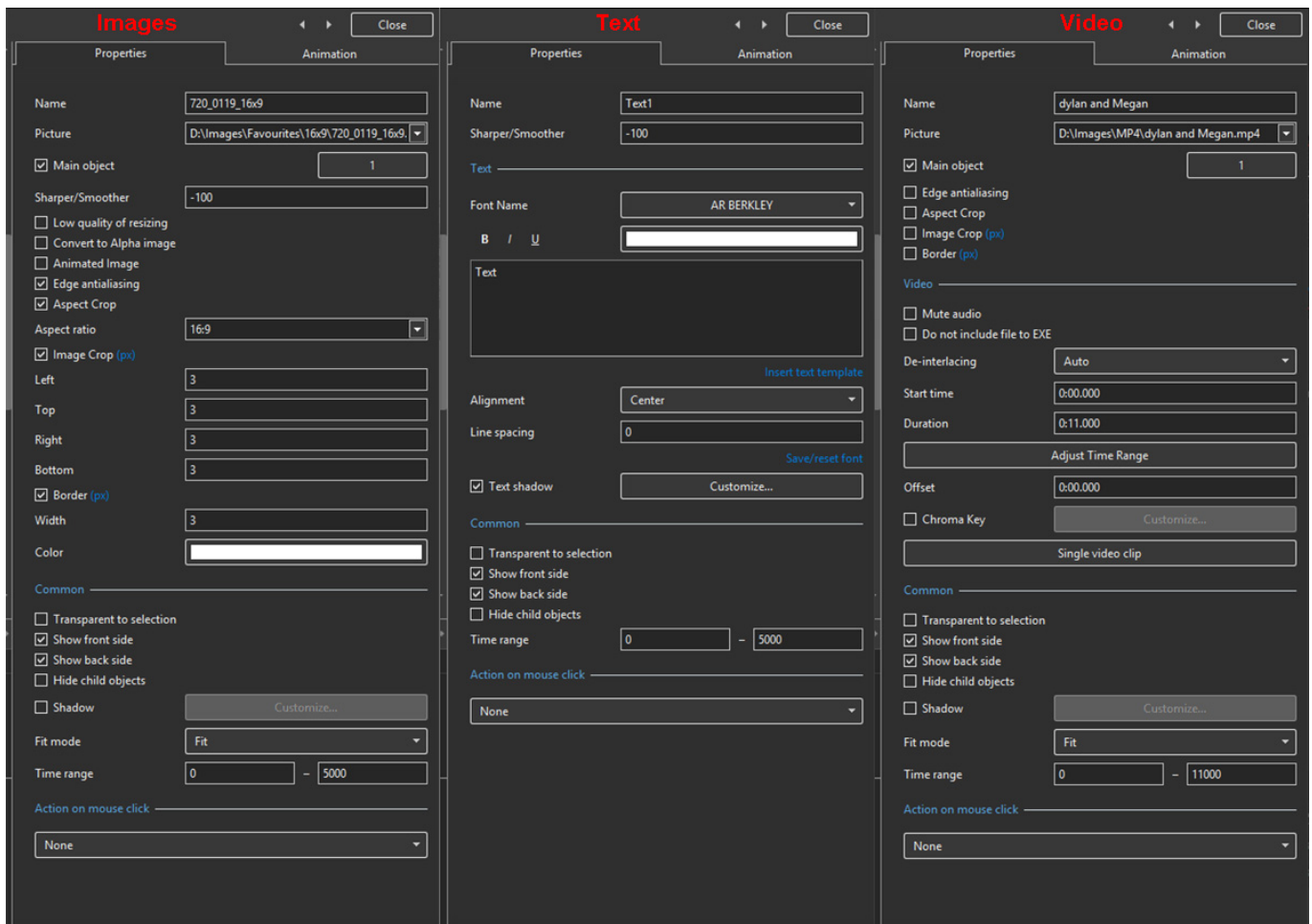


## Properties Tab

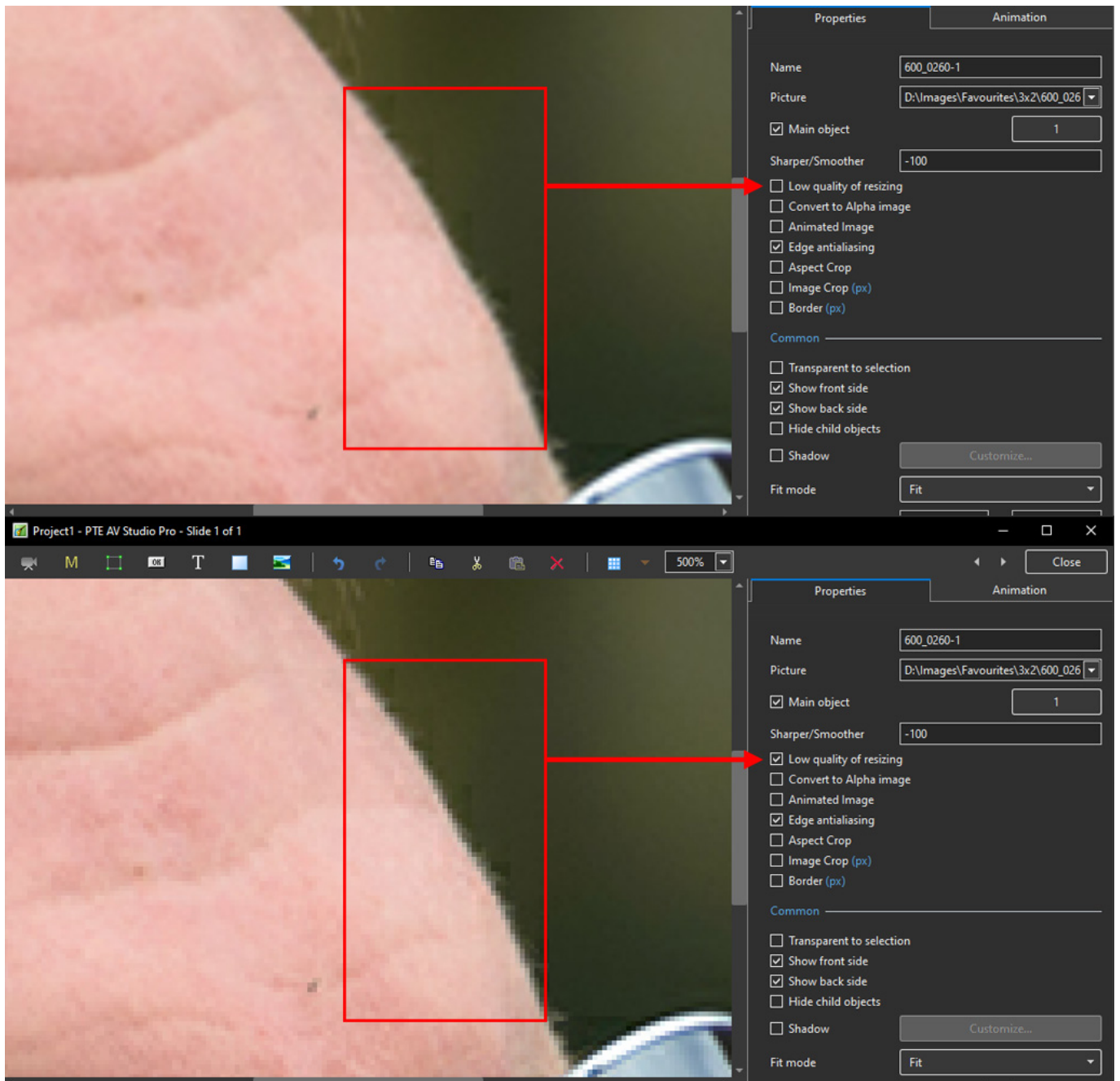
- The “Properties” tab is shown below.
- This is used to control and adjust the properties of objects inserted into the Editor window.
- Objects can be inserted using the menu toolbar at the top left of the window.
- The actual parameters shown in this tab vary depending on the type of object selected,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



