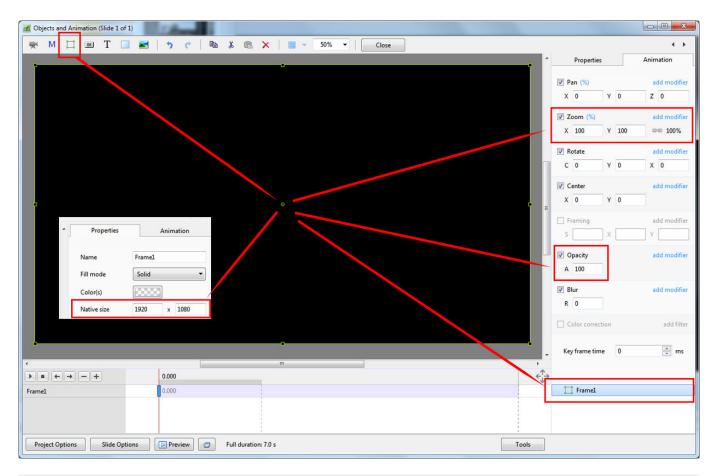
2025/11/04 15:58 1/5 Add a Frame Object

A Frame is a transparent object which can be used as a "Parent" object in Objects and Animation.

It can also be thought of as a Rectangle Object with Zero Opacity.

#### **Add the Frame**

Click on the Frame Icon to add a Frame.



%\*\*% The Frame is added to the Objects and Animation Screen

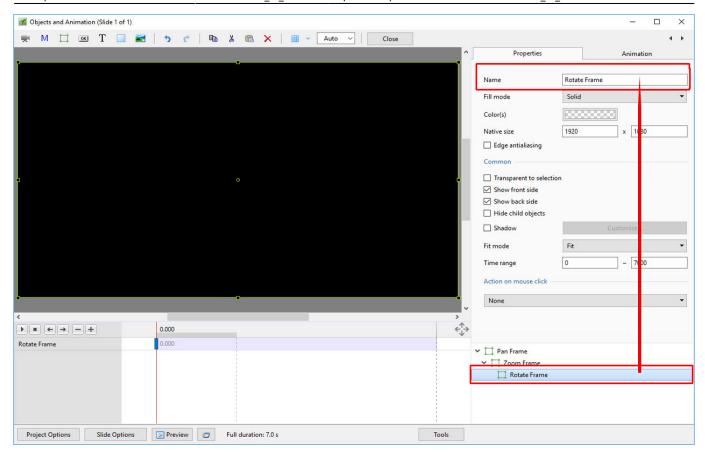
%\*\*% The Size of the Frame is the Project Size and it "Fits" the Screen

%%\*%% The Zoom for the Frame is 100% when it Fits the Screen

%%\*%% The Opacity of the Frame is Zero

# **Multiple Frames**

%%\*%% Frames can be added to other frames (Parent / Child) and can be renamed in the Common Tab



%%\*%% Using the Multiple Frames approach animation can applied to each frame independently

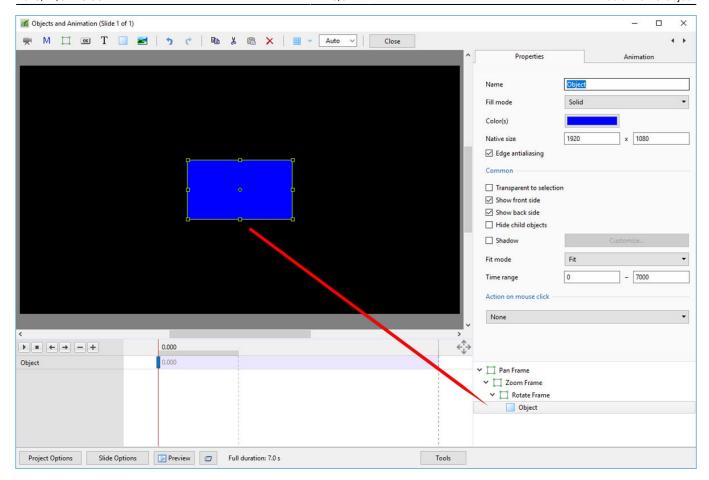
%\*\*% Pan motion is applied to the Pan Frame

%\*\*% Zoom motion is applied to the Zoom Frame

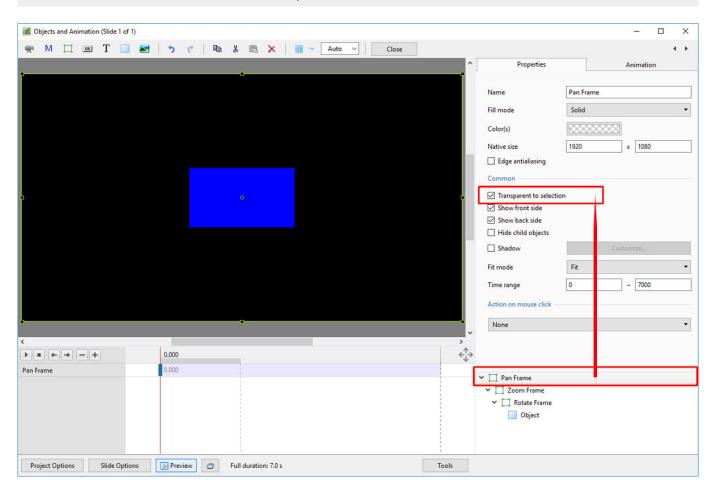
%\*\*% Rotation is applied to the Rotate Frame

%%\*%% The Object can also be animated independently of the three frames

https://docs.pteavstudio.com/



%\*\*% Frames can be made "Transparent to Selection"



### **Hierarchy in Parent / Child Relationships**

%%\*%% Note that in the above example:

%%\*%% The Object is at the "Front"

%%\*%% The Pan Frame is at the "Rear"

# **Hierarchy in Independent Frames / Objects**

%%\*%% An Independent Frame or Object which is placed "above" another Independent Frame or Object in the Objects List is also "above" in terms of Selection

%%\*%% "Higher" Independent Frames or Objects in the Objects List need to be made "Transparent to Selection" to be able to Click on and Select "Lower" Independent Frames or Objects

%%\*%% This also applies to Published Exe Files which have HyperLinks on Objects

# A frame whose dimensions are different to the project size

When working in the Objects and Animations window it is sometimes advantageous to add a frame, the dimensions of which differ from the project size. An example would be to create a square frame in a 3:2 Project.

%%% Open a second instance of PicturesToExe and make is project size equal to the frame that you want to create e.g.  $600\times600$ 

%\*\*% Go to Objects and Animation

%%\*%% Add a frame, which will be 600×600

%\*\*% In the Objects Panel Copy the 600×600 Frame

%\*\*% Return to the original instance of PicturesToExe

%%\*%% Paste into Objects and animation

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https://docs.pteavstudio.com/en-us/9.0/how\_to\_v9/frame?rev=1518990700

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