

Course Addendum 11/3/2019

Storyline 360 is updated throughout the year and this covers the most significant changes in the November 2019 release. Please note this does ***not*** apply to Storyline 3.

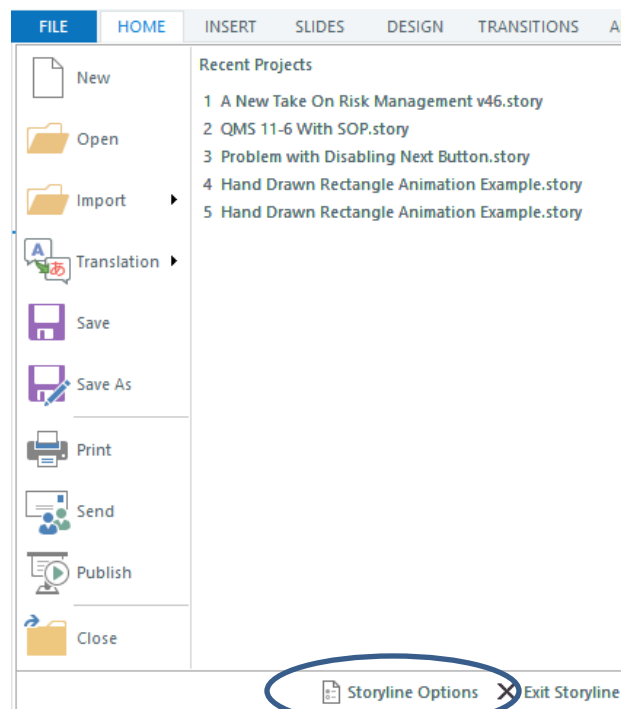
New Trigger Layout and Wizard in Storyline 360

The November release of the Storyline 360 update brings significant changes to the look of Triggers. Overall, the functionality does not change. As of this update, the Storyline 360 developers give you the option to turn on the new look and the option to turn it off. For this course, I recommend that you leave the new look turned off for the time being. With that being said, you can still go through this course with the new layout and wizard turned on. This addendum will focus on how to turn off and on the new layout and trigger wizard along with seeing the differences between the two.

How to Turn Off and On the New Trigger Layout and Wizard

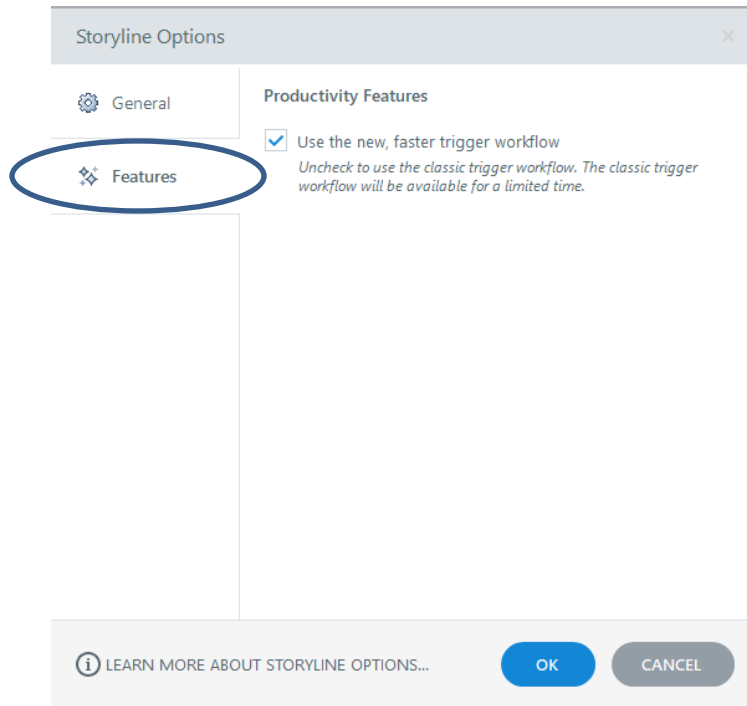
When starting Storyline 360 the first time, you will be automatically prompted to turn it on. If this isn't the first time you've started Storyline or if you're unsure if the new Trigger Wizard / Layout is turned on, do the following.

1. Open or start a new project in Storyline.
2. Click **File** from the menu bar.
3. Click **Storyline Options**.



4. On the left-hand side, click Features.
5. Uncheck **Use the new, faster trigger workflow**.

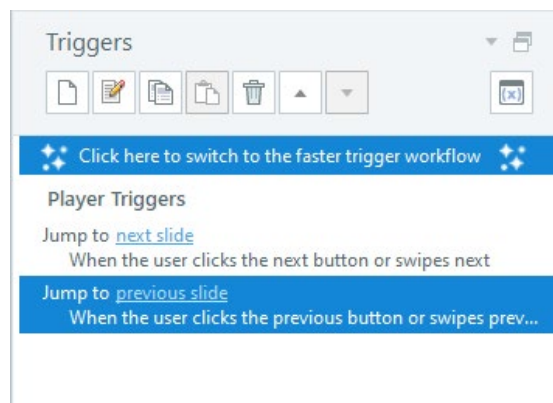
6. Click **OK**.



