



THE ULTIMATE GUIDE TO CREATING RESPONSIVE ELEARNING WITH ADOBE CAPTIVATE 2017

ADOBE ELEARNING CONFERENCE

The next generation of responsive eLearning authoring embrace an intelligent authoring platform, deliver the most engaging, interactive, device independent content with minimum fuss and maximum effect. Create fully responsive content that best fits your learners' devices.

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The Ultimate Guide to Creating Responsive eLearning with Adobe Captivate 2017



Contents

What is a Fluid Box?	3
Using New Responsive Preview Options	3
How to Use Fluid Boxes	4
Add a Fluid Box	4
Add Objects to Fluid Boxes	6
Using Fill Option in Fluid Boxes	7
Fluid Box Properties	7
Other Fluid Box Properties	11
Master Slide Layouts	12
Closed Captions	12



What is a Fluid Box?

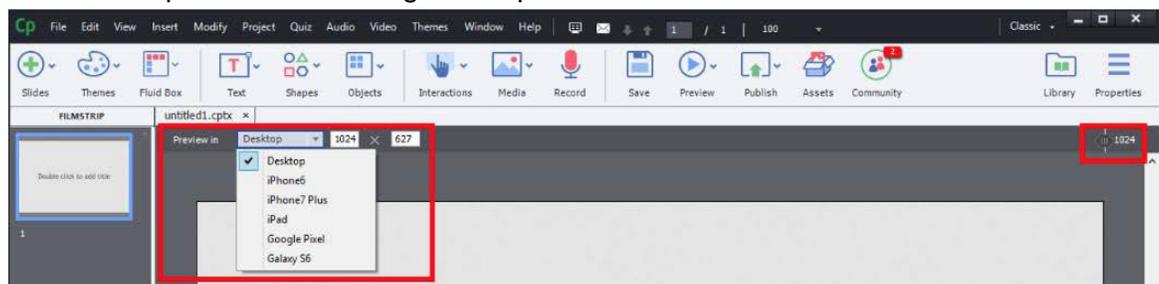
In the 2017 release of Adobe Captivate, a Fluid Box is a layout model that provides the arrangement of the containers on a slide so that the objects inserted inside the container behave predictably when the slide accommodates different size devices. You can add child Fluid Boxes both horizontally and vertically with flexibility to adapt to the display space as needed. A Fluid Box container can expand objects to fill available free space or shrink the objects to prevent overflow.

Overview

1. Preview a responsive project
 - a. Preview In
 - b. Slider
 - c. Browser
2. Fluid Boxes
 - a. Adding fluid boxes
 - b. Adding objects to fluid boxes
 - c. Properties
3. Other Responsive Slides
 - a. Master Slides
 - b. Question Slides
4. Other Considerations
 - a. Closed Captions
 - b. Non-responsive to Responsive

Using New Responsive Preview Options

1. Create a New Responsive Project
 - On the **Welcome** screen, under the **New** tab, double-click **Responsive Project**
2. Device Specific Previews – drop down
 - **Preview in** specific device using the drop down



3. Responsive Slider
 - Use the slider to visualize the content across varying widths
4. Preview in browser
 - Use this when want to see how the text will rescale



5. Create custom device size for **Preview in** dropdown
 - a. Add the width of the size device. Such as 627
 - b. Click the + sign on the top bar
 - c. Type in the name: such as iPad Portrait
 - d. Now that size is in the dropdown
 - e. Don't worry about the height!

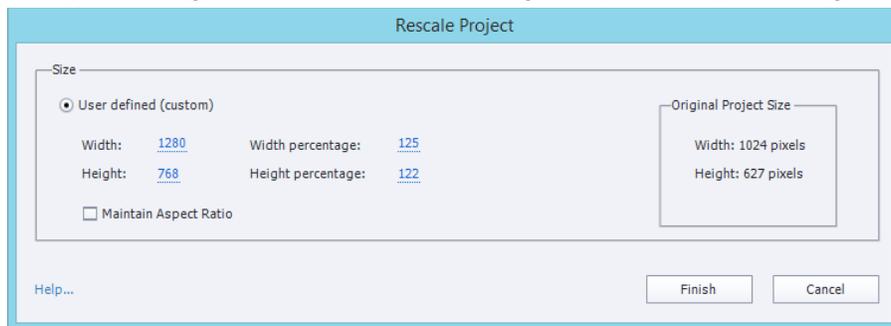
Warning

- Mac Users: Custom size device is only good for that project
- PC Users: You need to run captivate in Administrator mode if you want the preview device to be added across any project in your application.

