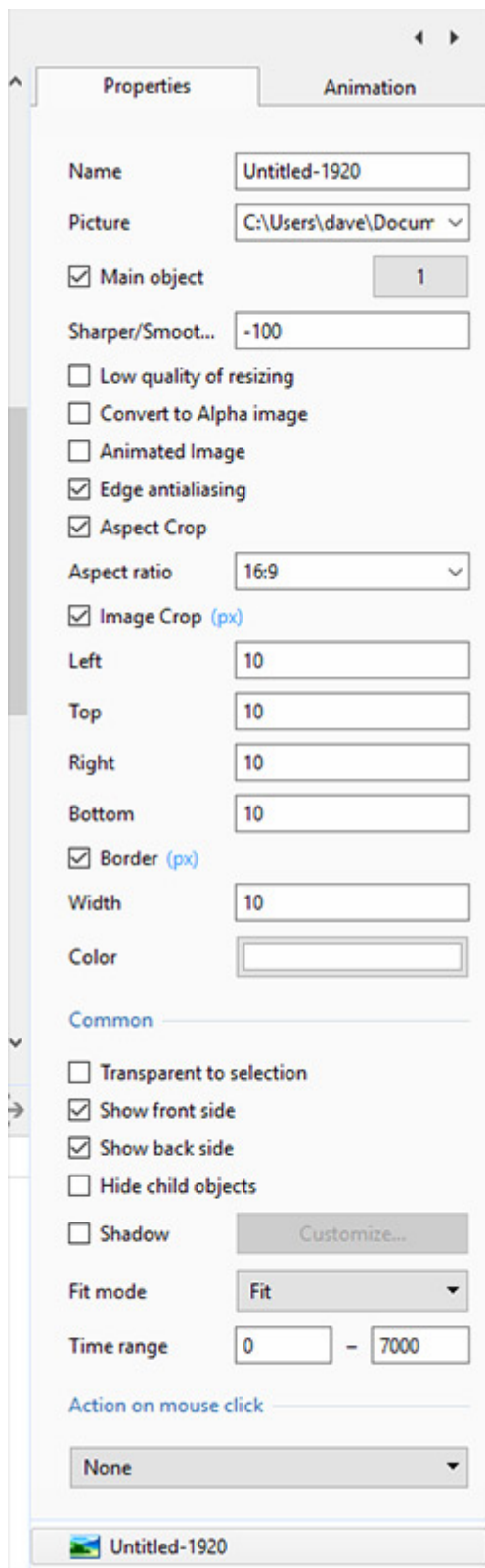


Properties Tab

* The “Properties” tab is shown below.

- This is used to control and adjust the properties of objects inserted into the Editor window.
- Objects can be inserted using the menu toolbar at the top left of the window.
- The actual parameters shown in this tab vary depending on the type of object selected, e.g. images, buttons, rectangles, text.



The screenshot shows the 'Properties' tab of a software interface. It has two sub-tabs: 'Properties' (selected) and 'Animation'. The 'Properties' tab contains various settings for an object named 'Untitled-1920'. The settings are organized into sections: 'Image' (Name, Picture, Sharper/Smoot..., Low quality of resizing, Convert to Alpha image, Animated Image, Edge antialiasing, Aspect Crop, Aspect ratio, Image Crop (px), Left, Top, Right, Bottom, Border (px), Width, Color), 'Common' (Transparent to selection, Show front side, Show back side, Hide child objects, Shadow, Fit mode, Time range), and 'Action on mouse click'. At the bottom, there is a preview of the object 'Untitled-1920'.

Properties Animation

Name:

Picture:

☒ Main object

Sharper/Smoot...:

☐ Low quality of resizing

☐ Convert to Alpha image

☐ Animated Image

☒ Edge antialiasing

☒ Aspect Crop

Aspect ratio:

☒ Image Crop (px)

Left:

Top:

Right:

Bottom:

☒ Border (px)

Width:

Color:

Common

☐ Transparent to selection

☒ Show front side

☒ Show back side


☐ Hide child objects

☐ Shadow

Fit mode:

Time range: -

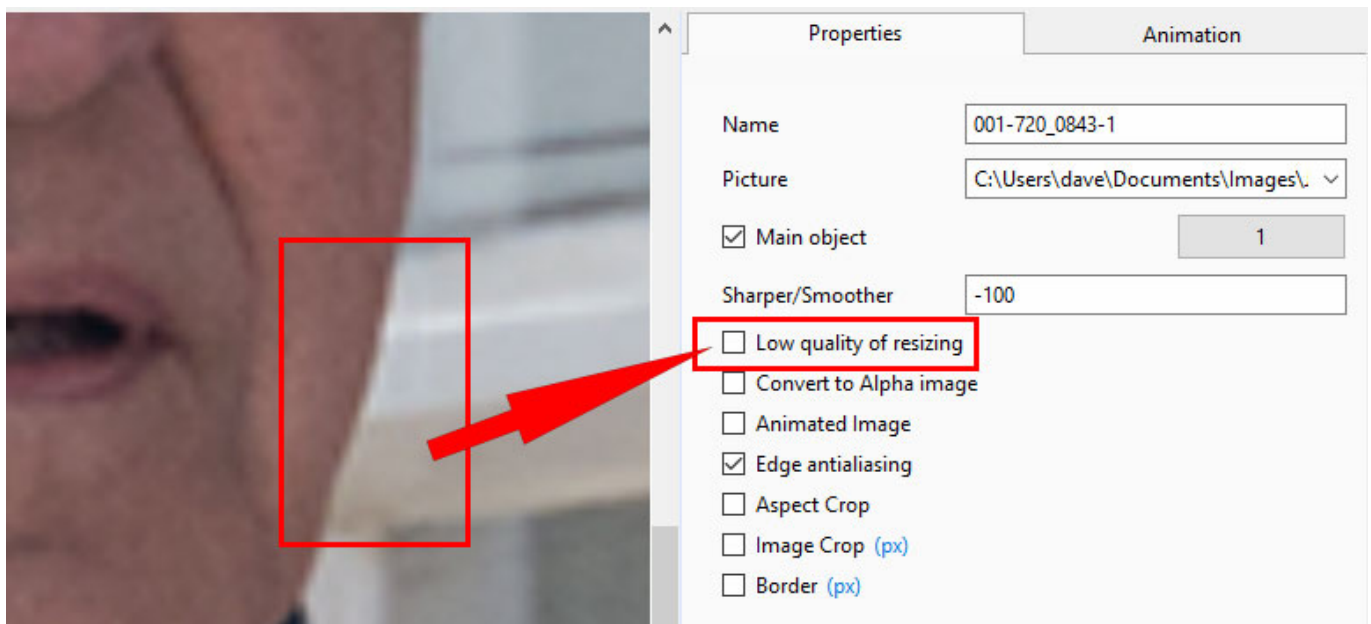
Action on mouse click

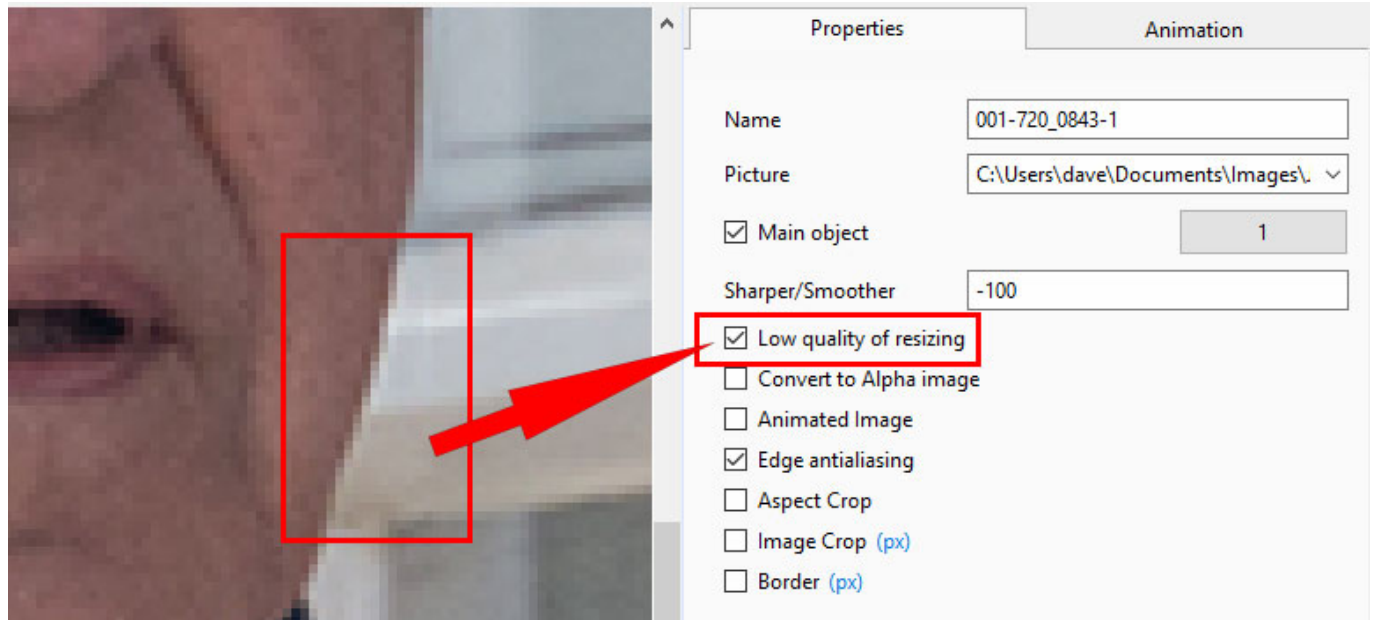
 **Untitled-1920**

- Name: This contains the name of the selected object which can be changed to more readily identify an object
- Picture: This is the file name and location of the selected object. An alternative object (with the same properties, key frames etc) can be selected by changing the object address
- Sharper(-)/Smoother(+): The default value is -100
- Low quality of resizing: Affects the quality of the object
- Convert to Alpha image: See the section on Masks ([Add a Mask Object](#))
- Animated object: Select for animated png files
