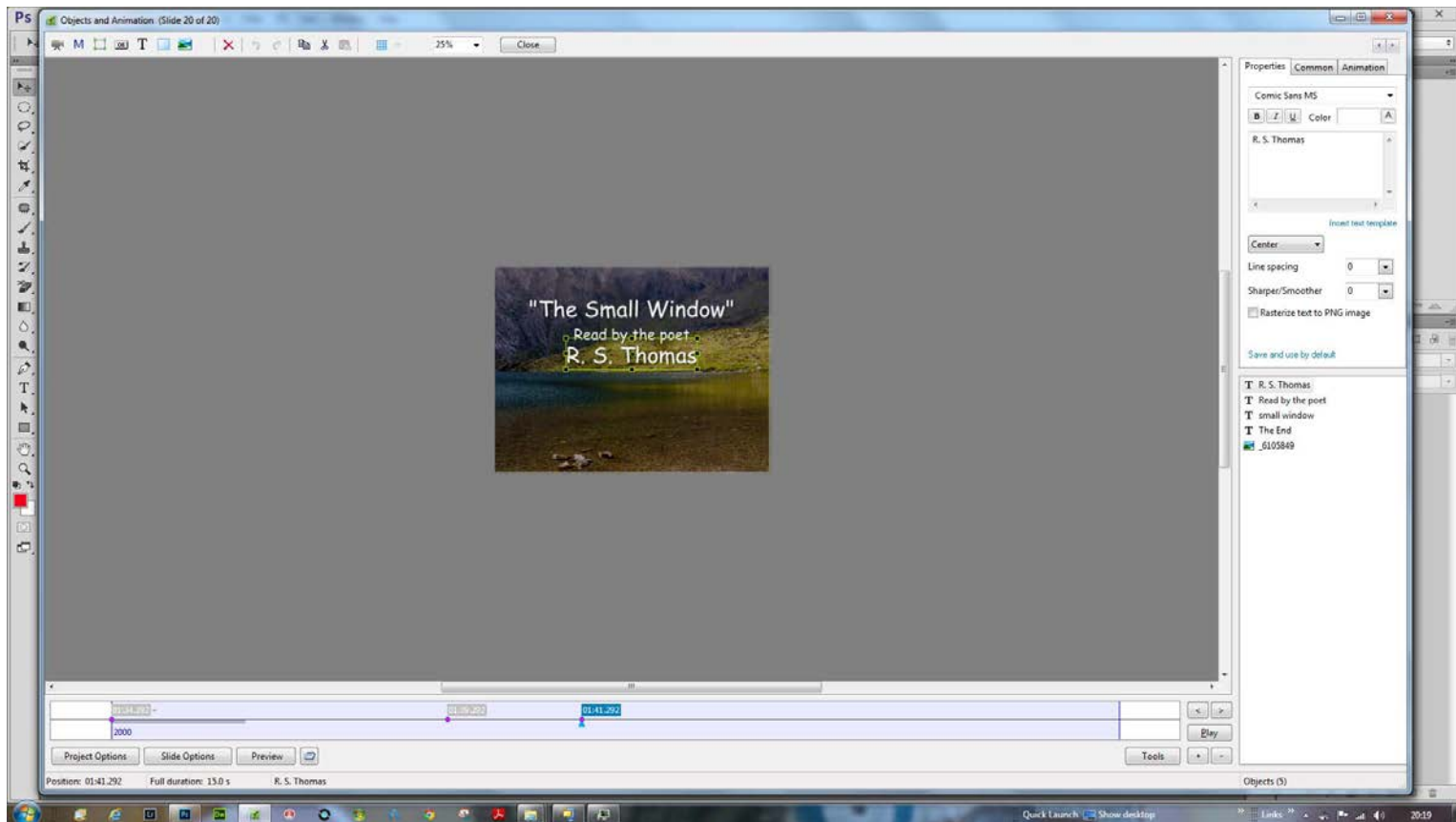
