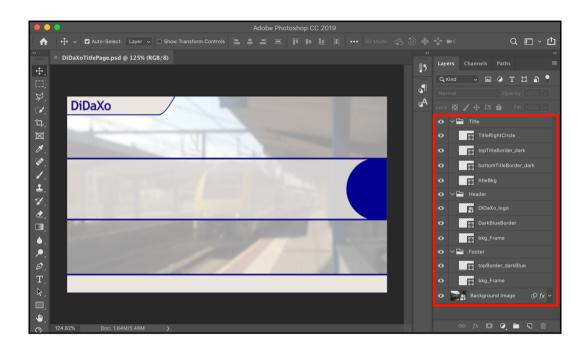


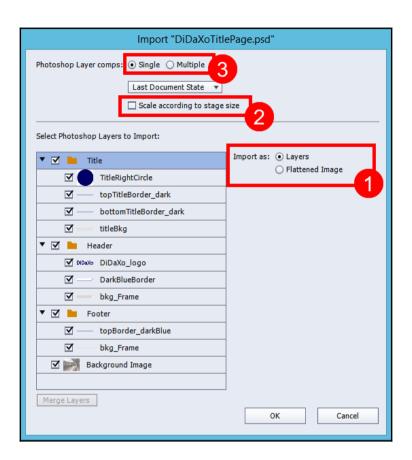


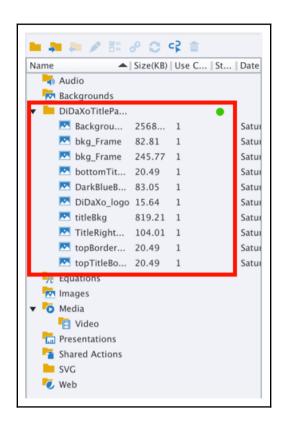


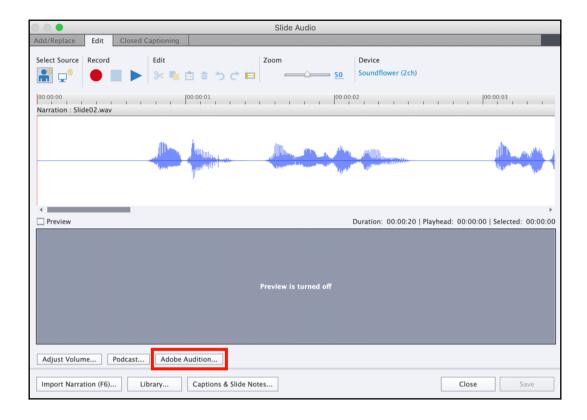


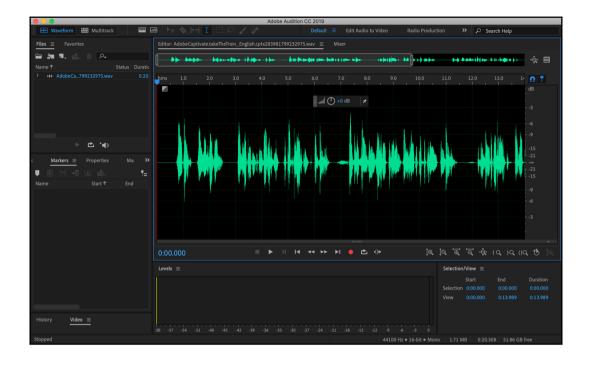


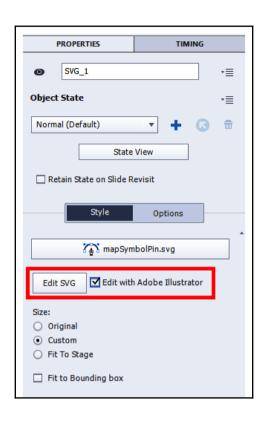


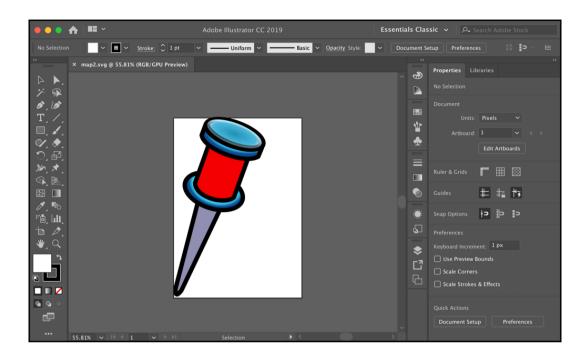


