# **Properties Tab**

- The "Properties" tab is shown below.
- This is used to control and adjust the properties of objects inserted into the Editor window.
- Objects can be inserted using the menu toolbar at the top left of the window.
- The actual parameters shown in this tab vary depending on the type of object selected, e.g. images, buttons, rectangles, text.

	<ul> <li>↓ Close</li> </ul>		t →	Close		Video 🕢 K Close
Properties	Animation	Properties	Animatio	n	Properties	Animation
Name	720_0119_16x9	Name	Text1		Name	dylan and Megan
Picture	D:\Images\Favourites\16x9\720_0119_16x9.	Sharper/Smoother	-100		Picture	D:\lmages\MP4\dylan and Megan.mp4
Main object		Text			Main object	
Sharper/Smoother	-100				Edge antialiasing	
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Convert to Alpha image		в / 🖳 🗌			Image Crop (px)	
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✓ Edge antialiasing				II	Video ———	
Aspect ratio	16-9			U	Mute audio	<i></i>
Image Crop (px)					Do not include file to Ex	œ
Left	3	1		rt text template	De-interlacing	Auto
Ton		Alignment	Center	•	Start time	0:00.000
Diala		Line spacing	)		Duration	0:11.000
Right	[3]					Adjust Time Range
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Border (px)					Chrome Key	Customina
Width						Customize
Color		Transparent to selection				Single video clip
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Show front side		Time range	) – 5000		Show front side	
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Shadow	Customize	None		•	Shadow	Customize
Fit mode	Fit •				Fit mode	Fit •
Time range	0 - 5000				Time range	0 - 11000
None	J				None	

- Name: This contains the name of the selected object which can be changed to more readily identify an object
- Picture: This is the file name and location of the selected object. An alternative object (with the same properties, key frames etc) can be selected by changing the object address
- Sharper(-)/Smoother(+): The default value is -100; Zero gives no Sharpening/Smoothing
- Low quality of resizing: Affects the quality of the object see example below
- Convert to Alpha image: See the section on Masks (Add a Mask Object); See also "Negative" with regard to "Inverting a Mask"
- Animated object: Select for animated png files
- Edge anti-aliasing: Used to give a smoother object appearance
- Aspect Ratio Crop: Provides a choice of aspect ratio -16:9/16:10/3:2/4:3/5:4/1:1
- Image Crop: Enables the top, bottom, right, or left sides of the object to be cropped (Pixels or Percentage)
- Border: Enables a border to be placed on an object and the colour to be chosen

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### Low Quality of Resizing Examples

• Using this Control with Images which have been zoomed:

100 C	^	Properties		Animation
		Name	001-720_0843-1	
Contraction of the second s		Picture	C:\Users\dave\[	Documents\Images ∨
		🗹 Main object		1
		Sharper/Smoother	-100	
and the second se		Low quality of resizing		
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		Animated Image		
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And the second se		Aspect Crop		
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A CONTRACTOR OF	^	Properties		Animation
100 A 100				
		Name	001-720_0843-1	
and the second second		Picture	C:\Users\dave\[	Documents\Images ∨
		🗹 Main object		1
		Sharper/Smoother	-100	
Contraction of the local division of the loc		🗸 🗹 Low quality of resizing	í.	
		Convert to Alpha imag	je	
		Animated Image		
		Edge antialiasing		
Contraction of the second second		Aspect Crop		
		Image Crop (px)		
		Border (by)		

- At 100% (original Pixels) the effect is that of slight sharpening the image
- At higher percentages the effect is that shown above
- And with Borders made in an External Editor etc

 ^ _	Properties		Animation
	Name	16x9-Matte-3p	-Border
	Picture	C:\Users\dave	Documents\Pictures \
	🗌 Main object		
	Sharper/Smoother	-100	
	Low quality of resizing		
	Convert to Alpha imag	je	
	Animated Image		
	Edge antialiasing		
	Aspect Crop		
	Image Crop (px)		
	Border (px)		
^	Properties		Animation
	Name	16x9-Matte-3p	-Border
	Picture	C:\Users\dave	\Documents\Pictures" ~
	🗌 Main object		
	Sharper/Smoother	-100	
	Low quality of resizing		
	Convert to Alpha imag	je	
	Animated Image		
	Edge antialiasing		
	Aspect Crop		
	Border (px)		

## Image Crop and Border

• To add a border to an Image/Object and maintain the original Aspect Ratio:



- Use Image crop to subtract x Pixels from all sides of the Object/Image
- Use Border to add the same x Pixels to the Object/Image
- Choose a colour for the Border
- The Object/Image complete with Border is then the same Aspect Ratio as the original Object/Image