Resizing a responsive project: The default size is set at 1024x627. You can increase or decrease it by rescaling the project

To rescale

1. Go to Modify > Rescale Projects
2. In Rescale Project dialog, enter the new width/height in pixels or percentage and click Finish.



How to Use Fluid Boxes

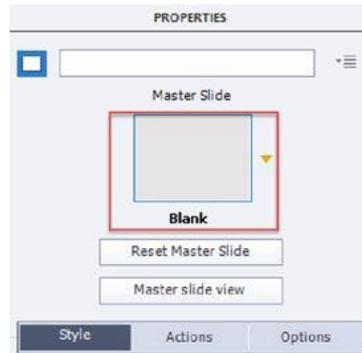
Fluid boxes in Captivate 2017 help you format the slides and fluidly adjust layouts without programming and without leaving white space.

Here are the steps to add Fluid boxes to your slides

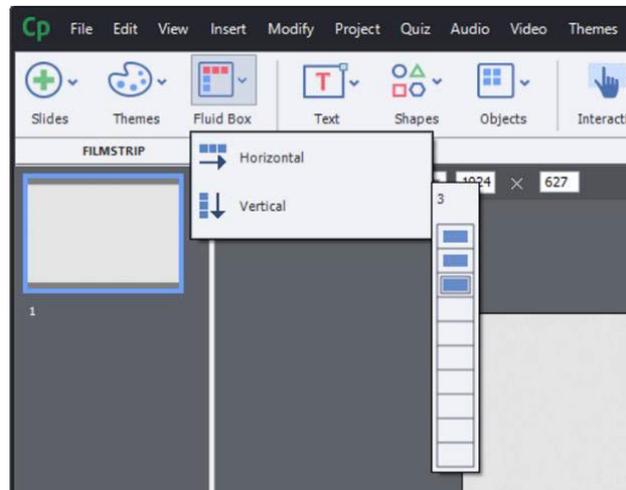
Add a Fluid Box

A. CREATE SLIDE WITH FLUID BOX(s)

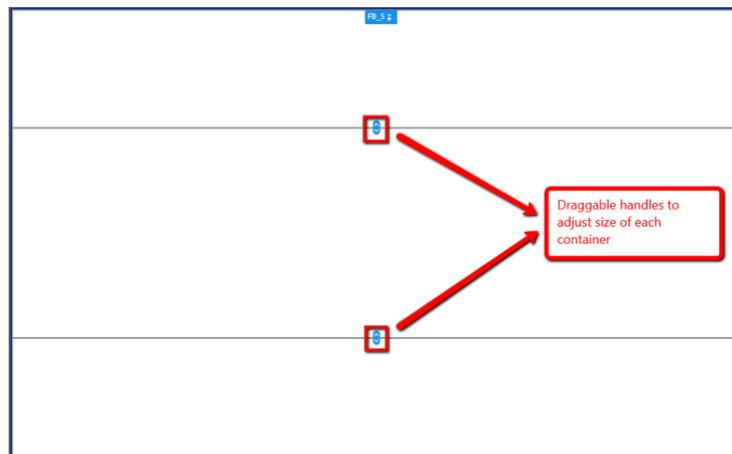
3. In your new captivate project, double click the slide thumbnail to pen the Properties inspector.
4. In the Properties inspector, change the Master slide to a **blank** slide



5. In the Toolbar, select **Fluid Box**, select Horizontal or Vertical flow
6. Then select the number of Fluid Boxes you want to add. You can add up to 10 FBs in each direction.