- Edge anti-aliasing: Used to give a smoother object appearance
- Aspect Ratio: Provides a choice of aspect ratio -16:9/16:10/3:2/4:3/5:4/1:1
- Image Crop: Enables the top, bottom, right, or left sides of the object to be cropped
- Border: Enables a border to be placed around an object and the color to be chosen

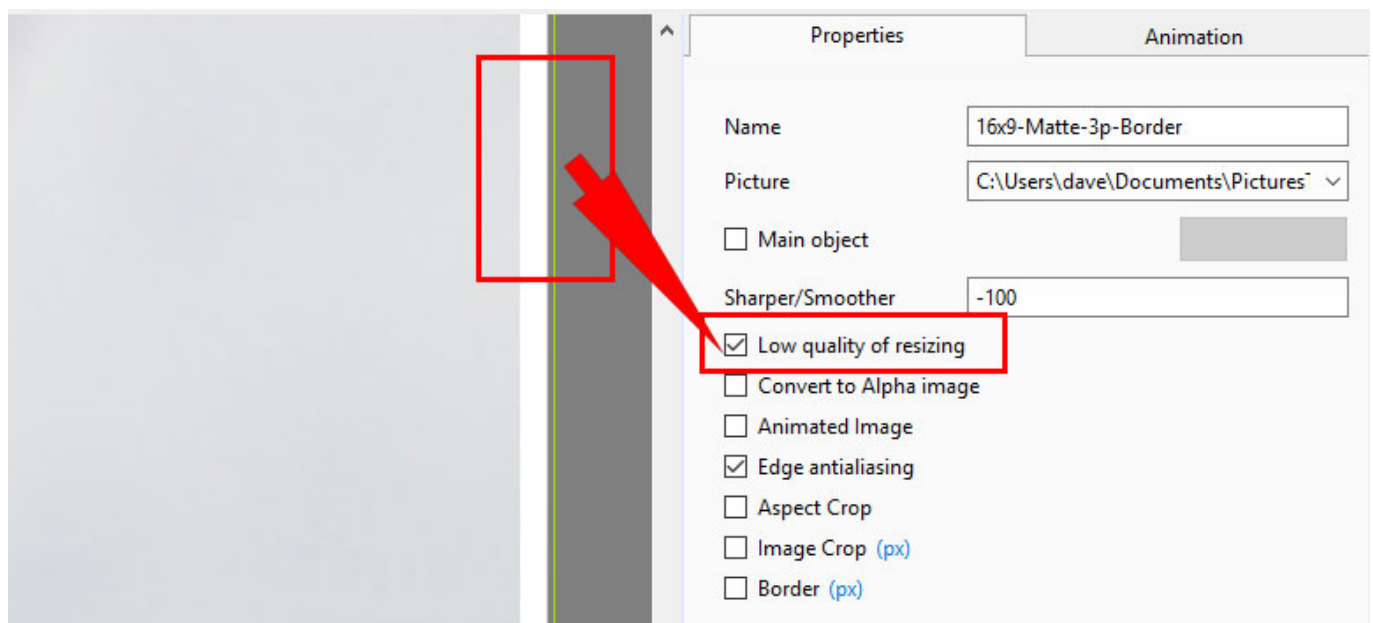
Low Quality of Resizing Examples

- Using this Control with Images which have been zoomed:





- At 100% (original Pixels) the effect is that of slight sharpening the image
- At higher percentages the effect is that shown above
- And with Borders made in an External Editor etc



