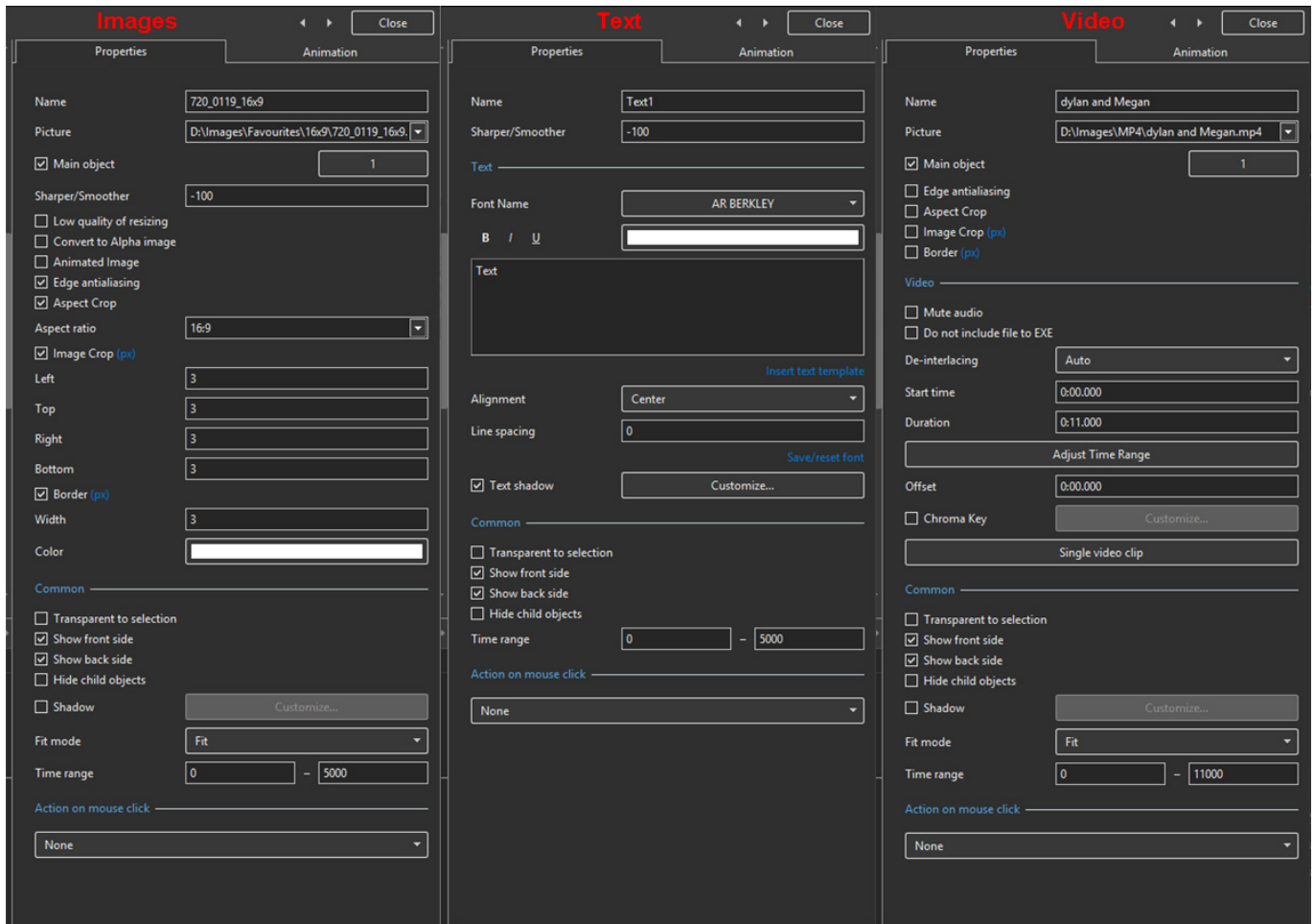


# Properties Tab

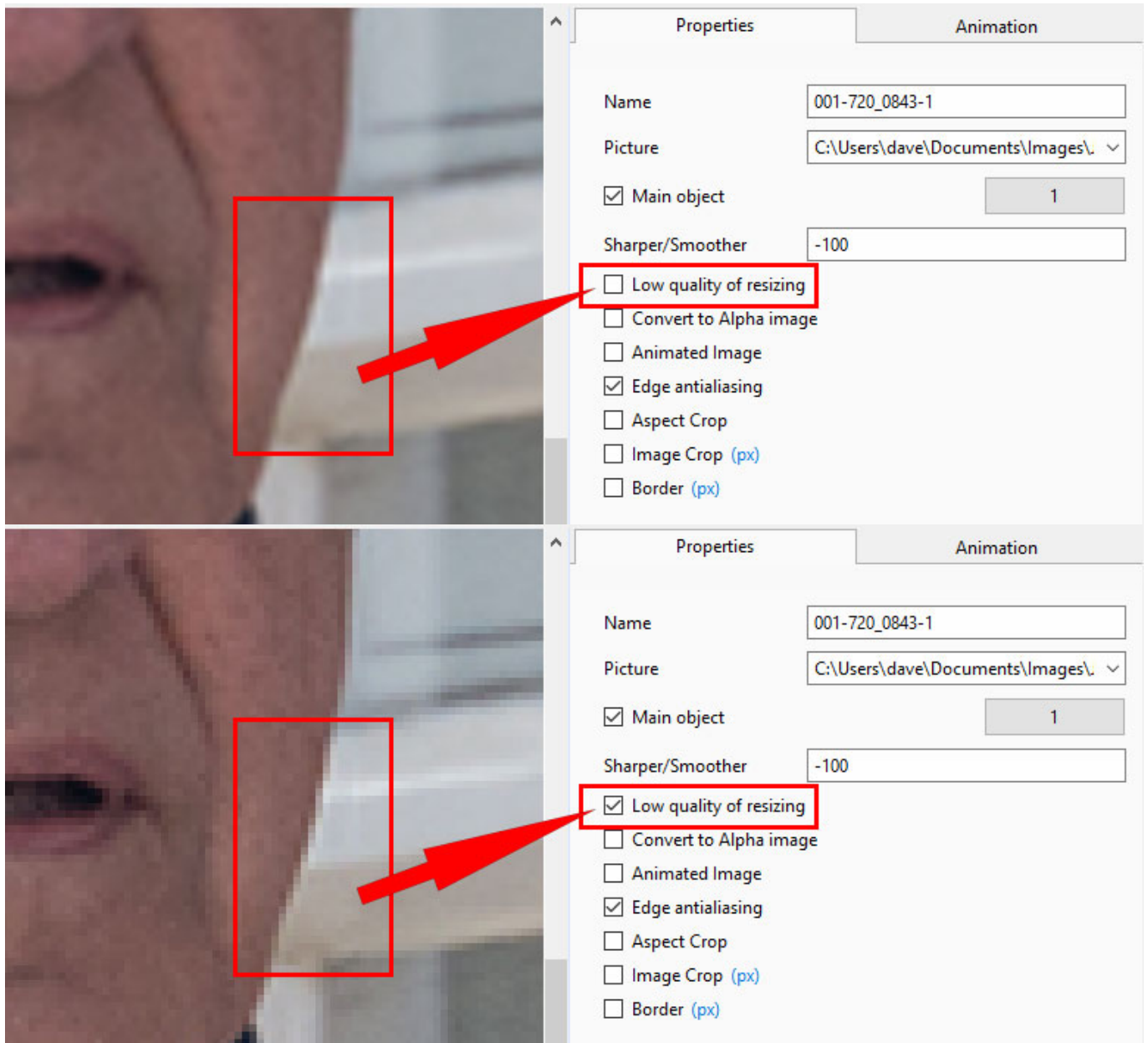
- The “Properties” tab is shown below.
- This is used to control and adjust the properties of objects inserted into the Editor window.
- Objects can be inserted using the menu toolbar at the top left of the window.
- The actual parameters shown in this tab vary depending on the type of object selected,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