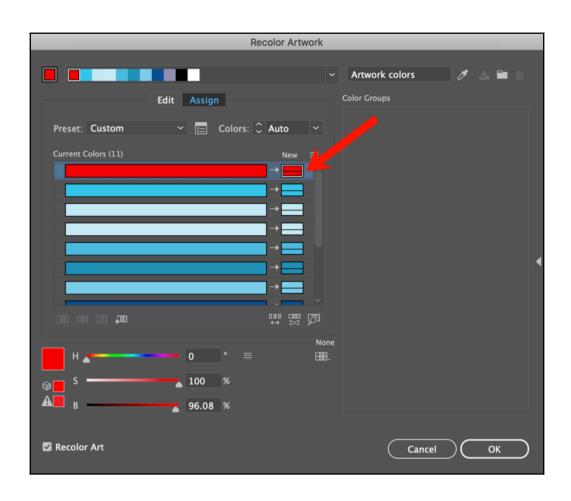


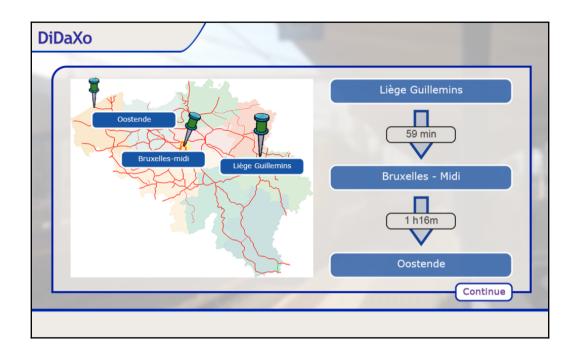




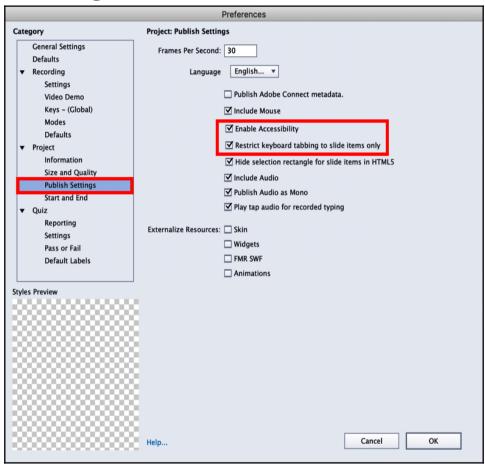


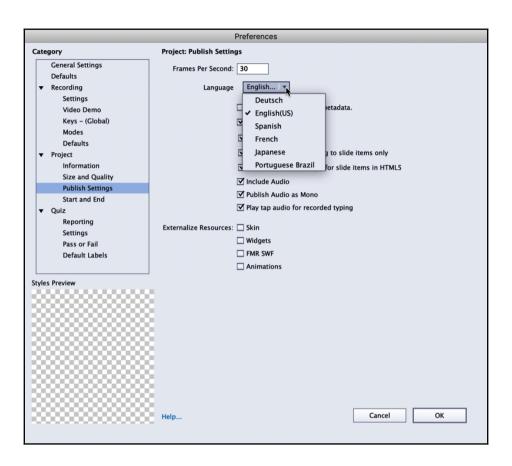


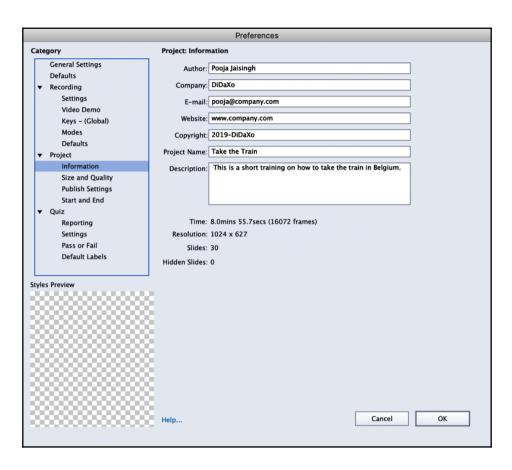




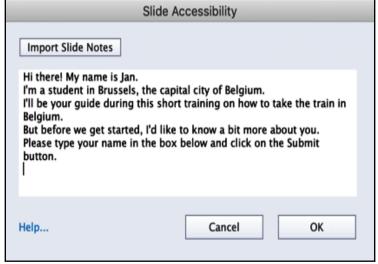
Chapter 13: Creating Accessible eLearning





