

## MEDIA

### 1. THE MEDIA PANEL: IMAGES

The **Media** panel is located in the Inspector on the right side of the document window. Click on the grey arrow to open the Inspector and then click on **Media** at the bottom.




You now have a choice between **Images** (2D) and **Models** (3D).

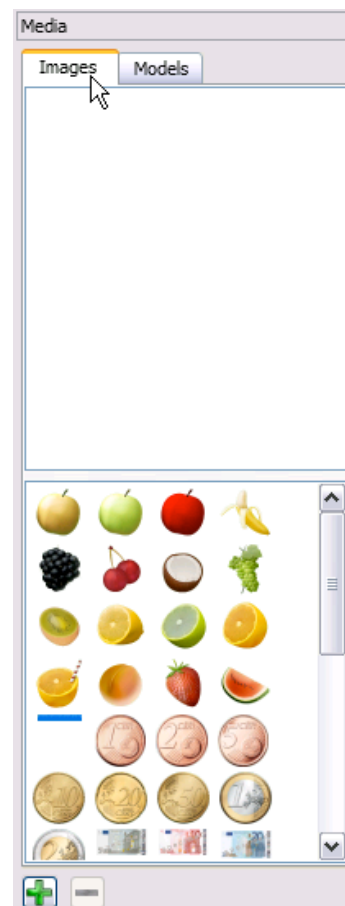
Let's start with **Images**.


The panel has two parts. The top part contains all images used in the file so far and any images that you have imported.

The bottom part contains images from the Cabri image library.

The  button at the bottom will allow you to import further images from file (.png, .jpg, etc.).

Another way to import images is to drag the name of the file (in e.g. Windows Explorer or the Mac Finder) into the top part of the panel.

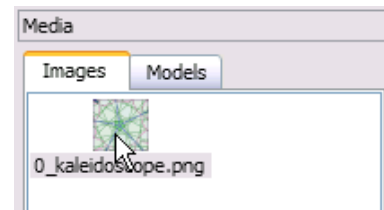


The  button is used to remove images from the top part of the panel: click on the image, and then on the button.

## 2. PLACING AN IMAGE ON THE PAGE

An image has been imported from a file.

To place an image on the page, click on it either in the top or bottom of the panel.



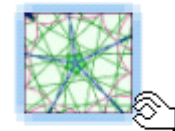
Now move to the view, and click to place the image.

You may continue clicking to place further copies of the image on the page.



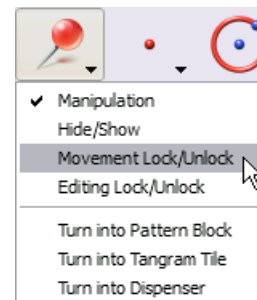
Press **esc**, click on the pointer or grey space at the right end of the tool bar, or choose a new tool after you place the final image.

Images can be resized by dragging their bottom right corner, or moved by dragging anywhere else.

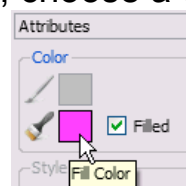


Select an image and press **delete** to remove it.

By default, images are locked for movement and editing: to be able to move or delete an image in Student mode unlock the image using the **Movement Lock/Unlock** or the **Editing Lock/Unlock** tool.



If an image has a transparent background, you can click on the image and, in the attributes panel, choose a colour to fill its background.



### 3. ATTACHING AN IMAGE TO AN OBJECT

Images may also be attached to a variety of geometry objects. Click on the image, and then click on the object to which you want to attach it.

A shortcut to create a new point with an image attached is to select the image, and then press **ctrl** as you click to create a new point with an image attached.

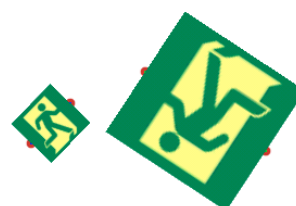
Note that dragging the image drags the object to which the image is attached.

Images attached to points are constant in size, and oriented with the top of the image upward.

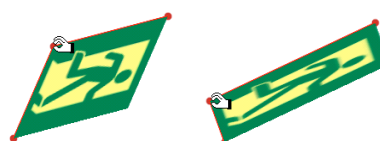


Points with images attached may be animated, or turned into dispensers or tokens and token dispensers.

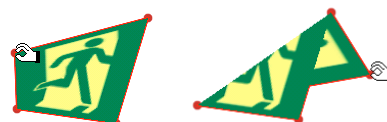
Images attached to segments or arrows adjust in size to the length of the object and are oriented so that the middle left of the image is at the first point selected when the object is created and the middle right is at the second point selected.