Note: Storyline 360 will prompt you to restart for the changes to take place.

How to Turn On the New Trigger Layout and Wizard

You do it either from where you just learned how to turn off the new Trigger Layout and Wizard or from the Trigger Layout window. Click where it says, *Click here to switch to the faster trigger workflow*.



After clicking,

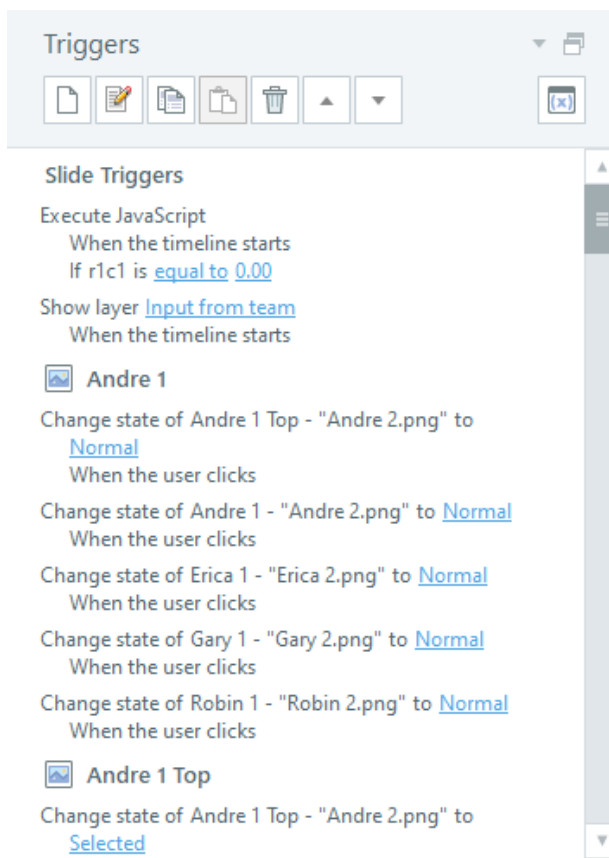
1. Check **Use the new, faster trigger workflow.**
2. Click **OK.**

Note: Storyline 360 will prompt you to restart for the changes to take place.

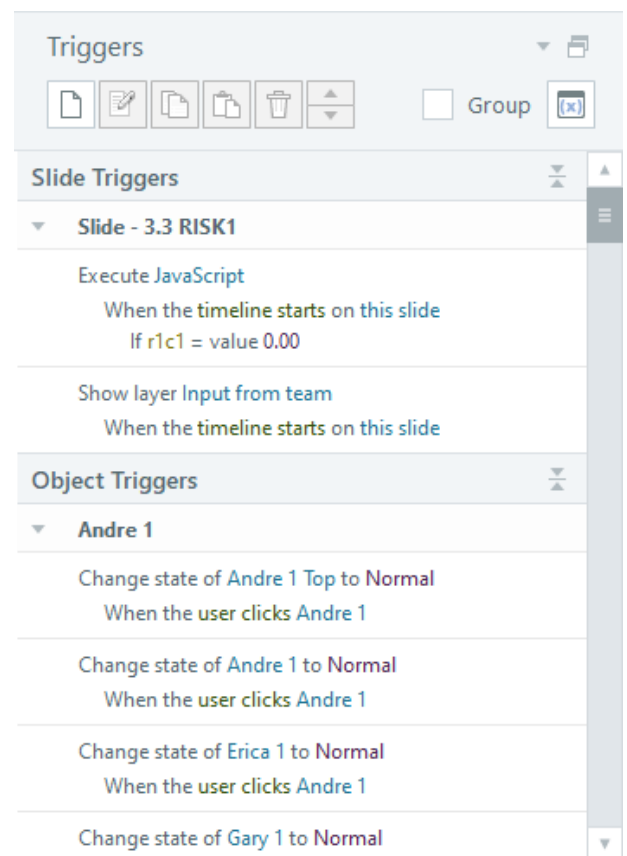
What the New Layout Looks Like

The most significant difference between the views is that the layout is better organized. It is much easier to tell if triggers are slide based, object based, or player based.

