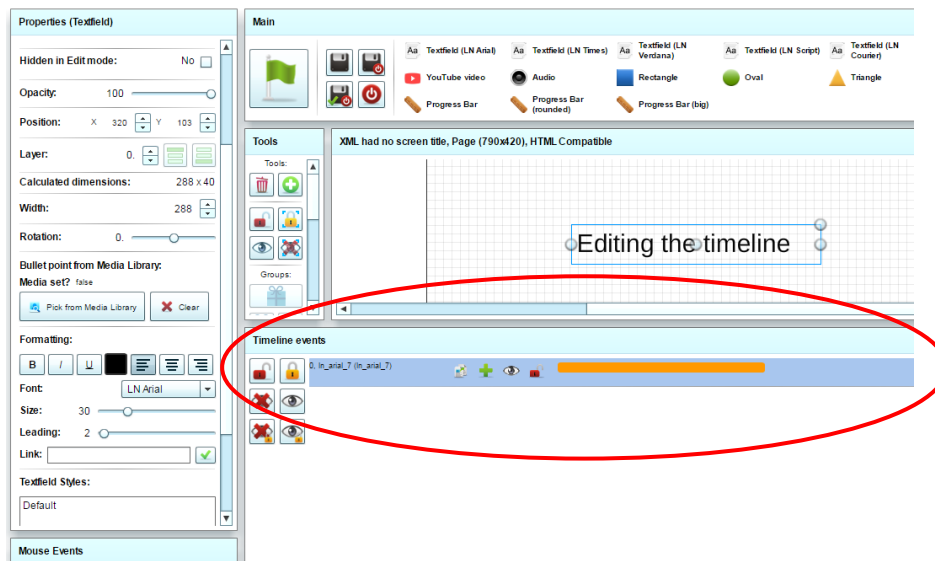
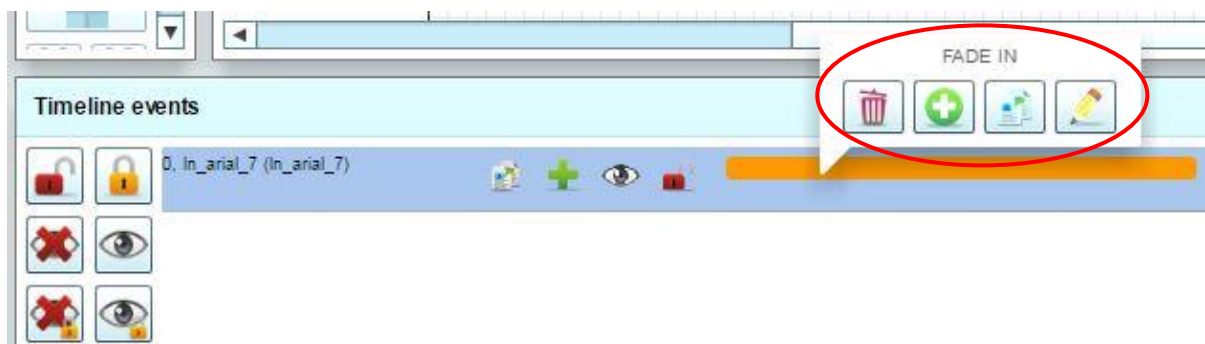


## Editing Timeline Events of an Object

Clicking on the **Timeline events** menu will display a list of all objects and a graphical display of their timeline events:




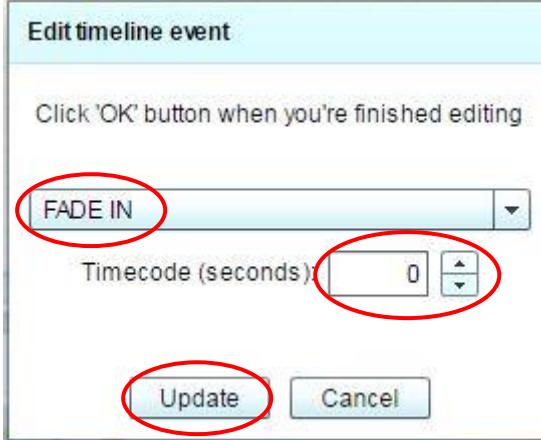
1) Clicking on the object you wish to edit will show you four options:



These allow you to **Delete**, **Duplicate**, **Copy** (to clipboard) or **Edit** the object's timeline.

**Note:** The default timeline event for every object is *Fade In* at 0 seconds. Edit or delete this timeline event as required.

2) Select Edit  to make changes to the timeline event.



**Edit timeline event**

Click 'OK' button when you're finished editing

FADE IN

Timecode (seconds) 0

Update Cancel

Use the available drop-down to select a different type of time line if required. The available events are:

- FADE IN
- FADE OUT
- OPACITY
- ENABLE MOUSE INTERACTION
- DISABLE MOUSE INTERACTION

Then edit the **Timecode (seconds)** to the desired time for the event, before selecting **Update**.