



Adobe Captivate (2017 release)



## Getting Started with Fluid Boxes

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## Getting Started with Fluid Boxes in Adobe Captivate 2017

### Introduction to Fluid Boxes

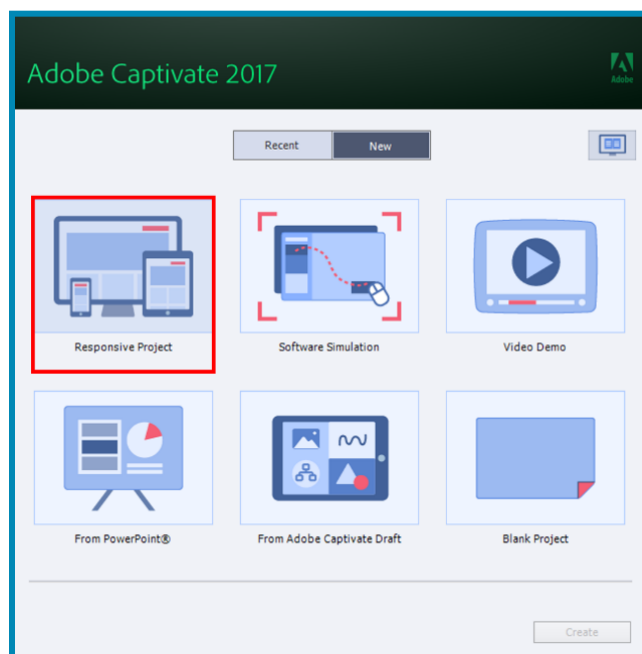
Adobe Captivate 2017 is power-packed with a brand-new, easy-to-use workflow for creating responsive eLearning courses. This new workflow will allow you to easily create responsive projects, using fluid boxes instead of breakpoints, which makes it possible for you to design content for a single screen, 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:

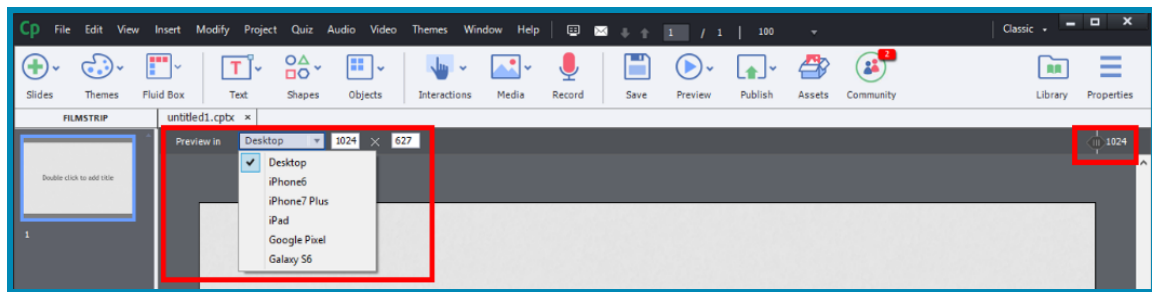
### Creating a new responsive project

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.

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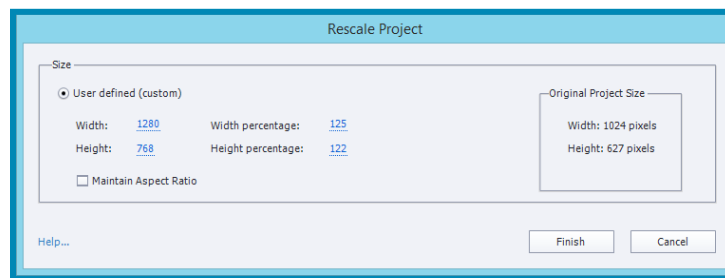


3. Move the Preview Slider on the top-right corner of the stage area to preview how the content will look like on different device sizes.
4. You can also open the **Preview-in** drop down list to view the content in specific device sizes.

### Resizing the project

Notice that the default maximum width and height of responsive projects in Captivate 2017 is set to **1024 x 627**. You can increase or decrease it by rescaling the project.