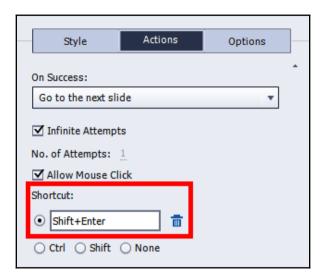






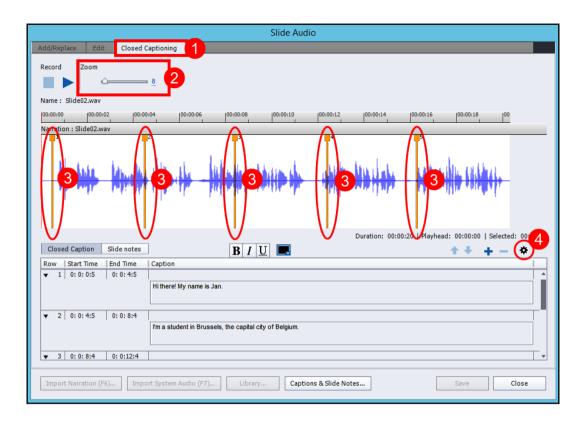




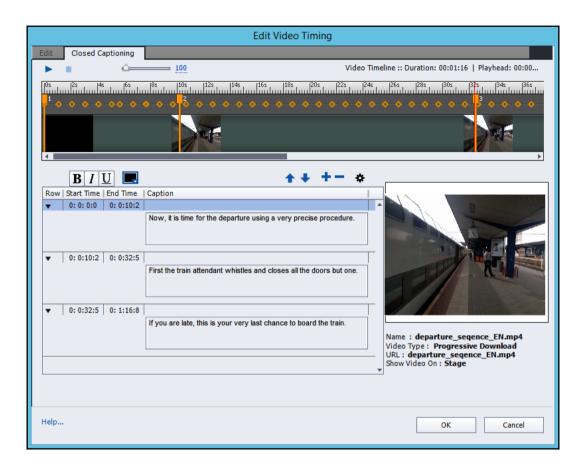




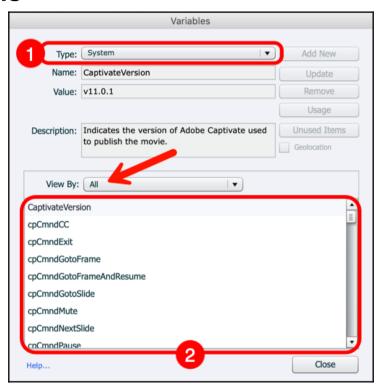






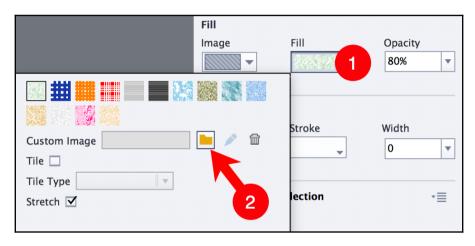


Chapter 14: Variables and Advanced Actions

