

Table: Events to trigger one action

Advanced/shared and simple actions need a 'trigger' (= event). This table shows only the events available out of the box in Captivate.

Event	Assign action	Description	Use cases/Comments
On Slide Enter	Properties slide, Actions tab	Happens when slide is 'entered' or re-entered, not when you return to the first frame of the slide.	To reset variables, to hide/show objects that are timed for the rest of the project, to play VO only first time when slide is visited, ... One of the events I use most.
On Slide Exit	Properties slide, Actions tab	Executed when exiting the slide, but only if all frames of the slide are visited. Limited in statements (no Hide/Show)	Only to be used if you are sure all frames will be visited. Cannot be used to Hide/Show objects
Clicking ON (Shape) Button	Properties button, Actions tab	Logical event for an (advanced) action. If a pausing point is present, playhead will stop there to wait for user action	No limitations for this event Shape button can be used on master slides (pausing possible, at end of each slide).
Clicking OUTSIDE of (Shape) Button, after Last Attempt	Properties button, Actions tab	If the number of attempts is and the user has clicked that number of attempts outside of the button, action will be executed.	Will rarely be used, bit dangerous as well if you have other interactive objects on slide with different outside actions, only the action for the top most object in stack will be done in that case.
Clicking ON Click box	Properties Click box, Actions tab	Identical to butto. if pausing is enabled it will be at the end of its timeline	By definition invisible to user.
Clicking OUTSIDE of Click box, after Last Attempt	Properties Click box, Actions tab	Same as for (shape) button	See comment for button
Drag&Drop slide, not scored, Infinite attempts, Submit	Drag&Drop panel, Actions tab Infinite attempts	Only the Success event is available for action, happens after clicking Submit (or Auto Submit). 'Failure' which is really 'Last Attempt' should be dimmed	Can be used to show information, based on drag action, using the Object action. Success event not always necessary. Make sure the playhead is not released.
Drag&Drop slide, object action	Drag&Drop panel, Format tab with drop target selected	Even occurs for drag action to that drop target. Action available for each drag source.	Many use cases possible, check my blog.
Text Entry Box – not validated	Properties TEB, Actions tab	Will be executed when user confirms entry, either by clicking on the Submit button, or by using the shortcut key if one is assigned	Bit confusing if attempts is not set to Infinite: there is a Last Attempt action, but with no validation, it never occurs.

Hyperlink events

If you insert a hyperlink, you get a dropdown list with possible commands. One of them is 'Execute Advanced Action'. For an unknown reason the command 'Execute a Shared Action' is not available

Events to trigger one out of two actions

In this table you'll find events that can trigger two possible (Advanced) actions. Hope you will not be confused with the buttons/click boxes situations where you can click on the object or outside of it: I consider those as two different events, which is not the case here.

Event	Assign action	Description	Use cases/Comments
Text Entry Box – validated	PProperties TEB, Actions tab	Has a Success and After Last Attempt action, which be executed when user confirms his entry, either by clicking on the Submit button, or by using the shortcut key if one is assigned, and depending on the validation as well.	If the entered answer is not listed as a correct answer, you can use the Failure action to prevent the user from advancing.
Question/KC Slide – ‘Y or click on slide’	Quiz Properties, Actions tab	Executed after the second step (first=Submit, second is ‘Y...’), depending on evaluation of answer, after last attempt on question level	Useful for remediation: if user failed, navigate to content slides and use ‘Return to Quiz’ to come back to the question slide
Quiz End – click Continue on Score slide	Quiz Preferences, Pass or Fail	Executed at the last frame of the score slide, when the user clicks the Continue button on that slide, depending on Passing or Failing Grade	Default only two possibilities, but using a conditional advanced action for Failure you can expand to more. Example: branching to content slide could depend on the result when failed, if very low all content has to be revisited, if not so low only part of the content.
Drag&Drop slide, scored, Limited attempts, Submit	Drag&Drop panel, Actions tab	Done after submitting. There is a Success event and a Last Attempt event (wrongly labeled as ‘Failure’).	Similar to other question slides.

New: Hotspots VR project or 360 slide

A limited list of simple actions are available for hotspot event, no advanced nor shared action however. No actions are possible on an overlay Quiz slide nor on the score slide. You cannot define Actions on Pass/Fail grade in Quiz Preferences..

New: Overlay Slides in Interactive Video

You can use both slide events and other events on overlay content slides. For the Knowledge Check overlay slides, same events as in normal projects are available. The second step in the Submit process is different, a Continue button appears instead of ‘Click on slide or press Y’.