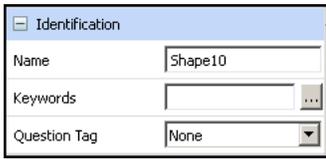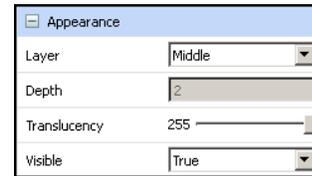# INTERACT Cheat Sheet

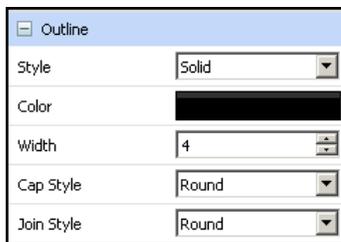# ActivInspire

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... prevelant 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
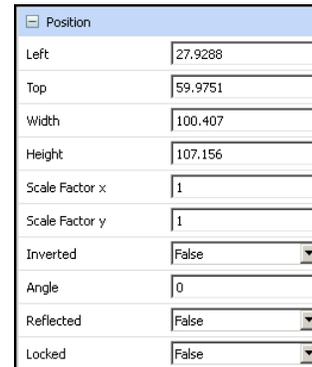
Fill Tab

- 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
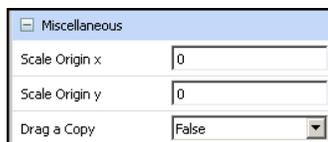 - both color options are available with gradient

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

INTERACT
Integrating Technology Realistically Among Classroom Teachers

Label Tab

Label	
Caption	
Font Name	Arial
Font Size	12
Font Color	■
Outline Style	None
Background Mode	Opaque
Background Color	
Behaviour	Always On

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

Container	
Can Contain	Nothing
Contain Object	
Contain Words	
Contain Rule	Completely Contained
Reward Sound	False
Reward Sound Location	
Return if not Contained	False

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

Rotate	
Can Rotate	Freely
Rotate Step	0
Rotate About	Center
Rotate Object	
Rotate Point x	0
Rotate Point y	0

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

Restrictors	
Can Block	False
Can Snap	True
Snap Point x	0
Snap Point y	0
Snap To	Bottom Left
Can Move	Freely
Move Path	
Can Size	Freely

- 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