1. To rescale the project, click **Modify > Rescale Project**.
2. In the Rescale Project dialog, enter the new width and height in pixels or percentage, and click **Finish**.



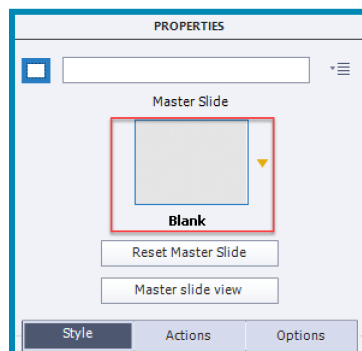
### Adding Fluid Boxes

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:

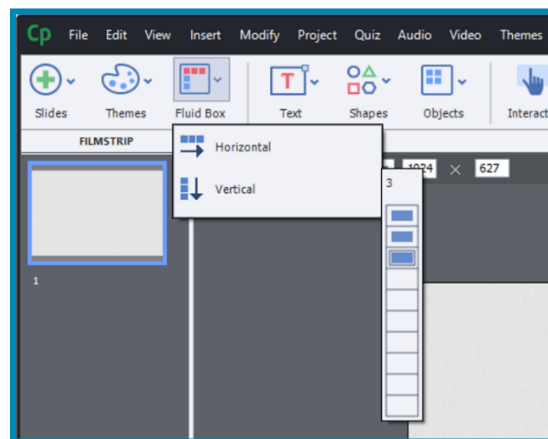
1. In the new Captivate project, double-click the slide thumbnail to open the Properties Inspector.
2. In the Properties Inspector, change the Master Slide associated with the slide to **Blank**.

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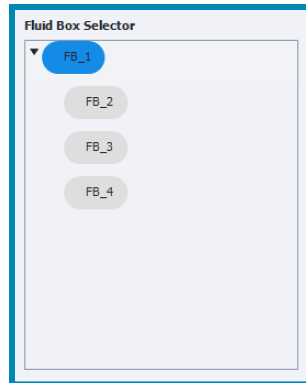
This will ensure that we are not inheriting any Fluid Boxes from the Master Slides and can start adding new Fluid Boxes from scratch.

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.

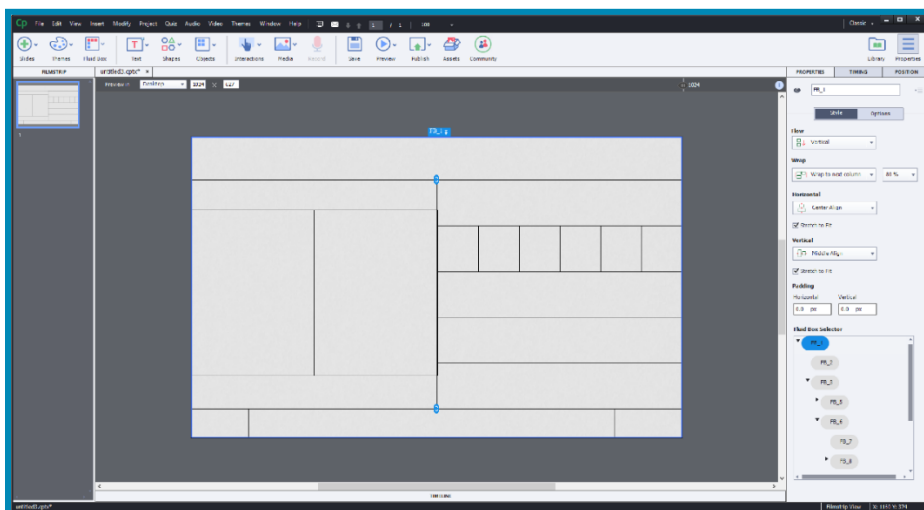
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6. You can then resize the child Fluid Boxes by selecting the main Fluid Box, and then clicking and dragging the resize handles on the slide.



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.