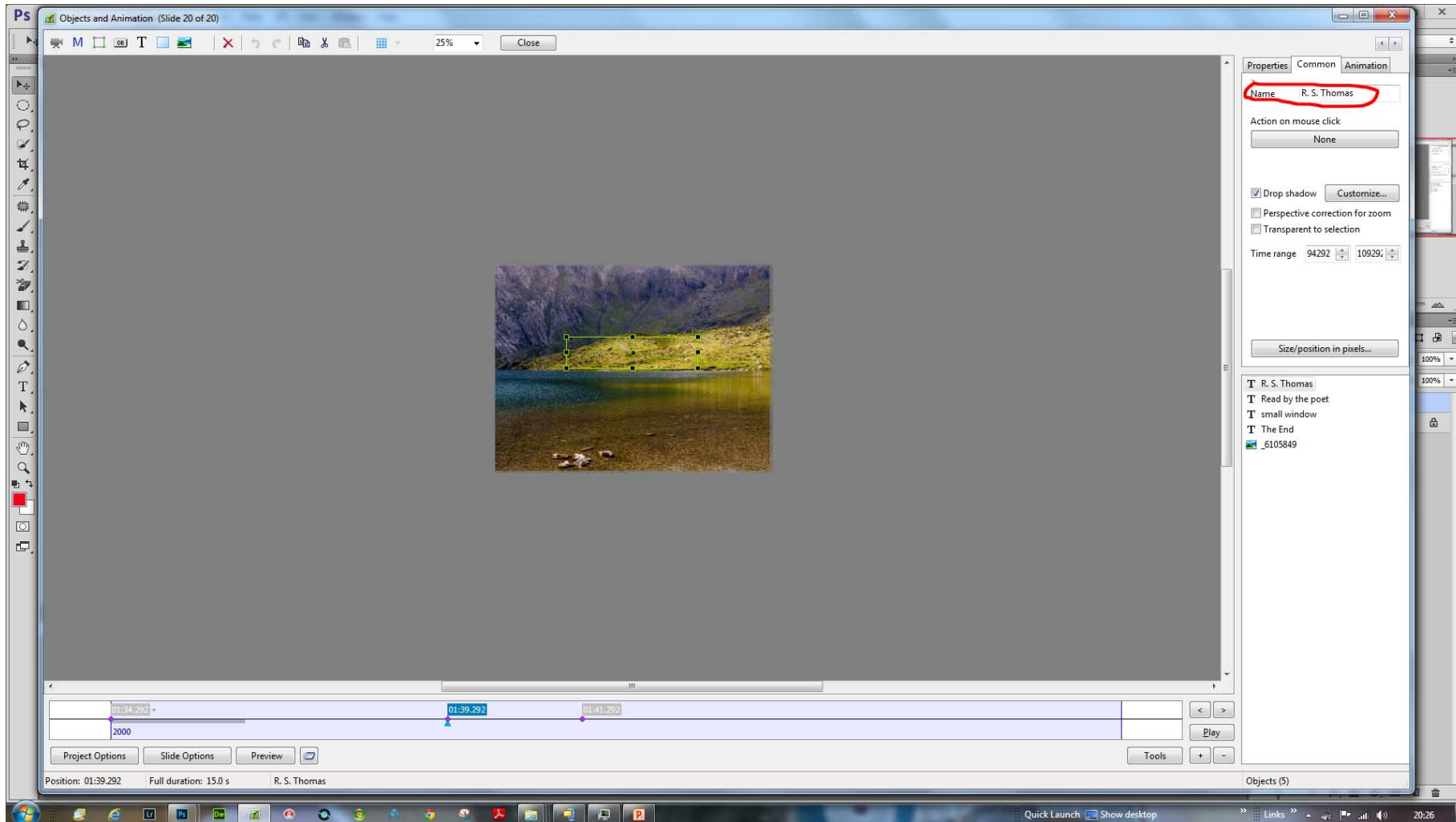


