

bdAnim

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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

bdAnim

1.1 bdAnim documentation - Contents

bdAnim V1.15 05.11.1998

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1.2 bdAnim Introduction

Introduction

BackDropAnim is a simple animationplayer, that plays a 'busy-' or 'transfer-' animation on screen. It's primary use is to make the workbench a little more nice-looking, but it can also be useful due to it's usermenu-function and arexx functions (arexx-interface is quite limited at the moment).

I got the idea for this program from 'WBAnim' by Gaz/Dalnet a while ago. The problem with WBAnim was that it didn't do any recalculation of the animation colours, and thus looked pretty bad on my cybergraphics screen. This version works, as far as I've tested, fine on both aga and graphicboard displays, using datatypes to load the animations..

I also wanted a little more functionality of the program, so I added functions to start, stop and change speed via

```

Arexx
, the possibility to launch scripts or
programs via a
usermenu
and some
tooltypes
to make the client more configurable.
```

1.3 Requirements

Requirements

To use this program you need

```

\textdegree{} MUI, Magical User Interface by Stefan Stuntz. Availible on Aminet.
\textdegree{} Datatypes, The program uses datatypes to load graphics, thus at
least 3.0
is required.
```

I think that's it.

1.4 Installation

Installation

The program is easy to install, just

```

\textdegree{} Copy the 'bdAnim' and 'bdAnim.info' to the place you want it.
```

\textdegree{} If you want the about-window animations to show up, you also need ←
 a drawer
 'anim' in the same directory, containing the supplied files 'about' and
 'aboutlogo'.

\textdegree{} I suggest you put your own animations in this drawer too, although ←
 they
 can be placed anywhere, since the path and name is specified via
 ToolTypes
 .

\textdegree{} If you want the animation to show up everytime you boot, just put ←
 bdAnim or
 a project icon linking to bdAnim in the WBStartup drawer.

\textdegree{} If you want to use the arexx scripts, copy them to your rexx: ←
 drawer.

1.5 Usage

Usage

The program is very simple to use.
 When you first unpack it, all you have to do is to launch one of it's icons.
 To make it fit your personal preferences better, you might want to change
 the configutration.

These are your options:

```
\textdegree{}
    Animations
    Make your own animations to use with
    bdAnim.

\textdegree{}
    ToolTypes
    , use Tooltypes to configure what animation
    to use, where to place it, speed, usermenus, etc.

\textdegree{}
    Arexx
    , use the Arexx inteface to control your animation.

\textdegree{}
    User Menues
    , Set up you own menus to launch programs
    and scripts.
```

1.6 Usage/Animations

Animations

The animations are quite simple to create. Just like transferanimations for your browser, the frames are put side by side in one wide image.

Any transferanimation from aminet should be possible to use.

If you do not specify the width of your animations with the correct
ToolType

the program will assume that each frame is as wide as the image is high.

The first image (the leftmost one) may or may not be a part of the animation. See the

Skipfirst
tooltype.

If you still don't have a clue of how to make your own animations, just look at the one's coming with the program in you favorite image-viewer, and you'll clearly see how they are built up.

1.7 Usage/ToolTypes

ToolTypes

There are at the moment a few tooltypes to help you configure your animations.

`\textdegree{} 'anim=<path/file>'` specifies what animationfile to use.
The animation image can be of any imageformat you have a datatype for.
(Only images at the moment, though)

Example: `'anim=anims/boing.jpg'`

`\textdegree{} 'width=<w>'` specifies the width of each frame in the image. This
tooltype is not
needed if each frame is as wide as its height (you have a square anim).

Example: `'width=64'`

`\textdegree{} 'height=<h>'` can be used to cut of the lower part of the animation
.

Example: `'height=12'`

`\textdegree{} 'top=<y>'` specifies on what vertical position the animation will
be positioned.

A positive integer specifies pixelposition.

A value of -1 means in the middle of the screen.

A value of -2 positions the animation at the (vertical) position the mouse
is held

A value of -3 positions it just below the titlebar, and -4 to -9 positions
1 to 6 pixels below the titlebar.

Example: 'top=-3'

\textdegree{} 'left=<x>' is the same as 'top' for horizontal positioning.
 A positive integer specifies the pixelposition.
 A value of -1 puts it on the middle of the screen.
 A valude of -2 positions it wherever the mouse is (horizontaly).

Example: 'left=-1'

\textdegree{} 'backdrop' makes the animation window a backdrop one.
 If this is not specified, other windows can fall behind the animation.
 For some reason, it seems that the window will fall behind the titlebar
 if its 'backdrop' on some systems (cgfx??)

Example: 'backdrop'

\textdegree{} 'fps=<fps>' specifies in how many frames per second the animation ←
 should be
 shown. 24 fps is usually a good choice.

