

Mouse interactions can help to enhance learners' engagement providing developing activities, and can also allow for additional information to be added to a learning page without overcrowding it.

To add a mouse interaction to a screen you need to carry out three main steps:

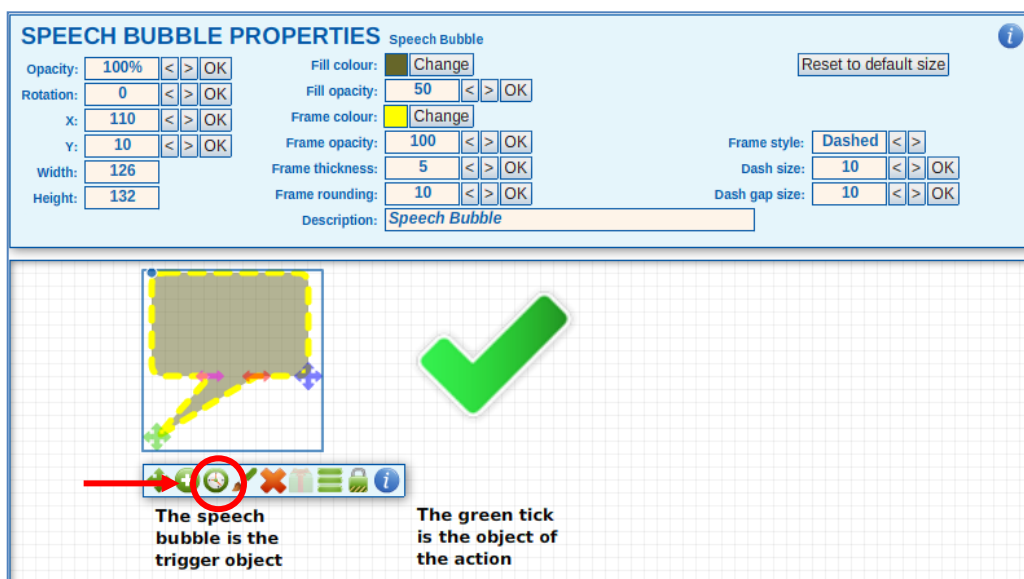
- 1) **Setting the triggers**
- 2) **Setting the action**
- 3) **Setting the object**

Let's have a look at these actions in detail.

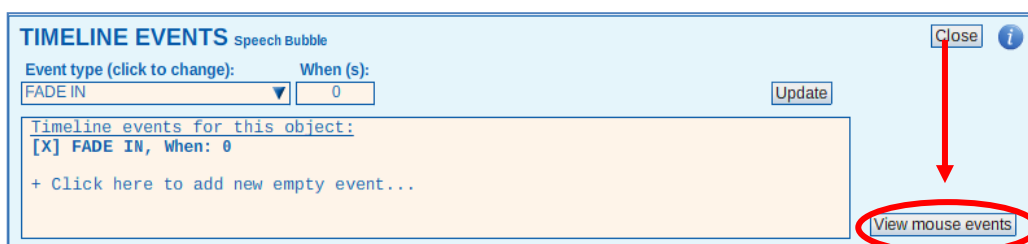
1) Setting the triggers

By triggers it is intended both the object that your learners will need to interact with, and the action that the learner will need to carry out.

- 1.1. To set the trigger object, click on the object that your learners will need to interact with (i.e. click on it, mouse over, etc.) to select it, then click on the **Timeline events** button on the object toolbar:

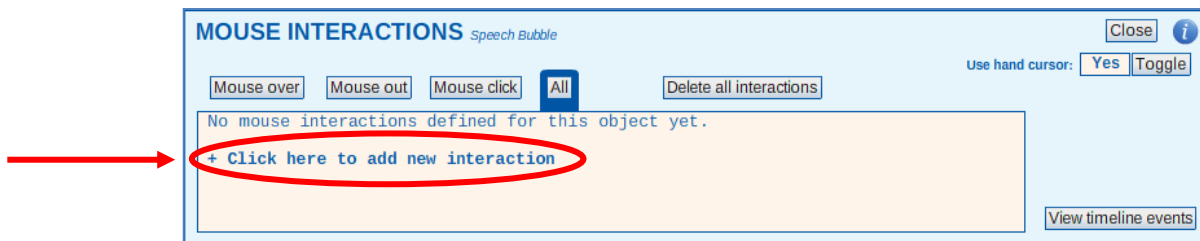


- 1.2. The Properties Panel will now display the **Timeline Events** options:



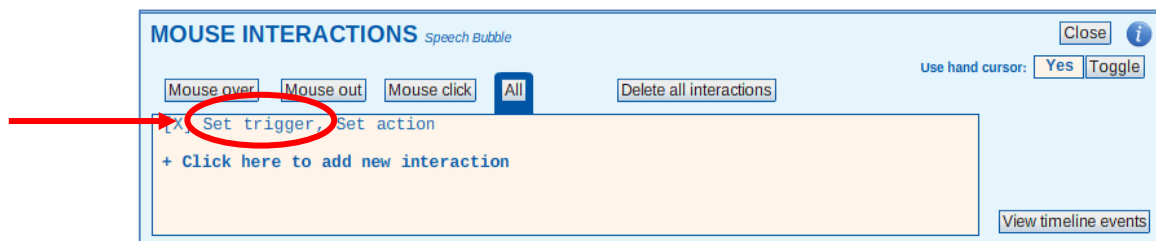
Click on the **View mouse events** button.