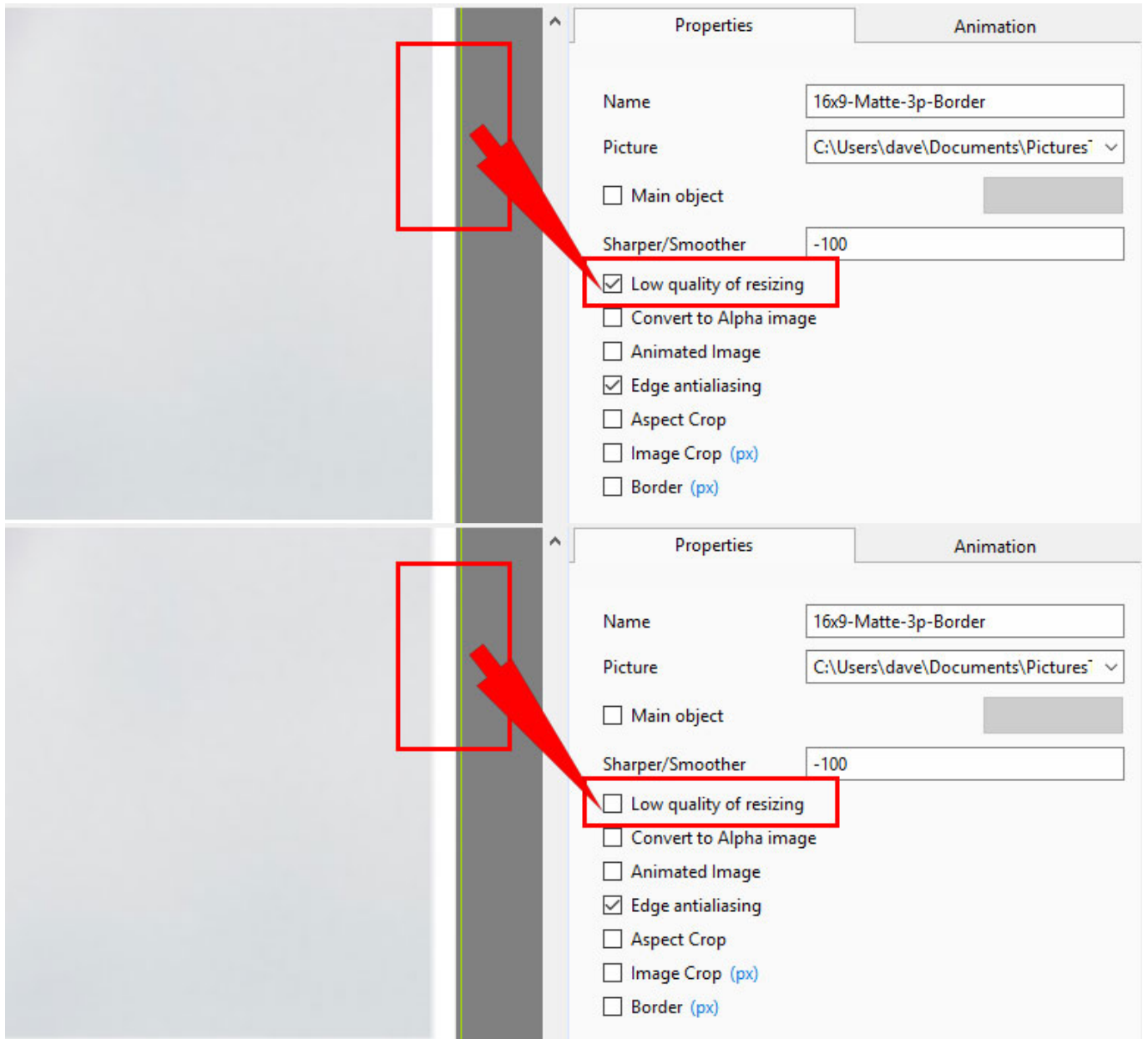
- Name: This contains the name of the selected object which can be changed to more readily identify an object
- Picture: This is the file name and location of the selected object. An alternative object (with the same properties, key frames etc) can be selected by changing the object address
- Sharper(-)/Smoother(+):The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

