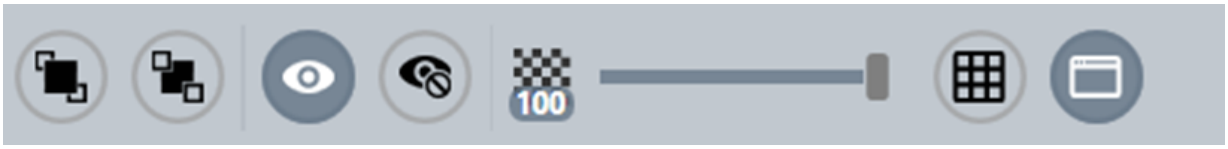
Object properties



Objects on the slide have additional properties. They are displayed on the grey panel at the bottom of the editor

Layers
The first two buttons are for working with layers. They allow you to bring an object toward the front or send it toward the back.
If you have more than two objects on a slide, you may need to organize them into layers.
For example, if you have a picture and want to put text on top.
In order for the text to be on top, you need to select the object and touch the Bring forward icon on the grey panel. The result will be the same if you select the picture and touch Send backward.

Show/hide function

The buttons with the eyes are for the show/hide function. The first button controls the initial visibility of the object. If the button is pressed, the object will initially be visible to the viewers. If it is not pressed, the object will not be visible to viewers initially, only to the speaker.
The second button activates the interactive option show/hide object. This means that during the recording, the speaker will be able to show or hide an element with one touch. When this happens, an eye will be displayed on the object itself.

By default, this function is disabled (objects are initially visible and cannot be hidden or shown). To enable the function, you need to touch an object, allow it to be hidden or shown and select the initial display mode.

Opacity

The opacity button controls the opacity of each object on the slide. We recommend using an opacity in the range of 70-80% for images with a background, maps, browsers, screen captures, videos, and if you are planning to interact with them. If you do not control the opacity, the object will completely cover the slide and it will be more difficult to interact with.

Grid

The grid allows you to display a grid on the slide. This helps you to accurately position objects on the slide.

Show controls

This function allows you to turn on or off the controls for certain objects on the slide, e.g., for a map, browser, diagram, screen capture and an external video stream.

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Revision #1
Created 4 April 2023 16:25:28 by Alina Petlichenko
Updated 4 April 2023 16:59:25 by Alina Petlichenko