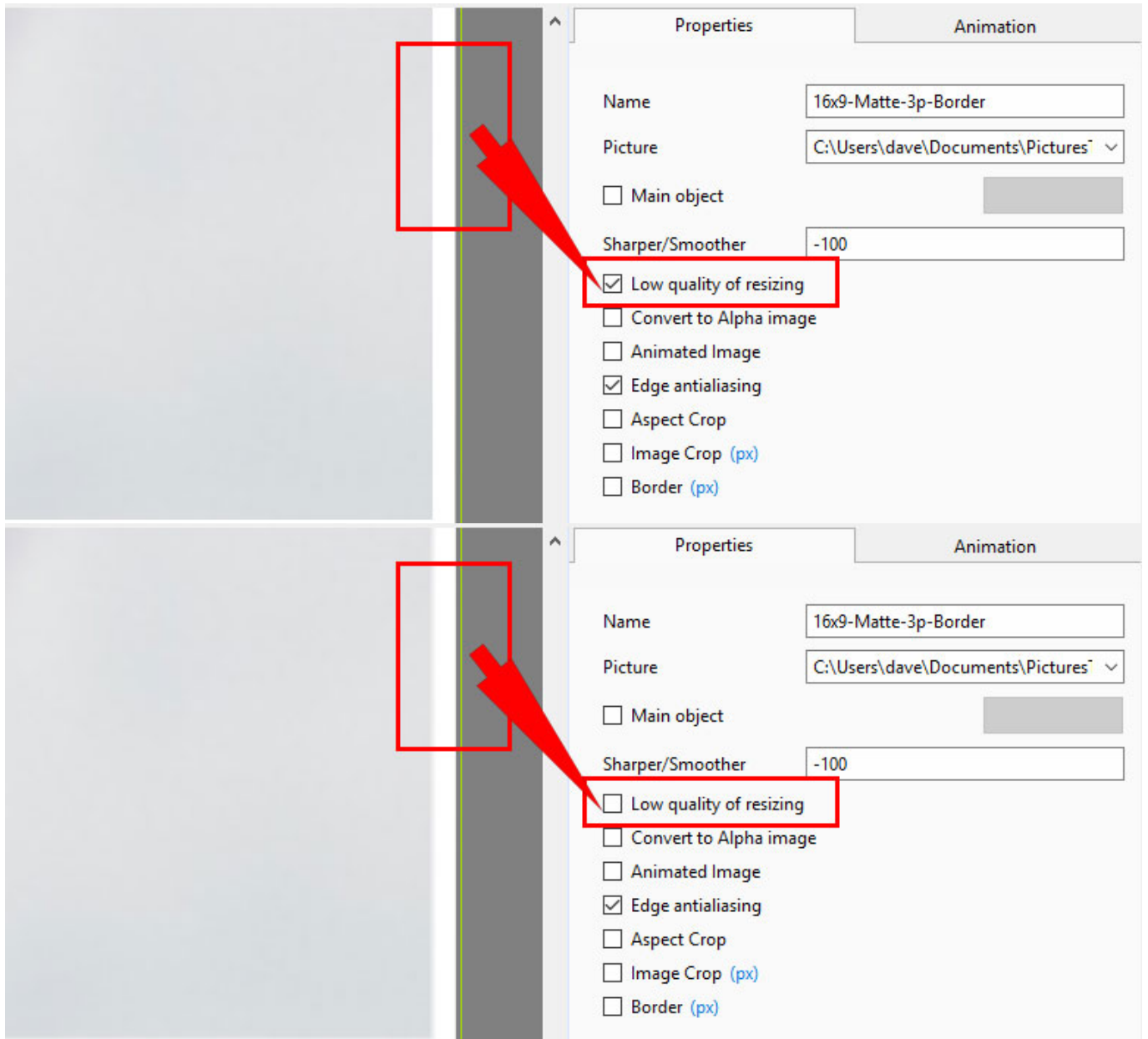
- Name: This contains the name of the selected object which can be changed to more readily identify an object
- Picture: This is the file name and location of the selected object. An alternative object (with the same properties, key frames etc) can be selected by changing the object address
- Sharper(-)/Smoother(+):The 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

