

---

# Setting Markers on a Video to Increase a Variable

---

Created On: September 29, 2022

## Setting Markers on a Video to Increase a Variable

1. Select the Video Element on the page.

The screenshot displays the Articulate Storyline software interface. The top ribbon includes tabs for New, Open, Edit, Library, Insights, Publish, and Preview. The main workspace shows a slide titled "Setting Markers on a Video to Increase a Variable". A video element is selected, indicated by a red dashed border. The video shows a person sitting at a desk. The timeline at the bottom is visible, showing a duration of 0:00. The timeline has a scale from 0.0 to 7.0 minutes. The video element is highlighted in blue. The interface also shows various toolbars for text, media, and controls.

Setting Markers on a Video to Increase a Variable

Page: 0:00

	0.0	0.5	1.0	1.5	2.0	2.5	3.0	3.5	4.0	4.5	5.0	5.5	6.0	6.5	7.0
Page Actions															
Base Layer															
Video															
HeaderText															

Contacts Support Quick Tour

Saved (1 min read) Commit Save a Copy

## Setting Markers on a Video to Increase a Variable

2. Select the + icon, or double-click the Video Element to access the Elements within the Video.

The screenshot displays the Articulate Storyline software interface. The top ribbon includes tabs for New, Open, Edit, Library, Insights, Publish, and Preview. The 'Options' tab is active, showing various interactive elements like Text Elements, Media, Stock Library, and Controls. The main workspace shows a video element titled 'Setting Markers on a Video to Increase a Variable' with a red box highlighting the '+' icon in the video's control bar. Below the video, the 'Timeline' tab is selected, showing a timeline from 0.0 to 7.0 minutes. The 'Page: 00:00' is indicated. The timeline includes tracks for Page Actions, Base Layer, Video, and A11 HeaderText. The 'Video' track shows a blue bar representing the video duration. The 'Page Actions' track shows a black bar with a pause icon at 2.0 minutes. The bottom of the interface includes a footer with 'Contacts', 'Support', and 'Quick Tour' links, and a status bar indicating 'Saved (1 min read)' and buttons for 'Commit' and 'Save a Copy'.

## Setting Markers on a Video to Increase a Variable

3. Select the Blue Marker within the video.

The screenshot displays the Articulate Storyline software interface. At the top, the ribbon menu includes tabs for Home, Insert, Engage, Interact, Record, Design, View, Options, and FX. The 'Options' tab is currently selected. Below the ribbon, there are various tool icons for video editing, such as 'Change', 'Reset Dimensions', 'Autoplay', 'Hide Controls', 'Hide Play Head', 'Loop Playback', 'Allow Fullscreen', 'Allow Upscale', 'Closed Caption', 'Disable Audio', and 'Properties'. The main workspace shows a video player with a video of a person sitting at a desk. A blue marker is visible on the video timeline, and a red box highlights it. The video player has a 'Continue' button and a 'Add to your Page' button. Below the video player, there is a 'Media Actions' panel with a timeline showing 'Marker1' and 'Marker2'. The 'Marker1' row is highlighted in blue. To the right of the video player, there is a 'Stock Library' panel with icons for 'Label', 'Marker', 'Hotspot', 'Image', 'Speech Bubble', 'Thought Bubble', 'Clipart', and 'All Icons'. The bottom of the screen shows the URL: <https://enablement.authr.it/admin/editor2/authoringtool/toolhome/edit/editpage.cfm?authoring=true&courseid=101553>.



## Setting Markers on a Video to Increase a Variable

### 4. Select the Interact tab.

The screenshot shows the Articulate Storyline software interface. The top menu bar includes options like New, Open, Edit, Library, Insights, Publish, and Preview. The 'Interact' tab is highlighted in the top ribbon. The main workspace shows a video player with a video of a person at a desk. Several interactive markers are overlaid on the video, each with a unique icon. The timeline at the bottom shows the video duration (0:00 to 7:00) and the placement of markers and labels. The 'Media Actions' section shows the timeline for 'Marker1', 'Marker2', and 'Label'. The 'Add Elements on Top' panel on the right lists various elements like Label, Marker, Hotspot, Image, Stock Images, Character, Speech Bubble, Thought Bubble, Clipart, and All Icons.

<https://enablement.authr.it/admin/editor2/authoringtool/toolhome/edit/editpage.cfm?authoring=true&courseid=101553>