#### Common

- Transparent to selection: Prevents inadvertent selection of an object with the Mouse
- Show front side: In 3D animation determines if the front of the object is seen
- Show back side: In 3D animation determines if the back of the object is seen
- Hide Child objects: Will hide any objects inserted as a Child of a main object when "Show Front / Back Sides" are BOTH UNTICKED
- Shadow: Enables a shadow to be applied to an object
- Fit Mode: Choose from "Fit" or "Cover"
- Time Range: This box shows the time range for the Slide from the start to the end of the next slide transition

#### **Action on Mouse Click**

• Selecting this option opens the dialog box shown below providing a selection of appropriate actions

None				
Run Slideshow				
Run Slideshow With Return				
Run Application or Open File	Run Application or Open File			
Run Application And Exit				
Print Picture/Slide	D5			
Help				
Open Web Page				
Write Email				
Next Slide				
Previous Slide				
Go to First Slide				
Go to Slide With Name				
Pause				
Exit				
Show Window				
Close Window				

#### **Display a Custom Window**

- In Objects and Animation add a Button (The Button can be made Transparent by changing its Opacity in the Animation Tab if required)
- In "Action on Mouse Click" click on the Button and choose "Show Window"
- From the Drop down Menu choose the Window to which you want to link
- See Project Options for "Create a Custom Window"

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🚮 Custom Window - PTE AV Studio Pro - Slide	1 of 1				_	
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967.516			Lightness	0		
			Horizontal border offset	100		
	Guatam Window		Vertical border offset	50		
	Custom Window 2		Min width	0		_
			Horizontal text alignment	0		
			Vertical text alignment	0		
			Common			
			Common			
			Text shadow		Customize	
			Transparent to selection			
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			Show back side			
		Printer Street	Hide child objects			
all and a second second			🖌 Shadow		Customize	
			Time range	0	- 10000	
The second second second			Action on mouse click ———			
•		•	Show Window			
	0.000	÷	Window4			
Button1	0.000		1. Window1			
			2. Window2			
			3. Window3			
			4. Window4			
Project Options Slide Options	Preview Full duration: 10.0 s	Tools				

## • In Text (for the Button) add the required Text

Objects and Animation (Slide 1 of 1)			-		×	
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		Name     Button1       Sharper/Smoother     -100       Low quality of resizing	Arial		•	1
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Project Options Slide Options	Preview C Full dura Tools					T

• In Preview or when the EXE is running clicking on the Button activates the Custom Window



## Shadow - Customise Shadow

Objects and Animation (Slide 1 of 1)	– 🗆 X
🛒 M 🛄 🞯 T 🔲 🖬 ಶ 🕐 🗈 👗 🛍 🛪 🗮 👻 🗛	Close
	Properties Animation Drop shadow and glow X ^
	Drop shadow and glow X   Name Color   Picture Opacity   Opacity 100   Main object Angle   Sharper/Smooth Jistance   Low quality Distance   Distance 24.3   Convert to A Size   Size 20.44   Animated In   Edge antialia   Aspect Crop   Image Crop   Border (px)   Shadow for 3D mode   Common   OK   Cancel   Show front side   Show back side   Hide child objects
	Shadow Customize
	Fit mode Fit  Time range 0 - 5000 Action on mouse click None
<	🗾 bright
bright 0.000	
Project Options         Slide Options         Preview         Image: Tools         Tools	

- Colour and Opacity determine the colour and strength of the shadow
- Angle determines the direction of the shadow
- Distance determines how far away from the object the shadow lies.
- A distance setting of zero produces a Global shadow directly behind the object and therefore on all four sides
- Size determines the "spread" of the shadow
- In the drop-down menu labelled "Linear" are a number of shadow profiles which the user can try for a variety of shadow effects
- Drop Shadow Templates allows the user to Save frequently used shadow profiles

#### **Shadow Profiles / Styles**

- The available Profiles giving two examples of each:
- Linear:



• Cone:

![](_page_7_Picture_13.jpeg)

• Cone - Inverted:

![](_page_8_Picture_1.jpeg)

• Cove - Deep

![](_page_8_Picture_3.jpeg)

![](_page_8_Picture_4.jpeg)

• Cove - Shallow

![](_page_8_Picture_6.jpeg)

• Gaussian:

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![](_page_9_Picture_1.jpeg)

• Half Round

![](_page_9_Picture_3.jpeg)

• Ring

![](_page_9_Picture_5.jpeg)

• Ring - Double

![](_page_10_Picture_2.jpeg)

#### • Tooth:

![](_page_10_Picture_4.jpeg)

Please go to Project Options for details on Customising the Window Project Options Advanced Tab/Advanced Options

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Permanent link: https://docs.pteavstudio.com/en-us/10.0/objectsandanimation\_1/properties\_tab?rev=1579784739

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![](_page_10_Picture_9.jpeg)