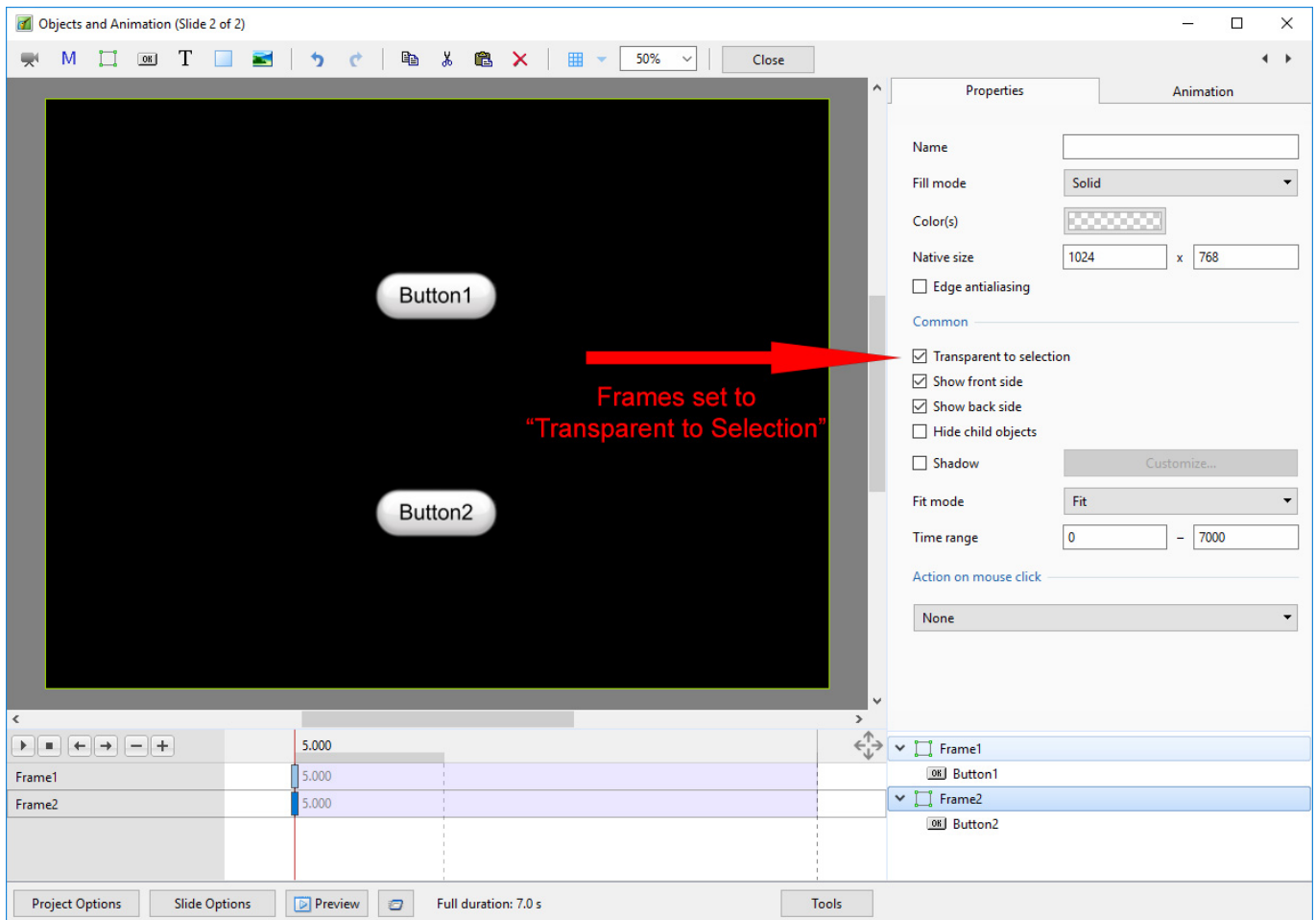


# Selection and Transparency

## Under Construction

## Transparent to selection



This function is only found on the “Properties” tab of the “Objects and Animation” window and, when selected, only applies to the particular image/object selected. When enabled it makes that object transparent to selection so that an object below it can be selected, changed, moved (or in the case of a button with an operation) operated in Preview or EXE. Using the above example of the two Frames each with its own Button as a Child Object, with the Frames set to “Transparent to Selection” either Button can be selected and the Frames are ignored.

From:  
<https://docs.ptavstudio.com/> - PTE AV Studio

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[https://docs.ptavstudio.com/en-us/11.0/how\\_to\\_v9/selection](https://docs.ptavstudio.com/en-us/11.0/how_to_v9/selection)

Last update: **2022/12/19 12:10**



