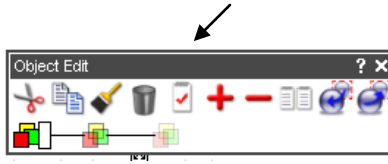
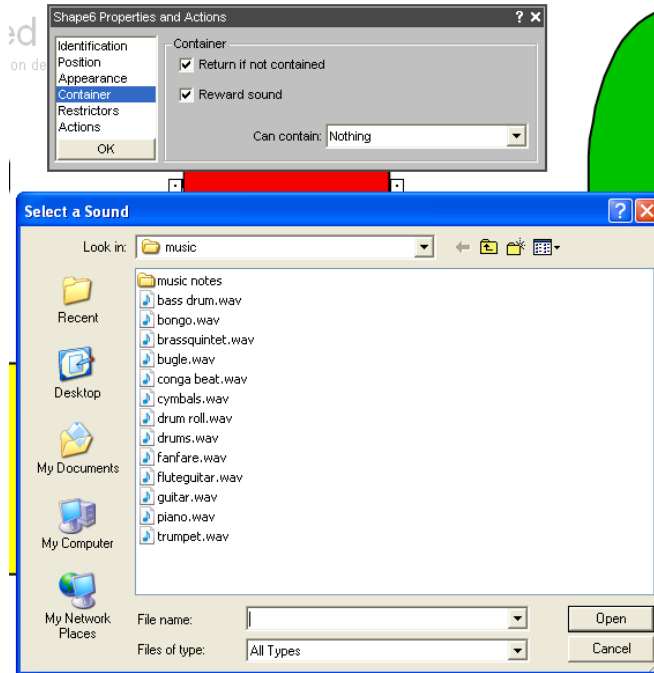


# Promethean Board Containers

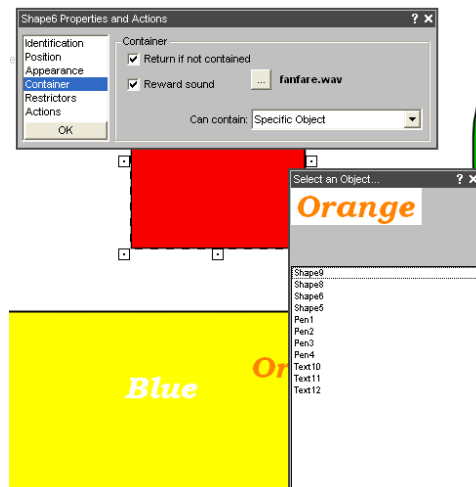
- Double click on image/shape to reveal the *Object Edit Box*. Then on the *red check (properties)*.



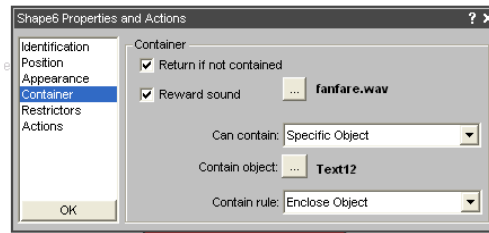
- Once you click on the *red check (properties)*, choose container from the left side.
  - Be sure to check “Return if not contained”
  - If you would like to have a reward sound, check the reward sound box. When you do, the select a sound box will open. Double click on the sound of your choice.



- Next, go down to the “Can Contain” drop-down arrow and select “Specific Object”. Another box will open. As you hover over the list of objects, they will preview (like orange in this example). Click on the item that should be contained.



- A “Contain Rule” box will open. If your container is big enough to hold the object that it will contain, you should choose “Enclose Object”. If your container is not big enough to hold the object (Solar System example), you should use the drop down arrow and choose “Match Centers”.



- Every image/object involved should have “Object Edit” “Properties” set to “Return if not contained”.
- Tips:
  - Objects should not be “grouped” or “locked to background” when defining containers.
  - The object to be “contained” should be assigned to the top layer.
    - Layering: right click on object, edit, layer, top

