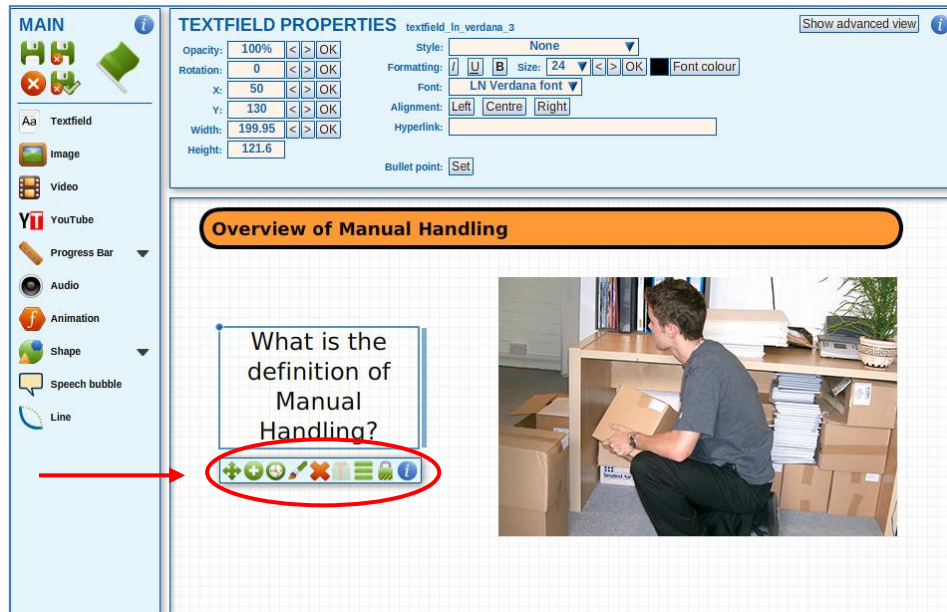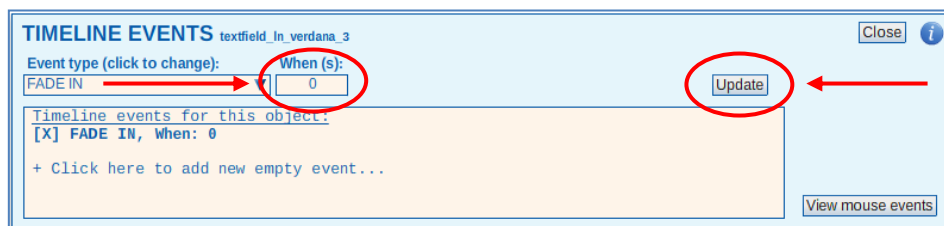# Making Objects Appear at a Set Time

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 to **FADE IN** at zero seconds.

To change this setting:

1) In the **When (s)** box, type the amount of seconds after which you would like your object to appear on the screen.
2) Click on the **Update** button to implement the change