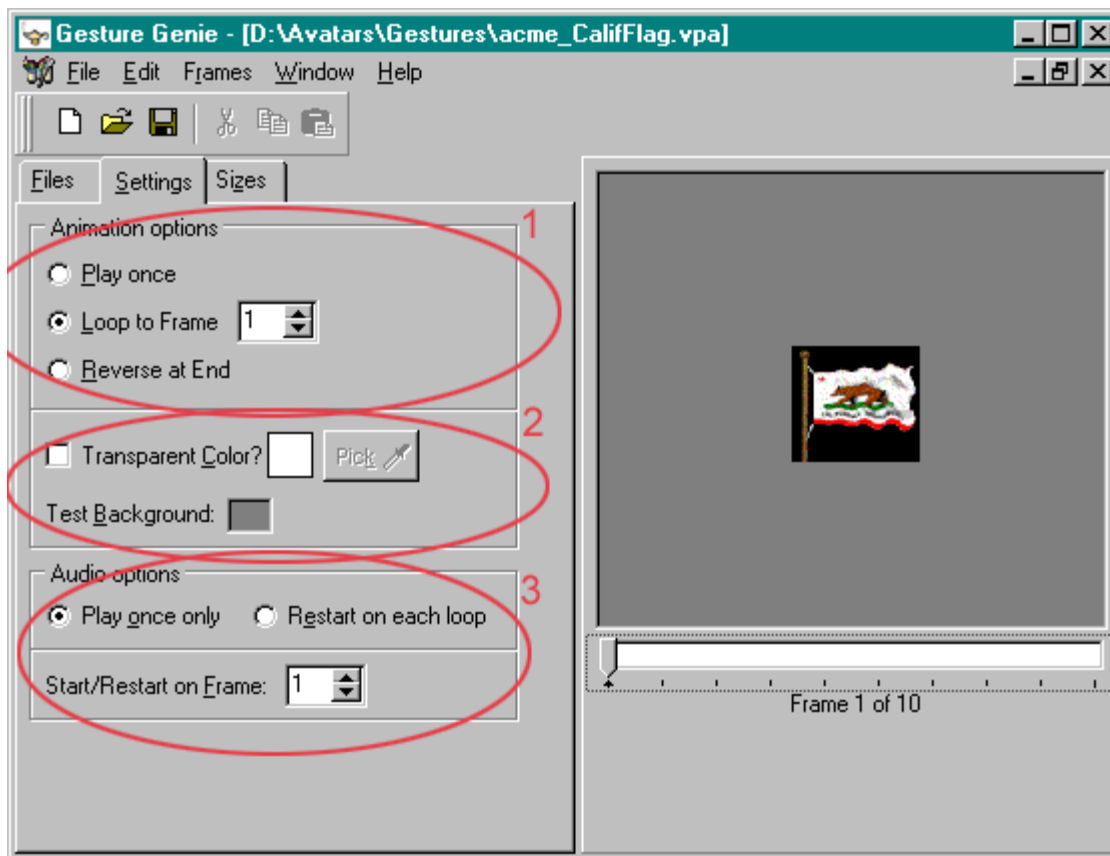


## Tutorial - Creating a New Gesture - Step 3

Now that you have entered the basics for your gesture, you can alter some of the default settings. Click on the tab labeled "Settings" and you should see something like this (without the areas circled in red or the red numbers, of course):



- 1.** The Animation options let you decide whether you animation should repeat in some way or not once it plays to the end one time. The "Play Once" option, of course, will start the animation at the first frame and display each frame after it until it reaches the last frame and then it will stop. The "Loop to Frame" option, will do the same thing as the "Play Once" option, except when it reaches the last frame, it will jump to the frame you enter (in the box next to this choice) and again show each frame from that frame forward until the end (where it will loop again, time permitting). The "Reverse at End" option will show each frame in sequence going forward and when it reaches the last frame, will show the frames in reverse and end at the first frame. You can only select one of these three options at a time.
- 2.** If the box next to "Transparent Color" is checked, each frame of the animation will use the color shown (in the small box to the right of this option) as a transparent color. This color will be replaced in Virtual Places by a different random color each time the gesture is used.

To select which one the colors in will be the transparent color, click on the button labeled "Pick". The cursor will change from an arrow shape into an eyedropper shape. Move the end of this eyedropper over the color in the gesture you want to have as transparent and click. To see how the transparent color will look using different background colors, you can click on the box to the right of "Text Background" and a color selection dialog will come up to allow you to select a different color.

**3.** If you have an audio file included with your gesture, the Audio options allow you choose how the audio playback will be handled. You can select to either play the audio one time only, or to restart the audio from the beginning every time a certain animation frame is displayed. The Start/Restart on Frame box determines with which animation frame the audio starts to play (or restarts if audio "Restart on each loop" option is selected and something other than "Play Once" is selected for the animation option).

[Click here to go to Step 4.](#)