Selection and Transparency

Under Construction

Transparent to selection

7 C	bjects an	d Ani	mation	(Slid	e 2 of 2)															_		(
	M		OK	Т			5	¢		<u>ل</u> ا ھ	a	×	8	•	50%	~	Close	e				↓ >	
																			^	Properties	Animatio	n	
¢		→	- +				5.000			Butto		(i*	Γra	F	irame paren	es se t to S	t to Select	tion"		Name Fill mode Color(s) Native size Edge antialiasing Common ✓ Transparent to select ✓ Show front side ✓ Show back side Hide child objects Shadow Fit mode Time range Action on mouse click None ✓ Frame1	 Animatio	•	
Frame1				5.000			1									4	Button1						
	Frame2				5.000													✓ 🛄 Frame2					
																				OK Button2			
Pr	oject Opti	ons		Slide	Option	IS	🕞 Pre	eview	1	7 Fu	II duratio	on: 7.0 s						Tools	5				

This function is only found on the "Properties" tab of the "Objects and Animation" window and, when selected, only applies to the particular image/object selected. When enabled it makes that object transparent to selection so that an object below it can be selected, changed, moved (or in the case of a button with an operation) operated in Preview or EXE. Using the above example of the two Frames each with its own Button as a Child Object, with the Frames set to "Transparent to Selection" either Button can be selected and the Frames are ignored.

From: https://docs.pteavstudio.com/ - **PTE AV Studio**

Permanent link: https://docs.pteavstudio.com/en-us/11.0/how_to_v9/selection

Last update: 2022/12/19 12:10

