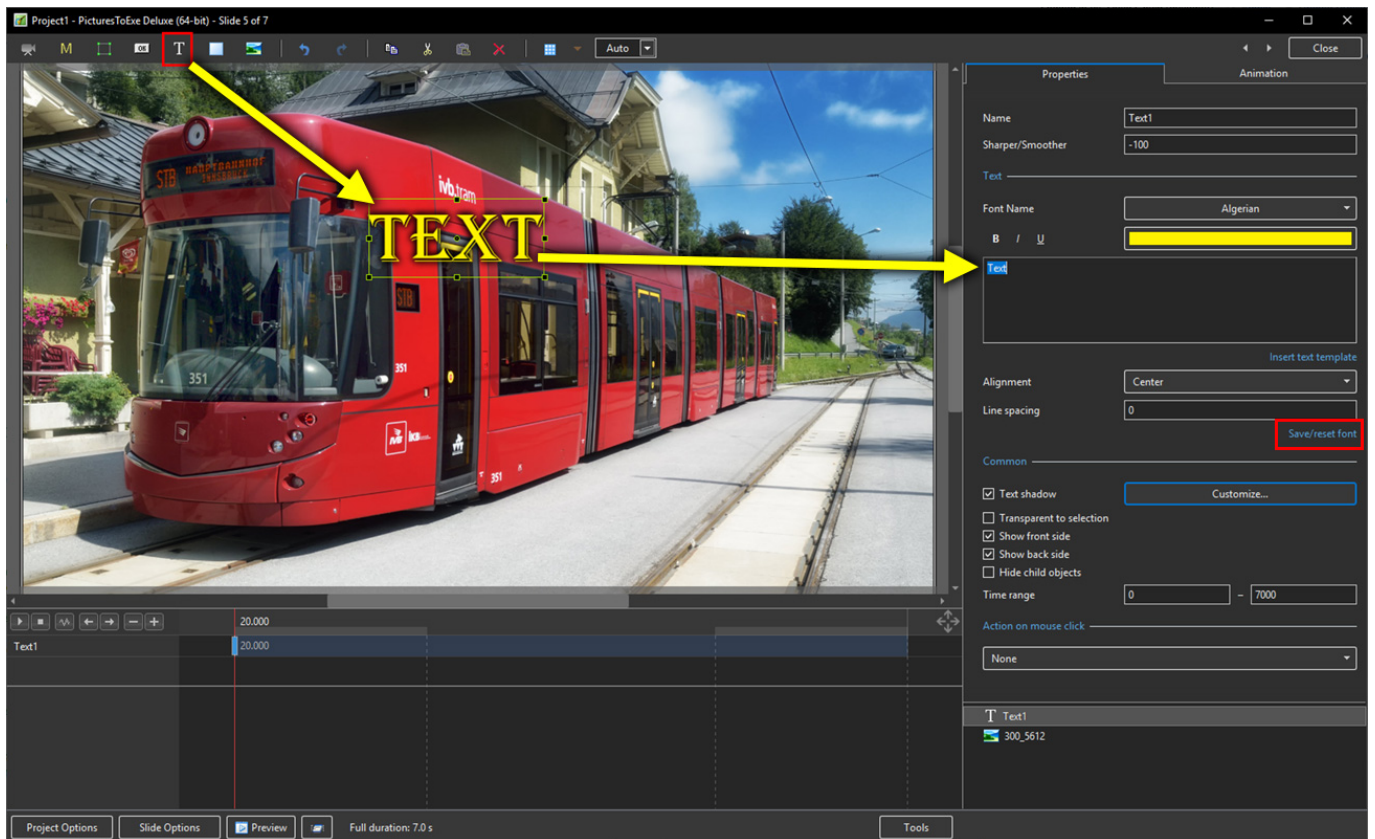


# Add a Text Object

In Objects and Animation it is possible to add a Text Object to a Slide by clicking on the Text Icon (T) on the Menu Bar.

Alternatively right-click on a blank space and choose Add/Text



\* The Highlighted "Text" in the Text Box can then be overwritten with the user's own required Text

