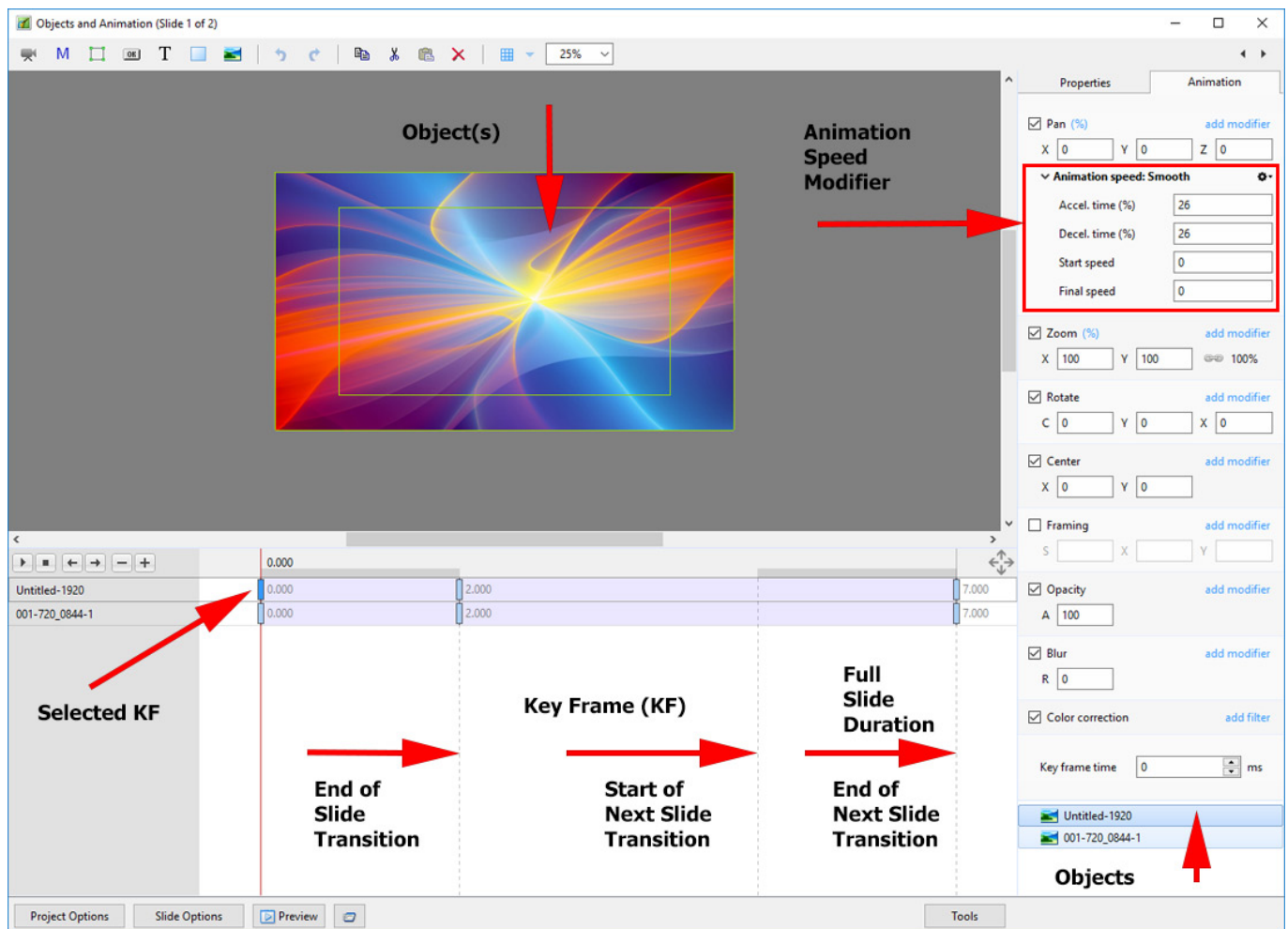


Main O&A Window

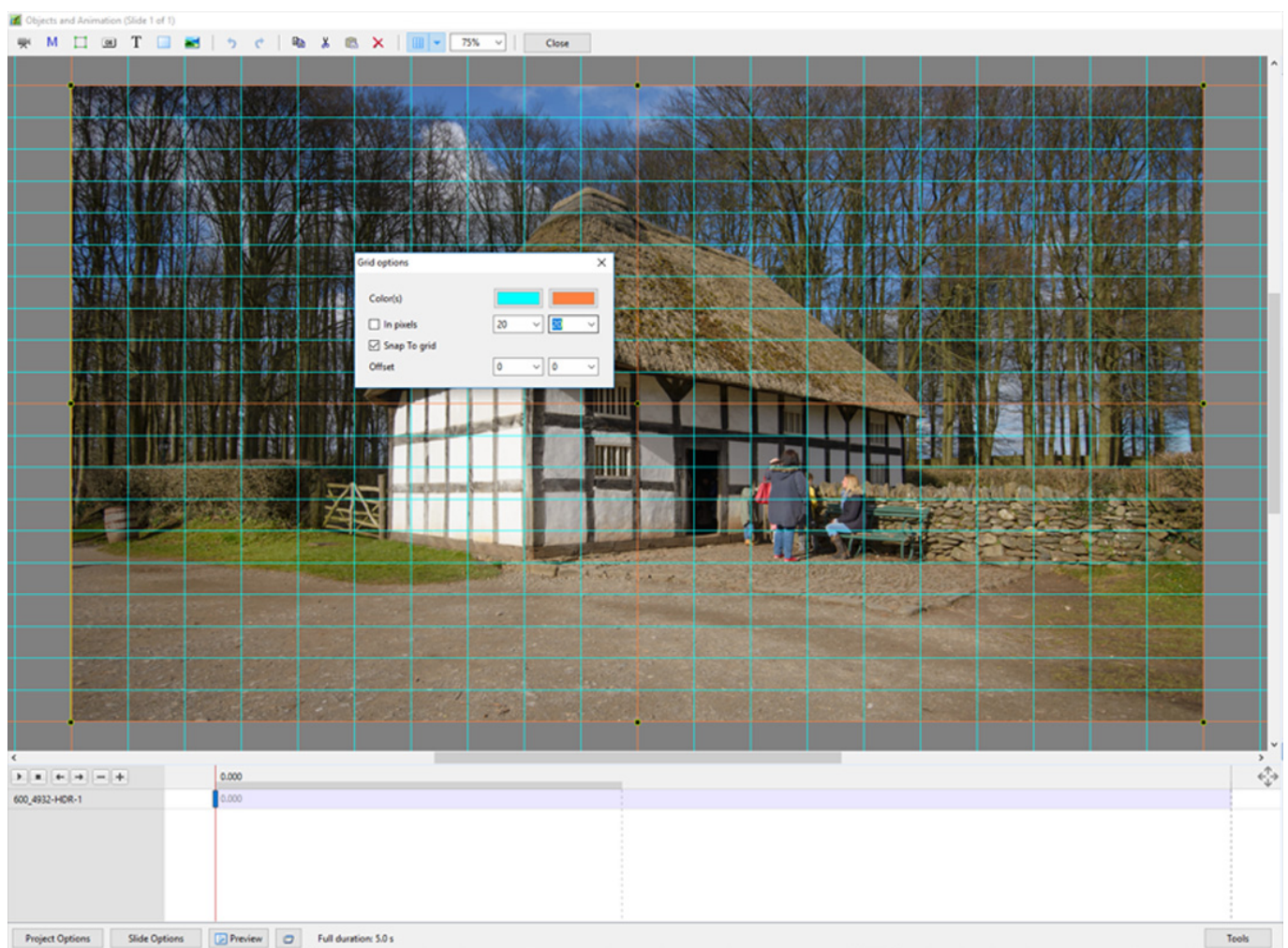
Main O&A Window

- The Main Window of the Objects and Animation Editor is shown below.
- The various elements of the window are identified.
- There are two tabs for controlling actions in the Editor, "Properties" and "Animation".