## Setting Markers on a Video to Increase a Variable

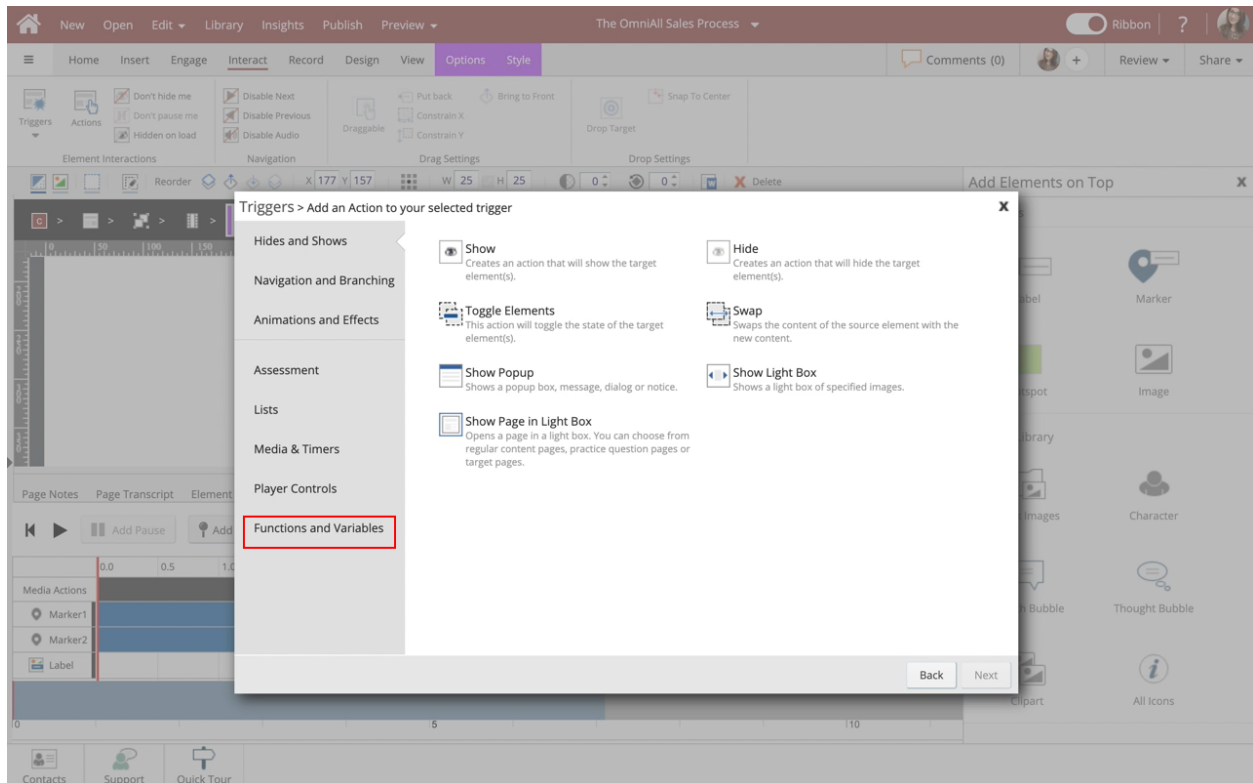
### 5. Select Actions.

The screenshot displays the Articulate Storyline software interface. The top ribbon includes tabs for Home, Insert, Engage, Interact, Record, Design, View, Options, and Style. The 'Interact' tab is active, showing various interaction options like Triggers, Actions, and Element Interactions. A video player is visible in the center, showing a person at a desk. Below the video player is a timeline with a media bar and a table for media actions. The 'Media Actions' table has columns for time (0.0 to 7.0) and rows for Marker1, Marker2, and Label. The 'Marker1' row shows a blue bar from 0.0 to 2.0. The 'Marker2' row shows a blue bar from 2.0 to 3.0. The 'Label' row shows a blue bar from 3.0 to 4.0. The 'Media: 00:00' label is present. On the right side, there is a panel titled 'Add Elements on Top' with a list of elements: Label, Marker, Hotspot, Image, Stock Images, Character, Speech Bubble, Thought Bubble, Clipart, and All Icons.

Media Actions	0.0	0.5	1.0	1.5	2.0	2.5	3.0	3.5	4.0	4.5	5.0	5.5	6.0	6.5	7.0
Marker1															
Marker2															
Label															

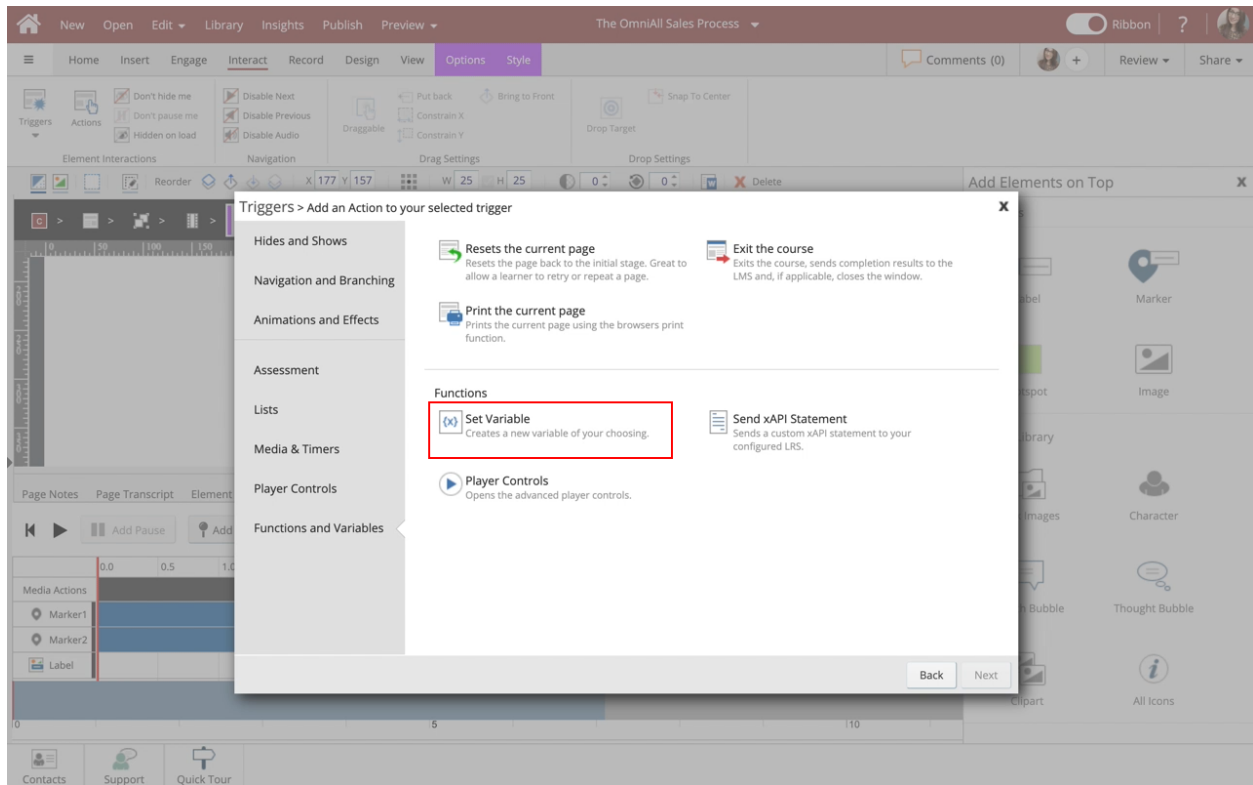
## Setting Markers on a Video to Increase a Variable