## Low Quality of Resizing Examples

- Using this Control with Images which have been zoomed:

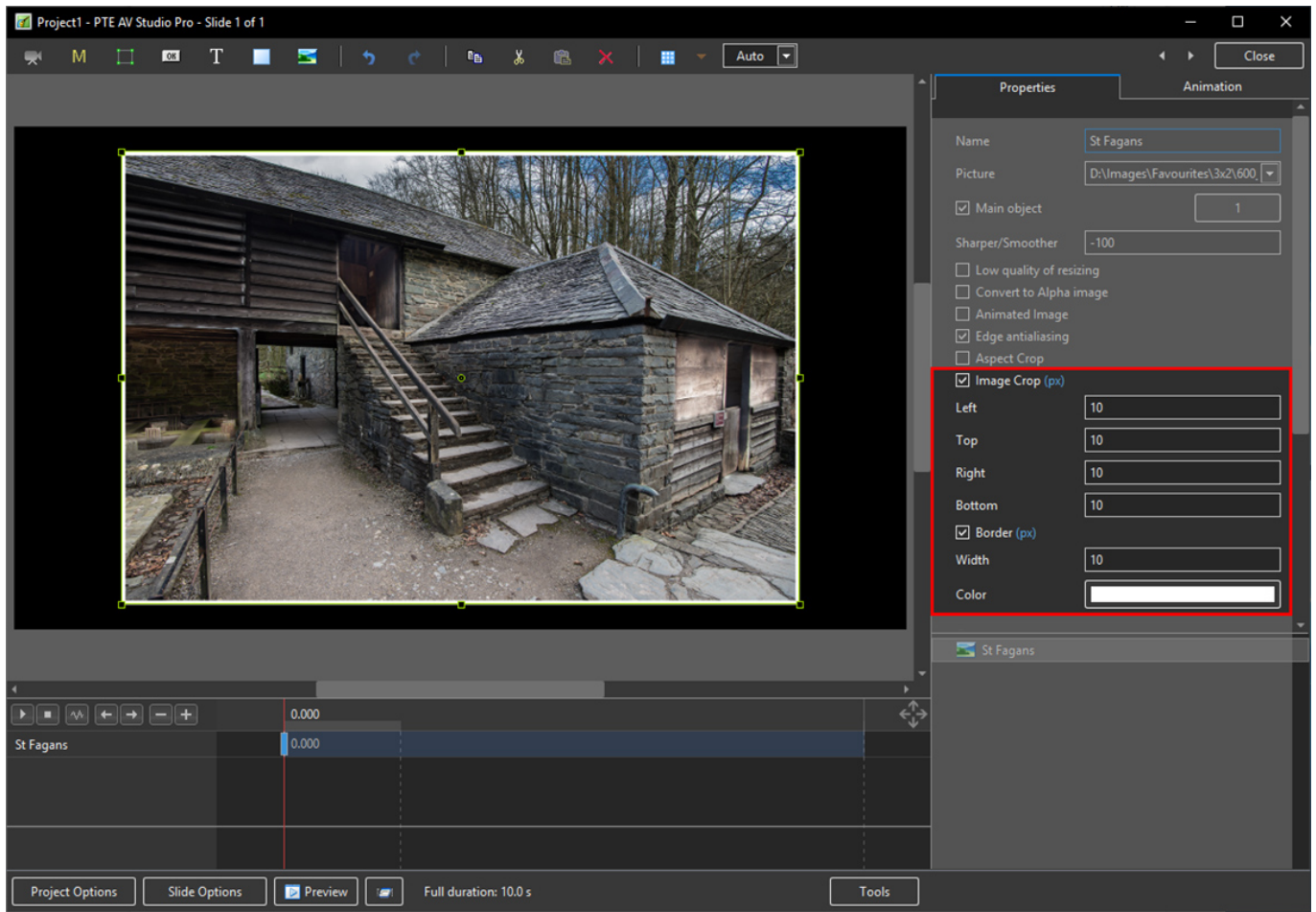


- At 100% (original Pixels) the effect is that of slight sharpening the image
- At higher percentages the effect is that shown above
- And with Borders made in an External Editor etc



