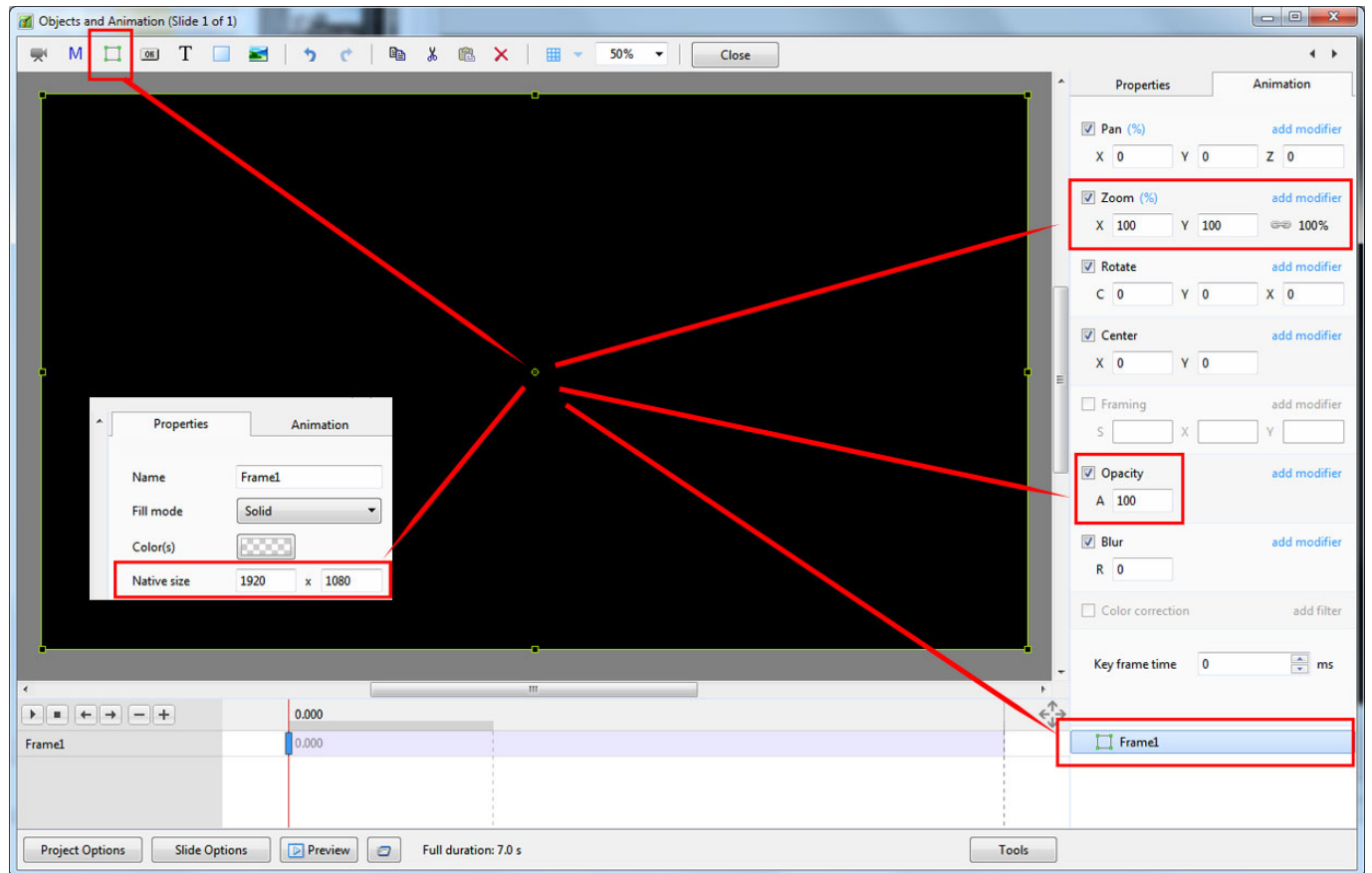


A Frame is a transparent object which can be used as a "Parent" object in Objects and Animation.

