Scenes cheat sheet for Storyline designers

Where things are

- **Triggers**: select an object → **Triggers** tab → **Add Trigger** → click the sentence to open it.
- **States**: select an object → **States** tab → **Add State**.
- **Layers**: **Layers** tab under the canvas → **Add Layer** → **Starts shown / Starts hidden**.
- **Variables**: **Variables** on the toolbar (or ⌘K → Variables) → **Add Variable**.
- **Timeline**: **Timeline** tab under the canvas. Space plays, C adds a cue point.
- **Scenes**: click an empty part of the slide → **Slide Properties** → **Scene**.
- **Motion path**: select an object → **Add Motion Path** on the toolbar.
- **Preview**, **Export**, **Help** and **Tools**: the top bar.

A trigger, part by part

- **When**: the event. Type to search: key, drag, touch, media, variable.
- **Only if**: conditions. Click **AND / OR** between two to switch. AND binds tighter: "A and B or C" = "(A and B) or C".
- **Then**: actions, run in order.
- **Otherwise**: Storyline's Else. Appears once there's a condition.
- Triggers on one object run top to bottom; each sees what the one before it set.

Events

- **Mouse**: clicks, double-clicks, right-clicks, hovers, mouse leaves.
- **Keyboard**: presses a key, a control loses focus.
- **Drag**: starts dragging, dragged over, dropped on, touches another object, stops touching.
- **Slide**: slide starts, slide ends, timeline position or cue point, timeline starts, timeline ends.
- **Media and motion**: media starts, ends, reaches a time; motion path completes.
- **Changes**: variable changes (a slider too), state changes, an object is shown or hidden.

Actions

- **Go**: jump to slide, next, previous, jump to scene, open or close lightbox, exit course.
- **Show**: show, hide or toggle layer; show or hide object; change state; set focus; move along motion path.
- **Variables**: set, toggle, adjust (+ − × ÷, remainder, assign, random, expression like `Score * 2 + Bonus`).
- **Quiz**: submit interaction, submit results, reset results, review results, show correct/incorrect, complete course.
- **Media and timeline**: play, pause, stop media; pause, resume, restart, jump to time.
- **More**: open URL, print slide, Run JavaScript.

Variables, states and layers

- Variables are **text**, **number** or **boolean**, course-wide, case-sensitive, saved with progress.
- Show one in text: type `%Name%`. Quiz score: `%Results.ScorePercent%`.
- Built-in states: Normal, Hover, Visited, Disabled, Selected, Correct, Incorrect.
- Every slide has a **Base Layer**. A layer that **Starts hidden** shows only when a trigger shows it.
- Each layer has its own timeline. A layer can pause the base timeline while it shows.

Plan, build, test, share

- **Plan · Storyboard · Slides** in the top bar: action map first; the storyboard is the slides as text, both ways.
- **Slider** and **Dial** (Insert): pick the number variable it writes; its triggers are that variable's "variable changes".
- **Drop zone answers**: select a zone → "click the items that belong here". Now it is graded and scored.
- **Test every path**: Preview → **Paths** lists the slides, layers, branches and answers not tried yet.
- **Share** → **Get public link** (plays without an account) or **Share for review** (comments per slide).
- **Learn Scenes** (Help menu): nine guided projects, a first slide to a branching scenario.

Keyboard shortcuts

- **Tools**: V select, T text, B button, H hotspot, I image, Q question, A audio.
- **Edit**: ⌘Z undo, ⌘⇧Z redo, ⌘D duplicate, Del delete, F2 edit text, arrows nudge 1px (⇧ 10px, ⌥ resize).
- **Select**: Tab between objects, Enter select, ⇧+click add, ⌘A all, Esc deselect.
- **Slides and layers**: ↑ ↓ move, ⌥ ↑ ↓ reorder, F2 rename.
- **Find**: ⌘F find in slides, ⌘K do anything by name, ? all shortcuts.
- **Timeline**: Space play, C cue point, arrows move a bar (⇧ 1s).

Storyline name → Scormbusters name

- Slide → Slide, in **Scenes** (the slide editor).
- Scene → a **Scene** name on each slide; **Jump to scene**.
- Trigger panel → **Triggers** tab; Else → **Otherwise**.
- Execute JavaScript → **Run JavaScript** (GetPlayer().GetVar/SetVar work).
- Web Object → **Web Object**; devlin.ai → **AI simulation (devlin.ai)**.
- Object intersects → **When it touches another object**. Slider and dial → **Slider**, **Dial** (they write a number variable).
- Text entry field → **Text entry** on the toolbar; pick the variable it writes to. Test it with an **Input value** condition.
- Slide master → **Tools** → **Slide masters**; Player → **Tools** → **Player theme**.
- Publish → **Export** (SCORM 1.2, SCORM 2004, cmi5, xAPI); Review 360 → **Share** → **Share for review**.

Step-by-step tutorials: scormbusters.com/help
Storyline → Scormbusters map: scormbusters.com/from/storyline