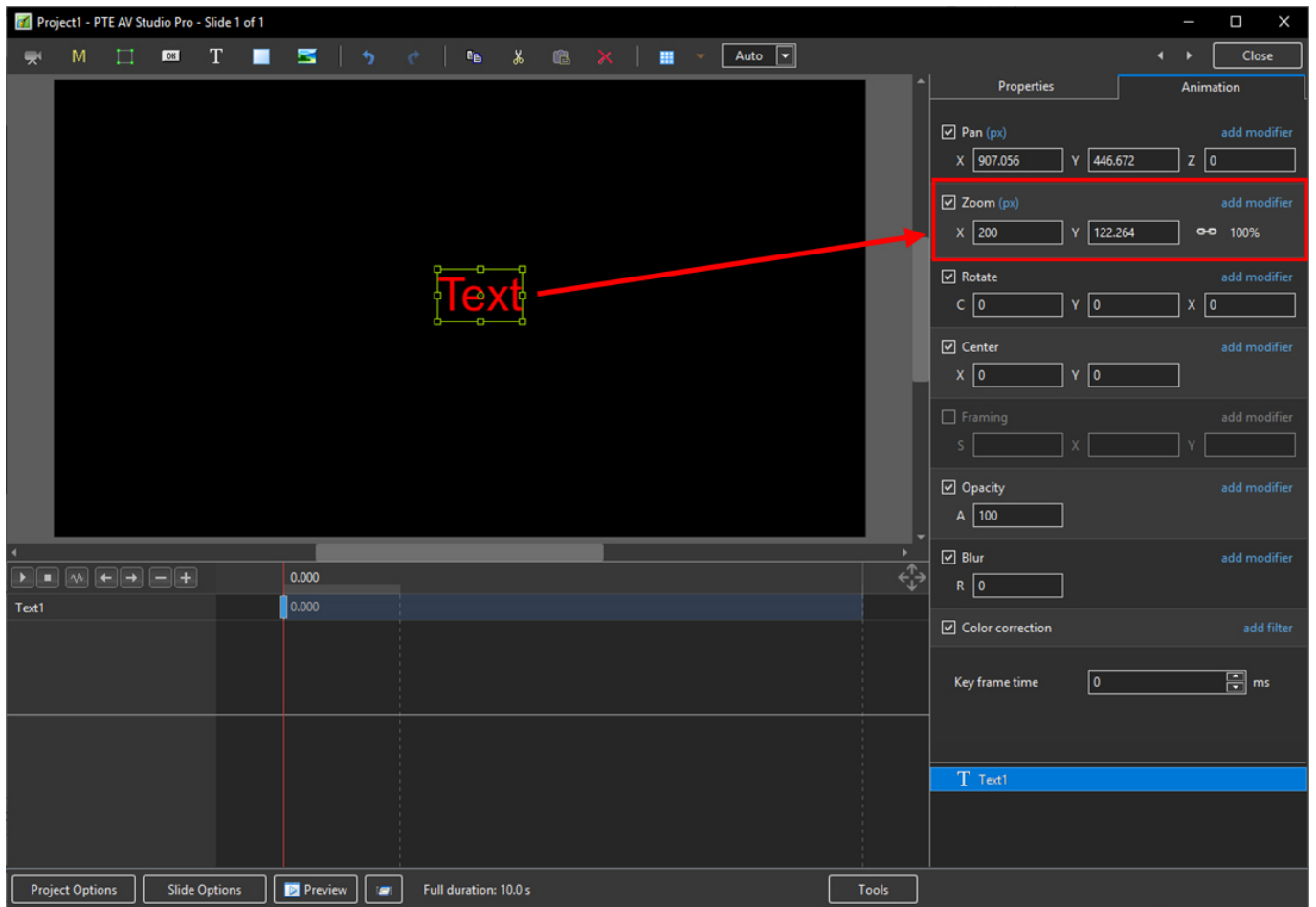
The Properties of the TEXT are shown in the Properties Tab on the Right.

Choose a Font from the drop-down Menu and other attributes such as Bold, Italic, Underlined and/or Colour.

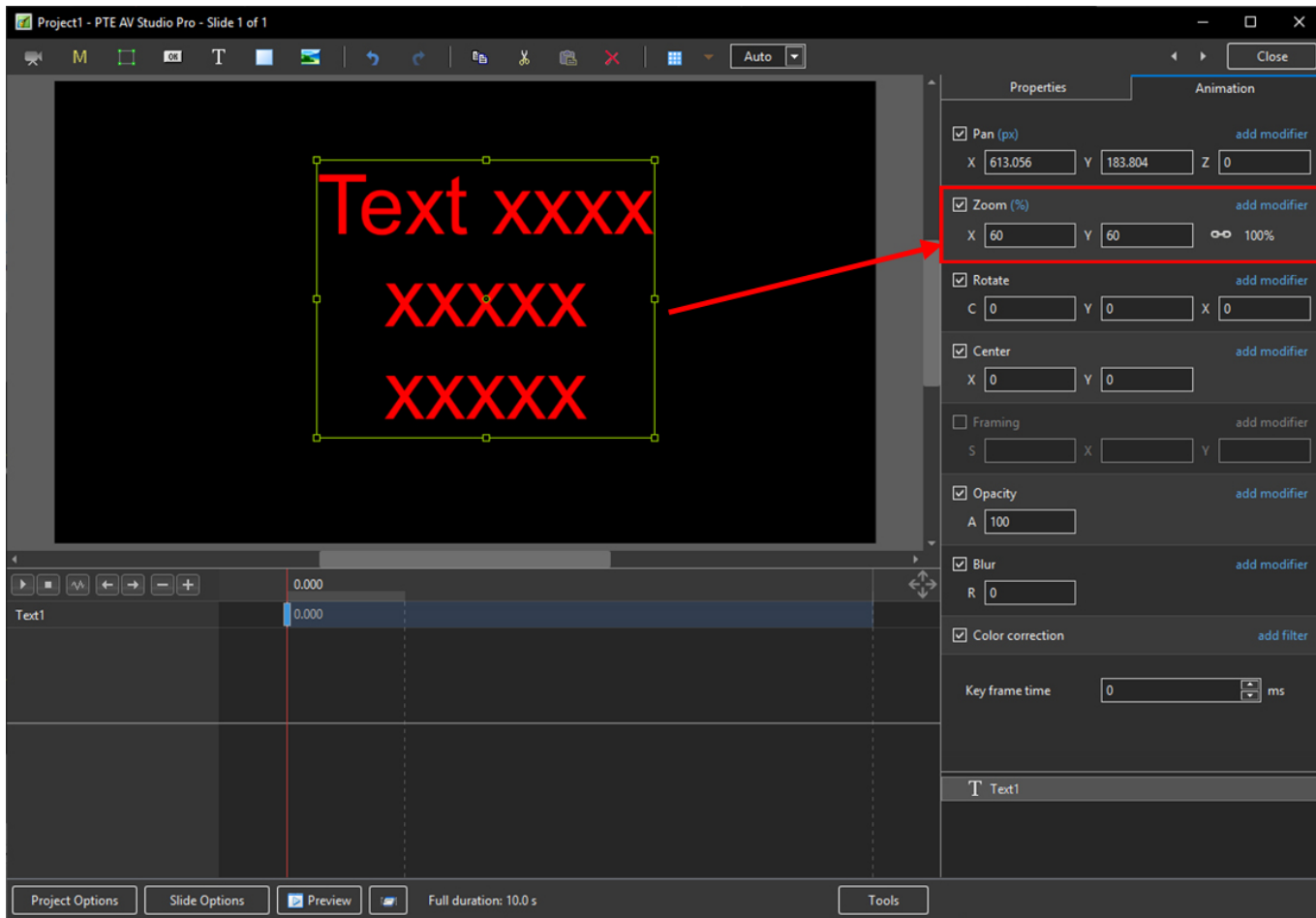
Use "Save/Reset Font" to set the chosen Font and its attributes as default for **new** Text Objects

