

# Objects and Animation (O&A) Editor

For details of the Main Objects and Animation Editor screen, see [Main O&A Window](#)

For details of the Properties Tab, see [Properties Tab](#)

For details of the Animation Tab, see [Animation Tab](#)

For details of how to manage key frames, see [Managing Key Frames](#)

For details of the Mask Menu, see [The Mask Menu](#)

For details of the Tools Men in the Main O&A Window, see [The Tools Menu](#)

From:

<https://docs.ptavstudio.com/> - **PTE AV Studio**

Permanent link:

[https://docs.ptavstudio.com/en-us/9.0/objectsandanimation\\_1/main](https://docs.ptavstudio.com/en-us/9.0/objectsandanimation_1/main)

Last update: **2022/12/18 11:20**