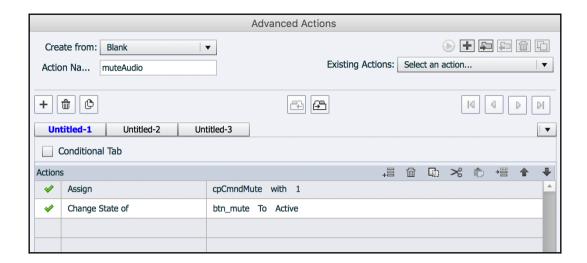


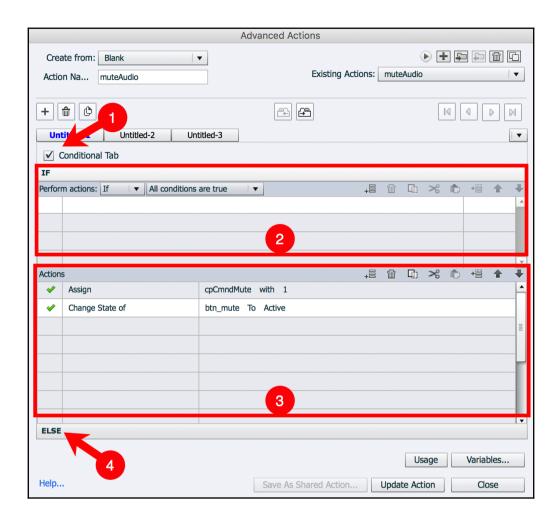


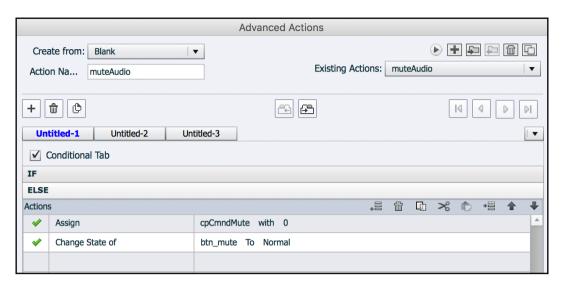
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Variable Type User ▼ View By All	▼			
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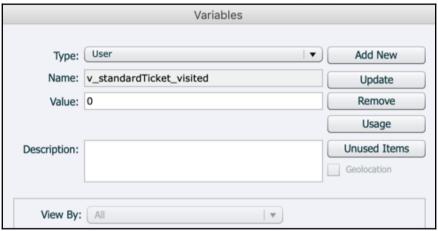