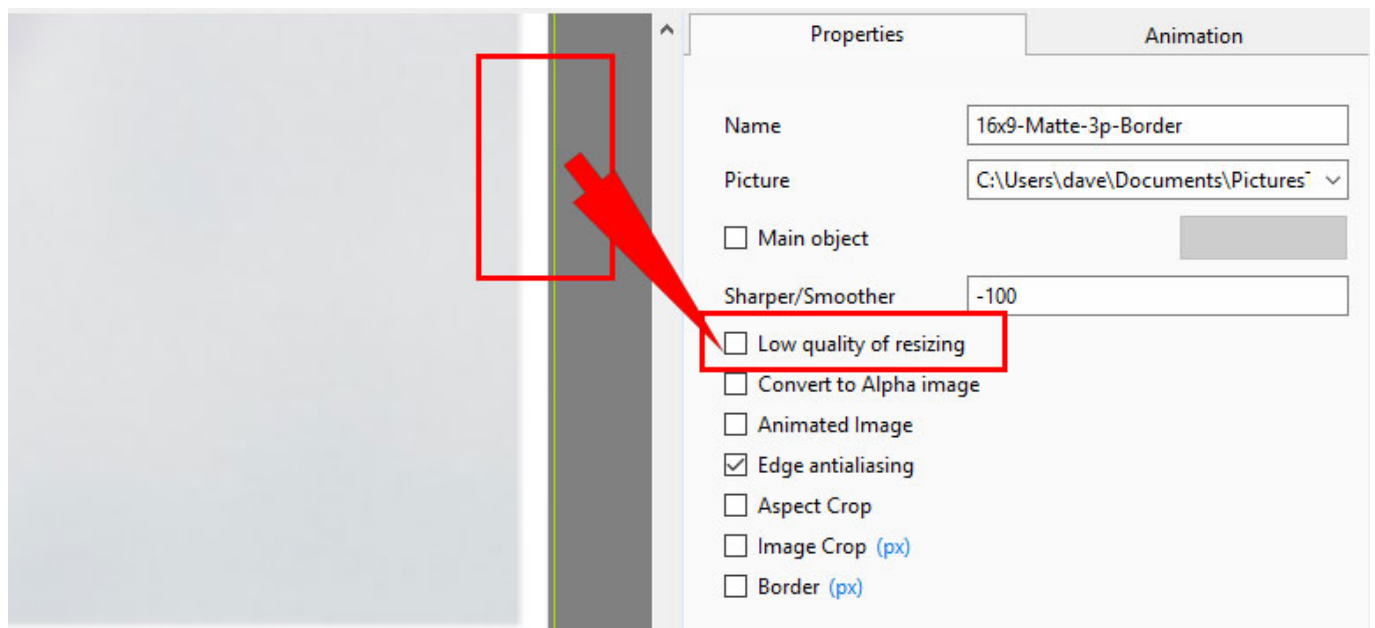
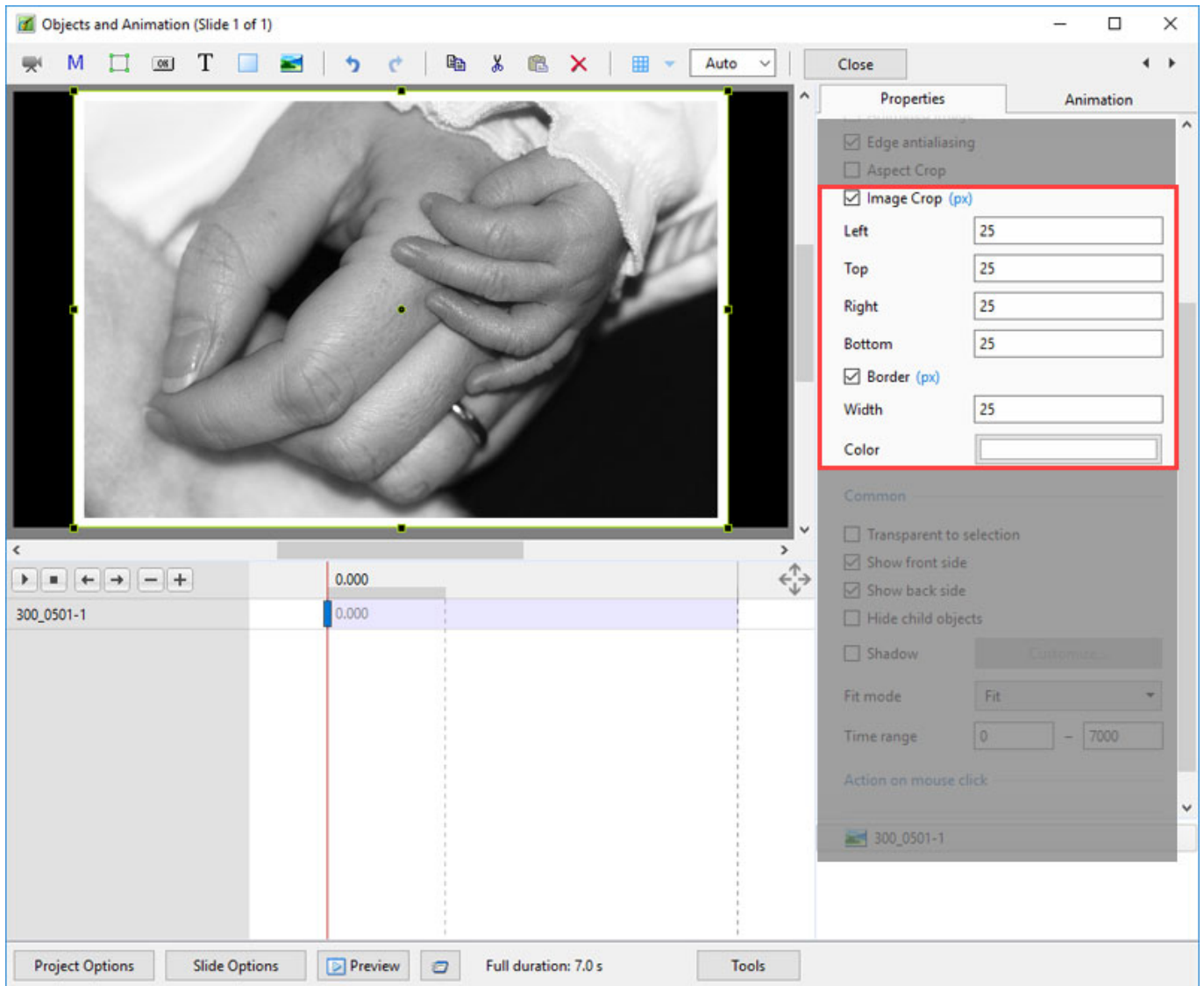


