

Javascript gebruiken in/met CP

Ook mogelijkheid custom CSS

Waarom JS gebruiken in CP?

1. Extra functionaliteit (voorbeeld Random Number, laden XML)
2. Interactie tussen iFrame en CP project
3. SOMS eenvoudiger voor validatie gegevens (voorbeeld TEB)

Common JS Interface

Voor Communicatie tussen CP en JS

`Window.cpAPIInterface.getVariableValue();`

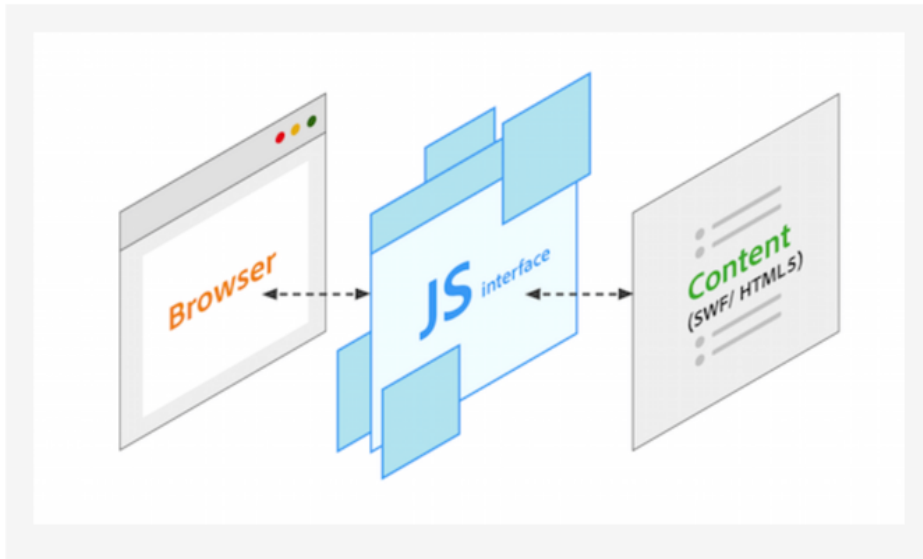
`Window.cpAPIInterface.setVariableValue();`

`Window.cpAPIInterface.play();`

`Window.cpAPIInterface.next();`

<https://helpx.adobe.com/captivate/using/common-js-interface.html>

Learn about the Common JavaScript interface for Adobe Captivate



ON THIS PAGE

[cpAPIInterface](#)[cpAPIEventEmitter](#)[moduleReadyEvent](#)[Examples](#)[Sample project](#)

Applies to: Captivate, Captivate 8

Last Published: December 6, 2016

As depicted in the above diagram, the JavaScript acts as an interface between the browser and your content (SWF/HTML5).

cpAPIInterface

This object is the main object which holds the complete JavaScript interface. It contains many small utility functions which are required often in Execute JavaScript actions.

cpAPIInterface is an object available in the window scope. To access the interface object, following is the recommended use: **`window.cpAPIInterface`**

Invoegen JS - 1 van 3 (binnen CP)

1. Via een "on Slide Enter" > Execute Javascript > Script Window
2. OF als onderdeel van een Advanced Action

```
Window.cpAPIInterface.next();
```

The image shows a presentation software interface with three main components highlighted by red circles with numbers:

- Circle 1:** Points to an orange button labeled "Knop 1" on the slide.
- Circle 2:** Points to the "On Success:" dropdown menu in the "Actions" panel, which is set to "Execute JavaScript".
- Circle 3:** Points to the "JavaScript" dialog box, which contains the following code:

```
window.cpCmndGotoSlide = 3;  
window.cpCmndResume = 1;
```

The "Actions" panel on the right also shows the following settings:

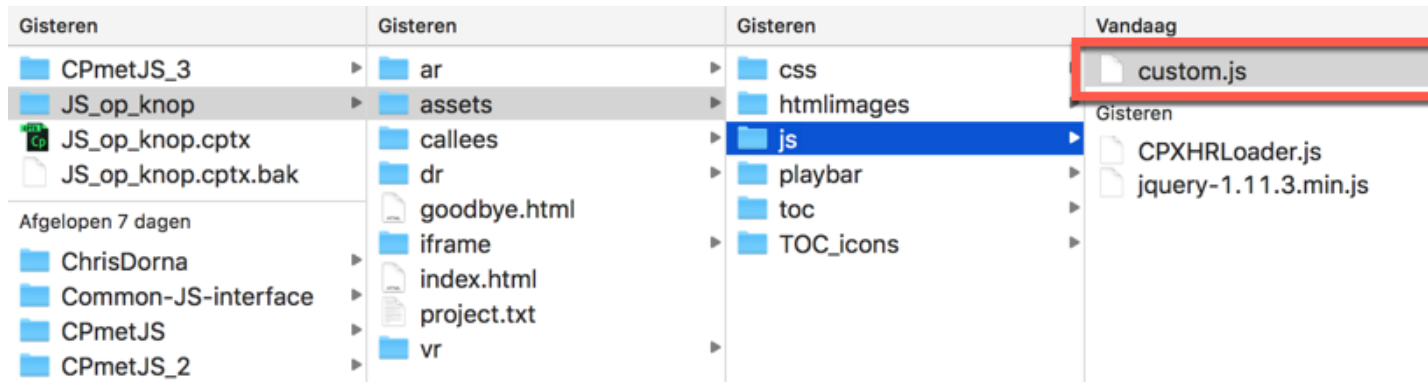
- Style Name:** +[Default Smart Shape Style]
- ☐ Retain State on Slide Revisit
- ☐ Replace modified styles
- ☒ Use as Button
- On Success:** Execute JavaScript
- Script Window:** Script_Window
- ☐ Continue Playing the Project
- ☒ Infinite Attempts
- No. of Attempts:** 1
- ☒ Allow Mouse Click
- Shortcut:** (None selected)
- Display:** (None selected)

The bottom of the screen shows a timeline with a "MASTER SLIDE" and "SLIDE NOTES" section. The "SLIDE NOTES" section is currently empty.

Invoegen JS - 2 van 3 (Externe JS file)

1. Custom JS file toevoegen aan Published folder en hiernaar verwijzen vanuit de index.html
2. Toevoegen van de custom JS file aan de Program Files van Captivate