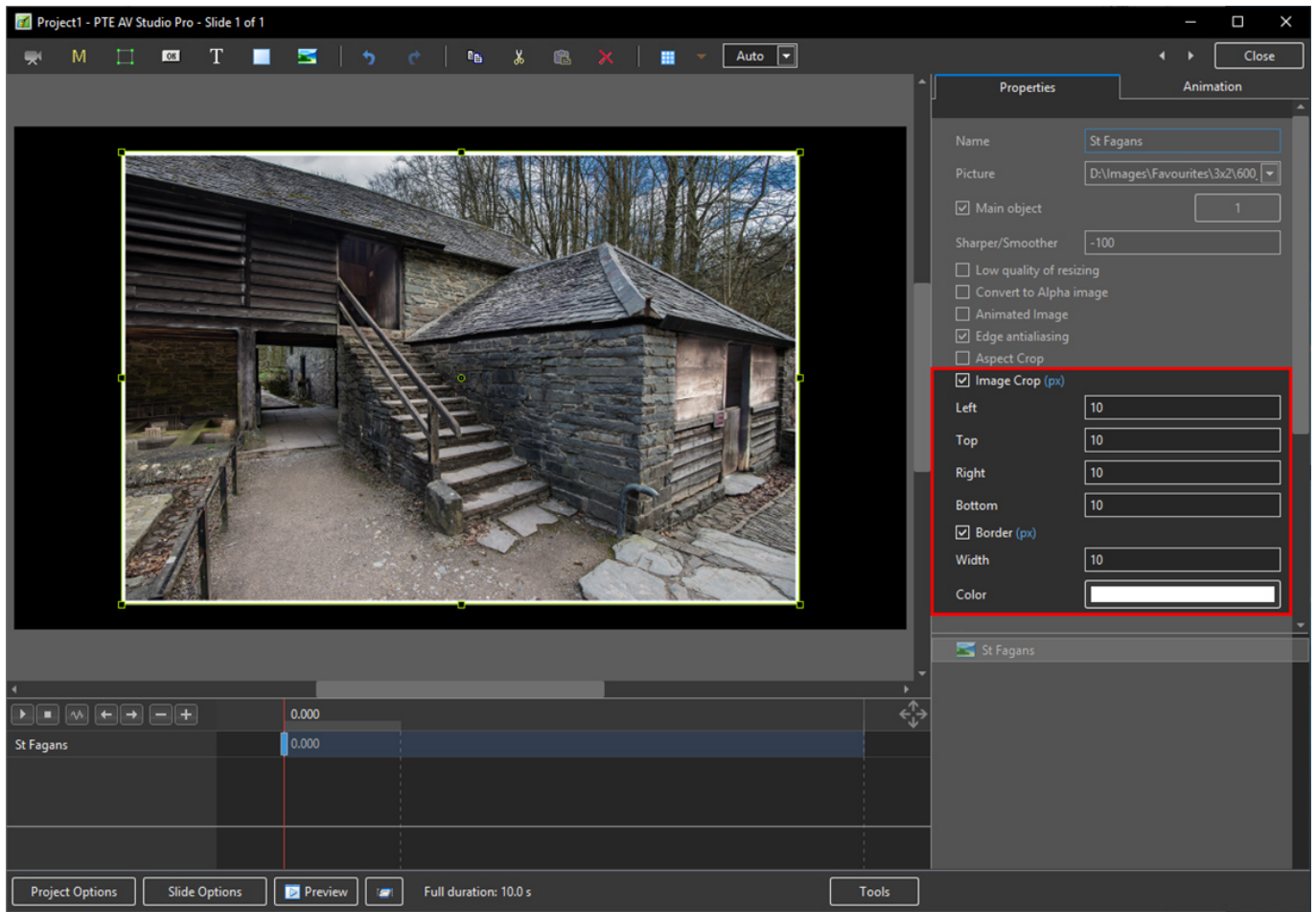


- At 100% (original Pixels) the effect is that of slight sharpening the image
- At higher percentages the effect is that shown above
- And with Borders made in an External Editor etc