Objects and Animation

This is how the Properties tab Objects and Animation appears with one Text object highlighted.
As you can see there are Four text objects and the image.
The timeline at the bottom has three Key frames.

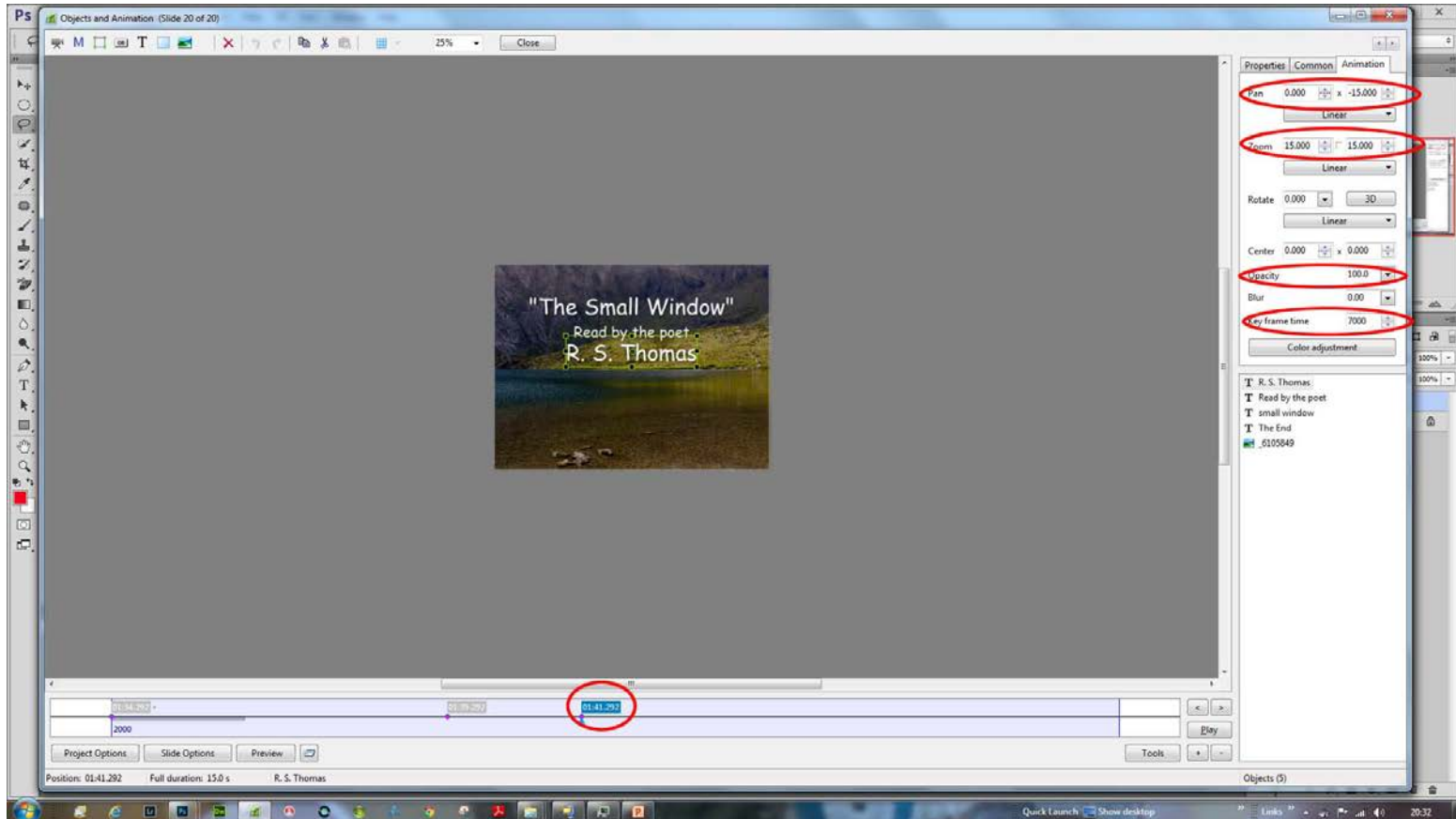


This is how the Common tab of Objects and Animation appears with one Text object highlighted. I have given the text object a name, which reflects the content. I usually cut and paste part of the text into this. When you have many text objects to control on a slide, this is very useful.