6. Select Functions and Variables under the Triggers popup.



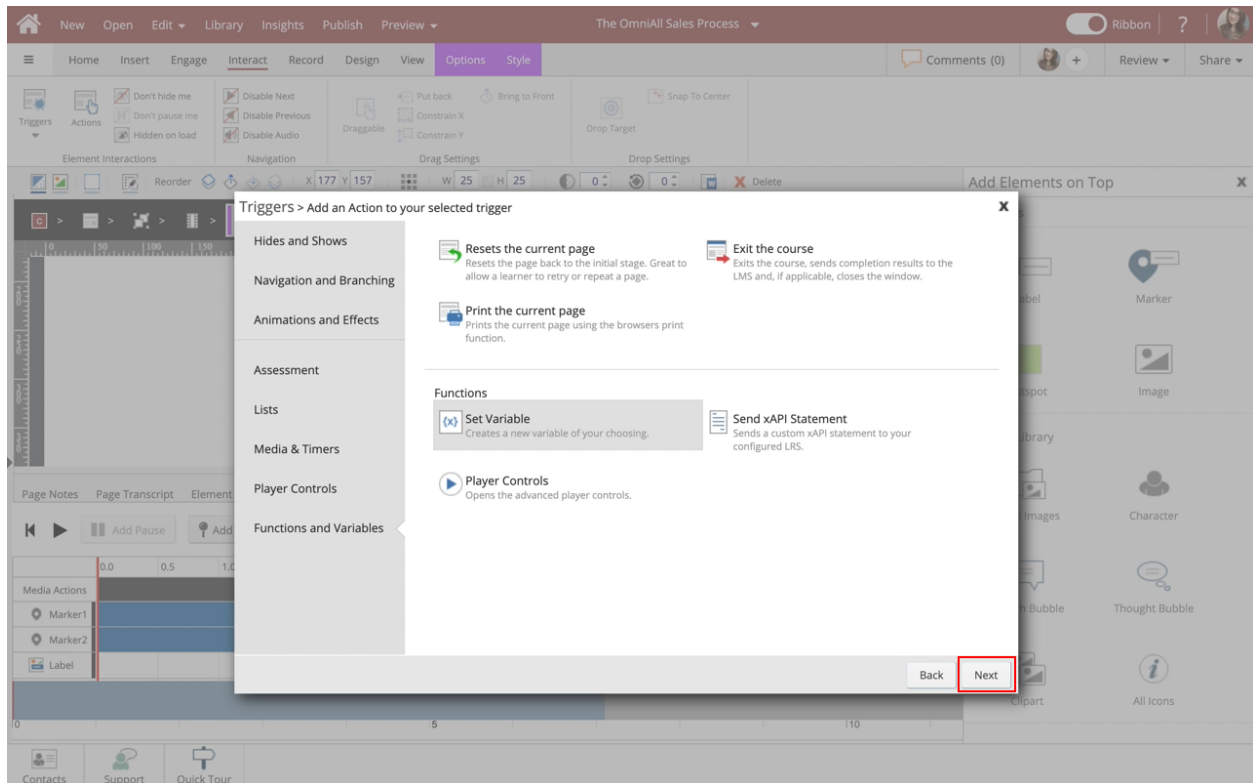
## Setting Markers on a Video to Increase a Variable

### 7. Select Set Variable.



## Setting Markers on a Video to Increase a Variable

8. Select Next.



## Setting Markers on a Video to Increase a Variable

9. Beside the Variable dropdown New Variable... is already selected. (Note: If you have Variables within your course, you will have to select New Variable... From the dropdown.) Select the Text Input Box beside Name to set the name of the variable. (MarkerClicked for example)

The screenshot displays the Articulate Storyline software interface. The top ribbon includes tabs for Home, Insert, Engage, Interact, Record, Design, View, Options, and Style. The 'Interact' tab is active, showing various interaction options like Triggers, Actions, and Element Interactions. The main workspace shows a video titled 'Media: 00:00' with a timeline. A marker named 'Marker1' is placed on the video at the 2.0-second mark. The 'Element Interactions' panel on the right is open, showing the 'Set Variable' configuration. The 'Trigger' is set to 'When clicked', the 'Variable' is 'New Variable...', and the 'Name' field is highlighted with a red border, indicating where to enter the variable name. The 'Type' is set to 'Number'. The 'Operator' is set to '='. The 'Value' field is empty. The 'Fire Once Per Project' and 'Fire Once Per Page' checkboxes are unchecked. The 'Conditions' field is also empty. The bottom status bar shows 'Saved (1 min read)' and buttons for 'Commit' and 'Save a Copy'.

