### Identification Tab

- Give the object a specific name for identification purposes.
- Assign keywords to the object...mainly used with containers or to search for an object type.
- Use existing text to create questions for votes or expressions.

### Appearance Tab

- Move selected object from one layer to another.
- Make the object appear translucent allowing you to see behind it.
- Choose whether the object is visible when presenting... prevalent when working with restrictors for example.

### Outline Tab

- Change the style, color, and width of an object’s outline.
  - You can remove the outline by selecting “none” for style.
- Cap style and join style change the outline’s appearance slightly as well in some cases.

### Fill Tab

- Change the color and design when an object is filled.
  - You can choose “none” to make it empty.
  - Many other options with 1 color choice.
- “Gradient” can be selected from the style choices.
  - This activates your gradient menu for many more options.
  - Both color options are available with gradient.

### Background Tab

- Used when working with text boxes.
- Allows you to change the background color of the text box and whether you want it to be transparent or opaque.

### Position Tab

- Left and Top tell you the exact location of the object as it is located on the grid.
- Width and Height describe the exact size of the object.
- Scale Factor x and y will distort the picture according to the size of the grid.
- Use Inverted to turn your object upside down.
- Change the Angle value to rotate the image a certain degrees.
- Reflected creates a mirror image of your object.
- Locked will keep your object from moving when in presentation mode.

### Miscellaneous Tab

- Scale origin are used to work with the grid that is hidden on the background.
- Select “true” under Drag a Copy to turn any object into an unlimited supply of that object.
**Label Tab**

- **Caption**
- **Font Name**
- **Font Size**
- **Font Color**
- **Outline Style**
- **Background Mode**
- **Background Color**
- **Behaviour**

Use the label tab to create labels for your objects on your page.
- type what you want your label to say in the caption field
- determine your font type, size, and color
- choose your outline style
- determine whether you want to have the background of the label transparent or opaque
  - if opaque, determine the color
- Behaviour lets you decide whether you want the label on all the time or only as a tooltip

**Container Tab**

- **Can Contain**
- **Contain Object**
- **Contain Words**
- **Contain Rule**
- **Reward Sound**
- **Reward Sound Location**
- **Return if not Contained**

Containers can be used as a self-check. There is another cheat sheet available that shows you how to create a container.
- choose what you want your object to contain
  - specific objects- browse to find the object(s)
  - keywords- browse to assign keywords to the container, then use the identification tab to assign keywords to objects being contained
  - anything
  - nothing
- choose a reward sound if student is correct
- Return if not Contained is used for the objects you are attempting to contain

**Rotate Tab**

- **Can Rotate**
- **Rotate Step**
- **Rotate About**
- **Rotate Object**
- **Rotate Point x**
- **Rotate Point y**

The rotate tab gives you the option to choose how you want an object to rotate when using rotate with the marquee handles
- Can Rotate options: freely, clockwise, anti-clockwise, or no
- Rotate Step: choose how many degrees the object rotates with each step
- Rotate About: choose a point you want the object to rotate around...whether it be a point on the object or around another object
- Rotate Point x,y: choose a point on the background grid in which you would like the object to rotate

**Restrictors Tab**

- **Can Block**
- **Can Snap**
- **Snap Point x**
- **Snap Point y**
- **Snap To**
- **Can Move**
- **Move Path**
- **Can Size**

- Can Block allows you to give an object the property to not allow other objects to pass through it
- Can Snap allows you to snap to the background grid
  - Snap Point x,y lets you choose the area to snap to
  - Snap To lets you know what part of the object will be snapping to your grid location
- Can Move allows you to move freely around the page, vertically, horizontally, along a designated path, or not at all
  - Move Path is where you can choose your path to move along
- Can Size allows you to restrict how an object can be resized on the page