

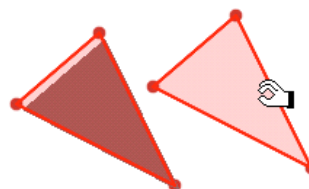
## DISPENSERS

Cabri allows polygons, tangrams, pattern blocks, images, 3D models, and tokens to be turned into dispensers. See Cabri Author file ***dispensers*** for some examples.

The triangle to the right is an example of a dispenser.

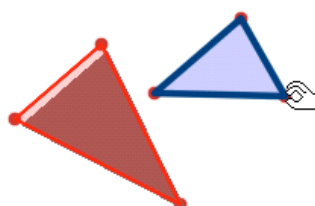


When you click, hold down and drag on this triangle, a new copy of the triangle is created, which may be positioned anywhere on the page.



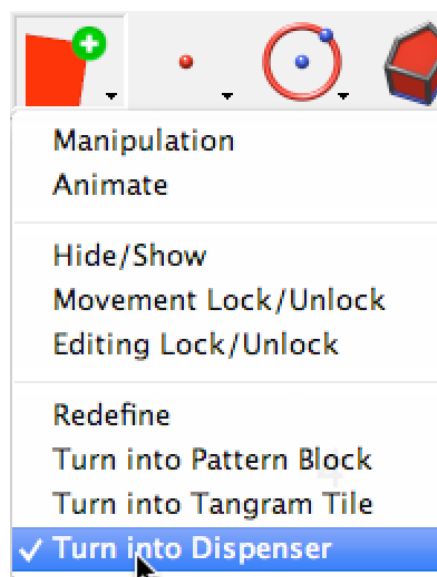
The new triangle has initially got the same properties as the original triangle, but these may be changed.

Here the triangle has been changed in appearance via the **Attributes** panel of the Inspector, and has had one vertex dragged.



### 1. TURNING AN OBJECT INTO A DISPENSER

The **Turn into Dispenser** tool can be found in the **Manipulation** toolbox:



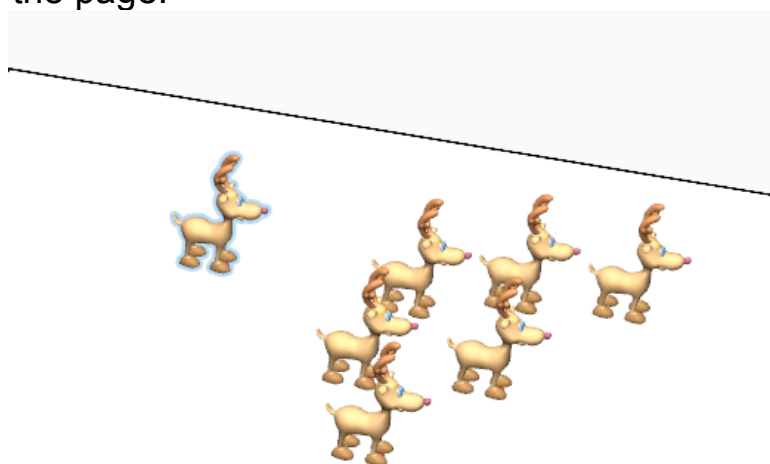
**Polygons, tangrams, pattern blocks and tokens** can be turned directly into dispensers:

1. Select the **Turn into Dispenser** tool.
2. Click on the object you want to turn into a dispenser.

**Images** and **3D models** have to be attached to a point to be turned into dispensers:

1. Select the **Point** tool and create a point on the page.
2. Select an image or object from the **Media** panel of the Inspector. If the palette is closed, click the grey arrow to open it.
3. Click on the point to attach the selected image or object to it.
4. Select the **Turn into Dispenser** tool.
5. Click on the image or model that you just created.

You can then drag new objects from the dispenser and drop them anywhere on the page.



## 2. MOVING A DISPENSER

Once a dispenser has been created, it can't be moved directly. Follow these steps to move it:

1. Select the **Point** tool and create a point near the distributor.
2. Select both the point and the dispenser either with a selection rectangle or by holding down the **Shift** key while clicking on the two.
3. Now move the point; the dispenser (and anything else that is selected) will move along with it.



● Move this  
point

4. Once the dispenser has been moved, delete the point. Make sure you click first to deselect both and then select the point again before pressing [delete](#).

### 3. TURNING OFF DISPENSING

If you no longer want an object to act as a dispenser, select the **Turn into Dispenser** tool again. All objects which are dispensers will flash: click on any flashing object to turn off dispensing.