## Setting Markers on a Video to Increase a Variable

10. Make sure Number is selected beside Type. Select the dropdown beside Operator.

The screenshot displays the Articulate Storyline software interface. At the top, the ribbon includes tabs for Home, Insert, Engage, Interact, Record, Design, View, Options, and Style. The 'Interact' tab is active, showing various interaction options like Triggers, Actions, and Navigation. The main workspace shows a video player with a 'Continue' button and several markers (represented by colored circles) placed on the video timeline. Below the video, a 'Timeline' panel shows a media timeline with markers for 'Marker1', 'Marker2', and 'Label'. The 'Media: 00:00' label is visible. On the right side, the 'Element Interactions' panel is open, showing the 'Set Variable' dialog box. The dialog box has the following settings: Trigger: 'When clicked', Variable: 'New Variable...', Name: 'Marker1Clicked', Type: 'Number', and Operator: '=' (highlighted with a red box). The 'Value' field is empty. At the bottom right, there are buttons for 'Apply', 'Cancel', 'Commit', and 'Save a Copy'. The status bar at the bottom indicates 'Saved (1 min read)'.

## Setting Markers on a Video to Increase a Variable

11. Select +=.

The screenshot displays the Articulate Storyline software interface. The top ribbon includes tabs for Home, Insert, Engage, Interact, Record, Design, View, Options, and Style. The 'Interact' tab is active, showing various interaction options like Triggers, Actions, and Navigation. The main workspace shows a video player with a 'Continue' button and several markers. The 'Element Interactions' panel on the right is open, showing the 'Set Variable' configuration for 'Marker1'. The 'Trigger' is set to 'When clicked', the 'Variable' is 'New Variable...', the 'Name' is 'Marker1Clicked', the 'Type' is 'Number', and the 'Operator' is '+='. The 'Value' field is empty. The 'Timeline' panel at the bottom shows a media timeline with markers and a label. The bottom status bar indicates 'Saved (1 min read)' and provides buttons for 'Commit' and 'Save a Copy'.



## Setting Markers on a Video to Increase a Variable

12. Text Input Box to insert 1.

The screenshot displays the Articulate Storyline software interface. At the top, the ribbon includes tabs for Home, Insert, Engage, Interact, Record, Design, View, Options, and Style. The 'Interact' tab is active, showing various interaction options like Triggers, Actions, and Navigation. The main workspace shows a video titled 'Media: 00:00' with several markers placed along its timeline. A 'Continue' button is visible on the video. The 'Element Interactions' panel on the right is open, showing the 'Set Variable' configuration for 'Marker1'. The configuration includes a 'Trigger' of 'When clicked', a 'Timer' of '0 : 0 . 0', a 'Variable' of 'New Variable...', a 'Name' of 'Marker1Clicked', a 'Type' of 'Number', an 'Operator' of '+=' and a 'Value' field that is currently empty and highlighted with a red border. Below the 'Value' field, there are checkboxes for 'Fire Once Per Project' and 'Fire Once Per Page', and a 'Conditions' section. At the bottom of the interface, there are buttons for 'Commit' and 'Save a Copy', and a status bar indicating 'Saved (1 min read)'.

## Setting Markers on a Video to Increase a Variable

### 13. Select Fire Once Per Project.

The screenshot displays the Articulate Storyline software interface. At the top, the ribbon includes tabs for Home, Insert, Engage, Interact, Record, Design, View, Options, and Style. The 'Interact' tab is active, showing various interaction options like Triggers, Actions, and Navigation. The main workspace shows a video player with a 'Continue' button and several markers (represented by colored circles) placed on the video. Below the video, a timeline is visible with a 'Media: 00:00' label and a 'Media Actions' section. The 'Element Interactions' panel on the right is open, showing the 'Set Variable' configuration for 'Marker1'. The configuration includes a trigger of 'When clicked', a timer of '0 : 0 . 0', a variable named 'Marker1Clicked' of type 'Number', and an operator of '+='. The 'Value' field is set to '1'. The 'Fire Once Per Project' checkbox is checked, while 'Fire Once Per Page' is unchecked. The 'Conditions' section is empty. At the bottom right, there are buttons for 'Apply', 'Cancel', 'Commit', and 'Save a Copy'. The status bar at the bottom indicates 'Saved (1 min read)'.

Element Interactions

Trigger Element: Marker1

Set Variable

Trigger: When clicked

Timer: 0 : 0 . 0

Variable: New Variable...

Name: Marker1Clicked

Type: Number

Operator: +=

Value: 1

Fire Once Per Project: ☒

Fire Once Per Page: ☐

Conditions:

Apply Cancel

Commit Save a Copy

## Setting Markers on a Video to Increase a Variable

### 14. Select Apply.

The screenshot displays the Articulate Storyline software interface. The top ribbon includes tabs for Home, Insert, Engage, Interact, Record, Design, View, Options, and Style. The 'Interact' tab is active, showing various interaction options like Triggers, Actions, and Navigation. The main workspace shows a video player with a 'Continue' button and several markers (info, play, pause, etc.) overlaid on the video. Below the video is a timeline with a 'Media: 00:00' label and a 'Media Actions' track. The 'Media Actions' track shows a timeline with markers for 'Marker1' and 'Marker2'. The 'Marker1' action is highlighted, and the 'Set Variable' dialog box is open on the right. The dialog box is titled 'Set Variable' and shows the following settings: Trigger: When clicked, Timer: 0 : 0 . 0, Variable: New Variable..., Name: Marker1Clicked, Type: Number, Operator: +=, Value: 1. The 'Apply' button is highlighted with a red box. At the bottom of the interface, there are buttons for 'Commit' and 'Save a Copy', and a status bar indicating 'Saved (1 min read)'.