### Image Crop and Border

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



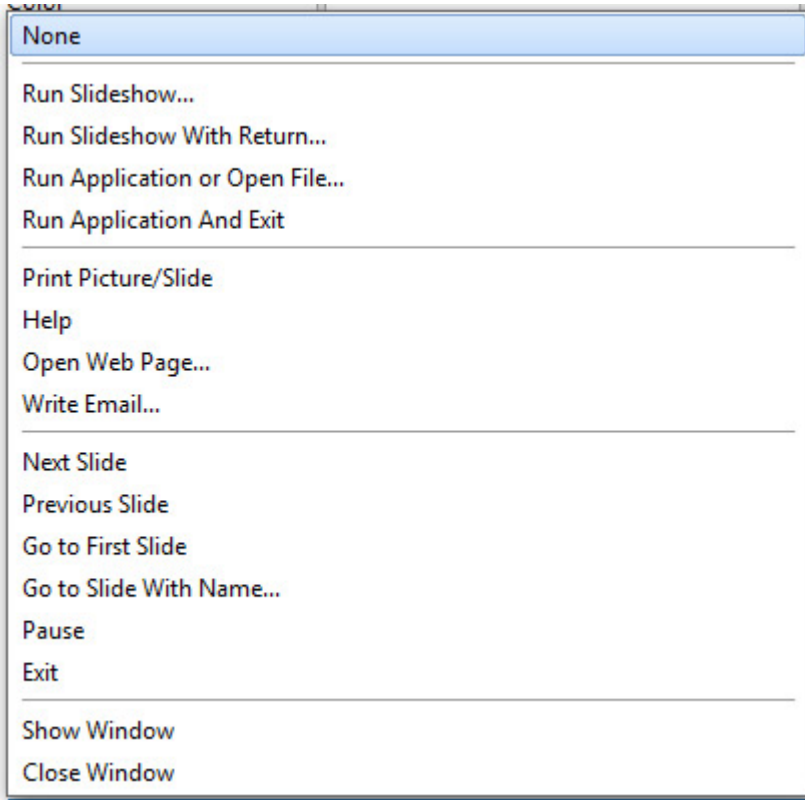
- Use Image crop to subtract x Pixels from all sides of the Object/Image
- Use Border to add the same x Pixels to the Object/Image
- Choose a colour for the Border
- The Object/Image complete with Border is then the same Aspect Ratio as the original Object/Image