Image Crop and Border

* To add a border to an Image/Object and maintain the original Aspect Ratio:

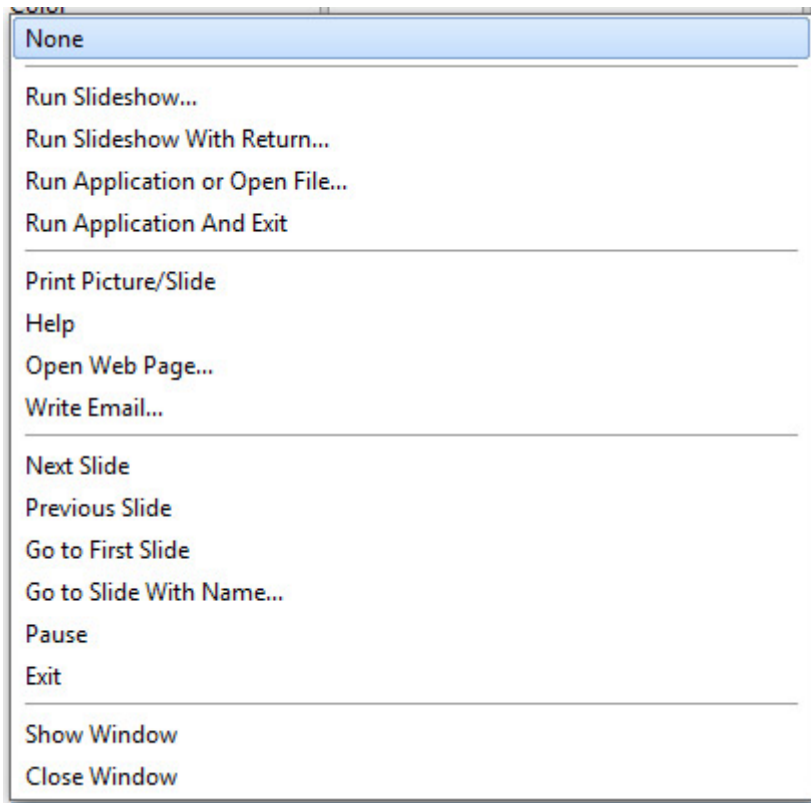


Common

- Transparent to selection: Prevents inadvertent selection of an object with the Mouse
- Show front side: In 3D animation determines if the front of the object is seen
- Show back side: In 3D animation determines if the back of the object is seen
- Hide Child objects: Will hide any objects inserted as a Child of a main object when "Show Front and Back Sides" are also UNTICKED
- Shadow: Enables a shadow to be applied to an object
- Fit Mode: Choose from "Fit" or "Cover"
- Time Range: This box shows the time range for the Slide from the start to the end of the next slide transition