## Setting Markers on a Video to Increase a Variable

15. Select Done.

The screenshot displays the Articulate Storyline software interface. The top ribbon includes tabs for Home, Insert, Engage, Interact, Record, Design, View, Options, and Style. The 'Interact' tab is active, showing various interaction options like Triggers, Actions, and Navigation. The main workspace shows a video player with a 'Continue' button and several markers (purple circles) placed on the video. The 'Element Interactions' panel on the right is open, showing a table with the following data:

Action	Targets	Trigger
Set Variable	Marker1 clicked == 1	When clicked

Below the table, there are 'Edit' and 'Add' buttons. At the bottom of the interface, there is a 'Preview' button and a 'Done' button, which is highlighted with a red box. Other buttons at the bottom include 'Commit' and 'Save a Copy'.

## Setting Markers on a Video to Increase a Variable

16. The first Marker is set. Select the Green Marker within the Video.

The screenshot displays the Articulate Storyline software interface. The top ribbon includes tabs for Home, Insert, Engage, Interact, Record, Design, View, Options, and Style. The 'Options' tab is currently selected, showing various settings for the video element. The main workspace shows a video player with a 'Continue' button. A 'Marker1' is visible on the video timeline. Below the video player, the 'Timeline' tab is active, showing a media timeline with a duration of 00:00. The timeline includes a 'Media Actions' track and a 'Marker1' track. The 'Marker1' track shows a blue bar indicating the marker's duration. The timeline also includes a 'Label' track. The bottom of the interface shows a status bar with 'Saved (1 min read)' and buttons for 'Commit' and 'Save a Copy'.

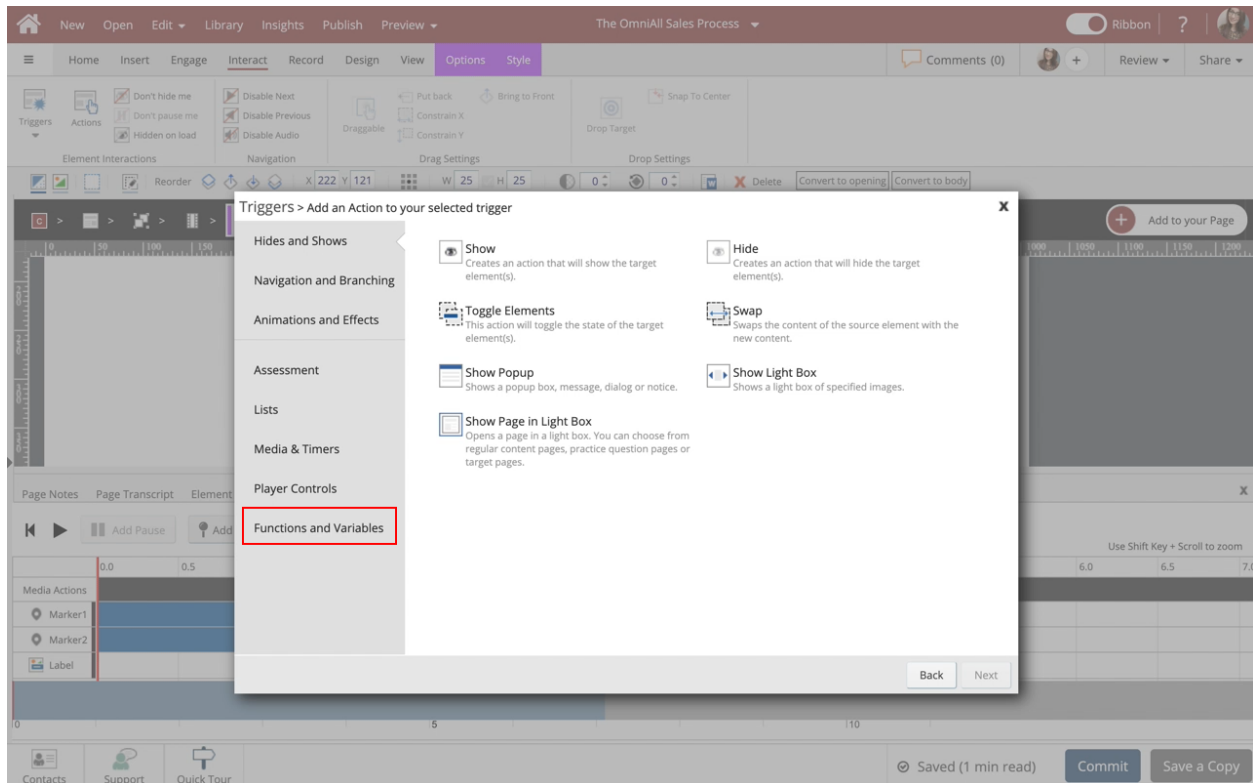
## Setting Markers on a Video to Increase a Variable

### 17. Select Actions.

The screenshot shows the Articulate Storyline software interface. The top ribbon has tabs for Home, Insert, Engage, Interact, Record, Design, View, Options, and Style. The 'Options' tab is currently selected, and the 'Actions' sub-tab is highlighted. The main workspace shows a video player with a 'Continue' button. Below the video player is a timeline with markers for 'Marker1', 'Marker2', and 'Label'. The 'Media: 00:00' label is visible on the timeline. The bottom of the interface shows a status bar with 'Saved (1 min read)' and buttons for 'Commit' and 'Save a Copy'.