Example: 'fps=24'

\textdegree{} 'rexx=<name>' specifies the name of the arexx port. If this is not ←
 chosen, the
 port will have the name 'bdAnim.x' where x is the number of bdAnim started.
 If you chose something else, the '.x' will still be added to the portname.
 The name of the port is visible in the 'about' window'.

Example: 'rexx=AMIGA' (would give the arexxport 'AMIGA.1' the first time
 the program is launched)

\textdegree{} 'skipfirst' makes the animation skip the first frame while playing ←
 , and
 only showing it if the animation is paused. Many transferanims are made this
 way, with a separated first frame.
 The first frame will be the one shown when paused, if this tootype is
 there or not.

Example: 'skipfirst'

\textdegree{} 'hide' makes the animationwindow iconified when the animation is ←
 stopped.
 The hiding method can be chosen in the MUI prefs, either appicon, appmenu
 or nothing (probably looks best).

Example: 'hide'

\textdegree{} 'noloop' turns off animation looping. If you want to control your ←
 animation
 from arexx, and only want it to play once, this is good.

Example: 'noloop'

\textdegree{} 'Delay=<millis>' Tells the animationplayer to pause the animation ←
 <millis>
 milliseconds before looping. If 'hide' and 'noloop' is chosen, it waits
 <millis> seconds before hiding.

Example: 'Delay=1000' (for a one second wait)

`\textdegree{} 'sync=<port>'` Will make the program send a sync command to the `arexx` port \leftrightarrow

`<port>`, which should be another bdAnim arexx-port. This function will make it possible to have i e shadows synchronized with it's object etc.

`\textdegree{} 'syncstop'` When synchronization is used, this will also sync the `stop` of the \leftrightarrow

anims. So if the slave anim have been delayed by some reason, it will still stop when it's master will.

`\textdegree{} 'MenuTitle'` and `'MenuX'`, see the `UserMenus` section.

They are there to set up the user menus.

1.8 Usage/Arexx

Arexx

At the moment, the arexx interface is very limited, but seriously, I can't think of many functions to add. Suggestions are

welcome
!

`\textdegree{} 'start'` (no args) starts the animation once it's paused.

`\textdegree{} 'stop'` or `'pause'` (no args) pauses the animation.

`\textdegree{} 'fps'` (FPS/N) sets the frames per second to 'FPS'.

`\textdegree{} 'setframe'` (FRAME/N) set the current frame of the animation.

`\textdegree{} 'sync'` will restart the animation from frame 0. (and start playing \leftrightarrow if earlier paused)

`\textdegree{} 'quit'` kills the animation app.

`\textdegree{} 'hide'` iconifies the animation window. Iconify method can be \leftrightarrow altered in the MUI prefs.

A few example scripts can be found in the 'rexx' drawer.

1.9 Usage/User Menues

User Menues

The user menues shows up if you press the right mousebutton over the animtion-window when the window is activated.

You can easily put up your own menues to launch programs or scripts by the use of tooltips.

The title of the menu is with the 'MenuTitle' tooltip, for example

```
'MenuTitle=Scripts'
```

The menu items are set up with the 'MenuX' tooltips, where 'X' is an integer going from 1 to the number of menues.

```
'Menu1=Start|sys:rexxc/rx astart %s'
```

```
'Menu2=Stop|sys:rexxc/rx astop %s'
```

```
'Menu3='
```

```
'Menu4=Slow|sys:rexxc/rx afps %s 12'
```

The part of the tooltip left of the '|' will be the name of the menuitem. The right part will be the command executed.

The '%s' will be translated to the name of the arexx-port of animation.

The example menues above would look like:

```
Scripts
```

```
-----
```

```
Start
```

```
Stop
```

```
-----
```

```
Slow
```

And they would execute the arexx scripts 'astart port', 'astop port' and 'afps port 12' respectively.

As you see, the empty menu, number 3, turns out as a barlabel (or separator), this is also true for items that contains no label or command.

If the command to execute is not valid, nothing dangerous will happen.

The command is executed with a

```
'run <nil: >nil: COMMAND >con:'
```

where 'COMMAND' is your command.
(if this means nothing to you, never mind)

1.10 Usage/Menues

Menues

The menues are few and simple:

```
\textdegree{} 'About' shows some information about the program.
```

```
\textdegree{} 'About MUI' shows information about MUI.
```

```
\textdegree{} 'Quit', guess what?? It quits the application.
```

`\textdegree{}` 'MUI Prefs' brings up the MUI preferences window.

1.11 Bugs

Bugs

There is no known bugs at the moment, but please report bugs to me! Contact info is at the

Author
page.

