Multi-state objects in
Adobe Captivate 2017

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Introduction to multi-state objects

With Adobe Captivate 9 and 2017, you can convert interactive or non-interactive objects to multi-state objects. This feature will allow you to develop interactive content easily without using multiple objects, or "hide and show" techniques in a single project or slide.

You can add any number of custom states to both interactive and non-interactive objects. And for the interactive objects, you can also configure inbuilt states like Normal, Rollover, Down, and Visited states for buttons; and DragStart, DragOver, DropCorrect, DropIncorrect, etc. inbuilt states for objects in drag and drop interactions, which are automatically triggered with the object actions.

With this feature, you can:

- Add custom states to the objects
- Add in-built states to the interactive objects
- Customize the look and feel of the objects in the states
- Change the default state for non-interactive object

Adding custom states to objects

Here are the steps to add custom states to both interactive and non-interactive objects in Adobe Captivate:

1. Create a new project in Adobe Captivate 2017.
2. Add a shape and select it.
3. In the Properties Inspector, click the **plus symbol** in the Object State section.
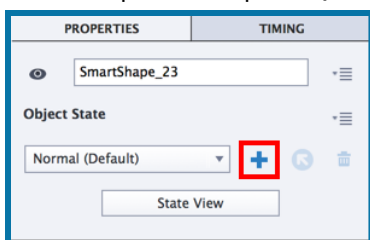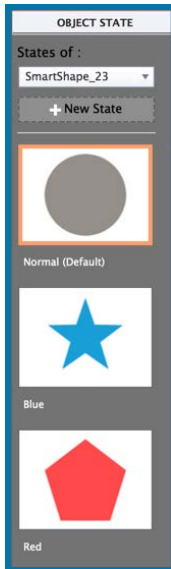

4. Label the new state, and click **OK**.
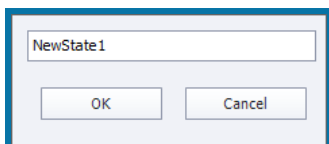
5. Now change some properties of the shape.
6. Add more states, if required.
7. You can also see all the states of the object together in the state view. To open the Object State panel, select the object, and click **State View** in the Properties Inspector.

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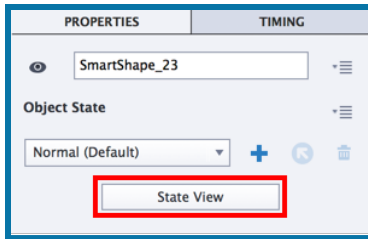
8. Object states will now show up in the Object State panel.

9. You can add new states in this panel, and also add additional objects to each state.
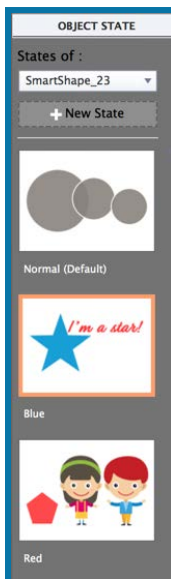
10. To exit the State View, click the **Exit State** button on the toolbar.

Adding inbuilt states to interactive objects

Interactive objects in Captivate have inbuilt states that are triggered automatically in the project, based on the hover, click, drag, or drop actions.

When you add a button to the slide, rollover and down states are automatically added to the object. You can further modify the style of these states, or delete them, if you don't need them. For the buttons, you can also add a **Visited** state, which is triggered after the button is clicked.
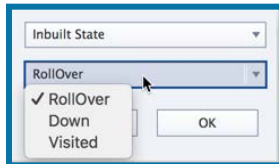
For the drag and drop objects, both draggables and and drop targets have additional states. Draggables have DragOver, DropAccept, DropReject, and DragStart inbuilt states available.
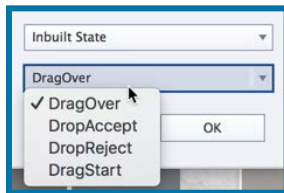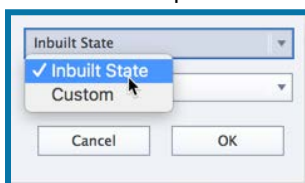

And Drop Targets have DragOver, DropAccept, DropReject, DropCorrect, and DropIncorrect inbuilt states available.
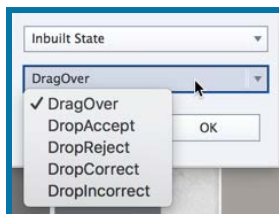
Follow these steps to add an inbuilt state to a button, draggable, or a drop target:

1. Select the object, and click the **State View** button.
2. In the Object State panel, click **New State**.
3. In the first drop-down list, select **Inbuilt State**.