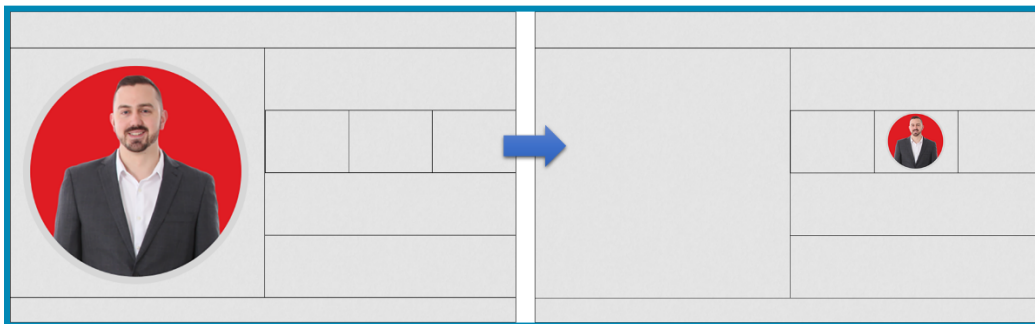
1. Select the Fluid Box to which you wish to add an image.
2. Add the image by dragging it from the Library to the stage

OR

Click **Media > Image** on the Toolbar.

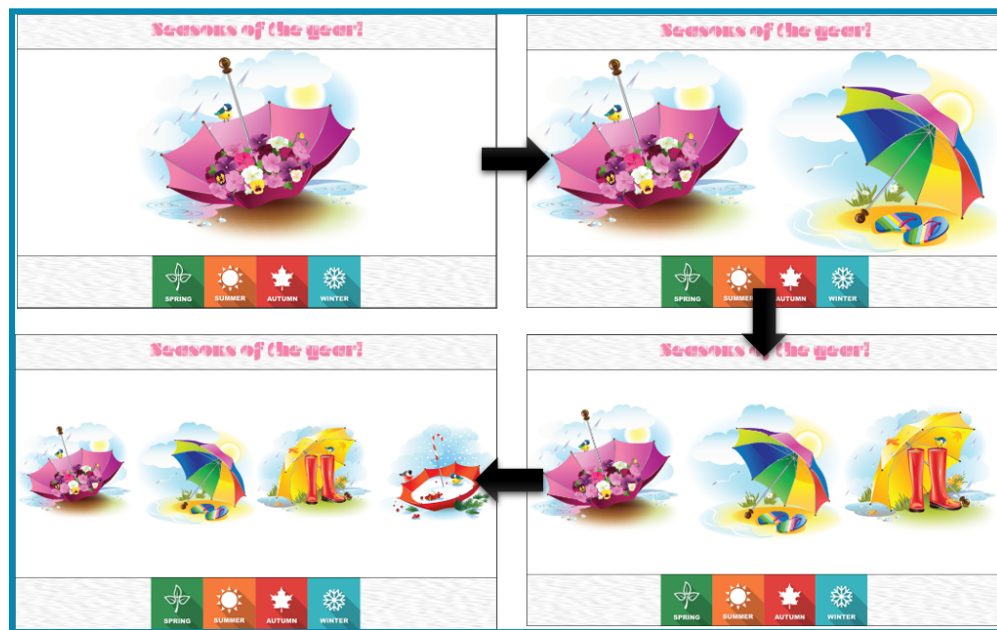
If you don't select any Fluid Box before adding the image, the image will be added to the centre of the slide, independent of any Fluid Box. You can then drag and drop the image to any of the Fluid Boxes on the slide.

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.



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

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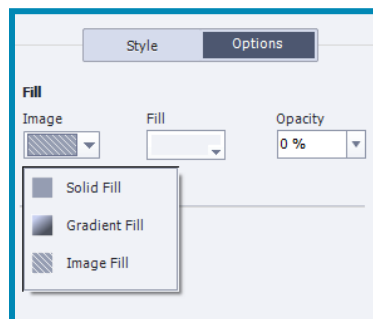


5. To change the order of the objects inside the Fluid Boxes, just drag and drop them to the desired position.
6. To break the association of objects with any of the Fluid Boxes, select the object, and then select the **Unlock from Fluid Box** option in the Properties Inspector.