Images attached to triangles take the shape of parallelograms, with the bottom on the first created side of the triangle and the left side on the final created side of the triangle. Dragging vertices of the triangle changes the shape of the image.



Images attached to quadrilaterals are fitted in the quadrilateral, with the bottom left corner of the image attached to the first point selected in creating the quadrilateral, and the bottom right corner attached to the second point created.



Dragging the vertices of the quadrilateral can produce some

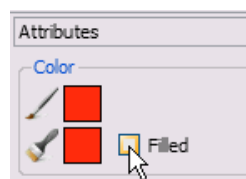
interesting variations.

If you attempt to attach an image to a polygon with more than four sides, the image will be attached to one of its sides, in the same way as it would be attached to a segment.



Images cannot be attached to lines, rays, circles, or arcs.

Attaching images to pattern blocks and tangrams works the same way as with polygons, although you will need to uncheck **Filled** in the attributes of the pattern block or tangram before the image will be visible.



Images may also be used to fill containers and buttons.



Images may be deleted or removed from objects by selecting the image and pressing **delete**, as long as locks are not activated. Note that deleting an image attached to a point will also delete the point.

Attaching a new image to an object will replace the existing image. You can also click to select the image and then click on a new image in the Images panel to change an image.



An object may have both a model and an image attached to it.

## 4. MODELS

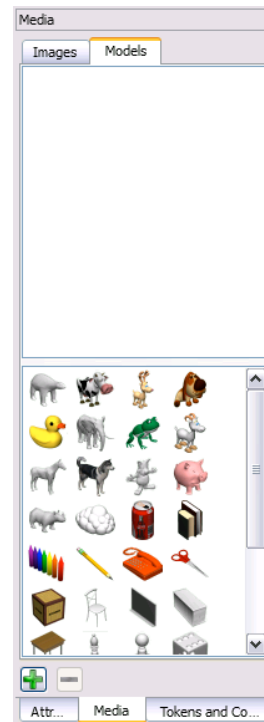
Let's now look at the Models panel.

This is very similar to the Images panel.

The difference is that the pictures at the bottom represent 3D objects.

The two halves of the panel and the  and  buttons have the same function as for images.

Any models you wish to import must be in \*.3ds format.



Models may be put directly on the page by clicking on the model and then on the page.



In order to see the model from a different angle, right-click on an empty spot on the page, hold down until the cursor changes as shown, and drag upward.



Models may be dragged, but not changed in size. To change the size of a model, attach it to a segment.

Models which are gray in the **Models** panel may have their colour changed in the **Attributes** panel.

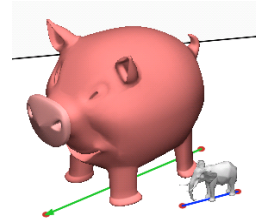


Models may be attached to points. Click on the model, then on the point, or press ctrl to create a new point with the model attached.

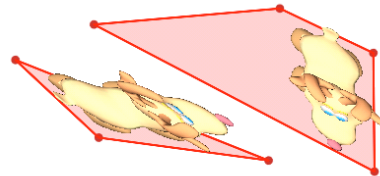


The point may be animated, or the point with attached model may be turned into a dispenser, or a token and token dispenser.

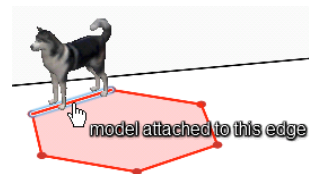
A model attached to a segment or arrow behaves in the same way as an image attached to a segment or arrow.



Attaching a model to a triangle or a quadrilateral is similar to attaching an image to a triangle.

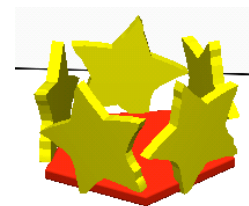


Models may be attached to the sides of polygons with more than four sides.



Models cannot be attached to lines, rays, circles, or arcs.

Models may be attached to pattern blocks or tangrams in the same way as to the polygon from which the pattern block or tangram is created.



Models may also be attached to containers, but not to buttons.



Models may be deleted or removed from objects by selecting the model and pressing delete, as long as locks are not activated.

To change a model, click to select the model and then click on a new model in the Models panel.

An object may have both a model and an image attached to it.

Models are unlocked for movement and locked for editing by default: use the **Movement Lock/Unlock** and **Editing Lock/Unlock** tools to lock or unlock any models that you want fixed in place, or able to be deleted, in Student mode.

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