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Storyline 3 update

drag items were states with text boxes. Fixed: Variable references sometimes lacked HTML5 output. January 29, 2018 (build 3.12.14594.0) Fixed: Published content stored on your local computer will not play in Google Chrome 64 and later. January 23, 2018 (Build 3.12.14533.0) New: The new text rendering program Storyline 360 allows text to flow beautifully with consistent spacing and readability on each device. And learners will always see the correct fonts for changing references and data entry fields in html5 output. Learn more about modern text. New: Publish a story 360 project as a single MP4 video file if you want to put it in another project or upload it to a video hosting site, such as YouTube. More details here. Enhanced: Random number variables now accept wider ranges from 0 to 2,147,483,647.Fixed: HTML5 output sometimes blink or flash when navigating between slides. Fixed: Lightbox slides should not always be close to HTML5 output. Fixed: Some animations that happen to the point didn't work in HTML5 output, including random bars, shape, split, wheel, and wipe. Fixed: Hover states don't always work properly in HTML5 output when they were spin animations or when students moused over multiple objects quickly. Fixed: We fixed several problems with triggers html5 output, including after-click triggers that automatically execute using the keyboard navigation tab between objects, key press triggers that would not jump to the next slide when they were assigned data input and controversial hover triggers. Fixed: HTML5 output data entry fields that should be the focus when the downloaded slides did not immediately accept student input, and text entry fields did not always have scroll bars when students entered more text than the fields could contain. Fixed: We fixed some problems with html5 output in Microsoft Edge, including drag-and-drop interactions that don't always work properly and courses that crash if they were text with shadow effects. Fixed: Drag items to countries don't always drop to targets for HTML5 output. Fixed: Drag-and-drop issues with scrolling panels prevented students from switching to HTML5 output. Fixed: Question banks could show the same set of questions in the quiz after three attempts at HTML5 output. Fixed: The quiz could be scored incorrectly in HTML5 output when questions were broken in several scenes. Fixed: Accented characters in headings were replaced with question marks in the SCORM output. Fixed: Quiz timers had the wrong color for HTML5 output. Fixed: During the test, the default Player features that were disabled for question slides will be displayed. Fixed: Notes don't always scroll HTML5 outputs on mobile devices, and the text on the right side of the note could cut off flash output. Fixed: We fixed some issues that might arise after you change the player font size, such as inappropriate toobar tabs for HTML5 output and incorrectly sized closed captions for Flash output. Fixed: Some player features, such as sidebar and seekbar, were missing from the player properties window using the French, German or Chinese interface storyline. December 15, 2017 (Build 3.11.14249.0) Fixed: storyline 360 stopped working on some machines. We're so sorry about that. And thanks to everyone who reported it and helped us fix it so quickly! December 14, 2017 (build 3.11.14192.0) Fixed: Html5 output may not be correctly formulated online after you install the previous update. After completing the course, students could see incomplete status. Fixed: Video files cannot be added to an interactive token. December 12, 2017 (Build 3.11.14180.0) Improved: the text-to-speech feature now has a Korean voice (Seoyeon) and a new Indian English voice (Aditi). Enhanced: Since Apple no longer plays videos by default, Safari 11 users now see a play button when they start or resume the course with the video on the first slide. When you click the play button, the video plays as expected. Fixed: Some problems may occur when upgrading Story 1 and Story 2 projects to story 360, such as blank slides or incorrect text wrapping. Fixed: The HTML5 output was empty when previewing or publishing a course that had a text string with \n in it. Fixed: Video in different layers sometimes play simultaneously when you review the slide html5 output. Fixed: Hint captions may be displayed at the wrong time in the view mode of screen entries in HTML5 output. Fixed: Freeform drag-and-drop questions could be marked correctly on the second attempt at HTML5 output even if students Wrong. Fixed: When to was limited, the next button will not work in the