1.3. The Properties Panel will now display the **Mouse Interactions** options:



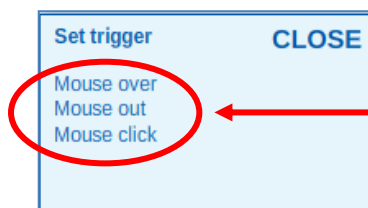
To set the trigger action, click on the option called **+ Click here to add new interaction**.

1.4. You will notice a minor change in the options available in the first line of the white panel:



Click on the **Set trigger** option.

1.5. A small menu will appear listing the available options:



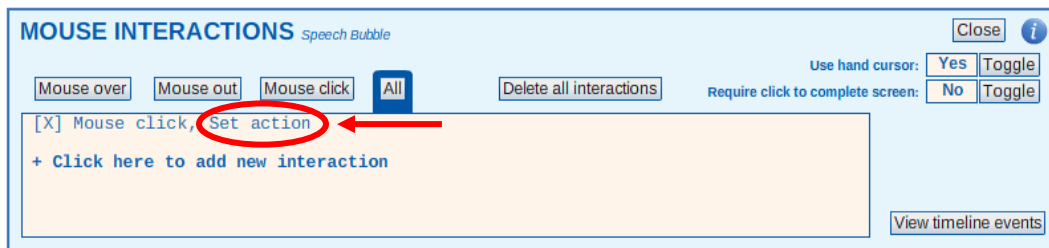
Click on the action that your course users will need to carry out. The options available are: Mouse over (moving the mouse over the trigger object), Mouse out (moving the mouse away from the trigger object), or Mouse click (clicking on the trigger object).

Your selection will replace the **Set trigger** text.

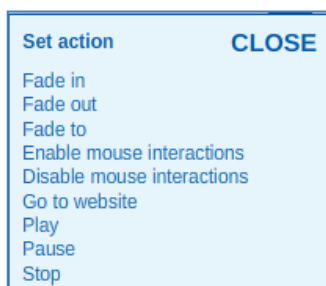
2) Setting the Action

By action it is intended the effect that the trigger action will produce on a selected object on the screen.

2.1. In the Mouse interactions panel, click on the **Set action** option:



2.2. A small menu will appear listing all the available options:



Click on the action that will be carried out on the action object. Below is a list of the options available and their effects:

Fade in	The object will appear when the relevant mouse interaction is carried out.
Fade out	The object will disappear when the relevant mouse interaction is carried out.
Fade to	The object will change opacity to specified opacity value over a specified time period, when the relevant mouse interaction is carried out.
Enable mouse interactions	The object will be allowed to be used as a trigger for an interaction when the relevant mouse interaction is carried out.
Disable mouse interactions	Even if you have one or more interactions allocated to the object, this option will disable them making the object inactive, when the relevant mouse interaction is carried out.
Go to website	This option will open a pre-selected website when the relevant mouse interaction is carried out.
Play	The play option only applies to animations, video or YouTube objects. These will start playing when the relevant mouse interaction is carried out.
Pause	The pause option only applies to video or YouTube objects. These will pause when the relevant mouse interaction is carried out.

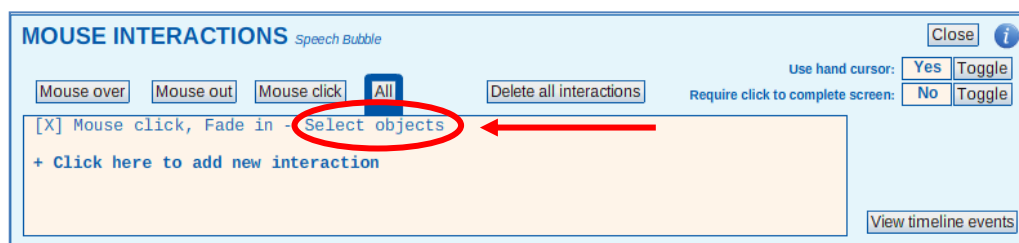
Stop	The stop option only applies to will stop the video or YouTube objects. These will stop playing when the relevant mouse interaction is carried out.
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Your selection will replace the **Set action** text and the **Select objects** option will appear.

3) Setting the object

By object it is intended the item on your learning screen which will be affected by the action.

3.1. To set the object, click on the **Select objects** option:



A new box will appear to the right of the Mouse Interactions panel.

3.2. This box will list all the objects present on the screen.



Click on the objects you want to be affected by the action. You will see a tick appear next to each object you select.

Important: all the objects added to a screen automatically have a **Fade in** event at 0 seconds in their timeline, which will overrule any mouse interactions. Animations, YouTube objects and videos will also have a **Play** event.

This means that your objects will not wait for the course users to carry out the specified action before appearing or starting to play.

To prevent this from happening you will need to remove these event from the objects timeline.