Old Trigger Layout

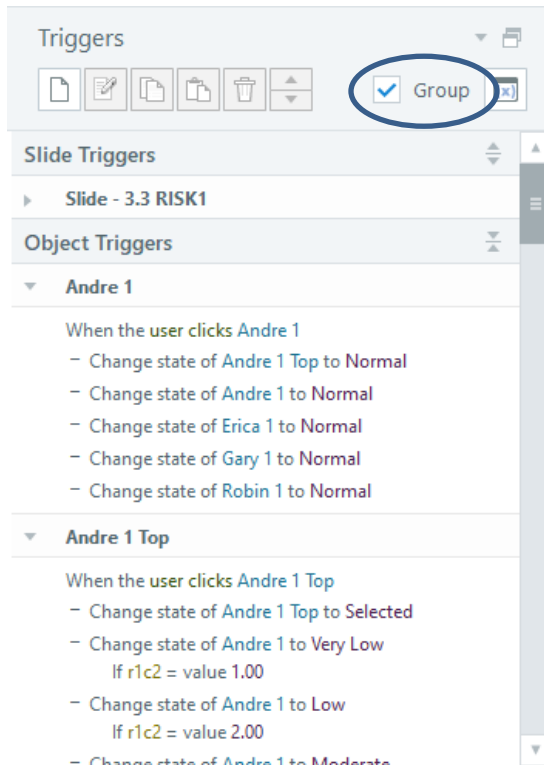


New Trigger Layout



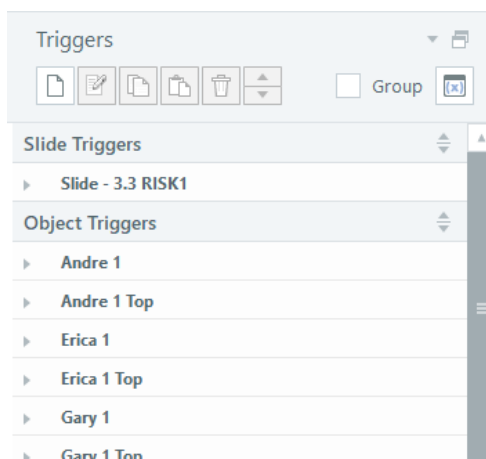
Group Triggers

Checking the Group box organizes your triggers to the object by the type of action selected. You'll learn more about Trigger actions in the course. This view ensures that you'll see all triggers of the same type for an object are grouped together. In this example for the object, "Andre 1", the 5 triggers listed all result from the learner clicking Andre 1.



Rollup Triggers

When working with a lot of triggers, you can roll them all up and then individually expand them. Again, this is to help you with your workflow:



Trigger Wizard

The most significant is how the Trigger Wizard looks. For the most part, it does exactly as before, but it's designed to make changes faster. Instead of presenting the items as drop down options, you click on each item or by pressing the Tab key to move between each item. After you become familiar with the choices, you can start typing which should make the process faster.

Old Trigger Wizard

The 'Old Trigger Wizard' dialog box has a light gray header with the title 'Trigger Wizard' and a close button. Below the header, there are five rows of dropdown menus: 'Action:' (Change state of), 'On Object:' (Andre 1 Top), 'To State:' (Normal), 'When:' (User clicks), and 'Object:' (Andre 1). Below these is a 'SHOW CONDITIONS' button. At the bottom, there is an 'i LEARN MORE...' link, an 'OK' button, and a 'CANCEL' button.

New Trigger Wizard

The 'New Trigger Wizard' dialog box has a light gray header with the title 'Trigger Wizard' and a close button. Below the header, the fields are arranged in a more compact, stacked layout. 'Action' is 'Change state of', 'Object' is 'Andre 1 Top', 'State' is 'to Normal', 'When' is 'When the user clicks', and 'Object' is 'Andre 1'. Below these is a 'Conditions (optional)' section with a '+ if' button. At the bottom, there is an 'i LEARN MORE...' link, an 'OK' button, and a 'CANCEL' button.

Triggers with Conditions

The part that may seem most confusing is the conditions. Again, it's the same information and for the most part, the same options but displays differently. With time, the new Trigger Wizard will become easier to use and hopefully, increase your efficiency, too.

Old Trigger Wizard

The 'Old Trigger Wizard' dialog box with conditions. It has the same layout as the previous one, but the 'Object:' dropdown is set to 'Andre 1 Top'. Below the 'When:' section, there is an 'On Condition:' section with a text area containing 'r1c2 == Equal to 1.00'. Below this is a 'HIDE CONDITIONS' button and three icons: a plus sign, a notepad, and a trash can. At the bottom, there is an 'i LEARN MORE...' link, an 'OK' button, and a 'CANCEL' button.

New Trigger Wizard

The 'New Trigger Wizard' dialog box with conditions. It has the same layout as the previous one, but the 'Object:' dropdown is set to 'Andre 1 Top'. Below the 'When:' section, there is a 'Conditions (optional)' section with a text area containing 'If r1c2 = value 2.00'. Below this is a '+ if' button. At the bottom, there is an 'i LEARN MORE...' link, an 'OK' button, and a 'CANCEL' button.