1.12 Todo

Todo

There are a few things I could add if there is a request:

`\textdegree{}` Play random animation. The program choses a random animation from a directory instead of always playing the same one.

`\textdegree{}` Use `animation.datatype` as well. I don't really feel like implementing this, but if there is a big demand, then maybe.

`\textdegree{}` Possibility to have a separate still image. This is already possible by having the chosen image as the first frame and using the 'skipfirst'

Tooltype

.

`\textdegree{}` A separate preferences program to make configuration more easy.

`\textdegree{}` Let one bdAnim app control several animations, instead of starting one program for each anim.

`\textdegree{}` A possibility not to use datatypes for pre 3.0 users.

`\textdegree{}` Possibility to have scripts executed when the animation is clicked, double-, middle- and rightclicked.

`\textdegree{}` Option to chose weather frame 1, the first frame or the last frame should be displayd while delaying.

Note that I probably wont implement anything of these options unless users request them. So if you want one of these, or any other function, drop me a

```
line  
!
```

1.13 History

History

```
\textdegree{} Version 1.15b.  
  Recompilation due to a 'might have been' bug.  
  
\textdegree{} Version 1.15.  
  Fixed CyberGuard hits from About-window, sync-function and unspecified  
  animation file.  
  Fixed to work with both 'tool' and 'projects' icontype. I thought this was  
  already the case.  
  
\textdegree{} Version 1.1.  
  Added 'sync' tooltype and 'setframe' arexx command.  
  The .mcc is developing fine, most of the code is made.  
  
\textdegree{} Version 1.0, third public and first non beta.  
  Files not being unlocked bug fixed.  
  Started making a public distributable customclass (.mcc) of my class.  
  
\textdegree{} Version 0.9β, second public.  
  Added the 'noloop' and 'delay' tooltypes.  
  
\textdegree{} Version 0.8β, first public version.
```

1.14 Disclaimer

Disclaimer

The author is can not be held responsible for any damage, loss of data or other bieffects caused by this program.

1.15 Copyright

Copyright

bdAnim is programmed and copyrights © by Linus McCabe, 1998.

It is to be considered 'freeware', meaning that it can be copied and used by anyone who likes it.
It is also possible to put this programs on coverdiscs, compilations, etc, but I would like to be notified about it and I wouldn't mind a free copy.

The program must not be sold without the authors written permission.

If you like this program, I'd be happy if you dropped me a
line
.

1.16 Thanx

Thanx go out to

Jessica, for bringing light to my life
Ai, for being a good friend
Märta, for being the best grandma I ever had

UMBRO, for the bdAnim logo
_44,
HarryO and
Raven-X for betatesting

Whomever made the icons I stole (Frank Stohl?)

The folks at the MUI mailinglist for all the help,
throughout the years.

Greetings to

Snipey, TJOMME, redpirk, GAZ, Mzzleboy, HighScore, ChaoZer,
RawHeadREx, MiLD, Tipop, MrXZY, UMBRO, fredde and the rest of
the folks at #amiga/DalNet.

1.17 Author

Author

Feel free to contact me for any reason,
bugreports, requests, etc.
Im planning to put up a page of transferanimations, so go ahead
and send me your works and I'll put them up!

I prefer emails at:
Sparkle@hehe.com, but also Houses-of.the.holy@mbox318.swipnet.se works.

My homepage can be found on

<http://Come.To/Sparkle> or
Sparkle.Amiga.TM

I'm also often at #Amiga/DalNet at about 18-20 GMT

For my snailmail address, contact me by email first.

1.18 Examples

Provided examples

Along with the programs comes a few example animations. Some of them look like crap, others look better and some look ok if the correct background is used.

```
\textdegree{} bdAnim, bdAnim_o2o and bdAnim_o4o all show a tiny rotating boingball on the titlebar of your workbench screen. There are two sizes of this animation, one 16 and one 20 pixels heigh to fit different titlebar sizes.
```

```
\textdegree{} C;AO! shows a rotating C;AO!-man where the mouse happens to be positioned.
```

```
\textdegree{} Que shows the aboutwindow questionmark rotating in eternity, or until the program is stopped in some way.
```

```
\textdegree{} Brick_drop, Brick_hole_eyes and Brick_spider should be used with the provided backdrop pattern anims/brickwall/brick1.jpg. These animations becomes a part of that backdrop pattern. They are quite lousy, but hey, Im a coder (and hardly even that) not an artist.
```

```
\textdegree{} AmiDot and AmiDot_shdw are supposed to be used together with the background picture anims/AmigaLogo/AmigaLogo. When run, they will automatically sync with each other.
```

If you're a better artist than I am, please send me some nicer anims or backgrounds for my next release.