embedded Engage interaction html5 output. And in some cases, the interaction would not load. Fixed: Zoom regions won't work in HTML5 output if they were less than a second in duration, and they don't always return to their original states when you review the slides. Fixed: JavaScript triggers that determine the Storyline variables data pulled from the LMS API, such as the student's name, did not work in HTML5 output. Fixed: Browser chrome will not disappear as expected when viewing courses on iPhone.Fixed: Animated GIF does not always play at the right speed in Storyline, and they could be distorted or discolored. Fixed: White lines may appear on your slides, and the logo may be blurry when the course is scaled to fill the browser window. Fixed: Font sizes can change by modifying the size of the project slide and choosing to unspread the content to fit. Fixed: Yellow hyperlinks were unreadable when to hover over them. November 14, 2017 (Build 3.10.13923.0) New: Speed up course development by converting text to speech rights to Storyline 360. For example, use the text-to-speech feature to quickly tell a course for reviewing stakeholders or localizing narration in different languages. You can even choose a voice and language to make sure that each word sounds good. New: Story 360 can generate closed captions that are automatically synchronized with text-to-speech narration. Just select the closed subscription option and Storyline will do the job for you. To learn more. New: It's easier than ever to resize and position objects with pixel perfect accuracy. When you move your mouse, you get visual instructions that dynamically update with precise object sizes, coordinates, and rotational values. And with multiple snap points, quick access alignment buttons, and x/y coordinates, objects on the ribbon will be formatted faster. More details here. New: Create the perfect motion trajectory easily. Edit paths and start and end points individually or simultaneously using precise pixel positions and sizes. And more accurately snap the starting and end points of each other or on other objects on the slide. More details here. New: Make interactions more gamelike and unpredictable with random number variables. They make it easy for you to create math problems, present students with randomly selected content, and add game elements to your courses. Fixed: Hover color drag items and drop-down questions were always blue html5 output, even if you customize it in your theme colors. Fixed: Drag-and-drop interactions won't work in HTML5 output when markers were used as drag items or dragging items snapped to drop targets in tile layout. Fixed: Audio can stop playing in HTML5 output if a grouped object had a pointing trigger. Fixed: We fixed some issues with HTML5 output firefox, including layers that won't appear and which would not replay when reviewing the slides. Fixed: Zoom regions will not work in HTML5 output when they were to start the slides and they caused test mode screen tracks with hotspots to fail. Fixed: JAWS screen readers could read the selected response choices as not tested in HTML5 output. Fixed: Passing the score and the pupil score could be calculated incorrectly when trying to veer the HTML5 quiz generated from the question banks. Fixed: Non-English characters and symbols generate quiz data in non-defined LMS logs and reports. Fixed: The text you type in data entry fields is always aligned at the top, even if it must be middle or bottom aligned. Fixed: Web objects with transparent backgrounds in the storyline had white backgrounds. October 12, 2017 (build 3.9.13567.0) Fixed: Some shape effects stopped working in html5 output, including glow, reflection, and shadow. Fixed: The video on the first slide certainly doesn't always play HTML5 output. October 6, 2017 (build 3.9.13510.0) Fixed: Search bar was not interactive in HTML5 output. October 5, 2017 (Build 3.9.13488.0) Fixed: We arranged some quizzes for reviewing issues in html5 output, including answers that overlap matching drop-down questions, and the Review button doesn't work when the course was set to never resume. Fixed: We set some triggers that don't always work correctly in HTML5 output, including triggers that are executed when you click outside the object, press the key triggers and conditions that compare two numbers. Fixed: Audio continued to play in html5 output, switching to another browser tab, causing animations to become unsynchronised. Fixed: Wipe animations secinated with the point did not work as expected for HTML5 output. Fixed: Many video courses can cause slide lag or lock up in HTML5 output, and they could be sized or