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

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 or via the right click drop down menu ADD.



• The actual parameters shown in this tab vary depending on the type of object selected, e.g. images, buttons, rectangles, text.

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Nested color filters Low quality of resizing			Font Name		Arial 👻	Aspect Crop			
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Border (px)						Do not include file to EXE			
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- 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
- Main Object an Index Number can be assigned for use in Styles
- Sharper(-)/Smoother(+):The default value is -100; Zero gives no Sharpening/Smoothing
- Blur Mode Choose from dropdown Menu adjust in Animations Tab

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			•	•	Clo	ose	
Properties	Animation						
Name	750_204	9-1					
Picture	ocuments\PROJECTS\Australia JPEGs 3\75						
Main object							
Sharper/Smoother	-100						
Blur mode	Gauss					•	
Nested opacity	Gauss						
Nested color filters	Gauss E	Gauss Extended					
Low quality of resizing		zh					
Convert to Alpha image	Directio	onal					
Animated Image							

- Gauss is the original blur mode
- Gauss Extended deals with the darkening at the edges which Gauss Mode creates (best for full screen images)
- Directional and Bokeh see examples below





- Nested Opacity When ticked you can control the opacity of child objects when adjusting the opacity of the Parent Object
- Nested Colour Filters When ticked the effect of a Colour Filter on a Parent Object is also seen in any child object
- 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

Replace an Image or Video Clip

- In Objects and Animation/Properties/Picture
- An alternative object (with the same properties, key frames etc) can be selected by changing the object address
- To Replace an Image or Video Clip click on the down arrow and Browse for the required file

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-	Properti	es		Animation			
	Name	FRAME					
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	Transparent to selection						
	Show front side						
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	Hide child objects						
	Shadow		Cust	omize			
	Fit mode	Fit					•
	Time range	0		- 10000			
	Action on mouse click —						
	None						•

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

Properties Tab

	^	Properties	Animation
		Name	lowsizeborder
		Picture	ne Help Images\lowsizeborder.jpg 🔽
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		Sharper/Smoother	-100
		Low quality of resizin	g
		Convert to Alpha ima	ige
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		Common	
		Transparent to selecti	on
		Show front side	
		Show back side	
		Hide child objects	
		Shadow	Customize
		Fit mode	Fit

• 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

Common	
 Transparent to selection Show front side Show back side Hide child objects 	
Shadow	Customize
Fit mode	Fit 🔹
Time range	0 – 10000

- 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: Determines the start (0) and end of an Image/Object's visibility within the slide Example: 6555=6.555 seconds

Action on Mouse Click

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

None	
Run Slideshow	
Run Slideshow With Return	
Run Application or Open File	
Run Application And Exit	
Print Picture/Slide	
Help	
Open Web Page	
Write Email	
Next Slide	
Previous Slide	
Go to First Slide	
Go to Slide With Name	
Pause	
Exit	
Show Window	
Close Window	

Run Slideshow

• Will run a slideshow made with the same version of Picturestoexe and exit. If you attempt to link to an EXE made in a previous/newer Version of Picturestoexe then a warning message is shown with instructions on how to proceed

Run Slideshow with return

• Will run a slideshow made with the same version of Picturestoexe and return to the slide containing the Hyperlink. If you attempt to link to an EXE made in a previous/newer Version of Picturestoexe then a warning message is shown with instructions on how to proceed

Run Application or open file

- Will open a Slideshow or another Application such as Adobe Photoshop, Microsoft Word etc. Alternatively point the link to a JPEG or Word Document and, if the default opening program for those files is Photoshop or Word, the file will open in the corresponding application. In the OPEN window select "all files" from the dropdown menu to select JPEGs or Word documents etc. When the selected File/Application is closed you are returned to the slide containing the Hyperlink
- To open a FOLDER in Windows Explorer (or MAC Equivalent) type in the PATH of the folder in quotes (".....") e.g. "D:\Images\Favourites". In Windows it is possible to Right Click (or Shift and Right Click) on a Folder and choose to COPY PATH. The Path can then be pasted into the Action on Mouse Click Box

Run application and exit

• Will open a Slideshow or another Application such as Adobe Photoshop, Microsoft Word etc. Alternatively point the link to a JPEG or Word Document and, if the default opening program for those files is Photoshop or Word, the file will open in the corresponding application. In the OPEN window select "all files" from the dropdown menu to select JPEGs or Word documents etc. When the selected File/Application is closed you are returned to the desktop

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

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



Shadow - Customise Shadow

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- 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:

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• 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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Permanent link: https://docs.pteavstudio.com/en-us/12.0/objectsandanimation_1/properties_tab



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