## 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

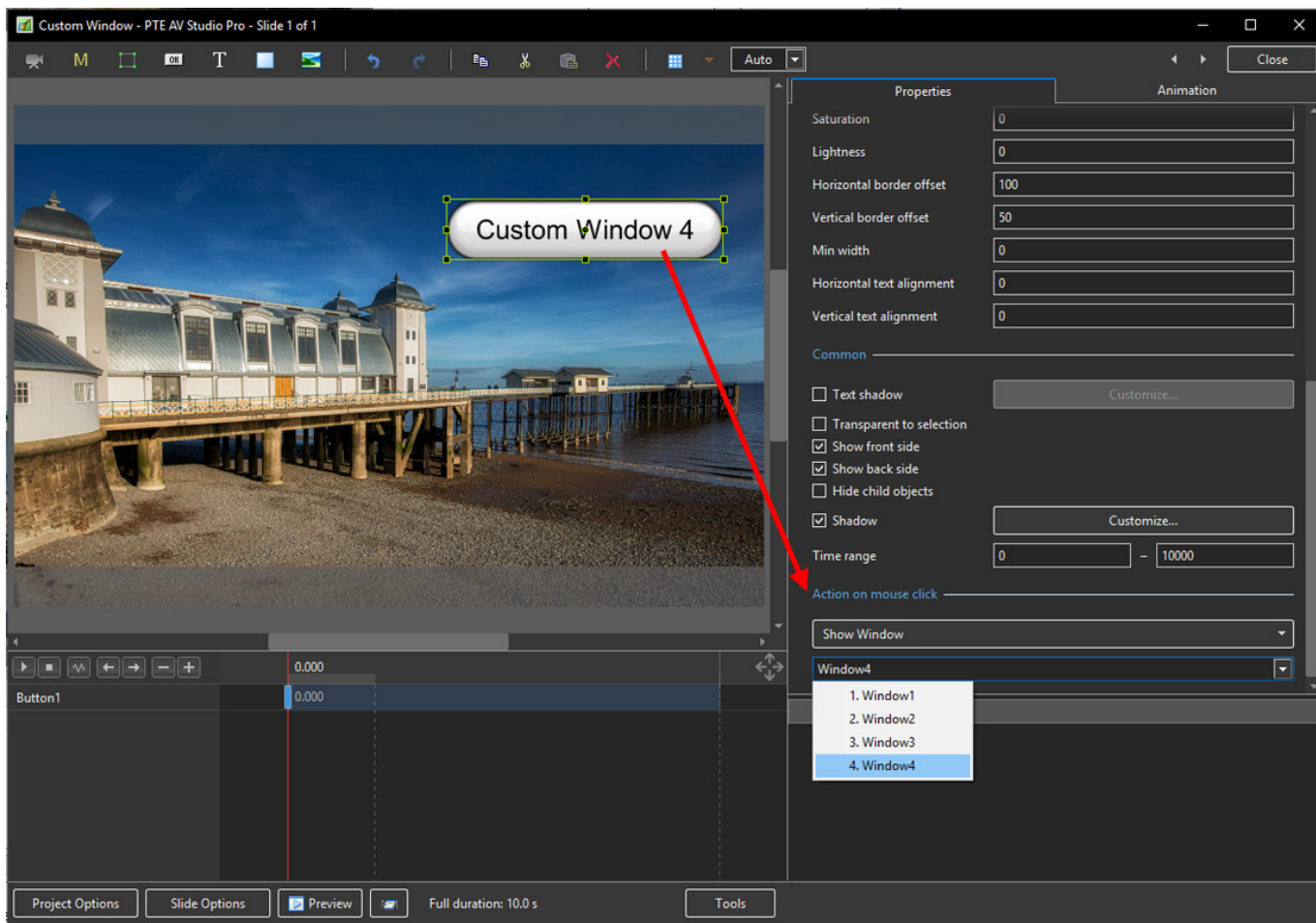
## Action on Mouse Click

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

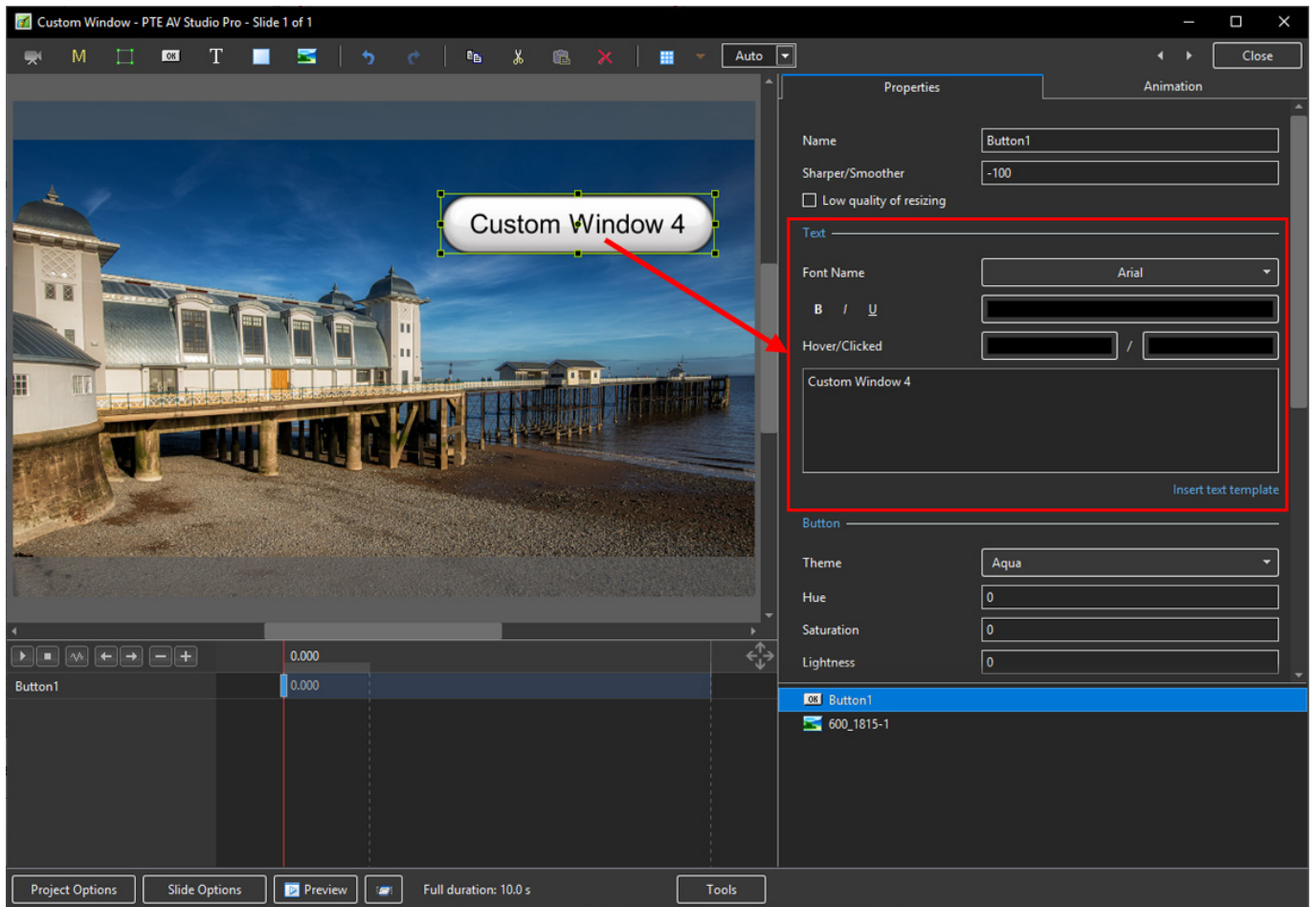


## Display a Custom Window

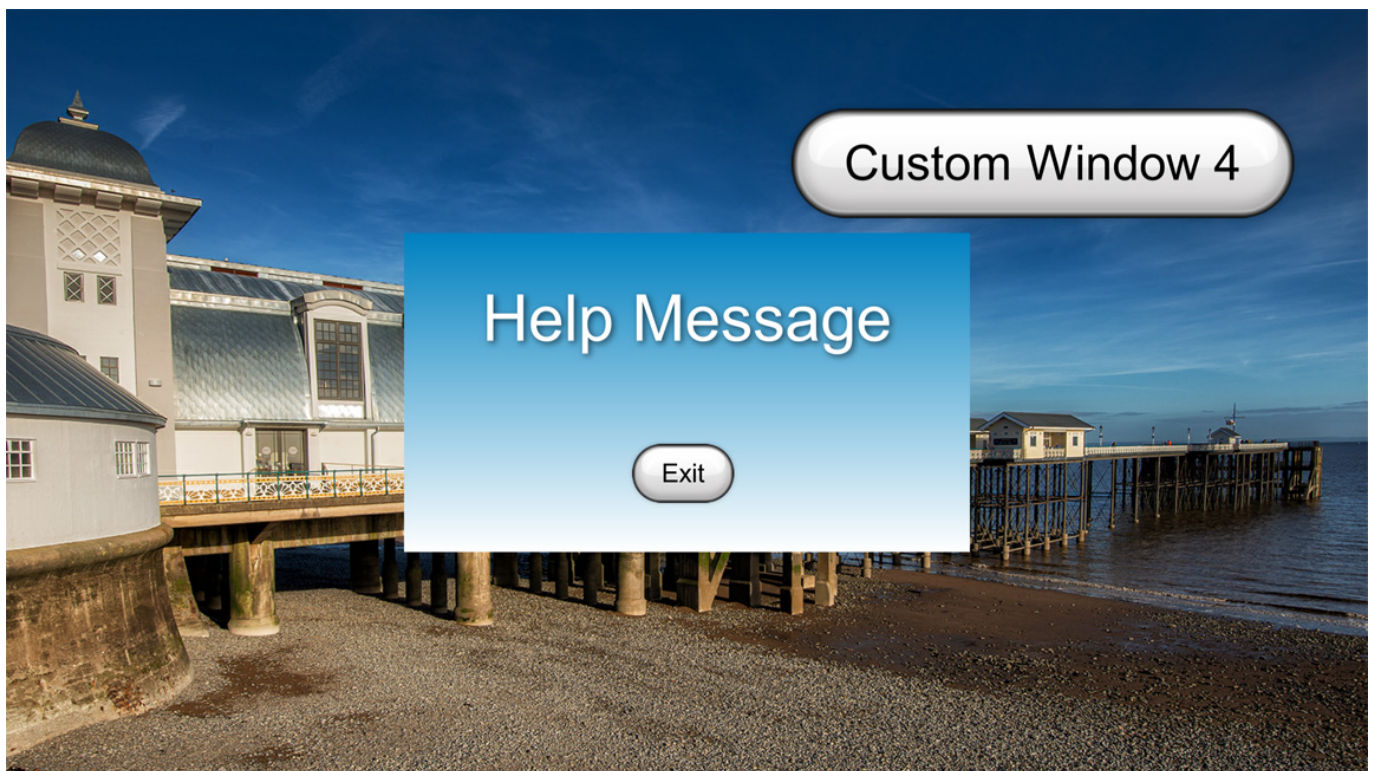
- In Objects and Animation add a Button (The Button can be made Transparent by changing its Opacity in the Animation Tab if required)
- In “Action on Mouse Click” click on the Button and choose “Show Window”
- From the Drop down Menu choose the Window to which you want to link
- See Project Options/Advanced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