## Font Size

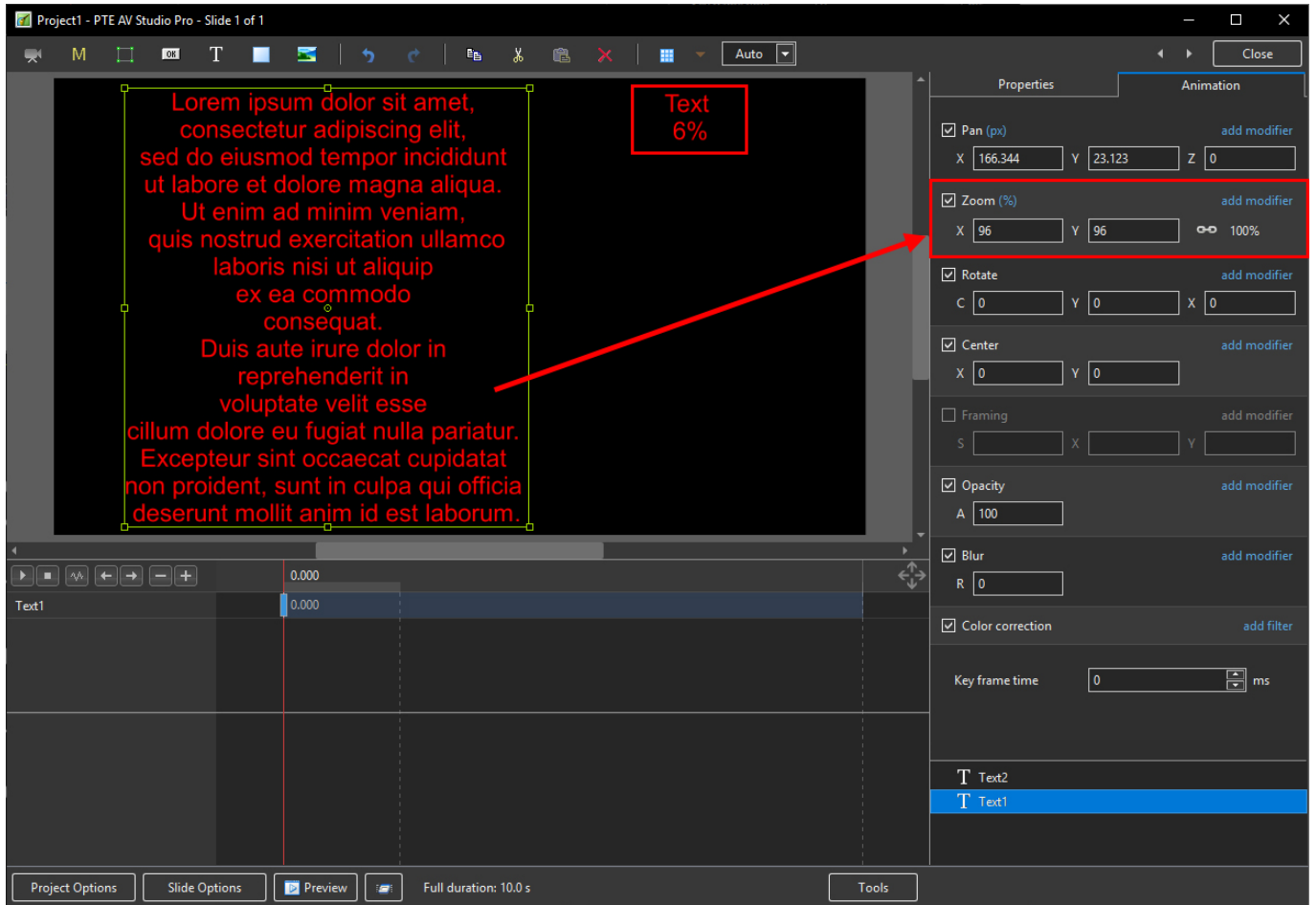
Note that there is no Font Size but that the Text Box has a Percentage Zoom which controls the size of the Font.



Note also that one line of Text in the above example = 15% Zoom. Two lines of Text = 30% Zoom; three lines of Text = 45% etc. This relationship will continue until the size of the “bounding box” is altered via a mouse action.