4. In the second drop-down list, select the desired state and click **OK**.

The new inbuilt state is now added to your object and will automatically trigger based on the action associated with it.

Triggering actions for custom states

Now let's take a look at the steps to trigger custom states to objects in Captivate:

1. Add a button to the slide.
2. Select the button and go to the **Actions** tab in Properties Inspector.
3. Set the On Success Action as the **Change State of** action.
4. Select the object and its desired state, and uncheck **Continue Playing the Project**.
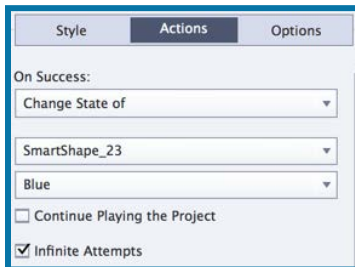
5. You can also add Back and Next buttons for the states and use the **Go to Next State** and **Go to Previous State** actions to create a slideshow interaction.
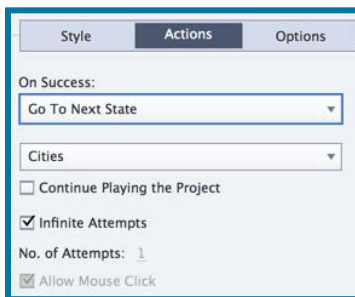

Tips and Tricks for using multi-state objects

Here are some tips and tricks you can use to make the most of multi-state objects in Adobe Captivate 2017:
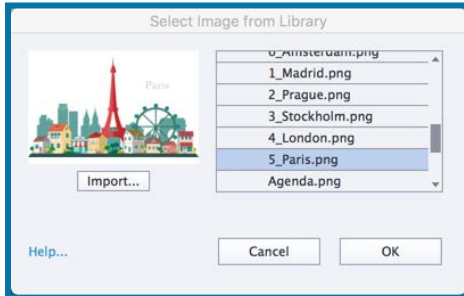
Replace images in states

If you convert an image to a multi-state object and wish to replace the images for the states, you can follow these steps to replace the images with the new ones:

1. Add the image to the slide.
2. Select the image, and click the **State View** button.
3. In the Object State panel, click **New State** to add a new state.
4. Enter the name, and click **OK**.
5. With the new state selected, go to the Properties Inspector.
6. Click the button with the name of the image.
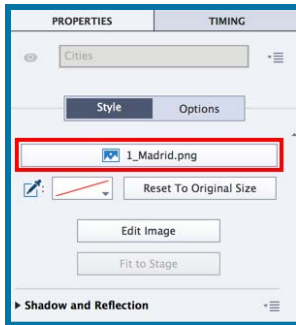
7. In Select Image from Library dialog, select the new image, and click **OK**.

The original image is now replaced with a new image.
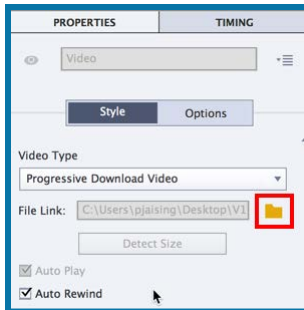

Replace videos in states

Similar to replacing images, you can replace videos in states.

Here are the steps:

1. Add the video to the slide.
2. Select the video, and click the **State View** button.
3. In the Object State panel, click **New State** to add a new state.
4. Enter the name, and click **OK**.
5. With the new state selected, go to the Properties Inspector.
6. Click the **Browse** icon next to the File Link.