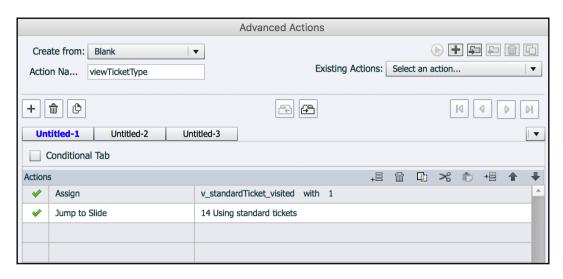


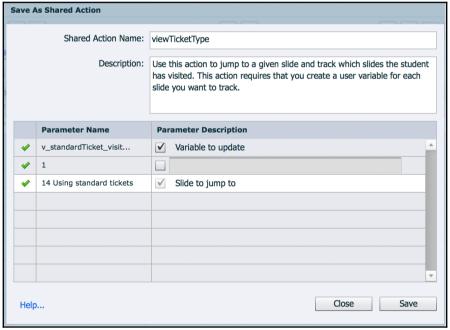


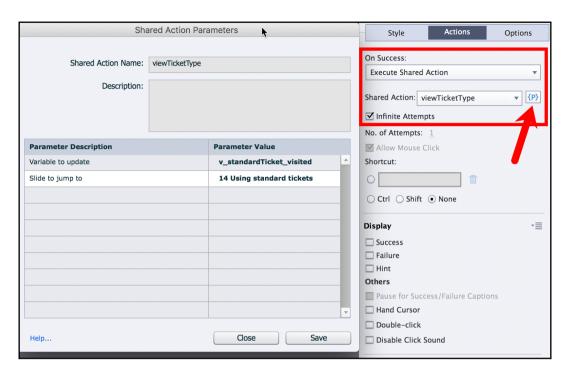


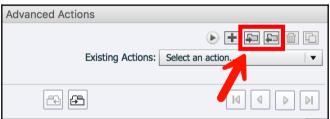


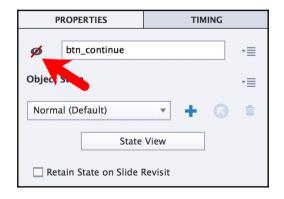


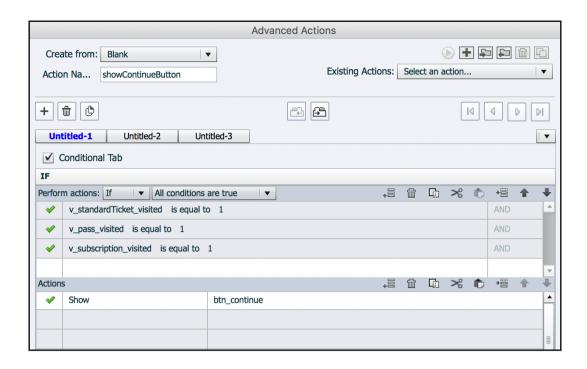


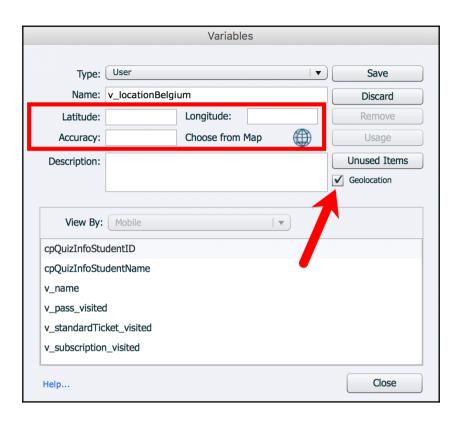


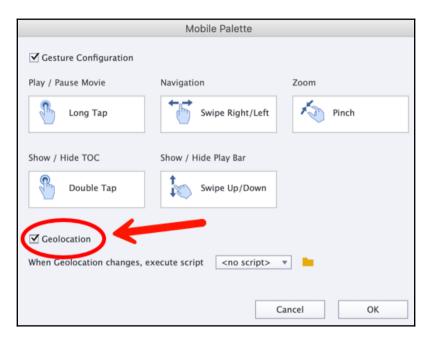


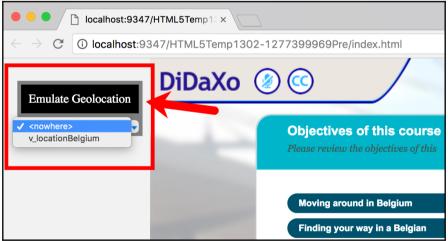






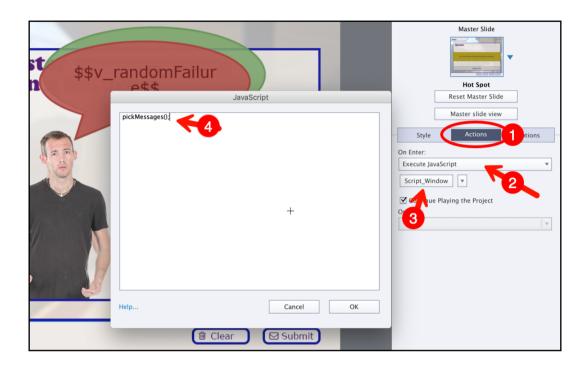




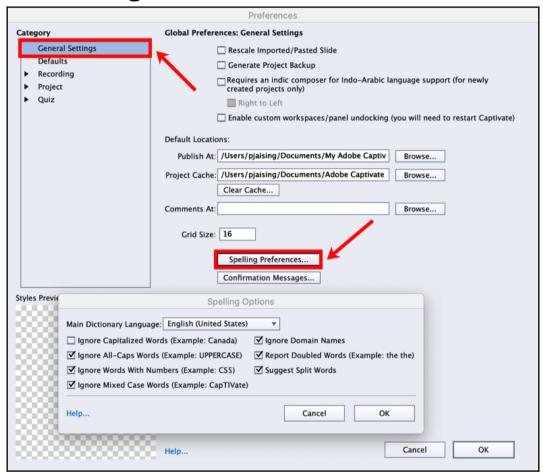


```
JavaScript
 var aSuccessMessages = [
   "Great answer! Click anywhere to continue.",
   "You got it right! Click anywhere to continue.",
   "Way to go! Click anywhere to continue.",
   "Fantastic! Click anywhere to continue.",
   "Good job! Click anywhere to continue."
 ];
 var aFailureMessages = [
   "Sorry, your answer is not correct. Click anywhere to continue.",
   "Nope! Click anywhere to continue.",
   "Unfortunately, this is a wrong answer! Click anywhere to continue.",
   "Sorry, wrong answer. Click anywhere to continue.",
