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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