ANIMLIB

Conversion program

	COLLABORATORS			
	TITLE : ANIMLIB			
ACTION	*NAME*	*DATE*	*SIGNATURE*	
WRITTEN BY	Conversion program	February 2, 2023		

REVISION HISTORY			
NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

ANIMLIB

1.1 Overview of ANIMLIB

<pre>
                          Overview

                   An Acid Software Library

                   Converted to AmigaGuide by

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</pre>

1.2 ANIMLIB

```
Statement: Anim
--------------------------------------------------------------------------------
Modes  :
Syntax : Anim – IFF Anim
```

1.3 ANIMLIB

```
Statement: LoadAnim
--------------------------------------------------------------------------------
Modes  :
Syntax : LoadAnim Anim#,Filename$[,Palette#]
```

The LoadAnim command will create an Anim object and load a DPaint compatible
animation. The ILBMInfo command can be used to find the correct screensize
and resolution for the anim file. The optional Palette# parameter can be
used to load a palette with the anims correct colours.

Notes: unlike more advanced anim formats DPaint anims use a single static
palette for the entire animation. Like all other Blitz commands that access
files the command must be executed in Amiga mode.

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Statement: InitAnim

Modes :
Syntax : InitAnim Anim#[,BitMap#]

InitAnim renders the first two frames of the Anim onto the current BitMap
and the BitMap specified by the second parameter. The second BitMap#
parameter is optional, this is to support Anims that are not in a
double-buffered format (each frame is a delta of the last frame not from two
frames ago). However, the two parameter double buffered form of InitAnim
should always be used. (hmmm don't ask me O.K.!)

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Statement: NextFrame

Modes :
Syntax : NextFrame Anim#

NextFrame renders the nextframe of an Anim to the current BitMap. If the
last frame of an Anim has been rendered NextFrame will loop back to the
start of the Animation.

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Function: Frames

Modes :
Syntax : =Frames (Anim#)

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```
              .-------------------------------------------------------------------------
|                                     ANIMLIB                                    |
`------------------------------------------------------------------------------'
```