How to Create Custom Buttons in Captivate

Before we get into the details, it is important to understand button states. Buttons states are used to give feedback to a learner and they are associated with the action they are about to take. Captivate has three button states you need to understand: up, over, and down.

- **up** is the default state of the button. This is what the button looks like when it is not being used.
- **over** is the state of the button when the learner is hovering over it with the mouse.
- **down** is the state of the button when you click the mouse on it but before you release the mouse button.

1. **Create a version of your button for each state**

I've created three versions, one for each state, of a button I want to use in Captivate.

Captivate will expect the buttons to follow a standard naming convention. So pick out a button name, for example "myButton", and put a suffix on it according to the button state the graphic is designed for. For example:

- myButton_**up**.png
- myButton_**over**.png
- myButton_**down**.png

2. Create a button in Captivate

Use the Button icon on the toolbar or use the menu *Insert > Standard Objects... > Button*. As shown, make sure Image Button is selected for Button Type.
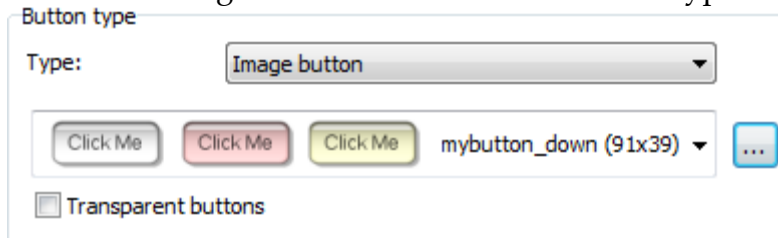
Now browse to the button you have created. It doesn't matter which button state you select (up, over, or down). As long as you followed the standard naming convention and all buttons are in the same folder, Captivate will automatically assign the appropriate graphic to the appropriate state. Click *Ok* to accept the button and you will see your button in your project. Preview the project to see your custom button in action. Later, of course, you will want to go back and assign an action to it.