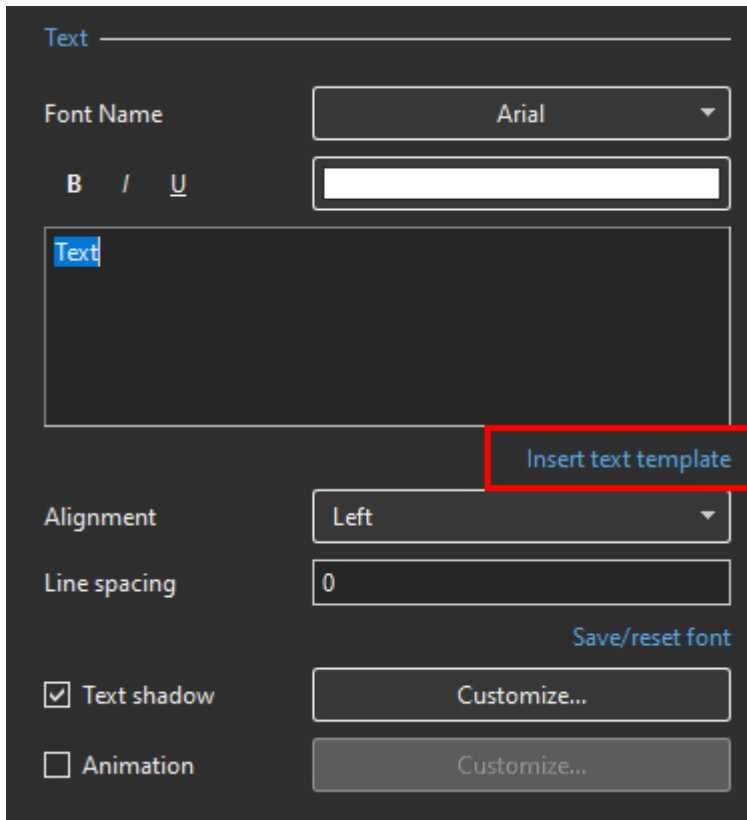
In the next Example it can be seen that One line of Text at 6% gives the same Font Size as 16 lines of Text at 96% Zoom. Knowing this relationship allows the user to create a consistent Font Size across multiple Slides.



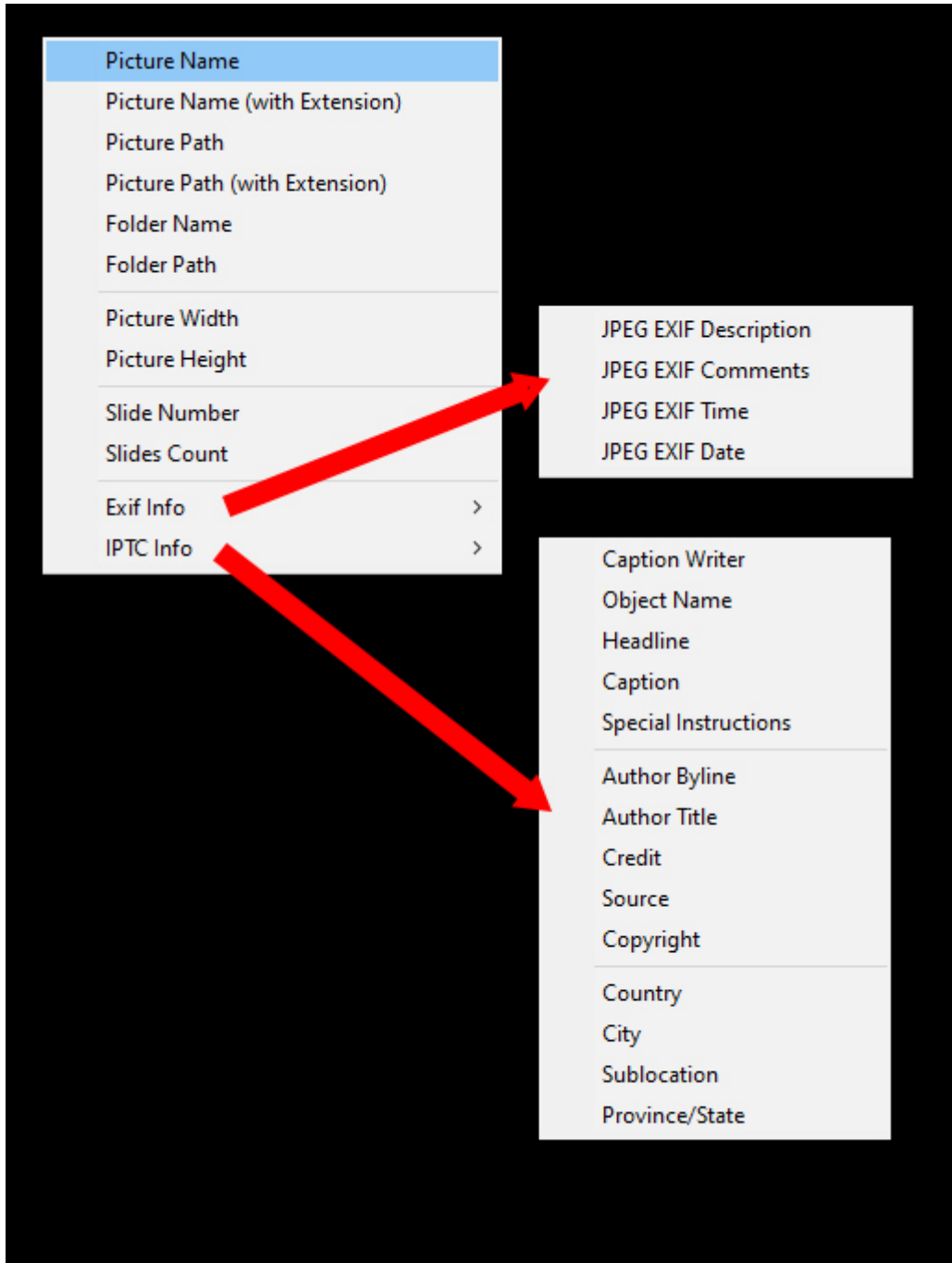
## Insert Text Template

This feature allows you to add a Text Template to an individual slide. It can be done globally (all slides) in Project Options / Defaults