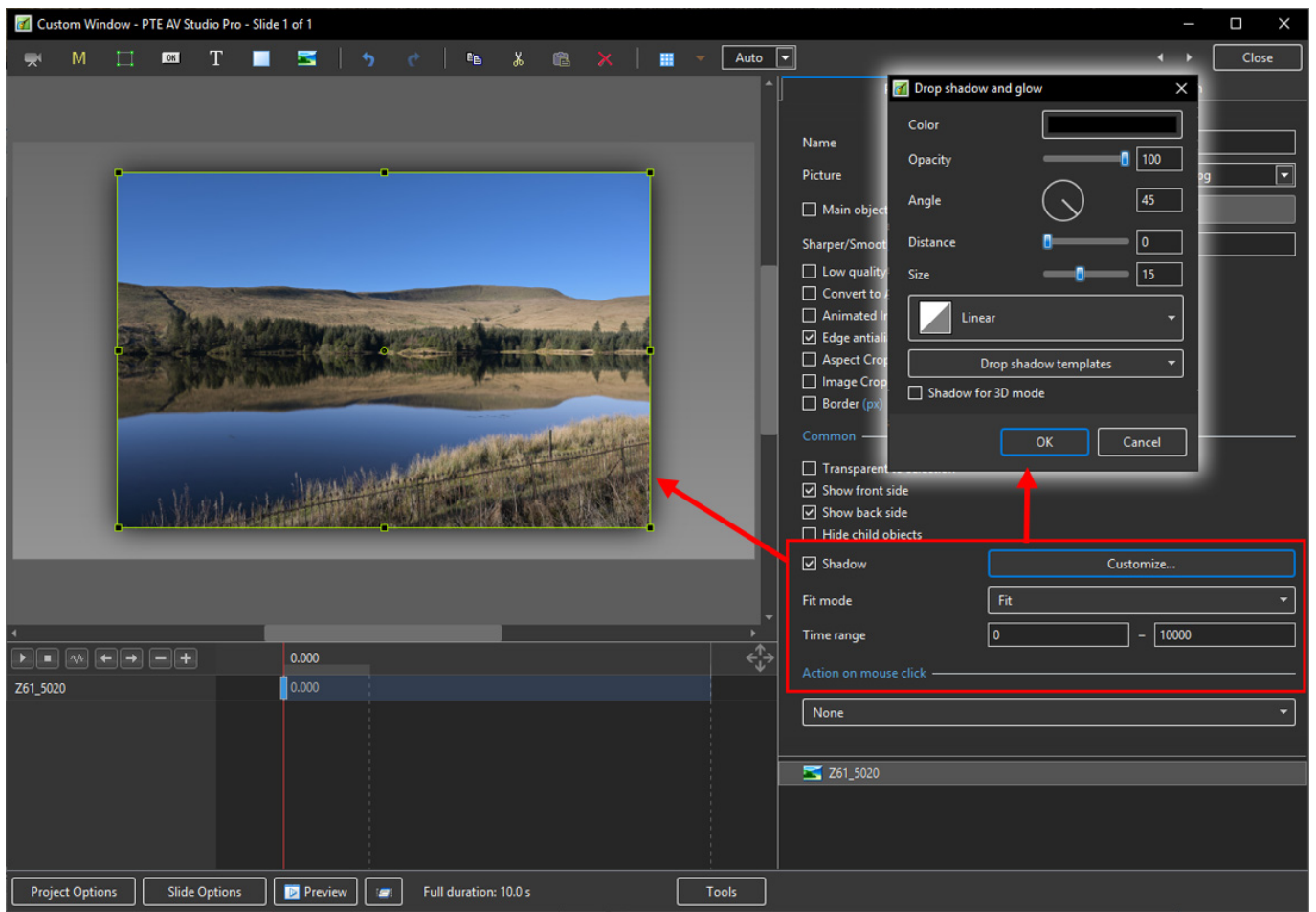
- In Text (for the Button) add the required Text