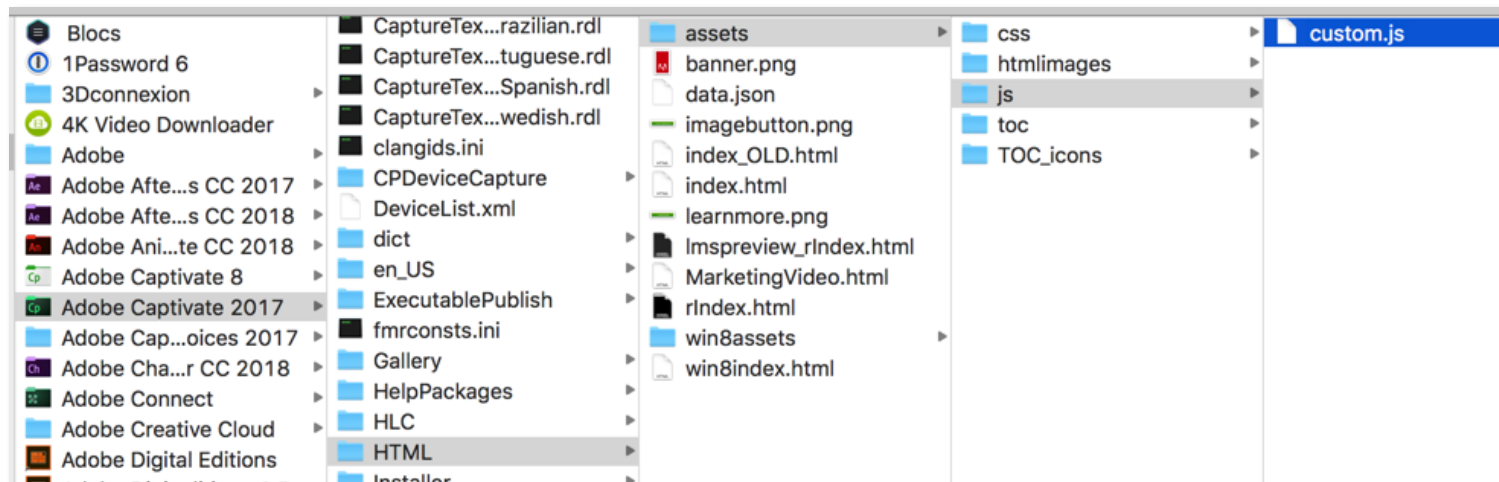
`Window.cpAPIInterface.next();`



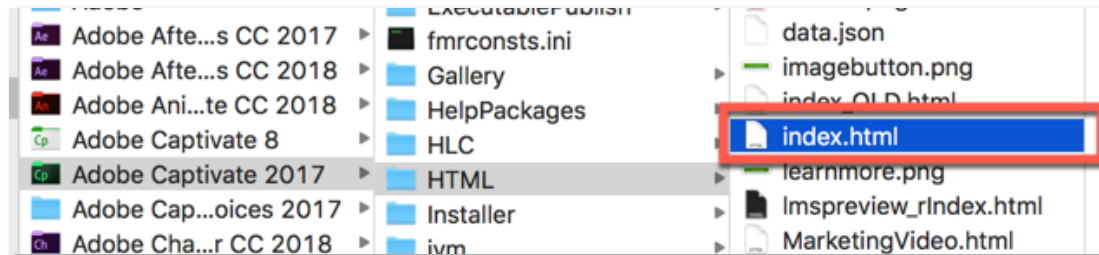
Invoegen JS - 2 van 3 (Externe JS file)

1. Custom JS file toevoegen aan Published folder en hiernaar verwijzen vanuit de index.html
2. Toevoegen van de custom JS file aan de Program Files van Captivate

`Window.cpAPIInterface.next();`



Bij Methode 2 – Verwijzen vanaf index.html



```
1 <!DOCTYPE html>
2 <html lang="en">
3 <head>
4 <meta name='viewport' content='initial-scale = 1, minimum-scale = 1, maximum-scale = 1' />
5 <meta http-equiv="Content-Type" content="text/html; charset=utf-8" />
6 <meta http-equiv="x-ua-compatible" content="IE=edge">
7 <title></title>
8 <style type="text/css">#initialLoading{background:url(assets/htmlimages/loader.gif) no-repeat center
  color:#ffffff;position:absolute;margin:auto;top:0;left:0;right:0;bottom:0;z-index:10010;}</style>
9
10 <link rel="stylesheet" type="text/css" href="assets/css/custom.css">
11 <script src="assets/js/custom.js"></script>
12
```

Invoegen JS - 3 van 3 (webpagina in iFrame)

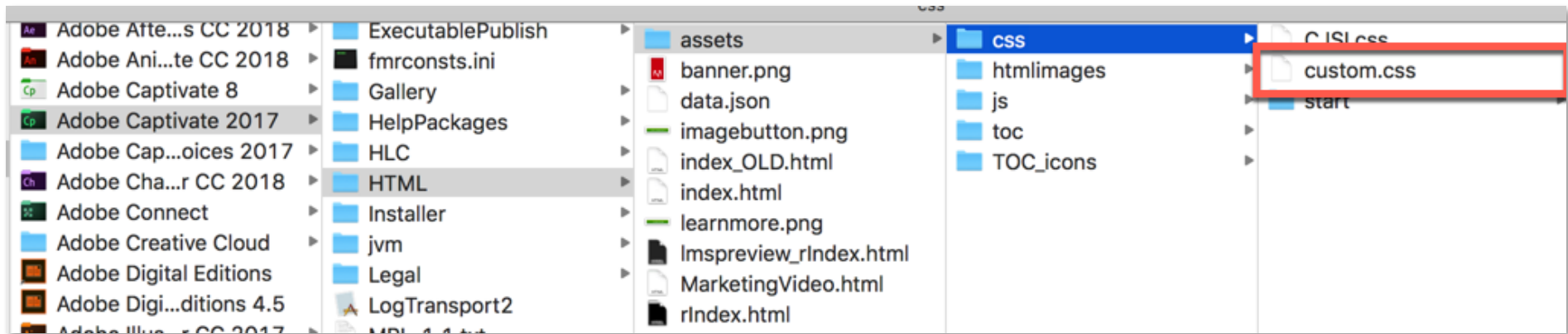
1. Invoegen van een complete webpagina in een iFrame (WebObject)

`Window.parent.window.cpAPIInterface.next();`



Invoegen Custom CSS

1. In Published folder OF in Program files van Captivate



DEMO's

Bestanden worden gedeeld

Soms is een “lokale webserver” nodig, ik gebruik “Fenix webserver”
Voor Mac en Windows

<http://fenixwebserver.com/>