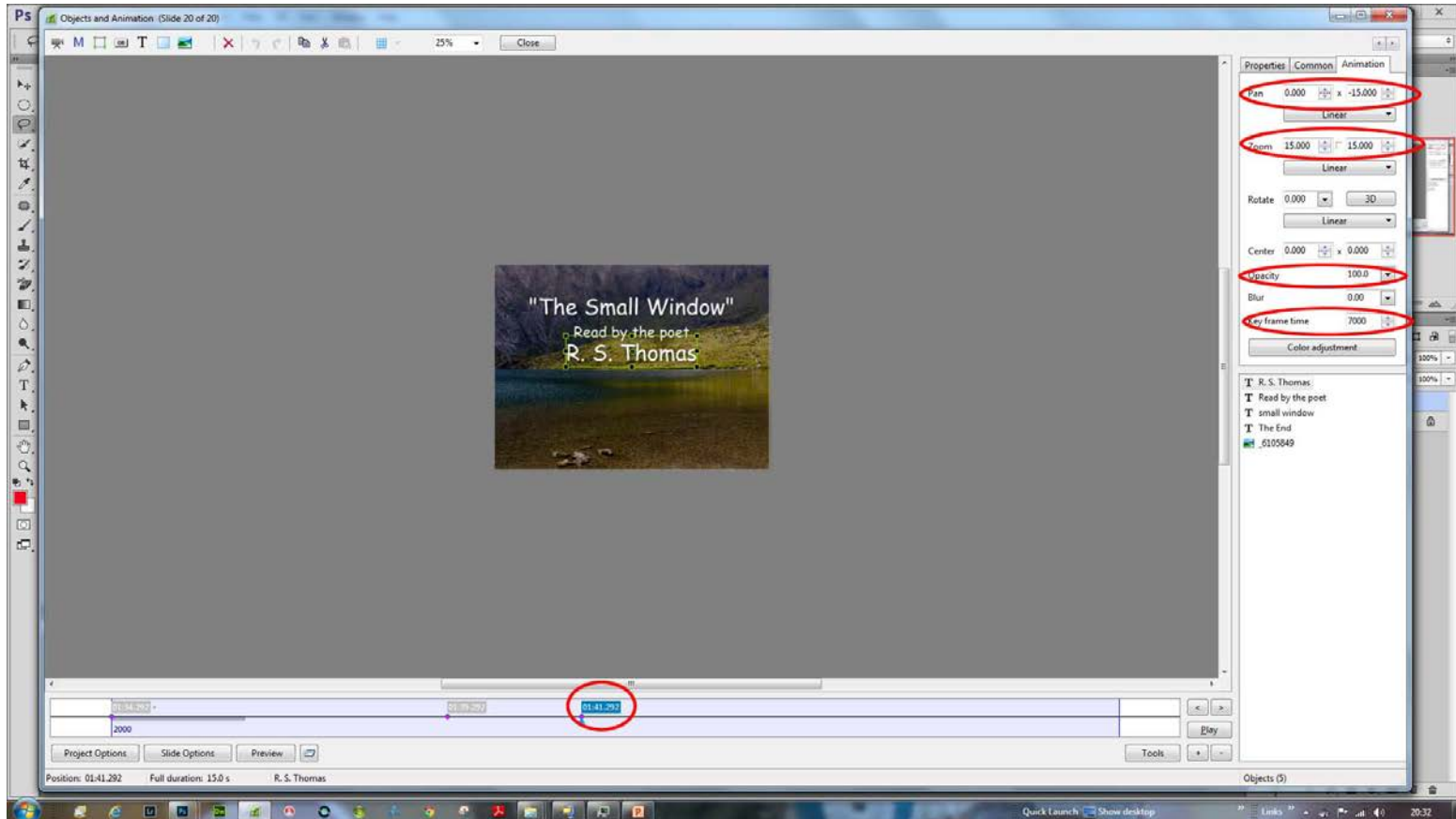
This is how the Animation tab of Objects and Animation appears with one Text object highlighted.
Pan determines the position of the object on the screen.

Values of 0 in both is centre of screen. The first box determines the position left or right. A negative number moves it to the left, Positive to the right.



