AnimINIT 1.0

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What is AnimINIT?

AnimINIT is just that - an INIT that allows you to play short animations at startup time. It uses the Cel-Method of animation, allowing up to 8 cels repeated as many times as a user likes.

How do I Use It?

In its simplest form, just drag it into the System Folder of your startup disk, and restart. You will see the title page, and, shortly after, the demonstration animation. If this animation is satisfactory (not likely - it was thrown together quite quickly), you need do nothing more.

How do I Modify It?

First off, let me say that AnimINIT 1.0 has NO user interface. All modifications are done at ResEdit level. My apologies for this, but I wanted to get a working version out as quickly as possible to see what kind of interest there is in this sort of thing.

To make up your own animations, you must first create 8 pictures the size of the standard Macintosh screen (512*342). (Note that they can be smaller: they will be resized when they are displayed). Then, copy each of these pictures into the scrapbook. After doing this, open ResEdit.

Select the file 'AnimINIT', and open the PICT resource type. You will see a shrunk version of the animation pictures, as well as my title page.

*Note: Please do not modify PICT ID 600, better known as my title page. This is all I ask. You are free to modify anything else. Thank you.

Delete the eight PICTs numbered 124-131 (the eight animation PICTs). Replace them with your own by copying them from the scrapbook and pasting them into the AnimINIT PICT file. Then, by getting info on each of your PICTs, change their ID's from whatever they are to one of 124,125,126,127,128,129,130, or 131, depending on the sequence you want them to play in (124 being first, 131 being last).

Close the PICT resource window.

You must now tell AnimINIT how many repetitions you want your animation to have. AnimINIT comes "factory set" for eight repetitions, but this is easily changed by adjusting the size of the resource named "JCZ ". Open it up using ResEdit. You will see that it contains four bytes. By changing it to seven bytes (deleting one of the 'FF's'), it will repeat seven times. By changing it to 200 'FF's', it will repeat 200 times, and so on. Again, remember to save your changes.

*Note: Do NOT change the resource id number of JCZ. Leave it at '69', or the repetition changes will not work.

You are done! Restart your Macintosh to see your new startup animation.

Future Enhancements

       • An editor that will convert MacPaint pictures to AnimINIT format automatically. Coming Soon.

       • 'snd ' resource support - have sampled sounds play while your animation runs. Coming Soon.

       • Variable Size Animations - Coming a little later.

       • Colour & 640 * 480 Resolution Support - Maybe never. Unless I get my //cx soon!

Compatability

       AnimINIT is designed to work with the Mac Plus, SE, and SE/30 running System 3.2 or later. Please leave me an EasyPlex on CompuServe if it doesn't work on your machine, or if it works on any others. It should work on the // series, but it will not take advantage of 640 * 480 resolution.

Etc. Etc. Etc.

       Please leave me mail (EasyPlex, or a message on Norton Downey's BBS at (403) 457 - 1935 (addressed to *TUC403* on the BBS)) if you have any questions, comments, or ideas for future enhancements. This was thrown together for the most part in an afternoon, so it's not very fancy, and there's plenty of room to grow.

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