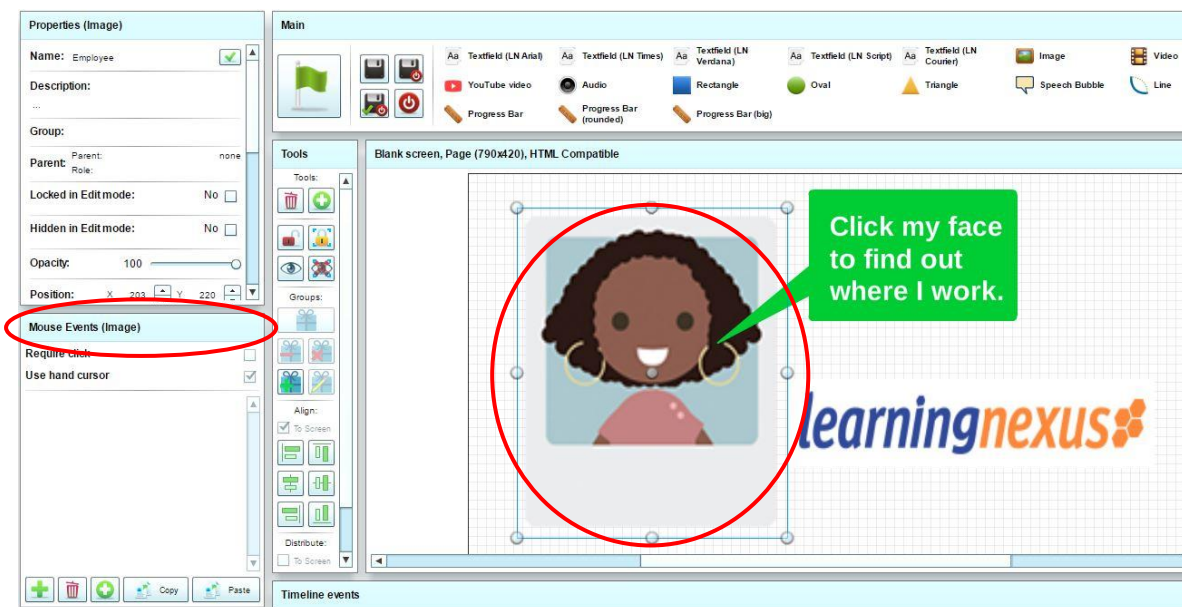


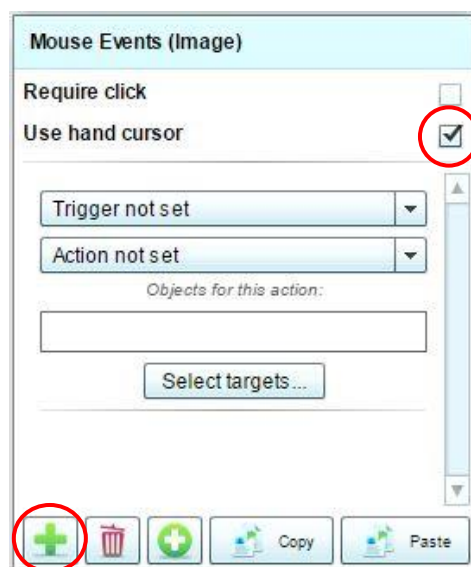
Adding Mouse Events

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.

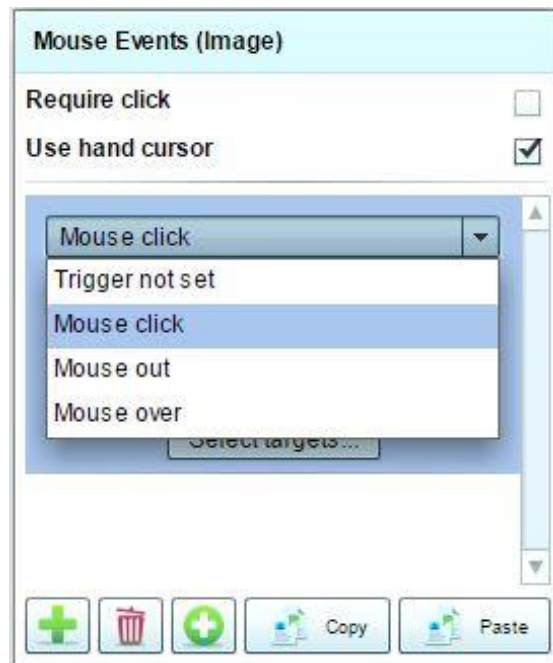
Toggle to view the Mouse Events menu and select your desired trigger object. This is the object the learner will need to click to action an event.



Use the plus symbol to add in an empty interaction and then set the trigger using the drop down.



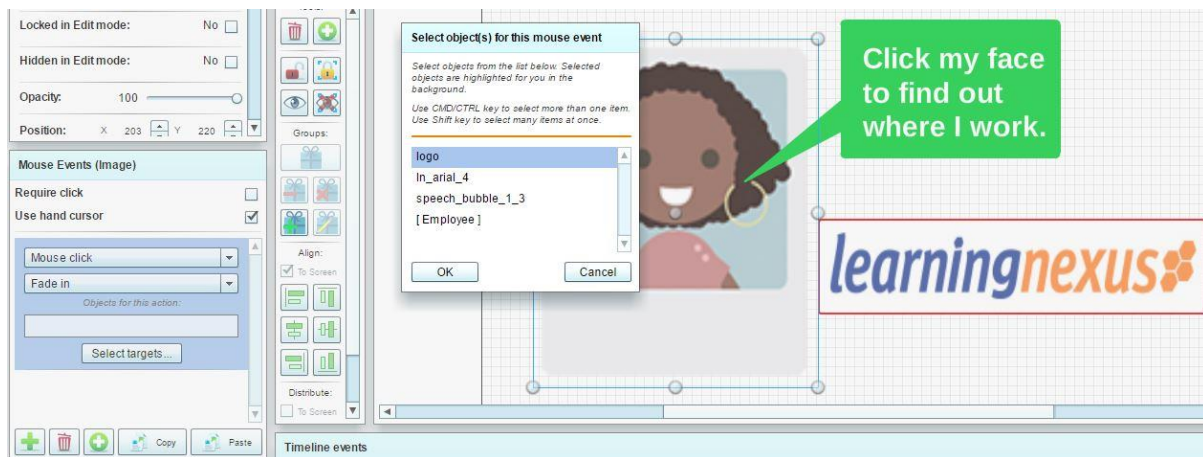
Decide on the **trigger** required. In this example we're using **Mouse click**.



Next, decide on the **action**. In this example we're using **Fade in**.



Finally, select the target object/s by clicking on **Select targets**. Highlight the relevant object/s in the resulting pop up menu.



Tip: To help identify your target objects make sure you've named them in the **Properties** toolbar.

Note: In the example above using a fade-in action any existing fade-in events for the target object/s would need to be removed.



Here is the before and after of the mouse event.

