

# Schermata principale

Icone in alto a sinistra:

- Aggiungi video - [Aggiungere un oggetto video](#)
- Aggiungi maschera - [Aggiungere un oggetto maschera](#)
- Aggiungi cornice - [Aggiungere un oggetto cornice](#)
- Aggiungi pulsante - [Aggiungere un oggetto pulsante](#)
- Aggiungi testo - [Aggiungere un oggetto testo](#)
- Aggiungi rettangolo
- Aggiungi immagine

Continuing:

- Remove selected object
- Undo and Redo
- Copy selected object to clipboard
- Cut selected object
- Paste from clipboard
- Show / Hide Grid
  
- **Key Frames** - Current Key Frame shows in Blue
- **Transition** - the grey line indicates the Transition Time (in this case 2000ms)
- **Object Panel** - contains a list of all objects in the slide
- **Current object** - highlighted in Blue
- **Play Button** - Plays the animation of the current slide
- **Tools Button** - Displays a list of tools:
  - **Undo (Ctrl+Z) and Redo (Ctrl+Y)**
  - **Undo and Redo all changes**
  - **Show Grid (Ctrl+G)** - Shows an adjustable Grid useful for aligning Objects and Images
  - **Show TV Safe Zone** - Mostly replaced by “Percentage of Screen to show Main Image” this is a fixed Zone which may not be representative of current HD TV Screens
  - **Ignore Objects not selected** - This controls how multiple objects can be selected in the O&A window. When selected, or ticked in Project Options/ Editor, only the object or objects selected in the Object Panel can be adjusted or moved
  - **Hide selection in Pan / Zoom / Rotate** - refers to the appearance of the “bounding box” when an object is adjusted by means of a mouse click in the Objects and Animation screen
  - **Change Slide Duration (Ctrl+T)** - Displays the “Change Slide Duration” Window. Options are
    - Slide Duration
    - Full Slide Duration
    - Scale Key Frames in Objects

Right Clicking in the Object Panel (with nothing highlighted) allows you to ADD any of the listed objects as a Parent Object.

Right Clicking on an Object in the Object Panel allows you to ADD any of the listed objects as a Child of the Parent Object.

*See also the “Techniques and How To” Section*

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