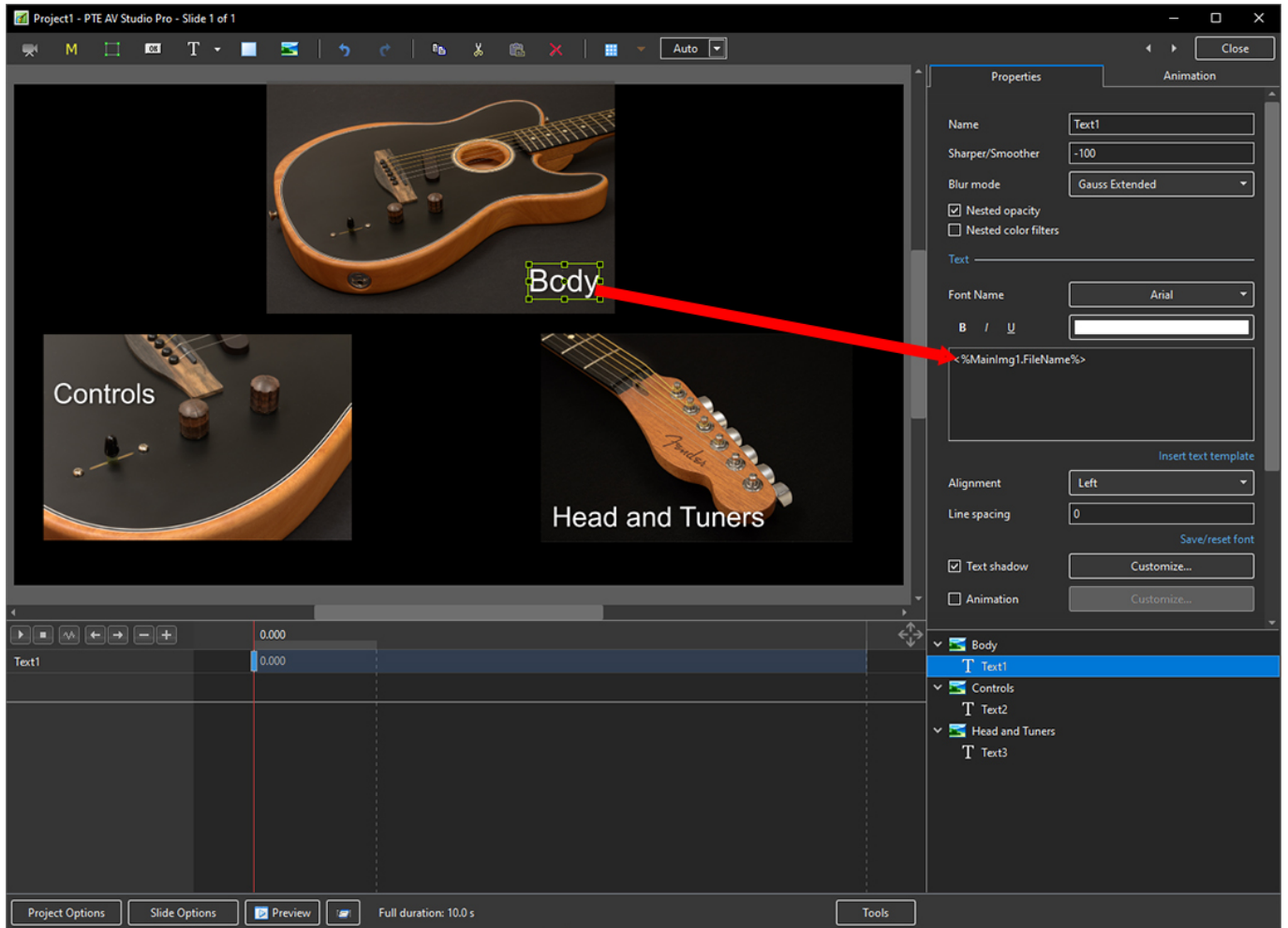
- Assign the Image/Object “Main Image 1”
- Right Click on the Object/Image and choose Add/Text
- Click on Insert Text Template