7. In Select video from Library dialog, select the new video clip, and click **OK**.
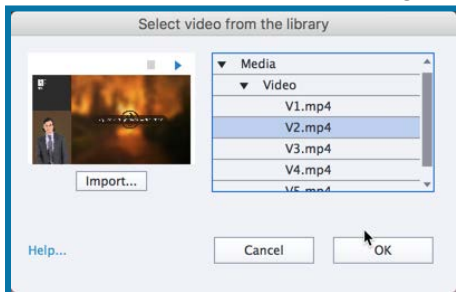

The original video clip is now replaced with a new clip. You might still see the thumbnail of the original video, but the video is successfully replaced.

Retain state on revisit

For multi-state objects, you can choose to retain state on revisiting the slide. This is really helpful when you are creating an interaction with multiple slides involved and want the selected state to be retained on revisiting the slide. For example:

- Using states for module buttons in a custom menu slide.
- Using states for the Progress Bar elements, which are displayed for the rest of the project.
- Branching interaction where the learners need to return to the main slide to explore the rest of the options.
- When you are using **Go to the next/previous state** actions, and you revisit the slide, object reset to the initial state. By using this option, you can start looping from the state last visited.

To retain the state on revisit, select the multi-state object, go to the Properties Inspector, and select **Retain State on Slide Revisit**.
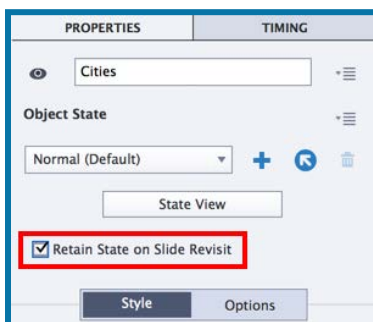
Duplicate states

You have created a new state for your object and have added additional objects to the new state to modify the look and feel of the state. If you wish to have a similar look and feel for the rest of the states, you can duplicate that state instead of adding a new state.

Adding a new state will create a replica of the object in Normal State, but creating a duplicate state will allow you to make a copy of the modified state.

Follow these steps to create a duplicate state:

1. Add the object to the slide.
2. Select the object, and click the **State View** button.
3. Create a new state and make the required changes to it.
4. Then right-click the new state thumbnail, and select **Duplicate State**.
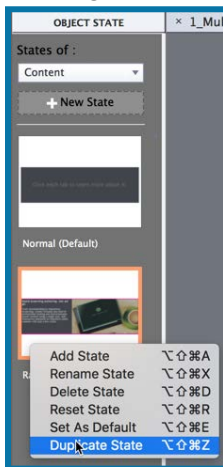
You will get a replica of the new state.

Reset state

If you have created a multi-state object, and then made some changes to one of the states and wish to revert to the normal state, you can follow these steps:

1. Select the multi-state object on the slide, and click the **State View** button.
2. Right-click on the state thumbnail that you wish to change, and select **Reset State**.
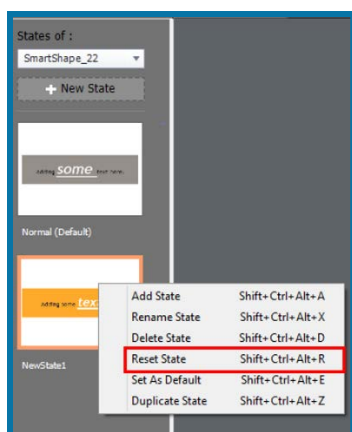
Set as default state

The default state for multi-state objects is set to the Normal state. For non-interactive objects, you can set any other custom state as a default state.

Here are the steps to set a custom state as default:

1. Select the multi-state object on the slide, and click the **State View** button.
2. Right-click on the custom state thumbnail that you wish to set as default, and select **Set as Default**.
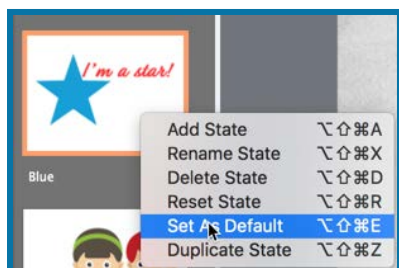
This concludes the introduction to multi-state objects and the tips and tricks to make the most of them in Adobe Captivate projects. To learn more about multi-state objects, visit the eLearning Community page at **elearning.adobe.com**

If you have any questions, you can contact me at **pooja@poojajaisingh.com**

Happy Captivating! :)