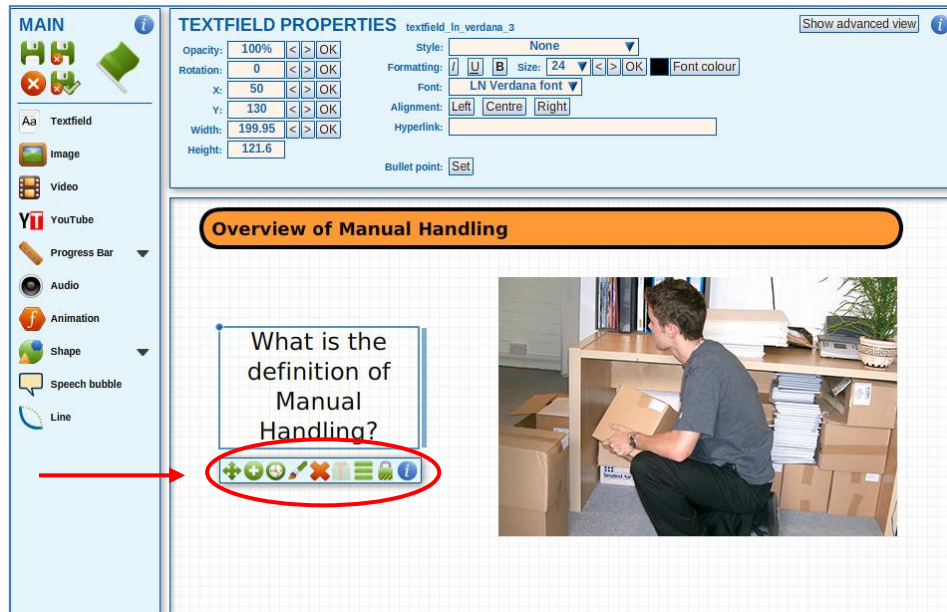


Changing Objects Opacity at a Set Time

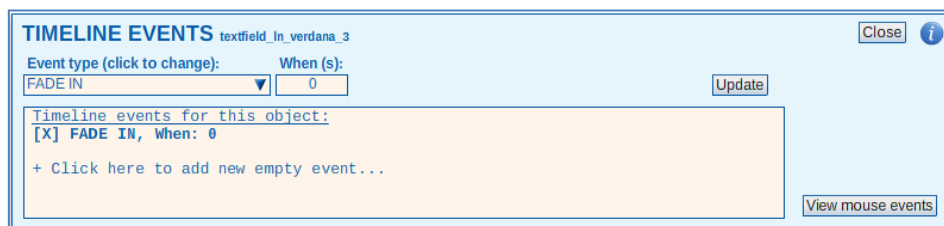
Every object that is added to a screen has its own toolbar which will appear whenever the object is selected:



The third button on this toolbar controls the **Timeline** and **Mouse Events**:



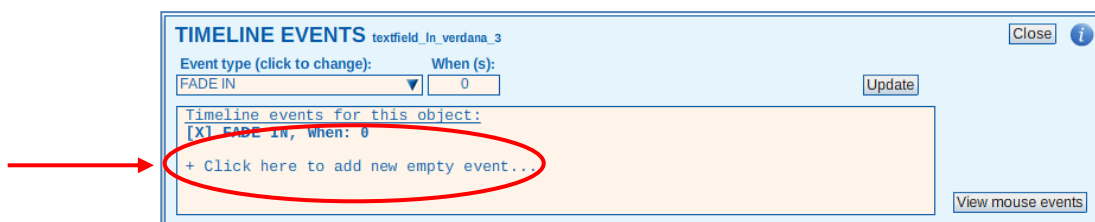
Click on this button to display the **Timeline Events** properties panel:



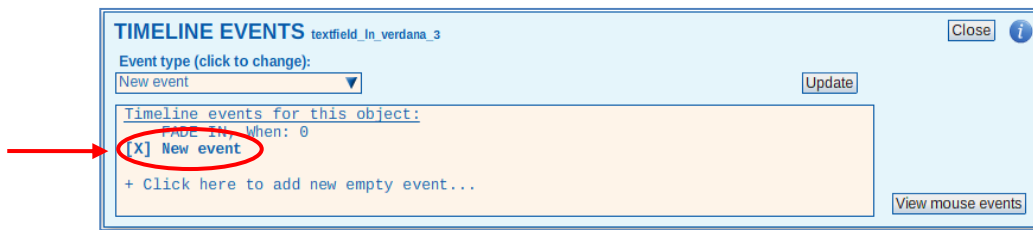
By default, every object appears immediately as soon as the screen is loaded, therefore the setting is set to **FADE IN** at zero seconds. This setting needs to stay as it is so that the object will be on the screen.

To have the opacity of your object change after a set amount of time:

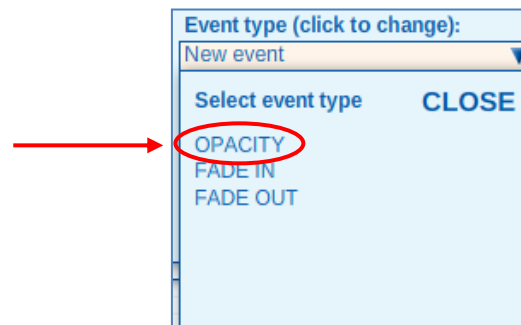
- 1) From the **Timeline Events** properties panel, click on **Click here to add new empty event**:



- 2) The new event will appear in the box:

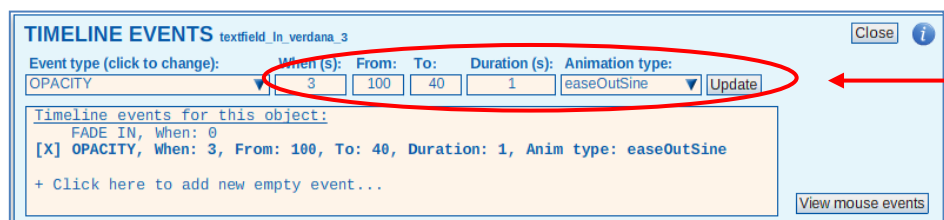


- 3) From the **Event type** pull-down menu, select the **Opacity** option:



- 4) A series of boxes will appear next to the **Event type** box. These will control the details of the change in opacity:

- In the **When (s)** box, type the amount of seconds after which you would like the change in opacity to start
- In the **From** box, type the opacity value from which you would like to start. In this example, the object is already on the screen with opacity of 100%, so that is the value from which you should start. If your object already has a different opacity value, you should use that value in the **From** box. If your object has not yet appeared on the screen (i.e. there is no FADE IN event), then you should start from a value of 0.
- In the **To** box, type the opacity value you want to achieve
- In the **Duration** box you need to type the amount of time the change in opacity will take to complete.
- From the **Animation type** box, select any special effects you would like to apply to the change in opacity. **Please note:** most of the effects are very mild so the difference may be hard to spot.



In the example above, the object will appear on screen immediately, then after 3 seconds the opacity will change from 100% to 40% over 1 second.

- 5) Click on the **Update** button to implement the change:

TIMELINE EVENTS textfield_in_verdana_3 Close i

Event type (click to change):	When (s):	From:	To:	Duration (s):	Animation type:	
OPACITY ▼	3	100	40	1	easeOutSine ▼	Update

Timeline events for this object:
FADE IN, When: 0
[X] **OPACITY**, When: 3, From: 100, To: 40, Duration: 1, Anim type: easeOutSine
+ Click here to add new empty event...

View mouse events