- Choose the required option



- The resulting Text Macro is shown below



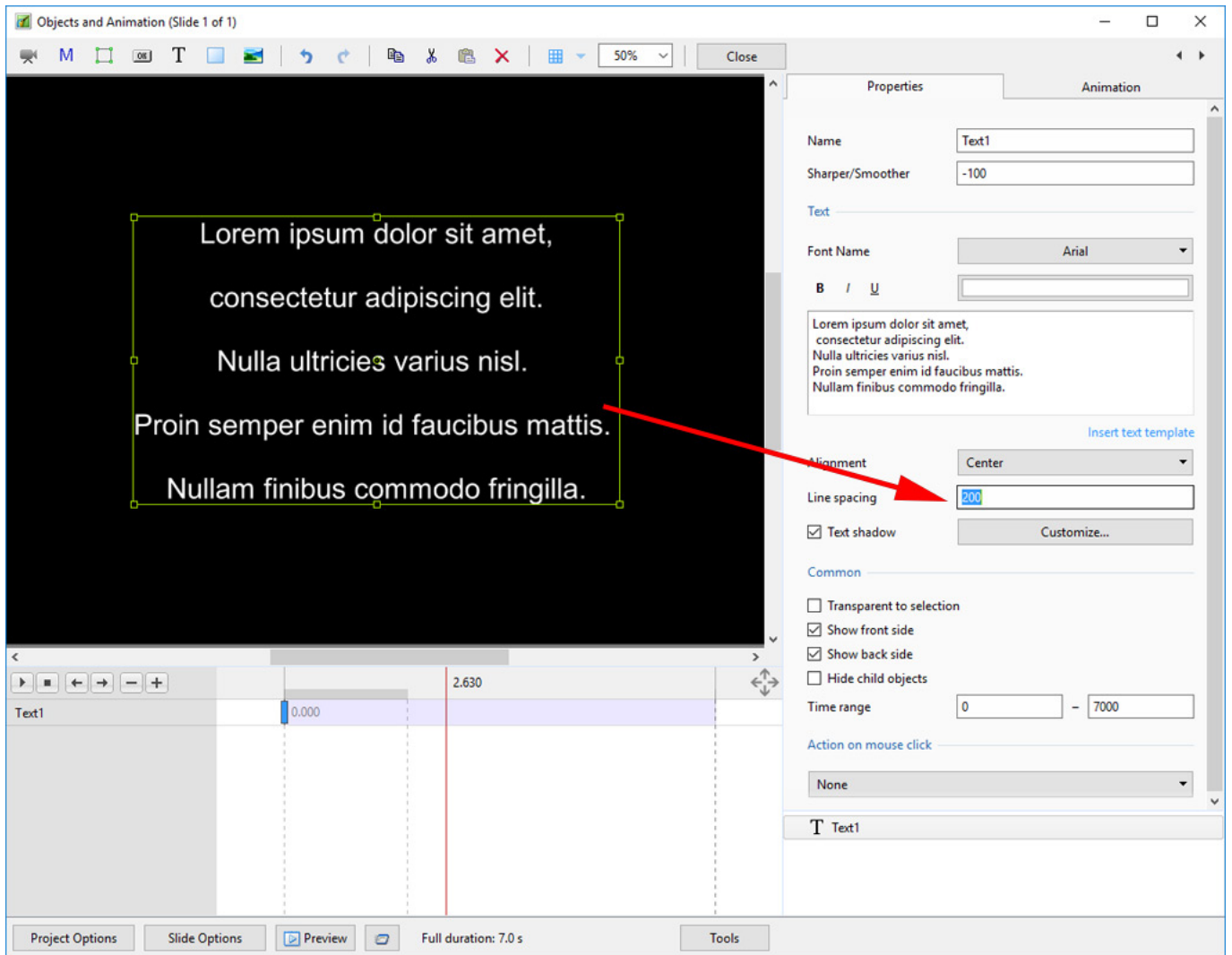
## Justification

The image shows a text formatting panel with the following elements:

- Text** section: Font Name dropdown set to "Arial", bold (B), italic (I), and underline (U) icons, and a text area containing "Lorem ipsum dolor sit amet, consectetur adipiscing elit." with a blue "Insert text template" link below it.
- Alignment** section: A dropdown menu is open, showing options: Center (highlighted), Left, Center (highlighted), and Right. This section is enclosed in a red rectangular box.
- Line spacing** section: A label for the line spacing control.
- Text shadow** section: A checked checkbox.
- Common** section: A sub-header for common options.
- Options**: Four checkboxes: "Transparent to selection" (unchecked), "Show front side" (checked), "Show back side" (checked), and "Hide child objects" (unchecked).
- Time range** section: Two input fields with values "0" and "7000" separated by a minus sign.