### 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 Smart Shape fill.

1. Select one of the Fluid Boxes.
2. In the Properties Inspector, switch to the **Options** tab.
3. 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

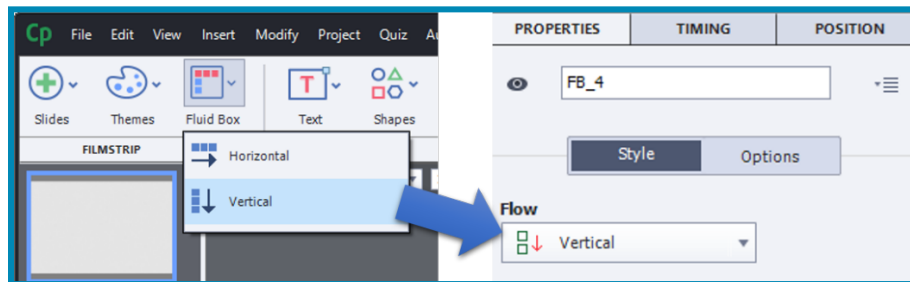


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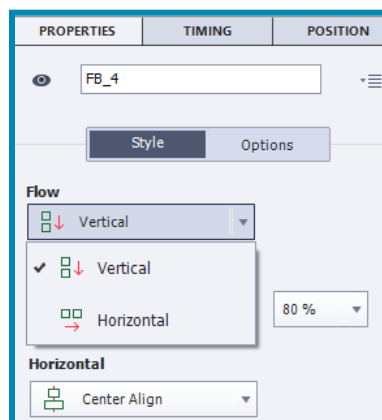
Adobe Captivate applies some default properties to the Fluid Boxes which help make the content look good and flow well on smaller devices. Let's learn about those properties and the options to customize these properties.

### Flow

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 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.

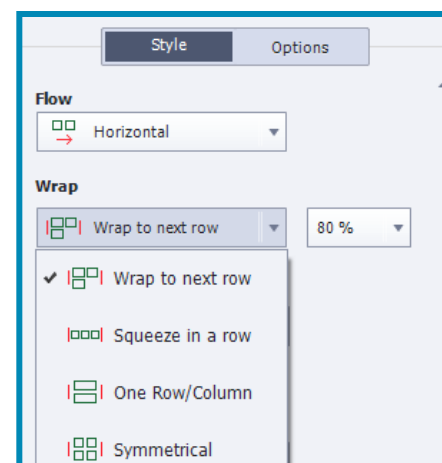


### Wrap

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:

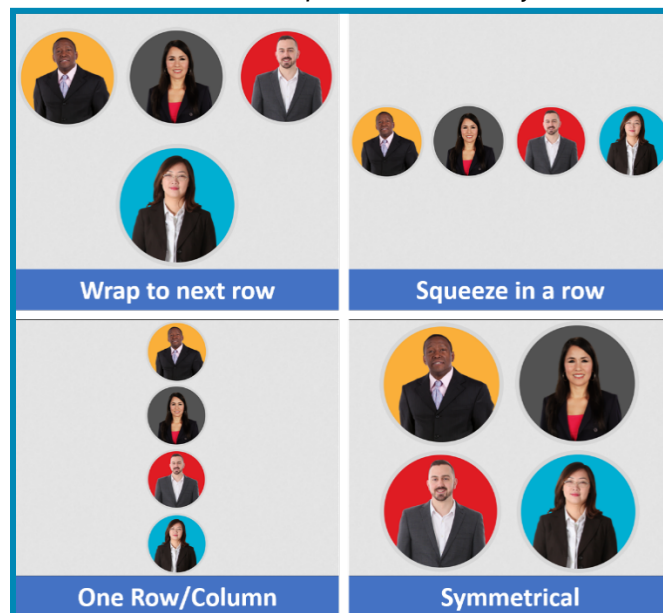
- **Wrap to next row:** When the wrap point reaches its threshold, and can no longer hold all the objects in the same row, the last object in the Fluid Box is moved to the next row, and then when it hits the



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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.
- **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 equal number of objects.



