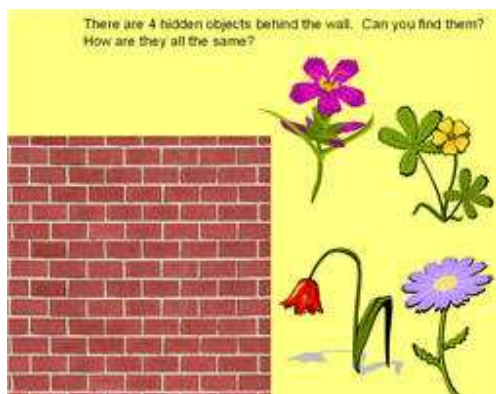


## Creating Flipcharts **Fun with Layers!**

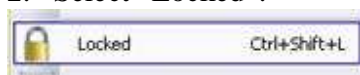
Promethean software utilizes layers to achieve interactivity: top layer, middle layer, bottom layer, and the background. By layering objects on different layers, you can hide objects behind other objects. Often to achieve this, you'll need to lock the object on the top layer in place so it doesn't move.




In this example above, the brick wall is an image **locked on the top layer**, and the flowers are on the **middle layer**. If the brick wall wasn't locked in place, it would move when you try to click the objects behind it. Now you can move the flowers behind the wall and pull them out one at a time during the lesson.

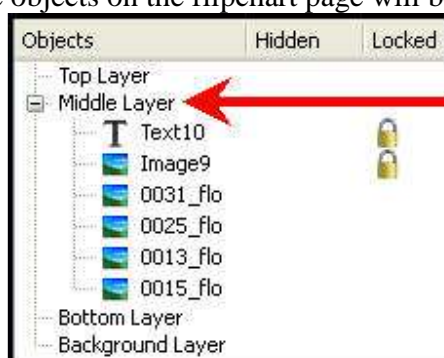
### How do you lock an image in place?

1. Right-click on the object.
2. Select "Locked".



### How do you check which layer your images are on?

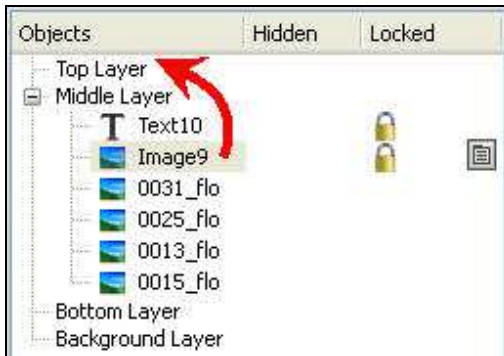
1. Open your Browsers by clicking View → Browsers.
2. Select the "Object Browser". 
3. All of the objects on the flipchart page will be listed.



This window shows that all of your objects are on the middle layer, and only 2 objects are locked.

## How do you move an object to a different layer?

### Method One:



1. Click the object you want on a different one time so that it is selected on the flipchart.
2. Go to your Object Browser.
3. The object that you selected will appear highlighted in the Object Browser.
4. Click and drag the object to the top layer in the Object Browser.
5. Close the Browser window.

### Method Two:

1. Right-click the object.
2. Choose **Reorder** and then the layer you want: **Top**, **Middle**, or **Bottom**.