   "You did not provide the correct answer! Click anywhere to continue."
 ];[
Help...
                                                       Cancel
                                                                             OK
```

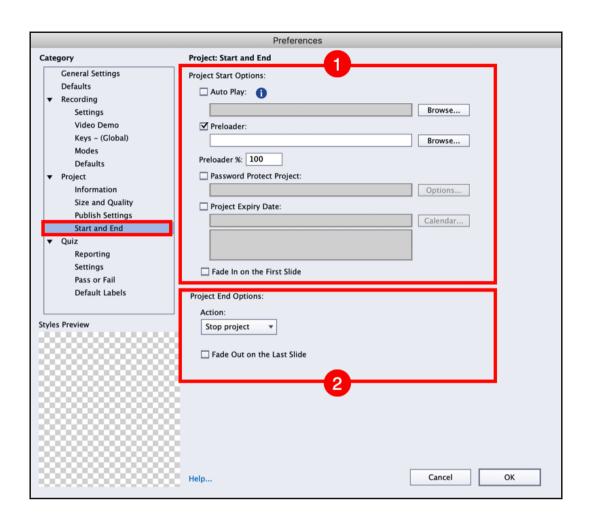
var aFailureMessages = ["Sorry, your answer is not correct. Click	anywhere to continue "	
"Nope! Click anywhere to continue.",	anywhere to continue.,	
"Unfortunately, this is a wrong answer!		
"Sorry, wrong answer. Click anywhere to "You did not provide the correct answer		
;	: Click allywhere to continue.	
function pickMessages() {		
var successMessage = aSuccessMessage	es[Math.floor(Math.random()	*
aSuccessMessages.length)];		
var failureMessage = aFailureMessages[Math.floor(Math.random() *	
aFailureMessages.length)];		
window.cpAPIInterface.setVariableValue	("v randomSuccess", success	Message):
Time of the control o	(message,,
window.cpAPIInterface.setVariableValue	("v_randomFailure", failureMe	essage);
<u> </u>		

