

# Objects and Animation (O&A) Editor

For details of the Main Objects and Animation Editor screen, see [Main O&A Window](#)

For details of the Properties Tab, see [Properties Tab](#)

For details of the Animation Tab, see [Animation Tab](#)

For details of how to manage key frames, see [Managing Key Frames](#)

For details of the Mask Menu, see [The Mask Menu](#)

For details of the Tools Men in the Main O&A Window, see [The Tools Menu](#)

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