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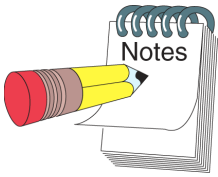
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## **Essentials of Macromedia Captivate**

“Skills and Drills” Learning

Kevin A. Siegel



## Student Activity: Calibrate a Microphone

1. Calibrate the microphone.

- go to **slide 2**
- choose **Audio > Record**

The Record Audio dialog box appears.

- click **Options** 

The Audio options appear.

- if you are using a microphone, ensure **Microphone** is selected from the **Input Source** area
- ensure the Quality is set to **High quality (FM radio quality)**

While using the higher Quality setting *can* result in larger movies, the increased size may be nominal. You should spend time experimenting with these options to see what your results are.

- click **Calibrate input**

The Calibrate microphone dialog box appears. This is where you can set your microphone to its optimum recording level and sensitivity.

- speaking slowly and clearly, say **I am setting my microphone recording level for use with Captivate**

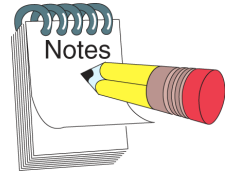


- when the Input Level OK box appears in green, you can stop speaking
- click **OK** twice

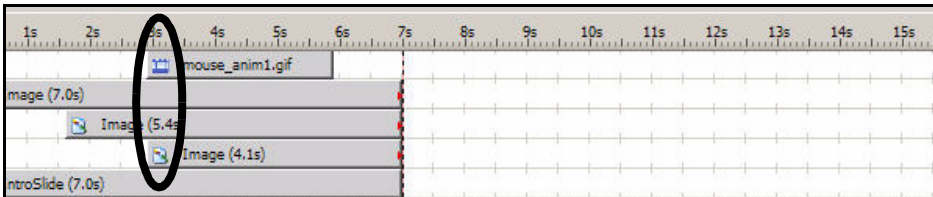
You should be back at the Record audio, Slide 2 dialog box.

## Confidence Check

1. Move the animation until your slide looks similar to the picture below.



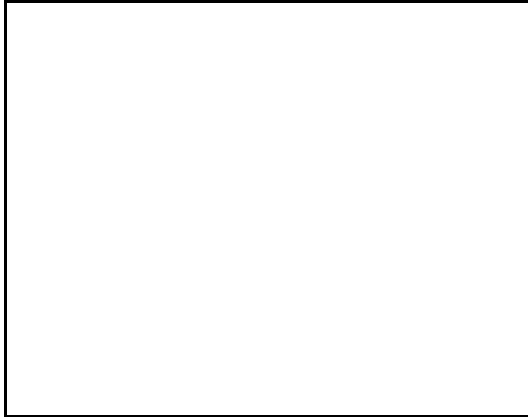
2. Play the slide and notice that the animation plays at the beginning of the movie when it might look better if it played at the same time as the “Mouse Skills Training” image.
3. On the **Timeline**, drag the **mouse\_anim1.gif** image **right** until its left edge lines up with the image near 3 seconds.



4. On the Timeline, drag the red **Playhead** left or right to see the timing between the animation and the images. You should notice that the animation ends just before the slide finishes. Notice also that there is a slight loop that appears at the end of the animation. You can remove the loop by shortening the animation’s Display time.
5. On the Timeline, double-click the **mouse\_anim1.gif** object. On the **Options** tab, change the **Display for** to **Specific time: 2 seconds** and then click **OK**.
6. Play the slide. The animation should no longer loop.
7. Spend a moment or two inserting some of the animations that come with Captivate (they can be found in **C:\Program Files\Macromedia\Captivate\Gallery\SWF Animation**).
8. Save your work and close the movie.

5. Change Font attributes.

click the **Change font** button  
select **Verdana** from the Font list  
change the **Size** to **36**



click **OK**  
click **OK**

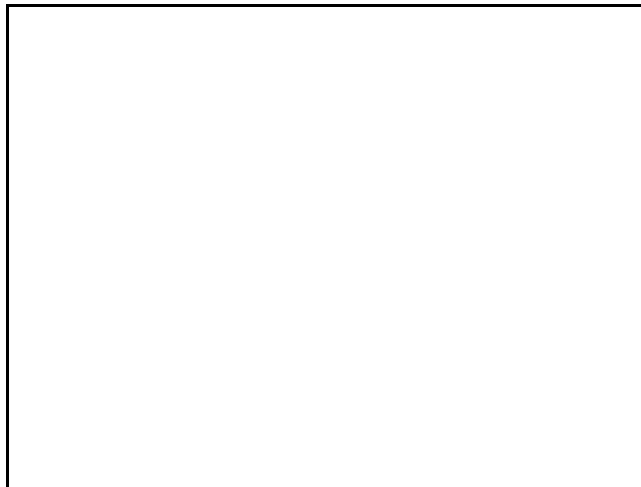
6. Save your work.

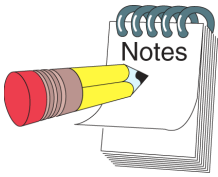
7. Move the Text Animation so  
your slide looks similar to the  
picture at the right.

8. Play the slide.

Notice that the slide does not  
play long enough to get the  
effect of the Text Animation.

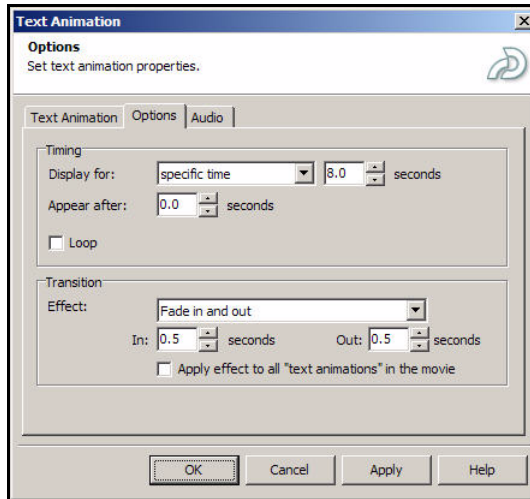
9. Save your work.





## Confidence Check

1. Double-click the Text Animation to show the animation properties.
2. On the **Options** tab, change the Timing **Display for** to **8.0** seconds.



3. On the Timeline, drag the Playhead to the beginning and then play the slide.

The timing change you made to the animation is more than enough to allow the animation to play.

4. Show the animation properties again.
5. Make any changes you like to the Text Animation.
6. Play the slide to see your changes.
7. Save your work.
8. Close the movie.