## Image Crop and Border

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



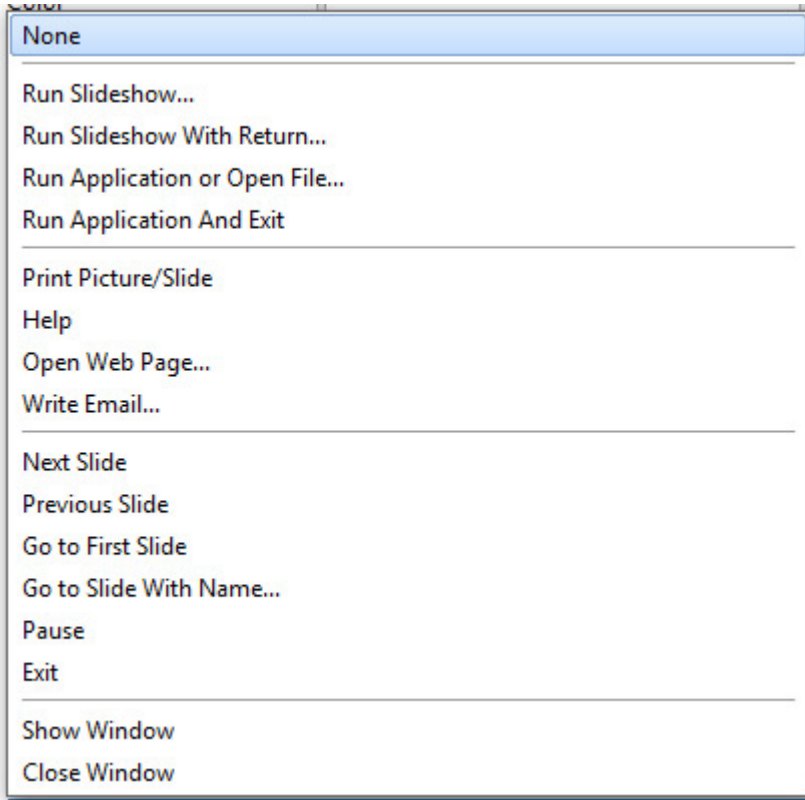
- Use Image crop to subtract x Pixels from all sides of the Object/Image
- Use Border to add the same x Pixels to the Object/Image
- Choose a colour for the Border
- The Object/Image complete with Border is then the same Aspect Ratio as the original Object/Image