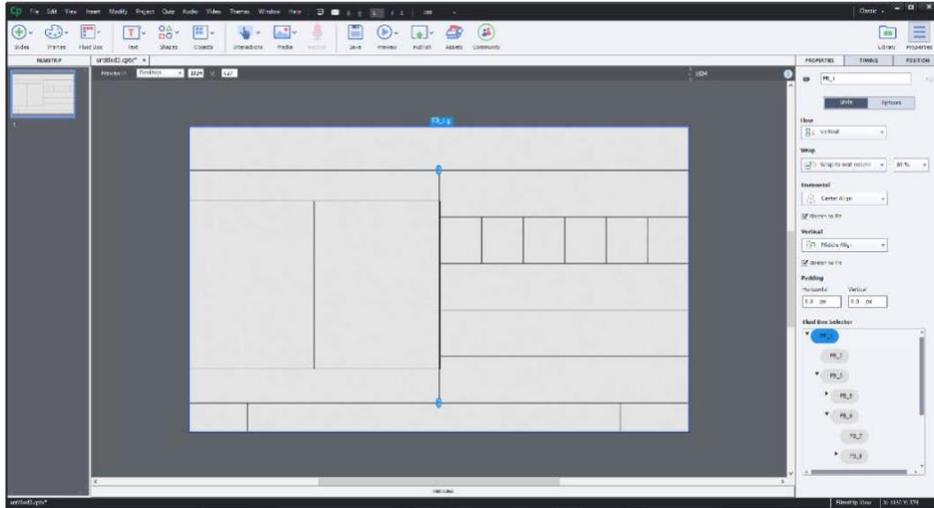


7. In this case, we'll had 3 Vertical Fluid Boxes, this will create one main Fluid Box and 3 child Fluid Boxes. Go to the **Fluid Box Select to** view this
8. To change the size of the Fluid Boxes, you can select the Main FB and then drag and resize the handles on the slide.





9. You can add additional Fluid Boxes to these Fluid Boxes. To do so, select the Fluid Box you wish to add more Fluid Boxes to and then in the **Toolbar > Fluid Box > Horizontal/Vertical** and the number you wish to add
10. Continue to resize and add fluid boxes until you have your desired layout.

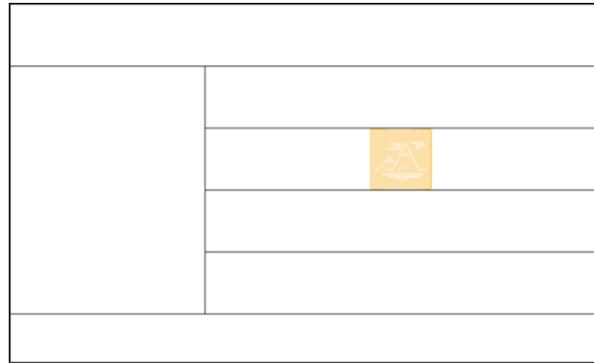


Add Objects to Fluid Boxes

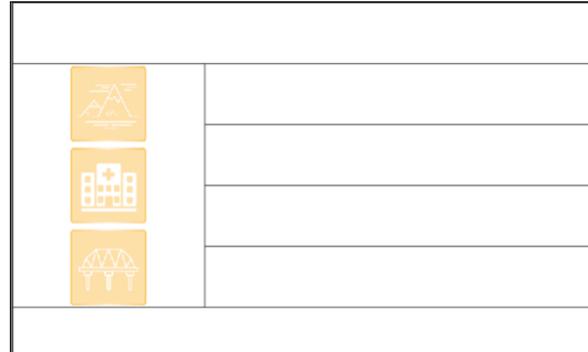
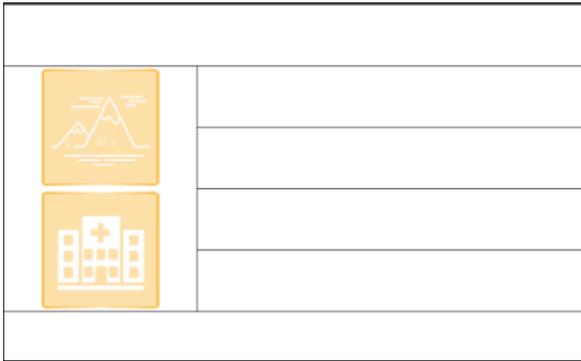
Adding objects to Fluid Boxes

