

What's new in PicturesToExe 9

It's been a while since the last major update to PicturesToExe, but that time has not gone to waste. I think we can say this is the most comprehensive upgrade we have ever seen with PTE. We not only see major improvements and new tools, but PicturesToExe is also a big step closer to a fully operational Mac version.

New Objects and Animation editor

- Multiple selection of keyframes.
- Multiple editing of parameters for selected keyframes.
- Modifiers for parameters of animation.
- Animation parameter in a keyframe can be turned on or off.
- Timeline can display keyframes of multiple objects.
- Added multiple selection of keyframes with Shift or Ctrl key.
- Shift Keyframes command is improved.
- Reduced memory usage for Animated GIFs.
- Set Original size of an image

Animation

- Animation settings greatly improved with short-cuts to common values.
- New Modifiers for Animation
- New Speed options between Keyframes
- Custom Speed options also available

Color Management

- Adjust brightness, contrast, levels, saturation and hue for images, videos and text captions.
- Support of color profiles in JPEG images.

Powerful Transition Effects

- Custom transition effects can be stored in the global storage or in the project.
- Import/export custom transition effects.
- Create a set of Custom Transitions via buttons or a list
- New built-in transition effects.
- New Transparent background from slides
- A new Splitter technique for use with Custom Transitions and images as backgrounds.

Audio

- Export Soundtrack to WAV or MP3 File.
- Changes to the preferences with regard to the height of the wave file. (for easier adjustments)

Improved Video Output

HTML5 video output.
Faster video encoding.
Improved visual quality of video.
60p output for YouTube.

Find Missing Files window

New design.
Find or replace broken links to files of a project.

Improved Performance

Faster work with heavy projects.
Reduced memory usage in projects with heavy animation.

Masks

New feature in a Mask object. You can use any animated objects, text or images as masking layers.

Framing

A brand new option to zoom an image within it's own boundaries. It can be used to zoom picture in picture