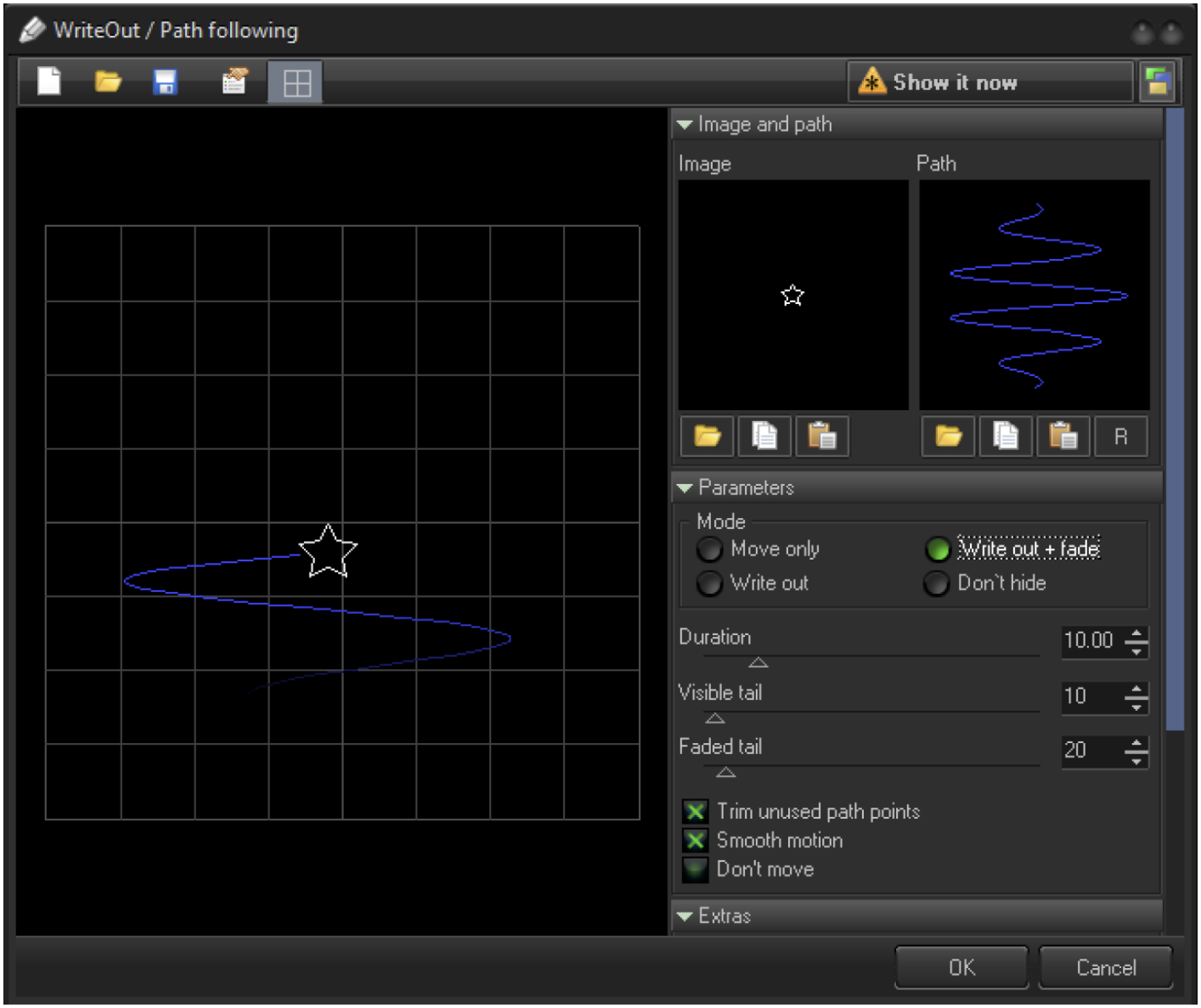
Write out Effect Editor



A Write Out Object is based on two main elements. The first is the Image that creates the Write Out Path. The second is the Path itself. The Path is just a Static Frame.

The **Image** section has 3 standard buttons that allows you to choose an Image - Open, Copy, and Paste. The **Path** section has the same buttons plus button R. Button R reverses the Point Order of the Path.

Parameters

- **Move Only** - moves the Image by the Path and does not display the Path.
- **Write Out** - moves the Image, and displays the Path.
- **Write Out + Fade** - moves the Image, writes out the Path, and fades out the Path (this mode is

shown on screenshot)
- **Don't hide** - moves the Image, always shows a Path.
- **Duration** - the duration of the Image Motion from the beginning to the ending of the Path.
- **Visible Tail** - the number of Points in the Path that are completely visible.
- **Faded Tail** - number of Points in the Path that Fade Out to zero.
- **Trim Unused Path Points** - removes invisible Points in the Path (tail).
- **Smooth Motion** - uses interpolation between the Points for the Image Motion. Otherwise, the Image will jump from Point to Point.
- **Don’t Move** - the Image stays static, but all the actions related to the path work. Currently BEYOND has various ways of getting the same result.

Extras

- **Z Rotation** - allows the rotation of the Image, depending on Path Direction.
- **Color Action** - allows re-coloring of the Image according to the Path color, or changes the Brightness of the Image depending on the Path.

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