



## Blog posts about Timeline

### Part 1 & 2

<http://blog.lilybiri.com/captivates-timeline-s-demystified-intro>

Introduction to common aspects of the timeline for cpx and cpvc project

<http://blog.lilybiri.com/video-demo-timeline-demystified-cpvc-project>

Timeline features for a Video Demo project

<http://blog.lilybiri.com/captivates-timelines-master-slide-slash-normal-slide-cpx-demystified>

Timeline features for a cpx-project for slides and master slides

<http://blog.lilybiri.com/pausing-captivates-timeline>

Timeline pauses and pausing points (for slides, interactive objects).

<http://blog.lilybiri.com/captivate-timelines-color-coding-and-shortcut-keys>

Details about the color coding and shortcut keys for timeline

### Part 2

<http://blog.lilybiri.com/micro-navigation-in-adobe-captivate>

Navigating frames instead of slides.

<http://blog.lilybiri.com/playing-a-dice-game-using-while-loop>

Use case for While loop

<http://blog.lilybiri.com/interactive-video-buttons>

Use case for Pausing timeline

<http://blog.lilybiri.com/timeline-advanced-workflows>

Post embeds the interactive movie from presentation at ALS 2017 – Las Vegas



Lilybiri's Consultancy/Training

## Published interactive movies about Timeline

### [PauseTypes](#)

Demo difference between Pause command and Pausing point for Audio

### [TimelinePresentation](#)

Interactive version of the presentation 'Advanced Workflows with Timeline'. (ALS 2017 – Las Vegas)

### [Clear TEB](#)

Use case mentioned in previous movie with Timeline Presentation: how to clear a TEB.

### [Automatic Lists](#)

Use case mentioned in previous movie with Timeline Presentation: how to create a list with items, with or without audio, to have each item appear automatically after a delay of time.

### [InteractiveVideo](#)

Adding buttons for popup info to a video, use case mentioned in the Timeline preso.

### [FirstTimeForce](#)

How to force the learner to complete slide view on first visit, before being able to proceed. Same shared action is also used to have an audio clip play only on first visit.

### [BoardGame](#)

Use case mentioned in preso: using motion path, pauses and random numbers to create a simple board game.

### [Counter](#)

Another use case: how to create a timed counter, and reset a slide.

### [TimelineCommon](#)

One interactive slide to explore the common UI of the timeline