1. Select the FB you wish to add an image or text to
2. Drag the image from the library to the stage or on the Toolbar, click Media > Image

Note: If you don't select the FB, your image will be added to the center of the slide or into another fluid box, if this happens, just drag it to where you want it.



3. If you add more than one image or object to the FB, the objects will resize to accommodate the other objects
4. To change the order, just drag them
5. **Unlock from Fluid Box:** To break the association of the object from the FB, with object selected, go to the **Properties** inspector and select **Unlock from Fluid Box**

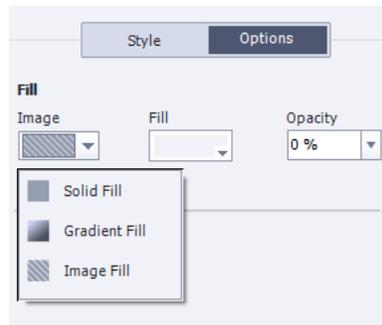


Using Fill Option in Fluid Boxes

By far the easiest way to add background graphics or colors is to use the Fill Option for Fluid Boxes. This is similar to the smart shape fill.

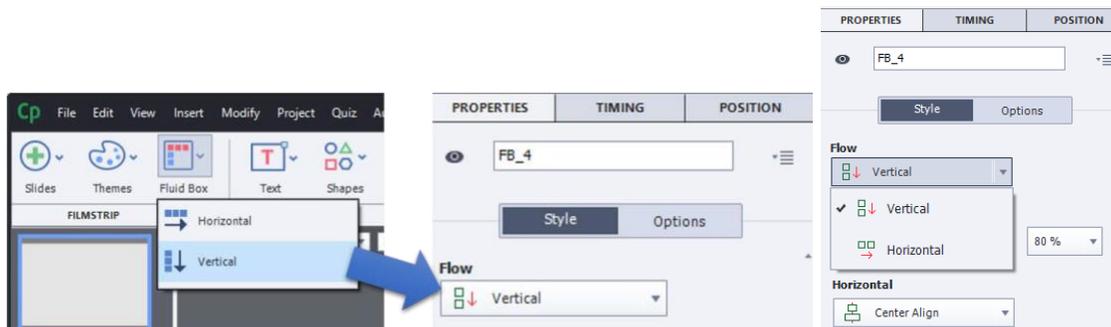
To add Fill Option to Fluid Boxes

1. Select a FB
2. In the **Properties** Inspector, find the **Options** tab
3. Find the Fill option for Fluid Boxes. There is a drop down with Solid Fill, Gradient Fill or Image Fill.



Fluid Box Properties

1. **Flow**: is the direction in which the objects are laid either **Horizontal** or **Vertical**.





VERTICAL VS. HORIZONTAL FLOW

The top screenshot shows a fluid box with a vertical flow configuration. The 'Flow' dropdown is set to 'Vertical', the 'Wrap' dropdown is set to 'Wrap to next column', and the 'Horizontal' alignment is set to 'Center Align'. The 'Stretch to Fit' checkbox is checked. The bottom screenshot shows a fluid box with a horizontal flow configuration. The 'Flow' dropdown is set to 'Horizontal', the 'Wrap' dropdown is set to 'Wrap to next row', and the 'Vertical' alignment is set to 'Middle Align'. The 'Stretch to Fit' checkbox is checked. Both screenshots show a fluid box with a threshold line and a 'Stretch to Fit' checkbox checked.

If you wish to change the direction after the fact, you can but it is not advisable after you have started putting objects inside the fluid box.