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

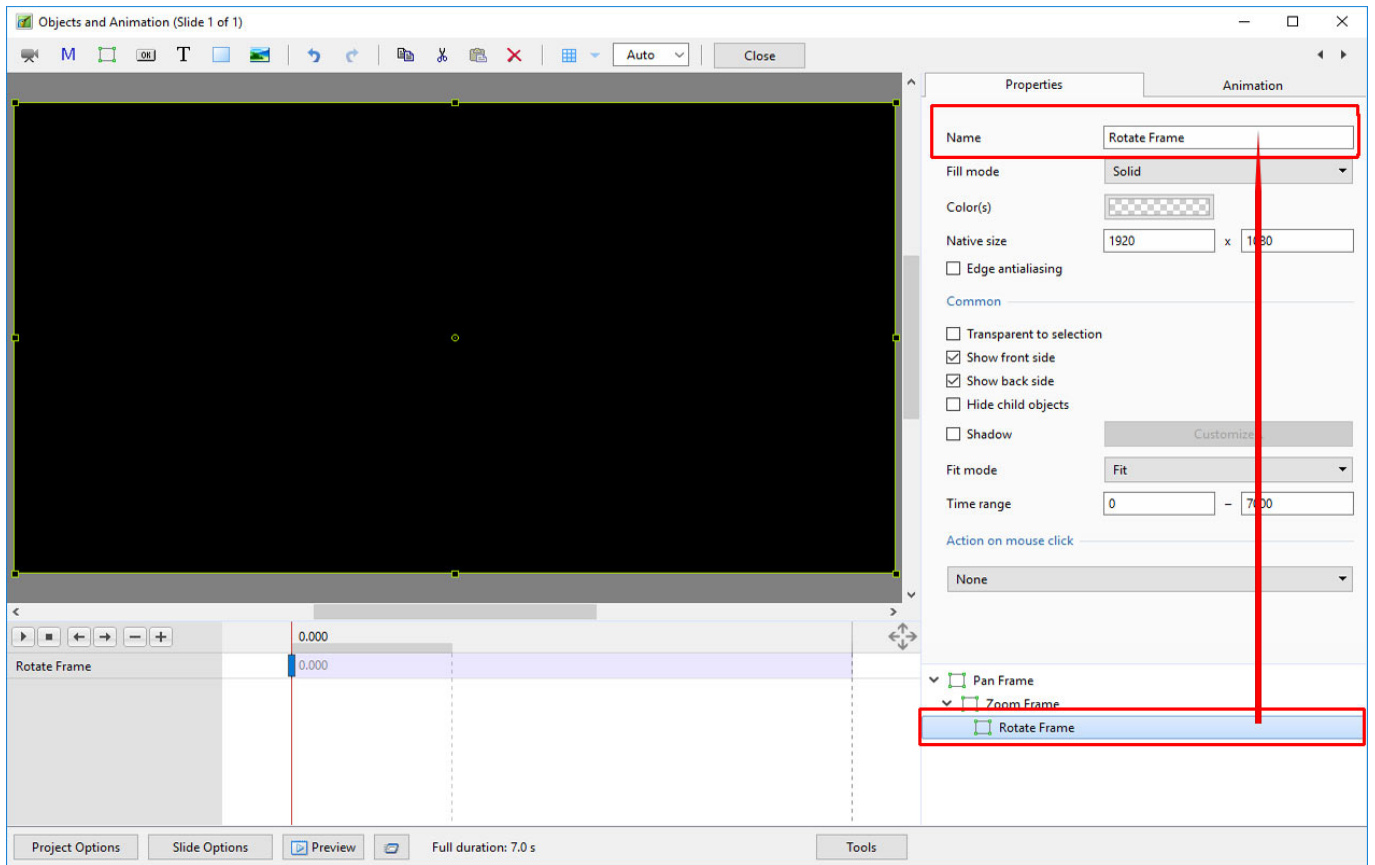
%% The Size of the Frame is the Project Size and it "Fits" the Screen