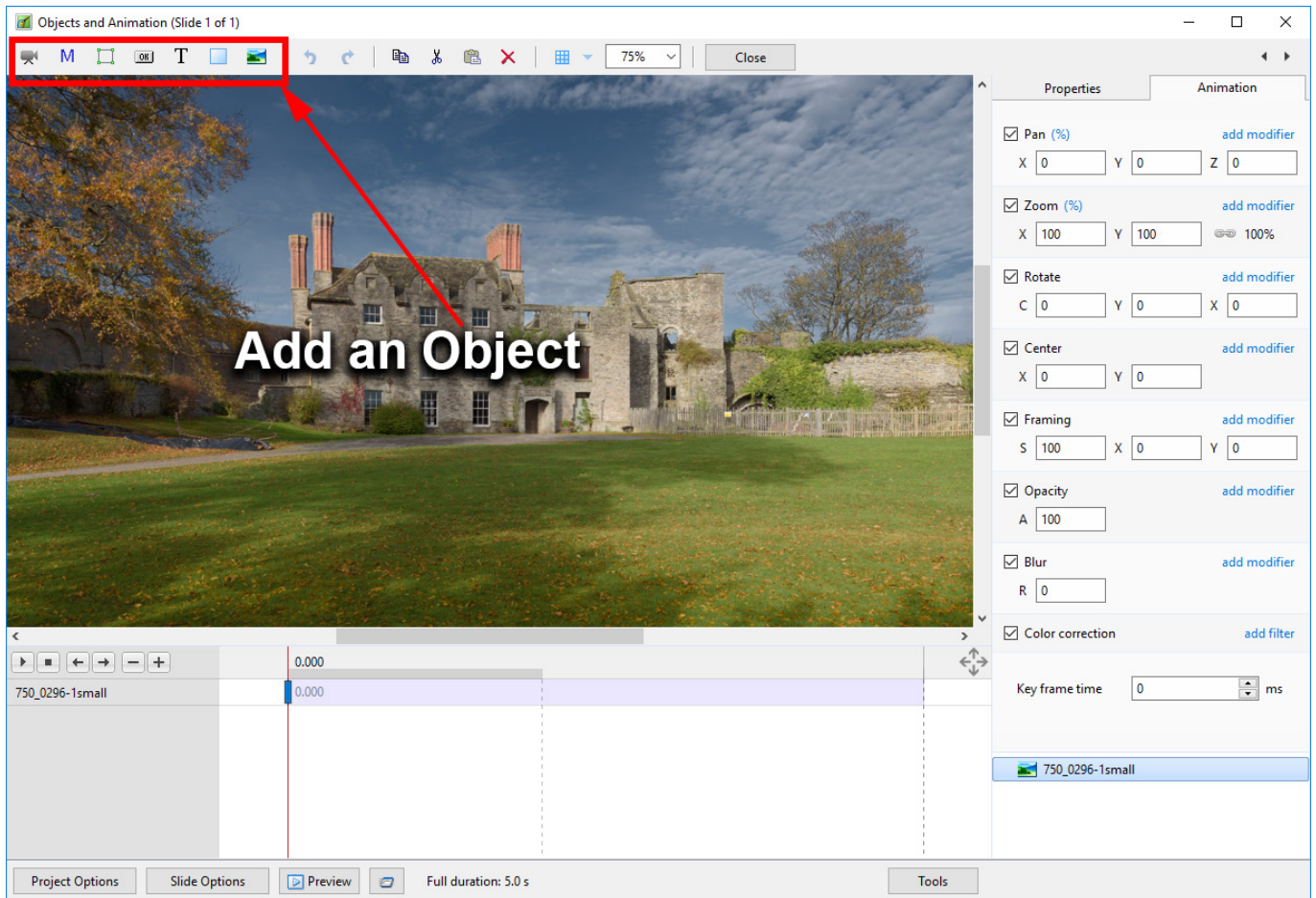
The Grid

- Click on the Grid Icon to apply the Grid
- Click on the down arrow to show the Grid Options
- Select the colours of the Minor and Major Grid Lines
- Select "In Pixels" or in number of divisions per image
- There are 10 minor divisions between Major Grid Lines in the X and Y directions
- Select "Snap to Grid" on or off
- Select "offset" in X and Y directions



- In Pixels Mode the size and AR of the grids are set by entering a fixed pixel dimension
- The Grid is therefore made up of squares
- With “In Pixels” turned off the size and Aspect Ratio of the grid is determined by the numbers set
- In the example above the Grid has been “Centred” by setting a 20×20 Grid
- With “Snap To Grid” ticked the Image/Object will snap to a Major or Minor Grid Line in either direction if dragged close enough

Add an Object



- Add a Video, Mask, Frame, Button, Text, Rectangle or Image Object
- Please refer to Add Object articles in the **How To Section** of the Main Menu

From:

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

Permanent link:

https://docs.ptavstudio.com/en-us/9.0/objectsandanimation_1/main_window

Last update: 2022/12/18 11:20