2. **Wrap:** Defines when and how the objects in a Fluid Box wrap or rearrange themselves when a pre- defined threshold is met. The following options are available:
 - a. Wrap to next row: When the wrap point reaches the threshold, a fluid box/object drops down to the next row.
 - b. Squeeze in a row: When the wrap point reaches the threshold, the fluid boxes/objects do not change their position. The objects adjust their sizes according to the device dimensions
 - c. One Row/Column: When the wrap point reaches the threshold, the fluid boxes/ objects



align themselves in a single row/ column (depending on the flow)

- d. **Symmetrical:** When the wrap point reaches the threshold, the fluid boxes/ objects rearrange themselves according to the number of fluid boxes/objects in the Fluid Box.

Note: Wrap point %: This is the point which, when reached, wraps or rearranges objects with change in the **container width**. For example, when the wrap point is 80%, at 80% of the container width, an object gets rearranged in the Fluid Box according to the properties defined in the **Wrap** options.

For example, when the preview area is 1024 pixels wide and the wrap point is set at 50%, and when the device width is set to 512 pixels wide, at 511 the objects rearrange themselves

Wrap to next row	Squeeze in a Row
	
One Row One Column	Symmetrical
	

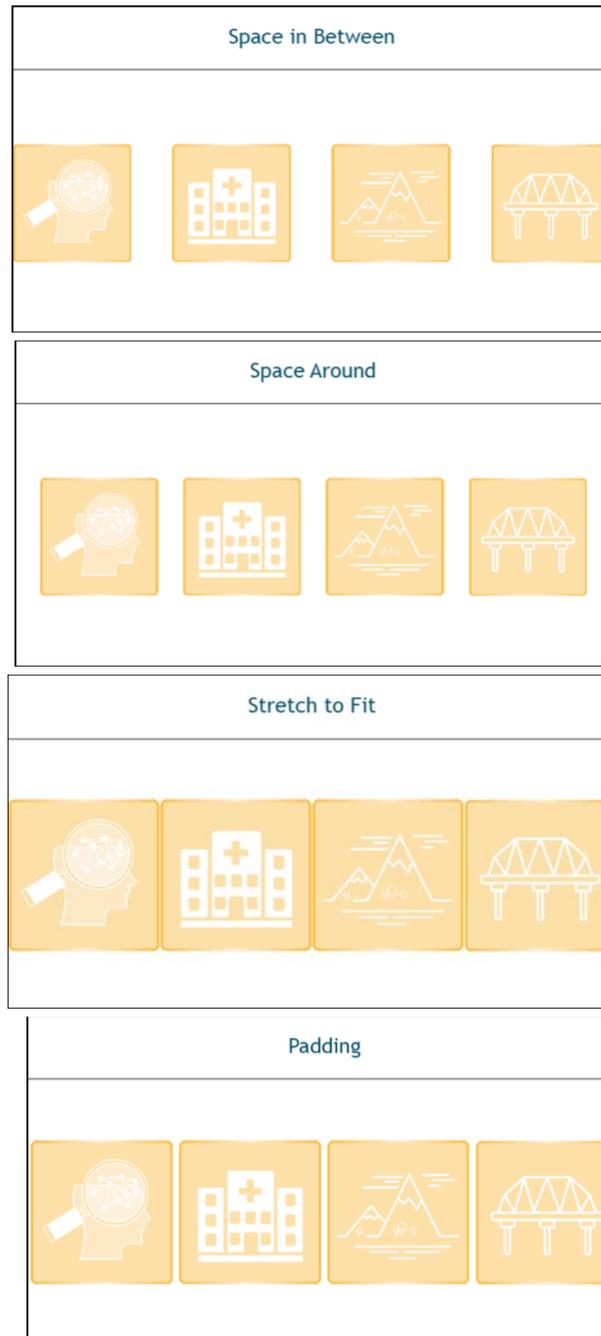
3. Horizontal Options

- e. Left Align: Fluid boxes/objects are aligned to the left.
- f. Center Align: Fluid boxes/objects are centered along the axis
- g. Right Align: Fluid boxes/objects are aligned to the right.