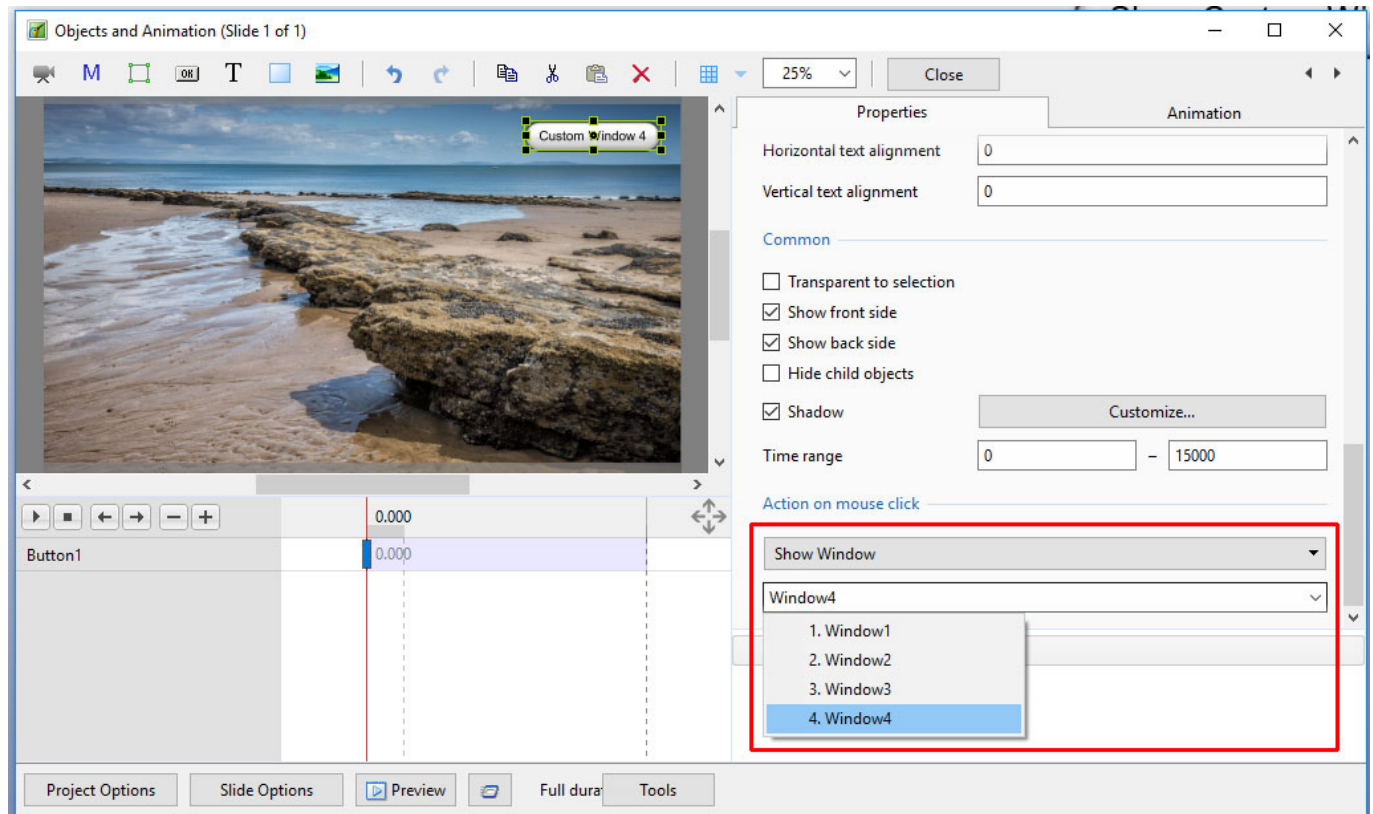
Action on Mouse Click

- Selecting this option opens the dialog box shown below providing a selection of appropriate actions