## 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

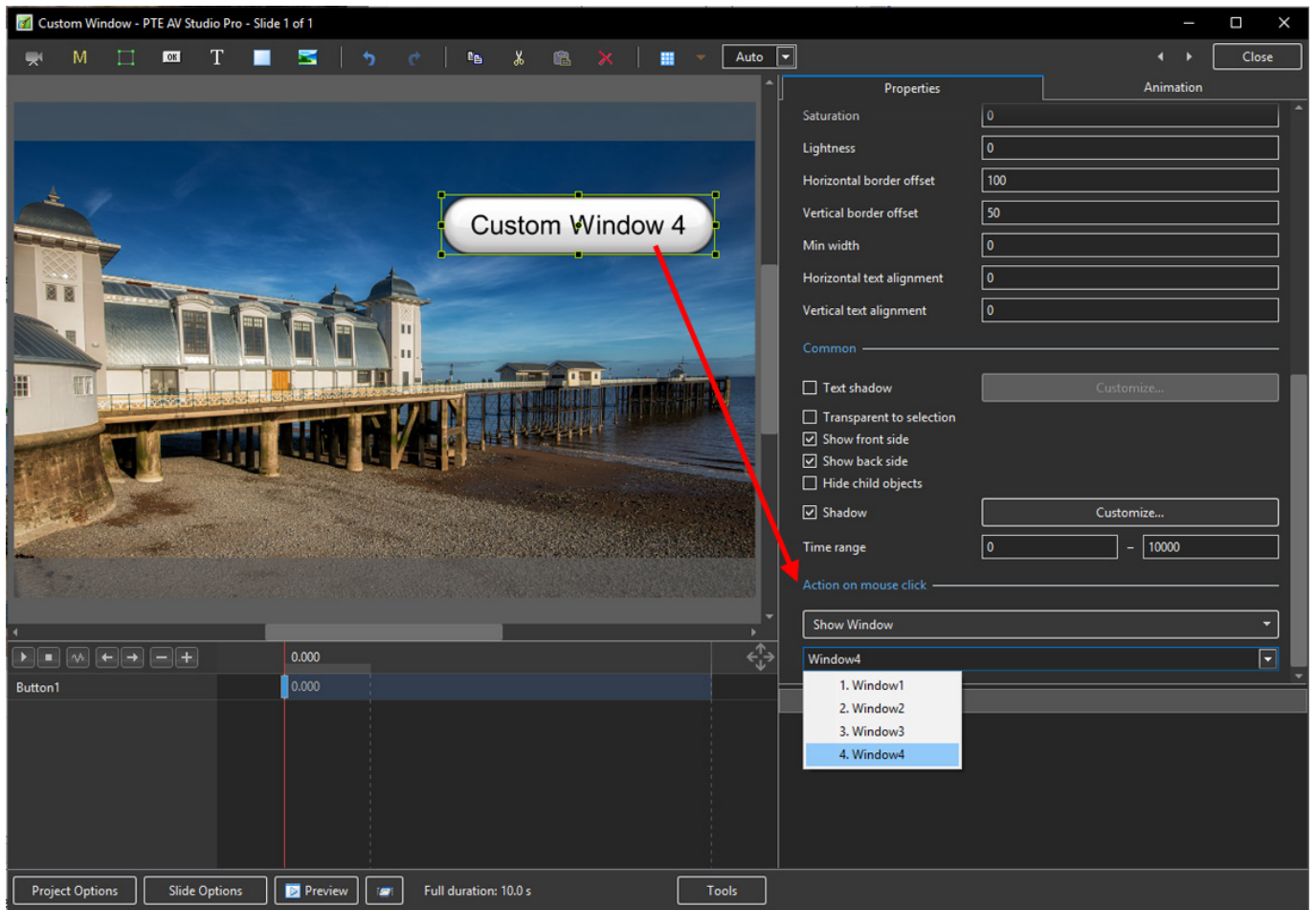
## Action on Mouse Click

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

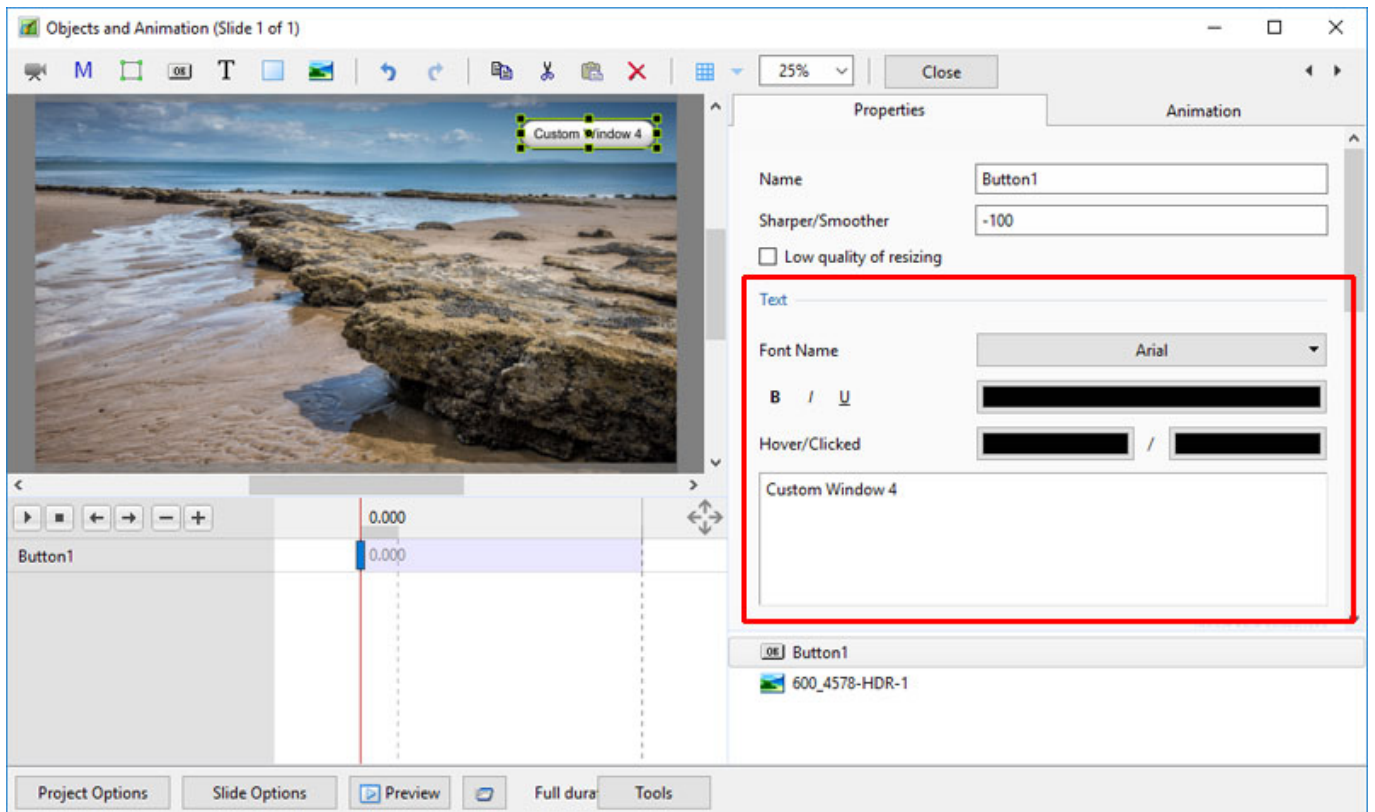


## Display a Custom Window

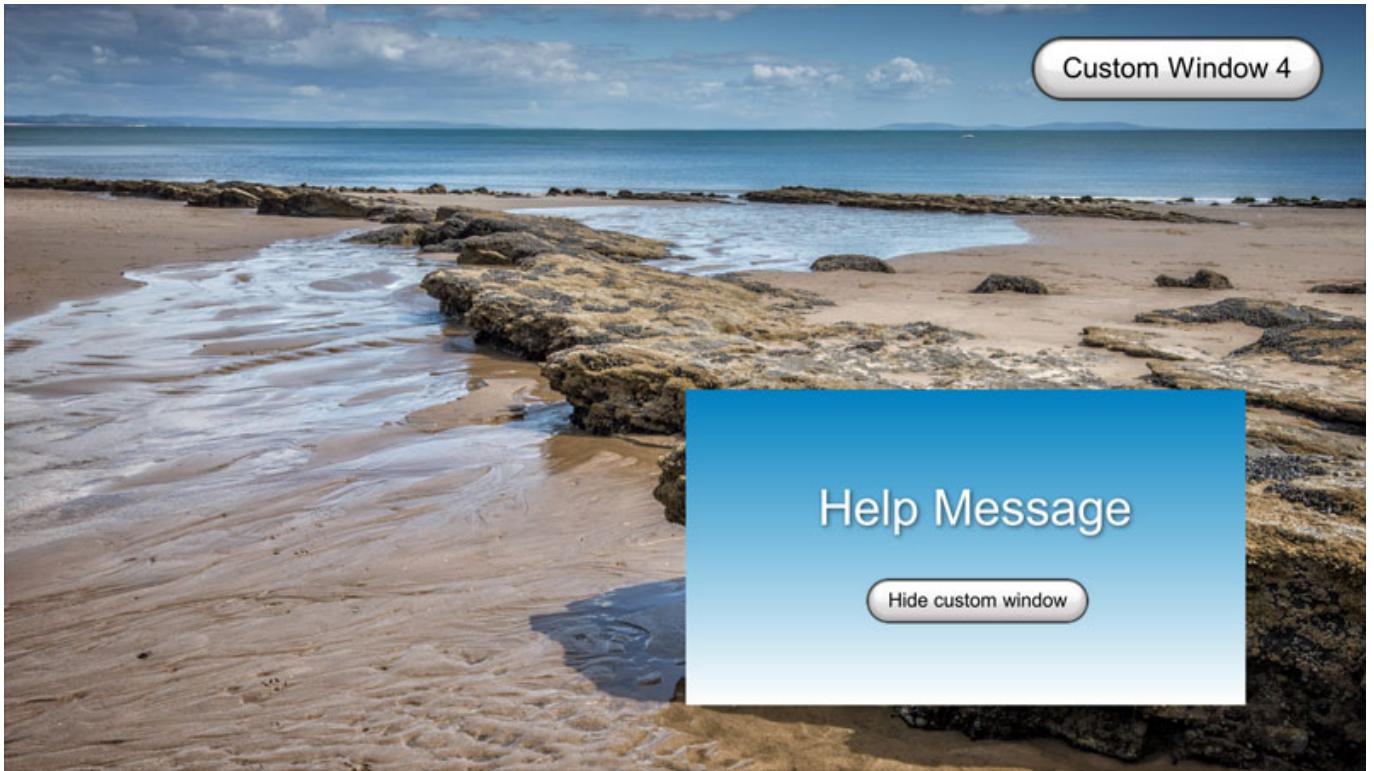
- In Objects and Animation add a Button (The Button can be made Transparent by changing its Opacity in the Animation Tab if required)
- In “Action on Mouse Click” click on the Button and choose “Show Window”
- From the Drop down Menu choose the Window to which you want to link
- See Project Options/Advanced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



- In Text (for the Button) add the required Text



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



### Shadow - Customise Shadow

A screenshot of the PTE AV Studio interface. The main window shows a slide with an image of a church interior. The Properties panel on the right has the "Shadow" checkbox checked. A "Drop shadow and glow" dialog box is open, showing settings for color, opacity, angle, distance, size, and a "Linear" drop shadow template. A red box highlights the "Shadow" checkbox and the "Customize..." button in the Properties panel. Red arrows point from the "Customize..." button to the dialog box and from the dialog box back to the "Shadow" checkbox. The interface includes a toolbar at the top, a timeline at the bottom, and a "bright" object selected in the Properties panel.