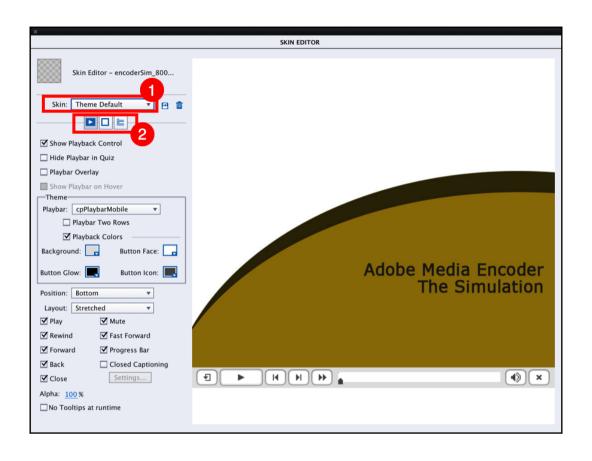


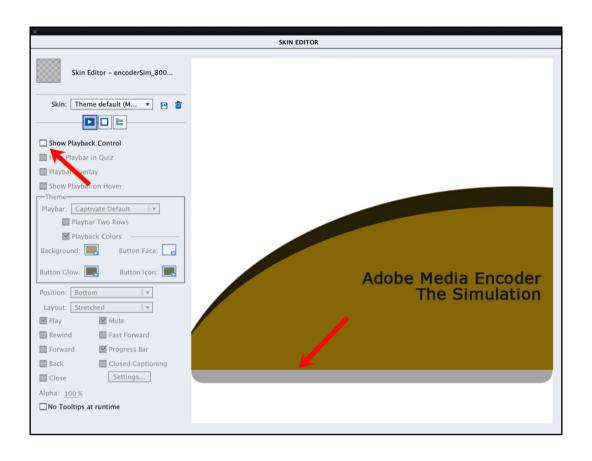
Chapter 15: Finishing Touches and Publishing

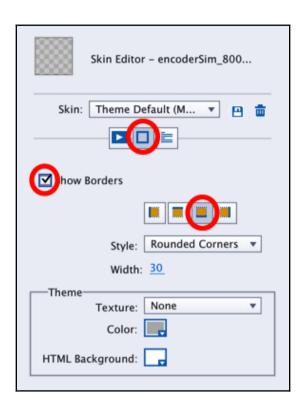


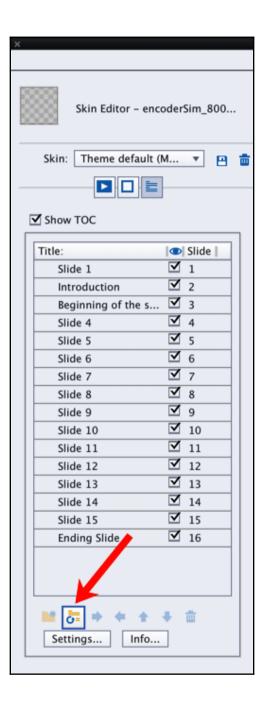


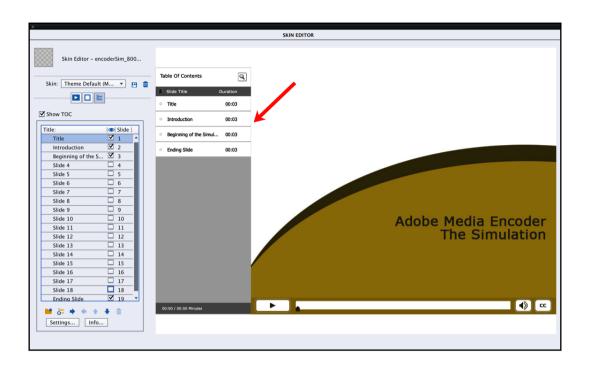












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✓ Enable Navigation	☐ Clear Button
☐ Navigate Visited Slides Or	nly 🗹 Show Movie Duration
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	☐ Export PDF	Seamless Tabbing(IE only)		
Flash Player:	Flash Player 10 ▼			
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