Main

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COLLABORATORS

	TITLE : Main		
ACTION	NAME	DATE	SIGNATURE
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

Main

1.1 ADPro_TAM

A HELP GUIDE FOR THE ADPro_TAM 1.0

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Please feel free to contact me about your thoughts concerning

this program, problems, bugs... presents :) This is just a

small gift (freeware) to the people who use the Amiga.

More will come.

Frank Lahr Programmer

Dan Lahr Assitant Programmer

ADPro_TAM v1.0

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ADPro_TAM v1.0 is provided free of charge.

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archive remains intact and no part is modified in any way.

Distribution via other means requires prior permission (which might

normally be granted free of charge for "freeware compilation" disks

or CDs).

ADPro_TAM v1.0 is provided "as-is";

no warranties, either implied or expressed, are made regarding the

viability of the program. The entire risk of the use of ADPro_TAM

is carried by the user. If you don't agree to this license, you must

not use it and delete all associated files immediately.

1.2 install

```
The Installation of ADPro_TAM is very simple.
you can put it anywhere you want. But for easier accessability, you
should put it in your "ADPro_TAM-II:Storage/animations" directory or in
your ADPro directory.

You do need another program called "ViewT".
It was made by Phil Dietz. It is used to make the tooltypes for the
transfer anim. This program should be put in your "c:" directory for
my program to work.

ViewT can be found at aminet, but I have included it with my program.
```

1.3 intro

```
An Introduction to ADPro_TAM:

  ADPro_TAM v1.0 is an easy way to make your transfer anim for
AWeb. So instead of manually using a paint or graphics effects
program to make the file image for the transfer anim, you can use
ADPro and ADPro_TAM to do all the tedious stuff. This program will
also make the icon with the correct tool-types.

  First off, you need AdPro. ADPro_TAM uses AdPro to composite
the images you made for the anim.
  Secondly, you need a couple of images.
```

```
  The ADPro_TAM 1.0 was tested on a A4000 '040 warped with
AdPro 2.5 and on Workbench 3.0 . I have not tested this program on any
other machine at this time or other software stated. But it should run
with a lesser AdPro program 8|.
```

1.4 explan

```
After Adpro is running, my program will open up a requester for you to
select an image file. My program will then get the statistics from this
image file so it can make the transfer anim based on this image and its
sequence of images.

The next requester will be the save requester. The made transfer anim
```

will be saved out as a RAW image file. You should save it out as such
because the an icon will be made with the needed tooltypes. And if you
do not save the image, you will not get the icon made for you.

You can always resave the image out at a lesser depth later, after you
get the icon made.

1.5 icon

The TransferAnim Icon:

   When you save the image, the transfer anim is saved with
an icon with the appropiate tooltypes. All these tooltypes are
based on the first loaded image file.
And the needed tooltypes are:

SIZE=width,height
   This defines the width and height of each animation frame, in pixels.
   DEFAULT is the size of the loaded image.

FIRST=left,top
   Defines the top left corner of the first animation frame.
   DEFAULT is "0,0"

FRAMES=number
   This is the total number of frames in the animation.
   DEFAULT is the total number of frames in the loaded image sequence.

DELTA=delta_x,delta_y
   This is the frame shift amount.
   DEFAULT is the x (width) of the loaded image and "0"

REST=left,top
   Defines the top left corner of the rest image, that is displayed
   if no transfer is going on. This tooltype is optional. If you don't
   specify it, the animation gadget will be empty at rest.
   DEFAULT is "0,0"; the first frame of the transfer anim.

   Adjust the tooltypes if needed, otherwise the tooltypes and the
transfer-anim are in working order as is. See the AWeb's documentation
for more information concerning transfer-anim's.

1.6 warn

Warning:

   Do not run this rexx script from ADPro's function keys or from
an executed script command. It seems not to be able to run and will
sometimes cause crashes. SO, just run it from the icon :)

Further more,

Be careful in the size of the images that will be made into the
transfer anim. If you had 20 images at a resolution 100 width (x) by
100 height (y), you will end up with a transfer anim the size of:
  2,000x by 100y
  And if the image file is set at a high bit, say 8 bit, you could
end up with a image file that is extremely large. It would eat up a lot
of RAM and disk space. And high bit planes are not needed in small
images anyway.

  You shouldn't use image files much larger than 50x by 50y resolutions.
  And you don't need a lot of images (frames) to get the right effect
for your anim. Usually 15 to 30 frames is plenty.

  Live and let learn.

1.7 future

The future....

The Unknown