positioned incorrectly during a preview. Fixed: HTML5 courses tracked by the number of slides viewed with the status Completed reporting incorrectly send passed status to LMS. Fixed: Drag the item doesn't always drop to the target html5 output unless you clicked the mouse to release it. Fixed: Students couldn't swipe between slides in HTML5 output when navigation was limited. Fixed: A long list of glossary items unexpectedly scroll up when selecting entries in HTML5 output. Fixed: Special characters, such as accented letters and apostrophes, were not displayed correctly in closed captions in the Flash output. September 14, 2017 (build 3.8.13281.0) Fixed: Publishing in Word does not work. September 5, 2017 (build 3.8.13184.0) Fixed: Text sometimes missing after importing a translated Word document. August 29, 2017 (build 3.8.13087.0) New: Members of your articulation 360 Team Account can share and download slides directly from Storyboard 360, making it easier to collaborate on projects and maintain consistent design themes. New: Create and edit closed captions directly in story 360. Fine-tune your imported signatures or quickly add new, caption placeholders that are already synchronized with audio and video content. New: Localization Localization got easier. Storyline 360 now supports XLIFF 1.2 and 2.0, which works with more translation tools and gives translators more information. Fixed: JAWS screen readers don't always read text in the notes panel. Fixed: Flash output would not play in Internet Explorer with Compatibility View enabled. Fixed: Sometimes the story line might detect missing fonts when you open a project file, even if the fonts were installed on your computer. Fixed: Quizzes were not evaluated correctly when the same content library 360 result slide was added to the course more than once. Storyline now asks you to create a new set of variables each time you insert the same result slide to resolve the conflict. July 19, 2017 (Build 3.7.12674.0) Fixed: Narration was not always synchronized with the audio curve in the audio editor. July 11, 2017 (build 3.7.12582.0) Improved: By restricting or blocking navigation, you can now choose whether it affects only the course menu, or disables the Previous and Next buttons. You can also use triggers to override restricted navigation for individual slides. To learn more. Enhanced: Courses published on CDs are now HTML5 only, so learners no longer need Flash plugins. Fixed: Enter key will not work courses published on CD.Fixed: Each slide that was imported from another Storyline project had its own separate slide master. Now all slides in the same imported project belong to the same slide master. Fixed: Sometimes, variables would be missing when importing one story project into another. Fixed: Screen readers would not read alternative text in object countries. Fixed: The HTML5 course does not always resume as expected in LMS. Fixed: A results slide that combines the results of other results slides, dispel results in the LMS HTML5 output a second time. Fixed: Print Results button will not work in HTML5 output when quiz included in essay question. Fixed: HTML5 output blink or blink between slides in Internet Explorer and Microsoft Edge.Fixed: The storyline should crash when previewing or publishing projects with Adobe Type 1 PostScript fonts. June 1, 2017 (Build 3.6.11979.0) Fixed: Some courses would not preview or publish after installing the previous update. We apologize for that. Thanks to everyone who reported and helped us fix it so quickly! Fixed: The storyline could crash by publishing some locals on computers with non-English systems. 31 May 2017 (build 3.6.11965.0) new: structure of text with tables. Tables are a valuable accessibility tool that communicates with screen readers about how data is organized and provides context for learners. Fixed: Each slide that was imported from content library 360 would have a separate slide master on the story line. Now all slides in the same content library 360 templates belong to the same slide master storyline. Fixed: The story will crash when you publish to a computer with a Chinese, Japanese, or Korean language system locale. Fixed: The Escape (ESC) key will not go out of preview mode. Fixed: Students could not they have already been viewed after leaving the HTML5 course with limited navigation. Fixed: The Notes tab for the course player should always be visible in HTML5 output, even if it was disabled for individual slides. Fixed: Player Color Tab >> Text will not work in HTML5 output. April 18, 2017 (build 3.5.11153.0) Improved: We added metadata to content library 360 media search results, including