4. Vertical Options

- a. Top align the objects in the FB
- b. Middle align the objects in the FB
- c. Bottom align the objects in the FB
- d. Stretch to Fit (fits into the fluid box vertically)

5. **Space in Between:** objects are evenly distributed inside the fluid box.
6. **Space Around:** objects are evenly distributed along the axis with equal space around them.
7. **Stretch to Fit:** fill into the fluid box
8. **Padding** adds space on all sides of an object.



Note: Stretch to Fit cannot be selected if you want to see the Space In Between or Space Around

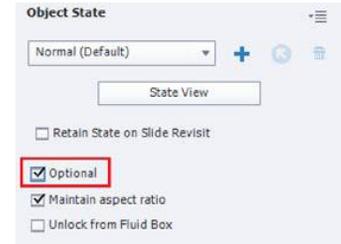


Other Fluid Box Properties

1. **Optional:** If you want to squeeze several objects in a row or a column, you can make the less important objects optional as the device size gets smaller, the object will disappear.

Here are the Steps:

- a. Add fluid box
- b. Add some objects to a fluid box
- c. Select the object you wish to remove from a smaller device
- d. Go to Properties inspector and select **Optional**
- e. Select the Fluid Box and change the Wrap property to **Squeeze in a row**, the Optional setting will only work with this Wrap setting.

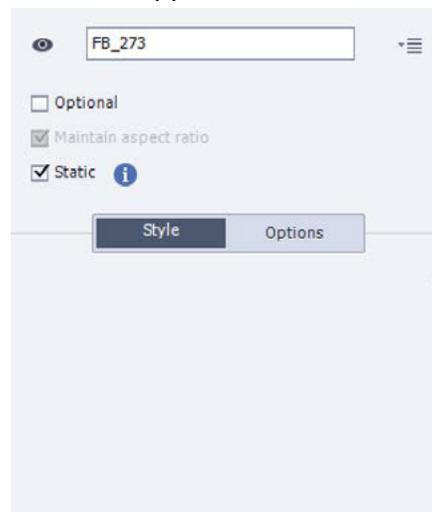


2. **Optional Fluid Boxes:** similar to objects, FBs can also be optional
 - a. Select the FB you want to be optional
 - b. Go to Properties and select Optional
 - c. Select the main FB and change the Wrap property to **Squeeze in a row**.
3. **Static:** If you want objects to be on top of each other and show at different time on the timeline then choose the Static option.

Here are the Steps:

- a. Select the FB
- b. Go to Properties and select the **Static** option.
- c. This gives you control to add objects on top of each other inside the FB.

NOTE: As soon as you select the Static option, the other options related to the Flow, Wrap, Alignment Padding, etc, will disappear.



4. **Static and Timed Animations:** If you want objects to be stacked on top of each other and come in at different times on the timeline with animations.



5. **Static and Multi-State Objects:** In order to put objects on top of each other on states, you must select the Static option in the FB.
6. **Minimum Font Size:** As the text scales smaller to accommodate smaller size devices you can ensure that the text does not go any smaller than a certain size no matter how small the device is. If the text cannot fit on the screen, there will be a button to view the rest of the text in a lightbox.
7. **Enable Uniform Text Scaling:** If you have multiple FBs that have text boxes with differing amount of text inside the FB, the text will scale at different rates depending on the size of the device and may not look good. If you enable Uniform Text Scaling, the text will all scale at the same rate.

Master Slide Layouts

1. In a new responsive project
2. Add slides
3. Apply a Theme
4. Add content to placeholders
5. Customize own theme

Closed Captions

1. Custom text colors, bold, italicized, and underlined per each line
2. Real time audio preview in TTS dialog itself once Text to speech is generated. Settings
 - a. Can see properties of any slide
 - b. Customize Properties per slide or per project
 - c. Override Slide Level Settings with Project Settings
3. Closed Captions placed at bottom of slide, custom
4. Closed caption scale across devices.

For Adobe's official user guide go to: <https://helpx.adobe.com/captivate/using/responsive-project.html>

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