Similar to 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.

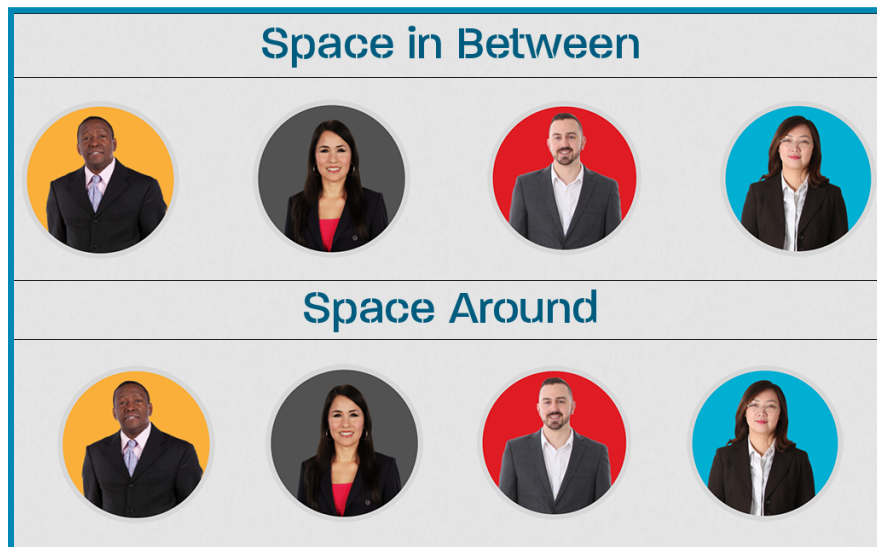
#### Vertical alignment properties are:

- **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.

The Space in between and Space around properties are a part of Horizontal alignment, if flow of Fluid Box is **Horizontal**. And if the flow of the Fluid Box is set to **Vertical**, these properties appear in the Vertical alignment drop-down list.



### Padding

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

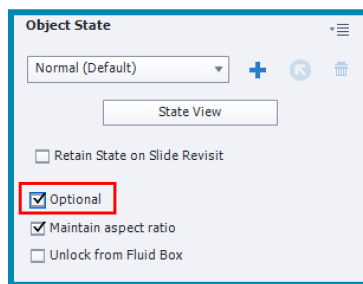
### Optional objects

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**.

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5. Then select the Fluid Box and change the Wrap property to **Squeeze in a row**. The Optional property will work only with this Wrap setting.

### Optional Fluid Boxes

Similar to 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**.

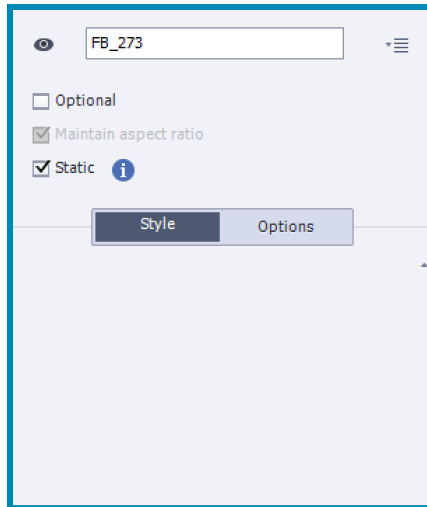
### Static Fluid Boxes

You can convert Fluid Boxes to Static Fluid boxes if you wish to place overlay objects inside a Fluid Box. 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.

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

This concludes the introduction to Fluid Boxes. To learn more about Fluid Boxes, visit the eLearning Community page at [elearning.adobe.com](https://elearning.adobe.com)

If you have any questions, you can contact me at [pjaising@adobe.com](mailto:pjaising@adobe.com)

**Happy Captivating! :)**

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## For more information

Product details:

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



**Adobe**

Adobe Systems Incorporated  
345 Park Avenue San Jose,  
CA 95110-2704  
USA  
[www.adobe.com](https://www.adobe.com)

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