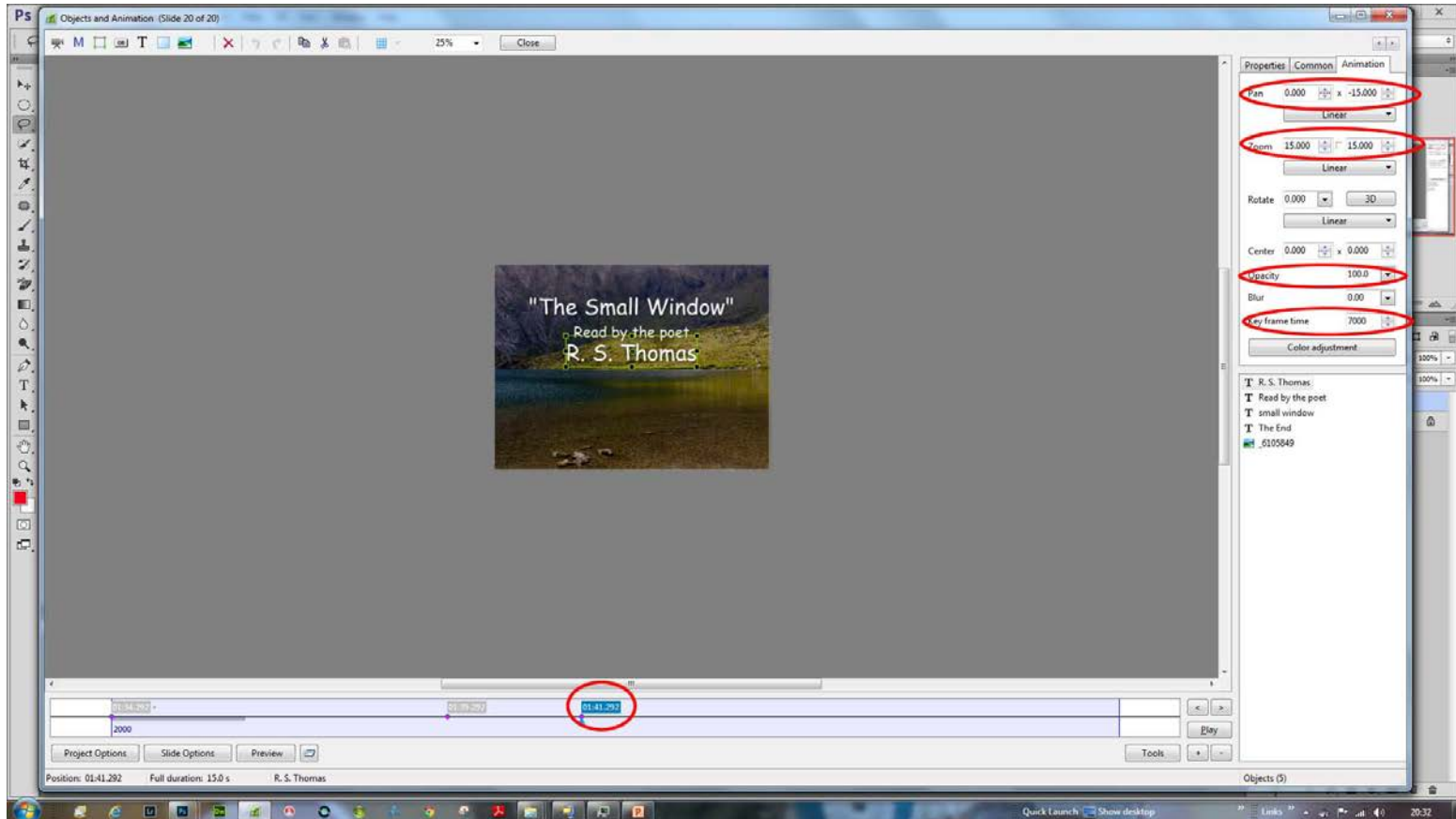
Objects and Animation Animation tab.(1).

Zoom determines the size. The larger the number, the larger the object. By default the width and height changes the same. If the faint box between the numbers is clicked, then the first number determines the width and the second the height.



Objects and Animation Animation tab.(2).

Opacity determines if the object is visible at that key frame. If the opacity is 0, the object is invisible, 100 makes it fully visible.
This enables us to make the text appear , or disappear in time.



Objects and Animation Animation tab.(3)

Key Frame time enables us to accurately set a time for the keyframe. This is in Milliseconds, so 7000 would be 7 seconds, 7500 would be 7.5 seconds