%% 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



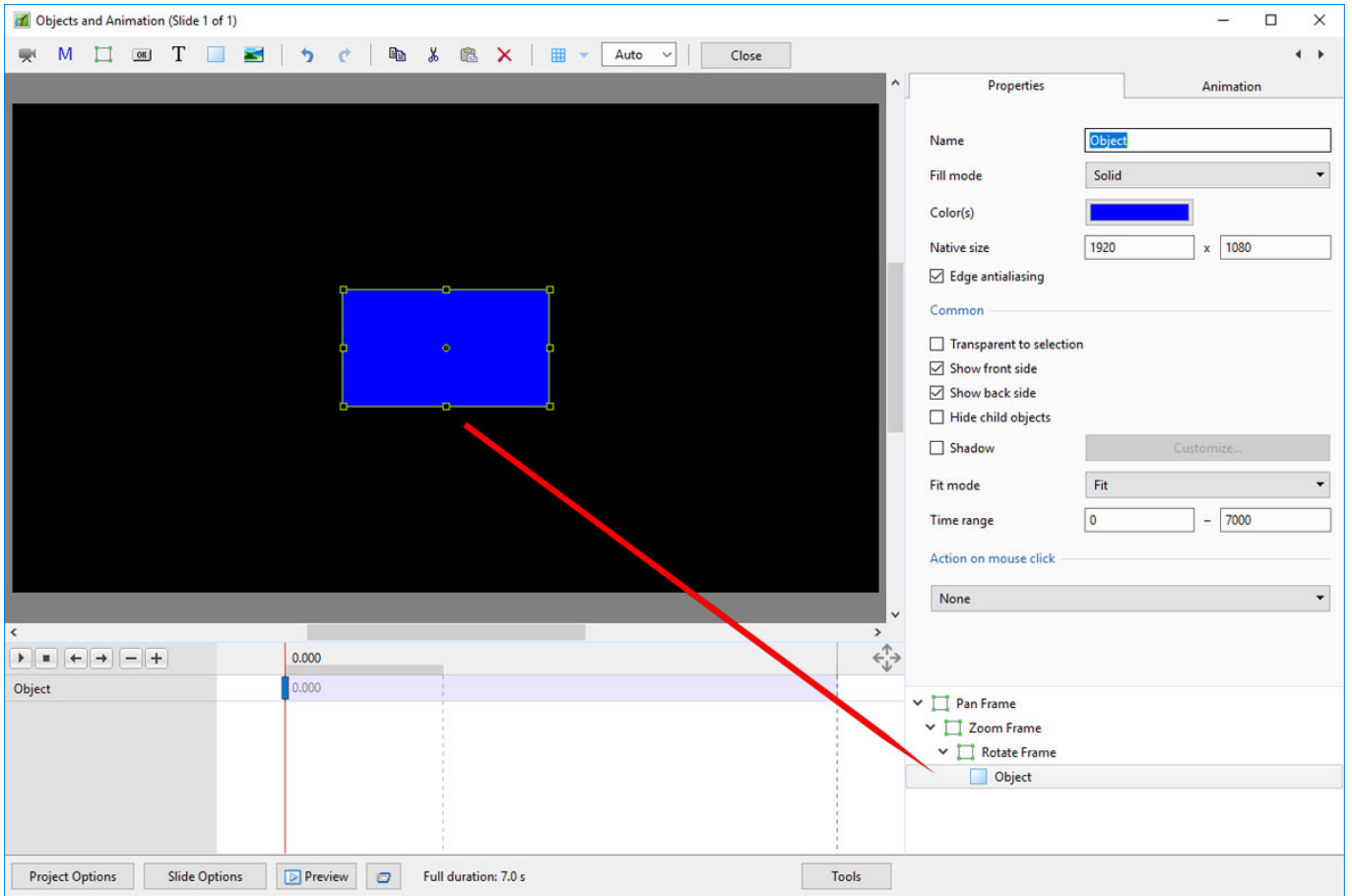
%%*%% Using the Multiple Frames approach animation can applied to each frame independently

