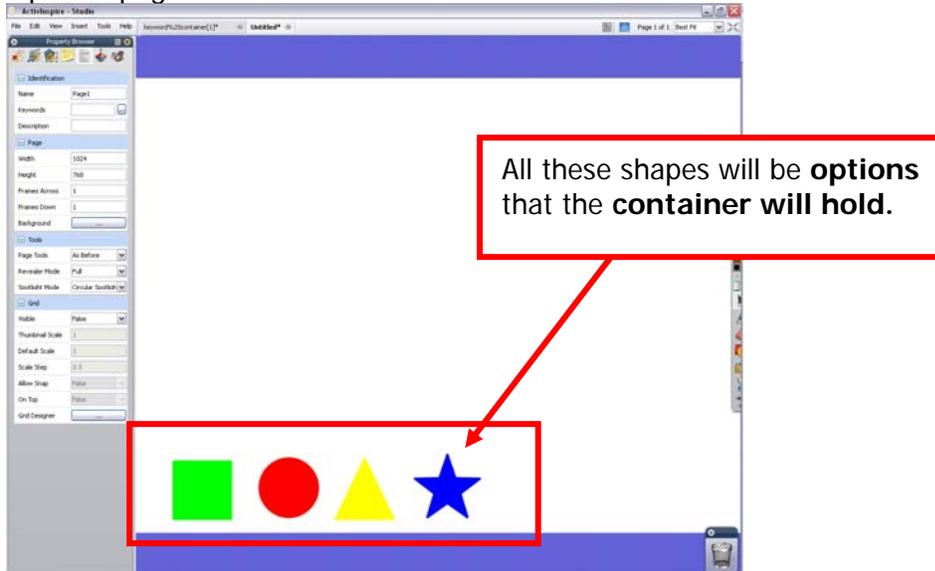


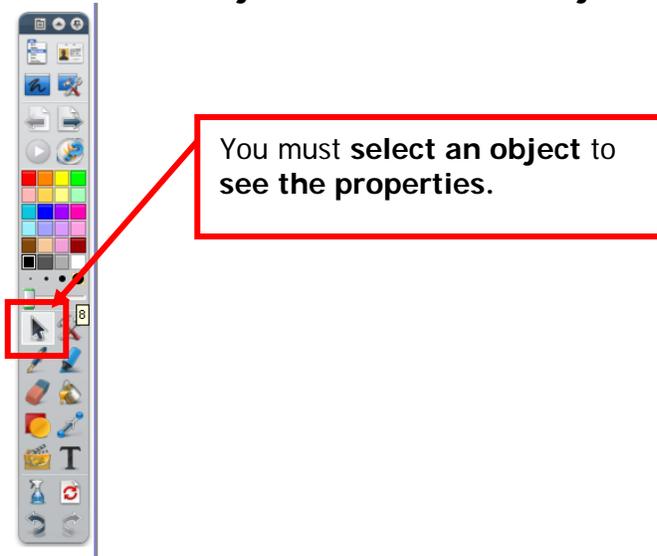
## Promethean ActivInspire: Containers

Containers are objects that hold other objects in place. For example, you can create a container that holds only triangles and rejects all other shapes. Containers can be an object that holds certain text, certain images, certain objects etc.

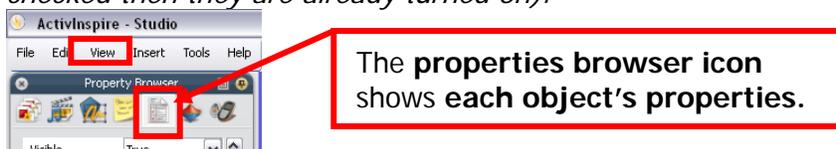
1. Create all shapes and images that will be options and position them where desired on the flipchart page.



2. Use the select object tool to select an object for the container.



3. Once you have an **object selected**, click the **properties browser icon**. If the **browsers aren't on**, turn them on by going to the **view menu** and selecting **browsers** (if browsers is already checked then they are already turned on).

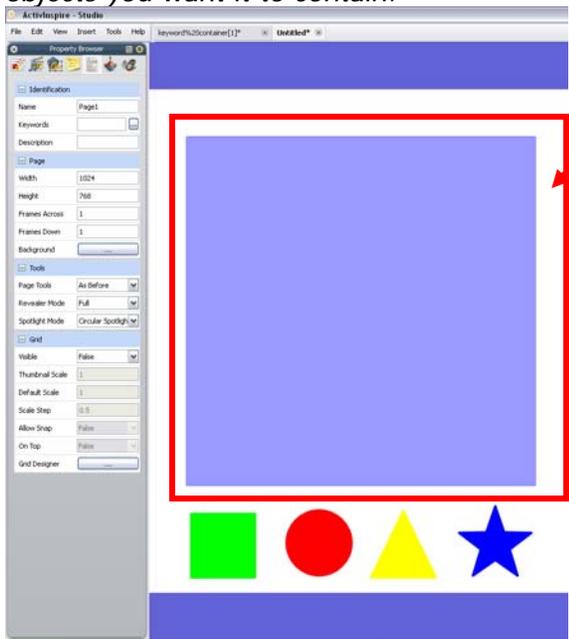


- For each object you want the container to contain or reject, select the object, scroll down to the containers area and set the properties. *Note that objects must be set to return if they 'don't fit the container' or they will remain in the container.*



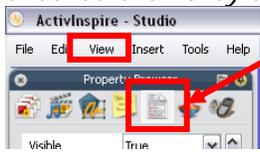
The objects to go into the container are set to contain nothing but are set to return to their original location if they don't fit the container.

- Create the container for the objects. *Note that the container must be big enough to hold the objects you want it to contain.*



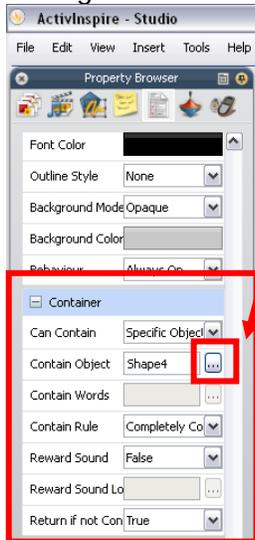
Container for the shapes

- Use the select object tool to select the container.
- Once you have the container selected, click the properties browser icon. If the browsers aren't on, turn them on by going to the view menu and selecting browsers (if browsers is already checked then they are already turned on).



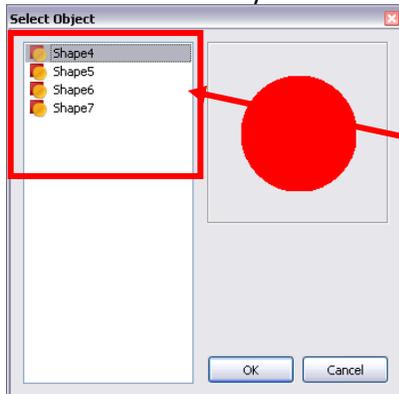
The properties browser icon shows each object's properties.

8. With the **container selected**, scroll down to the **containers area** and set the **properties** for the container. You can set a container to **hold more than one object by setting keywords** instead of setting the container to hold certain objects.



The container has been set to hold only a specific object (the red circle). Click the browse button next to the "contain object" field to select the specific object. It has been set to completely contain that object and to return any objects that are not that specific object.

9. Clicking the **browse button** next to the "contain object" field will bring up a box that will allow you to **select the object** you want the container to hold. *Only objects that have already been created will show up in the select object area.*



Click the object in the list that you want the container to hold and then click OK.

10. The **container is now set to only hold the circle** and to reject all the other shapes.