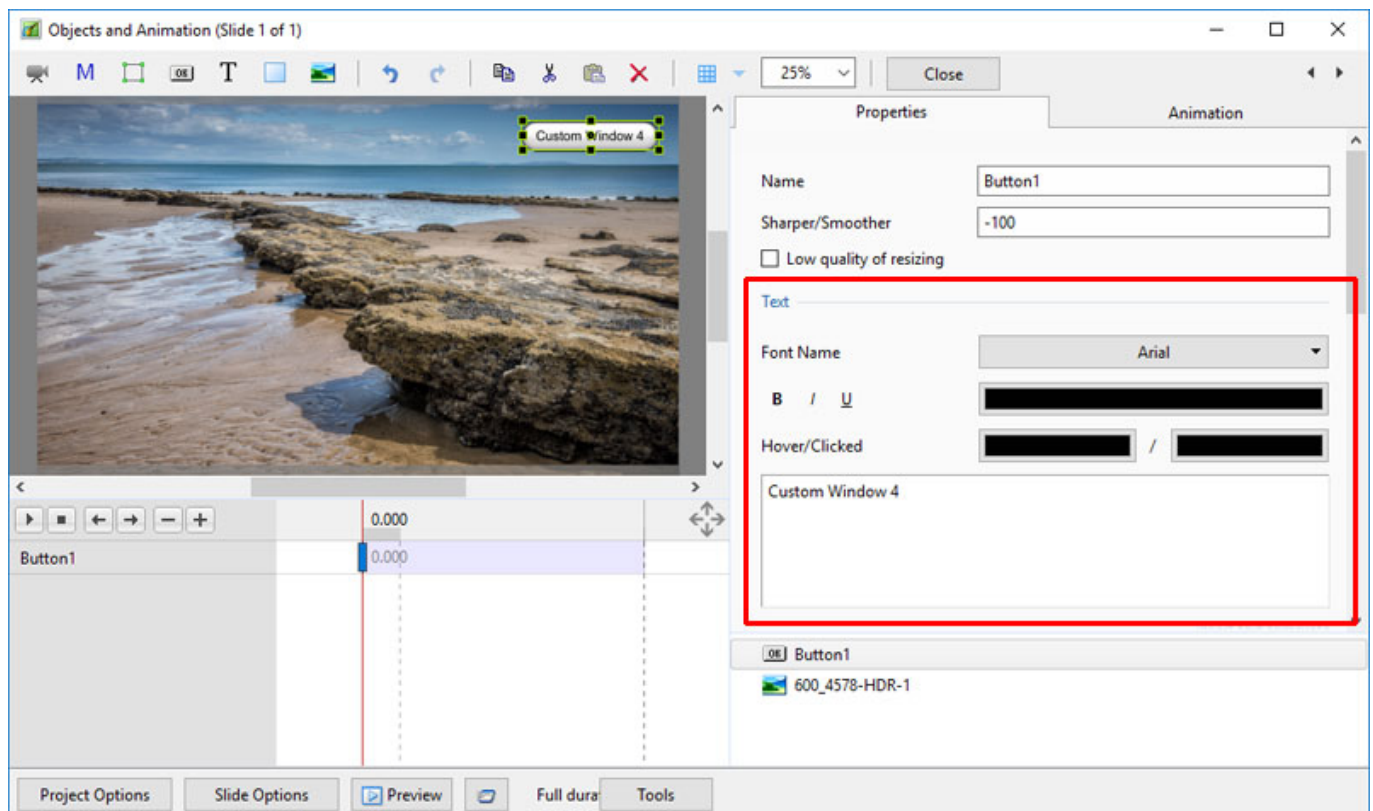


Display a Custom Window

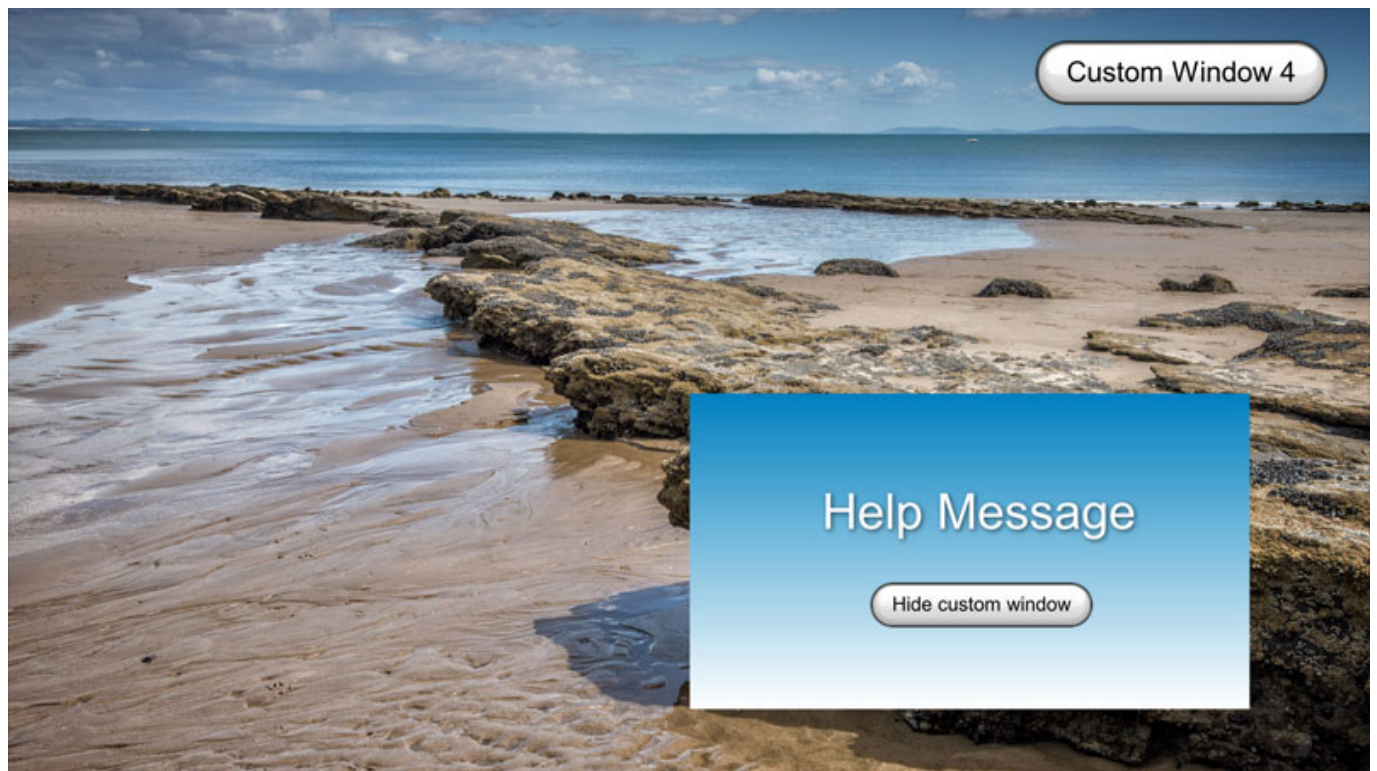
- In Objects and Animation add a Button (The Button can be made Transparent by changing its Opacity in the Animation Tab if required)
- In “Action on Mouse Click” click on the Button and choose “Show Window”
- From the Drop down Menu choose the Window to which you want to link



