


# Handy Carousel

 This feature is available starting from [Handy Macros for Confluence 1.6.0](#).

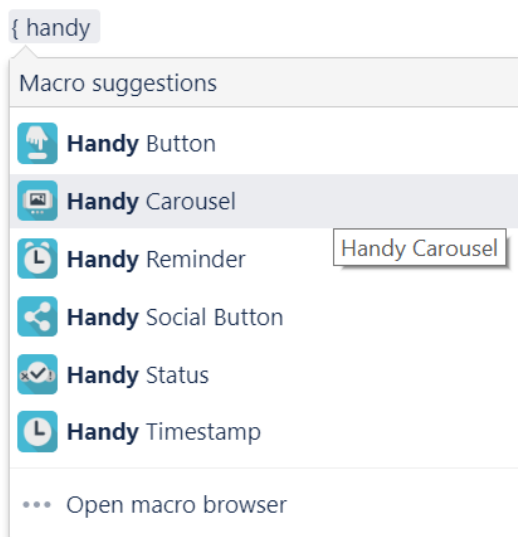
- [About the macro](#)
- [Adding Handy Carousel to the page](#)

## About the macro

This macro allows you to enhance the way of presenting and organizing media content (such as images and videos) on Confluence pages. You can create galleries or dynamic carousels that can continuously rotate your images and YouTube videos. The Handy Carousel macro is also compatible with the [Widet Connector](#) macro which extends its applicability and content "digestibility".

## Adding Handy Carousel to the page

1. [Insert](#) the Handy Carousel macro on the page.



- Creates galleries and carousels with media content. Post [Idea](#) or [Issue](#). [Documentation](#)

Carousel

Center ▼

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- The screenshot shows a web browser window displaying a blog post. The browser's address bar shows a URL starting with 'http://'. The page title is 'StillSoft Celebrates 6 Years Old Birthday!'. The main text of the post reads: 'At the end of July, we at StillSoft celebrated the 6th Company birthday. This is a very happy occasion for us, but it is much more essential for us to acknowledge that millions of people are using our products every day. And we hope that our products help you to achieve all your objectives and efficiently work in Atlassian tools. StillSoft was founded in 2010 to provide users of Atlassian products with handy and smart tools improving their everyday user experience. Celebration of the birthday passed in the warm, friendly and family atmosphere. In the afternoon, we met together in the office and tasted delicious cakes. We also summed up all the achievements over these years and set new horizons for company development. After the encouraging and motivating speech of our CEO, Maksim Kuzmich, we packed our things and prepared for the 2-hour laser tag battle.' Below the text, there are two images. The first image is a collage of several photos showing people in military-style uniforms participating in a laser tag battle in a wooded area. The second image shows a group of about ten people, presumably the StillSoft team, posing for a group photo in an office setting. Some are holding a large, colorful number '6'. At the bottom of the browser window, there is a navigation bar with buttons for 'Ready to go', 'What did you change?', 'Notify watchers', 'Preview', 'Update', and 'Close'.

5. Save the page.

6. Done!

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Confluence

Spaces

People

Create

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Dashboard / Handy Macros for Confluence

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# StiltSoft Celebrates 6 Years Old Birthday!


Created by admin, last modified just a moment ago


At the end of July, we at [StiltSoft](#) celebrated the 6th Company birthday. This is a very happy occasion for us, but it is much more essential for us to acknowledge that millions of people are using our [products](#) every day. And we hope that our products help you to achieve all your objectives and efficiently work in Atlassian tools.

StiltSoft was founded in 2010 to provide users of Atlassian products with handy and smart tools improving their everyday user experience.

Celebration of the birthday passed in the warm, friendly and family atmosphere. In the afternoon, we met together in the office and tasted delicious cakes. We also summed up all the achievements over these years and set new horizons for company development. After the encouraging and motivating speech of our CEO, [Maksim Kuzmich](#), we packed our things and prepared for the 2-hour laser tag battle.







We arrived at the site of a sharp battle and the randomizer divided us between the two teams, and so the combat began. The first two rounds passed in the atmosphere of joy and happiness. Everyone was enjoying the game and did his best to bring down the colleagues as many times as possible. ) The next two rounds were difficult for one of the teams as they could not capture the flag under the pressure of the opposite team. And the last round was the closest to the real battle. There were no aid kits on the battlefield, so any careless action can lead to the 'Game Over' for each gamer. The 15-minute round was the last and the most difficult for all teams as everybody was tired. There was no chance for a mistake, but several