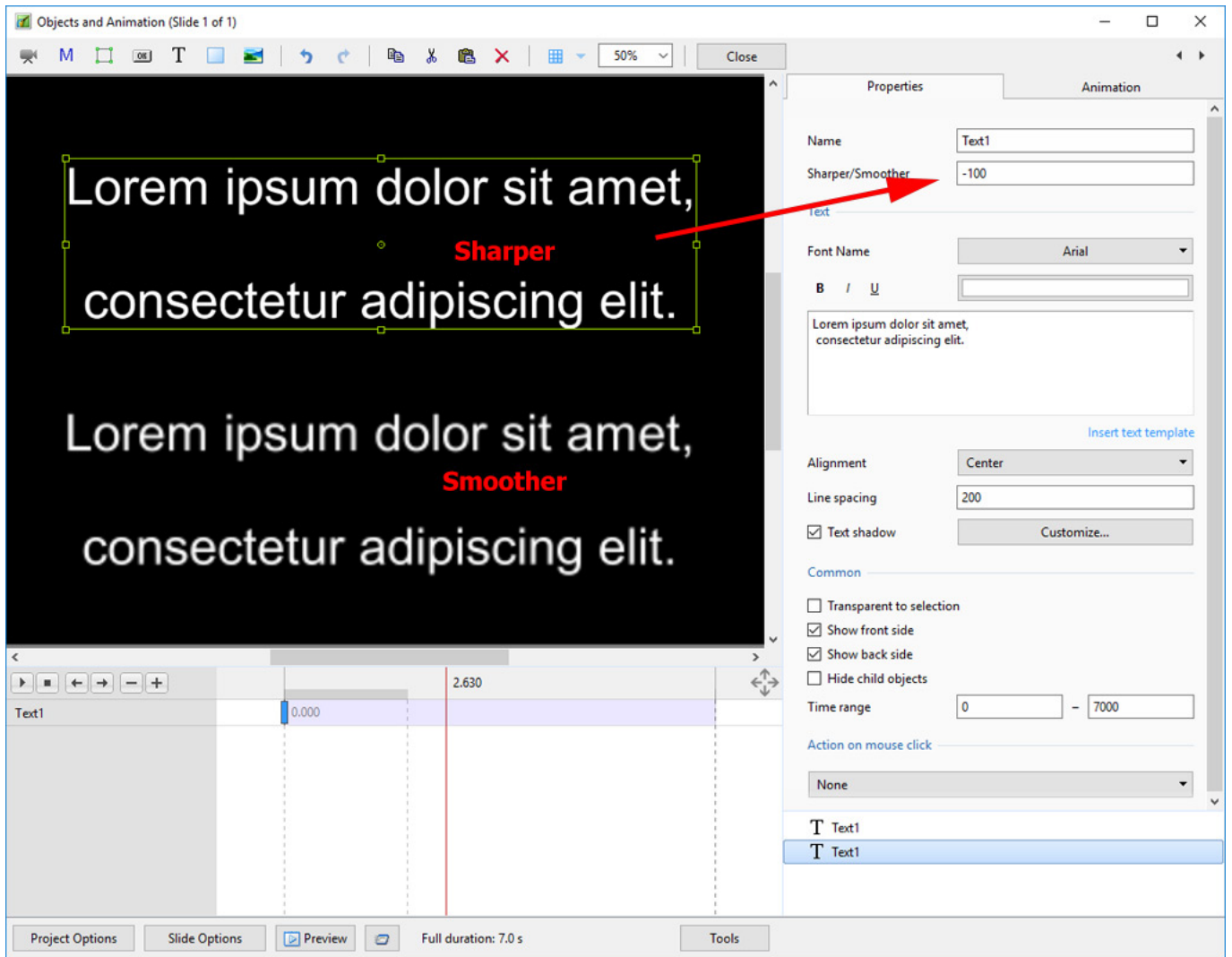
## Line Spacing





The options are (-100%) to (200%). The default is Zero.

## Sharper/Smoothing



The options are (-128 / Sharper) to (128 / Smoother).

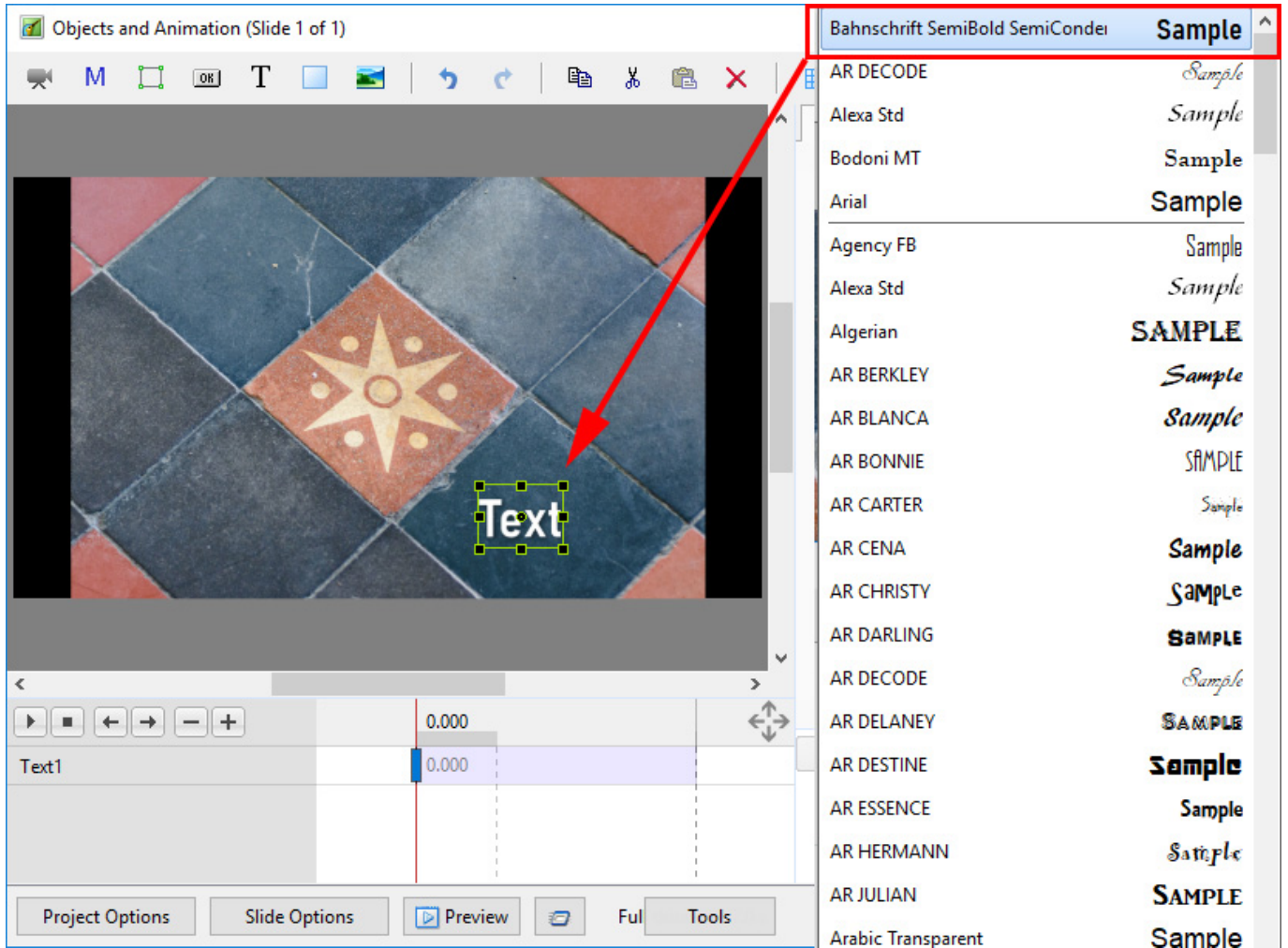
## Text Font Preview

- In Objects and Animation you can preview the appearance of different fonts in your text box as follows:
- Click on the FONT NAME Button and in the Drop-down Menu and **HOVER** the mouse over a Font