image size, video resolution, and video duration. Fixed: Some Content Library 360 icons were empty or invisible after inserting them into storyline.Fixed: We identified several fonts that displayed incorrect HTML5 output, including Poppin, Kalam, and Adobe Typekit fonts. And we improved the character spacing for the Gothic font of the century, so it's more consistent in the published output. Fixed: Text with the right edge of HTML5 can be cut off in an HTML5 output. Fixed: Text colors may change when you upgrade the Storyline 2 project to Storyline 360.Fixed: Publishing an existing course to formulate 360 to create a new content item in Review 360 instead of adding a newer version to the same course. March 8, 2017 (build 3.4.10364.0) fixed: Some projects will show that there are few errors in the available memory and fail to publish. Fixed: Graded drag-and-drop issues don't always work in HTML5 output. Fixed: Drag items would not snap to the center of drop targets for HTML5 drag-and-drop interactions. Fixed: Change-state triggers for previous, next, and submit buttons will not work in Flash output. March 7, 2017 (build 3.4.10330.0) New: Make your courses more accessible by importing closed narration and video captions. Choose a custom font for captions to complement the course design, and use the triggers to turn them on and off when you create your own Player controls. New: 7+ million photos, illustrations, icons, and videos have been added to the 360 content library, which can be accessed directly from storyline 360. All assets are royalty-free without attribution. Improved: We improved the published quality of Word documents. Fixed: A Windows 7-based computer with a Windows Classic theme encounters an error when you use drop-down lists in scene 360. Fixed: Note formatting would not be displayed in HTML5 output. Fixed: The published font size in the HTML5 output may be incorrect when you use the French, German, or Spanish interface 360.Fixed: HTML5 output dispel custom message.html file for printed test results. Fixed: Newline characters would not display HTML5 output when variables were updated using JavaScript.Fixed: We fixed various issues when importing PowerPoint and Presenter content to Storyline 360, including incorrect slide backgrounds and character cultures. Fixed: We fixed a variety of problems by editing the video on Storyline 360 and looking at the video published in the production. Fixed: We identified various issues where triggers would not be met, fired at the wrong time, or prevented a published exit from the game. January 26, 2017 (Build 3.3.9986.0) Apple iOS 10 10 video play inline on iPhones, so we added this functionality to Storyline 360. Just publish your course and it will automatically work. (Earlier versions of iOS force videos to fill the screen on iPhones.) New: The Content Library 360 Template Explorer now includes quiz slides (and quizzing filter) so you can find all the slide types in one window. New: The Prata font is installed with this update. Improved: The video editor now uses HTML5 preview instead of Flash. We are one step closer to eliminating the Flash Player requirement for Storyline 360.Fixed: Fullscreen button was missing from the Vimeo video Flash output in some LMSs.Fixed: Flash output could be displayed in a small window in some AICC and SCORM LMSSS. Fixed: HTML5 output would not start when published in tin can API and hosted with Wax LRS endpoint. Fixed: We identified various problems that might occur when closing and repeating HTML5 courses in LMSs, such as sending incorrect status or quiz data. Fixed: We identified a variety of problems with accented characters (è, Ò, etc.) with changing names and added resources. Fixed: We fixed a variety of font problems, including theme fonts that don't apply to slides correctly, and alternative glyphs being replaced with characters in some fonts. Fixed: Some text will be replaced with an emoticon in HTML5 output when the hosting server is not configured for WOFF files. Fixed: Check boxes could not be selected in HTML5 output on Android devices. Fixed: Enter key would not present freeform text entry questions to HTML5 output on mobile devices. Fixed: Using a format painter for a content library of 360 characters can add incorrect characters to countries. Fixed: We fixed a variety of problems when importing Engage interactions. December 16, 2016 (Build 3.2.9664.0) Fixed: AICC output doesn't always correctly track lms. Fixed: In some HTML5 quizzes, the choice of response was not reported to LMS. Click here to see older notes about the release. Notes.

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