- 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:

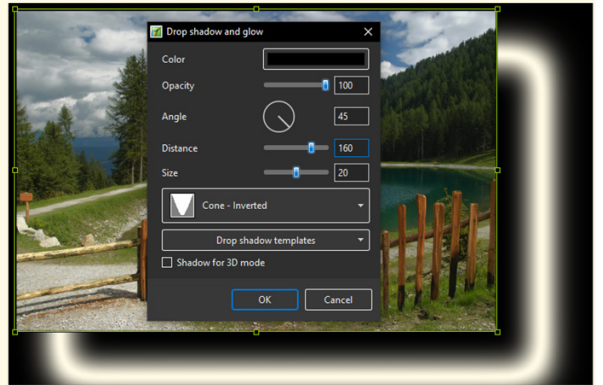
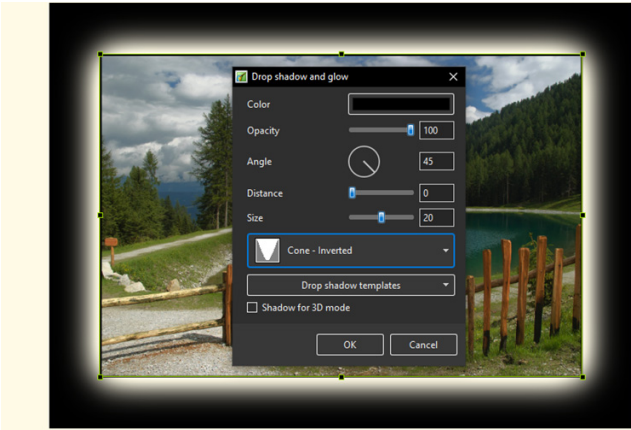


- Cone:

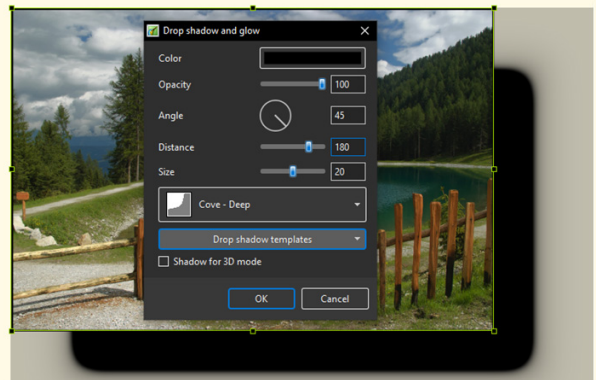
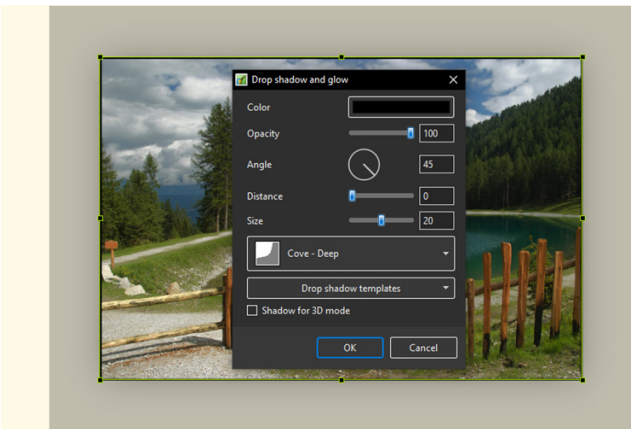


- Cone - Inverted:

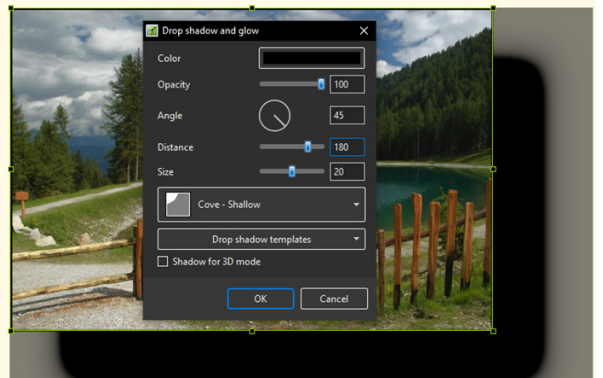
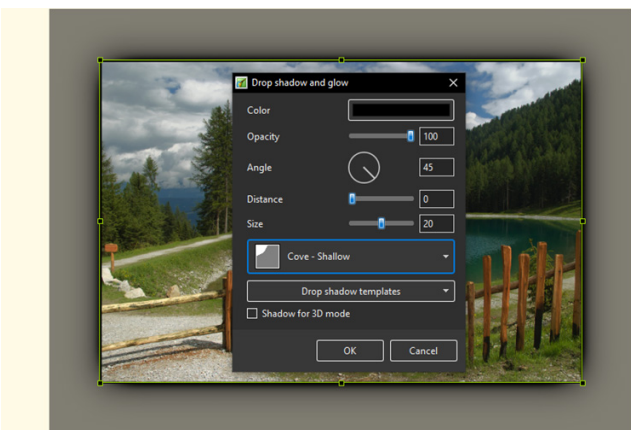




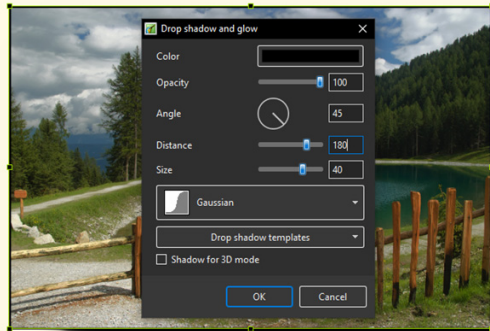
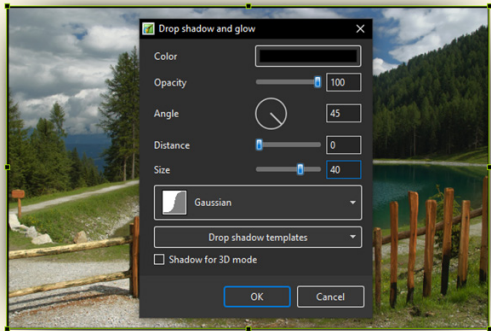
- Cove - Deep