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



## Shadow - Customise Shadow

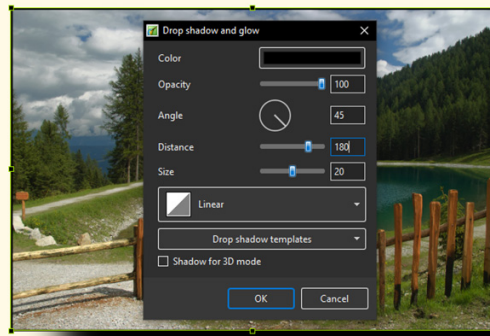
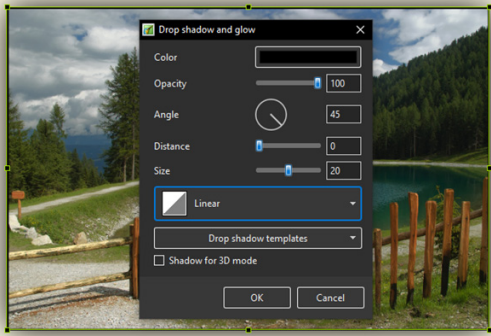


- Colour and Opacity determine the colour and strength of the shadow
- Angle determines the direction of the shadow
- Distance determines how far away from the object the shadow lies.
- A distance setting of zero produces a Global shadow directly behind the object and therefore on all four sides
- Size 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

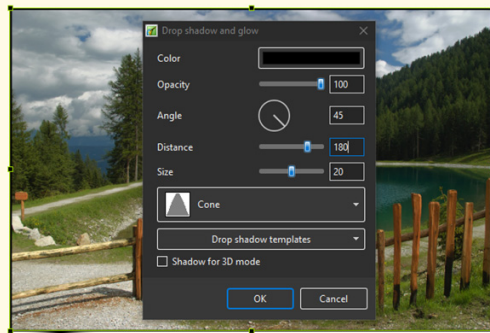
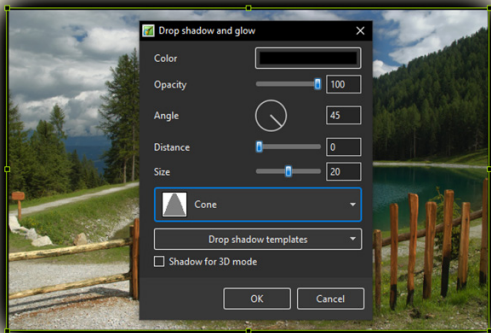
## Shadow Profiles / Styles

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

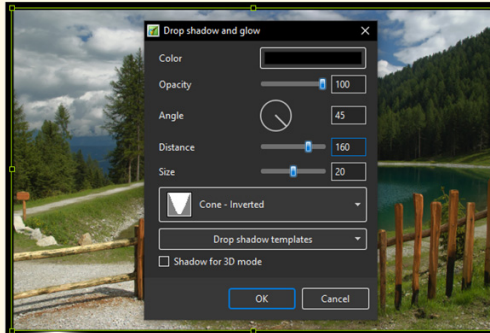
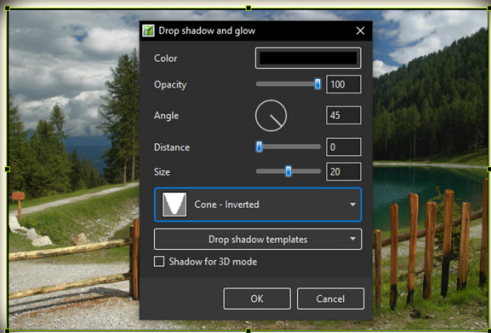




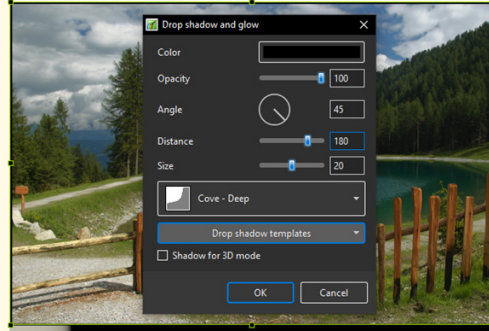
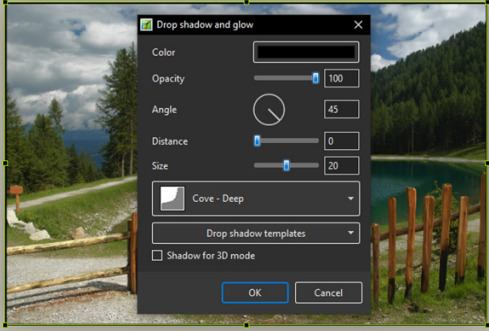
• Cone:



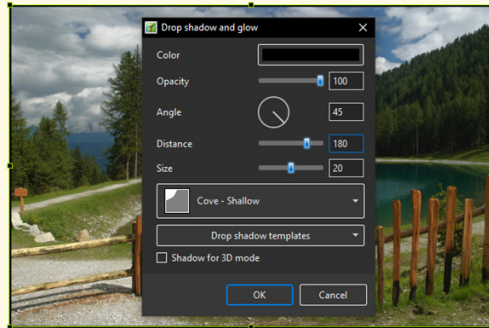
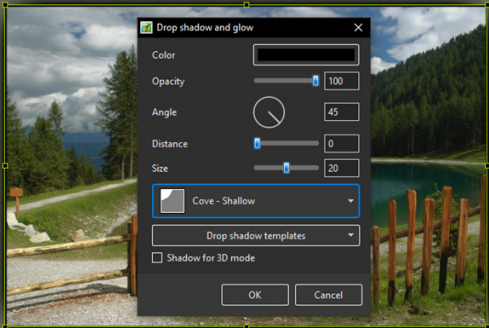
• Cone - Inverted:



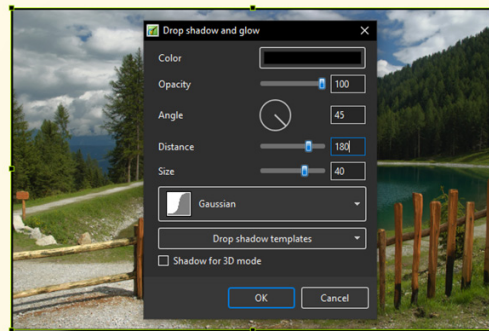
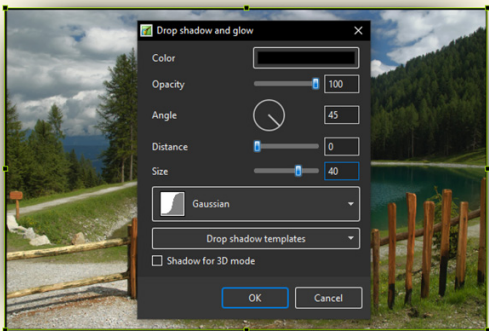
• Cove - Deep



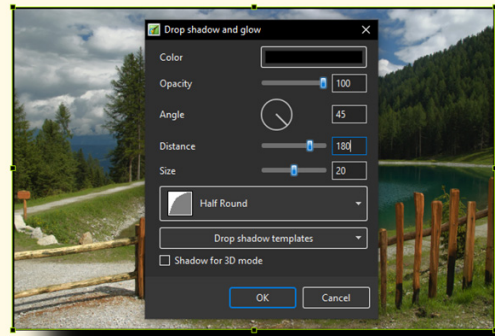
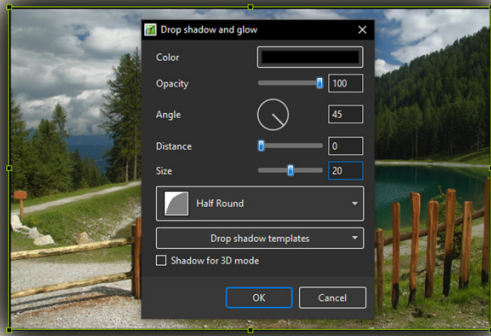
- Cove - Shallow



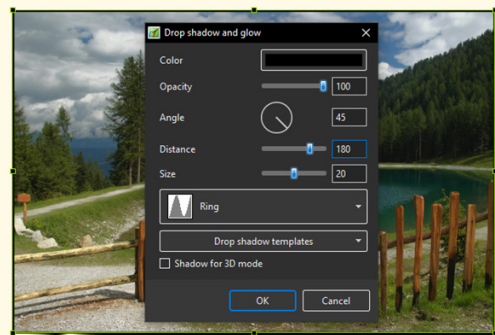
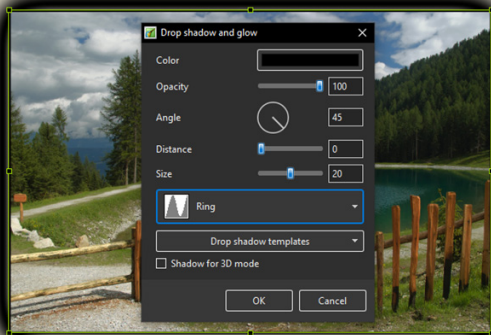
- Gaussian:



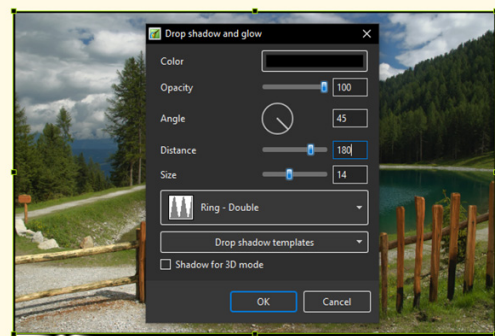
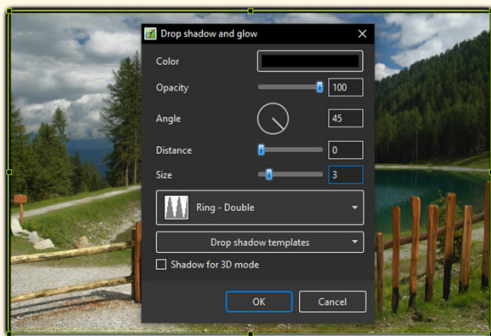
- Half Round



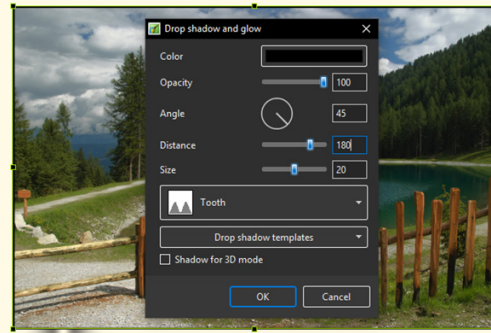
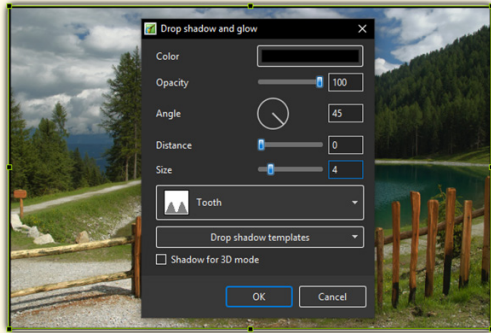
- Ring



- Ring - Double



- Tooth:



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

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Last update: **2022/12/19 11:45**