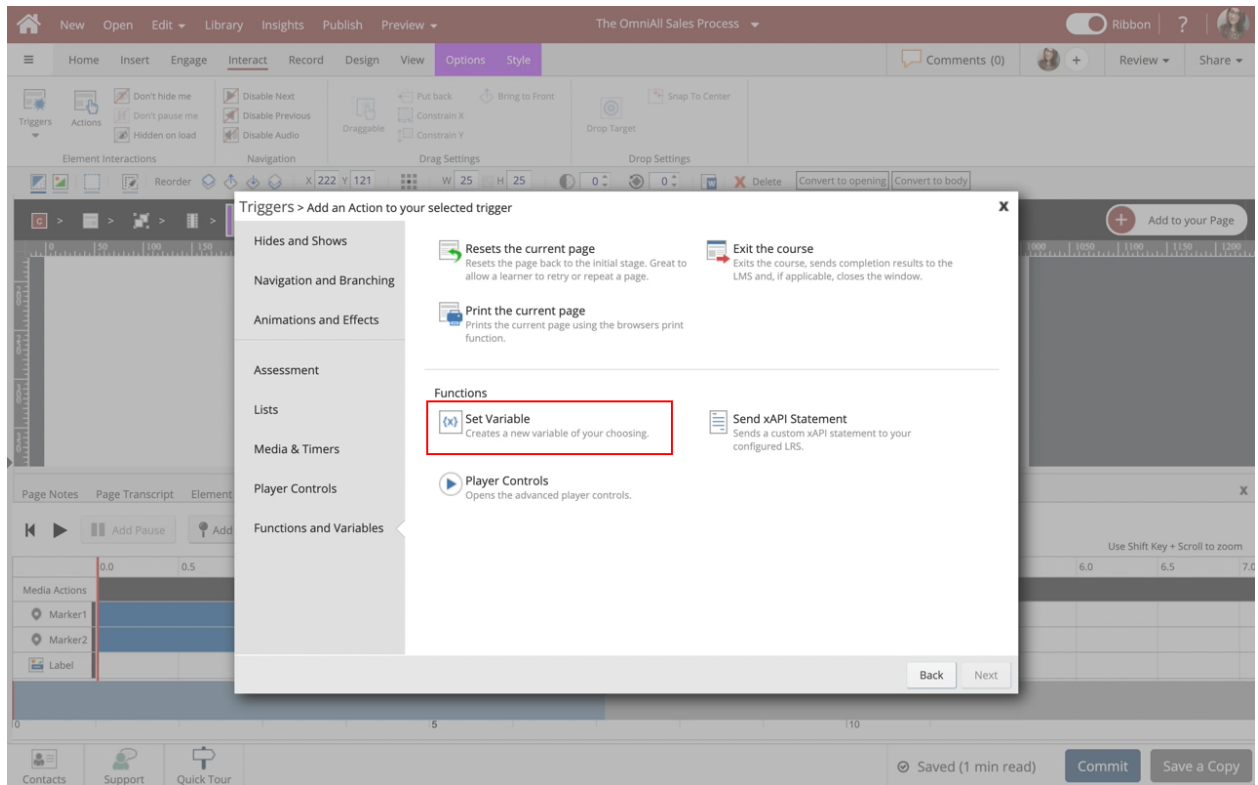
## Setting Markers on a Video to Increase a Variable

