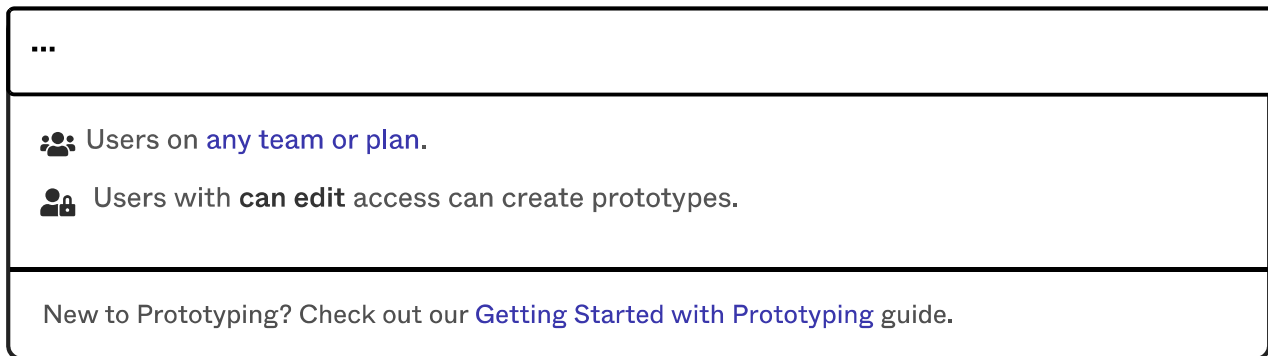




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Prototype triggers



The **Trigger** determines what type of [interaction with the hotspot](#) will cause the Prototype to advance. This could be a mouse or touch interaction like tap, drag, click, and more.

While most of these transitions are self-explanatory, we have a few tips for how you can use them.

This article covers our prototyping triggers in more detail.

On click/On tap

Triggers the action when the user **Clicks** (desktop) or **Taps** (mobile) on a hotspot in your prototype. You can add click or tap triggers to lots of different elements in a screen.

You can use them for navigation like opening links, using menus, or exploring websites. They can also be used when you need a user to click on buttons, fill in forms, or confirm and dismiss alerts.

On drag

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You can use the **On Drag** in any direction. Left, Right, Up or Down. This is great for simple swipe gestures, or for more complex animations like a drag to refresh.

Drag allows you to move back and forward through the transition. This creates a continuum, instead of performing the action after a swipe gesture.

While hovering

Triggers the action when you hover over the hotspot. You can use this to replicate tooltips, on-screen prompts, or changes in state.

We will return the user to the original frame when they move the cursor off the hotspot. This makes it a great interaction when you don't want to take users away from the current screen.

While pressing

Triggers the action when you **click and hold** the mouse or trackpad on a desktop. Or, when you **tap and hold** on a mobile device.

You can use this trigger for navigating drop-down menus, or replicating long-press interactions like viewing a preview using 3D Touch on iOS.

When released, we will take the user back to the original Frame. This makes it great for Overlays that capture temporary interactions or state changes.

Keyboard/Gamepad

The Keyboard / Gamepad trigger lets you replicate interactions with a keyboard shortcut. This applies to user inputs from keyboards, controllers, and gamepads.

A trigger can be a single key or button, or a combination of keys.



Note: We officially support the Xbox One, PS4, and Nintendo Switch Pro Controllers. Other controllers may work, but buttons displayed in Figma may not accurately reflect the controller.

Mouse enter

This shows the **Destination** frame when the mouse **enters** the hotspot area. This could be a small area like a button, or an entire section of the screen.

You could use this to expose the options in a drop down menu as your mouse enters the field. The menu will stay open until the user performs another interaction like selecting an item or clicking out of the field.

Note: We don't reverse the transition on leaving the hotspot, so you will need to set up the next step in the prototype.

Mouse leave

This shows the **Destination** frame when the cursor **leaves** the hotspot area.

You could use this for on-screen prompts, like an alert when you haven't completed a field or checked a box.

Mouse down (touch down)

This triggers the **Destination** frame when you first press the mouse or touch pad. For mobile devices, this is when the user's finger first touches the hotspot.

Mouse up (touch up)

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- Apply the **Mouse Down** trigger to the menu header to open an Overlay.
- Apply the **Mouse Up** interaction to the menu item in the Overlay.
- When they release the mouse, we take the user to the relevant Frame.

Tip! Use the **Mouse Down** and **Mouse Up** triggers together to replicate a user navigating a drop-down menu.

After delay

The **After Delay** trigger allows you to trigger an action after the user has spent a certain amount of time on a given frame. You will need to set the duration of the delay in milliseconds (ms). You can only apply this to a top-level Frame, not a specific layer or object.

When video hits

The **When video hits** trigger is available for any connection that begins on a video file.

It allows you to set an action when the video hits a specific timestamp. This can be helpful when building prototypes for things like video ad breaks or triggering an overlay message during video playback.

If you select the **When video hits** trigger, there is a field to enter in a timestamp.

Note: If you enter a timestamp beyond the full length of the video, the action is triggered when the video ends.

[Learn more about prototyping with video →](#)

When video ends

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Q

It allows you to set an action when the video ends. This can be helpful when sequencing videos or creating an interactive video player experience.

[Learn more about prototyping with video →](#)

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English (US)

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