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

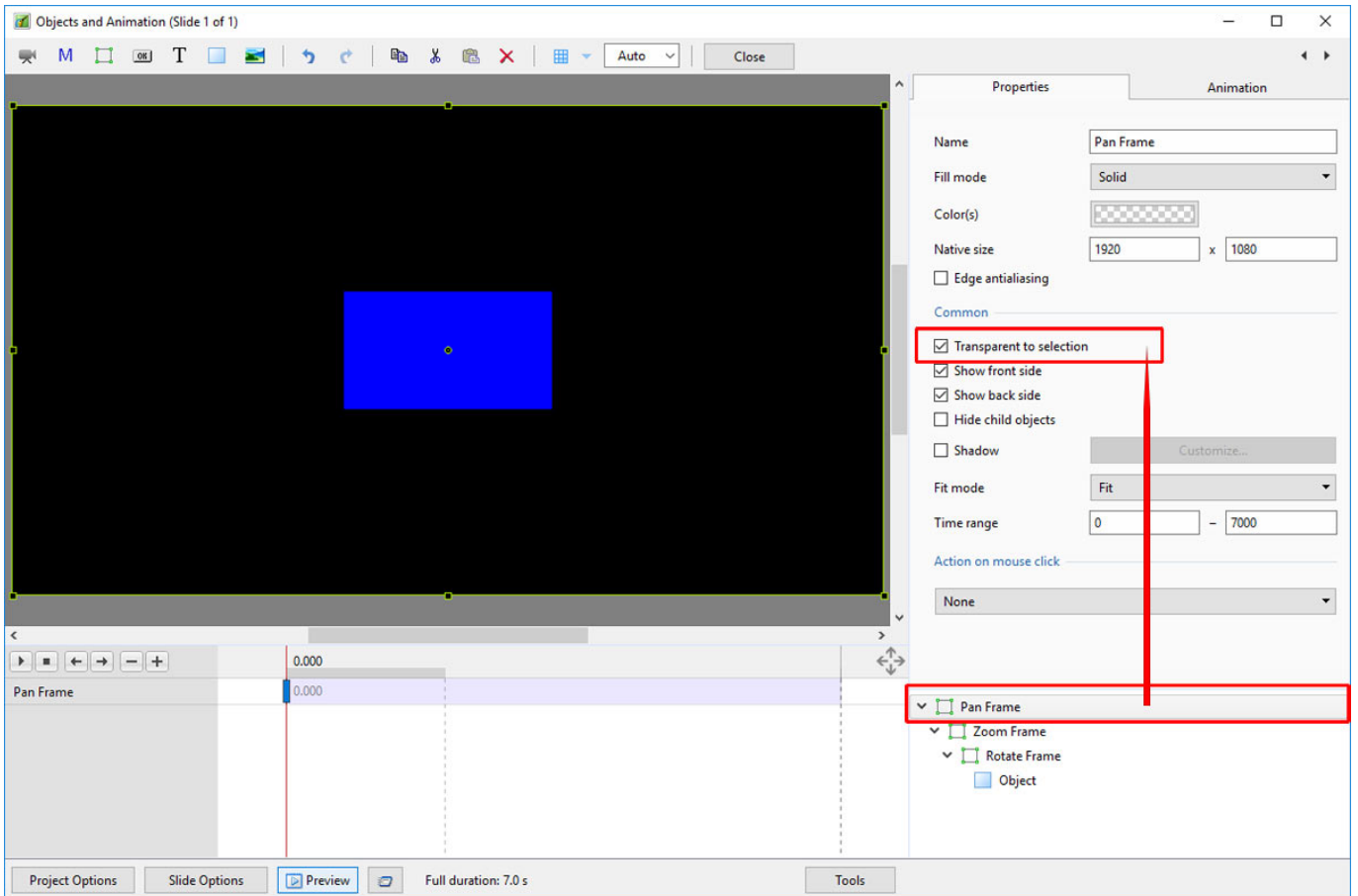
%%*%% Zoom motion is applied to the Zoom Frame

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

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



%%*%% 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 its project size equal to the frame that you want to create e.g. 600x600

%%*%% Go to Objects and Animation

%%*%% Add a frame, which will be 600x600

%%*%% In the Objects Panel Copy the 600x600 Frame

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

%%*%% Paste into Objects and animation

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