The screenshot displays the PTE AV Studio interface for editing a slide. The main window shows a slide with a tiled background and a central star. A text object labeled 'Text' is positioned in the bottom right of the slide. The right-hand panel is open to the 'Properties' tab, showing the following settings:

- Name: Text1
- Sharper/Smoother: -100
- Text: (empty text box)
- Font Name: Arial (highlighted with a red box and a red arrow pointing to the 'Text' object on the slide)
- Alignment: Center

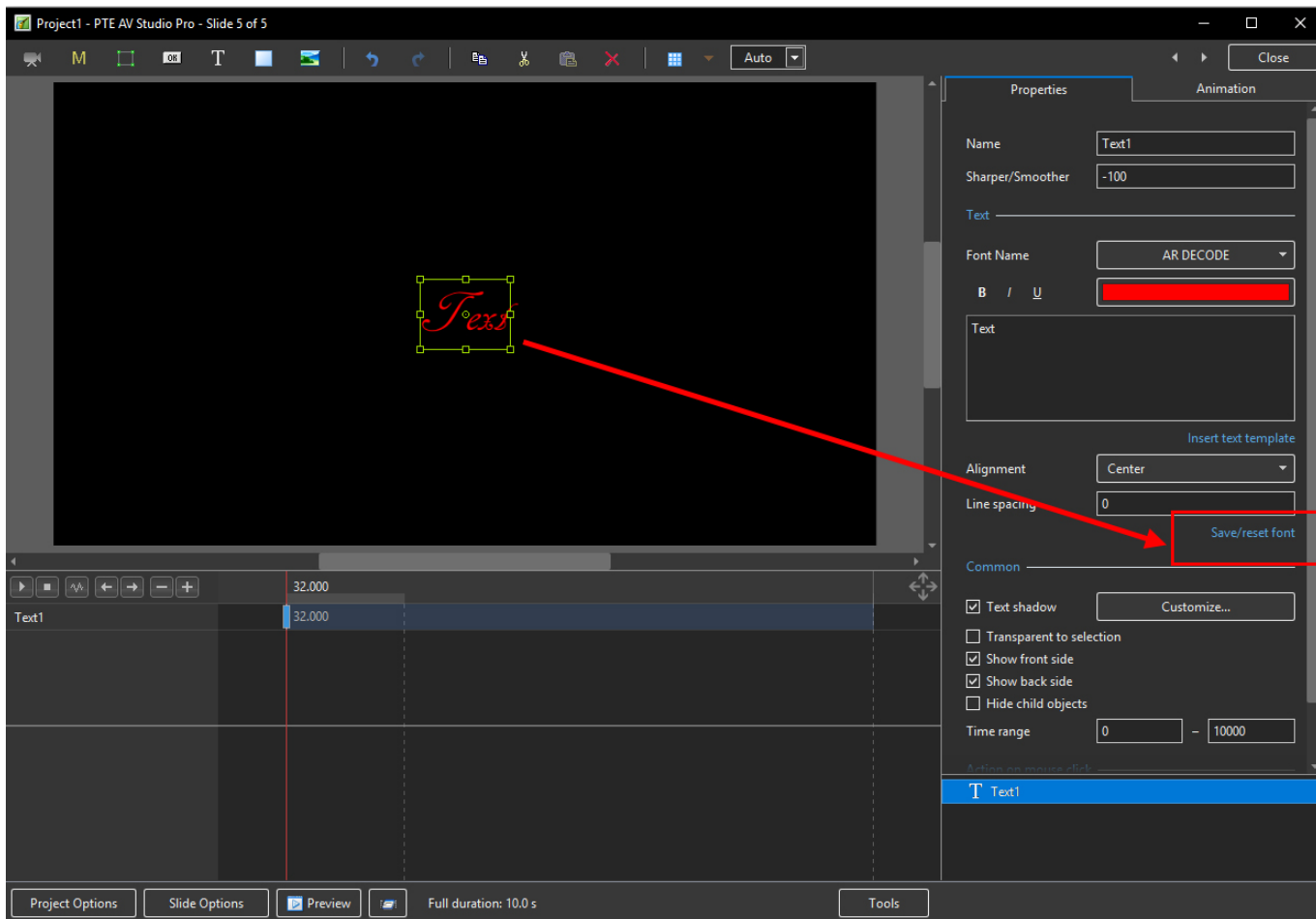
Below the main window is a timeline for the 'Text1' object, showing a duration of 0.000. The bottom of the interface includes buttons for 'Project Options', 'Slide Options', 'Preview', and 'Tools'.



- Using the UP and DOWN ARROWS you can now scroll through the Fonts List and Preview the Font in Real Time
- Click on the Selected Font to use it
- Used Fonts will form a list of “favourites” at the top of the Fonts List

## Setting Text Defaults

- To set the Text Defaults for a Project click on the “Save / Rest Font” Command



Return to [Objects and Animation/Main O&A Window](#)

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