18. Select Functions and Variables under the Triggers popup.



## Setting Markers on a Video to Increase a Variable

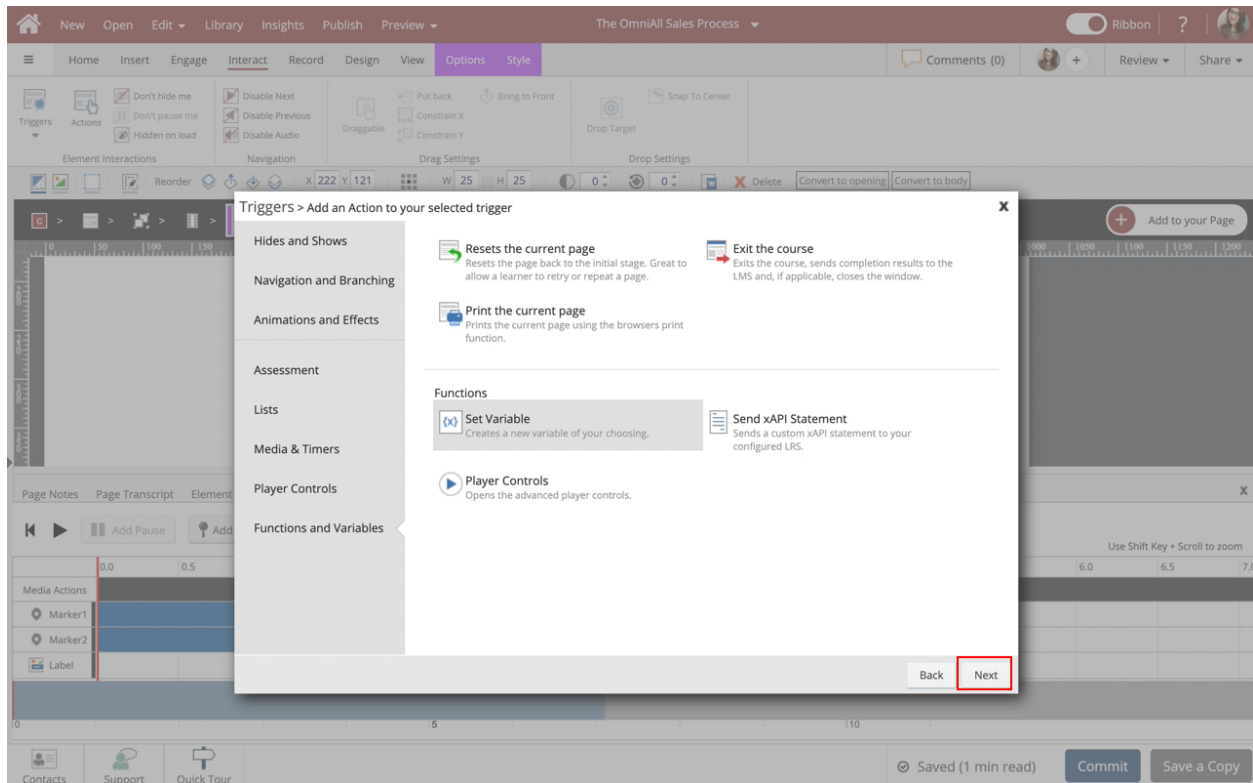
### 19. Select Set Variable





## Setting Markers on a Video to Increase a Variable

20. Select Next.



## Setting Markers on a Video to Increase a Variable

21. Select the dropdown beside Variable under the Element Interactions side panel.

The screenshot displays the Articulate Storyline software interface. The top ribbon includes tabs for Home, Insert, Engage, Interact, Record, Design, View, Options, and Style. The 'Interact' tab is active, showing various interaction options like Triggers, Actions, and Navigation. The main workspace shows a video player with a 'Continue' button and several interactive markers. The 'Element Interactions' panel on the right is open, showing the 'Set Variable' configuration for 'Marker2'. The 'Trigger' is set to 'When clicked', the 'Timer' is '0 : 0 . 0', and the 'Variable' dropdown is highlighted with a red box, showing '--Select a variable--'. The 'Conditions' section is empty. The bottom timeline shows a media track with a duration of 00:00 and a timeline scale from 0.0 to 7.0.

## Setting Markers on a Video to Increase a Variable

22. Select the MarkerClicked (number) variable.

The screenshot displays the Articulate Storyline interface. The top ribbon includes tabs for Home, Insert, Engage, Interact, Record, Design, View, Options, and Style. The 'Interact' tab is active, showing various interaction options like Triggers, Actions, and Navigation. The main workspace shows a video player with a 'Continue' button and a 'Marker2' label. The timeline at the bottom shows a media track with a duration of 00:00 and a timeline from 0.0 to 7.0. The 'Element Interactions' panel on the right is open, showing the 'Set Variable' trigger for 'Marker2'. The 'Variable' dropdown is set to '--Select a variable--', and the 'MarkerClicked (number)' variable is selected and highlighted with a red box. The 'Condition' dropdown is set to 'When clicked'. The 'Timer' is set to 0 : 0 . 0 +. The 'New Variable...' button is visible at the bottom of the panel.

## Setting Markers on a Video to Increase a Variable

23. Select the dropdown beside Operator.

The screenshot displays the Articulate Storyline software interface. The top ribbon includes tabs for Home, Insert, Engage, Interact, Record, Design, View, Options, and Style. The 'Interact' tab is active, showing various interaction options like Triggers, Actions, and Navigation. The main workspace shows a video player with a 'Continue' button and several interactive markers. The 'Element Interactions' panel on the right is open, showing the configuration for 'Marker2'. The 'Trigger' is set to 'When clicked', the 'Timer' is '0 : 0 . 0', the 'Variable' is 'Marker1 clicked (number)', and the 'Operator' is set to '++' (highlighted with a red box). The 'Value' field is empty. Below the video player, the 'Timeline' tab is active, showing a media timeline with a 'Media: 00:00' label and a 'Media Actions' table. The table has columns for time (0.0 to 7.0) and rows for 'Marker1', 'Marker2', and 'Label'. 'Marker1' is active from 0.0 to 2.0, 'Marker2' from 2.0 to 3.0, and 'Label' from 3.0 to 4.0. The bottom of the interface shows 'Contacts', 'Support', and 'Quick Tour' buttons.

Element Interactions

Trigger Element: Marker2

Set Variable

Trigger: When clicked

Timer: 0 : 0 . 0

Variable: Marker1 clicked (number)

Operator: ++

Value:

Fire Once Per Project: ☐

Fire Once Per Page: ☐

Conditions:

Apply Cancel

Media: 00:00

Media Actions	0.0	0.5	1.0	1.5	2.0	2.5	3.0	3.5	4.0	4.5	5.0	5.5	6.0	6.5	7.0
Marker1															
Marker2															
Label															

## Setting Markers on a Video to Increase a Variable

24. Select +=.

The screenshot displays the Articulate Storyline interface. The top ribbon includes tabs for Home, Insert, Engage, Interact, Record, Design, View, Options, and Style. The 'Interact' tab is active, showing various interaction options like Triggers, Actions, and Navigation. The main workspace shows a video player with a 'Continue' button and several interactive markers. A timeline at the bottom shows the video duration from 0.0 to 7.0 minutes. The 'Element Interactions' panel on the right is open, showing the 'Set Variable' action for 'Marker2'. The 'Trigger' is set to 'When clicked', the 'Variable' is 'Marker1 clicked (number)', and the 'Operator' is set to '+='. The 'Value' field is currently empty, and a dropdown menu is open showing the '+=', '=', and '-=' operators, with '+=', '=', and '-=' highlighted in red.