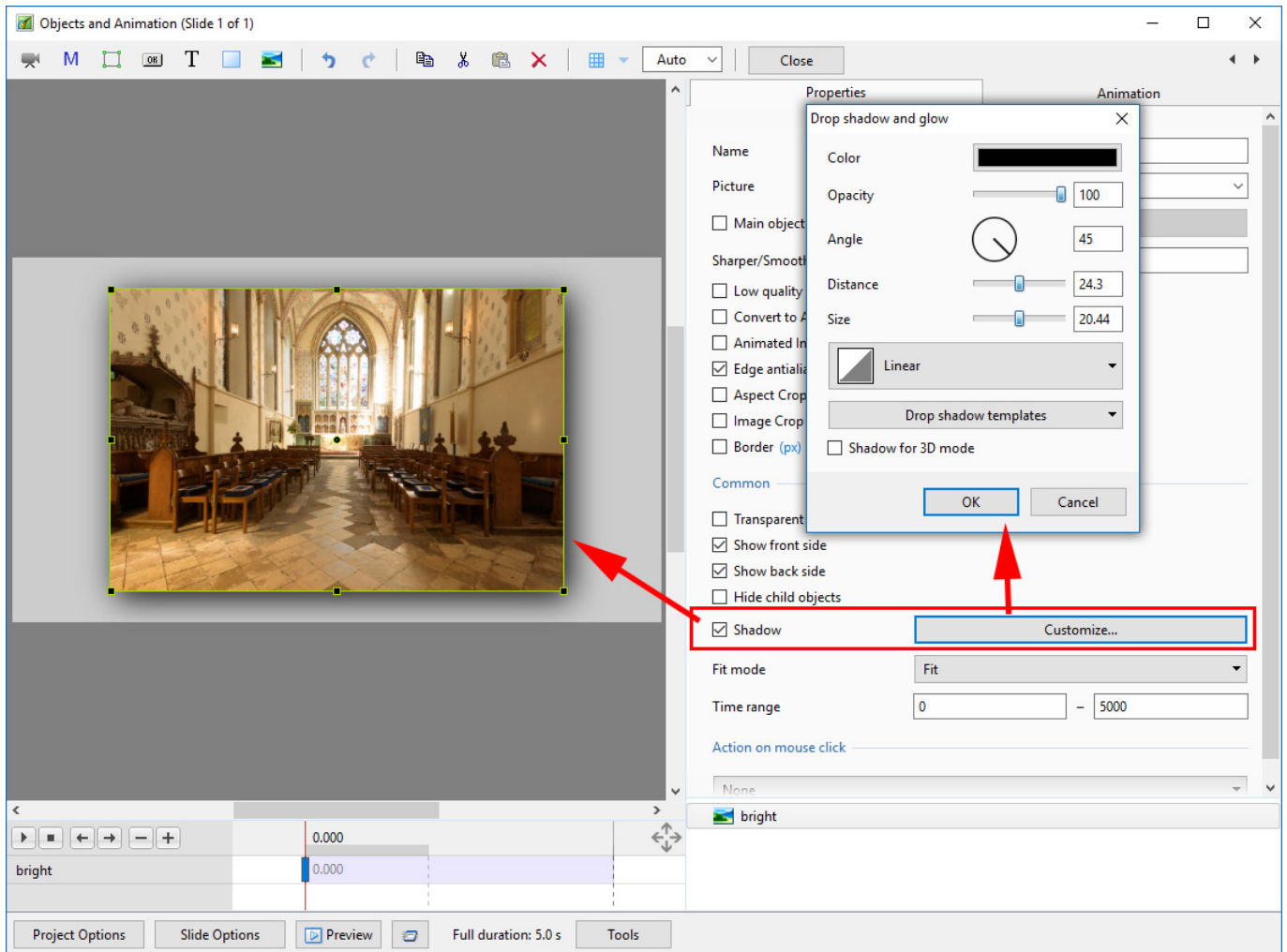
- In Text (for the Button) add the required Text



- In Preview or when the EXE is running clicking on the Button activates the Custom Window



Shadow - Customise Shadow



- Colour and Opacity determine the colour and strength of the shadow
- Angle determines the direction of the shadow
- Distance determines how far away from the object the shadow lies.
- A distance setting of zero produces a Global shadow directly behind the object and therefore on all four sides
- Size determines the “spread” of the shadow
- In the drop-down menu labelled “Linear” are a number of shadow profiles which the user can try for a variety of shadow effects
- Drop Shadow Templates allows the user to Save frequently used shadow profiles

Please go to Project Options for details on Customising the Window [Project Options](#) Advanced Tab/Advanced Options

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

Permanent link:
https://docs.ptavstudio.com/en-us/9.0/objectsandanimation_1/properties_tab?rev=1564566257

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