

Getting Started

Select Activity and use the Activity Assistant to get started.

Here is one basic method of animation...

Draw or Paint New image: <File> <New>
Prepare to Save First Image : <Drag From Main>
Load Animation Manager <Tools> <Animation Manager>
Drag Image to Animation Manager: <Drag From Main> <Drop n' Save >
Repeat the above altering each image or "frame" slightly.

Once you have completed the process and have a few frames, you can preview your animation and then load the frames into an AVI editor, or GIF editor, or any other format of your choice.

An excellent free AVI editor called **AVIEdit** is available via link at our Web Site.

Hints

This program is designed for true color use. However there are tricks you can do to create and use 16 or 256 color images.

When you load a 16 or 256 color bitmap, such as a Windows background in the Windows directory, the file will remain in 16 or 256 colors. Therefore to create a 16 color bitmap, you can load one of these and clear the page using the clear icon in the tool palette.

If you want to convert one of these so that you can add to the image with more color choices, first create a blank page, it will be created in true color, then paste the 16 or 256 color bitmap onto it.

You can always change your desktop resolution to 16 or 256 colors then the program will create 16 or 256 color images.