Element Interactions

Trigger Element: Marker2

Set Variable

Trigger: When clicked

Timer: 0 : 0 . 0

Variable: Marker1 clicked (number)

Operator: +=

Value:

Fire Once Per Project: ☐

Fire Once Per Page: ☐

Conditions:

Apply Cancel

## Setting Markers on a Video to Increase a Variable

25. Select the ValueText Input Box to insert 1.

The screenshot displays the Articulate Storyline software interface. The top ribbon includes menus for New, Open, Edit, Library, Insights, Publish, and Preview. The 'Options' tab is selected, showing various interaction settings like Triggers, Actions, and Navigation. The main workspace shows a video player with a 'Continue' button. The 'Element Interactions' panel on the right is open for 'Marker2'. The 'Set Variable' trigger is configured with the following settings:

- Trigger: When clicked
- Timer: 0 : 0 . 0
- Variable: Marker1 clicked (number)
- Operator: ++
- Value: (Input box highlighted with a red rectangle)

Below the main workspace, the 'Timeline' panel shows the video duration from 0.0 to 7.0. The 'Media Actions' section includes 'Marker1' and 'Marker2' with their respective durations. The 'Label' section shows the video's progress bar.

## Setting Markers on a Video to Increase a Variable

### 26. Select Fire Once Per Project.

The screenshot displays the Articulate Storyline software interface. The top ribbon includes tabs for Home, Insert, Engage, Interact, Record, Design, View, Options, and Style. The 'Interact' tab is active, showing various interaction options like Triggers, Actions, and Navigation. The main workspace shows a video player with a 'Continue' button. The 'Element Interactions' panel on the right is open, showing the configuration for 'Marker2'. The 'Set Variable' trigger is selected, with the following settings:

- Trigger: When clicked
- Timer: 0 : 0 . 0
- Variable: Marker1 clicked (number)
- Operator: ++
- Value: 1
- Fire Once Per Project: ☒
- Fire Once Per Page: ☐
- Conditions: (empty)

The timeline at the bottom shows the video 'Media: 00:00' with a 'Continue' button at the 2.0 mark. The timeline is divided into segments for Media Actions, Marker1, Marker2, and Label.

## Setting Markers on a Video to Increase a Variable

### 27. Select Apply

The screenshot displays the Articulate Storyline software interface. The top ribbon includes tabs for Home, Insert, Engage, Interact, Record, Design, View, Options, and Style. The 'Interact' tab is active, showing various interaction options like Triggers, Actions, and Navigation. The main workspace shows a video player with a 'Continue' button and several interactive markers. The 'Element Interactions' panel on the right is open, showing the configuration for 'Marker2'. The 'Set Variable' trigger is selected, with the variable 'Marker1 clicked (number)' and the operator '+=' set to a value of '1'. The 'Apply' button at the bottom right of the panel is highlighted with a red box. The timeline at the bottom shows the video duration from 0.0 to 7.0 minutes, with markers placed at specific points.

Marker2

Set Variable

Trigger: When clicked

Timer: 0 : 0 . 0

Variable: Marker1 clicked (number)

Operator: +=

Value: 1

Fire Once Per Project: ☒

Fire Once Per Page: ☐

Conditions:

Apply Cancel



## Setting Markers on a Video to Increase a Variable

28. Select Done.

The screenshot displays the Articulate Storyline software interface. The top ribbon includes tabs for Home, Insert, Engage, Interact, Record, Design, View, Options, and Style. The 'Interact' tab is active, showing various interaction options like Triggers, Actions, and Navigation. The main workspace shows a video player with a 'Continue' button and several purple interaction markers. Below the video is a timeline with a 'Media: 00:00' label and a 'Media Actions' section. The 'Media Actions' section shows a timeline with markers for 'Marker1', 'Marker2', and 'Label'. The 'Element Interactions' panel on the right shows a table with the following data:

Action	Targets	Trigger
Set Variable	Marker1 clicked == 1	When clicked

At the bottom of the 'Element Interactions' panel, there are 'Edit' and 'Add' buttons. The 'Done' button at the bottom right of the panel is highlighted with a red box.

## Setting Markers on a Video to Increase a Variable

29. The Variables are now set on the two Markers.

The screenshot displays the Articulate Storyline software interface. At the top, the ribbon includes tabs for Home, Insert, Engage, Interact, Record, Design, View, Options, and Style. The 'Options' tab is currently selected. Below the ribbon, there are toolbars for Element Interactions, Navigation, Drag Settings, and Drop Settings. The main workspace shows a video player with a 'Continue' button. A timeline at the bottom is visible, with a 'Media: 00:00' label. The timeline has a scale from 0.0 to 7.0. Below the timeline, there are rows for 'Media Actions', 'Marker1', 'Marker2', and 'Label'. The 'Marker1' and 'Marker2' rows show blue bars indicating their duration. The 'Marker1' bar starts at 0.0 and ends at 2.0. The 'Marker2' bar starts at 2.0 and ends at 3.0. The 'Label' bar starts at 3.0 and ends at 4.0. The 'Media Actions' row is empty. At the bottom right, there are buttons for 'Commit' and 'Save a Copy', and a status bar indicating 'Saved (1 min read)'.