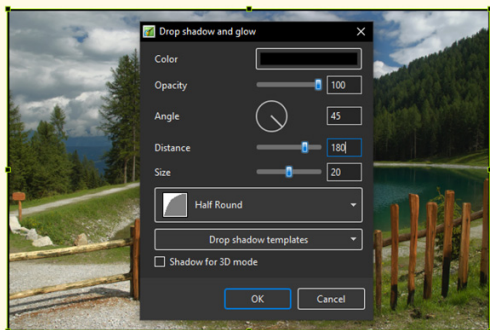
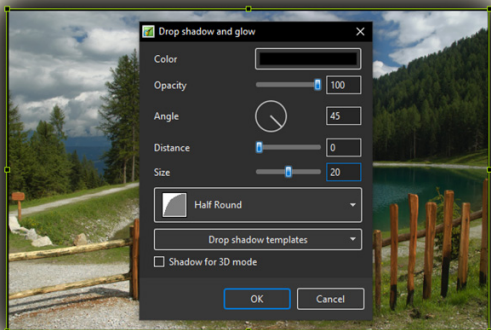
- Cove - Shallow



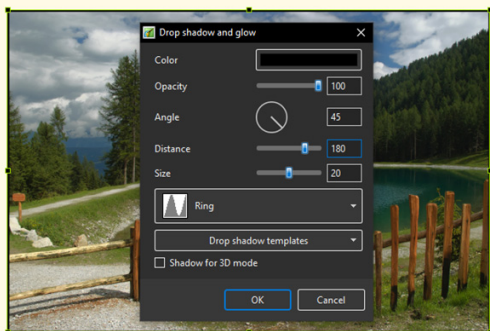
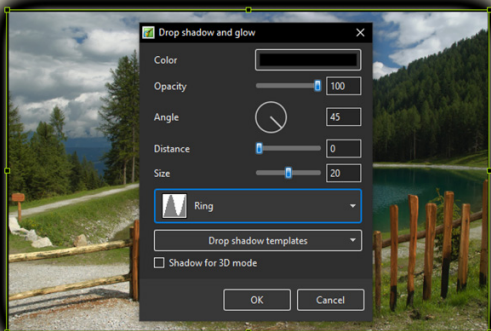
- Gaussian:



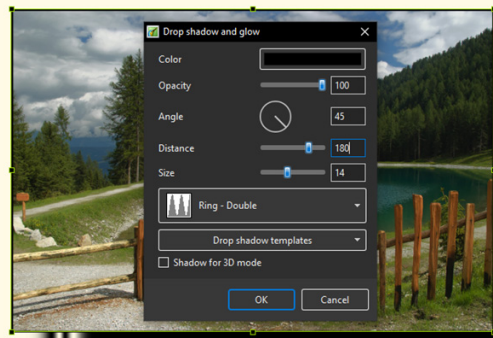
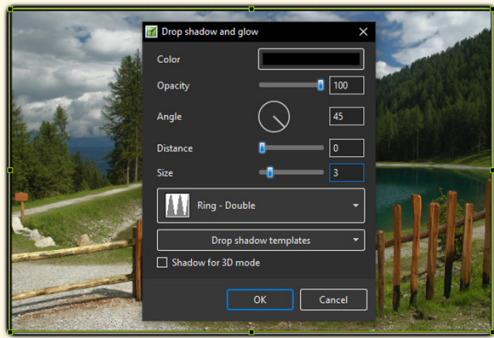
- Half Round



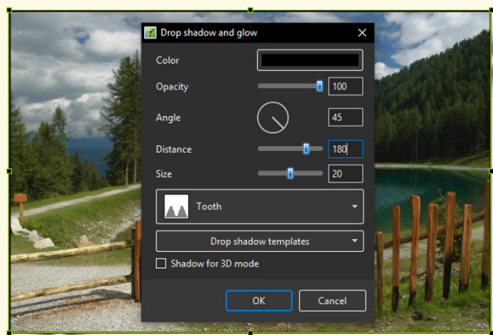
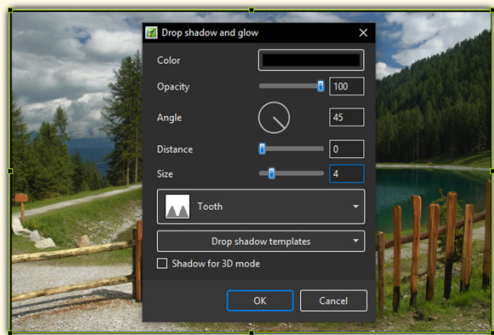
- Ring



- Ring - Double



- Tooth:



Please go to Project Options for details on Customising the Window [Project Options Advanced Tab/Advanced Options](#)

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